ARCH 423/523 MEDIA FOR DESIGN DEVELOPMENT

This course is a tutorial-based exploration of how to employ digital collage in its fullest capacity as an evocative tool of envisioning and storytelling. Adobe Photoshop will be the primary working environment. **Recommended for beginner to intermediate level.**

**Instructor:** Daisy-O’lice Williams, Associate Prof. of Architecture

**Time:** 10:00-11:50 am, Tuesday, Thursday, LA TBD

**Eligibility:** Open to ARCH and IARCH undergraduate and graduates students who have completed ARCH 222 or ARCH 610 Intro to Computing.

**Grade Option:** Grade or Pass/No Pass Option

**Description:** Participants will investigate the role of digital collage during design and strengthen their ability to control composition, narrative and workflow.

The course is arranged thematically to introduce concepts and provide examples of particular collage approaches. Content is complemented through tutorials that demonstrate relevant techniques. Students are then asked to complete a collage study that reflects their recent insight. Subject matter will be left open to allow for tailoring to individual interests and studio projects.

**Materials:** All tutorials will occur in the Adobe Photoshop environment. However, students are expected to be proficient enough with any 3D-modeling program (Sketch Up, Rhino, Revit, etc.) to extract base imagery.

There is no required textbook. All readings will be provided. However, *Collage and Architecture* by Jennifer A. E. Shields will be the primary text.