OVERVIEW
This course will introduce the use of simulation and advanced visualization tools within the design process. Through a series of workshops, break-out sessions, and projects, students will learn how to use state-of-the-art software to support lighting, thermal, and energy performance analysis and immersive visualization. Guest lecturers from around the world will provide an overview of how these tools have been incorporated within the context of their own research or design practice, offering a window into real-world applications of multiple workflows.

Participation in this course does not require prior knowledge of simulation software, but does require a working knowledge of 3D modelling in Rhino, which will be used as a foundation for additional plug-ins and software. Students are required to have completed ECS II as prerequisite. This course will meet twice a week in person, with guest lectures supported by Zoom. All lecturers and workshops will be recorded, but attendance is still required at all scheduled meeting times. Coursework will include weekly assignments using a range of simulation tools and a final term project (completed in teams of 2) that focuses on the use of one or more tools in the context of a design problem. Please contact the professor with any questions about enrollment (srockcas@uoregon.edu.)