

ARCH 423/523 Media for Design Development

Fall 2009, Credits: 3 Time: UH 9/29 – 11/24 10:00 to 11:50 am
Media Review on Tuesday, December 8, 10:00 to 11:50 am
University of Oregon, Department of Architecture – Eugene

Media for Design Development & Visualization

Visiting Adjunct Faculty: Kelcey Beardsley, IDEC
kelceybeardsley@mac.com

COURSE DESCRIPTION:

This course focuses on design development tools – in particular visualization techniques. We will explore a variety of design drawing types to meet a variety of purposes including the dimensioned detail sketch, the idea sketch, the architectural intention sketch, and the design rehearsal sketch. Media for these explorations will include pencil, markers, charcoal, ink, and watercolor wash. Drawing types include dimensional freehand sketch, fuzzy exploratory sketch, digital wire-frame modeling, and perspective renderings including entourage appropriate to the design.

COURSE OBJECTIVES:

To expand your drawing comfort-zone by sampling the wide variety of media and techniques available, and choosing those that are most evocative and appropriate to the designer's intention.

To develop skills that aid visualization and “preview” the experience of a proposed space including entourage that describes tactile elements.

COURSE REQUIREMENTS:

Complete weekly assignments for review and discussion in class allowing at least three hours of work each week outside of class time.

Enjoy field trips while recording basic information and observations.

Explore new media and combine unfamiliar drawing types such as digital wire-frame with freehand rendered overlay or watercolor diagrams.

SUMMER PREPARATION:

- Required Text: *Freehand Drawing for Architects and Interior Designers*, Magali Delgado Yanes and Ernest Redondo Dominguez. ISBN: 0-393-73179-0 (I will check availability)
- Other recommended reading references are on the following list.

RECOMMENDED READING:

Books on Drawing Technique:

Any book on drawing by Francis DK Ching. Especially useful is *Design Drawing*.

Visual Notes for Architects and Designers, Norman Crowe and Paul Laseau,
ISBN: 0-442-29334-8

Books on Freehand Sketching and Watercolor:

The Creative License, Danny Gregory, 2007
ISBN: 1-140-30792-2

Watercolor in Architectural Design, Ronald J. Kasprisin, 1989
ISBN: 0-442-22925-9

Venice Sketchbook, Huck Scarry, 1993
ISBN: 0-8109-3921-5

Dinner for Architects, A Collection of Napkin Sketches, Winfried Nerdinger, 2003
ISBN: 0-393-73154-5

ABOUT THE INSTRUCTOR:

Kelcey Beardsley, IDEC

Kelcey Beardsley is an architect, artist, and educator with twenty-three years in professional practice in Eugene, Portland and Seattle. The most well known project on which she served as Project Designer at SRG Partnership, PC, is the Oregon Coast Aquarium in Newport. The series of watercolor perspective renderings, which served the Aquarium's fundraising for expansion of the deep water exhibits, were created as a consultant for SRG Partnership.

Kelcey has extensive teaching experience at University of Oregon in Eugene and the Portland Center, Texas A&M University, and Marylhurst University. Under her five-year tenure as Department Head at Marylhurst, the Interior Design Program achieved professional accreditation through Council for Interior Design Accreditation (CIDA, formerly FIDER). The Fourth Year Design Studio, (final year independent studio) was her primary focus at Marylhurst as well as Freehand Drawing. She joined the University of Oregon in Fall Term, 2008 as a Visiting Adjunct Faculty teaching Design Studios and Media classes.