This course is an open-ended exploration of two related themes:

- architectural design as an act of storytelling
- the best practices for visualizing movement in space using time-based sequential media.

This course rests on the premise that the architectural design process is akin to storytelling. The relationship between story and architecture will be considered metaphorically, as either the story of the user’s experience or, the story of the personified building.

The term will consist of a series of weekly mixed media exercises, culminating with the production of a 30-60 second short film that tells an architectural story, in addition to a movie poster that communicates the same. Students will deconstruct elements and techniques of narrative in the medium of comics and film, and apply them to their own studio projects in hopes to improve concept development and visualization.

A major purpose of the course is to extend visualization skills beyond the reliance on static surfaces. Thus, time will be considered as both a medium for presentation as well as content for representation. This is not a course about animation, however some very basic animations will be created.

Software and techniques used by this course include: Microsoft PowerPoint, Adobe Illustrator, Adobe Photoshop, hand drawing, physical-model making, Prezi, Camtasia, and digital modeling. A basic proficiency with most of these tools is expected.