Course Description

Arch 222 Intro Arch Computer Graphics + LABs Spring Term 2008, 4 credit hours

This course introduces computer concepts and techniques for design. It uses applications for developing and communicating two and three-dimensional design ideas to show how software supports design thinking. Students will study how to model and edit 3D forms and spaces, render them in light and present results on the World Wide Web and in print media. A special emphasis lies on the integration of traditional and digital media.

Objective

• To teach design with new media emphasizing design and design process, strengthening skills to be used in a studio.
• To introduce an integrated “toolbox” encompassing digital and non-digital media.
• To develop learning strategies for adapting to changing technology.
• To design problems that will challenge students at all levels and will allow the advanced students to push their own limits.

Methodology

Lectures explain design concepts through example and demonstration. The lab sessions lead students through hands-on exercises. Online tutorials show how to use the software.

Prerequisites

None. Open to non-architecture majors with instructor’s permission.

Required Texts

Software manuals and texts online and on reserve in the library.

Required Software

All students must have primary access to a graphics personal computer, required software and accompanying manuals:
• Adobe Photoshop – CS5
• Adobe Illustrator – CS5
• Adobe InDesign – CS5
• SketchUp 8
• Renderer (to be determined)