Visualizing Information: Analogy and Interface

This course is designed to introduce students to visual processes involved in translating conceptual ideas into spatial, temporal and formal relationships. Students will explore tools of analysis that are generative in nature, including mappings, concept models, diagrams, to produce visual representations that reveal new information and taxonomies.

The course sequence analyzes a single object by examining relationships of geometry, materiality, performance and function. Through a specific understanding of the object’s inherent qualities, the object will be abstracted as a method of generating innovative and productive spatial relationships. The sequence concludes with a final project producing a series of well-researched mappings at the infrastructural scale. The class is conducted as a lab, where experimentation and exploration are viewed as productive avenues of generating ideas. The course structure consists of weekly assignments and pin-ups supplemented with lectures, in-class workshops and short reading discussions.

In this course students will explore digital media within a critical context, understanding concepts and ideas first in order to determine how best to apply digital media tools. The emphasis will be on learning 3D digital media software; 2D and analog media skills will also be incorporated. Students are encouraged to challenge the visual experience, research terms and concepts, and clarify the meaning and values of the work produced.