course description
Throughout the design process two-dimensional drawings and in some cases three-dimensional models are used to depict the development of a concept from schematic design to design development and construction documents from which ultimately a built form is constructed.

This course will explore media including physical model making along with computer generated models and images to develop a critical thinking and analysis of design ideas.

This course will also let students investigate lesser used medias such as water color, ink wash, colored pencil, marker, etc. Students will have the opportunity to use computer programs such as Google Sketchup for 3D modeling and Photoshop, Illustrator and InDesign for presentation layouts.

The class will consist of demonstrations, in-class work time and group/individual critiques. This class is designed to work in conjunction with the summer design studio 484/584.

If you not enrolled in the summer studio, a set of similar exercises will be assigned.

Note: Week 1 classes will be held on Wednesday & Thursday from 6:00 to 9:00.

materials
basic drafting tools: drawing board w/ parallel rule, triangles, scale, leads, lead holder, etc.

model making tools: cutting board, metal straight edge, knife, glue

drawing pencils: medium to soft leads [HB, B-3B]

sketchbook

papers: strathmore, bristol board, museum board, foam core, watercolor paper/board, vellum, etc.

watercolor supplies [substrate board], inks and brushes, markers and colored pencils

other

computer software: Photoshop, Illustrator, InDesign, AutoCAD, Google Sketchup

camera: digital, 35mm