Light reveals our visual universe. Light shapes how we perceive form and the boundaries of space. Light gives vitality to immutable form, revealing the familiar "in a new light". Small adjustments in light intensity, composition and viewpoint can yield big changes in highlights and shadow patterns.

In this class, students will learn how to aesthetically control light and shadow through hands-on experiments and examples from art, design and architecture. The class will explore design as discovery, looking for emergent visual phenomenon in material manipulation. We will play with how surfaces can be cut, creased, crimped, carved, or colored to create light and shadow effects. Students will be encouraged to experiment with unfamiliar materials and processes such as digital fabrication and video.

Class sessions will include presentations, practice, teamwork, and discussion. Short creative exercises will culminate in a final project that could be the scale of a luminaire, a storefront, or a building facade. Students will archive assignments via an online blog.

Product Design and Digital Arts majors are welcome to join the class. Architecture students interested in fulfilling the Arch 4/523 media requirement can do supplementary work to earn 3 credits.

Related student work:
http://archgraphics.pbworks.com

Nancy Cheng's Shaping Light project:
http://eportfolio.uoregon.edu/Members/nyc