Arch 423/523  I  Media for Design Development
Jolie Kerns, Adjunct Instructor
Winter 2011  I  Tues, Thurs 2:00 - 3:50pm

(v) to interface, (n) interface
-- a surface forming a common boundary of two bodies, spaces, or phases
-- the place at which independent and often unrelated systems meet and act on or communicate with each other
-- the means by which interaction or communication is achieved at an interface

Merriam-Webster Dictionary

This course is designed to introduce students to the visual processes involved in generating spatial, temporal and formal relationships from conceptual ideas. The emphasis will be on analyzing, dissecting and transforming concepts through 2D and 3D drawings and models, both digitally and by hand. By exploring tools of analysis that are generative in nature, students will develop the capacity to reveal new information and spatial taxonomies. The class seeks to use architectural means of documentation in explorative and sometimes unexpected ways to broaden and enrich the design process.

A special focus of the class will be the idea of INTERFACE. A range of topics will be explored, including scale, edge, boundary, materiality, and performance. Together, these themes will attempt to address questions such as:

-- What is the intersection of two materials, surfaces or spaces?
-- How is a line rendered where something begins or ends?
-- What spaces are created when two entities intersect?
-- How is a threshold defined?
-- What information is embedded within our drawings?
-- What material processes are registered?
-- How is an edge condition defined?

The course will consist of out-of-class assignments, in-class reviews and discussions, and short readings. Students are encouraged to interrogate drawing conventions, research terms and concepts, and clarify the intentions of the work produced.