ARCH 423/523  Media for Design Development
Fall 2008, Credits: 3  Time: UH 10:00 to 11:50 am
University of Oregon, Department of Architecture – Eugene

Media for Design Development & Visualization
Visiting Associate Professor: Kelcey Beardsley, IDEC

COURSE DESCRIPTION:
This course focuses on design development tools – in particular visualization techniques. We will explore a variety of design drawing types to meet a variety of purposes including; the dimensioned sketch, the idea sketch, the architectural intention sketch, and the design rehearsal sketch. Media for these explorations will include pencil, markers, charcoal, ink, and watercolor wash. Drawing types will include dimensional freehand sketch, fuzzy exploratory sketch, digital wireframe modeling, and perspective renderings including entourage appropriate to the design.

COURSE OBJECTIVES:
To expand your drawing comfort-zone by sampling the wide variety of media and techniques available, and choosing those that are most evocative and appropriate to the designer’s intention.

To develop skills that aid visualization and “preview” the experience of a proposed space including entourage that describes tactile elements.

COURSE REQUIREMENTS:
Keep a sketchbook journal in which to record analytical and sketch explorations of places visited during class time.

Complete weekly assignment for review and discussion in class allowing at least three hours of work each week outside of class time.

Enjoy two field trips while recording basic information and observations.

Explore new media and combine unfamiliar drawing types such as digital wireframe with freehand rendered overlay.

SUMMER PREPARATION:
• Break in a sketchbook, if you do not already have one, and bring at least three photocopies of your freehand sketches to the first class meeting.
• Required Text: Freehand Drawing for Architects and Interior Designers, Magali Delgado Yanes and Ernest Redondo Dominguez. ISBN: 0-393-73179-0
• Other recommended reading references are on the following list.
RECOMMENDED READING:

Books on Drawing Technique:
Any book on drawing by Francis DK Ching

ISBN: 0-470-04716-3

ISBN: 0-13-113701-8

*Watercolor in Architectural Design*, Ronald J. Kasprisin, 1989
ISBN: 0-442-22925-9

Books on Sketchbook Examples:
*The Creative License*, Danny Gregory, 2007


ISBN: 0-8192-791-0

*Venice Sketchbook*, Huck Scarry, 1993

*Drawing From Life: The Journal as Art*, Jennifer New, 2005

*Chambers for a Memory Place*, Donlyn Lyndon and Charles Moore, 1994
ISBN: 0-262-12182-4

Other Visual Treats:
*Charles Reid’s Watercolor Secrets*, Charles Reid, 2004

*Sargent Watercolors*, Donelson F. Hoopes, 1978
ISBN: 0-8230-4641-9 (pbk)


DVD: *Sketches of Frank Gehry*, by Sidney Pollack, 2006 (84 minutes)
ABOUT THE INSTRUCTOR:

Kelcey Beardsley, IDEC
Kelcey Beardsley is an architect, artist, and educator with twenty-three years in professional practice in Eugene, Portland and Seattle. The most well known project on which she served as Project Designer at SRG Partnership, PC, is the Oregon Coast Aquarium in Newport. The series of watercolor perspective renderings, which served the Aquarium’s fundraising for expansion of the deep water exhibits, were created as a consultant for SRG Partnership.

Kelcey has extensive teaching experience at University of Oregon in Eugene and the Portland Center, Texas A&M University, and Marylhurst University. Under her five-year tenure as Department Head at Marylhurst, the Interior Design Program achieved professional accreditation through Council for Interior Design Accreditation (CIDA, formerly FIDER). The Fourth Year Design Studio, (final year independent studio) has her primary focus at Marylhurst as well as Freehand Drawing. She will join the University of Oregon faculty in Fall, 2008 as a Visiting Associate Professor teaching Design Studios and Media classes.