ARCHITECTURAL MULTIFORM: course description
ARCH 423 523 MEDIA for DESIGN DEVELOPMENT: FALL 2013: LEONARD YUI

Lawrence Hall 278
Tuesday/Thursday 2:00pm – 3:50pm
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“A place can be perceived and understood as such only in relation to its larger surroundings…”
Botond Bognar, Architectural Theorist

COURSE DESCRIPTION

Surroundings significantly inform the trajectory of design, yet representing a building naturally brings focus to the structure and subdues its context. As ecology, sustainability and other landscape scale topics become more inclusive to the architectural dialog, how does a designer “draw” – to extract and to sketch – complex experiential textures of the surrounding world while representing multifaceted architectural forms? How can media help to both record and realize new intersections between vast landscape and faceted built forms?

COURSE OBJECTIVES

This seminar invites students to explore architecture as a physical and experiential texture of the landscape. A series of exercises are designed to encourage experimentation and personal investigations by enhancing previous or current studio projects – for personal and professional enrichment as well as to generate alluring portfolio images. Although the course integrates digital instruments (combination of Photoshop, Illustrator, Revit-BIM, Sketch-Up, and others) as a primary means of conveying final work, creating visceral analog models and drawings are intrinsic to the process.