Design communication pervades the way design approaches today may be seen as systematic frameworks for participation that evolves through understandings of contextual experience from the bottom-up. This course will investigate design communication methods to explore the human experience of each student’s design intent in three parts: I. Unit Diagrams; II. Analog Parametric Design; and III. Digital Parametric Design. Students will bridge analog and digital media to create systems approaches that are calibrated to existing and proposed conditions. This method of systems thinking allows students to use digital media to apply existing data performative and subjective in nature not as singularities but as systems. The course will introduce theoretical ideas in a lecture format, meet for one hour in small computer lab settings and provide opportunities for one-to-one studio based learning in a studio setting.

Software Requirements: MS Windows & Adobe Creative Suite Basic (PC Preferable) (Photoshop, Illustrator and In-Design).
*The department will provide lab license access to Rhino 5.0 and VRay for Rhino. You must install it before fall term.
*Hardware and Software Requirements: http://aaa.uoregon.edu/computing/purchasing/student#architecture, PC or Mac.
*We require: an external monitor, a mouse, ethernet cable and a minimum 8+ GB RAM.
*Virtualization software such VMware or Parallels is optional.
*You must register for an associated one-hour lab section. Thank you.