INTRODUCTION TO ARCHITECTURAL COMPUTER GRAPHICS
ARCH222 CRN 30426 + Lab Session CRN 30427/30428
Spring Term 2008, 4 Credit Hours
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DESCRIPTION
This course introduces computer concepts and techniques for architectural design. It uses applications for developing and communicating two and three-dimensional design ideas to show how software supports design thinking. Students will study how to model and edit 3D forms and spaces, render them in light and present results on the World Wide Web and in print media. A special emphasis lies on the integration of traditional and digital media.

CLASS
Lecture: Tuesdays 12:00 - 13:50, 115 Lawrence Hall CRN 30426
Tutorial: Thursdays 10:00 - 11:50 (Cheng, Griffin, Matheny Studio) CRN 30427
Thursdays 12:00 - 13:50 (Nettiles, Tice, Vorderbruggen Studio) CRN 30428

PREREQUISITES
None. Open to non-architecture majors with instructor’s permission

METHODOLOGY
Lectures explain design concepts through example and demonstration. The tutorials show how to use the software and lead students through hands-on workshops.

OBJECTIVES
To teach design with new media with emphasis on design and design process
To introduce an integrated “toolbox” encompassing digital and non-digital media
To focus on the essence of each application not necessarily their mastery
To develop learning strategies for adapting to changing technology
To design problems that will challenge students at all levels and will allow the advanced students to push their own limits

REQUIREMENTS
Timely submission of weekly and bi-weekly exercises and a final presentation
Class attendance, participation & demonstrated comprehension assignments.
All students must have primary access to a graphics personal computer and the required software and accompanying manuals:
Adobe Creative Suite 3 Design Premium, SketchUp Pro