The University of Oregon [virtual] Museum of Modern Art
Introduction to Digital Media
Course Description

Arch 222 Intro Arch Computer Graphics + LABs  Spring Term 2008, 4 credit hours

This course introduces computer concepts and techniques for 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 Schedule

Lecture, Tuesdays 12:00 pm - 13:50 pm
Room  LA 115

Lab Sessions:

• Thursdays 10:00 am - 11:50 am
• Thursdays 12:00 pm - 13:50 pm

Objectives

• To teach design with new media emphasizing design and design process, strengthening skills to be used in a studio.
• To explore the potential of new media in the design process by fostering exploration.
• To discover the insights and challenges that media choice reveals.
• 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.

Methodology

Lectures explain design concepts through example and demonstration. The lab sessions lead students through hands-on exercises. Online tutorials show how to use the software.
Prerequisites

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

Grading

Grades are based on the following criteria:

- Concept
- Process
- Composition
- Digital skills
- Completeness
- Participation

Requirements

- Timely submission of weekly and bi-weekly exercises and a final digital presentation summarizing the term's work.
- Class attendance, participation & demonstrated comprehension of digital assignments.

Required Texts

Software manuals and texts online and on reserve in the library.

Required Software

All students must have primary access to a graphics personal computer and the required software and accompanying manuals:

- Adobe Photoshop – CS4
- Adobe Illustrator – CS4
- Adobe InDesign – CS4
- SketchUp 7
- Renderer (to be determined)

Attendance

The class will meet Tuesdays from 12:00 pm - 13:50 pm. Lab Sessions will be held on Thursdays (10:00 am - 11:50 am or 12:00 pm - 13:50 pm) at the individual design studios or computer labs on campus. Locations and times for non-architecture-majors to be announced. Attendance at all classes is expected. Repeated unexcused absences or tardiness will not be tolerated, and will result in a reduction of the final grade.