ARCH 222, Design Communication II (Intro to Computing)
Course, Time, Location: Spring 2016; T-R, 10-11:50 am, LA 115; Pacific Studios; Labs LA 100 or LA 383
Instructor: Philip Speranza, speranza@uoregon.edu
Graduate Teaching Fellow: Sam Clagett, sclaget5@uoregon.edu

"I'd like to think that we are now entering a third, more mature phase in our relationship to digital technology. Thanks in part to a new generation of architects who have been educated entirely within the digital regime, and on the other hand to the first generation of digitally trained architects who have continued to evolve their thinking, the computer is beginning to have a practical impact, beyond the formal or the metaphorical." - Stan Allen, If…then… Architectural Speculations

Design communication pervades the way we understandings the environment. This course will teach design communication methods to explore the human experience of students' individual design intent in three parts: 1) Diagrams; 2) Analog Parametrics and 3) Digital Parametrics. Students will bridge analog and digital media to create systems approaches that acknowledge human and environmental conditions. This method of systems thinking allows students to use digital media to manage complex relationships of information in the digital / analog workflow. The course will introduce media theory and applications ideas and present media skills 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. An online weblog will be used to further disseminate information and be a forum of the class discussion: http://blogs.uoregon.edu/222s15/

Software Requirements: MS Windows & Adobe Photoshop, Illustrator and In-Design (Windows for use without rebooting).
*The department will provide lab license access to Rhino 5.0 for Windows and VRay for Rhino. You must install it to begin the term. You will be sent instructions shortly over the break.
*Hardware and Software Requirements: http://aaa.uoregon.edu/computing/purchasing/student#architecture, PC or Mac.
*Required: an external monitor, a mouse, an ethernet cable, an external data backup service or drive & min. 8 GB RAM.
*Virtualization software such as VMware or Parallels is optional.
*You must register for an associated one-hour lab section. Thank you.