Space and Time: 
Topics in Four Dimensions

The practice of architectural design development depends on skillful management of the information of three-dimensional space (and sometimes time). In this seminar, students will develop their creative proficiency with specific concepts in making and drawing space and time.

TOPICS

The following topics will frame course lectures, critical discussion, hands-on workshops, and assignments.

Hand and mind – Model making to generate ideas and manage information.

Flattened world – Translating three-dimensional space and time to the two-dimensional page (critical review, practical use).

Kinetic space – Including temporal information in the three-dimensional space of architectural media.

Analogy and abstraction – Modeling and manipulating design data by abstraction and analogy.

COURSE STRUCTURE

Lectures and in-class workshops will introduce techniques for making design discoveries with an emphasis on hands-on, empirical learning. Students will have the chance to test the boundaries of the topics in critical discussions and structured assignments.

Erin Moore is Assistant Professor in the Department of Architecture at the University of Oregon. In her research practice, Moore looks for ways that the processes, media, and craft of architectural design can engage the experience of material and place over time (www.floatarch.com).