MEDIA FOR DESIGN DEVELOPMENT

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The class will explore design as discovery, looking for emergent phenomenon in material manipulation and digital design. Initially, students will experiment with cutting, creasing, and coloring to create optical effects, and study how spaces can be activated by changing light on surface geometry. Students will then manipulate surfaces and lighting through digital means. The course will use Rhino/Grasshopper plug-ins for digital fabrication, kinetic and solar simulation and V-Ray for Rhino. To complement direct experimentation, students will study related work from architecture, art and design.

OBJECTIVES
- Develop a physical / digital architectural design process
- Build design communication & fabrication skills

Class sessions will include presentations, hands-on activities, teamwork, and discussion. Short creative exercises will be documented in a reflective blog that feeds a group website for sharing resources and ideas. The work will culminate in a final project and portfolio. Students can propose alternate ways to achieve exercise objectives in order to grapple with the unfamiliar. Students must bring a laptop running Windows, Rhino GH and V-Ray to participate in the class.

INQUIRIES FOR STUDY
- How can design be thoughtful and delightful?
- What tools suit specific design questions?
- How can small trials scale up to environments?