An important function of the freehand sketch concerns itself with ideation. Freehand drawing is the quickest way to give form to an idea and quickly translates the image to paper. Advancing hardware/software also allows us to look at concepts quickly, adding or subtracting information and layers in two or three dimensions instantaneously. Additionally hardware/software is also allowing us to explore and advance our abilities in physical modeling through laser cutting, cnc milling, and 3d printers utilizing a wider variety of materials and complex shapes and patterns. Technology and innovation continue to move us forward in architecture, planning and urban design. Often, it's not the tool that decides how we may conceptualize or define a design process, but it is the idea that informs how we may choose to use these tools in a traditional or hybrid sense.

This drawing/media studio will concentrate on the intersection of drawing with digital and hand crafted models. Students will be encouraged to draw and interface with a variety of mediums developed as part of their studio work or part of independent exercises within the class. Other aspects of hand drawing as utilized within the profession will be covered and practiced. This includes conceptual sketches, diagramming, and perspective drawings.

Two aspects of drawing will be studied and consistently applied to the work developed in the class. The first will focus on the components and characteristics of the drawing and the second will focus on the facet of storytelling. Components and characteristics of drawing will address composition, color, texture, contrast, and exploring the editing of information in a drawing or generated content to elucidate the essence of a subject or idea. The second aspect will address bringing the parts and pieces together by choosing a format through which to tell the story.

**week one**  Merging tools in an emerging world  
An introduction and discussion on the use of freehand drawing in the profession.

**week two**  Drawing in the field  
Principles of perspective and off-site sketching with a general review and pin-up.

**week three**  Unpacking a story  
Developing conceptual diagrams and illustrations in layers to tell stories in powerpoint and print. Exploring the details of scanning resolution for drawing types and layered collateral (google earth/bing map/photography) discussing transparency and layering techniques.

**week four**  Cameras, scanners, pens and people  
A charrette simulation comprising of a design exercise with group presentation of final work within a 3 hour time period. Drawing, photography, micro-scanners, and powerpoint will be used to deliver a complete presentation

**week five**  the pursuit of precedent  
Illustrating, measuring, photographing and packaging a compelling and informative story of precedent within the city.

**week six**  the pursuit of project  
Off-site exercise involving hypothetical infill-project documentation and illustration

**week seven**  workshop - mixing media  
Advancing drawing/digital content media techniques - studio project or class project

**week eight**  workshop - 10,000 and inches  
Advancing drawing/digital content story-telling at big picture and detailed level - studio project or class project
Portland West Side Light Rail, Portland Mall Revitalization and Centennial Mills/River District

Bellvue TOD, Bellvue CO

development and place-making scenarios included sketchup and foam models from which development program, ROW's design/streetscapes/public space and perspectives were derived

Swale on Yale, Seattle WA

illustrative ROW detail from conceptual design and outreach (over sketchup)

Mountain View company

illustrative way-finding/place-making/workplace sketch
Stadium District Study
from district outreach presentation

City of Seattle,
Dept. of Planning and Development
Seattle Dept. of Transportation


Zidell Yards
conceptual sketch overlay for vellum insert for “The Zidell Story”
collaboration with Studio Jelly
ZRZ Realty
www.thezidellyards.com
www.studiojelly.com

Stadium District Concept Plan
spread from the Stadium District Concept Plan

PFD - Public Facilities District (Seattle Mariners)
PSA - Public Stadium Authority (Seattle Seahawks and Sounders)

www.stadiumdistrict.org