Objective:
This course investigates the paradoxical nature of diagramming as a technique within architectural practice. The architectural diagram behaves simultaneously as artifact and activity; it purposefully fluctuates between medium and matrix to embody a proto-architectural event. As an artifact, the diagram's liminal condition fosters an exploration into the transitional potentials of an architectural idea. As an activity, diagramming uncovers unique approaches for articulating spatiality, which is a discerning characteristic separating architecture from other disciplines within the arts.

Content:
Instruction will focus on enhancing digital modeling skills using the software, Rhino3D. It will also cover how this software can be used for operating rapid prototyping technologies, specifically for developing techniques in laser cutting and 3D printing. Although computers will be the primary tools for conducting research, projects must be advanced using multimedia and must strive to express the conversional qualities within materials.

Course work will explore the unintended and oblique attitudes of the diagram - its ability to introduce alternative spatial and programmatic relationships, nurture uncanny form, conjure ecstatic materiality, and invent radical tectonic expressions. Working towards such subjective goals requires a process that relies more on intuition and observation than analytical data. Quick bursts of focused creativity will successively gain ground without losing sight of direction - similar in manner to that of a football quarterback opting to forego the strategic play in favor of advancing the ball up the field immediately after the snap. The ultimate goal is to push physical production by increasing digital design skills.

Format:
Class time will consist of software lectures, group discussions, technical demonstrations, and review/work sessions. Participants will be expected to complete a series of fabrication projects both as individuals and within groups.

Evaluation:
20% attendance/participation
20% reading/research assignments
60% fabrication projects

Requirements:
Must have access to a computer.