

ARCHITECTURAL REPRESENTATION II

ARCH 6603 | 3 Credit Hours | Spring 2019

T 2:30pm - 5:15 pm

Instructor: Catty Dan Zhang

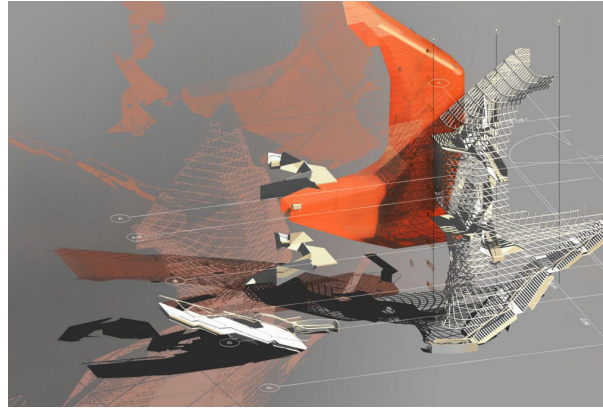
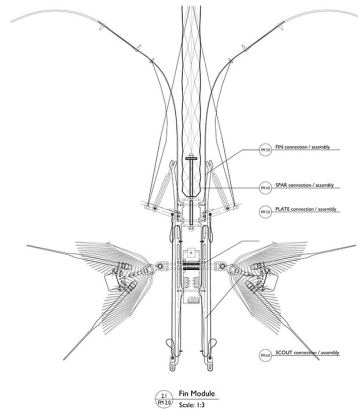
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Prerequisites: ARCH 6602

left:
Phillip Beesley
1524 CITA WORKSHOP

right:
Morphosis
COOPER UNION RENDERING



Premise

The second semester representation builds upon the comprehensive understanding of analog techniques learned previously, expanding towards tectonics, architectural spaces, and materiality through developing skills in various digital tools and fabrication methods. The course establishes the relationships between 2D and 3D construction, observation and visualization, as well as the digital and physical environment. It centers on conceptualization and accuracy in complex form making in architecture; as well as the instrumentality of representation in design processes.

A series of assignments will focus on constructing and refining geometry that leads towards architectural spaces. These exercises investigate a range of techniques using drawings, renderings, and physical models as mediums to iterate and to communicate design intention.

Method:

In-class lectures and tutorials will be provided for each exercise. Various digital modeling and drawing techniques will facilitate student to develop effective work flow of using digital tools. This course also consists of a sufficient amount of working sessions. Students will individually practice skills and develop their projects in and outside of class.

Objectives

- To expand digital toolkit of architectural design and representation;
- To understand architectural program and its relationship to human scale in digital environment;
- To explore rendering techniques, and articulate reflectivity, color diffusion, among other characteristics of various material categories;
- To build the skill of digital modeling complex geometries and spatial assemblies;
- To research architectural detail precedents, and develop tectonic strategies with digital software.
- To develop skill in the use of digital drawing with a variety of media as a means to communicate design intent to various audiences.

Softwares:

Rhino, V-Ray, Adobe Suite