ARCHITECTURAL REPRESENTATION II

ARCH 6603 | 3 Credit Hours | Spring 2018
Instructor: Catty Dan Zhang
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Prerequisites: ARCH 6602

Premise
The second semester representation course builds upon the comprehensive and delicate understanding of analog techniques learned previously, expanding towards tectonics, architectural programs, and materiality though developing skills with various digital tools. A series of assignments will focus on particular scale of architectural spaces and programs, investigating a range of techniques using drawings and renderings as mediums to communicate design intention. Building elements and small spaces are the main focuses of the exercises, through which student will develop understanding of scale and tectonic in digital environments.

Method:
In class lectures and tutorials will be provided for each exercise. Various digital modeling and outputing techniques such as Rhino, rendering, and certain plug-ins will facilitate student to develop effective workflow for using digital tools to design and to represent spatial ideas. This class also consists of a sufficient amount of in-class working sessions. Students will individually practice skills and develop their projects in and outside of class.

Attendance:
Full attendance of each class is required. 2 unexcused absences will result in a lowering of your course grade by one letter; more than 2 unexcused absences constitute grounds for automatic failure of this course.

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.

Tools:
Rhino, VRay, T-Spline, AutoCAD, Adobe Suite