LA 352 Digital Media for Landscape Architecture
Spring 2017
TTh 4:00-5:50 pm
Instructor: Leslie Ryan
lryan@uoregon.edu

digital media
drawing, mapping, diagramming

This course is an introduction to visual communication and spatial graphics using digital technologies. A proficiency in digital software programs is necessary for landscape architecture students expecting to enter professional practices. These programs are used to compellingly document existing conditions, illuminate invisible conditions, and represent desired future conditions.

We will study examples of landscape representation, learn and practice specific techniques for digital representation, and produce digital images for presentation and critique. The class is taught as a series of skill building workshop sections using Adobe Photoshop, Illustrator and InDesign. Other software programs will be included as time allows. Each section will be introduced by the instructor through lectures and demonstrations that explain key concepts and digital tools. Students will work both in the lab and independently to experiment with the basic functions of the software and complete a specific assignment. Student preparation performed outside of class is crucial to success in the course. A required textbook will be augmented by short tutorials available online.

Border Region: The critical observation of local zones of conflict transforms the Tijuana-San Diego region into a laboratory from which to reflect the current politics of migration, labor, and surveillance, the urban tensions between sprawl and density, formal and informal, wealth and poverty.

Required text:
Cantrell & Michaels. (2015). *Digital Drawing for Landscape Architecture*, 2nd edition. Wiley.