ADVANCED DIGITAL MEDIA FOR LANDSCAPE ARCHITECTURE

FALL 2019: LA 408/508

Time
F 10am - 11:50am

Location
Lawrence 222

Credits
2

Instructor
Jacques Abelman • jabelman@uoregon.edu • Lawrence Hall, Room 211

A PRACTICAL AND WORKSHOP BASED APPROACH TO ADVANCED GRAPHICS

What you will learn:

• Based on a plan drawing from a previous studio, we will improve your graphic language employing more sophisticated operations in Illustrator to **create expressive and professional plan drawings.**

• Based on previous rendering work from a design studio, we will learn more sophisticated as well as fast techniques in Photoshop to **create expressive and original Photoshop renderings.**

• We will explore **basic operations in Rhino software** to model form for landscape quickly and expressively, including topographical manipulations.

• **Each assignment should result in a professional quality page for your portfolio.**

The goal of this workshop is to **gain sophistication in the execution of graphics and develop a professional eye for landscape architectural representation.** Students will be asked to think critically in their exploration of landscape architectural representation and will develop their own creative final project which will showcase their own unique creative "voice" as a maker of images. We will work collaboratively to learn software. We will use tutorials when necessary to practice outside of class. We will also critique each other's work during pin-ups in class.

Prerequisites
• This class is for students who have already completed at least one design studio or who have professional experience.
• Students will be required to have their own laptops, which will need to be powerful enough to run all software, including Sketchup and Rhino as well as Adobe CS.
• Basic Adobe Photoshop, Illustrator, and Indesign knowledge is required.
• Basic CAD and Sketchup knowledge is important for the class.