LARCH 3460/6430 Advanced Representation Workshop

Instructor name: Troy Malmstrom
Year and term: Fall 2014
Meeting location: KN 430

COURSE INFORMATION

DESCRIPTION
Representation is both how we understand and are understood in the design world. This course will delve into advanced methods of 2D and 3D representation used at different stages during the design processes. We will examine how representation is used throughout our work as landscape architects from informing and inspiring our designs to clearly communicating our processes and intentions to colleagues, clients, and contractors. Students will be expected to work quickly over the course of semester, produce a lot of work, and develop their abilities to ‘see’ the landscape and ‘read’ representation from more loose, inspirational methods to precise detailed drawings and models.

Skills and techniques covered will include:
- advanced understanding of analogue, digital, hybrid 2D and 3D representation techniques
- advanced understanding of digital 2D representation (Photoshop, Illustrator, InDesign, autoCAD, Rhino)
- advanced understanding of digital 3D modeling (Rhino, Rhino Plug-ins)
- advanced understanding and methods of using representation for investigation, inspiration, and invention
- development of design coherence, cohesion, narrative, and communication through representation
- advanced understanding of how to appropriately and critically discuss and ‘read’ representation

FORMAT
This workshop will meet in the computer lab at the beginning of every class unless previously instructed. Class time will include lectures on representation skills, techniques, and concepts as well as in class exercises. Students will be responsible for the work done and skills covered during class time so it is imperative that all students attend the entire class period. Students are expected to check Carmen and their OSU e-mail daily for updates and content