

## SYLLABUS

### Meeting Time and Place

ARCH 583/662-003 will meet on Tuesdays and Thursdays 11:30 am - 12:55 pm in Weston 650.

### Introduction

The course will concentrate on the use of 3D modeling and visualization tools to investigate the nature of digital space and its relationship to physical space. The term *digital tectonics* refers to an idea regarding the digitally influenced qualities of a body of work by contemporary architects such as Frank Gehry, Hani Rashid, Greg Lynn and others. This work seems to be influenced by the use of digital tools that allow a deep investigation of architectural making through digital operations. We will investigate this hypothesis by testing structure, skin, assemblage, form and space making methodologies that are aided by digital tools.

The course schedule will be roughly divided into two phases. The first phase will be more instructional in nature with an emphasis on skill building through regularly assigned projects. The second phase will be more investigative in nature with an emphasis on using the learned skills to explore form, space and the relationship between the physical and the virtual. The second phase will include a longer project that will be continuously investigated until the end of the semester.

Reading assignments will be issued throughout the semester and discussed in class.

### Attendance and Grading

The Fall semester will include five main projects that contribute the following percentages to your final grade:

Project 1 – A Tectonic Cube:	25%
Project 2 – Connecting the Cube:	15%
Project 3 – Virtualizing the Cube:	20%
Project 4 – Scanning/Fabricating:	30%
Attendance and Contribution:	5%
CD-ROM Submission	5%

Your final grade will be assessed as follows (some grades may not apply to graduates):

Grade	Grade Point	Qualitative
A	4.0	Excellent
B+	3.5	Good
B	3.0	Acceptable
C+	2.5	Marginal Performance
C	2	Minimum Performance
D	1	Unacceptable Performance
F	0.0	Failure

Attendance for the duration of the class session is mandatory unless otherwise specified by your instructor. Absence from class must be accompanied with a valid excuse. Your faculty person makes the determination if the excuse is accepted or not. Three unexcused absences from class will result in a failing grade (F). You are considered absent from class if you arrive too late to interact with the faculty person to his/her satisfaction or leave before the faculty person interacted with you to his/her satisfaction. Excessive lateness or early departure will result in a failing grade at the discretion of your instructor.

Your performance will be graded based on the successful completion of the class objectives, assignments, projects, presentation and documentation requirements.

### Goals, Objectives and Standards

Your final grade will reflect the quality of your work and overall performance judged against the following standards (in no particular order):

- **Digital Graphics Skills:** Ability to effectively resort to representational digital media as a tool to develop and convey concepts relevant to the course objectives and assignments. Demonstrate confidence in the use of digital media for the timely completion of a design assignment.
- **Digital Design Skills:** Ability to use digital tools as design aids to study visual, organizational, spatial, structural and constructional principles in the development and completion of the course assignments.
- **Verbal, Reading and Writing Skills:** Ability to read, understand and intelligently discuss assigned readings. Ability to speak and write intelligibly. Effectively convey in verbal and written form ideas relevant to the course objectives and assignments.
- **Research Skills:** Ability to resort to a structured method for gathering information via multiple sources. Analyze and summarize compiled information in a consistent form.
- **Critical Thinking Skills:** Ability to make a comprehensive analysis and evaluation of the researched topic.

## CLASS SCHEDULE

Week	Day	Date	Class Description	Notes
01	tue	01.20	<b>Introduction</b>	
	thur	01.22		
02	tue	01.27	<b>Project 1: A Tectonic Cube</b>	
	thur	01.29		
03	tue	02.03		
	thur	02.05		
04	tue	02.10		
	thur	02.12		
05	tue	02.17		
	thur	02.19		
06	tue	02.24	<b>Project 2: Connecting the Tectonic Cube</b>	
	thur	02.26		
07	tue	03.02		
	thur	03.04		
08	tue	03.09	<b>Project 3: Virtualizing the Tectonic Cube</b>	
	thur	03.11		
	tue	03.16	<b>SPRING RECESS</b>	
	thur	03.18		
09	tue	03.23		
	thur	03.25		
10	tue	03.30		
	thur	04.01		
11	tue	04.06	<b>Project 4: Digital Tectonics - Scanning/Fabricating</b>	
	thur	04.08		
12	tue	04.13		
	thur	04.15		
13	tue	04.20		
	thur	04.22		
14	tue	04.27		
	thur	04.29		
15	tue	05.04	<b>LAST DAY OF CLASSES</b>	
	thur	05.06		
16	tue	05.11	<b>PROJECT 4 &amp; CD-ROM DUE GRADES DUE AT REGISTRAR</b>	
	fri	05.14		