

Number & Title of Course:

ARCH 1050 Design Fundamentals II, 4 credits

Course Description:

This course is an introduction to digital media used in architectural graphics. Principles of digital image manipulation and Building Information Modeling (BIM) will be introduced.

Course Goals:

The goal of this course is to expand the student's ability to apply fundamental ordering systems through the use of digital media tools.

Course Objectives:

- Demonstrate the application of ordering principles through three-dimensional modeling and basic rendering techniques on the computer for architectural objects.
- Produce representations for a variety of architecturally related purposes, implementing appropriate graphic and BIM conventions
- Compose and produce hard copies of the computer generated material

Student Performance Criterion addressed:

A.5. Ordering Systems

Topical Outline:

Graphic Representation (50%)

Accuracy (25%), Composition (15%)

Prerequisites:

ARCH 1000 Design Fundamentals I

Textbooks/Learning Resources:

Revit Architecture No Experience Required 2016; *Wing*

Introduction to Google SketchUp, *Chopra, Aidan*

Adobe Photoshop Classroom in a Book, *Adobe Creative Team*

Adobe Illustrator Classroom in a Book, *Adobe Creative Team*

2-D/3-D computer software

Offered:

Spring, Annually

Faculty assigned:

Philip M Freeman, Associate Professor of Architecture

Marsha Benson, Adjunct Instructor of Architecture (Spring 2017)