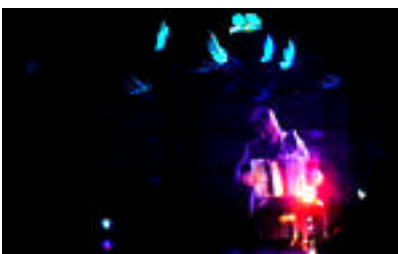
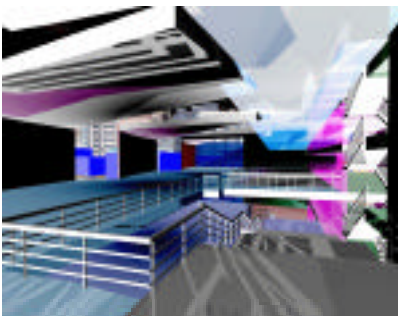
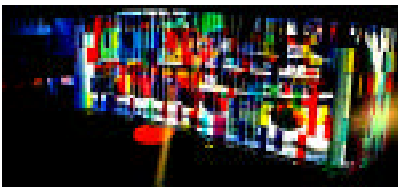
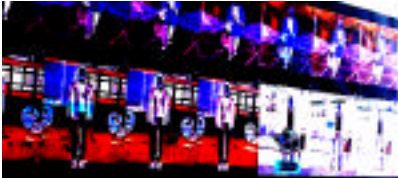


ARCH 503 Fall Quarter, 2001

Digital Design Studio

People, Places, and Play



Architecture is about inventing **space** and the **creative process** toward design. At this age of the architecture of the **intelligence**, we open our **minds** to connect to the world and **information**. The future is in our **hands**.

We will design for **people**, create nice **places** and **play** with physical and digital technology.

This is an **experimental** studio. It will be whatever you make it to be – a fantasy **design** project, detail **tectonic** study, intellectual pursuit of design **methodology**, or simply a mind-opening **experience** toward **innovation** and **computation**.

We will explore the **creative** powers of **computing** technologies into the architectural design of buildings and artifacts for **people**, **places**, and **play**. We will investigate, choose or invent programs and design the **5th Avenue** area in **Northgate**, **Seattle**. The possibilities include (but not limited to) commercial buildings, a **community** center, retail **shops** or interior **design**, pedestrian streetscape, car-free **neighborhood**, bus **shelter** and street **furniture**, housing, and open **space**. We will use interplay of **traditional** and **digital** media including clays and Plexiglas, photomontage and **animations** to be the source of **imagination** and inspiration. The design process will include **virtual** presentations and **cyber** reviews.

Information

The studio will involve readings and discussions of **IT Revolution in Architecture** and related issues, a **fieldtrip** to Vancouver, BC, Canada, interdisciplinary **collaborations** with lighting, urban and landscape design studios, and design **presentation** at **community** workshops sponsored by the **City of Seattle**.

Professor **Ellen** Do @ <http://faculty.washington.edu/ellendo>
DDS Web **CD!** @ dds.caup.washington.edu. DDS access fee is **\$50** (dept. policy). Final **Review** on Dec 13 !!