**ARCH 402/505**  
**DIGITAL DESIGN STUDIO ON DOWNTOWN SEATTLE**  
6 Credits

**Instructor**  
Ellen Yi-Luen Do

**Course Description**  
This experimental studio explores the creative powers of computing technologies into the architectural design of complex buildings and open space in downtown Seattle. Interplay of traditional and digital media including wood model and animations are the sources of imagination and inspiration. The design process is augmented with virtual presentations and cyber interactions.

Students form groups to work on improving the three problem areas in downtown Seattle. (1). Pike and Pine roughly between 1st and 3rd. The gap between the retail district and Pike Place Market. This includes the big Bon Marche parking garage. Projects proposed include digital plaza, a bio-climatic office tower, digital media institute, and Pacific Northwest Exploratorium. (2). The area along Second Avenue Extension, roughly between Yesler and Jackson. This area has a lot of parking lots and the International District is very interested in seeing investment there, to re-connect the ID with the core of downtown. The projects proposed include a transit museum, Low income housing and missionary, urban retreat center, performing arts center in Occidental park, and urban renewal of old brick building into artists studio. (3). The area along Olive and Howell between 7th and 9th near the Convention Place station. The projects proposed include mobile seating design at the convention center station, and a cafe and outdoor activity park.

**Course Objectives**  
Target on real urban design problems and real issues in the city. Participation in Seattle's Central City workshop on open space issues. Develop architecture interventions to improve urban environments.

Encourage collaborations among design students. Students learn and teach each other on different design development strategies and different software technology to use in design formation and presentations.

Encourage students use digital design media to document design process, proposal, analyze and synthesize information, geometric modeling, physical drawing and model making, animation and movie making into design phases and produce multi-media documents on the web and CD-ROM of their design work.

**Course Requirements**  
Completion of individual projects and reading of related literature.  
Presentation, participation and discussion in class.

**Course Evaluation**  
Participation, and completion of design work.

**Course Required Texts**  
Weekly handouts and numerous web-based information resources.  
http://courses.washington.edu/studio

**Recommended Readings**  
"Precedents in Architecture"  
"Great Streets"  
"Urban Elements"  
"Squares, Plazas and Public Spaces"  
"A sequence Experience Notation for Architectural and Urban Space"  
"SAR Method for the Development of Urban Environments"  
"Designing the Future"  
"The Place of Houses"