**digital media**

ARCH 411: Computer Graphics Applications  
SLN 1293 3 CREDITS  TTh 1230-1245  
GLD 240 JOHNSON, B  
Introduces fundamentals of three-dimensional computer graphic modeling, rendering, and animation. Lectures and weekly exercises focus on understanding and applying the underlying principles of 3D graphics and rendering. Topics include user interface, data creation and modeling, lighting models, smoothing, texture mapping, ray tracing, radiosity, animation, and solid modeling. Prerequisite: ARCH 370.

ARCH 478 ARCH CAD SYSTEMS  
SLN 1304 A 4 CREDITS MWF 830-1020  
GLD 236 HUDACEK, D  
Lectures and exercises in use of two-dimensional CAD as a tool to create working drawings (WD). CAD topics include data, accuracy, layering, symbols, 3D, customization, data exchange. WD topics include set organization, plans, building sections, elevation, wall sections, schedule, detail. Prerequisite: ARCH 370; CM 313.

ARCH 498B FREEHAND DRAWING & DIGITAL REALM  
SLN 9106 3 CREDITS TTh 930-1120  
GLD 402 STEVENS, A  
Explores freehand drawing and its potential role in digital media. Working with a stylus and tablet to draw in imaging programs, projects engage the power and flexibility of digital tools through the traditions of drawing and painting.

**design computing**

ARCH 498D: Web Weaving  
SLN 9199 3 CREDITS MWF 1030-1150  
GLD 236 JOHNSON, B  
Explores the challenges of constructing interactive Web sites that communicate effectively, including web construction using the growing list of Web technologies (e.g. HTML, graphics, frames, Javascript, CGIs, server side databases, and other Internet media (Video conferencing, white boards, VRML). Prerequisite: ARCH 370.

ARCH 498E: Design Codes: Programming Web Graphics in Java  
SLN 9308 3 CREDITS TR 1:30 - 2:50  
ARC 133 GROSS, M.  
Introduces through weekly lectures, exercises, and laboratory sessions the essentials of writing interactive computer graphics code, with an emphasis on design related projects. Covers fundamental graphics data structures and algorithms, windowing and user interaction, and object-oriented programming. No prior programming experience necessary. Prerequisite: ARCH 370 or permission of instructor.

**studio**

In addition to these courses, a “digital design studio” will be offered in Autumn 2000. Please watch for future announcements.