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ARCH 411: Computer Graphics Applications  
SLN 1262 3 CREDITS  TTh 10:30-11:50  
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 478A: Architecture CAD Systems  
SLN 1291 4 CREDITS  TTh 4:30-6:20 PM  
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 498I: Web Weaving  
SLN 9223 3 CREDITS  MWF 9:30-10:20  
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, CGI, server side databases, and other Internet media (Video conferencing, white boards, VRML). Prerequisite: ARCH 370.

ARCH 498G: Design of Virtual Environments  
SLN 9096 3 CREDITS  TTh 9:30 - 10:20 * (time open to negotiation)  
ARC 133  GROSS, M  
Many people spend significant amounts of time online these days, inhabiting virtual environments for shopping, education, entertainment, and even romance. This course is about designing and making virtual environments. We'll examine and critique existing virtual environments to understand how they convey a sense of place. Individual and group projects will construct virtual environments for diverse purposes. Prerequisite: ARCH 370 or permission of instructor.

ARCH 498U: Digital Design Dreams: Developing Design Ideas with Computers  
SLN 1296 3 CREDITS  M 6:00-8:50 PM  
ARC 133  DO, Y  
A course on design research methods focusing on the integration and use of concepts and skills from computing and computational environments. Introduction to the form and computational description of designs, introduction to research paradigms and their assumptions, with an emphasis on design inquiry. The formulation of questions and frameworks of description, representation, analysis, and interpretation. Seminar review of developments in computing applied to architecture and current major research issues. Students will engage in readings, discussions and individual development of design projects. Designed for students interested in exploring design computing ideas, or in preparation for a design computing thesis.

In addition to these courses, a “digital design studio” titled “People, Places and Play” will be offered in Autumn 2001 by Ellen Do. Please check out DDS website at http://dds.caup.washington.edu. * For design computing course offering overview for the whole year and course web sites please visit http://courses.washington.edu/lablunch/courses.html