

# DIGITAL MEDIA FOR LANDSCAPE ARCHITECTURE

LA 352 SPRING 2016 2 credits  
Instructor: Veronica Malinay (vmalinay@uoregon.edu)  
Time: Tu. & Th. 4:00pm - 5:50pm  
Location: Lawrence Hall M283

This course aims to familiarize students with the digital construction of landscape architectural drawings. Drawing is developed as a tool to transform conceptual ideas into tangible form. Digital software programs provide media for this representation of ideas. The importance of representation includes the ability to: (1) document existing conditions, (2) illuminate invisible conditions, and (3) represent desired future conditions. The class shall be taught as a series of skill building workshops in digital media that address both how and why we draw.

**Evaluation:**  
This class may be taken for a grade, or pass/no pass.

**Suggested Text:**  
Digital Drawing for Landscape Architecture (2010) Cantrell & Michaels

LA 352 is intended to :

- give an introduction to software programs used by landscape designers & architects
- develop the ability to select appropriate drawing type(s) based on the information being conveyed
- provide a basic knowledge of Adobe Photoshop, Illustrator, & InDesign; and SketchUp
- build confidence critiquing drawing compositions and graphic layouts

Lessons about each digital medium are broken down into the following parts:

PREPARATION	IN CLASS	SKETCH PROBLEM	PROJECT
Independently work through short tutorials intended to teach basic functions of the software	Lectures and demos to discuss the purpose of each software, workflow, tips, and tricks	Experiment with the basic functions of a software by doing a simple task	Develop skills in more depth by addressing a real site or attempting complex operations