

# DIGITAL LANDSCAPE MEDIA: course description

LA352 Digital Landscape Media : Spring 2013 : Leonard Yui

Time: **Tues & Thurs 4:00pm – 5:50pm**  
Location: **101A Mckenzie Hall**  
Instructor: **Leonard Yui, AIA, LEED AP**  
Email: [yui@uoregon.edu](mailto:yui@uoregon.edu)

## COURSE DESCRIPTION:

This course is an introduction to the fundamentals of media communications with an emphasis in the *digital instruments*, such as Photoshop, Illustrator, InDesign, Sketch UP and others as time allows.

## COURSE OBJECTIVES:

This course encourages a distinctive use of digital tools based on developing your blend of experience, culture, attitude, perceptions about landscapes. Preserving the freedom to express the dynamics of the design process while affectively communicating your ideas is the primary objective of this course.

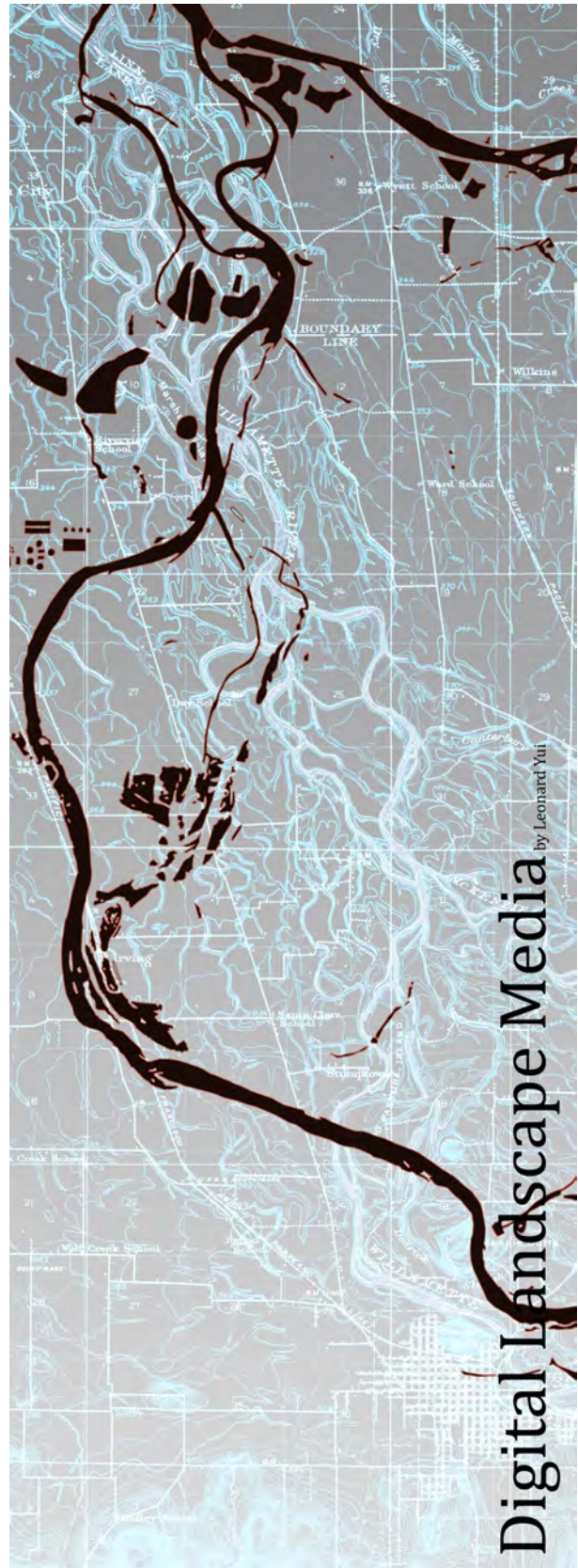
Some technical topics include photo overlay, manipulation, layout, virtual modeling, perspectival renderings, file management, image management, applied design theory, composition, presentation, image interpretation, software navigation among others.

## COURSE FORMAT:

You will be asked to work through a series of digital design exercises. The assignments offer an opportunity to reflect on contemporary landscape issues that you are introduced to in courses such as landscape theory and design studio.

The class is generally divided covers two areas. One part is to explain concepts and key digital tools that are commonly used in the profession. The second part is open for students to explore and apply the new tools. These two parts may be divided between the hours or intermixed depending on the subject matter.

The class meets for two hours, twice a week. Each class is organized to allow direct engagement with the instructor, as well as time to absorb lectures and discussions integrating design process with concepts about communication.



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## SOFTWARE AND HARDWARE:

Required Hardware Tools:

- USB Thumb Drive (or equivalent)
- Digital Camera

The course is held in a computer lab, which will allow you to have access to the program. Many of the computer labs around the University also carry the programs covered in this class. However, it is also *highly recommended* you acquire and install them on to your personal computer (**educational discounts at the book store are available**). These programs are in common use throughout the landscape architecture curriculum and the professional setting. Available in dedicated versions for MAC and PC.

## REQUIRED BOOK:

***Representing Landscapes: A Visual Collection of Landscape Architectural Drawings.* Edited By Nadia Amoroso. (2012)** Available at the UO Bookstore

## RECOMMENDED BOOKS:

- *Digital Drawing for Landscape Architecture: Contemporary Techniques and Tools for Digital Representation in Site Design.* By Bradley Cantrell and Wes Michaels.
- *Form and Fabric in Landscape Architecture.* By Catherine Dee
- *Design Drawing.* By Francis Ching
- *Sketch Landscape.* By Francesca Comotti
- *Graphic Thinking for Architects and Designers.* By Paul Laseau