

DIGITAL MEDIA FOR LANDSCAPE ARCHITECTURE

LA 352 SPRING 2015

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Wed 6:00 - 8:50 Millrace 113

Office hours by appointment

Mastering digital software programs is necessary for most landscape architecture students hoping to enter professional practice. Such programs are used by most design-based practices to (1) document existing conditions, (2) illuminate invisible conditions and (3) represent desired future conditions. An understanding of the purpose and efficient use of digital technology is critical to early career landscape architects.

Evaluation:

30% (6) Participation, in-class crits
20% (4) Sketch Problems
30% (2) Projects
20% (1) Final Portfolio Spread

Required Text:

Digital Drawing for Landscape Architecture (2010) Cantrell & Michaels

LA 352 is intended to :

- give an introduction to software programs used by landscape architects
- develop the ability to select appropriate drawing type(s) based on the information being conveyed
- provide a basic knowledge of Adobe Photoshop & Illustrator, AutoCAD and Google Sketchup
- build confidence critiquing other student's digital compositions and graphic layouts

Lessons about each software are broken down into the following parts:

PREPARATION:

Independently work through short tutorials intended to teach basic functions of the software

IN CLASS

Lectures and demos to discuss the purpose of each software, workflow, tips and tricks

SKETCH PROBLEM

Experiment with the basic functions of a software by doing a simple task

PROJECT

Develop skills in more depth by addressing a real site or attempting more complex operations

IN CLASS

WEEK 1: 4/1 INTRODUCTION

Class Intro & Types of Software
Critique Precedents
Types of Drawing

WEEK 2: 4/8 PHOTOSHOP

DUE: Photoshop Tutorials
DEMO: Photoshop Workflow

WEEK 3: 4/15 PHOTOSHOP

DUE & CRIT: Sketch 01
DEMO: Photoshop Perspective

WEEK 4: 4/22 SKETCHUP

DUE & CRIT: Project 01
DEMO: Sketchup Basic Modelling

WEEK 5: 4/29 AUTOCAD

DUE & CRIT: Sketch 02
DEMO: Basic Line work AutoCAD

WEEK 6: 5/6 ILLUSTRATOR

DUE & CRIT: Sketch03
DEMO: Illustrator Workflow

WEEK 7: 5/13 ILLUSTRATOR

DUE & CRIT: Sketch04
DEMO: Illustrator Plan

WEEK 8: 5/20 GRAPHIC DESIGN

DUE & CRIT: Project 02
LECTURE: Graphic Design

WEEK 10: ON 6/1

Project Layout Sheet DUE

ASSIGNED

Photoshop Tutorials

Sketch 01
+ Photoshop Tutorials II

Project 01
+ SketchUP Tutorials

Sketch02
+ AutoCAD Tutorials

Sketch03
+ Illustrator Tutorials

Sketch04
+ Illustrator Tutorials II

Project 02

Final: Project Layout Sheet