



Time	Location	Credits
F 10am - 11:50am	TBD	2

Instructor

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Lawrence Hall, Room 211

Description

Rhino is a user friendly 3D visualization software that can be used to generate and render complex three dimensional forms and surfaces using NURBS and mesh based geometries. Taking a creative and workshop-based approach, this advanced media class will explore concepts in three dimensional modelling and rendering. The goal will be to exploit the creative potential of the software for expression of spatial concepts in landscape architecture. We will first look at basic operations for generating form and topography from sets of curves as well as basic rendering functions. We will explore digital topographic modelling, the representation of dynamic systems in nature, and introduce the concept of parametric modelling for landscape architecture with Grasshopper for Rhino. We will also explore digital fabrication methods. Targeted readings will introduce critical concepts in contemporary landscape architecture. Graduate students will make short presentations based on their own work and/or interests related to the class. Students will be asked to think critically in their exploration of form and surface generation for landscape architectural representation and will develop their own creative final project which will result in a set of formal investigations and illustrations.

Prerequisites

Students will be required to have their own laptops, which will need to be powerful enough to run the software. Software licenses will be available so purchasing the software will not be necessary. Solid knowledge of Photoshop and Illustrator is required. Basic CAD and Sketchup knowledge preferred.