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:

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:

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