Technologies of Visualization and Fabrication – Distributional Electives

Description
Architectural design processes and techniques have been dramatically reorganized in response to advances in digital technologies over the past few decades, which have changed everything in the design practice, from data visualization, to project presentation, to building component fabrication and project delivery. The GSD has remained at the forefront of the critical thinking and use of these technologies through their study in core courses, studios, and electives. The distributional elective requirement asks students to investigate these technologies in greater depth by taking one or more selected electives in the 2000 or 6000 curriculum areas. These courses expose students to an ever expanding repertoire of computational media and techniques in the areas of both design visualization and conceptualization, and object fabrication.

Archive of Past Approved Courses
Note: For a course to count towards a requirement, it must be taken in the year that it was listed as valid.

Spring 2019
6359  Interface Design: Integrating Material Perceptions    Sawako Kajima
6432  Computational Design 2: Time/Design as Signal     Panagiotis Michalatos
6459  Mechatronic Optics                                   Andrew Witt
5478  Informal Robotics/New Paradigms for Design & Construction Chuck Hoberman
2223  Digital Media: Ambiance                              Allen Sayegh
2227  Digital Media: Writing Form                          George Legendre
2314  Responsive Environments: Episodes in Experiential Futures Sayegh / Andreani
2352  Sections of Every Thing                              Jungyoon Kim

Fall 2018
6317  Material Systems: Digital Design and Fabrication     Nathan King
6338  Introduction to Computational Design                 Sawako Kajjima
6360  Digital Fabrication and Robotics                    Stylianos Dritsas
6465  Deployable Surfaces: Dynamic Performance Through Multi-Material Architectures Chuck Hoberman
2225  Digital Media: Design Systems                       Sawako Kajjima
2226  Digital Media: Image                                Zeina Koreitem
2349  MAKE/BELIEVE                                        Dan Borelli
2350  Graphic / Volume Conflations                        Viola Ago
2481  Public Projection: Projection as a Tool for Expression and Communication in Public Space Krzysztof Wodiczko

Spring 2018
2224  Digital Media II                                    Andrew Witt
2346  Near Drawing                                       Volkan Alkanoglu
2453  Graphic Narratives                                 Michael Rock
2483  Projection-Animation                               Krzysztof Wodiczko
6358  Computational Geometry                              Wu / Legendre
6425  Material Distributions: Digital Immersive Workflows for ... Panagiotis Michalatos
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<td>Experiments in Computer Graphics</td>
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<td>Material Systems: Digital Design and Fabrication</td>
<td>Martin Bechthold</td>
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