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 2020
2223 Digital Media: Ambiance
2227 Digital Media: Writing Form
2314 Responsive Environments: Episodes in Experiential Futures
2349 MAKE/BELIEVE
6356 Enactive Design: Creative Applications through Concurrent Human-Machine Interaction
6368 Pre- and Post-
6478 Informal Robotics/New Paradigms for Design & Construction

Fall 2019
2228 Digital Media: Manipulations
2229 Digital Media: Composition
2481 Public Projection: Projection as a Tool for Expression and Communication in Public Space
6317 Materials Systems: Digital Design and Fabrication
6338 Introduction to Computational Design
6476 Transformable Design Methods

Spring 2019
2223 Digital Media: Ambiance
2227 Digital Media: Writing Form
2314 Responsive Environments: Episodes in Experiential Futures
2352 Sections of Every Thing
6359 Interface Design: Integrating Material Perceptions
6432 Computational Design 2: Time/Design as Signal
6459 Mechatronic Optics
6478 Informal Robotics/New Paradigms for Design & Construction

Fall 2018
2225 Digital Media: Design Systems
2226 Digital Media: Image
2349 MAKE/BELIEVE
2350 Graphic / Volume Conflations
Viola Ago

2481 Public Projection: Projection as a Tool for Expression and Communication in Public Space
Krzysztof Wodiczko

6317 Material Systems: Digital Design and Fabrication
Nathan King

6338 Introduction to Computational Design
Sawako Kajima

6360 Digital Fabrication and Robotics
Stylianos Dritsas

6465 Deployable Surfaces: Dynamic Performance Through Multi-Material Architectures
Chuck Hoberman

**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

**Fall 2017**

2456 Experiments in Computer Graphics
Zeina Koreitem

2481 Public Projection: Projection as a Tool for Expression and Communication...
Krzysztof Wodiczko

6317 Material Systems: Digital Design and Fabrication
Martin Bechthold

6349 Mapping II: Geosimulation
Robert Pietrusko

6338 Introduction to Computational Design
Michalatos / Kajima

6463 Hybrid Formations
Volkan Alkanoglu

6465 Deployable Surfaces: Dynamic Performance Through Multi-Material...
Hoberman / Grinham