

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	Allen Sayegh
2227 Digital Media: Writing Form	George Legendre
2314 Responsive Environments: Episodes in Experiential Futures	Allen Sayegh
2349 MAKE/BELIEVE	Dan Borelli
6365 Enactive Design: Creative Applications through Concurrent Human-Machine Interaction	Jose Garcia del Castillo Lopez, Zachary Seibold
6368 Pre- and Post-	Hyojin Kwon
6478 Informal Robotics/New Paradigms for Design & Construction	Chuck Hoberman

Fall 2019

2228 Digital Media: Manipulations	Hyojin Kwon, Zachary Seibold
2229 Digital Media: Composition	Michelle Chang
2481 Public Projection: Projection as a Tool for Expression and Communication in Public Space	Krzysztof Wodiczko
6317 Materials Systems: Digital Design and Fabrication	Nathan King
6338 Introduction to Computational Design	Jose Garcia del Castillo Lopez
6476 Transformable Design Methods	Chuck Hoberman

Spring 2019

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
6359 Interface Design: Integrating Material Perceptions	Sawako Kajima
6432 Computational Design 2: Time/Design as Signal	Panagiotis Michalatos
6459 Mechatronic Optics	Andrew Witt
6478 Informal Robotics/New Paradigms for Design & Construction	Chuck Hoberman

Fall 2018

2225 Digital Media: Design Systems	Sawako Kajijima
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
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

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 / Kajjima
6463 Hybrid Formations	Volkan Alkanoglu
6465 Deployable Surfaces: Dynamic Performance Through Multi-Material...	Hoberman / Grinham