

ARCHITECTURAL MODELING & RENDERING

Fall 2005, 1 credit hour, Instructor Nancy Y. Cheng <nywc@uoregon.edu>

DESCRIPTION

This course surveys how Autodesk's FormZ software can be used to develop and present architectural design ideas

LEARNING OBJECTIVES

To understand the design possibilities of geometric modeling
To explore lighting & material alternatives with digital renderings.

SCHEDULE

This 1-credit independent study will be taught in 112 Lillis Tuesday and Thursday 4-5:50 on dates that complement the Arch 610 Introduction to Architectural Computer Graphics:

- Thurs Nov. 10 **Rendering 1:** Interface & Navigation, Lighting, Selection, Surface Styles
Tues Nov 15 **Modeling 1:** Creating & transforming basic objects
Thurs Nov 17 **Modeling 2:** Using precision & organizing tools, further creation & editing
Tues Nov 22 **Rendering 2:** Materials, Texture Mapping, Rendering options
Thurs Dec 1 **Review session**
Thurs Dec 8 **Final Review** (date negotiable)

REQUIREMENTS

Students will attend all sessions, perform hands-on computer design exercises and submit 3 homework assignments in weeks 8, 9 and 11.

EVALUATION

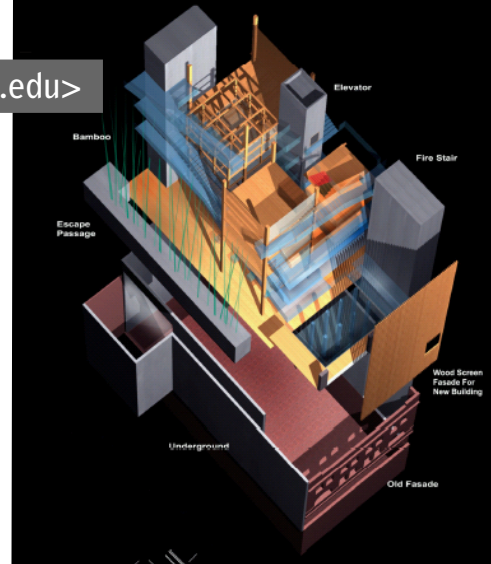
28% Assignment 1
28% Assignment 2
28% Assignment 3
16% Participation

Assignment criteria: concept, design quality, technical competence and completeness.



REQUIRED EQUIPMENT

Each student must bring a laptop computer running FormZ5.5 to the class sessions.



November 2005						
S	M	T	W	T	F	S
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	1	2	3
4	5	6	7	8	9	10

