ARCH 483: Design in Virtual Environments

- Winter Quarter 2006
- Tuesdays 6:00-9:00pm
- Digital Commons.007, Gould Hall
- 3 credits
- Instructor: Dace A. Campbell, AIA

Course Description:
This course will enable students to explore new tools and techniques to aid in the design, communication, and promotion of their work, specifically centered on 3D modeling, real-time visualization, and integration with web design.

Using a proposed high-rise residential project in South Lake Union as our primary example, we will reference existing site documentation, proposed design documents, and typical marketing web sites to explore the relationship between the design, simulation, and sales of architectural spaces. The course integrates a collaborative term project and individual research topics, studying the implications of exploiting virtual space to understand and promote physical space.

Course Objectives:
Participants will learn to think critically about the role of simulation technology in design, construction, and marketing of architectural space. Participants will also gain specific technical skills in the use of 2D 3D simulation tools as they relate to architectural and web design.

Architecture, Urban Planning, and Construction management students with experience and interest in 3D modeling and simulation are encouraged to sign up.

For more information, please contact Dace at: Dace.Campbell@mortenson.com