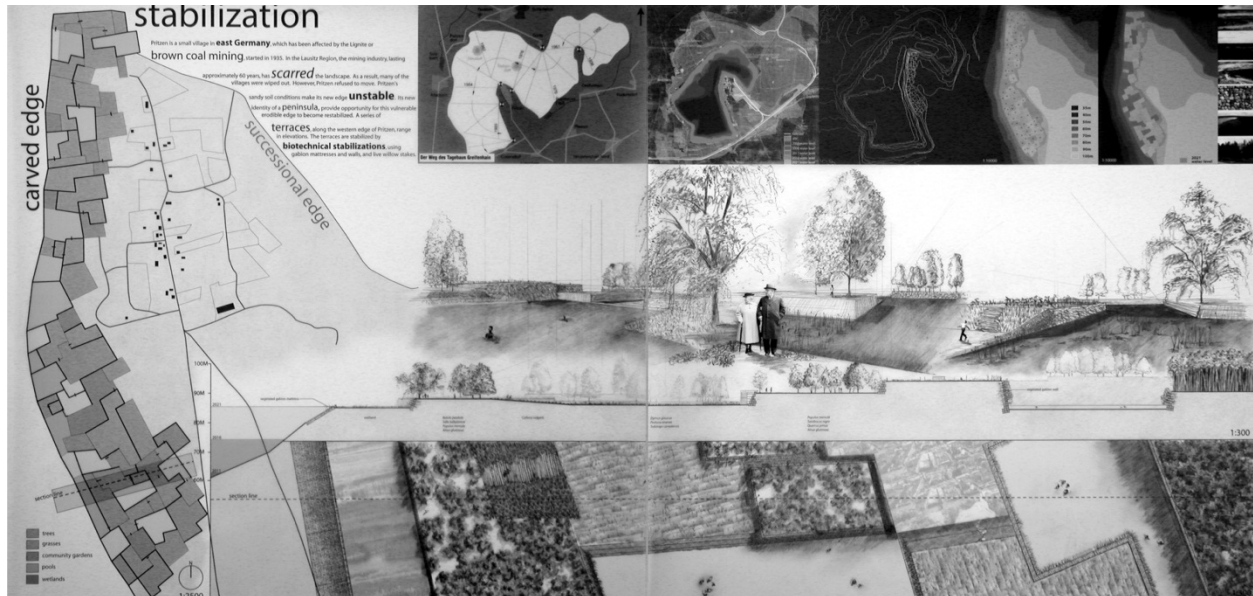


LAND 361_Digital Methods



FALL 2013

professor

Kelly Curl

- Email: Kelly.Curl@colostate.edu
- Office phone number: 970.491.7283
- Office location: NESB #104
- Office hours: Drop in or by Appointment

class schedule Tuesday and Thursday, 1pm-2:40pm, NESB B112

prerequisite LAND 360

credits 3

introduction

This course will develop the student's aptitude for working with digital media in creative and effective ways by defining a process to successfully use multiple graphics programs coincidentally. Students will ultimately define their own graphic style in order to create measured drawings, diagrams, illustrative plans, sections/elevations, perspectives and montages.

This class will begin by introducing measured drawings and 2-D digital representational techniques through the use of AutoCAD and Adobe Illustrator. Exploration of Adobe Photoshop will follow, leading to a final portfolio of work with Adobe InDesign.

Students will learn the fundamental tools of AutoCAD13, Adobe Illustrator CS5, and Adobe Photoshop CS5, and Adobe InDesign CS5. However, the main focus of the class is for the student to use this learned graphic skill for design exploration and study, illustrate site analysis, and sketch process drawings with the development of a critical eye. Students are encouraged to use these graphic techniques and skill for their own exploratory work in design studios.

background

“The professions of landscape architecture and urban planning have strong tradition of representation that has evolved with the professions. During the last hundred years, this has been dominated by analog representation—primarily pencil (graphite), pen (ink), markers (pigment), and watercolor (pigment). The aforementioned analog representation techniques have focused on creating a variety of design drawings such as functional and operational diagrams, orthographic plans, section/elevations, isometric and perspective renderings.

(This course) intends to bridge the gap between analog and digital tools used to represent landscape architecture. A misnomer that many designers intend to embrace when moving to digital representation methods is that the past can be left behind: nothing could be further from the truth. Knowledge of analog representation plays a vital role in understanding the application of digital tools and techniques.”

By Bradley Cantrell and Wes Michaels

readings

Required:

Cantrell, Bradley and Wes, Michaels, *Digital Drawing for Landscape Architecture*, John Wiley & Sons, 2010

Nadia Amoroso, ed; Walter Hood, forward; *Representing Landscapes, a Visual collection of Landscape Architectural Drawing*, Routledge, 2012

additional class material

Three-ring binder for handouts, notebook, digital camera, digital storage media (USB drive 4GB or larger or portable desktop drive). It is not required but highly recommended that you purchase your own laptop for class assignments and studio work. I would recommend a PC with I5 or faster (I7) processor, minimum of 8GB of memory, and 500GB hard drive space with 7200 RPM.

mode of delivery

Both Tuesdays and Thursdays will be a combination of lecture and lab with occasional pin-ups of your work in progress.

schedule

A schedule that represents key dates to the best current knowledge of the professor will be posted online on RAMCT and continuously updated. While I am trying hard to stick to the schedule as close as possible, there may be unforeseeable developments and learning opportunities that will require us to change this schedule.

assessment

Grading graphic art isn't subjective, it's qualitative. The professor will assess the qualities of the work such as your choice of subject, handling of media, and control of composition. Grading graphic art is a way to give students constructive feedback on their learning and practice, and to be reasonably consistent about the standards the students are asked to meet.

This sort of grading relies on specialist knowledge. The professor has seen thousands and thousands of drawings that allow me to have a deep basis for comparison when I'm evaluating drawings. She will use her best professional judgment in evaluating each student's level of engagement, productivity and innovation in design through assignments and projects.

There will be weekly assignments given as a tool to evaluate the student's knowledge and progress. This is also the student's way to develop and define their own graphic language. Assignments are to be completed on time according to the Course Outline and directions posted on Blackboard.

Blackboard: All "printed" information of the course can be found on Blackboard. <https://ramct.colostate.edu/> Please check "Announcements" for changes in course materials, dates, and curriculum. This means if you have a pop-up when you login to the course, read it! If working on a computer outside the lab, remember to disable your pop-up blocker for Blackboard and maintain the most recent update in Internet Explorer. If you have technical issues with RamCT, visit <http://help.ramct.colostate.edu/>.

grading scale

A-F (no +/-) 90% Weekly Assignments, 10% Final Portfolio

"A" High level of engagement, productivity and innovation in design.

"B" Adequate level of engagement, productivity and innovation in design.

"C" Marginal though passable level of engagement and productivity.

"D" Submittals are not complete and/or nearly without redeeming qualities.

"F" Student is actively disengaged from the course.

Every student will complete a digital portfolio of all visual and written work complete for the course. The digital portfolio must be complete and submitted to the instructor to receive a grade for the course. The digital portfolio is required of all programs of landscape architecture by the Landscape Architectural Accreditation Board (LAAB) of the American Society of Landscape Architects (ASLA).

need for assistance

If you have any condition, such as a physical or learning disability, which will make it difficult for you to carry out the work as I have outlined it, or which will require academic accommodations, please notify me as soon as possible. For more information please refer to <http://rds.colostate.edu/home.aspx>

classroom etiquette

In order to ensure a constructive learning environment for all students, pagers, beepers, cellular telephones, and handheld internet devices must remain deactivated and silent throughout lecture, lab, pin-ups and reviews.

academic dishonesty

Plagiarism and cheating are serious offenses and may be punished by failure on exam, paper or project; failure in course; and or expulsion from the University. For more information refer to the "Academic Integrity" policy in the University General Catalog. For this class, it is permissible to assist classmates in general discussions of computing techniques. General advice and interaction are encouraged. Each person, however, must develop his or her own solutions to the assigned projects, assignments, and tasks. In other words, students may not "work together" on graded assignments. This class has a "No Tolerance" policy. Should you turn in another student's work, you will fail the course and be reported to Conflict Resolution.

Honor Pledge

This course will adhere to the Academic Integrity Policy of the Colorado State University General Catalog and the Student Conduct Code. ALL graded activities of the course will comply.

- I pledge on my honor that I will not receive or give any unauthorized assistance in this course and endeavor toward meaningful social and environmental responsibility.

Student signature and date _____

Schedule of Classes (tentative)

Week 1_August 26	Introduction to the class and to Digital Methods File Management; File Exchange; Backups; ACAD Interface Drawing in AutoCAD I: Coordinate Systems; Display; Drawing w/Precision; Creating Objects
Week 2_September 2	Drawing in AutoCAD II: Modification; Layers; Paper Space; Plotting
Week 3_September 9	Labor Day Holiday - no class Monday AutoCAD III: Text + Dimensions + Blocks
Week 4_September 16	AutoCAD IV Hatches + Details
Week 5_September 23	AutoCAD XREF + Raster Images = Sectioning
Week 6_September 30	AutoCAD + Illustrator Intro Construction Details
Week 7_October 7	Drawing in Illustrator I + Photoshop Intro/Imagery Interface; Selection; Layers; Colors and tonal adjustments; Photo simulation Filters; Effects; Color; Transparency: DIAGRAMS
Week 8_October 14	Illustrator + Photoshop Diagramming + hatches = visualization
Week 9_October 21	Photoshop I: Diagrams + Plans File exchange; ACAD>Photoshop; Adjustment Layers; Applying Color
Week 10_October 28	Drawing in Photoshop II: Plans + Sections Filters; Masks; Transform; Texturized Plans and Section/Elevation rendering
Week 11_November 4	Drawing in Photoshop III: SITE Plans + Sections Section/Elevation rendering, Visualization + Representation
Week 12_November 11	Drawing in Photoshop IV: Montages Perspective View: Site Montage/Collage
Week 13_November 18	Drawing in Photoshop V: Montages Manifesto
Week 14_November 25	Fall Recess
Week 15_December 2	Adobe InDesign I
Week 16_December 9	Adobe InDesign II
Week 17_December 16	FINAL MEETING – DECEMBER 16, 6:20pm-8:20pm Portfolio Submissions