

ARCH 481

Digital Design Media

Spring 2019

3 Credits

Tu 6:00 - 9:00pm

Eric Mainzer

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This course will explore how to use digital tools to visualize, interpret, and analyze design ideas and communicate this information to others through the use of modeling, video editing, compositing, and virtual reality. Arch 481 will introduce the concepts, workflows, and techniques needed to effectively use these processes.

For the course, some experience with 3D modeling and the Adobe Creative Suite will be helpful, but not required. Different software, such as Unity, Adobe Premiere, and AfterEffects, will be introduced throughout the semester, and the students will have the option to focus on one area for their final project. To be successful in this course, you will need to be self-motivated, interested in exploring new methods, and have a strong interest in the topic.

Feel free to contact the instructor with any specific questions you might have about the course topics, format, or requirements.



presentation / communication / exploration / representation / visualization / video / virtual reality / immersive design / digital space