

Course Syllabus

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TIME AND LOCATION

Wednesday, 520 -830

Gould 114

INSTRUCTORS

Roark Congdon roarkc2@uw.edu

Office Hours: By appointment.

COURSE WEBSITE

You should automatically see this course when you login to canvas

<https://canvas.uw.edu/courses/1100400>

is the direct link. We will make heavy use of the site for communicating about course expectations, as well as posting any useful links or files for download.

COURSE EMAIL

Anyone on the email list can reach the whole class at larch440a_wi17@u.washington.edu (mailto:larch440a_wi16@u.washington.edu). Please feel free to use this for interesting resources you may come across or to ask questions which are relevant to the whole class.

HIGHLY RECOMMENDED MATERIALS

- lynda.com, available free with a Seattle Public Library card
- External hard drive or USB thumb drive
On your keychain so you don't lose it!
- Headphones
- Wacom Intuos Tablet (~\$85 on Amazon)

SOFTWARE

- *ArcGIS*: ESRI offers free 1 year licenses to students. We will provide you with a code that allows you to download the software installation package
- *Adobe Creative Suite*: School computers use CS6, and we will assume that version. If anyone uses Creative Cloud, be aware that there may be some differences. CS6 is no longer available for purchase, unfortunately.
- *Rhinoceros 3D and RhinoTerrain plugin*: The bookstore offers an excellent price with your Huskycard, around \$100. This is an unlimited license which allows commercial use after you graduate. RhinoTerrain is available on school computers but individual licenses are expensive.

VADER SHARE SPACE

We will use the CBE Vader drive for a share space for resources as well as for work in progress. Please do use this space for storing things like GIS data and clip art. Each student will have a folder of their own, but should pay attention to the size of the folder so they don't hog everyone else's space. We highly recommend using a thumb drive – use [freefilesync](http://www.freefilesync.org/) (<http://www.freefilesync.org/>) to automatically sync the two. The folder will be completely deleted 2 weeks after the end of the course, so it is very important that you make a copy.

To access the share from Windows, map a network drive (right-click "Computer" or in the Explorer meny) to:
\\cbe-vader.be.washington.edu\larch440a

Username: NETID\<your UWNetID>

Password: your UW NetID password

To access the share from a mac, use the menu item Go|Connect to Server from Finder and enter

smb://cbe-vader.be.washington.edu

Use your UW NetID username and password

Then select your course share

FORMAT

This class is not a lecture course—you will learn by doing and from each other, not from your instructors' omniscience. The primary resource facilitating your learning the software will be video tutorials, which you will be expected to watch outside of class. The most valuable in-class experience will rely on your critical attention to your peers' work and to the examples we look at, as well as your willingness to form an opinion, communicate it effectively, and apply that insight to your studio work.

This class will be extremely challenging if you do not already have some digital skills with Adobe and 2D or 3D software.

I will be giving some Rhino Lectures, but you will need to acquire skills in Adobe by watching the video tutorials and most importantly, practicing!

TYPICAL CLASS STRUCTURE

Each class will assume that students have completed assigned readings and videos equipping them to begin work on assignments. The first portion of the class will include conversation, sharing, group activities, or exercises, while the second portion of the class will be work time. Work time is also an opportunity to ask questions of your peers or the instructor. Time will be fairly limited so please be prepared to work efficiently. If you are struggling with a particular concept or task that may take time to work through, please schedule office hours time with a GSA or the instructor.

Typically the first half of class will be assignment review, skillshare and exercise / work time. The second half may will be homework due / pin-up, concepts lecture, and graphics show and tell.

VALUES & GOALS

- Understand the best and most used typologies of landscape graphics; produce effective graphics based on a critical understanding of their structure and value
- Identify and develop workflows that are cross platform, setting a broad foundation rather than expecting to quickly master any particular software.
- See progress and results regardless of previous familiarity with a given set of tasks
- Empower students to self-teach software solutions

- Waste no time investment: more than 50% of your exercise can relate directly to studio deliverables as much as possible
- Create an environment of skill sharing, rather than expecting lectures to impart the right answers
- Break down big ambitions into achievable steps
- Learn software at home, share insights in class
- Vary class time to avoid boredom in the basement
- Work in teams if you want to allow creative cross pollination
- Support digital media with hand drawn elements

COURTESY

Do help one another. Do not do other things on facebook or for other classes. Seriously. You may work on studio stuff when you have time. Do speak up if you would like to complain that I am wasting your time. Do not be surprised if you are called on in a silent room.

GRADING

This course is graded C/NC. In order to receive credit (C) for the class, you will need to earn at least 75% of the total available points for all assignments. On the day assignments are due we will also have a pinup and peer review. Remember that we are stressing process, not perfection. Pin-up / turn in what you have when it is due and look for meaningful feedback. Assignments will build on previous work, so you will want to have something to move forward with.





DISABILITIES ACCOMMODATIONS


















Students with disabilities are welcome to request academic accommodations. To request academic accommodations due to a disability, please contact Disability Resources for Students, 448 Schmitz Hall, 206-543-8924 (V/TTY). If you have a letter from Disability Resources for Students indicating that you have a disability which requires academic accommodations, please present the letter to the instructor (Ivan Heitmann) so we can discuss the accommodations you might need in class. Discretion is guaranteed.

MINI PEP TALK

This course is an opportunity for you to explore what design process works for you in the studio context. We have a very ambitious schedule, so take ownership of your goals and learning. Don't get wrapped up in details, but keep your eye on the prize! For your own sake, try to have fun and avoid wasting time on useless bull-you-know-what.

Course Summary:

Date	Details
Mon Feb 2, 2015	 How to Lie with Maps (https://canvas.uw.edu/courses/1100400/assignments/3542492) due by 11:59pm
Sun Feb 8, 2015	 Waldheim discussion (https://canvas.uw.edu/courses/1100400/assignments/3542491) due by 11:59pm
Wed Mar 25, 2015	 ASSIGNMENT #11 - Plan Rendering (https://canvas.uw.edu/courses/1100400/assignments/3542504) due by 11:59pm
Sat Jan 7, 2017	 In Class Assignment zero> (https://canvas.uw.edu/courses/1100400/assignments/3556985) due by 11:59pm

Date	Details	
Tue Jan 10, 2017	 Assignment 0 (https://canvas.uw.edu/courses/1100400/assignments/3542810)	due by 11:59pm
Sat Jan 14, 2017	 ASSIGNMENT #01.2 – Program Collage (https://canvas.uw.edu/courses/1100400/assignments/3542493)	due by 11:59pm
Tue Jan 17, 2017	 Assignment 2.1 Rhino to Illustrator (https://canvas.uw.edu/courses/1100400/assignments/3557825)	due by 11:59pm
Wed Jan 18, 2017	 Assignment 1.1 Intro to Rhino Importing Images (https://canvas.uw.edu/courses/1100400/assignments/3542954)	due by 11:59pm
Sat Jan 21, 2017	 ASSIGNMENT #02.2 - Parti Pris EXTRA CREDIT (https://canvas.uw.edu/courses/1100400/assignments/3542494)	due by 11:59pm
Tue Jan 24, 2017	 Assignment 3 Get Started with ArcGIS Online (https://canvas.uw.edu/courses/1100400/assignments/3581980)	due by 11:59pm
Tue Feb 7, 2017	 ASSIGNMENT #03.1 - Studio site model in Rhino (https://canvas.uw.edu/courses/1100400/assignments/3542495)	due by 11:59pm
Sat Feb 11, 2017	 ASSIGNMENT #04 - Etch, Cut, Score (https://canvas.uw.edu/courses/1100400/assignments/3542498)	due by 11:59pm
Sat Feb 18, 2017	 Assignment 5.1 Laser Cut Site/study model (https://canvas.uw.edu/courses/1100400/assignments/3580977)	due by 11:59pm
Sat Feb 25, 2017	 ASSIGNMENT #05 - Context Diagram (https://canvas.uw.edu/courses/1100400/assignments/3542496)	due by 11:59pm
	 Assignment 6.1 Refined laser Cut Model (https://canvas.uw.edu/courses/1100400/assignments/3580983)	due by 11:59pm
Mon Mar 13, 2017	 ASSIGNMENT #09 - Design Narrative Layout (https://canvas.uw.edu/courses/1100400/assignments/3542502)	due by 11:59pm
Thu Mar 16, 2017	 ASSIGNMENT #06 - Bird's Eye (https://canvas.uw.edu/courses/1100400/assignments/3542499)	due by 11:59pm
	 ASSIGNMENT #08 - Rendered Perspective (https://canvas.uw.edu/courses/1100400/assignments/3542501)	due by 11:59pm
Fri Mar 17, 2017	 ASSIGNMENT #07 - Scaled Site Diagrams (https://canvas.uw.edu/courses/1100400/assignments/3542500)	due by 11:59pm
	 ASSIGNMENT #10 - Workflow Report (https://canvas.uw.edu/courses/1100400/assignments/3542503)	
	 Roll Call Attendance (https://canvas.uw.edu/courses/1100400/assignments/3542505)	