Course Description
The purpose of this hands-on course is to achieve mastery in key aspects of digital visualization for urban design, architecture, and interior design. The primary course activity will be a series of assignments that cover each of 3 computer-graphics application. A fourth assignment will focus on combining applications to create composite images.

A secondary course objective will be to explore key themes in contemporary urban/architectural design with special attention to ecological sustainability and how computer graphics can advance this cause.

Primary software applications covered will be:
- Illustrator CS ...... 2-d drawing and Illustration
- SketchUp 5.0 ......3-D modeling, real time rendering, camera animation
- Photoshop CS ......digital image processing

Secondary applications
- GoogleEarth ............web-based aerial photography
- possible additional 3-D rendering software to be announced

Course Requirements
The first and most important requirement is your attendance to class, since much of the information will be difficult to make up without supervised hands-on experience.

Each student should have one or more USB memory devices for file storage and transfer. With Murphy’s Law in full force it is the student’s responsibility to back up all important files.

Grading and Evaluation
- primary assignments (4 total) .... letter grade .............................................. 40%
- midterm and final test ......................letter grade ................................................ 30%
- exercises ........................................ credit/no credit ....................................... 15%
- participation ......................................letter grade ............................................. 15%

Late assignments will normally NOT be accepted. However, under exceptional circumstances extensions may be considered if the instructor is notified BEFORE the assignment’s due date.

Class format and Office Hours
The class meets from 7:15 to 10:00 pm and will follow a laboratory format. For most class sessions, about half the allotted time will be lecture/demonstration while the other half is supervised practice and work sessions. Office hours for David Vasquez will be Tuesdays 4:00 to 6:00 pm in the Urban Planning room 218A or by appointment (DVasquez@aol.com).