ARCH 4/523 Spring 2023

Media for Design Dev: THE ATMOSPHERIC DETAIL
CRN 31152 - Tuesday Thursday 6:00-7:50pm in 383 Lawrence Hall

Instructor: Abraham Kelso | akelso@uoregon.edu

THE ATMOSPHERIC DETAIL is intended to introduce students to the effects of time on the built environment. Materials patina, ecosystems weather; some buildings age gracefully, while others corrode and are removed or replaced. Through a combination of on-site hand drawing and as-built documentation, students will be taught to notice and deduce building assemblies and the associated artifacts of the ageing process at a variety of scales. Then, using LIDAR, Metashape, Rhino, AutoCAD, Revit and Adobe software, students will learn to capture, critique, and manipulate representations and images of the built environment in the digital realm, as well as how to recombine those images with hand-drawn and modeled work. Students will choose a limited portion of an existing building to develop a detailed, layered representation of the building’s materials and assembly and the ways in which those elements communicate its present or future age. Students will be encouraged to create a design intervention at their chosen building site, asking: “how do we design buildings to age beautifully?”

The format of the course will include lectures, discussions based on reading, written and graphic assignments, and technological demonstrations.

Deliverables for the course will focus on the production of a singular, dense, compelling image.

Fulfills Media for Design Development; ARCH 202 prerequisite.