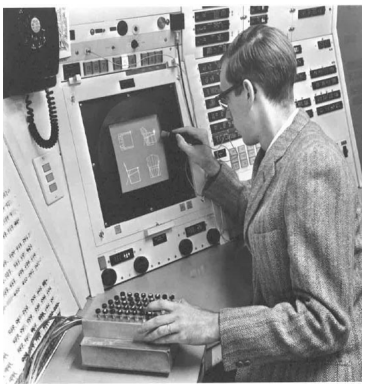
RESEARCH

Design begins with formulating the problem. It is tempting to frame the problem in terms of the tools at hand. If one is working with hammer, then all problems begin to look like nails. If one is working with a particular piece of software, the problem begins to take shape through the limits and biases of the software at hand. Clear examples of this can be found when names of popular software are converted to verbs. An image is said to be "photoshopped" when the traces of common filters and tools are legible in its construction. The issue for this class will be to step outside the boundaries of a particular software, hardware, or language and begin to frame the problem through an understanding of intra-disciplinary and extra-disciplinary issues. Intra-disciplinary issue are housed in the core of your discipline of study, Architecture. Extra-disciplinary issues lie outside the core of the discipline that you are engaging. These issues are those that correspond to cultural, environmental, and social issues beyond the discipline.



Ivan Sutherland, Sketch Pad, 1963

1

Catalog

Begin to construct a catalog in which you will house all of your writing, images, and software development. The catalog will be housed on ConceptBoard. Each student should build a graphic template in InDesign to house all of the work. The template size should be 10" x 10". Please consider the following issues as you begin to structure your template pages.

1. Proportional Grid/Organization
2. Fonts/hierarchy.
    a. titles
    b. Subtitles
    c. body text
    d. page numbers
3. Image size and position
    a. color
    b. Boundary/no boundary

Due: Draft Template due Wednesday, September 7th

The effort to state a problem in such a way that computer can be used to solve it, will distort your view of the problem. It will allow to consider those aspects of the problem which can be encoded—and in many cases these are the most trivial and least relevant aspects.

(Christopher Alexander "A much asked Question about Computers and Design," 1962)

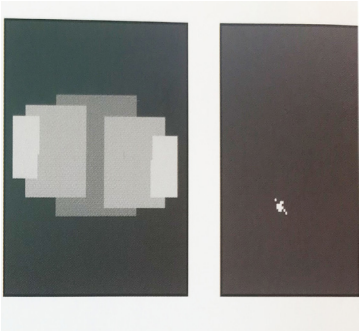
READING:

Please follow the reading on the syllabus.

Collect:

Begin to research and collect images and text in regards to specific project precedents. Collect (4) precedents from each of the following categories.

- Formal: software that is primarily designed to facilitate the design/fabrication of form.
- Environmental: software that is primarily designed for environmental analysis



Design By Number, John Maeda, 1999

- Mixed Reality: software designed to facilitate the use of VR/AR
- Artificial Intelligence: software that enables the use of artificial intelligence.
- Other: A category of your own choice.

For each precedent collect the following information:

- software designer
- Name of Software
- Date
- Single image of the user interface.
- Link to full documentation (where possible)

Format and Analyze:

Position each image within its corresponding collection (Mixed Reality, Formal...). In most cases this will be height. Write a short 100 word statement that describes the project in terms of its key contribution to the discipline and/or society at large.

Sketches:

Submit images and code for the sketches produced during this phase of work.

Notes:

In addition to the work outlined above, Student are responsible for completing the weekly readings and sketches.

All work is due at Review 1, September 21st at 10:30 am. All work must be submitted to OneDrive to receive credit.