

Syllabus

Model Building Fall 1996

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week		monday	wednesday
1	No Class	09.02.96	09.04.96
			Department Charette
2	Department Charette	09.09.96	09.11.96
			About Class About Tools Receive: Project 0
3	Paper Skills Deliver: Project 0 Receive: Project 1	09.16.96	09.18.96
			About Quality Studio
4	FoamCore Skills Deliver: Project 1 Receive: Project 2	09.23.96	09.25.96
			Sketching & Layout Skills Studio Receive: Project 4
5	About Appropriateness Deliver: Project 2 Receive: Project 3	9.30.96	10.02.96
			About Safety Studio
6	Foam Skills Deliver: Project 3	10.07.96	10.09.96
			Adhesive Skills Receive: Project 5
7	Architectural Model Skills--Guest	10.14.96	10.16.96
			Tour of Actual Model Shop

week		monday	wednesday
8	Studio Deliver: Project 5.1	10.21.96 Presentation Skills Studio	10.23.96
9	Presentations Deliver: Project 5.2	10.28.96 Plastic Skills Basic Milling Skills Receive: Project 6	10.30.96
10	Realism Skills--Guest Filler Skills	11.04.96 Multiple Reproduction Skills Vacuum Forming Skills	11.06.96
11	Presentations Deliver: Project 6.1	11.11.96 Molding Skills--Guest Planning Skills	11.13.96
12	Finishing Skills Deliver: Project 6.2	11.18.96 Tour of Virtual Model Shop	11.20.96
13	Studio	11.25.96 No Class	11.27.96
14	Studio	12.02.96 Studio	12.04.96
15	Presentations Deliver: Project 6.3	12.09.96 Coda Party	12.11.96