**ARCH A4988** 

# **Coding for Spatial Practices**



<Hello World>



### **Celeste Layne**



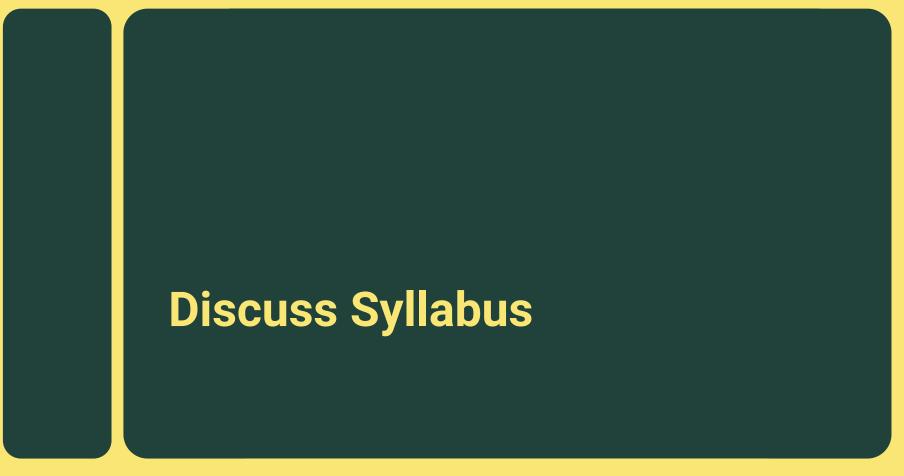
Adjunct Professor, Columbia University

Urban planner by training — software engineer by profession. As an educator, I've developed curricula for General Assembly's *Software Engineering Immersive*. Now, leading courses in web development, user interface design and more at Columbia.

### **Introduce Yourself**

Let's spend a few minutes getting to know each other:

- 1. What is your name?
- 2. Why are you taking this class?
- 3. What do you hope to learn?
- 4. Fun fact!



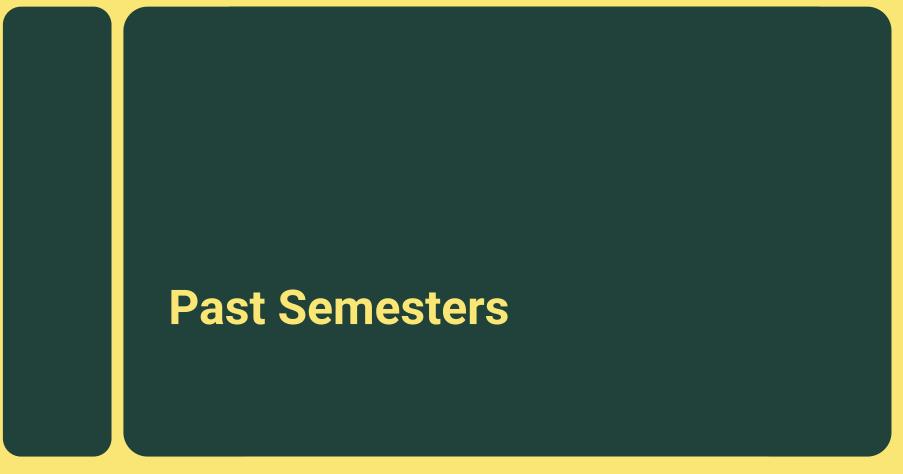
# Syllabus

| 01 | 09/03 | Hello World                      |         |    |
|----|-------|----------------------------------|---------|----|
| 02 | 09/10 | HTML Basics                      | Project | 01 |
| 03 | 09/17 | Visual Information Design        |         |    |
| 04 | 09/24 | CSS Basics                       |         |    |
| 05 | 10/01 | Color, Type & Gestalt            | Project | 02 |
| 06 | 10/08 | Layout & Grids                   |         |    |
| 07 | 10/15 | Flexbox                          |         |    |
| 98 | 10/22 | Responsive Web Design            |         |    |
| 09 | 10/29 | Animations & Transitions         | Project | 03 |
| 10 | 11/05 | NO CLASS // ELECTION DAY         |         |    |
| 11 | 11/12 | Designing Interactions           |         |    |
| 12 | 11/19 | Coding Interactions              |         |    |
| 13 | 11/26 | Last Day of Architecture Classes |         |    |



### **Classroom Culture**

- This is an open, safe environment.
- Keep criticism positive and constructive.
- Take ownership of your experience.
- Check your ego at the door.
- Channel empathy.
- Don't compare yourself to others, compare yourself to who you were yesterday.
- You get back what you put in.



### FILTERS

| ITALY | GERMANY | USA   | ENGLAND | AUSTRIA | FINLAND |
|-------|---------|-------|---------|---------|---------|
| WOOD  | METAL   | GLASS | PLASTIC | FABRIC  |         |

### SORT

BY YEAR (ASCENDING) BY YEAR (DESCENDING)

### CHAIRS

# Herringbones Chair 2016 England Raw Edges

Dehmel Chair

1903 Germany



Grano 1975 Italy Alessandro Mendini



### Chair Soft Cell

1998 Germany

Golgotha 1972 Italy Gaetano Pesce



DENMARK

### S-Chair

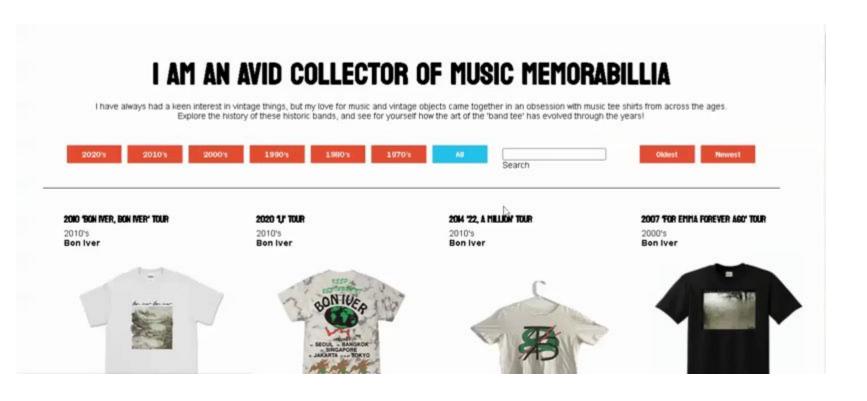
1956 Denmark

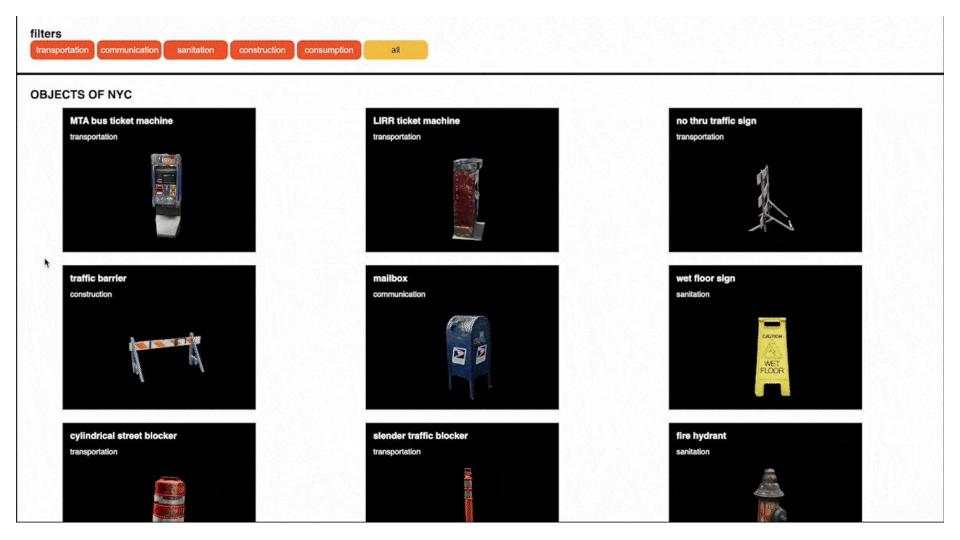
Etruscan Chair 1984 England Danny Lane



### Kramer Chair

1927 Germany





### **CATALOG: SHOP**





An image map of the GSAPP Making Studio's Shop





### HOME GALLERY ABOUT







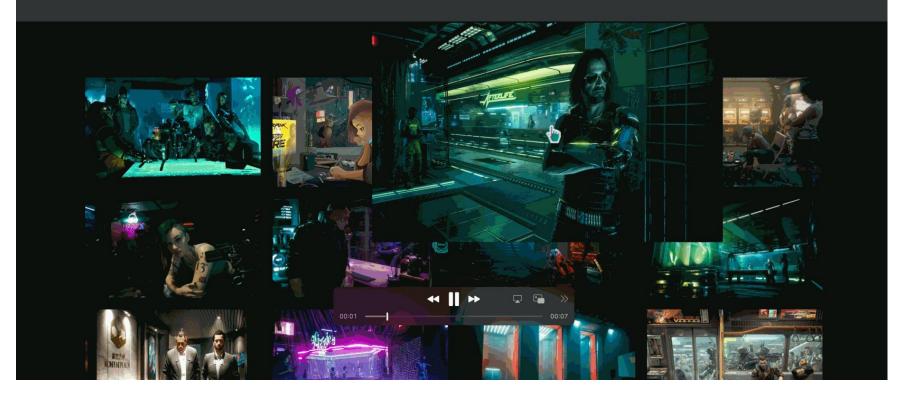




17 • Fall 2024 • Coding for Spatial Practices I

# Architecture in the Cyberpunk 2077

Move your mouse over the images to enlarge them

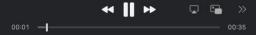




### thanks for signing my number up for your awful politics, greg

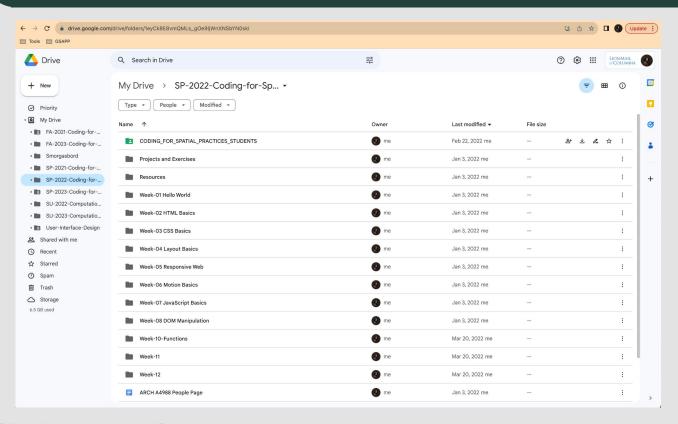


(click anywhere to load messages to greg)

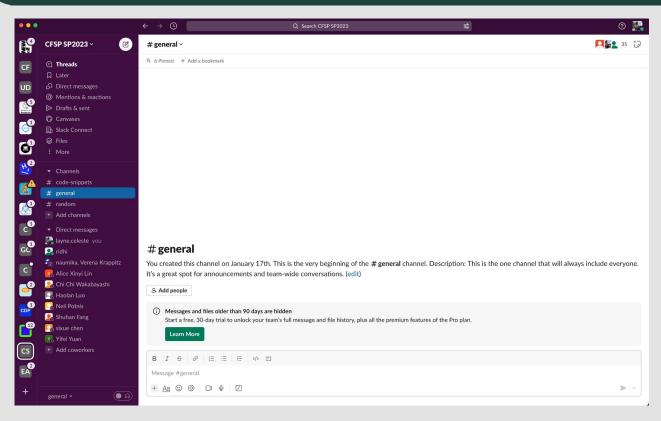


# **Introduction to Coding Tools**

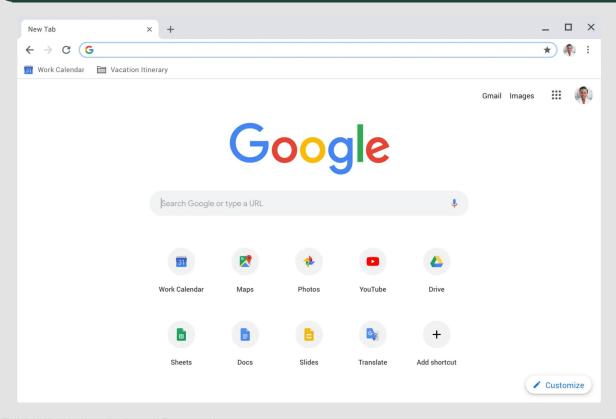
### **In-Class Platforms**



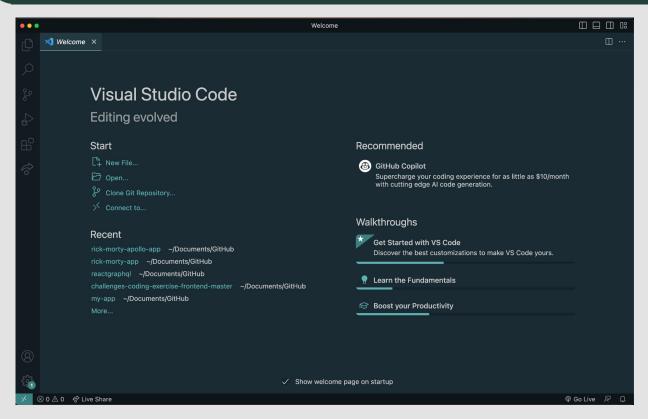
### **In-Class Platforms**



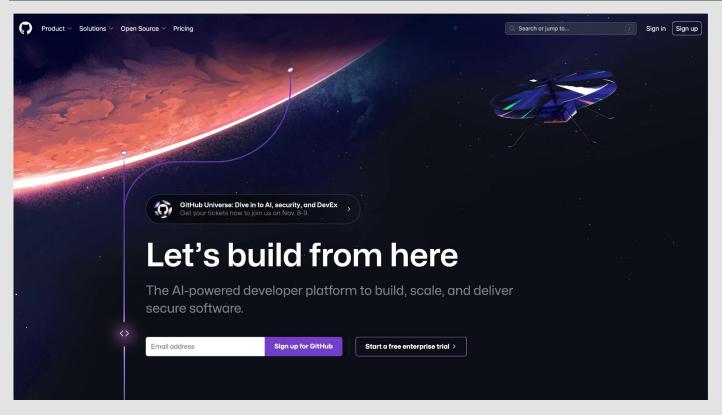
### **Web Browsers**



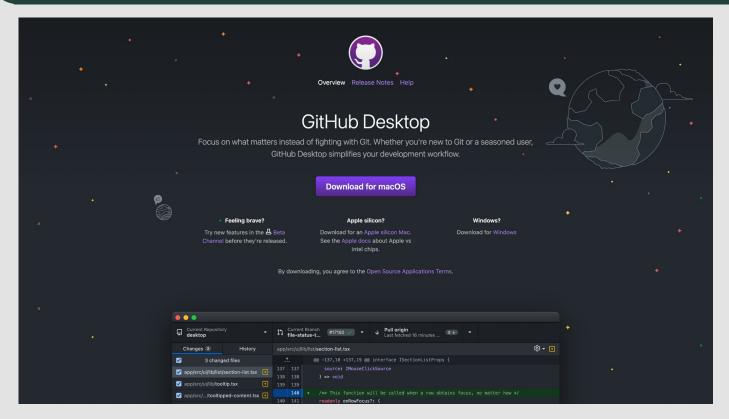
### **Code Editors**



# **Version Control & Web Hosting**



# **Version Control & Web Hosting**

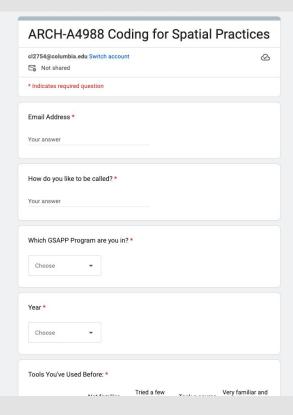


# **Version Control & Web Hosting**





# Fill Out Google Form





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