

University of Michigan

Taubman College of Architecture + Urban Planning

Digital Drawing– Winter 2021

# ARCH 211 DIGITAL DRAWING

## Course Information

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| <u>Instructors:</u>    | Adam Fure, coordinator ( <a href="mailto:afure@umich.edu">afure@umich.edu</a> ) |
| <u>Location:</u>       | Remote  |
| <u>Meeting times:</u>  | Thursday 1-4pm  |
| <u>Office hours:</u>   | Please contact your instructor for appointment                                  |
| <u>Course website:</u> | The course will use Google Classroom  |

\*\*Accommodations will be made for students in different time zones.

## Course Description

This course introduces students to the fundamentals of computer aided design as practiced in the field of architecture. Core competencies will be developed through weekly drawing exercises and software intensive labs, while a broader critical framework for conceiving of contemporary and historical digital practices will be encouraged through weekly lecture. Weekly exercises will be prescriptive in nature, aimed at developing your design skills through explicit steps with limited variables. Such “productive constraints”, as they are often called, are meant to speed up the design process by giving you a clear starting point, while simultaneously demonstrating how much variation can come from working with just a few elements.<sup>1</sup> Emphasis will be placed on careful consideration of digital mediums and developing a sense of craft related to digital modeling and visualization. Students will be exposed to a number of software platforms including: Rhino, Adobe Photoshop, and illustrator. Each assignment will end with a set of drawings, models, or images that will teach you how to visualize and present your work.

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<sup>1</sup> This method of teaching is a deliberate choice on the part of your instructors. It addresses the “blank page” problem, a recurring issue in creative fields where one struggles with the decision of what to do first. We’ve found this to be true amongst beginning design students as you are all highly intelligent, accomplished students, but new to design. The combination of intellectual ability and design naivety can be stultifying. Prescriptive teaching is meant to move things along quickly so you can learn by doing.