

# DISTRIBUTIONAL ELECTIVE IN TECHNOLOGIES OF FABRICATION AND VISUALIZATION

*Courses that fulfill the professional practice elective requirement for MArch II students*

Architectural design processes and techniques have been dramatically reorganized in response to advances in digital technologies over the past few decades, which have changed everything in the design practice, from data visualization, to project presentation, to building component fabrication and project delivery. The GSD has remained at the forefront of the critical thinking and use of these technologies through their study in core courses, studios, and electives. The distributional elective requirement asks students to investigate these technologies in greater depth by taking one or more selected electives in the 2000 or 6000 curriculum areas. These courses expose students to an ever expanding repertoire of computational media and techniques in the areas of both design visualization and conceptualization, and object fabrication.

## **Fall 2017**

VIS 2456 Experiments in Computer Graphics	Zeina Koreitem
VIS-2481 Public Projection: Projection as a Tool for Expression and Communication...	Krzysztof Wodiczko
SCI-6317 Material Systems: Digital Design and Fabrication	Martin Bechthold
SCI 6349 Mapping II: Geosimulation	Robert Pietrusko
SCI 6338 Introduction to Computational Design	Michalatos, Kajima
SCI 6463 Hybrid Formations	Volkan Alkanoglu
SCI 6465 Deployable Surfaces: Dynamic Performance Through Multi-Material...	Hoberman, Grinham

## **Spring 2018**

VIS-2224 Digital Media II	Andrew Witt
VIS-2346 Near Drawing	Volkan Alkanoglu
VIS-2453 Graphic Narratives	Michael Rock
VIS-2483 Projection-Animation	Krzysztof Wodiczko
SCI-6358 Computational Geometry	Wu / Legendre
SCI-6425 Material Distributions: Digital Immersive Workflows for ...	Panagiotis Michalatos