Technologies of Fabrication and Visualization – Distributional Electives

Description
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.

Archive of Past Approved Courses
Note: For a course to count towards a requirement, it must be taken in the year that it was listed as valid.

**Fall 2018**
- SCI 6317  Material Systems: Digital Design and Fabrication
  - Nathan King
- SCI 6338  Introduction to Computational Design
  - Sawako Kaijima
- SCI 6360  Digital Fabrication and Robotics
  - Stylianos Dritsas
- SCI 6465  Deployable Surfaces: Dynamic Performance Through Multi-Material Architectures
  - Chuck Hoberman
- VIS 2225  Digital Media: Design Systems
  - Sawako Kaijima
- VIS 2226  Digital Media: Image
  - Zeina Koreitem
- VIS 2349  MAKE/BELIEVE
  - Dan Borelli
- VIS 2350  Graphic / Volume Conflations
  - Viola Ago
- VIS 2481  Public Projection: Projection as a Tool for Expression and Communication in Public Space
  - Krzysztof Wodiczko

**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

**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
  - Volkman Alkanoglu
- SCI 6465  Deployable Surfaces: Dynamic Performance Through Multi-Material...
  - Hoberman / Grinham