Summary
The ability to represent ideas coherently and communicate a project aims effectively is a key skill for every architect. Design, painting, photography, modelling and graphics are essential to the architectural project and become didactic instruments for the development of individual talent.

Content
The course focuses on experimenting with artistic image-based techniques for interpreting reality and transmitting ideas. The emphasis will be on image strategies and techniques for producing apparent reality. We will investigate image constructs that are not based on a real existing encountered situation but have been arranged, alienated or completely constructed.

The animated film has unlimited potential for visual representation of events, objects and spaces that need little or no connection with our “real” world. It can also fundamentally question the relationship between space, time and place. Here, we are interested in the dynamic aspects - the search for experimental forms of visualisation that enable dynamic representation of places and spaces. In the first part of the course, different image techniques, references and historical examples from the fields of photography, computer graphics and animation will be introduced. The second part of the course is dedicated to the stop-motion technique. The students will receive an introduction to different animation methods, on the basis of which the course participants will realise their own stop-motion project in the form of a short, animated film sequence as their final work. The techniques to be used will be stop-motion photography, drawing, model building and digital image editing. The course encourages the use of manual and digital tools for engaging at the very extreme limit of the interplay between reality and fiction.

Note: The number of participants is limited to 40 students. The course will also be offered with similar form and content in the 2021 spring semester. You may attend the course only once - either in the 2020 autumn semester (AR-495a) or 2021 spring semester (AR495b). The course will be held in English.

Keywords
idea and representation, the real and the imaginary, the object and its representation, image techniques, visualisation, filmmaking, animation, stop-motion

Learning Prerequisites
Important concepts to start the course
• basic knowledge of techniques of image editing and 3D modelling
• basic knowledge of image editing techniques
• computer, digital camera (mobile phone) and tripod to work with during the whole course
• Photoshop installed on your computer

Learning Outcomes
By the end of the course, the student must be able to:
• investigate and interpret the visual environment
• enhance visual faculties of perception and expression
• formulate a personal creative process
• develop and apply conceptual pictorial approaches
• translate an imaginary vision into a visual composite by means of figurative tools
• formulate a personal creative process
• produce stop-motion animations

Transversal skills
• Plan and carry out activities in a way which makes optimal use of available time and other resources.
• Assess one's own level of skill acquisition, and plan their on-going learning goals.

Teaching methods
• Lectures and practical final work (individual)

Expected student activities
• strong interest in (digital) image processing techniques
• mandatory and attentive attendance during all of the course days
• high level of personal commitment and active participation during course days

Assessment methods
Review of final work (100% of grade)

Supervision
Office hours No
Assistants No
Forum No

Resources
Websites
• http://constructingtheview.org
• http://philippschaerer.ch

Videos
• https://vimeo.com/290308570