Remarque
Inscription faite par la section

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

Content
IMAGINARY COMPOSITES
Perception, inspiration and imagination serve as essential cornerstones and starting points in every creative activity in design and architecture. We are nowadays experiencing profound changes and will be confronted in future with even more fundamental upheavals in the areas of technology, society and ecology. Creativity, inventiveness and mental agility will be in high demand especially among the current and future generations of students and trainees. Creativity is nurtured by a mentally agile, playful, sometimes near naive approach. This mental act, not always logical, mostly driven by intuition, is also of paramount importance for our continued existence because – in an environment characterized by rationally operating computers and machines – it is this non-rational and elusive tactic that will offer and secure an irreplaceable place for us humans in future.

The module will focus on working with experimental and visual compositional techniques. The main interest lies in the visual connecting and rearranging of what is seemingly incompatible, image constructions that have very little to do with reality, utopia in terms of content, composed however in terms of visual vocabulary mostly as photographs, thus apparently very plausible and realizable. The participants develop on the computer a series of unconventional image collages based on the new arrangement of found image parts. The main focus will be on the re-interpretation of architectural components, which will be interwoven and placed in new visual and semantic contexts. The course encourages the use of digital instruments in engaging at the very extreme limit of the interplay between reality and fiction.

Keywords
experimental and visual compositional techniques, rearranging, idea and representation, the real and the imaginary, the object and its image, architectural expression, figurative digital tools, digital image techniques, photography, image montage, rendering

Learning Prerequisites
Required courses
• Basic knowledge of techniques of image editing and 3D modelling.
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.
• Describe visual principles of photorealistic images.
• Specify the possibilities and potential afforded by digital image techniques.
• Simulate and reconstruct a fragment of built reality by means of digital image techniques.
• Formulate a personal creative process.
• Develop and apply conceptual pictorial approaches.
• Translate an imaginary vision into a realistic visual compound by means of figurative digital tools.
• Select and use image strategies best suited to the transmission of an architectural idea.
• Produce computer-generated images.

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

Teaching methods
Lectures, workshops, practical work (individual): intermediate exercises and final work, desk critiques.

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.
• Weekly assignments.

Assessment methods
• Continuous assessment.
• Intermediate exercises, desk critiques (60% of grade).
• Review final work (40% of grade).

Supervision
Office hours No
Assistants No
Forum No

Resources
Bibliography
Bibliography provided during the course.