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

FROM THE MEANING OF OBJECTS

Perception, inspiration and imagination serve as essential cornerstones and starting points in every creative activity in design and architecture. 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 module offered is structured into two main parts. The first part of the module is devoted to the concept of the “Objet Trouvé”, where everyday objects are detached from their original function and environment and subsequently brought into a new pictorial context. In the second part of the module, the students will conceive different abstract and three-dimensional object-sculptures, which will finally be transferred into new pictorial large-scale environments by means of digital image processing techniques. During the course of the semester, the participants will develop a pictorial work comprising several images – on the basis of the contents communicated in the lectures, workshops and the assignments that are continuously given. The course encourages the use of manual and 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

Important concepts to start the course

• basic knowledge of techniques of image editing and 3D modelling
• laptop to work with during the course days
• Adobe Photoshop (min CS 5) software installed on computer
• basic knowledge of English

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
• 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 professional image montages

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
• reviews and 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.

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

Videos
• https://vimeo.com/290308570