AR-412 Modélisation et représentation informatique II

	Schaerer Philipp				
Cursus		Sem.	Туре	Langue	français
Architecture		MA2, MA4	Opt.	d'enseignement	nançais
Humanités digitales		MA2	Opt.	Crédits Session	3 Eté
				Semestre Examen Charge Semaines Heures Cours Nombre de places	Printemps Oral 90h 12 2 hebdo 2 hebdo

Remarque

Cours exceptionnellement donné en anglais en 2017-18

Résumé

A key competence for every architect is 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.

Contenu

APPARENT REALITIES - CONSTRUCTING THE VIEW

The course focuses on experimenting with artistic digital image-based techniques for interpreting reality and transmitting ideas. The core issue are image strategies and techniques for recording apparent reality. We will investigate image constructs that appear realistic, that are not based on a real existing encountered situations but have been arranged, alienated or completely constructed. The course is structured in four teaching units and involves different image techniques. Using examples of application from the fields of film, advertising, art, photography and architecture, different concepts and positions will be introduced: arranged scenes and image captured by means of a camera (STAGED REALITY), alienation and retouching using various image processing techniques (MANIPULATED REALITY), montage using different digital image processing techniques and using the knowledge gained in the lecture series and the exercises, students will acquire an extended vocabulary in terms of pictorial approaches. The possibilities and potential afforded by digital image techniques will be explored. Students will develop during the course of the semester a pictorial work comprising several images – on the basis of the contents communicated in the teaching units and the assignments that are continuously given. Attendance is thus mandatory. The number of participants is limited to 60 students. The teaching language is English. The course encourages the use of manual and digital instruments in engaging at the very extreme limit of the interplay between reality and fiction.

Mots-clés

Idea and representation, the real and the imaginary, the object and its representation, architectural expression, figurative tools, digital image techniques, photography, digital post-processing, retouching, montage, visualization, 3D-modelling and rendering.

Compétences requises

Concepts importants à maîtriser

- · Basic knowledge of techniques of image editing and 3D modelling
- Laptop to work with during the course days
- Adobe Photoshop and Cinema 4D software installed on computer



Acquis de formation

A la fin de ce cours l'étudiant doit être capable de:

- 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.
- 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.

Méthode d'enseignement

Lectures and practical work (individual).

Travail attendu

- 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.

Méthode d'évaluation

Practical work during the semester. Oral groups Review final work.

Encadrement

Office hours	Non
Assistants	Non
Forum électronique	Non

Ressources

Bibliographie Bibliography provided during the course.