ARC 3058, Computer Applications in Architecture, 3 credits.

The course introduces to the use of digital media for architectural design through specific drawing and modeling applications. Generation, manipulation, and reproduction of two-dimensional and three-dimensional architectural models using digital media are stressed.

Course Goals & Objectives:

To develop a basic understanding of Autodesk, Revit or other BIM software.

Student Performance Criterion/a addressed:

A.3 Visual Communication Skills
Ability to use appropriate representational media, including freehand drawing and computer technology, to convey essential formal elements at each stage of the programming and design process.

Topical Outline:

Prerequisites:

None

Textbooks/Learning Resources:

None

Offered:

Spring only; annually

Faculty assigned:

Andrew Chin (F/T)