

**SCHOOL OF ARCHITECTURE AND CONSTRUCTION
DESIGN DEPARTMENT
SESSION 2009/10**

TERM 2

COURSE CODE*	ENVT1008
COURSE TITLE*	Digital Landscapes
COURSE CO-ORDINATOR:	David Watson
ELEMENT/ITEM OF ASSESSMENT* WEIGHTING OF ELEMENT/ITEM WITHIN COURSE* ASSESSMENT CRITERIA ARE: As published in this Brief	
OTHER ELEMENTS WITHIN COURSE	
TUTOR RESPONSIBLE FOR THIS ELEMENT/ITEM:	David Watson
YEAR GROUP:	FDAL2, PDAL3 & 3DD2
TUTORIAL GROUP/ATELIER GROUP/ INTEREST GROUP:	
TITLE FOR THIS BRIEF: The journey is the reward/Garden of the imagination/ Virtual landscape design	
ANY OTHER INFORMATION:	
DATE HANDED OUT: 21 st January 2010	
PROJECT WORK Crit Date: Various Portfolio Assessment: Date for collection of assessed project/portfolio: Various Date(s) for feedback sessions(s): Various	
COURSEWORK Hand-in Date: Various (see this brief) Date for collection of marked coursework: Various (see this brief)	
Hand in details: Coursework: Hand-in by the deadline at the Registry (Southwood Site) Mon-Thurs 9-6pm, Fri 9-5pm Design/Visual Studies Portfolio: Hand-in at School as per arrangements made by course co-ordinator. In all cases: Please hand in with a course header sheet (bar coded)	

Digital Landscapes

A MOVED LINE

PICKING UP CARRYING PLACING
ONE THING TO ANOTHER
ALONG A STRAIGHT 22 MILE WALK

MOSS TO WOOL
WOOL TO ROOT
ROOT TO PEAT
PEAT TO SHEEP'S HORN
SHEEP'S HORN TO STONE
STONE TO LICHEN
LICHEN TO TOADSTOOL
TOADSTOOL TO BONE
BONE TO FEATHER
FEATHER TO STICK
STICK TO JAWBONE
JAWBONE TO STONE
STONE TO FROG
FROG TO WOOL
WOOL TO BONE
BONE TO BIRD PELLETT
BIRD PELLETT TO STONE
STONE TO SHEEP'S HORN
SHEEP'S HORN TO PINE CONE
PINE CONE TO BARK
BARK TO BEECH NUT
BEECH NUT TO STONE
STONE TO THE END OF THE WALK

DARTMOOR 1983

*As per programme document and course charts.

IMPORTANT NOTICE: It is the responsibility of each student to keep a copy of this hand-out in a file until September 2010. If you are referred in the subject you will need this hand-out unless notified otherwise

Digital Landscapes

School of Architecture and Construction

Unit Code:	ENVT1008
Unit Co-ordinator:	David Watson
Element(s):	The journey is the reward Garden of the imagination Virtual Landscape design
Proportion mark:	35% + 35% + 30%
Year Group:	FDAL2, PDAL3 & 3DD2
Tutor(s):	David Watson
Period:	Term 2

This course has a number of aims:

- To develop a visual understanding of Landscape
- To develop a more “painterly” method of Landscape Survey
- To explore the various ways by which a Landscape may be experienced
- To develop an understanding of and to construct design narratives
- To introduce students to paperless presentation methods
- To introduce non-traditional methods of Landscape representation
- To introduce students to Landscape generation software

The course runs over 12 weekly sessions. This is a digital design course and most work will need to be undertaken outside of the contact/teaching time since this will mainly be used to introduce and teach the skills required and to give design feedback. It is essential, that students attend all of the sessions in order to successfully complete the project work.

Assessment

The course is divided into 3 main projects, each with its own timetable but the assessments for each project will be made on the basis of the final portfolio submission at the end of the course. The 3 main projects are: The journey is the reward, Garden of the imagination, and Virtual landscape design.

Assessment for this unit will be by the methods and proportions described below:

Project	Assessment Method	%age of course total
The journey is the reward	Crit/Portfolio	35%
Garden of the imagination	Crit/Portfolio	35%
Virtual landscape design	Crit/Portfolio	30%

Crit dates for these projects are indicated as * on the course calendar at www.coursestuff.co.uk/ENVT1008

Please make sure that you have backups of all computer files used for this course. Loss of data will not normally be considered a valid excuse for non submission of work.

Course User Guide

1. You may, from time-to-time, be pointed to online tutorials that cover specific areas of computer skill; however, it is your own responsibility to take sufficient notes during the workshop sessions to enable you to complete the project work. Learning materials can be found at CADTutor.net and specific resources at CourseStuff.co.uk.
2. It is recommended that all students buy a USB flash drive at the start of this course (if you do not already own one) so that it can be used for personal archiving, backups and presentations. Your allocation of space on the University network will not be sufficient for all your project work. In most cases, a 1GB capacity drive will be sufficient.
3. All project work must be handed-in (irrespective of assessment method) on a CD-R unless otherwise specified. Discs will not normally be returned, so make sure you keep an additional copy of your finished work.
4. Please ensure that all submitted disks are readable. Check after burning a CD that it can be read.
5. All disks submitted must be clearly labelled with the course code and title, project title, your name, your year group (e.g. FDAL2), the academic year (e.g. 2005-06) and your email address.
6. If you are submitting a PowerPoint presentation, please ensure that any linked media such as video and audio files are included on the disc and that it has a title slide with your full name, and the course title on it.
7. Generally, students will use the available software on which the course is based; however, students may use any software available to them at home or at work to complete projects providing that the project brief is satisfied. Students are encouraged to use new and innovative software wherever possible and to experiment with presentation techniques.
8. Students who are unable to attend a workshop session must inform the course tutor by email in advance (if possible) so that alternative arrangements can be made.

The journey is the reward (project 1)

Project Overview:

You are to create a presentation describing a journey that you have made. The presentation will be made from your personal (subjective) point of view. You must consider how your presentation differs from an objective view of the same journey. The presentation may be CD or web based and will be shown to the class on the day of submission.

Project Aim:

The aim of this project is to allow you the freedom to convey a personal experience of a landscape as you travel through it. This project is designed to develop a visual understanding of the existing landscape, and to develop an appreciation of how the perception of landscape may vary from person to person and from time to time. It also aims to improve your understanding of the sensual landscape (texture, colour, sound etc.). Landscape survey often requires objective consideration and although this is necessary, it is not always conducive to freedom of expression/design. In this project, you will consider the differences between your perception of a landscape, those of others and the objective view. You will also need to consider what influences caused your particular reaction to the various landscape stimuli as this will help to improve the self reflective aspect of your work. The project is also intended to improve your digital graphic and presentation skills.

Indicative Software/Techniques used:

Photoshop, PowerPoint, Movie Maker, Flash and/or others.

Brief:

Plan a journey. This could be a walk, a train or bus ride; journeys by car are not suitable as the comfortable/familiar environment is not conducive to detailed observation. The journey could be long or relatively short. The journey could be rural or it may be urban ("landscape" is a broad term) It is better to plan a journey with which you are **not** familiar; this will allow you the luxury of observing new things for the first time.

Record the journey. This may be done in any way you feel is right; photography, video, audio, sketches, a collection of found objects, textual descriptions or a combination of some or all of these things.

Present your journey. The presentation of your personal journey should be considered as "art". It will be your own interpretation of your journey and should draw upon any ideas or influences you consider germane. The presentation is probably best based upon a narrative of the actual journey but you are free to interpret it in any way you see fit.

Project development:

This is a relatively simple project but the freedom you are given has its own problems. One way to approach the project may be to have no preconceived ideas about your presentation until after the journey has been made. This will allow you the freedom of choosing a suitable medium on the basis of what you have seen, heard or felt. In some cases, this may necessitate a second journey, taken with your preferred recording materials. Once you have gathered the materials, you may want to create a storyboard of the journey and this may also serve as a template for the presentation. Further guidance will be given at the workshop sessions.

Project assessment:

The assessment for this project will be based upon the originality of your work, the visual quality and clarity of your presentation and the innovative use of software and media.

Garden of the imagination (project 2)

Project Overview:

You are to create a virtual landscape or garden from your imagination and to build a narrative, event or journey within that place. The narrative will be played out as an animation and will be in the form of a short video, presented on CD and shown to the class on the day of submission.

Project Aim:

This project is designed to develop an understanding of 3D digital design tools and animation techniques. In addition, you will learn how to design a virtual landscape, using your own materials and how to mix digital and traditional media. The project also aims to improve your understanding of virtual 3D space and how it can be used to test design ideas.

Indicative Software/Techniques used:

AutoCAD, SketchUp, Bryce, MAX, Movie Maker and/or others.

Brief:

Create an imaginary landscape within which an event will occur or through which a journey will be made. Your “site” is a rectangle of 30m by 20m. Animate created objects in this landscape in order to make a clear narrative. Present your work as a video file on CD.

Project development:

This project requires a high degree of technical skill and the workshops will provide much of the detail needed to complete the work. Although Bryce is the software used during the workshops, you are free to use whatever software you prefer.

Project assessment:

The assessment for this project will be based upon the creativity and originality of your virtual landscape, the inventiveness of the narrative and the degree of technical skill demonstrated.

Virtual landscape design (project 3)

Project Overview:

The idea behind this project is to demonstrate the advantages of testing your design ideas using virtual landscapes. Using virtual environments and gaming technologies, the project hopes to develop a new “real-time” method for 3D design development. Your work should be submitted on CD and presented to the class on the day of submission.

Project Aim:

The aim of the project is to explore an experimental technique for visualising and presenting a design for a garden or landscape. We will be using techniques not normally associated with traditional landscape or garden design to see if there are better ways to “experience” our designs before committing them to the real world.

Indicative Software/Techniques used:

AutoCAD, SketchUp, Bryce, MAX, Maya and Blitz 3D.

Brief:

Design a new garden/landscape for the central area of the Maritime Greenwich campus. Build a 3D model of the design using the software of your choice (we recommend AutoCAD but you may use whatever you feel most comfortable with). Create a Blitz 3D virtual model that can be explored in real-time.

Project assessment:

The assessment for this project will be based upon the creativity and originality of your garden/landscape design, the ease with which the design can be understood within the virtual environment and the degree of technical skill demonstrated.

WALKING IN A MOVING WORLD

BETWEEN CLOUD SHADOWS
INTO A HEADWIND
ACROSS A RIVER
THROUGH SPRING BRACKEN
UNDER A BEECH TREE
OVER A GLACIAL BOULDER

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All text pieces by Richard Long – www.richardlong.org

General Notes on Presentations

This is a design course where you will be developing new skills in digital design and in the use of digital methods of presentation. It is important to understand that the course is not just about designing “things”, it is about learning design methods and the process of design. When you present work for this course, you will always need to tell two different but related stories. The first is the story of the presented work. The second is your own personal story of how you designed it and the techniques you used. At each crit, you will be expected to illustrate both stories. In practical terms, this means that you should present all of the design ideas and your rough workings/sketches even if they didn’t make it to the final design. The illustration of design ideas that you may have rejected is just as important as those that you adopted because it clearly illustrates your design logic and method.

David Watson - January 2010