

62-123 Digital Media II

The previous course, Digital Media I, covered fundamental concepts and techniques of 2D digital media as applied in architectural design. Digital Media II will build on these concepts and focus on 3D modeling and visualization. The course will pursue three main goals: by leveraging the appropriate tools and workflows, students should cultivate mastery in modeling complex architectural geometry, competency in iterating through a design process, and versatility in design communication. Students will embark on an in-depth training and exploration of performative geometry and its attributes as they pertain to computational communication of spatial conditions. The sequence of assignments will cover topics of basic, advanced, and generative 3D modeling.