



Carnegie Mellon University

School of Architecture
College of Fine Arts, CFA 201
Carnegie Mellon University
Pittsburgh, PA 15213



Project Submission by Crystal Cheng, 62-122 2022

62-122: Digital Media 1: Fundamentals of Digital Production

Units: 6

Instructor: Matthew Huber

62-122 begins a two-course sequence introducing students to cultures of digital drawing and image production. The course is organized into 3 two-week-long modules (alternating with the analog drawing course); each module explores a specific set of digital production techniques and the cultural context within which this production is situated. These modules are supplemented by weekly work sessions that build up skill and intuition for problems in spatial geometry and 2D projection. Course pedagogy emphasizes three competencies: 1) facility and craftsmanship in the operation of 2D (Adobe Illustrator + Photoshop) and 3D (Rhino 3D) design software 2) (self-)critical reception and evaluation of images, graphic devices, and elements of composition and the role they play in visual perception and narrative formation. 3) awareness of and analytical methods for considering the historical and cultural origins, biases, and affordances of media and systems of representation. The course initiates students to discourses on visual culture and visual epistemology. It asks: How do systems of representation mediate what we know and how we communicate? Class will consist of lectures on media theory and history, explanations of software interfaces and functions, in class working time with assistance from TAs, TA help sessions, reading and reading discussions, as well as project based applications.