



Piero, proiezioni di una testa scorciata dal de prospectiva pingendi, ante 1482, milano, biblioteca ambrosiana
Courtesy: Piero dela Francesca, Public domain, via Wikimedia Commons

62-122: Digital Media 1

Units: 6

Instructor: Matthew Huber

62-122 is the first in a two-course sequence that introduces digital drawing and image production as both generative and communicative processes. Since the course is a core requirement in the Bachelor of Architecture sequence, architectural modes of production are emphasized, though much of the content is broadly applicable to a range of disciplines and artistic practices. Course pedagogy emphasizes three core competencies: 1) Facility in the operation of 2D and 3D design software — students will be asked to pursue a high level of digital craftsmanship when executing image production; 2) Skills of (self-) critical reception — when composing and constructing images, students will be asked to demonstrate clarity of intent and to understand the role that graphic devices and elements of composition play in visual perception and narrative formation; 3) Contextual awareness — students will be introduced to select strands of the historically- and culturally-situated origins, biases, and roles of media and their techniques, and will be asked to demonstrate an awareness of the role that this context plays in image formation and reception. The course engages with a diversity of visual cultures and epistemologies; students will be introduced to these discourses so that they may be expanded independently in future explorations.