

DCA WORKSHOP 01 | FRANCIS DK CHING

FREEHAND DRAWING WITH FRANK CHING

01



WED. OCTOBER 01, 2014 ▼ 2:00 - 5:00

DCA Workshop 01: Freehand Drawing with Ching

No experience or specialized equipment required for this workshop.

2:00 – 5:00 • Wed. October 01, 2014 • Architecture Building

Workshop by Francis D. K. Ching

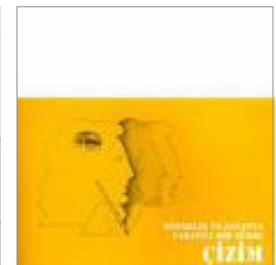
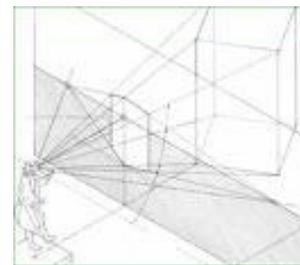
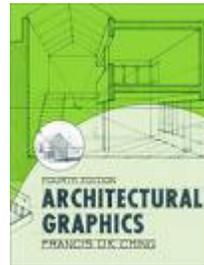
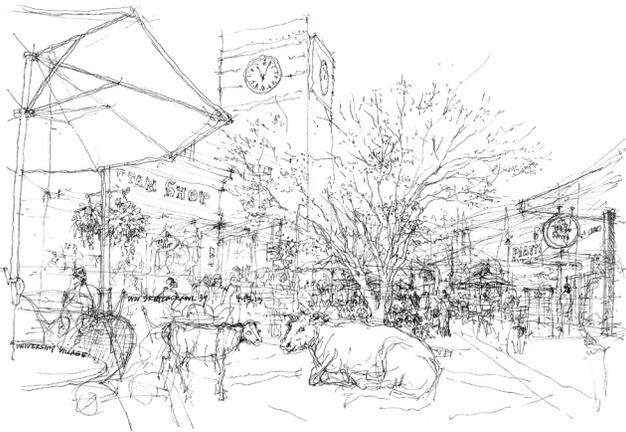
Author of *Architecture: Form-Space-Order*, *Architectural Graphics*, *Building Construction Illustrated*, *Design Drawing*. Publisher, John Wiley & Sons

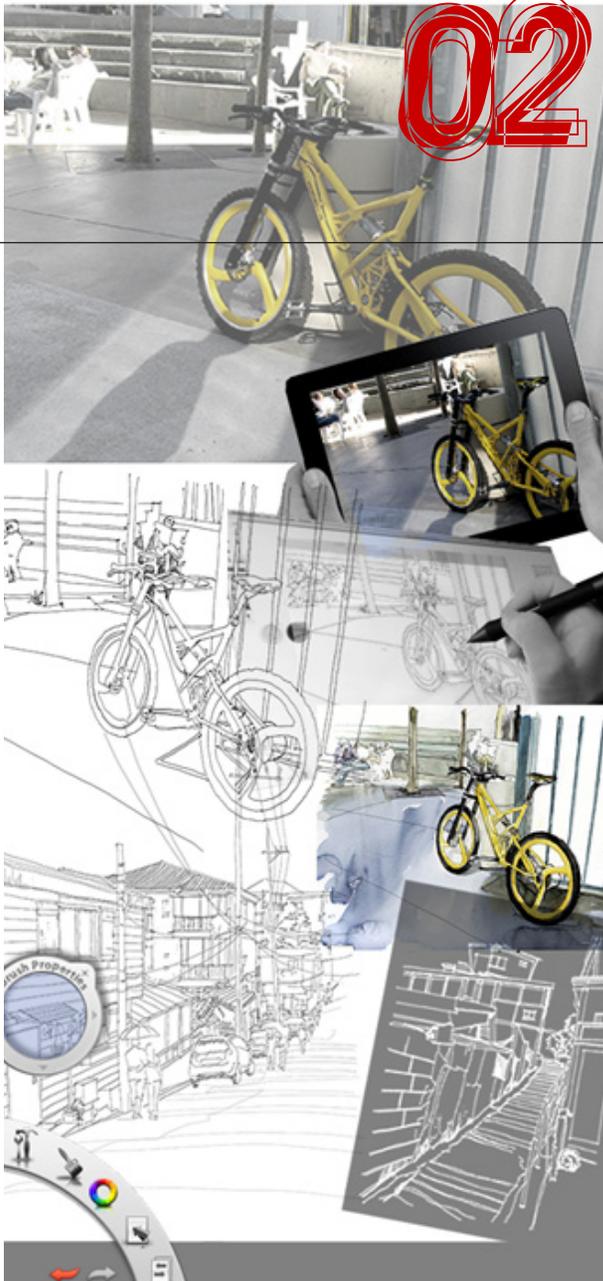
Workshop Description

After a brief introduction to freehand drawing from observation, participants will spend the rest of the workshop actually drawing while Professor Ching visits with each participant to offer tips and demonstrations about improving his/her observational and drawing skills.

Supplies Needed

Sketch Pad and a smooth flowing pen or soft pencil





DCA WORKSHOP 02 | SO-YEON YOON, PH.D. DIGITAL SKETCHING

WED. OCTOBER 01, 2014 ▼ 2:00 - 5:00

DCA Workshop 02: Digital Sketching with So-Yeon Yoon, Ph.D. (Cornell U)

No experience or specialized equipment required for this workshop. Recommended **ipad with SketchUp pro** installed.

2:00 – 5:00 • Wed. October 01, 2014 • Architecture Building

Workshop Description

This workshop is to familiarize design professionals and students with the journey of digital drawing. After an introduction to digital drawing and different options - iPad, Galaxy Note 10, and Cintiq with Sketchbook pro and Procreate apps, participants will learn the techniques and principles for capturing the gist of digital drawing. Digital drawing will allow participants to feel more comfortable to draw, edit, paint, and print until satisfied over the layer of a photo. In the workshop, six Samsung Galaxy Note 10 2014 edition and one Cintiq pen display with Sketchbook pro app will be available for participants to try. Participants are encouraged to bring their own iPads (download and install Autodesk SketchUp pro for iPad for \$4.99) or any other mobile tablets for the workshop. Digital pens will be provided at no cost.

So-Yeon Yoon, Ph.D.

Dr. Yoon is an Associate Professor of Design & Environmental Analysis, Cornell University, and recipient of the 2014 IIDA (International Interior Design Association) educator of the year award. She is a licensed interior designer with a wealth of experience in both traditional and digital media. Inspired by today's mobile tablets and affordable drawing apps, she became an advocate of digital drawing for travel notes, rapid sketching, and renderings. Yoon has had three invited national and international solo exhibitions since 2013 featuring her digital drawings and paintings.

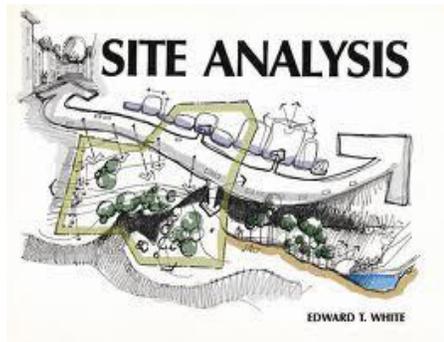
DCA WORKSHOP 03 | EDWARD TIM WHITE

SITE ANALYSIS

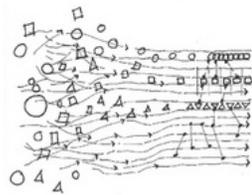
03

WED. OCTOBER 01, 2014 ▼ 2:00 - 5:00

DCA WORKSHOP 3: SITE ANALYSIS with Tim White (Florida A&M University)
2:00 – 5:00 • Wed. October 01, 2014 • Architecture Building



ORDERING SYSTEMS
AN APPROACH TO ARCHITECTURAL DESIGN



Edward T. White

Workshop Description

Site Analysis: Key Component for Place-Based Design

Site analysis is a predesign research activity that focuses on the existing and anticipated conditions on and around a project site. This workshop covers processes and techniques for identifying, collecting, organizing and analyzing project site conditions prior to the start of designing. Interaction between site information and design decisions is also addressed.

Specifically, the workshop deals with:

- Types of information in a site analysis
- Methods of information gathering, organization and analysis
- Roles of diagrams in expressing site factors and in coming to know the site
- Ways site conditions can influence design decisions to weave the scheme with its site

Please bring materials for note-taking and drawing. Color and varied line widths will be employed.

Edward T. White

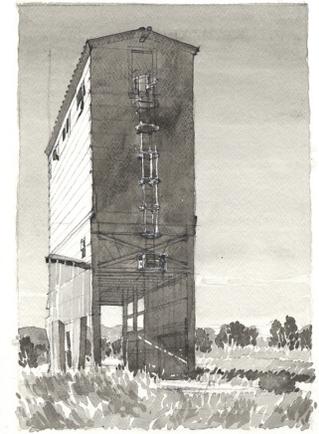
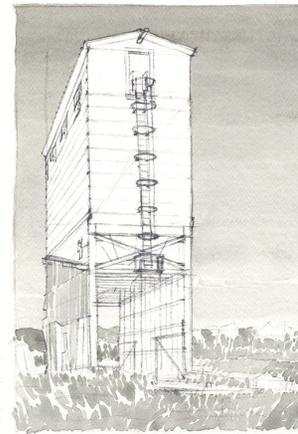
Edward Tim White is professor of architecture at Florida A&M University and a licensed architect in Florida and Arizona. He has offered over 100 CEU drawing workshops to architects and interior designers in 10 states and numerous study abroad programs. Tim is author of 26 publications on architecture including TRAVEL DRAWING, PIAZZAS OF FLORENCE, IMAGES OF ITALY and SITE ANALYSIS.

04

DCA WORKSHOP 04 | HENRY SORENSON

SHADES OF GRAY WATER COLOR WORKSHOP

Shades of Gray Water Color Workshop
2:00 – 5:00 • Wed. October 01, 2014 • Architecture Building



Workshop Description

This workshop will lead participants through fundamental WATERCOLOR technique using BLACK PIGMENT to build an easily managed, convincing portrayal of NATURAL and ARCHITECTURAL ENVIRONMENTS.

You will need to BRING the following to participate in this workshop:

- PAINTS – Graham or Grumbacher Academy watercolor paints in tubes – IVORY BLACK
- PALETTE BOX – Pro Art Artworks (or equivalent) folding watercolor palette box (larger 10" size - white)
- WATERCOLOR BRUSHES – #4, #7, ROUND sable/synthetic blend watercolor brushes

Henry Sorenson

As a Professor of Architecture at Montana State University, Henry's primary professional responsibilities focus around developing and leading a FREEHAND OBSERVATION and DESIGN DRAWING curriculum for architectural students. He trains his aesthetic sensibilities through practice and experimentation in the arts of PHOTOGRAPHY, DRAWING, PAINTING, and ARCHITECTURAL and GRAPHIC DESIGN. Henry is Past President of the Design Communication Association and Past President of the American Society of Architectural Illustrators. His award-winning work in Architectural Illustration, Architectural Field Painting, and Architectural Photography has been published and exhibited internationally for more than 20 years.

05

WORKSHOP 05 | PEILI WANG

WACOM DIGITAL COMBINING WITH FREEHAND



DCA Workshop 05: Wacom Digital Combining with Freehand Rendering with Peili Wang (SCAD)

No experience or specialized equipment required if only sits in.

Recommended **Photoshop** installed in **Laptop** and **Wacom-type pen tablet** if participants wish to practice during workshop.

2:00 – 5:00 • Wed. October 01, 2014 • Architecture Building

Workshop Description

There are many methods to create architectural renderings. Wacom Digital combining with Freehand Rendering is one of the efficient and effective methods; Designers can spend a brief period of time to create digital color sketches that visually depict the desired outcome of the proposed design. During workshop, Professor Wang will full demonstrate process of Wacom Digital Drawings both plan and perspective with emphasis on Photoshop. He will copy exercise works to participants. Participants will learn how to create outline either freehand ink or digital; transferring outline to Photoshop, and using Wacom tablet creating different freehand effects to enhance the renderings.

Peili Wang

Peili Wang is a Professor of Interior Design Department, Savannah College of Art and Design. He has received numerous awards and recognitions, including Award of Excellence at the 24th and 26th annual International Competition of Architecture Illustration (AIP24 and AIP26). He awarded exhibition of “Visualizing Architectural Design Exhibition (VAD)” at UIA2011, The 24th World Congress of Architecture, Tokyo, Japan; also awarded exhibition of “Juried Design Communication Exhibition” from Design Communication Association in 2009, 2010 and 2012. He hosted presentation of Design Trends for 2013 at Forum of Decoration, Beijing, China, 2013. He served as Chair of Architecture, Environmental Art Design, Urban Design and Environmental Planning, BIT’s 1st Annual World Congress of Designers-2014, Dalian, China. He also provided Design presentation at U.S. Consulate General Chengdu, China, 2014.

WORKSHOP 06 | GERNOT RIETHER

RHINO 3D MODELING AND SUBDIVISION GEOMETRY

06

DCA Workshop 6: Rhino 3D Modeling and Subdivision Geometry with Gernot Riether (SPSU)

Laptop with Rhino installed
2:00 – 5:00 • Wed. October 01, 2014 • Architecture Building

Subdivision in Maya vs. T-splines in Rhino. No pre-requisites required, basics in Rhino helpful. After this workshop you will be able to model any Zaha Hadid project.

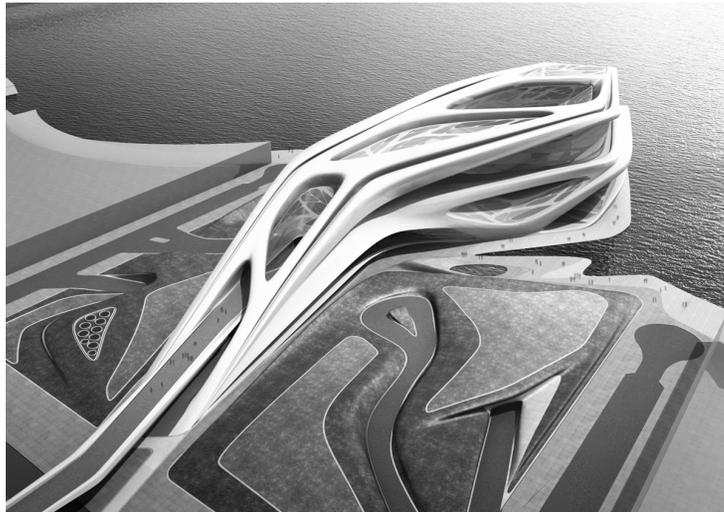


Image: Abu Dhabi Performance Center, Zaha Hadid Architects

Workshop Description

The carpenter first learns about techniques and methods of wood joinery before he starts building furniture. The designer in a digital age first learns about digital modeling techniques and methods before he starts to design buildings. This workshop will investigate subdivision modeling, one of many 3d modeling techniques used to inform design methods by different architects, most extensively by Zaha Hadid Architects.

The work of Zaha Hadid Architects arises from a digital free-form design process that arises from the use of tools such as subdivision surfaces modeling techniques in Maya. Subdivision geometry, a fluid dynamic design language that is deliberately unconstrained by premature concerns of constructability have enabled the firm to explore radically different design geometries and accurately execute them within a framework of cost, contractual framework and local context of fabrication and construction quality.

I will compare the currently competing technologies of subdivision geometry: subdivision in Maya and T-splines in Rhino. You will learn about the necessary 3d modeling tools and techniques in both programs. I will show you how to download T-splines for Rhino, explain the interface, introduce the tools and describe different methods such as bridging and welding. You will then test the tools yourself.

You will learn how to formulate an idea for a technique and method by describing your process in a series of sketches. You will then practice subdivision tools by testing, applying and revising your techniques and methods. You will learn how to use the tool in a precise way by applying the tools and techniques that you have learned and the method that you have developed to build a three dimensional enclosure.

Gernot Riether

Gernot Riether is an Assistant Professor at SPSU. He has taught at schools in Europe and the US, including Barnard College at Columbia University, the New York Institute of Technology (NYIT) and the Georgia Tech. Most recently he served as a Visiting Professor at Ball State University. By researching digital design technologies, Riether is testing the potential beneficial roles for emerging digital tools to improve architecture's relationship to the natural and built environments. His work has been exhibited internationally and is published in architecture journals and featured in architecture and art magazines and books worldwide.