

CONTACT PERIODS : 3 (PRACTICAL) PER WEEK

PROGRESSIVE MARKS : 50

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Objective:

To develop awareness and familiarity with Computer applications in architecture and to equip students with skills required

in using Computers as a digital media for design.

Outline:

Introduction to rendering and appropriate presentation softwares like Photoshop, Maya, Flash, 3D studio Max, Artlantis etc.

Explore walkthroughs, animation and virtual reality of design studio projects. Introduction to interactive multimedia technology for design presentation.

Assignment:

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Working on a design studio project of fourth semester integrating the topics covered.

09ARC 5.6 – COMPUTER APPLICATIONS IN ARCHITECTURE-III

Written by Administrator

Saturday, 31 October 2009 16:54 -
