

Topics in Computer Application Design  
ARCH 5064 | ARCH 4164 | Fall 2016  
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## project brief

# up until now, you have been using grasshopper to develop, analyze, and fabricate architectural ideas in a very controlled format. the final project is a chance to combine this knowledge with your own design intent and aspirations. the project will use specific deliverables to spur growth, but also allow for you, the designer, to do what you please within the following boundaries

## requirements

- # open project
- # must be a design project
  - # story of what you are designing and why you are using grasshopper - specific design intent
- # must have physical scale model
- # must have 24" x 36" board - made in Adobe InDesign or Photoshop
  - # grasshopper definition image
  - # 1 artistic rendering - any format - with scale figures
  - # 5 different iterations of your project must be presented - flexing its parametricism
  - # 1 diagram to visually describe your project
  - # text describing project
  - # process drawings - photos/sketches/models/other iterations
- # this is the bare minimum - to have an excellent project, one must go above and beyond these requirements
- # talk to me if you have out of the box ideas of presenting/ teams / etc...

## submission

- # physical submission - WAAC Show (estimate December 9th) 5:00 PM - pinned up (date and time subject to change)
- # digital submission - Monday after WAAC Show (estimate Dec 12th) (date subject to change)
  - # A board with the discussed drawings and images named LastName\_FirstName\_FinalProject.pdf
  - # A photo of your physical model (if not included on the board), named LastName\_FirstName\_FinalModel.pdf

## schedule

- # 11-3-16: Work on project until 9- A1 11x17 of precedent and sketches due - peer desk crits until 10
- # 11-10-16: Work on project - peer desk crits - A2: pdf showing site context in Grasshopper due
- # 11-17-16: Work on project - peer desk crits - A3: diagram of project due
- # 11-24-16: No class - Thanksgiving
- # 12-1-16: Work on project - peer desk crits - A4: artistic rendering process drawing due
- # 12-8-16: Optional digital desk crit day

## grading

- # no project or late project (physical submission)
  - # automatic fail
- # poor project or late submission (digital submission)
  - # loss of letter grade
- # ok to good project (minimum requirements)
  - # grade remains the same
- # above and beyond project
  - # add letter grade

## notes

# the rest of your classes should be used to work on your final projects and to ask me questions - I may mix in some exercises as well.