
University of Washington, College of Built Environments
URBDP 573A: Digital Design Practicum

Lecture and Tutorial: MW 1:30-3:20pm
Additional Lab: F 11:30-1 pm
Meeting place: Gould 007 F, Digital Commons
Credits: 4

Course Website: <http://courses.washington.edu/udpddp/>

Instructors:

Manish Chalana, Ph.D.
448C Gould Hall
chalana@u.washington.edu
Office hours: By appointment only

Kuang-ting Huang, Ph.D. Candidate
kuangt@u.washington.edu
Office hours: F 11:30-1pm in Gould 007

prac·ti·cum (prăk t i-kəm) *n.* A school or college course, especially one in a specialized field of study that is designed to give students supervised practical application of previously studied theory.

COURSE DESCRIPTION & OBJECTIVES

Today urban planners and designers are increasingly using digital technologies in their everyday work to document, analyze and communicate all facets of the built environment. This course prepares you to meet the varying challenges of the practice world by making you familiar with some of the digital tools used extensively in the professional world. This is a hands-on course in which you will develop a working knowledge of three specific software packages through a real-world case study project that focuses on a variety of urban issues.

The overarching goals of the course are as follows-

- To obtain working knowledge of the software packages commonly used in the practice world and develop competency, especially in their analytical capabilities.
- To learn to communicate spatially using digital graphic media—a useful skill for forging better working relationships with clients/community.

SOFTWARE

The set of software used in this course includes:

Adobe Creative Suite 3: provides a unified design environment combining newer versions of Photoshop, Illustrator, InDesign, GoLive, and Acrobat software. Of these we will cover the following two in this class:

InDesign: shares common tools, palettes, and commands with other Adobe applications including Illustrator and Photoshop. This integration provides a fluid environment for professional quality page layouts. The software is increasingly being used for production of professional reports in design and planning offices worldwide.

Adobe Photoshop: is a professional photo editing software used primarily in graphic design and photo industry. The design and planning professions use Photoshop for urban studies in visualizing the environment and developing future scenarios using photo manipulation/montage techniques. Photoshop is also used in creating poster boards and other presentation graphics.

ArcGIS: is a geographic information system (GIS) software that has a broad range of applications to the planning fields from municipal to regional levels. The software utilizes geodatabase technology as a framework for data access and management. The basic capabilities of the software include visualizing, querying, analyzing as well as creating and editing geographic data.

Google SketchUp: is a 3D modeling software that facilitates the placement of models on Google Earth. It is a relatively easy-to-use conceptual tool with a simple interface. One of its features is the 3D Warehouse that hosts models made by other users. With a Google Account one can upload models, and browse the 3D Warehouse collection.

STRUCTURE

Discussions/Tutorials/Lab

In the *tutorial* segment the students are given guided introductions to each of the software packages and explore relevant software features.

During the *lab* time student have an opportunity to develop their assignments in a setting where the instructor is available for guidance.

A portion of some class times is set aside for *discussions* related to student projects. During this time students will have an opportunity to discuss specifics on their projects and consult with the instructor in developing them.

DELIVERABLES

Assignments and Projects

Incremental assignments focusing on a study area will form the core of the course. The assignments will be posted on the class website. You are required to use the lab time to work on the assignments.

The final project is developed using the work generated in the assignments. The completion of the project would involve fieldwork and additional research, including review of relevant design and planning literature.

REFERENCE MATERIALS

Strongly recommended:

1. Wiley Pathways Introduction to Google SketchUp by Aidan Chopra and Laura Town; Wiley; 2nd Revised edition, 2007
2. Adobe Photoshop CS3 Classroom in a Book by Adobe Creative Team (Author); Adobe Press, 2007
3. Getting to Know ArcGIS Desktop, Basics of ArcView, ArcEditor, and ArcInfo, Second Edition, Updated for ArcGIS 9.3 by Ormsby et al. ESRI Press, 2008

POLICIES

Expenses: In addition to the reference materials (listed above) and supplies (listed below) other costs include expenses incurred for color printing, photocopying, and transportation to project site.

Evaluation: Your final grade will be calculated on the following—

65% Assignments
10% Project Proposal
25% Final project

Boards: If you have any questions/comments about the assignments and tutorials, please post them on assigned boards. The instructors will review the boards once every day and respond to the postings. You are encouraged to review the boards periodically and respond to postings as well.

Avoid sending direct emails to the instructors with questions about the assignments/tutorials instead post them on the boards where they will be answered.

Please make sure that you **post to the appropriate boards.**

There is a separate board for the **project** where you can discuss your ideas and share documents.

Deadlines are VITAL. There is a penalty of 10% grade reduction in case of late submission that is within three days of the due date; from day 4-7 you will lose 25% of your grade; submissions after day 7 do not earn any credit. Standard exceptions for major medical situations apply; such situations should be discussed with the instructor

Deliverables:

E-Submission of assignments and project: pdf versions of the assignments titled (LAST NAME_ASSIGNMENT NUMBER) in the designated drop areas on the course webpage. The assignment folders are set up to not accept late assignments.

Hard copy of assignments: color (11X17") copy of the assignment need to be submitted in class on the day it is due.

Hard copy of project report: color bound copy of the final report (8X11" with 11X17" foldouts) with a pocket containing a CD of all the assignments (non pdf versions) and the final project.

Collaboration: For the project you may conduct research (including fieldwork) in teams, but still submit individual reports. During teamwork each participant is expected to contribute equitably through the process and generation of research data. Groups of 2 recommended.

Other policies: This class is of course governed by all of the university's student policies, including those on plagiarism and multiple submissions. It is your responsibility to be familiar with these. More information on this can be found at <http://depts.washington.edu/grading/issue1/honesty.htm>

Cell Phones and other distractions: Please be courteous.

REQUIRED MATERIALS

- Notebook
- Access to a digital camera
- USB drive and CDs