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Harold: A World Made of Drawings

NPAR: Non-Photorealistic Animation and Rendering

Article Link: http://www.cs.brown.edu/research/graphics/research/art/harold/harold-300dpi.pdf

Related Link: http://www.cs.brown.edu/~bcz/cv.html

It is amazing to me that technology has come so far as to allow us to design using 2D and 3D environments combined as one tool. I hope that this may end the competition between hand drawing and computer aided drawing and allow them to work to their advantage instead. Because there are so many advantages to both design realms, we might as well be able to use them both off of each other. I am less interested in how these programs work and more interested in how we can put them to our use in design and how they can change the architectural profession. These programs like Sketch, Harold, and Teddy should be looked at as tools of design that can be the key to the communication of our ideas in both 2D and 3D forms. I do see the importance of knowing how these programs work. Changing something from 2D to 3D automatically is one thing. But being able to then explore it in a three dimensional virtual reality without having to initially design it that way, is really an awesome step in the design process. I think these programs will allow us to design in a more productive manner as well as increase our ability to communicate with clients who may have trouble viewing spaces the way the architect intends them to be viewed. When computer programs allow us to work easily between the 2D and 3D worlds, it will allow us to understand both of those worlds in a new way, in a way that will teach us new ways of designing and then lead to a higher appreciation of both hand and computer drawing, while teaching us to view and further explore both of them in new ways.