Mon, 7/9	9:00 - 12:30	PS demo and review, earthview charette
Tue, 7/10	9:00 - 10:30	section A - review and in-class work time for assignment
Wed, 7/11	9:00 - 10:30	section B - review and in-class work time for assignment
Sat, 7/14	10:00	assignments due
Sat, 7/14	12:00 - 14:00	Rhino workshop (Hunt basement) (see email for assigned date)
Sun, 7/15	12:00 - 14:00	Rhino workshop (Hunt basement) (see email for assigned date)
Sun, 7/15	22:00	assignments due

SYSTEMS: We take "copy and paste" as a given in any interface because, well, computers are good at data transfer and replication. This exercise will utilize advanced manipulation and composition techniques in Photoshop that exploit the program's ability to easily repeat and array components of an image.

PROJECTED GEOMETRIES: There's a history in architecture of using tools of orthographic projection to create abstract representations of space, as a way of mapping and describing spatial qualities and relationships. Choose 2 perpendicular projected views of your component. Choose 2 perpendicular projected views of your overall system. In both cases, two views should work together to capture something about the identifying characteristics of your component and the system generated by the assembly. The component images should be relatively simple, and you can use these images as brushes etc. in the system views. In the 2 system images, each view does not necessarily need to represent the same set of ideas. A view could: describe the tectonic and physical properties of the system or its anomalies; understand the system's perceptual and sensory qualities; look for what it takes to activate the system (light, wind, etc.); map how people move through and across the system (pace as well as direction).

WHAT: The final output for this assignment consists of four bmps (new file type! For smoother import to Rhino), all at 864x864px and GREYSCALE colormode. Sample file names for the component views: wk2_perry_cmp1.bmp and wk2_perry_cmp2. bmp. Sample file names for the whole system views: wk2_perry_view1.bmp and wk2_perry_view2. bmp. Again, that's four files all submitted to the server.

WHEN: Your images are due on the server by Saturday, July 14, 10:00 - they are necessary for the workshop on Rhino 3D to follow. Attendance for Rhino 3D workshop is **required**.

Mon, 7/9	9:00 - 12:30	PS demo and review, earthview charette
Tue, 7/10	9:00 - 10:30	section A - review and in-class work time for assignment
Wed, 7/11	9:00 - 10:30	section B - review and in-class work time for assignment
Sat, 7/14	10:00	assignments due
Sat, 7/14	12:00 - 14:00	Rhino workshop (Hunt basement) (see email for assigned date)
Sun, 7/15	12:00 - 14:00	Rhino workshop (Hunt basement) (see email for assigned date)
Sun, 7/15	22:00	assignments due

GEOMETRIES, PROJECTED: Your two projected 2D views will serve as starting points for a 3D model in this workshop. This workshop is intended to introduce you to Rhinoceros 3D, its interface and some basic tools, but also to provide you with a simple workflow that connects 2D drawings with 3D models, and then brings the 3D information back into a 2D representation. Please save all Rhino files (.3dm) on your flashdrive as we will be returning to some of these on Monday.

WORKFLOW 1: Using either a transformed solid, create two scenes that demonstrate movement (pick two : dislocation, rotation, spiral). Set up perspective views that show the original object, the moved object, construction lines to suggest movement type, and ground plane to give a horizon line.

CRITICAL SETTINGS:
DISPLAY MODE > GHOSTED
PROPERTIES > VIEW > DISPLAY MODES > GHOSTED > TRANSPARENCY @**75%** and **uncheck** SHOW ISOCURVES
GROUNDPLANE PROPERTIES > TRANSPARENCY @**85%**
PRINT > OUTPUT TO **IMAGE FILE** (will save as **jpg**) > SIZE **15x20inches** either orientation @ 2**00dpi B&W**

WHAT / WHEN: Two final jpgs, sample file name wk2_perry_hybrid_dance1.jpg and wk2_perry_hybrid_dance2.jpg, are due on the server at 10:00pm on Sunday.

WORKFLOW 2: Aggregate your system's component at a small scale (establish a subassembly) using various transforming commands before using array and/or flow command families to aggregate along a larger surface. Choose a 2-pt perspective view that shows both the components and the original surface, and gives a sense of the overall system.

CRITICAL SETTINGS:
SET VIEW > TWO POINT PERSPECTIVE
RENDER PROPERTIES > 864x864px @72dpi and set background to a light color

WHAT / WHEN: One final jpg, sample file name wk2_perry_view3.jpg, also due on the server at 10:00pm on Sunday.