



# D AN IELS

## GRADUATE WORKSHOP 2020

August 17-21, 2020 (hours TBD based on student locations, about 2-4 hrs a day)  
Virtual Meeting (link to be provided)

### Instructors

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## Description

This workshop will introduce new graduate students to a variety of basic tools and methods of design and representation, including 3D modeling, 2D orthographic drawings, and visualization basics. It will also provide a general overview of the language used in design representation through a careful study of a contemporary built [Serpentine pavilion](#).

## Schedule

The workshop will be one-week long, however the content will be introduced 2 weeks in advance in order to allow for self-paced learning. All classes will be conducted online.

	<b>AM</b>	<b>PM</b>
Mon Aug 3	<ul style="list-style-type: none"> <li>• Intro to workshop &amp; instructors</li> <li>• Student introductions</li> <li>• Tutorial files (lynda + youtube)</li> <li>• Shared folder &amp; group chat</li> </ul>	
Aug 3-16	<ul style="list-style-type: none"> <li>• Students independently work on learning Rhino 3D, Illustrator and Photoshop basics through tutorials</li> </ul>	<ul style="list-style-type: none"> <li>• Students model the chosen pavilion</li> </ul>
Mon Aug 17	<ul style="list-style-type: none"> <li>• Workshop officially begins</li> <li>• Q &amp; A with instructors</li> <li>• Students split into groups</li> <li>• Intro to Architectural vocabulary and concepts</li> </ul>	<ul style="list-style-type: none"> <li>• Worksession</li> </ul>
Tue Aug 18	<ul style="list-style-type: none"> <li>• Drawing Tutorials: 2D orthographic drawings</li> <li>• Workflow - Rhino 3D to Illustrator 2D</li> </ul>	<ul style="list-style-type: none"> <li>• Worksession</li> </ul>
Wed Aug 19	<ul style="list-style-type: none"> <li>• Drawing Tutorials: Illustrator</li> <li>• Plans, Elevations, Sections, Axos</li> </ul>	<ul style="list-style-type: none"> <li>• Worksession</li> </ul>
Thu Aug 20	<ul style="list-style-type: none"> <li>• Intro to visualization: Rhino to Photoshop workflow</li> </ul>	<ul style="list-style-type: none"> <li>• Worksession</li> </ul>
Fri Aug 21	<ul style="list-style-type: none"> <li>• Final Review</li> </ul>	<ul style="list-style-type: none"> <li>• Final Review</li> </ul>

## What you need

Since this workshop will be delivered virtually, it is important that every student comes as prepared as possible to make for an efficient use of time for everyone. Please make sure you follow the following steps prior to Aug. 3, 2020.

- Make sure you have your UTORID, check with the registrar
- You'll need access to Lynda through the [Daniels website](#)
- A laptop able to handle complex modeling. See [here for Daniels recommendation](#)
- Rhinoceros 3D (PC and Mac) & V-ray (only available for PC) - [both available to you for free from Daniels](#). Contact IT if you have any questions.
- Adobe Illustrator & Photoshop - Student discounts available on [Adobe](#)

## Assignments

The assignments will be aimed at understanding the workflow of modeling a 3D structure from 2D drawings, and to also learn the reverse- how to extract clear 2D drawings from a 3D model. This will be achieved by working through orthographic drawings, and concluding with a group drawing which can help in communicating the ideas behind the architectural project.

- Due Aug 17 - a 3D model of the assigned pavilion from 2D drawings
- Due Aug 21
  - 1 x (1:200) Plan
  - 1 x (1:200) Section
  - 1 x Axonometric Drawing
  - 1 x Rendering
  - 1 x conceptual drawing (Group)
  - A short presentation (Group)

## Tutorial Links

The links below will help you understand the technicalities of the softwares we will be using throughout the workshop - as well as throughout your academic career. This is by no means an exhaustive list. We encourage you all to continuously explore how to effectively draw and communicate your conceptual thoughts. This is just the beginning! We will also provide more pre and during the workshop.

Rhino 3D

- [Lynda](#)
  - [Required] Introducing Rhino 6 by David Schultze - 1hr 4m

- [Required] Rhino 6 Essential Training by David Schultze - 2 hr 8m
- [Recommended for Mac users] Learning Rhino 5 for Mac by Chris Reilly - 7hr 25m
  - with a focus on: Introduction, Part 1, Part 2, Part 8 (rendering)
- [Recommended for all, especially Landscape students]: Architectural Site & Envelope in Rhino by David Schultze - 1hr 12m
- Youtube
  - [Rhino for Architecture](#)

#### Adobe Illustrator

- Lynda
  - Illustrator 2020 Essential Training by Tony Harmer - 5hr 41m

#### Adobe Photoshop

- Lynda
  - Photoshop 2020 Essential Training: The Basics by Julieanne Kost - 6hr 18m

#### Vray (Windows users only)

- Lynda
  - Rhino and V-Ray: Architectural Rendering by David Schultze - 3hr 53m