

University of Michigan
Taubman College of Architecture & Urban Planning
Winter 2023

ARCH 259 ORIENTATION

COURSE INFORMATION

Meeting Times: (in-person) see course list for meeting times
Instructor: Peter Halquist (halquist@umich.edu)
Office Hours: Please contact your instructor for appointment
Location: TBD (Art & Architecture Building, North Campus)

COURSE DESCRIPTION

Exploring the simultaneous assembly of people and material in a particular location and time, this studio module introduces students to contextually based design. Though intended primarily for students considering a design-related career, it is open to students from any discipline wishing to improve their design literacy.

Taking inspiration from specific examples within digital media, scenography, and installation art, participants in this studio module will work together to author full-scale (1:1) environments which explore the role of context, material, spatial relationships, form, and activity in the design process. Participants in this course will enliven their design work by activating the objects and scenographies of their making, using green-screens, video capture, scale models, and other methods. To further understand the complexities inherent in actualizing a design, participants will use visual media to re-contextualize their work, moving from full-scale ("in real life") to image (2D representation).

Image: closeup of J.R. Eyerman's photograph of an audience watching the first full-length 3D movie, Bwana Devil (1952)