University of Michigan
Taubman College of Architecture & Urban Planning
Winter 2024

ARCH 259
ORIENTATION

COURSE INFORMATION

Meeting Times: (in-person) see course list for meeting times and location

Instructor: Peter Halquist / halquist@umich.edu

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 elsewhere, participants in this studio module will author environments which explore the role of context, material, spatial relationships, form, and activity in the design process. This course will introduce chroma-keying (green-screens), video capture, image composition, 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: closup of J.R. Eyerman's photograph of an audience watching the first full-length 3D movie, Bwana Devil (1952)