

702-442 Digital Visualisation

Credit Points:	12.500
Level:	Undergraduate
Dates & Locations:	2008, This subject commences in the following study period/s: Semester 1, - Taught on campus.
Time Commitment:	Contact Hours: Three hrs per week Total Time Commitment: Not available
Prerequisites:	702-208 Digital Design Modelling, or the equivalent.
Corequisites:	None
Recommended Background Knowledge:	None
Non Allowed Subjects:	None
Core Participation Requirements:	<p><p>For the purposes of considering request for Reasonable Adjustments under the Disability Standards for Education (Cwth 2005), and Student Support and Engagement Policy, academic requirements for this subject are articulated in the Subject Overview, Learning Outcomes, Assessment and Generic Skills sections of this entry.</p> <p>It is University policy to take all reasonable steps to minimise the impact of disability upon academic study, and reasonable adjustments will be made to enhance a student's participation in the University's programs. Students who feel their disability may impact on meeting the requirements of this subject are encouraged to discuss this matter with a Faculty Student Adviser and Student Equity and Disability Support: http://services.unimelb.edu.au/disability</p></p>
Coordinator:	A/Prof. Bharat Dave
Subject Overview:	<p>The subject explores digital visualisation techniques including rendering and animations for compositional and analytic studies of designs. The subject introduces geometric operations as building blocks of 3D compositions; explores light, material attributes and dynamic motion paths in 3D environments; and combines elements of history and theory of design with digital techniques to develop a major digital essay.</p> <p>On completion of the subject students should be able to:</p> <ul style="list-style-type: none"> # Understand fundamental concepts in 3D visualisation. # Develop stationary and animated motion paths through 3D environments. # Use visualisation studies as an aid to design analysis and communication. # Apply rendering concepts and techniques using material maps, lights and viewpoints in 3D scene geometry.
Assessment:	Satisfactory completion of assigned project work (100%) to the equivalent of 5000 words.
Prescribed Texts:	TBC
Breadth Options:	This subject is not available as a breadth subject.
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Generic Skills:	<p>On completion of the subject students should have developed the following skills and capabilities:</p> <ul style="list-style-type: none"> # Use of 3D digital representations in architecture.

	# Use of interactive and time-based digital media for design analysis and development.
Notes:	Formerly available as 702-347 Digital Visualisation. Students who have completed 702-347 are not eligible to enrol in this subject. Enrolments in this subject are limited to 52 places. Please refer to the section on Quota subjects for details about the selection process into this subject.