702-808 Digital Design Modelling (PG)

Credit Points:	12.500
Level:	Graduate/Postgraduate
Dates & Locations:	2008, This subject commences in the following study period/s: Summer Term, - Taught on campus.
Time Commitment:	Contact Hours: Up to three hours of laboratory work per week (Semester 1 and 2 in 2006 only; Semester 2 thereafter). Total Time Commitment: Not available
Prerequisites:	None
Corequisites:	None
Recommended Background Knowledge:	None
Non Allowed Subjects:	None
Core Participation Requirements:	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. 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
Coordinator:	Patrick Janssen
Subject Overview:	The subject will introduce the use of 2-D and 3-D digital representations in architectural design, development and communication. The subject also provides an overview of contemporary developments in computer aided design and fabrication technologies.
Assessment:	Satisfactory completion of assigned project work (100%) to the equivalent of 5000 words.
Prescribed Texts:	None
Recommended Texts:	To be advised.
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:	On completion of the subject students should be able to: # Document a design in 2D using a CAD program. # Create and display a simple 3D representation of a design using a CAD program. # Create, manage, transfer and print an electronic CAD document. On completion of the subject students should have developed the following skills and capabilities: # Ability to describe a design using 2D graphics. # A working knowledge of basic computer skills including email, word-processing, internet browsing, saving and transferring computer files.
Related Course(s):	Graduate Certificate in Landscape Architecture Master of Landscape Architecture (Coursework)