

ABPL90304 Flexible Digital Urban Modelling

Credit Points:	12.50
Level:	9 (Graduate/Postgraduate)
Dates & Locations:	This subject is not offered in 2013. This subject has a quota of 22, which will apply to students who enrol during the standard enrolment period. Students from the Master of Urban Design (MUD) and the Master of Design (Urban Design) will be given preference and selection will be based upon academic merit (overall GPA). Any remaining places will be made available to non urban design students and based upon academic merit (overall GPA).
Time Commitment:	Contact Hours: 3 hours per week Total Time Commitment: 100 hours
Prerequisites:	None
Corequisites:	None
Recommended Background Knowledge:	Basic digital skills and 3D Max would be advantageous
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>
Contact:	<p>Environments and Design Student Centre Ground Floor, Baldwin Spencer (building 113)</p> <p><i>Enquiries</i> Phone: 13 MELB (13 6352) Website: http://www.msd.unimelb.edu.au (http://www.msd.unimelb.edu.au/)</p>
Subject Overview:	This elective will involve modelling and interacting with complex urban sites focusing on modelling difficult terrains, both existing conditions and topographical manipulation. Students will investigate biomorphic/organic form making and representation techniques utilising procedural modelling using 3DS Max as well as plug-in and script use. Through investigating rapidly emerging digital modelling technologies, students will learn time-saving modelling, how to manage complex files, and how to move information between a range of software.
Objectives:	Throughout class, students will 'record' all that they learn with a 'digital how to' style manual. Students will be taught rapid knowledge capture techniques with the introduction of IrfanView capturing used with InDesign and Acrobat PDFs and video capture with Jing.
Assessment:	Assessment will be by coursework only A1 poster (30%), 1500 word equivalent, due week 10. Multipage PDF 'How to guide' (50%), 2500 word equivalent, due week 12. Video tutorials (20%), 1000 word equivalent, due week 12.
Prescribed Texts:	Reader will be available on line
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
Related Course(s):	Master of Architecture Master of Architecture Master of Design (Urban Design)

	Master of Landscape Architecture Master of Landscape Architecture Master of Urban Design
Related Majors/Minors/ Specialisations:	Melbourne School of Design multidisciplinary elective subjects (without prerequisites)