ABPL90346 Digital Techniques for Urban Designers 2

Credit Points:	12.5
Level:	9 (Graduate/Postgraduate)
Dates & Locations:	This subject is not offered in 2016.
Time Commitment:	Contact Hours: 36 hours Total Time Commitment: 170 hours

Prerequisites:

Subject	Study Period Commencement:	Credit Points:
ABPL90345 Digital Techniques for Urban Designers 1	Not offered 2016	12.50
ABPL90342 Digital Cities Studio	Not offered 2016	25

Corequisites:

Subject	Study Period Commencement:	Credit Points:
ABPL90344 Future Cities	Not offered 2016	12.50
ABPL90343 Digital Cities Thesis	Not offered 2016	25

Recommended Background Knowledge:	Knowledge of Rhino and 3D Max
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
Contact:	**The Eastern Precinct (building 138 (http://maps.unimelb.edu.au/parkville/building/138))** (between Doug McDonell building and Eastern Resource Centre) *Enquiries:* Current Student: **http://ask.unimelb.edu.au/ (http://ask.unimelb.edu.au/)** Web: **http://msd.unimelb.edu.au/ (http://msd.unimelb.edu.au)**
Subject Overview:	Building on the knowledge gained in Digital Techniques for Urban Designers 1, this subject will extend students' hands-on ability with digital technologies in spatial design. In particular there will be a strong focus on parametric design, taught across two intensive weekend workshops supported by leading industry professionals.
Learning Outcomes:	On completion of the subject students should have developed: # knowledge of the impact of digital technology on theoretical issues in spatial design; # ability to design parametrically; # ability to think parametrically; # skills in the use of computational design and digital parametric technologies in analysis and design processes.
Assessment:	Workshop One (Basic skills) - 40%Workshop Two (Scripting) - 40% Final submission - 20%
Prescribed Texts:	Available on Digital Cities Website

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:	# Parametric skills # Critical thinking and analysis # Information gathering and critical synthesis # Comprehension of complex concepts and the ability to express them lucidly in design work # Methods of documentation and presentation.