

AR 416: UE-N

ART AND ARCHITECTURE: CONSTRUCTING THE VIEW II: SPRING 2021

Inaccuracy

The image as a medium has always played an important role in architecture. The creation of architecture is always preceded by a phase of imagination, be it in the form of a sketch, a diagram, a plan or a perspective – abstract or not. Architecture has always been imagined and communicated by means of images and pictures. Today, digital image editing allows the creation of images that are nearly impossible to distinguish from a photograph. But what other image strategies and aesthetics can be pursued with the help of digital image techniques – image strategies that do not solely aim for the most exact realisation of photographic rendition?

This module will focus on working with experimental 3D rendering techniques. The main interest lies in the calculated visualisation of vagueness and imperfection. Using the rendering program Cinema 4D, students will develop a compelling series of images, ranging from two-dimensional visual compositions to figurative and fictitious arrangements of objects. Step by step, students will be introduced to the software and its possible configurations. The goal is to develop unconventional and experimental image strategies and aesthetics for architectural representation using 3D rendering techniques. The course encourages the use of digital tools for engaging at the very extreme limit of the interplay between reality and fiction.