<DISCOVER URBAN QUALITIES AND MEASURE AND VISUALIZE THEM>

QUALITATIVE VIDEO ANALYSIS AND GRAPHICAL / QUANTITATIVE EXPLANATION

LOOKING AT **BUCHEGGPLATZ** WE WILL EXAMINE ITS CAPABILITY TO HANDLE DIFFERENT SPEEDS OF TRANSPORTATION, DIFFERENT NEEDS OF USERS AND NEIGHBOURS. IN COMPARISON TO OTHER SQUARES IN ZURICH WE WILL LOOK AT ITS FUNCTIONAL INTEGRATION INTO AND ITS SIGNIFICANCE FOR THE CITY. HOW DOES ZURICH'S INFRASTRUCTURE INTERACT WITH SPACE? WHICH QUALI-TIES ARISE? WHICH ONES ARE MISSING?
YOU WILL LEARN HOW TO PROGRAM SMALL PIECES OF PYTHON AND HOW TO RENDER AND COMPOSITE 3D SCENES IN BLENDER.

FRIDAYS 1PM - 4PM | STARTING FRIDAY 27.9.2013 | HIT H12 | 4 ETCS

TOOLS: CAMERA (BRING YOUR OWN IF YOU CAN), PYTHON, BLENDER

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27.09.   BASIC ANIMATION, MODIFIERS: ARRAY, SUBDIVISION SURFACE, BLOB STUDY

          VIDEO PORTRAIT YOUR FAVOURITE SQUARE IN ZURICH

03.10.   PRINCIPLES OF FILM (PROF GIROT)

04.10.   BLENDER / PREMIERE: MOTION TRACKING & VIDEO EDITING

          PYTHON: PRINCIPLES OF A PROGRAMMING LANGUAGE I, BLENDER CONSOLE

11.10.   CONCEPT WORKSHOP

18.10.   PYTHON: PRINCIPLES OF A PROGRAMMING LANGUAGE II:

          LOOPS, INFORMATION ORGANISATION CONCEPTS / MODELS. SHAPELY

25.10.   SEMINARWEEK

01.11.   BLENDER: PARENTING, SHAPEKEYS, DRIVERS, MASKING, COMPOSITING.

          PYTHON: EXCHANGE TEXTURES, SCALE AN OBJECT ACCORDING TO ITS POSITION

08.11.   BLENDER: OSL SCRIPT, RENDERING.

          PYTHON: COMPACT ONELINERS, IMPORT DATA (TEXTFILES), SET KEYFRAMES

15.11.   BLENDER (OPTIONAL): MODELING

          PYTHON: READ SHAPEFILES; HOW TO CONNECT TO A DATABASE.

22.11.   PROGRAMMING & VISUALIZATION

29.11.   PRESENTATION WORKSHOP

CONDITION: ALL EXCERCISES MUST BE HANDED IN; ATTENDANCE OF 80%

VISUALIZE COMPLEXCITY

051-0725-13 U | PROF. G. SCHMITT

iA Chair of Information Architecture