Course name: Generative Design
Course code: YAXGED1MNF
Hours per week: 1 lecture / 2 practice / 0 laboratory; F: Final Mark / 3 credits
Department of Design
In charge: Prof. Marcel István Ferencz DLA
For students of MSc in Architecture
Pre-requirements for Erasmus students: 1 semester Digit. Visual Studies

OBJECTIVE OF THE COURSE:

The objective is to deepen students' knowledge in 3D modelling and representation. Students are to develop their personal approach in visual creativity, including reality rendering, parametric form generations, and algorithmic and intuitive conceptual development, respectively.

14 WEEKS SCHEDULE:

1. INTERFACE, Tasks uploads – short 3D case studies
2. MODELING SPLINES
3. BUILDING 3D MODELS FROM POLYGONS – POLYGON MODELING (NURBS VS POLY)
4. USING DEFORMERS TO BEND, TWIST, AND WARP MODELS - PARAMETRIC DEFORMERS

5-9. WORKING WITH 3D LIGHTING; ADDING SURFACE DETAIL WITH MATERIALS AND SHADERS, PROCEDURAL SHADERS; USING THE PARAMETRIC TOOLS, Written case study and analysis,

10-13. CREATING AN OWN PERSONAL PROJECT, EVALUATION AND EXHIBITION AND PRESENTATIONS, Tasks uploads – 3D case studies

Assessment:
Midterm assignment