

Computational Design

12-13 credits

This minor introduces students to the concepts and applications of computation in architectural design, and explores computational design thinking through novel techniques, tools, processes and theories, including parametric design, geometric reasoning, algorithmic modeling, performance-based modeling, physical computing, data visualization, and digital fabrication. This minor focuses on understanding the implications of computation on design and creative processes.

Courses

Select four courses from the choices below:

ARCH-324	Experimental Modeling (*Theory Seminar; prereq ARCHDSN-208) (3 credits)
ARCH-413	Experimental Structures (*Theory Seminar; prereq: ARCH-304 or AENGR-305) (3 credits)
ARCH-414	Experimental Materials (prereq: ARCH-303 or AENGR-301) (3 credits)
ARCH-415	Multimedia (Prereq: ARCHDSN 208 or GRAPH 202) (3 credits)
INTD-306	Adv. Visualization: Interiors (prereq: ARCHDSN-208 & INTD-202 with min grade C) (3 credits)
ANIM-307	3D Modeling (prereq: ANIM-202) (3 credits)
ANIM-308N	3D Animation (prereq: Anim-307 with min grade C) (4 credits)
MATH-3xx	Data Visualization (prereq: in CSHLA)
ENGR-104	Introduction to Computing (3 credits)

[LINK TO MINOR FORM:](#)

<http://www.eastfalls.jefferson.edu/successcenter/inc/pdf/advising/DeclaringaMinor.pdf>