



**NEW JERSEY INSTITUTE OF TECHNOLOGY
COLLEGE OF ARCHITECTURE AND DESIGN**

WONDERLAND

COURSE: DD 363 – Digital Design Studio I (5 credits)
PROGRAM: Digital Design/School of Art + Design
LOCATION: Third year; fall term studio course (undergraduate)
INSTRUCTOR: Augustus Wendell

DESCRIPTION: The course focuses on three-dimensional design in a digital milieu. The course includes project-based applications focusing on the design and digital representation of a combination of architectural or environmental settings for games, theater, advertisements, books, or similar contexts as well as assets/objects that populate the spaces. The course includes modeling with different geometries (e.g. NURBS, polygonal) and advanced techniques in rendering with lighting and materials as well as issues of production design. Overall, the semester focuses on narrative and graphic design with still images.

PROJECT: The fourth project of the semester is a three-week (including the Thanksgiving holiday) design of “Wonderland” based on Lewis Carroll’s classic stories of *Alice’s Adventures in Wonderland* and *Through the Looking Glass*; albeit one that allows for considerable (re)interpretation. Each student is required to redesign/reinterpret the set by employing a specific architectural style or within a specific historic and cultural context (e.g. Nazi Germany).

REQUIREMENTS: Students are required to select two locations/scenes from *Alice’s Adventures in Wonderland* and then design, model, and render one three-dimensional set and one highly detailed prop/artifact/relic (asset) for each location or scene. Two different perspectives (minimum) of each scene and prop are required. The designs must exist within a well-researched historical period and geographical/cultural locations (which provides the outlet for interpretation).

OBJECTIVES: (1) Provide students an opportunity to study in greater detail specific architectural styles and history within the context of digital environment design; (2) Allow students to have an opportunity and practice in staging a virtual set in a manner that a single image or limited series of images can effectively communicate a story. (3) Increase understanding of camera angle as a way to further narrative and evocative properties of images. (4) Provide additional opportunity for students to gain expertise in 3D modeling, rendering, and texturing within an expressive/narrative design context. (5) Provide opportunity for students to practice research skills while improving cultural, historical, and architectural knowledge.