CODING FOR DESIGN

FALL 2021 SEMINAR | Arch 4509/6509 - 132

Online - Friday 9:00 am -11:00am

Instructor: Panagiotis Michalatos

The course introduces students to fundamental concepts and techniques for the integration of coding within design workflows. The emphasis of the course is on the practical applications and design potential within such techniques while helping students understand the theoretical background and conceptual implications behind them. From a technical point, students will be introduced to computational geometry and computer graphics and will handle both discrete and continuous forms. The aim is to develop the foundational skills and knowledge to be able to represent, analyze, synthesize and act upon spatial structures at various scales and levels of abstraction.

The course is structured as a series of lecture/workshops accompanied by practical tutorials that will help students develop their coding skills. This course or equivalent experience will be a prerequisite for a more advanced computational design course taught in Spring.

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