This design research seminar will focus on visual and formal methodologies for the production of an architecture of trickery, deception, confusion, illusion and hiding in plain sight through manipulation of two-dimensional pattern and three-dimensional form.

Optical constructs will be introduced to students through lecture and readings on their advent and technique, and architectural precedent. Ideological content will be supplement through in class demonstrations on the associated computational + parametric procedures. Architecture and Landscape Tropes of study will include, Anamorphosis, Autostereograms, Disruptive coloration, counter shading, motion dazzle, quadratura, shakkei, ha-ha, crypsis, mimesis and Reflection/Refraction and Parallax.

Students will each be assigned a specific trope that they will carry throughout the semester to examine through the lens of geometry, architectural history and precedent developing a research project towards a final spatial art installation.