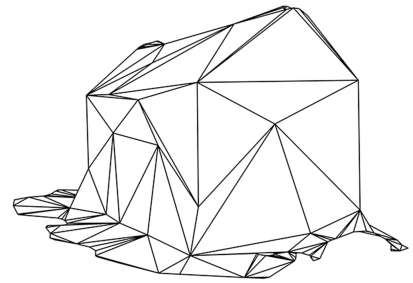
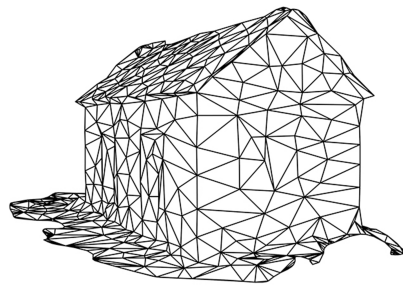
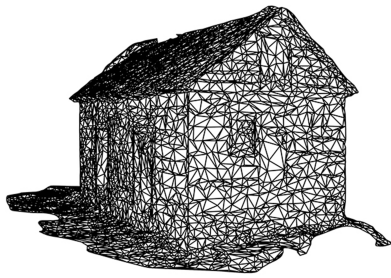


DXARTS 490

SPECIAL TOPICS IN PHOTOGRAMMETRIC MODELING



THIS STUDIO ART COURSE PRESENTS AN INTRODUCTION TO THE EMERGING FIELD OF PHOTOGRAMMETRY. STUDENTS WILL EXPERIMENT WITH BOTH ENTRY LEVEL AND PROFESSIONAL SOFTWARE TO CREATE DIGITAL 3D MODELS FROM LARGE SETS OF 2D PHOTOGRAPHS. CLASS DISCUSSIONS WILL FOCUS ON THIS TECHNOLOGY'S POTENTIAL RELATIONSHIPS WITH ARCHAEOLOGY, ARCHITECTURE, DESIGN, GEOGRAPHY, PHOTOGRAPHY, AND SCULPTURE, WHILE CREATIVELY EXPLORING THEMES SUCH AS MEMORY, MAPPING, VIRTUALITY, ARCHIVES, AND EXPANDED CINEMA.

SUMMER

A TERM

SLN14304

CLASS WORKSHOPS WILL INCLUDE TOPICS LIKE -

- AERIAL PHOTOGRAMMETRY - DRONES
- DIGITAL ANIMATION - CINEMA 4D
- 2D PRINTING - PHOTOSHOP AND CINEMA 4D
- 3D PRINTING - CAD/CAM AND MAKERBOT
- GAMING - UNITY
- VR - OCULUS RIFT AND HTC VIVE

MONDAY - THURSDAY 930AM - 1230PM
RAITT HALL 129
INSTRUCTOR: TIVON RICE TIVON@UW.EDU