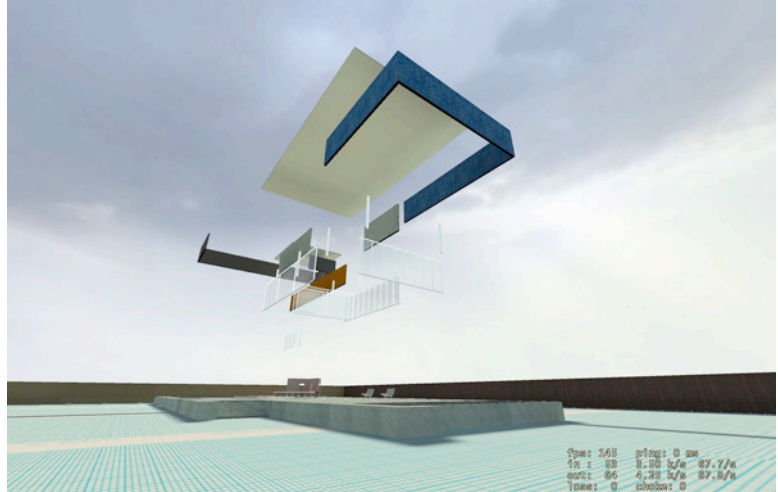




Massey University
COLLEGE OF DESIGN, FINE ARTS AND MUSIC



Paper title: Interior Design Computer Applications
Paper Number: 224.362

Project 01: constructing space

Hand-in Date: Friday 2pm 20th November 2009

- digital copy in course folder

Introduction: In this project you are asked to construct *real time digital space*. Recent advances in computer gaming technology allow us to create/theorize design concepts in real time. The real time component affords us an opportunity to bring space 'alive'. This project questions what digital space can be and how we inhabit it. As designers you are to question concepts such as space, room, interior, exterior, scale, detail, ... within a dynamic real time 3D virtual environment.

Making Space

You will be constructing your own 3D real-time digital space – what is this? – you need to start thinking about what form, surfaces, textures, objects and program your space needs to have.

This project is about making your own real-time 3D interactive space, start by doing the tutorial at on the blog, by doing these tutorials you will begin to learn how to use software and the processes used to make a scene. This project is not about

Project One_ 224.362 cont.

computer games, but the technology behind them. Now is your chance to be creative and design space that cannot be created any other way. Pick one word from the list below as a starting point:

REPEAT
MAP
TYPE

You will need to research all the meanings your word, consider talk with others in the class to help flush out ideas to help generate your space. Once you are done, or think you are done, make short movie and place on youtube.com (with the tags "362 spatial design Massey University") and put a link on the on the google groups list.

Project Requirements:

This project aims at supporting research and idea generation to support your concept of digital space within a real time digital environment.

Limit keep it simple

A short video (30 seconds max) that explains your space

Assessment: The project will be assessed to the extent that it:

- investigates the relationship of real time digital space and inhabiting it.
- creatively explores digital space as a tool for idea generation and communication.
- effectively and coherently communicates explorations made and final design elements with digital media

Feedback will be given after completion of the project.

Learning Outcomes: The student should be able to:

- confidently use computer applications introduced in this project
- apply computer application skills gained to inform design process and design presentation

Procedure and Timetable:

day 1	9am Monday 17th Nov 5B12 Paper and project intro / Software intro Start building your space
day 2	9am Tuesday 18th Nov 5B12 Independent study 5B12

Project One_ 224.362 cont.

building your space

- | | |
|--------------|---|
| day 3 | 9am Wednesday 19th Nov 5B12
Custom textures / triggers / lighting in EC
Independent study 5B12
building your space / adding interactive content |
| day 4 | Thursday 20th Nov 5B12
Independent study 5B12
building your room |
| day 5 | Friday 21st Nov 5B12
hand in 2pm and present videos of your space |

References:

Recommended Reading:

INTIMUS : interior design theory reader. (2006) Chichester: John Wiley.

Franson, D. (2004). *The dark side of game texturing*; Cambridge, Mass. ; London

Woods, L. (1997). *Radical reconstruction.* New York: Princeton Architectural Press.