Exploring Design Visualization Methods

The 3D Design Visualization Methods course helps students develop skills in modeling, rendering, illustration, and animation so they can better express their research, design better products, and make better presentations. Designed for a variety of majors, students will learn solid, surface, and free-form modeling, basic and advance rendering techniques, quick and dynamic illustration methods, and animation principles to tell a better story. Students do not have to have any prior 3D design or visualization skills.

The course is open to all majors. A variety of software will be used in the class including Fusion 360, SolidWorks, KeyShot, PhotoShop, Illustrator, and AfterEffects. Software used in the course will be available through the College of Design’s vLab (https://mycloud.gatech.edu/) or students can install the software on their own computer if it is compatible.

A total of 5 assignments and 7 exercises (only top 5 exercises will count) will be used for the grading. The assignments focus on different modeling and visualization methods. Examples of each assignment is shown the images above, The assignments include sketching, rendering, illustration, sculpt modeling and animation. The weekly exercises help students practice different skills and techniques presented in class videos.

Course Modality Information

3D Design Visualization Methods will be delivered online, in a remote, asynchronous mode. All course lectures are pre-recorded so students can review the material at a time that fits best into their schedule. The course syllabus, assignments, support files, and videos will be available through Canvas. All assignments and exercises are turned in online through Canvas.

I will be available throughout the week to answer email questions. Online sessions will be held weekly so students can receive help, go over skills and techniques, or review assignments/exercises. The help sessions will be open to all students in the class.

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