



UNSW
SYDNEY

Australia's
Global
University

Built Environment

LAND2142

Landscape Architecture Communication 2



Course Outline – Term 2, 2020

Disclaimer

Information within this document is subject to change. The full and most accurate course outline will be available in Moodle closer to the start of the term in which the course is offered.

1. COURSE STAFF

Course Contact	Linda Corkery
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2. COURSE DETAILS

Credit Points	6 units of credit (uoc)
Workload	Approx. 150 hours including class contact hours, weekly individual and group online learning activities, readings, class preparation, and assessment activities.
Teaching Times and Location	Find details in timetable http://www.timetable.unsw.edu.au

Description

This course encourages students to develop a personal vocabulary of landscape representation techniques to facilitate the development and communication of design ideas. Students develop a range of communication techniques including 3D visualisation (perspective sketches, montages, 3D and terrain modeling), colour rendering, and the use of digital media generally. The course introduces Computer Aided Design in 2D and 3D. The integration of these outputs will be explored across the digital suite. The course builds on and links with the physical media skills learned in LAND1141 to develop a high level of spatial and graphic thinking.

Aims

1. To further develop the technical skills and ability to visualise, represent, and test design thinking by using various modes of drawing and digital technology.
2. To relate various modes of representation and communication to different phases of the design process; from design concept initiation, through design development and onto client presentation.

Course Learning Outcomes (CLOs)

At the successful completion of this course, you will be able to:

1. Deliver high quality graphic and verbal presentations incorporating freehand sketches, diagrams, photomontages, 3D visualisations and orthographic drawings.
2. Use digital 3-D models as a means of testing and developing design propositions, primarily by developing a basic level of competency in the use of relevant digital technology, especially Computer Aided Design programs.
3. Visualise, test and communicate design ideas using digital technology to render orthographic drawings and construct photomontages
4. Discuss design ideas coherently in formal and informal settings, and respond constructively to feedback from peers and tutors.

3. ASSESSMENT

Assessment task	Weight	CLOs Assessed
1. Photomontage	30%	1, 3
2. 3D model	40%	2, 3, 4
3. Presentation Boards	20%	1, 2, 3, 4
4. Tutorial Exercisest	10%	1, 2, 3, 4

4. COURSE IMPROVEMENT AND FEEDBACK

Feedback from students is an integral part of improving courses and teaching approaches. One of the primary mechanisms of feedback is myExperience, which we strongly urge all students to complete at the end of term. Course convenors use the feedback to make ongoing improvements to the course. This is communicated in Moodle in the myFeedback Matters page.