

COMPUTATIONAL DESIGN MINOR

Introduction

This minor introduces students to the concepts and applications of computation in architectural design, and explores computational design thinking through novel techniques, tools, processes and theories, including parametric design, geometric reasoning, algorithmic modeling, performance-based modeling, physical computing, data visualization, and digital fabrication. This minor focuses on understanding the implications of computation on design and creative processes.

Link to Minor Form

<http://www.eastfalls.jefferson.edu/successcenter/inc/pdf/advising/DeclaringaMinor.pdf>

Code	Title	Credits
Select Four of the Following		
ARCH 324	Visualization: Experi Modeling	3
ARCH 413	Experimental Structures	3
ARCH 414	Experimental Materials	3
ARCH 415	Visualization: Multimedia	3
INTD 306	Adv Visualization: Interiors	3
ANIM 307	3D Modeling	3
ANIM 308N	3D Animation	4
MATH 3XX		
ENGR 104	Introduction to Computing	3