朝陽科技大學 095學年度第1學期教學大綱
Architecture and Multimedia 建築多媒體

當期課號	1695	Course Number	1695
授課教師	蕭俊碩	Instructor	HSIAO,CHUN SHUO
中文課名	建築多媒體	Course Name	Architecture and Multimedia
開課單位	建築系(二日)四A	Department	
修習別	選修	Required/Elective	Elective
學分數	2	Credits	2
課程目標	圖解法和分析法是建築師在進行設計時的重要過程， 所以學生除發展必要的知識和技能外，分析法的學習是很重要的一環。傳統上，建築的空間設計是建立於笛卡兒坐標系統中。20世紀的到來，建築的空間設計已被宣示爲是一系列的運動環境組合。建築空間設計已經從3D空間進而談到加入了時間軸的4D空間，它表明空間的系統是一種動畫記錄。 從笛卡兒坐標到動畫，空間的操作已經大大的被改變了，透過一種稱爲訊息流動的運動軌跡閱讀說明一種新的建築領域正在萌芽。	Objectives	the form of architecture is shifted from 3D to 4D, as a result, the technology of architecture can not be just discuss by the traditional architectural education, so how to reflect this question is the goals about this course. By discussing and analyzing the project that talks about the digital architecture, that might be the first step to help students to figure out this becoming. the second step is discuss the details about the projects, that is useful for students to link the relationships between theories and practices.
教材	A+U, GA Japan, 新建築等設計作品集	Teaching Materials	A+U, GA Japan magazine.
成績評量方式	1.隨堂點名 20% 2.期中考試 30% 3.期末作業 50%	Grading	1.Attendance 20% 2.Midsemester examination 30% 3.Case study 50%
教師網頁	www.i-studio.idv.tw		
教學內容	圖解法和分析法是建築師在進行設計時的重要過程， 所以學生除發展必要的知識和技能外，分析法的學習是很重要的一環。傳統上，建築的空間設計是建立於笛卡兒坐標系統中。20世紀的到來，建築的空間設計已被宣示爲是一系列的運動環境組合。建築空間設計已經從3D空間進而談到加入了時間軸的4D空間，它表明空間的系統是一種動畫記錄。 從笛卡兒坐標到動畫，空間的操作已經大大的被改變了，透過一種稱爲訊息流動的運動軌跡閱讀說明一種新的建築領域正在萌芽。	Syllabus	The learning of diagrammatic heuristics is a central task of the architect, it is essential that students develop the knowledge and skills necessary to analyze and synthesis relationships through and into coherent diagrams. Traditionally, in architecture, the abstract space of design is conceived as an idea neutral space of Cartesian coordinates. In other design field, however, design space is conceived as an environment of force and motion. It means that spatial system is recorded as a animation. From Cartesian coordinates to animation, the manipulation of space is shifted and drew by the trace of motion called informational flow. This survey information can't be experimented and defined without digital media, this is the idea to drive the course to present the knowledge on survey information graphics and diagram techniques by digital media..

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