

**Introduction to Spatial Design** is a 3-week, 5-days-a-week intensive workshop that provides an experiential snapshot of the design studio and its thinking, while developing core skills required for studying landscape architecture and urban design at a post-graduate level.

Run in an intense and immersive 3 week block from 22nd January - 9th February 2018, each week will be run by a different design teacher and will have a different approach.

Each day will involve students working on their projects in the design studio, where teachers will introduce aspects of history and theory of spatial design, together with game-based design workshop. At the end of each week students will design and prepare a formal exhibition of the weeks products, and drinks and snacks will be served.

As well as acquiring skills and having a design studio experience as a "taste test" of future spatial design studies, **Introduction to Spatial Design** will help students prepare a portfolio that can be used to apply for design programmes, specifically for the Master of Landscape Architecture and Master of Urban Design programmes at UCT, but could also be used for other programmes. On completion of the course, students will receive a certificate.

Course cost: 12,000ZAR

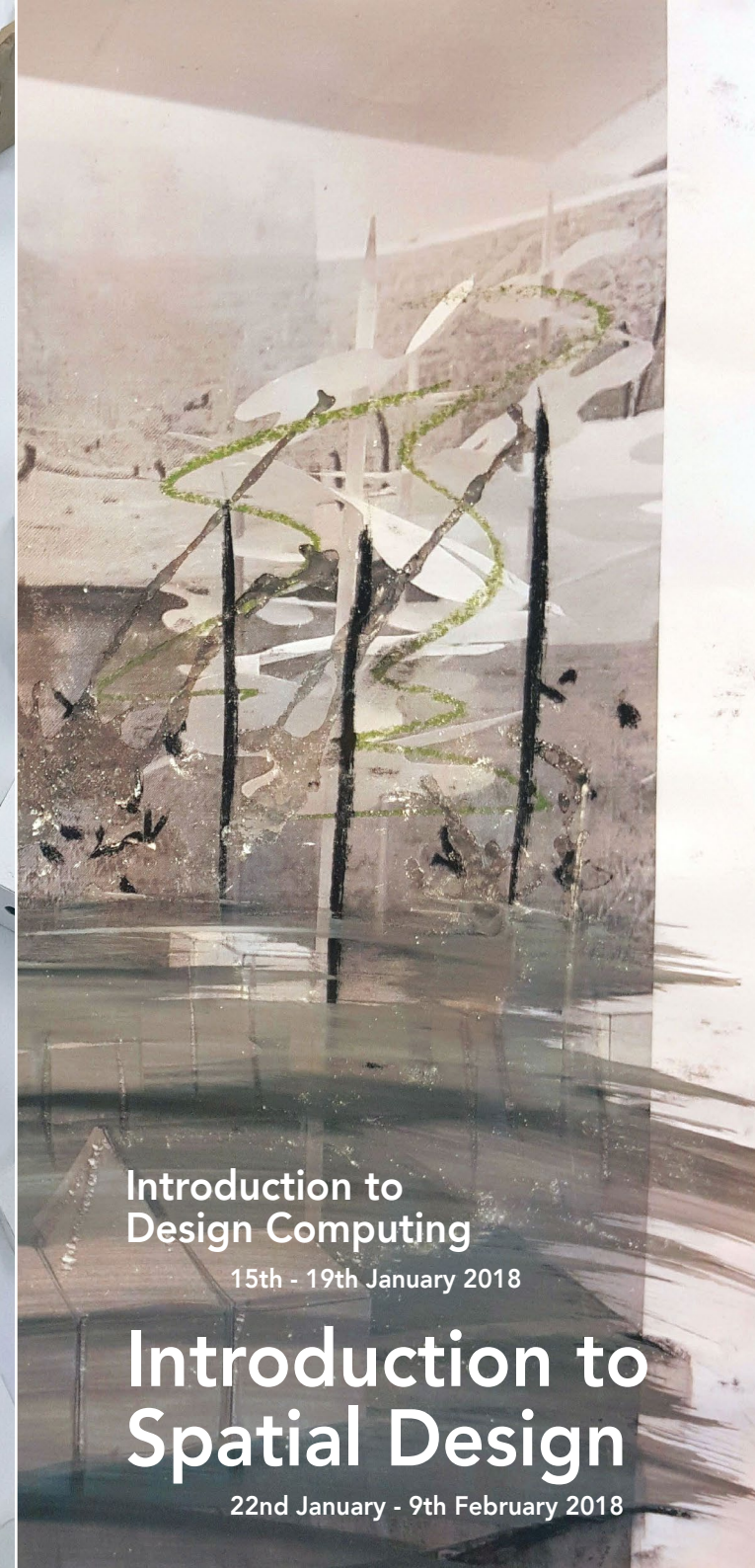
This course assumes knowledge of AutoCAD and the Adobe Suite (Photoshop and InDesign). An additional course **Introduction to Design Computing** will run the week before for students without these skills.

Course cost: 5,000ZAR

For more information please contact the CPD Office on: 021 6504922, or via email: [ebe-cpd@uct.ac.za](mailto:ebe-cpd@uct.ac.za) Application forms can be downloaded via [www.cpd.uct.ac.za](http://www.cpd.uct.ac.za).



UCT  
school of  
architecture,  
planning &  
geomatics



Introduction to  
Design Computing

15th - 19th January 2018

Introduction to  
Spatial Design

22nd January - 9th February 2018



Architecture, landscape architecture, interior design and urban design are all spatial design disciplines, where forms shape space and where people occupy the spaces that designers create.

All these disciplines share similar representational methods, such as plans or sections, utilising both hand-drawn (analogue) and computer (digital) tools to produce drawings.

While learning design might seem as simple as learning these conventional ways of drawing, in fact design is a speculative act and a way of thinking that can only be understood through immersion in the design studio environment. In this context drawings not only show the design but help shape it.

This immersive experience of design is transformational, both of the kind of outcomes that can come from the design process, as well as for the designer.



**Introduction to Design Computing**  
*Dr Julian Raxworthy.*

Introduction to Design Computing introduces the basic software that designers in architecture and landscape architecture use to produce concept design packages: 2D drafting in AutoCAD for technical drawings, including how to trace an existing drawing and print the resulting drawing; image manipulation and layout tools in Adobe packages and workflow between AutoCAD and Illustrator, Photoshop and InDesign and how to work with resolution & introductory 3D modelling using SketchUp or FormIt to create architectural elements.



**Studio 2: ZooDADA**  
*Run by Albert van Jaarsveld.*

ZooDADA introduces abstraction as a design tool, employing various modes as filters or 'design machines' to learn how to communicate and represent what we see and experience in our environment in an architectural language. In context and in isolation, we will tackle FORM, ORDER, CIRCULATION, PLACE and STRUCTURE. Accessing our unconscious mind via play, and discovering our haptic fingers as tools, the participant can learn how utilizing abstraction helps to cultivate a creative and free way of experiencing the world.



**Studio 1: DEEP SPACES**  
*Michael Brown.*

This module focuses on thinking of space as volume - to recognise that a person experiences space from many points through movement and sensory interaction. Spatial design is about understanding a space, imagining changes in it, and then communicating the qualities of this space using 2D graphic techniques. An audience will not be able to experience this space directly, so these methods enable them to imagine it with some accuracy. In this module we'll explore various 2D techniques, referring to select examples from design history.



**Studio 3: Seeing is believing**  
*Maxwell Mutanda.*

Starting with views and vistas like those seen through windows or on a streetscape, students will consider how a single snapshot in time is a source of information or how a series of photographs or drawings can be seen as picture poems, like comic strips that explore the narrative between images. Ideas like "closure" – observing incomplete parts but perceiving the whole – and "collage" – the representation multiple ideas simultaneously will be explored. Each student will use layout strategies to display visual information.