XUBERANCE +>> Advanced Architectural Design Workshop +>>
Rome | 11 – 16 October 2012 | Galleria Come Se

Xuberance presents ~International workshop of Advanced Architectural Design, which introduces participants into contemporary discussions and formal experimentation in Architecture practice, engaging new techniques in design production & animation software.

INSTRUCTOR +>> STEVEN MA

QUEST INSTRUCTOR +>> Morteza Dehkordi

WORKSHOP INTENTIONS +>>

The workshop is developed for students, architects, designers, artists, and individuals of all backgrounds who wish to engage with emerging techniques in design. It offers new means to design inquiry through the active use and exploration of a wide range of computational tools.

The workshop explores the use of multi-layered techniques and production processes that allow for control over intelligent geometries, calibration of component logics and the articulation of behavioral taxonomies, normalizing an innovative field of (un)predictability. Our goal is to explore innovative architectural expression that engages contemporary discourse on intricacy and affect, material intelligence and formal plasticity in complex assemblies as the ultimate condition of design.

WORKSHOP LOGISTICS +>>

The Workshop will run primarily using Autodesk Maya and other digital software design and production tools. (Included: ZBrush, KeyShot, Rhino, Python Scripting, Illustrator, After Effects & Photoshop) The workshop will be held in English. All tutorials are beginner level and no previous knowledge or experience in software is required.

Participants need to provide their own laptop or workstation.

WORKSHOP STRUCTURES +>>

6-days Workshop (October 11th - 16th)

Thursday – Tuesday +>> 10:00 am – 1:00 pm & 2:30 - 6:00 pm

Coffee Break Free +>> 9:30 am & 2:30 pm

WORKSHOP SCHEDULE & TOPICS +>>

SEGMENT 1 *+>> Maya Fundamental (Manipulation Tools, Interface & Workflow)*
Maya Modeling Basics (NURBS-Polygon-SubDivision)
Instructor: *Steven MA*

SEGMENT 2 *+>> Maya Advance Modeling (Construction History, Plug-in & Scripts)*
Deformation Techniques (Intro to Dynamics & Deformers)
nCloth (Utilizing Parented or Nested Relationships)
Instructor: *Steven MA*

SEGMENT 3 *+>> Python Scripting Part-1 (Introduction)*
Introduction to Object-Oriented Programming – OOP (Structure & Syntax, Adaptive "Bodies")
Maya-Python Interface (Addressing & Manipulating Maya Primitives & Components)
Instructor: Morteza Dehkordi

SEGMENT 4 *+>> Python Scripting Part-2 (Advanced)*
Process-Based Morphologies (Iterative Transformations, Branching Structures, Aggregation Logics & Micro-Deformations)

Instructor: Morteza Dehkordi
SEGMENT 5 *+>> Maya Renderings (Mental Ray, V-Ray & Vector Render)*
Digital Environment Workflow (Paint Effects & Texturing, Environment setup,
Proxies & Camera Work)
KeyShot Workflow (From Maya to Keyshot, Backplate, Environment & Materials)
Instructor: *Steven MA*
SEGMENT 6 *+>> ZBrush Fundamental (From Maya to ZBrush & Digital Sculpting Workflow)*
Instructor: *Steven MA*
SEGMENT 7 *+>> ZBrush Advanced (3d/ 2.5d Painting, Projection, Rendering, Lights, Materials, etc)*
Instructor: *Steven MA*

WORKSHOP FEES +>>

The Total Cost of the Workshop is 500 Euro
Maximum number of applicants: 25

WORKSHOP APPLICATION & PAYMENT +>>

Fee Transfer to: UniCredit Bank Austria
TZE CHUNG MA
IBAN: AT63 1200 0500 2405 4115
BIC: BKAUATWW
ACCOUNT NUMBER: 50024 054 115
Send the recipes of payment to: ma_steven@live.com
For more information, please contact: info@comese.me.it
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