

# ex-lab

experimental design lab

This workshop will introduce participants to the basics of creative computing including associative geometry, parametric design, and responsive environments.

The platforms and processes associated with these concepts will be introduced via two streams, one that focuses upon visual and textual programming via Grasshopper, and a second that explores responsive environments via Max MSP.

Students can choose to take one, or both streams.

Both streams will work towards a collaborative final project that exhibits the processes and skills learnt throughout the workshop.

## LINKS TO FURTHER STUDY

A number of Master-level studios in semester two will benefit from the skills acquired in this workshop.

These studios include:

1) Prefabricated School Studios run by Justyna Karakiewicz/Steve Hatzellis and Sarah Backhouse/Tom Kvan; and

2) Performative Architecture Studio by Stanislav Roudavski.

Students wishing to participate in the Performative Architecture Studio are particularly encouraged to take at least one of the streams in this workshop because this studio will focus on the design of environments that utilise both parametric geometry and interactivity.

## CREATIVE COMPUTING WORKSHOP STUDENT INFORMATION FORM

DURATION: 11 - 22 JULY

VENUE: UNIVERSITY OF MELBOURNE

## STUDENT INFORMATION

NAME: \_\_\_\_\_

DEGREE/MAJOR: \_\_\_\_\_

YEAR OF STUDY: \_\_\_\_\_

STUDENT NUMBER: \_\_\_\_\_

LEVEL OF EXPERIENCE: \_\_\_\_\_

STREAMS INTERESTED IN (1, 2 OR BOTH): \_\_\_\_\_

REASON FOR TAKING PART: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

ARE YOU INTEREST IN TAKING THE MENTIONED STUDIOS NEXT SEMESTER, IF SO WHICH ONE:

\_\_\_\_\_

\_\_\_\_\_

## CONTACT DETAILS

ADDRESS: \_\_\_\_\_

\_\_\_\_\_

PHONE: \_\_\_\_\_

MOBILE: \_\_\_\_\_

EMAIL: \_\_\_\_\_