### CINEMATIC ARCHITECTURE

**AVSM 3500/6500**  
Cinematic Architecture- Digital Film Making- Animation  

**Credits**  
3  

**Type of Course**  
Seminar  

**Instructor:**  
Crosby  

**Prerequisites:** Course  
None  

**Description:**  
This course will introduce students to film studies, particularly as it applies to the visualization, adaptation, and creation of space. Issues of film history, including the technological and social development of film will be viewed and discussed. Throughout the course topics of interest will be used as comparisons between architecture and film. Design exercises will allow students to shoot and edit their own short productions using digital video technology. The final project will involve a documentary using animation as well as other lessons from the course.

**Pedagogic Objectives:**  
"I build a film"  
Stanley Kubrick  

By viewing, critiquing, and making: students will explore the design process through visual thinking. The technology used in digital filmmaking will allow the students to view, edit, and produce a short digital film. This course will analysis films, concentrating on cinematic / architectural similarities while allowing the student to experiment with the equipment. Topics of interest will be used to make comparisons between architecture and film. These ideas will be the starting point for exploring the following topics.

#### Cinematic Idea/ Architectural Idea  
Theory-Structure-Framing-Movement-Time  

#### Cinematic Process/ Architectural Process  
Linear/Non-Linear- Storyboard/ Drawing  

#### Cinematic Space/ Architectural Space  
Light- Soft Focus/ Deep Focus- Mise-en-Scene- Color- Texture  

Through the process of **Making The Idea** (Cinematic or Architectural) and by understanding the design process as both linear and non-linear a new way of seeing (visual thinking) will give the students confidence in their design work.

**Required Text:**  
Class handouts and reading assignments