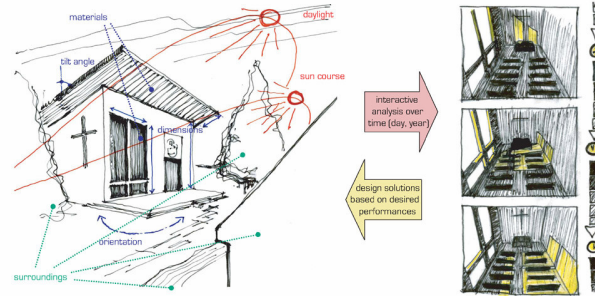


Fridays 12N to 2PM
4304 Sage Hall*

*first meeting on Sept 1 will be in a nearby classroom (check with instructor or sign on 4304 for location)



A sketch by Professor Marilyn Anderson of MIT for an exploratory and goal based design tool

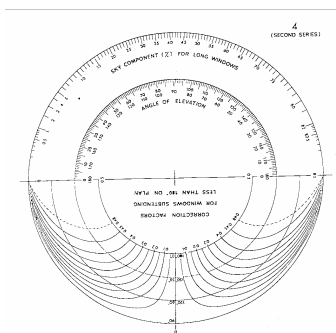
COMM 4945/6965 Seminar in HCI (3 units)

Instructors: Professor Dan Glaser, Language Literature and Communication +
Professor Barb Cutler, Computer Science

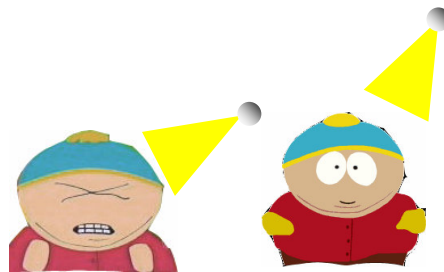
Graduate and undergraduate students enrolling in this interdisciplinary seminar will engage in prototyping technologies for architectural lighting design. There are many aspects to designing a tool— aesthetics, efficiency, usability, scientific (building) relevance, its "fun-factor", history, among others. Students in the course will learn about each from instructors with different disciplinary backgrounds. They will apply what they learn to an individual or group project. For example, majors in the following programs can design a variety of types of projects:

- LL&C, EMAC and IT: designing and evaluating complex user interfaces.
- Computer Science: using, studying, and extending existing software algorithms for high-quality global illumination rendering and adapting these algorithms to graphics hardware.
- Architecture: critical examination of studio tools, prototyping analytic or 'fun' artifacts, lighting design, green buildings.
- other students across campus.

There are no prerequisites for this course. If you have any questions, please contact Dr. Glaser, 3201 Sage Hall, glased2@rpi.edu or see <http://www.cs.rpi.edu/~cutler/classes/daylighting/F06/>



A daylight protractor for measuring sun angles. Is this totally obsolete, or can modern simulation tools benefit from its structure and historical use?



A simple story-board of how an animated character may react to different lighting conditions. Will this communicate glare conditions more effectively than traditional ways?