



The course focuses on exploring the intrinsic relationship between film and architecture by analyzing the architectural qualities in cinema productions and its direct influence in the film creation process through the *Production Designer* work. Some basic film production concepts will be addressed in order to be able to grasp this new understanding of the film creation process and its relationship with architecture. During the semester, film screenings, readings, drawing and 3D modeling will be done in order to better understand this relation, and develop a new way of looking at the cinema as well as developing a broader perspective on architectural design possibilities.

Upon successful completion of the course, the student is expected to be able to:

1. Understand the relationship between cinema and architecture as two different but interrelated disciplines that overlap at certain moments.
2. Appreciate and see with new eyes the movies and cinema productions by understanding the central role of the Production Designer in the creation process of a film.
3. Acquire a new perspective on the possibilities that architectural design and thinking have outside the more traditional architectural working environment.

Instructor: Guillermo Nieto Ross
Tuesday 13:30 – 17:30
Spring 2018