

MODELING AND REPRESENTING LANDSCAPES

Models and representations are used to understand landscape processes and diverse phenomena occurring within them. In application, they are often deployed as design tools tailored to the nature of the things they study; whether it is observing the flow of sediments in a shipping channel, mapping changes in land uses, or recording the behavior of groups of people within public spaces. Models provide us with particular understandings of landscapes by focusing attention on select components within a complex and dynamic medium. We know that models and representations are never the same or synonymous with the actual landscapes they observe because of the translations and creative interpretations required to make and operate them. In this seminar, speakers from a variety of disciplines will discuss the models they use to investigate landscape phenomena and reflect on the types of knowledge and understanding they provide.

Course: LDA 190 | instructor: Brett Milligan (bmilligan@ucdavis.edu)

JAN 8 INTRODUCTION | TRACKING SEDIMENTS

Brett Milligan, **Assistant Professor, Landscape Architecture + Environmental Design, Dept. of Human Ecology, UCD**

Introduction to the seminar. Short presentation of mixed methods research used to investigate the human manipulation and design of sediments and sedimentary processes at the interface between land and water. Methods include mapping, social events, drones and photogrammetry.

JAN 15 VIRTUALLY LANDSCAPE

Brett Snyder, **AIA | Assistant Professor, Design UC Davis, Partner Cheng+Snyder | Partner, Group Projects**

Over the past several years, through the rise of mobile and social media, landscapes are experienced simultaneously in the physical and digital realm. This talk will address the question of how landscape designers can begin to confront this evolving reality.

JAN 22 MODELING: THE LANGUAGE OF DESIGN AND REPRESENTATION

Shima Rabiee, **Adjunct Faculty, School of Landscape Architecture, Academy of Art University**

This presentation will explore the design process of modeling through four steps: 1. Observation, 2. Translation, 3. Transformation and 4. Representation. It will also discuss the challenges of design representation in transition from master planning scale to human scale.

JAN 29 MATTER OF MEASURE: THE BAY MODEL AND ITS AFTERLIVES

John Elrick, **PhD Candidate, UC Berkeley, Geography**

Composed of hundreds of 12' x 12' concrete slabs and constructed at a horizontal scale of 1:1,000, the San Francisco Bay-Delta Hydraulic Model occupies over an acre of warehouse space in Sausalito. Built by the Army Corps of Engineers in the 1950s to test the feasibility of regional development plans, the model now operates as an educational facility and public showcase for the achievements of the Corps. This presentation takes up the Bay Model as a window into the politics and history of metropolitan planning and administration in the Bay Area.

FEB 5 THE H.E.R.C.U.L.E.S. APPROACH: REPRESENTING URBAN LANDSCAPES USING AN ECOLOGICAL LENS

Mary Cadenasso, **Professor of Landscape and Urban Ecology, UCD**

Cities are heterogeneous landscapes composed of built and biological form. Land use/land cover models are typically used to represent that heterogeneity. I will present a different representation of urban heterogeneity using the HERCULES approach. This approach focuses on land cover and is hypothesized to better link urban heterogeneity to ecological function - a crucial need for designing and managing more ecologically resilient urban systems.

FEB 12 SPECULATIVE GEOGRAPHIES AND AGENTS UNSEEN

Xiaowei R. Wang, **Designer at Mapbox**

Presentation will discuss the making science fiction artifacts using mapping/GIS and 3D modeling as a form of speculative landscape design, and explore how representation can be a tool for playing out design scenarios.

FEB 19 "BUT I'M NOT GOOD AT DRAWING": MAPPING SPATIAL NARRATIVES

Sheryl-Ann Simpson, **Assistant Professor, Landscape Architecture + Environmental Design, Dept. of Human Ecology, UCD**

Any representation comes with a point of view. Even the most precise land surveyor map starts off with assumptions about what is important enough to measure so precisely. In this presentation the idea of narrative mapping will be discussed, a process that take people's everyday stories and experiences as the starting point for a representation of place, and talk about some of the fun and challenges of the process.

FEB 26 MODELING HUMAN TERRAIN: A BRIEF GENEALOGY FOR DESIGNERS

Marcus Owens, **Architect, PhD Candidate University of California, Berkeley**

Presentation will trace the specter of the user lurking within design practice. What is the relationship between technical practices of modeling humans in the landscape and design outcomes? The contemporary public engagement campaigns and site modeling of Tempelhof Field in Berlin and the Presidio in San Francisco function as cases for this exploration of the genealogy of the user.

MAR 4 MODELING APPLICATIONS FOR EXPLORING LAND-WATER CONNECTIONS AND INFORMING FLOODPLAIN MANAGEMENT

Alison Whipple, **PhD Candidate, Hydrology, Center for Watershed Sciences, University of California, Davis**

Hydrologic connectivity drives physical processes and ecological functions of riverscapes. Better understanding the spatial and temporal variability of these connections related to past, current and possible future landscapes and hydrology is important for improving planning and management. This talk will discuss how hydrodynamic modeling applications can offer insights into these issues, using examples from the Sacramento-San Joaquin Delta region.

MAR 11 VISUALIZATION, PROTOTYPING, DESIGN

David Fletcher, **founding principal of Fletcher Studio, San Francisco**

Presentation of digital design techniques using combinations of Rhino, Grasshopper, Makerbot, Unity, Real3D and Vray software

WINTER QR 2016 | WELLMAN HALL, RM 26 | FRI 12:10-1PM

- open to all -