ASLA Education Session – FRI–B08
Moving Environments and Dynamic Possibilities

Session Handout

Daniel Tal
John Aikin
Scott Anderson

With the development of highly efficient rendering and modeling software, firms and projects of all sizes are employing animations. This session will focus on the different resources available for animation production and how best to use them. Also, an introduction to Rhinoceros, a 3D modeling software, the plug-in program Grasshopper, step by step modeling examples, and a conversation about the implications for landscape architecture will be covered.

Learning Objectives

1. Understand the important benefits of using animations to aid in design and presentation.

2. Examine the process and workflow of animation development related to fees, project scope, and timeline.

3. Learn which software programs are available and what features they offer.

4. Gain knowledge of how the software works and which one is right for your project.

Education Credits

AICP
FL
GBCI
LA CES/HSW

Session Notes:

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Daniel Tal, ASLA
BrightmanTal – Lakewood, CO

Daniel Tal is a registered landscape architect working in Denver, Colorado. Daniel is the author of two books on SketchUp: *SketchUp for Site Design* and *Rendering in SketchUp*. He owns and runs a 3D modeling, rendering and consultation firm called BrightmanTal, speaks at national and international conventions, and provides research and development support to several companies.
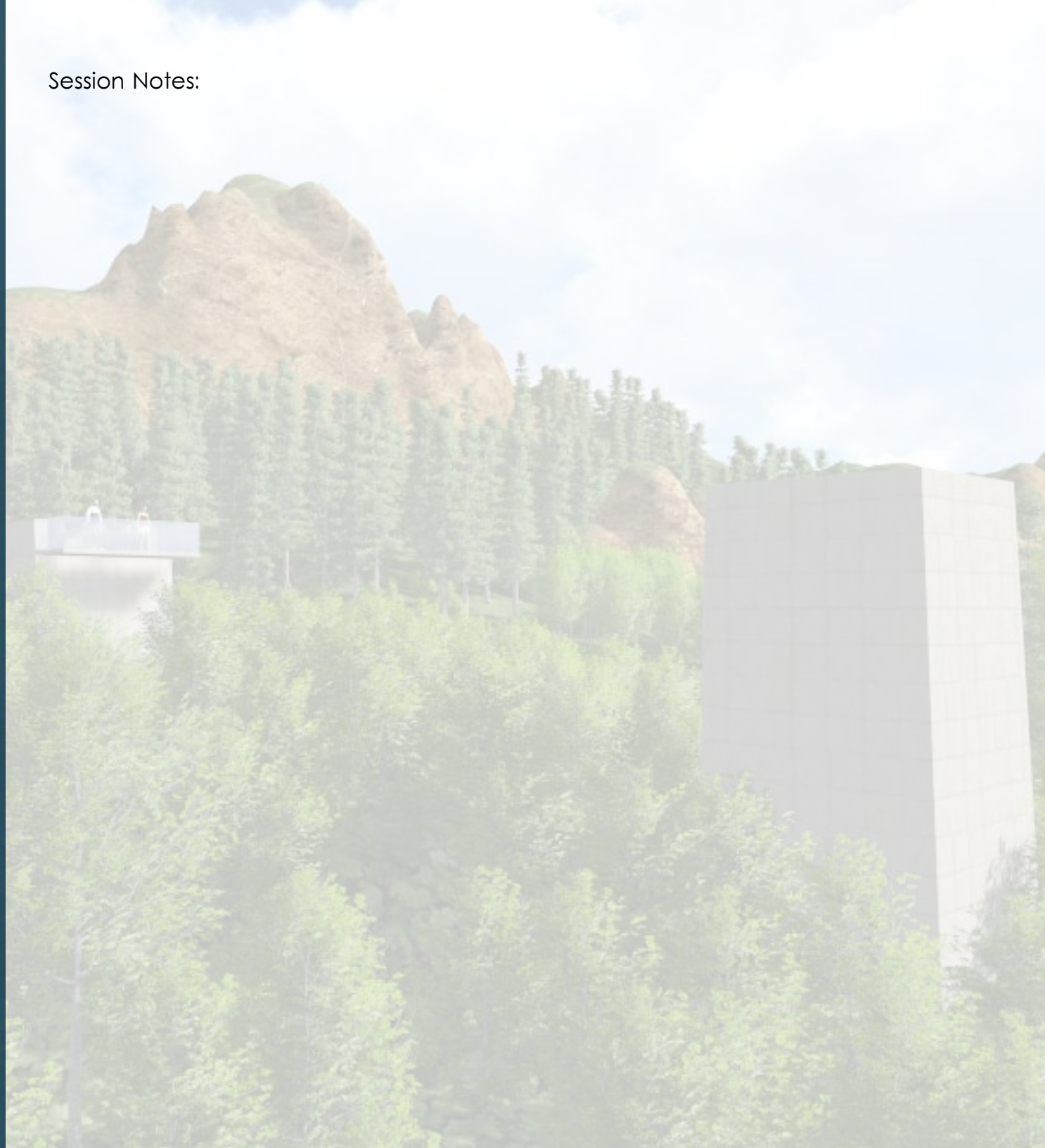
Outline

1. Introduction
      a. Topic Overview and Intro –
         Who are the Speakers.
      b. About Lumion
      c. About Animations
      d. About Rhino and Grasshopper

2. The Emergence of Animation & Technology in Landscape Arch.
      a. The Economics and
         Accessibility of Animations
      b. Introducing Lumion and SU
         Walker

3. Lumion Demo
      a. Inserting your Model
      b. Adding Textures
      c. Placing Objects – Working with
         Vegetation, People and Cars
      d. Creating Renderings and
         Animations
      e. Why Lumion is a Bargain

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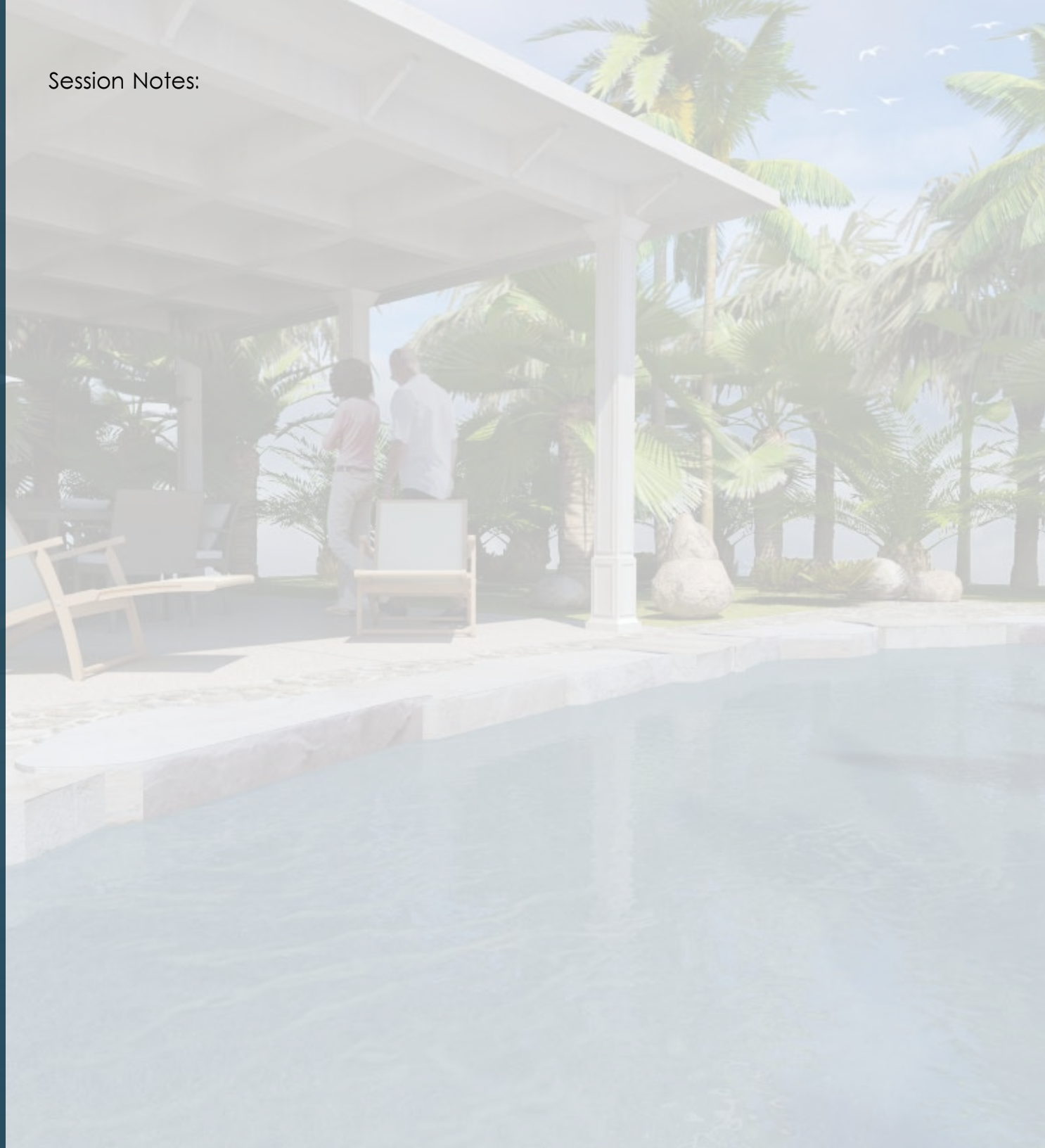*Moving Environments and Dynamic Possibilities*

Session Handout

John Aikin, ASLA
Aikin Design – Richmond, IN

John Aikin is a partner at Aikin Design, a 3D modeling and animation firm located in Richmond, Indiana. He has a background in landscape architecture, and has dedicated his career to emphasizing the importance of model development and graphic support in landscape architecture and planning. He works with architects, landscape architects, developers, residential designers, and engineers across the country to produce visual animations, 3D models, and high resolution graphics.

Outline

1. SU Walker Demo
   a. How Podium Operates with SketchUp
   b. Adding Materials
   c. Adjusting Settings
   d. Using Walker
   e. Why Podium/Walker is a Bargain

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Session Handout

Scott Anderson, ASLA
RNL – Denver, CO

Scott Anderson is a designer in the Urban Design and Landscape Architecture studio at RNL. He has worked in his practice to experiment with generative and parametric design concepts and to implement them into the day–to–day design process. He has also taught informal, introductory classes in Rhinoceros and Grasshopper at the undergraduate and graduate level at Colorado State University.

Outline

1. Introduction to Rhino
    a. Interface
    b. Topography and Surfaces
    c. Live Modeling

2. Introduction to Grasshopper
    a. Interface
    b. Parameters and Components
    c. Live Modeling

3. Example Work

4. Q & A

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Session Notes: