



ARC

School Of Architecture  
Mississippi State University

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[ S/ARC - 2001 ]

For admissions information contact [admissions@sarc.msstate.edu](mailto:admissions@sarc.msstate.edu)  
Problems with this web site? contact [jmiller@sarc.msstate.edu](mailto:jmiller@sarc.msstate.edu)

College of Design, Art, Architecture and Planning

- Information: [General Information](#), [Latest Aronoff Pictures, Directories](#), [A self sprung initiative: the Open House](#), [DAAP Web Statistics Over 1700](#)
- Schools: [Design, Architecture and Planning](#)
- Faculty: [Design, Architecture and Planning](#)
- Facilities: [Design, Architecture and Planning](#)
- Centers: [Computer Graphics Center](#), [SAID](#), [CERHAS](#)
- Galleries: [DAAP Galleries](#)
- Events: [Calendar](#), [ArcView Instruction](#), [DAAP Alumni Governing Board "Ninth Annual Recognition Banquet"](#), [DaapWorks, the DAAP Celebration and Commencement](#)
- Collections: [University of Cincinnati Fine Arts Collection](#), [More Collection](#)
- [Alumni](#)

Comments? [University of Cincinnati Home Page](#)

A total of people have accessed this page.- since 3:52 on 3-11-96.

Site maintained by: [john.j.miller@uc.edu](mailto:john.j.miller@uc.edu)

Website Maintenance and Content Generation  
College of Design, Art, Architecture and Planning at the University of Cincinnati from 1993-1997,  
and the School of Architecture at Mississippi State from 1998-2002.

Examples of those sites can be retrieved at the following locations:

Jan 22 1997,

DAAP web site - <http://web.archive.org/web/19970122191555/http://www.daap.uc.edu/>

May 16 2001,

SARC web site - <http://web.archive.org/web/20010516023904/www.sarc.msstate.edu/>

Roles: Maintenance of Content and Images, Modification of Content Structure as needed

I have been developing course web sites since 1996, a July 4 1997 version may be viewed at:  
<http://web.archive.org/web/19970704234629/www.daap.uc.edu/~jmiller/start.html>

I have experimented with various techniques such as list serves, web logs, cgi form based questionnaires, flash, databases, and WebEX. The following pages will highlight some of those activities and other non-web based student work.



John Jay Miller  
Assistant Professor, School of Design



A L W A Y S | U N D E R | C O N S T R U C T I O N

#### Courses

- Winter 1996 [Media Lab - Scripting](#)  
[Methods - Ideation Techniques](#)
- Spring 1996 [Media Lab - Learning Environments](#)  
[Seminar - Usability Techniques](#)
- Summer 1996 [PhotoDesign IV](#)  
[Digital Design Media Lab - Hypertext](#)  
[Graphic Design Seminar IV - Communication Theory](#)
- Fall 1996 [Digital Design Methods IIIa - Hypermedia](#)  
[Digital Design Seminar IIb - Film Theory](#)
- Winter 1997 [Schedule](#)  
[creativity/ideation/problem solving](#)
- Spring 1997 [Seminar Ia - Communication](#)  
[media Lab IIIa - Learning Environments](#)

#### Digital Design (nee Computational Design)

[Read about our new track 'Digital Design'](#)

#### Opinions & Discussions

[Various discussions relevant to art and design](#)

#### Resources/Tutorials

- [FTPable files](#)
- [Where to get information about Director](#)
- [DAAP WWW Statistics](#)
- [Guidelines for Interactivity and Usability, etc.](#)
- [Thoughtful opinions on Interactive Technology](#)
- [Timelines, Glossaries, Command Lists, etc.](#)
- [A simulator to help you get an optimum image for the web](#)
- [A basic HTML Tutorial](#)
- [Unix Help - Please Do \*\*Not\*\* Use the Searchable Index -](#)

#### Student Work

- [Ufuk's Design Managment Thesis Survey](#)
- [Raffi's Virtual Aronoff Center](#)

#### Announcements

- [Calls for Papers and Proposals](#)
- [Conferences and Workshops](#)
- [Hardware notes](#)
- [Notes on Information Technology](#)
- [Recent Journal, Book and On-line Resource Announcements](#)
- [Sign my Guestbook](#)

#### Sites

- [The newest pictures of the Aronoff Center](#)
- [Slide show of the new Aronoff Center](#)
- [DAAP UC](#)

Send mail to: [john.j.miller@uc.edu](mailto:john.j.miller@uc.edu)

These images are from a student web page that documents work in a UC 1996 photography class that was devoted to digital image production, as the photo darkroom was unavailable due to building construction.

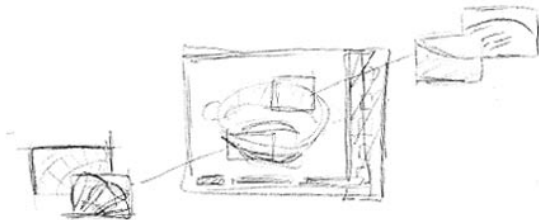


kyle's journal topic: communication 

**Concept:**

My topic involves the communication of everyday things (how they communicate form and function). By taking everyday items and photographing them in a way in a way we are not used to seeing them (extreme close-ups of object details), I hope to alter this communication to some extent. It will create a forced focusing on these details instead of the familiar whole that they create. Also, I intend to compare these shots with similar shots of other objects (which, on the whole, are quite different) -- to see if this view of one object so similar to another affects our view of the second.

[break]



Before taking any photos, I looked around my apartment for subjects. I did rough sketches like the one above to determine how the object could relate to other objects on the micro level. After cataloging a wide range of subjects, I narrowed the list down to those objects which worked together in the most interesting ways. This left me with six subjects: a chair, a fan, a wok, a vacuum cleaner, a steamer, and an Atari 2600.



Logically, the next step was to take the [photographs](#).

[break]



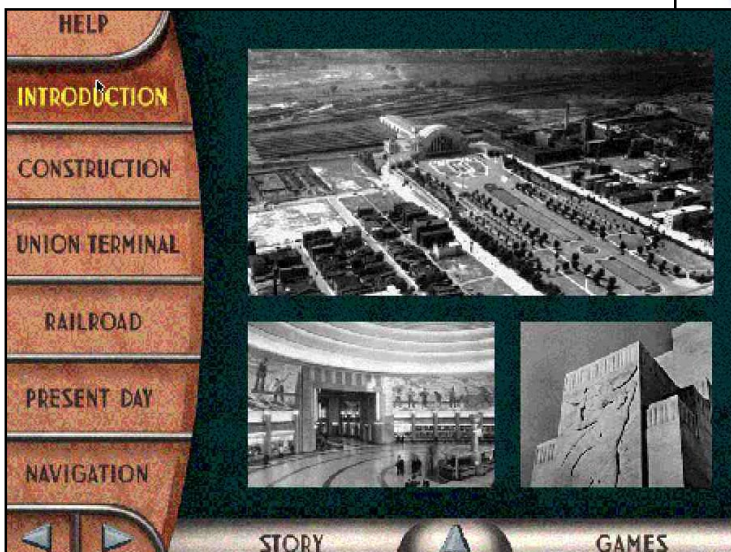
The final step was compiling all of the images into a Director document. This was my first time using Director, so I had to spend a little time going through tutorials (Sorry, I don't have any documentation on that). All I have to say on that issue is that Macromedia should proof its tutorial manuals a little better -- typos in lines of lingo are a nightmare.

I wanted to create a rather open environment for navigation in which the user could do more than click "back" and "forward." To do this, I set up a main screen for each object in which the user could choose which close-up of the object they wished to see. After selecting this, a full screen image of the detail photographs appears along with smaller images of related details from other objects. The user can then select one of the details and move to the main screen for that object, or they can go back to the main screen for that object and select other details. Therefore, all the objects are linked to each other in a non-linear order (There is no ending to the sequence, nor an obligation to see all of the images). I included an exit bar at the bottom of each page to allow the user to quit at any time during the presentation.

For text, I used the dictionary entry for each object on the main screens, and teaser lines on the details which hinted at the identity of the object they were linked to. Of course, there was also an introduction statement for the presentation which was included in the introduction.

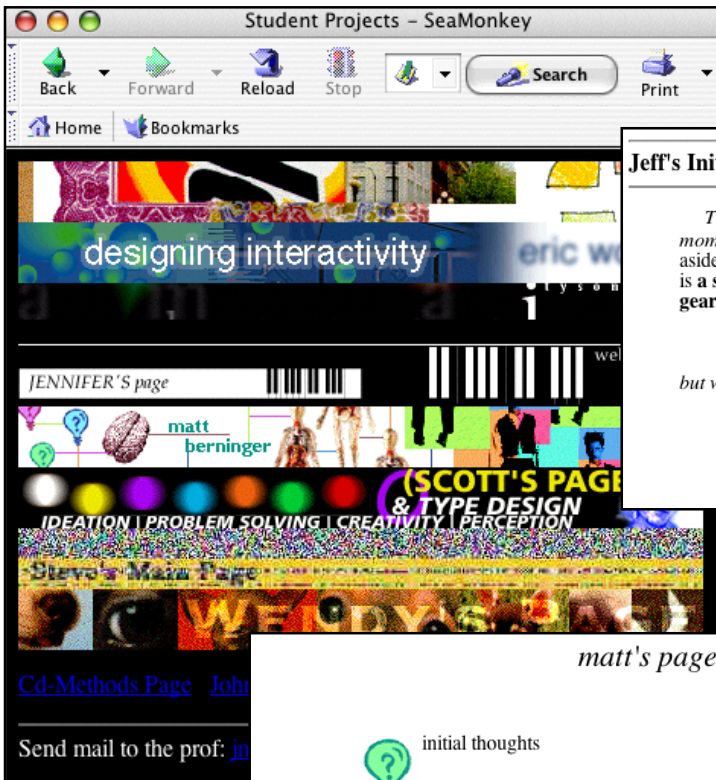
Perhaps you'd like to see some [screen shots](#)?

[break]



Cincinnati Museum Center at Union Terminal interactive kiosk main interface, from a funded class project that I secured funding for and directed.

These images document a site for a 1997 UC course on creativity that was designed and built by the students.



### Jeff's Initial Thoughts

*Ten minutes from now I may not think the same thing, but at the moment, **ideation**, aside from the dictionary definition of it being the formation of ideas, is a **starting point or launchpad of collected thoughts, references, and opinions geared to understanding a given subject***

*&nbsp;--our subject being **creativity**:  
but who knows where that will take us???????*

[Return to CD Methods](#) | [What's Next?](#) | [CHAT Session](#)

### matt's page



initial thoughts



weekly journal



the main brain

[back to class page](#)



final thoughts

## CREATIVITY, IDEATION, and PROBLEM SOLVING TECHNIQUES

Opinions seem to differ whether creativity is something inborn, learned, or even if it can be taught to someone who perhaps is not a "natural born" musician, writer, artist, or any person in need of employing creative processes. But no matter what your opinion on this topic, I think we can all agree that everyone has to use a little creativity now and then--whether you are someone who creates on a professional level or someone who just enjoys being a homemaker.

The idea behind creativity is the generation of new ideas or concepts to create something unique and not imitated and/or applying these new ideas to find solutions to new or old problems--problem solving. But as we all know, even those who create professionally can find themselves "blocked" from time to time. Well, fortunately for all of us, there are some who have devoted much attention and focused their own creative energies to helping others understand and solve this particular problem. Listed here are just a few of these people and their ideas and methods.

- [Darold Powers - The Idea Machine](#)
- [Edward de Bono - Lateral Thinking](#)
- [William J. J. Gordon - Synectics](#)

[Back to Wendy's Page](#)  
[Back to Class Page](#)

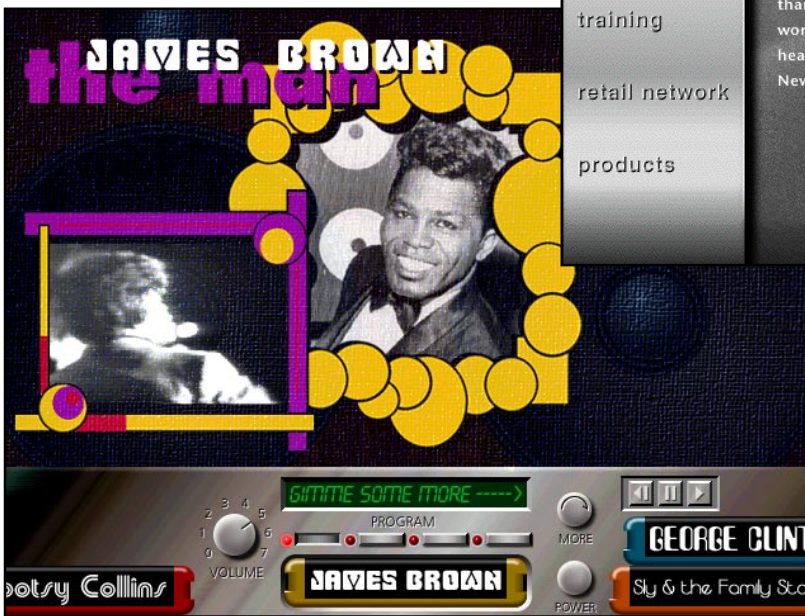
**i.de'a, n.** 1. mental conception; thought or belief 2. plan; scheme

initialTHOUGHTS on IDEATION | scott devendorf

IDEATION is the PROCESS of conceiving an idea. It is a CYCLE that involves digging into and out of information in search of the necessary elements for action.

[to CD-methods](#) | [MAINpage](#) | ["Ideas are New Combinations"](#)

These are images of the main navigation pages for working, stand alone Director student projects that dealt with conceptual issues such as interactivity, usability, and navigation while mastering technical matters such as programming, photo manipulation, film and sound production, and content generation. From courses at UC in 1996 and 1997.



The work shown here is from a 2003 course at MSU was about interactivity and utilized WebEX to develop web-based tutorials. The two examples shown here are on form-Z and AutoCAD. WebEX was also used at the end of the term to conduct a remote critique with students at the Starkville and Jackson, MS facilities.

Interactivity - Spring 2003  
Professor : John Jay Miller  
W 1:00 - 4:00

### Description

This class will examine issues relevant to the use of internet based conferencing and

The primary goal of the class is to understand of such media with respect to:  
- the practice of architectural and interior design  
- the design process in general  
- human factors

Learning theory will be a significant focus of the course

### Objectives

Acquire base-line knowledge of the major concepts of computer based media for collaboration  
Implement an on-line design project for communication, conferencing and collaboration  
of computer based media for collaboration

### Project

WebEX will be used to simulate the design process  
The collaboration will involve the role of the design team

[Program Requirements](#) - Word file  
[Project Schedule](#) - Excel spreadsheets

### Discussions and Analysis

There will be on-going discussions of design materials and resources need to a design collaboration

On line summaries of class discussions  
The summaries and reviews will be posted

[class summaries \(to be implemented\)](#)  
[reading reviews \(to be implemented\)](#)

### WebEx Recordings

[FormZ tutorials](#)  
[Collaboration Recordings](#)  
[On line jury \(to be implemented\)](#)

### Student web pages

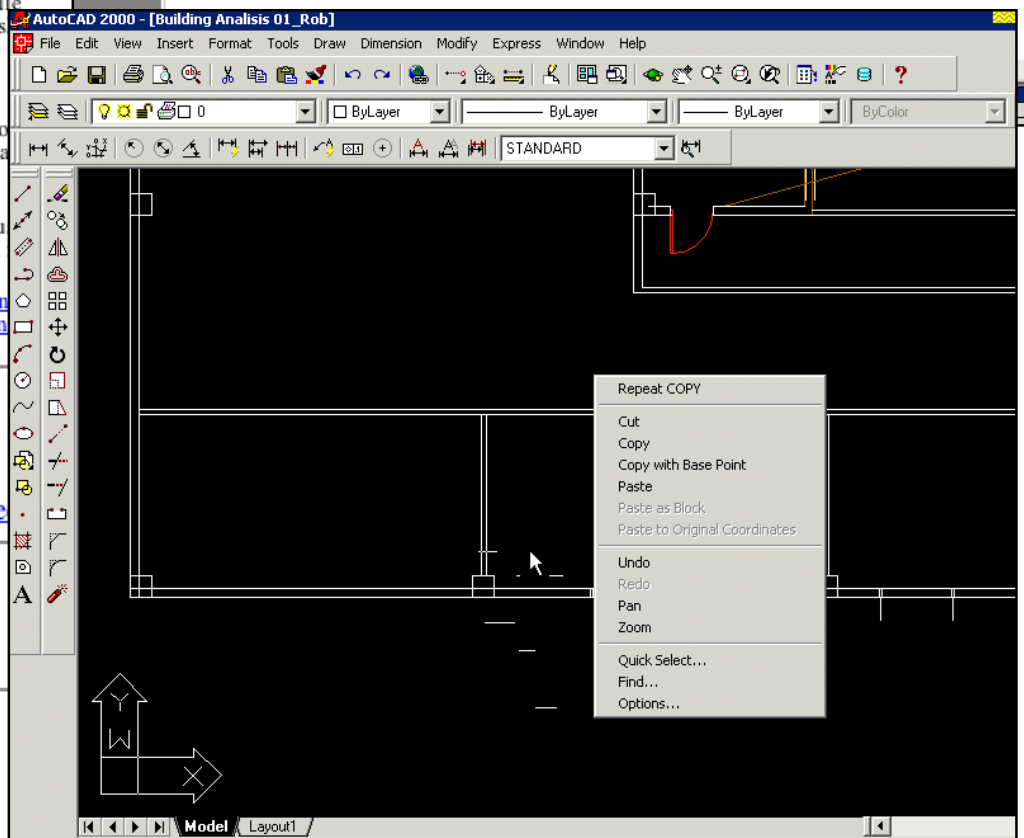
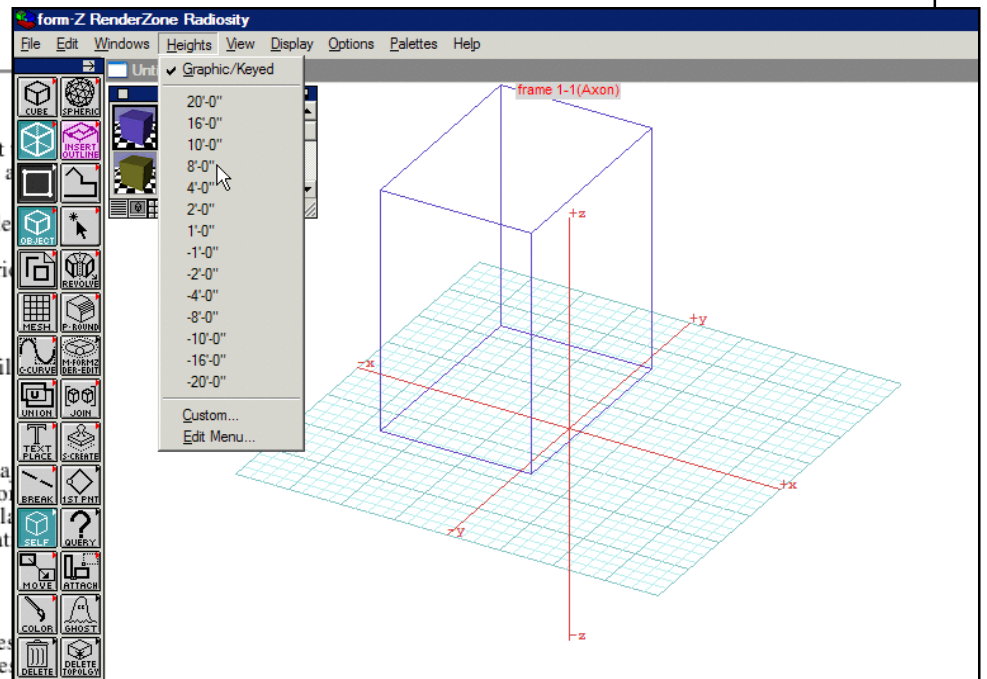
[Rob Ku](#)

### Course Materials

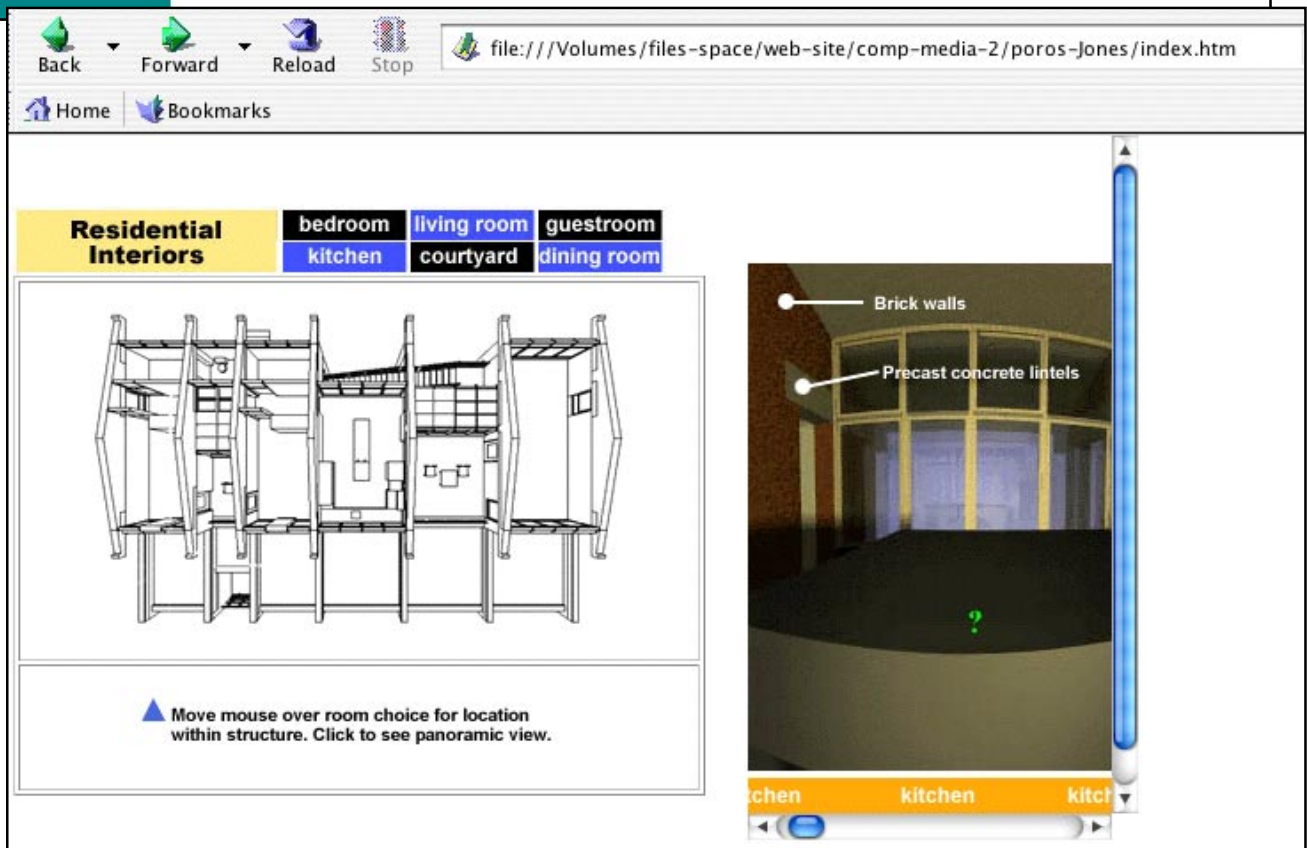
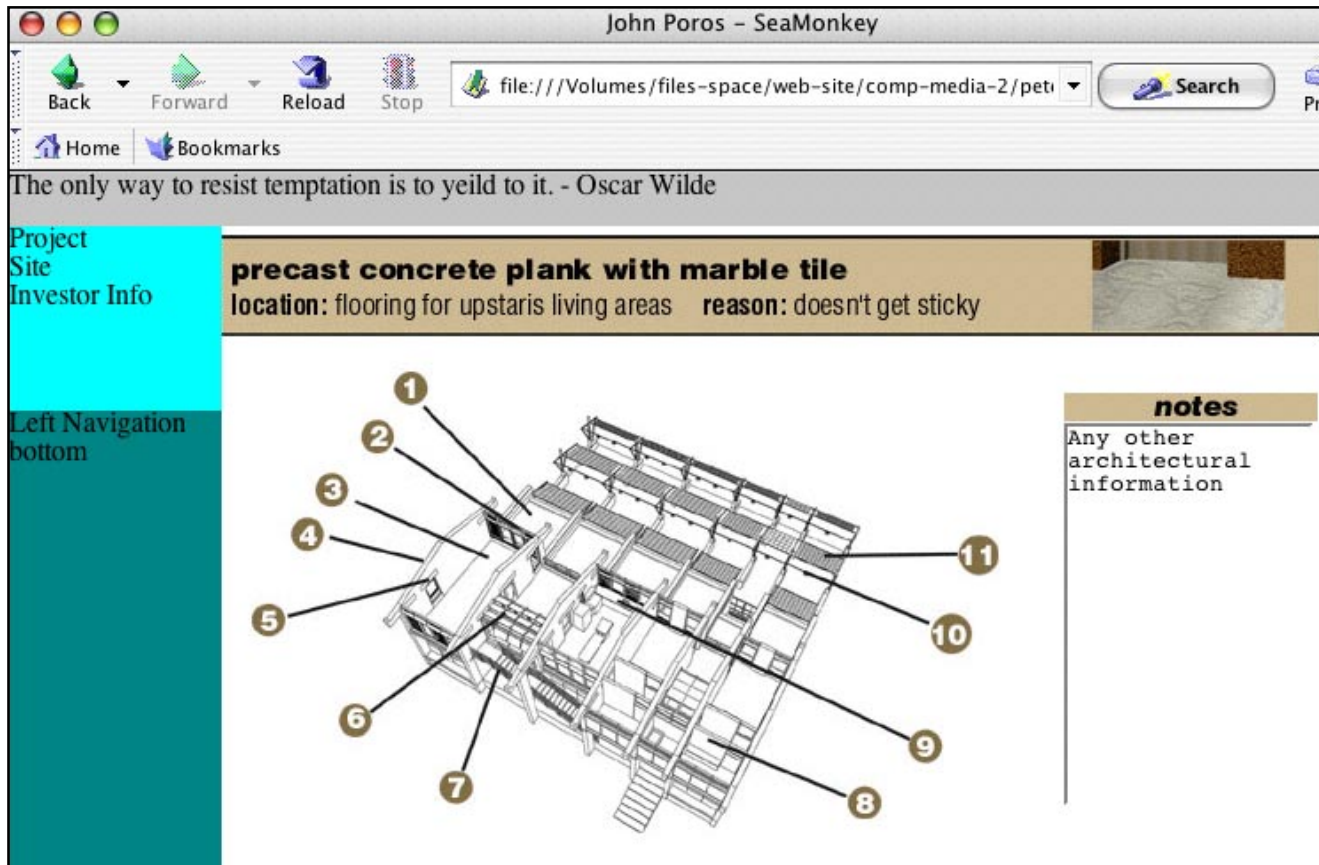
[Readings List](#)

### How Designers Work

- Henrik Gedenryd's PHD Dissertation  
[An Experimental Study of Computer Mediated Collaborative Design](#)  
- Mary Lou Maher, Anna Cicognani, and Simeon Simoff



These are student Flash explorations for an MSU Architecture faculty member. They both illustrate the faculty member's proposed housing project in Greece



The work shown on this page illustrates interactive web-based MSU student works that are designed to serve as tutorials on various design topics.

Home Bookmarks

- Gestalt Theory
- Law of Closure
- Law of Pragnanz
- Law of Proximity
- Law of Similarity
- Law of Illusion
- Simultaneous Contrast

Back Forward Reload Stop file:///Volumes/files-space/web-site/comp...

Home Bookmarks

Shockwave - SeaMonkey

Back Forward Reload Stop file:///Volumes/files-space/web-site/comp-media-2/stev Search Print

# ISOMETRIC DRAWINGS

A tutorial for understanding how isometric drawings are constructed

Begin

Back Forward Reload Stop file:///Volumes/files-space/web-site/comp...

Home Bookmarks

Hidden L

pl

- In the above drawing: 1) all vertical remain ver
- 2) all parallel lines remai
- 3) all lines parallel to the can be drawn to scale

General Rectilinear Ellipses Non-

Back Forward Reload Stop file:///Volumes/files-space/web-site/comp-media-2/petri Search Print

perspective: two point common method **5. drawing in perspective** steps

Plan/elevation pp gl hl sp fov VpL/VpR ml ve

To begin the perspective drawing we have colored the lines so it will be easier to tell the difference between groups of lines. Please refer to the key above during the drawing.

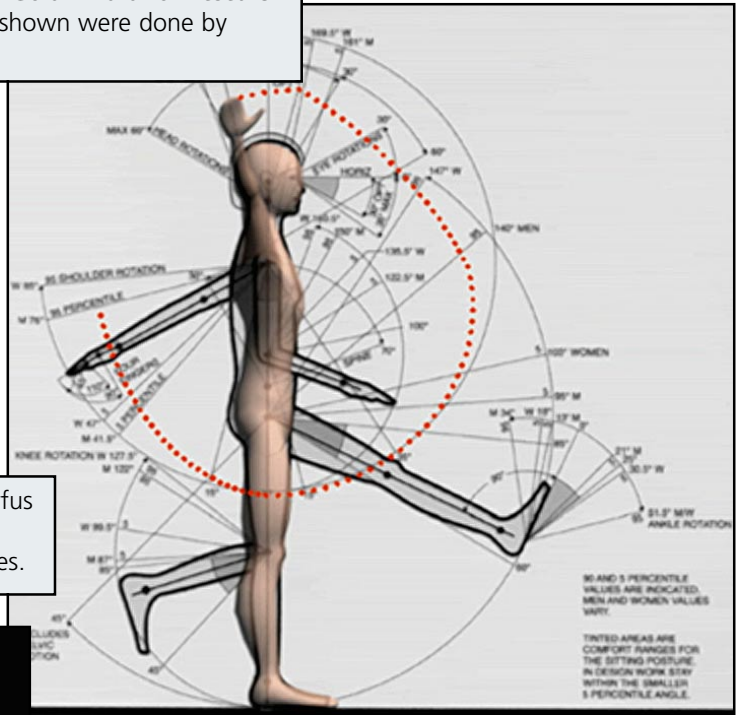
play stop rewind

Done

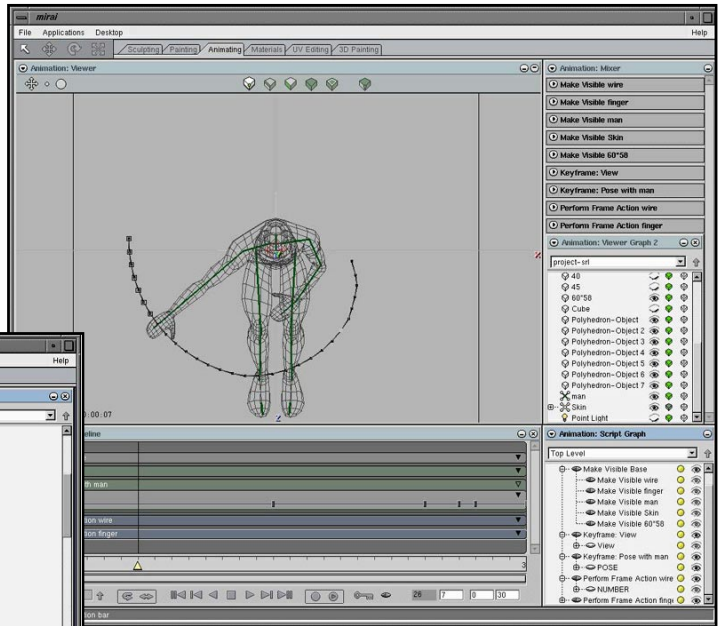
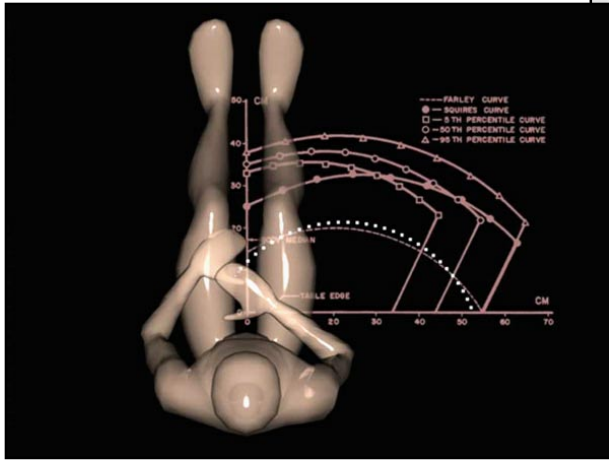
Introduction to **proportion** for visual design

begin

Anthropometric Measurement and Modeling Project  
 2002 BusinessWeek / IDSA Industrial Design Excellence Gold Award for Research  
 I was the Principle Investigator on this project, images shown were done by graduate student Wiedong Wang.



Right: Visualization of inaccuracies in the work of Dryfus  
 Below: Comparison of various measurement references.



Two views of the software interface used in the project

