

architectural design studio II

Studio Instructors:

Bennett Neiman (section 390; room 411)
 Javier Gomez (section 391 room 406)
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Course Information: ARCH 2501.

Architectural Design Studio II (5:2:8). Prerequisite: admission to the professional program.
 Credits: 5 semester credit hours.
 Meeting Time: MWF 08:30-11:50 AM.

Course Description: Basic-Internal. Introducing design skills that are core and internal to architecture. Practical drawing as inquiries/form/transformation/composition/spatial modulation.

Course Goals: ARCH 2501 emphasizes the internal conditions of architecture, examining the underlying strategies, tactics and techniques of fundamental design. The studio cultivates an understanding of the interrelationships between the idea (abstraction) and its realization (representation). The student learns how to analyze and design by constructing drawings and models.

Proficiency in architectural design is acquired through focused iteration. The student is introduced to a series of incremental and additive exercises within a defined set of constraints. The work accumulates step by step.

Emphasis is placed on a systematic approach to architecture while simultaneously developing design criticism and intellectual inquiry.

The studio promotes architecture as a discourse, where execution precedes conception. The studio inculcates a high standard of proficiency, pride, and confidence through the values of craft, discipline, and rigor. Through repetition and osmosis, the beginning student is challenged to reassess pre-conceptions about the making of architecture.

The studio encourages students to arrive at a clear and thorough understanding of the elements, concepts and formal ordering systems in architecture. Issues of composition, transformation and translation supersede pragmatic concerns. The process focuses on the exploration and development of the following skills:

point, line, plane, volume: a primary language and vocabulary.

formal consistency: establishing rules.

hierarchy: relationship of primary, secondary, tertiary, quaternary.

articulation: component, joint, connection.

spatial sequence and movement systems: path, place, transition.

precincts: manipulation of spatial zones.

constants and variables: variation on a theme.

treatment: solid and void; opacity, transparency, translucency, reflectivity, modulation of light, shade, shadow, color, black/white/grays.

reciprocity between plan and section: the spatial generators of an architectural idea.

orthographic and isometric projections: two and three-dimensional representations of space.

analog and digital: integration of physical design techniques with currently available digital technologies; the ability to model, manipulate, and understand design in new ways.

NAAB Student Performance Criteria (2004)

Criteria 3. Graphics Skills Ability - To use appropriate representational media, including freehand drawing and computer technology, to convey essential formal elements at each stage of the programming and design process.

Criteria 5. Formal Ordering Systems - Understanding of the fundamentals of visual perception and the principles and systems of order that inform two- and three-dimensional design, architectural composition, and urban design.

Criteria 6 Fundamental Design Skills - Ability to use basic architectural principles in the design of buildings, interior spaces, and sites.

Expected Learning Outcomes: Projects consisting of physical and digital models; digital drawings, process studies; verbal presentations at formal reviews in accordance with NAAB criteria.

Methods of Assessing Learning Outcomes: Design criticism of drawings and models are a leading method of assessment for this studio course. Students are expected to ask questions and engage in critical discussions of the work.

Adequate graphical representation of design ideas must be displayed in order to receive effective criticism. Therefore, each student must display a committed documentation of design work for each studio day. *Only serious and significant new work* that contributes and moves forward the general progress of the work will be discussed. This does not include superficial changes, repeated works, or merely verbal descriptions.

During a group pinup, many times it will not be necessary to talk about every project. Therefore each student is expected to understand and apply criticisms of other students' work relevant to their own work.

Students are expected to spend a significant amount of time working on studio projects outside of class time. Studio contact time is 10 hours per week. The work expected outside of studio time is an average of 2 times contact time or 20 hours per week.

Experience has shown that students who work in studio after class hours on a regular basis have a greater degree of success in the course because they can discuss, clarify, and exchange ideas and methods with colleagues.

Required Digital Portfolio: digital scans, drawings, and images of physical models will be submitted according to specified formats at designated times throughout the semester.

Required Sketchbook/Journal: Students must keep a journal of studio thoughts or ideas (sketches, drawings, notes, etc.). The journal is crucial to reflective thinking and a vital record of key concepts and explorations considered in your project. Have your journal available in class everyday.

Required Computer: Students must provide and maintain their own laptop computers for studio assignments. See the college website for minimum specifications. Technical difficulties, viruses, crashes, server and print bureau problems, or corrupted files will not be accepted as excuses for not getting work produced. All digital work should be continuously saved and regularly backed up.

Required Software: Adobe Creative Suite 3 Design Standard (includes Photoshop, Illustrator, InDesign and Acrobat). Depending on which studio critic you get will determine which 3d software you will be using this semester. Most studio sections will require formZ. Other sections might require 3D Studio or Rhino. Tutorial workshop sessions in digital design tools will be provided as needed.

Required at your desk: despite the fact that you are using computers and printers extensively, each student must have the following always available: Architect's Scale; Engineering Scale; a 12" wide roll of white or yellow trace; flow pens, markers, pencils; push pins, and clips for hanging drawings.

Required Printer: an ink-jet printer at your desk in studio.

Required Camera: digital camera (minimum of 3 mega-pixel resolution).

Other Materials: you will need to purchase computing and model-making consumables as the course progresses and assignments are made. Materials might include: paper, pens, pencils, paint, gesso, glue-gun, vellum, tracing paper, bond paper, acetate, acrylic sheet, plastic, fabric, metal, basswood, mdf, plywood, blue or pink foam, foam-core, paper, cardboard, chipboard, museum board, etc.; healable cutting boards, metal straight edges, triangles, x-acto knives, etc. Extensive use of scanning, color ink jet, laser printing and laser cutter.

Retention of Student Work: The College of Architecture reserves the right to retain, exhibit, and reproduce work submitted by students. Work submitted for grade is the property of the college and remains as such until it is returned to the student.

Policies and Procedures: see the 2501 coordination website at <http://2501fa08.blogspot.com/> for links concerning **Students with Disabilities** and various **Academic Regulations** published in the Texas Tech University Undergraduate and Graduate Catalog including: *Dropping a Course, Class Attendance, Reporting Illness, Absence Due to Religious Observance, Academic Integrity, Civility in the Classroom, and Grading Practices.*

Civility in the Classroom: Students are expected to assist in maintaining a classroom environment (during or after hours within the studio) that is conducive to learning. In order to assure that all students have the opportunity to gain from time spent in class, students are prohibited from engaging in any other form of distraction. Inappropriate behavior in the classroom shall result, minimally, in a request to leave class, resulting in an absence. See links at <http://2501fa08.blogspot.com/>

Architecture Building Policies: Students must comply with ALL requirements as posted on the college web site. See links at <http://2501fa08.blogspot.com/>

Class Attendance: Students are responsible for attending all scheduled class meetings for the full class period. A total of *four absences* is considered excessive, requiring the student to drop the class or receive a grade of "F" in compliance with drop deadlines. All absences are considered unexcused with the exception of *absences due to religious observance* and *officially approved trips* (according to guidelines specified in the TTU Catalog). Students are expected to comply with TTU Center for Campus Life rules for reporting student illness requiring absence from class for more than one week, or immediate family member deaths.

Attendance is defined as participation in all studio activities including group and individual critiques, lectures, presentations, demonstrations, discussions, in-class assignments, and possible field trips. Attendance requires students to have their computer, tools, materials, and supplies available for all studio activities; any tardiness, leaving early, lack of participation, walking in and out of lectures, undivided attention, goofing around, disruptive behavior, etc. will count as absences. Students are not allowed to work on assignments from other classes during studio.

Required digital media studies must be printed prior to studio time. Have all of your previously completed prints and models available in studio because we will need to refer to these works during the design process.

Criteria for Grading: Evaluation of student performance is based upon daily studio process as well as product. Production and hard work are expected. Improvement and growth are key. There is no final exam. The instructor conducts an expert review of overall student performance following major stages of the semester. This is not a quantifiable, exact, or mathematical assessment. It is based on years of experienced judgement of student work. The following general criteria will be considered: (1) strength of idea; (2) articulation and development; (3) technical competency, clarity, and craft; (4) concise verbal/written presentation and the ability to ask relevant questions; (5) passion, commitment, dedication and work ethic.

All requirements and deadlines must be completed in a timely manner. Extensions to due dates will not be granted. *Expect a substantial reduction of your grade for late or incomplete work.* Grades are defined as follows:

- A (excellent)** exceptional performance; strongly exceeding the requirements of the course, showing strong academic initiative and independent resourcefulness.
- B (good)** performance above the norm; accurate and complete; beyond the minimum requirements of the course; work demonstrates marked progress and initiative.
- C (average)** satisfactory work that adequately meets minimum requirements and demonstrates satisfactory comprehension, communication skills, and effort; demonstrates little initiative to investigate the problem without substantial prodding of the instructor; work shows little improvement.
- D (inferior, passing, but not necessarily satisfying degree requirements)** unsatisfactorily meets minimum requirements; demonstrates minimum comprehension, communication skills, and effort at an inferior level; initiative lacking; improvement not noticeable.
- F (failing)** does not meet minimum requirements; fails to adequately demonstrate comprehension, communication skills, and effort.

For further information, see your studio instructor's project statements, handouts, or web postings.

studio schedule*

mtg	date	day	design studio II	COA/TTU
1	25-Aug	mon	studio lottery; introductory remarks	classes begin
2	27-Aug	wed	begin stage 1: introductory skill development	
3	29-Aug	fri		
	1-Sep	mon	Labor Day: University Holiday	
4	3-Sep	wed		
5	5-Sep	fri		
6	8-Sep	mon		last day to drop and receive refund
7	10-Sep	wed		
8	12-Sep	fri		
9	15-Sep	mon	begin stage 2: project exercises	
10	17-Sep	wed		
11	19-Sep	fri		
12	22-Sep	mon		last day to withdraw; receive partial refund
13	24-Sep	wed		
14	26-Sep	fri		
15	29-Sep	mon		
16	1-Oct	wed		
17	3-Oct	fri		
18	6-Oct	mon	begin stage 3; project exercises	
19	8-Oct	wed		
20	10-Oct	fri		
21	13-Oct	mon		mid-semester
22	15-Oct	wed		
23	17-Oct	fri		
24	20-Oct	mon		
25	22-Oct	wed		
26	24-Oct	fri		
27	27-Oct	mon	begin stage 4; synthetic exercises	last day to drop a course
28	29-Oct	wed		
29	31-Oct	fri		
30	3-Nov	mon		
31	5-Nov	wed		
32	7-Nov	fri		
33	10-Nov	mon		
34	12-Nov	wed		
35	14-Nov	fri		
36	17-Nov	mon		
37	19-Nov	wed		
38	21-Nov	fri		
39	24-Nov	mon	all final project work due	
	26-Nov	wed	Thanksgiving Holiday: no classes	
40	1-Dec	mon	final day of studio -final review setup	classes resume
41	2-Dec	tue	2501 final reviews - morning & afternoon sessions	
42	3-Dec	wed	students required to attend graduate reviews	last day of classes
	15-Dec	mon		Final Grades Due by 3:00 pm

*subject to adjustments