

# architectural design studio II

**Studio Instructors:** see up to date list at [http://arch.ttu.edu/wiki/ARCH\\_2501](http://arch.ttu.edu/wiki/ARCH_2501)

**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, visual communication, and ordering systems. The studio inculcates a high standard of proficiency, pride, and confidence through the values of craft, discipline and rigor. Emphasis is placed on a systematic approach to architecture while simultaneously developing design criticism and intellectual inquiry.

The studio cultivates an understanding of the interrelationships between the idea and 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. Through repetition and osmosis, the student is challenged to reassess preconceptions for making architecture.

Composition, transformation and translation supersede pragmatic issues. The process focuses on the exploration and development of several fundamental skills.

**Point, line, plane, volume:** a primary language and vocabulary.

**Formal consistency:** establishing rules and sub-rules.

**Hierarchy:** relationship of primary, secondary, tertiary, quaternary.

**Articulation:** component, element, space, joint, connection; solid and void; opacity, transparency, translucency, reflectivity, modulation of light, shade, shadow, color, black/white/grays.

**Spatial sequence, movement systems:** path, place, transition; manipulation of spatial zones and precincts as a precursor to program and site.

**Program and site:** arrangement, relationships, composition, orientation, approach, entry; building to ground; building to sky.

**Constants and variables:** variation on a theme.

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

**Orthographic and isometric projection:** two and three-dimensional representations of space.

**Analog and digital:** integration of physical design techniques with digital technologies; the ability to model, manipulate, and understand design through media.

**NAAB Student Performance Criteria (2009)**

*A. 3. Visual Communication Skills: Ability to use appropriate representational media, such as traditional graphic and digital technology skills, to convey essential formal elements at each stage of the programming and design process.*

*A. 6 Fundamental Design Skills: Ability to effectively use basic architectural and environmental principles in design.*

*A. 8. Ordering Systems Skills: Understanding of the fundamentals of both natural and formal ordering systems and the capacity of each to inform two- and three-dimensional design.*

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

**Methods of Assessing Learning Outcomes:**

Design criticism of drawings and models are the method of assessment for this studio course. Students are expected to ask questions and engage in critical discussions of the work produced.

Adequate graphical representation of design ideas must be displayed 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 verbal descriptions without graphical support.

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 minimum work expected outside of studio time is an average of 2 times contact time (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 or 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:** Students must keep a journal of studio thoughts (sketches, drawings, notes, etc.). The journal is crucial to reflective thinking and a vital record of key ideas and explorations reflected in your project. Have it available in class everyday.

**Required Computer:** Students must provide and maintain their own laptop computer used for studio assignments. See the [college wiki for minimum specifications](#). Technical difficulties, viruses, crashes, server and print bureau problems, or corrupted files will not be accepted as excuses for not producing assigned work. All digital work should be regularly backed up.

**Required Software:** Adobe Design Standard CS5 (includes Photoshop, Illustrator, InDesign and Acrobat). Available at [Texas Technology Store](#). Most studio sections will require [bonZai3D](#).

**Required Printer:** an ink-jet printer at your desk in studio (8.5 x 11 and 8.5 x 14 paper; inkjet cartridges). [You will also scan and print at the COA 9th floor Print Bureau.](#)

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

**Required at your desk:** each student must have the following items: Architect's Scale; Engineering Scale; a 12" wide roll of white or yellow trace; water-based colored pens and markers; pencils; push pins, and clips for hanging drawings; healable cutting board, metal straight edge, triangles, x-acto knives.

**Other Materials:** during the course, you will need to buy computing, design and model-making consumables that might include: paint, gesso, glue-gun, acetate, acrylic sheet, plastic, fabric, metal, basswood, MDF, plywood, blue or pink foam, foam-core, paper, cardboard, chipboard, museum board, etc.

**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:**[Assessment & Response Team Manual](#)[Student Handbook](#)[Code of Student Conduct](#)[TTU Undergraduate and Graduate Catalog](#)[Academic Regulations](#)

**ADA Syllabus Statement:** Any student who, because of a disability, may require special arrangements, in order to meet the course requirements should contact the instructor as soon as possible to make any necessary arrangements. Students should present appropriate verification from Student Disability Services during the instructor's office hours. Please note instructors are not allowed to provide classroom accommodations to a student until appropriate verification from Student Disability Services has been provided. For additional information, you may contact the [Student Disability Services](#) office in 335 West Hall or 806-742-2405.

**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. To assure that all students gain maximum opportunities from time spent in class, students are prohibited from engaging in any form of distraction. Inappropriate behavior in the classroom shall result, minimally, in a request to leave class, resulting in an absence.

**Architecture Building Policies, Studio Culture, and Shop Procedures:** Students must comply with [ALL requirements as posted on the college web site](#).

**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 except for absences [due to religious observance](#) or [officially approved trips](#). Students are expected to comply with rules for [reporting student illness requiring absence from class for more than one week](#).

Attendance is defined as participation in all studio activities including group and individual pinups, lectures, presentations, demonstrations, discussions, and in-class assignments. 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 will count as

absences. Students are not allowed to work on assignments from other classes during class time.

Required digital media studies must be printed before class time. Have all of your previously completed prints and models available in studio because the design process demands continual reference to these works.

**Criteria for Grading:**

Evaluation of student performance is based upon daily studio process as well as product. There is a final review, but no final exam. Production and hard work are expected. Improvement and growth are key. 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. General criteria such as the following will be considered: (1) strength of idea; (2) articulation and development; (3) technical competency, clarity, and craft; (4) concise verbal or written presentation; (5) passion, commitment, dedication, work ethic, and the ability to ask relevant questions.

All requirements and deadlines must be completed on time. *Expect a substantial reduction of your grade for late or incomplete work.* Grades are defined as follows:

- A (excellent: 90-100%)** exceptional performance; strongly exceeding the requirements of the course, showing strong academic initiative and independent resourcefulness.
- B (good: 80-89%)** performance above the norm; accurate and complete; beyond the minimum requirements of the course; work demonstrates marked understanding, skills, initiative, effort and improvement.
- C (average: 70-79%)** satisfactory work that adequately meets minimum requirements and demonstrates satisfactory understanding, skills, and effort; little initiative to investigate the problem without substantial prodding of the instructor; work shows minimal improvement.
- D (inferior: 60-69%)** passing, but does not adequately satisfy minimum requirements; demonstrates minimum understanding, skills, and effort; initiative lacking; improvement not noticeable.
- F (failing: below 60%)** does not meet minimum requirements; fails to demonstrate understanding, skills, and effort; no improvement.

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

# studio schedule (subject to instructor adjustments)

mtg	date	items
01	27-Aug Fri	First day of studio: a series of daily and weekly exercises begins; see instructor for specifics.
02	30-Aug Mon	
03	01-Sep Wed	
04	03-Sep Fri	
	06-Sep Mon	Labor Day: University Holiday
05	08-Sep Wed	
06	10-Sep Fri	
07	13-Sep Mon	Last Day to Drop a Course Without Penalty
08	15-Sep Wed	
09	17-Sep Fri	
10	20-Sep Mon	
11	22-Sep Wed	
12	24-Sep Fri	
13	27-Sep Mon	
14	29-Sep Wed	
15	01-Oct Fri	
16	04-Oct Mon	
17	06-Oct Wed	
18	08-Oct Fri	
	11-Oct Mon	Student Holiday (Mon & Tue) no classes
19	13-Oct Wed	
20	15-Oct Fri	
21	18-Oct Mon	
22	20-Oct Wed	
23	22-Oct Fri	
24	25-Oct Mon	Mid-Semester Grades Due via Raiderlink
25	27-Oct Wed	
26	29-Oct Fri	
27	01-Nov Mon	Last Day to Drop a Course
28	03-Nov Wed	
29	05-Nov Fri	
30	08-Nov Mon	
31	10-Nov Wed	
32	12-Nov Fri	
33	15-Nov Mon	
34	17-Nov Wed	
35	19-Nov Fri	
36	22-Nov Mon	
	24-Nov Wed	Thanksgiving Holiday: no classes
37	29-Nov Mon	
	01-Dec Wed	
38	03-Dec Fri	<b>All final project work due</b>
39	06-Dec Mon	<b>2501 final reviews - morning &amp; afternoon sessions</b>
40	08-Dec Wed	Last day of classes; final discussions: students required to attend graduate reviews
41	20-Dec Mon	Final Grades Due via Raiderlink