

architectural design studio II

internal conditions of architecture

Studio Instructors:

Bennett Neiman (section 390; room 411)
 Jesse Vogler (section 391 room 406)
 Lahib Jaddo (section 392 room 803)
 Clifton Ellis (section 393 room 804)
 Kerenza Harris (section 394 room 802)
 Maria Perbellini (section 395 room 408)
 Rima Ajlouni (section 396 room 407)

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 08:00-11:20 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 design conceptually and draw analytically 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 formal design skills:

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

formal consistency - establishing rules and sub-rules.

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

component, joints and connection - articulation.

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

manipulation of spatial precincts - zones.

variation on a theme - constants and variables.

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

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

orthographic and isometric projections - the primary three-dimensional representations of space.

analog and digital - integration of physical design techniques with currently available digital technologies and their ability to model, manipulate, and understand designing in new ways.

NAAB Student Performance Criteria (2004):

2. Critical Thinking Skills: *Ability to raise clear and precise questions, use abstract ideas to interpret information, consider diverse points of view, reach well-reasoned conclusions, and test them against relevant criteria and standards.*

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.*

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.*

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

General Methods: Projects consisting of physical and digital models; digital drawings, process studies; verbal presentations at formal reviews.

Design criticism of drawings and models are a leading aspect of this studio course. Each student must have a committed analog or digital representation of design work for each studio day. Adequate graphical documentation of ideas must be displayed in order to receive effective criticism. Superficial or minor changes to a work, repeated works that do not move the project forward, or merely verbal descriptions will not be critiqued. *Only serious and significant new work* that contributes and moves forward the general progress of the studio will be discussed.

Many times during a group pinup 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.

Academic Regulations: Please consult the Texas Tech University Undergraduate and Graduate Catalog 2007-2008 (pp. 45-50) for information about *Dropping a Course, Reporting Illness, Absence Due to Religious Observance, Academic Integrity, and Civility in the Classroom*. On the 2501 Coordination Web site we have included important links for further information.

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.

Students with Disabilities: 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 at 335 West Hall or 806-742-2405. (see p. 4. TTU catalog or our web link)

Architecture Building Policies: Students must comply with ALL requirements as posted on the college web site.

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.

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 Sketchbook/Journal: Students must keep a journal of studio thoughts or ideas (sketches, drawings, notes, etc.). The journal is crucial to re-

flective thinking and a vital record of key concepts and explorations considered in your project. Have your journal available in class everyday.

Required Software: Adobe Photoshop, Illustrator, and Acrobat (bundled as Adobe Creative Suite 2 or Creative Suite 3 Design Standard). form•Z or Rhino as required by instructor. *form•Z* Joint Studies Extended License (order form available at the TTU form•Z resource page, due: 8/29/07). Tutorial workshop sessions in digital design tools will be provided as needed.

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 and laser printing.

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 means 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 from time to time.

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 assessment 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; (5) passion, commitment, dedication and work ethic.

All requirements and deadlines must be completed in a timely manner. *Expect a substantial reduction of your grade for late or incomplete work.* Extensions to due dates will not be granted. 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)** 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 on schedules, deadlines and other requirements, see project statements, handouts, or web postings by your studio instructor.