ARC 3324, Design 3.1, 5 credits.

The important issues from the first two years of design are revisited within the context of small buildings or building complexes with multiple uses and specific sites with distinctive site features. Design exercises are structured to allow for teaching design processes and to ensure that students engage all issues of a project. Students develop alternative responses to important design issues and the evaluate these alternatives.

Course Goals & Objectives:

To understand the fundamental of visual perception and the principles and systems of ordering that inform two-and three-dimensional design, architectural composition, and urban design.
To understand the theories and methods of inquiry that seek to clarify the relationships between human behavior and the physical environment.
The ability to design both site and building to accommodate individuals with varying physical disabilities.
The ability to respond to natural and built site characteristics in the development of a program and the design of a project.
The ability to use precedents in architecture projects.

Student Performance Criterion/a addressed:

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

A.7 Use of Precedents
Ability to examine and comprehend the fundamental principles present in relevant precedents and to make choices regarding the incorporation of such principles into architecture and urban design projects.

Topical Outline:

Design Process  40%
Research/precedents  20%
Typologies  20%
Theory  10%
Presentation Skills  10%

Prerequisites:

Admissions to Upper Division

Textbooks/Learning Resources:

Ching Francis, Reinhold Norstrand Van, Building Construction Illustrated, N.Y. latest edition

Offered:

Fall only; annually

Faculty assigned:

Michael Alfano (F/T)  Derek Ham (F/T)
Enn Ots (F/T)  Edward White (F/T)