ARCH 202 – DESIGN SKILLS
Instructor: Assistant Professor Daisy-O’lice I. Williams
CRN, 3 credits, Pass/No Pass grading option only
Winter 2010, Tues. & Thurs. 8:30 to 9:50 am, Room TBA
Office hours: By Appointment
Graduate Teaching Fellows: TBA
Catalog Description: Introduction to basic design processes, methods, and media.
Prerequisites: ARCH 201 or IARC 204. All students should be concurrently enrolled in Arch 283.

This course is an introduction to architectural media for the beginning design student. While it will cover an overview of ideas (theories) and devices (practices and methods) that shape architectural representation, its emphasis will be on communication through two-dimensional media. Topics will include: orthographic projection, one and two-point perspective, freehand drawing, diagramming, speculative sketching, drafting, collage, and presentation layout.

The underlying assumption of this course is that representational practices in architecture influence the nature of architecture itself. Therefore, the subject matter used in the various exercises will be both existing buildings and in-process Arch 283 design studio work in which students are concurrently enrolled.

The delivery of the course is a combination of lectures and discussions, demonstrations, online video tutorials, in class workshops, and out of class projects. Instructor and GTFs will introduce drawings skills, provide practice exercises, and offer help and feedback for skills development. Some of the events to take place in this course include:

- Freehand sketching indoor and outdoor
- 2D Drawing: technical (precise) and gestural
- Rendering
- Image editing
- 2D Drafting: manually and digitally
- Mixed media collage
- Scanning/digital photography
- Printing/plotting

On successful completion of this course, students should be able to:

- DRAW natural and built environments from observation
- DEVELOP architectural design ideas using multiple drawing techniques
- CONSTRUCT simple three-dimensional drawings from the imagination
- PRESENT architectural spaces following standard graphic conventions

TEXT REQUIREMENT


SOFTWARE REQUIREMENT*

- Adobe Creative Suite CS5 (we will mostly use Adobe Photoshop, and Adobe Acrobat)
- AutoCAD 2011 or higher

MATERIALS LIST FOR FIRST CLASS MEETING

- Sketchbook: This can be the same sketchbook as you use for studio. You will use your sketchbook for note taking.
- 5” x 7” Index Cards BLANK with NO LINES (you will need them every class)
- Drawing Pencil: Berol 314 Draughting pencil is a good soft lead pencil
- Pencil Sharpener – light weight and enclosed to catch lead wood debris
- Drawing Pen: You may use a pen from your set of technical pens required in studio. However a rolling ball Pilot Precise Pen (fine or extra fine) is equally acceptable. Ballpoint pens of any kind are not acceptable.

*Per departmental policy, students are not required to have a computer until the spring term of their first year. All assignments and course work reliant upon digital media will be crafted and assigned in such a way that students may complete the assignments using the A&AA Labs operated by Computing Services. Should any student decide to purchase a laptop or software for use in this class please refer to the specifications listed by the department at the following link: http://aaa.uoregon.edu/computing/purchasing/student