The primary goal of this course is to help students improve their ability to make “loaded” drawings that move beyond utility by engaging narrative. In other words, we will consider drawings not for the purpose of making buildings—but for building ideas. The subject matter for these ideas will be “place”. We will use drawings to tell the story of two types of places:

**Observable place:** workshops will help students document and record actual spaces around them. Some fieldtrips for sketching in the site will be required.

**Imagined place:** workshops will ask students to represent the fictional environment of future Detroit characterized in the sci-fi short story *Stochasti-City* by Tobias S. Buckell. By deconstructing techniques of “world-building” used in the genre of science fiction, students will have the opportunity to apply them to designs of their own making.

The term will consist of weekly hand drawing and mixed-media tutorial exercises that feed into interim projects. At the end of the term, students will be asked to submit a summary of their drawings in portfolio form.

Software and techniques used by this course include: digital drawing (Adobe Illustrator), digital collage (Adobe Photoshop), hand drawing (pen and ink, charcoal), and digital modeling (Rhino and/or Google SketchUp). A basic proficiency with most of these tools is expected, though workshops will be structured to provide tutorial as needed.

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"Architects with their drawings participate in the praxis of world-making"

--Marco Frascari