ARCH 202 – DESIGN SKILLS
Instructor: Asst Prof. Daisy-O’lice I. Williams
CRN, 3 credits, Pass/No Pass grading option only
Winter 2014, Tues. & Thurs. 10:00 to 11:20 am, Room TBA
Graduate Teaching Fellows: Abbey Woods
Media Coaches: 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.

COURSE DESCRIPTION
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 in ‘manual’ and ‘digital’ environments. 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, GTF, and Media Coaches 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: manually and digitally
- Image editing
- 2D Drafting: manually and digitally
- Mixed media collage
- Scanning/digital photography
- Printing/plotting

REQUIRED TEXT

RECOMMENDED TEXT
- Lorraine Farrelly, Basics Architecture: Representational Techniques, AVA Publishing 2008
  ISBN: 9782940373628

HARDWARE REQUIREMENT
It is strongly recommended that you purchase the appropriate laptop/desktop by the start of the course. Please refer to the specifications listed by the department at the following link: http://aaa.uoregon.edu/computing/purchasing/student

SOFTWARE REQUIREMENT
Please refer to the specifications listed by the department at the following link: http://aaa.uoregon.edu/computing/purchasing/student
The following software should be installed and running BEFORE the start of the course:
- 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. It will be used for note taking.
- 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.