

Mondays/Wednesdays/Fridays: 1:50 – 5:10

Studio Location: ARCA 400AB

ARCH 602 Design Fundamentals II -- Instructor: Meg Jackson

Course Description

Further development of verbal, graphic, research and critical thinking skills through architectural design projects, with emphasis on basic understanding of major philosophical doctrines and their influence on architectural theory; studies of place-making, space, form and order; knowledge of world views, formal spatial manipulations and design vocabulary. Prerequisites: ARCH 601, 610, 612 or approval of instructor.

Course Objectives

This course examines the intersection between abstract and formal principles, determinants (scale, dimension, light, etc.), external factors (site, program, environment, time, culture), and process, as well as the role of structure, media, materials and craft. Emphasis will be placed on developing a process as a means of generating design. The students will complete a series of rigorous design exercises which will culminate into a tectonic project that focuses on an investigation of these dynamic relationships in an architectural context.

Course Content

A typical semester will involve a series of related design projects that will challenge the students intellectually as well as visually to demonstrate their understanding of design. **The solution presented at the conclusion of each project and the entire processes of development of each project are of equal importance.** As part of the course, the students will learn to establish a rigorous design process in order to generate innovative design solutions. Detailed information on each design project will be given out over the course of the semester.

Class Policies

1. Attendance is mandatory. Students are required to attend all classes and are expected to participate in the class discussions and critiques. Rules concerning excused absences may be found at <http://student-rules.tamu.edu/rule7.htm>.
2. If a student is not meeting with the instructor, he/she is to be working on studio project at desk. Permission is needed to leave the studio area during assigned studio hours. Necessary supplies and tools must be brought to class before the studio session.
3. Assigned due dates are final; no extension. Because it is important to evaluate projects as peers, any design project must be submitted on time to receive credit. Incomplete assignments should be submitted and should receive a proportionally reduced grade. Students with valid and documented excuses should make arrangements with the instructor prior to the due date. See the University Rules and Regulations concerning attendance.
4. Laptop use in studio is permitted as long as work is directly related to studio project. Cell phone must be turned off or kept on mute and must not be answered or used during the studio hours. Internet use during the assigned studio hours is only permitted with the instructor's permission + under certain circumstances. No radios, headphones, personal email or instant messaging devices are to be used during class.

Grading System + Evaluation

5. Grading

Grades will be based 80% on studio work, 20% on class participation. In addition to regular pinups and juried presentations, there will be a midterm meeting with the instructor to evaluate each student's work in the studio. A final digital portfolio will be used to evaluate your semester's work. The instructor will also consider the student's interest, motivation, effort, creativity, critical thinking, proficiency + overall development or improvement during the semester in determining the final course grade. Completed projects will be graded on the basis of degree of exploration, innovation, thoughtfulness and thoroughness.

A (Excellent) -- Student's work is of exceptional quality + craft. The final presentation material demonstrates a depth of understanding of the process of design. This student is articulate both verbally + visually + has developed a strong ability to conceptualize, think critically + independently. This student has allowed himself/herself to explore + experiment therefore defining one's own process.

B (Good) -- Student's work shows above average understanding + clear potential. All project requirements are fulfilled + clearly presented. Each project has been executed with effort + attention to craft. This student's final presentation reflects a clear + strong development of process.

C (Fair) -- Student's work meets minimum objectives of projects + demonstrates main issue of the process. The final evaluation shows normal + average understanding + effort.

D (Poor) -- Student's work shows limited understanding +/or effort. Minimum project requirements are not met.

F (Failure) -- Student's project + process is unresolved, incomplete, +/- or unclear. Minimum project requirements are not met, and student's work shows lack of understanding +/- or effort.

Studio Culture at Texas A&M University: Policy Statement:

All students, faculty, administration and staff of the Department of Architecture at Texas A&M University are dedicated to the principle that the Design Studio is the central component of an effective education in architecture. They are equally dedicated to the belief that students and faculty must lead balanced lives and use time wisely, including time outside the design studio, to gain from all aspects of a university education and world experiences. They also believe that design is the integration of many parts, that process is as important as product, and that the act of design and of professional practice is inherently interdisciplinary, requiring active and respectful collaboration with others.

Academic Integrity Statement and Policy *"An Aggie does not lie, cheat or steal, or tolerate those who do."*

Americans with Disabilities Act (ADA) Policy Statement The Americans with Disabilities Act (ADA) is a federal anti-discrimination statute that provides comprehensive civil rights protection for persons with disabilities. Among other things, this legislation requires that all students with disabilities be guaranteed a learning environment that provides for reasonable accommodation of their disabilities. If you believe you have a disability requiring an accommodation, please contact Disability Services, in Cain Hall, Room BI 118, or call 845-1637. For additional information visit: <http://disability.tamu.edu>.

Studio Work

Introduction:

The studio is a laboratory for invention and experimentation. Studio work will consist of a series of diverse yet cumulative projects which explore dynamic relationships in three dimensions and focus on the process of making. Emphasis will be on the development of critical thought as opposed to prescribed outcomes. Students will be exposed to a variety of design strategies, critical architectural ideas, analytical techniques and graphic tools, including software. Studio work and individual desk conferences will be supplemented with class lectures, software tutorials and group presentations.

Studio: Students are to meet in the studio location during the assigned studio times. Collaborative class participation is essential. The studio environment encourages collaboration and for this reason, all work shall be done in the studio. It shall be the responsibility of each student to be available during studio hours and to have sufficient work completed to receive criticism.

Departmental Lecture Series: Students are encouraged to attend the departmental lectures.

General Requirements:

- Design Journal: 5x8" format blank artist sketchbook
- Supplies and Tools for model making
- Computer Software: Auto Cad and 3D Studio Max are provided for free by the school. Rhino is available on lab computers and although not provided, a 30-day free trial is available online. Photoshop and Illustrator highly recommended.
- A digital portfolio (CD/DVD) of all studio work and model photography will be required to be submitted at the end of the semester.
- Woodshop Orientation/Laser Cutter Orientation should be completed before the second week of class.

Projects: Studio work will consist of a series of diverse yet cumulative projects including team and group exercises.

Project Specifics: Project specifics and requirements will be handed out in class.

Readings and Research: Readings which serve to re-enforce the theoretical underpinnings of the studio and individual projects, will be required and will be discussed in the studio. As part of each project phase, theoretical and/or historical texts will be required. Research is critical to the development of the project. Students will use research as the basis for design decision making. Precedents, projects and architects mentioned in studio must be researched before the next class period. The internet provides valuable initial information from which to begin research. As such, it does not constitute formal research.

Studio Schedule: (Content may change at the discretion of the instructor.)

Week 1 (Week of January 18th):

W: Introduction, studio syllabus

F: Department-wide design day

Week 2 (Week of January 25th):

M:

W:

F:

Week 3 (Week of Feb. 1st):

M:

W:

F:

Week 4 (Week of Feb. 8th)

M:

W:

*F:

Week 5 (Week of Feb. 15th):

M:

W:

F:

Week 6 (Week of Feb. 22nd):

M:

W:

*F:

Week 7 (Week of March 1st):

M:

W: Midterm Meetings

F:

Week 8 (Week of March 8th):

M:

W: Portfolio Requirements Given

*F:

March 15th – March 21st --- SPRING BREAK

Week 9 (Week of March 22nd):

M:

W:

F:

Week 10 (Week of March 29th):

M:

W:

F: NO CLASSES

Week 11 (Week of April 5th):

M:

W:

F:

Week 12 (Week of April 12th):

M:

W:

*F:

Week 13 (Week of April 19th):

M:

W:

*F:

Week 14 (Week of April 26th):

M:

W:

*F:

Week 15 (Week of May 3rd):

Monday May 3rd: FINAL REVIEW (time to be announced) – TENTATIVE

Wednesday May 5th: FINAL PORTFOLIO DUE + Class Wrap Up + Studio Clean Up -- TENTATIVE