

Number & Title of Course:

ARCH 2000 Design I: Foundation, 4 credits

Course Description:

Introduction to basic principles of architectural design. Areas to be explored include: design theory, methods and processes; presentation drawing techniques; fundamentals of model making; and the application of the above to actual design projects.

Course Goals:

To expand the student's skill by providing:

- A series of increasingly complex studies focusing on the arrangement of mass, space, and light to communicate human values.
- A series of increasingly complex studies focusing on graphic presentation
- A series of lectures by the instructor exploring various design theories and methodologies.
- Introduction of skills needed by the student to complete the requirements for the Design II portfolio.
- A formal presentation of the semester's work by the student.

Course Objectives:

- produce models and drawings that demonstrate an architectural concept such as unity, transformation, dialogue, or volume.
- explain how an architectural concept is represented in his/her project.
- develop the rudiments of his/her design methodology.
- represent a three-dimensional idea using a two dimensional medium.
- design increasingly complex models and drawings that focus on the arrangement of mass, space, and light to communicate human values.
- create models and drawings that reflect consistency of process and product.

Student Performance Criterion addressed:

A.2. Design Thinking Skills

Topical Outline:

Spatial Organization (25%) Ordering Principles (25%)

Precedential Investigation (15%) Modeling, Graphic Representation (35%)

Prerequisites:

ARCH 1050 Design Fundamentals II, ARCH 2060 Building Technology I – *Co-Requisite*

Textbooks/Learning Resources:

Francis Ching, *Design Drawing*

Francis Ching, *Form Space and Order*

Sketch Book, Modeling Supplies

Offered:

Fall, Annually

Faculty assigned:

Kirk L Morphew, Professor of Architecture