

Number & Title of Course:

ARCH 3000 Design III: Site, 6 credits

Course Description:

This course is a continuation of the design sequence, emphasizing synthesizing pragmatic issues of the site, context, and envelope with basic design theory.

Course Goals:

- Emphasize the application of fundamental design principles of architectural planning and design as considered through a small to intermediate structure.
- Begin exploration of the relationship of the site and relevant context issues through the investigation of architectural form-making.
- Develop a fundamental understanding of the nature of materials and the appropriate application to built form.

Course Objectives:

- Given program requirements, students should be able to create 2 and 3-dimensional project studies that organize architectural spaces.
- Students should be able to represent through graphic media and 3-D modeling, interior and exterior spaces; material expressions and the relationship of the building to the physical site.
- Using appropriate software and/or physical media, students should be able to demonstrate an intermediate level of graphic and modeling skills necessary to convey their eidetic vision.

Student Performance Criteria addressed:

A.4. Architectural Design Thinking Skills

B.2. Site Design

Topical Outline:

Spatial Organization (20%) Ordering Principles (35%) Codes and Guidelines (5%)

Material Investigation (15%) Precedential Investigation (10%) Modeling, Graphic Representation (15%)

Prerequisites:

ARCH 2050 Design II: Foundation. ARCH 2020 Architectural History II

Textbooks/Learning Resources:

Classic Readings in Architecture;

Stein, Sprecklemeyer; 508pp., McGraw Hill, Fairmont State University; 1999

Building Construction Illustrated; Ching, John Wiley and Sons, 2014

2-D/3-D computer software, Sketch Book, Modeling Supplies

Offered:

Fall, Annually

Faculty assigned:

Philip M Freeman, Associate Professor of Architecture