

Number & Title of Course:

ARCH 4050 Design VI: Build, 6 credits

Course Description:

This course examines the relationship between the design process and the act of building. Concept and reality are studied, resulting in a built architectural object.

Course Goals:

- The primary goal is to explore the synthesis between the architect's vision and the limitations and possibilities inherent in the reality of building.
- To communicate architecture as an arrangement of mass, space and light that express human values.
- Demonstrate design methodology through representation and presentation.

Course Objectives:

- Students should be able to apply architectural principles to a design problem that resolves both the abstract and pragmatic concerns of the various conditions.
- Students should be able to apply a working knowledge of material appropriateness and assembly.
- Students should be able to create models and drawings that reflect consistency of process and product.
- Students should be able to apply applicable model codes, standards, and guidelines to a design problem.

Student Performance Criteria addressed:

B.4. Technical Documentation

B.8. Building Materials and Assemblies

Topical Outline:

Codes and Guidelines (10%) Design and Building (50%) Modeling (40%),
Graphic Representation (10%)

Prerequisites:

ARCH 4000 Design V: Technology

Textbooks/Learning Resources:

Readings from selected Texts

Building Construction Illustrated; Ching, John Wiley and Sons, 2008

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

Offered:

Spring, Annually

Faculty assigned:

Josh Frick, Adjunct Assistant Professor of Architecture (Spring 2017)

Kirk L Morphew, Professor of Architecture (Spring 2016)