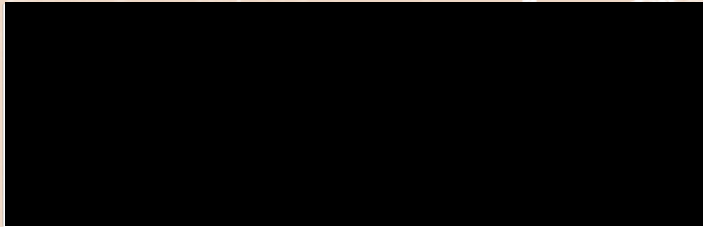# Kevin's General Class Information

Kevin's Background & Interests

Architecture

Computer Technology in Architecture

Saving the Planet 😊

Kevin's Commitment to Students

Be as fair as possible

Lead the class in learning activities

Help each student stretch to higher levels

Provide as much *fun* as possible

Kevin's Expectations of Students

Perfection / Professionalism in all
assignments and activities

Thirst for knowledge (B and A students)

Keep track of own assignments without
being asked or reminded

Attend every day or get notes

Responsible for everything covered

Late Homework

Accepted
Penalized up to 20% for every 24 hours

Grading

An E grade is what a student is entitled to

A = Perfect / Exceptionally Above Req.
B = Very Good / Above Req.
C = Good / Meets Req. (industry standard)
D = Fair / Not Too Good / Below Req.
E = Failing / Poor / Far Below Req.

Final Grade Percentage Breakdown

There is a fair breakdown of homework,
projects, pop quizzes, exams, etc.

Electronics

Please be respectful with the use of all
electronics. Place Cell phones on mute
so any calls don't disturb the class, etc.

Classes Canceled?

To be sure classes are canceled for snow or
any reason, call 957-4636

Emergency Procedures

Take West stairs and meet outside Tech
Building. Assist those in need.

College Syllabus

Check CANVAS College Syllabus for SLCC
policies, etc.

Design Workshop Course Syllabus
Arch 1510

Course Description

Study of basic visual/graphic design principles such as Abstract Objects & Structures, Concrete Objects & Structures, Activities, and Relations applied in abstract 2D & partial 3D design projects

Study of the design process

Study of presentation and jury critiques

Course Goals

Develop skills at creative problem solving and designing layouts and simple forms/volumes

Develop skills in the creating physical representations of your designs

Push the edge and stretch creativity and thought

Develop an appreciation for existing architectural design and its influence

Course Objectives

Able to perform various objectives to demonstrate knowledge and expertise in the topics covered such as:

Creative design process

Professional verbal presentation of ideas

Professional participation in critique and analysis of others' design work

Professional craftsmanship in drawing, making and building in different media

Critical design analysis and diagramming

Course Methodology

Lectures – approximately 2 hours a week

Lab – approximately 3 hours a week

Application of principles through projects

Design projects will build on each other and will incrementally add design principles to student's repertoire

Time Commitment / Expectations

Students should plan for at least 4 hours of homework each week

Drawing, Making & Modeling take longer than anticipated and should be accounted for by analyzing actual required time to personally complete projects and budget accordingly

Assignments / Projects / Exams

Pop Quizzes & exams (Rarely occur)

See Canvas for various design and research assignments and schedule. Note that things can change, so check Canvas often or have it alert you when changes are made

Books

Required:
Visual Grammar by Christian Leborg
ISBN 978-1-56898-581-7

Supplies

Sketchbook/Design Journal – any type/size
18"x24" (or similar) Cutting mat
18" or 24" metal straight edge-cork backing
Cutting knife
Modeling & Presentation materials and supplies as described in class for various assignments. May include poster board, mat board, rubber cement, gouache, paint, etc.
Drawing supplies (pencils, inks, etc.)