



TEXTBOOK:

Visual Grammar; Christian Leborg
 Architecture: Form, Space & Order, Francis Ching

PREREQUISITE: ARCH 1510 Architectural Design Workshop

COURSE DESCRIPTION:

Design Workshop II will build on Architectural Design Workshop I and will reinforce the same design process of iteration and exploration. The course will focus on 3-D design, introduction to basic elements of form, ordering principles, concept of scale, material selection and control, the role of light in design, and an understanding of design in our experience at human scale.

COURSE LEARNING OUTCOMES:

| <p>Course Objectives Salt Lake Community College is dedicated to enhancing the overall educational experience for all students through CWSLOs (College-Wide Student Learning Outcomes). This course will incorporate all CWSLOs with specific emphasis on 1, 2, 3, 4, 6, & 7.</p> | <p>ARCH 2610 COURSE LEARNING OUTCOMES STUDENTS WILL DEMONSTRATE COMPETENCY IN THE FOLLOWING THROUGH THE SUCCESSFUL COMPLETION OF THIS COURSE:</p> | <p>*Refer to the SLCC SLO's Key</p> |
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| | <p>Understand the iterative and non-linear design processes</p> | <p>1,2,4,5,6,7</p> |
| | <p>Understand relationships between drawing and meaning, and how designers create intention in design projects</p> | <p>1,2,4,5,6,7</p> |
| <p>SLCC College-Wide Student Learning Outcomes (CWSLOs)</p> | <p>Demonstrate an ability to gather and process information, also known as research methods</p> | <p>1,2,4,5,6,7</p> |
| <p>1. Acquire Substantive Knowledge 2. Communicate Effectively</p> | <p>Demonstrate and understanding of the Basics of Design Pedagogy: the purpose of juries, desk critiques, and using the studio as a learning tool.</p> | <p>1,2,4,5,6,7</p> |
| <p>3. Develop Quantitative Literacy 4. Think Critically and Creatively</p> | <p>Understand, demonstrate, and visualize through 2D + 3D representation the design idea of 3D composition</p> | <p>1,2,4,5,6,7</p> |
| <p>5. Civic Engagement 6. Work Professionally and Constructively</p> | <p>Understand, demonstrate, and visualize through 2D + 3D representation the design idea of Material Articulation</p> | <p>1,2,4,5,6,7</p> |
| | <p>Understand, demonstrate, and visualize through 2D + 3D representation the design idea of form and basic ordering principles, creating a</p> | <p>1,2,4,5,6,7</p> |

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| 7. Develop Computer and Information Literacy | framework of human experience at the scale of the human body that considers movement and time | |
| 8. Lifelong Wellness | | Understand, demonstrate, and visualize through 2D representation design ideas of composition in the form of a portfolio |
| | | 1,2,4,5,6,7 |

COURSE INTRODUCTION + METHODOLOGY:

This course is taught in a lecture/lab format and will generally consist of (5) hours per week. Our time spent in class will consist of:

Lectures – approximately 3 hours a week

Lab – approximately 2 hours a week

This is a studio course so much of our class time will be spent engaged in the process of design. We will discuss each project briefly on the day it is assigned. Not all of the information we will discuss will be in writing, so it is imperative that students are present for these assignments. There will be several projects over the course of the semester, we will have a ‘review’ for each project on the date it is due with the Final Review at the end of the semester. Each week we will have desk-crits, where the instructor meets with each student individually; and pin-ups, where the students hang up their work for group discussion. (On pin-up days, the work should be hung on the wall no later than the start of class).

Students should always come to class prepared to work, with all relevant materials. The excuse that materials or process has been left at home will not be acceptable and failure to make good use of studio time will reflect poorly on your grade for the semester. In addition to the projects, you will be required to keep a sketch-book and complete the assigned readings.

COURSE WEB PAGE: 

ARCH 2610 Canvas web site (accessed through MyPage)

ARCH 2610 Syllabus is available on the Canvas website.

REQUIRED SUPPLIES

- Sketchbook, as needed for projects and homework
- 8”x 24” Cutting mat
- 18” or 24” metal straight edge-cork backing
- Modeling equipment (knife, glue gun, etc.)
- Modeling materials (foam core, clay, wood, plastic, metal, etc.)
- Presentation boards (cardboard, chip board, foam core, etc.)
- Spray mount and mounting supplies (small mounting roller)
- Drawing supplies (pencils, inks, etc.)
- Flash drive, hard drive, or similar

COURSE EVALUATION:

The basis for grading all homework assignments, quizzes, drawings, projects, and the final grade in this course will be based on the following percentages:

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| 92 - 100% | A | 72 - 77% | C |
| 90 - 91% | A- | 70 - 71% | C- |
| 88 - 89% | B+ | 68 - 69% | D+ |
| 82 - 87% | B | 62 - 67% | D |
| 80 - 81% | B- | 60 - 61% | D- |
| 78 - 79% | C+ | 59 and below | E |

COURSE PERFORMANCE EVALUATION STANDARDS:

Your projects will be evaluated by the instructor after each final review. Evaluation will be based significantly on the design process that has led you to each final solution. Evaluation is not based on the instructor's personal taste or preference, but according to fundamental design principles that we will discuss in class. Craft will also be an important aspect in evaluation of your work. You will be provided a written or verbal evaluation. Before final grading of your project you should seek criticism and evaluation of your work from the class instructors. You should also discuss your work with your fellow classmates so that you can evaluate their approach to the problem's design issues and compare their ideas with your own. If in discussion with the class instructor, you have received favorable responses regarding your project before its final due date you should not construe these positive responses as a resolution of

your design project or an indication that you may cease your investigation about the design problem. Failure to develop your project to the fullest extent may result in a lower grade.

All grades will relate directly to your work and your demonstrated ability to:

- Analyze and interpret the design problem.
- Develop the design criteria.
- Learn and apply the necessary knowledge and skills to solve the design challenge.
- Create design proposals that appropriately address the design issues under investigation.
- Develop a clear design process demonstrating ability to critique your strategies and results.
- Communicate your design ideas clearly through your work process and the final design solution.

You must develop an acceptable technical level of craftsmanship in the production of your projects. Acceptable craftsmanship of the physical project makes it possible for you to articulate your design ideas clearly and succinctly.

Class performance may influence the final semester grade.

Evaluation of project will be weighted as follows:

Assignments 50%

Final Project 25%

Attendance + Class Participation: Professionalism 25%

LATE WORK POLICY:

Late work will be accepted for this course; HOWEVER, it is extremely discouraged. Assignments may be up to 5 days late and will not be accepted after 5 days. For every day an assignment is late, 10% will be deducted, in addition to any down-grading that may happen when the assignment is graded.

PARTICIPATION & ATTENDANCE:

Attendance is mandatory. Any extenuating circumstances should be discussed with the instructor. This class begins promptly, AND if you are more than 30 minutes late, you will be counted as absent. Participation in class is defined as attending, being attentive to the lecture, asking questions to clarify any subject matter that you do not understand, and being respectful of our class environment. This also means that you will be required to stay for the ENTIRETY of all class and individual critiques, or you will lose points.

You will receive BOTH attendance points and participation points for each class that you attend.

If you are caught TEXTING or USING YOUR LAPTOP INAPPROPRIATELY in class, you will lose your participation points for the entire day (this will show up as a LATE mark on your attendance in canvas). **I will not say anything to you about texting, however, if I see you doing it, you will automatically lose your points. These points CANNOT be made up.**

ACADEMIC ETHICS:

Students shall maintain academic ethics and honesty; therefore, the following activities are specifically prohibited:

- Cheating, this includes but is not limited to:
- Copying another student assignment THIS ALSO MEANS starting a digital assignment using another student's digital file;
- Using materials during a test not authorized by the person giving the test;
- Collaborating with any other person during a test or project without authority;
- Knowingly obtaining, using, buying, selling, transporting, or soliciting in whole or in part the contents of any test, without authorization of the appropriate official;
- Soliciting or receiving unauthorized information about any test;
- Substituting for another student or permitting any other person to substitute for oneself to take a test. Plagiarism, which is the unacknowledged (uncited) use of any other person or group's ideas or work. This includes purchased or borrowed papers;
- collusion, which is the unauthorized collaboration with another person in preparing work offered for credit;
- Giving, selling or receiving unauthorized course or test information;
- Using any unauthorized resource or aid in the preparation or completion of any course work, exercise or activity; or Infringing on the copyright law of the United States which prohibits
- it's the making of reproductions of copyrighted material except under certain specified conditions.

EVACUATION PROCEDURES AND CLASS CLOSURES:

In case of an emergency, please walk to the nearest exit down the stairs on the West side of the Technology Building and meet on the lawn in front of the College Center sign. Take any valuable possessions with you.

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

COURSEWORK:

All projects will be given feedback during process in studio, during critiques, and in more formal reviews at the completion of each project.

Our semester will consist of the four following Design Problems:

Readings/Sketchbook/Participation

Design Problem 3: Body + Time Project

Design Problem 1: 3D Composition

Design Problem 4: Portfolio

Design Problem 2: Material Articulation

All assignments will be POSTED on CANVAS, and ALL ASSIGNMENTS will be turned in digitally ON CANVAS unless you are specifically directed otherwise.

SCHEDULE:

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| WK 1 | M Introduction + Syllabus Project 1 Introduction | W Indesign + Photoshop |
| WK 2 | M NO CLASS – MLK JR DAY | W Work day/Desk Crits |
| WK 3 | M Project 1 Mid-Review | W Work day/Desk Crits |
| WK 4 | M Pin-Up , desk crits | W Work day/Desk Crits |
| WK 5 | M Project 1 Review, Project 2 Intro | W Shop Orientation, Illustrator |
| WK 6 | M Work day/Desk Crits | W Work day/Desk Crits |
| WK 7 | M NO CLASS – PRESIDENT’S DAY | W Work day/Desk Crits |
| WK 8 | M Work day/Desk Crits | W Work day/Desk Crits |
| WK 9 | M Project 2 Review, Project 3 Intro | W Work day/Desk Crits |
| WK 10 | M Work day/Desk Crits | W Work day/Desk Crits |
| WK 11 | M NO CLASSES - SPRING BREAK | W NO CLASSES - SPRING BREAK |
| WK 12 | M Work day/Desk Crits | W Work day/Desk Crits |
| WK 13 | M Project 3 Mid Review | W Desk Crits, Project 4 Intro |
| WK 14 | M Pin-up, desk crits | W Work Day/Desk Crits |
| WK 15 | M Project 3 Final Review | W Desk crits (P4) |
| WK 16 | M Project 4 Due (submit digitally) | |

HOLIDAYS + CLASS CANCELLATIONS:

15 January - Martin Luther King Jr Day - No Classes
 19 February - Presidents Day - No Classes
 19-23 March - Spring Break - No Classes

26 April - Last Day of Classes 27 April - Reading Day
 30 April - 4 May - Finals Week
GRADES WILL BE AVAILABLE May 9th