INSTRUCTORS

Section 1: Matthew Shea, Assistant Professor CTT and Associate Chair (514)
Section 2: Ken Renaud, Lecturer (502)
Section 3: Jordan Gravely, Lecturer (502)

COURSE DESCRIPTION

The first of two elemental design studios focused on the language of design, organizational and spatial systems and principles as well as on analog and digital methods of visualizing architectural ideas and forms. Co-requisite: ARCH 5510 Architectural Graphics.

DESIGN METHODOLOGY

The design of buildings can be viewed in a number of ways. First, it can be seen from the perspective of the historical record of production – the lines, shapes, and masses of past buildings and urban artifacts – interpreted according to various aesthetic canons, social circumstances, and technical opportunities. Second, it can be examined for its conformity with theoretical prescriptions of what constitutes “proper” architecture and “good” design. Third, its study can take the form of observing what designers do and how they undertake their tasks. Seen in this last way, design has often occupied an ambivalent position, being characterized as either a form of fine art or a form of technical science. From all perspectives, however, design appears to be a fundamental means of inquiry by which man realizes and gives shape to ideas of dwelling and settlement. Furthermore, design is a practical form of inquiry insofar as it is concerned with making and a certain commonplace usefulness, quite apart from its more esoteric benefits.

Andrew Harrison (1978)

The above statement summarizes but a few of the vast number of issues to be confronted in architectural design. Specific design approaches are based on broader concepts that will be addressed over a student’s entire architectural formation. These concepts guide the design process as critical issues and interrelationships emerge, informing the general shape and configuration of a project. Of utmost importance is the designer’s ability to skillfully parse and evaluate these issues. Thus, initial manipulations of fundamental architectonic elements will be the focus of the first year design curriculum. The issues that present themselves, and the consequent manipulations, are most often related to the building’s site and context, the functional organization of its internal spaces, and the means by which the building systems promote or impede the project’s formal architectonic ordering.

‘I hear ... I forget. I see ... I remember. I do ... I understand.’

Confucius (circa 500 BC)
The design process is an iterative activity, slowly and repetitively moving a project forward - sometimes even by backtracking - to finally resolve the interrelated constraints and achieve the desired results and refinements. To carry out the process the designer employs a series of drawings and models projecting architectural ideas and forms. Each becomes increasingly more precise and rich. A high level of craft is essential to the success of the work. The entire process requires students’ dedication, rigor, and enthusiasm.

**NAAB STUDENT PERFORMANCE CRITERIA**

**EXCELLENT**
- Concepts support an understanding and ability to analyze and explore the intentions of the assignment.
- Arrangement and relationships of parts demonstrate a clear and comprehensible design process.
- Primary, secondary and tertiary ordering systems are legible and well resolved.
- Design is well developed and resolved at multiple scales.

**PROFICIENT**
- Concepts adequately support the intentions of the assignment.
- Arrangement and relationships of parts are intentional but could be further studied and developed as a design process.
- Primary, secondary and tertiary ordering systems are legible.
- Design may only be explored at one or two scales.

**EMERGING**
- Concepts are unresolved and do not support the intentions of the assignment.
- Arrangement and relationships of parts do not address the development of a design process.
- Primary, secondary and tertiary ordering systems are not clearly legible.
- Design is not explored at more than one scale.

**LEARNING OUTCOMES**

As a result of taking the first two studios the student will understand the following ideas and perform the following tasks:

- Understand basic architectural design terms;
- Understand and Able to derive at least three formal ordering systems;
- Able to willfully apply organizational systems and principles to formal and spatial constructs;
- Understand and Able to draw conventional architectural drawings;
- Able to build architectural models;
- Prepared to build upon these ideas and skills in future studios.
PROJECT SEQUENCE

The semester will be divided into three segments. The first two will focus on subtractive-stereotomic studies and additive-tectonic studies in order to investigate different formal and spatial organizational systems and principles are derived given the different morphological methodologies. Through an iterative process of making and analyzing, students will use specified organizational principles, systems, and operations to design an architectonic artifact. The first two studies are abstract and not oriented and as such should be considered from all sides. These studies will inform the final phase of the semester, the hybrid-occupied segment. Through a process of diagramming, analyzing and morphing these studies, the latent architectural opportunities are exposed and leveraged in an architectural design that addresses specific architectural issues such as: procession, vista, threshold, etc. and will take into account gravity, scale and occupation.

PROJECT VALUES

Precedent Studies 10 %
Architectonic Studies 80%
Final Presentation 10 %

Total 100 %

All three Precedent Studies and Architectonic Projects will be graded based upon the following percentages:
Depth of Inquiry 30%
Strength of Idea 30%
Quality of Execution 30%
Quality of Presentation 10%

Total 100%

The Final Presentation will be graded based upon the following percentages:
Completeness of Presentation 25%
Coherence of Presentation 25%
Conciseness of Presentation 25%
Use of models and Drawings 25%

Total 100%

GRADING

Students will receive a grade at the end of each project during the semester. The final grade will take into consideration all assignments during the project. Late work will receive one grade reduction for every day it is late. Any student who fails to turn in homework and projects will receive either a zero or an F for the work missed. Team projects will be carefully assessed for each student’s participation. The final grade will average the project grades taking into consideration the amount of semester time that was spent on each project. The grading scale is as follows:

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<tr>
<th>Grade</th>
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<tr>
<td>A</td>
<td>100 – 94</td>
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<td>F</td>
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*All students enrolled as majors in the architecture programs are expected to maintain at least a B average in all work attempted while enrolled in the College of Architecture and Planning. The minimum passing grade recognized by the faculty of the architecture program for classes in the program curricula is a B-. The faculty will, however, allow a student who has received a C+ in a required design studio to register for the subsequent studio in the sequence. The student must earn a minimum grade of B in that studio in order not to have to repeat the studio in which the C+ was received.
If, for any reason, you receive a grade, which you feel is unfair, you have several avenues open to you. First, see your studio instructor and ask for an explanation. He or she will try to explain the reasoning behind the grade. If you are not satisfied with the explanation, you are entitled to pursue the “GRADE APPEAL PROCESS” as outlined at: http://www.ucdenver.edu/academics/colleges/ArchitecturePlanning/discover/Documents/Policy-Student%20Grade%20Appeals%206-26-07.pdf. Though not a formal part of the process, you or your instructor may seek assistance with the University Ombuds Office for “informal, impartial, and confidential dispute resolution services.” You can contact them via their website at: http://www.ucdenver.edu/about/departments/OmbudsOffice/Pages/OmbudsOffice.aspx.

BIBLIOGRAPHY

Throughout the semester, several readings will be assigned from the required books and articles listed below. Each will enrich your awareness of fundamental queries in architectural theory and convention. There will be additional project readings posted on the web throughout the semester. When appropriate, questions for in-class discussion will be assigned. Students are responsible for completing the readings and participating in discussions and quizzes. Books: can be purchased online (e.g. Amazon.com).

Required Books and Articles:

- Ching, Francis D.K., Design Drawing. John Wiley & Sons
- Ching, Francis D.K., Architecture: Form, Space & Order

Articles: will be available by on Canvas.

Recommended Books:


Model Making Books:

- Designing With Models is the most expensive of the three at $45. It is exhaustive in the range of topics covered. It seems thoughtfully written and is well illustrated with many photographs. The link to this book on Amazon is: http://www.amazon.com/gp/reader/047134589X/ref=sib_dp_pt/102-4256077-2589718#reader-page
- Basic Guide to Model Making is just that, basic. It is also cheap- around $15. It may not be the best resource out there- but it does cover most of the topics relevant to models students will be building in first year. The link to this book on Amazon is: http://www.amazon.com/gp/reader/0393730425/ref=sib_dp_pt/102-4256077-2589718#reader-page
- Architectural Models Construction Techniques may not be available in print, however, it is available used. This book is a good compromise between the other two in terms of price and breadth. The link to this book on Amazon is: http://www.amazon.com/gp/reader/0070715432/ref=sib_dp_bod_ex/102-4256077-2589718?%5Fencoding=UTF8&p=5008#reader-page
STUDIO GUIDELINES

Studio Culture Policy: All students and faculty must read and adhere to the Studio Culture Policy developed by the students of AIAS and ratified by the Department of Architecture’s faculty. This policy is posted on Canvas.


Studio Activities: In-class activities will include studio critic presentations and demonstrations, reading discussions, review of sketchbook work, field trips, work sessions, individual design critiques, group pin-up critiques and discussions, and formal presentations and reviews.

Attendance: Studio sessions are scheduled in Mondays and Wednesdays from 12:30pm - 5:30pm. Students are required to attend every studio session throughout the semester. As the studio environment proves to be highly beneficial in the exchange of ideas with fellow classmates, students are strongly advised to work in the studio after hours.

Absences, Tardiness, Projects, and Assignments: Except for documented health or disability reasons, excuses will not be accepted for absences, tardiness or assignments not submitted. Documentation of disability or health related issues must be provided to Disability Resources and Services, 177 Arts Building, 303-556-3450, FAX 303-556-2074.

Classes begin and end on time. Three unexcused absences will result in a grade reduction. If you are late to class and/or leave class early three times, an academic penalty of one grade reduction will be imposed.

Progress and Completion: Students must demonstrate daily/weekly progress and must complete the work by the project deadline date. Incomplete work will result in a reduction of grades depending on the severity of the incompleteness.

Email: It is a campus requirement that instructors only communicate with students via their official UCD email address. All students have been assigned official email addresses in the format of: firstname.lastname@email.ucdenver.edu Students must activate their accounts, reset their passwords and setup email forwarding at: https://web.cudenver.edu/prfw/chpass.cgi If you have questions, please contact the DDC Help Desk at 303-315-3700 or help@cuonline.edu.

Students with Disabilities: Student with disability who want academic accommodations must register with Disability Resources and Services (DRS), 177 Arts Building, 303-556-3450, FAX 303-556-2074. DRS, which requires students to provide current and adequate documentation of their disabilities. Once a student has registered with DRS, DRS will review the documentation and assess the student’s request for academic accommodations in light of the documentation. DRS will then provide the student with at letter indicating which academic accommodations have been approved. Once you provide the instructor with a copy of the DRS letter, the approved accommodations will be provided.

Returning Papers, Quizzes, and Examinations: 1) Papers, quizzes, and examinations will be distributed either in a class session or left in a box in front of the instructor’s office for you to pick up at your convenience. 2) Instructors will announce when papers and projects will be available to be picked up, if they are not returned in class. 3) To insure your privacy when papers, projects, quizzes, and examinations
are returned in class or made available for pickup, please include an envelope with your name on it each time you submit a paper, quiz, or examination.

Religious Observance: Campus policy regarding religious observances requires that faculty make every effort to deal reasonably and fairly with all students who, because of religious obligations, have conflicts with scheduled exams, assignments or required attendance. See full details at http://www.colorado.edu/policies/fac_relig.html

Plagiarism: Students are expected to know, understand and comply with the ethical standards of the university, including rules against plagiarism. Plagiarism is the use of another person’s ideas or works without acknowledgement. The incorporation of another person’s work into your own requires appropriate identification and acknowledgement. The following are considered to be forms of plagiarism when the source is not noted: word-for-word copying of another person’s ideas or words; the “mosaic” (interspersing your own words here and there while in, essence, copying another’s work); the paraphrase (the rewriting of another’s work, while still using their basic ideas or theories); fabrication (inventing sources); submission of another’s work as your own; and neglecting quotation marks when including direct quotes. For issues concerning to the Honor Code please refer to: http://www.ucdenver.edu/academics/colleges/ArchitecturePlanning/discover/Documents/Honor%20Code-Graduate%20Students-Fall%202009.pdf.

Intellectual Property: For the Academic year 2017 – 2018, section instructors have intellectual property rights to all course documents, including the syllabus, assignments, lectures, etc. Students are prohibited from selling, or being paid by any person or commercial firm for taking notes or recording class lectures without the advanced express written permission of the faculty member teaching this course. Exceptions are permitted for students with a disability who are approved in advance by Disability Resource and Services for note taking or tape recording as an academic accommodation.

Online Information Distribution: Course information, documents, assignments, communication and external links will be available to students through Canvas. The login credentials are the same your campus email login.

https://ucdenver.instructure.com/login/ldap

Sketchbook: Students are required to maintain a sketchbook at all times. The sketchbook records your observations, ideas, sketches, drawings, etc. that emerge from lectures, critiques, and from assigned readings. Each entry should be dated. Bring your sketchbook to class everyday.

Digital Portfolio: Students are required to compile a portfolio folder of digital records of their work throughout the semester. This includes scans of all drawings and digital photos of all final models and process work. Your digital portfolio is to be uploaded to the course folder on the CU Denver server (see Canvas for getting connected to server) or to a Dropbox Folder provided by your instructor. Use the following naming convention:

For individual files: lastname_firstinitial_catalog type_file #.tif/pdf. For example: smith_e_project 1_1.tif.

For complete portfolio: last_5110_Fall 2016.

http://www.ucdenver.edu/about/departments/ITS/NetworkSecurity/Pages/VPN.aspx

STUDIO EXPECTATIONS
**Design:** Design Studio I is, along with all other studio courses in this sequence, a design studio first and foremost. Students are expected to treat the project as a representation of architectural ideas, supported with theoretical, cultural, technical and professional knowledge. Each project is to be developed to the highest level possible, and students are expected to challenge themselves both conceptually and technically.

**Research:** While tangible results and physical production remain the most visible result of any studio, research of design precedents, organization systems, architectural terminology and strategies is required of any developed project. Research should be presented as synthesized information and as evidence of design exploration. It is expected that sketches, drawings, diagrams, notes, etc., be created as students analyze such material. Simply browsing a web page or making a copy of an image is not research; providing substantive graphic or written analysis of researched material, including sketches, drawings, and bibliographic notes is necessary.

**Working Models and Drawings:** The drawings, diagrams and models that will be used to design, test and represent the project throughout the semester should be continually updated and available at all class meetings. It is important that drawings and models be developed as "working" materials for quick development matching the fast pace of the studio. Models which display rough cuts and pencil marks, and drawings which are worked over with notes, trace and sketches show the time and thought necessary in any true project development. This process is evidence that these materials are being used as a tool in the design as a way to improve it. Students at this level are required to find an appropriate balance between the fast pace and necessity of working models & documents, with the time-consuming craft needed for the full representation of the project.

**Production:** New work shall be presented for each meeting. Failure to demonstrate significant, daily progress or development will count as an absence. Participation in midterm and final reviews is a privilege and students may be held out of juries based upon the instructor’s evaluation of their work to date.

**Pinups & Desk Crits:** For in-class pinups, students are to present all current drawings, diagrams, sketches, research and models. The informality of a desk crit is not an excuse for lack of progress or advancement of the project. A significant advance in the design and the presentation of such is expected for every class meeting.

**STUDIO SPACE**

Please observe the following rules in the studios, which have been established for the safety, convenience, and maintenance of all who use the space. You are required to know and follow policies and procedures including but not limited to the following: Code of student of conduct, hazardous materials policy & procedure, spray booth and woodshop/model shop policies & procedures, photolab policies & procedures and any other relevant environmental health and safety practices. Copies available in the main office.

- Respect the arrangement of your desks with your fellow students so that everyone can establish a comfortable working space. Do not block the aisles, which are legally guarded fire escape routes. If you cannot reach a stairway without tripping over desks, you are in violation of the fire codes.

- Overhead fluorescent lighting fixtures are not to be tampered with.

- Do not use stereos, iPods, MP3s, etc without headphones. Not everyone may appreciate your music, and no one appreciates hearing them at the same time from opposite ends of the room. Your fellow students have insisted on this rule, so please observe it.
_Do not use cell phones while in studio or class._

_Do not draw or paint on the walls. The University is tired of paying for repainting our studios every summer, and are threatening to withdraw maintenance of the studio spaces altogether._

_Please refer to the MATERIALS + PROCESSING charts posted in the Studio labs. These indicate exactly what materials and processes are not possible or not allowed._

_Absolutely NO Power Tools are to be used in the studio (inc. ‘Dremels’). Use the shop._

_No sprays of ANY kind are allowed (paints, spray adhesives, Etc.) in the studios, stairwells, crit spaces, outside, i.e., no spraying but in the Spray Booth!_ 

_Do not cut drawing or model materials on unprotected drawing desks._

_Do not bring dogs into the building unless they are certified service dogs._

_Do not bring bicycles into the building. This is also strictly forbidden by the University. They will be confiscated by CU Police._

_Do not bring alcoholic beverages or drugs into the building. The University maintains an alcohol/drug-free policy for its students and in its buildings. You could be expelled for this violation._

**Classroom Decorum:** The following ground rules apply to all students and are designed to ensure a classroom environment conducive to learning for all students:

Students who engage in disruptive behavior will be reported to the Office of Student Life for appropriate disciplinary action under the CU-Denver Code of Student Conduct and, when appropriate, to the Auraria Campus Police for investigation of possible criminal action. The Code of Student Conduct can be found on the CU-Denver website, under Office of Student Life and Student Activities. Disruptive behavior includes, but is not limited to, arriving late to class without explanation or apology; leaving class early without explanation or apology; reading a newspaper or magazine; reading a book with no connection to the content of the course; engaging in prolonged private conversations; sleeping in class; passing notes; being under the influence of drugs or alcohol; harassment and verbal or physical threats to another student or the instructor; inappropriate use of cell telephones, and/or handheld internet devices; bringing children to class. Please see the Studio Culture Policy posted on Canvas for more information.