

# SYLLABUS

## ARC 1226 Design 2

UTSA Summer 2010

This Syllabus is provided for informational purposes regarding the anticipated course content and schedule of this course. It is based upon the most recent information available on the date of its issuance and is as accurate and complete as possible. I reserve the right to make any changes I deem necessary and/or appropriate. I will make my best efforts to communicate any changes in the syllabus in a timely manner. Students are responsible for being aware of these changes.

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**1226 DESIGN II** (0-12) 6 hours credit. Prerequisites: ARC 1213 and ARC 1313.

Design as a broadly synthetic process which stresses creative and conceptual development through representational visualization. Projects focus on the concerns of interior spatial qualities and design. Explores the role of color, light, and spatial experience in the development of human environments. Introduction to building typologies, space planning, critical thought pertaining to the built environment, and continued concern with architectural precedents. (Formerly ARC 1223. Credit cannot be earned for both ARC 1226 and ARC 1223.)

### NAAB CRITERIA

For purpose of accreditation, students must demonstrate *UNDERSTANDING* or *ABILITY* in the following areas:

**Graphics Skills** (*Ability to use appropriate representational media, including freehand drawing and computer technology, to convey essential formal elements at each stage of the programming and design process*)

**Formal Ordering Systems** (*Understanding of the fundamentals of visual perception and the principles and systems of order that inform two- and three-dimensional design, architectural composition, and urban design*)

### COURSE OBJECTIVES

1. Design methodologies/principles will be investigated through both abstract and concrete projects containing modes of abstraction, experience, representation, and fabrication.

2. Representation is utilized through architectural convention and innovation including the integration of making, modeling, drawing, text, and direct experience. Building technologies will be reviewed in studio time in preparation for design and communication of projects.

3. To provide projects that require creative decision-making in development of experiential visualization, project definition and resolution, materials, structure, and basic design relationships. Differences between issues such as measure & memory, object & site, wall & frame, motion and rest, will be raised in design development, production, and review.

4. To provide developmental appropriate projects that strengthen abstractly oriented students in their concrete application abilities, and strengthen concretely oriented students in their abstract application abilities. The goal is integration of abstract and concrete design theory and practice.

5. To develop and communicate design proposals in model, drawing, written & oral forms.

6. To develop critical and creative thinking in the context of architectural design processes through techniques of building, drawing, writing and verbal communication. Drawing will not be used as representation of final work as much as used as a tool to explore architectural concepts with the processes of design development and learning to develop design ideas.

7. To foster relationships between students with complementary abilities toward the goal of developing an environment and culture of cooperation over competition.

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## PROJECTS

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1. Underhouse Project – A Design for a Beach House
2. UTSA Student Center & Café
3. Color and Light Project – Courtyard enclosure as a Student Lounge
4. Gallery / Residence for Artistic Production

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## GRADES

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Grades based on accomplishment:

**Participation:** Participation requires that the student have a good attendance record, being on time and ready to work. Attending class and lecture is required. Roll may be taken at any time. Each student must contribute to the class discussion and comments during pin-ups. Work must be turned in on schedule for pin-up or review.

Lack of attendance and/or participation can result in grade penalties at the discretion of each instructor.

**Craft:** Students must show concern for the way drawings and models are executed. Rough sketches should have character appropriate to their task or concept. Mechanical drawings should be clear and concise, with visual flair and underlying concept. Models should show a concern in handling, cutting, and joining materials appropriately.

**Design:** The resulting design should give evidence of the concepts or criteria central to the project. The design must incorporate those concepts and concerns covered in previous semesters.

In keeping with University policy, an A is awarded for excellent achievement in the three categories, especially craft and design; a B denotes work that is above average; a C is given for average work; a D denotes below average work and is evidence that the student might reconsider the field endeavor; an F indicates an almost complete inability or disinterest on the part of the student. D and F are not passing grades for majors in this course.

A grade will be given after the completion of each major project. A mid-term grade will be issued the day before the official drop deadline. Students making a D or less at the mid term will be encouraged to drop the class. A late pinup, missed due date, or missed review can be excused by presenting a valid written note to the instructor on the next day of attendance. For an excused family or medical emergency, the note should be from a family member or health care provider. Each faculty will determine if the excuse for an absence or missed due date is acceptable.

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## **SUPPORT WORK**

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Reading and research assignments will be given during the semester. Sketchbooks are necessary part of design process. It is also important to document your work toward the development of a portfolio of your projects for future review.

Materials will be discussed for each project. It is expected that each student will have appropriate drafting and model making equipment from the first day of class.

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## **USE OF STUDIO**

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It is expected that each student work in the studio during the class and outside class hours except during other classes. The studio is open 24/7 and students are encouraged to work in the studio.

Students must obey the following rules:

- Do NOT cut the desks top surfaces. You must provide a thick cutting surface.
- Do NOT bring and leave any personal belongings in studio and flex studio.  
NO refrigerator, NO coffeemaker, NO sleeping bed, NO radios, ...
- Unplug extension cords when you are leaving studio.
- Do NOT spray paint, glue or fix inside the building.