“Coherence imposed on an architect’s work is either cosmetic or the result of self-censorship.” – [Rem Koolhaas & Bruce Mau]

Course Description
Architecture as a practice is by its very nature communicative, and designers have many choices for representing an idea for further development. To see a design question with clarity, we need to look at it in different ways. The media we choose to find this clarity not only enables communication but also opens up new perceptions about the design problem. By prioritizing elements, sequencing operations and focusing attention we shape the solutions and allow design ideas to emerge. This course will cultivate your ability to communicate ideas and design decisions through the development of physical and digital elements.

Course Goals and Objectives
- Further illuminate the question of representation by building upon Representation I.
- Understanding the relationship between idea, process and form.
- Develop a technical ability toward digital/physical drafting & modeling input and output.
- Experiment with methods, processes and styles of architectural representation.

Student Performance Criteria Addressed
A.1 – Professional Communication Skills- Ability
A.2 – Design Thinking Skills- Ability
A.4 – Architectural Design Skills- Ability
A.5 – Ordering Systems- Ability

Prerequisites
ARCH 6602: Representation I

Textbooks & Learning Resources