Arch 6101 // Fall 2018

Instructor: Rachel Dickey
MonWedFri 2:00-5:30pm
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Premise
The studio focuses on architectural principles through analysis, abstract exercises, and small-scale design problems. A set of short exercises examine the relationship between formal and spatial ordering, technical and material concepts, and issues of experience and occupation. Students are encouraged to extract rules and principles from analog making and instrumentalize those methods through digital model making to inform design exploration.

Objectives
The sequence places a primary emphasis on Craft, Creativity, and Critical thinking. Core objectives include:

- employ the expressive and technical potentials of analog and digital media for the honing of craft
- use critical thinking to build abstract relationships and understand the impact of ideas
- engage a creative process and frame theoretical questions through making
- demonstrate an understanding of the media and processes of architectural design
- investigate architectural form using spatial principles and material properties
- synthesize a range of complex parameters to produce design solutions

Methodology
The course seeks to build both the structure and flexibility necessary to induce, encourage, and fuel the creative process while introducing students to architectural design. A guided structure helps students develop a set of rules that allow them to articulate a project and access the effect of those rules, while flexibility allows for acceptance of the unexpected, to keep the rules in check and to determine where and when to depart from them or reformulate them.

Project One:
An introduction to the methods of architectural design, with focus on composition, systematic thinking, materials, and assemblies.

Project Two:
An introduction to the methods of architectural design, with focus on basic architectural principles of geometry, space, and inhabitation at the scale of the body.