Architectural Design Studio
6 Credit Hours | Spring 2018
MWF 2:00pm - 5:30 pm
Instructor: Catty Dan Zhang

Prerequisites:
ARCH 6101
Co-Requisites:
ARCH 6603

Studio Description:

Premise
The 6102 studio continues the investigation on fundamental knowledge and skills of architectural design, expanding the challenge of producing architectural spaces within the complexity of the urban condition. Critically positioned between architectural tradition and the technological context, architectural practice and education is facing exciting yet complex transition. This studio tackles intersection of multiple forces that shape the role of complementary architectural discipline. In articulating program and materiality as foundational parameters of architecture, students will engage in analytical processes that inform the design of form, space, experience, as well as social and cultural mechanisms.

Method:
This studio encompasses two major architectural projects that share a basic conceptual consideration. Each of these two projects locates at a specific site in an urban area. Students will develop a series of study prototypes of spatial concepts, leading towards building proposals that challenge spatial and cultural constrains.

Digital drawing and modeling are the emphasis in this studio. Building upon analog techniques including physical making and hand drafting developed in the previous studios, digital skills are expected to be comprehensively used to facilitate design, fabrication, and representation processes.

Objectives
• To expand and integrate skills developed in foundation studios on form, space and order into the precision of design and making sophisticated systems and assemblies.
• To understand the relationship between the human body and the architecture in urban context through precedent studies, selected readings, observations, visual experiments and physical prototypes.
• To convey abstract thinking into tangible spaces through intensive making exercises with highest level of craft.
• To develop digital techniques, and to synthesize digital and analog tools in design and representation.
• To develop architectural strategies for programing, circulation, and materiality.

NAAB Criteria:
This studio will include content related to the following NAAB Student Performance Criteria:

A.4-Architectural Design Skills
B.1-Pre-Design