

Architecture 1102

Architecture Design Studio 2

School of Architecture UNC Charlotte –Spring 2019

Hours: M W F 2:00 - 5:15 pm (5 credit hours)

Instructors: Rachel Dickey, Dean Crouch, Noushin Radnia, Greg Snyder

Premise

ARCH 1102 continues the foundation design studio sequence begun in 1101. It provides an introduction to design as a conceptual discipline directed at the interpretation, representation, and transformation of the physical environment. Through exercises in analysis, drawing, modeling, multi-media work, and design, students learn architectural concepts and principles for creating and representing form and space through a focused examination of design process. The studio will expand your awareness of the connectivity between architecture and the multiple contexts that inform it through the combination of design projects, curated readings, lectures, discussions, critiques, and shared experiences in built environments.

The studio places a primary emphasis on **Craft**, **Creativity**, and **Critical** thinking.

Objectives

- explore new ways of seeing and responding to the visual environment
- build knowledge of the representational techniques of the discipline
- 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

Content

The semester introduces methods for architectural design, by focusing on composition, systematic thinking, materials, assemblies, and inhabitation at the scale of a pavilion

Method

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. Taking from this idea, the arch 1102 is structured yet flexible, introducing students to diverse, but specific (procedural and conceptual) methods of architectural investigation.

The studios focus 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.

Design Studio: Course work assigned will be studio-based. Design projects are intended to initiate a range of discussions on architecture and design-related subjects. The development of a foundation of critical thinking skills and spatial understanding of form are objectives of these assignments.