ARCH 2242: Design Communication II

2 Credit Hours

Prerequisite: ARCH 1241 or permission of the instructor.

This course offers lecture and practicum and is seen as a continuation of Design Communication I. It introduces techniques and conventions of graphic communication as an aid for architectural design. This course advances levels of visualization and representation of architectural building and related design ideas. Techniques include hand drawings, digital rendering, and 3D computer modeling. The goal is to link traditional techniques and digital modeling to various studio works both at process level and final presentation level. A variety of representation techniques are introduced to highlight design vocabulary through a series of projects ranging from page layout to building. Both small-scale objects and moderate-scale structures/buildings can be used as base information to represent concepts of design and techniques of representation.

ARCH 2311: Environmental Tech I -Systems Selection and Materials

3 Credit Hours

This course offers lecture and practicum. It introduces selection criteria of materials and their properties relative to structural and enclosure systems. Emphasis is placed on wood, steel, masonry, and concrete structural systems. Enclosure Systems are explored in relation to various applications of existing and new materials and finishes that building systems entail within the context of sustainability.

ARCH 3011: Architecture Studio V

4 Credit Hours

Prerequisite: (ARCH 2004 or ARCH 2013) and acceptance into the upper division upon portfolio review

This studio emphasizes the importance of conceptual architectural thinking, materiality, and natural daylighting and introduces integration of building technologies within the architectural design process. The majority of the semester focuses on a medium sized, mixed-use project located on a suburban/exurban site.