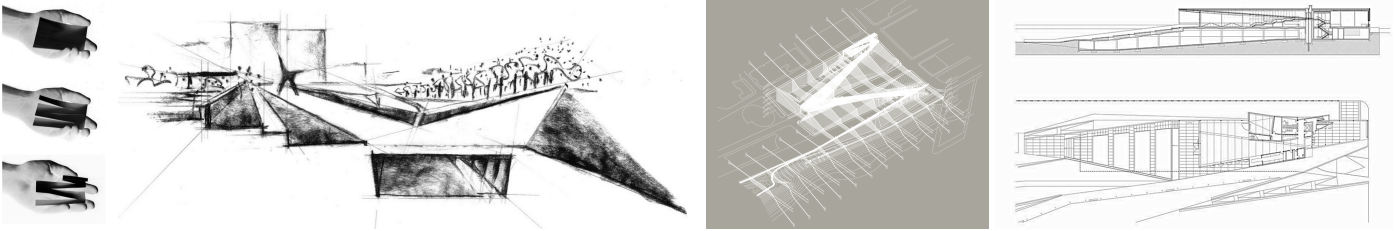# ARCH 200: **ARCHITECTURAL DESIGN AND REPRESENTATION I**

Department of Architecture · College of Built Environments · University of Washington
Swain + Wong + Rothlisberger + Maul | Hook + Baatz + Prouty + Olney – Autumn 2018

Images by Weiss / Manfredi

Course Description   The course ARCH 200 introduces architectural representation as a fundamental medium for learning, exploration, analysis, and documentation of objects, drawing systems, and architectural space. The studio component of the course consists of a series of assignments and investigative projects that introduce students to methods and tools for drawing from observation, as well as orthographic projection, axonometric, and perspective drawing. Through in-class assignments, drawing projects, and independent tutorials, the students will develop comprehensive skills in hand drawing and digital media. The concepts and strategies explored in the studio sequence will be reinforced through lectures and assigned readings.

Schedule	Lecture	T	4:00pm-4:50pm	Arch Hall 147
Section AA		T/Th	9:00am- 11:50pm	Arch Hall G60
Section AB		T/Th	12:30pm- 3:20pm	Arch Hall G60
Section AC		T/Th	5:30pm- 8:20pm	Arch Hall G60
Section AD		W/F	1:30pm- 4:20pm	Arch Hall G60

Faculty   **Instructors** / Office hours by appointment
Judith Swain   jdswain@uw.edu (Arch Hall G56)
Gail Wong   glwarc@uw.edu
Matt Rothlisberger   mattroth@uw.edu
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Prerequisite   ARCH 200 requires sophomore standing and is a pre-requisite course for the Undergraduate Program in Architecture. It prepares pre-architecture students for their discipline and application to the program in Spring 2018. *Because of the time commitment, this is not a recommended class for students who are primarily interested in completing a VLPA requirement.*

Credits   5

General Method of Instruction   Lectures, demonstrations, and exercises introduce drawing systems, conventions, and strategies for graphic presentation. The discussed techniques are simultaneously applied in independent, investigative, analytical, and creative work. The progress on these individual projects is reviewed in pin-ups and/or individual reviews throughout the quarter. The course fosters the development of skills in both hand drawing and digital media using Adobe CS6. The parallel use of both media is essential in this class; therefore, procuring the required drawing supplies and gaining access to the required software are part of the students' responsibilities. Drawing supplies must be purchased, and the software is available for use by UW students on the computers in the Arch Hall G60 studio, the computer lab in the basement of Gould Hall, and in all other computer labs on campus. A list of campus digital resources is provided on the last page of this document.
The course website is https://canvas.uw.edu/courses/1218459

Course Objectives
• Architectural drawing is introduced as a tool for analytical and creative investigations:
- acquisition of skills for freehand drawing and drawing from observation
- learning, understanding, and application of the major drawing systems:
Orthographic Projection: plan/section/elevation (multi-view drawing)
Paraline Drawing: oblique and isometric drawing
Linear Perspective
- observation, analysis, and documentation of architectural space
- confident and creative use of essential architectural drawing techniques

• The use of digital design media as an extension of architectural drawing is studied:
- literacy in Adobe Creative Suite, including: Photoshop, Illustrator, and InDesign
- basic skills in presentation layout and portfolio preparation

• Simultaneous introduction and exploration of architectural design concepts:
- solid + void, negative + positive space, balance and composition
- architectural space, scale, and context
- entry sequence including approach, threshold, and movement through space
- human occupation and the perception of place and space
These concepts and their connection to architectural representation are reinforced through lectures, drawing assignments, and assigned readings.

• Introduction to studio culture in the field of architectural design:
- working independently and collaboratively; being self-motivated,
- seeking information and learning skills; responding constructively to criticism
- using time efficiently and building independent time management skills
- thinking creatively, and cultivating an enduring commitment to quality and craft

Course Projects   A series of individual projects build upon one another and range in scale from object to architectural space and its sequential perception. The projects are assigned during the studio or lecture, discussed and practiced during studio, completed outside of class time, and critiqued in the studio. These projects require synthesizing conceptual thought with the skills and understanding cultivated in the studio sessions. They are the core component of the class and will comprise a majority of the portfolio material required for application to the architecture program. Note: All drawings for this course should be carefully scanned for archival and grading purposes and uploaded to the canvas site as instructed in class.

Studio Session   The studio sessions introduce students to the typical studio environment of architectural education and practice – an experience that differentiates it from most other fields. During studio the students work on in-class assignments, learn and practice architectural drawing methods and techniques, and receive feedback on their projects in individual and group reviews.

Lectures   Weekly lectures introduce architectural concepts, fundamental drawing methods, and representation strategies. These concepts are further studied through readings and provide the necessary background information for the in-class exercises and projects. The students are expected to take visual notes during the lecture and maintain a record of all lectures in their sketchbooks. *The use of laptops or other digital devices during lecture is not allowed.*

Lecture Responses   At the end of each lecture the students will be asked to respond, through drawing and writing, to questions related to the current course material. These responses will test the understanding of the concepts, drawing methods, and background covered in the lecture and studio sessions. The responses are submitted at the end of each lecture and are evaluated as part of the course grade for the quarter.

Sketchbook   The sketchbook is an essential tool for every designer, and where ideas, observations, and design explorations are visually recorded, practiced, and reflected upon. ARCH 200 requires students to maintain a sketchbook that incorporates lecture notes, in-class

exercises, independent investigations, and preliminary studies of each project submission. The work in the sketchbook will be periodically reviewed for evidence of learning, comprehension, and independent progress. This will be achieved by submittal of selected pages to the Canvas website as well as by visual review in the studio. Assessment of the sketchbook will form part of the course grade for the quarter.

Final Review + Submission The course will conclude with a final review in which the students will present the final project for ARCH 200 and receive criticism from faculty and graduate students in the Department of Architecture. Following the final review, the students will upload their completed final project to the Canvas website in order to receive a final grade.

Digital Media The introduction to digital design media, Adobe Creative Suite in particular, requires independent work and practice. Concepts, commands, and processes are introduced in studio presentations, and much of the work is done outside of class. Access to a computer or computer lab on campus with Photoshop, Illustrator and InDesign, is the responsibility of each student. General information about computer resources on campus is attached to this syllabus.

Attendance Policy Students are responsible for attending and participating in all class sessions. Late arrival and/or early departure will count as an absence. Unexcused absences and/or lack of active participation in class activities will lead to a substantial reduction of the final grade. After three (3) unexcused absences the student might be asked to drop the class or can expect to receive a non-passing grade. The instructor will determine if an absence is excused in accordance with the guidelines specified in the UW catalog.

Disability Services To request academic accommodations due to a disability, please contact Disabled Student Services, 448 Schmitz, (206) 543-8924 (V/TTY). Students who have a letter from Disabled Student Services indicating a disability that requires academic accommodations should present this letter to their studio instructor or Judith Swain.

Work Ethic + Participation ARCH 200 is based on a participatory studio environment. Successful completion of this course requires not only the timely submittal of all projects but also attendance at all lectures and studio sessions as well as active participation in class exercises, discussions, and critiques. Students are expected to arrive at class with all drawing materials and with the assignments completed. Students are required to work productively on their assignments during studio hours. Not working in class, lack of participation and attention in studio and lecture, or disruptive behavior will lower the course grade.

Critiques + Criticism Student work will be reviewed during studio sessions by way of group pin-ups and individual feedback. Not every drawing can be reviewed in every pin-up. Preference will be given to projects demonstrating progress and/or specific issues, and those that make a contribution to the advancement of the entire class. Insufficient progress and verbal descriptions in lieu of drawings cannot be critiqued. During group pin-ups and reviews, individuals are expected to understand and apply criticism of other student's work relevant to their own work.

Time Management + Late Work All the drawing projects require independent work outside of class. The students must determine the pace at which they work, manage their time accordingly, and make progress in a timely manner. Late work will not be accepted, reviewed, or graded for course credit without due cause or prior permission of the instructor.

Student Work The Department of Architecture reserves the right to retain, exhibit, and reproduce work submitted by students. Work submitted for grade is the property of the College and remains as such until it is returned to the student.

Grading Policy   Grading is based on the conceptual development and technical execution of work as well as overall effort. Self-motivation, a willingness to learn and explore ideas, fulfillment of assigned objectives, and thoroughness of work will be considered. Participation in discussions and pin-ups, and ongoing improvement throughout the quarter are important factors.

Feedback   Letter grades will be given for drawing projects and number grades will be assigned for the final course grades. The letter grades on projects and in-class assignments are associated with the following qualitative verbal evaluation. They relate to a range of number grades, and are intended as indications of effort, progress, and need for improvement.

A/A-	*Excellent work; very good progress and achievement*
B+	*Strong work; good progress and direction*
B	*Satisfactory work; normal progress with room for improvement*
B-	*Weak work; minimal progress; improvement suggested*
C+/C	*Very weak work; no progress; improvement necessary*
C- and below	*Unacceptable work; resubmittal advised*

The final course grade will be based on the University of Washington Standard Grading System:

A	4.0-3.9
A-	3.8-3.5
B+	3.4-3.2
B	3.1-2.9
B-	2.8-2.5
C+	2.4-2.2
C	2.1-1.9
C-	1.8-1.5
D+	1.4-1.2
D	1.1-0.9
D-	0.8-0.7
F	0

Final Grade   The final course grade is based on the following percentages:

drawing exercises and projects	70%
lecture responses and sketchbook	20%
work methods in studio	10%

Academic Regulation   Standard University regulations govern drops and incompletes.

Readings
The assigned readings provide important information to increase the understanding of the drawing subjects covered in the lecture and projects.

Required and recommended textbooks:
Francis D. K. Ching, *Architectural Graphics*: John Wiley & Sons, 6th edition (required)
Rendow Yee, *Architectural Drawing*: John Wiley & Sons, 4th edition (recommended option)
Francis D. K. Ching, *Design Drawing*: John Wiley & Sons, 2nd edition (recommended option)

Note: Students are strongly advised to purchase one of the above books to use as a resource in this and future drawing and design classes. Used copies and earlier editions are acceptable.

Some readings are indicated on the course schedule and provided on the Canvas site, and each student is responsible for independently reading ahead and becoming familiar with the drawing concepts and methods before they are introduced in a project assignment.

Course Schedule: ARCH 200 - Autumn 2018

week	class		subject/assignment		lecture
1	0	**09/26**	*(Section AD only)*		
	1	**09/27+28**	***INTRODUCTION / SHAPE, LINE & TONE***		Reading: Francis DK Ching – Intro + chapters 1+2+3+4 Rendow Yee – chapter 1
2	2	**10/02+03**	***SHAPE, LINE & TONE***	1	**2D DESIGN / MULTVIEW DRAWING**
	3	**10/04+05**	***ANALYTICAL DRAWING***		Reading: Ching – chapter 6 Yee – chapter 4
3	4	**10/09+10**	***ANALYTICAL DRAWING***	2	**3D DESIGN / PARALINE DRAWING**
	5	**10/11+12**	***MULTIVIEW AND PARALINE***		Reading: Ching – chapter 7 Yee – chapter 5
4	6	**10/16+17**	***MULTIVIEW AND PARALINE***	3	**DIGITAL APPLICATION / LIGHT + SHADE + SHADOW**
	7	**10/18+19**	***LIGHT, SHADE, & SHADOW***		Reading: Ching – review chapter 2 Yee – chapter 3+7
5	8	**10/23+24**	***PERSPECTIVE DRAWING***	4	**LINEAR PERSPECTIVE**
	9	**10/25+26**	***PERSPECTIVE DRAWING***		Reading: Ching – chapter 8 Yee – chapter 6
6	10	**10/30+31**	***PERSPECTIVE DRAWING***	5	**ARCHITECTURAL PLAN + SECTION**
	11	**11/01+02**	***PERSPECTIVE DRAWING***		Reading: Ching – chapter 5, review chapter 6 Yee – review chapter 4
7	12	**11/06+07**	***PLAN + SECTION***	6	**ARCHITECTURAL PARALINE**
	13	**11/08+09**	***Review Sessions for all studio sections*** ** Veterans Day Holiday observed on 11/12*		Reading: Ching – chapter 9+10, Yee – chapter 2
8	14	**11/13+14**	***PLAN + SECTION***		**ARCHITECTURAL DIAGRAM** Reading: Examples on Catalyst
	15	**11/15+16**	***PARALINE DRAWING***		
9	16	**11/20+21**	***PARALINE DRAWING***	7	**ARCHITECTURAL DRAWING CONVENTIONS**
	17	**11/22+23**	***Thanksgiving Break - no class***		Reading: Examples on Catalyst
10	18	**11/27+28**	***COMPOSITION + BOARD LAYOUT***	8	**PRESENTATION DESIGN**
	19	**11/29+30**	***COMPOSITION + BOARD LAYOUT***		Reading: Ching – chapter 11+12 Yee – chapter 8
11	20	**12/04+05**	***PRELIMINARY PIN-UP***	9	**PORTFOLIO LAYOUT**
	21	**12/06+07**	***FINAL PRESENTATION***		Reading: Examples on Catalyst Yee – chapter 9
		12/10	***FINAL SUBMISSION TO CATALYST DROP BOX***		

Materials Required (also available in the prepared KIT for ARCH 200)

8.5" x 11" wire bound sketchbook, hard cover, blank white paper
14"x17" drawing pad, **70-80 lb** (25-30 sheets) (Strathmore, Canson, CoMo Sketch, etc.)
(Please use the specified paper quality and weight)
tracing paper: 12" wide roll, lightweight, white
graphite pencils: HB, "Ebony"; mechanical pencil .07mm with HB leads
8.5" x 11" precut mat for use as viewfinder
pencil sharpener w/ container
erasers: white vinyl and gray kneaded rubber
fine-tipped black pens or a fountain pen with black ink
drafting tape [roll or dots]
12" architect's scale
12" rolling ruler
triangles: 10" @ 45°, and 10" @ 30°/60°

budget for color printing + additional drawing and model making material,
          may be specified with each project (total +/- $50)

flash drive (at least 8GB) and/or other portable external memory

access to Adobe Creative Suite

drawing scanner and/or Cam Scanner App

Computer Access on Campus (Note: This will be verified and updated during the quarter)
          Technology Spaces
          http://www.washington.edu/itconnect/learn/technology-spaces/

Computer resources in CBE/ Gould Hall
          http://www.be.washington.edu/Resources/Computing/
          Digital Commons - weekdays 8am - 6pm (verify)

Plotting - other sources
          Creative Communications   https://f2.washington.edu/fm/c2/posters
          CBE Plotting / Digital Commons (see above)

Adobe CS6 Online Tutorials
          http://www.washington.edu/itconnect/learn/workshops/online-tutorials/