

**CourseNo:** ARCHA4024\_001\_2013\_1  
**Meeting Location:** AVERY HALL 113  
**Meeting Time:** T 09:00A-01:00P

**Instructor Information:**

[Laura J Kurgan](#)

**Architectural Drawing and Representation, ADR 2: ARCHA4024**

**Instructors:**

**Laura Kurgan - Course Director**

**Reinhold Martin - Lectures in the History of Visualization: 1900 - the present.**

**Laura Kurgan, Jennifer Leung, Luc Wilson - ADR2 Lectures and Tutorials**

**TA's:** Geoffrey Bell, Emily Jones, Hajeong Lim, Dan Taeyoung Lee

Mark Pothier, Rui Wang, Allison Schwartz, Tianhui Shen

**Tuesday 9am - 1pm, Wood Auditorium.**

ADR2 is designed to bring together three parts of the first-year curriculum: History and Theory, Visual Studies, and Core Studio. While the focus of the course is on the production, tools, and techniques of drawing, its intent is to provoke an active encounter between the history and theory of visualization, the practice of drawing, and the design studio. The connections, although not always direct, are intended to allow first-year students to think about how visual tools have an impact on their design methods. The course explores the hypothesis that the techniques and tools used in architectural drawing and representation are not neutral, and encourages students to think consciously about the choices we make in drawing, design, or pedagogy.

The first two hours of the course each week involve lectures on the history and theory of visualization in architecture since 1900. The second two hours will include introductory lectures that frame the drawing assignments, tutorials on methods and practice of drawings, and reviews of drawing assignments. We will emphasize the distinction between using techniques descriptively and generatively, and explore the opportunities that arise because of it. The assignments aim to make links between the lectures, drawing tutorials, and work in studio. Visualization tools and drawing have changed radically over the last century, in both the practice and pedagogy of architecture. The course charts these shifts, beginning with the presumption that there are strong links between old and new media, analogue and digital, production and archives.

The course will address a range of questions about, and techniques of, architectural visualization, given that its role in facilitating and communicating design ideas has always been indispensable to the methods of design. How have we evolved beyond conventional two-dimensional hand drawing, which has defined architectural production for generations? What do three dimensions mean today? Or for that matter fifty dimensions? How has the proliferation of technology in particular had an effect on discrete software, techniques, platforms, and methodologies, but also their use in serial or parallel workflows? Whether designers develop an iterative series of plans, or dictate the precision of tectonic detail or toolpath, or address the complexity of environmental systems, visualization is the crucial interface between designers, disciplinary history, and their clients, consultants, and communities.

Visualization continues to radically transform the process of design and its production. It is therefore imperative that we consider the larger implications of visualization for contemporary visual culture, and architecture, in the move from modernity to postmodernity and beyond.

Structure of the course:

- a. 9-11 am: Lectures on the History of Visualization
- b. 11-1.00pm: Drawing Thematics/Drawing
- c. Outside of class hours, TA's will take responsibility for extra tutorials for students.
- d. Tutorials will be placed on the website each week prior to class.
- e. Occasional invited guest experts in visual methods, will give lecture/tutorials which will be videotaped by the GASPP Cloud Directors and inserted into a new archive of video tutorials which will begin an archive of methods of instruction in visual studies, analogue and digital.
- e. Students and professors will also begin an index/catalogue of categories of drawings by architects, historic and contemporary, and make these available to the GSAPP as references for their work. Both archives, will build over time.

Work:

Students are expected to each week:

1. To read assigned readings - download from Courseworks - ARCHA4024

Readings will be available the first week of class.

2. To complete 30 minute sketch assignment and post to the class website each week.

3. To spend 12-18 hours on each of three drawing assignments which are due over the course of the semester. A version of the drawing is due each week and uploaded to the assignments website.

4. Complete assignments for ARCHA4326, specific to ADR2 (ARCHA4024).

Your Grade will be determined by:

Attendance in class 9-1pm 10%

Completion of weekly sketch assignments and 3 additional assignments: 50%

Completion of 4 exams in History of Architectural Visualization: 40%

Week		History Lectures	ADR2 Tutorial Lectures
1	Tues 1/22	Introduction: Martin	Introduction: Kurgan/Leung/Wilson
2	Tues 1/29	Delineation: Partis, Diagrams, and Travel Sketches	Observation: From Sketches to Flickr Instagram - LK

			<b>Assignment 1 handed out.</b>  LK Lecture.
3	Tues 2/05	The World Picture: Numbers and Standards  <b>Exam 1 handed out</b>	Design Environments 1: Counting, Measuring, Data, Module, Cartesian Systems, Isotypes, Hybrid Notation Systems -LK  <b>Assignment 1B handed out</b>
4	Tues 2/12	Object-Experience: Photography versus Axonometry  <b>Exam 1 Due</b>	Objectification: Axonometry. LK and JL  <b>Assignment 1C handed out</b>
5	Tues 2/19	Dynamism: Time and Movement, Machines and Organisms	Review 1
6		Plan as Generator?	Making Visible: Orthographics, Imaging, Scanning JL  <b>Assignment 2a handed out</b>
7	Tues 3/05	Abstraction 1: Grids	Positioning: Perspective, Parallax, Targeting LK  <b>Assignment 2b handed out</b>
8	Tues 3/12	Pattern Seeing: Systems	Design Environments 2: Parameters and Iterations - LW, Rakatansky(Rescheduled)  <b>Assignment 2c handed out</b>
9	Tues 3/19	Spring Break	
10	Tues 3/26	From Above, From Below: Power and Control	Design Environments 2: Parameters and Iterations - LW, Rakatansky  <b>Feedback and Discussion of drawings on ADR2 website</b>
11	Tues 4/02	Risk: The International Division of Labor  <b>Exam 2 issued</b>	Review 2  <b>Drawings 2a, b and c</b>
12	Tues 4/09	Black and White and Color: Form/Figure/Context  <b>Exam 2 Due.</b>	Dynamics: Cinematic, Automatic, Anthropogenic - JL  <b>Assignment 2d handed out</b>
13	Tues 4/16	Digitality  <b>Exam 3 issued.</b>	Design Environments 3: Pan and Zoom, Scale and Scalelessness, Gradient and Field, Map and Territory, Topography and Topology, Systems and Networks, Code and Scripting - LK  <b>Assignment 2d Continued</b>
14	Tues 4/23	Abstraction 2: Global Pictures	Global Tools: Workflow, Supply Chains, BIM, Social Networks - LW  <b>Assignment 2e Handed out</b>
15	Tues 4/30	Final Review Week - No Class	

	Tues 5/07	Review 3 - Final Review	Review 3 - Final Review 9-1pm
	Thurs 5/09	Exam 3 Due	