ARCH/LARCH 2310

Instructor name: Ethan Mcgory  
Year and term: Fall 2015  
Meeting location: UG1 Studio

COURSE INFORMATION

DESCRIPTION
ARCH/LARCH 2310 will introduce topics that are critical in all design fields but which are here dedicated to the poetics and pragmatics of design thought and material circumstance as they relate to the fields of architecture and landscape architecture. It is critical that the student learn to move back and forth between conceptual agendas and technical execution. We will explore the vocabulary of design and the techniques for making and organizing space in both 2D and 3D formats.

COURSE STRUCTURE
The course is studio-based and is supplemented by lectures and group workshops. Students will work within smaller groups under the direction of a graduate teaching assistant and/or the instructor. Each student will have an individual workspace within the section studio, but the freshman studio space will be shared between multiple sections of the course during the semester. The studio will be conducted through a series of ten assignments with an emphasis on practical experimentation. Rigorous attention should be paid to process as a means to opening up possibilities that clarify and/or transform goals and assumptions. Though the assignments are considered independent, they build upon one another and should be seen as a series of resolutions in greater detail or with varied considerations. This approach to the projects expands interpretive potential and sets up conditions for the creative act of design while facilitating the discussion around both the origins of a project and its final meaning. Each project will be considered through two frames: the individual work itself and the work among a larger collective of works (i.e. the studio).

LEARNING OBJECTIVES
Students that successfully complete the course will be able to identify and interpret factors that bear on the design of the build environment including, but not limited to: context, material, program, surface, texture, environment, precedent, scale, craft, presentation, and representation.