AUTUMN 2015
Undergraduate Landscape Architecture

ARCH/LARCH 2300/E: OUTLINES OF THE BUILT ENVIRONMENT
Moore
Title: Outlines of the Built Environment
Introduction to Architecture, Landscape Architecture, and Planning as Cultural Practices That Shape the Physical Environment
Prereq: Not open to students with credit for 200, 1210, 2300E, LArch 1210 (200), 2300, or 2300E. GE cultures and ideas course.
3 credit hours

ARCH/LARCH 2310: INTRODUCTION TO DESIGN
Wilke, McGory, Kimbrell
Title: Introduction to Design
Introduction to the design of the physical environment through the exploration of form, space, and order using drawing and modeling techniques.
Prerequisite for admission to ARCH and LARCH.
4 credit hours

LARCH 2780/7890: LANDSCAPE ARCHITECTURE TOPICS SEMINAR
Justin Scherma
Title: Territorial Contexts: Discovery, Description, Design
This seminar examines how the spatial design disciplines have engaged with the work of geography. Throughout history, designers have shaped their own interventions by delineating and characterizing existing spatial conditions; in the process, they have often innovated new models of professional practice and visual communication. Such efforts stretch from the development of new techniques of drawing and surveying in Renaissance Rome to contemporary dynamic digital mapping. Students in this seminar will address the following questions through readings and discussion: Why does the work of spatial analysis claim an ever-increasing percentage of our work as designers? How can we situate this development in relation to practical and academic strains of geography? How can we relate it to larger historical
shifts in the perceived duties of the designer? How can we critically apply geographical methods and knowledge to our own ways of making?

3 credit hours

LARCH 4410/7410: FABRICATIONS

Troy Malmstrom

Title: Fabrications

As designers we are in a constant struggle of expressing our design intents second hand through various forms of representation, such as drawings, renderings, models, etc. A similar struggle exists between the digital and physical worlds as designers move further into the fabrication realm using equipment such as CNC routers, plasma cutters, and robotic arms for building their ideas.

This seminar looks to explore the possibilities within representation which exist when an idea progresses between analog and digital using various fabrication and rapid prototyping equipment. Moving from analog models to digital information and back, students will critique and exploit the possibilities left within this translation. Students will utilize 1) input devices such as digitizing arms and 3D scanners, 2) prototyping equipment such as laser cutters, 3D printers and vacuum formers, and 3) fabrication equipment like CNC routers and hot wire foam cutters while understanding the implications of the processes upon the resultant object.