

**COURSE DESCRIPTION:**

Introduction to creative design processes focusing on the investigation of spatial compositions. Addresses various design tools and methods to aid the design process.

**LEARNING OUTCOMES:**

- Ability to explore and refine design ideas through sketching.
- Ability to explore and refine design ideas through physical models and fabrication.
- Ability to revise design through constructive peer and self-critique.
- Ability to develop and refine compositions through an iterative process.
- Ability to utilize formal design vocabulary to describe design strategies.
- Begin to develop a critical conceptual design process.
- Begin to recognize and design relationships within the built environment.

**NAAB STUDENT PERFORMANCE CRITERIA ADDRESSED:**

- A. 2. Design Thinking Skills: Ability to raise clear and precise questions, use abstract ideas to interpret information, consider diverse points of view, reach well-reasoned conclusions, and test alternative outcomes against relevant criteria and standards.
- A. 8. Ordering System Skills: Understanding of the fundamentals of both natural and formal systems and the capacity of each to inform two- and three-dimensional design.

**TOPICAL OUTLINE:**

2-D Composition_	
Formal Design Vocabulary, Craftsmanship	20%
3-D Composition_	
Spatial perception, Material exploration, Light Shadow, Volume Studies	30%
Synthesis_	
Coordinated 2-D and 3-D design components	50%

**PREREQUISITES:**

NONE

**OFFERED:**

Fall, 3 days/week, morning

**PROFESSORS:**

Hongtao Zhou

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**TEACHING ASSISTANTS:**

Michael Witte

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Jason Mandaloniz

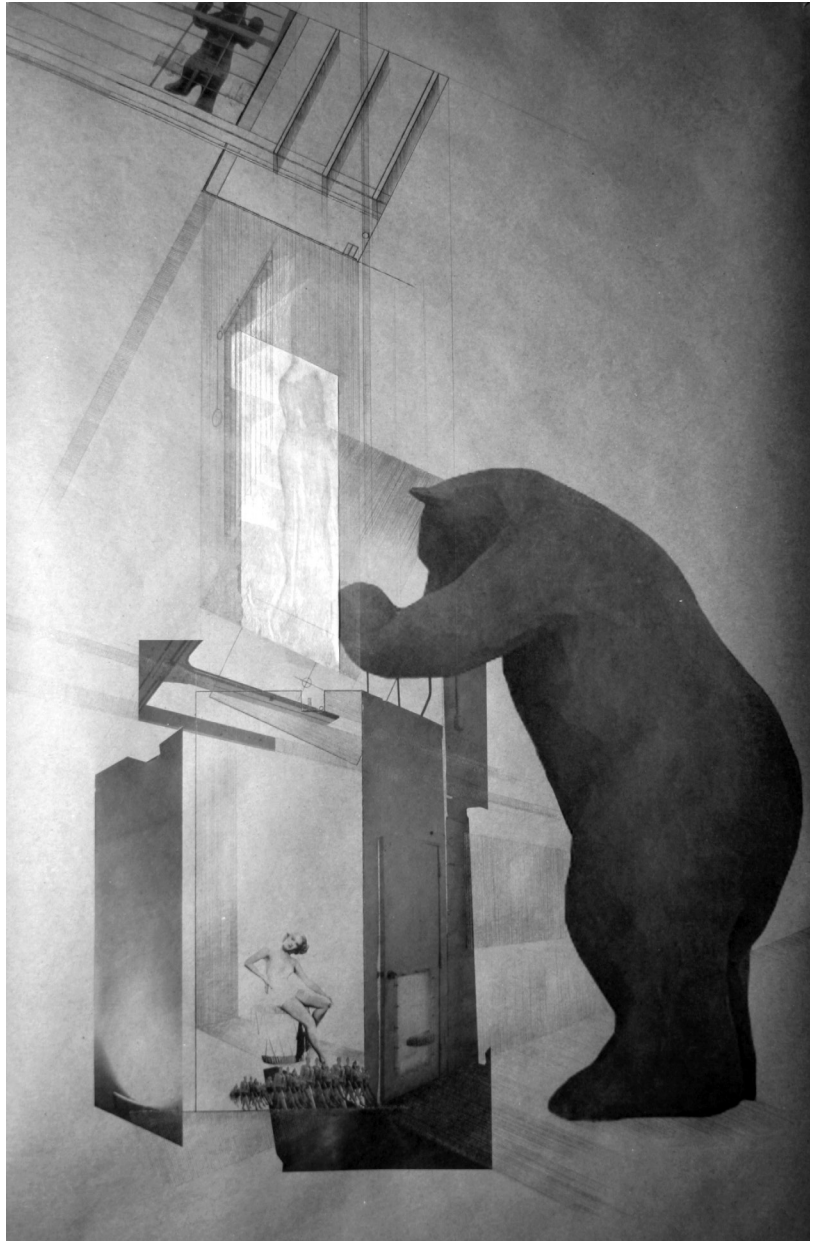
Email: jmandalo@hawaii.edu

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Graham Hart

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**MEETING TIMES\_LOCATION:** Architecture Building, Room 210, 9:30-12:30 MWF

**ROOM CODE:** Covered first day of class. DO NOT SHARE the code. By keeping the code you will help to protect your work and your fellow studio mates' work, and supplies from being stolen or destroyed.

**COMMUNICATION:** Laulima will be our primary communication tool outside of class (laulima.hawaii.edu). We will issue any changes to the course or the schedule on Laulima ASAP. This will be where studio wide information will be published and maintained.

**BASIC DESIGN COURSE DESCRIPTION:**

Design is fundamental to our daily lives. We are affected by design in nearly every facet of our existence from how we move through our cities to the tools that we feed ourselves with. As designers we are asked to take on a great responsibility within our communities and culture to improve the functionality and beauty of our environments while negotiating and developing a relationship and respect with the history and culture that has come before us. Environmental design encompasses the built environment in many ways, architecture, landscape, industrial design, and graphic design are all disciplines that take on these challenges and develop solutions for them. To be a strong designer it is paramount that you understand the fundamentals of design, how specific elements are defined, and how understood elements fit together in a clear and coherent composition.

The first year Basic Design class has been structured to provide you, an entry level student, with the skills, tools, thinking processes and passion that can be built on in the future as you work through your design education. This class will enlist a variety of different methods and systems based on a conceptual platform for you to learn, adopt and use in the future. This is a studio based class which means that its curriculum is comprised of a series of projects that will require you to actively participate in the design process through drawing, modeling, and construction. The idea is to build a working laboratory that will help you to develop conceptual awareness and critical design thinking through doing. Design requires an experimental trial and error approach. Each project requires you to go through an iterative process in order to achieve design excellence.

**COURSE CURRICULUM:**

**Skills Building**

\_sketching, design thinking, basic construction, craft

**Scale**

\_proportion, appropriate spatial relationships

**Materials**

\_construction, material choice, meaning, perceptions

**Body**

\_scale, proportion, corporeal and cognitive understanding relating to space

**STUDIO GUIDELINES:**

It is expected that you will develop a **COMMUNITY OF COLLABORATION**, and critique. Students are expected to interact with their fellow classmates as an additional means of learning. Many students learn just as much from their fellow students as they do from their instructors. It is a privilege to have a space allocated to you for your use, especially as an undergraduate student. The studio space will be kept in appropriate order, clean common spaces after use and be accommodating to other student's work space needs. As aspiring designers, you should take the initiative to create an environment for you and your classmates that is conducive to you and your co-studio students work.

Studio classes are intended to include a critical dialog. These types of critique happen on many different levels. Individual critiques will happen almost daily between students and their TA's/Professors. These types of critiques are meant to be instructional times in which progress, process, and questions can be examined and answered on a 1 on 1 basis. Weekly, the studio will have pin ups in which students will pin up their work for collective discussion and critique. The tradition of having group pin ups or critiques is rooted in the idea that we can all learn from each other and should thus be participating in each other's presentations through constructive verbal critiques and discussion.

**WORK EXPECTATIONS:** Be prepared to work hard and efficiently to meet all of the studio requirements. You are required to spend scheduled class time in the studio working with the Professors, TA's, and your studio mates. Spending time in the woodshop, on a project site or in the library during class time will be permitted if it helps you meet the project requirements. You should be prepared to spend three hours outside of class, in the studio, for every hour spent in class working on assignments. This time should be spent working through your assignments, researching precedent studies, and generally contributing to the progress of your studio project.

**PRESENTATIONS CRITIQUES:** You will be required to present your work frequently. All presentations will be conducted in a clear and professional manner on the part of both the presenter and the rest of the studio. Everyone is expected to participate in presentations and class discussions, your participation will affect your grade. Hint: Use your written statements as a guideline for your verbal presentations (see below).

**WRITTEN STATEMENTS:** For every final pin-up/presentation/critique you are required to turn in a 3-5 sentence description of your project's concept and outcome to Laulima. This is intended to help you to keep your concept clearly stated for presentations, and will also help you to catalog your work for your portfolio in the future. We will also use it as an aid to grade your projects. It is highly recommended that you become accustomed to finishing your projects and writing your statements as you move forward in design education.

**SKETCHBOOKS:** You are required to keep a sketchbook throughout this class. The sketchbook should be used to record ideas, sketches, concepts, organizational diagrams, images, newspaper clippings, project shopping lists...precedents, critique notes, excerpts from books you are reading etc. It is a tool that can help you record and make sense of your design progress and process. The sketchbook will also keep your thoughts recorded for your current projects and for reflection in the future. Sketchbooks are also a way for you to test, experiment and identify your identity as a designer. It is important that you get comfortable with the idea of keeping this with you at all times. You will have a sketchbook review mid-way through the course.

**WOODSHOP:** Only use the woodshop during the posted hours (see woodshop door for hours) and will be coordinated with the woodshop director. You are required to pass a basic orientation with the woodshop director which has been scheduled for Wed Aug 22nd during class time. Store your materials in places that are not blocking circulation paths or exits. Make sure that your materials are labeled and are neatly stored away should you leave them unattended or overnight. What may look like an ordered stack of material to you may look like trash to someone else. Do not leave materials lying around the building- pick up after yourself.

**STUDENT SAFETY:** Please be careful, make sure that you ask how to do anything that is dangerous and take great care when using any dangerous tools including ex-acto knives, saws, cutters of various sorts, hammers, sharp materials, etc. Please ask if you do not know how to do something properly and ALWAYS use safety equipment when it is prudent.

**IMPORTANT DATES:**

All School Meeting: Wed. AUG 22nd in the Auditorium

Last day to drop: Mon. AUG 27th

Last day to register: Wed. AUG 29th

Last day for restricted withdrawals: Fri. OCT. 19th

Last day of THIS class: Fri. NOV. 30th

Final Presentation/Critique week: Dec 3-7th

Exam week: DEC 10-14th

Winter break begins: DEC 15th

**BOOK:**

Architecture: Form Space and Order by Francis D.K. Ching

**MATERIAL LIST:**

The bookstore sells many of the materials that we will be using for this class. Professors, TA's and upper level students can help direct you to alternative places to shop for materials.

- Sketchbook, size: roughly 9"x12" hard cover**
- 1 roll of Tracing Paper:**  
**12", 18" or 24" white or buff is preferable, yellow is acceptable**
- Pencils: 2H and 2B sketching pencils, 1 each**
- Portable, small pencil sharpener**
- Lead Holder**
- Lead Pointer**
- 1 box of 2H lead for the Lead Holder**
- Eraser: Staedtler Mars Plastic Eraser in Sleeve, White, For Graphite**
- Inking edge plastic triangle 12" 45, 45 and/or 30, 60**
- approx. 24"x36" drafting board w/ Mayline and (1) 2 ply sheet of chip board to mount on top**
- Compass**
- 1 roll of either drafting tape or masking tape or box of drafting dots**
- 24" min metal ruler/cutting edge with cork or other non slip backing**
- No. 1 X-acto knife with No. 11 X-acto blades:**  
**You will be using many blades, purchasing a larger value pack is recommended.**
- 18"x24" Self healing cutting board**
- 11"x14" or 18"x24" pad of Bristol Board 300 2 ply Smooth Finish.**
- Disposable technical pens:**  
**1 package or 1 of each: 00, 1, 3, & 5 point**
- 22"x 30" canvas portfolio bag for transporting work**
- 8" or 10" adjustable triangle**
- Circle template**
- 4H, 2H, HB, 2B, & 6B Pencils 1-2 each**
- 1 bottle of white glue:**  
**Tacky glue is preferred, Elmers is acceptable**
- Architectural scale**
- BoxCutter/Utility knife**
- 18"x 24" newsprint pad**
- Toolbox (Art supply box or fishing tackle box)**

Nice to have but not immediately necessary:

- Sharpie Markers, various sizes
- Measuring Tape
- Your own pair of safety goggles
- Colored Pencils, Prismacolor or better
- T-Pins for pinning up work for review

Further materials and tools may be required as project assignments are given. We are working hard to keep the material quantities and costs to a minimum. It is recommended that you budget at least \$50.00 for further drawing, model building and fabrication materials.

**REQUIREMENTS\_REGULATIONS:**

**DIGITAL WORK:** All digital design technologies are forbidden for this class. Any use of computer drafting, visualization software, or digital fabrication is prohibited. Any student seen using (or if evidence is found of a student using) digital means to design or complete a project will not receive a grade for the project (grade=0) and may be failed out of the class.

**CELL PHONES:** Turn off all cell phones during class time, you will be asked to leave should you use your phone during class. Any time you are asked to leave the studio, the dismissal will count as an absence from class thus jeopardizing your grade.

**ATTENDANCE:** Attendance is mandatory. If you have an emergency and must miss class, contact the Professors and your TA as soon as possible. You will be responsible for making up missed class time which may require additional work outside of your normal course work and studio time. University policy states that three missed classes result in a full letter grade deduction. Two or more times being late to class or leaving early will result in an absence.

**LATE PROJECTS:** With the exception of oral presentations, all late work without prior approval will receive a maximum of a C+. Oral presentation WILL NOT be accepted late.

**INTELLECTUAL PROPERTY:** The University reserves the right to keep any work produced by the students for this class for future reference and to meet NAAB requirements. It is the student's right to record and make images of their work for their own future use. If we require you to turn in your work to us, it is your responsibility to pick up the work if it is available to be returned to you.

Throughout the semester you should be continuously recording your process and final work by photographing 3-D work and scanning 2-D images. You will need these images for your portfolio in the future. Keep all of your work for your own archive but also in the event you are asked to turn in your work for department use at a later date.

**SPRAY PAINTS\_SPRAY ADHESIVES:** Any use of off-gassing or caustic materials will be done in the appropriate area, spray-booths, outside etc. DO NOT SPRAY PAINT or SPRAY ADHESIVE anywhere outside of the spray-booth.

**GRADING AND EVALUATION:**

Grading for the course will be based on your performance on multiple class projects and your participation in the class. The grade is a result of a number of components including; process and final project work, sketch-book work, written statements, class participation, and oral presentations. Timeliness and completion of all projects requirements are critical.

No individual grades for each project phase will be posted. Private conferences with the Instructors may be undertaken at ANY time to discuss individual goals, progress, and grading. Mandatory conferences with the Instructors will occur at midterm.



As a general guide, an "A" student completes all assigned work on time, **EXCEEDS REQUIREMENTS**, displays creativity, rigor and care in all work, shows excellence in analysis, synthesis, communication/presentation clarity, and demonstrates skills and knowledge required in the course including the ability to develop a consistent and highly developed proposal.

A "C" student completes all assigned work on time, just meets requirements, displays moderate creativity, rigor and care in all work, shows moderate skill in analysis, synthesis, communication/presentation clarity, and demonstrates average skills and knowledge required in the course including the ability to develop a moderately consistent proposal .

You are encouraged to meet and exceed all requirements. Grading will be based on your ability to thoroughly investigate a design problem and develop a clear and comprehensible process to solve all of the assignment. Projects lacking a thorough investigation will receive a reduced grade regardless of how pretty the pictures are at the end of the assignment. You will be evaluated comprehensively based on your entire participation in the assignments and in daily class time. This is a **PROCESS** and **PARTICIPATION** oriented class.

**UHM\_SCHOOL OF ARCHITECTURE POLICIES AND PROCEDURES:**

The course will follow current University of Hawaii and School of Architecture Policies and Procedures. Students are expected to be familiar with and abide by these Policies and Procedures.

**ASSUMPTION AND RISK OF RELEASE FORM:** All students enrolled in this course are required to complete the School of Architecture Assumption of Risk and Release Form or to have made alternative arrangements with the Associate Dean to accomplish the shop or fieldwork required of the course. Enrollment in this course will be accepted as affirmation that the requirement has been met.

Please see <http://www.arch.hawaii.edu/#student-overview> for all Department of Architecture policies and expectations.

**MISCELLANEOUS COURSE POLICIES AND PROCEDURES:**

**RIGHT TO CHANGE:** The information contained in the Course Syllabus and upcoming project outlines are subject to change. Every reasonable effort will be made to promptly notify students of any change.

**SHOP REQUIREMENT:** All students are required to complete required procedures for use of the School of Architecture Shop, including specified safety tests and checkout on equipment to include the table saw, jig saw, band saw, and drill press. Safety equipment is required for use of the School of Architecture Shop. The equipment is to be provided by the student. Failure to complete these required procedures later than the second week of classes may disallow proper completion of assignments, and have an adverse effect on grading.