

COURSE DESCRIPTION:

Exploration of critical judgment and mean to conceptualize, develop, represent, and both visually and orally communicate architectonic form and space, including fundamentals of freehand drawing, mechanical drawing, physical model making, diagramming, and graphic techniques.

STUDENT LEARNING OUTCOMES:

- Ability to select and use multiple drawing medium
- Ability to construct Plans, Sections, Elevations, One and Two Point Perspectives
- Ability to verbally present concepts
- Ability to select presentation mediums for their impact on the communication of designs ideas

NAAB STUDENT PERFORMANCE CRITERIA ADDRESSED:

A. 3. Visual Communication Skills: Ability to use appropriate representational media, such as traditional graphic and digital technology skills, to convey essential formal elements at each stage of the programming and design process

TOPICAL OUTLINE:

2d medium_	20%
Graphite, ink, watercolor, color pencil, marker	
Drawing Conventions_	30%
Plans, sections, elevations, perspectives (1 & 2 point)	
Oral Presentation_	10%
Digital presentation_	20%
Intro PS, InDesign, Typology	
Synthesis_	20%
Coordinated Oral 2d presentation with Hand and digital content	

PREREQUISITES:

NONE

OFFERED:

Spring, 3 days/week, morning

PROFESSOR:

Maria Simon RA
email: simonm@hawaii.edu
Office: 301-E
Office Hours: by appointment

MEETING TIMES_LOCATION: Architecture Building, Room 210, 9:30-12:30 MWF

TEACHING ASSISTANTS:

Michael Witte
Email: mwitte@hawaii.edu
Office Hours: by appointment

Graham Hart
Email: ghart@hawaii.edu
Office Hours: by appointment

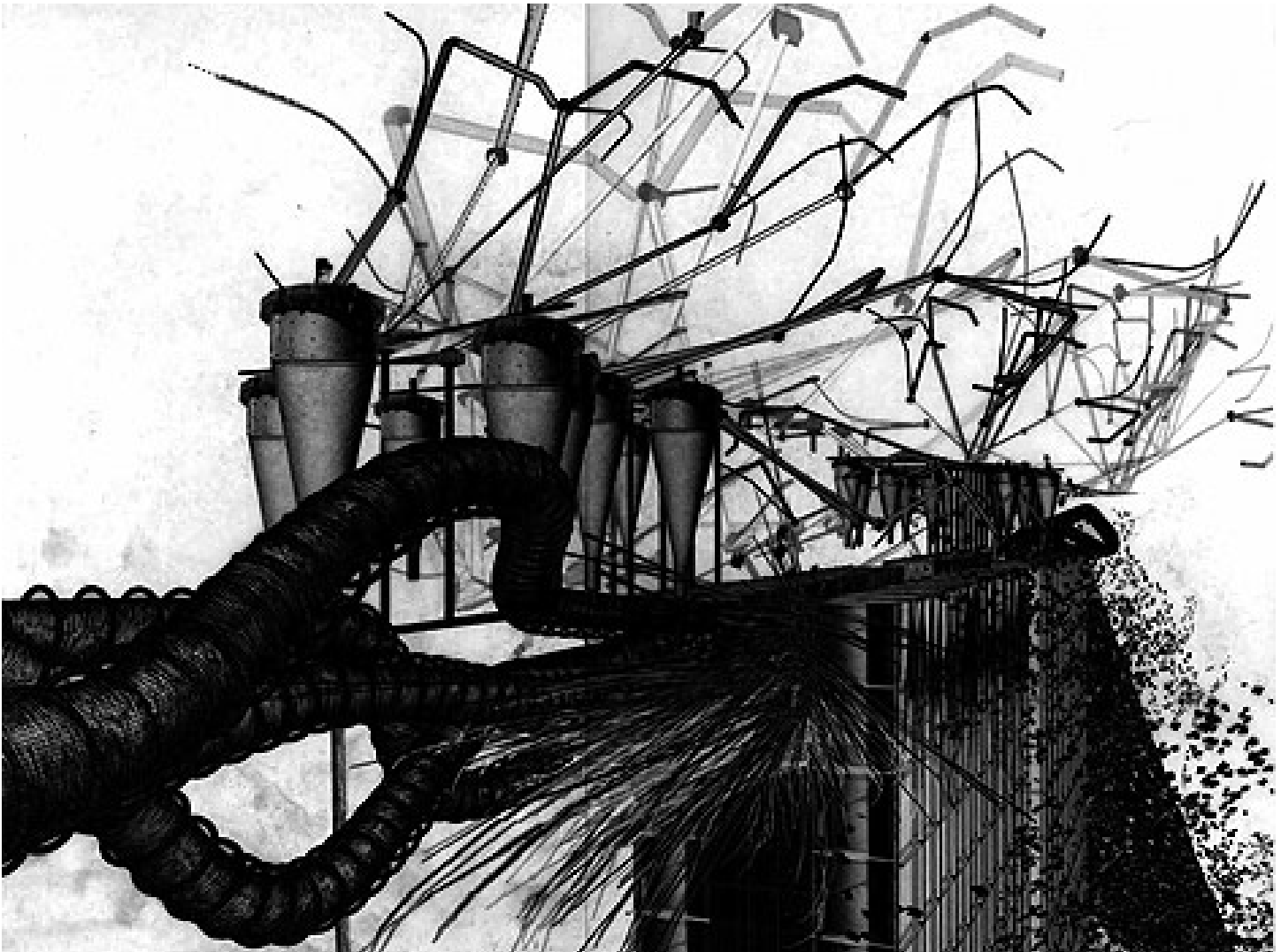


image by Luke Chandresinghe

DESIGN COMMUNICATIONS COURSE DESCRIPTION:

Sketching and drawing are spatial and haptic exercises that fuse the external reality of space and matter, and the internal reality of perception, thought and mental imagery into singular and dialectic entities.

Juhani Pallasmaa

Not only does drawing involve the ability to decide how to achieve a certain end, but also the ability to reflect upon it and determine the achievement of a beautiful life, a vita beata, a merging in a single embodiment of three complementary arts: the art of drawing well, living well and building well.

Marco Frascari

In this class you will learn the skills that you, the design student, will need in order to accurately represent your ideas and explore space in 2(+) dimensions. You will learn how to make marks on a page and how to cluster those marks into a complete drawing. You will also be taught traditional methods of drafting in which space can be explored through measured drawings using traditional tools to aid your production. In addition to techniques for representation we will explore methods of expression and how we can describe ideas through the **way** we represent our work. The course will be completed using comprehensive methods of assembling drawings using multi media techniques.

In addition to developing design drawing skills, we will address additional communication skills including verbal and written representation of work. We will have multiple workshops that will allow you to dig deeper into specific topics utilizing the help of experts in the field.

COURSE CURRICULUM:

Skills Building

_basic sketching and drawing techniques, in class and on site exercises

Technical Drawing

_mechanics of technical drawing and drawing types including appropriate drawing scale and media

Building a Design Language

_multimedia representation, expressing concepts through graphic means

Comprehensive Communication

_finished graphic documents through analog and digital means, final presentation

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/Professor. 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. 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_ASSIGNMENTS: Be prepared to work hard and efficiently to meet all of the class requirements. Expect to spend the entire scheduled class time in the studio working with the Professor, TA's, and your studio mates. In addition, you should be prepared to spend three hours outside of class, for every hour spent in class working on assignments. If you come to a class un-prepared you will be given an absence for that day and may be asked to leave the class.

Assignment sheets will be provided to you for each class project and will include but is not limited to: due dates, grading expectations, project goals, and an assignment outline. It is your responsibility to clarify any questions you have regarding the assignments by asking questions in class or by contacting the instructor or TA outside of class time.

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.

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.

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.

LOCKERS: A locker will be assigned to you during the first week of this class. It is your responsibility to get a combination or key lock for your assigned locker. If you choose to swap lockers with someone else in the class, you must notify the instructor. You are responsible for your own equipment including keeping it safe in a locker.

COMMUNICATION: Laulima will be our primary communication tool outside of class time (laulima.hawaii.edu). This will be where studio wide information will be published and maintained. All course information, schedule changes and announcements will be made on Laulima. You will be expected to check your Hawaii.edu email account *daily* to be alerted of any changes throughout the semester.

SPECIAL ACCOMODATIONS: If you have a documented disability for which you are or may be requesting an accommodation(s), you are encouraged to contact your instructor and Student Services as soon as possible.

IMPORTANT DATES:

Last day to drop: January 14th

Last day to register: January 16th

Holiday: MLK Day January 21st

Holiday: Presidents day February 18th

Last day for restricted withdrawals: March 8th

Spring Break: March 25th -29th

Last day of THIS class: Fri. April 26th (your final project will be due on this day at 5pm)

Final Presentation/Critique week: April 29th-May 3rd

Exam week: May 6-10th

Summer break begins: May 11th

Please reference University Regulations for all explanations of important dates and policy implementation.

BOOK: OPTIONAL

These books are not offered in the bookstore. Please order any books online if you wish to have your own copy. Any required readings will be scanned and provided for you on Laulima.

Design Drawing by Francis D.K. Ching

Invisible Cities by Italo Calvino

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**
- 1 large newsprint pad 18"x24"**
- 1 masonite sketch board (large enough to accomodate your newsprint pad)**
- Pencils: 4H, 2H, HB, 2B, 6B sketching pencils, 1-2 each**
- Portable, small pencil sharpener**
- Lead Holder**
- Lead Pointer**
- 1 box of 4H, 2H, HB, 2B lead for the Lead Holder (you may wish to share boxes with class-mates) you will need at least 3 pieces of each lead.**
- Eraser: Staedtler Mars Plastic Eraser in Sleeve, White, For Graphite**
- Inking edge plastic triangle 12" 45-45-90, 30-60-90, and adjustable triangle**
- approx. 24"x36" drafting board w/ Mayline and (1) sheet of chip board to mount on top (Alvin brand is also acceptable).**
- Compass with ability to change out lead in lead holder.**
- 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**
- Disposable technical pens:**
 - 1 package or 1 of each: .5, 1, 3, & 5 point**
- 22"x 30" canvas portfolio bag for transporting work if you plan on working remotely.**
- Circle template**
- 2 sheets of Chip Board (for a studio portfolio)**
- Architectural scale**
- BoxCutter/Utility knife**
- Toolbox (Art supply box or fishing tackle box)**
- Charcoal sticks, multiple weights (hard, medium, soft)**
- Pastels: white, black and a medum brown*(to be discussed on the first day of class)**
- Colored Pencils: Prismacolor set of 12 or 36*(to be discussed on the first day of class)**
- Watercolor paints and tools *(to be discussed on the first day of class)**

Further materials and tools will 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 \$200.00 for further drawing, model building and printing. Each project will require that you use specific types of paper. The bookstore and Fisher sell single sheets of paper. Practice, practice, practice on trace paper and/or your newsprint pad before putting your final drawings onto nice paper this will save you money and make your final product stronger and more refined.

It is expected that you keep all of your tools and work in the studio for use and/or reference throughout the semester. If you are unprepared for class you may be given an absence for the class.

REQUIREMENTS_REGULATIONS:

DIGITAL WORK: All digital design technologies are forbidden in this class until specified by the instructor. 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, represent, or complete a project in any way will not receive a grade for the project (grade=0) and may be failed out of the class.

CELL PHONES_LAPTOPS_TABLETS: Turn off all cell phones during class time, you will be asked to leave should you use your phone during class. If you are seen using your laptop/tablet in class for ANY use unrelated to the course work, you will be asked to leave. Any time you are asked to leave the studio, the dismissal will count as an absence from class thus jeopardizing your grade. Inappropriate use of phones/laptops/tablets includes but is not limited to: watching movies, TV, videos, social media, unrelated internet searches, answering phone calls, texting and email.

SPRAY PAINTS_SPRAY ADHESIVES: Any use of off-gassing or caustic materials will be done in the appropriate area outside of the classroom. DO NOT SPRAY PAINT or SPRAY ADHESIVE inside. Use a large piece of cardboard or paper to capture any overspray.

ATTENDANCE: Attendance is mandatory. If you have an emergency and must miss class, contact the Professors and your TA within 24 hrs of your absence. Illnesses will require a doctor's note within 48hrs of the class you missed in order to be considered excused. 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.

WOODSHOP: Wood shop use for this class will be limited. For those students who have not yet been approved to use the woodshop, please schedule a time with the woodshop director during the first week of class to sign the appropriate paper work and go through orientation.

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 before you are allowed to use these facilities. When you use the woodshop, store your materials in places that are not blocking circulation paths or exits at any time. 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 you are unfamiliar with and take great care when using any dangerous tools including ex-acto knives, saws, cutters of various sorts, hammers, etc. Please ask if you do not know how to do something properly and ALWAYS use the proper safety equipment. Make sure you are in a proper state of mind to do the work you need to do, this means getting enough sleep and taking care of yourself. Emergency procedures are posted in the studio should an accident occur.

POWER TOOLS ARE NOT ALLOWED TO BE USED ON ANY SCHOOL PROPERTY OUTSIDE OF THE WOOD SHOP. Check with Steve Hill, woodshop director for any questions regarding this policy.

Keep all doors closed and locked at all times. Theft has been an issue in the past and can be prevented. Keep your belongings locked up and/or labeled to prevent someone from taking them or for mistaking the materials/tools as theirs.

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, sketchbook work, written statements, class participation, and oral presentations. Timeliness and completion of all projects requirements are critical.

Individual grades for each project phase will be posted as they become available, due to the size and nature of the class, grades will be distributed up to 2 weeks after the assignment is completed. Private conferences with the Instructor may be undertaken at ANY time to discuss individual goals, progress, and grading.

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 the assignment and develop a clear final product that reflects your comprehensive process. Projects lacking a thorough investigation will receive a reduced grade regardless of how well executed the final product is completed. You will be evaluated comprehensively based on your entire participation with the assignments and in daily class time.

Any project that is turned in MUST also include your process work. If you put process work in your sketchbook either leave your sketchbook open to the correct page OR make a photocopy of the pertinent pages. 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.

GRADING WEIGHT: The weight of each project will progressively be heavier as the semester progresses. For instance, the first project is not worth as much as the final project. This is based on the concept that your skills will improve throughout the class and your grade should reflect your success and commitment to class content.

Skills Building: 15%

Technical Drawing: 20%

Building a Design Language: 25%

Digital Introduction: 10%

Comprehensive Communication: 25%

Workshops: 5%

Each project will be graded using the following scale:

Final Product overall quality of content including resolution of project requirements: 40%

Process/Development: 20%

Craft: 25%

Participation: 15%

Extra credit may be given during the semester, all extra credit will be factored into your final grade. Extra credit will be given to the entire class if at least 85% of the class fills out the E-Cafe survey at the end of the class.

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 via Lulima.

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.

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.

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.