

**Number & Title of Course (total credits awarded):**

ARC 5362 Core Design and Graphics 2 (9 cr hrs)

**Course Description (limit 25 words):**

Core architectural design studio with emphasis on the design process with a graphics component that focuses on the important methods/skills used to inform, explore and express design thinking.

**Course Goals & Objectives (list):**

Core Design 2 builds upon lessons of Core Design 1, where we establish a sense of tectonic making in the service of spatial and programmatic conditions. Core Design + Graphics 2 investigates a spectrum of typologies through a series of exercises where we discuss tectonics, materiality, and volumetrics in the form of various fundamental modalities of the horizontal and the vertical. The graphics component of the course is integrally linked to these lessons.

**Student Performance Criterion/a addressed (list number and title):**

Understanding:

A.2 Design Thinking Skills; A.3, Investigative Skills; A.4, Architecture Design Skills; A.5, Ordering Systems; A.6 Use of Precedents

**Topical Outline (include percentage of time in course spent in each subject area):**

Week 1 and 2: Idea of master planning three projects: Wall/Ground, Floor/Ceiling, Vertical tower.

Week 3 and 4: Wall/Ground project

Week 5 and 6: Floor/Ceiling project

Week 7 and 8 Tower/verticality movement project

Week 9: Field learning experience to San Juan, Puerto Rico

Week 10 and 11: Site and Ground remaster plan of three projects

Week 12 through 15: Final project.

**Prerequisites:**

Core Design + Graphics 1

**Textbooks/Learning Resources:**

Readings provided online from historical and contemporary texts.

**Offered (semester and year):**

Spring semester

**Faculty assigned (list all faculty assigned during the four semesters prior to the visit):**

Steven Cooke (F/T), Brandon Hicks (Adj), Levent Kara (F/T), Mark Weston (F/T)