

Number & Title of Course:

ARC5363 Core Design 3

Course Description:

This studio focuses on the relationship between building and site, and how context creates opportunities for design expression and programmatic innovation. Core Design 3 introduces issues of building assembly, program, tectonics and basic life safety considerations.

Course Goals & Objectives (list):

1. Develop more mature expressions of interior space, taking into account natural light, proportion, and material detail.
2. Develop skills in site planning and site analysis in order to control a building's interface with its immediate context.
3. Develop skills in comprehensive building design including spatial organization and circulation; tectonics; and building systems (structural, mechanical, and material).
4. Develop skills in using the conventions and standards of design representation including plans, sections, and three-dimensional documents.
5. Develop critical observational skills and familiarity with urban and landscape vocabularies.
6. Formulate public space making strategies that support civic and social imperatives.
7. Begin to introduce knowledge of building programming and code requirements.

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

A.1, Prof Communication; A.2, Design Thinking skills; A.3, Investigative Skills, A.4, Arch Design Skills; A.5, Ordering systems; A.6 Use of Precedents;
B.1, Pre-Design; B.2, Site Design; B.3, Codes and Regulations
C.2 Integrated Evaluations and Decision Making Design Process; C.3, Integrated Design;

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

Analysis: 10%

Program: 10%

Design: 80%

Prerequisites:

ARC 5361 - Core Design 1; ARC 5362 - Core Design 2

Textbooks/Learning Resources:

Per faculty

Offered (semester and year):

Every Fall semester

Faculty assigned:

Nancy Sanders, Michael Halfants, John Curran, Mark Weston