

COURSE NUMBER: ARCH 160
INSTRUCTOR: Tony Bracali, AIA, LEED AP
Micheal Tweed
SEMESTER: Spring 2011-12
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COURSE OVERVIEW:

As designers of the built environment, one of our most valuable tools is our ability to portray our ideas with drawings and models. This course exposes students to presentation skills used in architectural and design professions. These skills are needed to function effectively at entry-level positions in professional practice and for those intending to transfer into other educational institutions. These skills form the foundation of your later education.

COURSE OBJECTIVES:

- Enhanced appreciation for the complex process of design coupled with skills in graphic composition.
- Knowledge of perspective drawing, freehand drawing and rendering.
- Experience in model making.
- A body of work for inclusion into an architectural portfolio.
- Layout & Composition of boards and graphics

COURSE OUTCOMES:

- Demonstrate facility using an array of architectural presentation methods, including various drawing types, physical (analog) models, and 3d computer modeling (currently AutoCAD, 3d Studio Max, Revit, and SketchUp).
- Organize, compose and present architectural and interior designs using computer graphic design software (currently Photoshop, Illustrator and InDesign).
- Communicate architectural and design concepts clearly and convincingly.
- Begin the process of creating a portfolio of work for use in collegiate transfer and / or seeking employment.
- Demonstrate knowledge of professional performance standards in the presentation of design work.

REQUIRED TEXT:

Design Drawing, First Edition – Frank Ching
Van Nostrand Reinhold

Adobe Creative Suite 3 Premium
Design Reference for Dummies

RECOMMENDED TEXT:

Color Drawing, Second Edition – Michael E Doyle
John Wiley & Sons, Inc, 1999

Pencil Sketching – Thomas Wang
Van Nostrand Reinhold, 1977

OTHER MATERIALS:

Most course handouts and materials can be downloaded from the following website.
www.anthonybracali.com/teaching

REQUIRED MATERIALS:

ADC 160 Supplies kit can be purchased at:
Utrecht, 2020 Chestnut Street, Philadelphia - (215) 563-5600
Utrecht, 301 South Broad Street, Philadelphia - (215) 546-7798
Dick Blick, 1300 Chestnut Street, Philadelphia

These supplies are in addition to those purchased already for Arch 109.

GRADING CRITERIA:

Students will be assigned a total of nine (9) projects over the course of the semester. Those are as follows:

P1	Trubeck Model	15%
P2	Plan & Section Board	10%
P3	Sketch Sessions	10%
P4	Hand Forgery	10%
P5	Plan & Section Graphics	10%
P6	Digital Forgery	10%
P7	Custom Model	15%
P8	Final Presentation	15%
X	Participation, Improvement	5%

Grades in this course will be assigned based on a professional standard. Work will be judged based on what would be acceptable in an office environment.

LATE WORK:

Assignments submitted after the due date will be reduced by one (1) letter grade. Assignments will not be accepted more than one (1) class after they are due.

ATTENDANCE:

If you miss class, it is your responsibility to acquire from other students any handouts or other materials distributed while you were absent.

Lateness – ½ an Absence

Leaving Class early – ½ an Absence

Three (3) Absences – Final Grade lowered one letter

Six (6) Absences – Mandatory Failure

Students are expected to abide by all provisions of the Student Code of Conduct, published annually in the Student Handbook.

PROJECT ABSTRACTS:

P1- Model Skills- Trubeck Model

Students will use base drawings to construct a model of the Trubeck House by Robert Venturi. Emphasis will be placed on skill building and craftsmanship in the process.

P2- Plan & Section Board

Using the first floor plan and elevation of the Trubeck House (provided in CAD) students will prepare a plan and section projection board in Adobe Illustrator software. The board must be 11x17 in portrait format. *Students should list their name, course number and the date in the lower, right hand corner, no larger than 10pt font.*

P3- Sketch Sessions

Students will develop skills working with line weights, hatching and poche. Students will work freehand with axonometric, isometric and perspective drawings. They will prepare speculative sketch drawings to help them build their representation skills.

P4- Hand Forgery

From a list, students will *select a house that will form the basis of several projects*. To complete this project, students will need to research plans, sections, elevations, etc. For the hand forgery, students will re-create a hand rendering of their selected house. The drawing should be the same size and use the same medium as the original. The intent is for students to make their work look as much like the original as possible.

P5- Plan & Section Graphics

Students will learn appropriate techniques for working with lineweights and graphics in plan and section. Additional pens and markers will be needed for this project.

P6- Computer Forgery

Using the computer to make architectural renderings is more than just applying color. Just like hand drawing, texture and detail can add life to a drawing. To practice these skills, students will once again re-create their selected forgery entirely in the computer using Adobe Illustrator. (Photoshop may also be used for some elements of the drawing) The goal is to make the computer drawing look as much like the original hand drawing as possible. The final drawing should be printed in color on 11x17 sheet of paper.

P7- Custom Model

The subject residence chosen by each student will be modeled for presentation. Images of this model will be incorporated into the final presentation board.

P8- Presentation Board

Students are asked to prepare a presentation using Adobe Illustrator that describes either the subject residence that has been the subject of multiple assignments. Work from all prior assignments will be incorporated.