West Los Angeles College
Los Angeles Institute of Architecture and Design

Course Syllabus – Spring Semester 2015

WLAC Course: ARC 172 Architectural Drawing 1 (CSU) 3.00 Units
LAIAD Course: ARCH 111B

PRE-REQUISITE / CO-REQUISITE

None

SCHEDULE / LOCATION

6:00 pm – 7:45 pm M, Th at LAIAD, 3807 Wilshire Bl. Suite 330

FACULTY

Sean Finn, Architect, 310 890 0950 sfinn@laiad.com

OFFICE HOURS

By Appointment. The instructor is available during office hours for consultation outside of class. Students are encouraged to seek help and bring concerns to the instructor during this time. Please don't hesitate to ask for help or assistance if you need it, or to discuss any concerns you have regarding the class.

COURSE DESCRIPTION

Arc 172 Architectural Drawing 1: An introduction to the process of basic architectural analysis and design taught through manual and computer-based drawing. This course involves two-dimensional analysis of a building and the creation of interpretive studies using drawing as a medium of investigation. There is also an emphasis on two-dimensional presentation techniques.

REQUIRED READING: SKETCHUP

Trimble Sketchup User's Guide
Downloadable PDF Version here:
http://storage.googleapis.com/support-kms-prod/SNP_2668174_en_v0

Other Recommended Resources:
Sketchup Video Tutorials
Viewable here:
http://sketchup.google.com/intl/en/training/videos.html

RECOMMENDED READING: ARCHITECTURAL DRAWING

Yee, Rendow **"Tool Fundamentals."** Architectural Drawing: A Visual Compendium of Types and Methods. Published by John Wiley, 2012. (ISBN-10 1118012879) Pages 1-38.

Transparency: Literal and Phenomenal
Colin Rowe; Robert Slutzky
Perspecta, Vol. 8. (1963), pp. 45-54.

COURSE STUDENT LEARNING OUTCOME (SLO)

At end of the course, the successful student will be able to describe two and three dimensional architectural ideas through manual hardline drawings and digital computer modeling.

COURSE LEARNING OBJECTIVES

1) Demonstrate digital modeling competency by building a digital 3D model of an architectural design project, as well as creating, rendering and printing views for presentation.
2) Demonstrate manual drawing competency using careful planning, proper lineweight, accuracy, precision and clarity in both graphite and ink.
3) Demonstrate an understanding of orthographic projection by drawing plans, sections and elevations of an architectural design project.
4) Describe two dimensional architectural ideas through hardline drawings and freehand tracings.
5) Understand and employ basic analytical drawing techniques through a series of black and white figure/ground diagramming.
6) Describe three dimensional architectural ideas through hardline drawings and freehand tracings.
7) Demonstrate an understanding of graphic and oral architectural presentation techniques in desk critiques, class pin-ups and final jury presentation.

COURSE CONTENT

In general, Architecture 111B deals with the drawing and presentation aspects of an assigned project, and Architecture 111A deals with the theoretical, conceptual and design aspects of the same problem.
No studio project assignments will be accepted late or unfinished.

Basic Techniques of Digital Architectural Drawing
A. Modeling
B. Rendering
C. Presentation
Basic Techniques of Manual Architectural Drawing
A. Drafting Tools and Equipment
B. Hardline Graphite Drawing Technique
C. Hardline Ink Drawing Technique
D. Freehand Sketching Technique
Basic Techniques of Spatial Description
A. Orthographic Projection: Plan, Section, Elevation
B. Axonometric and Isometric Projection
C. Perspectival Projection and Hybrid Drawing
Basic Techniques of Analytical Drawing
A. Figure / Ground
B. Diagramming Solid/Void, Proportion, Symmetry, Structure, Rhythm, Hierarchy, Public/Private, etc.
C. Transformation through Abstraction
Basic Techniques of Manual 3D Drawing and Design
A. Axonometric Projection
B. Basic Boolean Operations: Union, Subtraction, Intersection
C. Rule-based form-making
Basic Techniques of Architectural Presentation
A. Digital Modeling, Rendering, Export
B. Manual Drawing Presentation, Rendering
C. Verbal Presentation Skills

EVALUATION GUIDELINES AND PROCEDURES:

1. You will be expected to employ the ideas and procedures outlined in the book listed above.
2. Students are evaluated for individual progress using the following criteria:
   - **a.** Attendance and contribution to studio, lectures and field trips.
   - **b.** Evidence of motivation / perseverance.
   - **c.** Development of skills and abilities listed under learning objectives.
   - **d.** Willingness to explore alternatives and take risks.
   - **e.** Willingness to accept criticism.
   - **f.** Individual Desk Critiques:

   This is the standard method for evaluation of a student's progress throughout the semester. In order for these 'desk crits'

to be effective, you must follow several guidelines. It is important that you both work in class and have work done for class. Set aside several hours between class meetings to make drawings and models that articulate your design ideas. Verbal descriptions of what you are *planning* to do are usually too vague and formless to discuss in any depth – there are rarely any conflicts in verbal statements of a design hypothesis. Architecture is about solving problems and testing ideas through making. It is also important to engage the ideas that are discussed in each critique and demonstrate continuity in your work in response to criticism. This is half of your class participation grade. The other half is to bring your drawing board and implements to class so that you can work while others are receiving critiques.

g. Class Pin-ups:

Pin-ups provide an additional opportunity for you to present the physical implementation of your ideas to a group of peers. During these pinups you should have a classmate take notes for you. Refer back to these notes as a way of hearing how your others view the connections you are trying to establish in your work. During these informal class pinups you are also expected to develop the skill of verbalizing constructive critical analysis of another student's work. You can also learn from the critiques of another's work in relation to your own, so pay attention.

h. Formal Presentations:

Students should expect to have formal presentations throughout the semester. Outside jurors will often be asked to sit on these to give you a diversity of opinion regarding your work. Facilitate interesting discussions by bringing interesting work to discuss and staying engaged in the critique.

i. In terms of the criteria listed above the design studio activities are weighted approximately as follows:

Project Assignments	60%
Participation / Motivation	30%
Instructor Discretion	10%
TOTAL	100%

3. Grades given on LAIAD transcripts will be traditional A,B,C, F grading. No grades of D will be given.
4. Grades given on West Los Angeles College Transcripts will be for credit / no credit. Students need to apply with a "General Petition" to WLAC for "Credit by Exam", and will be evaluated by peer professionals. At the end of semester, a guest jury will make evaluation recommendations for each student on a credit / no credit basis. These evaluations may be used by WLAC to determine credit / no credit. Students must be enrolled at, and have completed a minimum of 12 units directly at WLAC or other LACCD before petitioning for LAIAD course credit.
5. Attendance is mandatory. Students missing 25% of classes will be subject to dismissal

SCHEDULE

See individual design assignments for particular schedule. Homework will be assigned on a daily basis. Attendance is mandatory.

Week	Day	Date	Subject Matter
	Thur	2/5	Introduction
1	Mon	2/09	
	Thur	2/12	Sketchup Lab: Overview and Demonstration
2	Mon	2/16	
	Thur	2/19	Hand Drawing Process 01 *459 Lines* Assigned, *Technique* In-Class Discussion & Demo
3	Mon	2/23	*459 Lines* Drawings Due; *Orthogonal Projection* In-Class Discussion & Demo
	Thur	2/26	*Lecture – No Lab*
4	Mon	3/2	Hand Drawing Process 02 *Transform* Assigned, *Analysis* In-Class Discussion & Demo
	Thur	3/5	Pecha Kucha 1: Corbusier
5	Mon	3/9	
	Thur	3/12	Pecha Kucha 2: Mies
6	Mon	3/16	
	Thur	3/19	Hand Drawing Process 02 *Transform* Due; Process 03 *Project* Assigned, *Axonometrics* In-Class Discussion & Demo
7	Mon	3/23	
	Thur	3/26	Pecha Kucha 3: FLW
	Mon	3/29	
	Thur	4/2	Pecha Kucha 4: Neutra
8	Mon	4/6	*Spring Break – School Closed*
	Thur	4/9	*Spring Break – School Closed*

9	Mon	4/13	
	Thur	4/16	Pecha Kucha 5: Schindler
10	Mon	4/20	
	Thur	4/23	Pecha Kucha 6: Lautner
11	Mon	4/27	
	Thur	4/30	Hand Drawing Process 03 *Project* Due; Process 04 *Film* Assigned, *Cladding* In-Class Discussion & Demo
12	Mon	5/4	
	Thur	5/7	
13	Mon	5/11	
	Thur	5/14	
14	Mon	5/18	Hand Drawing Process 04 *Cladding* Due; *Presentation Lab*
	Thur	5/21	ALL WORK DUE – Begin presentation
15	Mon	5/25	*Memorial Day – School Closed*
	Thur	5/28	
	Sat	5/30	FINAL JURY