ARCH 202

DESIGN SKILLS

Associate Professor Daisy-O'lice Williams
Graduate Employees (GEs): Billy Guarino, David Pauls

Winter 2021, CRN, 3 credits, Pass/No Pass grading option only
Prerequisites: ARCH 201 or IARC 204.
Corequisites: ARCH 283 or LARCH 289.

COURSE DESCRIPTION

This course offers an introduction to visual media for the beginning design student. We will cover an overview of ideas and methods that shape architectural representation. Assignments will emphasize communication through two-dimensional media in ‘manual’ and ‘digital’ environments. Topics include: orthographic projection, one and two-point perspective, paraline projection, freehand drawing, diagramming, speculative sketching, drafting, and digital collage.

This a web hybrid class that is primarily delivered through online modules via Canvas. The online portion of the class is supported by remote lab sections that meet weekly on Zoom. Accordingly students can expect to engage with online lectures, video tutorials, Zoom workshops, projects, and discussion. The course instructor and graduate employees will introduce drawings skills, provide practice exercises, and offer help and feedback for skills development.

REQUIRED TEXT

Students have the option of purchasing either book though both are recommended (hardcopy or digital):

Francis D.K. Ching & Steven Juroszek, Design Drawing
Julia McMorrough, Drawing for Architects

HARDWARE REQUIREMENT

Please refer to the specifications listed on the College of Design Technology Services Student Purchasing Guide by department.

SOFTWARE REQUIREMENT

The following software should be installed and running BEFORE the start of the course. The UO virtual computer lab is also available to students as well.

- Adobe Creative Suite- Creative Cloud Subscription
- Autodesk AutoCAD 2019 or higher (FREE FOR STUDENTS)

MATERIALS LIST

This course will make use of the same drawing and drafting tools required for ARCH 283 and 289 in addition to the hardware and software requirements above.