In this introductory design studio, we connect the traditional elements of Cartesian space making—point, line, and plane—with the elements and phenomena—time, sun, atmosphere, earth, and water—that make up the physical world. We use architectural design to shape the human experience of earth, atmosphere, sun, and water in the context of the built environment.

In this studio, we challenge preconceptions that architecture is the individual design of freestanding objects by offering collaborative design processes and exercises for designing spaces that connect. In this studio, we value the breadth of diverse experiences that each student brings to the pedagogical space and we benefit from multicultural perspectives (in readings and case studies) in architecture, interior architecture, and landscape architecture.

Objectives
Studio participants will develop:

- The ability to understand (projectively imagine) and critique the spatial (interior and exterior space) qualities of design proposals.
- Agility in working iteratively and incrementally at various scales and with various design tools to solve advance design problems.
- The ability to present an idea clearly verbally and graphically.
- Critical voices in evaluating design decisions.
- A sense of the role of material and experiential elements—time, earth, sun, atmosphere, and water—in the multi-sensory experience of space.
- Skills in working in multifaceted teams.
- The ability to integrate reading, diagramming, and talking about ideas into the design studio process.

Questions: Erin Moore, moore2@uoregon.edu