ARCH 202

DESIGN SKILLS

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Graduate Employees (GEs): Solem Fiati, Leah Lockwood, Iryna Volynets

Catalog Description: Intro to basic design processes, methods, & media
Winter 2022, 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.

The underlying assumption of this course is that visual communication is a form of thinking that impacts how and what we design. Therefore, the subject matter used in the various exercises will be both existing buildings and in-process Arch 283/LArch 289 design studio work in which students are concurrently enrolled.

The delivery of the course is a combination of lecture, demonstration, online video tutorial, in class workshops, projects, and discussion. We will engage a flipped classroom model as much as possible. Accordingly students can expect to engage with online lectures, video tutorials outside of class time. Reserving in-person time for active hands-on skill development, discussion, feedback and one-on-one help.

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 and College of Design Computer Labs are also available to students as well.

- Adobe Creative Suite- Creative Cloud Subscription
- Autodesk AutoCAD 2020 or higher (FREE FOR STUDENTS via AutoDesk)

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