ARCH 110: INTRODUCTION TO DESIGN FUNDAMENTALS AND COMMUNICATION

Citrus College Course Outline of Record

Heading	Value
Effective Term:	Fall 2023
Credits:	4
Total Contact Hours:	108
Lecture Hours :	54
Lab Hours:	54
Hours Arranged:	0
Outside of Class Hours:	108
Strongly Recommended:	ARCH 100; ENGL 101.
Transferable to CSU:	Yes
Transferable to UC:	No
Grading Method:	Standard Letter

Catalog Course Description

Introduction to architectural design fundamentals, stressing a basic vocabulary of 2-D and 3-D design and design process in an atmosphere of discovery and creativity. Projects will focus on perception, visualization, representation, and expression as well as an introduction to the examination of aesthetic, symbolic, and cultural elements. Students analyze and apply architectural theory, principles, techniques and model making. The course includes an examination of presentation types and how they can be utilized to communicate architectural ideas. 54 lecture hours, 54 lab hours.

Course Objectives

- Investigate existing drawing types to develop an understanding of why designers draw and the importance of drawing as a visualization and design tool.
- Freehand sketching and drawing theory principles, and techniques.
- Basic model making theory, principles and techniques.

Major Course Content

Learn critical skills necessary to investigate existing drawing types to develop an understanding of why designers draw and the importance of drawing as a visualization and design tool.

1. **Drawing from Observation**
    a. Line
    b. Tone
    c. Form
    d. Space and Depth
2. **Drawing Systems**
    a. Pictorial Systems
    b. Multiview Drawings
    c. Para line Drawings
    d. Perspective Drawings
3. **Drawing from the Imagination**
    a. Speculative Drawing
    b. Diagramming
    c. Drawing Composition
    d. Presentation Drawing
4. **Freehand sketching and drawing theory, principles, and techniques**
5. **Basic model making theory, principles, and techniques**

Lab Content

1. Learn critical skills necessary to investigate design principles and existing drawing types to develop an understanding of why designers draw, the importance of drawing as a visualization and design tool.
2. Room sizes and traffic flow
3. Designing floor plans
4. Working from sketches to refine practical details
5. Freehand sketching and drawing theory, principles, and techniques
6. Basic model making theory, principles, and techniques

Suggested Reading Other Than Required Textbook

Frank Ching, Architectural Graphics, Sixth Edition, Wiley, 2015.

Examples of Required Writing Assignments

Research projects required for class and lab which may include building Codes, presentation boards, model making and design problems. Example: Written descriptions for presentation boards

Examples of Outside Assignments

Solve design problems - Additive - Subtractive QUBE design project. Design a room addition using student's existing home, and a dream home.
Develop a sectional model.
Practice skills - Presentation boards and model making.
Portfolio layout.
Study - Building Codes and research for presentation boards. Observe critiques of portfolio presentations. Research requirements for a portfolio. Relate research to the portfolio. Composing portfolio. Students will be required to complete the following types of assignments outside of the regular class time: draw, study, answer questions, practice skills, read required materials, solve problems, write essays, research papers, lab reports, and journals. Students will also observe activities related to course content, participate in activities related to course content.

Instruction Type(s)

Lab, Lecture, Online Education Lab, Online Education Lecture