COURSE SYLLABUS

INTRODUCTION

The second semester design studio is an introduction to generative form-making in architecture.

The first three projects will introduce three distinct but interrelated form-making methodologies (solids, surfaces and lines). Students will generate abstract but coherent formal systems that are spatial, structural and organizational, as well as varied (in scale, density, configuration, etc.). They will then use these formal explorations as a basis for developing design proposals that address fundamental issues of program/use and site/context. The final project requires students to synthesize multiple formal methodologies to resolve a specific architectural program on an actual site. Study of relevant design precedent will be a component of each project.

The introduction of 3D modeling in Rhino will be closely integrated with design exercises. Digital models will be used in tandem with analog models, drawings and diagrams as the primary instruments of design inquiry and development. Refined output (orthographic, oblique and perspective drawings as well as digitally fabricated models) will be developed to successfully communicate design intent.

ASSIGNMENTS

Requirements for projects will be handed out in writing. Daily or weekly assignments may be given verbally and may differ from section to section. Full completion of all assigned work is critical to success in this course. Assignments that do not reflect adequate progress or completion will not be discussed during desk crits, pin-ups and reviews.

DESK CRITS and PIN-UPS

Individual desk critiques and group pin-ups with the studio instructor will occur regularly throughout the semester and are a primary instrument of design instruction. The success and quality of these dialogues with the studio instructor are highly contingent upon the student’s preparation and timely production, as well as the student’s ability to absorb, understand and apply critical feedback.

REVIEWS

Scheduled reviews are designed to provide students with varied perspectives and insights from fellow instructors and invited jurors. Juror comments, design criticisms and discussions provide valuable insight and constructive feedback on a student’s work and that of colleagues. Full attendance and active participation and engagement are expected for the duration of all reviews and are a significant aspect of the “participation” component of grade evaluation (see below).

LECTURES

Throughout the semester (typically Thursdays at 2:00pm in Watt One), first year instructors will address the entire first year class in order introduce projects or lecture on design topics, skill-building techniques and/or software demonstrations. Attendance is mandatory at all lectures. It is imperative that all students are on time and take notes.

RESEARCH and ANALYSIS

Study of relevant design precedent will be paired with all studio assignments. Each student is expected to regularly use the library and other resources to investigate ideas and projects relevant to the course. Notes, drawings, diagrams and other materials pertaining to this research are to be incorporated into the studio sketchbook (see below).

SUPPLIES and EQUIPMENT

Please refer to the welcome letter and First Year Computer Recommendations and Supply Requirements List that you received last summer. You will also need to purchase additional model making materials during the course of the semester. Material requirements will be outlined in the assignment handouts and/or by studio instructors.

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READINGS
Relevant readings will be assigned and discussed in studio throughout the semester. If not found in the required texts, readings will be posted to USC Blackboard (https://blackboard.usc.edu/) or handed out in class.

REQUIRED TEXTS
Architectural Graphics (Fifth Edition) or Design Drawing (Second Edition), Francis DK Ching

SKETCHBOOK
Students are required to maintain a studio sketchbook. It is meant to be a thorough and well-organized record of and instrument for critical inquiry and design process. The sketchbook is to include (freehand and/or digitally produced) generative diagrams and design sketches, weekly process drawings, notes/ diagrams/sketches from desk crits, graphic analysis of relevant precedents, class/lecture/reading notes, as well as any other material relevant to design exploration in this course. Date and label all entries clearly and in a consistent manner. Sketchbooks will be collected and graded periodically during the semester.

PORTFOLIO
Each student will be required to submit a portfolio at the end of the semester. The content should be thoughtfully presented in a letter size (8.5”x11”) portfolio. All assignments must be included in the portfolio, so students are advised to regularly document all work.

EVALUATION AND GRADING
Final grade evaluations will be based on the following breakdown:

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<thead>
<tr>
<th>Percentage</th>
<th>Component</th>
</tr>
</thead>
<tbody>
<tr>
<td>10%</td>
<td>Progress, preparation and participation</td>
</tr>
<tr>
<td>15%</td>
<td>Project 1</td>
</tr>
<tr>
<td>20%</td>
<td>Project 2</td>
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<tr>
<td>15%</td>
<td>Project 3</td>
</tr>
<tr>
<td>30%</td>
<td>Project 4</td>
</tr>
<tr>
<td>10%</td>
<td>Portfolio and sketchbook</td>
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</tbody>
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In all projects, students will be required to understand and demonstrate fundamentals of formal ordering systems in their designs, and an appropriate and effective use of representational media (architectural graphics) in the visual communication of their design ideas. Additional objectives will be outlined in each of the project briefs.

Work will be evaluated periodically so that students have an indication of progress. Unsatisfactory performance warnings will be issued to students whose work does not meet minimum requirements.

A minimum grade of ‘C’ is required to continue on to the next semester in the studio sequence. Consult University polices for IN (incomplete) grades and deadlines for withdrawal (‘W’ grade).

University guidelines on plagiarism pertain to original design work. Students are expected to do all of their own design and presentation work. Substantial assistance in the form of model construction and drawing preparation, or deliberate appropriation of the design work of others will be considered non-original work and will be treated as plagiarism. See “Academic Integrity” section below for more information.

ATTENDANCE
It is essential and required for all students to be on time and present for all studio meetings, class lectures, field trips and reviews. Lateness and absences will be recorded and can seriously affect course grades.

A maximum number of two absences are allowed without direct impact to the student’s grade. A student’s overall semester evaluation may be lowered by up to a full letter grade for each additional absence. Any student not in class within the first 10 minutes of class is considered late. Three instances of lateness equal one absence. Any student absent for more than 1/3 of any class period (in any form including lateness, sleep, technological distraction, bathroom break, etc.) will be considered absent. Excused absences must be in writing and must be approved by the studio instructor. It is always the student’s responsibility to seek the means and make up for work missed due to any type of absence.

Dates called out in the syllabus as review dates are considered examination periods. Absences on project review dates may lead to automatic failure of the assignment unless pre-approved by the instructor. Such an absence may only be due to personal illness, family emergency or religious observance.

The University recognizes the diversity of our community and the potential for conflicts involving academic activities and personal religious observation. See: http://ord.usc.edu/religion/life/holydays/
STUDIO PROTOCOL
Apart from lectures, reviews and trips, instructors will meet with their sections in studio. It is imperative to respect the quality of this unique creative environment and the work of others, during and outside of class hours.

- **Work Area** – Students are to immediately set up and maintain a fully operational work space for drawing and model-making. It is strongly encouraged that students make studio their primary work space for this and all other courses, so that they may fully participate in and benefit from the productive exchange of ideas, informal discussions and critical dialogs that are central and unique to the studio environment.

- **Hours** – Apart from lectures, reviews and trips, students are expected to be present in studio and productively engaged in studio work for the duration of the class meeting time (2-6pm Mondays and Thursdays). Students should budget a minimum of two hours of work time outside of class hours for each hour spent in class.

- **Food** – Studio is not a café. Meals are to be scheduled outside of class hours and outside of the studio. Food and drink in studio are strongly discouraged as accidental spills can easily destroy equipment and hours of work on models.

- **Music, Noise and Cell Phone Use** – Studio is a shared work environment. Students shall demonstrate courtesy to others by always wearing headphones when listening to music, and by keeping voices low. Ringers are to be turned off and phones put away during class. Absolutely no calls, texting, tweeting, Facebooking or emails during class, lectures or reviews. Outside of class hours, students are to keep ringers on low and take all calls outside of studio.

- **Computer Use** – Apart from software demonstrations, there will be NO COMPUTER USE DURING CLASS TIME. All assigned work is required to be printed in time for (i.e. well before) the beginning of class.

- **Digital Resources** – A limited number of desktop computers, printers and a plotter are provided in studio, for work and digital output. Additional machines are available in other studios and in digital labs on campus. Time management and consideration of others is strongly advised in the use of these shared, finite resources.

- **Access** – Swipe card access to studio with a USC ID is provided as a safeguard for students and their possessions. **DO NOT PROP OPEN STUDIO DOORS.** As a general precaution, students are to be mindful of their surroundings and watch for suspicious activity or unfamiliar faces. Students may contact the University’s Department of Public Safety at (213) 740-4321 to report suspicious activity and/or request security personnel.

- **Clean-up, Trash and Recycling** – Trash and recycling bins are located throughout the studio. Make use of these by sorting and disposing of trash in the appropriate receptacles and keep studio spaces clean at all times.

- **Knife Blades** – Used knife blades pose a danger to University cleaning staff and others. **DO NOT place used knife blades directly into the trash bins or leave them on the ground or work surfaces.** Collect used blades in a sealed container and then discard.

- **Graffiti, Defacement of Property** – Defacement of property belonging to the school or others will not be tolerated. Make use of provided butcher paper for messy tasks. **NEVER SPRAY INDOORS.** All aerosol sprays (glue, paint, etc.) must be used outside in conjunction with drop cloths to contain overspray.

ACADEMIC INTEGRITY
USC seeks to maintain an optimal learning environment. General principles of academic honesty include the concept of respect for the intellectual property of others, the expectation that individual work will be submitted unless otherwise allowed by an instructor, and the obligations both to protect one’s own academic work from misuse by others as well as to avoid using another’s work as one’s own. All students are expected to understand and abide by these principles.

Scampus, the Student Guidebook, contains the Student Conduct Code in Section 11.00; sanctions are located in Appendix A: http://www.usc.edu/dept/publications/SCAMPUS/gov/. The University’s summary of how to avoid plagiarism can be found here: http://www.usc.edu/student-affairs/student-conduct/ug_plag.htm

Students will be referred to the Office of Student Judicial Affairs and Community Standards for further review, should there be any suspicion of academic dishonesty. The Review process can be found at: http://www.usc.edu/student-affairs/SJACS/

DISABILITY ACCOMMODATIONS
Students requesting academic or physical accommodations based on disability are required to register with Disability Services and Programs (DSP) each semester. Letters of verification for approved accommodations from DSP must be delivered to your instructor at the beginning of the semester. DSP is located in STU 310 and is open 8:30am to 5:00pm, Monday through Friday. Phone DSP at (213) 740-0776

SUSTAINABILITY INITIATIVE
The School of Architecture has adopted the 2010 Initiative for Sustainability. Solutions to design problems must engage the environment in a way that dramatically reduces or eliminates the need for fossil fuel.

NAAB ACCREDITATION
The USC School of Architecture’s five year B.Arch degree and the two year M.Arch degree are accredited professional architecture degree programs. All students can access and review NAAB Conditions of Accreditation (including student performance criteria) on the NAAB website: http://www.naab.org/accreditation2009_Conditions.aspx

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