COURSE SYLLABUS

INTRODUCTION

This course is an introduction to the practice of visual representation and conceptual communication in the field of spatial design and architecture. Drawing has long been the notation system for representing 3D ideas projected onto a 2D surface (paper) and will be explored and interrogated through a series of in-class exercises, field-trips, lectures and film screenings. Los Angeles will play the role of the subject matter, examined through various scales of representation, providing relevant material for analysis. Representational techniques, systems and types will be introduced in four parts throughout the semester: 1. Line, Shape, Composition, 2. Orthographic Projection, 3. Paraline / Oblique Projection, and 4. Experiential. Each quadrant will be capped with a cumulative assignment and a final project at the end of the semester will require the students to demonstrate a comprehensive graphic analysis and refined drawing output.

ASSIGNMENTS

Weekly assignments and project requirements will be handed out in writing. Some assignments may be given verbally. Full and timely completion of all assigned work is critical to success in this course. Some assignments will be done in groups, however active individual participation is imperative and will be recorded. Assignments will require the students to demonstrate their “visual communication skills and the ability to use appropriate representational media, such as traditional graphic and digital technology skills, to convey essential formal elements at each stage of the programming and design process”.

LECTURE (CLASS) and LAB SESSIONS

Friday “lecture” sessions are taught by section instructors, on campus or on field trips. Instructors will introduce fundamental concepts, techniques, weekly assignments and in-class exercises. Tuesday “lab” sessions are overseen by class assistants and will be conducted in studio or other campus locations TBA. Class assistants will assist students in the completion of drawing assignments and occasional software tutorials. Attendance is mandatory for both sessions.

FIELD TRIPS

Field trips are an integral part of this course. Please note the dates and locations on the schedule (subject to change). Students are responsible for their own transportation and are advised to plan ahead. Most field trips will be accessible via public transportation and reminders and directions will be distributed in advance. Attendance is mandatory and students are expected to be on time for all field trips.

READINGS and TEXTS

Relevant readings will be assigned and discussed in class 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.

- Design Drawing (Second Edition), Francis DK Ching (required)
- Analysing Architecture (3rd Edition), Simon Unwin (required)
- Visual Notes for Architects and Designers, Norman Crowe and Paul Laseau (recommended)

SKETCHBOOK

You are required to maintain a sketchbook for this course. It is to be a comprehensive and well-organized record of and instrument for graphic thinking. Your sketchbook is to include diagrams, thumbnail sketches, process drawings, in-class exercises, visual notes from field trips, film screenings, lectures and in-class discussions, as well as any other material relevant to this course. Date and label all entries in a clear, sequential and consistent manner. Periodic digital scanning of your sketchbook will be required for collection and grading throughout the semester, as well as to protect against loss or theft.

SUPPLIES and EQUIPMENT

Please refer to the First Year Computer Recommendations and Supply Requirements List for equipment and supplies common to Studio (Arch 102a) and this course. In addition to printing services, you may need to purchase additional supplies (such as paper, additional sketchbooks, other materials) during the course of the semester.
EVALUATION AND GRADING

Final grade evaluations will be based on the following breakdown:

- 10% Progress, preparation and participation
- 60% Assignments and sketchbook
- 30% Final Project

Your work will be evaluated periodically so that you have an indication of your progress. Unsatisfactory performance warnings will be issued to students whose work does not meet minimum requirements. Consult University policies for IN (incomplete) grades and deadlines for withdrawal (‘W’ grade).

University guidelines on plagiarism pertain to original design work. You are expected to do all of your own design and presentation work. Substantial assistance in the form of 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.

PROTOCOL

It is imperative to respect the quality of the studio environment and the creative work of others, during and outside of class hours. Please refer to the Arch 102a Course Syllabus for the requirements of studio protocol and etiquette. Appropriate and respectful personal conduct and attire applies to field trips on and off campus.

ATTENDANCE

It is essential and required for all students to be on time and present for all class and lab meetings, on or off campus. 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. Absences on review or project due 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://orl.usc.edu/religiouslife/holydays/

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.

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/accreditation/2004_Conditions.aspx