

General Information:

Name of Course:	BASICS OF ARCHITECTURE MODULE C
Course Code:	PMRESNE010A
Semester:	1 th
Number of Credits:	3
Allotment of Hours per Week:	2 Lectures/practise/Week
Evaluation:	Signature (with grade)
Prerequisites:	-

Instructors:

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Introduction, Learning Outcomes::

As an introduction to the Basics of Architecture Module C, this course will explore the most fundamental part of the design process: design from the basics.

This foundation course considers architecture as a physical act of making in the environment. You are endeavouring into a profession that is responsible for shaping the built environment and this course will provide each student will fundamental tools necessary to think, assess, and act in that realm.

In this course, students will recognize the complexity and beauty of architecture, and develop a specialized area of interest within the field of architecture. The course provides a foundation in the culture of architecture, which students will pursue through affiliated courses on the subject.

Architectural exploration is a process.

We will explore several themes throughout the semester including spatial experience, contextual analysis, formal concepts. The process of architectural study includes models, drawings, be they diagrammatic, analytical or evocative and other visual material necessary to verify each concept or idea. The process of designing is a visual one through which thought is recorded visually, not verbally. Ideas need to be realized in physical form rather than idealized in your mind.

This course will introduce fundamental architectural ideas and terms like path, place, space, sequence, procession, and poche. At the core of the course, we will explore the spatial relationship between architecture and place making.

General Course Description and Main Content:

This course serves as an introduction to the space creation and gives students a theoretical and practical basis for designing. In their semester assignment, students present the problems arising from mass formation and the sitting arrangements of buildings and during the practical sessions they prepare models and are taught techniques and tools of representation (drawing tools, methods and tools for modelling).

This subject includes an architectural design project in the practical part where students can practice and further develop the content of the lectures.

Methodology:

Lectures are provided in fields of theory of architecture, methodology of building design and related case studies. The course is based on individual architectural skills with regular consultations and presentations.

Students have to create short presentations related to the lecture's topics.

Schedule:

The course will introduce the following topics, fundamental architectural ideas and terms: Analysing Architecture, Architecture as Identification of Place, Basic Elements of Architecture, Primitive Place Types, Geometry in Architecture, Space and Structure, Representational techniques, Architectural Case Studies. Architectural design is rooted in the iterative process; that is ideas are repeatedly studied, transformed, edited and rediscovered over a period of time. You will be required to explore several options before settling on one single idea. The development and refinement of ideas will happen during and between class periods. This course is engaged with two non site-specific projects. The first project will be so-called a "space modulator" which has to be built from fundamental geometrical elements like lines, points, planes and solid forms.

Students have to build right-scale model used cardboard and paper. The second project will be a transformation of the first proposal. Students have to explore different kind of materials for model making. Transparent materials, wood, metal and textured elements can be applied for improvement of the "space-modulator". Drawings, drafts and sketches also should be made for the final presentation of the projects besides the models.

The rough outline of the schedule is as follows:

Week 1-6 Project 1+ Homework

Week 7 Midterm Presentation of Project 1 (30p) + Homework (15p)

- Required contain presented with A/3 sized documentation and A/3 sized LOOGBOOK/Sketchbook:
 - o LOOGBOOK/Sketchbook (sketches, drafts, analysis, diagrams, photos of study models)
 - o Floor plan
 - o Section
 - o Elevations
 - o Perspective views
 - o Model

Week 7-14 Project 2 + Homework

Week 15 Final Presentation Project 2 (30p) + Homework (15p)

- Required contain presented with A/3 sized documentation and A/3 sized LOOGBOOK/Sketchbook:
 - o LOOGBOOK/Sketchbook (sketches, drafts, analysis, diagrams, photos of study models)
 - o Floor plan
 - o Section
 - o Elevations
 - o Perspective views
 - o Model

Studio Culture:

Creative design is best achieved through collaboration, participation and discussions within the studio. I strongly encourage students to work together and discuss and exchange ideas about the coursework throughout the semester. Also in light of the shared work environment, it is expected that while the environment should be creative, enjoyable, and fun, it should also reflect a respect for fellow students and their desire to work with regard to noise levels, etc. The physical space is a further component of this environment that should be treated with respect.

Attendance:

Studio sessions are organized around a mixture of presentations, group discussions, pin-ups, and individual desk critics, and information accumulated, disseminated, and developed through this time is vital to the student's understanding of the design projects. Attendance is therefore mandatory, and absence or tardiness does not excuse a student from the work expected of them that day.

Unexcused absences will adversely affect the grade, and in case of absence from more than 30% of the total number of lesson will be grounds for failing the class. To be in class at the beginning time and stay until the scheduled end of the lesson is required, tardiness of more than 20 minutes will be counted as an absence. In the case of an illness or family emergency, the student must present a valid excuse, such as a doctor's note.

Attending will impact the grade (max. 10%).

Evaluation + Grading

Grading will follow the course structure with the following weight: project 1, 30% and project 2, 30%, homework 30%. The remaining 10% will be assessed according to participation, progress, effort and attitude. Please note that attendance will adversely affect one's grade, both in direct grade reduction and in missing work in the development of a project. The final grade will be based on the following guidelines:

5. Outstanding work. Execution of work is thoroughly complete and demonstrates a superior level of achievement overall with a clear attention to detail in the production of drawings, models and other forms of representation. The student is able to synthesize the course material with new concepts and ideas in a thoughtful manner, and is able to communicate and articulate those ideas in an exemplary fashion in.

4. High quality work. Student work demonstrates a high level of craft, consistency, and thoroughness throughout drawing and modelling work. The student demonstrates a level of thoughtfulness in addressing concepts and ideas, and participates in group discussions. Work may demonstrate excellence but less consistently than an '5' student.

3 Satisfactory work. Student work addresses all of the project and assignment objectives with few minor or major problems. Graphics and models are complete and satisfactory, exhibiting minor problems in craft and detail.

2. Less than satisfactory work. Graphic and modelling work is substandard, incomplete in significant ways, and lacks craft and attention to detail.

1. Unsatisfactory work. Work exhibits several major and minor problems with basic conceptual premise, lacking both intention and resolution. Physical representation in drawing and models is severely lacking, and is weak in clarity, craft and completeness.

Grading Scale:

Numeric Grade:	5	4	3	2	1
Evaluation in points:	89%-100%	77%-88%	66%-76%	55%-64.5%	0-54%

PROJECT 1.	30p
PROJECT 2.	30p
Homework	30p
Attendance	10p
	100p

PTE Grading Policy:

Information on PTE's grading policy can be found at the following location:

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Students with Special Needs:

Students with a disability and needs to request special accommodations, please, notify the Deans Office. Proper documentation of disability will be required. All attempts to provide an equal learning environment for all will be made.

Readings and Reference Materials:

1. Analysing Architecture
Simon Unwin
Publisher: Routledge; 4 edition (6 Jan 2014)
2. Architecture: Form, Space, and Order
Francis D. K. Ching
Publisher: John Wiley & Sons; 3rd Edition edition (3 Aug 2007)
3. Vision in Motion
Laszlo Moholy-Nagy
Publisher: Paul Theobald & Co (Jun 1947)
4. Basics Architecture: Representational Techniques
Lorraine Farrelly
Publisher: AVA Publishing (18 Nov 2007)
5. Architectural Graphics
Francis D. K. Ching
Publisher: John Wiley & Sons; 5th Edition edition (8 Dec 2009)
6. Drawing Architecture AD (Architectural Design)
Neil Spiller
Publisher: John Wiley & Sons (20 Sep 2013)
7. Architectural Drawing Course: Tools and Techniques for 2D and 3D Representation
Mo Zell
Barron's Educational Series; 1 edition (March 1, 2008)
8. Architectural Graphic Standards: Student Edition
Charles George Ramsey, Harold Reeve Sleeper
Wiley; 11 edition (March 3, 2008)
9. Building Construction Illustrated
Francis D. K. Ching
Wiley; 5 edition (February 17, 2014)

Recommended Tools

Papers, Pads

Sketch paper: 28cm/42cm x 100m roll white sketch/tracing paper, larger sizes are available

Drawing pad, A/3 technical drawing paper

Tools for Freehand

Pencils: 2H, HB, 2B, 6B

White plastic eraser

Fine tip pens 0.1mm, 0.3mm, 0.5mm

Set of dry erase markers (not fine tip)

Pens/markers/sharpies: fine, medium, broad

Tools for Hardline

Drawing table, technical drawing board

Vinyl board cover (vyco)

Parallel edge: with rollers on underside/Technical drawing board

Double sided tape – for attaching vyco to board

Drafting dots or drafting tape

Rulers, triangle rulers, adjustable triangle

Triangular architect's scale

Sharpie Marker (for labeling tools)

Colored pencils and/or markers

Tools for Model Making

#11 X-acto blades

Utility knives – Olfa type

small olfa knife

Glue, Craft & Fabric Glue

Cutting mat

Metal edge ruler with cork backing

Tweezers