
ARCHITECTURE

ARC 1301C, Architectural Design 1 Architectural Design 1

8 hrs., 4 crs.,

(Offered fall). Corequisites: ARH2060, EGN1110C with a minimum grade of "C." First course in the design studio sequence, this introductory course introduces the student without prior experience, to the design of space defined as the analysis, formation and articulation of habitable volumes. This course emphasizes the basic concepts of space, its inhabitation, and the process of its design. A sequence of analytical and generative exercises will develop the fundamentals of space cognition and will expose the students to the interplay between contextual strategies and simple programmatic requirements.

ARC 1302C, Architectural Design 2 Architectural Design 2

8 hrs., 4 crs.,

(Offered spring). Prerequisite: ARC1301C with a minimum grade of "C." Continuation of ARC1301, Architecture Design 1. Development of spatial language, analytical abilities, communication skills and synthetic design process, with emphasis on all areas of spatial design--landscape, building and interior--are introduced as the material for refining and developing conventions of architectural representation and communication. Students learn to engage in strategies, formal conditions and ideas discovered through analysis. Students design an intervention in contexts generated through the application and transformation of the order revealed by analysis.

ARC 1302H, Honors Design 1.2 Honors Design 1.2

8 hrs., 4 crs.,

(Offered spring). Prerequisite: *ARC1301C. Continuation of ARC1301C, Architectural Design 1.1. Development of spatial language, analytical abilities, communication skills and synthetic design process, with emphasis on all areas of spatial design--landscape, building and interior--are introduced as the material for refining and developing conventions of architectural representation and communication. Students learn to engage in strategies, formal conditions and ideas discovered through analysis. Students design an intervention in contexts generated through the application and transformation of the order revealed by analysis.

ARC 2100C, Immersive Media for Design (Capstone) Immersive Media for Design (Capstone)

6 hrs., 3 crs.,

(Offered spring). Combining elements of virtual reality, augmented reality, stereoscopic 3D, and advanced media techniques, the Immersive Media for Design course will teach students to design and create virtual and photo-real media projects that can be viewed on head-mounted displays for an immersive experience of their designs solutions.

ARC 2180, Introduction to Digital Architecture Introduction to Digital Architecture

3 hrs., 3 crs.,

(Offered spring). Prerequisite: ARC1301C. This course uses the integration of digital media and microcomputer software with the architectural design process. There is emphasis on logic of problem formulation and design interface. The course covers introduction to computing collage and imaging, modeling and animation and communicative.

ARC 2303C, Architectural Design 3 Architectural Design 3

9 hrs., 5 crs.,

(Offered fall). Prerequisite: *ARC1302C. Introduces fundamental ideas and techniques directed to the development and understanding of the design process and an architectural vocabulary. Study involves consideration of architectural theory, history, climate and cultural factors, structures, and materials that influence form. This course focus is the design process from shape creation to spatial relationships, so that the student can develop design skills in a preliminary design phase, and a personal technique and language from two dimensional designs to three dimensional forms.

ARC 2304C, Architectural Design 4 Architectural Design 4**9 hrs., 5 crs.,**

(Offered spring). Prerequisite: ARC2303C. Introduces fundamental ideas and techniques directed to the development and understanding of the design process and an architectural vocabulary. Study involves consideration of architectural theory, history, climate and cultural factors, structures, and materials that influence form. This course focus is to develop the ability to use basic architectural principles in the design of buildings, interior spaces, and sites. Particular attention will be paid to graphic representations and architectural drawings as means to support the design process.

ARC 2312C, Introduction to Building Assembly Modeling Introduction to Building Assembly Modeling**8 hrs., 4 crs.,**

(Offered fall). Prerequisites: ETD2395, MAC1105, ARC1301C. Corequisite: BCN1230. Introduction to the principles of building assembly modeling. Students will learn to explore a building as an assembly of architectural objects and subassemblies using virtual design and construction software. In addition, students will learn part modeling, assembly modeling, generative drafting, and general representational and modeling techniques.

ARC 2949, COOP/Work Experience/Architecture COOP/Work Experience/Architecture**1 hr., 1 cr.,**

1-3 crs. Cooperative Education courses may be taken toward completion of most of the Associate in Arts and Associate in Science degree programs. A maximum of six credit hours may be used in meeting the A.A. degree requirements. Prerequisite: Minimum of 2.0 GPA, meet with the co-op coordinator, and availability of co-op work experience slot. Supervised, practical work experience that seeks to combine theories and apply practical skills to projects in the student's major field of study. Requirements include online weekly, mid-term, and end-of-term reflection assignments.
