

DSGN 1100/1200	architecture studio
AVSM 1100	drawing and architectural representation
ADGM 1200	digital media I

Time and Location: M T W Th F 1:00 - 5:00; RMH 401

Corequisite: AHST 1110, Introduction to Architecture

Summer Instructors

Wendy Redfield
(summer coordinator)
redfield@tulane.edu
504.865.5396

Tom Holloman
(design instructor)
tom.holloman@gmail.com
504-430-3045

Irene Keil
(design instructor)
ikeil@tulane.edu
504.491.2402

Jacqueline Taylor
(professor of
introduction to architecture)
jst2z@virginia.edu
434 284 3014

Kentaro Tsubaki
(design instructor)
ktsubaki@tulane.edu
504-314-2345

Teaching Assistant

Stuart Hurt
shurt@tulane.edu
504-615-5105

Media Instructors

Michael Gruber
(woodworking and modelmaking)
mistertreegy@hotmail.com
323-356-7110

Jill Stoll
(drawing and photography)
Room 304
jstoll@tulane.edu
504-865-5389

Thaddeus Zarse
(digital media)
tzarse@tulane.edu
323-447-3120

INTRODUCTION

The Tulane summer architecture studio signals the beginning of your architectural education and is intended to provide the preparation for what lies ahead over the next three years. We will undertake a rigorous, fast-paced exploration of a variety of issues, skills, and methodologies. Our job will be to present this new material to you as comprehensibly and clearly as possible. You are asked to relax any preconceived ideas you may have as to the "curriculum" of architecture, and to openly, precisely, and with great curiosity engage the material presented. As graduate students, each of you will bring your unique ideas, values, skills and experience to this studio. In turn we will provide a framework within which these qualities may be focused, refined and extended.

The design studio is the centerpiece and single most important component of your architectural education. It is the place where you explore, test, and apply all that you learn in other classes and in life to the central work of architects: design. In laying the foundation for your experience in design nothing will serve you better than to invest seriously, pro-actively, independently, and tenaciously in your studio work this summer. Through our years of experience in teaching, we have reflected upon what supports this quality of investment in one's work and how it is manifested, and have articulated for our mutual understanding what we think it takes, what we will bring to the studio, and what we expect of you.

in general...

Each person has a responsibility to bring something to the group – technical skill, ideas and imagination, a positive attitude, motivation, discussion, etc. In addition to contributing to the studio as a group, each individual is expected to bring a personal intensity to his or her own work. Rigorous exploration and development of ideas and mature work habits will be essential. Innate talent varies from person to person but no one has too much or too little to be excused from working hard. Finally, you are expected not only to try hard but to achieve. Certain skills are essential if you are to become an architect. Good ideas and good intentions are not enough. Your visual and verbal communication skills are as critical as your knowledge of architecture and your facility with the design process. Throughout the summer session we will demonstrate various drawing and modeling techniques. You should take these opportunities to experiment and begin to find ways to express your ideas and develop a thoughtful and effective design process.

in specific...

ATTENDANCE

Studio meets M-F 1:00-5:00 in RMH 401. Students are expected to work in studio during these hours, and should expect to stay late on certain days for reviews. The instructors will make every effort to inform students of these days ahead of time.

Unexcused absences from regular working days in studio will adversely effect the student's final grade, regardless of other course requirements completed and grades earned. An unexcused absence from a scheduled pin-up or review is especially serious and will have an appropriately adverse effect on the final grade.

Please call or email instructor prior to class if you know that you will be late to or absent from class.

DESIGN REVIEWS

You should be in the habit during pin-ups and reviews of listening for general principles – criticism offered on any project can have relevance to your own if you make the effort to hear it in that light. We will expect to start pin-ups and reviews promptly at 1:00 pm, unless otherwise announced. This will require you to be available to start pinning up a minimum of fifteen minutes before class starts, depending on the nature of the work to be mounted.

STUDIO TIME

Studio time should be used productively. You will have a great deal of in-class time to develop your projects. You're expected to make the most of this time by working only on your studio work, and by minimizing distractions, socializing, etc. If listening to music with headphones helps you to reduce distractions and concentrate, that is fine, but we ask that you keep the volume low enough so that if we need to make announcements, you won't miss them.

STUDIO SPACE

With very few exceptions, the studio space is available to you twenty-four hours a day, daily, for the duration of the summer program. This is to support you to work when it is most conducive to you and as much as possible for you to work together. Unless an unreasonable hardship [to be discussed with us today] is involved in your working in studio, this is a requirement of this course. You will find that you are all each others' greatest resources, and your best individual work is dependent upon a strong, engaged, and supportive studio atmosphere.

Since studio is a community, and your time spent here is long and often burdened by the stress of challenges and deadlines, there are simple things you must do to respect each others' space and that of the general studio community. Music should be played only with headphones; cell phones and pagers should be turned off during studio class hours, and used only sensibly, and with courtesy the remainder of the time; use of noisy power tools should be restricted to the shop; clean up after yourself regularly and completely; respect our building – use tools, adhesive and paint sprays, and other potentially destructive material only in designated ways and areas.

DESK CRITIQUES

To gain the maximum benefit from desk crits you should take the time to be organized and prepared: have a clean work surface; have the artifacts (models and drawings) you wish to discuss readily at hand; prepare a list of questions or issues you would like to address; have a roll of trace; relevant scales; etc. Most importantly, undertake your design process as one of constant making. Architectural ideas only become real and available for exploration and discussion once they have become manifest. As this process requires continuity and repetition to be successful we expect to see new work at each studio meeting.

SCHEDULE

Please note that the summer session is very demanding. There is only one true break – over the July 4 weekend. There is much ground to cover in this all-important introduction, and you will be well prepared for the fall and beyond only if you dedicate yourselves fully and exclusively to your course work. As stated in our letter of welcome to you last month, we strongly suggest that you not seek employment over the summer, plan to minimize your involvement for now in any demanding extracurricular activities, and delay or curtail any obligations or travel that will take you away from school this summer.

A student's work pace varies widely from one individual to the next. However in our experience, in order to meet the goals of this studio each person should plan to devote a minimum of 30 hours a week beyond required studio meeting times to the development of his or her studio work.

MATERIALS AND COSTS

Be prepared for what may seem significant costs for equipment, materials, and books. While all architectural studios require a certain amount of expenditure each semester for materials, tools, etc., we believe a significant part of this summer's costs can be seen as start-up costs not to be repeated in future studios.

HEALTH + SAFETY

As part of your educational experience at the Tulane School of Architecture, you will be expected to participate in classes, field trips, and workshops in locations both on and off the campus. You will be expected to fulfill your class assignments using equipment, tools, and machinery belonging to the university and/or your own equipment, tools, and machinery. It is expected that you will use proper care and caution and will assume responsibility for your own health and safety.

STUDENTS WITH DISABILITIES

Reasonable accommodations will be made for students with verifiable disabilities. In order to take advantage of available accommodations, students must register with Disability Services through the Educational Resources and Counseling Center. Contact: Patrick Randolph for further information: Patrick@tulane.edu

<http://tulane.edu/studentaffairs/erc/services/disabilityserviceshome.cfm>

ACADEMIC INTEGRITY

Students are expected to act in accordance with the Tulane Code of Academic Conduct. In all work submitted for academic credit, students are expected to represent themselves honestly. The submission of an academic assignment is considered to be an assurance that the work and ideas are the result of the student's own intellectual effort, stated in his or her own words, and produced independently, unless clear and explicit acknowledgment of the sources for the work and ideas is included. Any suspected violations will be brought before the Newcomb-Tulane College Honor Board. Students are strongly urged to refer to and abide by this code. You may obtain a copy at <http://college.tulane.edu/code.htm>. For additional information, you may contact Dean Mary Ann Maguire; Email: maguire@tulane.edu; Phone: (504) 247-1642

GRADING

The summer courses DSGN 1100/1200, AVSM 1100, and ADGM 1200 are all taught as an integrated 10-week long course of study. A single grade will be given for work in all these classes twice during the course of the summer: once at mid-term (end of summer session I), and once at end of summer session II.

Grading will be based on work ethic, intellectual rigor, and the quality of the end product. We will consider both process and product when determining your final grade. As in all other courses in the School of Architecture, work completed for this course must comply with the Tulane Code of Academic Conduct.

Grades will not be given for individual project phases. However, progress reviews will be conducted after each design segment, and students will receive written indication of their progress at the midpoint and end of summer session. Final grades will conform to the University grading scale and will be based on progress as well as product. The following grading scales (including +/- grades) will apply:

A Superior design and research skills, product, and effort. Student has exceeded requirements and expectations for the studio. Self-motivation, breadth of knowledge relating to architectural design issues, and ability to create integral and inspired design solutions is clearly evident. Contribution to the studio environment is in a leadership capacity. Ability to present ideas through drawing, modeling, and verbal means exhibits the highest level of achievement. The hallmark of an A student is the desire to question and critique him- or herself and to pursue new ideas and/or technical skills.

B Better than satisfactory design and research skills, product, and effort. Student has met the requirements and expectations of the studio with distinction. Drawing and modeling skills are highly developed. Student is a positive and active member in the studio environment.

C Satisfactorily meets the stated requirements of the course (all work is complete and on time). Work shows minimum competence relative to design and research skills, product, and effort.

D Marginally meets the stated requirements of the course (work is incomplete and/or late). Work fails to demonstrate full understanding and execution of the concepts and skills required for the studio.

F Fails to meet stated requirements of the course.

DOCUMENTATION AND SUBMISSION OF WORK

All students are required to submit a digital record of their work according to specifications that will be outlined during the course of the summer session. Grades will not be issued until documentation is received.