

# 2401: Architectural Design Studio I

## Abstraction and Esthetics

**Kentaro Tsubaki, Assistant Professor**

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**Course name and number:** 2401. Architectural Design Studio I (4:1:8)

**Prerequisite:** Admission to the pre-professional program

**Credits:** 4 semester credit hours

**Course Type:** Studio; participatory problem-based learning

**Meeting Place:** Room 406, Architecture Building

**Meeting Time:** MWF 09:00-11:50 AM

### Course Description:

Tonality: Conceptualization. Strengthens fundamental design addressing issues of conceptual design, structural order, and application of three-dimensional processes. Outside assignments required

### Course Introduction/Goals:

The studio focuses on formal issues in architecture and its poetic potential. The primary goal is to impart basic formal design ability and production skills through a series of rigorous, incremental design exercises.

Architecture is a discipline that surpasses the conventional notion of building design and construction. One of its purposes is to visually evoke a positive emotional response through skilled manipulation of spatial and structural order.

We will investigate the notion of abstraction and esthetics in both two and three-dimensional forms from an intuitive and an analytical perspective. We will then explore the poetic potential of architecture in conjunction with the examination of ordinary daily ritual through the sequencing of phenomenal experiences in space.

Students will learn to rationalize intuitive visual responses into design concepts and make logical, coherent, consistent decisions throughout the design process. Students will also acquire skills to seamlessly integrate the physical and the virtual mode of investigation with the ability to quickly establish the interface amongst varieties of hardware and software available to them.

### Studio Outline:

#### Phase I (4 weeks)

We will begin with documentations of a pre-existing human scale condition in two-dimensional form. We will explore the notion of abstract composition and its organizational structure through a series of formal analysis, scale manipulations and transformation exercises based on this documentation. The successful compositions will become visual concepts to guide you through the rest of the design process in the studio.

#### Phase II (3 weeks)

We will learn to interpret these 2-D compositions spatially and transform them into impressions and into full 3-D spatial constructs, a concept model, which will explore the formal relationship between the two - analogous to the relationship between section vs. plan or site vs. building.

#### Phase III (8 weeks)

Finally, the program components will be introduced. We will engage in the transformation of concept models into human scale architectural devices situated in the original context. We will examine the formal and phenomenal effect of these devices and re-interpret them into habitable architectural constructs. The poetic potential of the architectural constructs are explored through investigation of ritual and sequencing of the phenomenal experience.

### Expected Learning Outcomes:

Projects consisting of physical and digital models; digital drawings, process studies; verbal presentations at formal reviews.

### Featured NAAB Student Performance Criteria for this course (mastery content):

*12.05 Fundamental Design Skills: Ability to apply basic organizational, spatial, structural, and constructional principles to the conception and development of interior and exterior spaces, building elements, and components.*

*12.09 Use of Precedents: Ability to provide a coherent rationale for the programmatic and formal precedents employed in the conceptualization and development of architecture and urban design projects.*

*12.15 Site Conditions: Ability to respond to natural and built site characteristics in the development of a program and design of a project.*

*12.16 Formal Ordering Systems: Understanding of the fundamentals of visual perception and the principles and systems of order that inform two- and three-dimensional design, architectural composition, and urban design.*

**NAAB Student Performance Criteria that students should be preparing to master (preparatory content):**

*12.01 Verbal and Writing Skills: Ability to speak and write effectively on subject matter contained in the professional curriculum.*

*12.02 Graphic Skills: Ability to employ appropriate representational media, including computer technology, to convey essential formal elements at each stage of the programming and design process.*

*12.14 Accessibility: Ability to design both site and building to accommodate individuals with varying physical abilities.*

**General Methods:** Arch 2401 is a design studio course that requires a substantial dedication and investment of student time, skill, and critical thought both during and after official studio hours. Students are required to participate in all studio activities including critiques, lectures, discussions, and field trips. The studio is structured and the pace is brisk. Production and hard work are expected. Specific drawings and models will be assigned throughout each project phase. Studio usually begins with a group pinup followed by the assignment, lectures, presentations, demonstrations, discussions, or individual critiques of project work as needed. Digital media are transforming the practice and teaching of architecture. Information technologies offer not only effective production, rendering, and animation tools, but also the ability to model, manipulate, and to understand designing in new ways. This section of studio integrates analog (physical) design techniques with currently available digital technologies. Digital media studies must be printed prior to studio time and displayed for daily pinups and formal reviews. At certain times we might have digital presentations.

**Criticism:** Students are expected to have a committed analog or digital representation of a completed thought for each studio day. Superficial or minor changes to a work, or merely verbal descriptions will not be critiqued. You must have adequate graphical documentation to back up your ideas and a significant amount of new work displayed, in order to receive effective criticism. Therefore, repeated works that do not move the project forward will be ignored. During group pinups, individuals are expected to understand and apply criticisms of other students' work relevant to their own work. Many times during a pinup it will not be necessary to talk about every project. Only serious and significant new work that contributes and moves forward the general progress of the studio will be discussed. Have all of your previously completed prints and models available in studio, for all studio periods, because we will need to refer to these works from time to time.

**Schedule:** The schedule will be day to day, based on the progress of the class as a whole. Research components are conducted simultaneously with design development. Expect to spend a significant amount of time Prof. Tsubaki, K

working on your studio project outside of class time. In class contact time is 8.5 hours per week. The outside of class work time expected is an average of 3 times contact time or 25.5 hours per week. It is strongly suggested that you get into the habit of working in the studio after hours. Experience has shown that students who work in studio after class hours on a regular basis have a greater degree of success in the course because they can discuss, clarify, and exchange ideas and methods with colleagues.

**Required Computer:** Students are required to provide and maintain their own computers for use during studio. See the college website for minimum specifications. Technical difficulties, viruses, crashes, server and print bureau problems, or corrupted files will not be accepted as legitimate excuses. ALL WORK SHOULD BE CONTINUOUSLY SAVED AND REGULARLY BACKED UP.

**Required Printer:** Laser or ink-jet printer at your desk in studio.

**Required Camera:** Digital Camera w/ decent resolution.

**Required Software:** auto•des•sys form•Z and Adobe Creative Suite (Photoshop, Illustrator, Acrobat, etc.), AutoCad, Sketch-Up. Tutorial workshop sessions in digital design tools will be provided as needed.

**Required at your desk:** Despite the fact that you are using computers and printers extensively, each student must have the following readily available: Architect's Scale, Engineering Scale, rolls of white or yellow trace along with the materials mentioned above.

**Required Materials:** For this studio you will need to purchase several drawing and model-making tools, and additional consumables as the course progresses and assignments are made. Materials include: pens, pencils, paint, gesso, vellum, tracing paper, bond paper, acetate, acrylic sheet, plastic, fabric, metal, basswood, mdf, plywood, blue or pink foam, foam-core, paper, cardboard, chipboard, museum board, hydracal, etc.; healable cutting boards, metal straight edges, triangles, x-acto knives, etc. Extensive use of scanning, color ink jet and laser printing.

**Required Analog Journal:** Students must keep a journal of studio thoughts and ideas (sketches, drawings, notes, articles, photos, xeroxes). The journal is crucial to reflective thinking and a vital record of key concepts and explorations considered in your project. Have your journal available in class everyday.

**Required Digital Portfolio:** Digital scans, drawings, and images of physical models will be submitted according to specified formats at designated times throughout the semester. Files are uploaded to the server at: \\archlab\KT\_2401.

**Environmental Responsibility:** Aerosol paints, spray glues, super-glues, or fixatives, etc. must not be used. Violators will **FAIL** the course.

**Required Readings and Articles:** Will be assigned throughout the semester.

**Attendance Policy:** Students are responsible for attending class. Four absences are considered excessive and constitute cause for having the student drop the class or receive a grade of "F". Whether an absence is excused or unexcused is determined solely by the instructor with the exception of absences due to religious observance and officially approved trips according. Guidelines specified in the TTU catalog. Students are expected to comply with TTU rules for reporting student illness requiring absence from class for more than one week, or immediate family deaths. Students are required to work in studio during studio hours. Work in studio requires students to have their computer, printer, drawing tools, materials, and supplies available for class at all times. Work includes participation in pinups, lectures, and discussions. Failure to work in class with undivided attention, any tardiness, leaving early, lack of participation, general socializing, goofing around, disruptive behavior, etc. will count as absences. You are not allowed to work on assignments from other classes during this class.

**Academic Integrity:** It is the aim of the faculty of Texas Tech University to foster a spirit of complete honesty and a high standard of integrity. The attempt of students to present as their own any work that they have not honestly performed is regarded by the faculty and administration as a serious offense and renders the offenders liable to serious consequences, possibly suspension.

**Civility in the Classroom:** Students are expected to assist in maintaining a classroom environment (during or after hours within the studio environment) that is conducive to learning. In order to assure that all students have the opportunity to gain from time spent in class, unless otherwise approved by the instructor, students are prohibited from engaging in any other form of distraction. Inappropriate behavior in the classroom shall result, minimally, in a request to leave class. More information on this topic is available online at: [www.studentaffairs.ttu.edu/vpsa/publications/civility.htm](http://www.studentaffairs.ttu.edu/vpsa/publications/civility.htm)

**ADA Statement:** Any student who because of a disability may require special arrangements in order to meet course requirements should contact the instructor as soon as possible to make any necessary accommodations. Students should present appropriate verification from Student Disability Services during the instructor's office hours. Please note instructors are not allowed to provide classroom accommodations to a student until appropriate verification from Student Disability Services has been provided. For additional information, you may contact the Student Disability Services office at 335 West Hall or 806-742-2405.

**Academic Regulations:** Please consult the Texas Tech University 2005-06 Catalog, (pp. 48-51) for information about Dropping a Course, Class Attendance, Reporting Illness, Absence Due to Religious Observance, Absence due to officially approved trips, Academic Integrity, Civility in the Classroom, and Grading Practices. Equal Opportunity statement is on p. 4.

**Architecture Building:** Students must comply with ALL requirements of the Architecture Building Policy posted on the college web site at: [www.arch.ttu.edu/Architecture/](http://www.arch.ttu.edu/Architecture/)

**Student Work:** The College of Architecture reserves the right to retain, exhibits, and reproduce work submitted by students. Work submitted for grade is the property of the college and remains as such until it is returned to the student.

**Grading/Evaluation:** Evaluation of student performance in Arch 2401 is based upon daily studio process as well as product. Improvement and growth are the keys. There is no final exam. Professor Tsubaki will conduct his expert assessment of overall student performance following each major stage of the semester. Note that this is not a quantifiable, exact, mathematical assessment. It is based on experienced judgment of student work. The following general criteria will be considered: (1) strength of idea; (2) articulation and development; (3) technical competency, clarity, and craft; (4) concise verbal/written presentation; (5) passion, commitment, dedication and work ethic. All requirements and deadlines must be completed in a timely manner. There will be no extensions to due dates. Late or incomplete work will result in a substantial reduction of the semester grade defined as follows:

**A (excellent)** exceptional performance; strongly exceeding the requirements of the course, showing strong academic initiative and independent resourcefulness.

**B (good)** performance above the norm; accurate and complete; beyond the minimum requirements of the course; work demonstrates marked progress and initiative.

**C (average)** satisfactory work that adequately meets minimum requirements and demonstrates satisfactory comprehension, communication skills, and effort; demonstrates little initiative to investigate the problem without substantial prodding of the instructor; work shows little improvement.

**D (inferior)** unsatisfactorily meets minimum requirements; demonstrates minimum comprehension, communication skills, and effort at an inferior level; initiative lacking; improvement not noticeable.

**F (failing)** does not meet minimum requirements; fails to adequately demonstrate comprehension, communication skills, and effort.

**Tsubaki Studio Calendar (subject to change/adjustment)**

Meeting	Date	Agenda	CoA Events
<b>Week 1</b>			
1	08/28	Ex1. Context Documentation	
2	08/30	Ex1. Context Documentation	
3	09/01	Ex1. Context Documentation	
<b>Week 2</b>			
	09/04	No Meeting	Labor day
4	09/06	Ex2. Regulation Grid	
5	09/08	Ex2. Regulation Grid	
<b>Week 3</b>			
6	09/11	Ex3. Photo collage	
7	09/13	Ex3. Photo collage	Last day to drop a course and receive a refund
8	09/15	Ex3. Photo collage	
<b>Week 4</b>			
9	09/18	Ex4. Composition Synthesis	
10	09/20	Ex4. Composition Synthesis	
11	09/22	Ex4. Composition Synthesis	
<b>Week 5</b>			
12	09/25	Ex5. Negative/Positive Extrusion	
13	09/27	Ex5. Negative/Positive Extrusion	
14	09/29	Ex5. Negative/Positive Extrusion	
<b>Week 6</b>			
15	10/02	Ex6. Composition/Extrusion Synthesis 2D	
16	10/04	Ex6. Composition/Extrusion Synthesis 2D	
17	10/06	Ex6. Composition/Extrusion Synthesis 2D	7:00 p.m. "Plain Speaking: The Artists of the Llano Estacado" a film about the Art Work of Prof. Lahib Jaddo at Underwood Center
<b>Week 7</b>			
18	10/09	Ex7. Composition/Extrusion Synthesis 3D	
19	10/11	Ex7. Composition/Extrusion Synthesis 3D	
20	10/13	Ex7. Composition/Extrusion Synthesis 3D	
<b>Week 8</b>			
21	10/16	Mid Term Review	
22	10/18	Ex8. Architectural Device Exercise	
23	10/20	Ex8. Architectural Device Exercise	
<b>Week 9</b>			
24	10/23	Ex8. Architectural Device Exercise	
25	10/25	Ex8. Architectural Device Exercise	5 p.m., mid-semester review due via Web for Faculty
26	10/27	Ex8. Architectural Device Exercise	
<b>Week 10</b>			
27	10/30	Ex8. Architectural Device Exercise	Last Day to Drop a Course
28	11/01	Ex8. Architectural Device Exercise	
29	11/03	Ex8. Architectural Device Exercise	
<b>Week 11</b>			
30	11/06	Ex9. Habitable Architectural Construct	
31	11/08	Ex9. Habitable Architectural Construct	

	32	11/10	Ex9. Habitable Architectural Construct	
<b>Week 12</b>				
	33	11/13	Ex9. Habitable Architectural Construct	
	34	11/15	Ex9. Habitable Architectural Construct	
	35	11/17	Ex9. Habitable Architectural Construct	
<b>Week 13</b>				
	36	11/20	Ex9. Habitable Architectural Construct	
		11/22	No Meeting	Thanks Giving Holiday
		11/24	No Meeting	Thanks Giving Holiday
<b>Week 14</b>				
	37	11/27	Ex9. Habitable Architectural Construct	
	38	11/29	Ex9. Habitable Architectural Construct	
	39	12/01	Ex9. Habitable Architectural Construct	
<b>Week 15</b>				
	40	12/04	Ex9. Habitable Architectural Construct	
	41	12/06	Final Review	Last Day of Classes
	42	12/13	1:30-4:00 PM Final Exam (Project Turn-in Meeting)	12/08-13 Final Examinations
		12/18		3 p.m., final grades due via Web for Faculty