Design Foundation II  All Sections Syllabus Meeting
Time/Place:  M/W/F [1 pm - 5pm]  @Arch 245

COURSE DESCRIPTION
Students continue their inquiry into fundamentals of design principles. Emphasis will be placed on the interconnection between concepts and applications using various programmatic, topological, and technological themes.

EXTENDED DESCRIPTION
Students are expected to develop necessary skills and methods for creative problem solving in both 2D and 3D design exercises. Lectures introduce theories along with the principles of design; design process, creative thinking and research. Projects may include the elements and principles of design, explore surface and spatial manipulation and develop knowledge of materials, techniques and structure. Assignments will progress through stages of conceptual, spatial and material development, to final presentation and critique. This studio focuses on the power of generative design processes by way of the visualization of ideas and the making of objects, and spaces. During the semester, emphasis will be placed on the coordination and development of the designer’s eye and mind via the nature of the iterative design activity.

COURSE LOAD
6 Credit hour =12 hour per week of scheduled studio time. This course requires at minimum 12 hours of your input outside of scheduled class to work out a plan and produce work such as drawing and models that show the progressive development of your design ideas.

PREREQUISITE
Successful completion of AAD180

RECOMMENDED READING
Dondis, Donis (1973), A Primer on Visual Literacy, Cambridge. MIT Press

ASSIGNED READING
See Project Outlines for specific details

FIELD TRIP
Visits to location around UNLV that are of interest to the studio.
*Individual Section Instructors may select different destination.

FACULTY
Studio Instructors

NAAB
National Architectural Accrediting Board Criteria
Refer to individual projects for indicators
COURSE OBJECTIVES
Upon completion of this course students will be able to:
1. Develop an awareness of how design solutions depend on the basic theories of two-dimensional and three-dimensional design.
2. Understand the significance of point, line, shape, texture, value, and color in design.
3. Gain an understanding of how the organizing principles of design namely, rhythm and repetition, balance, dominance, and proportion can be employed to achieve compositional unity.
4. Understand the relationship of design solutions to scale, space, time, and movement.
5. Develop creative problem-solving skills through individual and group experience.
6. Learn to arrive at design solutions through a thorough design process.
7. Apply independent creative thinking and time management skills to the successful resolution of design problems.
8. Develop the ability to communicate concepts and solutions with ideation drawings, as well as other diverse visual communication methods.
10. Develop an awareness about the body-in-space.
11. Develop an awareness of the impact of light and the manipulation of light.
12. Improve research, writing and presentation skills.
13. Develop deeper awareness to Architecture, Landscape Architecture, and Art.

STUDIO OVERVIEW
This is a project-based studio course delivered through in-class learning experiences, lectures, research, field trips, formal and informal critiques, and presentations. It is intended to further develop one's understanding of design foundation concepts and the reciprocity between the making of drawings and the making of models.

Detailed descriptions, schedules, and deliverables for each of the projects will be available on the respective dates listed in the course calendar.

The student is expected to:
1. Participate actively in all critique sessions and class discussions.
2. Read and take notes of assigned readings; for each class be prepared to demonstrate evidence of process work through either hard-copy (paper) submissions or pin-up critiques. Failure to produce work for review counts as an absentee. Failure to keep process work and to present it when asked may result in a lowered grade or possible failure in a project.
3. Present work to jurors; demonstrate proficiency in oral presentations.
4. Be responsible for bringing required portion of the process work for review. No work, no-show or leaving studio early will result in -5 points deduction from the project grade each time it occurs.
5. It is important that students work in the shop and be comfortable in an environment where things are built.
6. Missing two or more consecutive classes without approved medical or other University approved special circumstances will result in a notice
to drop the class.
6. Failure to comply with the above expectations may result in a minimum of -20 points reduction in the overall grade.

REQUIRED RESOURCES
A variety of tools and software will be utilized in the design process throughout the semester. To that end, this includes: 3d modeling, form exploration, drawing and model making. Over the course of the studio, students will be encouraged to develop their abilities in modeling their designs as well as in producing representations such as drawings and models with the aid of software packages such as 3D Rhinoceros, Illustrator, and Photoshop and digital fabrication machines.

OTHER COSTS
As required students should purchase the necessary software needed to complete the assignments. This software is available in the computer lab, and trial versions can be downloaded. You must also plan on spending at minimum $600+ on materials, machine time, and printing.

Attendance: Attendance for the full duration of each studio is mandatory. The studio is an exceptional learning environment that requires your physical presence as well as your intellectual presence. You are allowed one excused absences for the semester. Absences beyond the one allotted will result in a 5-point decrease per absentee, in your final grade. If you miss three studio classes, you will be asked to drop the course or receive a failing grade.

PROJECTS PERCENTAGE
Project I- 20% | Project II- 25% | Project III- 40% | Class Attendance - 15% |

GRADING
Project grades will be assigned according to the following:
A – Superior    B – Above average    C – Average    D – Below average    F – Failing.

Grade A: Superior
Scholarship: strong, exceeding requirements of the course Initiative: contributions exceed the assignment, showing independent resourcefulness Attitude: positive benefit to class Cooperation: productive, constant, spontaneous Individual Improvement: marked & growing

Grade B: Good – Above Average
Scholarship: accurate and complete, meeting all requirements of course and beyond Initiative: good when stimulated by some desirable achievement Attitude: proper and beneficial to group Cooperation: good Individual Improvement: showing marks of progress

Grade C: Average
Scholarship: requirements for course work met on time, 95% attendance (missed 1 ••• or less classes), reflecting a demonstrated grasp of
concepts and reasonable participation, showing evidence of needing encouragement
Initiative: uncertain and apparent only at times
Attitude: generally neutral, but not objectionable
Cooperation: Not positive, nor very effective, irregular
Individual Improvement: very ordinary, definite marks lacking

Grade D: Below Average
Scholarship: 86% of all assignments and course requirements met, some of the above mentioned requirements have not been met
Initiative: lacking
Attitude: indifferent, negative, resistant to engagement with course content
Cooperation: just fair at times, lacking at other times
Individual Improvement: not noticeable

Grade F:
Most of the above mentioned requirements have not been met. Less than 86% of assignments have been completed.

EVALUATION CRITERIA
The following criteria will be considered when evaluating the work produced for the class.
1. Idea: How clearly are you articulating your conceptual intentions?
2. Translation of ideas: How well are you using your concepts to develop and articulate your ideas.
3. Appropriate Representation: How well matched is your choice of representational means to your intentions?
4. Representation Quality: How accomplished are you with analog and digital drawing, physical modeling and digital representation? To what degree do your representations convey what they ought to?
5. Oral Presentation Skills: How clearly are you presenting your ideas, whether at your desk, in class discussions, or to a formal jury?
6. Participation in Discussions: How actively and how constructively are you involved in class discussions, both formally and informally?
7. Response to Criticism: How do you effectively take advantage of criticism from instructors, your classmates, and outside jurors?
8. Self Evaluation Skills: To what extent are you able to critique your own work regularly for a more defined and progressive design?

STUDIO CULTURE
Work in the studio will increase sequentially. Therefore, commitment to incremental development on a daily basis is of paramount importance. All nighters before reviews are not productive work methods and will not suffice, as the work per project is incremental. The demanding nature and pace of studio courses necessitates regular attendance and requires that deadlines be consistently met. In addition to lowering your grade, late work will prevent you from following the overall structure of the course. It is important that you take advantage of the studio environment. Magnification of your development as a designer is made possible by the collective nature of the studio. Working in the studio, instead of at home, will allow you to participate in the dialogue of the studio setting. Group reviews are collective for a reason, as each student has something to gain from peer students.

METHODOLOGY
The exercises and lectures are designed to impart specific skills
associated with the generation and representation of designed objects. These skills range from techniques of drawings to generation of 3D computer models, physical model building, sketching, and diagramming. The conceptual basis of each exercise is in the interrogation of geometric principles and the technique that display its wider generative possibilities. This process anticipates the instruments necessary to approach the design problem as a whole, from conception to making.

The lectures and pin-ups address the conventions associated with various modes of representation, and their capacity to convey ideas. For example instances of representation throughout the history of design will illustrate the relationship between specific techniques and the kind of value they engender. Hence, pin-ups will address the entire range of issues associated with presenting design through drawings, including conceptual clarity, presentation manner, legibility, and the like.

In general, to successfully meet the minimum requirements, for this class, it is required that you plan to spend time outside class meeting each week to adequately complete assignments. In general, assignment presentations, lectures and desk critic will occur on Monday, development and review of progress on Wednesday, and pin-ups of work in progress on Friday.

EXPECTATIONS

- Desk critiques are conversations typically evolving around a student's work to address independent design issues about a singular project or group project. Due to the limited amount of time per studio and the number of students, this time allotment is very limited and requires that you fulfill requirements very thoroughly and promptly to receive one. To that extent showing up to class with no work will count as an absentee.

- Pin-ups are informal presentations in which design proposals are presented to both classmates and instructor for critical feedback. This process enables us to observe and compare work across the classroom and to gain insightful understanding on how to advance the design proposal discussed.

- All class discussions require that the student fulfills the reading/research preparation before class time, it will enable each student to engage diligently in a dialogue about the topics raised, as well as to develop the intellectual tools with which to advance their explorations of the assignment and design goals.

- We will dedicate a portion of the assigned period to work on projects. You should develop a strong work ethic in the studio and use the time to your benefit. Take advantage of your instructor's presence and of your studio mates. You will be expected to have your computer as well as materials and all other resources needed to work on projects assigned for this course at all times.

- All assignments and projects must be turned in at the specified time and place. Late projects with an excused absence, as defined by the university's guidelines and with prior written notification to the instructor by email, may be accepted. Late projects with an unexcused absence will be penalized by deducting one grade for each day the project is late, including weekend days.
- The student must email or present a verification of excused absence at the next scheduled class attended.

- No cell phones, computer games, and other nonrelated activities are allowed during class time.

**DIGITAL SUBMISSION OF WORK**

We will be using an online file-sharing server (Google drive), for submission of digital work. Follow direction from your section Instructor.

**STUDIO ACCESS AND ETIQUETTE**

- Working in the studio during off hours is a privilege, and you are asked to be responsible for the maintenance of all work and school property that is in the studio at all times.
- Students will be assigned a grade at the end of the year even if they don’t submit all course material by the specified due date.
- The studio must be kept neat and clean at all times.
- Treat people with respect. When you have concerns about something or someone, talk first to the person associated with the concern before proceeding further. Be professional and do not abuse the studio space, it is substandard in almost every dimension and doing anything to make it more so is counterproductive and unprofessional.
- The use of spray adhesive or spray paint is only permitted in designated area. Cutting of material is permitted on properly protect work surfaces, likewise; sitting or standing on desks is not allowed. If you are unsure about something, make sure to ask before you act.
- Refer to the School of Architecture Studio Culture Policy for additional information.

**EMAIL POLICY**

All studio communication beyond class time will be via email.

**SCHOOL OF ARCHITECTURE LECTURE SERIES**

You are highly encouraged to attend all lectures, as they are part of our professional culture. Attending will further expand your knowledge and understanding of professional work and will also get you extra credit.

**UNIVERSITY POLICY**

Academic Misconduct—Academic integrity is a legitimate concern for every member of the campus community; all share in upholding the fundamental values of honesty, trust, respect, fairness, responsibility and professionalism. By choosing to join the UNLV community, students accept the expectations of the Student Academic Misconduct Policy and are encouraged when faced with choices to always take the ethical path. Students enrolling in UNLV assume the obligation to conduct themselves in a manner compatible with UNLV’s function as an educational institution.

An example of academic misconduct is plagiarism. Plagiarism is using the words or ideas of another, from the Internet or any source, without proper citation of the sources. See the Student Academic Misconduct Policy (approved December 9, 2005) located at: https://www.unlv.edu/studentconduct/student-conduct.
Copyright—The University requires all members of the University Community to familiarize themselves with and to follow copyright and fair use requirements. You are individually and solely responsible for violations of copyright and fair use laws. The university will neither protect nor defend you nor assume any responsibility for employee or student violations of fair use laws. Violations of copyright laws could subject you to federal and state civil penalties and criminal liability, as well as disciplinary action under University policies. Additional information can be found at: http://www.unlv.edu/provost/copyright.

Disability Resource Center (DRC)—The UNLV Disability Resource Center (SSC-A 143, http://drc.unlv.edu/, 702-895-0866) provides resources for students with disabilities. If you feel that you have a disability, please make an appointment with a Disabilities Specialist at the DRC to discuss what options may be available to you. If you are registered with the UNLV Disability Resource Center, bring your Academic Accommodation Plan from the DRC to the instructor during office hours so that you may work together to develop strategies for implementing the accommodations to meet both your needs and the requirements of the course. Any information you provide is private and will be treated as such. To maintain the confidentiality of your request, please do not approach the instructor in front of others to discuss your accommodation needs.

Religious Holidays Policy—Any student missing class quizzes, examinations, or any other class or lab work because of observance of religious holidays shall be given an opportunity during that semester to make up missed work. The make-up will apply to the religious holiday absence only. It shall be the responsibility of the student to notify the instructor within the first 14 calendar days of the course for fall and spring courses, or within the first 7 calendar days of the course for summer and modular courses, of his or her intention to participate in religious holidays which do not fall on state holidays or periods of class recess. For additional information, please visit: http://catalog.unlv.edu/content.php?catoid=6&navoid=531.

Transparency in Learning and Teaching—The University encourages application of the transparency method of constructing assignments for student success. Please see these two links for further information: https://www.unlv.edu/provost/teachingandlearning https://www.unlv.edu/provost/transparency

Incomplete Grades—The grade of I—Incomplete—can be granted when a student has satisfactorily completed three-fourths of course work for that semester/session but for reason(s) beyond the student’s control, and acceptable to the instructor, cannot complete the last part of the course, and the instructor believes that the student can finish the course without repeating it. The incomplete work must be made up before the end of the following regular semester for undergraduate courses. Graduate students receiving “I” grades in 500-, 600-, or 700-level courses have up to one calendar year to complete the work, at the discretion of the instructor. If course requirements are not completed within the time indicated, a grade of F will be recorded and the GPA will be adjusted accordingly. Students who are fulfilling an Incomplete do not register for the course but make individual arrangements with the instructor who assigned the I grade.
Tutoring and Coaching—The Academic Success Center (ASC) provides tutoring, academic success coaching and other academic assistance for all UNLV undergraduate students. For information regarding tutoring subjects, tutoring times, and other ASC programs and services, visit http://www.unlv.edu/asc or call 702-895-3177. The ASC building is located across from the Student Services Complex (SSC). Academic success coaching is located on the second floor of the SSC (ASC Coaching Spot). Drop-in tutoring is located on the second floor of the Lied Library and College of Engineering TEB second floor.

UNLV Writing Center—One-on-one or small group assistance with writing is available free of charge to UNLV students at the Writing Center, located in CDC-3-301. Although walk-in consultations are sometimes available, students with appointments will receive priority assistance. Appointments may be made in person or by calling 702-895-3908. The student’s Rebel ID Card, a copy of the assignment (if possible), and two copies of any writing to be reviewed are requested for the consultation. More information can be found at: http://writingcenter.unlv.edu/.

Rebelmail—By policy, faculty and staff should e-mail students’ Rebelmail accounts only. Rebelmail is UNLV’s official e-mail system for students. It is one of the primary ways students receive official university communication such as information about deadlines, major campus events, and announcements. All UNLV students receive a Rebelmail account after they have been admitted to the university. Students’ e-mail prefixes are listed on class rosters. The suffix is always @unlv.nevada.edu. Emailing within WebCampus is acceptable.

Final Examinations—The University requires that final exams given at the end of a course occur at the time and on the day specified in the final exam schedule. See the schedule at: www.unlv.edu/registrar/calendars.

Students may consult with a Librarian on research needs. For this class, the subject librarian is www.library.unlv.edu/contact/librarians_by_subject . UNLV libraries provides resources to support students access to information. Discovery, access, and use of information are vital skills for academic work and for successful post-college life. Access library resources and ask questions at www.library.unlv.edu/.

NOTES

1: Procedures and Policies. The above-mentioned policies have specific timelines and procedures - it is important that you review and understand the procedures and policies ahead of time.

2: Late policy. Computer and printing problems that prevent students from handing in a completed assignment are not considered grounds for compassionate consideration. However, students will not receive academic penalty for a late submission provided that some form of submission is made at the time of hand-in (digital or other) and provided proof of the printer/computer malfunction is available.

Note 3: Retention of Student Work. Students’ work may be retained and utilized for a variety of situations, including but not limited to exhibitions, accreditation reviews, competitions and academic/industry conferences.
Revisions. The course coordinator reserves the right to change, modify or revise the content of the syllabus as well as the calendar at any given time during the semester.

### COURSE CALENDAR

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<td>Intro to 280 / Intro to project 1</td>
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W       16
F       18

13 M       21
W       23
F       25   Thanksgiving

14 M       28
W       30
F       Dec 2

15 M       5   Project 3 Due  Preparation for Final presentation
W       7   Review
F       9   Review

Final week meeting in accordance with university class schedule