Course Description for Arch 4101 Architecture Studio VII Advanced Building Design

Introduction to Urban Design

Fall 2022

Deb Ryan, Landscape Architect Emeritus, UNCC Professor of Architecture and Urban Design (deryan@uncc.edu)
MWF 2:00 – 5:15pm in Rm. 1004 at the Dubois Center at UNC Charlotte Center City Building  6.00 Credit hours

Premise
The design of buildings is influenced by context. If buildings are located in cities, then architects must understand the basics of urban design, a profession that mediates the disciplines of architecture, landscape architecture, planning, real estate development and engineering. This course teaches basic design techniques and representation skills in this complex, multi-faceted discipline with a focus on the design of sustainable urban infrastructure and public open space.

Method
The course material will be explored through a combination of analyses and design projects at different scales of urbanism. Work will sometimes be carried out in small groups; at other times work will be carried out individually.

The focus of the semester will involve the design of a new mixed-use neighborhood at the Charlotte Rail Yards. The Charlotte Center City 2040 Vision Plan calls for a major, new public park in this location, but it will be only one of many elements that students will investigate within a larger urban design master plan.

Content
Topics covered in in this class include:
- An understanding of context relative to place, community, visual and functional structure; natural resources; connectivity and infrastructure; and, mobility (Streets and traffic, public transport, walking and cycling, parking and servicing).
- Repairing/Creating the urban structure relative to a movement framework; mixing land uses; density and form; energy and resource efficiency; landscape architecture; spatial structure; block typology; and, infill development.
- Detailing “Place” relative to animating space and building edges; building size and scale; adaptability and change; and, creating an active public.

Objectives
- To focus on fundamental concepts of urban design and placemaking
- To acquire and practice a wide range of representational skills in urban analysis and design
- To explore and test issues focused around the making of public infrastructure, spatial enclosure and connectivity, and the particular dynamics of civic and social spaces
- To introduce aspects of sustainable design into urban enquiry

Field Trips
A field trip to NYC will be taken during field trip week to study urban open space and redesigned railyards, including Hudson Yards.

Evaluation & Grading
Students will be evaluated by continuous assessment of their design work, with key presentations at definitive stages in the design process:
- Group Project: Community design 60%
(although work will be done in a small group, individuals are evaluated separately)
- Individual Design Project: Urban design of a neighborhood 40%

Bibliography (Links to the first two texts will be on the class Canvas site. The third will need to be purchased)