DESIGN STUDIO FUNDAMENTALS
Instructor: Rachel Dickey
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INTRODUCTION // PREMISE
This introductory studio focuses on that focuses on fundamental concepts of architecture, as well as the acquisition and practice of a wide range of technical and graphic skills and media. Students are introduced to architectural principles through analysis, abstract exercises, and design problems. A set of short exercises examine the relationship between formal and spatial ordering, technical and material concepts, and issues of experience and occupation. Students are encouraged to extract rules and principles from analog making and instrumentalize those methods through digital model making to inform design exploration. The premise of this course embraces the notion that design is an essential tool for shaping the world. It rejects the idea that good design is a matter of "personal taste" or "aesthetic connoisseurship." Rather, it first considers a comprehensive set of ideas and skills that seeks a better relationship between people, buildings, the city, and nature.

OBJECTIVES
The sequence places a primary emphasis on Craft, Creativity, and Critical thinking. Core objectives include:
- employ the expressive and technical potentials of analog and digital media for the honing of craft
- use critical thinking to build abstract relationships and understand the impact of ideas
- engage a creative process and frame theoretical questions through making
- demonstrate an understanding of the media and processes of architectural design
- investigate architectural form using spatial principles and material properties
- synthesize a range of complex parameters to produce design solutions

METHODOLOGY
This studio will explore craft based processes, relative to material and action as a starting point to commence architectural inquiry about form and space making. Students will derive systematic methods from your investigation focusing particularly on their translation to both analogue modeling and digital craft.

The method takes focuses on two projects: material and action (project one) and the design of a 20,000sqft building with program and site based on the student's choice (project 2).

Project One:
An introduction to the methods of architectural design, with focus on composition, systematic thinking, materials, and assemblies.
1.0 Gather
1.1 Re-Make
1.2 Draw
1.3 Model
1.4 Scale

Project Two:
An introduction to the methods of architectural design, with focus on basic architectural principles of scale, geometry, space, and inhabitation.

2.0 Entry
2.1 Mezzanine and Stair
2.3 Project Narrative and Site
2.4 Final Building Proposal

The course seeks to build both the structure and flexibility necessary to induce, encourage, and fuel the creative process while introducing students to architectural design. A guided structure helps students develop a set of rules that allow them to articulate a project and access the effect of those rules, while flexibility allows for acceptance of the unexpected, to keep the rules in check and to determine where and when to depart from them or reformulate them.