Design studio projects and exercises introducing fundamental concepts and considerations in environmental design. Teaches knowledge and skills needed in subsequent studios and professional coursework. The course provides an overview of the design process through a series of guided exercises. Two short projects give an introduction to accommodating activity and site issues. A six-week branch library project revisits these issues and explores parti generation, development and reintegration over a more extended period. Special attention will be given to the public nature of architecture as expressed in interior and exterior spaces and on building facades.

Introductory Design I:

Objectives:

Process: Identify relevant issues and develop creative design responses, implement problem stating and problem solving processes, engage in effective communication and critical discussion, and make sound, appropriate judgements regarding design decisions.

Purpose: Design objectives are informed by environmental and cultural contexts, human activities, historic precedents, material aspects of built form, and personal experience and observations.

Composition: Use of organizational, spatial, structural, visual patterns and qualities such as sequence, rhythm, symmetry, hierarchy, scale, shape, transparency, light, texture, and color to impart character and meaning to architecture.

Theory: Identify the underlying traditions, assumptions and perspectives that influence designers’ points of view and guide designers’ interpretations and responses.

http://module.uoregon.edu/courses/winter99/firstyear/

Introductory Design II:

Objectives:

Process: Problem statement & analysis, concept formation & development

Context: Environmental & cultural contexts, human activity, historical precedents, material aspects

Composition: Organizational, spatial, structural & visual patterns

Theory: Underlying traditions, assumptions & perspectives

http://module.uoregon.edu/courses/spring99/firstyear/