

# Architecture/Landscape/Interiors

<b>Sophomore Year</b>		<b>Fall</b>	<b>Spring</b>	<b><u>Degree Requirements</u></b>
ARLI250/252	Studio I/II	4.0	4.0	
ARLI260/261	Technologies + Ecologies I/II	3.0	3.0	
ARLI270	Digital Media I	2.0	—	
ARLI271/272	Digital Media II-A, II-B	2.0	2.0	
CRIT205/206	History + Theory I/II	3.0	3.0	<i>Descriptions for courses listed in grey boxes are located in the Liberal Arts and Sciences section.</i>
MATH246	Applied Trigonometry	3.0	—	
ILML200	Integrated Learning Lecture	—	3.0	
ENGL202	Sophomore English	—	3.0	
Total Credits per Semester		17.0	18.0	
<b>Junior Year</b>		<b>Fall</b>	<b>Spring</b>	
ARLI350/353	Studio III/IV	5.0	5.0	
ARLI360	Technologies + Ecologies III	3.0	—	
ARLI363	Planning to Plan	2.0	—	
ARLI370	Analysis and Diagramming	—	2.0	
	Studio Electives	—	2.0	
*ILMS300	Integrated Learning Studio	—	2.0	
CRIT305/306	History + Theory III/IV	3.0	2.0	
*NSCI307	Natural Science	3.0	—	
	Advanced Topics in English or	—	3.0	
*LIBS 410/ENGL400	Liberal Studies Elective			
<small>*This course may be taken in either fall or spring semester.</small>				
Total Credits per Semester		16.0	16.0	
<b>Senior Year</b>		<b>Fall</b>	<b>Spring</b>	
ARLI454/455	Studio V/VI	5.0	5.0	
ARLI362	Lighting Fundamentals	2.0	—	
ARLI460	Detail Development	2.0	—	
ARLI462	Constructions	—	4.0	
ARLI465	Presentation Techniques	—	2.0	
	Studio Electives	2.0		
CRIT405/406	History + Theory V/VI	2.0	2.0	
*LIBS440	Senior Liberal Studies Capstone	3.0	—	
*SSCI210	Social Science	—	3.0	
<small>*This course may be taken in either fall or spring semester.</small>				
Total Credits per Semester		16.0	16.0	


# Architecture/Landscape/Interiors

## Course Descriptions


### Studio I: Scale/Structure/Circulation

ARLI250 4 credits  
Formal design strategies, three-dimensional modeling in varied physical media, and the graphic tools and language of architecture are introduced and practiced. Field conditions, movement, and events are emphasized through projects progressing from abstract compositions to a minimal program of inhabitation.

### Studio II: Landscape/Furniture

ARLI252 4 credits   
Design theory, process, and landscape technologies are applied to the problem of urban parks.  
*Prerequisites:* ARLI250 Studio I, ARLI260 Technologies + Ecologies I, ARLI271 Digital Media II-A.  
*Co-requisite:* ARLI272 Digital Media II-B.

### Technology and Ecology

ARLI260 3 credits   
The materiality, shaping, and construction of landscape are studied through natural processes, grading, site engineering, planting and building.

### Technologies + Ecologies II: Interior Technology

ARLI261 3 credits  
Materials, methods, detailing, fabrication, and documentation of casework and other nonstructural custom components of the interior environment as well as contract furniture and finishes are studied.  
*Prerequisite:* ARLI250 Studio I.

### Digital Media I: Communicating Information

ARLI270 2 credits  
Software programs incorporating type, color, line and image manipulation are introduced and practiced through digitally generated two-dimensional compositions. Methods of technique, composition, perception, and critical evaluation are introduced and practiced.

### Digital Media II-A: Digital Translations

ARLI271 2 credits  
Computer-aided drafting (CAD) is introduced and practiced through the production of presentation quality drawings of Studio I projects.  
*Co-requisite:* concurrent enrollment in ARLI250 Studio I.

### Digital Media II-B: Digital Modeling, Rendering and Fabrication

ARLI272 2 credits  
Digital modeling, rendering, and fabrication techniques are introduced and practiced through the material development of studio projects.  
*Prerequisite:* ARLI250 Studio I.

### Studio III: Interior/Display/Exchange

ARLI350 5 credits  
Design theory, process, and interior technologies are applied to two different projects that address non-residential interiors, such as restaurants, stores, spas, exhibits, entertainment or meeting venues, etc.  
*Prerequisites:* ARLI252 Studio II, ARLI270 Digital Media I, ARLI261 Technologies + Ecologies II.

### Studio IV: Private/Interior Architecture

ARLI353 5 credits  
Design theory, process, building and interior technologies are applied to the problem of a residential program sited within an existing building.  
*Prerequisites:* ARLI350 Studio III, ARLI360 Technologies + Ecologies III.


### Technologies + Ecologies III: Building Technology

ARLI360 3 credits  
The materials and methods of building construction are studied. Basic structural principles are presented through an introduction to forces and resultants in beams and columns.  
*Prerequisite:* ARLI250 Studio I

### Planning to Plan

ARLI363 2 credits  
Space planning conventions, with an emphasis on access and circulation, are introduced, practiced and modified. Resultant effects on use and lifestyle are discussed through precedents as well as the students' projects.  
*Prerequisite:* ARLI 250 Studio I .

### Lighting Fundamentals

ARLI362 2 credits   
The basic design and technical requirements of lighting systems are introduced with an emphasis on commercial and entertainment applications.  
*Prerequisite:* ARLI250 Studio I, or equivalent.

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## Human Factors/Light and Health

ARLI366 2 credits 

The effects of constructed lighting conditions upon human activities, visual perception and health are introduced, researched, analyzed and documented.

## Analysis and Diagramming

ARLI370 2 credits

Formal, spatial, and programmatic organizations are presented in digitally generated diagrams through an analysis of canonic building precedents. A dual emphasis on typology and transformation allows the recognition of repetition and production of variation among existing morphologies.

*Prerequisite: ARLI272 Digital Media II-B.*

## Studio V: Public/Urban Architecture

ARLI454 5 credits

Design theory, process and building technologies are applied to the problem of a building within an urban context.

*Prerequisite: ARLI353 Studio IV.*

## Studio VI: Building/Landscape

ARLI455 5 credits

Design theory, process, building and landscape technologies are applied to the problem of a building, or buildings, integrated with landscape.

*Prerequisite: ARLI454 Studio V, ARLI 260 Technologies + Ecologies I.*

## Vertical Studio

ARLI453 4 or 5 credits

Design theory, process, and appropriate technologies are introduced and applied to a spatial design project, or projects, equivalent to Studio II, III, IV, V or VI, as determined on the basis of student interest.

*Prerequisite: permission of Department Chair.*

*This course may be repeated for credit.*

## Topics Workshop

ARLI458 1 credit

A focused subject of student interest and/or need is introduced and practiced. This course may be repeated for credit

*Prerequisites vary as noted per offering. This course may be repeated for credit.*

## Topics Studio

ARLI459 1-2 credits

Design theory, process, and appropriate technologies are introduced and applied to a focused spatial design project. The topic varies per offering and is determined on the basis of faculty and student interest.

*Prerequisites vary as noted per offering. This course may be repeated for credit.*

## Detail Development

ARLI460 2 credits

An interior space including all finishes, lighting, furniture and integrated custom components is designed, detailed and documented.

*Prerequisite: ARLI 350 Studio III*

## Constructions

ARLI462 4 credits

An interior or exterior environment is designed, documented and constructed.

*Prerequisite: ARLI454 Studio V.*

## Construction/Installation

ARLI463 1 or 2 credits

Students participate in the collaborative construction and/or installation of an interior or exterior environment. No homework. Three contact hours per credit as scheduled by the Instructor.

*No prerequisite, open to students in any department. This course may be repeated for credit.*

## Presentation Techniques

ARLI465 2 credits

Comprehensive presentations of selected studio projects are designed and produced for display and/or public presentation.

*Co-requisite: concurrent enrollment in ARLI462*

*Constructions.*

## Diagramming Techniques

ARLI468 2 credits

Historical and contemporary techniques to diagram, map, and graph statistical, programmatic, temporal and external information are introduced and/or practiced, with a consideration of how these techniques can be translated to the design process.

*Prerequisite: ARLI270 Digital Media I.*


## Course Descriptions

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## **Course Descriptions**

### **Advanced Lighting Design**

ARLI471 2 credits   
Design theory, process and lighting technologies are applied to lighting design problems. AGI32 or another software for lighting calculations and visualization is introduced and practiced.


*Prerequisite: ARLI362 Lighting Fundamentals.*

### **Luminaire and Control Technologies**

ARLI472 2 credits   
The technology of luminaire and control systems, including solid-state systems, dimming controls and other building management systems, are introduced, analyzed, and applied to the design and construction of a working luminaire.


*Prerequisite: ARLI 250 Studio 1, or equivalent*

### **Daylighting and Sustainability**

ARLI473 2 credits   
The effects and use of daylighting in the built environment as well as sustainable lighting design practice are introduced, researched, analyzed and documented through project-based examples and solutions.

*Prerequisite: ARLI250 Studio 1, or equivalent.*

### **Lighting Workshop**

ARLI474 2 credits   
Design theory, process and lighting technologies are applied to a site installation in collaboration with a community partner.

*Prerequisite: ARLI471 Advanced Lighting Design*

### **Fabrications S**

ARLI475 2 credits  
Orthographic representation, the basic and safe operations of wood shop tools, and methods of wood joinery and detailing are introduced and practiced through projects addressing the housing and display of small objects.

*ARLI 250 Studio 1, or equivalent.*

### **Fabrications M**

ARLI476 2 credits  
The basic and safe operations of metal shop tools and methods of metal fabrication and detailing are introduced and practiced. Surfaces for work, play, and/or the display of objects are designed, documented, and constructed in wood, metal, or other materials.

*ARLI 250 Studio 1, or equivalent.*

### **Fabrications L**

ARLI477 2 credits  
Surfaces for the support and/or display of the body are designed, documented, and constructed in wood, metal, or other materials.

*ARLI475 Fabrications S or ARLI476 Fabrications M.*

### **Fabrications XL**

ARLI478 2 credits  
Site-specific and programmed body-scale systems are designed and documented.

*ARLI475 Fabrications S or ARLI476 Fabrications M.*

### **Portfolio Development**

ARLI490 2 credits  
Students are directed in the formatting and development of a professional portfolio with an emphasis on digital and photographic techniques for documenting both two- and three-dimensional work. This course may be repeated for credit.

### **Unpaid Internship**

ARLI467 1 to 3 credits  
Students work under close supervision of existing staff of a professional design office (Employer). Work includes the introduction to, observation and/or practice of professional tasks, excluding clerical, as supervised and documented by the Employer. The duration of Work must equal and may not exceed enrolled credit hours per semester. Each credit is equal to 45 hours of Work.

*This course may be repeated for credit.*