

Sophomore Year		Fall	Spring
ARLI250/252	Studio I/II	4.0	4.0
ARL260/261	Technologies + Ecologies I/II	3.0	3.0
ARLI270	Digital Media I	2.0	--
ARLI271/273	Digital Media II-A, II-B	2.0	3.0
CRIT205/206	History + Theory I/II	3.0	3.0
ILML200 *	Integrated Learning Lecture	--	3.0
ENGL 202 *	Sophomore English	3.0	--
Credits per Semester		17.0	16.0
Junior Year		Fall	Spring
ARLI350/353	Studio III/IV	5.0	5.0
ARLI360	Technologies + Ecologies III	3.0	--
ARLI363	Planning to Plan	2.0	--
ARLI 475	Fabrications S	2.0	--
	Studio Electives	--	2.0
ILMS300 *	Integrated Learning Studio	--	2.0
CRIT304/306	History + Theory III/IV	2.0	2.0
MATH246	Applied Trigonometry	3.0	--
NSCI 307	Natural Science	--	3.0
LIBS410/ENGL400	Advanced Topics in English or Liberal Studies Elective	--	3.0
Credits per Semester		17.0	17.0
Senior Year		Fall	Spring
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
Credits per Semester		16.0	16.0

* This course may be taken in either fall or spring semester.

Courses in gray are described in Liberal Arts and Sciences.

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/FurnitureARLI252 — 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.

Corequisite: ARLI272 Digital Media II-B.

Technology and EcologyARLI260 — 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.

Corequisite: concurrent enrollment in ARLI250 Studio I.

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

ARLI273 — 3 credits

Digital modeling, rendering, and fabrication techniques are introduced and practiced.

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 nonresidential interiors, such as restaurants, stores, spas, exhibits, entertainment, meeting venues, and so on.

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 FundamentalsARLI362 — 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.

Human Factors/Light and HealthARLI366 — 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: ARLI273 Digital Media II-B.

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.

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.

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.

Corequisite: Concurrent enrollment in ARLI462 Constructions.

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 and 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.

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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.

Lighting Internship

ARLI469 — 2 credits

Students work under close supervision of the existing staff of a professional lighting design firm (Employer). Work includes the introduction and after to, observation and/or practice of professional activities, excluding clerical, as supervised and documented by the Employer, and that comply with US WHD Fact Sheet #71: Internship Programs Under The Fair Labor Standards Act, Test for Unpaid Interns. The duration of work must equal and may not exceed 90 hours. This course may be repeated for credit.

Prerequisite: ARLI471 Advanced Lighting Design

Advanced Lighting DesignARLI471 — 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 TechnologiesARLI472 — 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 SustainabilityARLI473 — 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 I, or equivalent.

Lighting WorkshopARLI474 — 2 credits 

Design theory, process, and lighting technologies are applied to the documentation and execution of a full-scale lighting installation.

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.

Prerequisite: ARLI 250 Studio I, 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.

Prerequisite: ARLI 250 Studio I, 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.

Prerequisites: ARLI475 Fabrications S or ARLI476 Fabrications M.

Fabrications XL

ARLI478 — 2 credits

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

Prerequisites: 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.