

ABPL20027 Architecture Design Studio: Earth

Credit Points:	12.50								
Level:	2 (Undergraduate)								
Dates & Locations:	2012, Parkville This subject commences in the following study period/s: Semester 1, Parkville - Taught on campus.								
Time Commitment:	Contact Hours: 1 x 1 hour lecture per week; 1 x 3 hour studio per week Total Time Commitment: 120 Hours								
Prerequisites:	<table border="1"> <thead> <tr> <th>Subject</th> <th>Study Period Commencement:</th> <th>Credit Points:</th> </tr> </thead> <tbody> <tr> <td>ENVS10004 Designing Environments</td> <td>Semester 1, Semester 2</td> <td>12.50</td> </tr> </tbody> </table>			Subject	Study Period Commencement:	Credit Points:	ENVS10004 Designing Environments	Semester 1, Semester 2	12.50
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ENVS10004 Designing Environments	Semester 1, Semester 2	12.50							
Corequisites:	None								
Recommended Background Knowledge:	<table border="1"> <thead> <tr> <th>Subject</th> <th>Study Period Commencement:</th> <th>Credit Points:</th> </tr> </thead> <tbody> <tr> <td>ENVS10008 Virtual Environments</td> <td>Semester 1, Semester 2</td> <td>12.50</td> </tr> </tbody> </table>			Subject	Study Period Commencement:	Credit Points:	ENVS10008 Virtual Environments	Semester 1, Semester 2	12.50
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Non Allowed Subjects:	None								
Core Participation Requirements:	For the purposes of considering requests for Reasonable Adjustments under the Disability Standards for Education (Cwth 2005), and Students Experiencing Academic Disadvantage Policy, academic requirements for this subject are articulated in the Subject Description, Subject Objectives, Generic Skills and Assessment Requirements of this entry. The University is dedicated to provide support to those with special requirements. Further details on the disability support scheme can be found at the Disability Liaison Unit website: http://www.services.unimelb.edu.au/disability/								
Coordinator:	Dr Janet McGaw								
Contact:	mcgawjk@unimelb.edu.au (mailto:mcgawjk@unimelb.edu.au)								
Subject Overview:	<p>This subject was formerly called Architecture Design Studio 1.</p> <p>The core of the undergraduate design sequence is the development of both design thinking and dexterity with tools. The focus of this design subject will be generating design ideas, translating them into architectural form/space/materials/programme, refining the architecture through consideration of arrival, circulation, light, views etc and communicating the architectural proposition through 2D and 3D visual media and oral presentations. Linking these investigations will be the theme of earth, which will be explored conceptually, metaphorically, structurally and technologically – e.g. a grounding in considerations of site, topography, context, material investigations, compositional methods, foundational ideas.</p>								
Objectives:	<p>For students to:</p> <ul style="list-style-type: none"> # demonstrate an ability to interrogate a brief; # demonstrate an ability to generate a variety of design possibilities for a given situation; # develop drawing, drafting and modelmaking skills; # demonstrate an understanding of relationships between architecture and earth through the application of the first three points above; # develop the ability to make a case for proposals. 								

Assessment:	Series of short assessment tasks due weekly for first half of semester (30%); Second project assessment due week 12 (50%); Visual diary due week 13 (10%); Contribution to studio culture (10%). Total of all assessment tasks is equivalent to 5000 words.
Prescribed Texts:	Subject Reader
Recommended Texts:	<ul style="list-style-type: none"> # Farrelly, Lorraine. <i>The Fundamentals of Architecture</i>, AVA Publishing, Lausanne, Switzerland, 2007. # Bielefeld, Burt & Sebastian El Khouli. <i>Basics Design Ideas</i>, Birkhäuser, Basel, 2007. # Ching, Francis D K. <i>Architecture: Form, Space & Order</i>, Van Nostrand Reinhold, New York, 2007. # Ching, Francis D K. <i>Architectural Graphics</i>, Van Nostrand Reinhold, New York, 2002. # Ching, Francis D K. <i>Drawing, A Creative Process</i>, Van Nostrand Reinhold, New York, 1990. # Jormakka, Kari. <i>Basics Design Methods</i>, Birkhäuser, Basel, 2007. # Wang, Thomas C. <i>Plan and Section Drawing</i>, Wiley, New York, 1996.
Breadth Options:	<p>This subject potentially can be taken as a breadth subject component for the following courses:</p> <ul style="list-style-type: none"> # <u>Bachelor of Arts</u> (https://handbook.unimelb.edu.au/view/2012/B-ARTS) # <u>Bachelor of Biomedicine</u> (https://handbook.unimelb.edu.au/view/2012/B-BMED) # <u>Bachelor of Commerce</u> (https://handbook.unimelb.edu.au/view/2012/B-COM) # <u>Bachelor of Music</u> (https://handbook.unimelb.edu.au/view/2012/B-MUS) # <u>Bachelor of Science</u> (https://handbook.unimelb.edu.au/view/2012/B-SCI) # <u>Bachelor of Engineering</u> (https://handbook.unimelb.edu.au/view/2012/B-ENG) <p>You should visit <u>learn more about breadth subjects</u> (http://breadth.unimelb.edu.au/breadth/info/index.html) and read the breadth requirements for your degree, and should discuss your choice with your student adviser, before deciding on your subjects.</p>
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Generic Skills:	<p>A capacity for:</p> <ul style="list-style-type: none"> # graphic communication skills (including orthographic – plans, sections, elevations, axonometric and other like projections); # generation of design ideas; # appropriate use of design terminology; # time management and meeting deadlines; # both verbal and two-dimensional graphic presentation skills; # relation of representations to designs.
Related Majors/Minors/Specialisations:	<p>Architecture major Environments Discipline subjects Landscape Architecture major Restrictions for Breadth Options within the Bachelor of Environments - relating to specific majors</p>
Related Breadth Track(s):	<p>Architectural Design Architecture</p>