

SYLLABUS – STUDIO 1: SINGLE FAMILY RESIDENTIAL DESIGN

"The grand essentials of happiness are: something to do, something to love, and something to hope for."

Allan K. Chalmers

MWF 8:00 – 9:55 Section 1	MWF 10:10 – 12:05 Section 2	MWF 12:20 – 2:15 Section 3
Cancelled	Instructor: Jon Biron Office Hours: by appointment E-mail: jonbiron@uga.edu Office No. Broad St Tele:	Instructor: Tad Gloeckler Office Hours: MW 3:35–5:00 E-mail: tgloeckl@uga.edu Office No. Broad St. 2 Tele: 425-2918

Required Texts:

Author: Ching. Title: Architectural Graphics
Author: Jacobson... Title: Patterns of Home

AG in Class Schedule
PH in Class Schedule

Course Description

Symbolic language of interior design, measuring and scaling interior spaces and furnishings, and the application of principles of design for a single family residence.

Course Objectives and/or Expected Learning Outcomes

To analyze the three-dimensional quality of the built environment.

To explore application of interior design theories as seen in significant work of national and international designers in past and present.

To increase understanding of design process.

To enhance concept generation and creative problem solving abilities.

To increase awareness of life, safety, and health codes.

To demonstrate mastery of concepts through generation of two-and-three-dimensional design projects.

Topical Outline

Three-dimensional quality of the built environment.

- Designing environments with concern for all dimensions of space
- Vertical circulation (stairs, ramps, elevators, escalators).
- The human body in interior design
- Model building

Theoretical design principles and organizing systems.

- Important terms and concepts (e.g. axis, symmetry, hierarchy, repetition).
- Recognition in the built environment and in significant work of national and international designers in the past and present.
- Application to interior design projects

Exploration of the design process in projects involving multi-storied spaces (bubble diagrams, block diagrams, stacking diagrams, adjacencies).

Concept generation.

- Ideation methods and techniques.
- Integration of design concept with selection of finishes and furnishings.

Residential and commercial code searches (barrier-free, building, fire).

Course Projects

Project introductions and explanations are identified on separate sheets, and will be distributed and discussed over the course of the semester.

Course Methods

Reading, writing, drawing, drafting, sculpting, critical thinking, first-hand experience, story-telling, acting, and speaking. **You have five senses**, make a conscious attempt to use all of them.

Course Materials

These are supplies you must HAVE AVAILABLE FOR STUDIO EVERY DAY!

36" T-square (provided by staff)

24" Roll of Trace Paper (white or buff)

Large **45 degree Triangle**

Large **30/60 degree Triangle**

Small **45 degree Triangle**

Small **30/60 degree Triangle**

Tape Measure (12' or 25')

Architect's Scale

Compass (medium quality)

Tape (drafting dots or masking tape)

Drawing Utensils:

Technical Pencils - 5mm, 7mm, 9mm, do not get a 3mm

(*maybe a Mechanical Lead Holder and Lead Pointer*)

Pencil Leads for technical pencils, *or lead holder* (4H, 2H, HB)

Drawing Pencils (HB, H, 2H, 4H Leads)

Soft White Eraser for pencil

Eraser Shield

X-acto Knife with Extra Blades

Circle Template

Items needed later on in semester

Vellum (24x36)

Foam Core

Micron Pens (at least four different tip sizes)

General Class Policies

Always plan to be present the entire class period. The time you miss in this class cannot be made up. The studio environment requires that you show sensitivity to fellow classmates, and to your shared surroundings. Class time is mixed between group discussions and individual critiques. When your professor is busy helping an individual student, the rest of the class is required to stay in the studio, work independently, keep voices down, and minimize distractions. You are expected to maintain your workspace and surrounding area in good order. Spray painting; spray fixing, and other activities involving toxic emissions should be performed outside or in a properly ventilated area.

Attendance Policy

Three absences are allowed per semester. For each absence after three, your grade will be reduced by four points. Three instances of being late or leaving early constitute one absence. If you are not in class, then YOU are responsible for obtaining class information from your classmates, including notes, assignments and handouts in time to complete requirements before the assigned class period.

Interior Design Progression Project

All students wishing to continue the Interior Design Program at UGA Lamar Dodd School of Art must complete the Progression Project. The Progression Project will take place over a three day time period during the UGA final exam time. More detailed information on this very important issue will be presented later on in the semester.

Interior Design Studio Sequence Continuation

You must receive a grade of "C" or better to continue in the design studio sequence. If you received a "C-", or lower grade, you cannot be enrolled in the next sequence. If you received an "I" (incomplete), you are advised to submit all unfinished work the first week of classes to continue in good standing.

Web-Based Course Evaluations

All students in the Lamar Dodd School of Art evaluate classes via the Internet. Evaluations are extremely important tools to assist in improving instruction and rewarding excellence. You are required to complete an evaluation as a part of this course. A simple online form will be available during the final week of class at <http://eval.franklin.uga.edu> Your identity will not be associated with your responses.

University Honor Code and Academic Honesty Policy

UGA Student Honor Code: "I will be academically honest in all my academic work and will not tolerate academic dishonesty of others." A *Culture of Honesty*, the University's policy and procedures for handling cases of suspected dishonesty, can be found at www.uga.edu/ovpi.

Studio Policy

Self-motivation is the most significant trait necessary for success in this class, and beyond. You should not expect to achieve much in personal growth if you are merely oriented toward completing assigned tasks quickly or painlessly. Any creative activity requires hard work, time, and dedication. Sacrifice is necessary as well; you will need to decide what is most important to you as you allocate your time. By all of your decisions, conscious or not, you are now making the determination as to whether you want to be a good interior designer or not.

You are expected to contribute to the community spirit of class by:

- active participation in discussions and other activities.
- working in the studio, to allow other students to benefit from your efforts.
- working in the studio, to benefit from the work of other students.
- working in the studio, so your professor can closely monitor your growth and development.
- working in the studio, outside of your scheduled studio class time.
- keeping your workspace and surrounding area in good order.

You are expected to contribute to your own personal development by:

- caring about the work you produce
- setting high standards.
- always attending class, and being productive the entire class period.
- being prepared for individual critiques.
- asking questions.
- crafting excellent drawings and models, pushing yourself further each project.
- turning in your best work effort, and turning it in on time.
- attending recommended lectures, and seminars.

Point Breakdown

95+ = A, 91+ = A-, 88+ = B+, 84+ = B, 81+ = B-, 78+ = C+, 74+ = C, 71+ = C-, 61+ = D, Less than 61 = F

Project Evaluation Percentages

Orthographic Drawing Project.....	20%
Project Two.....	30%
Final Design Project.....	40%
Quizzes and Other Graded Assignments.....	10%

Total Percentage Points for the semester..... 100%

Poor Attendance will be factored into your grade

Please note: all the information presented in these pages is subject to revision and adjustment, and should not be considered as a contract.