

Department of Architectural Technology

Bachelor of Technology in Architectural Technology

ARCH 3510

ARCHITECTURAL DESIGN V

2 class hour, 6 lab hours, 5 credits

Professors:

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Course Description: This studio focuses on the design development and detailing of both a commercial and a residential project. This studio addresses the next level of design after schematic design: design development. This includes the integration of structure, mechanical, lighting, plumbing fixture selection, interior materials, finishes, space programming and furniture layout. Students will be required to meet current design and functional needs of the design problem's program as well as code requirements.

Prerequisites: ARCH 2410 with a grade of C or higher, or AAS degree in architecturally related field

Suggested Text: Architectural Graphic Standards [10th Edition], by Ramsey and Sleeper, published by John Wiley and Sons, Inc., 2000. [ISBN #0471348163]

Suggested Reference: Interior Graphic Standards by McGowan, Maryrose & Kruse, Kelsey, published by John Wiley and Sons, Inc., 2003.

Attendance Policy: More than two-unexcused absences will affect the final grade of the student. Two latenesses equal one absence.

Course requirements: A series of problems will be assigned to be developed by the student and presented to the class through architectural drawings and/or models. On going critiques and final jury presentations will be an integral part of the course.

Grading:	Project 1	40%
	Project 2	45%
	Class critiques and participation	15%

A final grade of C or higher is required in this course to use it as a prerequisite for subsequent courses.

Academic Integrity: Students and all others who work with information, ideas, texts, images, music, inventions and other intellectual property owe their audience and sources accuracy and honesty in using, crediting and citation of sources. As a community of intellectual and professional workers, the college recognizes its responsibility for providing instruction in information literacy and academic integrity, offering models of good practice, and responding vigilantly and appropriately to infractions of academic integrity. Accordingly, academic dishonesty is prohibited in The City University of New York and is punishable by penalties, including failing grades, suspension and expulsion.

Learning Objectives: Upon successful completion of this course the student shall:

1. **Develop** a schematic design to the next level of detail: Design Development.
2. **Integrate** furniture, lighting, plumbing, interior detailing and finishes into their design.
3. **Formulate** alternate design solutions for the renovation of interior details of existing buildings taking into account aesthetic and building code requirements.
4. **Produce** a complete Design Development set of a given design project including drawings, material board and cut sheets.

5. **Research** new material, products and furnishings that can be used in their design.

Assessment:

To evaluate the students' achievement of the learning objectives, the professor will do the following:

1. **Review** students' creative process (initial sketches through to the final project) by means of frequent pin-ups.
2. **Assess** the students' use of professional vocabulary during oral presentations.
3. **Review** students' ability to incorporate materials and furnishings into their design work.
4. **Review** students' ability incorporate a concept into their design work. (Los: 2, 3, 4, 9)

Extent and duration of projects

Project 1

- 8 weeks
- *Residential Project*, program restraints based on client needs.
Single Family Residence

Project 2

- 7 weeks
- *Commercial Project*, small scale project on a specific urban site
- Student to select what type of store (single item) on small, triangular found site at Adams St and Fulton, adjacent to Brooklyn Industries, across from Shake Shack

Course Outline:

Week 1: Introduction to course content with discussion of the various factors affecting the design development of a design problem. Discussion of human space and needs.

Week 2: Introduction of Site Analysis and the Site

Week 3: Introduction to Residential Project. Interior planning design concepts and requirements. Discussion of furniture layout, space planning.

Week 4: Introduction of Interior design and space planning. Furniture and flooring layout. Enlarged kitchen layouts along with material and fixture cuts required.

Week 5: Bathrooms and kitchen layouts along with material and fixture selections to be discussed. Enlarged bathroom layouts along with material and fixture cuts required. Designing based on the clients program, need and budget. Integration of structural elements, stairs, fenestrations.

Week 6: Discussion about working as a team, using consultants and developing a cohesive project. Discussion of various lighting techniques, ceiling types and different lighting types. A lighting plan and cut sheets of lighting selections required.

Week 7: Review of project and discussion of presentation techniques and models.

Spring Break

Week 9: Jury critique of Project 1/ Introduction of Project 2: Commercial Project. Discussion of the differences between Residential and Commercial design in relationship to materials, codes, fixtures and space planning.

Week 10: Conceptual Ideas and Site Analysis.

Week 11: Discussion of fixed/built-in cabinetry/display. Discussion of furniture layout.

Week 12: Commercial bathroom discussion including material, fixtures and ADA layout. Enlarged bathroom with materials and fixture required. Discussion of commercial interior materials, finishes and colors. Discussion of a material board and finish schedule and its uses.

Weeks 13: Discussion of entrance, signage, exterior space and elevation. Elevation incorporating these elements required. Discussion of various ceiling types and uses. Discussion of the connection of the vertical and horizontal surfaces.

Week 14: Review and development of all aspects of the design development and detailing of the project as previously discussed. Preparation of final documents for final Jury. The introduction of color and rendering into final presentation drawings.

Week 15: Jury critique of Project 2