

# ARCH 2001 ARCHITECTURE STUDIO - FUNDAMENTALS OF ANALOGUE DESIGN

**Credit Points** 20

**Legacy Code** 301197

**Coordinator** Ursa Komac ([https://directory.westernsydney.edu.au/search/name/Ursa Komac/](https://directory.westernsydney.edu.au/search/name/Ursa%20Komac/))

**Description** This unit will introduce students to fundamentals of spatial composition as it relates to visual and temporal experience in architectural contexts. Project-based assessments will involve the creation of 2D and 3D compositions that explore traditional organisational strategies, classical principles of geometry, materiality, experiential phenomena, and representation. Students will work with analogue and traditional tools including freehand drawing and conventional shop equipment. The unit will also provide an introduction to the history, theory, and discourse of architecture from 4000BC to the Enlightenment.

**School** Eng, Design & Built Env

**Discipline** Architecture

**Student Contribution Band** HECS Band 2 20cp

Check your HECS Band contribution amount via the Fees ([https://www.westernsydney.edu.au/currentstudents/current\\_students/fees/](https://www.westernsydney.edu.au/currentstudents/current_students/fees/)) page.

**Level** Undergraduate Level 2 subject

**Restrictions** Must be enrolled in 3753 Bachelor of Architectural Design or 3768 Postgraduate Bridging Program (Architecture). Students not enrolled in 3753 or 3768 who wish to enrol into this subject should have a 5.0 minimum GPA and are required to discuss with the Academic program Advisor.

## Learning Outcomes

On successful completion of this subject, students should be able to:

1. Establish a basic foundation of visual, spatial, and material literacy through iterative studio-based explorations in 2D and 3D composition, aesthetics, and abstraction that relate to human ergonomic scale, functionality, user experience, and context.
2. Develop abilities for inquiry, organization, comparison of information, editing, diagramming, critical observation and reflection in support of design investigations.
3. Design and develop proposals through freehand and mechanical drawing techniques, physical model making, verbal and written communication, including ability to form a persuasive and coherent rationale for one's work.
4. Interpret, analyse, and critique important themes from the history and theory of the architecture discipline; including from an Australian, European and Global context of architectural de

## Subject Content

1. Fundamentals of Spatial and Architectural design
2. Architectural history and theory ? Ancient to Enlightenment
3. Architectural communication skills using freehand and orthographic techniques
4. Ergonomics, scale, and proportioning systems
5. 2D and 3D composition of form

6. Design through using conventional workshop techniques

## Special Requirements

Legislative pre-requisites

Construction Site Induction Safety "White Card" – this will be facilitated during orientation sessions or the first week of semester.

## Assessment

The following table summarises the standard assessment tasks for this subject. Please note this is a guide only. Assessment tasks are regularly updated, where there is a difference your Learning Guide takes precedence.

Item	Length	Percent	Threshold	Individual/Group Task
Applied Project	Drawings and/or Models	40	N	Individual
Applied Project	Drawings and Models	20	N	Both (Individual & Group)
Case Study	500 words	30	N	Individual
Portfolio	500 words, visual compendium	10	N	Individual

Teaching Periods

## Autumn

### Parramatta City - Macquarie St

#### Day

**Subject Contact** Ursa Komac ([https://directory.westernsydney.edu.au/search/name/Ursa Komac/](https://directory.westernsydney.edu.au/search/name/Ursa%20Komac/))

View timetable ([https://classregistration.westernsydney.edu.au/even/timetable/?subject\\_code=ARCH2001\\_22-AUT\\_PC\\_D#subjects](https://classregistration.westernsydney.edu.au/even/timetable/?subject_code=ARCH2001_22-AUT_PC_D#subjects))