Introduction to Architecture

Summer 2021 / June 14 – June 18 / 9AM – 12PM PST Instructor: Lucia Song

Project

The task of designing the built environment requires a multitude of considerations: ergonomic, social, environmental, economic, structural, historical, geographical, mechanical, and more. This project focuses on the human experience, environmental concerns, and structural viability. Each student will be tasked with designing small cabin for a family of three on a specific site near Lake Tahoe, CA. We will explore the way that various site conditions and program requirements can inform form-making. We will discuss the basics behind structure in order to create projects that are within the realm of structural possibility. Students will explore design and form-making through both hand drawing and model-making.

*Though a printer is not required for this course, it is recommended that students print out a few items prior to the beginning of the workshop. Instructor will email PDFs to students.

Materials

Cutting Mat: <u>(Alvin Reversible, 18"x24" minimum)</u> Bristol Board: <u>Strathmore 300 Series, 20 Sheets, 14"x17" (Smooth or Vellum)</u> Tracing Paper: <u>20 Yard Roll, 12" Wide</u> Architectural Scale: <u>Staedtler Mars Triangular 12"</u> or <u>Alumicolor Triangular, Hollow 12" or 18"</u> Ruler <u>(18" metal preferred)</u> X-acto Knife: <u>#1</u> Tacky Glue <u>(Aleene's, 4oz)</u> Scissors Tape (Clear, Translucent, or Painter's Tape) Pencil + Eraser Black Pens (Sizes: 005, 01, 03, 05, 08) <u>Sakura Pigma Micron</u> or <u>Staedtler Pigment Liners</u>

Optional Materials

Chip Board (1/16" thickness recommended) Utility Knife (required for chip board): <u>Olfa Snap-off Blade</u> or equivalent Triangles and/or Protractor (i.e. <u>Combo Set</u> or <u>Aluminum Triangles</u>) Computer + Sketchup (Free Software) Photoshop (Software)