

course syllabus

"I fear that wisdom is disappearing from modern experience where everything becomes just information. Information is not wisdom. Wisdom is when things are integrated into a historical continuum and one's personal life experience."

Juhani Pallasmaa

"Play is the highest form of research".

"Logic will get you from A to B. Imagination will take you everywhere."

"The most beautiful thing we can experience is the mysterious. It is the source of all true art and science. "

"Once we accept our limits, we go beyond them."

"The only real valuable thing is intuition."

Albert Einstein

Creating Architecture – an Introduction

Buildings are among the most public, visible and long lived artifacts that a culture creates. The built environment serves as both a repository of cultural information and in turn, exerts an influence that extends beyond the society that created it.

In order to more fully understand the creation of works of Architecture, it is vital to consider the context that creates it – cultural , institutional, tribal, interpersonal and personal levels of existence, in addition to the physical world . Architecture is uniquely poised to connect the **terrestrial** realm of physical entities that are understood thru the five senses, the **noosphere**, a metaphysical realm that is created and sensed by the human mind and the **subconscious** which is sensed by the intuition. In this class, we will study the effect of these realms on the creation of Architecture.

This introductory course will explore a visual survey of Architecture from Ancient Times to the present day using a lecture and discussion format. What is Architecture? What is the role of an Architect? What influences the creation of buildings? These are the central questions that will serve as beginnings for class discussions that will invite each student to participate in a discourse to explore past approaches to design and the buildings they influenced.

Creating Architecture also involves the exploration of a design idea using hand sketching to translate ideas from dimensionless mind space to the world of physical forms. The class will introduce basic sketching techniques and fundamental skills used in exploring and representing those ideas in 2 and 3 dimensions. The sketchbook will be the tool that documents and connects the lecture, studio and out of class work. No prior experience in Art classes or studios is necessary to take this course. The last class will be substituted for a Saturday field trip earlier in the semester to visit local Architectural projects of merit.

course method

The focus of this class will be to survey historical Architectural styles, discuss elements of Architecture as a class to introduce students to basic concepts distilled from history. These ideas will be used in the studio portion of the class, to introduce students to the creative process.

Elements of the course

- 1) **engaging a design process** – using projects with component exercises as a means to learn how to manifest an idea in 3 dimensions.
- 2) **a study of history** – Architecture has an immense body of precedents .
- 3) **Class discussions** – Each week we will discuss topics related to Architecture as a class.

Since we meet one time each week, emphasis will be placed on each student taking the initiative to work outside of class. This also places a premium on coordinating your schedules to allow you to work in study groups, to accelerate the learning process. Finally, it makes it very important that you take the initiative to contact me with any questions / clarifications that you might have in between our weekly meetings.

expectations

We all have been given an incredible opportunity and privilege to study together in this course. Our time will not be wasted.

It is expected that each student will be fully prepared for each class meeting. This means that each student must complete assigned work on schedule and be prepared to speak about it. For each hour in class, it is anticipated that you will spend 2-3 hours outside of class, working on class assignments and preparation, per page 11 of the Freshman Handbook. For this course, that translates into 5 - 7.5 hours outside of class, on average. Some weeks may be above this amount of work, while others will be less. The following is a link to the Freshman Handbook: http://www.rochester.edu/college/orientation/assets/pdf/2015_FreshmanHandbook_FINAL.pdf

There is a \$50 studio fee to cover the cost of shared supplies and equipment. Students will also be expected to purchase basic tools used in this course. It is anticipated that you will acquire the materials needed in class outside of our meeting time.

professional and ethical conduct

In order to provide the most safe, constructive, fun and dignified atmosphere, the following rules apply to the studio:

- 1) All voices will be heard. It is the responsibility of each individual to speak up.
- 2) Acts of rudeness and crudeness will not be tolerated.
- 3) Keep your workspace clean. At the end of every class, all tables and chairs will be returned to their original location, free from debris.
- 4) Music is by consensus only during working sessions. When consensus cannot be reached, all music must be confined to ear buds or head phones.

- 5) Personal Communication devices such as cellular phones are to be disabled in class sessions. The interruption of the class by the sound of any outside device will be treated in the same way that lateness is – it will negatively affect your grade. Texting or interacting online will have the same effect.

An idea, once documented in writing or in drawing, is the intellectual property of the author. When presenting an idea, phraseology, or drawing which is not your own, you are legally and ethically bound to identify your source. To read more about the University's Classroom Honesty Policy, see the Academic Honesty website: <https://www.rochester.edu/college/honesty/>.

grading and evaluation

Your grade will be based on the following:

<u>Class Component</u>		<u>Evaluation</u>
Lecture:	30%	Quizzes on lecture material & reading assignments
Discussion:	30%	Participation & Contribution. Discussing assigned reading materials
Studio:	40%	Studio Design Work and assignments – in and out of class.

Studio will have in-class and out of class assignments that are included in the graded evaluation of each student.

Your individual works, progress and effort will be evaluated by the instructor; factors include: Attendance and punctuality, Quality of works (How carefully you have observed, interpreted and crafted your selected topics). Participation (How effectively you contribute to critical discussions through developed skills of persuasion). Discipline and a willingness to broaden ones self, and finally documentation. Grades are earned and are a reflection of your progress and commitment to your work. "A" work is well above and beyond average. "C" work is average, and in between the two is "B" work, above average, but not well above and beyond. There will be regular quizzes based on material from the past week's class. The lowest grade that you receive on a quiz will be dropped.

attendance

Attendance as well as punctuality is absolutely mandatory. Every absence beyond two unjustified absences will result in a full grade point drop – no exceptions. Missed class time must be made up but will not void your absence. Other classes or extra curricular involvements do not justify absences. Four lates equal one absence. Attendance is entirely at the instructor's discretion. No personal arrangements that compromise the established schedule will be accepted. "Incompletes" will only be granted according to university policy. Any individuals with learning disabilities or special needs must make the instructor aware of them prior to the due date of the first major assignment; this communication must be made through the Office of Learning Assistance. The adherence of all safety rules in the all areas is absolutely imperative; be accountable to yourself and considerate of others. The maintenance of a clean studio area is also a shared responsibility.

communication

Course materials will be posted on my website: RHWolfe.com to allow for easy access to materials. Email will be used to augment communication with the class.

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art and art history, University of Rochester

wolfe

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office hours

Office hours are the hour before class and the hour after class. Please call me or email in advance to set up a meeting time. I enjoy talking about your thoughts about Architecture and your thoughts for the future, so please feel free schedule some time. I can be contacted as follows:

Rob@WolfeArchitecture.com and RWolfe5@ur.rochester.edu

Mobile Phone: 585-330-5200