

Ohio University
College of Fine Arts
School of Art + Design
Interior Architecture

ART 2620, Interior Architecture Studio II
Spring Semester, 2018
Meeting Time: TTH: 1:30 - 4:20
Location: Grover Center W 327

Professor: Matthew Ziff
Office: Grover Center W325
Email: ziff@ohio.edu
Phone: 740. 593. 2869
Office Hours: MW: 11:00 - 12:00, TTH: 11:00 - 12:30

Studio Course Procedures

Welcome to ART 2620, Interior Architecture Studio II, Spring/2.

Studio courses in design schools, across the country, share many characteristics, and are very similar in most regards.

Our studio course is very much like a studio course at Virginia Commonwealth University, in Richmond, and like a studio course at San Jose State University in California, and most other interior design and architecture undergraduate courses around the country.

Some things that make studio courses what they are include:

Studios are fundamentally about synthesis.

Knowledge, skills and information from fact-based descriptive or analytic courses are integrated in studio to provide a foundation from which the creative explorations of the studio proceed.

The objective of the studio is not only to creatively engage human environmental situation, but also to develop the design skills by which the developing knowledge and experience of the student can be brought to bear on the definition and resolution of the issues under consideration.

Studios provide a variety of learning modalities, from informal conversations, to formal presentations, individual critiques, short exercises and longer design projects.

They require both individual and team-based work.

They integrate research, leaning by doing and making, iteration, experimentation, and trial and error frequently employing multiple solutions in order to develop a critical perspective and become increasingly independent designers and critical thinkers.

Studios reward initiative, creativity, and risk-taking.

They are focused on matters that do not have single fixed solutions.

They engage both internal faculty and external experts in reviews of the design work where presentation and communication skills are honed and where student's capacities to reflect on and respond to constructive criticism are developed.

Studio is a place of optimism, where faculty members construct opportunities to learn, to mature in awareness and in the capacity to design.

Studios provide the opportunity to imagine and create with optimism and the confidence that interior design matters, has consequence and can make a difference.

Studios are models for professional conduct.

The high faculty-to-student ratio of the studio enables weekly one-on-one critiques as well as meaningful group discussions and ensures a high level of social interaction.

Effective studio culture depends upon a respect between the faculty and students and relies on open sharing of work and thinking with a willingness to give, receive and respond to constructive criticism.

Central to the success of this manner of working is the dialogue among students within and across studios, within and across classes.

Studio provides an opportunity to develop healthy and productive time management skills and work habits.

The faculty recognizes that students have other courses and lead complex and hopefully interesting lives outside the studio.

The projects and workload should reflect this understanding.

Students should recognize that having made the choice to study interior architecture, there is an expectation that they will devote a significant amount of quality time to their work.

To do well and to make the most of this studio class you need to:

1. ***Come to class on time.***
2. ***Stay for the full class time***
our studio classes are short, only three hours long, and that is not really enough time to do what needs to be done, so ***do not leave early.***
3. Focus on your studio work when in class:
 - do not play video games,
 - do not watch movies or tv shows,
 - do not do work for other courses in studio time.
4. **Do** explore the world of interior design, architecture, and any related areas.
 - Do watch videos about design, designers, and design process
 - Do explore materials and how they are used
 - Do explore lighting and acoustics and how they impact interiors
 - Do enhance your own drawing and image making skills
 - Do enhance your own model making skills

