

## ART 3600, Interior Architecture Studio I

Fall 2012-2013

Grover Center W330

Tuesday & Thursday 12:00 – 4:00PM

**Matthew Ziff**, M.Arch, Associate Professor

Grover W325

740-593-2869

ziff@ohio.edu

Office hours: MTWTH: 11:00 - 12:00 MW: 2:00 - 4:00

## Syllabus

### I. Course Information:

ART 3600

Fall Semester 2012-2013

Call number: 4539

Credit hours: 4

Prerequisite: ARTI 202 & ARTI 202A, 3610 concurrent

Location: Grover W330

Time: Tuesday & Thursday 12:00 – 4:00PM

Final Critiques:

Tuesday, December 11: 12:20pm - 2:20pm

Thursday, December 13: 10:10am - 12:10pm

Thursday, December 13: 12:20pm - 2:20pm

### II. Instructor:

Matthew Ziff, M.Arch, Associate Professor

Grover W325

740-593-2869

ziff@ohio.edu

Office hours: MTWTH: 11:00 - 12:00 MW: 2:00 - 4:00

### III. Course Description ART 3600:

Introductory studies in professional interior architecture studio practices. Design investigations as related to research, analysis, theory, ideation and conceptualization, programming, schematic design, project evaluation and refinement, materials, finishes and detailing, furnishings, lighting, communication graphics, and formal presentation. Topics vary based on current social and aesthetic issues that may include commercial, institutional, and/or residential design typologies. Students must maintain a computer workstation in the studio for this course. Special Fee. 8 lab. (Repeat/Retake Information: May be retaken two times excluding withdrawals, but only last course taken counts).

### IV. Course Rationale:

This course will be an exploration of retail and residential design. Projects will be conducted on an individual basis, yet group interaction is essential for critiques and project development.

Projects will investigate retail and residential programming, space planning and schematic design in all phases.

Students will be presented with various client and location choices, and then challenged to develop appropriate schematic design responses that fully address the multi-cultural issues within the retail and residential design scenario. This will occur through a series of sequenced phases, where multiple design proposals will be explored that include ideation, universal design principals, programming, selection of furnishing, lighting, and finishes, as well as the documentation and presentation of all phases.

## **V. Course Aims:**

### **1. Aims**

This course is intended to assist students in their ability to understand and facilitate the overall development of retail and residential design. The course will progress through the various stages of: developing client profiles, programming, conceptual ideation of space, diagramming concepts, residential design traditions, color schematic exercises, furniture, lighting, and materials selections, then conclude with the production of schematic diagrams and drawings within a complete client presentation.

Various media will be employed with the intention of refining technological aptitudes and expanding hand drawing motor skills.

### **2. Specific Learning Objectives:**

By the end of this course, students will be able to:

- Facilitate a rigorous process development – in distinct phases.
- Explore multiple design proposals in service of a thorough and complete design execution.
- Detail of all aspects of project – macro to micro
- Better understand “Universal Design Principals” in retail and residential planning.
- More confidently employ the use of hand drawing skills in the service of planning, process & presentation and to compliment their proficiency in 3D computer rendering.

## **VI. Grading Procedures:**

### **1. Evaluation Criteria**

#### **A. Process: 40%**

Completing all phases of the design exploration and development, taking part in studio processes, regular and substantial discussions with instructor, rigorous and thoughtful use of your sketchbook.

Designers sketch, period. The professional way to sketch is in a sketchbook. This sketchbook is to be a 'nice' document; interesting to look at, with varied line weights, shading, color, and good visual quality. Keep a sketchbook, dedicated to this studio, all quarter long. The sketch book should be a 'companion' piece to the larger hand drawings you may do, and to the digital images and schedules you will do. Your sketchbook is to be the human scale, low technology, medium in which you convey your spur of the moment thoughts, and your reflections that develop over time, in a direct but elegant way. Use line weights, shading, hatching, varied mark making, color, and text to convey your thoughts, ideas, whims, and discoveries.

Carry your sketchbook with you as much as possible. Use it while you are eating lunch, or

waiting for a friend to pick you up. This is to be a public document, not a private, diary like, book. You should be ready to show this to me, other faculty, potential employers, friends, and family. If you fill up your sketchbook, move on to another. Be sure to make each page thoughtful; it should not be 'just scribble'. Design ideas should be sketched in plan, vertical section, and elevation, if you want them to convey. This sketchbook is to be turned in to meet the end of the semester along with your other studio project materials.

## **B. Final Presentation: 60%**

All required drawings, models and specifications & client presentation with all supporting materials.

### **2. Late Work:**

Work turned in after the stated deadline will drop one letter grade, unless permission is given prior to the due date.

"A" indicates achievement of distinction and excellence in several if not all of the following aspects:

1. completeness and accuracy of knowledge 2. intelligent use of knowledge 3. independence of work 4. originality

"B" indicates general achievement superior to the acceptable standard as defined as "C". it involves excellence in some aspects of the work, as indicated in the definition of "A".

"C" indicates the acceptable standard for graduation from ohio university. it involves such quality and quantity of work as may fairly be expected of a student of normal ability who gives to the course a reasonable amount of time, effort, and attention.

This studio course is designed to provide you with numerous and repeated opportunities for meaningful interaction with full time faculty in the Interior Architecture program.

This studio course has been designed to provide you with opportunities to develop, refine, and practice relevant skills, knowledge, and professional attitudes toward design work, and the larger world of design and designing people.

To that end, the evaluations of your design work will be given to you in qualitative, narrative, and goal driven terms, in addition to a letter grade.

The overarching goal of this studio can appropriately be described as that of moving you from your current level of knowledge, skills, and professional attitudes, to a substantially higher level of each of these aspects. Where that point lies is difficult to describe, because it will vary, sometimes greatly, from student to student.

In terms of a grade, the grade of 'C' is how we describe the minimum acceptable level of performance by a student in the Interior Architecture program.

I will discuss your work with you regularly, and I will tell you if you are making appropriate progress or not. As the instructor of this course, I am fully prepared to assign each student a grade of 'A' if the work produced merits such a grade. A grade of 'A' means that the work you produce is excellent. Excellence can be defined in many ways. Excellence can be in terms of completeness, in terms of quality, in terms of accuracy, or in terms of innovation.

In design education we look for work that expresses minimum levels of each of these characteristics. Design work that receives a grade of 'A' will have a truly high quality level, a "wow" characteristic, a significance, and an impact. If there is a 'typical' grade given in the IA design studios, it is a 'B'. Grades of 'A' are reserved for those individuals who make substantial and high quality work, and who participate vigorously in the activities of the course.

## **VII. Course Requirements:**

### **1. Class attendance and participation policy:**

**A. Attendance:** Students are expected to attend all class meetings and to be punctual. Any necessary absences need to be prearranged. More than two unexcused absences will affect your final grade. Six (6) or more unexcused absences guarantee failure from the course (for the definition of an "excused absence" see "Notification of Causes of Absence" at <http://www.ohiou.edu/studentaffairs/handbook/hbook6.htm>).

Students are responsible for all material covered in class, even on days of absence. In the case of an absence, it is the student's responsibility to contact other class members for notes. Lectures and presentations in their entirety will not be repeated. Absence does not excuse project deadlines or exams.

**B. Participation:** For students to be successful they must have a thorough understanding of all the assigned reading materials as well as of the lecture material, exercises, and class discussion; therefore, class participation and timely completion of assignments is mandatory. Students are responsible for presenting concepts both visually and orally.

### **2. Materials:**

#### **A. Textbooks:**

Shaping Interior Space  
By: Roberto J. Rengel  
Publisher: Fairchild Publications, 2003  
ISBN-10: 1-56367-221-9

Interior Design Illustrated  
By: Francis D. K. Ching  
Publisher: John Wiley & Sons, 1987  
ISBN-10: 0-471-28868-3

#### **B. Supplies and Equipment**

1. A new blank paper sketch book (pages are NOT to have lines): no smaller than 7 " x 9 ".
2. Tracing paper roll (yellow is preferred, but white is ok)
3. Good quality pens, colored pencils, and pencils to sketch with (Do NOT sketch with a

ball point pen, and do NOT sketch with a drafting pencil, such as a .3mm, or .5mm mechanical pencil)

4. Model making materials that must include matboard, balsa wood, various heavy papers, wood dowels of 1/16", 1/8", and 1/4" diameters, and other appropriate materials. FOAMCORE is NOT allowed to be used in any of our models.

5. A legal site license for AutoCAD, and Form-z.

6. A working desktop computer that meets IA program requirements.

### **VIII. Academic Integrity:**

The issue of integrity is a priority in the Interior Architecture program and is a matter that is the basis of the ethical standards of the design profession. All Ohio University policies and procedures for academic integrity are in full implementation within this course.

In keeping with Ohio University's Academic Integrity policy:

*Mission Statement:* "As an academic community, Ohio University holds the intellectual and personal growth of the individual to be a central purpose. Its programs are designed to broaden perspectives, enrich awareness, deepen understanding, establish disciplined habit of thought, prepare for meaningful careers, and thus to help develop individuals who are informed, responsible, and productive citizens." Part of this process includes the expectation that students will be honest and forthright in their academic endeavors;

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therefore, all forms of academic misconduct are prohibited by the Ohio University Student Code of Conduct.

*Upholding Honesty:* Academic integrity and honesty are basic values of Ohio University. Students are expected to follow standards of academic integrity and honesty. Academic misconduct implies dishonesty or deception in fulfilling academic requirements and includes, but is not limited to, cheating, plagiarism, or the furnishing of false information to the university or a university affiliate in academic related matters. An affiliate of the university is any person, organization, or company that works in conjunction with Ohio University for the purposes of assisting students in fulfilling their academic requirements.

For the complete Ohio University Academic Integrity guidelines see:

[http://www.ohio.edu/judiciaries/acadintegrity\\_students.cfm](http://www.ohio.edu/judiciaries/acadintegrity_students.cfm)

### **IX. Intellectual Property:**

The lectures, classroom activities, and all materials associated with this class and developed by the instructor are copyrighted in the name of Matthew Ziff on this date: August 27, 2012. (Ohio University, Faculty Handbook Section IV.A.3.e)

### **X. Classroom Privacy:**

While it is sometimes desirable for classroom practices to be observed for the purpose of improvement of pedagogy, and such observation is sometimes required for annual

faculty evaluation and for tenure and/or promotion evaluation, faculty are entitled to classroom privacy, academic freedom, and professional courtesy. Consequently, observation and evaluation of any classroom (including those online) by any observer or evaluator requires the prior notification and mutual agreement of the class instructor and the observer or evaluator. Furthermore, recording of classroom activities by any electronic means, by students, other faculty, university administrators, or others, requires permission of the instructor. All students in a class must be informed if permission has been given for a class to be recorded. Classroom lectures and associated course materials may be copyrighted (see Section IV.A.3.e). Under no circumstances may verbatim recording of copyrighted classroom lectures and materials by electronic or any other means (including note taking) be conducted for 1) sale, whether or not it is for educational benefit, or 2) for the educational benefit of those not enrolled in the class. This does not apply to non-verbatim notes taken by students. (Ohio University, Faculty Handbook Section IV.A.9)

## **XI. Design Studio Visual Character**

In this junior level design studio you will be asked to exhibit a professional level of conduct. This includes the visual character of your work/desk area. Please make use of visual displays, including your monitor screen saver images, that reflect your interest in design. Screen saver images and photographs pinned up, convey a sensibility to those who view them. There is to be no sexually provocative imagery displayed, as screen savers, or otherwise. our design studio spaces are public/state property.

We often tour parents and prospective students, other ou faculty, visiting design professionals, and other guests through our studio spaces. Create a visual character to your work/desk area that you would be willing to present to a visitor. Having these spaces is a privilege. This is the ONLY undergraduate program at Ohio University that gives students a full time 24-7 workstation, in dedicated and secure spaces. Everything you do this year should be done with your professional portfolio in mind. A sketch, a drawing, a model, a written statement; any of these can be included in your portfolio if they are used/presented in a good way.