

ARCH-ARCHITECTURE

ARCH 1110. Architectural Drawing

4 Credits (2+4P)

This course is designed as an introduction to architectural drawing and design for students without prior experience in the fine arts. Students are guided through a series of spatial and analytical exercises that focus attention on not only how architects draw, but also the reasoning and processes embedded within the technique. Students are provided exposure to a wide range of interconnected architectural concepts and to manual and digital drawing, as well as modeling techniques for architectural and interior design. Students will learn how to represent composition, form, and space by orthographic drawing, parallel and perspective views, and freehand sketching. Three-dimensional model building techniques will also be introduced.

Learning Outcomes

1. Gain understanding of basic methods of architectural drawing
2. Explore and gain understanding of concepts of spatial design and its representation through exercises
3. That stress analytical ability and an awareness of rational design process
4. Gain an understanding of the design process with practice and various exercises
5. Gain exposure to architectural delineation
6. Demonstrate an understanding of specific skills and concepts related to architectural drawing
7. Create and modify architectural models through various phases of a project
8. Demonstrate a knowledge of graphic standards according to industry conventions
9. Identify the various phases of work with regard to the architectural and interior design professions
10. Develop analytical and critical thinking skills

ARCH 1114. Introduction to Architectural Design

3 Credits (2+2P)

This course provides students who possess a basic background in architecture and architectural drawing with an introduction to architectural design. Students are guided through a series of spatial and analytical exercises that focus attention on two dimensional, three dimensional, and four dimensional design. This course will build on direct linkages to ARCH 1120 and ARCH 1110 to further students' exposure to interconnected architectural concepts of process, organizational strategies, and analysis of material methodology while utilizing abstract and practiced graphical architectural conventions. Consent of Instructor required. Restricted to Community Colleges campuses only.

Prerequisite(s): ARCH 1120 and ARCH 1110.

Learning Outcomes

1. Develop critical thinking strategies through a series of connected exercises in order to explain, demonstrate, categorize, compare, contrast and assess information/evidence.
2. Explore concepts of design through spatial design and apply these concepts through a series of progressive representational exercises that stress analytical ability and an awareness of rational design process.
3. Gain skills in the application of graphical communication in a range of media.

4. Enhance abilities in selecting specific information and applying that information to problem solve issues/concerns required to complete a task, while considering other implications.
5. Develop skill sin writing and speaking effectively and use representational media appropriate for both within the profession and with the public.
6. Gather, assess, record, and comparatively evaluate relevant information and performance in order to support conclusions related to a specific project or assignment.
7. Utilize basic formal, organizational and environmental principles and the capacity of each to inform two- and three-dimensional design.
8. Apply fundamentals of both natural and formal ordering systems and the capacity of each to inform two- and three-dimensional design.
9. Demonstrate basic principles of structural systems and their ability to withstand gravitational, seismic, and lateral forces, as well as the selection and application of the appropriate structural system

ARCH 1120. Introduction to Architecture

3 Credits (2+2P)

This course provides students the tools and vocabulary to analyze, interpret and discuss the built environment from the social, historical, perceptual and technical determinants. Students are introduced to elements, principles, and theories of architecture through their social, historical, and technical determinants. The course seeks to lay a foundation in architectural studies, including introducing students to fundamental vocabulary and concepts.

Learning Outcomes

1. Identify and describe significant architects and iconic buildings
2. Discuss social, cultural, and aesthetic contributions of specific architects and projects
3. Explain architectural concepts via written and graphic communication
4. Recall basic processes and vocabulary of architectural professional practice
5. Understand our built environment and the language of design and architecture
6. Understand how buildings are constructed and explain the process of development
7. Describe and discuss design elements, principles, and theories
8. Understand the relationships among owner, surveyors, designers, architects, engineers, and contractors
9. Research design texts and analyze buildings, landscapes, interiors, sustainability, and products to increase knowledge of important elements of architecture and design
10. Identify the various styles, periods, and movements and their social, historical, and technical impacts on architecture

ARCH 1121. Computers in Architecture

3 Credits (2+2P)

Explore various software and photography techniques widely used in the architectural field. In addition to using industry standard CAD program as primary 2-d drafting tool, focus is to produce digital architectural models and renderings, presentation boards, and animations. Digital images will be produced and enhanced through basic techniques in photography and integration of various software. Both individual and group work will be required.

Learning Outcomes

1. Demonstrate the use of the computer and plotters/printers
2. Define and understand different terminologies

3. Demonstrate the understanding of different files using windows operating system
4. Understanding the appropriate use of the software in order to produce necessary drafting outcomes
5. Use proper plotting and printing procedures in order to increase efficiency and minimize paper waste
6. Demonstrating the use of different line types as they relate to drafting

ARCH 1122. Architectural Design Studio I
5 Credits (1+8P)

Enhancement of general graphic communication skills and introduction to fundamental design including exploration, development and defense of design concepts; structural order; 2D and 3D processes in manual and digital architectural graphic expression; model building; general communication and presentation techniques; and development of course portfolio. Course is Studio/critique-based with considerable amount of work/hours required. This course is designed to be taken during student's last year in the Pre-Architecture program at DACC. Consent of Instructor required. Restricted to Community Colleges only.

Prerequisite(s): Grade of B- or better in both ARCH 1120 and ARCH 1110.

Learning Outcomes

1. Write and speak effectively and use representational media appropriate for both within the profession and with the general public.
2. Raise clear and precise questions, use abstract ideas to interpret information, consider diverse points of view, reach well-reasoned conclusions, and test alternative outcomes against relevant criteria and standards
3. Gather, assess, record, and comparatively evaluate relevant information and performance in order to support conclusions related to a specific project or assignment.
4. Effectively use basic formal, organizational and environmental principles and the capacity of each to inform two- and three-dimensional design.
5. Apply the fundamentals of both natural and formal ordering systems and the capacity of each to inform two- and three-dimensional design.
6. Examine and comprehend the fundamental principles present in relevant precedents and to make informed choices about the incorporation of such principles into architecture and urban design projects.
7. Prepare a comprehensive program for an architectural project that includes an assessment of client and user needs; an inventory of spaces and their requirements; an analysis of site conditions (including existing buildings); a review of the relevant building codes and standards, including relevant sustainability requirements, and an assessment of their implications for the project; and a definition of site selection and design assessment criteria.
8. Respond to site characteristics, including its context and developmental patterning, the fabric, soil, topography, ecology, climate, and building orientation, in the development of a project design.
9. Design sites, facilities, and systems that are responsive to relevant codes and regulations, and include the principles of life-safety and accessibility standards. 1
10. Demonstrate the basic principles of structural systems and their ability to withstand gravitational, seismic, and lateral forces, as well as the selection and application of the appropriate structural system. 1
11. Understand the basic principles involved in the appropriate selection and application of building envelope systems relative to fundamental

performance, aesthetics, moisture transfer, durability, and energy and material resources.

ARCH 1220. Architecture World History I
3 Credits (2+2P)

A survey of the development of world architecture from the ancient era to the advent of the enlightenment in Europe. Major emphasis is on the visual, intellectual, cultural and technological aspects of the ancient and indigenous cultures of the classical and pre-modern world. Community Colleges only. Restricted to Alamogordo, Dona Ana and Grants campuses.

Learning Outcomes

1. Identify major architectural monuments from prehistory to the Renaissance (1400's) in the Western world
2. Demonstrate an understanding of major monuments, styles of architecture and building traditions of non-Western cultures
3. Recognize the relationship of movements and styles in Western architecture to their counterparts in painting and sculpture from the various historical periods
4. Describe the basic principles of urban design
5. Express an appreciation of architectural achievements and the ways in which the elements of art (line, form, color, texture, light, etc.) combine to produce objects of beauty in the built environment
6. Describe basic engineering concerns and achievements in architecture

ARCH 2111. Architectural Delineation I
3 Credits (2+2P)

Introduction to visual literacy, architectural graphic communication, & basic analytical skills. Architectural concepts primarily explored through the application of technical drawing, descriptive geometry, & material manipulation; primarily black & white media. Use of digital tools and media as applicable. May be repeated up to 3 credits. Restricted to Community Colleges campuses only.

Learning Outcomes

1. Develop and utilize visual observation skills
2. Translate visual observations into graphical information
3. Develop and utilize critical thinking in the development of projects
4. Develop effective line drawing techniques
5. Produce graphical representations using various shading techniques
6. Communicate design concepts and ideas clearly

ARCH 2114. Construction Documents
3 Credits (2+2P)

Basic use of CAD to produce residential, commercial, and industrial architectural working drawings, including floor plans, sections, foundation plans and details, exterior and interior elevations, framing plans, and site plans. Use and application of building and zoning codes, typical construction methods and materials, and accessibility requirements. Basic 3-D modeling, AIA layering standards, sheet layout, and construction document coordination. Restricted to: Community Colleges only.

Prerequisite(s)/Corequisite(s): DRFT 109.

Learning Outcomes

1. Create full 3D architectural project models, both via tutorials, and independently
2. Set models up as working drawings.

3. Have a working knowledge of the tools that the majority of users will use to work with Revit Architecture.
4. Project File management skills

ARCH 2115. Architecture Design Studio II

5 Credits (1+8P)

Advanced graphic communication, design, and 3D physical model representation. Focus on site analysis, programming and fundamental design issues of context, environment, program development and space planning, 2D and 3D design and presentation techniques. Course is 'Studio/critique-based' with considerable amount of outside work/hours required. This course is designed to be taken during student's last year in the Pre-Architecture program at DACC. Restricted to Alamogordo, Dona Ana and Grants campuses.

Prerequisite(s): Grade of C- or better in ARCH 1122.

Learning Outcomes

1. Write and speak effectively and use representational media appropriate for both within the profession and with the general public.
2. Raise clear and precise questions, use abstract ideas to interpret information, consider diverse points of view, reach well-reasoned conclusions, and test alternative outcomes against relevant criteria and standards
3. Gather, assess, record, and comparatively evaluate relevant information and performance in order to support conclusions related to a specific project or assignment.
4. Effectively use basic formal, organizational and environmental principles and the capacity of each to inform two-and three-dimensional design.
5. Apply the fundamentals of both natural and formal ordering systems and the capacity of each to inform two-and three-dimensional design.
6. Examine and comprehend the fundamental principles present in relevant precedents and to make informed choices about the incorporation of such principles into architecture and urban design projects.
7. Prepare a comprehensive program for an architectural project that includes an assessment of client and user needs; an inventory of spaces and their requirements; an analysis of site conditions (including existing buildings); a review of the relevant building codes and standards, including relevant sustainability requirements, and an assessment of their implications for the project; and a definition of site selection and design assessment criteria.
8. Respond to site characteristics, including its context and developmental patterning, the fabric, soil, topography, ecology, climate, and building orientation, in the development of a project design.
9. Design sites, facilities, and systems that are responsive to relevant codes and regulations, and include the principles of life-safety and accessibility standards. 1
10. Demonstrate the basic principles of structural systems and their ability to withstand gravitational, seismic, and lateral forces, as well as the selection and application of the appropriate structural system. 1
11. Understand the basic principles involved in the appropriate selection and application of building envelope systems relative to fundamental performance, aesthetics, moisture transfer, durability, and energy and material resources.

ARCH 2116. Architectural Delineation

3 Credits (2+2P)

Continuation of ARCH 2111 with an emphasis in color media.

Prerequisites: ARCH 2111.

Learning Outcomes

1. Develop and utilize visual observation skills
2. Translate visual observations into graphical information
3. Develop and utilize critical thinking in the development of projects
4. Develop effective line drawing techniques
5. Produce graphical representations using various shading techniques
6. Communicate design concepts and ideas clearly

ARCH 2124. Professional Development and Leadership

1-3 Credits (1-3)

As members and/or officers of student professional organizations, architecture students gain experience through undertaking leadership roles, participating in team building, and becoming involved in service to the community. Students can also gain actual work experience involving skills related to their field of study. May be repeated up to 6 credits.

Learning Outcomes

1. Leadership skills.
2. Presentation techniques and public speaking.
3. Organizational and teambuilding skills.
4. Architecture-related skills.
5. Community organizations and service.

ARCH 2220. Architectural World History II

3 Credits (2+2P)

A survey of the development of world architecture from the enlightenment in Europe to the present. Community Colleges only. Restricted to Alamogordo, Dona Ana and Grants campuses.

Prerequisite(s): ARCH 1220 or consent of instructor.

Learning Outcomes

1. Identify major architectural monuments from 1400 to the present in the Western world
2. Identify major architectural monuments from 1400 to the present in the Western world
3. Recognize the relationship of movements and styles in Western architecture to their counterparts in design, painting, and sculpture from the various historical periods
4. Describe the basic principles of urban design
5. Express an appreciation of architectural achievements and the ways in which the elements of art (line, form, color, texture, light, etc.) combine to produce objects of beauty in the built environment
6. Analyze basic engineering concerns and achievements in architecture

ARCH 2994. Portfolio Design in Architecture

3 Credits (3)

This course is intended for Pre-Architecture students in their last semester of the program. Students develop a comprehensive portfolio that compiles, organizes, and showcases their most accomplished coursework produced in Architecture courses at DACC, in preparation for application to a 4 yr. Architecture program. Skills and techniques in architectural photography, scanning, and design layout using graphic software. Restricted to Community Colleges only.

Corequisite(s): ARCT 2115.

Learning Outcomes

1. Edit and enhance previous drawings, digital files, and models.
2. Research and learn about portfolio and layout styles.
3. Development/Presentation of Final Portfolio for application/transfer purposes, as well as presenting it to the class and other reviewers.

4. Document drawings, models, digital work and other productions accurately and effectively.
5. Organize their coursework and select the images that best showcase learned skills
6. Develop organizational habits to record and document their work and back up digital copies
7. Develop analytical skills to produce an effective layout to then produce a portfolio
8. Organize, layout and design their own portfolio.

ARCH 2995. Cooperative Experience

1-6 Credits

Supervised cooperative work program. Student employed in approved occupation; supervised and evaluated by employer and instructor. Student meets weekly with instructor. Graded S/U.

Prerequisite: consent of instructor.

Learning Outcomes

1. Varies

ARCH 2996. Special Topics

1-6 Credits

Topics subtitled in the Schedule of Classes. May be repeated for a maximum of 12 credits.

Prerequisite: consent of instructor.

Learning Outcomes

1. Varies