PETITION TO SUBSTITUTE BACHELOR OF ARCHITECTURE COURSE REQUIREMENT

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<tr>
<th>Name</th>
<th>USC ID#</th>
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EQUIVALENT COURSE TITLE(S) ____________________________________________________________
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COURSE # ___________________ UNITS _______ SEMESTER/YEAR COURSE WAS COMPLETED __________
GRADE ___________________ TRANSFER INSTITUTION ____________________________

Number & Title of USC Course: ARCH 102 AL ARCHITECTURAL DESIGN I 4 UNITS

Course Description: Introduction to principles and processes; sequence of exercises emphasizing development of basic skills, ideas, and techniques used in the design of simplified architectural projects.

Course Goals & Objectives
- The first semester design studio is an introduction to spatial design practice. Students will develop the ability to use drawings and physical models to conceive, organize, and develop habitable, 3D space.
- Through 4 design projects of varied scale and increasing complexity, students will address fundamental lessons of geometry, proportion, scale, formal organization, spatial definition, light, sequence, and movement. Study of relevant design precedents will advance conceptual understanding. Prescribed themes and processes will advance technical skills, awareness of spatial conventions, and stimulate critical thinking and creativity.
- In each design problem, diagrams and digitally produced orthographic drawings will be the primary instruments of an iterative development of formal solutions that address the design inquiry.
- Physical models (interim design studies and refined final versions) will support visualization and the testing of ideas in 3 dimensions. Refined graphic (and verbal) presentations will be developed to successfully communicate design intent.

Required Student Performance Criterion/a addressed | Met | Not Met
--- | --- | ---
A.3 Visual Communications

Additional Student Performance Criterion/a addressed
- A.8 Ordering Systems Skills
- A.7 Use of Precedents
- A.6 Fundamental Design Skills

Topical Outline (include percentage of time in course spent in each subject area):
- Digital drawing, models and other representational techniques (50%)
- Basic Design Topics- geometry, proportion, scale, formal organization, spatial definition, light, sequence and movement (50%)

Textbooks/Learning Resources:
- Ching, Francis DK, Design Drawing (Second Edition), 2010

FOR OFFICE USE ONLY

Faculty Recommendation ☐ Substitution Approved ☐ Substitution Denied Date __________

Faculty Name (printed) ____________________ (signature) ____________________

Comment ________________________________________________________________

Director of Undergraduate Programs ____________________ Date __________

Comment ________________________________________________________________

Last Updated June 2014