

"The elements of design are the things that make up a design. The principles of design are what we do to those elements. How we apply the principles of design determines how successful the design is." j6 Design

SYLLABUS

Class meeting times:	MWRF 4 th – 6 th Periods (12:30 pm – 4:45 pm)
Studio:	ARC 413
Lecture:	ACR 213
Credits:	5
Instructors:	<u>Tina Gurucharri</u> 431E ARC guruch@ufl.edu Office hours: By appointment
	<u>Kevin Thompson</u> 460 ARC gday@ufl.edu Office hours: By appointment
CANVAS e-learning Website:	http://lss.at.ufl.edu

Course Overview

Welcome to the first landscape architecture design studio! This course builds upon the fundamental principles of design covered in previous general design courses, and begins to explore the specific design aspects of landscape architecture. Site design problems incorporating a mixture of cultural, environmental, and historical topics provide a framework for students to develop their landscape architectural analytical skills, communication techniques, and general understanding of landscape design.

Course Objectives

The objective of this studio is to gain an understanding of the design process and to demonstrate clear design decision-making as it relates to the application of landscape architectural spatial vocabulary and design methodologies.

Students Learning Outcomes

Content Knowledge:

- Demonstrate a clear understanding of the landscape architecture design process

Critical Thinking:

- Demonstrate an understanding of concept development through various stages of the design process
- Demonstrate an understanding of appropriate relationships between program and site
- Demonstrate the ability to think and diagram conceptually
- Demonstrate an understanding of spatial formation using landform, vegetation and structures

Communication:

- Demonstrate graphic, verbal and written communication skills

Prerequisite Knowledge and Skills

Students are expected to have fundamental principles of design, preliminary site analysis skills, basic hand and digital drawing skills and basic knowledge of design precedents.

Teaching Philosophy

Tina and Kevin are very passionate about teaching Landscape Architecture and they bring this enthusiasm into the classroom. They teach with clarity, rigor and empathy and find great success in interactive teaching, where students are highly engaged and assist in teaching each other using a collaborative approach within the studio. Through mutual respect between teachers and students, Tina and Kevin maintain high expectations for excellence in the program's students.

Instructional Methods

This studio is based on a combination of faculty presentations of new topics, seminar-like discussions, individual critiques and student final presentations. Student work is frequently pinned up and the focus of group discussions. In this studio, special emphasis is placed on conceptual clarity and compositional strength. Students present final projects to a jury of outside faculty and/or practitioners.

COURSE POLICIES

Class Attendance and Participation

- The studio meets four times a week on Monday, Wednesday, Thursday and Friday from periods 4-6 (12:30-4:45 pm). Attendance is mandatory. Unexcused absences are not permitted (please contact the instructor(s) before the beginning of class if you are unable to attend or anticipate being late). Absences will be excused at the discretion of the instructor(s). Each unexcused class period absence will lower the student's cumulative grade by 2%.
- Timely completion of all project requirements is expected. Late work will be penalized 5% per day. Students are required to turn in digital copies of their pin-up presentation and all final drawings and models. Failure to do so will result in an incomplete grade for the course.
- This is a studio-based course which means verbal participation is also required. Students must participate in class discussions, reading discussions, and critical review discussions.

Class Demeanor

- Studios are public places. The studio doors are locked, however, it is also suggested that you store any valuables under lock or bring them home with you.
- *Cell phones must be turned off during class.*
- Please respect other student's work. Due to tight quarters, it is especially important to keep spaces and common spaces clean. Also be mindful and respectful of playing music and other audio.
- Many classes will include "desk crits" at each student's desk. It is expected that your desk be orderly and you have a scale, a roll of trace, and your sketchbook available when the instructor arrives at your desk.

Journal/Sketchbook

You are expected to keep a weekly journal/sketchbook. As you begin your design career it is important to begin documenting ideas and thoughts. Many artists and designers in all disciplines keep their personal journals replete with thoughts and ideas. A sketchbook is a great way to keep track of creative ideas and refining your thought processes. It also serves as a great resource for when you are short on ideas. Don't feel constrained by what others think about what should be in your sketchbook. Make your sketches and writings about whatever you find interesting, be it an unusual object, an interesting

face, a beautiful landscape, your design ideas, things happening in other classes, reflections on the week, etc.

Moleskin Softcover Notebooks with a grid lining (<http://www.moleskineus.com/moleskine-softcover-notebook.html>) are very good sketchbooks. You can get them at most Barnes and Nobles, the Student Center, or online. Other sketchbooks are great also - pick one that will be easy for you to use and to carry around!

Shop

Shop hours are 8:00 AM – 10:00 PM. All students are required to complete a shop orientation program. No power tools or spray paint, or the use of any other sort of aerosol spray, are allowed in the Architectural Building except for the spray booth found in Room 211 of Fine Arts C. Students found in violation of this policy will be referred to the Dean of Student Services for disciplinary action.

Submission of Student Work

All student work may be retained and used by the Department of Landscape Architecture. Digital copies of student work for this course must be turned in at the completion of each assignment. No grades will be computed into the final course grade until digital submissions have been turned in as requested. Please follow the directions given by the instructor as to how they will be submitted (Sakai, CD, PDF, word file, etc.). In cases of clay, built, and/or other 3-D models, digital JPG photographs should be submitted.

All files must be named as follows:

(Course#Name)(Project+Description)(Student-Lastname).(jpg)

Example:

2360PrincLADiagPlnWeesner.jpg

4ch 8ch 8ch 6ch (ch = letter characters)

- Use CAPS for Separation
- Save images in JPG format at a maximum 200 resolution
- *No spaces, hyphens, or underscoring*
- Drawings submitted incorrectly or in an incorrect file format will be rejected and you will need to resubmit.

Texts, Software and Other Resources

This course will utilize the UF's e-learning SAKAI site. Announcements, Course Calendar, Grades, Discussions, and Course Resources will be posted to this site. It is expected that you will login into and check-in on the site periodically and to retrieve course resources and required readings. This course will have required readings and it is expected that all assigned readings will be completed and students will be prepared to discuss the readings at the beginning of the class. Other recommending readings may be posted over the course of the semesters and it is encouraged that students complete these readings as well.

There is no required book for this course, however, the following books are recommended for this class and most will be available at the Architecture and Fine Arts (AFA) Library on course reserve. It is also encouraged that students bring in their own resources to share with the instructor and class.

Design Resources

1. Booth, Norman - Basic Elements of Landscape Architectural Design

2. Ching, Frank – Architecture: Form, Space, & Order
3. Deasy, C. – Designing Places for People
4. Dines, Nicholas & Charles Harris – Time-Saver Standards for Landscape Architecture
5. Eckbo, Garrett – Landscape for Living
6. Elam, Kimberly – Geometry of Design: Studies in Proportion and Composition
7. Kasprisin, Ron – Urban Design: the Composition of Complexity
8. Lydall, Sutherland – Designing the New Landscape
9. Marcus, Clare Cooper & Carolyn Francis – People Places
10. McHarg, Ian – Design with Nature
11. Motloch, John - Introduction to Landscape Architecture
12. Olin, Laurie – Transformation the Common Place
13. Reid, Grant – From Concept to Form in Landscape Design
14. Simonds, J.O. – Landscape Architecture
15. Waldheim, Charles – The Landscape Urbanism Reader

Drawing Resources

1. Burden, Ernest – Entourage: A Tracing File for Architecture & Interior Design Drawing
2. Ching, Frank – Architectural Graphics
3. Doyle, Michael E. – Color Drawing
4. Evans, Larry – The New Complete Illustration Guide
5. Lin, Mike – Drawing and Designing with Confidence
6. Turner, James R. – Drawing with Confidence
7. Reid, Grant – Landscape Graphics – Plan, Section, & Perspective Drawing of Landscape Spaces
8. Sullivan, Chip – Drawing the Landscape
9. Walker, Theodore – Plan Graphics
10. Walker, Theodore - Perspectives
11. Wang, Thomas C. – Pencil Sketching

Required Drafting Equipment

Most art supply stores should carry these items.

Drafting Equipment:

- A 30" x 42" drafting board with handle, legs, and vinyl cover (This is very helpful for drawing in the studio - not everyone gets the parallel bar, but again it is very helpful)
- Scales – architectural and engineer
- Triangles (10" inking): 45° and 60°/30°
- Large circle template – Pickett #1204 or Barol TD445
- Radius Master - #1202
- Pentel Sign pen: 5
- Pilot Fineliner pen: 5
- Micron pens with at least 3 different tips (fine to medium width)
- Charcoal leads and charcoal lead holder (this one is good, but not always available: *E+M Workman 916 Pocket Clutch Lead Holder*, but if you search for it on Google, you'll see what it looks like and how it is different than a leadholder)
- Leadholder
- Leads (two tubes): F & 2H
- Leadpointer
- Erasing shield

- Pink pearl eraser, gum eraser, kneaded eraser
- 12" roll of yellow or white trace paper (4 rolls)
- 24" roll of yellow, buff or white trace paper (1 roll)
- Drafting dots or masking tape
- Drafting brush
- Push pins and T-pins
- 8.5" x 11" gridded (10 x 10) vellum pad

Model Building:

- Metal straight edge (cork back)
- X-Acto knife and refill blades
- Matt knife and refill blades
- Cutting matt (12" x 18" or 18" x 24")

Optional:

- Swing lamp (lighting in the studio is suspect - you may decide you need additional lighting)
- Electric eraser (optional but **highly recommended**)

Colored Pencils:

Colored pencils (see following list - its best to buy a big set instead of individuals - we won't really use markers, but some students choose to buy them as well)

Prisma Color Pencils:

True green	Apple green	French grey 20%	White
Dark green	Sand	French grey 50%	Magenta
Grass green	Warm grey 20%	Light peach	Indigo blue
Peacock green	Warm grey 50%	Terra cotta	True blue
Olive green	Cool grey 20%	Sienna brown	Violet blue
Celadon green	Cool grey 50%	Orange	Blush pink
Metallic green	Yellow ochre	Metallic tile blue	

It is a good idea to include any other Prisma color green pencils you run across.

(Optional) Soft Pastels (Grumbacher):

Chrome green	Greenish blue	Grey blue	Light ochre
Perm. Green lt.	Ultramarine blue lt.	Grey	Fresh ochre
Perm. Green dp.	Ultramarine blue dp.	Gold ochre	Red brown ochre

Rendering Palette

Over time you will develop your styles for rendering, however, the following is a sample palette style for color pencil rendering at both the master plan scale and the detail scale. This palette can also be applied to sections and perspectives.

Sample Pencil Rendering Palette (Master Plan Scale):

Vegetation – accent	Grass green / dark green / indigo blue
Vegetation – evergreen	Dark green
Vegetation – flowering	Blush / magenta
Vegetation – shade	Peacock green

Sidewalk	Light peach with terra cotta accents
Building	Light flesh
Lobby	Terra cotta
Road	Warm grey #1 with extra coat over parking bays
Crosswalks	Terra cotta bands with lt. peach bands
Lawn	Olive with sand

Sample Pencil Rendering Palette (Detail Scale):

Vegetation – shade	True green / grass green / peacock green
Vegetation – flowering	True green / peacock green / violet
Vegetation – evergreen	Grass green / peacock green
Vegetation – accent	True green / peacock green / violet blue / orange
Paving	Light peach / terra cotta accent / sienna brown
Stone work	Metallic tile blue
Lawn	True green / sand

UF POLICIES

Student Accommodations

Support services for students with disabilities are coordinated by the Disability Resource Center in the Dean of Students Office (<http://www.dsp.ufl.edu/drc/>). To obtain individual support services, each student must meet with a support coordinator in the Disability Resources Program who will work with the individual student and the instructor to determine appropriate support strategies. There is no requirement for a student to self-identify his/her disability; however, students requesting classroom accommodations must register with the Dean of Students Office. Appropriate documentation regarding the student's disability is necessary to obtain any reasonable accommodation or support service.

Academic Honesty

The University requires all members of its community to be honest in all endeavors. When students enroll at UF they commit themselves to honesty and integrity. The faculty of Landscape Architecture fully expects you to adhere to the academic honesty guidelines you signed when you were admitted to UF. In completing the registration form at the University of Florida, every student has signed the following statement:

“I understand the University of Florida expects its students to be honest in all their academic work. I agree to adhere to this commitment to academic honesty and understand that my failure to comply with this commitment may result in disciplinary action up to and including expulsion from the University.”

Furthermore, on work submitted for credit by all UF students, the following pledge is either required or implied:

“On my honor, I have neither given nor received unauthorized aid in doing this assignment.”

It is to be assumed that all work will be completed independently unless the assignment is defined as a group project by the professor. This does not mean that students cannot help one another in learning material, but all work that is turned in must be independent work of that individual.

Misrepresentation or plagiarism, such as claiming another's work to be one's own, refers to graphic, images, and design work as well as written work. Submitting work from one course to fulfill the requirements of another (unless expressly allowed by the instructor) is also misrepresentation.

The University Honor Code and the Department of Landscape Architecture Academic Honesty Policy are to be followed to the letter. Any students found to have cheated, plagiarized, or otherwise violated the Honor Code in any assignment will be punished according to the severity of the act and may be referred to the Honor Court. It is each student's responsibility to report any infraction, and it is expected that each faculty will report all infractions as well.

For more information, see <http://www.chem.ufl.edu/~itl/honor.html> and the Department of Landscape Architecture Academic Honesty Policy.

Netiquette: Communication Courtesy

All members of the class are expected to follow rules of common courtesy in all email messages, threaded discussions and chats. For a description of what is expected and what will occur as a result of improper behavior see <http://teach.ufl.edu/docs/NetiquetteGuideforOnlineCourses.pdf>.

Religious Holidays

The university calendar does not include observance of any religious holidays. The Florida Board of Governors and state law govern university policy regarding observance of religious holidays. Students shall be excused from class or other scheduled academic activity to observe a religious holy day of their faith with prior notification to the instructor. Students shall be permitted a reasonable amount of time to make up the material or activities covered in their absence. Students shall not be penalized due to absence from class or other scheduled academic activity because of religious observances.

University's Syllabus Policy

The University's complete Syllabus Policy can be found at:
http://www.aa.ufl.edu/Data/Sites/18/media/policies/syllabi_policy.pdf

GETTING HELP

For issues with technical difficulties for E-learning in Sakai, please contact the UF Help Desk at:

- Learning-support@ufl.edu
- (352) 392-HELP - select option 2
- <https://lss.at.ufl.edu/help.shtml>

Any requests for make-ups due to technical issues MUST be accompanied by the ticket number received from LSS when the problem was reported to them. The ticket number will document the time and date of the problem. You MUST e-mail your instructor within 24 hours of the technical difficulty if you wish to request a make-up.

Other resources are available at <http://www.distance.ufl.edu/getting-help> for:

- Counseling and Wellness resources
- Disability resources
- Resources for handling student concerns and complaints
- Library Help Desk support

Should you have any complaints with your experience in this course please visit <http://www.distance.ufl.edu/student-complaints> to submit a complaint.

Counseling Resources

Students experiencing crisis or personal problems that interfere with their general well-being are encouraged to utilize the university's counseling resources. Both the Counseling Center and Student Mental Health provide confidential counseling services at no cost for currently enrolled students. The Counseling Center is located at 301 Peabody Hall (next to Criser Hall). Student Mental Health is located on the second floor of the Student Health Services in the Infirmary. For further information on services and how to make an appointment, call the Counseling Center at 392-1575 or Student Mental Health at 392-1171. See the following web sites for additional resources: Counseling Center: www.counsel.ufl.edu and Student Mental Health: <http://www.hsc.ufl.edu/shcc/smhs.htm>

GRADING POLICIES

Course grades will be based on problem solving skills as they relate to the accomplishment of the objectives. Detailed grading criteria for each offering of this course can be found in the course handout for the specific instructor and semester. Grading will adhere to the University of Florida Grade Policy:

Letter Grade	A	A-	B+	B	B-	C+	C	C-	D+	D	D-	E
Numeric Grade	100-93	92-90	89-87	86-83	82-80	79-77	76-73	72-70	69-67	66-63	62-60	59-0
Quality Points	4.0	3.67	3.33	3.0	2.67	2.33	2.0	1.67	1.33	1.0	0.67	0.0

For greater detail, see the Registrar's Grade Policy regulations at <http://www.registrar.ufl.edu/catalog/policies/regulationgrades.html>

As per department policy, Landscape Architecture Majors must receive a C or better to move forward. Any grade lower than a C will require that the course be taken over again.

COURSE EVALUATION

Evaluation Projects	Weight
Assignment #1A - Diagrammatic Plan Analysis	5%
Assignment #1B - Diagrammatic Section Analysis	5%
Assignment #2 - Project 1	40%
Assignment #3 - Project 2	40%
Class Participation	10%

Evaluation of Faculty

Students are expected to provide feedback on the quality of instruction in this course by completing online evaluations at <https://evaluations.ufl.edu>. Evaluations are typically open during the last two or three weeks of the semester, but students will be given specific times when they are open. Summary results of these assessments are available to students at <https://evaluations.ufl.edu/results>.

COURSE SCHEDULE

WEEK 1

- Monday Introduction, class organization and tour of the AFA Library
- Wednesday **Assignment #1A – Diagrammatic Plan Analysis**
- Thursday Diagrammatic plan analysis
- Friday DUE - Assignment #1A (pin-up in studio) (digitally submitted)

WEEK 2

- Monday **Assignment #1B – Diagrammatic Sections Analysis** - Campus Diagram Walk
- Wednesday DUE - Assignment #1B (pin-up in studio) (digitally submitted)
- Thursday **Assignment #2A – 2-D Concept Form Development**
- Friday Site analysis/synthesis, concept statement, goals/objectives, & concept diagrams

WEEK 3

- Monday *HOLIDAY – MEMORIAL DAY*
- Wednesday DUE - site analysis/synthesis, written concept and goals/objectives, and concept diagrams
- Thursday **Assignment #2B – 3-D Concept Form Development.** Grading exercises
- Friday Begin clay concept model of project

WEEK 4

- Monday Clay concept model of grading. Grading plan & sections
- Wednesday Refine grading plan & sections
- Thursday Refine grading plan, grading model, & sections
- Friday DUE - Assignment #2B DUE (pin-up in studio) (digitally submitted)

WEEK 5

- Monday Design development
- Wednesday Design development
- Thursday Design development
- Wednesday Assignment #2A+2B PRE-FINAL PRESENTATION (pin-up in studio)

WEEK 6

- Monday Finalize presentation drawings
- Wednesday Finalize presentation drawings
- Thursday Finalize presentation drawings
- Friday **DUE** - Assignment #2A+2B (pin-up 4th Floor Office Walls) (digitally submitted)

S E M E S T E R B R E A K

WEEK 7

- Monday **Assignment #3.** Introduction to project and site visit
- Wednesday Site analysis/synthesis, written concept and goals/objectives& concept diagrams
- Thursday Site analysis/synthesis, written concept and goals/objectives& concept diagrams
- Friday Site analysis/synthesis, concept statement, goals/objectives, & final concept diagram

WEEK 8

- Monday DUE - site analysis/synthesis, written concept and goals/objectives, and final concept diagram
- Wednesday 3-D exploration in study model form
- Thursday Grading plan & sections
- Friday Grading plan & sections

WEEK 9

- Monday Grading plan & sections
- Wednesday Grading plan & sections
- Thursday Detail Design Development – planting/hardscape plan, sections & image board
- Friday Detail Design Development – planting/hardscape plan, sections & image board

WEEK 10

- Monday Detail Design Development – planting/hardscape plan, sections & image board
- Wednesday Detail Design Development – planting/hardscape plan, sections & image board
- Thursday Detail Design Development – planting/hardscape plan, sections & image board
- Friday Detail Design Development – planting/hardscape plan, sections & image board

WEEK 11

- Monday Chipboard model
- Wednesday Chipboard model
- Thursday DUE – chipboard model
- Friday **PRE-FINAL PRESENTATION** - Assignment #3

WEEK 12

- Monday Final presentation drawings
- Wednesday Final presentation drawings
- Thursday Final presentation drawings
- Friday **FINAL PRESENTATION** - Assignment #3. Digitally submit final drawings & model