

"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: MTWR 2nd – 3rd Periods (9:30 am – 12:15 pm)

CANVAS e-learning Website: <http://lss.at.ufl.edu>

Credits: 5

Instructors: Huiqing Kuang hkuang@ufl.edu

Dan Manley. dpmanley@ufl.edu

Virtual office hours: By appointment. Contact instructor to schedule a meeting via Zoom.

Course Overview

Welcome to the first landscape architecture design studio via Zoom! 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

Teaching Philosophy

Instructors are very passionate about Landscape Architecture, and they bring this enthusiasm into the course. They teach with clarity and rigor, and they find great success with interactive teaching. This collaborative approach within the studio maintains highly engaged students who learn by helping each other. Through mutual respect between teachers and students, Instructors maintain high expectations for excellence in the program's students.

Instructional Methods

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

COURSE POLICIES

Class Attendance and Participation

- The studio meets synchronously four times a week on Monday, Tuesday, Wednesday and Thursday from periods 2-3 (9:30 am -12:15 pm). Attendance is mandatory. Unexcused absences are not permitted (please contact the instructor 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. 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 presentation. Failure to do so will result in an incomplete grade for the course. Please note that technical difficulties do arise and will generally not be considered an excuse to miss a deadline. It is in your best interest to complete your assignments early so that you have time to work through any unforeseeable problems.
- This is a studio-based course so verbal participation is required. Students must participate in class discussions, reading discussions, and critical review discussions.

IMPORTANT: Accommodations will NOT be made due to lost data, nor will there be granted any last-minute extensions on account of workload.

Communication

Email is the primary communication method to contact the instructor outside of class time. Please use the email address listed above. Also, please only communicate with your instructor using your ufl.edu account or through the Canvas message system. Do not send emails from other accounts such as gmail.

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>.

Distribution of Materials on Canvas

The digital course materials provided on Canvas (e.g., lectures, assignments, quizzes, etc.) are provided for personal study and are not intended for distribution by electronic or other means. Further distribution or posing on other websites is not permitted.

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 bookstores, the Student Center, or online. Other sketchbooks will also work - pick one that will be easy for you to use and to carry around!

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 (Canvas, 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 Canvas 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 recommended 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 are available at the Architecture and Fine Arts (AFA) Library. Please check this link for instructions how connecting to UF Library Resources from Off Campus

<https://cms.uflib.ufl.edu/offcampus>

Reference Books

Online:

1. Dee, Catherine - Form and Fabric in Landscape Architecture
2. Dee, Catherine - To Design Landscape : Art, Nature & Utility,
3. Holden, Robert & Liversedge, Jamie – Landscape Architecture : An Introduction
4. Waldheim, Charles - Landscape as urbanism : a general theory
5. Waldheim, Charles – The Landscape Urbanism Reader
6. Corner, James - Recovering landscape : essays in contemporary landscape architecture
7. Herrington, Susan - Landscape theory in design
8. Mathew - Public places, urban spaces : the dimensions of urban design

9. Czerniak, Julia – Large Parks
10. Amidon, Jane - Michael Van Valkenburgh Associates
11. Saunders, William S - Designed Ecologies : the Landscape Architecture of Kongjian Yu
12. SWA Group - Landscape Infrastructure
13. Ken Smith, Landscape Architect
14. M'Closkey, Karen - Unearthed : the landscapes of Hargreaves Associates
15. Myers, Mary - Andrea Cochran : landscapes
16. Kentner, Jason - Tom Leader Studio : three projects
17. Sharky, Bruce - Landscape site grading principles : grading with design in mind
18. Strom, Steven - Site engineering for landscape architects

In Print:

19. Booth, Norman - Basic Elements of Landscape Architectural Design
20. Ching, Frank – Architecture: Form, Space, & Order
21. Deasy, C. – Designing Places for People
22. Dines, Nicholas & Charles Harris – Time-Saver Standards for Landscape Architecture
23. Eckbo, Garrett – Landscape for Living
24. Elam, Kimberly – Geometry of Design: Studies in Proportion and Composition
25. Kasprisin, Ron – Urban Design: the Composition of Complexity
26. Lydall, Sutherland – Designing the New Landscape
27. Marcus, Clare Cooper & Carolyn Francis – People Places
28. McHarg, Ian – Design with Nature
29. Motloch, John - Introduction to Landscape Architecture
30. Olin, Laurie – Transformation the Common Place
31. Reid, Grant – From Concept to Form in Landscape Design
32. Simonds, J.O. – Landscape Architecture

Websites:

- American Society of Landscape Architecture (ASLA) <https://www.asla.org/>
- ASLA student awards. <https://www.asla.org/individualaward.aspx?id=5060>
- Landscape Architecture Magazine (LAM) <https://landscapearchitecturemagazine.org/>
- Landscape Architecture Foundation (LAF) <https://www.lafoundation.org/>
- The Cultural Landscape Foundation (TCLF) Youtube channel
<https://www.youtube.com/channel/UCjigTej9Z12whLkAwgVgm8g>

Required Software:

- Adobe CC: Photoshop, Indesign, Illustrator & Acrobat
- AutoCAD 2020 (or higher)

Required Drafting Equipment

Most art supply stores should carry these items.

Drafting Equipment:

- 6B Pencil or
- Graphite lead holder & Graphite Lead(6B)
- 12” roll of yellow or white trace paper (4 rolls) & 24” roll of yellow, buff or white trace paper (multiple rolls)

- Scales – separate architectural and engineer
- Drafting dots or masking tape
- Pentel Sign pen: 5
- Pilot Fineliner pen: 5
- Micron pens with at least 3 different tips (fine to medium width)
- Prismacolor Col-Erase Pencil with Eraser, Carmine Red: 3 (note: if you prefer, you can purchase a 2mm lead holder pencil with red lead – and a sharpener for lead holders. This is more expensive, but more versatile since you can switch out the leads)
- Large circle template – Pickett #1204 or Barol TD445
- Radius Master - #1202
- 12" Rolling parallel ruler
- Pink pearl eraser
- Push pins and T-pins
- Grease or wax pencil
- Large matt board covering the table to provide a good drawing surface
- Drafting brush
- Erasing shield

Model Building:

- Metal straight edge (cork back)
- X-Acto knife and refill blades or matt knife and refill blades
- Cutting matt (12" x 18" or 18" x 24")
- Chipboard (30x42 – 1 ply) – Quantity to be determined. The number of sheets are dependent on the models themselves.
- Modeling Clay. Similar product: Sargent Art Plastilina, 5lbs

Summer A - Prismacolor Pencils – suggested colors:

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.

Note: be careful about buying pre-packaged sets of color pencils. Some bright colors will never be used at all.

Summer B - Prismacolor Premier Chisel | Fine Art Markers –suggested colors:

Spring green	Parrot green	Eggshell	Peach
Leaf green	Lime green	Sand	Grayed Lavender
Light olive green	Deco blue	Light tan	Cool grey 10%
Dark olive green	True blue	Terra cotta	Cool grey 50%
Dark green	Copenhagen blue	Deco pink	French grey 10%

Note: be careful about buying pre-packaged sets of markers. Often times, they do not come with appropriate markers for rendering plan graphics.

(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 instructor. 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.dso.ufl.edu/sccr/process/student-conduct-honor-code/> and the Department of Landscape Architecture Academic Honesty Policy.

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 Canvas, 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.

U Matter, We Care

Your well-being is important to the University of Florida. The U Matter, We Care initiative is committed to creating a culture of care on our campus by encouraging members of our community to look out for one another and to reach out for help if a member of our community is in need. If you or a friend is in distress, please contact umatter@ufl.edu so that the U Matter, We Care Team can reach out to the student in distress. A nighttime and weekend crisis counselor is available by phone at 352-392-1575. The U Matter, We Care Team can help connect students to the many other helping resources available including, but not limited to, Victim Advocates, Housing staff, and the Counseling and Wellness Center. Please remember that asking for help is a sign of strength. In case of emergency, call 9-1-1.

Counseling and Wellness Center: Visit <https://counseling.ufl.edu/> or call 352-392-1575 for information on crisis services as well as non-crisis services.

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 #1 - Diagrammatic Analysis	10%
Assignment #2 - Project 1	40%
Assignment #3 - Project 2	50%

Evaluation of Faculty

Students are expected to provide professional and respectful feedback on the quality of instruction in this course by completing course evaluations online via GatorEvals. Guidance on how to give feedback in a professional and respectful manner is available at <https://gatorevals.aa.ufl.edu/students/>. Students will be notified when the evaluation period opens, and can complete evaluations through the email they receive from GatorEvals, in their Canvas course menu under GatorEvals, or via <https://bluera.com/ufl/>. Summaries of course evaluation results are available to students at <https://gatorevals.aa.ufl.edu/publicresults/>.

COURSE SCHEDULE (Subject to Change)

WEEK 1

- Monday Introduction, class organization, materials and laptop/computer requirements
- Tuesday **Assignment #1 – Diagrammatic Analysis**
- Wednesday Diagrammatic analysis
- Thursday Diagrammatic analysis

WEEK 2

- Monday Diagrammatic analysis
- Tuesday DUE - Assignment #1 (presentation) (digitally submitted)
- Wednesday **Assignment #2 – Threshold**
Narrative, Concept development, Concept diagrams
- Thursday Narrative, Concept development, Concept diagrams

WEEK 3

- Monday *HOLIDAY – MEMORIAL DAY*
- Tuesday Narrative, Concept development, Concept diagrams
- Wednesday Narrative, Concept development, Concept diagrams
- Thursday DUE - Assignment #2 CONCEPT DUE (presentation) (digitally submitted)

WEEK 4

- Monday Grading exercises
- Tuesday Clay concept model
- Wednesday Design development
- Thursday Design development

WEEK 5

- Monday Design development
- Tuesday Design development
- Wednesday Design development
- Thursday Assignment #2 PRE-FINAL PRESENTATION (presentation)

WEEK 6

- Monday Finalize presentation drawings
- Tuesday Finalize presentation drawings
- Wednesday Finalize presentation drawings
- Thursday **DUE** - Assignment #2 (presentation) (digitally submitted)

S E M E S T E R B R E A K (WEEK 7 & 8)

WEEK 9

- Monday **Assignment #3.** Introduction to project and virtual site visit
- Tuesday Site analysis/synthesis, written concept and goals/objectives
- Wednesday Due – Site Analysis/Synthesis, Begin functional/concept diagramming
- Thursday Functional/Concept Diagramming

WEEK 10

- Monday Due – Functional/Concept Diagramming, Begin concept plan development
- Tuesday Concept Plan Development
- Wednesday 3D Formation of Concept
- Thursday Concept Development

WEEK 11

- Monday Concept Development
- Tuesday Concept Development
- Wednesday Design Development
- Thursday Design Development

WEEK 12

- Monday Design Development - Grading Plan Development
- Tuesday Design Development - Grading Plan Development
- Wednesday Design Development – Finalize Design
- Thursday Design Development

WEEK 12

- Monday Virtual 3D Modeling
- Tuesday Virtual 3D Modeling
- Wednesday Due Virtual 3D Modeling, Begin Final Drawings
- Thursday **PRE-FINAL PRESENTATION** - Assignment #3

WEEK 13

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