ADVANCED ARCHITECTURAL DESIGN STUDIO

Instructor: Michael Benedikt
Visiting: Craig Dykers (Snøhetta)

Description: This studio will consist of one project pursued from conception to developed design: the expansion and modification of Battle Hall, West Mall Building and possibly Sutton and Goldsmith Halls and surrounding terrains to create a new Architecture Campus at UT Austin. Visiting professor Craig Dykers will join the studio for two weeks in October for in-class discussions, desk crits and reviews, and at final review. Research phases will include: digital modeling of the existing buildings, understanding the professional programming studies that have been done (for a time this was a real-world project, and may become one again), gaining familiarity with the oeuvre of Snøhetta, and attending the Secret Life of Buildings Symposium, October 19-21, with its themes of object oriented vs. relational approaches to architecture. Projects may be radical or practical at the students’ choice, but equally developed. They will be digitally rendered, with standard drawings and small-scale physical models in supplement, suitable for publication in booklet form.

Prerequisites: Grade of B or better in Vertical design studio (graduate) or Design 6 (undergraduate).

Advisables: strength in design; interest in contemporary architectural theory; interest in architectural education; appreciation of architectural history; ability to work with others; experience with Rhino, 3DS Max, and V-Ray.

Grading: Students are graded on three criteria: Product, Effort, and Grasp, with 0-4 points earned on each at mid-semester (weighted 40%) and semester-end (weighted 60%). 10-12 points inclusive = A-, A, (A+); 7-9 points inclusive = B-, B, B+, 4-6 points inclusive = C-, C, C+.

Attendance/Participation: Studio meets 1.15pm–5.15pm M, W, F. Students are expected to be in 100% attendance during these times, unless excused by Instructor or working on assignment or research for the studio.
The Fine Print:

GRADING: Grading will be based on performance in three areas: Product: degree of completeness and refinement of drawings and models, as well as of written and verbal presentation; Effort: degree of evident, in-studio, self-application to studio tasks: sketches, trial models, reading, cooperativeness, etc. Grasp: degree of understanding of the assignment’s problems and opportunities, intelligence of approach, ingenuity, seriousness, receptivity. Verbal final grade descriptions: A: excellent work: Project surpasses expectations in terms of inventiveness, appropriateness, verbal and visual ability, conceptual rigor, craft, and personal development. Student pursues concepts and techniques above and beyond what is discussed in class. Project is more than complete on all or nearly all levels. B: good work Project is thorough, well researched, diligently pursued, and successfully completed. Student pursues ideas and suggestions presented in class and puts in effort to resolve required issues. Project is complete on nearly all levels and demonstrates potential for excellence. C: acceptable work Project meets the minimum requirements. Suggestions made in class are not pursued with dedication or rigor. Project is incomplete in one or more areas, but adequate over all. D: poor work Project is incomplete. Basic skills including graphic skills, model-making skills, verbal clarity or logic of presentation are not level appropriate. Student does not demonstrate the required design skill and knowledge base expected at this level of studio. F: unacceptable work Project is unresolved. Minimum objectives are not met. Performance is not acceptable. Note that this grade will be assigned if the student has excessive unexcused absences. X: (excused incomplete) Can be given only for legitimate reasons of personal illness or family emergency. Simply not completing work on time is not an adequate cause for assigning this evaluation. It may only be used after consultation with the Associate Deans’ offices and with an agreement as to a new completion date. Studio work must be completed before the second week of the next design semester in which you are enrolling, according to School of Architecture policy. ALL GRADES ARE SUBJECT TO DEDUCTIONS FOR ABSENCES, LATE WORK AND LATE ARRIVALS, and POOR ATTENTION. Attendance is mandatory. Participation in discussions and work in studio is expected. Students with three (3) unexcused absences will result in a full letter drop in final grade for the course. Please contact instructor prior to class if you expect to be late for or miss a class. A student who misses classes or other required activities for the observance of a religious holy day should inform the Instructor as far in advance of the absence as possible, so that arrangements can be made to complete an assignment within a reasonable time after the absence. A student who fails to complete missed work within the time allowed will be subject to the normal academic penalties.

Policy on Scholastic Dishonesty: Students who violate University rules on scholastic dishonesty are subject to disciplinary penalties, including the possibility of failure in the course and/or dismissal from the University. Since such dishonesty harms the individual, all students, and the integrity of the University, policies on scholastic dishonesty will be strictly enforced. Refer to the Student Judicial Services website for official University policies and procedures on scholastic dishonesty. Please refer to The Role of Faculty in Confronting Scholastic Dishonesty brochure published by Student Judicial Services for information on confronting students who violate scholastic dishonesty policies. For further information, visit the SJS website at http://www.utexas.edu/depts/dos/sjs/ or call 471-2841.

DISABILITIES At the beginning of the semester, students with disabilities who need special accommodations should notify me by presenting a letter prepared by the Services for Students with Disabilities Office. To ensure that the most appropriate accommodations can be provided; students should contact the SSD Office at 471-6259 or 471-4641 TTY.

SECURITY, SAFETY: The studio is an exceptional learning environment. Since it is a place for all, it necessitates careful attention to the needs of the individual. Please see the instructor if there are any problems (music, visual pollution) that you are unable to resolve on your own. All spraying of fixative, spray paint or any other substance should be done in the shop. Security is a necessary component for a studio that is accessible 24 hours a day, 7 days a week. Please keep all exterior doors locked after hours. Secure computers, monitors, other equipment, library books, and valuables at times you will not be able to monitor them.

‘CAMPUS CARRY’: the concealed carrying of firearms into the studio or classroom, although legal, is strongly discouraged. The carrying of firearms into the private office of the Instructor is legally disallowed. Read this for more detail.