

Architecture (ARCH)

COURSES

ARCH 1101. ACADEMIC SUCCESS SKILLS IN ARCHITECTURE. 1 Hour.

This is a required course intended to establish a solid overview of the School of Architecture and the architecture program for all first semester UTA students who intend to declare as an architecture major. Topics for the class include: critical thinking, presentation techniques, internships, attendance of exhibitions and lectures, navigating the advising process, portfolio review and techniques, and using the library and other university resource sources. Other topics may also be discussed. The course be taken only once for credit.

ARCH 1191. CONFERENCE COURSE. 1 Hour.

Independent study guided by an instructor on a regular basis. May be repeated for credit. Permission of the instructor and architecture undergraduate advisor required. Restricted to architecture-intended majors.

ARCH 1301. INTRODUCTION TO ARCHITECTURE AND INTERIOR DESIGN. 3 Hours.

The interrelationships between society, culture, and the built environment. Prerequisite: Department consent.

ARCH 1341. DESIGN COMMUNICATIONS I. 3 Hours.

Introduction to freehand drawing within the dual concepts of observation and representation. This course explores various graphic techniques with emphasis on preparatory sketching, composition, contrast, texture, narrative, and line quality. Students will also be exposed to color use, physical model-making, orthographic delineation, and digital documentation. Prerequisite: Restricted to Architecture-Intended, ARCH_UNIV, Interior Design-Intended and INTD_UNIV majors.

ARCH 1342. DESIGN COMMUNICATION II. 3 Hours.

A continuation of ARCH 1341 with emphasis on refined techniques and more complex drawing problems. This course focuses on constructed geometries and spatial representation through orthographic projection and axonometric delineation, digital modeling, and in-situ notational sketching. Students will also be exposed to line weight, multi-point perspectives, and digital documentation. This course is offered as INTD 1342; credit will be granted only once. Prerequisites: ARCH 1301, ARCH 1341. Restricted to Architecture-Intended, ARCH_UNIV, Interior Design-Intended and INTD_UNIV majors.

ARCH 2300. MASTERWORKS OF WESTERN ARCHITECTURE. 3 Hours.

Selected architectural complexes as representative of various periods of Western culture. Stresses cultural relevance rather than stylistic analysis. Intended as humanities elective for non-architecture majors.

ARCH 2303. HISTORY OF ARCHITECTURE AND INTERIOR DESIGN I. 3 Hours.

A global survey of architecture emphasizing the material and cultural context for design. Focused primarily on the period from prehistory through 1750. Prerequisite: ARCH 1301, ARCH 1341 and ARCH 1342 or INTD 1342. Restricted to Architecture-intended and Interior Design-intended majors.

ARCH 2304. HISTORY OF ARCHITECTURE AND INTERIOR DESIGN II. 3 Hours.

A global survey of architecture emphasizing the material and cultural context for design. Focused on the period from 1750 to the present. Prerequisites: ARCH 1301, ARCH 1341, ARCH 1342 or INTD 1342, and ARCH 2303. Sophomore standing in the program. Restricted to Architecture-intended and Interior Design-intended majors.

ARCH 2341. DESIGN COMMUNICATION FOR ENGINEERS. 3 Hours.

This course introduces engineering students to design communication skills. Content includes sketching, drawing, graphic layout, diagramming and an introduction to orthographic projections and perspectives. Media will be both analog and digital. Digital tools may include image processing software, graphic design software and computer aided design (CAD) software. Prerequisite: Restricted to AREN students.

ARCH 2391. TOPICS IN ARCHITECTURE. 3 Hours.

Selected topics in concepts, philosophy, and models of architecture and allied arts of design. Prerequisite: Department Consent.

ARCH 2551. BASIC DESIGN AND DRAWING I. 5 Hours.

An introduction to design, design drawing, and color theory utilizing lectures and studio exercises. Two- and three-dimensional studio exercises develop a sensibility to design fundamentals and vocabulary. Emphasis on form, color, texture, and spatial determinants. Prerequisite: ARCH 1342 or INTD 1342, credit or concurrent enrollment in ARCH 2303. Sophomore standing in the program. Restricted to Architecture-intended, ARCH_UNIV, Interior Design-intended, and INTD_UNIV majors.

ARCH 2552. BASIC DESIGN AND DRAWING II. 5 Hours.

An introduction to design, design drawing, and color theory utilizing lectures and studio exercises. Two- and three-dimensional studio exercises develop a sensibility to design fundamentals and vocabulary. Emphasis on form, color, texture, and spatial determinants. This course is offered as ARCH 2552 and INTD 2552, credit will not be granted for both. Prerequisite: ARCH 2303, ARCH 2551 and credit or concurrent enrollment in ARCH 2304. Restricted to Architecture-intended and Interior Design-intended majors.

ARCH 3312. HISTORY OF CONTEMPORARY THEORY. 3 Hours.

This course will familiarize students with major intellectual paradigms and themes that have informed postwar architectural practice in Western tradition. Through reading primary theoretical texts that have had major impact on practice, students will hone their skills of critical thinking and be better able to position themselves in their navigation of contemporary theoretical issues. Prerequisite: ARCH 2303 and ARCH 2304 and Junior standing in program. Restricted to Architecture and Interior Design majors.

ARCH 3323. CONSTRUCTION MATERIALS AND METHODS. 3 Hours.

The nature of materials and structural concepts to be used in the construction process. Prerequisite: ARCH 2552. Junior standing in program. Restricted to Architecture majors. Minimum 2.8 GPAs both cumulative and within the major required.

ARCH 3324. STRUCTURES I. 3 Hours.

An introduction to architectural structures, including statics and strength of materials, with emphasis on design in timber. Prerequisite: ARCH 3323, PHYS 1441 or PHYS 1443, MATH 1327 or MATH 1426. Junior standing in program. Restricted to Architecture majors. Minimum 2.8 GPAs both cumulative and within the major required.

ARCH 3336. STRUCTURAL SYSTEMS FOR ARCHITECTURAL ENGINEERS. 3 Hours.

This course covers the engineering design of various concrete, steel and masonry structural systems used in the construction of buildings. Building types vary from single-story commercial buildings to low-rise and high-rise buildings. Current building codes and project examples are examined from a fundamental structural engineering perspective, in which the rationale for the structural system is analyzed, calculations performed, and systematic construction design processes are developed for gravity loads and lateral loads from start to completion of each project. The project examples culminate with a detailed cost analysis based on current industry trends. Prerequisite: Restricted to CE_AENUCOL, CE_ARENINT, CE_ARENBS, and CE_AREPROB majors.

ARCH 3343. ARCHITECTURE COMPUTER GRAPHICS (DESIGN COMMUNICATION III). 3 Hours.

An advanced course to develop visual sensitivity and awareness of digital techniques to enable the student to study design ideas and present those ideas in the various design disciplines. Emphasis on the relationship of computer graphics with the design process. This course is offered as ARCH 3343 and INTD 2343, credit will only be granted once. Prerequisite: Junior standing in program. Restricted to Architecture majors. Minimum 2.8 GPAs both cumulative and within the major required.

ARCH 3354. INTRODUCTION TO ENVIRONMENTAL & SUSTAINABILITY STUDIES. 3 Hours.

Introduces major topics, questions, issues and methods within interdisciplinary and cross-disciplinary environmental studies. Includes a study of some of the most significant texts, studies, practices, and creative works from at least four different fields as they pertain to questions of environment, ecology, and sustainability. Prerequisite: Acceptance in the Environmental and Sustainability Studies Minor.

ARCH 3357. DESIGN TECHNOLOGIES - BUILDING INFORMATION MODELING FOR ARCHITECTS/ENGINEERS. 3 Hours.

Introduction to Building Information Modeling (BIM); discussions of the roles and impacts of BIM in the design process, energy assessment, and facility management. The course includes creating building elements such as walls, windows, doors, roof, ceiling, stairs, ramp, and structural and MEP systems. Course provides an overview of BIM applications such as daylight and energy analysis. Prerequisite: AREN 2352. Restricted to CE_AENUCOL, CE_ARENINT, CE_ARENBS, and CE_AREPROB majors.

ARCH 3361. ARCHITECTURE AND ENVIRONMENT. 3 Hours.

An overview of sustainable design integrated with natural resource conservation. Prerequisite: ARCH 2552. Junior standing in program. Restricted to Architecture majors. Minimum 2.8 GPAs both cumulative and within the major required.

ARCH 3364. SITE DESIGN. 3 Hours.

The related site design process includes site planning pertaining to land use, case studies, siting of structures, codes, and topography. Prerequisite: Junior standing in program. Restricted to Architecture majors. Minimum 2.8 GPAs both cumulative and within the major required.

ARCH 3551. BASIC DESIGN FOR ENGINEERS. 5 Hours.

This course is an introduction to design communication (verbal and graphic), the process of design, architectural principles and the process of navigating the relationship between architectural design and engineering. Precedent studies introduce students to Architecture and two- and three-dimensional studio exercises develop a sensibility to design fundamentals and vocabulary. Prerequisite: ARCH 1301 and ARCH 2341 and restricted to AREN students.

ARCH 3553. DESIGN STUDIO: ARCHITECTURE I. 5 Hours.

The reiteration of basic design principles/spatial concepts toward the synthesis of simple building types, with application of materials, introduction of structural systems, with preliminary understanding of site design and environmental issues. Credit will be given for only one of ARCH 3553 or INTD 3553. Prerequisite: ARCH 2552. Credit or concurrent enrollment in ARCH 3323 and ARCH 3343. Junior standing in program. Restricted to Architecture majors. Minimum 2.8 GPAs both cumulative and within the major required.

ARCH 3554. DESIGN STUDIO: ARCHITECTURE II. 5 Hours.

A continuation of ARCH 3553 with an increased complexity and scale of projects which address buildings within urban contexts incorporating a variety of design theory, technical, site and structural considerations. Prerequisite: ARCH 3323, ARCH 3343, ARCH 3553. Credit or concurrent enrollment in ARCH 3324 and ARCH 3364. Junior standing in program. Restricted to Architecture majors. Minimum 2.8 GPAs both cumulative and within the major required.

ARCH 4191. CONFERENCE COURSE. 1 Hour.

Independent study guided by an instructor on a regular basis. May be repeated for credit. Prerequisite: Permission of the instructor or the Architecture Undergraduate Advisor.

ARCH 4305. THE CITY OF ROME. 3 Hours.

History, topography, and monuments of the city of Rome and its environs from its legendary founding in 753 B.C. until the 20th Century. Urban form and architecture will be inspected in context of contemporaneous culture, with special emphasis on imperial and papal Rome. Prerequisite: Department consent. Restricted to Architecture and Interior Design Majors.

ARCH 4306. URBAN DESIGN THEORY. 3 Hours.

Design theory and its application to the urban scale, as applied to historical and contemporary examples. Prerequisite: ARCH 2552. Department consent. Junior standing in program. Restricted to Architecture and Interior Design majors.

ARCH 4307. THE LIFE OF CITIES. 3 Hours.

A look at a series of world cities by situating their architectural context, with a particular focus on the impact of 20th century modernism and postmodernism on city fabric. Prerequisite: ARCH 2303 and ARCH 2304 and Junior standing in program. Restricted to Architecture and Interior Design majors, or Department consent.

ARCH 4308. HISTORY OF URBAN FORM. 3 Hours.

The history of cities as physical form, influenced by political, economic, and social forces. Prerequisite: Department consent. Restricted to Architecture and Interior Design majors.

ARCH 4309. MUSEUMS: HISTORY, CULTURE, DESIGN. 3 Hours.

This course investigates the historical and cultural forces driving the design of museums in the 19th and 20th centuries with special attention to the development of a diverse range of new museum types beyond traditional art and natural science museums. Field trips to local museum sites are required. Prerequisite: ARCH 2303 and ARCH 2304, junior standing in program. Restricted to Architecture and Interior Design majors, or Department consent.

ARCH 4310. SKYSCRAPER HISTORIES. 3 Hours.

This course considers the history of the skyscraper from multiple perspectives, seeking consensus about what a skyscraper really is. This course will allow students to begin to develop their skills in reading, writing, critical thinking, visual memory, and visual analysis using the history of architecture as a medium. Students will also develop basic research skills using primary sources to document architecture. Prerequisite: ARCH 2303 and ARCH 2304, junior standing in program. Restricted to Architecture and Interior Design majors, or Department consent.

ARCH 4311. TOPICS IN ARCHITECTURAL THEORY. 3 Hours.

Selected topics in concepts, philosophy, and models of architecture and allied arts of design with specific application to 20th Century problems. May be repeated for credit as specific topics vary. Prerequisites: ARCH 2303, ARCH 2304. Junior standing in program. Restricted to Architecture and Interior Design majors.

ARCH 4312. WHAT MAKES A CITY: CRITICAL ISSUES IN ARCHITECTURE, PLANNING, AND URBAN DESIGN. 3 Hours.

This class is a critical exploration of the physical environment of the city, looking at a range of issues--mobility, housing, landscape, gentrification, sustainability, health--to understand how the built world shapes the way we live every day. Prerequisite: ARCH 2303, ARCH 2304. Junior standing in program. Restricted to Architecture and Interior Design majors.

ARCH 4313. THE ARCHITECT IN CONTEMPORARY SOCIETY. 3 Hours.

Readings on the Culture of Architecture The focus of this course is to examine this social construct in the belief that critical self-reflection can assist in improving success within it. This examination will be conducted through readings in a collection of publications both historical and contemporary that offer critical insight into the professional/social culture of architects. Prerequisite: ARCH 2303, ARCH 2304. Junior standing in program. Restricted to Architecture and Interior Design majors.

ARCH 4314. HISTORIC PRESERVATION AND RESTORATION. 3 Hours.

Concepts and implementation of the restoration and preservation of historic structures and places, including archaeological, bibliographic, legislative, institutional, and physical parameters to the retention and adaptive re-use of significant architecture. This course is offered as ARCH 4314 and INTD 4314; credit will be granted only once. Prerequisite: ARCH 2303, ARCH 2304. Junior standing in program. Restricted to Architecture and Interior Design majors.

ARCH 4315. TOPICS IN THE HISTORY OF ARCHITECTURE AND DESIGN. 3 Hours.

Selected topics in architecture and the allied arts of design. Some recent topics include: Architecture of Texas, The Life of Cities, History of Architecture Theory, Developing World Slum Housing, Architecture and Politics, and Contemporary Architecture. Certain topics may be offered every second or third year. The course may be repeated up to four times as the topics change. Prerequisite: ARCH 2303 and ARCH 2304, junior standing in program. Restricted to Architecture and Interior Design majors, or Department consent.

ARCH 4316. MODERN ARCHITECTURE I. 3 Hours.

Development of 20th Century architecture from the origins of the modern movement in the 1890s until its diffusion in Europe and America in the 1930s. Prerequisite: ARCH 2303, ARCH 2304. Junior standing in program. Restricted to Architecture and Interior Design majors, or Department consent.

ARCH 4317. MODERN ARCHITECTURE II. 3 Hours.

Development of 20th Century architecture from the diffusion of modernism in the 1930s to the present day. Prerequisite: ARCH 2303, ARCH 2304. Junior standing in program. Restricted to Architecture and Interior Design majors, or Department consent.

ARCH 4318. ARCHITECTURE ON SCREEN. 3 Hours.

How do the things we watch shape our perceptions of architecture and the city? How do the environments in film and on television frame our vision, shape character, and convey themes? How are architects and other design professionals portrayed? What do they suggest about changes in the physical and technological world in which we live? This course explores those questions and others through screen history, from the earliest films to contemporary television and digital productions. Themes will include the dystopian city, suburbia, the evolving depiction of modernism, architecture as documentary subject, and the history of the city on screen. Students will explore these questions and will have to make their own short films. Prerequisite: ARCH 2303, ARCH 2304. Junior standing in program. Restricted to Architecture and Interior Design majors.

ARCH 4319. HOUSING PROTOTYPES: 1920s TO PRESENT. 3 Hours.

An extensive investigation of the many states of housing that architects and educators have encountered in the last 100 years. The course is organized through introduction, research, analysis, and case study of various housing typologies, unit design principles, density concerns, site, relationship of inside and outside, zoning and building codes, and new emerging housing building types. Prerequisite: ARCH 2303 and ARCH 2304. Junior standing in program. Restricted to Architecture and Interior Design majors.

ARCH 4320. PERFORMANCE-BASED DESIGN IN ARCHITECTURE. 3 Hours.

An overview of Performance-Based Building Design (PBBD) in architecture and how clients' expectations are translated into performance requirements, how we describe performance objectives, how we define performance indicators, and finally, how we can quantify and assess building performance. Prerequisite: Junior standing in program. Restricted to Architecture and Interior Design majors.

ARCH 4325. ENVIRONMENTAL CONTROL SYSTEMS I. 3 Hours.

Acoustics and illumination and their significance in the total design. Prerequisite: PHYS 1442. Junior standing in program. Restricted to Architecture and Interior Design majors.

ARCH 4326. ENVIRONMENTAL CONTROL SYSTEMS II. 3 Hours.

Climate controls, mechanical and electrical systems, and their significance in the total design. Prerequisite: ARCH 4325 or AREN 3331. Junior standing in program. Restricted to Architecture, Interior Design, and Architectural Engineering majors.

ARCH 4329. TOPICS IN COMPUTERS AND DESIGN. 3 Hours.

Selected topics in the range and potential of digital computer applications in the design professions. May be repeated for credit as specific topics vary. Junior standing in program. Restricted to Architecture and Interior Design majors.

ARCH 4332. ENERGY USE AND CONSERVATION IN ARCHITECTURE. 3 Hours.

Basic concepts of the efficient use and conservation of energy related to architectural design principles. Prerequisite: Junior standing in program. Restricted to Architecture and Interior Design majors.

ARCH 4338. CODES AND REGULATIONS. 3 Hours.

A study of accessibility, building and energy codes and related regulations including the architects' responsibility for compliance. This course is offered as ARCH 4338 and INTD 3338; credit will be granted only once. Prerequisite: ARCH 2303, ARCH 2304. Junior standing in program. Restricted to Architecture and Interior Design majors.

ARCH 4339. DIGITAL FABRICATION METHODOLOGY. 3 Hours.

The history, theory, and methodology framing the discourse for parametric design and digital fabrication with an emphasis on digital fabrication techniques and introduction to parametric modeling software. Prerequisites: Junior standing in program. Open to ARCH and INTD majors.

ARCH 4341. NOTATIONAL DRAWING. 3 Hours.

Seminar concerned with analytical drawing techniques and how to use the sketchbook as a tool and process for architectural production. Emphasis will be on cultivating drawing strategies that will heighten the ability to make observations through first-hand experience and record them with the correct conventions in order to enable recovery for future use in architectural design. Prerequisite: Junior standing in program. Restricted to Architecture and Interior Design majors.

ARCH 4344. CONCEPTUAL DRAWING. 3 Hours.

A seminar to explore the aspects of conceptual drawing for the architect and the relationship of design ideas in the drawing process. Prerequisite: Junior standing in program. Restricted to Architecture and Interior Design majors.

ARCH 4345. DIGITAL CONSTRUCTION. 3 Hours.

A workshop exploring video cartography using photography, animation, motion graphics and digital video. Prerequisite: Junior standing in program. Restricted to Architecture and Interior Design majors.

ARCH 4346. CONSTRUCTION DRAWINGS. 3 Hours.

The techniques of building construction, the communication of technical information, and the process of preparing contract drawings for construction. Prerequisite: ARCH 3343. Junior standing in program. Restricted to Architecture and Interior Design majors.

ARCH 4347. DIGITAL TECTONICS & PROTOTYPING. 3 Hours.

The use of digital technology in the architectural design process focusing on the research and fabrication of full-scale production of prototypes. ARCH 4339 Digital Fabrication Methodology is highly recommended. Prerequisite: Junior standing in program. Restricted to Architecture and Interior Design majors.

ARCH 4348. ARCHITECTURAL PHOTOGRAPHY. 3 Hours.

Basic photography for architects. The use of photography as an investigative and presentation device in architecture. Emphasis on composition and black and white technique. Prerequisite: ARCH 2552. Junior standing in program. Restricted to Architecture and Interior Design majors.

ARCH 4349. PORTFOLIO DESIGN. 3 Hours.

Principles and techniques of producing an architectural/interior design portfolio and resume including graphic design, layout, typography, grid systems, model photography as well as use of layout and photographic software. Prerequisite: ARCH 3553, ARCH 3554. Restricted to Architecture and Interior Design majors.

ARCH 4351. WILDERNESS: A CONDITION OF MIND. 3 Hours.

Changing conceptions of wilderness in Western thought, from ancestral prejudices to recent, revolutionary appreciation. Literary and visual documentation. Prerequisite: Junior standing in program. Restricted to Architecture and Interior Design majors.

ARCH 4352. HOUSING: FROM CAVES TO MANSIONS IN THE CLOUDS. 3 Hours.

This course examines the evolution of American urban settlements as they evolved from French, Spanish and English concepts of town-planning. The course begins with the Native American settlements in the American Southwest, particularly Mesa Verde and Hovenweep, followed by examination of the earliest European capital cities of Rome, Paris and London. Since the wholesale transplanting of European principles of town-planning traditions could not take root in the New World, distinctly American housing settlements evolved such as Savannah, Santa Fe, Taos and St. Augustine. Prerequisite: Junior standing in program. Restricted to Architecture and Interior Design majors.

ARCH 4353. HISTORY OF LANDSCAPE ARCHITECTURE. 3 Hours.

Development of landscape design from prehistory through 19th century with emphasis upon rural gardens and urban parks as representative of the social, cultural, and intellectual circumstances of the times and places in which they were created. Prerequisite: ARCH 2303, ARCH 2304. Junior standing in program. Restricted to Architecture and Interior Design majors.

ARCH 4354. CONVERGENCES: BETWEEN ART AND ARCHITECTURE. 3 Hours.

This course explores the convergences of artist methods of production with the processes of architectural practices. The course traces the work of leading filmmakers, both artistic and documentarian, whose professional leanings verge on the province of the architect. Prerequisite: Junior standing in program. Restricted to Architecture and Interior Design majors.

ARCH 4357. BUILDING INFORMATION MODELING & VISUALIZATION. 3 Hours.

To gain a working knowledge of Building Information Modeling software (Revit) and advanced 3D modeling software. This course is offered as ARCH 4357 and INTD 3357, credit will only be granted once. Prerequisite: ARCH 3343, INTD 2343, or INTD 3343; and Junior standing in program. Restricted to Architecture and Interior Design majors.

ARCH 4360. POLITICS AND PRACTICE OF PRESERVATION. 3 Hours.

The history and theory of preservation and of the political context that influence these. Prerequisite: Junior standing in program. Restricted to Architecture and Interior Design majors.

ARCH 4362. STRUCTURAL SYSTEMS IN BUILDINGS. 3 Hours.

An overview of various structural systems including those used in long-span and high-rise buildings. Numerical work limited to the explanation of relevant structural concepts. Prerequisite: ARCH 3324. Junior standing in program. Restricted to Architecture majors. Minimum 2.8 GPAs both cumulative and within the major required.

ARCH 4365. CATALYTIC MAPPING. 3 Hours.

An advanced theory elective course and workshop using the potential of mapping as a design, analytic and research mechanism for exploring complex contexts. Prerequisite: Junior standing in Architecture, Interior Design or permission of the advisor.

ARCH 4366. RADICAL URBANISM. 3 Hours.

An advanced theory course focused on the exposure to and critical analysis of some of the most radical, inspirational, and transformative urban design ideas and projects from Vitruvius to today. Prerequisite: Junior standing in Architecture, Interior Design or permission by the advisor.

ARCH 4367. HIGH PERFORMANCE FACADE SYSTEMS. 3 Hours.

Examines the role of the façade and building envelope as it relates to design, indoor comfort, energy and carbon usage, and overall performance through an exploration of materiality, assembly, and construction. The course also introduces the potential of generative technologies, smart materials, passive-active combinations, and integrated systems. Prerequisite: Junior standing in program. Restricted to Architecture and Interior Design majors.

ARCH 4368. GREEN DESIGN + CONSTRUCTION. 3 Hours.

Green building design, construction, and operation is an opportunity to reduce negative impacts on the environment, and the health and comfort of building occupants, thereby improving building performance. It provides cost savings to all tax-payers through improved human health and productivity, lower cost building operations, and resource efficiency. Green design and construction focuses on strategies and technologies to improve the energy efficiency and performance of buildings, and to reduce the environmental impact of buildings. The course emphasizes on different aspects of green building during all phases of a building's life-cycle, including design, construction, operation and decommissioning. All LEED categories are covered throughout the course and students get prepared to take LEED Green Associate exam by the end of the semester. Prerequisite: Junior standing in program. Restricted to Architecture and Interior Design majors.

ARCH 4391. CONFERENCE COURSE. 3 Hours.

Independent study guided by an instructor on a regular basis. May be repeated for credit. Prerequisite: Permission of the instructor or the Architecture Undergraduate Advisor.

ARCH 4395. SELECTED TOPICS ARCHITECTURE. 3 Hours.

Studio and lecture courses to explore and present selected topics in architecture and design. May be repeated for credit as topics change. Prerequisite: Junior standing in program. Restricted to Architecture and Interior Design majors.

ARCH 4556. DESIGN STUDIO: ARCHITECTURE III. 5 Hours.

Advanced architectural design problems in programming schematic organization, synthesis and design of buildings in their environmental context. Prerequisites: ARCH 3324, ARCH 3337, ARCH 3343 and ARCH 3554. Senior standing in program. Restricted to Architecture majors. Minimum 2.8 GPAs both cumulative and within the major required.

ARCH 4557. DESIGN STUDIO: ARCHITECTURE IV. 5 Hours.

Advanced architectural design problems in programming, schematic organization, synthesis and design of buildings in their environmental context. Prerequisite: ARCH 3324, ARCH 3337, ARCH 3343 and ARCH 3554. Restricted to Architecture majors. Minimum 2.8 GPAs both cumulative and within the major required.

ARCH 4591. CONFERENCE COURSE. 5 Hours.

Independent study guided by an instructor on a regular basis. May be repeated for credit. Prerequisite: Permission of the instructor or the Architecture Undergraduate Advisor. Senior standing in program. Restricted to Architecture majors.

ARCH 4595. SELECTED TOPICS ARCHITECTURE. 5 Hours.

A transitional studio course to explore and present selected topics in architecture and design. May be repeated for credit as topics change. Prerequisite: Department consent.

ARCH 5191. CONFERENCE COURSE. 1 Hour.

Special subjects and issues as arranged with individual students and faculty members. May be repeated for credit as topic changes.

ARCH 5301. INTRODUCTION TO ARCHITECTURE AND INTERIOR DESIGN. 3 Hours.

A survey study of the interrelationships between society, culture, and architecture. Concurrent enrollment of ARCH 5591 and ARCH 5342 required.

ARCH 5303. HISTORY OF ARCHITECTURE AND INTERIOR DESIGN I. 3 Hours.

A global survey of architecture emphasizing the material and cultural context for design. Focused primarily on the period from prehistory through 1750. Prerequisite: Permission of the instructor.

ARCH 5304. HISTORY OF ARCHITECTURE AND INTERIOR DESIGN II. 3 Hours.

A global survey of architecture emphasizing the material and cultural context for design. Focused on the period from 1750 to the present. Prerequisite: ARCH 5303 and permission of the instructor.

ARCH 5305. CITY OF ROME. 3 Hours.

History, topography, and monuments of Rome and its environs from its legendary founding in 753 B.C. until the 20th Century, with special emphasis on imperial and papal Rome.

ARCH 5306. URBAN DESIGN. 3 Hours.

Urban design theory, method, and implementation using contemporary and historic examples.

ARCH 5307. THE LIFE OF CITIES. 3 Hours.

A look at a series of world cities by situating their architectural context, with a particular focus on the impact of 20th century modernism and postmodernism on city fabric. Prerequisites: ARCH 2303 & ARCH 2304 or ARCH 5303 & ARCH 5304.

ARCH 5308. HISTORY OF URBAN FORM. 3 Hours.

The history of cities as physical form, influenced by political, economic, and social forces.

ARCH 5309. MUSEUMS: HISTORY, CULTURE, DESIGN. 3 Hours.

This course investigates the historical and cultural forces driving the design of museums in the 19th and 20th centuries with special attention to the development of a diverse range of new museum types beyond traditional art and natural science museums. Field trips to local museum sites are required. Prerequisite: ARCH 2303 or ARCH 5303 and ARCH 2304 or ARCH 5304. Department consent.

ARCH 5310. SKYSCRAPER HISTORIES. 3 Hours.

This course considers the history of the skyscraper from multiple perspectives, seeking consensus about what a skyscraper really is. This course will allow students to begin to develop their skills in reading, writing, critical thinking, visual memory, and visual analysis using the history of architecture as a medium. Students will also develop basic research skills using primary sources to document architecture. Prerequisite: ARCH 2303 or ARCH 5303 and ARCH 2304 or ARCH 5304. Department consent.

ARCH 5311. ARCHITECTURAL THEORY. 3 Hours.

A review and analysis of the concepts, philosophy, ideology, and models that promulgated 20th Century architectural design. May be repeated for credit as topics change. Prerequisite: ARCH 2303 or ARCH 5303, ARCH 2304 or ARCH 5304, and permission of the department.

ARCH 5312. WHAT MAKES A CITY: CRITICAL ISSUES IN ARCHITECTURE, PLANNING, AND URBAN DESIGN. 3 Hours.

This class is a critical exploration of the physical environment of the city, looking at a range of issues--mobility, housing, landscape, gentrification, sustainability, health-to understand how the built world shapes the way we live every day. Prerequisite: ARCH 2303 or ARCH 5303, ARCH 2304 or ARCH 5304, and permission of the department.

ARCH 5313. THE ARCHITECT IN CONTEMPORARY SOCIETY. 3 Hours.

Readings on the Culture of Architecture The focus of this course is to examine this social construct in the belief that critical self-reflection can assist in improving success within it. This examination will be conducted through readings in a collection of publications both historical and contemporary that offer critical insight into the professional/social culture of architects. Prerequisite: ARCH 2303 or ARCH 5303 and ARCH 2304 or ARCH 5304.

ARCH 5314. HISTORIC PRESERVATION AND RESTORATION. 3 Hours.

Concepts and implementation of the restoration and preservation of historic structures and places, including archaeological, bibliographic, legislative, institutional, and physical parameters to the retention and adaptive re-use of significant architecture.

ARCH 5315. TOPICS IN ARCHITECTURAL HISTORY. 3 Hours.

Courses to explore and present selected topics in architecture and related fields of the Ancient Mediterranean, the Classical World, the Middle Ages, the 19th Century, and the Non-Western Traditions. May be repeated for credit as topics change. Prerequisite: ARCH 2303 or ARCH 5303 and ARCH 2304 or ARCH 5304. Department consent.

ARCH 5316. MODERN ARCHITECTURE I 1890 TO 1945. 3 Hours.

Origins and development of Modern Architecture in Europe from 1890 to World War II, and its further evolution in Europe and America from 1918 to 1945. Prerequisites: ARCH 2303 and ARCH 2304.

ARCH 5317. MODERN ARCHITECTURE II 1945 TO PRESENT. 3 Hours.

Architectural developments in Europe, Asia, and America since World War II. Prerequisites: ARCH 2303 and ARCH 2304.

ARCH 5318. ARCHITECTURE ON SCREEN. 3 Hours.

How do the things we watch shape our perceptions of architecture and the city? How do the environments in film and on television frame our vision, shape character, and convey themes? How are architects and other design professionals portrayed? What do they suggest about changes in the physical and technological world in which we live? This course explores those questions and others through screen history, from the earliest films to contemporary television and digital productions. Themes will include the dystopian city, suburbia, the evolving depiction of modernism, architecture as documentary subject, and the history of the city on screen. Students will explore these questions and will have to make their own short films.

Prerequisite: ARCH 2303 or ARCH 5303, ARCH 2304 or ARCH 5304, and permission of the department.

ARCH 5319. HOUSING PROTOTYPES: 1920s TO PRESENT. 3 Hours.

An extensive investigation of the many states of housing that architects and educators have encountered in the last 100 years. The course is organized through introduction, research, analysis, and case study of various housing typologies, unit design principles, density concerns, site, relationship of inside and outside, zoning and building codes, and new emerging housing building types. Prerequisite: ARCH 2303 or ARCH 5303 and ARCH 2304 or ARCH 5304.

ARCH 5320. PERFORMANCE-BASED DESIGN IN ARCHITECTURE. 3 Hours.

An overview of Performance-Based Building Design (PBB) in architecture and how clients' expectations are translated into performance requirements, how we describe performance objectives, how we define performance indicators, and finally, how we can quantify and assess building performance.

ARCH 5321. ADVANCED COMPUTER APPLICATIONS. 3 Hours.

The study and application of specialized computer programs in environmental design. Prerequisites: ARCH 3343 or INTD 3343 or ARCH 5343, or the equivalent. Department consent.

ARCH 5323. CONSTRUCTION MATERIALS AND METHODS. 3 Hours.

Construction materials and structural concepts as used in buildings. Prerequisite: permission of the instructor.

ARCH 5324. STRUCTURES I. 3 Hours.

Statics, strength of materials and simple structural systems in buildings. Prerequisite: ARCH 5323 or ARCH 3323.

ARCH 5325. ENVIRONMENTAL CONTROL SYSTEMS I. 3 Hours.

Illumination, acoustics, climate controls, mechanical and electrical systems, and their significance in the total design.

ARCH 5326. ENVIRONMENTAL CONTROL SYSTEMS II. 3 Hours.

Climate controls, mechanical and electrical systems, and their significance in the total design.

ARCH 5327. STRUCTURES II. 3 Hours.

Continuation of ARCH 5324 with emphasis on structural theory and systems in wood and steel. Prerequisite: ARCH 5324.

ARCH 5328. STRUCTURES III. 3 Hours.

Continuation of ARCH 5327 with emphasis on structural theory and systems in masonry and reinforced concrete. Prerequisite: ARCH 5327.

ARCH 5329. TOPICS IN COMPUTERS AND DESIGN. 3 Hours.

Computer aided design, drafting and graphic techniques as applied to architecture. May be repeated for credit as topics change.

ARCH 5330. COMPARATIVE STRUCTURES. 3 Hours.

Comparative analysis and design of structural systems and construction techniques, including architectural and economic determinants. Prerequisite: ARCH 5328 or permission of the instructor.

ARCH 5331. PROFESSIONAL PRACTICE. 3 Hours.

Survey of the administrative functions, and the ethical and legal responsibilities of the architect. Prerequisite: ARCH 5670.

ARCH 5332. ENERGY USE AND CONSERVATION IN ARCHITECTURE. 3 Hours.

Basic concepts of the efficient use and conservation of energy related to architectural design principles. Prerequisite: permission of the instructor.

ARCH 5333. CONSTRUCTION II. 3 Hours.

Advanced construction assemblies and methods, including the principles of cost control. Prerequisites: ARCH 5670.

ARCH 5335. ADVANCED PROFESSIONAL PRACTICE II: MARKETING DESIGN SERVICES. 3 Hours.

A study of the strategies and methods for marketing professional services. Presented as case studies of architecture, interior design, and landscape architecture firms.

ARCH 5336. PROGRAMMING AND SITE DESIGN II. 3 Hours.

The course focuses on project programming and the technical aspects of site design. Prerequisite: ARCH 5670.

ARCH 5337. SOILS AND FOUNDATIONS. 3 Hours.

Soil classifications, field and laboratory identification, physical properties and load-bearing characteristics, retaining walls and foundations.

ARCH 5338. CODES AND REGULATIONS. 3 Hours.

A study of accessibility, building and energy codes and related regulations including the architects' responsibility for compliance. Prerequisite: Permission of Department.

ARCH 5339. DIGITAL FABRICATION METHODOLOGY. 3 Hours.

The conceptualizing and making of objects lying outside the traditional scope of architectural practice, including elements of industrial and product design and the development of working prototypes.

ARCH 5341. NOTATIONAL DRAWING. 3 Hours.

Seminar concerned with analytical drawing techniques and how to use the sketchbook as a tool and process for architectural production. Emphasis will be on cultivating drawing strategies that will heighten the ability to make observations through first-hand experience and record them with the correct conventions in order to enable recovery for future use in architectural design.

ARCH 5342. DESIGN COMMUNICATIONS. 3 Hours.

Architectural drawing, perception, projections, and three-dimensional representation. Prerequisite: Concurrent enrollment in ARCH 5591 is required.

ARCH 5343. ARCHITECTURAL GRAPHICS II. 3 Hours.

An advanced course to develop visual sensitivity and awareness of digital techniques to enable the student to study design ideas and present those ideas in the various design disciplines. Emphasis on the relationship of computer graphics to the design process. Prerequisite: ARCH 5342 or program approval.

ARCH 5344. CONCEPTUAL DRAWING. 3 Hours.

Seminar to explore aspects of conceptual drawing for the architect and the relationship of design ideas in the drawing process.

ARCH 5345. DIGITAL CONSTRUCTION. 3 Hours.

A workshop exploring video cartography using photography, animation, motion graphics and digital video.

ARCH 5346. CONSTRUCTION DRAWINGS I. 3 Hours.

The techniques of building construction, the communication of technical information, and the process of preparing contract drawings for construction.

ARCH 5347. DIGITAL TECTONICS & PROTOTYPING. 3 Hours.

The use of digital technology in the architectural design process focusing on the research and fabrication of full-scale production of prototypes. Completion of ARCH 4339 or ARCH 5339 Digital Fabrication Methodology is highly recommended.

ARCH 5348. ARCHITECTURAL PHOTOGRAPHY. 3 Hours.

The use of photography as an investigative and presentation medium in architecture. Emphasis on composition in black and white technique.

ARCH 5349. ARCHITECTURE PORTFOLIO. 3 Hours.

Seminar concerned with goal toward the production of a personal design portfolio.

ARCH 5350. VESSELS. 3 Hours.

The design of objects for the post-Industrial Age, including vehicles, furniture, jewelry, household objects, and clothing.

ARCH 5351. WILDERNESS: A CONDITION OF MIND. 3 Hours.

Changing conceptions of wilderness in Western thought, from ancestral prejudices to recent, revolutionary appreciation. Literary and visual documentation.

ARCH 5352. HOUSING: FROM CAVES TO MANSIONS IN THE CLOUDS. 3 Hours.

This course examines the evolution of American urban settlements as they evolved from French, Spanish and English concepts of town-planning.

ARCH 5354. CONVERGENCES: BETWEEN ART AND ARCHITECTURE. 3 Hours.

This course explores the convergences of artist methods of production with the processes of architectural practices. The course traces the work of leading filmmakers, both artistic and documentarian, whose professional leanings verge on the province of the architect.

ARCH 5355. HEMISPHERES. 3 Hours.

The study and analysis of Japanese arts and contemporary culture. The arts of ceramics, painting, calligraphy, and sculpture are examined. Prerequisite: departmental approval.

ARCH 5357. BUILDING INFORMATION MODELING & VISUALIZATION. 3 Hours.

To gain a working knowledge of Autodesk Revit and 3D Studio Max. Prerequisites: ARCH 3343 or ARCH 5343 or INTD 3343.

ARCH 5361. ARCHITECTURE AND ENVIRONMENT. 3 Hours.

An overview of sustainable design integrated with natural resource conservation.

ARCH 5362. STRUCTURAL SYSTEMS IN BUILDING. 3 Hours.

An overview of various structural systems including those used in long-span and high-rise buildings. Numerical work limited to the explanation of relevant structural concepts. Prerequisite: ARCH 5324.

ARCH 5363. DESIGN RESEARCH. 3 Hours.

Seminar directed toward the understanding of research methods and the programming of an independent design project, leading to the thesis substitute. Graded P/F/R. Prerequisite: Permission of Graduate Advisor.

ARCH 5364. SITE DESIGN. 3 Hours.

The related site design process includes site planning pertaining to land use, case studies, siting of structures, codes, and topography.

ARCH 5365. CATALYTIC MAPPING. 3 Hours.

An advanced theory elective course and workshop using the potential of mapping as a design, analytic and research mechanism for exploring complex contexts.

ARCH 5366. RADICAL URBANISM. 3 Hours.

An advanced theory course focused on the exposure to and critical analysis of some of the most radical, inspirational, and transformative urban design ideas and projects from Vitruvius to today.

ARCH 5367. HIGH PERFORMANCE FACADE SYSTEMS. 3 Hours.

Examines the role of the façade and building envelope as it relates to design, indoor comfort, energy and carbon usage, and overall performance through an exploration of materiality, assembly, and construction. The course also introduces the potential of generative technologies, smart materials, passive-active combinations, and integrated systems.

ARCH 5368. GREEN DESIGN + CONSTRUCTION. 3 Hours.

Green building design, construction, and operation is an opportunity to reduce negative impacts on the environment, and the health and comfort of building occupants, thereby improving building performance. It provides cost savings to all tax-payers through improved human health and productivity, lower cost building operations, and resource efficiency. Green design and construction focuses on strategies and technologies to improve the energy efficiency and performance of buildings, and to reduce the environmental impact of buildings. The course emphasizes on different aspects of green building during all phases of a building's life-cycle, including design, construction, operation and decommissioning. All LEED categories are covered throughout the course and students get prepared to take LEED Green Associate exam by the end of the semester.

ARCH 5370. ADVANCED DESIGN STUDIO. 3 Hours.

Studio course in the generation and development of architectural ideas in formal and environmental contexts. May be repeated for credit. Two of these courses are equivalent to ARCH 5670.

ARCH 5381. PRACTICUM. 3 Hours.

Internship program including work done through an approved architect's office, designed to give practical experience leading to a broader knowledge of the profession. Placement in offices must be approved, and in some cases may also be arranged by the school. Students may enroll in ARCH 5381 for half-time employment or ARCH 5681 for full-time employment. Students enrolled in Practicum may also participate in the Intern Development Program of the American Institute of Architects. No more than six total credit hours in Practicum are allowed for degree. Graded P/F/R.

ARCH 5391. CONFERENCE COURSE. 3 Hours.

Special subjects and issues as arranged with individual students and faculty members. May be repeated for credit as content changes. Prerequisite: Permission of Graduate Advisor.

ARCH 5395. TOPICS IN ARCHITECTURE. 3 Hours.

Studio, lecture or seminar courses to explore and present special topics in architecture and environmental design. May be repeated for credit as topics change.

ARCH 5591. DESIGN STUDIO I. 5 Hours.

An intensive studio course in architectonic theory and operations. Emphasis on analytic, conceptual, and manipulation procedures.

ARCH 5592. DESIGN STUDIO II. 5 Hours.

Continuation of ARCH 5591. Studio course emphasizing the interrelationship of formal/spatial ideas, use, and the building fabric. Prerequisite: ARCH 5591.

ARCH 5593. DESIGN STUDIO III. 5 Hours.

Continuation of ARCH 5592. Studio course emphasizing the interrelationship of formal/spatial ideas, use, and the building fabric with special attention to the urban context. Prerequisite: ARCH 5592.

ARCH 5594. DESIGN STUDIO IV. 5 Hours.

Continuation of ARCH 5593. Emphasis on complex building designs in urban environments. Off campus study may be substituted. Prerequisite: ARCH 5593.

ARCH 5665. INTERMEDIATE DESIGN STUDIO. 6 Hours.

Advanced architectural design problems in programming, schematic organization, synthesis and design of buildings in their environmental context.

ARCH 5670. ADVANCED DESIGN STUDIO. 6 Hours.

Studio course emphasizing the analysis and design of building aggregations within the urban context. May be repeated for credit.

ARCH 5671. INTEGRATIVE DESIGN STUDIO I. 6 Hours.

Introduces the design of a small to moderate scaled architectural building program. Focus on pre-design, site design, structural resolution, building assembly, building performance, detailing and materiality will be made through graphical identification, analysis, and evaluation. Additional considerations of codes, regulations, cost analysis, and life-cycle cost, are areas of emphasis informing the design process. Prerequisite: ARCH 5325 or ARCH 4325, ARCH 5327, and ARCH 5670. Credit or concurrent enrollment in ARCH 5357, ARCH 4357, or INTD 3357.

ARCH 5672. INTEGRATIVE DESIGN STUDIO II. 6 Hours.

Introduces the design of a larger-scaled architectural project with more complex programming requirements. Focus on the integration of environmental stewardship, accessibility, site conditions, life safety, environmental systems, structural systems, and building envelope systems will be made through graphical identification, analysis, and evaluation, and technical documentation. Project demonstration includes problem identification, contextual evaluative criteria, analyzing solutions, and predicting the effectiveness of implementation. Prerequisite: ARCH 5671 with a grade of C or above.

ARCH 5681. PRACTICUM. 6 Hours.

Internship program including work done through an approved architect's office, designed to give practical experience leading to a broader knowledge of the profession. Placement in offices must be approved, and in some cases may also be arranged by the school. Students may enroll in ARCH 5381 for half-time employment or ARCH 5681 for full-time employment. Students enrolled in Practicum may also participate in the Intern Development Program of the American Institute of Architects. No more than six total credit hours in Practicum are allowed for degree. Graded P/F/R.

ARCH 5691. CONFERENCE COURSE. 6 Hours.

Special subjects and issues as arranged with individual students and faculty members. May be repeated for credit. Prerequisite: Permission of Graduate Advisor.

ARCH 5693. DESIGN THESIS. 6 Hours.

Individual study project conducted by a supervising committee, with program and statement of intent to be filed with the Graduate Advisor during the previous semester. Graded R. Prerequisite: ARCH 5363.

ARCH 5695. TOPICS IN ARCHITECTURE. 6 Hours.

Studio, lecture or seminar courses to explore and present special topics in architecture and environmental design. May be repeated for credit as topics change. Prerequisite: Permission of Graduate Advisor.

ARCH 5698. RESEARCH THESIS. 6 Hours.