

Architecture (ARC)

ARC 001F First-Year Interest Group Seminar 0 Hours

Basic issues in various School of Architecture disciplines.

ARC 101Q, 201Q, 301Q, 401Q, 501Q, 601Q, 701Q, 801Q, 901Q Topics in Architecture 1-9 Hours

ARC 308 Architecture and Society 3 Hours

Introduction to the social contexts, potential, and consequences of architecture and interior design.

ARC 310K Design I 3 Hours

An introduction to the forms and methods of design for architects and interior designers, with an emphasis on inhabitation including body, light, and movement. Taught in a studio format by faculty members under the direction of a faculty coordinator.

ARC 310L Design II 3 Hours

An introduction to the forms and methods of design for architects and interior designers, with an emphasis on environment, including color, material, and texture. Taught in a studio format by faculty members under the direction of a faculty coordinator.

ARC 311K Visual Communication I 3 Hours

Study and application of drawing and other communication skills for designers, including formal and spatial studies, life drawing, and perspective.

ARC 311L Visual Communication II 3 Hours

Study and application of drawing and other communication skills for designers, including color, light and shadow, and projections. Employs manual and digital techniques.

ARC 312C Appropriate Materials 3 Hours

Examine the underlying material framework of the built environment through the study of buildings, products, and artworks that span time and place. Emphasis is placed on works of architecture.

ARC 312R Topics in Introductory Design Studies 3 Hours

ARC 415K Construction I 4 Hours

Introduction to building construction, materials, and structures.

ARC 415L Construction II 4 Hours

Analysis of building assemblies, envelope design, and structures.

ARC 318K World Architecture: Origins to 1750 3 Hours

Comparative study of the architecture of the ancient world, including Asia, Africa, the Americas, and Europe.

ARC 318L World Architecture: The Industrial Revolution to the Present 3 Hours

ARC 119S, 219S, 319S, 419S, 519S, 619S, 719S, 819S, 919S Topics in Architecture 1-9 Hours

This course is used to record credit the student earns while enrolled at another institution in a program administered by the University's Study Abroad Office. Credit is recorded as assigned by the academic advising coordinator in the School of Architecture. University credit is awarded for work in an exchange program; it may be counted as coursework taken in residence. Transfer credit is awarded for work in an affiliated studies program.

ARC 119T, 219T, 319T Topics in International Learning Seminars 1-3 Hours

Discuss various issues related to the academic, cultural, and personal aspects of completing academic work in international locations.

ARC 521G Design VI Intermediate 5 Hours

Intermediate-level studio emphasizing theory, *raison-d'etre*, program, and overlaps with other disciplines.

ARC 221K Visual Communication III 2 Hours

Introduction to digital modeling as well as principles of digital fabrication. Includes various modes of output such as drawings, renderings, and physical models.

ARC 323D Design III Intermediate Studio 3 Hours

Explore tectonic expression through structural systems, construction methods and materiality, and spatial and formal composition at the scale of a building.

ARC 523E Design IV Intermediate Studio 5 Hours

Examine the relationship of city and nature, urban issues, housing, landscape, and spatial and formal composition at the scale of the city in a studio setting.

ARC 523F Design V Intermediate Studio 5 Hours

Examine theory, *raison-d'etre*, program, spatial and formal composition, and overlaps with other disciplines in a studio setting.

ARC 326R Topics in Design and Practice 3 Hours

ARC 326R.1 Twenty-Second-Century Materials 3 Hours

ARC 327C Urban Design History, Theory, and Criticism 3 Hours

Study of critical theories and practices that affect the built environment.

ARC 327E Alternative Real Estate Action 3 Hours

Intersects theory and practice by performing design-build, community service/community engagement as a form of alternative real estate development.

ARC 327F American Dream: Status Quo and Alternatives 3 Hours

ARC 327G Regenerative Architecture 3 Hours

ARC 327J Theory of Architecture I 3 Hours

ARC 327P Productions 3 Hours

Designed to explore the relationships between the generation of form, space, experience, and atmosphere in the spatial practices of interior design, architecture, and art.

ARC 327R Topics in Architectural Theory 3 Hours

Advanced topics in architecture and associated disciplines to encourage critical and theoretical thinking.

ARC 327R.1 Architectural Criticism 3 Hours

ARC 327R.10 Energy Modeling and The Design Process 3 Hours

ARC 327R.11 Global Housing Challenge 3 Hours

ARC 327R.12 Light and Sustainable Design 3 Hours

ARC 327R.13 Managing the Design Project 3 Hours

ARC 327R.14 Place and Historical Imagination 3 Hours

ARC 327R.15 Poetics of Building 3 Hours

ARC 327R.16 Smart, Green, and Just 3 Hours

ARC 327R.17 Solar Geometry/Energy Flow in Building 3 Hours

ARC 327R.18 Timber Technologies 3 Hours

ARC 327R.19 Urban Land Institute Workshop 3 Hours

ARC 327R.2 Architectural Photography 3 Hours

ARC 327R.20 Introduction to Urban Ecology 3 Hours

ARC 327R.21 Urban Agricultural Systems 3 Hours

ARC 327R.23 Computational Design 3 Hours

Explore the theory and application of computational design. Use of software programs to develop experimental projects that uncover new tactics for the design of buildings and objects. Projects will be evaluated on their spatial and experiential potential and attention to digital craft.

ARC 327R.24 Race and Gender by Design 3 Hours
Examine the relationship of design relative to the narratives of race, gender, and diversity.

ARC 327R.25 Architecture Computation 3 Hours

ARC 327R.26 Composition and Architecture 3 Hours

ARC 327R.27 Sustainable Architectural Design 3 Hours

ARC 327R.28 Sustainability: Why This Way 3 Hours

ARC 327R.29 Architectural Interrogations 3 Hours

ARC 327R.3 City as Form and Idea 3 Hours

ARC 327R.30 Building Matters 3 Hours

ARC 327R.31 Spatial Stories 3 Hours

ARC 327R.4 Community Design Engagement 3 Hours

ARC 327R.5 Design Firm Leadership 3 Hours

ARC 327R.6 Design of New Communities 3 Hours

ARC 327R.7 Design Process 3 Hours

ARC 327R.8 Designing the Way We Build 3 Hours

ARC 327R.9 Eileen Gray and E. 1027 3 Hours

ARC 327U Technology/Technique Sustainable Design 3 Hours

ARC 328D Advanced Drawing 3 Hours
Focus on personal design methodology by exploring multiple drawing methods, skills and approaches including manual, digital, and hybrid techniques. Refines design communication skills by pairing clearly articulated design intention with compelling drawings, and expressing them via effective verbal presentations.

ARC 328F Digital Drawing and Fabrication 3 Hours
Focus on advanced visual communication methodologies necessary for architectural generation, translation, and output.

ARC 328P Prototype 3 Hours
Focus on digital fabrication as a link between architecture and product design.

ARC 328Q Rendering and Animation for the Built Environment 3 Hours
Digital visualization techniques used to model three dimensional environments and motion with digital media. Includes lectures, software demonstrations, and projects that focus on the digital translation of spatial experience, as well as the visualization techniques associated with rendering texture, character, and environment.

ARC 328R Topics in Visualization and Fabrication 3 Hours
Advanced topics in various methods of visual communication.

ARC 328R.1 Building Information Modeling and Representation 3 Hours

ARC 328S, 428S Global Visual Communication 3-4 Hours

ARC 328W Wood Design 3 Hours
Practice on basic woodworking skills: tool sharpening, layout, millwork, joinery, gluing, sanding, and finishing.

ARC 129S, 229S, 329S, 429S, 529S, 629S, 729S, 829S, 929S Topics in Architecture 1-9 Hours
This course is used to record credit the student earns while enrolled at another institution in a program administered by the University's Study Abroad Office. Credit is recorded as assigned by the academic advising coordinator in the School of Architecture. University credit is awarded for work in an exchange program; it may be counted as coursework taken in residence. Transfer credit is awarded for work in an affiliated studies program.

ARC 333 Site Design 3 Hours
History, theory, and technique of landscape design, with emphasis on the relationship of a building to its landscape.

ARC 334K Environmental Controls I 3 Hours
A survey of acoustics, color, light, illumination, and electrical and information systems in architectural interiors. Includes techniques of documentation.

ARC 334L Environmental Controls II 3 Hours
Examine heating, ventilating, air conditioning, vertical transportation, and wiring and plumbing systems in buildings, including techniques of documentation.

ARC 435R Structures I 4 Hours
Examine theories of building construction and materials. Explore the analysis and design of structural components.

ARC 435S Structures II 4 Hours
Continue to examine theories of building behavior and materials. Explore the analysis and design of structural systems.

ARC 335T Architectural Details and Materials 3 Hours
Analyze building envelope, assemblies, detailing, and specifications.

ARC 342C Mexican Architecture and Urbanism: From Pre-Columbian to Contemporary 3 Hours
A survey of Mexican architecture and urbanism from its origins in pre-Columbian times to the twenty-first century. Evaluation of architecture as a cultural production intricately connected to its artistic and historical context and the landscape that supports it.

ARC 342E History and Theories of Landscape Architecture I 3 Hours
Overview and chronological series of in-depth studies in the history of major garden cultures and designed landscapes of the Western and Eastern worlds. Introduction to methodological approaches to the formal, social, and cultural history of gardens and landscapes, as well as to relevant theoretical frameworks for interpreting these designed landscapes and for use in conceptualizing landscapes, architecture, and urban projects in studio design.

ARC 342F History and Theories of Landscape Architecture II 3 Hours
Continuation of Landscape Architecture 342K (and Architecture 342D) through the modern period to contemporary times. Formal and cultural history of gardens, parks, and public landscapes from 1700 to about 1990. Includes comparative material from the contemporary period, 1980 to 2010.

ARC 342R Topics in the History of Architecture 3 Hours
Seminars and lecture/seminars on advanced topics in the history of architecture.

ARC 342R.1 Twentieth-Century Latin American Architecture 3 Hours

ARC 342R.10 Modern American Design 3 Hours

ARC 342R.11 Modern Landscape Architecture 1900-1970 3 Hours

ARC 342R.12 Rome's Gardens and Landscapes 3 Hours

ARC 342R.13 History of Architectural Theory 3 Hours

ARC 342R.14 Professional Design Practice: Baroque Rome 3 Hours
Explore an overview of the synthetic act of design and a strong interdisciplinary grounding in one of the key historical periods of design and in advanced research methods.

ARC 342R.15 African American Experience in Architecture 3 Hours

ARC 342R.16 History of American City Building 3 Hours

ARC 342R.17 Representing Landscape and Architecture, 1500-Present 3 Hours
Explore the roles of visual representation in design and professional practice from Leonardo da Vinci to the digital age. Review the history of techniques, media, and conventions of representation in architecture and landscape architecture and in their intersections.

ARC 342R.18 Design Logics: Projection and Proportion in Architecture 3 Hours

ARC 342R.2 American Architecture 3 Hours

ARC 342R.3 Brazilian Urban 3 Hours

ARC 342R.4 Central European Architecture, 1648-Present 3 Hours

ARC 342R.5 German Modernism 3 Hours

ARC 342R.6 History of Architecture Since 1985 3 Hours

ARC 342R.7 History of Building Technology 3 Hours

ARC 342R.8 Hybridity in Landscape/Architecture 3 Hours

ARC 342R.9 Loos and Mies 3 Hours

ARC 342S Modern European Architecture 3 Hours

ARC 342T Advanced Architecture History 3 Hours

ARC 342U Modern History of Sustainable Architecture 3 Hours

ARC 350R Topics in Design Theory 3 Hours
Advanced topics in architecture and associated disciplines to encourage critical and theoretical thinking.

ARC 350R.1 The Modern American City 3 Hours
Issues facing residents of United States cities, such as transportation and housing, poverty and crime, metropolitan finance, environmental and architectural design; historical/comparative urban evolution.

ARC 350R.3 Urban Design Practice 3 Hours

ARC 350R.4 Economy/Value/Quality of Life 3 Hours

ARC 351R Topics in Visual Communication 3 Hours
Advanced topics in various methods of visual communication.

ARC 351R.1 Computer Applications in Design 3 Hours

ARC 351R.10 Visual Communication Exercises 3 Hours

ARC 351R.2 Introduction to Computer Applications 3 Hours

ARC 351R.4 Composition, Presentation, and Portfolio 3 Hours

ARC 351R.5 Descriptive Geometry 3 Hours

ARC 351R.6 Drawing Clinic 3 Hours

ARC 351R.7 Introduction to Computer Imaging 3 Hours

ARC 351R.8 Seeing Things: General Drawing 3 Hours

ARC 351R.9 Solid Geometry Drawing 3 Hours

ARC 157Q, 257Q, 357Q, 457Q, 557Q, 657Q, 757Q, 857Q, 957Q Topics in Architecture 1-9 Hours

ARC 561C Comprehensive Studio 5 Hours
Comprehensive studio to develop the ability to combine the elements of a thorough building design.

ARC 561E, 661E Advanced Design Studio 5-6 Hours
Study advanced problems in architectural design.

ARC 361S Professional Residency Program Internship 3 Hours

ARC 361T Technical Communication 3 Hours
Produce construction documents.

ARC 361U Professional Residency Program Internship Technical Communication 3 Hours
Produce construction documents.

ARC 362 Professional Practice 3 Hours
Ethical, legal, and administrative responsibilities of the architect; organizations, processes, and roles in architecture.

ARC 562E, 662E Advanced Design Professional Residency Program Internship 5-6 Hours

ARC 368R Topics in the History of Architecture 3 Hours
Seminars and lecture/seminars on advanced topics in the history of architecture.

ARC 369J City Architecture 3 Hours
Introduction to city architecture, urban design, and planning.

ARC 170V, 370V Topics in Digital Technology and Fabrication 1,3 Hours

ARC 170W, 370W Topics in Disaster Recovery 1,3 Hours

ARC 378R Bachelor Design Study, Part I 3 Hours
Independent research, planning, and prep course that must be followed by Architecture 578S.

ARC 578S Bachelor Design Study, Part II 5 Hours
An independent studio that follows Architecture 378R.

ARC 279, 379, 479, 579 Architectural Research 2-5 Hours
Investigation of problems selected by the student.

ARC 180, 280, 380, 480, 580, 680, 780, 880, 980 Topics in Architecture 1-9 Hours

ARC 380C Topics in Visualization and Fabrication 3 Hours
Advanced topics in visualization and fabrication in such media as freehand drawing, modeling, photography, computer graphics, photogrammetry, and measured drawings.

ARC 380C.1 Living Wall: Design and Fabrication 3 Hours

ARC 380C.2 Reality Capture for Architecture 3 Hours

ARC 380C.3 Material Info: Design through Fabrication 3 Hours

ARC 380C.4 Building Information Modeling and Representation 3 Hours

ARC 380D Topics in Design and Practice 3 Hours

ARC 380D.1 Twenty-Second-Century Materials 3 Hours

ARC 180R Proseminar in Architecture 1 Hour
Study of theories related to design, livability, and sustainability in the built environment. Includes collaboration with other students and research.

ARC 180V, 380V Topics in Digital Technology and Fabrication 1,3 Hours

ARC 180V.1, 380V.1 Creative Robotics 1,3 Hours

ARC 180W, 380W Topics in Disaster Recovery 1,3 Hours

ARC 381D Architectural Drawing 3 Hours
Visual communication in media, such as freehand drawing, modeling, photography, and measured drawings.

ARC 381E Introductory Studio 3 Hours

ARC 381F Digital Drawing and Fabrication 3 Hours
Focus on advanced visual communication methodologies necessary for architectural generation, translation, and output.

ARC 381T Technical Communication 3 Hours
Studio to provide skills in producing construction documents as they relate to the design and building process.

ARC 381W Visual Communication Workshop 3 Hours
Introductory workshop with a focus on developing graphic and basic design skills for the purpose of describing and communicating architectural ideas and form. Exposure to a diverse range of approaches involving freehand drawing, architectural graphic conventions, three-dimensional modeling of ideas, and an introduction to the design process.

ARC 382 Professional Practice 3 Hours
Ethical, legal, economic, and administrative processes and responsibilities of the practitioner in architecture and allied fields. Topics may include preservation law, community development, participatory design, and other aspects of organizations; methods and roles in design, planning, and preservation of the built environment.

ARC 382P Professional Residency Program Internship Portfolio 3 Hours
Under the supervision of a faculty member, students produce a portfolio based on the Professional Residency Program experience.

ARC 382R Professional Residency Program Internship Paper 3 Hours
Under the supervision of a faculty member, students produce a research paper based on the Professional Residency Program experience.

ARC 383S Site Design 3 Hours
Fundamentals of building and landscape relationships.

ARC 383T Topics in Site, Landscape, and Urban Studies 3 Hours
Topics in the history, design, and preservation of building sites, landscapes, and rural and urban communities.

ARC 384F Environmental Control: Heat, Air, and Water 3 Hours
Examine thermal comfort, heating, cooling, ventilation, plumbing systems, fire protection, and conveying equipment in buildings.

ARC 384G Environmental Control: Light, Sound, and Electricity 3 Hours
Examine light and color fundamentals, daylighting, artificial illumination, acoustics, and electrical and information systems for buildings.

ARC 384T Topics in Building and Environment Studies 3 Hours
Topics include daylighting and the history of building technology.

ARC 385Q Construction 3 Hours
Introduction to building construction, materials, and structures. Analyze building assemblies and envelope design.

ARC 385R Structures I 3 Hours
Examine theories of building construction and materials. Explore the analysis and design of structural components.

ARC 385S Structures II 3 Hours
Continue to examine theories of building behavior and materials. Explore the analysis and design of structural systems.

ARC 385T Topics in Building Construction and Conservation 3 Hours

ARC 385T.1 Architectural Conservation: Field Methods 3 Hours

ARC 385T.2 Architectural Conservation: Lab Methods 3 Hours

ARC 385T.3 Adaptive Reuse and Recycling Buildings 3 Hours

ARC 386C Architectural Theory: Contemporary Issues 3 Hours
Examine how architectural theory has shaped, and been shaped by, architectural practice in the 20th and 21st centuries, with an emphasis on architecture of the after-Modern.

ARC 386D Architectural Theory: Historical Overview 3 Hours
Survey architectural theories since the Renaissance.

ARC 386M Topics in Architectural Theory 3 Hours
Study of critical theories and practices that affect the built environment.

ARC 386M.10 Eileen Gray and E.1027 3 Hours

ARC 386M.11 Energy Modeling and the Design Process 3 Hours

ARC 386M.12 Global Housing Challenge 3 Hours

ARC 386M.13 Light and Sustainable Design 3 Hours

ARC 386M.14 Managing the Design Project 3 Hours

ARC 386M.15 Place and Historical Imagination 3 Hours

ARC 386M.16 Poetics of Building 3 Hours

ARC 386M.17 Advanced Theories of Architecture 3 Hours

ARC 386M.18 Smart, Green and Just 3 Hours

ARC 386M.19 Solar Geometry and Energy Flow 3 Hours

ARC 386M.2 Architectural Criticism 3 Hours

ARC 386M.20 Technology/Techniques Sustainable Design 3 Hours

ARC 386M.21 Timber Technologies 3 Hours

ARC 386M.22 Urban Land Institute Workshop 3 Hours

ARC 386M.25 Preservation Law 3 Hours

ARC 386M.26 Computational Design 3 Hours
Explore the theory and application of computational design. Use of software programs to develop experimental projects that uncover new tactics for the design of buildings and objects.

ARC 386M.27 Research Design 3 Hours

ARC 386M.29 Futures and Cities 3 Hours

ARC 386M.3 Architectural Photography 3 Hours

ARC 386M.30 Race and Gender by Design 3 Hours
Examine the relationship of design relative to the narratives of race, gender, and diversity.

ARC 386M.31 Architecture Computation 3 Hours

ARC 386M.32 Composition and Architecture 3 Hours

ARC 386M.33 Regenerative Architecture 3 Hours

ARC 386M.34 Sustainable Architectural Design 3 Hours

ARC 386M.35 Sustainability: Why This Way 3 Hours

ARC 386M.36 Introduction to Urban Ecology 3 Hours

ARC 386M.37 Graphic Documentation 3 Hours

ARC 386M.38 National Register of Historic Places 3 Hours

ARC 386M.39 Architectural Interrogations 3 Hours

ARC 386M.4 City as Form and Idea 3 Hours

ARC 386M.40 Inside Utopia 3 Hours

ARC 386M.41 Designing for Human Behavior 3 Hours

ARC 386M.42 Building Matters 3 Hours

ARC 386M.43 Spatial Stories 3 Hours

ARC 386M.44 Biogenic Materials 3 Hours

ARC 386M.5 Community Design Engagement 3 Hours

ARC 386M.6 Design Firm Leadership 3 Hours

ARC 386M.7 Design of New Communities 3 Hours

ARC 386M.8 Design Process 3 Hours

ARC 386M.9 Designing the Way We Build 3 Hours

ARC 387F World Architecture: Origins to 1750 3 Hours
Introduction to architectural types, principles, and building technologies from prehistory to the mid-eighteenth century.

ARC 387G World Architecture: The Industrial Revolution to the Present 3 Hours
Examination of architecture types, principles, and building technologies with special attention to cultural transfers.

ARC 388R Topics in the History of Architecture and Historic Preservation 3 Hours
Seminars and lecture/seminars on advanced topics in architectural history, historic preservation, and the history of building technology.

ARC 388R.1 20th Century Latin American Architecture 3 Hours

ARC 388R.10 Modern American Design 3 Hours

ARC 388R.11 History of Architectural Theory 3 Hours

ARC 388R.12 Romes Gardens and Landscapes 3 Hours

ARC 388R.13 Modern History of Sustainable Architecture 3 Hours

ARC 388R.14 Modern European Architecture 3 Hours

ARC 388R.15 Methodologies in Architectural History 3 Hours

ARC 388R.16 Advanced Architectural History 3 Hours

ARC 388R.17 Preservation History and Theory 3 Hours

ARC 388R.18 Preservation Planning and Practice 3 Hours

ARC 388R.19 Design Logics: Projection and Proportion in Architecture 3 Hours

ARC 388R.2 American Architecture 3 Hours

ARC 388R.20 Migratory Urbanism 3 Hours

ARC 388R.21 Professional Design Practice: Baroque Rome 3 Hours

ARC 388R.22 Cultural Landscape and Ethnographic Methods 3 Hours

ARC 388R.23 Borderlands and Mexican Built Environment History 3 Hours

ARC 388R.24 African American Experience in Architecture 3 Hours

ARC 388R.25 History of the Profession: Architecture and Capitalism 3 Hours

ARC 388R.26 Theorizing Space in the Americas 3 Hours

ARC 388R.27 History of American City Building 3 Hours

ARC 388R.28 Representing Landscape and Architecture, 1500-Present 3 Hours
Explore the roles of visual representation in design and professional practice from Leonardo da Vinci to the digital age. Review the history of techniques, media, and conventions of representation in architecture and landscape architecture and in their intersections.

ARC 388R.3 Brazilian Urban Theory 3 Hours

ARC 388R.4 History of Central European Architecture, 1648-Present 3 Hours

ARC 388R.5 German Modernism 3 Hours

ARC 388R.6 History of Architecture Since 1985 3 Hours

ARC 388R.7 History of Building Technology 3 Hours

ARC 388R.8 Hybridity in Landscape/Architecture 3 Hours

ARC 388R.9 Loos and Mies 3 Hours

ARC 389, 689 Research in Architecture 3,6 Hours
Investigation of problems in architecture, urban design, and development selected by the student with approval of the Graduate Studies Committee.

ARC 189R Architectural Research 1 Hour
Investigation of problems selected by the student with approval of the supervising faculty member.

ARC 190C, 390C Architecture Practicum 1,3 Hours

ARC 690H Master's Design Studio--Dual Degree 6 Hours
Advanced study in architecture, addressing complex design problems and issues related to various architectural topics.

ARC 391C Urban Design History, Theory, and Criticism 3 Hours
Study of critical theories and practices that affect the built environment.

ARC 391P Productions 3 Hours
Designed to explore the relationships between the generation of form, space, experience, and atmosphere in the spatial practices of interior design, architecture, and art.

ARC 392D Advanced Drawing 3 Hours
Focus on personal design methodology by exploring multiple drawing methods, skills, and approaches including manual, digital, and hybrid techniques. Refines design communication skills by pairing clearly articulated design intention with compelling drawings, and expressing them via effective verbal presentations.

ARC 692K Historic Preservation Studio 6 Hours
Interdisciplinary studio integrating design and other preservation issues at scales from interiors to landscapes and urban districts.

ARC 392P Prototype 3 Hours
Focus on digital fabrication as a link between architecture and product design.

ARC 392V Digital Visualization and the Built Environment 3 Hours
Digital visualization techniques used to model three dimensional environments and motion with digital media. Includes lectures, software demonstrations, and projects that focus on the digital translation of spatial experience, including the visualization techniques associated with rendering texture, character, and environment.

ARC 392W Wood Design 3 Hours
Practice on basic woodworking skills: tool sharpening, layout, millwork, joinery, gluing, sanding, and finishing.

ARC 694 Architectural Design: Vertical Studio 6 Hours
Design problems dealing with subjective and objective decision making, study and application of drawing and other communication skills for architects, investigation of physical and social contexts, and the practical requirements of sound building.

ARC 394S, 694S Horizontal Studio 3,6 Hours

ARC 395C Mexican Architecture and Urbanism: From Pre-Columbian to Contemporary 3 Hours
A survey of Mexican architecture and urbanism from its origins in pre-Columbian times to the twenty-first century. Evaluation of architecture as a cultural production intricately connected to its artistic and historical context and the landscape that supports it.

ARC 395D Frank Lloyd Wright: Design, Method, Theory 3 Hours
Comprehensive study of Frank Lloyd Wright's life and work with emphasis on the analyses of his concepts of organic architecture, design methods, and theories.

ARC 395E History and Theories of Landscape Architecture I 3 Hours
Overview and chronological series of in-depth studies in the history of major garden cultures and designed landscapes of the Western and Eastern worlds. Introduction to methodological approaches to the formal, social, and cultural history of gardens and landscapes, as well as to relevant theoretical frameworks for interpreting these designed landscapes and for use in conceptualizing landscapes, architecture, and urban projects in studio design.

ARC 395F History and Theories of Landscape Architecture II 3 Hours
Continuation of Architecture 395E through the modern period and contemporary times. Formal and cultural history of gardens, parks, and public landscapes from 1700 to about 1990. Includes comparative material from the contemporary period, 1980 to 2010.

ARC 395G The American Home: Identity, Process, and Marketing 3 Hours
An examination of how American housing is conceived, developed, and marketed, as well as relationships between home buyers and builders.

ARC 395J Originality Tradition in Baroque Rome: Borromini 3 Hours
Explores the synthetic act of design and notions of originality and tradition in the arts of Baroque Rome by studying Francesco Borromini and his work through the lenses of professional design practice, the arts, contemporary Galilean science, and papal society.

ARC 695S Advanced Architectural Design: Integrative Studio 6 Hours
Advanced studio to develop skills in assimilating concepts into a feasible building design.

ARC 696 Topics in Advanced Architectural Design 6 Hours
Advanced problems in architectural design to help develop skills in areas of students' and faculty member's choice, including interior architecture and preservation, as well as landscape, urban, and sustainable design.

ARC 696E Advanced Design Studio 6 Hours

Study advanced problems in architectural design to help develop skills in chosen areas, including interior architecture and preservation, as well as landscape, urban, and sustainable design.

ARC 697C Master's Design Studio 6 Hours

Participate in a forum for advanced study in architecture, addressing complex design problems and issues related to various architectural subjects.

ARC 397K Topics in Doctoral Research in Architecture 3 Hours

Conference course for students preparing for the dissertation colloquium.

ARC 698 Thesis 6 Hours

ARC 398D Departmental Report 3 Hours

Preparation of a degree project to fulfill the requirement for the Master of Science in Historic Preservation or other School of Architecture degree program under the departmental report option. May be taken for a single semester (similar to the Professional Report), or two semesters (similar to the Thesis).

ARC 398R Master's Report 3 Hours

Preparation of a report to fulfill the requirement for the master's degree under the report option.

ARC 398T Supervised Teaching in Architecture 3 Hours

Designed to orient the beginning teacher in effective methods of teaching architecture and related topics.

ARC 399W, 699W, 999W Dissertation 3,6,9 Hours