

ARC

Architecture

ARC 101 DRAWING I: OBSERVATIONAL FREEHAND DRAWING. (3)

Focuses on the rigors of observational drawing. Structure, space, contour, line, and color are explored through study of the human body, still life, landscape, and architectural spaces with attention to their application to the architectural experience. Studio: 6 hours per week. Prereq: Admission to the School of Architecture.

ARC 111 INTRODUCTION TO HISTORY AND THEORY. (3)

Introduces enduring themes and generative forces in the history and theory of architecture by examining the cultural periods of various societies in different historical periods.

ARC 151 DESIGN STUDIO I. (6)

Students investigate two-dimensional media, analyze buildings and text, and construct models as a means to explore basic environmental design principles. The studio continues with an emphasis on three-dimensional exploration and construction. Students investigate architectural design programs and materials of constructions. Studio: 12 hours per week. Prereq: Admission to the School of Architecture.

ARC 152 DESIGN STUDIO II. (6)

Students gain understanding of architectural language based on modern archetypes. Projects explore aesthetic and poetic possibilities while also emphasizing cohesion among space, structure, site, program, and material assembly. A variety of assembly types are introduced for the examining of structural and materials concepts. Studio: 12 hours per week. This course is a Graduation Composition and Communication Requirement (GCCR) course in certain programs, and hence is not likely to be eligible for automatic transfer credit to UK. Prereq: ARC 151 with a grade of C or better.

ARC 199 TOPICS IN ARCHITECTURE. (3)

This course number is to allow for new and experimental classes to be introduced into the architectural curriculum on an ad hoc basis. The course, if adopted on a permanent basis, will be formally proposed for addition to the College curriculum and assigned a new, permanent number. May be repeated to a maximum of six credits under different subtitles. Prereq: TBA.

ARC 203 DIGITAL MEDIA WITHIN ARCHITECTURE. (3)

A workshop that introduces students to the creative, analytical and generative potential of computers in the design of architecture. Lecture: one hour; laboratory: four hours per week. Prereq: Admission to the School of Architecture.

ARC 212 HISTORY AND THEORY I: 15TH-17TH CENTURIES. (3)

An overview of the key themes and historical developments in architecture from the fifteenth through seventeenth centuries. Emphasis on Western examples and relationships with earlier and later conditions, including contemporary problematics.

ARC 213 HISTORY AND THEORY II: 18TH-19TH CENTURIES. (3)

Continues the investigation of key themes and historical developments of architecture in the eighteenth and nineteenth centuries. Prereq: ARC 212 or consent of instructor.

ARC 231 STRUCTURAL AND MATERIAL CONCEPTS. (3)

Introduces technological concepts of building and investigates the spatial and formal language of architecture with visual and physical analyses of various building structures and materials through the use of computers, field observations, etc. Prereq: Admission to the School of Architecture; MA 109 or MA 123. Paired with: ARC 252.

ARC 253 DESIGN STUDIO III. (6)

Extends the consideration of the issues related to the isolated object to the multiplication of that object with reference to issues of site and context, focusing attention on formal strategies for obtaining thematic unity. Studio: 12 hours per week. Prereq: ARC 252 with a grade of C or better.

ARC 254 DESIGN STUDIO IV. (6)

Studies the formal characteristics of site and context together with laws and principles of building and nature, ecology, and the ways these forces influence architecture. The studio investigates applications of current technology and building systems. Studio: 12 hours per week. Prereq: ARC 253 with a grade of C or better.

ARC

Architecture

#ARC 280 VISUAL CULTURE IN A DIGITAL AGE. (3)

This course provides a general introduction to visual culture as a formal language with which social, cultural, political, and spiritual meanings are developed and communicated through visual means. Particular emphasis will be placed on the role of contemporary design as an intentional process and actor in the creation of culture via images, artifacts and environments. We will explore the implications and opportunities of visual representation across a range of scales (from the image and object to the patterns of the built environment) and draw from a variety of disciplines (design, architecture, art, anthropology, business, science) to link concepts of image-making, perception, identity, and humanity at large. Students will gain an ability to read the visual world with greater sensitivity; and develop a broad understanding of the power of visual images and how they operate within built and virtual environments. This course is open to all students, but cannot be applied towards the 12 credit hours of electives in the undergraduate architecture degree.

ARC 299 TOPICS IN ARCHITECTURE. (3)

This course number is to allow for new and experimental classes to be introduced into the architectural curriculum on an ad hoc basis. The course, if adopted on a permanent basis, will be formally proposed for addition to the College curriculum and assigned a new, permanent number. May be repeated to a maximum of six credits under different subtitles. Prereq: TBA.

ARC 314 HISTORY AND THEORY III: 20TH CENTURY AND CONTEMPORARY ARCHITECTURE. (3)

Investigates modern and late twentieth century architecture as well as current themes and issues in contemporary architecture in relation to their historical context. Satisfies graduate writing requirement for Architecture Majors. Prereq: ARC 111, ARC 212 and ARC 213; or consent of the instructor. This course is a Graduation Composition and Communication Requirement (GCCR) course in certain programs, and hence is not likely to be eligible for automatic transfer credit to UK.

ARC 315 HISTORY AND THEORY OF ARCHITECTURE IV: URBAN FORMS. (3)

An investigation of the factors and a consideration of the theories which have affected world urban form related to architecture. Prereq: ARC 314, or consent of the instructor.

ARC 332 ENVIRONMENTAL CONTROLS I. (3)

Design, analysis and coordination of building systems to meet basic human needs and social expectations of the built environment. Considers ecology when addressing the thermal environment, water, sanitation, concentrated energy, circulation, life-safety, and communication. Prereq: ARC 231. Paired with: ARC 354.

ARC 333 ENVIRONMENTAL CONTROLS II. (3)

A continuing investigation into ideas and issues raised in ARC 332, Environmental Controls I. Prereq: ARC 332. Paired with: ARC 355.

ARC 355 DESIGN STUDIO V. (6)

Explores the architectural problem of a large-scale interior space conditioned by social and cultural programs. Special problems in lighting and acoustics will be addressed along with long-span structure. Attention will be paid to issues of scale, life safety social interaction and public circulation. Studio: 12 hours per week. Prereq: ARC 354 with a grade of C or better. Paired with course: ARC 333.

ARC 356 DESIGN STUDIO VI. (6)

This studio explores various design topics including building technology, furniture design, digital visualization, historic preservation, and human settlement. Studio: 12 hours per week. Prereq: ARC 355 with a grade of C or better.

ARC 399 TOPICS IN ARCHITECTURE. (3)

This course number is to allow for new and experimental classes to be introduced into the architectural curriculum on an ad hoc basis. The course, if adopted on a permanent basis, will be formally proposed for addition to the College curriculum and assigned a new, permanent number. May be repeated to a maximum of six credits under different subtitles. Prereq: TBA.

ARC 405 DIGITAL VISUALIZATION I. (3)

Students are introduced to concepts of computer visualization as applied to the study of architecture. Students will utilize modeling, rendering, and animation software to create three-dimensional representations of selected projects. Lecture: two hours; laboratory: two hours per week. Prereq: ARC 203.

ARC

Architecture

- ARC 406 DIGITAL VISUALIZATION II. (3)**
A continued exploration of computer visualization with particular emphasis on a specific software. Subtitle required. Lecture: 1 hours; laboratory: four hours per week. Prereq: ARC 405.
- ARC 410 INDEPENDENT STUDY. (3)**
An independent study of architecture history and/or theory, wherein a student will research a specific topic agreed upon with a designated faculty member of the college. Laboratory, six hours per week. May be repeated to a maximum of six hours.
- ARC 434 STRUCTURAL DESIGN AND ANALYSIS I. (3)**
An exploration of structural concepts with an emphasis on statics, strength of materials, and the use of mathematical and computer-aided methods of analysis. Prereq: ARC 231.
- ARC 435 MATERIALS AND METHODS OF CONSTRUCTION. (3)**
An intensive exploration of materials and building techniques with special consideration given to the properties of materials and their uses in various methods of construction. Prereq: ARC 231.
- ARC 457 DESIGN STUDIO VII. (6)**
This studio explores various design topics including building technology, furniture design, digital visualization, historic preservation, and human settlement. Studio: 12 hours per week. Prereq: ARC 455 or ARC 456 with a grade of C or better.
- ARC 499 TOPICS IN ARCHITECTURE. (3)**
This course number is to allow for new and experimental classes to be introduced into the architectural curriculum on an ad hoc basis. The course, if adopted on a permanent basis, will be formally proposed for addition to the College curriculum and assigned a new, permanent number. May be repeated to a maximum of six credits under different subtitles. Prereq: TBA.
- ARC 510 GENERATIVE AND CRITICAL STRATEGIES. (3)**
This course explores, studies, and tests various visual and analytical tools used by designers to understand their work in order to understand the relationship of form, content, and performance of a design. Students will use these tools to gain an understanding of buildings, spaces, objects, contexts, and landscapes from a wide range of cultures and time periods. Prereq: Admission to the UK School of Architecture Graduate 3+ track.
- ARC 511 HISTORY AND THEORY SEMINAR: PRE-20TH CENTURY (Subtitle required). (3)**
One of a series of graduate seminars devoted to investigations and analyses of pre-twentieth century architecture. Subtitle required. May be repeated to a total of 6 credit hours under different subtitles. Prereq: Junior or Senior standing with completion of ARC 314, graduate standing, or consent of instructor or director.
- ARC 512 HISTORY AND THEORY SEMINAR: MODERN (Subtitle required). (3)**
One of a series of graduate seminars devoted to investigations and analyses of modern architecture. Subtitle required. May be repeated to a total of 6 credit hours under different subtitles. Prereq: Junior or Senior standing with completion of ARC 314, graduate standing, or consent of instructor or director.
- ARC 513 HISTORY AND THEORY SEMINAR: CONTEMPORARY (Subtitle required). (3)**
One of a series of graduate seminars devoted to investigations and analyses of contemporary architecture. Subtitle required. May be repeated to a total of 6 credit hours under different subtitles. Prereq: Junior or Senior standing with completion of ARC 314, graduate standing, or consent of instructor or director.
- ARC 514 HISTORY AND THEORY SEMINAR: THEORY AND CRITICISM (Subtitle required). (3)**
One of a series of graduate seminars devoted to investigations and analyses of architectural theory and criticism. Subtitle required. May be repeated to a total of 6 credit hours under different subtitles. Prereq: Junior or Senior standing with completion of ARC 314, graduate standing, or consent of instructor or director.
- ARC 515 HISTORY AND THEORY SEMINAR: URBAN FORMS (Subtitle required). (3)**
One of a series of graduate seminars devoted to investigations and analyses of urban forms. Subtitle required. May be repeated to a total of 6 credit hours under different subtitles. Prereq: Junior or Senior standing with completion of ARC 314, graduate standing, or consent of instructor or director.

ARC

Architecture

- ARC 533 STRUCTURAL DESIGN AND ANALYSIS II. (3)**
An exploration of structural concepts for the materials of steel and wood, including considerations of load and resistance as factors in architectural design. Prereq: ARC 434.
- ARC 534 ADVANCED STUDIES IN STRUCTURAL SYSTEMS. (3)**
An exploration of structural concepts relating to construction with the materials concrete and masonry, including discussion of stress and load as considerations in architectural design. Prereq: ARC 533.
- ARC 550 ACCELERATED DESIGN I. (9)**
Accelerated Design I: immersion through design in the comprehensive elements that order architecture with emphasis on integrative strategies. Prereq: Admission to the UK School of Architecture Graduate 3+ track.
- ARC 551 ACCELERATED DESIGN II. (9)**
Accelerated Design II: an immersion in the art and science of architectural design with emphasis on integrative strategies. Prereq: Admission to the UK School of Architecture Graduate 3+ track.
- ARC 584 DESIGN OF TIMBER AND MASONRY STRUCTURES. (3)**
Current and historic design methods of buildings and their components using wood, wood products, bricks, and concrete blocks. Prereq: Courses in steel and reinforced concrete design at the senior level, or consent of instructor. (Same as CE 584.)
- ARC 599 TOPICS IN ARCHITECTURE. (3)**
This course number is to allow for new and experimental classes to be introduced into the architectural curriculum on an ad hoc basis. The course, if adopted on a permanent basis, will be formally proposed for addition to the College curriculum and assigned a new, permanent number. May be repeated to a maximum of six credits under different subtitles. Prereq: TBA.
- ARC 631 BUILDING SYSTEMS INTEGRATION. (3)**
Graduate level study of the art and science of building design with emphasis given to integrative strategies for developing a comprehensive, multi-systemic, architectural project. Paired with: ARC 750.
- ARC 632 SPECIAL TOPICS IN ENVIRONMENTAL CONTROLS. (3)**
Advanced studies in human environmental design. Topics for research and development will include sustainability, energy, infrastructure, sanitation and water, lighting, and acoustics. Subtitle required. Prereq: ARC 332 and ARC 333.
- ARC 634 ARCHITECTURAL DETAILING. (3)**
A study of the art and technique of complete building design through detail development. Prereq: Completion of all technical requirements for BA in Architecture or equivalent and admission to the Master of Architecture program.
- ARC 641 PROFESSIONAL PRACTICE. (3)**
An exploration of professional and ethical responsibilities of the architect as they pertain to the procedural matters of practice and management. Prereq: Admission to the M.Arch. program.
- ARC 642 PROFESSIONAL INTERNSHIP. (3)**
A graduate-level summer internship with a professional architectural firm in which the student, along with a faculty advisor, will determine specific experiential and educational goals to be met. Laboratory: hours to be agreed upon with selected firm (apx. 10-15 hrs/wk for duration of internship). Prereq: Admission to the M.Arch. program.
- ARC 658 DESIGN STUDIO VIII. (6)**
This graduate level studio explores various design topics including building technology, furniture design, digital visualization, historic preservation, and human settlement. Studio: 12 hours per week. Prereq: ARC 457 with a grade of C or better.
- ARC 659 DESIGN STUDIO IX. (6)**
This graduate level studio explores various design topics including building technology, furniture design, digital visualization, historic preservation, and human settlement. Studio: 12 hours per week. Prereq: ARC 658 with a grade of C or better.

ARC

Architecture

ARC 699 TOPICS IN ARCHITECTURE. (3)

This course number is to allow for new and experimental classes to be introduced into the architectural curriculum on an ad hoc basis. The course, if adopted on a permanent basis, will be formally proposed for addition to the College curriculum and assigned a new, permanent number. May be repeated to a maximum of six credits under different subtitles. Prereq: TBA.

ARC 707 DIGITAL MEDIA: HISTORY AND THEORY. (3)

A graduate level seminar exploring the impact of digital media on visualization and the theoretical implications arising from its use as a means of visual expression. Laboratory: 6 hours per week. Prereq: ARC 406.

ARC 709 MASTER'S PROJECT IN DIGITAL VISUALIZATION. (9)

A final, comprehensive project in the digital visualization concentration, which synthesizes conceptual and experiential knowledge into a cohesive presentation. Studio: 18 hours per week. Prereq: ARC 750 and all requisite courses for the Digital Visualization concentration.

ARC 719 MASTER'S PROJECT IN HISTORY/THEORY/CRITICISM. (9)

A final, comprehensive project in the history, theory, and criticism concentration, which synthesizes conceptual and experiential knowledge into a cohesive presentation. Studio: 18 hours per week. Prereq: ARC 750 and all requisite courses for the History, Theory and Criticism concentration.

ARC 729 MASTER'S PROJECT IN HISTORIC PRESERVATION. (9)

A final, comprehensive project in the historic preservation concentration, which synthesizes conceptual and experiential knowledge into a cohesive presentation. Studio: 18 hours per week. Prereq: ARC 750 and all requisite courses for the Historic Preservation concentration.

ARC 735 PROJECT DELIVERY. (3)

A study in the execution of an architectural design including contract documents, cost estimation, and construction management. Prereq: Completion of all technical requirements for BA in Architecture or equivalent and admission to the Master of Architecture program.

ARC 736 BUILDING CODES AND DESIGN. (3)

An analysis of content and format of current model building codes combined with discussion of the necessity for building codes, problems in interpretation and applications as well as legal aspects involved. Prereq: Completion of all technical requirements for BA in Architecture or equivalent and admission to the Master of Architecture program.

ARC 738 CONSTRUCTION SPECIFICATIONS. (3)

A study in defining the quality of materials used in architectural design. Prereq: Admission to the Master of Architecture program.

ARC 743 ADVANCED PROFESSIONAL PRACTICE. (3)

A continuation of concepts introduced in ARC 641, Professional Practice, with an emphasis in issues relating to the legal, business, and organizational considerations of architectural practice as well as investigations into advocacy and the public and private leadership roles of the architect. Prereq: ARC 641.

ARC 748 MASTER'S PROJECT RESEARCH. (0)

Half-time to full-time work on Master's Project. May be repeated a maximum of six times. Prereq: All course work toward the degree must be completed.

ARC 750 DESIGN STUDIO X. (6)

Utilizing given site and program requirements, graduate students explore design issues comprehensively by producing a developed and detailed building design. Students will engage in structural design, environmental systems, life-safety and post-design assessments as required to meet the most current NAAB standards for a comprehensive studio. Studio: 12 hours per week. Prereq: ARC 659.

ARC 759 MASTER'S PROJECT IN BUILDING DESIGN. (9)

A final, comprehensive project in the building technology and tectonics concentration, which synthesizes conceptual and experiential knowledge into a cohesive presentation. Studio: 18 hours per week. Prereq: ARC 750 and all requisite courses for the Building Design concentration.

ARC

Architecture

ARC 761 SPECIAL PROBLEMS IN TOWN DESIGN. (3)

Students explore various topics related to the theory and practice of existing, emerging and new strategies for city and town development, revitalization, and long-term sustainability. Subtitle required. Prereq: Admission to the Master of Architecture program.

ARC 779 MASTER'S PROJECT IN TOWN DESIGN. (9)

A final, comprehensive project in the town design concentration, which synthesizes conceptual and experiential knowledge into a cohesive presentation. Studio: 18 hours per week. Prereq: ARC 750 and all requisite courses for the Town Design concentration.

ARC 799 TOPICS IN ARCHITECTURE. (3)

This course number is to allow for new and experimental classes to be introduced into the architectural curriculum on an ad hoc basis. The course, if adopted on a permanent basis, will be formally proposed for addition to the College curriculum and assigned a new, permanent number. May be repeated to a maximum of six credits under different subtitles. Prereq: TBA.