ARCH and CAP Elective Options- Summer 2022

All ARCH and CAP electives require sophomore-standing or higher. Some courses may have additional pre-requisites; see description for pre-requisite information. All meeting days/time are subject to change; please double-check listing in UCDAccess.
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- **ARCH 3600.501- Special Topics Cultural: Community Directed Design & Build**
  - o Scope: The installation will be based on a concept developed between the students and the building users. The concept development will determine the function of the installation as both an exploratory phenomenological space and interactive marker of anyone who encounters it. There will be the possibility for any user to leave a mark, and the installation will evolve over time. Time lapse photography will document the changing nature of the installation for exhibits after the installation is removed. Students will develop an Architectural construct, based on the concept and determine: materiality, connection detailing, fabrication processes and scheduling. Students will perform the fabrication and installation.
    - ▪ M/T/W/Th 9:30- 11:45am (In Person)- Teams will schedule fabrication and installation hours outside of class. Students will have multiple options for scheduling those working times.
    - ▪ *Prereq: ARCH 2110 or 2111 Design Studio I*
    - ▪ Meeting Dates: 5/16/22- 6/9/22 (Intensive)
      - • May 9: Course will commence
      - • May 26: Public presentation to building users at the installation site. The presentation will include: Structural system, material selection and method for securing to the ground. A cost estimate will be provided to show that the materials and construction services for the design will be within the course budget, $6000.
      - • May 31: Fabrication of components
      - • June 6-9: Installation
    - ▪ **Note: This course is classified as an "Extended Studies" course, which means you must follow the steps below to register:**
      - 1) **In the registration section of UCD Access, use the "Advanced Search" option.**

2) **Select the following search criteria:**
   a. **Institution: CU Denver**
   b. **Term: Summer 2022**
   c. **Campus: Extended Studies**
   d. **Subject: ARCH**
   e. **Course Number: 3600**

- **ARCH 3600.002- Special Topics Cultural: Architecture of Fun**
  o What is fun? And what is fun architecture? It seems like an easy question at first. But like a lot of easily questions, easy answers are hard to come by. This course tackles this seemingly simple question through creative practice and critical interrogation. By making and thinking about the objects we employ to "have fun", you will develop a conceptual framework and develop skills for designing and creating fun objects, with an eventual focus on a special class of objects we recognize as fun architecture.
    ▪ M/W 5:30- 8:15pm (Zoom)
    ▪ Meeting Dates: 6/6/22- 7/30/22 (Regular)

- **ARCH 3602.001 - Architecture Photography**
  o Architecture Photography is an introduction to making and critically analyzing photographs in general, as well as architectural images specifically. Students will be challenged to create compelling imagery and to think critically about the ways in which images communicate.

  Students will complete a number of in-class mini assignments, four photographic assignments, and a final photographic project. Throughout the semester students will learn:

  • How to operate a DSLR/mirrorless system camera
  • Photographic composition
  • Adobe Lightroom Classic CC, and components of Adobe Photoshop
  • Approaches to photographing architectural exteriors and interiors
  • How to use photography to capture design inspiration
  • About photographic artists and their work
  • In order to successfully complete this course students will need:
  • Access to a DSLR or mirrorless system camera
  • Can be purchased or borrowed from a friend or family member
  • A **limited** pool of cameras will be available through the college
  • An external hard drive or laptop

    ▪ M/W 12:00- 4:45pm (Remote)
    ▪ Meeting Dates: 6/6/22- 7/30/22 (Regular)

- **ARCH 3705.H01- Human Centered Design, Innovation, and Prototyping**
  o Introduces techniques for collaborative design by interdisciplinary teams: design thinking, problem solving, and rapid prototyping. Teams of students design and implement increasingly complex projects while acquiring essential innovation and problem-solving skills. The course will culminate in a final project chosen by each team.
    ▪ M/W 1:00- 4:30pm (Hybrid)
    ▪ Meeting Dates: 6/6/22- 7/2/22 (First Four Weeks)

- **ARCH 3709.001- Furniture Design**
  - o With Advanced digital technologies, students are able to create complex designs, produce intricate wood objects, and replicate furniture components in a production quality atmosphere. Students will learn to run our CNC router as they combine the traditions of furniture making with modern technology in an intensive hands-on course that explores the creative potential of the Computer Numerically Controlled (CNC) router. The class will address the questions of why, when and how to use the CNC to explore ideas in repeatable CNC driven furniture design. We will explore ways in which this technology can become another powerful tool as a design/fabrication method of making. Students will explore the materials and techniques of traditional woodworking paired, or recreated through digital technology and methods. Students will experiment, evaluate, choose and develop prototype to final product using digital modelling and CNC technology.
    - ▪ **NOTE: This course was previously numbered ARCH 3700 (Special Topics Design: Furniture Design. If you took this ARCH 3700 course previously, do not enroll in ARCH 3709; you cannot earn credit for both.**
    - ▪ M/W 3:00- 5:15pm (In-person)
    - ▪ Meeting Dates: 6/6/22- 7/30/22 (Regular)

- **ARCH 3805.001 - Beginning Revit**
  - o **Course Description:** This course covers the fundamental operation and use of Autodesk's Revit Architecture software. In this course, students will learn how to operate and navigate the program and will produce drawing sets and renderings for a simple building. The course will closely follow the "Revit Architecture 2019 Essential Training (Imperial)" and other tutorials available on Lynda.com. To access Lynda.com, students will need to purchase a subscription for the duration of the class or obtain free access through the Denver Public Library. This will be in lieu of purchasing a text book. Students who work for the university may have access to a free Lynda.com subscription.
  - o **Course Objective:** By the end of the course, students will be capable of producing full architectural drawing sets including title blocks, floor plans, elevations, sections, details, renderings, and 3D models. The course will cover basic rendering techniques and a limited amount of Adobe Photoshop skills so that students can apply their knowledge of Revit to produce materials for their studio courses as well as in their careers as architects.
    - ▪ *Prereq: ARCH 2121 and 3130 or 3110 and 3130*
    - ▪ T/Th 5:00 pm – 7:45pm (In Person)

If ARCH 1711 Arch. Visualization I is part of your BS Architecture degree requirements, this course is also available for registration in Summer 2022 (see below). Not sure if this course is required for you? Check your [degree audit] or consult with [CAP.UGAdvising@ucdenver.edu].

Note: ARCH 1711 is not eligible to fulfill an ARCH or CAP elective.

- **ARCH 1711.001- Arch. Visualization I**
  - o First in the sequence of two visual studies courses, this course introduces students to the fundamental principles of two and three-dimensional visual analysis and communication. Students are taught basic drawing and model-making conventions,

both mechanical and digital, and how to use drawings and models as design and communication tools.

- ▪ T/Th 9:30- 11:45am (Zoom)
- ▪ Meeting Dates: 6/6/22- 7/30/22 (Regular)