ARCH and CAP Elective Options- Summer 2023

All ARCH and CAP electives require sophomore-standing or higher. Some courses may have additional pre-requisites; see description for pre-requisite information. Meeting days/times are available in UCDAccess.

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- **ARCH 3600.001- 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.
    - Course Format: Remote/Zoom (synchronous)

- **ARCH 3600.H02- Special Topics Cultural: Patterns**
  o This course will dive deep into the joys of pattern design, using analog and digital techniques to develop and play with two-dimensional and three-dimensional rhythmic systems. We will investigate the value of repetition, we will create methods of adaptability, and we will explore applications. We will study the role of pattern in architecture and how it shows up at every scale from textile to urban planning, in decoration, organization, structure, and construction.
    - *Prereq: ARCH 2121 or 3110*
    - Course Format: Hybrid (Tuesday: In-person; Thursday: Remote/Zoom) (synchronous)

- **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.*
    - Course Format: In-Person (synchronous)

- **ARCH 3805.E01 - 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 or 3110 (ARCH 3430 recommended)*
    - Course Format: Online (asynchronous)