

Architecture - Design Studios/Design Thesis/Research (ARCS)

Architecture - Studio (ARCS) Courses

ARCS 1005 [0.5 credit]

Drawing

Free-hand drawing as a way of observing and understanding the world. Various media and techniques introduced through a wide range of studio and outdoor exercises. (Core Course).

Includes: Experiential Learning Activity

Prerequisite(s): registration in the B.A.S. program.

Six hours a week.

ARCS 1105 [1.0 credit]

Studio 1

Students from all BAS majors are introduced to the fundamentals of designing for the built environment using the conventions of varied modes of analog representation and physical making. (Core Course).

Includes: Experiential Learning Activity

Prerequisite(s): registration in the B.A.S. program.

Studio eight hours per week.

ARCS 2105 [1.5 credit]

Studio 2

Supported by the core curriculum, focuses on small-scale building in a local context. Using analog methods, projects introduce the integration of basic structure and building systems while furthering fundamental concepts such as space, inhabitation, and materiality. (Core Course).

Includes: Experiential Learning Activity

Prerequisite(s): ARCS 1005 and ARCS 1105.

Twelve hours studio, plus one hour lecture per week.

ARCS 2106 [1.5 credit]

Studio 3

With a focus on small to medium scale building projects, projects consider analog and digital methods to advance consideration of site, program, and the materials as the means for shaping the built environment. (Core Course).

Includes: Experiential Learning Activity

Prerequisite(s): ARCS 1005 and ARCS 1105.

Twelve hours studio, plus one hour lecture per week.

ARCS 2302 [1.0 credit]

Conservation Studio 1

Conservation methodologies will be tested and studied through design exercises and historical research on existing architectures, cities and landscapes. The emphasis on the understanding and the relation with the setting will be essential.

Includes: Experiential Learning Activity

Prerequisite(s): ARCC 3502, ARCS 1005, ARCS 1105 and second-year standing in B.A.S. major Conservation and Sustainability or permission of the School.

Eight hours studio per week.

ARCS 2303 [1.0 credit]

Urbanism Studio 1: Fundamentals of Urbanism

Through readings, discussions and projects, students will examine a number of the forces that produce the built environment and explore a variety of approaches to documenting, representing, analyzing, organizing and controlling the growth, shape, density, and mix of uses associated with cities.

Includes: Experiential Learning Activity

Precludes additional credit for ARCU 2303 (no longer offered), ARCU 3501 (no longer offered).

Prerequisite(s): ARCS 1005 and ARCS 1105, or permission of instructor.

Eight hours studio, plus one hour lecture per week.

ARCS 2304 [1.0 credit]

Urbanism Studio 2: Urbanism in the Core

Intensification, revitalization, gentrification, brownfield redevelopment, sustainability, development standards, form-based codes, and the larger impact of migration on urban density. Through design, students explore the ramifications of practices, policies, pressures, processes and cultural preferences on the evolving form and function of the urban core.

Includes: Experiential Learning Activity

Precludes additional credit for ARCS 3303 (no longer offered).

Prerequisite(s): ARCS 1105, and third-year standing in B.A.S. Urbanism major or permission of the School.

Eight hours studio, plus one hour lecture per week.

ARCS 3105 [1.5 credit]

Studio 4

Supported by the core curriculum, focuses on a medium-scale building within a regional context. May include a small design-build. Projects further analog and digital methods. May introduce concepts like adaptive re-use while furthering the understanding of structure and building systems in a complex building. (Core Course).

Includes: Experiential Learning Activity

Prerequisite(s): ARCS 2105 and ARCS 2106.

Twelve hours studio, plus one hour lecture per week.

ARCS 3107 [1.0 credit]**Studio 5**

The Directed Studies Abroad (DSA) studio considers large-scale, mixed-use buildings in an international context. Design projects advance analog and digital methods to explore broader cultural and social conditions within a complex site often in conjunction with a site visit abroad. (Core Course).

Includes: Experiential Learning Activity

Precludes additional credit for ARCS 3106 (no longer offered).

Prerequisite(s): ARCS 2105 and ARCS 2106.

Eight hours studio, plus one hour lecture per week.

ARCS 3301 [1.0 credit]**Conservation Studio 2**

Historical building projects exploring architecture as a form of cultural expression. Consideration of site, program and materials. Introduction of conservation, sustainability and adaptive re-use principles, development standards, architectural codes, using case studies in Ottawa and elsewhere. Physical, digital drawings and models to explore designs. (Core).

Includes: Experiential Learning Activity

Precludes additional credit for ARCC 3301 (no longer offered).

Prerequisite(s): ARCC 3502, ARCS 2302 and third-year standing in B.A.S. Conservation and Sustainability major or permission of the School.

Studio eight hours per week.

ARCS 3302 [1.0 credit]**Conservation Studio 3**

The role of architecture in culture, stressing site and program with respect to their historic, social and ecological implications. Synthesis of issues, methods and techniques of the conservation and sustainability curriculum. (Core Course).

Includes: Experiential Learning Activity

Precludes additional credit for ARCC 3302 (no longer offered).

Prerequisite(s): ARCS 3301 and third-year standing in B.A.S. Conservation and Sustainability major or permission of the School.

Studio eight hours per week.

ARCS 3304 [1.0 credit]**Urbanism Studio 3: Urbanism on the Periphery**

Urbanization, sprawl, growth models, land consumption, containment strategies (smart growth, greenbelts, growth boundaries), edge cities, the Just City, Ecological Urbanism, and informal suburbanization in developed and developing countries. Through design, students explore the impact of practices, pressures, processes and cultural preferences on the expanding city.

Includes: Experiential Learning Activity

Precludes additional credit for ARCU 3304 (no longer offered).

Prerequisite(s): ARCS 2303 and ARCS 2304 and third-year standing in B.A.S. Urbanism major or permission of the School.

Eight hours studio, plus one hour lecture per week.

ARCS 3306 [1.0 credit]**Urbanism Studio 5: Global Perspectives**

Urbanization as a global phenomenon. Study of various forms of urbanization and de-urbanization in relation to economic, political and cultural forces. Through design, students explore the (trans)formation of settlements and communities outside of the North American context.

Includes: Experiential Learning Activity

Precludes additional credit for ARCS 4304 (no longer offered).

Prerequisite(s): ARCS 2303 and ARCS 2304 and third-year standing in B.A.S. Urbanism major or permission of the School.

Eight hours studio, plus one hour lecture per week.

ARCS 4105 [1.5 credit]**Comprehensive Studio**

Focussing on multi-unit housing, students from BAS majors collaborate to develop strategies for redevelopment of large urban sites. Engages urban design, site planning, programming, adaptive reuse, and community consultation. Students produce detailed designs for buildings, emphasizing building systems and envelope design. (Core Course).

Includes: Experiential Learning Activity

Prerequisite(s): ARCS 3105 and ARCS 3107, or ARCS 3303 and ARCS 3304.

Twelve hours studio, plus one hour lecture per week.

ARCS 4107 [1.0 credit]**Option Studio**

Offers a range of topics for exploration. Students use analog and digital methods and techniques to culminate the undergraduate studio sequence while offering focused research-led investigation into key social, political, spatial issues. (Core Course).

Includes: Experiential Learning Activity

Precludes additional credit for ARCS 4106 (no longer offered).

Prerequisite(s): ARCS 3105 and ARCS 3107.

Eight hours studio, plus one hour lecture per week.

ARCS 4301 [1.5 credit]**Conservation Studio 4**

Issues of program and site as the culturally defining aspects of sustainable architectural practice within complex urban and social situations, using difficult sites, historically significant buildings and/or locations and hybrid programs. projects brought to a high degree of formal and graphic resolution. (Core Course).

Includes: Experiential Learning Activity

Precludes additional credit for ARCC 4301 (no longer offered).

Prerequisite(s): ARCS 3302 and fourth-year standing in B.A.S. Conservation and Sustainability major or permission of the School.

Twelve hours studio and one hour of lecture per week.

ARCS 4302 [1.0 credit]**Conservation Studio 5**

Conservation decision-making process and contemporary conservation concepts in the development of a design for the adaptive reuse, in Ottawa and elsewhere.

Consideration of sustainability aspects, site, program, and materials.

Includes: Experiential Learning Activity

Precludes additional credit for ARCC 4302 (no longer offered).

Prerequisite(s): ARCS 4301 and fourth-year standing in B.A.S. Conservation and Sustainability major or permission of the School.

Studio eight hours per week.

ARCS 4303 [1.5 credit]**Urbanism Studio 4: Housing**

Housing as it affects urban form. The design of multi-unit housing in a variety of forms and for a range of demographic groups. After thorough research of applicable codes and bylaws, students engage the design of housing at the site, building and detail level.

Includes: Experiential Learning Activity

Precludes additional credit for ARCU 4303 (no longer offered).

Prerequisite(s): ARCS 3303 and ARCS 3304 and fourth-year standing in B.A.S. Urbanism major or permission of the School.

Studio twelve hours per week and one hour lecture.