

Architecture Core Prep Workshop
Harvard GSD

Instructor: Andrew Holder

Introduction

Architecture Core Prep is a rigorous introduction to architectural design. It prepares students for the core studio sequence in Architecture at the Harvard Graduate School of Design. The course is designed especially for members of the incoming M. Arch I class without an undergraduate degree in architecture, although it is also expected that students of all levels will find it to be an enriching and challenging preparation for Fall term.

The acquisition of technical skill is one of the primary concerns of Core Prep, as First Semester Core studio assumes that every student possesses a degree of facility in drawing, model-making, and the use of design technologies. (While students will find their technical skills continue to accrue in the Core Studio Sequence, it is expected that most learning of this kind will happen outside of studio – in elective courses, in supplementary workshops offered every term at the School, and via informal exchanges between classmates.) Core Prep introduce common design software (Rhino, Vray, Illustrator, Photoshop, and InDesign), drawing techniques (orthographic, axonometric, and perspectival projection, as well as rendering and mixed-method drawing), model-making techniques, and basic CNC fabrication technologies for model-making (laser cutting and 3D printing). Students will also be oriented to the model shop and large-format printing facilities.

The second, and perhaps more important concern of Core Prep is an introduction to the intellectual framework of design as it is taught at the GSD. Clarity of thought and argumentation are paramount. Students will learn to design with the aid of rigorous geometric structures, then argue on behalf of their work through drawing, modeling, and verbal description.

Attendance and Grading

Studio will be held 10:00 – 6:00 Monday-Friday. Additional TA-supervised working hours will be held on the weekend of August XX and XX. Supervised work in studio will be supplemented with a daily schedule of lectures, reviews, and hands-on demonstrations. Students are required to attend all scheduled class sessions. Most students will find that additional time working in studio outside of regularly scheduled hours in order to successfully complete the design exercises.

Core Prep is not for-credit. Grades are not awarded.

Required Equipment

All students are expected to bring their own laptops to studio on the first day. Laptops must run Windows in order for students to receive support from the IT staff and instruction from the TA's. Apple laptops are fine, but only if they are running BootCamp. Emulation and virtualization software is discouraged: most find it too slow for the required software. If students choose to use Bootcamp, the computer should be partitioned prior to arrival at the GSD. IT staff will not be able to help with this process.

The GSD provides access to Rhino and V-Ray and will provide installation instructions along with a troubleshooting clinic for anyone who needs extra technical assistance. Students should plan on purchasing their own monthly subscription to Adobe Creative Cloud.

Harvard ID

Students will need to have a Harvard ID in order to access the building after the first day of class. Admissions will run a walk-in clinic 1:00 – 2:00pm on Monday, August XX so that students can pick up their ID cards. Please remember to bring a government-issued form of identification; Admissions needs to see it before they can release a Harvard ID.

Course Schedule

<i>Date</i>	<i>Agenda</i>	<i>Due</i>
8/X	10:00 Welcome (Piper Auditorium) 11:00 IT Orientation 11:30 Introduction to Project 1 12:30 Studio Break-Out 2:00 – 3:00 Student ID Walk-In Clinic 2:00 – 5:00 IT Troubleshooting Clinic 3:00 Lecture: Rhino 1 Working Hours	
8/X	10:00 Pinup 11:30 Project 1 Part 2 Lecture: Rhino 2 Lecture: Illustrator 1 Lecture: Scale and Line Weights Working Hours	Project 1, Part 1
8/X	10:00 Pinup 11:30 Project 1 Part 3 2:00 – 3:00 Laser Cutter Orientation Demonstration: Laser cutters Lecture: Illustrator 2 Lecture: V-Ray 1 Working Hours	Project 1, Part 2
8/X	10:00 Project 1 Final Pinup 1:00 Intro to Project 2 2:00 Lecture: Rhino 3 3:00 Lecture: Drawing Conventions 2 Working Hours	Project 2, Part 1
8/X	1:30 – 3:00 Group 1 Shop Orientation	

SAMPLE SYLLABUS

	3:30 – 5:00 Group 2 Shop Orientation Lecture: Rhino 3D (B) Lecture: Model-Making Orientation to the model shop Demonstration: 3D Printing Working Hours	
8/X	TA-Supervised working hours 11:00 – 4:00	
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8/X	10:00 Pinup Lecture: Rhino 3D(C) Lecture: V-Ray (A) Lecture: Photoshop (A) Working Hours	Project 2, Part 2
8/X	Lecture: V-Ray (B) Lecture: Photoshop (B) Working Hours	
8/X	Lecture: InDesign Lecture: Drawing (C) (Convention) Demonstration: Model Photography	Project 2 , Part 3
8/X	Working Hours	
8/X	Working Hours Final Pinup	Project 2, Part 4