

Course Specification

Course number, code, and name: Design Foundations 1 (Arch112)	Course Prerequisite: None
Hours (Certified/Contact): 3/4	Year/Level: 2/1
Course Description: The course focuses on the basic two- and three-dimensional design skills students need to master to prepare them for architectural design projects, as well as the use of color and prototyping. At the end of the course, students will be presented with a project consisting of an artistic painting based on the foundations they have learned throughout the semester.	
Course Objectives (Learning Outcomes): -To recognize the importance of design foundations and principles to prepare students to prepare design ideas for projects. -To recognize the foundations of two- and three-dimensional design. -To recognize the properties of color and its use as a basis for design. -To enable students to conduct practical exercises without using color and with it.	
Main Topics: - Two-Dimensional Design Foundations: (Shape, Repetition, Grid, Similarity, Gradient, Radiation, Contrast, Texture, etc.) - Three-Dimensional Design Foundations: (Serial Planes, Pyramid, Prism, Cylinder, Polyhedron, etc.) - Other Design Foundations: (Symmetry, Proportion, Balance, Flexibility, Dominance, etc.) - Color Properties and Application of Two-Dimensional Design Foundations in Color	
Assessment Methods: 35% Exercises, 20% Homework, 10% Exam1, 15% Exam2, 20% Project	
References: - Wucius wong, <i>Principals of Tow-Dimensional Design</i> , Published by John Wiley & Sons, 1993 - Wucius wong, <i>Principals of Three-Dimensional Design</i> , Published by John Wiley & Sons, 1977	
Notes (course teaching method, initial work plan, etc.): Day 1: Evaluation of exercises and assignments + Lecture Day 2: Completion of the exercises in the studio + assignments outside the studio	

Timetable

Week	Topics	Exercise	Homework
1	Introduction 2D/Form/Repetition	Form & Repetition	Form & Repetition
2	Structure / Similarity	Structure	Similarity
3	Gradation / Radiation	Gradation	Radiation
4	Anomaly / Contrast	Anomaly	Contrast
5	Color / Concentration	Color	Concentration
6	Texture / Space	Texture	Space
7	Exam1		
8	Introduction3D / Serial plan	Serial plan	Serial plan
9	Wall structure / Prisms & Cylinder	Wall structure	Prisms & Cylinder
10	Repetition / Polyhedral Structure	Repetition	Polyhedral Structure
11	Triangular Planes / Linear Frameworks	Triangular Planes	Linear Frameworks
12	Linear Layers / Interlinking Lines	Linear Layers	Interlinking Lines
13	Exam2 / Project	Project	Project
14	Project (draft)	Project	Project
15	Project (Submission)		