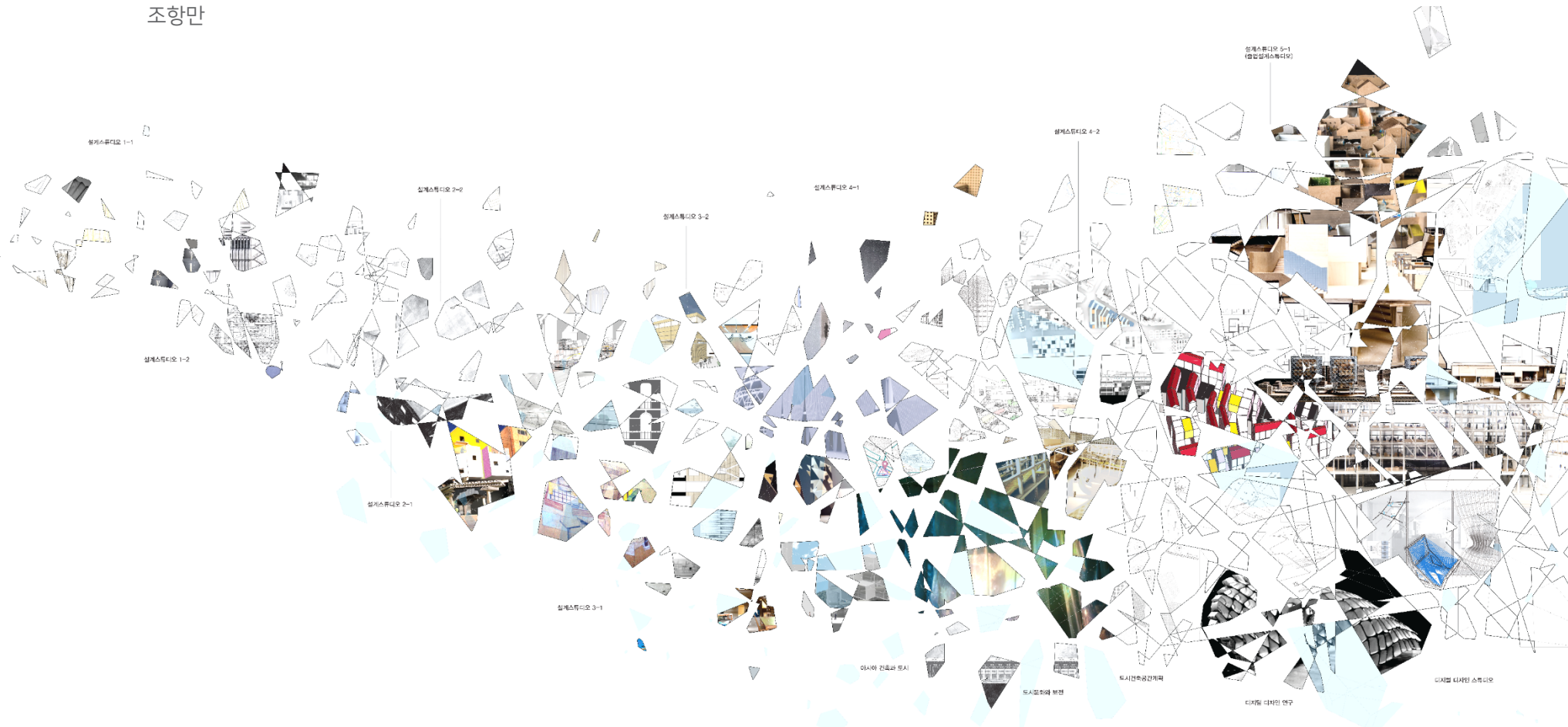


DESIGNTECHNOLOGY

건축 업역 확장과 건축교육의 새로운 방향 모색: 서울대학교 건축학과 1,2학년 통합교육과정

2018. 04.27

서울대학교 공과대학 건축학과
조항만



현실: 건축사

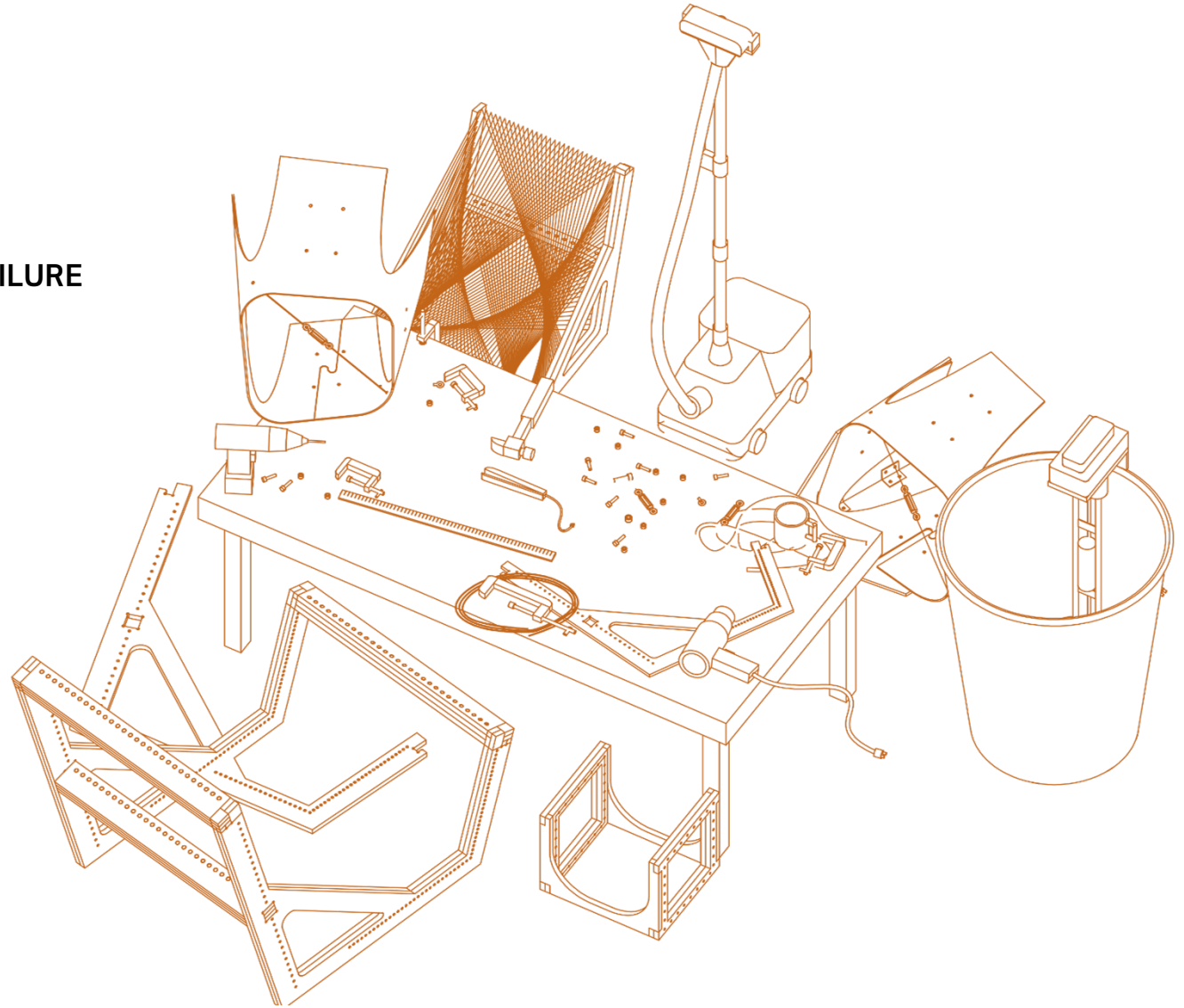
Architect's License



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5. 기초 스튜디오 1,2,3,4
6. 학생작업



건축교육의 위기 [建築教育危機]

CRISIS OF ARCHITECTURAL EDUCATION

“Architectural pedagogy has become **stale**” (Colomina, 2012)

Education, its underlying rituals and processes, **has not really changed over the past 20 years** and this is one of its biggest weaknesses (Till, 2012)

“정체된 건축교육의 철학과 방법들”

‘What is left out of university education is **‘the ordinary’**’

(Ward, 1996, p.11)

“특별함 만을 요구하는 건축교육”

Architecture is a **participative process**, but the design studio is often isolated from the real world and from the types of relationships and Interactions that would occur in practice

(Nicol and Pulling, 2000)

“현실과 유리된 건축교육”

As students we're presented with these grand social schemes by Le Corbusier, Hertzberger or Also van Eyck. Then when you begin your internship or first job you inevitably **work under very constrained briefs for (very) market orientated proposals.**"

(Hyde in Breddels and Oosterman, 2013, p.250)

“좌절의 근원: 시장 중심의 건축계”

The recent **economic downturn(2008)** and ongoing restructuring of both the professional training and practice of architecture, signifies a tipping point in the way we currently teach and practice architecture.

(Harriss, 2012)

“경제위기와 건축실무의 변화”

“Education of architecture remains thoroughly in the theoretical rather than practical and there is a **huge gap between the expectations of future employers and what tutors are teaching in the schools.**”

(Sofia Davies, Part 2 Architecture Graduate, 2013, UK)

“이론[학교교육]과 실재[현장]의 격차”

“In the area of architects becoming more attuned with social change I think that education is too hermetic. Students are generally taught to that they have to work on their own, develop **their own ideas and believe that collaboration dilutes their special vision. All of these ideas are unsustainable as we move into the **future**.”**

(Chris Livingston, Lecturer at Montana University, 2013)

“사회변화에 둔감한 건축교육”
“건축에만 매몰된 건축교육”

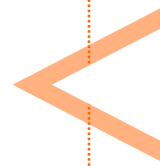
과연 우리는 제대로 가고
있는 것일까???



Many courses focus on producing the 'solitary genius,
rather than today's collaborator' (Buchanan, 2012b)

The Solitary Genius/ Leader

고립된 천재/ 리더



Today's Collaborator

오늘날 필요한 협업자?

업역확장 [業役擴張] EXPANDING PROFESSION

누구나 건축가다. 모든 것이 건축이다.

All are architects, Everything is Architecture.

(Hans Hollein, 1968)

“The demands on architects haven’t changed much; we still face the same pressures to deliver on ever smaller budgets, frequently working for clients who will not use the **end product. The difference is our youngest generation of architects (professionally qualified or not) are **having to think and act outside the box** to keep a toe hold in the discipline.”**

(James Benedict Brown, Lecturer at Norwich University of the Arts, 2013)

The traditional role of the architect is diminishing. Architects **need to create social, economic and environmental value by being resourceful, and engaging with these current issues. This in turn works towards more sustainable long-term solutions.**

(Colin Priest, 2013)

새로운 건축업역지도

The Architects New Atlas

The near-collapse of our financial system has had tremendous effects on the architectural profession. The number of unemployed architects worldwide is higher than ever before. This, combined with the fragmentation of the building process into the hands of specialist consultants and the **shift from architects being in the service of public to private capital**, has made a lot of the work and responsibilities that traditionally belonged to them simply disappear or move to other professional domains. **This is why newly graduated architects have difficulties finding jobs that match their education, creative ability or ambition** – not to mention the thousands of students facing an increasingly uncertain future.

<http://helsinki.designlab.org/blog/new-architects-atlas>



1. The Environment

환경

“Environmental crisis is the greatest challenge facing our age yet” (Hyde & Jeremijenko, 2013)

The environment has always had a huge impact on the architecture profession.

Architects deal with control and mitigation of environmental issues concerning a building on a day-to-day basis. (Awan, Schneider and Till, 2011)

Energy use, materiality and the focus on carbon zero buildings are at the 20 forefront of architectural design. (Hyde & Jeremijenko, 2013)

It is evident that environmental issues cannot be dealt with through technical fixes alone, and that one has to deal with how **social conditions are linked with ecological conditions.**

(Awan, Schneider and Till, 2011)

업역확장의 4개의 중요 이슈

4 Key Issues to Expand Profession

2. Politics

정치

“There is politics in space because **space is political.**” (Lefebvre, 1991)

Not only is politics linked to social space but it is also deep rooted in the challenges of humanitarian crisis. Natural and human induced disasters are currently often in the headlines. Complexities with the planning process and policies are more than often determined by politics. A political system can often contribute to the magnitude of a disaster, and can have a significant consequence on the level of vulnerability within a country. Disasters are forcing changes within government systems and cities. **Architects need to engage with public planning, or re-engage with government, to attempt to change, or rebuild, a city or community.**

(Vanstiphout, 2013)

3. The Economy

경제

We are currently in a financially driven climate (RIBA, 2011b).

The current **economic downturn has forced architects to adapt, and explore different ways of working**. Many architects are looking beyond the typical client. The instability of the profession provides opportunities for architects to **embrace new tools, and competencies, and participate in matters other than the production of buildings**. Not only does the profession have to deal with its own economic realities, but it also faces the increasing problem of poverty, unemployment and inequality on a national and global scale.

Architects are predominately nurtured to design for the 1%, the single, autonomous client.

(Hamdi, 2011a)

업역확장의 4개의 중요 이슈

4 Key Issues to Expand Profession

4. Technology

기술

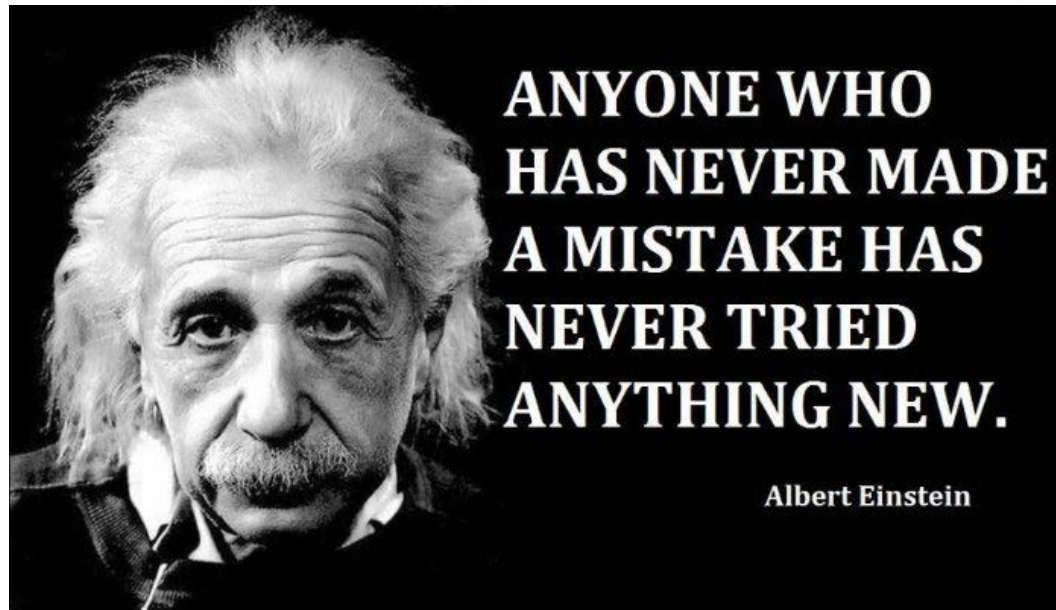
Advances in technology are continuing to place new demands on the construction industry.

These include advances in computer software, construction and assembly methods, and materials. Architecture practices must adapt to the changing context of technology, to work more efficiently and effectively.

(Lofthouse, 2013).

실패로부터

From Failure



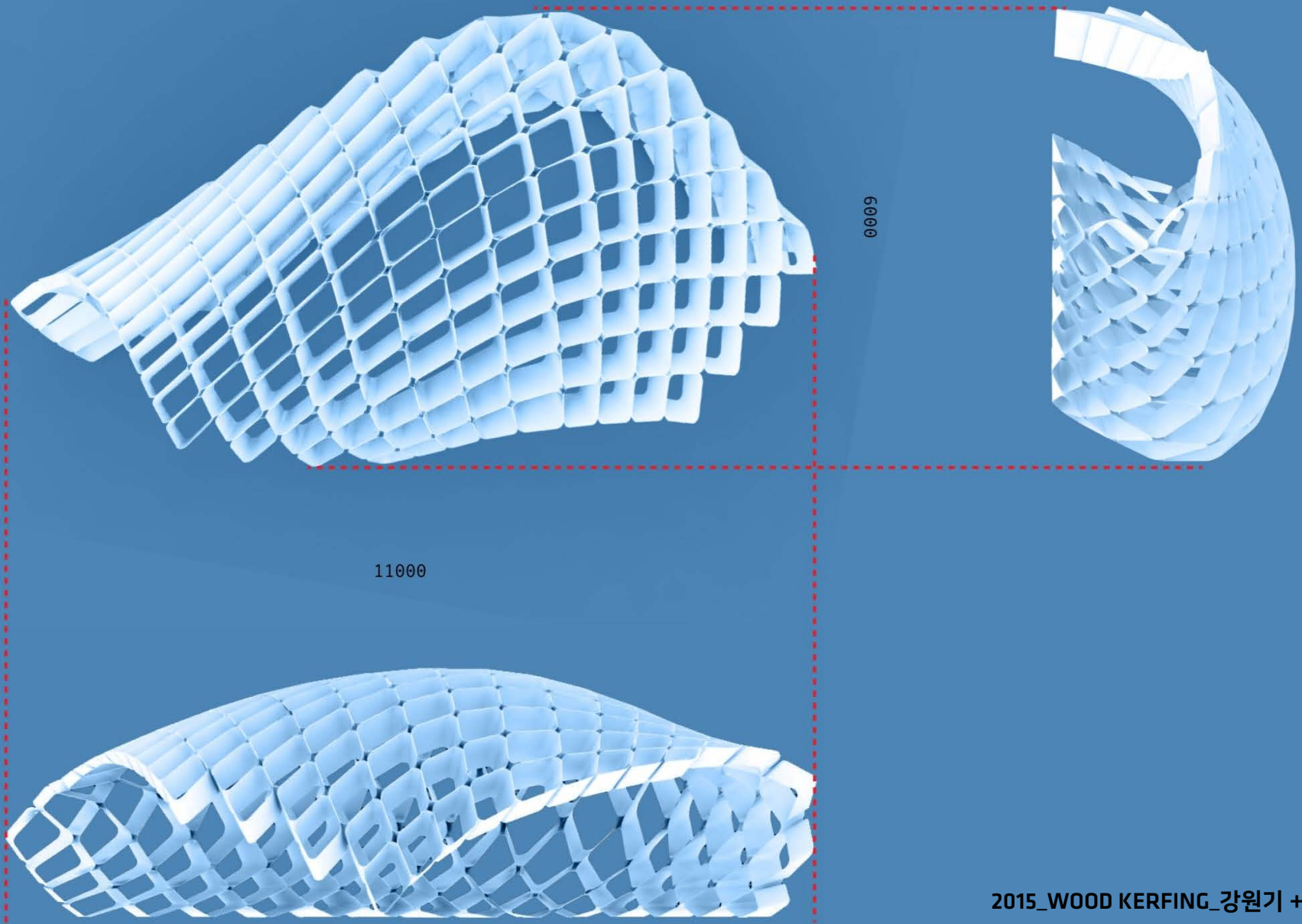
실패로부터

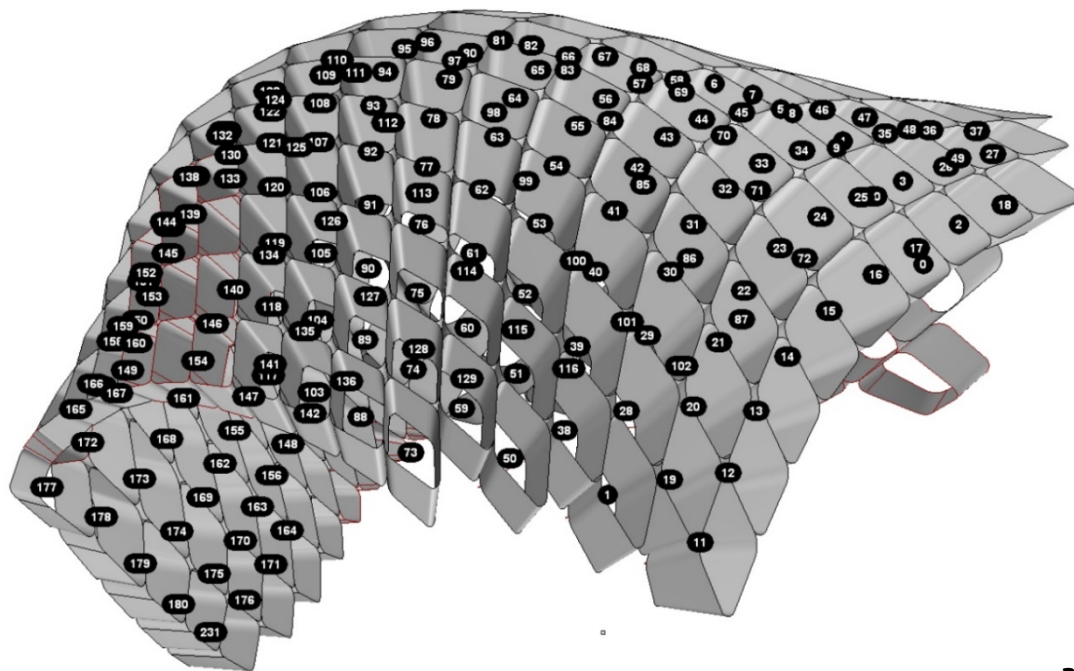
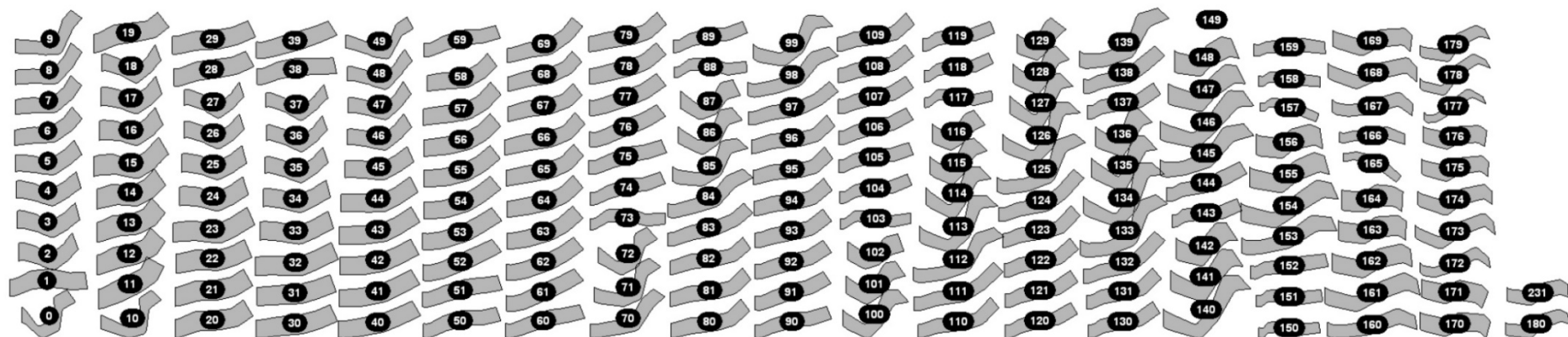
From Failure

현재 건축교육의 가장 큰 문제점은 **실패**를 경험하지 못하게 되어있다는 거죠. 건축교육에서 **End Product**를 만드는 것을 하지 않기 때문이죠. 시험을 망치거나 설계 리뷰에서 좋지 않은 평가를 받는 것은 진정한 의미의 실패는 아닙니다.



완제품생산 [完製品生産] PRODUCE END PRODUCTS





BIRCH WOOD PLYWOOD X 115

= 3450,000

2015_WOOD KERFING_강원기 + 정연중

1. Live Projects

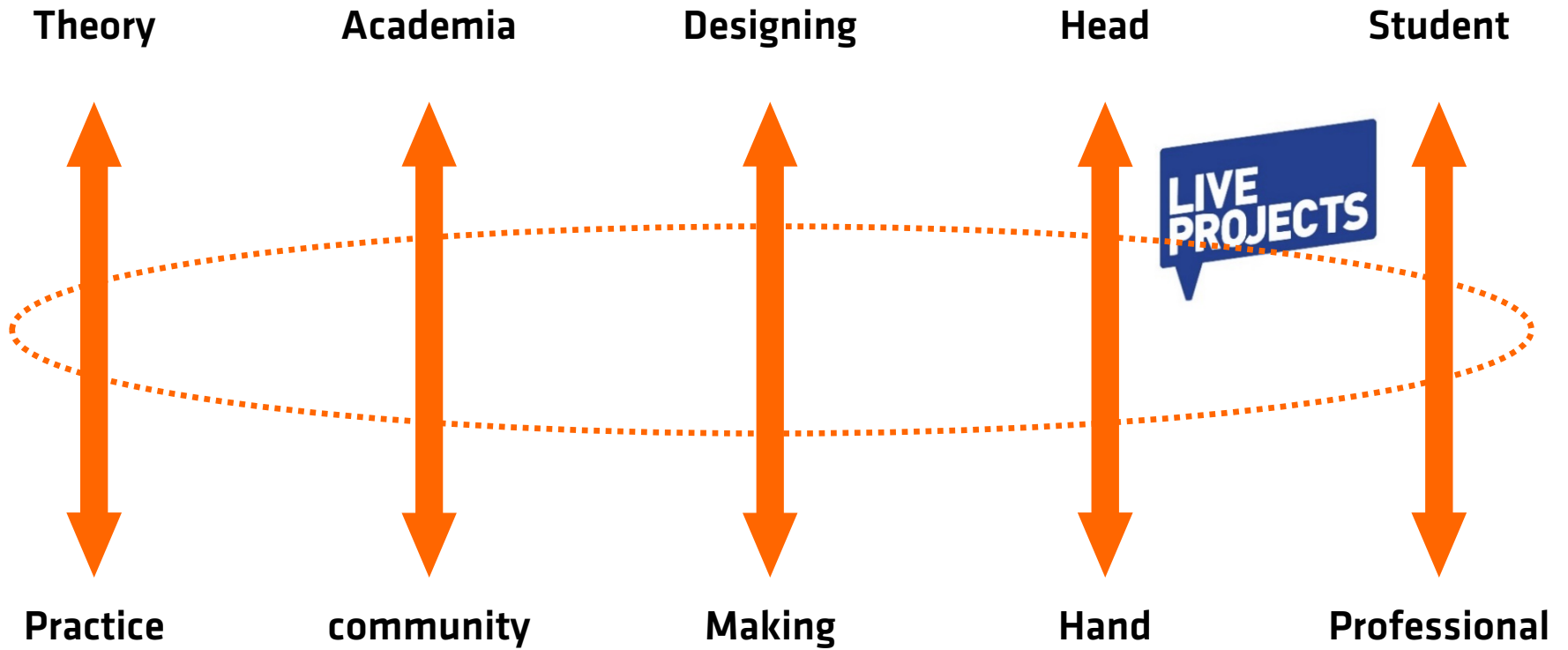
라이브 프로젝트

Despite all of the criticism there are architecture schools that have progressed, and understand the importance of alternative projects that ‘engage with the culture we serve’.

(Markey, 2012)

‘Liveliness’ is becoming a buzzword amongst educators and students of architecture.

(Lofthouse, 2013)





Index

University of Sheffield
School of Architecture.

Previous

Archive.
About Live Projects.
Client guide.
Student guide.
Recognition.

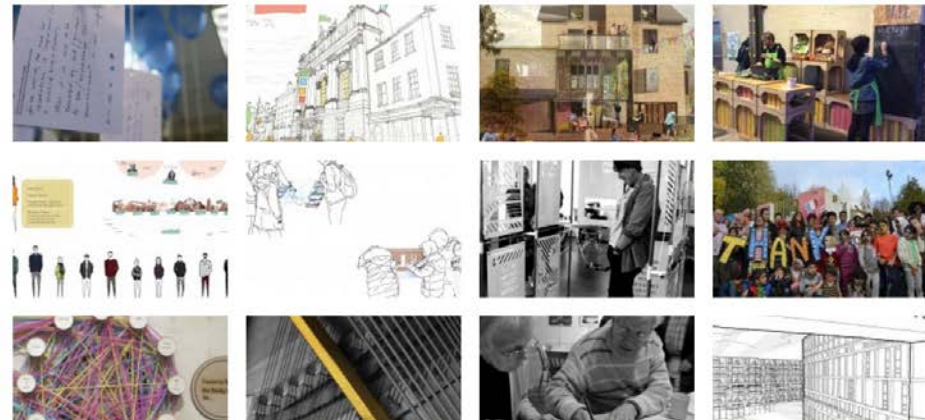
Get Involved.

Live Project Enquiries.
School of Architecture
The University of Sheffield
Arts Tower
Western Bank
Sheffield S10 2TN

tel: +44 (0)114 222 0399
email: liveprojects@shef.ac.uk



Masters architecture students work in groups on Live Projects with a range of clients including local community groups, charities, health organisations and regional authorities.



1. The Social Production of Architecture 건축의 사회적 생산
2. Professionalism 전문 직업 의식
3. Benefiting real communities, policy and people 커뮤니티, 정책과 사람에 실질적 도움이 되는
4. Project Management 프로젝트 관리
5. Developing 'Soft Skills' 소프트 스킬의 개발
6. Collaborative Working 협동 작업
7. Participatory Practice 참여 실습
8. The Expanded Role of the Architect 건축가 역할의 확장
9. Social & Environmental Sustainability 사회적 환경적 지속가능성
10. A Critique of Architectural Education & Practice 건축교육 및 실무 비평
11. Learning to be Reflective 사례 깊음의 체득

2. Rural Studio

루컬 스튜디오

Another well-known example of an alternative studio is Rural Studio, an undergraduate program of the School of Architecture, Planning and Landscape Architecture at Auburn University. The program focuses on practical hands on construction and social activism.

“Architectural education had become **more about academics and less about construction...**
the connection between aesthetics and the realities underlying design was being lost”

(Oppenheimer, 2002).



3. Yale Building Project

예일 빌딩 프로젝트

Since 1967, the Yale School of Architecture has offered its first-year students the unique chance to design and build a structure as part of their graduate education. Unique among architecture schools, this program is **mandatory for all members** of the class. The Building Project results in a single-family house in an economically depressed neighborhood....The houses allow students the experience of **working with a client** and the opportunity to respond to the challenges of affordable housing and urban infill. Students have shown great enthusiasm for these projects focusing on community development and neighborhood improvement. Many of them arrive at school with a desire to include such socially responsible work in their future professional lives. Having **the opportunity to participate in the design and construction** of such building projects often reinforces their dedication to do so.

(<https://www.architecture.yale.edu/academics/building-project>, 2018)



900 x 598 - Images may be subject to copyright

YSOA JIM VLOCK BUILDING PROJECT 2014

yalearchitecture.org

Visit

Save

View saved

Share

Related images:

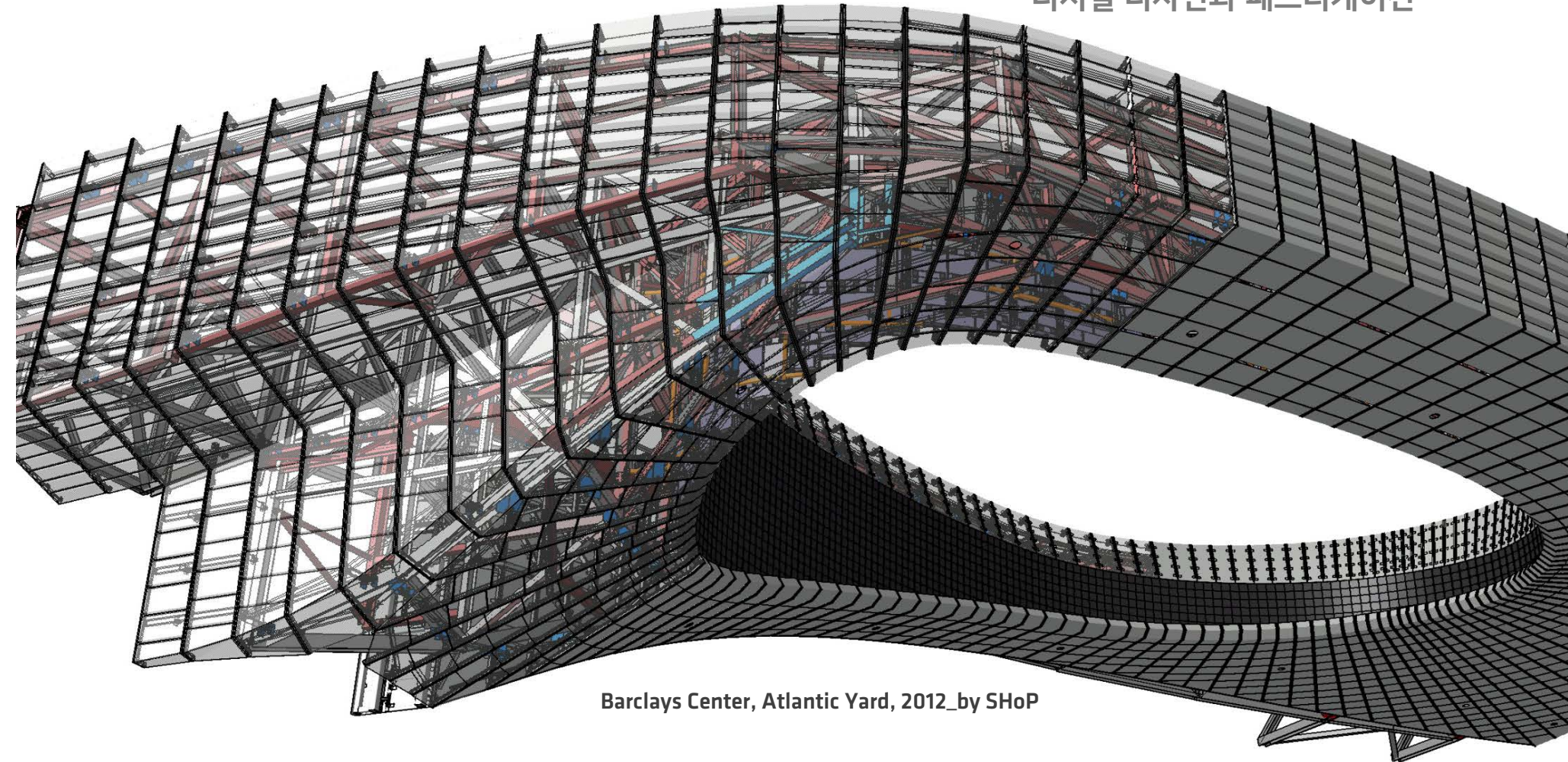


Get help - Send feedback



4. Virtual to Real

디지털 디자인과 패브리케이션



Barclays Center, Atlantic Yard, 2012_by SHoP

B.C.

A.C.



“ THE VIRTUAL AND THE REAL HAVE A UNIQUE RELATIONSHIP”

Computers should not only be seen as the ruin of architecture. Thus, **computers and virtual reality offer us a huge opportunity**, rather ironically, to become ever more sophisticated about our understanding of places and material structures, about the joys of constructing actual buildings and sites, and about the ethical, social, and psychological values embodied in what we build.

Electronic tools, like all tools, are two-edged, and can aid or hinder the development of truly humanistic and sustainable design. **One good thing about the excessive use of computers and electronic information is, that it will at least leave designers (architects) as the last humans to deal with tangible reality.** This view on the future of design differs from much of the current debate, which centers on a cultural fad for buildings that appear insubstantial or virtual, and an academic fad for architecture as pure abstraction.

-KIM SORVIG, Professor at the School of Architecture, Planning & Landscape Architecture, University of New Mexico

통합교육과정 [統合敎育課程]

SNU INTEGRATED CURRICULUM FROM 2016

서울대학교 건축학과 연혁

History of DAAE, SNU

1. 개척과 발전의 시기 (1940-2000)
2. 분리와 도약의 시기 (2000-2010)
3. 반성과 새로운 길의 모색 (2010-2015)
4. 통합과 융합의 시기 (2016-이후)



1. 개척과 발전의 시기 (1940-2000)

- 1946 '국립서울대학교 설치령'에 의해 서울대학교 공과대학 건축공학과 설립
- 1948 구 경성공업전문학교 교사에서 구 경성대학 이공학부 교사로 이전 (공릉동)
- 1952 전시연합대학에서 벗어나 부산시 동대신동 가교사에서 독자적 교육 실시
- 1953 석사과정 신설
- 1954 한국전쟁 휴전 후 공릉동 캠퍼스로 복귀
- 1973 박사과정 신설
- 1975 '건축공학과'에서 '건축학과'로 명칭 개편
- 1978 공업교육과 건축학 전공 흡수통합/ 도시공학전공 신설에 참여
- 1979 공릉동 캠퍼스에서 관악캠퍼스 35동으로 이전 (1980년 완료)
- 1998 도시설계협동과정 신설
(건축학과, 지구환경시스템공학부, 조경학과, 환경대학원)



2. 분리와 도약의 시기 (2000-2010)

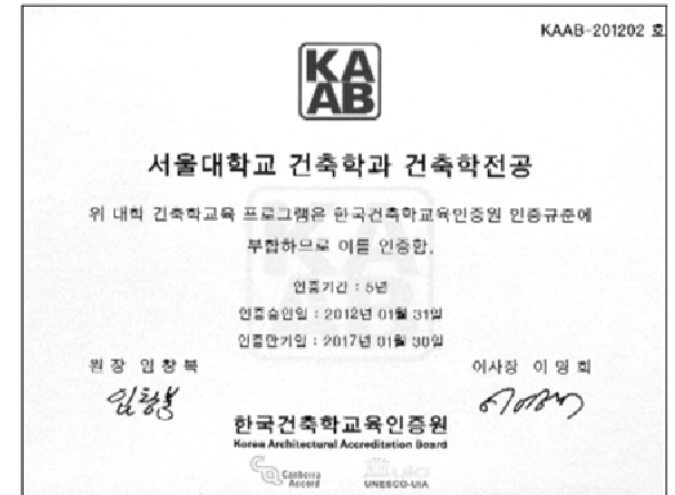
- 2002 | 건축학(5년제)와 건축공학(4년제)으로 전공분리
- 2006 | 관악캠퍼스 39동으로 이전
- 2007 | 건축학 교육인증 (KAAB), 건축공학 교육인증 (ABEEK) 획득

- 5년제 건축학전공

건축학전공은 5년제의 전문학위(B.Arch)과정으로 개편하여 국제기준에 맞는
건축사 양성 프로그램으로 확충

- 4년제 건축공학전공

4년제의 건축공학전공은 공학교육인증기준에 맞는 건축기술인 양성프로그램
(B.S. in Architectural Engineering)으로 전문화



3. 반성과 새로운 길의 모색 (2010-2015)

2010 | 건축공학 교육인증 (ABEEK) 갱신

2012 | 건축학 교육인증, 건축공학 교육인증 갱신, **중장기발전계획** 수립

- 교육과정 개편의 계기

교육과정의 지나친 경직화로 인한 전공 간 상호유대와 협력, 교류 부족의 문제
전공 간 이해도 하락과 건축의 전반적 영역에 대한 통합적 인식 부족의 문제
전공분리 선발에 따른 진로 혼선의 문제
건설산업의 환경 변화에 대응하는 새로운 인재상을 정립할 필요성



4. 통합과 융합의 시기 (2016-이후)

2016	건축학과 통합모집
2017	2년에 걸친 공통교육과정 첫 번째 Cycle (2Year) 마무리 및 반성
2018	3번째 통합과정 신입생 선발

- 통합교과과정의 개발 및 실시

인증을 전제로 한 건축학/공학 통합 교과과정 개발

저학년(1,2학년)을 전공분리 없이 통합적으로 운영하고 4개 학기 이후 전공 분리

입학 후 4학기 동안 건축학/공학이 긴밀하게 연계된 통합교육을 받으며 전공 탐색

통합모집을 통해 2018년도에도 현재 54명의 신입생을 선발하여 통합교과 운영 중



이전 교육 프로그램의 진단

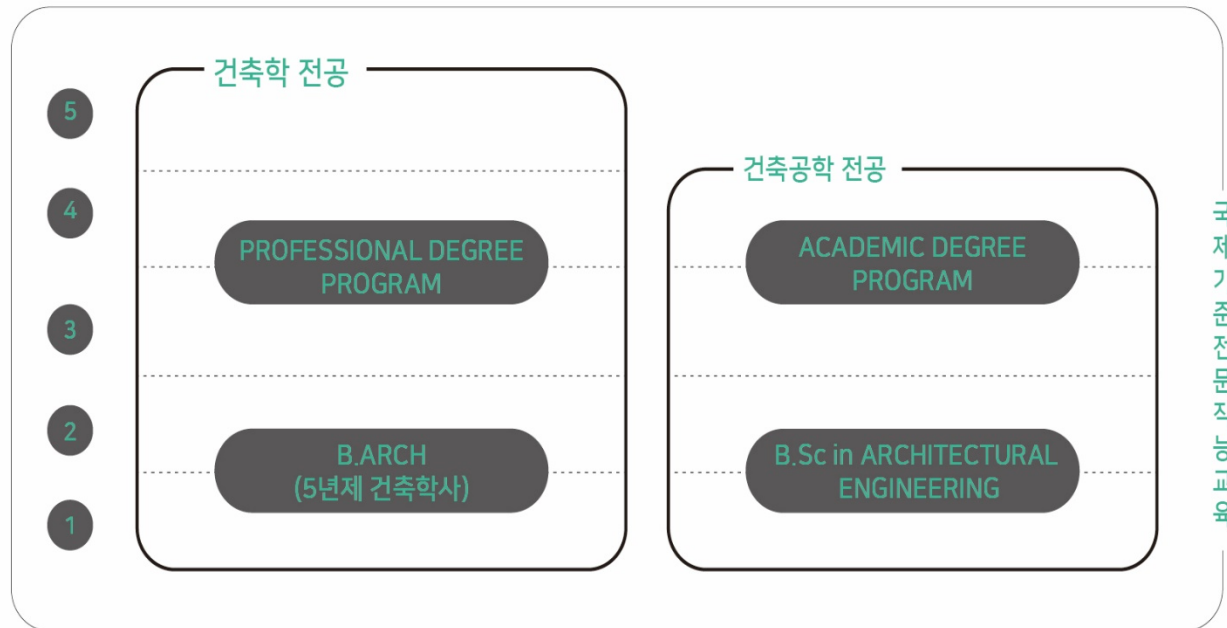
Diagnosis of Previous Program

1. 전공 간 교류 부족 및 이해도 하락의 문제

- 건축학과 건축공학의 교육 프로그램이 별개의 과정으로 운영되어 전공 간 상호유대와 협력, 교류가 미비한 상태
- 전문성 강화의 이면에서는 전공 간 이해도가 하락하고 통합적 인식이 부족해지고 있다는 문제점 대두

2. 전공분리 선발에 따른 진로 혼선의 문제

- 2002년 학제 개편 이후 2012년까지 10년간 건축학과 건축공학간의 전공이동 및 타 학과로의 전과 및 전출 통계
- 입학전형에서 전공분리 선발에 따른 학생들의 진로 혼선이나 전공변경 등의 문제가 꾸준히 제기되고 있음을 확인



이전 교육 프로그램의 진단

Diagnosis of Previous Program

3. 건축계가 요구하는 인재상의 변화에 대한 대응

기술을 이해하는 건축사

Architect with general knowledge on technology

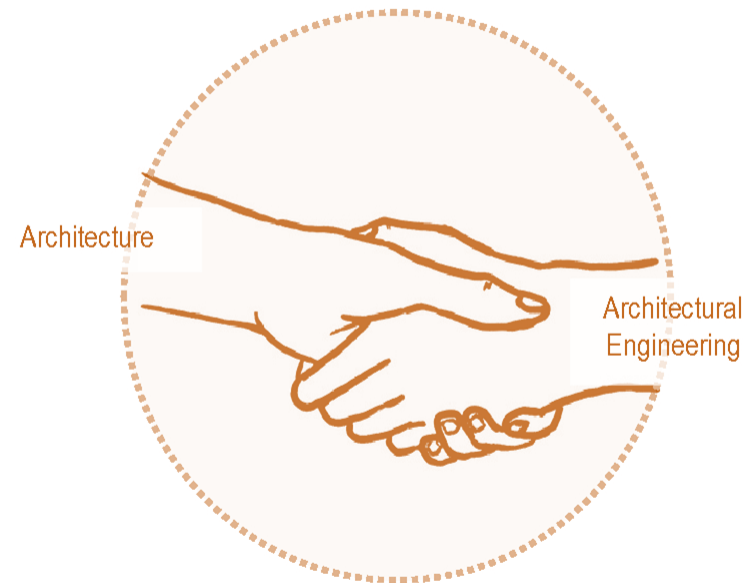
디자인을 이해하는 엔지니어

Engineer with general knowledge on design

- Specialist인 동시에 Generalist
- 프로젝트의 리더이자 코디네이터
- 건축이라는 큰 오케스트라의 지휘자

다양한 분야를 아우르는 통합적 지성과 리더십을 가지고

- 1) 조화와 조정을 이끌어내며
- 2) 다양한 프로젝트에 유연성 있게 대응하고
- 3) 설계에서 시공에 이르는 프로젝트의 각 단계를 총괄할 수 있는 인재



이전 교육 프로그램의 진단

Diagnosis of Previous Program

3. 건축계가 요구하는 인재상의 변화에 대한 대응

- 건축 프로젝트의 다양화

개발로 인해 대두된 환경문제, 도시의 고도화와 복잡화 등에 따라 주택과 같은 소형 프로젝트에서 주상복합단지, 쇼핑단지와 같은 대형 복합 프로젝트까지 다양한 종류와 스케일의 프로젝트가 건설산업의 대상이 되고 있음

- 디지털 디자인의 발전으로 인한 건축생산 방식의 변화

3D 모델링, BIM 소프트웨어 등 컴퓨터 기술의 발달로 디지털 디자인이 시공과 직접 연계되면서, 건축사에게는 초기 구상의 단계에서부터 최종적인 결과물을 확인하면서 여러 분야의 전문적인 기술들을 통합적으로 적용할 수 있는 능력이 요구됨

- 건축산업계가 요구하는 인재의 스펙트럼 확장

산업계가 요구하는 인재의 스펙트럼은 과거보다 더욱 확장되어 윤리적, 사회적, 경제적, 인문적, 미적 영역과 환경적, 기술적, 공학적 영역을 모두 아우르고 있으며, 프로젝트의 해석과 기획, 방향 설정 및 디자인 단계에서부터 재료선정과 시공디테일에 이르기까지 건축설계 및 생산과정, 디지털 도구 등이 건설현장과 어떻게 연계 이용되는지를 이해하고 이를 통합적으로 계획 및 조정할 수 있는 인재를 필요로 하고 있음

- 이러한 변화에 따라 교육계에서도 이에 대응할 수 있는 인재상의 정립이 절실해짐

통합교과과정 개발

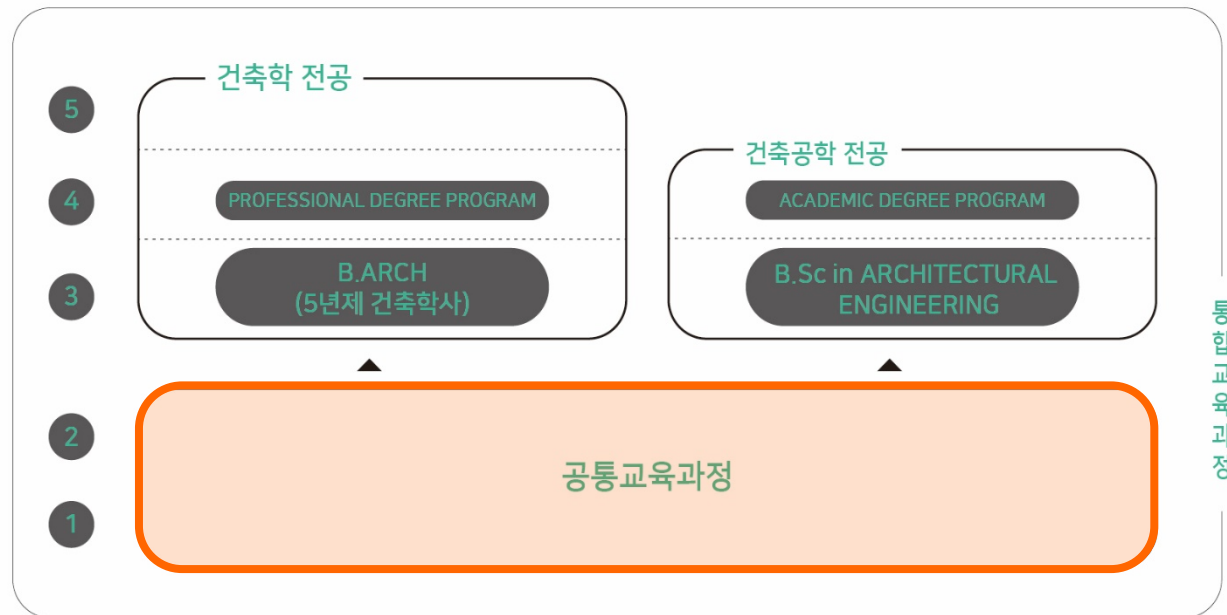
Development of Integrated Program

1. 건축학/건축공학전공의 협력

- 전공분리에 따른 문제점 해소 및 새로운 인재상 실현을 위해 건축학/건축공학전공의 협력으로 통합교과과정을 개발

2. 통합교과과정의 기본 내용

- 건축학/건축공학의 전공 구분 없이 신입생을 통합모집
- 2년의 공통과정을 수학하며 전공탐색 기간을 가지도록 한 후 학생의 선택에 따라 전공을 분리

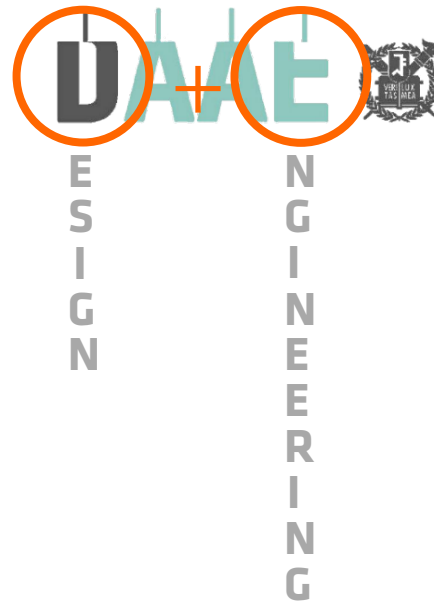


통합교과과정 개발

Development of Integrated Program

So I end up with a plea for closer understanding, interchange of ideas and collaboration between our two professions, starting at the university, and not ending – ever - until death us do part!

Ove Arup, “Art and Architecture: The Architect: Engineer Relationship” (June 21, 1966)

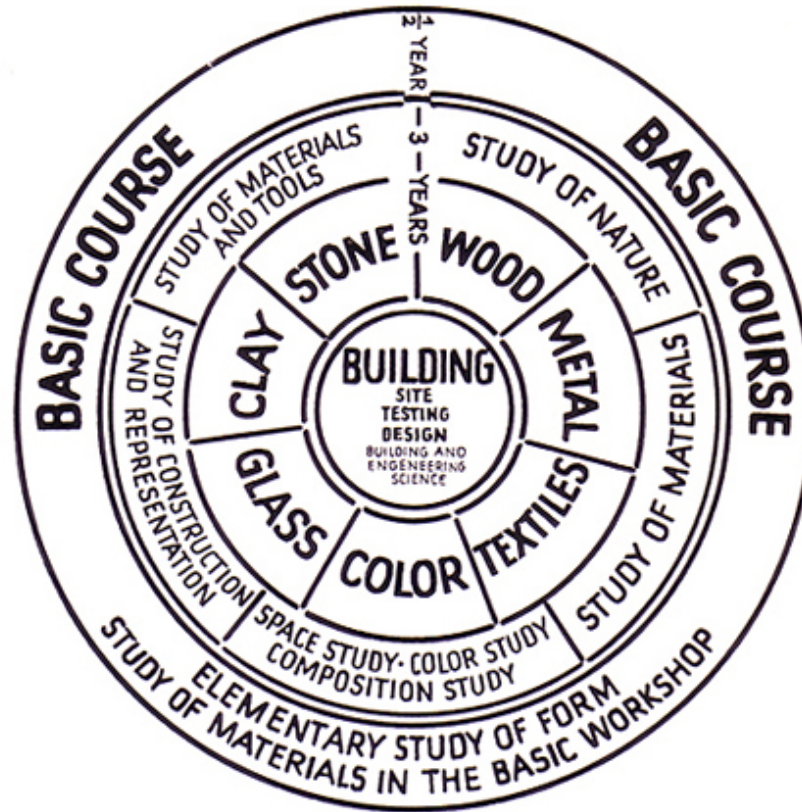


Department of Architecture and Architectural Engineering
Seoul National University



Department of Architecture and Architectural Engineering
Seoul National University

BAUHAUS



October 2006, Unity Temple, Oak Park

Students move from the cone to the most self determined positions

REQUIRES "Great" relationship
BETWEEN STUDENT and TEACHER
MENTOR and MENTEE.

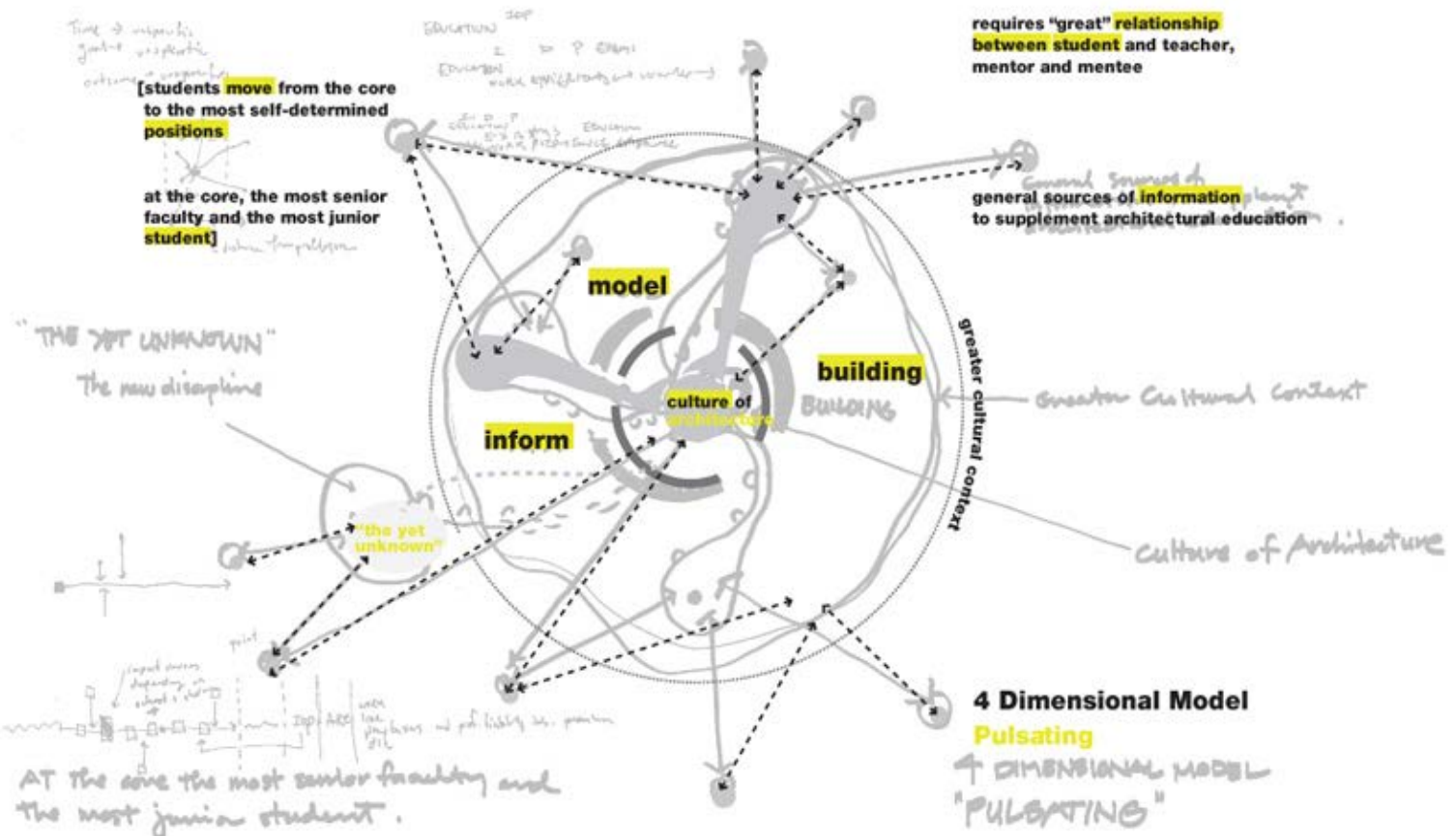
requires "great" relationship between student and teacher, mentor and mentee

general sources of information
to supplement architectural education

← Greater Cultural Context

Culture of Architecture

4 Dimensional Model
Pulsating
↑ DIMENSIONAL MODEL
"PULSATING"



통합교과과정 개념 다이어그램, 2014

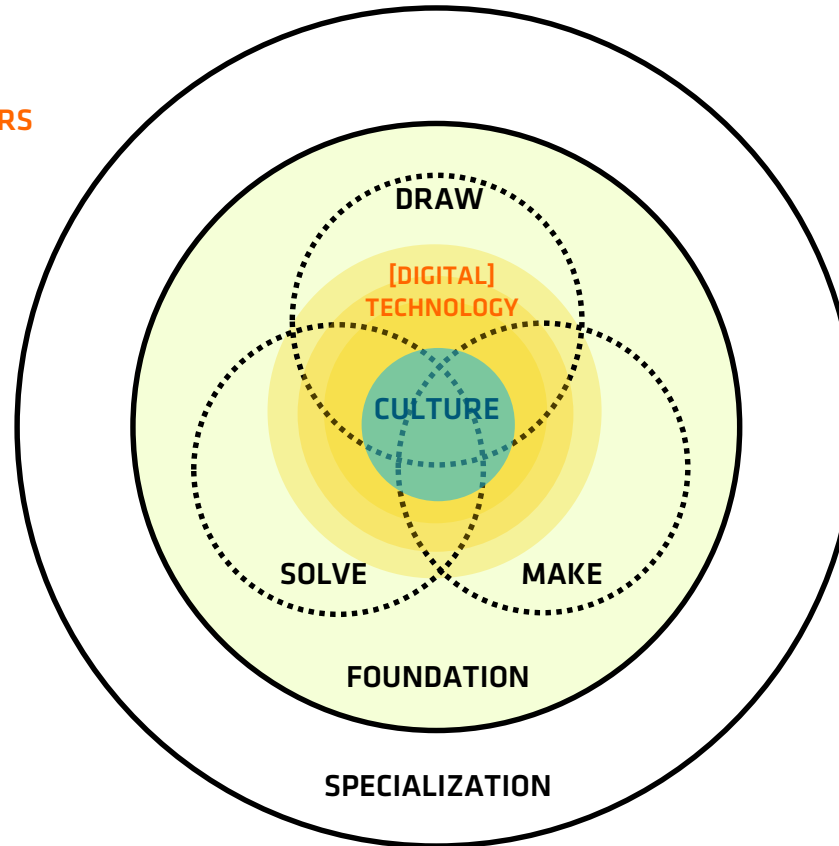
Concept Diagram of Core Studios of Integrated Curriculum, 2014

Design +

Engineering[Technology]

2 FOUNDATION YEARS

2 OR 3 SPECIALIZATION YEARS



통합교과과정 소개

Introduction of Integrated Program

3. 공통과정의 교과목 구성

- 디자인 영역 과목과 기술 영역 과목을 연계적으로 구성
- 건축의 전반적 영역에 대한 통합적 이해를 추구하고 각 전공으로의 전문성을 배양하기 위한 바탕을 마련



통합교과과정의 단계별 목표와 학습목표

Phasic Goals & Learning Objectives

건축학과 인재상

기술을 이해하는 건축사, 디자인을 이해하는 엔지니어

건축학전공 교육목표

1. 전문성과 통합성을 두루 갖춘 글로벌 인재 양성
2. 혁신을 주도하는 창의적 인재 양성
3. 지역성에 대한 이해 및 국제적 감각을 지닌 세계적 리더 양성
4. 공동체의 가치와 공공성의 개념을 이해하는 사회적 리더 양성

과정	단계별 목표	학년	학습목표
공통	디자인 영역과 기술 영역에 대한 통합적 이해	1학년	건축의 예술적, 인문적, 공학적 지식에 대한 폭넓고, 확고한 기반 마련
		2학년	
심화	예비 건축사로서의 전문성 강화	3학년	지역성 및 국제적 감각, 공공성과 공동체의 가치실현을 바탕으로 한 건축 및 도시 디자인 교육의 심화
		4학년	
		5학년	예비 건축사로서 사회적 책임의 인식과 프로젝트를 독자적으로 종합과 완성하는 능력 배양

SPC matrix of 2016 Curriculum

(이해한다: ■, 할수있다: ■)

SPC matrix of 2016 Curriculum

(이해한다: ■, 할수있다: ■)

공통과정(1,2학년 과정)의 구성

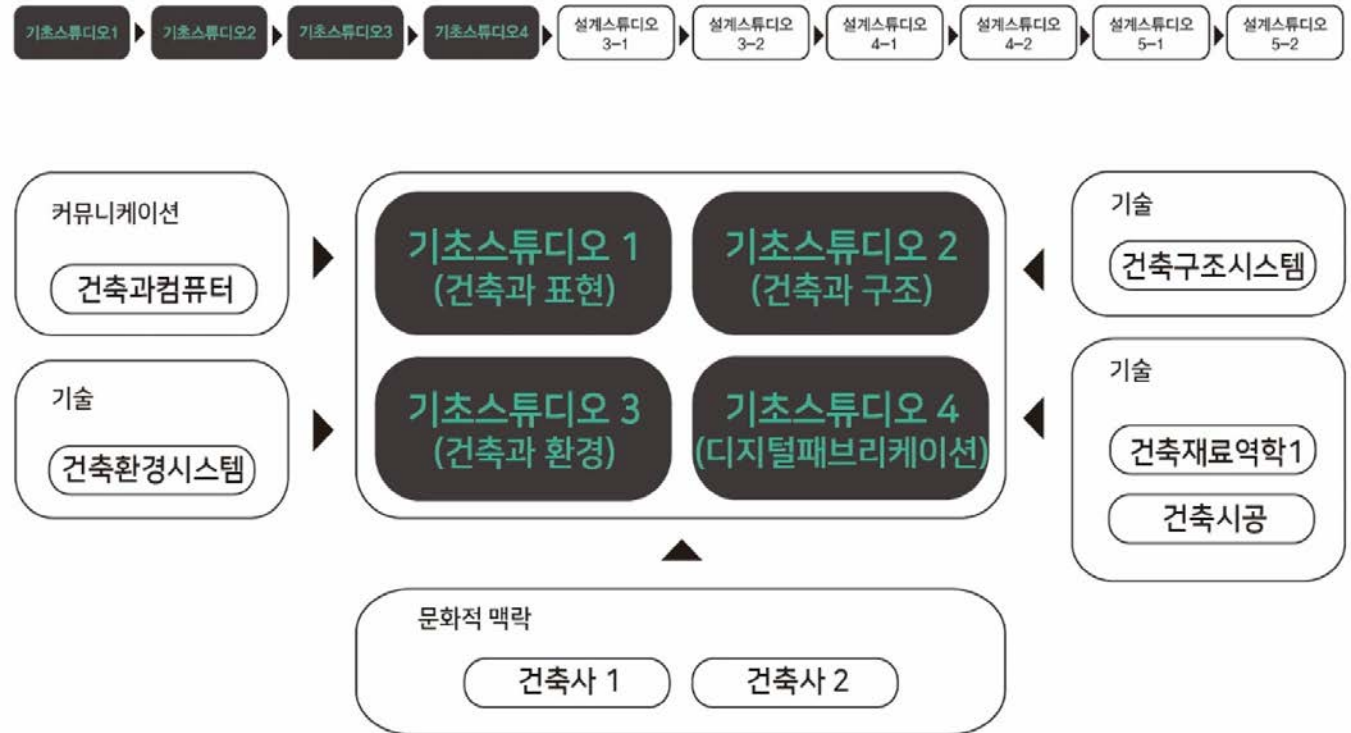
1st & 2nd Year Curriculum Frame Work

공통과정(1,2학년 과정)의 학습목표

- ✓ 건축의 인문학적, 기술공학적 지식에 대한 확고한 기반 마련

주제에 따른 교과목의 연계적 구성

- ✓ 표현, 구조, 환경, 패브리케이션 디자인이라는 4가지 주제에 기초스튜디오 1, 2, 3, 4와 이론과목이 짝을 이뤄 대응

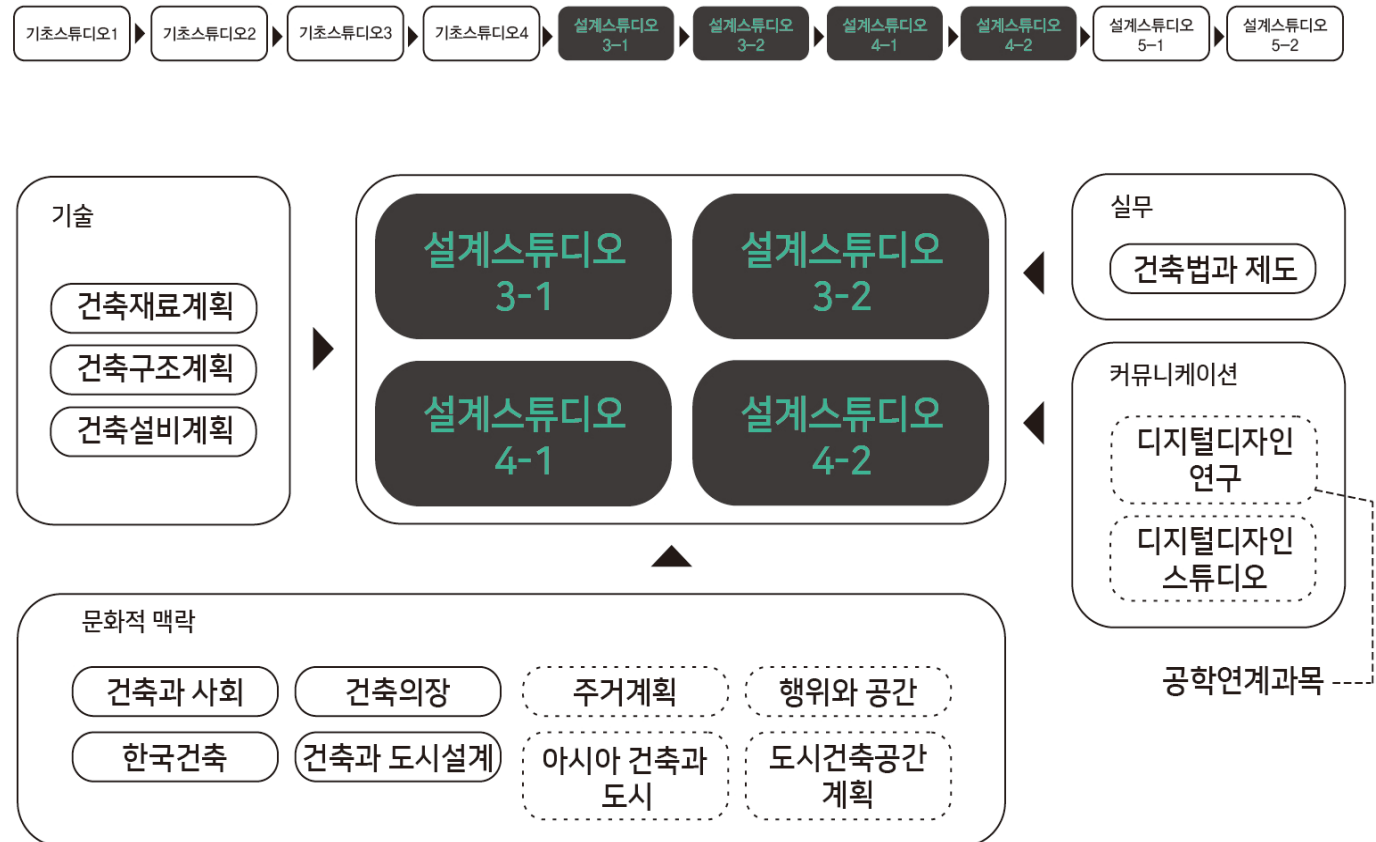


심화과정(3,4학년 과정)의 구성

3RD & 4TH Year Curriculum Frame Work

심화과정(3,4학년 과정)의 학습목표

- ✓ 지역성 및 국제적 감각, 공공성과 공동체의 가치실현을 바탕으로 한 건축 및 도시디자인 교육의 심화



심화과정(5학년 과정)의 구성

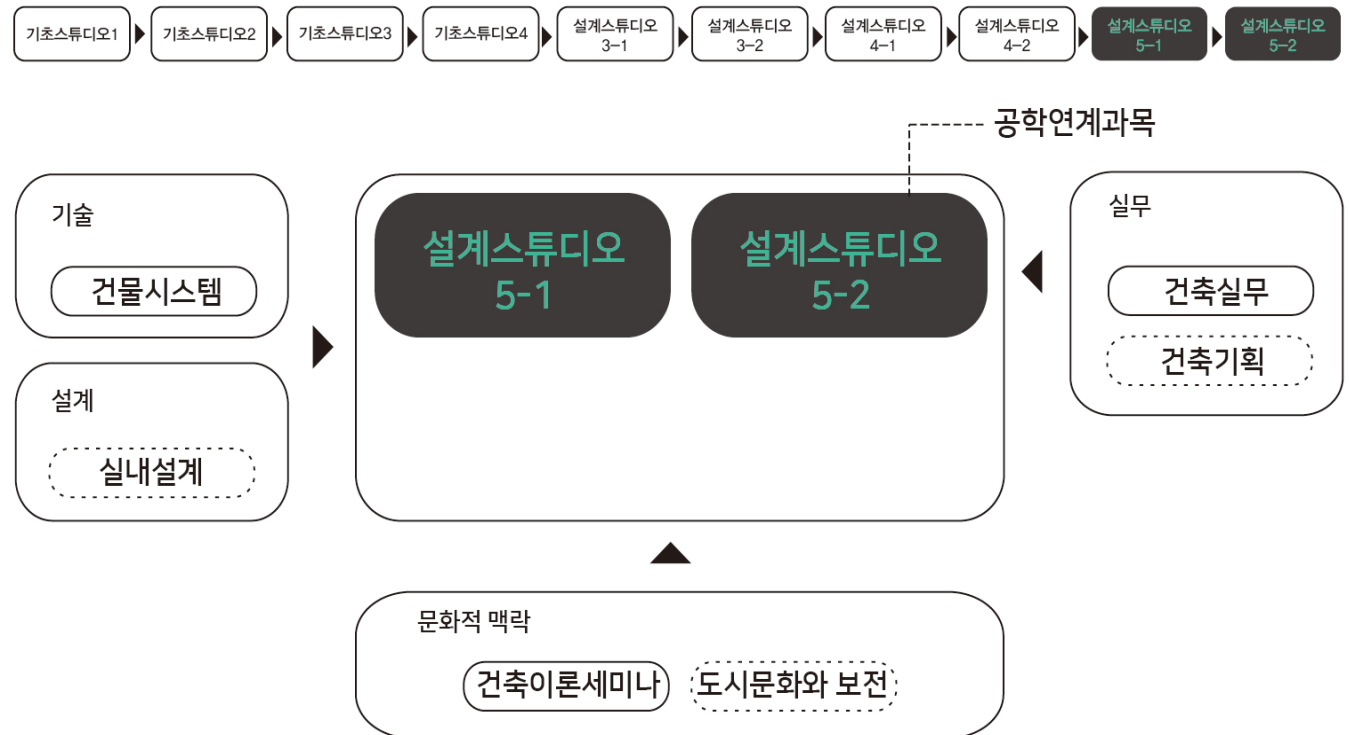
5TH Year Curriculum Frame Work

심화과정(5학년 과정)의 학습목표

- ✓ 프로젝트를 독자적으로 종합과 완성하는 능력 배양

심화과정(5학년 과정)의 운영의 기본사항

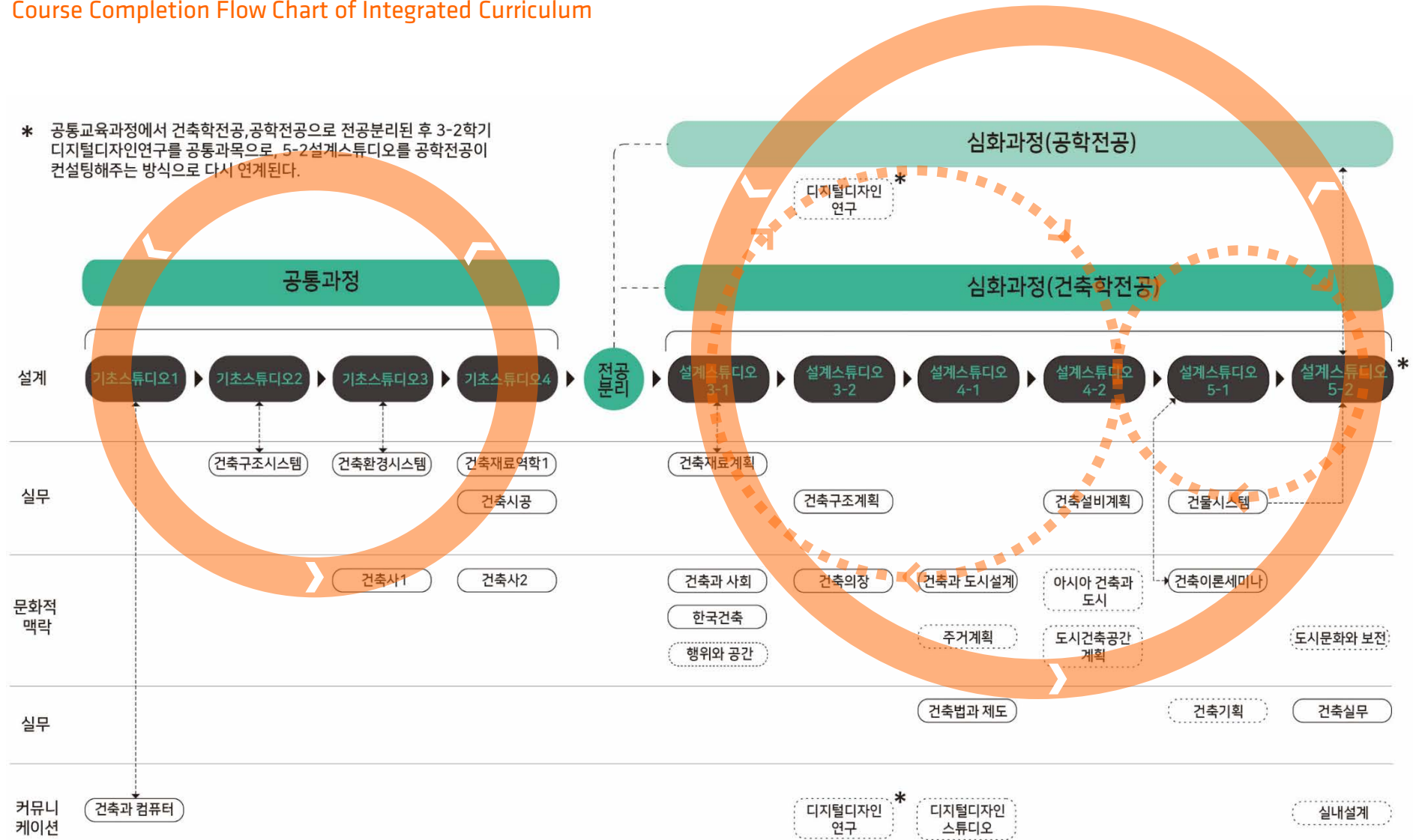
- ✓ 종합과 완성
- ✓ 건축사로서 사회적 책임에 대한 인식 확립



통합교과과정의 이수체계

Course Completion Flow Chart of Integrated Curriculum

* 공통교육과정에서 건축학전공,공학전공으로 전공분리된 후 3-2학기 디지털디자인연구를 공통과목으로, 5-2설계스튜디오를 공학전공이 컨설팅해주는 방식으로 다시 연계된다.



기초스튜디오1,2,3,4 [基礎工作室]

SNU BASIC STUDIO 1,2,3,4

통합교과과정 기초 스튜디오의 포지셔닝

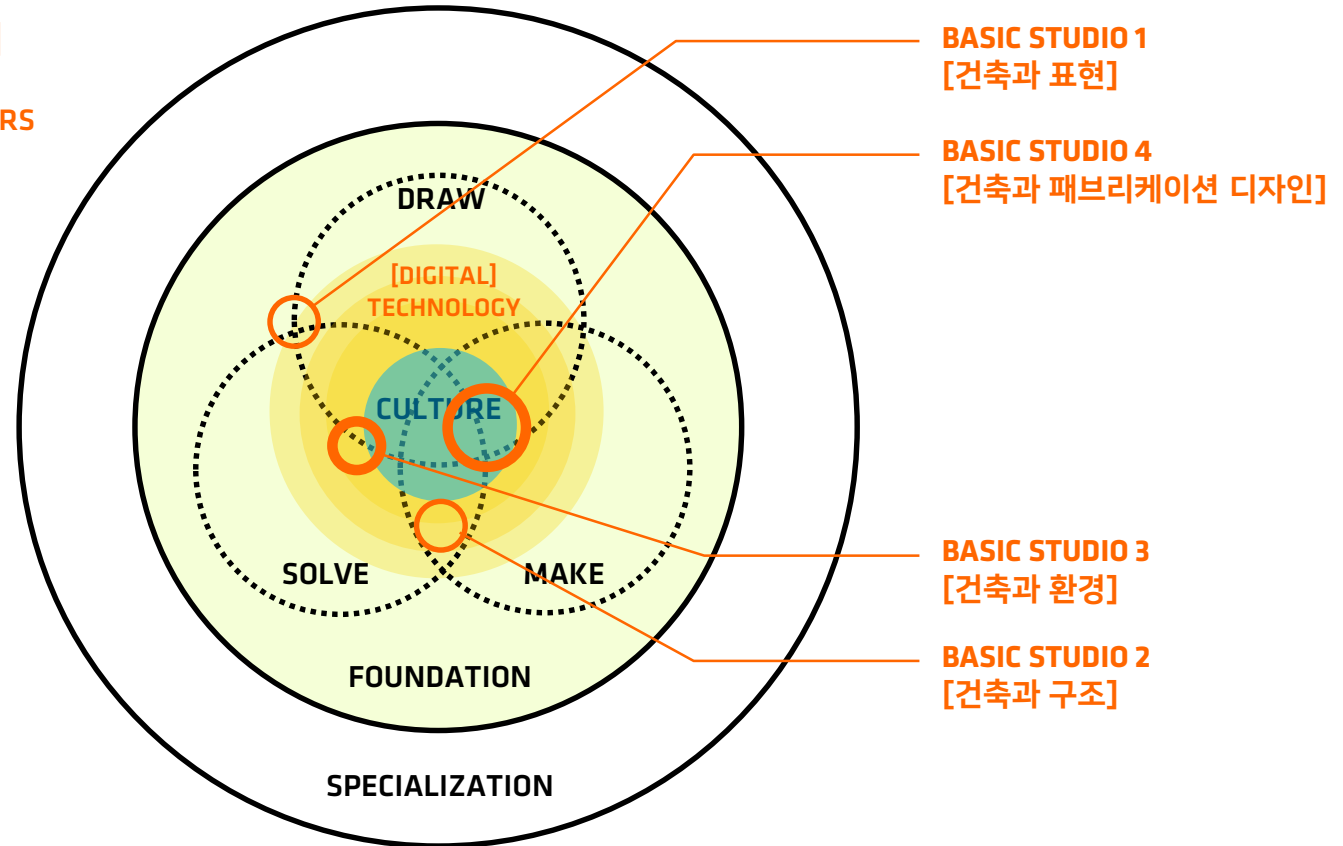
Positioning of Core Studios of Integrated Curriculum

Design +

Engineering[Technology]

2 FOUNDATION YEARS

2 OR 3 SPECIALIZATION YEARS



BASIC STUDIO 1

[건축과 표현]

BASIC STUDIO 4

[건축과 패브리케이션 디자인]

BASIC STUDIO 3

[건축과 환경]

BASIC STUDIO 2

[건축과 구조]

기초스튜디오 1 [건축과 표현]

Coordinated Curriculum

Architecture & Computation

1. Introduction to Computer-Aided Design
2. Vector & Raster Graphics
3. Graphic Primitives
4. Symmetry Transformations
5. Projective Geometry

6. Rhino Lessons: 2D to 3D Geometric projection
7. Solid Modeling
8. Smart Solids

9. Rhino Lessons: Rendering & Light
10. Raytracing
11. Surfaces, NURBS
12. Deformation
13. Texture & Materiality

14. Adobe Suites: Imaging & Graphic Design
15. Presentation
16. Representation
17. Communication
18. Graphic Design/ Introduction to Revit

Architectural Design Sequence:

1. Reading Architecture
2. Plan as a Generator of Form 평면과 형태
3. Hidden Meanings 의미생성/ 관찰/ 해석
4. Thresholds 전이공간/ 경계설정
5. Geometry 질서/ 비례/ 스케일

6. Architectural Analysis: Spilt House
7. Spatial Relationships 움직임/ 시간/ 동선
8. Public/ Private 공유의 공간/ 사유의 공간
9. Inside/ Outside 내향적 공간/ 외향적 공간
10. Abstract/ Phenomenal 추상적 공간/ 현상적 공간

11. Spatial Imagination: Deep Section
12. Forms & Formations 구성/ 생산/ 제작의 논리
13. Skins & Surfaces 재료와 표면

14. Visual Communication
15. Descriptive vs. Analytical 다양한 표현기법
16. Literal vs. Conceptual 시각적 언어의 이해
17. Drawing vs. Imaging 이미지 표출기법
18. Book/ Final Review 그래픽 언어

4 weeks

4 weeks

4 weeks

3 weeks

기초스튜디오 2 [건축과 구조]

Coordinated Curriculum

Architectural Structure System

1. 건축구조의 역할과 의미
2. 힘의 이해와 평형
3. 보-프레임
4. 트러스 구조
5. 캔틸레버

6. 개체에서 집합
7. 바닥구조와 grid
8. 아치와 케이블
9. 케이블 구조의 종류
10. 케이블과 텐트구조

11. 고딕 및 도움구조의 이해
12. 면구조
13. 절판구조
14. 트러스 돔
15. 하이퍼 쉘구조

16. 하이브리드 시스템
17. Final Exam

Architectural Design Sequence:

1. **Course Introduction**
2. Unit 1: Precedents
3. In-class Project 1-1
4. In-class Project 1-2
5. Unit 1 Presentation

분절구조
보와 프레임
트러스

3 weeks

6. Site Observation & Analysis

7. Unit 2: Precedents
8. In-class Project 2-1
9. In-class Project 2-2
10. Unit 2 Presentation

형태지배구조
케이블
아치

4 weeks

11. Unit 3: Precedents

12. In-class Project 3-1
13. In-class Project 3-2
14. Unit 2 Presentation

3차원 형태와 연속체
단위와 집합
변형/ 변용/ 전위

4 weeks

15. 중심과제 Pin-up 1/ Desk Crits
16. 중심과제 Pin-up 2/ Desk Crits
17. 중심과제 Pin-up 3/ Desk Crits
18. Final review

4 weeks

기초스튜디오 3 [건축과 환경]

Coordinated Curriculum

Architectural **Environmental** System

1. Introduction/ Solar Analysis and Windows
2. Building Shades and Passive Cooling design
3. Theory of Lighting
4. Daylighting Planning
5. Principles of Sound, Noise, Vibration
6. Sound Absorption & Isolation
7. Room Acoustics, Noise & Vibration Control
8. Thermal Comfort
9. **Midterm**
10. Concept of Heat Transfer
11. Building Envelope and Insulation
12. Psychrometry and Condensation
13. IAQ Theory and Application
14. Concept of Air Flow Dynamics
15. Air Exchange(Infiltration and ventilation)
16. Passive Solar(heating) Design
17. Building Heating/Cooling Load and Annual Energy Consumption

I. Massing

Architecture Review

II. Envelope

Architecture & Engineering Review

III. Interior

Architecture comprehensive final-review

Architectural **Design** Sequence:

1. Introduction
2. Site Analysis
3. Diva workshop: Sun Study
4. Site Planning
5. Diva Workshop: Solar Fan
6. **Massing Review**
7. Programming
8. Diva Workshop: Daylight Autonomy
9. Apertures and Daylighting
10. Indoor/Outdoor Relationships
11. **Envelope Review**
12. Interior Relationships
13. Interior and Furniture Design
14. Presentation
15. Final Drawings
16. **Final review**

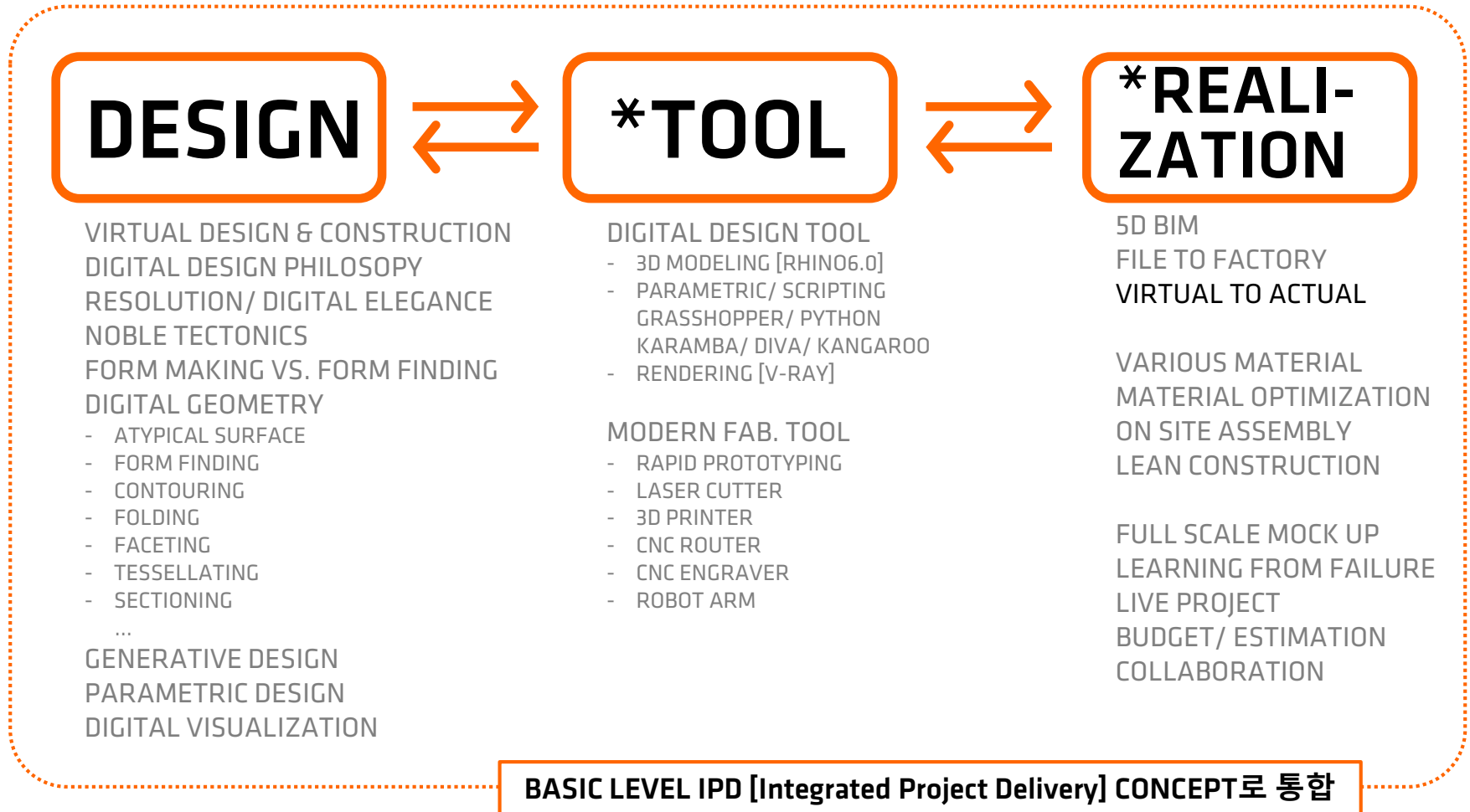
6 weeks

6 weeks

4 weeks

기초스튜디오 4 [Fabrication Design]

Studio Structure



* 통합교육과정에 새로 추가된 관련 내용

기초스튜디오 4 [Fabrication Design]

Projects

PROJECT 01 (Individual)

Design & Fabrication of Personal Tag/ Pattern Composition

Conditions

- Making a individual (name) tag to express yourself
- Use either spells of your name or abstract graphical pattern to illustrate yourself
- Should be fabricated by CNC Router
- Should have **seamless interlocking among parts**
- Materials should be chosen from board type hard ones such as plywood, flexi-glass, plastic board, etc
- The amount of material should not exceed 30cm X 60 cm
- Individual Project (1 Student)
- 2 weeks of Design & Fabrication

Deliverables

- 2 A3 Size Panels/ 1:1 Scale Fabricated Personal Tags



기초스튜디오 4 [Fabrication Design]

Projects

PROJECT 02 (Team of 2 -3)

Parametrically Designed Practical Object

Conditions

- Choice of one practical object per studio among Stool, Lighting Fixture, Side Table, and Equivalent
- Choice of Hard Material (CNC Fabrication)/ Soft Material (Laser Cutter)
- If you choose hard one, Use up to 1 sheet of 4'X8' plywood of any thickness (4mm ~ 18mm)
- Turning One Dimensional Or Two Dimensional Material into 3Dimensional Shape.
- **Should be Designed with at least 10 Parameters**
- One Studio divided into 4 Teams. 2 - 3 Students per Team
- 5 Weeks of Design(3-4 Weeks) & Fabrication(1-2 Weeks)

Deliverables

- 2 A1 Size Panels/ 1:1 Scale Fabricated Prototype
- Making Films (Less than 4 Min.)

기초스튜디오 4 [Fabrication Design]

Projects

PROJECT 03 WARM-UP (Individual)

House Selection & Research

House Analysis

- Individual Presentation : Choose a house from the list provided and analyze individually according to the given themes (Siting, Composition, Circulation, Scale/ Proportion, Spatial Content, Physical make-up) in the chart.
- Group Presentation : Form a team after individual presentation and Compare & analyze a number of houses with team members.

Deliverables

- Research Presentation PPTX (Min. 15 Slide/ A3 Horizontal Format)
- Presentation should be included to design report at the end of the semester.
- Presentation Movie (Min. 3min long FHD, wmv format) - **Optional**

기초스튜디오 4 [Fabrication Design]

Projects

List of Houses for Case Study

1. Farnsworth House : Mies Van der Rohe
2. Casa en Bosque : Rem Koolhaas
3. Robie House : Frank Lloyd Wright
4. Furniture House : Shigeru Ban
5. Kaufman House : Frank Lloyd Wright
6. Maison à Bordeaux : Rem Koolhaas, OMA
7. Schroder House : Gerrit Thomas Rietvelt
8. Wall-less House : Shigeru Ban
9. Single-Family House (Ligoretto) : Mario Botta
10. Schnabel House : Frank O. Gehry
11. Villa Savoye : Le Corbusier
12. M House : SANAA/ Sejima + Nishizawa
13. Douglas House : Richard Meier
14. Möbius House : UN Studio/ Van Berkel & Bos
15. Azuma House : Tadao Ando
16. Kidosaki House : Tadao Ando
17. Lawson Western House : Eric Owen Moss
18. Baragan House : Luis Baragan**
19. Single-Family House (Riva San Vitale) : Mario Botta
20. Koechlin House : Herzog + de Meuron
21. Shodhan House : Le Corbusier
22. Millbrook Residence : Winka Dubbeldam
23. Lipschutz/Jones Apartment : Frank Lupo/Daniel Rowen
24. Kramlich Residence and Media collection : Herzog & de Meuron
25. Slow House : Diller + Scofidio (Project)
26. The Digital House : Hariri & Hariri (Project)
27. Two Houses on Borneo Sporenburg : MVRDV
28. Glass House @ 2° : Michael Bell (Projected Completion)
29. The Hague Villa : Bernard Tschumi (Project)
30. Curtain Wall House : Shigeru Ban
31. Hergott Shepard Residence : Michael Maltzan Architecture
32. Shorthand House : Francois de Menil, Architect
33. 64 Wakefield : Scogin Elam and Bray Architects
34. BV House : Farjadi Farjadi Architects

* Korean Architects

** Architect's Own House

36. Sujoldang : Seung, H-sang*

35. House in Brasschaat : Xaveer de Geyter Architectenbureau

37. The Riihitie House, 1936 : Alvar Aalto**

38. Torus House : Preston Scott Cohen (Projected Completion)

39. T-House : Simon Ungers with Thomas Kinslow

40. Holley Loft : Thomas Hanrahan and Victoria Meyers, Architects

41. Ost/Kuttner Apartment : Kolatan/Mac Donald Studio

42. Ghirardo-Kohen House : Clorindo Testa, Architect

43. Work House : Guthrie + Buresh Architects

44. Massey House : Neil M. Denari (Project)

45. Y House : Steven Holl Architects

46. Soobaikdang : Seung, H-sang*

47. Jahajae : YO2 Architects (Film Director Park CW's House)*

48. House NA : Sou Fujimoto Architects

49. House N : Sou Fujimoto Architects

50. Marie Short House : Glenn Murcutt Architect

51. Case Study House #8 (The Eames House) : Charles & Ray Eames**

52. Canoas House, 1953 : Oscar Niemeyer**

53. Villa E.1027, 1929 : Eileen Gray**

54. Maison Prouve, 1954 : Jean Prouve**

55. Cabanon, 1952 : Le Corbusier**

56. Fisher House, 1967 : Louis I. Kahn

57. Gehry Residence, 1978 : Frank O. Gehry**

58. Villa Mairea, 1939 : Alvar Aalto

59. U-House, 1970 : Toyo Ito

60. Bass Residence, 1972 : Paul Rudolph

61. 2-4-6-8 House, 1978 : Morphosis

62. MoriYama House, 2005 : SANAA/ Sejima + Nishizawa

63. Capital Hill Residence, 2018 : Zaha Hadid Architects

64. Casa Melnikov(House of Melnikov), 1929 : Konstantin Melnikov**

65. Saltzman House, 1973 : Richard Meier

66. Villa for Alessandra and Stefano Alessi, 1989 : Aldo Rossi

67. Koshino House, 1991 : Tadao Ando

기초스튜디오 4 [Fabrication Design]

Projects

PROJECT 03 (All Studio Team)

Spatial Occupation & Transformation

House Complex Using Fabricated Construction Methods

Conditions

- Each team can choose one of the House projects listed below;
 1. An additional House Reciprocal to the Selected Original House by the team. (Similar size & Program as the Original House.)
 2. A Guest House (max. 2 Guests) with close Relationship to its Master's House. Independent or Parasitic (Max. 180m² of Area, 2 floors, and should include a Guest bedroom, a Living Room, a Bathroom, and spaces of your choice)
 3. An architectural Device/ which turns the original house into a new place such as New Envelope, big Roof, the extension of walls and slabs.
 4. House Originally Designed by Each Team (Max. 330m² for one family)
- **Should be Designed in consideration of Fabrication Method**
- One Studio can be divided into several Teams by the responsibilities, Design together, Execute by the Teams
- 7 Weeks of Research (1 week), Design(4-5 Weeks) & Fabrication(1-2 Weeks)

Deliverables

- 4 A1 Size Panels/ 1:10 Scale Fabricated Model of Hard Materials (i.e. Ply Wood, MDF, etc)
- Making Films (Min. FHD size, Less than 4 Min. wmv file format)

기초스튜디오 팀 티칭

Collaborative Teaching Structure

Technical Session (25-30)
Desk Crit (10-12)
Reviews
Lab. Fabrication Coordination

Coordinator
[HZO]

4 X Lecture (60)
2 X Reviews (Mid, Final) (30)
Coordination w/ instructor & Tech. Coordinator
Co-Desk Crit Rotation
Documentation, Semester Evaluation

Desk Crit (10-12)
Reviews
House Analysis
Construction Coordination

