UCLouvain

ltarc1201
2021

Architectural design studio 2 exploration

20.00 credits	240.0 h	Q1 and Q2

Teacher(s)	Accarain Pierre ;Blanckaert Ludovic ;Boghaert Christoffel ;Coton Gauthier ;De Groote Geert ;De Villiers De La Noue Renaud ;Fache Dimitri ;Laloux Olivier ;Marchant Pascal ;Surroca Damien ;Van Overstraeten Eric ;Vanhamme Catherine ;Veauvy Lyderic ;Weiss Emmanuelle ;Wittevrongel Bernard ;
Language :	French
Place of the course	Tournai
Prerequisites	*The prerequisite(s) for this Teaching Unit (Unité d'enseignement – UE) for the programmes/courses that offer this Teaching Unit are specified at the end of this sheet.*
Main themes	The training offered in the *Architectural Project 2* workshop explores different facets of architectural work, through a series of projects with defined objectives and in line with the relevant reference points. There is an environmental programme and context to the topics studied: • *living* in the wide sense of the term (domestic, collective, urban, regional) • the constructed environment*, in scale with the local area*, on defined plots, linked with existing building together with the component dimensions of architectural space : structure, light and material. As part of students'learning about architectural design, the *Architectural Project 2* unitbrings together these topics in the gradual process of learning design skills.
Learning outcomes	**At the end of this learning unit, the student is able to :** 1 The general objective of the Bachelor's degree in Architecture is to be able to: - READ (make out, understanding, find the meaning of, distinguish, recognise) - DESCRIBE (represent, draw or follow) - USE (join, combine, order) the basic components of architecture, with sensitivity and understanding of the basic, long-term values which are at the heart of the discipline. *Architectural Project 2* achieves this general objective by exploration, following on from the introduction given in *Architectural Project 1*. **Contribution to the learning outcome reference framework:** **Design a project - exploration** • *Sensibly bring together and develop natural and artificial environments (landscape, urban, buildings) within a framework of basic parameters* • *Express and prioritise the aims of the projects so as to be able to make choices* • *Understand, test and bring together the organisation of the space through an architectural project* • *Analyse, consider and invent architectural practices through drawings and models* • *Adopt approaches which are methodical, creative, metaphorical, perceptive, collaborative* **Test an artistic approach** • *To imagine, produce and explore various possible avenues to respond to a question* **Build knowledge of architecture** • *Be able to use given references which, by analogy, can lead to other interpretations of the context* **Place the action** *Experiment with the possibilities of transforming a context* **Use the technical dimension** • *Observe and assess the main construction principles of a building* • *Acquire an instinctive understanding of structures to use in producing a creative work of architecture* **Express an architectural procedure** • *Be familiar with, understand and use the codes for representing space, in two and three dimensions*

Bibliography	La bibliographie sera communiquée par les titulaires lors de l'énoncé du projet.
Faculty or entity in charge	LOCI

Programmes containing this learning unit (UE)				
Program title	Acronym	Credits	Prerequisite	Learning outcomes
Bachelor in Architecture (Tournai)	ARCT1BA	20	LTARC1101	🔍