ARCHITECTURE 539: MEDIA FOR LANDSCAPE ARCHITECTURE (2 units)
An introduction to the graphic methods and skills for the study of landscape architecture design

University of Southern California
School of Architecture
Fall 2012 Arch 539

Class Sessions  Friday, 9:00-11:50am, Watt Hall B7 (Clipper Lab)

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To further facilitate learning, this course utilizes Blackboard online. Log in using your USC username and password at: https://blackboard.usc.edu/

Course Description

One uses one’s eyes and draws so as to fix deep down in one’s experience what is seen. Once the impression is recorded by the pencil it stays for good, entered, registered, inscribed…To draw oneself, to trace the lines, handle the volumes, organize the surface…all this means first to look, and then to observe and finally perhaps to discover…and it is then that that inspiration may come. Inventing, creating, one’s whole being is drawn into action, and it is this action that counts.

-Le Corbusier

This course is an introduction to design graphics for landscape architecture and is based on the simple belief that drawing is the primary medium of expression in the communication of design ideas. Students will learn to use drawings as an active tool to critically explore, evaluate, and express design ideas. This course specifically stresses the instrumentality of 2D drawing systems for communicating and thinking graphically and as a foundation for creative action. Students will employ both hand and digital drawing methods.

Lectures, visual examples and weekly assignments will facilitate an awareness of drawing in contemporary practice and allow students to develop a conceptual framework and graphic vocabulary for analysis, design and production in the design studio. Students will implement, examine and understand the effectiveness of drawing systems by type and variation (orthographic, paraline, perspective, diagram and vignette). Software tutorials will augment hand drawing and will familiarize students with digital drawing tools common to the academic environment and professional practice (AutoCAD, Adobe Photoshop, Illustrator, InDesign).

Grading

15% Sketchbook
55% Projects and Assignments
30% Final Project
Course Requirements

Sketchbook
You are required to maintain a sketchbook for this course. It is to be a thorough and well-organized record of and instrument of graphic thinking. Your sketchbook MUST include:
- Visual notes from each reading (each reading must be cited per MLA and dated)
- Notes / diagrams / sketches from class / lecture
- Process work for each assignment
- Notes from assigned software tutorials

Date and label all entries clearly and in a consistent manner. Sketchbooks will be collected and graded periodically during the semester.

Projects and Assignments
Weekly assignments will be handed out in writing, or may be given verbally. Full and timely completion of all assigned work is critical to success in this course.

Readings
Relevant readings will be assigned and discussed in class throughout the semester. If not found in the required texts, readings will be posted to USC Blackboard (https://blackboard.usc.edu/) or handed out in class.

Required Texts

Architectural Graphics (Fifth Edition), Francis DK Ching

Recommended Texts

Visual Thinking
Graphic Thinking for Architects & Designers (Third Edition), Paul Laseau
Visual Notes for Architects and Designers, Norman Crowe and Paul Laseau

Digital Thinking
Digital Drawing for Landscape Architecture, Bradley Cantrell and Wes Michaels

Required Software

Adobe Creative Suite 6
The USC Bookstore Computer Store offers the student/instructor version of Adobe CS6 Design Standard (includes Photoshop, Illustrator, InDesign and Acrobat Pro) for $199.

AutoCAD 2013
Go to the Autodesk Education Community (at http://students.autodesk.com/) and register with your USC email address in order to access free downloads and to obtain your individual serial number. Once you are registered, go to the Download Center and download AutoCAD.

Minimum Hardware Requirements
University of Southern California
The Trojan Bookstore, Dell and Apple have teamed up to offer discounted rates for USC students. The hardware configuration below is the minimum system requirement. The specification applies to both the Macintosh and PC platforms.

- Processor: Pentium 4 or Athlon processor (64-bit), or Intel Core 2 Duo, i3, i5 or i7 (2.0 Ghz or faster)
- Display: 1280x900 display with 16-bit color and 512MB of VRAM (15" size recommended)
- Graphics Card: Open GL 2.0
- Memory: 4 GB RAM (8 GB RAM or more is recommended)
- Portable Memory: at least one USB Flash Drive, 16GB or larger
- Hard Drive: 256 GB (more is recommended)
- Input: Intellimouse or laser mouse
- Networking: Wireless network adaptor (wireless N is recommended)

For specific hardware questions, please contact Enrique Barajas, the School of Architecture computer technical staff consultant at ebarajas@usc.edu.

Late Work Policy

Late work may be submitted for a grade. However, each calendar day late the work is submitted equals one full letter grade deduction.

School of Architecture Attendance Policy

Attendance at all classes is mandatory. Excused absences must be documented with the course instructors or your assigned Class Assistant.

A student may miss the equivalent of one week of class sessions (in this case, one excused absence is permitted) without directly affecting the student’s grade and ability to complete the course. An excused absence is a confirmed personal illness, family emergency, or religious holiday. For each absence over the allowed number, your grade can be lowered by 1/3-letter grade.

Absences on review or project due dates may lead to automatic failure of the assignment unless pre-approved by the instructor. Such an absence may only be due to personal illness, family emergency or religious observance. If additional absences are required for a personal illness, family emergency, pre-approved academic reason/religious observance, you must discuss the situation with your faculty member immediately.

Any student not in class within the first 10 minutes is considered tardy, and any student absent (in any form including sleep, technological distraction, or by leaving mid class for a long break) for more than 1/3 of the class time can be considered fully absent. If arriving late, a student must be respectful of a class in session and do everything possible to minimize the disruption caused by a late arrival. It is always the student’s responsibility to seek means (if possible) to make up work missed due to absences, not the instructor’s, although such recourse is not always an option due to the nature of the material covered.

Statement on Academic Integrity

PLAGIARISM IS GROUNDS FOR FAILING THE ENTIRE COURSE

University guidelines on plagiarism pertain to original design work. You are expected to do all of your own design and presentation work. Substantial assistance in the form of drawing preparation, or deliberate
appropriation of the design work of others will be considered non-original work and will be treated as plagiarism.

USC is committed to the general principles of academic honesty that include and incorporate the concept of respect for the intellectual property of others, the expectation that individual work will be submitted unless otherwise allowed by an instructor, and the obligations both to protect one’s own academic work from misuse by others as well as to avoid using another’s work as one’s own.

By taking this course, students are expected to understand and abide by these principles. Scampus, the Student Guidebook, contains the Student Conduct Code in Section 11.00, while the recommended sanctions are located in Appendix A: [http://www.usc.edu/dept/publications/SCAMPUS/gov/](http://www.usc.edu/dept/publications/SCAMPUS/gov/).

Students will be referred to the Office of Student Judicial Affairs and Community Standards for further review, should there be any suspicion of academic dishonesty. The Review process can be found at: [http://www.usc.edu/student-affairs/SJACS/](http://www.usc.edu/student-affairs/SJACS/).

**Religious Holidays**

The University of Southern California recognizes the diversity of our community and the potential for conflicts involving academic activities and personal religious observation. The University provides a guide to such observances for reference and suggests that any concerns about lack of attendance or inability to participate fully in the course activity be fully aired at the start of the term. As a general principle, students should be excused from class for these events if properly documented and if provisions can be made to accommodate the absence and make up the lost work. Constraints on participation that conflict with adequate participation in the course and cannot be resolved to the satisfaction of the faculty and the student need to be identified prior to the add/drop date for registration. After the add/drop date the University and the School of Architecture shall be the sole arbiter of what constitutes appropriate attendance and participation in a given course.

**Statement for Students with Disabilities**

Any student requesting academic accommodations based on a disability is required to register with Disability Services and Programs (DSP) each semester. A letter of verification for approved accommodations can be obtained from DSP. Please be sure the letter is delivered to your faculty member as early in the semester as possible. DSP is located in STU 301 and is open 8:30 a.m.–5:00 p.m., Monday through Friday. The phone number for DSP is (213) 740-0776.

**LAAB Accreditation Statement**

The USC Master of Landscape Architecture first professional curricula (3-year and 2-year curricula) are accredited by the American Society of Landscape Architects Landscape Architecture Accreditation Board (LAAB). All students can access and review the LAAB Conditions of Accreditation (including the Student Performance Criteria) on the ASLA website: [http://www.asla.org/AccreditationLAAB.aspx](http://www.asla.org/AccreditationLAAB.aspx)

**Critical Dates:**

- September 14, 2012:  Last day to drop without a W
- November 16, 2012:  Last day to drop with a W