INTRODUCTION:
This course overviews the history, techniques, and conventions of representation used in the field of landscape architecture. Over the course of the semester, students will develop a drawing practice that cultivates critical thinking, the iteration of design ideas, and effective communication. The course will emphasize drawing as the primary means to study and understand the built environment. The beginning of the course will focus on the staple principles of architectural drawing (orthographic projection), the description of the ground plane, as well as notation and annotative mapping. The course will transition through the course of the semester to accommodate studio projects. Lectures and assignments are designed to provide tools and strategies for approaching studio work.

Students will use a variety of media, analog and digital, to describe both two and three-dimensional space. Staple digital software covered in the course includes Rhino and the Adobe Suite (Photoshop, Illustrator, and InDesign). Classes will consist of lectures, assignment presentations, pin-ups, tutorials, and discussion. Evaluation will be based on class participation and a series of drawing exercises; grades will reflect growth made throughout the semester. There are no pre-requisites.

CLASS FORMAT:
The class meets once weekly for 3 hours. Half of the meeting will involve a lecture, assignment handout, and tutorial associated with the assignment. The other half of the class will involve a pin-up and site drawing activity. Some class meetings will be dedicated to individual or smaller group pin-ups, guest lectures, and sketching in the field.

DIGITAL MEDIA:
Rhino and Adobe Suite programs will be introduced in the context of particular assignments; however the course will not provide comprehensive software training. It is expected that students become increasingly comfortable with software as the semester progresses and skills are reinforced through practice. Instructor will provide sources for instruction.

REQUIREMENTS AND EVALUATION:
Attendance at all sessions and prompt arrival at 10:00 AM are mandatory. If you must be absent for any reason, please notify the instructors in advance; attendance will be taken at the start of class. Grades will be based on weekly assignments, and will reflect engagement with class topics, attention to technique and craft, and growth made throughout the semester. Evaluation will be as follows:

Exercises: 80% (Each exercise is equally weighted)
Growth and Participation: 20%

All assignments will be submitted via USC Blackboard. Digital files should be named according to the following protocol:
Lastname_Assignment Topic_Drawing Title, ex:(Name_Section_Hand Drafted Section I)
SCHEDULE

8/21 WK 1:  Ground I: Orthographic Projection & Notation Mapping I

8/28 WK 2:Ground II: Drawing Contours & Field Drawing/ Mark Making
*(class meets this week on 8/30 on Catalina Island)*

9/4 WK 3: Ground III: Modeling Landform & Perspective I: Montage

9/11 WK 4: Perspective II: Hybrid Drawings & Physical Contour Models

9/18 WK 5:  Ground IV: Modeling Landform & Perspective III: Time Sequence

9/25 WK 6:  Perspective IV: Rendering

10/2 WK 7:  Drawing Analysis Presentations

10/9 WK 8:  Ground VI: Orthographic Projection: Case Studies

10/16 WK 9:  Ground VI: Orthographic Projection: Case Studies

10/23 WK 10: Perspective IV: Video/ Time Based Media

10/30 WK 11:  Ground VIII: Advanced Modeling Techniques

11/6 WK 12:  Ground IX: Axonometric & Exploded Axo

11/13 WK 13:  Ground X: Aerial Perspective

11/20 WK 14: Thanksgiving/ Final Review Prep

11/27 WK 15: Verbal Communication + Layout

READINGS. There are no required readings for this course, although reference material will be given for each assignment. Selected texts will be made available as PDFs.


Corner and Freytag, Composite Landscapes, (Hatje Cantz , 2015)


Foxley, Alice. Distance & Engagement, Walking, Thinking & Making Landscape (Lars Muller, 2010).


Hutchinson, Edward, Drawing for Landscape Architecture: Sketch to Screen to Site (Thames & Hudson, 2016).


McLeod, Virginia. Detail in Contemporary Landscape Architecture, (Lawrence King, 2008).

Petschek, Peter. Grading for Landscape Architects and Architects. (Birkhauser, 2008).


Additional Suggested References


MVRDV, MetaCity/ DataTown (Rotterdam: 010 Publishers 1999).


Strom, Steven, Kurt Nathan, and Jake Woland. Site Engineering for Landscape Architects. (Hoboken, New Jersey: John Wiley & Sons, 2004.)