

**Time**

M W F
15 - 16:50 14 - 16:50

Location

307 / 308 LA

Credits

4

Instructor

Jacques Abelman | jabelman@uoregon.edu
Lawrence Hall, Room 211

Description

In this experimental and design-based approach to learning topographical and site engineering skills, we'll explore how landscape architects, architects and artists create function, space, and meaning through the development of landforms and spatial programming. There are social, ecological, and artistic consequences inherent to the shaping of terrain. Designed topographies create specific experiences that relate to a programmatic intent. The manipulation of earth also creates a platform for ecological and other processes to unfold. As designers we hold all these processes simultaneously in our imaginations while we work through different stages of the design process.

This course will introduce concepts and methods of grading, drainage, and topography through a series of technical problems and reading assignments. Students will then engage this knowledge directly through a design brief in which they will be asked to create an original design proposal for a topographically enhanced, aesthetic and functional space.

The purpose of this course (based upon a studio model) is to engage technical knowledge and exercises directly with the creative process and to go through all the phases of a design studio in a concentrated manner: design research, development, and realization. At the same time, readings on the design process, group discussions, and feedback sessions will allow students to develop their own voices as designers and their critical and analytical faculties.

A design journal/sketchbook will be kept for on-site drawing and fieldwork as well as a place to reflect on issues relating to discussions. The sketchbook will also be evaluated during the course.

As this is an experimental approach to the subject matter, students will be asked to evaluate their experience at several points during the course.