### Elizabethtown College FYS100 "Conceptual Architecture" **PORTFOLIO, MODELS, and other course requirements** Fall 2018 JT Wunderlich PhD UPDATED: 10/27/18, 11/8/18

- 1) **EXAM** Wednesday, **December 5** at 11:00AM (*instead of 7:30AM on the Thursday of finals week*) will cover all readings and lectures.
- 2) **PORTFOLIO** due November 30 at 11:00 AM in a binder with your name on it, handed-in in class, including:
  - A) All assignments previously handed in and returned with a preliminary grade
  - B) Photos of in-class model-making projects defined below
  - C) SEMESTER PROJECT photos of model; scholarly paper (like the SAMPLE PAPER given to you), and
  - PowerPoint printed six slides per page, as defined on the course syllabus: http://users.etown.edu/w/wunderjt/syllabi/FYS%20Wunderlich,Joseph.htm Ten minute presentations of semester projects will begin on **November 30** at 11:00 AM.

## **IN-CLASS MODELS**

First, watch these Model Making videos (CONTENT FROM THESE VIDEOS WILL BE ON FINAL EXAM):

- Architectural Model Making Tips & Tricks An Architect's Guide (part 1) https://www.youtube.com/watch?v=SxCYtRfCm8o
- Architectural Model Making Material Selection An Architect's Guide (part 2) https://www.youtube.com/watch?v=X8u3zhDUDzE
- Architectural Model Making Tools An Architect's Guide (part 3) https://www.youtube.com/watch?v=YaO4I-4oYUU
- Architectural Model Making Model Bases & Scale An Architect's Guide (part 4) https://www.youtube.com/watch?v=hRckOk1\_tCg

Using the material supplied to you in the classroom, and your model-making tools including your architectural scale and triangles (don't forget to bring them to class). You will have six class periods to finish these projects (10/29,11/2,11/5 11/9, 11/12,11/16), and you must be present for these classes. After the last day of these model-making classes, you will need to take photos of all of your models and include them in your final binder portfolio due on **November 30** at 11:00am, **and leave your models in the classroom**. On 11/16 you will be given all of your remaining materials and tools to take with you for your final project (for which you can obtain on your own other materials and tools if you wish, and certainly implement any model-making technique, including CAD, you wish).

## MODEL #1 and #2

Simultaneously create two models of a barn by first envisioning both of them in your head, and sketching them on paper if you would like (but this part is not required):

The one barn model is the skin of your barn including all exterior walls and the roof, and must have at least one door opening sized for a human, and one door opening of a size that will fit double doors to let horses in. The roof must overhang on the sides and at the gable ends by an amount that seems both functional and aesthetic. This model must be made to a scale of <u>1/8 inch equals one foot</u>.

The other model of your barn is at a larger scale of <u>1/4 inch equals one foot</u> and does not have a skin, but only the timber frame skeleton which must include at least three large trusses of your choosing. You don't need to mortise and tenon the joints, however you must carefully miter and glue all connections.

## MODEL #3

Your third model is a farmhouse skin of any style you choose, but must include at least one door opening for a human, and at least one window opening on every side of the house. This model must be made to a scale of <u>1/8 inch equals one foot</u> to compliment the architectural skin of your barn model. The roof must overhang by an amount that seems both functional and aesthetic.

# MODEL #4

Your fourth model must be of a Japanese inspired house including an Engawa, and must be made at a scale of <u>1/8 inch</u> <u>equals one foot</u>. The roof must overhang everywhere by an amount that seems both functional and aesthetic. Also, this model must be glued to a piece of chipboard (or cardboard) that has on it a small Japanese garden with a pond and a bridge built over the pond. You can use the clay and playdoe in the classroom to create your landscaping, or you may use whatever other materials you can find elsewhere. You may also want to use a couple pieces of chipboard, or cardboard available in the back room by cutting up a box to grade a topographical type terrain (i.e., parts of your terrain at different elevations).