ARTS UNIVERSITY BOURNEMOUTH

ARCHITECTURE

aub.ac.uk/suar

This three-week course, gives you an insight to the fundamental principles of British architectural design, mixing theory and practical work in the creative processes of 'thinking and making'. You will be encouraged to use digital techniques in your work, along with drawing and illustrative methods as you work up ideas on building concepts, spatial awareness and form. Using your drawings and digital software, you will produce a 3D model from your design.

WEEK ONE

WHAT IS ARCHITECTURE?

EMERGING FROM MODELS 1

SALISBURY STONEHENGE VISIT

EMERGING FROM MODELS 2

LONDON VISIT

Working in groups, explore the way architecture can be discovered through making models and drawing. You will examine the origins of architecture through experimenting with the basic elements of ground, wall, frame and canopy. Study trips include Stonehenge and the Serpentine Pavilion.

WEEK TWO

MAKING A BRIEF 1

MAKING A BRIEF 2

BATH VISIT

DEVELOPING IDEAS 1

DEVELOPING IDEAS 2

Developing your first ideas into models, you will consider possible uses for your building. A trip to Bath will provide an excellent study of English architectural history to inform your work. The city includes Roman ruins from 2000 years ago as well as the 250 year old Georgian square, Crescent and Circus.

WEEK THREE

DEVELOPING IDEAS 3

DEVELOPING IDEAS 4

DEVELOPING IDEAS 5

DEVELOPING IDEAS & EXHIBITION

EXHIBITION OF WORK & CERTIFICATE

In the final week you will present and exhibit a final set of design models and drawings, demonstrating how working with materials in models can help us understand architecture. Presentation techniques will include model making, drawing and computer skills. A final review will allow you to present what you have discovered during the course.

"There are some experiences in life that shape us as people – I can definitely say that this was one of them for me – I feel like I've discovered a whole new world to be explored."