

San José State University
Department of Design
dsIT 103, Interior Architecture Conceptual Design Studio, Fall, 2018

Course and Contact Information

Instructor:	Virginia San Fratello
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Office Hours:	M/W 11:00 am – 12:00 pm
Class Days/Time:	M/W 12:00p.m.-2:50p.m.
Classroom:	IS 240
Pre -requisites:	dsIT 33, dsIT 34
Co -requisites:	dsIT 102

Course Description

Organize programmatic adjacencies and allocate planned spaces based on a singular design concept or objective. Conceptualize and execute a design through the use of 3D modeling software, digital animation and analogue methods of fabrication. Site analysis, formal, thermal and material issues problem-solving, iterative and rigorous production, experimentation, and research including a final presentation of work to a jury.

Learning Outcomes

At the end of this course students will understand:

1. How to weigh design decisions within the parameters of ecological, socio-economic, and cultural contexts. Students develop concepts, principles, and theories of sustainability as they pertain to building methods, materials, systems, and occupants.
2. The work of interior designers is informed by knowledge of human factors and theories of human behavior related to the built environment. Students understand that social and behavioral norms may vary from their own and are relevant to making appropriate design decisions and apply the knowledge by appropriately applying theories of human behavior in the built environment, by selecting,

- interpreting, and applying appropriate anthropometric data when designing a space.
3. How to apply all aspects of the design process to creative problem solving. Design process enables designers to identify and explore complex problems and generate creative solutions that optimize the human experience within the interior environment. Students are able to identify and define relevant aspects of a design problem (goals, objectives, performance criteria).
 4. Students are able to gather, evaluate, and apply appropriate and necessary information and research findings to solve the problem (pre-design investigation).
 5. Students are able to synthesize information and generate multiple concepts and/or multiple design responses to programmatic requirements.
 6. Students demonstrate creative thinking through presentation of a variety of ideas, approaches, and concepts.
 7. How to engage in multi-disciplinary collaboration. Students work in team structures and dynamics and learn the nature and value of integrated design practices.
 8. How to apply a variety of communication techniques and technologies appropriate to a range of purposes and audiences and are able to express ideas clearly in oral and written communication.
 9. How to express ideas clearly through visual media (ideation drawings and sketches), the production of presentation drawings across a range of appropriate media and to produce integrated contract documents including drawings, schedules, and specifications appropriate to project size and scope.
 10. How to apply elements and principles of two- and three-dimensional design. Students effectively apply the elements and principles of design to two-dimensional design solutions and three-dimensional design solutions.
 11. Students understand the implications of conducting the practice of design within a world context and how design needs may vary in cultural and social groups with different economic means.

Field Trips:

Course requirements include attendance at lectures and field trips that may occur outside of class meeting times. Some of these events may charge an entrance fee. If you anticipate any difficulty in meeting this course requirement, please consult with the course instructor in the first two weeks of the semester.

Required / Recommended Reading

Printing Architecture by Ronald Rael and Virginia San Fratello

Library Liaison

Aliza Elkin

email: aliza.elkin@sjsu.edu

phone: [408-808-2043](tel:408-808-2043)

Liaison to the Department of Design

San Jose State University

Course Requirements and Assignments

SJSU classes are designed such that in order to be successful, it is expected that students will spend a minimum of forty-five hours for each unit of credit (normally three hours per unit per week), including preparing for class,

participating in course activities, completing assignments, and so on. More details about student workload can be found in [University Policy S12-3](http://www.sjsu.edu/senate/docs/S12-3.pdf) at <http://www.sjsu.edu/senate/docs/S12-3.pdf>.

The course is organized around lecture and lab work: lectures will introduce topics and assignments and provide an overview of issues and outline the design principles and communication concepts that are expected to be investigated. Labs will be a period of focused exploration of design issues and communication skills. Finished projects and work in progress will be presented and discussed during each class session to make important points about design. Each pin up will be graded. It is expected that your work will be printed out and pinned up within the first 15 minutes of class. If it is not you will receive a grade of 0 for that assignment.

Your final grade for this class will be based on class participation in reviews and labs and the successful completion of assignments. The assignment grade will be based on a set of criteria including the thoughtfulness and originality of the concept, rigorous and iterative experimentation, the application of the design principles you have learned, and the time and care you have invested in making models, final objects, renderings and presentations.

<u>Breakdown:</u>	100 %
Assignment 1:	40%
Assignment 2:	30%
Comprehensive Final Presentation:	5%
Class Participation:	15%

Class Participation will be based on preparedness for in class desk critiques and pin ups and your role in the group project.

Grading Percentage Breakdown

97-100 = A+
93-96 = A
90-92 = A-
87-89 = B+
83-86 = B
80-82 = B-
77-79 = C+
73-76 = C
70-72 = C-
67-69 = D+
63-66 = D
60-62 = D-
59 and below = F

- A- Excellent. Indicates work of a very high character; the highest grade given. This grade is reserved for work that shows leadership and inspiration, demonstrating significant insight developed to its fullest extent and presented with exquisite craftsmanship.
- B- Good. Indicates work that is definitely above average, though not of the highest quality. This work shows thorough exploration and development, and is well presented with good craftsmanship, but it may not rise to the highest level of excellence.

- C- Fair. Indicates work of average or medium character. Work in this category demonstrates complete fulfillment of the stated requirements and an understanding of the issues covered, but does not exceed the expectations of understanding, development, or execution.
- D- Pass. Indicate work below average and unsatisfactory. The lowest passing grade. Though work may meet the minimum requirements, it lacks depth, development or is unsatisfactorily crafted.
- F- Fail. Indicates work that the student knows so little of the subject that it must be repeated in order that credit may be received. Work in this category may be unfinished, unimaginative, underdeveloped or poorly executed, and shows minimal understanding of issues.

Required Materials:

You will need a laptop that is powerful enough and meets the minimum requirements to run the appropriate software for this class.

SOFTWARE:

Modo 12

Mesh mixer

Photoshop

Adobe Illustrator

Indesign

Drafting software such as autocad or revit

Quicktime

You may purchase the student version of creative collection including MODO 12 online at:

<https://www.thefoundry.co.uk/industries/education/>

1. Click on student and graduate program
2. Click on apply for a student license
3. Fill out the request
4. A representative from the foundry will email you and provide subsequent instructions. It usually takes about a week to get Modo up and running on your laptop.

You **MUST** have the educational or trial version of MODO installed on your computer by the second day of class.

Photoshop and Illustrator are part of the Adobe Creative Suite and are available to SJSU students.

Autocad and revit are available to students for free through the Autodesk website.

Quicktime and meshmixer are free and can be downloaded from the internet.

You will use these and similar software applications for the rest of your academic career and newer versions and variations on them as you move into the profession. They are mandatory and no designer can expect to be gainfully employed without working knowledge of these and similar tools today.

Students will also be responsible for purchasing material as required for assignments, materials may include: pens, pencils, paper, wood, cement, acrylic, adhesives, plastics, silicon, foamcore, plaster, fastening hardware, aluminum, wax prints, cornstarch prints and other materials suitable for model making, high quality paper for print outs, and professional printing services.

The following is a list of materials that you will need to have available to you throughout the semester. These are materials that you will continue to use throughout your education and career.

Architectural Scale

Cutting knives: Olfa and X-acto knife and blades

Drafting tape or draft dots

Erasers: Mars white plastic #526-50

Glues: Hot glue gun and glue sticks,

Elmer's Glue

Lead pointer (handheld)

Lead holder (at least 2) – retractable Leads: H, HB, 2H, 4H, 6H

Push pins

Sketching pencils (variety)

Steel Cutting Edge (14" with cork backing and 36")

Tracing paper rolls (bum wad):

10" adjustable triangle, 30/45/60

NOTE that [University policy F69-24](http://www.sjsu.edu/senate/docs/F69-24.pdf) at <http://www.sjsu.edu/senate/docs/F69-24.pdf> states that "Students should attend all meetings of their classes, not only because they are responsible for material discussed therein, but because active participation is frequently essential to insure maximum benefit for all members of the class. Attendance per se shall not be used as a criterion for grading."

Classroom Protocol

Teaching is a two-way dialogue. Attendance is expected at all class sessions and the student's presence throughout the entire class time is required. Whenever possible, the professor should be notified in advance of a student's inability to attend a class. In the event the professor is late for class, students are authorized to leave after a half hour wait. It is important to be on time and to be present. It is possible to produce "A" work in the class yet receive a lower grade due to poor class participation and attendance. Students must be present for in class critiques, students who arrive late will not be allowed to present.

If you miss a class, it is your responsibility to find out what you missed BEFORE the next class. Technical demos and lectures will not be repeated for students who miss a class; Projected critique dates will given to you in advance; however, in some instances these may change do to extenuating circumstances, and it is your responsibility to find out about any announcements made in class, by communicating with your classmates.

Deadlines will be made available to you in class. Any work not turned in on the date it is due is considered late. Ten percent will be deducted from the grade for every class period it is not turned in. Special circumstances will

be taken into consideration (e.g. Illness, court appearance, death of a relative.) All assignments must be completed and turned in to receive a passing grade for the class.

The instructor reserves the right to alter assignments and change project due dates with sufficient notice to the students.

University Policies

Dropping and Adding

Students are responsible for understanding the policies and procedures about add/drop, grade forgiveness, etc. Refer to the current semester's [Catalog Policies](http://info.sjsu.edu/static/catalog/policies.html) section at <http://info.sjsu.edu/static/catalog/policies.html>. Add/drop deadlines can be found on the current academic year calendars document on the [Academic Calendars webpage](http://www.sjsu.edu/provost/services/academic_calendars/) at http://www.sjsu.edu/provost/services/academic_calendars/. The [Late Drop Policy](http://www.sjsu.edu/aars/policies/latedrops/policy/) is available at <http://www.sjsu.edu/aars/policies/latedrops/policy/>. Students should be aware of the current deadlines and penalties for dropping classes.

Information about the latest changes and news is available at the [Advising Hub](http://www.sjsu.edu/advising/) at <http://www.sjsu.edu/advising/>.

Consent for Recording of Class and Public Sharing of Instructor Material

- “Common courtesy and professional behavior dictate that you notify someone when you are recording him/her. You must obtain the instructor’s permission to make audio or video recordings in this class. Such permission allows the recordings to be used for your private, study purposes only. The recordings are the intellectual property of the instructor; you have not been given any rights to reproduce or distribute the material.”
 - It is suggested that the syllabus include the instructor’s process for granting permission, whether in writing or orally and whether for the whole semester or on a class by class basis.
 - In classes where active participation of students or guests may be on the recording, permission of those students or guests should be obtained as well.
- “Course material developed by the instructor is the intellectual property of the instructor and cannot be shared publicly without his/her approval. You may not publicly share or upload instructor generated material for this course such as exam questions, lecture notes, or homework solutions without instructor consent.”

Academic integrity

Your commitment, as a student, to learning is evidenced by your enrollment at San Jose State University. The [University Academic Integrity Policy S07-2](http://www.sjsu.edu/senate/docs/S07-2.pdf) at <http://www.sjsu.edu/senate/docs/S07-2.pdf> requires you to be honest in all your academic course work. Faculty members are required to report all infractions to the office of Student Conduct and Ethical Development. The [Student Conduct and Ethical Development website](http://www.sjsu.edu/studentconduct/) is available at <http://www.sjsu.edu/studentconduct/>.

Campus Policy in Compliance with the American Disabilities Act

If you need course adaptations or accommodations because of a disability, or if you need to make special arrangements in case the building must be evacuated, please make an appointment with me as soon as possible, or see me during office hours. [Presidential Directive 97-03](http://www.sjsu.edu/president/docs/directives/PD_1997-03.pdf) at http://www.sjsu.edu/president/docs/directives/PD_1997-03.pdf requires that students with disabilities requesting accommodations must register with the [Accessible Education Center](http://www.sjsu.edu/aec) (AEC) at <http://www.sjsu.edu/aec> to establish a record of their disability.

Accommodation to Students' Religious Holidays

San José State University shall provide accommodation on any graded class work or activities for students wishing to observe religious holidays when such observances require students to be absent from class. It is the responsibility of the student to inform the instructor, in writing, about such holidays before the add deadline at the start of each semester. If such holidays occur before the add deadline, the student must notify the instructor, in writing, at least three days before the date that he/she will be absent. It is the responsibility of the instructor to make every reasonable effort to honor the student request without penalty, and of the student to make up the work missed. See [University Policy S14-7](http://www.sjsu.edu/senate/docs/S14-7.pdf) at <http://www.sjsu.edu/senate/docs/S14-7.pdf>.

Course Schedule

Week	Date	Topics, Readings, Assignments, Deadlines
1	Aug. 22	Project 1: Tactical Urbanism – A Living Room for San Jose Project assigned
2	Aug. 27 Aug. 29	Site visit** “Love Good Color”
3	Sept. 03 Sept. 05	Wallpaper and “carpet” schematic designs Wallpaper and “carpet” schematic designs
4	Sept. 10 Sept. 12	Pin UP Furniture schematic design
5	Sept. 17 Sept. 19	Furniture design Furniture design
6	Sept. 24 Sept. 26	model fabrication model fabrication
7	Oct. 01 Oct. 03	Pin UP with outside critics Design refinement
8	Oct. 08 Oct. 10	On site Staging Deliver furniture files to fabricator for 3D printing
9	Oct. 15 Oct. 17	Onsite Painting Onsite painting
10	Oct. 22 Oct. 24	Project 1: Café Stampare Assignment given Develop your 3D printed stamp
11	Oct. 29 Oct. 31	3D Print your stamp Develop designs and render them for your dining pod PIN UP stamps and renderings of pods
12	Nov. 05 Nov. 07	Prototype your pod using our 3D printers Use speed ball ink and a roller to make your wallpaper
13	Nov. 12 Nov. 14	begin interior modeling preliminary floor plan due

Week	Date	Topics, Readings, Assignments, Deadlines
14	Nov. 19 Nov. 21	2 preliminary sections due, 2 preliminary perspectives due Thanksgiving Break – non instructional day
15	Nov. 26 Nov. 28	Install furniture for Tactical Urbanism Project Final model fabrication
15	Dec. 03 Dec. 05 Dec. 08	Final model fabrication Final model fabrication Grand Opening Party for Tactical Urbanism Project (field trip)**
16	Dec. 10	Preliminary Pin Up
Final	Dec. 13	Portfolio Review and Café Stampere Presentation 9:45 – 12:00