ARCHITECTURE (ARC)

ARC 105 - Presentation and Communication Tools (3 Credits)
2 lecture, 2 lab, 4 total contact hours
Introduces various communication and presentation tools commonly used throughout the field of architecture. Covers the fundamentals of industry-wide CAD software; computer presentation techniques using various software titles; and three-dimensional building models, materials and techniques.
Typically offered: Spring

ARC 106 - Introduction to Architecture (3 Credits)
1 lecture, 5 lab, 6 total contact hours
Introduces the profession of architecture as well as the technical procedures for creating typical drawing types. Covers the role of the architect and other professionals within the AEC industry as well as architectural education. Manual drafting techniques are used to create standard drawings including plans, sections, elevations and perspectives. Design development-level drawings are based on framed residential and light commercial building types.
Typically offered: Fall

ARC 110 - Architectural Design Principles (4 Credits)
2 lecture, 6 lab, 8 total contact hours
Develops methods and strategies to apply design principles to fundamental architectural problems. Employment of 2- and 3-dimensional exercises to explore concepts of mass, space and structure as well as principles such as proportion, rhythm, scale, symmetry and procession. Exercises will be designed to promote an understanding of the process of concept formation and application. Prerequisite: ARC 106 with a grade of C or better, or consent of instructor.
Typically offered: Spring

ARC 113 - Building Materials I (4 Credits)
3 lecture, 3 lab, 6 total contact hours
Introduces masonry, wood and non-fireproofed steel construction for one- and two-story buildings. Manual drafting techniques are used to create concrete foundation and footing details, wall and building sections as well as construction details.
Typically offered: Fall

ARC 116 - Architectural CAD I (3 Credits)
2 lecture, 2 lab, 4 total contact hours
Introduces computer hardware and state-of-the-art software as applied to applications in architecture, interior design and other related fields. Develops understanding of basic parameters for design and drafting technologies: entity creating and editing, printing and plotting, and file/data management. Projects are correlated primarily to architectural design issues.
Typically offered: Fall, Spring, Summer

ARC 117 - Architectural CAD II (3 Credits)
2 lecture, 2 lab, 4 total contact hours
Covers advanced CAD techniques and procedures developed in two-dimensional architectural drafting and detailing. Develops a working knowledge and understanding of command structures, detailed data management and manipulation techniques, and software customization procedures. Projects are correlated primarily to architectural construction, drafting and detailing issues. (formerly ATE 106) Prerequisite: ARC 116 with a grade of C or better, or consent of instructor.
Typically offered: Fall, Spring, Summer

ARC 125 - Chicago's Architectural History (3 Credits)
3 lecture, 3 total contact hours
Introduces an historical survey of culture and technology impact on Chicago's architecture. Emphasizes ideas and trends in modern building originating with the balloon frame and continuing through to the skyscraper.
Typically offered: Spring

ARC 201 - Architectural Design Studio I (4 Credits)
2 lecture, 6 lab, 8 total contact hours
Applies and advances design principles and processes gained in ARC 110. Studio projects representing practical architectural problems are assigned. These incorporate multiple issues and principles as well as site, user and context parameters. Project solutions will be documented with accurate drawings and possibly models. Prerequisite: ARC 110 with a grade of C or better, or consent of instructor.

ARC 202 - Architectural Design Studio II (4 Credits)
2 lecture, 6 lab, 8 total contact hours
Applies and advances design principles and processes gained in ARC 201. Studio projects representing advanced architectural problems are assigned. These incorporate multiple issues and principles as well as site, user and context parameters. Project solutions will be documented with accurate drawings and models. Prerequisite: ARC 201 with a grade of C or better, or consent of instructor.

ARC 213 - Building Materials II (4 Credits)
2 lecture, 4 lab, 6 total contact hours
Develops construction strategies of multi-storied steel and concrete commercial and residential buildings. Covers stairs, elevators and toilet room layouts. Reviews fire-resistive construction technologies, window walls, ceiling grids, lighting, partition details, mechanical and electrical requirements. Prerequisite: ARC 113 with a grade of C or better, or consent of instructor.

ARC 223 - History of Architecture (3 Credits)
3 lecture, 3 total contact hours
Surveys architecture from prehistoric times through the Renaissance, including Western and non-Western cultures. Stylistic and technological developments of architecture are studied in relationship to the cultural diversity of social, political, and religious contexts and historical periods.