# 朝陽科技大學 097學年度第2學期教學大綱
# Architectural Design(II) 建築設計(二)

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| 當期課號 | 7315 | Course Number | 7315 |
| 授課教師 | 劉克峰 | Instructor | LIOU,KE FUNG |
| 中文課名 | 建築設計(二) | Course Name | Architectural Design(II) |
| 開課單位 | 建築及都市設計研究所碩士班一A | Department | |
| 修習別 | 必修 | Required/Elective | Required |
| 學分數 | 5 | Credits | 5 |
| 課程目標 | 甲組：研究建築大師思想與實踐間之密切關係，期使學生學到建築大師之思想與設計手法，並將之運用於建築設計習作中，由討論導引發展出具備大師理念及自我風格之特殊建築設計作品。 | Objectives | A Group:The analysis and study of the theory and practice of the selected Master architect. Following the theory, students choose topic and site to make program in order to develop their own particular style and character in design works. |
| 教材 | 1.設計思考 2.形式創作訓練 3.數位媒體 4.體驗重力與物質 5.2D圖學與3D素描技巧 6.掌握形式與空間 | Teaching Materials | 1.the design thinking 2.form-making discipline for the beginners 3.digital media 4.gravity and materiality 5.the techniques of architectural drawings in both 2D orthographic and 3D sketches 6.manipulation of form and space |
| 成績評量方式 | 1.平常成績 10% 2.project1 30% 3.Project2 30% 4.project3 30% | Grading | 1.Participant 10% 2.project1 30% 3.project2 30%4.project3 30% |
| 教師網頁 | _ | | |
| 教學內容 | 設計題目「Collage to Cube」，由建築先例（architectural precedents）平面的分析開始，整合了2D平面拼貼構圖製作、浮雕模型轉換過渡與立體空間模型三個主要的形式訓練的項目。觀察、記錄三個階段中初學者們所有設計思考、工具應用等方面的反應，經由記錄到的現象與設計成品的分析與比較來發掘數位媒體對初學者的影響。初學者的2D正投影與3D速寫等專業圖學技巧，以及空間形式知識尚在發展、累積之中，因此無法有效、精確的解讀複雜的數位空間。<br>應用數位媒體的過程中，相較於有經驗的設計者所遭遇的類似現象，初學者對虛擬空間失去掌握的狀況，是較令人擔憂的。空間形式的認知與操控是初學者在形式創作訓練中最重要的教學議題，應用數位媒體對初學者空間形式教育策略的挑戰，遠大於學習上的衝擊。因此，如何整合數位媒體與初學者的形式創作訓練，已經成爲空間形式教育的新課題。 | Syllabus | The design exercise, "Collage to Cube", is a three-step exercise from “2D precedents study”, “2D collage composition” and “relief modeling” as a transition, to the “3D cube modeling”. To realize and control the complex models in virtual space thoroughly, spatial experiences, knowledge of form, and strategy of manipulation are required. For the beginner, the techniques of architectural drawings in both 2D orthographic and 3D sketches were under development. With a weak knowledge base on form and space, therefore, to understand the sophisticated and complicated form and space generated by digital media was beyond the beginner’s ablity.The understanding and manipulation of form and space are the most important pedagogical concerns for beginners' design education in architecture. Therefore, the merging of digital media with beginners’ form-making discipline has become a new challenge of pedagogical strategy. |

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