

朝陽科技大學 098學年度第1學期教學大綱
Architectural Design(III) 建築設計(三)

當期課號	7299	Course Number	7299
授課教師	劉克峰	Instructor	LIOU,KE FUNG
中文課名	建築設計(三)	Course Name	Architectural Design(III)
開課單位	建築及都市設計研究所碩士班二A	Department	
修習別	必修	Required/Elective	Required
學分數	5	Credits	5
課程目標	1.設計討論，如何思考設計，將抽象過程轉換為模型。2.建築實例分析討論，補助不同設計题目的設計知識。3.以不同方式的模型操作，協助同學在設計思考獲得整體性觀念。4.設計題目類型多元化，但又可以有連續性，使思考深度加大	Objectives	1.Concept \ Conceptnal mode 2.Site \ Environment Observation. 3.Elements : Vertical & Horizontal Elements 4.Public Space \ Space union \ private space 5.Case study 6.Space Organization
教材	設計原理：基礎造型理念與創意思考的探索 = Design theory / 林崇宏著 Fawcett, A. Peter. Architecture : design notebook / A. Peter Fawcett. Oxford Boston : Architectural Press , 1998. Immaterial/ultramaterial : architecture, design, and materials / edited by Toshiko Mori. 出版項 Cambridge, Mass. : Harvard Design School in association with George Braziller, 2002 Calatrava, Santiago, 1951- Santiago Calatrava's creative process. Basel : Birkhauser, 2001.	Teaching Materials	Design theory Fawcett, A. Peter. Architecture : design notebook / A. Peter Fawcett. Oxford Boston : Architectural Press , 1998. Immaterial/ultramaterial : architecture, design, and materials / edited by Toshiko Mori. 出版項 Cambridge, Mass. : Harvard Design School in association with George Braziller, 2002 Calatrava, Santiago, 1951- Santiago Calatrava's creative process. Basel : Birkhauser, 2001.
成績評量方式	1.平常成績 10% 2.project 1 30% 3.project 2 30% 4.project 3 30%	Grading	1.Participant 10% 2.project 1 30% 3.project 2 30% 4.project 3 30%
教師網頁	-		
教學內容	學生來自不同背景。希望在有自主性下訓練建築師的溝通方式。會特別探討視覺上創作想法與設計。還有以設計使用計劃的探索與體驗。這年的學習會側重在探討多樣的空間，如何控制自然光，結構的理解，以及掌握材料去創新的包被空間。並利用各總不同媒材使用，素描、電腦、攝影機與學校的木工、金工場以及燈光實驗室。	Syllabus	Students come to us from a variety of backgrounds and with a range of different experiences. We aim to broaden your understanding of architecture while keeping alive your innate creativity by developing communication skills that will allow you to explore, refine and represent your ideas. Over the year you will explore ways of manipulating space, controlling natural light, making structures and using materials to create enclosure. You will build skills using a sketchbook, computer, camera, the school's wood and metal workshops and lighting laboratory. These skills are tried and tested through a sequence of small-scale design tasks.

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