

Design Programme

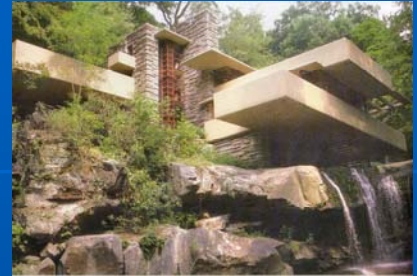
Design Programme Influences:

Section 1.0: Architectural History of Western Civilization

- Vitruvius and the order of proportion.
- The Grid theory of Ecole des Beaux Arts.
- Renaissance influences relative to the proportions of man.
- Use of Materials to reflect historical development

Section 2.0: The Science of Buildings

- Clearly identifiable structural elements.
- Allow for study of structure to occur within facility.
- Exposed structure to illustrate influences.



Section 3.0: Art in Architectural Design

- Display areas for sketch materials and presentation submission.
- Areas allowed for sketching in groups.
- Natural elements and materials for sketch purposes.

Section 4.0: Sociology and Architectural Design

- Study of human nature, social observations, interactive relationships
- Role playing in class setting for situations

Section 5.0: Geography

- Land forms, contextual placement, natural force influences, landscaping; bringing the exterior in - unity between spaces

Section 6.0: Mathematics

- Allowances for special circumstances relative to areas of study
- Geometric study and analysis of the building form, clear geometry

Section 7.0: Architectural Design Elements

- Influence on design strategies on composition: light, shade, texture, colour, composition and presentation.
- Clear Massing, volume and spatial resolution.

