

Intro to Physical Crafting



Course #: ARCH 4050
Semester: Fall 2023
Meeting: Thursday, 2:30-5:00PM
Location: Storrs Lab
Robby Sachs, rsachs@uncc.edu, Storrs Hall #130
School of Architecture, UNC Charlotte

Premise:

Students will participate in skills demos on a range of lab equipment; analog and digital. Each week will tackle a specific tool and an in depth focus on preparation, implementation, and evaluation. Hands on training and guided projects will lead to a final project spanning a range of equipment and processes.

Methodology:

Demos and guided projects will be outlined each week. Students will be supervised as they accomplish deliverables outlined at the beginning of project scope. Experience will lead to synthesis of processes and allow for student driven outcomes utilizing skills gained in class.

Project Scope:

Small projects will introduce safety requirements and appropriate use of lab tools with a focused outcome. Students will learn to master basic operations and evaluate outcomes.

Medium projects will incorporate complexity through multiple strategies and tools. Projects will add systems and scale in complexity. Compartmentalization of project "problems" will allow students to achieve complexity.

Large projects will combine multiple materials, tools, and processes. Overall design will be student driven and culminate in a student show to celebrate experience and mastery.

Top Secret Mission: Students will be evaluated by industry professionals and former students creating a network of uncc maker black belts. After this course, several students will have ideal experience to become ambassadors of craft within their program and make terrific faculty RA material.