

UPP551: PHYSICAL PLANNING II: METHODS

Spring 2012

Call number: 17222

Mondays, 6pm -9pm, 2232 CUPPA Hall

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Call or e-mail for appointments

SYLLABUS

Course objective:

This course intends to exposure physical development concentration students of no design background with basic design skills including free-hand 2-D plan, 3-D rendering, PhotoShop and SketchUp software, and model making. The methods and skills will be introduced and practiced through a design project.

**UIC-City Gateway Project
Creating a Design Vision:**

The goal of this project is to create a vision for a proposed **UIC-City Gateway** on the site delineated in the map (Harrison South, Halsted East, Morgan West, CUPPA Hall North).

The UIC administration desires the creation of an attractive, intriguing, ineffable urban expression in the aforementioned site. We planners are commissioned to create the design vision; architects will work out the details. The design vision philosophy should reflect a good grasp of urban planning; it may cut through pure aesthetic, sociology, urban design and Chicago history.

In this project we will search for an urban expression for the proposed site. The design should respect the nexus of the City with the Campus. We would like to take up the challenge of transforming the under-utilized space (delineated on the map) into a new vibrant, exciting, attractive space.

Unlike many campuses where they are apart of the city, UIC campus is integrated with the City. UIC-City Gateway is a place where UIC and the City intertwine and interface. UIC denizens will use the space to invoke discoveries and technological advancement. The space will educate Chicagoans about the newest advances and innovations. It is meant to foster civic engagement between the City and the University. It will lure knowledge aspirants and help UIC to recruit top students.

You will search for a form that reflects the inter-disciplinary knowledge production and consumption. Our concern is only the Design Vision, the form, or "shell." The list below is meant to inspire you on what potentially goes under the shell:

- Exhibition spaces
- Cafeteria
- Inter-disciplinary Design Studio
- Outdoor/ indoor Sculpture Park
- Meeting/ conference room
- Outdoor/ indoor museum
- Murals, etc.
- Bus shelters
- Outdoor sporting activities
- Intimate gatherings
- Outdoor/ indoor dining

Or whatever you think appropriate.....We care only about the form, looks, expression, aesthetic, artistic quality. Some vagueness in directions could be intentional: it is meant to provide opportunities for optimal creativities and innovations.



In this class the emphasis is on learning by doing. As a design methods course, three main sets of design skills will be introduced: First, basic free hand sketch/ rendering skills; second, a combination of 3D drawings and photo images by Photoshop; or 3D SketchUp; and third, and a working model. In addition, students should pay sufficient attention to the relations between the proposed new development with the context.

- Project one: The theme: Free hand Sketch/ rendering exercises
- Project two: The scheme: Design proposal by a combination of drawings with photo images: Photoshop or 3D SketchUp (optional)
- Project three: The scheme: design documents with a working model

Each student should prepare pin-ups and short presentations (7-8 minutes) for all projects per schedule below. Please deliver projects on CDs to the instructor on the day of presentation. If late, please place CDs on the instructor's UPP mailbox ASAP. Note that pin-ups and presentations are going to take place in CUPPA Hall 262 conference room and hands-on classes will take place in the Computer Lab on the second floor of CUPPA Hall.

Textbook: (suggested)

Cities and Design, by Paul Knox, Routledge (2011, Paperback)

Grading:

Attendance is required and has 10% of your grade

Each of the three projects weights 30% of your grade

Course Objectives:

In this class we will focus on learning:

§ - Applying design ideas into a practical project

§ - Using free-hand sketch and rendering skills and computer software

Deliverable:

1. Free hand drawings on tracing paper: sketch, rendering and bird- eye's view
2. Neat PowerPoint presentation on CD that contains all images of the Final Project (freehand and SketchUp)
3. A working model

The Jury Presentation will be arranged by the end of the semester.

Class Schedule:

Week1	1/9	Introduction: lecture Two tracks of physical planning The urban design traditions and process Basic design tools: map, scale, set square, digital camera, pens, markers, sketch pad, tracing paper Assignment 1: copies of house facades
Week2	1/16	Martin Luther King's Day, no class
Week3	1/23	1. Basic training on drawing: copying a two dimensional sketch 2. The site: site analysis

Week4	1/30	1. Basic training on drawing: copying a three-dimensional rendering: buildings with cityscape background 2. The plan: urban design plan Assignment 2: copies of the commercial corridor renderings
Week5	2/6	Theme of the UIC-City Gateway: UIC Campus Plan Assignment 3: draft of the theme concept (draft urban design plan)
Week6	2/13	Pin-up: reviewing theme concepts (draft urban design plans)
Week7	2/20	Basic design skills: perspective and axonometric drawing
Week8	2/27	Presentation for Project one: The theme: the Plan, freehand sketch/ rendering (from ground and bird-eye's view)
Week9	3/5	SketchUp software, in SEL 2058 lab
Week10	3/12	SketchUp software, in SEL 2058 lab
Week11	3/19	Spring break, no class
Week12	3/26	Photoshop and the combination of drawings and digital images, in UPP Lab
Week13	4/2	Presentation for Project two: Combination of drawings, SketchUp, model with photo images for the UIC-City Gateway project
Week14	4/9	Model making and combination of models and images
Week15	4/16	In class studio
Week16	4/23	Pin-up: reviewing final design documents
Week16	4/30	Final presentation (Project Three): PowerPoint files and design documents: freehand drawings, models or SketchUp images for the UIC-City Gateway project (final presentation on CD due)