

ARCHITECTURE

The Architecture Program concentrates on the built environment. The curriculum visualizes architecture as a cultural, creative, and technical practice and discipline with direct social impact. A balance of architectural, art and technical design courses provides students with a diverse foundation of knowledge in the fields of architecture, landscape architecture, urban planning, CAD, and CGI which prepares them for transfer and/or certificates for careers in a wide range of fields. Students may earn an associate of science degree in architecture, a certificate in architectural design and/or a certificate on Computer Aided Design (CAD).

Faculty

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<https://www.citruscollege.edu/academics/programs/arch> (<https://www.citruscollege.edu/academics/programs/arch/>)

- Demonstrate the ability to use technology to prepare hand drawings, Computer Aided Drawings (CAD), and multimedia presentations.

Courses

ARCH 100

Introduction to Architecture and Environmental Design Foundations

3 Units (AA/AS; CSU)

54 lecture hours

Equivalent to: DRAF 150

Grade Mode: Standard Letter

Strongly recommended: ENGL 101.

An introductory course for students interested in exploring the fields of architecture, environmental design, architectural technology and developing a working knowledge of planning and design. Introducing architecture and environmental design majors to design fundamentals, stressing a basic vocabulary of 2-D and 3-D design and design process in an atmosphere of discovery and creativity. Introduction to the examination of aesthetic, symbolic, and cultural elements.

ARCH 102

Visual Communication

2.5 Units (AA/AS; CSU)

36 lecture hours, 36 lab hours

Equivalent to: DRAF 102, DRAF 158

Grade Mode: Standard Letter

Strongly recommended: DRAF 101; ENGL 101.

Visual communication of 2-D and 3-D forms and functions are explored using sketching, drawing, and 2-D and 3-D software. Using 2-D and 3-D software, natural and man-made forms are analyzed. Color and texture of form are studied as they are revealed by light, shade, and shadow. Students' perceptions of subject matter are translated into convincing visual expressions by learning the graphic skills and the use of a variety of media. Students sketch, draw and render projects.

ARCH 110

Introduction to Design Fundamentals and Communication

4 Units (AA/AS; CSU)

54 lecture hours, 54 lab hours

Equivalent to: DRAF 151

Grade Mode: Standard Letter

Strongly recommended: ARCH 100; ENGL 101.

Introduction to architectural design fundamentals, stressing a basic vocabulary of 2-D and 3-D design and design process in an atmosphere of discovery and creativity. Projects will focus on perception, visualization, representation, and expression as well as an introduction to the examination of aesthetic, symbolic, and cultural elements. Students analyze and apply architectural theory, principles, techniques and model making. The course includes an examination of presentation types and how they can be utilized to communicate architectural ideas.

Learning Outcomes

This discipline prepares students to do the following:

- Demonstrate planning techniques and administration of architectural, Computer Generated Imagery (CGI) and document control for design and technical working drawings.
- Describe effective architectural, Computer Generated Imagery (CGI) and drafting techniques including graphic communication of design and technical drawings, orientation of design and technical drawings, and the decision making process for design and technical drawings.
- Estimate time, material, labor and equipment required for this expertise.
- Students think logically and coherently about technical issues and gain an appreciation for the global social and political impact of technical endeavors. By working together in the lab and/or on projects, students develop interpersonal skills and respect for others.

ARCH 111**Foundation Design****4 Units (AA/AS; CSU)****54 lecture hours, 54 lab hours****Equivalent to: DRAF 152****Grade Mode: Standard Letter***Prerequisite(s): ARCH 110.**Strongly recommended: DRAF 101.*

An introduction to the processes of design through studio projects addressing the role of process in the development of form. The course focuses on drawing and model construction as a means to seeing and understanding. The course includes exploration of the design process and the formal and spatial language of architecture as well as use of case studies. This course provides students with a analysis of material applications and the fundamental knowledge of methods of construction.

ARCH 200**Portfolio Preparation****3 Units (AA/AS; CSU)****45 lecture hours, 36 lab hours****Equivalent to: DRAF 149****Grade Mode: Standard Letter***Strongly recommended: ARCH 110 & ARCH 111 or ART 111 & ART 120; ENGL 101.*

A course for students to develop individual student portfolios. Development of portfolios will include architectural Computer Generated Imagery (CGI), multimedia, other design technology techniques, free hand drawing, 2D-3D art and rendering. Students will develop knowledge of how to interview in various design professions.

ARCH 201**Architectural Design I****4 Units (AA/AS; CSU; UC)****54 lecture hours, 54 lab hours****Equivalent to: DRAF 153****Grade Mode: Standard Letter***Prerequisite(s): ARCH 110.*

Exploration of design and architectural basic elements. Develop the process of architectural design with an emphasis on two and three dimensional communication techniques. Basic design exercises focusing on simple buildings and their relationship to site and program. Explores the tools required to begin the formulation of design concepts and structure. This exploration is supported by discussion, observations, and hands-on experimentation, including research of precedents. The goal is to develop a process of design that draws from many sources in order to solidify a concept. Craftsmanship, clarity, and eloquence are highly valued in the construction of design submittals and in written and verbal presentations. A portfolio of the assigned design exercises completes the course requirements.

ARCH 202**Architectural Design II****4 Units (AA/AS; CSU; UC)****36 lecture hours, 72 lab hours****Equivalent to: DRAF 154****Grade Mode: Standard Letter***Prerequisite(s): ARCH 110.**Strongly recommended: DRAF 101.*

Basic design exercises focus on buildings and their relationship to site and design process using simple programs, the influence of context, introducing sustainability and environmental constraints. Students analyze and incorporate environmental site factors, simple program requirements and basic knowledge of building materials. The design process of sustainability, climate and lighting issues are incorporated as integral components of an architectural design solution. A portfolio of the assigned design exercises completes the course requirements.

ARCH 242**Building Construction****3 Units (AA/AS; CSU)****54 lecture hours, 18 lab hours****Grade Mode: Standard Letter***Prerequisite(s): ARCH 110.**Strongly recommended: ENGL 101.*

An overview of construction, building components, and systems investigated through case studies. Explore architectural basic construction materials, methods of construction, properties, assembly and fabrication. Examine various architecture by focusing on its building materials and structural systems as they relate to design concepts. Review the basic types of governmental regulatory constraints that architects must understand to design a building. Analyze structural forces affecting buildings. Examine in depth the sequential processes of constructing a building.

ARCH 250**History of Architecture: Prehistory to Mannerism****3 Units (AA/AS; Citrus C1; CSU; IGETC 3A; IGETC 3B; UC; CSUGE C1;****CSUGE C2)****54 lecture hours****Grade Mode: Standard Letter***Strongly recommended: ENGL 101.*

Development of architecture from Prehistory, ancient Egypt, ancient Greece, Rome to the Mannerism period. Influence of geography, religion and socio-economic movements on architecture are explored. The role of a built environment in social, cultural, and political life: how buildings are constructed, what they mean, effects they have on the world, and ways they imagine new futures and shape private and public life. This course spotlights new possibilities for shaping the world in which we live, with an emphasis on how architecture extends to cities, roads, books and films. Consideration is given to historical context and cultural genealogy of particular buildings and environments, material and economic conditions of buildings and more.

ARCH 251**History of Architecture: Baroque to the Present Day**

3 Units (AA/AS; Citrus C2; CSU; IGETC 3A; IGETC 3B; UC; CSUGE C1; CSUGE C2)

54 lecture hours

Grade Mode: Standard Letter

Strongly recommended: ENGL 101.

Exploration of the role of a built environment in social, cultural, and political life: how buildings are constructed, what they mean, effects they have on the world, and ways they imagine new futures and shape private and public life. This course spotlights a series of contemporary case studies for what each reveals about new possibilities for shaping the world in which we live, with an emphasis on how architecture extends to cities, roads, books and films. Consideration is given to historical context and cultural genealogy of particular buildings and environments, material and economic conditions of building, and more.

Programs

Associate Degree

- A.S. in Architecture (<http://catalog.citruscollege.edu/disciplines/architecture/architecture-as/>)

Certificates of Achievement

- Architectural Design (<http://catalog.citruscollege.edu/disciplines/architecture/architectural-design-certificate-achievement/>)
 - Computer Aided Design (CAD) - Architecture and Drafting (<http://catalog.citruscollege.edu/disciplines/architecture/computer-aided-design-cad-architecture-drafting-certificate-achievement/>)
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