



Programme: <b>DESIGN 1.2</b>		
<b>Design Sector</b>	Duration:	1 Semester
Code: <b>5052</b>	Hours/Week:	9 Practices
Credits: 6 Units	Total Hours:	126

## LEARNING OBJECTIVES

- Impart the student with a series of knowledge prior to the content of the architecture, which would allow him or her to delve into it in the most convenient and informed manner.
- The learning of Design is presented within a set of activities that combine practical training in the design workshop and the acquisition of theoretical knowledge conducive to Architecture, which underpin and guide the practice of Design.
- Application of knowledge of geometry and physics, to the relations between matter, form and structure.

## COURSE CONTENT DESCRIPTION:

### 1. The Design Process

We emphasize the creative part of the design process and not its operational part, thus taking only the restricted field of design in which, the decisions of the designer are most directly affected.

#### 1.1. Knowledge and elaboration of data, of:

- The general function.
- The manufacturability of the object.
- The impositions of the environment.
- The historicity of the object or function.

#### 1.2. Raise of the idea or first hypothesis: logical statement for formal determination.

#### 1.3. Process of determination of the form.

- Operational organization of requirements.
- Provisional determinations of form.

#### 1.4. Project execution

- Knowledge and mastery of definition and representation techniques, both partial and definitive, graphs and models.