# Bachelor of Architectural Studies
## ARCHDRC Stage Three elective options 2017

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<th>Semester One</th>
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| **ARCHDRC 303** | **Freehand Drawing**  
The examination, through penetrative seeing, of the basic structure, form, tonal colour and textural elements found in the environment and the development of these awarenesses in knowledgeable graphic communications with an emphasis on perceptual expression.  
Instructor: Michael O’Sullivan |
| **ARCHDRC 304** | **Introduction to Architectural Photography**  
An introduction to architectural photography and photography techniques.  
Instructor: Simon Devitt |
| **ARCHDRC 370** | **Elective Study — Sound + Moving Image**  
An introduction to the thinking and practical use of audio recordings and moving images as creative and research orientated tools to engage with architecture, location and urban context.  
Instructor: David Cowlard |
| **ARCHDRC 371** | **Elective Study — Detail in Architecture**  
Over centuries of design work and despite differences in conceptual thinking and aesthetic, all architects face a shared problem — the challenge to facilitate the realisation of a building with the architectural intent and vision still clear and intact.  
This paper will begin by interrogating key precedent architectural works of the past century to understand the critical role of architectural details in the successful execution of built form and clarity of design intent. This analysis will then inform students as they engage critically in defining and uncovering opportunities within the discipline of detail design that realise a tectonic and aesthetic built response which achieves a cohesive project from a singular vision.  
Through a series of studies at varying complexities, this paper seeks to uncover the stories behind the detail and empower students to continue to analyse their work and future built work within this realm of architectural thought.  
Instructor: Anna Tong & Jennie Aerts |
| **ARCHDRC 372** | **Elective Study — Digital Operations in Space**  
The course will introduce methods and technologies for digital operations in space. This will include 3D scanning and spatial tracking, spatial operations and robotic assembly. The course will explore different digital tools, which are available be at the School’s Open Media Lab, and will investigate their potential for the design process and the construction of architectural space.  
Instructor: Uwe Rieger |