

## **UCLA AUD TeenArch Institute 2025**

There are three different options. All sessions will follow the same Syllabus.

### **In-Person options:**

**TeenArch Session A.1 In-Person (Residential Housing on UCLA Campus. *Minimum age requirement of 17 years old*)**

**TeenArch Session A.2 In-Person (Commuter without Housing on UCLA Campus)**

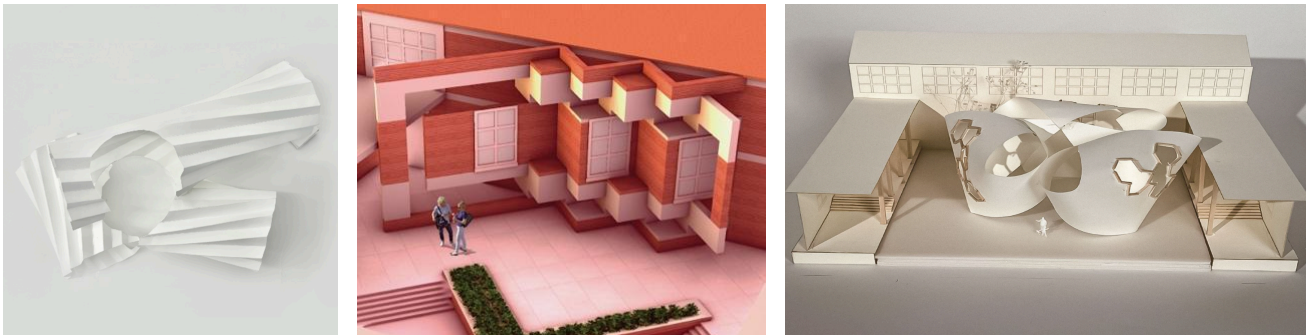
### **Remote options:**

**TeenArch Session B (Remote - Virtual, without Housing on UCLA Campus)**

## **Tactile Transformation: Soft vs. Hard Materials at Architectural Scale**

### **TACTILE TRANSFORMATIONS: Soft vs. Hard Materials at Architectural Scale**

Join us for an architecture experience at UCLA, the #1 Public University. Led by AUD Summer Programs Director Julia Koerner and Associate Director Morgane Copp, the TeenArch Studio engages students in a wide range of activities, from intensive design exercises, individual feedback sessions, and small group discussions, to studio-wide presentations and reviews. Students will be introduced to the conceptual and technical facilities essential to the study of architecture as a discipline and its practice as a profession. To supplement studio activities, weekly lectures from UCLA faculty and notable guest designers will explore the many facets of idea-driven design, as well as urban and design culture in Los Angeles.



UCLA AUD TeenArch Student Work 2023/2024

#### **OVERVIEW AND TOPIC:**

An object in isolation is a fragment of potential, but when objects come together, they create dialogue, structure, and form—giving architecture its shape. For designers, the blank canvas is both a challenge and an opportunity, representing limitless possibilities. A single element can lead to an infinite array of outcomes, branching into new directions and narratives. However, every design has a through line—a sequence of decisions and operations that define the process from inception to final product.

In the UCLA AUD TeenArch Studio, students will explore the spatial and material qualities of selected objects with distinct tectonic characteristics. By aggregating these objects—examining their relationships, connections, and compositions—students will understand how material properties and deliberate operations give rise to form and structure.

Through diagrammatic drawing, physical model-making, and digital 3D modeling, students will explore how to translate the qualities of their objects into organized systems. These systems will inform designs that integrate creativity, functionality, and context. Students will apply their studies to develop an extension to the courtyard plaza in front of Perloff Hall, home to the architecture and urban design department. Their object-inspired models, architectural drawings, and ongoing feedback will inform the design, culminating in a thoughtful intervention that reflects their learning and experimentation.



## UCLA AUD TeenArch Institute 2025

### BACKGROUND:

The use of found objects, artifacts, and simple geometric assemblies has long served as a source of inspiration for architectural form. By studying these elements, architects and designers uncover the inherent spatial, material, and tectonic qualities that inform design thinking. Found objects, often imbued with history or cultural significance, invite designers to reinterpret their original purpose and translate them into abstracted forms that influence structure and space. While the practice of drawing inspiration from selected objects dates back to early concept models in architecture, it is among more contemporary approaches that the presence of the object is emphasized and celebrated throughout the design process.

Artifacts and geometric forms similarly act as tools for exploration, offering a means to examine proportion, balance, and the interplay of parts within a whole. Simple assemblies—when aggregated or juxtaposed—reveal patterns, rhythms, and hierarchies that mirror architectural processes. In some cases, the essence of the initial object lingers as a “ghost,” expressed through materiality or contrasts in geometric language. In others, the distinct qualities of each entity remain unapologetically unique, coming together harmoniously through shared attributes such as color, scale, or composition.

This approach encourages the reimagining of everyday objects as vessels of architectural meaning, creating designs that celebrate the connections between materiality, geometry, and context. Whether through abstraction, aggregation, or transformation, these foundational explorations lay the groundwork for innovative and thoughtful design interventions.



LADG - Coachella Proposal



First Office - PS1 Proposal



Jasmine Deporta

### OBJECTIVES:

TeenArch is a summer design studio that introduces teenagers to conceptual and technical facilities essential to the study of architecture as a discipline. The course will inspire students to engage in idea-driven design.

Applicants attend the course for 3 weeks. The three weeks course is organized into Studio Sessions on Monday and Wednesday, Tech Seminars on Tuesdays and Thursdays, and Group Pinups on Fridays. All of the above is planned to be organized in person and local housing accommodation is available for the in-person program, or exclusively on Zoom for the remote program.

### ORGANIZATION:

Students will be assigned an instructor, teaching assistant, and studio space. Studio time will be supported by weekly lectures given by faculty and guest designers exploring many facets of idea-driven design. Software and fabrication tool tutorials will be provided each week as relevant to assignments.

The course is organized around design studio culture, which comprises a range of activities from desk critiques, to small group discussions, to studio-wide pin-ups, to final reviews with a panel of guest critics. Students'

## **UCLA AUD TeenArch Institute 2025**

thoughtful production of design work in between such activities is essential and should respond to the new materials and skills provided by instructors.

### **CREDIT HOURS:**

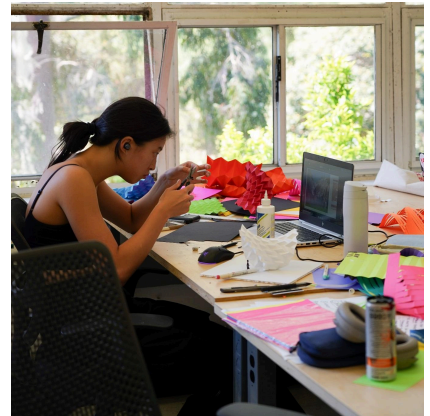
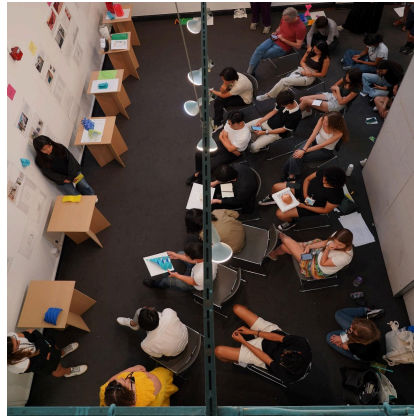
Teen ArchStudio three-week program carries three quarter units of UC credit.

### **POLICIES & PROCEDURES:**

#### **Attendance**

Attendance is mandatory during class time, dialogs, lectures, reviews, pin-ups, tutorials, and workshops. If you do not present your work at reviews, you will not receive credit for the studio. In the scenario of distant learning, some tutorials and lectures will be recorded and offered asynchronously. Students are expected to not miss more than 2 classes in order to receive credit. Three unexcused absences will result in a failing grade.

#### **Work culture and Absences**



UCLA AUD TeenArch Studio 2023

Students are required to work in the studio. In the scenario of distant learning, students will work from home. All technical equipment needed for the course such as a laptop, and drawing material will need to be acquired by the participants prior to the start of the course. A document outlining these requirements will be made available prior to the opening of the course registration.

All activities requiring absence from studio meetings i.e. purchasing materials or running project-related errands) should be scheduled outside of studio hours. If you have to leave in the middle of, or prior to the end of regularly scheduled studio times, this should be discussed with your instructor.

#### **Grading**

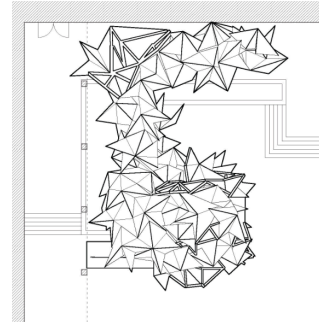
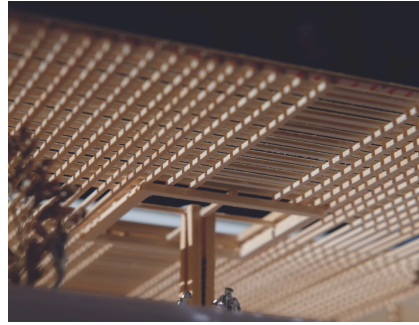
Course grades are P/NP grade (Pass/No Pass). Any questions regarding grades or policies should be directed to your instructor or to the program director. A passing grade in the course requires dedicated completion of all projects.

#### **Archiving**

At the conclusion of the summer program, you will be asked to archive your work. There will be time to do so the morning before your final review. Save all of your files to the 2024 Student Work folder. Submit your individual photo or drawing files in 300 DPI JPGs with the following names:

TeenArch\_2024\_YourInstructorsLastName\_YourLastName\_01.jpg

## UCLA AUD TeenArch Institute 2025



UCLA AUD TeenArch 2024 Student Work

### **Student Privacy**

This program uses video recording or other personal information capture for the purpose of facilitating the course and/or test environment. Pursuant to the terms of the agreement with UCLA, the data is used solely for this purpose and any vendor is prohibited from disclosing this information. UCLA also does not use the data for any other purpose. Students may not distribute recordings or other instructional materials provided as part of remote learning by faculty, teaching assistants, or invited guests.

### **RESOURCES:**

1332 Murphy Hall, Los Angeles, CA 90095 phone:

310-825-4101 email: [institutes@summer.ucla.edu](mailto:institutes@summer.ucla.edu)

UCLA Architecture and Urban Design, 1317 Perloff Hall, Los Angeles, CA 90095

email: [summer@aud.ucla.edu](mailto:summer@aud.ucla.edu)

### **STAFF:**

**Julia Koerner**, Associate Adjunct Professor, Summer Programs Director, [juliakoerner@ucla.edu](mailto:juliakoerner@ucla.edu)

**Morgane Copp**, Lecturer, Summer Programs Associate Director, [morganecopp@ucla.edu](mailto:morganecopp@ucla.edu)

**Areeba Naeem**, M.Arch I Student, Summer Programs Assistant Director [areebanaeem@ucla.edu](mailto:areebanaeem@ucla.edu)

**TBD**

## **UCLA AUD TeenArch Institute 2025**

### **SCHEDULE & Exercises**

#### **Week One**

During Week 1 students will focus on creating formal aggregations using a series of selected objects provided by the course instructors. They will explore the importance of precedents in architecture and use existing examples to inspire their formal compositions. In parallel to the physical investigation of form and structure through the aggregation of the selected objects, students will learn foundational 2D representation methods of architectural drawing through the medium of paper and 3D digital modeling.

#### Focus:

- Constructing physical 3D composition using selected objects
- Analyzing, documenting, and photographing found objects
- Interpreting the formal aggregation through 2D drawing representations
- Aggregating these found objects to create a physical 3D composition
- Digitally 3D modeling the aggregation in Rhino
- Superimposing the objects into one another
- Exploration of forces, textures, and structures

#### Monday (June 30th, 2025)

Morning Session: Start Welcome and Studio Introduction

Schedule and Syllabus Overview Lecture

Intro Lecture (materiality in architecture: hard vs. soft, natural vs. synthetic)

Afternoon Session:

Overview of the project: creating material aggregations using common materials like rocks, sponges, sticks, fabric, paper, styrofoam, etc.

Hands-on activity: Begin with creating basic material combinations (e.g., a rock pushing a sponge, sticks holding up a fabric, thick paper between two styrofoam pieces).

Group work: Create at least 5 different material aggregations that represent different forces, tensions, and interactions

Group discussion: Share observations and findings from the work

#### Tuesday (July 1st, 2025)

Introduction to architectural modeling and technical drawing.

Students will digitize one of their material aggregations, focusing on translating textures and scale into a 3D representation.

Students will trace and document the models they've created.

Focus on documenting material properties, scale, and the relationship between hard/soft elements

Individual work: Begin drawing plans, sections, and elevations of one selected aggregation

Guided workshop: Converting physical models into digital 3D models

#### Wednesday (July 2nd, 2025)

Lecture: Field Trip Projects

Group presentation: Students will present their physical models, sketches, and 3D models to the other instructors and students.

Discussion and feedback: Analyze how the material combinations work architecturally and conceptually

Assignment: Reflective sketchbook entries documenting the creative process and the challenges faced during the week

Refine and finalize a digital 3D model of one of the material aggregations for presentation in Week 2.

## **UCLA AUD TeenArch Institute 2025**

### Thursday (July 3, 2025)

Work in Studio: Continue your explorations both through drawing and material manipulation. Continue working on drawings and refine your presentations.

Guided workshops: Converting physical models into digital 3D models.

### Friday (July 4th, 2025)

Independence Day Observed.

## **Week Two**

In Week 2 students will be introduced to the architecture concept of site and program. They will continue to develop their formal compositions from week 1 making the necessary adjustments and transformations to accommodate the location and purpose of their designs. Students will choose one of three methods of interaction with Perloff Hall, such as attaching, leaning, or intersecting with the site. They will also begin to think more tectonically about how to integrate elements such as circulation, structure, and enclosed volume. Week 02 will culminate in a mid-review in which students will learn how to present their architectural concepts and designs to a small jury.

### Focus:

- Position/Scale/Rotation/Orientation of the Aggregation within the Site of Perloff Hall
- Transformation of the aggregation to accommodate the program and its position within the site.
- Introducing order from site-driven grids
- Integrating digital tools and physical modeling to explore spatial dynamics
- Verbal presentation and physical portfolio ready

### Monday (July 7th, 2025)

Lecture on the role of scale and posture in architecture: how small, large, rotated, or shifted objects affect spatial relationships

Overview of Perloff Hall Courtyard and its role as 'context'

Analysis of various architectural precedents that explore scale, orientation, and materiality in space

### Tuesday (July 8, 2025)

Tech Seminar + Group Work Sessions

Continue your explorations both through drawing and material manipulation.

Consider how you would translate your explorations into digital 2D drafting & 3D modeling.

Consider your design in relation to real world materials and user/occupant applications.

Develop plans, sections, elevations and a polished physical model of your design, and refine your diagrams.

### Wednesday (July 9, 2025)- Mid Review!

**Mid Review:** Refine your designs and prepare to discuss them in a cohesive final presentation and exhibition for instructors and guests.

Requirements:

1- Connect with the site - (choose a minimum of one)

Structure (example: Columns, Walls, Roof)

Circulation (example: Stairs, Pathways)

Existing Windows or Doors

Landscaping (Planters)

2- Choose a type of connection (as covered in Monday's lecture) that relates to the existing building (Perloff Hall).

## **UCLA AUD TeenArch Institute 2025**

- Intersection, Align, or Lean
- 3- Choose a program

### Thursday (July 10, 2025)

Tech Seminar + Group Work Sessions

### Friday (July 11, 2025)

Workshop: Students will manipulate their physical or digital models by rotating, tilting, and scaling their aggregation to create interesting postures or responses to the site

Focus on how different orientations of the material models affect movement, perception, and space

Individual work: Develop a refined design concept for placing their aggregation in the courtyard

### Saturday (July 12, 2025) LA DAY TRIP

FIELD TRIP!

## **Week Three**

In the last week of the program, students will focus on refining their 3D digital models and final presentation materials. Students will focus on incorporating feedback received from their mid-review into their designs and make any changes required to their designs. In particular, students will be introduced to how to professionally document their models and drawings and put together a robust final presentation. The program will conclude with a final review in which students will put together a presentation of their work and present their designs to both internal and external architecture critics.

### Focus:

- Focus on creating a sense of place and interaction with the surrounding environment through lighting, textures, and scale
- Begin developing a presentation board that explains their design choices
- Students will create a physical model of their final design using a range of materials (cardboard, foam, wire, etc.)
- Focus on craftsmanship and the ability to express design ideas in three dimensions
- Students should incorporate elements from their material explorations from Week 1

### Monday (July 14, 2025)

Morning Session:

Representation & Portfolio Lecture

Afternoon Session:

Select two of your final model photographs (one from above, and one viewing straight-on) and convert them into digital line drawings using Adobe Illustrator. Pay careful attention to line-weights and perspective. From these drawings, infer a plan and a section and draw these digitally.

Develop a coded diagram in which different shading/hatching suggests variations in the design (i.e. different materials, depths, surface orientations, etc.)

Individual studios will focus on progressing different types of representation styles. This can be through a combination of drawings, photographs, rendering, collage, and more.

Students should become familiar with the portfolio template and understand the fundamentals of putting together a simple portfolio.

### Tuesday (July 15, 2025)

Tech Seminar + Group Work Sessions

Continue your digital drawing and diagrammatic explorations and prepare to discuss them in a cohesive presentation.



## **UCLA AUD TeenArch Institute 2025**

### Wednesday (July 16, 2025)

Photolab session per studio for professional model shots.

Work in Studio: Refine your designs given consideration of feedback.

Develop renderings for your design using Adobe Photoshop. Incorporate entourage, location context, and atmospheric conditions.

### Thursday (July 17, 2025)

Tech Seminar + Group Work Sessions

Continue to refine your designs through digital drawing and rendering. Place your designs into a cohesive presentation layout (dimensions to be provided).

### Friday (July 18, 2025)- Final Review!

Final Review: Finalize your designs and presentation boards, print, and prepare to discuss them in a cohesive final presentation and exhibition for instructors, invited guests, and families.

Final presentation: Each student presents their final designs, including 3D models, images, and written presentation

Formal review and group discussion on how scale, rotation, and posture can transform the perception of a space

Reflection on how their material aggregation evolved and what new insights were discovered through the process of contextualizing it in the courtyard

Final reflection on the program: What did students learn about materiality, scale, and spatial design?

Completion of a personal design journal reflecting on the entire creative process

Presentation of certificates and group photo to commemorate the end of the program

## **DELIVERABLES**

### **Week 1:**

-> Three (3) aggregation models exploring your precedent.

-> One (1) iteration of your "codified" unfolded diagram.

-> One (1) sketch Plan of your own version of your aggregation. (no defined scale for week 01)

-> One (1) sketch Elevation of your own version of your aggregation. (no defined scale necessary for week 01)

-> Short written statement on how you aggregated and what elements are you most keen in exploring through your representations. (3-4 sentences)

*Optional:*

-> One (1) Additional models exploring your systematic aggregation.

-> One (1) Additional "codified" unfolded diagram.

### **Mid Review - Week 2:**

-> One (1) model exploring the next interactions of your transformed form to an architectural extension.

-> Three (3) photographs of your preferred new model (plan, elevation and perspective) - Taken with a white background and with the site model.

-> One (1) Roof Plan drawing of your extension- digital\*

-> One (1) Cut Plan drawing of your extension- digital\*

-> One (1) Elevation drawing of your extension - digital\*

-> One (1) Section drawing of your extension - digital\*

-> Written statement of what from your previous design you decided to keep or take out and why this was necessary or your design preference when transforming it into an architectural project. How does your new design engage with the site? (8 - 10 sentences)

*Optional:*

-> One (1) Digital collage of your architectural extension situated on site (Using Photoshop or mixed media).

-> One (1) diagram illustrating how the precedent evolved into the architectural extension (This shows the step-by-step transformation you made to adapt for an extension).

-> Additional paper models exploring the next iteration of the transformed extensions.

**Final Review - Week 3:**

- > One (1) Final model of your extension design
- > Three (3) Photograph of your final extension model - with the site model
- > One (1) Cut Plan drawing of your extension- digital\*
- > One (1) Roof Plan drawing of your extension- digital\*
- > One (1) Elevation drawing of your extension (Possibly including materiality) - digital\*
- > One (1) Section drawing of your extension - digital\*
- > One - Two (1 - 2) Digital collage/ rendering of your extension situated on site (Using Photoshop).
- > Written statement of the process you developed to go from your original folded forms to now your architectural extension and the reasoning behind the decisions you made in terms of materiality, form, scale, and position in context with the given site. (10 - 15 sentences)

*Some Questions to think about answering in your statement:*

- *How did your original paper folded form influence or inspire your final design?*
- *What site specific elements with you draw upon to position and orient your architectural extension?*
- *What experience (both external and internal) do you envision this project creating?*
- *What materials or formal techniques did you choose and why?*

*Optional:*

*One (1) Perspective Drawing (including materiality) - digital\**

*One (1) - Digital Diagram exploring the codified system of your final extension (similar to the diagrams we did with the aggregation models week 01)*