

UCLA AUD TeenArch Program 2026

There are two different options: In-Person at UCLA (Commuter) or Virtually over Zoom (Remote)
All sessions will follow the same Syllabus.

In-Person options:

TeenArch Session A In-Person (Commuter)

Note: Although we are not offering organized on-campus housing, any 17+ year older student may be eligible for an independent Summer Sessions Housing Contract. For more information:

<https://housing.ucla.edu/summer-housing/summer-sessions-housing/summer-sessions-housing>

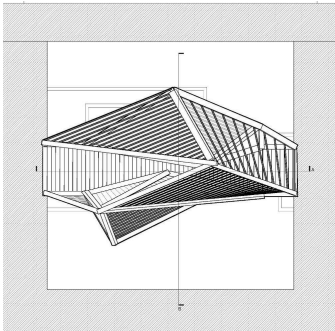
Remote options:

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

UCLA AUD TeenArch Program 2026

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 2024-25

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.

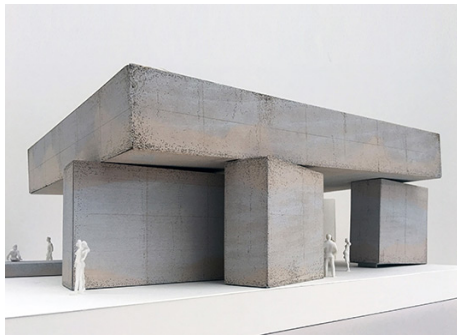
In the UCLA AUD TeenArch Studio, students will explore the spatial and material qualities of selected objects with distinct tectonic characteristics. By aggregating these objects—examining their relationships, connections, and compositions—students will understand how material properties and deliberate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





LADG - Coachella Proposal



First Office - PS1 Proposal



Jasmine Deporta

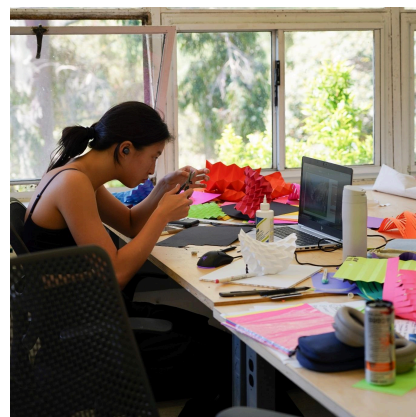
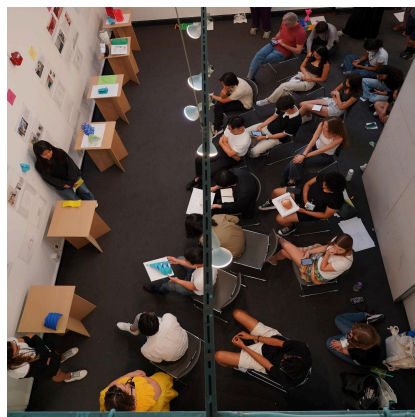
OBJECTIVES:

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



UCLA AUD TeenArch Studio

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 2026 Student Work folder. Submit your individual photo or drawing files in 300 DPI JPGs with the following names:
TeenArch_2026_YourInstructorsLastName_YourLastName_01.jpg

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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

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

email: summer@aud.ucla.edu

STAFF:

Julia Koerner, Associate Adjunct Professor, Summer Programs Director, juliakoerner@ucla.edu

Morgane Copp, Lecturer, Summer Programs Associate Director, morganecopp@ucla.edu

Areeba Naeem, M.Arch I Student, Summer Programs Assistant Director areebanaeem@ucla.edu

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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

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

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

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.

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- 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

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

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 - 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

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Landscaping (Planters)

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

- Intersection, Align, or Lean

3- Choose a program

Thursday

Tech Seminar + Group Work Sessions

Friday

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

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

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.

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Tuesday

Tech Seminar + Group Work Sessions

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

Wednesday

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

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 (June 10th, 2026) - 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