MEET YOUR ASC

ARCHITECTURE SCHOOL COUNCIL IS A PART OF THE WASHINGTON UNIVERSITY STUDENT UNION. WE REPRESENT THE ARCHITECTURE STUDENTS (THAT'S YOU) AND ADVOCATE FOR THEIR INTERESTS THROUGH PROGRAMMING, SERVICES, AND COMMUNICATION.

DISCLAIMER: WE UNDERSTAND HOW RIDICULOUS THIS GRAPHIC IS, BUT TAYLOR'S PHOTO IS TOO PERFECT, SO WE PUT IT IN. HAVE FUN IN STUDIO EVERYBODY!

TAYLOR HALAMKA
PRESIDENT
“REMEMBER WHEN WORK SEEMS OVERWHELMING THAT YOU'RE GOING TO DIE.”

BIAN THORNYCROFT
TREASURER
“YOU'RE WELCOME”

ANDY LEE
VP COMMUNICATIONS
“AM I BEYONCE YET?”
Welcome Class of 2017!

We, your ASC, are very excited to welcome you to Washington University, and the Sam Fox School community. Over the next four years, you will experience late nights, deadlines, and the best times of your life. Design is very demanding, but even more rewarding. We are thrilled to have you join us in Givens Hall, and wish you the best this coming year. ASC strives to enhance the education of the architecture community, and improvement comes from communication. Around you are the resources to develop your knowledge of architecture. We encourage you to ask questions, talk to other students, and don’t be afraid to think outside the box. We hope you enjoy everything Sam Fox School has to offer!

Sincerely,

Taylor John Halamka
President
Architecture School Council
"The design studio offers an education marked by integration and cooperation among myriad disciplines, international cultures, and the infinite trajectories of contemporary design. The design studio provides and encourages many avenues for creative thought, ensuring that the studio is a place of continued innovation, experimentation, and professional preparation. To support this integrated curricular nature in the design studio, the students, faculty, and staff of the College of Architecture and Graduate School of Architecture & Urban Design will engender a studio culture marked by exploration, production, and critique."

Studio Culture Policy
College of Architecture | Graduate School of Architecture & Urban Design
FOOOOOD.

PLACES THAT DELIVER
In the event that you get hungry or tired in studio, we’ve got your back. These fine dining establishments will deliver right to studio! Important lesson of architecture school: Don’t forget to eat.

SNARF’S
NOODLES & COMPANY
CHEESE-OLOGY
DOUGH TO DOOR
FOZZIE’S
BLUE ELEPHANT
BOBO NOODLEHOUSE
DOMINO’S

for more, USE GRUBHUB! Just log on, select your restaurant and your menu items, and they’ll deliver! There are countless options in the area, and it’s super easy. It will also include the fine establishments listed above.

Hey!
Welcome to the Sam Fox School of Design & Visual Arts, aka the home to the best four years of your life. You’ll be spending a lot of time here (don’t worry, you’re going to love it), and Architecture School Council is here to help you along the way.

With that, we just wanted to remind you that if you have any questions, comments, concerns, dreams, goals, and/or aspirations, please don’t hesitate to contact us in any way possible. We need your input. SO TALK TO US, please be our friends.

We’re currently busy planning some big stuff like Bauhaus (get so excited), Career Center functions, things

Like “Architecture School Council - ASC” on Facebook! (i mean duh...)
ASC@samfox.wustl.edu
ASC@samfox.wustl.edu
ASC@samfox.wustl.edu
ASC@samfox.wustl.edu
ASC@samfox.wustl.edu

Smoke Signals
(a fire hazard. possible consequences: jail, or worse, 470 angry architects with x-acto knives.)

2013

EVERYTHING WILL BE ALL RIGHT IF YOU KEEP ME NEXT TO YOU
YOU DON’T KNOW ABOUT ME BUT I BET YOU WANT TO - TAYLOR SWIFT

So yeah, in short, on behalf of architecture students around the world, especially at WashU, GET EXCITED.
These supply resources really come in handy when you are an upperclassman, and a few are easy to get to with public transportation. Befriend an upperclassman or ask your Peer Advisor, they often have a car!

**ACI PLASTICS**  
(314) 534-6503  
3943 W. Pine Blvd.  
Cheap scrap acrylic as well as more high-quality acrylic.

**ARTMART**  
(314) 781-9999  
2355 S. Hanley Rd.  
It has everything, prices are comparable to the bookstore (sometimes cheaper), and there is a 10% student discount. It’s a 10-minute drive.

**DICK BLICK ART MATERIALS**  
(314) 862-6980  
6300 Delmar Blvd.  
Smaller selection than ArtMart, but it is more of an art store for the artist. Blick offers a 10% discount, comparable prices, and it’s super close!

**CAMPUS BOOKSTORE**  
(314) 935-5500  
The bookstore can be VERY expensive for select items (i.e. Plexiglass/acrylic and paper), but it’s very close and right next to Subway, so that is nice. Super glue and a sandwich, what’s better?

**COUNTY BLUE REPROGRAPHICS**  
(314) 961-3800  
1449 Strassner Dr.  
Good for drafting supplies and scanning of large drawings. 20% student discount!

**GRAPHIC OUTFITTERS INC.**  
(636) 600-6120  
2085 Corporate 44 Dr.  
Graphic supply wholesale, cheapest board supplies in town. Orders of over $100 only. Acrylic, foam core, chipboard, etc.

**LOWE’S**  
(314) 450-1000  
2300 Maplewood Commons Dr.  
Right across from ArtMart. It is a little more expensive than Home Depot, but sometimes has a different selection to choose from.

**SCHAEFER’S HOBBY SHOP INC.**  
(314) 729-7077  
11699 Gravois Rd.  
The best selection of CA glues (super glues) in St. Louis. They also have a great selection of bass woods and all sorts of model supplies. Schaefer’s is the most extensive store in the city. But it is far away.

**HOME DEPOT**  
(314) 647-9050  
1603 S Hanley Rd.  
Great for a lot of random things but not smaller, specific materials.
TECH (cont.)

TIPS AND SUGGESTIONS

- **ALWAYS BACK UP YOUR FILES!!!! ALWAYS.** Computers crash, crazy things happen. Get a hard drive, and every few days, back up your photos and files for your studio.

- “Courses” is the name of the Sam Fox School server. You will be able to store your files on this, and faculty may as well. You will likely access it often. All content gets erased at the end of each semester, so be sure to back it up, also.

- WashU recommends a MacBook Pro (retina or not) as they can now operate AutoCAD, the Adobe suite, and Rhino. That being said, the Windows version of some of this software is much better, and you may find it more helpful to go to the computer lab.

- Technology is a tool, but it will not design for you. Don’t be too cool for school and never use a good ol’ pen and paper.

PORTAL: ASCLINK.WUSTLE.DU
YOUR GO-TO PAGE FOR LASER CUTTER SCHEDULES, TROUBLE TICKETS, AND EVERYTHING ELSE HELPFUL. IT LAUNCHED LAST YEAR. IT CHANGED OUR LIVES. IT WILL CHANGE YOURS, TOO.

OTHER IMPORTANT WASH U WEBSITES:
reslife.wustl.edu
samfoxschool.wustl.edu
wulife.wustl.edu
carecenter.wustl.edu
sfs.wustl.edu

THE WHO’S WHO

ADMINISTRATION

DEAN
Bruce Lindsey, an accomplished architect, has become a favorite of students. He has led many sustainable projects and brought many programs to campus. Talk to him about any subject, and he can pull a book off of his shelves that addresses the issue.

CHAIR OF UNDERGRADUATE ARCHITECTURE
Igor Marjanovic is not only the chair of undergraduate architecture, but he is also a professor for your first semester studio. He’s helpful, knowledgeable, and an all-around great guy.

ASSISTANT DEAN FOR FINANCE
Bobbe Winters is responsible for your tuition money, as well as the finances for the entire school. If you have any financial problems within the school, Bobbe is the person to go to. Also, she’ll let you know if the Friday Barbecues are happening (and you better hope that they are).

ASSOCIATE DEAN OF STUDENTS AND FRESHMAN ADVISOR
Georgia Binnington can help you with anything. She will give you straight answers, as you will find out during orientation. She will serve as your freshman advisor and you will all come to know and love her.

STAFF

ELLEN BAILEY | Ellen works in room 105 and is a great resource for anything relating to space reservation, classes, or the school. She keeps everyone in the school organized and also helps out with lost and found items.

CRIS BALDWIN | Cris is the assistant dean and registrar for the school. If you have any questions about courses, credits, or general academic issues, Cris is the person to go to. She’s always willing to help and is very knowledgeable.

LELAND ORVIS | Leland is the shop manager and head of facilities. He can help you figure out how to build anything and how to safely use tools (and how not to lose a finger or two).

DAPHNE ELLIS | Daphne is the assistant to the dean of architecture. If you ever need to talk to Bruce, you need to go through Daphne. She is great to talk to; ask her about the spinning classes she teaches or the wine store she works at.

RICHARD VIEHMANN | Having problems with your computer? Don’t understand what the courses drive or your personal drive is? Richard is the school’s Computer Systems Manager. His office is located in the lower level of the Kemper Art Museum, and he will be more than happy to get your digital life
GRADUATING 101

THERE ARE TWO DEGREE OPTIONS

basically, the first three years are the same.

after your three years, you can decide if you want to continue with a fourth year of studio and additional coursework to complete a Bachelor of Science, or receive a Bachelor of Design and focus on something like a second major during your fourth year.

YEAR1
Fall
Calc 1 or 2 (unless tested out)
History of Western Art, Arch, Design
Design Processes I
Drawing I
Writing 1 (either spring or fall)
Practices

SPRING
Modern Art, Architecture Design
Design processes II
Drawing II
Practices
Electives

YEAR2
Fall
Physics 197 or 117
Architectural History II
Design Processes III
Electives

SPRING
Design Processes IV
Electives

YEAR3
Architectural Design I (Fall)
Architectural Design II (Spring)
Building Systems
Case Studies
Electives

ADDITIONAL REQUIREMENTS
3 Commons courses
[can be substituted for approved art courses]
6 units of Literature
6 units of Social Sciences
18 credits of Arts & Sciences Electives

YEAR4
CAPSTONE Project

On to the Fabrication Lab, which includes all of your digital fabrication tools, from laser cutters to 3-D printers to a CNC mill.

4. In this room you’ll find the CNC mill, the thermo-press, and the vacuum press, among others. Keep these tools in the back of your mind for now, you probably won’t use them until sophomore year (unless you don’t want to). But once you do, befriend a lab monitor to help you use these machines!

5. These are the laser cutters. Second only to the plotters, these are some of the most popular machines in the school. They’ll put up an attitude sometimes, but with the right settings, they’ll cut out precisely what you need in a snap, bringing what could’ve been 5 weeks of cutting to less than an hour of laser goodness. $2.50 will get you 15 minutes. (Word around the school is that we’re getting a new one soon!)

6. Here we have the great 3-D printers. We’re sure you’ve heard of them in the news, printing everything from shoes to entire houses. You’re free to use them whenever (but it isn’t cheap).

7. And last but not least, we have the knife plotter. If you have a material you can’t quite laser cut, this machine will physically—as in with an actual knife, not a laser—cut everything out for you.

SOFTWARE

PHOTOSHOP
You will use Photoshop to edit individual photo files (photos of models, scans of drawings, etc). You can retouch, brighten, and recolor anything.

INDESIGN
Use this to lay out a book or document that contains multiple images and text. This is best used for laying out portfolios after you have produced your work.

ILLUSTRATOR
You will use this a ton! This is used to produce illustrations and line drawings. Its files are base 2 in lines (vectors) rather than pixels, like Photoshop.

AUTOCAD
You may not use this until your sophomore year, but this software is for line drawings and general construction drawings. It takes some getting used to, so be patient. When it’s finished, it industry standard.

RHINO
This is 3-D modeling software that will be introduced to you later. It can make crazy curves, 3-D objects and amazing shapes. You can render images from Rhino using V-RAY, which is a plug-in you should also get.

REVIT
You will probably not use this software at school, but it is fast becoming the industry standard for designing. You may need to know it for an internship.

THE COLLEGE OF ART WAS FOUNDED IN 1879 AS THE FIRST PROFESSIONAL, UNIVERSITY-AFFILIATED ART SCHOOL IN THE UNITED STATES
As methods and techniques of digital fabrication have become more and more important in design, the school has put many of these cutting-edge tools at your disposal. Here’s a guide to everything tech in the College of Architecture.

Both printers and machines are paid for via your Papercut account, which is provided to you through the school (this account is different from the account the university gives you; it’s a bit complicated, but you’ll get it), and gives you access to all the tech the Sam Fox School.

Whitaker Learning Lab is where all the printing, scanning, and extra computers are.

1. This room holds the plotters, with which you’ll print your big layouts for pinups or review. Included are 3 Bright White printers, 2 Matte Plot printers (for your more high-quality prints), and the Mylar Plot.

2. In this room you have the Large Format Scanner for scanning all of your beautiful drawings to put into your portfolio. Be careful, it might be a little dirty, so be sure to use a sheet of acetate, which can be purchased at the bookstore, to protect it. Don’t worry, though, we’re getting a brand new one soon!

3. We also have smaller flatbed scanners, as well as many computers equipped with OSX and Windows. While computers are recommended, these computers are equipped with all the software you need and are free to use during Whitaker’s hours.

PROTIP: If you ever need to put things in perspective in your drawings, turn to these common people. If you need the vector file, just let ASC know!
MINORS

The College of Architecture offers minors in Urban Design, Landscape Architecture, and Architectural History. Many architecture students also choose to broaden their education by completing one or more minors in other schools (or even a second major). This can be accomplished with proper planning early on, especially if you intend on completing a BDes.

If you’re thinking about getting a minor, it’s important that you start planning it as soon as you can. Fitting in both major and minor requirements can be frustrating and nerve-racking. Take classes you want, but keep major and minor requirements in mind. And remember that Architecture has some specific requirements in Arts & Sciences as well.

If you do decide to minor, check out the requirements in full by talking to the department or looking on their websites (they usually have full requirements posted). Talk to other students who have done it. Talk to Georgia about what you want to do and she will help you make it happen. Georgia is great.

CAREER CENTER

The school has an Assistant Director of Career Development-Architecture. Martin Padilla earned his MArch from Washington University and is a practicing architect in Saint Louis. He works alongside Erika Fitzgibbon, Career Specialist in Architecture, to serve as a resource and help with any career planning questions you may have. They are available to listen, coach, and inspire you to discover your purpose and to create a plan to meet your career goals. They are also available to help with resumes, cover letters, portfolios, mock interviews, and developing networking skills.

Throughout the year they will send out e-mails and post information about upcoming career events and internships. You are also free to call or stop in to set up a personal meeting! Martin and Erika are great resources and will help you chase your dreams of becoming an architect.

Martin and Erika’s office is in the lower level of Steinberg, Room 005.

You can also stop into the all-university Career Center (in the DUC) or check out the Career Center website at careers.wustl.edu.

Call the Sam Fox School Services Office at 314-935-5930 or simply stop by their office in Steinberg, Room 005.

What to bring:

Just yourself. You can bring more, but you don’t need to have any grand plans or specific ideas about what you want to do in the future. Be prepared to share your story so we can learn about what gets you ticking.

The Kemper Art Museum has over 5,000 objects in its permanent collection, and is the oldest art museum west of the Mississippi River!
SUPPLIES

SUPPLIES PROVIDED IN THE ASC SUPPLY PACKET
• Yellow Trace Paper Roll 12” x 20 yd
• X-Acto Knife
• X-Acto Blades - 15 count
• Cutting Mat - 24” x 36”
• Architectural Triangle Scale
• Steel Ruler with cork back - 18”
• Drafting Tape Beige
• Lead Holder
• Drawing Leads - 2H, HB, 2B
• Lead Pointer
• White Vinyl Eraser
• Kneeded Eraser
• Erasing Shield
• Adjustable Triangle - 12” with inking edge
• Drafting Brush
• Vinyl Case to hold everything - 12” x 16”

ADDITIONAL SUPPLIES YOU MAY FIND HELPFUL
• 6” Steel Ruler (arguably the most-used tool in Givens)
• Steel Right-angle Ruler
• Electric Eraser
• Super Glue (buy the big bottles in the bookstore)
• Accelerator (a spray bottle that bonds superglue faster, it will change your life, just don’t use it too much)
• Tacky Glue
• Odorless Baby Wipes (to clean your hands/arms/tools to reduce smudging on your work)
• Drafting Tape (by the roll)
• French Curves
• Scissors
• An assortment of pens, or Prismacolor markers
• More lead holders (around two more) so you won’t have to change your leads out all the time.

UNDERGRADUATE

ARCHITECTURE SCHOOL COUNCIL (ASC) is a group of student leaders who work to maintain a link between Architecture students and the Student Union, the Architecture administration and faculty of the school, and among each other. ASC does many things in the school, including running the Peer Advising program, putting on the annual Halloween party called Bauhaus, and representing the students at faculty and curriculum committee meetings, among much, much more.

MATERIAL MONSTER is a material reuse and research initiative based in the Sam Fox School community. The group facilitates the free exchange of reusable materials for creative endeavors. In line with our philosophy of minimizing waste to reduce this project’s impact on the planet, we have recycled lumber from ThurtenE Carnival’s facades and acquired sliding glass doors salvaged by Refab.

NOMAS stands for the National Organization of Minority Architecture Students. Its goals are to foster creative communication between students of all ethnicities, backgrounds, and cultures using the language of design with the hope that the fruits of these conversations will manifest themselves in our communities and the world at large.

GRADUATE

THE GRADUATE ARCHITECTURE COUNCIL (GAC) is the student government for the students in the Graduate School of Architecture & Urban Design. Graduate-level concerns can be brought to the academic, professional, and social committees in the GAC. Academic representation evaluates the current curriculum, faculty selection, and student needs. Professional representation serves two areas: alumni/job connections and community events. The social committee sponsors events like the Friday afternoon Happy Hour, sporting events, and special dinners. Elections
Washington University offers several study abroad programs for architecture students, including both semester-long and summer programs. You may also be able to travel with other programs at WashU that are offered through another department or school—just be aware that it is important to coordinate with your academic advisor if you wish to enroll in such a program.

**Summer Program (9 Credits)**
Focus on: - Sketching  - Modeling  - Drafting  - History
Spend a summer with Igor and all your dreams will come true! Duomo, gelato, drawing, modeling. Fun. You get to travel through Italy. You will receive 9 credits, which can count toward the architecture major, including as Sam Fox School Commons courses.

**SUMMER TRAVEL DRAWING PROGRAM**
Summer before Junior or Senior Year (offered every other summer)
With a WashU professor, students spend three weeks visiting significant cities in either Latin America or Europe, documenting significant architectural sites and buildings. The cities visited vary, but in the past the program has taken students to Paris, Helsinki, Madrid, Prague, Berlin, Lisbon, and Amsterdam. This is a great way to travel with friends while still receiving a superior education. 3 credits are earned through the summer (and memories forever).

**COPENHAGEN, DENMARK**
Senior Year, Fall Semester
A small number of students may apply to go to Copenhagen, Denmark, for a studio in the fall semester of senior year. While in Copenhagen, students study a full architecture curriculum at the Danish Institute for Study Abroad. Credits earned in Copenhagen can be transferred to your degree in the College of Architecture. Students get a nice taste of Danish culture and often choose to independently travel and explore the country with friends.

**FLORENCE, ITALY [SUMMER]**
Junior Year, Spring Semester
This program is offered to second semester juniors. Students spend a semester living and studying in Florence. You’ll learn from WashU faculty. Courses include studio, art history, and Italian. Students are given the option of living in apartments together or living with an Italian family. You are also given free time to explore the country, as well as the greater European continent, on your own.

“Through these programs, our students learn to adapt culturally and professionally, develop sensitivity to place-based practices, and are equipped to practice in most countries of the world.”

Selective application process, typically begins in sophomore year.
Contact Belinda Lee for more information on Study Abroad:
E | lee@samfox.wustl.edu
T | 314-935-4643