Workshops Offered
Workshops are hands on, specialty courses which students may apply to take and use as a “free elective”. Complete the following steps to apply for the workshop of your choice:

Step One: Review the workshop description and ensure you meet the prerequisites of the course.

Step Two: Submit required application via email to associated professor by the application deadline.

Step Three: Await a decision via your Carleton email

Please note: Application to a workshop does not guarantee course access. All applications are reviewed by the instructor after the submission deadline. Students are encouraged to secure alternate registration in the event they are not accepted into a workshop.

Step Four: If you are given approval to take the requested workshop, please forward the email to Stacey Fox: Stacey.fox@carleton.ca. As well, you will need to fill out and submit an override request form on Carleton Central requesting a seat in the course.

Applications are due by 4:00 p.m. on the following date:

Winter Courses- November 2nd, 2017

Submissions may be electronic or paper and addressed to the attention of the instructor. Students will be notified within three weeks of the deadline whether they have been accepted to the course.

Winter 2018

ARCC 3902 A: Architectural Technology: Chair Prototyping
A specific aspect of architecture in the area of architectural technology. Offerings vary from year to year. (Workshop). Lecture, seminar, lab or field work six hours a week.

Instructors: Rob Wood, Mark MacGuigan (Robert.wood@carleton.ca, Mark.MacGuigan@carleton.ca)

Required Prerequisites: Successful completion of this course requires a high degree of autonomy and workshop experience, including thorough knowledge of safe workshop practice as instructed in the School. It is therefore restricted to students with fourth year standing.

Overview: Each student must successfully design and fabricate one chair prototype meeting required size, structural, and ergonomic parameters.
Objective: Students will exit the course with enhanced design and technical capabilities.

Application:

Please complete the following three sections:

1. Describe your interest in furniture design
2. Describe your woodworking experience including images of completed projects
3. Within the following parameters, complete one draft chair design:
   - Maximum footprint: 20” by 20” (51cm by 51cm)
   - Height, seating posture: think dining chair/ desk chair
   - Materials: at least one major component must be made of wood

Submit two elevations and one three-quarter (isometric paraline) drawing on 8-1/2” by 11” white paper, CAD or pencil.

**DEADLINE: November 2nd, 2017**

**ARCN 3003 - Theatre Production**

**Instructor:** Yvan Cazabon

Design and fabrication of theatre productions, one of which is staged on campus. Visiting directors, designers, technical consultants and others. Visits to theatres and production facilities. (Workshop).

Prerequisite(s): permission of the School.

Lecture, seminar, lab or field work six hours a week.

**Application Process:** Request permission of instructor via email. **DEADLINE:** November 2nd, 2017

**ARCH 4801 A: Independent Study: Colour Theory**

**Instructor:** Greg Andonian

This course is an introduction to the broad field of color, texture and materiality that defines the human environment in general, and focuses on human response to space inhabitation in particular – as these manifest in various cultures pertaining to the realm of artifact design. The course is given in seminar and hands-on application modes and will promote debate on issues of real and virtual environments in designing within the physical and cyber space. Topics discussed will be adhering to social, cultural, economic and political aspects of human dwelling, and will be advancing sensitive developments of content, concept, context and comprehension in architectural design. Students will be encourage voicing their independent judgment, and will
be invited to articulate plausible positions as they become more familiar with the challenges posed by contemporary mind-set in the post-modern age.

COURSE OBJECTIVES:

1) Help students to gain critical insights on WHY challenges poised by the incorporation in design of color, texture and materiality for dwelling environments affect the profession of architecture and society as a whole;

2) Advance understanding on HOW the 3-D modeling, interactivity and hybridity that work together change the way we engage in current design of artifacts;

3) Promote awareness on WHAT opportunities the global village advances for promoting a novel architecture;

4) Expose students to relevant and important texts on the W/S issues and challenges.

Application Process: Students must apply through submission of a course override request. Course will be filled on a first come, first serve basis.

Deadline: November 2nd, 2017