ARCHITECTURAL DESIGN

MARYLAND INSTITUTE
COLLEGE OF ART
One of the few architectural design programs set in a college of art and design, MICA offers you the unique opportunity to acquire architectural expertise while exploring other creative disciplines.

**BFA IN ARCHITECTURAL DESIGN**

MICA’s program offers students a pre-professional education in architectural design that is both pragmatic and forward thinking. Your program of study will build the technical skills to realize your creative vision and the conceptual sophistication to prepare you for a career in the contemporary world of architecture and 3D design.
**RE-IMAGINE THE WORLD**

The rich and varied experiences offered through the Architectural Design program at MICA will prepare you as a creative designer with the skills and expertise to develop innovative solutions for 21st century problems. Our students are engaged in a socially-conscious, project-based architectural design curriculum that includes the kind of productive interaction with other disciplines that few programs in the field can match. As an Architectural Design major, you will learn the technical, creative, and critical thinking skills that will prepare you to find solutions to pressing human needs that are fresh, imaginative, and inventive.

Develop your personal aspirations as an artist and designer:

**RESEARCH**

**RE-IMAGINE AND RESHAPE THE WORLD AROUND US.**
The studio is the home base for MICA’s Architectural Design students. This is where studio courses are taught; where assignments are completed; where students mingle, get to know each other, and learn from one another.
MICA’S FOUR YEAR BFA PROGRAM PREPARES STUDENTS:

• To enter an accredited Master of Architecture (MArch) program
• To continue graduate study in a field such as interior design, industrial design, landscape architecture, urban design, or more.
• To go directly to work for an architecture firm or in a related field.
EDUCATIONAL PATHWAYS TOWARD ARCHITECTURAL LICENSING

Increasingly, architectural firms are seeking graduates of MArch programs. MICA’s BFA degree in Architectural Design offers you a well-rounded undergraduate experience that has been designed to reflect the most current thinking regarding the education of an architect—one that prepares students to apply for entry into MArch programs with the goal of completing an architecture internship and the professional licensing exam.
INTEGRATED ART + DESIGN THINKING

The Architectural Design program at MICA allows you to develop foundational skills in drawing, sculptural forms, and fabrication methods while at the same time developing the research and critical thinking skills to envision innovative ways to influence how architecture impacts society. Students are also encouraged to take advantage of the breadth of art and design courses at MICA—refining their creative skills in a wide array of studio electives and the option for customizing their program with a concentration in areas such as graphic design, interactive arts, game art, sound art, or sustainability.

Just as important, you will not lack for intellectual challenge in your academic curriculum. MICA is renowned for the quality of liberal arts programming, the depth and breadth of course offerings, and for its accomplished PhD-credentialed faculty.

Throughout the program, you can acquire a variety of digital skills sets—including CAD, 3D modeling and rendering, digital fabrication, building information management (BIM), and geographical information systems (GIS)—and you also will have access to digital fabrication facilities such as CNC machines and multiple platforms in 3D printing.
**Freshman Foundation Year**

In first-year foundation classes, you will hone your technical and conceptual skills in traditional areas of art: drawing, painting, sculptural forms, electronic media and culture. You will develop your ability to think conceptually within the principles of 2D, 3D, and 4D art, and explore contemporary approaches to art making. Plus you can begin acquiring basic architectural skills by selecting *Introduction to Architectural Design* or *Introduction to Object Design* for your studio elective course.

**Sophomore Year**

In the sophomore year you will develop representation and fabrication skills such as: hand and digital drawing systems, spatial thinking, material imagination, hands on and digital fabrication while learning basic design processes. All these skills are required in subsequent studios in which projects demand an increasing level of sophistication. From sophomore year on you will take about one course in architecture history, theory or technical topics, per semester outside the department.

**Junior Year**

The junior year focuses on interdisciplinary learning. The studio requirements are condensed to a sequence of double classes that include both architectural history and building technology, while departmental electives offer additional studio experiences in socially engaged projects. You also can explore your interests in other disciplines of the arts, in theory, sustainability, and in technology.

**Senior Year**

In the senior year, you will have greater independence to articulate and solve problems in two core studios. These projects emphasize research methodologies and conceptual skills. In the final semester, you will define your individual aspirations and professional goals in the final thesis project.
As an Architectural Design major, you will explore ideas, forms, drawings, and tools—and master a range of mediums, concepts, and methods by visualizing and constructing your ideas. A series of design studios help you develop expertise in architecture and urbanism, sustainability, digital design technologies, building information, modeling, and many other facets of the profession.

You will work closely with a faculty of experienced professionals who have backgrounds in architecture, urban design, environmental design, and product design. They will help you connect with outstanding opportunities to work on real world projects, internships, and career-launching jobs.
Degree Requirements

FRESHMAN YEAR FOUNDATION PROGRAM
Elements of Visual Thinking I, II
Sculptural Forms
Painting I
Drawing I, II
Electronic Media & Culture
Foundation Studio Elective

LIBERAL ARTS CORE REQUIREMENTS
Critical Inquiry
Intellectual History Electives I, II
Art Matters
Modernism and After
Scientific Readings: Physics
Perspectives on the Evolution of Structures
World Architecture
Modern Architecture & Urbanism
Contemporary Criticism and Theory in Architecture

REQUIREMENTS FOR THE MAJOR IN ARCHITECTURAL DESIGN
Integrated 3D Design
Design Drawing
Fabrication Methods
Interior and Exterior: Spatial Design Basics
Digital Drawing I, II
Body, Material and Form: Material Design Basics
Architectural Lab I, II, III, IV
Building Technology I, II
Advanced Drawing Concepts
Professional Development
Studio Electives (6 total)

Electives Menu

INTERDISCIPLINARY STUDIES
Graphic Design I
Package Design
Interactive Arts
Game/Play
Virtual to Real: Rapid Prototyping
Introduction to Hand Building
Introduction to Fiber
Smart Textile Design

SUSTAINABILITY AND DESIGN
Climate Change and Sustainability for Artists and Designers
Wandering: Psychogeography
Baltimore Urban Farming
Green Wood Working
Sustainable and Recyclable Materials
Environmental Concerned Photo
Social Documentary
Community Arts and Documentary

COLLABORATIVE DESIGN
Design Build
Urban Design Studio
Topics in Object Design
Design Coalition
Center for Design Practice Studio

126 Credits
Intensive coursework, internships, community-based projects, and off-campus study opportunities ensure that you have the tools required for success.
PROFESSIONAL DEVELOPMENT & REAL-WORLD EXPERIENCE

MICA students have unique opportunities for project based learning experiences. A few recent examples:

**DESIGN BUILD** — A group of students from different majors address real design problems facing the Baltimore community.

**BALTIMORE HISTORICAL DESIGN STUDIO** - The class partners with an historic place in the Baltimore area and works with professionals in a team-based setting to learn the fundamental issues and techniques used in the fields of historical preservation, restoration and archaeology by working with

**BALTIMORE MARITIME STUDIO** - Teams of students document, study and interpret a select historic ship to learn about ship design and restoration, Students develop design drawings, renderings, architectural models and computer presentations.

Upper level students can also participate in collaborative projects with Johns Hopkins University civil engineering students.

**DIS, COPENHAGEN** is a popular destination for a semester abroad. Students can choose from a wide range of course offerings including those focused on Danish design and culture.
Graduates leave MICA as innovators, leaders, and interdisciplinary thinkers, well prepared for the challenges of the changing practice of architecture and new related careers in design.

CAREER PATHWAYS

MICA graduates are pursing professional careers in architecture, interior design, landscape architecture, industrial design, and urban design and planning. Others have entered directly into the field as designers and fabricators with architecture firms. Many have decided to continue their graduate education in MArch programs at such prestigious universities as Yale University, SCI-Arc, University of Pennsylvania, University of Michigan, Ohio State University, University of Cincinnati, Catholic University, and Rhode Island School of Design.
A BREADTH OF CAREER OPPORTUNITIES

A few examples:

**KARINNE SARKISSIAN ’13**
Karinne interned at Ismael Leyva Architects and worked at the high profile firm of Zaha Hadid Architects. She joined Carlos Zapata Architects in New York right after graduation.

**RACHEL MOON KANG ’12**
Rachel and Irina are attending the Master of Architecture program at the University of Pennsylvania.

**IRINA DUCHNEVICH ’10**

**NICK RICHARDSON ’12**
Nick’s thesis project on bamboo prosthetics was chosen for the exhibition *Beautiful Users* that focuses on human centered design at the Cooper Hewitt Museum, NY.

**SUI PARK ’11**
Sui was wooed by five prestigious design programs and chose to attend the Master of Interior Architecture program at RISD with a two year fellowship.

**KALLIE STERNBURG ’11**
Kallie worked at architecture firms Hord Coplan Macht and DDG in Baltimore. She is attending the Master of Architecture program at the University of Michigan.

**CHRISTIAN BAUM ’09**
Christian is an industrial mechanical contractor for Bass Mechanical, Inc., a mechanical fabricator for industrial contracting and building restoration. He previously worked as a lighting designer for FLUX Studio.

**ANDREW NEWMAN ’08**
Andrew recently completed his MArch degree at the University of Cincinnati. He previously worked with Perkins-Eastman Architects PC, the largest architectural firm in New York.
Baltimore Setting & MICA Campus

Our metropolitan setting informs the educational experience; the city of Baltimore functions as an urban laboratory, and the MICA campus inspires new ways to configure and inhabit architecture.

On our 30-building urban campus most buildings were creatively renovated from existing structures to meet the needs of artists and designers. Two are on the National Register of Historic Places. Our 1904 Main Building and 2004 Brown Center are examples of the best in architectural design for their times. The combination of award winning new constructions and thoughtfully re-purposed historic buildings results in an architecturally diverse and distinctive campus, which offers the right mix of high-tech and traditional facilities and equipment for artists.
UNMATCHED RESOURCES

MICA offers outstanding studios, technology, fabrication equipment, and facilities.

- A large open studio with 36 dedicated and 18 unassigned drawing tables, several cutting tables and model assembly surfaces, 40 flat file drawers and 58 student lockers.
- A model shop equipped with machine tools, including a laser cutter, for small-scale work involving wood and plastics that are used to build architectural models and prototypes.
- 5 computer workstations with AutoCad, 3D StudioMax, Rhino and ArcGIS; a flat bed scanner, printer, and two Wacom tablets; laser printer and large format plotter.
- The college digital fabrication lab with laser cutters, 3D printer, and CNC router.
- The college wood shop, metal shop, and casting rooms.
**MICA FACTS**

Founded in 1826, Maryland Institute College of Art (MICA) is the oldest continuously degree-granting college of art and design in the nation. The College enrolls nearly 2,200 students from 48 states and 53 countries in undergraduate and graduate programs.

**Undergraduate Degree Programs (BFA)**

**STUDIO MAJORS (BFA)**
- Animation
- Architectural Design
- Ceramics
- Drawing
- Fiber
- Film & Video
- General Fine Arts
- Graphic Design
- Illustration
- Interactive Arts
- Interdisciplinary Sculpture
- Painting
- Photography
- Printmaking

**STUDIO CONCENTRATIONS**
- Animation
- Book Arts
- Ceramics
- Curatorial Studies
- Experimental Fashion
- Film & Video
- Filmmaking
- Game Arts
- Graphic Design
- Illustration
- Interactive Arts
- Photography
- Printmaking
- Sound Art
- Sustainability & Social Practice

**LIBERAL ARTS MAJORS (BFA)**
- Art History, Theory & Criticism
- Humanistic Studies*

*integrated double major (for example, humanistic studies and architectural design)

**LIBERAL ARTS MINORS**
- Art History
- Creative Writing
- Critical Theory
- Culture & Politics
- Gender Studies
- Literary Studies

**5th-Year Dual Degree/Capstone Programs**

- Art Education 5-Year BFA/MAT
- Business of Art & Design (MPS)
- Critical Studies (MA)
- Information Visualization (MPS)
- Social Design (MA)
MORE INFORMATION
For general information about MICA go to:
www.mica.edu

For information on other MICA programs of study go to:
www.mica.edu/ugprograms

ADMISSION
For information on admission, financial aid, and scholarships go to:
www.mica.edu/ugapply

CONTACT US
www.mica.edu/ugcontact