

School of Architecture | Georgia Tech | Fall 2026

ARCH 4833 Special Topics-Arch Tech **(3 credits)**

ARCH 8833 Special Topics-Arch Tech **(3 credits)**

Making Marks, Marking Space

Instructor

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Office Hours: TBD

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Course Information

MAKING MARKS, MARKING SPACE is a design seminar exploring hybrid and experimental drawing practices as a form of architectural research and production. Student drawings and course inquiry will move between analog and digital, natural and artificial, representational and non-representational. Students will be asked to follow the protagonist of our seminar – a single mark, produced through specific means or technique – into a vast sea of process, procedure, craft, production, and reproduction.

MAKING MARKS, MARKING SPACE will be organized into three parallel streams of production for each student: (1) the invention or adaptation of a drawing tool or apparatus, (2) production of an operating manual and documentation of the drawing apparatus, and (3) the production of a series of stand-alone drawn works, produced by the drawing apparatus in question.

References, readings, and discussion will explore architects undertaking experimental drawing practices (Lebbeus Woods... MOS Architects... Pier Vittorio Aureli...etc...), contemporary art and painting practices which deeply interrogate method and technique (Wade Guyton... Anoka Faruquee... Tauba Auerbach...etc...), the relationship between non-representational making and architectural practice, the status of abstraction in fine-art and architecture, apparatus and tool theory, theories of sensory perception and visual studies, and others.

Course Learning Outcomes

By the end of the semester, students will be able to:

- Develop and sustain an independent drawing practice organized around a consistent set of constraints, decisions, and material commitments.
- Understand abstraction as a form of inquiry and as a primary mode through which thought and process become visible in a made object.
- Cultivate a critical relationship to material and technique: understanding how materials hold ideas in their form, how tools shape outcomes, and how thoughtful constraints generate possibilities.
- Situate their own work within a broader historical and contemporary discourse across art, architecture, and design, and articulate what distinguishes one creative practice from another.
- Read and analyze a work of visual art through close reading, identifying the rules, procedures, and spatial logics embedded in its surface and structure.
- Engage productively in collective critique by offering readings of work that are specific, constructive, and grounded in close, formal reading rather than preference or taste.

Course Requirements + Deliverables

This course will operate as a design seminar and we will foreground making and creative production. Students will take part in a handful of small in-class exercises alongside the independent creative output of the semester (described above). Students should document process and development continuously, and upload working images/drawings/material to the seminar shared folder every week. Students are expected to have new work-in-progress every class meeting. New work-in-progress may include material tests, procedural shifts, failed attempts, or reworked outputs, but must demonstrate a clear decision or transformation since the previous week. Be prepared to discuss this work + continue its development.

Course Materials + Instructional Methods:

Course communication will primarily take place on a Microsoft Teams channel for the seminar. Document uploads and course bookkeeping will take place on Canvas – periodic announcements and day-to-day messages will appear on Teams. Each student will maintain an individual folder on the Teams channel, uploading sketches, process images, experiments, and new works. An assigned reading or two will be distributed each week. Students should closely read the texts and are expected to participate in periodic reading discussions.

Grading Policy:

Letter grades correspond to the Georgia Tech guidelines as follows:

A grade of "F" indicates failure to meet studio requirements, including attendance and minimum presentation requirements.

A grade of "D" means significant attendance problems and failure to meet basic studio requirements.

A grade of "C" means the basic requirements of the studio have just been met, with a plausible but substantially undeveloped project.

A grade of "B" means basic requirements are met and the project is developed enough for evaluation against studio themes and criteria.

A grade of "A" means the project clearly demonstrates understanding of studio themes, criteria, and self-motivated exploration beyond basic requirements.

Grading Breakdown:

25% - engagement in seminar discussions

20% - documentation of work-in-progress + midreview

15% - presentation of artist/designer to seminar

30% - final creative work + presentation

10% - final documentation + EoY show prep

Grading Scale:

A 90–100%

B 80–89%

C 70–79%

D 60–69%

F Below 60%

Class Meetings and Schedule

Typical course meetings will follow this rough agenda:

Housekeeping/announcements. [15 mins]

Presentation of an artist/designer, by the week's selected student(s). [30 mins]

(Biweekly) discussion of the week's assigned reading(s). [45 mins]

Workshop and/or Presentation/Discussion of new work + progress. [120 mins]

Course Policies

Attendance and Participation

Active participation at all class meetings is mandatory. Absences will be excused only for medical or family emergencies, Institute-approved events, and religious holidays documented in writing. (Notify your instructor in writing during the first two weeks of the semester about any anticipated religious holiday absences.) Late arrivals will be counted as absences.

Missing three classes without an approved excuse may result in a letter grade reduction. Additional absences (assessed and recorded through pin-up of daily process) or missed reviews may result in failure of the studio.

Students are highly encouraged to submit absence verification for documented illness, hospitalization, accidents, family emergencies, or lengthy illnesses to the Dean of Students: <https://studentlife.gatech.edu/request-assistance>

Academic Integrity

Georgia Tech aims to cultivate a community based on trust, academic integrity, and honor. Students are expected to act according to the highest ethical standards.

Review [Georgia Tech's Honor Code](#) and the student [Code of Conduct](#).

Any student suspected of cheating will be reported to the Office of Student Integrity, who will investigate the incident and identify the appropriate penalty for violations.

Accommodations for Students with Disabilities

If you are a student with learning needs that require special accommodation, contact the Office of Disability Services (404-894-2563) as soon as possible to make an appointment to discuss your special needs and to obtain an accommodations letter. Please also e-mail me as soon as possible in order to set up a time to discuss your learning needs.

Student-Faculty Expectations Agreement

At Georgia Tech, we believe that it is important to strive for an atmosphere of mutual respect, acknowledgement, and responsibility between faculty members and the student body.

The Student-Faculty Expectations Agreement articulates some basic expectations that you can have of me and that I have of you. Simple respect for knowledge, hard work, and cordial interactions will help build the environment we seek.

Use of Generative AI

In this course, the use of Generative AI tools (insert appropriate AI tool(s) here) is encouraged as part of your learning and creative process. Responsible use is expected. All submitted work must include a brief AI Usage Statement outlining: which tools were used, when they were used, what prompts or questions were given, and how the AI output informed or shaped your final submission. Use of Generative AI must comply with Georgia Tech's Honor Code and academic integrity guidelines.

Campus Resources for Students

Undergraduate Student Academic Success Resources

A list of resources for undergraduate students' academic success and advising can be found at Success at Tech. Academic Support (a unit in the Office of Undergraduate Education & Student Success) provides free tutoring: success.gatech.edu/tutoring.

Graduate Student Academic and Professional Success Resources

A list of resources for graduate students is available on the Office of Graduate and Postdoctoral Education website.

Student Well-Being

At Georgia Tech, we are concerned about your overall physical, social, and mental well-being. A [comprehensive list of wellness-related resources](#) has been compiled by the Office of the Vice President for Student Engagement and Well-being.

Library & Archives

Contact your Architecture Library subject specialist, Catherine Mancini (catherine.mancini@library.gatech.edu), for research help and information on available resources.

Contact your Architecture Archives liaison, Jody Thompson (jody.thompson@library.gatech.edu), for assistance with archival research and collections.

Georgia Tech Library: <https://library.gatech.edu/> Georgia Tech Archives: <http://library.gatech.edu/archives>

Approved Communication Platforms

[Georgia Tech Approved Communication Platforms](#)

Georgia Tech Values Statement

At Georgia Tech, we see different backgrounds and perspectives as essential to learning, discovery, and creation. We strive to remove barriers to student success and to build a welcoming community where everyone has the opportunity to contribute to our mission. As outlined in our [strategic plan](#), we want to create an environment of holistic learning where all individuals can grow and learn to lead healthy, purposeful, impactful lives.

SoA & College of Design Policies

Archiving

At the end of the semester, all students are required to submit physical and/or digital examples of their work to their instructors or administration for archiving no later than one week after the end of term. By enrolling, each student grants a license to reproduce and display their work online, in forthcoming print publications, and in public exhibitions.

Ownership

For the purposes of continuous improvement efforts, such as accreditations and periodic program reviews, the School will select samples of student work submitted to satisfy course requirements. This includes digital files, papers, drawings, models, etc. Collected samples may be returned to students upon request.

College of Design Facility Rules and Guidelines

Please consult the [Georgia Tech Student Handbook](#) regarding the use of facilities and all Institute policies. Aerosol sprays of any kind are strictly banned from the studio and surrounding areas. A spray painting booth is available in the College of Design shop on the ground floor of the East Architecture Building.

Course Expectations & Guidelines

Per the [GT Catalog](#), all work produced in the College of Design as part of a degree program becomes the property of the College; it may be retained or returned at the discretion of the faculty. The faculty of the School of Architecture reserves the right to refuse credit for any project executed outside the precincts of the College or produced without proper coordination with the faculty.

Emergencies

In case of emergency (e.g., fire, accident, or criminal act), please call the Georgia Tech Police at 404-894-2500. Perry Minyard, IT Support Administrator for the College of Design, is also a firefighter and EMT certified in performing CPR.

Studio Housekeeping

Daily Workspace Maintenance

Keep Your Space Organized:

Maintain an organized workspace that respects those around you. Avoid clutter that could distract others or create safety hazards.

Drawings and Models:

Store drawings in designated areas and keep models and materials off the floor. Items left on the floor will be considered trash and discarded by cleaning staff.

Food Policy:

No food is permitted in studio during class hours. Dispose of all food-related trash immediately in designated bins.

Desk Assignment:

Use only your assigned desk unless you have prior permission to use another workspace.

Materials and Production**Surface Protection:**

Never use spray paint, spray adhesive, paint, stain, plaster, concrete, resin, or similar materials on unprotected surfaces. Conduct this work at the CoD shop or other designated facilities.

Cutting Materials:

Always protect desk surfaces when cutting materials. Direct contact can cause permanent damage.

Daily Cleanup:

Clean your workspace at the end of each day: organize your desk, dispose of trash, and return equipment to proper storage.

Shared Equipment:

Clean up after using machinery in the CoD shop, DFL, laser cutter rooms, or other shared spaces. Neglected facilities will be closed until properly cleaned.

End-of-Semester Requirements

All personal belongings and materials must be removed by the announced deadline. Studios and lockers are completely cleared during winter break, summer break, and before the End-of-Year Show. Items remaining past the deadline will be discarded. Failure to comply may result in an Incomplete grade or grade reduction.

Review Space Protocol

- Remove your work immediately after presentations — others may discard items left behind
- Dispose of trash in designated bins
- Protect wall surfaces from damage or marks
- Return chairs to their original positions