

Design/Build Intensive Syllabus



Yestermorrow's work is rooted in an integrated design/build philosophy. We believe that combining design and building offers numerous advantages and promotes the creation of intentional and inspired buildings and communities that enhance our world

This 5 day, hands-on intensive is an opportunity to immerse yourself in the design and build process. Starting with a design produced in our 3 day [Collaborative Design Studio](#), students will build a project for a local community based or non-profit organization. Throughout the week students will experience the design/build feedback loop as they gain fundamental carpentry skills while also learning how to adapt existing plans to current conditions. Your creative thinking and problem solving skills will be put to the test!

This course will follow our 3 day [Collaborative Design Studio](#) and will execute the design produced by this course. Students are highly encouraged to sign up for both sessions.

At the end of the course, students will know how to

- interpret and modify designs and documents for construction
- adapt a project to existing and changing conditions
- confidently use a variety of power tools
- build structures using basic carpentry techniques

This course is open to architects and builders seeking to earn continuing education credit, as well as to students, non-professionals, and anyone with enthusiasm about design/build and giving back to the public realm. Previous construction experience is not required. However, a willingness to try is expected.

In the 2023 course, we will be designing a bus stop as part of a collaboration with [AARP VT](#) and [VTrans](#). The designs produced in this course will be built by the Design/Build Intensive starting the Monday after this course ends. Students are strongly encouraged to sign up for both courses. [Check out our 2021 project!](#)

Recommended readings

Connell, John. *Homing Instinct*

Piedmont-Palladino, Susan et al. *Devil's Workshop: 25 years of Jersey Devil Architecture*

Dean, Andrea Oppenheimer. *Rural Studio: Samuel Mockbee and an Architecture of Decency*

Materials to Bring

- Work clothes: ones that you don't mind getting dirty
- Work gloves
- Sturdy, closed toed shoes/boots
- Rain gear
- Personal safety items: ear and eye protection, dust mask. If you have long hair, something to hold it back.
- Notebook and something to write with
- Sunscreen

Tentative Course Schedule

Class will meet formally from 9am-5pm each day with an hour break at noon. Students will likely be asked to participate in evening sessions to progress the build. We generally recommend that students stay on campus and participate in the meal plan so they can immerse themselves in all aspects of the build and campus community.

The specific schedule for this course will be determined by the project itself. Below is a rough outline but it is likely to change.

Day 1

- Project introduction
- Finalizing construction drawings
- Secure additional materials for project
- Intro to hand and power tools
- Measuring, marking and sawing

Day 2

- Framing the floor deck

Day 3-4



- Building the main components of the structure
 - framing, raising beams, details etc
- Laying out rafters

Day 5

- Roofing
- Finish project