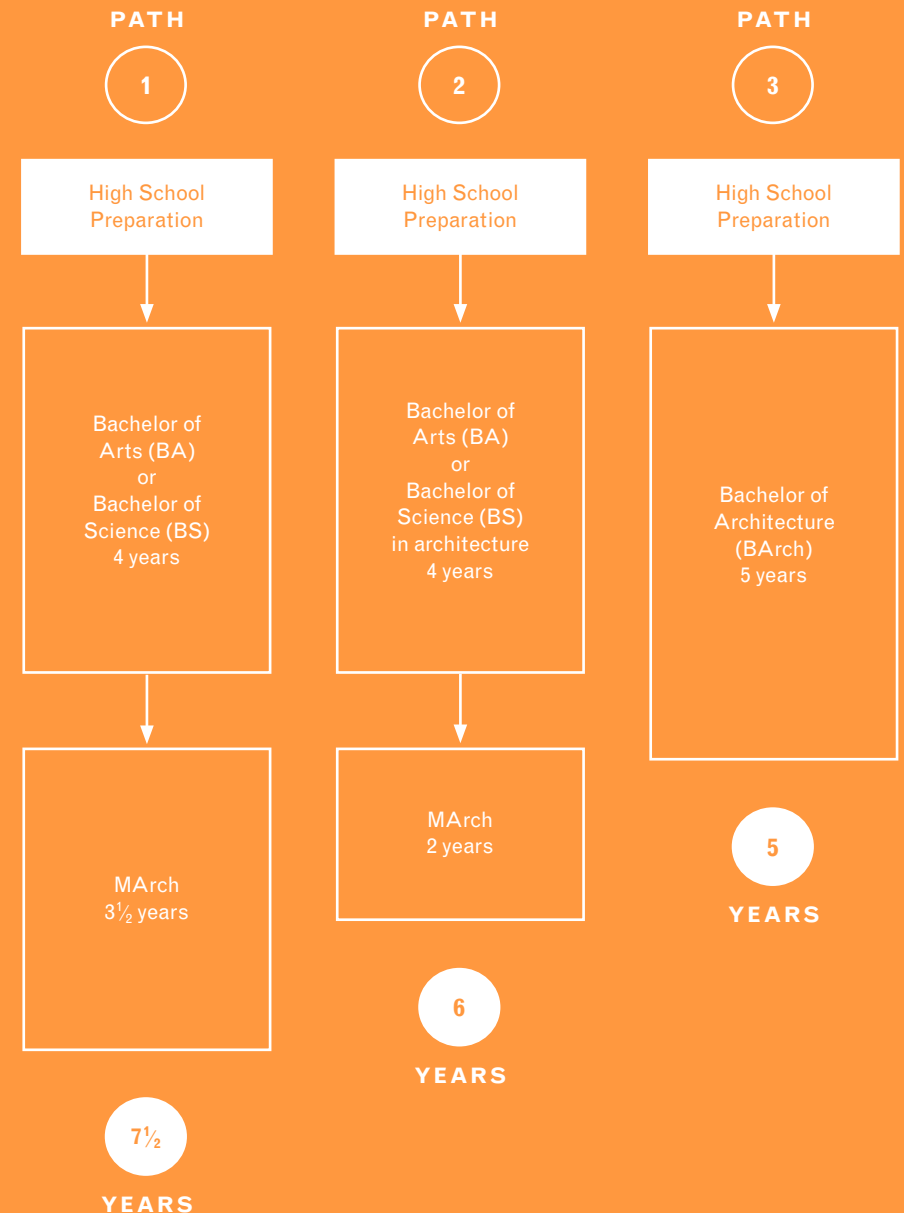


Syracuse
University
School of
Architecture
Applying to
Architecture
School

Founded in 1873, Syracuse Architecture is the fourth oldest architecture program in the nation, and offers one of the most distinguished accredited programs leading to a five-year professional Bachelor of Architecture degree (BArch). It is consistently rated among the top schools in the country by *DesignIntelligence*. We offer a comprehensive and intellectually challenging approach to the design of the built environment.

A unique design studio sequence is the core of the program. Our faculty come from a broad range of professional backgrounds—practicing architects, architectural historians, theorists, professional artists, and engineers, and are deeply committed to student progress. We offer state-of-the-art classroom and studio facilities with new technology incorporated into the learning environment. Syracuse Architecture is part of a prestigious university, offering students access to a wide variety of courses and a vibrant campus community culture.

Common Path to a Professional Architecture Degree in the United States



Path to Licensure in the US — There are three main steps in becoming a licensed architect: education, experience, and examination. Licensure requirements usually include: a professional degree in architecture (BArch or MArch), paid full-time employment, and completion of the Architect Registration Examination (ARE). For more information visit the National Council of Architectural Registration Boards at ncarb.org.

The study of architecture is rigorous, highly visual, and conceptual. You will want to plan your high school learning path carefully, and take advantage of a wide range of life experiences geared towards your future studies and demonstrating your ability to succeed.

Recommended Coursework

- Honors and college level courses *to help prepare for demanding college coursework*
- Studio art classes: *extremely important*. This includes drawing and 3d design. Mechanical drawing and CAD (Computer Aided Design) classes are not a prerequisite for admissions, or a necessary component for your portfolio. Most architecture schools are less interested in mechanical drawing than in freehand life drawing.
- Physical sciences and a solid background, including physics
- English and humanities classes
- Develop writing abilities
- Foreign language
- Speech and debate classes/clubs
- Math including trigonometry *Calculus recommended but not required*

Related Activities and Experiences

- Read — Books, newspapers, magazines. Read about architecture, the city or town you live in, and the landscapes and environments we inhabit.
- Explore — Visit museums and expose yourself to a wide range of contemporary and traditional art. Look closely at buildings and their details. Travel and experience other cultures whenever possible.
- Draw — Get a sketchbook and draw what you see: buildings, people, places, still lifes, things. Build a portfolio from the drawings you create.
- Make Things — Architectural design is produced in project-form. Make something: a garment, a lamp, a shed, a bench, etc. Think up something. Draw it. Make it. Record the process in images. Put it in your portfolio.
- Talk to people who work in the architectural and design fields. Ask them about what they do, and how they got started. Seek out student resources from professional organizations, such as the American Institute of Architects (AIA).
- Consider working in a summer job related to construction and/or architecture.
- Participate in your community.
- Take summer courses in architecture. Syracuse University offers a program for high school students each summer. See precollege.syr.edu for more information.

Books & Movies

Architecture is a visual pursuit broadly informed by the arts, culture, politics, history, and general knowledge. The following books and films offer a range of insights, quantities of information, and numerous challenges. Architecture is a learned profession, and good design is always well informed—read up.

Books:

- *Invisible Cities*, Italo Calvino
- *Guns, Germs and Steel: The Fates of Human Societies*, Jared Diamond
- *Drawing on the Right Side of the Brain*, Betty Edwards
- *Outliers: The Story of Success*, Malcolm Gladwell
- *Architecture in the 20th Century*, Peter Gössel and Gabriele Leuthäuser
- *Towards a New Architecture*, Le Corbusier
- *The Earth, the Temple, and the Gods*, Vincent Joseph Scully Jr.
- *100 Ideas that Changed Architecture*, Richard Weston
- *Between the World and Me*, Ta-Nehisi Coates

Movies:

- *Brazil*, Terry Gilliam
- *Rear Window*, Alfred Hitchcock
- *Metropolis*, Fritz Lang
- *Inception*, Christopher Nolan
- *Playtime*, Jacques Tati
- *The Fountainhead*, King Vidor
- *The Truman Show*, Peter Weir
- *Abstract: The Art of Design*, a Netflix series

Magazines/Periodicals:

- Abitare
- ArchDaily
- Architectural Record
- Dezeen
- Domus
- Dwell
- Interior Design

Faculty Profile

Full-time	41
Part-time	20
Visiting	9
Tenured	21
Tenure Track	10

Enrolled Students

Undergraduate	700
Graduate	75

Geographic Distribution

United States	36
Other Countries	48

Unique Design Studio Sequence at the Core of the Program

Students progress from the fundamentals of design through development of advanced individual capacities as they work alongside their classmates. Instruction takes place “at the desk” through extensive one-on-one communication with dedicated professors.

Semester and Year Abroad Programs in Florence and London

Students have the opportunity to study in Italy and/or England in one of the finest overseas architecture programs offered by an American university.

Visiting Critic and New York City Residency Programs for Upper-Level Undergraduates

Syracuse Architecture brings outstanding architects and scholars from around the world to teach on our home campus, as well as in our

New York City studio at the Syracuse University Fisher Center. Having completed the core curriculum, students can experience the vibrant architectural culture of New York or study with renowned visiting faculty here in Syracuse.

Directed Research in Fifth Year

Directed Research courses are degree-culminating experiences led by faculty members in their specific areas of expertise. Each course involves students in collaborative research projects that require student initiative, utilize advanced skills developed over their course of study, facilitate focus on more specialized topics, and prepare students for future directions in the field of architecture.

Dedicated Faculty

Our faculty members are recognized for their level of commitment to each student's progress, as well as their professional achievements. The faculty is comprised of published scholars, award-winning designers, funded researchers, and active professionals.

Part of a Prestigious University

Students have access to a wide variety of courses and minors throughout the nine undergraduate schools and colleges of the University. There are also many, many opportunities to participate in the lively cultural and social worlds of the campus community and the city of Syracuse.

NAAB

In the United States, most registration boards require a degree from an accredited professional degree program as a prerequisite for licensure. The National Architecture Accrediting Board (NAAB), which is the sole agency authorized to accredit professional degree programs in architecture offered by institutions with U.S. regional accreditation, recognizes three types of degrees: the Bachelor of Architecture, the Master of Architecture, and the Doctor of Architecture. A program may be granted an eight-year, three-year, or two-year term of accreditation, depending on the extent of its conformance with established educational standards.

Doctor of Architecture and Master of Architecture degree programs may require a preprofessional undergraduate degree in architecture for admission. However, the preprofessional degree is not, by itself, recognized as an accredited degree.

Syracuse University School of Architecture offers the following NAAB-accredited programs:

BArch, 157 credits
MArch, 110 credits

Submitting Your Portfolio

The following are general requirements for preparing your portfolio for the School of Architecture's BArch program:

- Present a minimum of 12 and an absolute maximum of 24 pieces of your best and most recent artwork.
- Include at least eight works from real-life observation such as still life, figure drawing, portraits/self-portraits, and landscapes.
- Works copied from photos, magazines, masterworks, and work exclusively from imagination are not considered strong portfolio material.
- Works in other media such as sculpture, ceramics, etc. are encouraged in addition to observational drawing.
- Drawings, paintings, etc. should show consideration of overall composition. (Avoid "floating" figures or objects.)
- Concepts (ideas), originality, and creativity are very important.
- Quality of work is more important than quantity. Show your strongest work.
- Do not include more than two gesture drawings or technical/mechanical drawings. Any cartoon work must be your original ideas, characters, etc. and not derivative of another's work.

- Portfolios should be neat, clean, and organized.
- It is not necessary for prospective first-year students to show work from an area they are considering as a major.

If submitting two-dimensional computer-generated work (using Photoshop, Illustrator, etc.) please note:

- All images will be evaluated on their artistic merit and not on the manipulation of software.
- Work must be original, not clip art.
- Briefly explain how you created the image and the software used.

Presentation

Include an introduction to your portfolio:

- All students must include with the portfolio a brief statement outlining their interest in architecture.

Each portfolio item should include information about:

- medium used
- whether project was done on your own or in class
- original size
- the piece in one to two sentences

Portfolio must be formatted into a single, multi-page PDF with pages in the horizontal (landscape) orientation.

- All portfolios will be submitted online via SlideRoom. You will receive a link to SlideRoom when completing your Common Application.
- Optional portfolio interviews are available with a member of the architecture admissions team. For more information please visit our website.

Applying for Admission

To be considered for admission to Syracuse Architecture you must submit an application to Syracuse University and an art portfolio to the School of Architecture.

Important Deadlines

Early Decision

Common Application:

November 15

Portfolio Submission:

November 15

Optional Portfolio Interview:

November 15

Regular Decision

Common Application:

January 1

Portfolio Submission:

January 1

Optional Portfolio Interview:

December 15

For the most current instructions on submitting your portfolio, please refer to the undergraduate admissions section of our website at soa.syr.edu.

Experience Campus First Hand

It is very useful for prospective students to experience the campus, school facilities, and get a snapshot of the types of students and studio experience one will encounter should they be accepted and choose to attend the School and University.

Architectural education is unlike any type of education you have likely encountered to date. Schedule your visit and meet current students and experience studio (Tuesdays, Thursdays, Fridays).

Visiting the studio and experiencing the interactive nature of architectural education is immensely valuable in making the decision to apply and enroll in such a program.

If you cannot visit us in-person, the School of Architecture offers a host of virtual sessions. Visit our website to learn more.

Contact Information

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For more information on portfolio and admissions criteria visit our website: soa.syr.edu

APPLY

MEET US

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