Architecture, Design & Composition Studio

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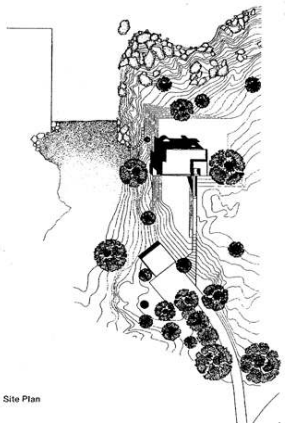
Fall 2004, CMU, Arch #48-200, M/W/F 1:30-4:20 Email: gutschow@cmu.edu
Class Website: www.andrew.cmu.edu/course/48-200/index.htm Off. Hr: M/W 12:30-1:30pm & by appt. in MM307

(11/20/04)

PROJECT 1 PRESENTATION GUIDELINES / REQUIREMENTS

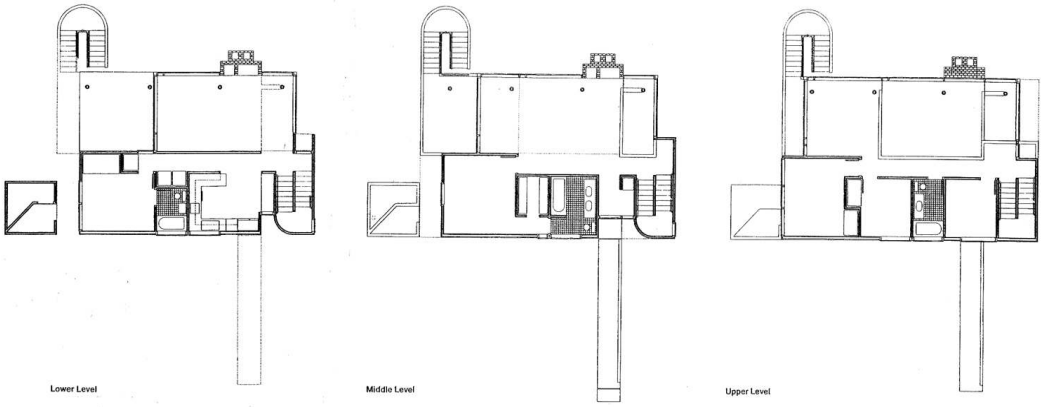
1) GENERAL

-- Use any appropriate medium approved by your instructor (B+W strongly recommended for most drawings). Drawings must be CLEAR, BOLD, read well from 10ft, reproduce well, and distinguish between line weights!
-- Avoid duplicating information on multiple drawings. Each drawing should show a very different view or reveal different elements or ideas. Never draw the same thing merely at two different scales.
-- Design an overall layout for your presentation to fit on the assigned paper sizes and within 44"x88".
-- Clearly label all drawings with the drawing name only (North Elevation, Section A-A, etc.). For lettering, trace over mechanically produced type, or use stencils, or computer generated text on sticky-back; avoid handwriting! Keep it simple & unobtrusive. Avoid labeling individual rooms. (see attached examples)



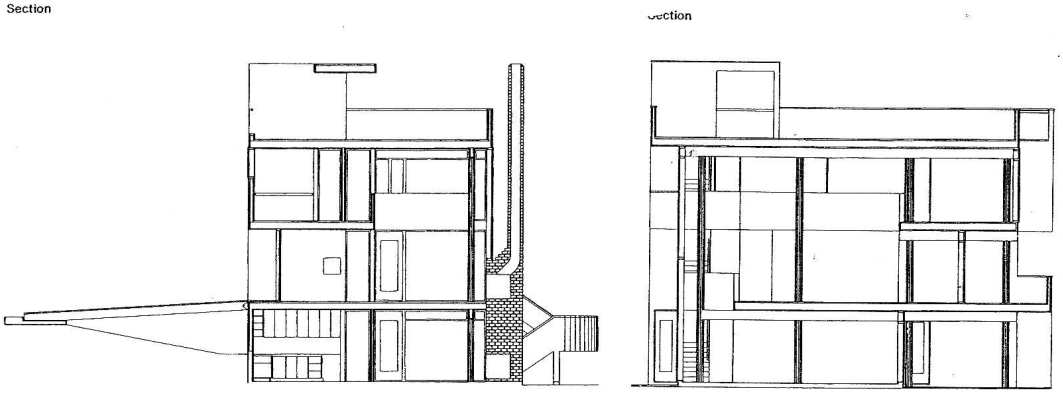
2) SITE PLAN (1/16")

-- Orient with North arrow UP
-- Show roof plan of your building on the site plan
-- Show as much context as possible, including extent of all other structures, tree canopies and other site fixtures lightly
-- Establish a relationship between building and site with paths, plnting, parking, etc.



3) FLOOR PLANS (1/4")

-- At least ONE 1/4"=1'-0" floor plan, with accurate and evocative rendering of wall thickness, columns, bath fixtures, windows, door swings, built-in furniture, counters, stairs, glass, etc.
-- Orient with "Project North" UP
-- Clearly distinguish walls that are cut versus short walls or railing through line weight (cut pieces HEAVY)
-- Indicate important overhead features like skylights, prominent beams, double height spaces, roof overhangs, etc. with dotted lines.
-- Ground floor plan should indicate all paths or sidewalks to your building! Avoid "floating" buildings.
-- Indicate section cuts on plan with SIMPLE angled-arrow line (**A**↩) outside of the plan of your building, and label them "A" and "B" (see attached guide).
-- Be sure to show cut-line for all stairs on ground floor, but entire stair on second floor plans. For each stair show a small arrow starting from the main floor, and labeled either "Up" or Dn" (see attached guide).
-- Avoid labeling rooms; functions should read from the plans. Draw minimal furnishings only if necessary!



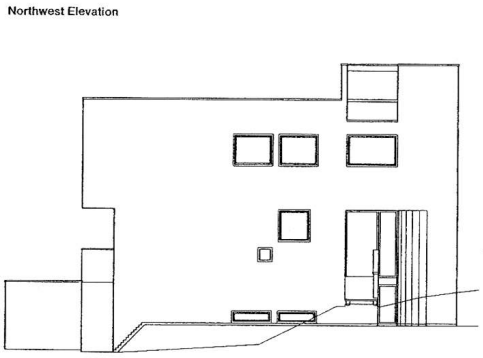
4) SECTIONS (1/4")

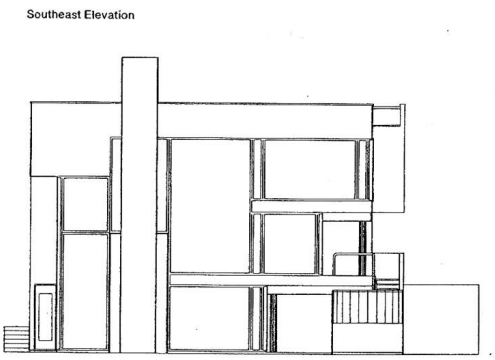
-- At least ONE (preferably more) 1/4"=1'-0" section through important and evocative parts of your building, especially floor or ceiling level changes, stairs, windows and doors, skylights, ramps, etc.
-- Pick sections that are different from the elevations, so that each drawing reveals different ideas.

-- Clearly distinguish elements that are cut versus things in elevation through line weight (cut items HEAVY)
-- Show interior and exterior elevations as appropriate in the background of your section
-- Show a HEAVY ground line on either end of your building. Do not show foundations!
-- Pay special attention to floor, ceiling and roof thickness to create realistic looking sections.
-- Work to make building edges realistic, especially the cornices, parapets, railings, skylights, windows, etc.
-- Label sections "Section A" and "Section B," etc.

5) ELEVATIONS (1/4")

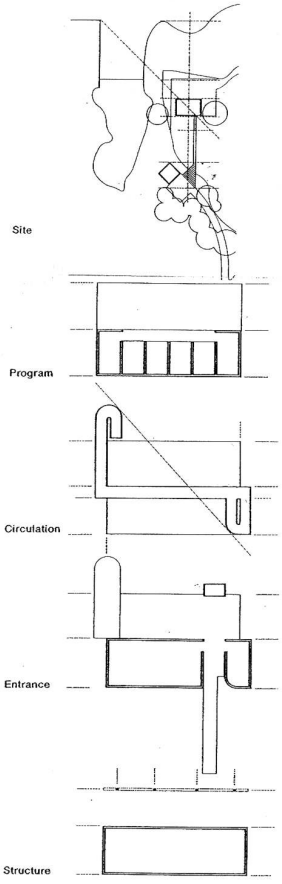
-- At least ONE (preferably more) 1/4"=1'-0" elevation showing the important exterior features of your building
-- Contextualize building: show planting and buildings lightly as they appear around and behind your design
-- Label elevations "North Elevation", "South Elevation"...
-- Render materials only if you have time, and if you are confident that it will improve your presentation.





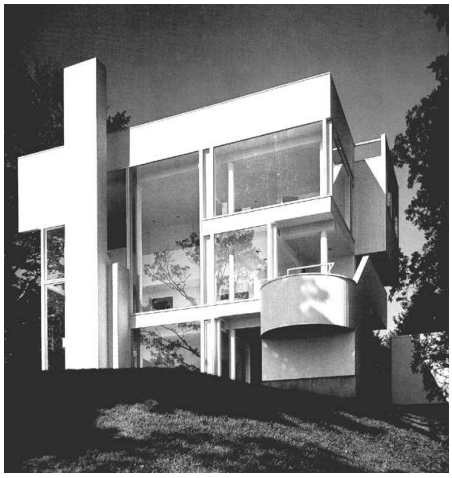
8) DIAGRAMS

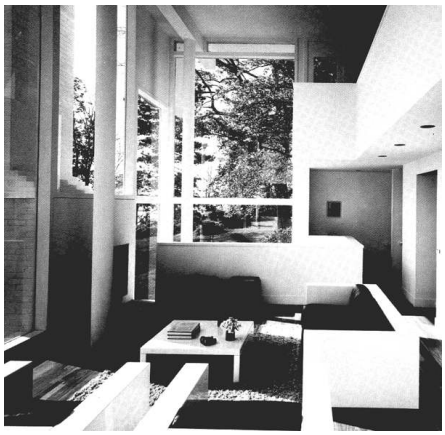
-- Be sure diagrams are clear, large enough, and about an idea not otherwise obvious!



7) MODEL(S)

-- Everyone must create at least one physical model at 1/8" scale, representing interior & exterior spaces. If you build a site model, render the building as a rough massing model in chipboard or similar.
-- Supplementary computer models are encouraged, especially for non-orthogonal designs. You can EITHER print out 3D drawings (consider both rendered and skeleton frame drawings), OR a live "fly-through" at review
-- Models should be carefully crafted, with attention to details to reveal the meaning, physicality, materiality & experience of your spaces and design intentions!
-- Show the space and spatial relationships outside and inside.
-- Keep models abstract but evocative. Use 1-3 materials only. Models are NOT imitations of reality, but independent re-presentations.
-- Be sure the model clearly shows the ground around the building. Avoid creating floating model.





8) INTRO REMARKS

-- Prepare a 1-2 minute introduction of the MAJOR concepts of your design. Stick to the essentials. Don't wander. Don't walk us laboriously through every room. Do not read your intro. "Less is more."