

Architecture, Design & Composition Studio

Fall 2005, CMU, Arch #48-200, M/W/F 1:30-4:20
Class Website: www.andrew.cmu.edu/course/48-200

Coordinator: Kai Gutschow
Email: gutschow@cmu.edu

Off. Hr: M/W 12:30-1:30pm & by appt. in MM307

(11/28/05)

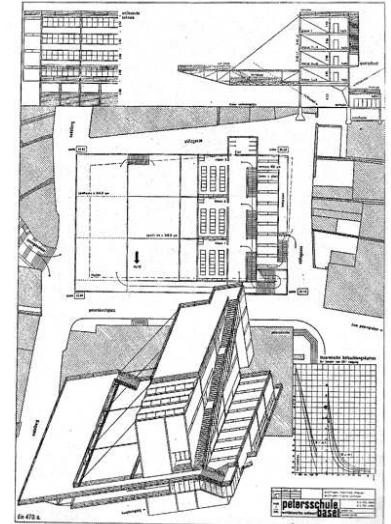
SUPPLEMENTARY INSTRUCTIONS for PRESENTATION DRAWINGS (Refer also to "Presentation Guidelines & Req's" packet from Proj.1)

0) DUE DATES

- Computer work DUE Fri. Dec. 2 in studio
- ALL Work DUE, Sun. Dec. 4, 10:00pm. NO WORK AFTER THIS DEADLINE.
- Reviews: Mon. 6:30-9:30pm, Tue. 6:30-9:30pm, Wed. 1:30-5:45pm, Fri. 1:30-4:30
- Project Documentation (hardcopy & efiles) due Mon. Dec. 12, at semester review
- Semester Review: Hang all work Mon. Dec. 12, 7:30-9:00; remove Tue. by 7:00

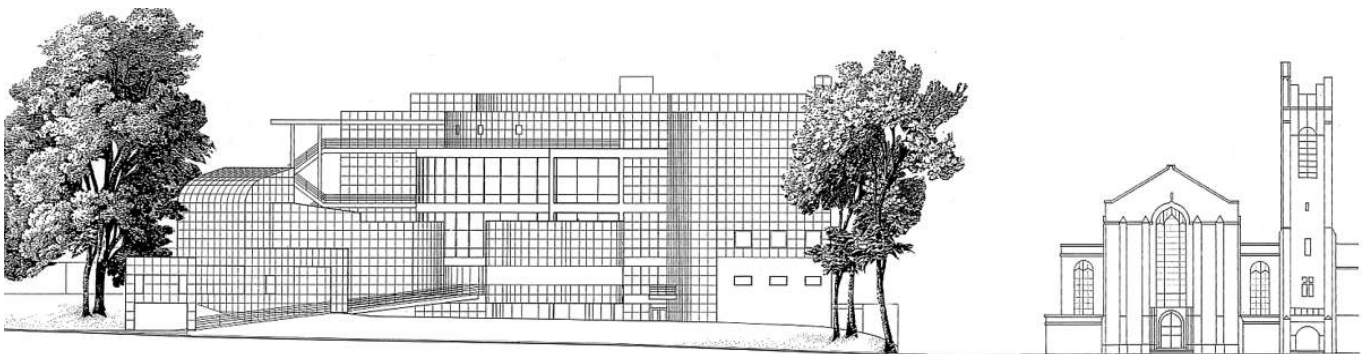
1) GENERAL

- FILL a single, vertical 44"x88" presentation board with a strong COMPOSITION of your drawings so as to communicate ALL your ideas and efforts CLEARLY.
- 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 or at different scales! Each drawing should show a very different view or reveal different elements or ideas.
- Compose an effective OVERALL layout for your presentation to fit within 44"x88".
- Keep lettering to a minimum; if possible avoid all hand-lettering.
- Scale versions of actual art pieces and drafting tables and human figures must be shown in all work.



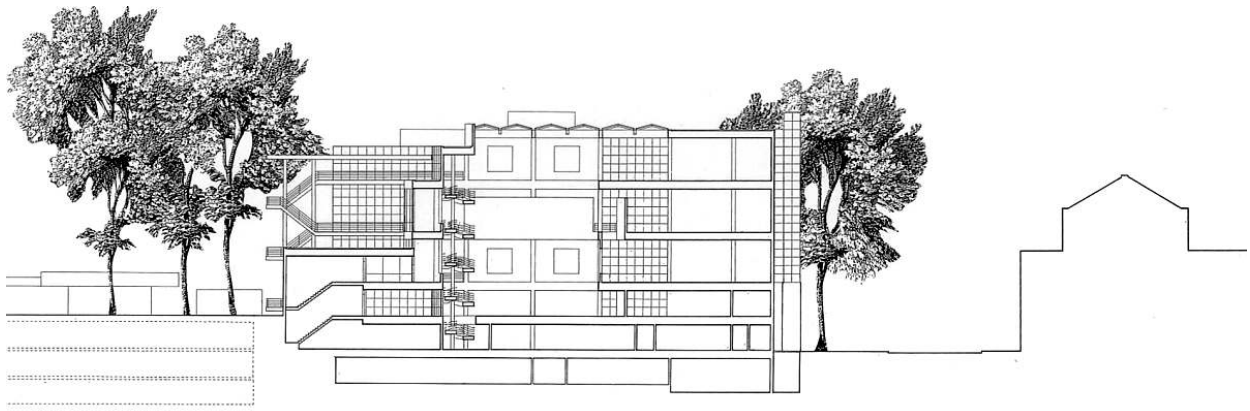
2) FLOOR PLANS (1/8")

- Draft at least ONE 1/8"=1'-0" floor plan, with accurate and evocative rendering of wall thickness, columns, bathroom 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 = HEAVY)
- Indicate important overhead features like skylights, clerestories, prominent beams, double height spaces, roof overhangs, etc. with dotted lines.
- Ground floor plan MUST include one room of Frick Building, including how you tie in to existing circulation
- Indicate section cuts with SIMPLE angled-arrow line (A←) outside of the plan of your building, and label them "A" and "B"
- 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".
- Avoid labeling rooms; functions should read from the plans. Draw minimal furnishings only if necessary!



3) ELEVATION (1/8")

- Create (draft or collage) an elevation showing the important exterior features & materials of your building
- Show all trees & buildings as they appear around and behind your building. Contextualize your building.
- Render materials only if you have time, and if you are confident that it will improve your presentation.
- Add shading to your section to highlight overhangs, variations in depth, volumes, etc.



4) TWO SECTIONS (1/4")

- Draft TWO 1/4"=1'-0" sections of your building. One section MUST include a substantial part of the Frick, such as into the courtyard, to reinforce the idea of an "annex" or "addition" to an existing sequence of spaces!
- Choose your section cuts carefully to show the most interesting SPACES and ELEMENTS of your building, especially floor or ceiling level changes, stairs, windows and doors, skylights, ramps, etc.
- Clearly distinguish elements that are CUT versus things in elevation through line weight (cut = HEAVY).
- Show interior and exterior elevations as appropriate behind your section in lighter line weight
- Show a HEAVY ground line on either end of your building, on one side it should connect to Frick
- Pay special attention to floor, ceiling and roof thickness to create realistic looking sections.
- Add scale human figures and/or autos to your section for scale, as well as all artworks and drafting tables

5) PERSPECTIVES / 3D RENDERINGS

- At least one large-scale interior perspective (Cooper) and one large scale exterior 3-D drawing are required.
- Consider drawings more perspectives or 3D drawings to relay clearly the rich experiences of your design.

6) MODELS

- A 1/32" massing model to fit on the group site model that includes all TREES, buildings & topography
- A 1/8" larger-scale "sectional" model to display exterior forms and materials, as well as interior spaces.
- Keep models abstract but evocative. Use 1-3 materials. Models are NOT IMITATIONS of reality!

7) DIAGRAMS / SITE

- At least one site diagram to relay ideas about context!

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. "Less is more."

