Architecture, Design and Materials Spring 05 Spike Wolff

Project 2 Schedule

The following deliverables are due at the start of each studio session.

Incomplete or non-invested work will not be reviewed.

It is expected that these items will be completed, while continuing design development of your project and keeping all existing media up to date.

Wed 30 Mar

Models, drawings, montages

- as per email 'for wed 30 mar' (sent 28 mar)

Fri 01 Apr

Continue design development of your project, keeping all existing media up to date.

Detail Wall Section at 1-1/2"=1'0" (minimum)

- relationship of structure to material
- express material characteristics and thickness
- express relationship of solid to void (dimension of spaces between and connection of materials to each other)
- section should express relationship of wall to floor/ground plane and wall to roof
- section may be drawn at 3"-1'-0", with break lines
- this drawing should be constructed precisely using appropriate line weights
- review handouts and cd:

'relationship of form, space and material-geometry, structure, surface'

'language of details'

Mon 04 Apr

Continue design development of project, focusing on the following -

Model(s) at any scale

- develop new models based upon development of Detail Wall Section
- interpret the effect of your materials on the quality and perception of space
- express perceptual and physical characteristics of the materials
- explore how the materials influence the reading of the space
- refine relationships of specific programmatic spaces

Exterior Views (Elevations) in Context (2 views, minimum)

- create new or revise existing exterior views
- elevations may be drawn or montaged
- one elevation must be Liberty Ave head-on view at 1/4"-1'-0"
- exterior views should put the viewer directly into the contextual urban space
- refer to Kai's 'Final Requirements' for more info

Interior Views of Space (3 views, minimum)

- create new or revise existing interior views
- interior views may be drawn perspectives, computer renderings or montage
- interior views should put the viewer directly into the experience of your space
- refer to Kai's 'Final Requirements' for more info

Plan(s) at 1/4"=1'-0"

- revise plan(s)
- refer to Kai's 'Final Requirements' for more info

Wed 06 Apr

Section at 1/2"=1'-0"

Fri 08 Apr

Exploded Axonometric

Mon 11 Apr

Layout of boards, to scale, include all visual items to be presented Draft of Verbal Presentation

Architecture, Design and Materials Spring 05 Spike Wolff Project 2 Final Presentation Requirements

Items (1) – (7), as per Kai's General Requirements (handout 01 Apr 05) :

- (1) Building Plan on Site, 1/4"=1'-0"
- (2) Principle Building Section, 1/2"=1'-0"
- (3) Liberty Ave Elevation or Montage, 1/4"=1'-0"
- (4) Interior Perspective
- (5) Presentation Model, 1/4"=1'-0"
- (6) Exploded Axonometric of Building
- (7) Detail Wall Section, 1-1/2"=1'-0" (min)

Additional Requirements for our studio :

- (8) Model in context, 1/16" or 1/8" as per email 'for wed 30 mar' (sent 28 mar)
- Montages or drawings exterior view(s), building in context, minimum one additional view
- exterior view(s), building in context, minimum one additional view (10) Montages or drawings
 - interior views, minimum two additional views
- (11) Design Summary, Car Summary and/or Concept Statement as per your idea and presentation

Additional Individual Requirements, discussed on individual project basis.

May include additional building section, models, diagrams or additional experiential views. Additional Individual Requirements will be determined at review of board layouts.