

Architecture Studio: Foundation II / 1st Year Spring

Spring 2016, CMU, Arch #48-105, M/W/F 1:30-4:20
Studio Website: www.andrew.cmu.edu/course/48-105

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(1/16/16)

Proj.1: MARBLE PERFORMANCE - Modeling Surfaces

The goal remains the same: create a marble moving structure out of paper that synthesizes the movement/performance of the marble, AND the design of the paper structure/stage into a single, memorable design. Keep iterating; take some risks; keep brainstorming; keep reflecting about what you made, and the goals you have; work to be more precise and articulate about your goals; communicate intent and product clearly.

Proj.1. ASSIGNMENT 5 - DUE Wed. 1/20

Ghost Tag: #48105_p1_a5

Although your marble moves quickly over or through your structure, take some time to focus more intently on its "performance": its detailed choreography, narrative, or path(s). Slow it down, mentally.

In order to make clear what your intent is, all students should find OR create a 15-30 second video, or stop-motion sequence, of something that performs in an analogous or similar way to the intended choreography or narrative of your marble. You can work at any scale, with any object, or performers, from any point of view. What might it feel like (sight, sound, and body senses) to move across or through your structure? How can you enhance those feelings and experiences?

There are 2 options: 1) Find and edit an existing 15-30 second video clip of any kind that comes close to what your marble moving structure is already doing, and then alter your paper model so that it correlates to the video more, if necessary.

OR 2) Create a new 15-30 second video, or stop-motion slide show, of actions or performance that you observe, or that you direct, that is similar to that of the marble. In either case, by viewing the clip, you, your instructors, and your classmates should have a better, clearer idea of what you are trying to have your marble do, and then be able to help you "improve" the performance of your marble moving structure.

Proj.1. ASSIGNMENT 6 - DUE Wed. 1/20

Ghost Tag: #48105_p1_a6

Read the two articles about movement and performance in architecture by Bloomer and Leatherbarrow listed on the previous assignment, and re-read Ch.8 on "Structure" in the Language of Architecture book, especially the pages on Shigeru Ban. Then continue to develop the performance of your paper "stage" by focusing on the following:

1) Structure: Note that "Structure" refers to both the physics of loads and stiffness (your stage needs to hold up), but also to ordering principles of your design (the way we talk about the "structure" of an argument, poem or dance, or of a marble's movement). Use folding, rolling, repetition, and geometric systems to improve the structural rigidity, stiffness, and solidity where needed in your project, but also the sense of *order, rhythm, and control*. Be sure all the parts of your project come together into a single structure. Avoid "proper-uppers" or parts that are not integrally part of the main design. Focus on the connections/joints between parts.

2) Composition: Architecture is more than program, performance, and structure: it must also address aesthetic issues, the composition of form and space. Good designs must be more than the sum of their parts; not just a piling up of objects and intentions, or Rube-Goldberg machines, but rather a carefully curated "whole"! Focus on the composition of your structure by addressing the following qualities: 1) coherence: the pieces all belong together, nothing extra, nothing missing; 2) progression: articulating a beginning, middle, and end, as well as a bottom, middle, and top; 3) formal issues such as balance, shape, alignment, fragmentation, stability, defining space... or their opposite. Consider the role of contrast... Work to establish criteria for your decisions, so you can answer "WHY?" for every aspect of your structure.

For Wednesday

- At least three improved marble moving devices; be self-critical, make lots, bring the best!
- Create a video or stop-motion analogue of your marble's performance movement
- Clearly articulated "diagrams" (not just sketches) of the structure & marble performance
- Continue to add to your "Ghost" post about your design process, intentions & decisions

