

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

Coordinator: Kai Gutschow
Email: gutschow@andrew.cmu.edu
Off. Hr: by appt. in MM302

(3/14/16)

Project 4: Building Transformation - Overview

PROJECT: Your charge for Proj.4 is to design a small addition, insertion, or installation for Hunt Library that begins to transform (part of) the building and its program into a leading edge academic library that drives CMU and its campus into the future.

MINDSET: Buildings often last longer than the exact programs for which they were designed, and as a result need to evolve and to adapt to changing futures. For ecological, economic, and ideological reasons, architects in the future will need to engage ever more with *existing buildings*. Ideas of adaptation, preservation, transformation, re-invention, reuse, and recycling will dominate in regions that do not have pressing demographic shifts, and in which the building stock is solid but increasingly outdated.

Nowhere is this more true than in campus, library, museum or cultural architecture, where cutting edge thinking often collides with outdated buildings and constrained budgets, and where the student's quest for hyper-contemporary experiences demands constant renewal. The rate of change can range from evolutionary to revolutionary, but it always begins with a first step. Through small, strategic insertions, additions, and rethinking of existing spaces, we can point the way towards a radically transformed experience and programming of the original building.

THEORY: You are encouraged to research theories of *symbiosis* to help define your architectural argument about the relation of the original building to the new insertion.

Symbiosis, from the Greek meaning 'living together,' is defined by biologists as the living together of two or more species in one of four prolonged and intimate ecological relationships: 1) Mutualism, an association in which both organisms apparently benefit from their interaction; 2) Parasitism, which includes predation, involves one organism benefitting itself while harming the other; 3) Commensalism is when one organism benefits from the interaction without harming the other; 4) Amensalism is where one organism is harmed while the other is unaffected.

Architects have (mis-)used the term "para-site" to subsume all four symbiotic relationships. Architectural parasites are flexible structures that depend on, feed off, transform, and occasionally deform the existing infrastructure, building, or city. Parasites often have special modifications to their body or their life cycle to optimize their interaction with the host. A parasitic construction can redefine or transform the host environment/site and provides new perspectives, orientations, or spaces for the user or public. At their best, parasites can help materialize latent features of their host and re-imagine its future.

SITE / PROGRAM: Similar to other design projects you have undertaken this year, begin by understanding the constraints and opportunities in the project brief, site, and program.

The existing architecture of Hunt library should be understood as the site. Work to analyze it and understand it precisely. Study the details of the construction system, the spatial, sensual, and intellectual experiences of approaching, entering, and moving through the library, the past history of the building and site, the solar, climatic, and natural context, the program and how the building is used, and the CMU Pittsburgh campus as the broader context into which you must weave your design and experiences.

The program of your addition/transformation will remain undefined, though Hunt must remain (at least in part) a "library" or "learning commons." You should speculate about the future of the "academic library" in the context of CMU, imagine how we should use, experience and understand Hunt in the future, and perhaps rethink the role of the Hunt building on the campus. You will need to define your own "performance criteria" for both the building and the library based on the speculations. Although you are encouraged to "think big" and re-imagine Hunt in a new way, your final design should be small, or just a first step in what is potentially a much larger-scale and longer-term process of constant change. Think carefully and strategically about what would be the most effective, powerful way to begin to reveal the longer-term evolution and potential future of your transformation of Hunt Library.



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

Coordinator: Kai Gutschow
Email: gutschow@andrew.cmu.edu
Off. Hr: by appt. in MM302

(3/14/16)

Project 4: Building Transformation - Assignments #1-3

Assignment #1: Brainstorming (Due Wed. 3/16, 1:30pm)

Read the project brief carefully. Explore Hunt Library as a “site”: what do you see, feel, remember, or imagine? Remember some of the details and big ideas from the precedent library you and/or your classmates studied. Think about what an academic library should be in the future at CMU. Invent scenarios about how Hunt could be transformed.

Then create at least three substantially different “concept models” or 3D “generative diagrams” for your transformation of Hunt. Focus especially on the four main issues analyzed in Proj.3: 1) envelope/facade; 2) entry sequence; 3) program; 4) spatial ideas. Consider creating one scheme for each of these aspects; or focus only on one.

You are free to work in any medium or technique you choose, but aim to have the “medium” enhance the “message”. Bring at least three 3D models of ideas, supported by 2D sketches, images, etc.

Assignment #2: Research & Visit (Ongoing)

Look for and visit as many libraries and adaptive reuse or remodeling projects as you can in the next 2-3 weeks. Detroit is a hotbed of innovative transformation, reuse, recycling, parasites, etc. Soak it up! Visit all three CMU libraries, and at least three other U.Pitt and Pittsburgh libraries. Take graphic, diagrammatic notes on the specifics of each project, how they work, how they are set up, how they use light and technology, how they accommodate people and store data, etc. Compare and contrast them.

Assignment #3: Sketch & Inspiration (Due Wed. 3/23, 1:30pm)

Doug Cooper will assign all students to sketch over the Detroit Trip weekend (even if you are not traveling). These sketches should also be presented in studio, and should reflect curiosity, discovery, intensity, and close observation of what you saw, and how we might apply it to this project.

Avoid drawing what can be captured with a camera: focus instead on spatial ideas, feelings, diagrams, details, proportions, measurements... Use primarily “architectural” drawing types: plan, section, elevation, and paraline, working from the scale of detail, to person, to building, to site. Work quickly, allow drawings to overlap, and to run off the page. Capture what cannot be seen.

Scan, curate, modify and arrange the best or most interesting diagrams/sketches on two 11x17 sheets using Photoshop or similar. You may augment or alter any of the sketches: these are ongoing idea palettes, not untouchable masterpieces. Print and have hanging in studio before class starts.

Bibliography - Future of Library

(See Blackboard “Readings” Folders)

- Agresta, Michael. "What Will Become of the Library?" *Slate* (Apr. 22, 2014)
- Arup Assoc., *Future Libraries* (2015)
- Borges, J.L. "The Library of Babel" (1941)
- Center for the Future of Libraries, at: <http://www.ala.org/transforminglibraries/future>
- Fallows, "How Libraries Are Becoming Modern Makerspaces," *The Atlantic* (Mar. 2016)
- "Libraries," *Time-Saver Standards for Building Types* eds. De Chiara & Callender (1990)
- Mattern, Shannon. "Library as Infrastructure," *Places* (June 2014)
- Webb, T.D. *Building Libraries for the 21st Century* (2004)
- Webster, Keith. "Library of the Future" blog at <http://www.libraryofthefuture.org/>
- Webster, K. "Library Futures" MS

Bibliography - Parasite

- Serres, M. *The Parasite* (1982)
- Streng, Pit & Stellar, "Parasitic Architecture" (MS)
- Teyssot, "Prosthetics & Parasites" in *A Typology of Everyday Considerations* (2013)
- Van Gestel, *Parasite Paradise: A Manifesto for Temporary Architecture* (2004)
- Vetyemy & Scapinelli, "Mutualistic Architecture" (2012)

