

Architecture Studio: Foundatio 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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Off. Hr: by appt. in MM302

(4/4/16)

Proj.4: Building Transformation - Process & Final Req's

Process: Plans & Sections (Due Mon. Apr. 11, 1:30pm)

Draft plans and sections, "to scale," of your transformation / parasite into existing drawings of Hunt, or draft new ones of similar resolution. Choose scale and line-weights carefully so that the new architecture pops off the page easily, and clearly reveals how the new architecture connects to the old. The goals are:

- to reveal spatial definition and experiential/atmospheric conditions of old and new
- to make clear the architectural relationship / symbiosis / connection of new and old
- to indicate ideas about materials, tectonics, assembly, thickness, layers of old and new
- the reveal the underlying systems of all kinds. How does the insertion fit in, or clash, with existing systems? What are the new "systems" of geometry, structure, color, etc.?
- to offer a detailed analysis or interpretation of the old building (program, space, entry, skin), as well as a proposal to improve it with specific performance criteria

Reminders for PLANS:

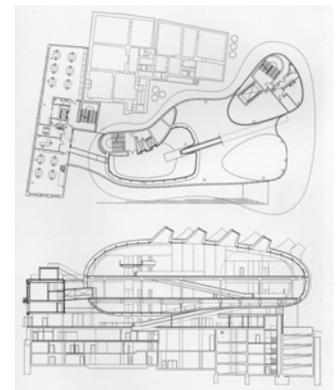
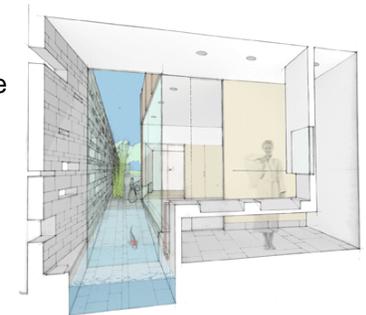
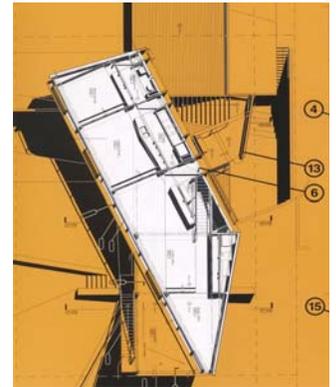
- If your project is more than one floor, draw the most revealing floor plan first, and then also draw the other plans, perhaps at a smaller scale, if there are many floors.
- Configure drawings to show clearly how the floors relate to each other (stacked, offset)
- Be sure you include enough of Hunt and "site" to make clear the symbiotic relations
- Extend your plans to the edge of the building (ideally entry) so that one understands the approach sequence, unless it is too far away. If possible include a bit of the sidewalk, street, neighboring buildings, and all trees and landscape. No floating buildings.
- Orient plans with north facing up on your page (entry at top). Add a north arrow.
- Plans should contain accurate and evocative rendering of wall thickness (NO one-line walls), as well as columns, book shelves, stairs, built in counters, glass walls, etc.
- In plans, clearly distinguish walls that are cut (HEAVY line) versus short walls or railing
- Indicate important overhead features like skylights, clerestories, prominent beams, double height spaces, roof overhangs, etc. with dotted or dashed lines.
- Show CUT-line for all STAIRS on lower floors, but entire stair on upper floor plans
- Consider the value of adding furnishing to create "atmosphere" as well as scale, experience, movement, etc. AVOID using generic furniture: design or choose carefully!
- Avoid extensive lettering/writing; make it graphically clear.

Reminders for SECTIONS:

- Cut at least two SECTIONS through your transformation, especially the important spaces, to communicate the *light, space, materiality, and experience* of your addition.
- Clearly distinguish elements that are cut (HEAVY) vs. things in elevation (light)
- Walls and floors should be shown with accurate thickness (THICK floors & walls)
- Your sections should render the SPACE and EXPERIENCE behind your cut, including the LIGHT flowing through the spaces or projected onto the walls, especially through "sectional perspectives" and "cut-away axes."
- If appropriate include a heavy GROUND LINE that extends well out from your building, as well as renderings of the CONTEXT, landscape, and views behind your section cut.
- Focus attention on large and small connections, how walls meet floor and ceiling. Avoid just colliding walls, etc. Add reveals and overlaps. Add door & window frames.
- All sections must contain SCALE FIGURES and a sense of the functions enabled.

On-Going Design Process & Workflow

Be sure you schedule the next few weeks carefully. Do NOT wait for assignments. Do some work every night; do NOT wait until the night before it is due to begin. There are four weeks left: THIS WEEK you should decide the main idea; the NEXT 2 WEEKS you should deepen understanding, iterate, resolve contradictions, clarify, establish final drawing and model types/views; THE LAST WEEK you should finalize your presentation.



FINAL REVIEW REQUIREMENTS

-- The final review will take place **Mon. May 2**, from approx. 1:30-4:30 and 6:30-9:30pm

Rough draft of ALL drawings due **1:30, Mon. Apr. 25**

Final deadline for all work: Sun. May 1, 10:00pm

-- Every student will get one 4'x8' rolling panel to pin up **four 24"x36" boards** including:

- 1) Site plan, or site section, or other location/orientation drawing (small)
- 2) Floor Plan(s), scale and extent appropriate to project and presentation
- 3) Sections (at least two), scale appropriate to project and presentation
- 4) Axo, exploded, cut-away, or worms-eye, to show space and assembly, etc.
- 5) Perspective or other "experience" or "atmosphere" or "analytique" drawings
- 6) Computer-based, 3D visualization/animation such as "fly-through" or "assembly sequence" or "simulation" of light or other sensory issues
- 7) Diagrams, Precedents & Process, especially the "3 diagrams." Reveal underlying systems or "generative" ideas. Clearly label work/designs that are NOT your own. Avoid showing "dead ends" or old ideas no longer relevant to final design.
- 8) Suggested: a well-crafted "spatial model" showing interiors of your project, and the relation/connection of parasite to host, with accurate wall thickness, etc. Because of the different nature of each project, we will not dictate a size or scale... but in general models should get to 1/8" level of resolution or higher.
- 9) Written statement of intent/ideas; and brief verbal presentation

-- Quality over quantity. Make each image communicate many things. Avoid duplication!

-- The model should be done before the final deadline, likely Wed. Apr. 27

-- Drawings can be in any medium, but clarity of idea and legibility from various distances is essential. Try it first, in different ways. Make many drafts of each drawing!

-- Discuss scale, arrangement, and other drawings or presentation ideas with your instructor to ensure the maximum clarity and resolution of your ideas.

-- There will be **NO WORK ALLOWED** after the deadline. Out of fairness to your peers, anyone caught working later will risk **FAILURE**.

-- Incomplete work (discretion of your instructor & coordinator) will **NOT** be allowed to pin-up, but may be reviewed later.

-- In the final push, respect your peers & work environment, watch your fingers.

