# Architecture Studio: 1st Year Spring Spring 2014, CMU, Arch #48-105, M/W 12:30-4:20

Class Website: www.andrew.cmu.edu/course/48-105

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(5/14/14)

# **Project 3: Building Transformation**

## Assignment #2: Plans & Sections (Due Mon. Apr. 14, 12:30pm)

Accurately draft plans and sections of your insertion/addition into the existing Autocad files of your building, or draft new ones of similar resolution. Choose your scale and lineweights 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 of the new space in relation to the old (symbiosis)
- to make clear the architectural connection or joint of the new and the old
- to indicate ideas about tectonics, quality of materials, assembly, thickness, layers
- the reveal the systems of all kinds. How is the new addition made of systems of sticks/stacks/planes? How does the insertion fit in or clash with existing systems?
- to offer a detailed analysis or interpretation of the old building, as well as a proposal to improve it with specific performance criteria



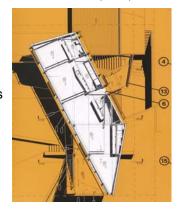
- -- If your project is more than one floor, draw the main floor plan first, and then also draw the other plans, perhaps at a smaller scale if there are many floors.
- -- Show clearly how the floors relate to each other (stacked, offset, etc.)
- -- Be sure you include enough of your context building to make clear the symbiotic relation
- -- Consider extending your plans to a building 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.
- -- Orient plans with north facing up on your page. Add a north arrow.
- -- Plans should contain accurate and evocative rendering of wall thickness (NO one-line walls), as well as columns, bathroom fixtures, windows, door swings, built-in furniture, counters, stairs, glass, etc.
- -- In plans, 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 or dashed lines.
- -- Show CUT line for all STAIRS on lower floors, but entire stair on upper floor plans
- -- Identify all rooms through key furnishings (toilet, desk, film projection, seating, etc.)
- -- Avoid extensive lettering/writing; make it graphically clear.

#### **Reminders for SECTIONS:**

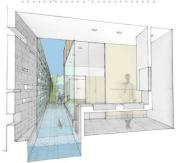
- -- Cut at least two SECTIONS through your addition, especially the important spaces, to communicate the *light*, *space*, *materiality*, and *experience* of your addition.
- -- Clearly distinguish elements that are cut (HEAVY) vs. things in elevation through line weight. Walls and floors should be 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 axos."
- -- 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 ceiing. 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 less than three weeks left: THIS WEEK you should decide the main idea; NEXT WEEK you should deepen understanding, iterate, resolve contradictions, clarify, begin to choose drawing and model types/views; THE LAST WEEK you should create final presentation.









#### **FINAL REVIEW**

- -- The final review will take place Mon. Apr. 28, from approx. 1:30-4:30 and 6:30-9:30pm. Final deadline for all work: Sun. Apr. 27, 10:00pm
- -- The final presentation requirements:

Every student will get one 4'x8' panel, consisting of four 24"x36" boards One board will be the Proj.2 building analytique, revised as needed for clarity and connection to your project

Three other boards to be used as needed for the following drawings:

- Site plan, site section, or other location drawing (small)
- Floor Plan(s), scale 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" drawings/renderings
- 6) Diagrams. Reveal systems or other ideas. Include process work and early ideas.
- 7) A well-crafted model showing interior, and relation of addition 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.
- 8) Written statement of intent/ideas; and brief verbal presentation
- -- Quality over quantity. Make each image communicate many things. Avoid duplication!
- -- The model will be due before the final deadline, likely Wed. Apr. 23 (may change).
- -- 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 pinup, but may be reviewed later.
- -- In the final push, respect your peers & work environment, watch your fingers.

