

# Architecture Studio: 1<sup>st</sup> Year Spring

Spring 2014, CMU, Arch #48-105, M/W 12:30-4:20  
Class Website: [www.andrew.cmu.edu/course/48-105](http://www.andrew.cmu.edu/course/48-105)

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(5/14/14)

## Project 3: Building Transformation

### Assignment #3: 3D Work (Due Mon. Apr. 21, 12:30pm)

Create the 3D representations of your project listed in the previous handout, including model, axo, perspectives, but also the diagrams and site locator. Be sure your idea(s), location, spaces, etc. read quickly and clearly, even to a total stranger. Review the goals outlined in Assignment #2: spatial definition, architectural connections; tectonics; systems; performance criteria.

### Reminders for the MODEL:

- Every student must have a well-crafted 3D physical model of their design insertion, and its relation to the host. Scale, material, and extent are up to you to decide in consultation with your instructor. Be sure it is appropriate for a "final review" for 1<sup>st</sup> year!
- Be sure you clearly and carefully reveal the nature of the connection between your insertion and the host.
- Remember: the model is a supplement to the drawings. Be sure it reveals aspects that cannot be shown well in the drawings. Be realistic in terms of time, ambitions, materials!
- Models should be "spatial" or "sectional" models that "come apart" in a simple way, so that they reveal the interior sequence of spaces in relation to the host building. Work with your instructor to explore the best methods based on your design. Avoid just lifting a "lid" on the top floor; but also avoid too many puzzle-like components.
- Make your model look "architectural" and "constructed" (NOT hot-glued like "cardboard architecture"). Show accurate wall thickness and true size of all walls, floors, roofs, and structural members needed to hold up cantilevers, large sheets of glass, etc. Construct ALL ramps and stairs accurately.
- The model should be abstract, revealing ideas, space, and difference. Keep it spare. Avoid all "naturalistic" color or doll-house-like miniatures.
- Your model should include scale figures and context to help reveal scale and location.
- Your model should show a high degree of finish: avoid simple cardboard or chipboard if possible. There should be no glue showing, no foam visible, and minimum "end-grain" for cardboard or wood revealed.

### Other 3D DRAWINGS:

- Axo or other paraline drawing to show space and assembly of your insertion. Be sure it shows both inside space and exterior of your insertion beyond what your model does
- At least one more drawing or animation to reveal important experiential or time-based, sequential elements of your project. Pick the type of drawings and visualizations that will best represent your ideas clearly and provocatively. These can be additional sections, perspective sections, perspectives, paraline drawings, exploded drawings, or details. If you create interior perspectives, show how light, space, and mass create memorable experiences and space. Show the important architectural elements, as well as details such as railings, mullions. If you create exterior views, show the building in context, especially views from a distance through elevation or a street perspective, either in a photostitch view, or renderings showing life on the street.
- Diagrams or Process Work: Create clear, 3D diagrams to explain the essential ideas, spaces & experiences of your insertion, as well as how you want others to see it. Consider making a series of diagrams that show the evolution of an idea, a sequence of experiences, or the assembly of the insertion into the host.

### Strategic Workflow:

Be strategic with your time, resources, and skills. Work with clear intent and overview. Before you create more drawings, create a "cartoon" or small mockup of your 4'x8' board that includes miniatures of all your drawings, and how they are arranged to achieve maximum clarity and power. Set yourself some hard deadlines: for example create the model by Fri, and then two drawings by Sat., and two more by Sunday night. Follow your instructor's advice.

