

Architecture, Design & Composition Studio

Fall 2004, CMU, Arch #48-200, M/W/F 1:30-4:20

Class Website: www.andrew.cmu.edu/course/48-200/index.htm Off. Hr: M/W 12:30-1:30pm & by appt. in MM307

Coordinator: Kai Gutschow

Email: gutschow@cmu.edu

(11/20/04)

CMoA ANNEX / PROJECT 2 – FINAL REVIEW REQUIREMENTS

DUE DATE: Sun. Dec. 5, 7:00pm

- All work will be checked in to crit space MM308b, and released two hours before your review for last minute work.

REVIEWS:

- Year-end review is part of a department-wide schedule. All reviews will include guest critics from other years.
- Friday's review will be a culminating end-of-semester event, with best works presented again as source for general group discussion
- We start promptly: please have ALL worked pinned up on both sides of the boards well BEFORE reviews begin.
- All students must attend the entire review. Be there to support and learn from your peers and the process. If you can't, email Kai!

PRESENTATION REQUIREMENTS:

PAPER FORMAT & LAYOUT

Compose an effective, coherent layout to show your design! As in the mid-review, all presentations must fit WITHIN the frame of the pinup board (44"wide x 88"tall) and individual pages must be multiples of 11" on each side, none smaller than 22"x22".

DESCRIPTIVE WORK (Minimums!)

- Plans @ 1/8" (all plans; ground floor must include context)
- Forbes Ave. Elevation @ 1/8" (must show context on both sides; render materials & shadows; other elev's optional but encouraged)
- Section @ 1/4" (at least one section at 1/4"; if your design crosses Forbes, add a 1/8" long cross section; include artwork & scale figs.)

EXPERIENCE or QUALITATIVE (Minimums!)

- Interior perspective of a HIGHLIGHT moment in design (Doug Cooper to define, color pastel on grey paper). Render artworks!
- Exterior 3-D drawing (perspective, axo, collage, etc.)
- Other drawings or computer models to reveal EXPERIENCE!

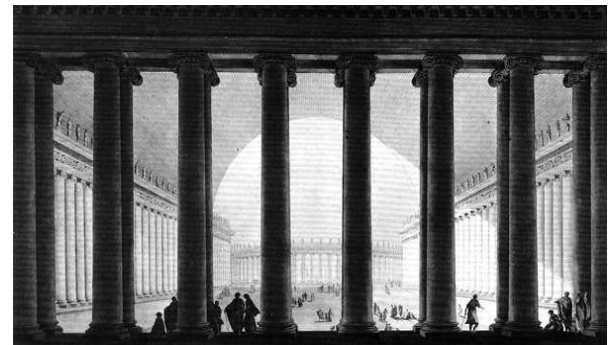
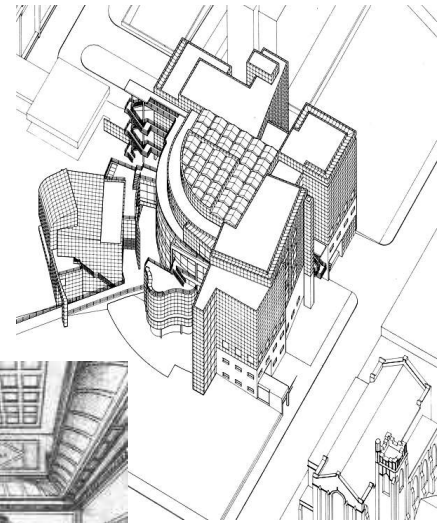
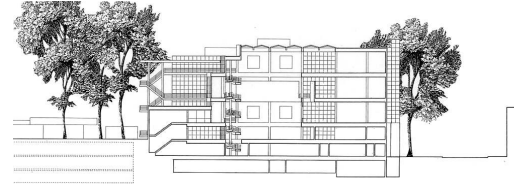
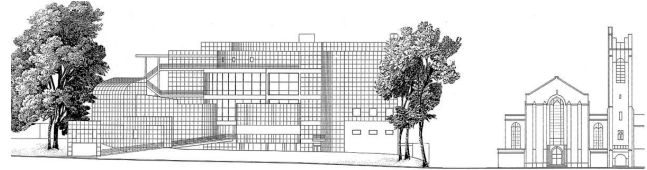
MODELS

- Site model in context, including general massing
- 1/8" Physical Model, revealing exterior forms & materials, showing arrangement and sequence of INTERIOR spaces and artworks

DIAGRAM / OTHER

- Sketches or models to explain PROCESS!
- URBAN context drawing or analysis (not just a site plan!)
- Other diagrams (parti, concept, geometry, exhibit ideas...)
- Separate post-card-sized reproductions of art works to be installed to help unfamiliar viewers

These are minimum requirements for all studios; individual instructors may require more or bigger drawings. Be sure your design is FULLY represented in your visual presentation! Drawings and models should be carefully crafted using effective techniques to reinforce the content and communicate the meaning, materiality, and experience of your design without needing much verbal introduction. Scale versions of actual art pieces must be shown in all drawings and models!



REMINDERS on Deadlines & Completion:

- No working after the Sunday deadline, except for 2 hours before your own review! NO EXCEPTIONS!
- In the final push, respect your peers, respect your work environment.
- All work must be complete in order to present your project at review

SUPPLEMENTARY INSTRUCTIONS for PRESENTATION DRAWINGS

(Please refer to "Presentation Guidelines" packet from Proj.1. May vary by Studio/Instructor)

1) GENERAL

- Use any appropriate medium approved by your instructor (B+W strongly recommended for most drawings). Drawings must be CLEAR, BOLD, read well from 10ft, reproduce well, and distinguish between line weights!
- Avoid duplicating information on multiple drawings or at different scales! Each drawing should show a very different view or reveal different elements or ideas.
- Compose an effective overall layout for your presentation to fit within 44"x88".
- Clearly label all drawings with the drawing name only (North Elevation, Section A-A, etc.). For lettering, trace over mechanically produced type, or use stencils, or computer generated text on sticky-back; avoid handwriting! Keep it simple & unobtrusive. Avoid labeling individual rooms. (see attached examples)
- Scale versions of actual art pieces must be shown in all work.

2) FLOOR PLANS (1/8")

- All floor plans at 1/8", with accurate and evocative rendering of wall thickness, columns, bathroom fixtures, windows, door swings, built-in furniture, counters, stairs, glass, etc.
- Orient with "Project North" UP
- Clearly distinguish walls that are CUT versus short walls or railing through line weight (cut = HEAVY)
- Indicate important overhead features like skylights, prominent beams, double height spaces, roof overhangs, etc. with dotted lines.
- Show sidewalk, alleys, and Forbes Ave. Ground floor plan MUST include context buildings
- Indicate section cuts with SIMPLE angled-arrow line (A←) outside of the plan of your building,
- Be sure to show CUT line for all stairs on ground floor, but entire stair on second floor plans. For each stair show a small arrow starting from the main floor, and labeled either "Up" or "Dn".
- Avoid labeling rooms; functions should read from the plans. Draw minimal furnishings only if necessary!

3) ELEVATION (1/8")

- At least ONE FRONT elevation (preferably more) showing the important exterior features of your building
- Show all trees & buildings as they appear around and behind your building. Contextualize your building.
- Render materials if you have time, and if you are confident that it will improve your presentation.
- Add shading to your section to highlight overhangs, variations in depth, volumes, etc.

4) SECTION (1/4")

- At least ONE 1/4"=1'-0" section of your building (preferably a cross section, going out to curb and Forbes Ave.). If your building connects to the CmoA, you must draw a long, 1/8" section across the street in ADDITION to a 1/4" section of some other spatial aspect of your design. .
- Choose your section cuts carefully to show the most interesting SPACES and ELEMENTS of your building, especially floor or ceiling level changes, stairs, windows and doors, skylights, ramps, etc.
- Clearly distinguish elements that are CUT versus things in elevation through line weight (cut = HEAVY).
- Show interior and exterior elevations as appropriate behind your section in lighter line weight
- Show a HEAVY ground line on either end of your building, including Forbes street level
- Pay special attention to floor, ceiling and roof thickness to create realistic looking sections.
- Label sections "Section A" and "Section B," etc.
- Add scale human figures and/or autos to your section for scale

5) PERSPECTIVES

- One large-scale interior perspective (Cooper) and one large scale exterior 3-D drawing are required.
- You are encouraged to create more perspectives or 3D drawings to relay more clearly the rich experiences of your design, including promenade sequences, constructed perspectives of important spaces or exhibits, axonometrics, worms-eye-views into the spaces, exploded axonometrics, etc. Reveal the SPACE!

6) MODELS

- A site model to fit on the studio site model, as well as a 1/8" larger-scale model to display exterior forms and materials, as well as interior spaces.
- Keep models abstract but evocative. Use 1-3 materials. Models are not imitations of reality!
- Consider exhibiting a series of sketchmodels to explain and make clear the PROCESS that led you

7) INTRO REMARKS

- Prepare a 1-2 minute introduction of the MAJOR concepts of your design. Stick to the essentials. Don't wander. Don't walk us laboriously through every room. "Less is more."