

Architecture, Design & Composition Studio

Fall 2005, CMU, Arch #48-200, M/W/F 1:30-4:20

Studio Website: www.andrew.cmu.edu/course/48-200/

Coordinator: Kai Gutschow

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Off. Hr: M/W 12:30-1:30pm & by appt. in MM307

(9/26/05)

PROJECT 1 PRESENTATION GUIDELINES & REQUIREMENTS, F05

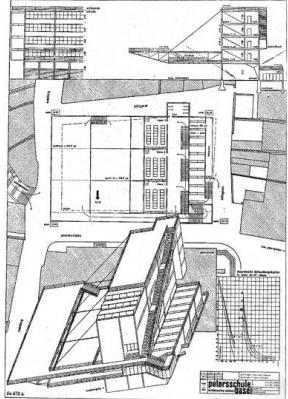
DUE DATE: Sun. Oct 2, 10:00pm

- All work will be collected and signed in Sunday to the crit space MM308b.
- There will be NO WORK ALLOWED after the deadline. Anyone caught will be penalized.
- In the final push, respect your peers, respect your work environment.
- All work must be complete in order to present your project at review

Below are MINIMUM REQUIREMENTS for all studios. Be sure your design is FULLY represented in your visual presentation and models! All work should be thought-fully crafted using effective techniques to reinforce the content and communicate the meaning, materiality, and experience of your design without needing much verbal introduction.

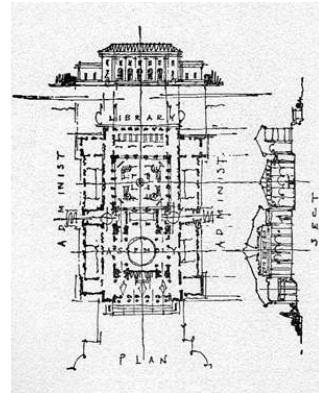
1) GENERAL & TEXT

- 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; show very different views or reveal different elements or ideas. Never draw the same thing merely at two different scales.
- All drawings and work must fit onto a 44"x88" VERTICAL panel. The minimum paper size is 22"x22", and all other paper must be multiples of this size (e.g. 22"x44").
- Carefully choreograph your overall presentation in advance so all your drawings will work together in the most appropriate and effective order and overall composition.
- Compose each sheet carefully, with INTENT. Drawings can run across paper seams.
- Establish relationships of each drawing to the other (i.e. plan-section).
- One of the drawings must include the TITLE of your project in a large, readable font, and in a smaller font a list of 5 "deliverables" as described in project description. Also include:
 - a) your name, b) your studio instructor, c) the course (48-200), and d) the semester (F'05).
- All other drawings should include the same ID information on the BACK of the drawings.
- Label all drawings with simple title (e.g. Plan, North Elevation, Section A-A., etc)
- For lettering use computer generated text, or trace over mechanically produced type!
Keep it simple! Avoid handwriting. Avoid labeling individual rooms.



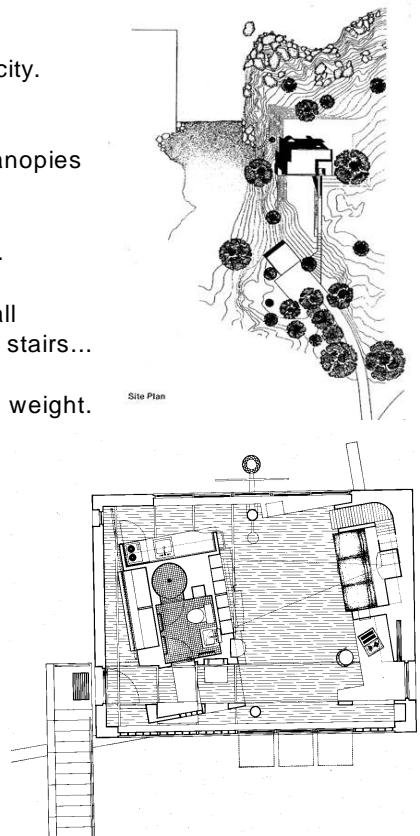
2) SITE PLAN or SITE MODEL

- Draft a site plan OR create a site model to orient your building in the context and city.
- Orient with North arrow UP
- Show roof plan of your building on the site plan
- Show as much context as possible, including extent of all other structures, tree canopies and other site fixtures lightly
- Establish relationship between building and site with paths, planting, parking, etc.
- Render buildings on site model as a rough massing model in chipboard or similar.



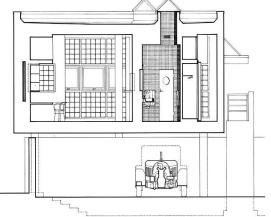
3) FLOOR PLAN (1/2")

- Draft at least ONE 1/2"=1'-0" floor plan, with accurate & evocative rendering of wall thickness, columns, bath fixtures, windows, door swings, built-in furniture, counters, stairs...
- Orient with "Project North" UP
- Clearly distinguish walls that are cut (HEAVY) vs short walls or railing through line weight.
- Indicate important overhead features like skylights, prominent beams, double height spaces, roof overhangs, etc. with dotted lines.
- Ground floor plan should indicate all paths to your building and connect to site and context! Avoid "floating" buildings.
- Indicate section cuts on plan with SIMPLE angled-arrow line (A↔) outside of the plan of your building, and label them "A" and "B" (see attached guide).
- 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" (see drafting examples & guide handed out earlier)
- Avoid labeling rooms; functions should read from the plans & arrangement.
Draw only built-in and minimal furnishings!



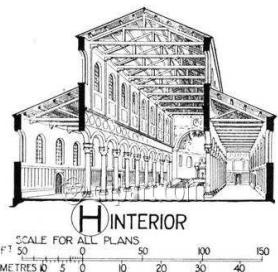
4) SECTION (1/2")

- Draft at least ONE 1/2"=1'-0" section through important and evocative parts of your building, especially floor or ceiling level changes, stairs, doors, skylights, ramps, etc.
- Cut sections that are different from the elevations; each drawing reveals different ideas.
- Clearly distinguish elements that are cut (HEAVY) vs. things in elevation through line weight
- Contextualize your design. Show planting, buildings, and city as they appear AROUND and BEHIND your design in lighter weight elevation.
- Show interior and exterior elevations as appropriate in the background of your section
- Show a HEAVY ground line on either end of your building. Do not show foundations!
- Pay special attention to floor, ceiling and roof thickness to create realistic looking sections.
- Make building edges realistic, especially the cornices, parapets, railings, skylights, windows.
- Label sections "Section A" and "Section B," etc.



5) ELEVATION or ADDITIONAL SECTION (1/2")

- Draw EITHER a 1/2"=1'-0" elevation of important exterior features OR another 1/2" section.
- Contextualize building. Avoid "floating" elevations on white.
- Label elevations (E.g. "North Elevation," "Front Elevation")
- Render materials only if you have time, if you're confident it will improve your presentation.

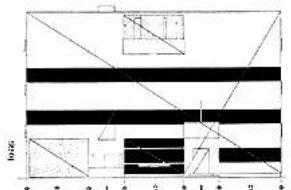


6) INTERIOR PERSPECTIVE

- Create at least ONE interior perspective showing the QUALITY of an important interior space. Attempt to relay the EXPERIENCE of being in the space, including the light, materials, textures, temperatures, and the physical sense of space (E.g. compressed, tall, expansive, directed, reflective, orderly, soft... Think "Seven Senses")

7) MODEL

- Create at least one physical model at 1/2" scale, representing interior & exterior spaces.
- Supplementary computer models are encouraged, especially for non-orthogonal designs. You can EITHER print out 3D drawings (rendered or skeleton frame drawings)
- Models should be carefully crafted, with attention to details to reveal the meaning, physicality, materiality & experience of your spaces and design intentions!
- Show the space and spatial relationships outside and inside.
- Show actual wall thickness and true size of structural members. Avoid "sticks & planes"
- Avoid overly imitative materials. Models are NOT imitations of reality, but re-presentations.
- Be sure the model clearly shows the ground around the building. Avoid "floating" models.



SUGGESTED ADDITIONAL DRAWINGS

The drawings listed above are the minimum necessary for ALL students. All instructors may assign additional drawings to most effectively relay studio-specific design process.

9) PROCESS WORK. Show models or sketches that help reveal the INTENT of your design, as well as the design process that got you to the solution shown, including Proj.1a

10) SITE SECTION: If your site is steep or in other ways intricate, consider a site section to reveal relation of design to hill, city, etc.

11) EXTERIOR PERSPECTIVES or 3D REPRESENTATIONS: to reveal quality of exterior forms and materials in context, and as experienced upon approach.

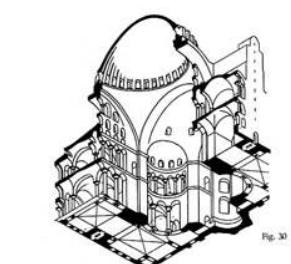
12) DIAGRAMS or other conceptual drawings to allow for a greater and quicker understanding of the intent. Choose from: a) Concept, parti and design development models/drawings; b) Program distribution / dynamics and circulation; c) Geometric organization,proportional systems; d) Design vocabulary and language

12) MORE INTERIOR PERSPECTIVES to reveal movement through space



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. Do NOT read your intro. Leave time for the critics to react. Listen, seek to understand criticism, and be ready with a good question if opportunity arises. "Less is more."



PROJECT DOCUMENTATION

Every student will be required to prepare an electronic "Project Documentation" of their Project 1, including many of the drawings listed above. As you are creating the drawings and models, be sure to consider how best to record them electronically (scans, photos, etc.).

