

Architecture Studio: 2nd Year Fall

Fall 2010, CMU, Arch #48-200, M/W/F 1:30-4:20
Class Website: www.andrew.cmu.edu/course/48-200

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Off. Hr: M/F 12:00-1:00pm & by appt. in MM202/302

(8/23/10)

PROJECT 1 – REFUGE STRUCTURE

MINDSET: Perhaps the most basic functional and metaphysical attribute of architecture is shelter. Closely related, is the idea of refuge or retreat: a refuge for the body, for the mind, or for specific activities; and a retreat from the elements, from the public, or from civilization. Architects and philosophers alike have long used small structures, especially the hut or minimal shelter, as a tool to explore the essence, origins, and contemporary values of architecture. Small spaces can push the boundaries and possibilities of creative practice. Smaller, customized structures encourage a heightened sensitivity to materials, texture and proportion. A clarity is possible that allows architects both a freedom of expression, and an attention to detail that often struggles to survive in larger building projects.

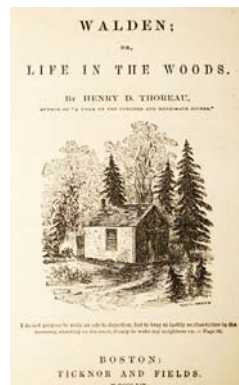
PROJECT: Create a small structure, inside or attached to the outside of CMU's CFA Building, that investigates the notion of refuge or retreat.

PROCESS: This is a 9-day project, to be presented on Wed. Sept 1. You have great latitude with respect to all parameters of the project details, process, and results. Think creatively about potential opportunities available to you at all stages of the process. Work quickly and deliberately, but open to change, so that you can explore multiple ideas at all stages of your process regarding: 1) your concept of refuge; 2) client/user; 3) program/use; 4) time; 5) location; 6) precisely how the structure touches the site; 7) size and scale in relation to body and CFA; 8) materials and what it is made of; 9) how it is made; 10) sense of light, air, and atmosphere inside; 11) approach, circulation, and overall experience; 11) how you will best communicate your ideas. Start by establishing your own schedule and work process. Try not to "start over" when you get stuck; advance the ideas you have. Always work in multiple media, at multiple scales to explore your ideas and communicate your vision for a refuge in CFA in various ways at the same time. Establish your own critical questions about your own process and results, and work to obtain precise feedback that helps you move forward with your own ideas.

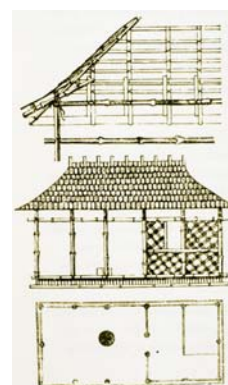
EVALUATION: This project represents a bridge from the 1st to 2nd year: it should begin to set the tone for the whole studio. It should represent your personal best effort, and reveal some of your primary interests and abilities so far as an architect. You will be evaluated on: 1) effort; 2) the richness of ideas on refuge; 3) physical details you reveal about your structure; 4) your ability to work independently while always seeking out and working with constructive criticism from various sources; 5) the design process you establish for yourself; 6) the quality and clarity of your final product; 7) how closely your results match the project's pedagogical intent: to create a small structure for refuge in the CFA.



Laugier's Hu, 1753



Thoreau, Walden, 1854



Semper's Hut, 1851

Whitread, Vienna

QUOTES

"I went to the woods because I wished to live deliberately, to front only the essential facts of life, and see if I could not learn what it had to teach, and not, when I came to die, discover that I had not lived." - Thoreau

"Sometimes the house of the future is better built, lighter and larger than all the houses of the past, so that the image of the dream house is opposed to that of the childhood home.... Maybe it is a good thing for us to keep a few dreams of a house that we shall live in later, always later, so much later, in fact, that we shall not have time to achieve it. For a house that was final, one that stood in symmetrical relation to the house we were born in, would lead to thoughts—serious, sad thoughts—and not to dreams. It is better to live in a state of impermanence than in one of finality."
- Bachelard

"Only in a hut of one's own can a person follow his or her own desires—a rigorous discipline... presupposing as it does self-knowledge while balancing free-action and cultural taboo." - Cline

"In what follows we shall try to think about dwelling and building. This thinking about building does not presume to discover architectural ideas, let alone to give rules for building. This venture in thought does not view building as an art or as a technique of construction; rather it traces building back into that domain to which everything that is belongs. We ask: 1. What is it to dwell? 2. How does building belong to dwelling? We attain to dwelling, so it seems, only by means of building. The latter, building, has the former, dwelling, as its goal. Still, not every building is a dwelling."
- Heidegger

RESOURCES

* Woolf, A Room of One's Own (1928)
* Heidegger, "Building, Dwelling, Thinking" (1951)
* Gaudie, "Awareness of Space" (1969)
Bachelard, Poetics of Space (1958)
Thoreau, Walden (1854)
Ryckwert, On Adam's House in Paradise... (1981)
Cline, A Hut of One's Own (1998)
Allen et al, Parasite Paradise: Manifesto for Temporary Arch...
Johnson, Shedworking: The Alternative Workplace Revolution
Siegal et al, Mobile and More Mobile
Kronenburg, Portable Architecture
Burkhart & Arieff, Pre-Fab
Slavid, Micro: Very Small Buildings;
Brown, Very Small Home: Japanese Ideas...
Richardson, XS: Small Structures
Zeiger, Tiny Houses
Bajamon, Mini House
Kodis, Modern Cabin;
Powers, Twelve by Twelve: A One Room Cabin... Off the Grid

* Read for group discussion on Fri. Aug. 27

POSSIBLE INSPIRATIONS

Huts
Monk's Cells
Follies
Grottos
Garden Pavilions
Country Cabin, Country Hse
Parasitic Space
Bus Stop
Emergency Shelters
Motel Cabins
Tree Houses
Play House
Telephone Booths
Allotment Garden Sheds
Tents
Caves
Outhouse
Guard House
Tombs
Huppa, Sukkot
Tea House
Puerto Rican Casita
Deer Stand, Duck Blind
Info Kiosks
Newspaper Kiosks
Convention Center Booths
Closets
Sleeping Pods
Library Carrel
Balconies
Restrooms, Lounges
Chapels
Confessionals
Canopy, Awning
Clothing
Scull Cap, Helmet, Hat
Personal Space
Blinders, Sunglasses
Headphones

Vitruvius' Primitive Hut (50 AD)
Laugier's Natural Hut (1753)
Semper's Caribbean Hut (1851)
Le Corbusier's Cabanon (1951)
1:1 Small Buildings at V&A (2010)
Taliesin Shelters
Castelli Follies (1983)
Osaka Follies (1990)
La Villette Follies
Serpentine Gallery pavilions
PS1 Courtyard Spaces
Farnsworth House (1950)