

Architecture Studio: 2nd Year Fall

Fall 2011, 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 MM302

(9/17/11)

PROJECT 1 – BUILDING SHELTER

ASSIGNMENTS 1K: (for Mon. Sept. 19)

PROJECT CONSTRAINTS: Please review carefully again the project description, the program, and other constraints to be sure your project fully meets the intent and details of the assignment, including:

- 1) Shelter: your shelter must shelter, at night and against inclement weather (by which we mean rain and wind). It should provide a sense of privacy and security amidst the public campus (every real shelter at the Fence seems to meet those criteria). Review Bachelard with regard the requisite psychological and philosophical ideals of shelter.
- 2) Access: the primary space of all projects must be accessible while standing; not climbing or crouching.
- 3) Structure & Frame Construction: your shelter should explore frame construction and be structurally stable enough to withstand unsupervised climbing and weather, as well as be “radically temporary” in its ability to be assembled and moved quickly and easily.
- 4) Cost: Work to reduce ALL your costs: a) reduce overall cost of materials (several teams should radically reduce); b) reduce the waste generated by your project, both in the construction process (how many scraps will your design create?), and the life of the materials; c) reduce the time needed to construct the project, as well as make it moveable; d) reduce the aesthetic excess, the over-ly complex, the over-wrought. Consider instead the *incomplete* and the *implied*!

SITE STRATEGY: Collaborate again with the other teams to create a more unified overall site strategy. The overall project must be more than simply the “default” solution of a sequence of shelters in the order of your studio number. DESIGN and COMPOSE the interaction and collaboration to create a more intention-based system and overall structure. Collaborate to create an overall studio identity that is more than the sum of parts. Compose site plans and group elevations that demonstrate the unifying tactics that go beyond merely being made of the same materials and have the same maximum size. Consider design tools such as a more detailed structural bay rhythm (not just 8ft spacing); a shared datum such as a unified base or cornice line; reaching out to a common property line or “front facade” for all projects; defining a clear path through all the structures, defining some geometric element that repeats, etc. Think of the row-house analogy. (This part of the assignment was already assigned for Mon. AND Fri. last week, but in my opinion has not been addressed with serious commitment yet).

MODEL: Much as you did when you went from individual design to team design, ****REDESIGN**** your project to acknowledge the collaborative nature of the project, as well as the program review. Build a new 3" = 1'-0" model of your redesigned project that accurately shows framing member size as well as connections. Create the mini 2x4 elements out of real 2x4s, and use cardboard to simulate plywood. Do NOT simply expand the scale of your existing design.

ARCHITECTURE IS COLLABORATIVE AND COMMUNAL: True creativity and the most thought-provoking ideas come from working together, with both outside-imposed constraints, and self-imposed constraints. Architecture must be more than individual buildings dropped on a site. Architecture should grow out of the site, the context, the surroundings, AND the social ideals inherent in the place. It derives meaning and substance when it serves and represents community.

