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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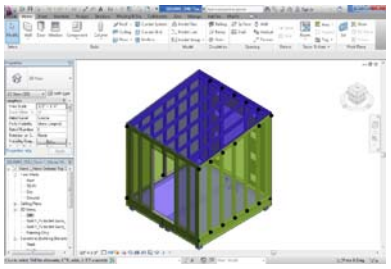
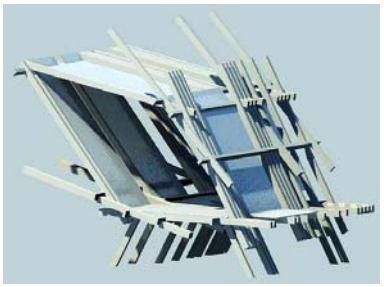
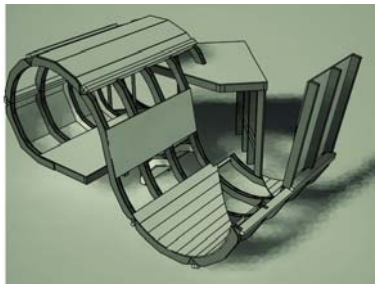
Off. Hr: M/F 12:00-1:00pm & by appt. in MM302

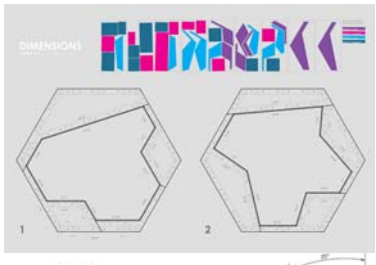
(10/18/11)

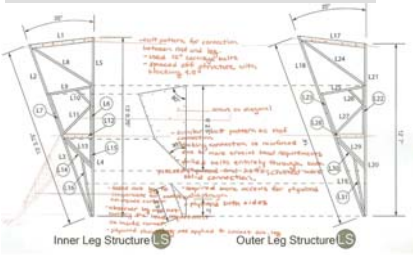
PROJECT 2 – DRAWING SHELTER

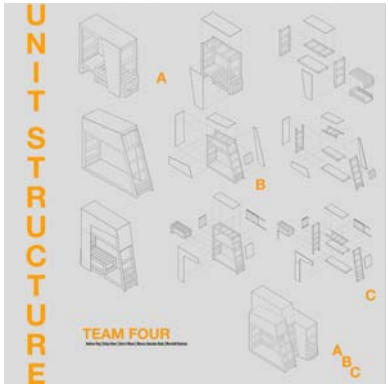












Assignment 2B: (for Mon. Oct. 17)
- Create an accurate, "well-built," group-made Revit model of your team's shelter. Work together. Do it well! Try NOT to rely on other 3D software to start. Work (hard) to understand Revit as another media tool that is particularly effective at working with individual construction components that are parametrically related, and therefor can be adjusted more easily in the design and construction process.
- Once you have "built it," draw it on 11x17 sheets in several different orthographically projected configurations, as a set of technical drawings. Draw it as plan-section-elevation drawing OR as an exploded axo OR as a gradually assembling construction (like time-lapse).
- For help, use Autodesk Bluestreak to communicate with John Herridge or Glen Katz. You can transfer your files and get help using your specific file...

Assignment 2C: (draft 1 for Mon. Oct. 17; draft 2 for Wed. Oct. 19)
After creating the group model, each student should create an individual variation on the group design using Revit. How might you have built it on your own, or imagined differently? Potential variables include:

- Improve the sense of shelter
- Improve, fix, or experiment with your shelter's structural system.
- Perfect the spaces, forms, and experiences of your shelter
- Translate, rotate, expand or otherwise adjust any or all of the construction components or systems within your group shelter.
- Enclose your shelter more to create interiors with different light conditions. Use Ecotect to explore the actual lighting
- Change the scale, make it bigger. What would it be as a building? Then add the smaller scale elements to make it believable.
- Change in program, what else could this be? Add more program (sleeping 6?) Transform it into a different building type?
- Multiply or repeat part or all of the construction or spatial system in any direction (stack, extend, repeat, etc.)
- Transport it to a radically new temporal context or physical site, and adjust accordingly (e.g. alter your shelter to stay warm in snow)
- Use Ecotect to explore and simulate alternative conditions, the different shadows and interior lighting in the new and old context.

Goals: This project is seen as an extension of "Proj.1 Building Shelter," a version without constraints. The intent should be to create a variation or "relative" that is in dialogue with the group's design, in which one can feel/see a common origin of some kind, and yet see potential for change. It is intended to help us reflect more profoundly about what we did. Work to explore the different potentials of drawing vs. making at 1:1. How can we "make useful" the distinction between drawing & visualization & modeling & making? What can the "abstract" nature of drawings such as plan and sections show that extends beyond the ocular-centric nature of most "visualization" drawings such as perspectives or other simulations?

Assignment 2D: (for Mon. Oct. 24)
Compose a series of 11x17 sheets, each with a common layout and titleblocks, that fully explore or demonstrate your 2 shelters. Communicate how your own design is built, by using a combination of "shop drawings" and exploded axonometrics, not just of the individual components, but also larger parts of your projects. You MUST submit a set of orthographic line/skeleton drawings of the construction (plan, section, axonometric, etc) according to the highest drafting standards learned in first semester. In addition, you may submit renderings that show light, experience, color, etc.