

EMBODIMENT: SYLLABUS

FALL 2013 4TH/5TH YEAR STUDIO

ART LUBETZ

OBJECTIVES

- To produce architecture that considers the body and all its senses as well as imagination.
 - To create an experience in architecture that incites an emotion which produces a long lasting feeling
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GRADING

• <u>Site Planning</u>	<u>5%</u>
• <u>Strategy & Concept</u>	<u>5%</u>
• <u>Dining Hall</u>	<u>10%</u>
• <u>Rooms</u>	<u>10%</u>
• <u>Gym, Pool, Arts & Crafts</u>	<u>5%</u>
• <u>Administration</u>	<u>5%</u>
• <u>Total Architecture</u>	<u>50%</u>
• <u>Discussion Participation</u>	<u>10%</u>

READINGS

- On Creativity - David Bohm
- Meaning of the Body - Mark Johnson
- Sensorium - Caroline Jones
- Atlas of Emotion - Bruno
- Agency and Embodiment - Carrie Noland

EMBODIMENT: PROJECT BRIEF

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Jan Vrijman, a Dutch filmmaker, had this to say about architects:

“Why is it that architecture and architects, unlike film and filmmakers, are so little interested in people during the design process? Why are they so theoretical, so distant from life?”

This studio will be intensely interested in people and their lives.

PROJECT:

The project is a camp for children with physical disabilities and/or social development issues. You get to choose the disability or disabilities you will design for.

FIELD TRIP:

In order to understand this project and the people you will be designing for, the first thing we are going to do is take a fieldtrip to Camp Victory, a special needs camp in Millville, PA. Camp Victory deals with children with vision, hearing, physical, and social disabilities. We will be visiting September 20, 21, and 22. In order to really involve you, you will not just look and listen while there. You will actually be counselors at the camp for those 3 days. The goal is for you, the architects, to become emotionally involved and have lasting feelings about the experience.

SITE:

You also get to choose your site... kind of. The site has to be within Pittsburgh's Hill District so you can explore a little more of Pittsburgh than you may have already been exposed to and so you can visit the site throughout the semester.

GOAL:

The goal is that this studio will make you more aware of and bring you closer to the people for whom you will one day make architecture.

To paraphrase Martin Heidegger:

Thinking is a dialogue between you and yourself.

So who are you?

To make this question clearer, I am going to ask 2 other questions.

1. Why are you here studying architecture?
2. Where do you come from? Not just Secaucus, NJ, but more importantly, what makes you - you?

The hope is that thoughtful consideration of your answers together will produce an energy in you that creates a greater passion and intensity for your work. But this not be a completely theoretical project, you will be responsible for a total architecture which I define as incorporating everything you learned in past studios. Site, Structure, Sustainability, Building Systems, Material, and Form must all be evident in your final project. Not as disparate thoughts but all leading toward one experience, so in the end, you create a total experience of architecture.

EMBODIMENT: PROGRAM

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The program is intentionally vague. Below is a list of spaces that any camp would need but you should determine what additional program elements your specific camp requires. The square footages are also left up to you to judge based on a class size of about 30 children.

SITE PLANNING

- Outdoor Activity Area
 - Suggested Activities
 - Archery
 - Walking Trails
 - Volleyball
 - Climbing Wall
 - Zip-line
 - Stage

LODGING

- Dining/Assembly Hall
 - Tables (5)
 - Kitchen
 - Podium
- Rooms
 - Children (30)
 - Children's Bathrooms (5)
 - Counselors (5)
 - Mens Bathrooms
 - Womens Bathrooms
 - Overnight Faculty (2)
 - Bathrooms (2)

RECREATION

- Gym/Pool
 - Boys Locker Room
 - Girls Locker Room
- Arts & Crafts Space

ADMINISTRATION

- Offices (4)
- Service
 - Mechanical/Storage
- Welcome Center

EMBODIMENT: SCHEDULE

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Below is a tentative schedule subject to change. It outlines the general strategy for the semester. You will be designing each element of the facility on its own, but it must always relate back to a larger picture. To that end, in the last weeks of the semester you will have an opportunity to revise and update any portions that do not fit into a cohesive whole.

DATE	TOPIC	ASSIGNMENT	DUE
8/28	Camp Type Selection	Research disabilities and camps	ongoing
8/30	Site Selection	Visit Hill District	9/4
9/2	Labor Day		
9/4	Site Planning	Discussion of Research to date and Site	9/6
9/6	Site Planning	Research disabilities and camps	
9/9	Site Planning	PIN-UP/REVIEW research	
9/11	Site Planning	Develop Camp Strategy	9/16
9/13	Site Planning	Discussion of Camp Strategy	
9/18	Site Planning	PIN-UP/REVIEW	
9/20	Field Trip		
9/23	Lodging	Sleeping Areas and Dining Hall	
10/7	Lodging	PIN-UP/REVIEW	
10/9	Recreation	Gym/Pool and Arts and Crafts	
10/18	Mid-Semester Break		
10/28	Recreation	PIN-UP/REVIEW	
10/30	Administration	Offices, Service Areas, and Welcome Center	
11/11	Administration	PIN-UP/REVIEW	
11/13	Coordination	Bring it all together and to the same level	
11/22	Coordination		
11/25	Final Production	PIN-UP/REVIEW	
11/27	Thanksgiving Break		
11/29	Thanksgiving Break		
12/2	Final Production	PIN-UP/REVIEW	
12/4	Final Production		
12/6	Final Review		