

Architecture, Design & Composition Studio

Fall 2006, CMU, Arch #48-200, M/W/F 1:30-4:20
Class Website: www.andrew.cmu.edu/course/48-200

Coordinator: Kai Gutschow

Email: gutschow@cmu.edu

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

(7/24/07)

PROJECT 3 – HOUSE PROJECT

Mindset:

This project continues the exploration of “Composition” as the main theme of the semester. The “Museum Annex” project stressed the development of “Concept,” (Idea) and attention to “Context” (Site), as well as “Content” (Program). Having begun to integrate these into your design process, this next project (as well as the Building Study) offers the chance to explore “Composition” on a more fundamental level, in relation to “Building Elements” and how they go together, as well as the development of spatial sequences on a more refined scale. By reducing the scale and complexity of the project, you have the opportunity to focus on each element more intensely, and through its relation to others, and to the whole, begin to create an architectural language that works from the smallest to the biggest scale. The challenge will be to create rich, intellectually challenging architecture that nonetheless is well developed.

Project:

Each studio will explore their own vision of a “house” program, with the common goal of creating a small space for a single person in a natural setting, as follows:

DAMIANI STUDIO - Towards a Design Process: Farnsworth House Visitor's Center

The project is to design a new visiting artist studio and visitor center for the Farnsworth House, which we visited earlier this semester on our Chicago fieldtrip. This project is to reconsider the role of the information center as a welcoming transition for tourists visiting the home. The programmatic elements are to be similar to that of the current information center with the addition of a modest live/ work studio for a visiting artist. This modest L/W space will also act as an occasional guest house.

CALISTI STUDIO - Visiting Archaeologist Live+Work Space

The University of Pittsburgh's internationally recognized Department of Anthropology and Department of History of Art and Architecture have commissioned you to design a SMALL living space to house an "archaeologist-in-residence" as well as a small work space studio.

LUBETZ STUDIO - Living Space/Studio for a Writer (Moya Studio)

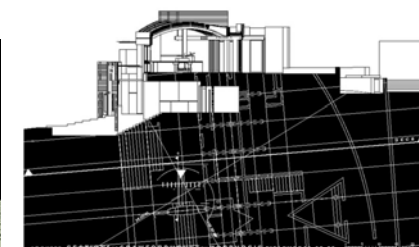
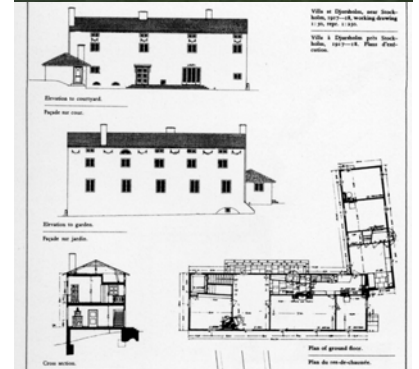
Site: A tree covered site on Sampsonia Way, near the Mattress Factory. This writer is part of the City of Asylum/Pittsburgh Project. The City of Asylum was established by several Nobel Laureate writers to provide refuge and sustenance for writers who are being persecuted in their own countries. Requires spaces to write, sleep, eat/cook, bath, sit/relax.

MINNERLY STUDIO - “Director’s House: Homewood Cemetary

The Homewood Cemetery has recently hired a new highly regarded director. As part of the compensation package the cemetery has agreed to provide her a small personal space of her own located with a relationship to Frick Park. For the director, you should provide a space to sleep, to cook, to eat, to bathe, to study, for guests, to hang 2 Picasso prints, and assure access and view of the park .

WOLFF STUDIO - “The American House”

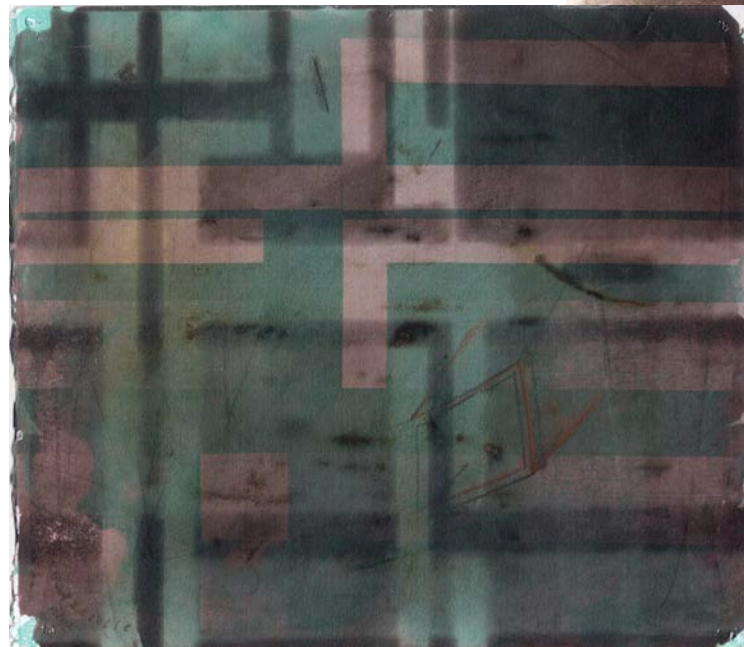
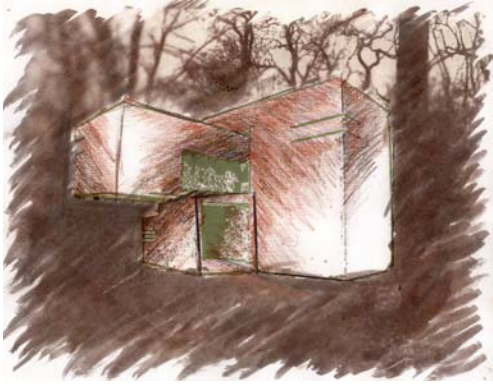
In this second project, students are asked to question the existing model of the American house. The studio should become a laboratory of investigation through which to analyze, challenge and critique this existing paradigm. The objective of the project is for students to personally redefine the meaning of house in their culture and to reinvent a new type for the American house. Inspired by the spirit of Art and Architecture magazine’s Case Study House program, the objective is to create a new vision of the American house, expressive of our current society and simultaneously theoretical, experimental and specific in nature.

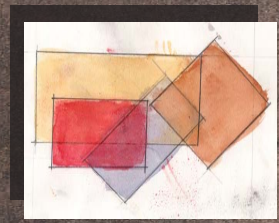
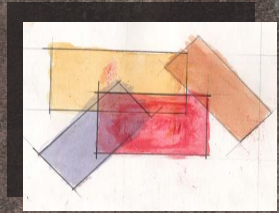
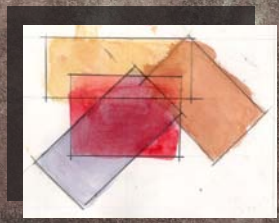
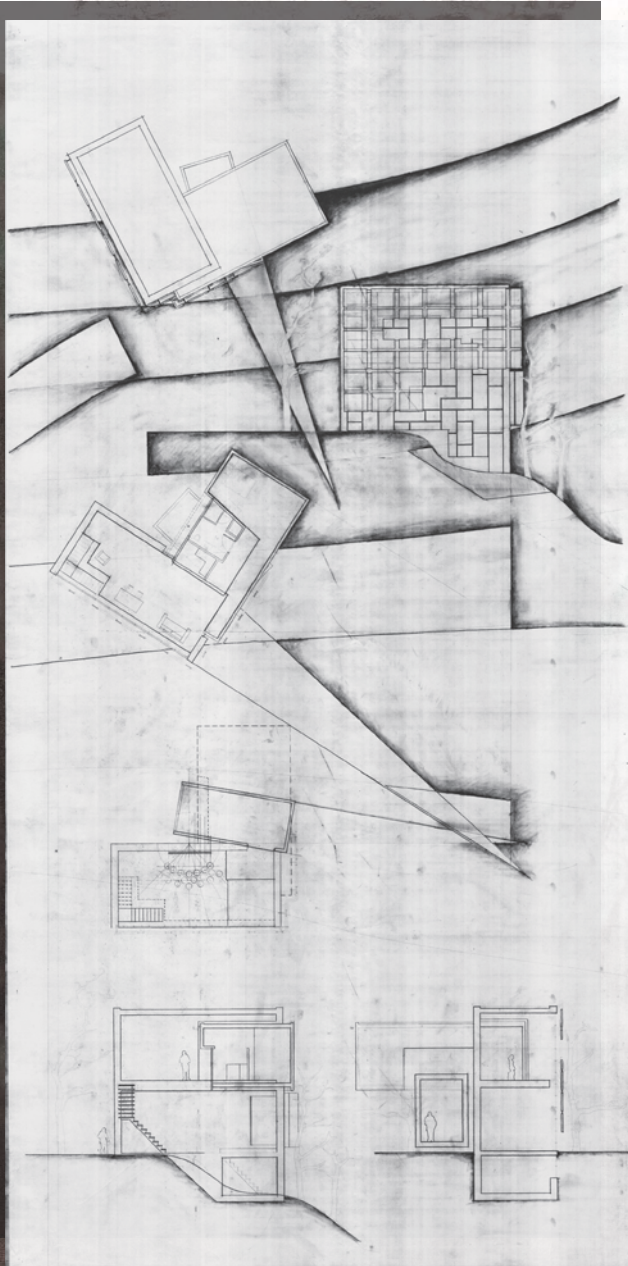


ARCHAEOLOGIST STUDIO

Pittsburgh, PA

Christopher Gallot
48-200 Composition Studio / F'06
Instructor: Lee Calisti
CMU School of Architecture





CONCEPT STATEMENT

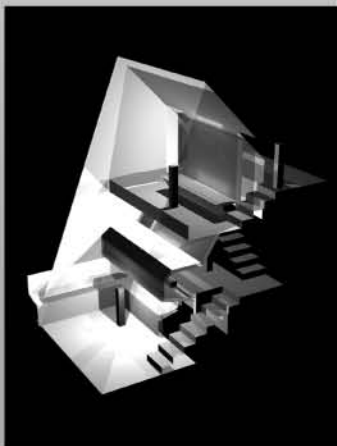
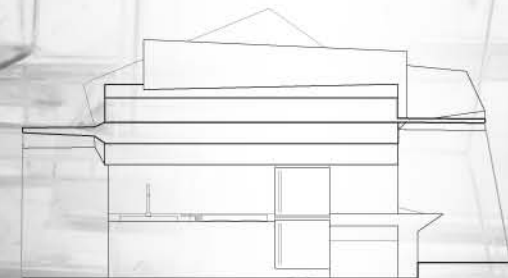
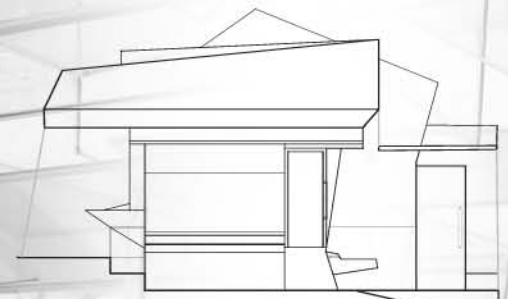
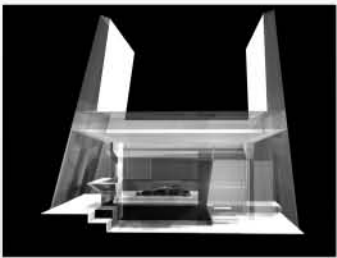
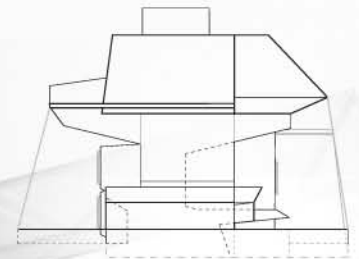
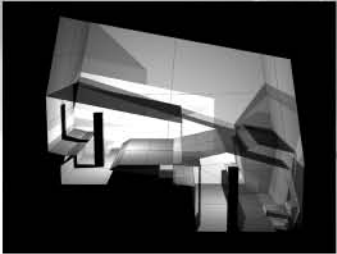
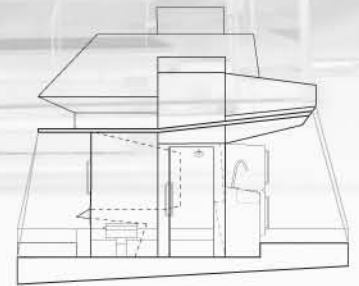
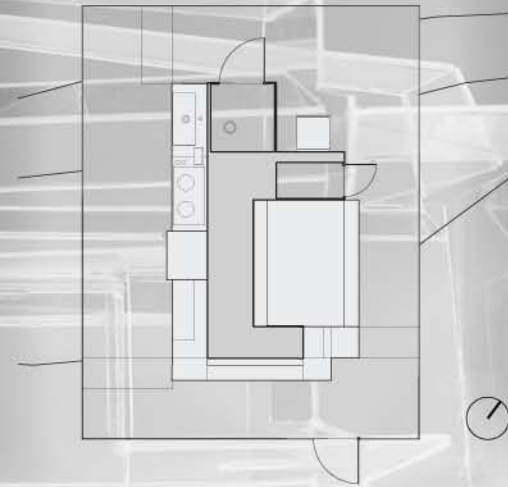
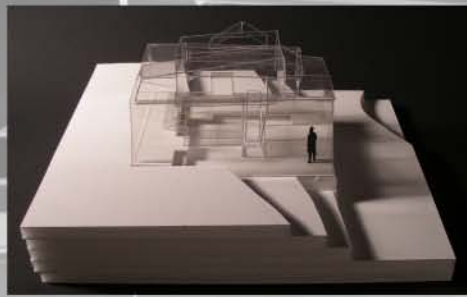
The spatial and formal arrangement of the residence is derived from the layering and stacking of information found pertinent to the context as well as life of an Archaeologist. Discovery of the past would lead one to understand the details and process that made the residence a complete composition. The "crafted" thresholds, materials, joinery, and spaces would lead one to an understanding of formed architectural space and the simple archaeological elegance that drives the passion of their field.

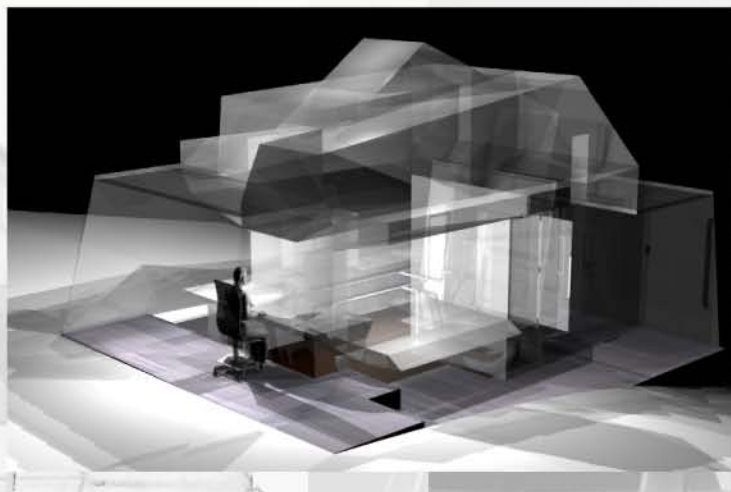
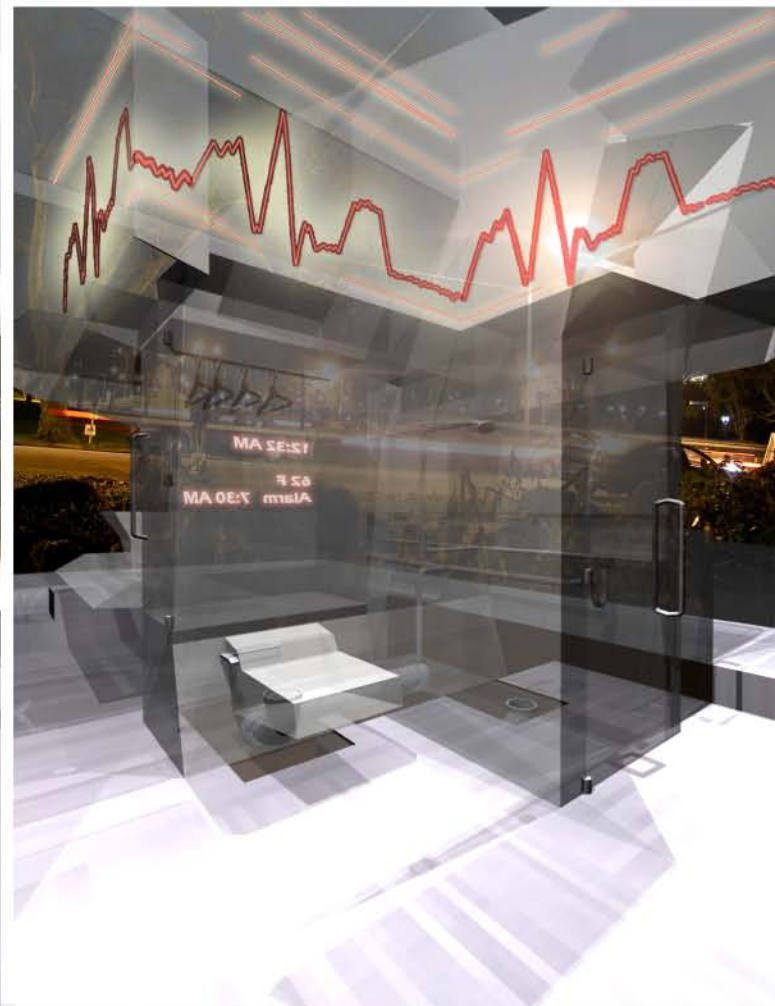
-Christopher Gallot

AMERICAN HOUSE

Pittsburgh, PA

Misha Varshavsky
48-200 Composition Studio / F'06
Instructor: Spike Wolff
CMU School of Architecture





CONCEPT STATEMENT

Every day new media and new technology permeates our culture as an increasingly profound influence. The accelerated exchange of images and sounds, information and ideas has begun changing the terms of social interaction. When we're at home, our bodies may be inside the house, but mentally we are still continually connected to an extrinsic, electronic reality. Today's changing society is proof that the meaning and significance of privacy and permanence are being redefined by the boundary between the virtual and the actual. Today's house - this house - is an agent for virtual interaction with that outside world. This house is a medium for merging with the world by bringing it inside, and in turn, transmitting the life of the individual back into the public realm.

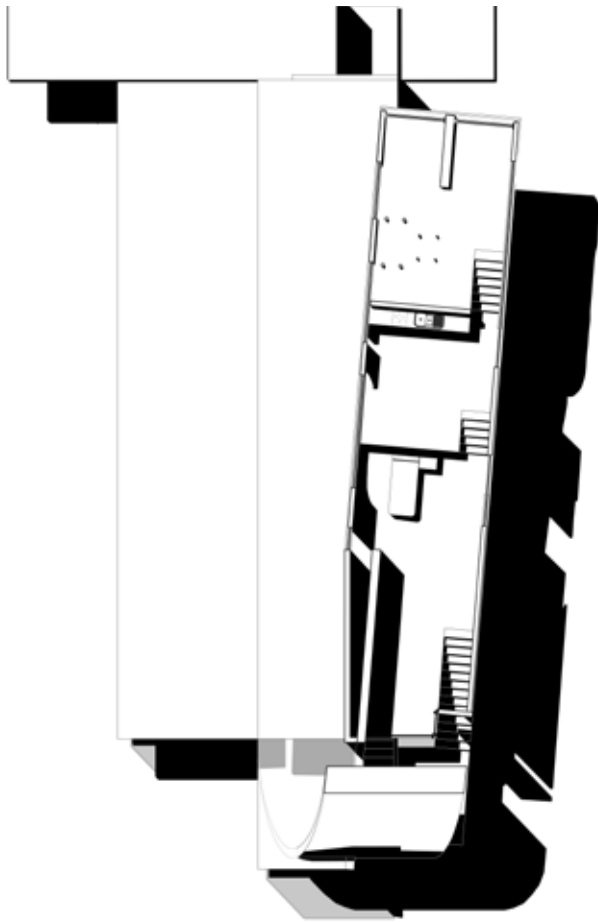
The volume of the house is dominated by an unoccupiable multi-faceted mass of transparent glass and plastic. The occupiable *real* space is then pushed out to the perimeter of the core *illusory* space, into which programmatic needs are carved. Surfaces on and within the illusory space are activated by virtual images through OLED and projection technology, an uninterrupted two-way broadcast between the exterior world and interior individual.

Misha Varshavsky

VISITOR'S CENTER

Plano, IL

David Kennedy
48-200 Composition Studio / F'06
Instructor: Gerard Damiani
CMU School of Architecture





THE FIGURING OF ABSENCE

The design is an aid in understanding both the Farnsworth House and the ideas of Ludwig Mies van der Rohe. It introduces the visitor to Mies's structural vocabulary and examines details in detail.

As structure grows in scale, it becomes inhabitable space. When occupied, the visitor is submersed in what Peter Eisenman called "the figuring of absence," where the voids in Mies's details become inhabitable space that is connected to its natural surroundings.

