

Project Three: Your final APE: Build / Time / Transmit

5 Weeks (Final Review Friday Dec 8)

Recap

In the first two projects, the studio has considered a new Exploratorium by addressing issues inherent to designing any building: we developed methods of working and then used them to look at ways in which the internal influences (program) and external influences (site, context) help to define a new generative proposition.

You have defined and transformed your method through actions of splicing, reducing, cutting, assembling, jaywalking, overlapping, subtracting, switchbacking, prismatically packing, staging, unfolding, peeling, jumpcutting, sequencing, tumbling, tearing, chance operating, laminating...and you've allowed these methods to teach you about new qualities that can be applied to the Exploratorium. You have also generated site parameters and defined programmatic relations that deal with mapping significance onto your landscape and site, which allows for the potential to be read and re-read by defining new territories and intensifying existing qualities.

This iterative process that has emerged describes, defines and delineates the site, program and working method as a whole. Yet the nature of this kind of process, of being in flux, caught between site, program and building, fosters many uncertainties. Rather than aimlessly wandering, one should move strategically, with confidence in discovering the unexpected, to wander without getting lost. This requires a refined understanding of one's working method and a thoughtful, sensitive way to proceed. As you continue, your process should aid in sorting out the significant from the trivial through criteria and qualities that get applied and re-applied, helping you to hone your working method and your final building proposition.

This Project

Design your new Exploratorium.

Define all aspects to the physical and material structure as well as its electronically mediated space(s) and urban/global sites.

Always trust and refine your working method through the introduction of new parameters, programmatic relations, definitions of your site and so on. *Remember to think expansively – of the Exploratorium's urban, regional, and globally networked contexts – as fair game for your design interventions.* These are all implied as you take on local architectural decisions like:

What's the reciprocity between existing structure and proposed structure? How does one define the skin of your building?

Final Review Requirements:

*** For all documents, indicate physical and electronically mediated architectures ***

- Posters (Project One, either old posters or new)
- Working Method; iterative drawings (from Project One)
- Site parameter info, organizational diagrams, programmatic relations (scaled and in site) (Project Two)
- Site Plans and Sections (determine scale with instructors)
- Full building model (not Maya!), 1/8"=1'-0", with 1/2" scale detail models as appropriate
- Iterative Building Models (or appropriate scale/physical or digital), 1/16"=1'-0"
- Model / Detail (or appropriate scale), 1/4"=1'-0"
- Building Plans (including site context), 1/8"=1'-0"
- Building Sections (both longitudinal and transverse, including site context), 1/8"=1'-0"
- Exterior elevations (as needed), 1/8"=1'-0"
- 3-dimensional drawings of your choice: axon, perspective, some other projection (drawings as needed)
- Maya animations of building and site context

Critical Milestones:

November 8	Pin-up in groups: First site intervention proposals
November 15	Pin-up in groups: Final site intervention proposals, develop bldg sections / plans
November 22	Material relations – propose a primary palette and its operations on site
December 1	Mock-up of final presentation, including detail assemblies with materials
December 8	Final review