

3: Community Gathering Space

What:

- **2 part spatial sequence with gathering area for various sized groups**
 - **Entry Zone**
 - **Provide an introduction to the area by establishing a mood and character and as well as separating the space from the surrounding environment**
 - **Gathering Space**
 - **Create a flexible space for students and faculty to assemble. The area must accommodate an individual, a group of 2-3, and a group of 5-6. It needs to be comfortable during daylight hours from April through October and on warm days through the winter.**
 - **Path**
 - **This will link the two spaces. It will create a sense of anticipation and arrival. As you move along the path you will be given glimpses of the gathering space but you will not be able to see it fully until the journey is completed. The path should help to reinforce the sense of separation between the Gathering Space and the surroundings.**

Why:

Architecture is most successful when it creates an environment to enrich human experiences. This assignment creates a space to help develop and reinforce the community of students and faculty by providing an informal space for chance and casual encounters. The design will incorporate a three-phase sequence to shape the occupants' experiences.

How:

- **3 phase process**
 - 1. Site Analysis and Diagrams**
 - 2. Concept Development with Parti and Preliminary Design**
 - 3. Final Design**

You will use a simple palette of light and form to create your space. The forms will be a single, neutral, undefined, generic material. The sizes and shapes of the architectural elements will be limited to simplify the decision process. You will begin by working in teams to analyze the site. Then each student will develop their own design based on their concept and parti diagram. You will use various drawings to develop and communicate your design.

Parti diagram: a graphic representation of the primary concepts and formal organization of the design. They are typically shown in plan view.

Objectives:

- To be able to generate a solution and develop it through a series of explorations and revisions
- To be able to construct drawings that exhibit a high level of craft and precision using traditional drafting media and tools
- To be able to construct orthographic drawings that accurately represent a design
- To be able to develop a design that has a distinct character and communicates it to the users
- To be able to develop design solutions that follow a set of design constraints
- To be able to define architectonic form using a combination of linear, planar and volumetric elements
- To be able to create a transitional space
- To be able to create a gathering space which functions effectively for a variety of groups
- To be able to develop and accurately represent a design solution using the plan oblique drawing system and conventions.
- To be able to shade surfaces of a plan oblique drawing to represent the relationship of surfaces to an assumed light source.
- To be able to incorporate figures in plan oblique and perspective drawings to communicate scale.

Problem:

You are to design a three-dimensional spatial experience based on your concept, site analysis and the assignment requirements using the following architectural elements.

- Linear Elements:
 - Column-1 minimum-20 maximum
 - 1'-0" diameter or 1'-0" square
 - 2'-0" min height-24'-0" max height
 - height in one foot increments, ie, 8', 9', 10'...
 - horizontal top
 - vertical
 - Beam-1 minimum-12 maximum
 - 1'-0" wide
 - 2'-0" tall
 - length in one foot increments
 - horizontal position
 - square ends
 - may not extend beyond site perimeter

- Planar Elements
 - Wall-1 minimum-12 maximum
 - 1'-0" thick
 - 2'-0" min height-24'-0" max height
 - 2'-0" min length-48'-0" max length
 - height and length in one foot increments, ie, 8', 9', 10'...
 - horizontal top
 - vertical
 - each change in height is a separate wall
 - Roof-1 minimum-6 maximum
 - 1'-0" thick
 - 2'-0" min length and width
 - 12'-0" max length and width
 - 100 sq feet max per roof
 - horizontal
 - must be logically supported by any combination of columns, walls and beams
 - Platform-1 minimum-6 maximum
 - 1'-0" thick
 - 2'-0" min length and width
 - 12'-0" max length and width
 - 100 sq feet max per platform
 - horizontal
 - platforms may be stacked on each other but may not be raised off of ground
- Volumetric Elements-1 minimum-6 maximum
 - Solid-1 minimum-6 maximum
 - Any simple shape; circle, rectangle, triangle, diamond
 - 2'-0 minimum height
 - 24'-0" maximum height
 - height and length in one foot increments
 - Volume
 - Any simple shape; circle, rectangle, triangle, diamond
 - 2'-0 minimum depth
 - 4'-0" maximum depth
 - height and length in one foot increments

Additional Comments

- The maximum height of any positive element is **24' above grade.**
- All vertical dimensions must be in 1 foot increments.
- Negative volumes may not extend more than 4 feet below grade.
- The tops and bottoms of all elements must be flat, horizontal surfaces, the sides must be vertical surfaces.
- Assume the structure is constructed of one homogeneous material.
- There are no other materials available to you, do not consider surfaces to be landscaped. All surfaces are hard and finished.
- The site is flat and the approach, entry, path, and most of the gathering space must be on grade.
- Negative volumes may be incorporated into the raised elements but do not meet the requirement of one negative volume

Design Goals:

The first goal is to create a unique and memorable experience that conforms to your design concept. In addition to that you must meet the requirements described below.

- The gathering space, which is your destination, should be partially or completely hidden from your view as you approach and enter the structure. Your understanding of the space should grow over time as you move through the transition space and along the path.
- The gathering space should allow people to occupy it in groups of different sizes. Are there places to sit or lean? How do two people sit together? Make sure the space allows for maximum usability. Do not allow one person to restrict the use of the entire space. The space should have a single entrance/exit and be the dead end destination. To leave you will retrace the same path that you used to enter.
- There should be an entry/transition experience between the surrounding environment and the gathering space that involves both time and space.
- There should be a well developed path between the entry space and the gathering space that controls and enhances our experience of the space. The path serves for both entrance and exit, evaluate it from both directions
- There should not be any secondary gathering areas in the transition space or path. Design these elements so that the user moves through them but does not stay in them.
- The gathering space should have an easily identifiable shape as its basic plan shape (e.g. rectangle, circle, triangle)
- The gathering space should be approximately 600 square feet in area.
- All movement through the space must be on a flat, grade level surface. No ramps or stairs may be used.

Process:

1. Prepare a detailed, careful site evaluation and analysis. The site analysis must include all of the following aspects:
 - Site plan with project boundaries
 - Existing architectural features, buildings, and paved areas adjacent to your site
 - Existing landscape elements adjacent to your site
 - Patterns of light and shade both at different times of day and different times of the year
 - Existing circulation patterns, both formal and informal. Also include a representation of the intensity of use.
 - Noise patterns
 - Views from the site and into the site
 - Any other features that you identify as significant to the design process
2. Based on your analysis and personal goals develop a concept for your design and a parti diagram that graphically describes your design organization.
3. How is your experience enriched by disclosure develop elements to articulate and control that sequence
 - What can you see that draws you forward
 - How is your experience enriched by disclosure and surprise
 - How do you occupy the space
4. Place the plan of your design at a 60°/30° orientation with the south side on the 30° side.
5. Construct a plan oblique of the three-dimensional space you imagined.
 - Construct each element's footprint.
 - Extrude, depress or elevate each element
6. Overlay the designs and sketch alternative ideas. It is important that you generate a rich set of alternatives.
7. Overlay the design with a sheet of vellum, or draft on drawing paper for the final version for the preliminary review.
8. Overlay the plan oblique with vellum to construct the shadows
9. Draw a final image with shadows

Steps one through eight are for the preliminary review after revising your design based on feedback from the review you will produce the following drawings.

10. Construct orthographic drawings of final design in pencil on drawing paper
11. Ink the lines using only freehand techniques.

Requirements:

Phase 1.

Site Analysis Diagrams

Diagrams are abstract representation of general conditions they are not specific and are not design solutions.

- Prepare diagrams of all site features, characteristics and considerations
 - Pedestrian patterns
 - Vehicle patterns
 - Sun path and angles, winter and summer
 - Lines of sight from site
 - View of site from paths and walkways
 - Seasonal wind directions and strength
 - Noise sources and magnitude
- Diagrams should typically use the plan view but sections elevations and other views may be used as necessary.
- Use as many drawings as you need. Information may be combined on a single drawing or each aspect may be shown on a separate diagram.
- Work in any media or combination of media that you choose including collage.
- All text should be incorporated into the design
- Color, if used, should contribute to the communication of the diagrams.
- Panel or panels as necessary, 24"x36"x1/2" maximum
- Presentation must be unified and appear to be the work of a single individual
 - Inventory your skills to determine the most efficient and effective delegation of tasks.
 - Coordinate, materials, text, colors, graphics

Phase 2.

Preliminary Presentation

These are process drawings. They should be accurate and complete to allow evaluation of your idea. Do not mount these drawings, you will need to include them in your final presentation

Concept Description:

Include a verbal description of your concept. The verbal description should be no more than 3 sentences.

Parti Diagram:

A simplified graphic of the basic idea of the formal organization of your design. It should clearly identify the entry, path, and gathering space.

Plan Oblique

▪ **Plan Oblique**

Material: Drawing paper

Media: Pencil

Technique: Drafted pencil / freehand ink with lineweights

Orientation: 60°/30°

Scale: 1/8"=1'-0"

- Primary/Profile lines are heavy
- Secondary lines are medium
- Hidden lines are shown as thin, dashed lines
- Construction lines are very light pencil lines that may be left as part of the final drawing
- Graphic Scale
- Scale Figure
 - Trace figure from the Entourage book in the classroom and the library or scale figures from magazines and newspapers

Final Presentation:

Include all of the above drawings and elements in addition to those described below.

▪ Shadow Plan Oblique

Material: Drawing paper

Media: Pencil

Technique: Freehand sketching

Tone Language:

- Surfaces are to be shaded to represent their relative orientation to an assumed light source located above and to the right of the form.
- The following values are for unshaded or shadowed surfaces:
 - Horizontal surfaces, including the ground must be white.
 - Vertical surfaces facing the 30° angle (south) are light gray.
 - Vertical surfaces facing the 60° angle (west) are medium gray.
 - Using vertical surfaces that face the 30° angle as a reference. Vertical surfaces get darker as they rotate to the left and lighter as they rotate to the right.
- Tones should be smooth and distinct except on curved surfaces where they should transition smoothly from one value to the next
- Shadows should be at least three values darker than the surface they land on

▪ Graphic Scale

Orthographic

Required Drawings 1/8"=1'-0":

- Plan with site
- South Elevation
- West Elevation
- One section
- Roof Plan

Material: Vellum or Drawing paper

Media: Pencil

Technique: Drafted pencil / freehand ink with lineweights

Typography: Hand lettered titles and graphic scales on all drawings.

- North arrows on plan views
- A minimum of one figure in each elevation and the section
- Show negative volumes as dashed lines in elevations
- Show overhead elements as dashed lines in the Floor Plan

Layout

Compose the Plan Oblique, Shaded Drawing, Orthographic Drawings, Concept statement and Concept diagram/drawing into a final presentation

The mood and character of the composition should reinforce the character of your space

- All drawings should include a graphic scale
- Plan drawings should include a north arrow
- Include scale figures as specified above

3: Community Gathering Space Site Analysis Diagrams		Excellent 10	Very Good 9	Good 8	Average 7	Fair 6	Poor 5	Incomplete 2.5
Craft 30	Quality of Assembly: drawing, lettering, photocopy, print, cutting, gluing							
	Quality of the drawings							
	Clarity, graphic quality and cohesiveness of text							
Diagrams 120	Existing Site Circulation-correct & complete							
	Clarity and creativity of graphics							
	Existing Architectural Features-correct & complete							
	Clarity and creativity of graphics							
	Light and Shade Patterns-correct & complete							
	Clarity and creativity of graphics							
	Existing Landscape elements correct & complete							
	Clarity and creativity of graphics							
	Noise considerations-correct & complete							
	Clarity and creativity of graphics							
	Views into and out of the site-correct & complete							
Clarity and creativity of graphics								
Presentation 30	Layout meets assignment requirements and exhibits a clear design concept and is unified							
	Text is complete and well drawn							
	Text is integral part of presentation design							
TOTAL								

3: Community Gathering Space Final Presentation		Excellent 10	Very Good 9	Good 8	Average 7	Fair 6	Poor 5	Incomplete 2.5
Craft & Conventions 140	Quality of Assembly: cutting, gluing and placement							
	Quality, consistency and accuracy of drafted pencil lines							
	Quality, consistency and accuracy of freehand ink lines							
	Quality of tonal values, even tones with smooth gradations							
	Shaded drawing surfaces use correct tones							
	Shaded drawing shadows are accurately constructed							
	Plan is drawn with correct conventions							
	Roof plan is drawn with correct conventions							
	Elevations are drawn with correct conventions, and scale figures							
	Section is drawn with correct conventions and scale figure							
	Plan oblique is drawn with correct conventions and scale figure							
	Shaded plan oblique is drawn with correct conventions, and shadows							
	Written concept description is clear, complete, and concise and is supported by the design							
	Parti Diagram effectively communicates idea and is supported by the design							
Design 120	Elements are developed correctly according to the rules of the assignment							
	Design contains required elements which are developed correctly and used effectively							
	Design contains one negative volume which is developed correctly and used effectively							
	Designs contains a well developed entry that supports the concept and enhances the experience							
	Design includes a well developed gathering space that supports the concept and enhances the experience							
	Design include a well developed path that supports the concept and enhances the experience							
	The gathering space is effectively developed to be occupied by various sized groups							
	Final design develops from preliminary design							
	Creativity of the exploration and design							
	Quality of the spatial sequence							
	Design clearly expresses original design concept							
	Aesthetic quality of design							
	Presentation 50	Layout meets assignment requirements and exhibits a clear design concept						
Text is complete and well drawn								
Text is integral part of presentation design								
Composition: enhances and reinforces design								
Composition is creative and aesthetically pleasing								
TOTAL								