

PRECEDENT STUDY 2

ARCHITECTURE 2201 Architectural Design I Fall Semester 2011

Goals: The purpose of this assignment is to research and understand the work of your selected architect, and then apply it to your own design work. I will be looking for connections from this precedent assignment in the following pavilion design project. It is important to accurately document your assigned project. You will need to find drawings (plans, sections, elevations, etc.) and 3d representations of your project that you can reproduce. If drawings for your particular project are unavailable, you will have to construct them to scale from context clues of your research.

Perhaps even more important is to understand and convey the ideas and concepts behind the work. The goal of precedent research in architecture is to have an understanding of what has come before, and use that knowledge to help define and develop your design concepts. As a designer, your background and experiences are extremely important, as these experiences become influences you will bring to each design you produce. Precedent research is meant as a way to expand and supplement these personal experiences. As you know more and understand what other architects have proposed, and why, you will be capable of producing a richer and more meaningful design solution.

Presentation Requirements: Each student will prepare one three dimensional presentation, not to exceed 24" x 24" x 6"

- Boards shall include at least one drafted plan and section drawing at the same scale.
- Boards should include a minimum of 3 analysis diagrams which illustrate, communicate, and document the key elements of your design project. Diagrams may be plan, section, or 3d diagrams as necessary to communicate the ideas of your assigned precedent.
- A minimum of one 3d drawing (isometric or perspective)
- Text integrated into the composition to communicate the ideas and concepts behind your architect and assigned project.
- Boards should also include a 3-dimensional concept model illustrating the ideas of the project you are researching. (consider the entire board to be a 3d sculptural object which organizes and composes the drawings)

Do not model the design. Instead model the concepts behind the design.

Focus on key elements that define the concept of the project. Concept models should be integrated into the design and layout of the presentation board itself. Your finished presentation board should have a 3-dimensional quality to it. All drawings should be drawn by hand using either ink or pencil.

How does your assigned architect choose to present his/her work? You may consider using the presentation style of your assigned precedent as inspiration to the style and layout of your board.

All Presentation boards should also include your architect's name, project name, completion date, primary building materials used, and other text as required to convey design concepts. Text can be used as an effective graphic to communicate the concepts and ideas of your assigned precedent.

Evaluation: Your presentation boards will be evaluated on the depth of your research analysis as well as on presentation quality. Pay careful attention to the layout and presentation of your architect's ideas. Accurate, well drawn/modeled, designed compositions are essential to this project.

ARCH 2201 – PRECEDENT STUDY BUILDING LIST

DATE	ARCHITECT	PROJECT
1925	Konstantin Melnikov	Soviet Pavilion, Paris France
1939	Alvar Aalto	Finnish Pavilion, New York
1950	Carlo Scarpa	Artbook Pavilion, Venice Biennale
1952	Luciano Baldessari	Breda Pavilion, Milan International Fair
1954	BBPR, Calder, Steinberg	Il Labirinto dei Regazzi, Milan Triennale
1955	Gerrit Rietveld	Sonsbeek Pavilion, Arnhem Netherlands
1956	Alvar Aalto	Finnish Pavilion, Venice Biennale
1958	Le Corbusier	Phillips Pavilion, Brussels, Netherlands
1958-1962	Sverre Fehn	Nordic Pavilion, Venice Biennale
1966	Aldo Van Eyck	Sonsbeek Pavilion, Arnhem Netherlands
1967	Frei Otto	West German Pavilion, Montreal
1967	Buckminster Fuller	US Pavilion, Montreal
1982	Renzo Piano	IBM Traveling Pavilion
1982	Bernard Tschumi	Parc de la Villette Follies, Paris
1989	Morphosis	Los Angeles Artspark Performing Arts Pavilion
1990	Bernard Tschumi	Glass video gallery, Groningen, the Netherlands
1992	Jaaskelainen, Kaakko, Rouhianen, Sanaksenaho, Tirkkonen	Finnish Pavilion, Seville, Spain
1992	Tadao Ando	Japanese Pavilion, Seville Spain
1992	Nicholas Grimshaw	British Pavilion, Seville Spain
1992	Santiago Calatrava	Kuwait Pavilion, Seville Spain
1996	Peter Eisenman	Aachen Bus Shelter, Germany
1997	Zaha Hadid	LF One, Weil am Rhein
2000	MVRDV	Dutch Pavilion, Hanover Germany
2000	Shigeru Ban	Japanese pavilion, Hanover Germany
2000	Alvaro Siza, E. Souto De Moura	Portuguese Pavilion, Hanover, Germany
2002	Toyo Ito	Serpentine Pavilion, London
2002	Diller and Scofidio	'BLUR' media pavilion, Switzerland
2002	Asymptote	Hydra Pier, The Netherlands
2003	UN Studio	Living Tomorrow Pavilion, Amsterdam, the Netherlands
2003	Oscar Niemeyer	Serpentine Pavilion, London
2003	Ron Krueck	Sensescape, Northerly Island, Chicago
2003	Vito Acconci	Murinsel, Graz Austria
2004	Jeanne Gang	Ford Calumet Environmental Center
2005	Alvaro Siza, E. Souto De Moura	Serpentine Pavilion, London
2005	Xefirotarch	SUR
2007	Wiess / Manfredi	Olympic Sculpture Park
2010	Marlon Blackwell	Ruth Lilly Visitors Pavilion
	Any past Serpentine Gallery Pavilion (Nouvel, SAANA, Gehry, Hadid, Libeskind, Koolhaas, Zumthor, Etc.)	Many choose any of the past serpentine gallery pavilions (will need to find sufficient documentation including plans, sections, and images)
	MoMA PS1 Courtyard (any of past winners, PS1 Young Architects Program)	Many choose any of past PS1 courtyard pavilions (will need to find sufficient documentation including plans, sections, and images)

Grade Evaluation Sheet – Precedent Study

Name:		
Graphic Communication / Depth of Analysis Clear articulation of your architect's ideas and concepts through form, drawings and diagrams.	1 2 3 4 5	/ 50
Composition / Presentation Quality Drawings are composed and organized in a clear and unified composition.	1 2 3 4 5	/ 50
Drawings Drawings are accurate and well drawn. Adequate number of drawings to communicate ideas.	1 2 3 4 5	/ 25
Concept Model Architects concepts are expressed in 3 dimensional form.	1 2 3 4 5	/ 25
Grade		

1=Poor 2=Fair 3=Average 4=Good 5=Excellent

Comments: