

PROJECT 1

INSERTION

Architecture can be inspired from everything and anything around us. We, as architects, take inspirations from all kinds of things, from the most basic object in life to the most complex system of the universe. We get inspired. We abstract, analyze, and seek to understand. And then we architect a space.

This first studio project focuses on **an experiment in architectural design concept and methodologies**. Through the means of research, analysis, and creative experimentation, students will develop a rich design process that results in an evocative exploration of architectural form and space. Students are expected to explore various architectural approaches by design process and experimental studies. We will focus on developing challenging architectural ideas while seeking an understanding of architectural elements (structural elements, skin, architectonics, etc.). *Be logical, creative, and productive!*

Process:

1. Take photographs of a physical condition/scenario of interest
(e.g. an intersection/penetration of two or more materials, a co-existence of contrasting textures, etc.)
2. Zoom in, explore, and analyze the selected scenario
3. Create a series of abstract drawings and 3D models to show the exploration and abstraction process
4. Transform the formal outcome into an architectural context (site) and propose a design intervention that reacts to the context and defines architectural space
5. Draw the architectural representations (plans, elevations, sections)

Program:

After exploring and abstracting the selected physical condition/scenario, students will analyze the resulting formal condition and transform it into an architectural context (site). Then they will propose an architectural intervention onto the context/site where the proposed structure will act as a pavilion/dwelling space for 3 users. Students will define the type and relationship of these users as well as simple functional space planning, and design an architecture that reacts to the context in a critical and creative design development process.

- Objective:**
- To understand the relationship between architectural methodologies and spatial form
 - To be able to use the basic architectural elements to define space and form
 - To understand the concepts of human scale, context, and basic space planning
 - To practice architectural drawing skill, model making skill, and presentation skill

Schedule:

Week # 1: *Mon, 7/Aug/2017*

Course introduction. Dividing groups.

1st Project discussion

Assignment I

Thu, 10/Aug/2017

Studio Lecture I

Desk critiques

Week # 2: *Mon, 14/Aug/2017*

Studio Lecture II

Desk critiques

Thu, 17/Aug/2017

Presentation I

Week # 3: *Mon, 21/Aug/2017*

Studio Lecture III

Desk critiques

Thu, 24/Aug/2017

Desk critiques

Week # 4: *Mon, 28/Aug/2017*

Desk critiques

Thu, 31/Aug/2017

Project I Mid Review

Week # 5: *Mon, 4/Sep/2017*

Studio Lecture IV

Desk critiques

Thu, 7/Sep/2017

Desk critiques

Week # 6: *Mon, 11/Sep/2017*

Studio Lecture V

Desk critiques

Thu, 14/Sep/2017

Desk critiques

Week # 7: Mon, 18/Sep/2017

Desk critiques

Thu, 21/Sep/2017

Desk critiques

Week # 8: Mon, 25/Sep/2017

Design development (Production)

Thu, 28/Sep/2017

Project I Final Presentation

.....Mid-term Examination.....

Requirements:

1. Study diagrams & models
2. Final model (scale: TBA)
3. Drawings (scale: TBA)
 - a. Layout plan
 - b. Floor plans
 - c. Sections
 - d. Elevations
 - e. Perspectives

Score: Project I (Desk critic 10/Presentation 30)

40 % of the total grade

- Evaluation:**
1. Design concept and execution
 2. Design aesthetics
 3. Architectural space development
 4. Craftsmanship (neatness and cleanliness)
 5. Punctuality of time