PROJECT 1

IN-SEARCH OF INSERTION

Architects are not just designers. We are researcher, thinker, decision-maker and problem solver. It is necessary that we, as architects, shall take inspirations from all kinds of things, from the most basic object in life to the most complex system of the universe. Those motivations we get, become our materials to use in the process of abstract, analyze, and seek to understand. In order to bring out, 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 conceptual translation to practical architectural scale, proportion, form, space and quality of space as well as architectural programming and drawings. 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 transformation of non-architecture to architecture.

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 selected users (Maximum 3 persons). 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
forms   and orders

   - To be able to use the basic architectural elements to define spaces and forms

   - To understand the concepts of human scale, context, and basic space planning &
     programming

   - To practice architectural drawing skill, model making skill, and presentation skill

Schedule:

Week # 1:   *Mon, 6/Aug/2018*
                Course introduction. Dividing
                groups. 1st Project discussion
                Assignment I
             Thu, 9/Aug/2018
                Desk critiques

Week # 2:   *Mon, 13/Aug/2018* (Substitute Holiday)
                   - No Class -
             Thu, 16/Aug/2018
                Desk critiques

Week # 3:   *Mon, 20/Aug/2017*
                Studio Lecture I
                Desk critiques
             Thu, 23/Aug/2017
                Desk critiques

Week # 4:   *Mon, 27/Aug/2017*
                Desk critiques
             Thu, 30/Aug/2017
                Project I Mid Review

Week # 5:   *Mon, 3/Sep/2017*
                Studio Lecture II
                Desk critiques
             Thu, 6/Sep/2017
                Desk critiques

Week # 6:   *Mon, 10/Sep/2017*
                Desk critiques
             Thu, 13/Sep/2017
                Desk critiques

Week # 7:   *Mon, 17/Sep/2017*
                Desk critiques
             Thu, 20/Sep/2017
                Design development (Production)

Week # 8: *Mon, 24/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