

ARCHDES 700 | ADVANCED DESIGN 1 | TOPIC OUTLINE | SEM 1 2019

Advanced Design 1 is the integrated design project for the MArch(Prof). Students are required to address a challenging and conceptually complex architectural design and to achieve a fully resolved design project, together with developed design studies sufficient to explain the proposed building's construction, structure, materials and natural environmental performance. Emphasis will fall upon the development of strategic responses to differing, changing or extreme environmental conditions. Focus on site, thermal, natural environment, material and ecological issues.

CRAIG MOLLER

ICON_TOWER vs FABRIC_GROUND CREEPER



Arnold Schwarzenegger & Sydney Opera House http://iris.theaureview.com/wp-content/uploads/2015/06/557958157MM002_Terminator_G.jpg

GENERAL COURSE INFORMATION

Course :	Advanced Design 1 ARCHDES700
Points Value:	30 points
Course Director:	Sarosh Mulla: s.mulla@auckland.ac.nz
Course Co-ordinator:	Aaron Paterson: aaron.paterson@auckland.ac.nz
Studio Teacher:	Craig Moller
Contact:	craig@mollerarchitects.com

Location: TBC

Hours: Tuesday and Friday 1:00-5:00pm

For all further general course information see the ARCHDES700 COURSE OUTLINE in the FILES folder on CANVAS.

INTRODUCTION

The studio is to investigate two ARCHITECTURAL ideas, the **TOWER** and the **GROUND CREEPER** representing the idea of the **ICON** and **FABRIC** of the built environment. The studio will investigate these architectural representations simultaneously, both the figure and the ground.

The studio will be focussed on process as well as outcome. Students will develop the **TOWER** through the digital and **GROUND CREEPER** through the analog means of production.

CONTEXT

TOWER ICON_CATHEDRAL SQUARE

The location of the ICON figure is Cathedral Square in Christchurch

GROUND CREEPER FABRIC_SOMEWHERE IN CHRISTCHURCH

The site for the FABRIC is to be determined by the students within Christchurch

CONTENTS

The program is for a Graduate School of Architecture. A programmatic brief will be issued with the functional areas of the School of Architecture. There are two key parts to the brief, the first is an exhibition space for the school housed within the ICON_TOWER and the second is a building to house the School of Architecture within the FABRIC_GROUND CREEPER.

CONTENTS ONE_PROGRAM: TOWER

This is a public program. It is a gallery exhibition space for the School of Architecture exhibitions. The **ICON** must have the following: A top lit gallery to display: A place to enter: A bookshelf: A study space: An espresso machine: A point of sale: A place to organise & receive goods: A place to ablute.

CONTENTS TWO_PROGRAM: GROUND CREEPER

This is the place of production for the School of Architecture. It is a hybrid building comprised of the following: A place to design: A place to fabricate: A place to study: A place to administrate: A place to lecture: A place to store: A place to ablute: A place to interface.

CONTENTS THREE_PROGRAM: LANDSCAPE

The **ICON** building is connected by the landscape to the site. This place is to be considered as part of the studio and is to be developed as to what it contains and what it does not.

CONCEPT

CONCEPT ONE ICON_TOWER

The notion that architecture is an **ICONIC** event, both the architectural project and the architect that produces it. It is a standalone endeavour on both counts.

CONCEPT TWO FABRIC_GROUND CREEPER

An idea that a building forms part of the **FABRIC** of the city, with the notion of weaving a collaboration with others in terms of the production of the project.

CONCEPT THREE ICON_NON-MATERIALITY

The non-materiality of the **ICONIC** project will considerably influence the architectural outcome. The studio will consider and focus on the idea of the conceptual material in the digital realm.

CONCEPT FOUR FABRIC_MATERIALITY

The materiality of the **FABRIC** project will considerably influence the architectural outcome. The studio will consider and focus on ONE material. Glass is not considered a material.

CONCEPT FIVE_DIGITAL VS ANALOG

The production and representation of the **ICON** is to be executed in digital format only versus the production and representation of the **FABRIC** is a total analog production.

TOPIC STRUCTURE AND CONTENT

See program dates below for key hand ins and presentations throughout the semester.

SPECIAL NOTE: No special notes

Week	Date	Event
Week 1	Mon 4.3	12:00 All architecture meeting, rm 311
	Tue 5.3	3:15 AD1 staff presentations and studio ballot
	Fri 8.3	01: MATERIALITY vs NONMATERIALITY (1 WEEK)
Week 2	Tue 12.3	WEEK ONE PRESENTATION
		02: SITE vs SITELESS

		(2 WEEKS)
	Fri 15.3	Discussion on selected sites
Week 3	Tue 19.3	Discussion on selected sites
	Fri 22.3	WEEK THREE PRESENTATION
Week 4	Tue 26.3	03: TOWER vs GROUND CREEPER (3 WEEKS)
	Fri 29.3	Precedent Studies
Week 5	Tue 2.4	Development of Concepts
	Fri 5.4	Development of Concepts
Week 6	Tue 9.4	One on One Crit
	Fri 12.4	WEEK SIX PRESENTATION
MID-SEMESTER BREAK		
Week 7	Tue 30.4	04: ICON & FABRIC (6 WEEKS)
	Fri 3.5	Mid Semester Feedback Mid Semester Feedback
Week 8	Tue 7.5	Structure vs Non-Structure
	Fri 10.5	Cross Crit
Week 9	Tue 14.5	One on One Crits
	Fri 17.5	WEEK NINE PRESENTATION
Week 10	Tue 21.5	DEVELOP PRESENTATION
	Fri 24.5	One on One Crits
Week 11	Tue 28.5	DEVELOP PRESENTATION
	Fri 31.5	One on One Crits
Week 12	Tue 4.6	FINALISE PRESENTATION
	Fri 7.6	WEEK TWELVE PRESENTATION

RESOURCES

BOOKS_THEORY

The Architecture of Community: Leon Krier: Island Press 2009
S, M, L, XL: Rem Koolhaas: The Monacelli Press 1997

BOOKS_STRUCTURE

Informal: Cecil Balmond: Prestel 2007
Element: Cecil Balmond: Prestel 2007

BOOKS_LANDSCAPE

The Public Chance: Aurora Fernandez Per: a+t Publishers 2008

BOOKS_PROCESS

The Function of Style: Farshid Moussavi: Actar 2015
The Function of Ornament: Farshid Moussavi: Actar 2008
The Function of Form: Farshid Moussavi: Actar 2009

BOOK DESIGN

<http://www.vignelli.com/canon.pdf> Massimo Vignelli

SNOW GLOBE

<https://www.youtube.com/watch?v=iEQpwEHm6E8>

REQUIRED PRODUCTION: MID SEMESTER CRIT

ICON TOWER_DIGITAL

3D IMAGES

3D Draft Image Moneyshot Large Scale

3D Draft Images of Postcards

3D DIAGRAM

The diagrams are to be drawn at a small scale 1:500 and then enlarged to encapsulate your key ideas of the project.

PLAN

1:100 Plan B&W

BOOK IN DRAFT FORMAT

A book should include your relevant workings and incorporate the ideas you have considered to date and may not be evident in your model or diagrams or images.

FABRIC GROUND CREEPER_ANALOG

MODEL

Model of the FABRIC building at 1:100 scale should show developmental thinking of your project and clearly articulate the spaces of the program and the connective spaces both horizontal and vertical.

3D DIAGRAMS

The diagrams are to be drawn at a small scale 1:500 and then enlarged to encapsulate your key ideas of the project.

PLAN

1:100 Plan B&W

BOOK IN DRAFT FORMAT

An A5 book should include your relevant workings and incorporate the ideas you have considered to date and may not be evident in your model or diagrams or images.

REQUIRED PRODUCTION: FINAL CRIT

ICON DIGITAL

3D IMAGES DIGITAL

Money Shot Iconic 'MONEYSHOT' render XL

One Selfie montage

Instagram Feed 18 images+

Snow Globe Souvenir

3D DIAGRAM

1:500 3D diagrams of programmatic organisation and parti

PLAN

1:100 Plan B&W

SECTION

1:100 Sectional Colour perspective and context

BOOK

ANY format book of all the material produced in the studio smaller than A5
MEDIA

All material produced for the ICONIC will be digital format only including the final model and any development studies. All presentation material to be print outs of any digital investigation, SketchUp, rhino, photoshop, 3DS Max.

FABRIC ANALOG

MODEL PHYSICAL

1:50 Physical Model Beautifully crafted including a sectional cut

3D IMAGES

3D Interior Perspectives Hand drawn

B&W and/or Colour and/or Shade

3D DIAGRAM

1:500 3D parti diagrams of programmatic organisation both horizontal & vertical.

PLAN

1:100 plans B&W and/or Colour

SECTIONS

1:100 section B&W perspective & sciagraphy

1:100 section Colour perspective

BOOK

ANY format book of all the material produced in the studio smaller than A4

This book should be produced in collaboration with your partner.

MEDIA

All material produced for the FABRIC will be analog format only, that is physical models including any development studies, pen and or pencil drawings, watercolour, coloured pencil or any other media of your choice

CRIT NOTES

3D IMAGES

ICON: The project is to have one moneyshot render to describe the project, consider the iconic viewpoint of this image.

FABRIC: The model presents the exterior form and elevation. The images for FABRIC should view the key interior spaces from the interior looking out and focus on the sequential unfolding of spaces a la Le Corbusier promenade. There is no defined number of interior views. You need to select the key interior spaces of your project and represent. Some of these spaces maybe represented in other aspects of your presentation. Will be hand sketched and rendered.

3D DIAGRAM

Axonometric diagrams of the key elements of your project to show and demonstrate structure, enclosure, vertical and horizontal circulation, context, ideas and response

PLANS

Black and white plans to 1:100. As an example

Richard Meier

<http://www.richardmeier.com/?projects=luxembourg-house-2>

Or

Enric Miralles/Carmen Pinos

<http://www.cpinos.com/index.php?op=1&ap=1&id=22>

SECTIONS

To be in Sectional Perspective format, refer to Atelier Bow Wow as an example

<http://www.archdaily.com/5918/house-atelier-atelier-bow-wow/500f0a3d28ba0d0cc7001452-house-atelier-atelier-bow-wow-image>

FORMAT

FABRIC: You have one vertical panel equivalent to approx. 3 x A1 sheets to display your FABRIC project as well as the model. No other format for the

drawings and presentation material. This panel is produced in conjunction with your collaborator.

ICON: You have one vertical panel to display your moneyshot, selfie, and postcards. Format up to you

Consider that the panels need to be legible from the seated critic position as well as offering intrigue and invite closer inspection.
Consider how the models are presented and displayed

DESIGN REPORT

All AD1 students are required to prepare a Design Report. This will take the form of a 350-400 word abstract. An abstract is a condensed piece of writing that highlights the major aspects of your design project: the content, context, scope and outcomes of the design research. The abstract should be a finely crafted piece of text accompanied by a single image of your project. A template will be given and all abstracts must be submitted in the template both in print and in digital format (venue TBC). All final Design reports are due on **Friday 31 May** so that they can be published and circulated to your critics well ahead of crit week.

ASSESSMENT & FEEDBACK

This course is assessed as 100% coursework. Conversational feedback is given throughout the semester. Written feedback, with indicative grading, is given at a date around the mid-point of the semester. All further information regarding assessment is available in the ARCHDES 700 Advanced Design 1 Course Outline (on Canvas).

LEARNING OUTCOMES

General Course Outcomes: On successful completion of this course students should be able to:

- *Theory:* Show evidence of development of critical thinking and conceptual consistency throughout the design process.
- *Architectonics:* Demonstrate abilities to advance conceptual thinking and design propositions through identifying and addressing issues of materiality, structure and construction.
- *Performance:* Show abilities to advance conceptual thinking and design propositions through interrogating and addressing in depth the natural environmental, contextual, and programmatic factors underlying the project.
- *Form and Space:* Demonstrate skill in the development of three-dimensional architectural form and space, both exterior and interior.
- *Media:* Display skill in the communication and development of conceptual, preliminary and developed design propositions through the strategic use of architectural media.

Specific Topic Outcomes: This studio topic will engage the general course outcomes in the following ways:

- **Theory:** Demonstrate an understanding of your approach to the KEY ideas of ICONIC and FABRIC within the context of your studio proposition. Demonstrate how this approach has influenced the outcome of your project for the ICONIC and the FABRIC.
- **Architectonics:** Demonstrate how the idea of non-materiality of the ICONIC and the one material selected for the FABRIC have influenced the design outcome of your architectural proposition. How have the consideration and restriction of the material both limited and enhanced the outcome of your project in terms of structure and enclosure.
- **Performance:** Demonstrate within the context of your project how the internal performance of the various spaces of the ICONIC program have been influenced by the context and conditions of the site which surround it. Similarly, for the FABRIC.
- **Form and space:** Demonstrate how the restrictions of the exterior architectural form of the FABRIC building has shaped the interior spaces. In turn demonstrate how the interior spaces of the ICONIC have been shaped by the exterior form.
- **Media:** Demonstrate how the focus on the diagram, parti and book has influenced your notion of the architectural outcome of your project. Demonstrate how the two different approaches to media has influenced the outcome.