

Spring 2006 – Studio 3B

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Dynamic Architectural Systems: Emergent Integration and Performative Systems

OVERVIEW: What makes for a great architectural project? Is it the skin or the structure? The form or the way it deals with its environmental forces? Perhaps it is the means by which its inhabitants move through its spaces or maybe even the way light and sounds are shielded, modulated, or omitted? - This studio will presume that great architecture, in fact, is an integrated symphony of all building systems, operating in a carefully choreographed manner on one hand, on the other is the relationship between the users and the building's specific program.

In the following weeks, we will challenge the unfortunate, and all too often accepted, belief that a hierarchy exists between the full spectrum of building systems. While good architecture sometimes does emerge from a methodology that accepts the prescribed order of importance as *Form > Enclosure > Internal Divisions > Structure > Light > Ventilation*, or slight variations therein, we as a group, will take the challenge that great architecture can emerge from a sophisticated integration of all systems.

Performance, as an idea and as a means by which to gauge success, will play a critical role in both the development of your projects and in the manner in which they are critiqued.

The interdisciplinary nature of the selected architectural program will allow us to explore new ways of collaborative research that are emerging in recent years.

While this studio will encourage the thorough integration of all relevant building systems, we propose that a successful design approach may at first favor (or exploit) one or two systems primarily, in an effort to infuse one's design with an understandable and identifiable focus.

The following represents a partial list of the major building systems that will be considered throughout this semester:

- Structure
- Environmental (Ventilation and Temperature Control)
- Lighting (Modulation of Natural and Created Light)
- Acoustics
- Envelope / Skin

- SCHEDULE:**
- Project 1 - Weeks 1-2** - Research and investigate the nature of learning, collaboration, and cross contamination of ideas and initiatives within the structure of a Biotechnology Research Institute.
 - Project 2 - Weeks 3-5** - Building Systems
 - Project 3 - Weeks 5-14** - Think Tank - Project development

APPROACH: We are interested in fusing different sets of tools together – digital *and* manual – in order to produce work that is personal and unique to each student while exploring new approaches and techniques as a whole.

STRUCTURE: It is imperative that you feel comfortable in your work environment. As your instructors, we will promote an open environment where everyone’s ideas, concerns, critiques, and feedback are welcome. As we proceed through the semester, it is important that everyone operate under the same rules and guidelines to ensure that all have equal access to a fruitful working and learning environment.

Your presence in the studio is not only greatly appreciated, it is mandatory. A major part of cultivating an energetic and conducive environment is that every member of the class works at studio. You will realize, that much of your growth and awareness, as designers, will come from the personal daily (& hourly) interaction between you and your colleagues. Working outside of studio not only takes away from the potential you have to learn, it also takes away from others around you.

The studio meets Monday, Wednesday, and Friday from 2:00p – 7:00p. Studio will begin promptly and attendance is mandatory. Arriving late and/or leaving early will constitute an absence. Three absences with or without a legitimate excuse will result in the student being dropped from the studio. Attendance is mandatory at critiques, pin-ups, and reviews. Errands, trips for supplies, copies, outside research, etc. should be taken care of during non-studio time.

If absence from studio is unavoidable, notify your studio instructor 2 days prior either in person or via e-mail.

Studio time is set aside for studio projects. You are not to work on other class work during studio hours.

Research Workbook

Throughout the course of the semester you’ll be conducting research on various topics such as environmental systems, performance and biotechnology. We’re asking you to compile and organize the material that you gather into a Research Workbook

- Grading -**
1. Quality of work produced
 2. Completion of project requirements
 3. Quality of participation
 4. Your improvement over the course of the semester
 5. Attitude and ethical conduct
 6. Attendance

Have Fun – You are here to learn and open your minds to the eminent potential architecture has to shape our environment. This should be hard work, but should also be fun.