

**Project 08 • Materials\_Meeting:**  
**Detail Section and Model at Human Scale**  
**Due: Monday, Nov. 28 1:30**



As a group you have developed a comprehensive whole site strategy for your site, and you have begun developing more detailed schematic proposals for distinct rooms, transitions and systems for your schemes. We will now shift to developing the crafted, experiential detail of an emblematic part that embodies or expresses the whole. Working individually, select a significant threshold or strategic detail to explore design development at a human scale. Produce a small but definitive study in enlarged section and model that considers the form, function and materiality of the detail and how it relates to the whole of your team's design or your individual space.

Consider the transitions in a terrain that might extend from ground to sky, inside to outside, public to private, and water to soil. How deep are the roots, for what kind of plant? How high is the seat, for how many people? How does your detail address: the marking of place, the harvesting of rain, the holding of stormwater, the invitation to linger, the support of commerce? Enhance that environment by making habitat provisions for at least one other species, including plants, birds, bees and butterflies.

What **materials are you proposing to use**, how are the detail(s) crafted? What feeling do the materials create? How are they repeated throughout the design?

Explore the resolution at an enlarged scale of at least 1:20 – to 1:50, in a **section** that shows the materials and material connections, and in **model** format at a similar or further enlarged scale. Consider these to be final versions that you will be able to use in your final review.

After you solve all the constraints and enhance all the assets, is your detail a beautiful living design? Remember the lessons of Copenhagen.