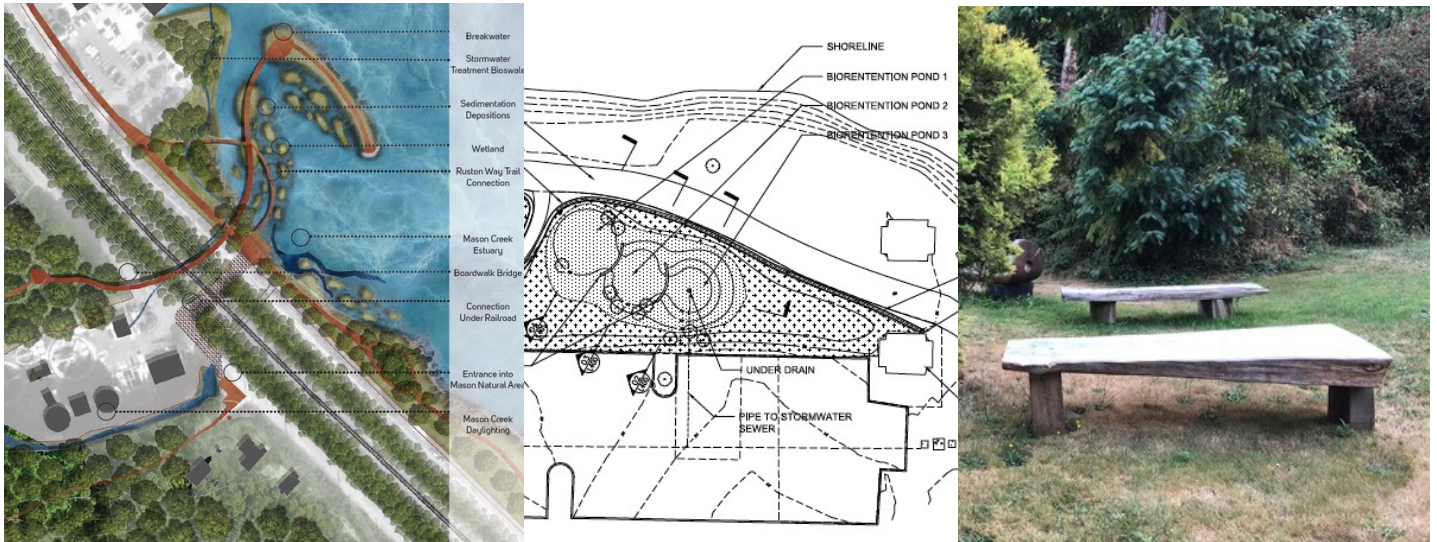


PROJECT 05: Respond, Re-think, Revise

ITERATE

Schematic Design + Design Development + Detail Fabrication

DUE: Revised Site Plan: Nov. 2
Furniture: Preliminary idea sketch: Wednesday, Oct. 28, Friday Oct. 30
Design Development: Nov. 16 DD + Schematic Revisions: Nov. 23



“The extraordinary, heartfelt work crafted with the greatest care these individuals shared today left me hopeful for this world. It has opened our thinking in all the right ways. It’s going to be so exciting to see how things evolve.” – Jil Stenn, post early review

“I loved so many of the elements included in the proposals. There were many wonderful ideas and treatments...However, all the proposals were too complex. There was a tendency to try to make the site serve all purposes. I think this is a mistake...Only a more natural approach will attract birds and animals.” – Hans Nelsen, post early review

For the next several weeks we’ll work on developing clear, responsive Schematic Design* proposals, and dive into Design Development** and Detail Fabrication***.

Good design typically requires ITERATION – responding and refining (sometimes with entirely new directions) based on site, client, new learnings, deeper design exploration, etc. Our next step is to revise and refine – to iterate so that your designs have been distilled into elegant solutions that are cohesive and clear, with simplicity typically a point of arrival after consideration of the many possible human and non-human users and their needs/desires. **What is the essentiality in your design?** How does every move support your Concept? [if this were a competition entry...how would your design reflect the “brief” that you’ve written for yourselves?] How can you best encapsulate the essence of the idea? What Word or Words might express its most elemental or quintessential underlying feelings and functions? What is important about your idea, what are the most critical underlying qualities? How can those qualities become manifest in the most simple and compelling ways in your design?

For the next week, work in your teams to revise and refine your ideas into a working Schematic Design. We encourage you to work in your same teams, to produce and present these next iterations, after which you can work individually or in smaller or different teams. Plan to present your revised Schematic Design next Monday, Nov. 2. At the same time, identify details (e.g. furniture fabrication) and detail areas you plan to focus on. For furniture design, plan to have preliminary sketches or images ready this week to meet with Hans.

Then, over the following weeks we'll work flexibly to accommodate various schedules for being on-site, with the aim to have your refined Schematic Proposals and at least preliminary Design Development, complete by Nov. 23, so before Thanksgiving. Within this timeframe, some team members will be focusing on Detail design (e.g. benches, table, etc.) and fabrication. Others will be exploring detailed plan areas and processes. We intend to invite guests, including Louise Grassov from Copenhagen, for mini-reviews as part of this process.

*** Schematic Design works out and shows the size, location, and general qualities of a space**, in three dimensions (e.g. at least plan and section(s)), at a scale that allows viewers to project themselves into the drawing, moving through the designed spaces. Drawings should help to develop, and to show, the organization of the site, as well as the intended experience – relationships of the parts as well as of the place to its contexts – the various scales of relationships as they would be spatially realized.

The **plan and section drawings** should show accurate scale and use relevant line hierarchy, rendered surfaces, shadows to convey depth and light quality, color and inclusion of active figures that bring it to life, and should extend to include at least the edges of adjacent properties. They should include people using the space, as well as representation of topography, water, planting, structures, walls, edges, entrances, groundscape, lighting, furniture and amenities. Schematic drawings should always be **labeled**. **Diagrams, models, 3-D representation and vignettes** are typically part of the Schematic package. Photographs of inspirational elements can be useful. **Always include diagrams of contextual relationships and relationships to your underlying Concept(s)**. Typical Schematic plan scales are 1" = 20', 1/16" = 1'-0", 1" = 10' and 1/8" = 1'-0", depending upon the size of your site. Sections are usually 1/8" = 1'-0" or larger.

**** Design Development typically focuses on identifying the systems, materials, and assemblies** that are being proposed for a design. You are also testing scale and dimensionality. How will your design the elements and subspaces in your design really look and function? At the landscape scale, it would include realistic grading (ideally balancing cut and fill, with equitable access), sizing of water control elements that respond to predicted water regimes, retaining systems, path and surface materials, early detailing of built elements (e.g. boardwalks, decks, pavilions), plant selection and preliminary locations, etc. Design Development usually follows approval of Conceptual and Schematic Designs, but sometimes also cycles back to influence Schematic Design approaches. Models can be especially useful in testing the feasibility of the design.

Design Development plans and sections are large enough so that the details can be drawn and perceived, and are often developed as layers. **Details** that help to explain the plans and sections are often developed at the Detail scale, e.g. 1" = 1.0' or even larger (sometimes it helps to imagine them at full scale!). Figures that indicate scale are useful, but not the focus. Design Development **may include narratives that propose Phasing, and Process, and images** that realistically convey the finished detail and the sense of place that the assembled materials convey. (An outline specification is also usually begun though we won't be doing that for studio.) Your DD drawings for our studio should be **rendered** rather than look like a construction document – these are for the community to consider and we don't want them to appear that they've been adopted!.

***** Detail Design** typically is approached during the Design Development Stage, with preliminary drawings of details, enough for the client to approve the detail, and for cost estimates to be made. In our case we're approaching some of the details as **design-build**, which is more process-oriented but still benefits from client feedback. If you are planning to work with Hans with the VNC's wood, show a **preliminary sketch and location of your proposed table, bench, habitat, play feature, gateway, interpretive element, etc., and the materials that you would like to use, including wood type, lengths and quantities**. Plan to share these with Hans to get his help in conceiving how they could be constructed. You'll also vet your detail designs with Bianca for her approval. This is totally an opt-in component of the studio.

Schedule (with Invited desk critiques + fabrication throughout)

Oct. 26 & 28	Furniture ideas sketched/review with Hans, and Bianca. (Hans' drawings /message for the wood pieces are here .)
Mon. Nov. 2	Revised Concept + Schematic Proposals with focus area due
Mon. Nov. 16	Preliminary Design Development components/focus areas due
Nov. 23	Revised Schematic + DD package due