

Assignment 05: Design Iterations for Louise and the Mid-term Review

DUE: Monday, Oct. 20 – Friday October 24 (Master Studio with Louise) and Wednesday Oct 29 (Mid-Term Review)

Good design usually requires an iterative process of trial, reflection, and revisions, through several stages of design. The reflection process benefits from both peer and outside reviewers. We're fortunate to have Louise Grassov joining us next week to provide her insights, and are lining up a diverse, expert team of professionals to comment on your work the following week at the mid-term review. In addition, the ScanDesign Foundation Board of Directors will join us at a reception following the mid-term review where they'll be viewing your proposals to get a sense of what we're doing in the studio and how the travel-study and Gehl Architects might be informing your work.

To guide you in the process of developing your projects, we suggest the following products and schedule:

Oct. 20 – 24 Master Studio with Louise

Monday 20 October Each team will present its overall **CONCEPT PLAN** to Louise, with **brief introductions to your individual projects** (e.g. plan 10 minutes for the concept plan presentation, 2 minutes each on the individual ideas.) Louise will focus her comments on the overall concept plans so that she can respond to all of them on Monday. Prepare and practice your presentations in order to give a concise explanation to Louise.

Products:

PHOTOS (aerial and on-the ground) of the existing conditions, **overall MAPS, FACADES**, Your team's **CONCEPT PLAN** for the overall area, drawn and rendered clearly, neatly, and compellingly and labeled.

CONCEPT & PROGRAM (goals, activities, facilities, character)

CONCEPT NAME

Supporting **DIAGRAMS**—including how your area relates to its larger context

Mon., Wed. Fri.
20, 22 and 24 Oct.

Present your **INDIVIDUAL PROPOSAL** to Louise for feedback.

Products:

SITE PHOTOGRAPHS and facades, buildings, other photos

A **PLAN** (and/or set of plan layers) at the appropriate **scale**, drawn and rendered clearly, neatly, compellingly, and labeled.

SECTIONS to show the topography, vertical relationships, layers and levels. Sections can be diagrammatic but need to be drawn to scale and with scale elements such as people, vehicles, etc.

DIAGRAMS that help to explain your concept. These can be plan, section, axonometric, 3-D sketch-up, etc.

DIAGRAM(S) that show how your project relates to the larger context (as needed)

IMAGES that illustrate what you're envisioning—these can be perspectives and images from exemplary projects.

Your **DESIGN CONCEPT AND PROGRAM** (expressed in narrative and possibly diagram)

A **MODEL** of your space, or a portion of it. (optional but encouraged)

Consider developing **prototypical parts** – a language that can be repeated throughout your project or your team's area.

REMEMBER—THE MORE YOU HAVE DRAWN AND CAN SHOW, THE MORE AND BETTER FEEDBACK YOU CAN GET.

Please include your name(s) on everything.

As you work to give form to your ideas, keep in mind our overall goals for creating a vibrant public realm that functions ecologically for the city and region, for humans and other life forms.

For the Mid-term - the next iteration

Wednesday, October 29:

RE-ITERATE YOUR DESIGN AND RE-DRAW YOUR PRODUCTS using the lists above. Take the project to the **NEXT LEVEL** of development and drawing. Incorporate comments, feedback, and your own reflections in the redesign and next level of development.

Your drawings can be digital or hand-drawn but should be **professionally presented**.

ADD a detailed area or prototypical detailed design that will support the use and character of your design. Include that in a **PLAN, SECTION, and 3-D DRAWING**.

Practice your presentation in order to stay within given time frame (we will give that to you closer to the date).

Consider the same questions as previously when developing your design:

- How does it satisfy the 12 quality criteria?
- How would it earn Green Factor points, or achieve other ecological objectives?
- How does it address the historic integrity and character of the district?
- What design language is helping to develop the concept?