# Public Spaces | Public Life for Seattle's Central Waterfront
**ScanIDesign Master Studio, Autumn 2010   [Larch 504/Arch503]**

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## Exercise: Individual/Pair Concepts
• **3 by three**
• **6 times one**
• **1 of one**

**Due:  Pin up at 5 pm Monday, October 25 (A & B)**
          **and Tues/Wednesday, Oct. 26/27 (C)**

### A. 3 by three
You should individually (or in pairs) **select three sites** in your district that you are interested in developing in more detail. **For each site, you should diagram—in plan and section—the chosen three sites with <u>three</u> alternative concepts each, resulting in 9 drawing sets.**   Spend no more than 10-15 minutes per concept.

This is a rapid exercise in generating ideas and exploring conceptual alternatives, so keep your approach light, intuitive and quick.  Work at a scale that will allow quick conceptual design—at least 1" = 20', up to 1"= 50'.  The drawing should fit on 12" tracing paper.

We suggest that you tear three sheets of trace of equal size for each site, so that your products are neat and comparable. Use materials that stimulate your creativity --ink on trace, colored pencils, markers, soft pencil, or whatever media is comfortable to you.
Give each one a **name**.   Organize them on a sheet of paper or on the wall.

### B. 6 times one
Each person (or pair) should **choose one site** that you are interested in developing even further.
Generate **6 alternative concepts** for that site, and express them in illustrative diagrams.  Follow the suggestions given above.
Consider:
>       - What is the overarching design concept
>       - What activities, facilities, and qualities should it have (programmatic elements)?
>       - How does it relate to other elements in you district?
>       - How does it relate to the larger context?
>       - What is the spatial parti?

Express those qualities in your diagrams.
Give each concept a **name**.  Organize them on a sheet or on the wall at 5 pm.

### C. 1 of one
**Present to Bianca and Desk Crits, Tuesday and Wednesday, Oct. 26/27**
Each person (or pair) should **develop one concept for one site** of your choice. Develop this in more detail and at a larger scale than what you did for Monday's exercise (bumping up the scale will allow/demand more considerations). **Include a 3-dimensional representation such as a perspective sketch or small concept model.**
Consider, in addition to the above:
>       - How would it satisfy the 12 quality criteria?
>       - How would it achieve ecological objectives?
>       - How does it address the historic character and social function of the district?

- Can you begin to develop a "design language" that plays through and helps to extend your design concept?

Consider your overall group concept—how do your individual programming and design concepts fit in? How do they build on the team concept?  Are there overlaps or duplications that require reconsideration? Where does it deviate, suggesting a shift in the group's concept? You are encouraged to meet with your group to see how it fits in and to get peer feedback on your concept as you develop it.

Give your concept a name.  Render it compellingly, in the media of your choice, but keep it loose and at the concept level.

**[For Friday:** Please present an **updated/changed/shifted version of your group concept plan** to show with each individual design. Present your individual concept in the context of your group's overall concept, noting its relationship to that idea.]