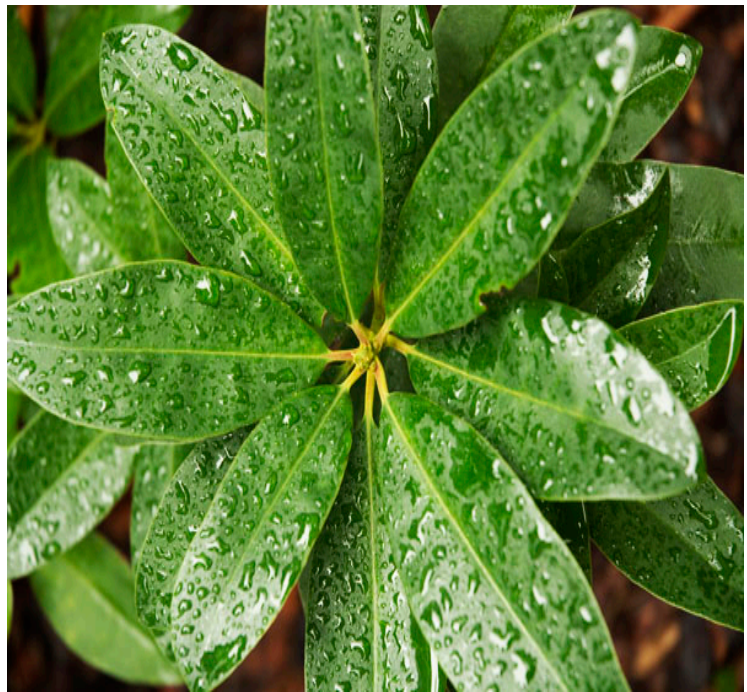


ART 3620, Interior Architecture Studio IV  
Professional Design Development Studio  
Spring 2016  
Tuesday & Thursday: 1:30 - 4:20

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"Pine Branches" photo by Matt Ziff



"Rainy Rhodo" photo by Matt Ziff

## Studio Content & Project 1 Description

You will be doing three separate design projects across the fifteen weeks of the Spring Semester.

Each project will include research, sketching, physical model making, line drawings, and 3-d digital drawings/models.

*All 'architectural' line drawings will be done using drafting media. These include:  
floor plans  
vertical sections  
elevations  
axonometrics*

*All drafted drawing is to be done using AutoCAD, Revit, or hand drafting.*

*NO architectural drawings are to be done using Sketchup, Form-z, or other modeling or raster imaging software.*

All formal drawings are to begin with sketches.

All sketches are to be 'good' sketches.

Good sketches contain varied line weights, sharp edges, dark and light contrasts, notes pointing out material or detail, and a sense of intention and control.

No stick figures are to appear in any sketches.

Sketches are to be 'respected' and given good space on the paper of your sketchbook or sheet of paper.

Do lots of sketches!

Final project presentations for each of the 3 Projects are to include a minimum of ten (10) good sketches for each project.

Project 1: Four Weeks: Tuesday, January 12 - Thursday, February 11: 1:30 pm

## "Athens Visitor's Center":

A Simple Program, A Rich & Complex Material and Visual Experience

The site for this project will be at the end of North Court Street, Athens, Ohio, where the Armory Building is actually located. We will locate either the Old Building Plan, or the Interplan Floor Plan on this site.

The project building is to be considered a two story building. We will be using limited space on one floor (you may choose to use the second floor or the ground floor).



In designing interior architectural environments designers employ

- Intellectual Methodology
- Specific Construction Techniques, (also called 'Tectonics')
- A palette of materials, forms, colors and light to achieve an Experiential Reality.

### Intellectual Methodology

You must select one (1) of the following Intellectual Methodologies to use in your creation of these new components. You are to use the selected method to guide and influence how you create all of the new elements and characteristics of your project spaces.

1. Site Specific Contextual Design: 'contextual design' is a structured, well-defined user-centered design process that provides methods to collect data about users in the field, interpret and consolidate that data in a structured way, use the data to create and prototype product and service concepts, and iteratively test and refine those concepts with users. This is the core of the Contextual Design philosophy - understand users in order to find out their fundamental intents, desires, and drivers. The question is what matters to the people that they would buy a product that we make. "Contextual Design" by Karen Holtzblatt and Hugh R. Beyer

{ [HYPERLINK "http://incontextdesign.com/contextual-design/"](http://incontextdesign.com/contextual-design/) }

This method has inherent in it a relationship between function and form, in the Modernist sense.

This approach can also be thought of as Critical Regionalism:

Critical regionalism is an approach to { [HYPERLINK "http://en.wikipedia.org/wiki/Architecture"](http://en.wikipedia.org/wiki/Architecture) } and design that strives to counter placelessness and lack of identity in { [HYPERLINK "http://en.wikipedia.org/wiki/Modern\\_architecture"](http://en.wikipedia.org/wiki/Modern_architecture) } by using the building's geographical context.

Critical regionalism is not { [HYPERLINK "http://en.wikipedia.org/wiki/Regionalism\\_\(politics\)"](http://en.wikipedia.org/wiki/Regionalism_(politics)) } in the sense of { [HYPERLINK "http://en.wikipedia.org/wiki/Vernacular\\_architecture"](http://en.wikipedia.org/wiki/Vernacular_architecture) }, but is, on the contrary, an avant-gardist, modernist approach, but one that starts from the premises of local or regional architecture.

Critical regionalism adopts modern approaches to architecture, critically, for its universal progressive qualities but at the same time value is placed on the geographical context of the building. Emphasis is on topography, climate, light; on tectonic form rather than on making things simply look 'nice.'

2. Parametric design: using a rule to generate a component that in turn can be multiplied to generate larger components, such as one tetrahedron repeated to create a wall. This is technique for generating form that can be appropriate and stimulating.

3. Bio Mimicry: is the examination of nature, its models, systems, processes, and elements to emulate or take inspiration from in order to solve human problems. The term *bio mimicry* and *biomimetic* come from the Greek words bios, meaning life, and mimesis, meaning to imitate. (Wikipedia)

Bio mimicry is an innovation method that seeks sustainable solutions by emulating nature's time-tested patterns and strategies, e.g., a solar cell inspired by a leaf. The goal is to create products, processes, and policies---new ways of living---that are well-adapted to life on earth over the long haul. (Bio Mimicry Guild)

4. Historic Assemblage: assemblage is a form of sculpture comprised of "found" objects arranged in such a way that they create a piece. These objects can be anything organic or man-made. Scraps of wood, stones, old shoes, baked bean cans and a discarded baby buggy - or any of the other 84,000,000 items not here mentioned by name - all qualify for inclusion in an assemblage. Whatever catches the artist's eye, and fits properly in the composition to make a unified whole, is fair game.

You will need to research these topics to fully understand what they mean, and what they offer as design methods. Required From You: Thinking, Sketching, Research

## Construction Technique/Tectonics

Tectonics: of or pertaining to building or construction; constructive; architectural. The science, or art, of assembling, shaping, or ornamenting materials in construction. (from the Greek 'tektonikos; pertaining to construction) (dictionary.com)

You are to select one of these tectonic relationships/systems.

Stacked  
Overlapping  
Cast/Poured  
Interlocking  
Frame & Panel  
Grid

You will need to research and explore these topics to fully understand what they mean, and what they offer as material techniques. Required From You: Thinking, Sketching, Research

The ever present challenge in a design project: develop a thoughtful, responsive, and comprehensive design strategy that results in an elegant, functional, coherent, and unified, whole.

The Intellectual Method you select will influence/control the way you explore, how you create your interior.

The following will influence the qualities of form and experience that you create and are to be paired with the Intellectual Method and the Construction Technique/Tectonic system you have selected.

### Experiential Reality You Are To Emphasize

Select one from each characteristic.

(Your selected qualities are to be, as much as possible, emphasized, and readable in your design work.)

Positive Space  
Negative Space

Linear Form  
Planar Form  
Volumetric Form

Day light  
Artificial light

Open View  
Filtered View  
Blocked View

Opaque Material:  
Translucent Material  
Transparent Material

Rough Surfaces  
Smooth Surfaces

Visually Massive  
Visually Delicate

Calm Experience (emotion)  
Chaotic Experience (emotion)

You will need to research and explore these topics to fully understand what they mean, and what they offer as material techniques. Required From You: Thinking, Sketching, Research  
Program Requirements for the "Athens Visitor's Center"

Using either the "Old Building Floor Plan" OR the "Interplan Floor Plan 1" as the site for the "Athens Visitor's Center" you are to design an interior architectural environment that contains:

**Visitor's Gallery Space: 1,000 s.f.**

This space is to include ten 4' x 8' moveable display panels: these may be suspended from above, or floor standing.

**Public Restrooms: two unisex toilet rooms: 65 s.f. each**

**Lecture/Presentation Room: 300 s.f.**

This space is to include moveable seating for twenty (20) and one projection wall surface to accommodate a guest speaker/presentation.

**Coat Storage for 30 coats**

**Staff Office: 144 s.f.**

This space is to accommodate typical office functions for the Director of the Center

**Reception Desk: 30 s.f.:**

This is to accommodate one staff person who functions as receptionist and Center secretarial person.

***There must be two (2) exits from your space that lead to/go directly to the outside.***

Every surface within these spaces is to be detailed, carefully thought out, refined, and highly interesting, if not intriguing. Every connection, from wall to floor, from wall to ceiling, around doors, around windows is to be detailed, delicate, and highly thought out.

The Gallery Space is to contain approximately ten (10) display surfaces, each of at least 4' x 8' surface area, two sided.

You are to design all of the enclosing 'walls', the ceiling(s) and the floor(s) that makeup these spaces. You are to use the characteristics and intellectual method you have selected from those listed above.

You are to design one (1) display panel or wall system that can be moved, changed, put up and taken down.

This element will be used in as many iterations as you need to created a dense interior exhibit experience.

This element is to be a beautiful, elegant, detailed, and visually interesting element. This element will make up all of the presentation surfaces in the Visitor's Gallery. Photographs, maps, posters, et cetera will be displayed on these surfaces.

Precedents:

Exhibitions by Charles and Ray Eames

Barcelona Pavilion by Mies Van de Rohe

Sir John Soane's House:

{ HYPERLINK "http://blip.tv/monumental-adventure/sir-john-soane-s-museum-london-uk-606091" }

{ HYPERLINK "http://en.wikipedia.org/wiki/Sir\_John\_Soane's\_Museum" }

## Project Requirements

One Architectural & Dimensioned Floor Plan: Drawn using AutoCAD, Revit or hand drafted. 1/4" = 1'-0".

All correct drafting conventions are to be used. This drawing is to be black and white, showing all built in, and architectural elements/floor patterns and features.

One Rendered Floor Plan: Drawn using AutoCAD, or hand drafted. 1/4" = 1'-0". This is to be rendered using light coloration (subtle rendering) showing all flooring material color, furnishings, fixtures, and equipment.

One Ceiling Plan: Drawn using AutoCAD, or hand drafted. 1/4" = 1'-0". All correct conventions are to be used.

Three Interior Perspectives: Form-z, Rhino, SketchUp or hand drawn

Four Interior Elevations: 3/8" = 1'-0".

Three Construction Details: 3" = 1'-0", or Full Size.

Ten Good Sketches. 'Good' sketches include line weight variety, shading and notes

Specification of all Lighting, Furnishings, and Finish Materials

One Physical model of an interior wall with an interior door: scale: 3/4" = 1'-0"

**Project 1 Due: Thursday, February 11: 1:30 pm**