Fargo Community History Center

Sean Murphy Fall 2011 - ARCH 771



Walkable Urbanism

Density, safety, and access all make a city more pedestrian friendly.

There should be places to attract people, that are ideally multi-use. Neighborhoods need to be built at a human scale.

Neighborhoods must be integrated through a continuous network of sidewalks, paths, and public places that are enjoyable, safe, and well-situated.

Walkable urbanism ultimately has many more benefits than the suburban model of development.





THE URBAN DESIGN

The Urban Design centers around several principle ideas and spaces:

> -A Central Civic Space
> -East-West Circulation
> -Maintain Parking Onsite
> -Reduce Traffic Speeds
> -Create a Multi-Use Area
> -Offer Different Residential Options



THE URBAN DESIGN









Origins

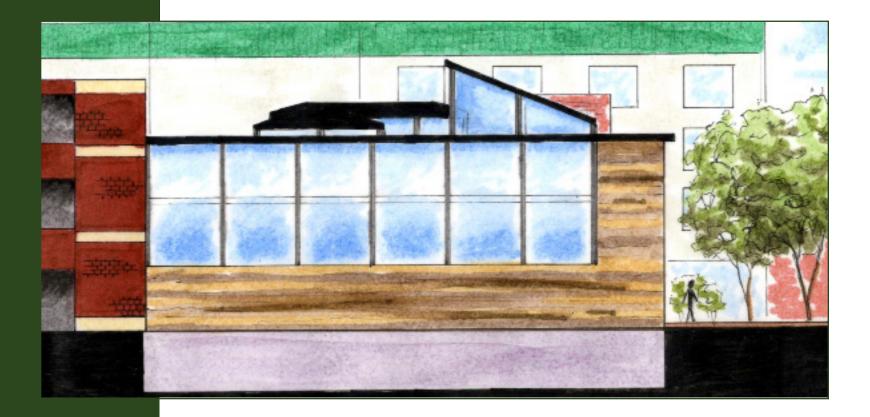
The design began with the idea of using natural forms such as the sunflower and the fields surrounding Fargo. From these sources, I sought to create an inspired design form from both.

The idea behind the museum was to create a building for telling the story of Fargo and surrounding Red River Valley. This would primarily focus on the impact of agriculture and industry on the city.





North Elevation

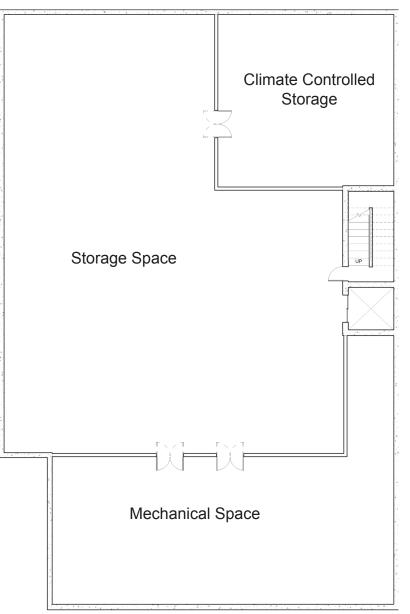


West Elevation



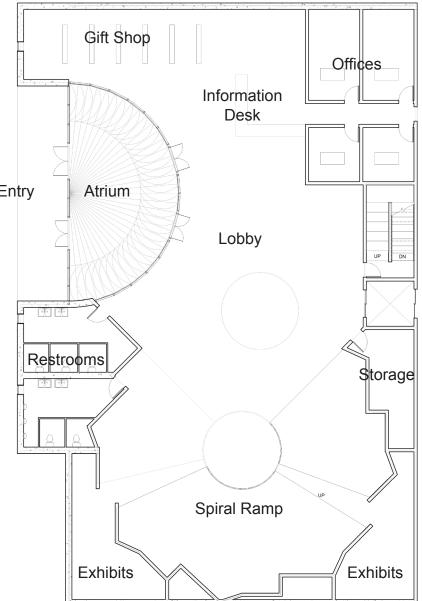
BASEMENT FLOOR PLAN

The Basment Floor consists primarily of museum storage spaces for surplus exhibits and museum archives. It also offers itself as a flexible work area.

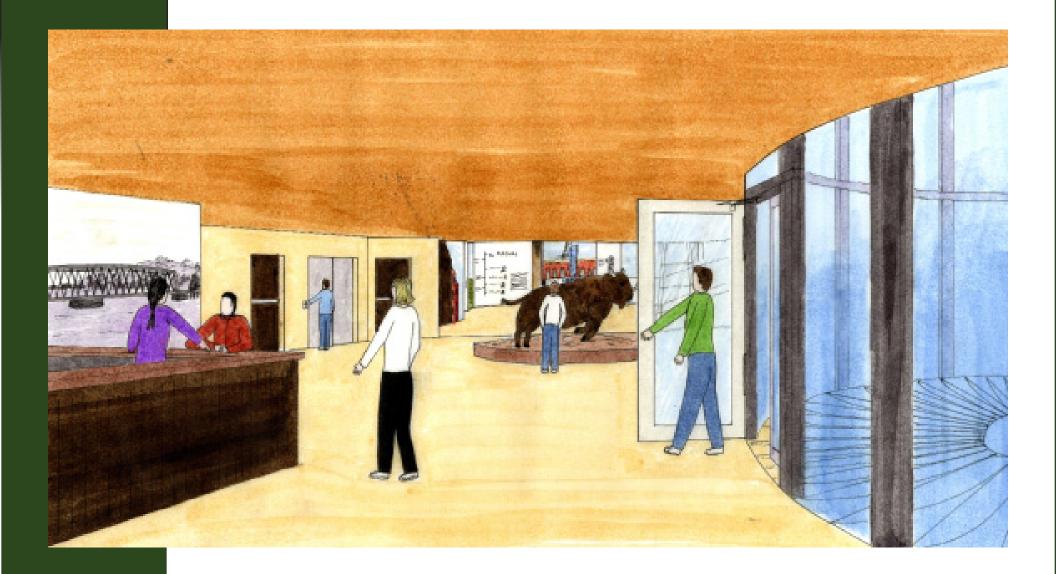


Main Floor Plan

The Main Floor serves as the museum's entry point and information center. Here local visitors can come learn about their city, while out of town visitors can get local tourist information and use Main Entry the public restrooms.

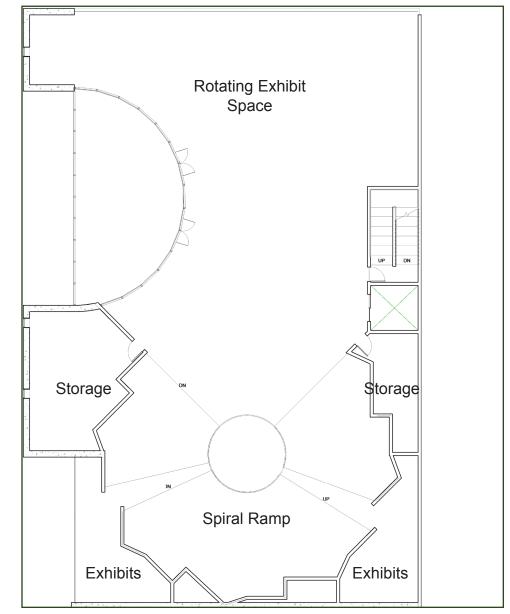


The Lobby



Second Floor Plan

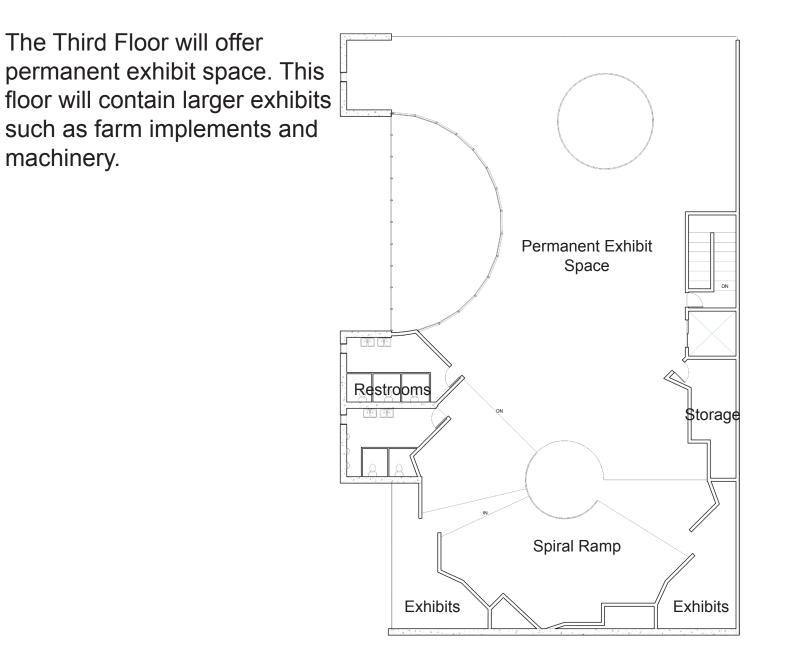
The Second Floor will offer rotating exhibit space. This floor will contain exhibits that interact with visitors.



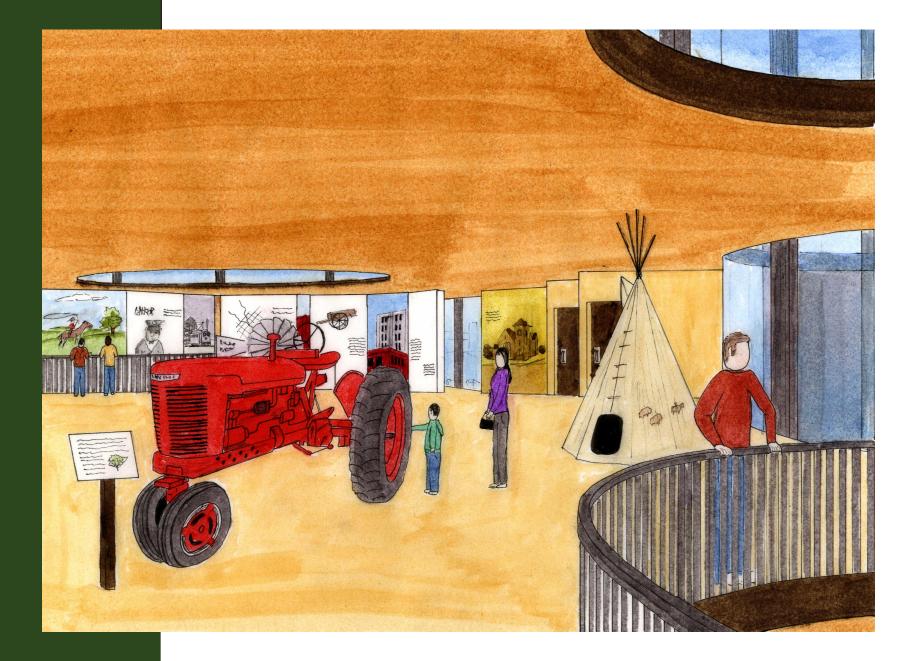
The Spiral



Third Floor Plan



The Exhibit Spaces



The Model



QUESTIONS???