



ARCHITECTURE

In what ways can architecture be employed as a device to revitalize forgotten elements in an urban environment?

premises

The static nature of the built environment is conducive to infiltration of less permanent, parasitic elements to fill current needs and voids within an urban system. Temporary or ephemeral architecture, that accepts its inevitable obsolescence, can be implemented as a sort of trial and error for more successful, permanent solutions.

The demands within a society are ever-changing. Architecture that works to be flexible and absorb this will have the ability to embrace change and collaboration. If buildings are still able to receive information, they will be able to respond and adjust physically to programmatic and contextual issues that arise.

Abandoned structures contain unused energy and opportunity that without investigating remain dormant in space.

Considering these untouched areas as 'economic fallow land' will discourage development on the edge of the city and bring the focus back to the center. Building upon, within and around objects or spaces void of use sets up a foundation for encouraging the community to take this space- to free this space, which is rightfully theirs.

A coherent identity is only possible if a language is developed between the stratified layers of history present in our cities- specifically in the downtown area where the community's unique history and culture are most dense.

A building should set up the rules of its formulation and once inserted into its context and challenged by anticipated needs, its survival will not entirely depend on the accuracy of educated assumptions.

Something that remains in process continually solves problems. This frees the architecture from the restrictions latent in the 'obsession over the end product' and mitigates the limitations imposed by changes within programmatic needs, within the wear of time, within the effects of nature.

“Space is of primary importance for architecture. The obsession with objects has made space secondary, at best.” - Lebbeus Woods

“To adapt to a transforming society, you must free yourself from the following: typological thinking, which often times dominates the design of the building; politics and identity; illusions of authority; assurance of the habitual; and the obsession over the ‘end-product’ which often times dilutes the richness of the revelations found in the design process.” - Lebbeus Woods

“History is in motion, so space is in motion. My aim is to build that motion in architecture.” - Eric Owen Moss

“Temporary spaces are models for a form of appropriation based on civic initiative, provoking the question “why not here too?” The knowledge that something can be implemented mobilizes sleeping giants.” – Florian Haydn

“Temporary architecture is aggressive. It calls long-established habits of seeing into question- free from compulsions of local politics, because it doesn’t have to last 50 years.” -HRC

“What might architecture become if it invests its creative capital less in the struggle against gravity and more in seeing what happens if we let go.” – Woods

“Is conceptual freedom architectural freedom? Or do the demands for the drawn representation of architecture negate the freedom concept.” – Moss

case studies



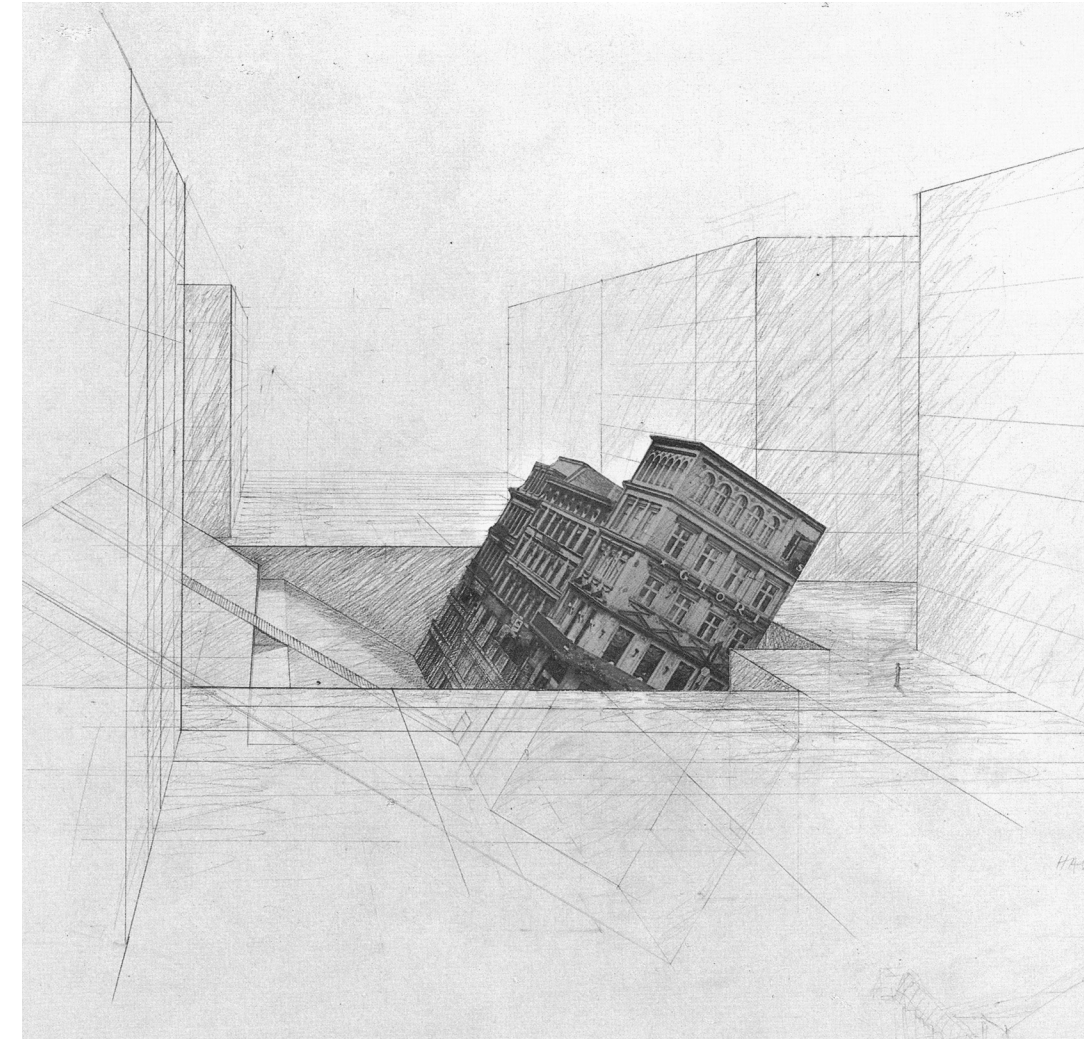
Museum Judenplatz and Memorial

Architects: Jabornegg and Palffy

Artist: Rachel Whiteread

Vienna, Austria



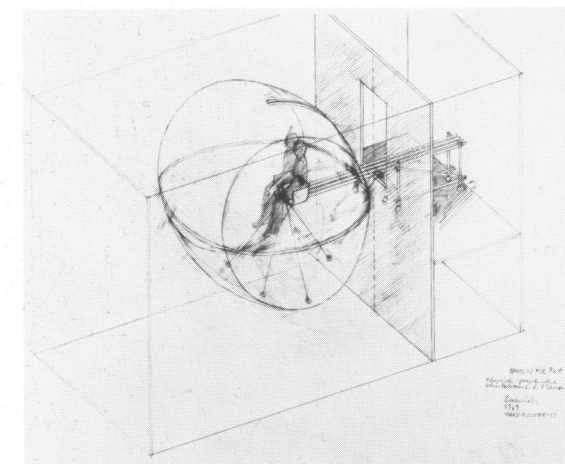


Haus-Rucker Co.

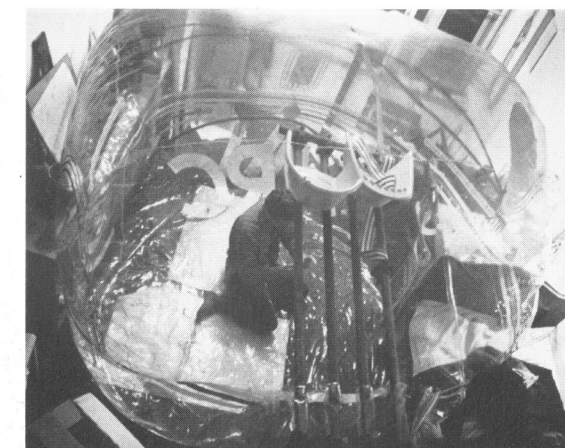
Mind Expanding Program

1960's-70's

Alter perception of urban environment by its inhabitants



Schematische Zeichnung

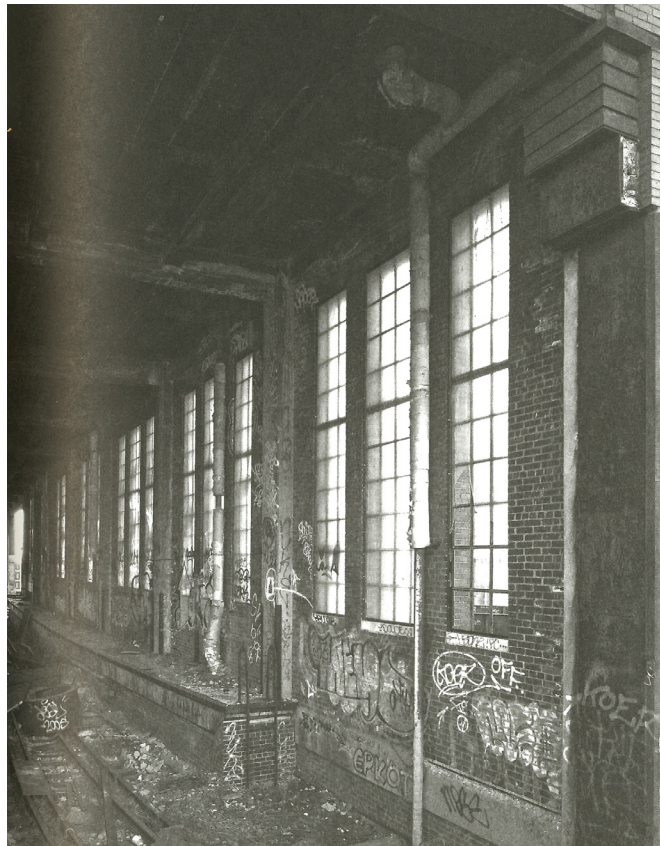
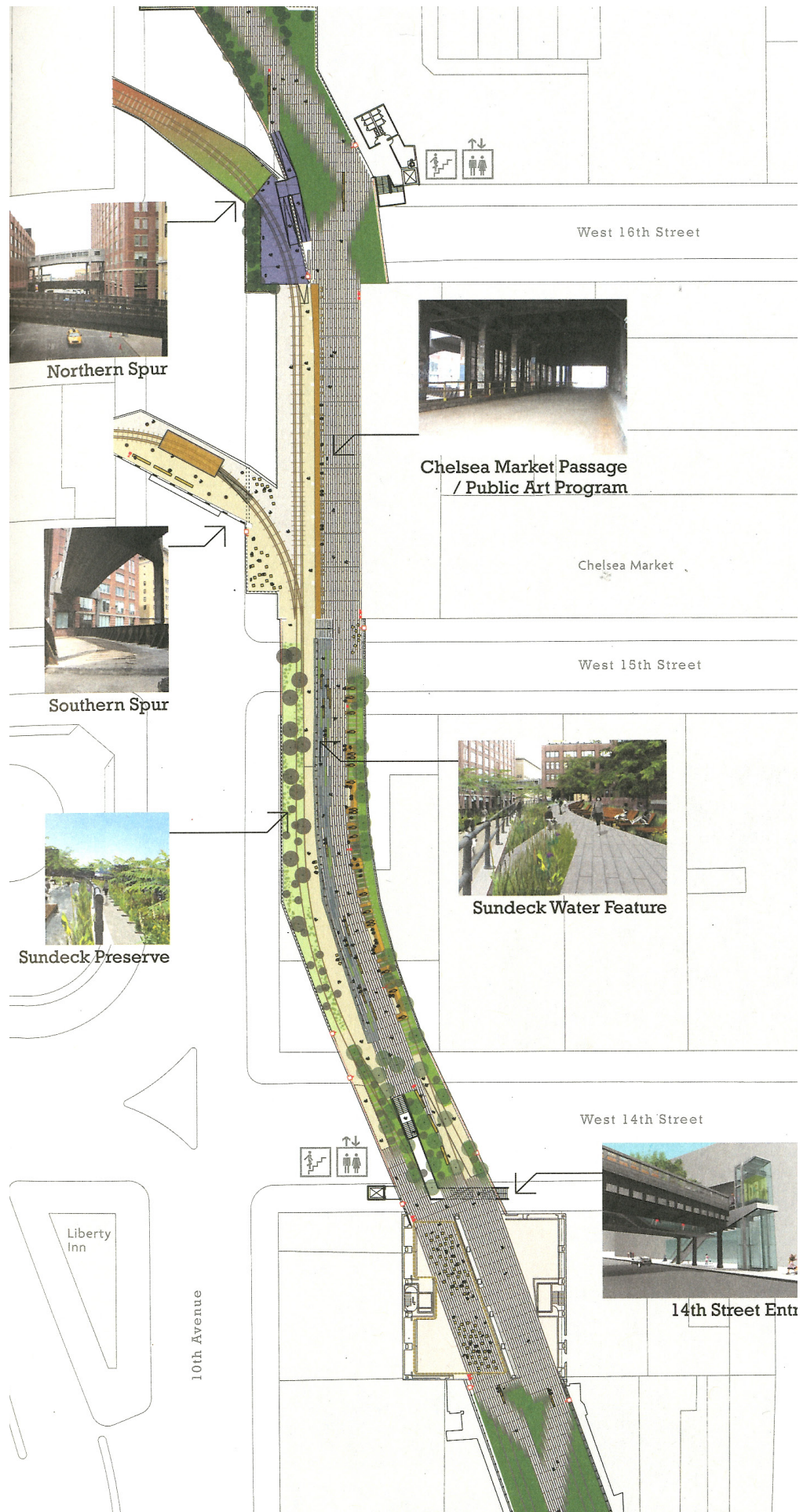


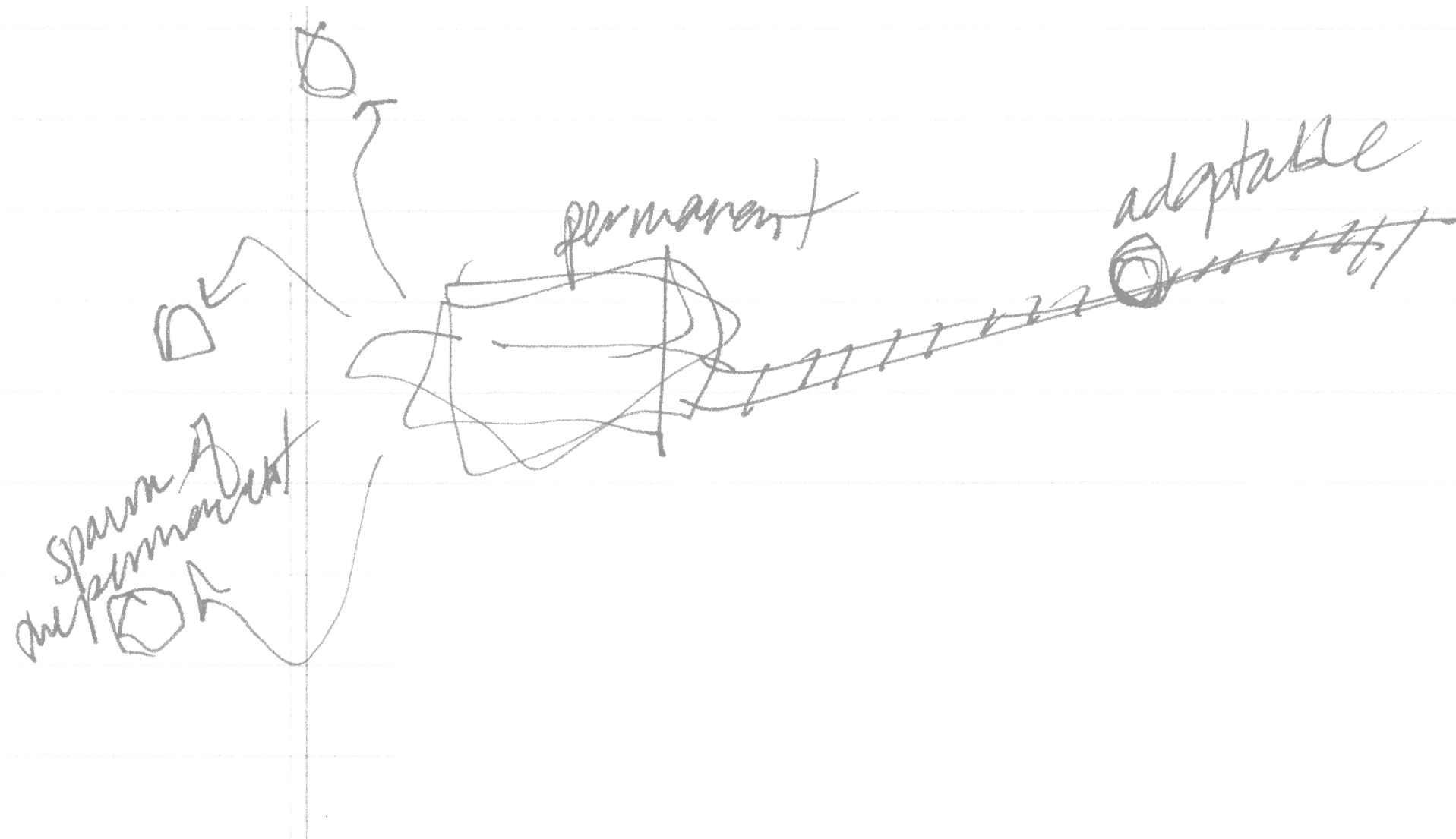
Vorbereitung im Zimmer



NYC Highline

Architects: Diller + Scofidio
New York City





site selection

Grand Forks, North Dakota





site analysis



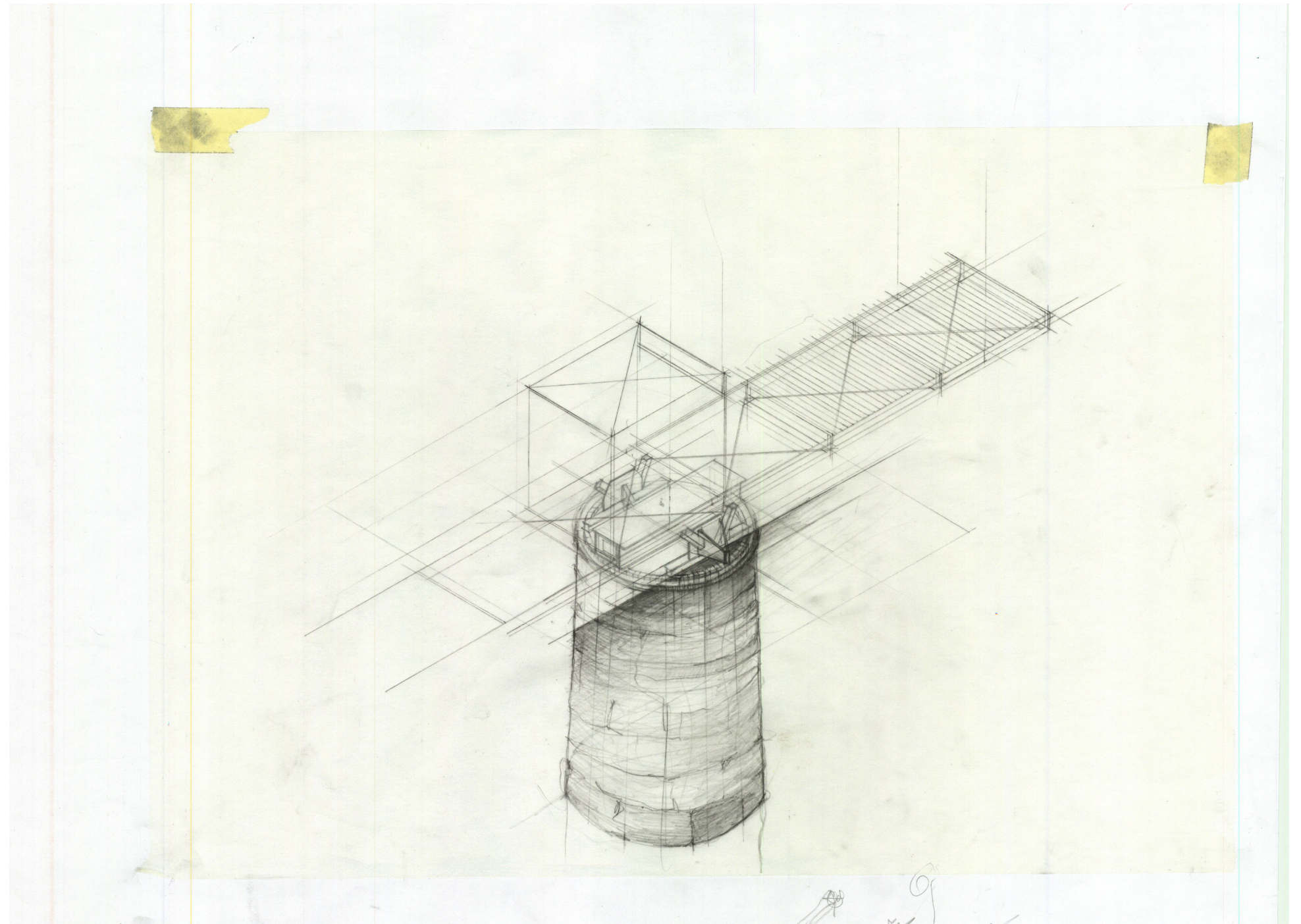
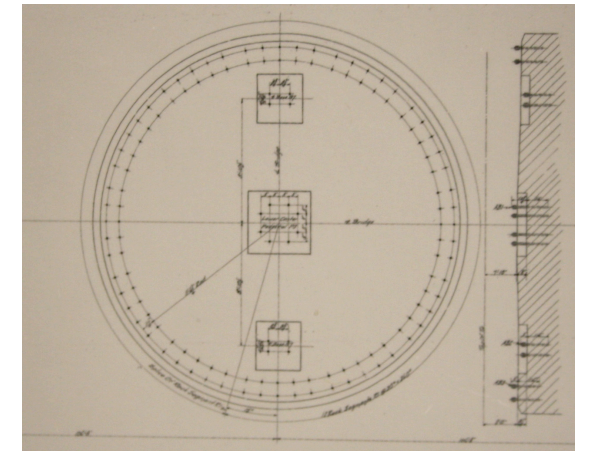
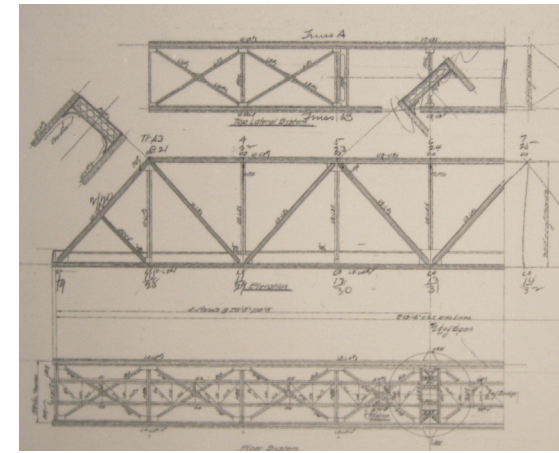
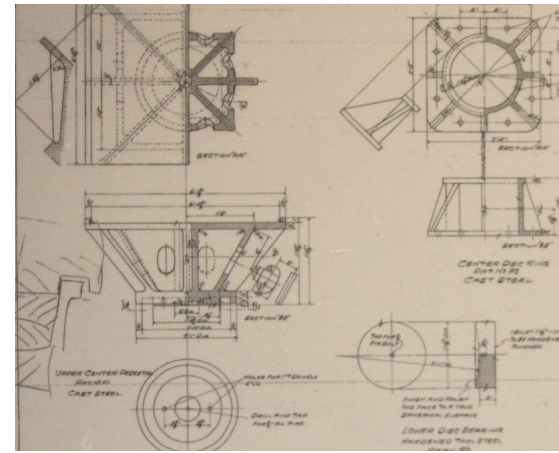


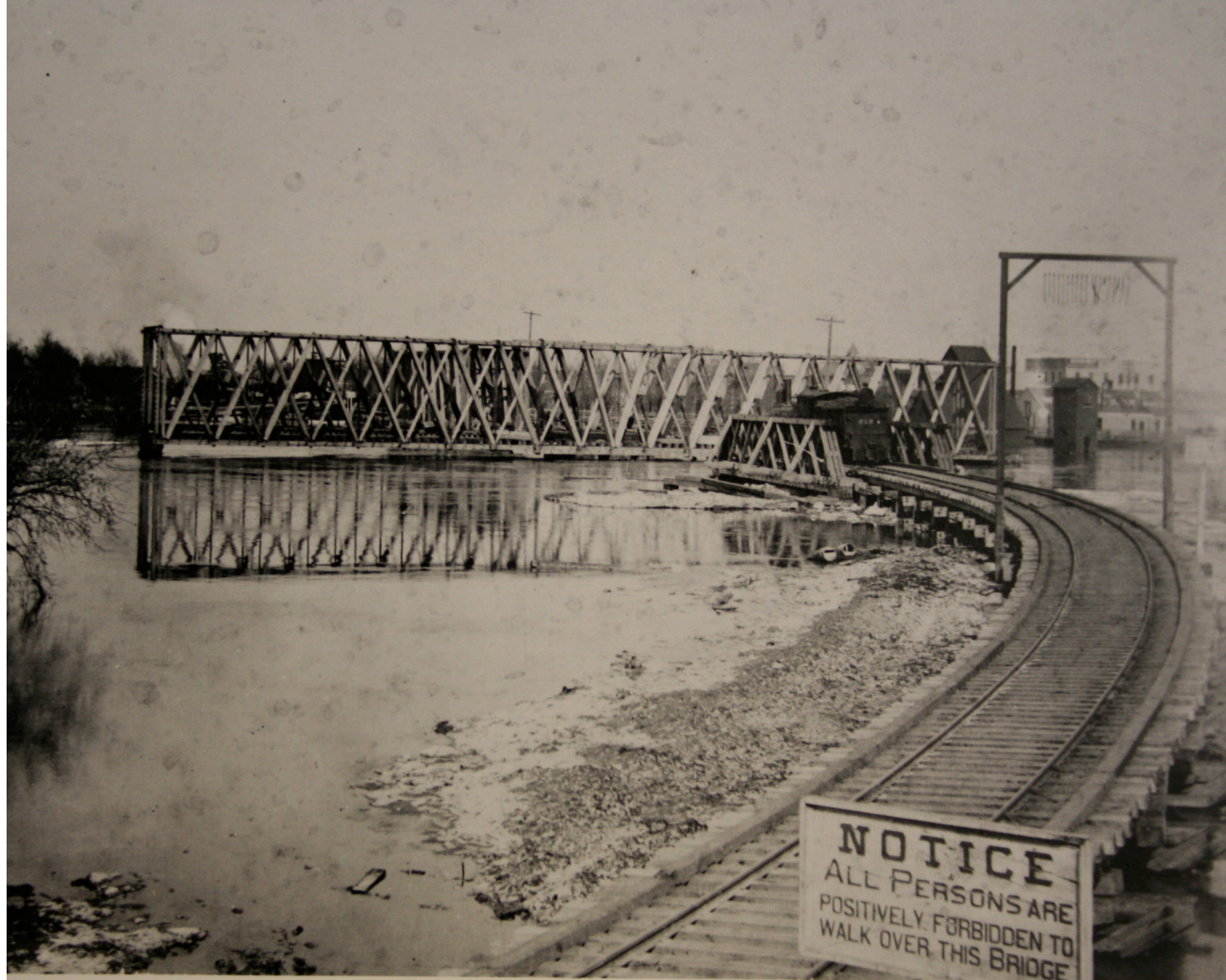


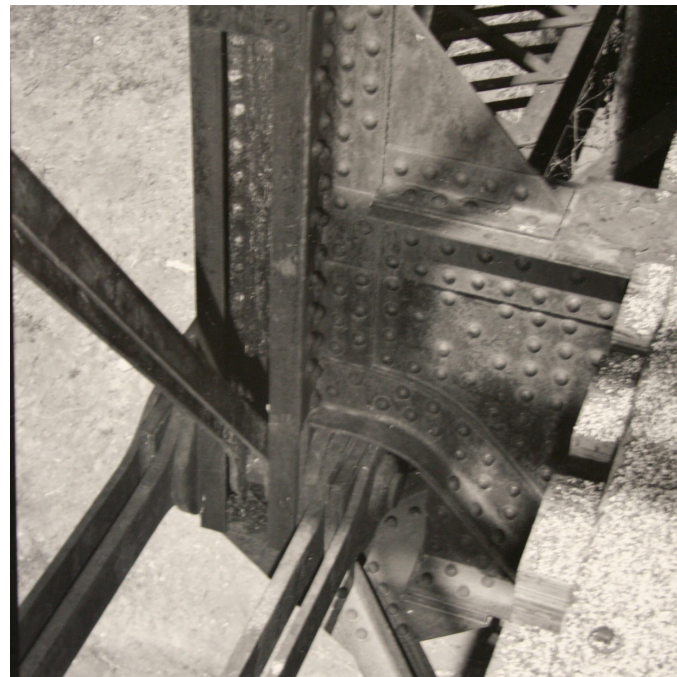
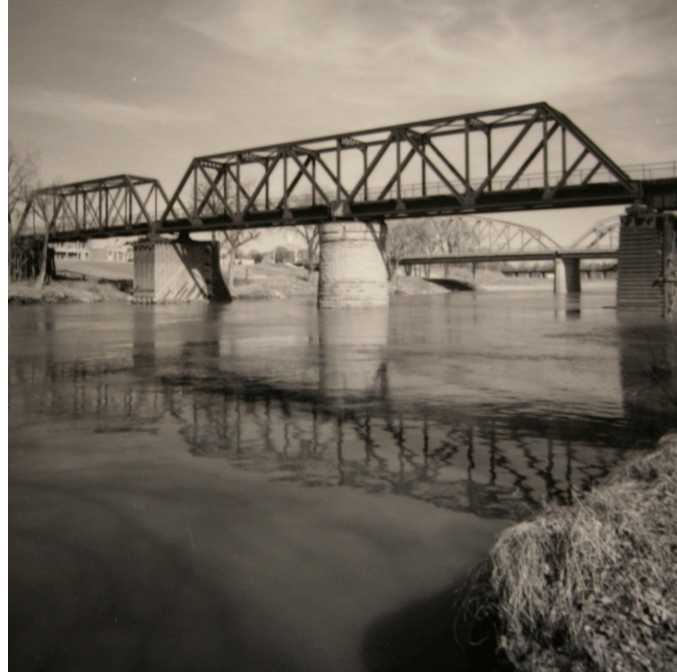




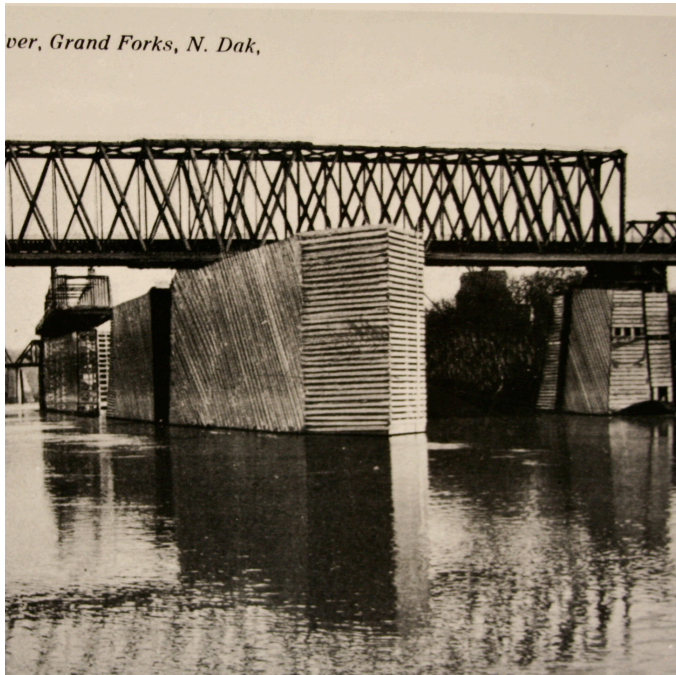
historical context.





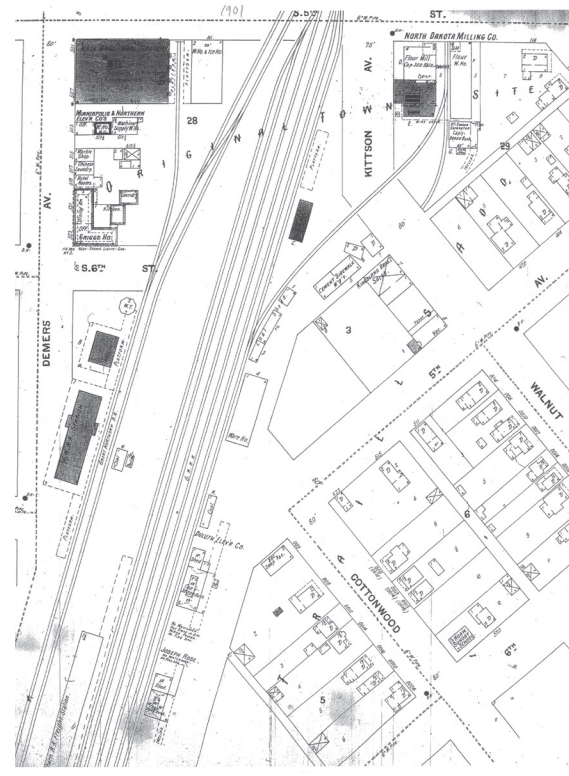
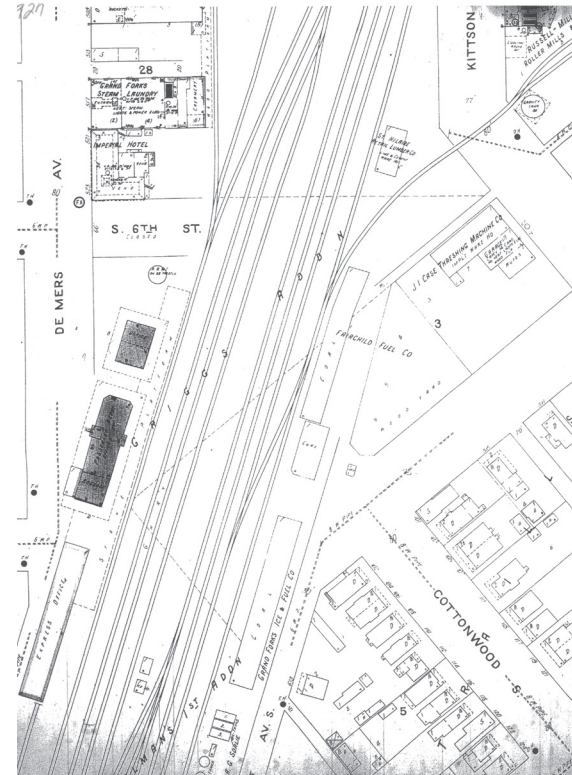
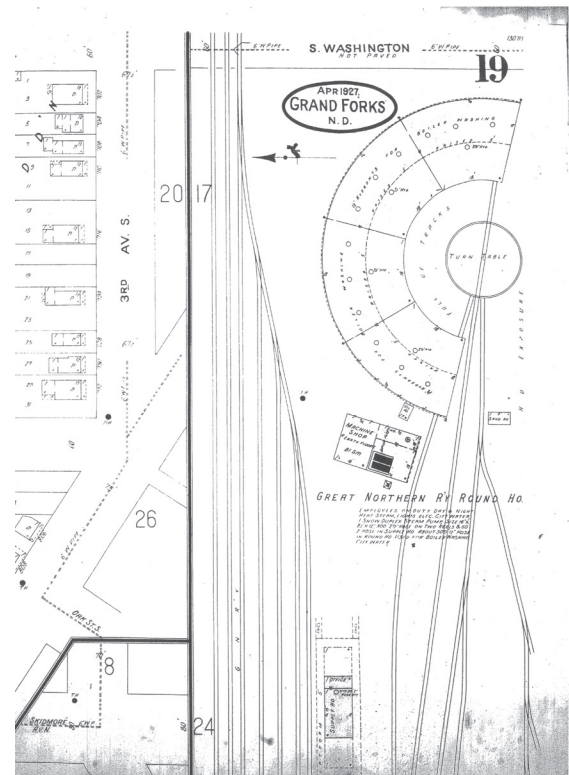
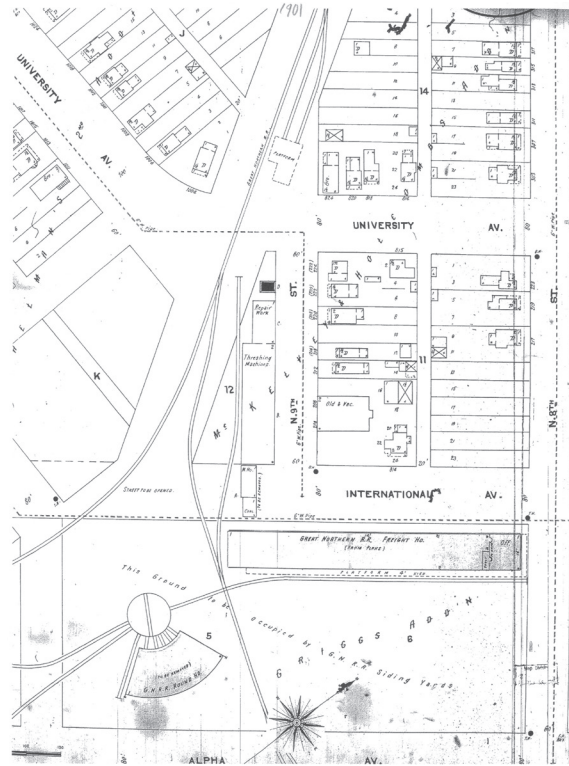


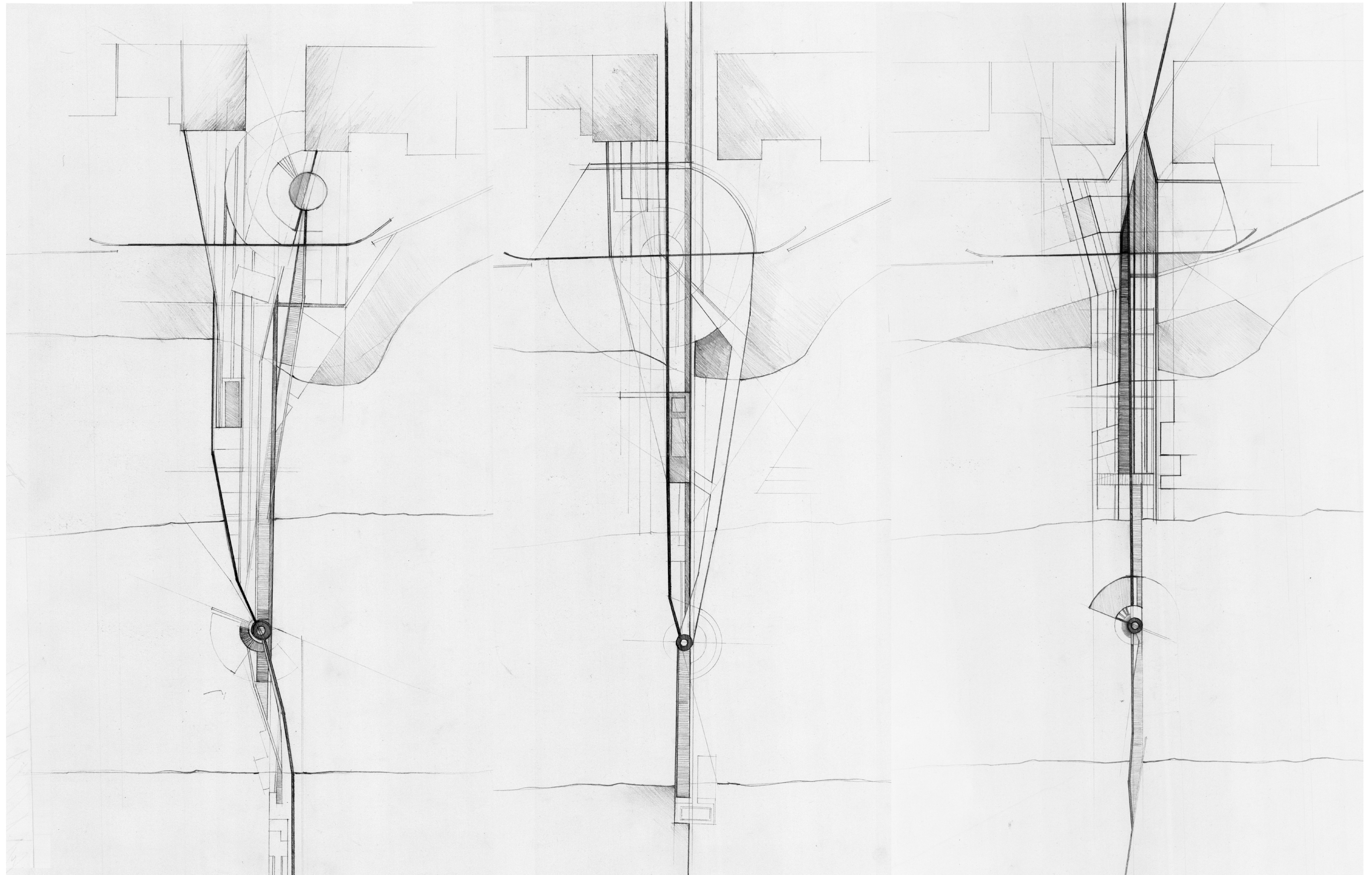
ver, Grand Forks, N. Dak.

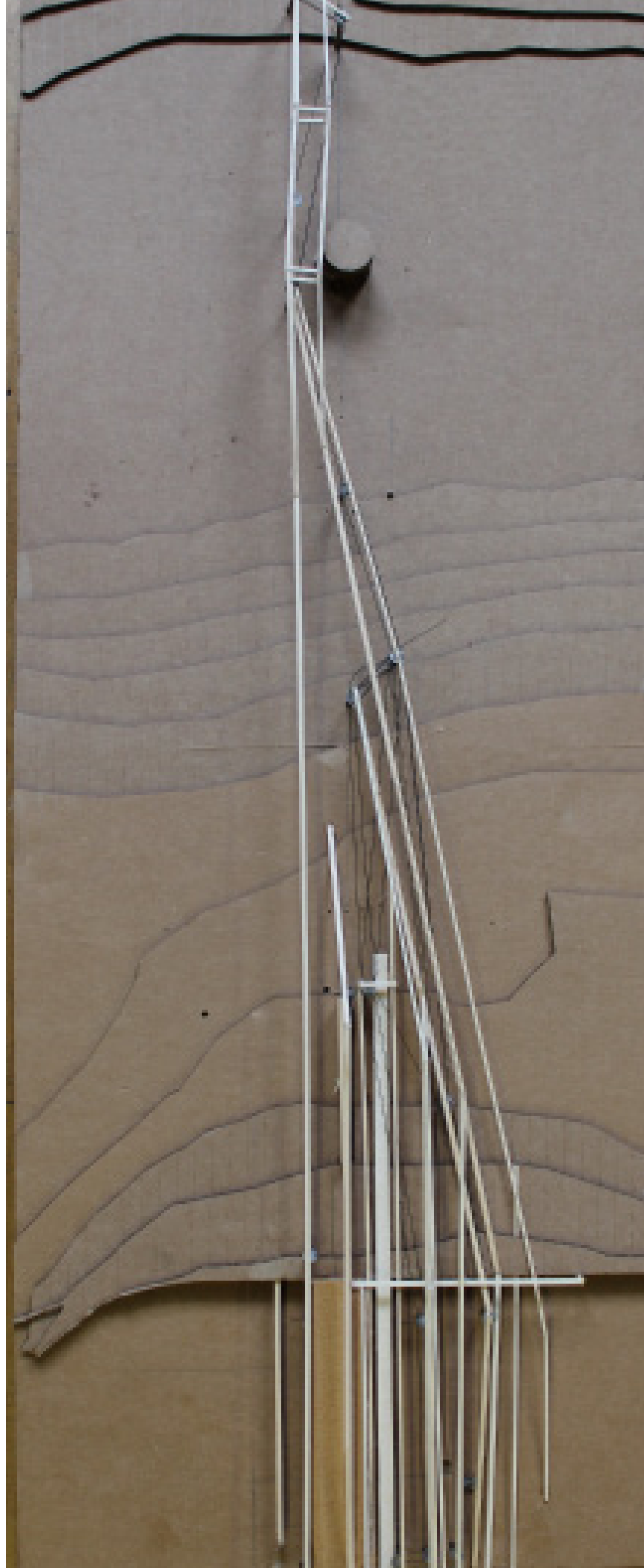
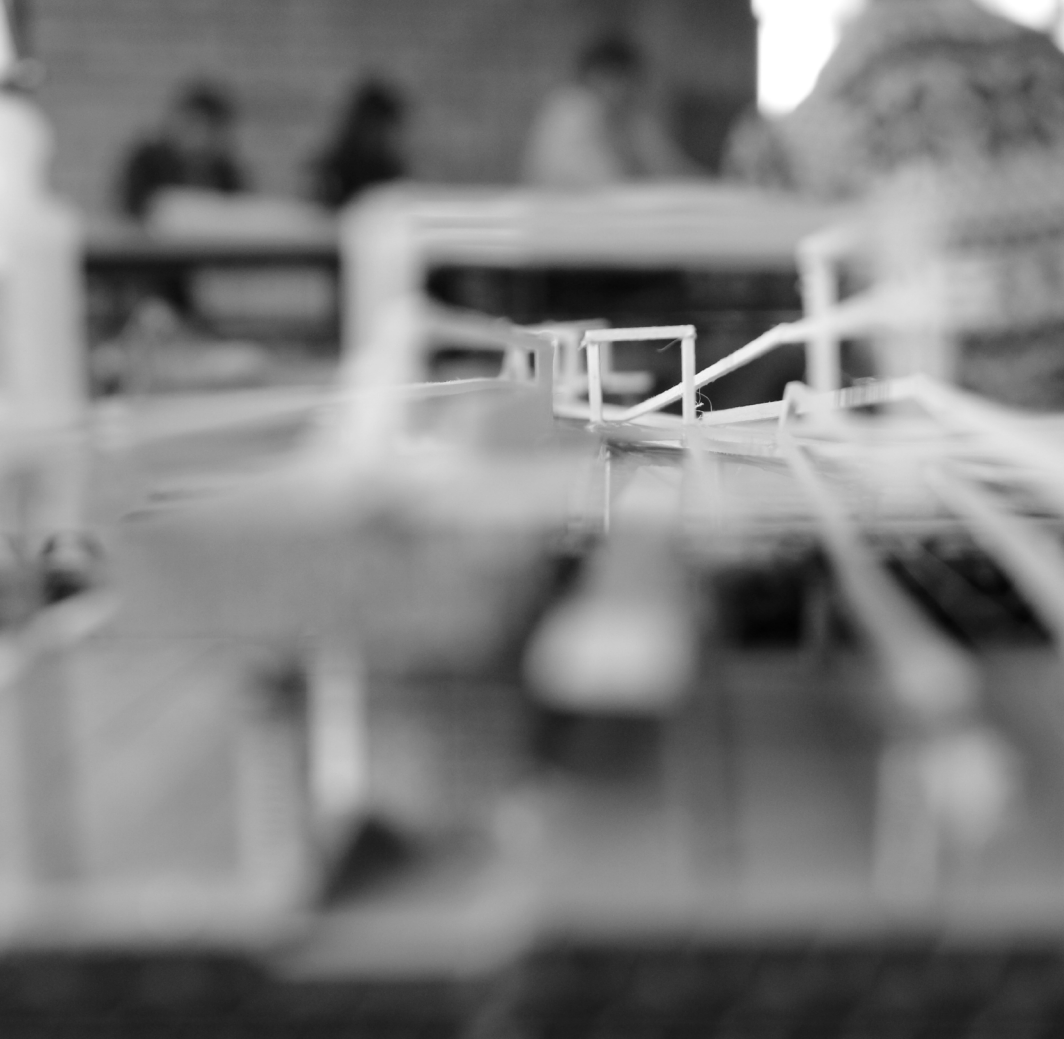




process drawings: lines





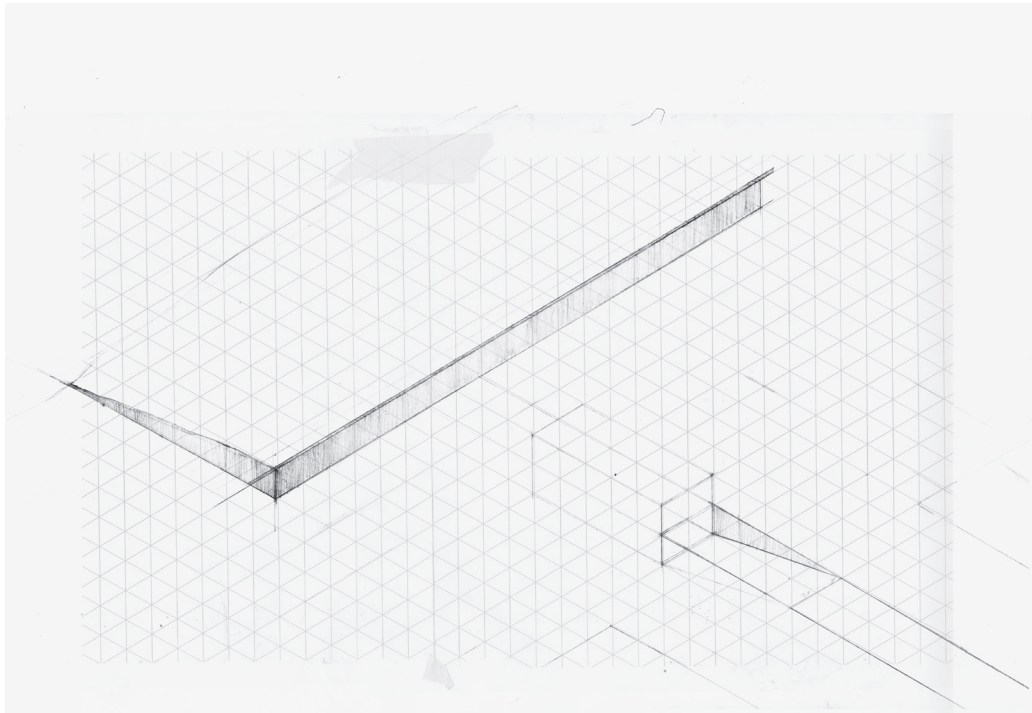


model translation

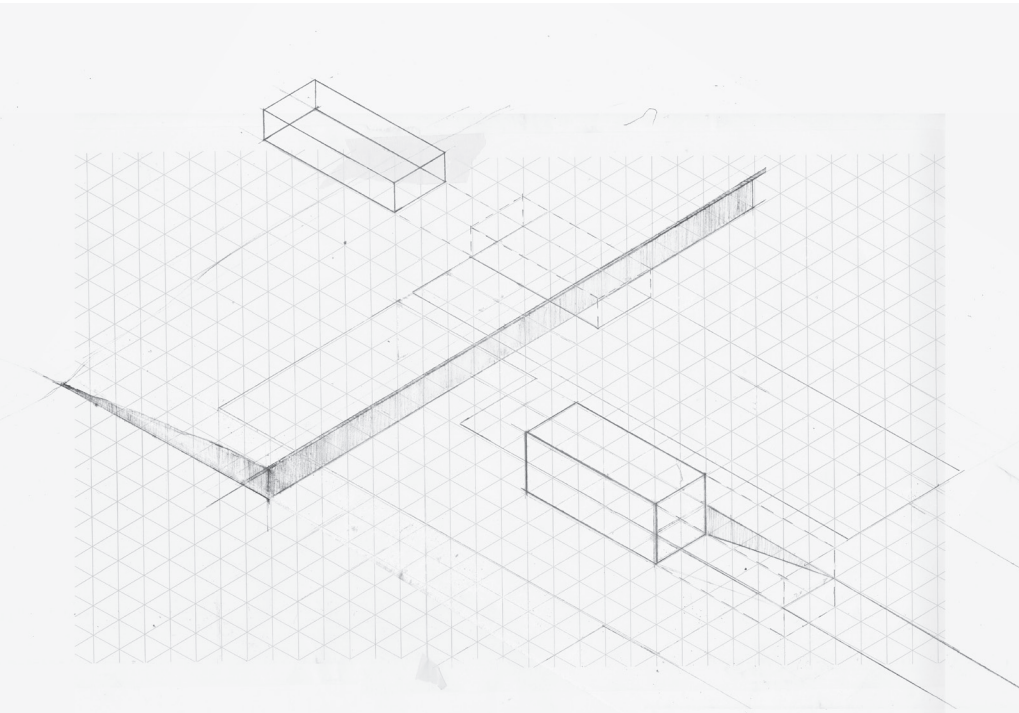
Can architecture survive the passing of time by possessing the ability to accept both growth and decay?

This project began as an analysis of the tangible evidence of time within a built environment - specifically the changing paths on which we experience our cities and the objects and spaces that become void of use.

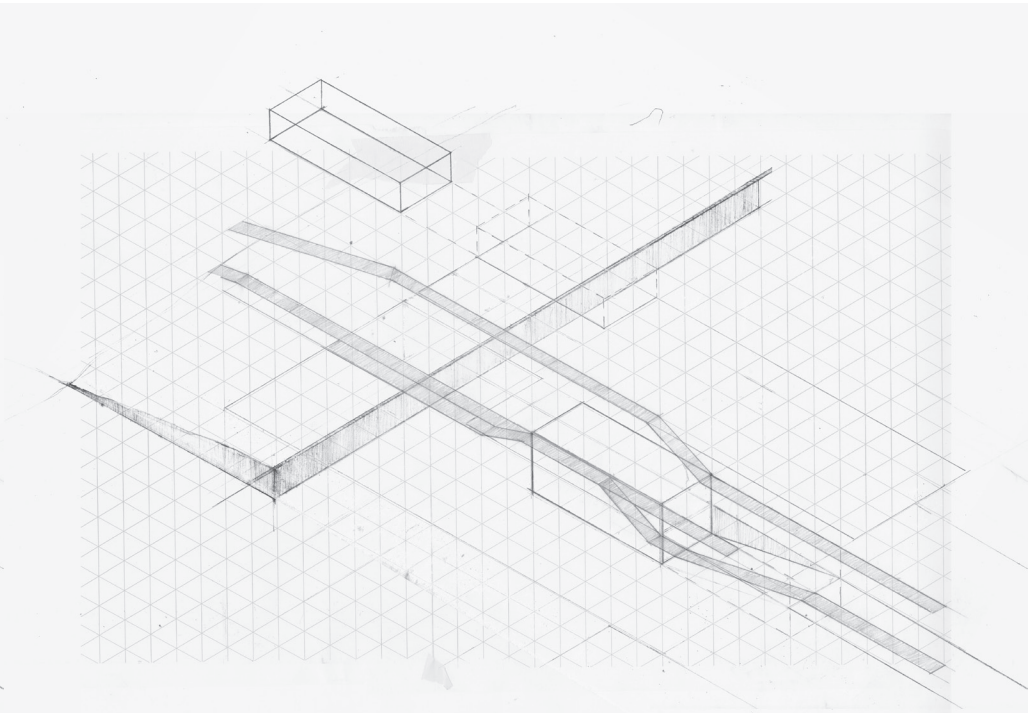
This then became an investigation of the translation between the process of a drawing and its implementation into the 3-dimensional world. By retaining layers of information - of decision, thought, process- the lines of the drawing articulate possibilities of space, rather than a finite object.



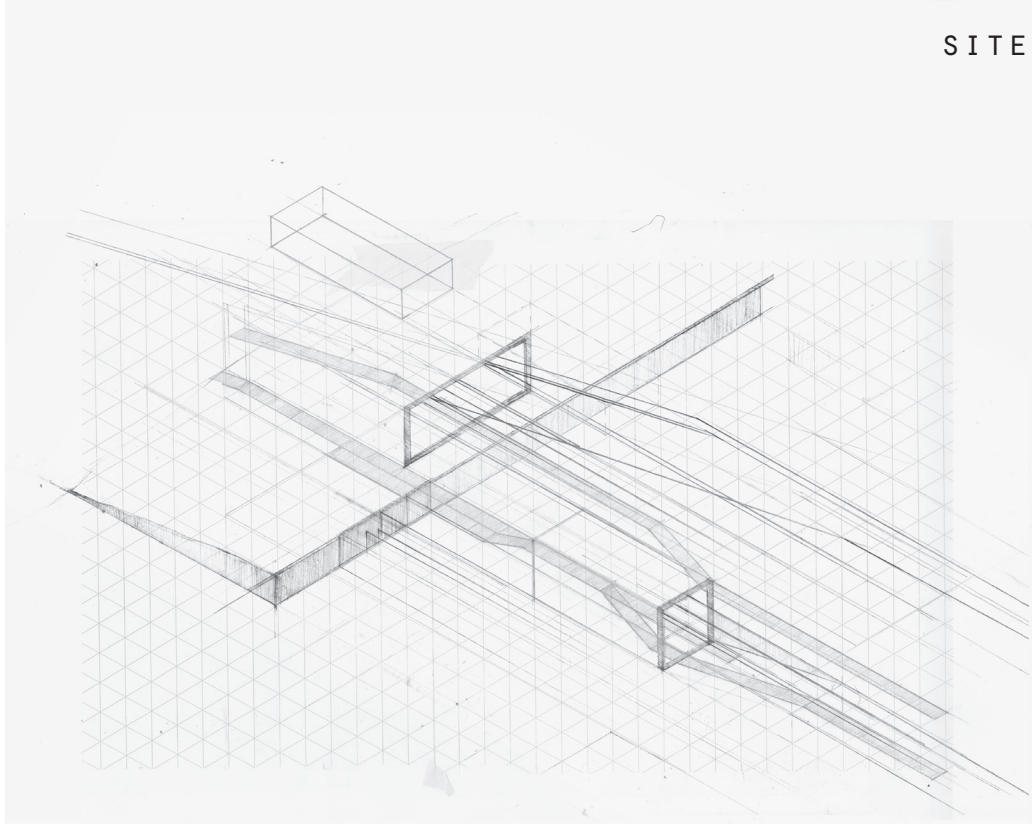
SITE



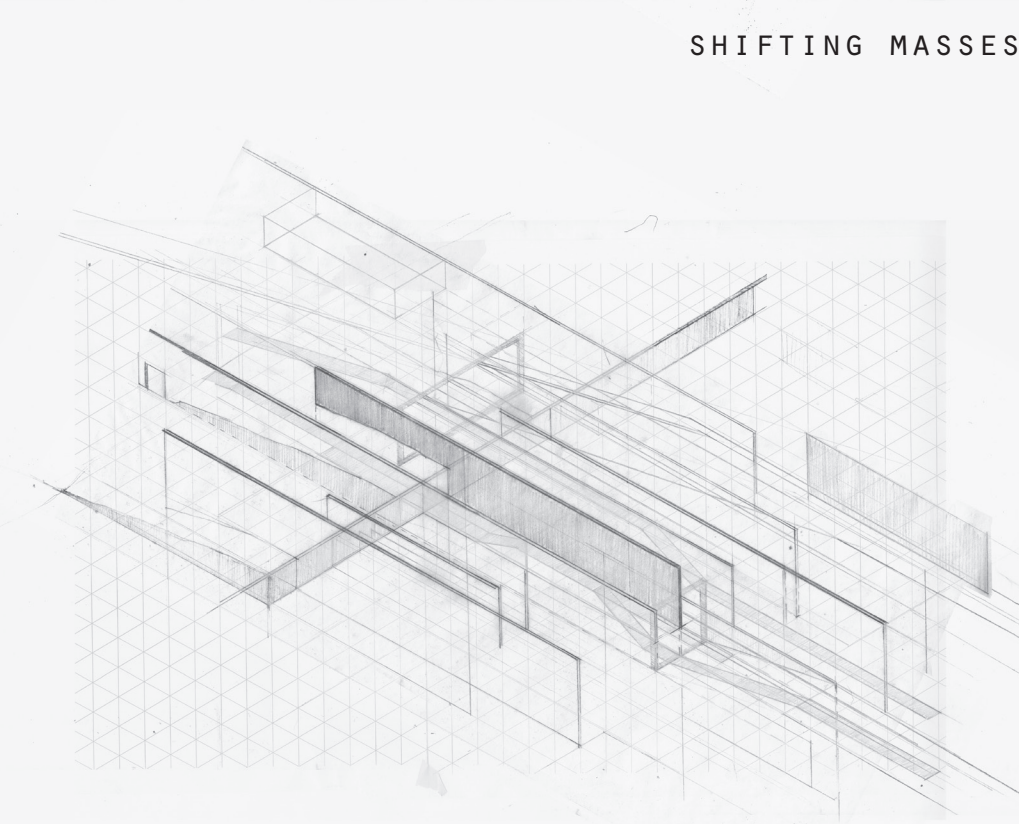
SHIFTING MASSES



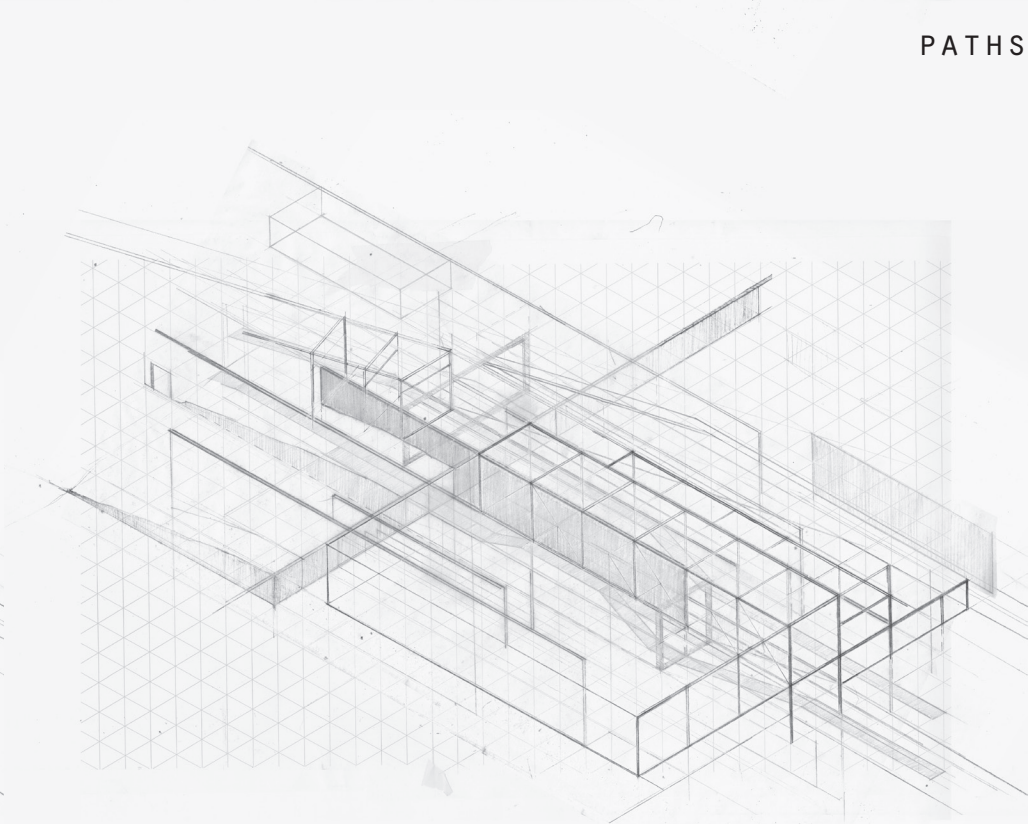
PATHS



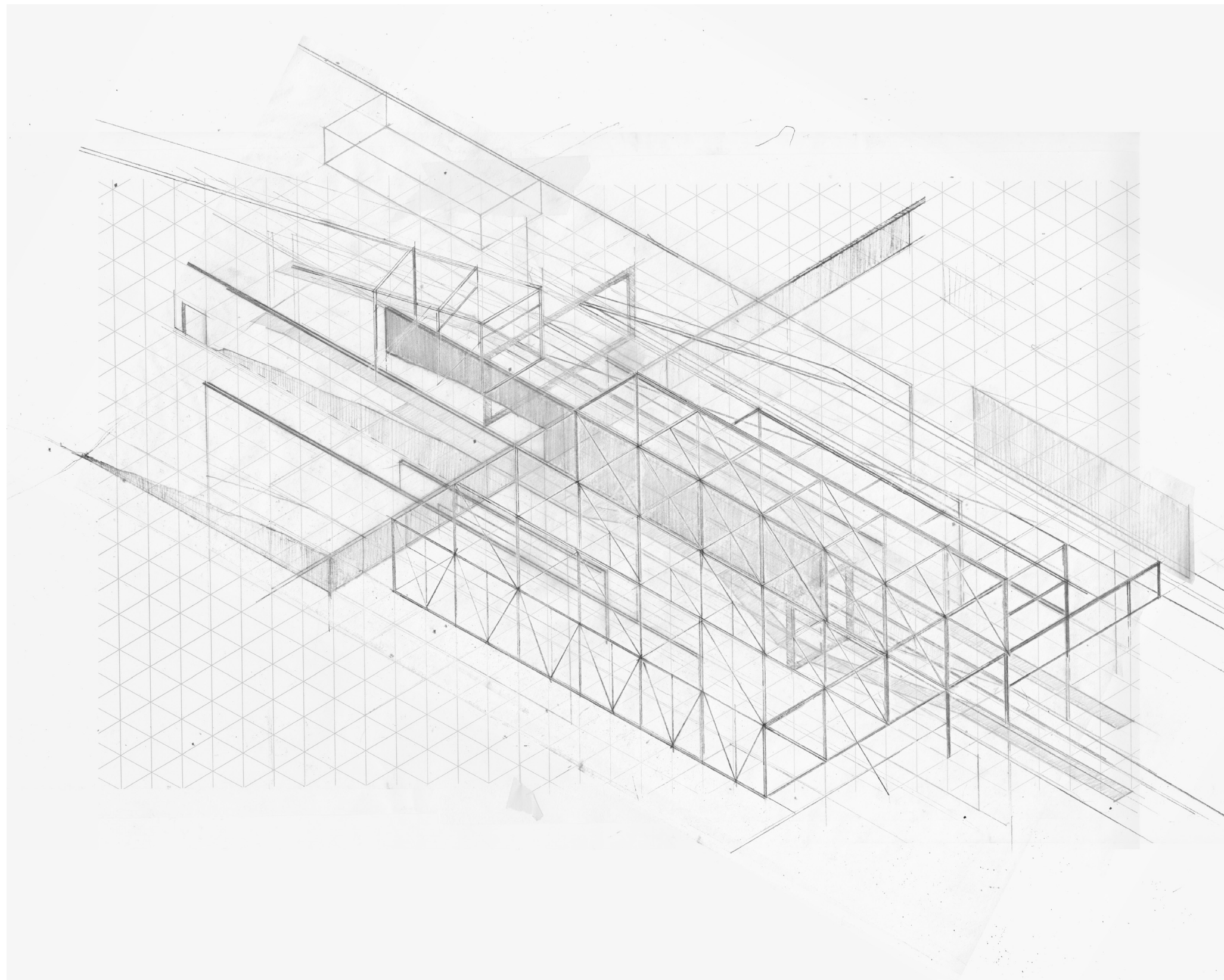
FRAMED VIEWS



INTERSECTING PLANES

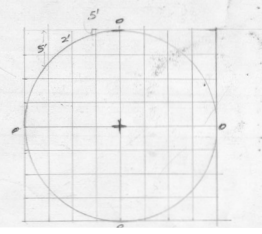
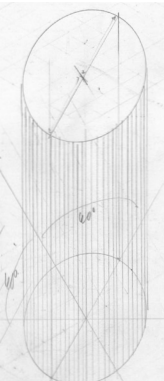
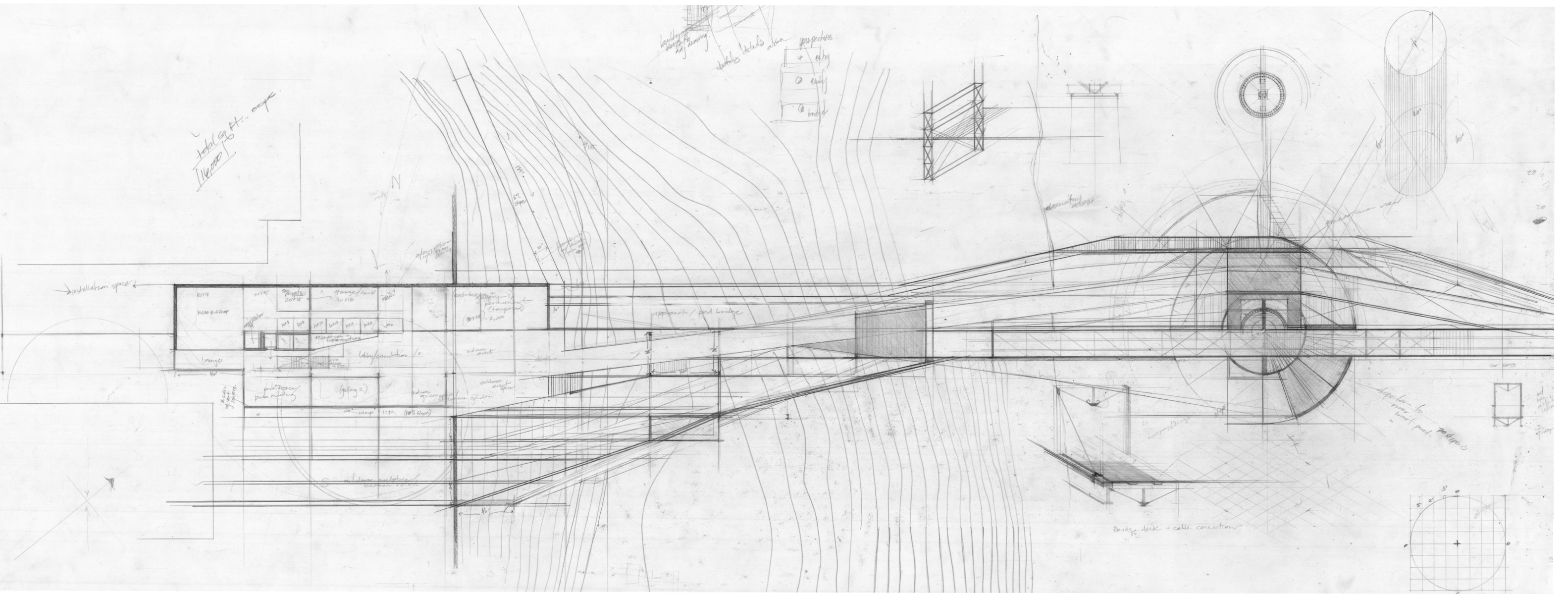


STRUCTURE

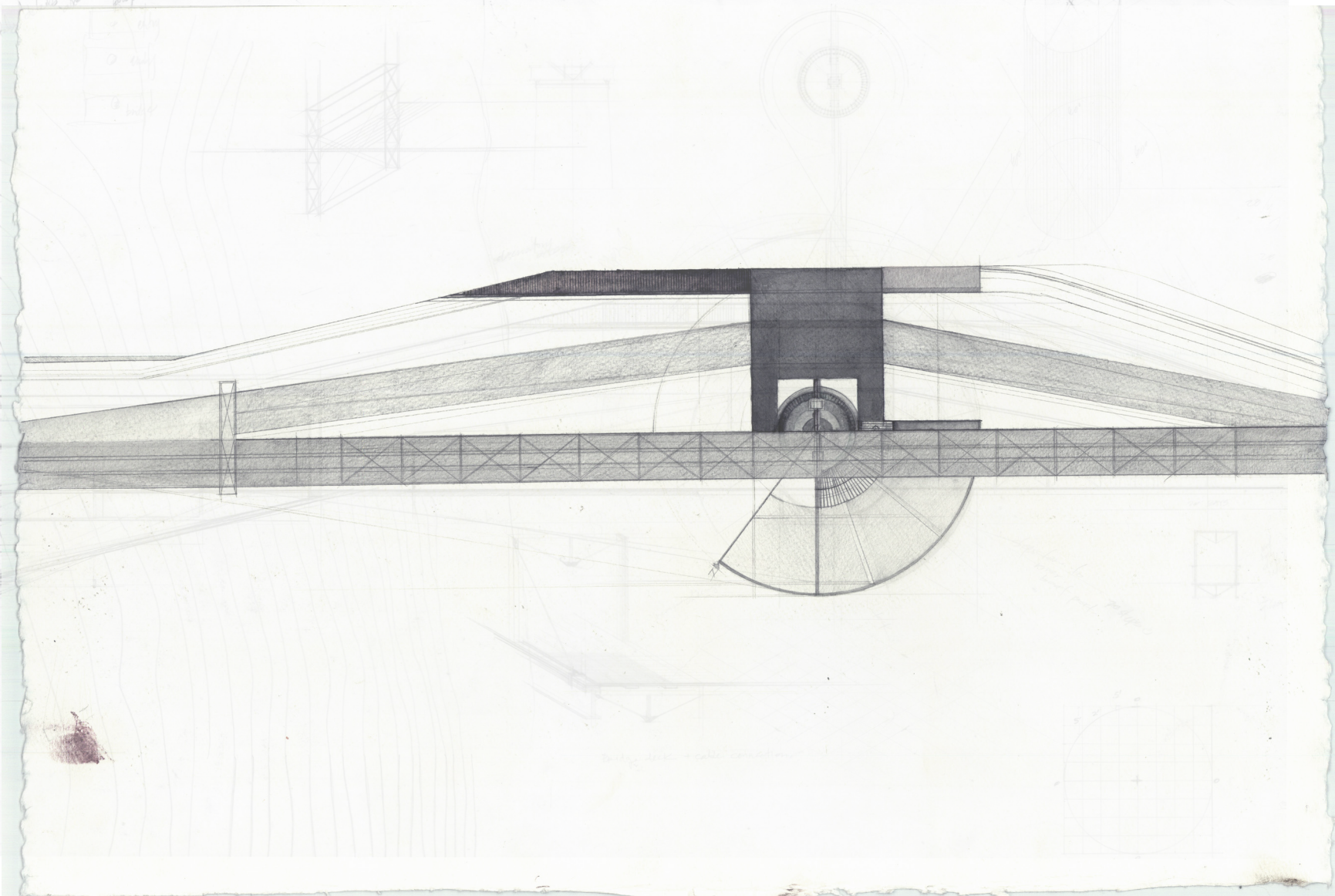
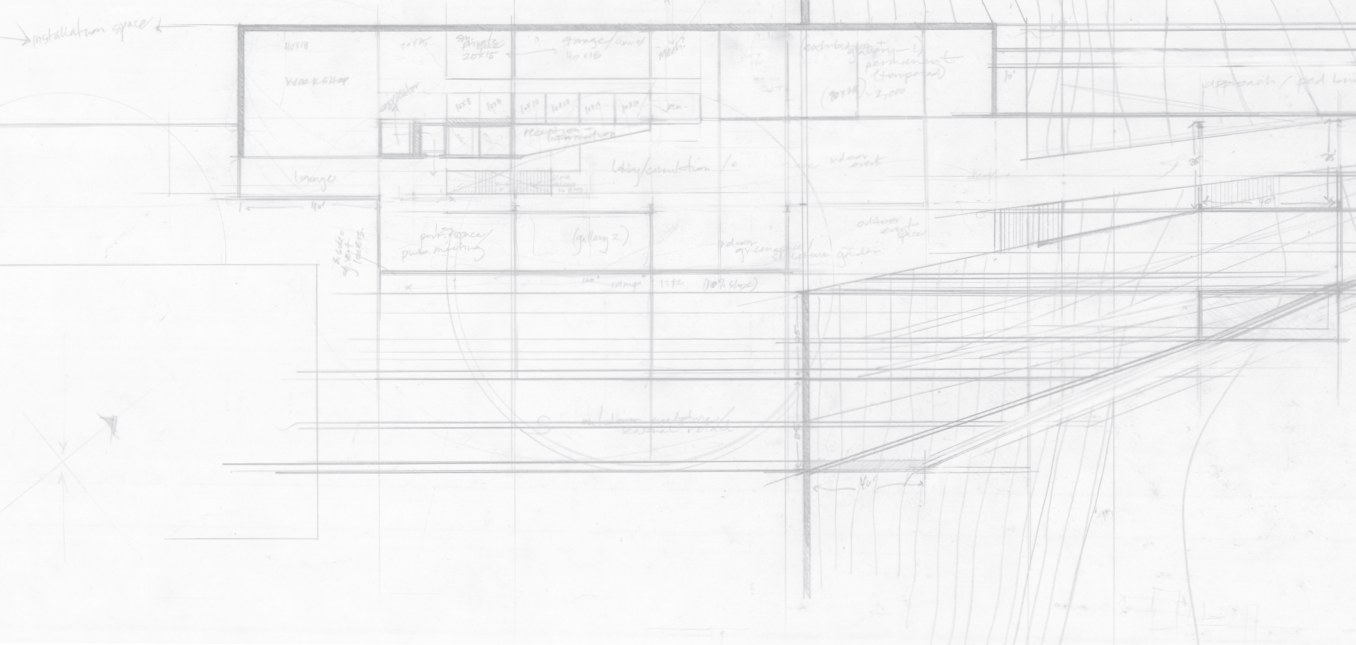


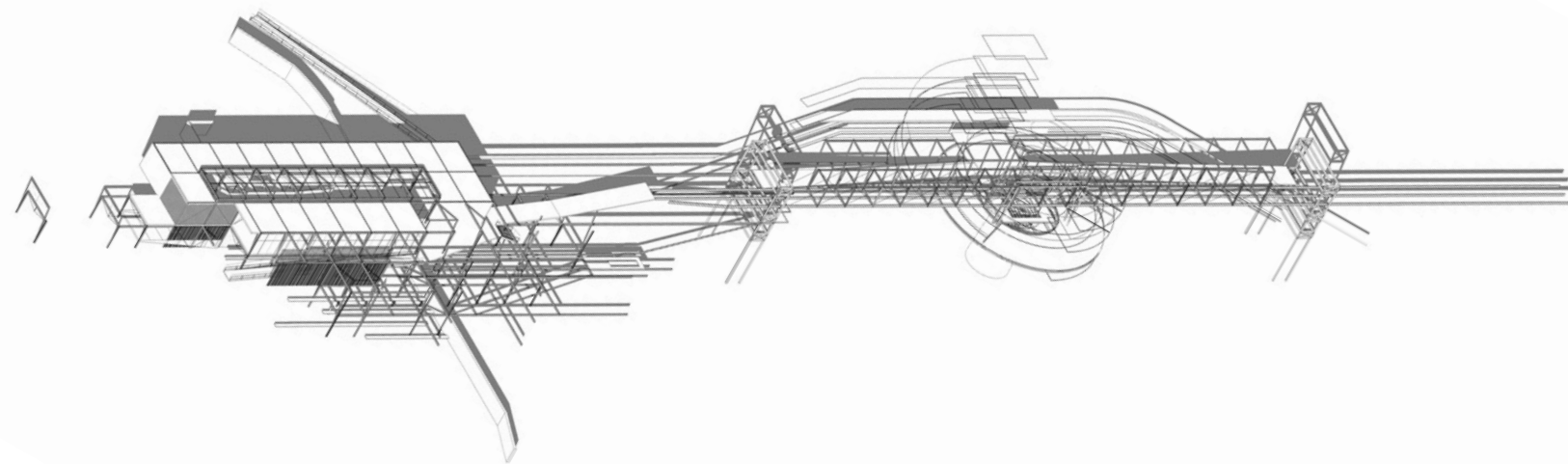
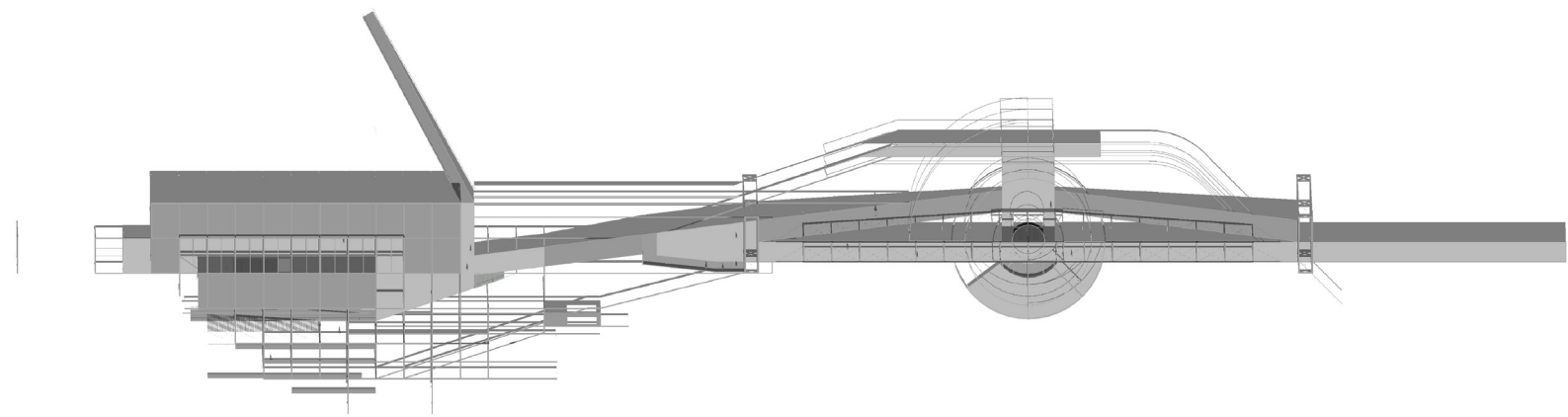
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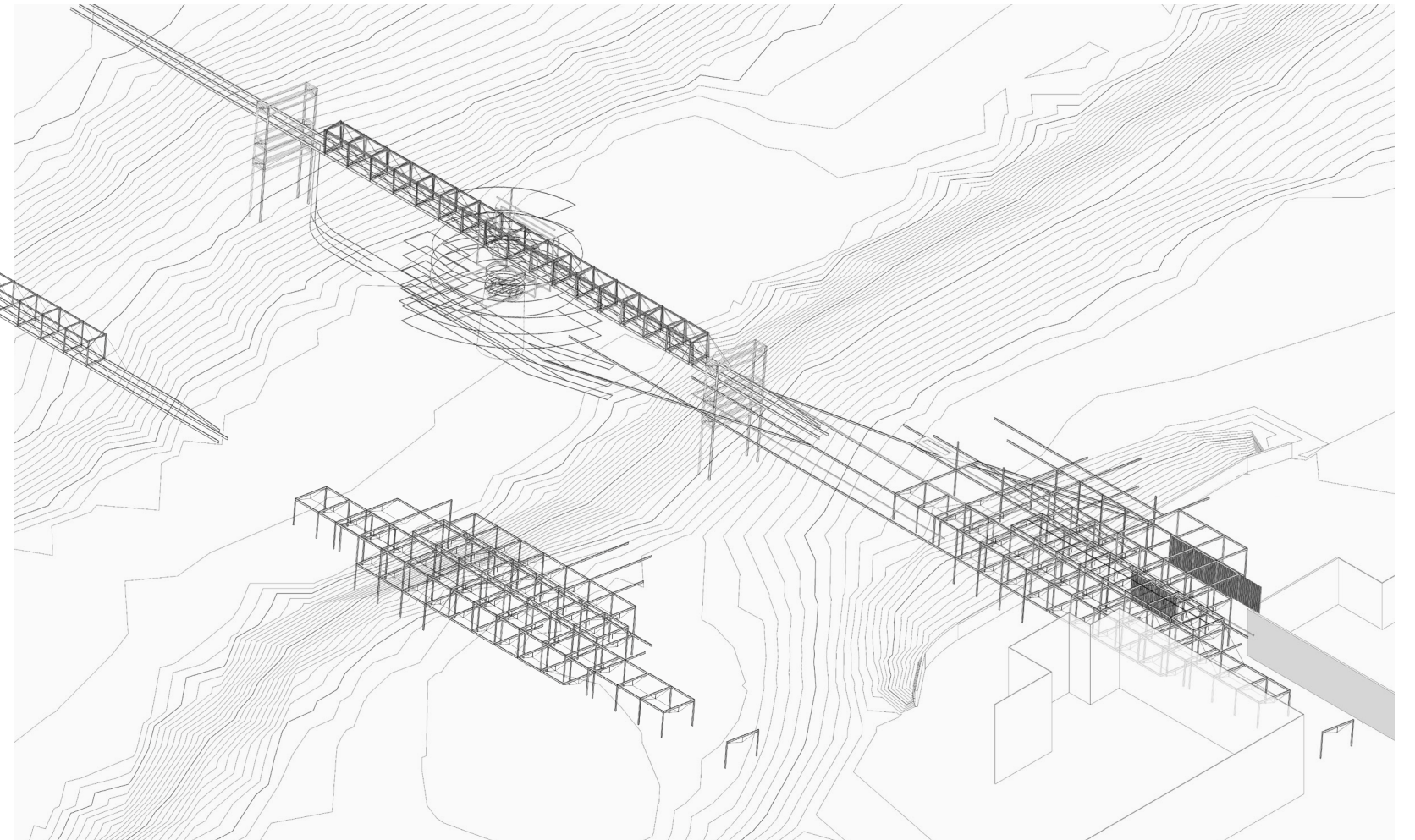
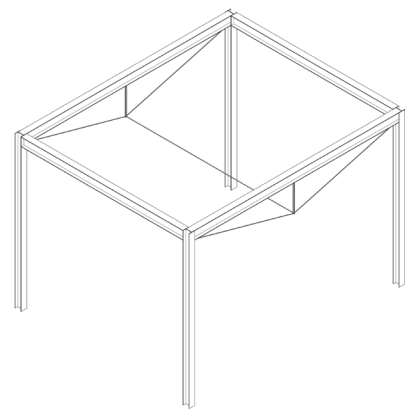
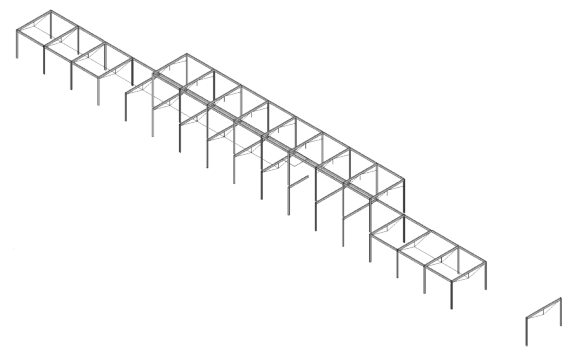
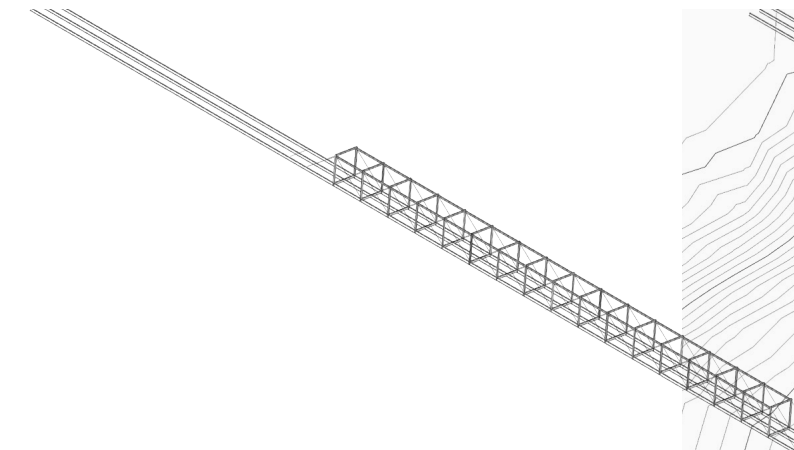
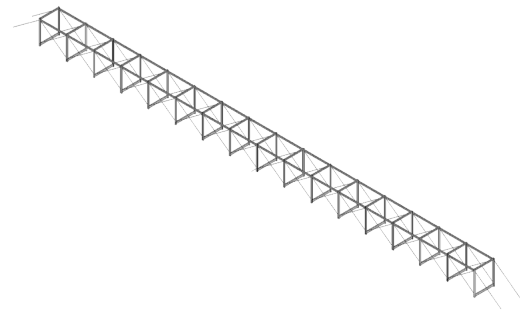


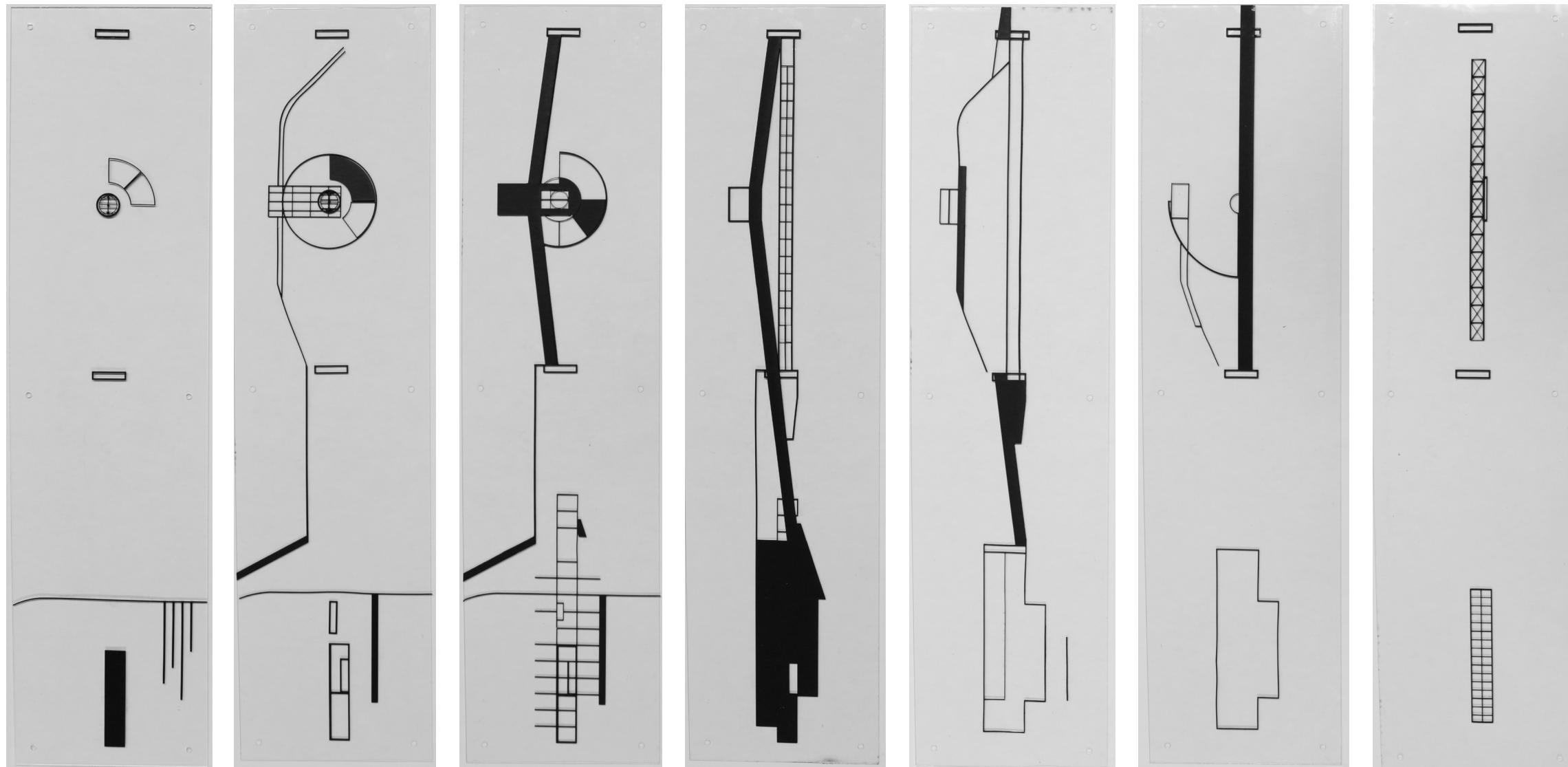
Detail on Pt. - eye
1/2000



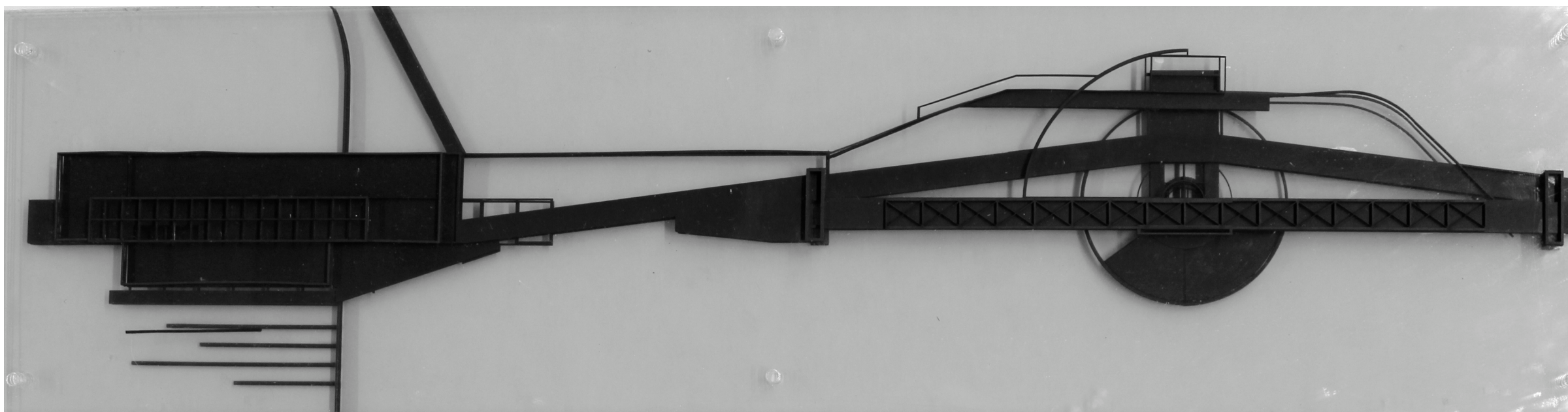
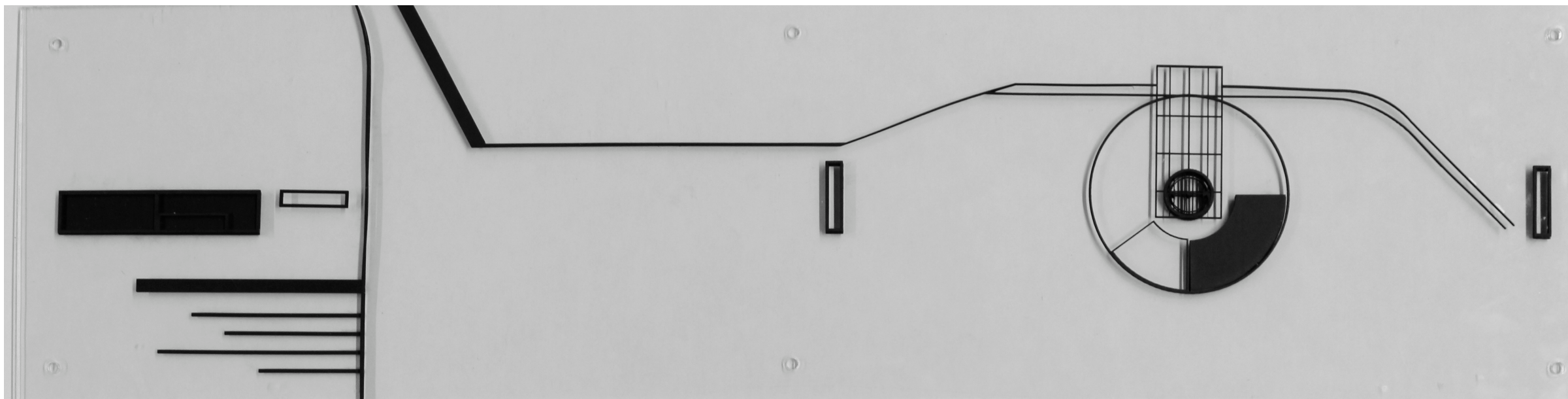


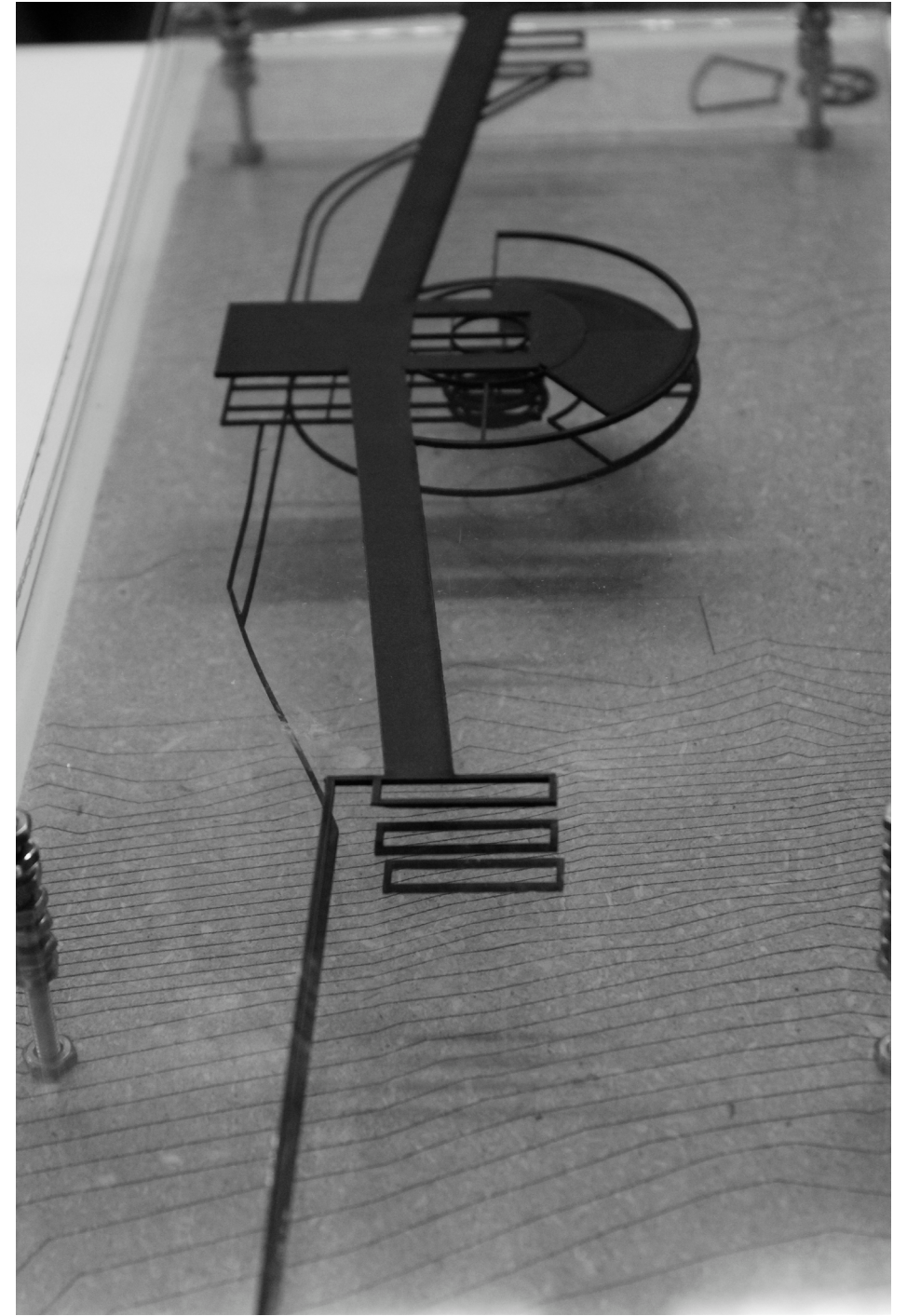
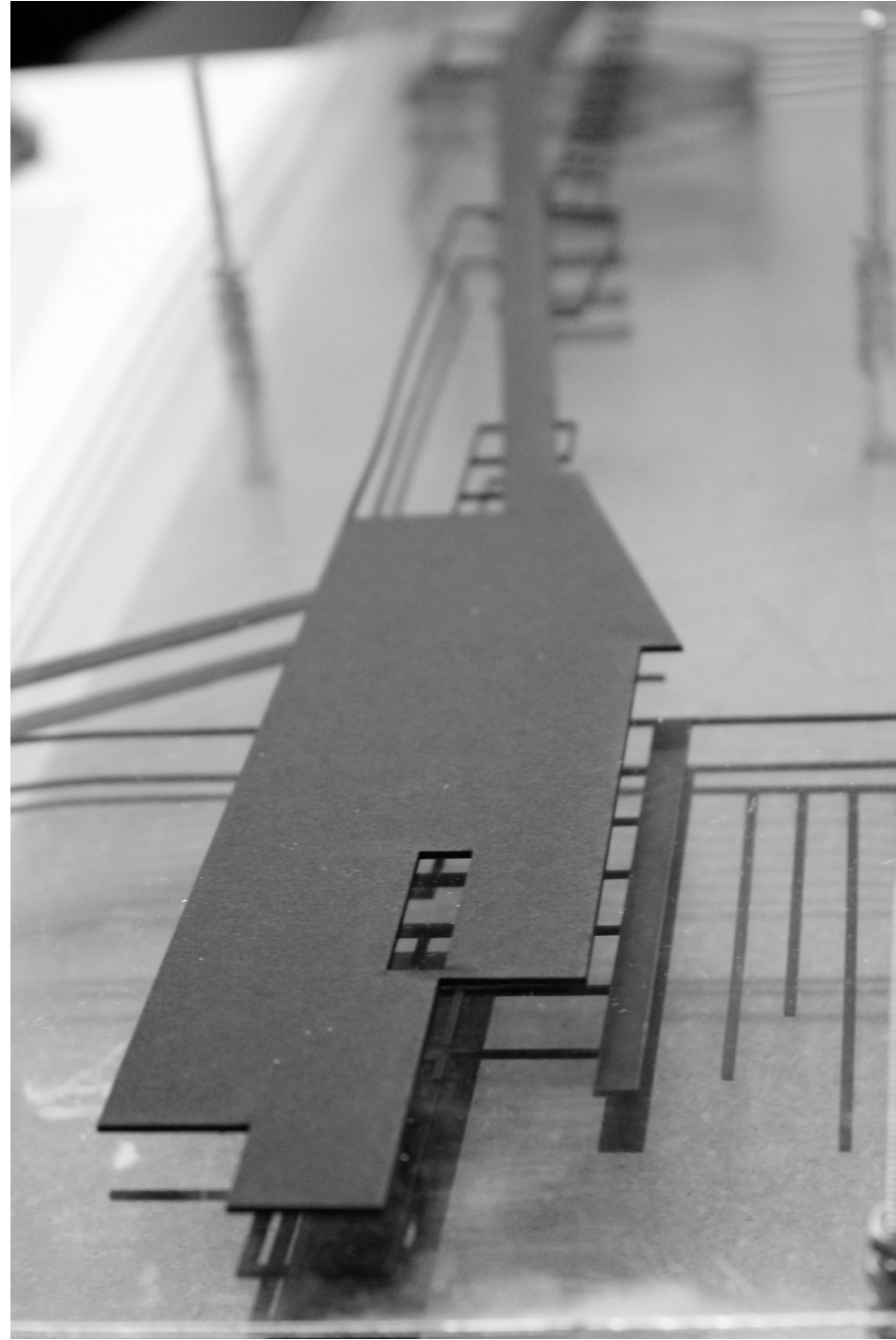
computer translation

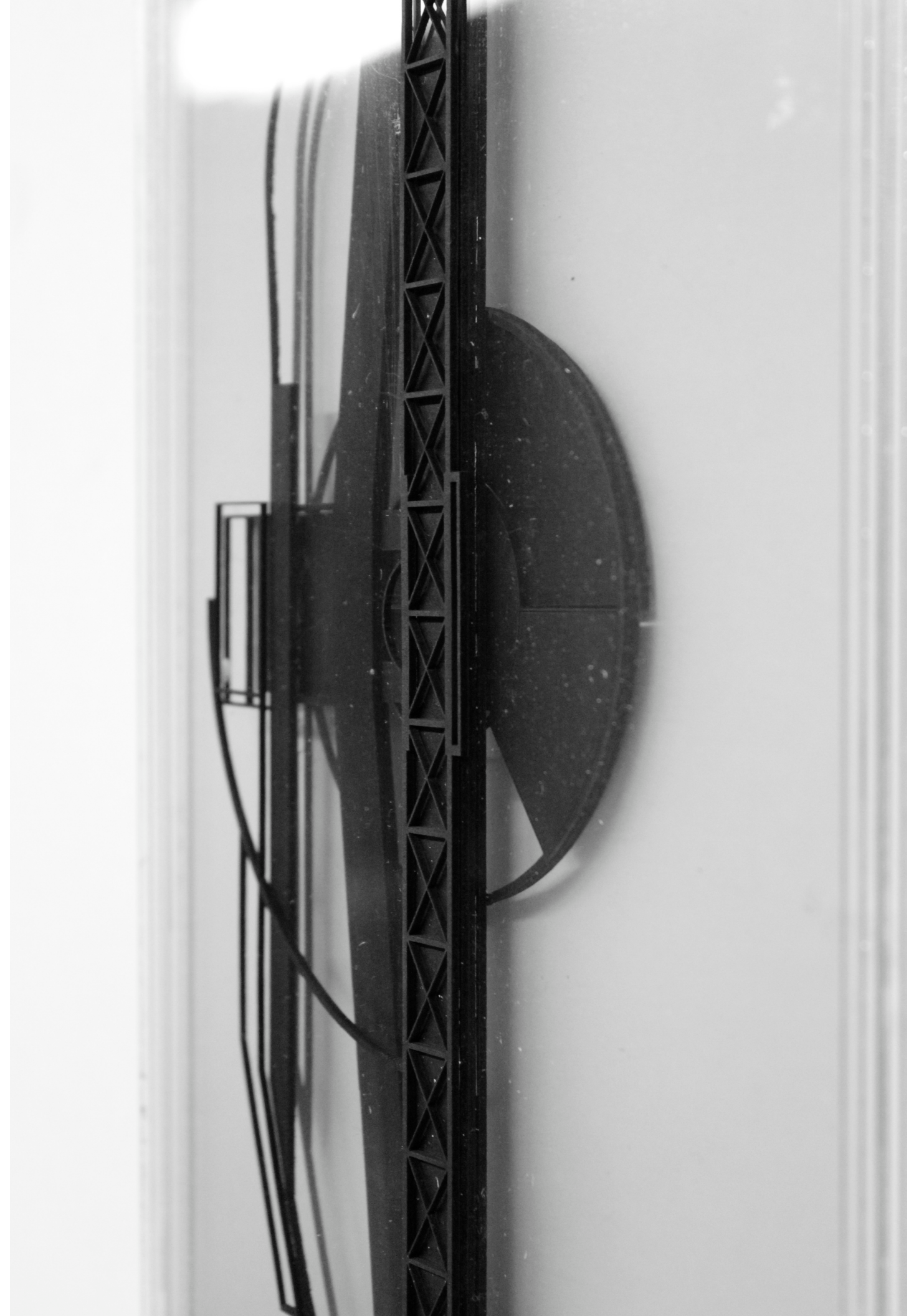
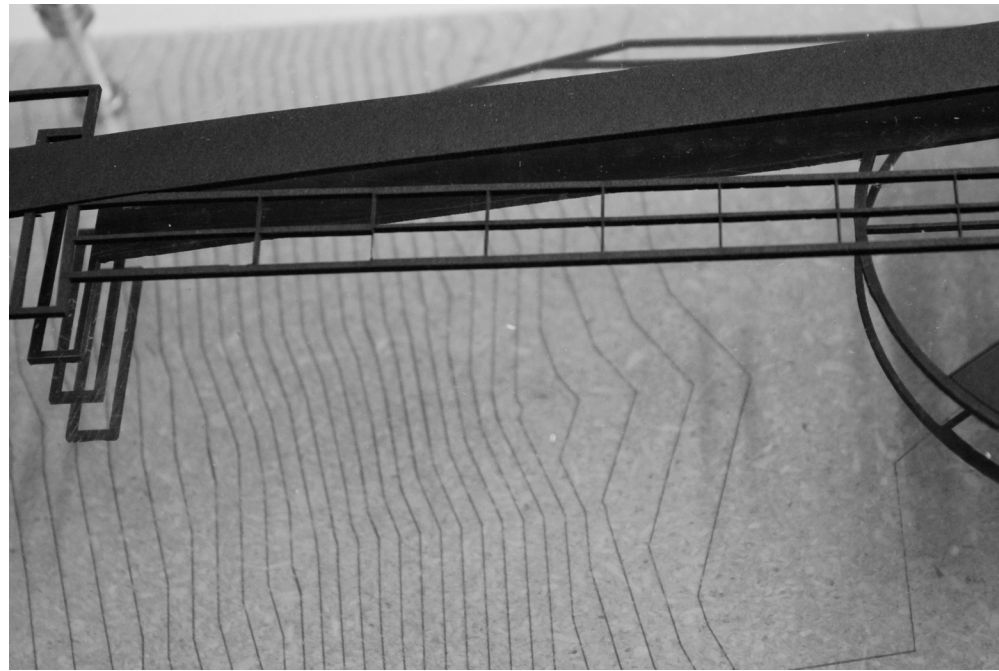
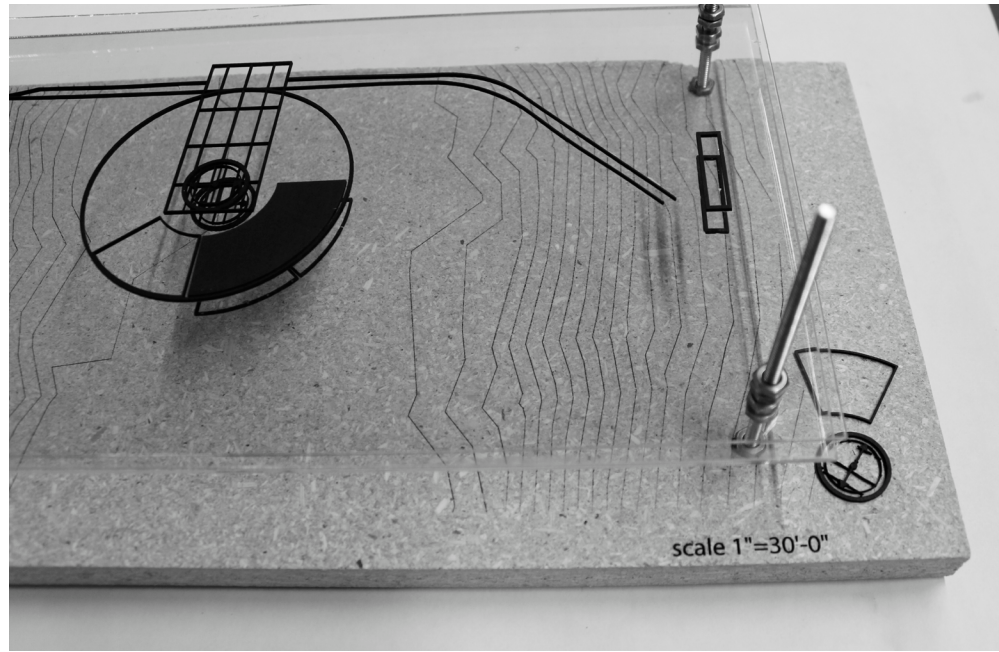




physical model: lines





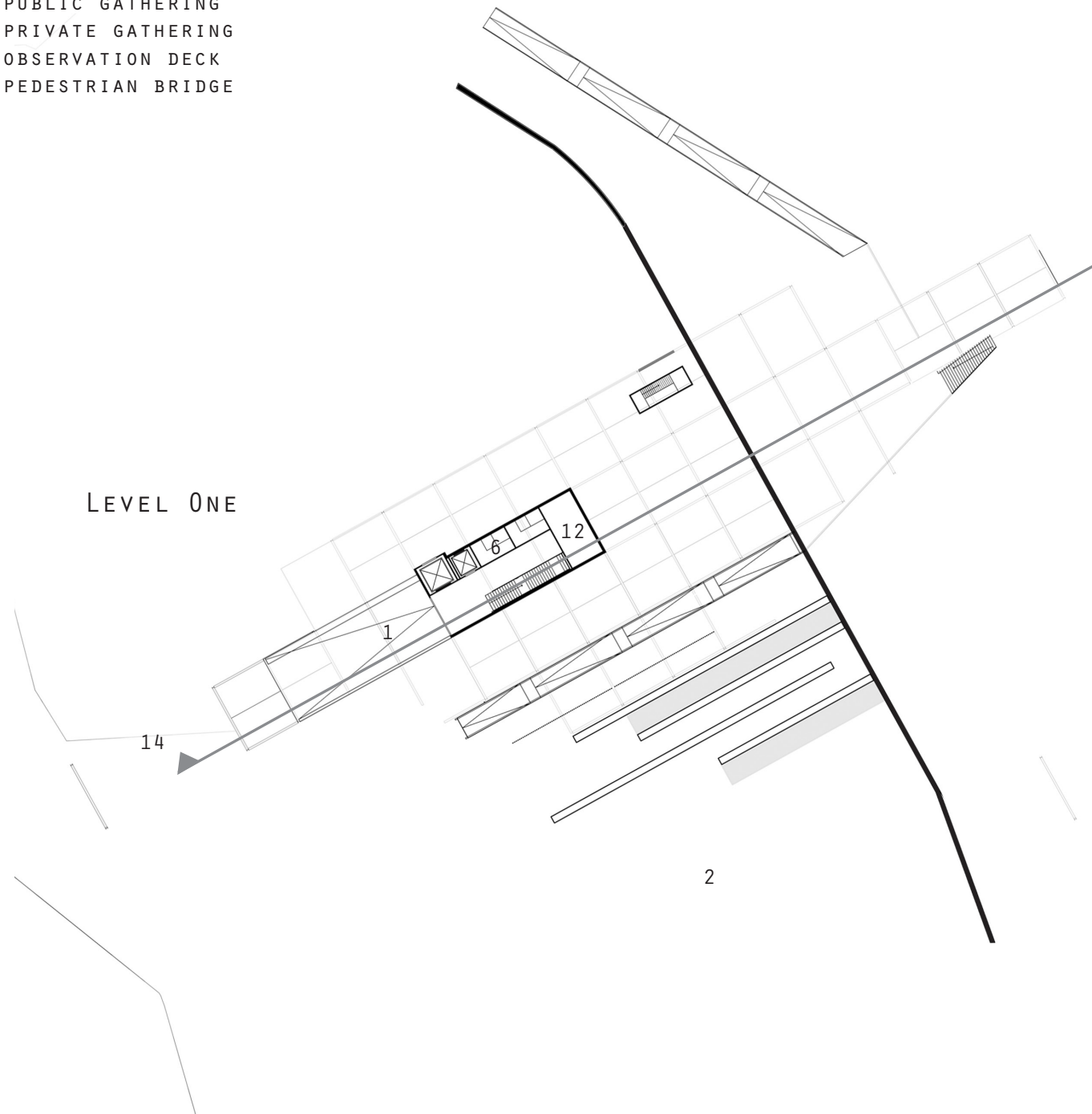




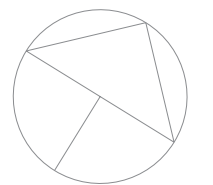
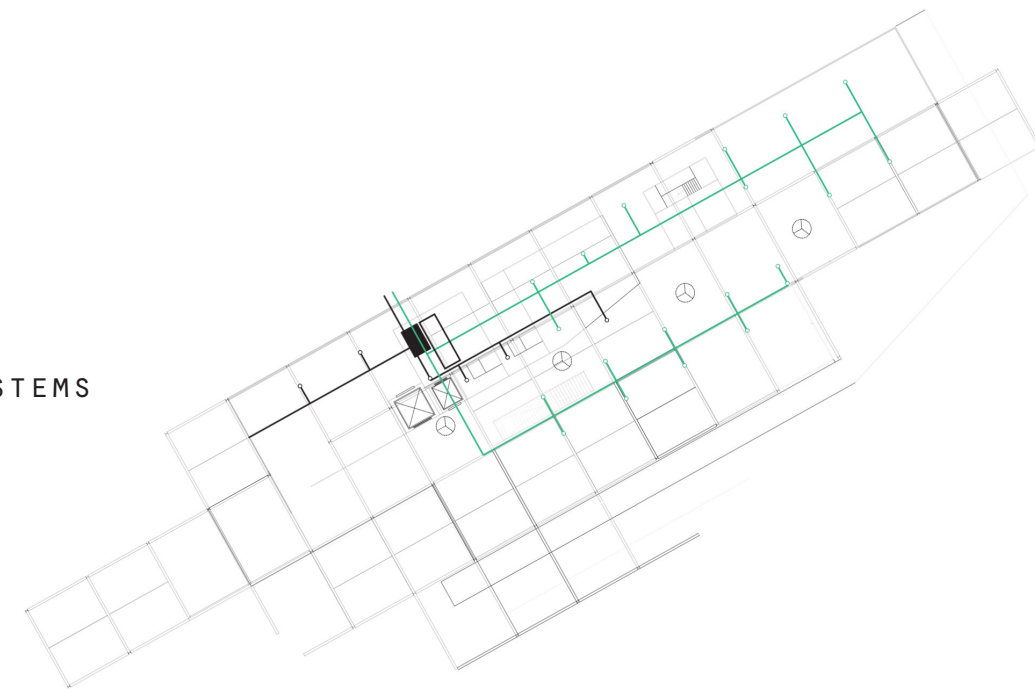
final drawings

- 1 ENTRY
- 2 COURTYARD
- 3 SCULPTURE GARDEN
- 4 LOBBY + ATRIUM
- 5 RECEPTION
- 6 PUBLIC TOILETS
- 7 PRIVATE TOILETS
- 8 ADMINISTRATIVE OFFICE
- 9 JANITORIAL
- 10 MECHANICAL
- 11 WAREHOUSE
- 12 STORAGE
- 13 GALLERY + EXHIBITION
- 14 PUBLIC GATHERING
- 15 PRIVATE GATHERING
- 16 OBSERVATION DECK
- 17 PEDESTRIAN BRIDGE

LEVEL ONE

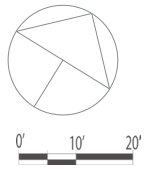
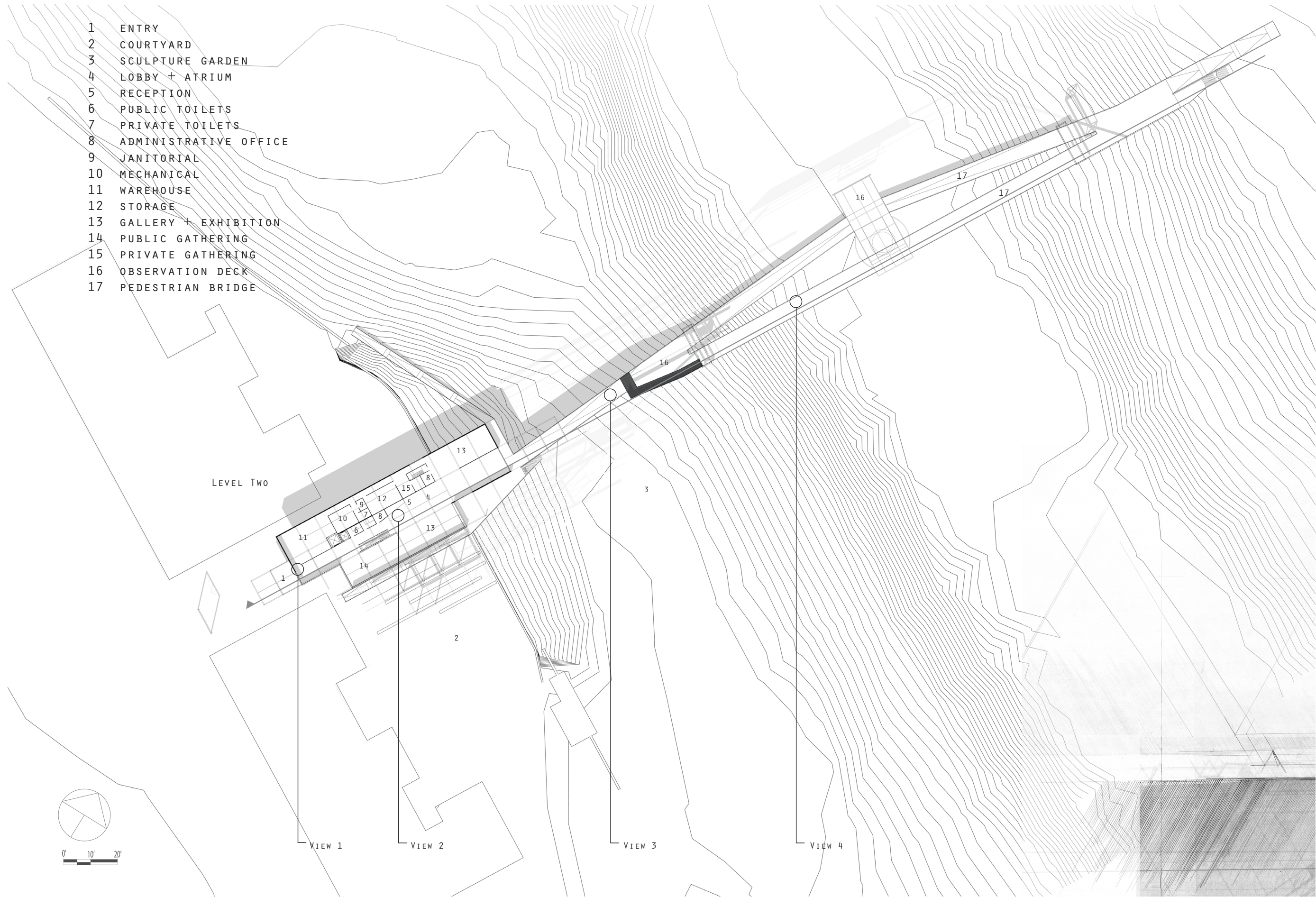


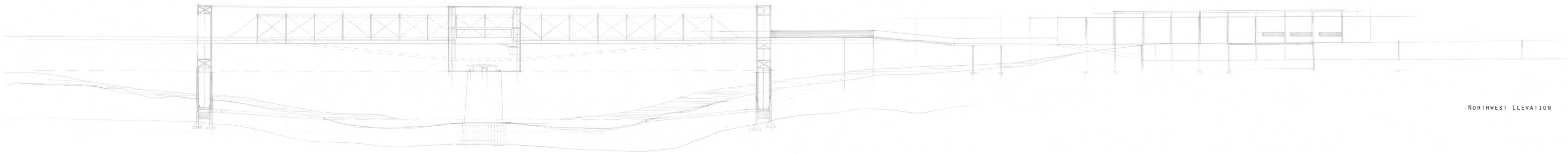
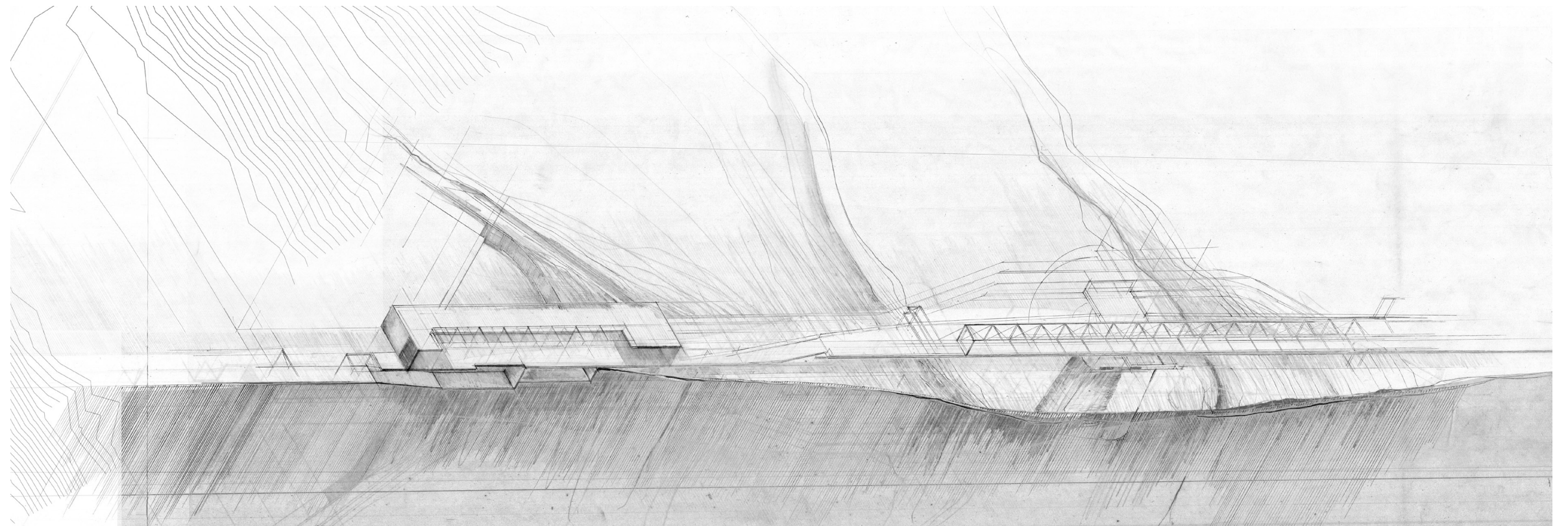
SYSTEMS



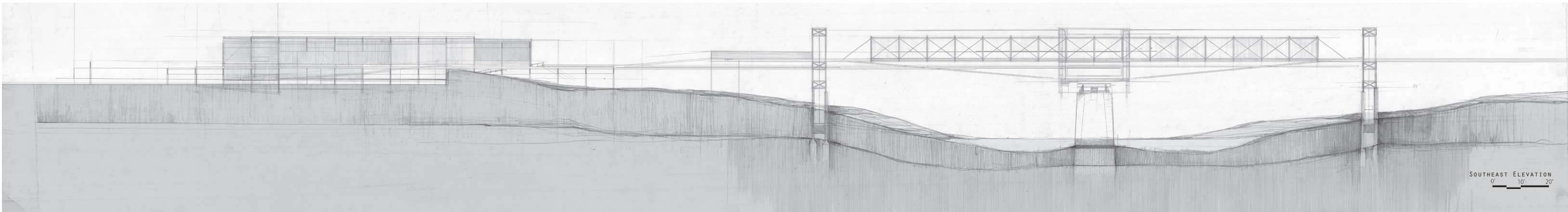
0' 10' 20'

- 1 ENTRY
- 2 COURTYARD
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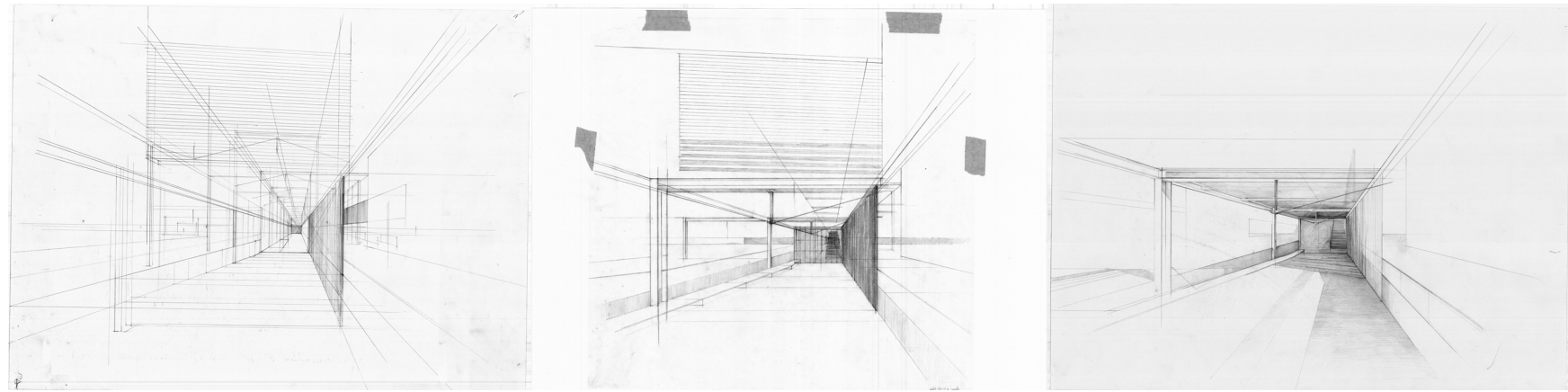


NORTHWEST ELEVATION

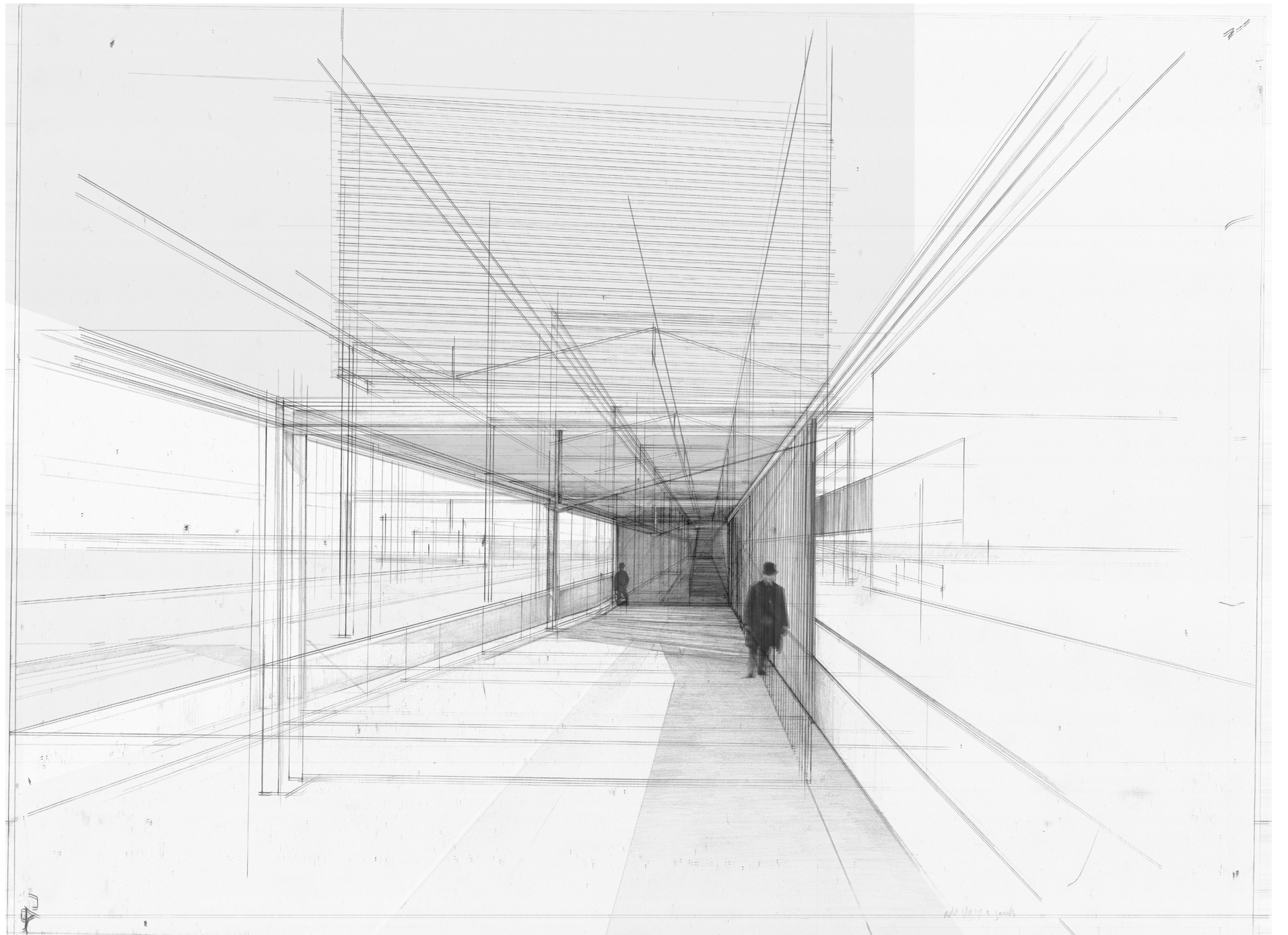


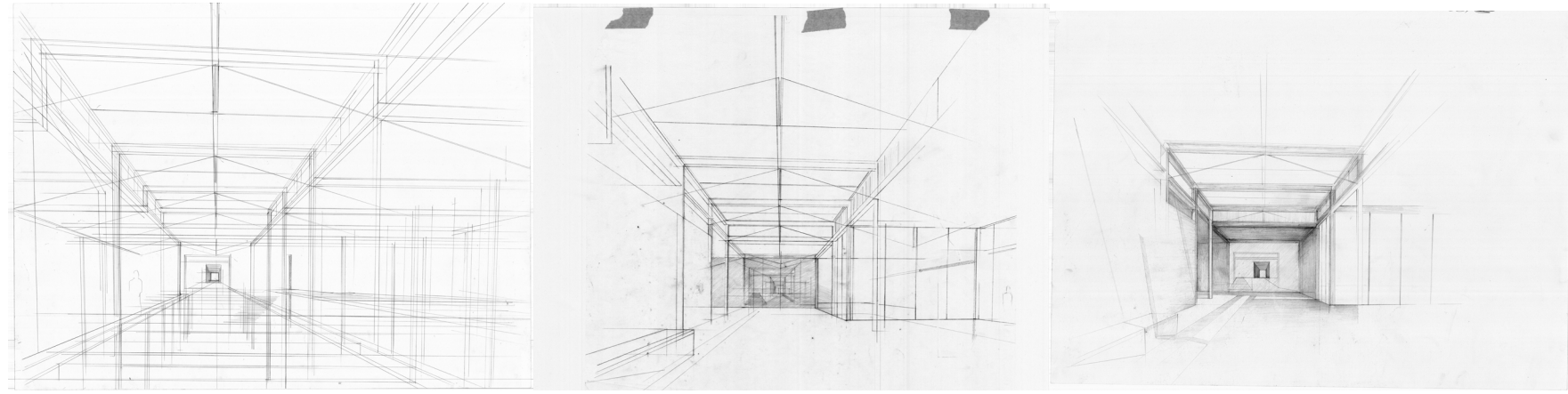
SOUTHEAST ELEVATION

0' 10' 20'

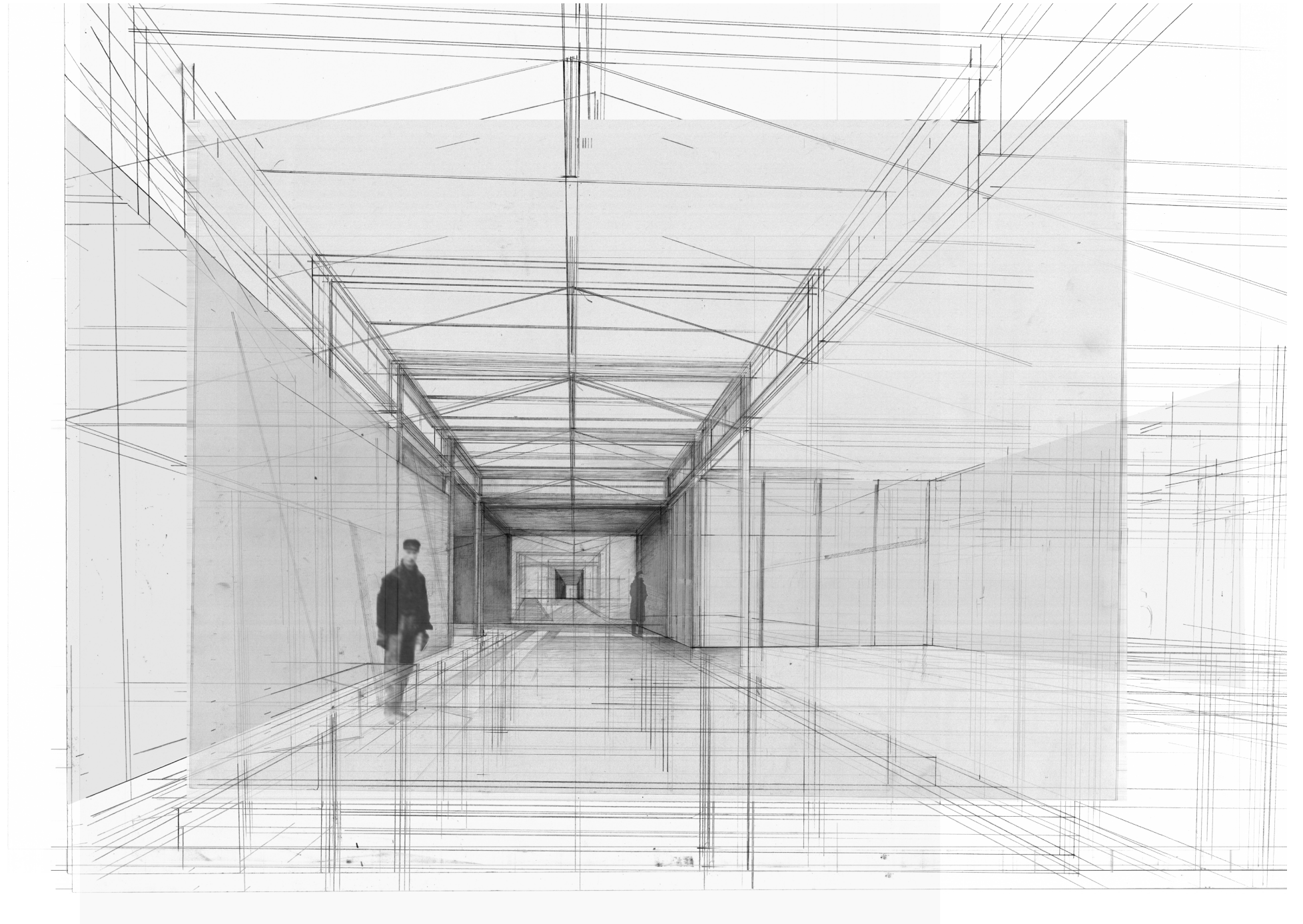


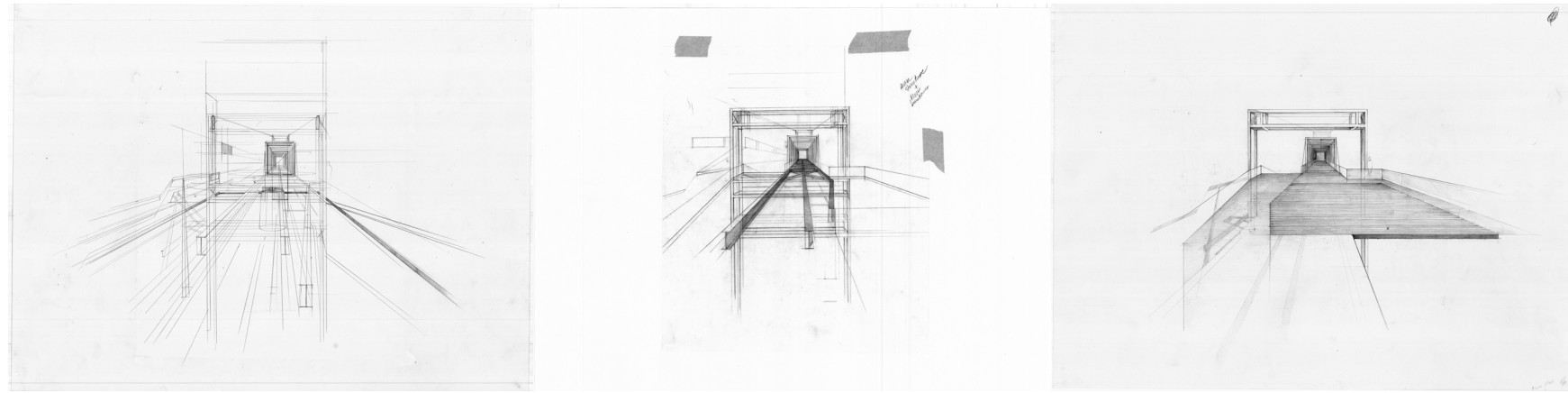
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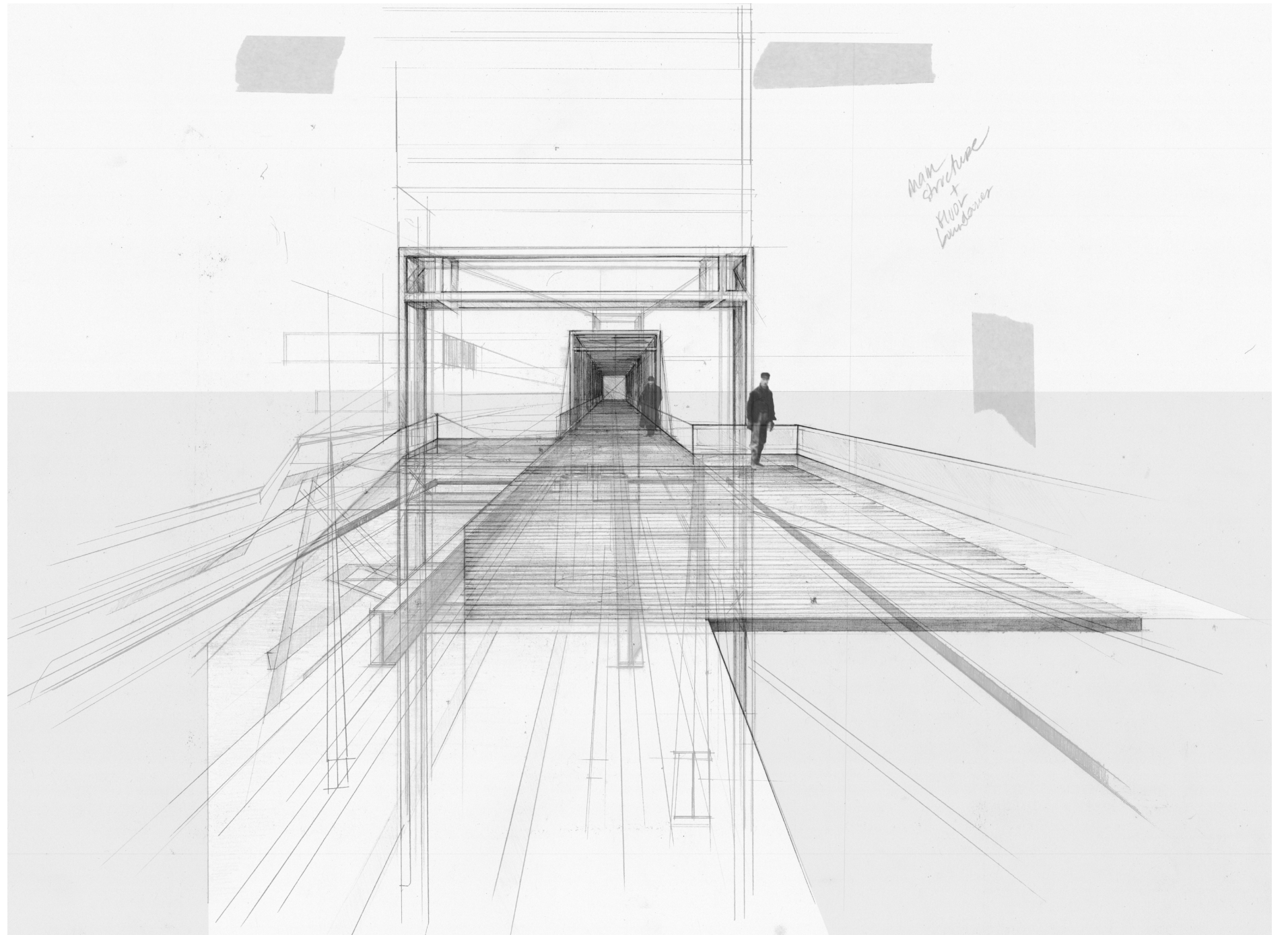


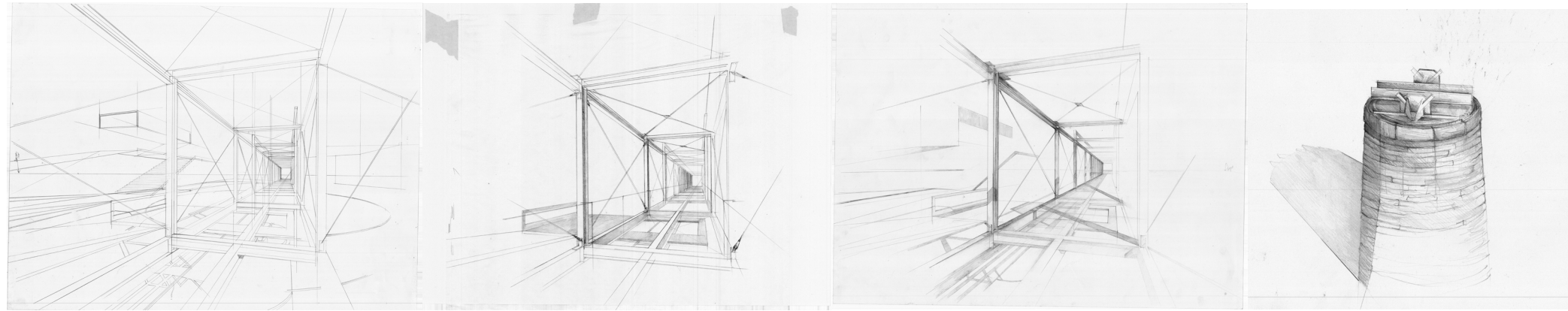
lobby





deck





bridge

