

"It is no accident that the artist comes to terms with a tension between the expectation harbored by custom and the introduction of new ways of doing things...

...We shall have to ask ourselves what follows from this unity of what is past and what is present."

(Gadamer, The Relevance of the Beautiful)

Problem Statement

In an adaptive reuse project, how can historic architecture and new construction inform and enhance one another?

Claim

By designing with an understanding of how time and memory are affected by materials and the way they age, an adaptive reuse project can entwine historic and contemporary architecture.

Typology

Gallery and Theater for Surrealist Art

Justification

Not every building can become a museum to its former self. In a culture where antiquated buildings are commonly demolished, an old factory would sooner be torn down than be preserved. The ever increasing demand for function in modern buildings makes historic buildings obsolete. Designing for decay, adaptive reuse combines new construction and old architecture to mutually enhance the qualities of the each. This approach to construction can create a unique precedent that reveals value in abandoned structures; giving them new purpose.

Premises

Adaptive reuse provides a medium for the cohabitation of old and new history where they can inform and improve one another.

Premises

Entwining modern architecture with the existing building draws from history while simultaneously contributing its own inspiration and ultimately developing into a new adaptive architecture. Beyond the practical argument for sustainability and the socially aware argument for preserving our history; is an argument for saving a more ephemeral quality of older buildings - they are experientially different from buildings of today.

Premises

Historic structures provide limitations to modern building typologies but if adapted properly can adjust to changing needs over time. The addition of contemporary architecture is necessary for addressing these limitations—eventually leading to architecture that reaches across time.



"The ruin of a building means that where the work of art is dying, other forces and forms, those of nature, have grown; and that out of what art still lives in the ruin and what of nature already lives in it, there has emerged a new whole, a characteristic unity."

(Georg Simmel, The Ruin)



The Uses and Disadvantages of History for Life

1. **The Monumental View**: imitating the past with the clear purpose of molding one's life after some superficial greatness.

2. **The Antiquarian View**: revering the past with the sole intention of preserving as much as possible.

3. **The Critical View**: a balance between consciousness of the past and recognition of the needs of the present.









Site

Island Station Power Plant: St. Paul Minnesota















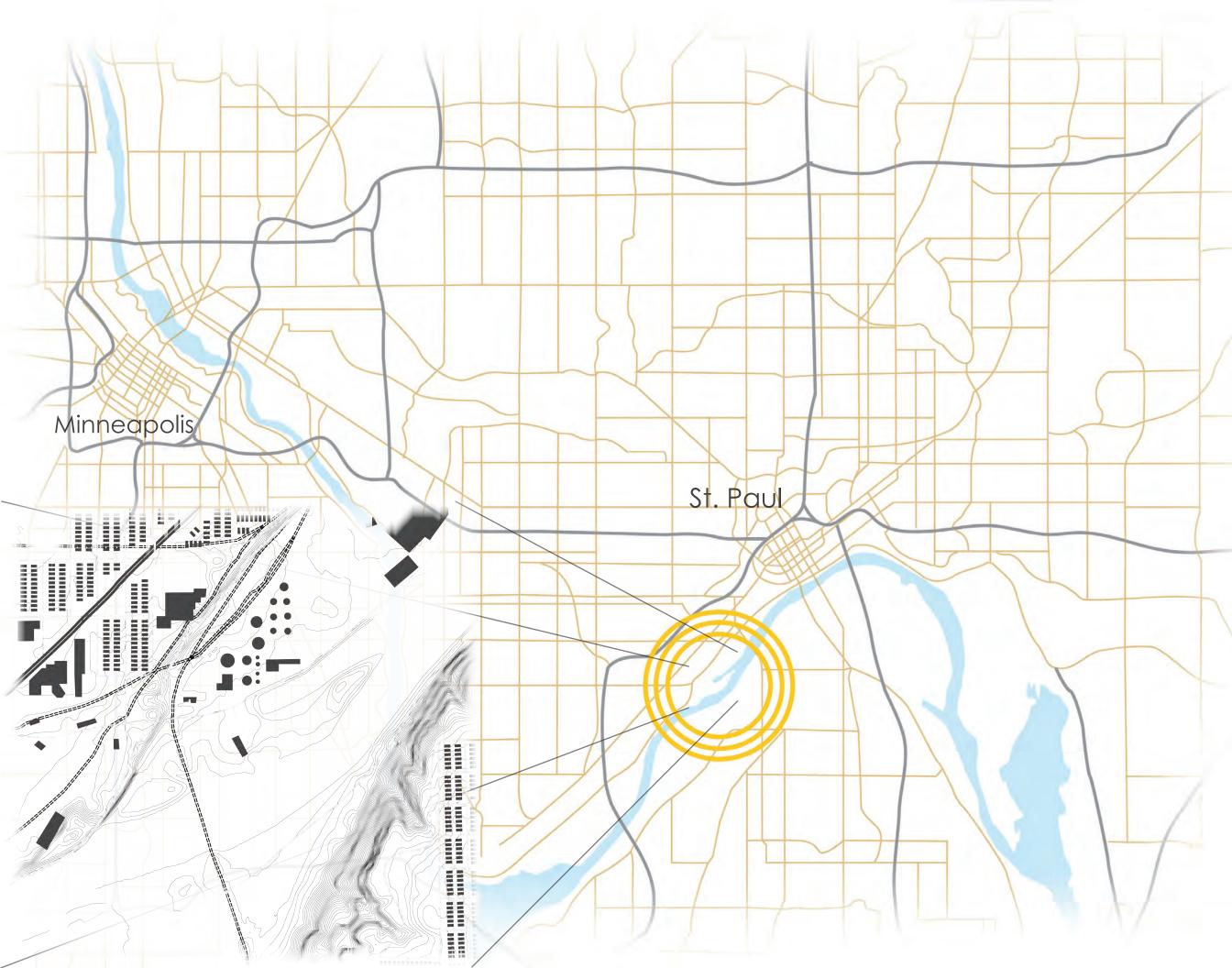




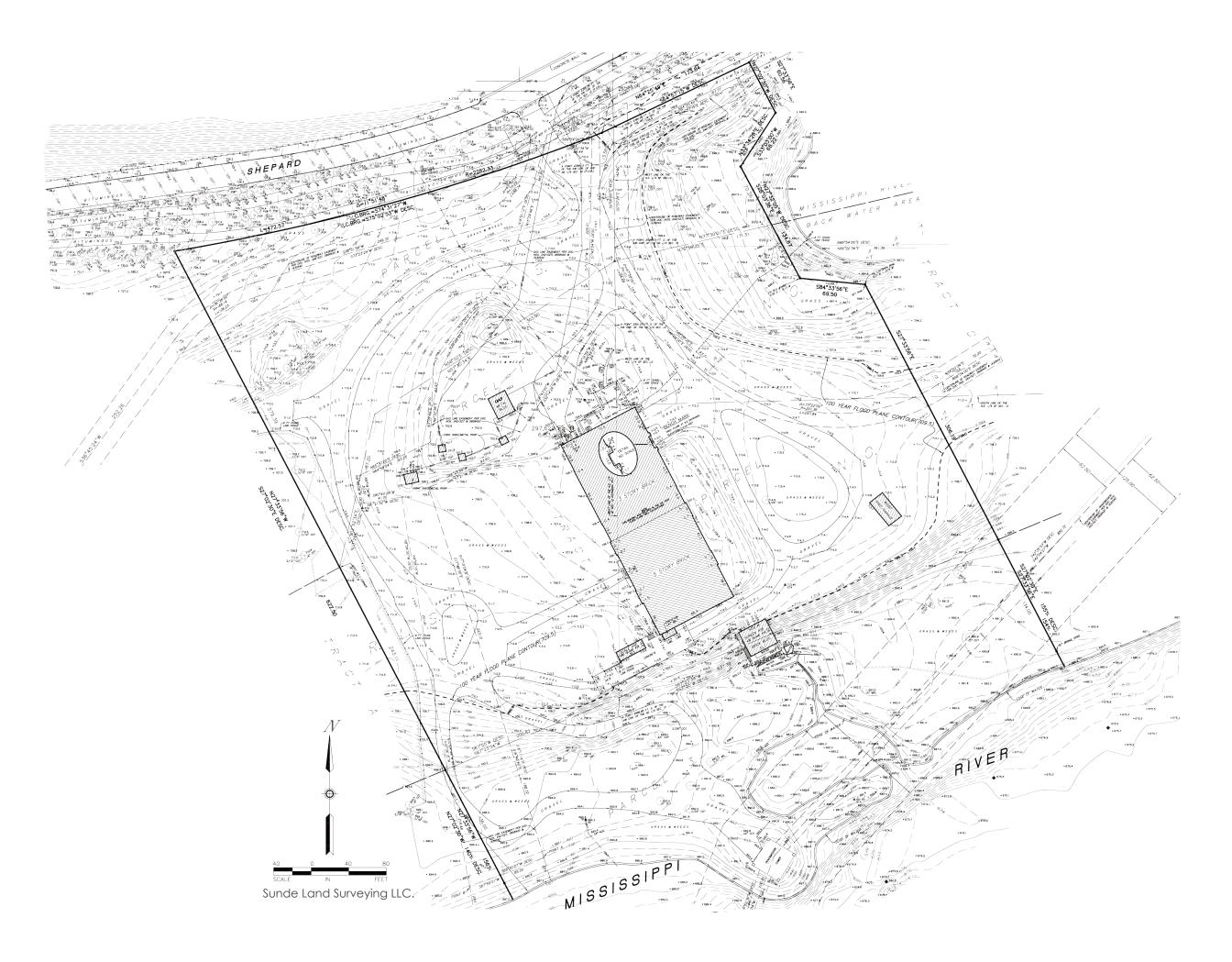


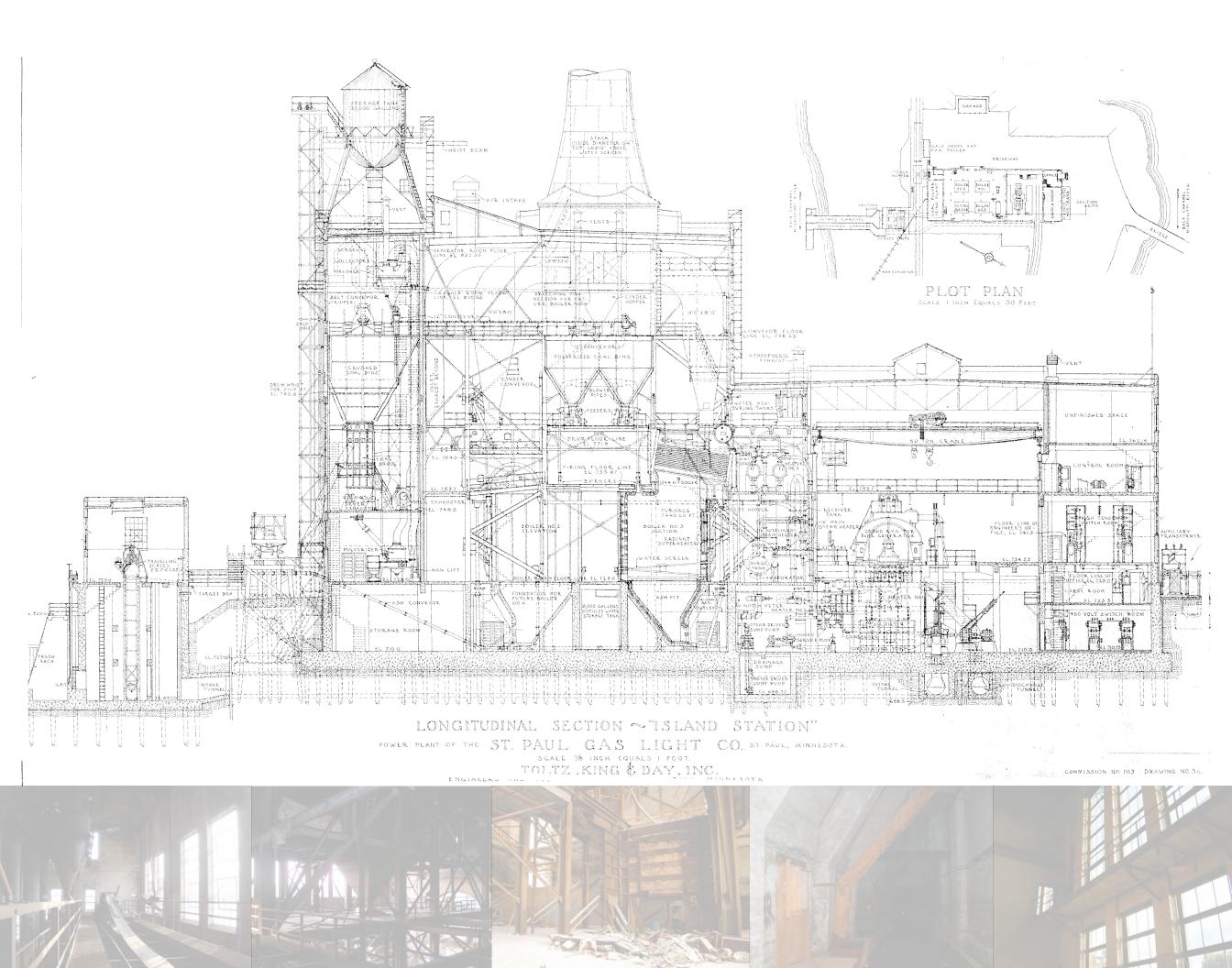
East-West

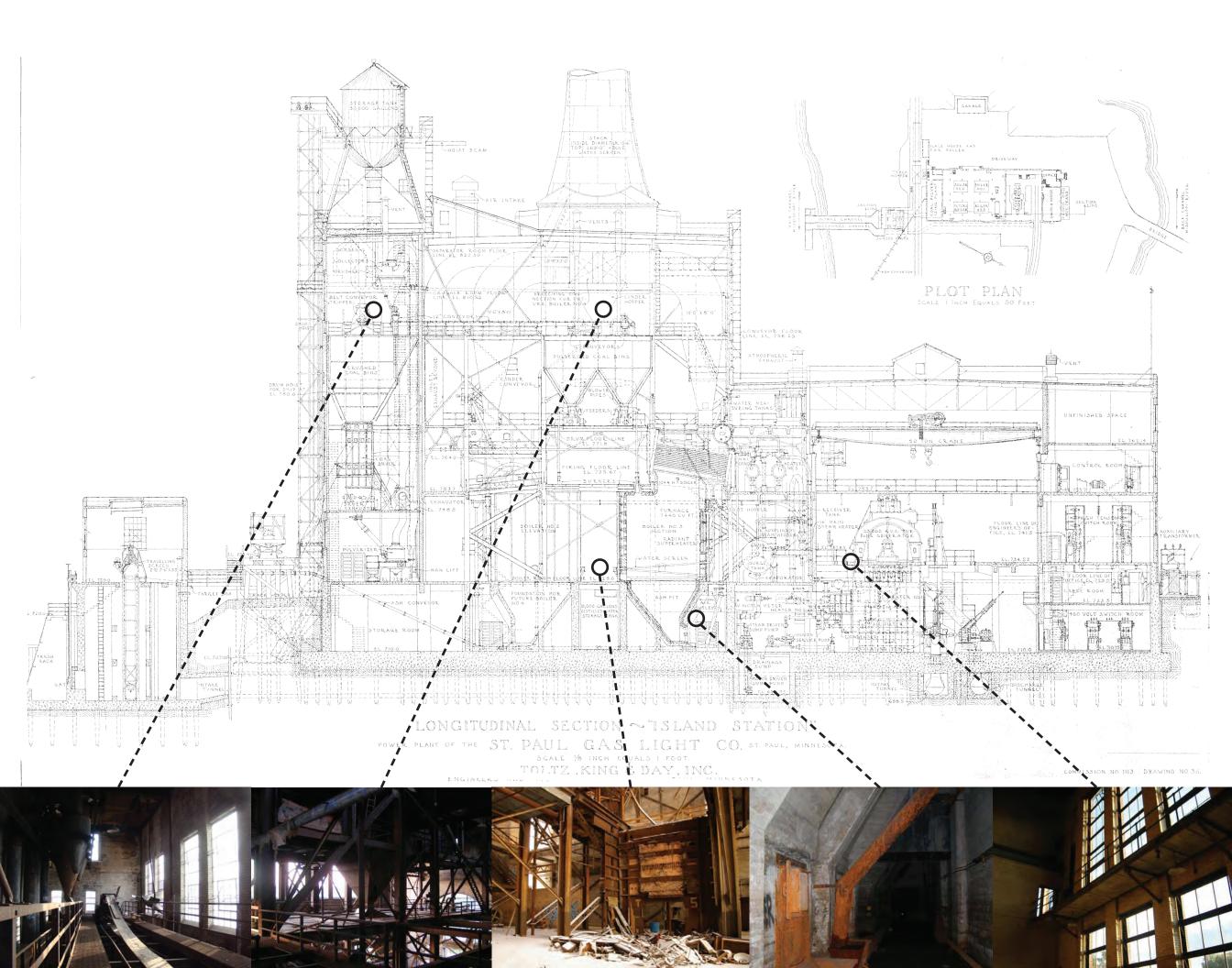
North







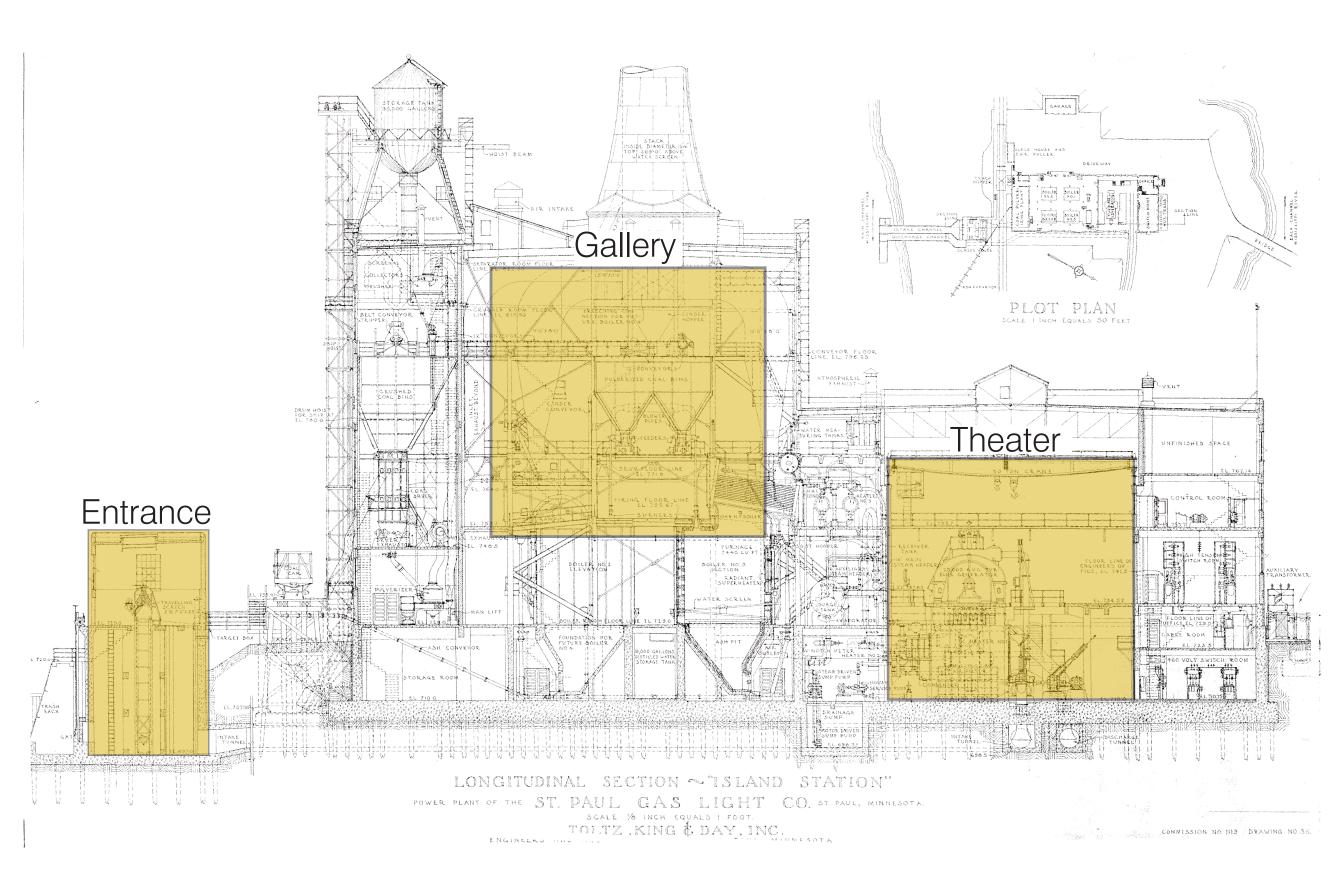




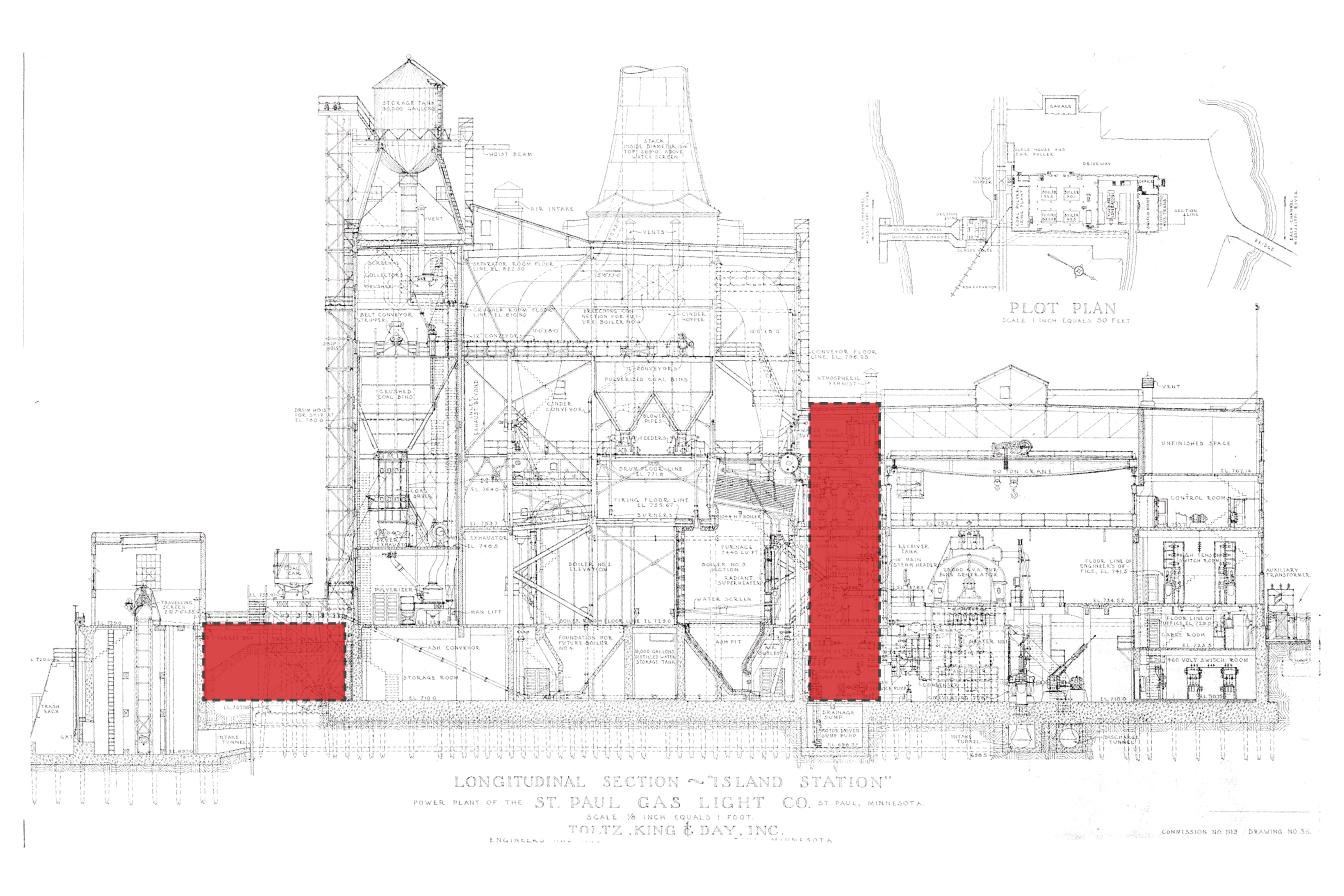
Island Station Gallery



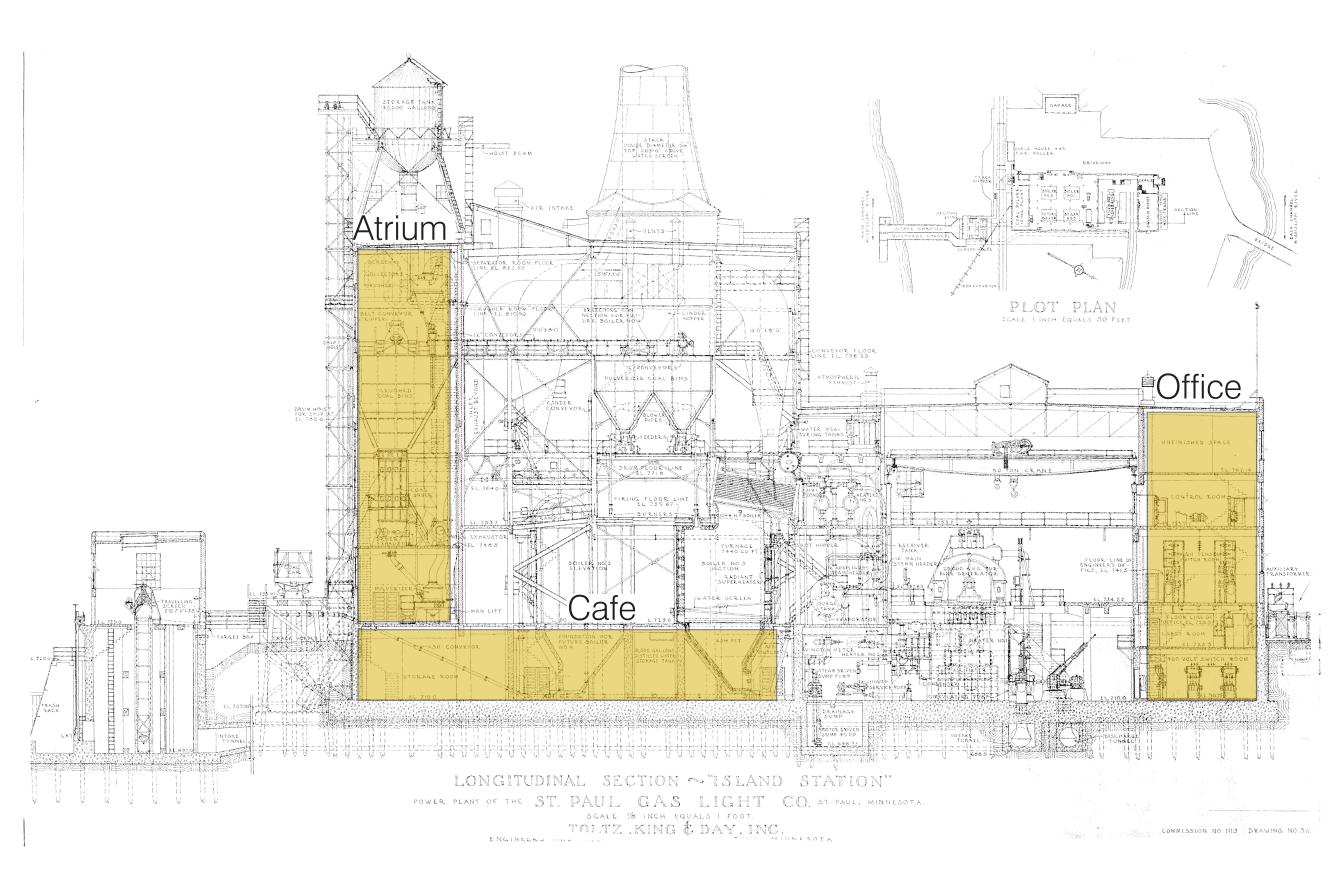
Primary Space

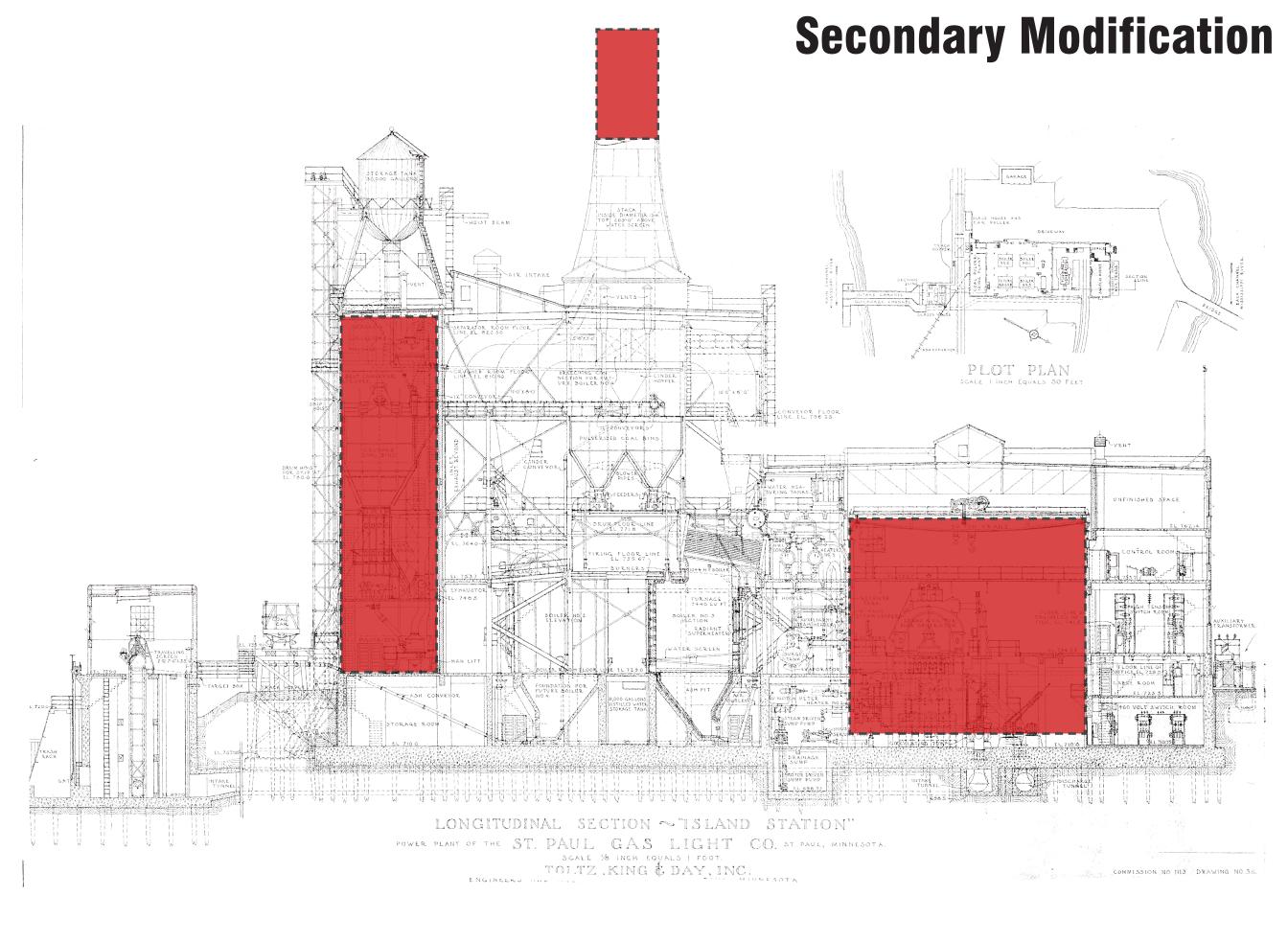


Primary Modification



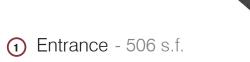
Secondary Space



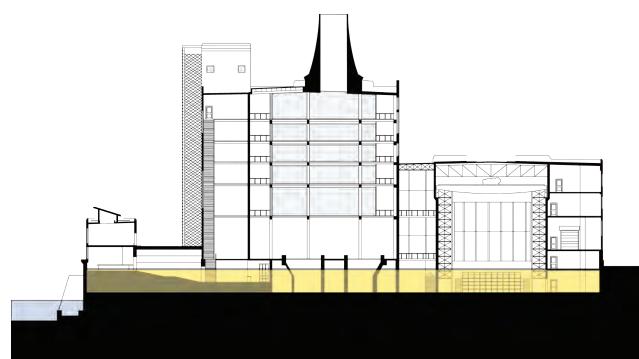




Basement



- **2** Foyer 1,836 s.f.
- 3 Coat Check 336 s.f.
- (4) Cafe 1,656 s.f.
- **5** Restrooms- 1,404 s.f.
- **6** Theater 5,200 s.f.
- **7** Security 2,520 s.f.
- 8 Storage 1,820 s.f.
- () Mechanical 1,300 s.f.



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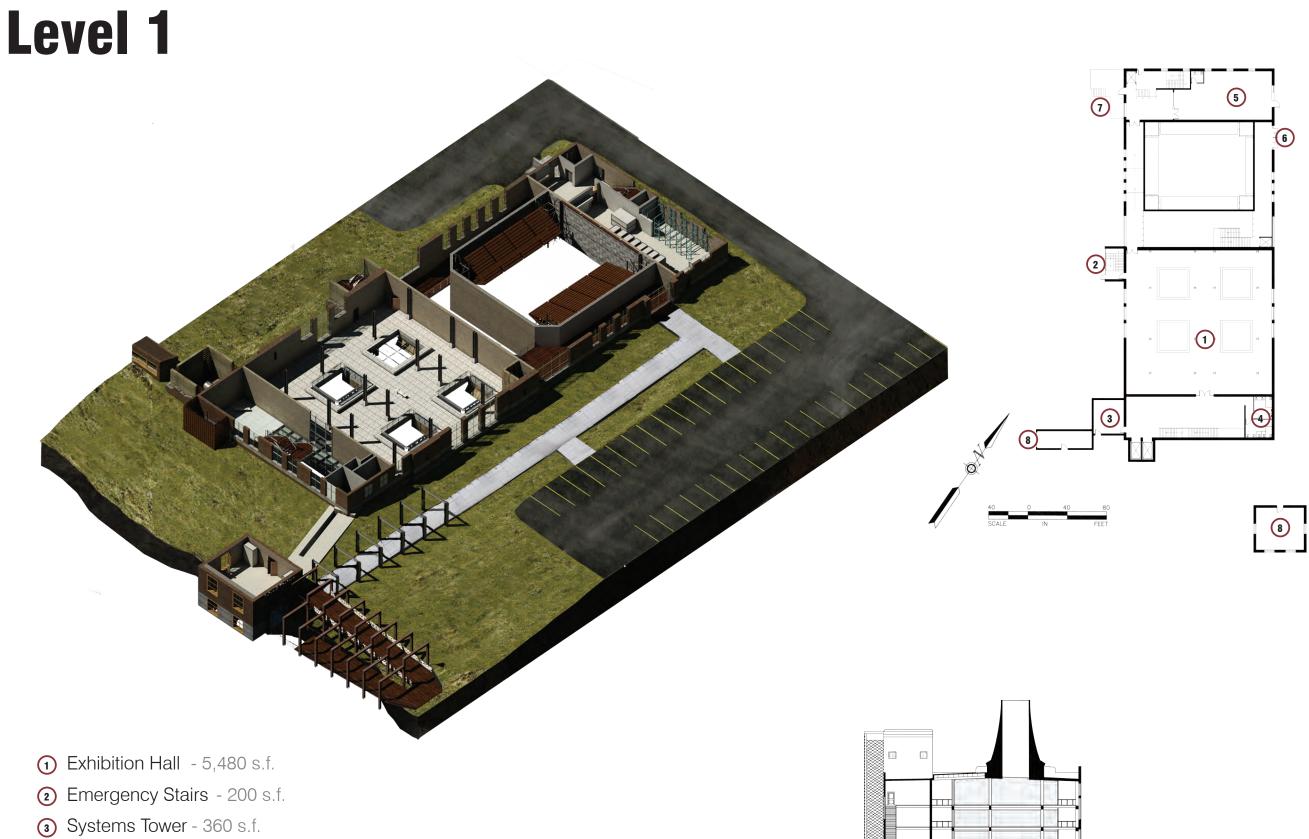
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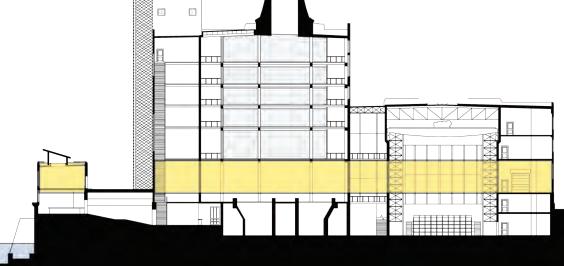
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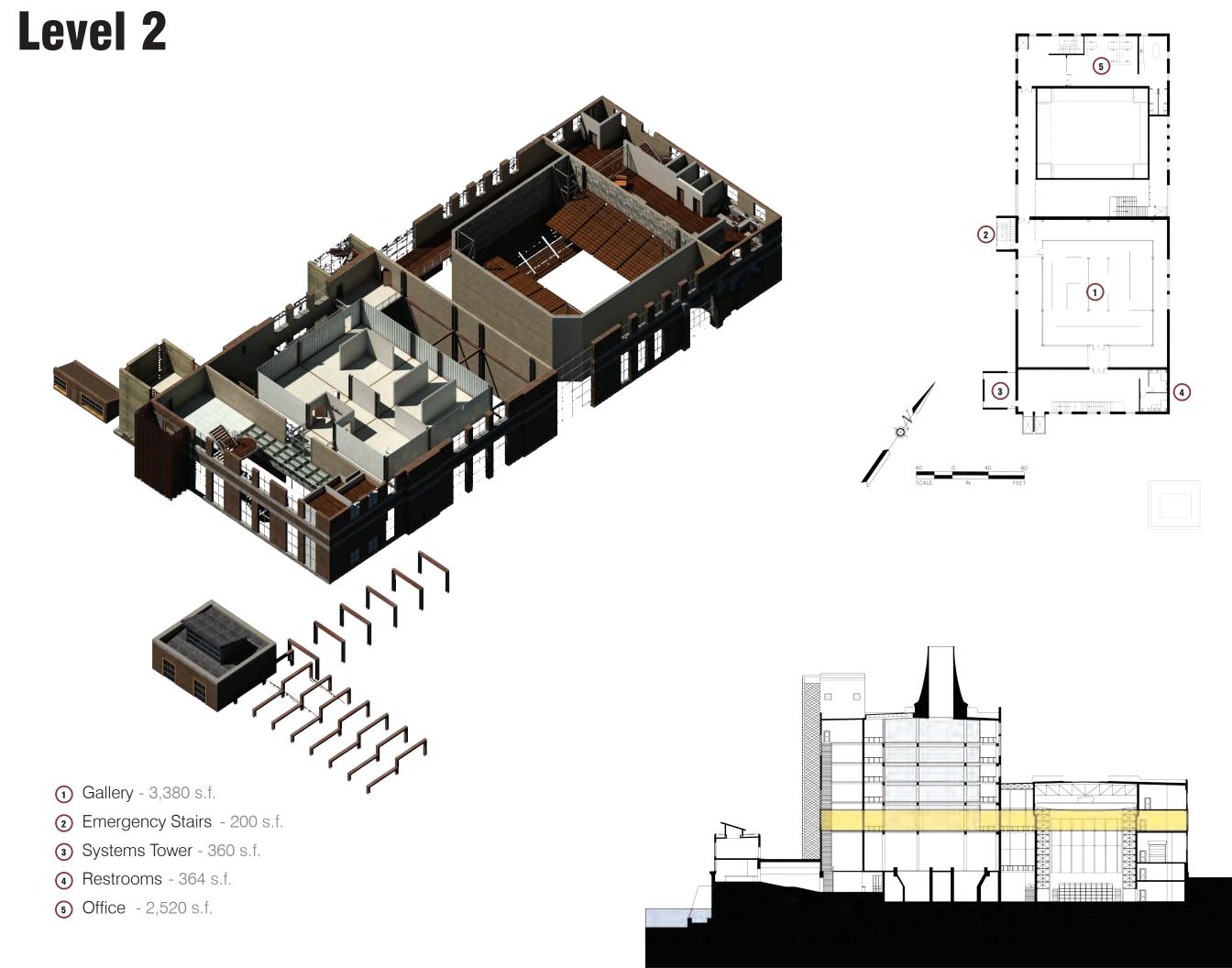
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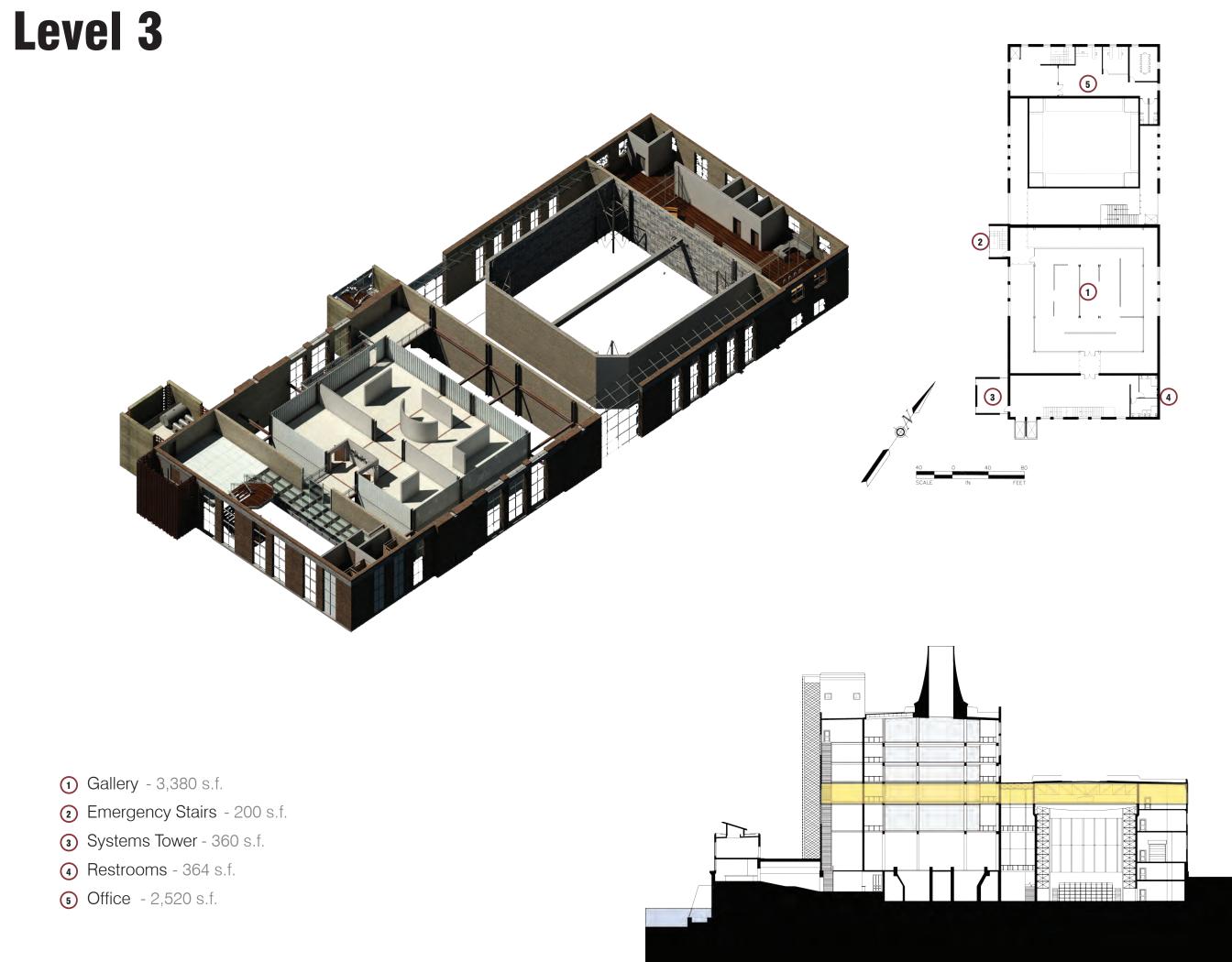
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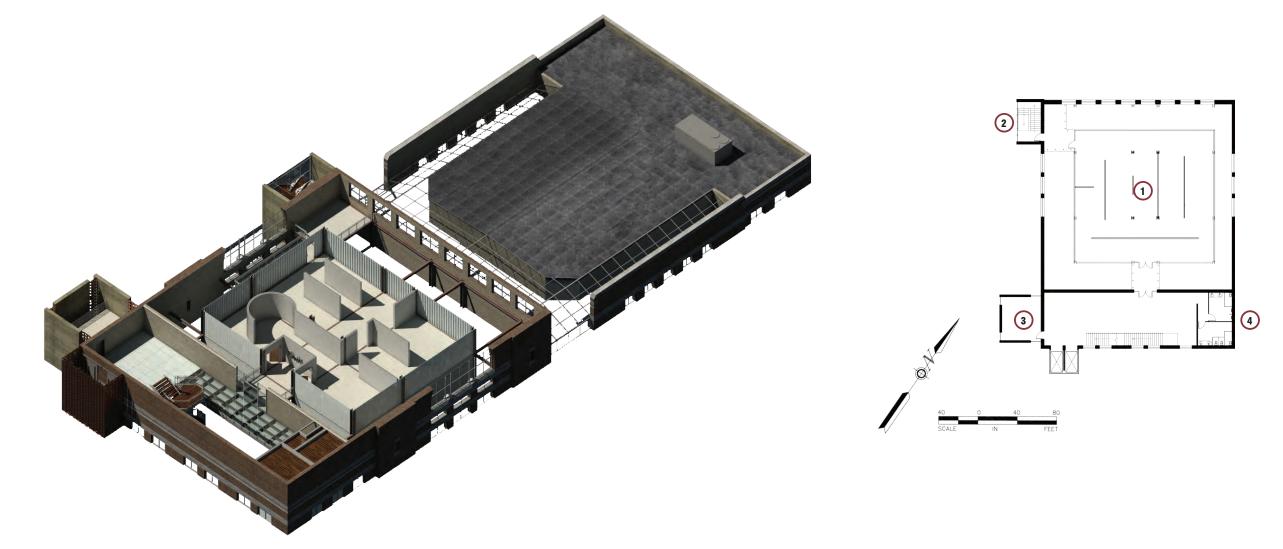
- (4) Restrooms 364 s.f.
- **5** Storage 2,520 s.f.
- 6 Theater Entrance
- Loading Dock
- (B) Rentable Studio 436 s.f./ 500 s.f.



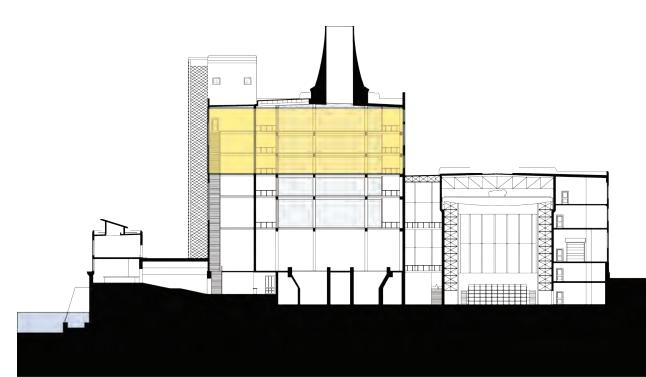




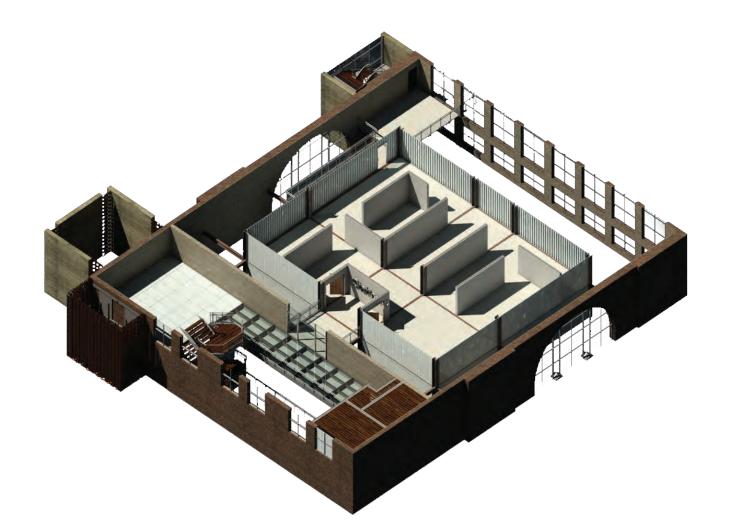
Level 4

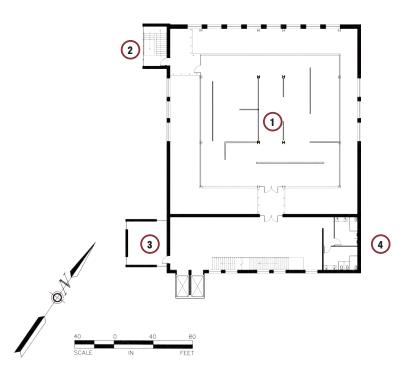


- **()** Gallery 3,380 s.f.
- 2 Emergency Stairs 200 s.f.
- 3 Systems Tower 360 s.f.
- (a) Restrooms 364 s.f.

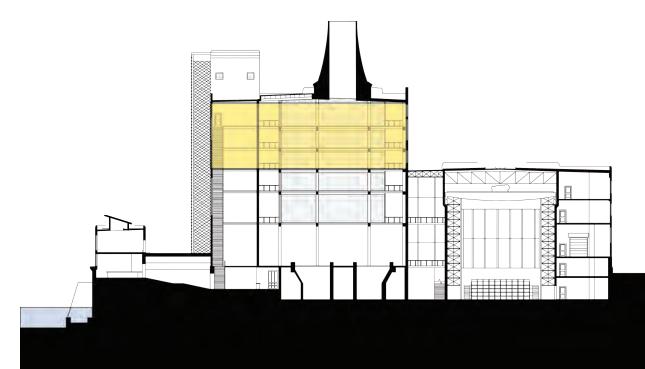


Level 5

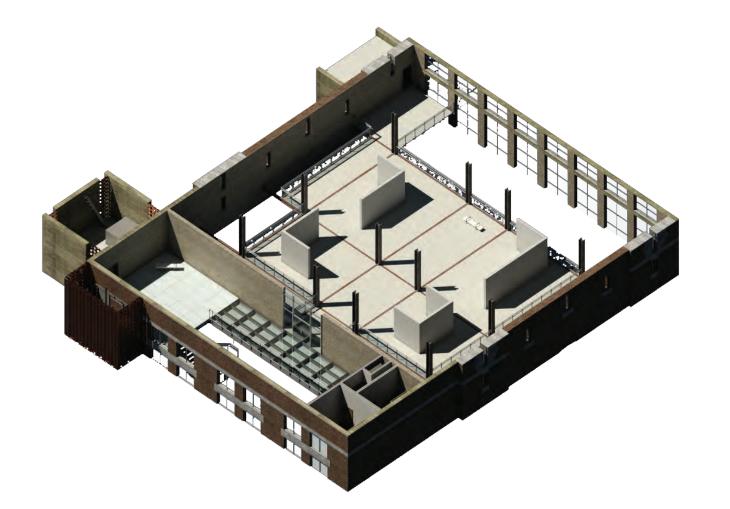


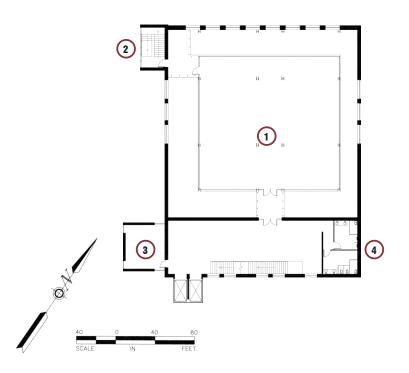


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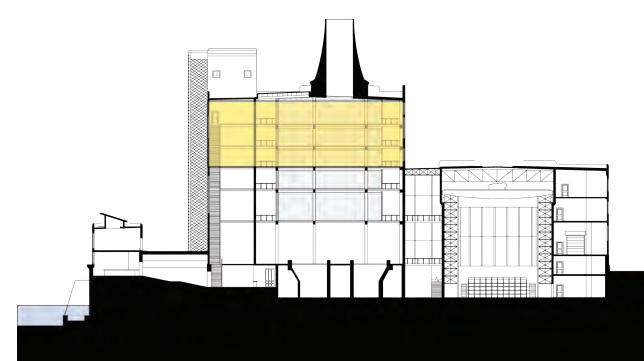


Level 6





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- 3 Systems Tower 360 s.f.
- (a) Restrooms 364 s.f.

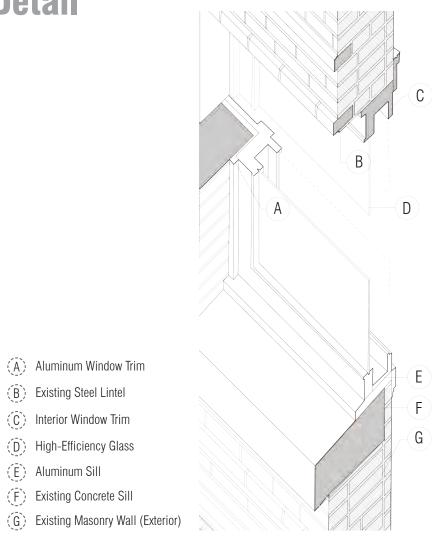


Section





Exterior Wall Detail

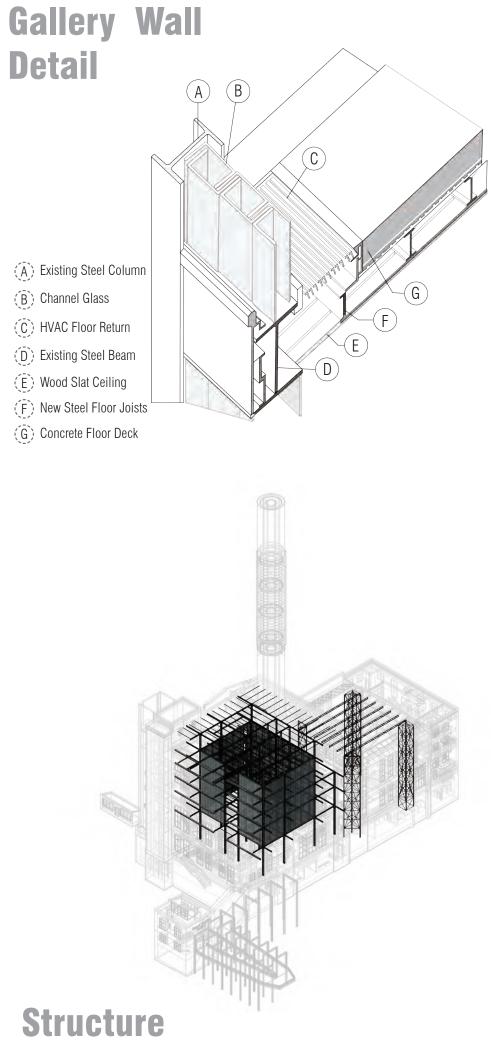


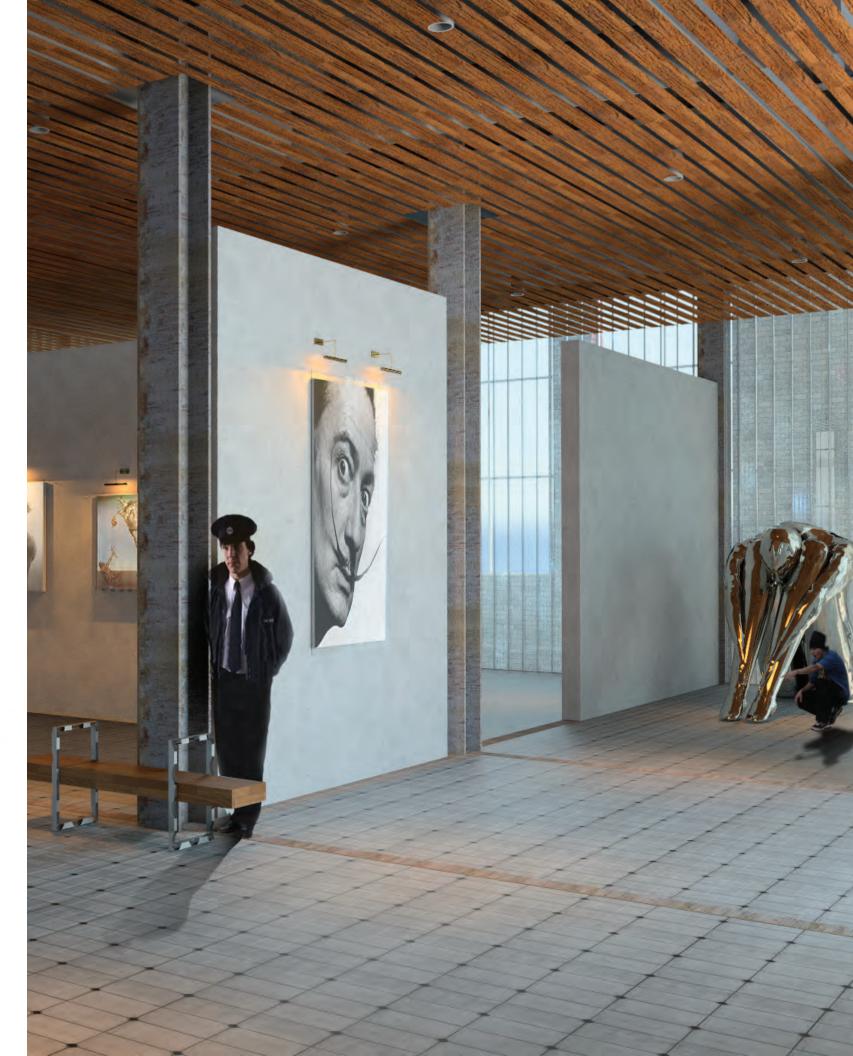


Glass Floor Detail

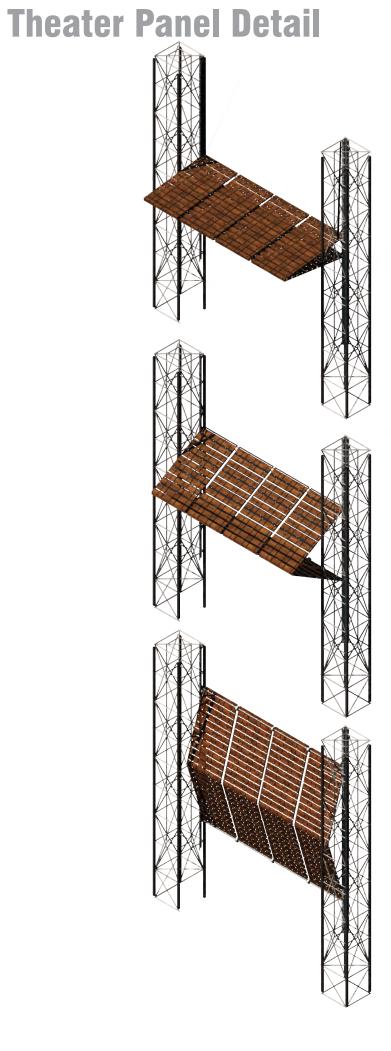


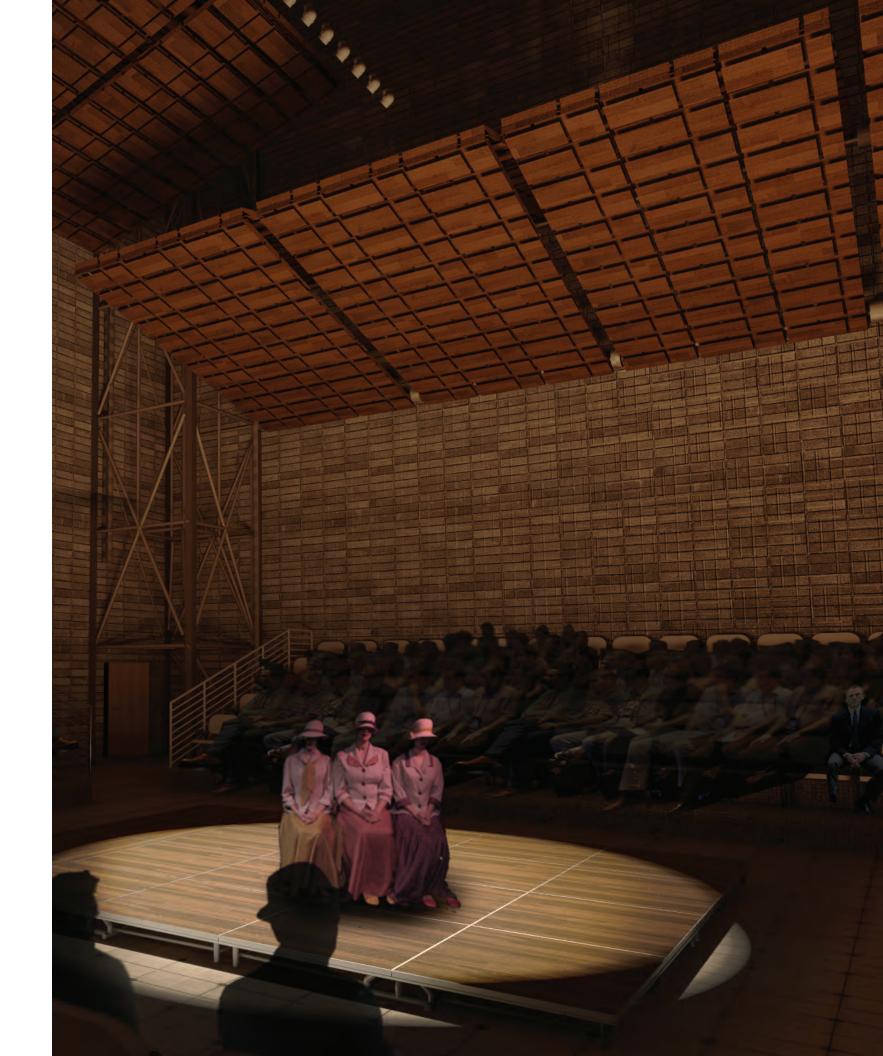




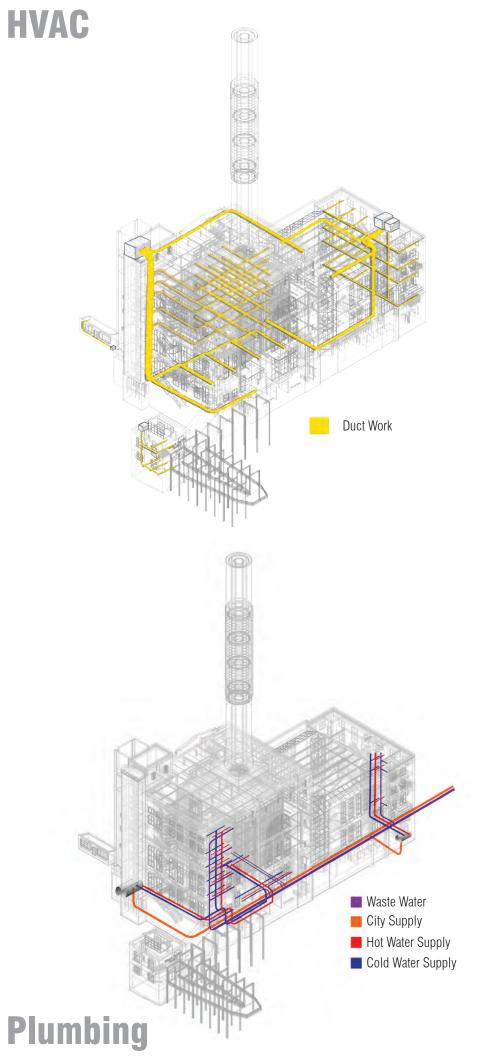


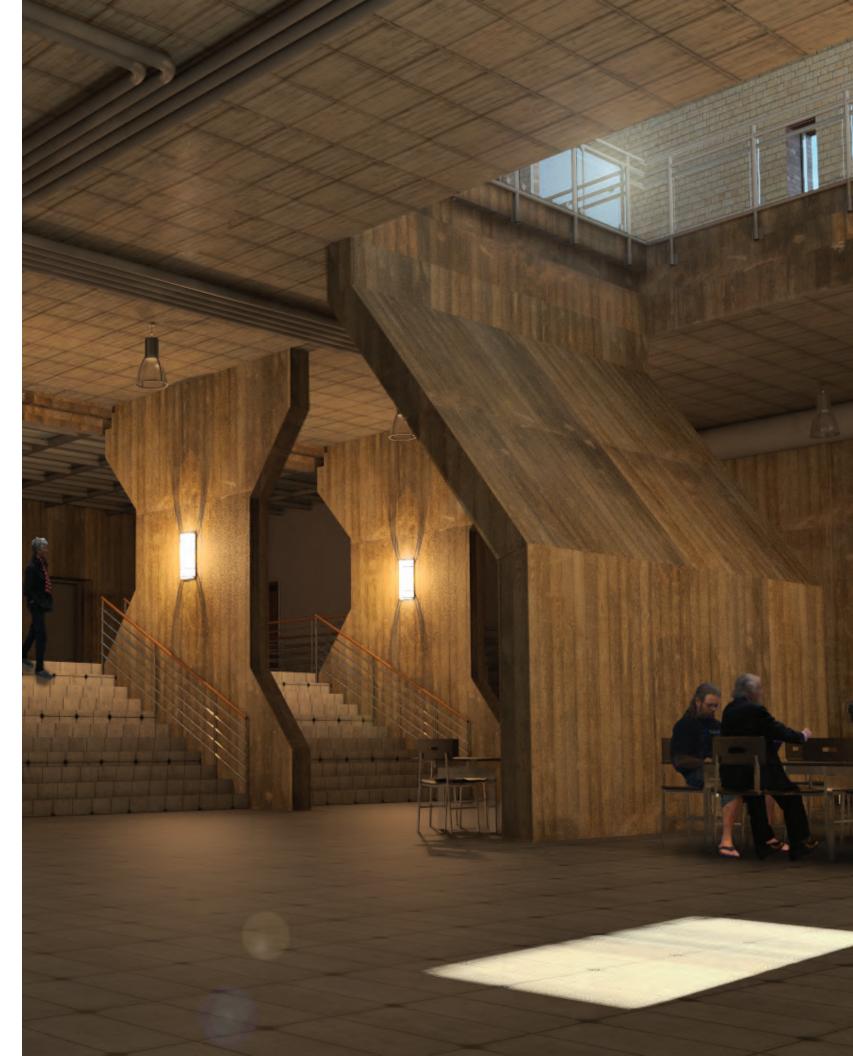
















Questions?