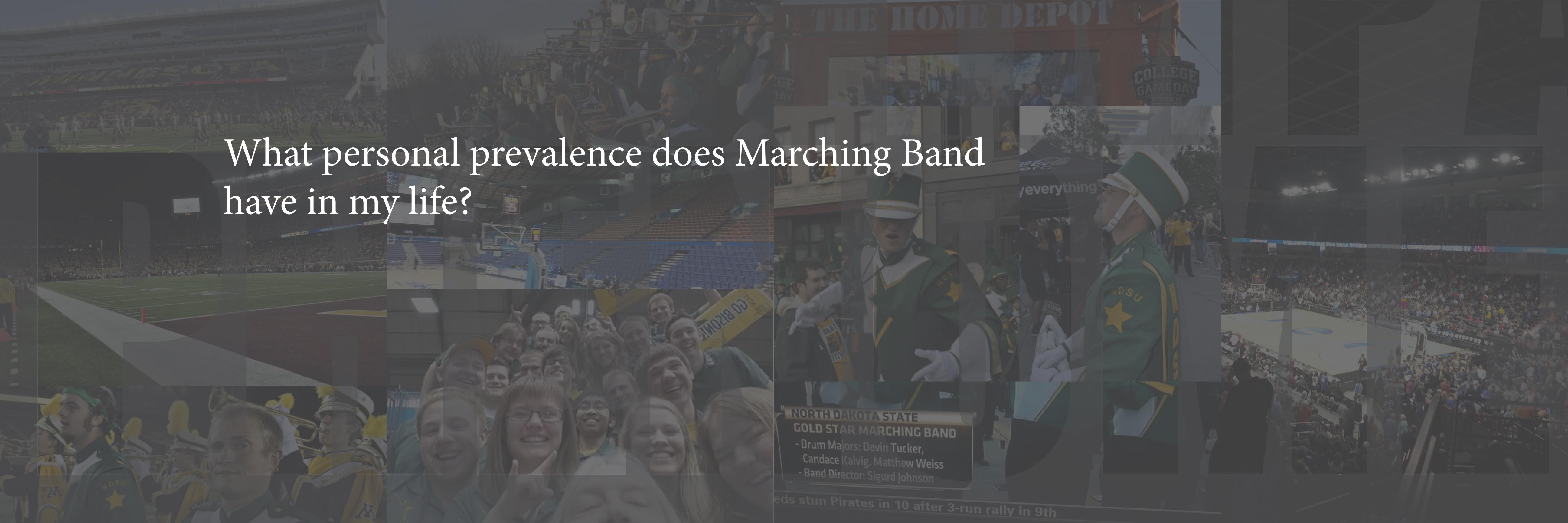
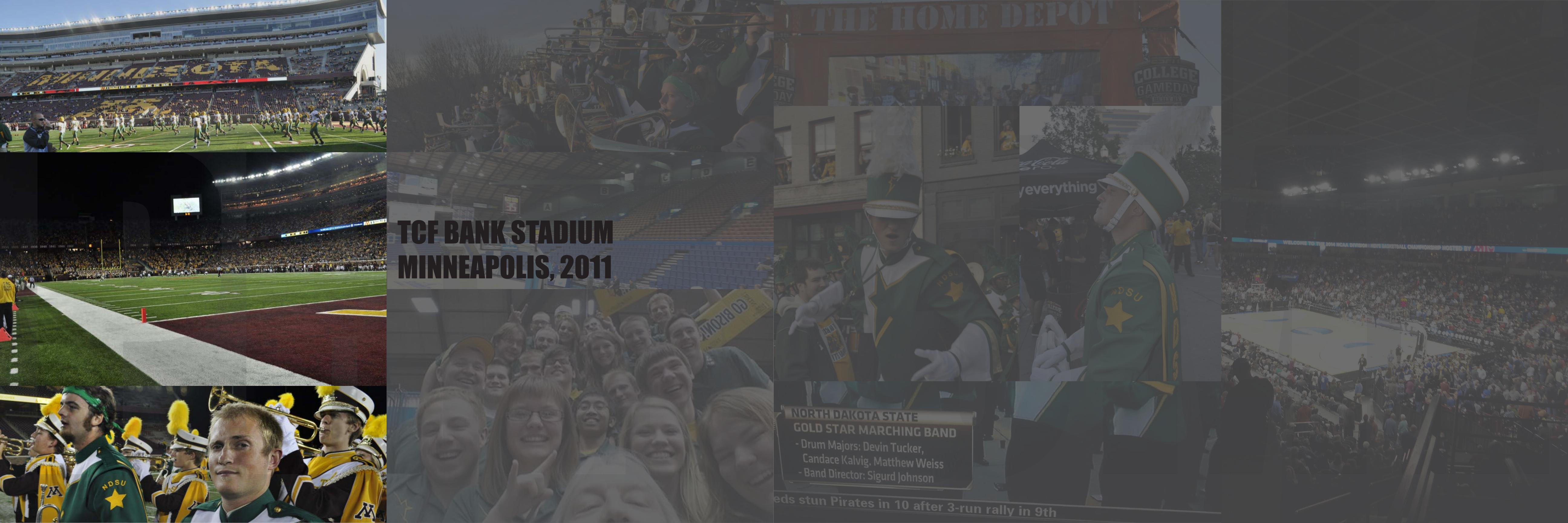
"The taste of the apple...lies in the contact of the fruit with the palate, not in the fruit itself; in a similar way...poetry lies in the meeting of the poem and reader, not in the lines of symbols printed on the pages of a book. What is essential is the aesthetic act, the thrill, the almost physical emotion that comes with each reading."

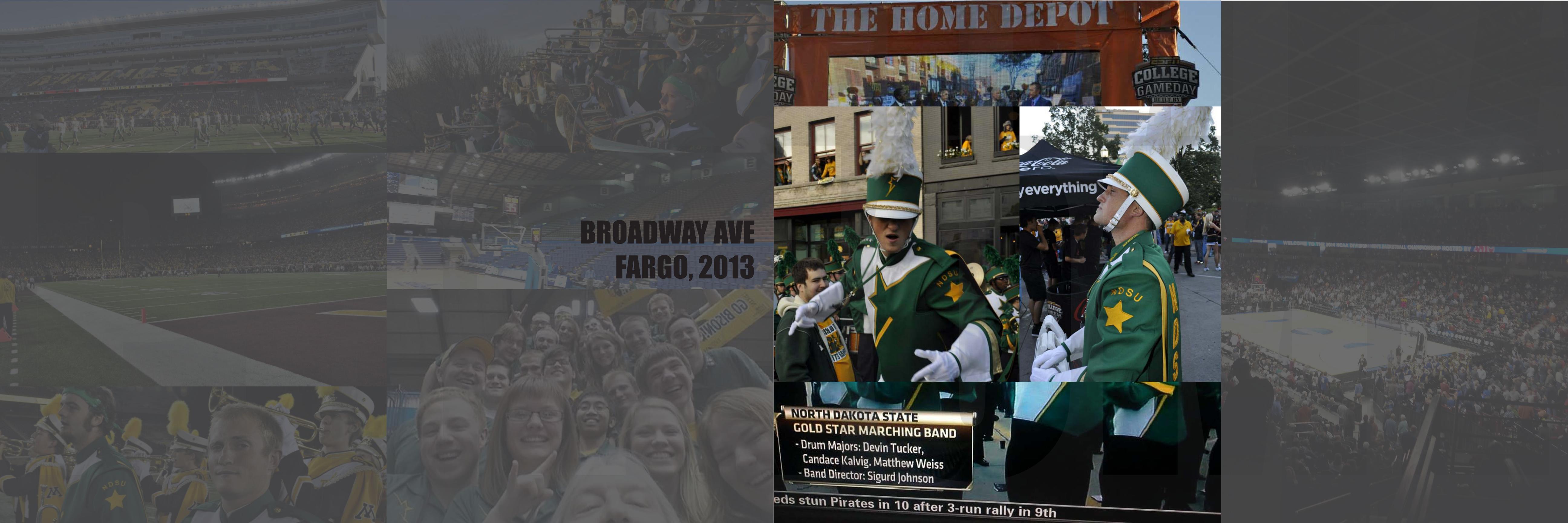
-Jorge Luis Borges, Forward to Obra Poetica

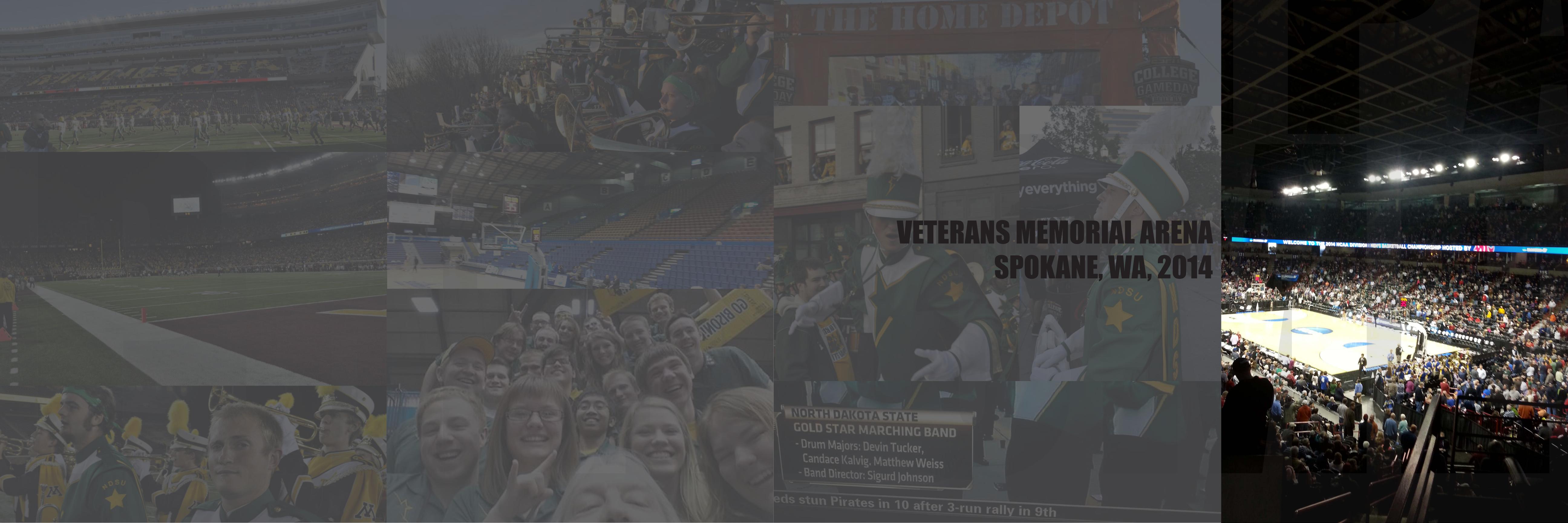
00	
	Introductions
02	
	Prevalence
10	
	Research
20	
	Development
30	
	Experience
40	
	Analysis
55	
	Lasting Impressions
30	



















### PREVALENCES

"The taste of the apple...lies in the contact of the fruit with the palate, not in the fruit itself; in a similar way...poetry lies in the meeting of the poem and reader, not in the lines of symbols printed on the pages of a book. What is essential is the aesthetic act, the thrill, the almost physical emotion that comes with each reading."

-Jorge Luis Borges, Forward to Obra Poetica

### poetry AS architecture

### TRANSLATION

#### reader AS witness

"The taste of the apple...lies in the contact of the fruit with the palate, not in the fruit itself; in a similar way...[architecture] lies in the meeting of the [designed space] and [witness], not in the [designed space][!] What is essential is the aesthetic act, the thrill, the almost physical emotion that comes with each [witnessing]."

-Matthew James Weiss, Impactful Phenomenologies, translation from Jorge Luis Borges, Forward to Obra Poetica

"The taste of the apple...lies in the contact of the fruit with the palate, not in the fruit itself; in a similar way...[architecture] lies in the meeting of the designed space and [witness], not in the designed space itself[!] What is essential is the aesthetic act, the thrill, the almost physical emotion that comes with each [witnessing]."

-Matthew James Weiss, Impactful Phenomenologies, translation from Jorge Luis Borges, Forward to Obra Poetica

### Four Presumptions on Phenomenology

- 1 All architecture contains a specific and unique set of materials, form and detail in which time, light, and humanity can impact.
- 2 Architectural elements always "export data" in the form of perception.
- 2 Perception requires a human participant
- 4 Conscious thought of perception can lead to a heightened state of being.

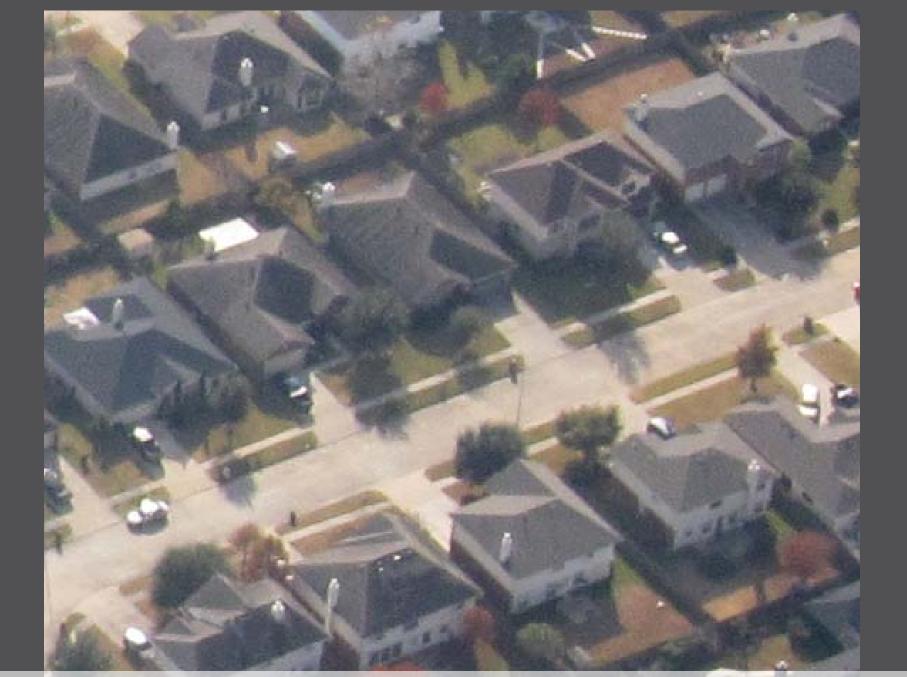
# PHENOMENAL EXPERIENCE

Blue Devils Drum and Bugle Corps

"Take Five," arranged by Paul Desmond, from the performance "Phenomenon of Cool."

World Champions, 2003, score of 98.8. Music Exerpt from 2003 Drum Corps International Finals at Orlando, FL.

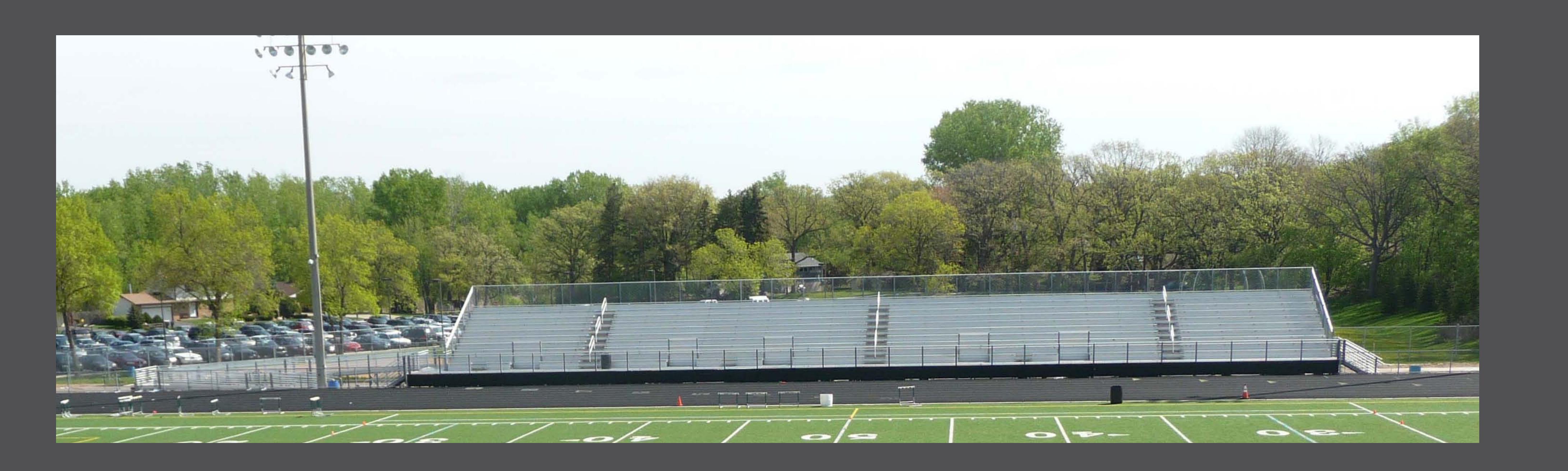
Each phenomenological realm, whether it be haptic (touch) or visual, has been dulled by commercially industrial methods. The greed associated with the 'quick and easy' has effectively displaced the essences of true architecture: that is, the texture, detail and material honesty.

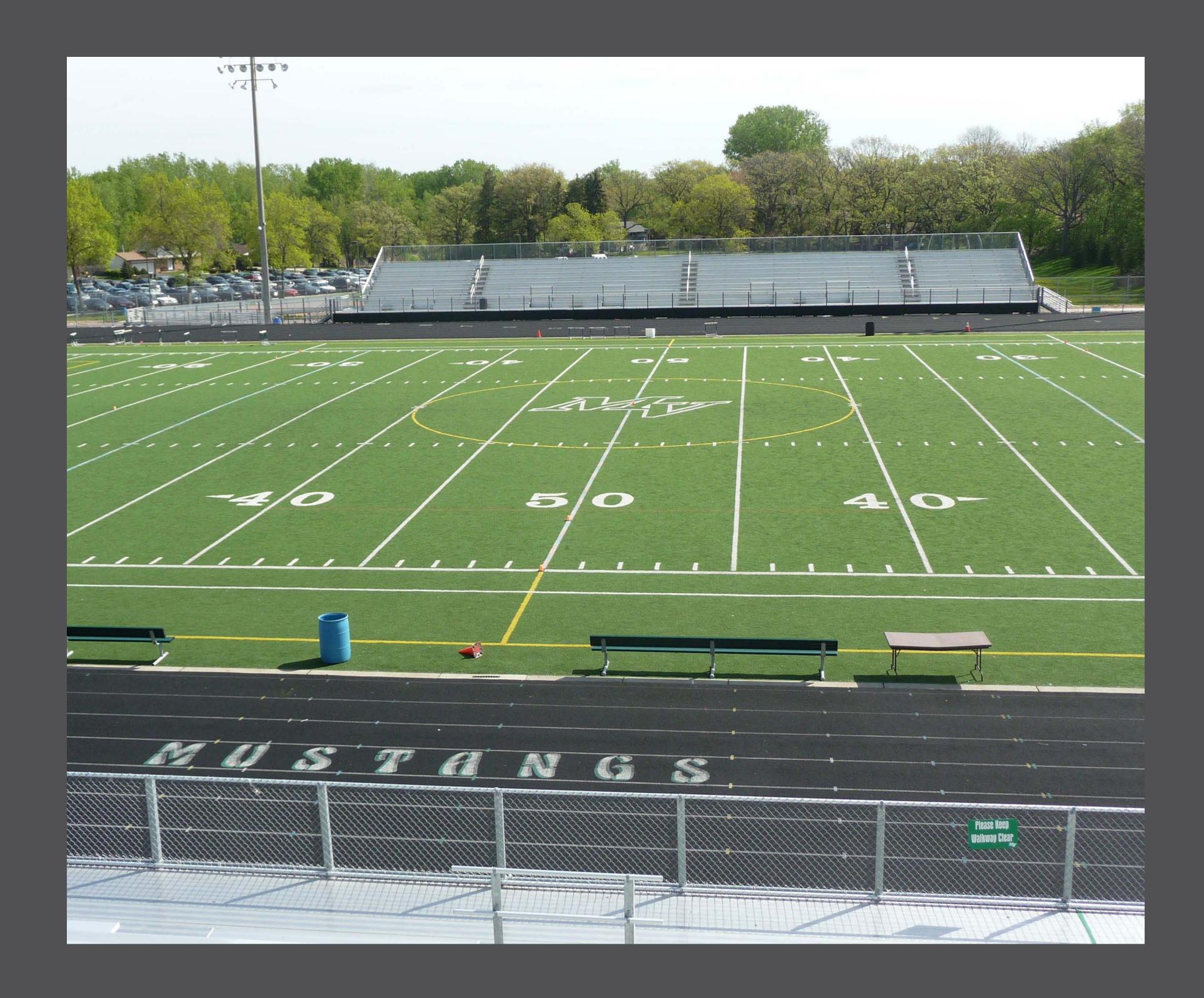


Often, we associate suburban sprawl with economically driven architecture.



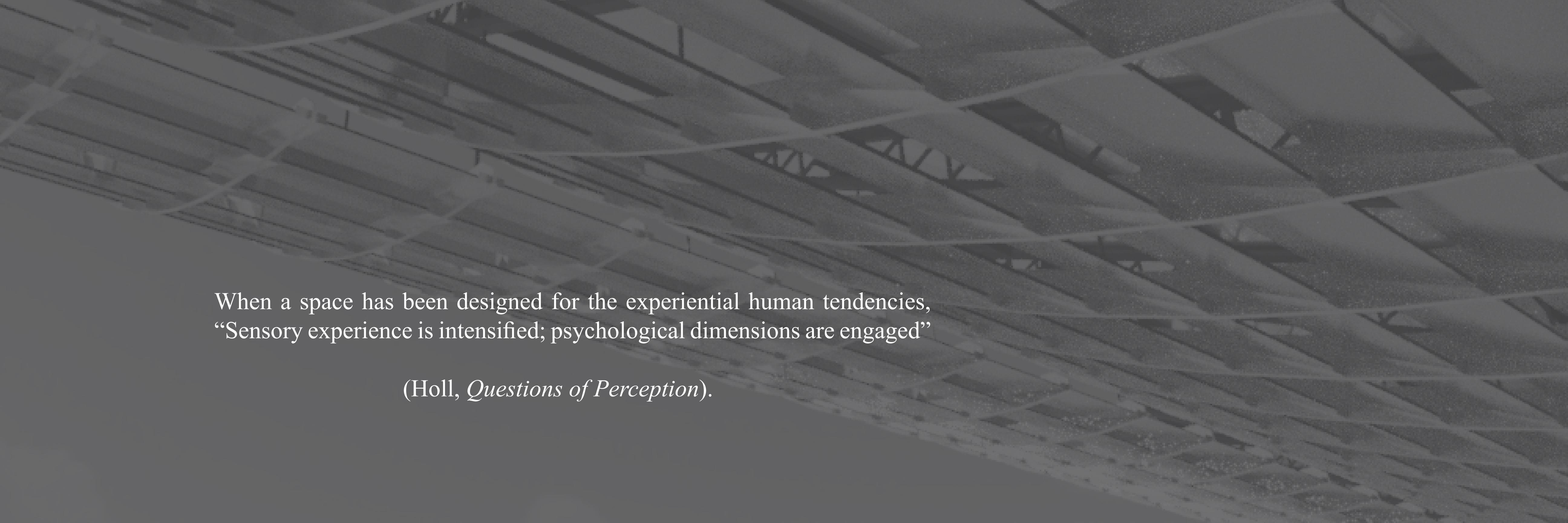






Sound helps define Space.

but a Space is what designs the Sound



#### RECAP

Material as Medium. The Transfer of Data

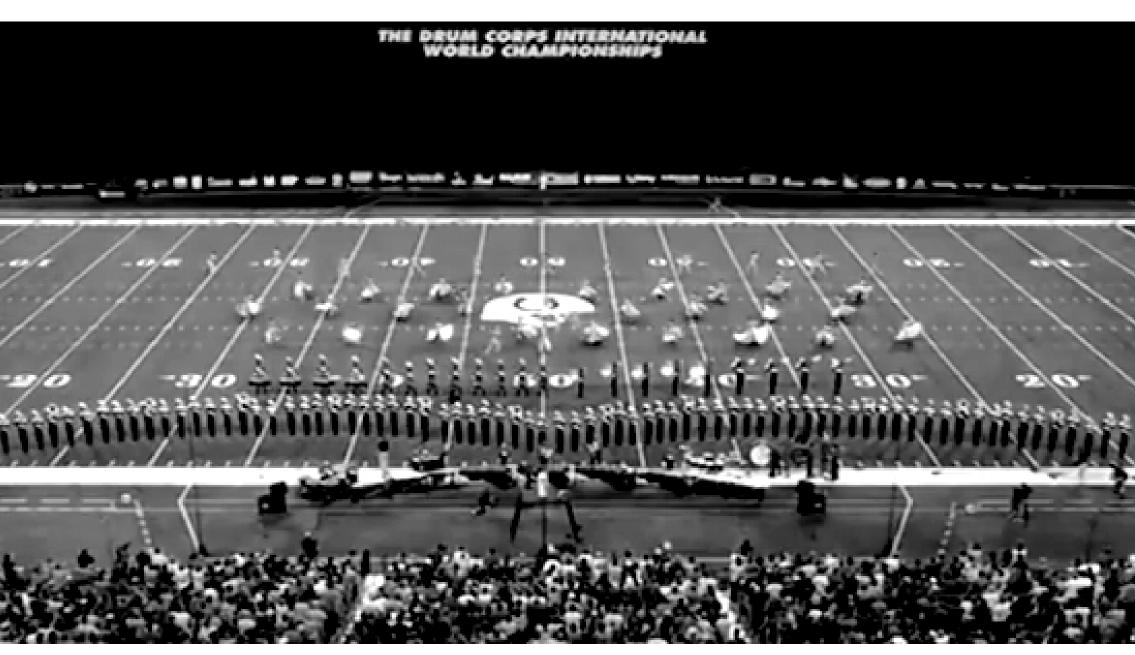
## IMPAGI lim·pact verb \im-'pakt\

: to have a strong and often bad effect on (something or someone)

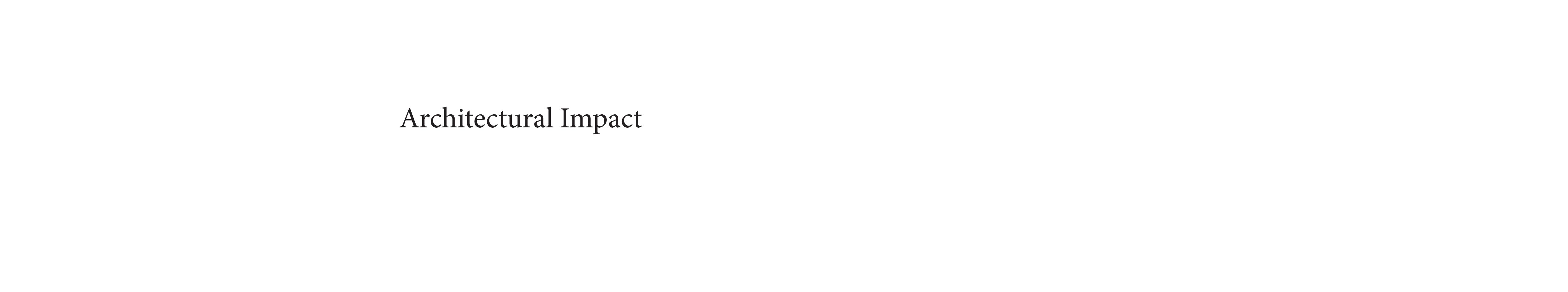
: to hit (something) with great force

Merriam Webster Online Dictionary





anta Clara Vanguard, 2009, closing with 'Simple Gifts' at the World Championship in Lucas Oil Stadium, Indianapolis, IN



#### IMPACT and MEMORY

Minute deformation with mental impermanence Minute deformation with temporary permanence Lasting deformation with mental permanence Impact as Memory
Memory as Phenomenology
Phenomenology as Impact

### 

Impact as Memory
Memory as Phenomenology
Phenomenology as Impact



cultural importance

MEMORY=

growth in the community

### PROBLEM STATEMENT

How can Impactful Phenomenologies lend to a greater experience of space?



### USER-CLIENT DESCRIPTION

Day Campers

Permanent Ensemble Groups

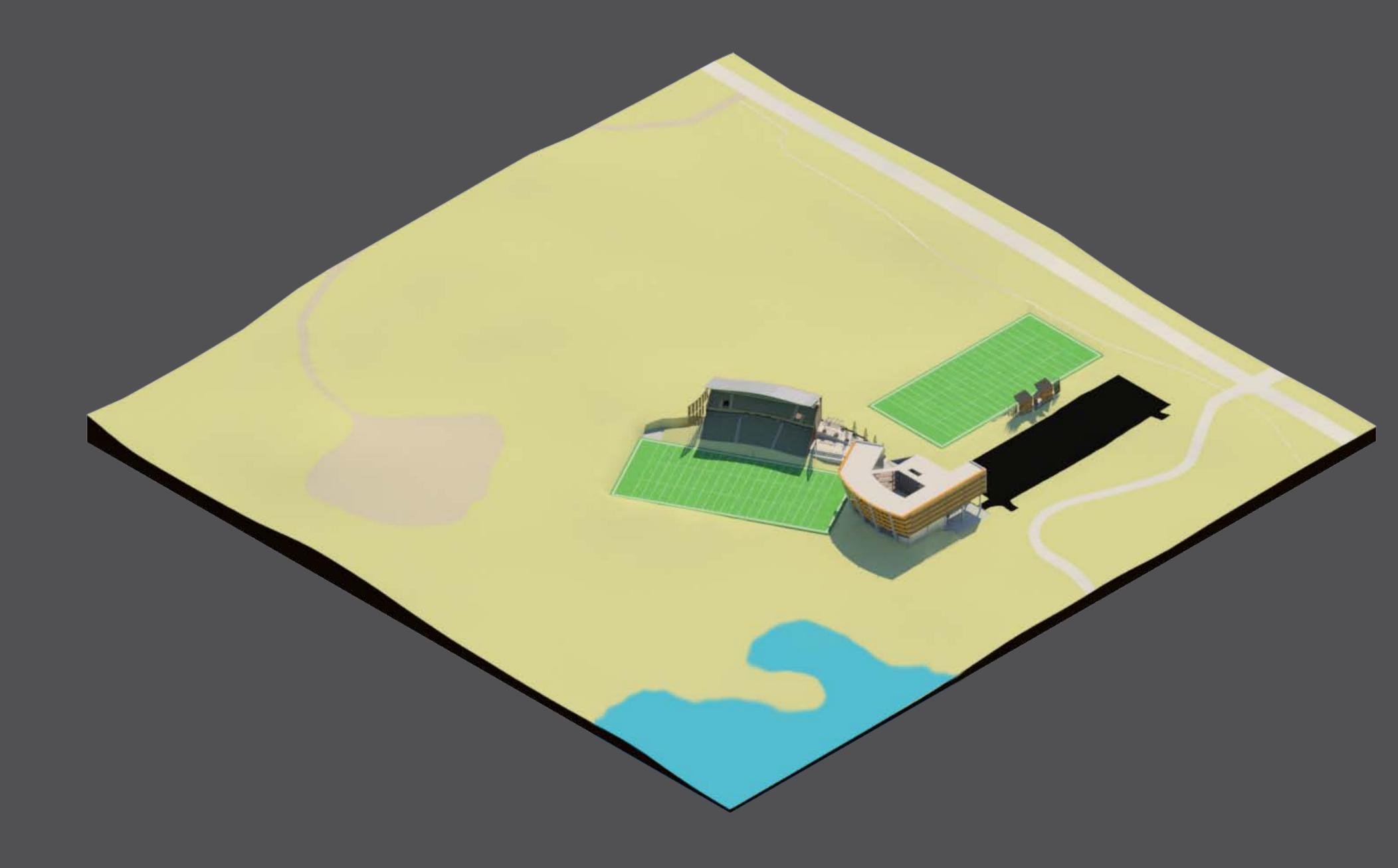
Facility Staff

One-Time Performance Ensembles

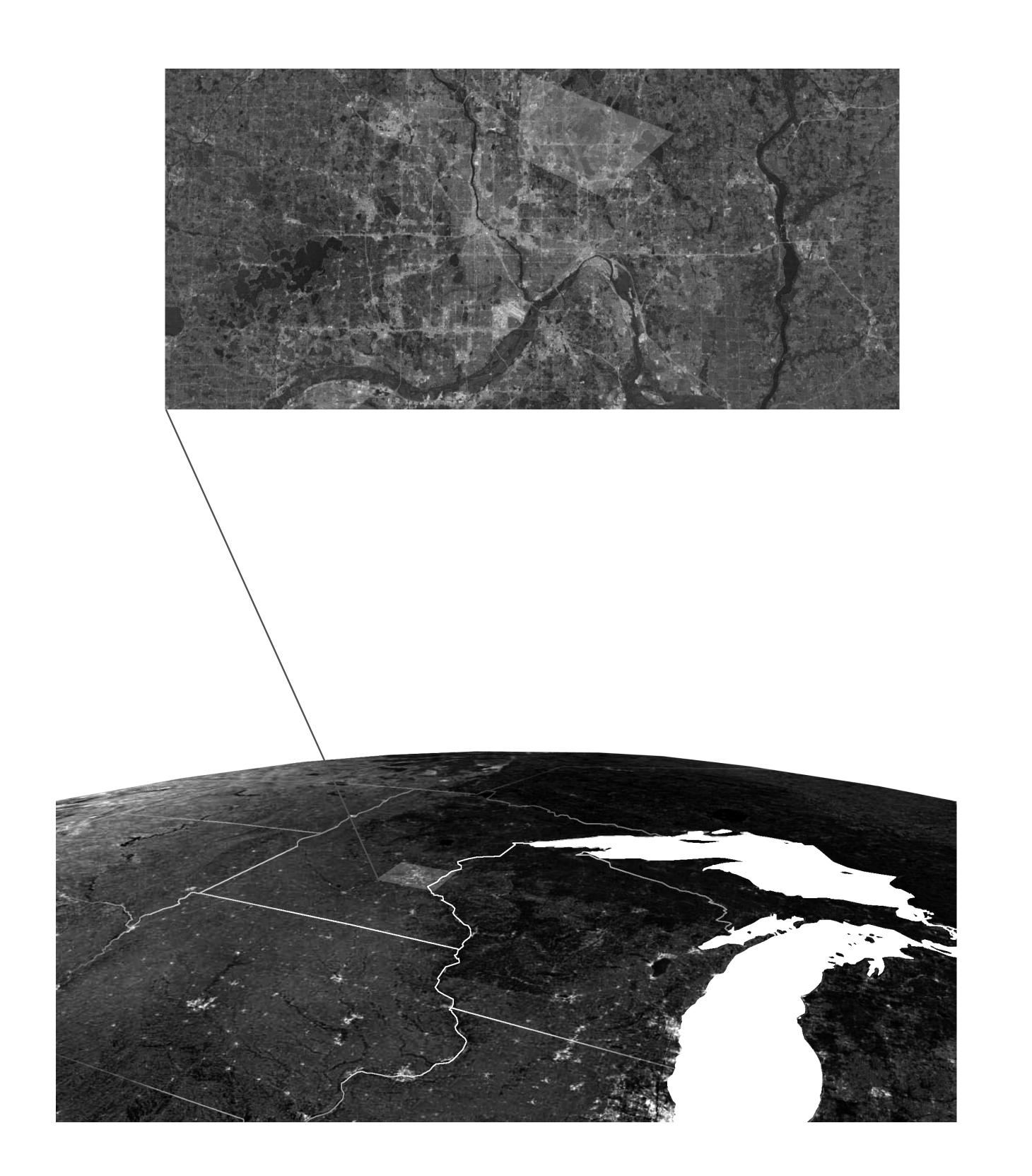
Public Viewers/Fanbase

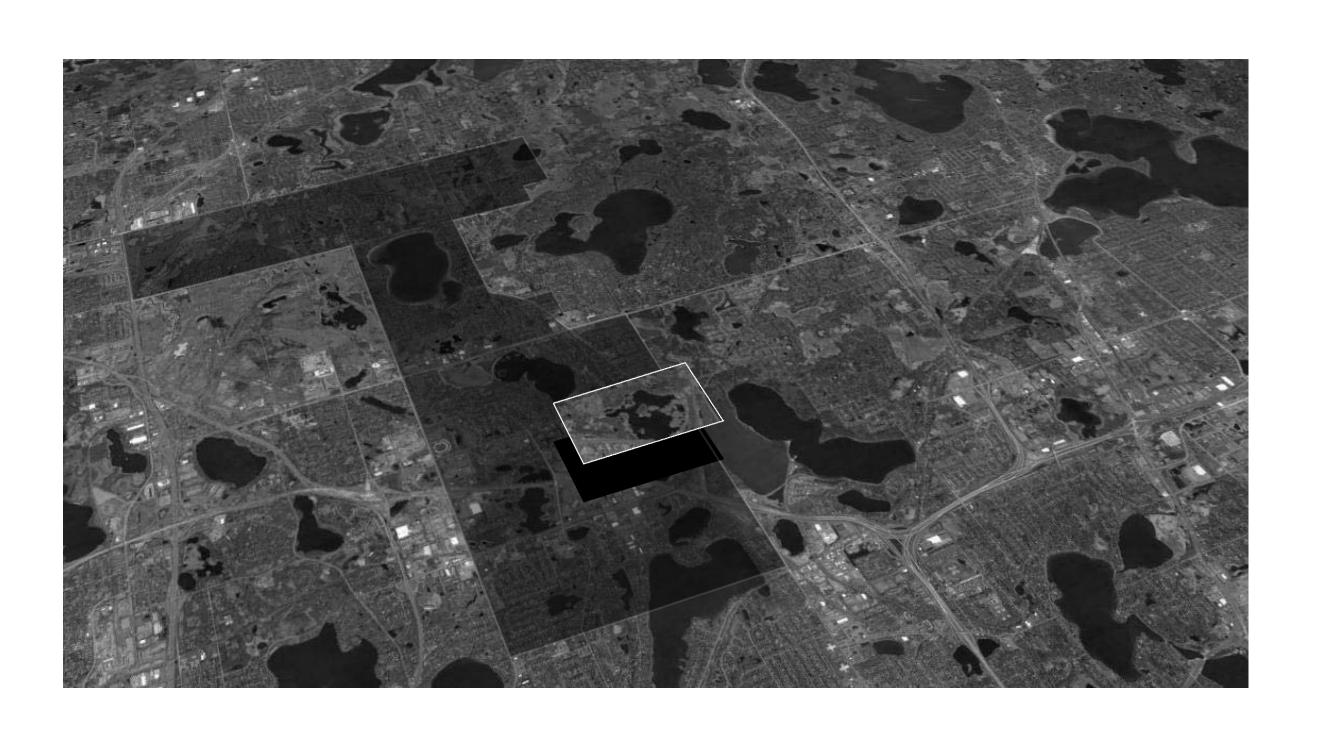
### MAJOR DESIGN ELEMENTS

Performance Space
Living Space
Service Space
Office Space
Recreation Space
Practice Space
Human Space

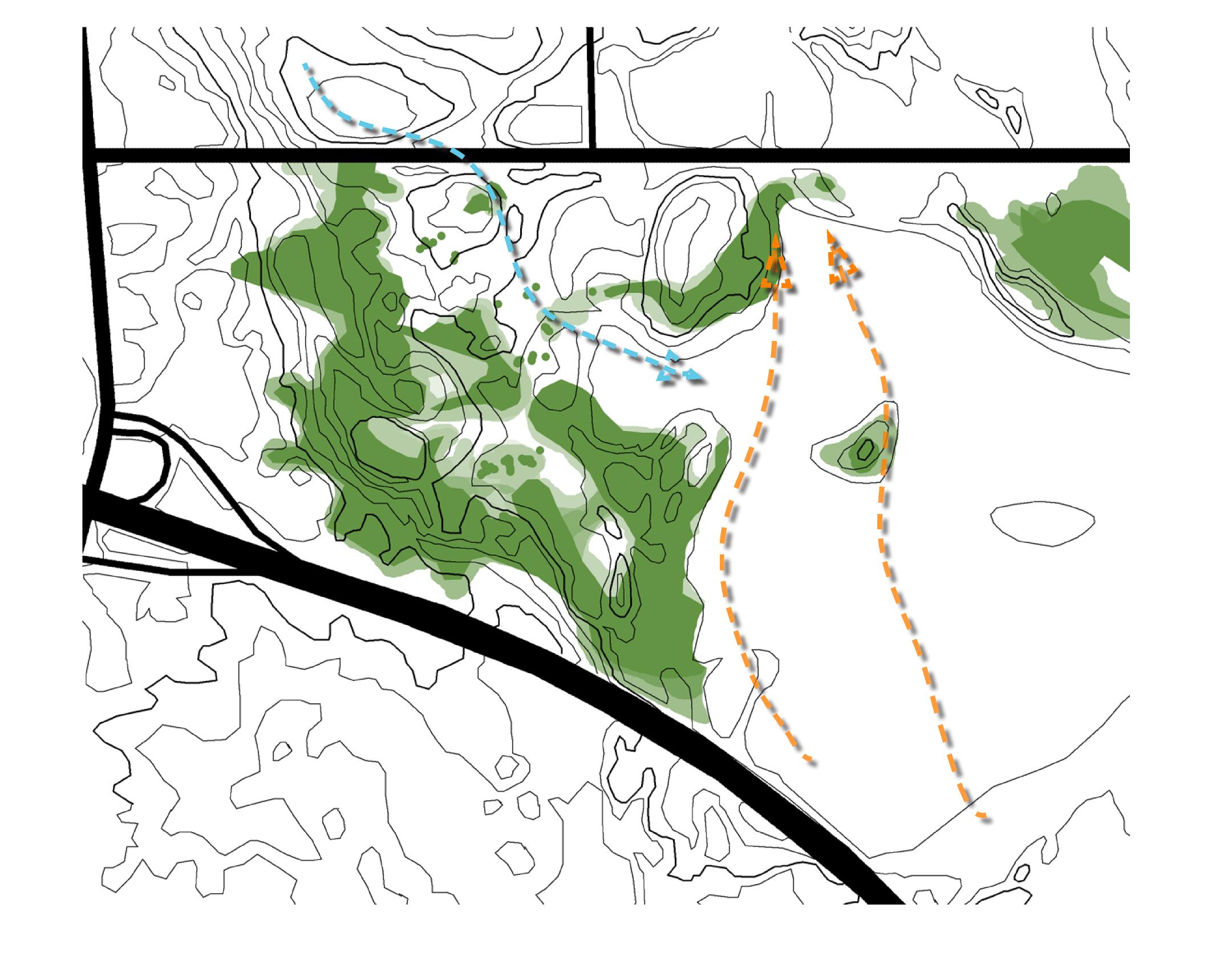


### SITE INFORMATION: MACRO TO MICRO









### Vegetation

Old growth, deciduous forest.

Prairie.

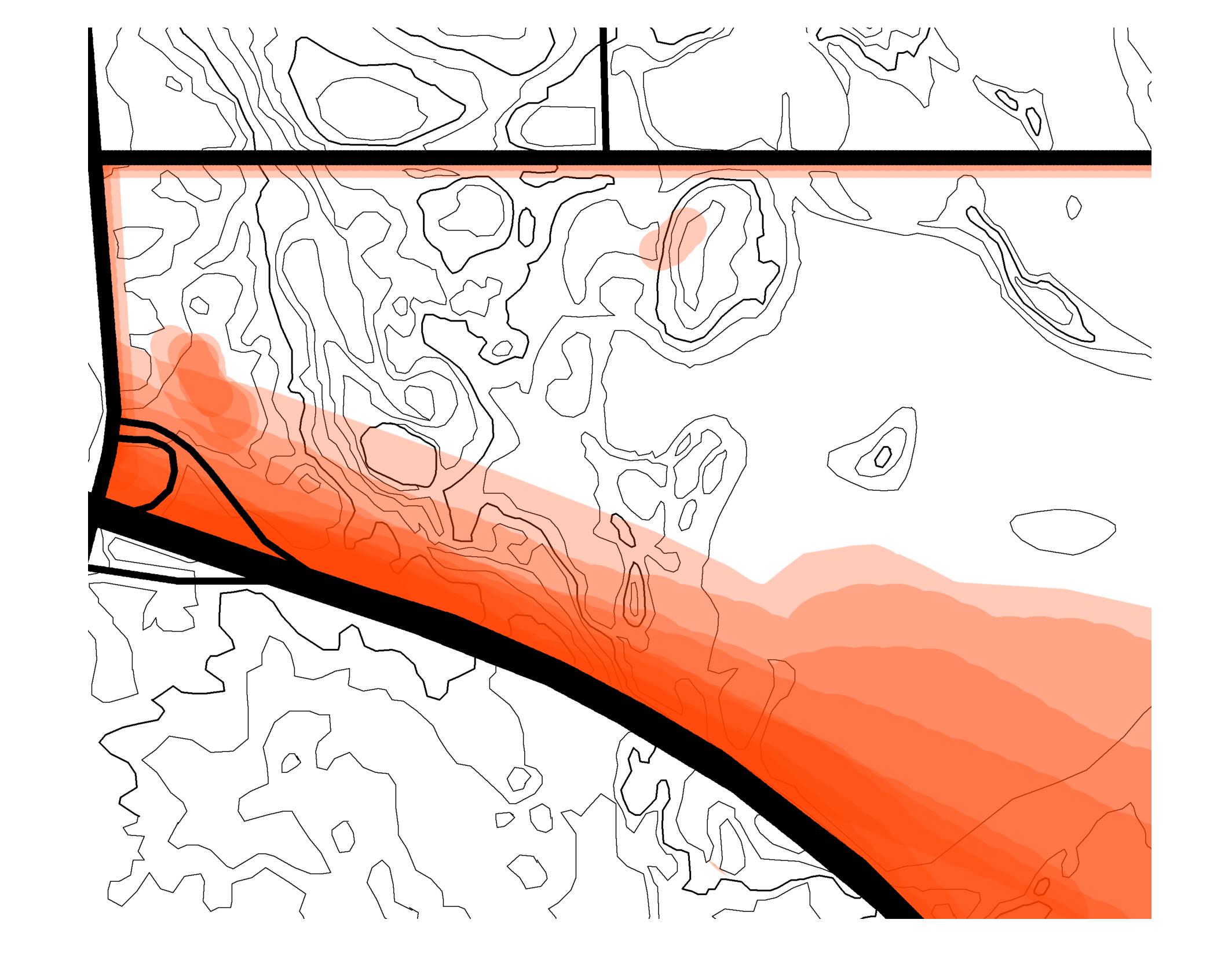
No Conniferous, mostly due to native soils

### Wind Patterns

Sheltered from Southerly Winds Moderately affected by Northerly Winds

### Noise

694 is not audible at exact site location. The only possible distraction would come from Gramsie Road



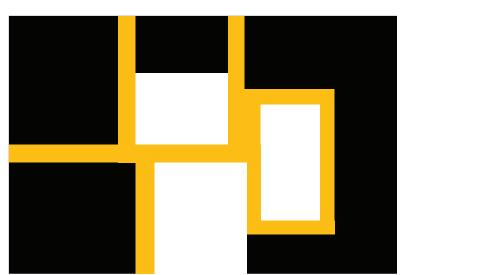






### CASE STUDIES

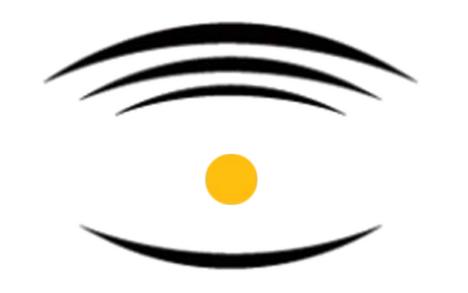
Connecting Space

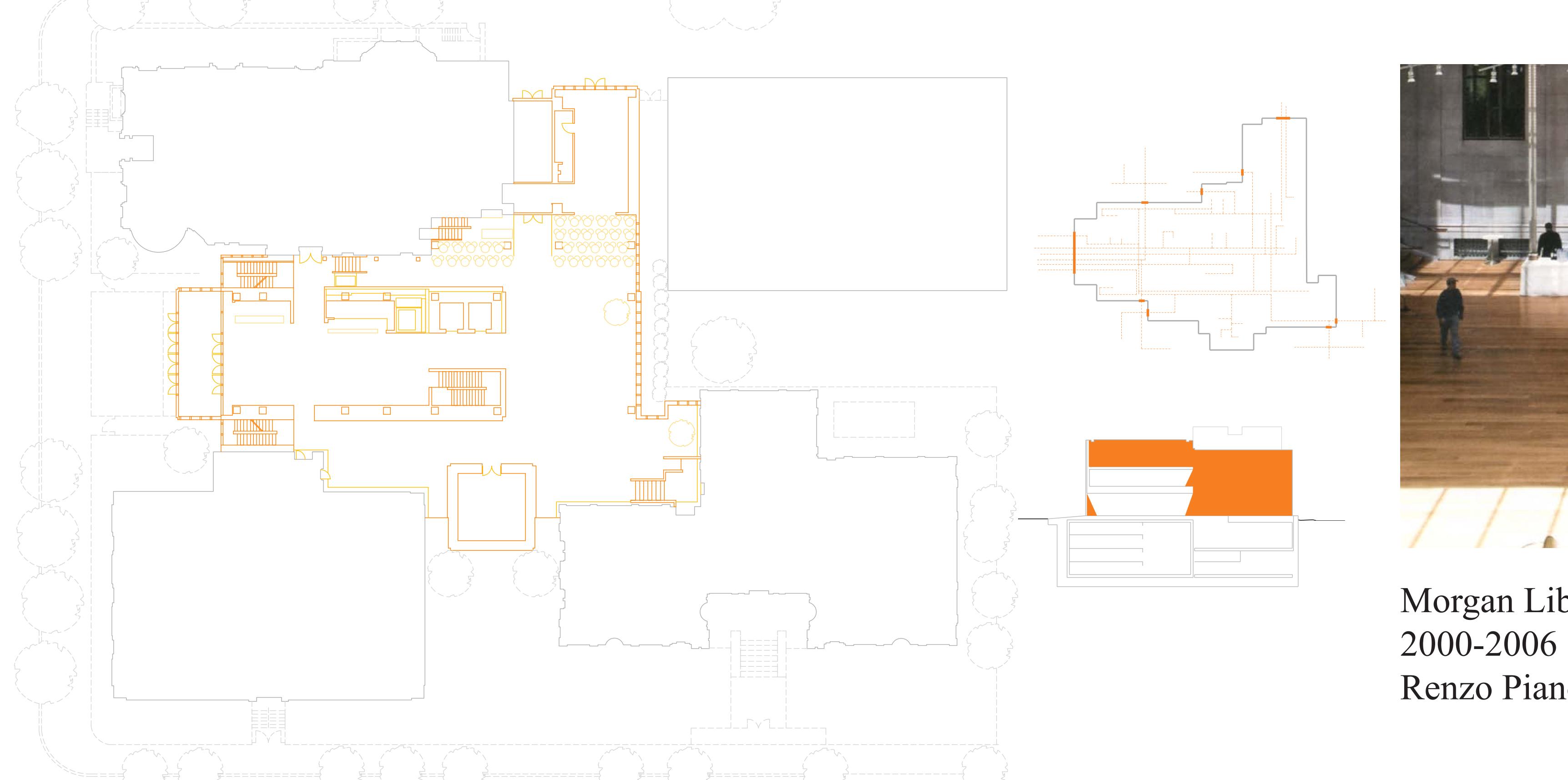


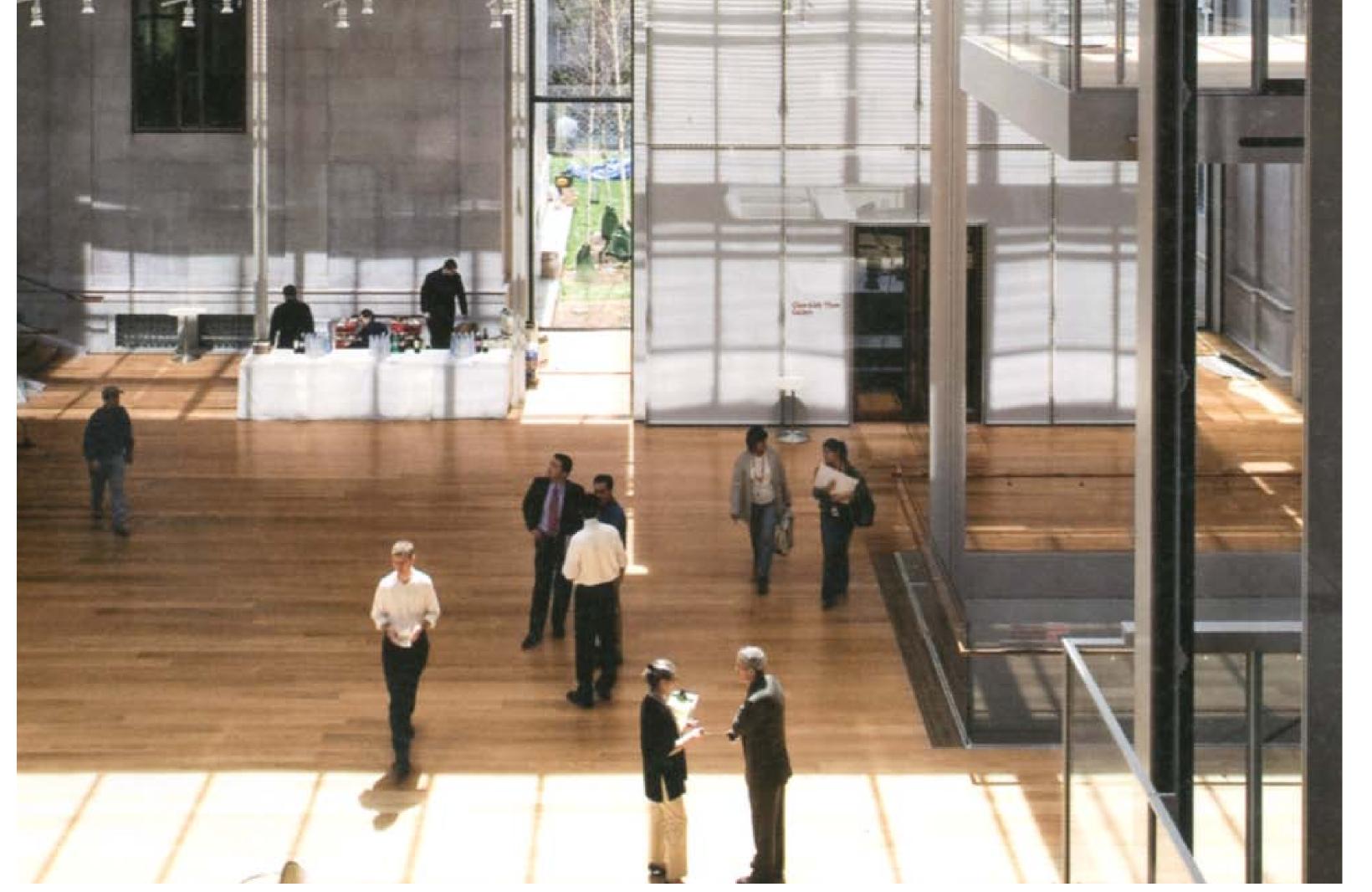
Community Residential



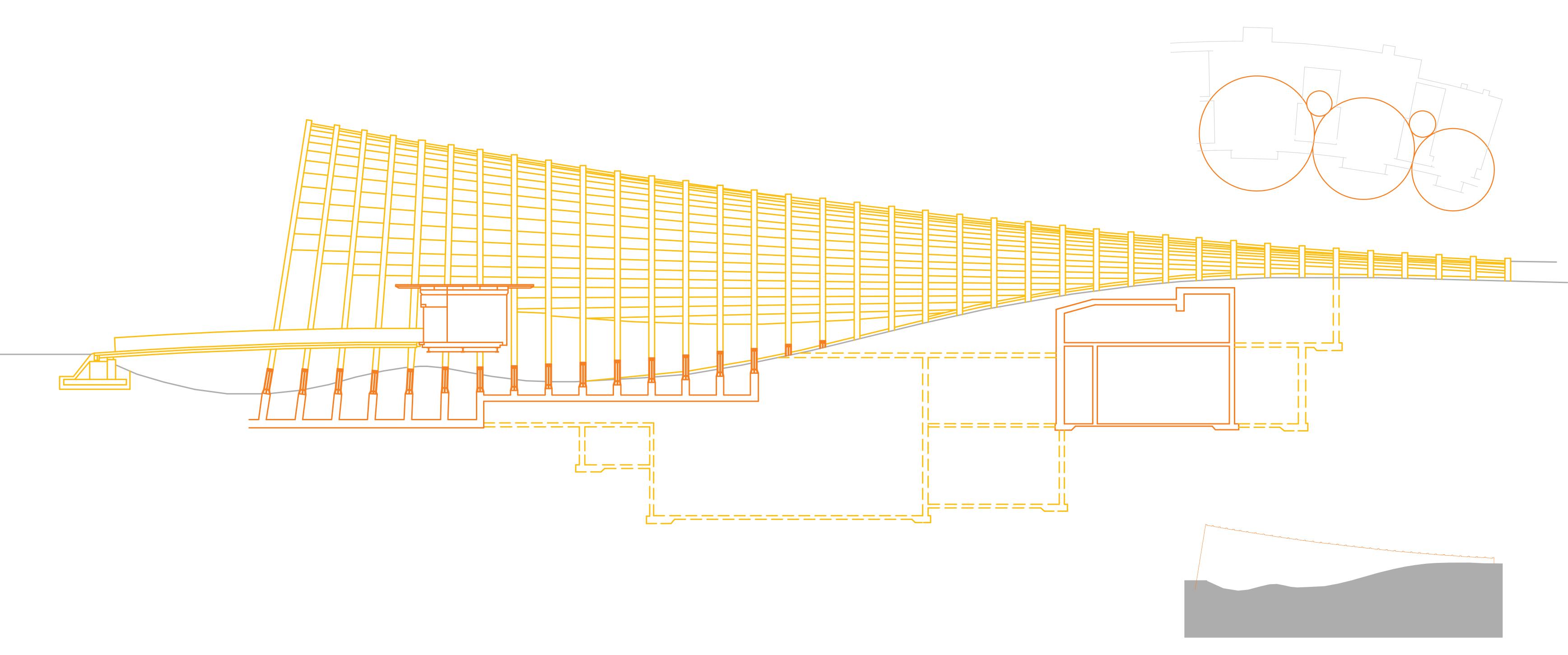
Performance Space





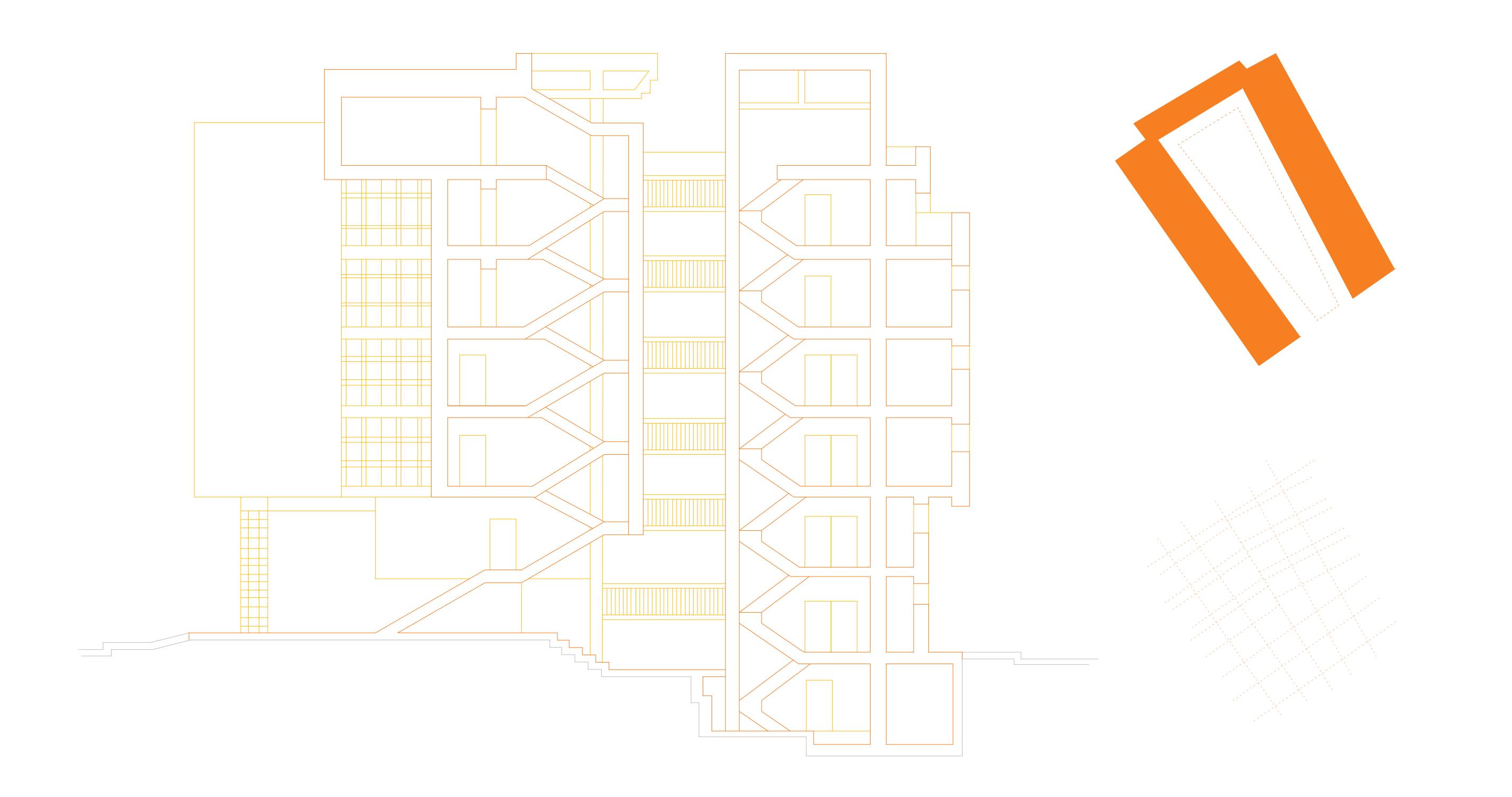


Morgan Library Expansion 2000-2006 Renzo Piano Building Workshop





Zentrum Paul Klee 1999-2005 Renzo Piano Building Workshop





Il Girasole
2000-2006
Luigi Moretti



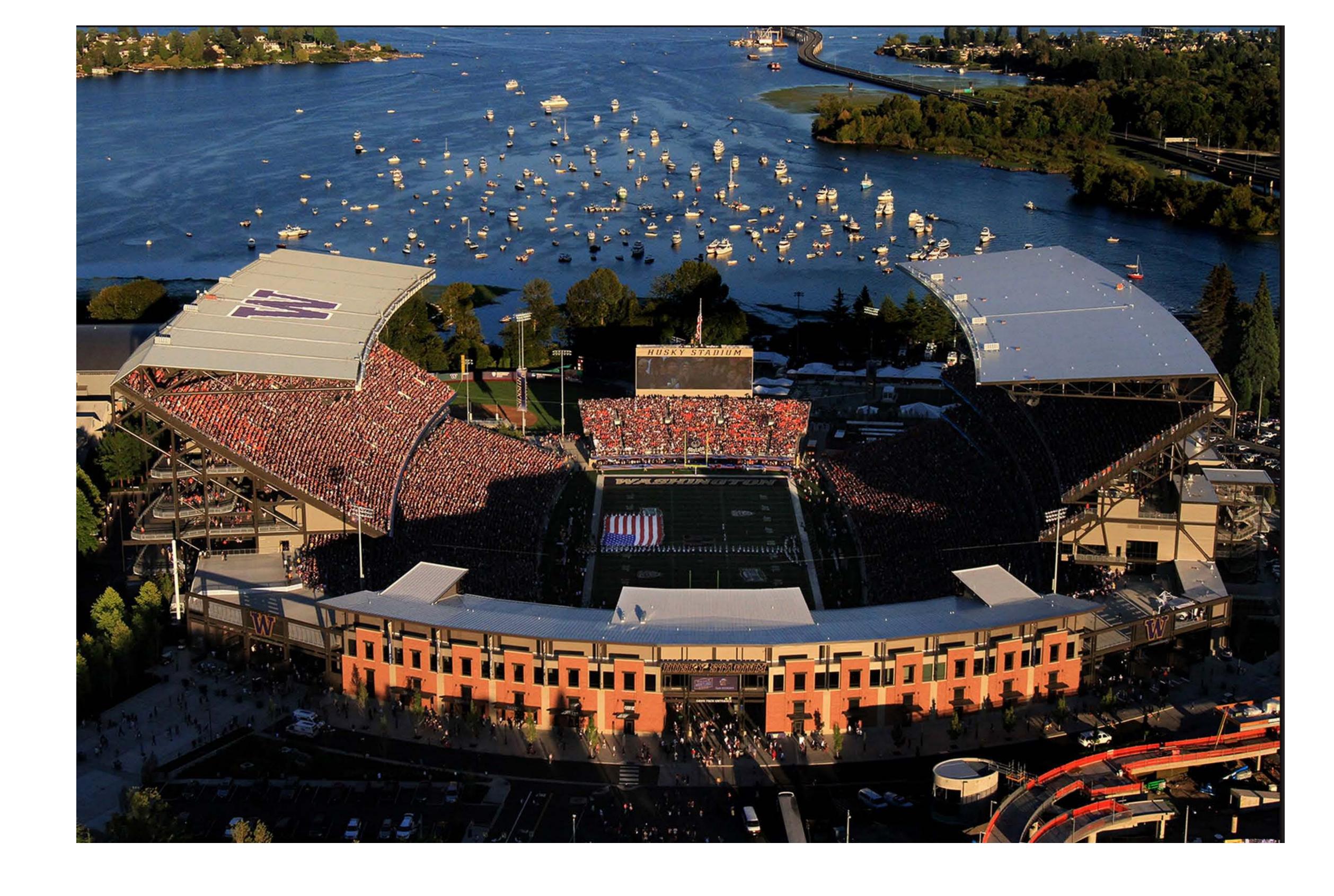


Monash University Student Housing 2011 BVN Donovan Hill

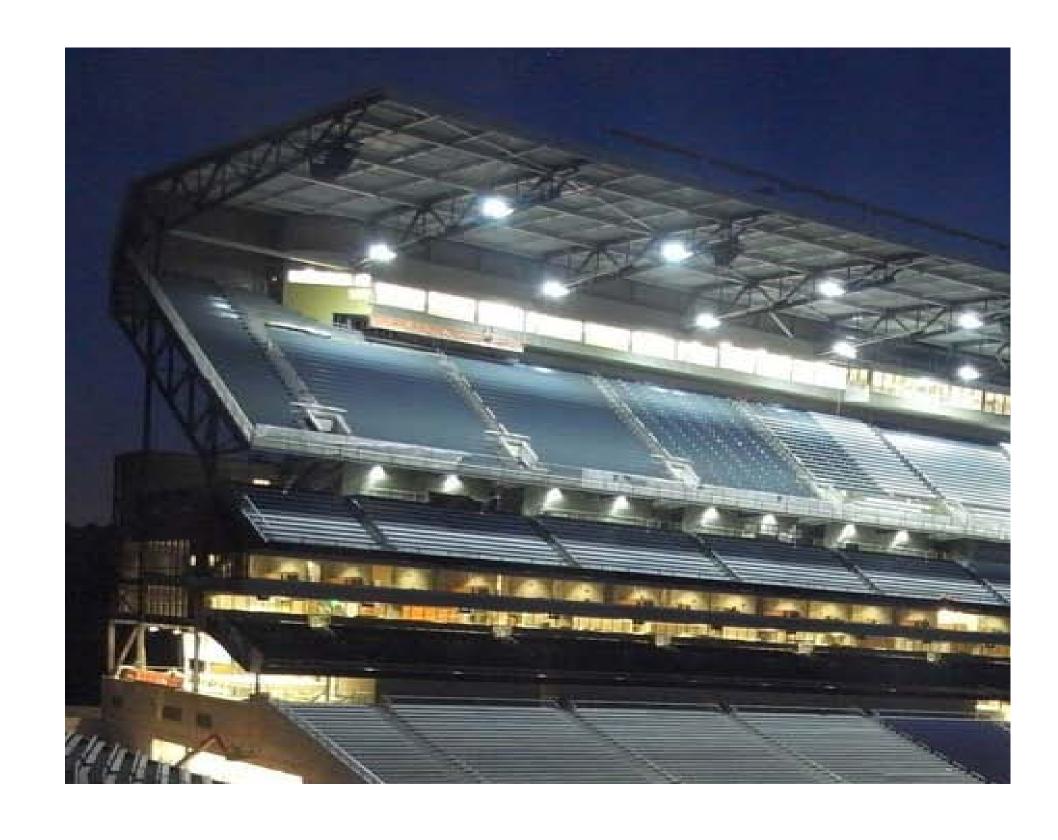


TCF Bank Stadium
2006-2009
Populous



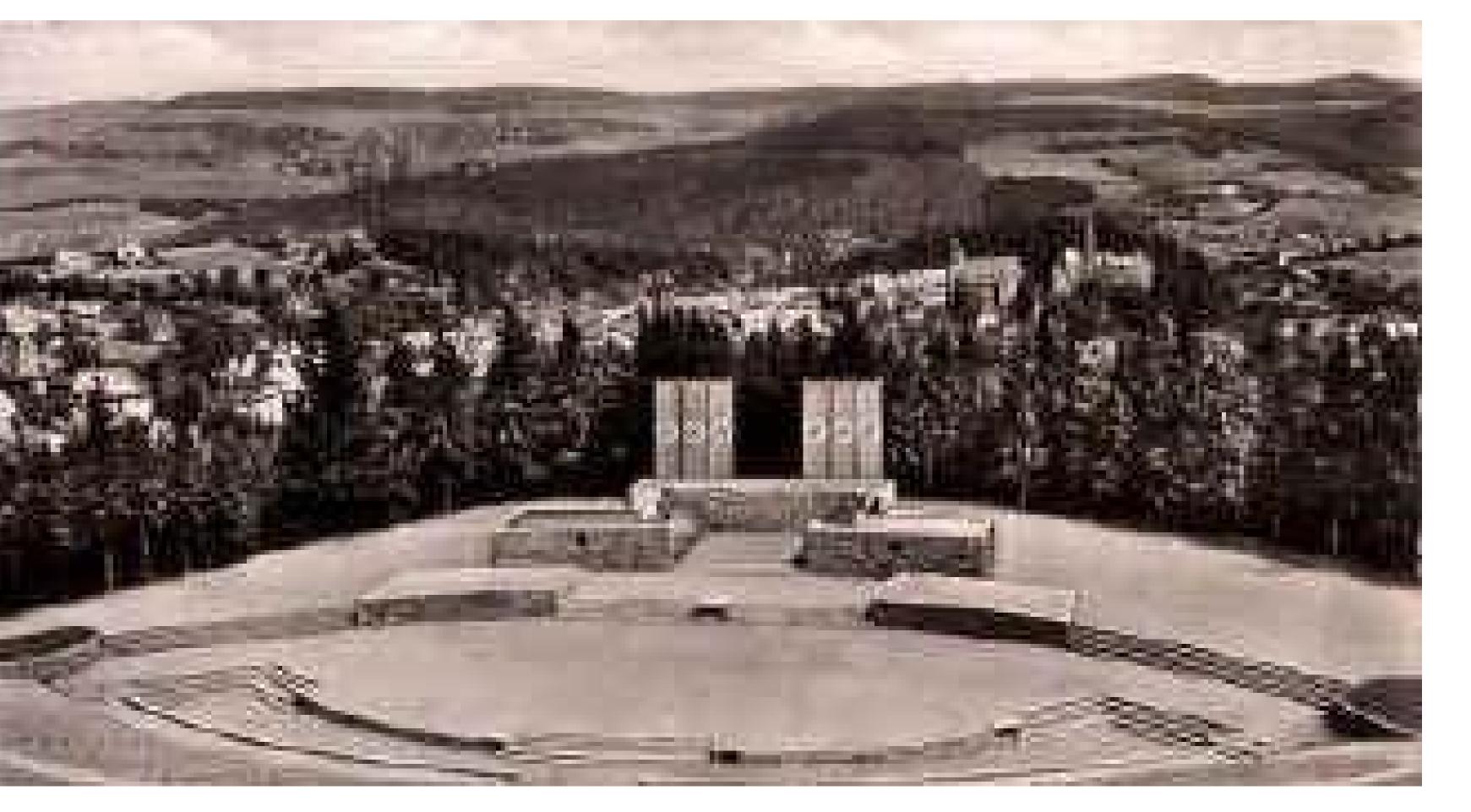


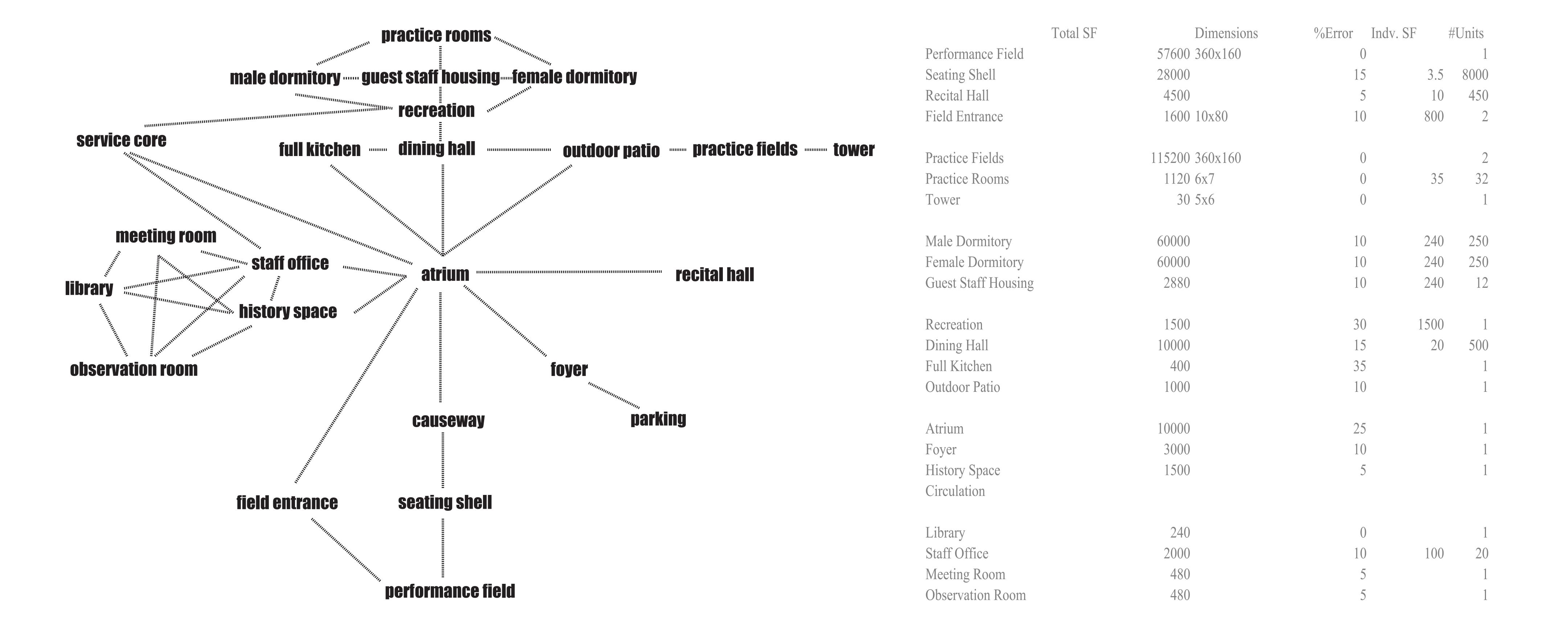
Husky Stadium 1920-2013 Bebb and Gould/ 360 Architecture (recent renovation)

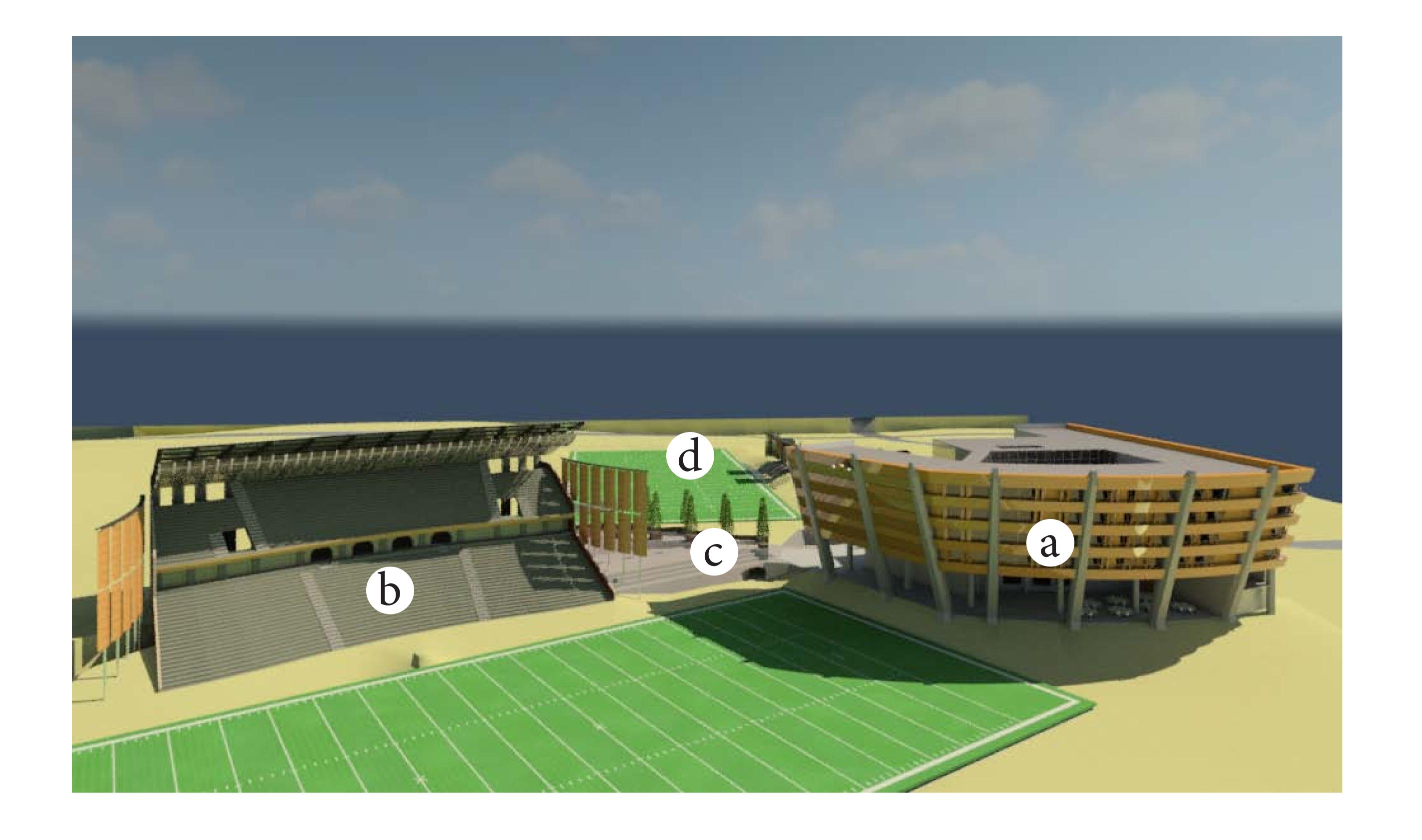




Schwartzenbert Thingplatz 1935-1938 Erzgebirge (architect)

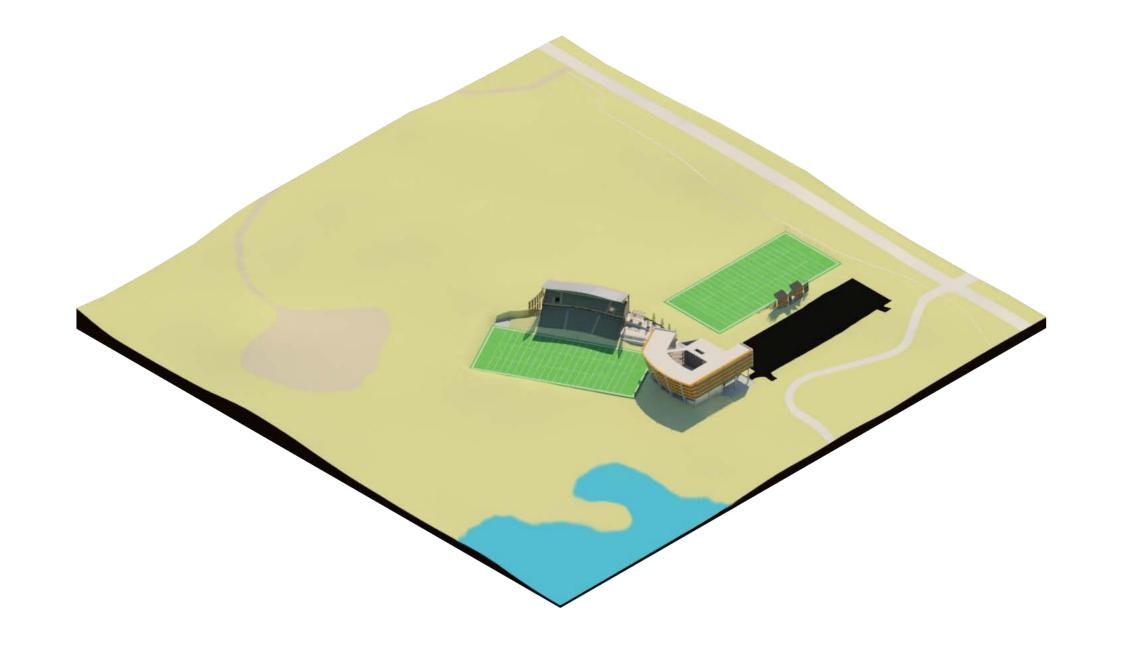






#### MASTER PLAN

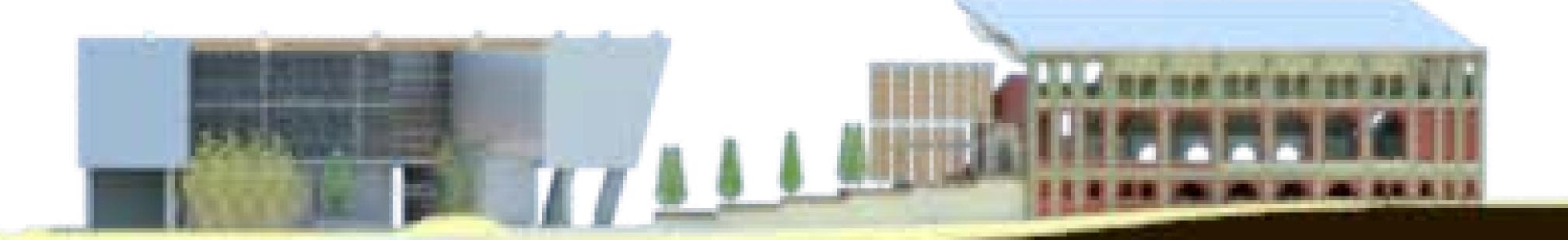
- a Dormitory/Officeb Performance Venue
- Connecting Space
  Practice Field





N

W







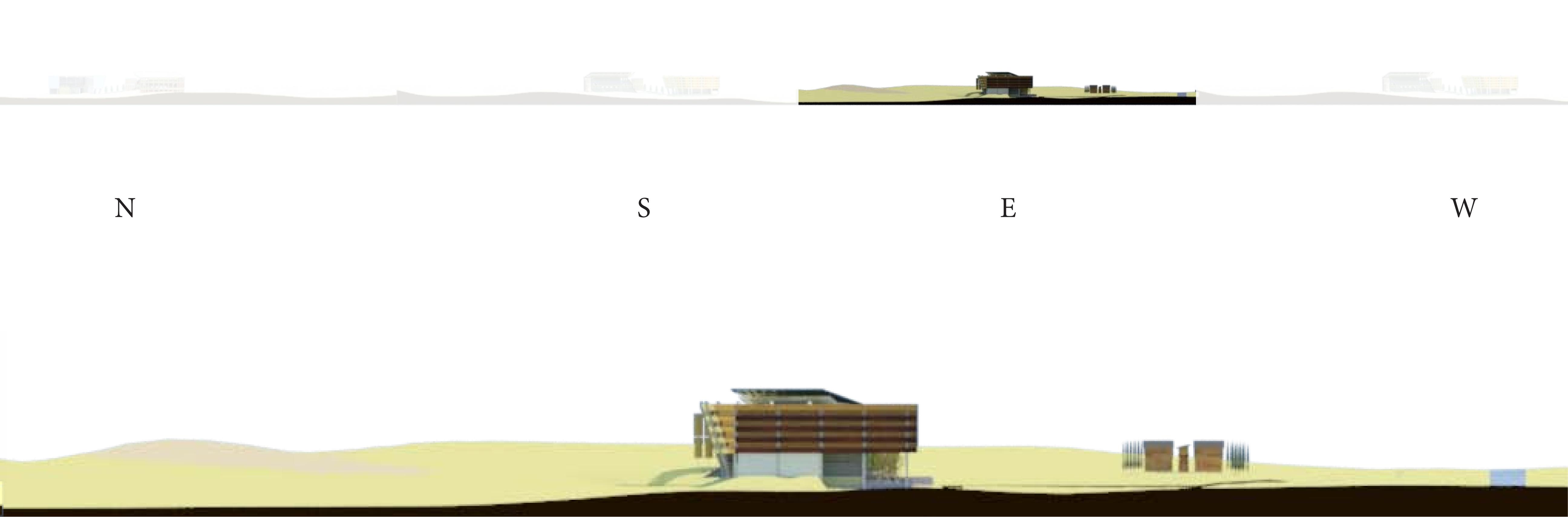


<del>-</del>

S

E







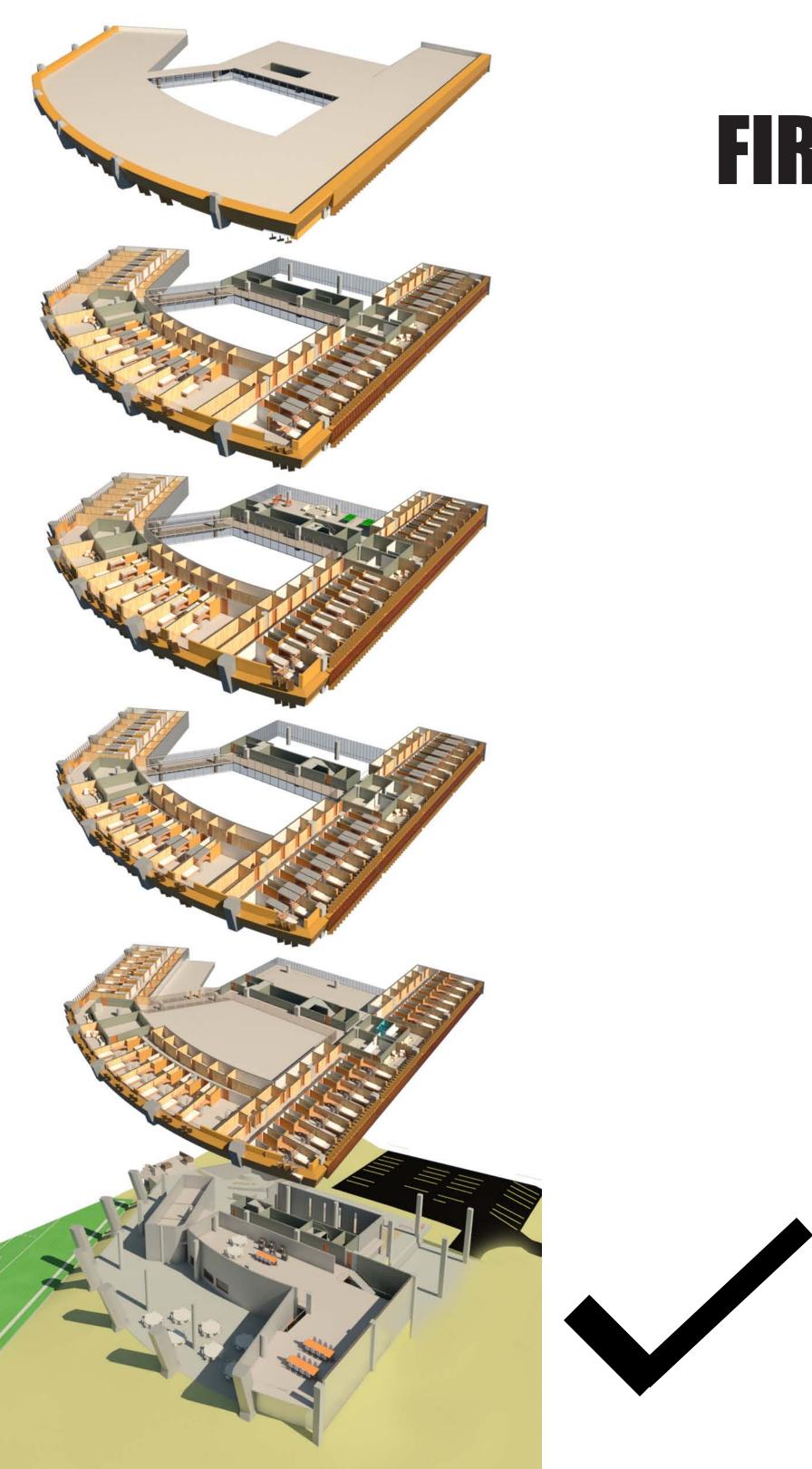
N

5

E

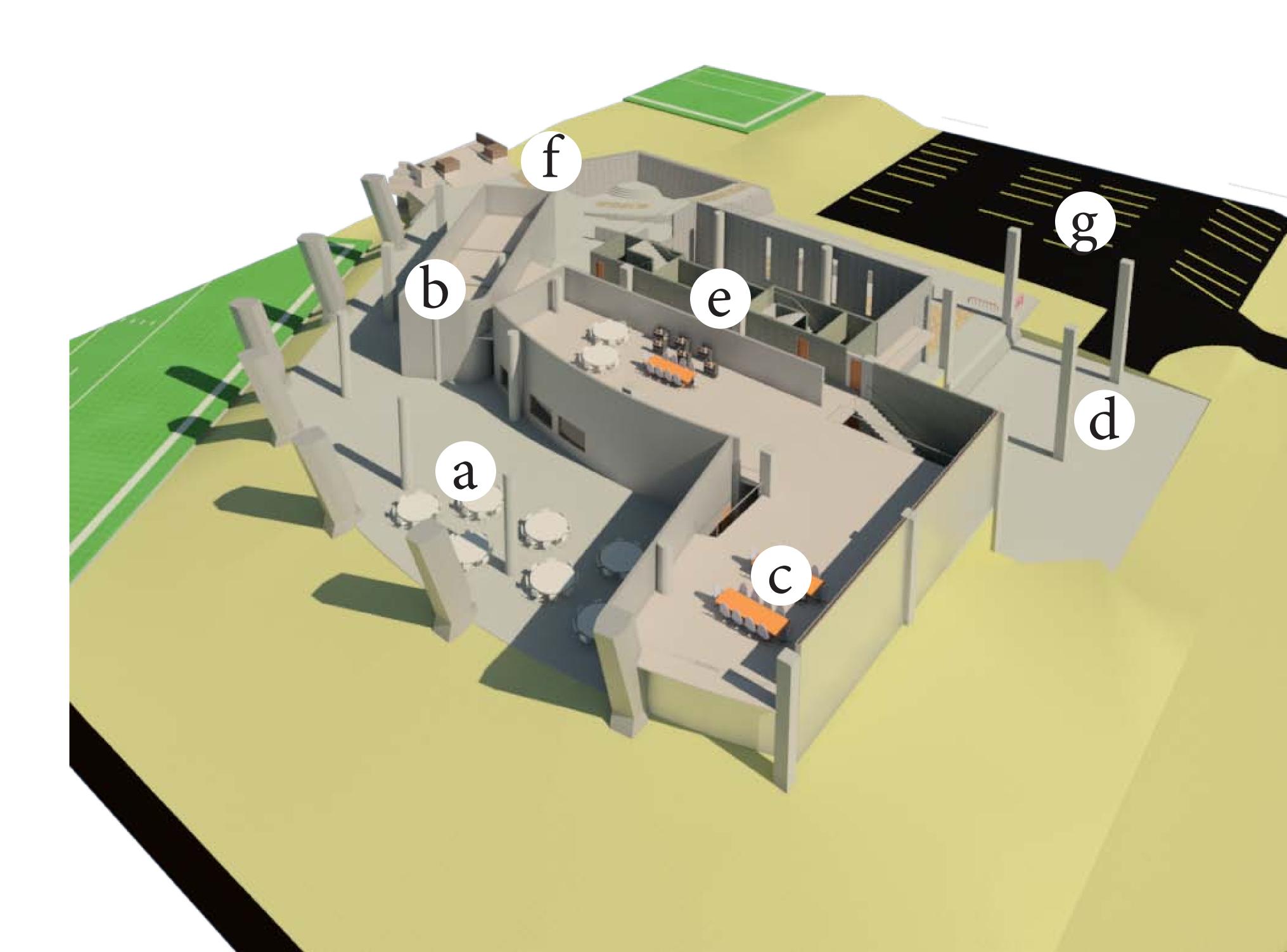


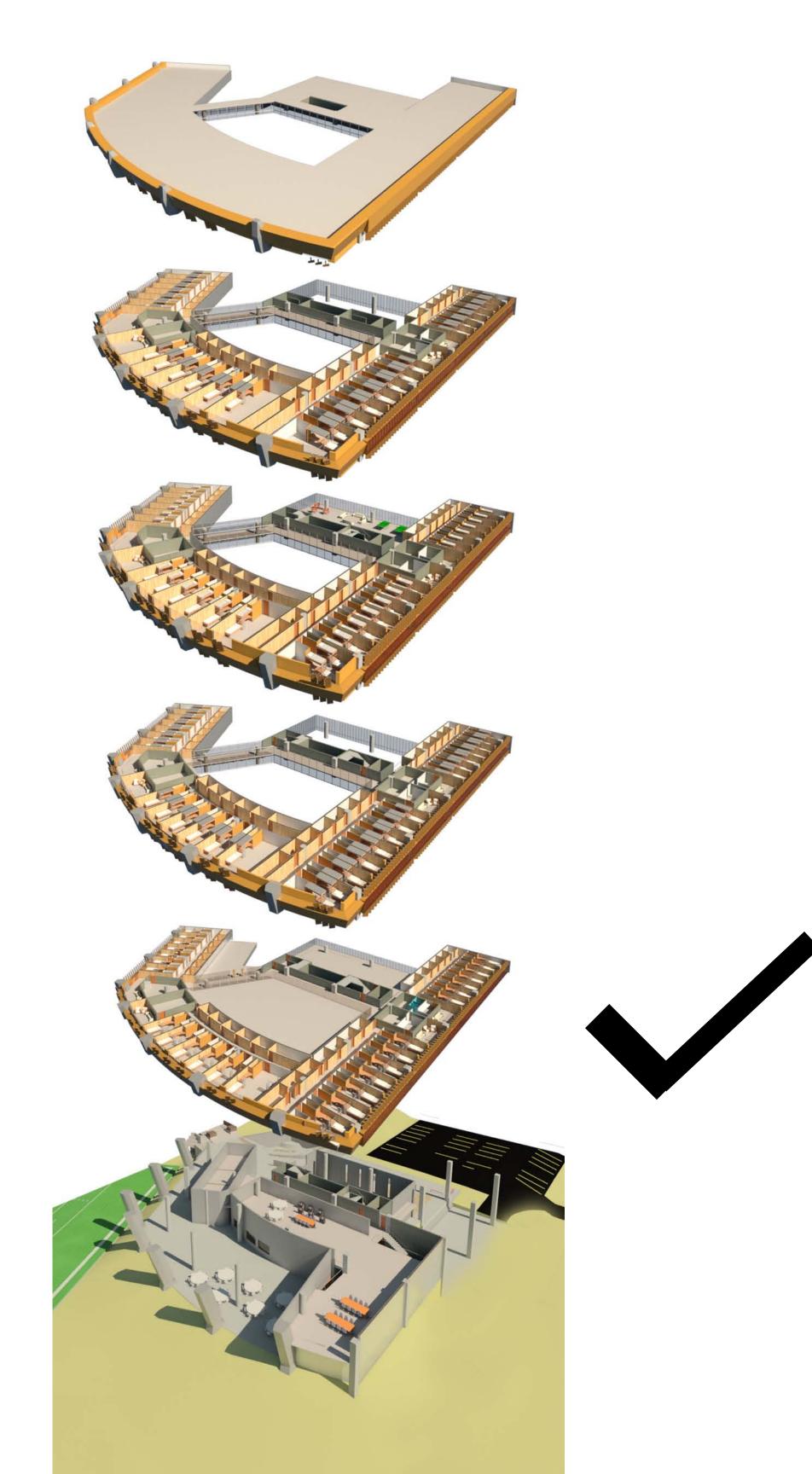
W



## FIRST AND SECOND FLOOR

- a Cafeteria with Kitchen
- **b** Restrooms
- C Office-Two Levels
- 6 Staff Parking
- e Building Core
- Entrance/ Amphitheater
- g Parking





## THIRD FLOOR

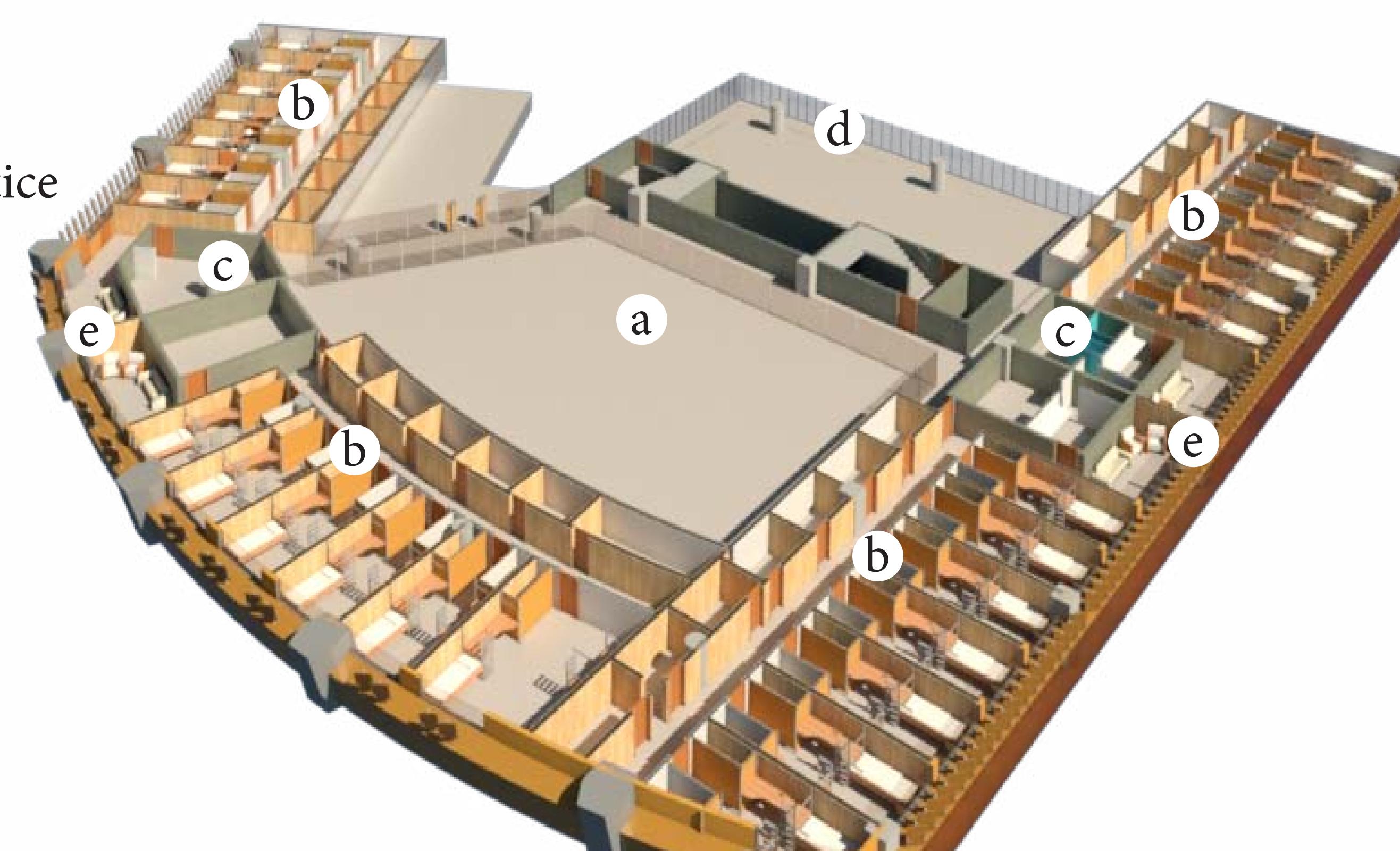
a Interior Atria/ Colorguard Practice

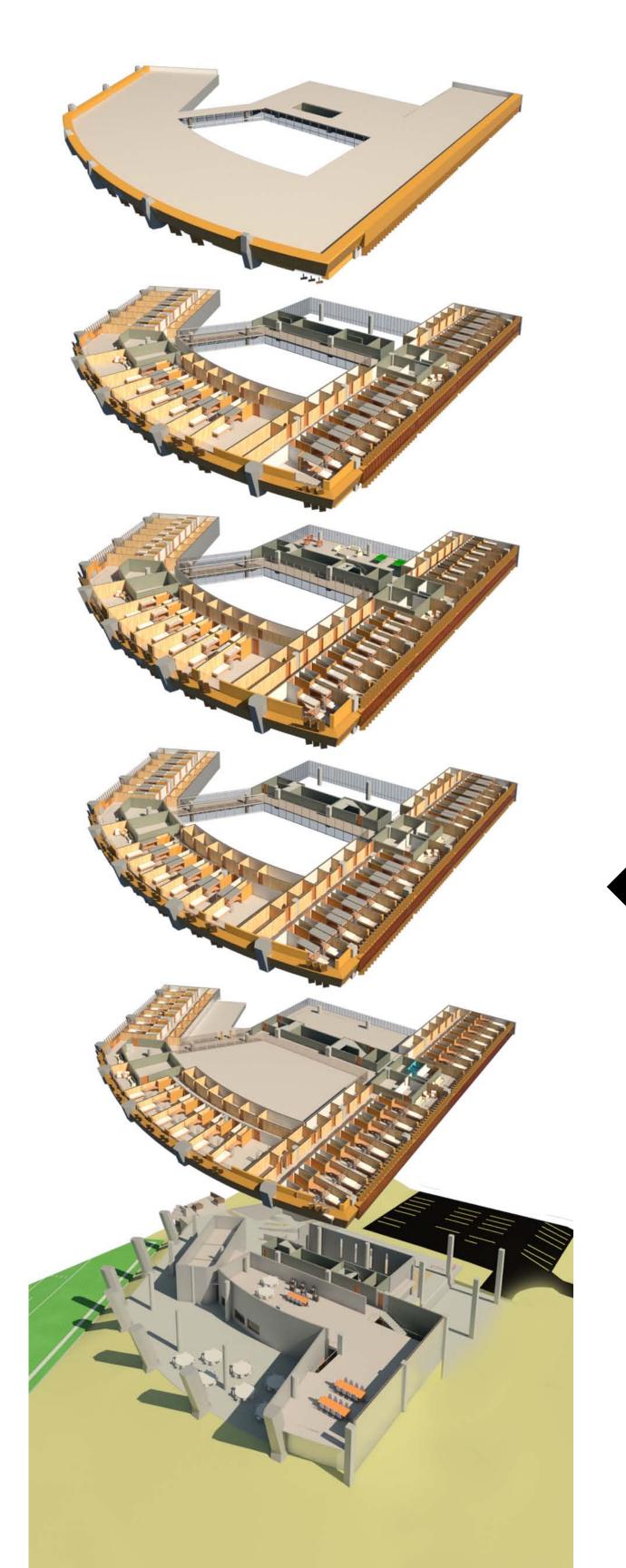
**D** Dormitory Pods

C Restrooms

Communal Space

e Private Gathering Space





## FOURTH FLOOR

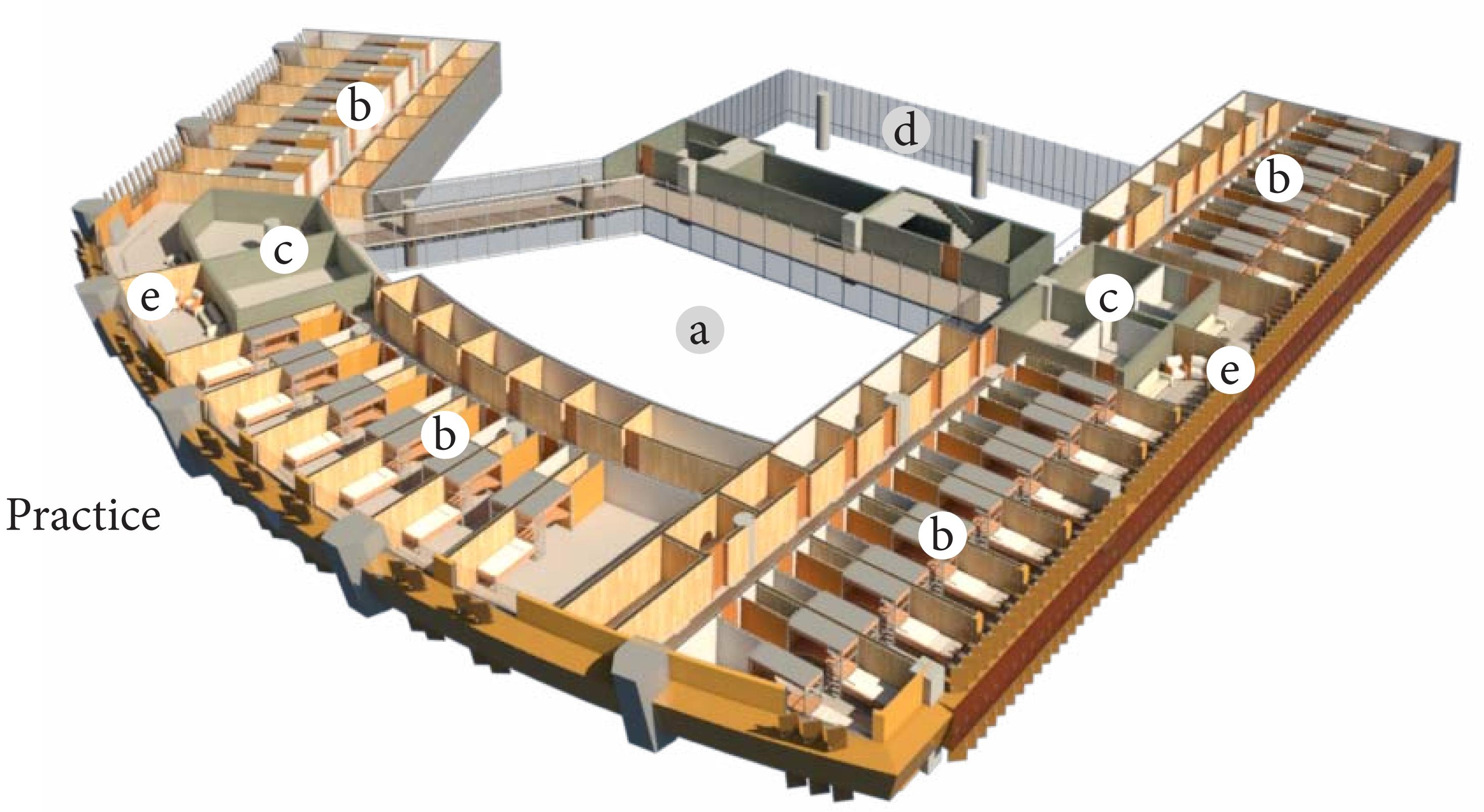
a Interior Atria/ Colorguard Practice

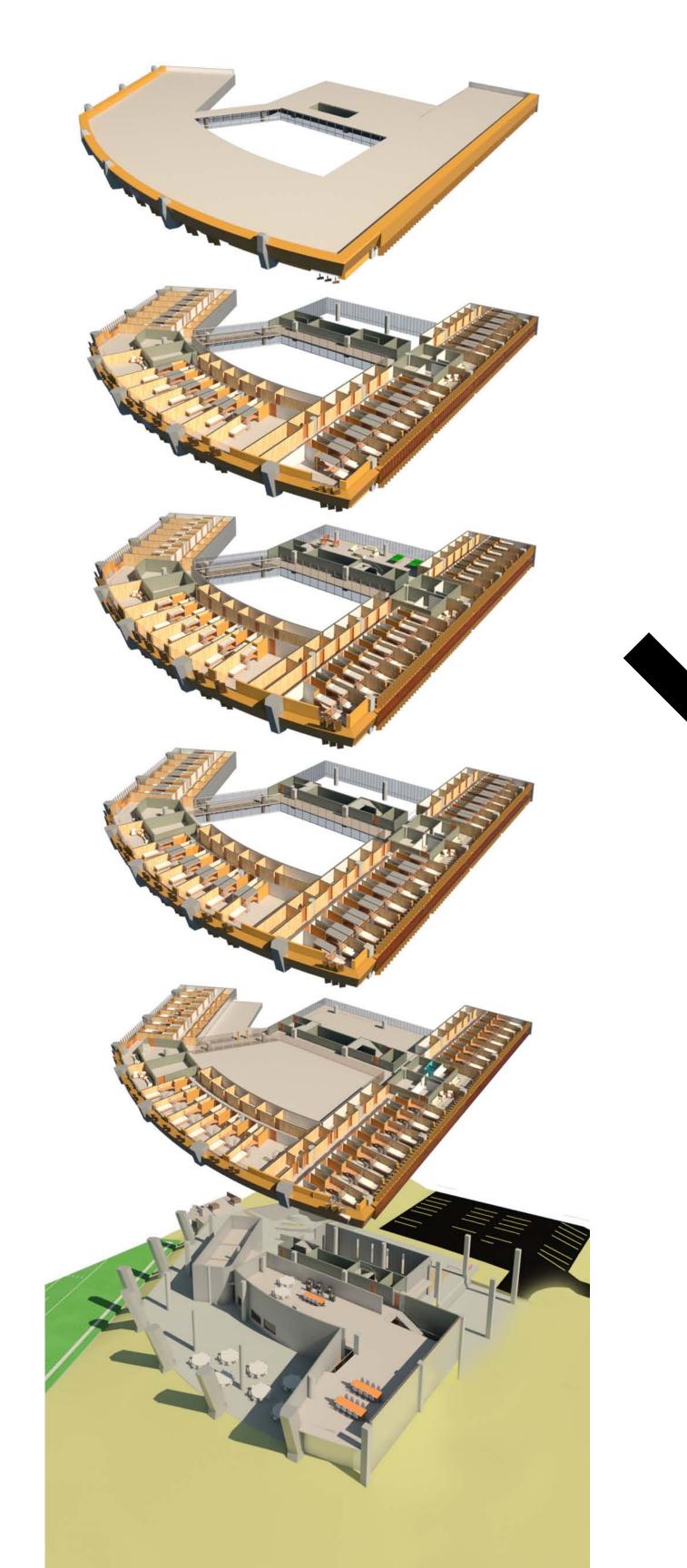
**b** Dormitory Pods

C Restrooms

d Communal Space

e Private Gathering Space







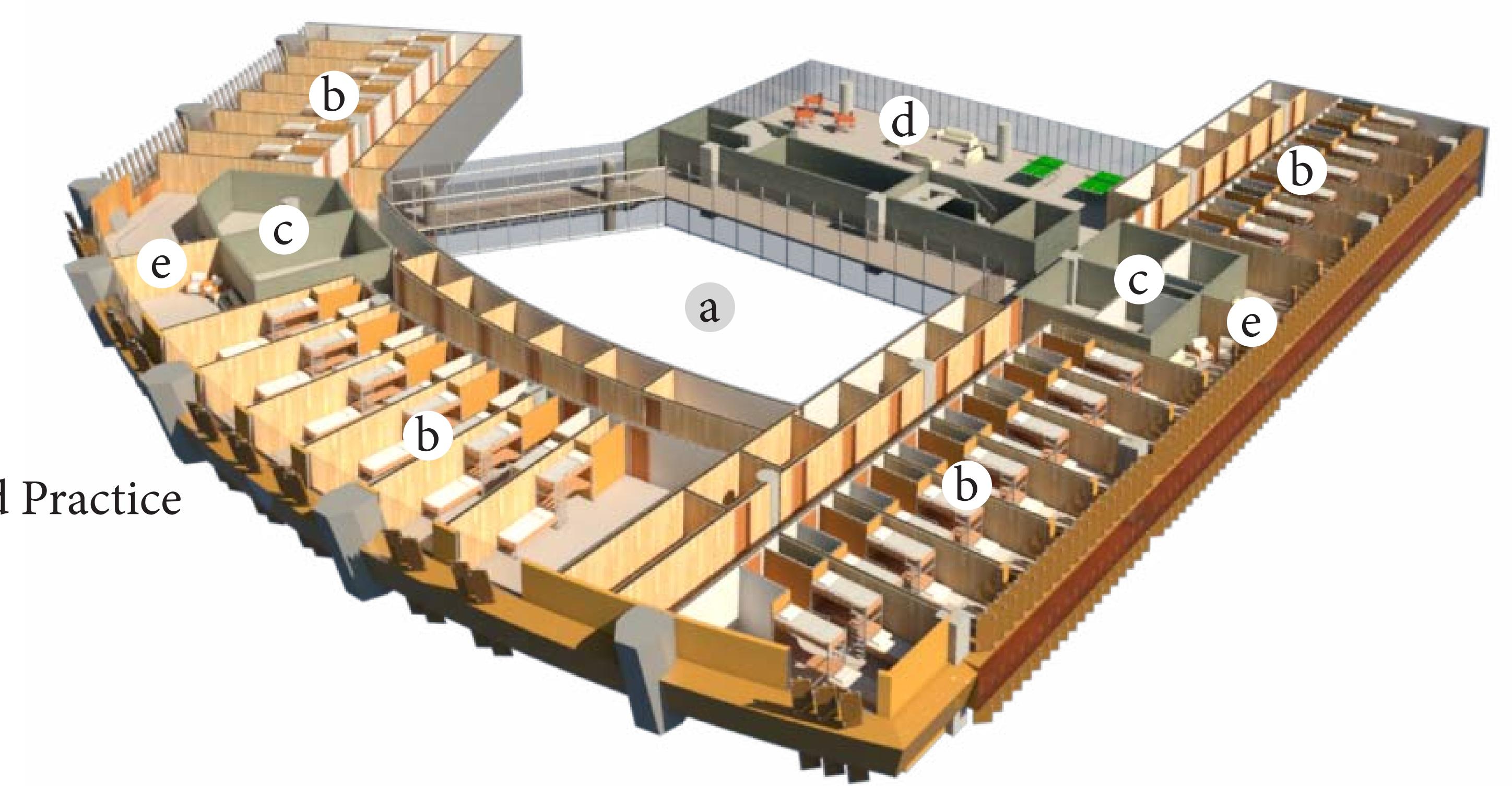
a Interior Atria/ Colorguard Practice

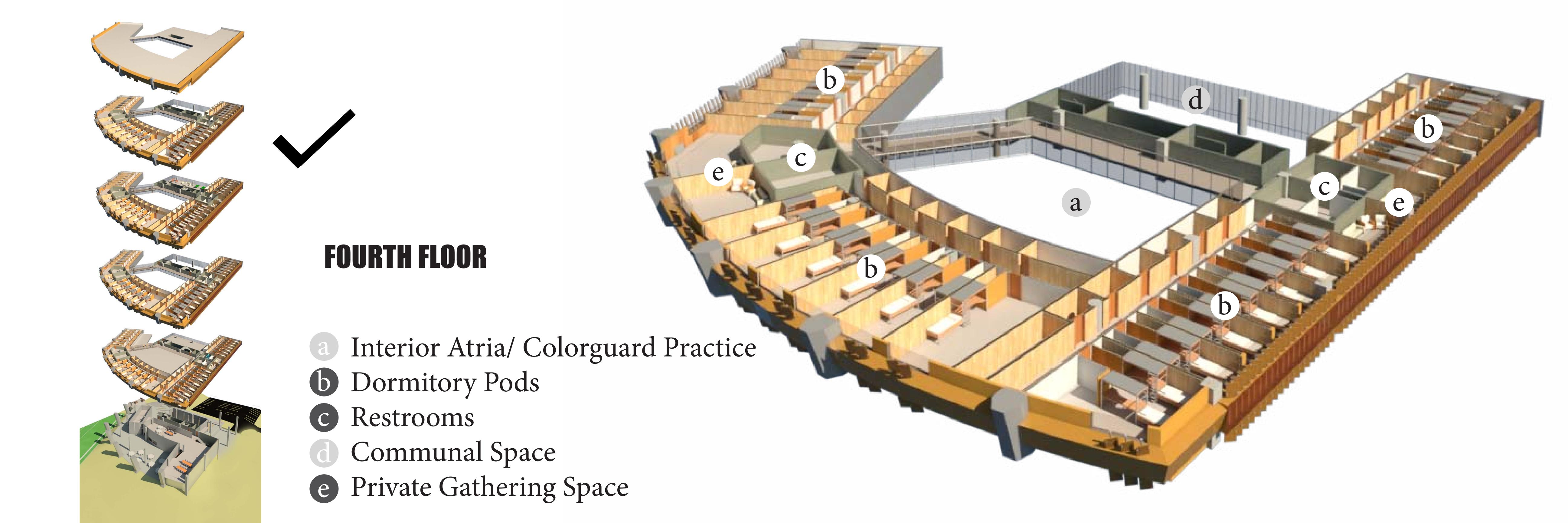
**b** Dormitory Pods

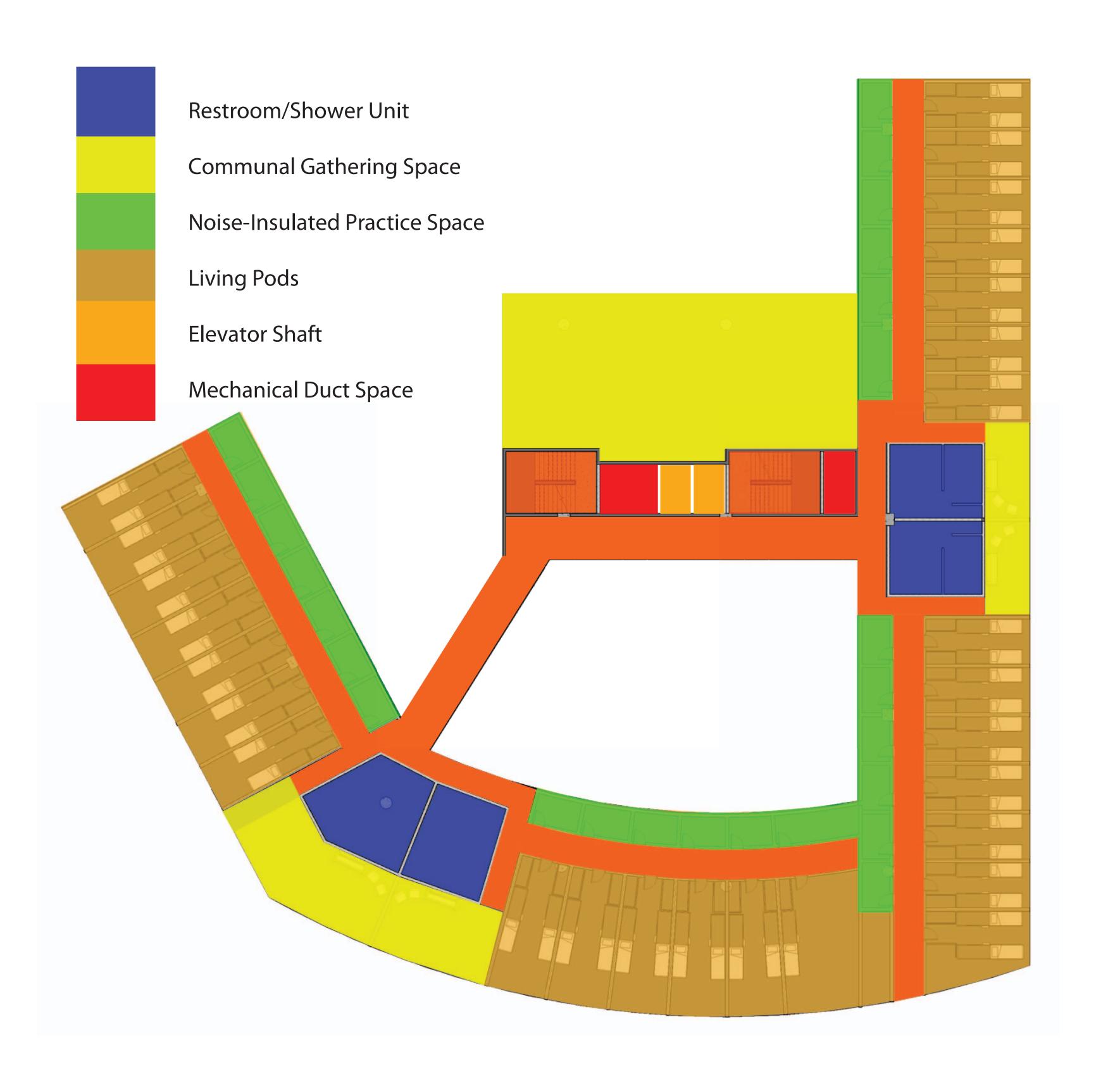
C Restrooms

Communal Space

e Private Gathering Space









# Dormitory Section Perspective

Precast Custom Concrete Panels

Custom Wall Sweep

Linear Louver Array

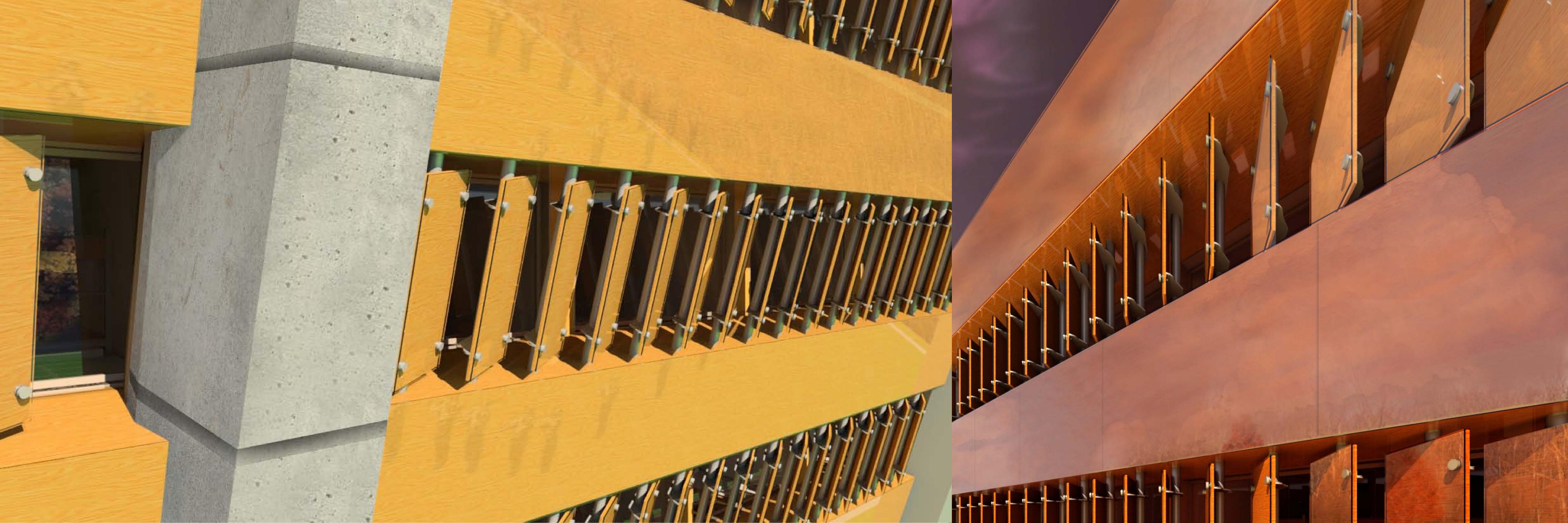
Custom Bunk Bed

Cabin Ceiling

Dormitory Curtain Wall

Partition Walls







# **Iconnecting space**

Terraced Entryway

Poured Concrete Amphitheater, board-formed

Birch Alee

Covered Portal to Concourse

Stone and Mortar planters for Prairie Grasses



# Practice Field Section Perspective

Laminated Buffer

Practice Tower

Field

Concrete Spanish Steps

Crushed Gravel Path



## Performance Stadium Section Perspective

Beams/Girders: Precast Concrete-standard weight.

Concrete Risers; triple-risers

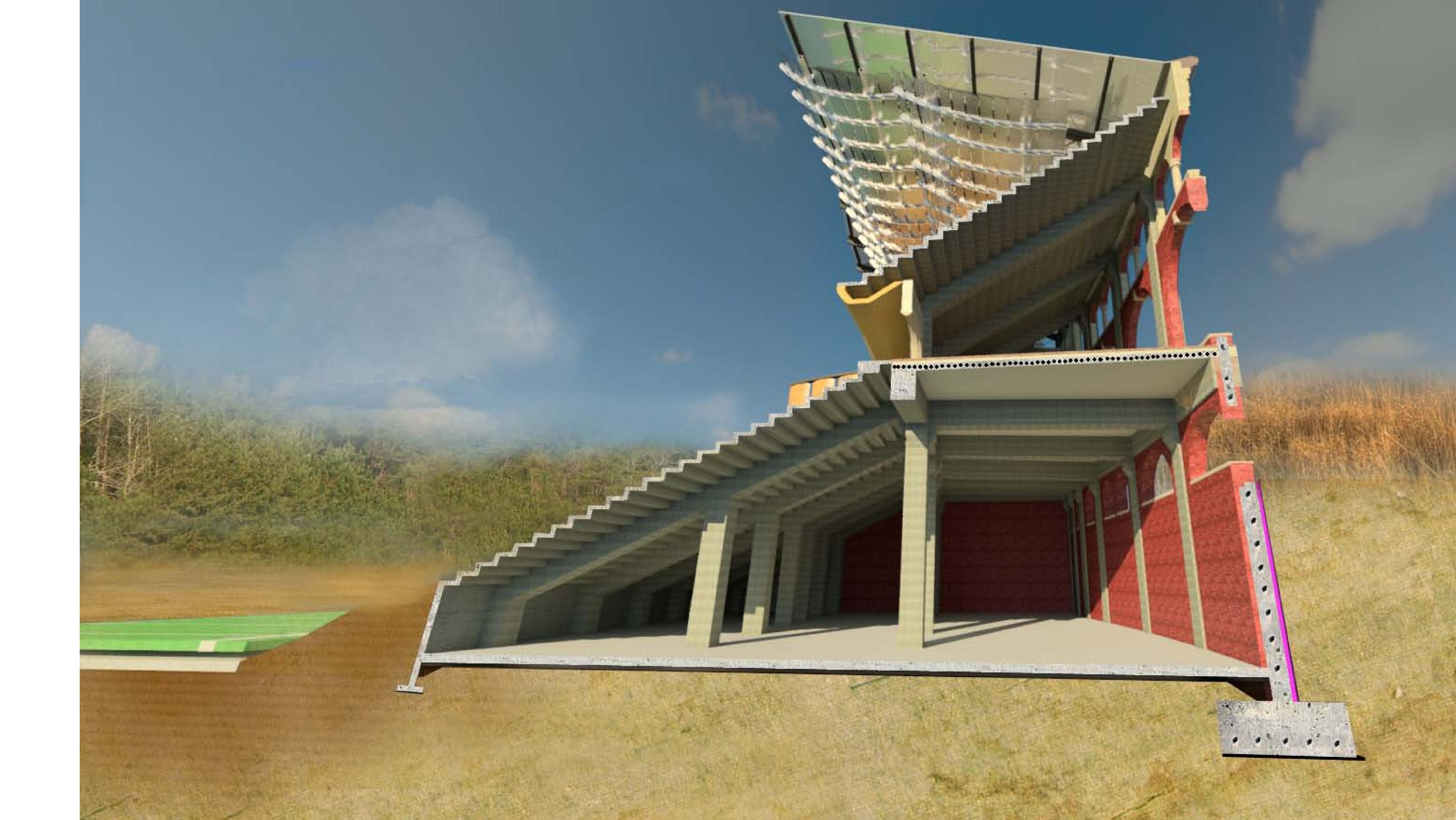
Concourse Floor; built up of Precast Hollow Core Concrete Planks, finish is Stone Pavers

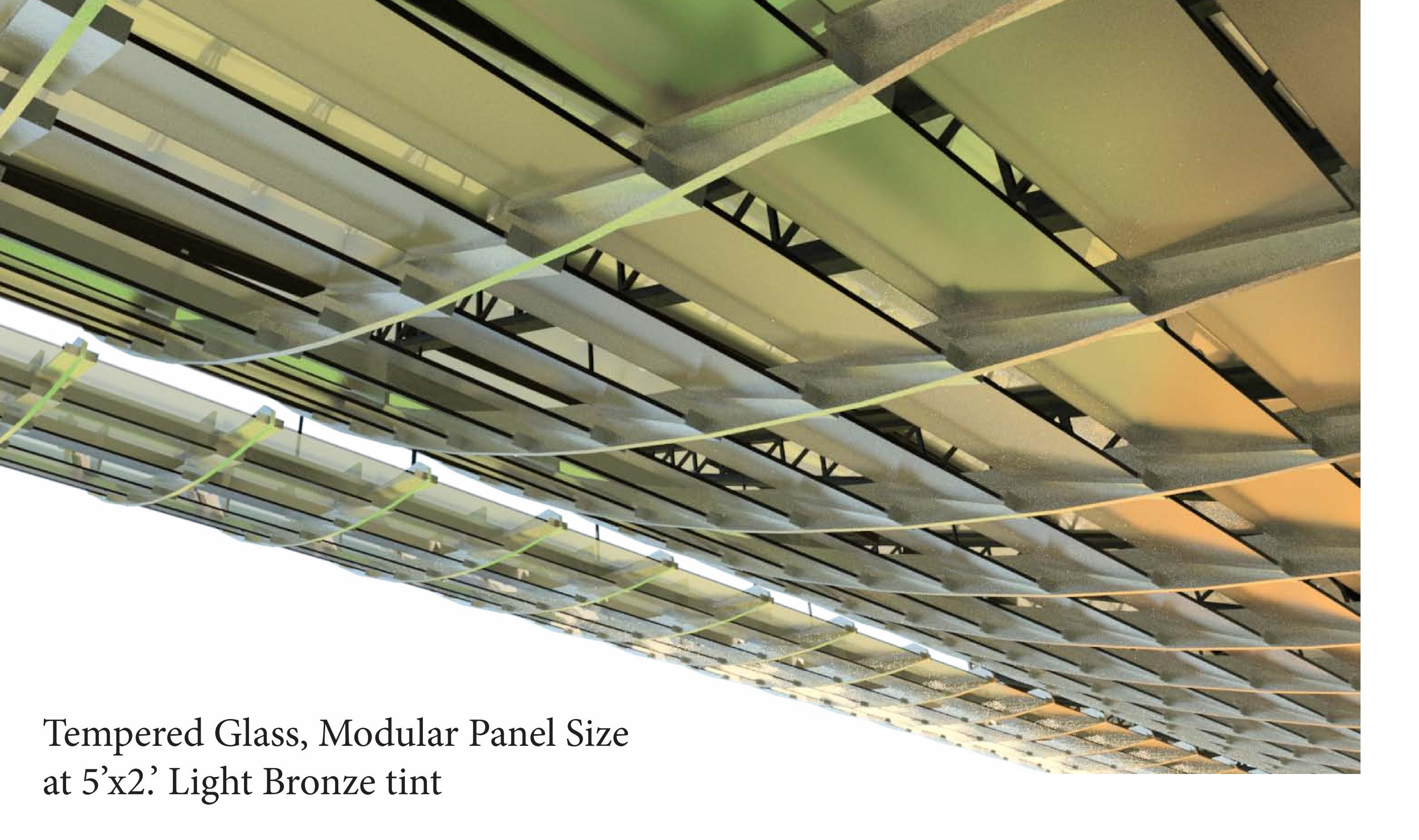
Canopy Structure; Heavy steel trusses, triangulated against the force of gravity. Steel cross beams at 10' O.C. hold corrugated steel roofing in place. Below the Trusses is a custom steel profile to hold the glazing in place.

Canopy Finish Material; Tempered Glass, Bronze Tinted at modular panel sizes of 5'x2.'

Side Buffer Panels; Douglas Fir

Masonry Walls; Traditional motifs and complex brick facades still define the traditional stadiums. Colors chosen based on local grasses





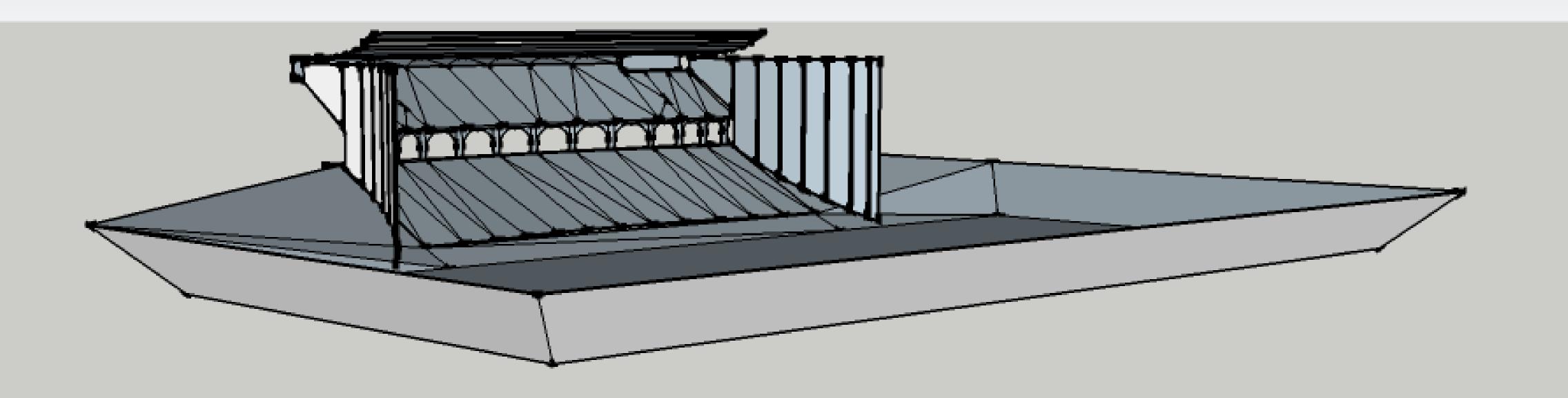


# Analysis

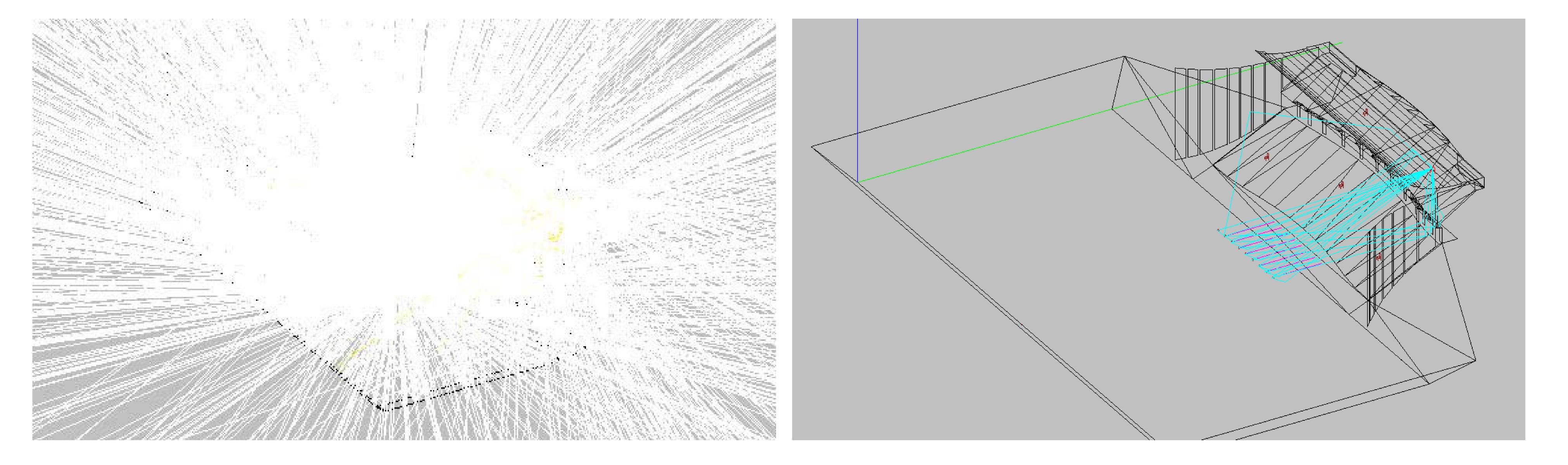


# **EASE Acoustical Analysis Software**

Ease Imports DXF and SKP files. Sketchup proved the easier modeler engine.

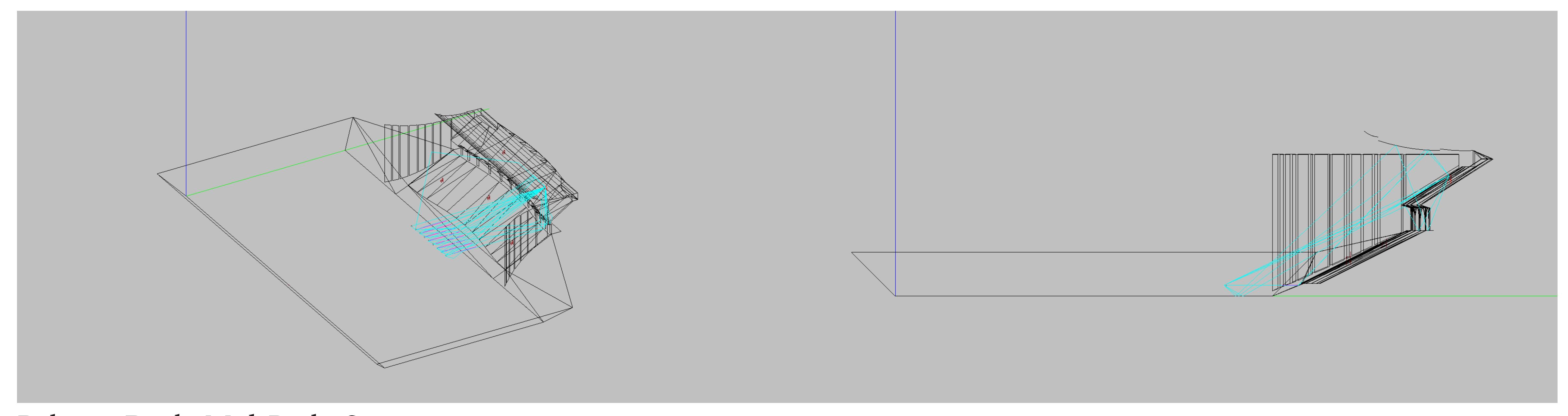


Export from Revit as .DWG>> Import .DWG in SketchUp>>Trim model, clean and save as Version 7 .SKP>>

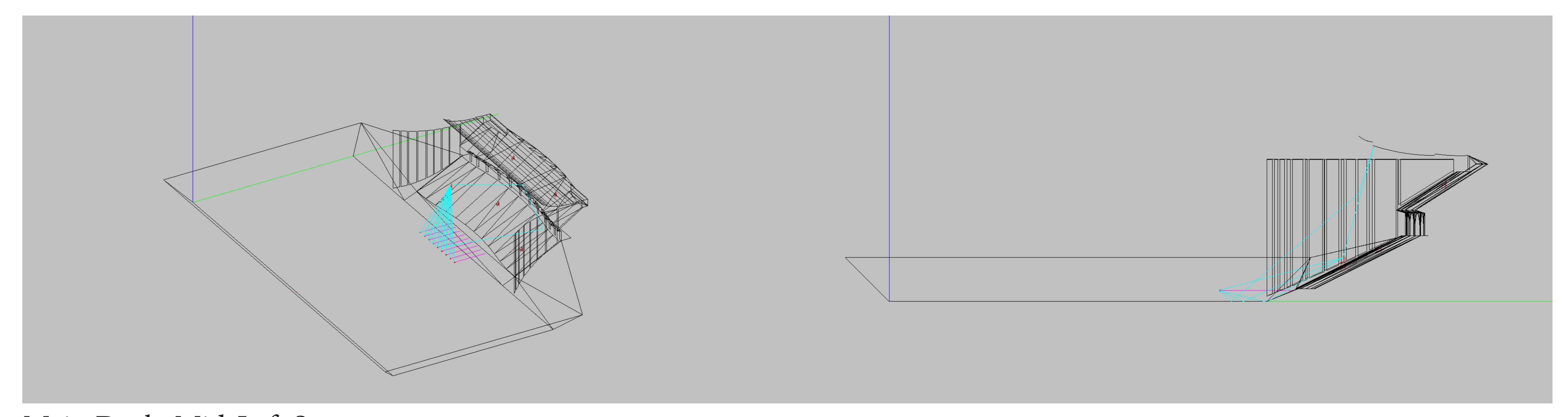


Import .SKP in EASE and assign materials>> Please Check Data First>> If successful, place loudspeakers and seats>> Run Ray Tracing and save Trace File>> Open Trace File and check for Impact Rays>> Set Parameters and run Impact Simulation and save as a Binaural Impulse Response, .BIR>>

Import .BIR in Auralization window>> Set .BIR as convolving filter>>Import Mono .WAV file at 44100 Hz>> Commence Convolving>> Export as convolved .WAV file with Binaural Experience.



Balcony Deck, Mid-Right Seat



Main Deck, Mid-Left Seat

Balcony Deck, Center Seat



#### THANK YOU!

Questions and Comments Please!