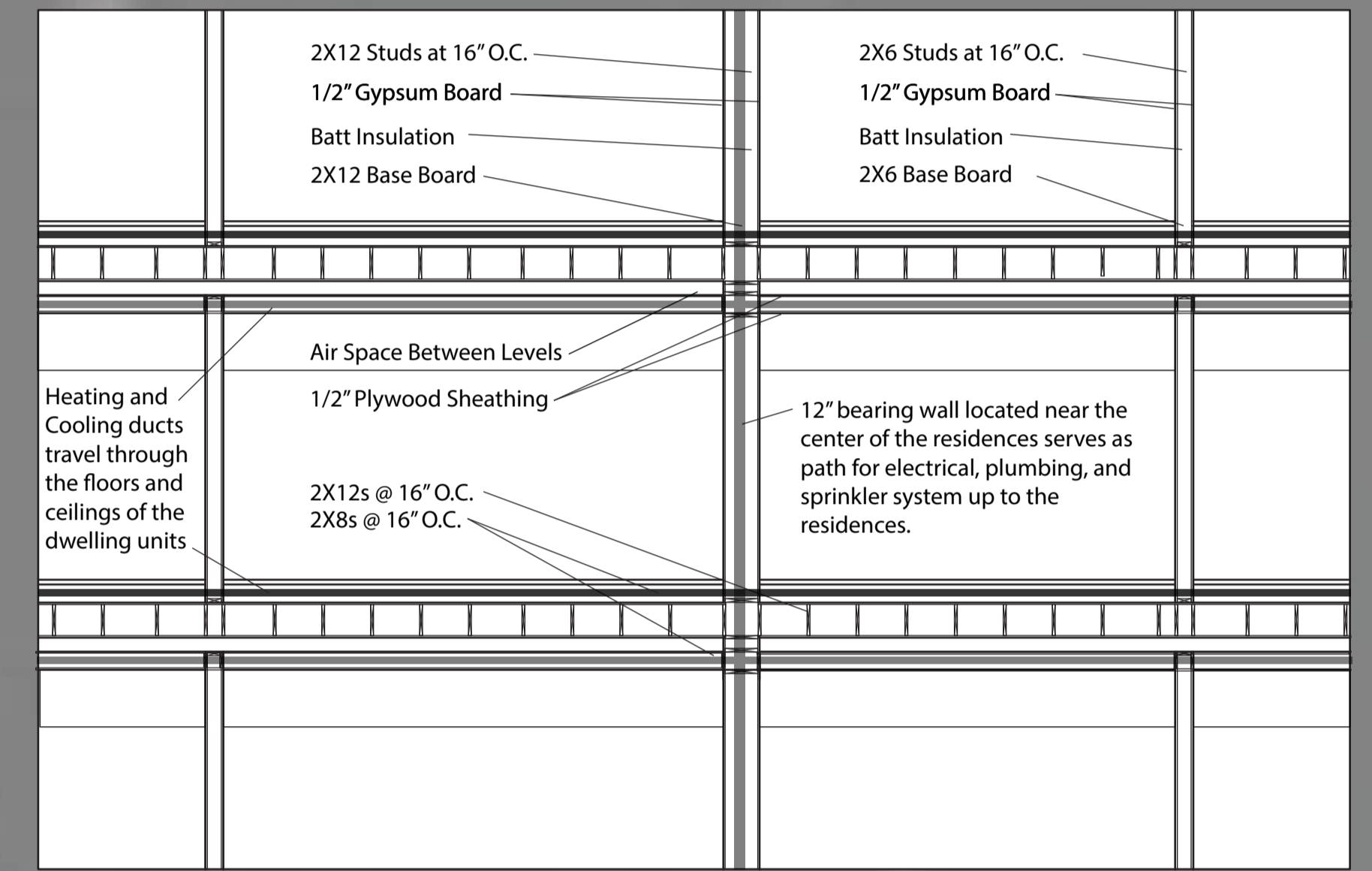


As the water dwells within the beds of the filters, it is given time to reflect upon what is above, what came before this moment, and upon sweating through the filter, it becomes active, falling to the next filter, creating a ripple as it becomes part of this new body of water, reflecting on the time it had just spent in the previous bed, the ripple temporarily altering the perception of the body it joins.

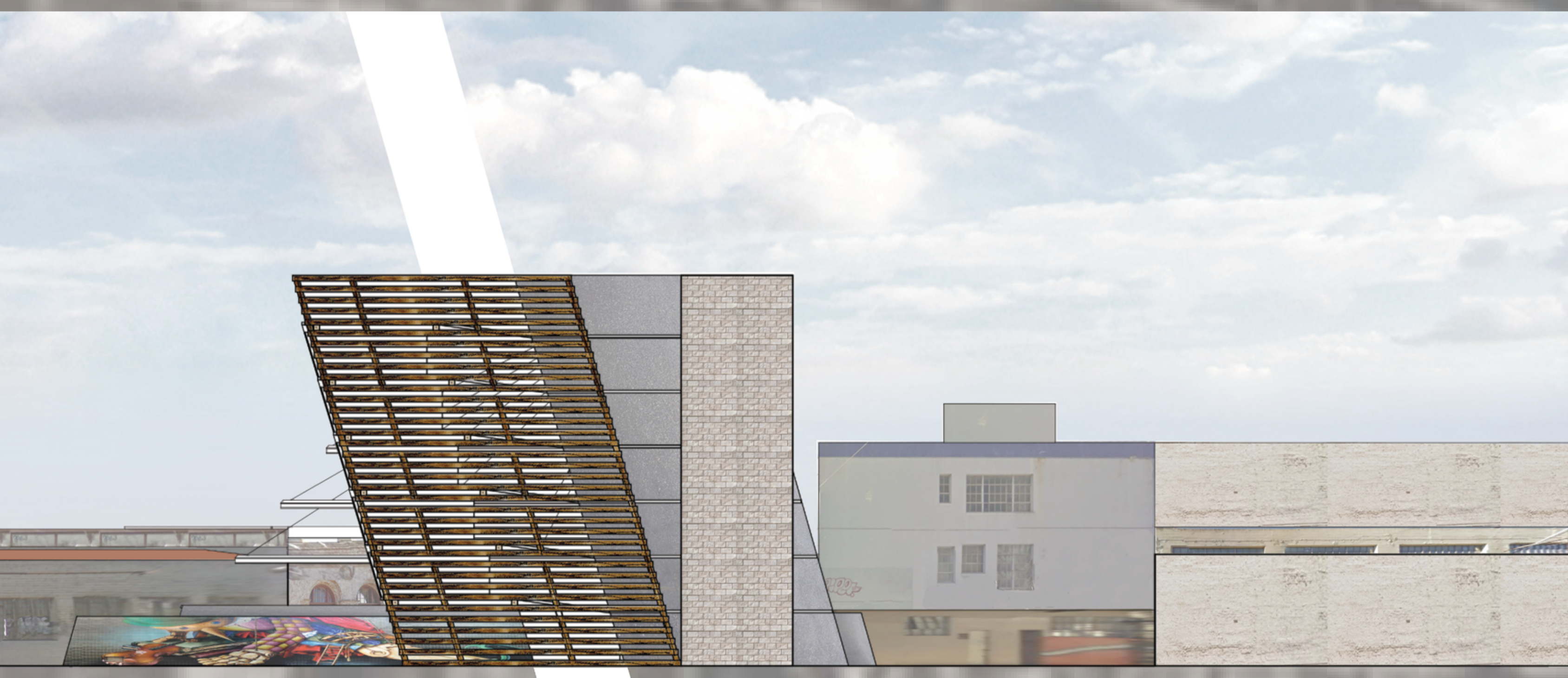
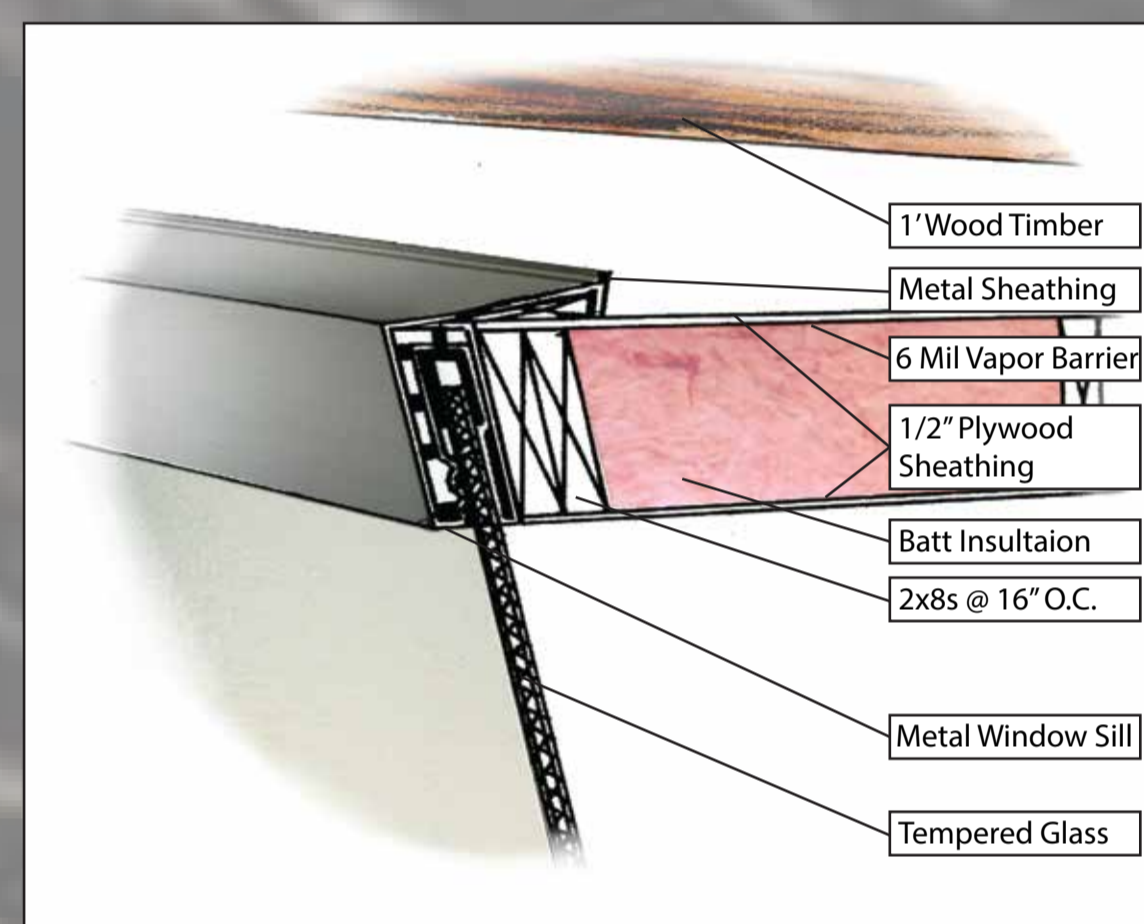
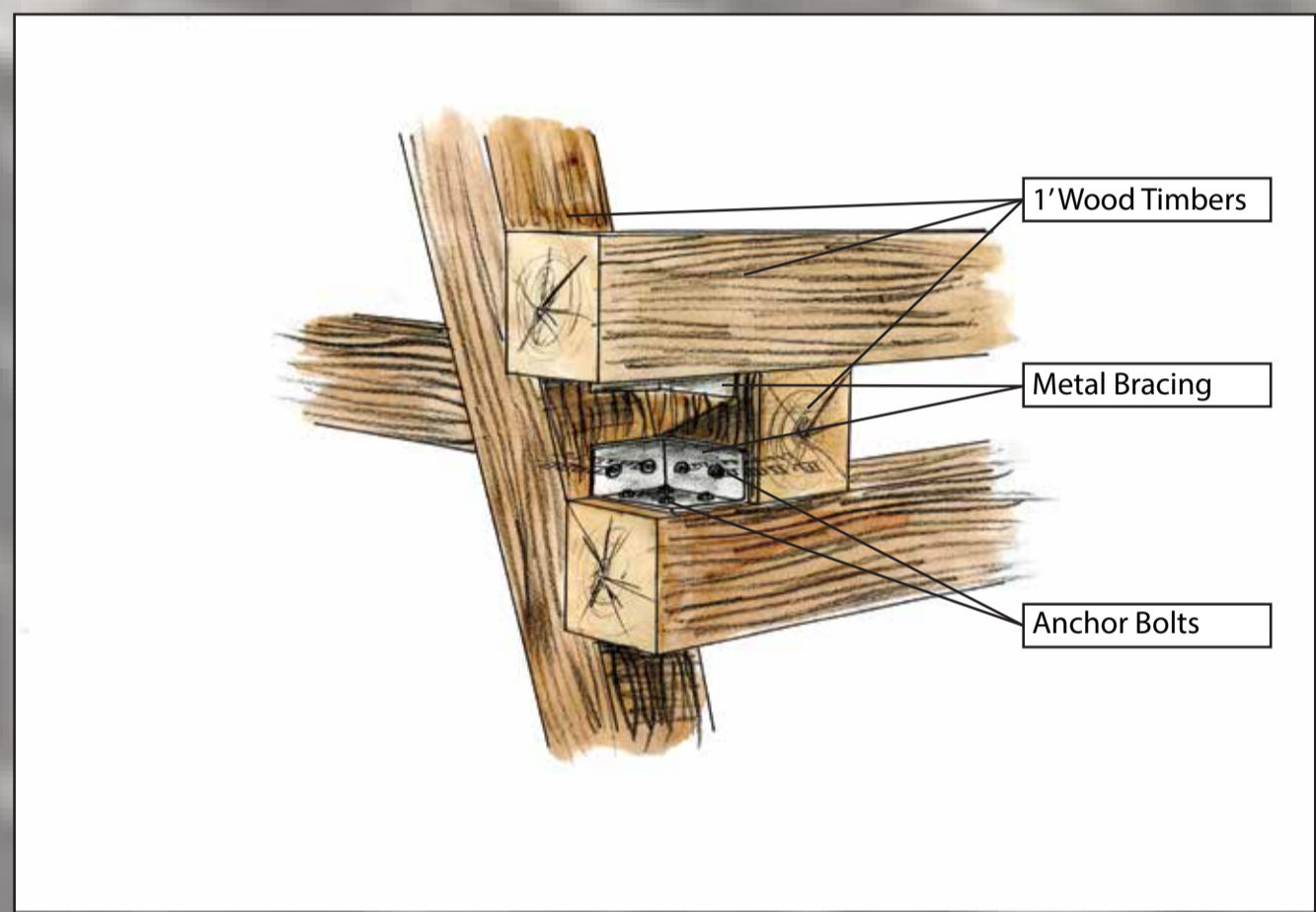
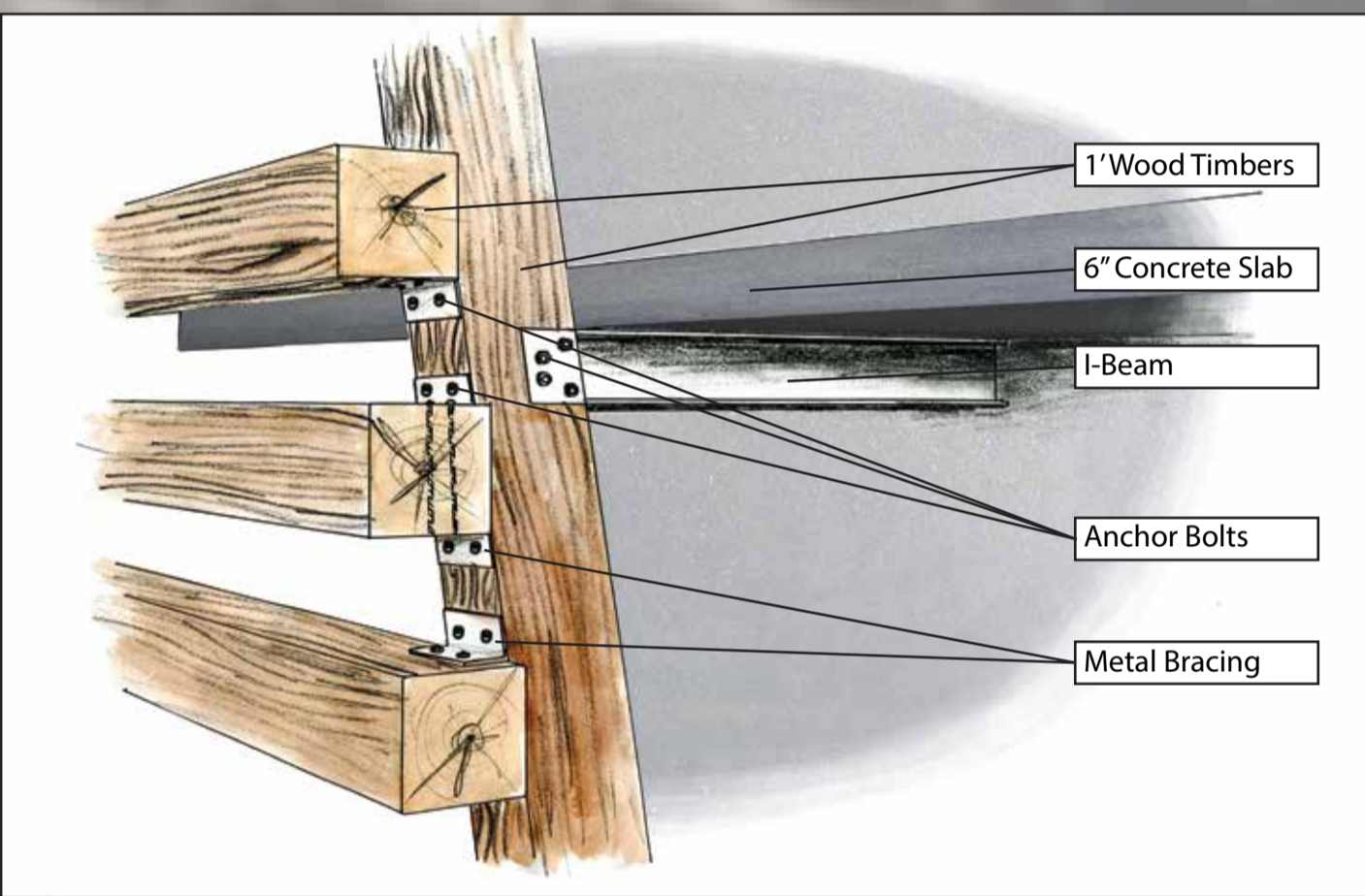
CRADLE FOR CHANGE: FINDING THE SPACE BETWEEN HOME AND HOMELESSNESS

Dwelling for the Homeless, San Francisco, CA

The homeless dwell in a space between Nomadism and Modern Living. They dwell a space of experience, linked to a certain place of active engagement and forced solitude. What I wish to accomplish with my design is to engage the homeless in the search for what Heidegger calls "the nature of dwelling." I do this through the exploration of the term dwelling as it applies to Heidegger's and Flusser's texts. Heidegger suggests in his essay, *Building, Dwelling, Thinking*, that we may have shelter, but we do not have dwelling. Flusser corroborates this through his experiences of forced nomadism during and after WWII. He finds that although he no longer has this place he once called his home, he carries the experience of this place with him as he goes, thus remaining at home even within multiple physical "homes" with each adapting his concept of home based on his experiences there. This link to the search for the nature of dwelling is inherently lacking in Modern Living. Most people think they already know what it means to dwell, and through this lack of search for meaning within their dwelling, they truly become "homeless". What I wish to provide with this design is a place where the users can adapt their sense of home to new experiences to encourage the search for the nature of dwelling, and by extension, providing them a home not dwelling in the physical world, but within themselves.



Mechanical Circulation Detail: Scale: 1/4" = 1'-0"

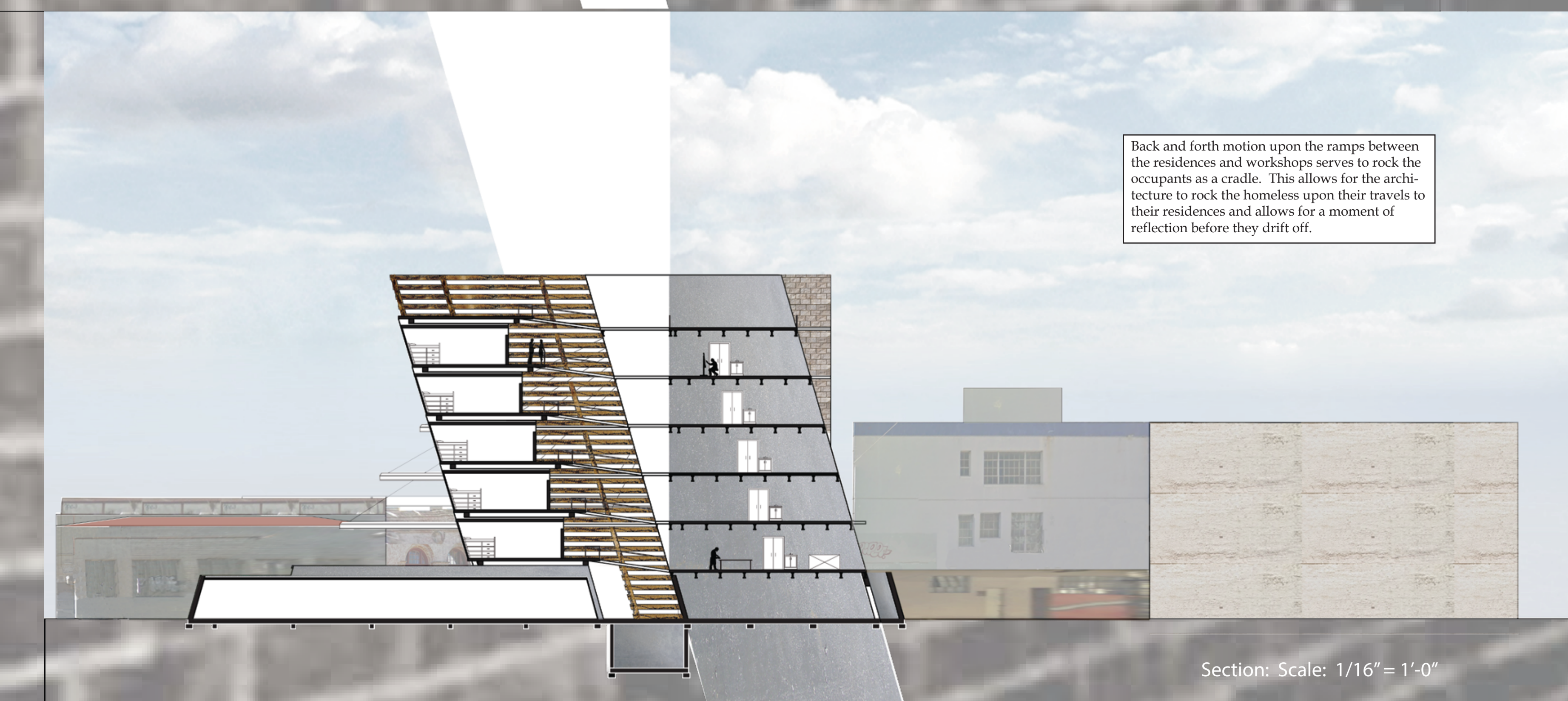


North East Elevation: Scale: 1/16" = 1'-0"



Mechanical ducting travels up through the 5' space between louvre wall and residences then splits into each storey (see Mechanical Circulation Detail) before traveling back down on the other side of the residences.

South East Elevation: Scale: 1/16" = 1'-0"



Back and forth motion upon the ramps between the residences and workshops serves to rock the occupants as a cradle. This allows for the architecture to rock the homeless upon their travels to their residences and allows for a moment of reflection before they drift off.

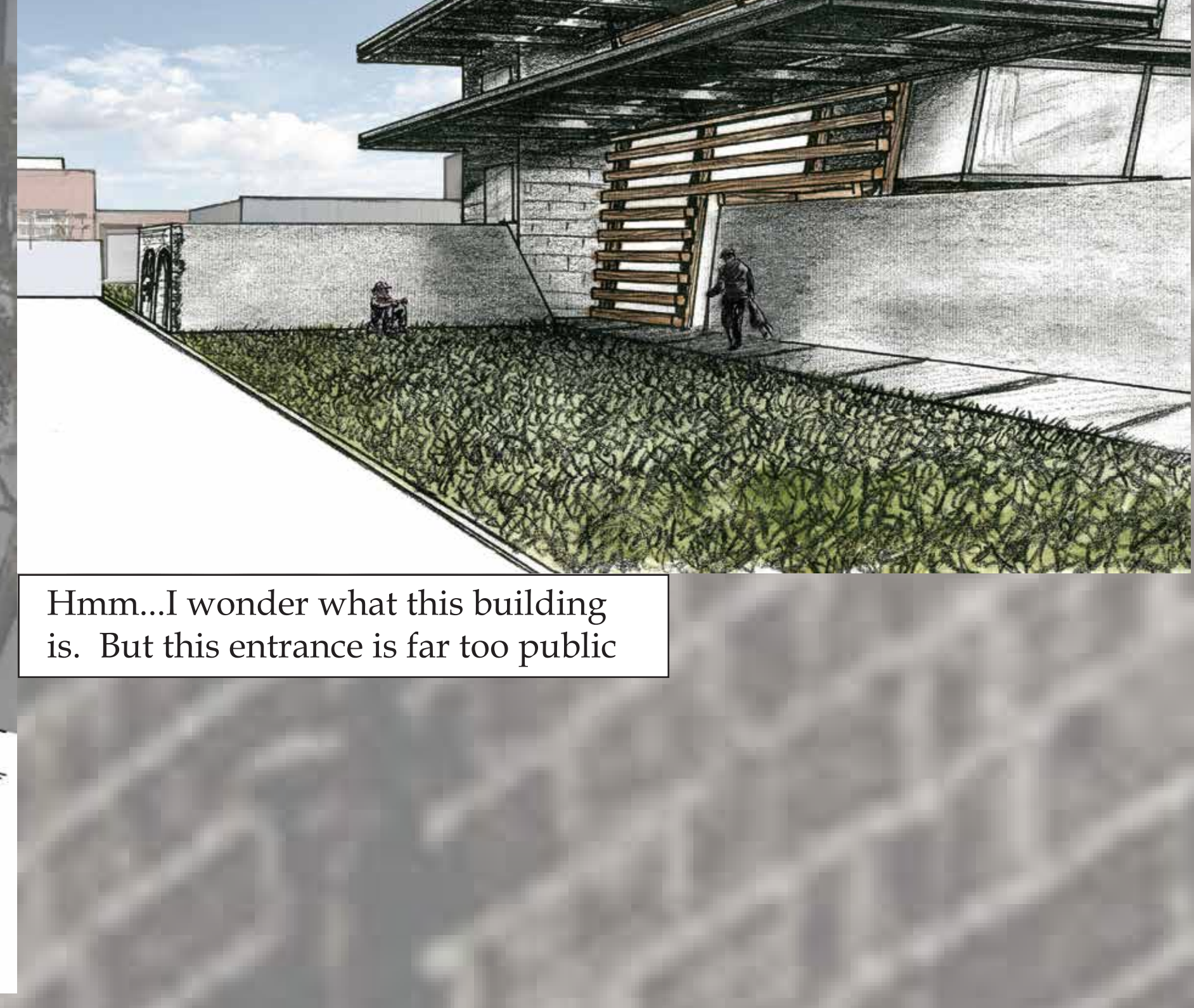
Section: Scale: 1/16" = 1'-0"



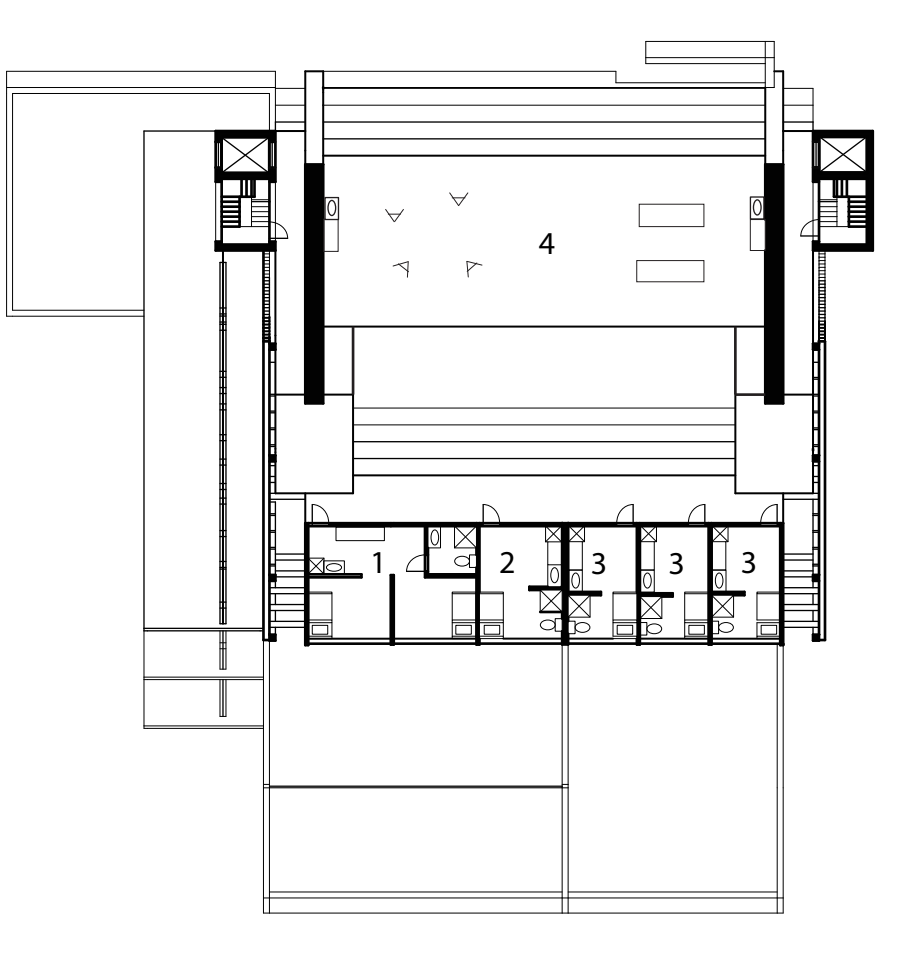
Dwelling, based upon Heideggerian readings, is an action based which links body and mind to the physical environment. This includes building as well as drawing, painting or sculpting.

Section: Scale: 1/16" = 1'-0"

Meanwhile, at the corner of Heron Street and 8th Avenue, San Francisco.

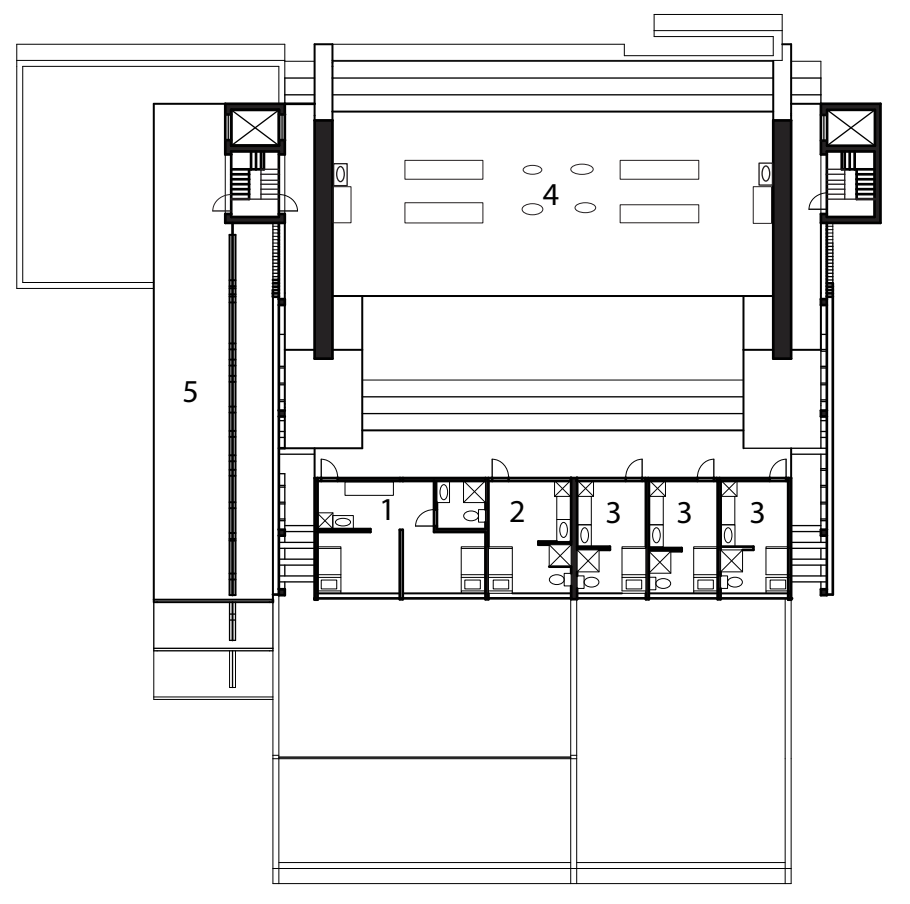


Hmm...I wonder what this building is. But this entrance is far too public



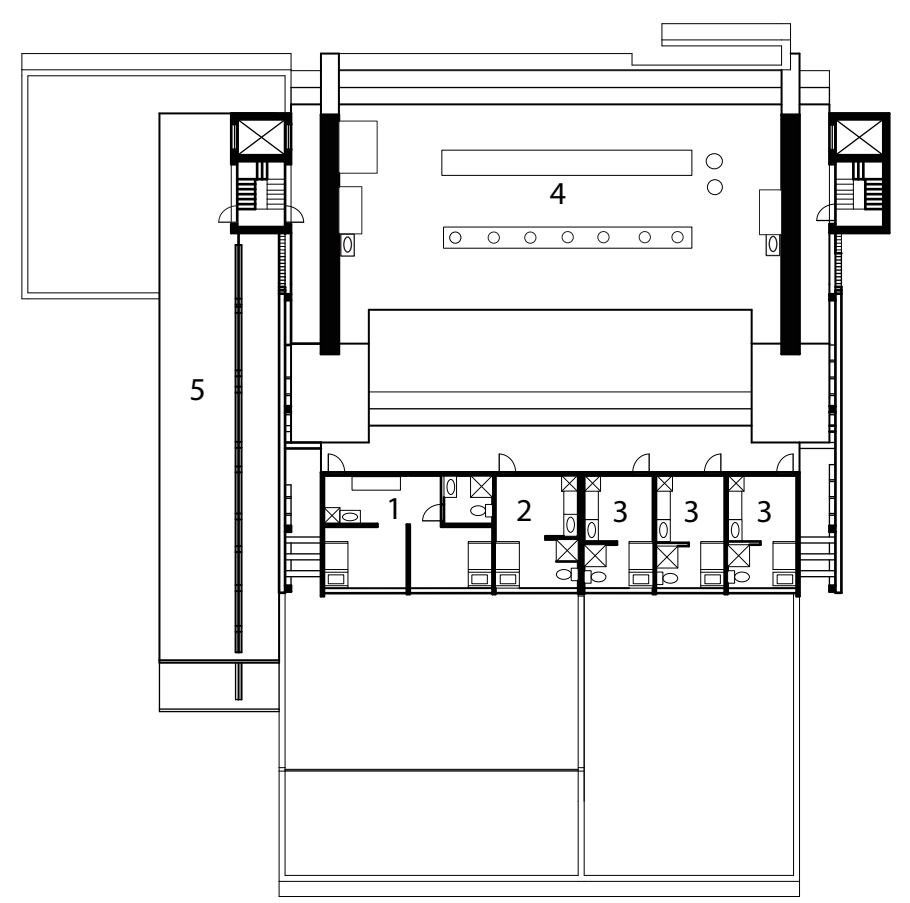
- 1 - Family Residence
- 2 - ADA Residence
- 3 - Residence
- 4 - Drawing/Painting Workshop

Sixth Floor Plan: Scale: 1/32" = 1'-0"



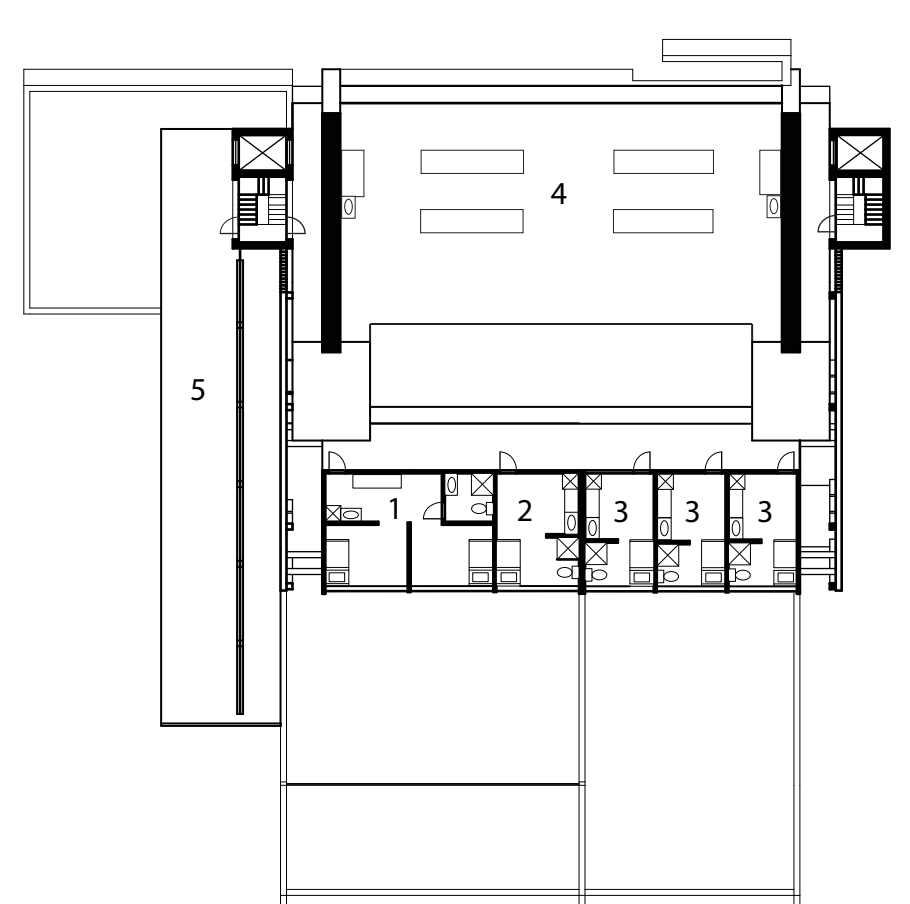
- 1 - Family Residence
- 2 - ADA Residence
- 3 - Residence
- 4 - Sewing/Leather-working
- 5 - Group Psych Space

Fifth Floor Plan: Scale: 1/32" = 1'-0"



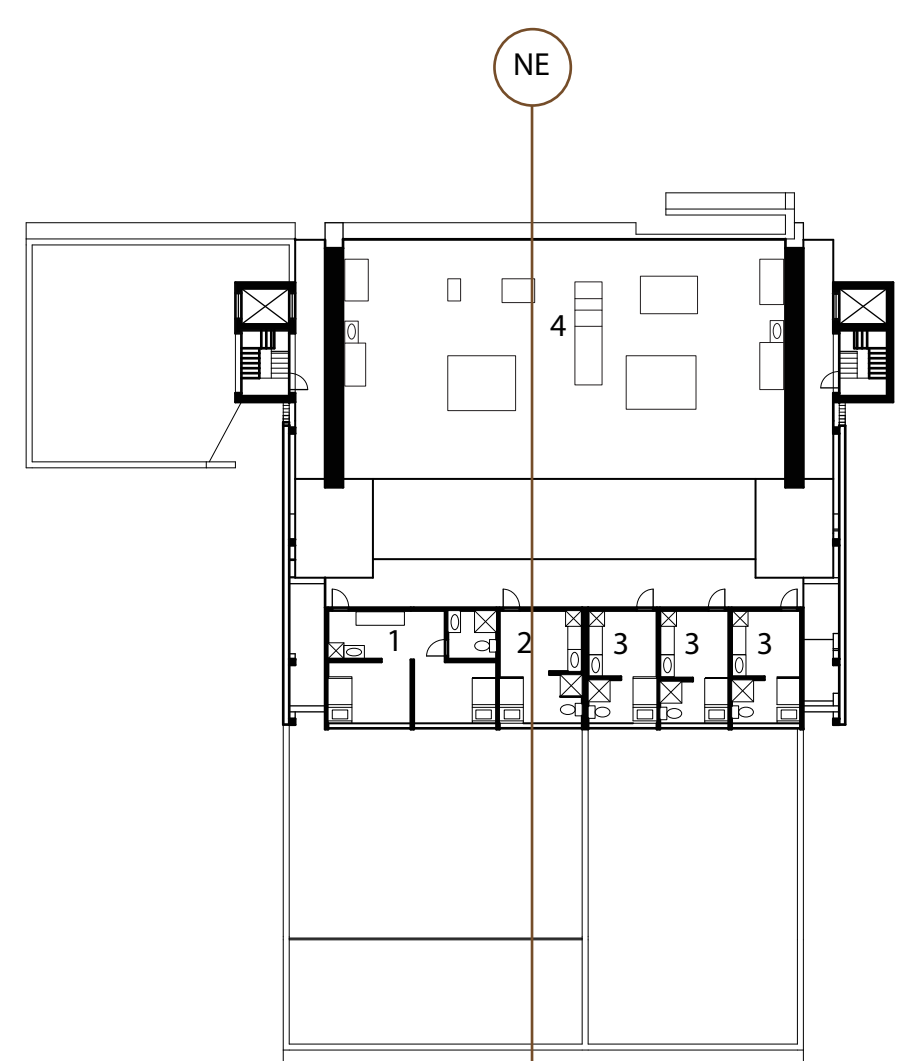
- 1 - Family Residence
- 2 - ADA Residence
- 3 - Residence
- 4 - Ceramics Workshop
- 5 - Group Psych Space

Fourth Floor Plan: Scale: 1/32" = 1'-0"



- 1 - Family Residence
- 2 - ADA Residence
- 3 - Residence
- 4 - Pouring Workshop
- 5 - Group Psych Space

Third Floor Plan: Scale: 1/32" = 1'-0"



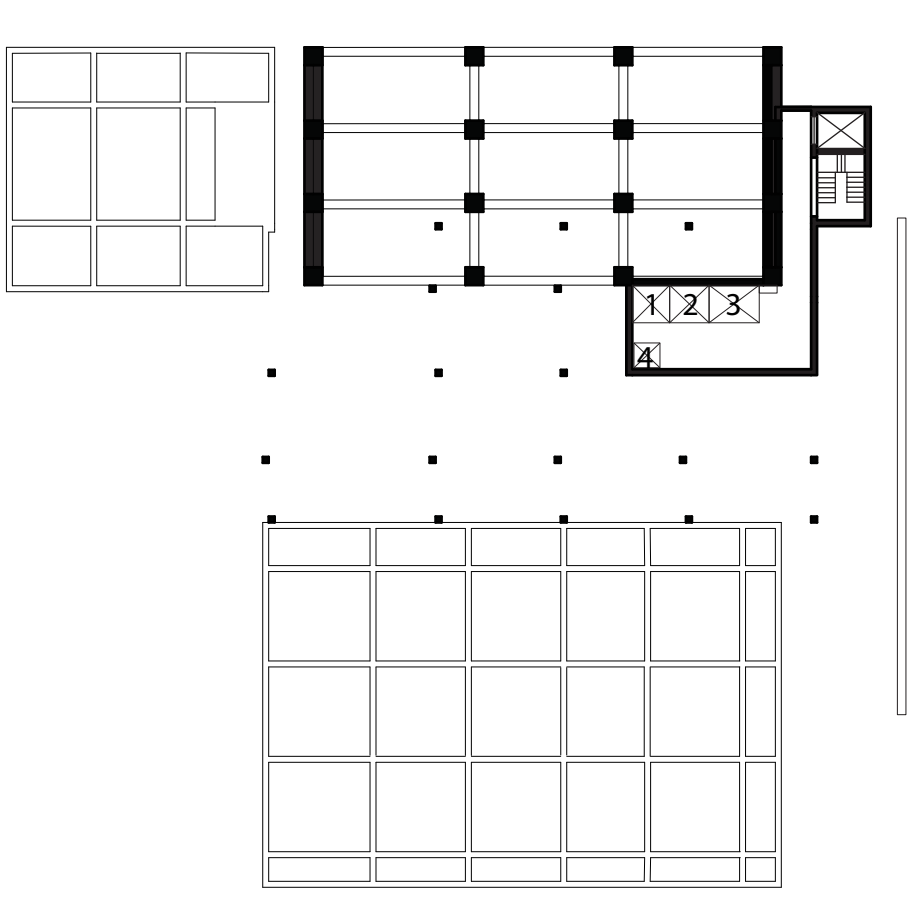
- 1 - Family Residence
- 2 - ADA Residence
- 3 - Residence
- 4 - Metal/Woodshop

Second Floor Plan: Scale: 1/32" = 1'-0"



- 1 - VA Office
- 2 - Computer Room
- 3 - Library
- 4 - Public Lobby
- 5 - Gallery
- 6 - Homeless Lobby
- 7 - Landlord's Room

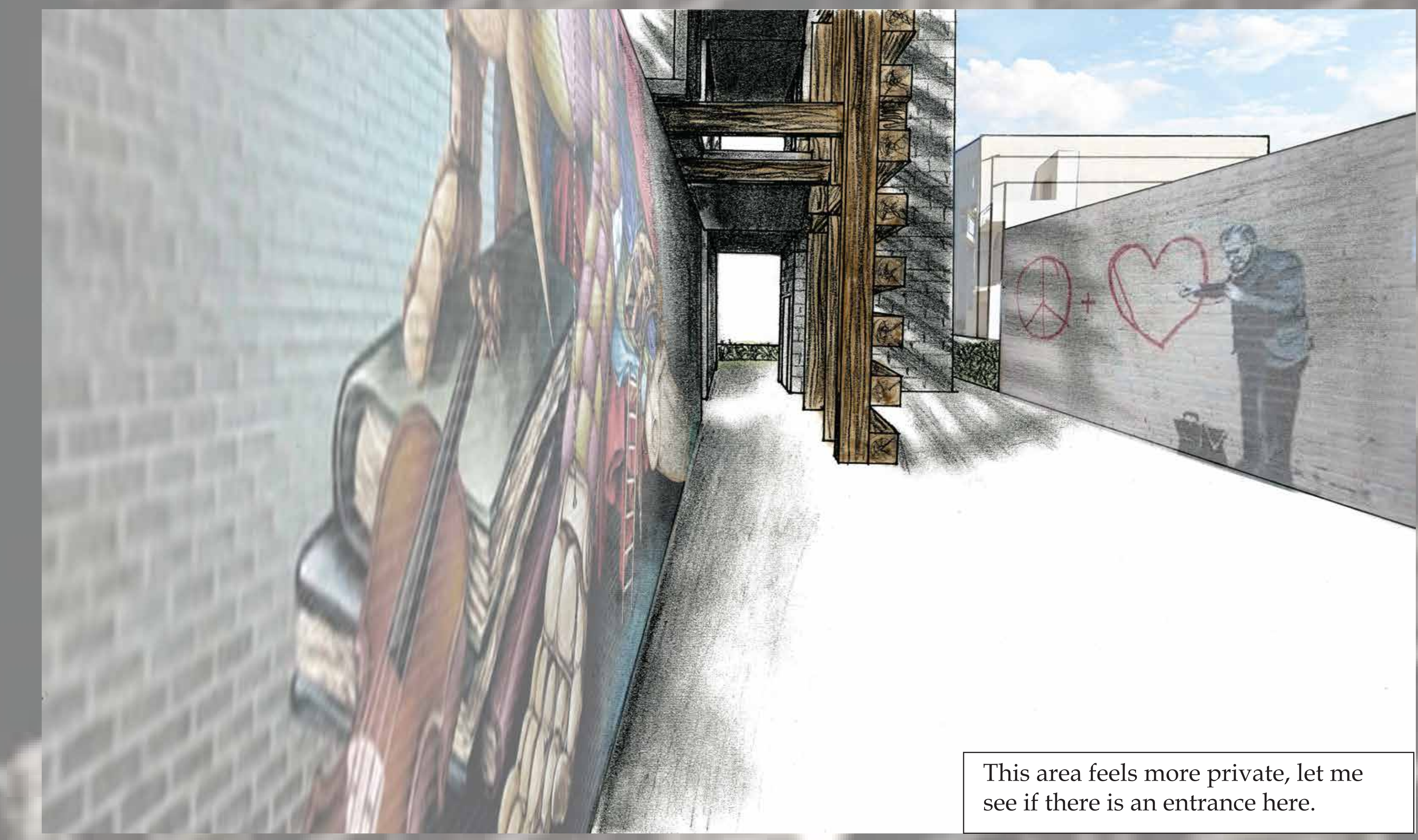
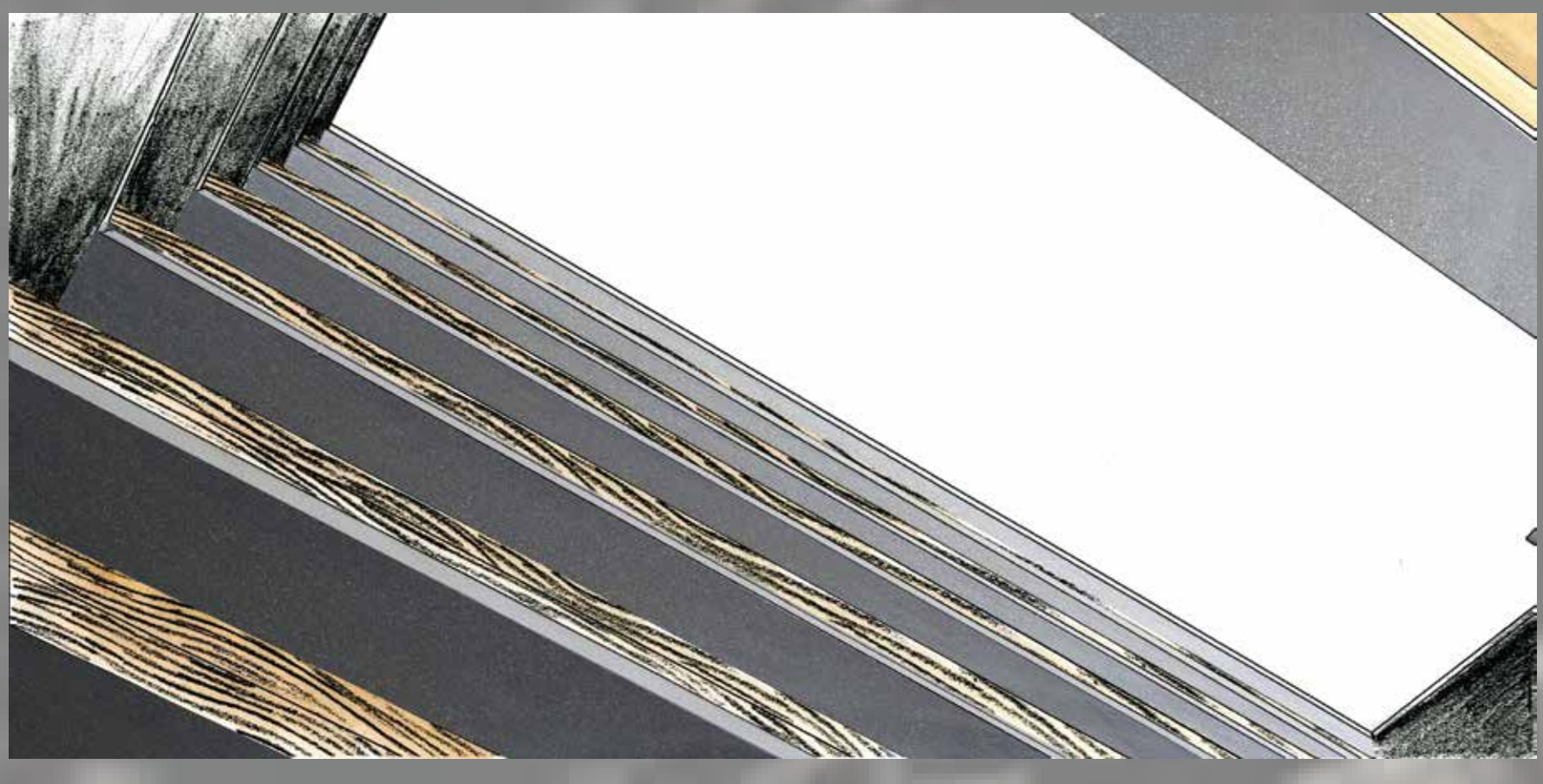
First Floor Plan: Scale: 1/32" = 1'-0"



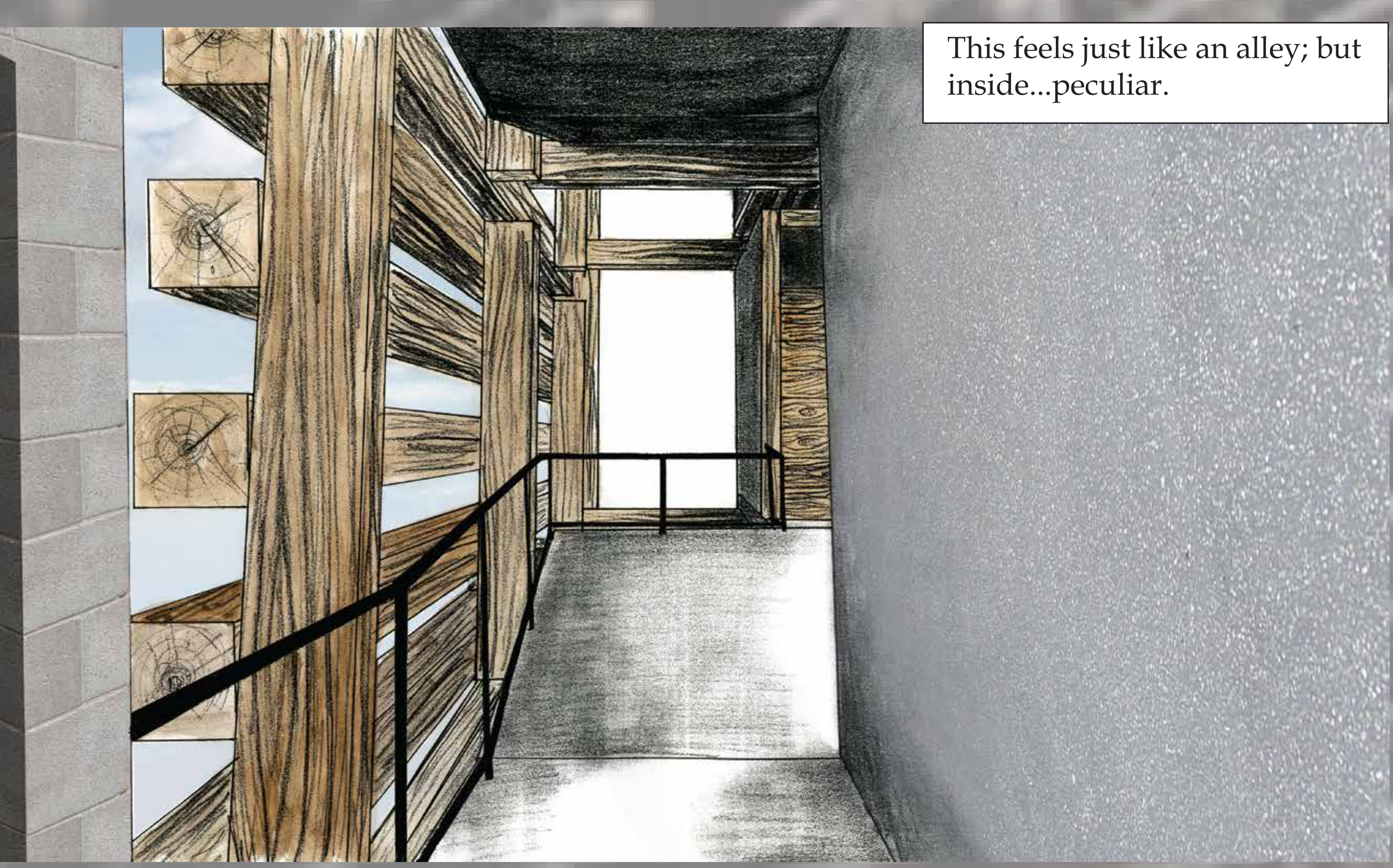
- 1 - Boiler
- 2 - Cooler
- 3 - Generator
- 4 - Water Heater

Foundation/Mechanical: Scale: 1/32" = 1'-0"

Through the analysis and creation of interaction with interstitial spaces, I wish to create an environment where the occupants dwell more within meditative thought, more within the moment. Therefore, I designed the building in such a manner as to never create a straight-forward path which one "must" take. This allows for occupants to interact more fully within their environment rather than within a preconceived plan. This also invites the occupants to linger, to interact within their environment more fully rather than feeling pushed into a space. This, I feel, gives them opportunity to define the way they dwell these interstitial spaces.



This area feels more private, let me see if there is an entrance here.

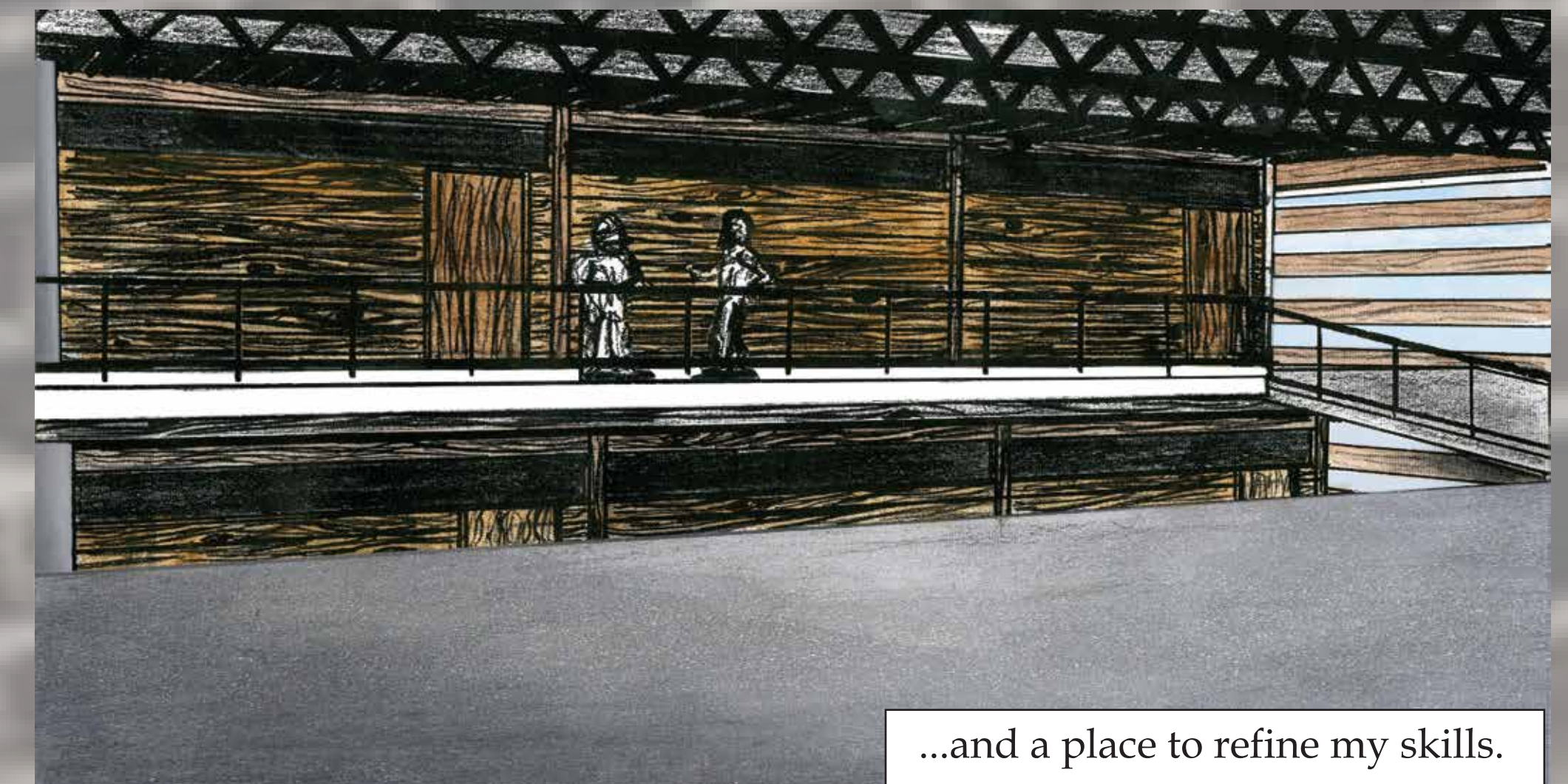


This feels just like an alley; but inside...peculiar.

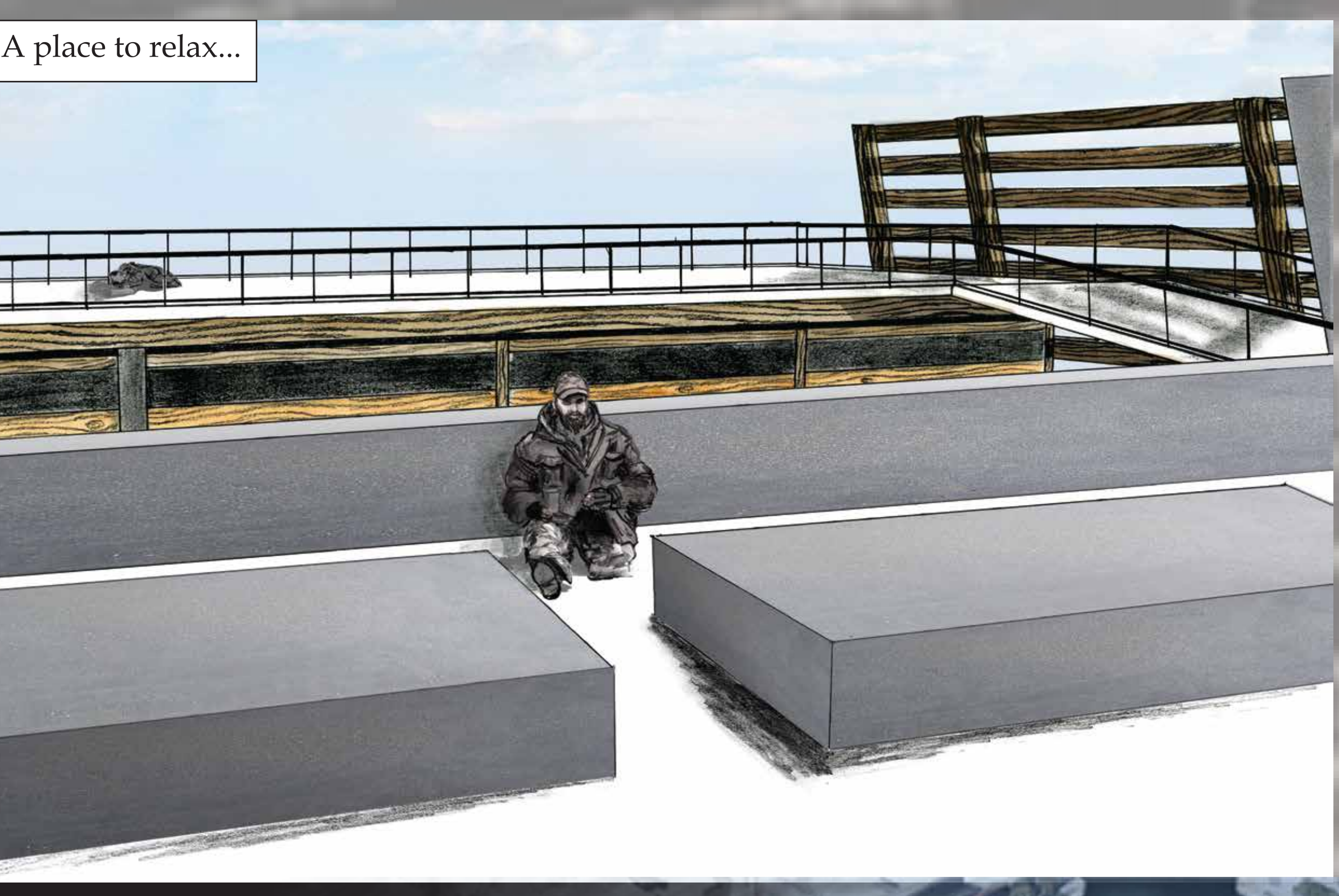


I have my own place to live now...

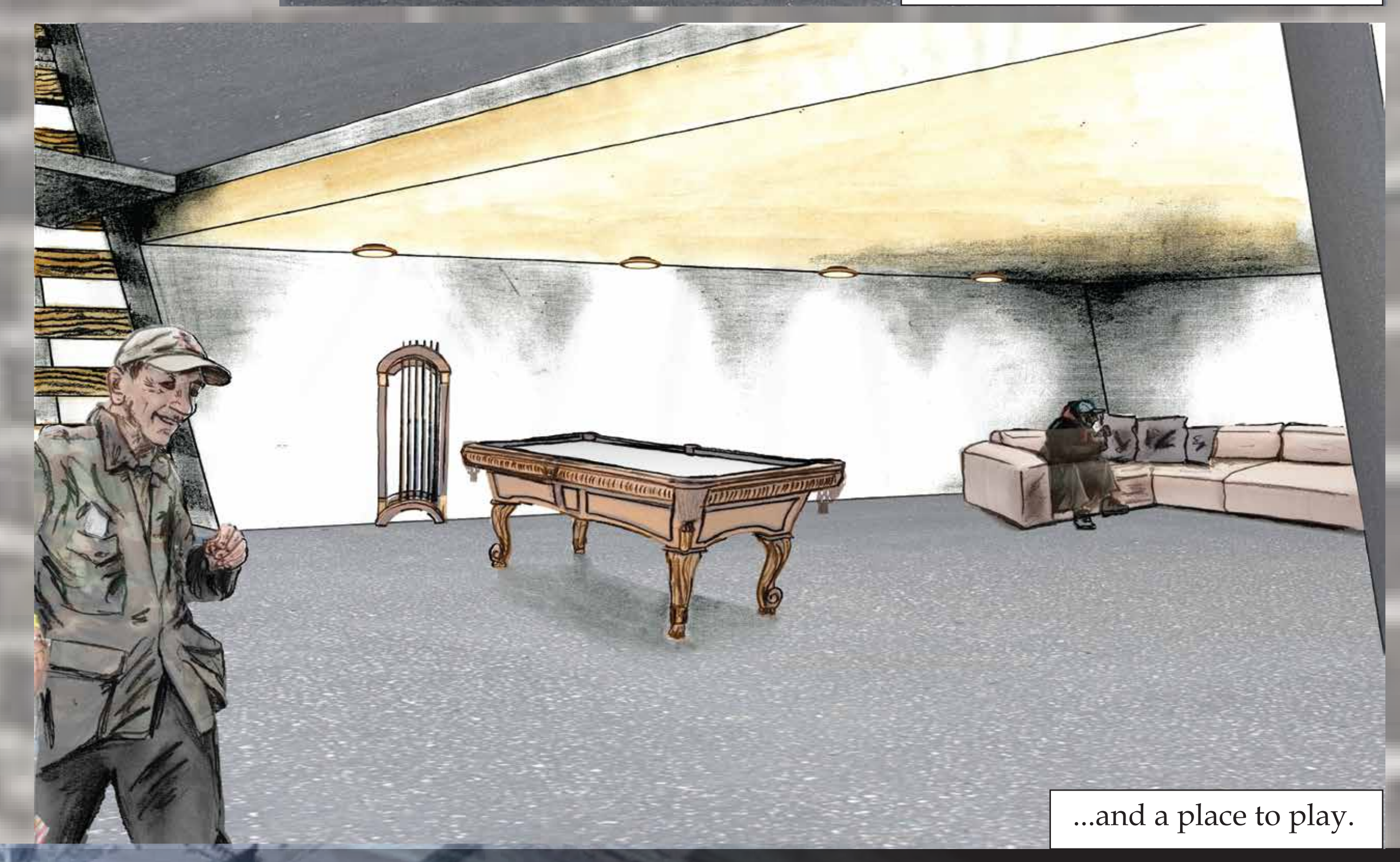
Mirroring the artefact, a moment of reflection from residences to workshops, from repose to activity, inviting the occupants to think about how they have dwelled to this point. Without this pursuit of what it means to dwell, man risks being "uprooted not only from his reality, from his world, but also from himself" (Heidegger). Through this relation of thought and interaction, one searches for what it is they wish to be through the search for the nature of dwelling.



...and a place to refine my skills.

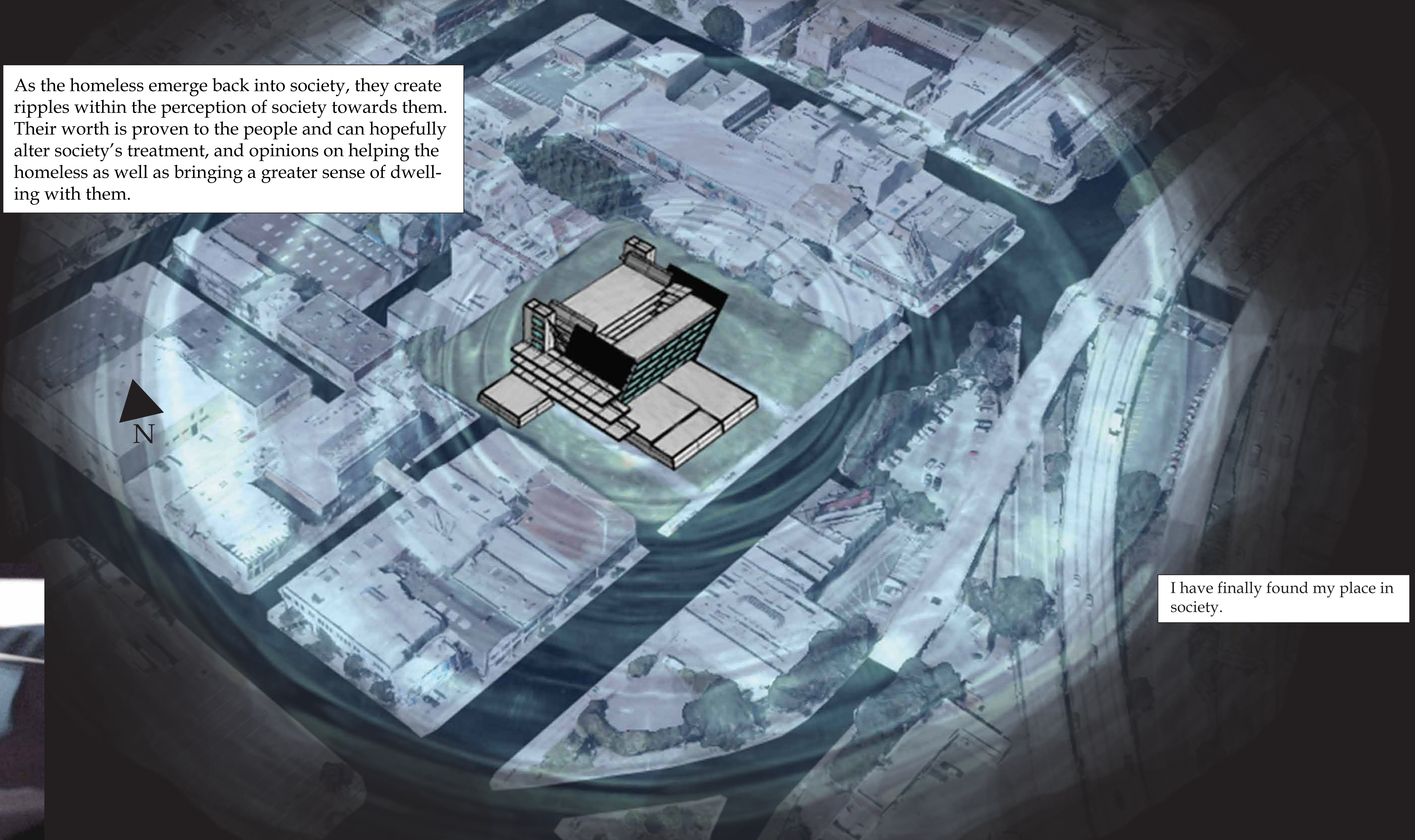


A place to relax...



...and a place to play.

As the homeless emerge back into society, they create ripples within the perception of society towards them. Their worth is proven to the people and can hopefully alter society's treatment, and opinions on helping the homeless as well as bringing a greater sense of dwelling with them.



I have finally found my place in society.