



JANE ADDAMS
MEMORIAL PARK

NAVY PIER

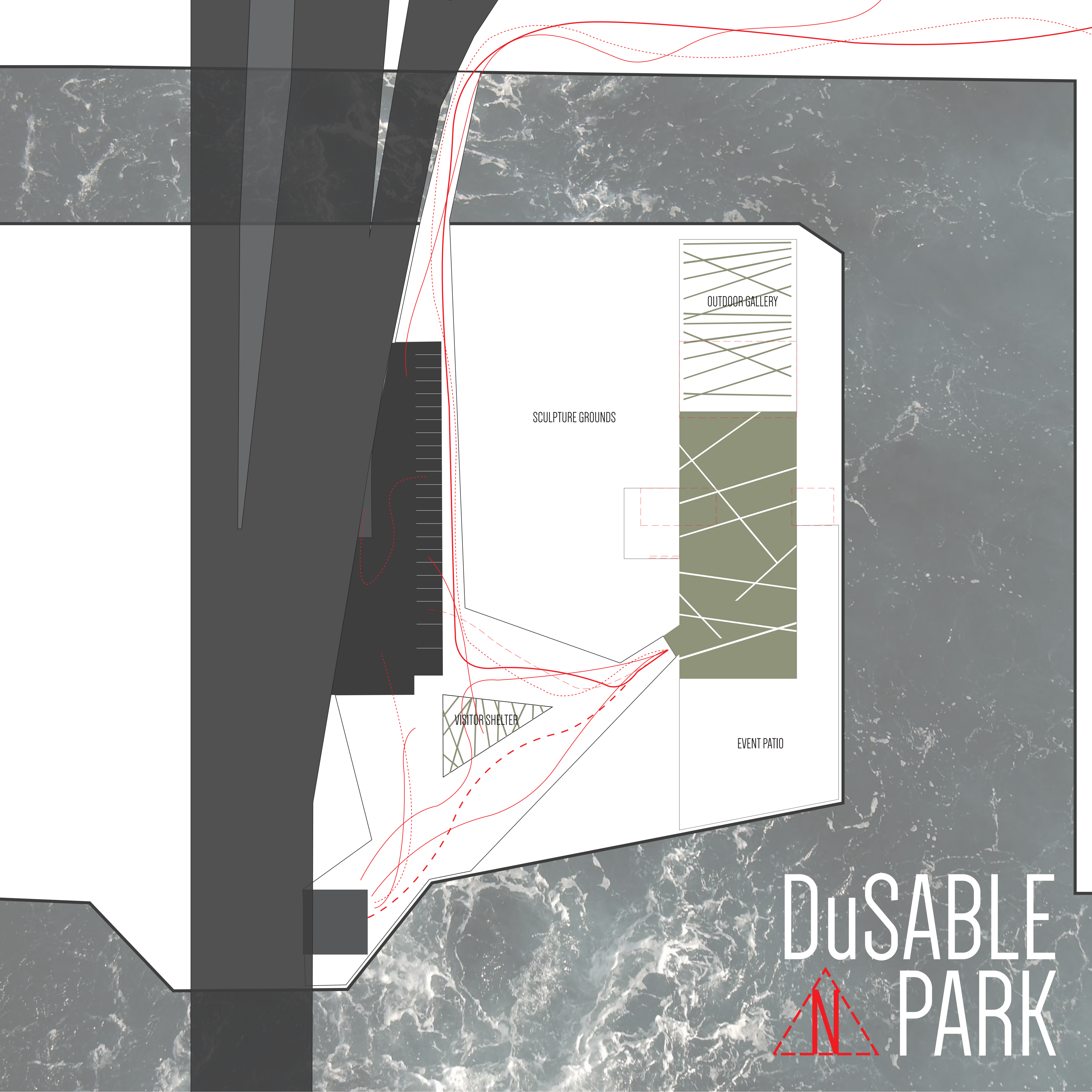
DUSABLE PARK

MAGGIE DALEY PARK

MILLENNIUM PARK

CHICAGO
ILLINOIS





OUTDOOR GALLERY

SCULPTURE GROUNDS

VISITOR SHELTER

EVENT PATIO

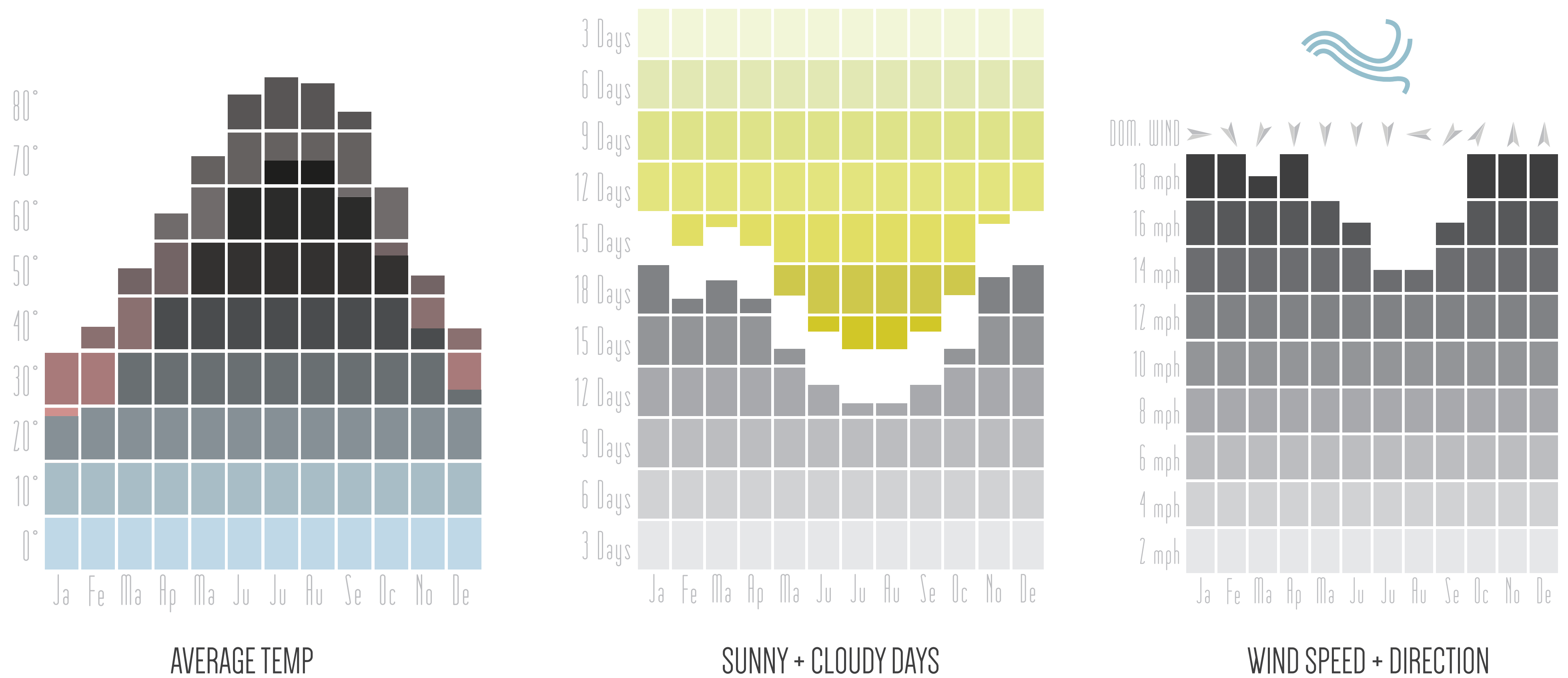
DuSABLE PARK



PHOTO GRID



CLIMATE DATA



SITE ANALYSIS

DuSable Park is located on Lake Michigan in downtown Chicago. It is close in proximity to Navy Pier. The site was under soil remediation to rid it of toxic waste left behind from its previous use as a mined ore depository. Upon completion of its decontamination it has been looked upon for a site of future development. At one point, it was planned to be part of the doomed Chicago Spire plaza. It is currently closed to the public and remains open for development. The major site challenges are accessibility and noise pollution, due to its proximity to a multi-tiered overpass. There is a lot of potential in this site though because of its location on the lake and the surrounding area contains many community attractions such as Navy Pier, canals, walking paths, and neighboring parks.



ARCHITECTURE IN MOTION

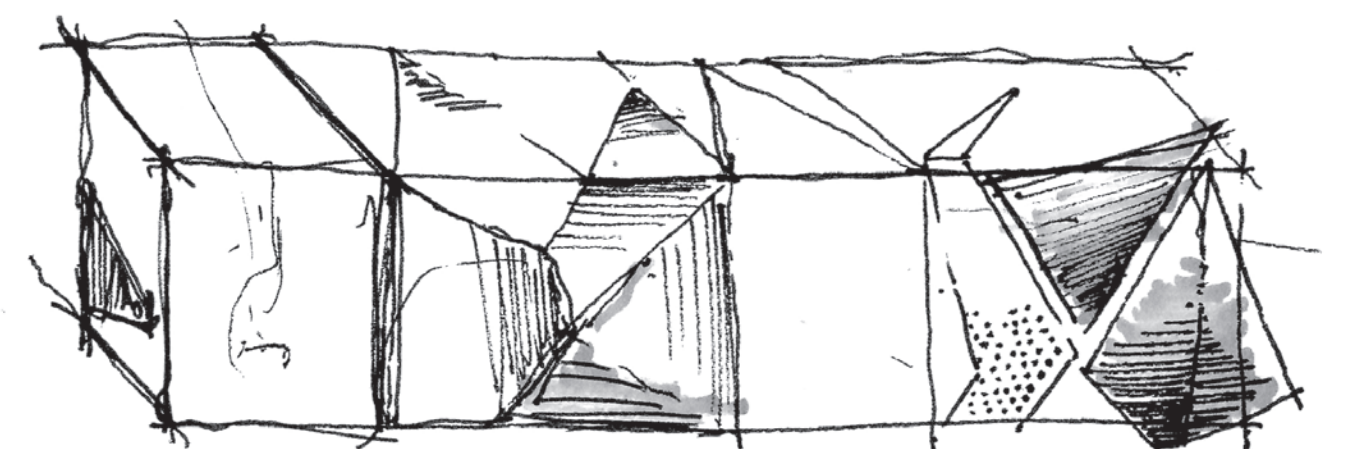
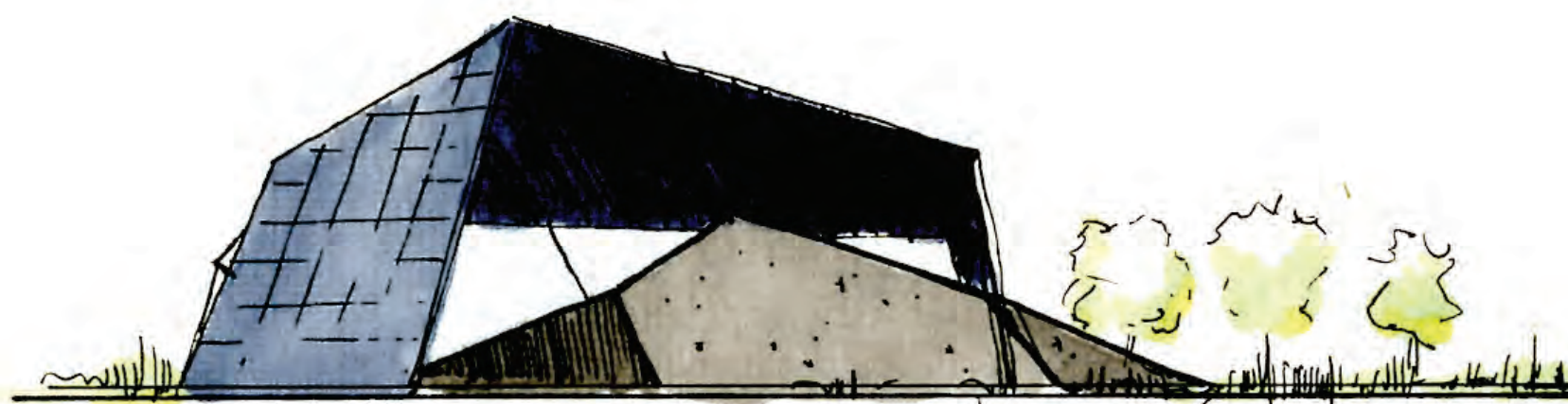
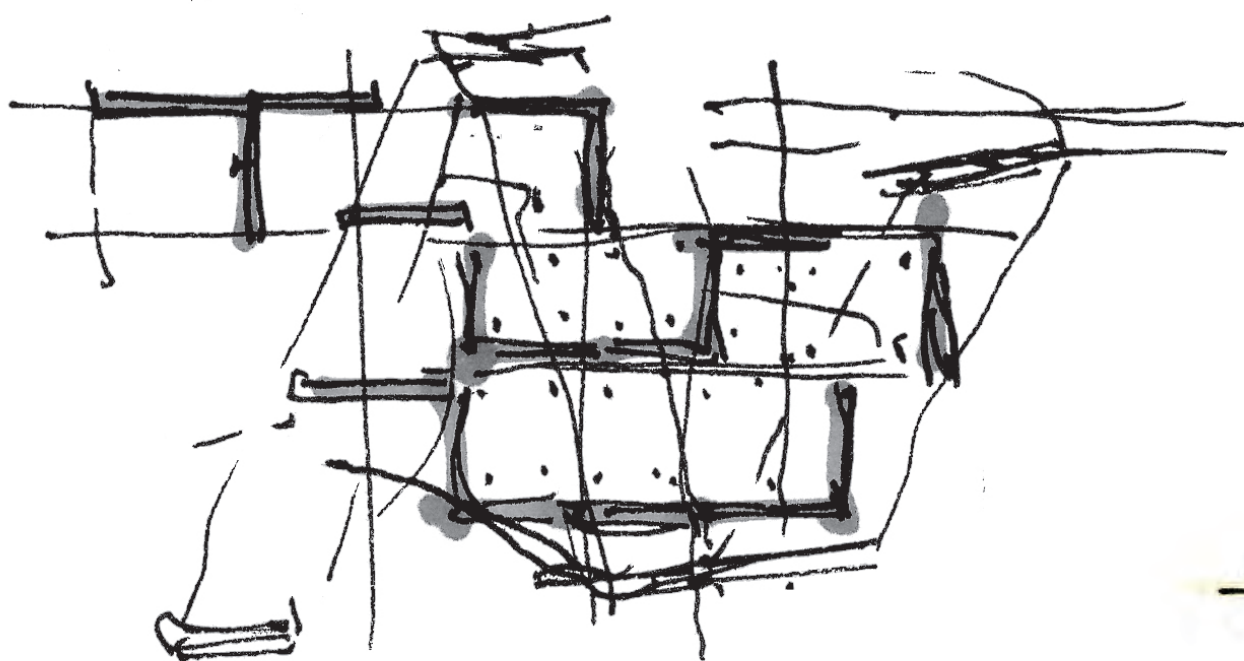
AN EXPLORATION OF KINETIC SPACE

THE QUESTION:
HOW CAN KINETIC
ARCHITECTURE FACILITATE
THE PROGRAMMATIC
EVOLUTION OF A SPACE?

We sit on the verge of a revolution in what defines the spaces in which we reside. As technology advances, so does our ability to manipulate form and materiality. The limits of an architectural space are merely what is defined explicitly or ambiguously by boundaries that the designer has put in place. What happens when those boundaries move and evolve? What if the built environment was in a constant state of change? How could this change how we see space and push the boundaries of architecture? The potential is staggering and is a frontier that has now begun to be explored. I think it is crucial that the places that are designed today become the places we inhabit a century from now. From one user to next, the space adapts to their every need. What does it take to break through the barrier of static unchanging form and into transient and kinetic space?

"ARCHITECTURE IN ITS CURRENT STATE EXISTS AS A SNAP SHOT OF THE EPOCH IN WHICH IT WAS DESIGNED AND BUILT. IT HAS A PECULIAR CHARACTERISTIC OF BEING TO A GREAT EXTENT A 'PETRIFIED FORM' IN SPACE, IN A PARTICULAR TIME." ANTONIADES

The challenge then becomes, how can a space be both adaptive and foster meaningful interaction of design and occupant. There is more purpose that a space demands than just functionality. Can architecture in motion evoke a reaction or participation from the user? I want to see how this typology can influence and interact with the built environment around it. I have chosen to do an artisan studio and gallery. Art is always evolving and is in many ways similar to the ideology of the form that I intend to explore. Art is the product inspiration and I want to create a space that is inspirational and gives the same feeling of freedom to explore that an art medium carries. I hope to provide a space in which can be used to revitalize the community's interest in craft and trades that seem to have become lost arts

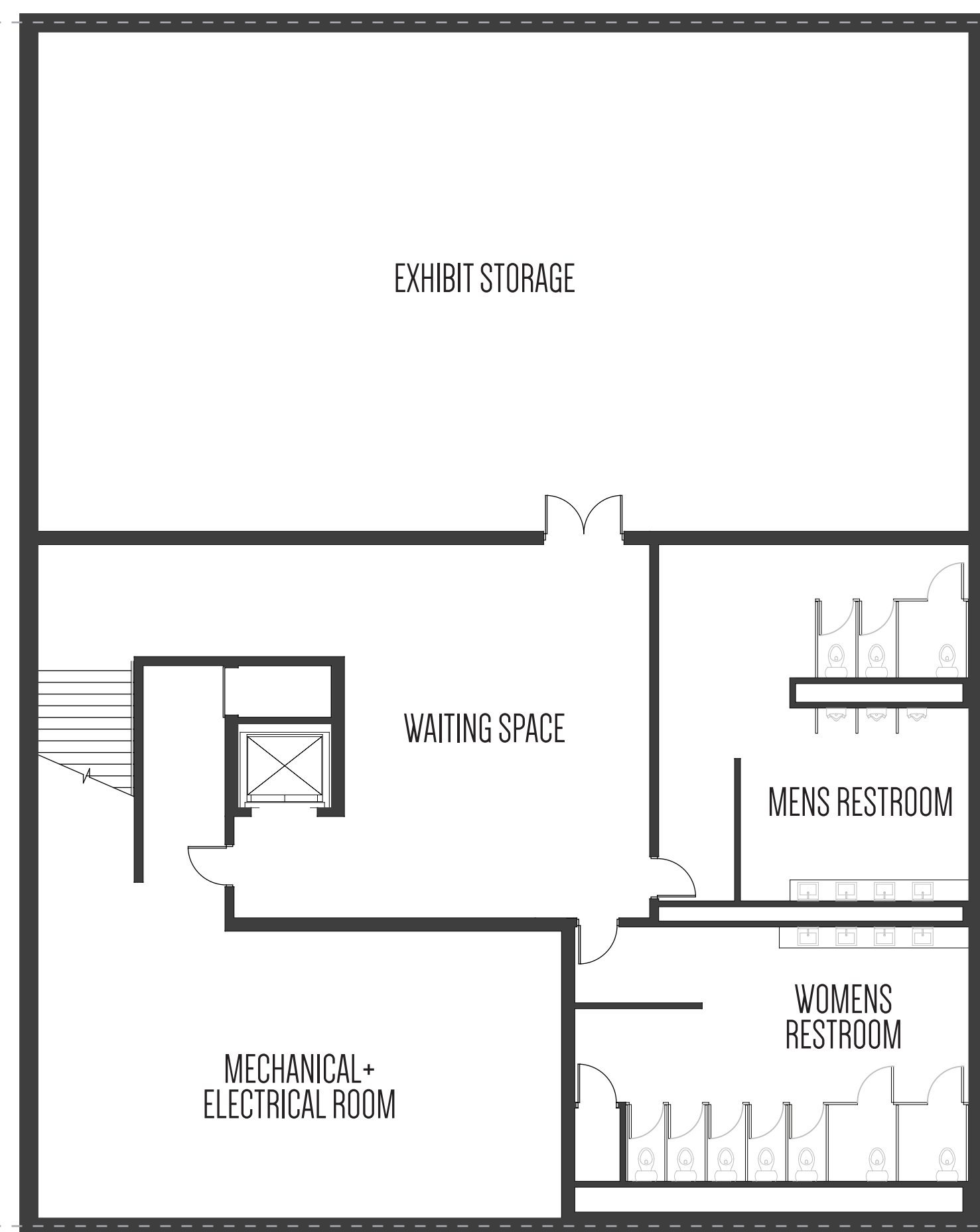




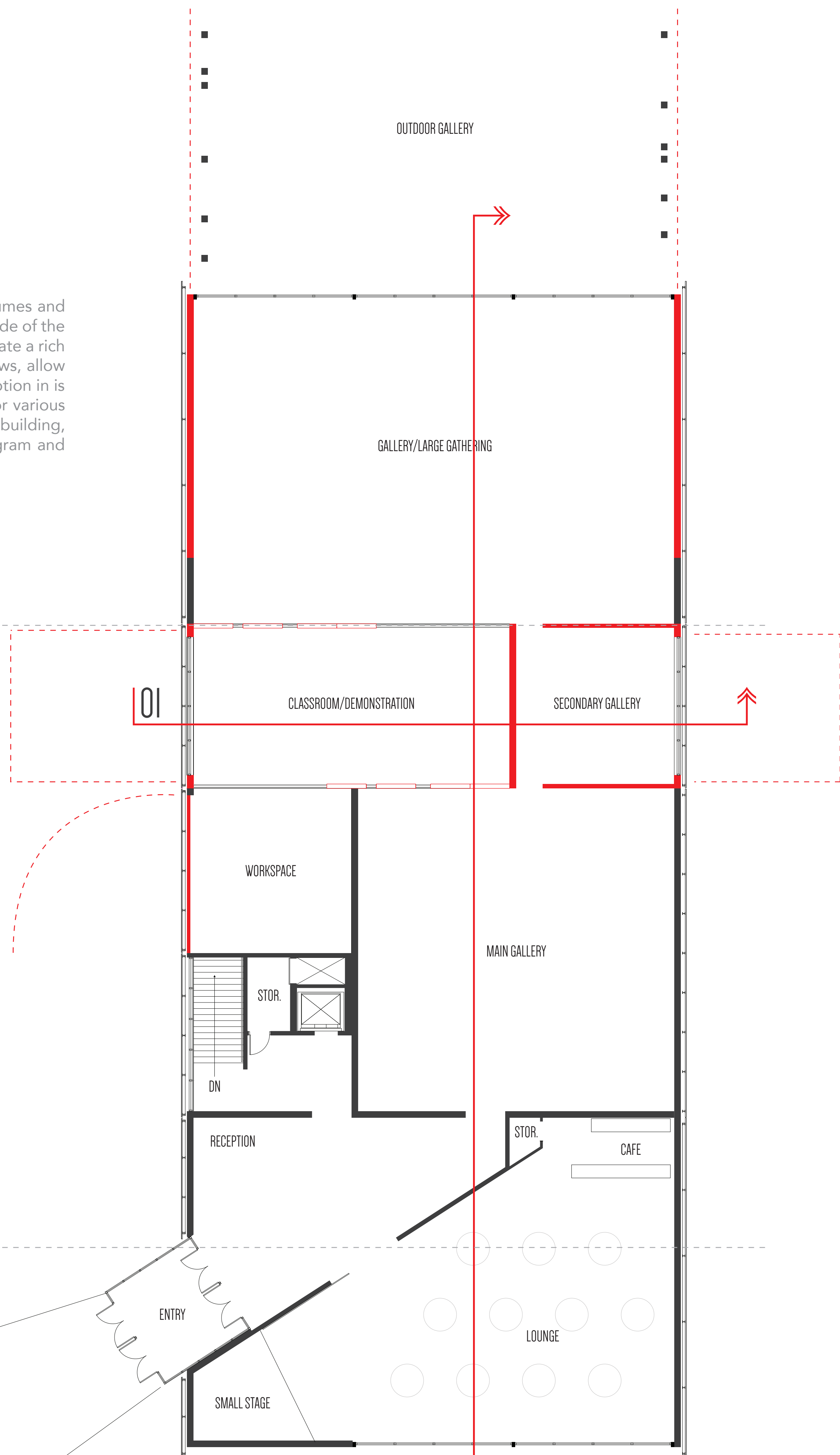
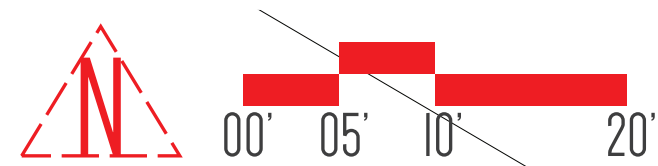
DUSABLE
FINE ARTS
PAVILION

THE DESIGN

The pavilion is simple in form, but complex in its capacity. The variation of volumes and spatial characteristics allows for a wide variety of events to occur within and outside of the walls. In the warm months, the building completely opens up onto the site to create a rich array of indoor and outdoor spaces. Kinetic components take advantage of views, allow natural ventilation, offer a unique experience on the site. The main source of motion in is a track system, similar to a train car on a track. Motors within the walls allow for various parts of the building to translate across the site. With many configurations of the building, the possibilities are endless. The DuSable Fine Art Pavilion transcends its program and becomes part of the urban machine.

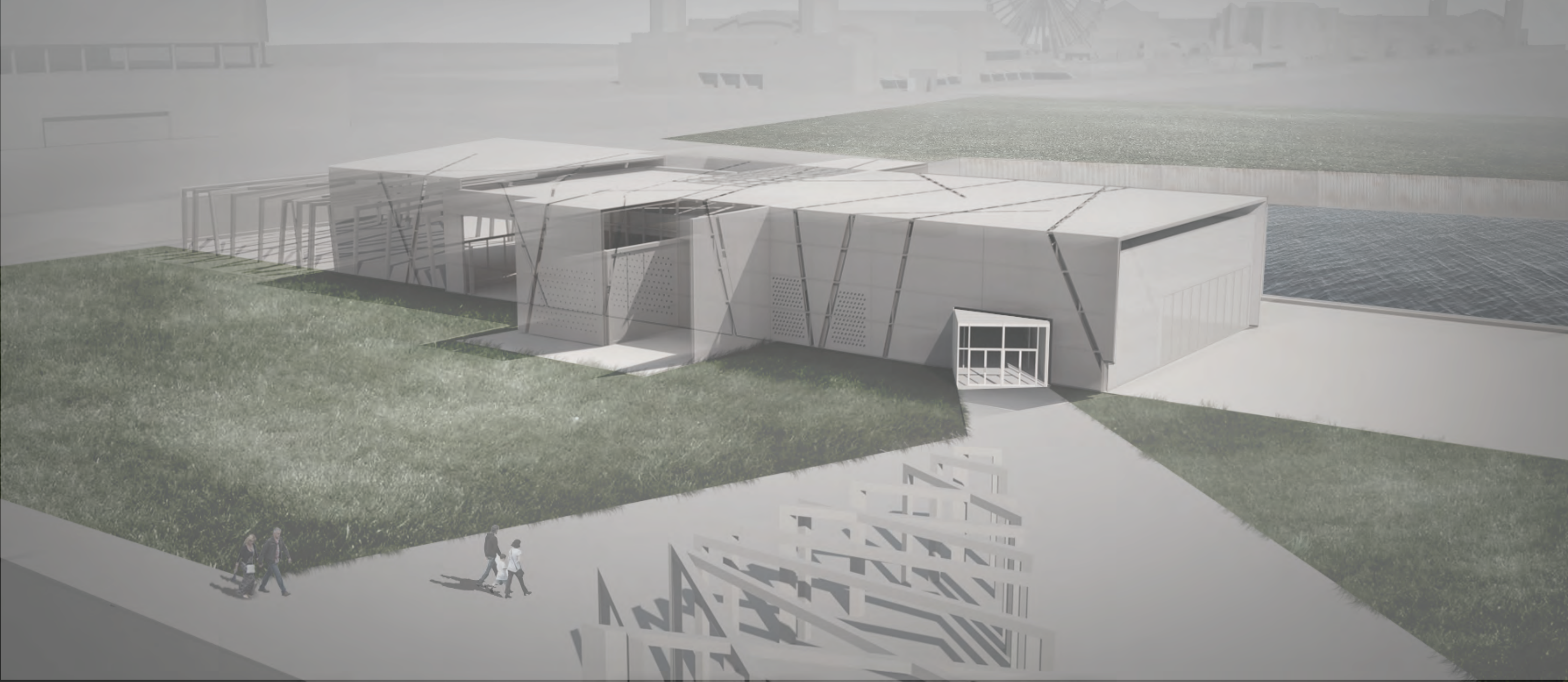


FLOOR PLAN 00

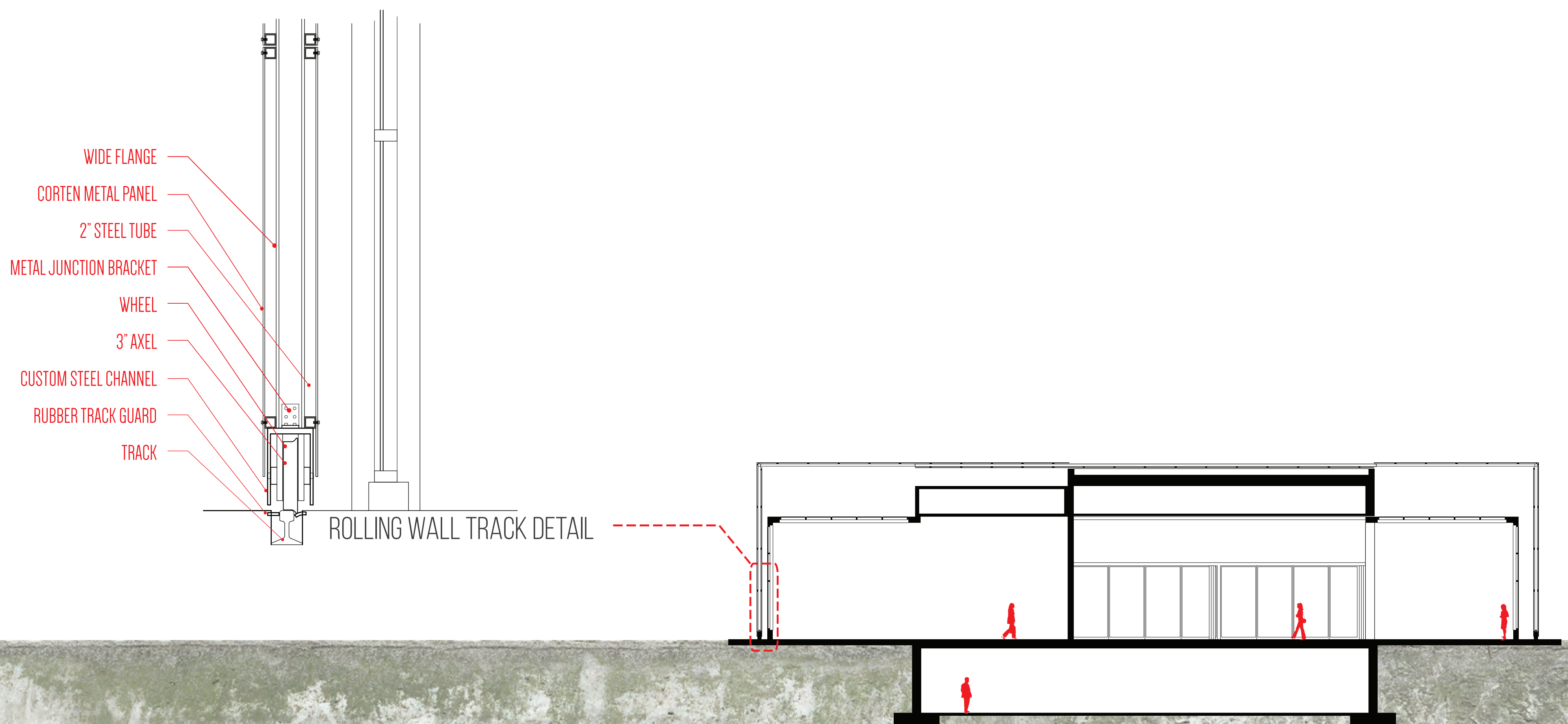


FLOOR PLAN 01

02



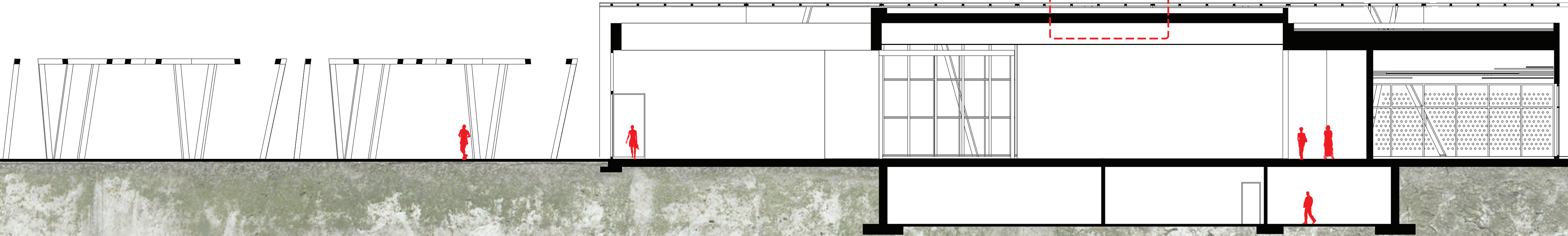
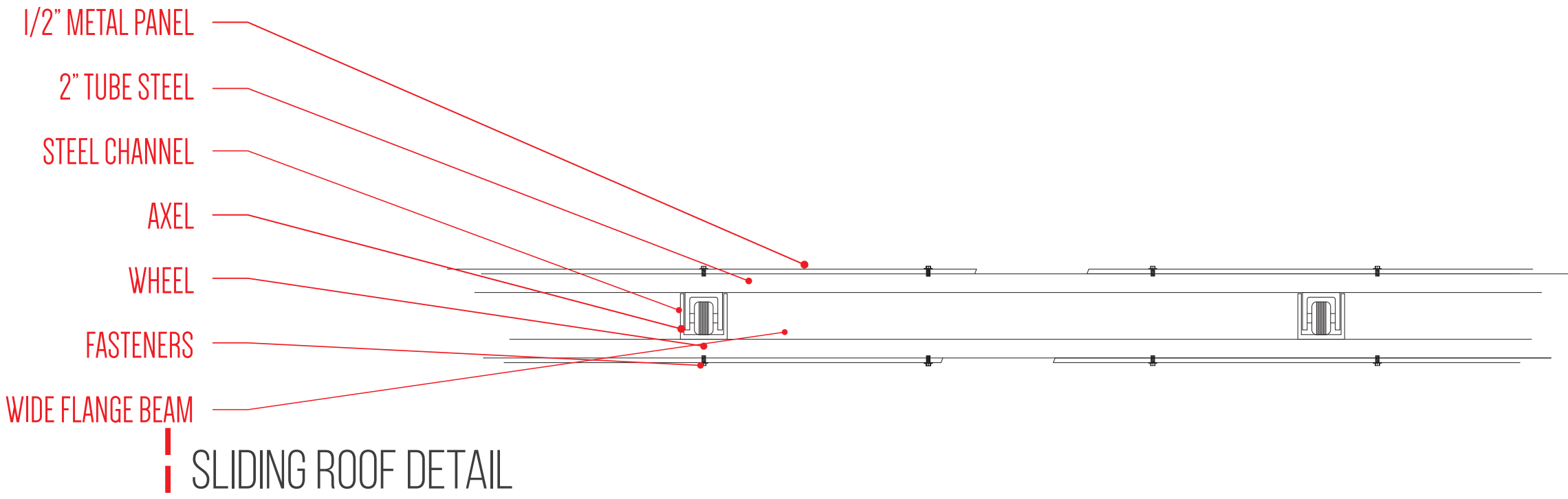
The DuSable Fine Arts Pavilion has the capability of adapting to an alteration in programmatic need. Shifting spaces allow the pavilion to reactively evolve to unique conditions. The spaces themselves, both fixed and kinetic, are flexible in their design.



SECTION 01



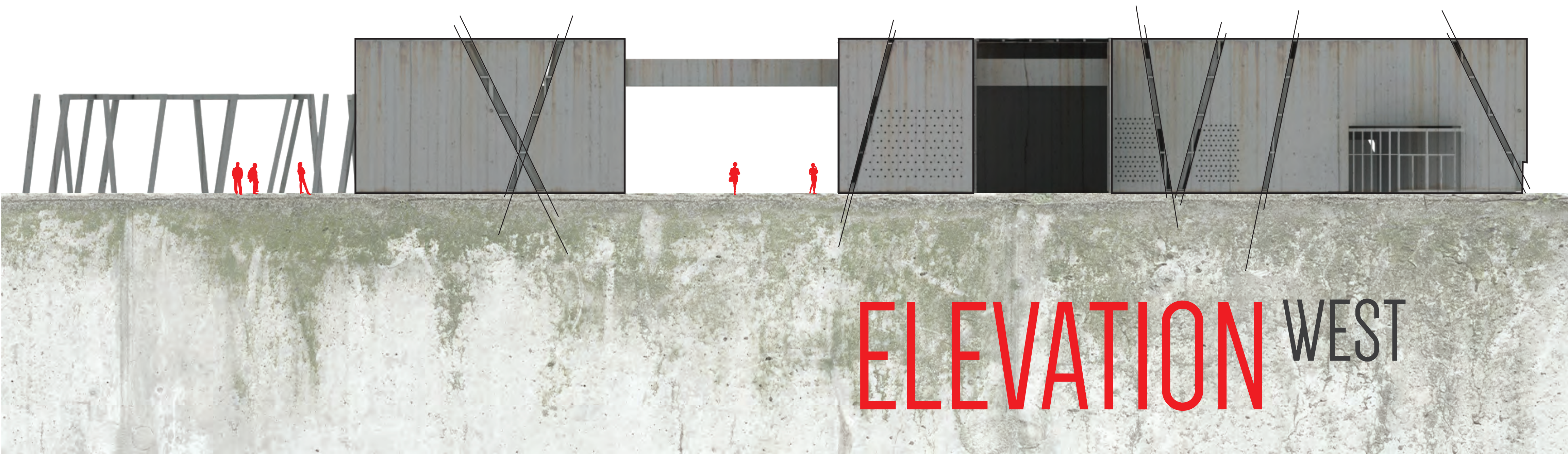
Nana-walls on the north and south end give the pavilion the ability to physically open up onto either of the two patios. Outdoor concerts, movies in the park, sculpture exhibitions, etc can all make use of the idealistic lake-front atmosphere that surrounds the site.

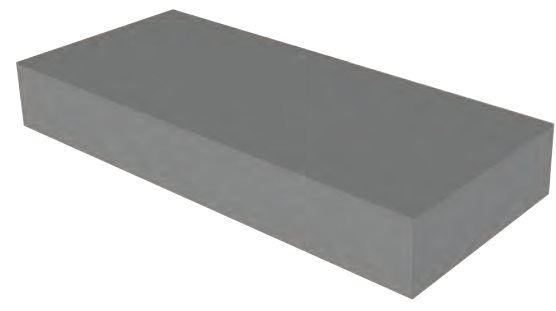


SECTION 02

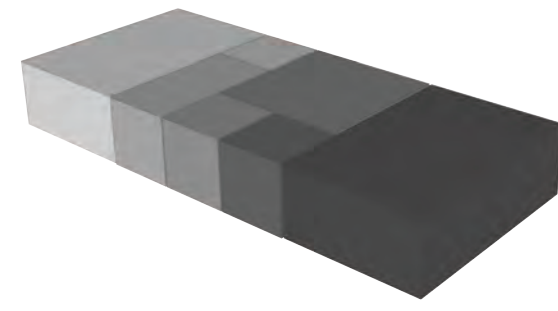


With a mixture of site cast concrete and weathering steel paneling, the materiality is reminiscent of the industrial past of the site. Dynamic motion is foretelling of the future.

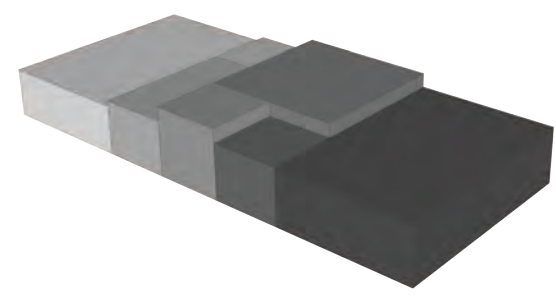




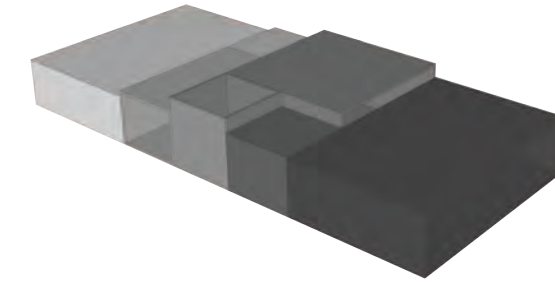
BASIC FORM



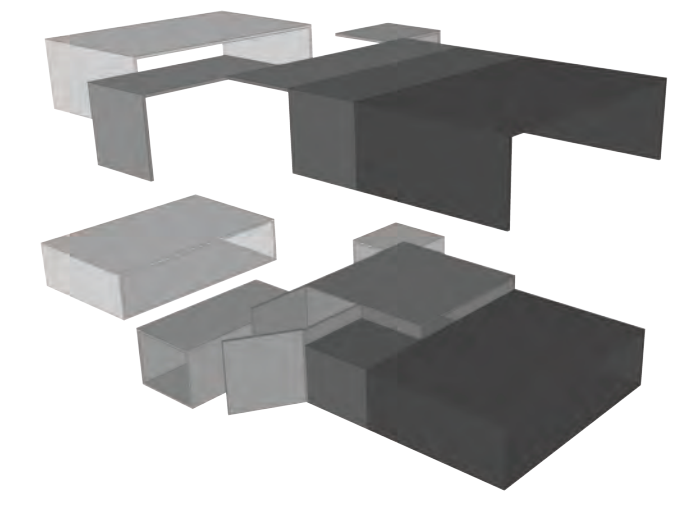
DIVISION OF PROGRAM



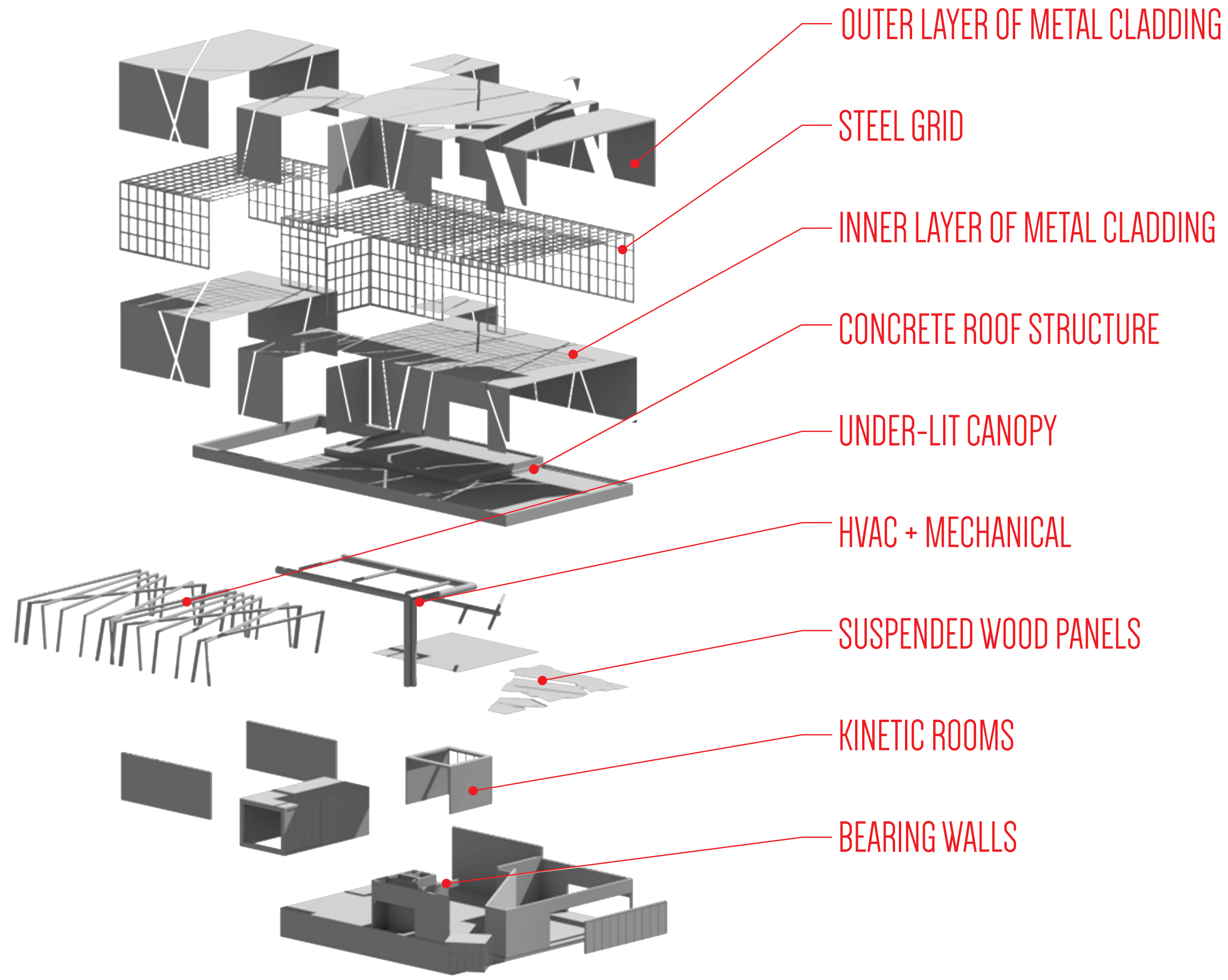
VOLUMETRIC VARIANCE

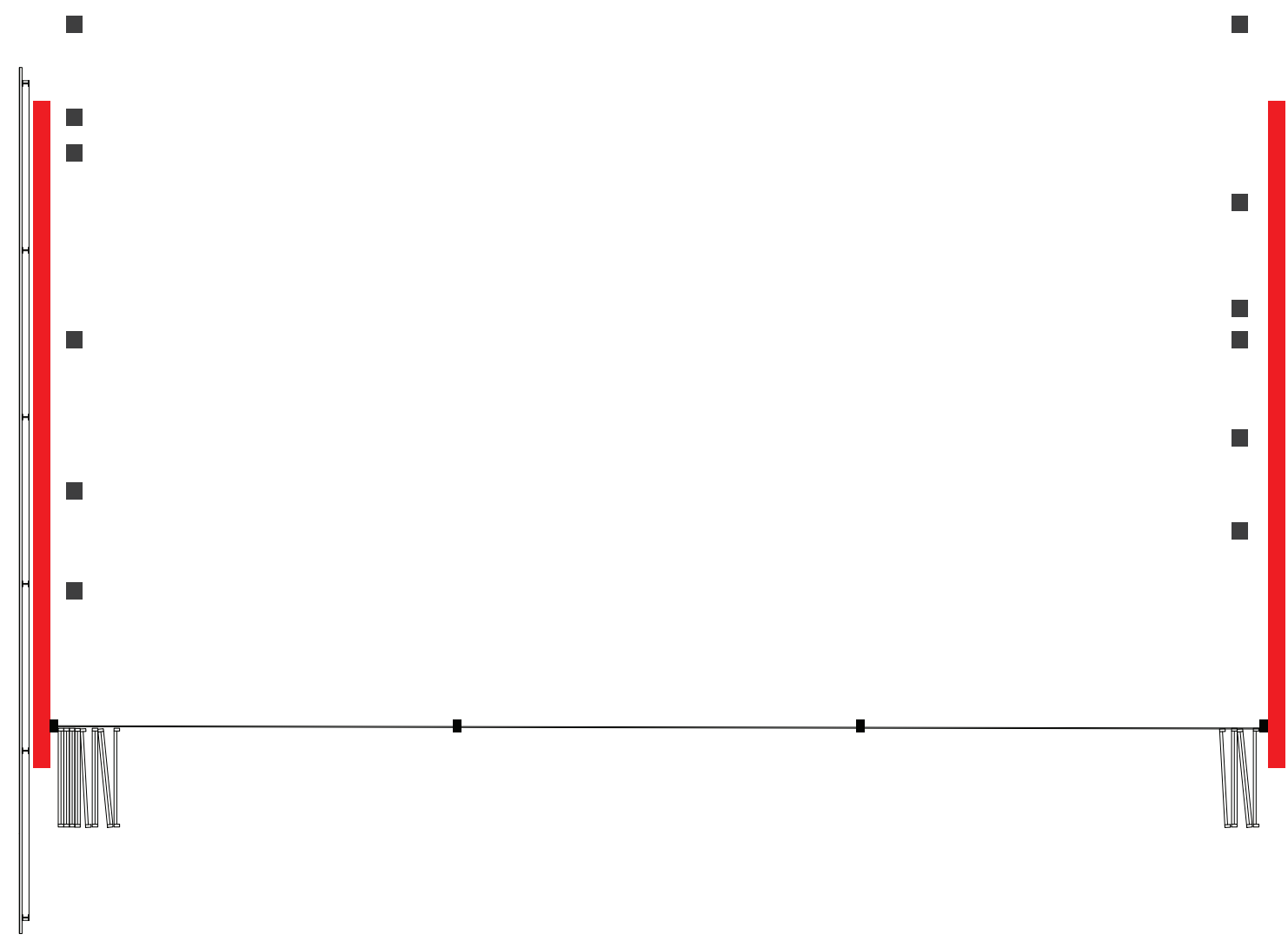


VOID CREATION

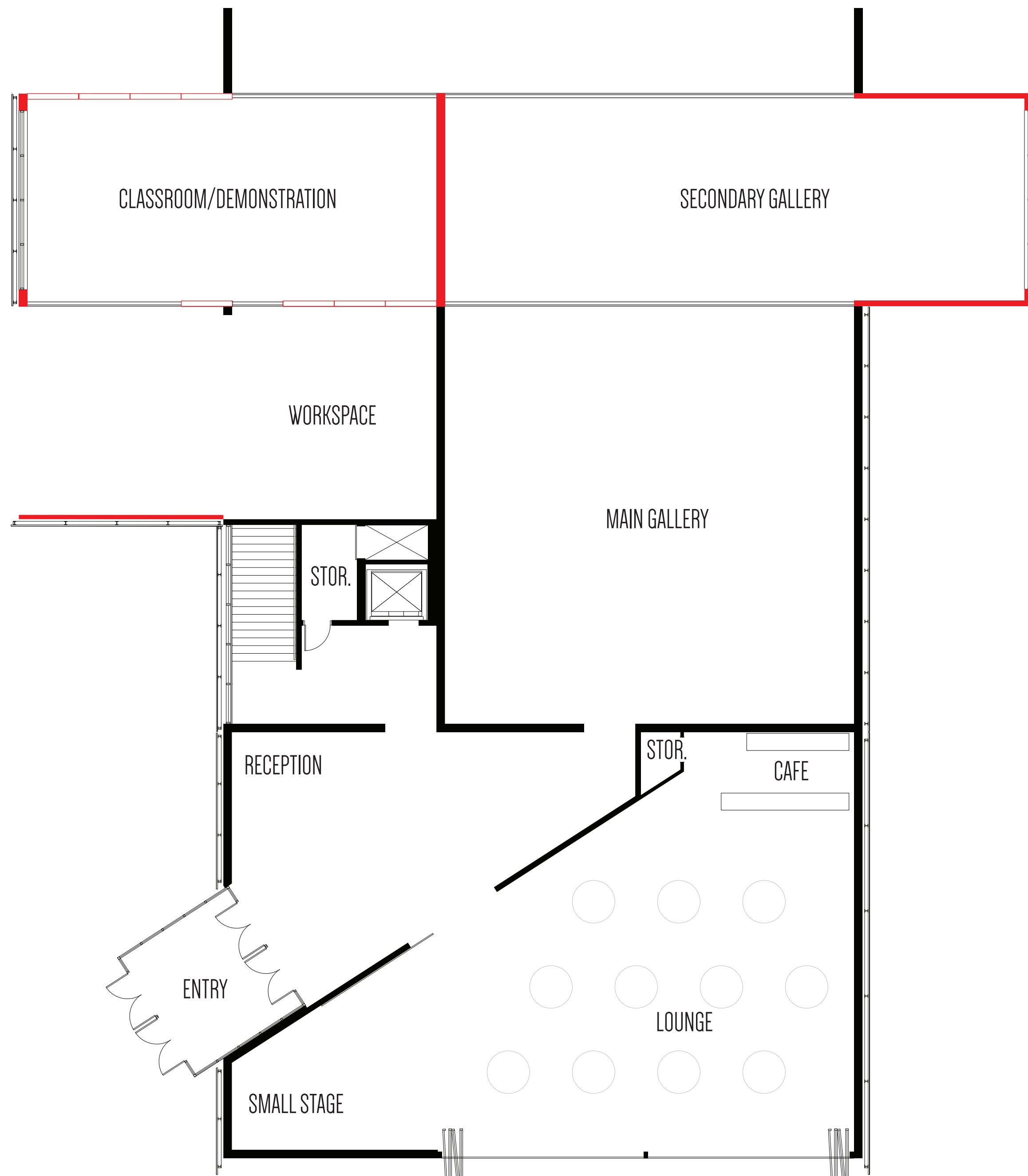


SKIN + KINETICS





GALLERY/LARGE GATHERING



FLOOR PLAN ALT 01