

A black and white photograph of a person standing on a pier looking at a city skyline across a body of water. The person is in silhouette, wearing a dark jacket and pants, and is standing on a brick-paved walkway. A metal railing runs across the middle ground. In the background, a large body of water stretches across the frame, with a dense city skyline visible in the distance. The skyline includes several tall buildings, and a prominent tower with a spire is visible. The sky is overcast and hazy. In the foreground, there are dark, leafy branches of a tree on the left and right sides. A dark wooden bench is visible in the lower right corner.

# Dreaming and Perceiving

An approach to dwelling in the city

*By Jill E. Pexa*

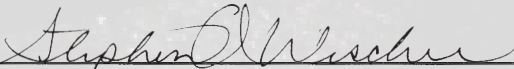



**DREAMING AND PERCEIVING: AN APPROACH TO DWELLING IN THE CITY**

A Design Thesis Submitted to the  
Department of Architecture and Landscape Architecture  
of North Dakota State University

By  
Jill E. Pexa

In Partial Fulfillment of the Requirements for the Degree of  
Master of Architecture

  
\_\_\_\_\_  
Primary Thesis Advisor

  
\_\_\_\_\_  
Thesis Committee Chair

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## **Abstract**

This thesis aims to answer the question; how can we slow down our perception of city living to create an appropriate setting that reinterprets aspects of community living into an urban setting? The typology is a mixed use apartment and condominium complex in Minneapolis, Minnesota. The issue associated with city dwelling is that it has become more and more of an efficient infrastructure and lacks the cultural aspects and meaningful spaces that are necessary for meaningful forms of dwelling. By creating a sense of community and neighborhood within the city, those who live and work there will be able to live in a way that promotes balance and health within ambiguous spaces that allow us to remember, imagine and daydream.

Key Words:

Urban | Minneapolis | Community | Neighborhood | Daydream

## ***Problem Statement***

How can we slow down our perception of city living to create an appropriate setting that reinterprets aspects of community living into an urban setting?

# ***Statement of Intent***

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## **Statement of Intent**

**Typology:** Mixed-Use Apartments and Condominiums

**Claim:** By creating a sense of community and neighborhood within the city, those who live and work there will be able to live in a way that promotes balance and health through ambiguous spaces that allow us to remember, imagine and daydream.

**Premises:**

**Actor:** Residents in the urban setting of Minneapolis, Minnesota

**Action:** Establishing neighborhood aspects of living in an urban residence in a way that promotes memory, imagination and daydream in order to promote a healthy lifestyle balance in a holistic manner through architectural spaces.

**Object:** A mixed-use apartment and condominium complex in Minneapolis including a day spa, restaurant and retail

**Manner:** “Architecture strengthens the existential experience, one’s sense of being in the world, and this is essentially a strengthened experience of self.” (Pallasmaa, 1996) Through the exploration of an architecture inspired by daydreaming and drift, a setting will be created that slows us down in the heart of the city and allows us to relax.

### **Theoretical Premise/ Unifying Idea**

The issue associated with city dwelling is that the modern city has become more and more of an efficient infrastructure that lacks the cultural aspects and meaningful spaces that has always been important to the city. Living in the city can feel less like a neighborhood because of the busy and fast-paced lifestyles that people live and work in and also the emphasis upon efficiency in the modern urban context. The city is lacking the shelter and dwelling provided by privacy and personal space which are usually factors that might deter people from living there. The apartment and condominium complex will set an example for a more holistic approach to dwelling within the city and will address the experiential quality of personal and shared dwelling spaces. It will be a setting that slows us down and allow us to relax. The boundaries between inside and outside, real and imaginary, and self and other will be challenged through the architecture.

### **Project Justification**

Many people choose to live further from the city center because there is more space, more privacy, and a feeling of connectedness with neighbors and community. While many urban spaces propose a challenge of addressing these issues, they should not be excluded as an option for city dwelling. Recently, costs of transportation from the suburbs to Minneapolis for work has increased. Living and working in a closer proximity to each other is more ideal especially when traveling time and cost is a factor. This proposal seeks to bridge the opposing settings of suburbia and the city to create a holistic approach to living in the heart of downtown.

# ***The Proposal***

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## **Narrative**

The city of Minneapolis is a great place to travel for an outing, event or a night on the town. It is also a place where many people travel to work on a daily basis. The city has become more and more of an efficient infrastructure that lacks the cultural aspects and meaningful spaces we used to see in architectural spaces in the city. Minneapolis like most large urban systems is becoming based on the circulation of people and goods. Buildings and dwellings within the city are being built that do not have an experiential quality to them. People who live here walk into their apartments at the end of the day and shut the door behind them, essentially avoiding other people who dwell in the same building. The long hallway with doors on each side does not open up the interaction between residents in the building. In fact, it is more and more an efficient means of living. The interaction between people is becoming less important due to the large changes ushered in after the scientific revolution. The lack of interaction has also stemmed from the dependence on technology. People do not ask people on the street how to get somewhere anymore. Most people get out their smart phone or GPS to tell them how to get there. The aspects of imagination, memory and daydream are being limited because of this. The ability to daydream becomes important in the context of city dwelling because dreams encompass our inner workings. These inner workings stem from the place of which we call home. Our sense of dwelling affects our happiness and our interaction with others. A good architectural dwelling will invite the dweller to repose, imagine, and contemplate their position within culture.

Through the study of a daydream, an artefact was created to encompass the aspects of a daydream into a physical form. We tend to drift in and out of daydreams throughout the day, and the artefact displays this sense of 'drift'. The artefact is like a daydream since each time the artefact is used, it is a different experience. The settled sand at the top of the artefact reminds us of the settled



Figure 2:  
(above) Top  
of the artefact  
reminding us  
of the settled  
ashes of the  
fire



Figure 3:  
(left) Artefact  
representing  
'drift' and  
encompassing  
the concept of  
a daydream

ashes of a fire, which is where man first embodied repose and daydream. When the artefact is performed, these ashes become distorted like a daydream, turning from ashes into what seems like something very opposite: falling rain, and then back into settled ashes. The artefact can relate to this particular representation of a dream in how it released. The settled sand at the top becomes reimagined in its falling, and then settles at the bottom again, much like falling into and waking up from a dream. The sand creates drifts at the bottom, which is representative of how we drift off into a daydream. The artefact can also be representative of time, and how our dreams are short lived and eventually come to an abrupt stop when we awaken. The artefact helped to make tangible the experiential qualities of dreams, drifting, and peripheral aspects of consciousness typically overlooked in the modern urban context.

Through the proposed architectural design, there will be a sense of community and neighborhood within the city, and those who live and work there will be able to live in a way that promotes balance and health in ambiguous spaces that allow us to remember, imagine and daydream. This will be done through spaces that allow us to 'drift' in and out of our dwelling to interact with the neighboring community. The building will encourage those walking by to be invited through to 'drift' off the street and into the public aspects of the architecture. There will be a spa and restaurant/bar that will cater toward the public. It will be spaces that allow for relaxation within the larger grid of the city and thus providing an important alternative to modern city dwelling.

## ***Major Project Elements***

### **Apartments/Condominiums**

Apartments will be the vast majority of dwelling space within the building which will be available for rent. The condominiums will be an upscale option for dwelling for those who would like to own. Both will include outdoor greenspace and communal spaces

- 1,2, and 3 bedroom apartments
- 2, 3, and 4 bedroom condos

### **Day Spa and Fitness**

The day spa will be a place to relax and rejuvenate in the heart of the city. It will also be available for public use. There will be a small fitness center for the public and residents as well.

- Pool and Saunas
- Massage Rooms
- Fitness Area

### **Restaurant**

The restaurant and bar will be used for dining and night life. It will be open to the public.

- Dining Spaces
- Outdoor Seating
- Kitchen
- Bar

### **Retail/Public Space**

Retail and greenspace on the plaza will be open to the public.



## ***User/Client Description***

### **Apartments**

Owner/Landlord  
Manager  
Tenants  
Custodial

### **Condominiums**

Land Owner  
Homeowners  
Custodial

### **Day Spa & Fitness**

Owner  
Manager  
Spa Employees  
Fitness Center staff  
Custodial

### **Retail**

Owner  
Manager  
Employees

### **Restaurant**

Owner  
Manager  
Kitchen Staff  
Wait Staff

### **Greenspace**

Grounds keeping crew

## Site Information

**Site: Minneapolis, Minnesota- Hennepin County  
2nd Ave S & 10th Street S**

The location for this proposal is just southeast of Nicollet Mall; a major pedestrian area in the center of downtown Minneapolis. There are many shops and restaurants located here, perfect for those who want to get out and walk around. It is also just west of the light rail near Viking's Stadium, and there is bus

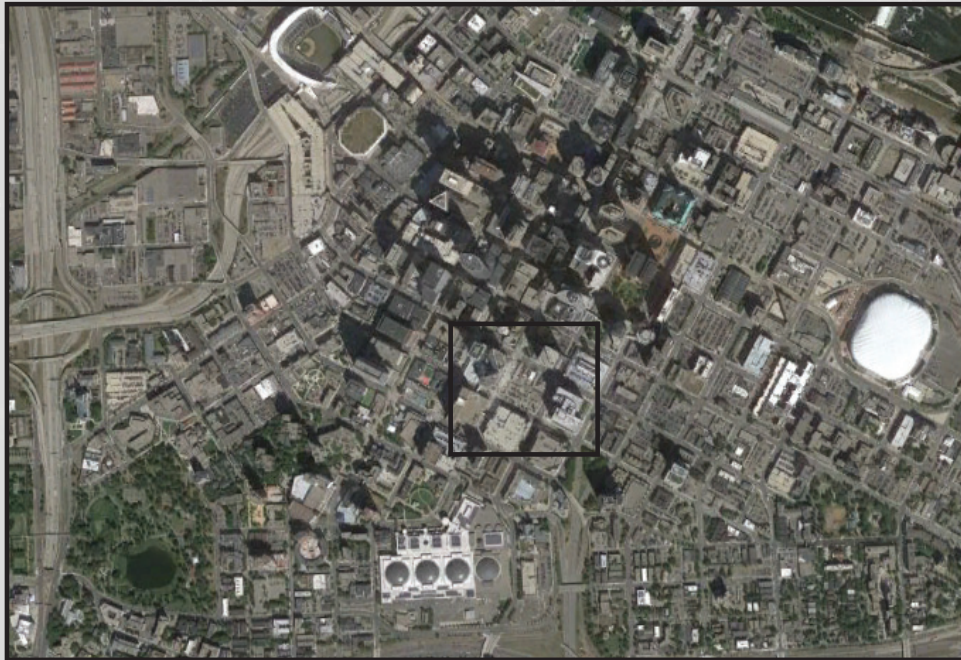
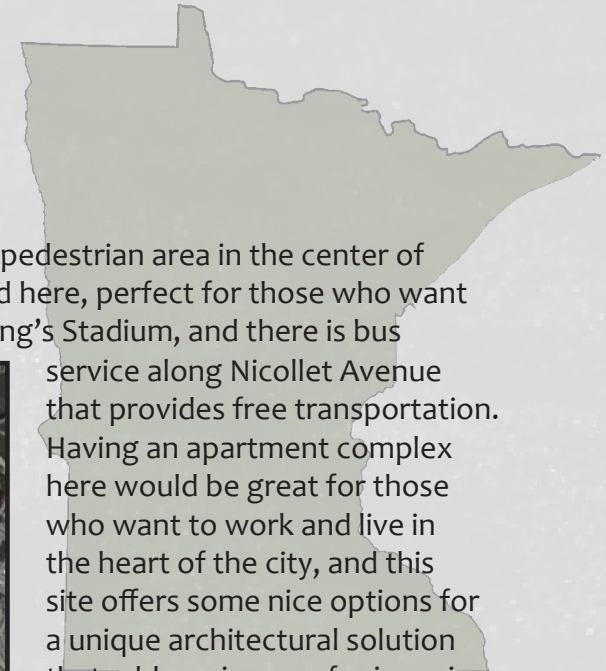


Figure 4: Google Image



service along Nicollet Avenue that provides free transportation. Having an apartment complex here would be great for those who want to work and live in the heart of the city, and this site offers some nice options for a unique architectural solution that address issues of privacy in the city. Since the site is located in the business district, keeping private residential outdoor spaces away from the direct public eye will be a challenge. It is a site that proposes challenges for unique solutions to privacy, as it faces a very public parking ramp on the southwest side, which is where the major facade will be.



FOSHAY

TCF

ST. OLAF  
CATHOLIC CHURCH

CAMPBELL  
MITHUN

ORACLE INTERNATIONAL

AVIS RENT-A-CAR

**SITE**

AMERIPRISE  
FINANCIAL CSC

HILTON HOTEL

LEAMINGTON  
MUNICIPAL RAMP

OFFICES

19

Figure 5

## ***Project Emphasis***

The thesis project will address the issues that arise with focusing only on efficient architectural design and will propose an alternative setting in a larger urban context that allows for relaxation and daydreaming. The project will create a more balanced, essential and holistic feel in a large city. This will be done through examining the social economy, environmental factors, history and cultural context, and the study of the people, creating a more meaningful atmosphere in the larger modern city. Materials, methods, and technology will be applied to the project to emphasize the importance of sustainability in a large city.

## ***A Plan for Proceeding***

### **Research Direction**

Research for the thesis will be focused around the theoretical premise/unifying idea. It will also be centered around the project typology, historical/theoretical context, site analysis and programmatic requirements of the project. All of these project areas will be focused on in the entire research process.

### **Design Methodology**

The design methodologies that will be used will follow a mixed method approach. This approach will involve quantitative and qualitative research and will be based off of the theoretical premise/unifying idea. Integration of the quantitative and qualitative research as well as the artefact

will occur at several stages in the research process and will relate back to the theoretical premise. Quantitative Data will include statistical and scientific data that will be analyzed and gathered through an archival search. Qualitative Data will be gathered from direct observation and archival search. Analyzing, interpreting and reporting the information found will continuously occur throughout the research process. Research will be presented in both text and graphic form and will relate back to the artefact which has been created based on philosophical research pertaining to the project. The artefact helps make ideas tangible, and can facilitate the translation of dreams into architecture.

### **Documentation of Design**

The thesis will be documented through a series of sketches, writing, technical documents, artefact development, physical modeling and digital modeling. All of this will be preserved in both a digital and printed book. This will be made available to scholars in the North Dakota State University Libraries Digital Collection in the Architecture Thesis Institutional Repository. The thesis will be presented on the fifth floor of Renaissance Hall through a digital presentation, including displaying boards and a physical model.

# Schedule

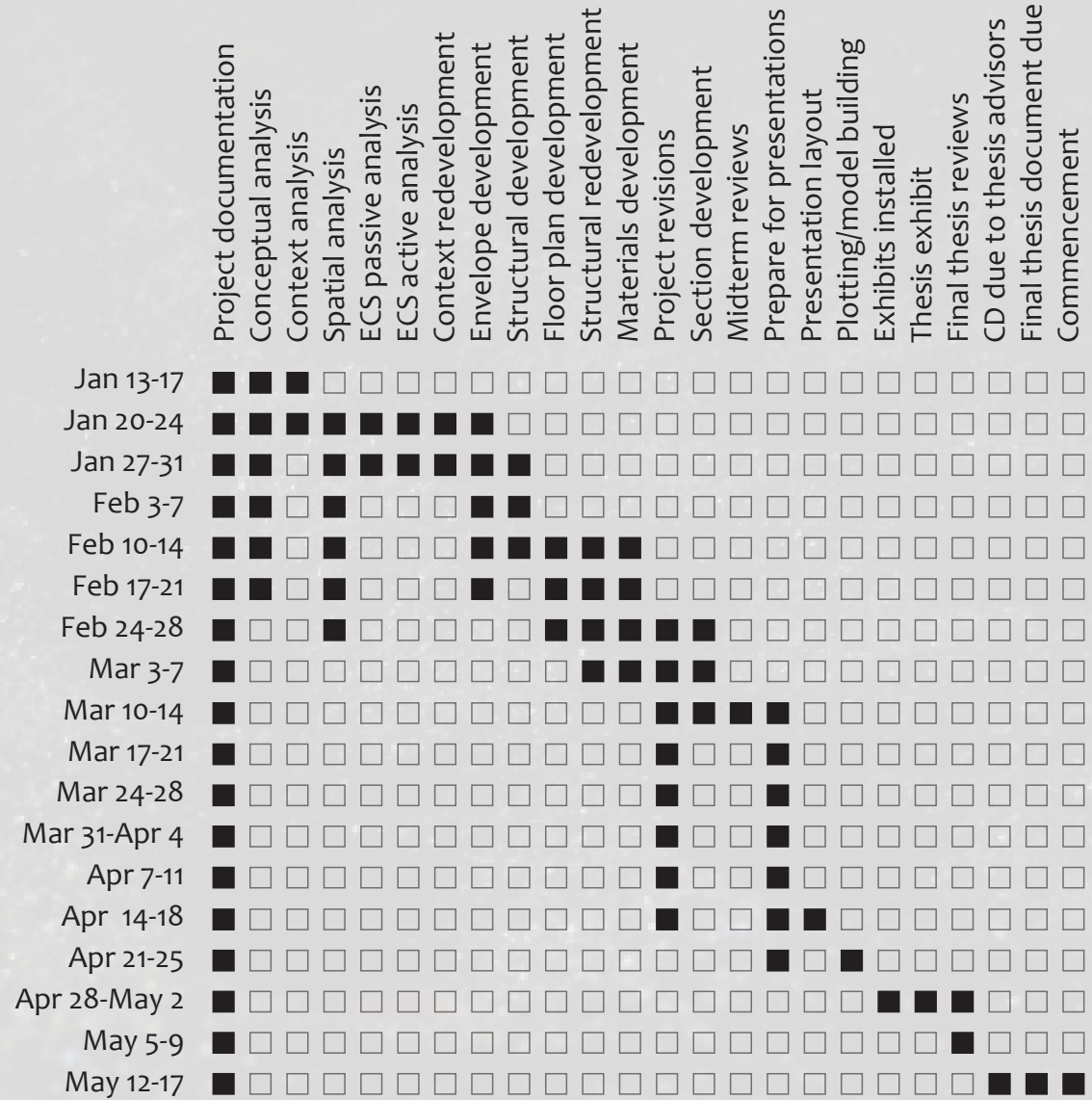


Figure 6

Project Documentation	89 days	1/13 - 5/16
Conceptual Analysis	27 days	1/13 - 2/20
Context Analysis	5 days	1/13 - 1/20
Spatial Analysis	28 days	1/20 - 2/27
ECS Passive Analysis	5 days	1/22 - 1/28
ECS Active Analysis	5 days	1/22 - 1/28
Context Redevelopment	5 days	1/22 - 1/28
Envelope Development	20 days	1/23 - 2/19
Structural Development	10 days	1/28 - 2/10
Floor Plan Development	15 days	2/10 - 2/28
Structural Redevelopment	15 days	2/11 - 3/3
Materials Development	15 days	2/11 - 3/3
Project Revisions	34 days	2/26 - 4/14
Section Development	10 days	2/27 - 3/12
Midterm Reviews	5 days	3/10 - 3/14
Preparation for Presentations	31 days	3/12 - 4/23
Presentation Layout	5 days	4/14 - 4/18
Plotting and Model Building	7 days	4/18 - 4/27
Exhibits Installed	1 day	4/28
Thesis Exhibit	3 days	4/28 - 4/30
Final Thesis Reviews	6 days	5/1 - 5/8
CD Due to Thesis Advisors	1 day	5/12
Final Thesis Document Due	1 day	5/16
Commencement	1 day	5/17





## Previous Studio Experience

<b>Fall 2010 &amp; Spring 2011</b>	Joan Vorderbruggen	Tea House Boat House Montessori School Bird House/Pritzker Prize Unconventional Dwelling	Moorhead, MN Minneapolis, MN Fargo, ND Fargo, ND Marfa, TX
<b>Fall 2011</b>	Steve Martens	Bat Research Facility Mason's Guild Hall	Sandstone, MN Mankato, MN
<b>Spring 2012</b>	Mike Christenson	NDSU STEM Building	Fargo, ND
<b>Fall 2012</b>	Bakr Aly Ahmed	High Rise Building DLR Competition	San Francisco, CA Fargo, ND
<b>Spring 2013</b>	Don Faulkner	Ghana School Marvin Competition Urban Chang Design	Ghana, Africa Ghana, Africa Fargo, ND
<b>Fall 2013</b>	Regin Schwaen	Regen Boston Competition	Boston, MA

# ***Program Document***

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## ***Research Results and Goals***

In order to better understand the unifying idea, we must understand the historical and sociological origins that relate to the problem to reveal things that have always been important to architecture. There are several topics and frameworks that will be discussed that are equally important in understanding the unifying idea which raises even more questions. More people are moving into the city as their jobs and daily lives take them there. The city is becoming more and more focused on the efficient circulation of people and goods. In turn it lacks the cultural and personal space that has been relevant in architecture for millenia. Living in the city can feel less like a neighborhood because of the busy and fast-paced lifestyles that those people live and work in. Many parts of the city are lacking privacy and personal space, and also the density and combined uses that have always been important to the urban context. This apartment and condominium complex will set an example for green-living within the city and will address issues of privacy and personal space while creating a setting that offers a possibility for a more meaningful city dwelling experience. My proposal is to slow down the city dweller and allow them to relax and dream in the heart of the city. This is important in today's urban context because we are so busy trying to get from one place to another that we forget to fully experience our surroundings in a more resonant and meaningful manner. To better understand this Theoretical Premise and Unifying Idea, it is crucial to understand the relationships between consciousness and dreaming on a deeper level.

## **Public and Private**

The issue of public and private is a continuous issue that arises in the city and its context. In order to address this issue of urban housing in its modern context, we must understand how the issue has evolved over time. This is important because many of the things we do today are related to recurring questions in history. Through historical context, we are able to explore questions of modern society by asking questions that have always been important to humanity. Living within the city is public, so how can we make private spaces that do not interfere with the public? It might be easier if we take a step back and look at how private and public spaces have changed overtime. In the Western tradition, public space as also been political space. These public spaces define an edge and a boundary, which is made possible a tradition of public space associated with theatre and poetry. Our Greek cultural ancestors associated public space with the theatre and the arts. A performance allows for the spectators to understand, through their participation in a space and their own position within the larger world. (Pérez-Gómez, 1996) This cultural view of public space is not seen in our current view of the modern city, which is focused on efficient circulation. Architecture is meant to be poetic, yet our views of efficient circulation stray us away from this.

## **Living in the City**

Living within the city is truly a different experience than living in a suburb or even in the country. Specifically, comparing suburbia to metropolitan living, there are many advantages and disadvantages of both. Living in the city offers a lot of entertainment and things to do. There's always something to do and somewhere to go. It also gives a different living experience than that of the suburbs. In suburbia, neighbors and space are key elements and although neighbors are more spread out, there is a sense of community that is brought about through outdoor spaces and the interactions between. How can we emphasize this sense of community in the city? Apartment complexes are hard to bring a sense of community into them because of the drive for density within them. We have our own private space within a larger context, but physical social spaces are lacking. Challenging the concept of community within the apartment complex and living spaces in the city is something we can push for and challenge in our architecture. Having outdoor spaces that are private in the city can be an issue, especially because of crime and exposure to the public. We also need public spaces for people to gather in order to open up the dialogue between people. Public spaces are spaces full of embodiment, as they are a place for people to gather and interact. According to Hannah Arendt, public space is defined as "the space of appearance". It is full of gesture, embodiment, and erotic exchange. How we perceive these spaces as an individual is extremely important. Perception is our main form of knowing. Maurice Merleau-Ponty has said that perception does not exist

apart from the body's structure and engagement in the world. Architecture affects our experience, starting with our senses and leading to abstract efficient formulas which cannot be perceived. When designing a good public space, we should engage the body's senses which all work together through our perception. In particular, my architecture is inspired by the concept of a daydream. Through textural materials, a visual experience can evoke a meaningful exchange with our bodies. Functionalism will also play a critical role in how the public space function. Speaking directly about the site in downtown Minneapolis, the site is sitting directly on the edge of an existing skyway system. This is a system of mere circulation, which has been the case in all metropolitan cities. The skyway system is great for means of circulation, but it closes off the exchange between the walkability of the street with the interactions of the building. This critique of the city as mere circulation has been seen throughout history, as our cities are a circulation of people, air, water, and goods for consumption. The city is no longer seen as an articulation of a ritual centered place.

### **Communication Focused Society**

We have become a communication dependant society. Most people have a smart phone, and can't get though an entire day without it. This isn't just a social problem, it is also an architectural issue because it disconnects a person from perceiving their surroundings. As we try to get from one place to another, we use our GPS navigation to get us there. The emergence of technology has greatly influenced our experience of the city, thus stopping how we interact with cities and it's architecture. Getting lost

within the city can sometimes be a good thing, as people find places and spaces that they never would of thought to find before. To Acknowledge our place in the city is to be open to desire. Architecture, like art and poetry, opens a space for memory and imagination through experience. This allows us to discover places and things, and to imagine, remember and interpret our surroundings. If we let our navigation tell us where to go, the human interaction abruptly stops at the point where a person enters the city address on a screen. We tend to interact more with technology than with other human beings. This results in our disconnectedness with reality and a sense of purpose. The way technology is changing so rapidly really affects how we should design as architects. The sense of home is changing as time progresses. According to Alberto Pérez-Gómez, as technology keeps changing, we may no longer need home, and home is becoming more of an electronic address. How can we change this way of living and thinking? Phones, electronics and even typical architecture make any place feel right at home. Home is tapping into your smart phone at the end of the day and connecting with people via social media. This is becoming an architectural issue because it affects our way of being and understanding the world. Our evolution of how to communicate with others has directly been affected by the use of technology. As time progresses, people will have a harder time engaging with Architecture because they will be more focused on their technological devices. We were once a people focused society, and there was an emphasis on the importance of relationships between people. Now instead of having connections between people, we have connections between pictures and text on social media.



## **Exploring the Senses**

It seems that many people who design architecture focus on the visual sense. Although the visual sense is extremely important to create a successful form of architecture, it is not the only thing that makes a successful building. The eyes do not function alone but collaborate with all the other senses. According to Juhani Pallasmaa, we should think of the sense of touch as the unconscious of vision. We see depth, smoothness, softness, and the hardness of objects. Our vision and physical touch senses work together to engage the world around us. Maurice Merleau-Ponty looks at this idea as if it were a painting, as every painting is based on implicit assumptions of the essence of the world. Reflecting upon this idea, what is the picture we can 'paint' for a user to engage the space? As architects we can invite people to engage a space meaningfully. We can encourage the interactions through perceived perception of what is there. It should be about awakening interpretation, imagination and memory through the experience of the Architecture. Richard Sennett points out that an architectural space can come to life when the space is used for purposes other than for which they were conceived. The idea of an open space is a real way of looking at architecture. We can leave it open to the viewer to interpret the space, but this also needs to be done in a critical and purposeful manner.

## **Dreams and Daydreams**

Daydreaming is not only our mind and body's way of zoning out when reality is less than thrilling, it is also a necessary part of life. And like night dreams, they tell us about our inner workings. What someone daydreams about tells a lot about a person, for example, who they are, what they are, what their personality is like, their internal problems and vulnerabilities.

When looking at the history of dreams, the Greeks thought that dreams were a means to be receptive to thought, or a way to be telepathic. They also believed that dreams were a way to communicating with spirits or ghosts. Aristotle determined that dreams came from within the Self. At the time, this was a revolutionary idea because until that time it was widely believed that dreams came from outside of Self. Plato reflected upon this idea and identified dreams as a communication from the soul of man. Relating dreams to reality raises a lot of questions. Reality is a state of mind. Is reality just a fiction upon which we create? What is the reality of Architecture in the city? Can it evoke a response lead to a 'new reality' for understanding city dwelling? Understanding dreams and relating it to architecture can really open up some new and very ancient questions for current design. Dreams are a very interesting concept and can be used to help understand how people live, and how they experience architecture. What we dream and what we perceive go hand in hand. There is a connection between the two that can be explored together in a relevant modern design.

According to Juhani Pallasmaa, the power of the image has much to do with studying dreams. Pallasmaa states that, “Images of presence give rise to images of memory, imagination and dream”. An image can evoke these deep memories and can be very powerful and also very spiritual. Gaston Bachelard also introduces the importance of architecture, ie. the house in relation to dreams. He suggests that the house shelters daydreaming, protects the dreamer, and allows one to dream in peace. In the “Eyes of the Skin”, Pallasmaa states that, “the house frames, halts, strengthens and focuses our thoughts, and prevents them from getting lost”. We can dream and sense our being in a space, but we still need the architectural geometry of a room to think clearly. In Bachelard’s book “The Poetics of Space”, he states that the virtues of shelter are so simple and deeply rooted in our unconscious that they may be recaptured through mere mention. The house to which we return to in dreams does not easily lend itself to description. To describe it would be like trying to show your dreams to a visitor. For example, the house we were born in is more than just an embodiment of home, it is also an embodiment of dreams. Each one of its nooks and corners was a resting place for daydreaming, which can signify the importance of an intriguing architectural space. This is very different from the efficient, high-paced modernist approach of city dwelling that we see in our cities today.

### **Dreams and Fire**

We can look at a more particular way of understanding dreams and daydreaming through Bachelard’s interpretation of the fire. He believed that we could more fully

understand dreams through reverie before the fire, suggesting that reverie is entirely different from night dreams by the very fact that it is always more or less centered upon one object. The dream proceeds on its way in a linear fashion, forgetting its original path as it hastens along. The reverie is different as it works in a star pattern. It returns to its center to shoot out new beams. The fire confined to the fire pit was no doubt for man the first object of reverie, the symbol of repose, and the invitation to repose. It is the most naturally centered reverie. A fire warms us and gives us comfort, but one only becomes fully aware of this comforting sensation after quite a long period of contemplation of the flames. We find ourselves getting lost in the mesmerizing flames as they take us into a more relaxed state and allow us to dream. A bit of straw which flies away with the smoke is sufficient to urge us forward and let us dream and think. What better proof is there that the contemplation of fire brings us back to the very origins of philosophic thought? This is also seen as an emergence of culture, as the fire brings men together. The fire is a gift from the gods; a heavenly spark generated by the wind and perceived as an invisible force that lights up human desire in our hearts. It becomes responsible for our health and wellbeing. (Pérez-Gómez, 1996) This sense of desire will be incorporated into the design through spaces that bring people together.

### **Phenomena**

Physical Phenomena engage our 'outer perception' while mental phenomena involve our inner perception. Mental phenomena have real and intentional existence. The

relationship between intention and phenomena is like the relationship between thought and feeling or objective and subjective. The challenge for architecture is to stimulate both inner and outer perception, and to heighten our phenomenal experience necessary for meaning. In the modern city, phenomenal and experiential complexities develop partially by intent. They result accidentally from the unpredictable overlapping of individual intentions. As we all have dreams of our own, they all seem to come back and relate to one another. If we take the dream and manipulate it into a reality, our creation is morphed into what we want to perceive it as. As in direct perceptual experience, architecture is initially understood as a series of partial experiences, rather than a totality. We also tend to believe that we see the world around us in focus at all times. The fact is that we see a blur, and only a tiny fraction of the visual field at any time. My thesis will aim to explore the relationships of perception and dream, and observation and desire. Unconscious processes and conscious intentions that are all important to perception . This will be developed through apartments and condominiums, a spa retreat, and an upscale bar and lounge.

## **Summary of Research**

Overall, the main points discussed in the research are going to help shape the overall design and intention of the architecture. The critique of the city as mere circulation is a challenge to create architectural space that opens a space for imagination, memory and dream instead of focusing on only efficiency. Issues of public and private space as well as understanding how they function in the city can shape our understanding of architecture. If we do not establish between public and private, the practical aspects of the building will not work well, and will not be a successful design. This is because the practical and the poetic are always intertwined.

Living in the city is going to create a different experience than that of a suburb. Pushing for a more community driven design will integrate the idea of living in the suburb in a different way seen through city design. When designing a good public space, we should engage the senses and make it people focused. Having good private spaces for those who will be living in the apartments and condominiums will be crucial. Having a good separation of public and private is also going to determine the functionalism of the building and how well it integrates with the city.

All of our senses work together no matter what we experience. When we look at something, we can feel it based on our previous experiences. Using this

idea when relating to the design of the building will bring out the ideas expressed through a daydream and it will open up or perception of dwelling within the city.

Daydreaming also helps us understand how we think and feel. Using the concept of daydreaming will create a place where people's dreams can effect and deepen their reality of city dwelling. Dreams used to be seen as a profound connection between inner and outer worlds, and a connection between real and imaginary. Currently, dreams are seen as being an indication of our most inner thoughts. Using this to our advantage through architecture will create an essential setting for living in the city.

Physical and mental phenomena engage our complete perception. The challenge for architecture is to stimulate both inner and outer perception, and to heighten our phenomenal experience while providing sites for multiple meanings to occur. We can do this through our design of architecture.

If we combine these ideas, the architecture created will be successful at providing an alternative form of dwelling in the modern city. The goal is to integrate all of these ideas, along with a functional, sustainable, and interesting design that will last for many years. The project will fit within the city but also be set apart from other apartments and condominiums and their ideas. This is where the case studies will help shape some basics for the basis of the design.

## Clinton Park Case Study- New York



Figure 7: [archdaily.com](http://archdaily.com)

This 1.3 Million square foot commercial and residential building is located on the western side of Manhattan. There are 27 floors of residential space above the commercial level. There is 37,000 square feet of retail and community space. There is also a lot going on underneath this building, as there are 200 parking spaces available underground. There is also 275,000 square feet of service floors below grade. The building has two courtyards, a pool garden on the south side and a shaded activities court on the north side. What makes this project unique is it's solution to keep the mass of the building away from the park and narrow streets nearby. It has great views to the Hudson River and De Witt Clinton Park.



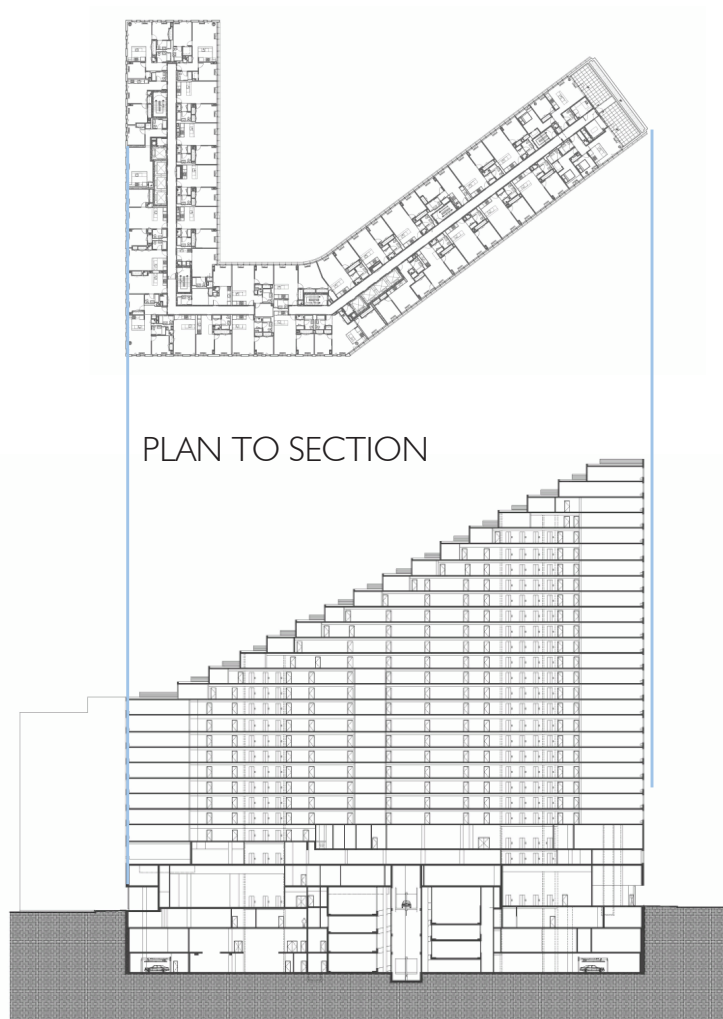
The orientation of the building is unique to the standard Manhattan grid offering something different to the modern city.

Each floor has a step up system, exposing unobstructed views to the park and private roof terraces on each floor. The entire building has green roofs on every floor. There are 865 units total, including 170 condo units and 695 rental units. The height of the building starts at 86 feet on the park side and gradually gets up to 328 feet.

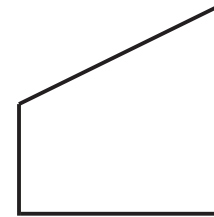
The interior of the building pays tribute to the history of New York City housing by having street walls and interior facades make references to New York's court spaces. There is a silver perforated rain screen on the street walls, and a hybrid curtain wall on the interior facades.



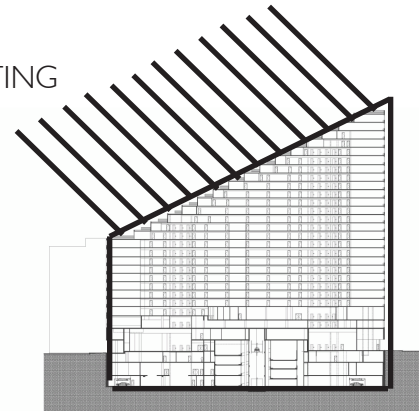
Figure 8: archdaily.com



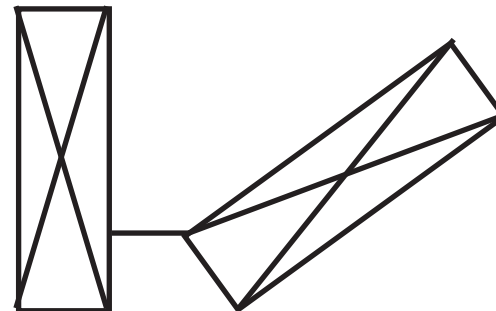
MASSING

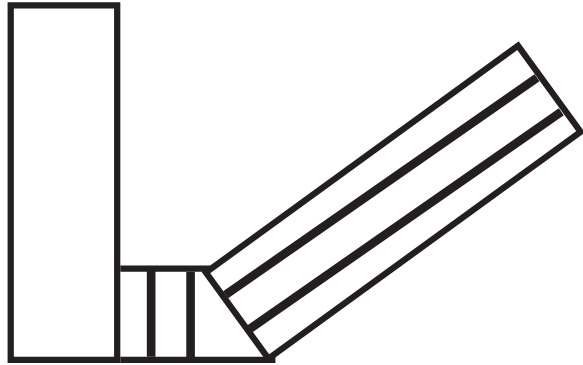


NATURAL LIGHTING

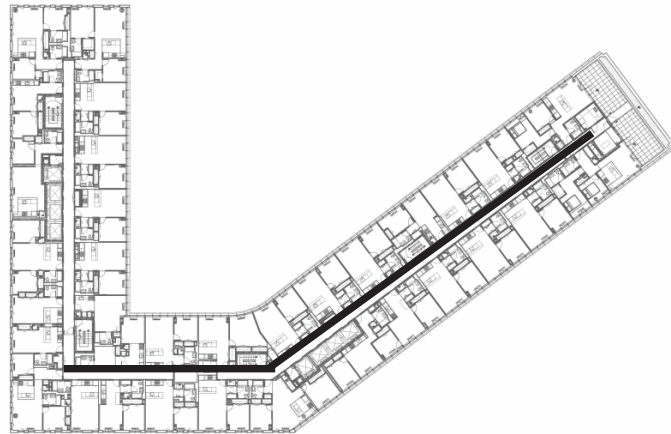


GEOMETRY





STRUCTURE



CIRCULATION

Figure 10: archdaily.com



Figure 11: archdaily.com



Figure 12: archdaily.com

## Mountain Dwellings- Denmark

The Mountain Dwellings are created by Big Architects, located near the city center of Copenhagen, and have the characteristic of suburban life outside the city. Most people don't know that this project is actually only 1/3 living spaces and 2/3 parking spaces. Instead of doing two separate buildings, one for parking and one for housing, they decided to make one building that merged the two



Figure 13: archdaily.com

functions. It made sense to have the parking underneath connected to the street, while the housing would be on the top, collecting sunlight and views. Each roof terrace has a garden with plants that change character according to which season it is. The watering system maintains the gardens on the roof. Each apartment unit has a sliding glass door and a glass facade to provide fresh air and light to the unit.

There are 480 parking spots in the building including a sloping elevator that moves on the inner walls of the mountain. The west and north facades are made up of aluminum plates. The holes in the aluminum plates appear

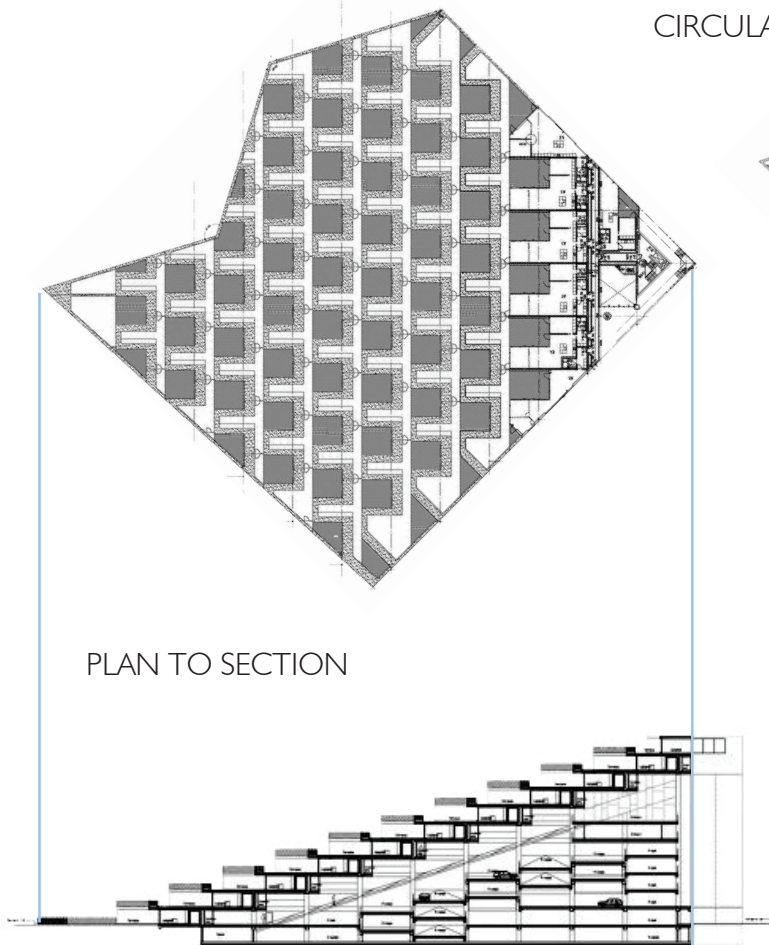


Figure 14: archdaily.com

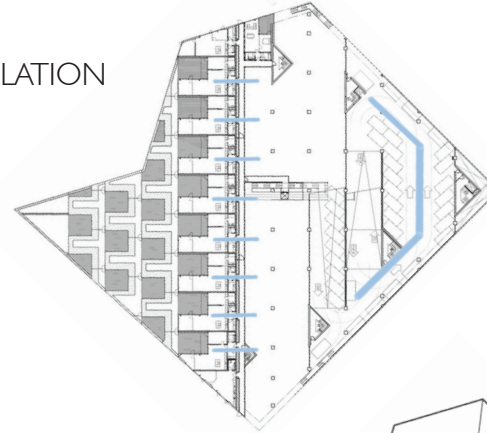
development of my project. It has an interesting solution to how they solve parking and units. Although, I don't believe this area is a place where driving a car is crucial, so it surprises me that they put such a large amount of the building into a parking area. This would be alright for the Minneapolis project, but pushing walking and biking is going to be a goal. Water collection and passive lighting expressed in the project is important and can help the Minneapolis proposal.

black at the end of the day. At night, the facade gets lit from the inside of the building and has the illusion as if it were a photo negative.

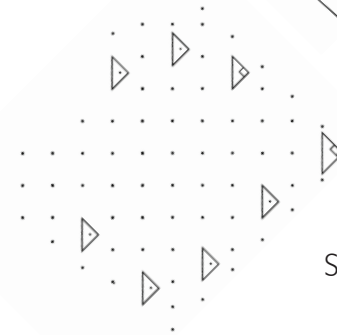
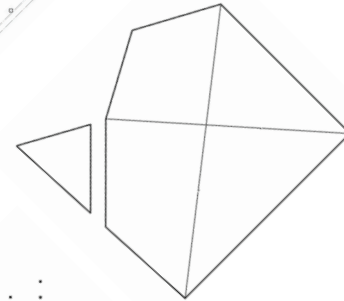
This is a good case study for inspiration of my urban site, but it still does not have commercial development. Something this project is lacking is a sense of community space, which is crucial in the



CIRCULATION

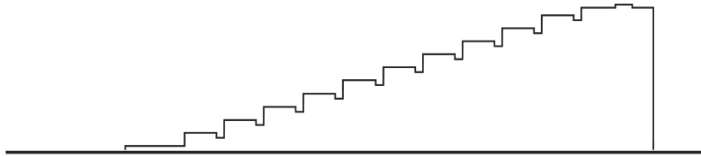


GEOMETRY



STRUCTURE

MASSING



NATURAL LIGHT



Figure 17: [archdaily.com](http://archdaily.com)



Figure 18: [archdaily.com](http://archdaily.com)

Figure 16: [archdaily.com](http://archdaily.com)

## **Pradenn Housing- France**

These apartments designed by Block Architectes are located in Saint-Herblain and were completed in 2013. In the project, there 89 units for rent. The project's goal is to combine comfort and mixed-use with density. The project includes a public space, parking on the ground or underneath the building, and also pedestrian paths and an access ramp. There is a distinction between public and private in this project as well. The built shapes actually comes from the agriculture typology. There used to be a barn on the site, so reflecting this in the architecture was a main goal. There is a shed materiality to the building through the use of industrial cladding material. There is also a combination of wood fences and greenhouses used for outdoor spaces. Block Architects say that it was a copy/paste process that encompasses an individual dimension



Figure 19: [archdaily.com](http://archdaily.com)



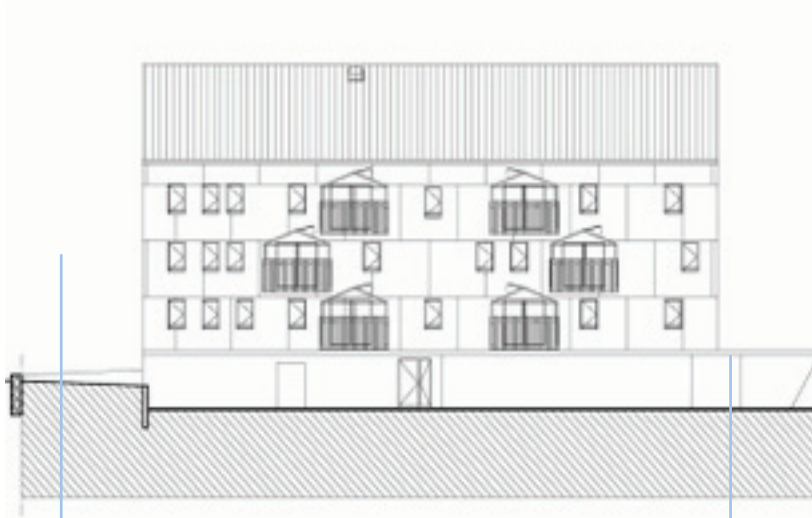


Figure 20: archdaily.com

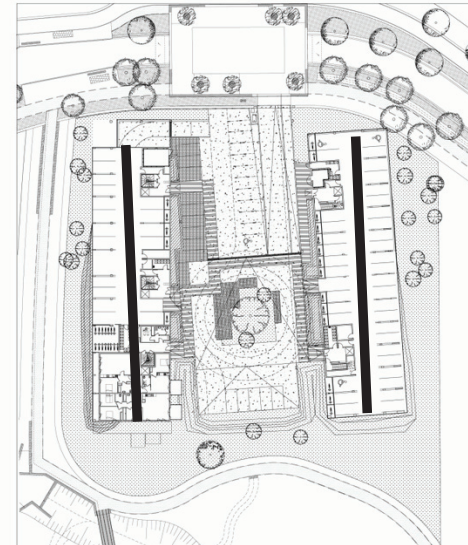
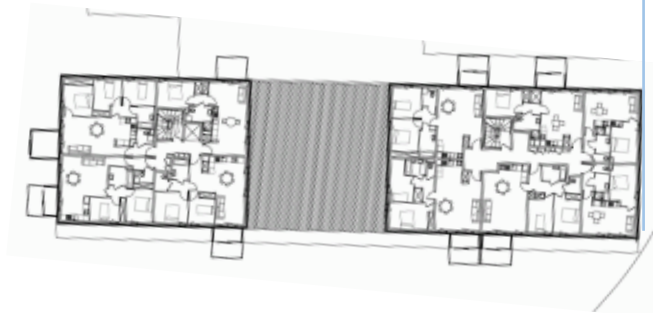
that tries to escape from its usual expression of dwelling. (archdaily, 2013)

There are three buildings placed on a concrete base that is raised from the floor. There is a central plaza that integrates the buildings and creates a sense of neighborhood for the residence.

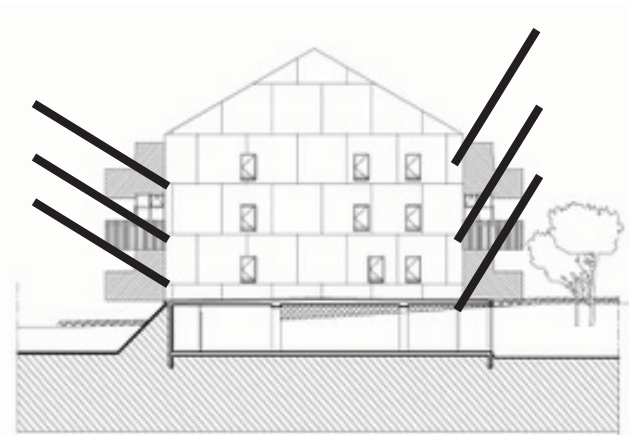
After looking deeper into this project, it is an interesting case study but also lacks the commercial aspect. As for residential, it shows how density of units can be successful. It also takes inspiration from the materiality of what used to be there, which is something I would like to do with my project in the city. The combination of wood, greenhouses, and concrete creates an interesting architecture. There is too much above ground parking in this case study. I think the parking should be hidden in the city, as the goal is to get people waking and biking as much as possible.



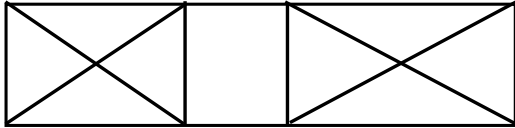
PLAN TO SECTION



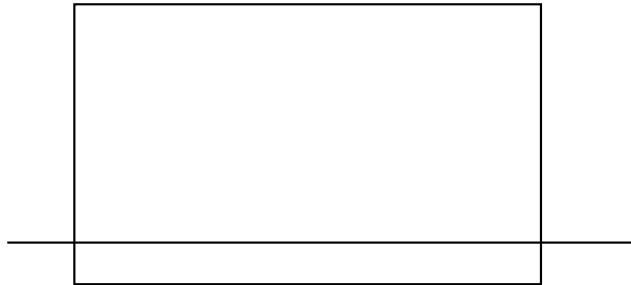
CIRCULATION



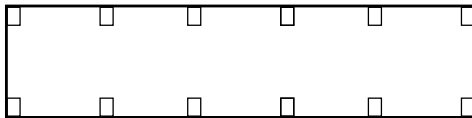
NATURAL LIGHTING



GEOMETRY



MASSING



STRUCTURE



Figure 23: archdaily.com

## ***Case Study Series Summary***

Choosing these case studies had a main goal in mind of looking at residential living. The Clinton Park study in New York City is probably the best case study to view. The project has a different way of addressing the city grid and how to orient the building on the site. It pushes for green spaces and a green roof. There are multiple opportunities for views toward the river and also toward the city park. There is underground parking that is utilized so it is out of view. There is commercial and community spaces on the ground floor. This case study has a lot of aspects that I would like to incorporate into my building. It is a great example for green, mixed use living in the city.

The second best case study would be the mountain dwellings in Denmark. This case study shows the relationship of parking for the residences and great sense of living in a new way. Although there is no commercial program for this project, it still is a good case study for residential because of the experiential aspects of the spaces. Every single unit gets maximum sunlight as it is on the top of the building. The passive lighting and green spaces are important to the function of the building and also the happiness of those who live in the building. Living in an environment that has direct sunlight creates a better sense of overall well-being for an individual. Another important aspect of this building was the water collection system that maintained the green

spaces. This is going to be something incorporated into my project as it will be an active design opportunity for the building.

The last case study is the Pradenn Housing in France which demonstrates a good way to look at inspiration for the building of the site. Since there was a barn on the site before, they took that as a material inspiration to create outdoor spaces. There are also greenhouses on many of the units, which is an element I would like to incorporate into the Minneapolis project. The fences on the outdoor spaces created privacy for those who lived there, which is a good way to be outside without having others look into their space. I think the concept of private terraces is what's important here. There was too much parking on plaza level, but there was a courtyard between the two buildings. A courtyard would be a great addition to the Minneapolis project because it would open up the opportunity for people to gather and interact with one another in a public setting.

The goal for the Minneapolis project is to incorporate all of these aspects into the new design. Most importantly, creating outdoor spaces is going to be a challenge. The outdoor spaces in the city will need to be private somehow, and all of the outdoor space will be green. The ground floor will have commercial and community spaces, and will be separate from the residential. Creating elevated views will be a good idea, especially being in the city of Minneapolis with such interesting views.

## Historical Context

There will always be a need for urban dwellings in growing cities, and there are various forms of dwelling to express this. Historically, we need to look at the relationship of urban and suburban living. Implications for a better residential design can relate to a more site specific design. There are particular challenges that are created in urban context, but ultimately it comes down to learning where we came from.

Minneapolis is the largest city in the state of Minnesota. As of 2011, there were 387,873 people living in Minneapolis. The city's population has grown by 1.4% since 2010 while the state average is 0.8% (census.gov). This is a statistical look at how the city has been growing in population along with it's residences.



Figure 24: Brandt Williams

The first skyway system in downtown Minneapolis was implemented in 1962, spanning 7th street south between Marquette and 2nd avenue. This was the start to a system that would change the way people navigate through the central district. There are more than 50 blocks connected by 2nd story walkways, most of which are in the central business district. Although the skyway system has

it's advantages with keeping people out of the cold in the winter, this proposal will not be linked to the skyway system to allow the connection between the street and the building to be reopened, which is an issue that is apparent with the current skyway system.

The first commercial district was located at the intersection of Hennepin and Nicollet Avenue. The original City Hall that was built in 1873 anchored the district. The Lumber Exchange building in 1885 also helped establish Hennepin Avenue as the primary office district. As the area became more congested, it began expanding south of Washington Avenue.



Figure 25: Bill Lindeke

Nicollet Avenue became the primary shopping street in 1881. It featured such stores as Powers, Donaldson's, Young Quinlan, and Dayton's. As development of Minneapolis progressed, Nicollet Avenue converted to Nicollet Mall in the 1960's, which was the nation's first pedestrian transit way. It came about during a time of urban turmoil across the

United States. (Hood, 2013) Minneapolis got stakeholders together and created a successful urban area, which is a great urban story of resiliency. This started a trend for other major

U.S. cities. It is a curving pedestrian and transit mall that has trees and excludes automobile traffic.

The office and financial district has shifted to Marquette and 2nd avenue, where it currently resides today. It still is a great artery running through the heart of downtown. It's very pedestrian friendly, with biking, walking and transit available. The retail, food, and atmosphere is what attracts so many people to the area.

Currently, there are slight plans to enliven Nicollet Mall. Since it was opened in the 60's, there has been changes in how it functions and it's aesthetic appearance as well. The pedestrian only area of Nicollet Mall has always been a great place to go shopping. Although, the opening of Mall of America in 1992 shifted people to outside the city, resulting in less people shopping in the area.

There are complaints that the north end of Nicollet Mall has become vacant, while the south end is still lingering with people and shops. Nicollet needs to be refreshed and re imagined. The core of downtown is centered around Nicollet Avenue. The best thing about this area is that there is still a car-free zone that is strictly for pedestrians only. Other cities such as Chicago, Sacramento, and Raleigh, N.C. have taken their pedestrian only zones and opened them back up to traffic. A successful mall area is also in Denver, Colorado. Just like Nicollet Mall, the Denver mall uses the city's light rail system to shuttle people to the mall and throughout town. Transportation other than walking and biking is also important, especially for traveling longer distances. But keeping away from the automobile would be best to relieve traffic congestion in the city and also encourage people to use a more holistic



approach to getting around the city. Having the light rail system really makes traveling better for those who do not wish to drive into the city.

As much as we should look at the surrounding history of Minneapolis, we should also look at the history of urbanization and living in the city. Looking at the concept of Urbanization over time is crucial to understand the thesis. Urbanization is the process by which rural communities gather together to form cities, or urban centers, and the growth and expansion of those cities. (Urbanization, 2010) The earliest cities were situated on or near the banks of rivers. This was because of transportation of people, goods, and other trades between cities. Minneapolis is situated on the Mississippi River, a major river that flows all the way to the golf of Mexico. As urbanization continues in cities, the need for more raw materials and natural resources becomes important. More and more people move into the city because that is where the jobs are at. As time progresses, more developments happen, and condensing the area is naturally how cities are created. Minneapolis specifically was centered around Saint Anthony Falls, which is the only waterfall on the Mississippi. Hydropower was a huge market for Minneapolis in the early 1900's and created many jobs for people. Minneapolis had been a center for trade for many years. Later during the 1950's and 1960's, the city put up about 200 buildings across twenty-five city blocks, as an attempt for urban renewal.

Hennepin Avenue just north of the site is home to the Arts District of Minneapolis. There are many bars and restaurants and theaters to enjoy. In the 1800's, this area has full of residential areas and shopping. Once the area began to fill more, residencies were

placed above the businesses, which was inspired by successful European cities. As the area started to become a financial district, residential and shopping began to move south. Now that there isn't



Figure 26: Google.com

much residential areas on Hennepin, there is currently a push for more residential in the area by residential infill. By moving more apartments and condominiums in the city, we are also attracting more people to the river and the surrounding artistic district. This in turn will help out businesses even more.

When you are in Minneapolis, you can see all the culture and recreation. Places such as Lake Calhoun, Lake of the Isles, and Lake Harriet are great places for activities with

friends and families. But as you get into the condensed area of central Minneapolis, that sense of community becomes less relevant. Placing more apartments in the city alone is not going to bring a sense of neighborhood and community. As designers, we need to architecturally create spaces that are going to push the community centered experience.

Important to my project is the history of daydreams and dreaming. The ability to daydream becomes important in the context of city dwelling because dreams encompass our inner workings. These inner workings are stemmed from the place of which we call home. Our sense of dwelling affects

our happiness and our interaction with others. A good architectural dwelling will invite the dweller to repose, imagine, dream, all aspects that are lacking in the city. When looking at the history of dreams, the Greeks thought that dreams were a means to be receptive to thought, or a way to be telepathic. Dreams were seen in a religious context and were believed to be a way of communicating with gods, spirits or ghosts. The ancient Romans looked to their dreams for solutions on what course of action to take, as they believed their dreams forewarned and predicted the future. Greek philosopher, Aristotle believed that dreams were able to diagnose illness and predict the onset of diseases. At that time the main focus of dreams was centered around the ability to heal. Temples were built around this idea of healing power through dreams. It was believed that sick people who slept in these temples would be sent cures through their dreams. They would report their dreams to a priest the following day, and he would prescribe a cure, often a visit to the baths or a gymnasium. Aristotle then determined that dreams came from within the Self. This was a revolutionary idea at the time because until that time it was widely believed that dreams came from outside of self. Plato reflected upon this idea and identified dreams as a communication from the soul of man.

## ***Goals of the Thesis Project***

### **The Academic**

My academic goals for the thesis project are to integrate all of the tools and knowledge obtained in my four undergraduate years at North Dakota State University. The primary goal is to educate viewers and give them a clear understanding of the research specific to this project. The thesis will aim at teaching the public about living within the city and will serve as a very detailed case study for other architecture students. The intention of the thesis is to show a new thought process on urban living. It will integrate green living and sustainable design practices that have been learned at the university, along with new methods that have been researched. The project will aesthetically be pleasing, as graphic design is an interest of mine and I want to capture the attention of those who come across my project. Site design is also something I believe to be very important. The building will push to be pedestrian friendly at the ground level. The passive and active design decisions will be extremely relevant to the city of Minneapolis. Overall, I want it to be a design that cumulatively encompasses all aspects of my academic career.

### **The Professional**

As a designer in the professional world, you must take into account the fact that there is a realistic budget that needs to be abided by. Codes and regulations need to be followed and it needs to protect the health, safety, and welfare of the people. I want to make the project as realistic as

possible. I want to use this project to expand my knowledge and credibility as an architect. After working in the actual field, i've realized that the professional world is a lot different than architecture school. Combining the creative, imaginative world of architecture school and the practicality of real world study will be important.

### **The Personal**

My personal goals for the thesis project are based on the idea that this will be my greatest project up to this point in my career. It should serve as an accumulation of my best work and should be a project I am proud to stand by. I want to create something that I can look back on when doing projects in the field and take inspiration from my thesis project. I want to push my design capabilities farther than I ever imagined to produce a work that inspire others to do the same. I want my passion for design to show through as it is an important part of my life. I have a personal interest in living in the city, so doing a project that pertains to my own goals of living there will be rewarding. I want to gain a new understanding of the relationship between the city, the people, and architecture. Making sure my design is sustainable in the necessary ways possible is a goal I would like to strive for. This thesis is also an opportunity to look deeper into residential work which is something I have always been interested in. Residential work is important because it is where the people go home at the end of every single day, so it reflects upon their happiness and the way they live. I would like this building to be a place my family, friends, and classmates would want to visit.

# ***Site Analysis***

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## ***Qualitative Aspects***

### **Site Narrative**

You're off on another day of work in the big city and as you travel there in your car, in your head you begin to really think about all the time you spend in your car on a regular work week. Once you've finally reached downtown, traffic slows, and your car eventually comes to a bumper to bumper stop. As you wait for traffic to get moving, you find yourself daydreaming about what you are going to do once you get home from work later that day. Maybe you'll curl up on the couch under a blanket and watch your favorite TV show. Maybe you'll hit the gym or go shopping for something new to wear. Perhaps your neighbors will want to come over and have a barbecue. Either way, the end of your workday seems so far away, and you're still not even to work yet. As you were daydreaming, you realize you have finally reached your destination, and you walk in the building ready to begin your day.

A few hours go by at work, and as you are getting your work done, the clock seems to slowly tick. Looking out the window at the city, you see all the hustle and bustle, and start to daydream again. What if you could just leave work now and go explore the city? Where would you go? What would you do? Maybe you should just hop on a bike and ride around and see where it can take you.

Downtown Minneapolis is surrounded by noise and chaos, and as you travel throughout the city, you find yourself trying to focus on one thing at a time. You first hear the sounds of city buses maneuvering throughout the city. You hear



the horns of cars honking, and as you bike down the street you realize how different your experience is from the experience of the car that just passed you. You look at the ground and you can see the cracks in the pavement, and imagine the many people who have walked there before you. You see all the tall buildings around you and immediately realize you are a very small part of the city. As you wonder around, you find yourself discovering different places and spaces you never meant to go looking for. The excitement of the city is encouraging you to travel even more, and it challenges you to go without using your GPS to see what you can find on your own.

### **Descriptions, Characteristics, and Underlying Abstract Ideas**

Views while on the site are not the most pleasing for greenery, but the scenery of being in the city is what is important. Being directly downtown brings a different kind of experience for those who would live there. Being in a more condensed area is going to bring different challenges and constraints to the project, but they will be constraints that help shape the project into something that is meant to be there. There is an existing grid on the site, which is 3 rows of parking running east to west. The textures of the site are pavement and a few trees that line the edge of the site. The heights of the buildings surrounding the site vary, with the tallest building being on the north side, and the shortest building being on the south side. The topography is pretty minimal as this is a flat site with pavement on it. Shade from the buildings will be a factor to work with.

### **Built Features**

There are built features on all four sides of the site. There is also a small building north of the site that is only 2 stories that is currently an apartment and women's center. The parking ramp to the south is a nice addition for parking to the site. The business buildings surrounding also include shops and restaurants, including Ruth Chris Steak House, Caribou Coffee, and other small cafe's within the high rises.

### **Vegetation**

There are a few small trees that line the edges of the site, excluding the north side. These trees are fairly small and are placed between the sidewalk and the street. There is a lack of green space and vegetation on the site, so addressing this in the design will be crucial.

### **Light**

Although the site is surrounded by buildings on each side, there is still a lot of sunshine during the day. Shadows are cast on the site throughout the day from the smaller buildings on the east, south and west sides, and the tallest building to the north causes no problematic shadows on the site. The summer months will be the best lighting on the site, and light from the late morning to mid afternoon will be the best.

### **Wind**

The wind that comes through downtown Minneapolis is from the Northeast and the Southeast. There are buildings on all four sides of the site, so major direct wind will not be an issue. There should be a flow of wind from the northeast and southeast, especially coming from the streets.

### **Human Characteristics**

The site is currently used as a parking lot for surrounding businesses. The entire site gets filled with cars, so it is an important issue that should get addressed in the new design. The area surrounding the site has pedestrian and vehicular traffic, especially during the Monday through Friday work week. Cutting across the site is difficult because there are parking lot barriers throughout the entire site.'

### **Distress**

There isn't a whole lot of serious distress on the site, as it is an existing parking lot. The pavement will be tore up for the project, so the old pavement will be replaced and will not be an issue. It will be replaced with an underground parking system in the proposal of the new building. On the existing site to the north, there is an older building that is being used as a small apartment and also a women's center. It is not part of the site being worked with, but it is in view, and is something to consider. There are also no signs of environmental distress on the existing vegetation.

## ***Quantitative Aspects***

### **Soils**

The site is part of a large section of soil that is known as the Eastern Iowa and Minnesota Till Prairies. The soils are rich in organic matter and are made up of Mollisols and Alfisols. There is slight clay content in the soil and has sedimentation of silty, fine soil and also a sandy mix underneath.

### **Utilities**

There are three utility boxes on the southwest side of the site. There are street lights that occupy all edges of the site, excluding the north side. There is also a billboard with lights on the southeast corner of the site.

### **Vehicular Traffic**

There is major vehicular traffic on 3rd Avenue South. 10th street, 2nd avenue and 9th street are all one way streets. There is an alleyway that runs on the north side of the site in the middle of the square. There are bus stops on the east and west sides, so buses are frequently running through the area.

### **Pedestrian Traffic**

There is some pedestrian traffic from those who travel to the neighboring businesses, most of which come from the west side of the site. The east side of the site has less pedestrian traffic, while the north and south sides have moderate traffic.

### **Site Character**

The site is a parking lot surrounded by buildings on each side. There is existing pavement on the site with parking spot barriers throughout the site, making the site difficult to walk across. The site is flat with no topography and minimal trees on the edges of the site.

# Major Built Features



Figure 27: Google Earth Image

# Site Reconnaissance



Figure 28: Google.com

1- Looking NE

Figure 29



2- Looking SE

Figure 30



3- Looking SW

Figure 31



4- Looking NW

Figure 32



# Topography and Air Movement

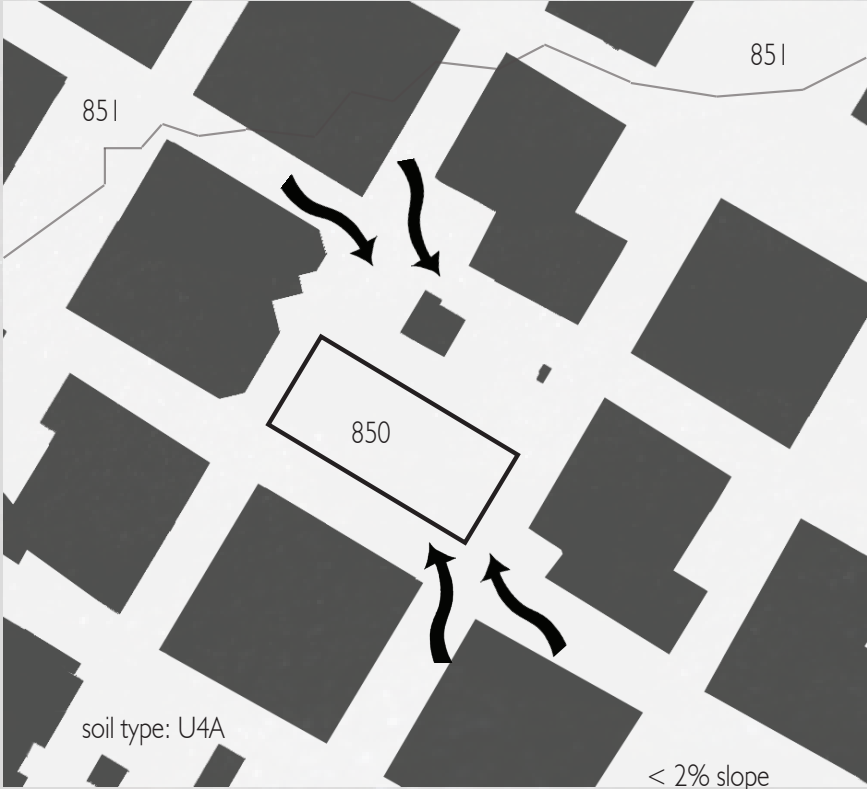


Figure 33



## Noise and Existing Grid

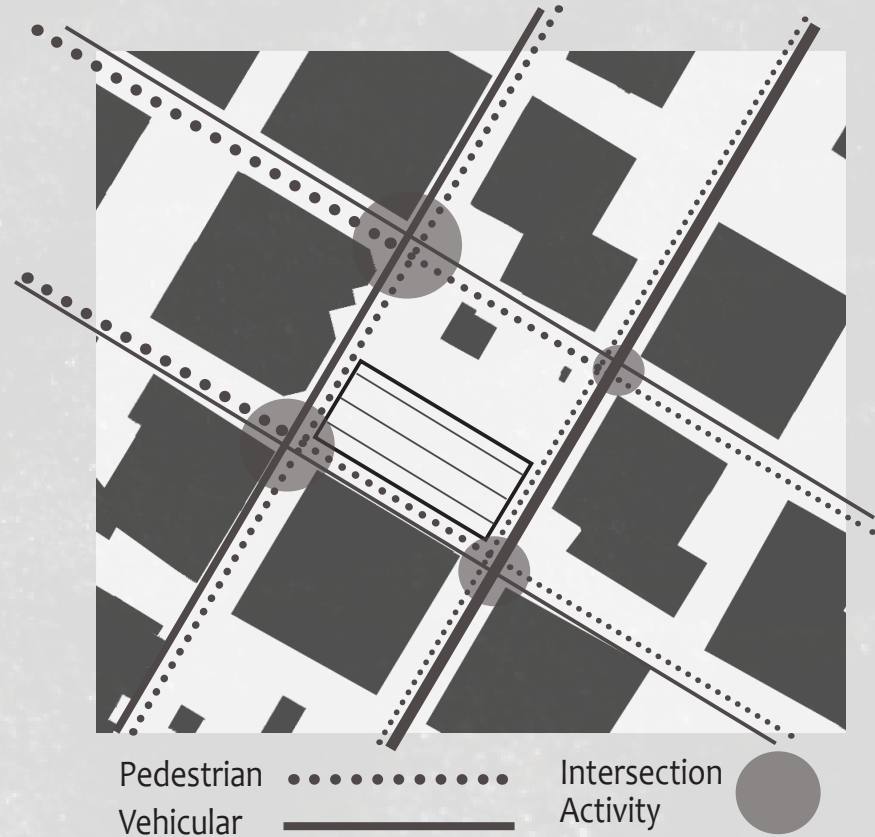


Figure 34

# Climate Data

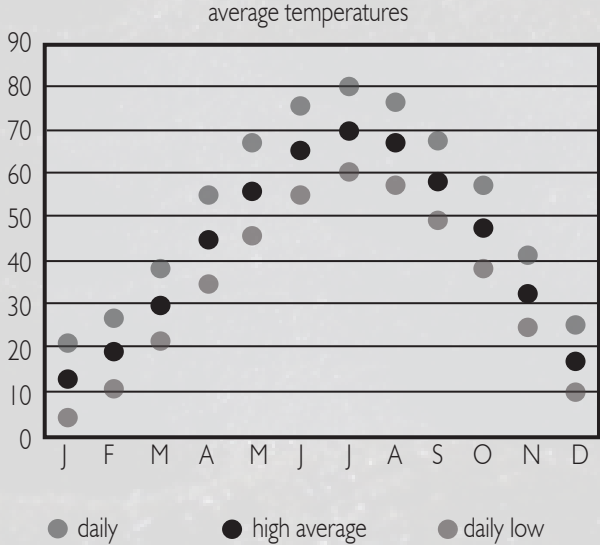


Figure 35

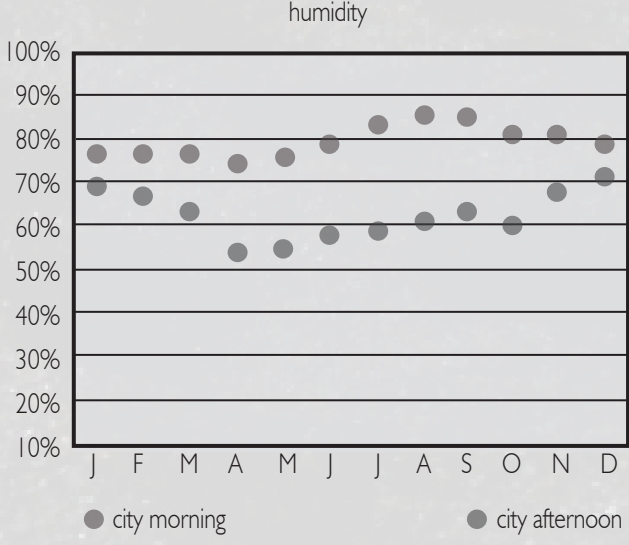


Figure 36

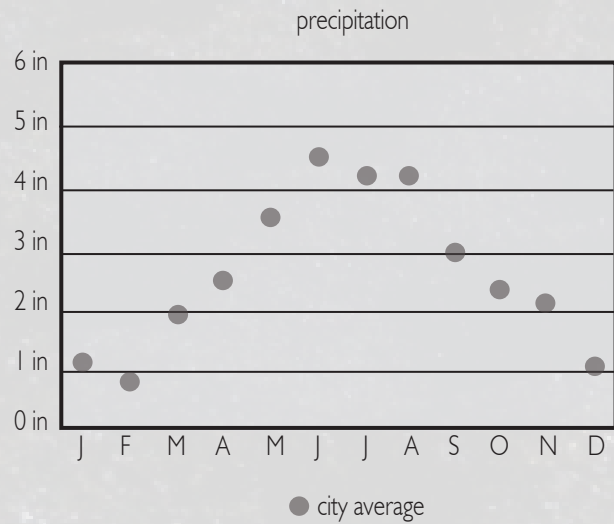


Figure 37

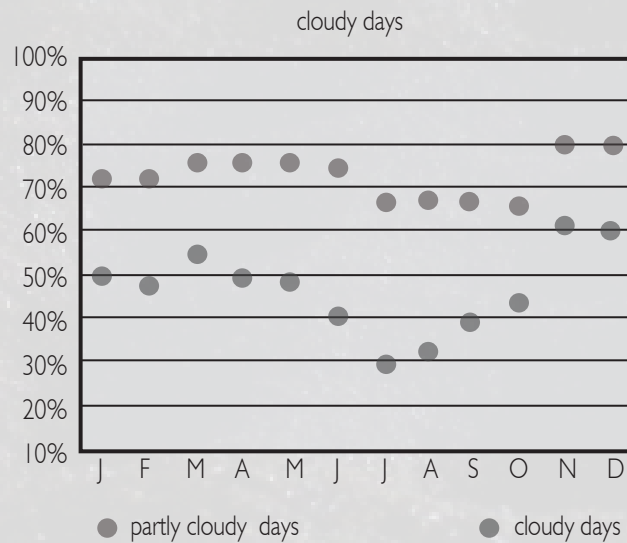


Figure 38

# Wind Speed and Direction

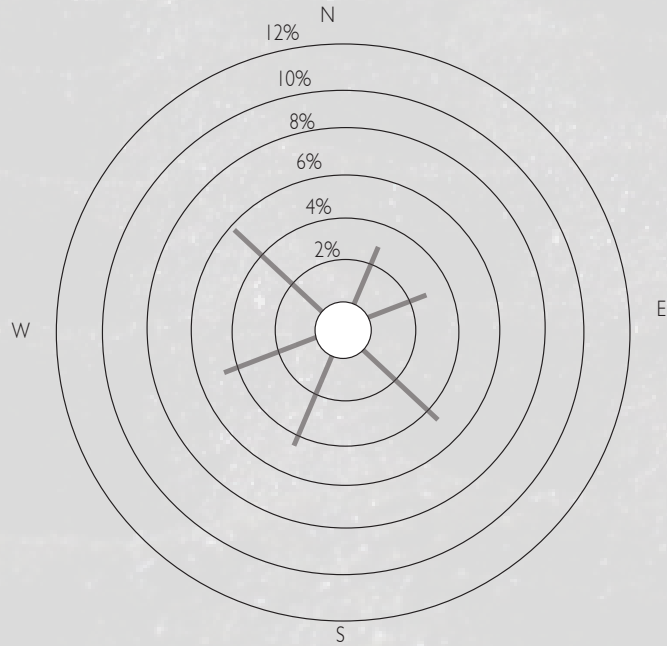


Figure 39

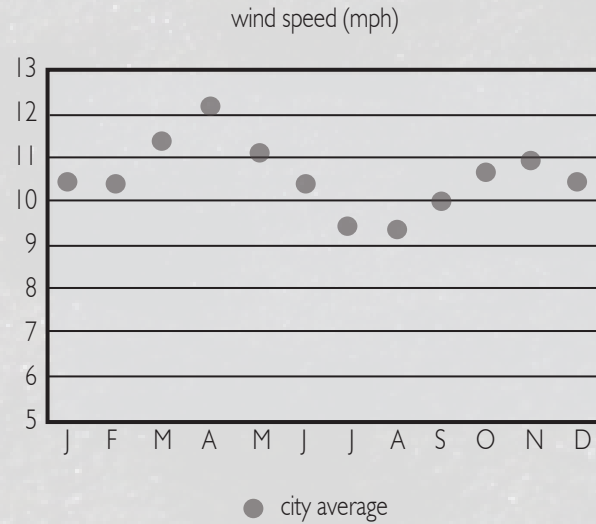


Figure 40

# Sun Path

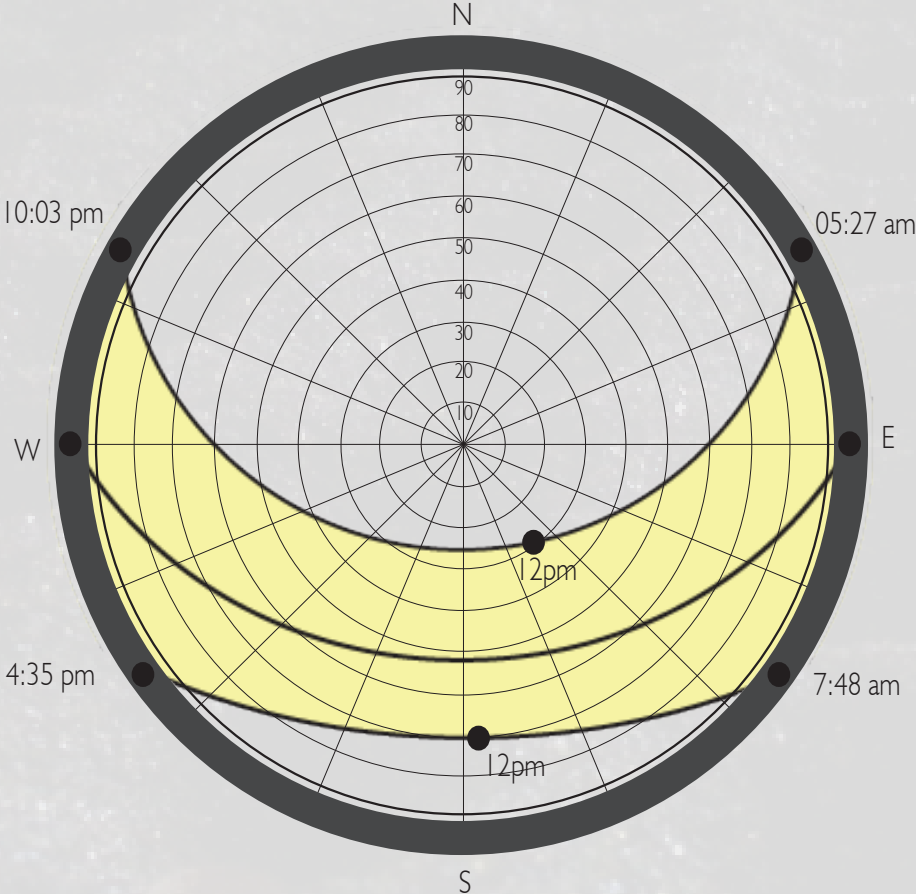


Figure 41

# ***Programmatic Requirements***

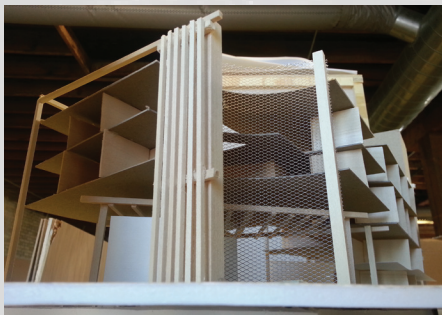
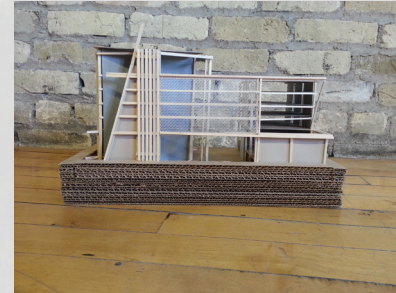
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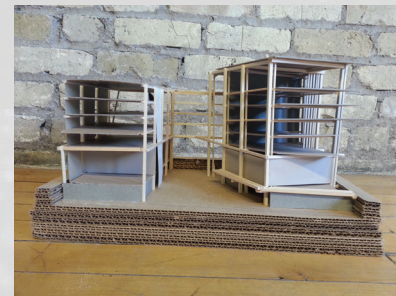
## Project Process



The process started with the creation of an artefact based on the study of a daydream. It became the basis of the project and helped shape the ideas seen in the architecture.

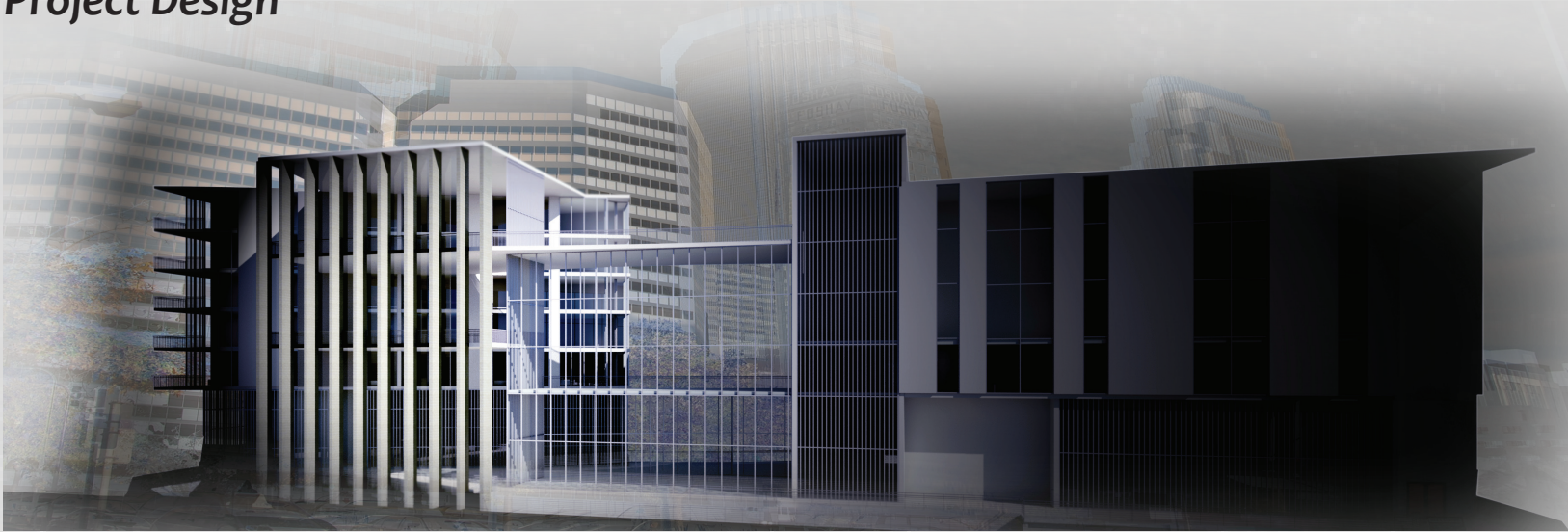


To the left is one of the first models made throughout the process. To the right is the model that was mainly worked with before integration into the computer.

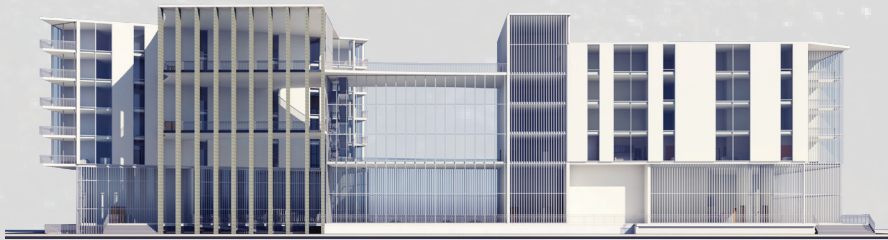




## Project Design



Through the design of my architecture, I have community spaces where people can gather and interact with one another. The ground floor and lower level are designated as public space and the upper levels are solely private space for residents. The central area of the building is designated as outdoor space for residents to gather and interact with one another.



Southwest Facade



Northwest Facade

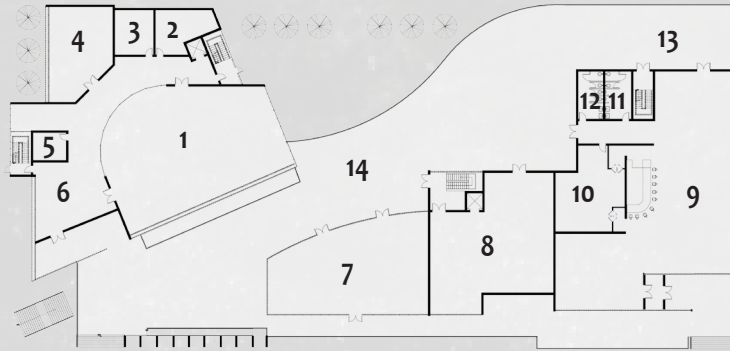
As you enter the building, you are greeted by two sets of stairs, one of which you can take up and onto the ground floor plaza, or down underneath. The entrance to the building is meant to invite a person to wonder or linger onto the site, as someone who is not familiar with the building may wonder what is beyond the tall columns. The entrance to the spa is tucked back behind the curtain wall to engage a sense of wonder into the entrance. Apartments and Condominiums tend to float above along with the outdoor residential community spaces, as does the entire ground floor. It is slightly offset from the street level to gain a sense of lifting or floating above the street level.





If you were to take the stairs down underneath, this is the view of the lower level plaza. It is tucked away from the city and can be a quieter place for someone to go and relax on a bench or interact with others. In order to get to this space you must drift off the street from the city, then under the covered area to travel beneath the upper plaza, and then again be exposed to the city. This is like my artefact in how it the settled sand at the top gets reimagined, and then settles again at the bottom again. You can see the spa in the background with fitness on the above level and the pool space below.

2nd Avenue South



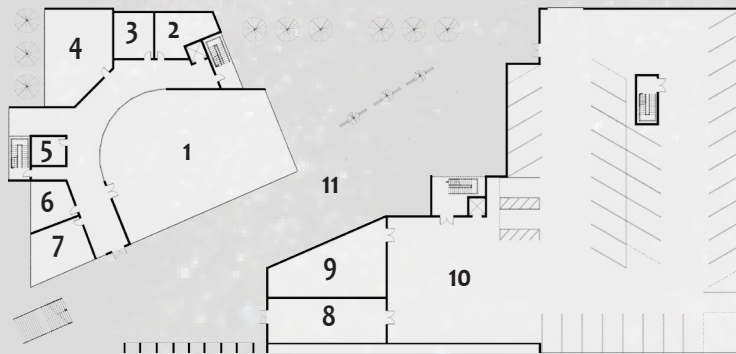
10th Street South

3rd Avenue South

### Ground Floor

- 1.) Fitness Area
- 2.) Women's Restrooms
- 3.) Men's Restrooms
- 4.) Massage Rooms
- 5.) Storage
- 6.) Day Spa Entry
- 7.) Retail/Coffee Shop

- 8.) Residential Lobby
- 9.) Restaurant/Bar
- 10.) Kitchen/Storage
- 11.) Men's Restroom
- 12.) Women's Restroom
- 13.) Outdoor Seating
- 14.) Ground Floor Plaza



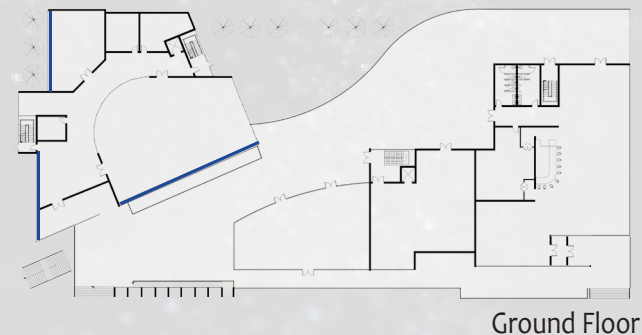
### Lower Level

- 1.) Pool Area
- 2.) Women's Restrooms
- 3.) Men's Restrooms
- 4.) Massage Rooms
- 5.) Storage

- 6.) Sauna
- 7.) Sauna
- 8.) Mechanical Room
- 9.) Bike Storage
- 10.) Underground Parking
- 11.) Lower Level Plaza



If you were to encounter the building by traveling up to the ground floor plaza, you would encounter the fitness on the upper level and pool area below in the day spa. In the diagram, the blue outlines are where there are spaces for steam to travel from the lower floors to the upper floors. This steam is like a bit of straw that flies away from the fire, urging us forward to daydream. Just as the fire encourages our daydreams, so can the steam from the day spa. This drifting from the lower floor and upper floor is intended to evoke a daydream like sense for those in the building and traveling by.

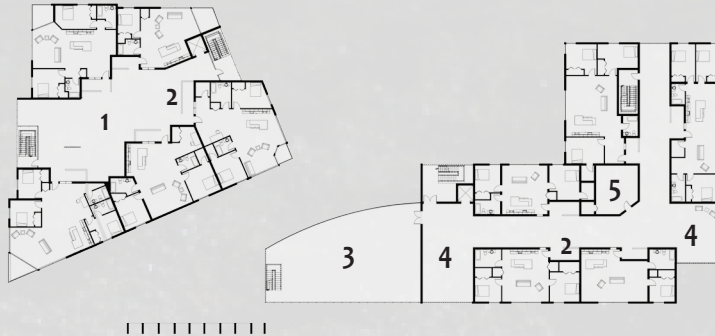




As a resident, there is an importance to opening up the conversation between other residents. My architecture opens up the circulation and allows people to drift in and out of the spaces. There are front porches and windows for each unit so a person can look out of their apartment into the atrium, or someone could knock on their door because they noticed they were home.

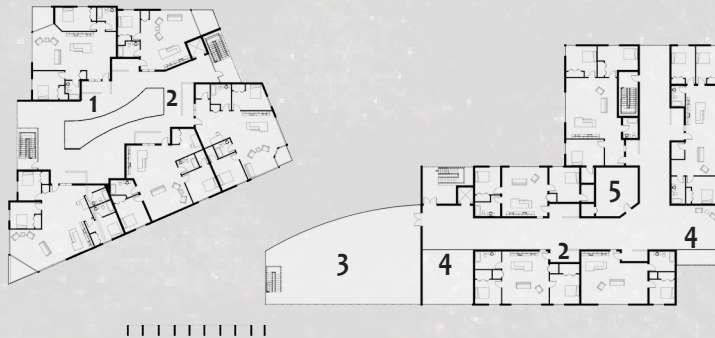
This is another view of the residential atrium on an upper level. The design of the atrium draws your eye from one end of the building to the other, focusing on the vertical glass wall that connects the residential floors. It allows one to drift from inside their apartment to the view on the other end of the atrium.





**Level 1**

- 1.) Residential Atrium
- 2.) Front Porch
- 3.) Outdoor Community Space
- 4.) Indoor Community Space
- 5.) Laundry Room



**Levels 2-4**

- 1.) Residential Atrium
- 2.) Front Porch
- 3.) Outdoor Community Space
- 4.) Indoor Community Space
- 5.) Laundry Room



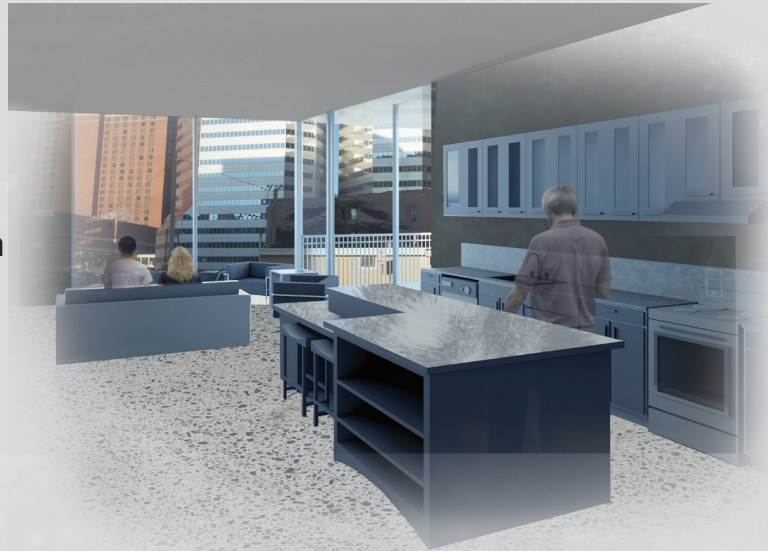
**Level 5**

- 1.) Residential Atrium
- 2.) Front Porch
- 3.) Outdoor Community Space

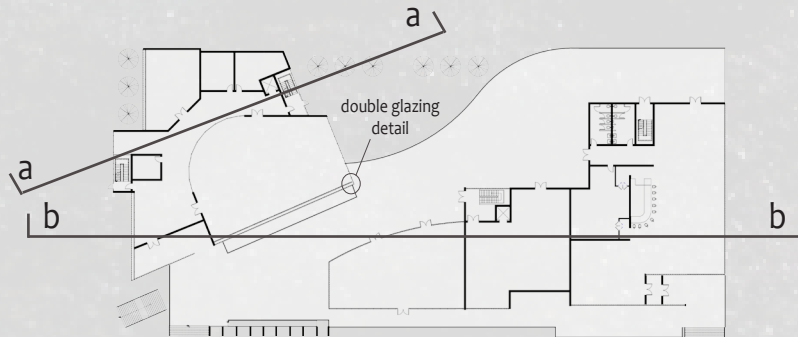
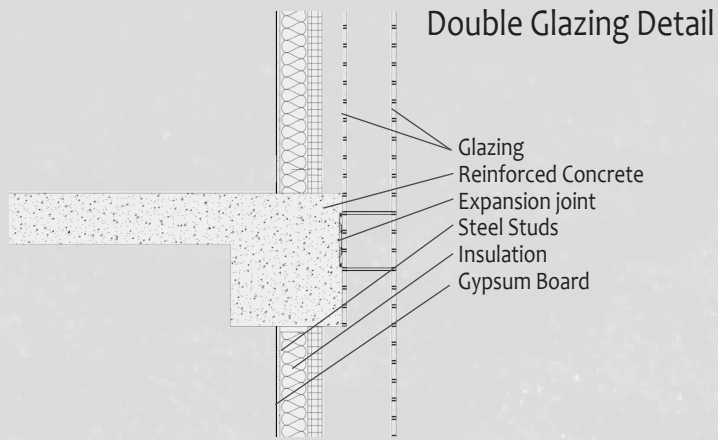


This is an example of the solution to a so called dead end hallway. I have opened up the ends to have communal spaces that allow for relaxation, contemplation and also interaction with others. It has floor to ceiling windows for views of the city.

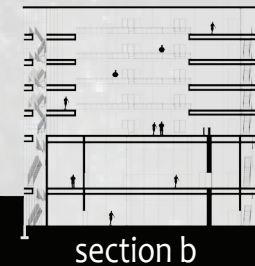
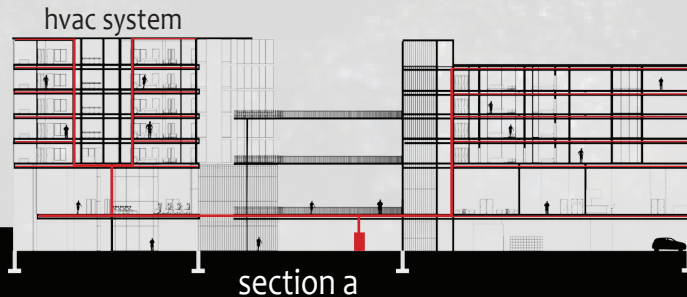
This is an example of the interior of an apartment. Views open up to the city through floor to ceiling glazing. It is meant to let the dweller contemplate their position within the city, and recognize their position in the overall context of the urban grid.



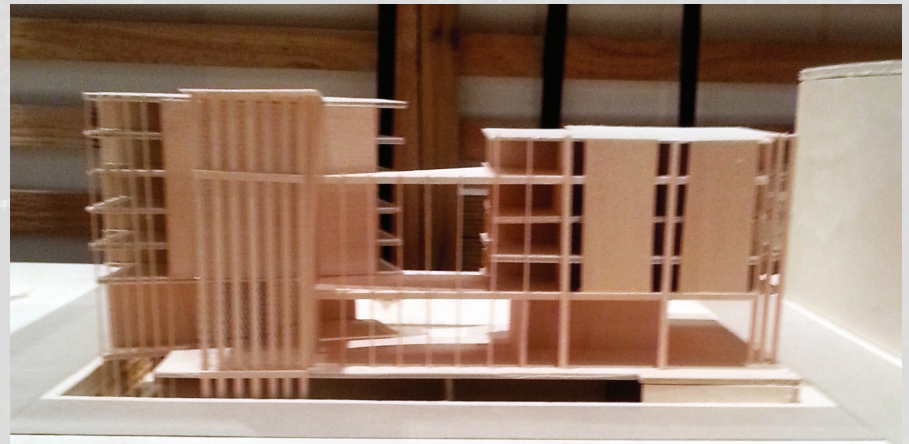




This image is a residential outdoor space for residents. It is elevated above to showcase views and be taken off the street level. Creating outdoor spaces encourages residents to leave their apartments to gather with others in spaces that let you contemplate your position in the city.



## Presentation Display



## Space Allocation

<u>Sq. Ft.</u>	<u>Programmatic Space</u>
100	Entry
400	Residential Lobby
200	Public Restrooms
600	Mechanical
300	Lounges
1,000	Patio
40,000	Condominiums
40,000	Apartments
2,000	Communal Spaces
2,000	Retail Space
5,000	Restaurant/bar
8,000	Day Spa
10,000	Underground Parking
3,000	Circulation
800	Laundry Facilities
100	Mail Room
600	Bike Storage

# Interaction Matrix

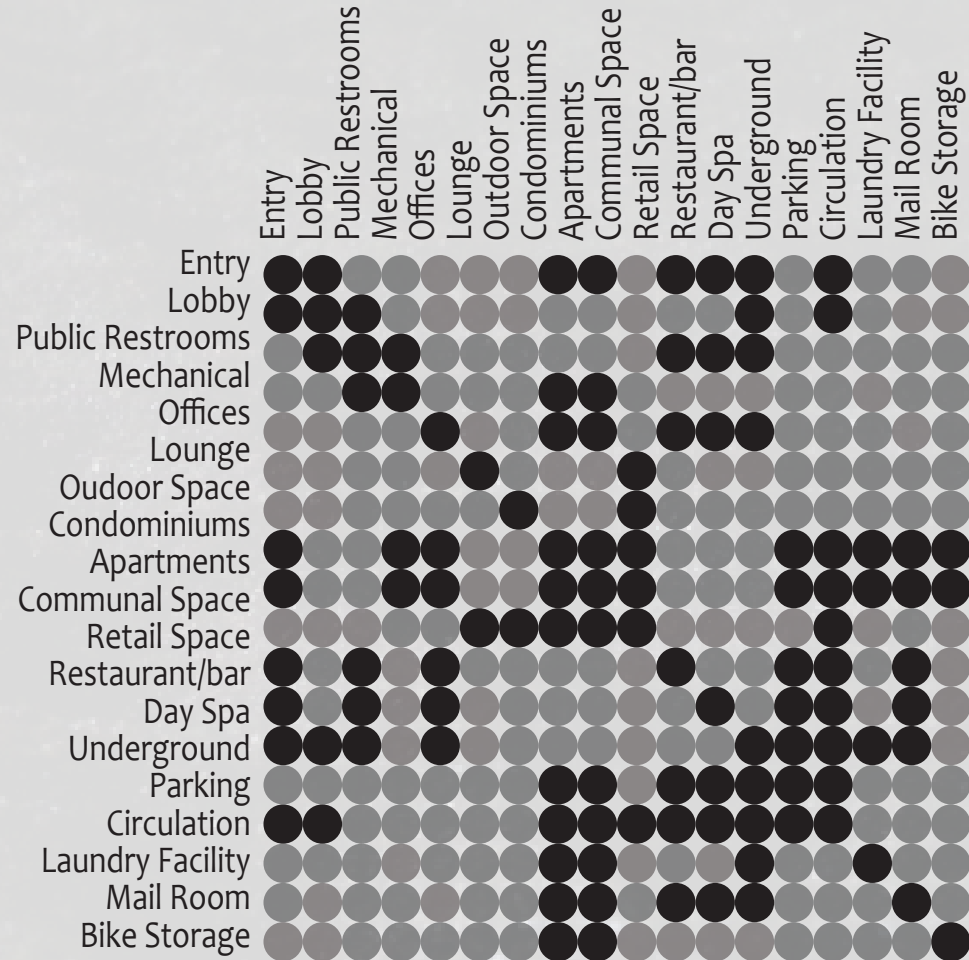
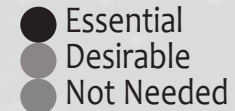


Figure 42



# Interaction Net

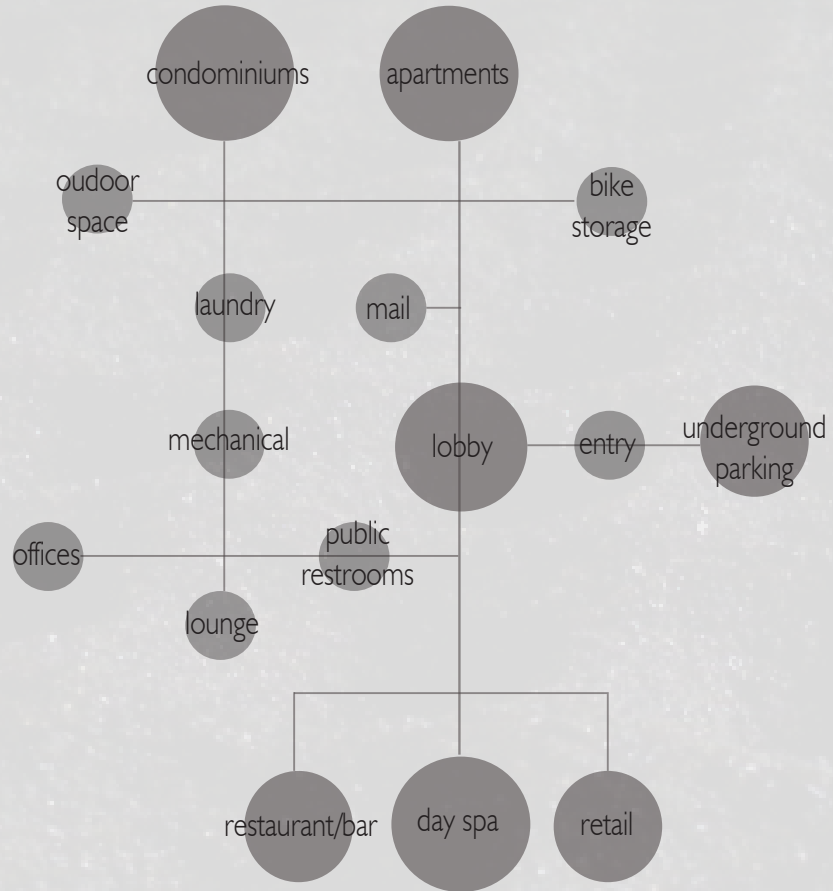


Figure 43

Main Project Elements



## ***Programmatic Appendix***

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Figure 44: Inspire Photography

**Jill Pexa**

1820 Dakota Drive N #121  
Fargo, ND 58102  
952-686-3805  
jill.pexa@my.ndsu.edu

Hometown: Waconia, MN

“The future belongs to those who believe in  
the beauty of their dreams.”

-Eleanor Roosevelt