

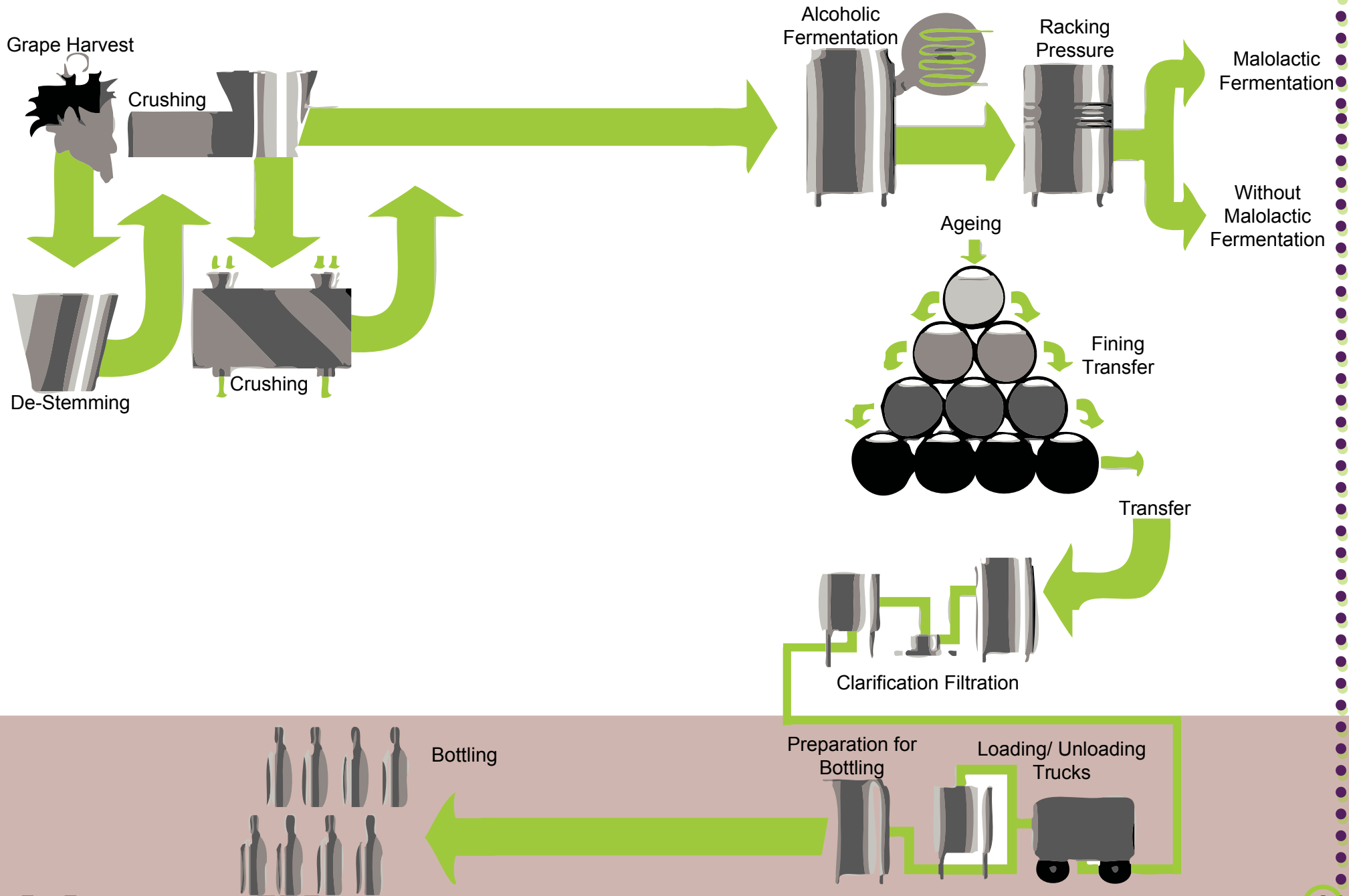


SENSEFUL DESIGN

Design Thesis by: Chelsea Lenz

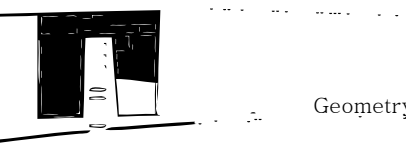
HISTORY OF WINE





MAKING WINE

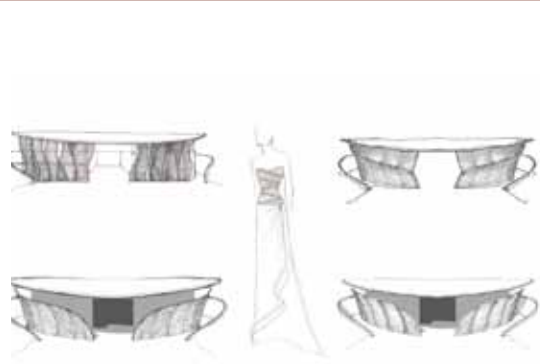
CASE STUDIES



Allied Works Architecture
SOKOL BLOSSER
Tasting Room

This is a good example of how designing for our five senses can enhance the architectural experience that a user may have. Looking more closely at this I found the following:

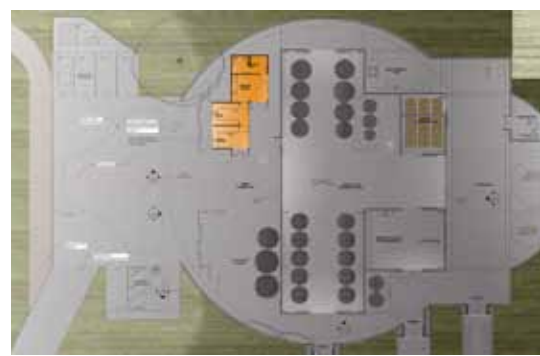
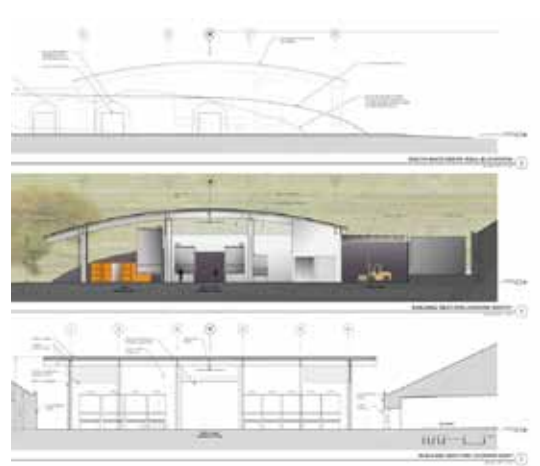
- Sight - the relationship with the views and natural light.
- Smell - the smells of the cedar wood and the scent of wine.
- Touch - textures of the cedar wood on both the interior and exterior. In combination with traditional barrel materials
- Taste - the use of wine and food.
- Sound - open windows and doorways to bring nature inside.



Signum Architecture
ODETTE ESTATE
Winery

The advantage of this winery is that it is a great example of how LEED can be incorporated into the project. It also greatly helps with sizing for equipment for wine preparation, fermentation, bottling, storage, etc. Alongside this wine making building, there is a tasting room, and fifty acres of vines.

- Sight - blending with surrounding nature.
- Smell - the scent of wine.
- Touch - smooth aluminum contrasting the surrounded earth and vines.
- Taste - the taste of wine.
- Sound - people talking, wine making equipment working.



Wood/Marsh Pty Ltd
 PORT PHILLIP
 Restaurant and Winery

The architect designed this winery with local materials that celebrated the coastal landscape. These materials create a contrast in colors and textures that enhance the character of the winery.

- Sight - unfolding from the site. Contrasting Materials for character.
- Smell - The water nearby, smell of earth (from the rammed earth) and smells of food.
- Touch - Smooth texture of the rammed earth versus the rough texture of the burnt timbers.
- Taste - pairing of the wine and the food.
- Sound - people talking, water from the bay nearby.

Architects Collective
 SATTTLER
 Winery and Event Center

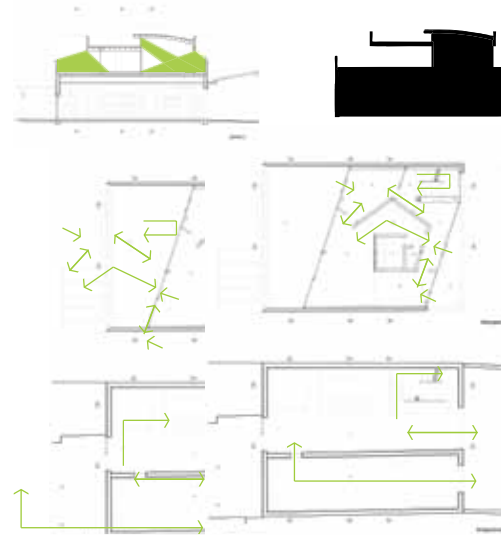
This project is a good example of a small scale winery. It shows most of the rooms I will be needing like the kitchen and event hosting spaces, however is missing the restaurant element crucial to my proposal. The layout for the interior is a creative idea for adapting to the client. I found that the unifying presence is seen in:

- Sight - unique form of the building.
- Smell - the scent of wine.
- Touch - smoothness of materiality.
- Taste - the use of wine.
- Sound - people talking, the busyness of surrounding town.

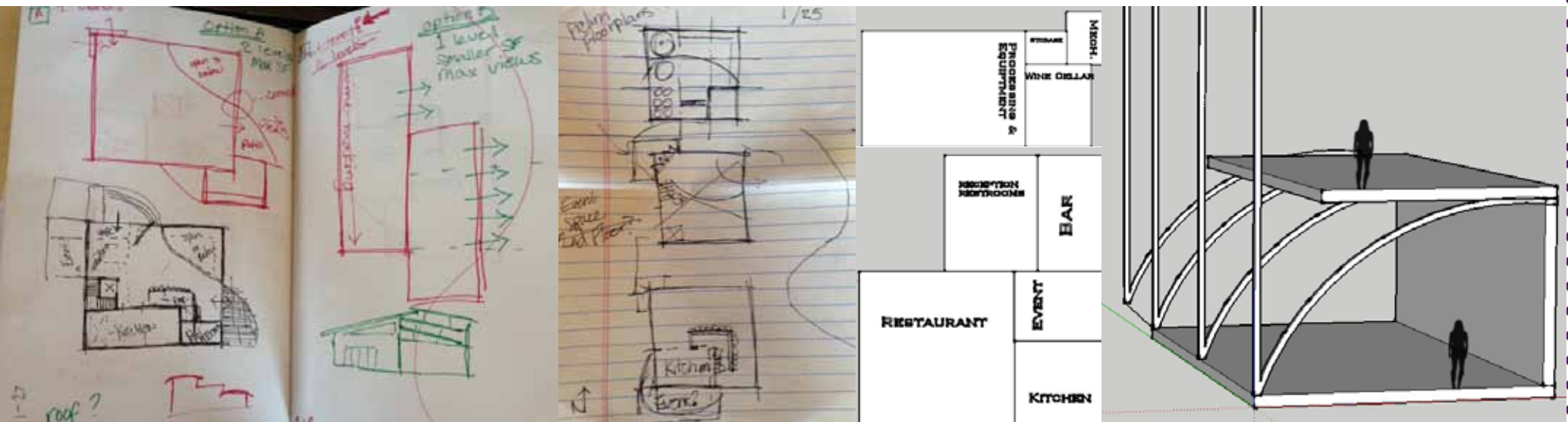
Level 1 - circulation

Level 2 - Structure

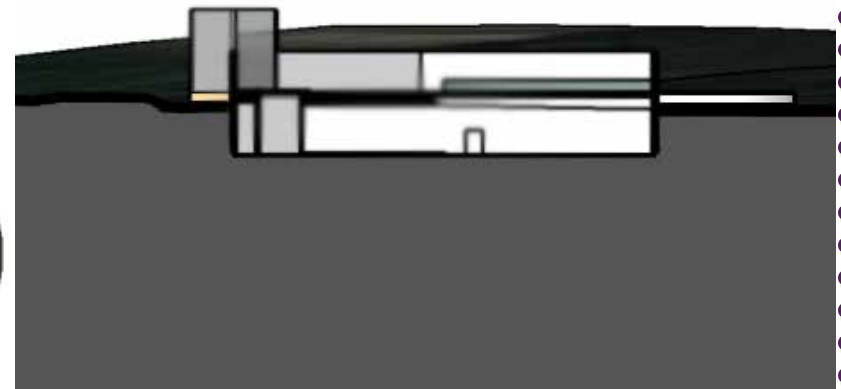
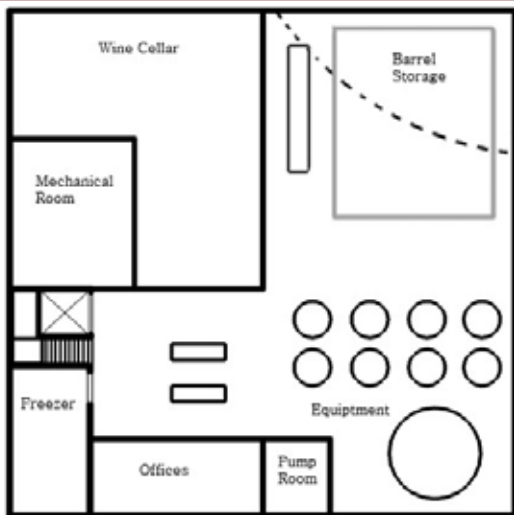
Level 3 - Geometry





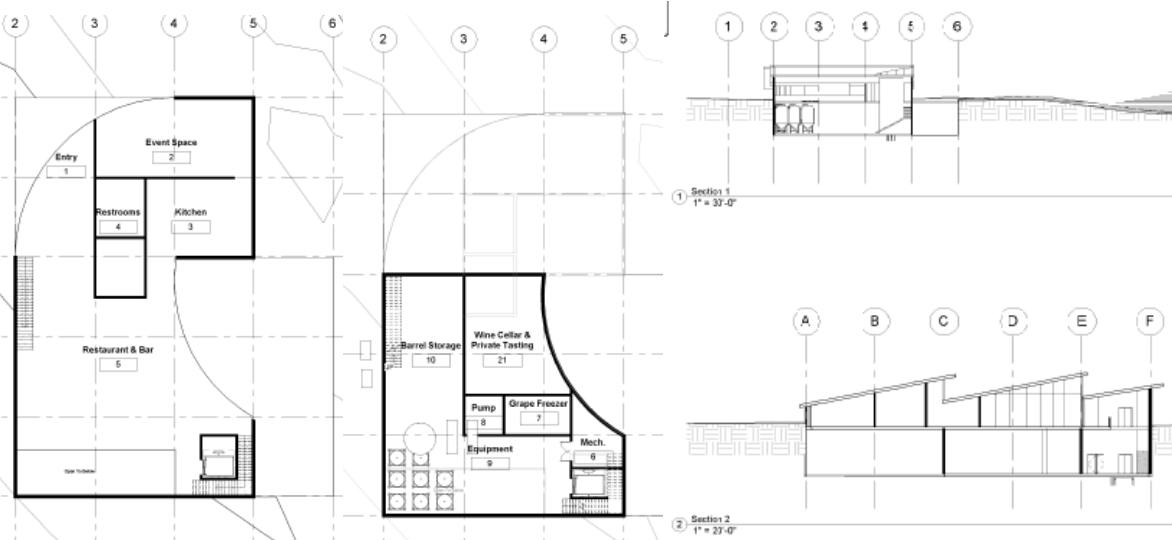


Early Development

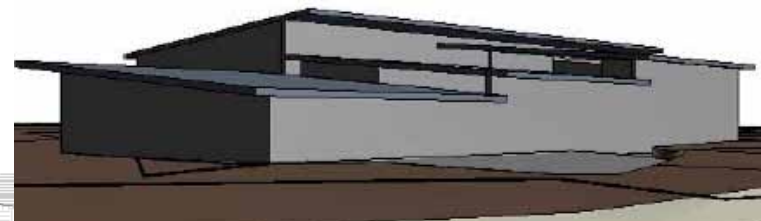
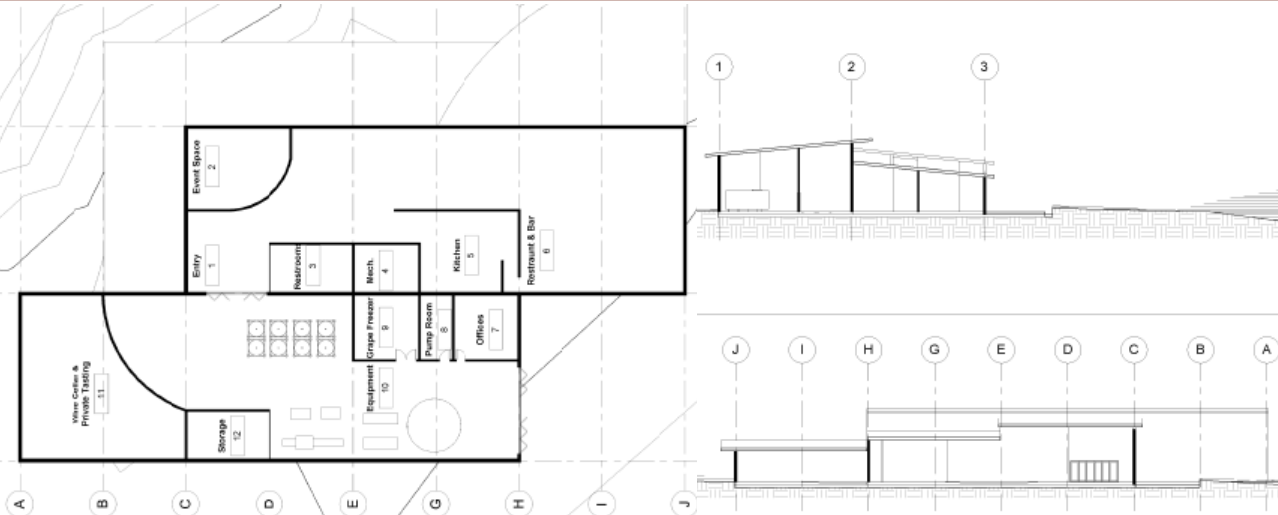


Forms Option 1

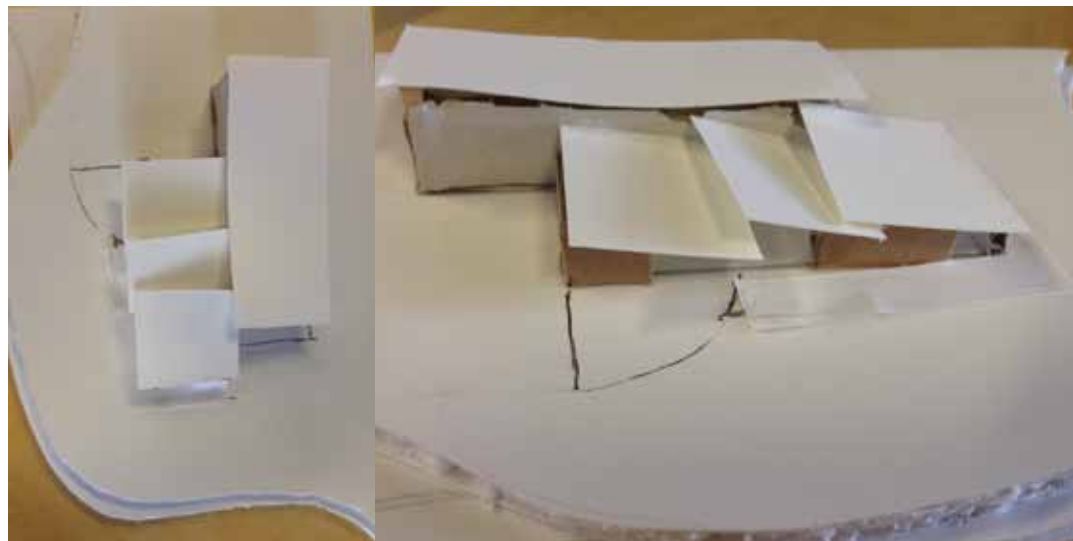
PROCESS



Forms Option 2



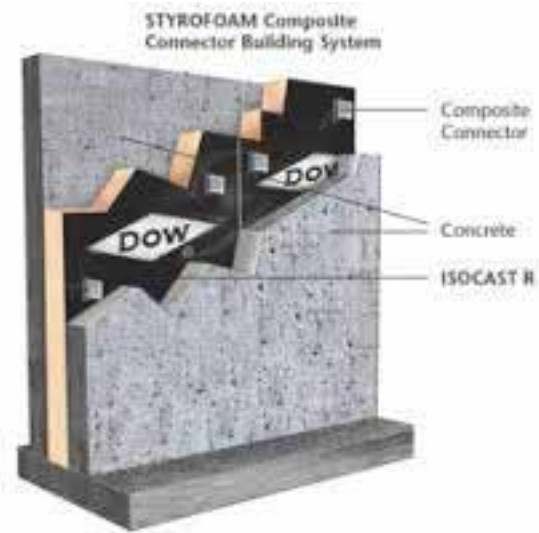
Forms Option 3



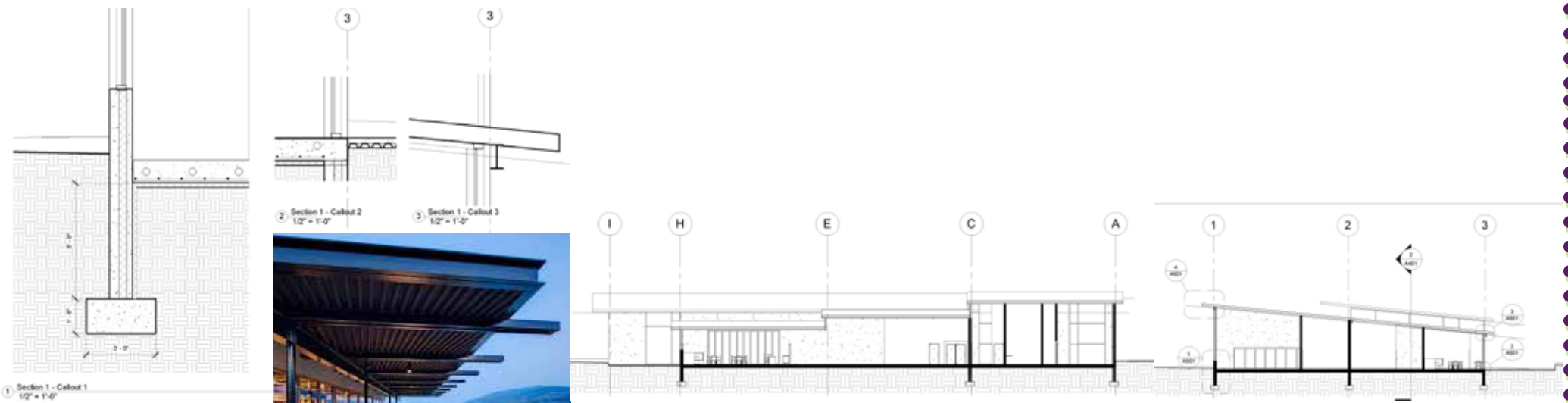
Natural Light Analysis



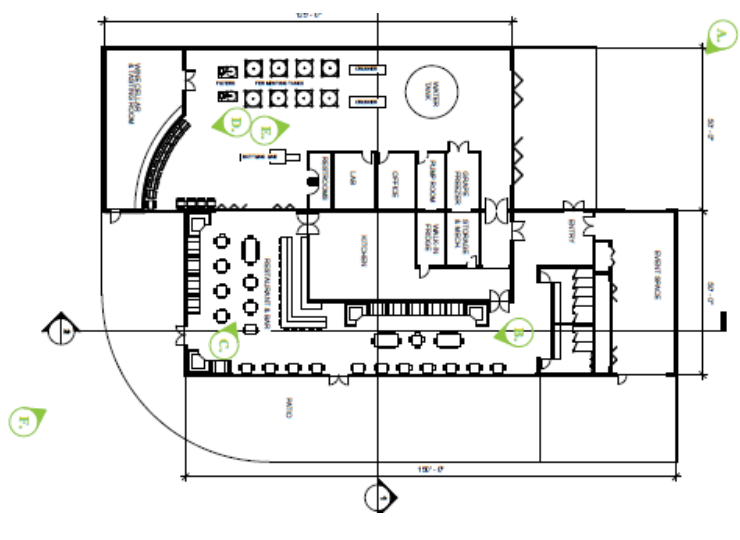
Materials



Interior Materiality Development



Structural Development



Midterm Reviews



A. Exterior Entry



B. Restaurant

C. Restaurant



F. Exterior Patio



D. Barrel Storage/ Factory

E. Factory

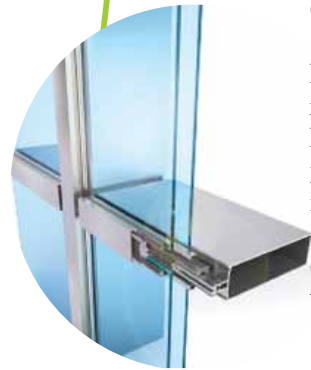
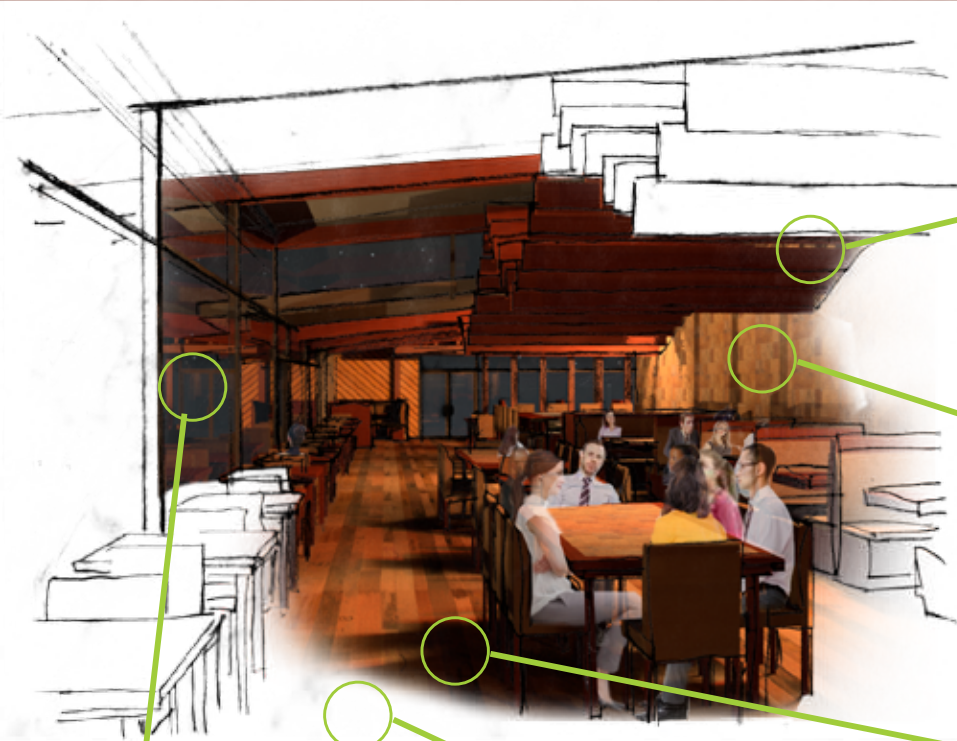


Detail Interiors



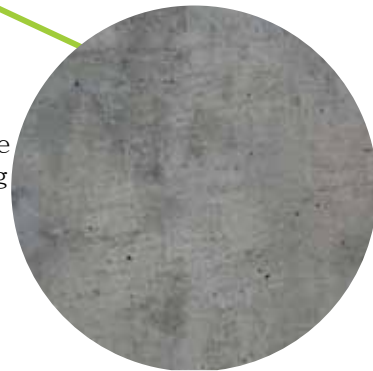
Testing Materials

MATERIALITY



GLASS

Plays an important roll in lighting. Larger windows were placed to either bring in southern light, or to frame views of the river and the vineyard.



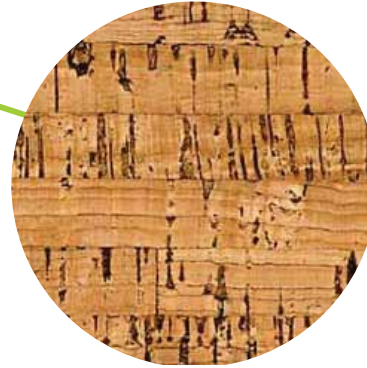
CONCRETE

Is used as the main exterior material because it ages well, without much upkeep. The textured concrete on the North and south walls allows for vines to grow up the walls for additional materiality.



OAK PANELS

The oak panels are used to deflect noise through parts of the restaurant. The waving form is inspiration from wine being poured.



CORK

Also a traditional material in wine making, cork is used as an accent material and a sound buffer within the space.

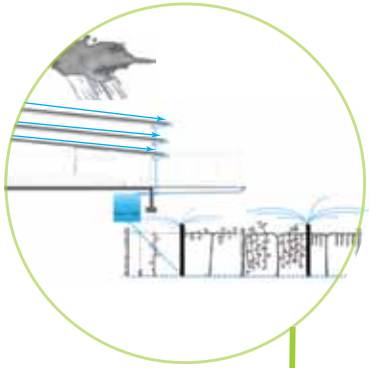


RECLAIMED BARRELS

The variation of stamps and wine stained wood adds a unique character to the floor.

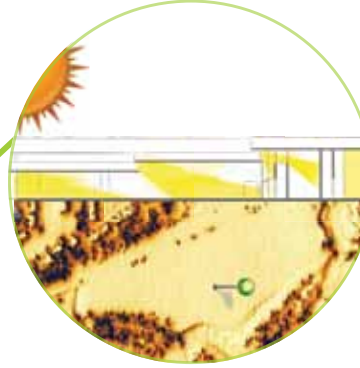
WATER COLLECTION

On average it takes 6 gallons of water to make 1 gallon of wine. The water collection is used to irrigate the grape vines on site, reducing wasted water.



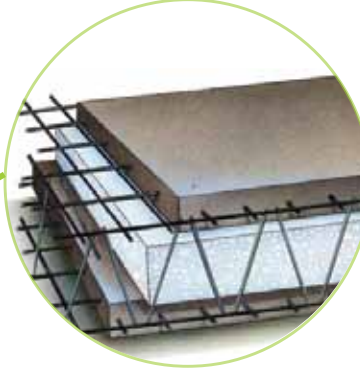
NATURAL LIGHT

There are very few trees on the site allowing for maximum light to the vines and into the building. The stepping up of the roof faces south to allows natural light to be brought throughout the entire building.



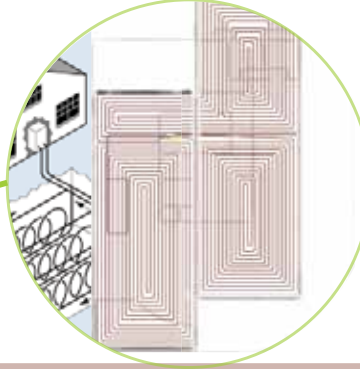
INSULATION

The Exterior walls consist of concrete structural panels, with rigid insulation between the two layers of concrete. This minimizes heat gain and loss. Walls surrounding the wine cellar are have an additional thickness to help keep the space at a lower temperature. An interior fan system allows for ventilation.

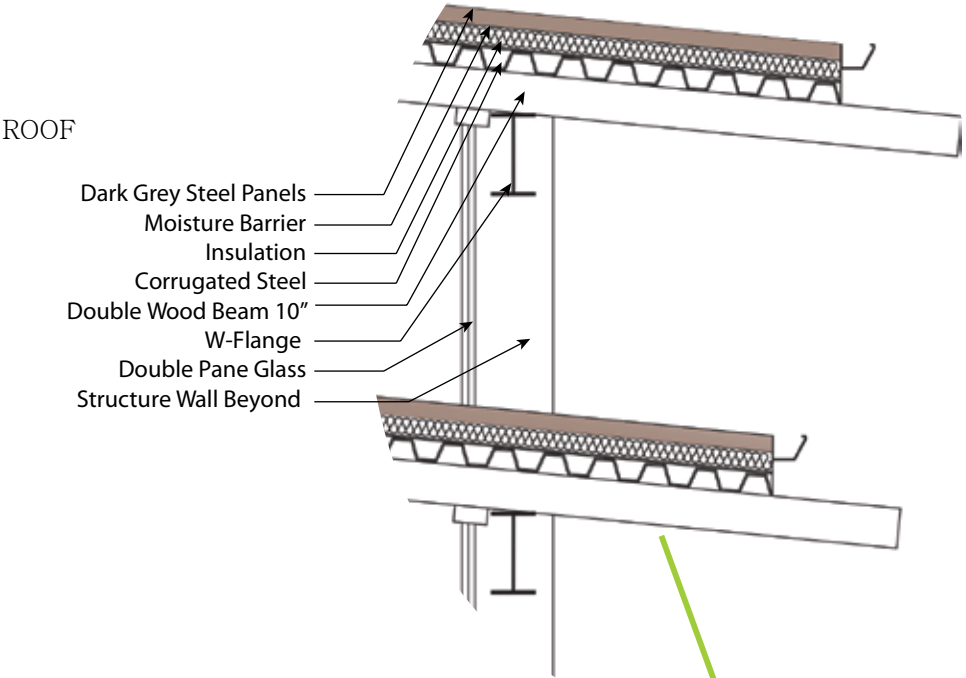
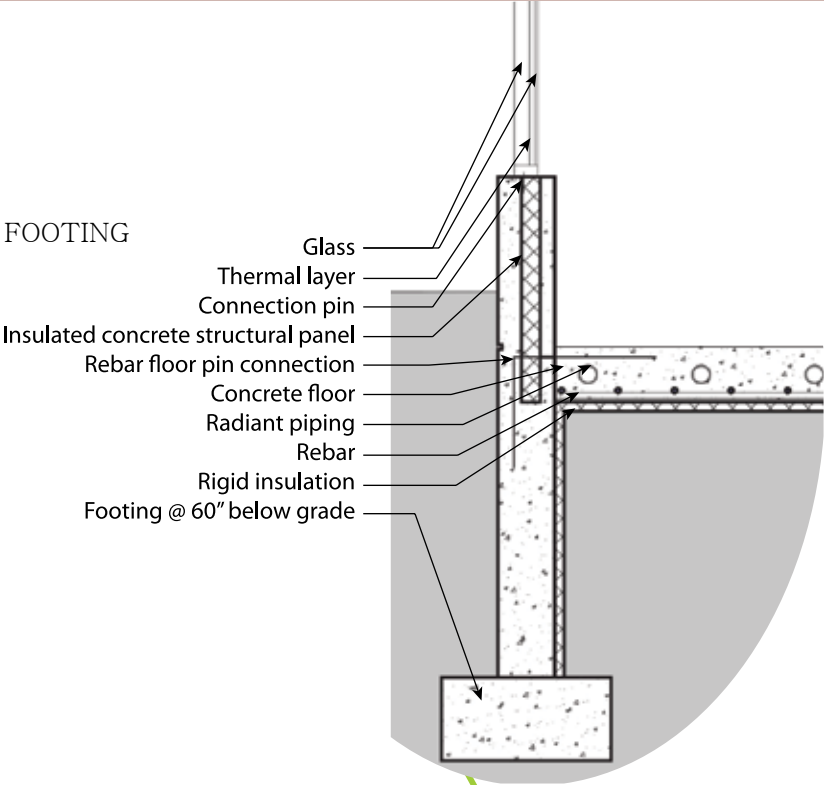


RADIANT FLOOR

There are three (winery, restaurant, and event space.) radiant geothermal floor loops controlled by a ground pump. This allows for the spaces to remain at a comfortable temperature. A fourth pump is used to control the temperatures of the fermenting tanks.



STRUCTURE



TASTE & SMELL

The experience of eating the grapes, or tasting and smelling the wine play a large part of the memorability of the design.

SOUND

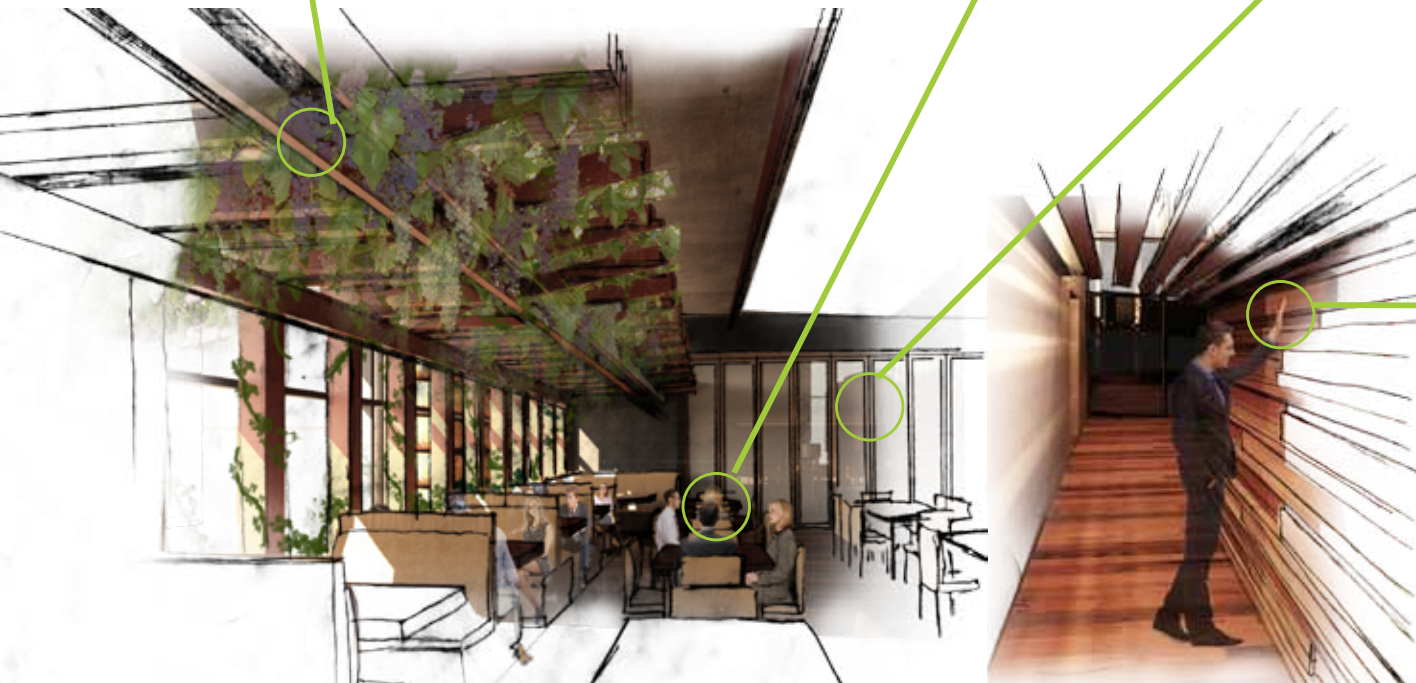
“Clink!” Our auditory experience of architecture is influenced by materials and the people surrounding.

VISUAL

Glass is used to frame views, not only to the exterior river and vineyard, but also between the restaurant and the factory.

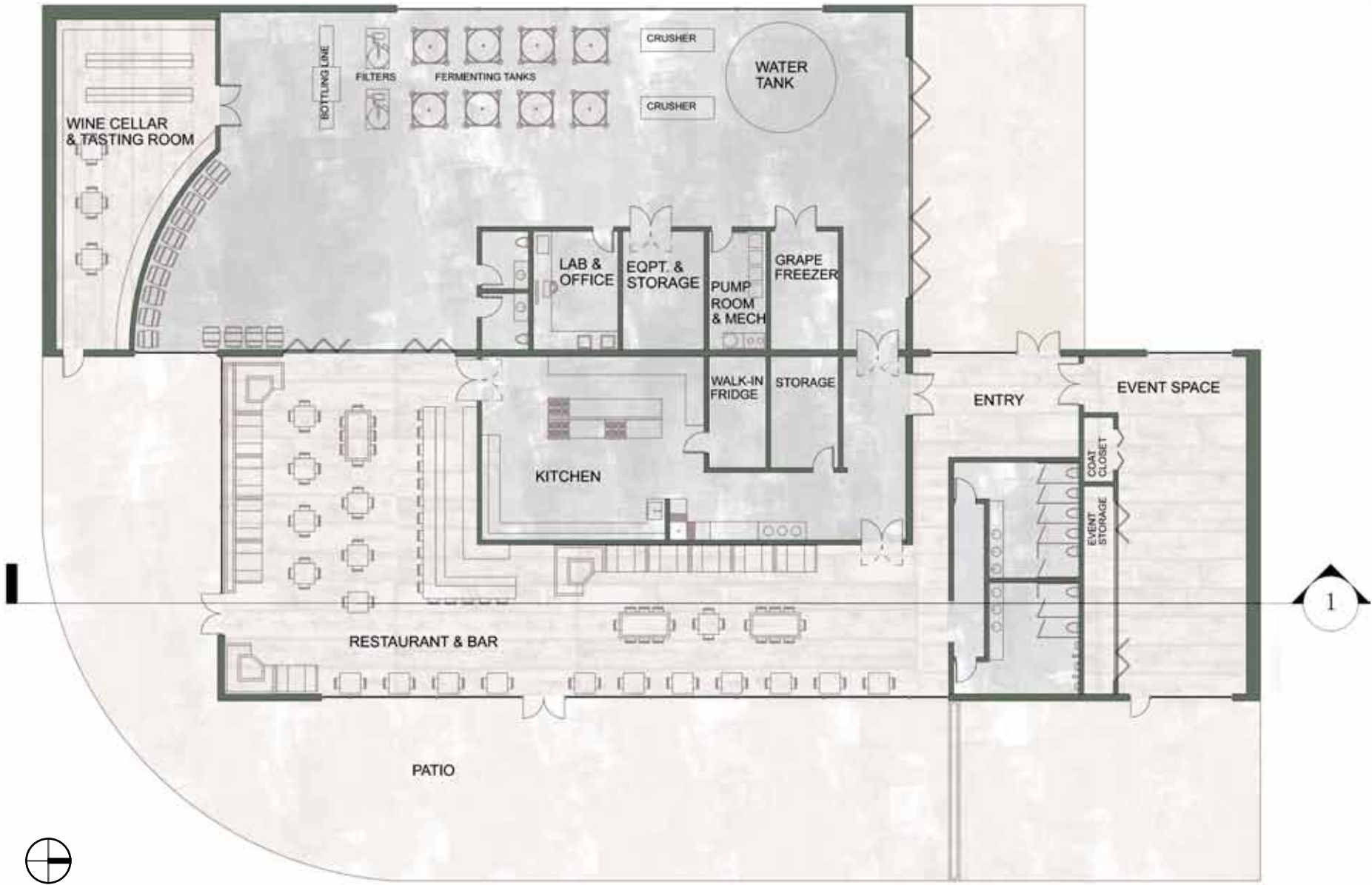
TACTILE

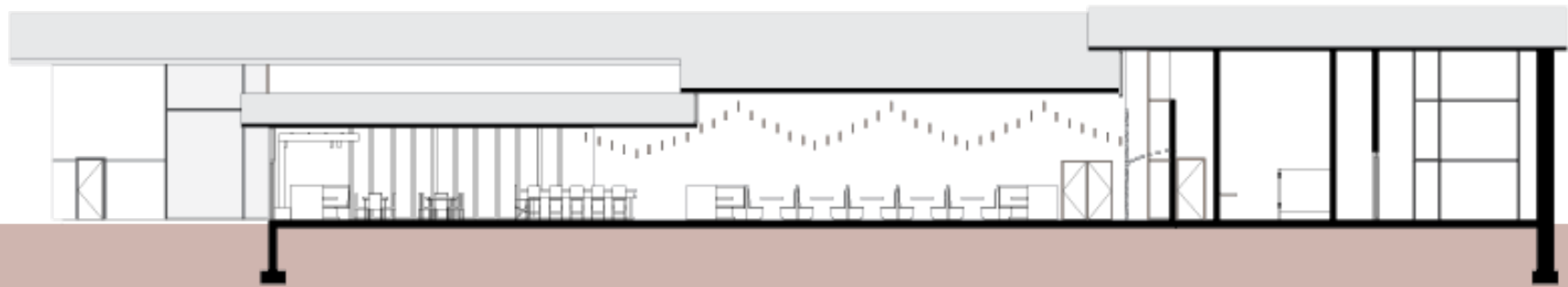
Encouraging the users to interact with the architecture allows them to experience the materials in a new sense.



FLOOR PLAN

SCALE 3/64"=1'-"0





SECTION
SCALE 3/64"=1'-0"