

analogy of the internet manifested physically...

the underlying idea is to create strong architecture that is relayed by the transference from architectural theory to practice. with the incorporation of technology into the design, it is possible for architects to transcend the human plane and invoke a transformation into the realm of 'virtual space.' design is not merely a process, but a coevolution of efforts and events in various places and times. today, many of our spaces are defined by their limitations, and that life is one constantly consisted of boundaries. as a society all too often we create borders to define our communities, in de-

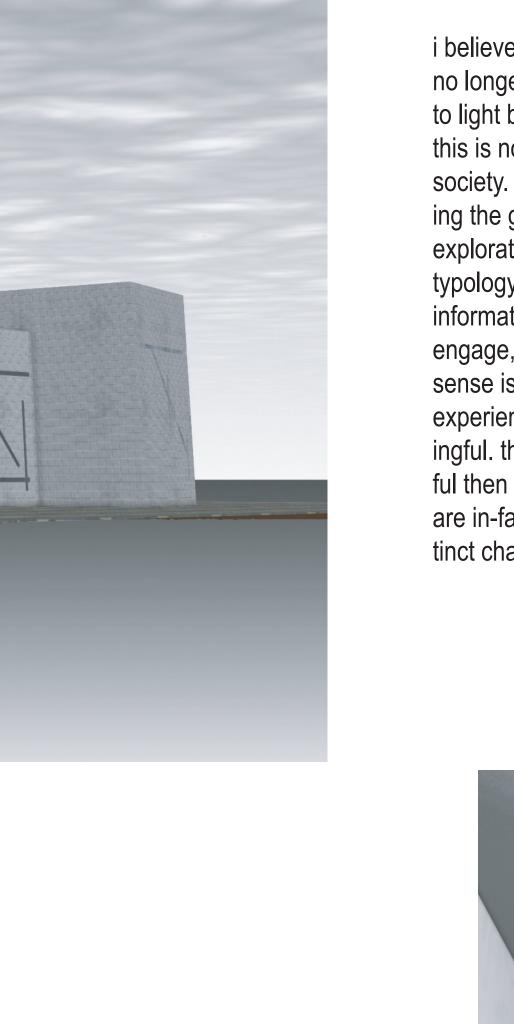
nication, not bound by physical location. therefore it will open up new ways of operating and sharing knowledge within the public realm, and will encourage social interaction on another level. this can be made possible by taking a post humanist approach to design..at its core post humanism proposes that there is no compelling reason to accept

examination of what it means to store and access information in the library of today and in the future. i think it is important to point out that within the context of this design thesis, knowledge is a human process, an interpretive act that comes through experience, whereas, information is the act of communicating, that comes through the form of a

antee those democratic philosophies that were in the original impetus of the public library, and ensure that we maintain the 'touch' of our human-being need to dwell.

continuos coping stone

reality is contingent upon perception... the truth lies in how you ground it.



space with out barriers...

i believe a facility for the storage of physical information, is no longer sufficient to deal with the special needs brought to light by the questioning of modern-day communication. this is not to say that the library won't have a role in modern society. rather, that the library will split, this division becoming the genesis of a new form... an interactive forum for the exploration of ideas. i am proposing an exploration of a new typology; a typology for the modern day communication of information. one that promises the opportunity to dwell, engage, think, and communicate. dwelling in its external sense is the purpose of architecture. man dwells when he experiences the environment which he inhabits as meaningful. therefore, dwelling implies something more meaningful then 'shelter.' it implies that the spaces where life occurs are in-fact places, and a place is a space which has a distinct character. this new typology seeks to define the nature

of dwelling given the unique challenges of modern-day technology, communication, space, and place. architecture has the capacity to connect the dweller to space, to in a sense enforce a reading of place. the underlying concept for this new typology centers on the idea of 'space without barriers.' this is a first step on the way to a immaterial and evanescent architecture that leaves plenty of room for the ephemeral. by creating space without barriers the dweller is able to feel free and open. therefore, allowing the dweller to inhabit and experience space filled with unexpected new discoveries. it is a metaphor in real space which parallels that of the realm of informational space. therefore, this forum becomes the experimental place for the dweller to learn how to use and share both virtual and physical space.

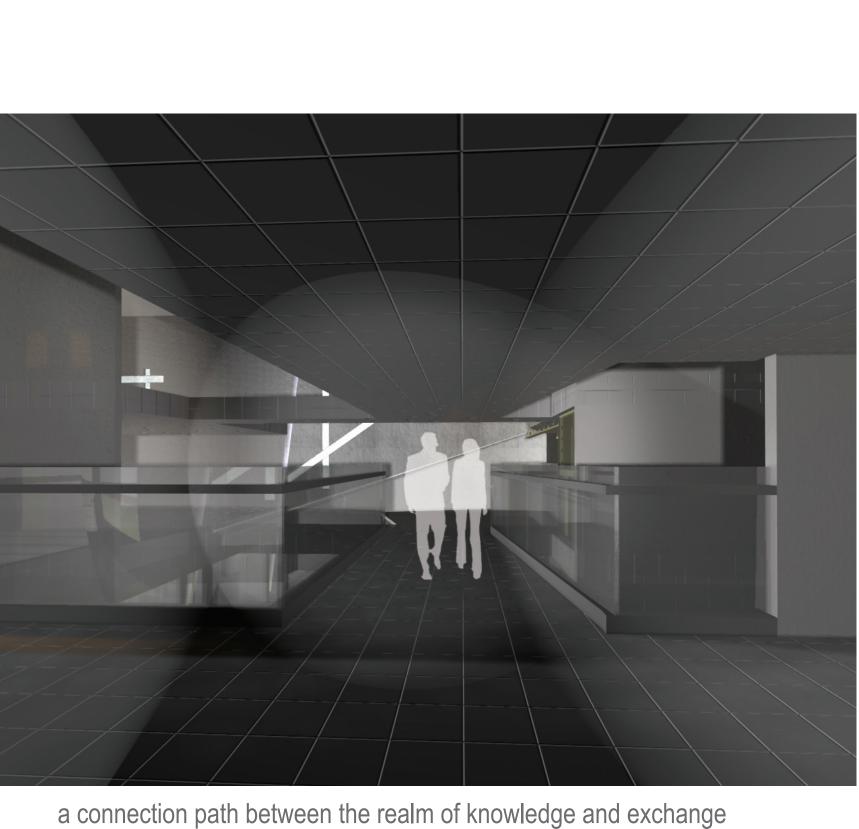


steel stud built-up header heavy gauge sliding bolt sealant over doweled connection roofing member stainless steel clip angle with 3/4" exterior plywood on steel studs rigid insulation fire safing contained in steel open web steel joist ceiling line gypsum board channel grid system steel channel bolted to steel studs through gypsum board with spacer flashing over concrete slab plastic shims

stainless steel strap anchor with dowel at joint

1. shipping & receiving 2. exhibit preparation & storage 3. exhibit halls 4. circulation core 5. mechanical room 6. i-max theater and preparation 7. resource terminals 8. technology training rooms 9. conference & class rooms 10. auditorium 11. multimedia lab 12. teaching studios 15. preforming arts space 16. exchange center17. reception & offices 19. reflection center 20. open to below 22. stair exchange 23. technology support 24. technology center 25. children area



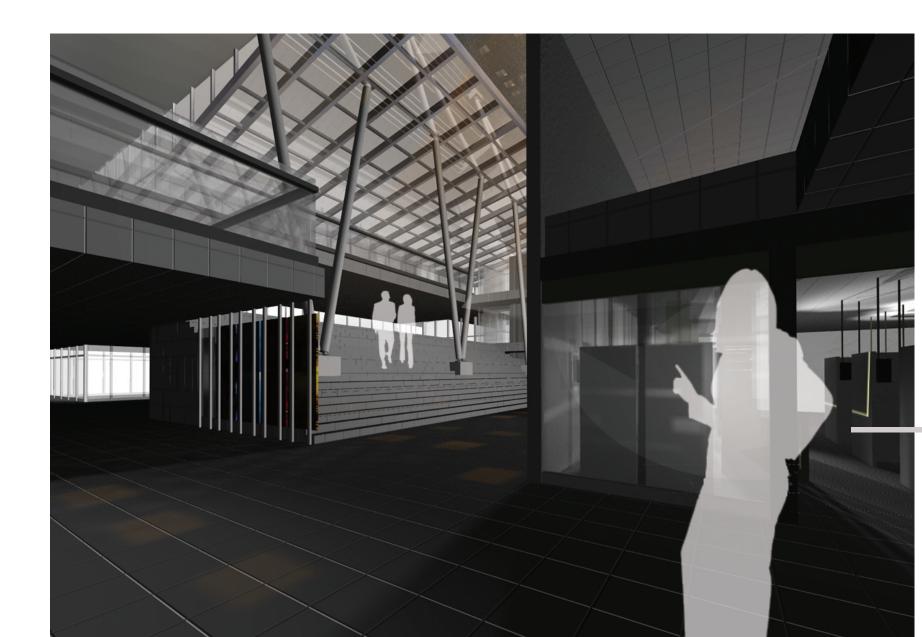




interior illustrating how light infiltrates the realm of knowledge



interior showing the space which pulls the dweller into the realm of virtual reality



interior looking across the 'core' path

the realm of knowledge...

welded steel-plate primary beam safety glass roof covering: toughened glass welded steel-plate secondary beam steel plate steel reinforced plate steel plate tubular steel column steel pivoting element with spherical cap

the path...

this new forum, above all else is a place designed for the - exchange, the path reinforces the idea of continuity. the experiential. in order for this new building typology to be successful i had to explore the boundaries of: conceptual verse contextual space, and the human body verse physical perception. basically, the design had to explore the continuum between the conceptual and perceptual aspects of being. to begin: the internet consists of a web of networks all connected, all designed to lead you down the path to gained information. the conceptual underpinning that drove the design of my thesis was the idea that information is the vehicle through which the dweller can gain knowledge. by allowing the path to lead the overall design i was able to use the building as a vessel. one that strives to connect the dweller to knowledge, as well as, provide a place that encourages social interaction on all levels. the path is inherent throughout the building, once the dweller enters one of the three areas of applied learning: -knowledge - reflection

dweller knows he or she is on the chosen path by a reiteration of the datum. the datum in this project serves as a reference point at eye level to guide the dweller through the building. a break down of the path: within the realm of knowledge: the dweller experiences the force of the path. elements in the design require a change in movement, they create obstructions the dweller must address in order to continue along the path. within the realm of reflection: the dweller experiences the serenity of the path. elements in the design create intimate spaces that provide a place of rest and relaxation, allowing the dweller to process what has been gained. within the realm of exchange: the dweller experiences the passing through or transference of different paths. this area is left open and free of all barriers allowing the dweller to in essence brush past and connect with all others occupying the same space to share what has been



in addition to the broad staircase, a glazed lift, and a media v-shaped columns are stainless-steel ball and socket bearings. the roof construction consists of an orthogonal welded wall, the minimal steel and glass structure of the exchange system of primary and secondary beams that form a rigid center forms a bold contrast to the solid concrete construction of the knowledge area. at the feet of the tubular steel