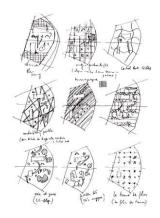
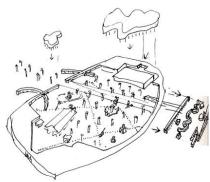
Fall 2009: L'Heureux / Marsh — Steinmuller / Tiulescu







Park de la Villette, Bernard Tschumi

4b: The Albany Bulb Physical Endurance Camp - Intensification

Between now and the final review, you will continue to develop your project, clarify the strategies at work, and to add more definition to the material systems and tectonic expression of your architectural intervention. This is the moment to revisit your agenda for site and program while considering more specifically the experience of the human body as it engages the spaces you created on the Albany Bulb – both inside the programmed areas and in the landscape defined between them. Both constitute equally important elements of your project.

FINAL REVIEW: Wednesday, December 2 2009

The requirements for the final review are as follows (and, as before, these are *minimum* requirements ... you *must* have these prepared for the review) – consider them tools for development just as much as tools for communication of issues and experiences essential to your project:

1. strategy drawings / diagrams

(planimetric, sectional, axonometric, no scale – include relevant mappings both in model and drawing form)

2. diagrammatic site model, scale: 1"=150'

(physical model representing the actual site with the actual interventions shown diagrammatically, revealing your site strategy; model making materials and strategies to be reflecting the agenda of your project)

3. site plan(s), scale 1"=150'

(site plan showing all interventions and locating/keying areas drawn in more detail under 4 and 6 below; draw the site plan as a plan cut 3'-5' above the path, showing sequences of exterior/interior relationships, degrees of enclosure, spatial relationships (continuities/discontinuities) etc.)

4. min. 3 sections + corresponding partial plans, scale 1/8"=1'-0"

(critical locations in your project including relevant context and reflecting tectonic strategies and degrees of enclosure; consider also the 3 site conditions: bay insertion, ground transformation/extension, ground extrusion; some locations may require 2 or more plan drawings describing multiple levels within the architecture)

5. 2 sectional models, scale 1/8"=1'-0", size 4-6" x 12-18" min.

(physical model of a critical location revealing assembly, spatial and material strategies in relationship to topography, model making materials and strategies to be reflecting the agenda of your project)

6. experiential / immersive drawings:

- 2 sectional perspective drawings (from partial Rhino model) addressing the experience of interior/exterior relationships (landscape to building to path etc.) and spatial conditions (of parts of the project not represented by the physical models).
- Alternatively, min. 4 sequential rendered section drawings revealing interconnected moments along a path.

7. polished manifesto outlining concisely your interests and strategies. (due Nov.30 – these will be printed for the jury)

Review Format:

The presentation order will be circulated the day prior, and you will each be assigned specific locations for pin-up. There will be two groups (2:00-4:20, 4:40-7:00), and the first group **must** be pinned up and ready to begin at 2pm. The second group will pin up during the break. As with the review the week before last, keep in mind the following:

- Stick to your allocated printing times We will collect all drawings/prints the evening before the review.
- The review will begin at 2pm. Students in the first group absolutely must be pinned up and ready to go at 2pm sharp!
- Aim to present for 5-7 minutes only. The longer you talk, the less time there is for discussion.
- Present the work on the wall: try to point to specifics as you speak. ("For example ... [pointing]")
- Prepare your strategy statements while you are well rested.
- Read through the entire semester's handouts ahead of time: they may prompt new perspectives on your project.
- Be present for the entirety of the review, and take notes for your classmates.

Visual presentation format:

multiples of 3' x 4' landscape (no tiling)