final review guide

Wednesday December 17 – AVT and South corner . Starting at 9.45am

Critics:

Ted Szostkowski (partner Kallmann McKinnell Wood, Boston).
Michael Boucher (landscape architect, Portland, Maine)
Tim Elliason (Tri-Pyramid Structures)
Ken Kao (Architect, Cambridge and Professor at the GSD)
Hubert Murray (Architect, Cambridge)
Shun Kanda (MIT)
Meejin Yoon (MIT)

Part 1: The process

Organize and represent your work through the semester that speaks to the issues and conditions of the studio, the site and the development of the project.

Think of this a set of ideas that influenced your work and which, to a greater or lesser degree, find their way into the final project.

- Wellesley campus - perceptions

- Readings of the site

- Site forces and conditions

- Landscape processes and built form

- 'Nature' and the spectacle of containment: the natural or ecological versus the artificial

- the plant as client!

- The botanical research center- the worlds of the public versus the private academic

- 'Glass' and material studies

- Environmental conditions and needs

- Appropriate technologies

- Skin and Bones

- Prototyping and fabrication

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Select and use the best of your :

Sketches
Diagrams
Working models
Images
Photographs/ collages

Part 2: the project

Model

1/16th scale model to fit the studio site model
to the form of the project in the site and landscape

basswood or plexi

Site and campus drawing

To show:
-The building in context of the site and campus
-Local site forces and conditions

(shadow plan on site line drawing)
(north to the top)

Project Plan(s) - at 1/8th scale preferred. 1/16th scale alternate

to understand:
-Understanding and reading the layering: above and below
-Organization and program
-Entry and movement
-Botanical species
-Spatial form, structure
-Tectonic elements: walls, boundaries, roof form

2 alternate sections - at 1/8th or ¼ scale preferred

to communicate:
-the landform
-Spatial form, structure and skin
-Material language – solid, void, opaque, transparent
-Environmental concepts
-Light - heat - air - sun
-Scale and the body
-Botanical program

3D representation

either:
-perspective
-collage
-rendering
-axonometric