



RESEARCH BY DESIGN Vertical Studio 2009 Welsh School of Architecture_Abstract

Light, Space and Landscape

An Object in Cardiff's Parks (Bute Park / Sophia Gardens)

This project investigates into designing an object in the park, a small volume should be positioned in the landscape in an investigation of physical form within context. Projects should address the perceptual aspects and strategies of situation and location in an examination of spatial context as affected by the architectural object.

Within the four weeks programme we will investigate in landscape design/architectural space the effect of light and materialisation. We will study architectural examples dealing with light, material, context and composition (Zumthor, Rintala, Ando, Scarpa, Siza) and examples of landart (Nancy Holt, Richard Serra).

The tools will be 3 dimensional drawing and model making and lead to an 1:20 exercise. The students will chose the location exploring

the genius loci, orientation, self proposed brief. We will run a small ideas competition in the first week and design then a few chosen proposals to further detail.

'Working on the concept of architecture as a living system doesn't mean to refer to the architectural object and to the subject living in that space, but above all, it means to understand the different relationships of architecture with the landscape, in order to redefine the concept of territory as a relational space between the landscape and its human user.' L. Galofaro, laN+

Stephanie Tunka
Architect
Independent Researcher

Johanna Irander
Landscape Architect



References:
Galofaro, Luca. Artscapes: Art as an Approach to Contemporary Landscape
www.rintalaeggertsson.com
Serra, Tuileries Gardens, Paris



The Project

Brief description

The workshop is about designing an object in the park, a small volume should be positioned in the landscape in an investigation of physical form within context. Projects should address the perceptual aspects and strategies of situation and location in an examination of spatial context as affected by the architectural object. Within the four weeks programme we will investigate in landscape design/architectural space the effect of light and materialisation. We will study architectural examples dealing with light, material, context and composition (Zumthor, Rintala, Ando, Scarpa, Siza) and examples of landart (Nancy Holt, Richard Serra). We will work in teams on the assignment.

Brief

The Brief of the project will be developed in the first workshop. We would like to keep it open for your ideas. Your Project could have a programmatic brief that adds up to the Park.

Aims and Objectives

- understanding of the built form in the landscape/context
- exploring the genius loci
- exploring the potential of light space and landscape in one project
- working with reference projects from art, architecture and landscaping
- understanding the use of materials in the building+landscape and its potential
- developing architectural design and presentation skills further
- Teamwork

Deliverables

Initial Workshop

Site Analysis,
Photos,
"objet trouvee",
Storyboard
Concept presentation
Development of the Brief

1st week

site model: 1:500 or 1:1000 tbc.
Conceptmodels: scale tbc
2d-3d Drawings 1:200
site plan 1:500
Analysis of Reference Projects/Programme
Materials

2nd week

1:100 to 1:20 spatial concept models
2d-3d Drawings
Powerpoint (slideshow) or movie
start 1:1 Conceptmodel of one detail

Final Review

Powerpoint or movie
2d-3d Drawings
site model: 1:500 or 1:1000 tbc.
spatial concept models 1:100 to 1:20
1:1 Conceptmodel of one detail
site plan 1:500
2d-3d Drawings

Programme for the three week project period

09.03.09 Launch Vertical Studio
Monday 17:00h -17:30h

28.04.09 Initial workshop
Tuesday

Introduction Lecture "Light, Space and Landscape"

Small Workshop/ Ideas Competition Site visit: "In search of genius loci"

Everybody should go within 1h to the park and chose a location, take photos and bring a little object.

Then you should present to the group, the location with its project and explain what kind of project, you would like to do there, also think about an initial Brief.

Together we will evaluate the ideas and chose the projects and form groups. Also we will pin down on the aerial photos/ site plan the different locations and discuss their potential.

Initial Model making: the whole group will start making together a site model

08.05.09 Tutoring/Teaching 1
Friday

Presentation Site Model with the concept model of each project in it

1:200 Drawings 2D/3D- Inspirational Images- Discussion about Materialisation

Discussion about Reference Projects (Sculpturing, Painting, Land art, Architecture)

Lecture about the Bute Park/ Sophia Gardens

15.05.09 Tutoring/Teaching 2
Friday

1:100 – 1:20 spatial Models (scale depending on concept/project size)

Concept Detail 1:1

Drawings 2D/3D

First Animations in Powerpoint Conceptpresentation of the story in a short movie/slide show

Workshop about Presentation Techniques

19/20.05.09 Final Review
Tuesday-Wednesday

1:100 – 1:20 spatial Models

Concept Detail 1:1

Drawings 2D/3D

presentation of the story in a short movie/slide show

Bibliography

References:

Galofaro, Luca. Artscapes: Art as an Approach to Contemporary Landscape

www.rintalaeggertsson.com

Serra, Tuileries Gardens, Paris

Richard Serra, Sculpture: Forty years, McShine Cooke

Parallel Practices in Fashion and Architecture "Skin and Bones", Hodge

Superstudio: Life without Objects, Peter Lang, William Menking

Carlo Scarpa, An architectural Guide, Sergio Los

Carlo Scarpa, Sergio Los/ Klaus Frahm

Sense of the City: An alternative approach to Urbanism, Mirko Zardini

Tadao Ando, Complete works

Peter Zumthor: Atmospheres, Birkhaeuser

Contact details

Stephanie Tunka

Architect

Independent Researcher

telephone +44-7770454558

stetun@yahoo.com

Johanna Irander

Landscape Architect

telephone +46 8 22 88 92

office@studioirander.com