

## **ABSTRACT**

### **RESEARCH BY DESIGN Vertical Studio 2009 Welsh School of Architecture**

#### **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 choose 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, IaN+

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# 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

### 1<sup>st</sup> week

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

### 2<sup>nd</sup> week

1:100 to 1:20 spatial concept models  
2d-3d Drawings  
Powerpoint (slideshow) or movie  
start 1:1 Concept model 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 Concept model 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](http://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