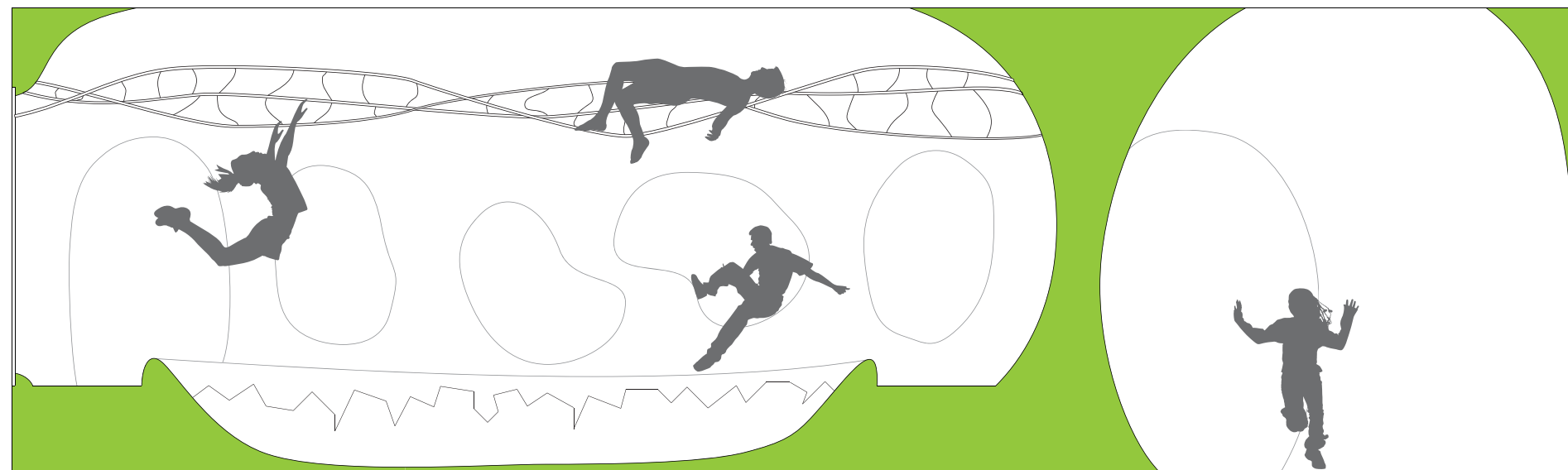
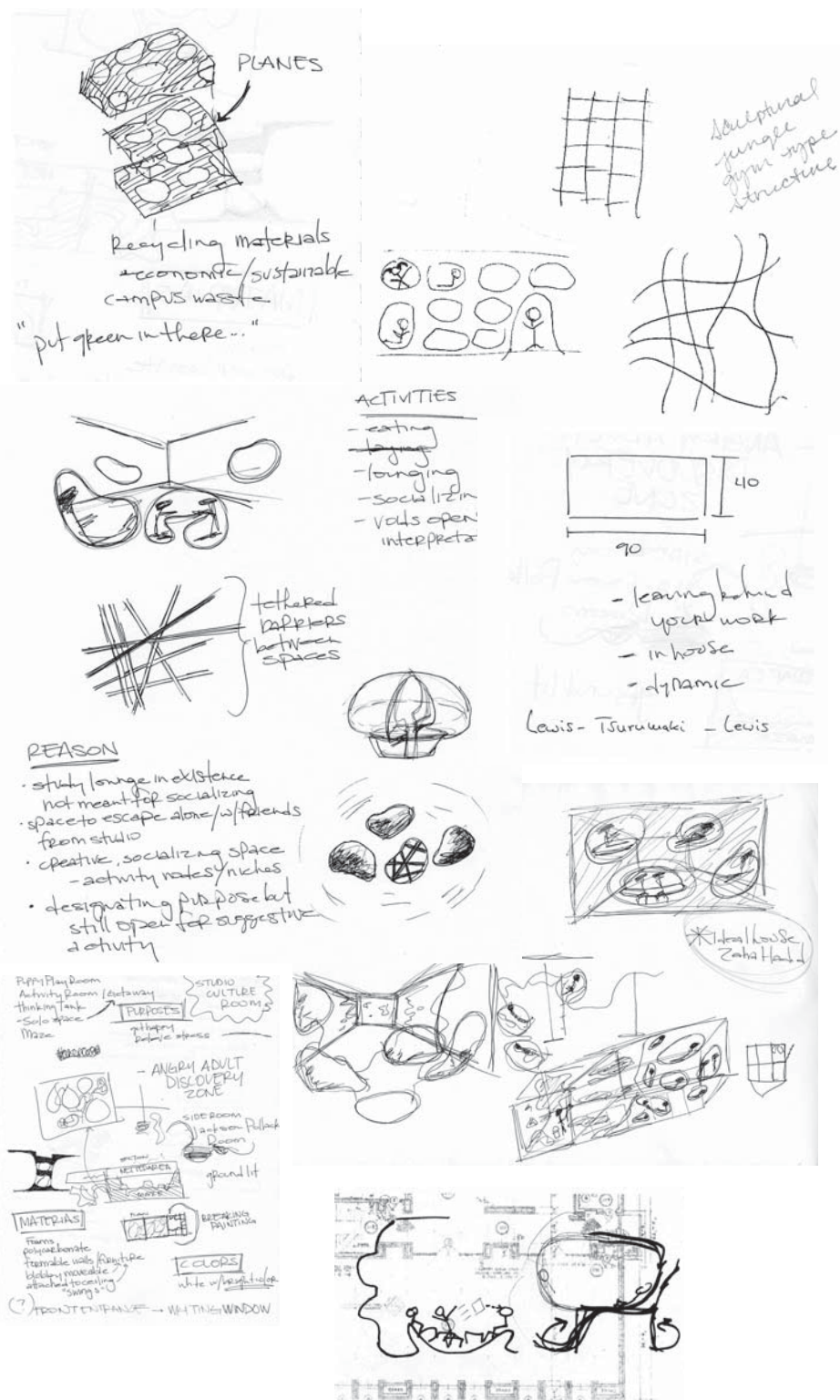


Celeste Martinez & Corinne Sutton
Jose Villanueva & Richard Klaja
Aaron Ayala & Jason Gallardo

CoA culture room

a living, flowing network for everyone.

The purpose of the proposed design is to improve the studio culture and the overall atmosphere of the College of Architecture by establishing an environment in which both faculty and students can comfortably interact. The only existing congregational area in the College of Architecture is used for studying and napping. Though these activities are necessary and inevitable in this school and are made possible through this existing room they do not allow for communication or interaction among colleagues or professors. To prevent the creation of yet another space in which there is no dynamic interplay of ideas or creativity, we have designed a living, flowing network for everyone. Like the work of Rachel Whiteread, we imagined the space to be filled completely to form a solid and similar to an ant colony, we would dig our way into the spaces we would be occupying. This idea evolved into a series of multifunctional spaces inspired by the Zaha Hadid's Ideal House, which allowed for a web of voids to unify transitional, free flowing and organic spaces. This informal gathering of both students and faculty would in result stimulate creativity while relieving stress through the participation in various activities.



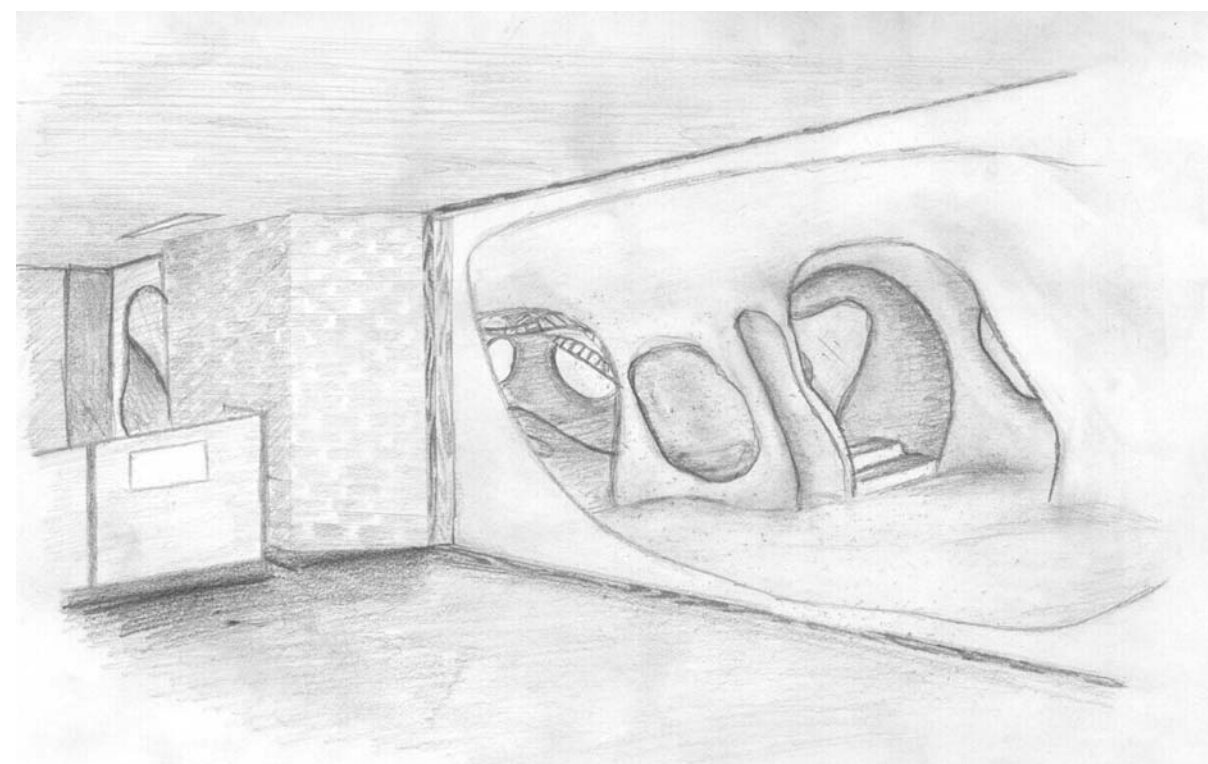
SECTION A-A
SCALE
1/4"=1'

Booth:

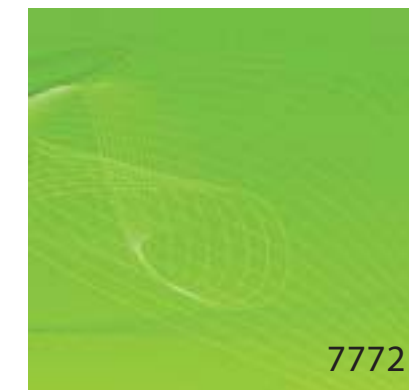
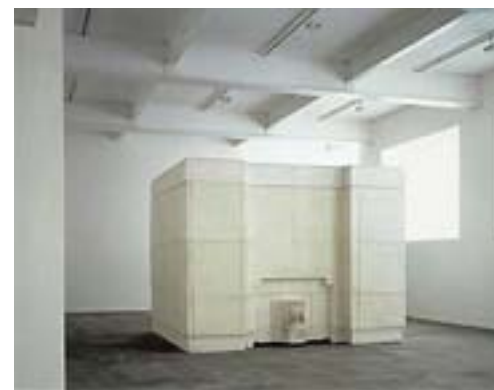
Instead of being an individual space the booth gives the intimacy found with Cubby Lounge in a group setting.

Foam Pit & Jungle Gym:

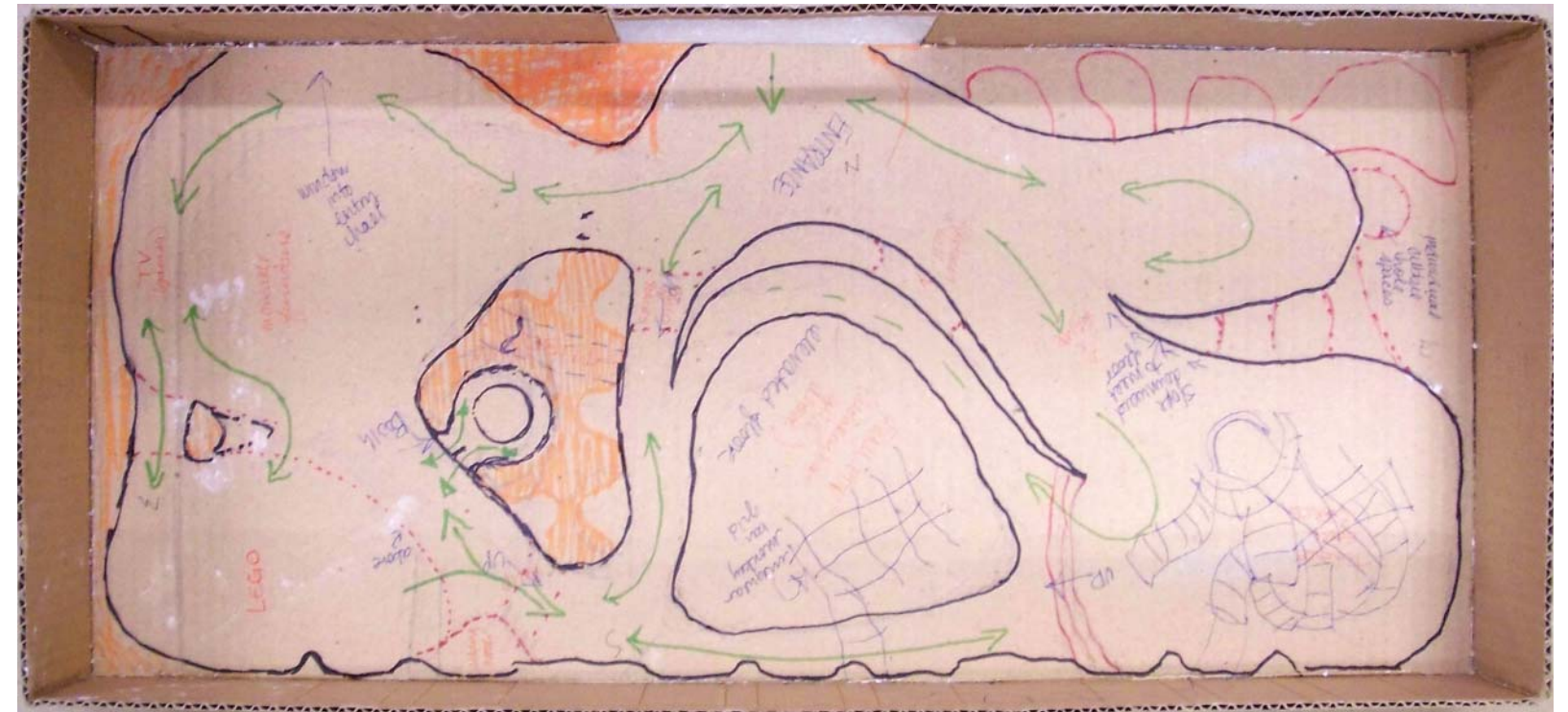
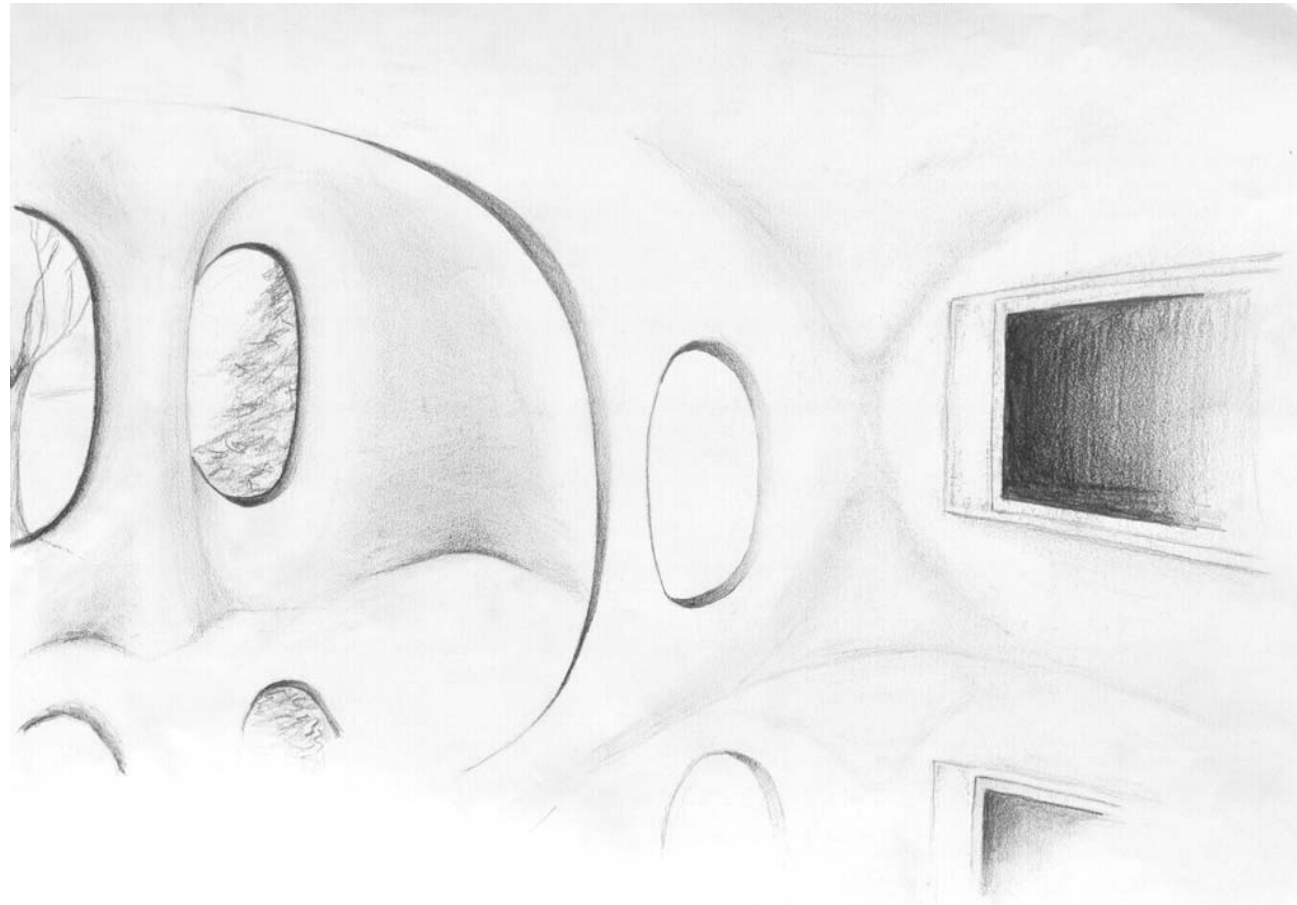
The space is simply to allow for physically activity. Whether tense from stress or just wanting to have fun with friends this is the place to be.



put green in there...



a place to escape...alone or with friends.



CIRCULATION_FLOW

TV Room:

This multifunctional area accommodates a large group of people for movie screenings, lounging, meetings, or video games. The existing door near the entrance to the COA would be transformed into a window that would serve as a dry erase bulletin board, that will allow students and faculty to easily communicate with the students in the space or those just passing by.

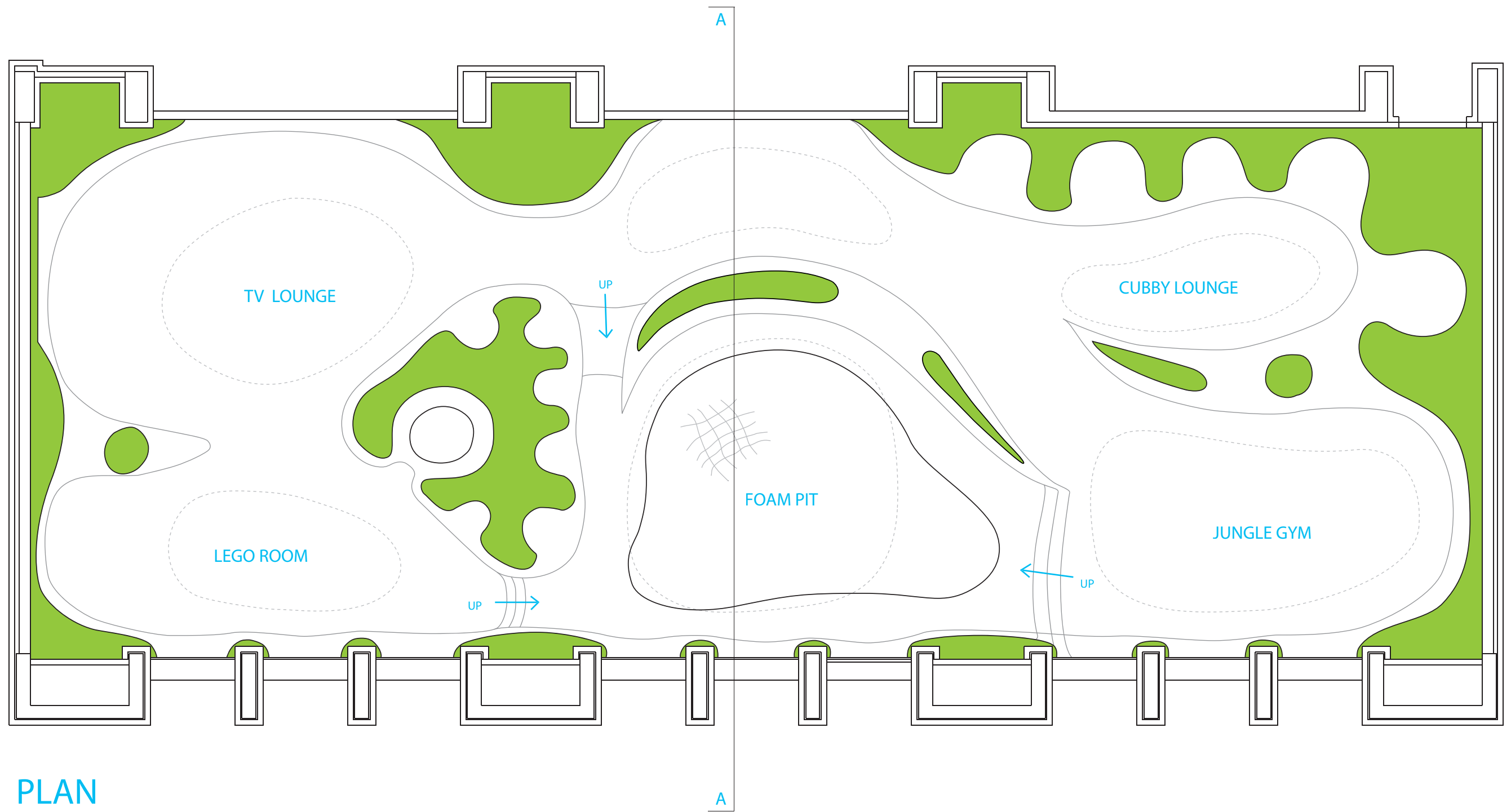
Lego Room:

The purpose of this room is precisely what the word 'Lego' means- play well. The space will be comprised of tables as well as independent workstations so individuals can connect with their inner child and explore their creativity, while continuing to positively engage with others.

Cubby Lounge:

These are individual spaces for people to relax in as well as sketch among other activities without being forced into silence or cut off from fellow students and faculty.





PLAN
 SCALE
 5/32" = 1'

...fill an existing space and we'll dig our way out

ART

EDUCATEs

A

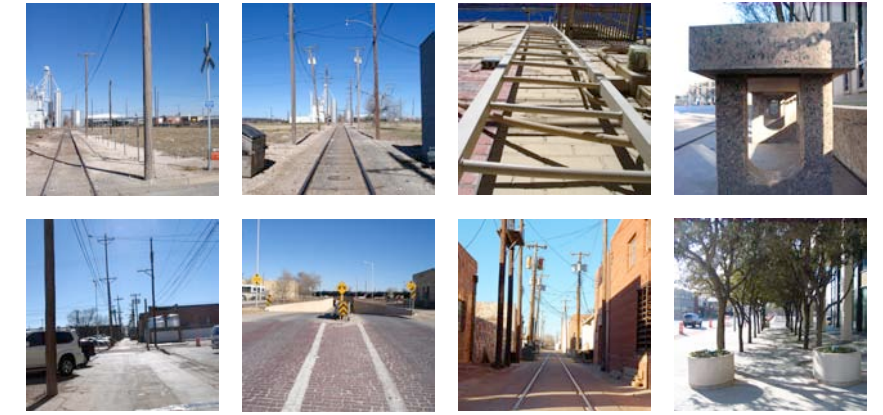
CLOSED

SOCIETY



THE MISSION STATEMENT ENTERS INTO A PERSPECTIVE THAT ENABLES STUDENTS TO EXPLORE THRESHOLDS THAT PROJECT KNOWLEDGE THROUGH A DIFFERENT DIMENSION FOR FUTURE DESIGN.

IN CELEBRATION OF THIS PERSPECTIVE OUR CONCEPT CONSIST OF CREATING A LINEAR PERSPECTIVE THROUGH A SERIES OF MODULES THAT ENGAGE THE AXIS ALONG 18TH STREET THE MODULES WILL FUNCTION AS A LOUNGE AND GALLERY AREA FOR EVERYONE TO USE.



local streets

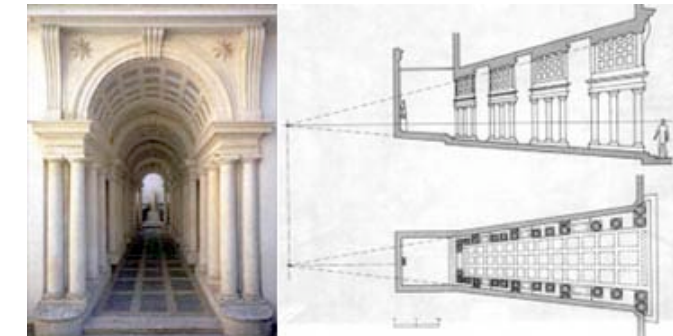
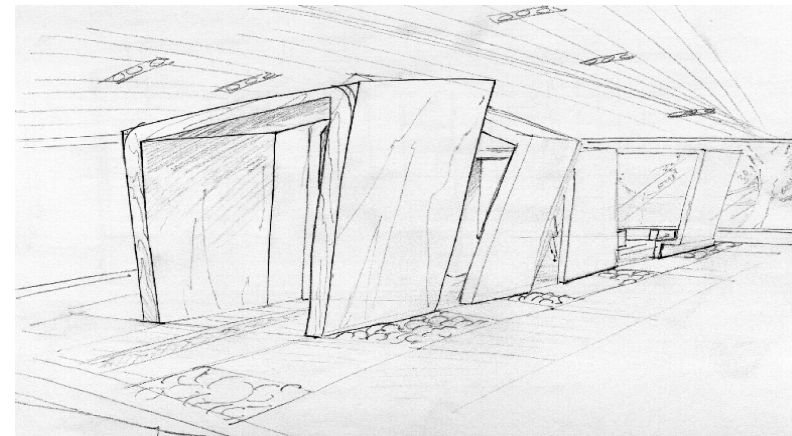
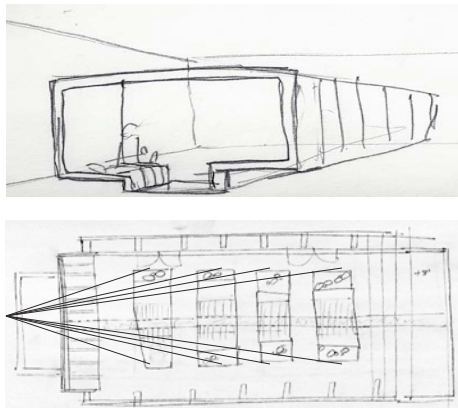
sketch

c o n c e p t

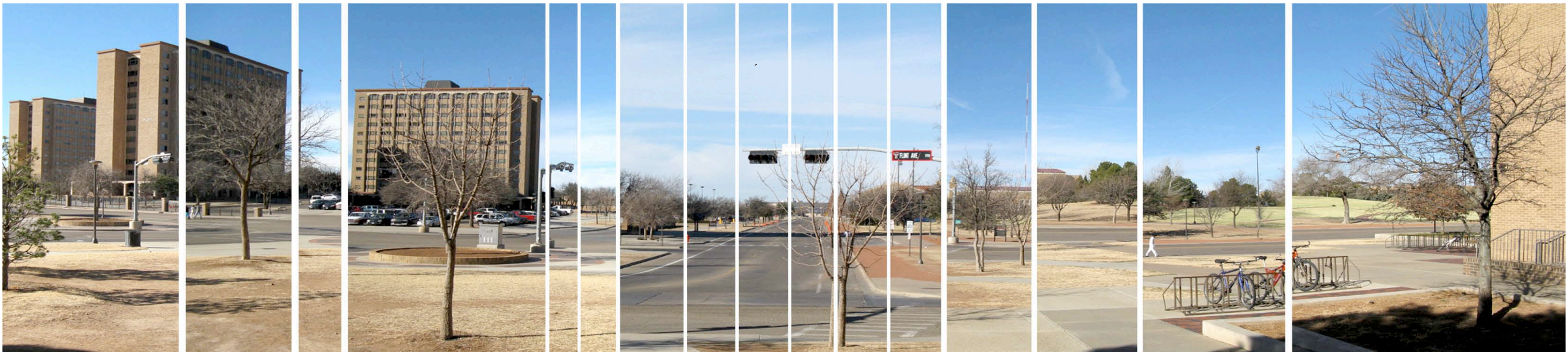
local

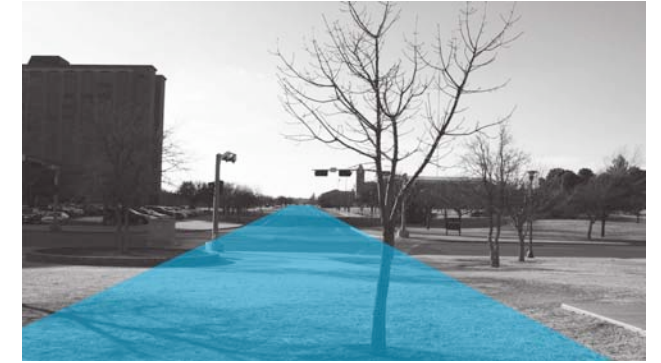
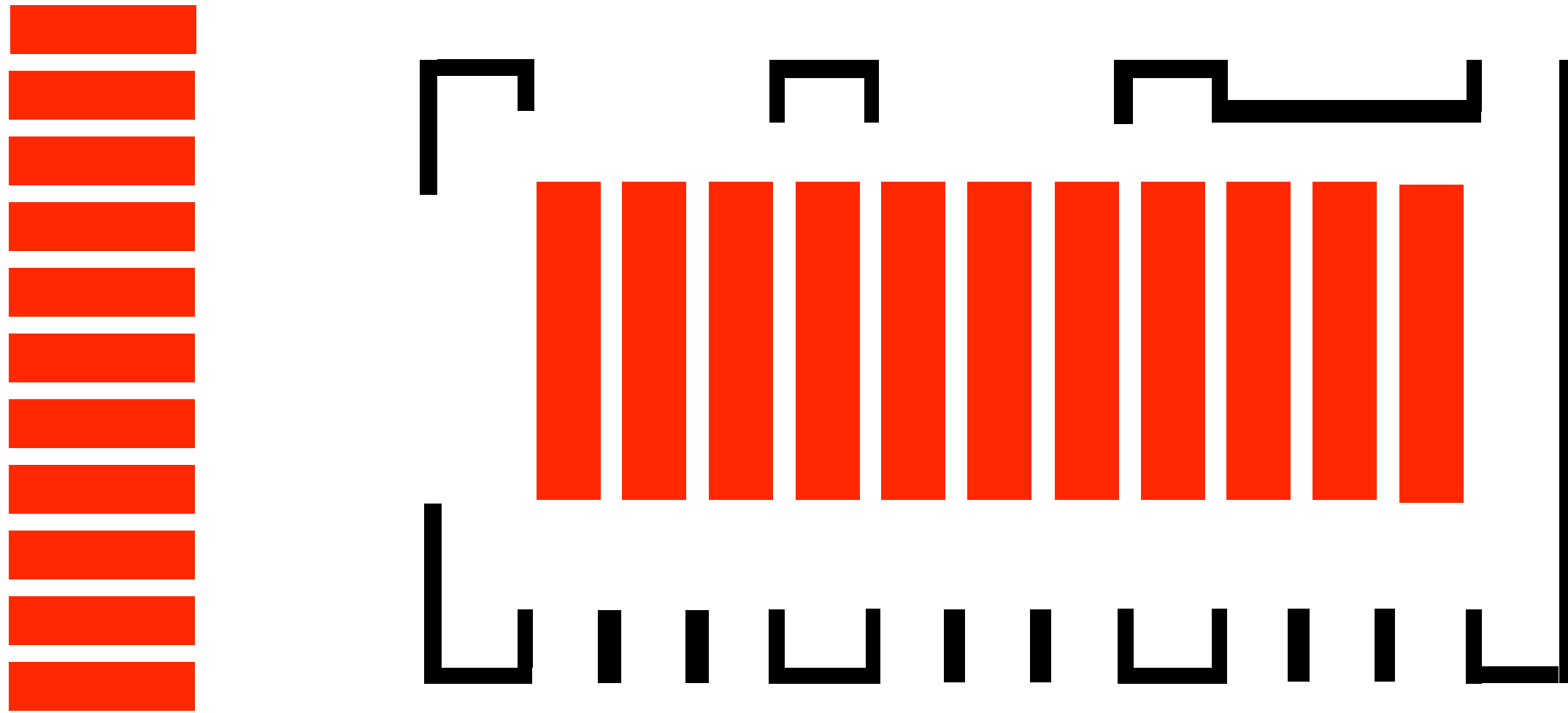
historical

references



architect: Carlos Borromini
building: palazzo spada



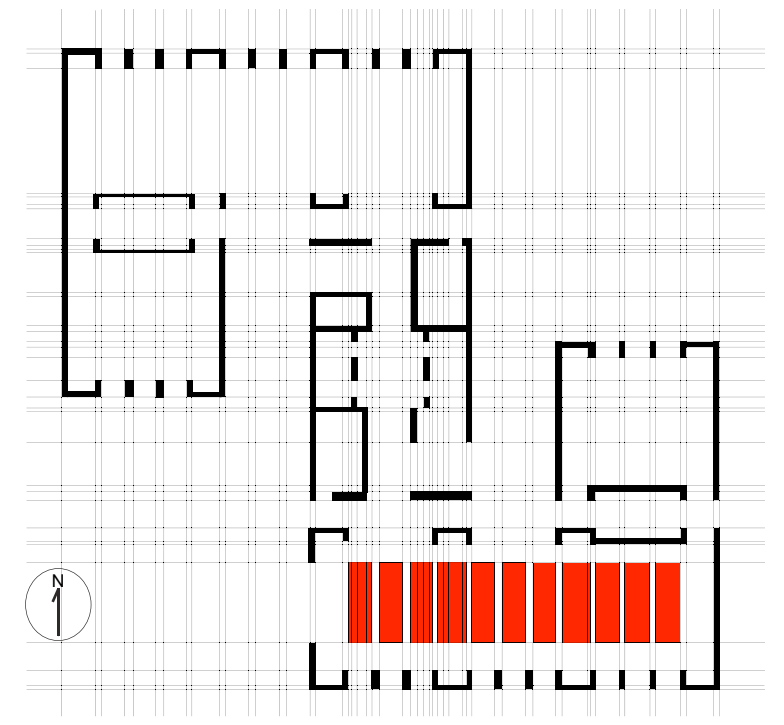
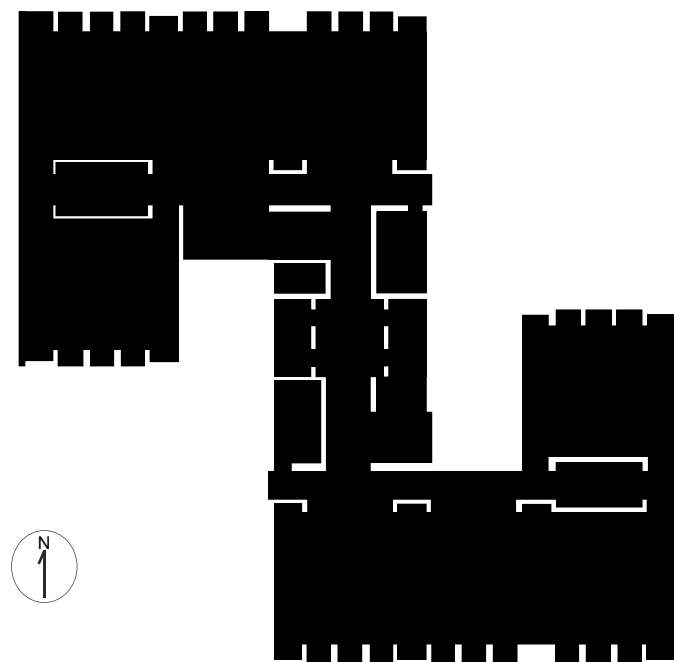
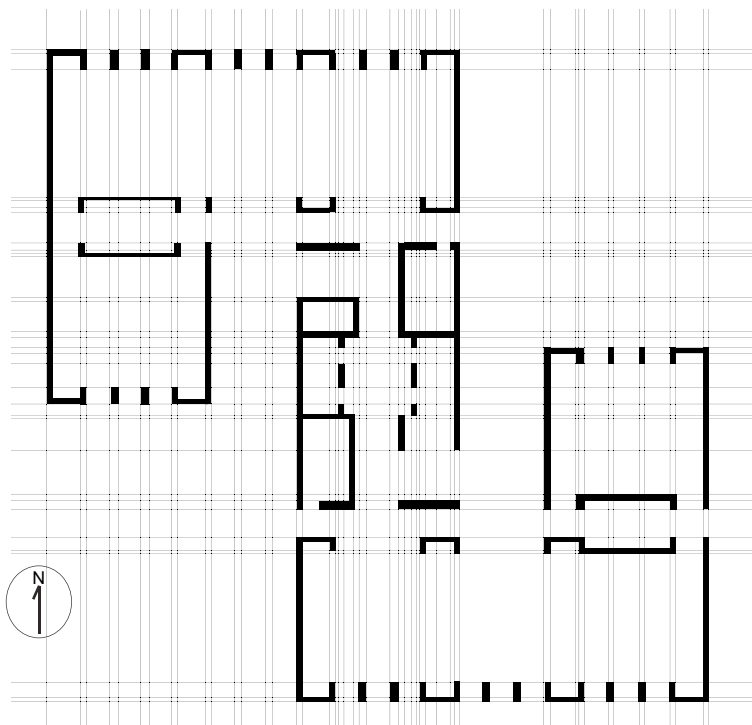


diagrams

modules

c o n c e p t

view of 18 th street





longitudinal section

p e r s p e c t i v e



