



Poiesis II | 48-105 | 15 units

This studio will cultivate student architects as citizens operating at the interface of Campus and the City. The principal learning objective is to inspire them to be engaged in community and inclusive design processes as the essential basis of architecture. They will learn to conceive a holistic temporal experience as a socio-spatial narrative and translate that narrative into architectural form. Through four design/research projects students will explore narrative modalities, be introduced to critical proficiencies, learn new techniques of representation, and practice skills learned in Poiesis I. The four projects will also address architectural techniques, typologies and tectonics through abstraction and simplification of conventional building form.

Project 1: The Campus and The City

The first project will kick off the semester with a one-week discovery charrette in which all 60+ students and six instructors will explore together the edges of CMU's campus focusing on the different interface conditions of the built environment that occur with Schenley Park to the south, Oakland Civic Center to the east, and the Craig Street commercial district to the north. It will include instructor-guided walking tours, urban mapping, objective site analysis, and subjective Interpretation building on the techniques of Kevin Lynch & Giambattista Nolli exploring path, solid, void, porosity, visibility. A scavenger hunt for diverse architectural/landscape/urban design conditions, where students will engage with a diverse area of neighborhood residents and stakeholders. Students will learn to appreciate and understand diverse experiences, perspectives, and approaches, be introduced to techniques of inclusive design and principles of equity of representation, be immersed in site exploration and research methods, learn to read buildings and urban spaces forensically, understand contextual differences and the underlying conditions from which they result, and develop deeper understanding of edge conditions and the nature of interface zones. Drawing, mapping, and diagramming will be coordinated with Doug Cooper's Drawing II course requirements.

Project 2: The Portal: Schenley Park/Campus Entry Stair

The second project will occupy the next two weeks designing a proposed new gateway between CMU's Hornbostel campus mall and Schenley Park, a real component of the university's proposed master plan. This project will be a collaboration of the 12-13 students in each of the five studio sections and will focus on the interface of the Campus and Schenley Park, with a new stair/portal on the south side of Frew Street opposite Baker Hall and Hunt Library. (Coordinated with Bob Reppe/Campus Design). Students will learn to interpret design research objectively, translate objective research into iterative subjective design alternatives, engage with practicing professionals and community stakeholders, study environmental & accessibility issues, learn about human movement patterns and preferences, and practice model making. This effort will be coordinated with CMU's office of Campus Design.

Project 3: The Storefront: Forbes Avenue Gallery

The third project will run for the four weeks remaining in the first half of the semester, culminating in a midterm design review with other faculty and guests. Six teams of two-three students within each of the five studio sections will focus on the interface of the Campus and the Forbes/Craig retail area, with a new infill party-wall building on the north side of Forbes Avenue just east of Craig Street. The program will be for a gallery supporting collaborative work of the School of Architecture and Carnegie Museum of Art's Heinz Architecture Center. It will focus on the resolution of a simple building program in a well-defined mass, and especially the design of the façade. Students will learn about materials and their properties (surface texture, color, finish, structural properties, etc.), be introduced to issues of enclosure assemblies and energy codes, learn about compositional techniques through precedent studies, study contextual relationships, rhythms and vernacular styles, and practice 2D analog and digital drawing. This effort will be coordinated with Raymund Ryan, curator of the Carnegie Museum of Art's Heinz Architecture Center.

Project 4: The Canopy: College of Fine Arts Amphitheater

The seven-week second half of the semester will be an individual design project focusing on the interface of the Campus and Oakland's monumental core, culminating in a final review with faculty and guests. A new amphitheater program will be shared by the entire class, with each studio section designing on its own site within and around the civic center. The design will be for a pavilion like roof structure on an urban infill site for the use of CMU's two performing arts conservatories, the Schools of Drama & Music. Students will learn about space making through the single plane of the roof, be introduced to principles of long-span structure, materials' properties and their suitability for different typologies, practice community engagement techniques, and typology/precedent research, differentiate morphological differences between contextual and object structures, and learn different architectural narrative modalities. This effort will be coordinated with Matt Huber's Digital Media II course drawing requirements and have input from Dick Block (School of Drama Associate Head) and Lance LaDuke (School of Music's Director of Special Projects).