OPT1ON STUDIOS

4. design/ build studio_steve lee

"you can't hammer a nail over the Internet."
— Matthew B. Crawford, Shop Class as Soulcraft: An Inquiry Into the Value of Work

Background: the Design/ Build Options Studio is part of a year-long, interdisciplinary, design-build project to improve the quality of life through design intervention(s) on campus. In this semester, we will again work with Campus Design & Facility Development, Facilities Management & Campus Services and campus constituents. The project is fully funded and the expectation is that the project will be turned over to the
campus by the last day of classes in the spring semester.

Design: during the fall Building Integration Option Studio (BIOS), the students envisioned a farmer's market for Hazelwood Green creating design proposals and developing a language of material, joining, enclosure and structural systems. [http://www.andrew.cmu.edu/course/48-400/]

Build: during the spring we will on-board Jon Holmes and be joined by interested students from across campus to construct/ install the object(s) on their site(s). Fabrication will happen in the SHOP and on site

Vertical Integration: an explicit intention of this studio is to integrate students at different points in their degree programs and students from other degree programs to maximize self-learning and to learn how to work in multi-year and multi-discipline teams.

Program

The fall BIOS students produced awesome design proposals for "XS" components that will be a potential launching point for the spring "build" experience. We will start the semester by reviewing the work from the fall, forming three "competition" teams, conducting a 2 week design competition and determining – through a collaborative process – the project that we will build in terms of aesthetics, budget and workforce. The tasks include but are not limited to:
• Forming teams & collaborating in a design competition
• Developing & completing construction documents and project management plans
• Fabricating and testing full scale prototypes
• Revising construction documents based on evaluation of prototype(s)
• Specifying and procuring materials
• Constructing/ installing the object(s) on their site(s)

Learning Outcomes

As a result of this course, a student should be able to:
• Collaborate with others - both inside and outside the discipline of architecture
• Integrate systems - structural, material, enclosure and formal
• Develop criteria and evaluate multiple design alternatives
• Draw technical documentation using the conventions of architectural representation

1. jared abraham
2. stefani danes
3. eddy man kim

4. steve lee

5. jackie mcfarland

Images from 枯山水**–Spring 2022**
Top:
  GeoGrid–S.Wang/ K.Cho (B.Arch '22)
  (Photo Credit: M.Henninger)
Middle:
  SHOP–J.Chui (B.Arch '22)/ M.Chen (B.Arch '23)
  Site–K.Cho (B.Arch '22)/ Slee (B.Arch '75, M.Arch '77)
  (Photo Credit: M.Henninger)
Bottom:
  Final Review–10 May 2022
  (Photo Credit: J.Kappelt)