Second Year Design_ARCH 2216_Spring 2012

ARCH 2216: Architect’s Retreat, Jeff Cassel.


ARCH 2216: Architect’s Retreat, Trent Weatherford.

Faculty: John Womack, Paolo Sanza, Awilda Rodriguez, & Nathan Richardson

Projects: Facade Study - 2 wks/ Boathouse - 3 wks/ Stillwater Eye Clinic - 4 wks/ Stillwater Country Clubhouse - 6 wks
Course Description: This course focuses on architectural problem solving with small to medium sized projects. Students are introduced to principles of site planning, building systems, parking, landscape design, vertical circulation, and the relationship of building orientation and sun-control to sustainable principles. Visual communication skills are emphasized through various techniques of hand drawing and model-making.

Course Goals & Objectives:
• To develop awareness and understanding of philosophical and pragmatic issues in architecture, and how solutions to those stated human needs for shelter can be met by design.
• To develop an understanding of, and ability to use, a variety of design processes or methodologies, each having a common thread of problem analysis, concept search, concept development, and presentation.
• To develop an understanding of the relationship between a building and its context.
• To introduce principles of sustainability.
• To continue developing ability to incorporate basic design principles and ordering systems into design solutions.
• To develop understanding of the importance of structural systems in relationship to building concepts and development.

In the Spring 2010 semester students did the following projects:

Interstices, the design of the space between Old Central and the Alumni Center on the OSU Campus, 2 weeks.

Emotional Design, A Knoll Showroom in Phoenix, 3 weeks.

A Memorial and Visitor Center for the USS Batfish, Muskogee, OK, 4 weeks.

A Community Library in Seattle, 6 weeks.

USS Batfish Memorial and Visitors Center, Muskogee Oklahoma, Chris Harlan.
USS Batfish Memorial and Visitor Center, Muskogee Oklahoma, top: Dylan Hames, right: Ryan Rankin.
Architectural Detail:

Bracing system supporting the walls that protrude from main form

When one defines the word church, he or she will find two definitions, the first being "a building for public Christian worship." The other being, "Any division of this body professing the same creed and acknowledging the same ecclesiastical authority; a Christian denomination." The two are essential when defining a place like the First Glory Church in Seoul, South Korea. The concept behind the design was to create a place for this community of diverse believers to come together to publicly have Christian worship. To solve the challenge of creating a building form, which follows this concept, the architect used the idea of a gentle whirlpool to guide the design of the building. Although not always seen as a Christian symbol, the whirlpool was chosen for multiple reasons. First, water can be seen as a very religious element throughout not just Christianity, but all religions. This is important because the First Glory church is to be used by all people, not just members of the congregation. It is also important to point out that although there are other functions to the program, the visitors will be able to relate that the building is still a church. Secondly, the aerial image of a whirlpool looks like the different ripples or spirals of water come from various places to meet at one location. This is symbolic of the different people of the Eunpyeong district; coming together to form a community when they have Christian worship in the sanctuary. This part goes along with what was mentioned earlier, that it is the community of people that defines a church. Since there are plans to renovate much of the surrounding area, but after the completion of this church, it is important for the church to be a symbol of what this district is about to become. The third reason the whirlpool was chosen was because the beginning (wider) part of the spirals allow for welcoming paths for many to enter the building. Then once inside, people will be able to take their own journey through the building, whether to get to the general community spaces for events, or to the sanctuaries for service. The last reason the whirlpool was chosen, was the ability for the focus area to receive light from above. Celestial light, like water, is another element often seen in many churches. In the dense urban jungle of Seoul, it is very difficult to get celestial lighting into lower floors of the high rises. The plan was to have the sanctuary on the second and third of the five floors. To solve this problem, the spaces originally planned to be on top of the sanctuary space will be set around it instead. This move also gives the hierarchy to the sanctuary, which is important, because after all it is a place for worship.

With these four reasons, the people of the Eunpyeong district will be able to celebrate as a community in the First Glory Church.
Faculty: Moh'd Bilbeisi, Paolo Sanza, & Seung Ra

Projects: Stillwater Outdoor Theatre - 3 weeks/ OSU Performing Arts Center - 5 wks/ Near East Peace Center - 8 wks

Jury Deliberations for the Acme Brick Prize and US Stone Prize (right) and Ryan Rankin and Carrie Foster, Stillwater Outdoor Theatre project, (far right).

Simon Manning, Near East Peace Center (right).

Aaron Guthridge, OSU Performing Arts Center.
Course Description: This course continues emphasis on basic architectural problem solving with increasingly larger and more complex projects. A building’s relationship to context is emphasized throughout the semester. An architectural program is developed by students to help them gain an understanding of problem-seeking and computers are introduced as design and presentation tools.

Course Goals & Objectives:
• To develop proficiency in critical thinking skills.
• To further develop and apply abstract design principles, design knowledge, and design intelligence to solve design problems.
• To introduce various design and research methodologies and problem solving strategies.
• To develop the ability to communicate the design process graphically through the use of various graphic media including computers.
• To develop the ability to think creatively, synthesize facts and develop design concepts.
• To develop an understanding of human behavior as interactions with the environment.
• To further develop an understanding of morphology and materiality.
• To develop an understanding of cultural and societal values as they relate to the designed environment.
• To further develop an understanding of building codes and the issues of safety, health and welfare of the occupants.
• To develop the ability to speak, write and listen effectively.
Monastery in Jordan, US Stone Competition, top to bottom left: Ryan Frans, 1st Place, David Wendling, 2nd Place, Sarah Jung, Honorable Mention, below: Patricia Doutey, Honorable Mention.

The Franciscan Custody of Terra Sancta
Oklahoma Taekwon Do ACME Brick Competition. Top Right: Jon Pontious, 1st Place, Bottom Right: Andrew Mock, Honorable Mention, Below: Derek Hoover, Honorable Mention.
ARCH 3216 students designed and built a children’s playhouse that was donated to CASA (Court Appointed Special Advocate Association) which is a nonprofit network supporting and promoting court appointed volunteer advocacy for abused and neglected children so that they can thrive in safe, permanent homes. The class set up the playhouse for the OSU Creativity Festival and tied for first place for the “People’s Choice” award. The playhouse was displayed at Penn Square Mall.
Third Year Design_ARCH 3216_Spring 2011

Faculty: Jeff Williams & Seung Ra

Projects: SF Mixed Use - 4 wks/
Senior Housing - 5 wks/ Oklahoma
Wondertorium Design/Build
Installation - 6 wks

Simon Manning and Ryan Rankin, SF
Mixed Use project (far right), Jacob
Gann, Jordan Gill, and Ryan Rankin,
Senior Housing project (right).

The third year studio received a grant from the new Oklahoma Wondertorium to design and build installations for this new children’s museum, which will be located in Stillwater and will open in the fall of 2011. The photo below left shows students assembling one of the children’s seating units, and the photo below shows the reception with Wondertorium staff and friends showcasing the work.
Course Description: This course continues emphasis on basic architectural problem-solving with increasingly larger and more complex projects. At least one of the projects is a multi-story building in an urban context. Material use and integration is emphasized, as are principles of sustainability. Students utilize the DML lab for a hands-on design-build experience.

Course Goals & Objectives:
• To help students develop and refine communication, graphic thinking, and analytical thinking abilities.
• To help students develop and refine graphic communication skills with the integration of computers.
• To help students develop and refine creative problem-solving abilities, using the computer as a design aid.
• To improve student's abilities in using form, function, and space development in solving architectural problems in a creative manner.
• To help students understand contemporary issues in architecture.
• To improve student's ability in site planning and response to context.
• To improve student's ability in addressing sustainability issues.
• To improve student's ability in integrating materials and systems in their design projects.

In the spring of 2010, Professors Seitsinger and Sanza designed a series of projects relating to “Hospitality” to meet the course goals and objectives stated above. The first project was a boutique hotel sited in downtown Tulsa, called Hotel Dwell. This project challenged students to design a contemporary hotel in a sensitive “art deco” context, emphasizing the building’s role in its urban surroundings, its response to sustainable issues, and the users “experience” in a temporary place to “dwell”. Students presented their projects in an interim jury and then had time to refine their designs before the final project was due.

The second project was the design and construction of a “welcome station” for the school’s 100th Anniversary celebration taking place later that semester. One design was chosen, the designers, appointed “project managers”, and the entire studio worked as a team to refine the design and construct it.

Pallasmaa Juhani’s seminal text, “The Eyes of the Skin” was required reading for this studio and several seminar discussions focused on the idea of an architecture which relates to all of the senses and a general overview of various contemporary theories of architecture.

The final project challenged students to design a Resort Spa where the architecture forced users to confront all of their senses. The spa was sited in the Wichita Wildlife Refuge, outside of Medicine Park, in southern Oklahoma. The students and faculty started the project with an overnight camping trip to the site and this experience profoundly influenced the students’ designs. Students were challenged to design buildings which embraced the site, which fronted a lake to the south and was framed by rock outcrops and the silhouette of Mount Scott to the north. Curious buffalo and several rattlesnakes cohabited the site with students on their visit.
Naked Skin Resort Spa, Medicine Park, Oklahoma. Project top: Matt Eccleston, project above middle: Ben Marshall. Project right: Jessica Impson