1960s Urbanism Design Studio
ARCH 3170 Syllabus Monday + Thursday 2:00pm-5:00pm Fall 2010

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INTRODUCTION

The post-World War II urban development that reached its apex in the 1960s has had a profound and lasting impact on all cities in North America and around the world. This "1960s Urbanism" permanently altered how we occupy, move through, plan, and perceive cities. Not only did planners and architects in the 1960s practice planning strategies of radical urban clearance and modern architectural intervention, but also the 1960s gave birth to counter movements of urban preservation and community involvement.

Much of 1960s Urbanism is characterized by replacing a traditional 19th century urban fabric of well-defined, figural street and public spaces with, large-scale architectural interventions that would occupy the newly razed urban territories. By displacing the existing urban fabric with an objectified architecture, the resulting urbanism makes the relationship between the architecture and the urban space ambiguous. Boston has three classic 1960s Urbanism interventions: Government Center in downtown that encompasses City Hall, City Hall Plaza, and the JFK Federal Office Building; the West End which lies to the north of Beacon Hill; and the Christian Science Center that sits between the Back Bay and the South End. Each of these 1960s Urbanism examples demonstrates how the architecture is more object-like, and the urban space is more of a field of open space.

This studio will address the legacy of 1960s Urbanism directly in Massachusetts' second largest city: Worcester. Like Boston, Worcester is home to a deep urban and architectural heritage, is home to many esteemed institutions of higher education, and is served by major transportation infrastructure such as the Mass Pike and the MBTA Commuter Rail. Unlike Boston, however, Worcester still suffers from the physical, social, and economic effects of the 1960s "white flight" to the suburbs and its commensurate disinvestment in the urban core. Our site, which is located in the very center of the city on the Worcester Common opposite Worcester City Hall, was an urban redevelopment project that attempted to counteract the urban flight and disinvestment by drawing people, activity, and economic stimulus back into the downtown core.

An approximately 22 acre area of the urban fabric on the northern and eastern edge of the Worcester Common was razed and replaced by a tower office building, a slab office building, an interiorized shopping mall, and parking garages in the 1960s (although conceived in the 1960s, construction was actually completed in 1971). This 1960s intervention also built over the existing street pattern thereby truncating many of the original urban connections. Although the commercial space in the tower and slab remains economically relevant and occupied, after several futile attempts to revitalize the mall in the 1980s and 1990s, the city of Worcester, in cooperation with the state and private investors, has decided to tear down the mall and garages to make way for a new development that can succeed in the 21st century context.

The studio will be divided into two distinct periods. During the first part of the semester, we will develop a new urban design for the 22 acre site including new street and public spaces, and new urban typologies that will be specifically planned and located. This urban design will then serve as the guidelines for the second part of the semester where you will take one urban type and develop it at an architectural scale. The result of the studio, therefore, will include an "urban design" and an "urban architecture." An urban architecture is not only designed to resolve an internal logic, but also contributes directly to physical, social, and economic vitality of the surrounding city. Unlike urban monuments, such as a city hall or major museum, an urban architecture is significantly integrated into the physical, social, economic, and political urban contexts.
OBJECTIVES

The 1960s Urbanism Design Studio responds to the following NAAB Student Performance Criteria:

16. Program Preparation: Ability to prepare a comprehensive program for an architectural project, including assessment of client and user needs, a critical review of appropriate precedents, an inventory of space and equipment requirements, an analysis of site conditions, a review of the relevant laws and standards and assessment of their implication for the project, and a definition of site selection and design assessment criteria.

17. Site Conditions: Ability to respond to natural and built site characteristics in the development of a program and the design of a project.

PREREQUISITES

This course requires that the following prerequisites be completed satisfactorily before you will be allowed to take this course. If it is discovered that you have not completed this prerequisites, you will be dropped from the course at any time during the semester:

ARCH 2140 Pattern and Urban Design

REQUIREMENTS

The urban design will be generated collaboratively. This reflects the collaborative nature of architectural practice. This also raises the expectations of the work (the quantity, quality, depth and breadth of the work).

Only new and complete work will be reviewed at any desk crit, pin-up, or jury. We will not review work that has already been presented at any desk crit, pin-up, or jury.

A consistent application of serial iterations is highly encouraged. Process and progress will affect your grade. We grade each studio session for the quality and quantity of the work.

Computer output issues are not acceptable excuses for incomplete or missing work. The requirements are due for each review, regardless of the media choices that you make.

You must attend every studio review. At minimum, complete all requirements for the each review.

ATTENDANCE AND PARTICIPATION

Each absence will reduce your grade. Three unexcused absences will automatically drop your grade by one letter-grade, e.g., from an A to a B [28 meetings; 3 absences is 11% of the course]. More than 4 absences will constitute an automatic failure of the course. If you cannot attend a class, you must communicate this to your professor, and you must submit a written excuse from you doctor, etc. If you have flu-like symptoms, you should not come to class, communicate this to your professor, see a doctor, and get a written note from the doctor.

Attendance is mandatory at all critiques. All students are required to participate in class discussions; active dialogue is encouraged and required. You are also required to attend all the evening lectures offered during this term. The lectures are scheduled on Monday evenings.

EVALUATION

Your final semester grade will be calculated as a composite of the following criteria:

- Class participation: 10%
- Urban plan preliminary critique: 10%
- Urban plan final critique: 20%
- Architecture preliminary critique: 10%
- Architecture mid critique: 10%
- Architecture pre-final critique: 10%
- Architecture final critique: 30%
GRADING

The Architecture Department guidelines for studio course grading is as follows:

**A** Superb quality work. The student demonstrates one of the best performances on projects the instructor has seen at Northeastern or any other accredited school of Architecture; demonstrates true intellectual passion, curiosity, initiative, and exploration; consistently brings strong ideas to fruition with a high level of craft; conveys a strong affinity for design culture

**A-** High quality work. The student demonstrates one of the best performances on projects within the studio; demonstrates true intellectual curiosity, initiative, and exploration; consistently brings ideas to fruition with a high level of craft; conveys strong interest in design culture

**B+** Good quality work. The student demonstrates a strong performance on projects within the studio; consistently brings strong ideas to fruition with a good level of craft; conveys broad interest in design culture

**B** Above average work. The student demonstrates good initiative and above average craft; conveys interest in design culture

**B-** Average work. The student demonstrates average effort and craft and initiative; meets attendance requirements

**C+** Below average work. The student demonstrates below average effort and craft and initiative; meets attendance requirements

**C** Well below average work. The student demonstrates well below average effort and craft and initiative; engages in excuse-making, tardiness, and absence

**C-** Minimal work. The student demonstrates minimal effort and craft and initiative; engages in chronic excuse-making, tardiness, and absence

**D+, D, D-** Marginally acceptable work. The student demonstrates unacceptable effort and craft and initiative; engages in chronic excuse-making, tardiness, and absence

ACADEMIC HONESTY

Northeastern University is committed to the principles of intellectual honesty and integrity. All members of the Northeastern community are expected to maintain complete honesty in all academic work, presenting only that which is their own work in tests and assignments. If you have any questions regarding proper attribution of the work of others, contact your professor prior to submitting work for evaluation. For more detail refer to:

http://www.northeastern.edu/osccr/academichonesty.html
URBAN ANALYSIS

Your studio section will work towards producing one or two urban designs by week 6 of the semester. After this point, the urban design will not change. The urban design will become an agreed-upon document that will guide your PART TWO: ARCHITECTURAL DESIGN project. After our site visit where you will begin to understand the urban, architectural, economic, social, and political contexts of the site, you will conduct an urban analysis. You will produce drawings that include the following elements to be identified in your analysis:

1. URBAN FABRIC: Urban morphology at a city scale
   A. Urban districts
   B. Infrastructure highways, ramps, mass transit, urban services, i.e., electricity, trash, fire
   C. Urban blocks
   D. Urban monuments/landmarks
   E. Urban function: building entry addresses, building services and docks, streets, alleys, parking

2. SPATIAL FABRIC: Urban spaces at a district scale, including 2 blocks around Worcester Common and our site, and including UMass Medical, the highway, and Union Station
   A. Streets (parkway, boulevard, street, alley, woonerf): linear space, spaces of movement
   B. Plaza: open space, spaces of stasis
   C. Field space: undefined, unbounded, non-figural space, space of ambiguity

3. BUILDING FABRIC: Building morphology at an architectural scale
   A. Building typology
   B. Building dimension
   C. Structure
   D. Enclosure

SITE MODEL

You will build a common topographical site model at 1:20 scale of the site including one layer of buildings across the street from your site, part of the Worcester Common, and the tower and slab buildings on the site. You will need to construct a wooden base or use a hollow-core door as a stable platform, which will be completely wrapped in chipboard. You must represent the streets, sidewalks, existing buildings with their basic fenestration pattern as one layer of chipboard over a chipboard box, building parapets min. 3' deep, and topography. You must use the same color chipboard for all of the model elements.
ANALYSIS CRITIQUE REQUIREMENTS

Presentations will be PowerPoint projections with 11x17 print-out of your drawings

- “Page composition” should be clear, uncluttered, and easily read at a distance
- No borders are permitted on drawings

1. SITE MODEL 1/20” = 1'-0": due at class after critique
   - Show 3’ deep parapet walls at top of all buildings
   - Show basic architectural fenestration as cut-out chipboard over chipboard box, and massing

2. FIGURE/GROUND PLAN at 1:100 scale
   - Show streets and label streets
   - Show open space surfaces as hardscape, grass, trees, urban furniture

3. URBAN BLOCK PLAN of site: 1/32” = 1'-0” scale
   - Use a Nolli-like ground level plan for your block plan
   - Show streets and label streets
   - Show open space surfaces as hardscape, grass, trees, urban furniture
     - Construct the open space like an architect: use space; structure; pattern
     - Indicate paving patterns of hardscape surfaces
     - Indicate trees and greenery
     - Do not randomly plop down bad looking trees: you will immediately fail the course!
   - Identify parking spaces
     - Each parallel parking space is 22’ long and 9’ wide
     - Pull-in spaces can be 18’ long and 9’ wide
     - Driveways providing access must be at least 22’ wide
     - See Graphic Standards for car related dimensions and turning radii
     - Driveways can ramp at 10% slope at mid-ramp and 5% at ends of ramp

4. URBAN BLOCK SITE SECTIONS 1/32” = 1'-0” scale
   - East/west section to buildings across the street from the site
   - North/south section to buildings across the street from the site

5. DIGITAL MODEL: AERIAL VIEWS
   - Show 3-dimensional massing from above including 2 blocks beyond the site

6. DIGITAL MODEL: PERCEPTION/EXPERIENCE VIEWS
   - Street level perspective views, Photoshop collage, etc.
     - A. Streetscapes: implied edges
     - B. Landmarks
     - C. Visual axes and sightlines
     - D. Field space ambiguity

7. DATA located at lower right of each drawing:
   - Urban Analysis for City Square at Worcester Common
   - Your name[s]
   - [Professor’s last name] 1960s Urbanism Design Studio
1960s Urbanism Design Studio
ARCH 3170 Part One Urban Design Monday + Thursday 2:00pm-5:00pm Fall 2010

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Prof. Kelly Wilson: tkellyw@gmail.com
Prof. Peter Wiederspahn: peter@wiederspahn.com, Office hours 381 RY Monday 10am-1pm

URBAN DESIGN
You will use your analytical findings as a foundation of your urban design for the 22 acre site. Each section will produce just one or two urban design plans, so you will be working collaboratively. You will project new streets and urban open spaces, you will locate the required typologies in your new urban pattern, and you will create urban connections to the surrounding urban districts. There are three existing buildings that you will keep: the office tower, the office slab, and the church. You must, however, add a program to the church with an economically self-supporting program. The urban typologies that you will include in your urban design are:

1. New office building [minimum 25,000sf floor plate and ten stories tall]
2. Urban retail [minimum 30,000sf] two types: small shops: minimum 40 ft deep and urban small big box: minimum 80 feet deep
3. Urban hotel [minimum 70,000sf] double-loaded corridor guest tower minimum 50 feet wide and 10,000 SF floor plate and seven stories
4. Medical academic facilities [120,000sf, minimum 30,000 floor plate and 90 ft wide floor plate]
5. Community education center [minimum 30,000sf]
6. Parking [500 spaces to serve existing tower, slab, and new programs] you may use existing parking, you may include on-street parking in your count
7. Low-rise & mid-rise housing [produce an 15 units per acre density for the 22 acre site = 396 units]
   A. row houses = 20-25' wide x 40' deep with rear alley
   B. single loaded corridor = 35' wide: may abut to a parking garage
   C. double-loaded corridor = 60' wide
   D. mid-rise tower housing = 90' x 90' with center core
   E. Standard double-loading parking garage = 120' wide [each parking bay 60' wide]
   F. Market-rate housing square footage of unit types:
      Studios, 15% of total units: 500sf-700sf
      One bedroom, 35% of total units: 700sf-900sf
      Two bedroom, 35% of total units: 900sf-1250sf
      Three bedroom, 15% of total units: 1250sf-1475sf

You will produce an urban design that will act as design guidelines for your Part Two designs in plan [urban connections; street, open space pattern; primary fronts and entries; rear service/loading docks; primary circulation; etc.] and in the vertical plane [height of ground level retail; horizontal datums; maximum building heights; etc.] Together, your horizontal and vertical guidelines will be synthesized to produce a three-dimensional urban design proposal represented by your digital model, aerial views.

URBAN DESIGN CRITIQUE REQUIREMENTS
Presentations will be PowerPoint projections with 11x17 print-out of your drawings
   “Page composition” should be clear, uncluttered, and easily read at a distance
   No borders are permitted on drawings
1. SITE MODEL 1"=50' scale
   Show massing of your urban design in white museum board
   Show 3’ deep parapet walls at top of all buildings
   Show basic architectural fenestration as cut-out cardboard over cardboard box massing

2. FIGURE/GROUND PLAN at 1"=100' scale
   Show the roof plan of your proposal as it relates to the city in a figure/ground site plan
   Show streets and label streets
   Show curb lines, 15' sidewalks on major boulevards, 10' sidewalks on streets and 5' sidewalks on alleys
   Show open space surfaces as hardscape, grass, trees, urban furniture

3. URBAN BLOCK PLAN of site: 1"=50' scale
   Show at least one layer of existing building across the street from the site
   Show your ground level plan for your block plan
   Show streets and label streets
   Show curb lines, 15' sidewalks on major boulevards, 10' sidewalks on streets and 5' sidewalks on alleys
   Show open space surfaces as hardscape, grass, trees, urban furniture
   Construct the open space like an architect: use space; structure; pattern
   Indicate paving patterns of hardscape surfaces
   Indicate trees and greenery
   Do not randomly plop down bad looking trees: you will immediately fail the course!
   Identify parking spaces
   Each parallel parking space is 22' long and 9' wide
   Pull-in spaces can be 18' long and 9' wide
   Driveways providing access must be at least 22' wide
   See Graphic Standards for car related dimensions and turning radii
   Driveways can ramp at 10% slope at mid-ramp and 5% at ends of ramp

4. URBAN BLOCK SITE SECTIONS 1"=50' scale
   East/west section to buildings across the street from the site
   North/south section to buildings across the street from the site
   Indicate major building height limits, horizontal datums, etc.

5. DIGITAL MODEL: AERIAL VIEWS
   Show 3-dimensional massing from above including 2 blocks beyond the site
   Indicate major building height limits, horizontal datums, etc.

6. DIGITAL MODEL: PERCEPTION/EXPERIENCE VIEWS
   Street level perspective views, Photoshop collage, etc.
   A. Streetscapes: implied edges
   B. Landmarks
   C. Visual axes and sightlines
   D. Field space ambiguity

7. DATA located at lower right of each drawing:
   Urban Analysis for City Square at Worcester Common
   Your name[s]
   [Professor’s last name] 1960s Urbanism Design Studio
For the second part of the semester, you will be developing architectural proposals individually for one program on one site of your urban design. A discovery that we made through your urban analyses is that Worcester has many institutions of higher education, but none of them have a significant presence in the critical downtown core near the Worcester Common (except the pharmaceutical school). Your analyses also consistently determined that to have such institutions situated in this area would greatly augment the urban vitality of this district. Your project, therefore, will focus on the community center program, to be called the "Worcester Urban Incubator," in the location that you have projected in your urban design.

Nationally and locally, there are a plethora of examples of higher education and non-profit institutions utilizing the abundant real estate opportunities available in post-industrial American cities. For example, the Artists for Humanity center in South Boston is a self-supporting non-profit organization devoted to art education for under-privileged youth: http://www.afhboston.com/. AFH constructed a new low cost, high-energy-performing building on an underutilized urban site. It serves as open studio spaces, social spaces, and event spaces. Another example is the University of Oregon extension of the architecture school in Portland, OR, [http://architecture.uoregon.edu/courses/Portland]. This provides an alternative urban laboratory to the main campus located in rural Eugene, OR. Similarly, Clemson University has an urban educational and internship center in Charleston, SC: [http://virtual.clemson.edu/caah/architecture/1.2.3.php] Charleston is a unique urban environment that intertwines urban streets, garden spaces, and climatically responsive architecture. Additionally, Syracuse University houses its Upstate Center in the adaptively reused "Warehouse" in downtown Syracuse [http://soa.syr.edu/index.php]. This is design as both an extension of the university and as an economic catalyst for the city.

The Worcester Urban Incubator is a hybrid program that supports three main user groups focused on the arts and architecture, urban research, and leasable spaces for allied non-profit community organizations. These three main user groups who will share a core of shared public amenities and the necessary building service uses. The purpose of this center is to: 1. create a downtown presence for the collected institutions; 2. provide facilities for local university programs and urban researchers; 3. offer partially subsidized office space for non-profit organizations whose missions may parallel and benefit from the activities and discussions taking place with the other user groups; and 4. serve as an economic and social catalyst for the surrounding downtown district through shared public activities, facilities, and the continual presence of college students, researchers, and community organizations.
1. Shared Public Amenities

The following shared spaces will serve as zones of communication and intellectual overlap between the various occupants. Public functions outside the Center may also use these spaces.

13,000 sf net total

- 4500 Auditorium: accommodates lectures and video presentations with fixed seating
- 2400 Exhibit Space: natural light control and security must be considered
- 1200 (2) General Conference Rooms (one @ 800 sf, one @ 400 sf)
- 1000 General Lobby and Lounge/Sitting/Event Space area
- 600 (2) Public Restrooms @ 300sf each
- 500 Reception/Information/Security/Coat Check
- 400 Café: 200 kitchen space, 200 seating
- 2400 Exterior space for functions: defined exterior space with direct connection to interior

2. Open Studio and Educational Spaces

The studio spaces should be conceived of as flexible – the layout should accommodate changes in future programming needs. The initial plan is to lease most of this space to the Fine Arts Department of Holy Cross and a new architecture studies program for Worcester Polytechnic Institute. Both institutions would like to have an academic presence in downtown Worcester. Additionally some portion of the studio’s space will accommodate community oriented arts programs and classes for residents of all backgrounds.

14,000 sf net total

- 8000 Flexible Studio Space: 150 art students, 50 architecture/urban design students; natural light control must be considered
- 4000 (4) Lab Spaces (1,000sf each). One lab each for computers and material fabrication, and two general instructional art labs: natural light control and security must be considered
- 1000 (10) Faculty and Staff Offices (100sf each)
- 1000 (3) Presentation/Crit Spaces (2@400sf, 1@200sf)

3. Worcester Center for Urban Research

This space is for (4) overlapping “think tanks” for academics, planners, analysts, policymakers, and advocacy groups sponsored by the institutions of higher education. As the occupants are intended to represent a mixture of permanent and visiting fellows, this will be a fluid group and therefore the spaces should be designed with a certain amount of flexibility.

5,000 sf net total

- 1600 (16) Individual Offices (100sf each)
1200 (4) Shared Offices (300sf each)
1600 (4) Meeting Rooms (400sf each)
600 Resource library

4. Subsidized Non-Profit Office Space

These leasable offices will provide income for the Downtown Center, granting space for non-profit organizations that share some interest and can benefit from and contribute to the work of the other groups. The office zones should be somewhat flexible as the size and use requirements of the selected organizations are subject to evolve.

5,000 sf net total

4800 (4) Leasable Open Office Spaces (approx. 1200sf each): represent office furniture systems @ 5' grid. These spaces should be designed with the flexibility to be leased in different configurations or groupings if necessary.

200 A shared Reception/Lobby Space (200sf) should be included within the square foot total.

5. Building Service / Other

4,000 sf net total

1200 (3) Electrical/Mechanical Rooms (400sf each)
600 (4) Custodial Rooms (150sf each)
200 (1) Loading/Trash
2000 General storage should be distributed throughout the facility

Tenant restrooms should be distributed throughout the facility. Circulation of approx. 15% of net total will include all necessary egress stairs, ramps, elevators.

Schedule

wk 7
Mon 18 Oct introduction: architecture within an urban design revised urban design
Thu 21 Oct external logic: streets, public space 3 models, 3 schemes, 1/50" scale

wk 8
Mon 25 Oct internal logic: public spaces, circulation 3 models, 3 schemes, 1/16" scale
Thu 28 Oct external logic: entry, service 1 synthesis model, 1/16" scale

wk 9
Mon 1 Nov architectural preliminary critique architectural preliminary critique
Northeastern University School of Architecture

1960s Urbanism Design Studio
ARCH 3170 Part Two Architectural Design Midterm Critique Thursday 18 Nov 2:00pm-6:00pm Fall 2010

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Prof. Kelly Wilson: tkellyw@gmail.com
Prof. Peter Wiederspahn: peter@wiederspahn.com, Office hours 381 RY Monday 10am-1pm

ARCHITECTURAL DESIGN MIDTERM CRITIQUE REQUIREMENTS
Presentations will be PowerPoint projections with 11x17 print-out of your drawings
“Page composition” should be clear, uncluttered, and easily read at a distance
No borders are permitted on drawings

1. FIFTY WORD THESIS STATEMENT [we will discuss these next Monday]
Write out your fundamental concept of your architecture, its exterior expression, its interior Organization, and how it relates to your urban plan in 50 words or less.

2. SITE MODEL 1"=50' scale [have your team UD model attached to one bottom to set into site model]
Show massing of your architectural design set within your urban design
Show 3' deep parapet walls at top of all buildings

3. FIGURE/GROUND URBAN PLAN [you should use the f/g drawing you already have]
Show the roof plan of your proposal as it relates to the city in a figure/ground site plan
Show the existing buildings in gray, your urban design plan in black, and your building in red
Show streets and label streets
Show curb lines, 15' sidewalks on major boulevards, 10' sidewalks on streets and 5' sidewalks on alleys
Show open space surfaces as hardscape, grass, trees, urban furniture

4. GROUND FLOOR PLAN WITH CONTEXT at 1"=16' scale
Show at least one layer of buildings across the street from your building
Show streets and label streets
Show curb lines, 15' sidewalks on major boulevards, 10' sidewalks on streets and 5' sidewalks on alleys
Show open space surfaces as hardscape, grass, trees, urban furniture
Construct the open space like an architect: use space; structure; pattern
Indicate paving patterns of hardscape surfaces
Indicate trees and greenery
Do not randomly plop down bad looking trees: you will immediately fail the course!
Identify parking spaces
Pull-in spaces can be 18' long and 9' wide
Driveways providing access must be at least 22' wide
Driveways can ramp at 10% slope at mid-ramp and 5% at ends of ramp
Identify loading dock access
See Graphic Standards for related dimensions and turning radii
5. ALL PLANS at 1”=16' scale
   Show wall thickness, windows, door swings, and show basic furniture in gray tone

6. TWO SECTIONS 1”=16' scale
   East/west section to buildings across the street or plaza from your building
   North/south section to buildings across the street or plaza from your building

7. ALL ELEVATIONS at 1”=16' scale
   Show elevations of adjacent buildings at either side of you elevation

8. PHYSICAL MODEL at 1”=16' scale
   Show exterior massing with basic fenestration
   Show basic organization of interior spaces

9. DIGITAL MODEL 3D FRAMING PLAN
   Show 3-dimensional framing plan of columns and beams, or walls and slabs, etc.
   Optional: show other layers such as building enclosure, interior partitions, etc.

10. DIGITAL MODEL: TWO URBAN PERSPECTIVES
    Street level perspective views, Photoshop collage, etc.

11. DATA located at lower right of each drawing:
    Worcester Urban Incubator
    Your first and last name
    [Professor's last name] 1960s Urbanism Design Studio
ARCHITECTURAL DESIGN FINAL CRITIQUE REQUIREMENTS

Presentations will be 24”x36” prints of your drawings

- No texture mapping: you are the designer, not the software
- “Page composition” should be clear, uncluttered, and easily read at a distance
- No borders are permitted on drawings
- Required data in lower right of each drawings [see #11]

1. FIFTY WORD THESIS STATEMENT

Write out your fundamental concept of your architecture, its exterior expression, its interior organization, and how it relates to your urban plan in 50 words or less.

2. DIAGRAMS

Minimum of three explanatory diagrams to explain your urban design, your exterior architecture strategy, your interior architecture strategy, or what you deem most pertinent to your scheme, etc.

3. FIGURE/GROUND URBAN PLAN

Show the roof plan of your proposal as it relates to the city in a figure/ground site plan
Show the existing buildings in gray, your urban design plan in black, and your building in red
Show streets and label streets
Show curb lines, 15’ sidewalks on major boulevards, 10’ sidewalks on streets and 5’ sidewalks on alleys
Show open space surfaces as hardscape, grass, trees, urban furniture

4. GROUND FLOOR PLAN WITH CONTEXT at 1”=16’ scale

Show at least one layer of buildings across the street from your building
Show streets and label streets
Show curb lines, 15’ sidewalks on major boulevards, 10’ sidewalks on streets and 5’ sidewalks on alleys
Show open space surfaces as hardscape, grass, trees, urban furniture
Construct the open space like an architect: use space; structure; pattern
Indicate paving patterns of hardscape surfaces: no texture mapping
Indicate trees and greenery
Do not randomly plop down bad looking trees: you will immediately fail the course!
4. GROUND FLOOR PLAN WITH CONTEXT at 1"=16' scale [continued]
   Identify parking spaces
      Pull-in spaces can be 18' long and 9' wide
      Driveways providing access must be at least 22' wide
      Driveways can ramp at 10% slope at mid-ramp and 5% at ends of ramp
   Identify loading dock access
      See Graphic Standards for related dimensions and turning radii

5. ALL PLANS at 1"=16' scale
   Show wall thickness, windows, doors, door swings, mullions at window walls
   Show basic furniture in gray tone

6. TWO SECTIONS 1"=16' scale
   East/west section to buildings across the street or plaza from your building
   North/south section to buildings across the street or plaza from your building

7. ALL ELEVATIONS at 1"=16' scale
   Show elevations of adjacent buildings at either side of you elevation: no texture mapping

8. PHYSICAL MODEL at 1"=16' scale
   Show context to buildings or landscape, sidewalks, etc., across the street
   Show exterior massing with basic fenestration
   Show basic organization of interior spaces

SITE MODEL 1"=50' scale
   Show massing of your architectural design set within your urban design
   Show 3' deep parapet walls at top of all buildings

9. DIGITAL MODEL 3D FRAMING PLAN
   Show 3-dimensional framing plan of columns and beams, or walls and slabs, etc.
   Optional: show other layers such as building enclosure, interior partitions, etc.

10. DIGITAL MODEL: TWO URBAN PERSPECTIVES
    Street level perspective views, Photoshop collage, etc.: no texture mapping

11. DIGITAL MODEL: TWO INTERIOR PERSPECTIVES
    Perspective views of primary interior spaces, Photoshop collage, etc.: no texture mapping

12. DATA located at lower right of each drawing:
    Worcester Urban Incubator
    Your first and last name
    [Professor's last name] 1960s Urbanism Design Studio