Overview:
Create a drawing or drawings of an existing building that visually describes how the architecture of the project (material, tectonics, structure, enclosure, sequence) create a compelling architectural/spatial experience?

Objectives:
- analyze the program, place, context, function, and architecture of a precedent building
- explore graphic representations of program, experience and sequence
- develop representational strategies for expressing light, weight, material, experience, and atmosphere
- communicate programmatic and spatial complexity and specificity in the context of an annotated drawing set

Criteria:
Individually, you are to perform an analytical and representational investigation of a contemporary piece of architecture from the list below – its program, place, and experience. Note: Project selection will be administered in studio sections by the studio professor to ensure proper distribution.

Precedents:
1. Chichu Art Museum, Tadao Ando, 2004, Japan
2. Louisiana Museum, Wohlert/Bo, 1958, Denmark
3. Easter Sculpture Museum, Exit Architects, 2011, Spain
4. Neues Museum, Chipperfield Architects, 2009, Germany
5. Glenstone Museum, Thomas Pfiifer and Partners, 2018, USA
6. Ivar Aasen Center, Sverre Fehn, 2000, Finland
7. Yale Center for British Art, Louis Kahn, 1974, USA
8. Kolumba Museum, Peter Zumthor, 2007, Germany

Process:
1. Compile and analyze drawings, readings, and historical and contemporary written accounts of the precedent. You will need orthographic drawings (plans and sections) and a deep understanding of the function and sequence of the varied spaces in and around the building (which will require more than just looking at drawings, you’ll need to read accounts or descriptions of experience). The goal here is to understand both the space and program thoroughly.
2. Select (or cut) critical plans and sections that will be a framework for elucidating the experience, program, and sequence of the museum. Keep in mind you may need to extrapolate specific orthographic drawings from a variety of piecemeal or incomplete sources - be creative in your research and use other works by the architect as supporting references.
3. Define and refine a representational language to communicate the experience, materiality, light, sound, temperature, visibility of the specific spaces and sequence of the museum.
4. Deliver an annotated and/or illuminated scale drawing which communicate both the experience and the program of the precedent.

Schedule:
February 8th - Project assigned
February 11th - Initial research due
February 15th - Drawing draft due
February 18th - Drawing due

Questions:
a. How does the architecture of the project (material, tectonics, structure, enclosure, sequence) create a compelling architectural/spatial experience?
b. How does the building operate as a container for light? Art? Space? Experience?
e. How does the program and context define a narrative for the design?

Deliverables:
Minimum (1) 24”x36” scaled section or plan

Drawings must illuminate the atmospheric and physical quality of light, weight, material and experience, and annotate the programmatic and spatial arrangement/sequence of the complex.