



UNIVERSITY OF DETROIT MERCY  
GRADUATE SCHOOL  
MASTER'S PROJECT

SUBMITTED IN PARTIAL FULFILLMENT OF THE REQUIREMENTS FOR  
THE DEGREE OF MASTER OF ARCHITECTURE

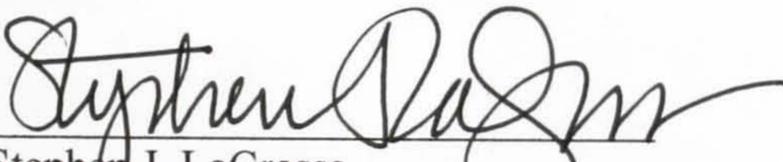
TITLE: **BETWEEN: Life, Architecture, Landscape, Experience**

PRESENTED BY: **Allison Quinn Bingham**

ACCEPTED BY:

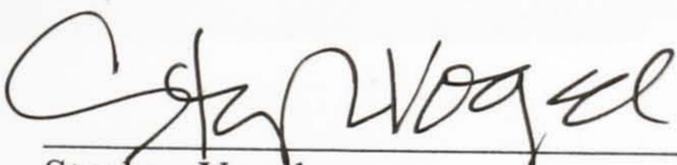
  
\_\_\_\_\_  
Julie Ju Youn Kim  
Assoc. Professor, Masters Studio Instructor

5.06.2005  
Date

  
\_\_\_\_\_  
Stephen J. LaGrassa  
Assoc. Dean, Director Masters Program  
School of Architecture

5/09/05  
Date

APPROVAL:

  
\_\_\_\_\_  
Stephen Vogel  
Dean, School of Architecture

5.09.05  
Date



# BETWEEN

Life, Architecture, Landscape, Experience

Allison Quinn Bingham  
University of Detroit Mercy  
School of Architecture  
Instructor: Julie Ju-Youn Kim, Associate Professor

---

|                                  |    |
|----------------------------------|----|
| ABSTRACT                         | 01 |
| THESIS PAPER                     | 02 |
| PRECEDENT ANALYSIS               |    |
| Chapel of St. Ignatius           | 06 |
| Corning Child Development Center | 09 |
| Rohner Offices                   | 12 |
| American Folk Art Museum         | 15 |
| Cranbrook Institute for Science  | 18 |
| SKETCH PROBLEM                   | 22 |
| PROGRAM STATEMENT                | 26 |
| QUANTITATIVE SUMMARY             | 28 |
| SPACE DETAIL SUMMARY             | 31 |
| SITE SELECTION                   | 38 |
| SITE ANALYSIS                    | 42 |
| SPRING BOARD                     | 45 |
| DESIGN DEVELOPMENT               | 57 |
| FINAL PRESENTATION               | 61 |
| ANNOTATED BIBLIOGRAPHY           | 69 |

# TABLE OF CONTENTS

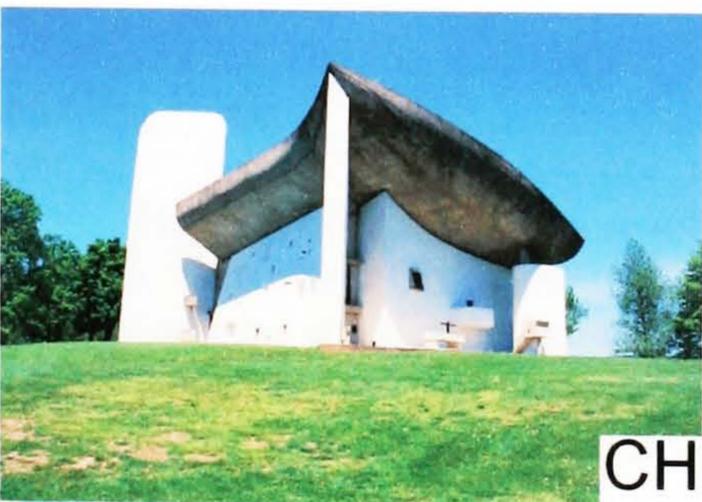
Experience is actual participation in something or the direct contact with something. The architecture and landscape around us creates an experience in our everyday life. We have an interaction with architecture or landscape with every step we take, whether it is through just walking barefoot down the street or being in the one spot that makes you forget about the horrible day you just had. Entering into a “space” can be just as enduring, eventful, and decisive as the most memorable experience in your life.

Through the manipulation of the architecture and landscape a range of different experiences can be created that can be experienced in a variety of ways. Can there be one “space” that is used for the same purpose for everyone but yet gives a different experience to everyone who enters? Is it possible to create a “space” that will change the way someone’s day is going”? Can a “space” change the way of thinking or way of life for someone who enters? If so how is this possible?

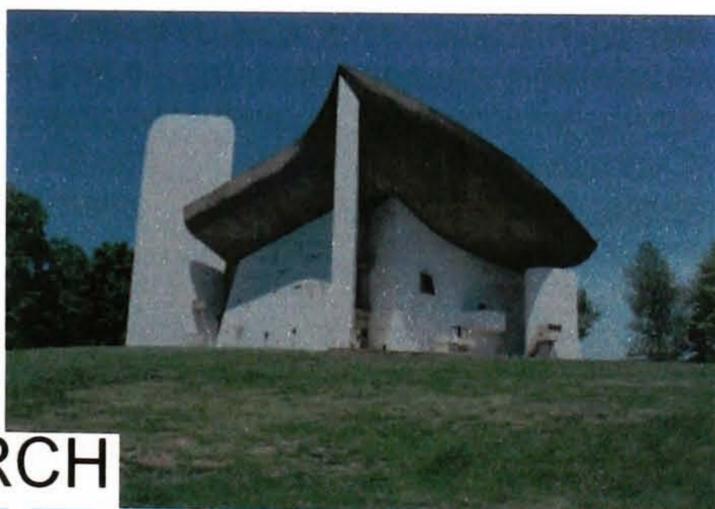
The experience of a “space” is created by the design and the design is how the “space” is created. Some “spaces” are created for a specific experience while some are just created. Churches and Cathedrals, for example, are created so the occupant can feel closer to God, to experience the feeling of God all around you. But the experience of the church or cathedral can change depending on other factors, for example the weather, number of occupants, and the purpose of the visit. While the house is created to be experienced as a home, but everyone perceives home differently. How can all occupants have the same overall experience but still have a different experiential process to achieve that overall experience?



HOME



CHURCH



“You cannot catch the world unaware and naked of meaning”<sup>1</sup>

Architecture is normally thought of as just builds, but it is so much more than that. Architecture is an architect’s idea that has been inspired by what a client has explained. Architecture is comprised of time, space, and the senses. It is a memory and an experience of a place. “It is impossible to explain precisely what it [architecture] is – its limits are by no means well-defined.”<sup>2</sup>

Landscape is normally thought of as just the land around us, either what nature has created or what man has created. The landscape is the part of the world that doesn’t include the solid buildings. What is not realized is that architecture and landscape go hand in hand and could even be considered one in the same. What some architects don’t realize is that when you separate architecture and landscape than you have an opportunity to design within the “between”. “Instead of letting his imagination work with structural forms, with the solids of a building, the architect can work with the empty space – the cavity – between the solids, and consider the forming of that space as the real meaning of architecture.”<sup>2</sup>

When you walk through a building or a park you are within an experience. The surrounding context (landscape and architecture) is what helps create our experiences. The most important element that helps create an experience is our senses. The senses are strong enough to help us remember our experiences. For me every time the smell of fish hits my nose I will think of all the great experiences I had in Venice, Italy; a night walking around with a good friend and all the pigeons in the Piazza San Marco. The sound of bagpipes will always make me think of my Uncle who plays. Some experiences are so moving that it can create an alternative reality for an individual. An experience that happens again and again in an individual’s life can make them think that that is how life is, even when it is not.

In a way architecture is the only true reality in our lives and it is experienced differently. We try hard to make our buildings look better than our neighbors or to create an original building, but they all end up looking relatively the same. We spend more time on the details than we do on the over all idea. We, as architects, feel that the details are more important to help the occupants of the building to better understand what we where trying to do with the building. What is not realized by architects is that the overall concepts of the building are just as important as the details. The exterior elements help individuals decide on whether or not they like the building, it also helps with a decision to enter the building or not.

Humans experience a house differently than an office building or a sports stadium. One reason is because of why the space is created. The way you move through a house is different than the way you move through your place of work. The Experience is different. Your home would be considered more relaxing than your place of work but yet at the same time if you are having trouble with your

spouse or children or roommate(s) than your home could be just as stressful as your work place if not more. Your emotions or senses are tied into how you experience a space.

There are five senses that everyone knows and uses everyday. They are smell, touch, sight, sound, and taste. There are other senses as well, these ones could also be considered feelings or emotions. Have you ever been able to sense or feel that someone was watching you, like you could feel their eyes on you watching you even though your back was to them? For all the women it might be called women's or mother's intuition, there is just that sense or feeling that something just is not right. It doesn't necessarily have to be a bad thing, it could be a good sense but you still get the feeling or sense that something is just not the way it should be.

A sense that I would like to focus on is one that is good but when it is lost it is one of the worst feelings ever. This sense can be manipulated by our surroundings and change our experiences. This sense is mainly controlled by our mind. It sense is the sense of security. One of the most feared things in life is death. I believe it is because we are afraid of being alone. If you are one of the very few who have gotten use to being alone, because you have just lived your life like that, maybe death would not be feared it would be welcomed. How can an individuals life get to that point?

A sense of security is very important in life. Some of the major emotions in life come from a sense of security. When you love someone you must first trust them, but to trust them you must have a sense that you are secure with them. If you never have a sense of security with that person than how will you ever trust them? How will you ever love them? That is what I would like to change. There are some out there that do not have a chance to recapture their sense of security; those are the ones that I would like to help. Some children or teens have a physical home but it is not what you and I would think of as a normal home, it is not considered a home psychologically. It may be a place to eat and sleep but it is not considered home. That saying "Home is where your heart is", well it is true.

Not everything seems at is it should be. Sometimes you must look beyond what the element actually is before you can see the fear or the relaxation in it. But than sometimes you don't have to look beyond the element, you must just see the element. Take the dark; every child is scared of the dark. Why? Well some children think that there is a monster that will come out and eat them. What it really is, is the unknown. When you are not sure of something, do you hesitate with it or do you dive right in? For most people the answer is hesitate with it until you are partially sure and than you dive in. That is your sense of security taking over.

When you are not sure of something is there something that helps you feel more secure? Talking to someone, lying in bed with your blanket or stuffed animal, or is there a spot that makes you forget about what ever just happened? The thing that helps bring back your sense of security is your security blanket. For some their security blanket is a place, it is architecture. "For walls produce

and reflect fear as well as security.”<sup>4</sup> For the wall to bring security there must be a system. There must be something else than just the walls for someone to feel secure again. The esthetics must be just right for the environment to create a sense of security. The hard thing is to get it right for everyone because esthetic changes from one person to the next. Even as we get older just the environment alone change on us, we go from a play space when we are younger to an office space when we are older.

There is a whole world out there that looks at just designing for the mind, what the mind likes, and what it doesn't like. The overall term used for that is environmental psychology. There are a couple different subtitles under environmental psychology; some are Gestalt psychology, psychophysics, and landscape esthetics. All those deal with how the environment affects the mind. There are many things that are looked at under environmental psychology. There is light which can change the esthetic of the space by having a bright room compared to a dark room. There is sound which having a quite room has one effect one person but could have the opposite effect on another person. When you touch a space it could give a different perception to someone who is unable to see the space than a person with the ability to see. In some architecture there is taste like in *Willy Wonka and the Chocolate Factory*, there is the likable wallpaper and the eatable landscape.

You can also look at the differences in different architecture. Cathedrals and castles have two completely different senses, even if they are made out of the same materials there is still a different sense of security from both types of architecture, one is a true sense that you get from the mind and the other is a more physical sense you actually receive from the architecture. When you walk into the Cathedrals in Europe all you can do is look and have this sense of spiritual peace, sanctuary, or sense of security. Now there are many different senses of spiritual peace depending on what type of cathedral you are in gothic, roman, contemporary, or any other type. Even the tourists have an affect on your experience in the cathedrals. Notre Dame Cathedral has a completely different affect than the small little church in Ramchant, France done by Le Corbusier. Notre Dame is large with many tourist and electricity, you still get a sense of peace but it is not quite the same. There is a definite sense of God and all His angels, but you do not feel as close to them. The feeling is more because you know you are in a church and that is how you should feel.

Now the church in Ramchant is small with not electricity and does not have a regular mass schedule. When you walk in you are just taken back by the stillness. All the light is coming from the heavens or the few candles that are light. Even though there are many punchers through the walls there is no air movement, all the flames on the candles are perfectly still. When you talk you feel like you have to whisper so you wouldn't interrupt anyone in there even though it is just you. You have this overpowering warmth, you really feel like you could talk right to God. I was in one church, St. Mary's in Kilarny Ireland, that when I walked in I had this overpowering sense of security that it actually brought tears to my eyes. It was like I could just sit there and talk directly to God Himself or even to any relative I wanted to talk to, dead or alive.

You also have a different experience when it come to private spaces or public spaces. Your home verses the city as a whole. "The public domain provides many spaces for a wide range of additional functions and activities. Both planned and spontaneous, these uses together with access provide what can be described as the 'glue' that bonds people together as well as all the individual parts that make up the city."<sup>5</sup> The way you behave in public is completely different than the way you behave in private, unless there is some from of intoxication. The catch to that is that a public space can feel private if it is inhabited with people you know and feel comfortable with.

There are many ways to look at how a person is going to experience a space. No matter if the experience is good or bad it all comes down to the emotions that are tied into the sense of security for every individual. You could be in the most secure space in the world but if you do not feel or have a sense that you are secure than it does not matter how physically the space is secure. To get a true sense of security it all comes down to why and how the space was created, the experience of the space.

You are able to change the experience of the space through many ways, some I have mentioned above, light, sound, touch, and taste. You are also able to change the experience by the materiality of the space. By using material in one way can have a completely different experience than using the materials in another way. Combining certain material gives a certain experiences.

<sup>1</sup> For an Architecture of Reality, page 10

<sup>2</sup> Experiencing Architecture, page 9

<sup>3</sup> Experiencing Architecture, page 46

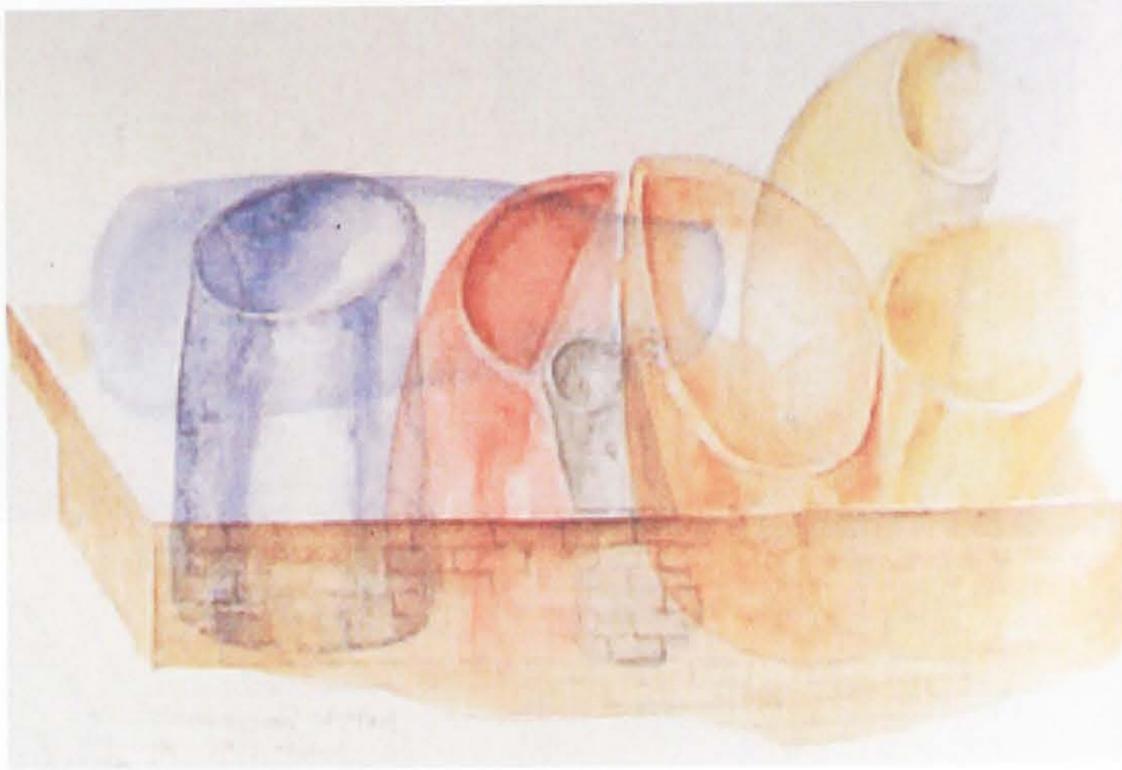
<sup>4</sup> Walls of Fear and Walls of Support, Architecture of Fear, page 102

<sup>5</sup> Architecture and the Urban Experience, page 3

# Chapel of St. Ignatius

Steven Holl

Seattle, Washington, USA



*The Seven Light Boxes: pulls the sight into the space to help with the feeling of spirituality of the space. Design started here.*

The church has always been a place for refuge, shelter, or sanctuary, what it has been in the past. Holl has a way of bringing the history of the church into the feelings you receive from entering into the space. By combining light and color into the chapel Holl has created the physical feeling of sanctuary. The chapel's design has combined spirituality with the physical world as well as the natural and the built landscape. Holl has also brought meaning into the architecture of the chapel.

The main focus of this chapel was to bridge the gap between artistry and constructability, the bridge has been gapped. Part of artistry is spirituality, which was combined wonderfully into a little chapel that has the ability for private meditation and communal reflection to happen at the same time. My only critique of the chapel is the oval windows in the entry doors. I do not feel that they go with the rest of the windows, which seem to be concentrated on the intersection of plains.



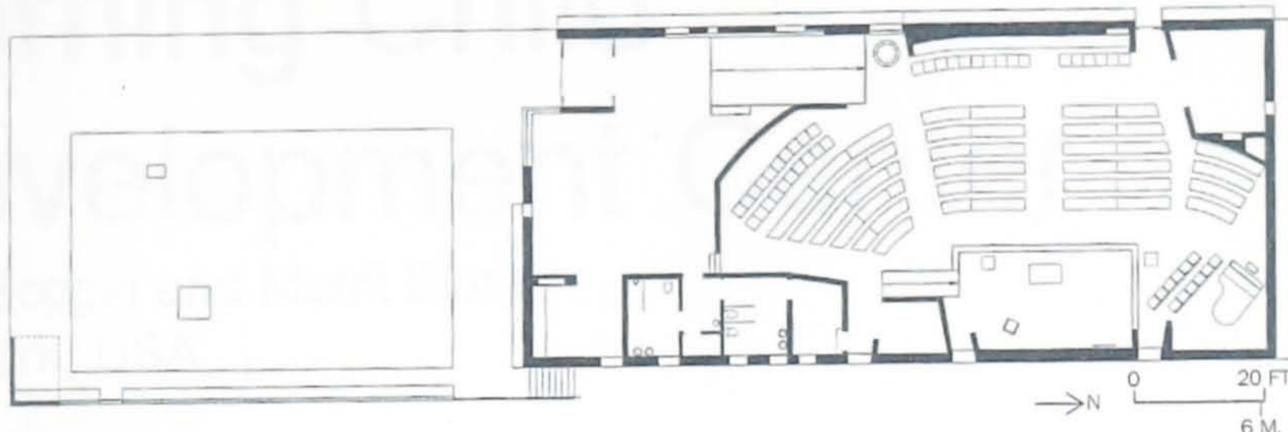
View of the entire site.



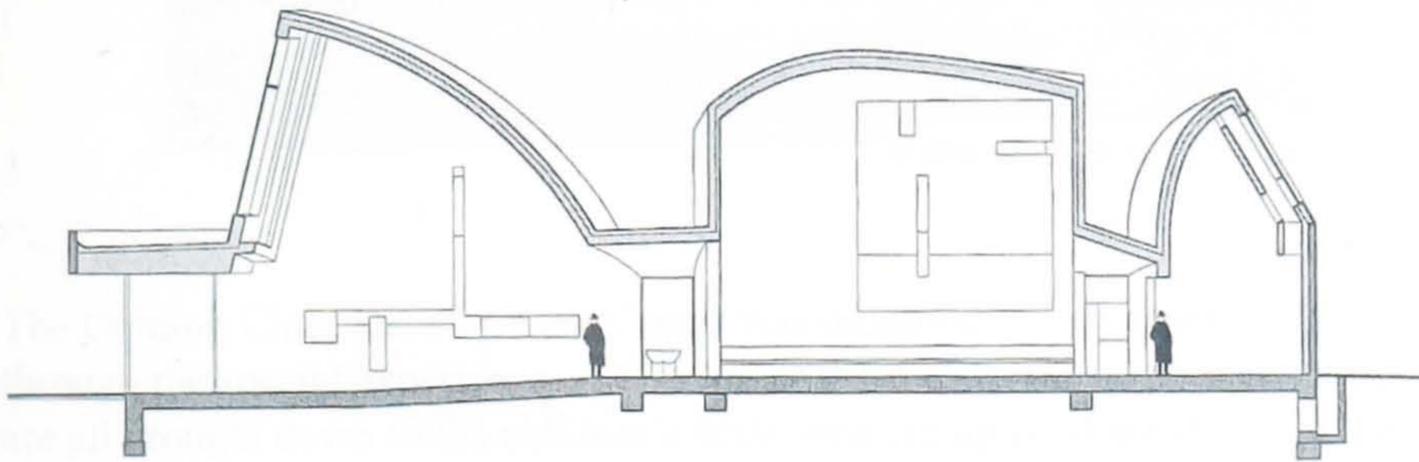
Site plan.

View of the entrance.

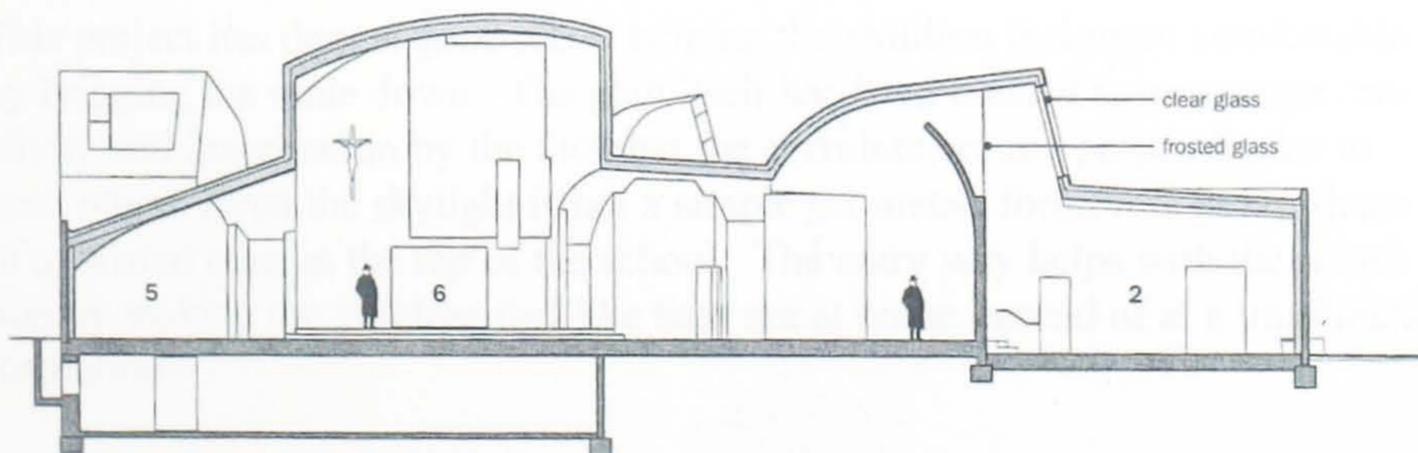




Floor plan.



Section.



Section.

# Corning Child Development Center

Mack Scogin and Merrill Elam  
New York, USA



View of the entrance.

The Corning Child Development Center was designed to help teach children through the special experience. The scale of the doors, windows, and fixtures are all brought down to the children's scale, everything is where they can feel more comfortable. Because the children feel more comfortable they will not feel overwhelmed by the space that would normally swallow them whole. The school helps transition the children from home to the traditional institution.

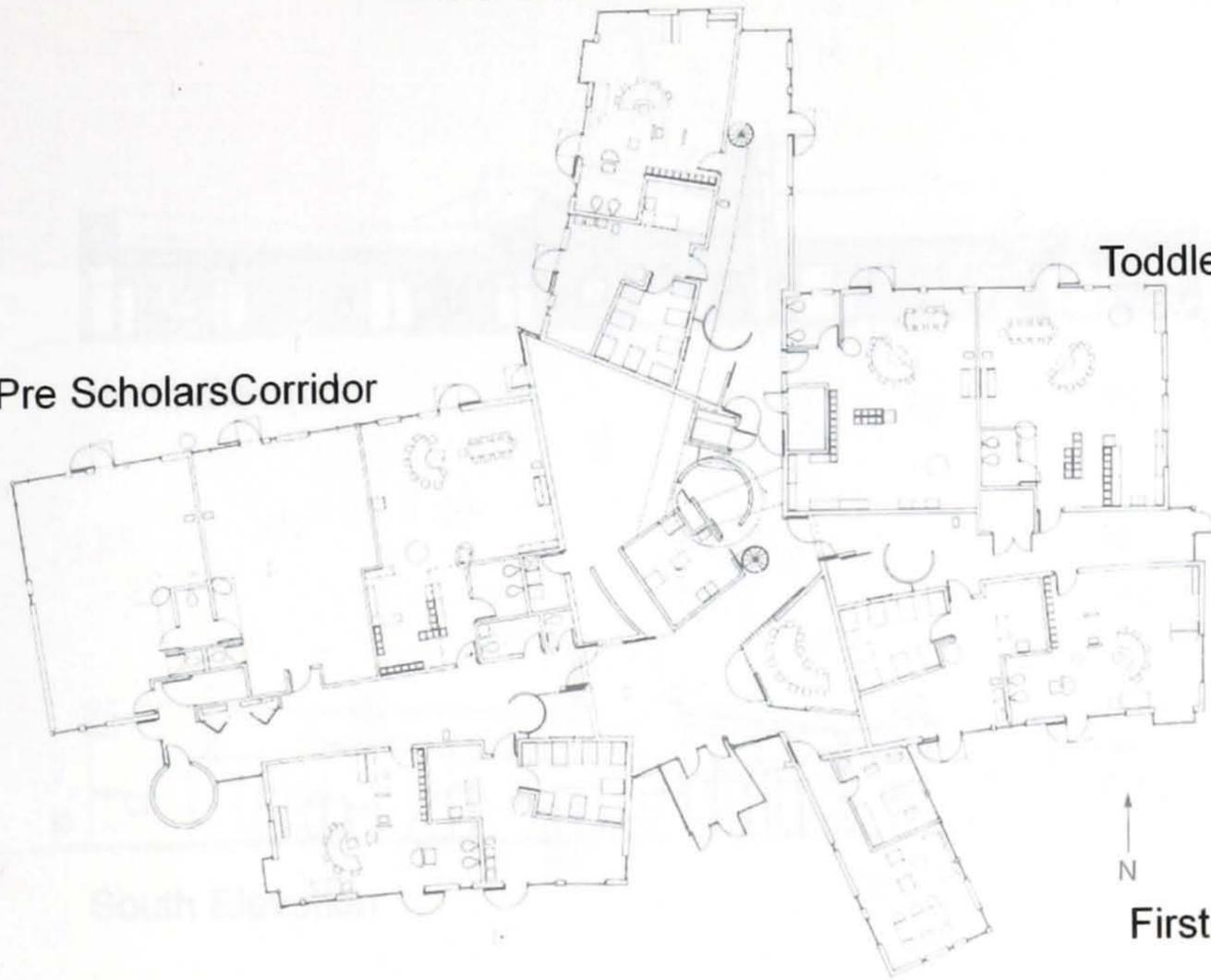
There are three corridors in the plan, infants play corridors, toddlers play corridors, and pre scholars play corridor. Each of the corridors "grows" with the child as they move from one corridor to the other. The Infant play corridor has one activity space while the toddlers and pre scholar's corridors have three activity spaces. The activity spaces in the pre schooler's corridor are bigger than the activity spaces in the toddler's corridor.

This project has done a good job at helping the children feel more comfortable by bringing the scale down. The plan itself has been created to encourage creativity and imagination by the fact that the corridors are not perpendicular to each other. Even the skylight is not a simple geometric form; it is in the shape of a twisted cone at the top of the school. The entry way helps with the transition by making the children feel like they are at home instead of at a traditional institution.

Infant Corridor

Toddler Corridor

Pre Scholars Corridor

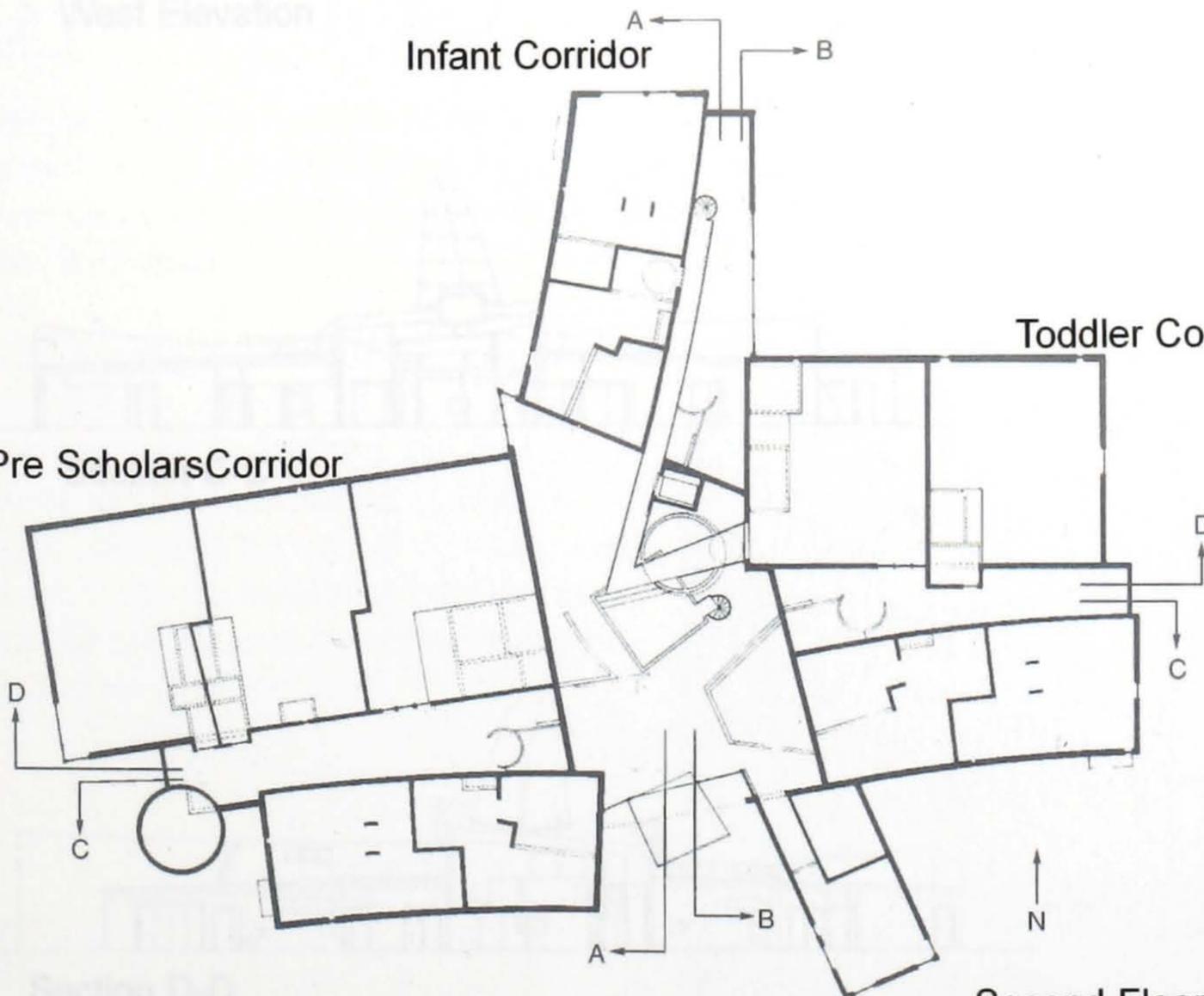


First Floor Plan

Infant Corridor

Toddler Corridor

Pre Scholars Corridor



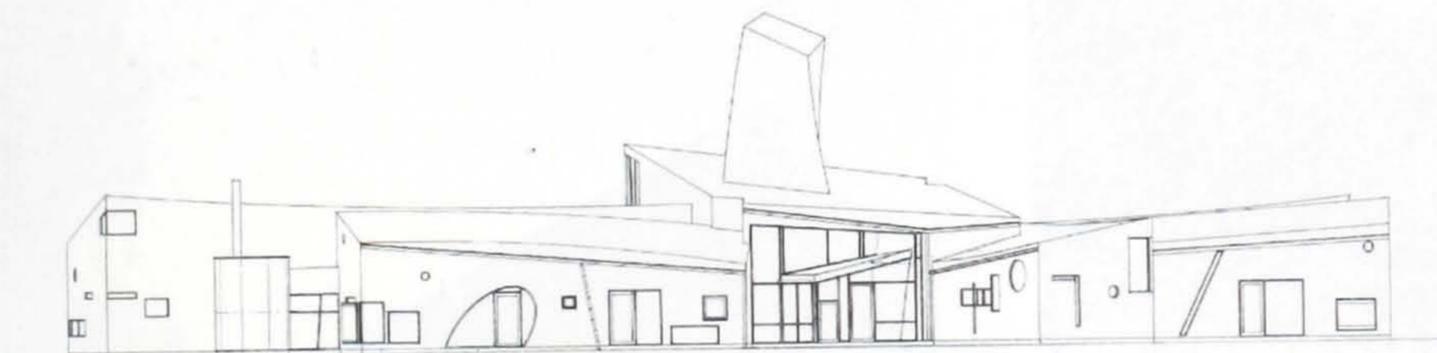
Second Floor Plan

# Rohrer Offices

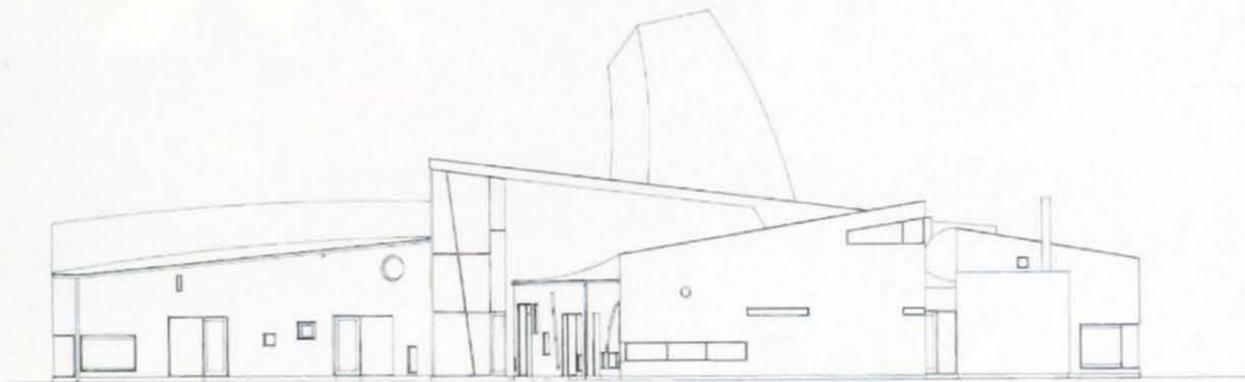
Baumschlager & Eberle Architects  
Friedrich Auerle



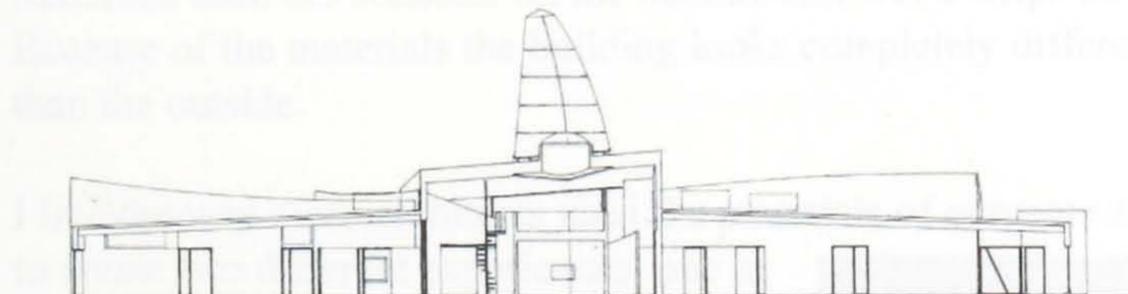
North Elevation



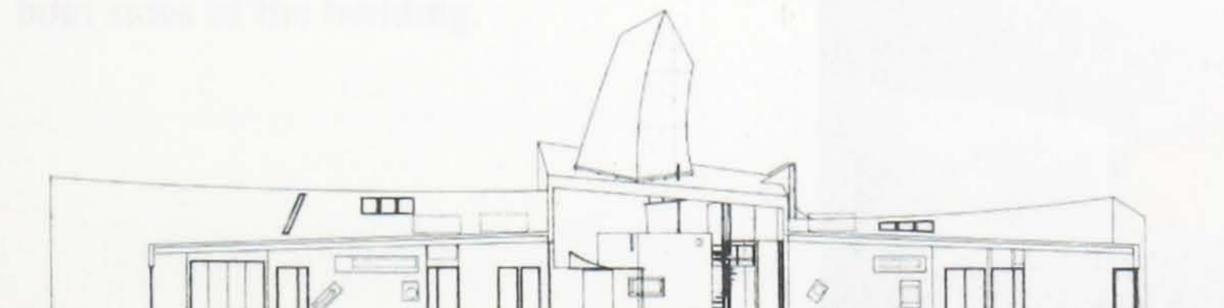
South Elevation



West Elevation



Section C-C



Section D-D

# Rohner Offices

Baumschlager & Eberle Architects  
Fussach, Austria

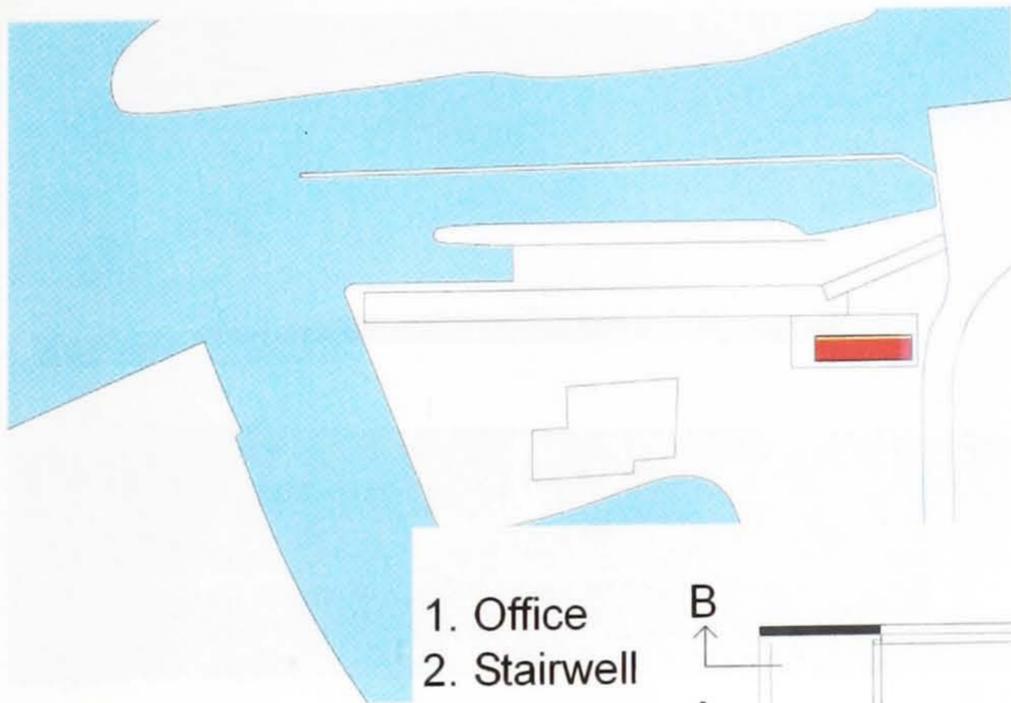


This project was chosen because of the materials as well as the cantilever. The Materials used are concrete on the outside and wood strips on the inside. Because of the materials the building looks completely different on the inside than the outside.

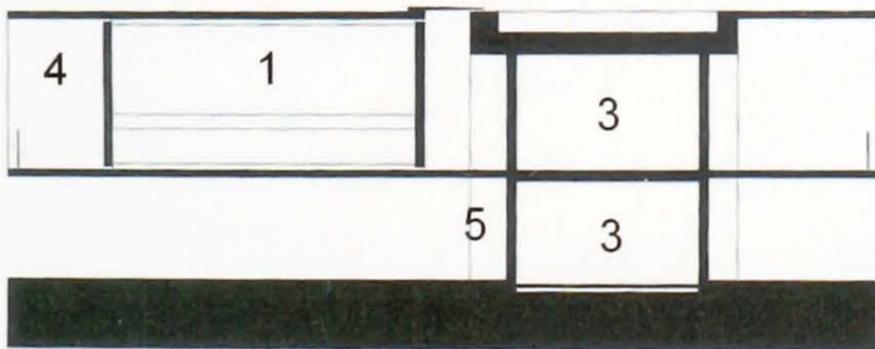
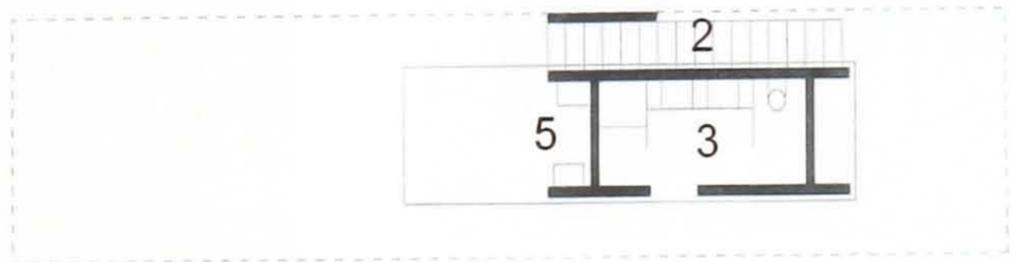
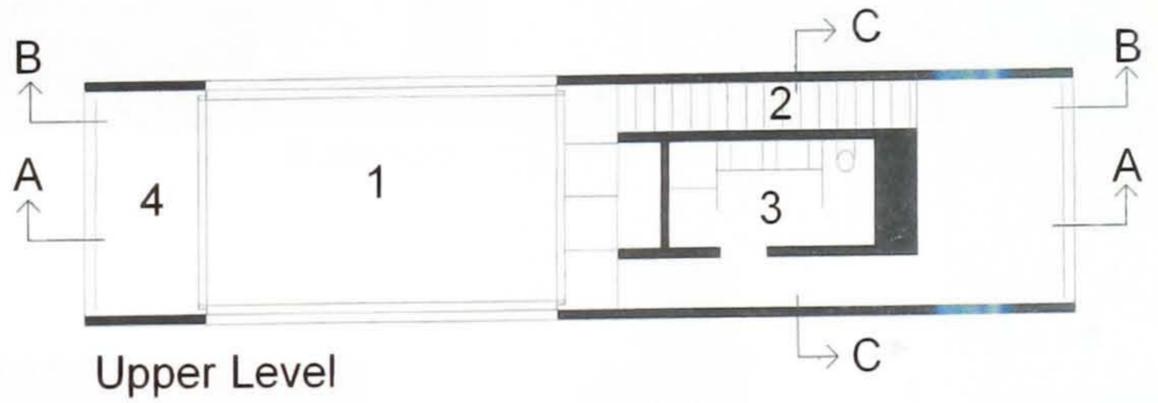
I like the way these architects used the materials of concrete and wood together to create two different experiences, one as you approach the building and the other when you enter the building. There is a large amount of daylight that is able to be brought into the building by the two ends and the two strips of glass that run down both sides of the building.



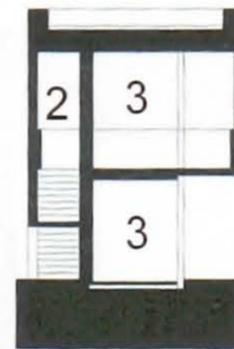
strip window



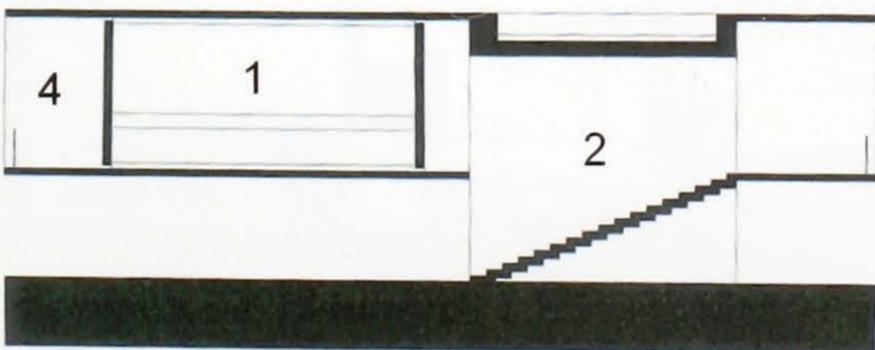
- 1. Office
- 2. Stairwell
- 3. Bathroom
- 4. Balcony
- 5. Storage



Section A-A



Section C-C

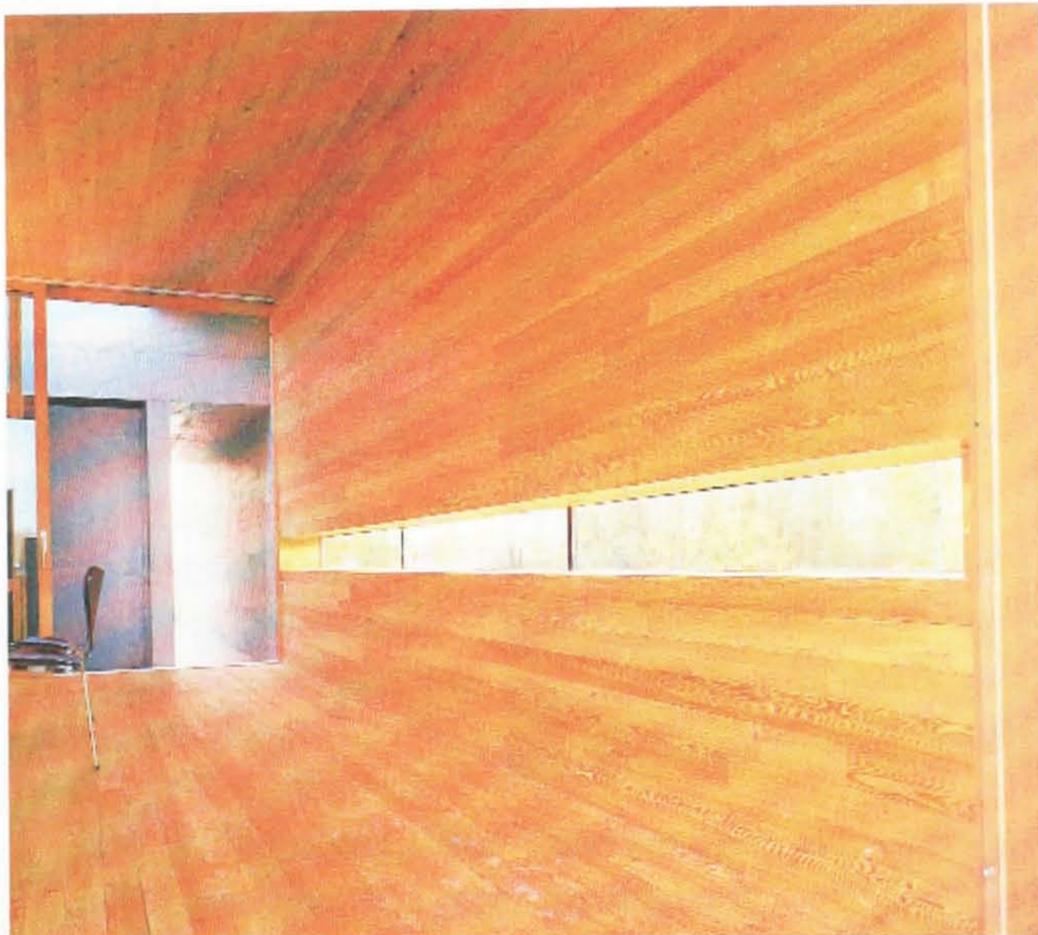


Section B-B

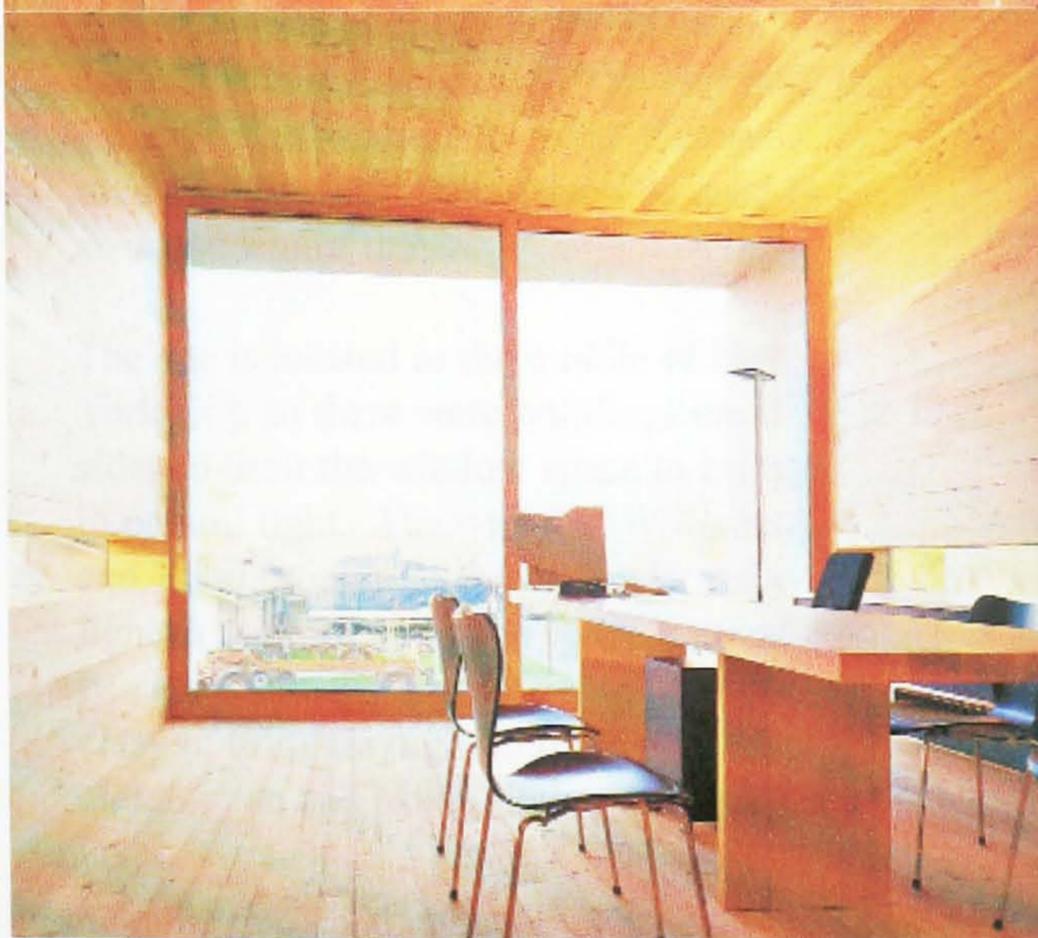
- 1. Office
- 2. Stairwell
- 3. Bathroom
- 4. Balcony
- 5. Storage



Exteriors



Interiors



# American Folk Art Museum

Tod Williams Billie Tsien Architects  
New York City, New York

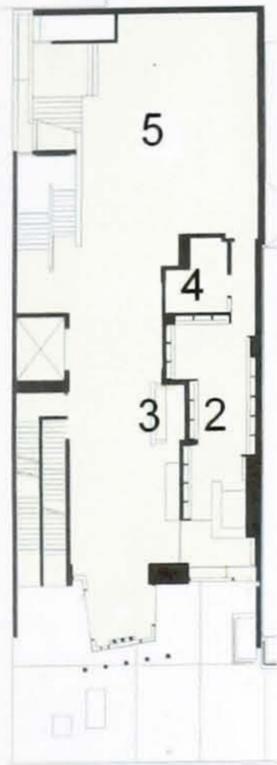
This project is important because of the materials used and all the open spaces, vertically and horizontally. The main material used, in many different ways, on the inside of the museum is concrete. Also in this building is a range of open spaces. The vertical open spaces help bring natural light into the building.



Tod Williams and Billie Tsien are great at using concrete, and other materials, in different ways to create different experiences. In this museum every gallery has a different experience from the materials used either to hold the artifacts or used in an architectural fashion.

The site is located in the middle of New York City so there were buildings on all sides to limit the window space to bring in natural light. The way that Williams and Tsien brought in daylight was a skylight in the roof and open space vertically. They also put a glass pyramid at the entry to bring daylight into the offices, classrooms, and library below the ground level.

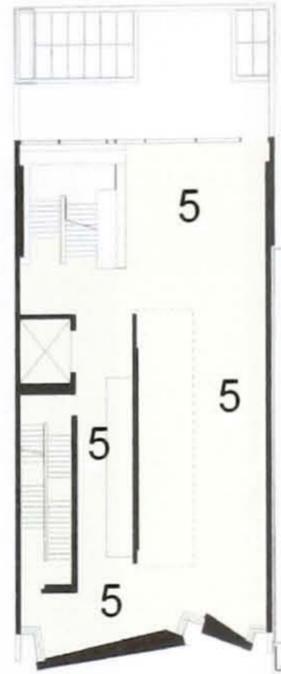




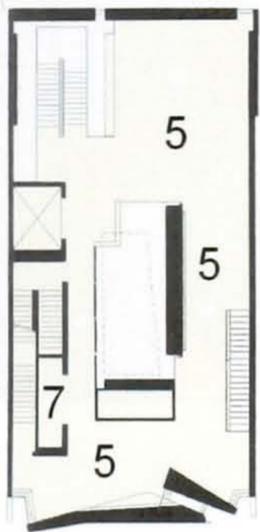
First Floor



Mezzanine



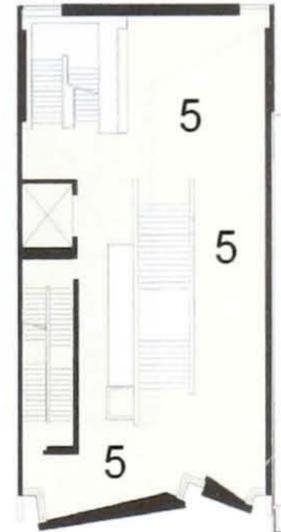
Second Floor



Third Floor

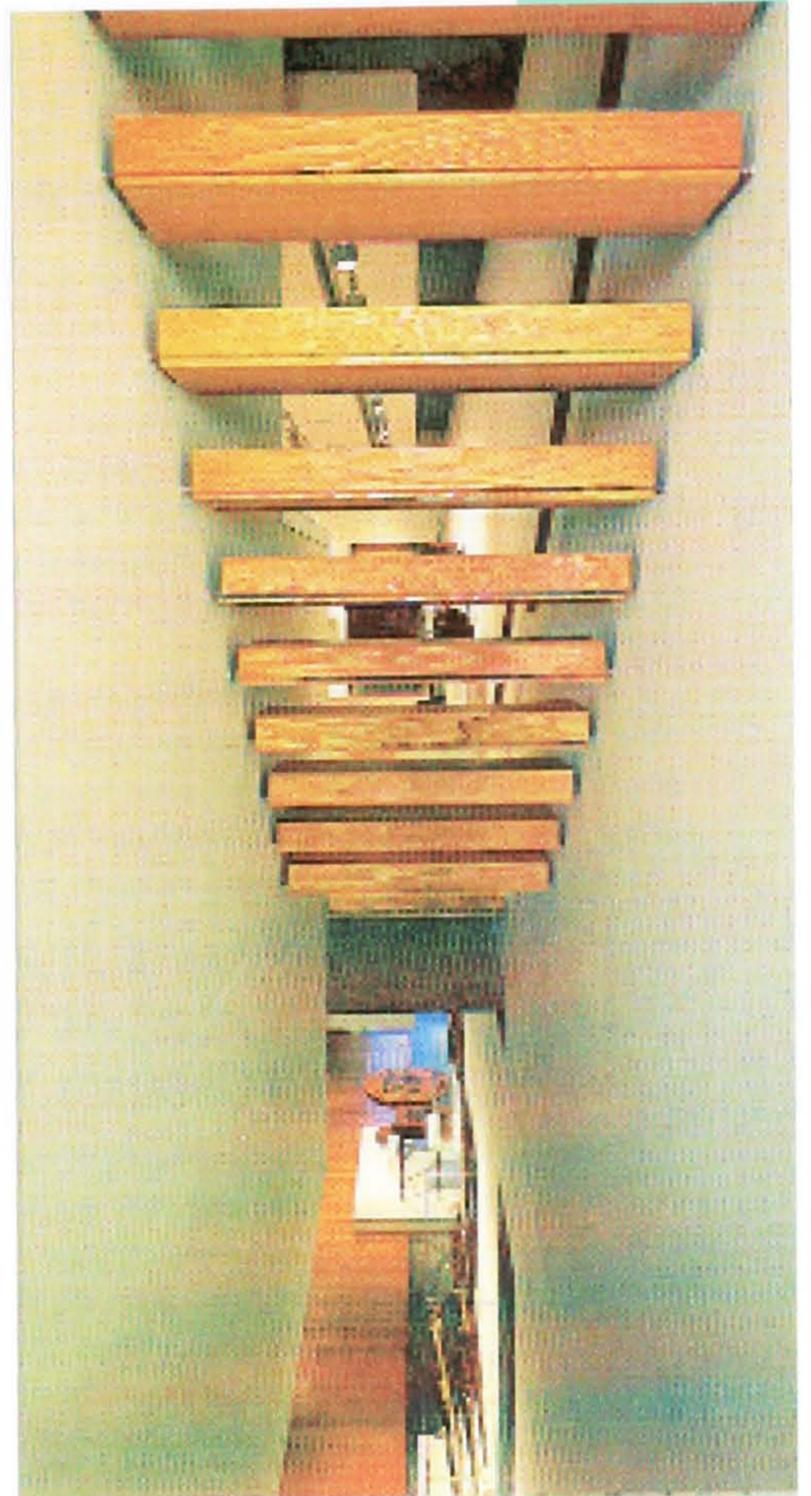


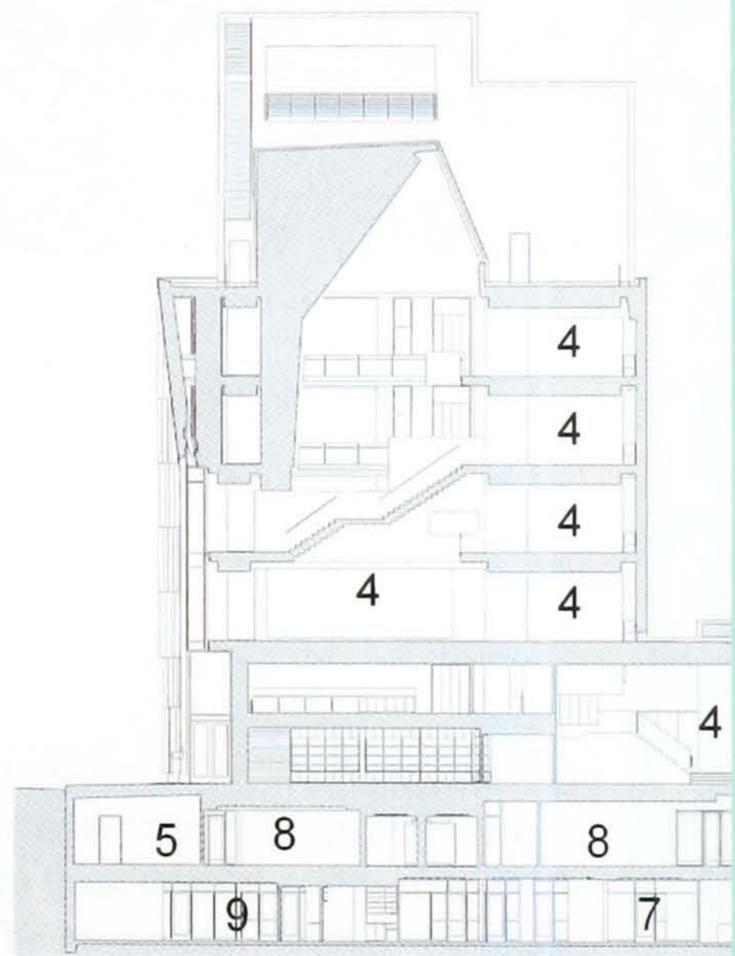
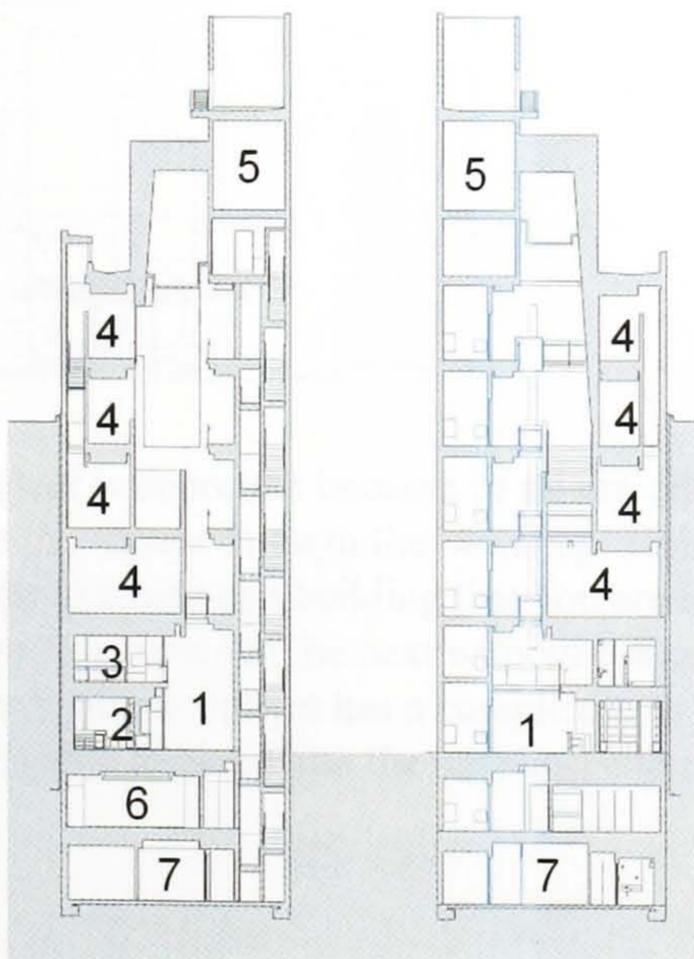
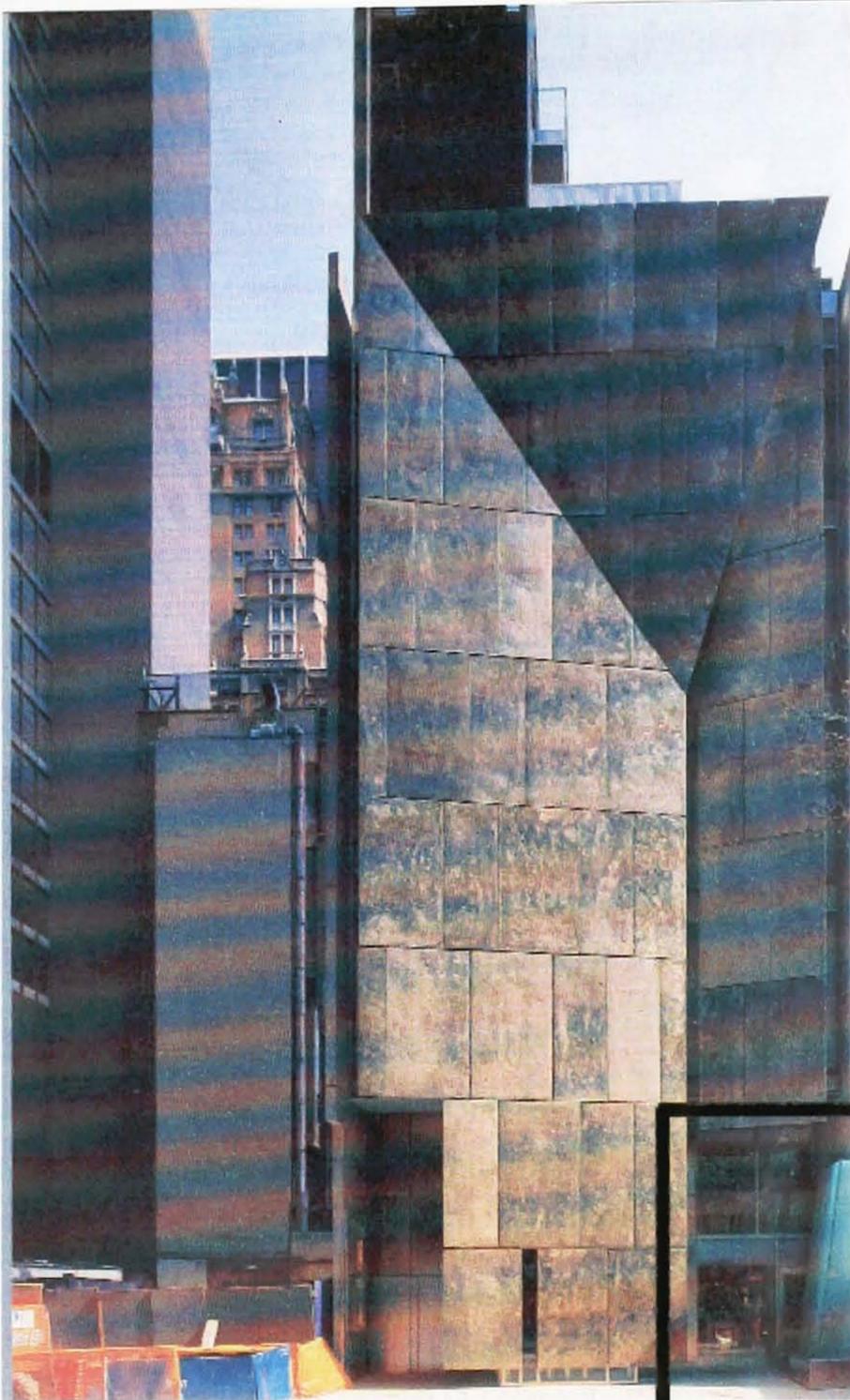
Fourth Floor



Fifth Floor

- 1. Lobby
- 2. Store
- 3. Reception
- 4. Office
- 5. Gallery
- 6. Cafe
- 7. Janitor



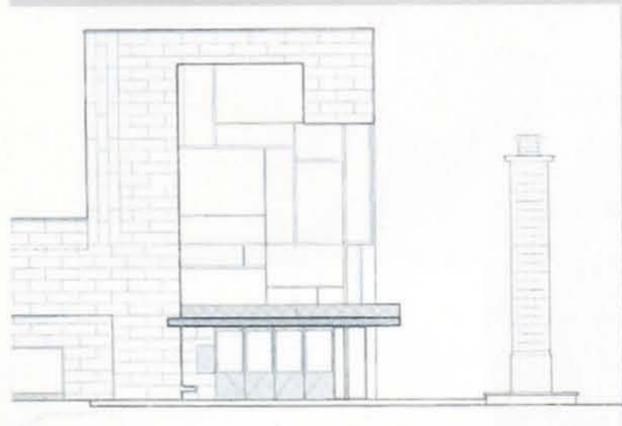


- 1. Lobby
- 2. Store
- 3. Store
- 4. Gallery
- 5. Mechanical
- 6. Auditorium
- 7. Office
- 8. Classroom
- 9. Library

# Cranbrook Institute of Science Addition

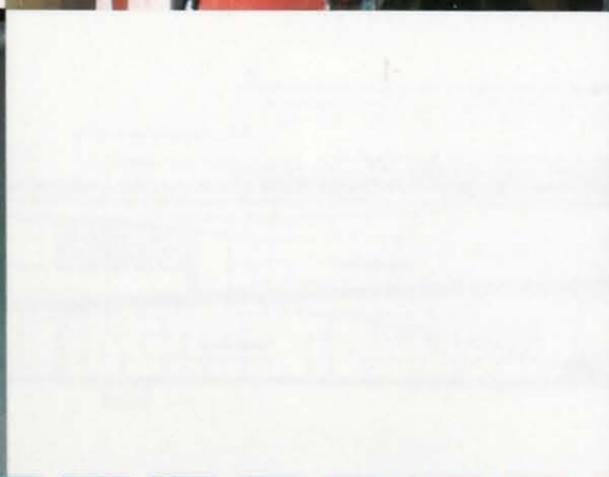
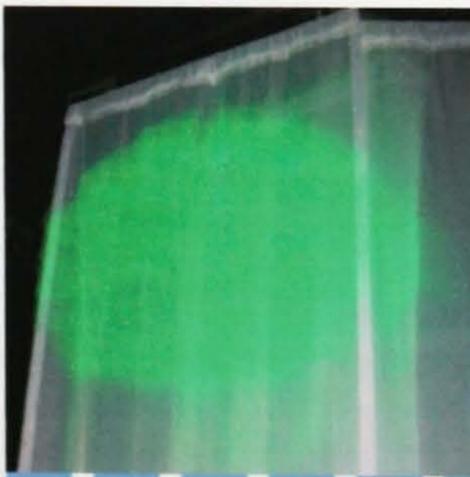
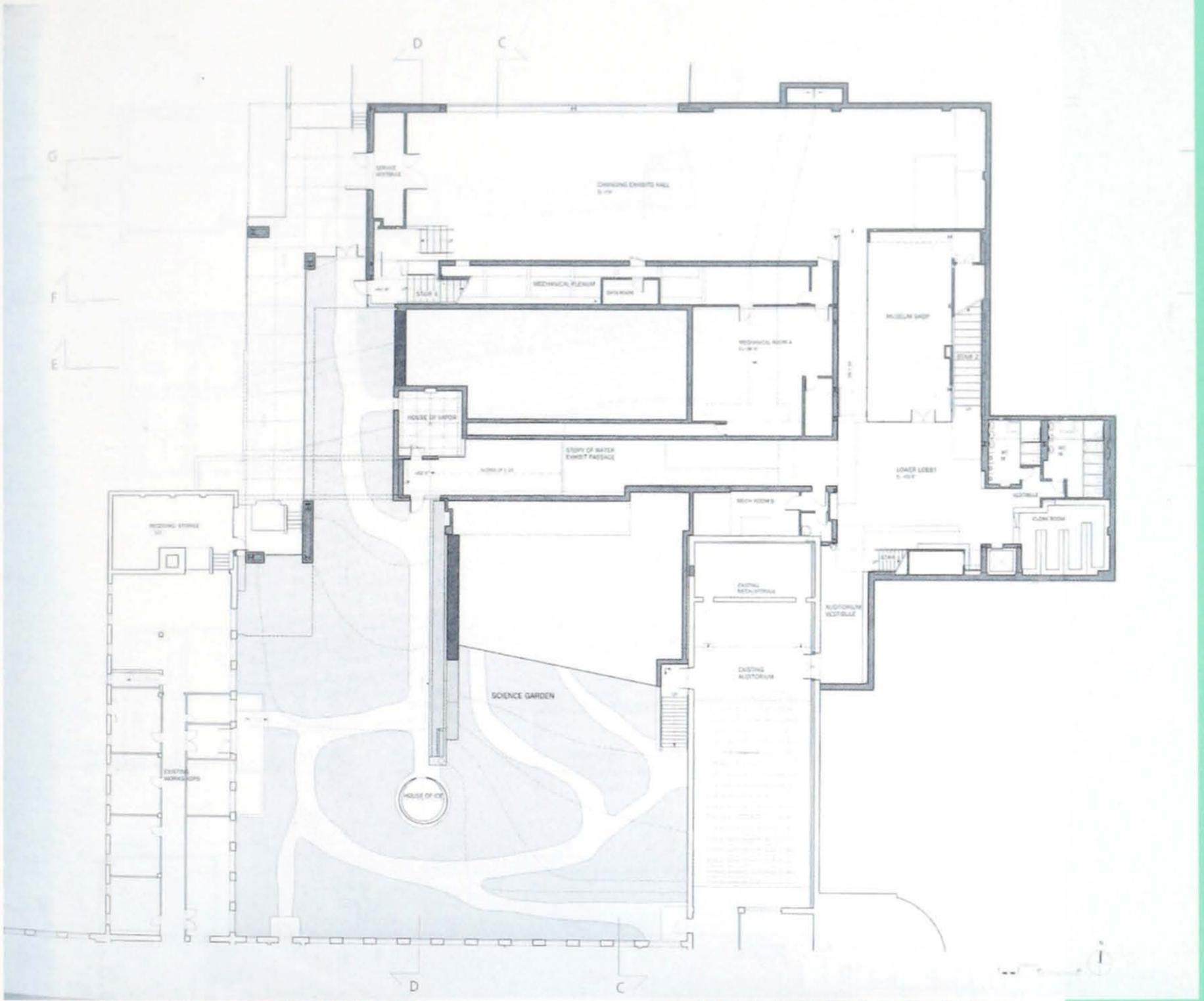
Steven Holl

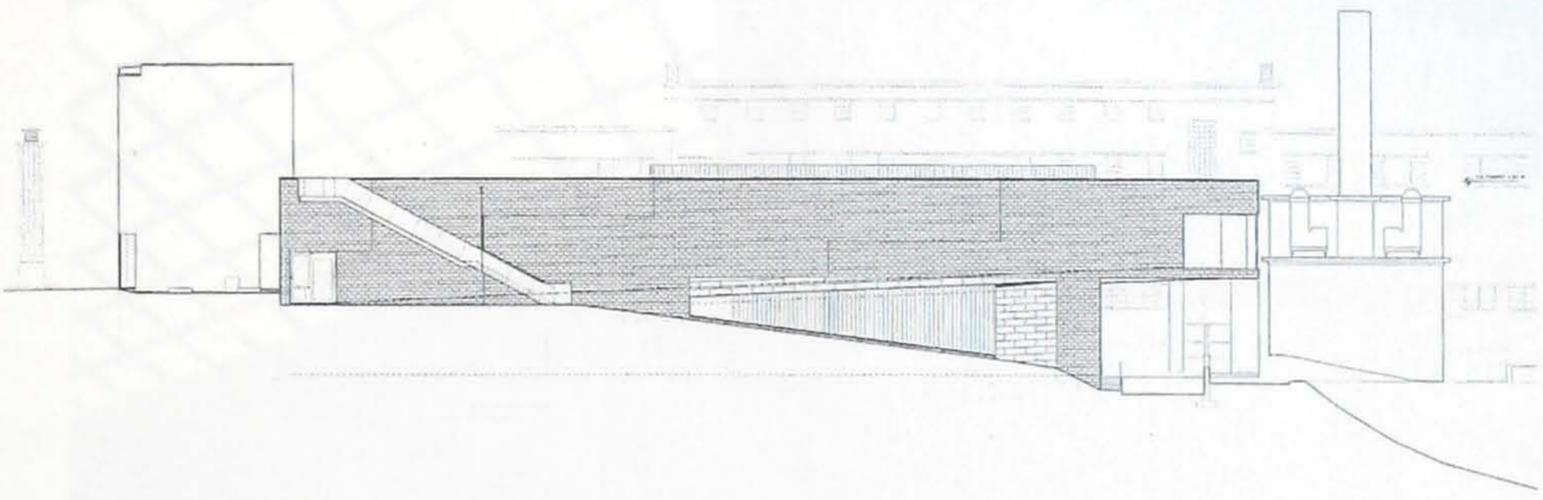
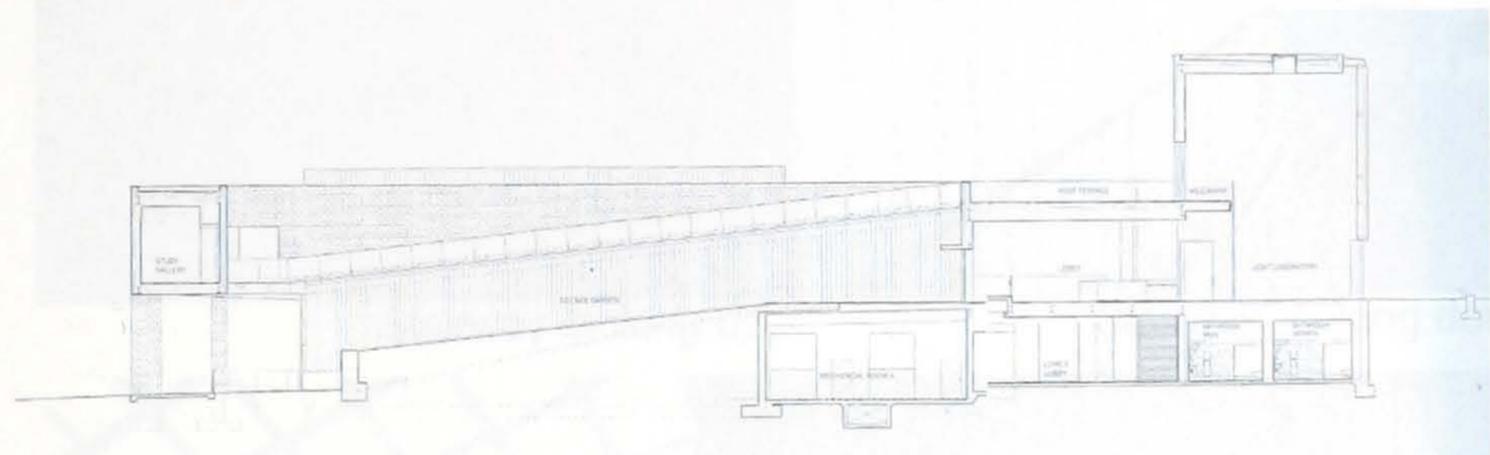
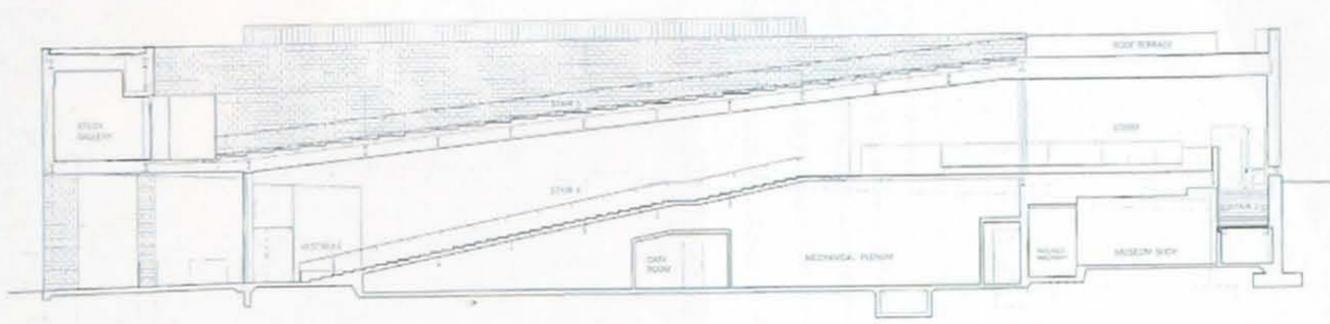
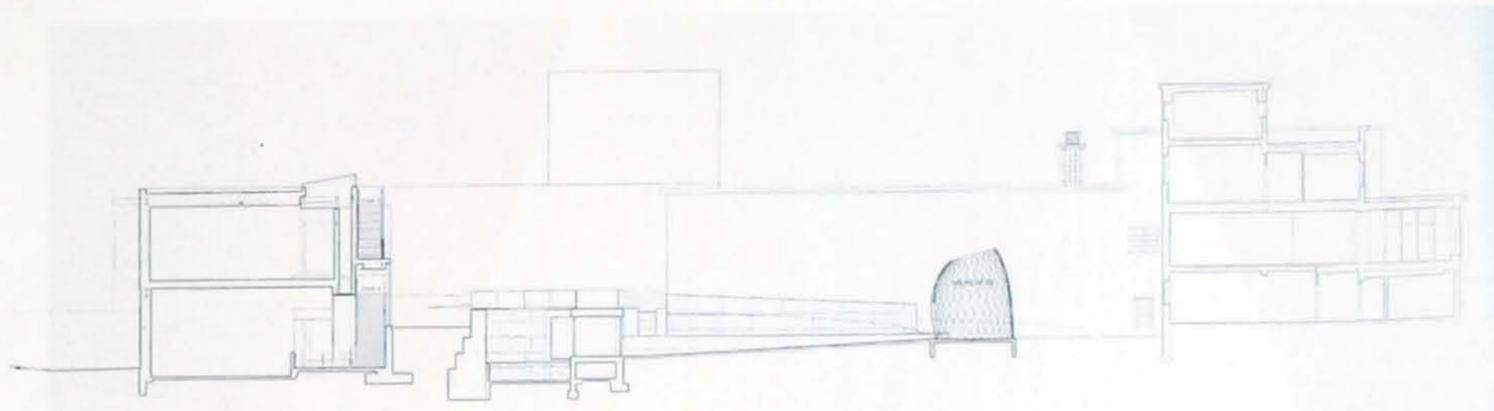
West Bloomfield, Michigan



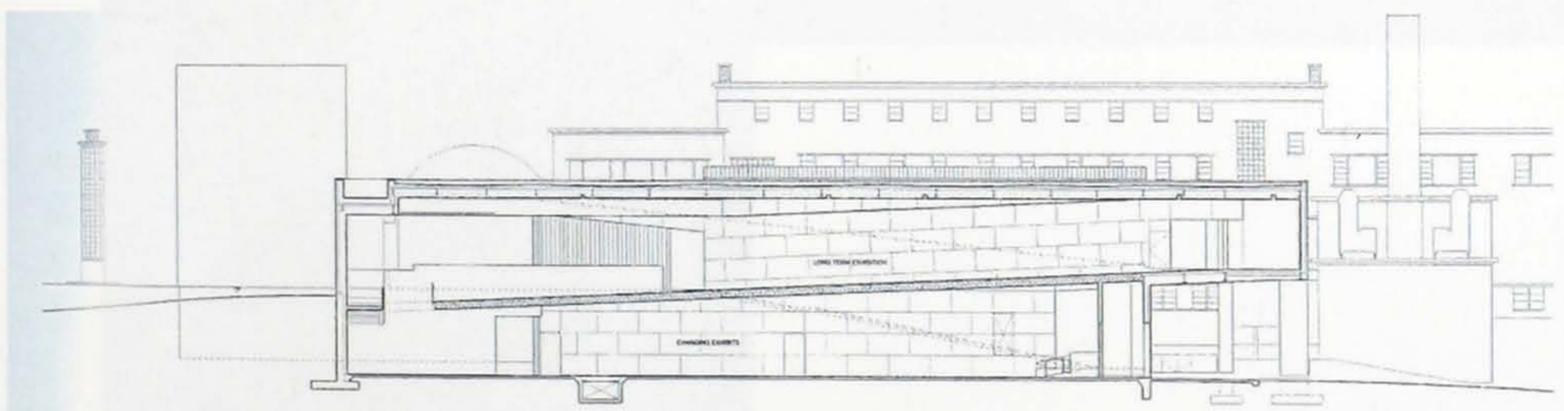
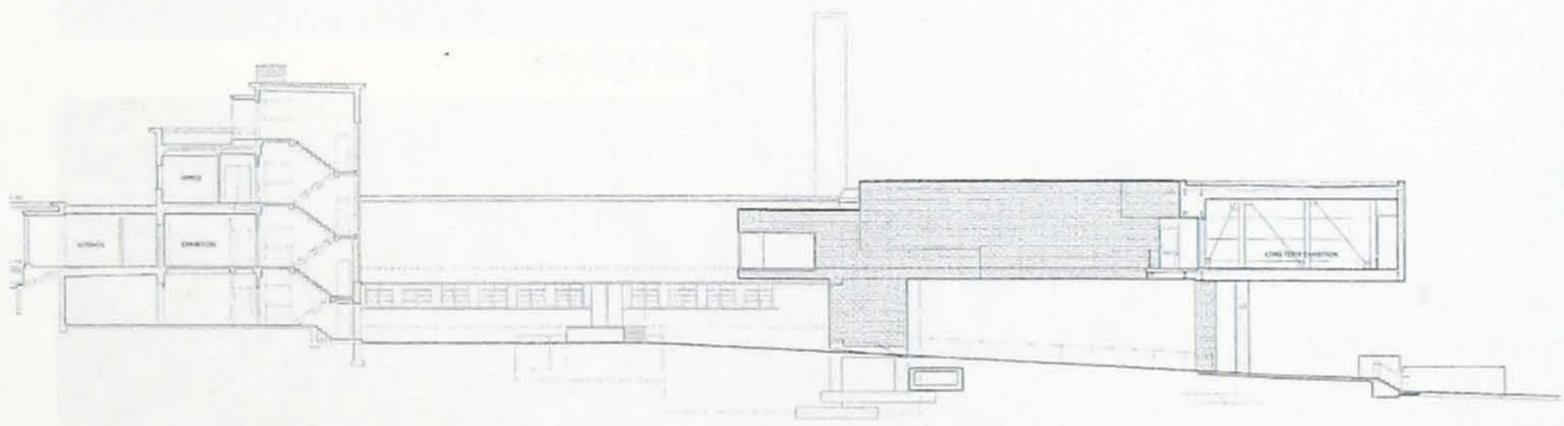
This project is important because of all the different experiences that were created along with the movement through the building. Holl was able to combine the architecture and landscape to create one building that you are able to just flow through. You seem to go from one experience to the next without realizing it. The movement through the building is very simple but yet has a complexity to it. Each space has its own individuality but yet is able to blend into the next space to create a flowing experience.

PRECEDENT ANALYSIS



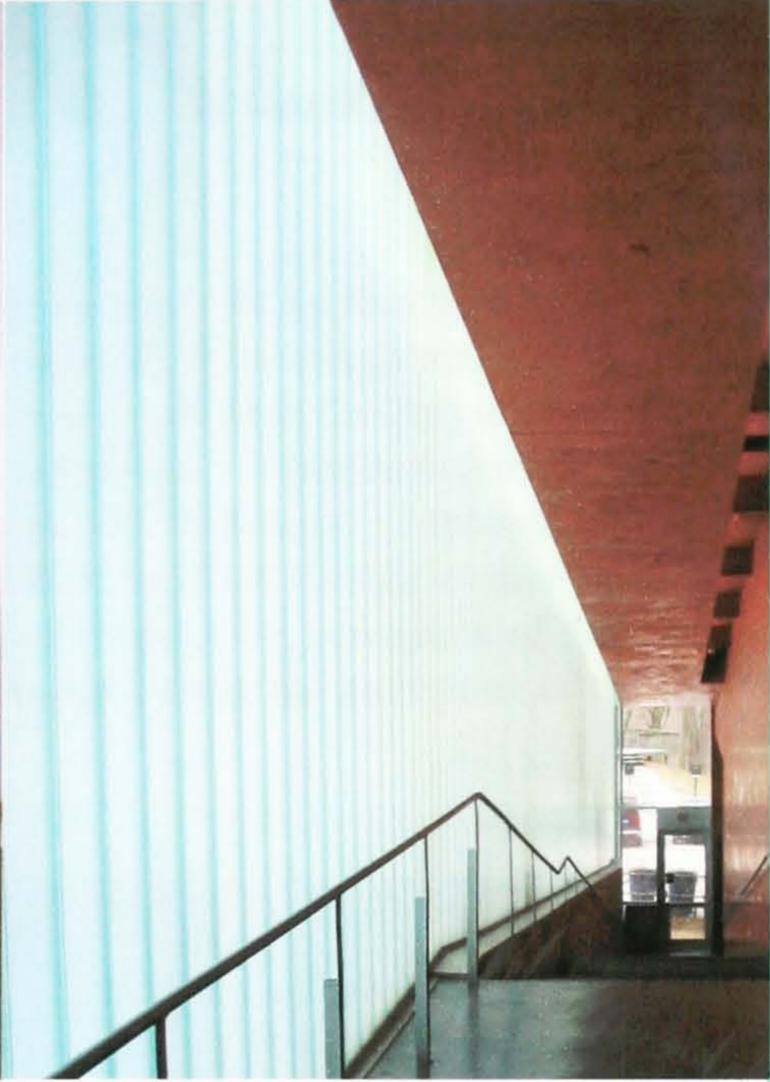


**SECTIONS**





Stairway looking up



Stairway looking down



Skylights



Ice cage

# A THIRD SKIN

I took a few different images and tried to create an architectural experience from them. I started looking at the “betweens” of the image and how they could start to create an architectural experience. I started by looking at the image in a way that would help me see the “betweens”. From that study I started to pull the image up to architecturally create the “betweens”. I thought about how the body could be related to the architecture and how it could change through scale. How could the scale of the body change the perception of the landscape? How could the scale of the landscape change the perception of the body?

FIRST IMAGE:



MODEL



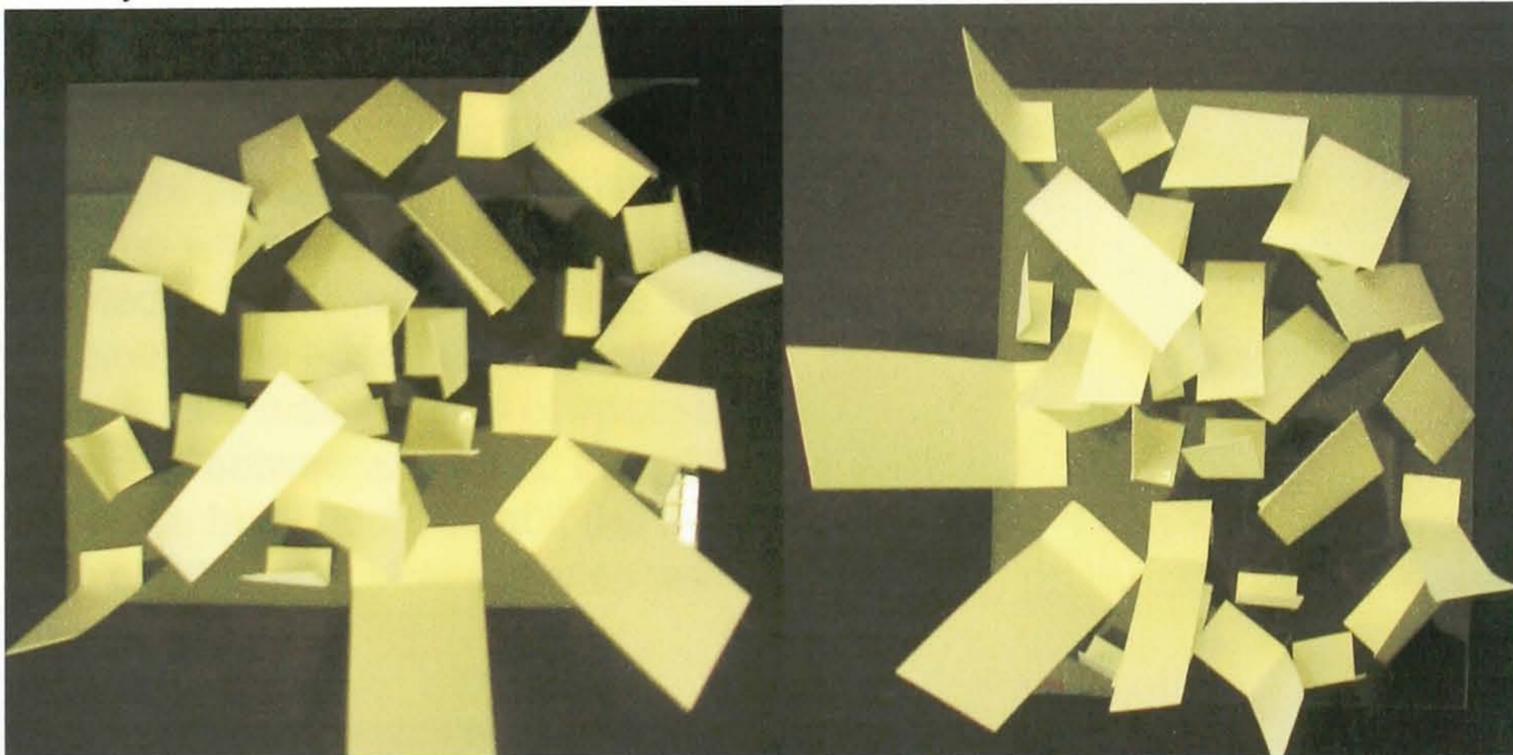
What was done was to just try and create a 3D object of the image. The image was literally pulled up to create the 3D object. I tried to imagine how the body could integrate with the 3D object, how the paper could come up over the body and create a certain experience.

SKETCH PROBLEM

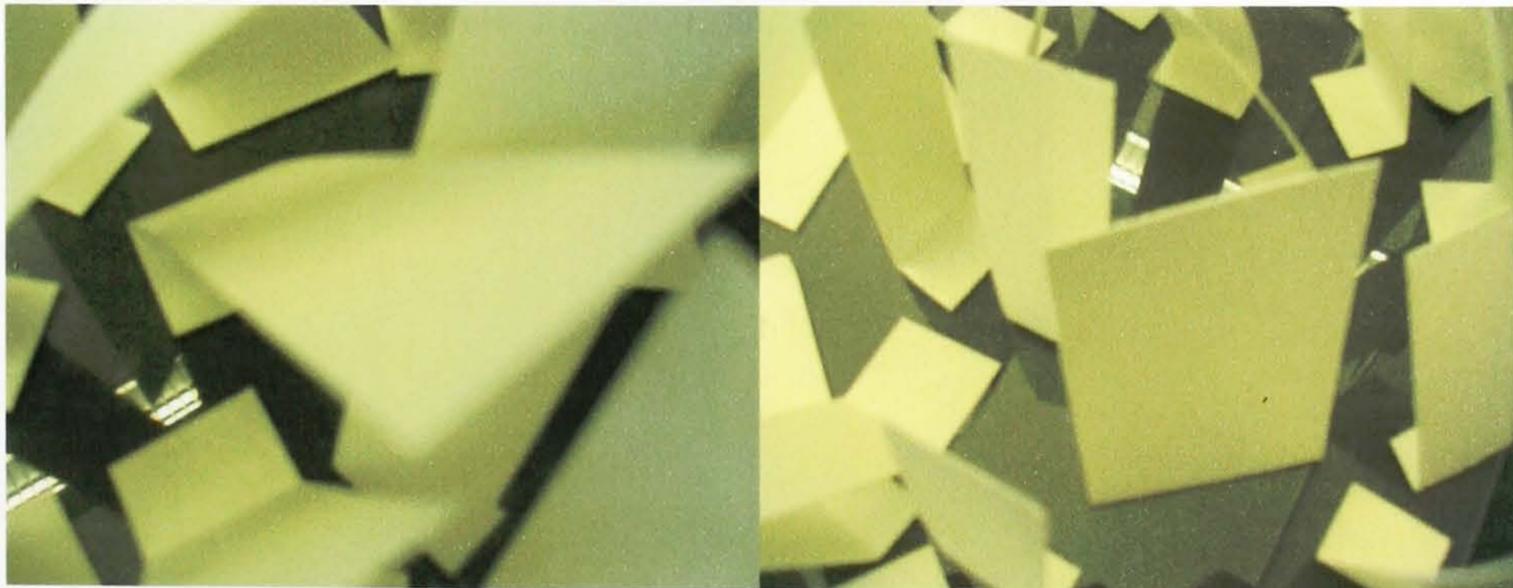
SECOND IMAGE:



try one



This was a literal try at making the image 3D. I pulled up all the different size vertical plains to create the what the experince of the image could be.



try two



This drawing was a way at looking at the “betweens” of the image. I shaded in all the dark areas of the image and left the light area white.



From the “betweens” drawing I tried to create a 3D object of the drawing. For this model I pulled up the white areas of the drawing and then created different “between” area by pulling some of the edges up even more. What was created was a series of spaces created from the “betweens”. I also thought about how the body could inhabit the spaces that were created and what experiences could be experienced.



The images and models were a different ways at looking at "betweens". To go along with the images and model I reiterated a story that I had heard in the past, I think it came from a TV show. It is all about different "betweens" that are in our world and what could be in those "betweens". This story is just another way at looking at "betweens" and helping me try to create a different experience of those "betweens".

***BETWEENS, a story of what they are and what could be in them***

*There are places that some believe to be the holder of evil. These places are called Betweens. Betweens are feared by witches, fairies, and other considered to be on the good side. But there is one evil that calls Betweens home, they are little Gremlins. Now the Gremlins take what ever passes through the Betweens for the simple reason of "because they can". Betweens are where there is space or time that overlaps, where it can be considered two things at once. Some examples of Betweens are windows sills, midnight, and thresholds.*

There are people out in the world, Detroit to be more specific, that have lost a sense of security in their lives. It could be because they are being abused (emotionally, mentally, or physically), they ran away, or they just don't trust the world anymore. I would like to focus on the ones who have run away. Why do people run away? Well, there are many reasons why. I think it all comes back to one thing though, they have lost their sense of security. I would like to create a space that could help the ones who have run away.

One of the most important components of this "space" would be the sense of security. The users of the "space" would need to be able to be relaxed, comfortable, and feel secure. Everything that the users will need should be convenient to them so they won't feel helpless. All the assistance that they would need should be where they can get to it easily. Some of the assistance that might be helpful for runaway's would be a place to stay, a tutor or teacher, and possibly a counselor or a therapist.

The major goal of this program would be to create a sense of security and with that help the users of the "space" feel more secure with themselves. Using the architecture, the landscape, and the between's I would like to create an experience that would help relax and secure the users the "space". The experience will be created by not just one sense but all of the senses, sight, sound, smell, taste, and touch.

The main action that will be incorporated into my building will be the interaction between things. One of the major interactions will be between the users and the architecture. The interaction between the users and the architecture would be through sight, sound, touch, smell, and taste (maybe lick able wall paper like in Willy Wonka and the Chocolate Factory). Through each of the senses there will be a calming stage, where the user will lower their personal walls of defense and let certain people help them. Some of the interactions would be being able to be "in" the architecture, where the wall becomes a bench and the floor. I would like the users to experience the architecture, not just see it and be within it.

Another interaction would be between people, how the users of the building interact with the ones giving the assistance. What type of barriers, if any, will be between the users and the giver of assistance? There will definitely be one barrier that will be the most challenging to overcome: the mental barrier of the user of the building. To help overcome the mental barrier will there need to be any physical barriers that need to be put in place to protect the user of the building, the giver of the building, or anyone else that would come in contact with the building? The barriers

would start to become part of the interaction of the users of the building and the architecture.

The other major interaction would be between the landscape (what already exists around the site) and the architecture. How will this create a "space" and experience that will be helpful for the user of the building? Will the barriers be the interaction between the architecture and the landscape? Can the landscape become the architecture and vice versa? If so I will need to engage the architecture and landscape as one and create an experience through the senses that can create a sense of security for anyone who interacts with the architecture.

One of the major considerations in site location would be convenience. The convenience to all the assistance, possible public transportation, major freeways and/or roads, and just the everyday conveniences (like grocery stores and gas stations). There would also need to be ample space for indoor and outdoor activities, which would include play areas, place to sit and read and a possible mediation/quiet place. There should also be ample space for parking.

**Temporary Housing:**

|                                                |                            |
|------------------------------------------------|----------------------------|
| Bedrooms - eight                               | 160 sq. ft each (bedroom)  |
| four                                           | 72 sq. ft. each (bathroom) |
| sleeping                                       |                            |
| reading a book/magazine                        |                            |
| relaxing                                       |                            |
| clear mind before going to bed                 |                            |
| listening to the radio                         |                            |
| including bathrooms one for every two bedrooms |                            |
| Living room - three                            | 900 sq. ft.                |
| watching television                            |                            |
| listening to the radio                         |                            |
| reading a book/magazine                        |                            |
| talking with others                            |                            |
| working on the computer                        |                            |
| playing games                                  |                            |
| (home)work                                     |                            |
| Dining room - one                              | 1000 sq ft.                |
| eating                                         |                            |
| conversations with others                      |                            |
| (home)work                                     |                            |
| listening to radio                             |                            |
| playing games                                  |                            |
| reading a book/magazine                        |                            |
| Kitchen - one                                  | 300 sq ft.                 |
| eating                                         |                            |
| preparing food/cooking                         |                            |
| conversations with others                      |                            |
| Meeting Area - four                            | 600 sq. ft                 |
| meeting as a group                             |                            |
| reading                                        |                            |
| conversations with others                      |                            |
| (home) work                                    |                            |
| playing games                                  |                            |

**Teaching/Tutoring**

|                                                        |            |
|--------------------------------------------------------|------------|
| Office- three                                          | 100 sq ft. |
| private conversations                                  |            |
| checking exams, papers, and homework                   |            |
| Classroom - five                                       | 500 sq ft. |
| reading as a group                                     |            |
| explaining math, government, English, literature, etc. |            |
| examinations                                           |            |
| helping to write papers,                               |            |
| studying                                               |            |
| research                                               |            |
| using the computers                                    |            |

## **Therapy/Counseling**

- Office - three 100 sq ft.  
looking over files  
filling out and filing files  
talking with doctors, police and social workers  
research previous cases
- Room for therapy/counseling - three 150 sq ft.  
conversations about the patient: their fears, goals, how to achieve them,  
how to get over fears, feelings, etc.

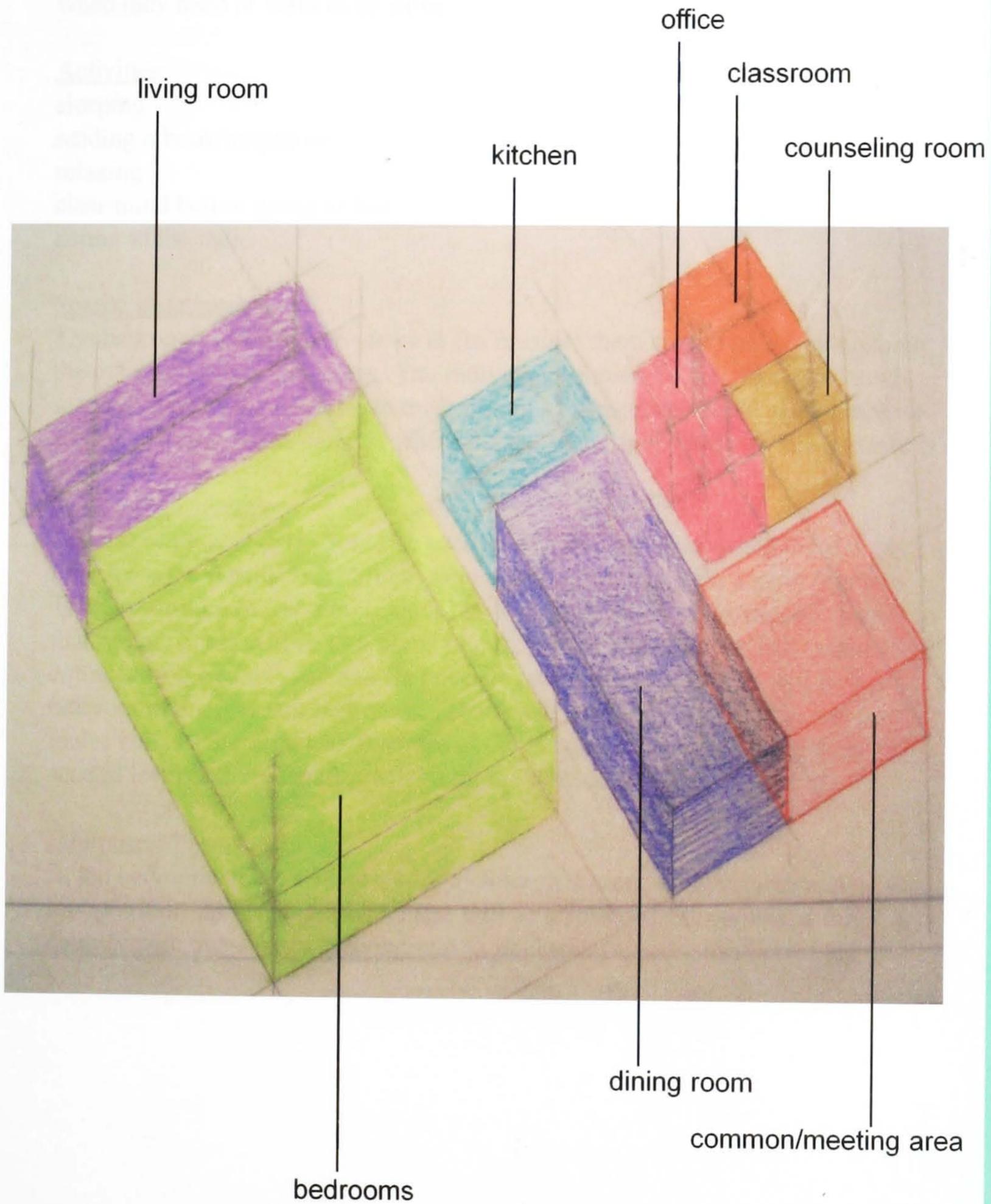
## **Mechanical**

The mechanical space should be about 10% of the total square footage.  
Total square feet is about 6000, so the mechanical would be about 600 square feet.

## **Outdoor Space**

The outdoor space will be small because the site is right across from a public park. The space would be no more than about 1000 square feet of total private outdoor area.

This is one way that all the areas could be placed. The areas are placed together in a way that I feel help group common activities. The middle group would be considered the public group which includes common/meeting area, dining room, and kitchen. The group on the right would be consider a private public area which includes two offices, a classroom, and a counseling room. The group on the left would be considered a private area which includes the bedrooms and a living area.



## Temporary Housing

| <i>Space Name</i> | <i>Capacity</i> | <i>No. Units</i> | <i>NSF/Units</i> | <i>Total Net Area</i> |
|-------------------|-----------------|------------------|------------------|-----------------------|
| Bedrooms          | 1               | 10               | 160 sq. ft.      | 1600 sq. ft.          |
| Bathrooms         | 1 at a time     | 5                | 72 sq. ft.       | 375 sq. ft.           |
| Total             |                 |                  |                  | 1975 sq. ft.          |

### Purpose/Function

Provide a private area for the individuals to go to when feeling threatened or when they need or want to be alone.

### Activities

sleeping  
reading a book/magazine  
relaxing  
clear mind before going to bed  
listening to the radio

### Spatial Relationships

The bedrooms should have views to the outside; there should be a connection to the outside through a balcony. The individuals should be able to see the landscape as well as the entrance to the building. Individuals should also be able to see the entrance to the campus where the main building for the police/security is.

### Special Considerations

The use of natural light should be used as much as possible, when there is not light from the outside (night time) than a low semidirect light should be used. The temperature of the rooms should be able to be adjusted by the individuals in that room. There will be two doors into the room, one from the hall (main entrance to the room) and one for access to the bathroom. There will be one bathroom for every two bedrooms. There will be at least two floors, one for males and one for females. Because of the balconies the males will be on the second level and the females will be on the third level.

### Equipment/Furnishings

In the bedrooms there will be a bed, a closet, a dresser, a nightstand, and a lounge chair. In the Bathrooms there will be a bathtub with shower, a toilet, a counter with one sink, a shelving unit to hold towels, and a medicine cabinet.

# Temporary Housing

| <i>Space Name</i> | <i>Capacity</i> | <i>No. Units</i> | <i>NSF/Units</i> | <i>Total Net Area</i> |
|-------------------|-----------------|------------------|------------------|-----------------------|
| Living room       | 10              | 1                | 900 sq. ft.      | 900 sq. ft            |

## Purpose/Function

Provide an area for the individuals to meet as a community. An area that is public for when there is no need or want to be in a private space.

## Activities

watching television  
listening to the radio  
reading a book/magazine  
talking with others  
working on the computer  
playing games  
(home)work

## Spatial Relationships

There should be a connection to the bedrooms as well as the circulation center. There should be visibility to the outside and to the entrance to the campus. There should be a direct visual connection to the entrance of the building as well as the entrance to the campus where the main security building is.

## Special Considerations

The lighting should be natural as much as possible, but when it is not possible then a direct-indirect light should be used. There should be calmness the colors and the décor in the room. There could also be a little kitchenette in the living room for use when the kitchen is not open or available.

## Equipment/Furnishings

There will be a few sofas, a few lounge chairs, a few card table with chairs, a couple coffee tables, end tables, and one television placed on a small entertainment center.

# Temporary Housing

| <i>Space Name</i> | <i>Capacity</i> | <i>No. Units</i> | <i>NSF/Units</i> | <i>Total Net Area</i> |
|-------------------|-----------------|------------------|------------------|-----------------------|
| Dining room       | 10              | 1                | 1000 sq. ft.     | 1000 sq. ft.          |

## Purpose/Function

Provide an area for individuals to eat or an alternative to the living room.

## Activities

eating  
conversations with others  
(home)work  
listening to radio  
playing games  
reading a book/magazine

## Spatial Relationships

There should be direct access to the kitchen and to the outside. There should also be easy access to the bedrooms and living rooms, it does not have to be direct but it should be easy. There should be a direct visual connection to the entrance of the campus as well as the entrance to the building.

## Special Considerations

There should be a patio outside as well so individuals can enjoy their meals outside when the weather is good.

## Equipment/Furnishings

There will be many tables of different sizes and chairs to go around the tables.

# Temporary Housing

| <i>Space Name</i> | <i>Capacity</i> | <i>No. Units</i> | <i>NSF/Units</i> | <i>Total Net Area</i> |
|-------------------|-----------------|------------------|------------------|-----------------------|
| Kitchen           | 5               | 1                | 300 sq. ft.      | 300 sq. ft.           |

## Purpose/Function

Provide an area for preparing meals for individuals that have come for help as well as the employees.

## Activities

eating  
preparing food/cooking  
conversations with others, possibly

## Spatial Relationships

There should be direct access to the dining room as well as to the outside. There should also be easy access to the bedrooms and living rooms. There does not have to be a direct visual connection to the entrance of the campus or the entrance to the building.

## Special Considerations

All the equipment should be easy to use as well as to clean. The safety and evacuation system should be well implied and noted.

## Equipment/Furnishings

All the equipment that is able to produce food for more than a "family" size group.

# Temporary Housing

| <i>Space Name</i> | <i>Capacity</i> | <i>No. Units</i> | <i>NSF/Units</i> | <i>Total Net Area</i> |
|-------------------|-----------------|------------------|------------------|-----------------------|
| Meeting Area      | 15              | 1                | 600 sq. ft.      | 60 sq. ft.            |

## Purpose/Function

Provide an area that is more public for meeting as a group or an alternative to the living and dining rooms.

## Activities

meeting as a group  
reading a book/magazine  
conversations with others  
(home) work  
playing games

## Spatial Relationships

There is a direct connection to the security guard station at the entrance to the building. There should also be a direct visual connection to the entrance to the campus.

## Special Considerations

This should look and feel like a combination of the living and dining rooms.

## Equipment/Furnishings

In general there should be tables and chairs as well as sofas and lounge chairs.

## Teaching/Tutoring

| <i>Space Name</i> | <i>Capacity</i> | <i>No. Units</i> | <i>NSF/Units</i> | <i>Total Net Area</i> |
|-------------------|-----------------|------------------|------------------|-----------------------|
| Offices           | 3               | 1                | 100 sq. ft.      | 100 sq. ft.           |

### Purpose/Function

Provide a private area for the teachers.

### Activities

conversations with police, social workers, and parents/guardians  
checking exam, papers, and homework

### Spatial Relationships

There should be a direct connection to the classrooms as well as a visual connection to the outside.

### Special Considerations

The lighting should be direct-indirect when natural lighting is not available.

### Equipment/Furnishings

There should be a table, chairs, and a bookcase.

## Teaching/Tutoring

| <i>Space Name</i> | <i>Capacity</i> | <i>No. Units</i> | <i>NSF/Units</i> | <i>Total Net Area</i> |
|-------------------|-----------------|------------------|------------------|-----------------------|
| Classrooms        | 5-10            | 1                | 500 sq. ft.      | 500 sq. ft.           |

### Purpose/Function

To provide an area for teaching as a group and possible individual lessons as well.

### Activities

reading as a group  
explaining math, government, English, literature, etc.  
examinations  
helping to write papers,  
studying  
research  
using the computers

### Spatial Relationships

There should be easy access to the outside, as well as visibility to the outside.

### Special Considerations

The lighting should be direct as well as natural.

### Equipment/Furnishings

There should be one desk for the teacher, and one for every individual students along with chairs for all. There should also be wall space and bookcases.

## **Therapy/Counseling**

| <i>Space Name</i> | <i>Capacity</i> | <i>No. Units</i> | <i>NSF/Units</i> | <i>Total Net Area</i> |
|-------------------|-----------------|------------------|------------------|-----------------------|
| Offices           | 3               | 1                | 80 sq. ft.       | 80 sq. ft.            |

### Purpose/Function

Provide a private area for the counselors.

### Activities

looking over files  
filling out and filing files  
talking with doctors, police and social workers  
research previous cases

### Spatial Relationships

There should be easy access to the therapy/counseling rooms as well as visibility to the outside.

### Special Considerations

The lighting should be natural and direct-indirect. The temperature should also be able to be adjusted by the individual in the room.

### Equipment/Furnishings

There should be a table, chairs, and a bookcase.

## **Therapy/Counseling**

| <i>Space Name</i> | <i>Capacity</i> | <i>No. Units</i> | <i>NSF/Units</i> | <i>Total Net Area</i> |
|-------------------|-----------------|------------------|------------------|-----------------------|
| Counseling rooms  | 3               | 1                | 150 sq. ft.      | 150 sq. ft.           |

### Purpose/Function

Provide an area for individuals to talk with a professional and hopefully get help.

### Activities

conversations about the patient: their fears, goals, how to achieve them, how to get over fears, feelings, etc.

### Spatial Relationships

There should be easy access to the offices, as well as to the outside.

### Special Considerations

The lighting should be indirect as well as natural. The temperature should also be able to be adjusted.

### Equipment/Furnishings

There should be a sofa and chair and space for the counselor to decorate with any other items they would like.

When we were thinking about our site we were told to choose at least three sites. From those three sites we were to do a small analysis and make our final selection. My first three site selections were:

**Detroit**

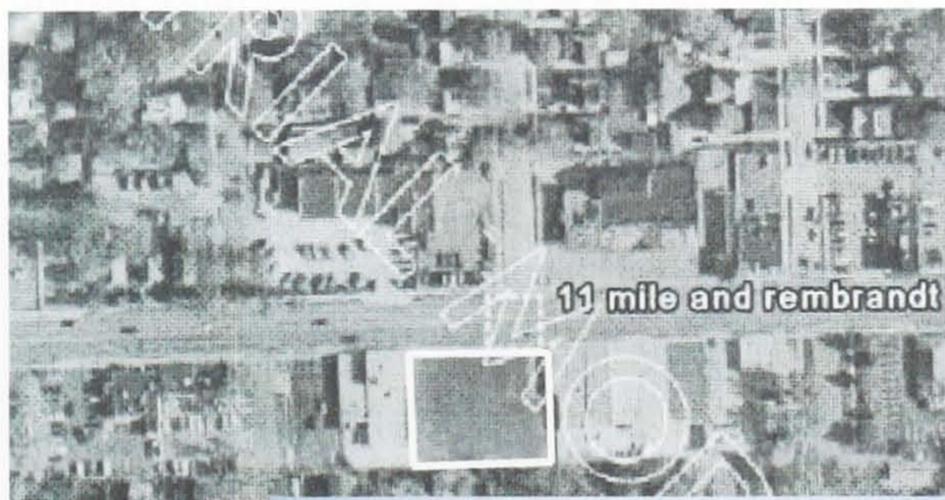
*Grand river and Canfield*



This site ended up being a little too big for what I needed.

**Royal Oak**

*11 Mile and Rembrandt*



I thought this site might be good because of the surrounding context but it turned out that this just was not what I was looking for

**Novi**

*12 Mile and Haggerty*



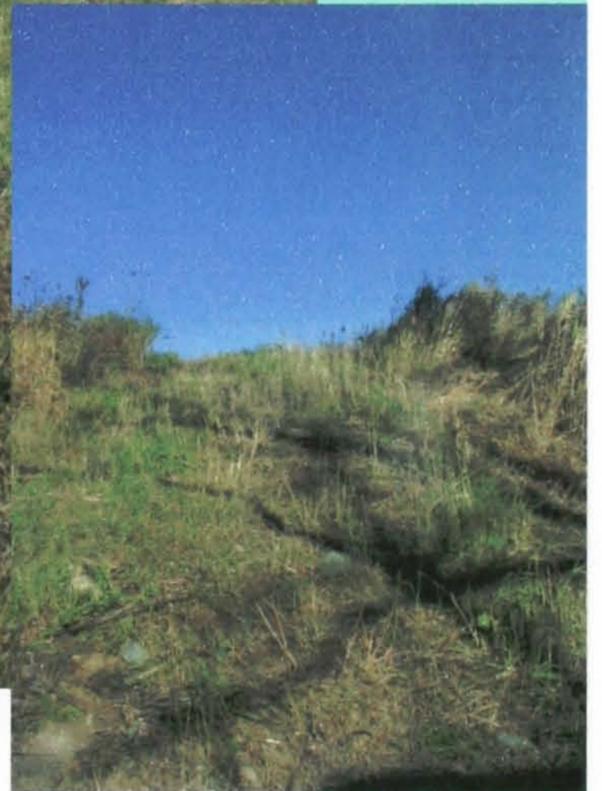
This site was in a great location graphically but actually the context was not what I was looking for. there were too many industry parks around this site.

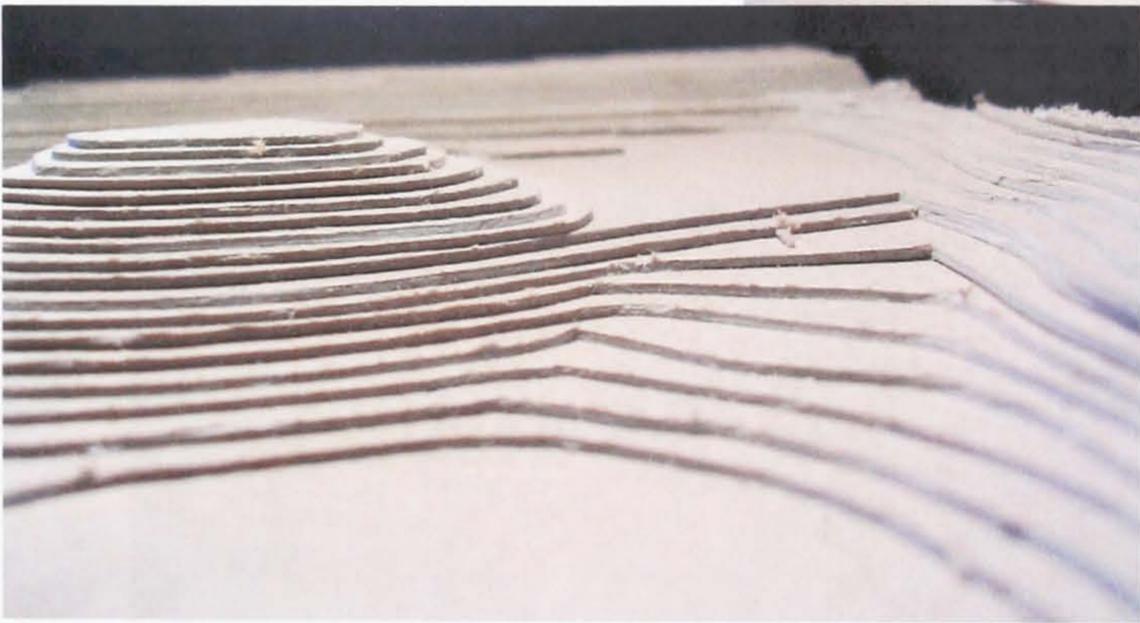
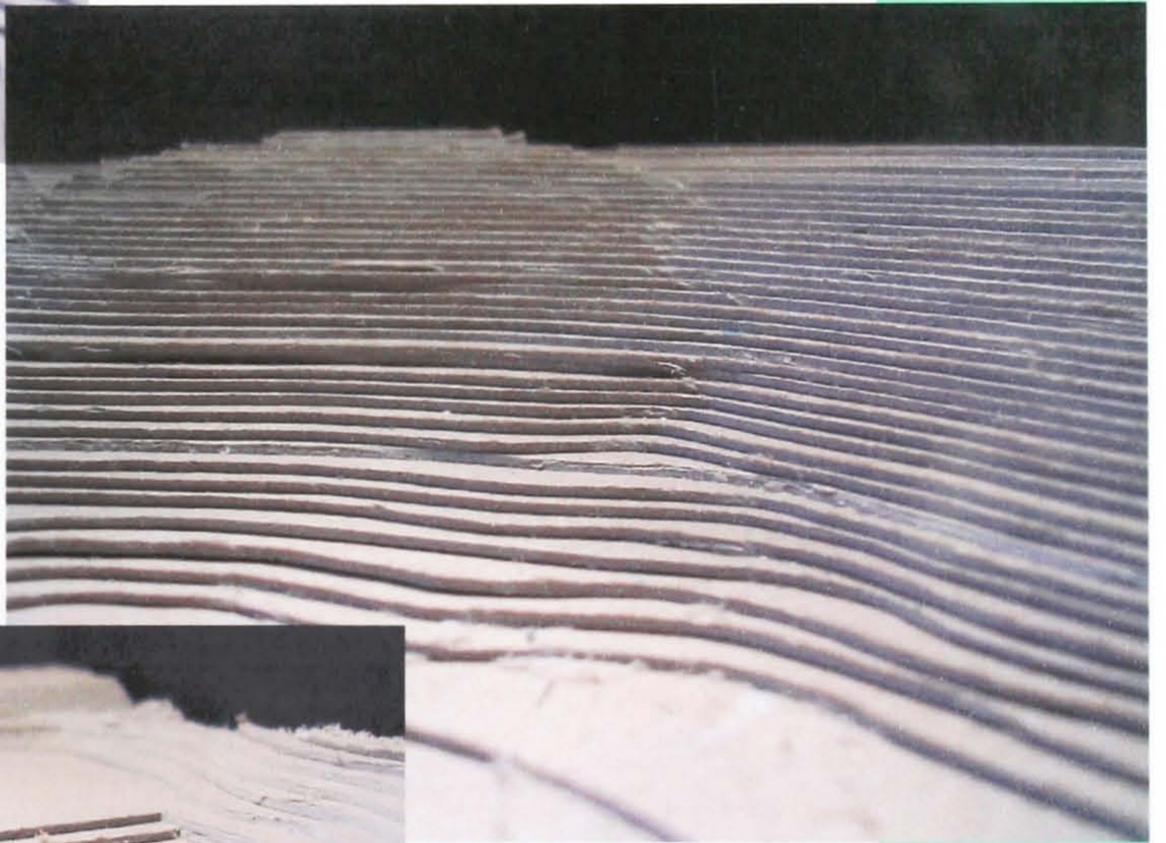
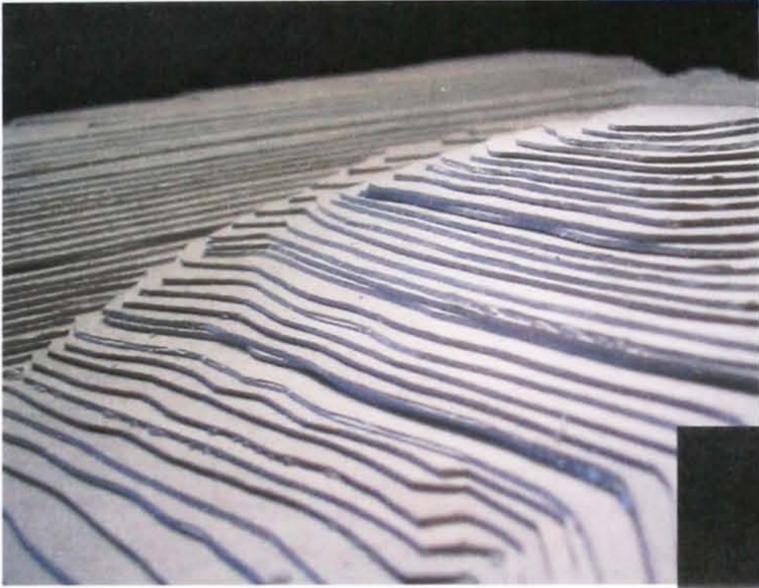
**Novi**

*13 Mile and M-5*

My final site selection was another site in Novi, 13 Mile and M-5. This site had the surrounding context that I was looking for plus it was not that far from the freeway. The surrounding context of the site had residential, commercial and a little of industrial.







After trying to place my program on the site in Novi I was having too many problems with the size fo the site. So I have changed my site to Southwest Detroit. My site is now the northwest corner of Vernor Highway and Clark Street. There is a building there now that is vacant and I plan on taking that building away. To teh north and far south of my site is all residential, on Vernor Highway is all comercial. To the south-east of my site is Clark Park.



Vernor Highway

Clark Street



# SITE ANALYSIS

This site is located on the Northwest corner of Clark Street and Vernor Highway. I choose this sit because it is close to many different things that may be helpful for teens that would be coming to the center. There is a YMCA, a middle school, a high school, a strip mall, and many different churches all within walking distance of the site. Clark Park is also southeast of the site. The corner the site is on is also a connection between residential and commercial buildings.

SITE



Shopping Center



Middle School



YMCA





Train Station

View looking out of site.

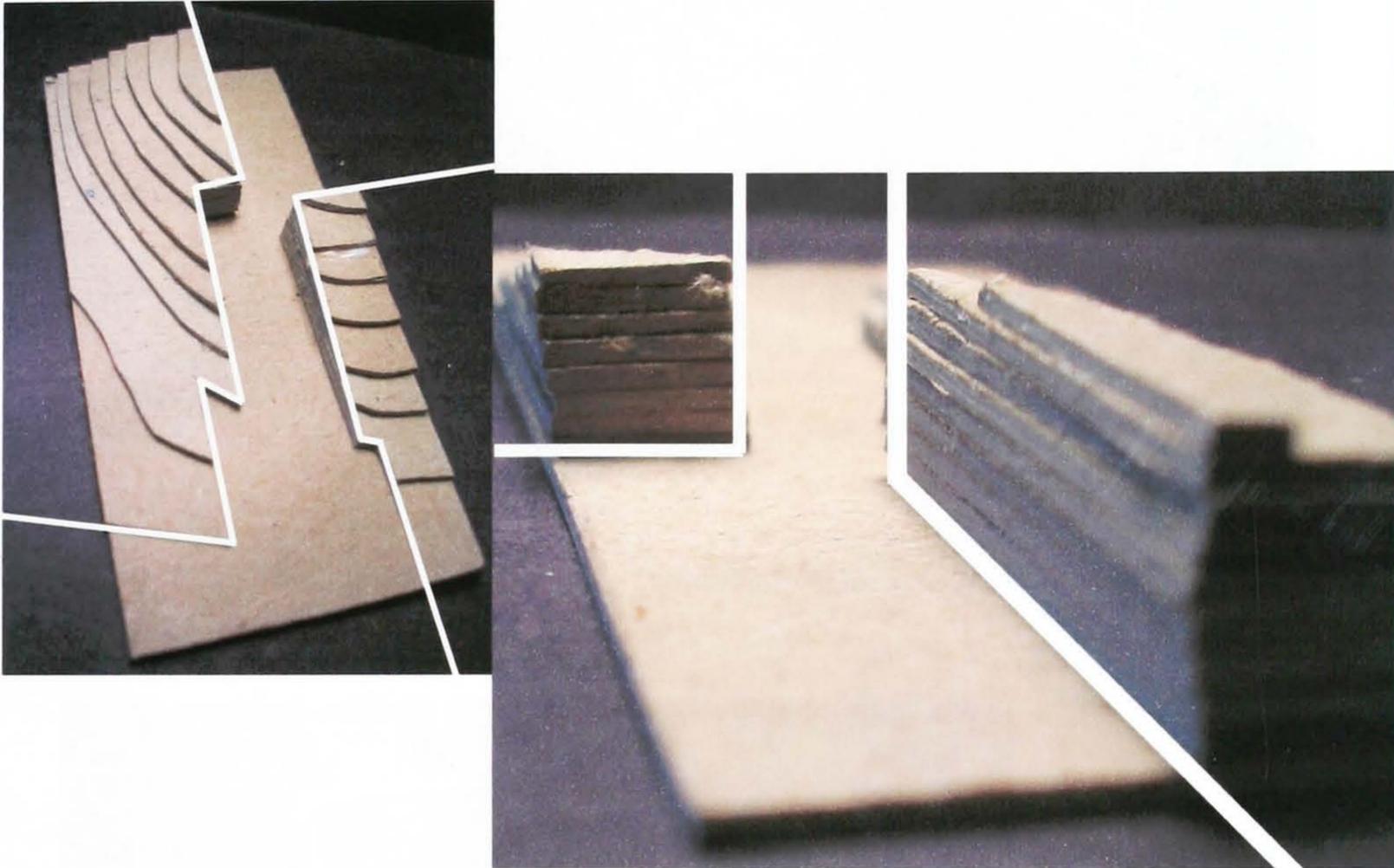


Views looking in to site.

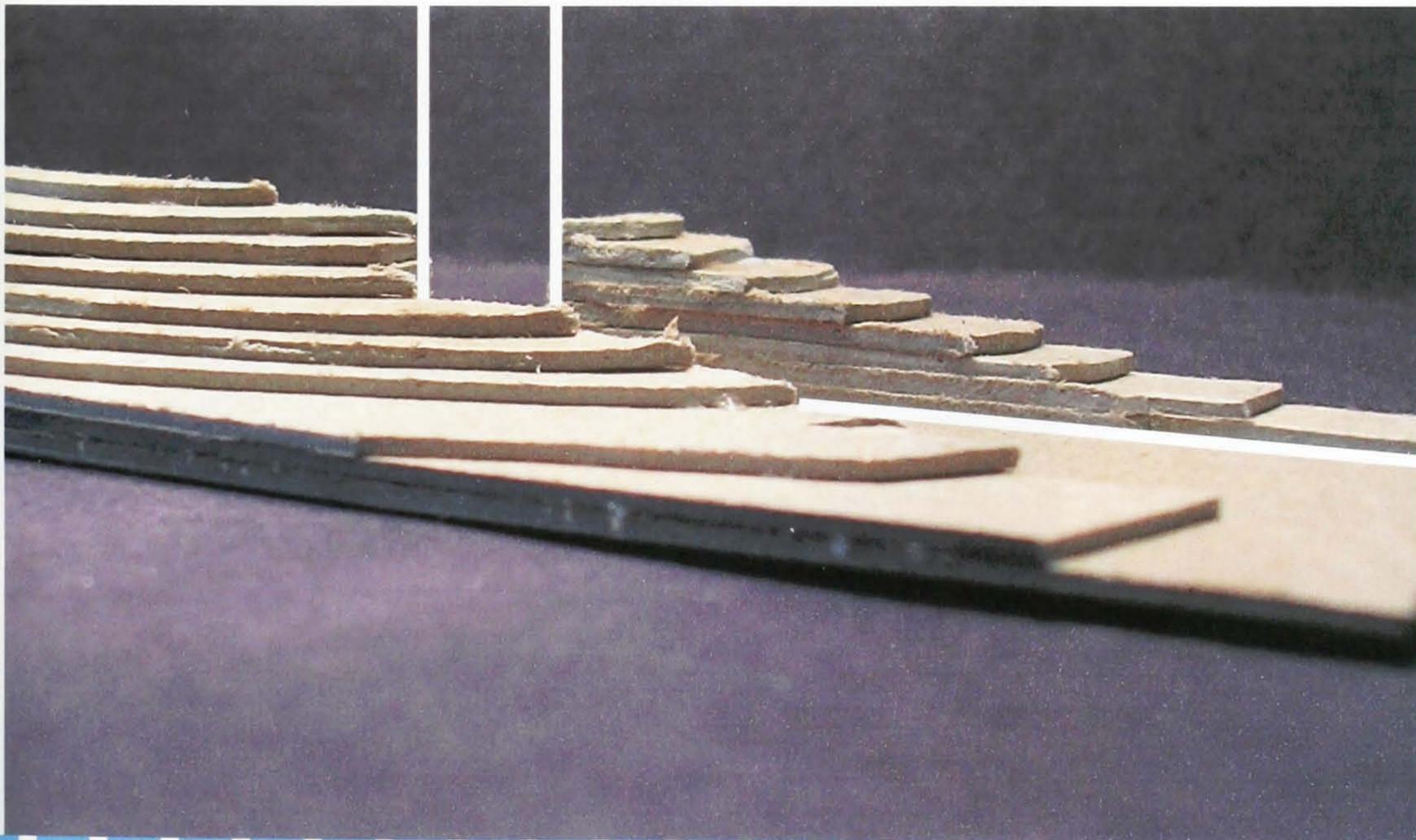


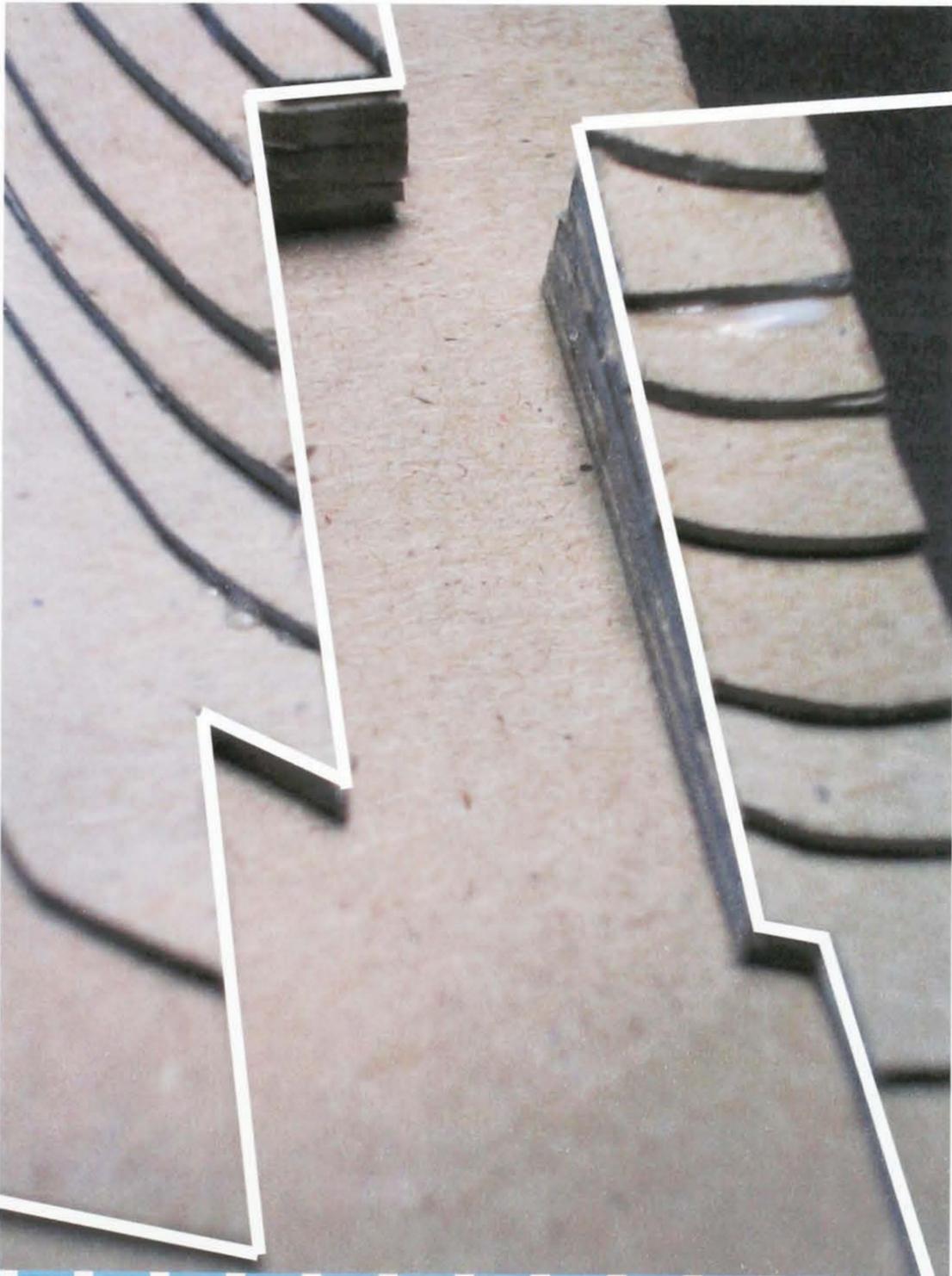
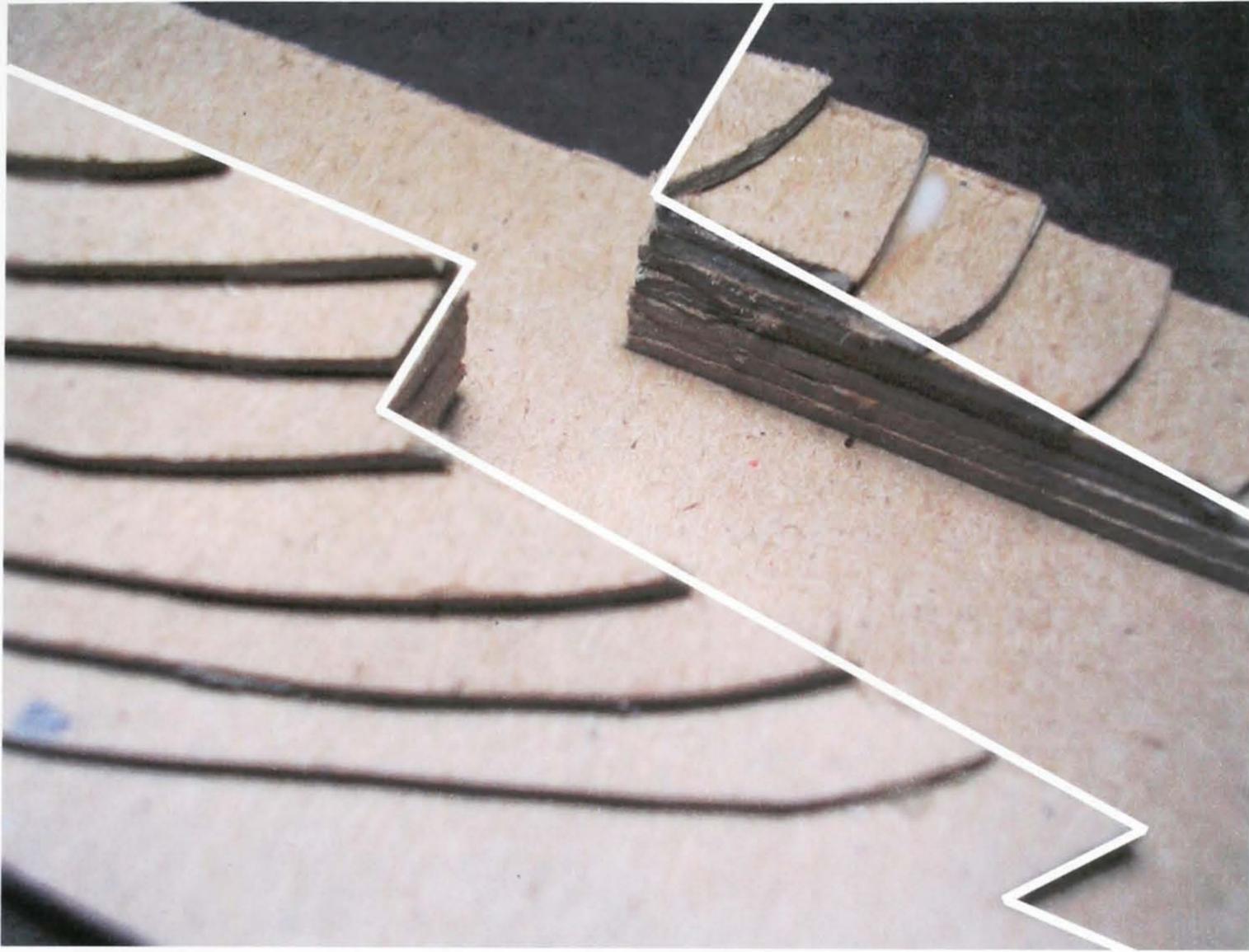
## GESTURAL MODELS:

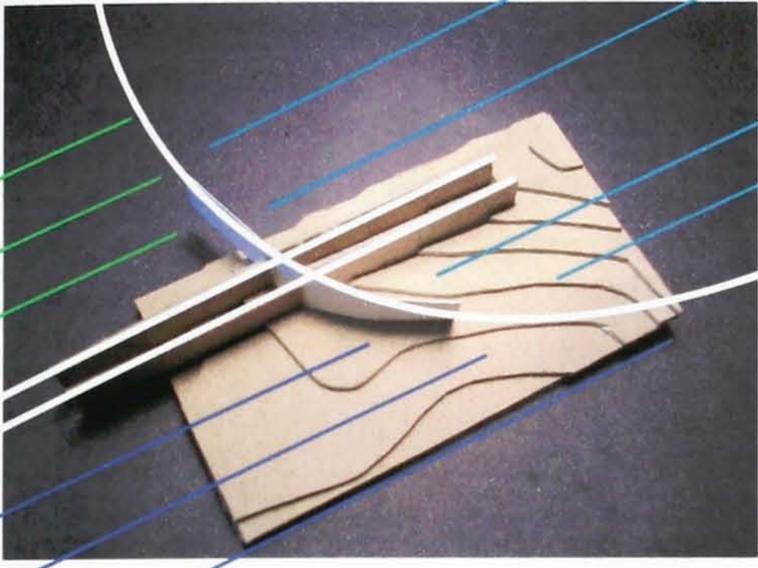
Looking at the relationship between the natural and the built environment. How a space could be created differently to create different experiences through material and architectural elements.



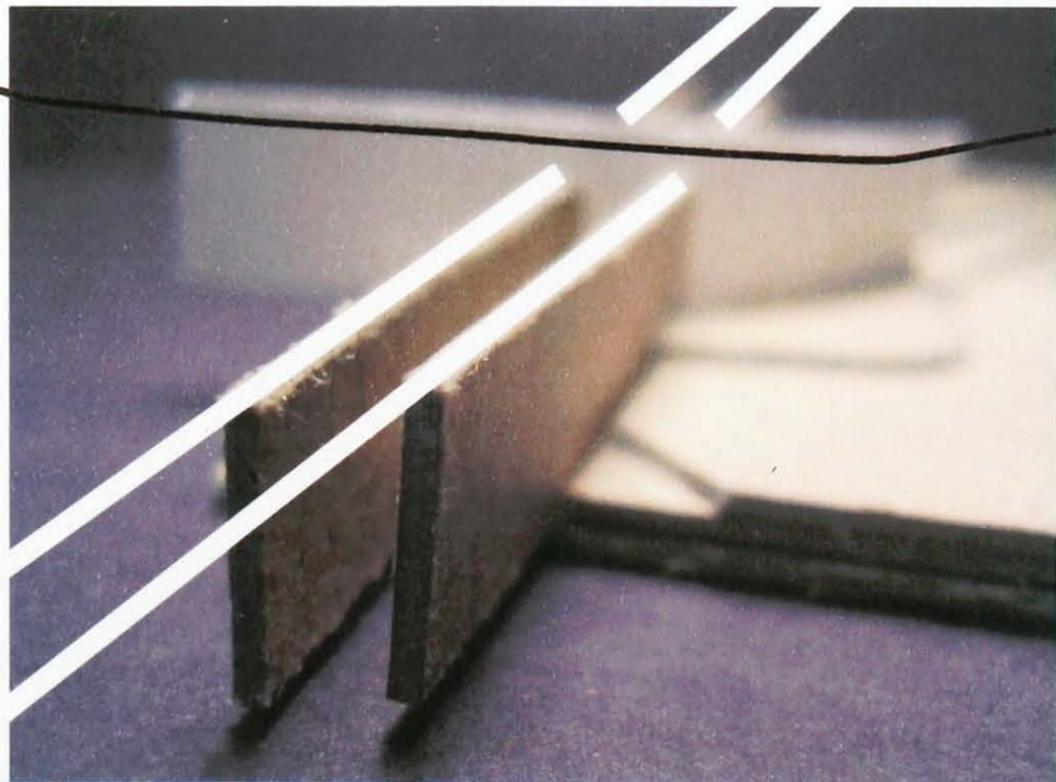
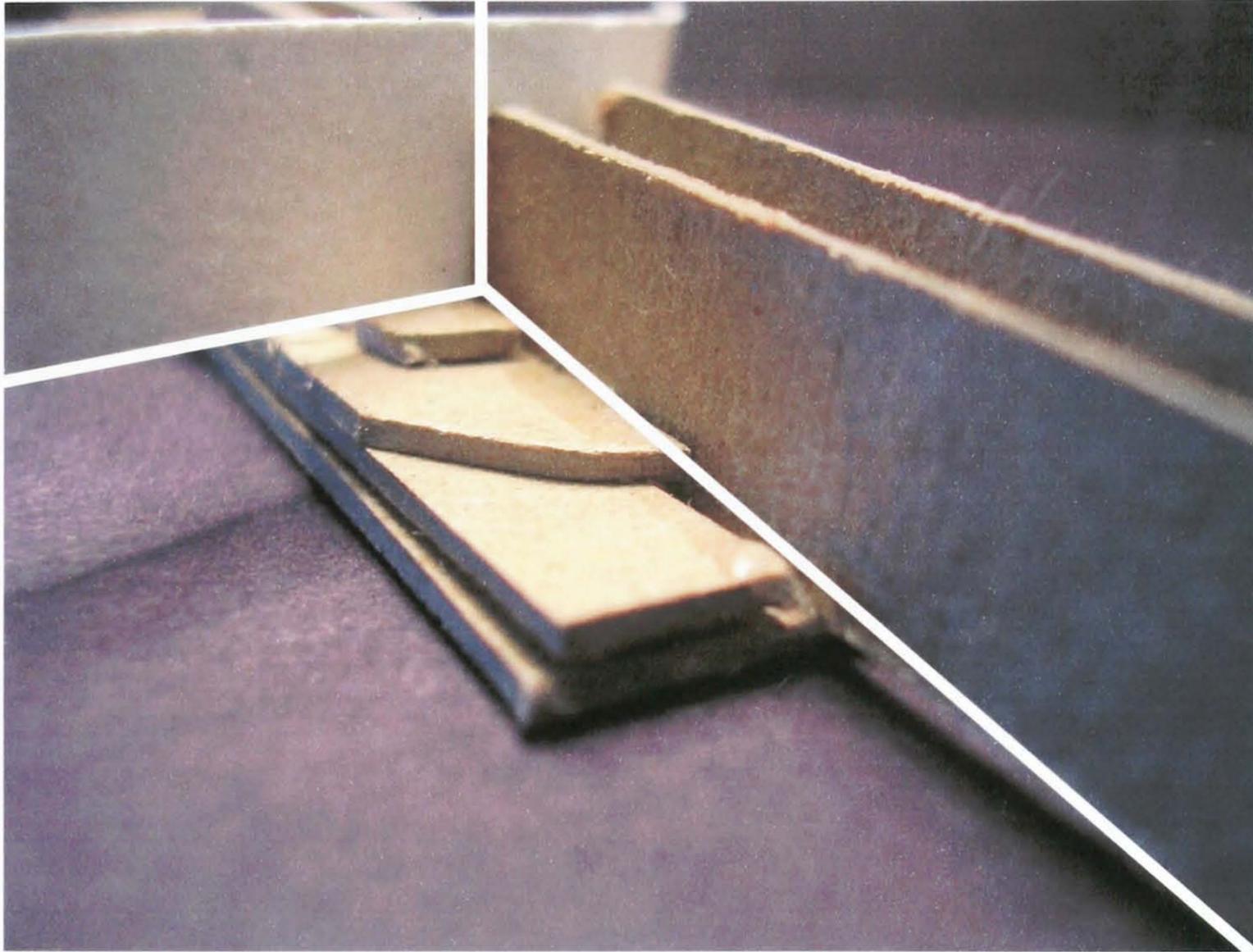
This is a study of how the actual building could physically impact the ground. Looking at the different views of the impact on the ground from the building.



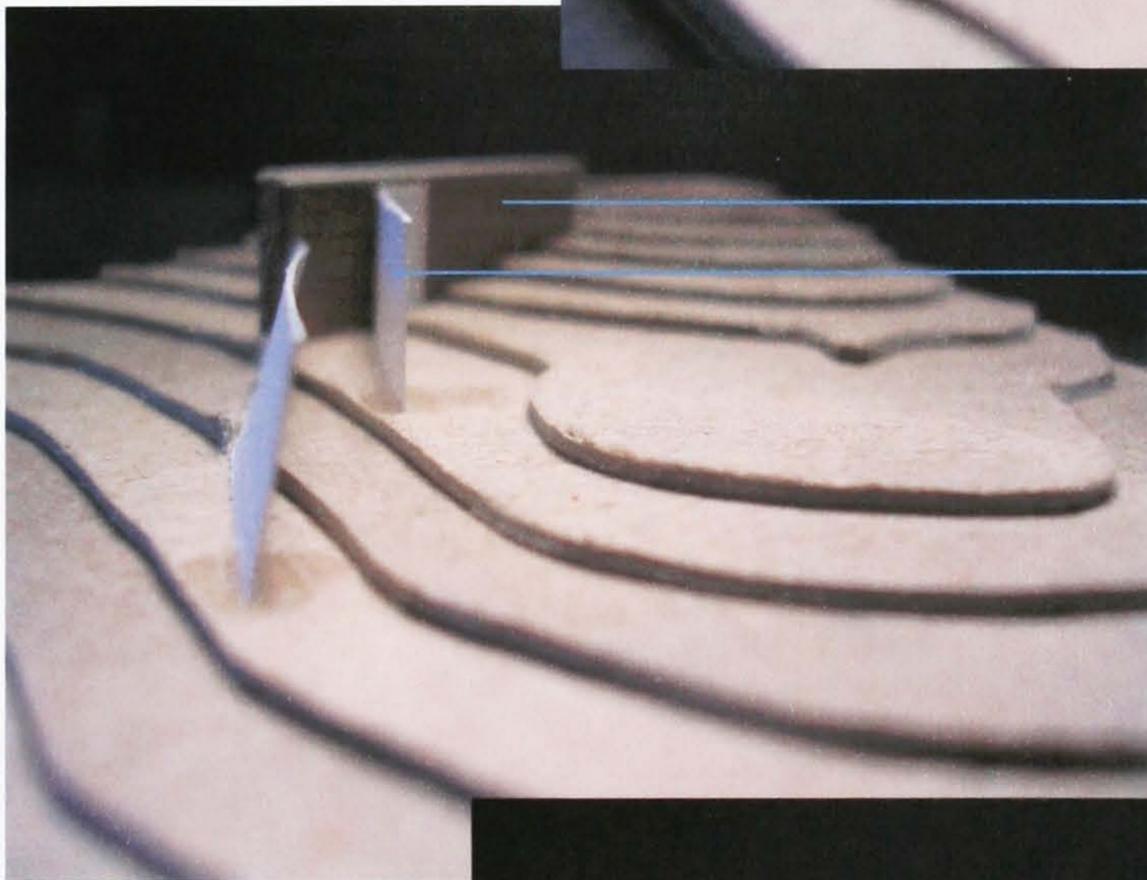
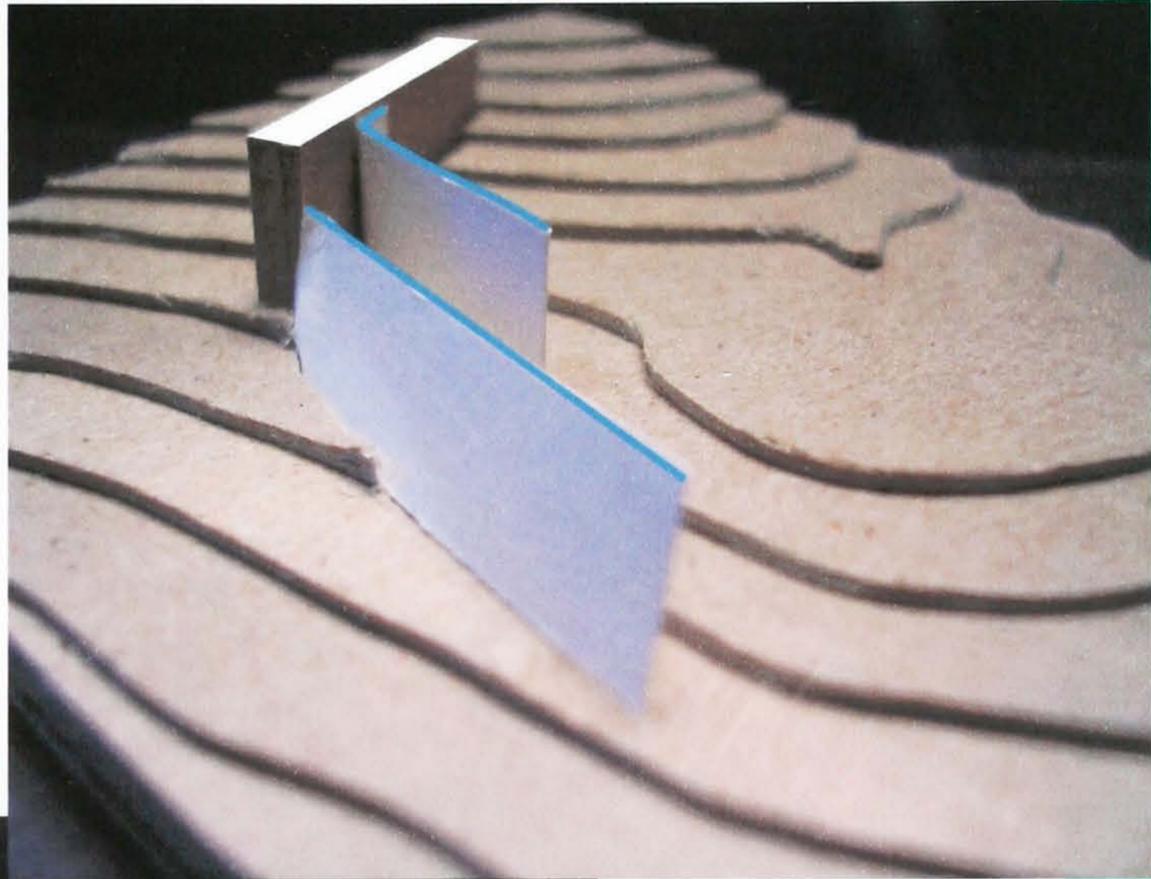




This is a study that was looking at how the building can have an impact on itself as well as the ground. It also started looking at the materiality of the building.

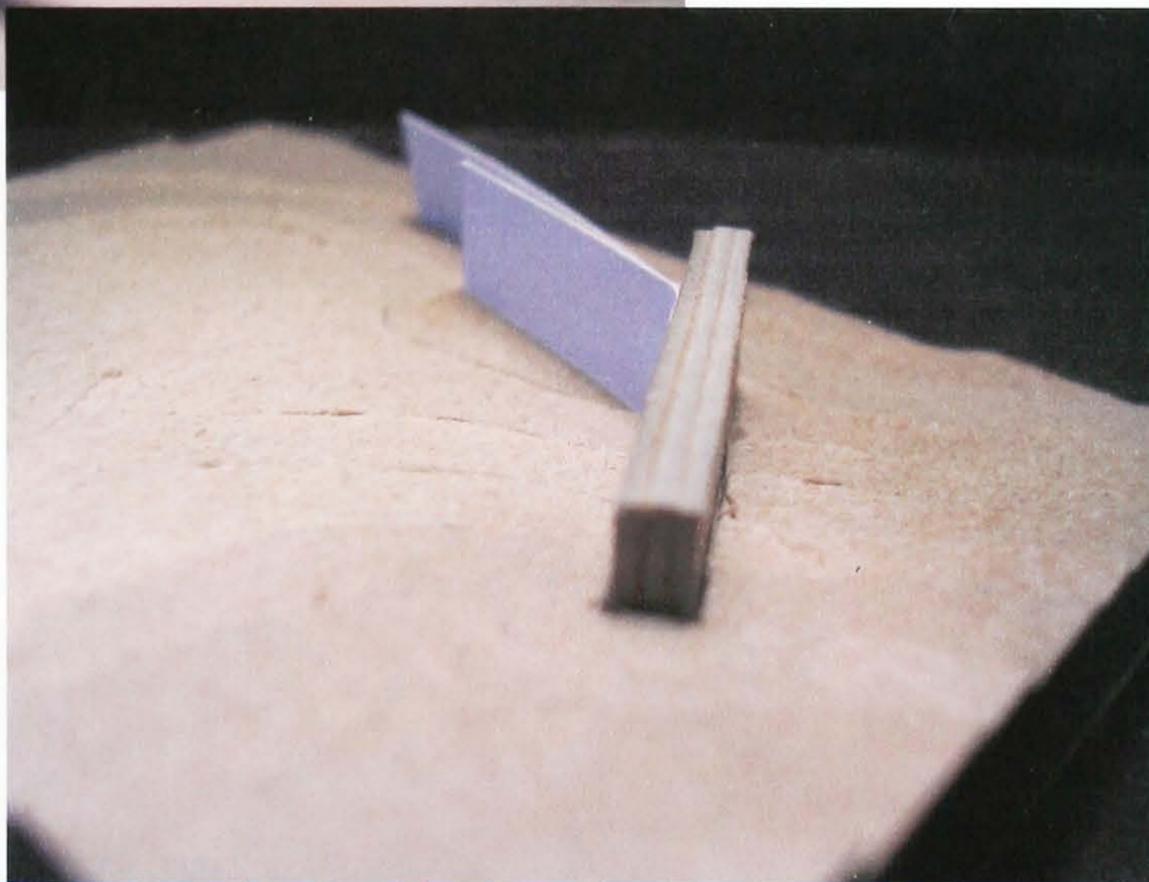


This is a study that looked at how the building materials could impact each other as well as the ground. This study focused on the different weightnesses of the material, heavy materials compared to light materials.

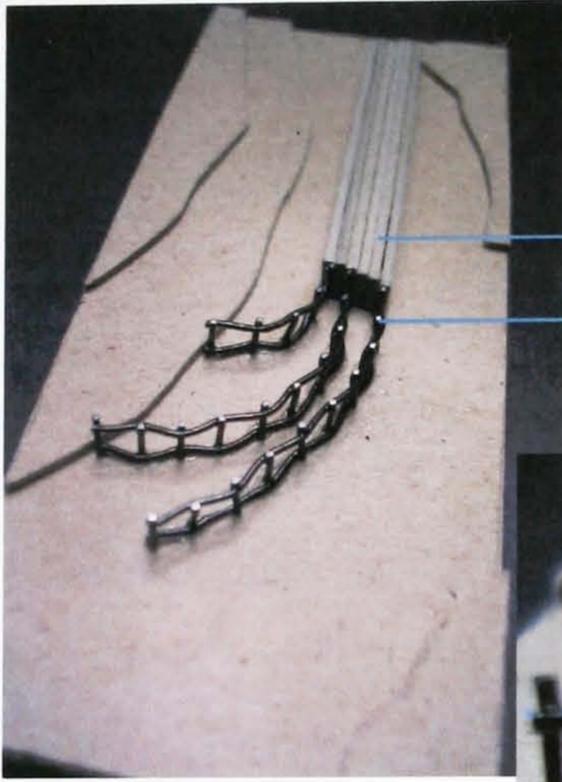


heavy material

light material

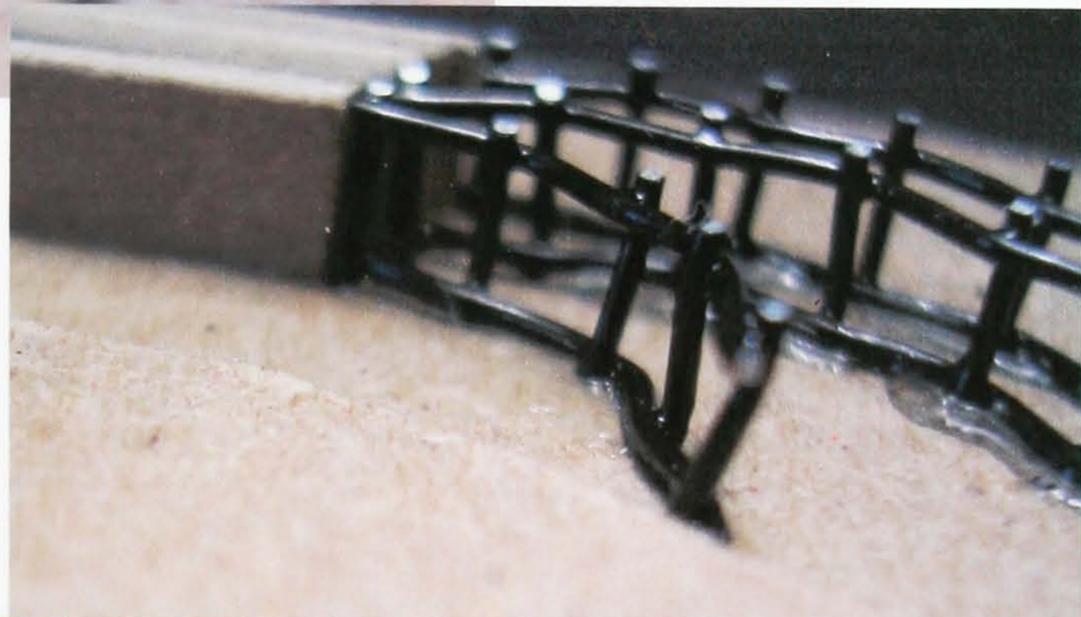
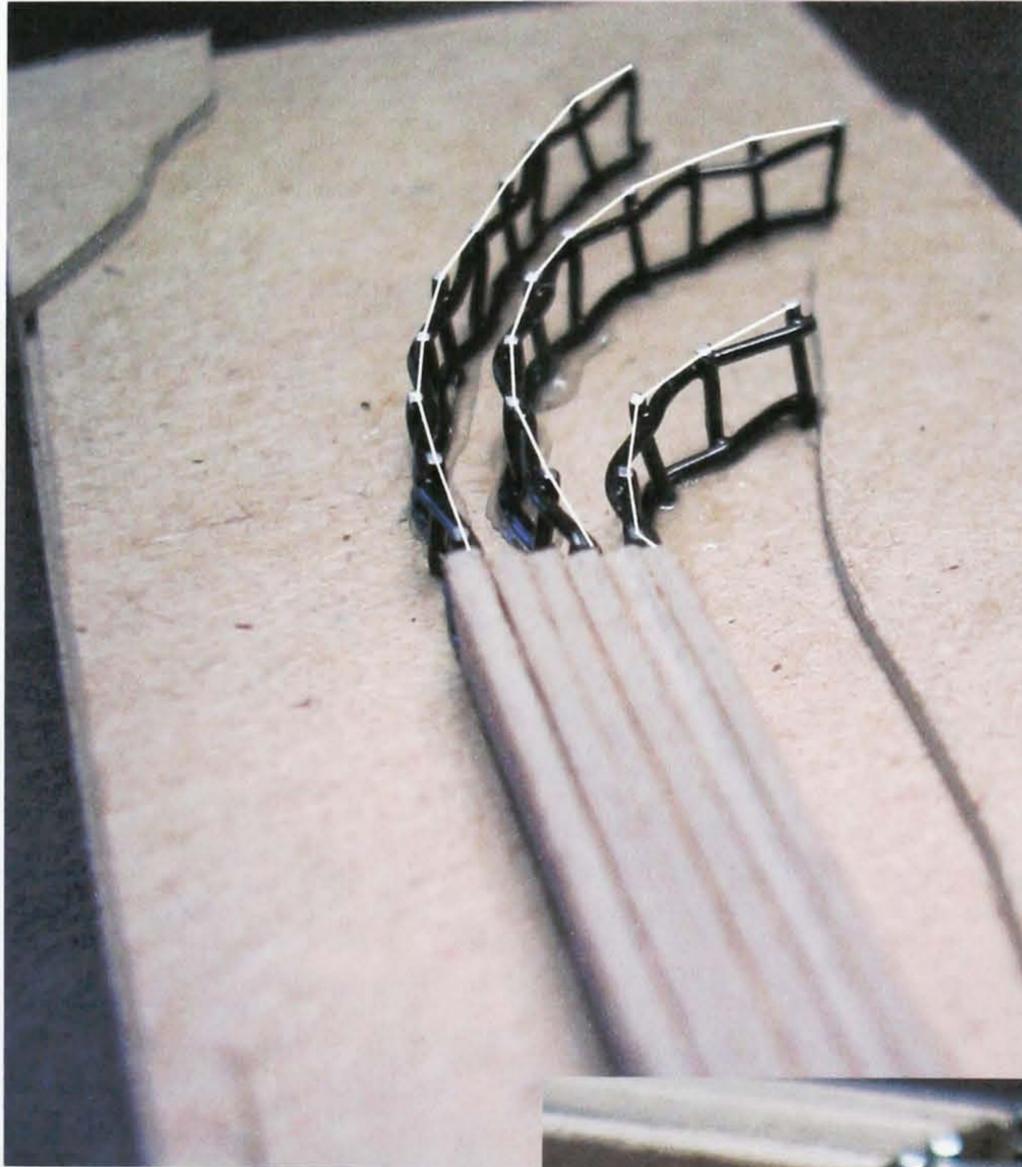
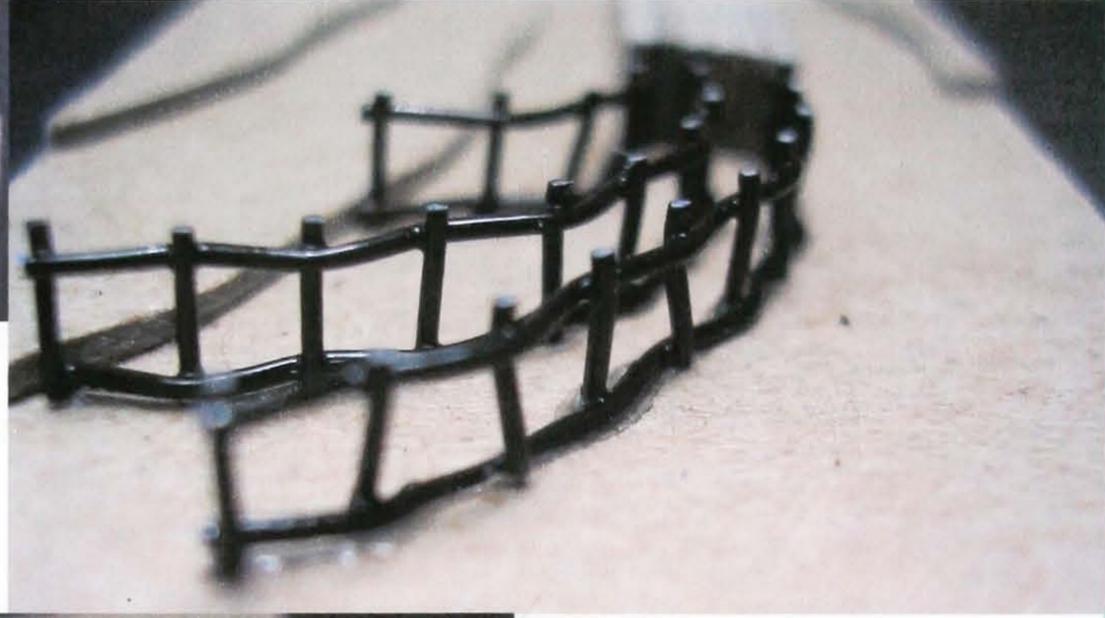


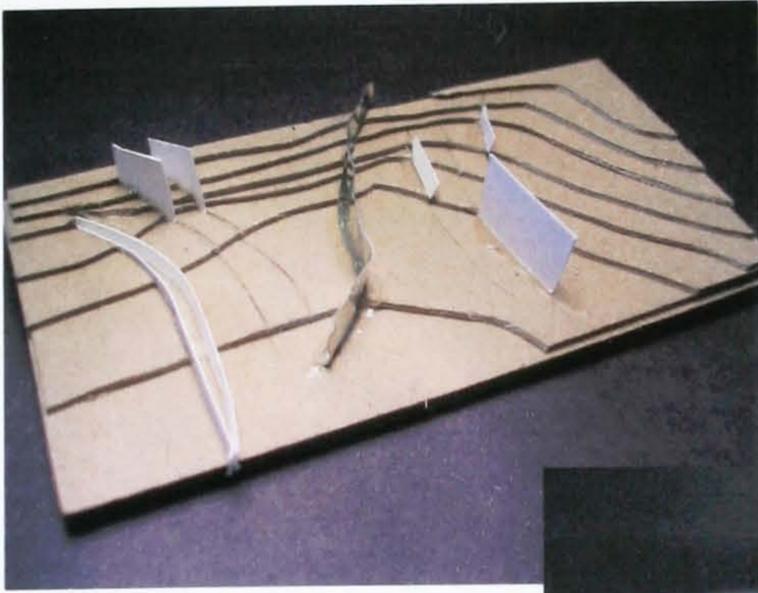
Again this study looked at the materiality of the building. This study looked at a different light material but still had the same heavy material.



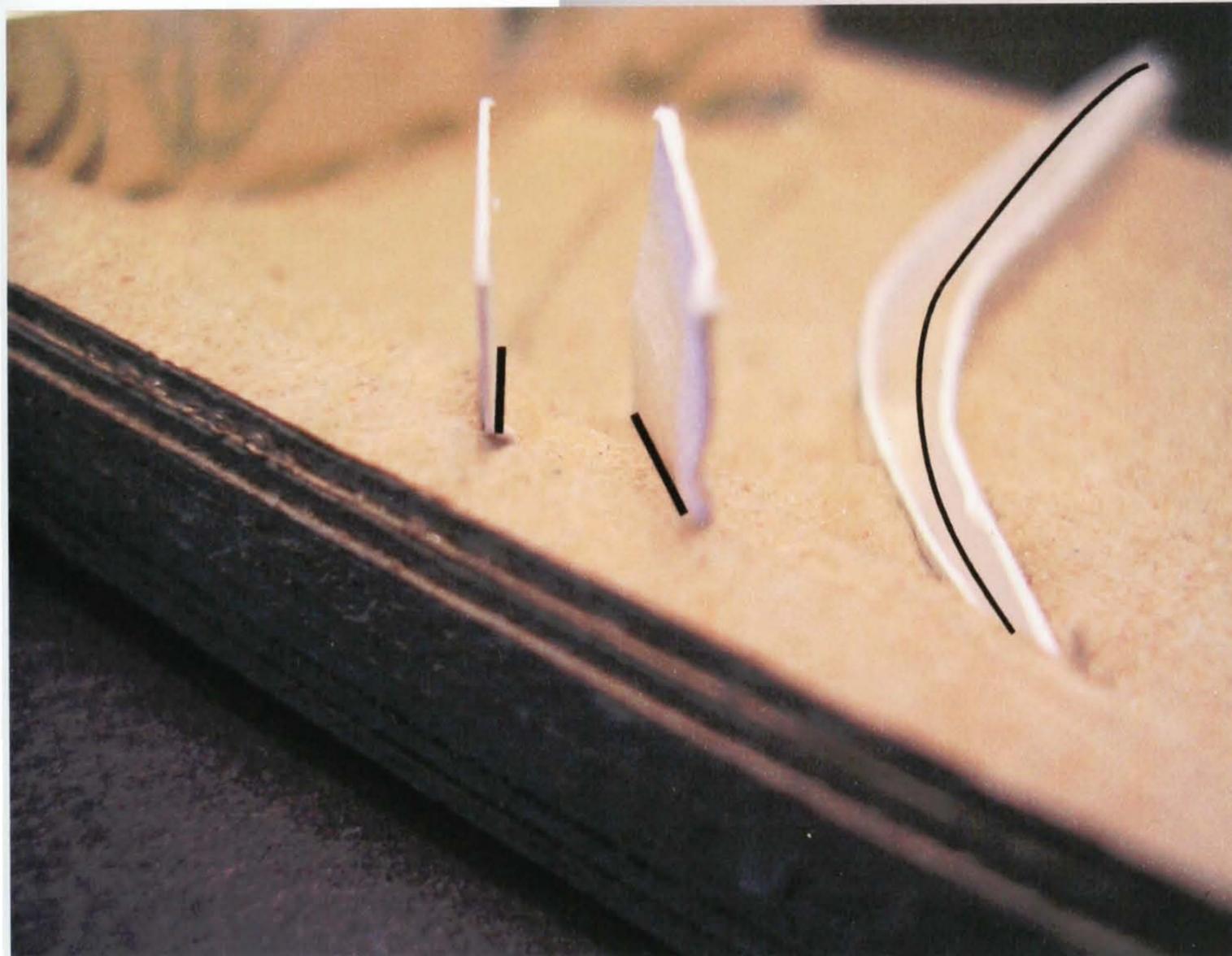
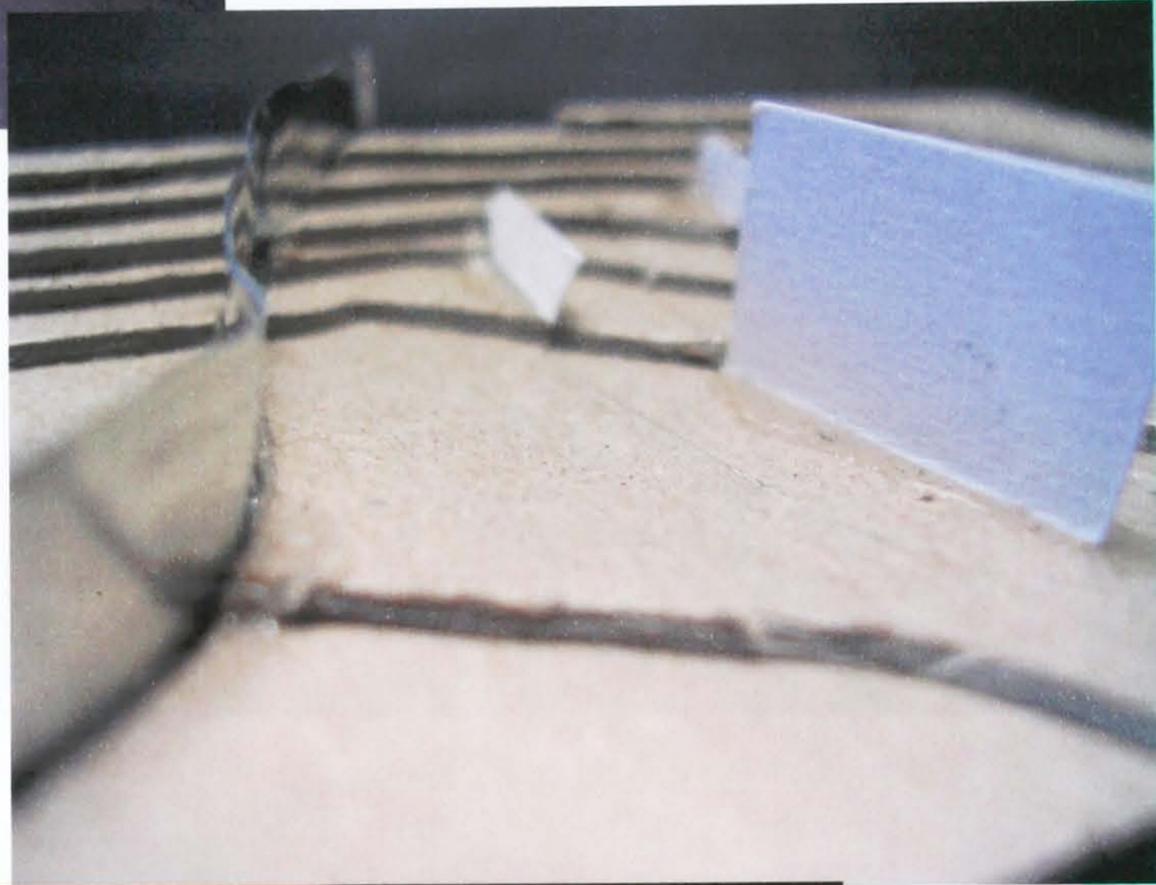
heavy material

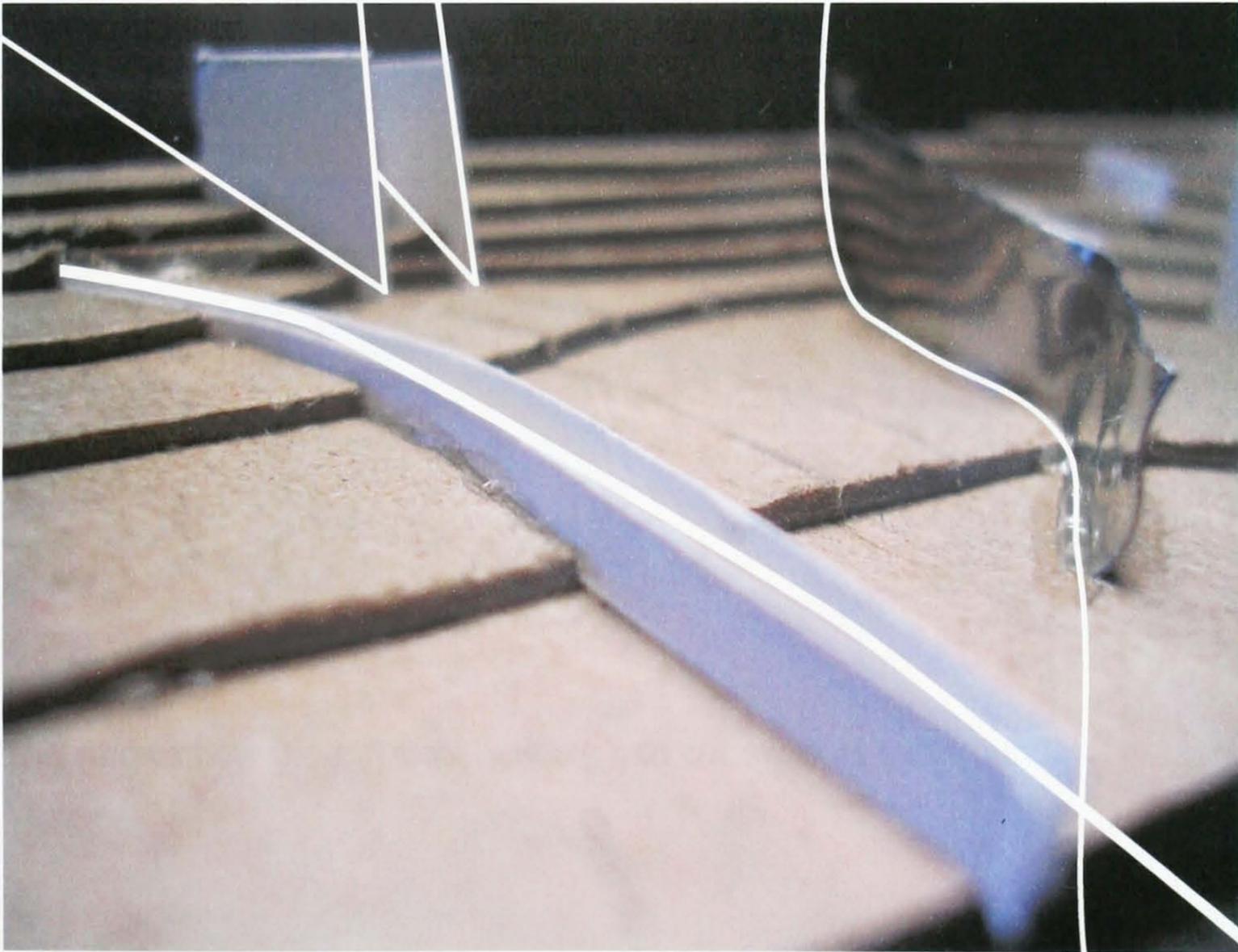
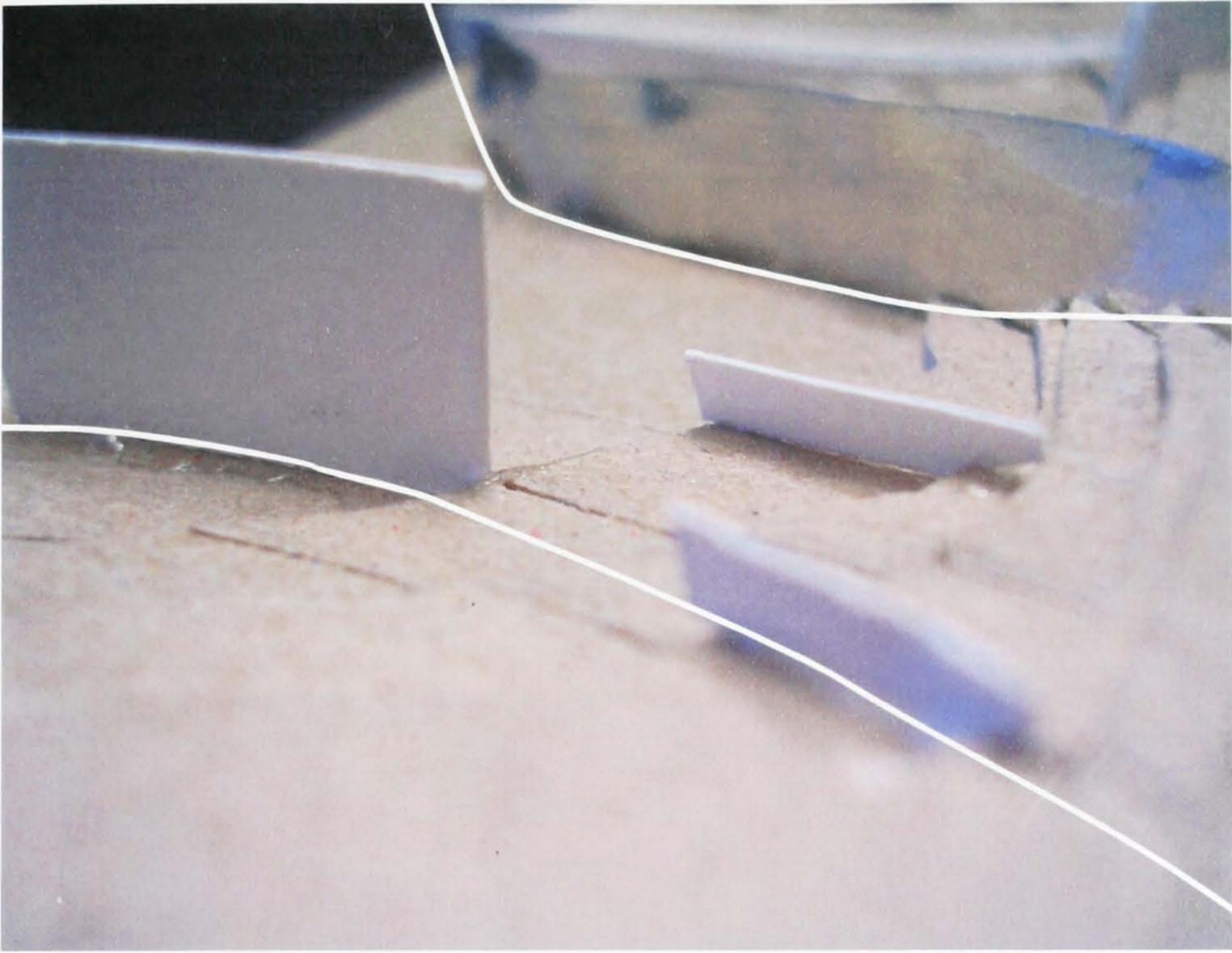
light material





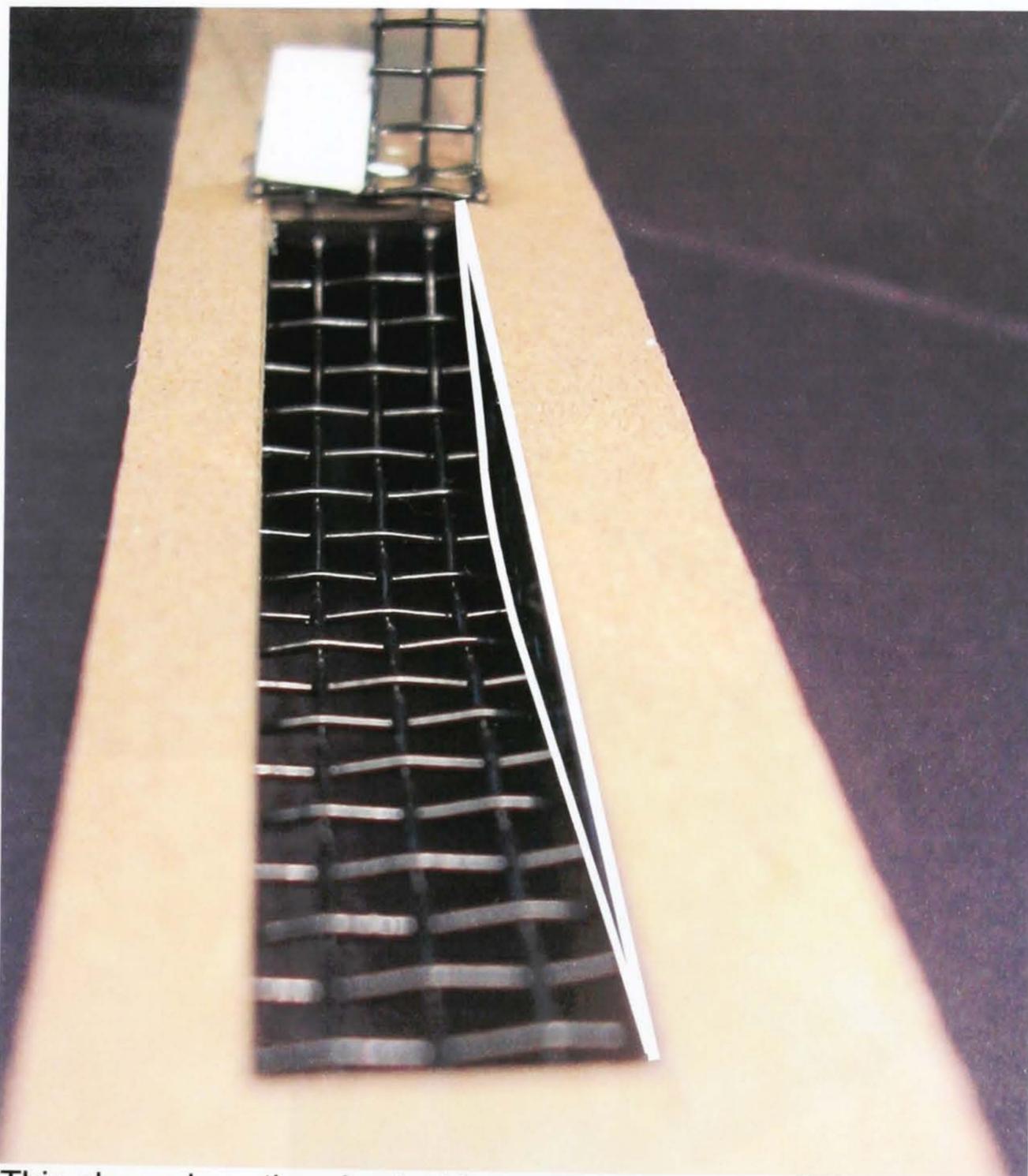
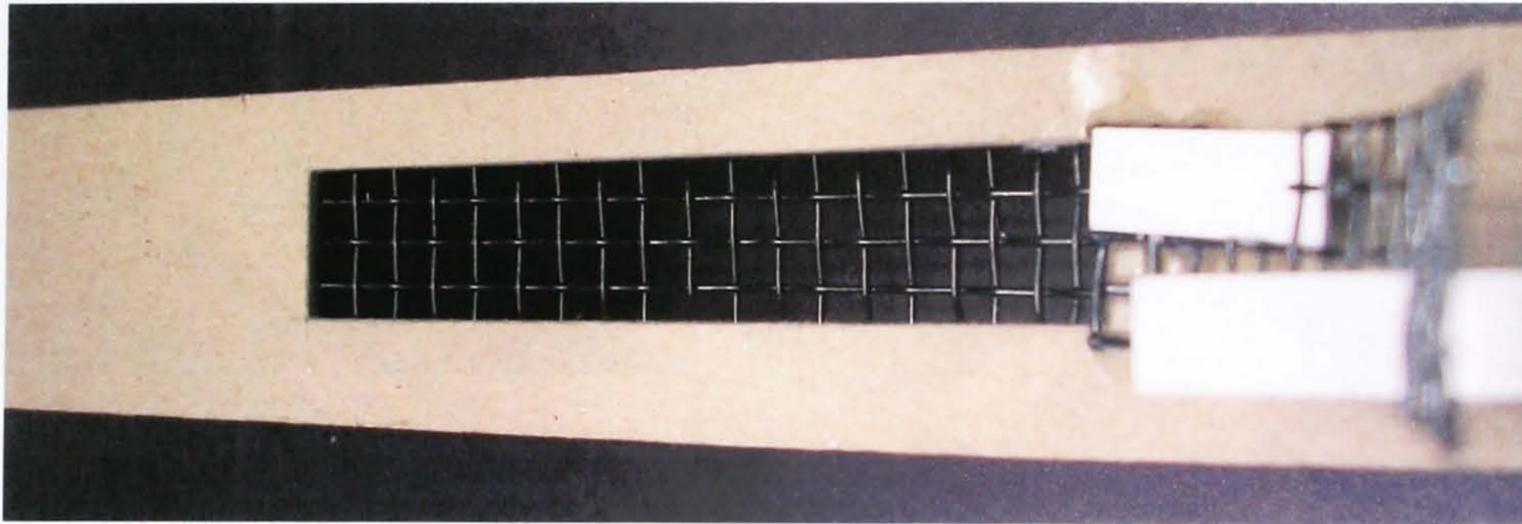
This is a study that was looking at how different materials could impact the ground. This study was mainly looking at light weight materials.



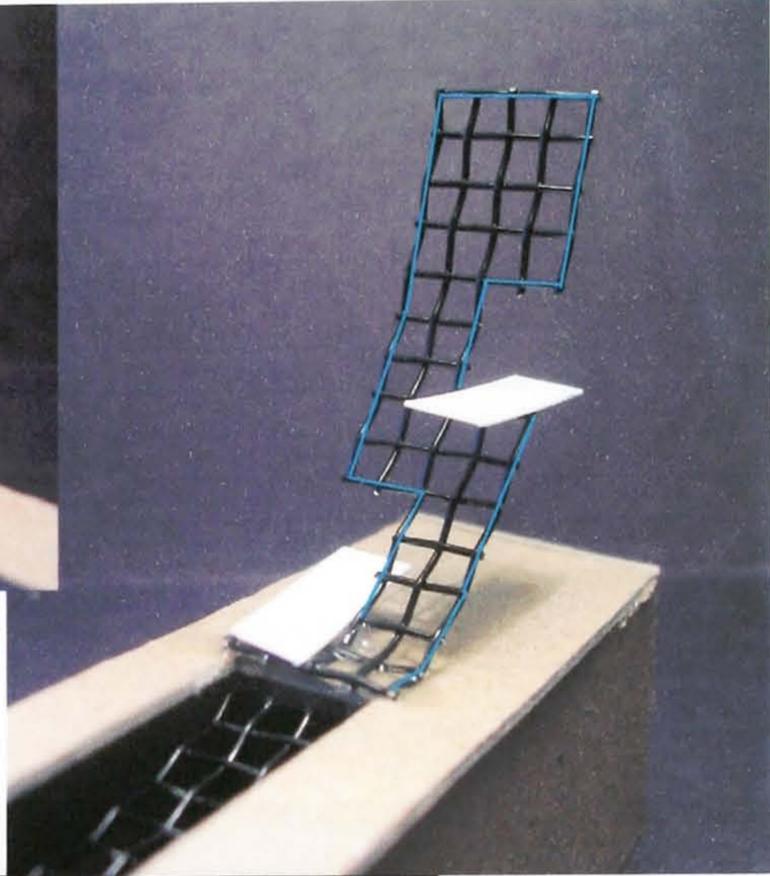
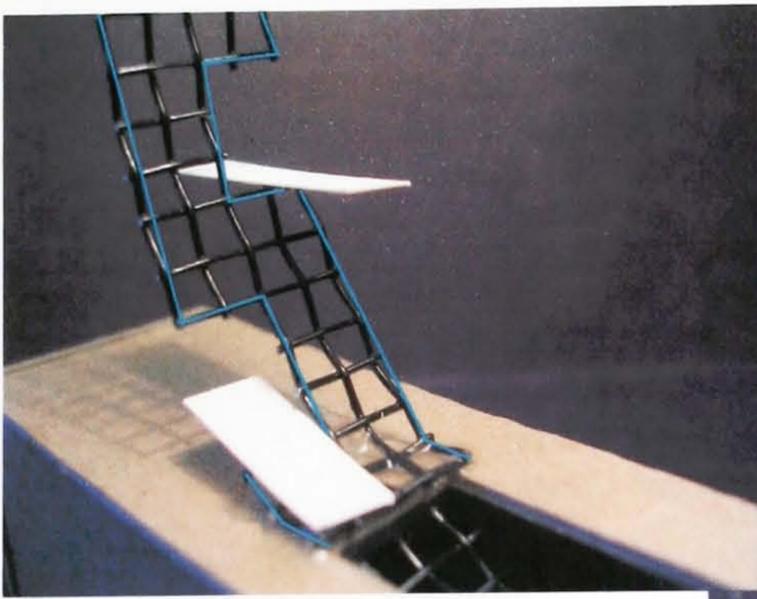


SECTION:

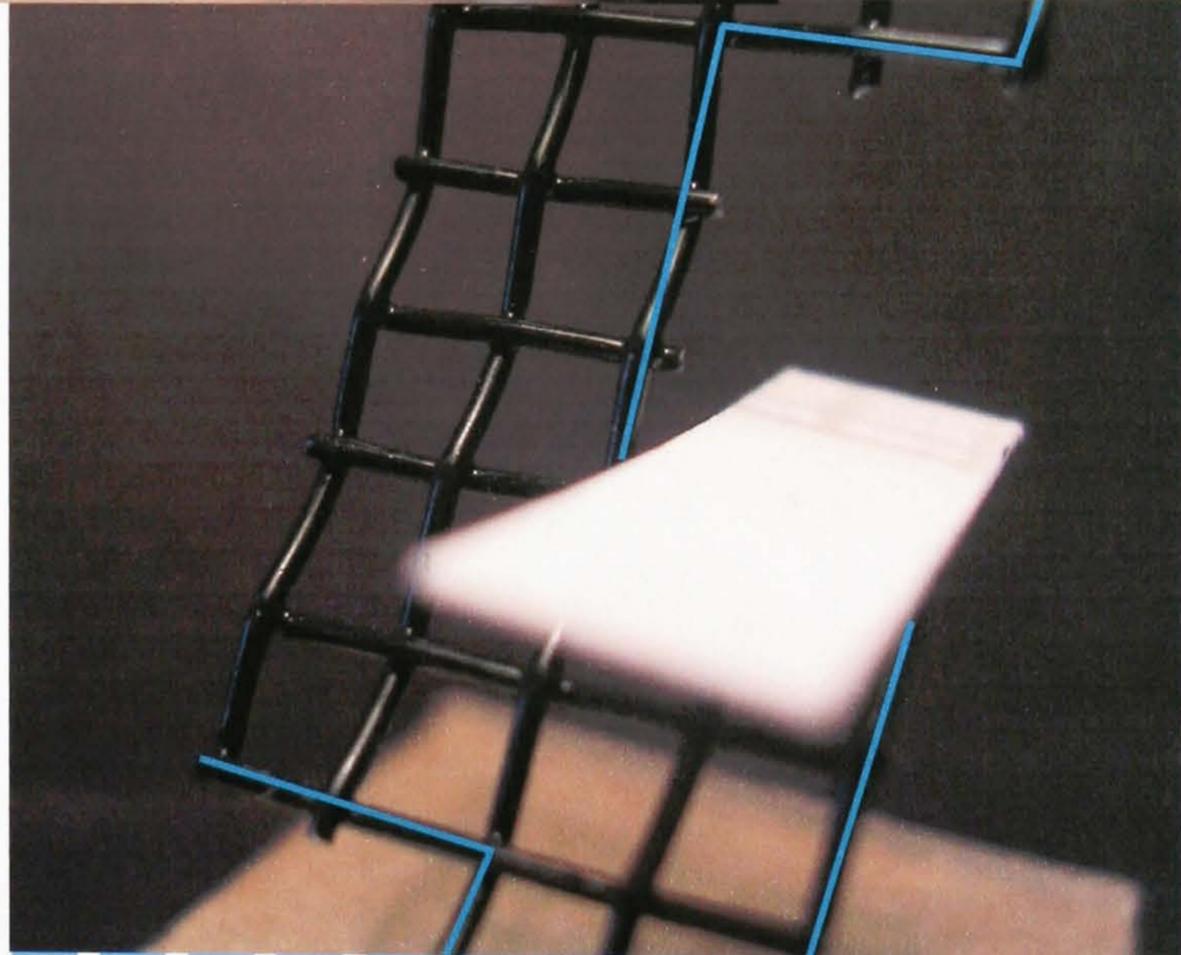
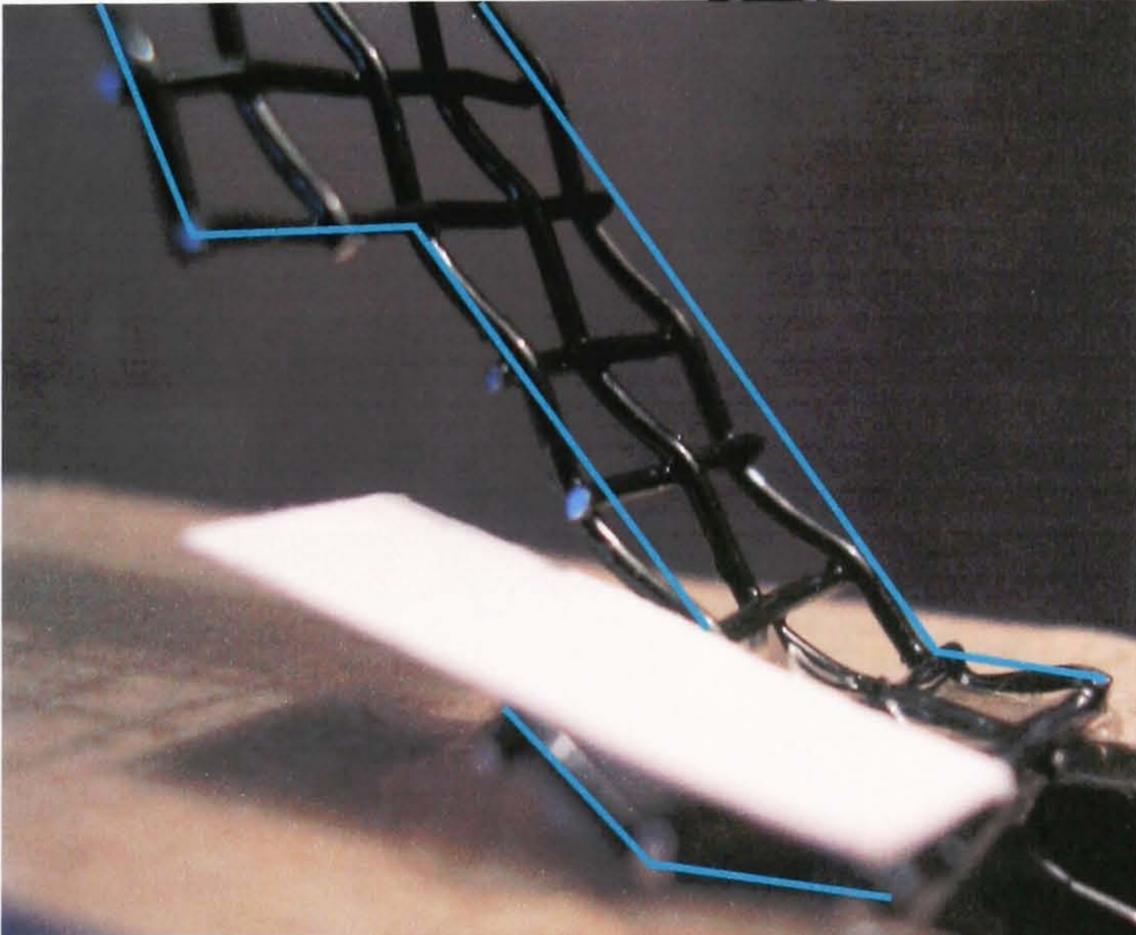
Looking at how the ground (physical ground or the different levels in a building) could be impacted.



This shows how the physical building can cut away at the ground.

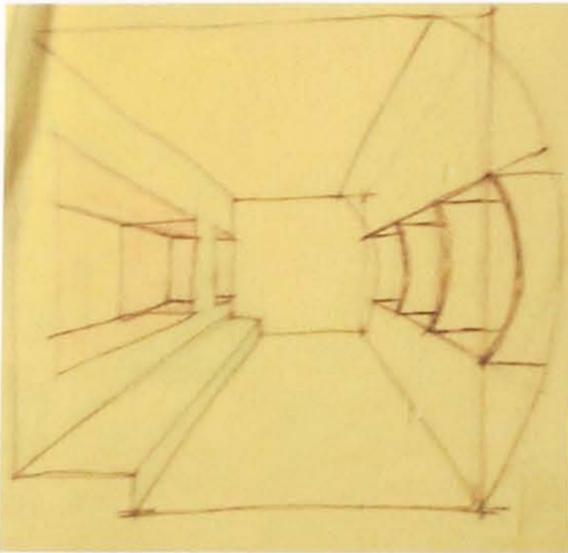


These images show how the building levels can cut into the building itself.



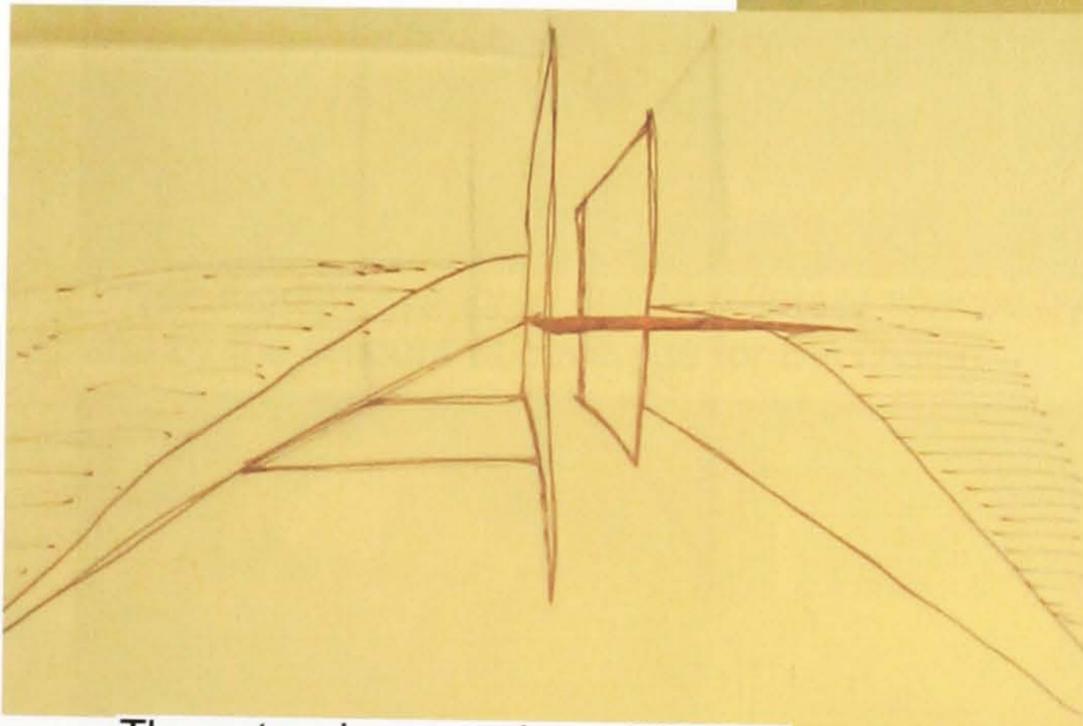
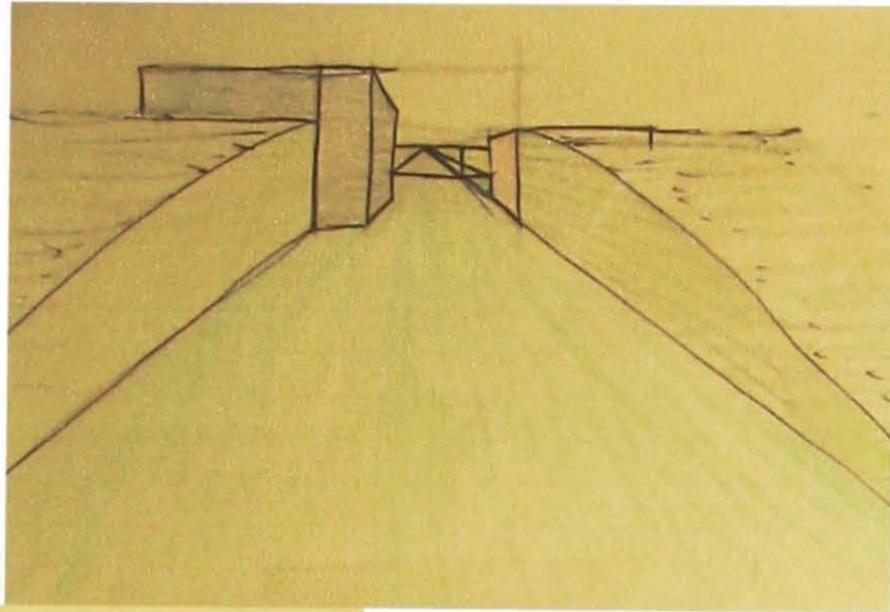
**PERSPECTIVE:**

Trying to get a feel for how different spaces would feel depending on the different materials and architectural elements.

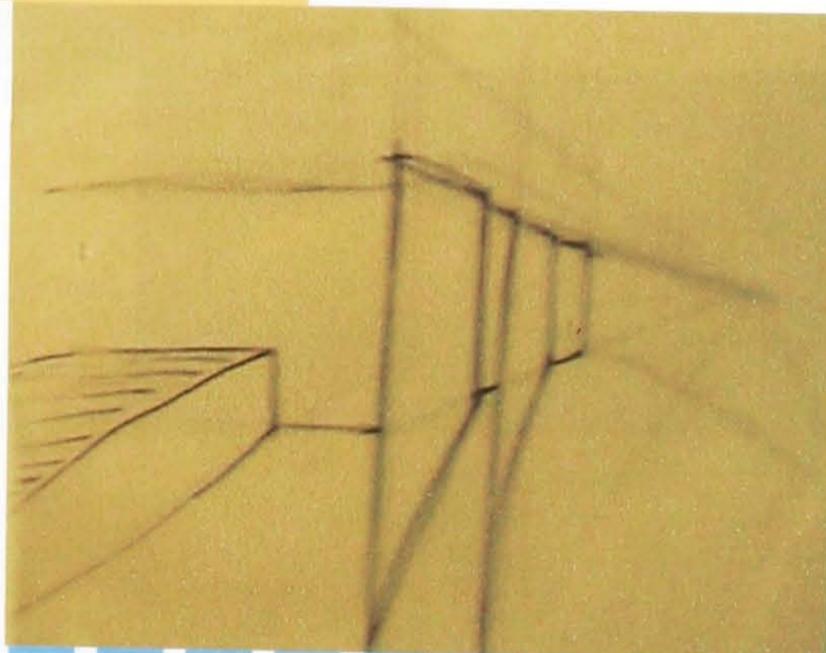


This image is looking at a possibility for the interior of the building. One wall is curved to bring a calmness to the interior. Both wall have little spaces to sit by yourself and read or just get away from the world.

This image shows how the ground could be cut away to create a path. It also shows how the buildings could possibly be places on the path.

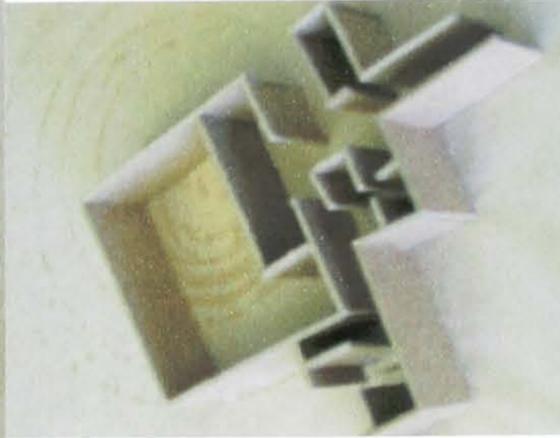
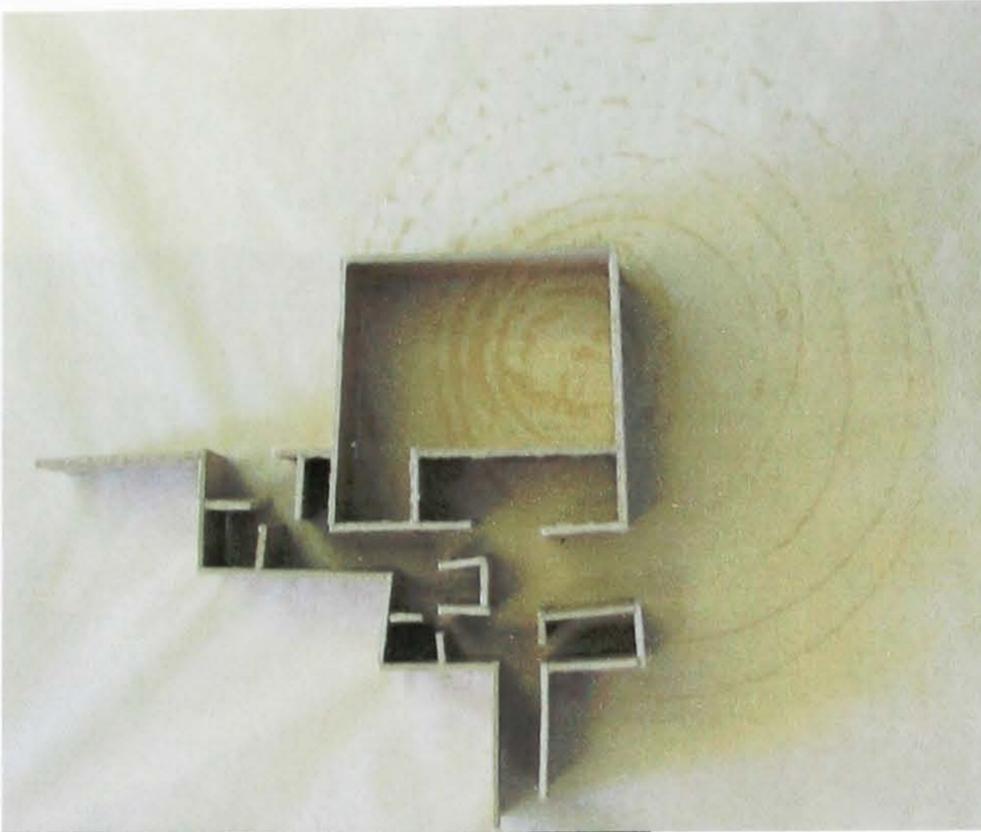


These two images show different ideas for entry into a building.

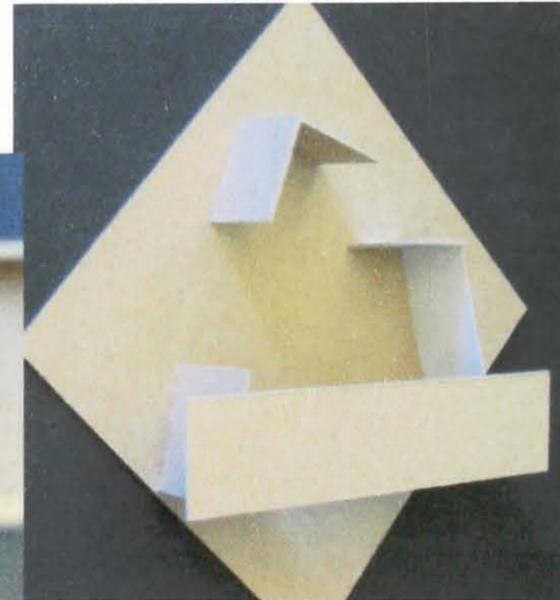
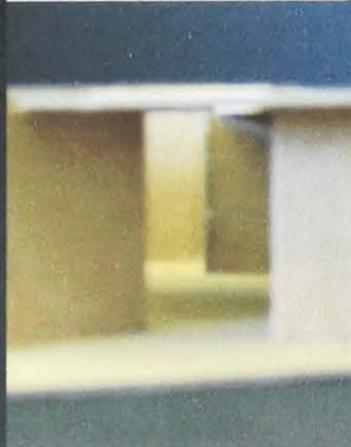
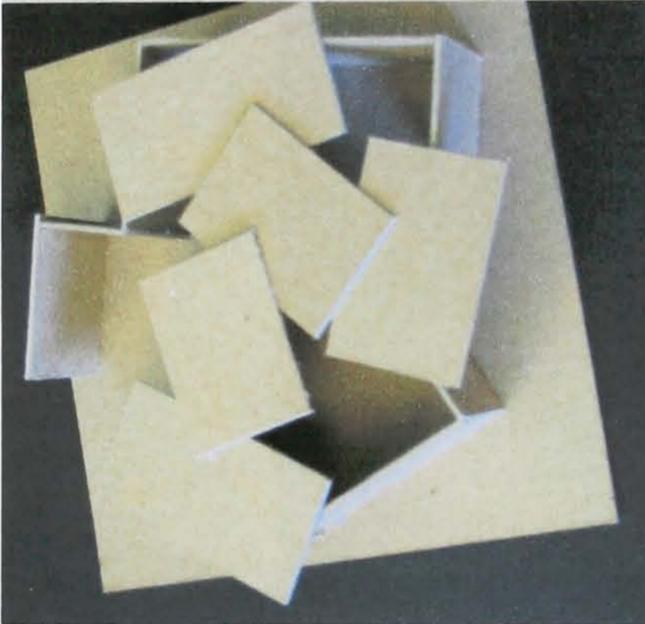


Experience Models:

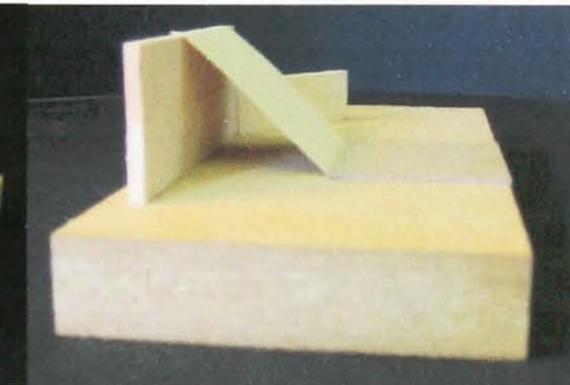
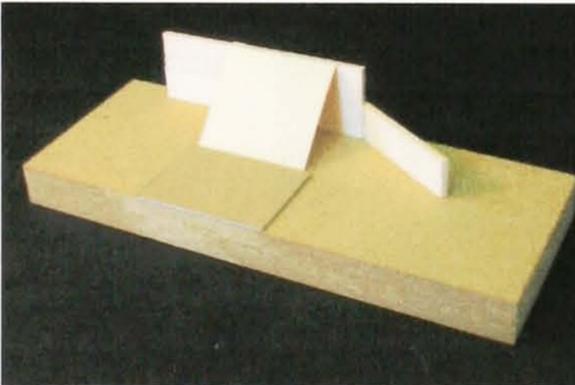
These models were done to try and create different experiences using different materials



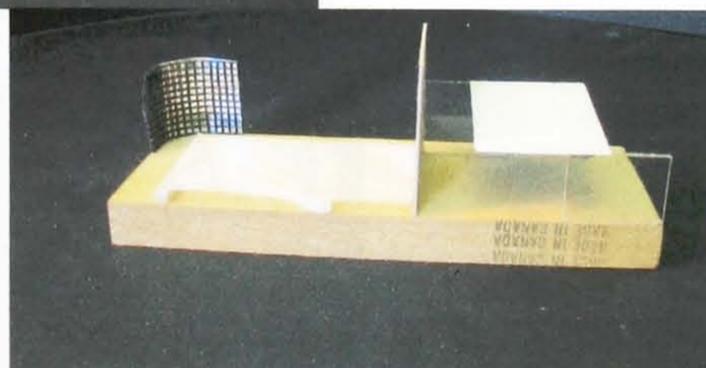
This model creates a maze feeling.



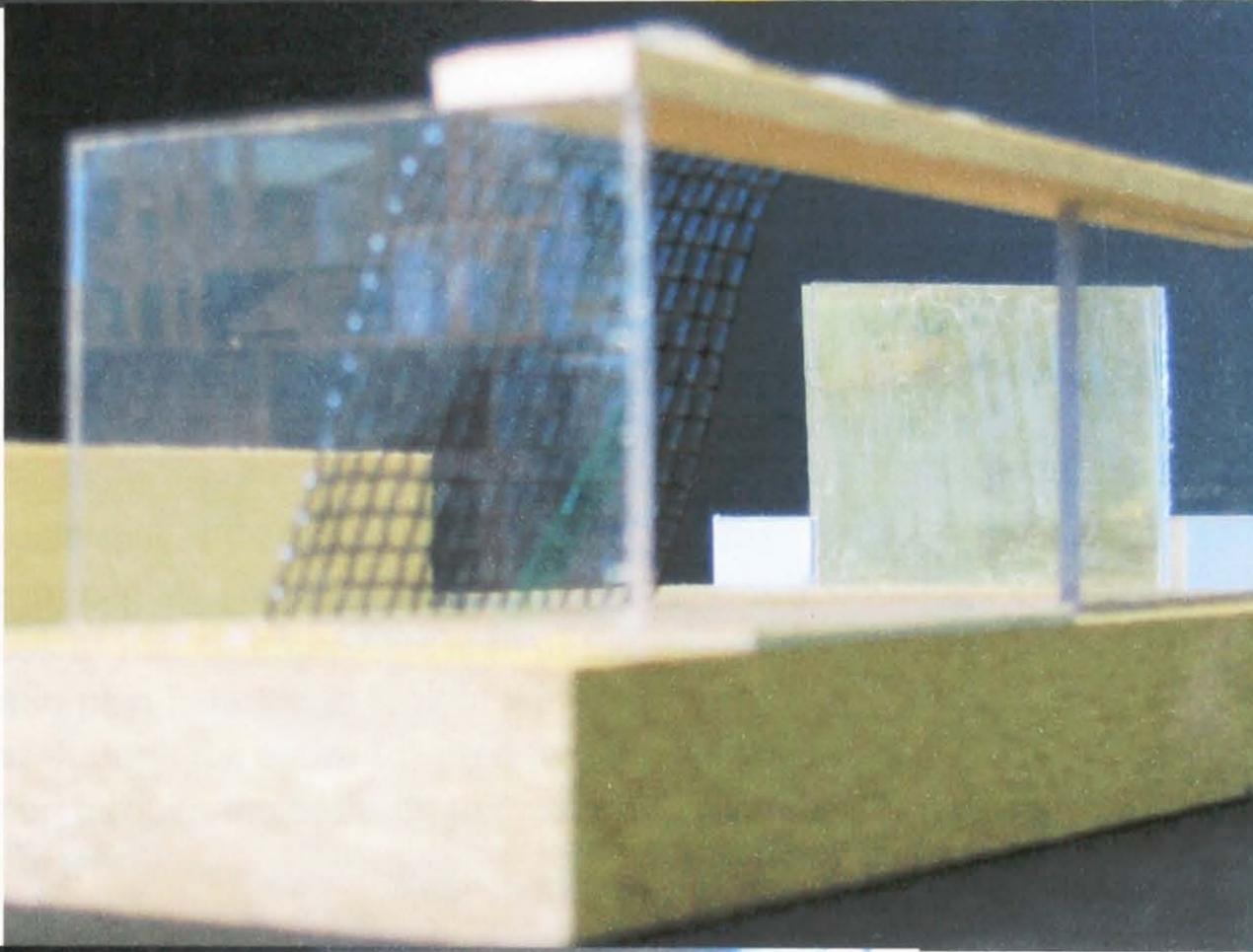
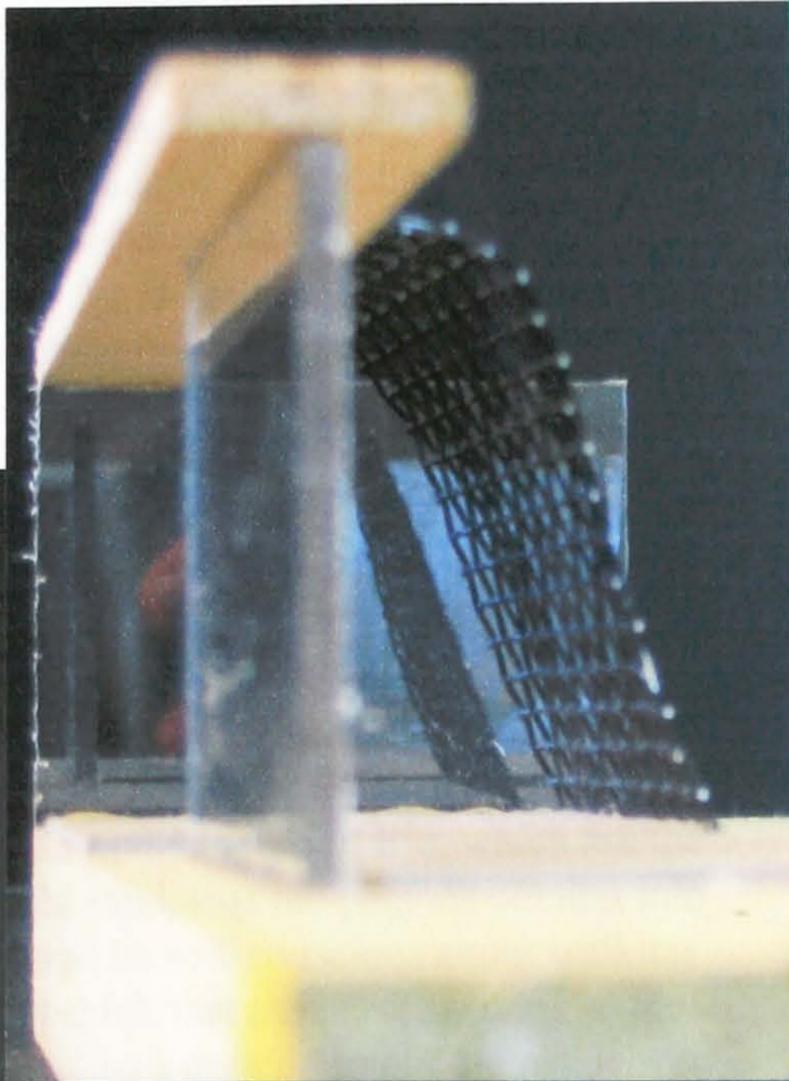
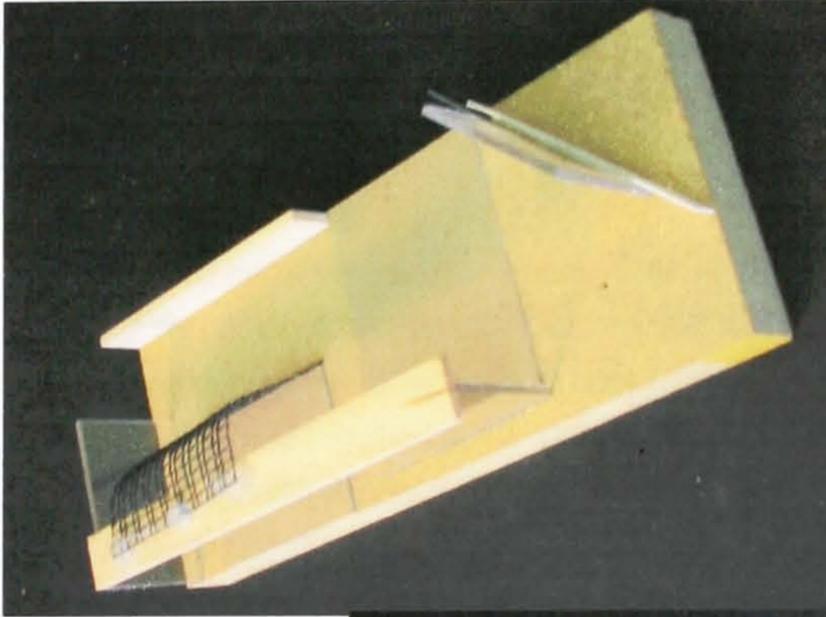
These models just try to create different spaces by the materials of the walls and by the amount of coverage for the ceiling.



These models are just to try and create different experiences by the different materials



Again, these models are just to try and create different experiences by the different materials.



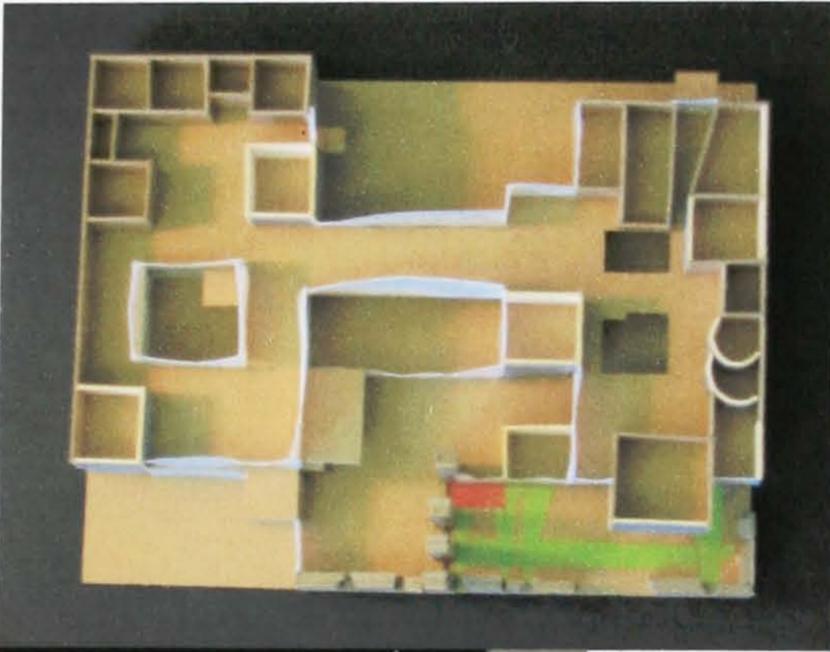
The way I wanted to lay out my design of my building was by placing all the spaces for persons staying at the center in one area and all the spaces for persons coming in off the street in another area. The west side of my building is for the persons staying at the center and the employees that work at the center. Some of the spaces are the residential room and living spaces for the residence, there is also a couple offices that would not receive any visitors from off the street and an employee break room. The east side of my building has all the spaces for the persons coming in off the street as well as some spaces for the residence. This side consists of classrooms, therapy rooms, kitchen, dining room, some living/gathering spaces, an entry/welcome space, as well as some more offices that would receive visitors from off the street.

The reason for this separation is based on private vs. public realms of life. I wanted the private realm of life, which are the things that we do in private that we do not want others to see, to be separate from the public realm of life, which are the things that we do with in the public eye. I would think that the persons coming into the center would already have low self-esteem and be self-conscious about walking in the center and possibly living there. I did not think that the persons living at the center would want others to see them living there, so I decided to put the residence in an area that would be off the path of the persons coming in off the street.

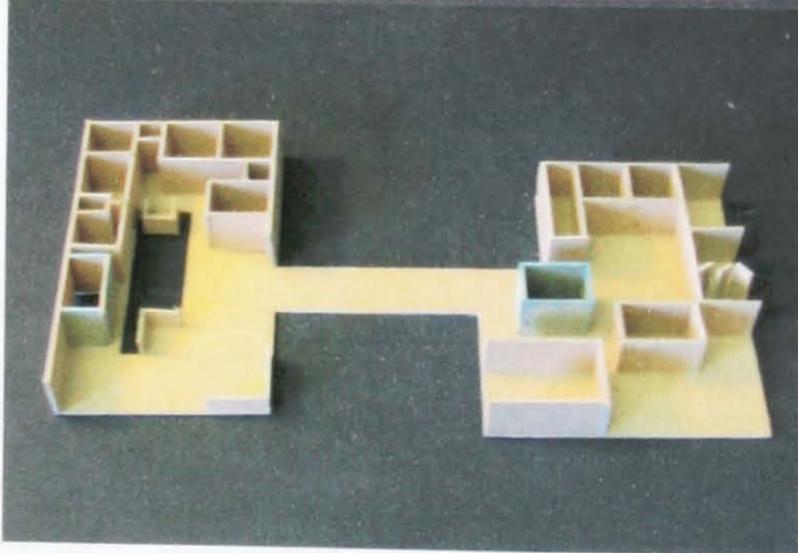
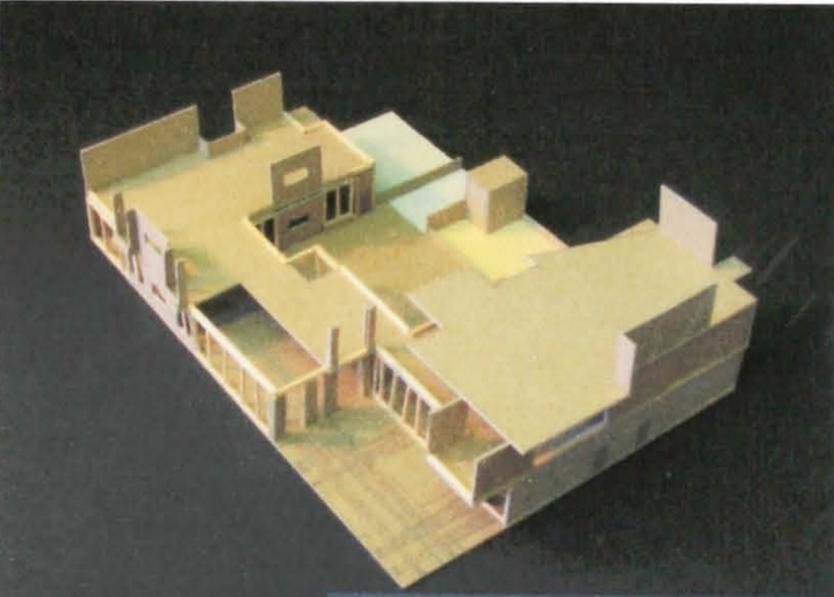
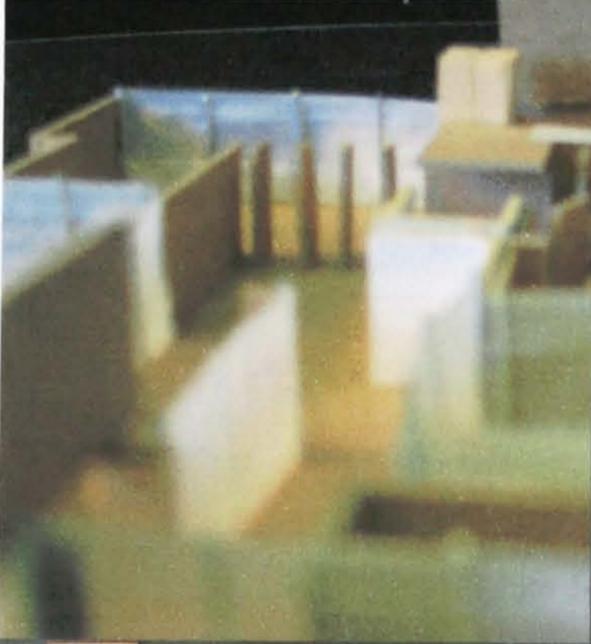
I wanted the corner of my site that had contact with both streets, Clark Street and Vernor Highway, to be the main entry of the building and then split the public and private realm from that. I choose to take the private realm and pull it along Vernor Highway toward the building that sits on the edge of my site. I choose to pull my public realm up Clark Street toward the residential area that sits to the north of my site. I wanted my entry to be open along with the public realm.

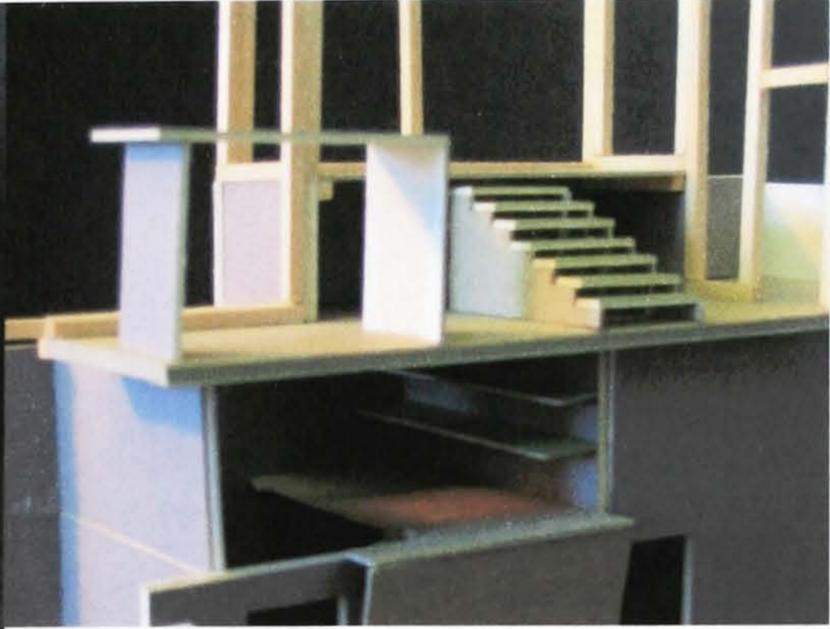
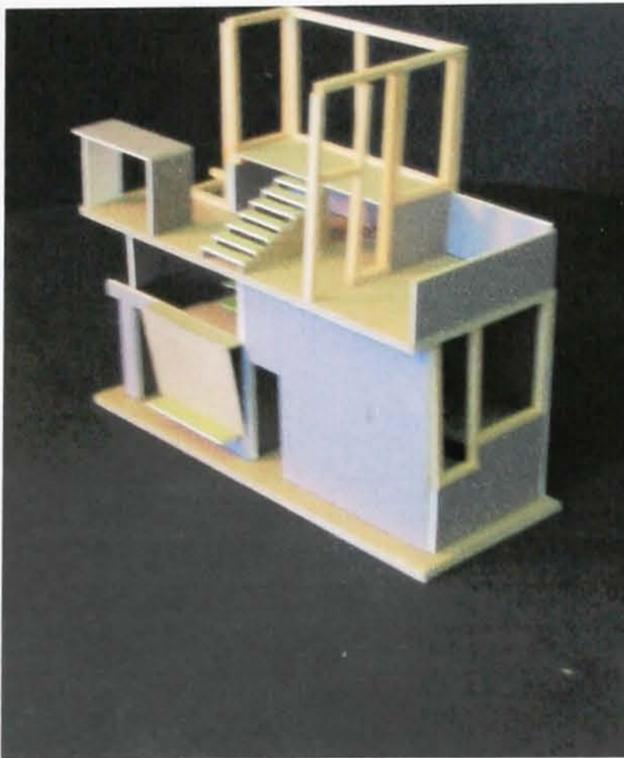
I want to create spaces that the persons in the building would be able to experience just the immediate area as well as through the whole building. I started with the plans to look at just the immediate area of the space. As I got the space to the way I wanted it in plan I started to look at what happened in the section of that space. As I did that through the entire I started to look at what opportunities I had to pull certain spaces up through the building to create an experience in the sectional quality of the building.

I tried to take certain experiences that would be considered "pleasing" by the general public and manipulate the architecture of the building in plan and section to create that experience. One example that I tried in the sections is on the first floor in the hallway between the offices and the residence room. I decided to create the experience of the hug in the hallway by manipulating the wall between the offices and the hallway. I made a decision to angle the wall, up to eight feet, toward the hallway and then angle the ceiling from eight to ten feet up toward the sky a little. So in section the space has the wall becoming the ceiling.

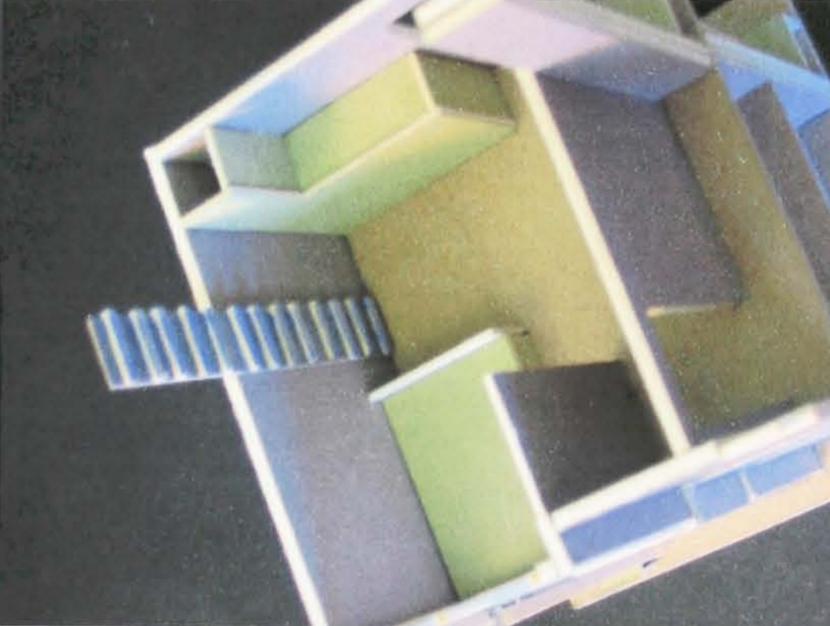


Floor Plan Models

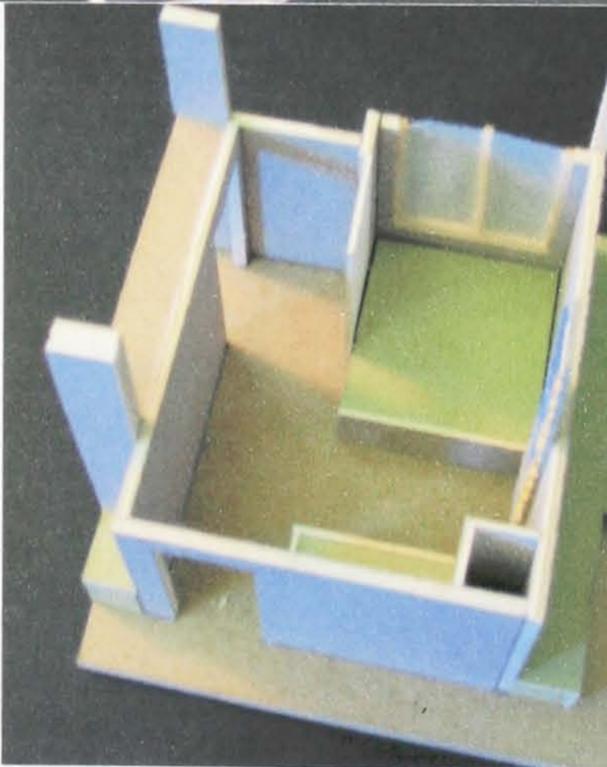




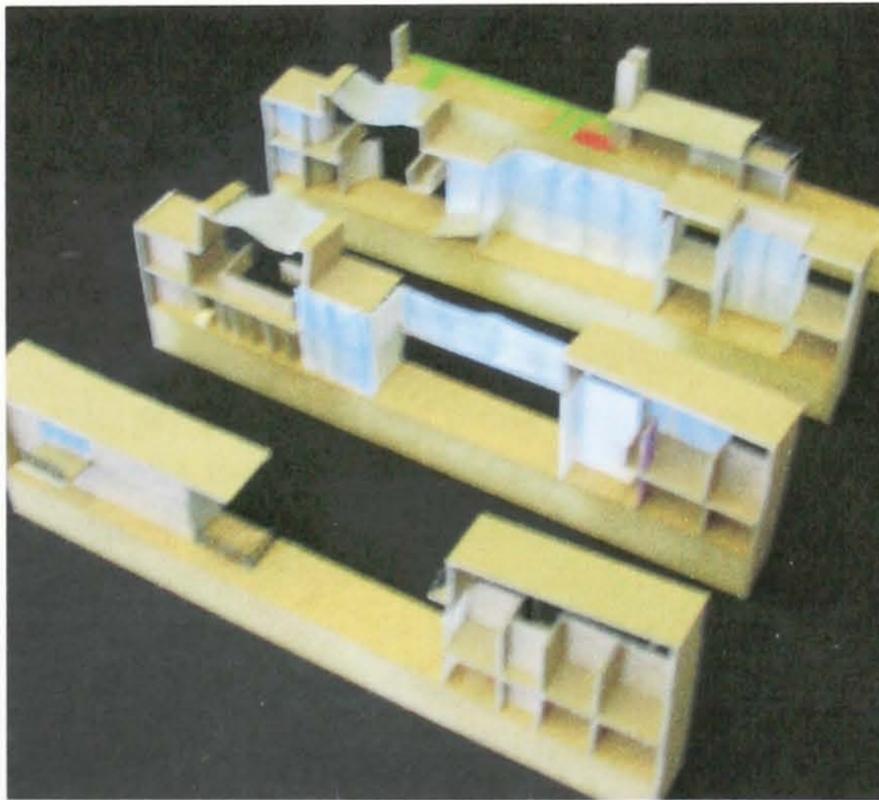
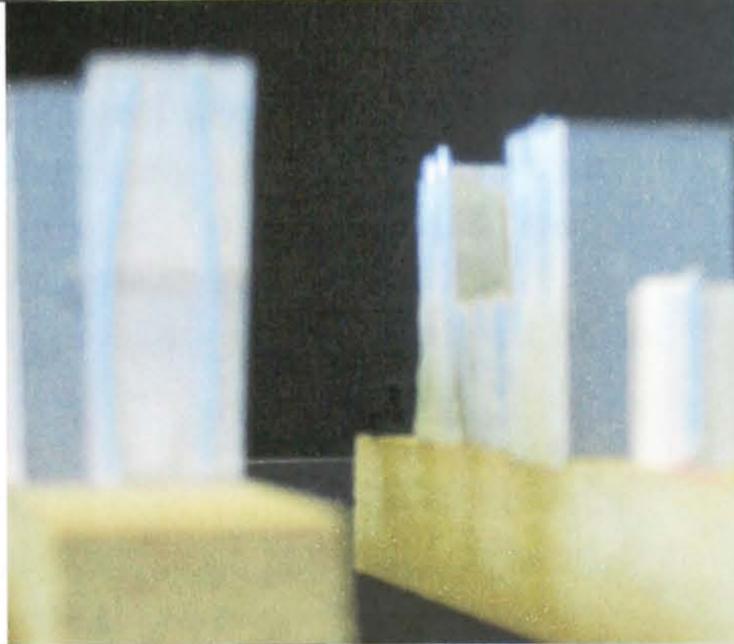
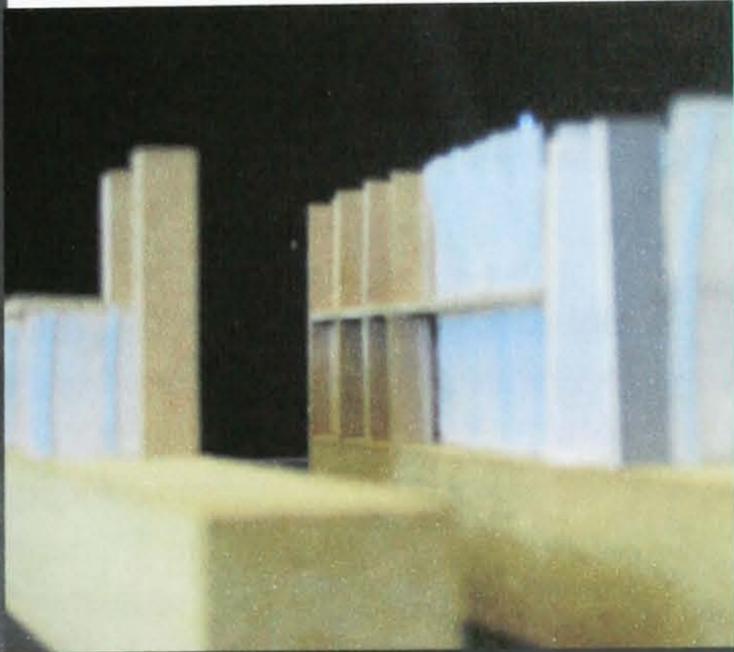
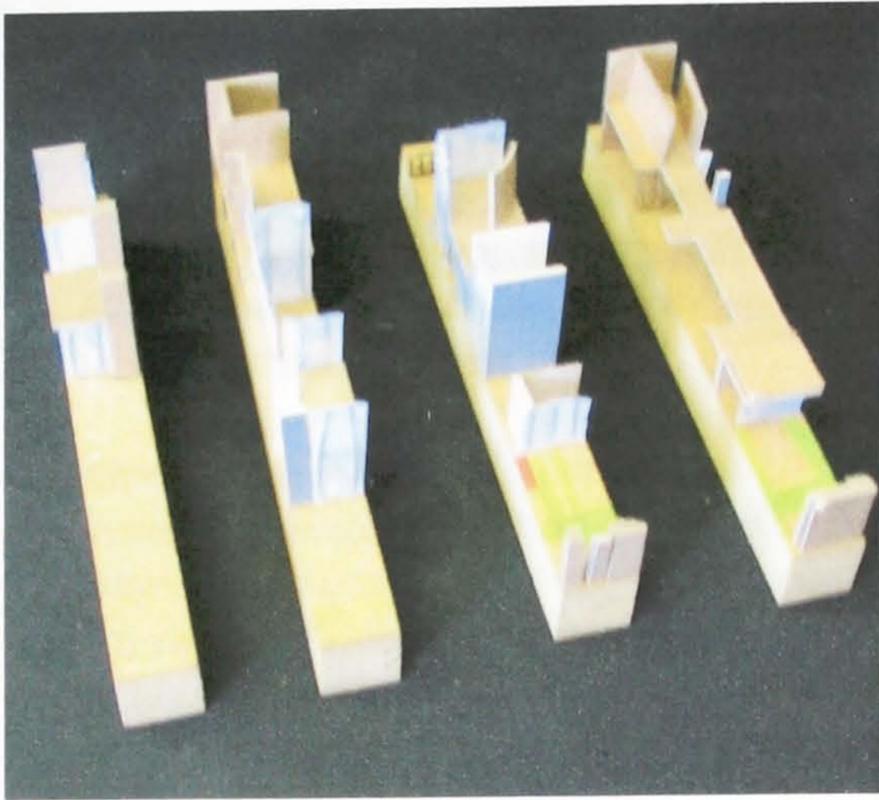
Office and living area



Bedrooms



# Section Models



Experience is actual participation in something or the direct contact with something. The architecture and landscape around us creates an experience in our everyday life. We have an interaction with architecture or landscape with every step we take, whether it is just walking barefoot down the street or being in the one spot that makes you forget about the horrible day you just had. Entering into a "space" can be just as enduring, eventful, and decisive as the most memorable experience in your life.

Through the manipulation of the architecture and landscape this thesis attempts to create a range of different experiences that can be experienced in a variety of ways. Can there be one "space" that is used for the same purpose for everyone but yet gives a different experience to everyone who enters? Is it possible to create a "space" that will change the way someone's day is going? Can a "space" change the way of thinking or way of life for someone who enters? If so how is this possible?

When thinking about by program I started with who I would like to design for. It would need to be someone who would need a chance to change their way of thinking or their way of life. There are many people that would need a "space" that would help them through a "between" or transition period in their life. I choose to design a Center for Runaways, an opportunity to help teens that do not have a physical or an emotional home.

My program consists of two parts, residential and educational. There are eight bedrooms for ones that do not have a physical home to go to and there is an apartment for the director of the center. There is also a kitchen and dining room that can be used by ones residing in the center or for ones that are partaking in other programs within the center. For the educational part there are five classrooms and four therapy rooms. The center also consists for four offices that can be used by the director, teachers and or therapist working at the center.

There are also smaller "spaces" throughout the center that could be considered common gather area or individual "spaces". You could feel like you were with a larger group or you could be by your self all in one space. In some parts of the center the architecture is manipulated on a certain way to create different experiences as you move through the center, this mainly takes place at the "between" points.

My site is located on the Northwest corner of Clark Street and Vernor Highway. I choose this sit because it is close to many different things that may be helpful for teens that would be coming to the center. There is a YMCA, a middle school, a high school, a strip mall, and many different churches all within walking distance of the site. Clark Park is also southeast of the site. The corner the site is on is also a connection between residential and commercial buildings.

When looking at how to place all the items of my program on the site I started with looking at the public and private areas of the center and trying to place those parts in the same general area. I placed all the bedrooms for the residence and offices for the employees in one area that would be considered private. For the residence there are also smaller living areas that are more private than the main living area.

All the classrooms, therapy rooms and public common/living areas are on the other side of the center that would be the public area. I have one main entry point that connects the public and private areas. At the entrance to the center there is a small courtyard that could be used as a gather area if needed. The courtyard is set up to have limited visibility in and out of it. I did not think that everyone going into or out of the center would want to be seen all the time.

In all the bedrooms there is a little loft area that could be used for storage of valuables, a place to hide, or possible a place to sleep. I wanted to give a feeling of a tree house for those that may have never had one because of the home situation. I also have a little loft area in the offices that could be used for storage to give the user more floor space so the office does not feel so small.

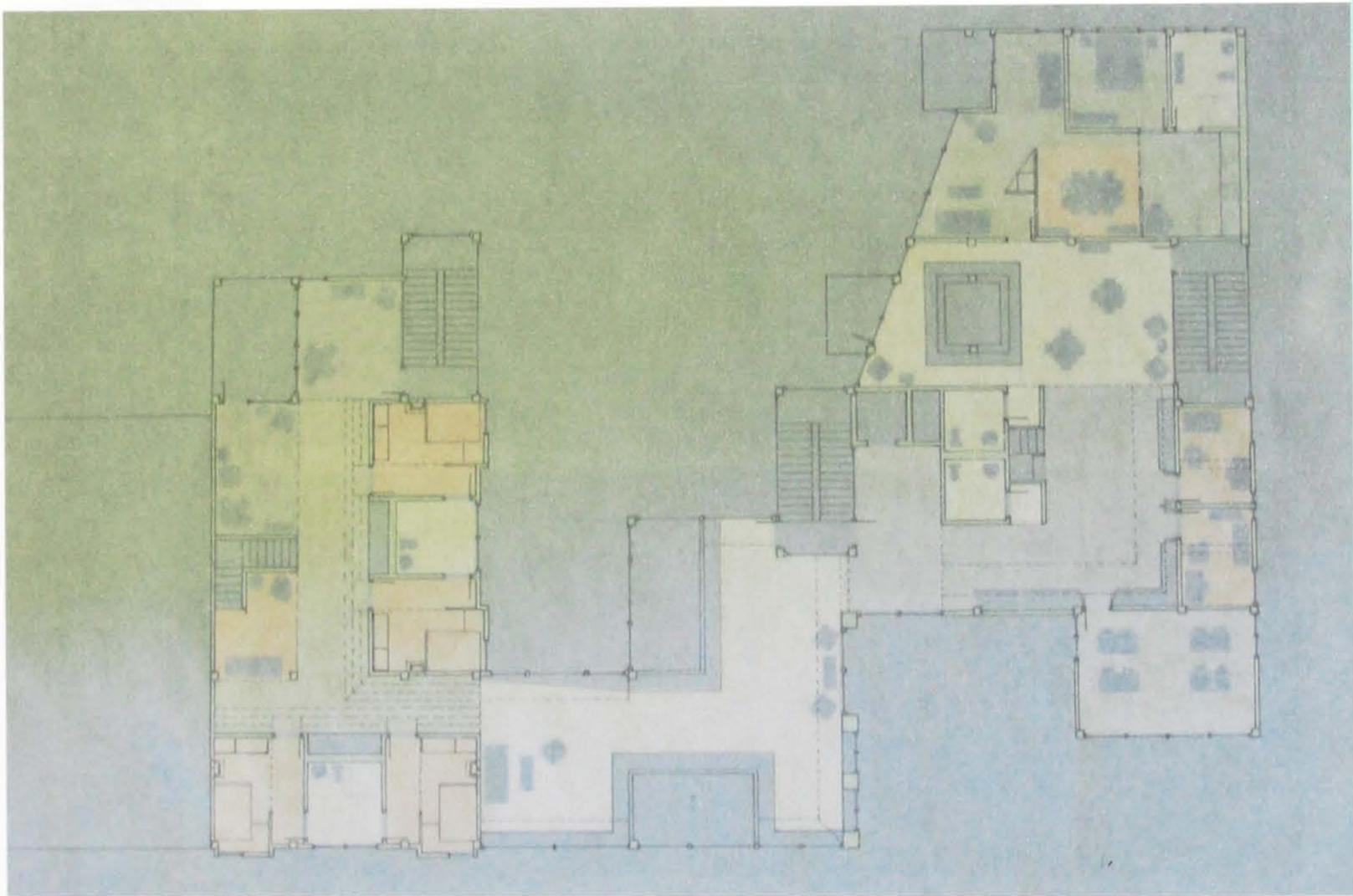
On the first floor of the center in the public area there is the kitchen, dining room, and the main common/living area. Part of the common area is sunk down two feet to create a smaller "space" inside a bigger space. The classrooms and therapy rooms are on the second and third floors so they would be a little less public.

There are other "spaces" throughout the center that are there to give the occupant a different experience from the rest of the center. The hallways outside the offices on the first floor and the classrooms on the second floor are manipulated to change the experience of waiting. I did not want the same experience as waiting for the doctor or the principle, I wanted a more relaxing, free experiences. To create that experience there are benches built into the wall and the backs of the benches come up and over to become the walls and ceilings.

There is also another "space" outside all the restrooms on all three floors that is more like a public hiding area. There is a series of little platforms that can be used to sit and read or to have a semi-private conversation with another person. This space is connected to the more public areas so "space" is not completely secluded from the rest of the center. Again this thesis is about manipulated the architecture to create different experiences throughout the center.



First Floor Plan

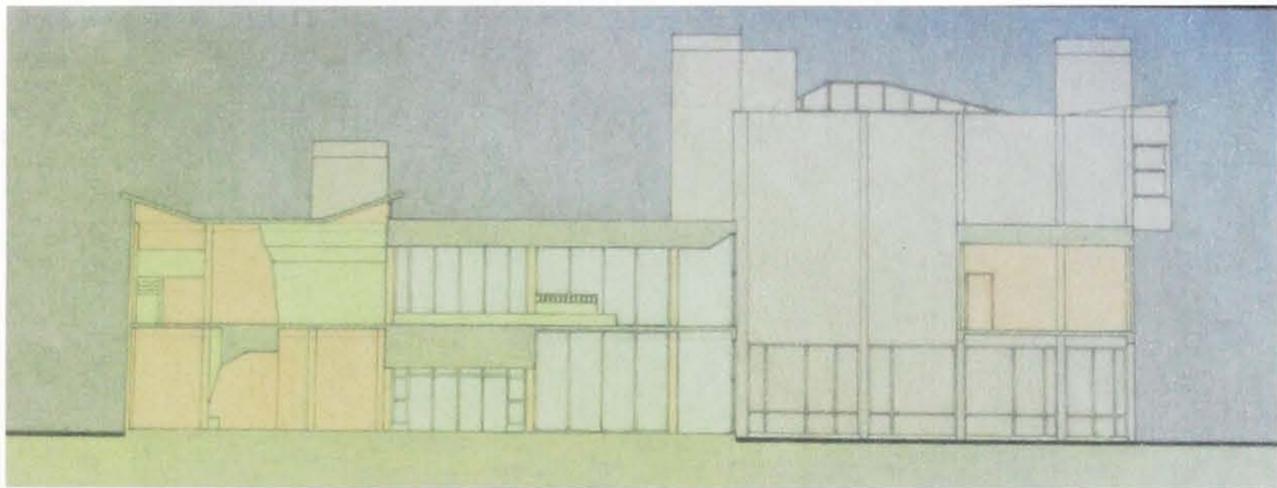


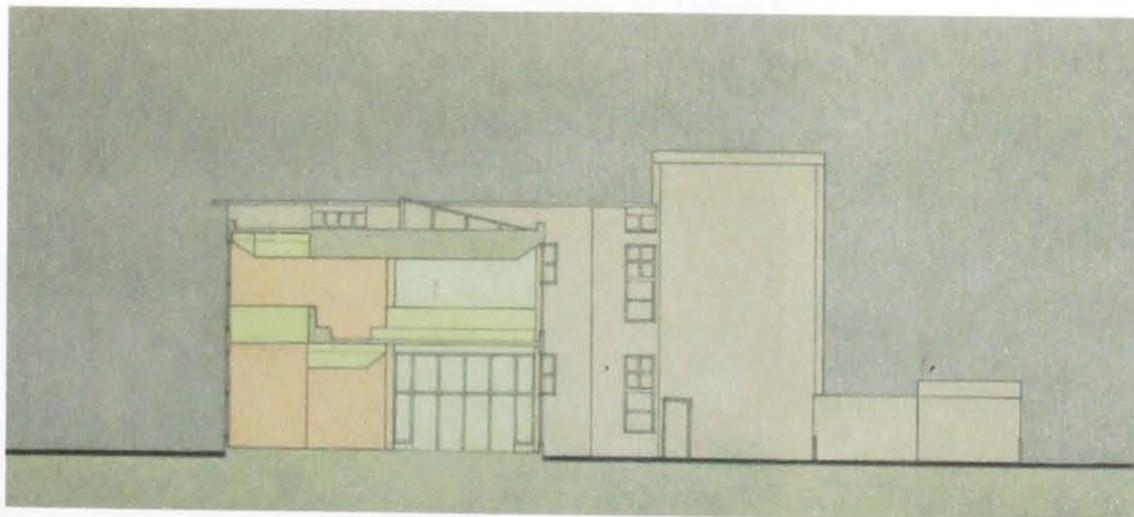
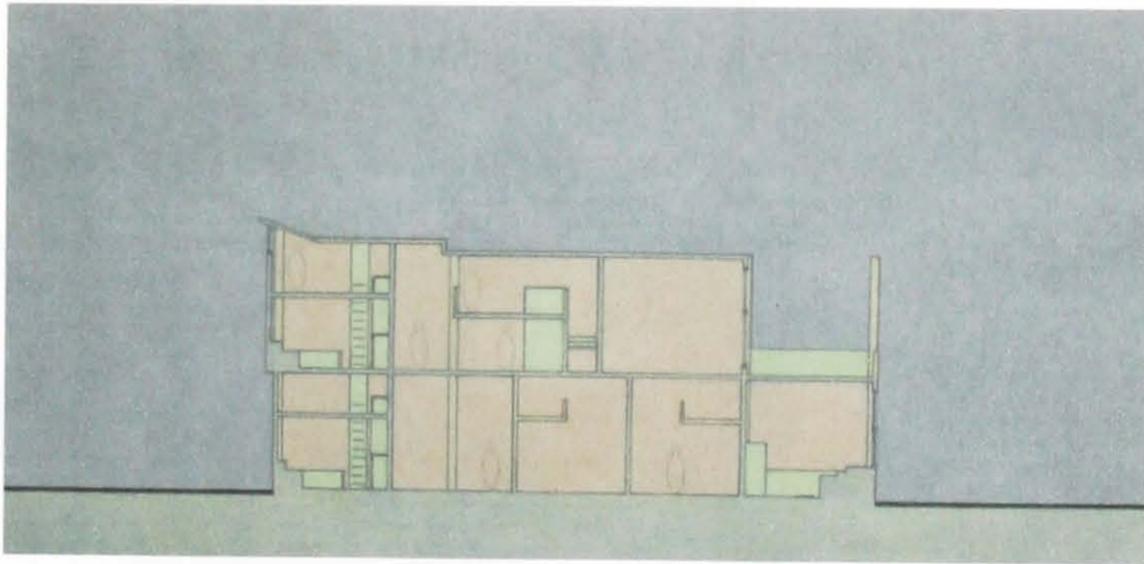
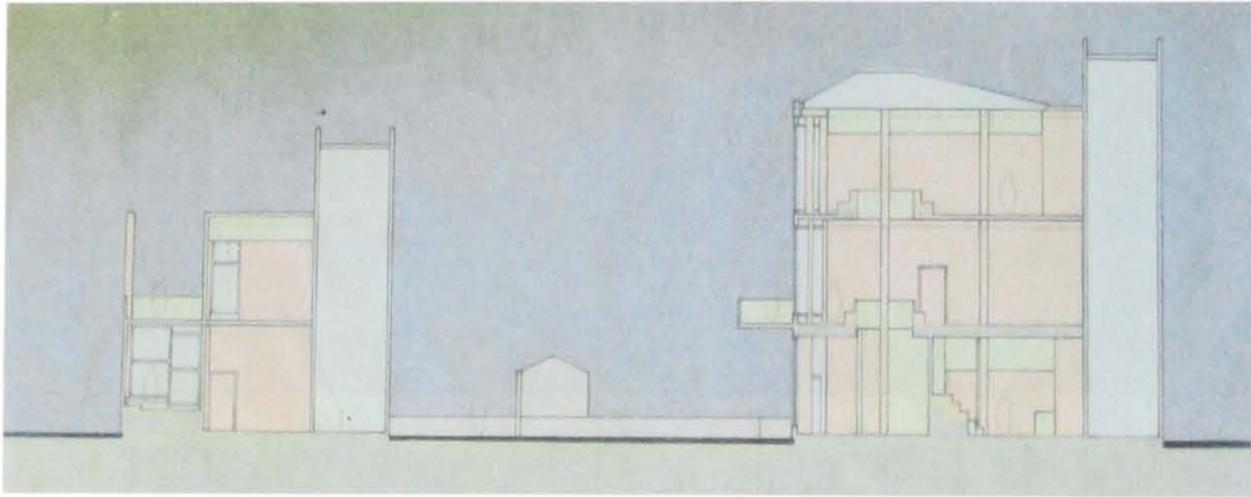
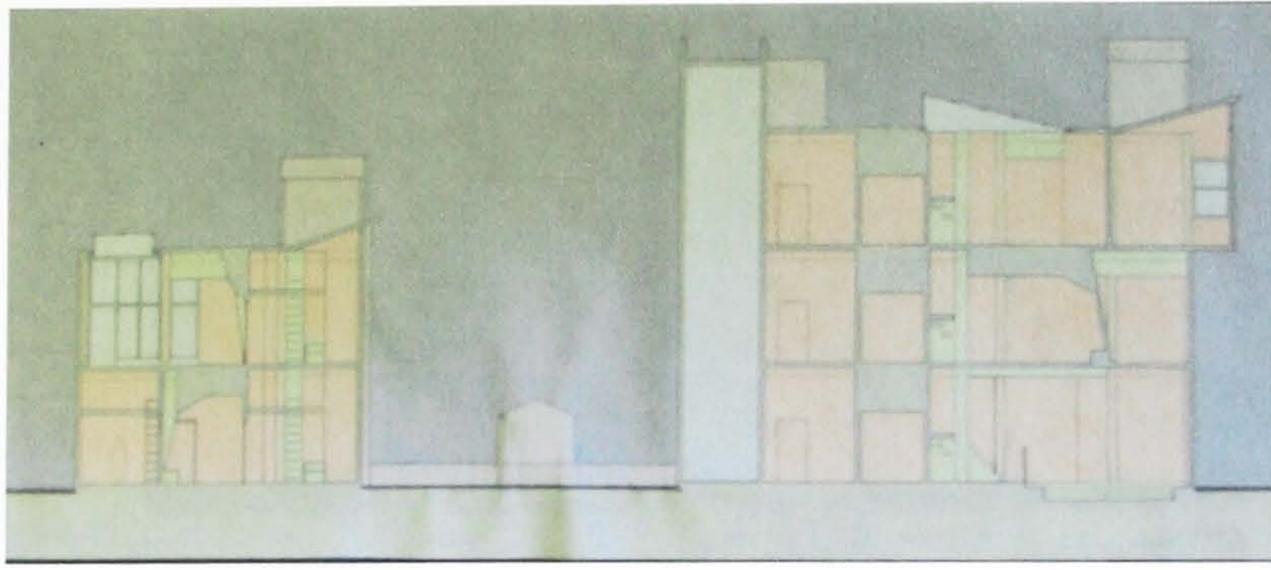
Second Floor Plan

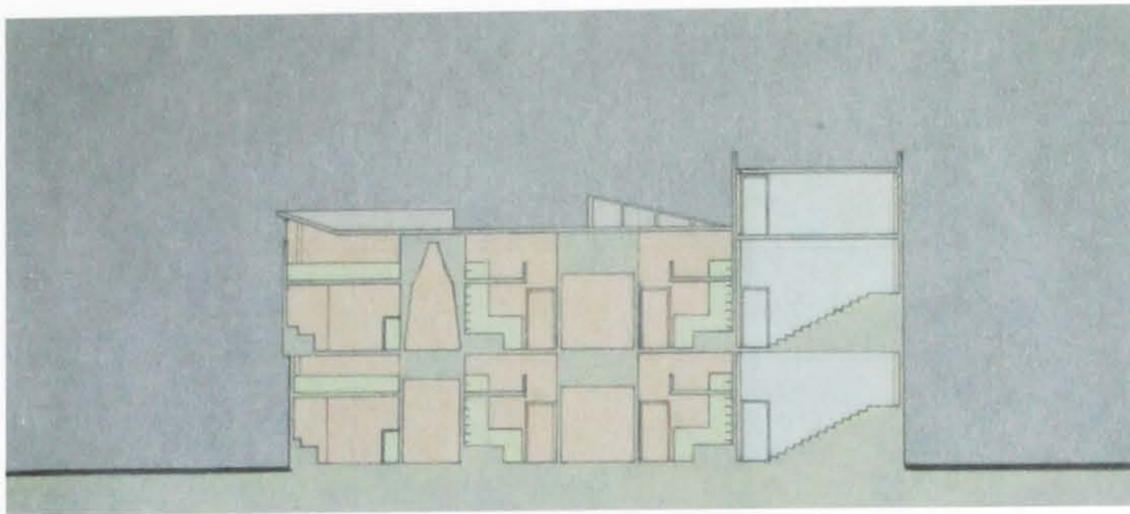


Third Floor plan

Sections

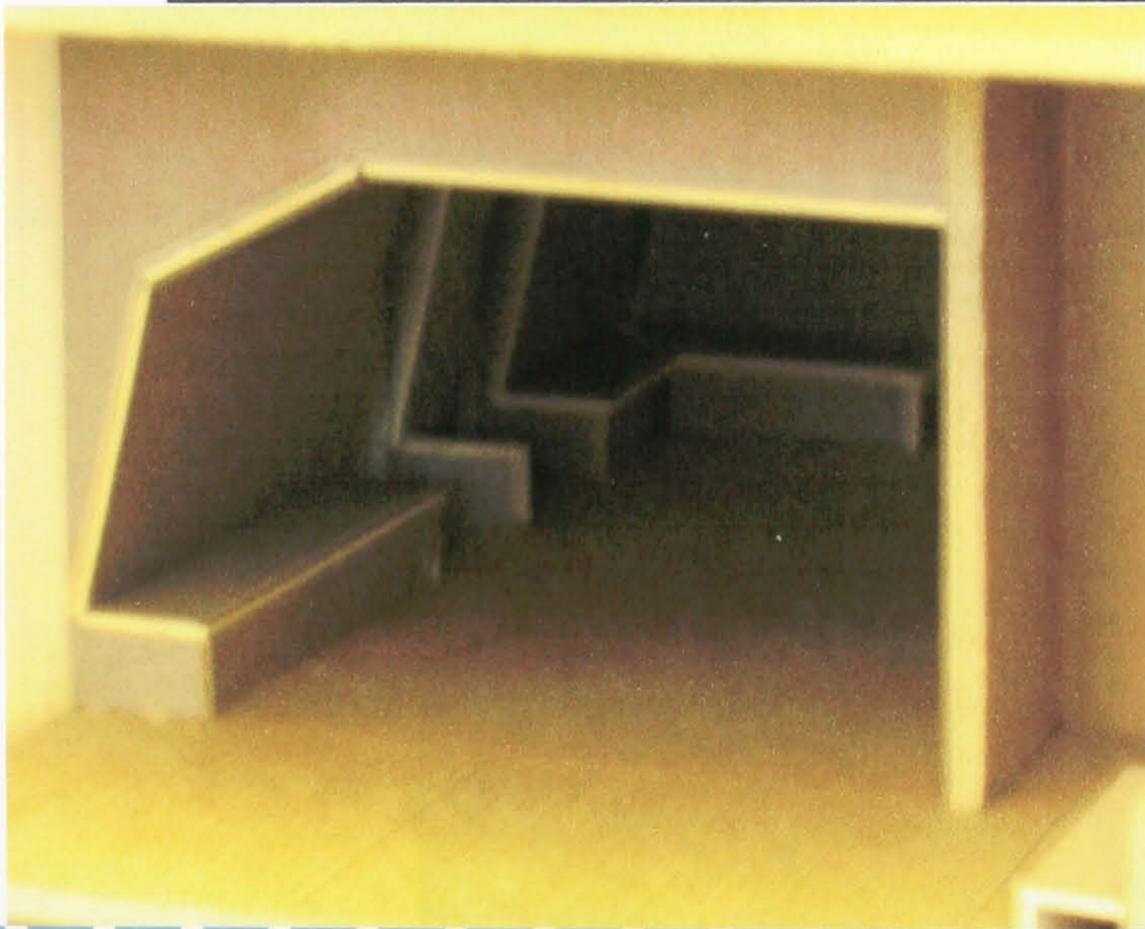


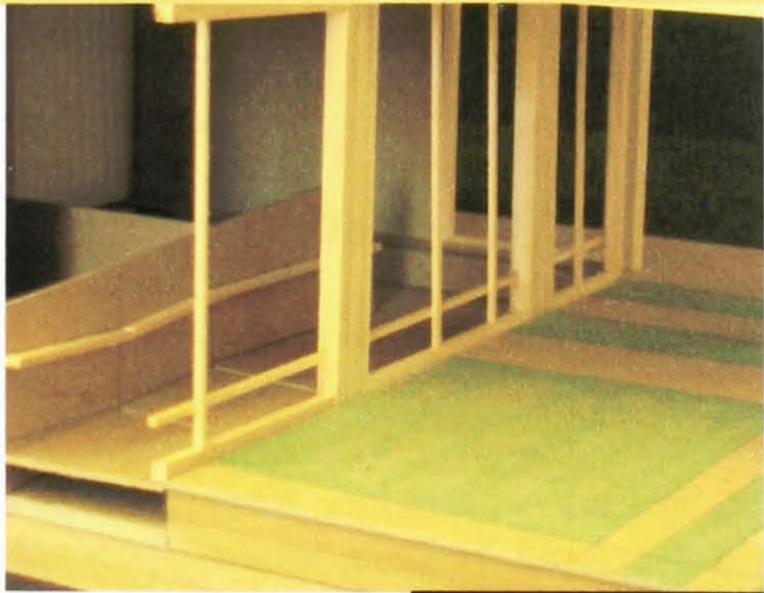
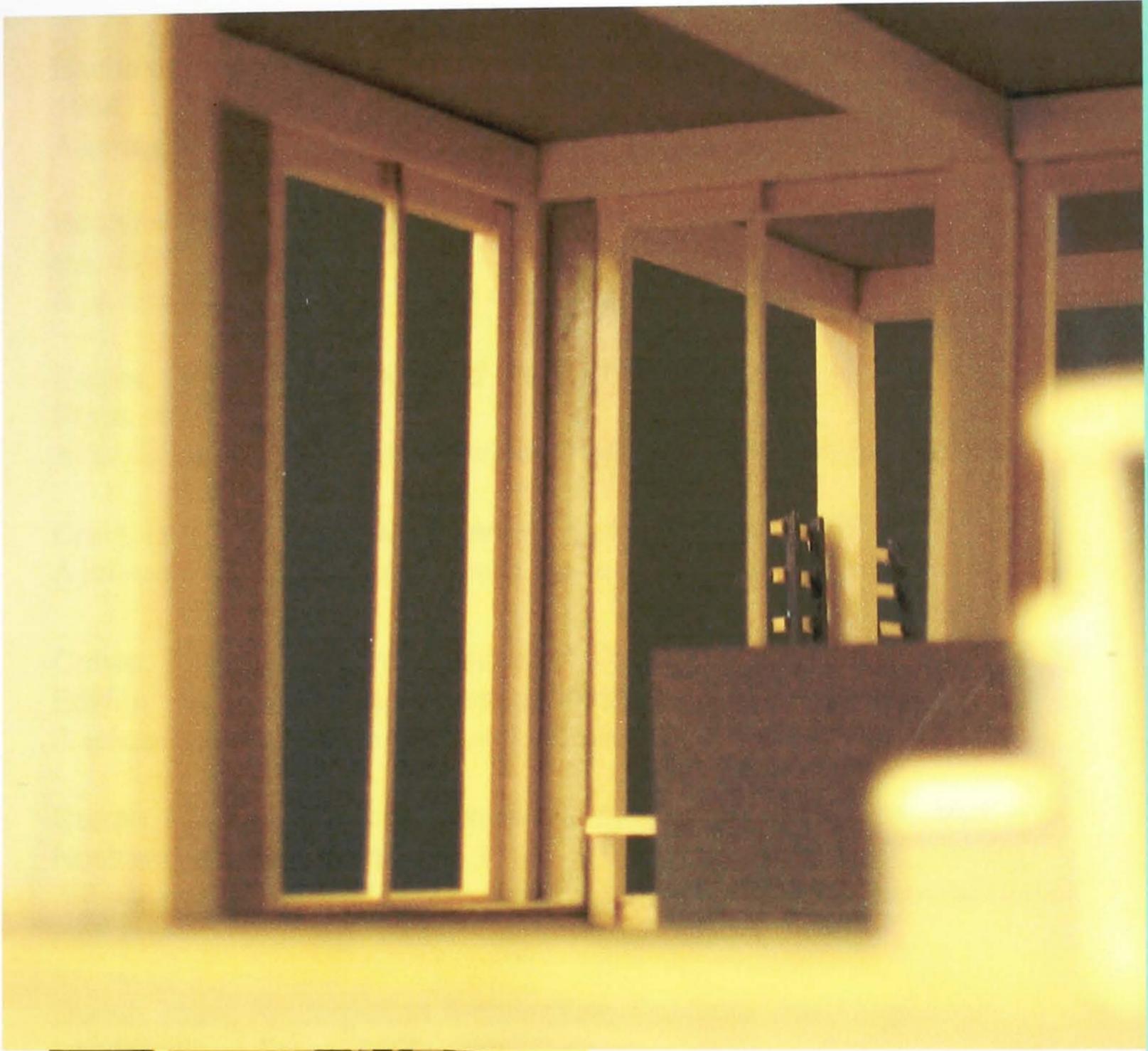




Models







Bachelard, Gaston, *The Poetics of Space*. New York: The Orion Press, 1964.

A good discussion on experiencing space.

Benedikt, Michael, *For an Architecture of Reality*. New York: Lumen, Inc, 1987.

A discussion on the different ways of looking at architecture.

Canter, David, *Psychology and the Built Environment*. Architectural Press, 1974.

A discussion on how the built environment affects the psychology of a person.

Craig, Lois, *The Federal Presence*. The MIT Press, 1978.

A reference on the federal presence in our community and our architecture.

Crowe, Timothy D., *Crime Prevention Through Environmental Design 2<sup>nd</sup> Edition*. National Crime Prevention Institute, 2000.

A reference on how to use nature as a defense against crime.

Curran, Raymond J., *Architecture and the Urban Experience*. Van Nostrand Reinhold Company, 1983.

A discussion on how the Urban environment is different from the suburban environment.

Dudek, Mark, *Kindergarten Architecture: Space for the imagination*. London: Spon Press, 2000.

A discussion on how to design an environment to challenge children with their imagination.

Ellin, Nan, *Architecture of Fear*. New York: Princeton Architectural Press, 1997.

A discussion on how architecture creates fear and how we can coop with that through architecture.

Gifford, Robert, *Environmental Psychology Principles and Practice Second Edition*. Boston: Allyn and Bacon, 1997.

A text book on environmental psychology.

Leatherarrow, David, *Uncommon Ground Architecture, Technology, Topography*. The MIT Press, 2000.

A discussion on how architecture can be incorporated into nature without looking too out of place.

Mehrabian, Albert, *Public Places and Private Spaces the Psychology of Work, Play, and Living Environments*. New York: Basic Book Inc, Publishers, 1976.

A discussion on the difference between public and private spaces.

Newman, Oscar, *Design Guidelines for Creating Defensible Space*. Washington, D.C.: 1976.

A reference on how to use architecture as a defense against crime.

Rasmussen, Steen Eiler, *Experiencing Architecture*. The MIT Press, 1959.

A good discussion on the way people interact with architecture based on how it is designed.

Sarton, May, *The Writing of a Poem, Excerpt from Writings on Writings*. Maine, Puckerbrush Press, 1980.

A good reference on the way a poem is written from the writers point of view.