

**CEE 130 – Introduction to Architecture Studio**

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**Design Parti**

One-Page Summary Due 9 March 2004

**REQUIREMENTS FOR THE ONE-PAGE DESIGN PARTI**

- The phases listed below should all be addressed in your one page summary.
- Each phase should have one or more paragraphs of text.
- You **must** illustrate phases 2 and 3 with thumbnail sketches of with jpeg images).
- The attached graphic is meant to show you the final visual format we would like you to achieve. However, the text in the example should be ignored.

**Phase 1 – Analysis**

How you arrived at your design parti.

**Phase 2 – Description**

Your design parti/concept (illustrate with sketches or jpegs).

**Phase 3 – Evolution**

What ideas did you pull from previous exercises or assignments (illustrate with sketches or jpegs). How did the parti change over time? e.g., simplified, added sub-themes, changed parti altogether, etc. (illustrate with sketches or jpegs).

**Phase 4 – Personal Reflection**

Your design process. For example, your success relative to your intent. What would you do the same or differently if you did this project again. What surprised you the most about this project, etc?

## Design Process for the Automotive Museum Window Proposal

### Phase 1 Assessment;

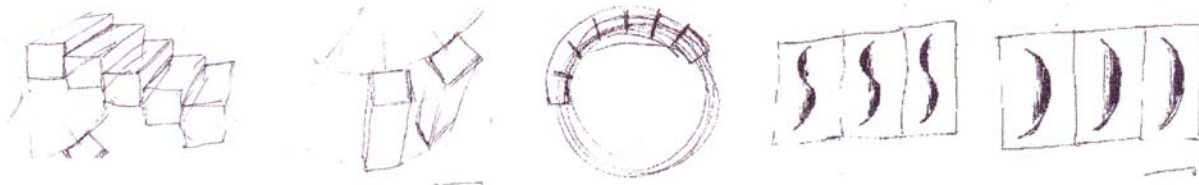
I started the process by determining which wall was to be used as the subject for my project. I decided to use the wall of the rear gallery as it was the one which had until that point the least definition.

### Phase 2 Analysis;

The second phase in the process I adopted, was to make an analysis of the elements in the museum which worked well, which I regarded as the windows in the front gallery as well as the rhythm of the forms as a whole. I was also happy with the way that these first windows allowed light into the structure from only certain directions and which also only allowed people to glimpse what was inside.

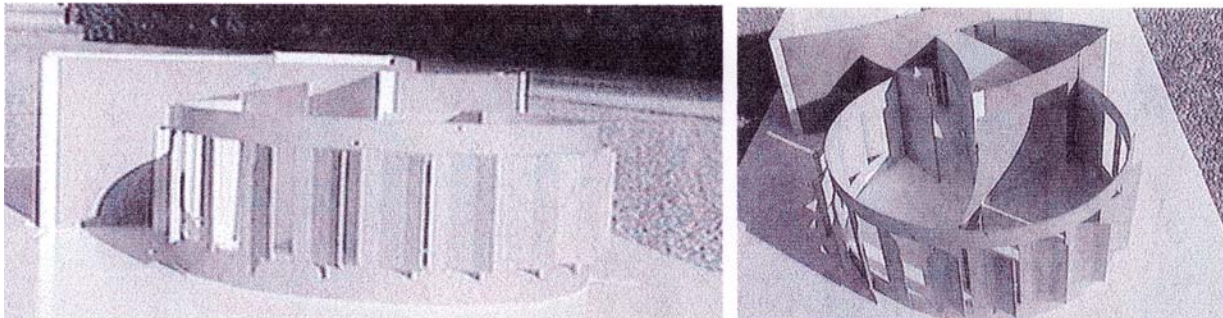
### Phase 3 Concept;

I looked at developing the concept in two ways: Firstly, I looked at breaking the wall into segments in much the same way as the exercise with the cells from the Reader, however, I looked at it in plan rather than elevation, examining ways which you could create the circle from cells. Secondly, I looked at different ways of piercing and then bending the surface to create a penetration, or window. Although I looked at several variations, as shown below, I came back to the purity of the form of the first penetrations in the front gallery



### Phase 4 Development;

Having established the basic form for the window I needed to consider the size. I worked with the proportional elements as discussed in the Reader "*Ching F*". I divided the height of the wall by 8.5 to give me a dimension for my "pillars" ( $d$ ), this dimension also determined the width of the penetration ( $3xd$ ). In order to determine the height of the base and top of the window I divided the height of the wall by 19 ( $a$ ), which gave me a height of  $4a$  for the sill and  $16a$  for the top. The opening was then pushed out of the gallery to give a contrast to the front gallery whilst maintaining a rhythm. I then chose to emphasize the form by glazing the opening at an angle, filling the top and bottom of the opening which gives the wall an apparently enormous thickness when inside. From the outside the fins which are left free express the way the window is formed by cutting into the plane.



Example of graphical layout for the Design Parti Summary- ignore text