

Architecture: Urban Studio Course 3

Studio 3 continues the investigation of design process with a particular focus on a study of urban context and an urban program. The studio conducts in-depth analysis of New York based on individual experiences and materials gathered from the class field trip. The course seeks to negotiate between personal cognitive mappings of the city and instructive map/guides in order to populate the studio program with a critical regional urbanistic understanding.

Projects review different methods of surveying and documenting urban conditions, including close observation, hand mapping, and use of emergent digital tools for modeling and design. Projects require to students to develop an ability to conceive and present their architectural work at the scale of both building and as urban interventions relative to specific existing conditions. These conditions must include a consideration of site programming, specific social factors, and changing forms of private and public space in the city.

Urban analysis draws on an index of precedents to reflect on historic methods of urban-scale architectural study, representation, design factors, and how some of these have changed over the last century of modernization, globalization, demographic migrations, and so on. This demands a reflection on the city as “spatial event,” intrinsically time-sensitive and evolving.

In addition to the Visual Digital Media Unit and the New York field trip, this course is accompanied by readings and lectures in preparation for the project located in New York. The project includes mixed programming in the form of a hotel, gallery, café, and gym serving the live-culture-retail-infrastructure needs of the evolving neighborhood. A heightened scale and complexity is anticipated with regard to the previous studios’ foci on dwelling and site.