



Activating the Laneway:

An URBAN EVENT SPACE for the SUSTAINABILITY TRUST

BRIEF:

You will work in groups with a real world client to develop a master plan and design selected elements for an urban event space in Wellington.

The client is the Sustainability Trust, a not-for-profit organisation providing real solutions for Wellington region's homes, communities and environment. The organisation has recently moved into new premises in a converted warehouse at the end of Forresters Lane, off Tory Street. The warehouse has a new glazed façade to make the most of the sunny north-facing location, and the office spaces within it have been designed and built using all recycled and donated materials.

The Sustainability Trust wish to develop the large space at the west end of the warehouse, as well as the laneway and outdoor area. The goal is to create a *destination* that invites the public in and creates a space for interaction, education, and promotion of sustainability awareness. The space should be flexible, allowing for varied programmatic requirements, and should reflect the organisation's ecological ethos and community spirit.

This is an exciting, community-focused project, which addresses notions of public/social space, sustainable design and material innovation. The assessed part of the project will culminate in an on-site exhibition and launch event, however there will be opportunity for successful designs to be further developed, fabricated, and installed for use by the Trust and the Wellington public.

You will be expected to:

- engage with the client in a professional manner, from briefing through to presentation of final design
- be prolific in your design process through drawing and making, including producing a series of scale prototypes and 1:1 material explorations throughout the development of your design (not just at the end!)
- document your process on a blog, to be kept professional and up to date as it may be used for marketing purposes
- be brave, innovative and inspired in your work – this project is an opportunity to showcase your talent and make your collective voices ‘heard’ in both the design world and the wider community

GROUP WORK:

- you will undertake this project in groups, to be selected by your tutor
- no negotiation will be entered into over the chosen groups – you are to use this as an opportunity to develop your ability to work with others in such a way as to strengthen the design process through collaboration
- each group will produce a master plan for the laneway and event space
- it is up to you to decide how you divide up the tasks to develop the design of selected elements – you may each focus on one element, or treat the whole project as a collaboration
- identify and utilise the talents of the individuals in your group to both spread the workload and enhance your work
- develop and express your individual ‘voice’ whilst being respectful and encouraging your team mates to do the same
- work together to present your projects for the final exhibition
- your work will be assessed both individually and as a group

PROJECT REQUIREMENTS:

- evidence of research and making; documentation of the design process from week one through to completion
- scale drawings [site plan/master-plan, detailed plans, sections & elevations, construction details]
- scale models, parti-models, prototypes and 1:1 material explorations
- multi-media and/or time-based work where appropriate
- presentation of your designs, research and making in an exhibition setting, in a chosen format to best ‘sell’ your work, to be well considered and well crafted

LEARNING OBJECTIVES:

- research and investigate sustainable design for public/urban event space
- develop a spatial language for an existing site integrating materiality, construction, and theoretical concerns
- advance an understanding of involved and varied programs and space
- express and represent your intervention through a variety of means and media, with a high level of craft, and in a way which extends the spatial language to the mode of representation itself

ASSESSMENT:

- richly researches site, program, planning, sustainable urban design and spatial typologies and translates these into spatial designs
- makes evident a strong and cohesive design process which shows development from an initial spatial idea to a developed scheme, through details, materiality, construction/structure, planning and program
- employs methods of expression of the project which are related to and derived from the research and development process and ensuing spatial and programmatic concepts, and which are convincing, evocative and well crafted
- shows evidence of research and making at your workspace in the studio, and demonstrates genuine engagement with the urban site

Feedback will be given during and after the completion of the project.

IMPORTANT DATES:

Mon. 20 Aug. :	Project intro
Wed. 22 Aug. :	Site visit & client briefing [have questions prepared]
	- study break -
Wed. 12 Sep. :	Initial round table [present concepts & material explorations]
Wed. 26 Sep. (tbc) :	Mid review [present to client]
Wed. 17 Oct. :	Final review [present to client]
w/o 22 Oct. (tbc) :	Exhibition and launch event

REFS:

WEB:

<http://sustaintrust.org.nz>
<http://architectureforhumanity.org/>
<http://www.thehighline.org/>
<http://www.asknature.org/>
<http://www.adbusters.org/>
<http://www.greenguerillas.org/>
<http://inhabitat.com/>
<http://www.dezeen.com/>

Video:

<http://www.youtube.com/watch?v=fCPWrM3cB0I> (Amanda Yates – Performative Gardening)
<http://vimeo.com/9240181> (Citizen Architect – Rural Studio film trailer)

READING:

Bell, B. & Wakeford, K. *Expanding Architecture: Design as Activism*. New York: Metropolis Books, 2008.

Benyus, Janine. *Biomimicry: Innovation Inspired By Nature*. New York: Morrow, 1997.

Carpenter, W. *Learning by Building: Design and Construction in Architectural Education*. New York: Van Nostrand Reinhold, 1997.

Droege, Peter. *Renewable City: A Comprehensive Guide to an Urban Revolution*. Chichester: Wiley-Academy, 2006.

Fuad-Luke, Alastair. *The Eco-design Handbook: a Complete Sourcebook for the Home and Office*. London: Thames & Hudson, 2005.

Graham, Peter. *Building Ecology - First Principles for a Sustainable Built Environment*. Oxford: Blackwell Publishing, 2003.

Lyle, John Tillman. *Regenerative Design for Sustainable Development*. New York: John Wiley & Sons, 1994.

Mau, Bruce. *Massive Change*. London: Phaidon Press, 2004.

Oppenheimer Dean, A. & Hursley, T. *Rural Studio: Samuel Mockbee and an Architecture of Decency*. New York: Princeton Architectural Press, 2002.

Orr, David W. *The Nature of Design: Ecology, Culture, and Human Intention*. New York: Oxford University Press, 2002.

Sennett, Richard. *Together: The Rituals, Pleasures, and Politics of Cooperation*. New Haven: Yale University Press, 2012.

Steffen, Alex, ed. *Worldchanging: A Users Guide for the 21st Century*. New York: Abrams, 2006.

Stohr, K., Sinclair, C., Architecture for Humanity (Ed.). *Design Like You Give a Damn: Architectural Responses to Humanitarian Crises*. New York: Metropolis Books, 2006.

Stohr, K., Sinclair, C., Architecture for Humanity (Ed.). *Design Like You Give a Damn {2}: Building Change from the Ground Up*. New York: Harry N. Abrams, 2012.

**“design like you
give a damn”**

- *Architecture for Humanity*

