



Fabricating the Laneway:

An URBAN EVENT SPACE for the SUSTAINABILITY TRUST

BRIEF:

You will work as a class group on a fabrication project for the Sustainability Trust, a not-for-profit organisation providing solutions for Wellington region's homes, communities and environment. The brief is to develop, make and install selected design elements (from 224.352_Studio 4_p2_Activating the Laneway project) for an urban event space in Wellington.

The Sustainability Trust has recently moved into new premises in a converted warehouse at the end of Forrester's Lane, off Tory Street. They 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.

The master planning and design concepts generated through the 3rd year Spatial Design studio project *Activating the Laneway* will be put through a selection process involving the clients and tutor. You will develop these selected elements through to detail design, prototype and then build full scale and install.

This is an exciting, community-focused project, which addresses notions of public/social space, sustainable design and material innovation.

You will be expected to:

- engage with the client in a professional manner, from briefing through to installation and presentation of final built 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 project
- 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 work in groups to design and build your multi-purpose furniture 'object'; how you decide to divide up the work is up to you: it could be a complete collaboration, or individuals could be responsible for different elements, or a combination of the above
- identify and utilise the talents of the individuals in your group to both spread the workload and enhance your work, developing and expressing your individual 'voice' whilst being respectful and encouraging of your team mates
- your work will be assessed as a group but your individual contributions will also be taken into account for assessment

PROJECT / HAND-IN REQUIREMENTS:

- DIGITAL DOCUMENTATION [BLOG]: each group to create and keep up to date a blog – treat this as an online workbook and a way of sharing ideas and progress with each other, your tutor and the clients. Make sure you tag any posts with your name and make it clear what is research (all precedents should be referenced) and what is your own work.
- DESIGN THROUGH MAKING: your process work should result in a series of part-models, scale models, tests, prototypes and 1:1 material explorations, to be collated and presented in the studio for assessment, as well as digitally documented.
- FINAL OBJECT: final piece to be built and installed on site at the Sustainability Trust
- PRESENTATION: you will have weekly critiques of your progress as well as the final presentation/critique on site
- MARKETING MATERIAL: each group will need to submit final hi-res images and written project information for possible publication (more info to follow)

LEARNING OBJECTIVES:

- Independently identify, research and analyse social, cultural, economic and environmental factors relevant to sustainable urban design fabrication techniques, strategies and practices
- Develop an innovative sustainable urban design concept to detail design level
- Demonstrate the ability to skilfully apply sustainable design processes and strategies to a resolved urban design, and fabricate that design
- Visualise and present the process and resolution of a design & fabrication project to a professional standard

ASSESSMENT:

- RESEARCH & DEVELOPMENT: richly researches site and local urban environment as well as sustainable materials and processes, and translates these investigations into urban design fabrication concepts
- DESIGN & MAKING PROCESS: makes evident a strong and cohesive design process which shows development from an initial concept to resolved detail, through thorough material explorations
- FINISH & PRESENTATION: displays quality of finish and attention to detail in well crafted built object, and presents this final piece in a convincing, evocative manner
- STUDIO/SITE PRACTICE: shows evidence of genuine engagement with the research, design & making process, both in the studio/workshop, and on site
- GROUP WORK: significantly contributes to and engages with the collaborative group work process

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

SCHEDULE:

Mon. 12 Nov	10am 2pm	STUDIO: Project intro WORKSHOP: Induction & safety briefing
Wed. 14 Nov	10am 2pm	SITE: Client briefing WORKSHOP
Fri. 16 Nov	10am	STUDIO: Initial research, concept & material presentation
Mon. 19 Nov	10am 2pm	STUDIO WORKSHOP
Wed. 21 Nov	10am 2pm	STUDIO WORKSHOP
Fri. 23 Nov	10am	STUDIO: Prototyping & construction detail presentation
Mon. 26 Nov	10am 2pm	STUDIO WORKSHOP
Wed. 28 Nov	10am	SITE: Install
Fri. 30 Nov	10am	SITE: Final presentation

REFS:

WEB:

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

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

