

The Studio

“...one of the most significant principles is to omit the unimportant, in order to emphasize the important. One of the most important —for society, perhaps the most important — duties of designers today is to help clear up the chaos in which we live.” (John Pawson, 1998, p.12)

PART 03: SCHEMATIC DESIGN

DUE Preliminary Schematic Design Review: Monday 1 November
Schematic Design Jury: Monday 15 November

INTRODUCTION Good architecture demands a good *parti*. More importantly, it requires *clarity of parti*... VAS is no different. Actually, it demands even more clarity as simplicity is of outmost concern. But what is an architectural *parti*?

In the studio we'll define it as the most basic organizational philosophy that guides and expresses architectural design. It is the scheme, main concept or idea that explains better than anything else the character, organization and experience of a building. It is the position a designer takes in front of the world of infinite architectural possibilities. A *parti* not only responds to a challenge but proposes, adds value. The *parti* is the true nature of a particular design because it manifests and explains its very being. Indeed, it permeates every single aspect of the building: its formal manifestation, its tectonics and details, its engagement of the program and site, its meaning and phenomenology, and so on. Architect Legorreta says:

“the most important matter in designing a building is to establish a design philosophy. Each building needs and should have its own appropriate principle that directs the design.”

Although all of you are doing VAS, each of you are doing it differently. This is *your way*. It is your professional duty to take responsibility for it. There is no better way of doing so than clarifying your parti and being faithful and disciplined enough to make it communicate, to make it succeed. [Parti is further defined and discussed in the essay, *On the Architectural Design Parti*, available at the website: <http://students.arch.utah.edu/courses/arch6971/parti.pdf>

OBJECTIVE

During the initial two parts of the semester, you have *written a manifesto* and *scrutinized precedents, programmatic and site conditions* (showing your grasp of the architectural “matter”). This is the foundation from which you are to build an architectural solution to the problem at hand. Your proposal ought to combine all these insights into one consistent parti and embody them into a VAS proposal for a Trappist Consumption/Media Rehab Center in the Utah desert.

Don’t forget that you are professing VAS. Keep your theoretical rigor but provide concrete solutions to ordinary building concerns such as horizontal and vertical circulations, programmatic needs, sustainability, structural and mechanical systems, life safety, handicap access, etc. Compositional aspects of plan, section, elevations in relation to three-dimensionality, spatiality and tectonics are of outmost importance. The engagement of your building with the site and nature must also be carefully scrutinized and responded to.

PROCESS + REQUIREMENTS

See attached sheets

EVALUATION

We will evaluate your architectural work following these criteria:

<i>Conceptual Clarity</i>	Theoretical Consistency-Reference-Relevancy, Oral Presentation, Written Statement.
<i>Formal Order</i>	Syntactic Organization, Experiential Quality, Consistency with Parti, Level of Development.
<i>Functional Response</i>	Programmatic Organization, Activity Flow, Semantic Performance, Consistency with Parti.
<i>Tectonics</i>	Materiality & Technology, Light / Structure, Consistency with Parti, Level of Development.
<i>Context</i>	Site Planning, Environmental Response, Dialogue with Nature, Consistency with Parti.
<i>Communication</i>	Analog representations, Digital representations, Consistency with Parti, Level of Development.