August 2005

Work 2004/2005

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Abstract
WORK is an annual publication of the Department of Architecture that documents student work in design studios and courses in the Master of Architecture and Post-Professional programs, as well as events, faculty news and student awards. It also includes abstracts of PhD dissertations defended that year. It provides an opportunity to explore the creative work of our students and is a permanent record of work in the Department.

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#### DISSERTATIONS

- Civelek / Feferman / Haney / Jacobs / Jenner / Kiyak / Song / Trubiano
INTRODUCTION

The Department of Architecture at Penn provides a robust infrastructure for learning, research and experimentation from introductory to advanced levels. We provide an open and supportive environment for students and faculty alike to pursue an extraordinary range of interests and expertise. From urbanism to technology, art to science, geometry to new media, philosophy to politics, the curriculum reflects the complexity and synthetic nature of design and construction. With local and global economies now interwoven, we find ourselves imbricated in the politics of globalization, sustainability and social equity. And with the line between the natural and the human dissolving, it is becoming a site of scientific and ethical contestations. As a social art, there are conventions in architecture but no absolutes, no universal or timeless answers to recurring questions. Rather than sponsoring a monolithic ideology, we seek to nurture independent and critical inquiry from specific perspectives, broad literacy in the field and in the world, a great capacity in skills and knowledge, and a restless desire to put that capacity to work in the service of society.

Like other accredited school of architecture, we offer a comprehensive curriculum that prepares students for careers in our ever-expanding field of practice. Yet every school has a different culture, one that always changes from moment to moment, year to year. This WORK book provides a snapshot of what happened at Penn in the year 2004-2005. It makes our emerging culture visible not only to those outside, but also to everyone here. It lets us take stock of where we are and where we may be going—to bring into focus the issues and topics arising among us. In looking back over this work, five areas of shared interest or nodes of intensity stand out:

Technology and Ecology
Structures, construction and environmental engineering have long been strengths at Penn and are now informed by eco-systems approaches, as well as the opportunities of new technologies and the problematics of globalization. The introduction of computation, simulation and digital fabrication have significantly changed these areas of study and hastened their integration. We promote innovation through the hybridization of knowledge, as well as new applications of technology. Ecological issues are incorporated into our second year design studios and were the subject of a symposium on Scarcity and Excess. The Building Simulation Group launched an electronic newsletter on advances in environmental and simulation research.

Theory and Practice
Architectural history and theory at Penn is studied from the perspective of topics of current relevance. Theory informs but also critiques design culture, drawing on the humanities and social sciences. Penn seeks to link theory and practice in the service of social engagement, articulating architecture and design as evolving forms of knowledge that are disciplinary-specific yet deeply connected with other modes of intellectual, cultural, and political life. We offer dual degrees with other design fields and are now starting one with business administration at the Wharton School. Our advanced studios and electives nurture a research-based and speculative culture of design. Workshop formats of teaching are used throughout the curriculum to promote learning by doing, design-build, community service, and collaborative teamwork. At the same time, our doctoral students undertake advanced studies in focused areas as an integral part of our professional culture.

Urban Dynamics
From the spoon to the city, architects intervene in the physical environment at every scale. While urbanism may now be considered the organization of material culture across vast territories, we still focus our efforts on cities, in the historical sense. We understand the urban environment as dynamic and evolving, its forms resulting from the interaction of many shaping forces, among which the ideas of designers may be strategic. Allied with the spirit of change and social betterment, design at the urban scale seeks to tap new potentials. Students engage in civic development—seeding local economies and public spaces in Philadelphia; weaving public landscapes into transportation infrastructure in New York; conceptualizing new housing and cultural precincts in Costa Rica, Bangkok and Beijing; and inflecting commercial culture towards projects of public value. Historians and theorists bring deeper and wider perspectives to these challenges, revealing opportunities and techniques for making a difference in the complex and dynamic phenomenon of urbanism.

International Studies
With students from across the country and around the world, our teaching draws on knowledge and experience in places both near and far. Many design studios are based in other cities and other countries, tackling problems that are both local and global in nature. Our summer programs in Japan and Paris, as well as our semester program in London, immerse students in other cultures for extended periods of time. Through public lectures and events, we contribute to international networks of research and critical reflection, helping to articulate emerging issues and propel design intelligence.

Design Techniques
Focusing not only on what buildings are but on how they come into being and what they can do, our curriculum emphasizes design as a process of discovery, experimentation and testing. In this sense, the discipline may be understood in terms of techniques more than forms a priori, be it techniques for assembling tectonic elements into unique configurations for specific situations or for generating of organizational structures through non-linear algorithms that borrow from complexity science or ancient mathematical puzzles. Students learn that modes of drawing—using both hand and new media—are not only representational but also constructive, enabling as well as conditioning, conceptual as well as instrumental.

I invite you to join our deliberations about architecture today by entering WORK 2005. For more information about our programs, visit our website at www.design.upenn.edu. To see more of our student work, visit our new Architecture Student Gallery at www.arch.penndesign.net.

Detlef Mertins, Chair
August 2005
The introductory semester studio offers opportunities to learn key skills and approaches to design. At the same time, this studio questioned received assumptions about origins, foundations, and starting points as a means to critically investigate architecture’s social agency. With this in mind, the studio unfolded almost in real time along with the national party conventions and the federal elections to analyze ways in which architecture can opportunistically insert itself even in this fraught and complicated arena as a potent means of interpretation, intervention, and invention. Our premise was that there is no privileged, easy, or recommended starting point, no singular foundational knowledge that is requisite, but rather that there are multiple possible foundations, conditions, and modes of operation that design can engage, even from the start.

The three projects for the semester, thematically tied to political spectacles, built on one another. The first project, Opposing Conventions, addressed the recent National Party conventions and the place of architecture in these events. We focused on developing techniques of graphic and spatial analysis, and architecture’s relationship to spectacle and information production. The second project, Fixing the Vote, concentrated on both representation and functional design at the level of constituency, voting apparatus, and voting interface. The final project, Strategic Retreat, emphasized architecture’s relation to media through issues of domesticity, landscape, and territory.

As the assignments illustrate, key questions that circulated through the semester included: architecture’s relationship to spectacle and to media; its alignment with the body; its interfaces with infrastructural system, the city, territory, and domesticity. The objectives of the studio included: learning to conceive and design architectural interventions at multiple scales; techniques of analysis and conceptual diagramming; design processes, such as physical and computer 3-d modeling, among other design development techniques. Emphases on design methods and processes varied among the instructors.
OPPOSING CONVENTIONS

JEFF TUMMELSON: When New York City "hosted" the Republican National Convention, it had dire consequences for the neighborhood around Madison Square Garden. This diagram depicts financial contributions as parasitic intruders into the surrounding economy.

ROBERT LIBUTTI: I chose to analyze Bill Clinton’s simple shopping trip in Harvard Square, Cambridge, Mass., which drew a large crowd of spectators. My diagrams show the formation, movement and dissolution of that crowd. Each ribbon represents the transmission of information based on directly viewing Mr. Clinton or hearing about his presence from others.

FIXING THE VOTE

JEFF TUMMELSON: Sited in the Penn Alexander School in West Philadelphia, this voting booth addresses the problem of transitory university students voting in an area to which they have limited commitment. This proposal presents a new experience of voting constructed, quite literally, of names in the community appearing in the white pages telephone directory. Through a series of modeling exercises, telephone pages assumed a structural role in a passage for voting.

ROBERT LIBUTTI: I created an interface using technology found in eye laser surgery equipment to track the motion of voters’ eyes as they look at various images of the candidates. These images show a group of voting modules in Philadelphia’s 30th Street Station, allowing people to vote as a group without barriers through eye movements that are imperceptible to others. The central information board is reconfigured to display candidates and provide voting information.
The architecture of the project restricts the views of the President and his entourage to cinematic views based on shots from the television program, "The West Wing." The diagram shows the various types of cameras and apertures needed to produce these typical shots.
STRATEGIC RETREAT — MEDIA PAVILION FOR CAMP DAVID

Centered along a prescribed path, the media pavilion performed as a lens through which the media viewed executive and international politics. The pavilion was a study of scale and its affect on structure, enclosure and program.
The studio was based on the premise that there is a strong interconnection between architecture and cultural endeavors. Architecture has a catalytic potential to transform the understanding and use of space and through this, the relation of individuals to one another. This studio explored the ways that architecture can provide unprecedented resolutions to complex and often contradictory societal needs and aspirations.

Through several exercises and a week long design-build charrette, the studio bracketed a set of architectural issues: understanding the potentials of different geometries and the organizational strategies they imply, introduction to tectonic logics through the assembly and the orchestration of materials, and analytical tools for understanding urban sites. In the final assignment, an articulated hybrid program required a comprehensive architectural proposal. In particular, the discourse of the studio included the following issues: hierarchies of program, implications of urban context, importance of site as a social and a physical setting, and the techniques and tools of representation.

The first problem addressed larger ideas about the surrounding community, attitudes towards ecology, technology and society in general by asking students to respond to the collapse of the campanile of Christ Memorial Church in West Philadelphia. The second design project was located at Lancaster Avenue and 38th street and addressed the needs of the West Philadelphia Community by incorporating public performance space, green space, farmer’s market, and parking into one project. The third problem was a workshop in which students designed and built a communal space for sitting—a place for people passing by to stop and chat, children to gather, singers to practice, a place sheltered from the winter wind and summer sun but which catches the winter sun and the summer breezes. The fourth design problem was a new facility for the Urban Nutrition Initiative. It required research into new ways to bring together the urban and the ecological. It extended earlier investigations into spatial logics and opportunities produced by the excesses inherent to hybrid relationships and a critique of singular rationalities.
LAUREN MCMANAMA: Overlapping planes create a dynamic setting for a mixed use program, carving into its site in West Philadelphia.

SO-JUNG LEE: This project has similarities with cell division. Space is like types of living single cells. The space changes over time, however, and begins to be distributed dynamically. Then, each space is occupied with each different program. The programs’ spaces have multiple centers. By modulating itself, it ceases to be single. It evolves with unexpected possibilities. Although it looks very complex it is still micro-organized.
MEGAN BORN: The project investigated building as flexible, changing and reactive. Morphogenetic algorithms were researched as a method of design. Structure, enclosure, and program were each considered as evolving conditions within the site.

BRAD LEIBIN: We began the project with a study of various knot structures. I played with the material of the knot and, by a series of strategic pulls, twists, and flips, created volumes and surface necessary to accommodate the program. The structure of the knot itself was then used as the connective element.
AMY CAMPBELL: This project uses light and structure to organize the various uses in the Urban Nutrition Institute.

YADIEL RIVERA-DIAZ: The city is a dynamic organism whose systems create new spaces of interaction. This project hybridizes pedestrian and vehicular systems to accommodate mixed programs: drive-through and walk-through market, parking-gallery, movie-car display, among others. The bending surface creates a display band while visual projections attract pedestrians.
Architecture operates at different scales, velocities and intensities. In the conventional core/shell/infill model developed for commercial buildings, furniture changes faster than interior finishes, which “move” faster than information technology systems, which move faster than skin systems (15–30 years), which move faster than structural systems and sites. The studio operated at two scales, two levels, two velocities, with two intensities of illumination, on two sites.

Our project was a highly flexible hotel and short-term residence located in Penn’s newly acquired Postal Lands along the Schuylkill River. Students investigated, then chose between a horizontal and vertical site along 30th Street. The rooms operate at two different time frames—hotel (days) and residence (months)—and at an individual scale. The meeting and public spaces operate at group and city scale. Finally, each room receives daylight from two different sides.

By abstracting normative representations of light in an operative analogy with detailed examinations of textiles, we searched for new approaches to the modulation of architectural illumination. Comparing such radically different formations as textiles and buildings requires us to articulate and align their characteristics with rigor, carefully considering their different qualities. Like buildings and texts, textiles emerge from the process of their fabrication. Primary procedures—spinning, knotting, plaiting, caning, looping, embroidering, felting, weaving, knitting, dyeing, printing—produce the most remarkable variety and a change in the least parameter can yield tremendous differences in texture, fold, sheen, and the reception of light. We applied both physical and digital techniques to study illumination in this operative analogy.

JAIME LEE: Conceptual montage and skin design
ROBERT GRAUSTEIN JR.: Fabric extrapolation, and three zones of occupation and dis-occupation in a hotel, showing variable lighting effects.
There is an inextricable link between purpose and form. If one studies objects of purpose—a hand tool, milling machine, or cell phone—the formal disposition of each object demonstrates an expression of reason. Form, embodied with purpose, ultimately results in universal legibility. This direct connection between form and purpose invariably insulates the object from discussions of style as a measurement of value. Subjectivity is replaced by objectivity. This studio undertook research, study and critique of its work relative to architecture’s poetic relationship between form and purpose. The goal of this journey was to develop a higher level of “formal-consciousness” and a working process focused on reason, as opposed to the will of the architect alone. As Le Corbusier put it, “The Engineer, inspired by the law of economy and governed by mathematical calculation puts us in accord with universal law. He achieves harmony.” It is by this process that program, confronted with natural forces, shapes form.

Building systems offer a unique opportunity to investigate an architecture that renders visible those things that are required to sustain an artificial environment, and to make apparent the magnitude of this effort. Our work investigated efficient mechanical systems, building orientation and earth-friendly materiality that reinforces design concepts of site and program.

The Wi-Fi Revolution counter to current trends of physical consumption is the “less-is-more” culture of the digital revolution. Wireless networking is collapsing the need for physical space as a primary social agent. This phenomenon is challenging traditional urban structure and creating new opportunities for energy and space efficiencies. A new economy of land use and transportation is emerging—an economy in which high-bandwidth connectivity is an increasingly crucial variable.

LANG CHENG: Building with two paths, one materialistic and the other idealistic. The journey within the student dorm from retail to chapel is full of interactions and experiences that encourage self-reflection.
This studio was about the sun. More particularly, this studio was about solar technologies and their role in the expression of architecture. The form and material of architecture have the capacity to participate fully in the exuberant qualities of solar energy due to the affinity between phenomena of radiation (light) and physical shape. The studio sought to exploit these relationships.

Our work challenged accepted notions of sustainability by considering an alternate model of economy based on surpluses of energy rather than scarcities. The classical economic model considers movements of energy and capital according to the middle scale of human exchanges at which resources appear limited and require efficient allocation. However, if we consider movements of energy at the scale of the solar system, we see that there is a superabundance of energy. In The Accursed Share, Georges Bataille describes this “general economy” as one in which energy is always in excess; so much so that surpluses are doomed to be squandered either incrementally and by one’s own choosing, or catastrophically, in the form of war, for example.

Our studio asked how can architecture be designed to formally and programmatically absorb, concentrate, or otherwise utilize this excessive solar energy. What are the material effects of such an accumulation? What are the ephemeral effects of the surpluses? How do redundancies become productive? How is the distribution of program affected by energy requirements? We looked to solar energy not just as an energy source, but as a source of new architectural morphologies. We studied geometry and abstract principles governing the relationships between light and surfaces—and looked to specific phenomena, such as caustics, for insight.

The program for this studio was the office-park; chosen for its incongruous programmatic opposition between office and park, efficiency and leisure, work ethic and luxury. Although, as currently employed, this appears to be a banal architectural type, we capitalized on the hidden potentials of these dualities. After having reconsidered these terms in light of a general economic understanding, the edges that define these two programmatic poles began to blur. The resulting synthesis paralleled the efficiency and extravagance of expression found in nature itself.

XIMENA VALLE: A simple algorithm was used to produce a field of geometries and potential conditions. I chose the ellipse for its ability to reflect incoming rays of light in a way that produced a simple caustic with a fine relationship to its originating surface. Allowing the algorithm to reproduce itself across the site, a field of potential reflectors emerged. The caustics of these surfaces were calculated for a particular time, creating a local material density. I could then determine moments of greater or lesser intensity (of light and energy for accumulation). Thus, main zones were determined as primary collectors around which energy, work, and program are concentrated. The site thus became a field of gradients, where moments of intensity filter outwards, as energy is transferred and dispersed.

The typology of office park becomes a gradient condition, made up of programs of unequal intensities, facilitating the two extremes of work and leisure. Intense work areas and primary movement are concentrated around the collectors, creating a local surplus that must be dispersed. Much like an office is a local condition of productivity that through networks is able to feed a global scale, the collection centers become nodes of accumulation and excess, which are then dispersed through a range of programs. Precise relationships between light phenomena and form together with physical and material affects of accumulation, result in a new typology for office park. The park is a space that is layered and dynamic, containing oppositions of heat and cold, light and dark, work and leisure.
Kinema (Greek): motion, movement. In the late 1950s, performance emerged as a fundamental concept with wide impact in the humanities—particularly in linguistics and cultural anthropology. It shifted the perception of culture as a static collection of artifacts to a web of interactions, a dynamic network of intertwined, multilayered processes that contest fixity of form, structure, value or meaning. Social and cultural phenomena were seen to be constituted, shaped and transformed by continuous, temporal processes characterized by fluidity and mediation. Thus a performative approach to contemporary culture emerged.

Performative architecture can be described in similar fashion as having a capacity to respond to changing social, cultural and technological conditions by perpetually reformating itself as an index, as well as a mediator of (or an interface to) emerging cultural patterns. In performative architecture, the spatial program is not singular, fixed or static, but multiple, fluid and ambiguous, driven by temporal dynamics of socio-economic, cultural and technological shifts. In performative architecture, therefore, the emphasis shifts from the appearance of buildings to processes of formation grounded in imagined performances, indeterminate patterns, dynamics of use, and the poetics of spatial and temporal change. The role of designers is less to predict, pre-program or represent the building’s performances than to instigate, embed, diversify and multiply their effects in material and in time. This necessitates a shift from scenographic appearances to pragmatist imagination of how buildings work, what they do, and what actions, events and effects they might engender in time.

The studio explored performative patterns and strategies in which space unfolds. Cultural identity and spatial practice were rethought through performative acts that recode, shift, and transform meanings. Architectural space was considered to be inhabited by operative practices. The programmatic framework for the project was CINEplus—space devoted to movies, consumption and exhibition. CINEplus consisted of movie theaters and auxiliary spaces augmented with additional programs that emerged from an analysis of the project’s context: the wider realm of contemporary culture and the immediate realm of the site and its current uses.

KATHRYN MASIL: I wanted to create a space that denies the generic but embodies versatility. The combination of temporary customization and permanent utilities results in an adaptable space of event possibility. A warped grid system provides structural, as well as infra-structural, support for a variety of potential uses and perceptual affects.
This studio investigated new possibilities for an old program, the marketplace or agora. In addition to being one of the first features of urbanized society, the marketplace is also its most persistent form of public activity. Though in the past the marketplace was an important space of politics and information (news), today it is marked by an intense hegemonic rationality that forces a pattern of unmitigated, banal consumption followed by disposal. As we find a global economy revealing itself in progressively more sinister manifestations, it is becoming urgent to find new forms of exchange that facilitate public life within a more intelligent ecological framework.

The accumulation of junk finds curious points of release at the fringes of our society. Though never entirely legitimized, our economy continues to find ad-hoc organizations such as open air markets, unlicensed street vendors, and flea markets. These self-organizing micro-economies culminate now in phenomena such as eBay. This studio deciphered the peculiar ecologies of these intelligent networks and made proposals to extend their physical analogs.

The studio studied long span structural scaffolding upon which micro architectures can be incrementally built. This represents fundamentally different challenges as to how services are distributed, how territory is defined and maintained, and how ownership is regulated. Repetition and difference were foregrounded as a formal issue. Subtle modulations of sameness were the preferred mode of expression.

Students located their proposals within the larger context of the Hudson Yards in the West Side of Manhattan, New York City. The Hudson Yards in NYC is the largest undeveloped tract remaining on the island of Manhattan. The site represents tremendous challenges and opportunities for public life in NYC. Projects carefully evaluated the intricacies of this important site and sought to uncover new opportunities for public space.

ADRIENNE YANCONE: This project accommodates the functions of a modern agora within a redefined space frame of various structural densities. Several geometric studies were needed to address the intensive requirements of site and program. The vortex was chosen as the primary focus for the form of the market because of its natural ability to mutate linear flows.
This studio posited the building surface as a dynamic condition, simultaneously opaque and evanescent, intricate and monolithic. Termed “sheer opacity,” this quality of enclosure provides an investigative focus for the consideration of surface as a performative and dynamic perceptual field, a site for the mediation of physical and perceptual phenomena. Projects were developed through a series of “layers” in which students built material constructs, mounted installations, and made digital simulations and large-scale detail studies of their proposals.

Drawing distinctions with the dissolved surface that support canonical modernist notions of continuity between interior and exterior, the studio focused on constructed skins—the intricate joining of materials to form dynamic, structural, performative material surfaces. In the work of contemporary architects Shigeru Ban, Office dA, FOA, Peter Zumthor, Herzog & de Meuron, Gigon & Guyer, and others, the presence of the building is constituted less by the display of its constitutive structure than by the material effects of its increasingly multi-layered and multivalent building surface. The studio experimented with the complex thickness that constitutes enclosure, and challenged the structure/skin dichotomy by building skins that act as both structure and enclosure. Complementary topics in construction technology, ecological building systems and communication media were also addressed.

The methodology of the studio was driven by investigations of the dynamic and changing relationship between building material, use (program) and the environment (site). This necessitated the use of dynamic systems of analysis, which included the simultaneous consideration of material, temporal and spatial conditions. Students experimented directly with the material and construct behavioral models that respond physically to real forces, such as gravity, water, and light.

The vehicle with which to investigate “sheer opacity” and constructed skins was a community aqua center and synchronized diving venue. The Aqua Center is a collection of several kinds of water activities. It offers an array of sensory environments which include still and moving water, aromatic plant life, humidity and dry sauna, interior and exterior spaces, solitude and conviviality. A studied choreography of spatial organization allowed certain rooms to spatially coincide with light penetration or qualities of lightness, darkness and reflectivity at certain times of day, and over the seasons of the year.

ISABEL CASTILLA: A hybrid material, made by embedding a metal mesh in a cast rubber mold, is used to create a large sculptural volume that holds the different pools of the aquacenter. The rubberized mesh can be both plastic and elastic. Using these qualities, the pools are designed so that particular areas can expand and contract according to the number of occupants, therefore creating a constantly changing topography. The surface’s change is registered on the underside of the pool, which serves as a public promenade space for Fairmount Park in Philadelphia.
After thousands of years of brilliant cultural achievement followed by 200 years of colonial wars, internal strife, and harsh economic and social restrictions, China has rejoined the larger community of nations in what must be considered one of the most dramatic series of social and economic transformations in history. The largest and most rapid urbanization ever to take place is occurring today throughout the nation with unexpected and unprecedented opportunity and dilemmas. Beijing, the political center of China since the Ming dynasty in the 14th century, like every other urban center, is being radically transformed physically and socially.

The studio studied an important district on the northwest edge of the city. Here one finds once rural—even wild—landscapes that are undergoing enormous pressures for development. A series of hills and rivers which were once the sites for temples, country villas, farms and forests, providing fresh water for the city, have now been overtaken by compounds for government officials, squatter settlements, highway construction, tourists and weekend visitors. Although developers and local planning officials are now eyeing the district for massive residential, tourist and commercial development, other planners and officials are moving forward with proposals for incorporating large portions of the area into a regional greenbelt around Beijing and a new National Historic Park. Several very significant historic sites, including the New Summer Palace and the ruins of Yuan Ming Yuan, are located in or adjacent to this area.

This studio was structured as a collaboration between the disciplines of Architecture and Landscape Architecture. Students in this studio worked together with students in Laurie Olin’s studio in Landscape Architecture. The final project was a building and/or landscape project demonstrating the student’s knowledge of cultural and spatial prototypes for mixed use development, ecological processes, and speculative proposals responding to the unique urban conditions in contemporary China.

KAZUYUKI MORIHATA: This is a plan for a medium density residential and commercial area with park and agriculture, west of the Summer Palace in Beijing. Clusters of buildings are located to take advantage of sun and wind while weaving landscape, walkways and roadways through the site.
This studio engaged the introduction of gaming parlors into Philadelphia as a way to bring new resources into the municipality to support schools and provide essential public services. But we did not do so directly as architects for a casino. Rather than an attractor or entertainment zone we considered the role that the casinos are expected to play as generator(s) and router(s) in a system of local and global exchanges that could be used to sponsor specific municipal improvements. The relationship of Gambling to Education and Public Service in this context served as an opportunity to investigate the ‘architecture’ of resource flows and to speculate about their architectural possibilities.

The restructuring of the property tax bill was a starting point but we did not limit ourselves to conventional definitions of money. Our speculations ranged widely, with students ‘designing’ their way into and out of the countless traps, pitfalls, dead-ends and blind alleys that any intelligent restructuring of resources inevitably encounter. Their diagrams, plans of action and constructed situations were seen as a profound contribution and a ‘massive change’ of FORTUNE for the CITY. “The property tax bill, if approved by the Senate, would work like this: School districts would raise their income taxes by 0.1 percent. The extra revenue, about $200 million statewide, would be used for dollar-for-dollar reductions to property taxes. The state then would match each local dollar of property tax cuts with from $2 to $17 in state money. The poorer the district, the more state money it would receive. This would solve a long-standing disparity in public education funding, in that richer school districts can afford to spend more on schools than poor districts. In the Lehigh Valley, the plan would mean an average tax cut ranging from 31 percent for the Allentown School District to 18 percent for the Bethlehem Area School District. “Everybody is on board for the property tax cut,” Perzel said. “There’s only one way to get there, and that’s gambling. You can’t have one without the other. There’s no walking on this.”

The Morning Call of Allentown, Pa., is a Tribune Publishing newspaper. The Baltimore Sun By John M.R. Bull

AARON RYBA AND STEVE PITMAN: A new reality-TV show titled “Extreme Philadelphia” is the face of a subversive community revitalization effort. It uses comparative currency methods and advertising to bring together Big-Box retail and community members in creating community centers as catalysts for future revitalization in disadvantaged areas. The show follows volunteers and petty-crime offenders as they are trained in manual labor to then construct their own community center, info-cafe and Big-Box retail satellite store. The retail store is prefabricated from 20 foot ISO shipping containers, which act as a local hardware store and show-room catalogue for Big-Box retail while the community-center and info-cafe are built into the residual space, providing public meeting spaces, internet access and cafe beverages. In exchange for advertising, stores like Ikea, The Home Depot and Best Buy donate materials and products. Money from the new Philadelphia casino provides start-up fees for training facilities while the TV production company ABC produces and airs “Extreme Philadelphia.”
The studio reflected on the role of architecture in reconstituting civic life in a deteriorated urban setting. We understood revitalization in terms of reclaiming territory and explored strategies of “territorialization.” We defined this as acts of presence and intervention that seek to affect the multiple layers of society. The crucial challenge of the studio was to explore architecture as a cultural act of profound social and political implications in the city transcending its common understanding as a self-referential object.

The studio analyzed how urban and civic infrastructure can be articulated to promote the existence of pauses and affinities along an urban journey. We used dynamic modes of analysis to consider the simultaneous conditions of material, time and space. Students generated loci for perceptual effects and static/dynamic measures, through a succinct but flexible program, embedding cultural and infrastructural program in a deteriorated urban fabric. On the edge between serving and being served, this approach questions modes of territorial occupation. The project focused on redefining architectural components of civic institutions within a small scale city that has been largely abandoned. The intervention demonstrated different modes of engaging the landscape, understanding the impact of buildings as material and experiential extensions of the land. The studio addressed the impact that the proposals could be expected to have on the environment. The students worked in pairs.

CHRISTINA YARON AND NICHOLAS KOSTER: This proposal manipulated the ground through cutting, folding and carving to reconnect the city to the waterfront. Transforming the available space into a permeable public landscape provides new sites for transportation nodes that will bring people to and from Newburgh: a train and bus terminal, a ferry terminal and a marina.
This studio tackled the issue of gambling in Center City Philadelphia and any implications for architectural form and spatial organization that this might have. The Commonwealth of Pennsylvania approved gaming in the summer of 2004 with two slot parlors slated for Philadelphia by the end of 2007. The Gaming Control Board can override local zoning codes and three sites on Market Street East have been discussed as potential sites:

1) The 1100 block of Market Street through to Chestnut Street, including the south side of the 1100 block of Chestnut Street. This site includes historic structures, including a block-long commercial structure from the 1930’s and the Beaux-Arts Stephen Girard office building. Also, at times, included in relation to this proposal is the 1000 block of Market Street.

2) The Disney Quest site at 8th and Market Streets.

3) Above the western portion of the Gallery II.

The Center City District has been working with the Jerde Partnership on the impact of gambling on Market East. John Jerde is a ‘guru’ in the field of Casino design and ‘place-making.’ His office’s principle publication and MANIFESTO—‘You are Here’—served as a provocation for us as did the development strategies of the Trump organization, and the legendary skills in the Casino world of Las Vegas entrepreneur Steve Wynn. The studio explored alternative possibilities for the development of the Market Street site, which included an assessment of the positive and negative impacts of gambling in the Center City area. Recommendations were made in relation to density and programmatic complexity that embrace the opportunity offered by the Gaming Board’s ability to override preexisting codes. This was used as an allée for an operation that would establish new standards for urban design and architecture in Center City—in negotiation with existing conditions or ‘under-cover.’

Each student was encouraged to push an architectural idea to its extreme manifestation. To test the realism of their work, students were asked to choose one of their images to submit to an architectural journal of their choice and to prepare a layout for its cover.

JAIME LEE: The initial form of this project was developed by conforming to local conditions: the regular grid of the city and the heights of surrounding buildings. A building skin was introduced to further connect the casino to its environment, introducing solar energy and lighting, natural ventilation, and treated rainwater into the building, with the potential to connect with the city’s utility grids. While attempting to assimilate into the existing urban fabric, the resultant design actually introduces a completely new language into the city. Novel conditions are achieved which enhance and accentuate the building’s relationship to its site, including the creation of new framed views of favorite local landmarks. The existence of the casino itself is made trivial by its absorption into this new urban framework.
Cultivation and culture share the same linguistic root, but are often considered diametrically opposed. Cultivation is the act or art of cultivating: to prepare, loosen or break up the soil to foster the growth. Culture carries more complex identities defined as developing the intellectual and moral faculties, especially by education. Museums can be seen as structures that contain collections of high art and high culture. The botanical garden is an unusual kind of museum—a fragile collection that constantly changes: needs room to breath, is dependent on sun and water and is a constructed “natural” environment dependent on man-made infrastructures to thrive.

In New York City, the philosophical and physical friction between culture and cultivation is manifest in the current boundary between the Brooklyn Museum of Art and the Brooklyn Botanic Garden. Initially envisioned by Olmstead to be one institution, the museum and botanic garden are now separate settings divided by a high berm and parking lot. The Brooklyn Botanic Garden seeks to create a visitor center as an entry to the garden that provokes the curiosity and interest of the visitor.

Students analyzed the growth patterns of various botanical structures. Each plant carries with it intrinsic maps for growth as well as unique adaptive capacities to thrive in hostile conditions. Students also studied architectural models/precedents designed to display distinctly different collections, where the structure of circulation and thresholds are central.

The Brooklyn Botanic Garden Visitor Center has the capacity to redefine the physical and philosophical relationship between museum and garden, introducing new iliacons between landscape and structure, parking and garden, exhibition and inhabitation. This studio investigated the specific requirements of parking, exhibition and circulation as points of departure for the elaboration of a series of more radical architectural concepts. This new center has the potential to create a porous interface between the garden and the city, the parking lot and plant collection, culture and cultivation.

HANNAH JACKSON: Taking the structure of a ginko leaf, the visitors center reorganizes the ground between the museum and the botanical gardens into undulating terraces for parking. The building itself is integrated into the largest of these landforms.
This is an elective studio at the advanced level in which each instructor develops their own pedagogical agenda and students choose from among these options.

Based in London for the semester, students in this studio studied London’s green spaces. Historically, the parks and squares of London played a critical role in the formation of the particular forms of urbanism that emerged during Georgian and Victorian times. Their configuration and use relative to the public spaces, fabric of houses and housing, matrix of roads and carriageways, as well as spaces of pleasure, made them indispensable elements of the architecture of the city.

The studio studied several historically significant green spaces and analyzed their development and changing uses over time. The range included squares such as Bedford, Covent Garden, and Russell Squares, parks such as Hyde, Regents and St. James Parks, the Regents Canal and marginal urban sites such as rail yards, parking lots, sports fields, and waste depots. We also looked at recent examples of contemporary green spaces in the city—such as the Jubilliine parks, The Barbican, Greenwich River Park, Mile End Park, and Paddington Basin—and considered issues relevant to their design. The work focused on using the students’ observations and analyses to guide the production of a video of “a walk in the city.” These videos presented the spaces as critical players in the events that took place in them. They made tangible and spatial phenomena and perceptions that are often fleeting and seemingly immaterial.

MATT NOWACZYK: Hampstead Heath, like many places in London, is full of characters. There are the birds at Highgate pond, people walking their dogs at Kenwood, the shadows behind Jack Straw’s Castle Pub and even the airports over Parliament Hill. There are few clear paths, so often we must make our own. Sometimes our paths cross and something happens, something gets left behind, a trace of that brief encounter. These encounters are not always registered at the time they happen—instead we find them later, floating in pictures, videos, or even in our head. The videos and drawings you see are attempts to articulate these sometime latent moments. Together they represent a new space, a space that is beyond that which can be simply expressed in a form or a map. To me they are mental maps, which I have composed from the many walks I took through the Heath.

"He and Fauchier"

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"I know that you are tired of hearing about it, but who’s to repeat the same theme over and over again, it's as if they were trying to reframe what seems so strange and off and important to them, it's done by everybody because everybody is of a different stripe and form and each must work out what is before them over and over again because that is their personal tiny miracle their bit of luck"

-Charles Bukowski

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**LONDON GREENS: A WALK IN THE CITY / AESTHETIC TRAJECTORIES**

Fenn Architecture at The AA // London // Fall 2004
From the first day of the semester the studio was structured as a feedback loop. The loop moved between the three bases of the studio: design, research, and fabrication. Students entered and exited the loop at any base. Once they entered, they moved sequentially from one base to the next. At the start of the studio, the students divided into three subgroups, each of which chose one of the bases as the start of their project. The overall group addressed all three issues simultaneously and in a parallel manner while individual students started with one issue and then moved through the others. Each student stayed on each base for fourteen days. At that point, everyone shifted to the next base. The result was that everyone completed multiple cycles. They were just starting a new cycle at the time of the final review. Therefore the final review did discuss “a finished product” but an evolving one. The architectural project was, then, into its nth version at that stage and had clearly matured in terms of design, research and fabrication.

**DESIGN** In choosing to work with software that was specifically created for industrial design and film animation (rather than for architectural design), our studio explicitly engaged the issue of cross-categorical pollination and sought to problemmatize it in the design process itself.

**FABRICATION** Our production technology was preset by the availability of a laser cutter and a CNC mill at the school. Students had the benefit of having this tool on hand and could familiarize themselves quickly with its CAD/CAM interface. They were soon able to use it with inventive ease.

**RESEARCH TERMS AND TECHNIQUES:** tissue, lace, interlacing, carving, scoring, etching, cutting, puzzle, fractal, inlay, bending, bias cut (cut across the grain, diagonal cut), folding, tethering, entangling, multi-scale folding pattern, elasticity, plasticity, rigidity, viscosity, origami, origami module, tessellation, weave, weave tessellation, knotting, creasing, crimping, crumpling with precision

**JI YOUNG CHUNG: SELF-ORGANIZATION AND URBAN COMPLEXITY:** Starting by analyzing the techniques of origami, the project developed a catalogue for digital fabrication based on folding, creasing, and rotation. In turn, this system was translated into an urban condition of density through variation.
The topic for this studio was the design of an elevated promenade that connects and continues the central walkway on the University of Pennsylvania campus. The project connects Locust Walk by a pedestrian bridge over 34th Street to Smith Walk, connects Smith Walk by a second pedestrian bridge over 33rd Street to the sports precinct at the Hutchinson gymnasium, and connects the sports facilities at the upper level by a third pedestrian bridge over 30th Street to the lower field sports facilities at the Levy Tennis pavilions.

The axis over these three bridges was continued as an elevated promenade between the SEPTA and Amtrak rail tracks. This elevated promenade serves as the roof to a lido (place for changing, bathing, equipment storage, offices, cafes, etc.) that is housed under and around the elevated promenade. The lido serves existing and proposed sports facilities. The designs considered, that in the future, that this pedestrian promenade from Penn may connect over the Amtrak lines, the Schuylkill Expressway and River.

Any critique of a bridge or building analyses and describes the relationships among the variables in the continuum that conjoins matter, material, structure, skin, construction, space and place. Students examined and graphically represented the following four aspects of all three bridges, the elevated promenade and lido: physics, poetics, aesthetics, and essence. All concepts were presented in the geometric language of the vector (direction and magnitude), analysis of the isotropy (flow of space), and rheology (flow of matter) in the built elements, its site (earth and sky) and use.

MATTHEW KRISSEL: BRIDGESCAPE AS INFRASTRUCTURE OF EVENT: The bridge is a horizontal spiral designed as a double shell structure of composite carbon fiber and epoxy resin. The spiral allows the design to be easily tuned for spatial and programmatic events across different scales and locations. Echoing the experience of Locust Walk, it opens and closes in a polyrhythmic structure that creates diversity and change along the path. Spaces are activated with newsstands, email stations, energy bars, media centers and viewing pods. They sponsor moments of potential gatherings and unplanned events.
Digital techniques for design enable new transformative effects in cultural, social and political production. Techniques have always contributed to the production of human and cultural artifacts, but their refinement and acceleration after the industrial revolution has emerged as the single most important element in the development of cultural endeavors. This studio sought to harness the full potentials of techniques to produce new architectural effects that are catalysts for cultural progression.

Architectural design can propagate cultural development through a complex feedback loop that exists between architecture, its environment, technology, culture and the subject. To participate in this development, design needs to locate itself in a temporal process that informs concepts and arranges techniques that produce the most affective scenarios for the subject. This process is reliant on a two-way transfer of information, which establishes the necessary precondition for feedback, and uses techniques and their ability to incorporate responsiveness, contingency and the accidental in a generative process. These are dynamic animations. The resulting temporally conditioned material arrangements are catalytic formations, which give primacy to formation over Gestalt, to dynamic multiplicity over finite totality.

This studio focused on the development of techniques that sponsor innovation and invention in the formation of architecture. Once learned, these techniques allow us to operate intelligently toward the generation of organizations and the growth and evaluation of patterns in the development of form. This studio employed three primary techniques for deriving variegated geometry from systems of material homogeneity: dynamic animations, NURBS modeling, and stereo lithography.

The goal of the project was to generate cultural events for the 2012 Olympiad in New York City. The formations engendered by the students operated within and adapted to the existing infrastructure of the city. They would invite visitors to participate in the cultural events that they generate.

The studio wishes to acknowledge and thank the Z Corporation for their support in funding the stereolithographic models of the students’ projects.

BRANDON BUCK, OHSUB LEE: Stereolithographic model study
The world of the architect is marked by an oscillation along a shadowy line separating presence and absence. The back and forth motion to his/her work makes appearances unstable. A possible gesture of reconciliation may be what in painting is called Stillleben (still life) or natura morta (dead nature): architectural settings frozen, perhaps seen as a protest against the flux between the eternal and the ephemeral.

We began our studies with trivial matter. That is, we looked at inconsequential particulars, often overlooked details and the physical flotsam and jetsam of everyday life. Study methods were open-ended and speculative, courting risk and chance. We worked in the belief that architectural design / making is a revelatory and critical act.

The eventual focus of our work was the design of an Urban ‘Still-Life’, an institute for the city to house a collection of cultural artifacts, secrets and ephemera. The collection was based on various “contributions” from existing collections in Philadelphia: The Philadelphia Folklore Project, the Balch Institute for Ethnic Studies and others.

JOHANN MORDHRST: This project builds on initial explorations into operations of masking and veiling, mapping and its superimposition onto the object mapped, and surveying as a phenomenal tactile endeavor. The spatial organization and tectonic expression of the museum incorporates partial, multiplied and juxtaposed views, enabling the visitor to discover varied and personal itineraries.
Pure information, efficiency and lifestyle—this studio focused on the spatial effects of globalization for the cultural development of Bangkok, Thailand. Where initially Asian development focused on fast economical growth and technological innovation, it recently started to focus on what's left behind: the cultural base. Reduced to a mere ‘memory’ or reminder of its original existence, it is critical for Asian society to negotiate with its cultural past and develop a new synthetic cultural base. This studio defined a new cultural entity in Bangkok—HOTEL 22—which will have a unique existence both locally and globally.

Bangkok is perfectly positioned to host this brief, with an emerging middle class of Thais and a large expatriate community. Within Bangkok, HOTEL 22 is in a district that has all the makings of a mixed-use art and cultural center for the rest of Asia. Currently the ground floor houses auto body shops and an art gallery called the “Invisible Art Gallery.” There are six galleries to the east of this square—a nascent “Chelsea style art district” for the city. The studio began with research into the economic, political and cultural base of the city and country. Three-dimensional animated environments were used to create maps of this dynamic data. This analysis of the synthetic urban base enabled students to work towards design proposals within subsets of different environments.

CARMEN MCKEE: How might a new center for electronic and media arts respond to the decentralization that Bangkok has experienced? The dynamics of the city’s life and transformation over time were analyzed and visualized using animation. The directionalities, clusters and movements discerned became the basis of a gallery in a specific location.
decentralization

Conclusion

Through the diagrammatic model it is clear that there is a relationship between the established downtown Bangkok and the potential rapid growth of the Airport City. They are both participating in a symbiotic relationship that changes the current state of the city of Bangkok. The plan proposes that the airport be relocated to the new Airport City, which will bring economic opportunities to the area. The airport will be connected to the city through new transport infrastructure, such as a high-speed rail system. This new connection will attract more businesses and residents to the area, leading to further economic growth. In conclusion, the proposed plan for the Airport City is a promising development that can benefit the city of Bangkok and its residents.

p2

Local vs. Global

p5

abstract machine

Key Points From Animation

1. Core and Attractor – Core provides growth and attractor is an attractor. A core can also be an attractor. Approaching to induce new art and culture works a core that can generate growth.

2. Growth over Time: The animation illustrates how the core grows over time. This suggests that the core clusters should expand and grow over time.

3. Convergence: Like the animation suggests, the movement of an additional core creates a dynamic relationship where both the city and the airport continuously benefit. The new art cluster should have an additional core that can benefit and be benefited by its location in the city center.

4. Core Placement: Choosing the proximity of the two cores is important. The direct path between them will have the most strength and can be shorter. This distance reduces the cost of the project and keeps the city hub.

5. Areas of Growth can Become Attractors: In the animation, the gap area between the city center and the airport becomes an attractor and generates the growth of the city.

6. Trace Geometries: If the two cores are not in place at this time, the second is introduced, it will have an effect on the first. If the model is close to the core, the new core will cause the specific area to attract the core, and hence a new city hub will form. This is shown in the animation.

7. Disappearance of Population: In the animation, the population was shafted the periphery of the city. Initially, developing quickly, and eventually clearing and creating new nodes of population. In the new art district, do-galleries parallel the growth of the population.

8. Cluster individuality: In the model, all the clusters are identifiable as exactly the same position. There are clusters that are connected to the city center, and there are clusters that are connected to the airport.

9. Decentralization: In the animation, the population was shafted the periphery of the city. Initially, developing quickly, and eventually clearing and creating new nodes of population. In the new art district, do-galleries parallel the growth of the population.
This studio explored the function, purpose and design of hospitals. Hemmed in by institutionalized thinking, and with the Hippocratic Oath to heal long forgotten, our hospitals are often the dismal end product of bureaucratic thinking. Drawn out in corridors and packaged in silos of beds, denuded of emotion, the person dehumanized and a cipher—who does not contemplate these edifices with disquiet and anger? But what if these assumptions were challenged and a new look taken at what makes up a hospital and its organizing principles. And if we reinvent an architecture of empowerment, of material, color, sound and critical planning that directly promotes well being, individuality, and care, then would that architecture not heal?

Draw a hospital as a container and the problem begins. We need to have a more open approach. By analyzing the relationships of nurse to patient, doctor to nurse, hospital to doctor, research to hospital through feedback, a new set of criteria were developed for the organization of hospitals. From the individual “hospital”—a unit idea of rehabilitation and cure—to the field condition—a multi-tasked event of simultaneity (patient/nurse/doctor/treatment/education)—new insights were gained by applying non-linear analysis to the standard assumptions. By simply moving out of the boundary, seeing a hospital also as an education process linked to research brings in a non-linearity, and innovative models for future healthcare could be proposed. Definite physical geometries were looked at, but also networks of relationships that may provide the real structure to initiate a revitalized health program.

JOSHUA MACKLEY: Comparison of centralized and decentralized systems
RAYMOND KETTNER, CHIA-HUA LII, TANYA SAMARASINGA: Concept Diagram and Oscillations

CECIL BALMOND WITH NICHOLAS DESBIENS: CAN ARCHITECTURE HEAL?

This studio explored the function, purpose and design of hospitals. Hemmed in by institutionalized thinking, and with the Hippocratic Oath to heal long forgotten, our hospitals are often the dismal end product of bureaucratic thinking. Drawn out in corridors and packaged in silos of beds, denuded of emotion, the person dehumanized and a cipher—who does not contemplate these edifices with disquiet and anger? But what if these assumptions were challenged and a new look taken at what makes up a hospital and its organizing principles. And if we reinvent an architecture of empowerment, of material, color, sound and critical planning that directly promotes well being, individuality, and care, then would that architecture not heal?

Draw a hospital as a container and the problem begins. We need to have a more open approach. By analyzing the relationships of nurse to patient, doctor to nurse, hospital to doctor, research to hospital through feedback, a new set of criteria were developed for the organization of hospitals. From the individual “hospital”—a unit idea of rehabilitation and cure—to the field condition—a multi-tasked event of simultaneity (patient/nurse/doctor/treatment/education)—new insights were gained by applying non-linear analysis to the standard assumptions. By simply moving out of the boundary, seeing a hospital also as an education process linked to research brings in a non-linearity, and innovative models for future healthcare could be proposed. Definite physical geometries were looked at, but also networks of relationships that may provide the real structure to initiate a revitalized health program.

JOSHUA MACKLEY: Comparison of centralized and decentralized systems
RAYMOND KETTNER, CHIA-HUA LII, TANYA SAMARASINGA: Concept Diagram and Oscillations
This studio approached the question of integrating gambling into the city of Philadelphia by suggesting that the monetary development and spin-off effects of legalized gambling need to be considered as part of a synthetic framework for the development of the city. Students pursued a process-oriented approach that analyzed existing urban dynamics, hypothesized potential programs and development models for the city, on the basis of which a demonstrative design was then proposed.

Each student was responsible for their own site selection and program development, which emerged from research and analysis of the existing city and known models for gaming programs. The studio conducted case studies in Las Vegas and elsewhere, interviewed casino developers and managers, and undertook field research into the casino experience. On the basis of their analysis of Las Vegas and Philadelphia, they developed arguments of response and opportunism.

Using time-based physical simulation software, the students constructed ‘dynamic models.’ They layered animated sequences of the urban systems into which they were attempting to assimilate new patterns of behavior as well as spatial organizations. It was at this point that preconceptions had to be abandoned in order to achieve the iterative translation of concepts into behaviors. Since behaviors do not have static form, designing on the basis of a behavioral model requires the invention of translational techniques. These techniques generate a tectonic that informs how the program is delineated to the site, while embodying the dynamicism of the system that was originally studied.

The studio resulted in a widely diverse portfolio of projects differentiated by site, program, urban strategy, and formal technique.

BARRY GARVIN: Using animation techniques, an analysis of emergent nodes and patterns of activity were used to generate a surface geometry, which fuses the various fabrics of the site and deploys them to organize, place and layer the program of the casino. By connecting different urban organizations, this architectonic system incorporates a new gaming culture into the neighbourhood in ways that are catalytic of further new developments.

ARCH 704 / WINKA DUBBELDAM WITH STEVEN GASTRIGHT: GAMING IN PHILADELPHIA
We asked: “Had Michel Serres been at CIAM, how would it have affected the Athens Charter?” The question was posed in order to propel a contingent condition, to revisit what were the driving forces for the architecture of urban living in light of what Serres suggested is the work of parasites in the (in)equalities of order in organisms and organizations. The Athens Charter, the work of CIAM 4, formulated The Functional City with brute optimism about the clarity of its order, rationality of the city and its architecture. While CIAM 6 called for Rural Urbanism, social housing projects foregrounded various urban conditions of public and private life since the initial meeting of CIAM 1. In the depth of discussions around planning for vital urbanism, technological progress, industrial production and the form of each functionality, we inserted the discourse of Serres to test its potential impact on formal and programmatic contingencies of the design for urban living now.

Our task was a pragmatic one and concerned with a plausible present in architectural thinking and design. We recognized the rhetorical need for renewed words, new vocabularies and techniques to propel our project with the forces of contemporary contingencies. The studies produced mutations of projects of housing designed by our architect protagonists in the form of villa, urban house, apartment building or housing complex. The students undertook critical studies of exemplary housing projects and read Serres’ text on Parasites with the intent to accentuate the incidental, probably, fortuitous, random, uncertain and unexpected formal and programmatic processes that will effect the configurations of parameters shaping a new project for urban housing.

MATTHEW KRISSEL: DELAMINATING DE LA SOTA: Alejandro de la Sota’s small village outside of Seville, Spain (Pueblo de Esquivel, 1955) was chosen to host a parasite evolved from Michel Serres’s search for the accident, the interruption, the static that was so quickly suppressed by modernism. The game Go was hybridized with de la Sota’s strict urban hierarchies, producing a three-dimensional field structure of chance, variation, and multiplicity.
There is nothing we look forward to with such anticipation as the prospect of architecture catching up with the rest of the twentieth century. While buildings are still put together nail by nail on site, manufacturers of everything from toothbrushes to 747s explore new materials and methods of making. The prospect of mass customization, transfer technologies, and off-site fabrication should be given for your questions in architecture, just as issues of structure, enclosure and use have been given for a thousand years. Your interpretation can be commonplace or exotic, local or global, detail-oriented or holistic, philosophical or physical. Just about any approach is valid as long as the given topics are explored.

We find architecture in those elements that many architects relegate to their engineers. The mechanics of building retain a lifetime of potential architecture. We believe in form within function and the poetry of use and the craft of assembly. The demands of time and money are eroding the very soul—the craft and quality of what we all do as architects. Since these demands will not disappear, architects must redefine the place of craft and quality in their work. While we in architecture have suffered from an ongoing erosion of craft, other industries have undergone a renaissance. We seek the substance of modernity, the methods of design and assembly that have enhanced the craft of construction in cars, ships and planes. Craft and making is as important as ideas and images.

The long-term problem of multi-unit new loft housing was our subject in the studio. The program for each unit of housing called for a kitchen, bathroom, and undefined loft space. The only limitation was that the entire amount of housing explored was to be brought to and erected on the site in two weeks. Site preparation (foundations, utilities prep., etc) did not have to be included within this limitation. Students were responsible for all documents needed to fabricate the house as well as mapping out both the fabrication and assembly sequence. Ongoing research addressed three topics: logistics, materials, fabrication.

STEPHANIE FELDMAN: Structural Resin Prefabricated System for Housing
This research studio examined emergence and its relation to the formulation of architecture by utilizing dynamic systems in an opportunistic fashion for the generation of growth and evaluation of patterns in the development of Shanghai, China. We had the unique opportunity to experience this first hand in a sponsored ten-day workshop located in Shanghai. This allowed us to deal with the full complexity of the city including local economics, politics, infrastructure, urbanism, and various programs that lead to effects that are greater than the sum of their parts. Emergent organizations look for correspondences and overlaps between locations, parties, and functions involved in the city. This process is reliant on a two-way transfer of information, which establishes the necessary precondition for positive feedback, and uses techniques and their ability to incorporate responsiveness, contingency, and the accidental in a generative process. The resulting temporally conditioned material arrangements are emergent organizations that give primacy to formation over Gestalt, to dynamic multiplicity over finite totality. Dynamic systems circumvent pre-determined analytical processes that constitute figure/ground, ideal types and studies relationships that yield tendencies and capacities that are relational.

The design research focused on the material conditions of Shanghai and on the development of techniques for innovation and invention in the formation of architecture. This studio employed three primary techniques for deriving variegated geometry from systems of material heterogeneity; fluid dynamics (dynamic animations), NURBS modeling, and stereo lithography (Rhinoceros). The theme of the workshop in Shanghai was “Urban Public Service Units.” Such entities have been established to accommodate collective needs in the city. During the socialist regime, they were laid out as a basic grid to cover the population with an equal length of reach. Although it is spatially artificial, it is rigorously logical for a population reflecting the rule of socialist welfare. But the city of Shanghai is anything but a gridded city. In addition, the urban value system is never spatial. When the new round of urban development came in the late 1980s, the clash between socialist equal distributions and market economic patterns emerged.

The Shanghai Urban Workshop run by Qingyun Ma was sponsored by Skidmore, Owings & Merrill LLP.

LOREN SUPP: VERTICAL MARKET: This project examines emergent fluidic behaviors as evident in market activity along streets in Shanghai, China. Using these site-based phenomena, a new “vertical” strategy was established that enables market activity, yet opens the streetscape for alternative use.
The architectural thesis project makes available a unique opportunity for independent critical exploration. By individually framing and developing a project through one’s own topic and methodology, the thesis project initiates a set of issues and methods that may continue into students’ independent careers. A thesis project is self-reflective; that is, by instigating their own project, students necessarily confront the scope of their education and choose to extend or alter directions in which they have been taught. The thesis project is by definition an open work, that is, its scope is limited only by the parameters of the question posed. This question, the thesis topic, however properly speculative, must necessarily establish a relationship to ideas formally or popularly identified as architectural, whether belonging to the realm of building or the multiple discourses embraced within the architectural discipline. For many students, the process of selecting a topic begins simply with questions still open from previous studios or coursework, but topics may be chosen from a wide range of architectural thinking. Through the thesis process, these questions are concurrently researched, elaborated, edited, and finally manifested in a work of architectural dimension. A thesis project is a work of craft, a work of building a set of ideas into a final statement and set of conclusions. This significant opportunity, to address a question of lingering individual import, comes with an equally significant demand. Students pursuing a thesis project must be motivated predominantly by the strength of their interests. In distinction to a research studio, where faculty provide the critical direction for the studio’s agenda, along with a set of research interests and a design methodology, students pursuing the thesis are expected to do the same independently, though with the guidance of a faculty advisor.

NICHOLAS WALLIN, JOHN MORAN, NATHANIEL CRAM (SUPERVISOR: BRANKO KOLAREVIC): We undertook a group design-build thesis project that explored various production techniques and modes of collaboration in digital design and fabrication to create a public information kiosk in the Powelton Village neighborhood near Penn.

above: Owens Lake Symbiosis explores the integrating of habitation + recreation + infrastructure to generate a new ruralism; one based on the conservation of open spaces and native ecologies to sustain the local economy through tourism.
ARCH 511 History and Theory I, David De Long

The language of architecture depends on meanings derived from built forms. These meanings derive partly from theoretical discourse. But they derive also from beliefs and perceptions that often went unrecorded at the time of their formation, particularly in examples more distant in time and place. A study of these forms themselves is critical to understanding architecture in its fullest sense. The professional language of architecture is a complex system of geographic projection, and architectural representation were introduced through lectures and then explored through a series of related drawing assignments. Principal projects focused on computer modeling, drawing and production of site material for ARCH 501.

Different methods of analysis, evaluation, and simulation are introduced and employed.

ARCH 534 Environmental Systems II, William W. Braham

In this course we considered the environmental systems of larger, more complex buildings. Contemporary buildings are characterized by the use of such systems—ventilating, heating, cooling, dehumidifying, lighting, communication, controls—that not only have their own demands, but dynamically interact with one another. The relationship to the classical architectural questions about building size and shape are even more complex. We observed in our architectural experience that the systems are faced with conditions that are virtually animate and coextensive at many scales with the natural and material conditions in which they are placed. The first task of the course was to understand those systems and their purposes in simple linear forms through analysis and case studies. By the end of this course, the students have an interaction with one another—between lighting, cooling, and building shape for example—and with the environmental conditions they are meant to ameliorate.

Coursework included an environmental analysis of a room in a building on the Penn campus. Such investigations involve measurements and performance simulations of environmental behaviors of the HVAC systems of the building.

ARCH 535 Environmental Systems II, Richard Farley

This course provided a study of structural elements and their assembly into building structural systems, concentrating on detailing and their role in the development of design of two-dimensional elements (flat and curved) and foundation systems were covered, as well as selected topics as dynamics and composite elements. The course focused on observing and experiencing structural behavior, as well as on the influence of the construction process on design of structures.

ARCH 611 History and Theory III: Problems in Knowledge and Design, Sanford Kwinter

This course treated the history of forms in the 20th century as an integrated whole within which architecture plays its role. Architecture was examined as a form of plastic and concrete thought with sober senses for technical practice or as an architecture of dynamic space, both instances of the influence. It focused on the changing theories and notions of space that have shaped architectural production and reception. One can say that all history is history of forms, yet we know little about what form really is or what it can do. There is no way to understand—or to practice—architecture without developing some feeling for what it is connected to, the specific historical processes with which it communicates or in relation to which it is engendered. To produce ‘important’ work, a designer must tap the same shaping forces that give form to the knowledge systems that make up the world in which she lives. Comprising our world, these forces represent both pressures on us and yet represent the greatest reservoir of formal innovation available to design. In the end, all historically significant architectural arguments consist in building connections to—and shaping pressures and thereby raising the shaping forces in our world.

After the great gestures of intellectual emancipation that marked the 1960s and ’70s, after the so-called ‘death of the author’, etc., there ensued a crisis of thought and identity within the creative disciplines. What has not been produced yet as an answer (or excuse) for the second task was examined: What is a theory of creation. (The concept of ‘process’ that came to the foreground in architecture during this period just hides the problem rather than answering it.)

The course sustained examination of the problem of creation in the modern era and summarized the intellectual routes that architecture and theory have traversed since the Second World War. A principle goal of this course was to understand the use of real research in design process by demonstrating a variety of relationships between design and ideas from the last century. Topographically, this course traced the physics and metaphysics of creation from a wide variety of perspectives and disciplines—art, music, science as well as chemistry, mathematics, linguistics—slowly weaving them together to posit a general and non-classical approach to form.

ARCH 621 Visual Studies III, Cathrine Veikos (coordinator), Sarika Bajoria, Nicholas Desbiens, Fareh Garba, Steven Gastright, Ben Krone, Patrick Stinger

The final set of Visual Studies workshops extended the trajectory of ARCH 521 and 522 further into digital media, supporting new design strategies by activating the syntactic and economic implications of forms and media with the potential of digital techniques. A series of intensive two-day sessions were held at critical points in the development of student projects in ARCH 501. Forming and supporting a studio work with digital technologies, students were taught in their studios and group instruction was tailored to be appropriate to the direction and focus of each of the studio sections. The sequence of four exercises built on each other to nurture a synthetic understanding of space in three dimensions and a manifold of the skills required to both project simulation and representation in two dimensions. Rather than limit the exploration to topological surfaces or animation-driven investigations of complex geometry, the drawings were interpreted as a part of a single, visual repository of data from which information can be gleaned, geometries tested, refined and transmitted. The workshops supported explorations into light, color, motion, structure, site, the body, subjectivity and materiality. Exercises could emphasize the representation of the formal properties of things made and their effects, as well as the processes, that in themselves are constituted, processes of assembly, hierarchical relationships or generative techniques. Students were encouraged to experiment with techniques and processes of representation by alternating and combining visual and material techniques.

ARCH 631 Case Studies in Emerging Technology, Lindsay Falck

The course focused on current trends in technology being developed for the construction of buildings. In some cases, emerging technologies involve new techniques for processing or assembling previously used materials, as with structural glass walls, whereas in others, totally new materials and processes of production are evolving, as with composite materials, such as carbon-fiber and resin formed and processed in autoclaved molds. The ultra-high strengths of alloys of ferrous and non-ferrous metals offer new possibilities. The course also examined the rapidly changing methods of fabrication, representation and assembly of construction components, as in the CAD/CAM processes. These emerging technologies relate to structural components, enclosure systems, and aesthetic and environmental control and to the processes of fabrication and on-site assembly techniques. Emphasis in the case studies presented by visiting lecturers and faculty will be on the holistic nature of the design and construction process. This emphasis extended into the assignments undertaken by students in their analysis of a selected project, where all phases of design and building are studied.
ARCH 632–005 Building Simulation, Ali Malkawi

Simulation is the process of making a simplified model of some complex system and using it to predict the behavior of the original system. During the past decade, advancements in computer technology made it possible for building simulation to be part of the design process. This course provided students with:
1) an understanding of building design simulation methods
2) the opportunity to use existing simulation models
3) introduction of the technologies, the underlying principles, and potential applications in the architectural field

ARCH 632–006 The Reflexive Surface, Laura Briggs

The seminar and workshop explored the implications of emerging solid-state technologies for architecture and involved the design and full-scale fabrication an activated enclosure. The workshop focused on the exploration of a variety of scales and subjects, from the macroscopic to the microscopic. The world of the microscope and the telescope, the minute and far away, served as guides and tools. Finally, the understanding of surface was not limited to the relationship between form and performance, and still contributed in the generation of specific and desired aesthetics effects. Students were encouraged to use the laser cutter to digitally fabricate prototypes of these constructions, in order to test the material and tectonic implications of their designs.

ARCH 632–003 Material Effects, Jane Harrison

The potential of computer generated form appears inexhaustible. Traditional light form can be regarded as proof that we can develop formal and spatial configurations that demand the new hybrid, synthetic and composite materials. The course embraced this but worked with an explicit focus on the performance of material in relation to both emerging ‘Ecological Consciousness’ as it was termed by Georgy Kepes (1970), and the assumption that political and spatial transformation is always contingent upon the material environment. Consistent with this, material effects were understood as ecological effects, as much as a register of psycho- spatial, and technical performance. Felix Guattari postulated, in ‘The Three Ecologies’ (2000), that without modifications to the social and material environment, there can be no change in mentalities. He argued that this necessitated the formation of a new discipline, which he called ‘Ecology’, linking environmental ecology to social ecology and what he called mental ecology. We noted Guattari’s anxiety and recognized the limitations of the term ‘Ecology’, but considered it acceptable, and perhaps recognizable, as an umbrella term for many connected fields, and patterns of relationship. The course developed competence in inventive material design and developed criteria for discussing performative effects, which are verifiable by sensing what they do and how they work in new contexts, and developed an understanding of the spatial and material consequences of these effects, in an extended field of affects and effects, many of which are non-visual or defy explanation using image based media. The course included four currently developing explorations: High Cost—‘High Tech’ materials, New Composites, Low Cost / Recycled Materials, Ultra-Low Cost and ‘Junk’ Materials.

ARCH 632–004 Parametric Constructions: An exploration on ‘Virtual Standardization’, Marta Malé-Alemany

The seminar and workshop investigated the role of the computer in the production of architecture, and its capabilities to change established paradigms of design. It examined how the specifics of computation may assist in combining creativity and efficiency, which could lead architects into new ways of facing and responding to design problems. In particular, it focused on the alternative possibilities that are emerging from parametrics and associativity. This was considered at both the archetypal and technical level, emphasizing the former as a foundational operative tool that is linked to a different design mentality. The seminar saw students understand the physical and theoretical implications of parametric design, and the ability to think and develop an architectural project through principles of variation and adaptability. The research aspects of this seminar were developed and deployed through the resolution of a small-scale design project. Given the production reality offered by CAD-CAM tools, the project looked at the subject of the architectural surface (i.e. building skin, interior partition or other) as a membrane that can “mediate” between multiple conditions (i.e. interior-exterior, private/public) and become a material “interface” that has the ability to index multiple sets of information, collapsing performative qualities with more formal or ornamental aspirations. With parametric constructions, students generated designs that “orchestrated” the relationship between form and performance, and still contributed in the generation of specific and desired aesthetics effects. Students were encouraged to use the laser cutter to digitally fabricate prototypes of these constructions, in order to test the material and tectonic implications of their designs.

ARCH 632–005 Building Simulation, Ali Malikawi

Simulation is the process of making a simplified model of some complex system and using it to predict the behavior of the original system. During the past decade, advancements in computer technology made it possible for building simulation to be part of the design process. This course provided students with:
1) an understanding of building design simulation methods
2) the opportunity to use existing simulation models
3) introduction of the technologies, the underlying principles, and potential applications in the architectural field

ARCH 638–002 High-Performance Building Envelopes, Alberto Cavallero

Last century’s advances in digital representation, analytical techniques, and computer simulation have revolutionized the way architects think about and design the built environment. However, the principles of high-performance design have become even more critical in the current era of climate change. This course will explore the latest developments in high-performance building design and the role of the architect in creating sustainable and resilient buildings.

ARCH 638–003 Building Systems Integration, Richard Farley

The course examined various building systems from air distribution to voice and data systems and their effect on the architectural design. Students will learn how to integrate different systems in a building and how to optimize energy use and comfort. The course also covers the latest technologies in building systems and how they can be used to improve building performance.

ARCH 638–004 Lighting Design, William Braham

Light is a difficult subject for architects; it is too abstract, too much the subject of physics, metaphysics, perceptual psychology, and digital simulation. Architectural Illumination is equally subject to the dictates of common sense, history, and of the inquiring, speculative gaze with which it is appreciated. While technical investigations produce admirable analytical standards, this course examines those generative topics that occur at the intersection of physical mechanisms and human curiosity. Following a rhetorical model rather than a scientific one, these two such topics are Mechanism and Registration. These topics do not replace the rules that guide architectural lighting at a pragmatic level, such as “light the merchandise” in retail settings.

COURSES / REQUIRED
Jenny Sabin: I chose to study graffiti in and around Hoxton Square. Graffiti is writing space. These marks connect one territory to another. Directed by my wandering eye, I used video to document the influence that this writing space had upon the texture of my walk. Through a series of abstractions the video revealed the space of graffiti. I then created stickers, postcards, t-shirts and a website, adopting tactics employed by graffiti artists to promote Graffitiscape.

ARCH 671 Professional Practice I: Settings for Architectural Practice, Harris Steinberg
This was the first of a two-semester workshop that familiarizes students with the organizational, institutional and legal contexts for practice. It opened doors for students through ties to leading practitioners and encourages critical reflection on the nature of architecture practices today. This initial workshop focused on the organizational design of a range of contemporary practices. Students developed an understanding of the logics of practice by visiting four architectural offices during the semester, from small to corporate firms, specialized to international practices.

ARCH 672 Professional Practice II: The Building Process, Harris Steinberg
This course was the second workshop on professional practice that addresses the organizational, institutional and legal context of architectural practice. It studied the building process from the viewpoint of the different participants. Students developed appreciation and understanding of the importance of the relationship between the key “players” in the building process by visiting architects, developers, clients, contractors and fabricators in their place of work. They explored the different roles of these players and asked how each figure into the building process as a whole. We examined the goals of the architect and ask if they at times conflict with those of the other members of the team.

ARCH 772 Professional Practice III, Peter Piven
This course addressed the nature, planning, management, and administration of professional disciplines in generally, and architecture, specifically. It began with an investigation of the concept of the Professional. We studied the law of agency and professional responsibility and liability. What characteristics distinguish a professional, their function in a differentiated market economy, the motivations of the practitioner and the inherent conflicts of those interests with the interests of her clients. The course addressed the marketing and the procurement of professional services, their value and role in the essential problem solving process, and the differences between product-based and process-based relationships.

LECTURES outlined the forms and formation of the practice to include various organizational options. The subjects included business planning and financing; employment law and hiring practice; remuneration structures; marketing and sales; decision making and leadership. Having established a hypothetical flagging practice, the student went through the sequence of events associated with solicitation and contracting of work. Lectures presented the law of contracts, torts and property as they apply to professional practice. Given a contract, the class examined various models of project delivery. The roles of professional associations, technical consultants, and various other professionals were also discussed. Having investigated the interests of the practitioner, we turned to the perceptions and satisfaction of the client, and the risks and contingencies of practice, including professional liability, insurance and insurance law, risk assessment and management, and professional ethics.

ARCH 811 Advanced Theory I: Topographical Premises, David Leatherbarrow
This course provided students who are embarking on a career of scholarship in architecture with a first introduction to some of the principle themes and texts of the tradition, spanning the time of Alberti to Rossell, reading both primary and secondary texts. In addition to introducing these themes and texts, this course also aims to help students develop the practices that are typical of scholarly inquiry. To limit, somewhat, the abundance of thematic and historiographic material that could be covered, the course also had a topical focus, signified by its title: Topographical Premises, referring to both the premises of the architectural and urban site, and the conceptual underpinnings of the related disciplines. Part of the course’s aim is to consider the potential for conflict and agreement between these concerns, how the realities of the first call for reconsideration of the second. Each week the three hour meeting time was divided into two parts: first, a presentation by one of the students on the week’s topic and readings, and second, a concluding presentation by the professor, highlighting some aspects of the theme and introducing others that may have been overlooked. Each of these presentations was followed by a discussion. All participants prepare for the meetings by reading the texts that were listed on the reading list, and considering the relevant buildings, drawings, gardens, cities, paintings, etc.

ARCH 812 Advanced Theory II: Materiality of the Text, Kazys Varnelis
This seminar developed students understanding of the methods of scholarly inquiry by reading a selection of writings by architects, considering them within their disciplinary and cultural context and situating them with regard to the built objects that surround them. To give order to this broad undertaking, the semester was organized by the question of the “Materiality of the Text.” To this end, we looked to the texts not only for the arguments they contain, but also as technologies organizing and structuring knowledge and production. The course investigated texts from Vitruvius to the present day as material objects that inform, and are informed by, architectural thinking. Throughout, questions of ordering, visibility, and excess were considered as were the dialectic between the need to consider documents and objects on their own terms versus the historiographic drive for broader frameworks. Authors read included Vitruvius, Palladio, Serlio, Perrault, Laugier, Sullivan, Loos, Le Corbusier, Gropius, Venturi, and Koolhaas.
The course challenged the conventional separation of the modern epoch from tradition to more critically at the complex and ambiguous nature of modern architecture and the European city. Leaving behind the one-dimensionality of modernism, romanticism and surrealism for instance, the course tried to arrive at what is modern not only in the instrumental (constructive) tendencies but also in the less obvious expressive tendencies (mannersim, romanticism, surrealism for instance).

The lectures were positioned as a dialogue between the urban context of contemporary architecture and the history of changes in the fabric and culture of the most important European urban centers. The focus was not only the culture of architecture, but also a framework in which its creative possibilities are mostly defined. The sequence of lectures addressed the transformation of the architectural relation to the divided representation in the baroque period, the first manifestations of modernity during the eighteenth century, the translation from the cosmologically based architectural order to historicism, the formation of modern aesthetics and the sublime, the Romantic tendencies and their continuity in the twenty-first century, instrumental thinking and its role in the formation of the modern movement complemented by modern subjectivism (psychoanalysis), the paradigm as a fragment of modernity, and the contemporary situation of simulated and virtual realities and tele-presence.

ARCH 712 Material Science and Materialist Philosophy, Manuel De Landa

The course examined the nature of materials science, stressing not only the usefulness of this knowledge for the purposes of design but also its intrinsic interest as a basis for a technically sound philosophy of matter. The course was shaped by the belief that architects benefit from a more detailed philosophical knowledge of the theoretical principles behind structural engineering. At the same time, it was informed by the idea that the creative use of computer software and digital simulations would benefit from additional philosophical resources. Specifically, the course highlighted new software that simulates biological evolution (so-called Gaia) and issues that are used to 'breed' new architectures and illustrates its value in the practice of engineering. The course integrated insights from two different areas crucial to contemporary design: material science and engineering, on the one hand, and computer simulations involving a host of new 'virtual materials' such as NURBS surfaces, particles and metaballs, as well as the intersection of these with the new evolutionary software.

The lectures began with an introduction to the theory of the genesis of material form elaborated by the French philosopher Gilles Deleuze and continued with a history of material science, a discussion of scale, and in particular the issue of cracks, an overview of metallurgy and fracture dynamics, the mathematics of structure, and the consequences of nanotechnology. The concluding lectures addressed the materials revolution, organic materials, the mathematics of structure, and the technologies and concepts underlying virtual materials and ultimately virtual reality.

ARCH 713 Geometry and Matter, Cecil Balmond and David Ruy

If geometry can only be alluded to metaphorically, if it can be signified but not used, it follows that it cannot be the signifier in the way that, for example, the equilateral triangle was the signifier of the Holy Trinity in seventeenth-century art and architecture. Instead, the geometry itself has to be the thing symbolized or represented. It becomes the subject matter. This is indeed a momentous change of status. There had always been a sense in which geometry was architectural subject matter, but circumstances had never previously arisen where it was forced to be the same. — Robin Evans

This seminar traced the astonishing and intertwined history of mathematics, physics and architecture since the 17th century as a prelude to considering the opportunities offered by new sciences and speculative cosmologies for architecture today. Topics included: Euclidean vs. Non-Euclidean geometry, Liebniz vs. Newton, projective and topological geometries, Riemannian manifolds, quantum gravity vs. string theory, cellular automata. Mini-symposia included guests from a variety of backgrounds, including Daniel Bosia, Sanford Kwinter, Jeff Kipnis, Peter Macapia, Robin Evans, Philip Ording, Jesse Reiser, Ben Aranda, and Chris Lasch. Students were required to make individual contributions to an Advanced Geometry Manual. The manual will be an evolving compendium of research into advanced geometry. This year’s specific contribution consisted of a large format graphic taxonomy of geometrical models and an informal lexicon of critical terms.

ARCH 714: Mies: In and Against the World, Detlef Mertins

An in-depth examination of the architecture and thought of Ludwig Mies van der Rohe (1886–1969) focusing on the modes of practice that he developed over the course of his career. In considering the entire career of a significant architect, students are encouraged to reflect on a range of issues, including the modes operant of the architect — its singularity or multiplicity over many projects, clients, sites, and historical contexts — the relationship of buildings to the architect's theoretical statements and intellectual development; the relationship of architecture to urban design, art, and allied design arts; close readings of the formal and material attributes of specific buildings; the relation of form to historical contexts; the relationship of form to use and changes in use over time; and the psychological and experiential affects of architecture. Where critics and historians have tended to consider Mies’s work as singular, this course explored the thesis that it can best be understood in terms of at least five semi-discrete models of practice each of which emerged during a specific period in his life. In every instance, attention was given to the techniques employed by the architect, their theoretical underpinnings and their effects on the occupant. Throughout, the course also considered Mies’s work in relation to contemporary architecture and architectural theory.

ARCH 715 Seminar on Architectural Criticism: Memorials and Memory, Witold Rybczynski

Me·mo·ri·al: Something, such as a monument, intended to celebrate or honor the memory of a person or an event. Since the beginning of civilization, people have built memorials in many forms: tombs, statues, columns, arches, statues, buildings. The debate over exactly how to commemorate the victims and heroes of 9/11, particularly at the World Trade Center site, have raised — among other issues — the question of exactly what constitutes an appropriate memorial today. Is there such a thing as a modern monument? Or is there a contradiction between the modern condition and monuments as Lewis Mumford suggested: “If it is a monument it cannot be modern and in modern man, it cannot be monumental.” But even if the idea of a modern monument is accepted, what sort of architectural and artistic language is to be used? Individual memorials have often included figurative sculpture; have such monuments become obsolete? How far can abstraction take us? What is the relationship between the event or person being memorialized, and the building that is its site? What role do acts of commemoration (e.g. wreath-laying, leaving mementos, personal visits) play? Is it necessary to believe in heroism to create monuments? And where do we turn when the purpose of the memorial is to commemorate athletes, heroes, soldiers? This year the seminar in architectural criticism explored these and associated questions. We examined memorials — new and old — both in formal terms as well as in terms of content. The seminar included guest lectures such as a field trip to Washington DC (Arlington, Lincoln Memorial, World War II Memorial, Vietnam Veterans Memorial, Korean War Veterans Memorial).

ARCH 717 Self-Organization and the Dynamics of Cities, Manuel De Landa

This course began with an examination of the geopolitics of urban history and in particular presented the hypothesis that it was the dynamics of medieval Western towns that provided the blueprint for the modern city, as opposed to a top-down approach, which begins with a small number of formulas intended to capture the dynamics of the city as a whole.

ARCH 719 Architecture and Branding, Anna Klingmann

Global culture has made its mark on cities of the 21st century. Due to international market forces, rapidly expanding information technologies, and the restructuring of cultural practices architecture has become involved in the competition for the attention of the global consumer and almost always addressed with the amalgamation of multiple categories — be it local with global scale, economic and cultural interests, private and public realities, and commodities all expressed through the local authentic and global consumer enter into a conglomerate of cultural rhetoric.

Although the effects of global mass culture on space have been examined at recent symposia and in architectural periodicals, there are few attempts to consider architectural and urban design strategies that might be adequate to the dynamics of economic globalization and its effects on the contemporary city. How do architects navigate within this highly complex, ephemeral, and competitive terrain, formulate critical positions, anticipate future changes, and redefine method? Or in order to initiate their own autonomy in the market reality of globalization, architects have to change their role from passive service providers into proactive strategists, promoting vigorous involvement in both commercial and civic ambitions — not by smoothly bridging them but by emphatically intersecting them. Only by developing the ability to negotiate conditions with both fully subverted and alternative models arise that have the power to mediate and advance market-oriented thinking. Accordingly, the material presented in this seminar exposed the current conflict of architecture as an ambivalent construct, catching between two impetuses: on the one hand to achieve autonomy of architecture as an independent cultural construct, on the other to break this autonomous status into an expanded field of mass-culture.

ARCH 722–001 Exchanging Surfaces: Between Line and Shadow, Marion Weiss

The making of architecture is executed through the reading of lines, mathematically described to indicate the boundaries and relationships of materials. Central to the act of drawing is the function of structure, and the technologies and concepts underlying virtual materials and ultimately virtual reality. This course began with an examination of the geopolitics of urban history and in particular presented the hypothesis that it was the dynamics of medieval Western towns that provided the blueprint for the modern city, as opposed to a top-down approach, which begins with a small number of formulas intended to capture the dynamics of the city as a whole.
reviewed the currently accepted metrics of sustainability including the LEED® Green Building Rating System, the Ecological Footprint and other indicators. We investigated the integral connections between urban design, landscape architecture and hydrological engineering and their impact on the environmental impact of development.

ARCH 738 Building Pathology, Samuel Y. Harris
This course addressed the deterioration and failures of buildings and their component systems. It included the technical aspects of materials and building failures, as well as the social and economic forces that also affect the fate of a built environment. Students were exposed to the techniques and vocabulary of construction, building failure assessment, restoration processes, and the techniques and methods of monitoring and testing buildings. Case studies were reviewed. For all of these topics, the course explored the various ways buildings deteriorate and fail physically, and the techniques of measuring and monitoring buildings for the purpose of assessing or foreseeing these changes.

ARCH 741 Experimental Design and its Effects on Architectural Form, Ali Rahim
This seminar explored the intellectual development and design techniques of experimental architecture using digital media and its associated effects on architectural form. The pace of change in culture today, with the advent of digital media, is accelerated in part due to new technologies such as on-demand television, the Internet and electronic brokerage and banking. These developments represent an ongoing transformation of material to immaterial transactions. Experimental architects are clearly adapting to these advancements by shifting towards design techniques and methods of construction that are more responsive to these rapid and complex changes. New strategies have emerged based on the infinite number of ways that the digital medium is able to explore complex immaterial information. Some such design techniques and methods of construction include folding, chaos theory, complexity, self-organization, emergence, the formulation of new materials (polymer composites), methods of manufacturing (full scale printing machines, flexible mold systems), and project assembly systems (robotics and positioning systems). As a result, architectural forms and practices are increasingly plant, inventive, adaptive, and capable of responding quickly to changing circumstances.

ARCH 742 Digital Morphogenesis, Branko Kolarevic
In contemporary architectural design, digital media is increasingly being used not just as a representational tool but as a generative tool for the derivation of form and its transformation – digital morphogenesis. In a radical departure from traditions and norms of architectural design, digitally generated forms are not designed or drawn as the conventional understanding of these terms would have it, but are calculated by the chosen generative computational method. The emphasis shifts from the “making of form” to the “finding of form.” This course surveyed generative digital processes and their underlying computational concepts such as topological geometries, isomorphic polycurves (“blobs”), motion kinematics and dynamics, keyshape animation (metamorphosis), parametric design, genetic algorithms (evolutionary architectures), performance simulation, etc. Emphasis was given to parametrics, which allows designers to create an infinite number of similar objects. The course also addressed the emergence of repetitive non-standardized building design systems based on digitally controlled variation and serial differentiation, i.e. mass-customization.
ARCH 744 Digital Fabrication, Branko Karolevic
The digital age is challenging not only how we design buildings, but also how we manufacture and construct them. In the conceptual realm, digital generative processes based on kinetic and material science and the unprecedented opportunities they created for architectural design and production practices.

ARCH 745 Information Culture: The Web as Polis, Dean Di Simone
The ubiquity and ease of publishing content on the web has been defined a culture, a culture that architects are actively engaging by leveraging unique ideas of inhabitation and experience through graphical and technical means. The online medium has borrowed from many analog predecessors including graphic design, film and architecture but finds its success in collapsing these models into a unique form of communication through experience in the evolving datacube. When this experience is coupled with theoretical and philosophical underpinnings, there exists the potential for an unprecedented medium of expression. This course identified and investigated different methods of structuring and dispersing information within networks, and explores the ways of using these methods to create a public forum for exchange of ideas, phenomena, and natural organizational paradigms, AI and bionics. Case studies provided the material for this investigation; assignments, the opportunity to develop one’s own statement. The course focused on two distinct components of our networked environment that comprise the way an interface is inhabited: navigation and spatialization. By focusing on these components, we attempted to understand the linear and narrative nature that exists in the PUSH medium of today’s internet and draw from architectural ideas to create an unscripted experience.

ARCH 748 Advanced Digital Media: The Post-Medium Condition, Cathrine Veikos
Theorists in art, architecture and visual media have described the digital world as one of “mediumlessness” and proclaimed that “technological and cultural developments have together rendered notions of medium into anachronisms.” (Krauss) Although indebted to specific media-based techniques and their attendant ideologies, software removes the material reality of techniques to an immaterial condition where the effects of material operations are reproduced abstractly. The importance of the digital format is that it allows for maximum intermingling between the arts by eliminating the physical media that sometimes stands in the way of such interplay.

ARCH 752 Case Studies of Urban Design, Gary Hack
In this course, urban design is taken to mean a subset of projects that are designed to change the public realm of cities. Design is important as a way of framing possible outcomes, and providing an agreed upon destination. However, urban design ideas are often faced with an array of actors, lengthy times for implementation, objectives that shift over time, and often indeterminate outcomes that must be reconsidered as the project evolves. Ideas are seen as dynamic and evolving. They need to be powerful and clear enough to capture the imagination of those who will lead the effort to implement them. The best case design ideas can usually be conveyed through a small number of powerful images or metaphors that transcribe a plan into compelling need. This plan, and the ideas that support it, are the key to the success of urban design. Urban design involves several important habits of mind: thinking of the next larger context when conceiving of any action; considering how a place will be actively changed over time; recognizing the past history of a place, while designing for the future; and thinking strategically in terms sequencing. Considering the cases over the course of the semester, we looked for the ways that these attitudes were expressed through drawings, websites, plans and images. This course was an opportunity to examine the many processes of design and implementation of complex urban design ideas in a way that was new and educational.

ARCH 760 Real Estate Development, Asuka Nakahara
Through this course, students may become better decision-makers and real estate leaders, understand and assess the risks in real estate development and investments, be more productive in their first job, and familiarize themselves with the real estate development process. The course focused on “ground-up” development as well as re-hab, re-development and acquisition investments. We examined the similarities and differences of traditional real estate product types including office, retail, warehouse, lodging, single family and multi-family residential, mixed use and land. We also examined “specially” uses like entertainment retail and golf course development, and relatively new concepts like New Urbanism and timeshares. Students learned the development process from market analysis, site acquisition, zoning, entitlements, approvals, site planning, building construction, design, financing, and leasing to ongoing management and disposition. Special topics, like workouts and running a development company, were discussed. Throughout the course, we focused on risk management. In a business filled with uncertainties, minimizing risks results in maximizing long-run profits.

ARCH 773 Metamorphosis: Strategies of Transformation in Architecture, Landscapes and Urban Design, Tony Atkin
This course investigated the transformation of the existing conditions into the site, the program, and the architecture through a building project. The evolution of buildings, urban forms, and landscapes is examined through the study of the determinants and factors of the projects. The course involved the examination of concepts of metamorphosis in mythology, literature, biology and cultural anthropology, and compared them to architecture and landscapes.

ARCH 780 Architecture in Education, William Braham
AIE is a 20+ year program of teaching architecture in Philadelphia area schools run by the American Institute of Architects. As participants in the AIE Program, students have the opportunity to work directly with children in the classroom making an impact on their lives and on the future of our neighbor hoods and cities. Students work with a classroom teacher and a design professional to develop a weekly series of eight (1-1/2 hour) interdisciplinary experiential lessons using the built envi ronment as a laboratory to create stimulating new ways of seeing, learning, and thinking. Students participate in the course on a volunteer basis or may receive one half course unit of credit. For information about the program please visit the AIE web site http://www.aiaphila.org/.

ARCH 783 Architecture Culture: From Theory to Research, David Turnbull
This course examined the scope of research culture as it has developed in architecture over the past decade and as it evolves to address new conditions. The three themes that structure this course are: World Cities, Buildings, Effects of AIDS and Plague, and Mind_Bodies. These themes stem from an economic and political discourse of globalization, and encompass the ecological imperative and opportunities related to the widespread use of digital media.

The course opened with a trajectory charted by Joan Ockman and Michael Hays which starts in the mid 1960’s, notably the Breton Woods N.H. conference of 1944 which established the IMF, World Bank, and ultimately the WTO, the apocalyptic con clusion to the 1939-1944 war in Europe and Asia, and the ensu ing struggle to rebuild devastated cities. Hay’s book ends in the early 1990’s where this course starts, with the release of Nelson Mandela, the collapse of the Soviet Union, the demolition of the Berlin Wall and—in the wake of a period of remarkable technolo gical transformation—the proliferation of desktop top computers, the catalytic invention of the world wide web (in 1991) by Tim Berners-Lee, and developments in mobile communications, the HIV/AIDS plague, ecological crisis, economic globalization, and the complex and War. A different audience and different tools transform archi tectural speculation. In place of the reflexive and critical preocc upations of “theory” and its purposely problematic relation to practice they propose practices of “research” and of design as research.
Leberecht Migge (1881–1935) and the Modern Garden in Germany

David Henderson Haney; Supervisor: David Brownlee

The dissertation research was initially based on the question of the role of garden and landscape in German modern architecture of the early twentieth-century. The results of this investigation have conclusively proven that although the subject of land and garden in connection with modernism has been under-emphasized, especially in non-German historical narratives, these were central concerns of the period. One garden architect emerges as the most significant of the period, Leberecht Migge (1881–1935). Migge was a close colleague and collaborator of many important modern architects including Hermann Muthesius, Ernst May, Bruno Taut, and Martin Wagner. Although he was a talented garden designer, his greatest significance comes from his ability to synthesize practical and theoretical developments from a variety of fields, including architecture, garden design, urban design, social reform, agricultural reform, and ecological gardening. He was a central figure in four great movements: garden and park reform, urban planning, the Siedlungen (housing settlements), and organic architecture and planning. For the dissertation, his extensive body of work including books and articles as well as theoretical and built projects has been carefully analyzed not only within the context of his biography, but also within overall developments of the period. Perhaps his single most significant contribution to architectural theory was his own redefinition of the primitive hut, a figure that he probably took from Le Corbusier. Migge argued that the original dwelling had been purposely constructed as a movable or temporary structure in order to facilitate relocation in search of food or new ground. Thus dwelling in its most fundamental form not only provided basic shelter, it was also an expression of dwelling as biological act, and thus symbolic of the essential integration of human life with the organic systems of the earth. Though the technology of the period was often not sophisticated enough to effectively realize his ideas, many of his conceptual paradigms are of such a fundamental nature that they remain relevant to contemporary discussion.

Leopold Eidlitz: Becoming an American Architect

Kenneth Franklin Jacobs; Supervisor: David Leatherbarrow

Leopold Eidlitz (1823–1908) was born in Prague and trained in Vienna as a land manager, a position in which he would have worked for the Austrian government as a building inspector or designer of small, rural structures. He came to the United States seeking work as an architect in 1843. Arriving alone, he quickly settled into American society, and within three years moved from a job with Richard Upjohn, the English-born designer of Trinity Church, Wall Street, into his own practice. He subsequently married into an old New England family and began a career in which he worked with the most prominent members of the New York City and State political and architectural communities Although Eidlitz’s architectural ideas were progressive, they were not unique for their time. He held that a building’s massing should emerge from its plan, that materials should be used in a rational manner, and that ornament should be used to enhance structure, materials, and function. For these reasons, some have considered him an organicist or proto-functionalist. However, his philosophical and architectural concerns were more complex. Eidlitz approved of the emerging convergence of engineering and architecture, but he also believed in the socially redeemive role for art advanced by German Idealist philosophers. He considered architecture to be an art and was certain that science would assure its progress by eliminating the arbitrariness associated with indefinable and unsupportable notions of “taste.” In this way, art would be reconciled with technology and assure its progress. Emulation of or rupture with the past would not be necessary for architecture because beautiful forms would be valued for the knowledge they imparted rather than the precedent they conveyed.

The central theme of this dissertation thesis is that many architectural works produced at the end of the eighteenth century in France, while programmatically distinct, incorporate images drawn from a common set of ideas and images. One observes that during a long historical period, philosophical, religious and even secular ideas—reproducing constant and repetitive imaginative narratives—coalesce around certain central themes: the representation of an earthly pilgrimage that, after conquering a symbolic path of sins and difficulties, arrives at a “space” that represents liberation; images of the garden of Eden, of the primitive ladder to the heavens, and of the spatial “ambitus” that forms the imagined illustration to the ancient text of the “Tabula Cebetis.”

To illustrate these concepts, two exemplary architectural models executed by the French architect Auguste-Henry-Victor Grandjean de Montigny (Paris, 1776–Rio de Janeiro, 1850) are utilized: an Elysée or Cimitière, selected for the Academy’s 1799 Grand Prix competition and his house built in the Gávea section of Rio de Janeiro, Brazil. The initial section describes the context and parameters of the design competitions at the École de Beaux Arts, in Paris, at the end of the eighteenth century, illustrating the similarities and differences in the approach to imagery of the projects presented by students. The conditions for the development and conception of a new civic theme in French cemeteries is examined, particularly as exemplified in the works of the architects Durand-Thibault and especially in the works of Étienne-Louis Boullée in his seminal work for a Temple of Nature. The formal and symbolic strategy for a cemetery presented by Grandjean de Montigny is analyzed, with a description of how symbolic ideas and spatial narratives were appropriated and adapted to form a new symbolic formatting for this novel architectural program. Finally, this dissertation analyzes how these ideas and symbols contributed equally to the development of a personal project—the construction of Grandjean’s residency in Brazil—describing how they were appropriated and adapted not only to a new program of domestic habitation, but also to a new physical, social, and architectural environment that characterized Brazil in the mid nineteenth century.
Façade-Poche: Performative Representation of Thickened Window-Walls in the Works of Marcel Breuer, Richard Neutra, and Jose Luis Sert

Hayub Song; Supervisor: David Leatherbarrow

Since the late nineteenth-century architects and historians have made comparisons between clothing and architecture considering modern clothing as a metaphor for modern architecture. The argument of this study is similar in the sense that drapery has been considered as a metaphor for the billowing surfaces of contemporary architecture. It argues that in the current practice of architecture there is a shift from tailored architecture towards draped architecture where its exterior surface appears like a drapery loosely laid over buildings. Looking at paintings and sculptures by a variety of artists and sculptors this study explores the crossovers and intersections between the representation of drapery in art and in architecture. It examines the notion of drapery emphasizing: (1) its theatrical and festive character; (2) its simultaneous attempt to create ambiguity and curiosity; and (3) its relationship to the concepts like autonomy, opacity, and permanency; and (4) finally how it becomes an important means of displaying and celebrating technological virtuosity. Each chapter ends with a critical assessment of a recent building by Frank O. Gehry who could be seen as the best representative of draped architecture in order to demonstrate the different instances of its paradoxical representations. The Richard B. Fisher Center for the Performing Arts at Bard College in Annandale-on-Hudson, New York, the Experience Music Project in Seattle, and the Jay Pritzker Pavilion in Millenium Park in Chicago, all coincide in their theatrical, ambiguous, and virtuosic qualities. The motif of drapery considered both literally and in its metaphorical dimensions opens topical questions that are pertinent to the current architectural practice. Given the materiality and weight of the building, rendering of a drapery is not an easy task. Nonetheless, as this study reveals, it becomes a vehicle for displaying technological virtuosity, theatricality, and mystery.

Facade-poche, a term introduced and defined in this dissertation, designates the surfaces and inhabitable depths enclosed with “thickened” window-walls in late modern buildings. It is configured by platforms, window-walls, and overhangs, all of which create well-shaded, inhabitable, and external depths. Unlike a facade that behaves as a visual object, like a picture plane in the street, the inhabitable depth of the facade-poche makes the building and site operative for human use. Particularly in postmodern architecture, thin window-wall configurations began to adopt sectionally thickening elements in order to improve its function of sunshading and lessening glare. Meanwhile, the thin window-wall as a representative modern style was exploited as a voyeuristic tool and picture frame. At the same time, technical considerations of moderating glare and sunlight prompted the instrumental development of new glazing systems and sunshading devices. Yet, both drives neglected the patterns of use that occur in the transitional space between the building and the site, the facade and the street. My emphasis on human use is motivated by a desire to redirect considerations of ‘form and function’ toward the questions of what a building does to us and what a building represents. This theoretical direction will question traditionally divided architectural representations—iconic, tectonic, structural, and regional—and propose a more embracing mode of architectural presence, the performative representation. Performative representations will be differentiated from functional aesthetics by considering the topics of the site and the life practices, which present tasks beyond technical and aesthetic ones. Selected examples of the facade-poche from postwar America—the works of Marcel Breuer, Richard Neutra, and Jose Luis Sert, representatively—will support this proposal and provide a diversity of human use, both in non-urban and urban situations. I will argue that these facade-poches sustain the renewal of human use and in doing so, represent traces and possibilities of inhabitation from the scale of the building to urban experiences. This argument suggests a new concept of the physiognomy of architecture in the perception, construction, and interpretation of the facade-poche. While the philosophical tradition of physiognomy, i.e. body and soul correlation, gave rise to an expressive, but merely superficial facade, another tradition—the anonymous but shared tradition of cultural praxis—has given rise to another facade, one that is thicker, inhabitable, and expressive of life.
New Technologies, New Techniques
"Welcome to the Machine: Art and the Technological Society in Post-War Europe" / Dr. Stephen Petersen, University of Delaware

"A Regional Multi-National Design Geography of IBM" / John Harwood, Columbia University

"Realism ‘through the Immaterial’ / Kaira Cabanas, Princeton University

"May 1968 and the Question of the Image" / Victoria Scroggs, SUNY Binghamton


Urban Intervention
"Metropoli: A Tale of Some Cities" / Dr. Hadas Stein, University of Buffalo

"Town in Context" / Mathew Altchison, University of Queensland

"Positioning Wolf Vostell" / Benjamin Lima, Yale University

"The Architectural Arms Race Across the Berlin Wall" / Inez Weizman, Architectural Association

Memory and Recovery
"Matter and Memory in Post-War France" / Rachel Perry, New York University (Paris)

"The Problem of Memory in Situationist Artwork and Painting" / Karen Kurzyczynski, Institute of Fine Arts, NYU

"Luigi Nono’s Intolernanza 1960" / Adrian Duran, University of Delaware

"A Surplus of Memory: Envisioning the Future of Old Warsaw" / David Snyder, Princeton University

EXHIBITION
Urban Life: Housing in the Contemporary City
September 7 - December 10
Organized by the Architecture League of New York
Sponsored and exhibited by Faculties and Real Estate Services of the University of Pennsylvania

This exhibition featured twenty recently completed urban housing projects from cities around the world. Drawing from cities including Paris, Vienna, Osaka, and London, the exhibition brought together housing projects that offer creative answers to these questions and suggested innovative or provocative points of comparison with housing design efforts in the United States. Architects Include Frederic Borel, Neave Brown, Coop Himmelblau, Bill Dunster, Koning/Eizenberg, Michael Pyatok, Stanley Saitowitz and many others.

The organization was arranged around six ‘perspectives on housing,’ which serve as criteria for evaluating the projects as urban strategies. Three perspectives focus on different levels of scale: body, building, and city. Three more consider approaches to implementation: environment, technology, and issues of finance and development.

SPRING 2005 LECTURE SERIES
Recent Projects and Workshops
Kinya Maruyama, Professor, Arts and Architecture School, Waseda University, Team Zoo, Tokyo
February 7

"Personal Ground"
Ada Karmi-Melamede, Architect, Tel-Aviv
February 9

A "New Kind of Science"
Stephen Wolfram, Founder and CEO, Wolfram Research, Champaign
February 15

"Massive Change: The Future of Global Design"
Bruce Mau, Bruce Mau Design, Toronto; Director, Institute Without Boundaries, George Brown College, Toronto
February 24
Sponsored by Skidmore, Owings & Merrill, LLP

"Perverse Ecologies"
François Roche, RiSE, Paris
March 16

"Immergence"
Martin Guarino, dEoL, Boston/Paris, Associate Professor, MIT
March 24
Sponsored by EwingCole

"Grotesque Mutations, Horrific Variations"
Hernan Diaz Alonso, Xefirotarch, Los Angeles; SCI Arc
April 7
Homa Farjadi’s project for the Madrid Campus of Justice was exhibited in Madrid while her Kelung Project for Taiwan Gateways toured through the Ministry of Tourism. Her recent work includes master plans for Manzanares River Linear Park in Madrid and Atlantic College Dormitories in Wales, an apartment building in Manchester, two residences in London, and temporary installations at the South Bank Centre London.

Stephen Kieran and James Timberlake of KieranTimberlake Associates LLP achieved major commissions including the west Campus Residential Initiative, Cornell University, the Philadelphia Theatre Company, and the new Sculpture Building at Yale University’s School of Art. Together, they received several American Architecture Awards, an Honor Medal of the Pennsylvania Chapter of the AIA, and a Residential Architect Award. Their work was published in Architectural Record, Architecture, Interior (Taiwan) and The Architect’s Journal. Both gave numerous lectures and, together, were appointed Max Fisher Visiting Chair at the University of Michigan. Kieran was also appointed the Bruce Goff Visiting Professor at the University of Oklahoma.

Branko Kolarevic and Ali Malkawi published their edited volume Performatice Architecture: Beyond Instrumentality (Rizzoli), which followed their highly successful conference of Fall 2003. Contributors include Godfried Augenbroe, Jean-François Blassen, William Braham, Jan Emler, Thomas Herzog, Harald Klop, David Leatherbarrow, Peter McClearly, Ali Rahim, Mahadev Raman, Craig Schwitter, Lars Spuybroek, and Andrew Whalley, as well as the editors.

STANDING FACULTY

Tony Atkin recently received commissions for a dormitory at Dartmouth College, an art and archaeology museum for Wesleyan University, and a new master plan for the University of Pennsylvania Museum in association with David Chipperfield of London. The firm’s work on the Penn Alexander School in West Philadelphia received an urban design award from the Urban Land Institute. He received a grant from the J. M. Kaplan Fund for the publication of Structure and Meaning in Human Settlements (Fall 2005), which he co-edited with Professor Emeritus Joseph Rykwert.

Cecil Balmond was commissioned to design the Master Plan for the redevelopment of forty-three acres at the Battersea Power Station in London. He collaborated with Alvaro Siza and Eduardo Souto de Moura on the Serpentine Pavilion in Hyde Park, London, and with Rem Koolhaas/OMA on the CCTV Building in Beijing, China. He also designed the Coimbra Peestrian Bridge in Coimbra, Portugal and was commissioned to design a pedestrian bridge for the University of Pennsylvania. He gave the Felix Candela Lecture for 2004 at the Museum of Modern Art.

David G. De Long published Auldbrass: Frank Lloyd Wright’s Southern Plantation (Rizzoli).

Winka Dubbeldam’s Greenwish Street Project in New York was completed and included in the Venice Biennale of Architecture, Metamorph, curated by Kurt W. Forster. She gave lectures at Columbia University, the National Building Museum, Montana State University, Tulane University and participated in the Architecture Vanguardista Internacional conference in Mexico and the Eeu Utopish Vacuum conference at the TU Delft. Her exhibition “From Hardware to SoftForm” traveled to the H&R Galeria in Mexico City. Her work was published in many venues, including the journals Metropolis, Icon, Surface, Architectural Record, Monument, Made in Holland and Esquire, and the publications New York Minimalism, Metropolis, and Architecture & PC: La Rivoluzione Digitale in Architettura. She is currently working on an eco resort and two residences in Panama, the Museum for Contemporary Design in the Netherlands, and a variety of projects in New York and Philadelphia.

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Homa Farjadi’s project for the Madrid Campus of Justice was exhibited in Madrid while her Kelung Project for Taiwan Gateways toured through the Ministry of Tourism. Her recent work was featured in Memar and Dialogue. An interview was published in Abadi magazine in Tehran. She won second prize in an international competition for the Keelung Maritime Plaza in Taiwan. Her current work includes master plans for Manzanares River Linear Park in Madrid and Atlantic College Dormitories in Wales, an apartment building in Manchester, two residences in London, and temporary installations at the South Bank Centre London.


Ali Malkawi was promoted to Associate Professor with tenure. He edited a special issue of the Journal of Architectural and Planning Research on Advancements in Computational Simulation and published articles in Automation in Construction, Architectural Engineering and Design Management, and Energy and Buildings Journal. He gave papers at the annual CAADRIA conference, the world Renewable Energy Congress, the American Solar Energy Society Conference, Conference on Computer Graphics and Vision (Moscow), the Iberoamerican Congress of Digital Graphic Conference, and the first International Conference “From Scientific Computing to Computational Engineering.” His Building Simulation Group started publishing a monthly on-line newsletter, Innovative Insight, on subjects concerned with simulation and sustain-ability. He also gave lectures at Harvard University, Chinese University in Hong Kong and Tsinghua University in Beijing.


Detlef Mertins published essays in Walter Benjamin and Art, CASE: Lafayette Park, FOA’s Arc: Phylogenesis, and NOX: Machining Architecture. He gave lectures at the University of Venice, Akademie der bildenden Künste Wien, California College of Art, Illinois Institute of Technology, University of Illinois Chicago Circle, Columbia University’s Collins Kaplan Seminars in Art History, a Board meeting of Skidmore, Owings & Merrill, and a conference in honor of Robert Geddes at Princeton University.


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Cathrine Veikos received the 2004–05 Rotch Traveling Studio Scholarship for her research on “Experimental Surfaces, Phenomenal Effects” in Sao Paulo and Salvador de Bahia, Brazil. She presented papers at the national and international meetings of the Association of Collegiate Schools of Architecture.

Marion Weiss won the Academy Award for Architecture of the National Academy of Arts and Letters in recognition of the... the Brooklyn Bridge/FDR; and the Center for Peace at the Greentree Foundation.

LECTURERS

Dean DiSimone’s Nike Genealogy of Speed Exhibition in New York was featured in Metropolis, AIGA Annual, SPA-DE Magazine, and Communications Arts. His entry to the MoMA PS1 Young Architects Competition was published in Praxis and his recent work was featured in the Taschen publication Best Portfolios. He completed websites for Mazda Crossoport and Mazzta Mista, the Camilo Vergara Urban Image Databases, and the online exhibition Cezanne and Pissararo: Pioneering Modern Painting for the Museum of Modern Art. He designed the new digital gallery of student work for the Architecture Department at Penn, which is now part of the Department’s website: http://www.arch.penndesign.net/ and started a new firm, Crimson Design Group.

Lindsay Falck created a prototype of a possible tent structure to be used on Penn’s campus for special events. The prototype was commissioned by Penn’s Facilities and Real Estate... for the campus that also involved Peter McCleary, RFR in Paris and Nicholas Goldsmith of Future Tents in New York.

Andrew Jones was commissioned to design the Olo Guest Chair family for Keilhauer as well as the Ripple High Density Stacking Chair.

Srdjan Jovanovic Weiss won the commission for Stadium Culture, a center for recreation and new media in Novi Sad, Serbia, and completed the Rubber Bar at the Swiss Institute of Contemporary Art in New York.

Inge Rocker and her students from Spring 2004 mounted the exhibition “Re-coded: Studio Rocker” at the Aedes East Gallery in Berlin.

Leen Rocker and her students from Spring 2004 mounted the exhibition “Re-coded: Studio Rocker” at the Aedes East Gallery in Berlin.

Witold Rybczynski became Architectural Critic for the on-line magazine Slate and also published the articles in New York Stories, A Journey Through Texas, and American Monument. The Perfect House: A Journey with the Renaissance Master Andrea Palladio was published in German and Japanese, The Look of Architecture, also in Japanese); and One Good Turn: A Short History of the Screwdriver and the Screw in Chinese. He gave lectures at the Preserve and Play Conference, National Park Service, Chicago, Sotheby’s Institute of Art, New York and The Mount in Lenox, Massachusetts.

Joseph Rykwert, Emeritus Professor, was nominated for the prestigious Gold Medal of the Royal Institute of British Architects. He lectured widely and is co-editing Structure and Meaning in Human Settlement (Fall 2005) with Tony Atkin.

Harris Steinberg organized the PennDesign 2005 Charrette, “Slots in the City” in partnership with the Philadelphia Daily News; the results were published in a special section of the Daily News. He was a lead designer and convener of the Franklin Conference on School Design (www.upenn.edu/civic/franklin) organized in partnership with the editorial board of The Philadelphia Inquirer. The forums brought citizens and experts together to draft civic design principles and hold a design char-rette, the results of which were published by The Inquirer.

Enrique Norten won the Mexico Prize for architecture, the Leonardo da Vinci World Award of Arts 2005. His recent work in New York was the subject of an exhibition at the Museum of the City of New York, titled New York Fast Forward: Buildings by Enrique Norten/TEN Architects. The show featured his competi-tion winning project for the Brooklyn Public Library for the Visual and Performing Arts and the Harlem Park mixed-use project at 125th Street and Park Avenue, which combines a hotel and apartments in a thirty-four storey tower. The show also included the Chelsea Arts Tower and One York Street in Tribeca. Norten also designed the exhibition installation for The Aztec Empire at the Guggenheim New York and was chosen to design the new Guggenheim in Guadalajara. His 750-acre JVC Center, also in Guadalajara, is being done in collaboration with Toyo Ito, Jean Nouvel, Wolf Prix, Daniel Libeskind, Thom Mayne, Steven Holl, and the late Philip Johnson. Norten’s design for the giant dome will form its centerpiece. A large-format monograph on his work was also published this year by Landucci Editeurs, with critical essays by Jorge Volpi and Silvia Lavin.

All Rahim was selected for the “Design Vanguard 2004” issue of Architectural Record magazine and included by Zaha Hadid in 10 x 10: 100 of the worlds most exceptional emerging architects (Phaidon). He participated in the Non-Standard Praxis conference at MIT, the Performative Architectures conference at Technical University Delft and gave lectures at Harvard University, Ohio State University, SCI Arc, the AIA New York Chapter, and the Universidad Francisco Marroquin, Guatemala. His work was exhibited in Visionica 2005 (Centro de Cultura Antiguo Instituto, Spain), “Structures Ephemeris pour la Ville d’Athènes” (Fondation Hellenique, Paris), “Fast Forward. Hot Spot. Brain Cells” (First Architecture Biennial Beijing), “Performativity in Architecture” (TU Delft, curated by Kas Oosterhuis), “Sign as Surface Select” (Florida International University) and “Newest Tendencies in Architecture” (Municipal Gallery of Lamia, Greece). His current projects include a commercial office tower in Dubai and a light fixture for Ivalo Lighting.

David Huy exhibited Rogue Wave, a site-specific installation in collaboration with Karel Klein and Paul Mayoda, at the Pace Digital Salong, New York.

David Turnbull and Jane Harrison won the commission to design the communications infrastructure for the thirty-eight acre develop-ment of the Battersea Power Station in London. They also prepared the communications infrastructure and e-learning strat-egy for the South Eastern University of Sri Lanka as part of their tsunami recovery work.
STUDENTS

Kevin Fennell, Meaghan Pierce-Delaney, Rachel Johnson, and A J Pires won an honorable mention in the open design competition for The Parachute Pavilion at Coney Island, organized by the Van Alen Institute, New York. Graduates Mayya Marshall-Moren, Adam Montalbano, Patrick Stinger and Roman Torres won Third Prize in the same competition.

Kevin Fennell won the Skidmore, Owings & Merrill Travel Fellowship awarded to one graduating student in architecture in the U.S. each year. He will undertake a comparative study of the different pressures for modernization in Istanbul and Athens. Turkey’s desire to join the EU and Athens “city building” for the 2004 Olympics present two different cases for modernization in cities with ancient histories and multiple empires.

John Moran won a Fulbright Grant to research sustainable architecture in Ireland. He will be working with the Faculty of the Built Environment at the Dublin Institute of Technology.

A J Pires edited and Christian Munoz designed a publication of the fifth Women in Design Symposium (Spring 2003), which proposed projects for the Strawberry Mansion neighborhood in Philadelphia. The publication is titled, 2003 Strawberry Mansion Charette. A digital version is available in the Publications section of the Department’s website.

Ian Baldwin and Angela DeRiggi edited and produced the first edition of the PDesign primer, Fall 2004, whose goal was “to inject breadth, transparency and perhaps a bit of ease into everyday life” at PennDesign.

PRIZES AND AWARDS GIVEN TO STUDENTS

American Institute of Architects Henry Adams Medal
First Prize: Jenny Elizabeth Sabin
Second Prize: Carmen A. McKee

Arthur Spayd Brooke Memorial Prize
Gold Medal: Jenny Elizabeth Sabin
Silver Medal: Matthew Kressel
Bronze Medal: Junseung Woo

Paul Philippe Cret Medal
David Kevin Fennell

Paul Philippe Cret Prize
Andrew Schllater

Harry E. Parker Prize
Nicholas Wallin

Alpha Rho Chi Medal
Stephanie Feldman

Warren Powers Laird Award
Cheuk Yue J. Wong

Charles Merrick Gay Scholarship
Ximena Valle

Samuel K. Schneiderman Fellowship
Hormuz Batliboi

Frank Miles Day Memorial Prize
Nikolleta Stagias

Harlan Coombs Memorial Medal
Lauren McManama

Mario J. Romanach Fellowship
Jessica Brans-Miller

James Smyth Warner Memorial Prize
Adrienne Yancone

Faculty Prize
Eric Spencer

Walter R. Leach II Fellowship
Andrew Schllater

T-Square Club Fellowship
So Jung Lee

Mr. and Mrs. William L. Van Alen Traveling Fellowship
Eric Ellingsen

Will M. Mehlhorn Scholarship
500-Level
First Prize: Nikolletta Stagias
Second Prize: Meagan Born
Third Prize: Eli Pearlman-Storch

600-Level
First Prize: Mary Barenseifld
Second Prize: David Friedman
Third Prize: Hormuz Batliboi

Ph.D., M.S. Architecture
Assael Al Ragam
Grace Ong

Donald Prowler Memorial Prize
Jennifer Vander Veer

Albert F. Schenck- Henry Gillette Woodman Scholarship
First Prize: Lisa Schwert
Second Prize: Theodore Slowik
Third Prize: Brandon Gahrke

Honorable Mention: Megan Born, Todd Bennett, Katy Min, Amy B. Campbell, Jean Pierre Casillas, Jae Young Jang, Peter Rae

E. Lewis Dales Traveling Fellowships
Alejandro Biguria
Lucio Blandini
Halee Bouchshtian
Benjamin Cadena
Isabel Castilla
Michelle Ciantaglione
Adam Goodfellow Davis
Olga Drobilina
Robert Graustein Jr.
Sung Ho Hong
Amy E. Johnson
Christopher Junkin
Do-Hoon Kim
Myunghoon Kim
Kazuya Morihata
Diego Pacheco
Stephen Philman
Sang-Hun Rim
Aaron Ryba
Todd Shapiro
Yongjoo Shin
Ximena Valle
Christina Yaron

THE 2005 JOHN STewardson Memorial Competition Fellowship
Winner: David Kevin Fennell
Finalists: Matthew Paul Krissel, Joel R. Wenzel

The 2005 John Stewardson Memorial Scholarship
First Prize: David Kevin Fennell
Second Prize: Hongsuoo Lee
Third Prize: Jenny Sabin
Honorable Mention: Joel Wenzel, Luciana Couto, Matthew Krissee, Josh Mackley

NEWS

PUBLICATION CREDITS

Detlef Mertins, Editor
Kristine Allouchery, Managing Editor
Jody Beck, Project Coordinator
Design: Purtill Family Business
Kevin Fennell: A mosque and community center for the Muslim community in Mechanicsburg, Pennsylvania.

Winning entry for The 2005 John Stewardson Memorial Competition Fellowship.