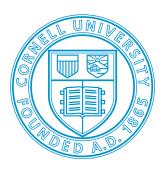
COLLEGE OF ARCHITECTURE, ART & PLANNING DEPARTMENT OF ARCHITECTURE

SPRING 2014 OPTION STUDIOS



Cornell University



SCAPE

Trisha Brown, Roof Piece, 1973

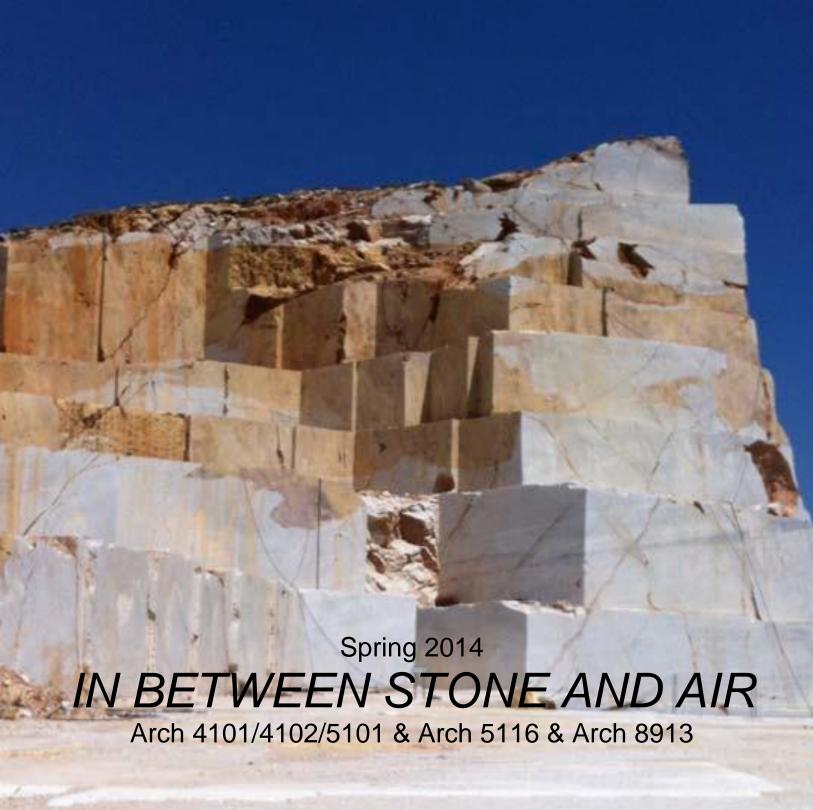
Lorena del Río, Visiting Assistant Professor

ARCH 4101 / 4102 / 5101 ARCH 5116 & ARCH 8913

COURSE DESCRIPTION

Juegaterapia (play-theraphy) http://www.juegaterapia.org/ is a non-profit foundation that operates in Spain, Portugal, Morocco, Afghanistan, and Venezuela. They began delivering donated play-stations to children with cancer in order to be used during their 'chemios', under the slogan "chemio playing will feel like flying", but they have expanded their agenda. La Paz Hospital's fifth floor terrace, originally destined for installations, was transformed into a garden and a playground for the hospitalized kids. It's the first one of a series of intervention throughout Spain.

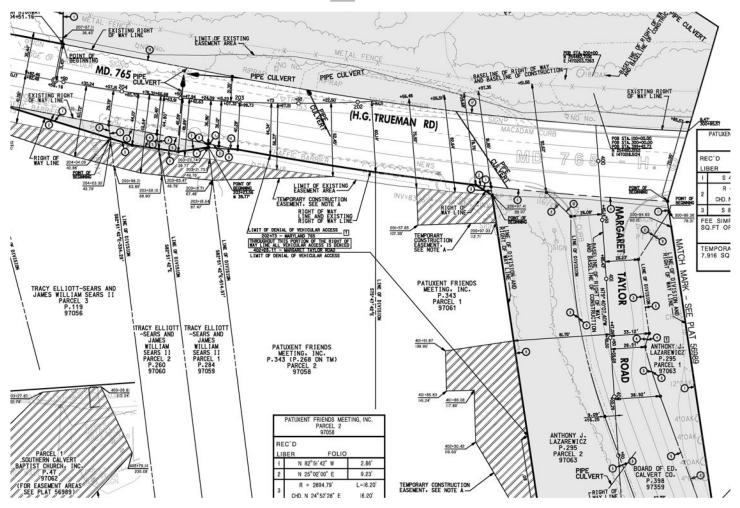
In this option studio we will work closely with this organization to develop a design proposal for their next intervention that is expected to be constructed in 2015.



Francisco Mangado w/ Rubén Labiano
Milstein Hall Studio
M W F 12:20-4:30pm

Spring 2014 Nahyun Hwang + David Eugin Moon Studio

RIGHT OF WAY_QUEENSWAY, NY



Studio Description

The studio explores variegated historical and present notions of the (Public) Right of Way and its future meanings in the contemporary city. Utilizing the City of New York and its extended territories as the ground of experimentation, the studio's investigation will be two-fold. The first part will consist of research and mapping of both functioning and outdated linear municipal infrastructural zones that organize various logistical and material flows in metropolitan New York, and conceptual projections for the potential futures of these areas when utilized for the public beyond the notion of the mono-functional or obsolete conduit. The second part will engage the specificity of the spatial, social, economic, legal and political contexts around the abandoned 3.5 mile Right of Way corridor of the Rockaway Beach Branch of the Long Island Rail Road in Queens, New York, and generate an architecture of the Right of Way, that is a new civic infrastructure capable of (re)programming the city. The charge of the studio is to pursue the Right of Way in the city, as the site of possibilities and as a goal.

Studio Partners:

2014 6th International Architecture Biennale Rotterdam (http://iabr.nl/en/editie/urbanbynature)

The Trust for Public Land (http://www.tpl.org/)

Friends of the QueensWay (http://www.thequeensway.org/)

City S[t]imulator

Option Studio Arch 4101/4102/5101 & Arch 5116 & Arch 8913

Cornell AAP, Cornell University Department of Architecture | Arch [Spring, 2014] | 6CR Graded

Milstein Hall; MWF 12:20 - 4:30

Instructors: John Zissovici (jez2) & Andrew Lucia (apl73)



Continuous Monument, Superstudio, 1969.

COURSE DESCRIPTION:

Architecture can teach us how to live in our heads...Our work today has this precise sense of critical reconnaissance activity into the evolutionary possibility of architecture.

Adolfo Natalini

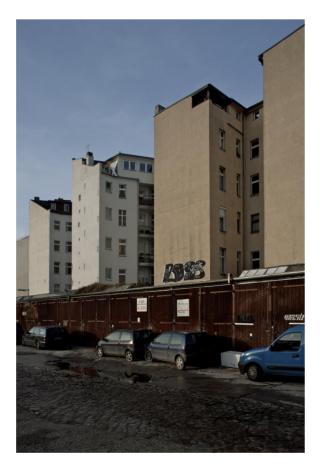
In 1969, Superstudio proposed the Continuous Monument, an exhilarating and frightening vision of a beautifully rendered, endless gridded object that appeared in various forms all over the globe. Its Supersurface, "a virtual grid of energy and information flux", fulfilled every need and satisfied every desire. It served simultaneously as framework and platform for collective experience unencumbered by the THINGS (including 'Architecture') that sustain consumer society. It was also the last and most radical of a long line of visionary proposals like Archigram's projects for the Living City and Constant's New Babylon, all incomplete projects, whose central premise of the city as a collective project dependent on the creative potential of mass participation can only now, with the advent of networked communication devices, be fulfilled.

The studio will build on the critiques and promises of the Continuous Monument and its Supersurface, to re-imagine the contemporary city (New York), already a discursive mediated space, as reshaped by the energy of mass participation. New forms of visualization made possible by networked communication devices will be exploited as s[t]imulators for new forms of urban space and experience, to be tested in the popular imagination. The studio will visit New York and will be supported by numerous outside visitors, who will participate in reviews and/or make presentations and lead seminars and discussions.

Spring 2014

THE BERLIN PROJECT

Arch 4101/4102/5101 & Arch 5116 & Arch 8913



Spring 2014
Arch 4101/4102/5101 & Arch 5116 & Arch 8913
Milstein Hall
Monday, Wednesday, Friday 12.20 am – 4.30 pm

Instructor: Verena von Beckerath

Tim Heide

Assistant: Till Hoffmann

I. Rationale:

Within four segments over the course of the semester, each of them leading to specific insights and results, we will together explore the development of a former caserne (military barracks and stables) in Berlin-Kreuzberg, the so-called Dragonerareal. According to a current and moderated dialogue between the owners, politicians, occupants and neighbors, the site shall be transformed into an urban housing area, complemented by creative and other industries. Centrally located but isolated from the surrounding urban fabric, it provides listed buildings from the 19th century to be included into a masterplan. This situation will serve us as a model for questioning existing and new housing typologies that allow for living, working and leisure activities.



I. Rationale:

This is an architectural design studio that will provide students an opportunity to understand the delicate balance that exists between the natural and built environment of coastal landscapes through direct application of a specific architectural intervention. The studio will investigate Croatia's Adriatic Sea and Dalmatian coastline in the contemporary anthropocene moment with its conflicting demands on the needs of local economies, global fishing industries and the region's unique marine biological ecologies. The studio will explore how architecture may create new ways of thinking about the local fishing sector and how a surreal and abandoned coastal infrastructure of outdated cold-war era marine and tourist facilities can be transformed by design.

II. Course Aims and Objectives:

Aims

Students will have an opportunity to explore material, spatial, and sustainable concepts that are embedded in the understanding of a particular place. Exercises will be catalytic in nature through research and the design of a small-scale intervention which will eventually provide the basis for a large-scale architectural proposal. The design process will be comprehensive and strategic in nature providing students an opportunity to confront real-time issues that are impacting the environment. Students will follow a non-traditional design process where critical thinking will play a central role in establishing design criteria and making design decisions, both important skills in professional practice.