



ASSIGNMENT :

2

Sep 21-
Oct 5/7

architecture [and] site

Architecture as an urban vertical condition, intersecting the site as a translated field condition.

ABOVE

INTER-SECTION

> Design a critical corner, a quarter of an urban inter-Section, not as the meeting of two planes, or elevations, but as an active, habitable face, reinterpreting and overlaying patterns of analysis.

Rotating the ground [plane of interaction] vertically, we will work with static dynamics: the moment, translating the corner into dynamic architecture, making the corner habitable. We will introduce the thickness of a layer, aka the materializations of the corners' skin, as we define our layers of intervention, occupation, dissection, subversion and inversion.

This is a reintroduction to the city. The grid is not neutral, the grid is a device. Expediency, economy, politics and culture run through it. The grid is defined as a **field of inter-Sections**. The inter-Section is a point marked by a cross, but this is an abstraction. On the ground, the inter-Section is expressed as corners, lines, street and sidewalk edges, traffic, definition of zones, sense of place and identity. Extraction of information from the grid informs our proto-corner.

The proto-corner has orientation, there is a base and roofline or profile implied, but this is not a volume or a model of building simply located on a corner, or an elevation as we know it. This corner should be conceived as a bent plane, a modulated surface, a scrim or theatre set piece. It is a performative, active face, a face that is absorbing or reflecting the overlays and patterns of analysis. It should take into account enclosure versus exposure, inside versus outside. Its modulation will take inspiration from a real corner, yet become the translation of an **analyzed and scrutinized site condition: an analysis grid**.

Re-building the corner means re-imagining its bones; think about inhabitable thickness rather than thinness. The construction must hinge, merge, and morph, manipulating the corner condition to turn the void into solid, occupying the in between. The project exists as a vertical roof (and ground), a habitable facade, a layered, thickened surface that pools, collects, distributes and shifts water, people and light.

This inter-Section of the street corner overlayed and distorted with the analysis grid becomes the architectural element[s], and field condition, through unpacking and filtering, a world of lines and projections, layering, rather than a copying of conventional signs, textures or details. **Interpolating between grids, the occupant of your corner will live on its edge.** Vertical movement of inhabitants over a 12 hr cycle will allow the **ground to become an urban vertical field condition and a habitable facade in the city.**

Intersection / , in(t)ərˈsekSH(ə)n/

Etymology

< Mid 16th century: from Latin

intersectio(n)-,

from *intersecare* : see intersect. n. A point or line

common to lines or surfaces that intersect: *'the intersection of a plane and a cone'*. n. A point

at which two or more things intersect, especially roads: *'red and green lights at the nearby intersection'*. n. an action of intersecting:

'his course is on a direct intersection with ours'.

deriv. adj. *intersectional*/-SHənəl/.

Objective:

> Create an interactive, kinetic structure that establishes a new ground for the vertical movement of water, people, and light, and begins with operative and analytical manipulation of a proto-corner. A formal interplay of grids and architectural elements [taking occupancy, structure and floors into account] resolves or dissolves the urban corner[s].



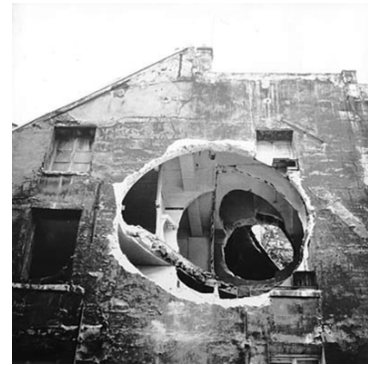
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CONSTRAINTS

- > **SIZE**
Your corner will fit within a 1 x 1 x 2 ft volume,
Include 1/2 section of road to construct a full visionary
inter-Section with neighbors.
- **MATERIALS**
High-density foam, painted white
- **TIME**
Your corner will operate through a 24 hr cycle, during which time it
will change direction 2x.
- **SITE**
1 corner of an urban inter-Section along the 14th Street corridor.*
- **MOVEMENT**
Select 1 out of the 4 proto-corners and determine operative movements.**
Range:
Perform a 180° rotation horizontally, and no more than 90° vertically
to reinterpret the ground plane of intervention / interaction.
- **SPACE**
Architectural site analysis: your corner will work directly within or
against 1 of the 4 given proto- corners, which you will construct
and re-construct. Your corner will integrate/ relate with 3 (or more)
others, which are not necessarily in your vicinity: creation of a multi-Section
unit, linking with adjacent corners via your developed and adapted hinge.**
Program: The structure must accommodate the movement of water, people,
and light [a vertical, occupiable roof].
You must build outwards with the same ratio as inwards (i.e.: same
occupied public space as occupied private space; semi-private with
semi-public; enclosed with exposed).
Outwards : Inwards 1:1
Upwards : Downwards 1:1
Fenestration : Perforation 1: 4
Solidity : Volumetric Porosity 4:1



A Conical Intersect by Gordon
Matta Clark , 1975

REQUIREMENTS

- > • Creation of an **analysis grid** through system drawing
possible modes of analysis/ site research: movement of light and people, traffic
[above and below ground], translated facades [proto-grids, overlays, patterns,
openings]. Analyze and scrutinize the site conditions.
Use the corner as a canvas to capture what you record as a dynamic condition...
- Projected analysis grid onto 1 out of 4 proto-corners**
Representation and manipulative modulation of your grids (elevations),
development of a unique hinge.
- 1 x 1 x 2 ft manipulated inhabitable corner [with both subtractive and additive materials]
- 24 x 24 in drawing of 24 hr cycle of corner; the intersection of analysis grid(s) with street corner: duration, directionality, layering

NTS

* See Navigator "ABOVE" for site map

**See Navigator "ABOVE" for proto-corner / hinge drawings



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REQUIREMENTS

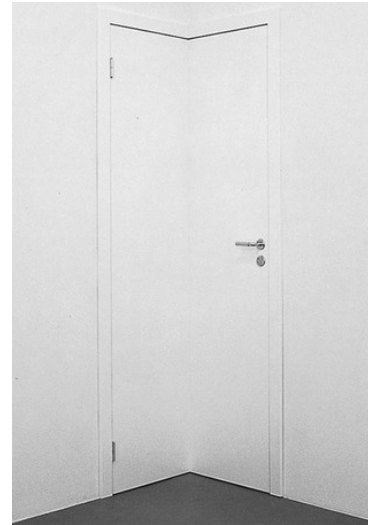
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- 3 inter-Sections : 2 cross sections, 1 longitudinal section : movement over time, path of water, people, light
- 1 Plan : movement over time; rotation, shifting, sliding of elements
- 2 Elevations : degree of openness (private, public, semi-private, semi-public); inside vs. outside; range of light; exhibitionism [uncovering] vs. covering
- Documentation of its design evolution and movement (as video, photograph, GIF, drawings, other)
- *Core I Log Book **

1/8" = 1'0" Scale

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1/8" = 1'0" Scale`



B *Powerless Structures, Fig. 129*, Elmgreen & Dragset, 2000

READINGS

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- 1 Ballon, Hilary. *The Greatest Grid: The Master Plan of Manhattan, 1811-2011*. New York: Columbia University Press, 2012.
- 2 Krauss, Rosalind. "Grids." October 9 (1979): 50-64.
- 3 Moradi, Iman. *Glitch: Designing Imperfection*. New York: Mark Batty Publisher, 2009.
- 4 Nicolai, Carsten. *Grid Index*. Berlin: Gestalten, 2009.
- 5 Vidler, Anthony. *Warped Space Art, Architecture, and Anxiety in Modern Culture*. Cambridge, Ma: MIT Press, 2000.

****NOTE**



C *Turning the Place Over*, Richard Wilson, 2008

*See *Navigator* for Core I Log Book Layout

**See *Navigator* for additional Research/ Readings/ References