

PROJECT 01

HANS CREEK UNION CHURCH

COMMUNITY AND THE DIVINE



introduction

Issue Date: 22 January 2024
Due Date: 23 February 2024 @ 9am via Canvas
Presentation Date: 23 February 2024 @ 1.30pm (location TBC)
Fieldwork: 24 January 2024 @ 1-6pm

Project 1 serves as a primer for the second, major, project of the Design Lab. Here you are tasked with stretching your designerly and creative muscles through a constrained project. We will be working with the Hans Creek Union Church in Monroe County, West Virginia. The close-knit community are looking for blue sky, yet viable, ideas for a redesign of the area surrounding the church and community hall.

The site plays host to a variety of events ranging from 4H Club meetings, weddings, funerals, lectures and talks, concerts, and other celebrations. The church is not actively used as a place of worship, though is often used for events alongside the more open hall space.

The community have suggested several starting points for your schemes: pavilions/pergolas, a larger and permanent parking lot, spaces for summer sports and games, meditation spaces, and dedicated areas for wedding or event tents. Further, the history of the church (and its spatial use) should be given expression or honored in some way on the site. Consider this a challenge to go beyond the use of symbology or metaphor – there is no shortage of excellently designed architectural and landscape examples of this. To be clear, this is **not** a prescriptive list of things to be 'checked off', as if doing so would produce a 'successful' design. Rather, it should be thought out of as a starting point, or seeds from which you might begin to germinate a cohesive design.

To distill things down to a series of themes that you might start your conceptual thinking with: **history and spirituality, community celebration, and flexible spaces.**

plan of attack

We will be conducting fieldwork on-site on Wednesday 25th January, leaving campus at 1pm and returning at approx. 5pm. Bring sketching tools, camera (cellphones aren't up to the task), and clothing appropriate for the weather.

Below is a framework for how you might structure your time throughout the project:

- 22-28 Jan Fieldwork and Analysis
- 29-04 Feb Precedent Analysis and Conceptual Experimentation
- 05-11 Feb Conceptual Experimentation
- 12-18 Feb Developed Design (sizing and fixing things in place)
- 19-23 Feb Representation and Review

You will be working on this project in groups of 3 to more efficiently engage with the material and project as a whole.

It is important that you spend this project getting used to the idea of experimentation in design. Design is not a linear process, where you start with one idea and just follow it through to the end. You must try out a variety of different options, and then experiment further within those options. Small variations can make an outsized difference. Failing to experiment rigorously will almost certainly lead to weaker design outcomes.

You must be like a bulldog, never letting go of the design challenge at hand, constantly gnawing away at it till you come to a conclusion that is not 'final' but as far as you could push it in the time you had.

project exercises

Exercise 01: Analysis, Precedent, and Initial Concept – Due 02 Feb @ start of class

Exercise 02: Conceptual Design – Due 09 February @ start of class

Upload each exercise to the relevant submission portal on Canvas before class starts.

submission requirements

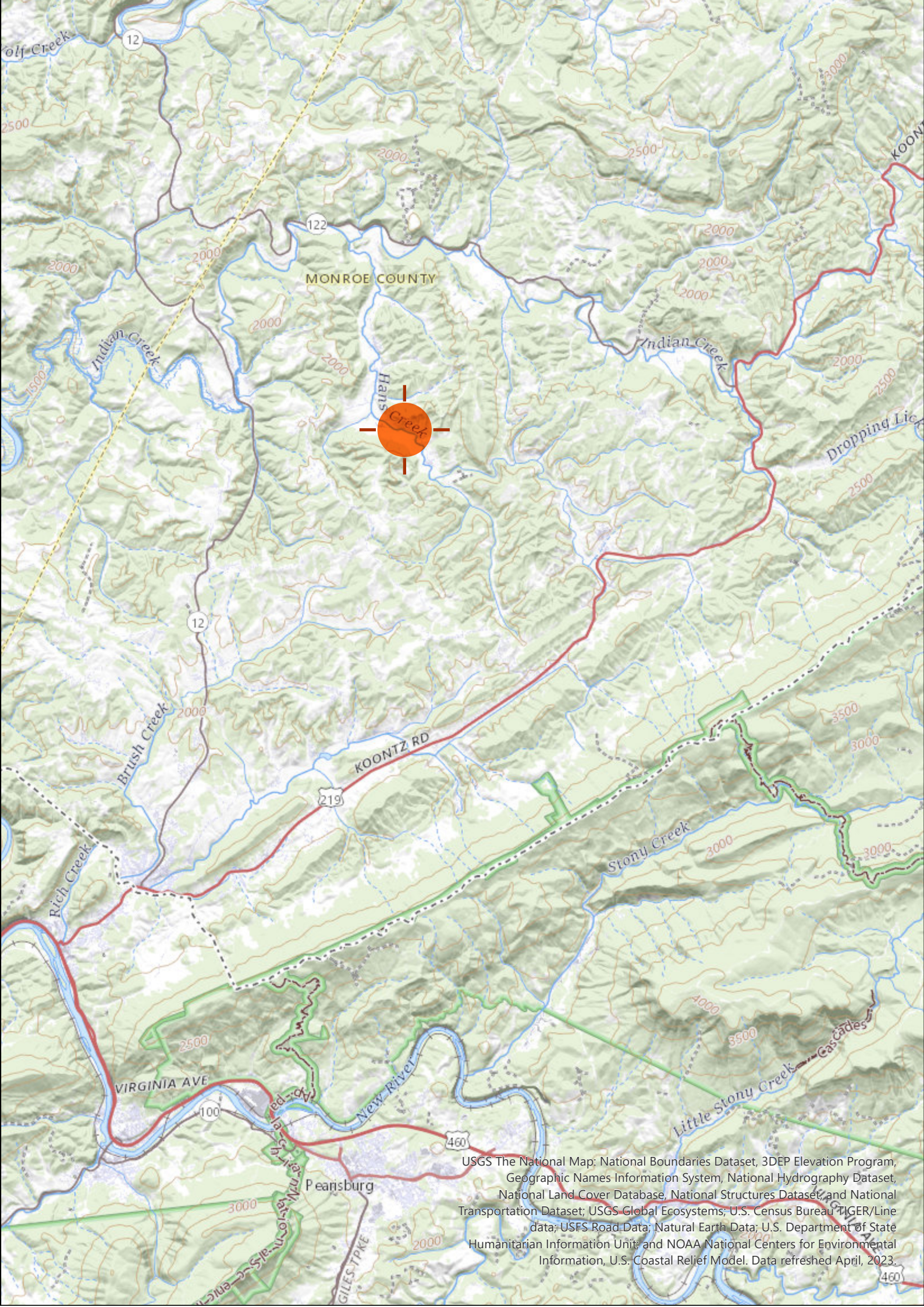
1. **Project Title** that has resonance with the design intent/concept
2. **Project Statement** that gives a general description of the designed work (150 words max)
3. **Relevant introduction to, and analysis of, the site**, including both scientific and experiential/movement drawings – imagine the reviewers do not know the site.
4. **Precedent Studies** – analysis of at least 3 design precedents using annotated drawings and diagrams showing specifically what has been learned from each and how that has been translated into your design proposal.
5. **Evidence of testing/iteration of ideas/the story of your designing** – this may take the form of drawings, text, selections from your design journal/sketchbook, and other works. Include at least 2-3 design experimentations.
6. **Master plan** – *scale and size to be confirmed*. Drawing should communicate the design's spatiality and contextual links. This a keystone drawing as other drawings will cross-reference to it. Must be drawn digitally.
7. **1-2x Diagrams communicating key parts or concepts of your design** – these are to quickly communicate the core parts of your proposal in a quick and efficient manner. Consider phasing as one of these diagrams. Must be drawn digitally.
8. **3x Site Sections** – *scale and size to be confirmed*. Sections should cut through relevant and interesting parts of your design that require further drawings to show how your design concept has been translated into designed space. Must be drawn digitally.
9. **1x 3D perspectives** – these should communicate the 'money shot' or most compelling part of your design. Must be drawn digitally.
10. **Description of each individual's contribution to the project**. Include this as a separate pdf alongside your design panels.

All drawings should be appropriately cross-referenced, and annotated to describe key design elements.

assessment criteria

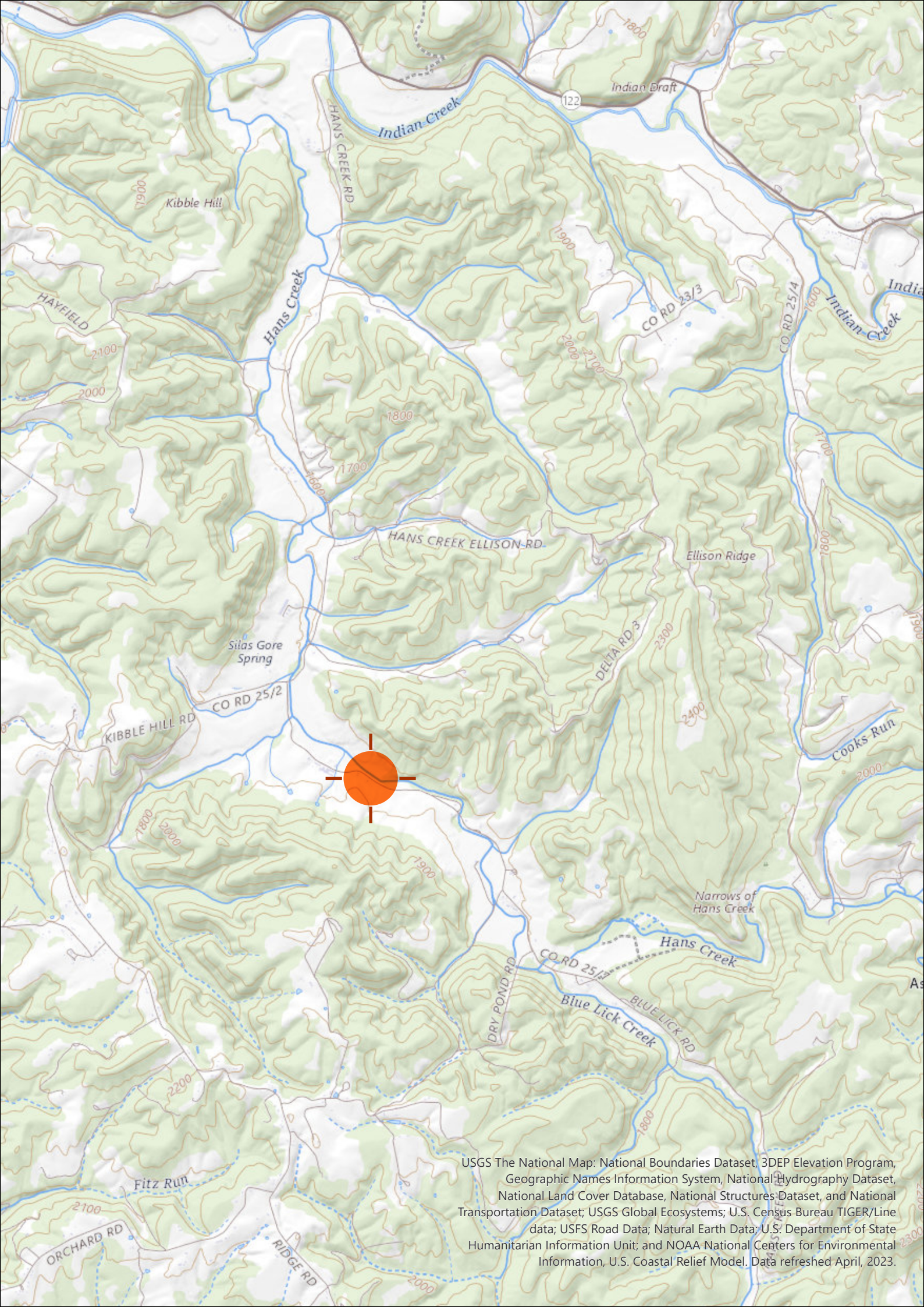
Degree of rigour within the exploration in relation to the site and brief	- 40%
Ability for the designed landscape to make a difference	- 10%
Quality and depth of precedent analysis	- 15%
Depth of experimentation within the design process	- 25%
Quality of graphic representation and documentation	- 10%





USGS The National Map: National Boundaries Dataset, 3DEP Elevation Program, Geographic Names Information System, National Hydrography Dataset, National Land Cover Database, National Structures Dataset, and National Transportation Dataset; USGS Global Ecosystems; U.S. Census Bureau TIGER/Line data; USFS Road Data; Natural Earth Data; U.S. Department of State Humanitarian Information Unit; and NOAA National Centers for Environmental Information, U.S. Coastal Relief Model. Data refreshed April, 2023.





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