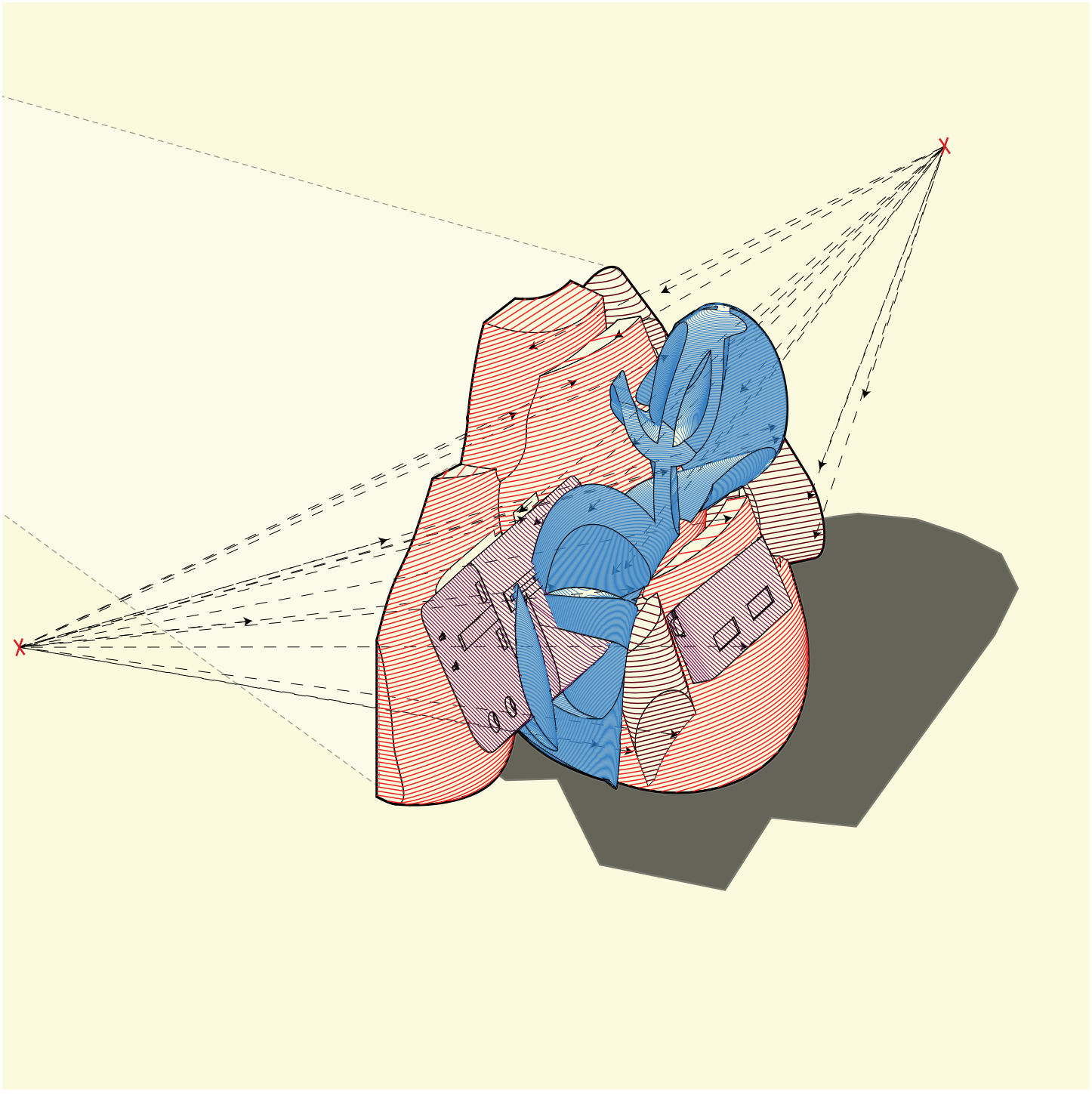


ABHAY NARASIMHAN

TEDDY SLOWIK
UNIVERSITY OF SOUTHERN CALIFORNIA
ARCH 102B
SPRING 2024

Index

Course/Studio Information

Arch102b: Architectural Design I

This design studio guides students to create meaningful forms, design the massing model by combining these forms using methods of addition, subtraction, and intersection, adjust the massing model based on programmatic requirements, and finish the building by adding architectural elements. The students begin by tackling a series of abstract problems - creating abstract/figural forms, analyzing these forms through diagrams, and examining these forms in terms of artistic/rhetoric expressions such as solid vs. void, volume vs. shell, repetition/pattern/rhythm, and light and shadow. The students will engage in critical debates in the current architectural discourse. The students then shift their attention to programmatic concerns. They begin by studying precedents and making diagrams based on the spatial/formal qualities as well as the programmatic attributes of the precedents. During the final phase of the studio, the students further develop their building design by adjusting the existing forms and creating new ones based on programmatic explorations.

Health, Safety, and Welfare in the Built Environment SC1 noted with +

Design Synthesis SC5 noted with *

PROJECT 1 “Iterative Design and Formal Exploration”

In this project, we use analog and digital tools to explore formal techniques and produce a series of digital and physical objects. We will learn basic parametric and computational tools to help each individual student to develop their unique formal strategies. These formal strategies will continue to be specified, adjusted, and refined throughout the semester.

The project focuses on animation as an iterative design process. We explore the idea of animation beyond its common use as a representational medium.

In addition to digital modeling, we also utilize digital fabrication tools. Just as how computational tools help designers explore different iterations more effectively, digital fabrication helps designers materialize their designs and examine the physical attributes of their designs efficiently and, more importantly, accurately. The direct translation of their design from digital to physical with very little information lost in the process has made digital fabrication a desired way to make both study models and final presentation models.

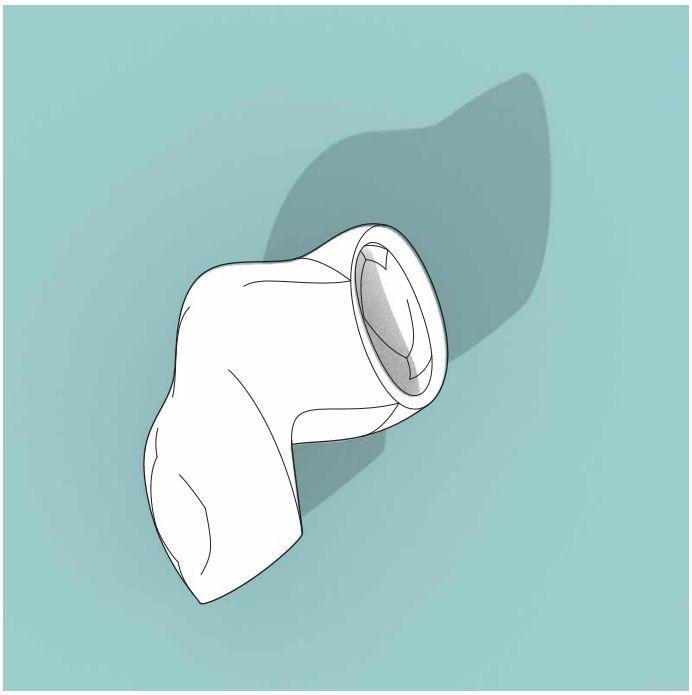
PROJECT 2 “Site Synthesis, Modeling, and Formal Development”

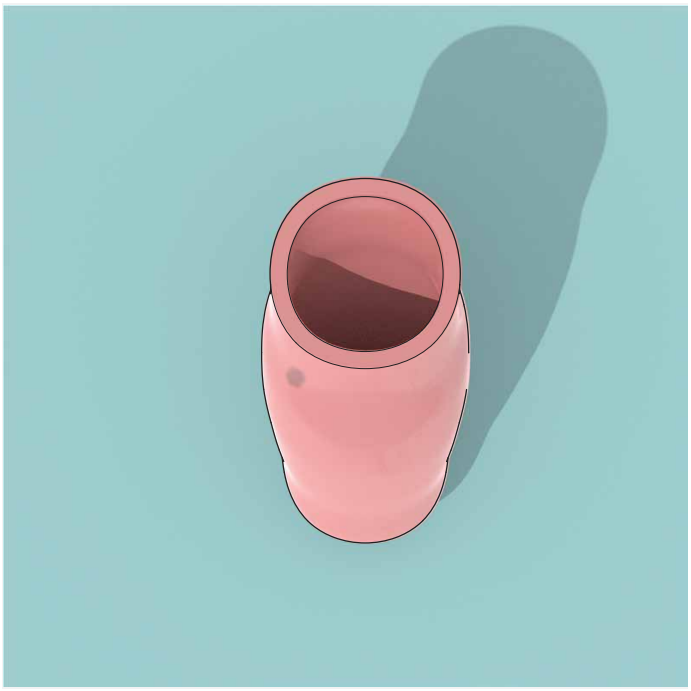
The second project of ARCH 102b aims to develop the students’ skills in site analysis and program analysis. The project site is located at 320 S. Alameda in the Arts District of Los Angeles. The project is divided into five parts that build upon each other, starting with precedent study, and site and program analysis and culminating in 3D massing drawings and diagrams that meet site and programmatic requirements.

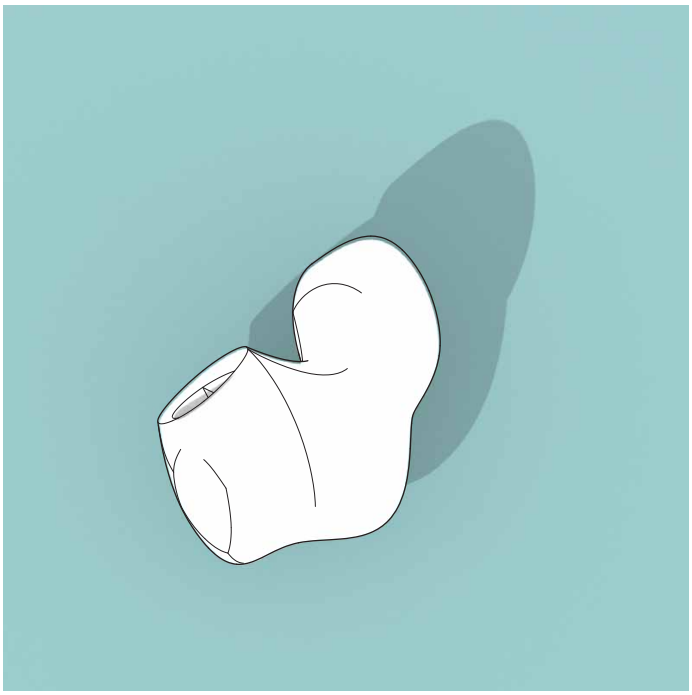
PROJECT 3 “Mercado La Paloma 2.0”

In ARCH 102b’s final project, students will design an expansion of the Mercado La Paloma located at 3655 S. Grand Ave. Throughout the course, we have explored different design approaches, including a rule-based approach in Project 1 and a thorough analysis of the project site in Project 2. For this final project, we will expand on the 3D massing studies conducted in Project 2, integrating the formal explorations from Project 1 and taking into account programmatic and contextual features analyzed throughout the course.

ITERATIVE EXPLORATION OF MEANINGFUL FORMS CONTENTS

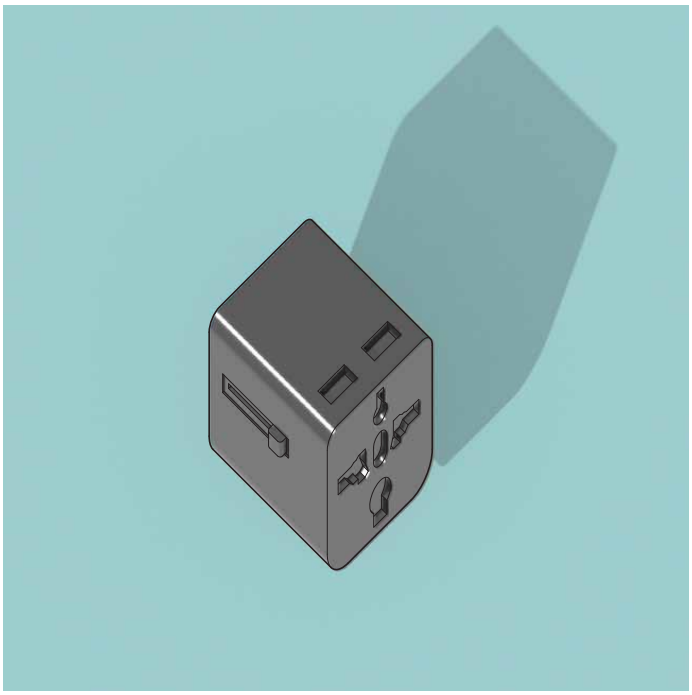


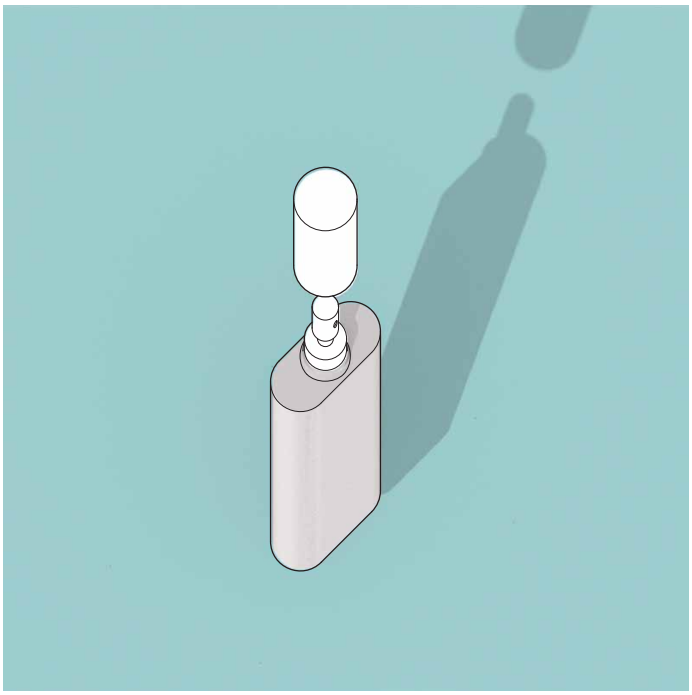


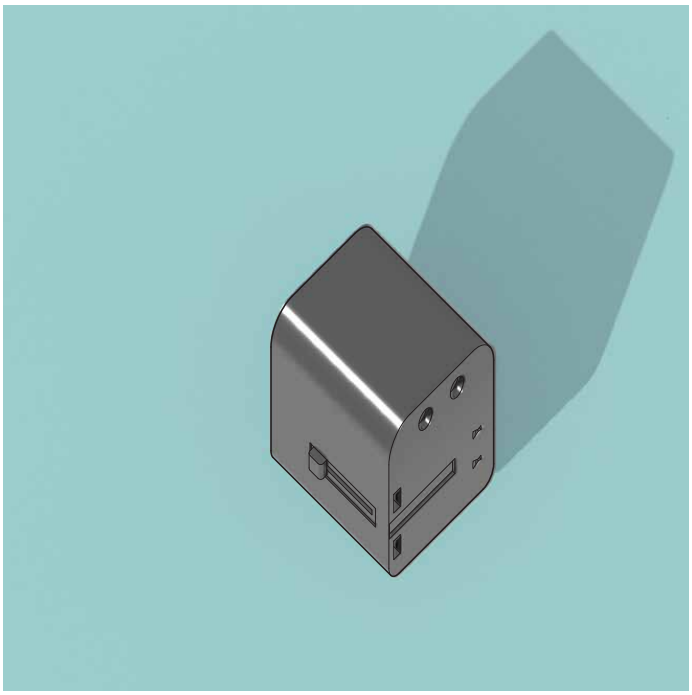


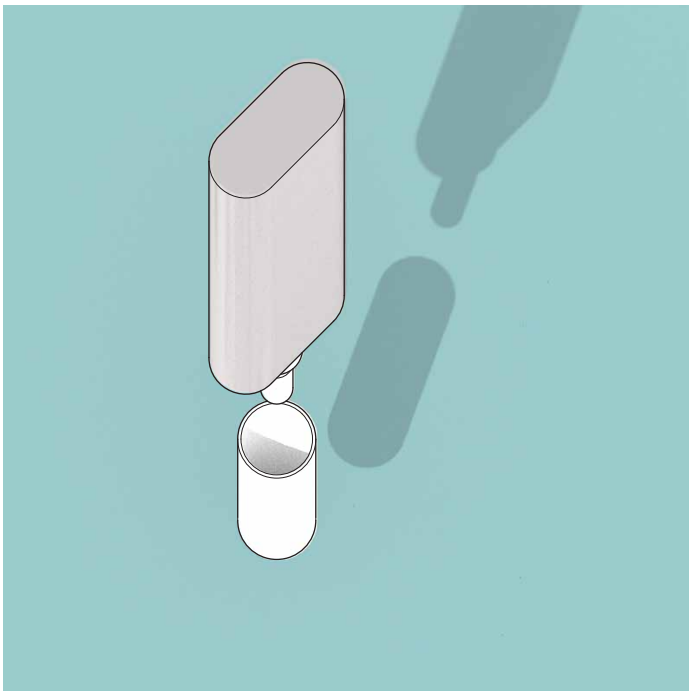
AXONOMETRIC DRAWINGS

P1.1









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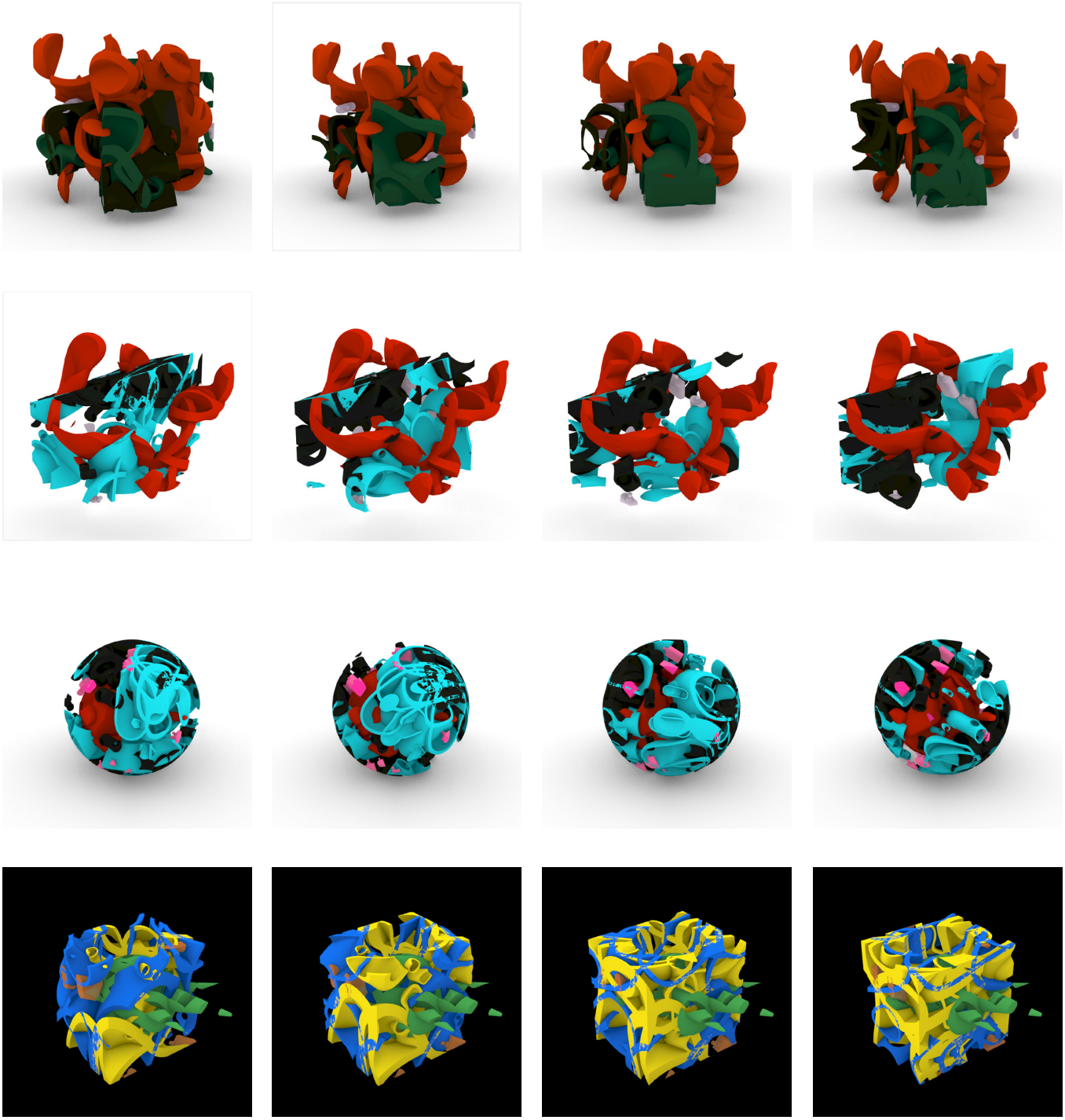

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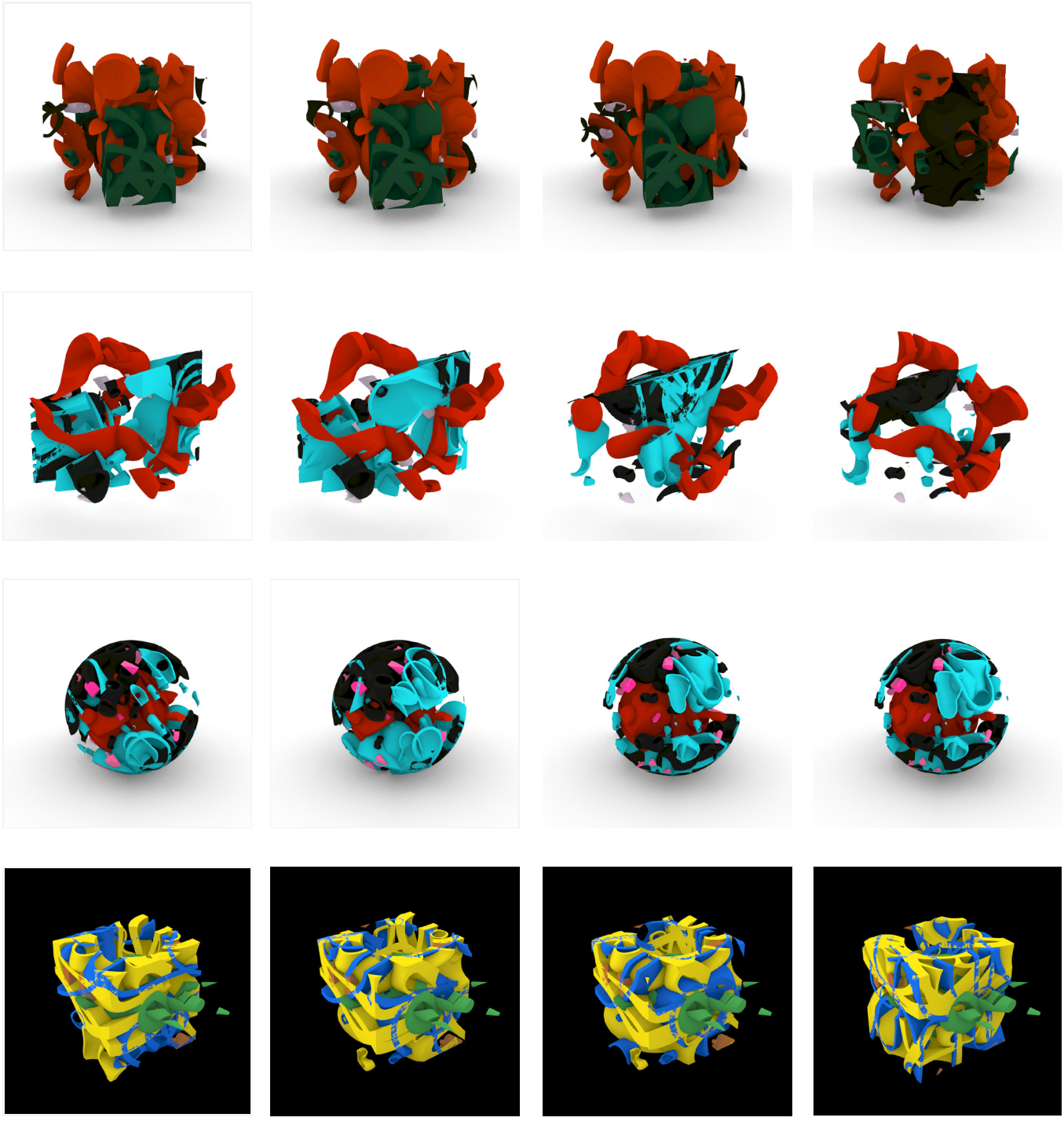

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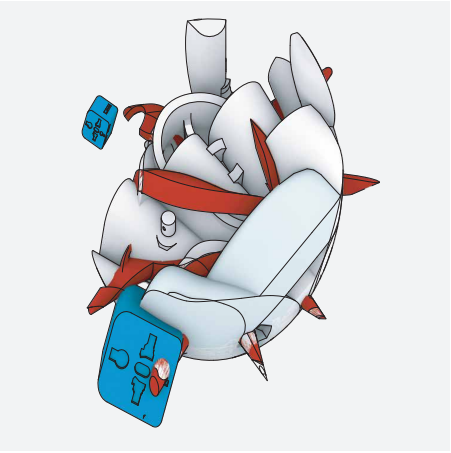

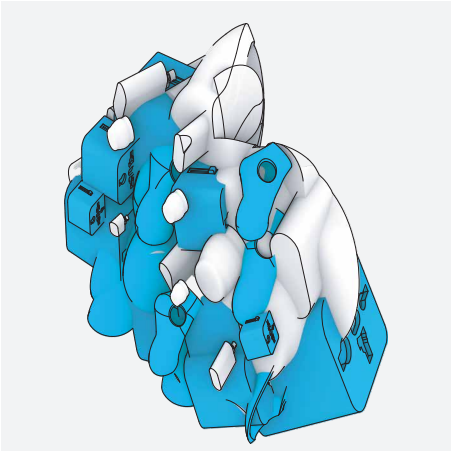

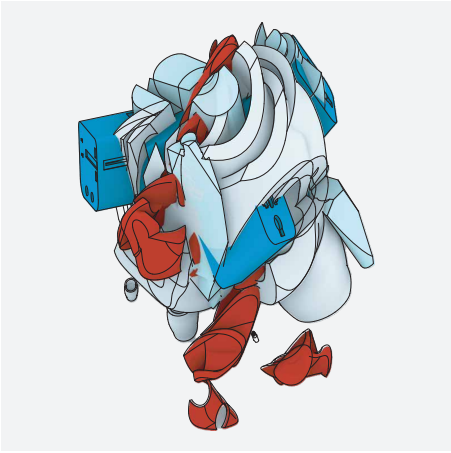

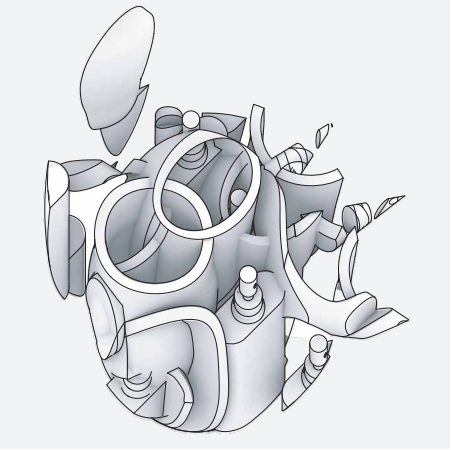

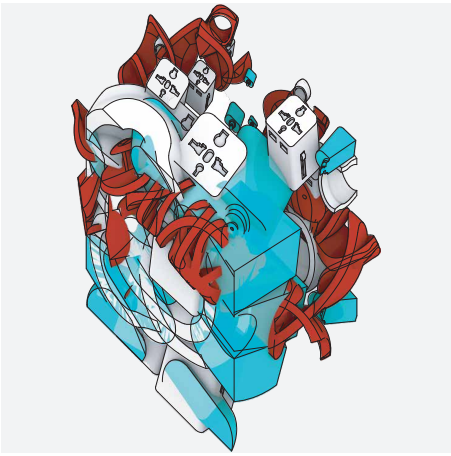

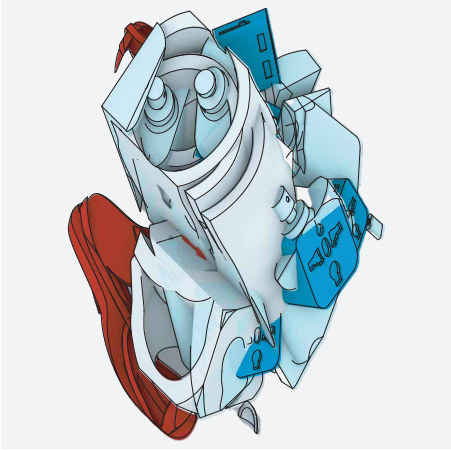

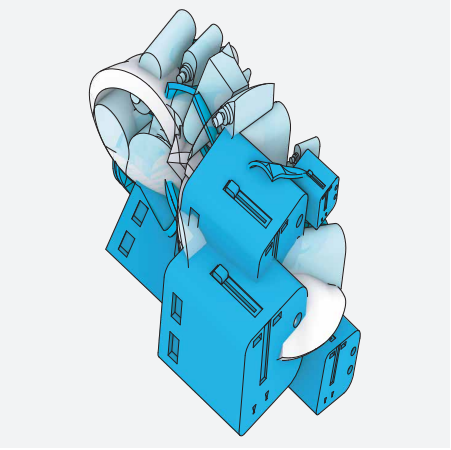

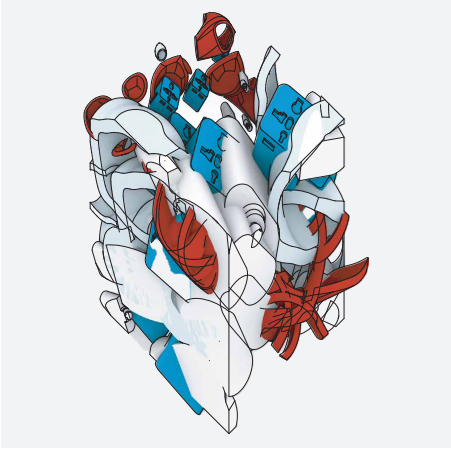

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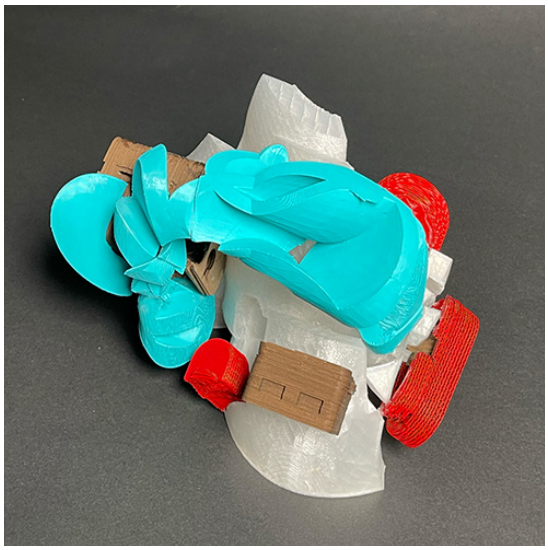
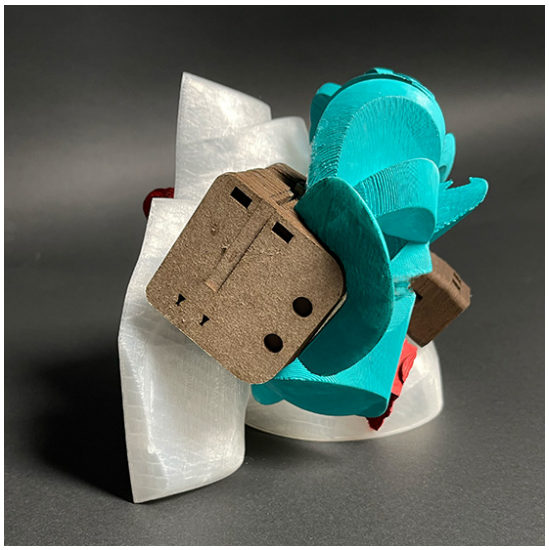
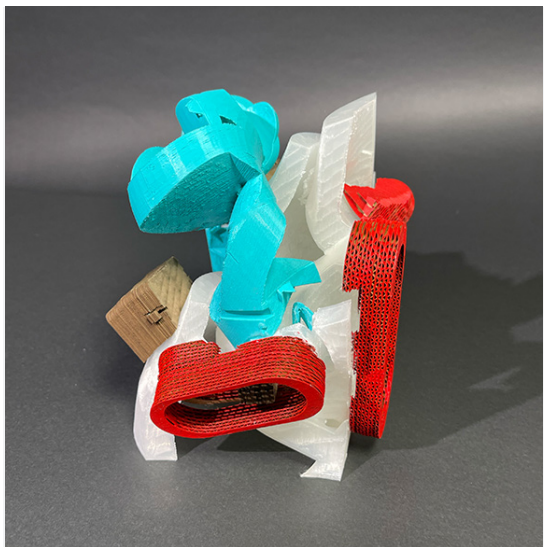
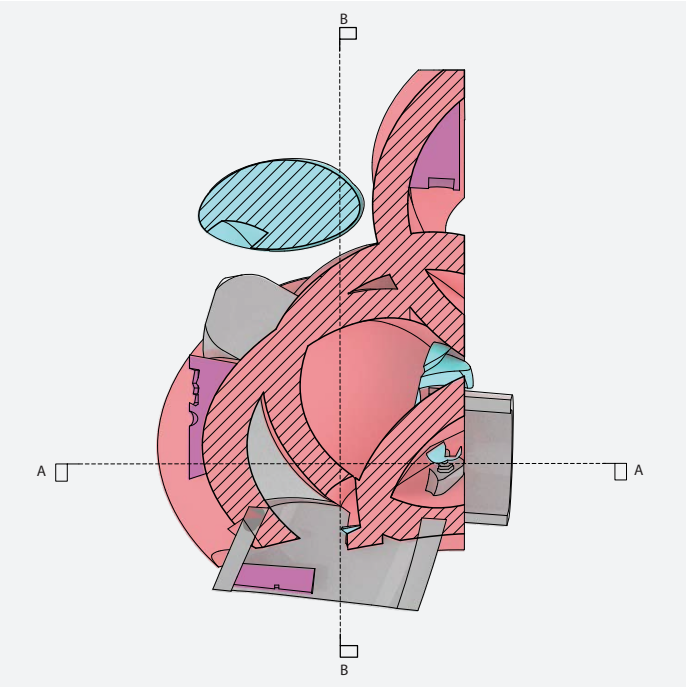
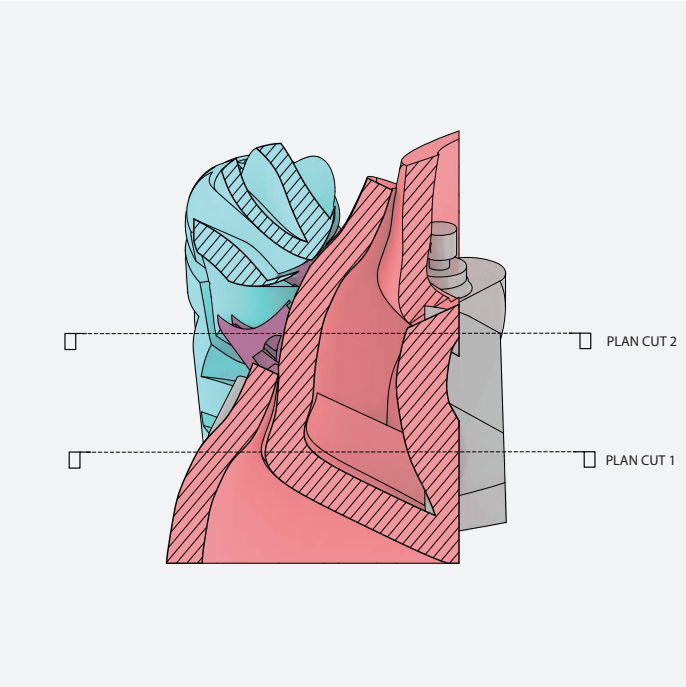
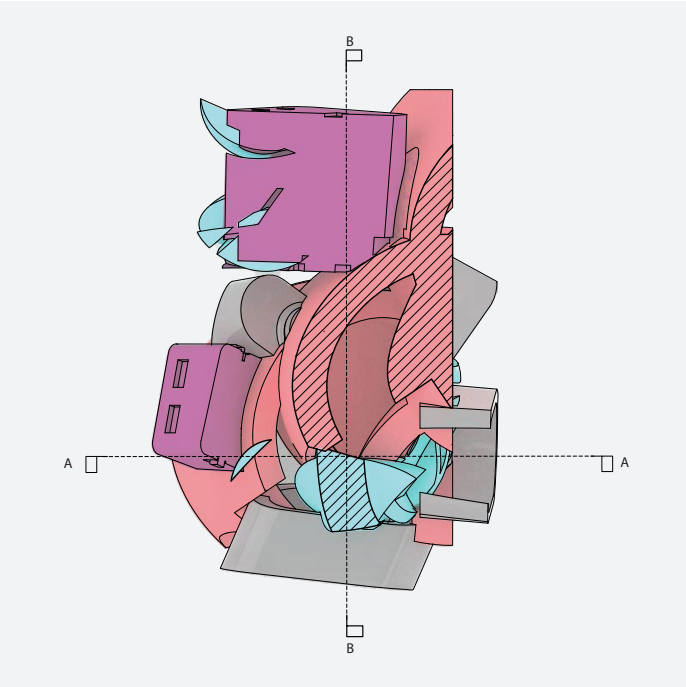



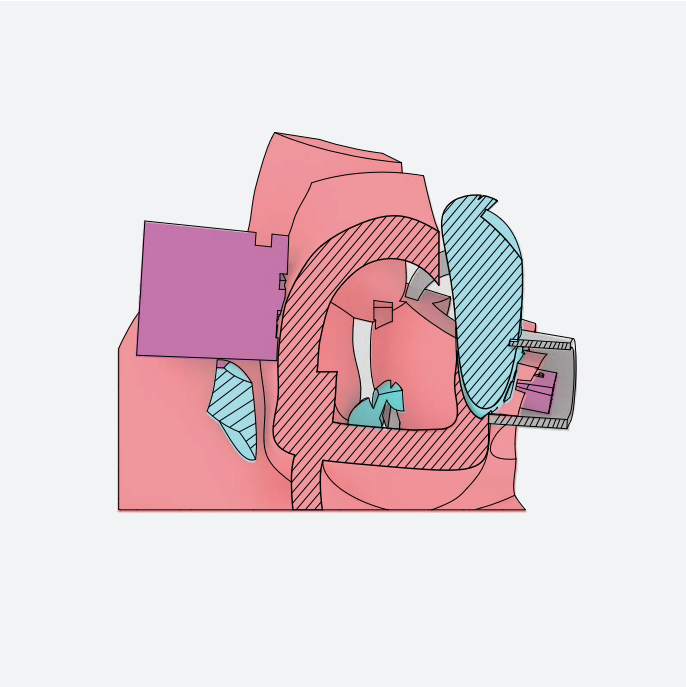




MODEL PICTURES



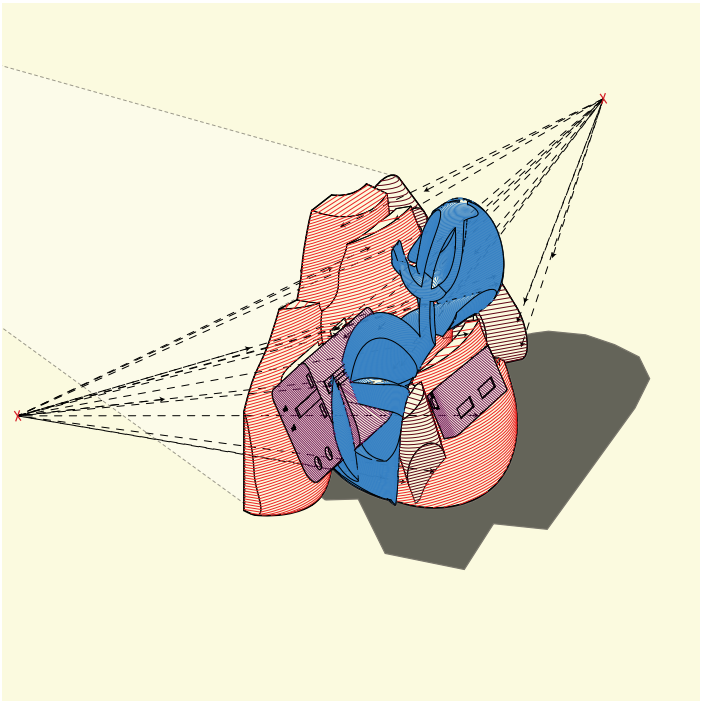


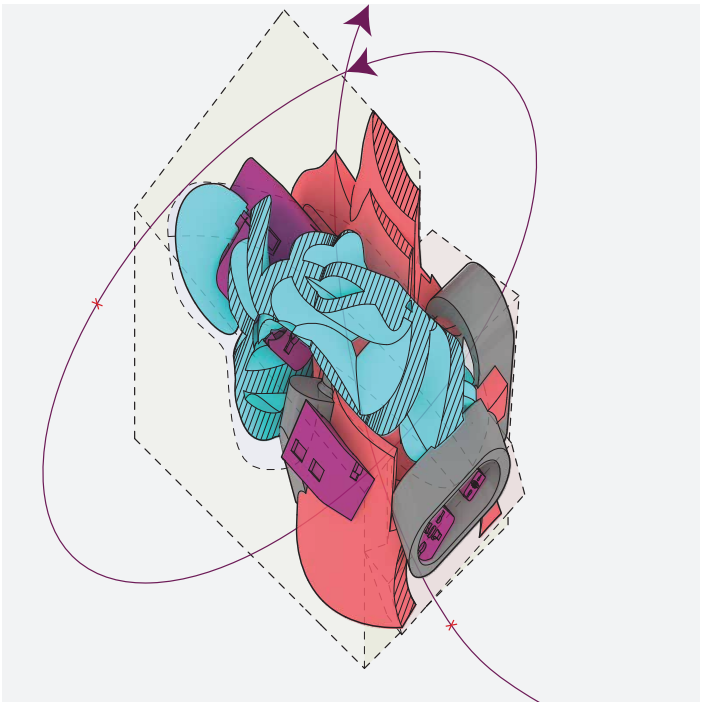




PLANS

SECTIONS





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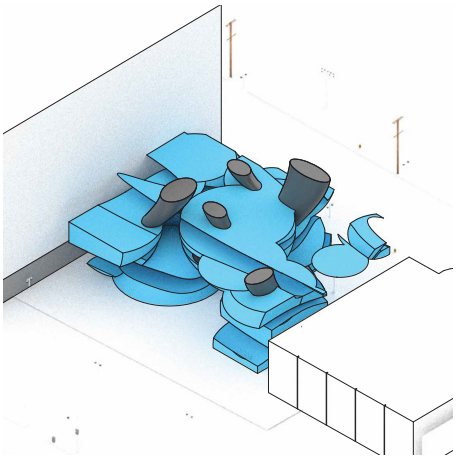

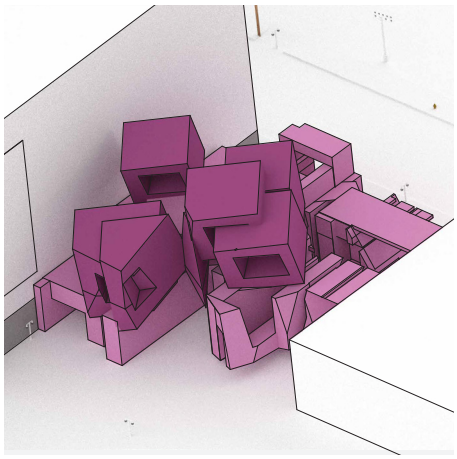

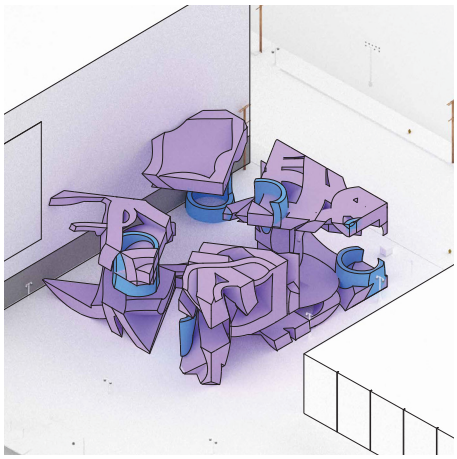

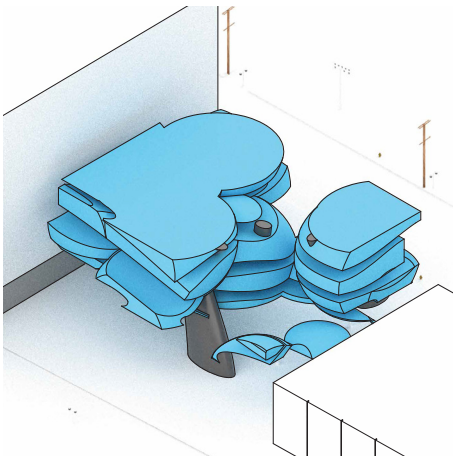

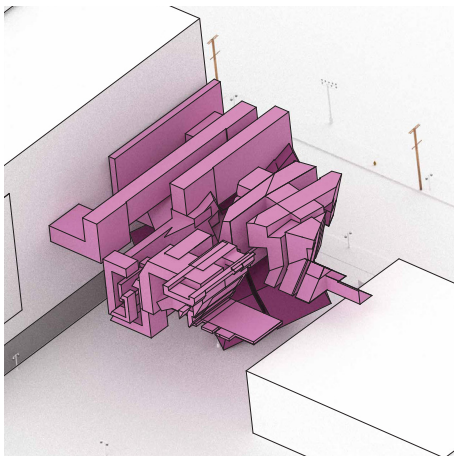

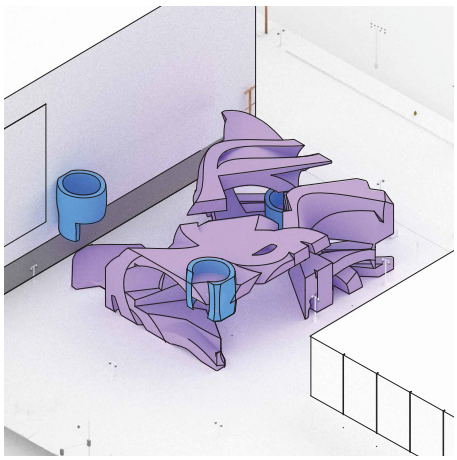

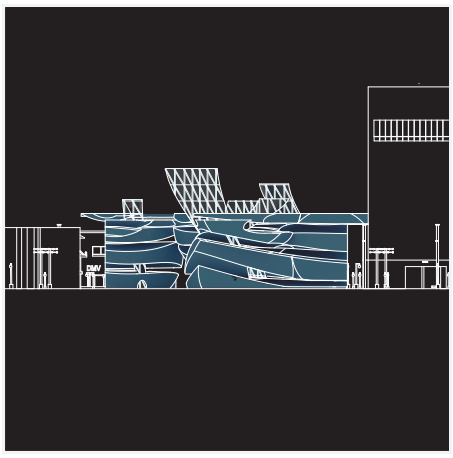

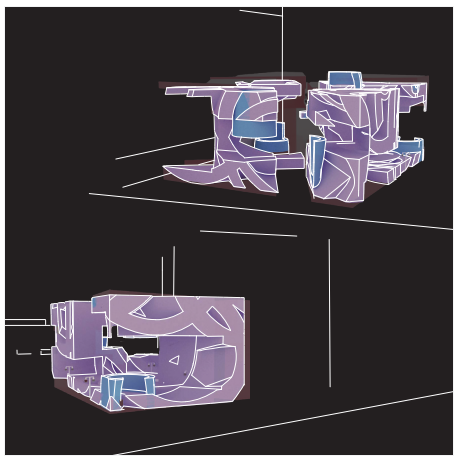

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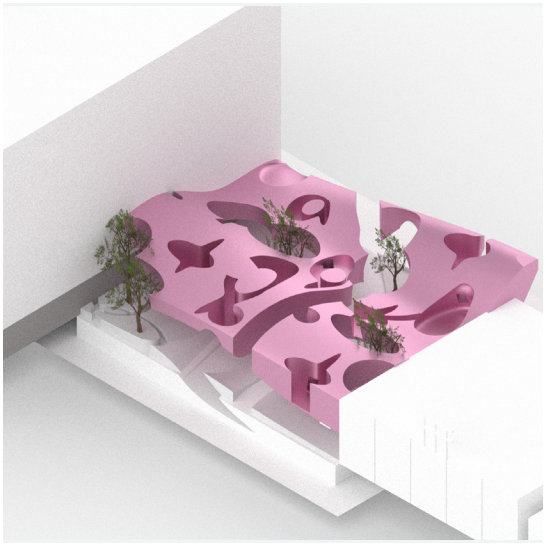

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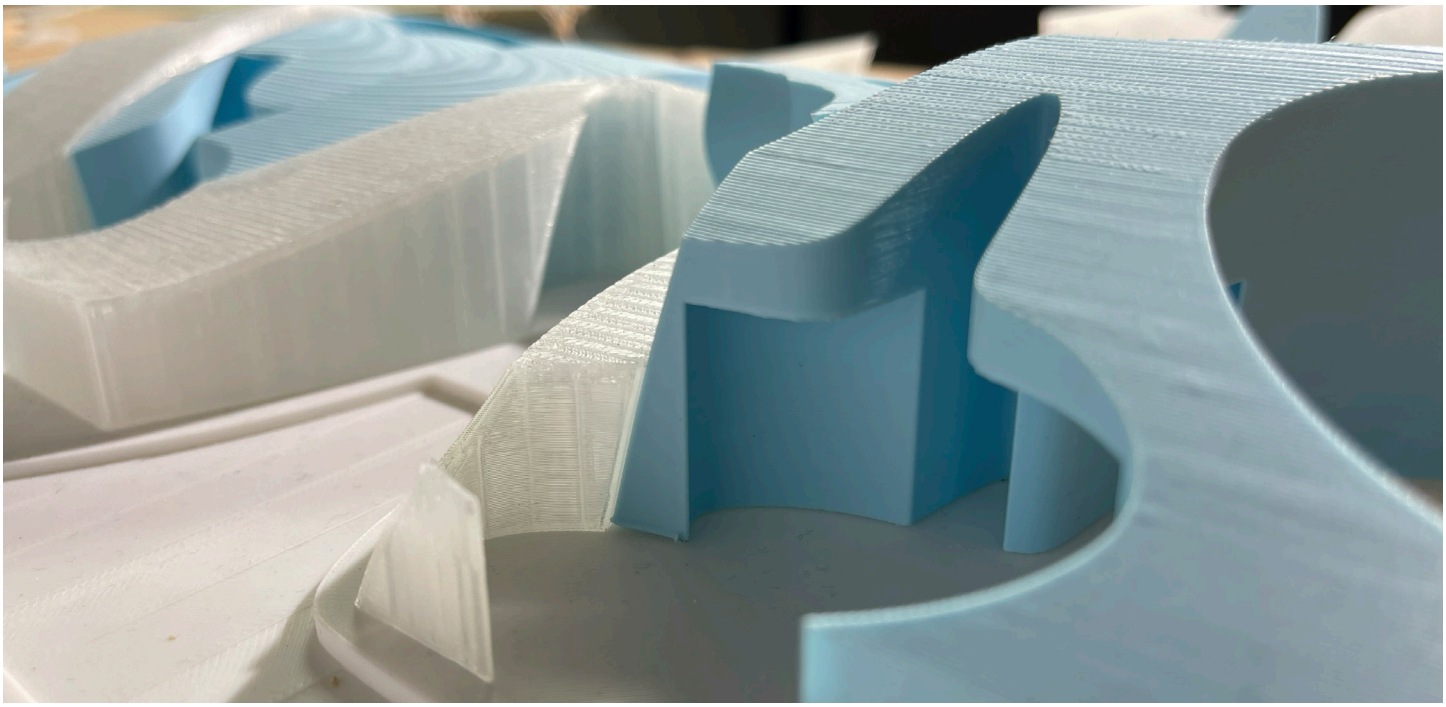

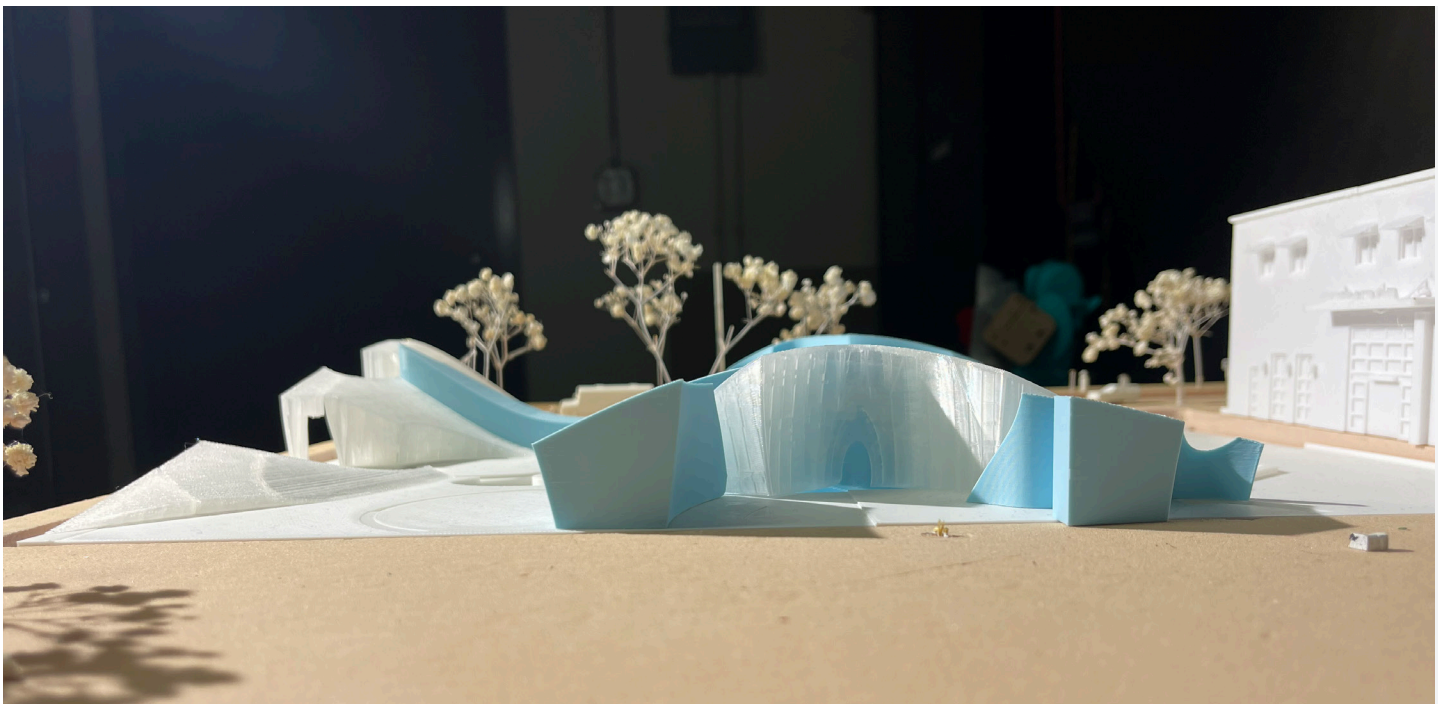

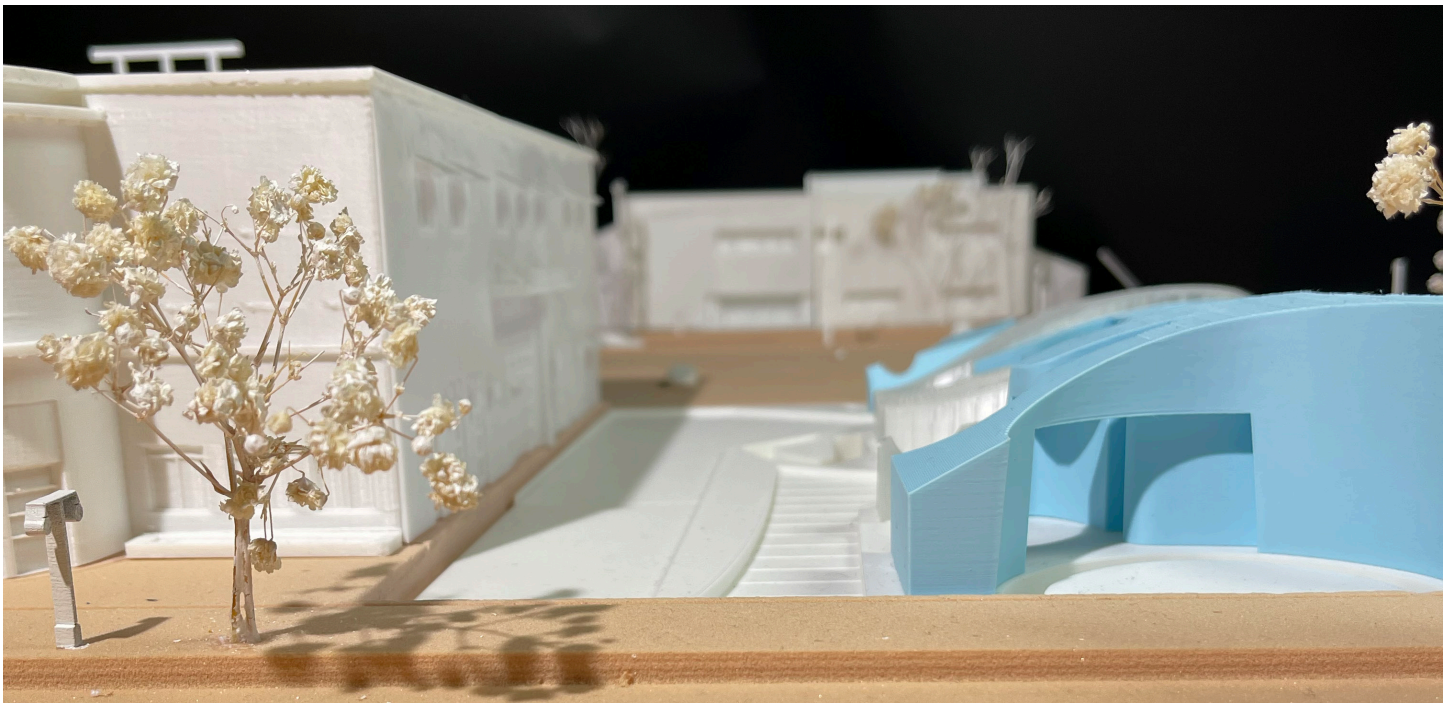

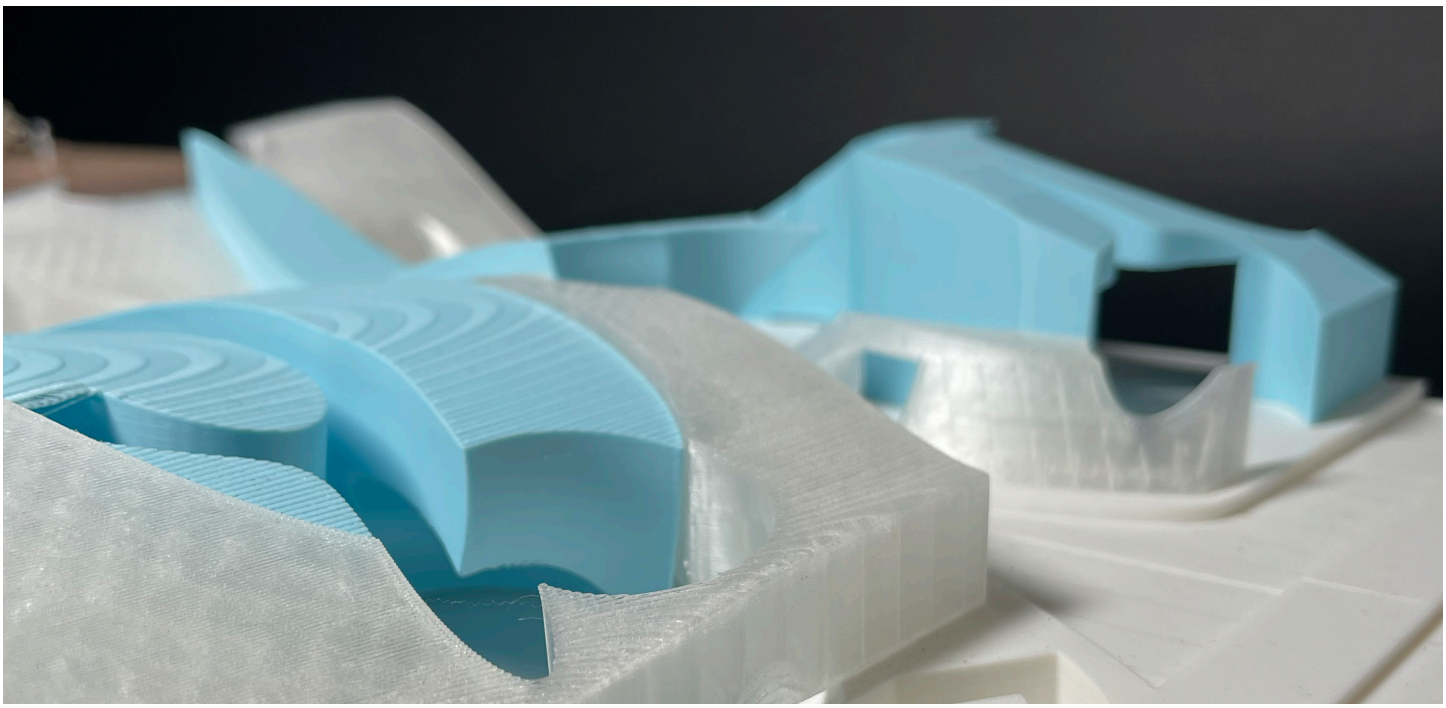

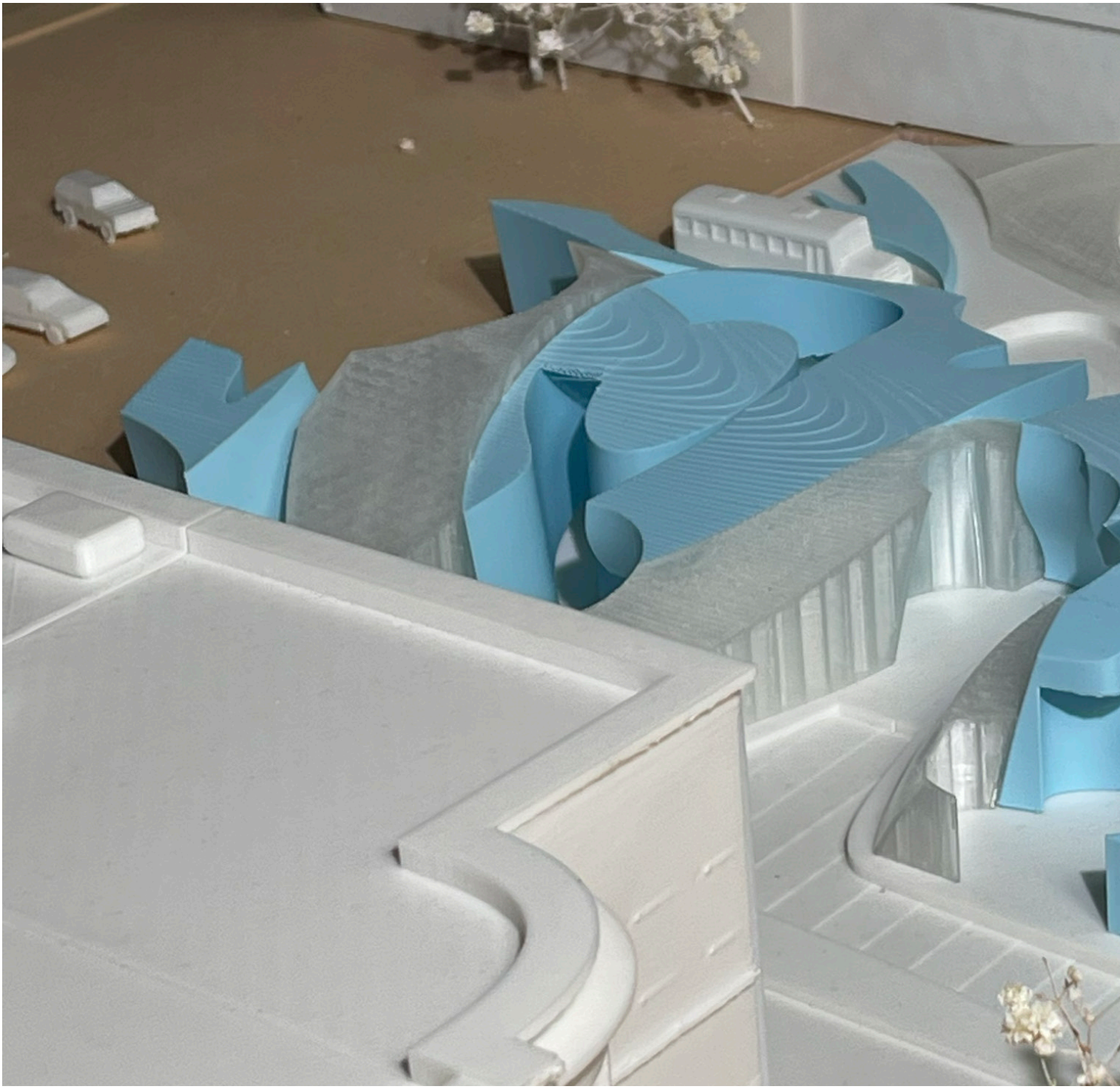

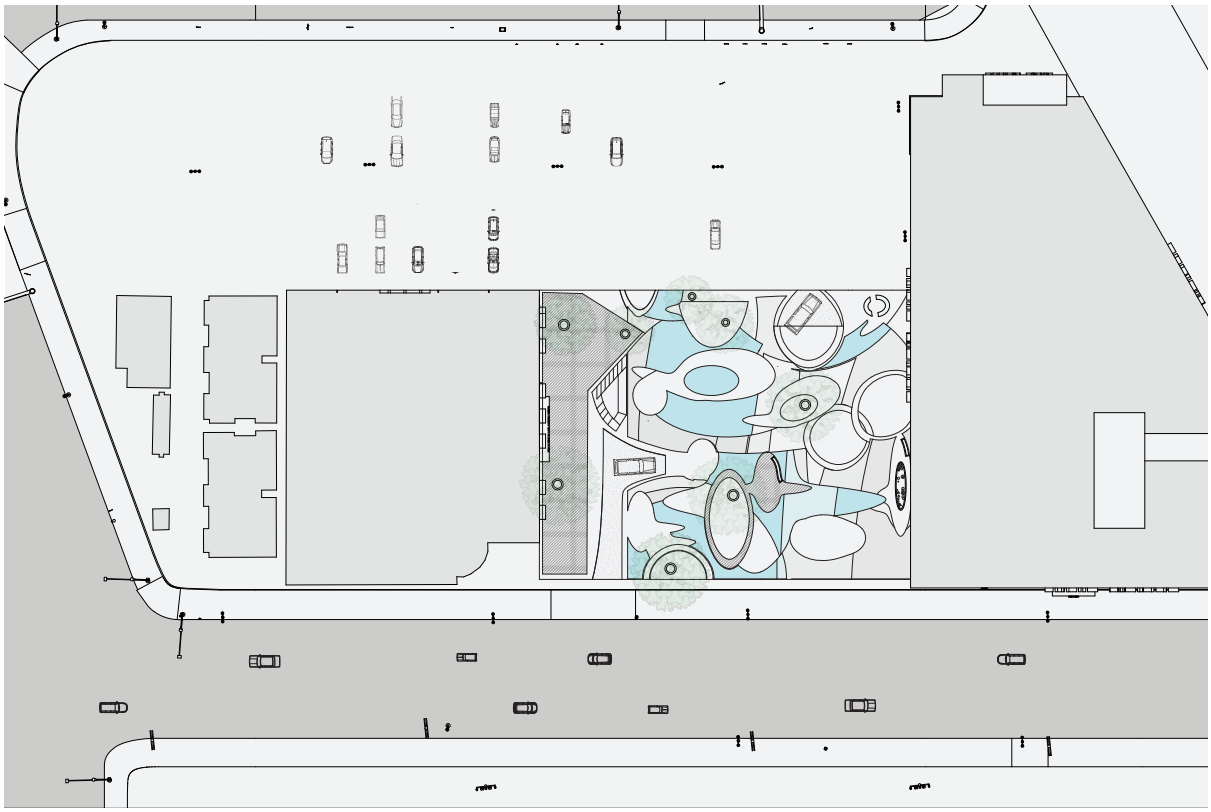

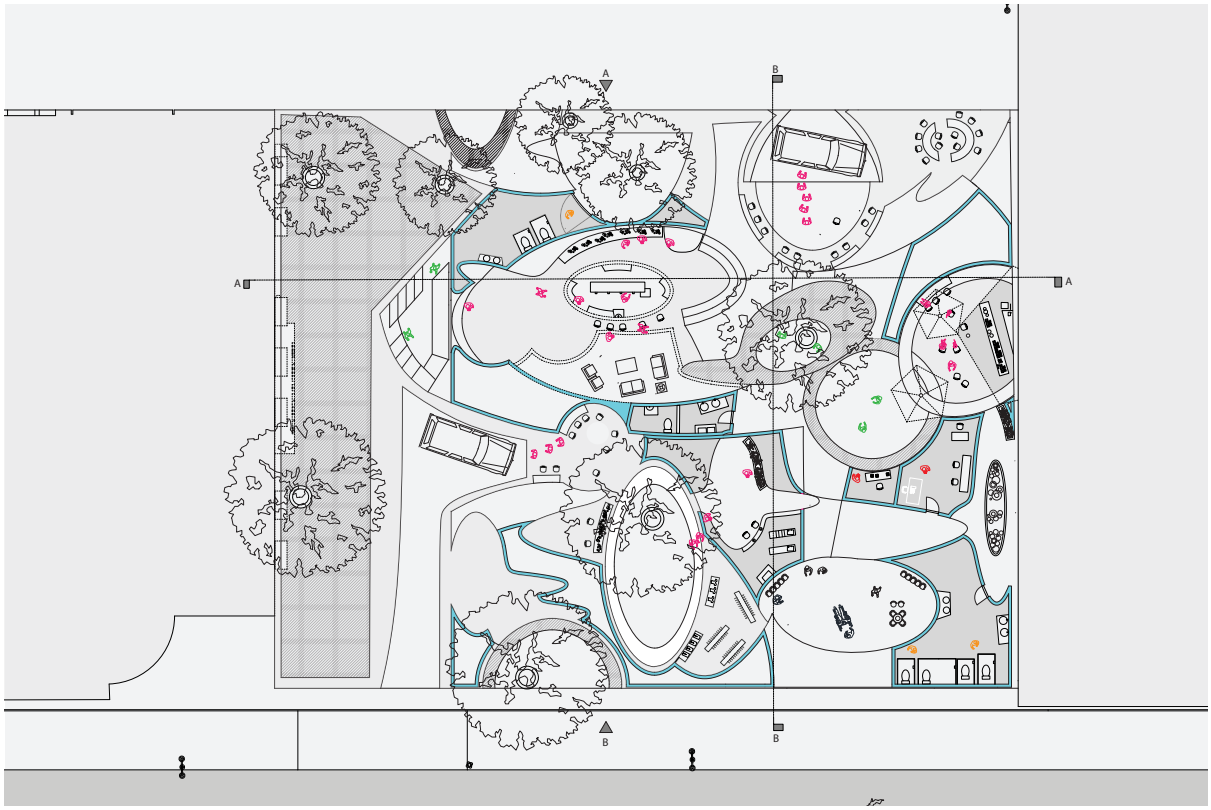

SITE PLAN & FLOOR PLAN

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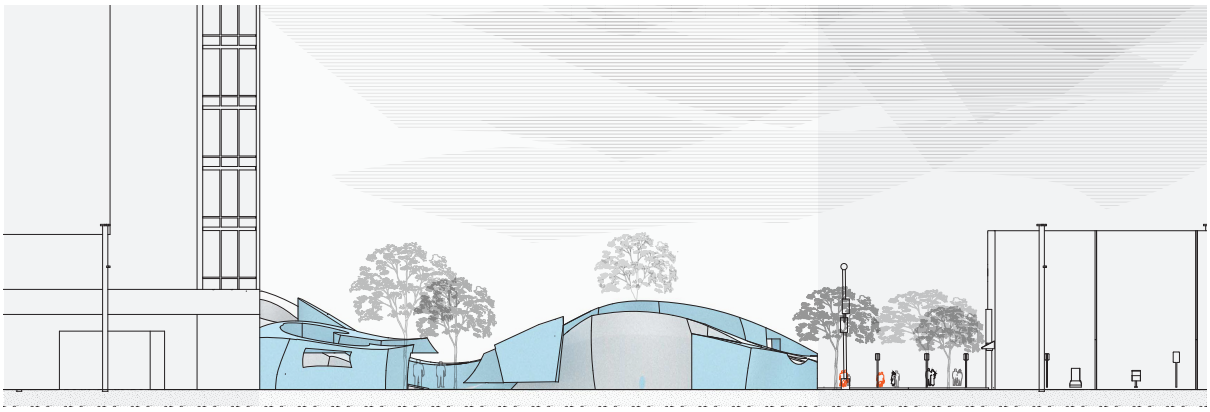

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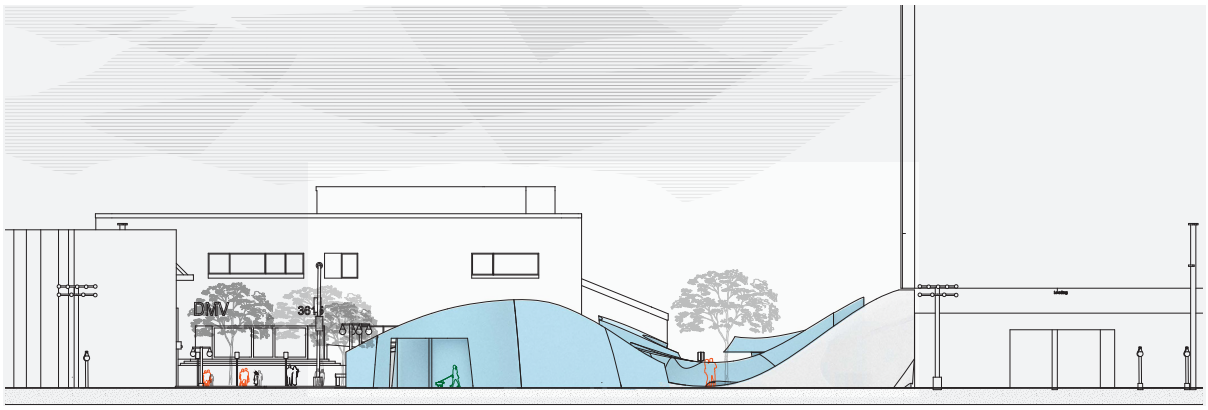

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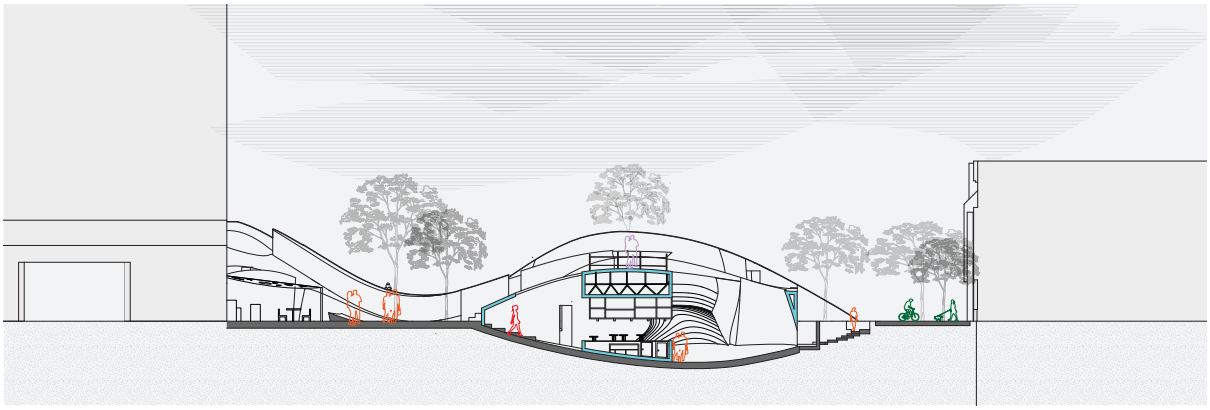

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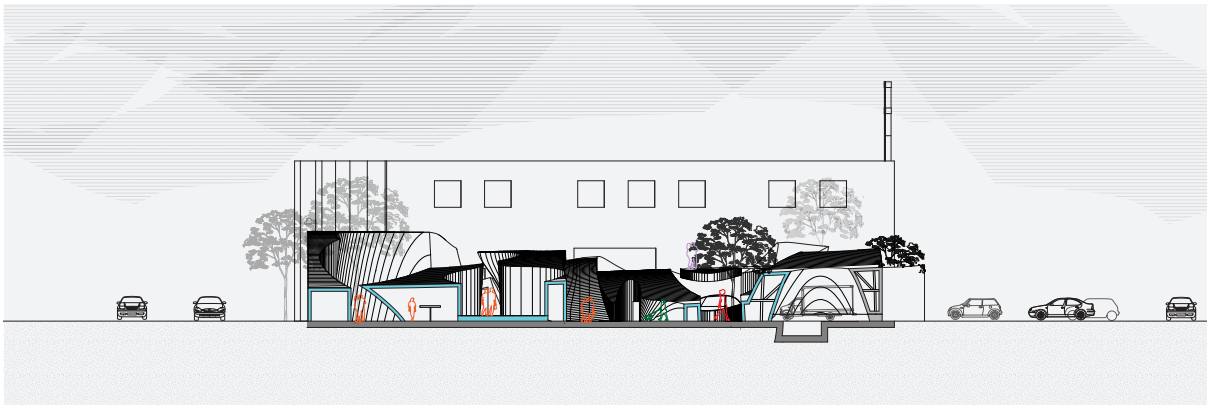
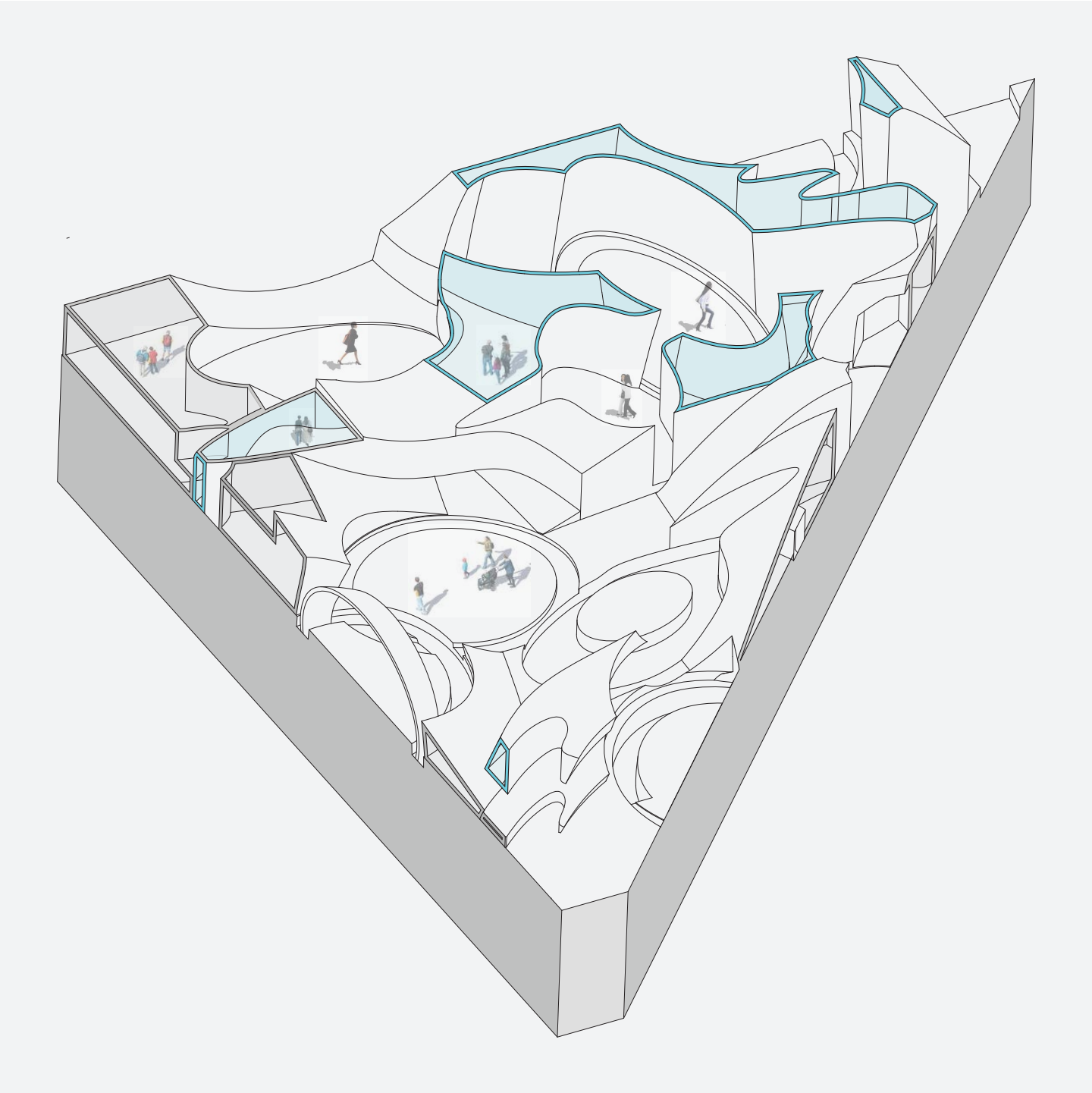


BB

ELEVATIONS & SECTIONS



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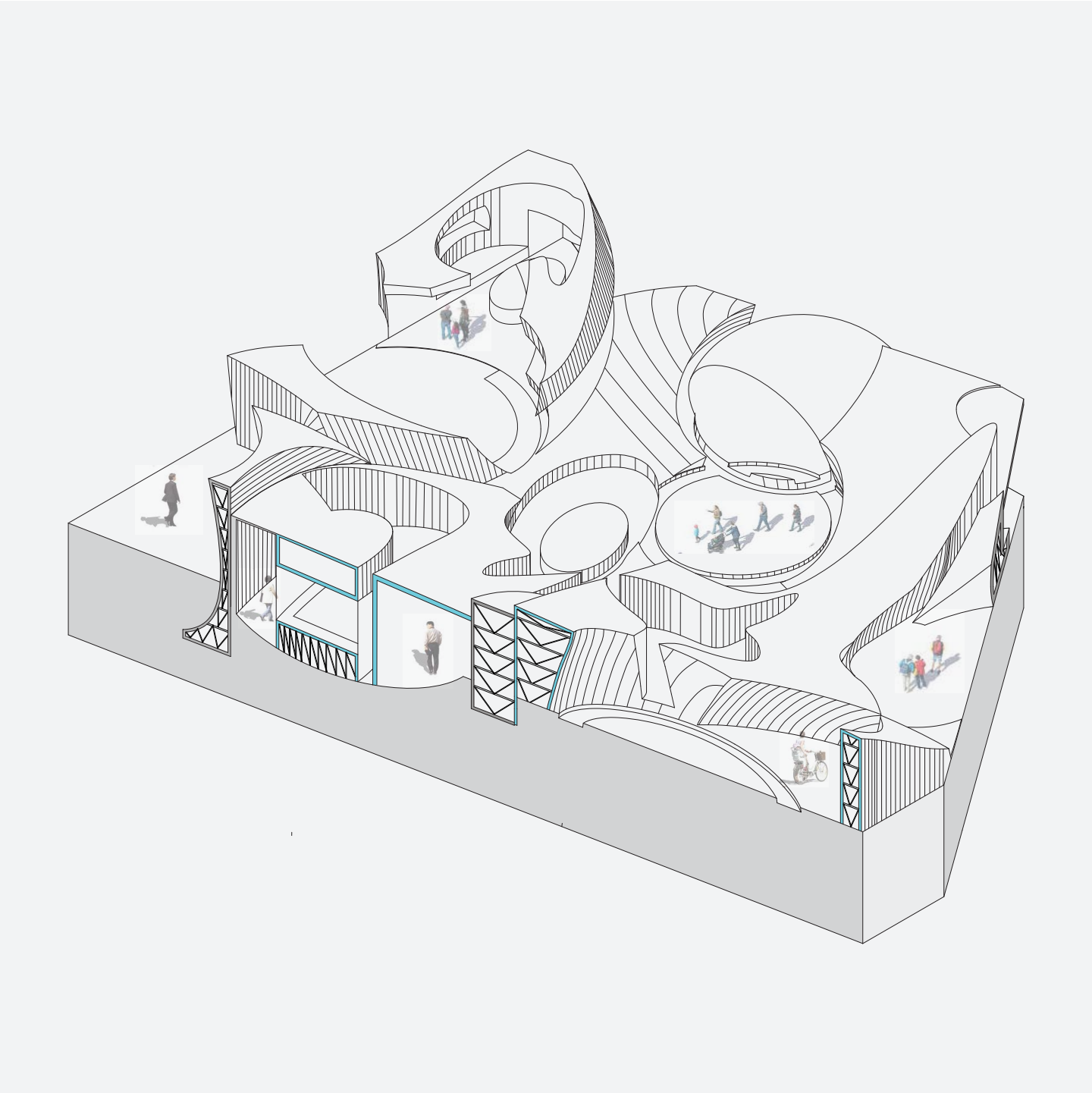

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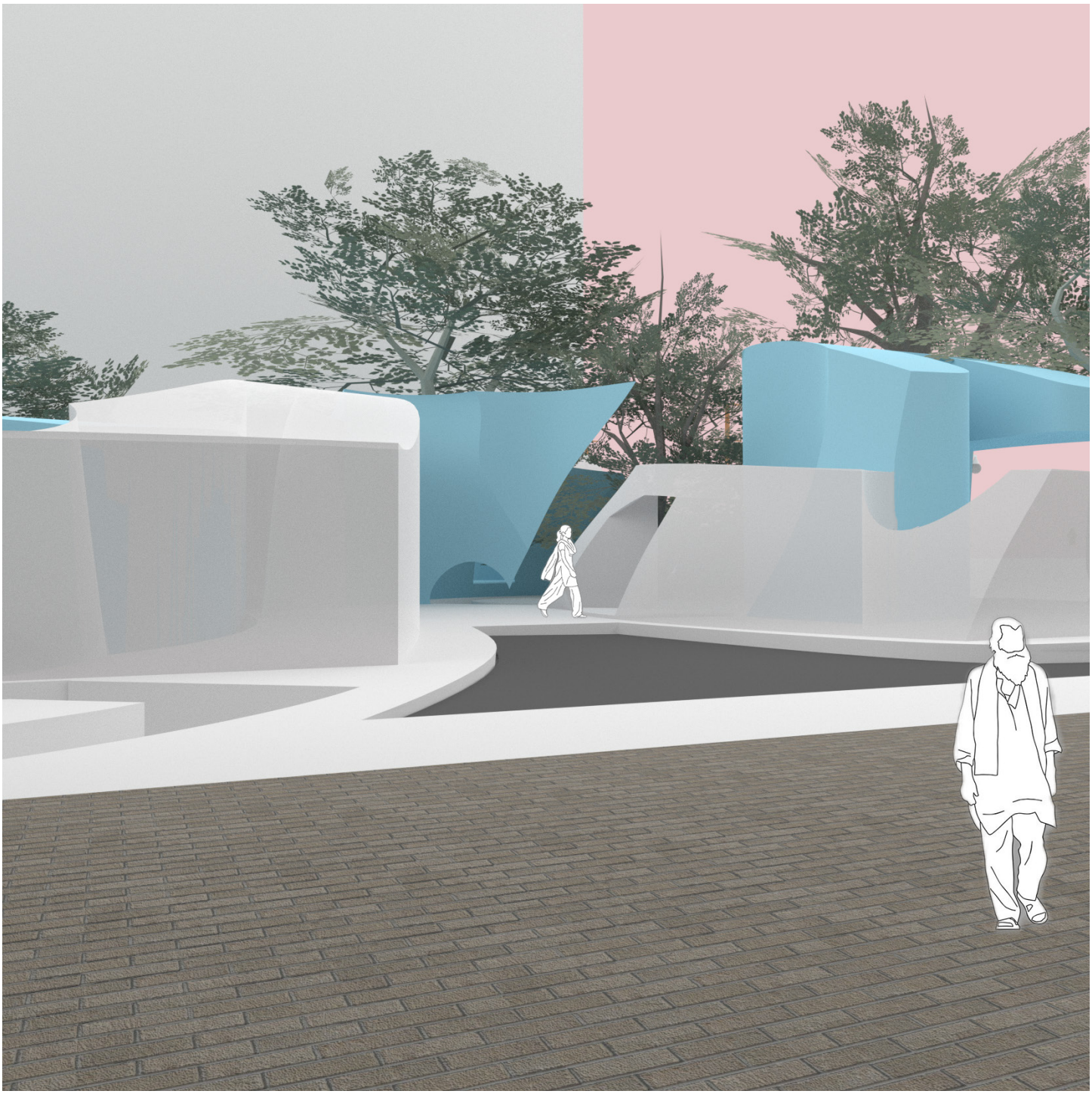

RENDERING

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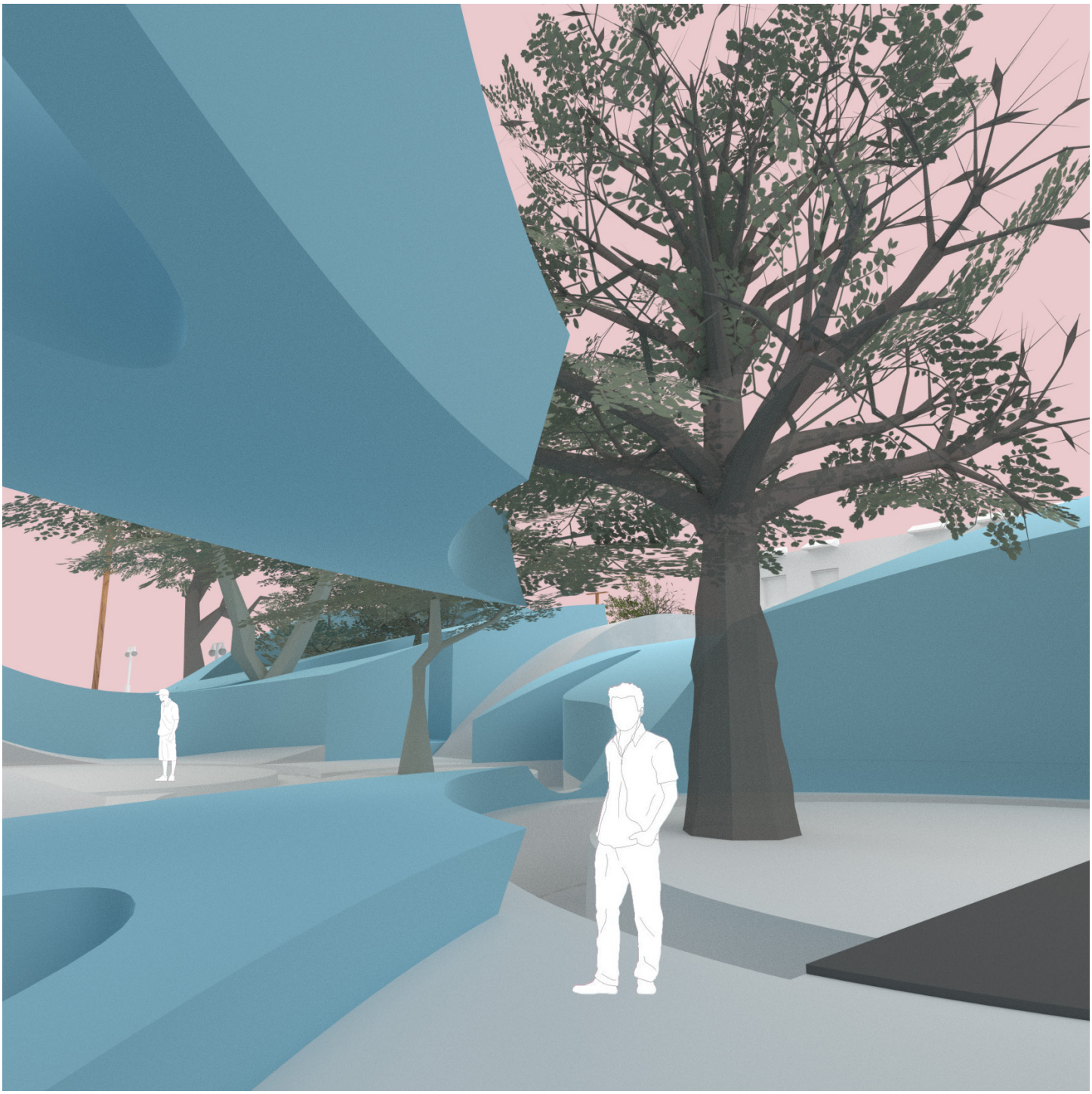

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