interactive architecture :: music

MUSIC PAVILION PRELIMINARY CONCEPTS









Mer & Partners 2010

MATERIAL RESEARCH





As financed in the Summer Season Fac Fairful instead in Frankfirt, Genney - I wanted to received at adaptive resistant to over the serious area of the parties. So storate of aigt to be design denties Epitches in the most: I alternately change it's percents to have the prosettion Lamiforian of the most contact.









The medicate is a vision surposte as tay of the Far Farler, & utilizes deserving demonstration relative to hartality in the air. The mericines, still





MUSIC PAVILION :: PROCESS MODEL











LITTLE SEED

2. CUT CUTS CORREST PURIO NEPTRATION

NEW INTEREST

A EUROPEWENCHOLDING PAVLICIN STRUCTURE

9.500F CORFBONET









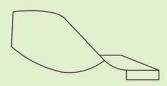


A PLEXIBLE MESH MARRIAL ALLOW

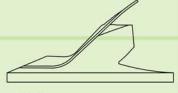
The interactive architecture pavilion is a portable and temporary music pavilion that not only serves as a home for the performers and a stage for the observers, but also a living piece of architecture. Through the influence of the music, the interraction of substance to viewer is immediate as the pavilion physically moves utilizing

the natural elements of sound and air. In addition, the unique sweeping shape of the pavilion is paramount in its ability to project sound out and up for maximum amplification. The materials utilized are fiberalass, wood veneer, and aluminum.

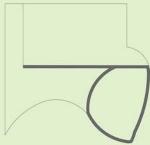




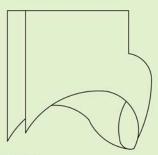
ELEVATION II



ELEVATION III





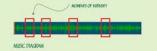






SHE PLAN







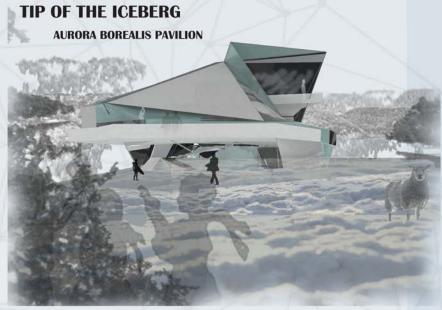
HINGE DETAIL

PERSPECTIVE SKETCH







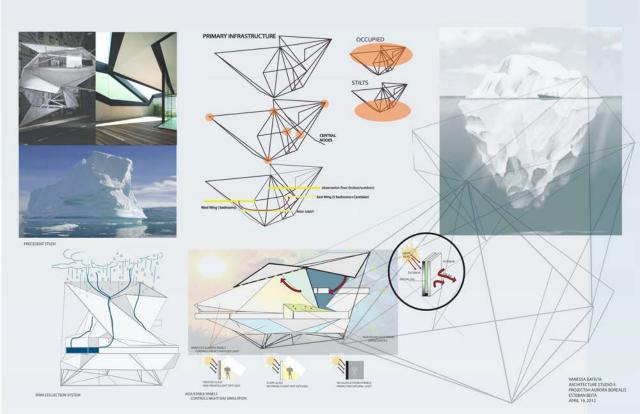


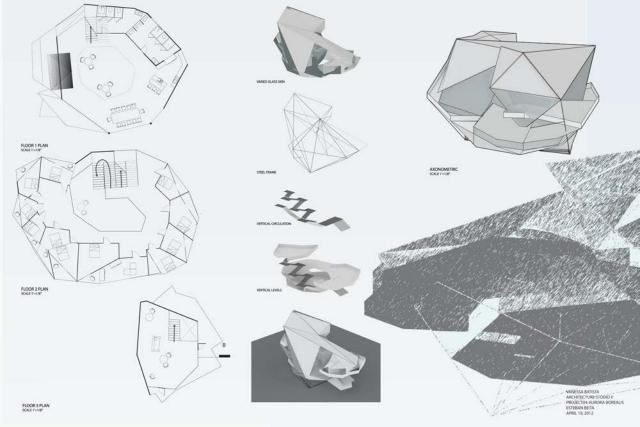


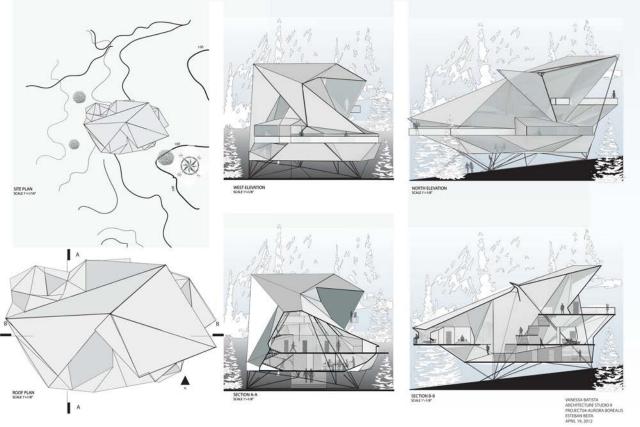


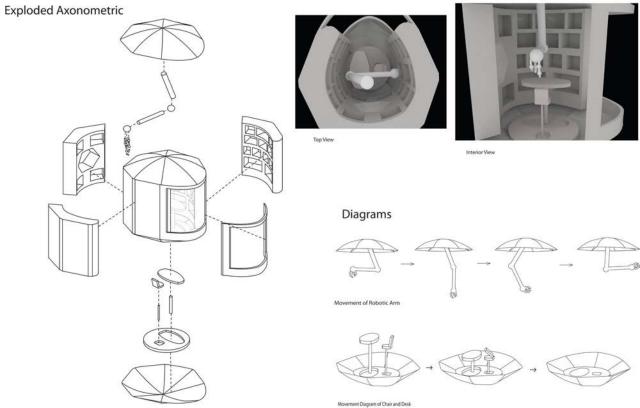


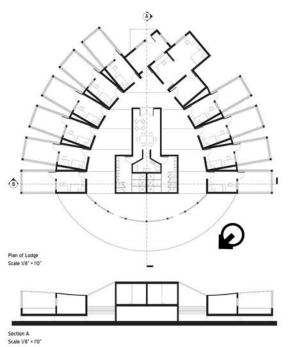
VANESSA BATISTA ARCHITECTURE STUDIO II PROJECTO4 AURORA BONEALIS ESTEBAN BEITA AFRIL 19, 2012











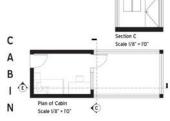
NORTHERN LIGHTS

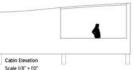
The Northern Lights Lodge and Retreat was designed to have a very private living space with an individual less private but individual viewing space. The communal features such as the kitchen, dining hall, and bathrooms would all need water so they are centered between the cabins in a connected form. The retreat has a glass ceiling everywhere except for the communal kitchen, communal dining hall, bathrooms, and cabins. This allows for a more open feeling white you are still separated from the harsh environment of North Slope, Alaska.

Northern Lights' Cabins

Lodge and Retreat







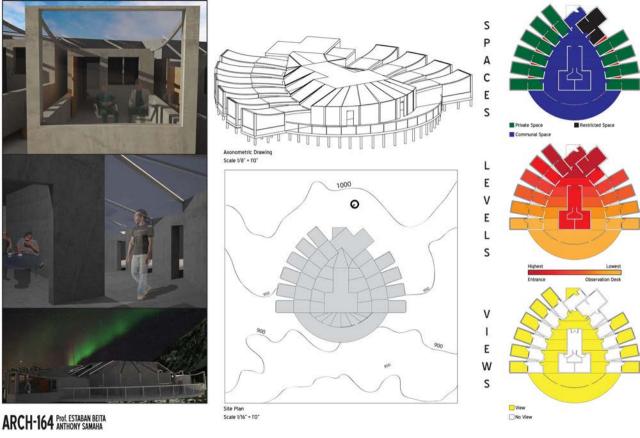
Section E Scale 1/8" = 1'0"

Precedence: Rolling Huts OSKA Architects

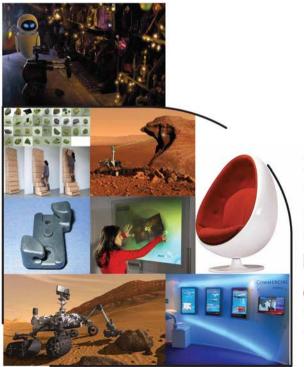


Section B

Scale 1/8" = 1'0"



Space for Mineral Study and Robot Service





I chose to focus on the efficiency of my time on Mars. This caused me to want to interact with what would stay there the longest time, a Mars Rover. My design is approximately $900 \, \mathrm{ft}^3$ and is centered around an inner core for storage and work meant for the minerals the robots will gather and I will study.

A stationary position can be had in the standing chair that is able to be moved around the space using magnetic fields. This allows for comfort and efficiency at the same time while working inside of the space. The comfort comes from the exact proportions that I used to design the standing chair and the work stations and the efficiency comes from the interactability of the space and the components within it. Also the convenience of a space suit and tool storage keep one central location to go to work on rovers outside the ship in case of emergency. When there isn't an emergency however the robots can be mechanically switched out using a rotating lift. This life allows a changing work site without using any of the work space.

Materials:

Chair and Movement Strip:

Glass Screens:

Wall, Floors, and Ceiling:

-Porcelin.

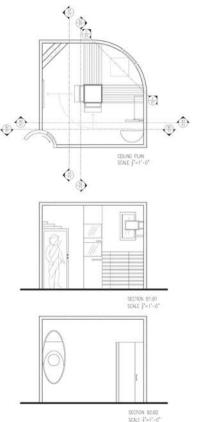
-Polycarbonate panels.

-Matte Chrome.

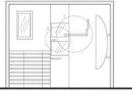
Neodymium Magnetic sheeting.

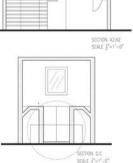
sheeting. Touch Screens:

-Displax™ Overlay Multitouch







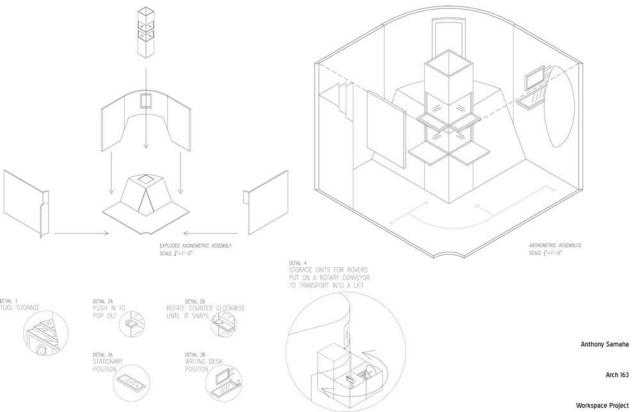




SOUTHERN ELEVATION PERSPECTIVE RENDER



NORTHWEST MODEL PHOTOGRAPH



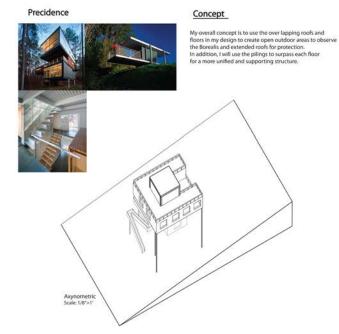
Aurora Borealis Pavilion

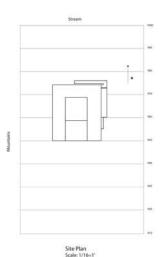


Render 1



Render 2



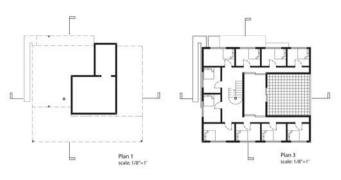


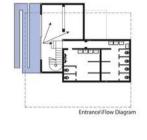


Render 3

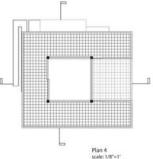


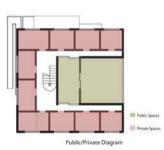
Render 2









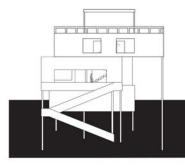




Render 2



Elevation 1 Scale:1/8"=1'



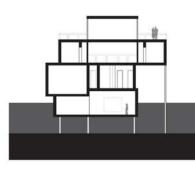
Elevation 2 Scale:1/8"=1"



Hender 2



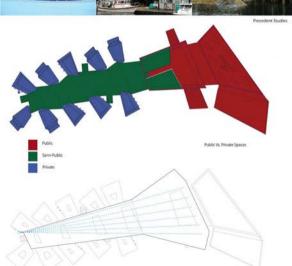
Section AA Scale:1/8"=1"

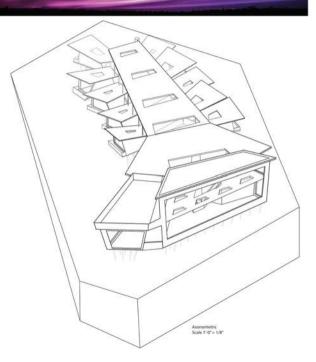


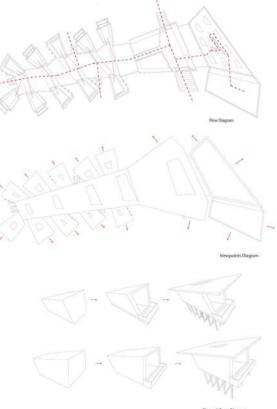
Section BB Scale:1/8"=1"



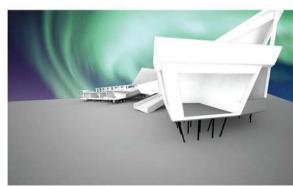
TAPERING THE AURORA BOREALIS PAVILION



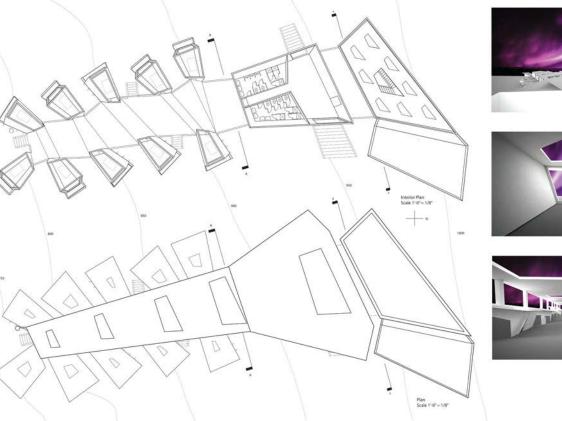




Observatory Room Rendering



Exterior Rendering



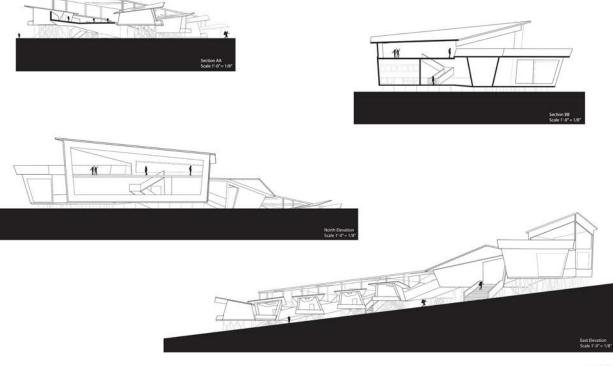
Observation Room Rendering





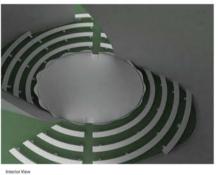
Interior Rendering

Aurota Sornalis Pavilion Jacob-Checko Arch 164 Prof. Esteban Beita, Ph.D





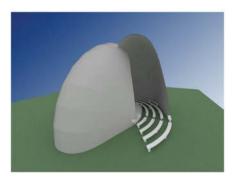
Music Pavillion



Concept Statement

In this pavellion the concept was fluctuation in accordance the muscale piace Wood Blocks by Stew Beich. The music was first analyzed and converted into a wave format. From there it can be seen that each of the five wood block players are perfect sync until they change roles. The music changes through a variety of fluctuation by each player, as seen through the waves. Through these ways, the shape of the overall pavilion was determined. A major peek of the aware the overall shape. Thus, these waves became two interoching acc, creating a flowing and inviting shape. When the pavilion is not in use, the flowing the control of the c

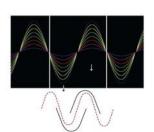




Exterior View

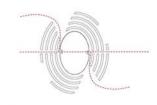


Section of Wood Block Music

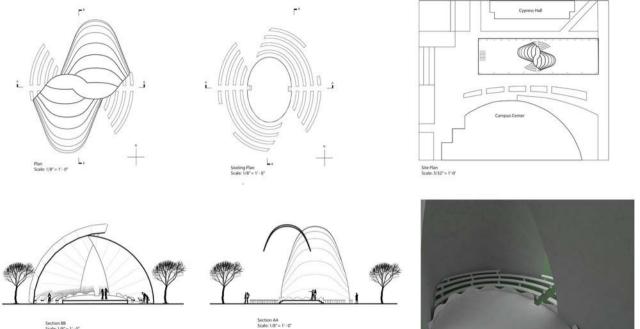






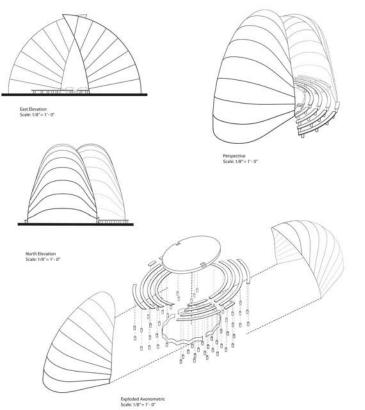


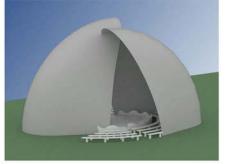
---- Pedestrian Traffic Flow Diagram



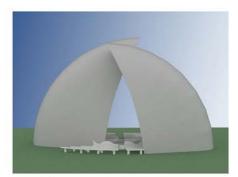
Section 88 Scale: 1/8"= 1"-0"

Interior View





Exterior View



Exterior View

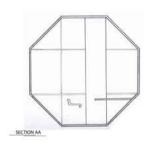
Luxury Utility Command Center

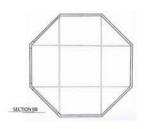
The Luxury Utility Command Center is a capsule that strives to provide the user with the utmost level of comfort possible while simultaneously acting as a utilitarian workspace equipped for only the latest research and technology available. By utilizing state-of-the-art technology, inviting tones, & a streamlined simplified look, this work capsule aids the occupier's level of ease. It's dual ability to perform as a modern appealing work station and as a research and communications lab allow for a practical and sleek work environment fit for any research astronaut.

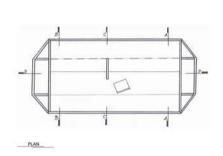
The materials that comprise the capsule provide for a streamlined and interesting work space. Wood paneled walls give the feeling of a warm and comfortable work environment while doubling as hidden storage within the wall space. The collapsable work surface that spans the length of the capsule possesses a fiery tone of amber resin, prime for optimal and clean research purposes. The floor, which is a padded leather provides a cushion of soft material while still keeping a streamlined modern appearance. Lastly, the windows, made of a tempered glass material, double as touch-screen interfaces that serve as the main computer and communication systems for the capsule.

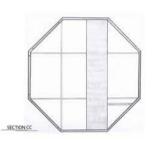


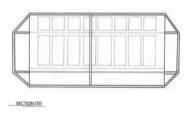
PLANS // SECTIONS



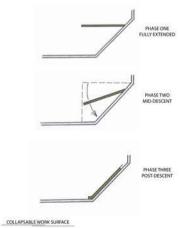




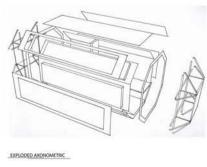


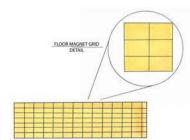


DIAGRAMS // DETAILS











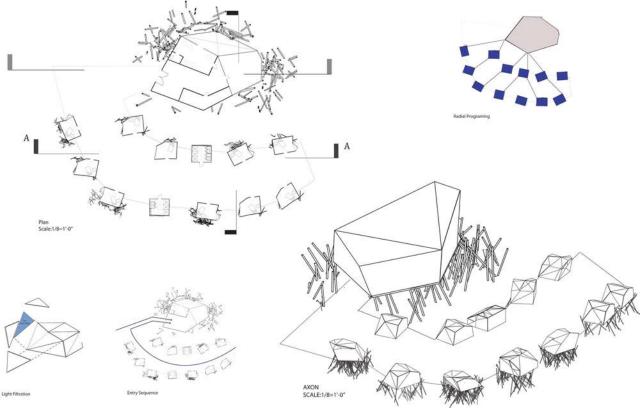




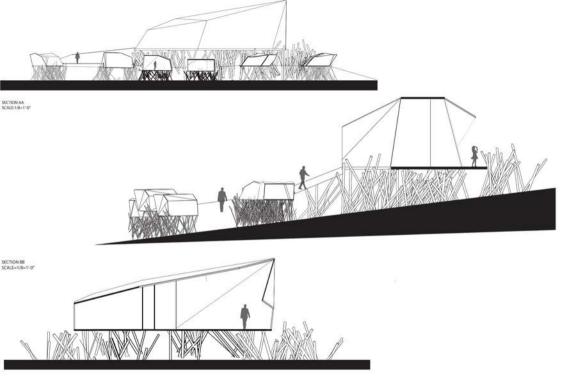
RENDERIII



FLOATING CHAIR

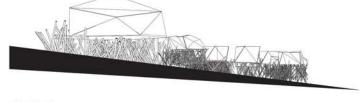






SECTION CC Scale:1/8=1'-0"

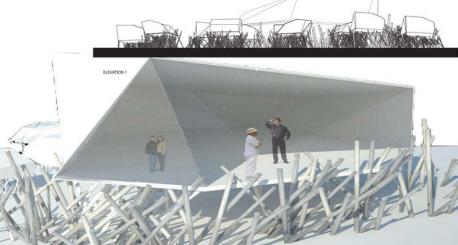


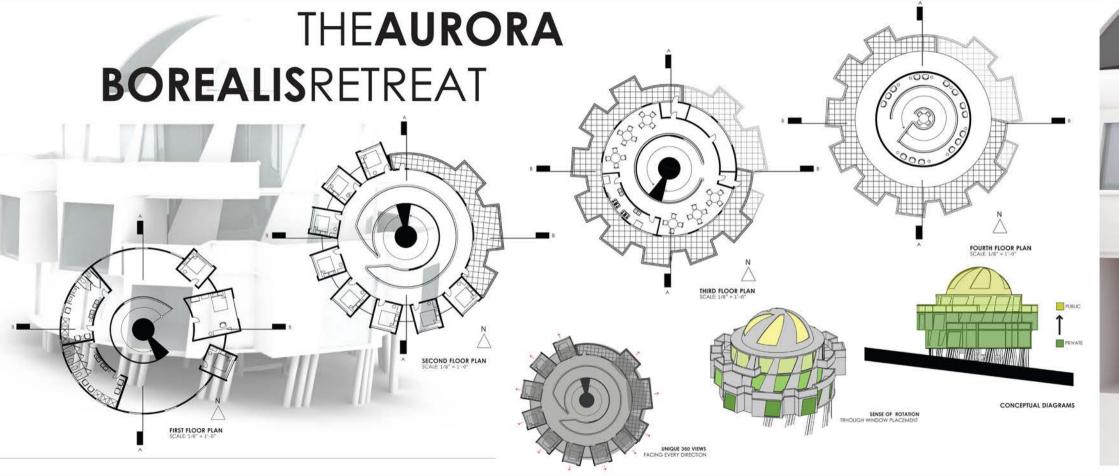


Elevation 2 Scale:1/8=1'-0"

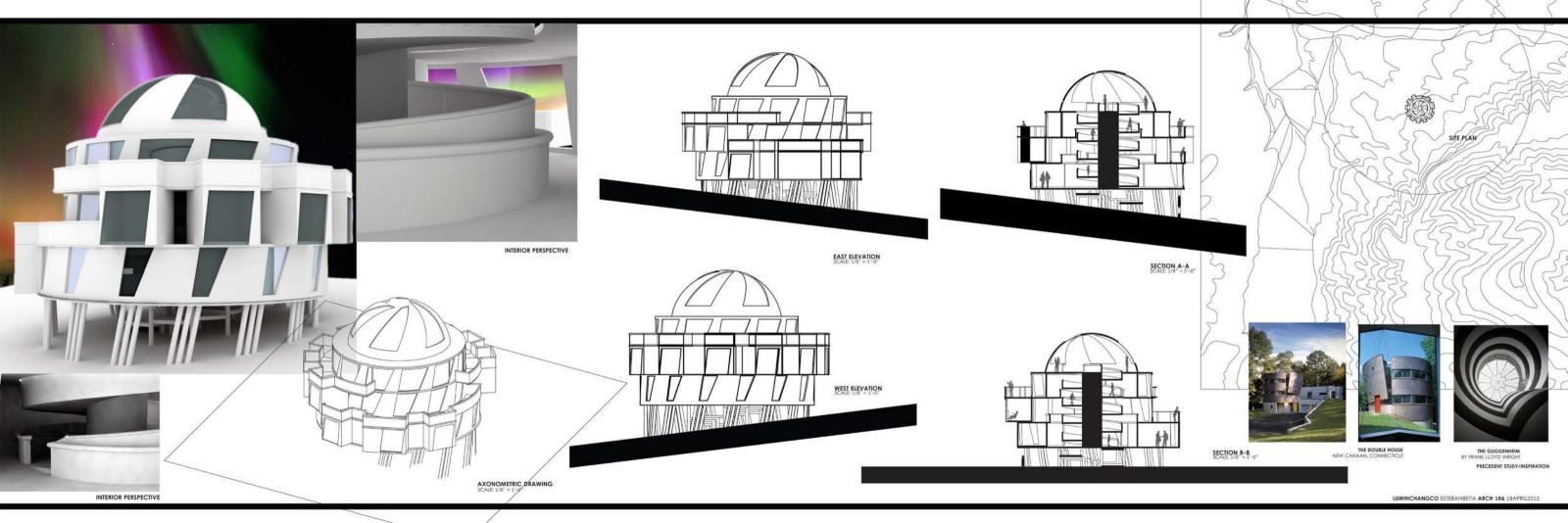


Cabin B Interior Vew



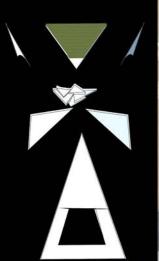


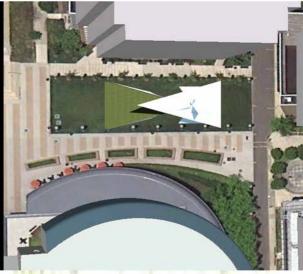




Intersecting Pavillion

The concept of this pavillion began with the idea of converging and intercepting objects. The "clapping music" by Steve Reich has many overlapping elements and repetative beats. The music inspired thoughts of physical hands clapping and overlapping peaks of beats. The musical peaks of the music are sharp and inspired pointed inorganic structures. I used the music to create an image of intercepting hands creating two distinct triangular shapes. The two intercepting peaks inspired two more peaks to act as protection for the seating created from one of the sloped triangles. The seating lays parallel to the stage. The stage was based off of the physical number of musicians (5), the 5 preformers lead to a five level stage based off of the specific moments of music each person is responsible for (specifically in the wood block music). The pavillion is designed to be interactive with the plane it is layed upon. The plane which houses the multileveled is able to be inhabitable. The inhabitable space replaces the ground taken up by the pavillion and helps aid in sound proofing the area. The structure is seen as being constructed out of steel and layered with sod over the stage area. The stage is contructed of light weight wood joined together to create a movable but sturdy stage.



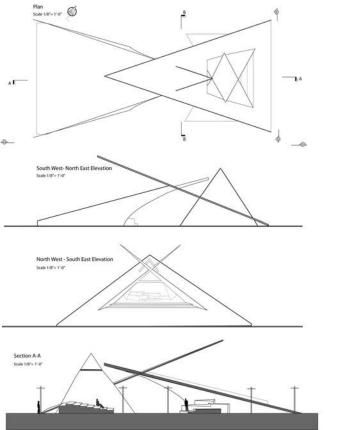


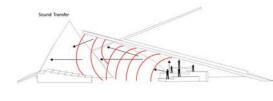


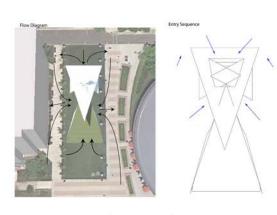




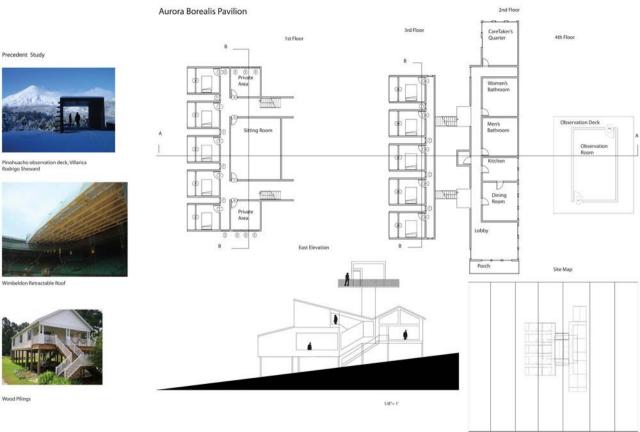


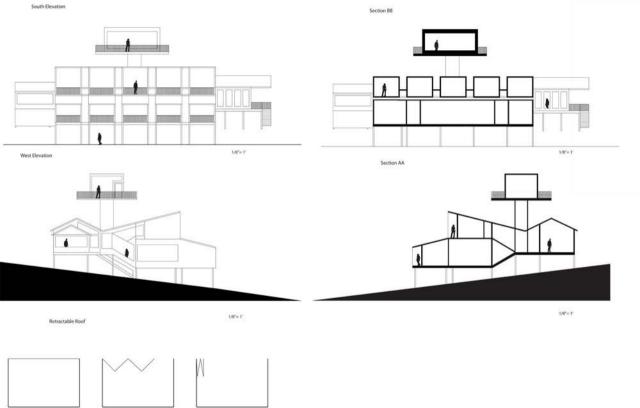


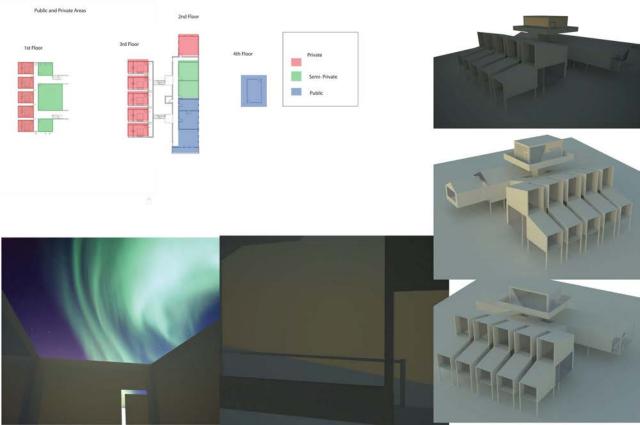


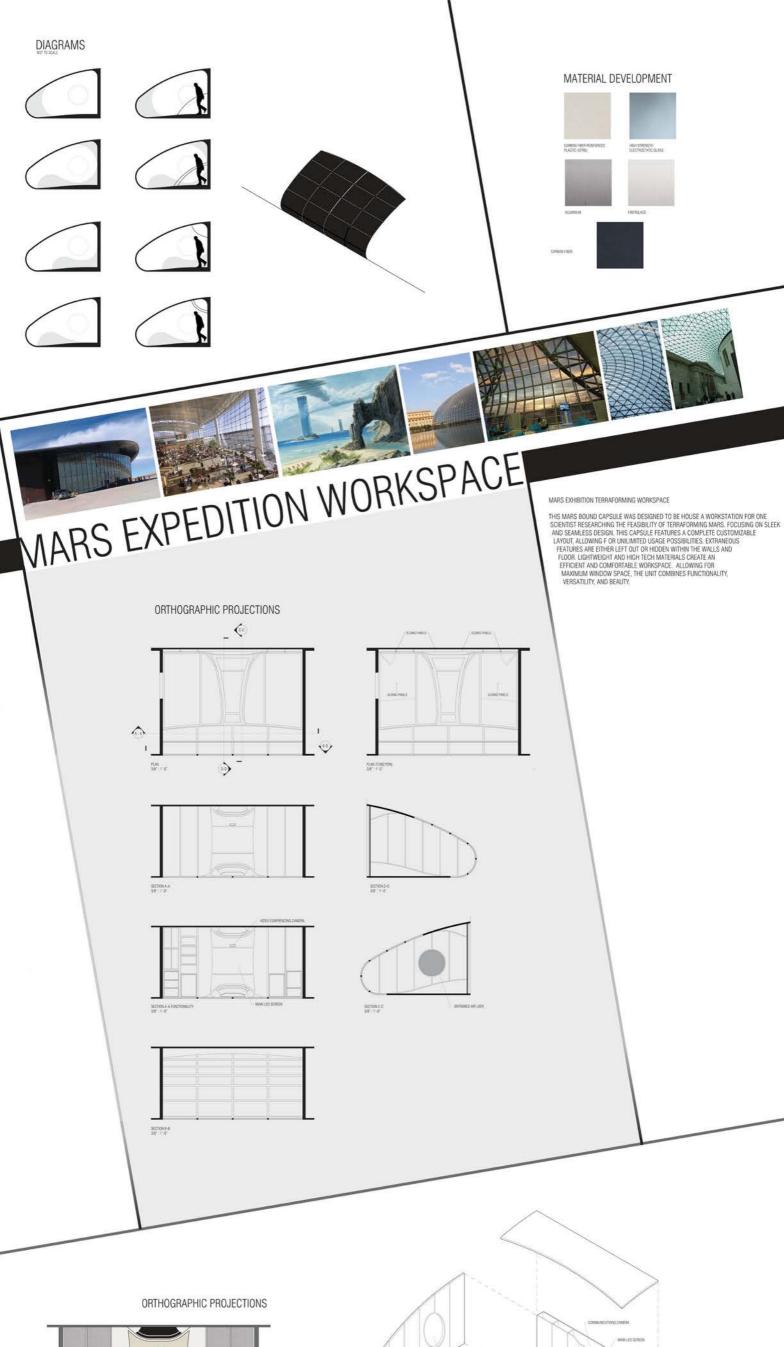




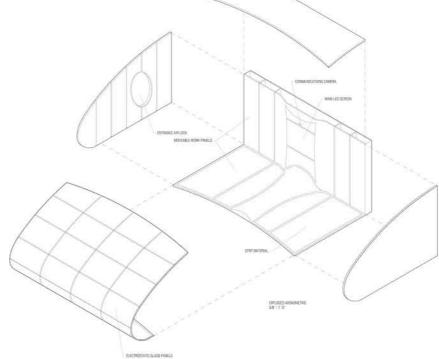


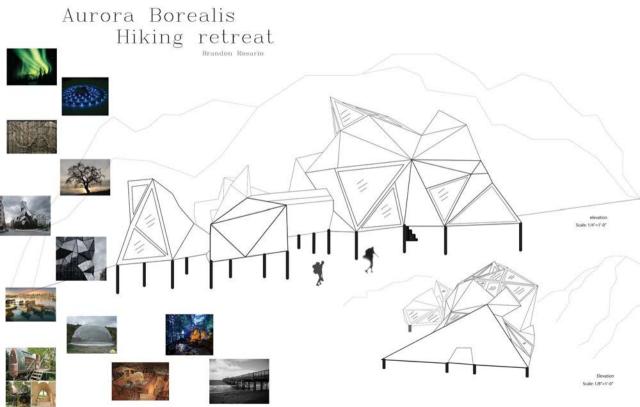


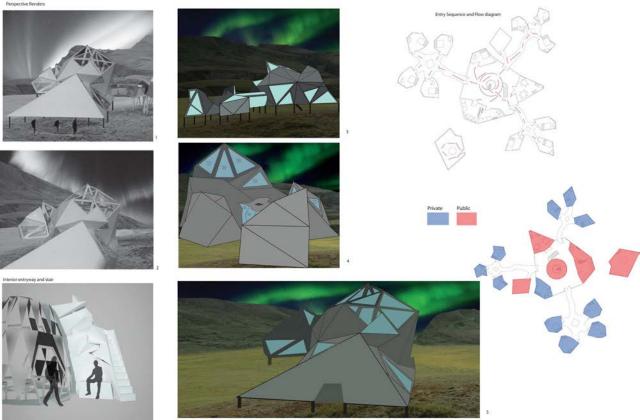


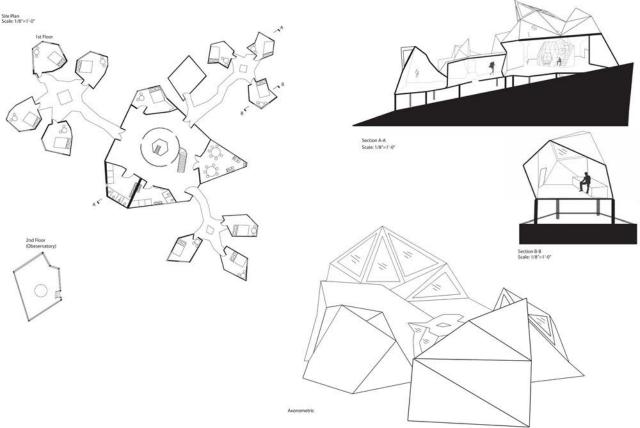




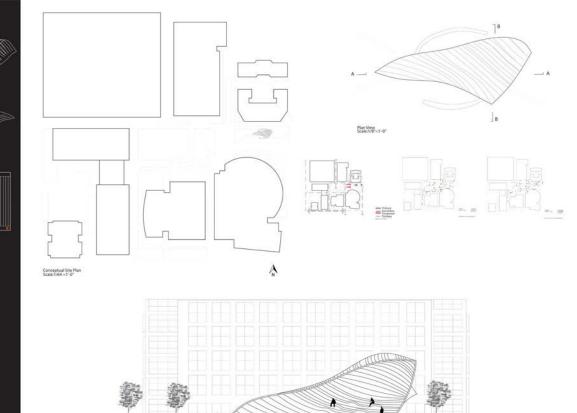


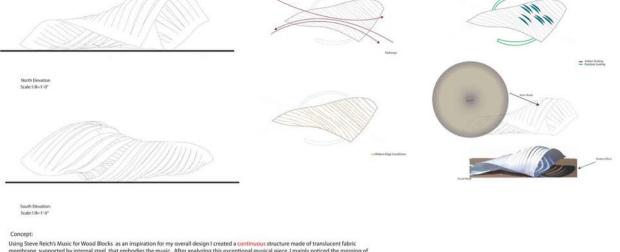






Section AA Scale:1/8"=1"-0"





Using Steve Reich's Music for Wood Blocks as an inspiration for my overall design I created a continuous structure made of translucent fabric membrane, supported by internal steel that embodies the music. After analyzing this exceptional musical piece, I mainly noticed the merging of different repeated elements throughout his piece, which led me to my design of transformation and integration. Throughout the selection all five players are of their own beat and note, leaving them to be independent of each other in those moments, then simultaneously their sounds merges into one fluid piece, his the mist of the performance one can notice the highs and lows of the strokes from the wood blocks and the breaks and separation of notes during the song, in this Musical Pavillion I emulated merging and separation my incorporating five independent structures transforming into one fluid piece, which represents the music, then unaveiling back into independent structures in representation of these five distinct beats. The pause in the song are shown through the openings caused by my ribbon like structure, which severe as outdoor spatial effects, by which natural sunlight shines through to enhance the audience's experience. Standing not only a pavillion but as landscape leading up to Steve Reich's musical performance, this musical pavillion becomes totally adaptable of its surroundings by providing areas for relaxation and indoor and outdoor seating areas.





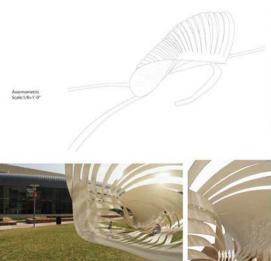




West Perspective: Scale:1/8=1'-0"

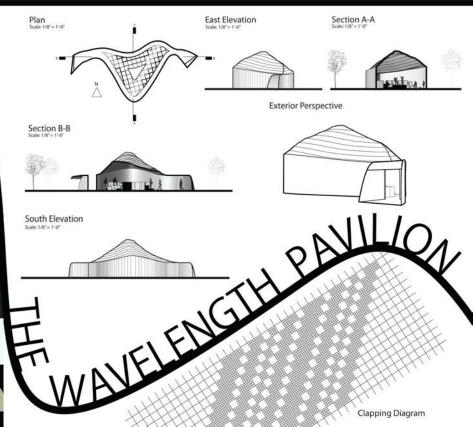


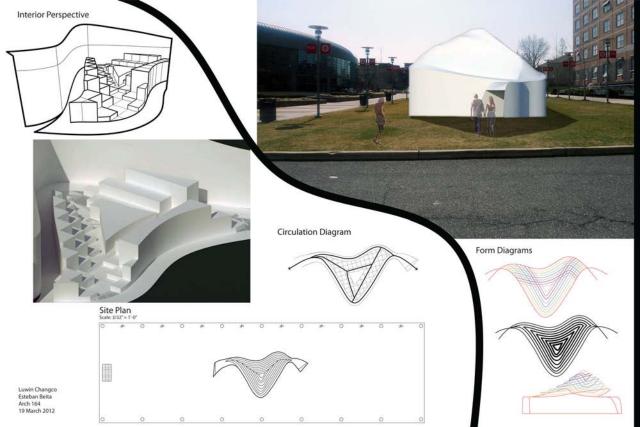
East Elevation Scale:1/8=1'-0"

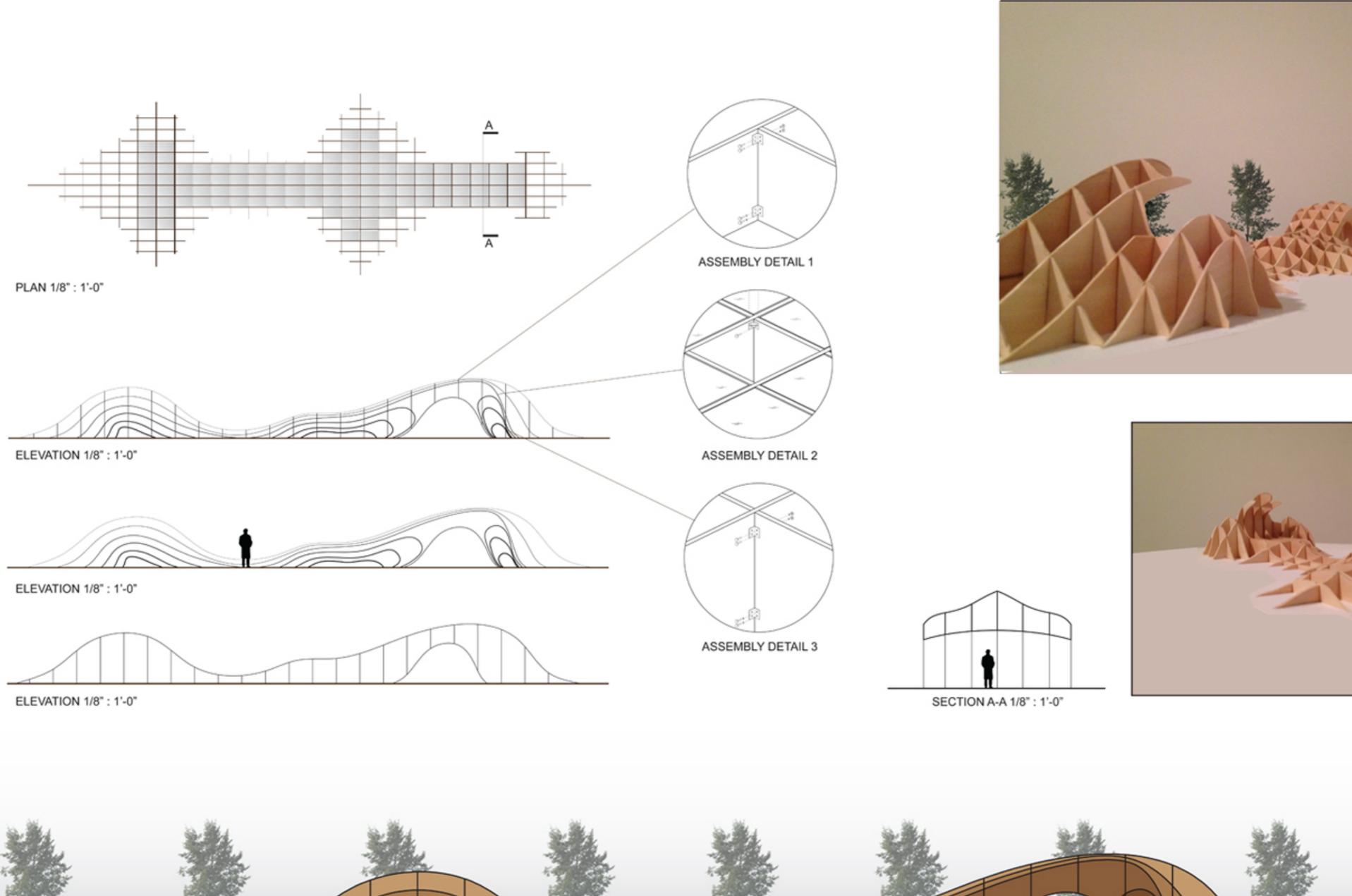




Music and motion are synonymous in certain aspects. Musical pieces can be analyzed and broken down into sound waves. The spacing of the waves can generate higher or lower tone sounds. So, for my musical pavilion, I focused on different shapes of wavelengths. I came up with the shape of my structure by analyzing Steve Reich's Clapping Song (1972) and taking two different wavelengths - a short wavelength and a long wavelength. In Reich's song, two performers clap to two different beats. In my pavilion, one wavelength would represent one performer's clap, and the other would be the second performer. The two different wavelengths represent the two different clapping patterns. The two beat patterns create one fluid song. I took the same concept of two pieces creating a single product and incorporated it into my design process. My pavilion has two different wavelengths creating one solid, singular structure. The exterior shape of the pavilion has a fluid motion to it. The movement of the music is clearly illustrated through shape of the pavilion.

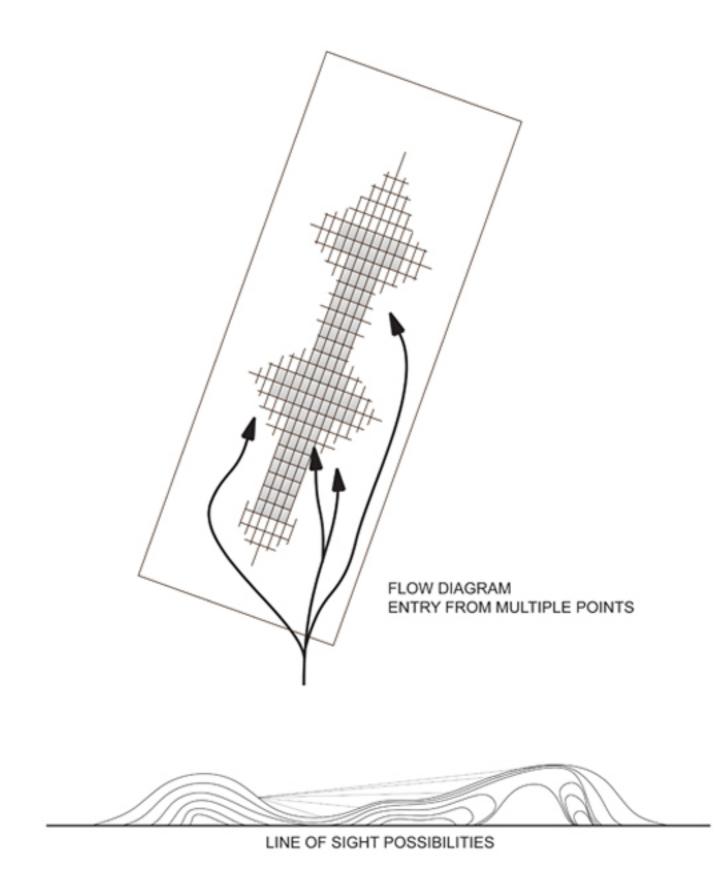






NJIT MUSIC PAVILION





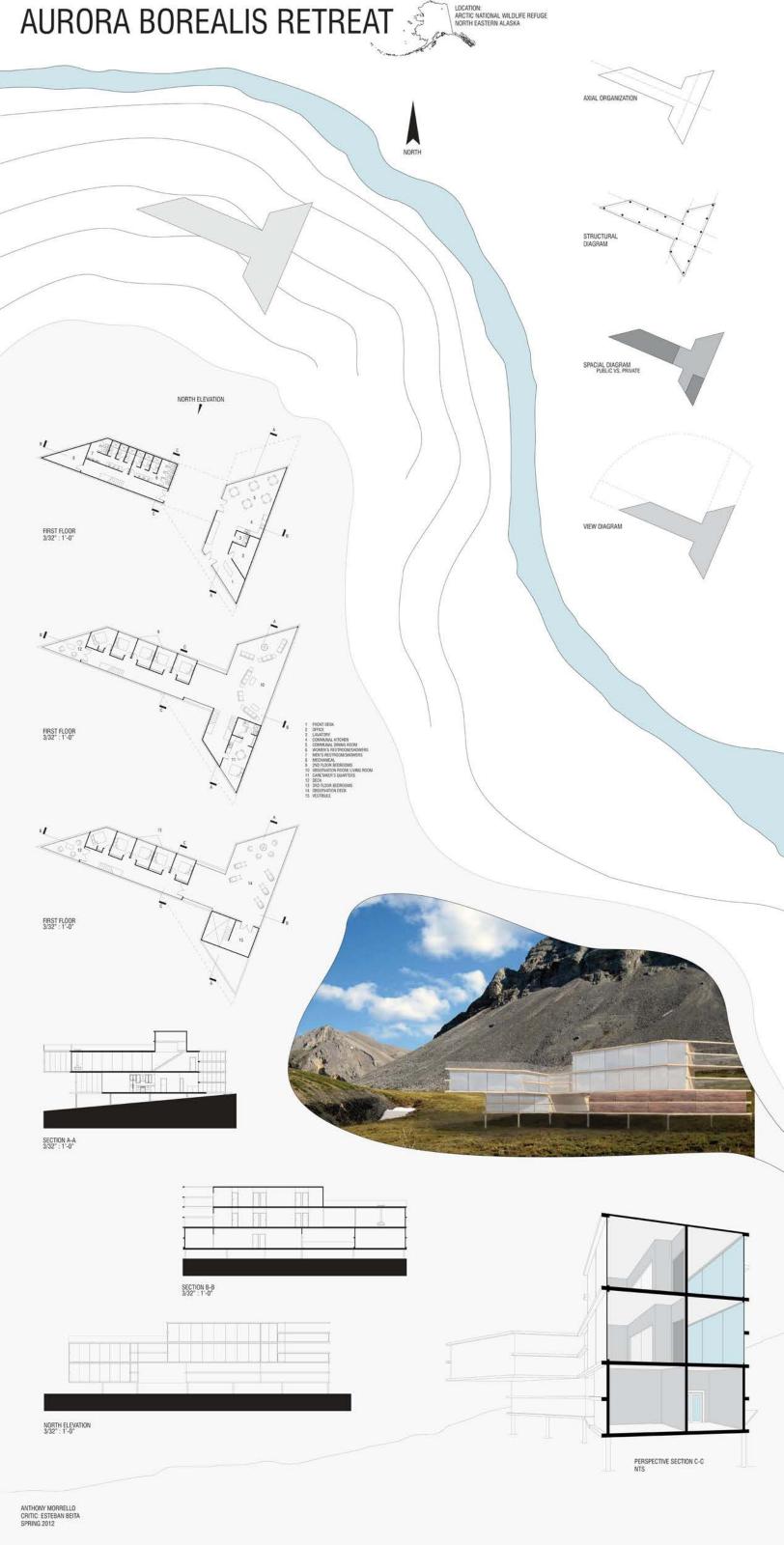
B C D E

NJIT MUSICAL PAVILION

DESIGNING AROUND MUSIC CREATED BY WOOD BLOCKS ALLOWED FOR DISTINCT MUSICAL AND PHYSICAL REFERENCES. THIS PAVILION WAS INSPIRED BY THE FLOWING CURVES OF MUSIC AND THE PHYSICALITY OF WOOD AS AN INSTRUMENT. THE PAVILIONS CURVES ERUPT FROM THE GROUND AS IF THE STRUCTURE HAD BEEN THERE FOREVER, BUT REMAINS EASILY CONSTRUCTED AND TRANSPORTED. INFINITE VEWING POSSIBILITIES CAN BE FOUND ON THE STRUCTURE, AND A VERY INFORMAL SEATING CAPACITY SEEKS GUESTS TO FIND A PERSONAL SPACE OF THEIR CHOOSING.

EASILY CONSTRUCTED WITH NUMERICAL CODED FASTENERS

FLAT-STACKABLE FOR EASY TRANSPORTATION



AURORA BOREALIS PAVILION



PRECEDENT



PRECEDENT



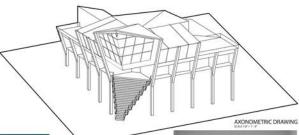
PRECEDENT



PRECEDENT

CONCEPT

THE OVERALL CONCEPT WAS TO KEEP THE PRIVET AND PUBLIC SPACE SEPERATED AS MUCH AS POSSIBLE. WHILE DOING THIS GIVING THE GUEST OPTIMAL CHANCES TO HAVE A BREATH TAKING VIEW OF THE AURORA BOREALIS.



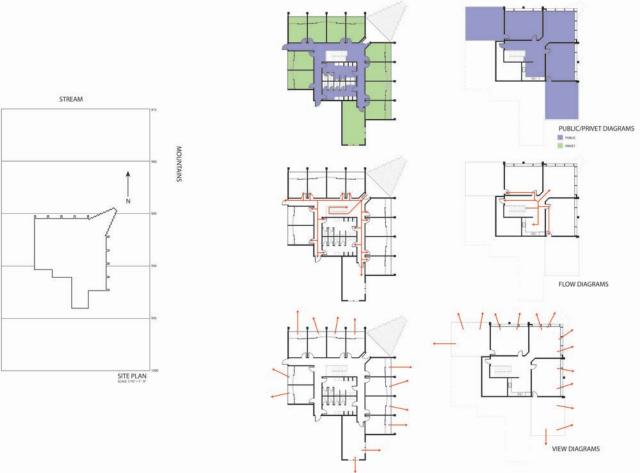


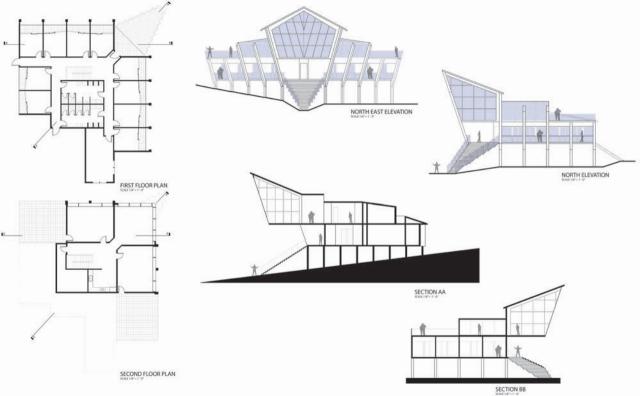


INTERIOR RENDERING 1

INTERIOR RENDERING 2

EXTERIOR RENDERING 2



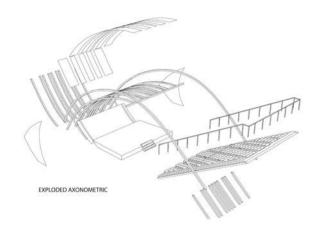


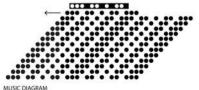
MUSIC WAVE



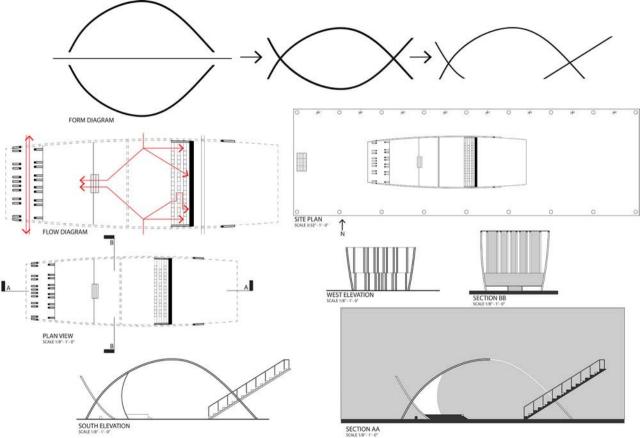
INTERIOR RENDERING

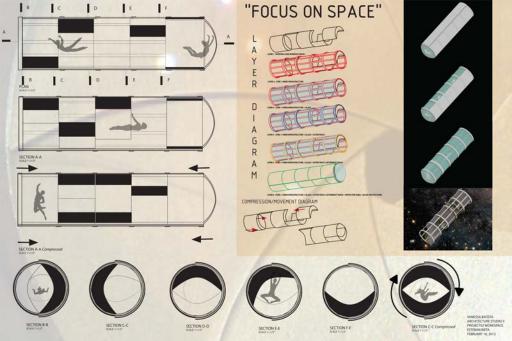






The overall concept of my project was to take the song clapping music and relate it to my music space. I created an amphitheater with the stage in front of bleachers. The canopy over the stage has the pattern of the clapping beats in it. The seats also have the pattern in them also showing the shifts in the song as well helping tie the song to the music space.





Musical Silhouettes



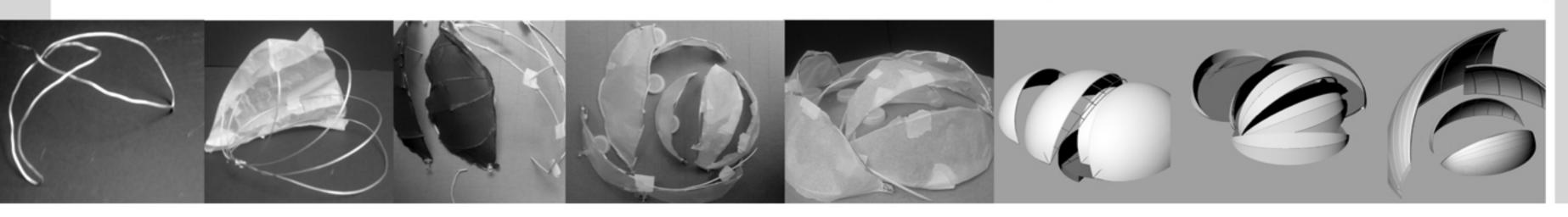






Musical Silhouettes addresses a particular element that is vital to any community space regardless of its temporary status. As a musical pavilion its formation derived from the efficiency in sound reverberation and visual layering to enhance both of Steve Reich's performances. Steve Reich's Clapping Music and Wood blocks will not only be heard but will be seen, felt and remembered as an unconventional approach to orthodox performances. The pavilion is designed to accentuate the minimal movement that is created during these pieces to maximize the effect and rhythm of the musical pieces; the audience also becomes part of these visual enhancements as their silhouettes are projected throughout the pavilion.

Musical Silhouettes is an experience that begins from the engaging pieces that 'peel' away from the pavilion; strategically placed to involve the public. The pavilion is also designed with the intention to encourage interaction while still maintaining various private spaces if the visitor so chooses to remain in a less social space; however the intrigue created by these musical silhouettes are hard to ignore. This is especially true when the pavilion is free of performances and the space becomes an adventure to anyone willing to experience it, certainly the glowing silhouettes will catch anyone's attention as the pavilion becomes a potentially colorful social scene at night. Musical Silhouettes is made from tightly woven vinyl-covered polyester which is perfect for acoustic reflection and highlighting silhouettes. Over all the Musical Silhouette pavilion really captures what a true performance should be engaging, inviting and stimulating.

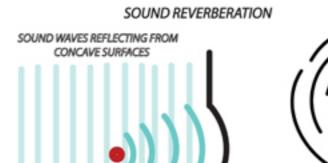


VANESSA BATISTA ARCHITECTURE STUDIO II PROJECTO3 MUSIC SPACE ESTEBAN BEITA MARCH 19, 2012



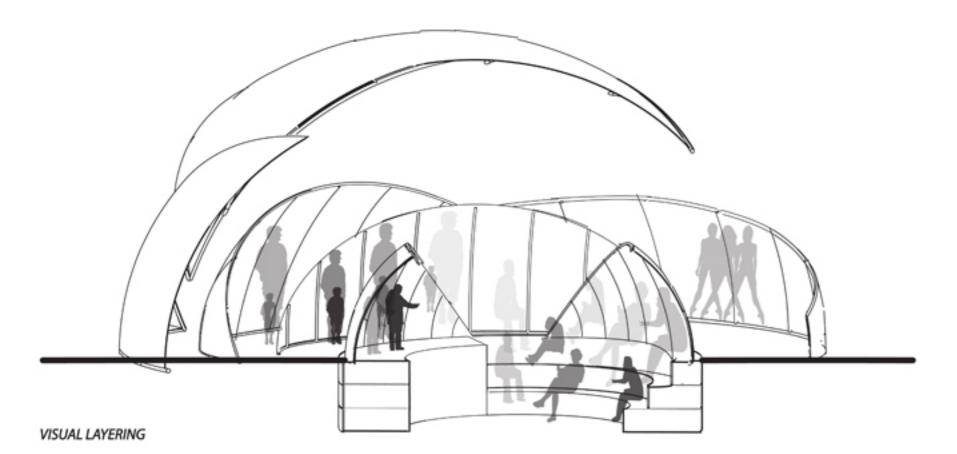




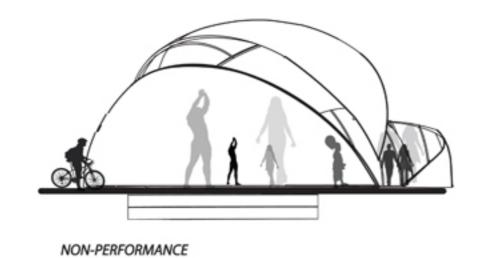


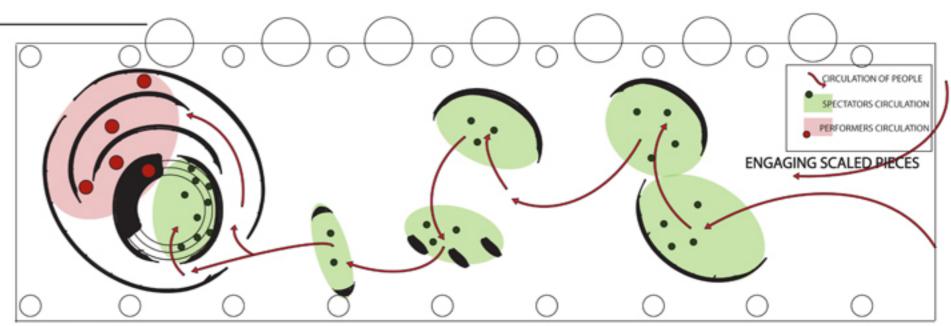








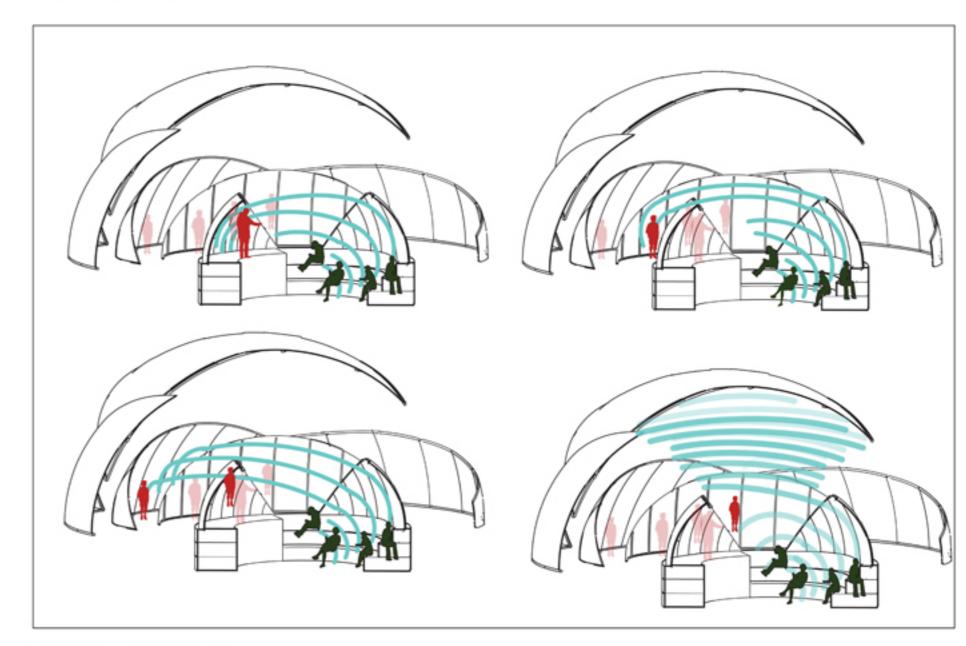




CIRCULATION



ENGAGING SCALED PIECES



LAYERING SOUND CIRCULATION

