

ARCH 3512 Architectural Design V –Adaptive Reuse Design Studio
2 lecture hour and 6 lab/studio hours, 5 credits

Adaptive Reuse:

Conversion of an existing building into a commercial space.

You are being hired to transform an existing masonry building into a hostel. The building is located next to the Gowanus canal, in a unique neighborhood where the old meets the new, where industrial meets residential. The project will be divided into two Phases.

Phase 1 will concentrate on developing the bulk of the youth hostel. We will explore

1. Additive process to create space that would be viable for living and space organization
2. Design Alternatives for manipulating the existing structure
3. Design solutions based on site/program strategies

You will be able to carve three dimensional space within this existing structure.

New openings can be made in the existing floors and exterior façade, but you cannot tear the existing structure down.

Phase 2 will focus on developing the interior spaces of the hostel, with concentration on the lobby, the bathrooms, the kitchen and the hostel rooms, and the unique space you decide appropriate for your hostel based on your theme.

All these spaces are a combination of many small parts including the layout, furniture, lighting, color scheme and more. It is how all of these come together that defines the overall image of the hostel.

To begin, you will choose the theme of your hostel that will be incorporated into the program of the hostel of the hostel. This will be determined after a thorough site analysis.

Then you will study precedents, generate parti material, and program the space. You will demonstrate your process through the use of abstracts, sketches, diagrams, and models. Your final design will be presented digitally with plans, sections, elevations, renderings and with physical model.

Your design will be required to follow all code requirements and ADA regulations.

Site: 525 Union St, Brooklyn 11217

The scope of the design work will include:

- Public and Private spaces as defined by your program, including typical spaces such as lobby, reception, café/bar, lounge, storage, offices, luggage storage, mechanical, vertical circulation, laundry, housekeeping, public bathrooms...
- Circulation, egress, façade, fenestration, etc.
- All floor, wall, ceiling, and component materials
- Furniture layout
- Lighting, Media, and Graphics

Requirements:

What describes your project Best?

Minimum Requirements:

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- Site Strategy Board derived from you extensive Site Analysis Group Project
- Concept board with the name and logo of the hostel
- Bubble Diagram and Matrix
- All Floor Plans (plans have to show furniture layout)
- Exterior Elevations
- Interior elevations/Sections (minimum 2)
- 3-Dimentional images (interior and exterior) and physical model placed in class site model.
- Lighting layout/RCP
- There must be outdoor space incorporated into your design

Requirements:

- Mechanical spaces must be located above the floor plain.
- There must be two enclosed fires stairs that lead directly outside – to Union Street or the Canal.
- You can create new openings in the façade, but cannot remove more than 33% of any side.
- An Architectural stair can be open and connect various levels within your Lobby. Each level must be able to be reached by elevator. This stair does not count towards one of the required fire escapes.