

# Arch 3690 Intermediate Computation and Fabrication

Tue. 11:30 pm - 1:30 pm | Fri. 11:30pm - 1:30pm

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## ASSIGNMENT 02 PART B MUSEUM FACADE: CONCEPTUAL DESIGN PHASE

“The twenty-first century has ushered in a boom in the design of innovative museums worldwide and an expanding concept of the museum’s role and identity. Museums today are frequently more than repositories for historical art: they can be research centers, memorials, contemporary galleries, or site-specific artworks themselves.”  
- Raul A. Barreneche (New Museums, 2005)

**DUE:** March 28th, 2014 (MIDTERM REVIEW)

In this assignment, you are being given a schematically designed museum, located on the Bowery in Manhattan, New York. You are tasked with designing the 52’ wide, 96’ tall, west building facade. Your work should focus on developing conceptual and formal strategies which relate to the buildings program, the city context, as well as other architectural precedents:

- How does your facade relate to the interior program of the museum?
- How does your facade relate to the surrounding buildings?
- How does your facade relate to a pedestrian or car traffic?
- Does your facade control light entering the spaces beyond?
- Does your facade allow a visitor to see out, or a pedestrian to see in?

It is also important to think of your facade as more than just the exterior cladding of the building. Often, we describe facades as the “skin” of a building. Skin is composed of more than the top-most layer which we can see; there are pores, muscle tissue, blood vessels, and much more which together make up our skin. Your building facade should operate in the same way:

- Can a visitors circulate through your facade?
- Can a visitors view art in your facade?
- Is the structure visible?
- How does your facade respond to interior or exterior stimulation?

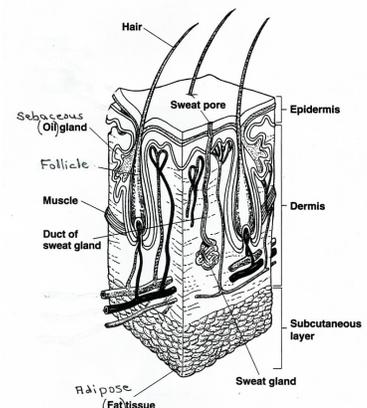


image 1. Skin diagram

Because your facade should have a relationship to the program inside, you will have the opportunity to decide what kind of objects will be held in your museum:

- Does your museum contain only sculpture?
- Does your museum contain only modern art?
- Does your museum contain only digital medium?
- Is your building a museum of bio-engineering?
- Is your building a museum of sound or spoken word?
- Is your building a museum of the human body?

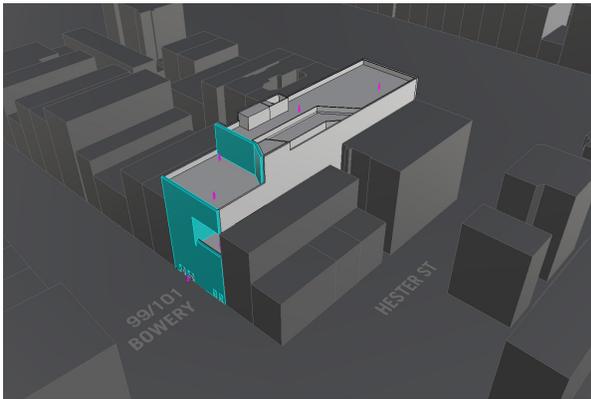
### NOTE:

While all of these conceptual elements are worth thinking about, they are only to help inform your facade design - DO NOT get hung up on exploring ALL of these questions in great depth - choose the few which are important to you. The intention of the class is to explore the relationship between form and geometry, computational and parametric design strategies, and digital fabrication techniques; even if you have a great concept, you still need the geometry to back it.

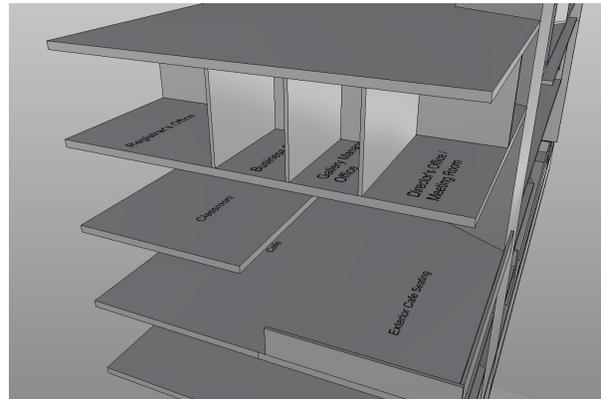
What you need to bring to the project review:

1. PDF presentation of your facade (posted to the class website prior to class, and ready to be presented to the class). This should include:
  - Descriptive architectural drawings (plans, sections, elevations, isometrics)
  - Isometric or perspectival views of your entire facade
  - Isometric or perspectival views of a small area of your facade (isometric blow-up)
  - Diagrams explaining the conceptual and formal characteristics of your facade
2. 3d printed model of your entire facade at 1/8" scale (this scale may change depending on facility constraints - to be confirmed)
3. Assignment 1 Plexi sphere model

Rhino file:



3d model includes the musum building, facade areas, and surrounding context



3d model also includes spaces and specific program typologies