



IIT/ COA/ spring 2017
Arch 418
MWF 2:00-6:00
topic/ **Beyond Typology**
project/ **Fish Nor Fowl**
professor/ **David Woodhouse**



introduction

Architecture shapes our lives. We build what we are. We are what we build. But how should we shape architecture to shape living?

project description

The **Beyond Typology** studio is about transcending the “known” boundaries of “known” program types---ice-skating rinks, gymnasias, multipurpose rooms, public libraries, athletic fields---to discover an exciting new program type that requires new architectural strategies. It’s about diversity, hybrids, combination, synergies; it’s about multiplication rather than addition. It’s **neither fish nor fowl**; it’s something new. We will combine these “known” programs to shape what’s usually called a community center, an uninspiring term that masks an exciting aspiration---a vibrant place where a rich variety of experience helps forge a strong community. We will design what is an actual project---the \$33,000,000 Robert Crown Community Center for the City of Evanston’s Parks and Recreation Division. How can we combine program types that are intensely prescriptive and purposely invariable (the size and configuration of an Olympic ice rink or a collegiate basketball court is not going to change anytime soon) with other program types that are changing with dizzying speed (libraries have been completely reinvented to match the rapidly evolving communities they serve)? How can we combine and connect these program pieces to provide the dynamic social incubators our communities so desperately need? How can we confidently move beyond know typologies to create a vibrant community asset, richly layered in the experiences it provides? We’re going to find out.

After an in-depth analysis of the City of Evanston’s program (augmented by one program element of the studio member’s choosing), the park site in which it will be built, and the community it will serve, studio members will design a 120,000sf community center that will exploit architecture’s ability to shape our experience of our personal, social, and natural worlds. We will explore the various resources we can use---the pragmatic contingencies of program and utility, site and climate, tectonics and craft; the promptings of our memories and intuitions; our study of the past, involvement in the present and hopes for the future---to create an architecture that will transcend this typology both at the largest conceptual level and the smallest physical detail. The intent is to produce highly individualized projects, based on sound architectural conclusions that are well-thought-out and passionately held.

studio type & requirements

This is a reality-based studio, dedicated to exploring how architects can use our skills to conceive buildings that create new realities. Architecture must be the result of a rigorously investigative process. Throughout, the focus will be on the practice of architectural decision-making, which enables studio members to evolve from irresponsible opinion to true responsible judgement, equipping them with the ability to detect and avoid chance and arbitrariness to arrive at rational clarity and intellectual order.

format & technique

In the early stages of the project, the studio will be organized in groups for research, case studies, and site investigation which will identify a shared conceptual framework to be used by all studio members. Once this shared foundation has been laid, students will work in two-person teams and the emphasis will shift to intensive desk crits and meetings between the team and the professor as each team’s own concepts are identified, researched, assessed, and developed. The goal will be to foster a creative process that is consistent and controlled while the work created is fresh and surprising.

contact

Prospective studio members may contact David Woodhouse at d.woodhouse@woodtinarch.com with questions. The work of his firm, Woodhouse Tinucci Architects, may be seen at www.woodtinarch.com.