

Compilation of Student Work

4.125 Architecture Studio F02

Building in Landscapes

Jan Wampler, Professor of Architecture



On this page: Final model by Stephanie Hsu

First Project: Rockport Quarry Meeting Place

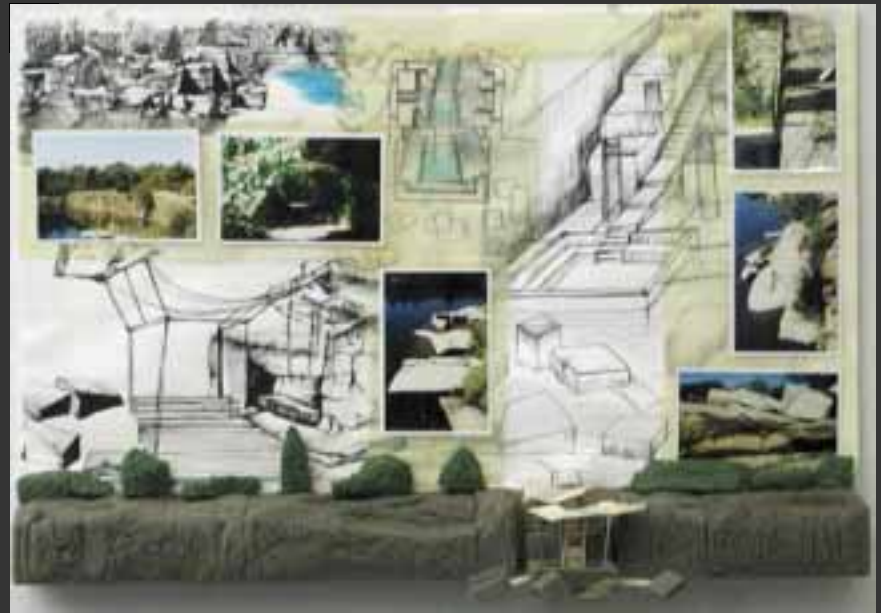
The studio works through a number of design projects during the semester. The first takes place in a quarry in Rockport, MA.

These are some site studies and initial observations from the quarry visit.



On this page: The work of Sarah Shin (top) and Joyce Wang

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A quiet place for meeting was created in the quarry, a place where people could come together in a calm setting. These models illustrate a few different approaches to that design.



On this page: The work of Joyce Wang (top) and Sarah Shin

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Second Project: North End House

Next, the studio moves to the North End of Boston, where it will remain for the next two projects. The first of these projects is to design a house. But it is a house which is not traditionally sited. It doesn't occupy any lot, taking up no square footage on the ground. Instead it clings, like a flower, to an existing building. It is an attachment to an existing structure, and the design must work in regard to the original as well as itself.



On this page: Two models by Eulalia Massague

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These houses can perch on the top of existing buildings, taking advantage of the view, or hang from the sides, opening themselves up to the spaces between buildings.



On this page: House models, by Stephanie Hsu (top) and Joyce Wang



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Final Project: North End Community Center

The final project of the semester is a community center in the North End. And the students are allowed to choose the program, defining their community center to meet the needs they see in the area.

The first step in the process is a series of found object, or “junk” models. The students take trash, essentially, and fashion it into a sparse model that begins to define the places their building might inhabit.



On this page: Junk models by Eulalia Massague (top) and Phillip Kelleher

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Block Models and Horizontal / Vertical Models

After the “junk” models, the students move in two different directions at the same time: They produce block models, like that shown at top right, which allow them to start to define some of the massing of the building.

They also create horizontal / vertical models, which instead of blocks show planes and lines, the structure of the building. This gives them a sense of how it might be built.

The combination of these two models serves the students very well in terms of defining the building from every possible angle, and allows them to move into the detailed phase of the design.



On this page: Top: Block model by Sarah Shin. Bottom: Horizontal / Vertical model by Stephanie Hsu

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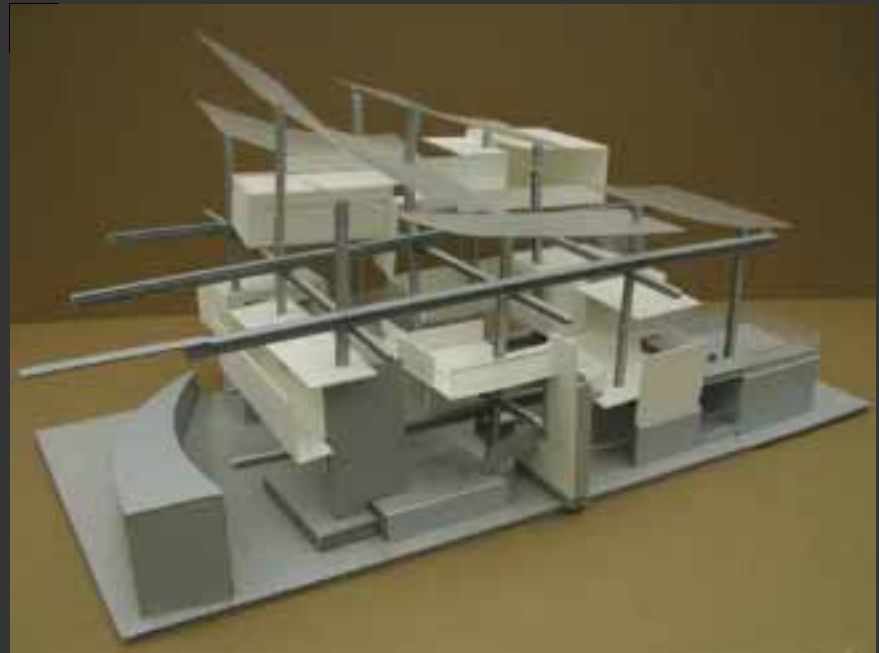
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Quarter Scale Chunks

Now that the shape and structure of the building is fleshed out, the students are able to create very detailed sections of their buildings. These models are built at the scale of $\frac{1}{4}'' = 1'$, which allows them to get very close to the details of construction and materials that will be present in their final design.



On this page: Chunk models by Joyce Wang (top) and Sarah Shin



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Final Models

For the final review at the end of the semester, the students sum up the work of the last half of the studio by building finely crafted and detailed final models. These models are at a large scale, and include the surrounding buildings and site, to give a complete impression of how the design incorporates itself into the neighborhood.



On this page: Final models by Joyce Wang

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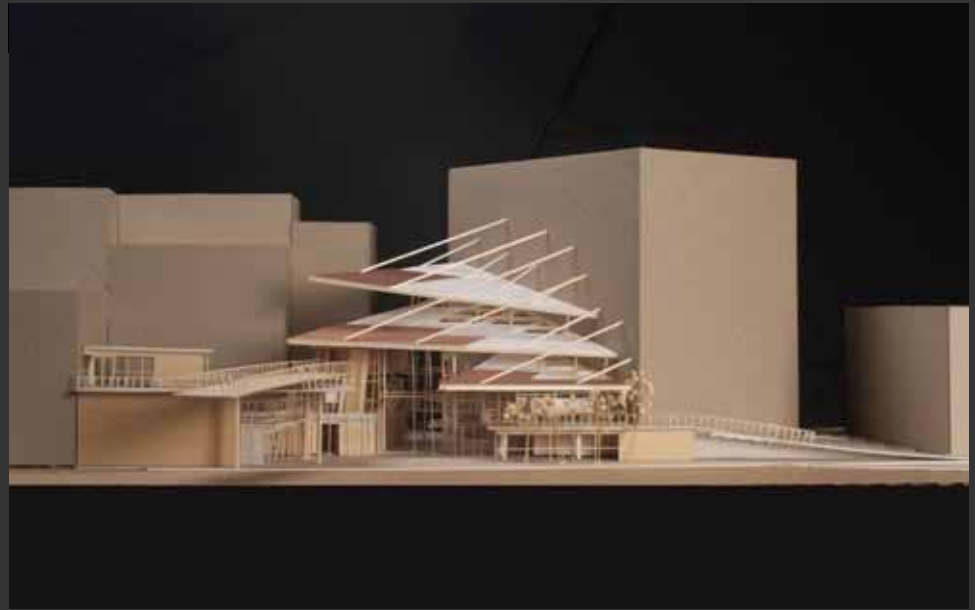
Final Models and Statement of Purpose

“From the beginning I wanted my center to focus on the cultural aspects of the North End. By researching the North End I found that processions and parades although they are not very popularized. The central idea for my project became the making of the floats for the parades in conjunction with a learning center for those unfamiliar with the culture of the North End. The success of this center would rely on its ability to bring people of all ages with different artistic skills together for the creation of grand floats. The unveiling of the floats would become a major event so even those who did not participate in making them feel a sense of cultural pride in seeing them. The integration of the tourists with the community would make it a place for cross cultural interaction and learning. The movie theater specializing in Italian cinema, the café and the outdoor steps and gardens would provide even more incentives for communication as well as nightlife for the center.”

- Eulalia Massague

On this page: Final models by Eulalia Massague

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Final Models



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Final Models and Statement of Purpose

Attitude-Idea-Program: by Stephanie Hsu

“Considering the number of college-aged students in the Boston area, it is a wonder that there are so few places for us to come together. The North End is a colorful section of Boston that should be frequented by more than just tourists and fine diners. A community center in the North End should provide young people with an environment where they can socialize and indulge in activity. The energy of this focal point alone should attract people of all demographics, but it should also find ways to cater to all ages.



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Rock climbing and skateboarding have rapidly grown into popular activities and cultures. Unfortunately, they are also two of the least accommodated. The lack of skateparks has forced skaters into the streets, causing communities to deem them a nuisance. In response, the city has banned street skating in some areas. On the other hand, indoor climbing centers are sprouting up since rock climbing has turned into a mainstream activity. As outdoor climbing is not very accessible from the city, climbers either scour the city looking for walls that will make-do as climbing walls, or go to these indoor gyms that are often as barren as warehouses and not to mention as remote from other activities as warehouses.

A community center in the North End should embrace both of these activities and foster human interaction. It should provide an intermingling of safe places for skaters to skate and invigorating spaces for people to climb. It should provide viewing areas for spectators and rental gear and lessons for those interested in participating. It should draw all types of people to it with 24-hour food and other attractions like large screen videos, outdoor concerts, and competitions. It should be a high-energy focal point of activity at all times.”

- Stephanie Hsu

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