

Design Charrette for Texas A&M College of ARr “Architecture Ranch” at Riverside Campus

Team C: Summary of the Discussions

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1a. Surroundings

1. Junkyard with rejected metal from the Ocean Drilling Program and tested beam sections.
2. Rally course with tires strewn on the tarmac of what was once an airfield.
3. Air Traffic Control Tower overlooking the site.
4. Low metal building with police cars parked on the northern side of the side.

1b. Site

The site is divided into four quadrants for sake of convenience of description.

A	B
D	C

QUADRANT: A (South-West Corner)

1. Piles of rock and asphalt on a concrete base. Could be Reflective signs for the TTI or Asphalt sampling tests.

QUADRANT: B

Featureless

QUADRANT: C

1. One tree in the middle.

QUADRANT: D

1. Tree-lined Baseball Park.
2. Trees may be live oak.

2. Visions

- *"A place to allow different things over time"*¹
- A space that is very open that will allow every tenure and tenure track faculty member to have his or her own private research space that cannot be taken away. Additional space may be acquired by trading with other faculty based on requirement and availability of grant funds.
- Growth to occur in the manner of homesteading with freedom to operate given to the individual.
- Ability to execute personal and creative projects.
- Capability to accommodate print based and video based media in the same location.
- Potential of integrate work spatially. (eg. In U.C. Berkeley - each student and faculty member has individual workspaces away from the main academic center to execute creative project. - that is, real studio space)
- Place that is conducive to building of a sense of community. Community is not a block of people but a collection of individuals. (eg. Hippie communes with separate buildings have separate individual and marked communal spaces.)
- Project to build a sense of community by first having a core that builds the space around them based on their requirement. This instills a sense of camaraderie and becomes a motivational tool.
- Buildings could be high-roofed and need not be air-conditioned. Personal air-conditioned spaces may be created within it based on requirements.

¹ Lou Tassinary

3. Organization

*"Building should not spatially reinforce pre-existing prejudices"*²

- Integration of sub disciplines within the college of architecture.
- Central Meeting area (Baseball Park) - "no one builds there"
- First structure to be one that fosters the building of other structures (eg. Wood and metal working shop) along with a reasonable office space. This will form the "Core Creative Infrastructure".
- Building to be built in phases in a need-based manner.
- This implies modules.
- Modules **do not** imply boxes.
- Encourage the notion of a 'village' (ie. allow each building to take a different direction of growth within the constraints of an overall vision)
- Possible starting point of village could be in quadrant A. Growth to incorporate a fractal pattern that includes PUBLIC spaces in all modules.

4. Program Characteristics

Core Creative Infrastructure

1. Woodshop
2. Metal shop
3. Immersive VR Spaces.

Dual-Purpose Building Type

Infrastructure to support creative work	Studio space that is powered by passive solar and sustainable technologies
Studio, Woodshop etc.	Showcase space Etc.
Gallery +Studio	Woodshop + Metal shop

Fractal Pattern

CLEAN	MIX	STUDIO
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² Lou Tassinary

Material Recommendations

Building Materials to reflect the fractal pattern. (ie. same materials to be repeated in the same type of space) This implies a decision against a uniform building color or cladding. It will automatically reinforce the fractal pattern on the whole and create the variety to make the notion of a village evident.

5. Space Characteristics

Division into Geographic and Conceptual zones based on what can and can't be done at Langford:

1. Research
2. Construction
3. Teaching

CONSTRUCTION:

To allow for 1:1 scale models and actual scale environments such as a streetscape build out of Styrofoam labor block.

SPACE LAB (Research):

A mixture of physical and virtual spaces housing pavilions and usable spaces.

TEACHING ZONE:

1/8 and 1/4 scale models and water flow models of landscapes.

SPACE TYPES

1. Permanent, mixed-use spaces like aircraft hangers.
2. Open spaces + roofed pavilions = temporary use spaces
3. Design colony:
 - Design cottages (studios) rotated among teams or Project Groups
 - Guest speakers and visitors can be accommodated.