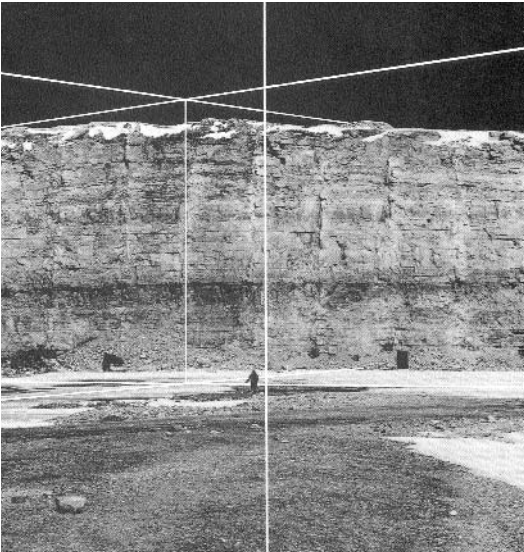
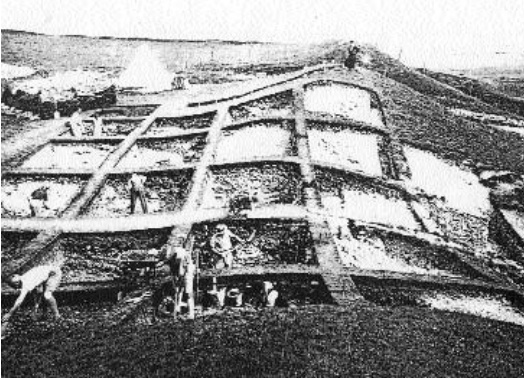


# IMMATERIAL LIMITS

## L<sub>2</sub>

LEVEL 2 - FALL 2002  
T, R, F



### SCHEDULE

October	Models, atleast two versions due
October	3 Models, Set 1 due (Issue Program specific square footages)
October	Level 2 Forum, Trajectory 2 posted
October	3 Models, Set 2 due
October	Defamiliarization Representations Due. Scale jump to 1"=1/32" for sketch model investigation of specific areas.
November	Pin- Up- 2 Models due in sketch model form at 1"=1/32"
November	Scale jump to 1" = 1/8" Models and Drawings
November	Lecture by Brigitte Shim
November	Desk crits
November	Mid Review

Note: Final Review is scheduled for December, 2002.

### PROBLEM 2:

## DURATION AND DEPTH

### SITE STRATEGIES IN 3 DIMENSION/ DE-FAMILIARIZATION IN FLAT

You are asked to engage the schematic design process with two parrallel studies which operate against each other to create a critical friction of ideas as a catalyst for designing on this site.

#### Trajectory 1:

You are asked to create a series of models at 1:250 scale which investigate a strategy for your design intervention as a series of phases that engage the notion of duration and the construction process. These models must be distilled from the conceptual ideas of the last excercise but are not bound to its material or formal characteristics, though in many cases, this may be helpful. The models must speculate on the design intervention at a minimum of three time intervals. Think about the process of construction and land removal as integral to the design intervention. You must remove atleast 30 Percent of the land fill in the first interval, 50 Percent in the second and 100 Percent in the third. The pattern, order, method, and orientation of the excavation is up to you and must participate as a component of the design idea.

#### Set 1:

The first set of three models must create a conceptual site, built not as one would represent dirt or earth, but as one would represent your conceptual approach to your site based on your previous explorations. (ie. layers and layers of plates with weak hinges, wrinkled surfaces, composite solids, cast mass, a web on tension elements). Model 1 Set 1 is the site as a 100% filled condition. Model 2 and 3 Set 1 creates a series of manipulations based on your imposed strategy and design idea within the parameters of the material properties of your Model 1 Set 1.

#### Set 2:

The second set of three models should tranform your conceptual site models as an approach of intervention as a more normative proposition of removing the earth on the site and inserting your architectural intervention(s) in relation to your new landscape(s). The in door components of the program will total 15,000 square feet and the outdoor components of your program will total a minimum of 50,000 square feet. Remember, you are now Making Site as well as Making Architecture.

#### Trajectory 2:

You are asked to constantly defamiliarize yourself from the production of your own artifacts through a series of manipulated representations. You are asked to choose a consistent method for this defamiliarization as a Documentary Log of your process. The method must take a digital photograph of your image and defamiliarize it through one filtering process (ie. high contrast black and white, blurr, invert etc.) You are bound to the process you select you think about how you want to re-represent your project back to yourself through the whole project. This should have a strong relation to your conceptual approach to the design of either the last project or to the next project. You are required to output this flat representation as a series of images that are 4" x 4" beginning with your last project. Minimum of 5 shots per phase, that should be organize initially as a horizontal band.