
This exercise builds upon the previous two projects as a way to design a small to modest size architectural structure. To start, use your experience and tools from Project 2 as a way to study the possibilities and limitations of your machine/system/logic as a generator to create space for habitation. Consider the ways that architecture already functions as a machine to filter the environment, carry dynamic loading, use and produce energy etc. How do the lessons we have learned from the nano-scale translate to the human scale? The important conceptual questions to address:

1. How does your system scale-up or scale-down to its extremes? Can you “grow” more of your project outside of its bounding box, or “Petri-dish”?

2. How does your precedent and its logic translate to human, architectural or material phenomena?

3. Develop a social and programmatic provocation that situations your architectural structure in a specific location, at a specific scale and defines how people use it.

Bringing in more specific notions of function and scale, study the possibilities your project offers to accommodate human occupation of these spaces. Build a series of abstract models that demonstrate some of the essential spatial/programmatic characteristics of your project. Investigate specific themes of your facility such as specific functions, spaces of gathering, circulation, etc. to develop a series of architectural drawings of the project.

Schedule (Note: The schedule may change slightly throughout the project):

**Week 11**
- **Revisiting Processing, Plans and Section: Growing Architectural Space**
  - Imagine your system at a larger scale and the future growth of your space, what has changed, how has your system adapted, eroded, deteriorated, grown etc? Generate new geometry from Processing AND/OR continue to “grow” your project outside of the 1’x1’ bounding box through plans & sections and 3D modeling.

**Week 12**
- **Developing Program + Social Provocation & Building Models**
  - Introduce program into your structure. How does your precedent logic translate into architectural logic? Where is your project situated? What is the scale, how do people use it? Build a series of abstract physical models to study the space & material of your project.

**Week 13**
- **Developing Space, Models & Program**
  - Studio: Introducing Program/Social Provocation
  - Studio: Building spatial models

**Week 14**
- **Drawings**
  - Studio: Plans/Sections/Axon Development
  - Studio: Plans/Sections/Axon Development

**Week 15**
- **Project Development**
  - Studio: Project Development
  - Studio: Project Development

**Week 16**
- **Final Review**
  - Final Review for Project 3

**Final Deliverables:** Study Models, Final Model, Axonometric Drawing, Plans and Sections, Diagrams
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