This studio is an exploration of detail, structure, fabrication, user needs, and sustainable design in human scale objects. In other words, it combines aspects of many areas of architecture and design. The vehicle for our explorations will be a series of objects designed and constructed by you for the TBH Lawn and Patio. You will work both individually and in teams.

The small scale of the project presents you with several opportunities and challenges.

First, you will be asked to solve many problems that may not typically be considered in studio, among them materials, color, finish, construction details, fastener types, and real world structure. All of these will need to be solved for a successful outcome.

In addition, because you will be asked to construct the object, you will need to solve all aspects of the design. It will not be possible to construct the object without the solutions to both the technical and aesthetic problems. The object must work as you describe it. Building the object is the ultimate test of your design.

Our site for the semester’s projects is the patio and west lawn of Temple Buell Hall. We will address the need for furnishings that will make the space more livable.

There will be three projects during the course of the semester.

The first exercise will be an object for sitting on the TBH patio and lawn. This will be a small object that is easily moved and deployed by a single user. Your clients for the project are the Landscape Architecture, Urban Planning and Architecture students in the building. You will keep this object upon completion. The purchase of materials for the project will be your responsibility. This will be an individual project.

The second project will be a design competition within the studio to design objects for the patio and lawn of TBH. You will work individually to develop a design for either a patio object or a lawn object.

Designs will be presented in the atrium for a crowd sourced judging by your colleagues in Architecture, Landscape Architecture and Urban Planning. A jury of experts will provide guidance and also have input on the strongest designs. A full-scale model of the design as well as drawings will be required.

Five design themes will be identified through this competition process.

You will then be formed into teams of three around these five design concepts. Working in these teams you will then execute the final project of the semester. You will solidify a design around the ideas that you all bring to the design from the second exercise. You will develop a set of construction documents. Finally, you will build the object using the wood harvested for the studio. Additional materials will be your responsibility. Final objects will remain with the TBH community after completion.

We will work closely with Lowell Miller in the woodshop. Lowell has made a series of contacts that will allow us to use lumber recently harvested from the University forestry plot and that is currently being dried in a kiln adjacent to the woodshop. Instead of becoming wood chips these trees will now become enduring features of TBH.

We will spend considerable time in the woodshop. Level-three shop training will be required. Lowell will facilitate this for those of you who do not yet have this level of training.

I look forward to working with you and invite you to join what is sure to be an interesting and rewarding studio.