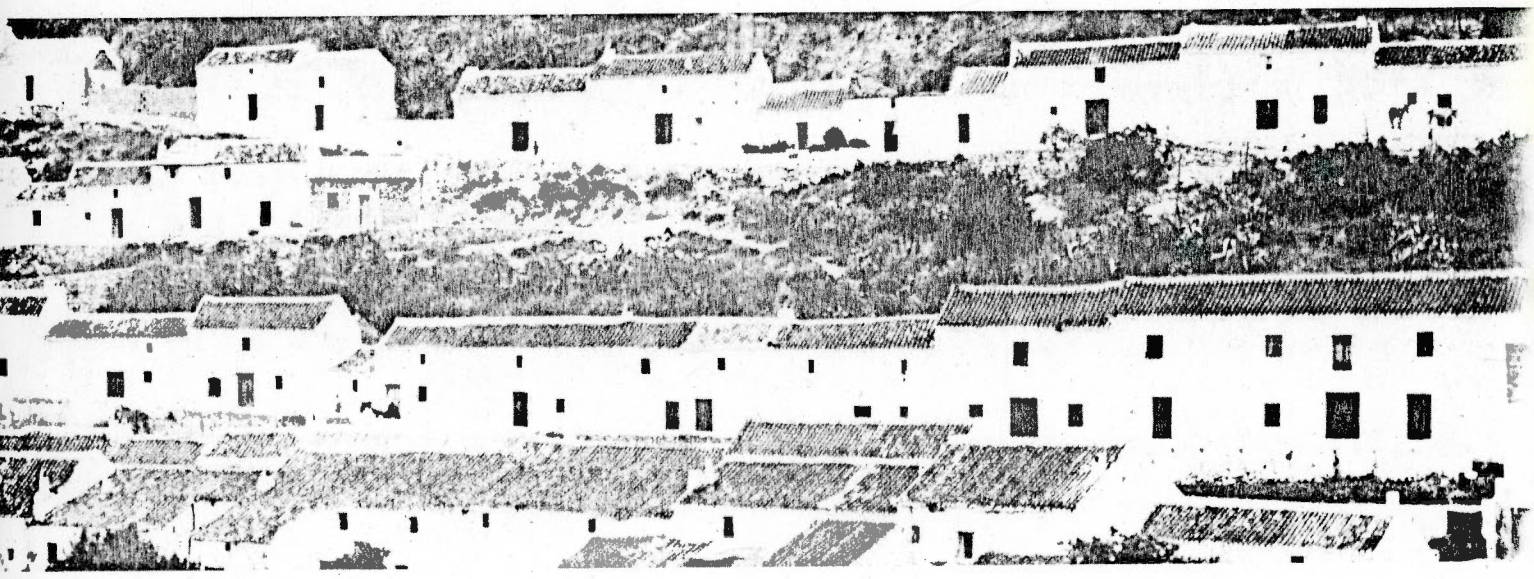

Architecture 209
Winter 1978

PATTERN LANGUAGE--ROW HOUSES

Amir-Ameri
Carl Blalock
Ken Costigan
David Dacus
Gary Knecht
Daniel Lin
Ole Lokensgard
Ismael Solorio C.
David Week

Howard Davis

Department of Architecture/College of Environmental Design—
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Architecture 209
Final Review--March 21, 1978

SUMMARY FOR VISITING CRITICS

This project is intended to simulate a situation in which an architect-builder would work with a group of families in the design of their houses, and then direct the construction itself, with the possibility of some labor done by the families, to reduce capital costs. Each student had two roles: first, to act as a representative of the family, by designing two houses; second, to take some of the responsibility of the architect-builder, by being part of a small workgroup dealing with either the building system, the layout of the site, or the question of the architectural unity of the whole.

There are 18 buildings; each student designed two. They had different programs and pattern languages depending on the specific wishes of the families who would live there.

The site plan was done communally, in group discussion. The major patterns which influenced the site are NEIGHBORHOOD BOUNDARY (the main entrance is on Durant -- the University across Bancroft is seen as another neighborhood); DEGREES OF PUBLICNESS (varying the path width and making some paths dead ends allowed some families more privacy and others more exposure); NETWORK OF PATHS AND CARS (the cars are parked along one edge, some people have private garages); ROW HOUSES (the houses have their long edges oriented along pedestrian paths); and COMMON LAND (which consists of the paths, the green garden in the center, and the building separating the two parts of the parking).

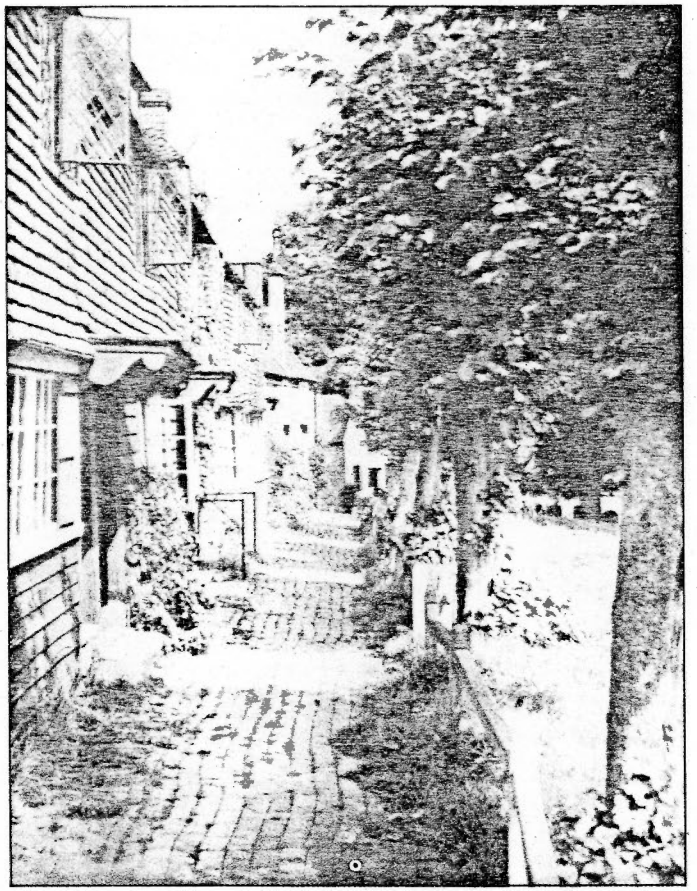
After the site plan was done in general, individuals chose their sites. Adjustments and refinements to the site plan were done later. People had the responsibility not only to create patterns in their own houses, but also to respect their neighbors' -- by mutual agreement about the shape of a path, or allowing for the sun, or putting balconies in appropriate places.

Every house is different, but the relatively high density required that some common rules be derived for the unity of the whole. These had to do with building heights, depths, and setbacks (the widths varied: a family could "buy" any amount of frontage along the path); with window proportions; with the use of ornament; and with cornices and projections.

A large part of the unity comes from the use of the same building system for all buildings. The building system used was recently developed by the C.E.S.; in this case it consists of sprayed concrete walls and columns screeded between light falsework, concrete vaults supporting upper floors, and concrete roofs. The uniformity of the building system, while allowing for great variety in the individual buildings, might also make it possible for one architect-builder to direct the operation.

Howard Davis

38 ROW HOUSES*



. . . in certain parts of a community, the detached homes and gardens of a HOUSE CLUSTER (37) will not work, because they are not dense enough to generate the denser parts of DENSITY RINGS (29) and DEGREES OF PUBLICNESS (36). To help create these larger patterns, it is necessary to build row houses instead.

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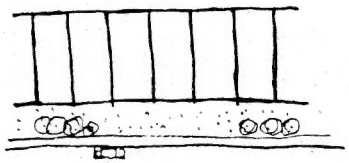
At densities of 15 to 30 houses per acre, row houses are essential. But typical row houses are dark inside, and stamped from an identical mould.

Above 15 houses per acre, it is almost impossible to make houses freestanding without destroying the open space around them; the open space which is left gets reduced to nothing more than shallow rings around the houses. And apartments do not solve the problem of higher densities; they keep people off the ground and they have no private gardens.

Row houses solve these problems. But row houses, in their conventional form, have problems of their own. Conventional row houses all conform, approximately, to the following diagram. The houses have a short frontage and a long depth, and share the party wall along their long side.

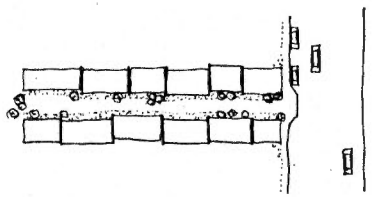


Typical row house pattern.

Because of the long party walls, many of the rooms are poorly lit. The houses lack privacy—there is nowhere in the houses or their yards that is very far from a party wall. The small yards are made even worse by the fact that they are at the short ends of the house, so that only a small part of the indoor space can be

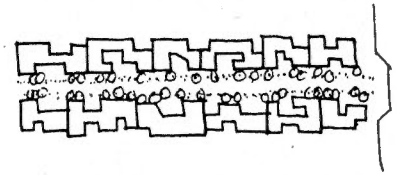
adjacent to the garden. And there is almost no scope for individual variation in the houses, with the result that terraces of row houses are often rather sterile.

These four problems of row houses can easily be solved by making the houses long and thin, along the paths, like cottages. In this case, there is plenty of room for subtle variations from house to house—each plan can be quite different; and it is easy to arrange the plan to let the light in.



Houses long and thin along the path.

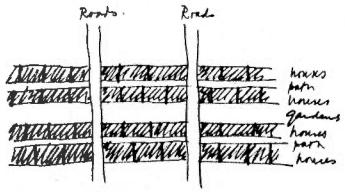
This kind of house has 30 per cent of its perimeter fixed and 70 per cent free for individual variations. A house in a conventional terrace of row houses has 70 per cent of its perimeter fixed and only 30 per cent open to individual variations. So the house can take on a variety of shapes, with a guarantee of a reasonable amount of privacy for its garden and for most of the house, an increase in the amount of light into the house, and an increase in the amount of indoor space that can be next to outdoor areas.



Crinkling and variation.

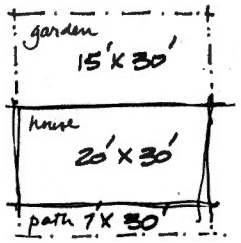
These advantages of the long thin row house are so obvious, it is natural to wonder why they aren't used more often. The reason is, of course, that roads do not permit it. So long as houses front directly onto roads, it is imperative that they have

the shortest frontage possible, so as to save the cost of roads and services—the cost of roads is a large part of any housing budget. But in the pattern we propose, we have been able to avoid this difficulty altogether, by making the houses front only onto paths —which don't cost much—and it is then these paths which connect to the roads, at right angles, in the way prescribed by NETWORK OF PATHS AND CARS (52).



Roads away from houses.

Finally, a word on density. As we see from the sketch below, it is possible to build a two-story house of 1200 square feet on an area 30 x 20, using a total area (path, house, garden) of about 1300 square feet, and it is even possible to manage with an *absolute* minimum of 1000 square feet.

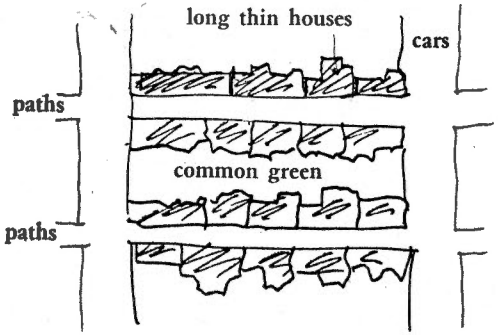


1300 square feet of land per house.

It is therefore possible to build row houses at a density of 30 per net acre. Without parking, or with less parking, this figure could conceivably be even higher.

Therefore:

For row houses, place houses along pedestrian paths that run at right angles to local roads and parking lots, and give each house a long frontage and a shallow depth.



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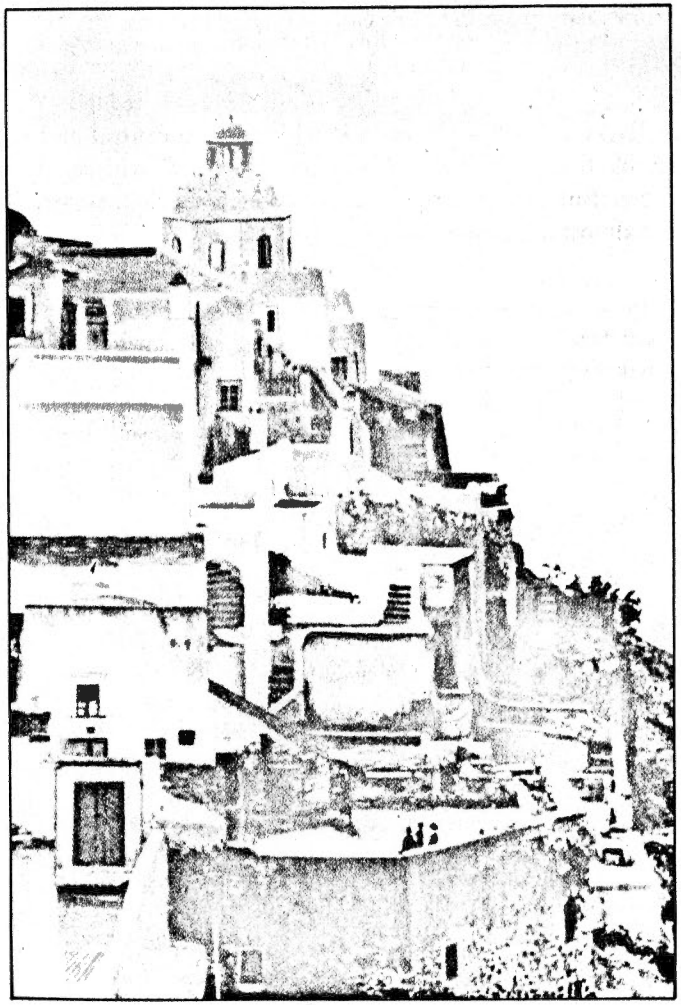
Make the individual houses and cottages as long and thin along the paths as possible—LONG THIN HOUSE (109); vary the houses according to the different household types—THE FAMILY (75), HOUSE FOR A SMALL FAMILY (76), HOUSE FOR A COUPLE (77), HOUSE FOR ONE PERSON (78); build roads across the paths, at right angles to them—PARALLEL ROADS (23), NETWORK OF PATHS AND CARS (52), with small parking lots off the roads—SMALL PARKING LOTS (103). In other respects build row houses in clusters—HOUSE CLUSTER (37), BUILDING COMPLEX (95). . . .

39 HOUSING HILL



DEPARTMENT OF ARCHITECTURE
College of Environmental Design

Architecture 209
Winter 1978
Howard Davis

A. DESCRIPTION

1. Architecture 209, 4 units
2. HOUSING: ROW HOUSES
3. Quarter offered: Winter 1978
4. Meetings: M,W 2-6, 9th floor
5. Prerequisite: Graduate standing or permission of instructor
6. Instructor: Howard Davis
7. Evaluation based on projects and participation in class discussions
8. Approximate number of student hours expected per week: at least 15, in addition to class meetings

This design course has the following aims:

1. To design a group of row houses, as a means of investigating this generic form of housing in medium-to-high density urban settings.

2. To investigate the relationship between public and private demands in such situations -- not only in terms of the actual designs, but also in terms of processes which might be used in design and construction. The details of the process in this particular situation will be worked out by the students in the class; it is based on a new book, The Production of Houses, the manuscript of which will be available during the quarter.

3. To introduce students to the processes of design using pattern languages.

The problem is as follows. A site in Berkeley (the exact site to be chosen will depend on the number of students in the class) will accommodate a certain number of new row houses, to be designed by the people who are going to live in them. Each student in the class will represent the family of one of these houses, and the class as a whole is responsible for the overall design.

Each student will therefore have two roles, and will be required both to design his or her individual house, and also to contribute to the group effort, to the success of the whole, in one of three ways, each of which defines a small working group within the class:

1. Construction system. This group is responsible for defining the construction system to be used in building the houses. The construction system must have certain properties, which will be discussed in class.

2. Overall architectural unity. This group will, in collaboration with the rest of the class, define a set of rules which ensure both the ability of the individual house to be designed according to its own pattern language, and the visual unity of the collection of houses together. (Experimental buildings which have

been designed with the pattern language over the last few years have been criticized for being "funky", "gingerbread", etc. This problem is an excellent means of addressing this question. On the one hand, there is the need that every house be different, that every house be designed by its future occupants. On the other hand, individual houses at such densities produce chaos if no thought is given to their overall architectural unity. The builders of the great Georgian squares and crescents solved this problem well: the facades were designed as a unity; the individual houses behind the facades were designed and built separately. That solution seems a little extreme for 1978, but the problem is still real, and will be dealt with in this course.)

3. Common land. Once the overall site planning has been done, the very detailed shape of the common land, and the common buildings and landscaping which will be in it, will have to be designed as well. This group will represent the class as a whole, to do that work.

Tentative schedule, by week

1. Introduction to problem, visit to site. Organization of class into work groups for common decisions about design. Presentations by instructor: pattern language, row housing, prototypical process of housing production.

2. Group decisions about overall form and site plan.

2-4. Small groups work on particular problems:
   a. Construction system
   b. Rules regarding architectural unity of different houses
   c. Common land and facilities

   Individuals choose pattern languages for houses.

4. Site selection of individual houses, location of party walls. Beginning of individual designs on site.

5-7. Development of individual designs, and refinement of common decisions. Interim review.

8-10. Further development of designs, and presentation drawings.

11. Final presentation. Public jury.

Presentation Requirements

Each group will be required to produce an interim report at the end of the fourth week of class, describing their particular aspect of the overall problem. Each group will also be required to produce an appendix to that report, in the last week of classes, which explains what modifications were necessary in the course of the designs.

The following drawings will be required, at the end:

For each house

Floor plans
At least two sections, showing how the building system has been used.
Elevations showing the house in context.
At least two perspective sketches, showing details of the inside of the house.

In addition

Detailed site plan of the whole project.
A set of sketches showing generic building details.
Two or three perspective sketches of the collection of houses.
Front elevation of all the rows of houses.
Site section if needed, to be determined later.

Bibliography to be distributed in class.

Architecture 209--Winter 1978 PRELIMINARY PROBLEMS

Due Wednesday, January 11th-- Look through books and magazines to find four examples of the kind of building form we are attempting to do -- that is, individual buildings in a unified collective arrangement. Two of them should be good, and two of them bad. Be prepared to discuss the reasons for your selection in class on Wednesday. What criteria have you used in your judgement of these buildings? (The buildings you choose needn't necessarily be row houses. They may be houses in a cluster, a group of stores, buildings on a university campus, etc. The only requirement is that there should have been some attempt, conscious or unconscious, at architectural unity.) You may bring in slides if you wish; a slide projector will be available.

Due Monday, January 16th-- You must determine three things:

a) The total amount of money you can spend on your house. This should have some measure of reality; the class may decide that houses above a certain size will not be allowed into the development. For the sake of simplified calculation, assume the following costs:

Land, at $5.00/square foot
Building, at $40.00/square foot
Unroofed porches and terraces, roofed arcades, at $25.00/square foot

This step is critical to the design, and must be adhered to rather faithfully during the course of the quarter.

b) The building program for your individual house. Write a 3 or 4 page description of the group of people which the house is going to accomodate, which will begin to give a picture of the house which is required. The description should indicate such things as approximately how many rooms you think are needed; requirements for privacy, guests, etc.; anything you think helps to describe this unique group of people.

c) Pattern language for your individual house. This will be the most time-consuming part of the assignment. Use the book A Pattern Language. Read pages ix-xliv, and follow the instructions in the section, "Choosing a language for your project." Read the patterns which you think are relevant, and write them down in a list. If your house has some requirement which is not covered in A Pattern Language, write a brief version of a new pattern which takes care of that requirement, and include it in your list. In any case, be prepared to defend your list in class discussion on Monday.

NOTEBOOKS: Each student should keep a notebook which is a running record of the class. It should include all assignments, rough sketches, class notes, individual thoughts on the problem, etc. The notebook should be in 8½x11 loose-leaf format, so that the assignments can be turned in separately, and so that individual pages can be put up on the wall for inspection.

Architecture 209--PATTERNS TO BE CONSIDERED FOR OVERALL SITE DESIGN

IDENTIFIABLE NEIGHBORHOOD(14)
NEIGHBORHOOD BOUNDARY(15)

FOUR-STORY LIMIT(21)
LIFE CYCLE(26)

ACTIVITY NODES(30)

HOUSEHOLD MIX(35)
DEGREES OF PUBLICNESS(36)
ROW HOUSES(38)

GREEN STREETS(51)
NETWORK OF PATHS AND CARS(52)
MAIN GATEWAYS(53)

QUIET BACKS(59)
POOLS AND STREAMS(64)

COMMON LAND(67)
CONNECTED PLAY(68)
PUBLIC OUTDOOR ROOM(69)
LOCAL SPORTS(72)

THE FAMILY(75)
YOUR OWN HOME(79)

INDIVIDUALLY OWNED SHOPS(87)
STREET CAFE(88)
CORNER GROCERY(89)
BEER HALL(90)
BUS STOP(92)
FOOD STANDS(93)

BUILDING COMPLEX(95)
NUMBER OF STORIES(96)
SHIELDED PARKING(97)
CIRCULATION REALMS(98)
MAIN BUILDING(99)
PEDESTRIAN STREET(100)
FAMILY OF ENTRANCES(102)
SMALL PARKING LOTS(103)

SITE REPAIR(104)
SOUTH FACING OUTDOORS(105)
POSITIVE OUTDOOR SPACE(106)
CONNECTED BUILDINGS(108)

ARCADES(119)
PATH SHAPE(121)
BUILDING FRONTS(122)

DEPARTMENT OF ARCHITECTURE
College of Environmental Design

Arch. 209
Winter 1978
Howard Davis

The following twelve patterns have been considered:

NEIGHBORHOOD BOUNDARY
DEGREES OF PUBLICNESS
ROW HOUSES
NETWORK OF PATHS AND CARS
MAIN GATEWAYS
QUIET BACKS
COMMON LAND
INDIVIDUALLY OWNED SHOPS
SHIELDED PARKING
SMALL PARKING LOTS
SOUTH FACING OUTDOORS
POSITIVE OUTDOOR SPACE

Consideration of these patterns has led us to the following decisions:

NEIGHBORHOOD BOUNDARY It feels as if our group of houses will be a part of the neighborhood which is across Durant Ave. (residential) rather than the neighborhood which is across Bancroft Way (University of California). Therefore, the side should be more "open" on the Durant Ave. side, and relatively closed on the Bancroft side, with perhaps only a single small gateway there. The NEIGHBORHOOD BOUNDARY is along the northern edge of our site. The boundary itself may be a simple wall, or it may be a line of shops. The problem with the shops is that it is difficult to see how they could serve both the pedestrian activity on Bancroft and the houses in our site. Maybe the thing to do is to put the shops there, just to form the boundary, but to forego any relationship between them and our houses.

DEGREES OF PUBLICNESS This pattern states that since there are some families which will want to be relatively private and isolated, and others which will want to be more in the local center of human activity, this should be supported by the path/circulation system. This gradient is already implied by the previous pattern--within our site, there will be more activity on the Durant Ave. side, and less on the Bancroft Way side. The path system itself must support this -- by having more houses on the south side, by having one very quiet path end in a dead end, and with houses only on one side of it (QUIET BACKS), and by having another path narrow considerably before it comes out on Bancroft Way.

ROW HOUSES The lots are being laid out so that the long frontages are along the paths, so that the buildings are connected to each other, and so that the main entrances to the houses are from pedestrian paths with run between the rows.

NETWORK OF PATHS AND CARS, SHIELDED PARKING, SMALL PARKING LOTS
The main decision here is that there will be two parking lots, one on the north side and one on the south side, and connected by a very narrow drive. In order to ensure that this does not turn into one long parking lot, stretching the entire length of the site, the separation must be by means of buildings, or garden walls. There may be one or two feeder paths leading into the main path system from these parking lots, and people living right alongside these parking lots may choose to incorporate their own parking space as part of their own land. So far, sixteen cars and one boat need to be accommodated.

Arch. 209
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Howard Davis

MAIN GATEWAYS This pattern has not yet been dealt with completely satisfactorily. The pedestrian gateway on Bancroft Way is certainly not a MAIN GATEWAY--and this can be dealt with appropriately, in terms of its detailed design. But there are, presently, three entrances, including the car entrances, on Durant Ave., and it isn't at all clear which one of them is the MAIN GATEWAY. There can be only one MAIN GATEWAY.

QUIET BACKS This pattern has not been explicitly discussed as such. If one of the paths does indeed run alongside the backyards of some of the houses, and ends in a dead end, then it may help to satisfy the pattern QUIET BACKS. This may not be enough, and it needs to be discussed some more.

COMMON LAND The common land is not only a large field, or ground which we label as such. It is all the land between the buildings--walkways, parking lots, open fields, etc.--which are not the property of any one individual family. We have decided that there should be some large space, toward the Durant Avenue side, but not directly on the street; and that the pedestrian paths should be continuations of this space, and that access to the houses should be either from this central space, or from the pedestrian paths.

INDIVIDUALLY OWNED SHOPS NEIGHBORHOOD BOUNDARY suggests that there may be some independent, individually owned shops along Bancroft Way, which will have little connection to our houses. The question is whether there will be any small shops which are more a part of the life of our community, and which might serve the neighborhood at large, as well. The Durant frontage is the obvious location for such a shop--to give it exposure and to help shield the houses in the site from the noise on Durant.

SOUTH FACING OUTDOORS If the houses are oriented in rows which run roughly north-south, then all the yards will have sun at noontime, and for either morning or afternoon. Additional sunny places for other times of day may be gotten by use of ROOF GARDENS. One of the things which will influence a person's choice of location will be when he wants the sun.

POSITIVE OUTDOOR SPACE This is one of the most critical patterns; it is important that the outdoor space be formed and defined as carefully as the indoor space. At this stage, this refers to the common land and walks. These are formed by the buildings themselves, so that there are no "leftover" spaces on the site. The large common open space toward Durant needs definition by the buildings around it, in particular.

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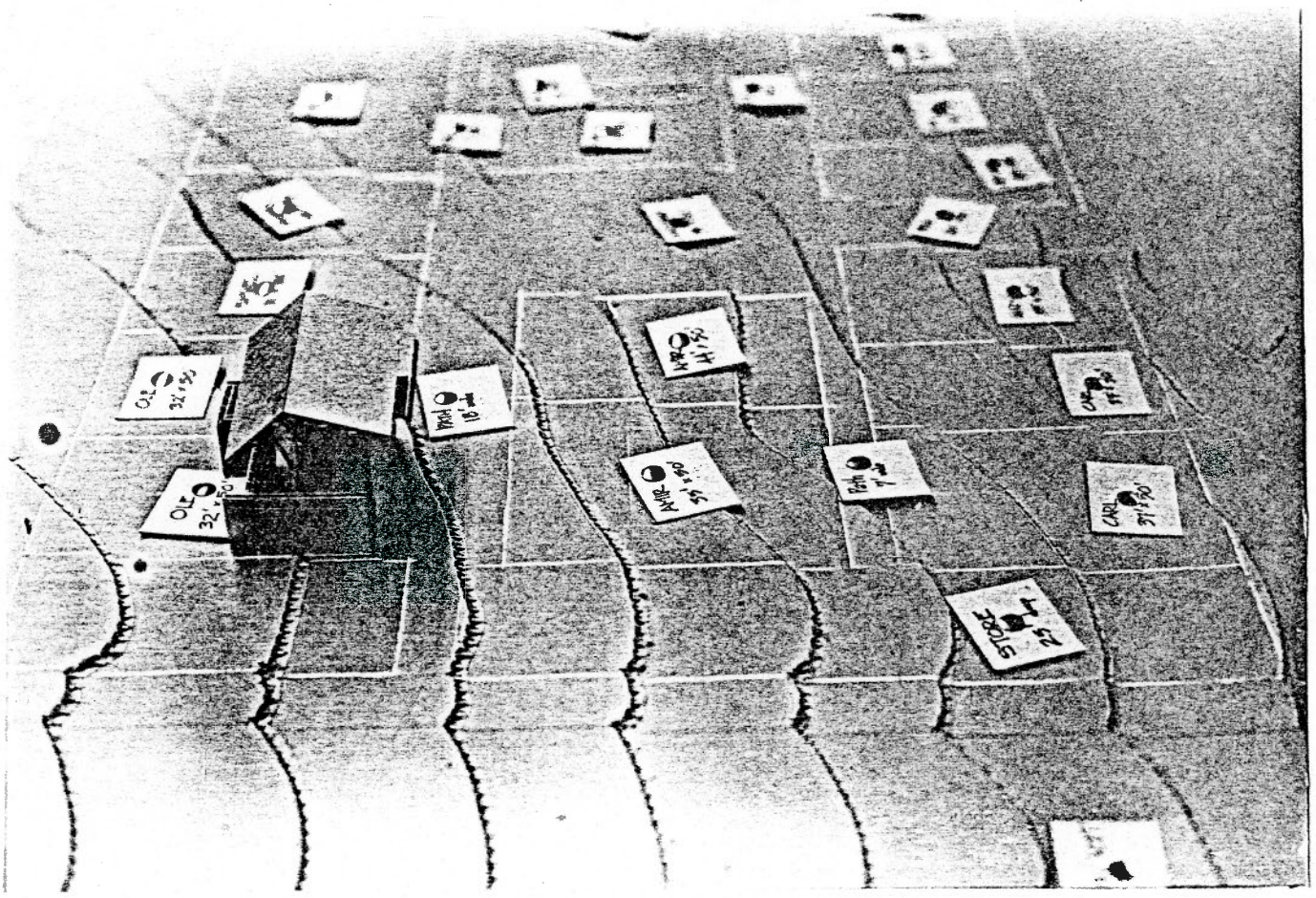


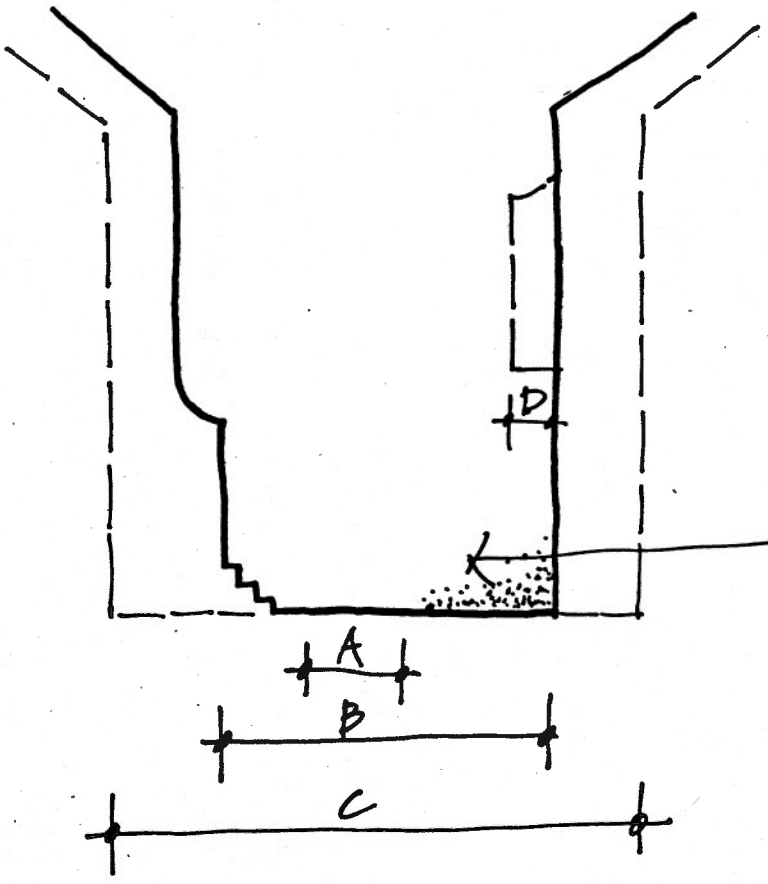
Initial layout of lots, based on the 12 patterns described above.
An enthusiastic squatter has already built his house.

MAIN PATHS

The following patterns should be carefully used to form the main paths :—

(121) PATH SHAPE
(122) BUILDING FRONTS
(102) FAMILY OF ENTRANCES

within the dimensional constraints shown in the sketch :—



A = 4' minimum clear path

B = 15' minimum between building fronts which include bay-windows, projections, staircases, etc.

C = 23' maximum between building fronts

D = 2' cantilever at second floor level.

Flower beds, small steps, benches etc, (things which don't read as building mass) can be placed in this strip.

* These lines can float in respect to one another.

Architecture 209 -- Winter 1978

I. Final Evaluations

Your final grade will be based equally on the following four criteria:

1. Your contribution to your small group's work, i.e., site planning and common land; building system; or architectural unity of the whole.

2. Your understanding and use of the pattern language -- content and techniques of design.

3. Your two buildings, considered by themselves.

4. The extent to which the overall design, that is to say the entire site, is helped by your two buildings.

II. Preliminary Review, Thursday, Feb. 23rd, 7:30 p.m.

There are several purposes to this review. One is to give individuals a chance to "recycle" their own designs. This is obviously possible only if the designs are brought tossome level of completion early enough in the design process. The other purposes are to test the effectiveness of the building system and the rules for unity, on the actual buildings, to be able to have a chance to modify and refine them before the final cycle of design. Finally, I expect that needs in the common land will become more clear at this stage, and those needs can be met in the final three weeks.

For additional input, I am planning to invite a few other faculty members to this review.

The following is required:

1. The building system group will prepare a large sheet or two showing a typical section(s) through the buildings, sequence of construction operations, and illustrations and/or text showing how the building system meets the criteria stated at the beginning.

2. The "architectural unity" group will prepare a large sheet or two explaining the rules it has devised, and showing the application of these rules to several prototypical rows of houses -- not the particular design of the class.

3. The site group will consider and design a group of patterns relating to the common land, to be discussed, and will indicate these decisions on the site model.

(more)

4. Each individual will prepare:

   a. a rough model at 1/8"=1'-0" scale of your two buildings, showing overall massing of building, location of porches, terraces and arcades, major garden walls, and location and shape of exterior doors and major projections from the building.

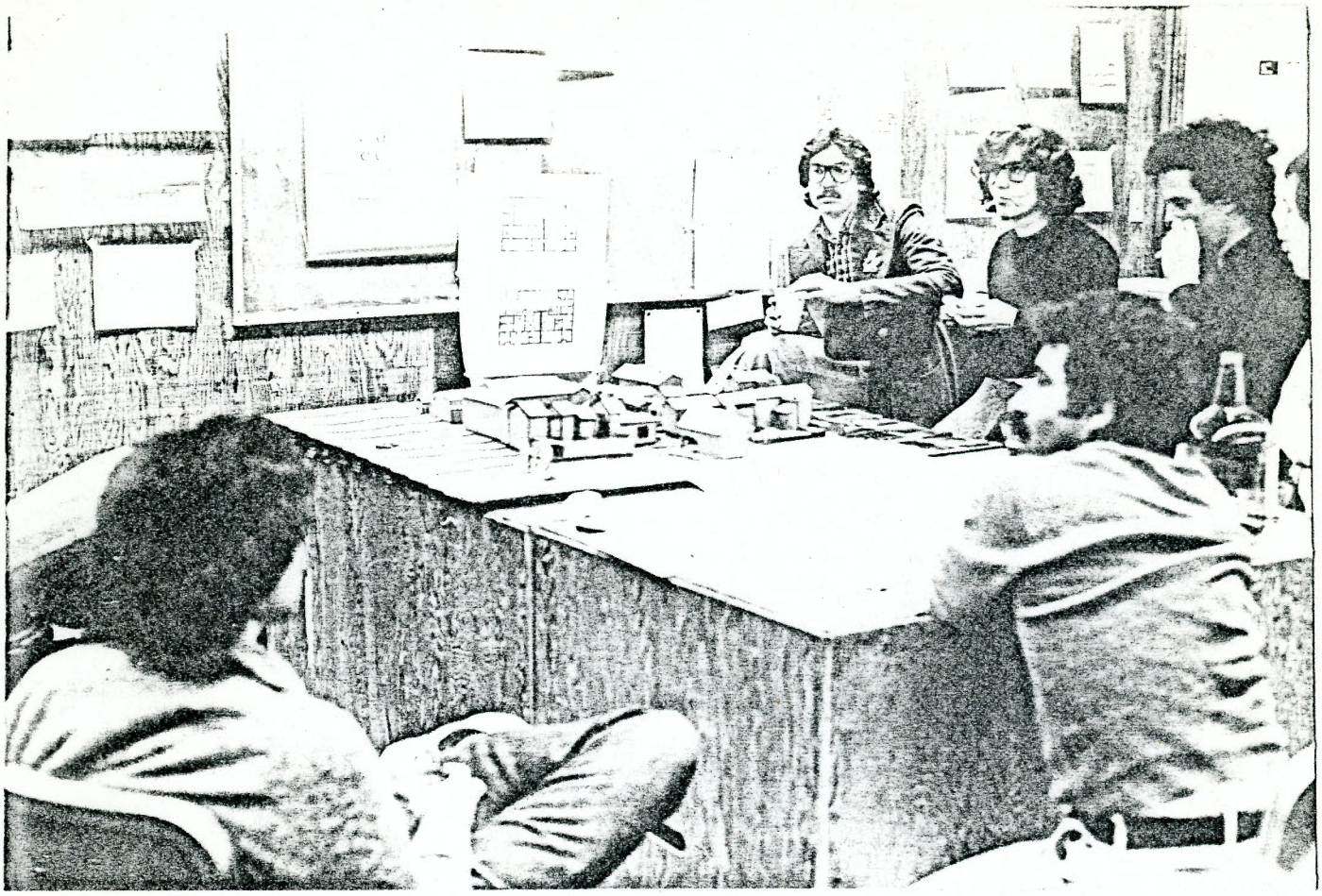
   b. a list of your patterns in the order of your language.

   c. a series of sketches showing the evolution of your building according to the pattern language.

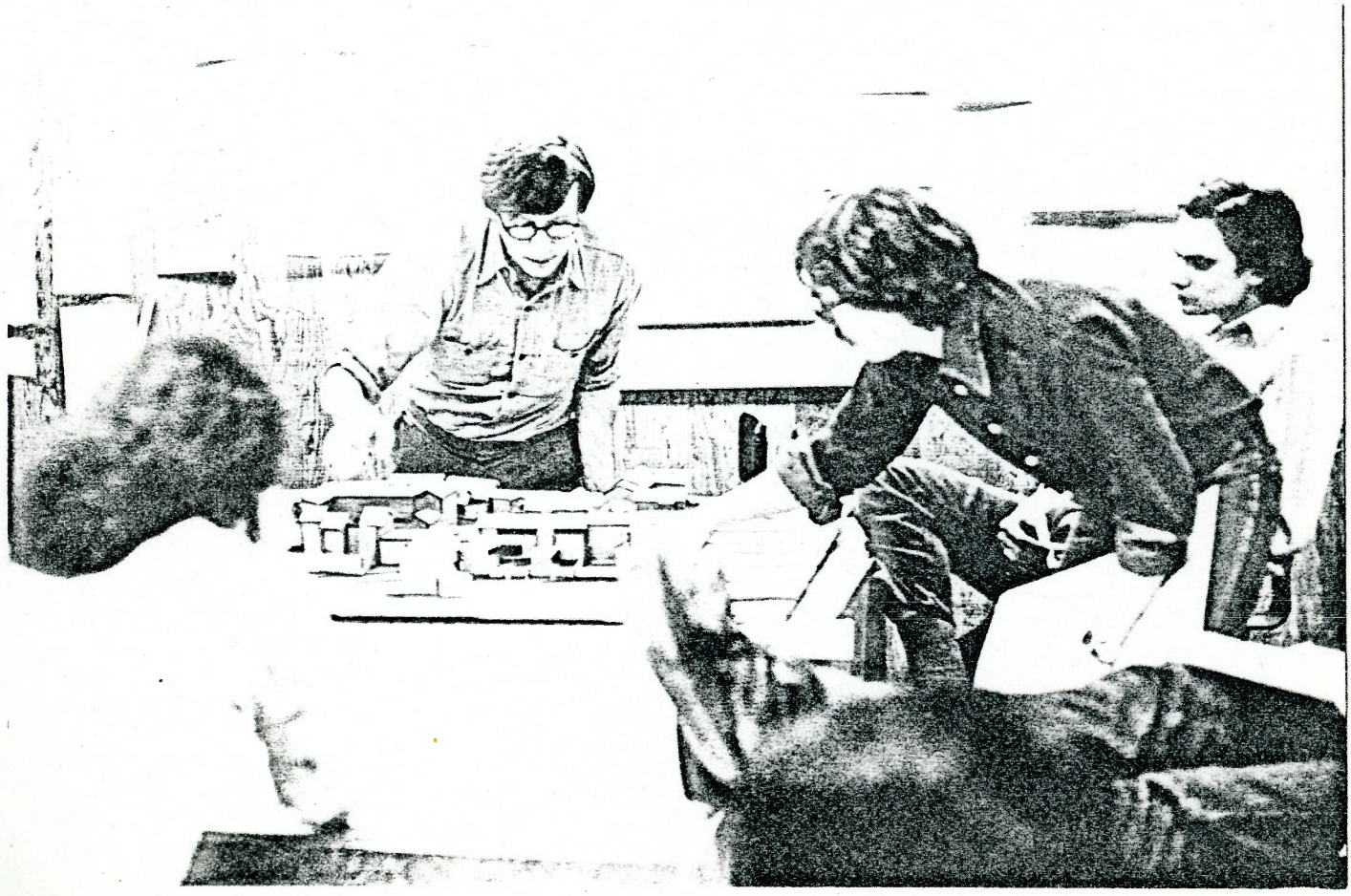
   d. rough floor plans; section(s) showing ceiling heights and indicating how the construction system is used; and a rough elevation of the side of your buildings facing the common paths.

In the case of the model the building <u>including the side walls</u> should fit completely within the site boundary, thus each boundary line will have two pieces of cardboard associated with it.

All work at this stage should be done at 1/8" scale. The elevations should be cut along the party walls so that they can be pinned up on the wall together to look at the entire row.



A quiet moment at the first midterm review.



Discussing a critical pattern.

Arch. 209 -- Preliminary Specifications for Building System

1. Pattern language. The building system must allow for the following patterns as a normal part of the construction process:

CEILING HEIGHT VARIETY
THICK WALLS
DEEP REVEALS
STRUCTURE FOLLOWS SOCIAL SPACE
FLOOR-CEILING VAULTS (or some variation)
ORNAMENT

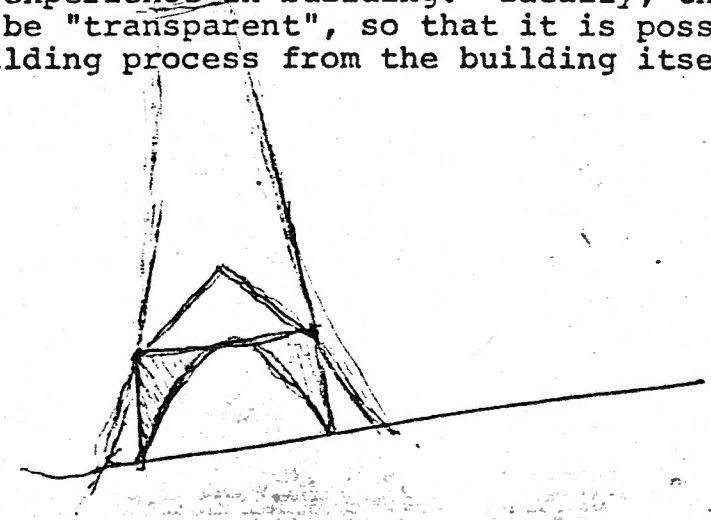
2. Level of Finish. The building system must allow for varying levels of finish on walls, floors, etc. This is particularly critical to a situation which is partly or entirely "self-help"--and where all the money which may eventually be available for the building may not be available at the outset. Pure stud framing systems do not allow for this since within these systems the building must be "complete", to the ultimate level of finish, before it is at all usable.

3. Low Cost. The price must be compatible with what is on the market today. There is, I think, a strong interaction between this and the level of finish. Standard tract houses are highly finished, but are completely bare in terms of the patterns mentioned above, and therefore rather lifeless. The situation of less finish, but where some important patterns are included, may allow for this low cost.

4. Design Decisions during Construction. It must be possible for the design to remain fluid throughout construction. Some decisions which must be left open are:

Exact placement, size and design of windows
Heights and shape of ceilings
Location and design of thick walls and alcoves
Half walls and interior windows
Finish and ornament

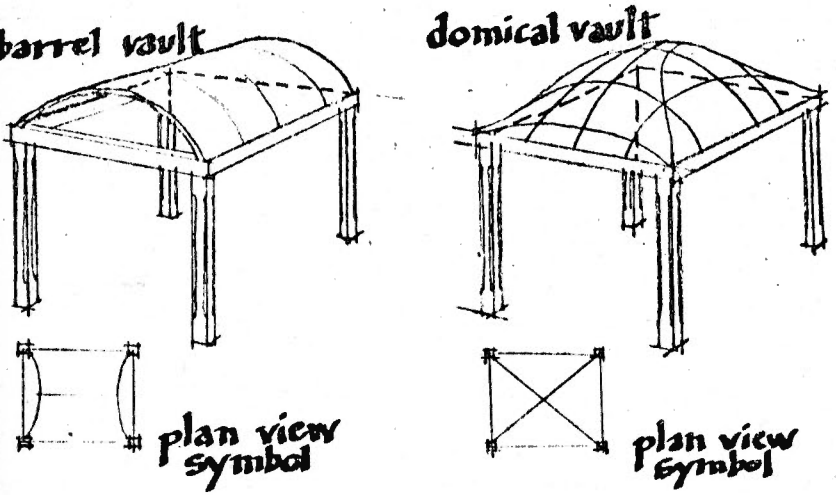
5. Simple Set of Rules. The building operations must be defined in a way which can be explained easily to someone with little experience in building. Ideally, the building itself should be "transparent", so that it is possible to understand the building process from the building itself.

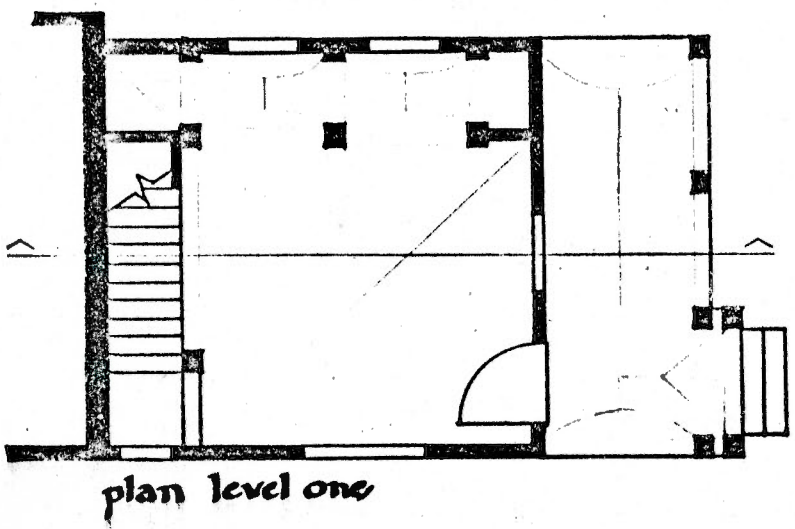


SUMMARY OF THE BUILDING SYSTEM

These drawings were prepared by David & David Inc. to show the full range of conditions which might be encountered, and how those conditions should be handled. They should also be used as a guide for your final drawings.

The class decided to use this building system 2 or 3 weeks ago. Please remember that we are simulating a situation in which a single architect-builder will be responsible for the construction of these 18 buildings. It is therefore necessary that this building system be used consistently throughout.





THE CONSTRUCTION SYSTEM: The buildings are of sprayed lightweight (aerated) concrete. The concrete is shaped by light wooden guidework, which is removed after the concrete is set.

Floor-ceiling vaults: Any ceiling which supports a floor and/or walls above, must be vaulted. Each vault should rise 13-20% of its shorter span. There are two types of vault used in this system: the barrel vault, and the domical vault.

The barrel vault is usually used for rectangular spaces

The domical vault is usually used for square or near-square spaces.

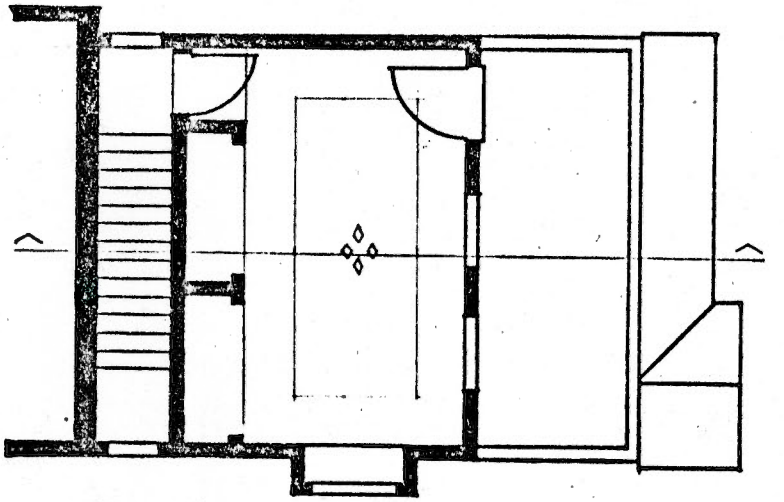
Irregular vaults: Vaults can span other than rectangular spaces.

Walls: Exterior walls are 6" thick; interior walls, if finished (sheetrocked) both sides, are 8" thick; party walls are 10" thick.

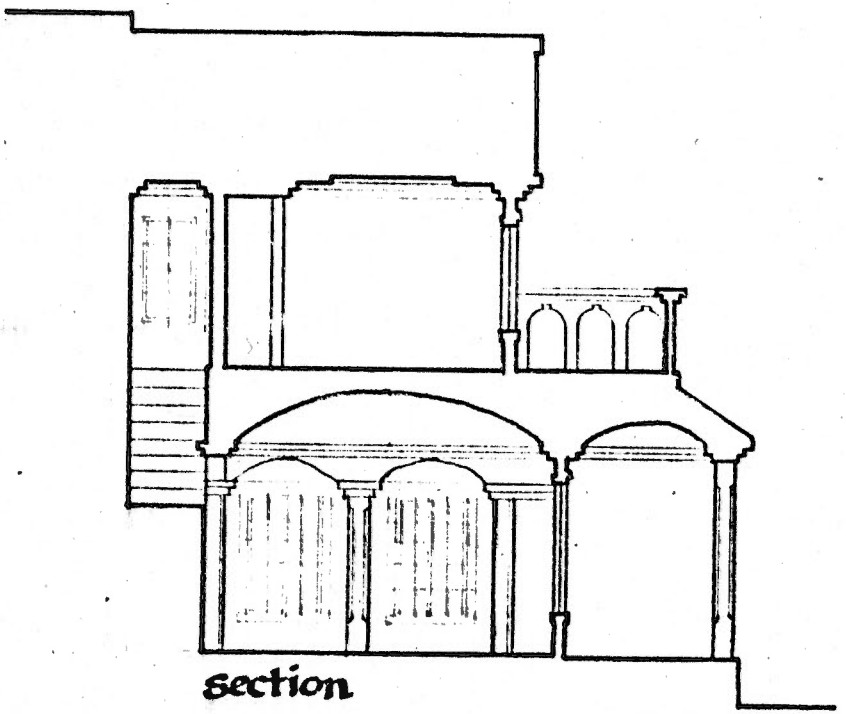
Columns are typically 10" square.

Wall column: There must be a column in the wall

(a) at a corner
(b) where a beam lands
(c) where a wall ends



plan level two



section

Perimeter beams: To absorb its thrust, every vault has a perimeter beam running its circumference.

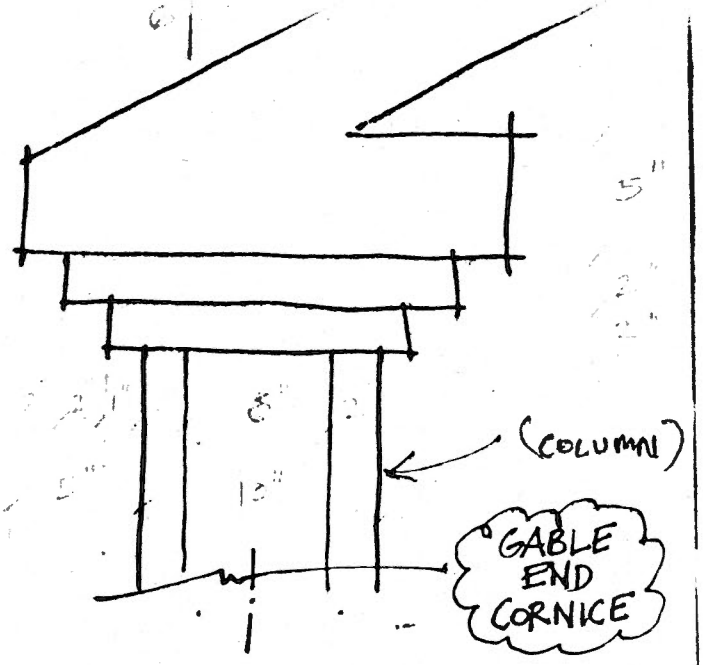
Perimeter beam level: A perimeter beam should be high enough to allow the lintel height desired for doors and windows, but low enough to give the ceiling height desired. In general, try to have all the perimeter beams at the same height, for any one floor, because the connection between perimeter beams at different heights is difficult, and involves the use of more than one perimeter beam per wall. Use a perimeter beam at a different height only occasionally, getting most of your ceiling height variety from the varied vault heights.

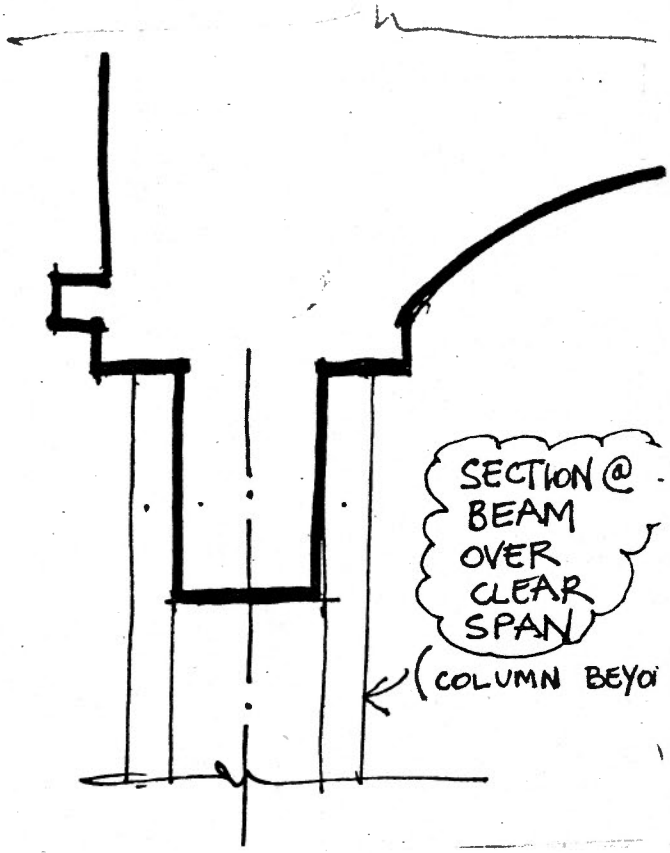
Buttressed vaults: The perimeter beam of a barrel vault may be broken at the gable ends, if the thrust of the vault is taken up by the surrounding building.

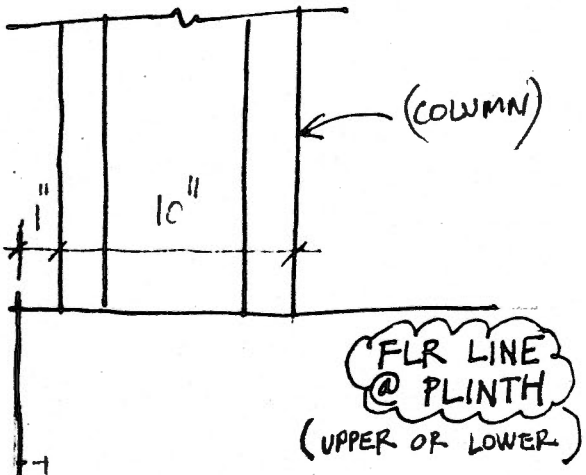
Flat ceilings: Where there is no floor above, the ceiling of a room will be flat, simply ornamented with indentations. A falt ceiling also rests on perimeter beams.

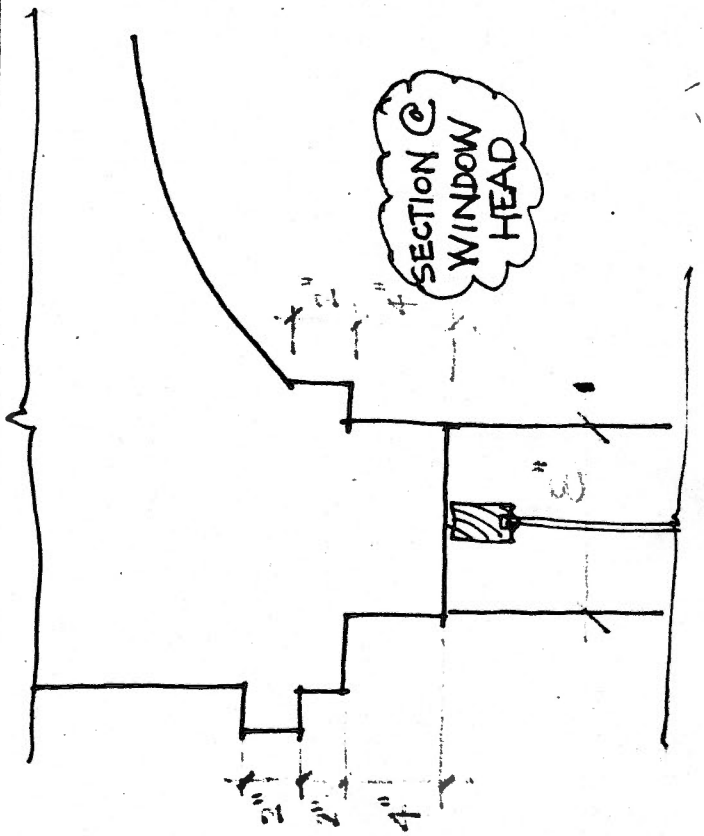
Closets: Over a very small space, such as a closet, thick wall, or window seat, a vault is inappropriate. Just widen the perimeter beam to cover it.

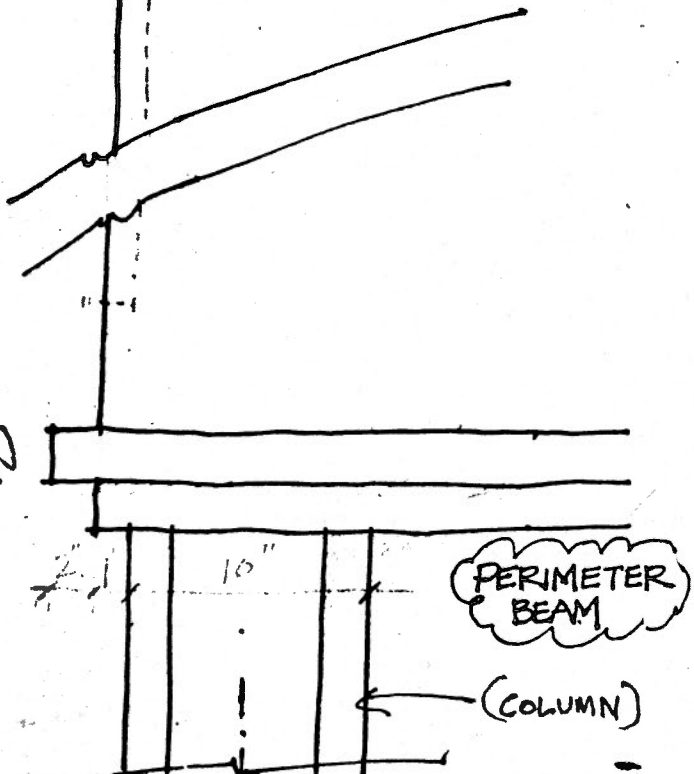
Staircase bay: A staircase consists of concrete steps supported by vaults, in a two-storey structural bay.


(COLUMN)
GABLE END CORNICE

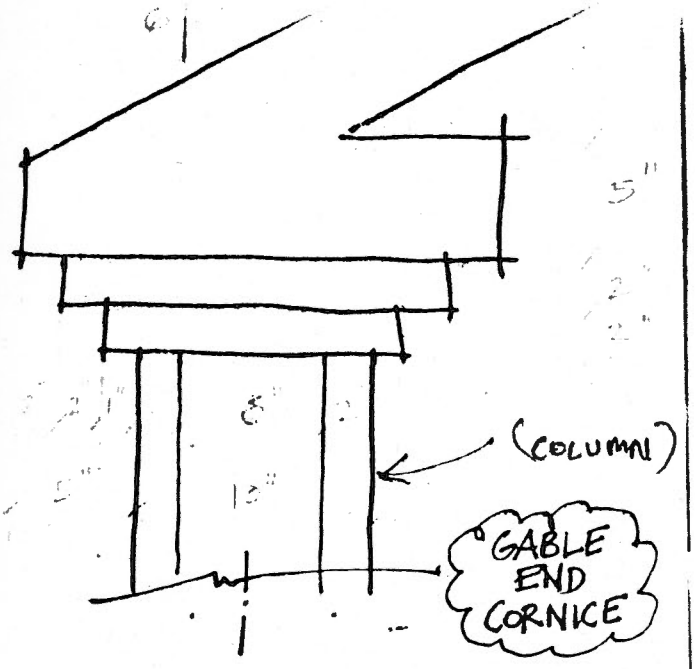

SECTION @ BEAM OVER CLEAR SPAN
(COLUMN BEYO

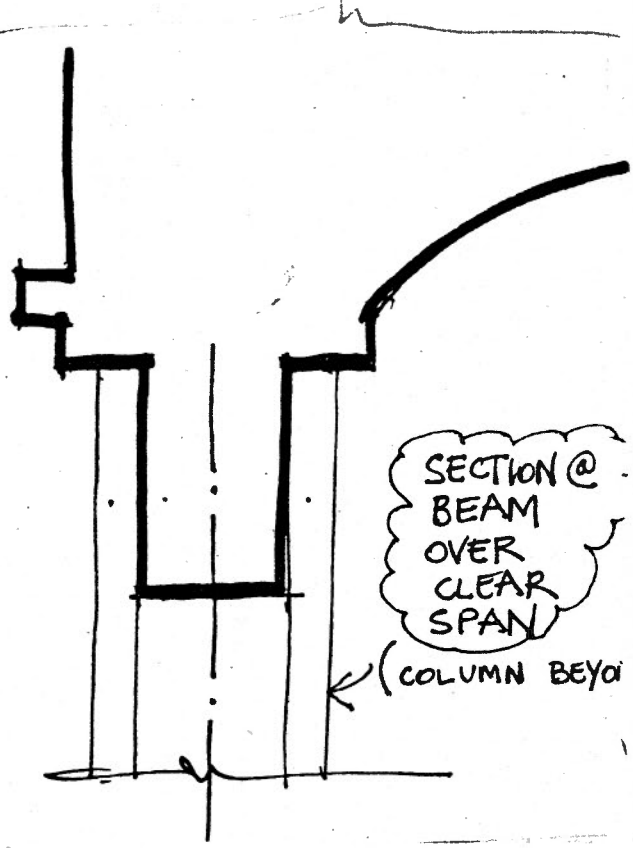

(COLUMN)
10"
FLR LINE @ PLINTH
(UPPER OR LOWER

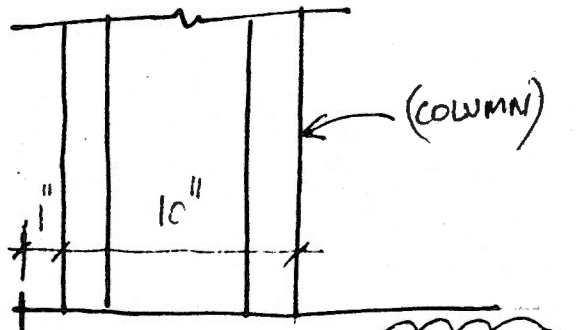

SECTION @ WINDOW HEAD

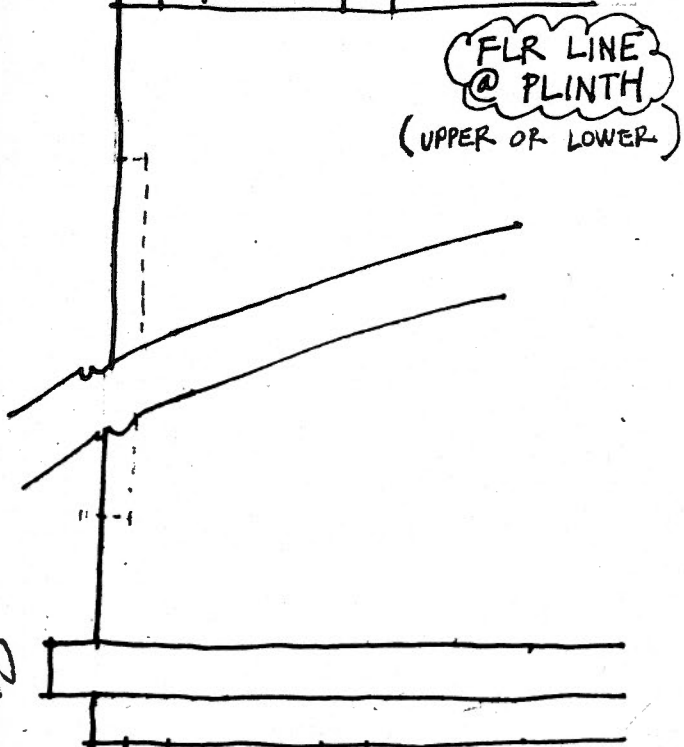

10"
PERIMETER BEAM
(COLUMN)

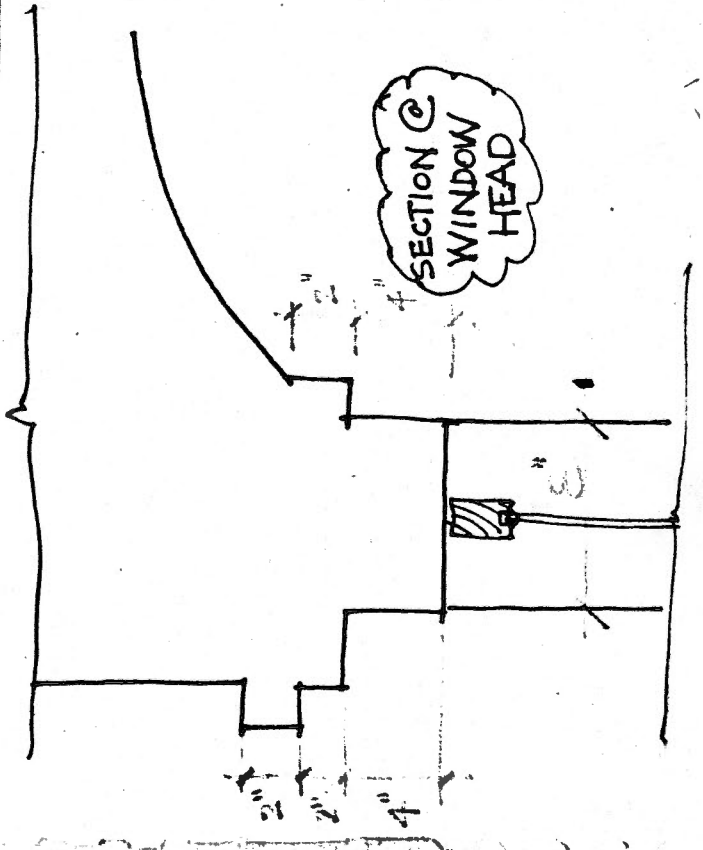
ELEVATION

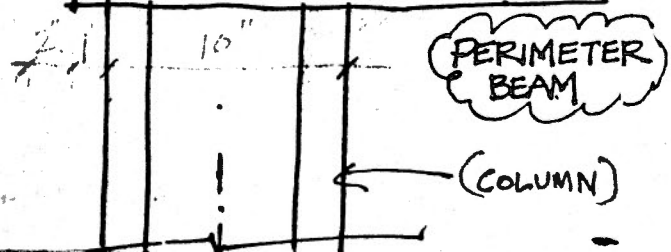

(COLUMN)
GABLE END CORNICE


SECTION @ BEAM OVER CLEAR SPAN
(COLUMN BEYO


(COLUMN)
10"


FLR LINE @ PLINTH
(UPPER OR LOWER


SECTION @ WINDOW HEAD


PERIMETER BEAM
(COLUMN)
10"

ELEVATION

Architecture 209 - Winter 1978

Final Presentation -- Tuesday, March 21, 7 p.m.

PRESENTATION REQUIREMENTS -- All drawings due not later than noon, Tuesday, March 21.

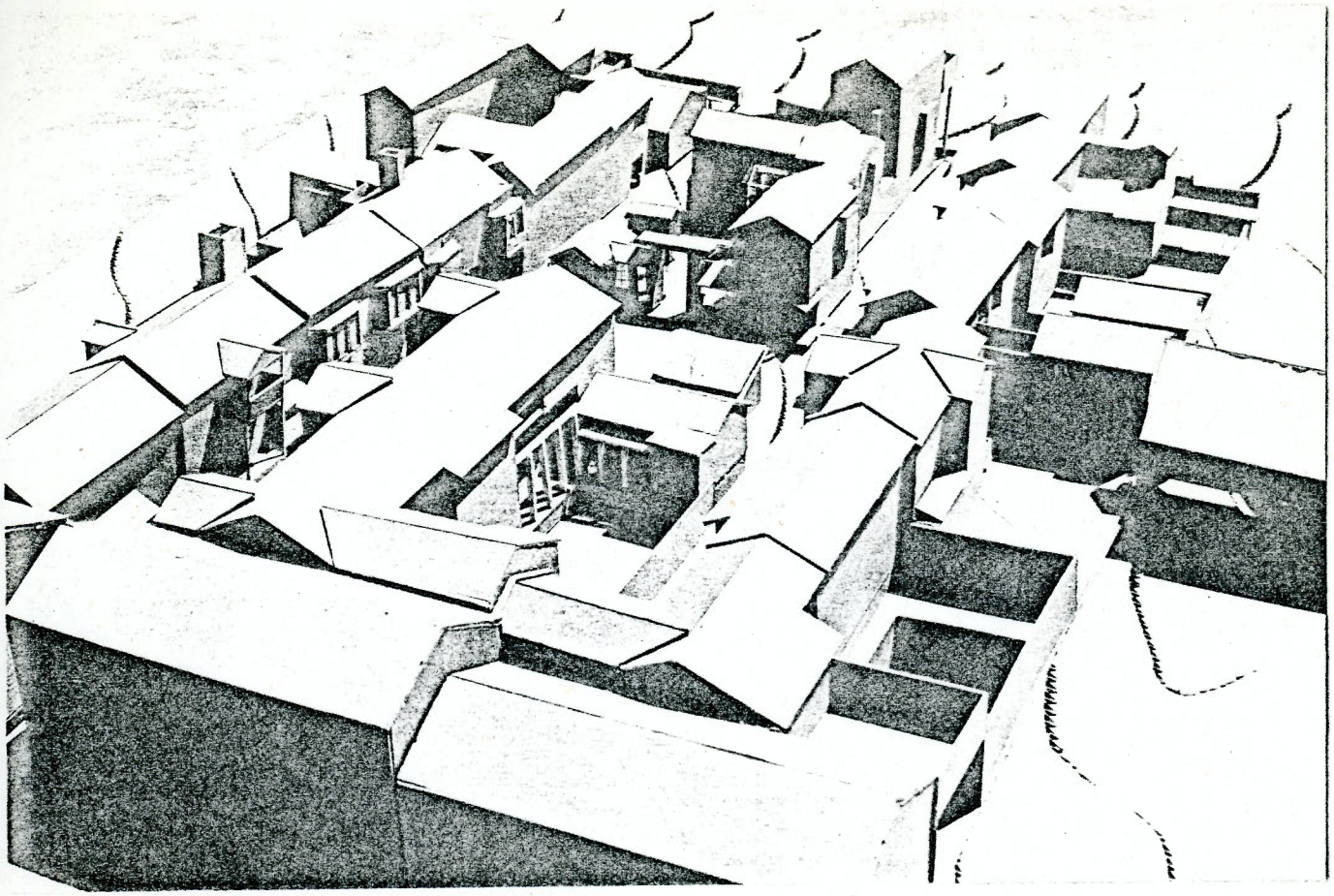
All drawings should be on 8 1/2 x 11 paper.

- -Ground floor plan at 1/8"=1'-0", showing ground floor, outdoor spaces, and relationship to neighboring houses and path.
- -Upper floor plan(s) at 1/8"=1'-0".
- -2 sections at 1/8"=1'-0".
- -Elevations of building facades which front on common land and paths, 1/8"=1'-0".
- -A closer look at a part of your building(s) or outdoor spaces which interests you. This may be a perspective view, interior elevations at 1/4"=1'-0" scale, etc.

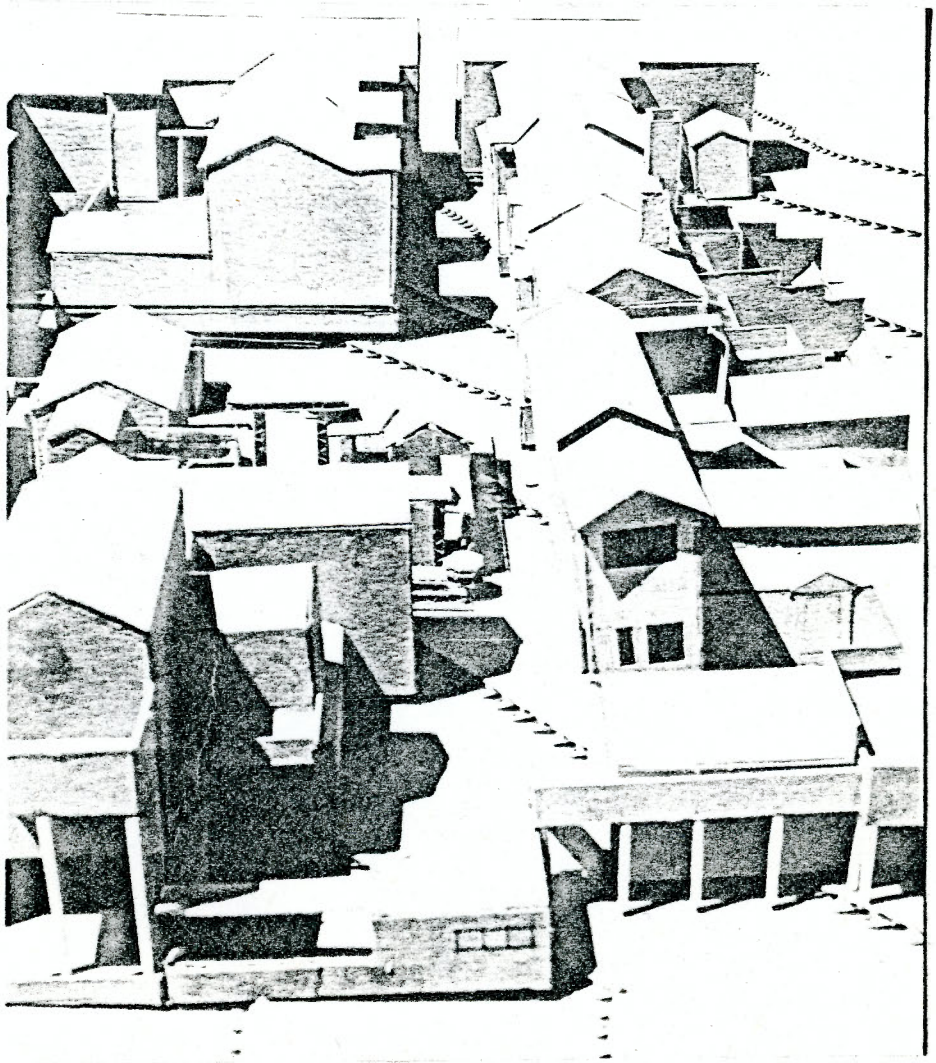
- -A model in chipboard (not corrugated cardboard) which can fit onto the site model as before. This model should show, as accurately as possible, the actual massing of the buildings, roofs, bay windows, arcades, and other building projections and indentations. It need not show actual doors and windows.

The drawings and models should be accurate and consistent in terms of ceiling/floor heights, site topography, and the 3' plinth which we decided on very early in the quarter.

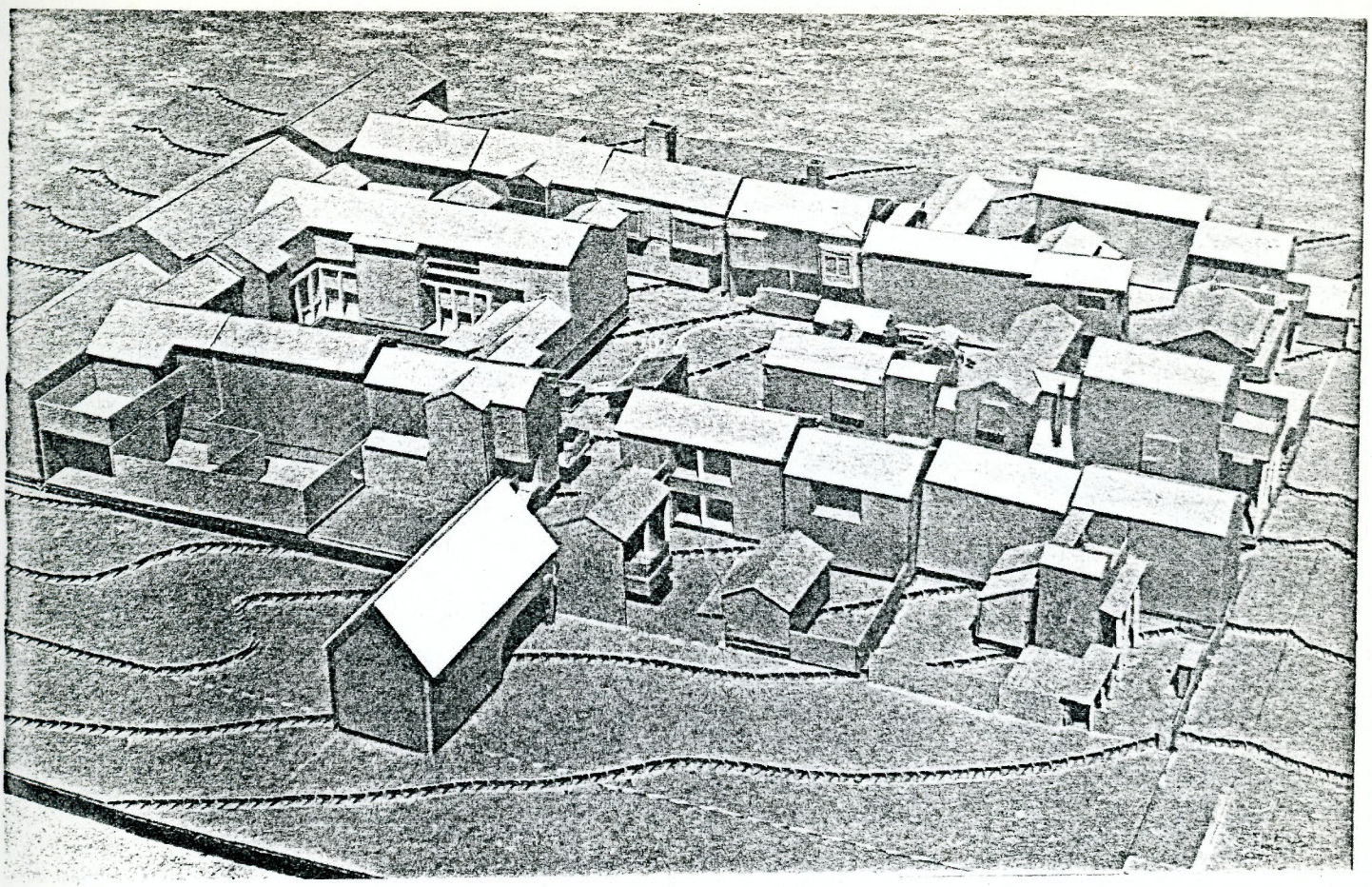
IN ADDITION, the common land group, in conjunction with Howard, is responsible for coordinating the completion of the site model--common buildings, paths, trees, etc. The actual work on the model will be shared among all members of the class.



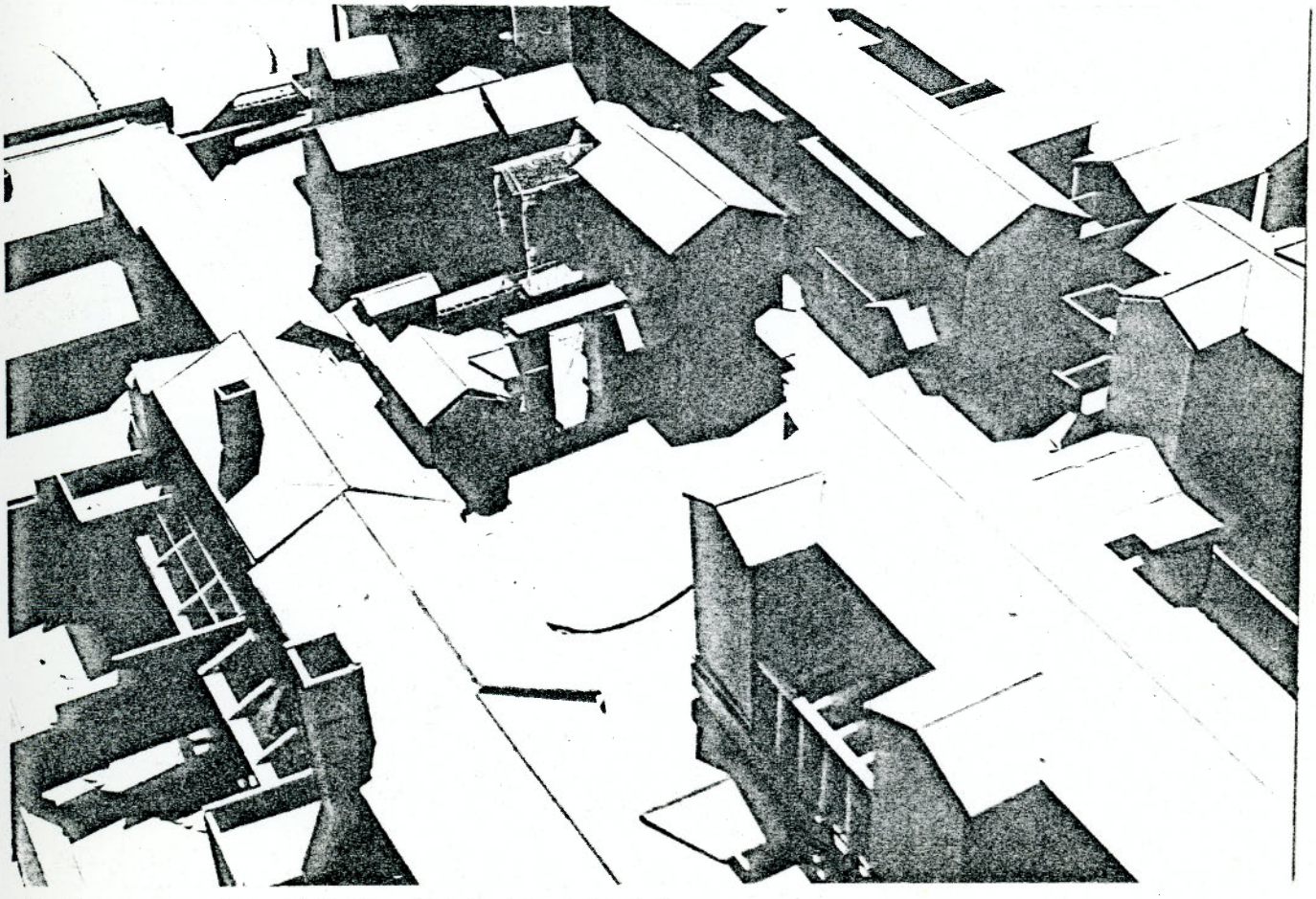
Looking south.



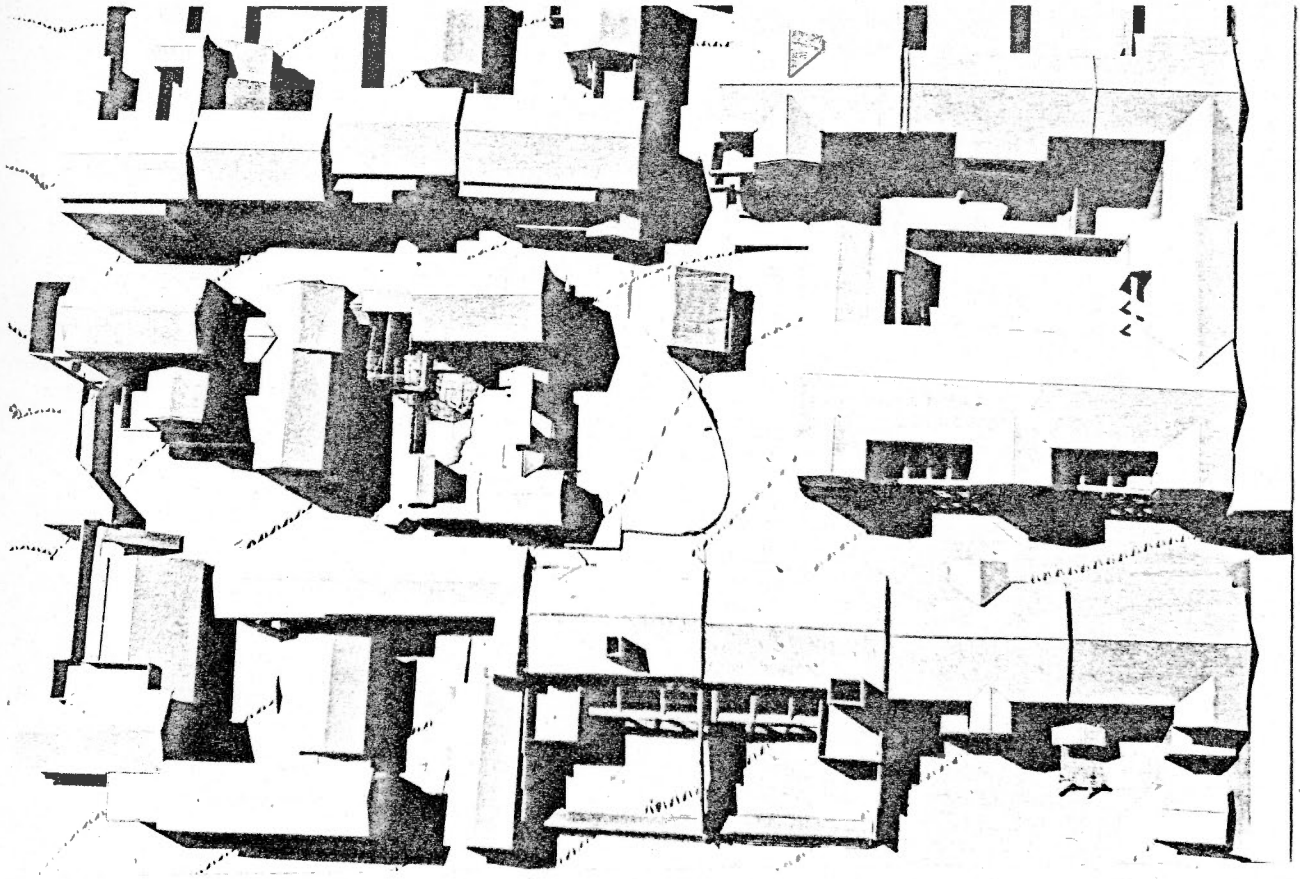
Along one of the pedestrian streets.



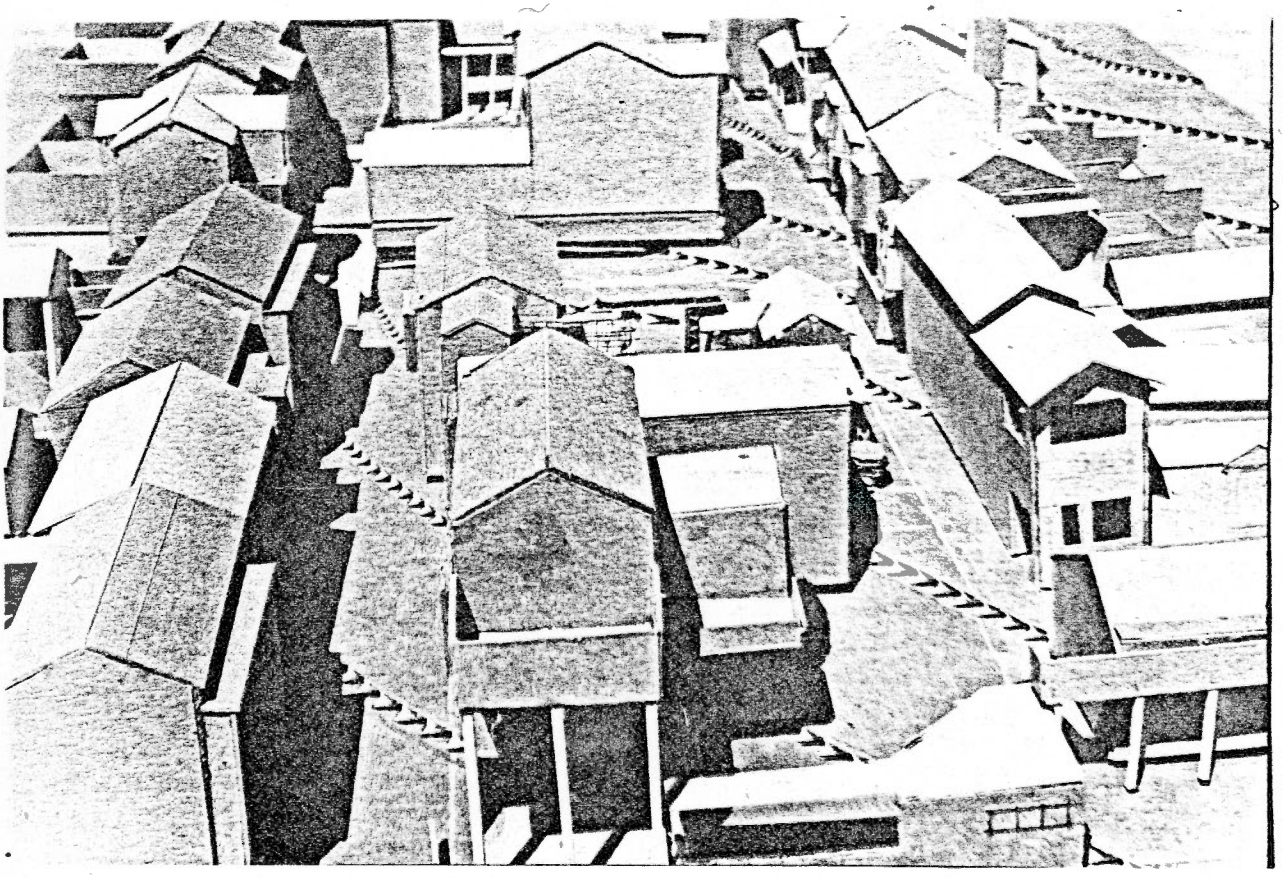
This view of the entire site shows the parking area and common building in the foreground and the stores along Bancroft on the left.



Closeup of the common land at center.

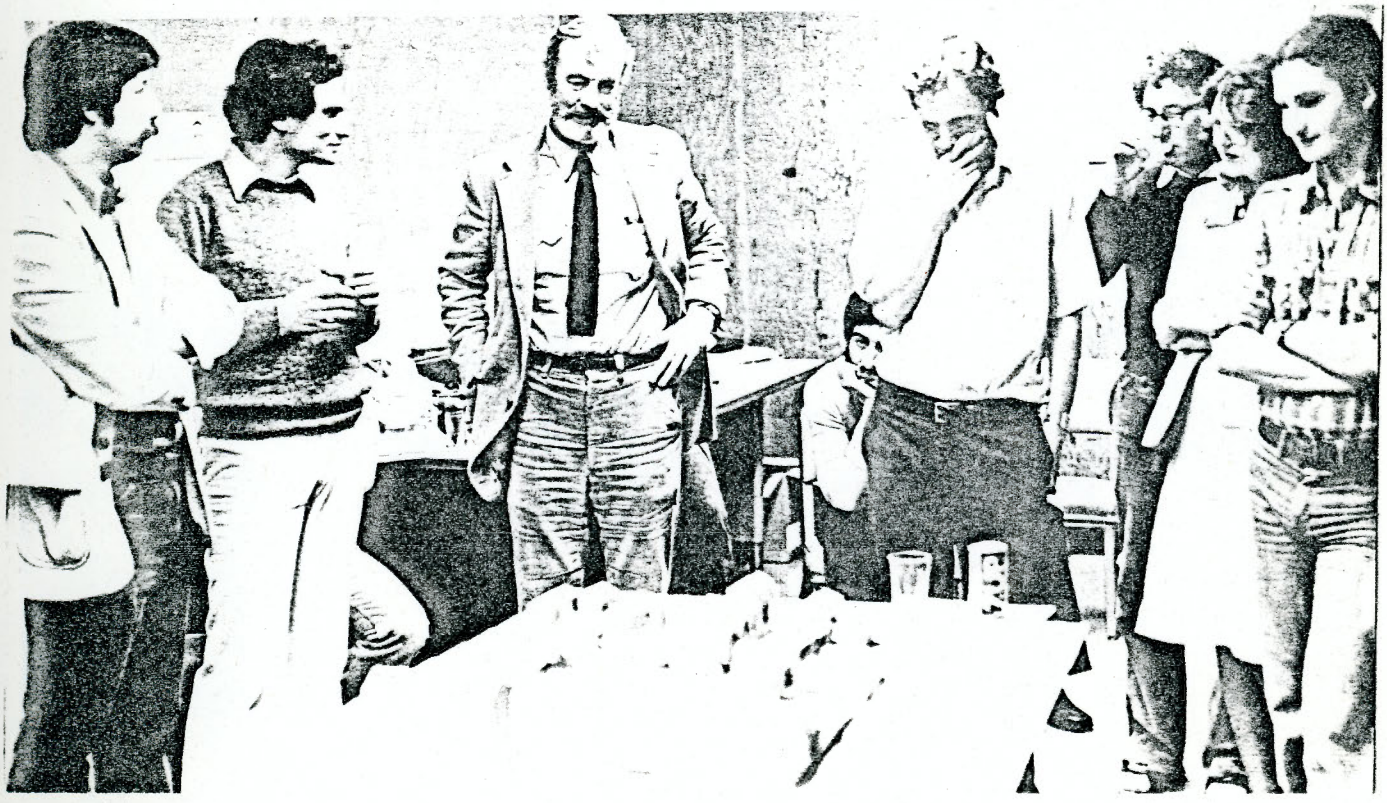


An aerial view. Durant Ave. at left, Bancroft Way at right. Common space at center with entrance from parking above.



A view looking north from Durant Ave. side.

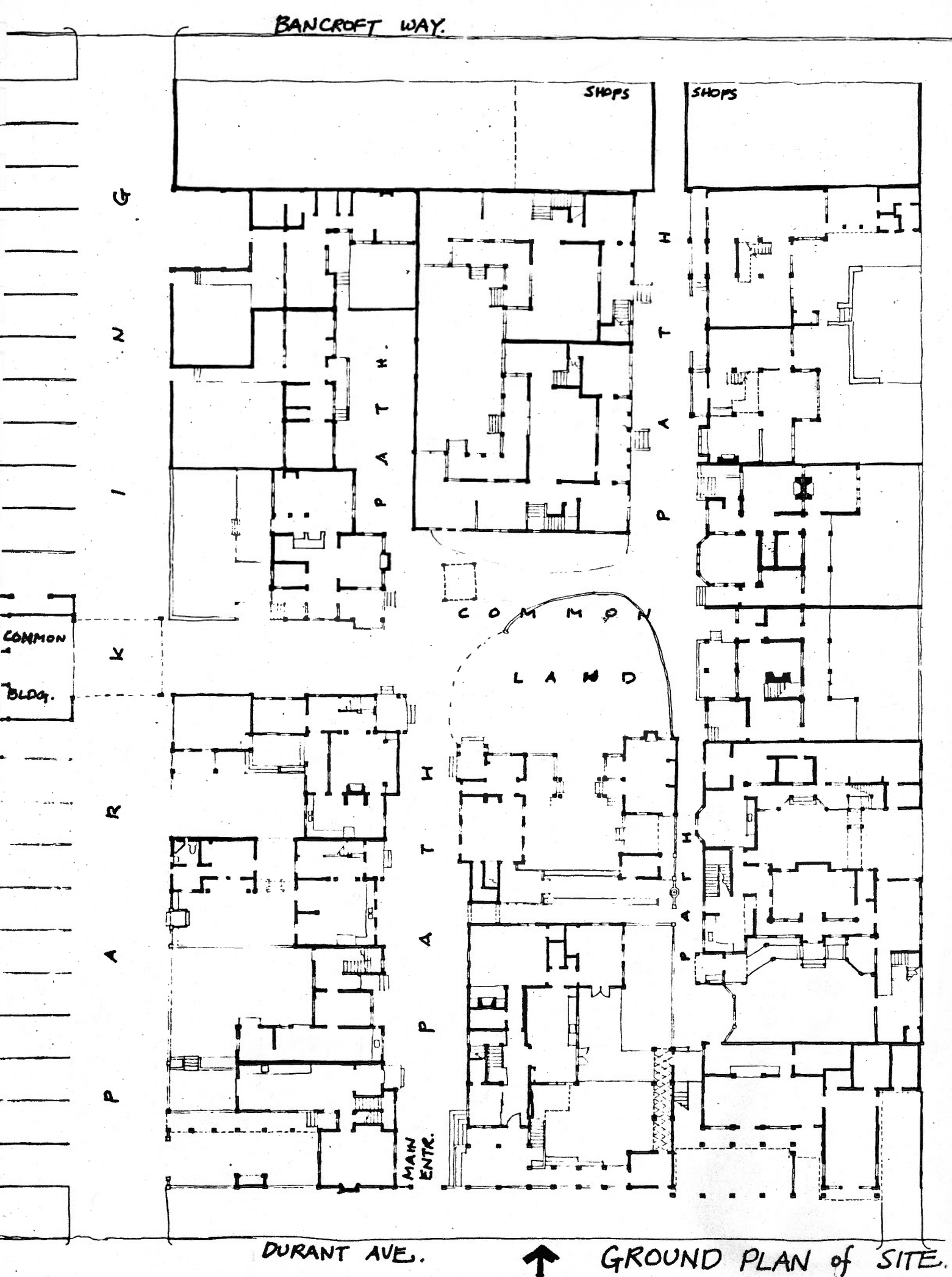
Ray Lifchez making a point.



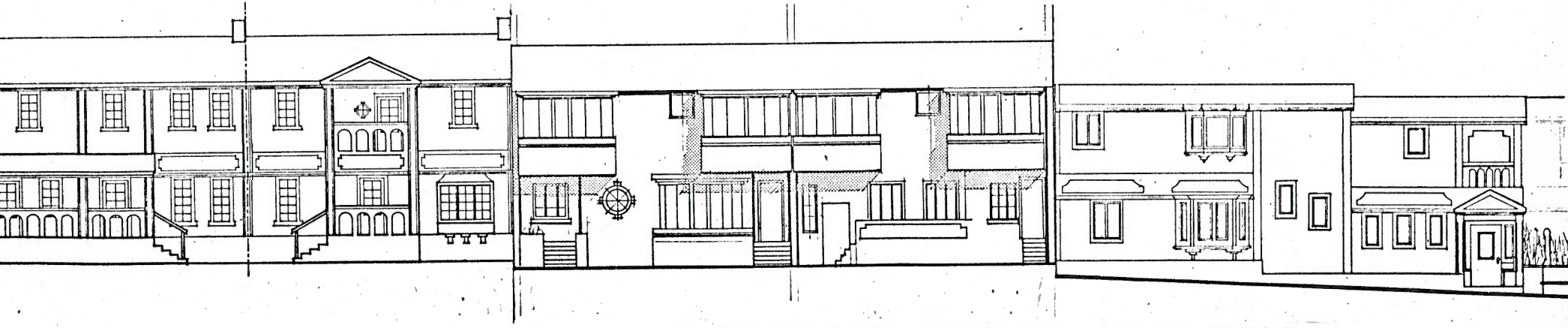
Joe Esherick sums up.

At the final jury.

Guest critics offer opinions.


BANCROFT WAY.
SHOPS
SHOPS
G N I P A T H.
P A T H
COMMON LAND
COMMON BLDG.
P A R K
P A T H
P A T H
MAIN ENTR.
DURANT AVE.
GROUND PLAN of SITE.

DURANT ELEVATION



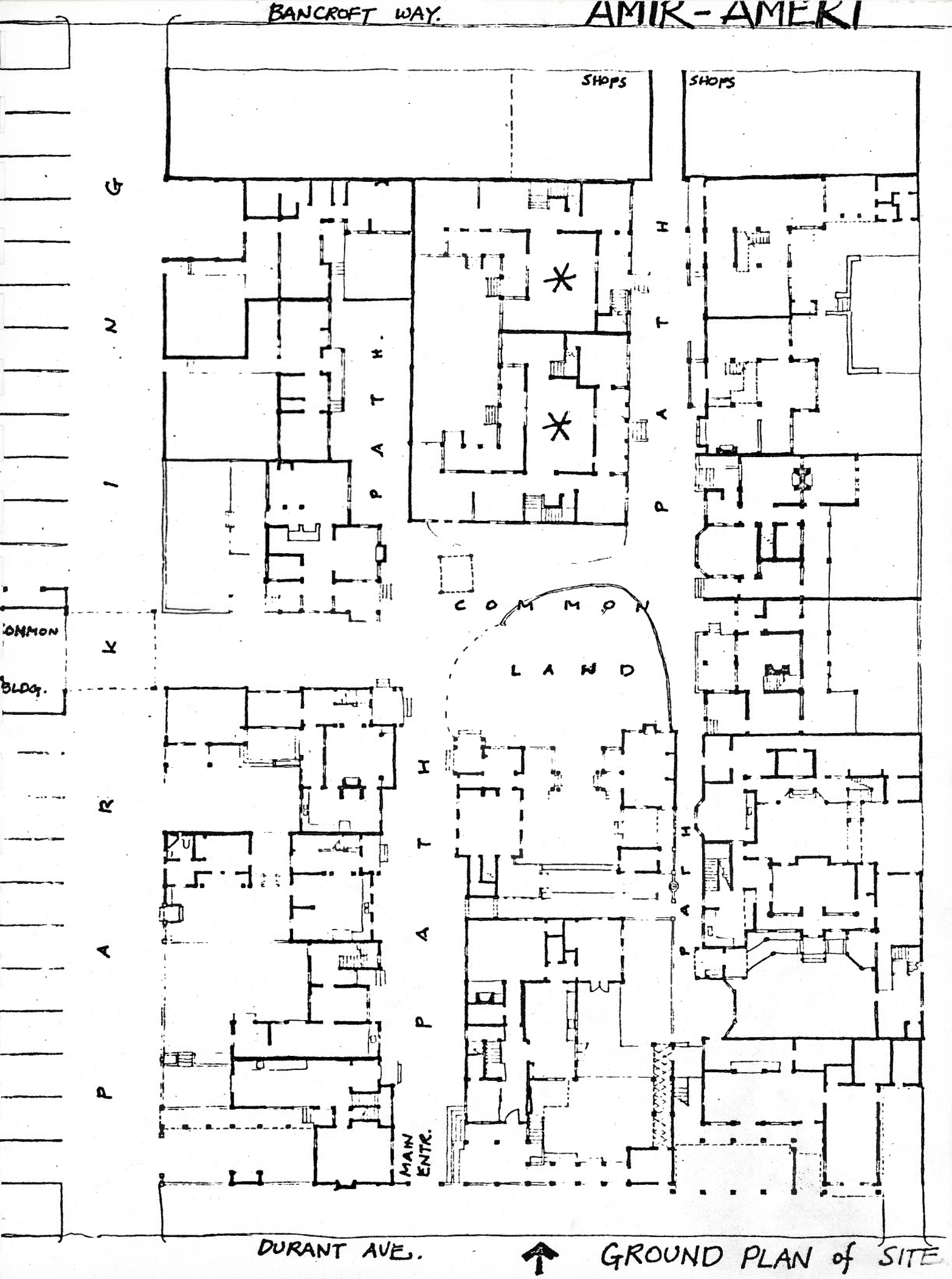
ELEVATION OF EASTERNMOST ROW OF HOUSES.

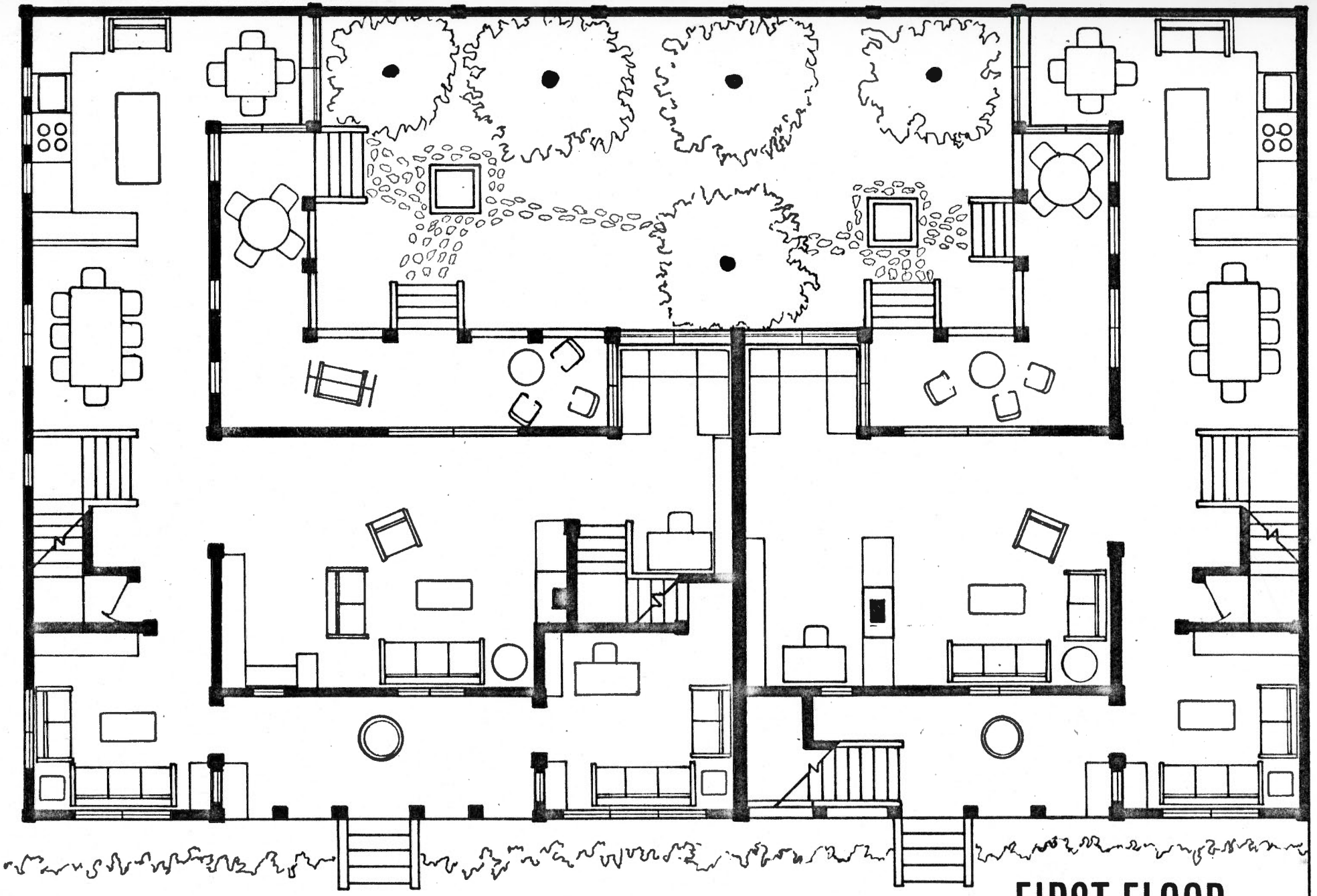
SOUTH-WEST ROW.

NORTH-WEST ROW.

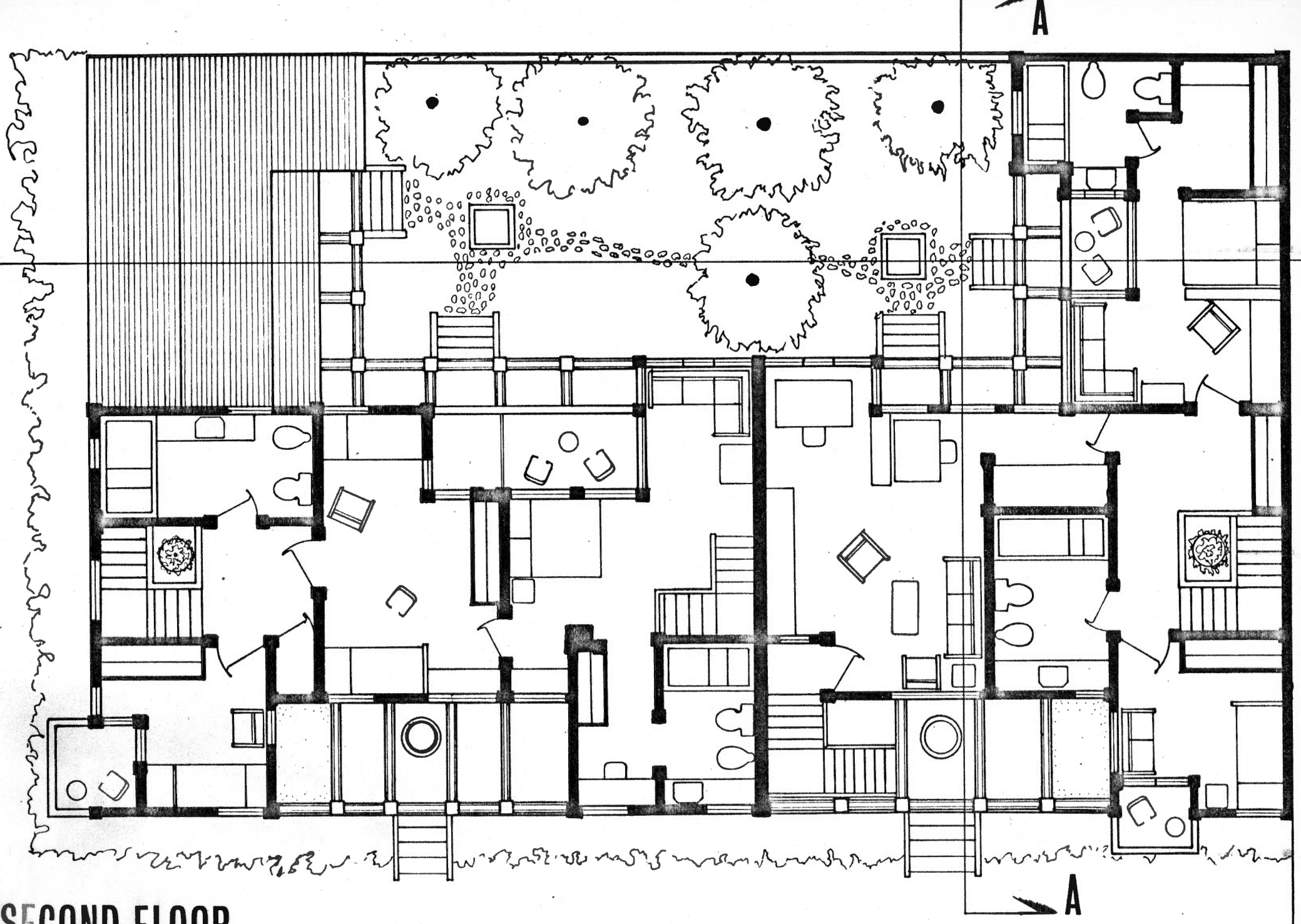
TWO HOUSES IN SOUTH-CENTER, FROM WEST.

THE INDIVIDUAL HOUSES


BANCROFT WAY.
AMIR-AMERI
SHOPS
SHOPS
PATH.
PATH
COMMON
LAND
PATH
PATH
MAIN ENTR.
DURANT AVE.
GROUND PLAN of SITE



FIRST FLOOR

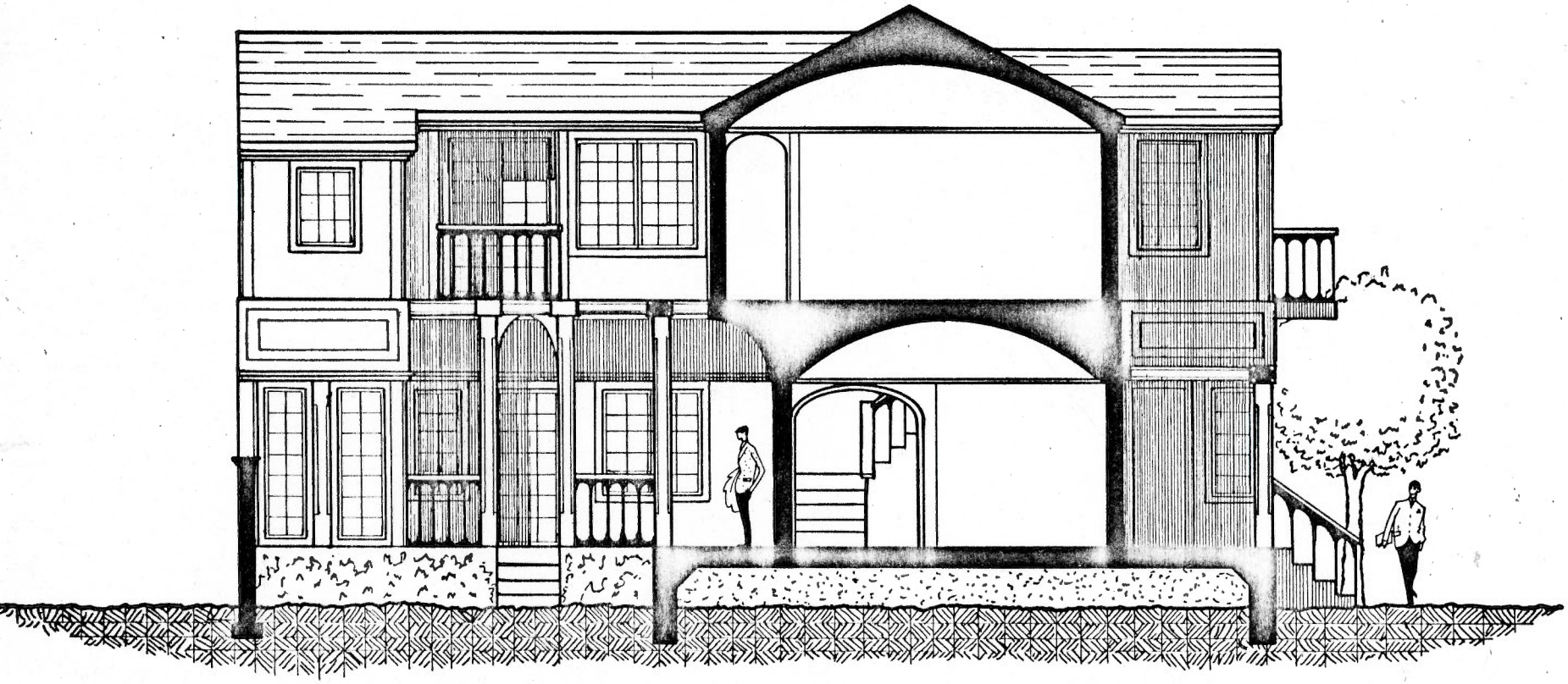


SECOND FLOOR

EAST ELEVA

SOUTH ELEVATION

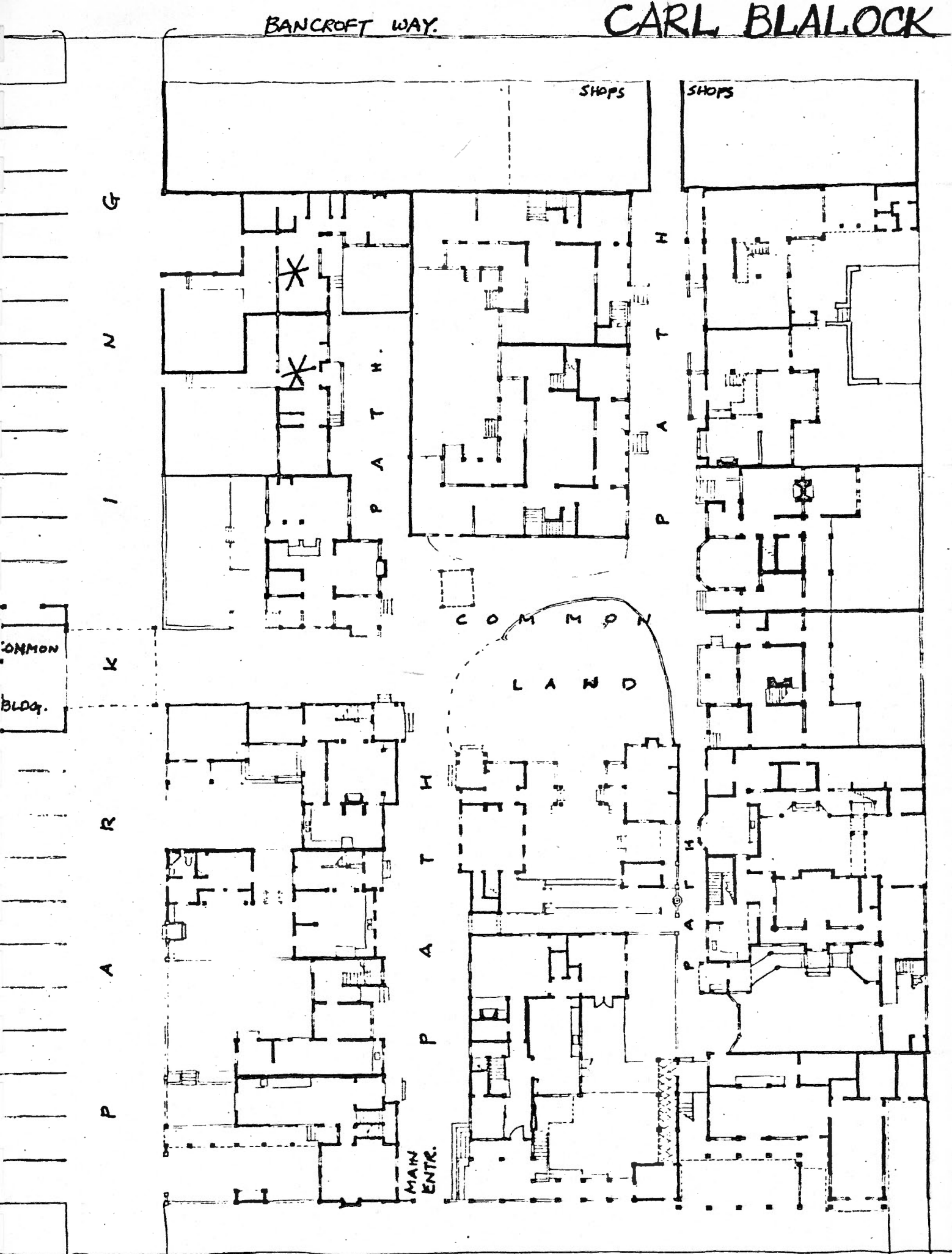
SECTI



SECTION A.A

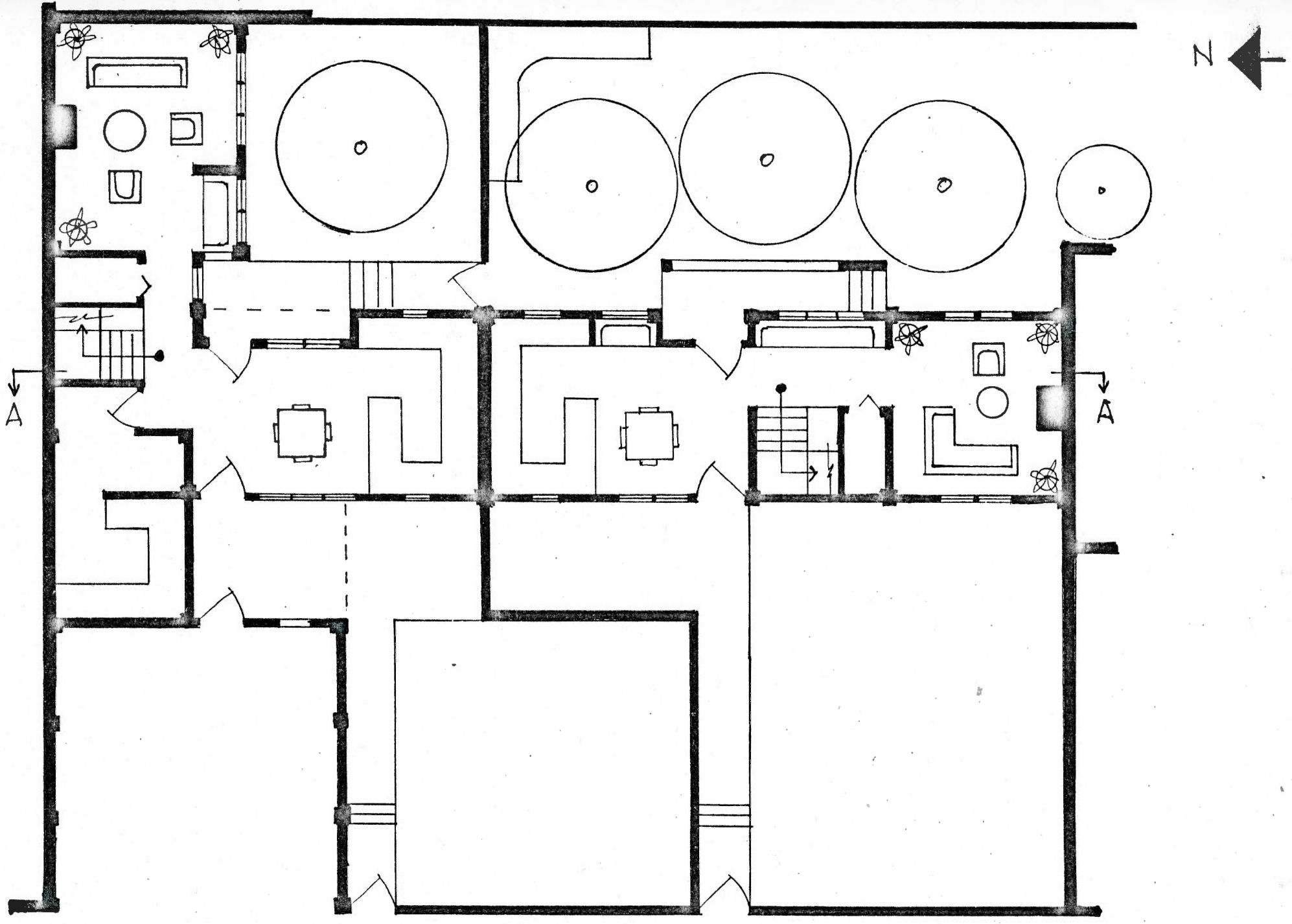
BANCROFT WAY.

CARL BLALOCK



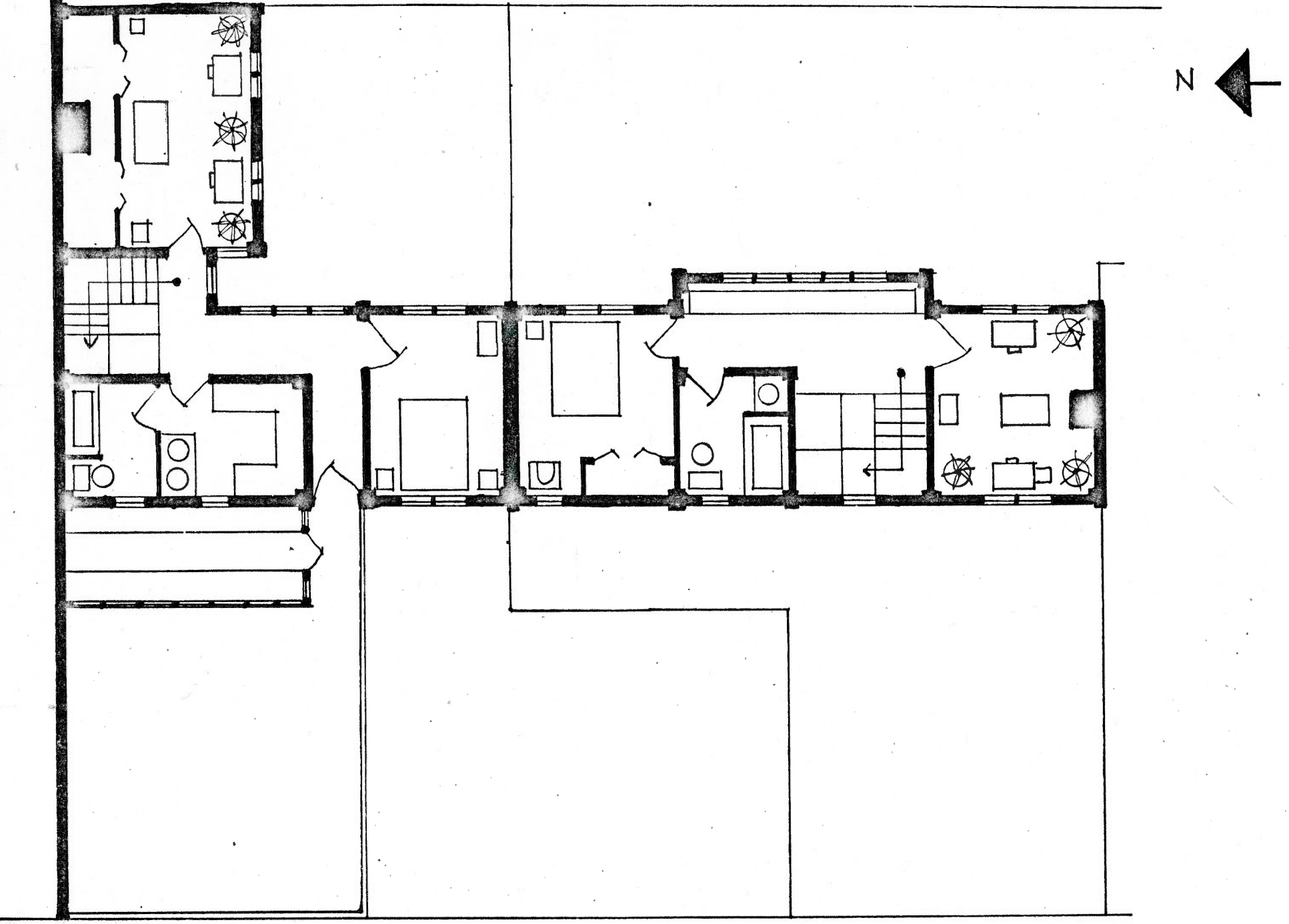
DURANT AVE.

GROUND PLAN of SITE



CB

GROUND LEVEL

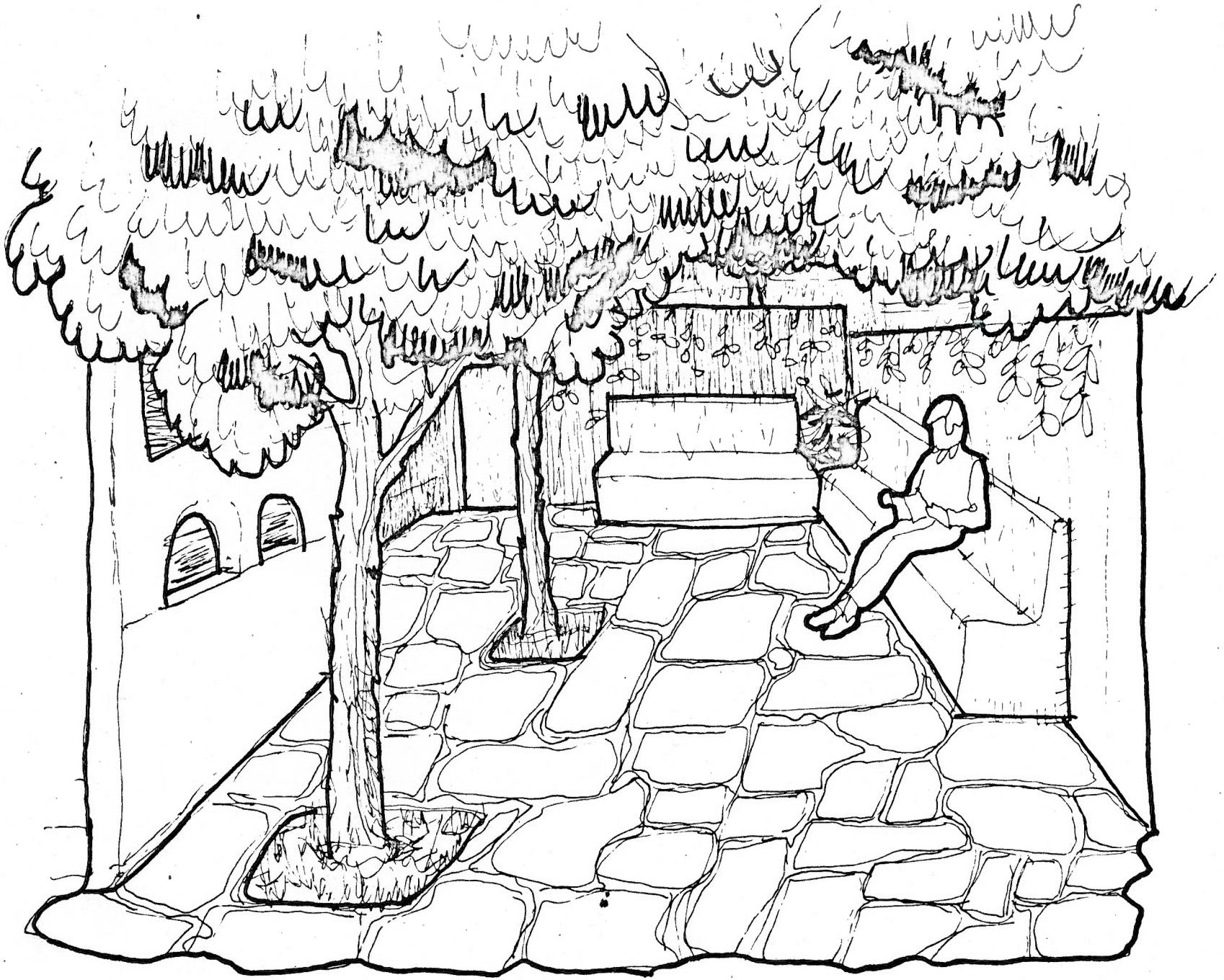


CB

SECOND LEVEL

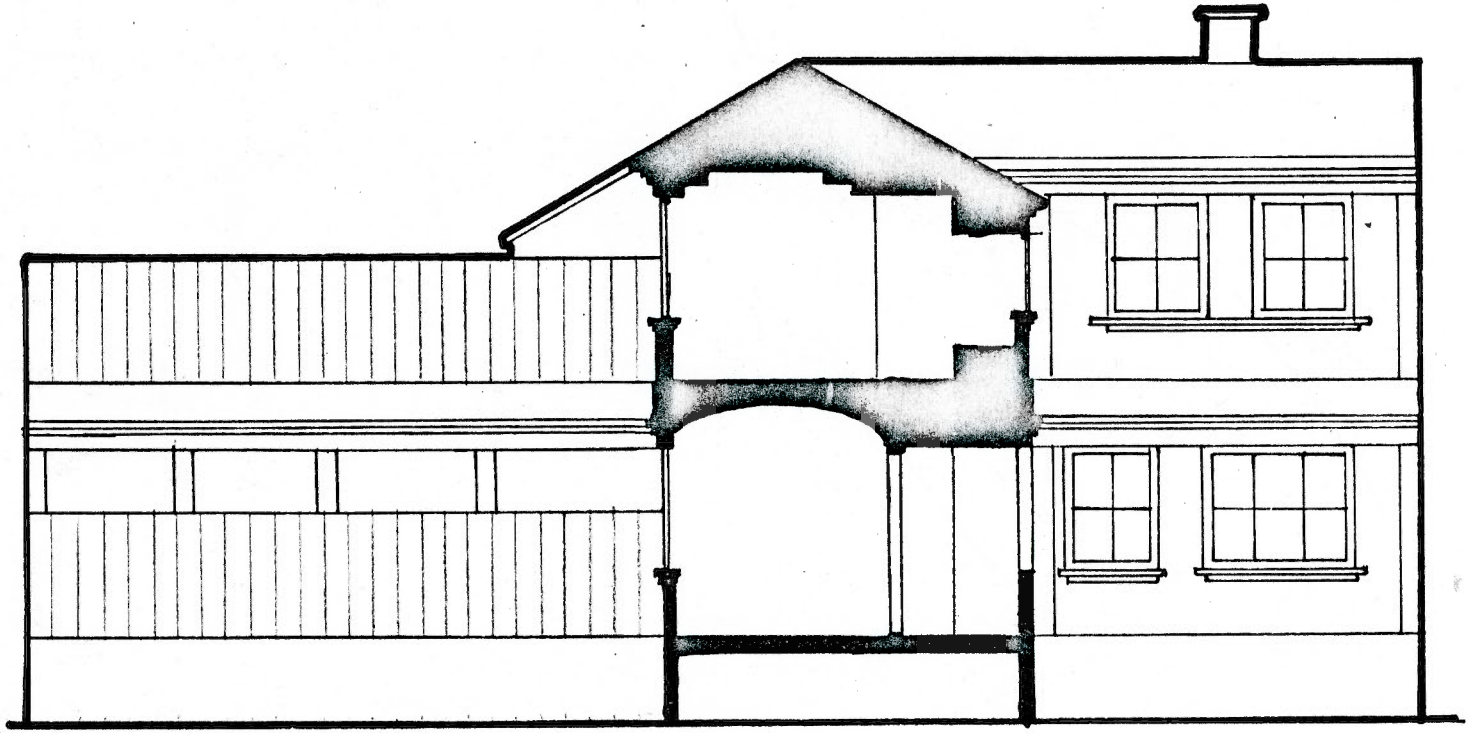
CB

EAST ELEVATION



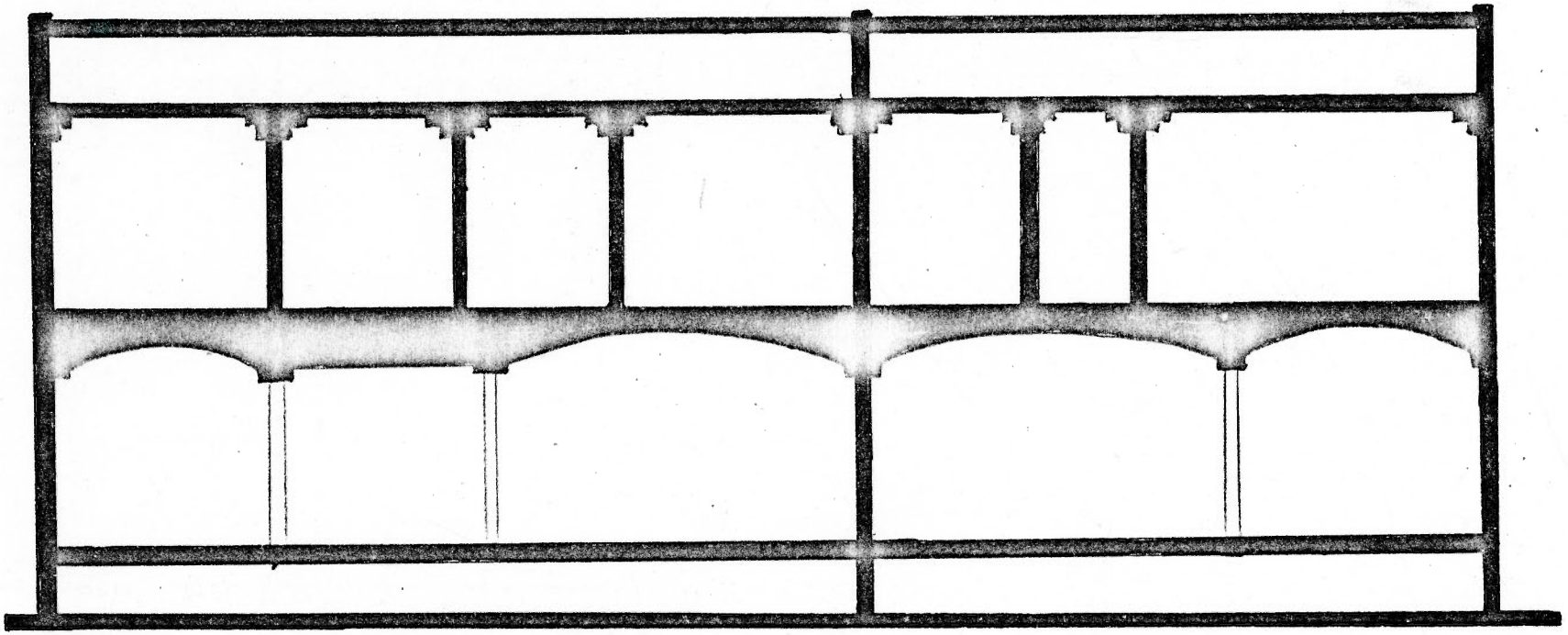
CB

VIEW INT TAT



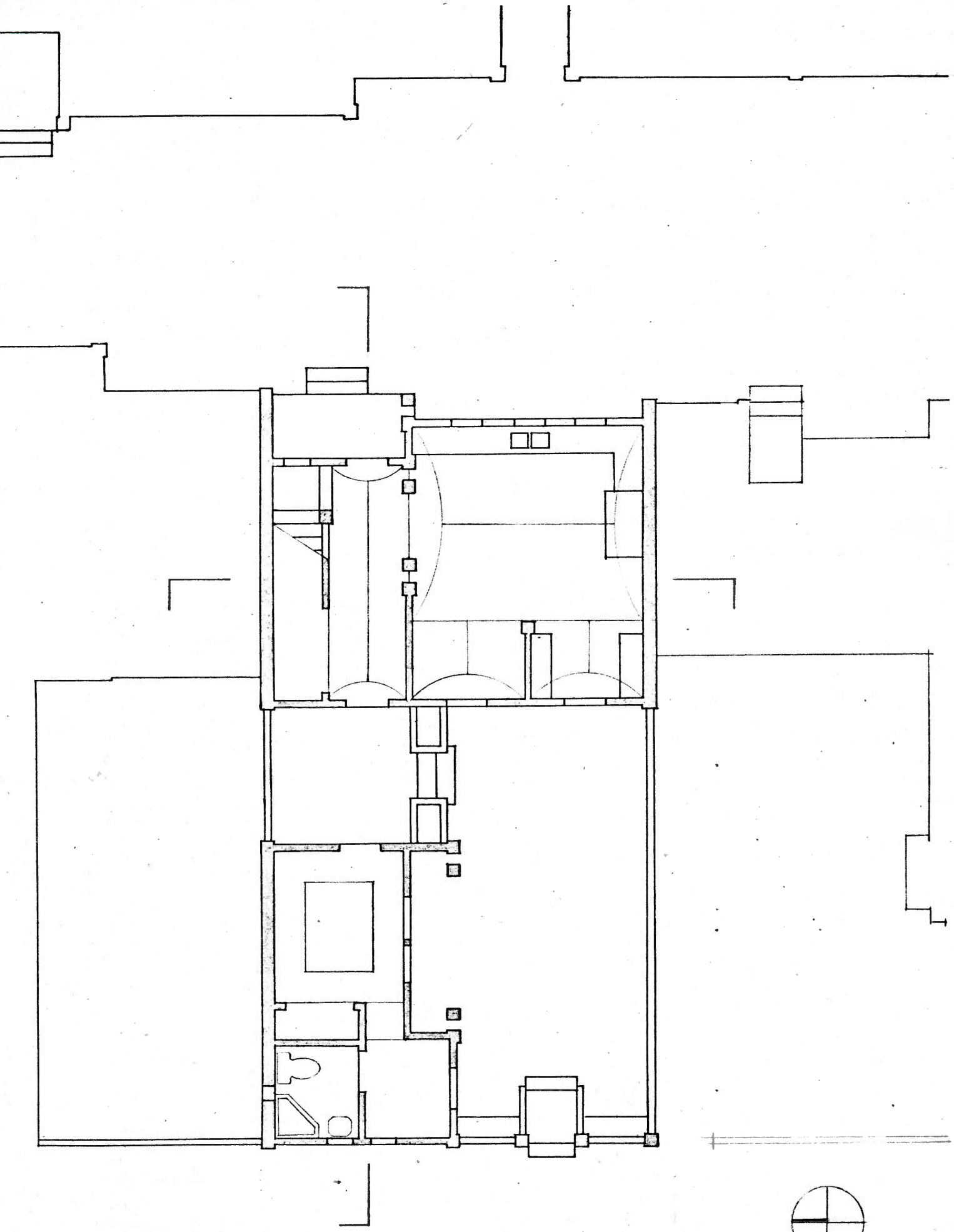
CB

SOUTH ELEVATION



CB

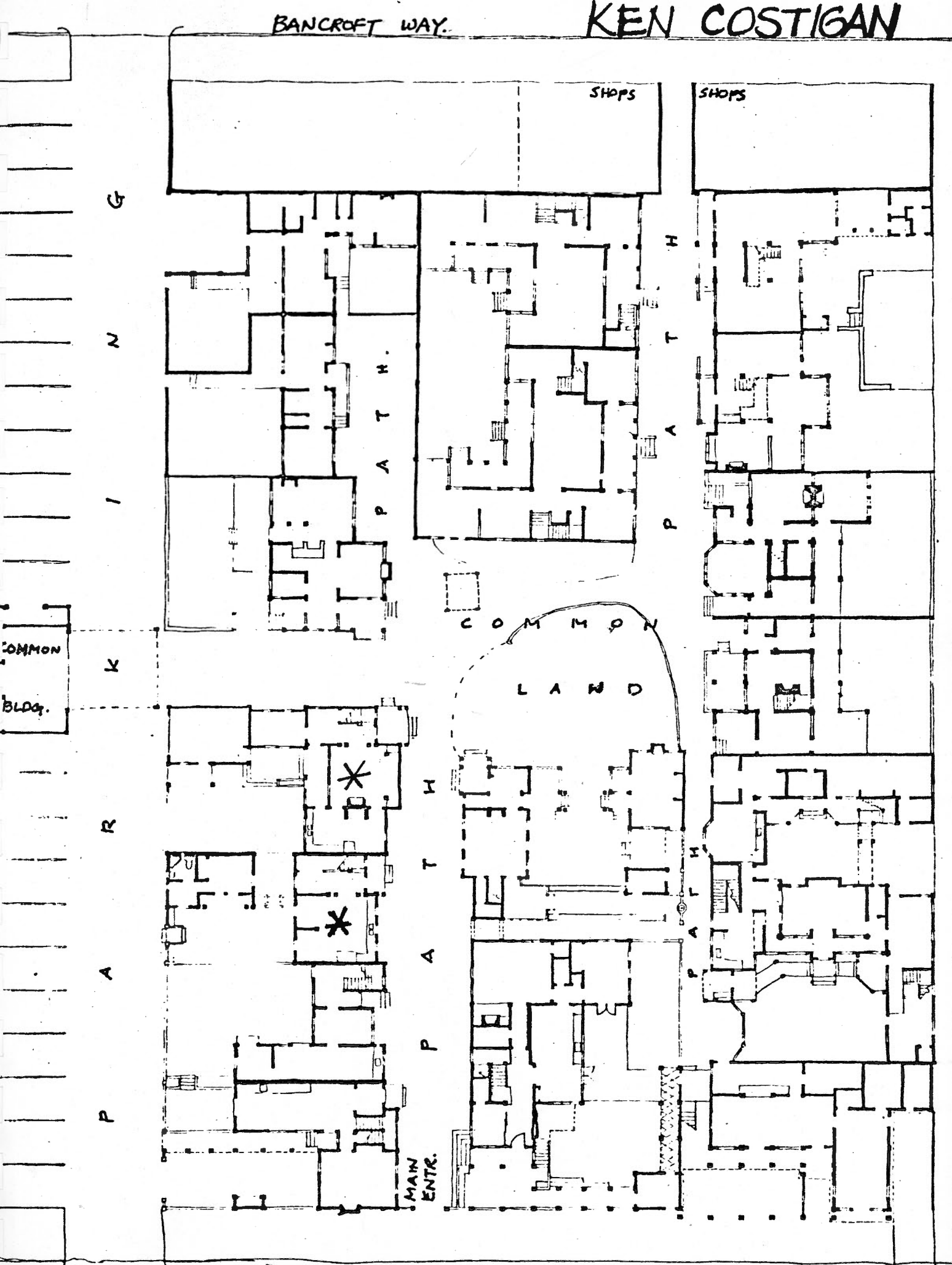
SECTION A-A



KC HOUSE ONE GROUND FLOOR.

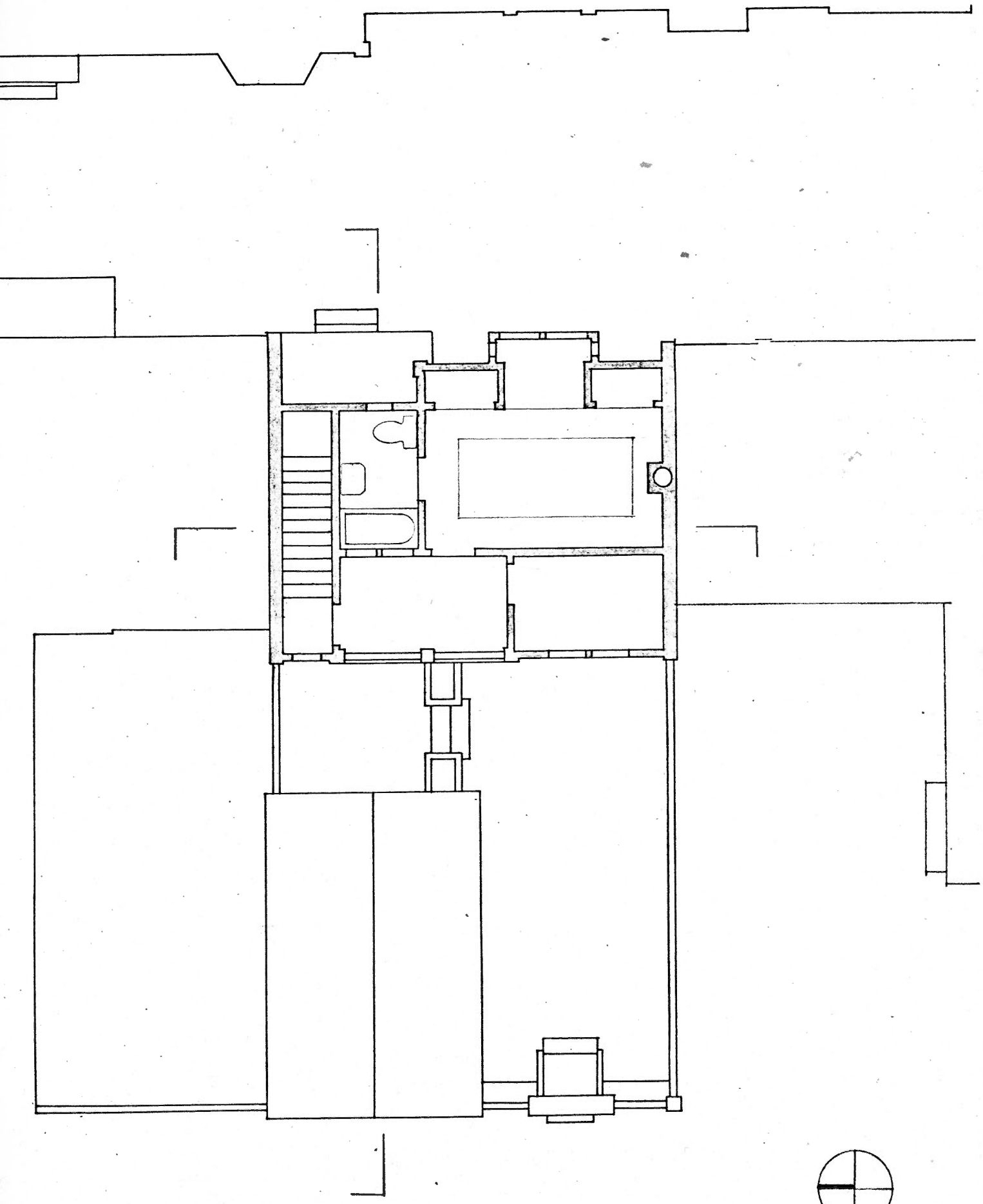
BANCROFT WAY.

KEN COSTIGAN



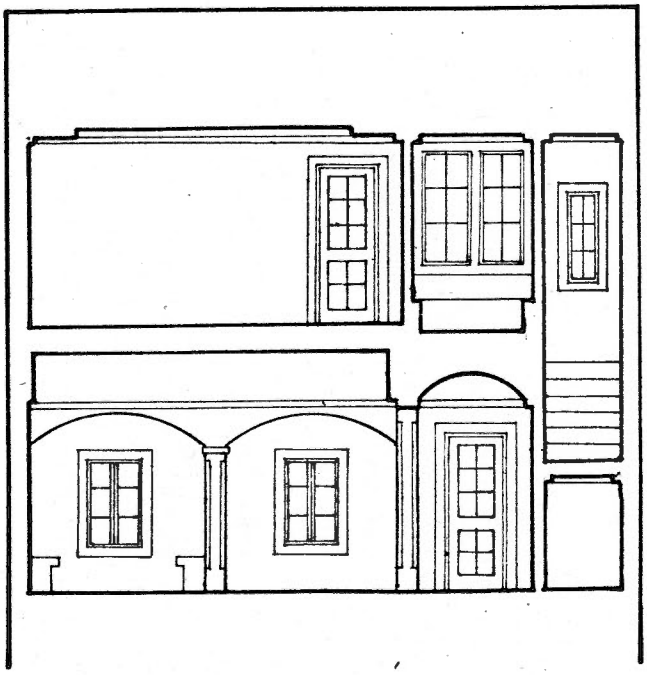
DURANT AVE.

GROUND PLAN of SITE

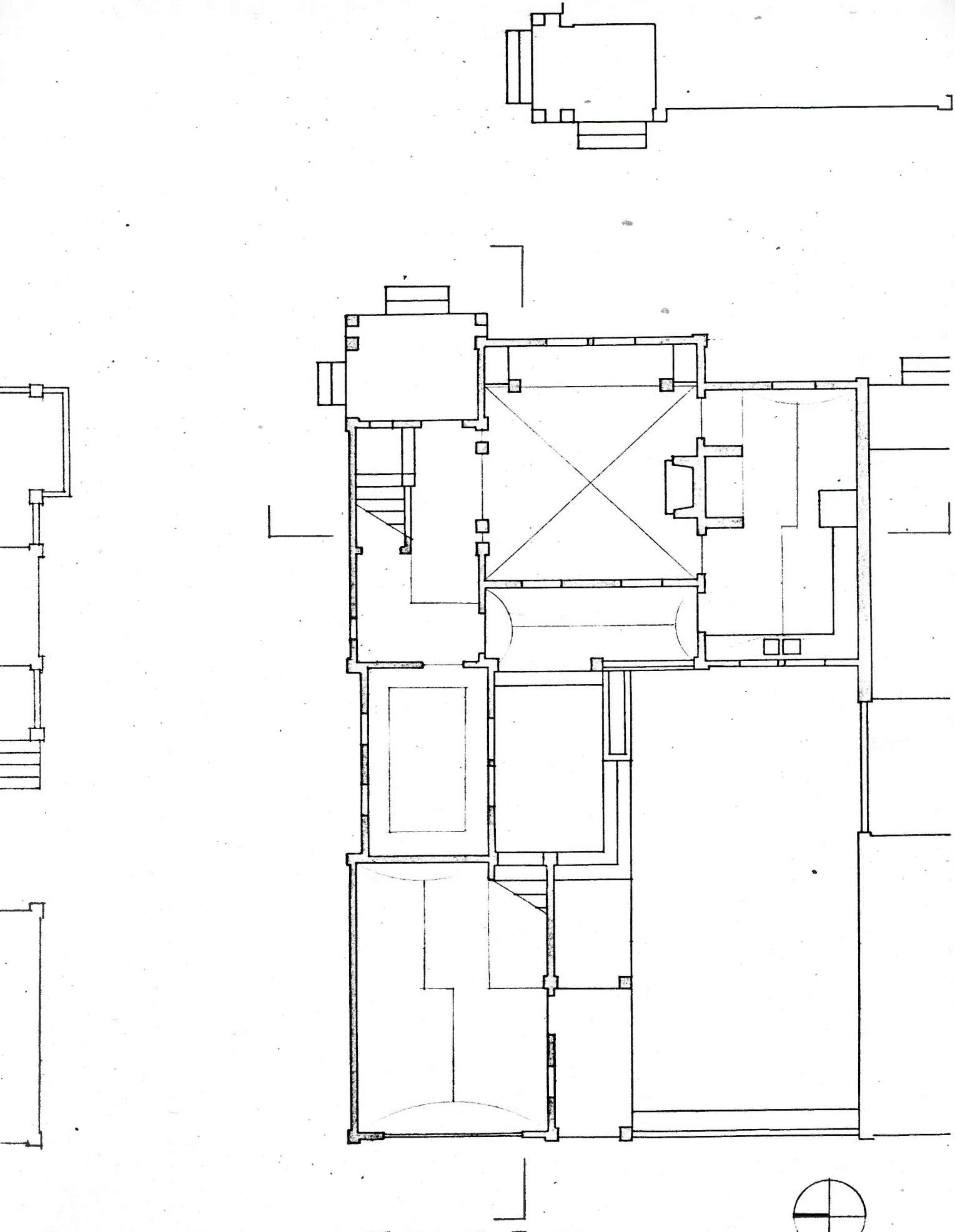


KC HOUSE ONE FIRST FLOOR.

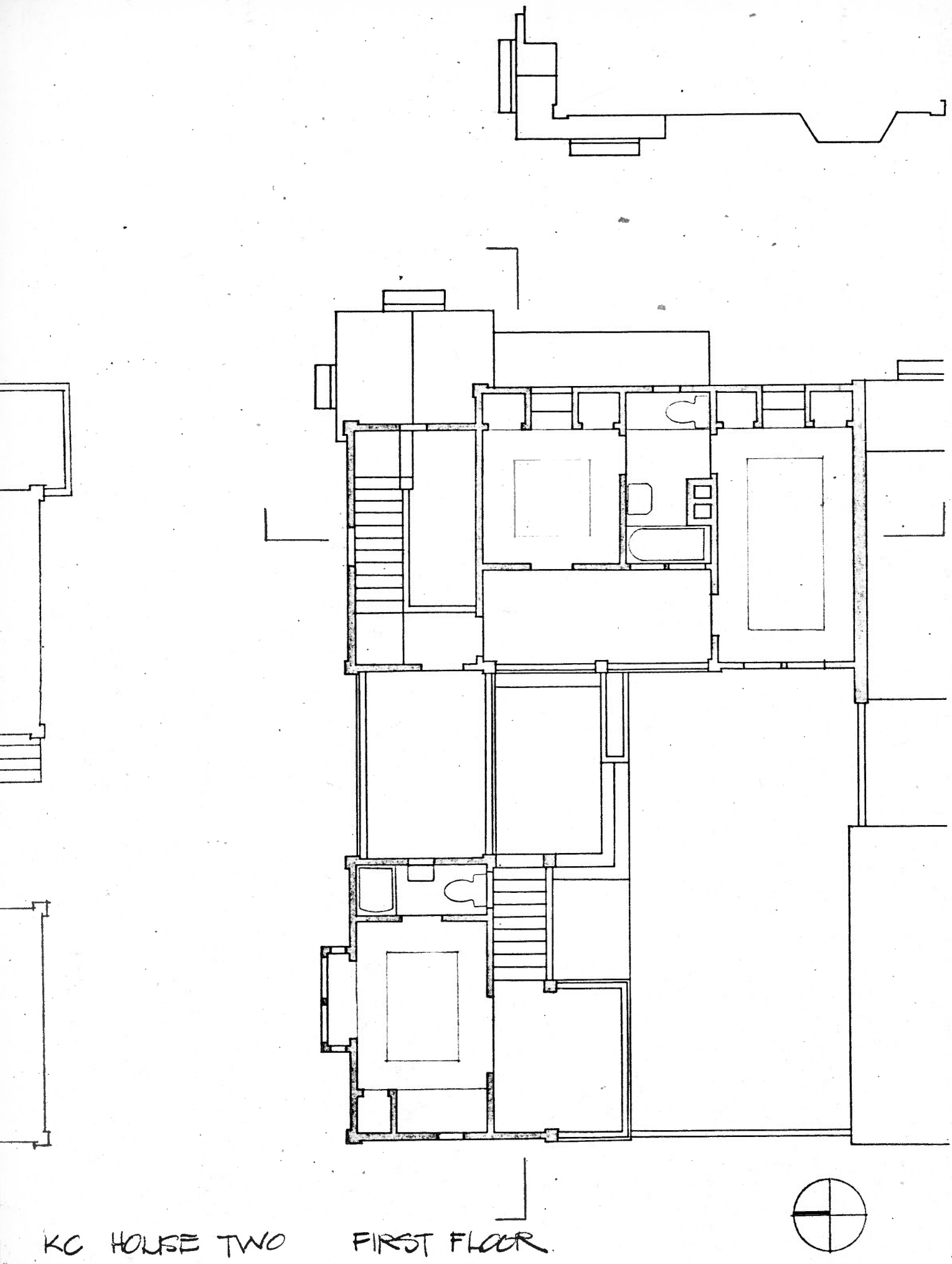
KC HOUSE ONE ELEVATION.



KC HOUSE ONE SECTIONS.



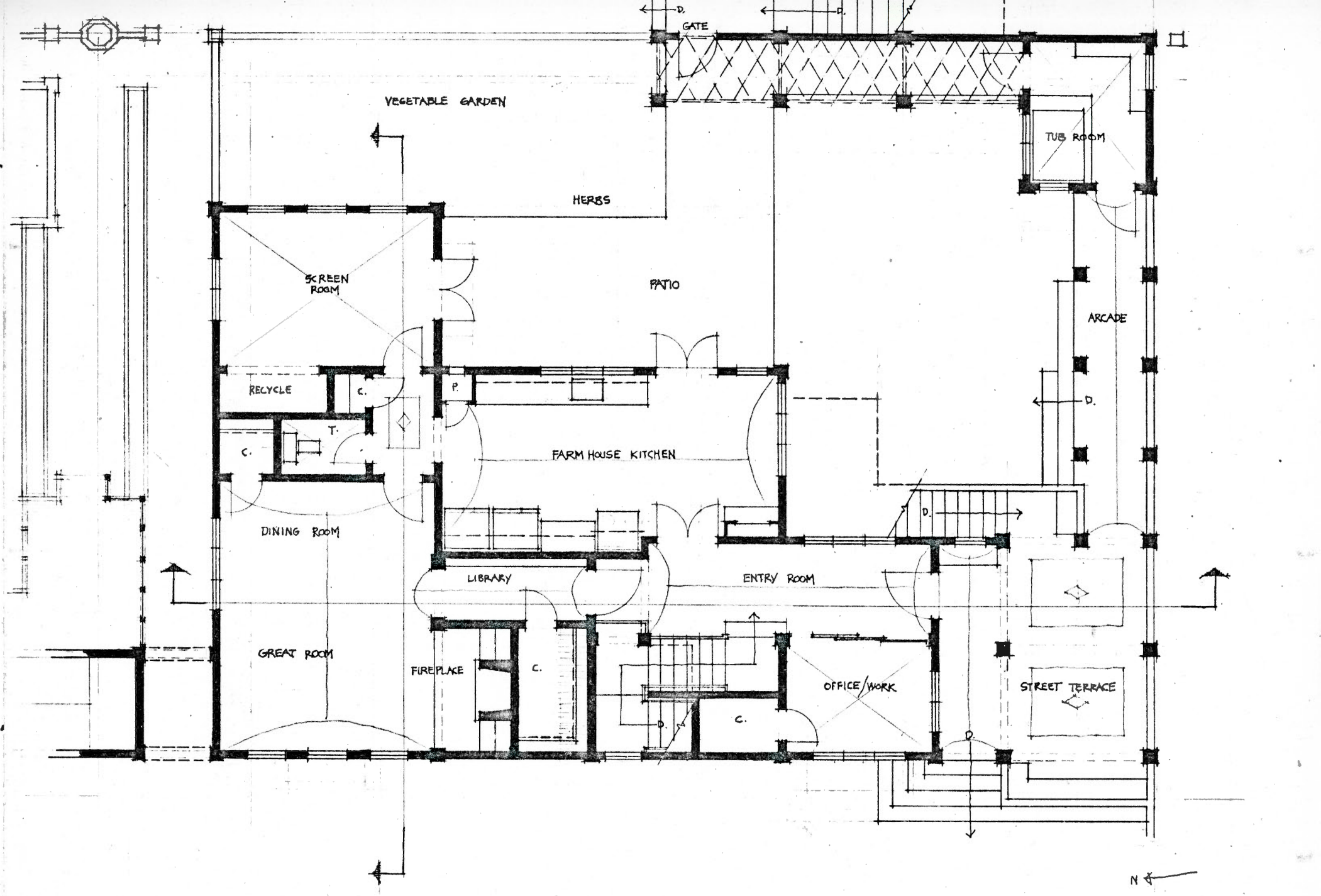
KC HOUSE TWO GROUND FLOOR



KC HOUSE TWO FIRST FLOOR

KC HOUSE TWO ELEVATIONS

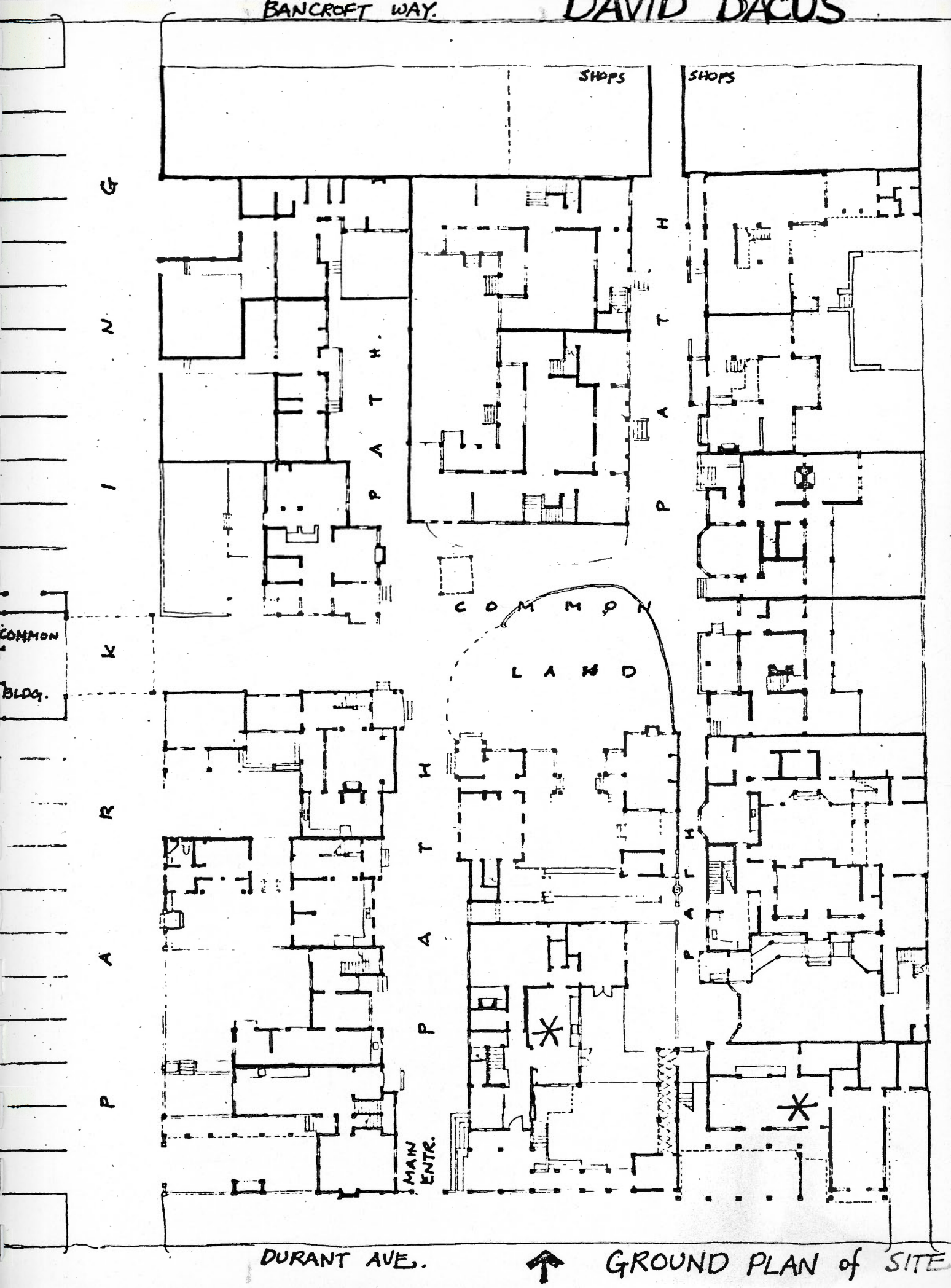
KC HOUSE TWO SECTIONS.



first floor plan

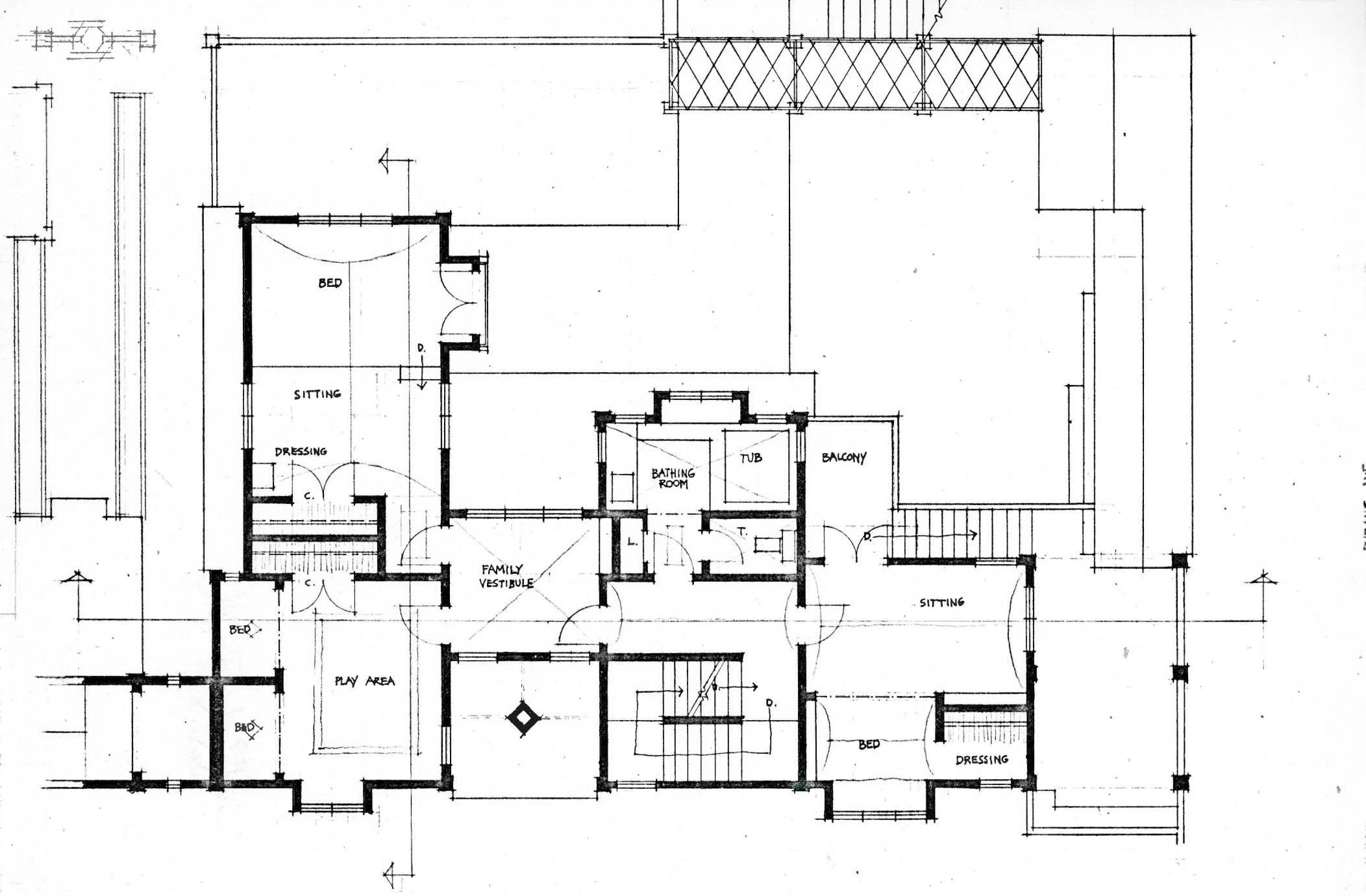
BANCROFT WAY.

DAVID DACUS

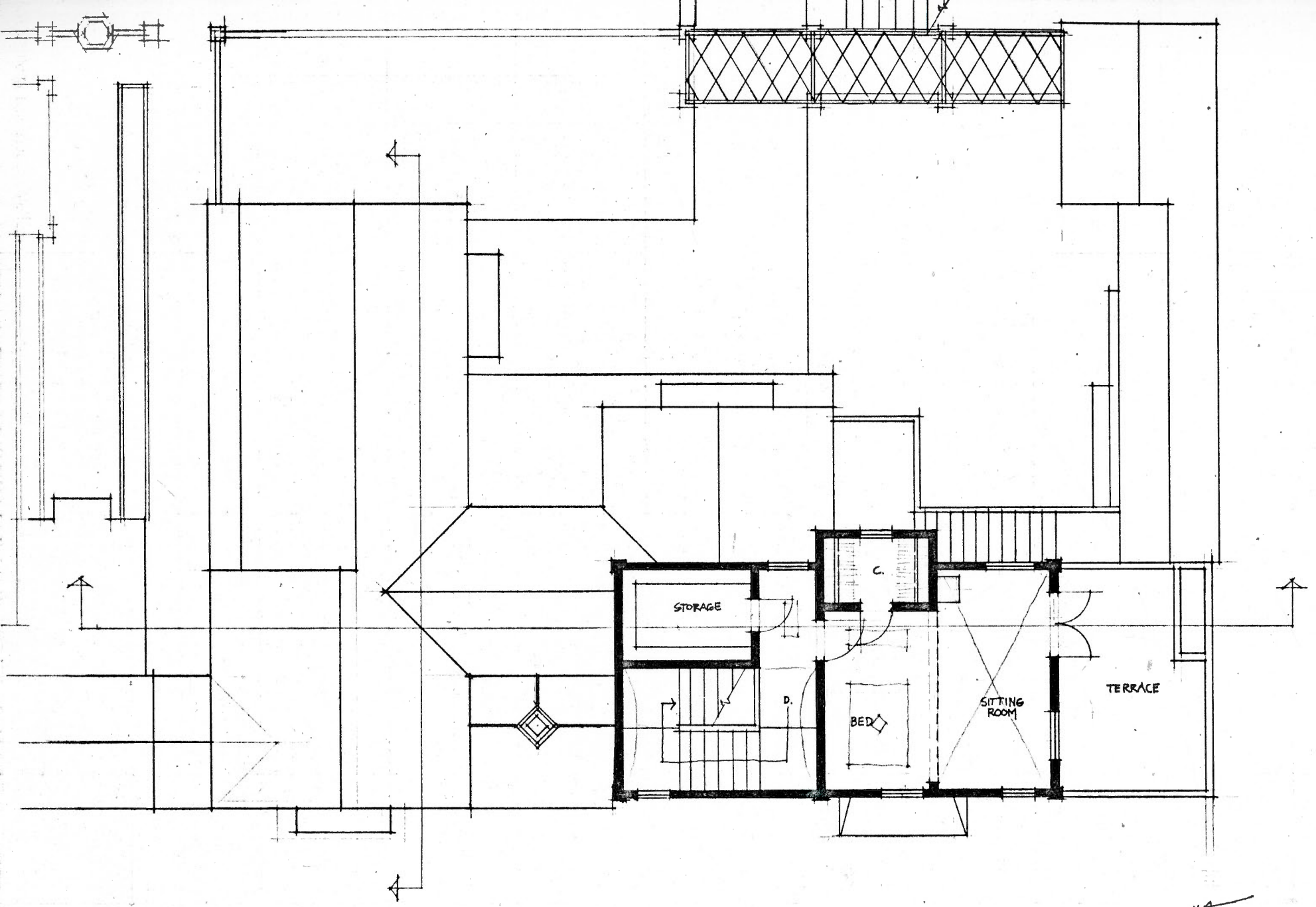


DURANT AVE.

GROUND PLAN of SITE


BED
D.
SITTING
DRESSING
C.
C.
BED
BED
PLAY AREA
FAMILY
VESTIBULE
BATHING
ROOM
TUB
BALCONY
L.
T.
D.
SITTING
D.
BED
DRESSING
N

2 floor plan



3 floor plan

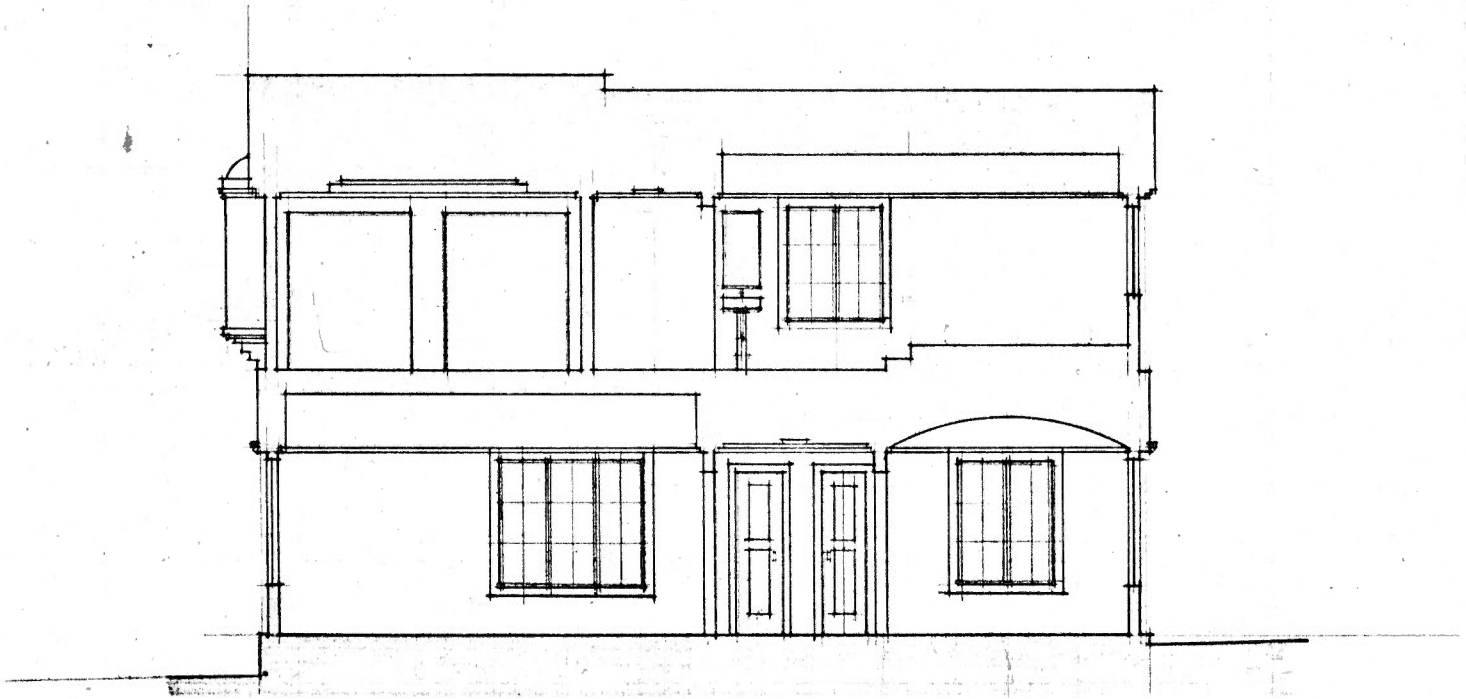
west elevation

(ALONG PATH)

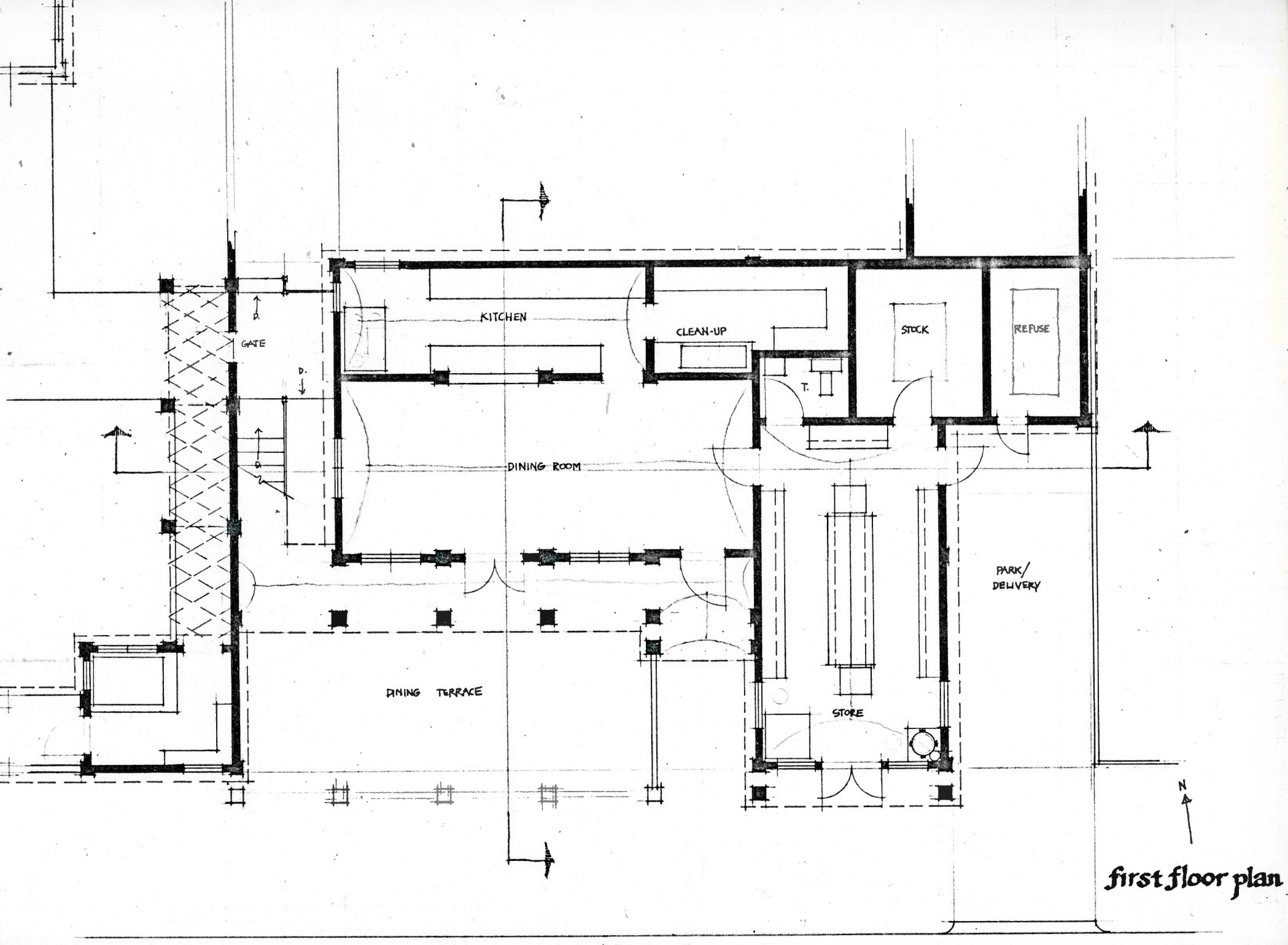
south elevation

(ALONG DURANT)

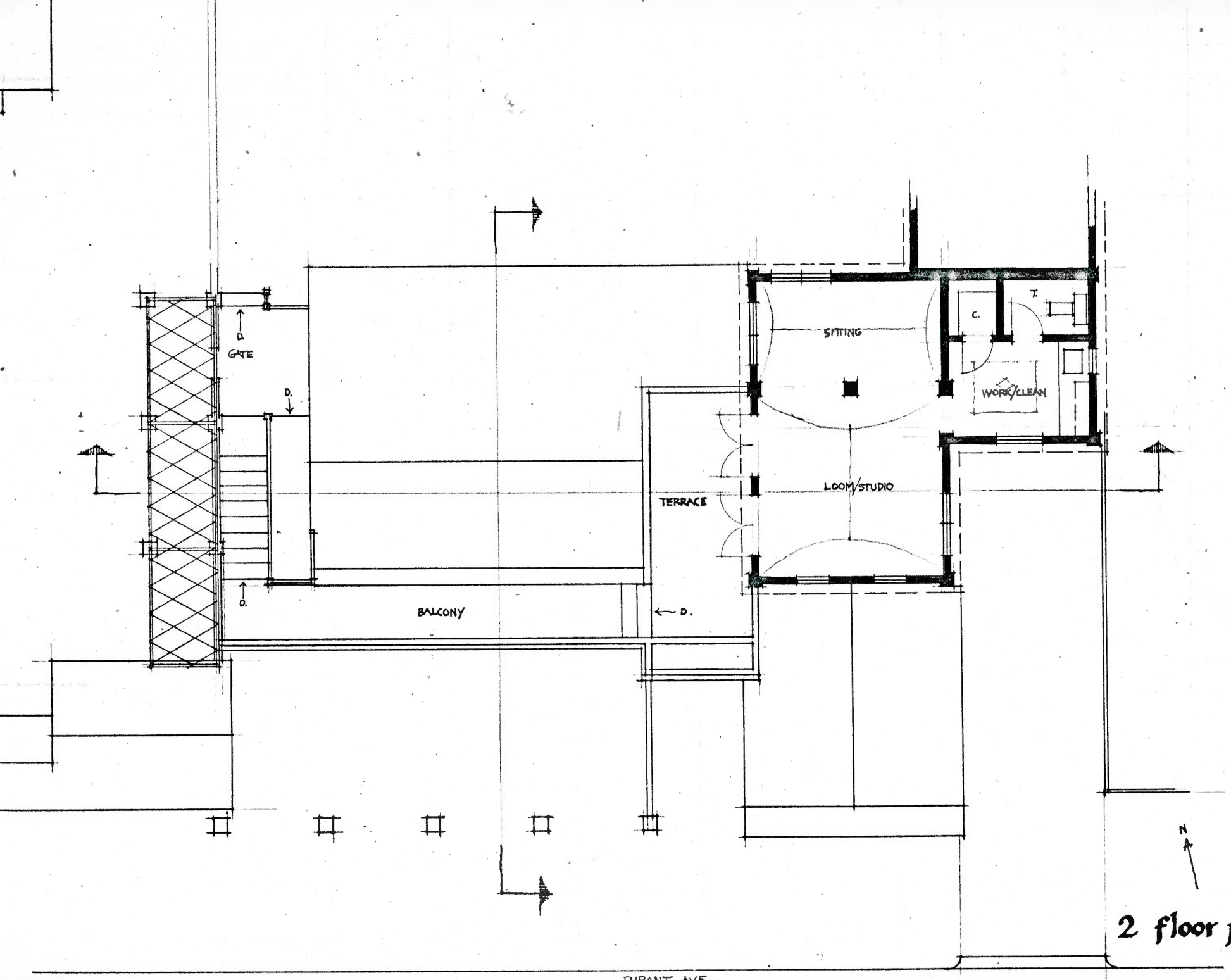
north ⁘ south section



east ⁘ west section



first floor plan

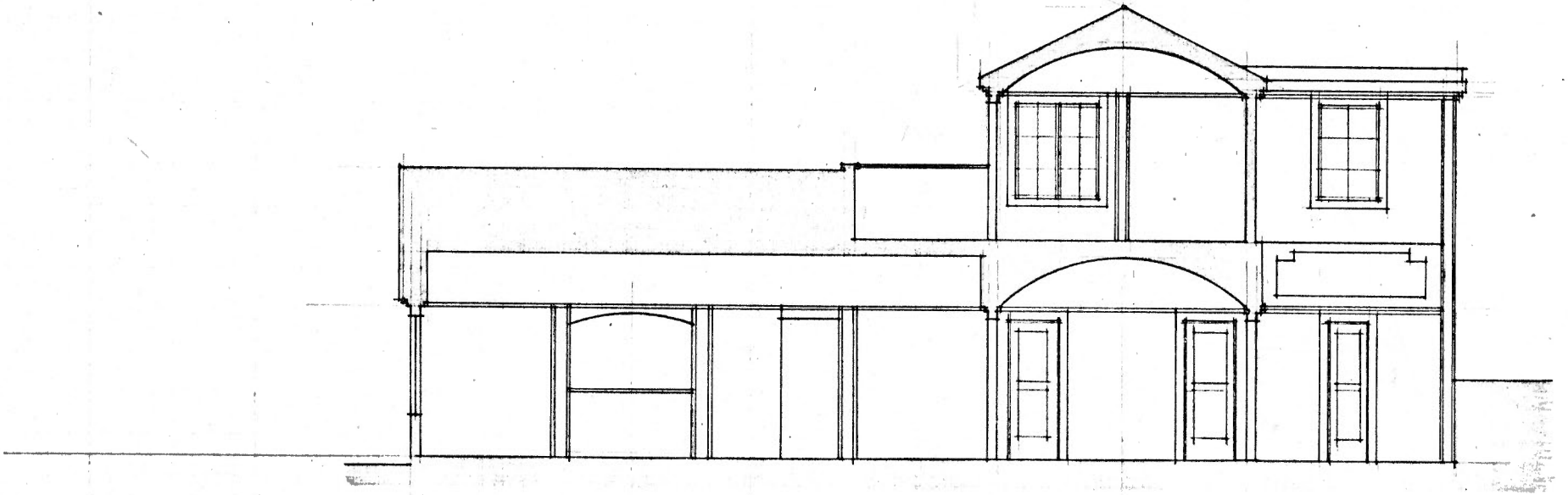

D.
GATE
D.
D.
BALCONY
D.
TERRACE
SITTING
C.
T.
T.
WORK/CLEAN
LOOM/STUDIO
N

2 floor plan

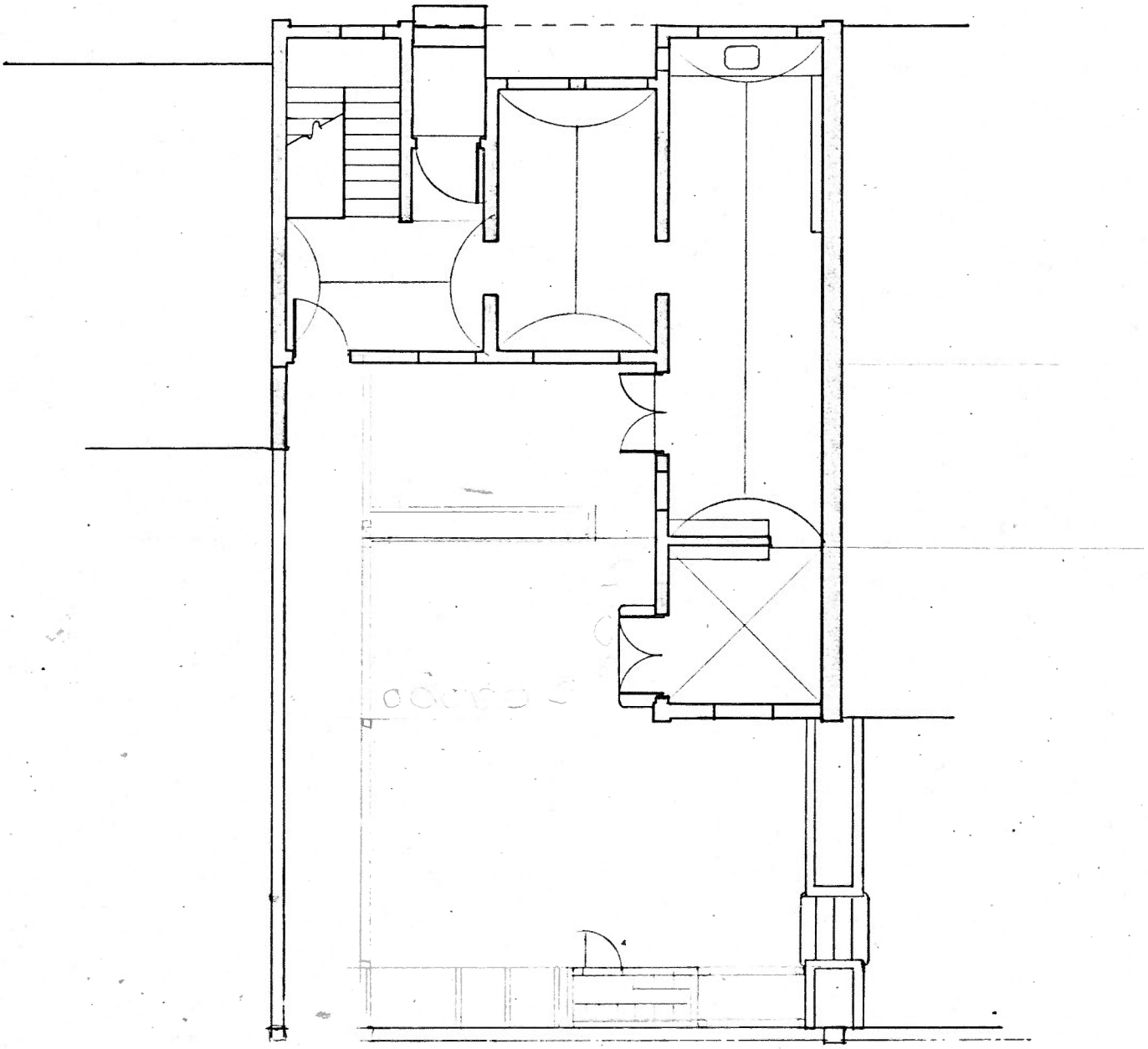
south elevation

(ALONG DURANT)

north-south section



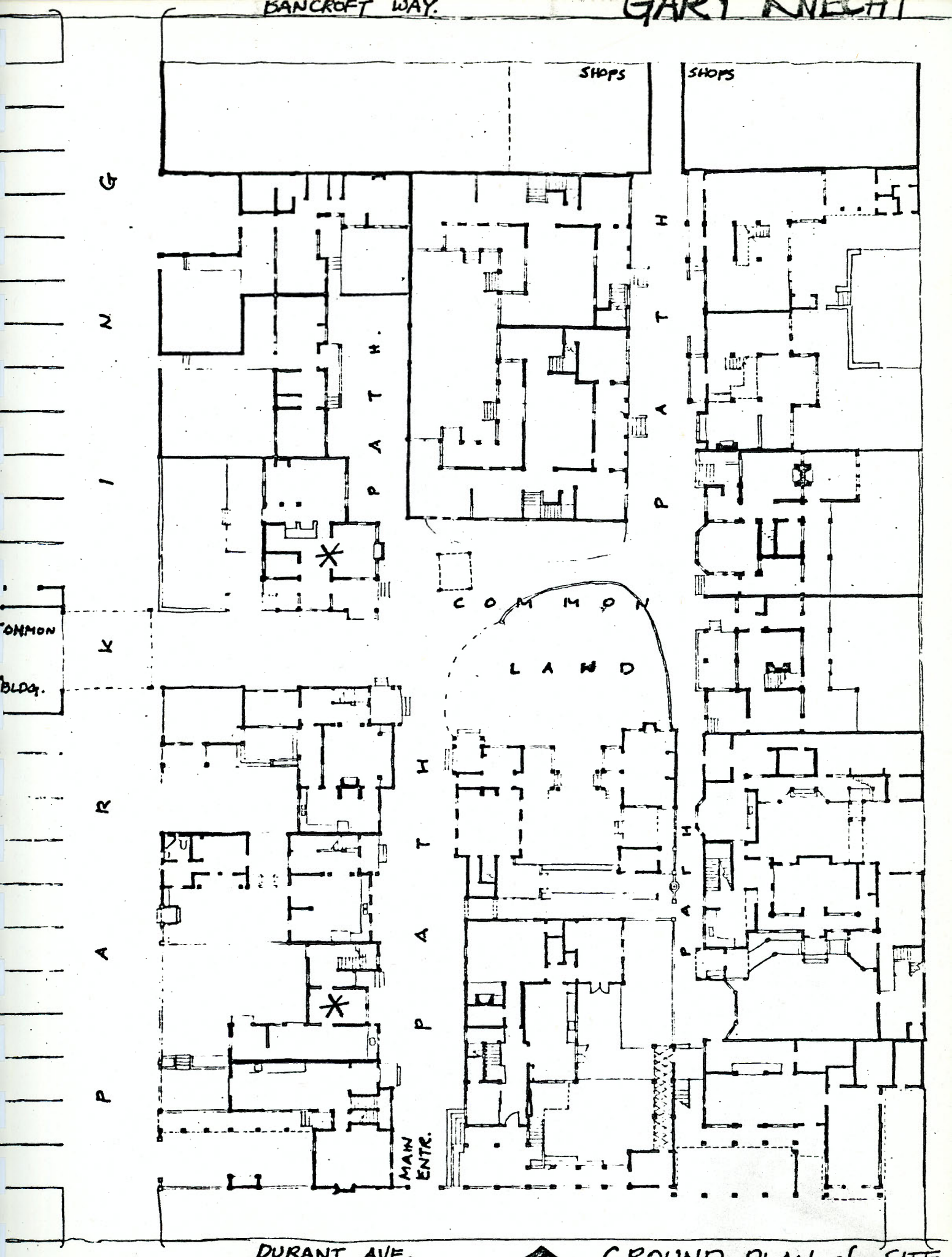
east + west section



←N Ground Floor 27' rowhouse

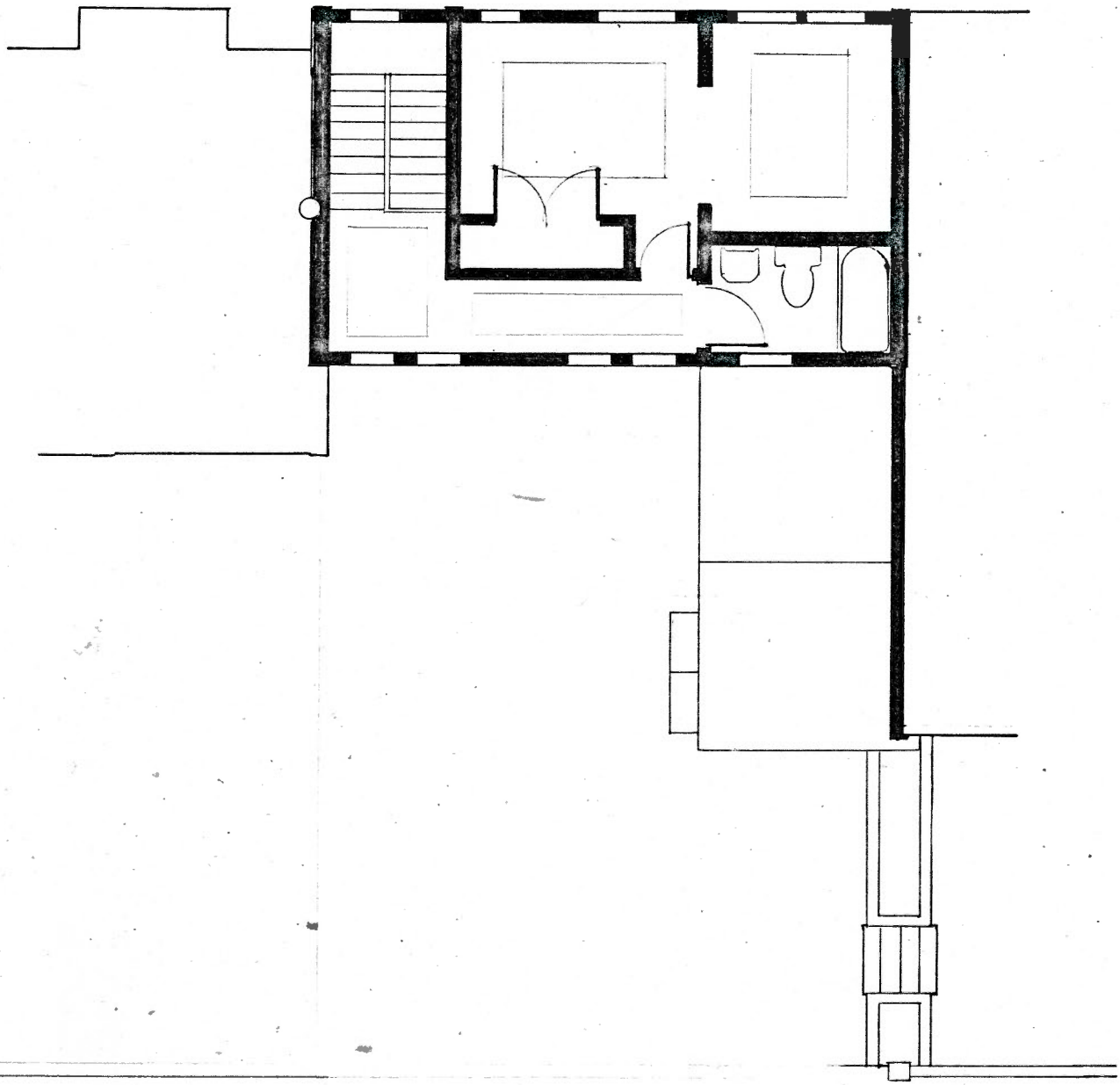
BANCROFT WAY.

GARY KNECHT



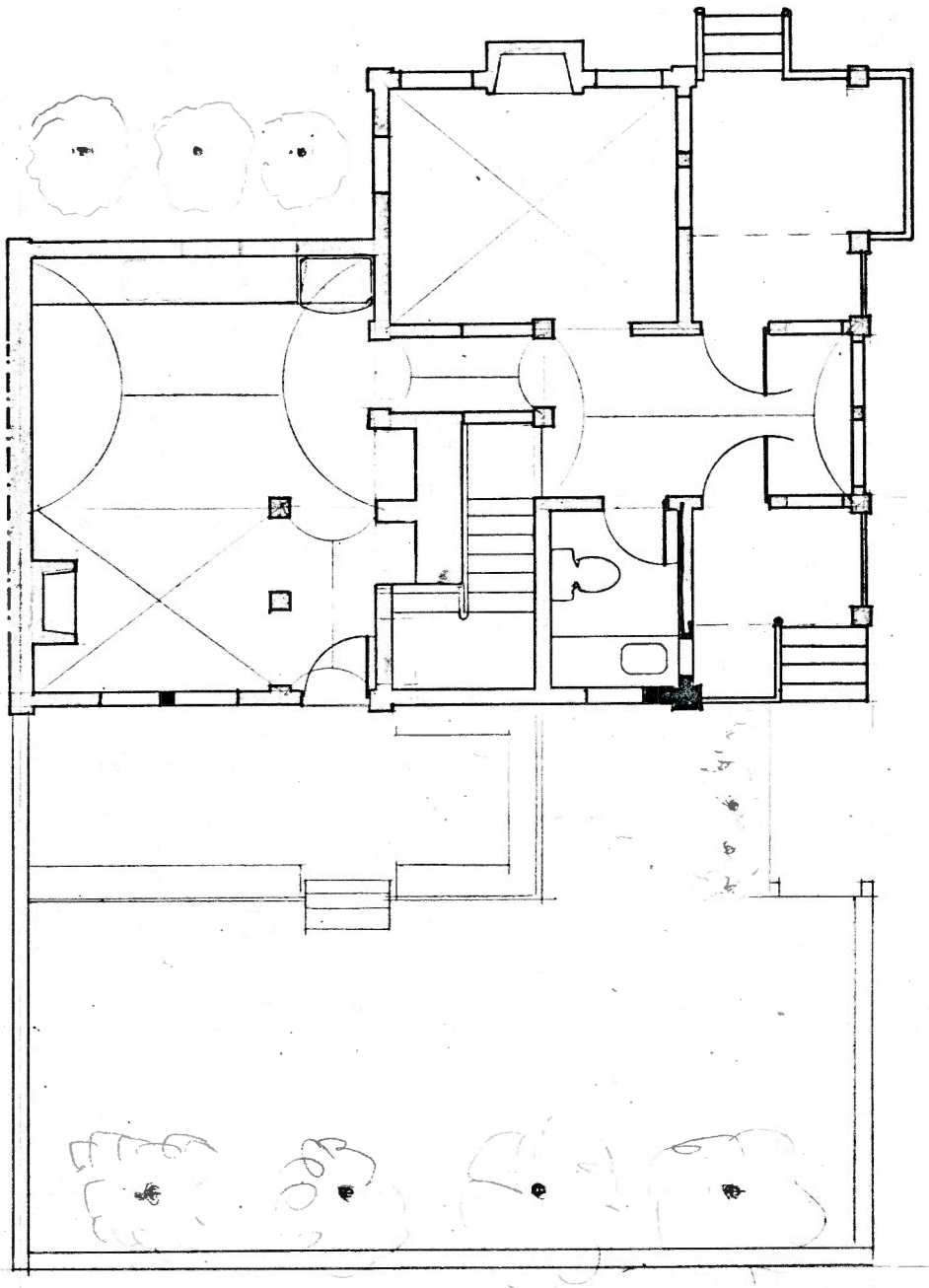
DURANT AVE.

GROUND PLAN of SITE.

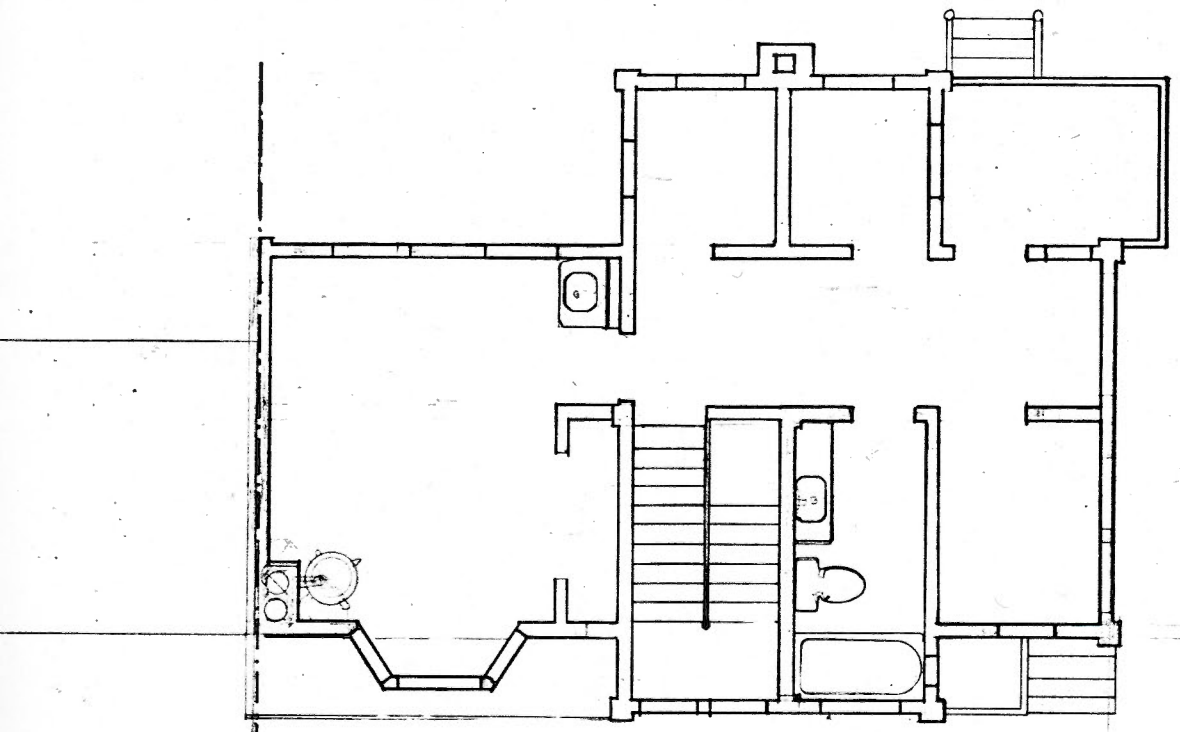


← N Second Floor 27' rowhouse

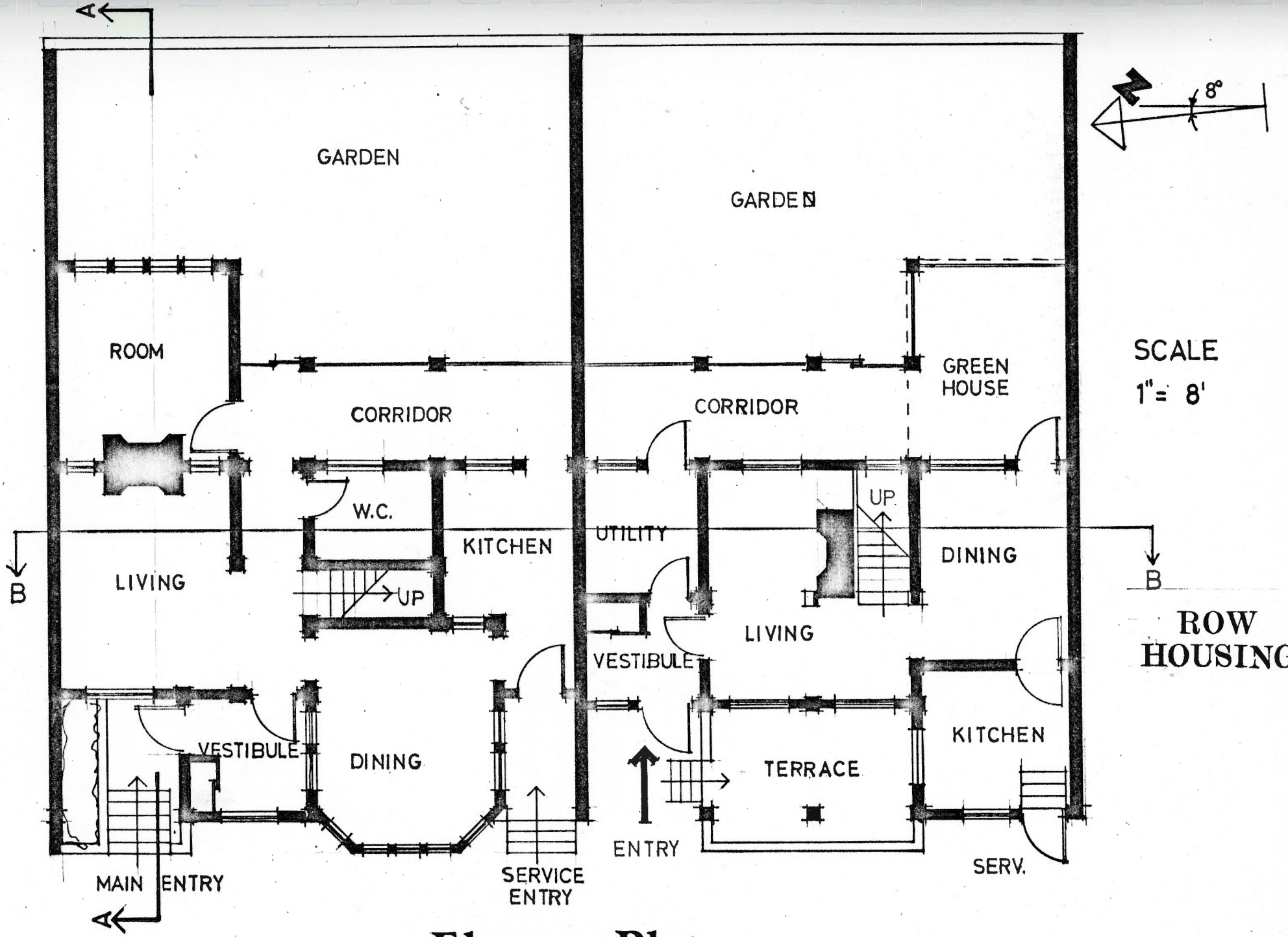
Front Elevation 27' rowhouse



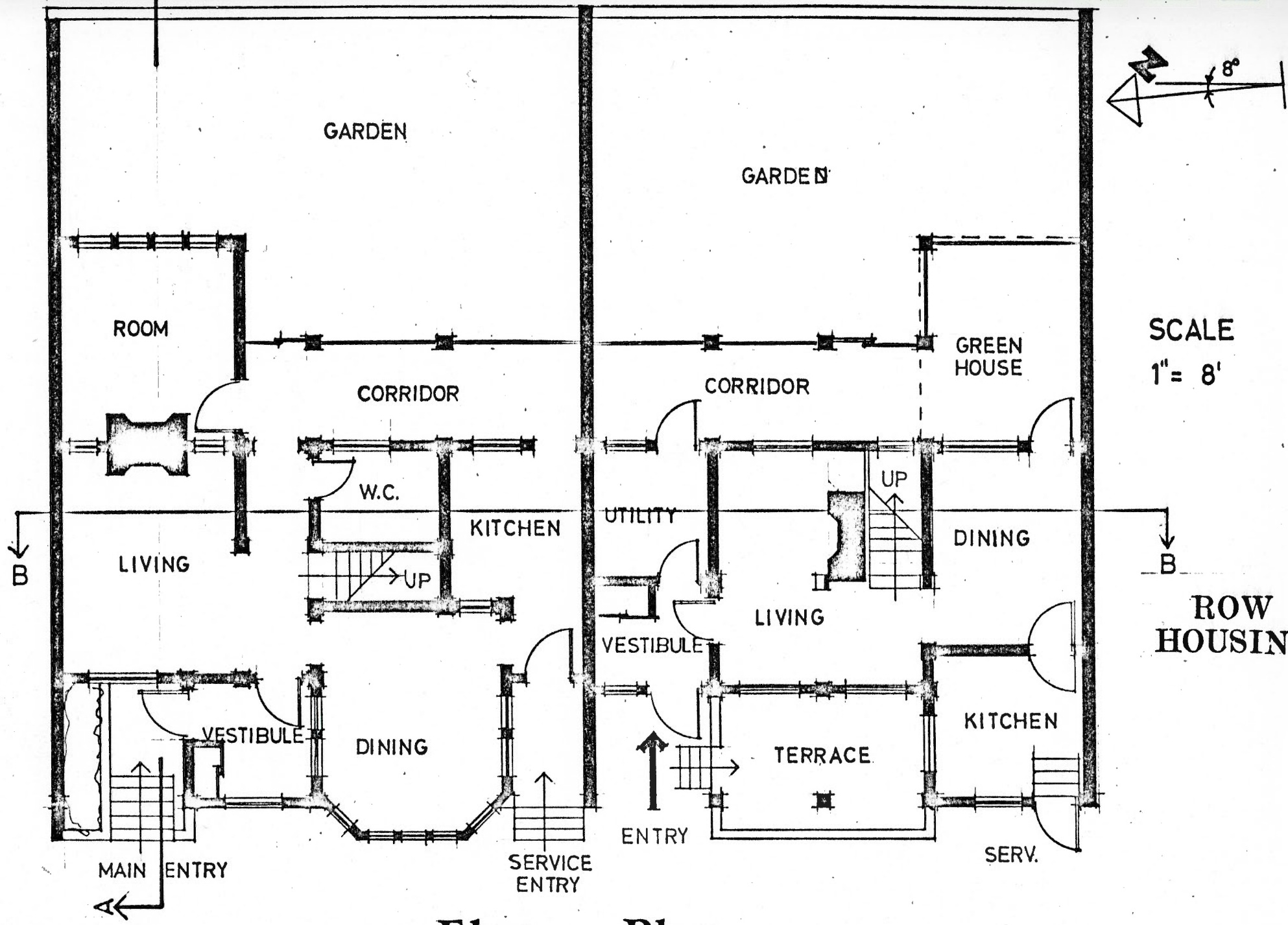
← N Ground Floor 35' rowhouse.



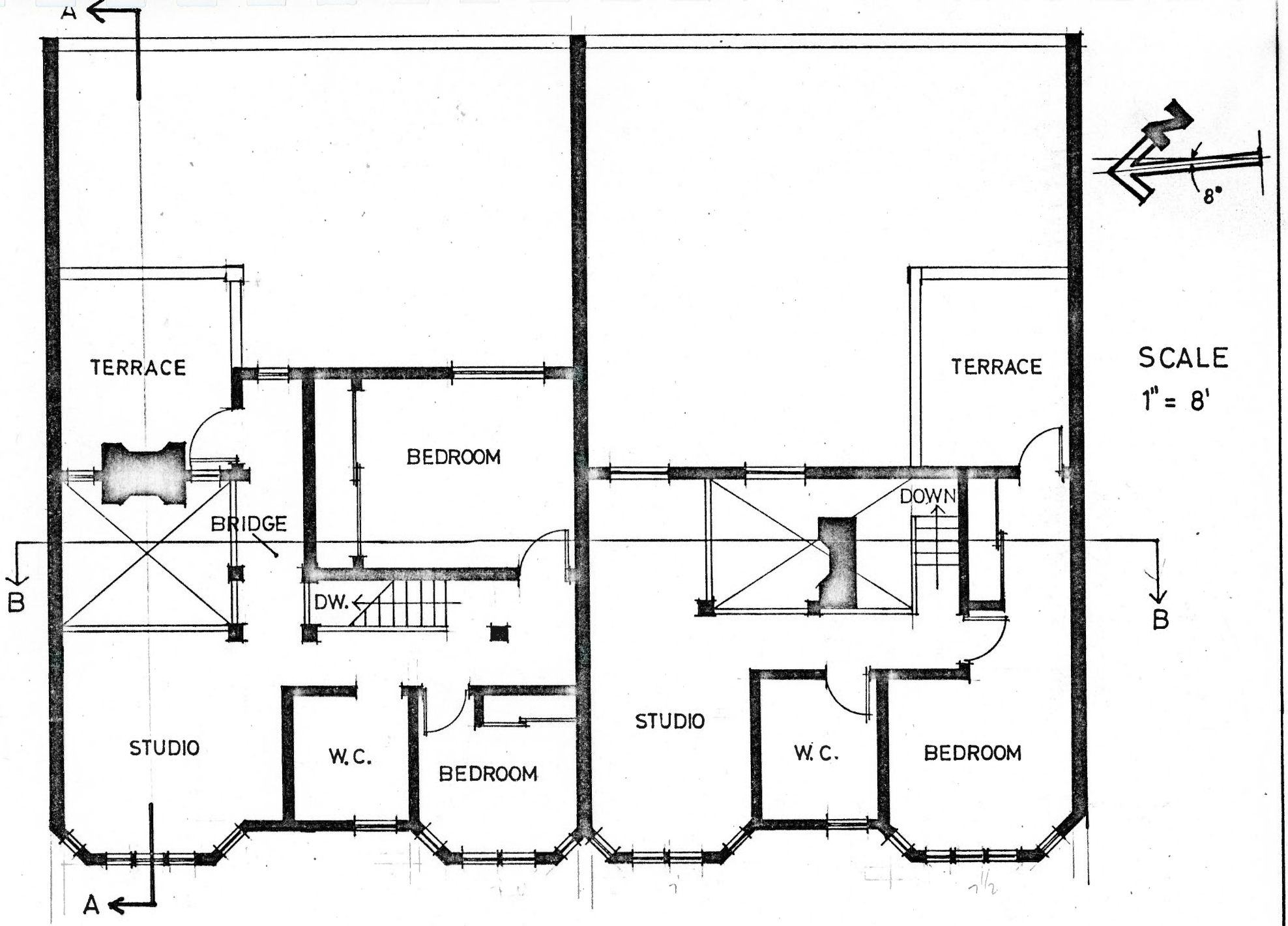
←N Second Floor 35' rowhouse


A
GARDEN
GARDEN
N
8°
ROOM
CORRIDOR
W.C.
KITCHEN
UP
LIVING
B
VESTIBULE
DINING
MAIN ENTRY
SERVICE ENTRY
A
CORRIDOR
GREEN HOUSE
UP
UTILITY
DINING
B
LIVING
VESTIBULE
KITCHEN
TERRACE
ENTRY
SERV.
SCALE
1"= 8'
ROW HOUSING

Floor Plan


GARDEN
GARDEN
ROOM
CORRIDOR
W.C.
KITCHEN
LIVING
UP
B
VESTIBULE
DINING
MAIN ENTRY
SERVICE ENTRY
CORRIDOR
GREEN HOUSE
UP
UTILITY
DINING
B
LIVING
VESTIBULE
KITCHEN
TERRACE
ENTRY
SERV.
N
8°
SCALE
1"= 8'
ROW HOUSIN

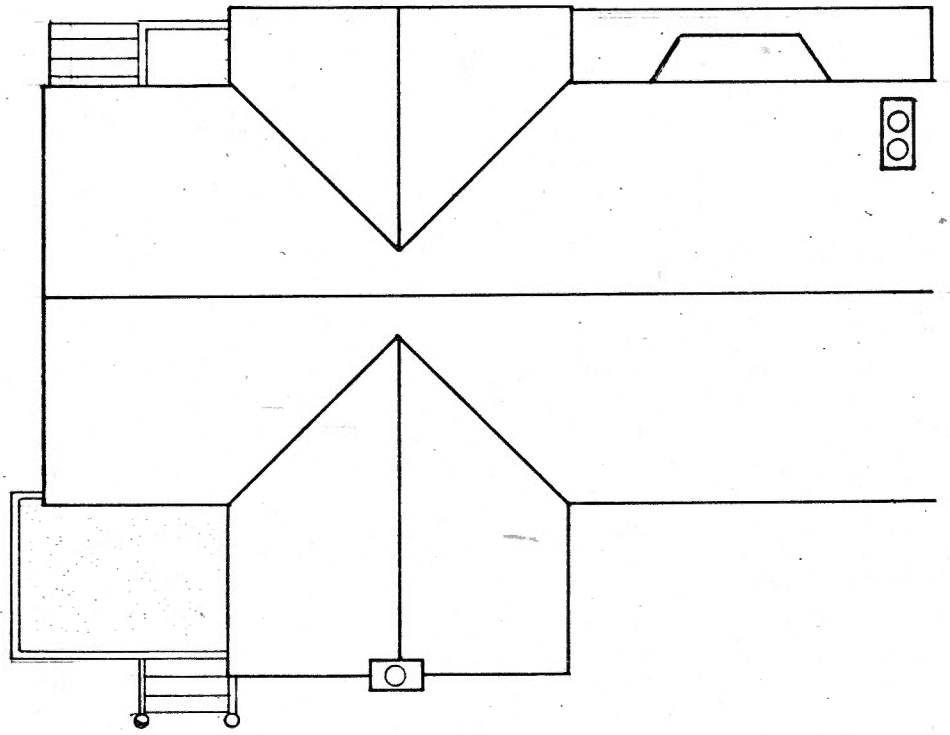
Floor Plan


A
TERRACE
BEDROOM
BRIDGE
B
DW.
STUDIO
W.C.
BEDROOM
A
TERRACE
DOWN
B
STUDIO
W.C.
BEDROOM
8°
SCALE
1" = 8'

Upper Plan

Lotline

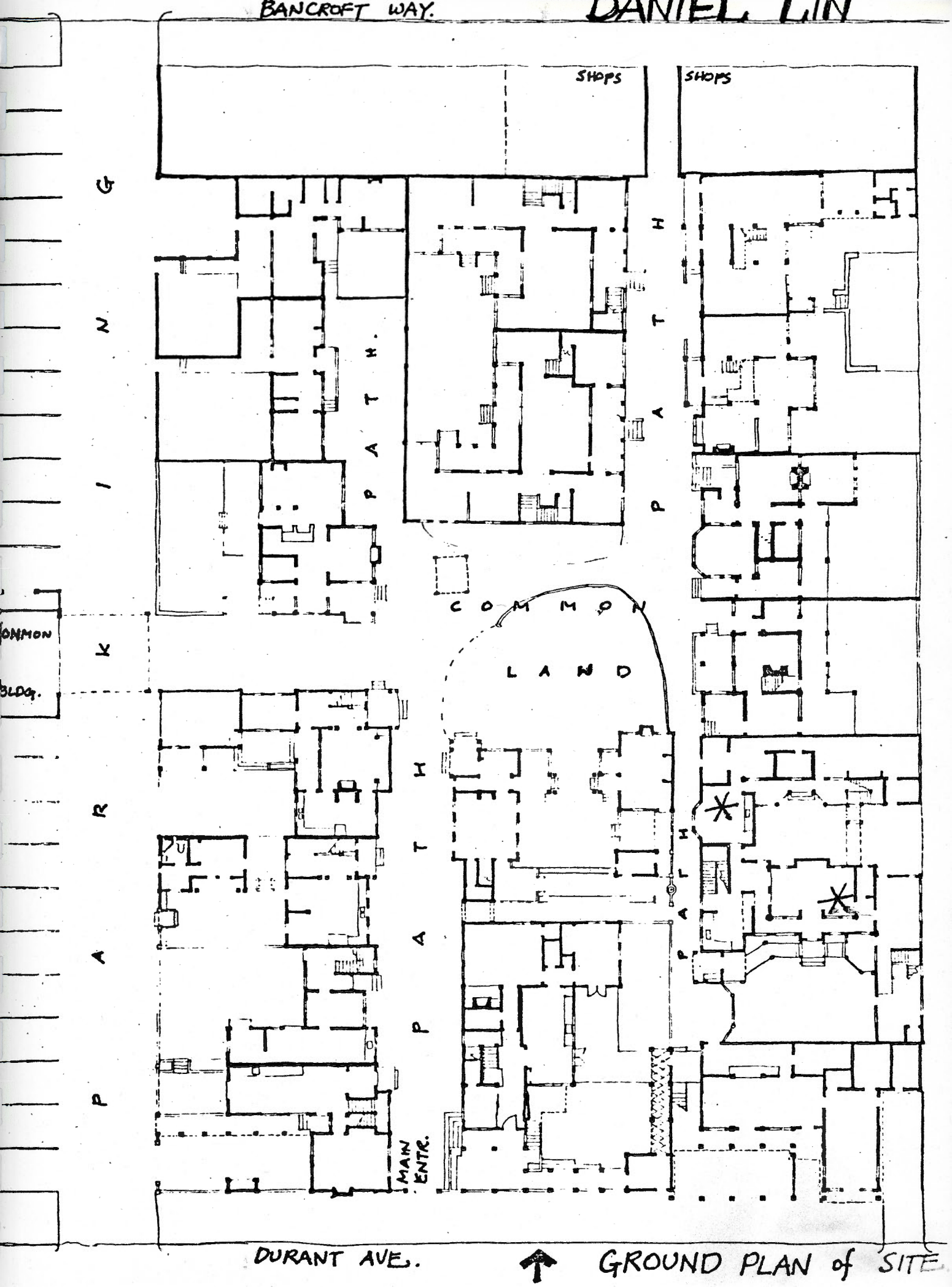
N → Front Elevation 35' rowhouse



← N Roof Plan 35' rowhouse

BANCROFT WAY.

DANIEL LIN

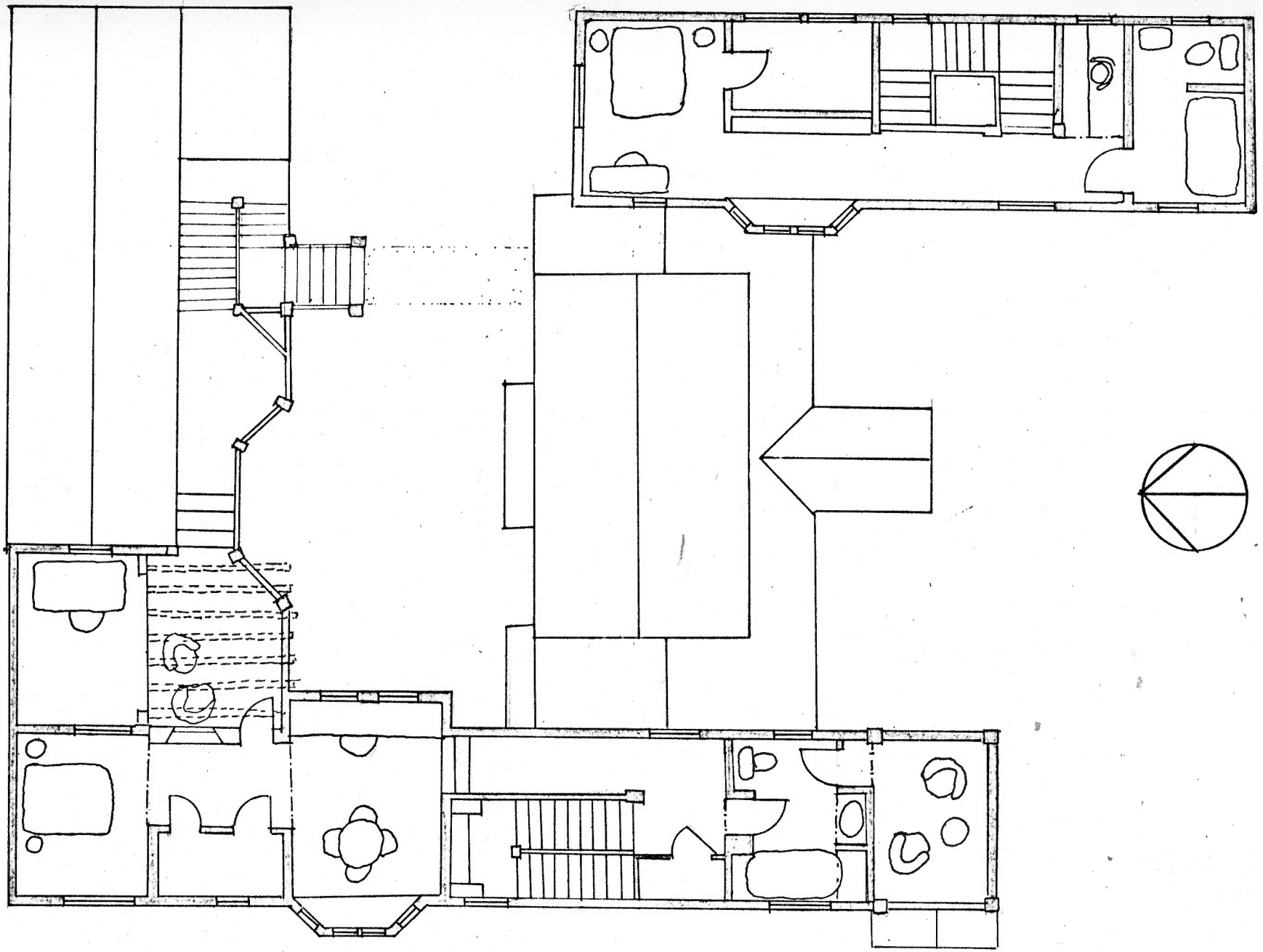


DURANT AVE.

GROUND PLAN of SITE

FIRST FLOOR PLAN sc: 1/8"=1'-0"

DANIEL LIN 1/4



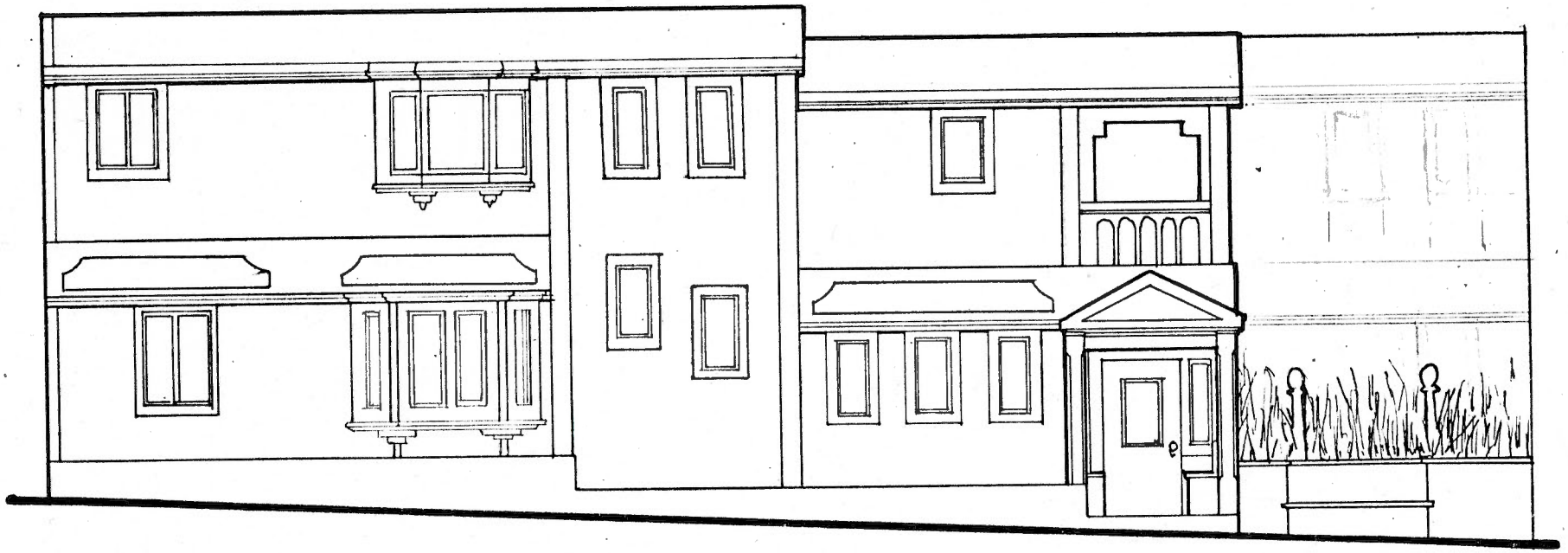
SECOND FLOOR PLAN

SC : 1/8" = 1'-0"

DANIEL LIN - 3/4

SOUTH ELEVATION - SECTION

SC: 1/8" = 1'-0"

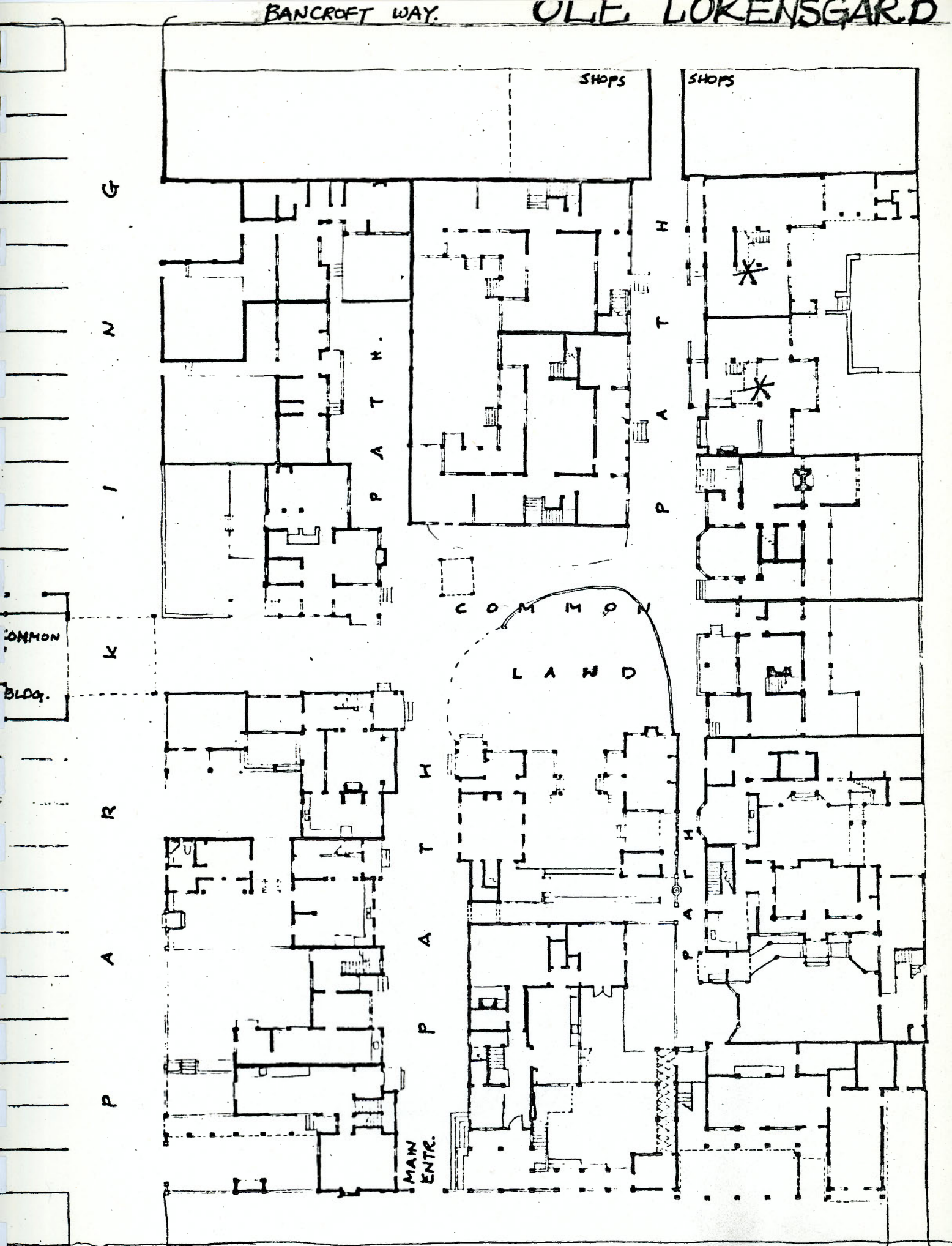


WEST ELEVATION

Sc: 1/8" = 1'-0"

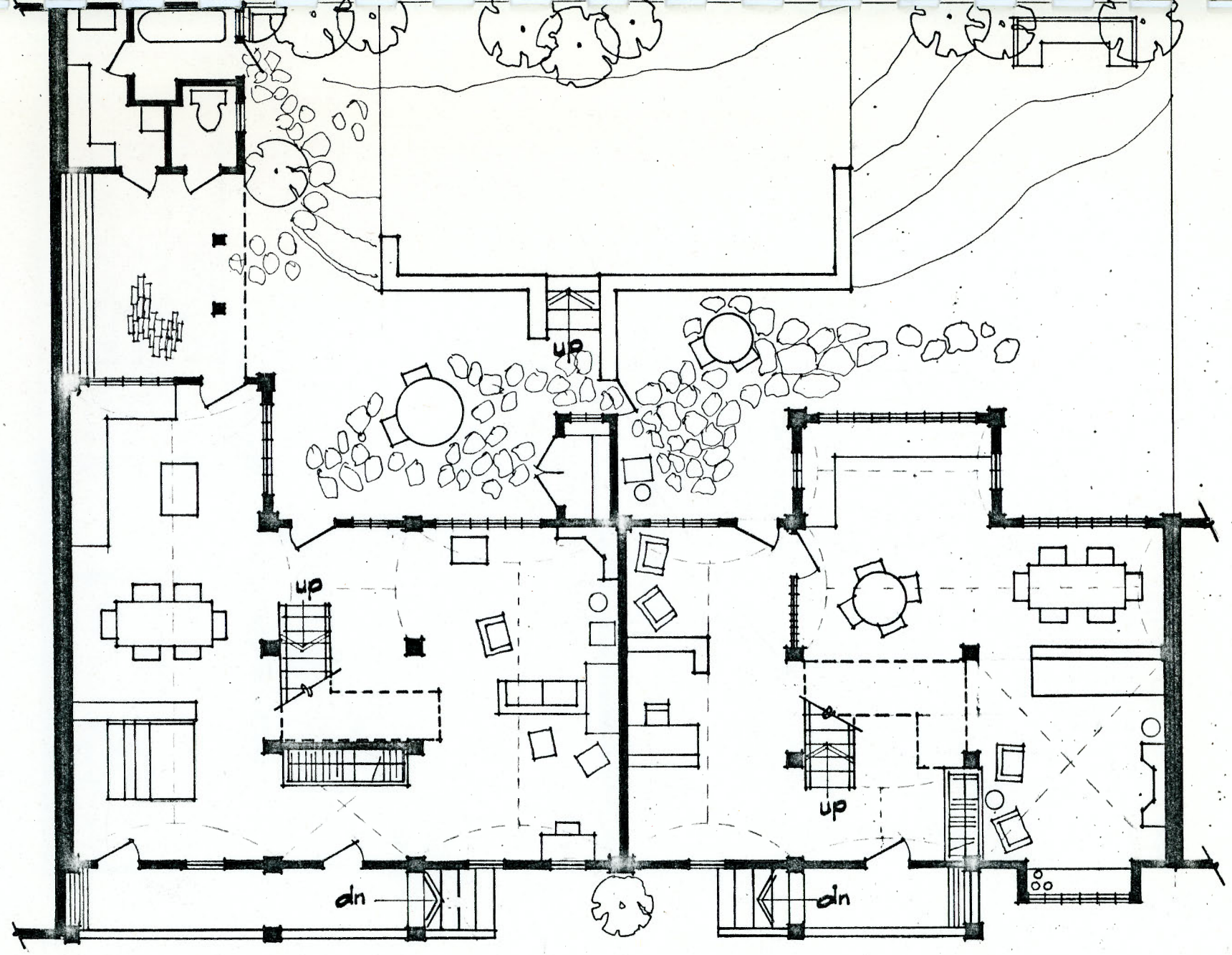
BANCROFT WAY.

OLE LORENSGARD



DURANT AVE.

GROUND PLAN of SITE.

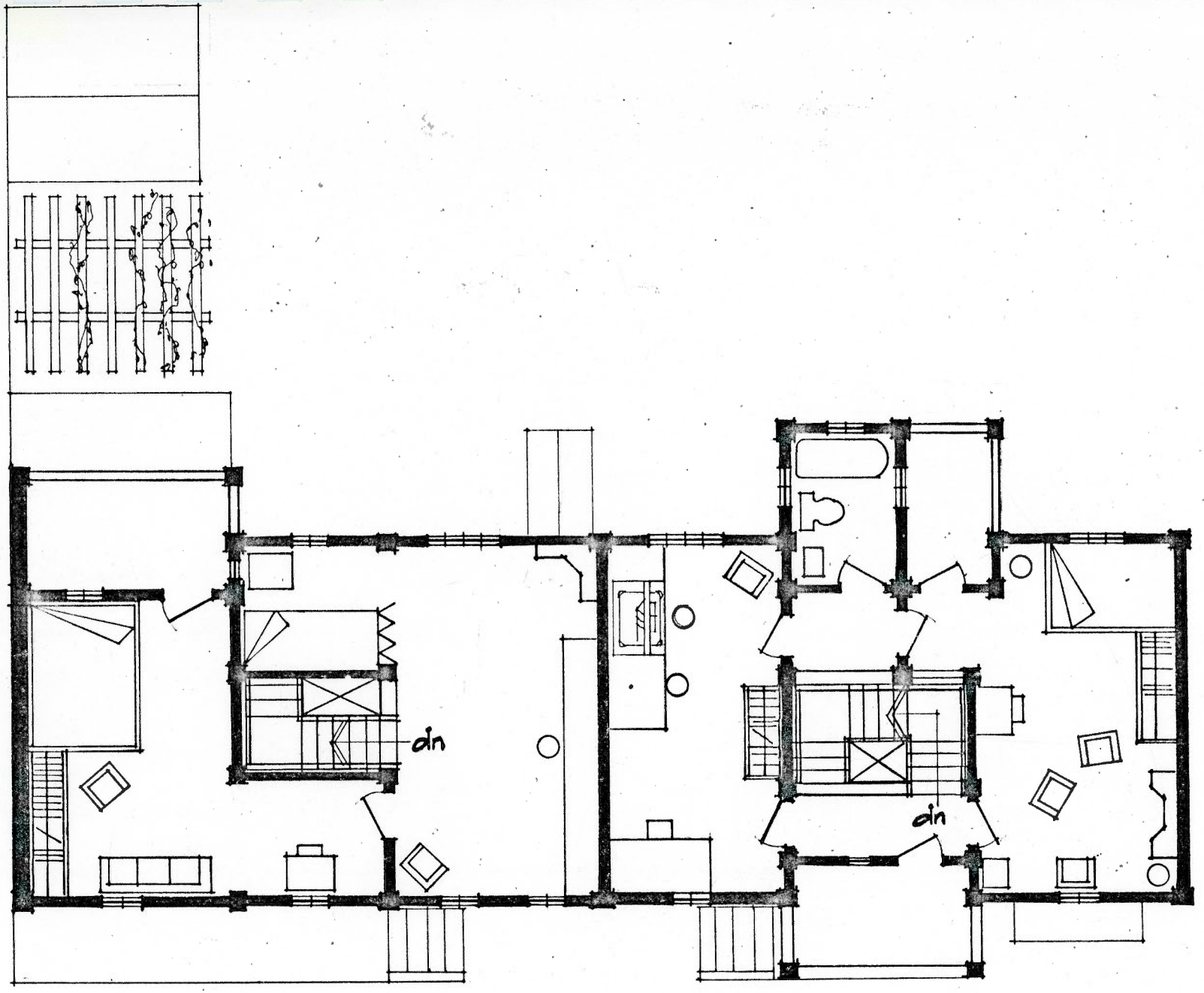


PATH
18'

FIRST FLOOR PLAN

SCALE: 1/8" = 1'-0"

N



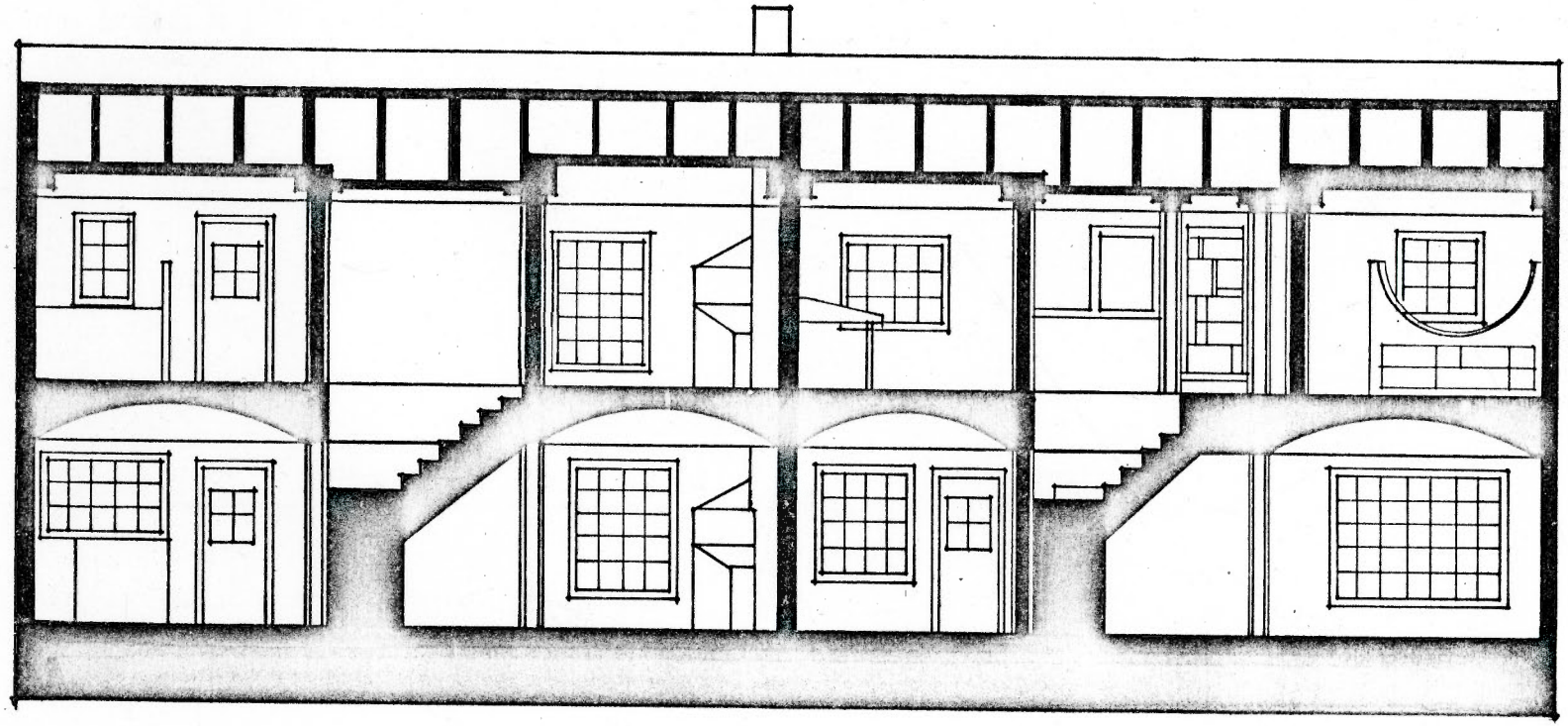
SECOND FLOOR PLAN

SCALE: 1/8" = 1'-0"

N

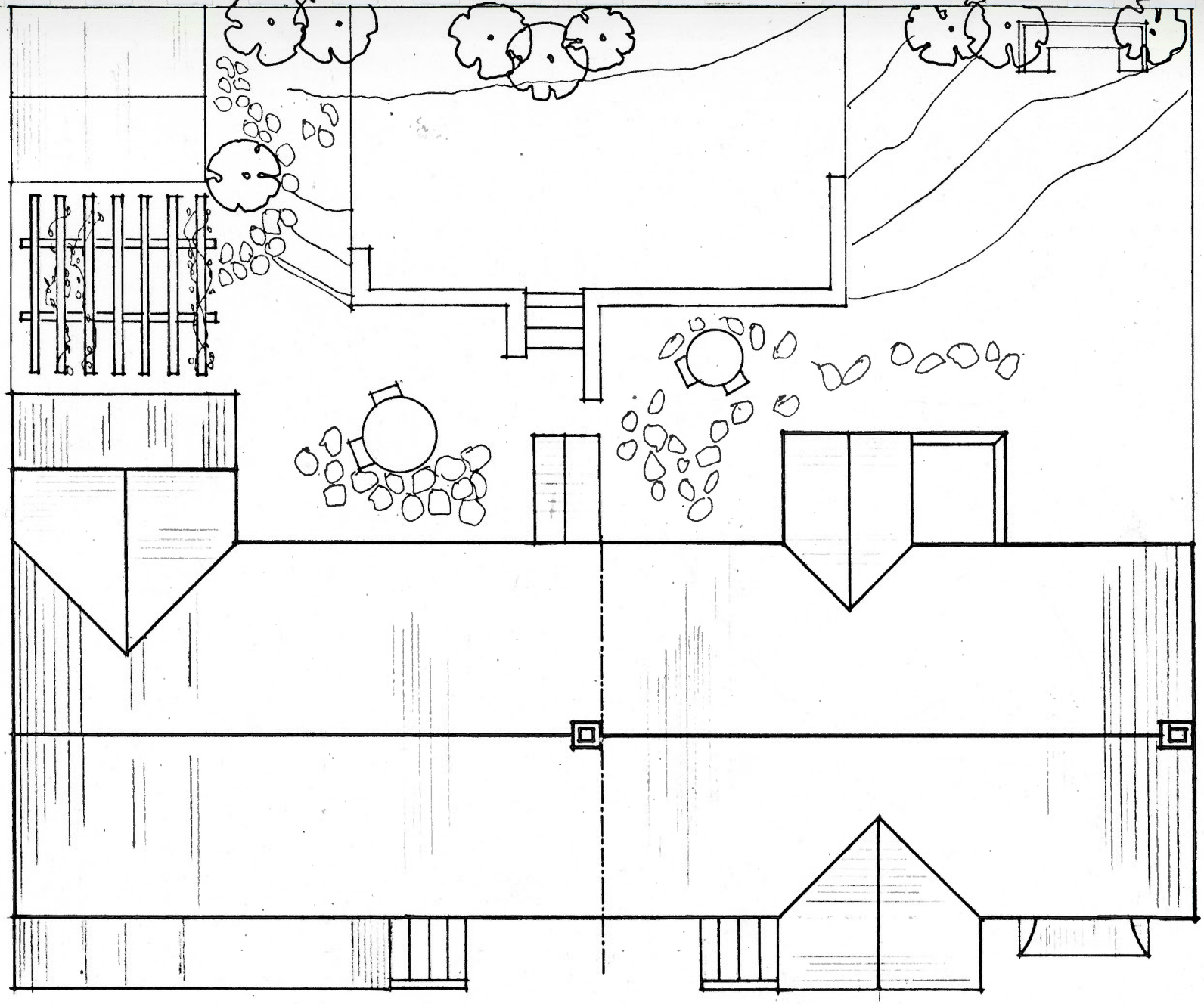
ELEVATION

SCALE: 1/8" = 1'-0"



SECTION

SCALE: 1/8" = 1'-0"



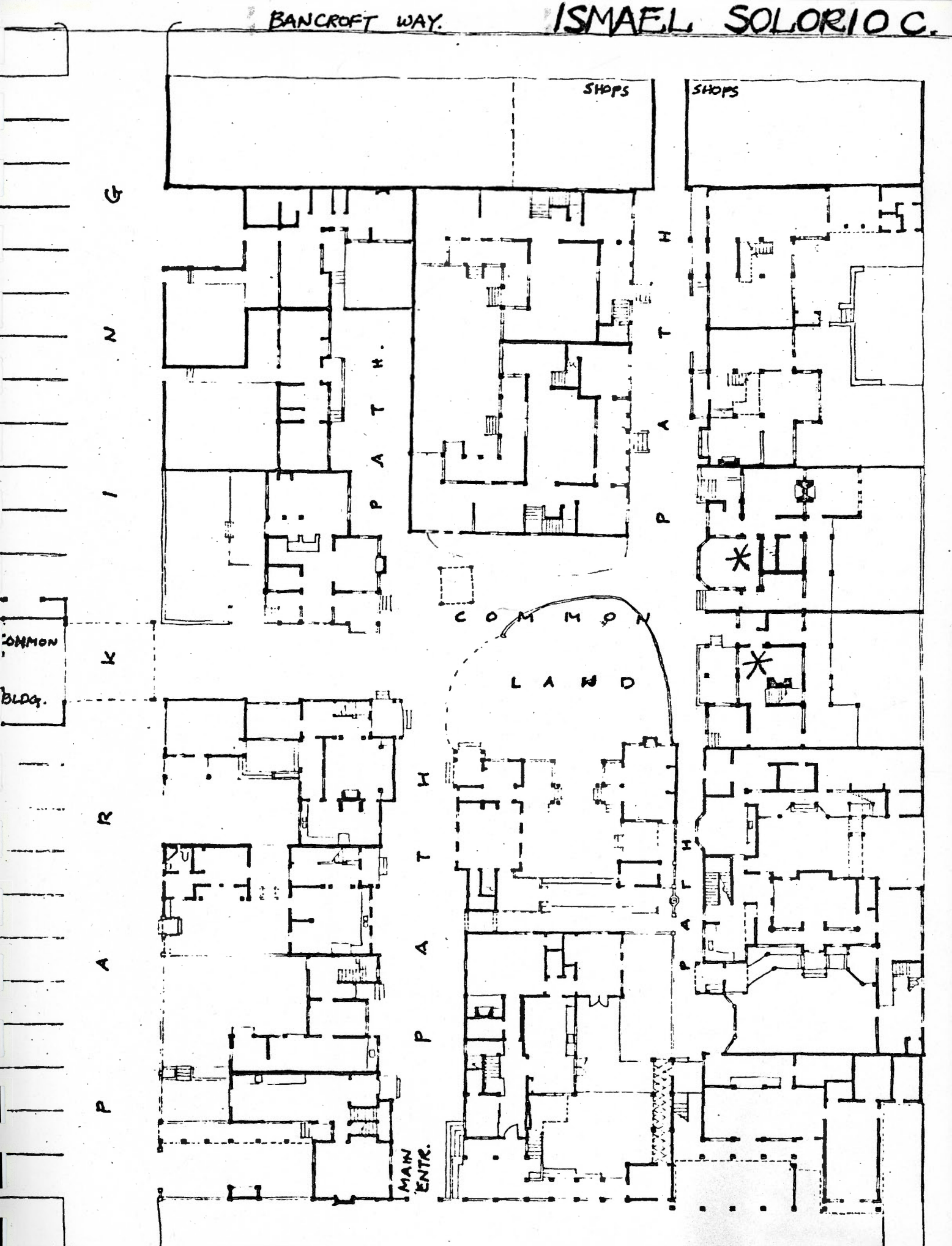
ROOF PLAN

SCALE: 1/8" = 1'-0"

N

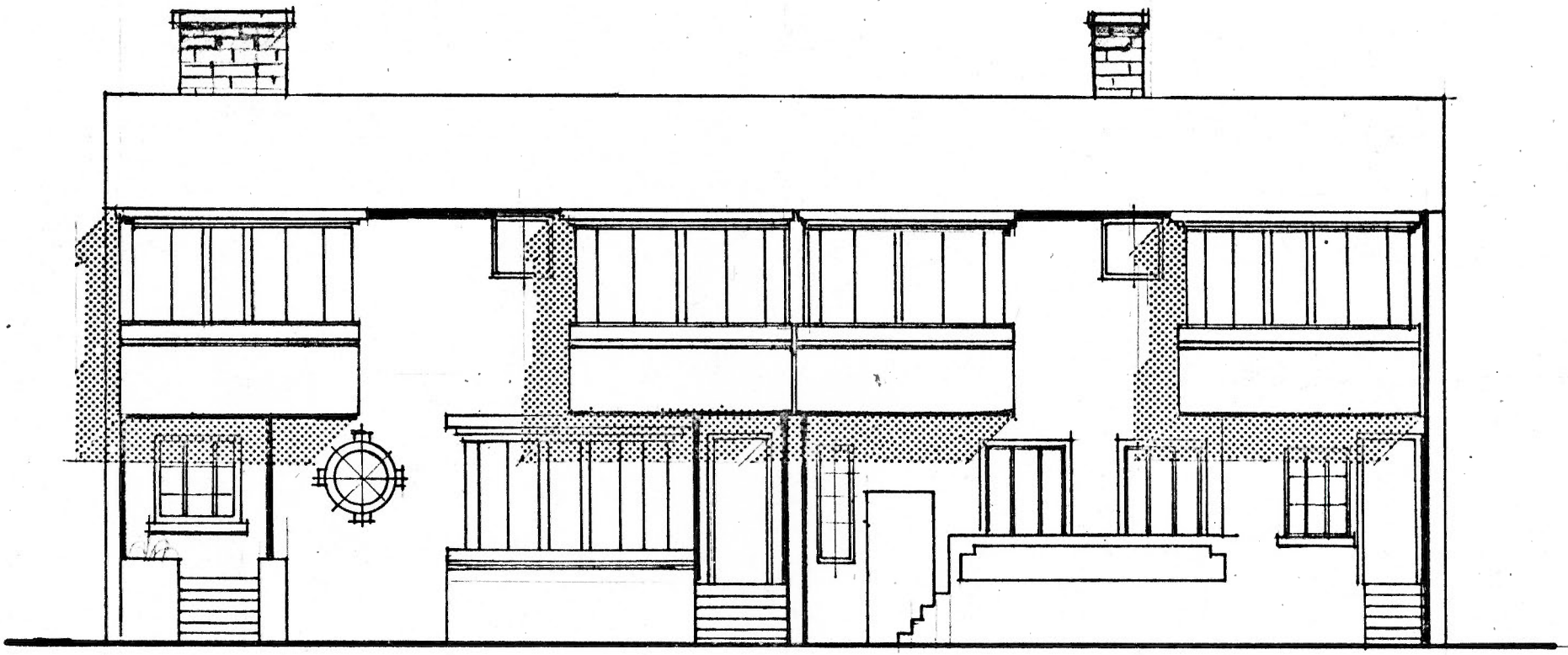
BANCROFT WAY.

ISMAEL SOLORIO C.

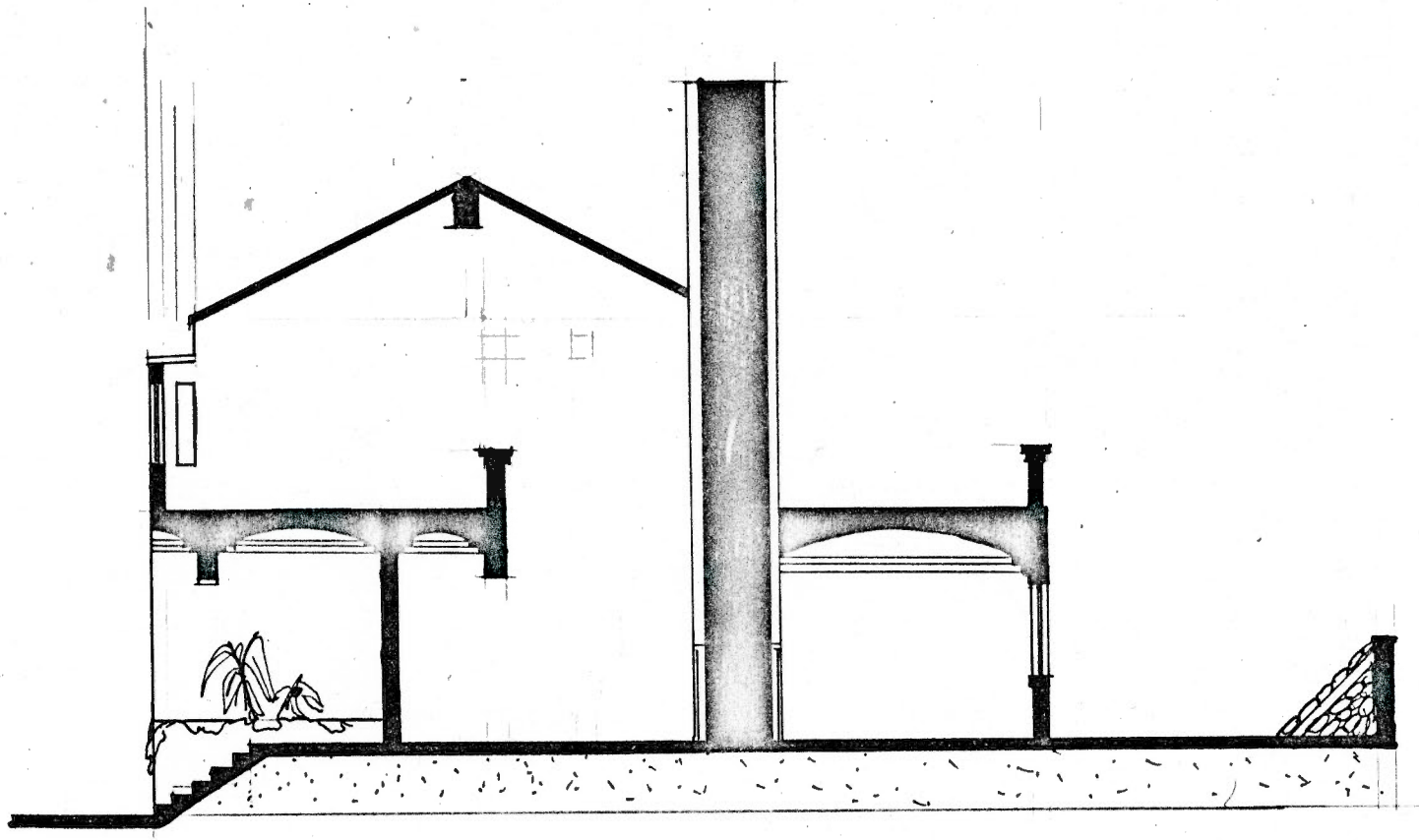


DURANT AVE.

GROUND PLAN of SITE.

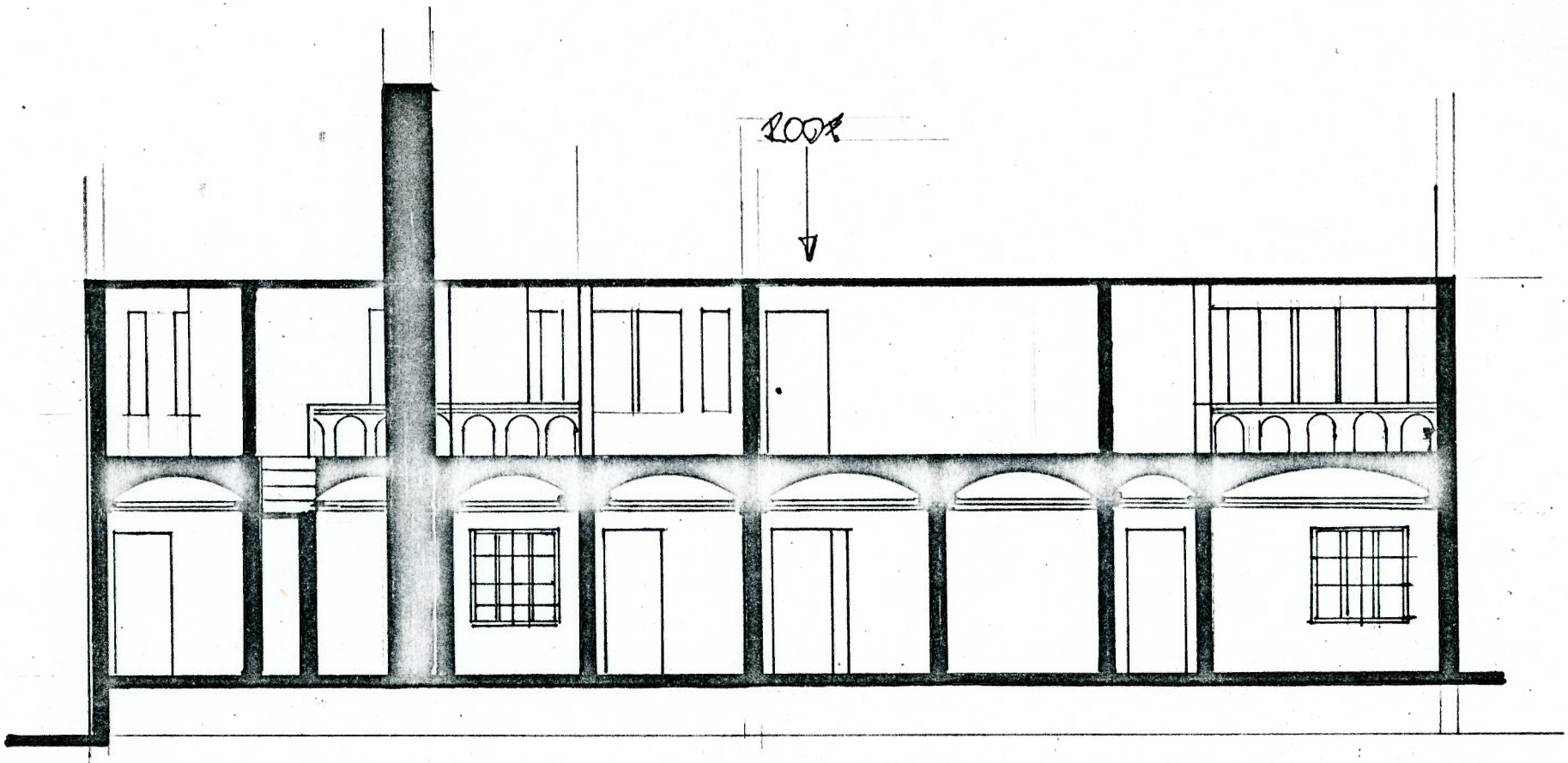


Elevations



Section A-A

SCALE 1" = 8'

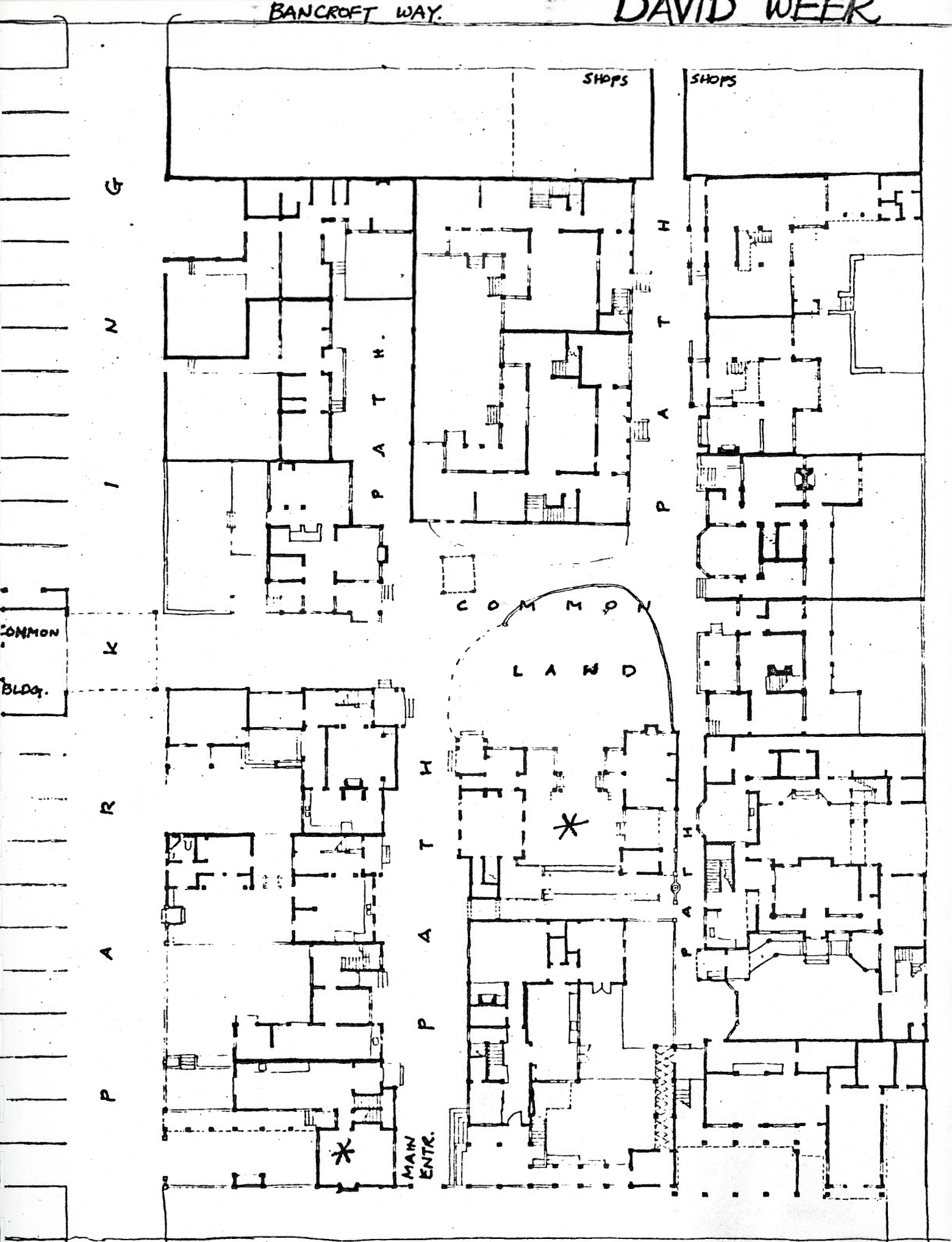


SCALE 1" = 8'

Section B-B

BANCROFT WAY.

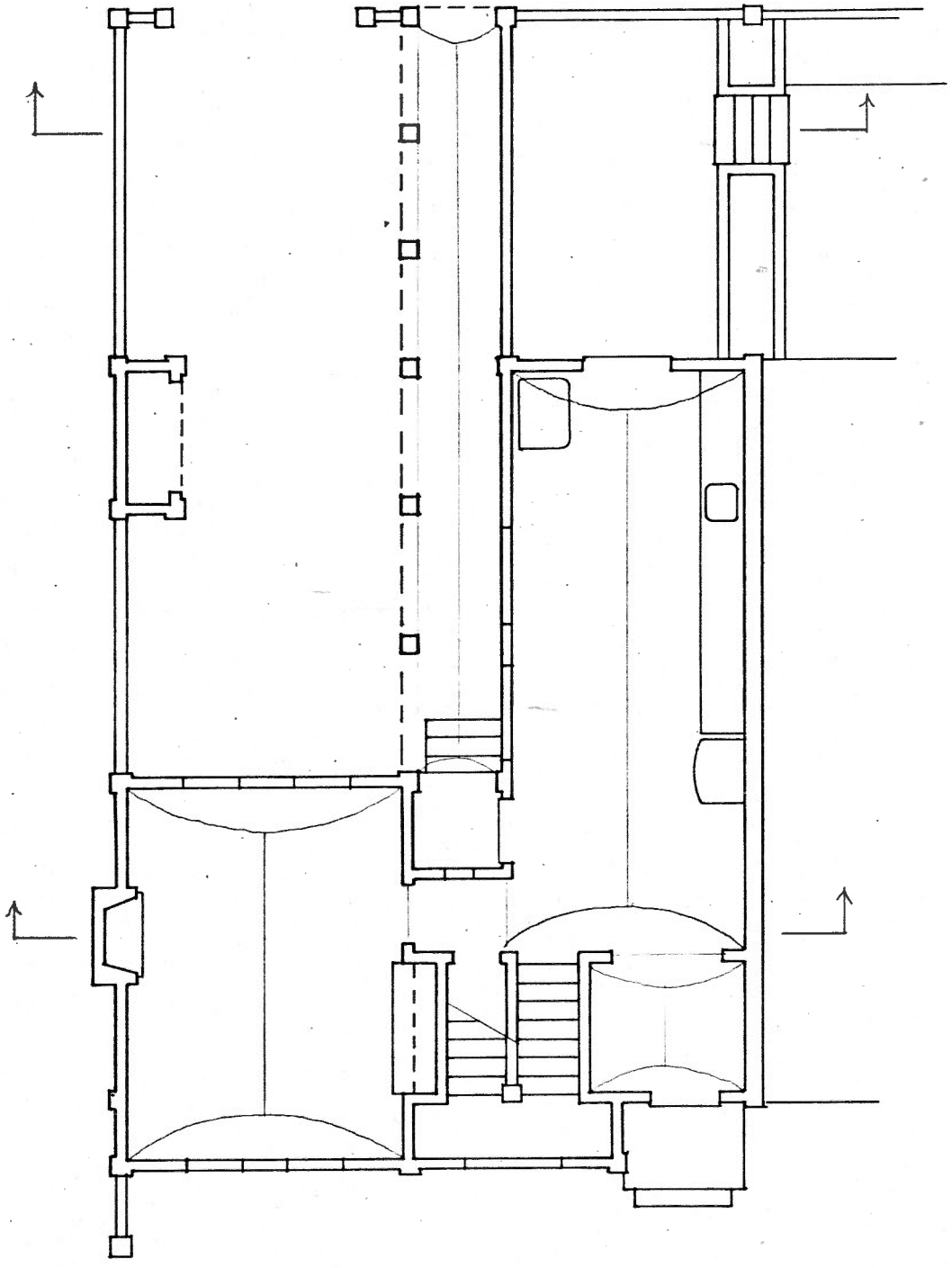
DAVID WEEK

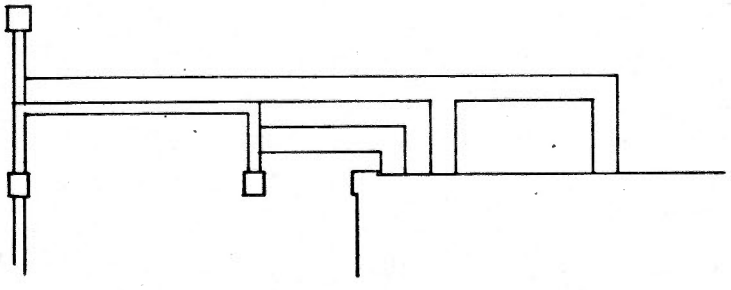


DURANT AVE.

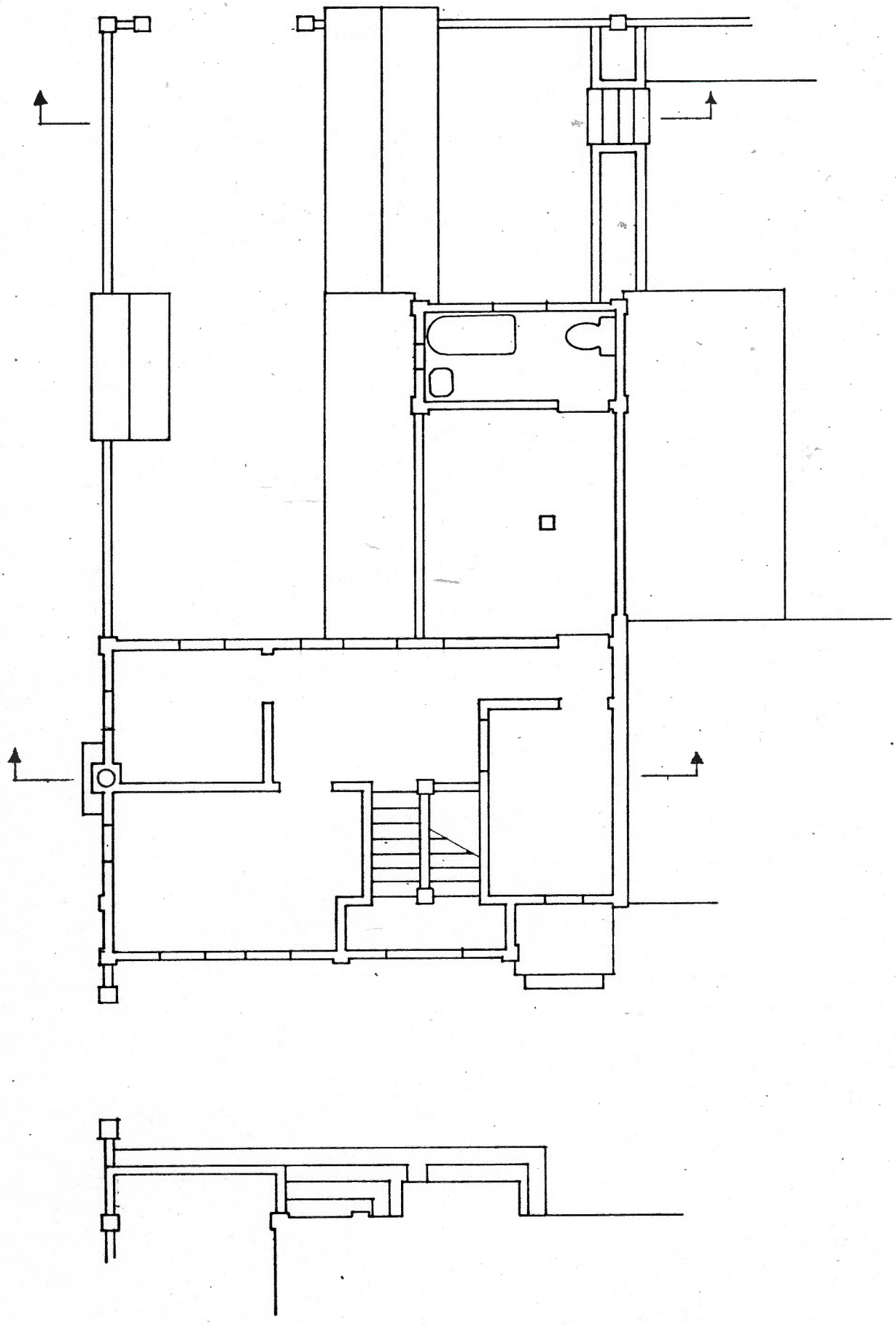
GROUND PLAN of SITE

DW 1

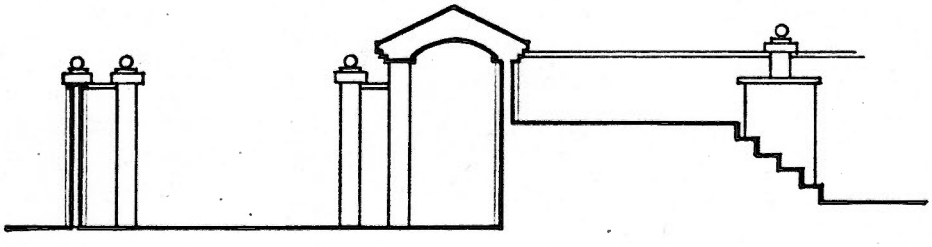




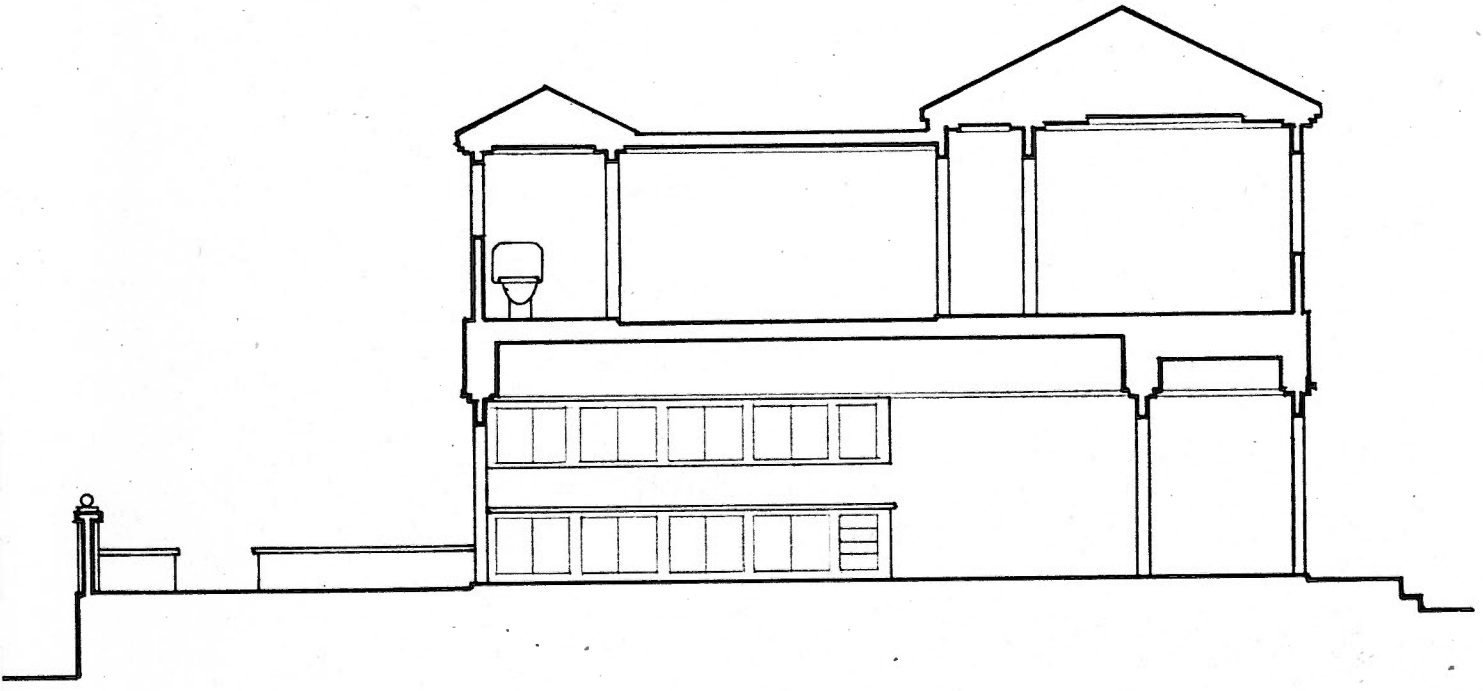
D3 1



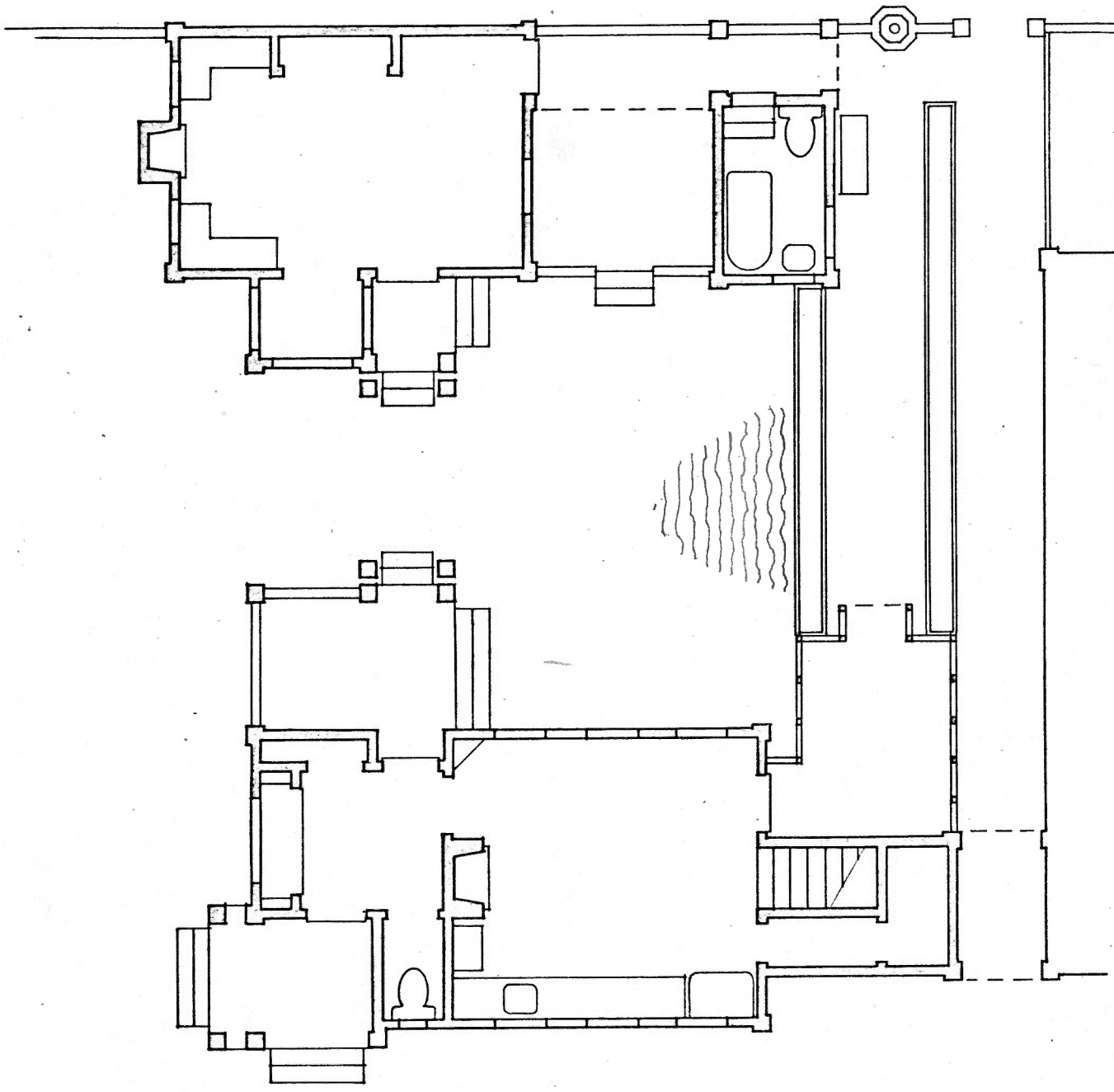
DW 1

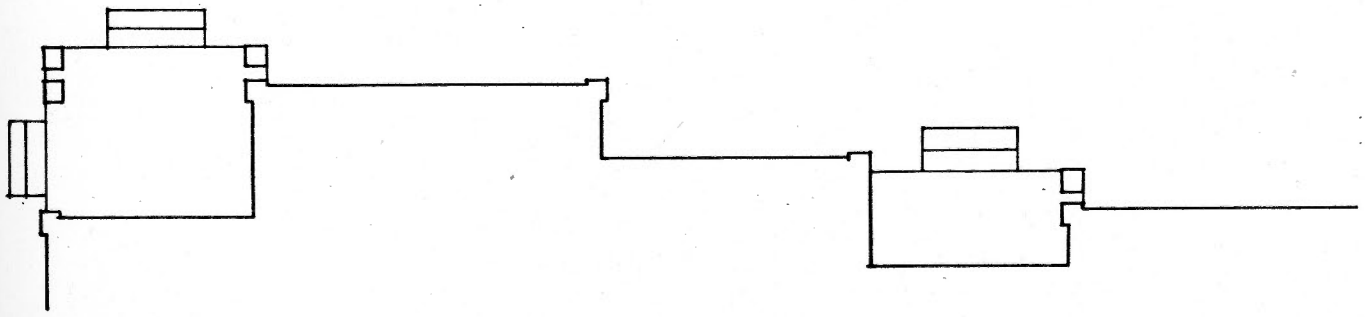


OW 1

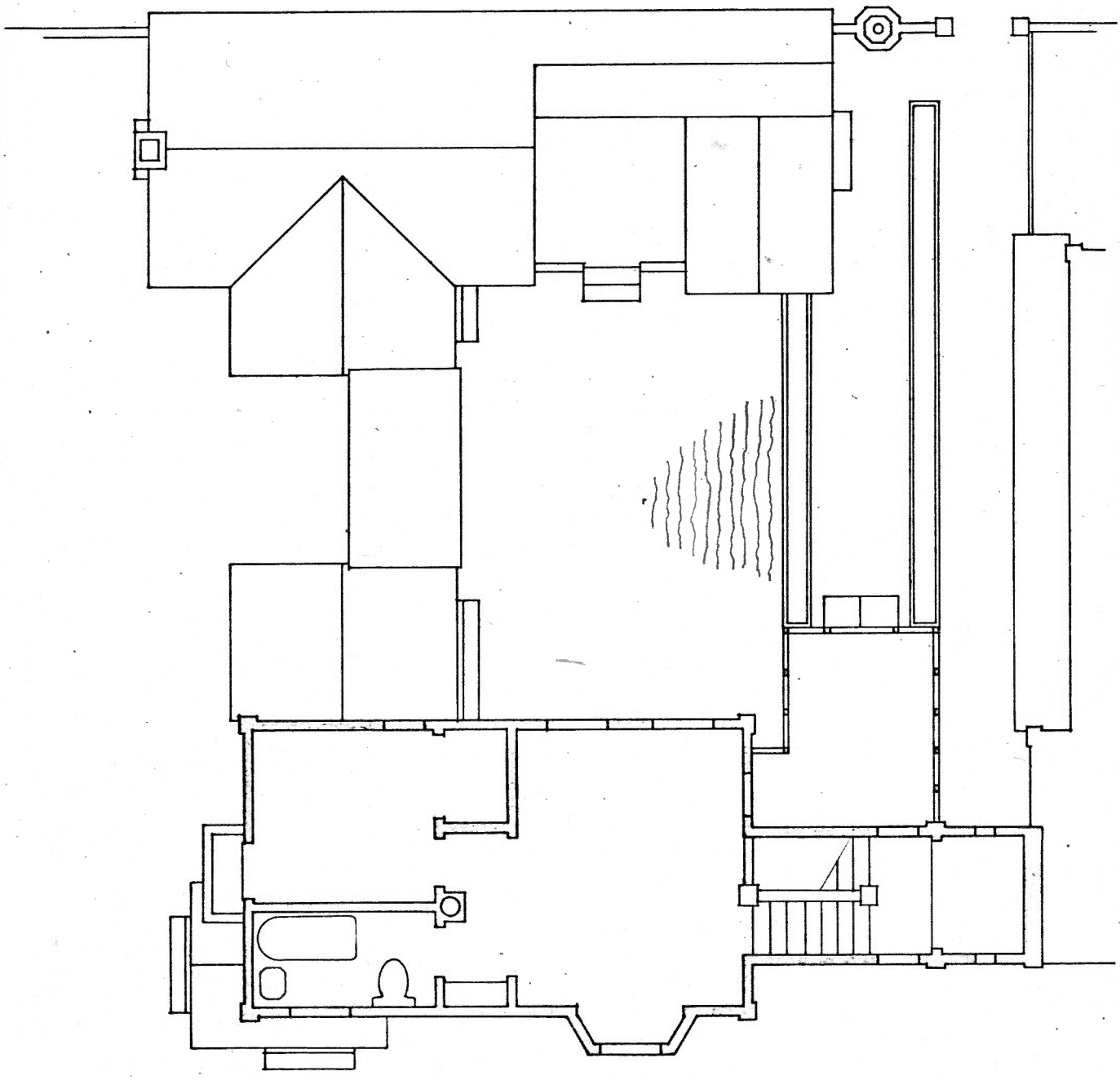


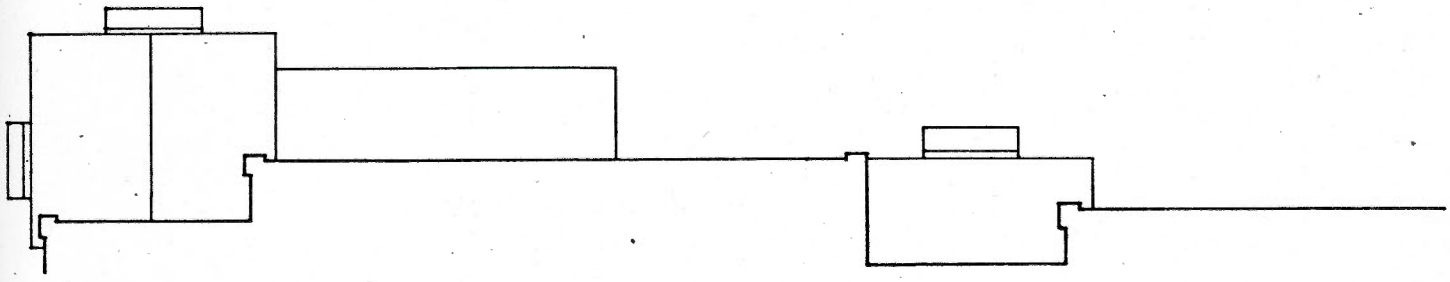
DW 2





DW2





DW 2

DW 2