city making:

ARCHITECTURAL PROTOTYPES FOR THE NEW PORTLAND ECONOMY

The term "city making" refers to two inter-related ideas: 1) the contemporary city should be a place not only of consumption, but also of production: of goods, food, and ideas; and 2) these activities of production, and the buildings they need, are basic to the successful making of the city itself.

Using sites in Portland's East Side Industrial District (ESID), the studio will design prototypes for buildings and groups of buildings that can accommodate Portland's new, small-scale, artisan and light-manufacturing economy. Buildings may be designed for a variety of industries, such as bike or outdoor clothing manufacture, furniture and woodworking, distilling or brewing, design prototyping, artistic production of various kinds, or others. Designs will balance the specificity needed for the particular purpose with flexibility of the building over time.

The studio will incorporate basic urban/configurational/schematic studies as well as careful development of interior spaces and façades. It is expected that buildings will be no larger than about 40,000 square feet, and possibly smaller. Buildings will combine architectural flexibility, high quality of craft and industrial space from the point of view of light and materials, and human-centered workplaces—all within the development of a rich urban environment that may also include some uses other than industrial ones.

Presently, there are two principal zones in the ESID: the IG1 zone, which allows for industrial uses only, and the EX zone, which allows for buildings that combine commercial and residential uses. (See the Portland zoning ordinance at <http://www.portlandoregon.gov/bps/31612>.) One goal of the studio is to investigate a richer mix of uses, which in addition to helping to create a more vibrant urban environment, will also increase the chances that maintaining the "industrial sanctuary" in the Inner East Side can be financially viable. The trick, of course, is to do this in a way that does not drive the industrial uses out because of the increased value of land.

Each student or student team (teamwork is possible but not required) will work on one of the following project types:

1. a new building combining light manufacturing and office, retail and/or residential uses on a site that is a maximum of 100'x200' (a half block) in the ESID

2. a block combining light manufacturing and some mix of retail, office and residential uses, with the detailed development of one building on that block

Any of these projects might involve the adaptive reuse of an existing building, the construction of a new building, or some combination of these two approaches.

The studio will be organized and taught in a rigorous way, with weekly requirements and pinups (usually on Tuesday evenings), and the expectation of concentrated, thoughtful and professionally-presented work. We will have involvement from people in the local development and manufacturing community, including Matt Brown, who is currently involved in research, planning and development efforts in the ESID.