This studio will look specifically at the role of architecture in creating the urban condition. It will look at the surface of a building not as a visual pursuit, but as a surface of interaction between the building realm and the urban realm. This surface will be investigated as a generator of both architecture and urbanism, and not as an aesthetic afterthought.

Urbanism and urbanity have often been left to the realm of urban designers and planners, as architects focus exclusively on internal pursuits and react to a series of guidelines and restrictions. This approach overlooks the potential role of architecture in creating the urban condition. The premise of the studio is that architecture is not simply a backdrop for urbanity, but instead can be an instigator of urbanity.

The program will be a modern day gym/health club.

The site will be in an urban context in PDX.

The studio will start with a series of short investigative studies that will look at the role of surface. These studies will then be applied to the design of the gym.

As the introductory Track II Studio, we will focus substantially on concept development, process, and graphic communication.