

GSAPP Columbia University
Fall 2017
Advanced Studio V, Section 008
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SCENERY AS SPACE

The goal of the studio is to understand scenery as space and design it as architecture.

First of all, you can begin to think:

What is scenery?

What is space?

You can start defining these words to determine your own vocabulary and meaning.

When you come up with your own vocabulary, this should then generate the originality of architecture of your own.

Subsequently,

Design space as scenery inside of architecture,

and

design scenery as space outside of architecture.

As an example,

there are quantitative scales and shapes of space in the natural environment, even though we may not be conscious of them. When you look at the horizon from the average height of human eye level, you can only see afar for a distance of up to 4 - 5 kilometers. Since the horizon can be thought of as the boundary of two different sceneries, the sky and the ground, we can say that there is a large circular space around the observer. Considering that the scenery is a large space that has concrete scale and geometry as such, we can design architecture based on that concept.

This is one definition, but depending on how you define scenery as space, the way architecture is envisioned will also change.

If we can perceive scenery as space, we may be able to design both inside and outside through seamless concept, without making borders between them.

SITE

The site is not specified in this project.

You can select your own.

In this studio, the selection of the site is very important since “scenery” is the focus of the theme. Certainly, this determines the characteristics of scenery and decides the quality of space.

PROGRAM

Programs are also determined by projects.

However, the program ought to be what most suits for the selected site. It is kept open so you are able to come up with the best design solution with the new space.

STUDIO PROJECT

Part1 and Part 2: Definition and program study (Presentation on Monday September 25th)

Exercise 1

Research various types of space in scenery and look closely into the details of their condition. What is important here is researching and analyzing all the attributes of scenery such as size, form, weather condition, border, natural/biological system from human scale to micro/macro scale in order to find the elements and systems in nature that define your space. Analyze a scenery as if analyzing a historical architecture.

Exercise 2

Choose a site along with your own definition of space in scenery and propose a program that would best suit the selected site. You should know all the details of the site in order to understand the environment. For any location that you choose, there must be a unique settlement or climate. Sometimes living organisms develop their ecological systems/culture using the site’s special characteristics and its landform. Other times they create their own system that do not correspond with the local ecological system.

Part 3 : Conceptual design of your scenery (Midterm on Friday October 27th)

Utilizing the research and your definition of space in scenery, you are to design a new scenery as a new architectural space. Unique characteristics of your site (e.g. landform, local settlement, ecological system or historical/cultural context) should engage your space.

Part 4 : Designing a scenery (Final review on Friday December 8th)

This is the main studio project of the semester. Develop your conceptual design of scenery with details. It is important to formulate your own idea of space in scenery and describe it in the same way that you describe architecture. Representation of the project also should be considered and implemented carefully to fully describe your new space.

DATES

Intro: Thursday September 7th

Presentation for Part 1 and 2 : Monday September 25th

Midterm review: Friday October 27th

Final review: Friday December 8th

REFERENCE

Ishigami, Junya. *Small Images*. Tokyo: Inax, 2008.

Ishigami, Junya. *Another Scale of Architecture*. Kyoto: Seigensha Art Publishing, 2010.

Ishigami, Junya. *How Small? How Vast? How Architecture Grows*. 1. Aufl., Neue Ausg. ed. Ostfildern: Hatje Cantz Verlag, 2014.