

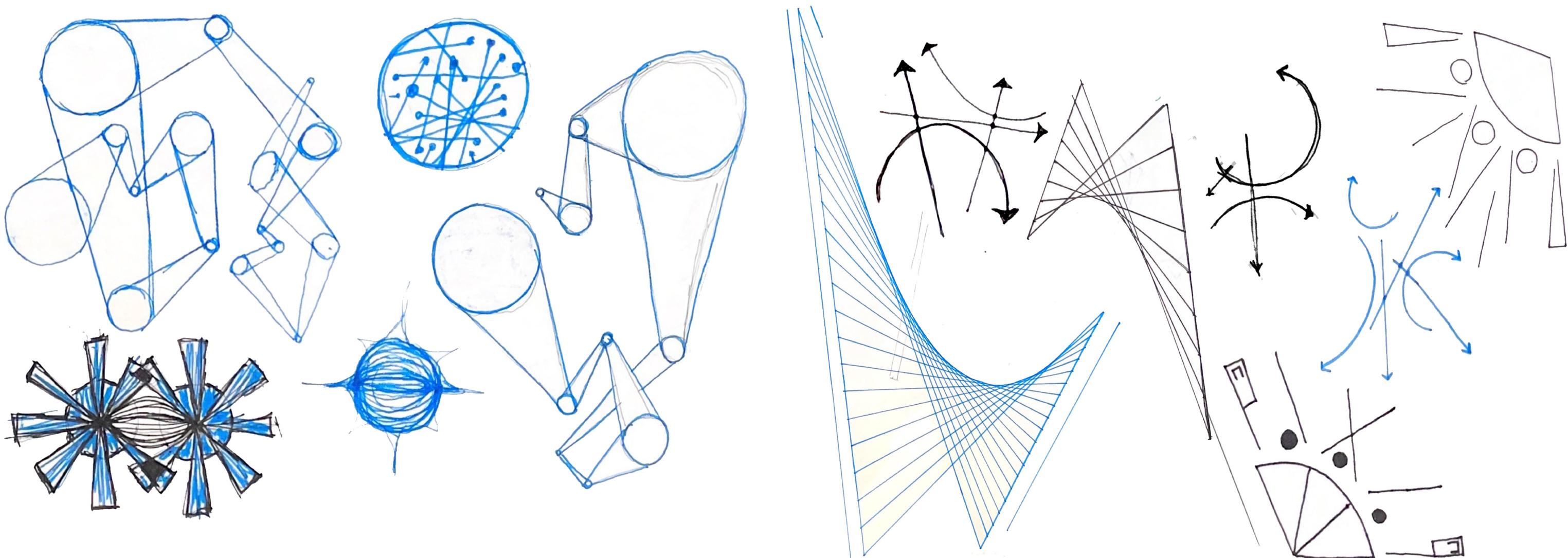
## Condensed Concept Statement:

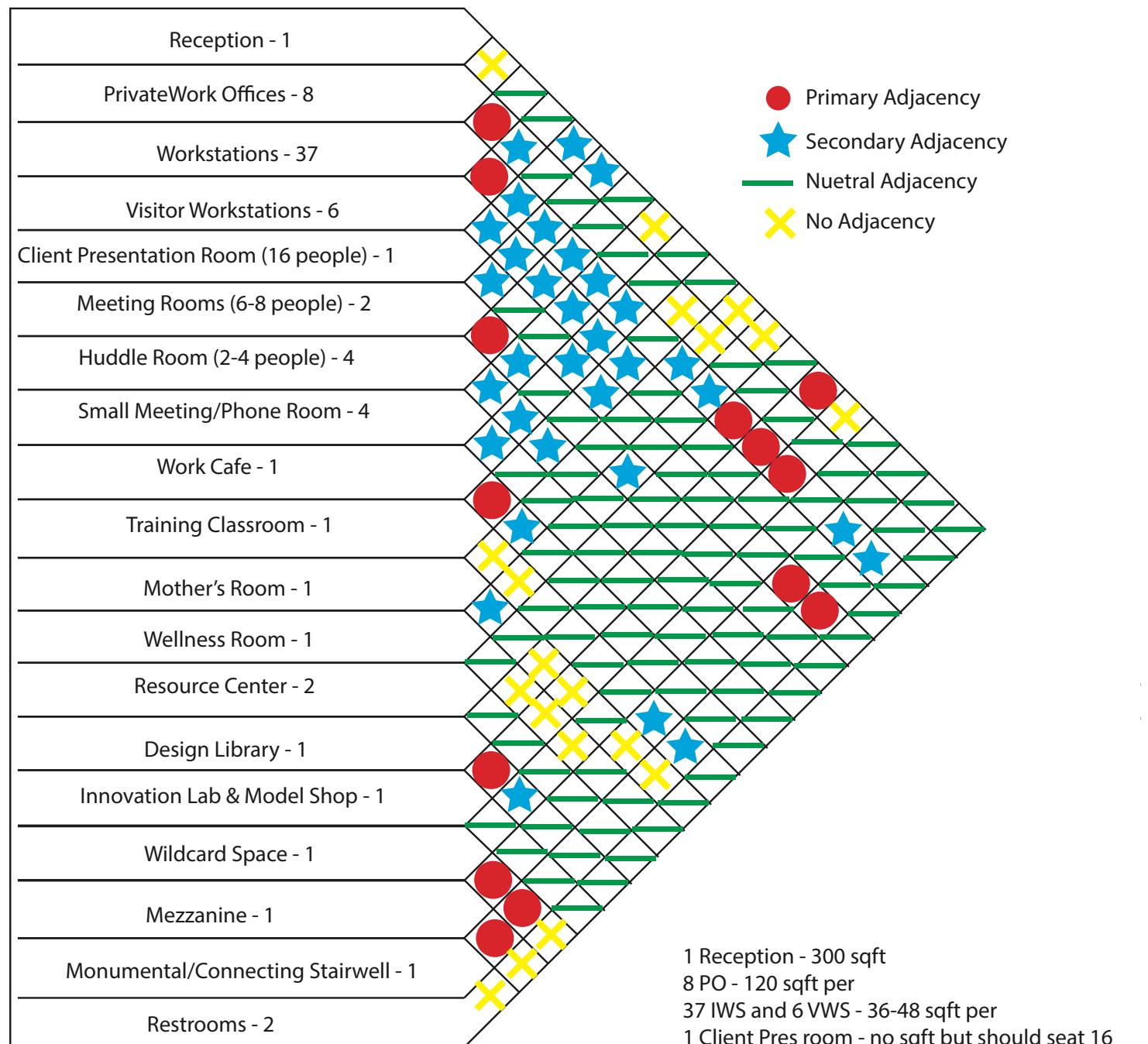
Certain aspects of design go beyond the functional and constructional concerns, they are instead associated with the way in which design presents itself to the human senses. It creates a sensibility to our surroundings, pushing us to further explore and interact with space and ourselves. An inspiration for this pursuit of understanding is the style of art known as Suprematism. An art style sprouting from the need to freely express our emotions, manifested through the use of simple, yet complex, geometric forms that serve as a form of communication with the viewer. I want to translate these ideas into a contemporary context and apply it to how we create space, as well as expand on the idea of creating something that communicates with user's senses. This will be pursued through the creation of unconventional spaces with a focus on form and interaction, giving the user the ability to 'play' with the space in hopes that it fosters creativity and a chance to further explore ideas.

- How does the interaction between people and interior architecture provide an environment of psychological well-being for the occupants of a space?
- What can I attempt to replicate from the kinds of structures Van Aldo Eyck created for children/people in the urban/communal setting for a modern work space? How can i replicate that sort of idea into general design as a whole? I dont want a center piece -> Everything must be seamless in some sense. What kinds of structures/forms can draw people, making them WANT to use them. Not feeling forced
- How does our relationship with familiar shapes affect our perception of architecture and how we interact with different forms? What forms are most familiar --> Relate to the geometric aspect of Suprematism

## Synonyms:

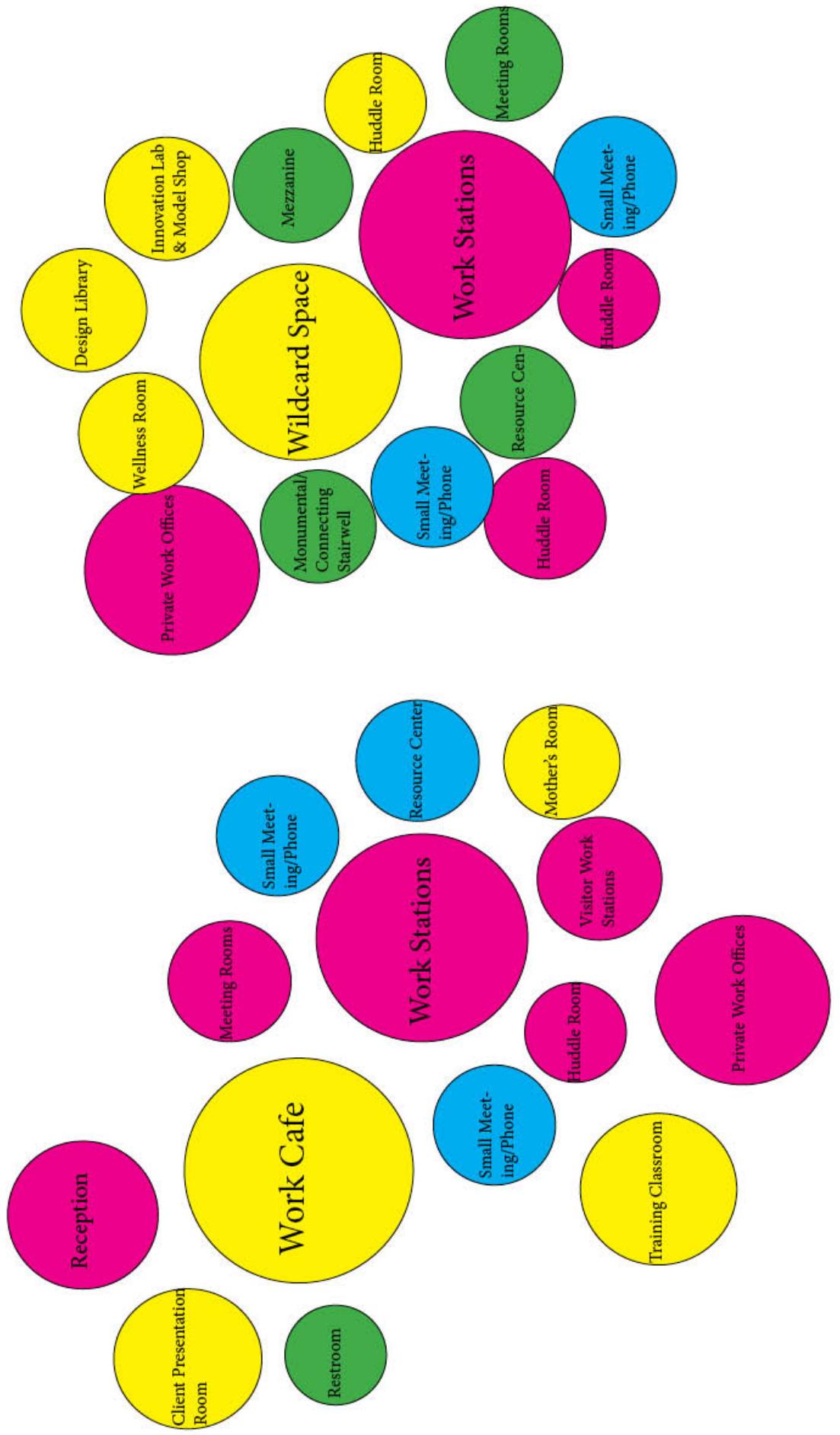
- Relationship
- Familiarity
- Instinct
- Reaction
- Exploration
- Play
- Connection
- Exchange
- Reciprocal
- Movement
- User-Based
- Dynamic
- Human
- Randomness
- Negative and Positive Spaces
- HUMAN

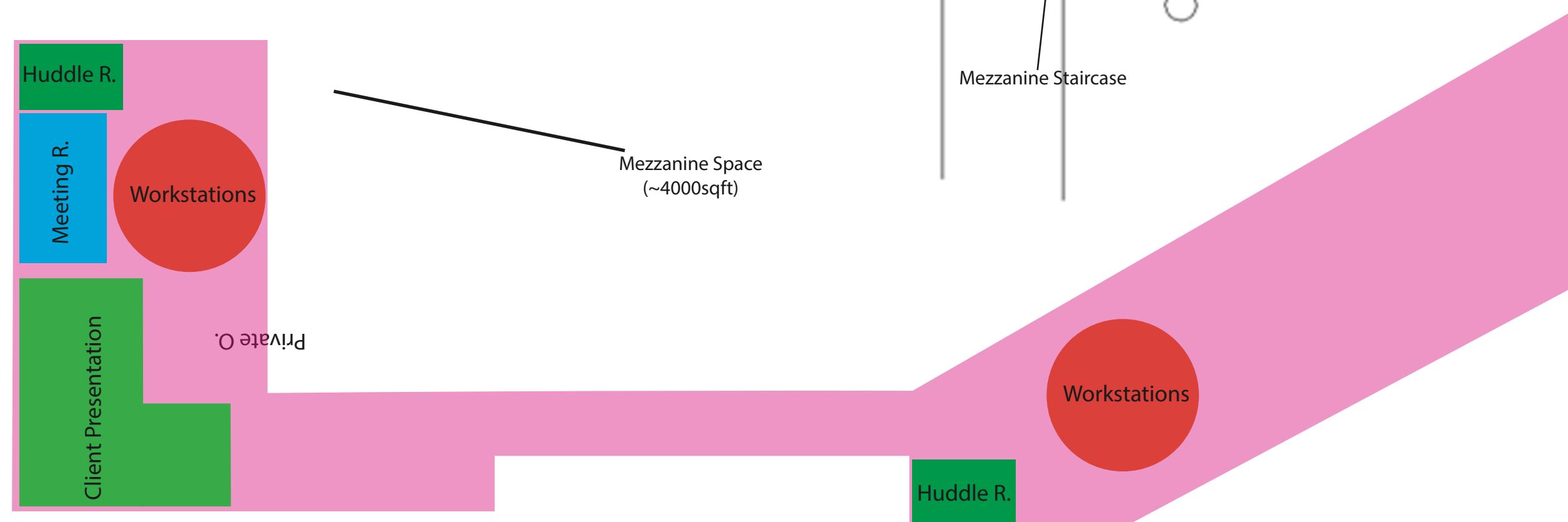
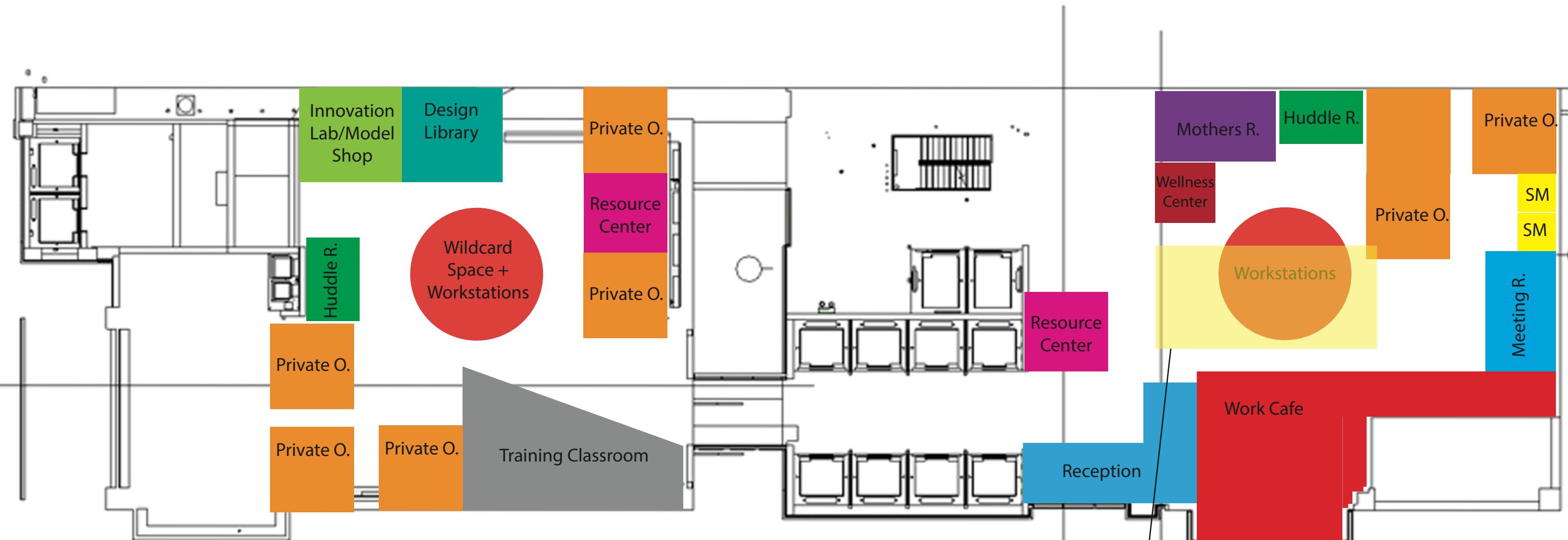


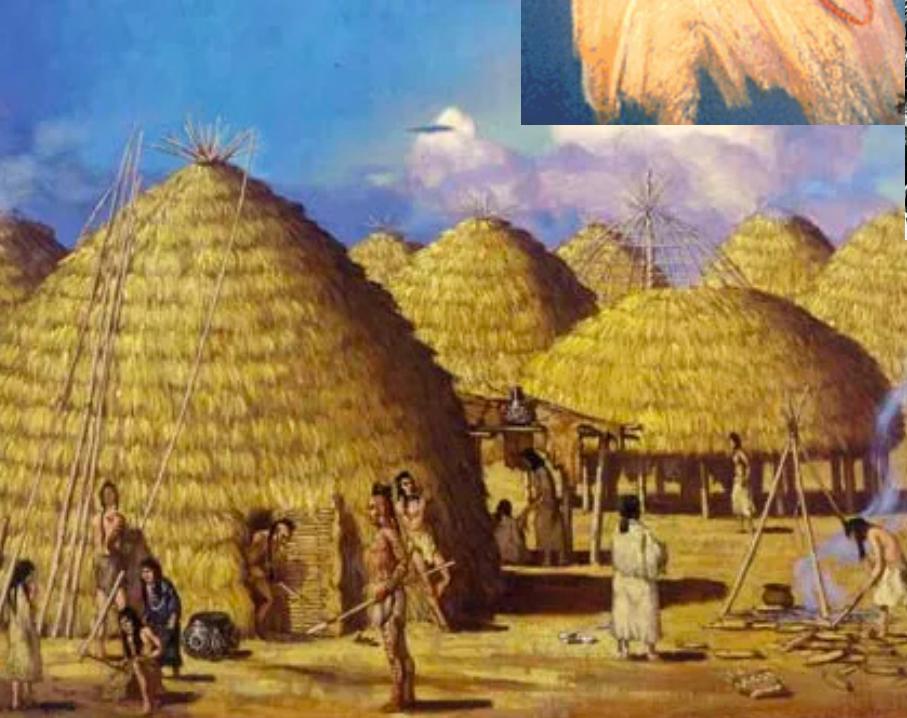
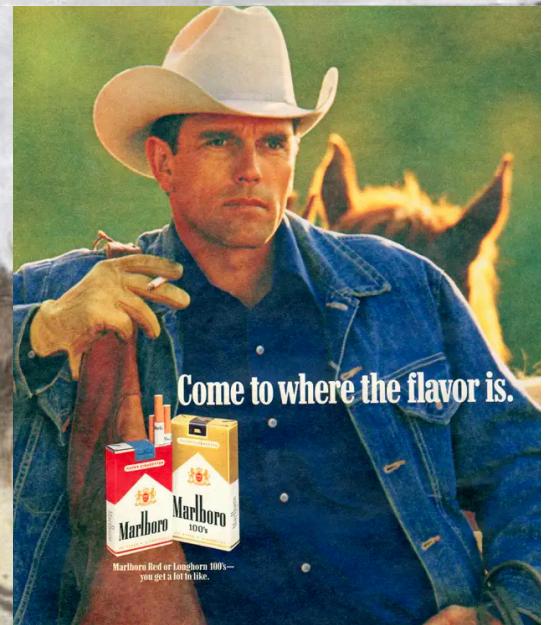


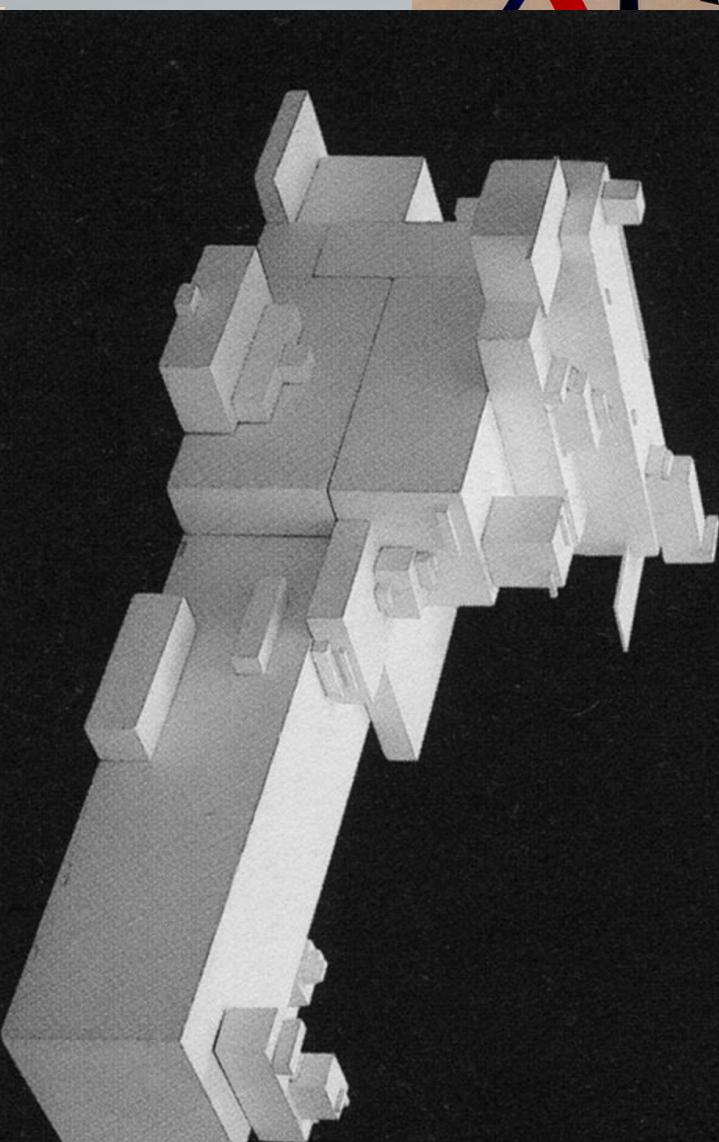
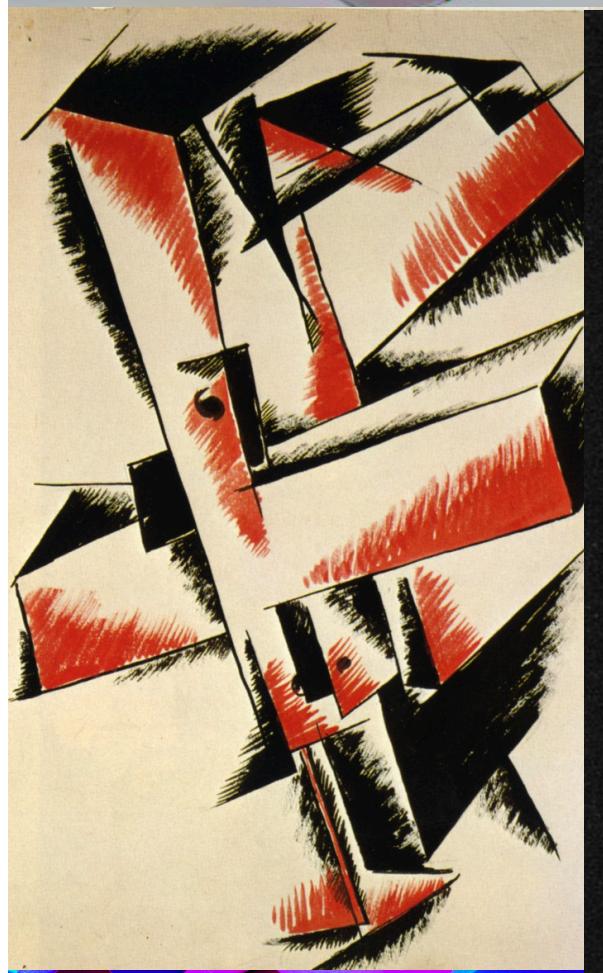
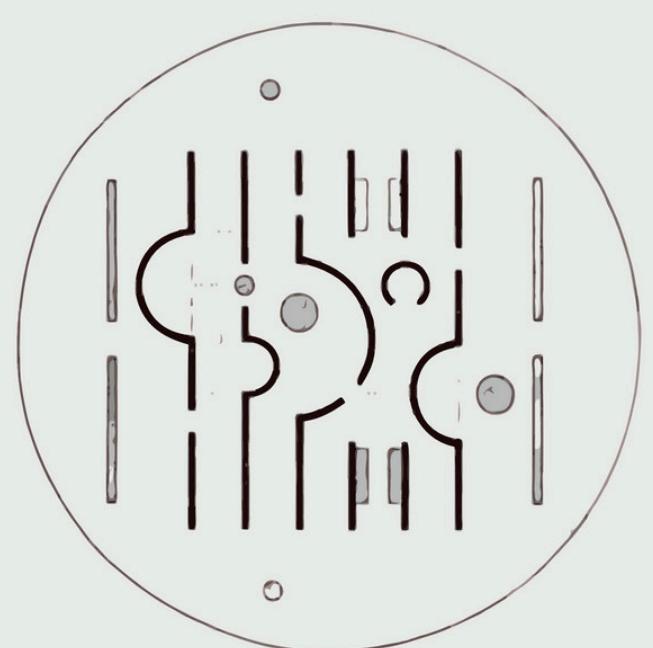
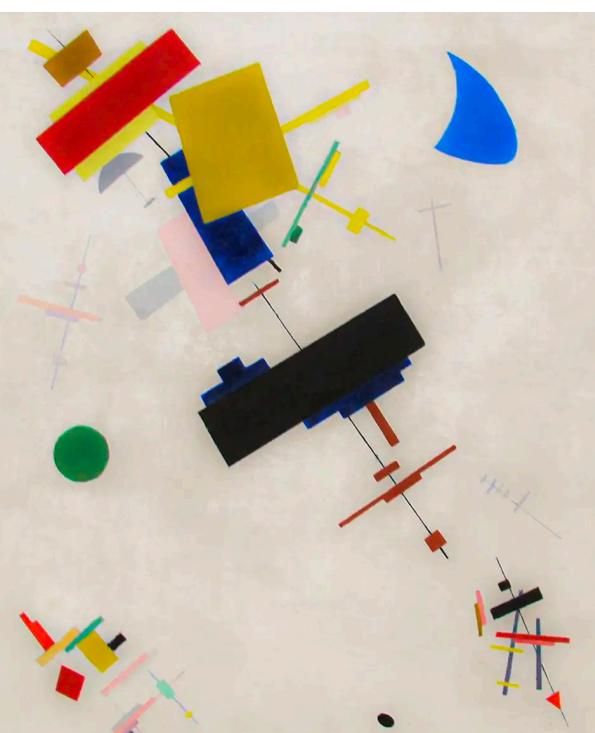
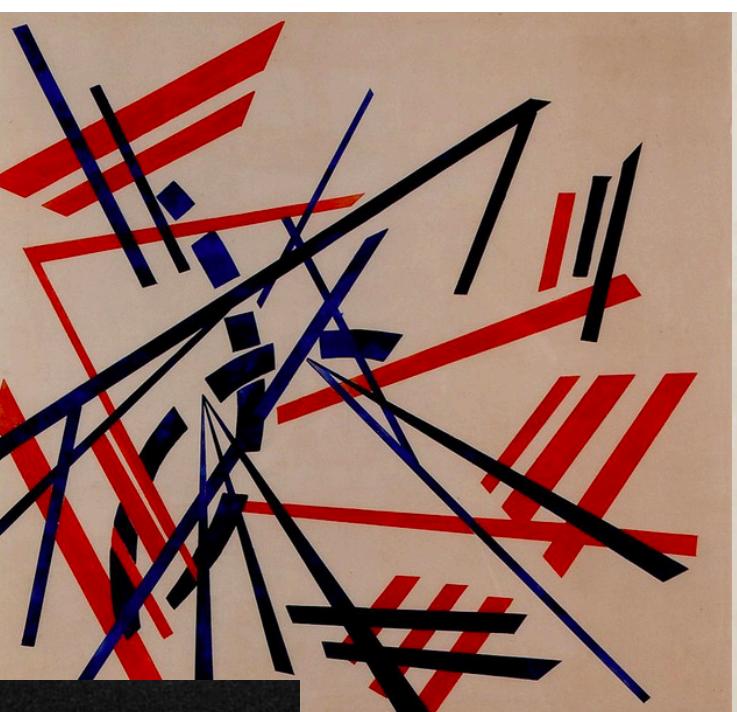
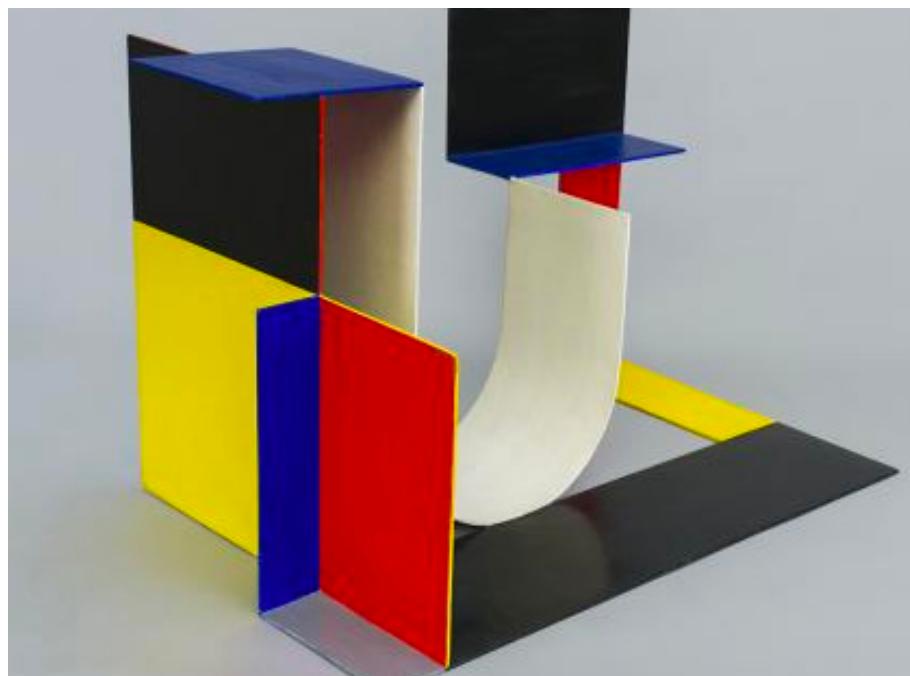
1 Reception - 300 sqft  
 8 PO - 120 sqft per  
 37 IWS and 6 VWS - 36-48 sqft per  
 1 Client Pres room - no sqft but should seat 16  
 2 Meeting Rooms - 200-250 sqft  
 4 Huddle Rooms - 100-150 sqft  
 4 SM - 36-48 sqft  
 1 Work Cafe - 800-1000sqft  
 1 Training Classrom - Size Flexible  
 1 Mother's Room - 80-100sqft  
 1 Wellness Room - 80-100 sqft.  
 2 Resource Center - 150sqft  
 1 Design Library - 200-300 sqft  
 1 Innovation Lab & Model Shop - 200-250 sqft  
 1 Wild card - SQFT TBD BY ME  
 Mezzanine - min.1000 sqft - max. 4000sqft  
 Monumental staircase

## Bubble Diagram

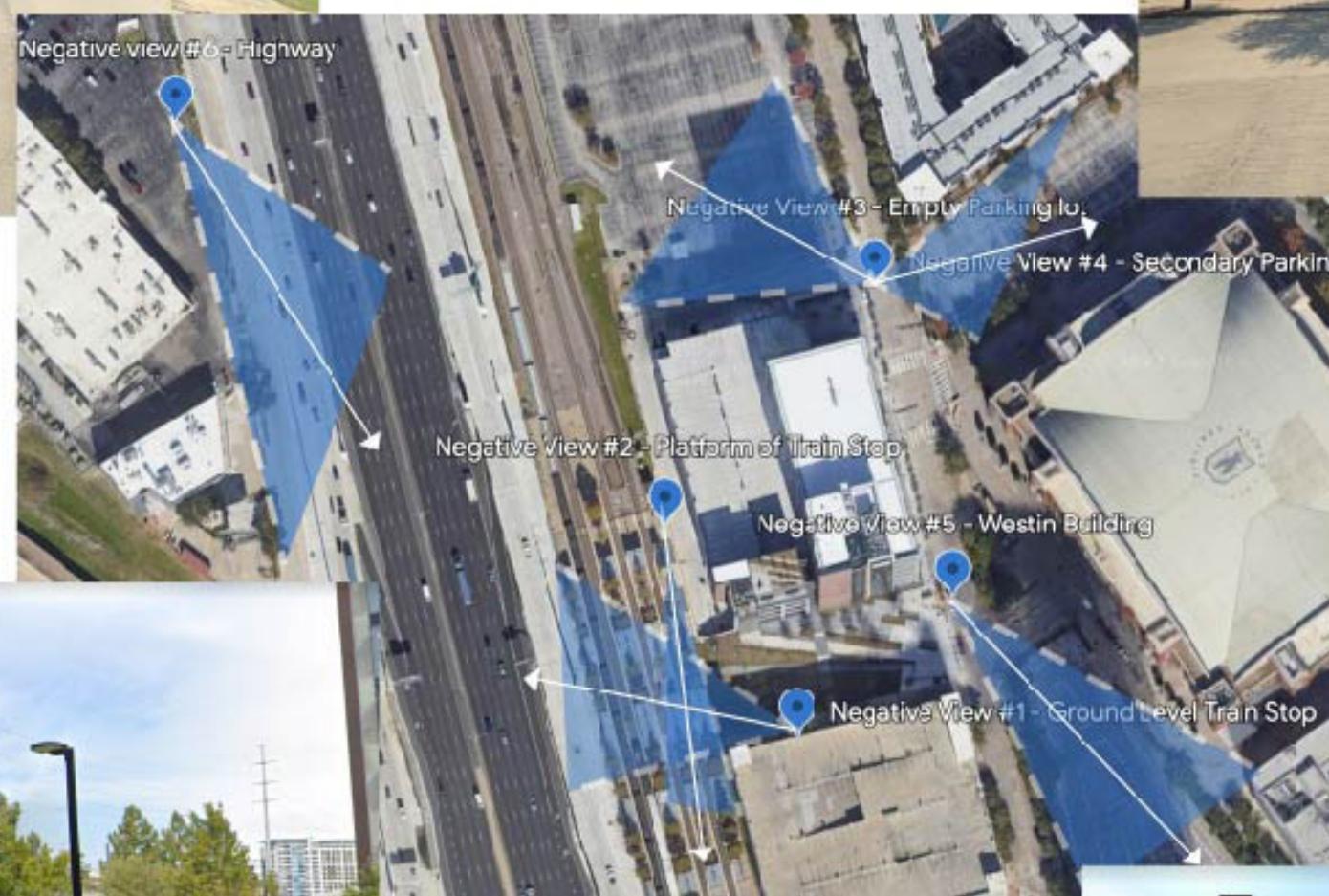




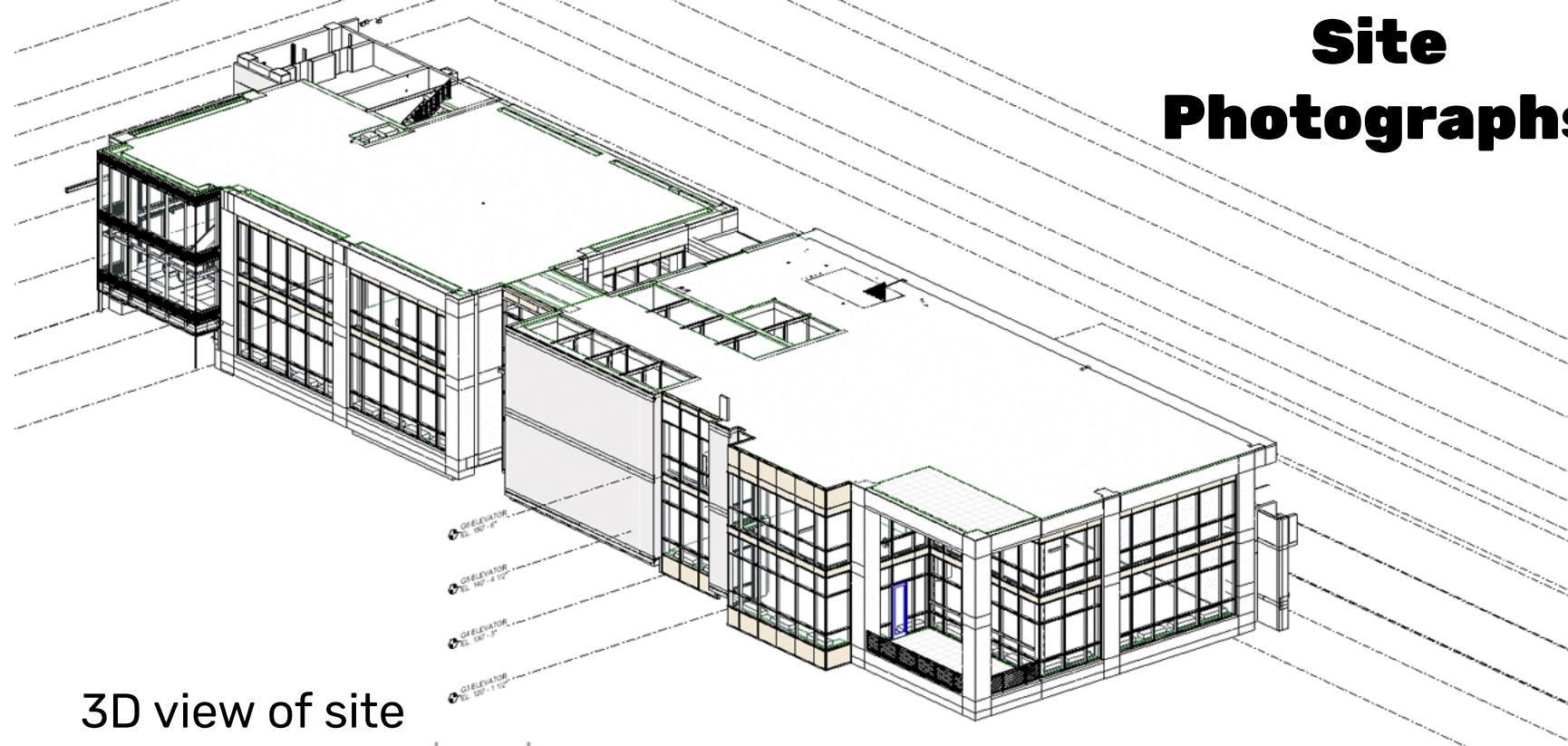




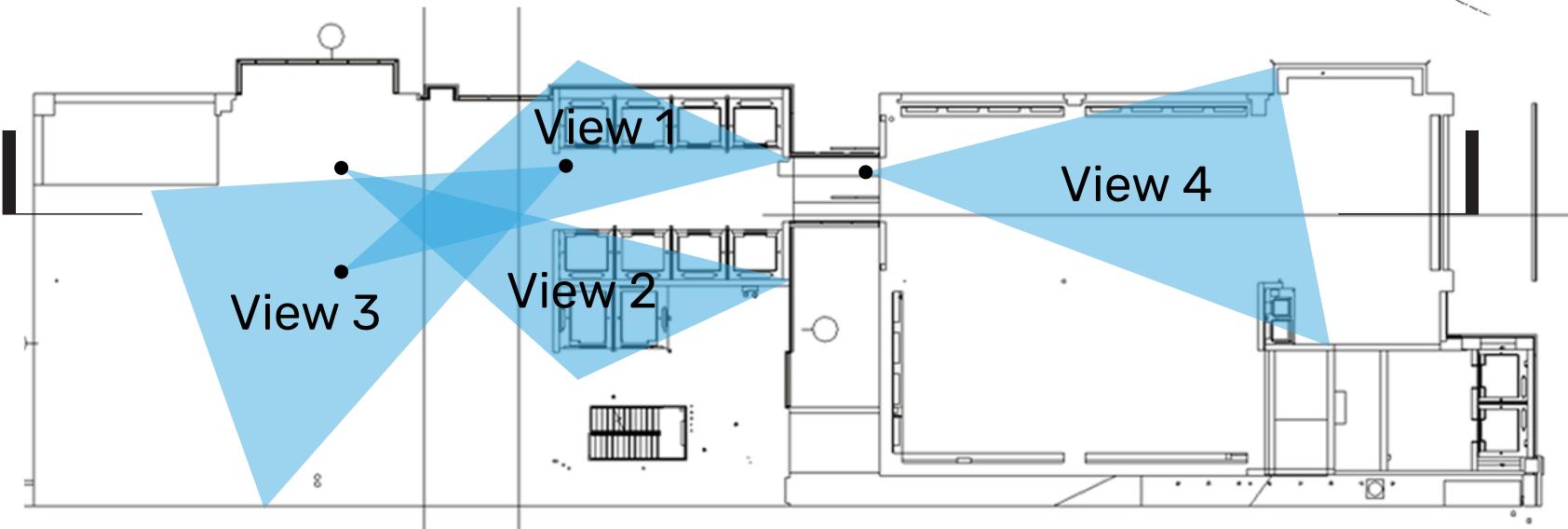
## Site Analysis - Negative Views



# Site Photographs



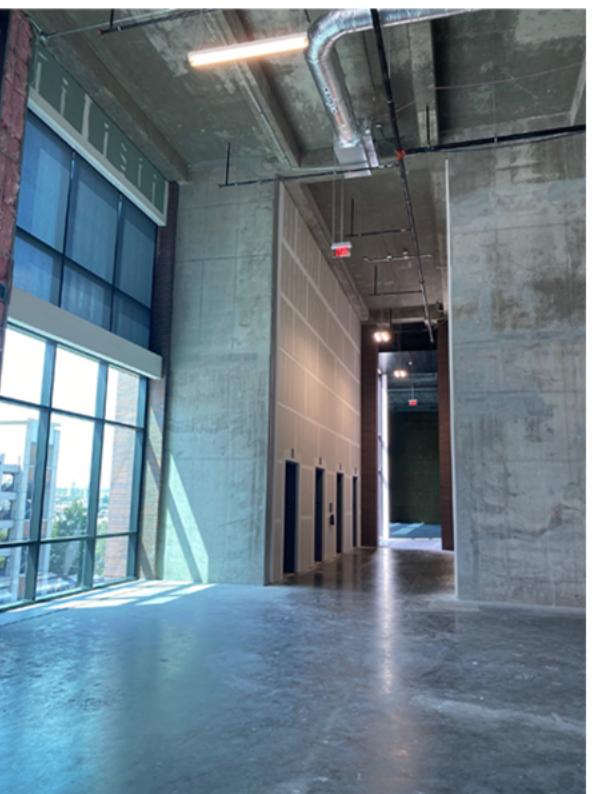
3D view of site



Floorplan



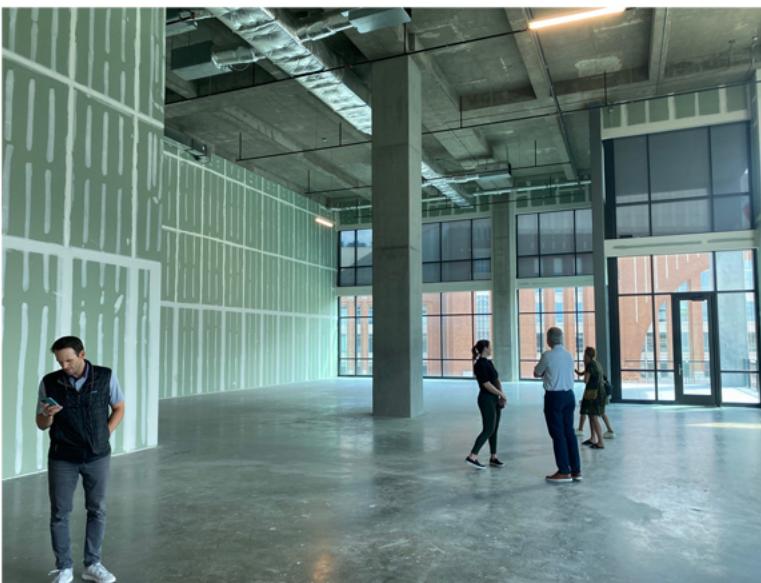
Section View



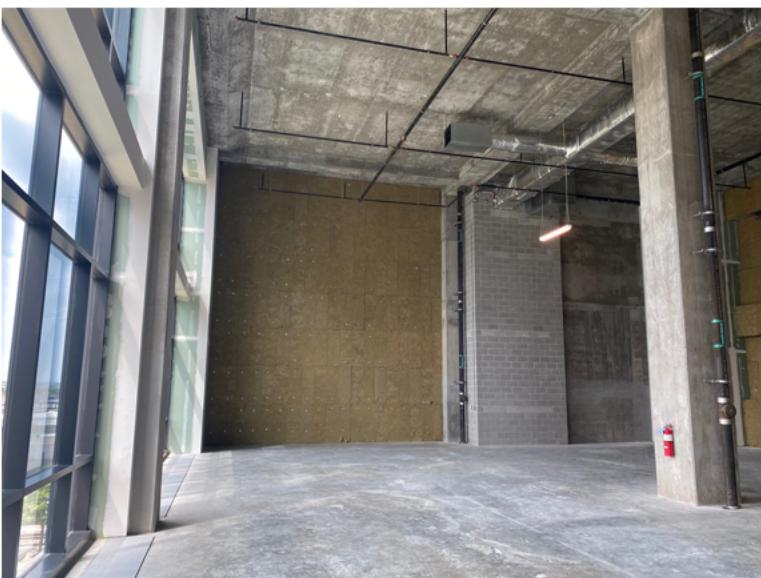
View 1



View 2



View 3



View 4

