

Columbia University GSAPP

Fall 2013

**Bernard Tschumi**

Advanced Studio

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## **Armory Generator Notation**

(Three modes of notation for a new type of urban facility for the 21<sup>st</sup> century)

### **Circumstance 1**

A hundred years ago, buildings were specialized: these were either banks, hospitals, museums, churches, department stores, or town halls etc. Architecturally, each had its own distinct typology.

Today a major shift has taken place now, first theorized in the late 1970s as transprogramming or crossprogramming. Churches are now used for pizza parlors, night clubs, or homeless shelters. Airport terminals ([see images](#)) include shopping malls, conference centers, and even churches. There is even little difference between displays at MoMA and ones at IKEA.

### **Circumstance 2**

Fifty years ago when thinking about architecture or designing buildings, architects used different modes of notation. Plans, sections, elevations, perspectives were highly varied in their modes of representation, as if the way you represented has something to do with the way you thought. (C. Price, R. Abraham, P. Rudolph, R. Venturi, R. Koolhaas, B. Tschumi, Z. Hadid). ([see images](#))

Today, ubiquitous use of the same digital language and hyperrealist softwares means that homogeneous image techniques no longer differentiate between architectural concepts and only show an endless variety of so-called icons. ([see images](#))

### **Circumstance 3**

Our Fall Studio 2011 explored 'Concept and Material', talked about Mies' Brick Country House and his Concrete Country House, and the Studio designed a house for the 3 Little Pigs ([see images](#)).

Our Fall Studio 2012 explored 'Concept and Representation'; opposing drawings for the developer/client; for the community; for the architects. ([see images](#))

## **FALL STUDIO 2013**

Our Fall Studio 2013 will explore 'Concept and Notation'. It is entitled "Armory Generator Notation". Its aim is to invent a new type of urban generator for the 21<sup>st</sup> century.

By urban generator, we mean we want you to design a place that can foster and encourage new modes of living unknown until today. (eg. Loft living or multipurpose airports didn't exist until the 1970s and then changed urban lifestyles on a small and large scale.) Today, with virtual reality and social networks altering urban perceptions, how will these phenomena generate a new architecture?

By 'Armory', we mean we want you to design a space that replaces a now obsolete type ([see images](#)). A potent urban example exists in the once military-turn-civic space found within the Armories of Manhattan and surrounds. Still present in every city in the US, its typology can be open to every interpretation.

By notation we mean that in order for you to avoid falling into the trap of "hyperrealist" cliché representation and renderings, we will ask you to invent new modes of notation, that describe space, time, activity, processes, body, light, private, public, etc., in a novel way.

### **Short Intro Exercise (1-3 weeks)**

1. New architectural notation precedents:

You are asked to select one mode of notation from another discipline (dance, sport, music, battlefield, biology, chemistry, cinema etc.)

2. Architectural precedents

You are to select one building from the following list

National Gallery – Mies van der Rohe  
Ford Foundation Building – Kevin Roche  
Salk Institute – Louis Kahn  
Kunsthal – Rem Koolhaas (OMA)  
Toledo Museum of Art – SANAA  
Whitney Museum of American Art – Marcel Breuer  
Basilica Palladiana – Palladio  
Market Hall in Rotterdam – MVRDV  
Casa del Fascio – Terragni  
Carpenter Center for the Visual Arts – Le Corbusier  
Fun Palace – Cedric Price  
Sao Paulo Museum of Art – Lina Bo Bardi

3. Drawing invention:

You are to re-interpret and re-draw this building according to your selected mode of notation.

Short Intro Exercise Mid review date: Wednesday September 18th

Short Intro Exercise Final Presentation date: Wednesday October 2<sup>nd</sup>

### **Main Project**

The site for your Armory Generator building will be located within one urban block 200'x600'x200' in a formerly industrial and storage area in Manhattan. Students will work in pairs determined by lottery or by preference. Individual building programs will be selected among the following: ART; MEDIA; SPORT; WORK; SLEEP; EDUCATION; LOVE; DEATH, and will be allocated by lottery.

One of the goals is to provide a building that can foster a new community or act as a mediation between one community and another (eg. Interaction between a university campus and a local community). Similarly, our studio may test an interaction between our Armory Generator and project proposals by another GSAPP studio (e.g. Hawkinson and Cole, TBC).

Video Intro: Friday September 6<sup>th</sup> 2pm (Avery 412, TBC)

Mid review date: Wednesday October 23<sup>rd</sup> 1pm – 7pm

Final Presentation date: Wednesday Dec. 4<sup>th</sup> or Friday Dec. 6<sup>th</sup> 1pm – 7pm (TBC)

All reviews will be held in Ware Lounge unless otherwise noted.