STUDIO DESCRIPTION:
The scope of work for this studio is to design a small retail space and to generate working drawings for the remodel of an existing building in downtown Eugene/Springfield. In addition to general planning, lighting and material selection, consideration must be given to the display of retail items. The “clients” are interested in, salvaging, repurposing or upcycling “found” items for a few key display pieces. For the remainder of the shelving, storage and display, the clients would like to use off-the-shelf building components and materials in innovative and unexpected ways. Although the project scope is limited to an interior tenant infill space, the clients would like to use every available opportunity to incorporate sustainable strategies into the project. Architectural elements, such as windows, skylights and storefront construction are integrated into the design.

GRADING:  The studio is pass/no pass only. Students will be evaluated based on their participation, effort, completion of studio assignments, and attendance. Graduate students will have additional requirements for the final drawing set.

STUDIO OBJECTIVES:
Learn how to measure and document an existing space for reuse.
Generate design schemes quickly.
Produce an abbreviated but thorough set of construction documents that demonstrates designer responsibility and attention to construction codes.
Understand how to integrate building systems (electrical, HVAC, alarms, fire)
Develop proficiency with translating ideas from design concept into construction documentation using Revit as a digital platform for modeling/drafting/documents.
Integrate and detail off-the-shelf building components and materials with custom-designed elements.
Explore sustainable design strategies through appropriate selection and application of new “green” and recycled or salvaged materials.

STUDIO CONTENT/METHOD:  The studio is independent yet it is taught in conjunction with the Working Drawings Course IARC 4/573. Aspects of the course and studio will interrelate at times. While there will be separate assignments, there will be some distinct crossover as well. Studio content includes discussions, field trips, pinups, and design work with group and individual critique.