The Craft of Design: Newport Marine Innovation Center

Industrial architecture affords architects occasion to explore the expressive potential and practical realities of materials and details, often in gritty working contexts. The imperatives of function and economy can lead architects to explore unusual form languages, minimalist or material-driven aesthetics, and expressive detailing.

**Purpose**

This studio will emphasize design integration in the context of an explicit intention to craft evocative, aesthetically meaningful buildings. Students will be asked to make buildings of strong character with an identity that derives primarily from the materials and systems of construction they employ. The goal will be to make beautiful space, light, and architectural form using expressive systems of structure, construction, and high-performance enclosures. This studio will be an opportunity to make comprehensive designs in preparation for the terminal studio level.

**Project**

The project will draw on the rich typology of industrial architecture and waterfront settings. The site will be in the old fishing town of Newport, on Bay Boulevard, an engaging waterfront street with an eclectic mix of occupants. Your charge will be to design a building that would facilitate collaboration between the workers of the aging fishing fleet and the movers of ocean research and new technologies; provide the public with an educational window into the importance of the fishing industry, oceanic research, and the health of our oceans; serve as a civic link to OSU’s Hatfield Marine Science Center across Yaquina Bay; and engage and enhance the local waterfront context. Consistent with the overall culture of sustainable design, the buildings must reflect an ethos of appropriate technology and environmental responsibility. The principal building materials may be wood, steel, concrete, glass – with careful use of others at the designer’s discretion.

**Process**

Working through the elements of the program, from small to large, a construction vocabulary will be developed for the building as an integrated whole. The full range of media for design development will be required: sketches and topographic models to explore the context and site; digital and physical models to test the relationship between structure, space, and light; freehand and measured drawings for generative details in the system of enclosure.

**Field Trip**

We will plan on a field trip to the site in Newport on the first Friday of the term, January 7.