

27 The Design of A Test Program For Basic Design

Zhang Lei

National Professional CAAD Lab, Southeast University, China

Within the whole range of methods available in the teaching of design with computer the "Exercise" mode, seems to be one of the most productive.

Not only the student but also the teacher is involved in a step by step process of search, discovery and development.

The continuous and controlled building of complexity in architecture design are the underlying issues.

The student models in desecrate steps, exploring, testing, discovering and thus build a "repertoire" which combines knowledge skills, experience, attitudes as well as methodology.

Symbiotically related the teacher prepares the exercise, one might call the process applied design research.

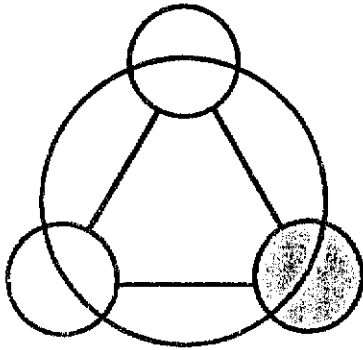
Since based upon research, the teacher structures the learning process defining the what and why by indirect means. Leaving the how to the student's initiative and inventiveness.

The design of the design or the design of the learning process poses one of the real challenges to the teacher.

In the case of chains of exercise the interactiveness of the student and teacher are of specific interest, since feedback loops add to the process.

The following test program is directly related to this line of thinking. In it a "teacher" is asked to develop a simple chain of exercises based on a given "theoretical model". Thus building his own experience in basic design. In this test run the student is introduced to the concept of continuous space as well as the notion of architecture form as the interaction between space, site and structure a course. It could be seen as a basic model since we could have much more complex resolutions if we change the given elements and limitations.

STRUCTURE: 0



SITE: 0

SPACE

ORGANISE AN ARCHITECTURAL SPACE USING GIVEN ELEMENTS.

COLUMN 0.3X0.3M H3M

LONG WALL 15X0.3M H3M

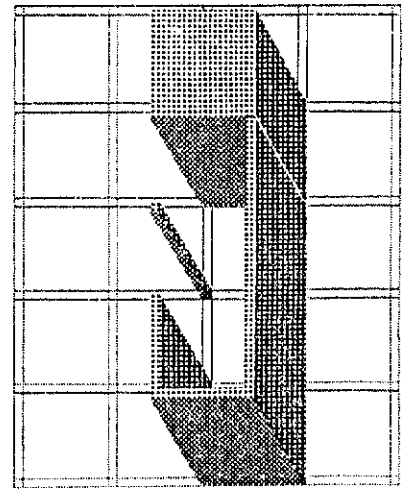
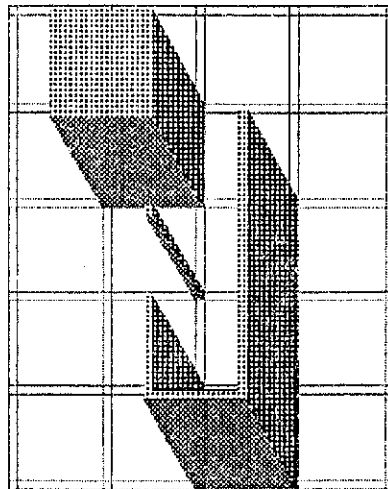
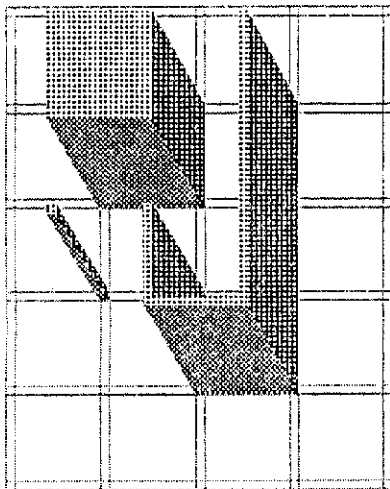
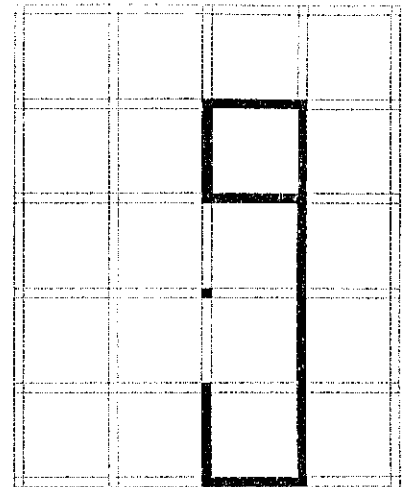
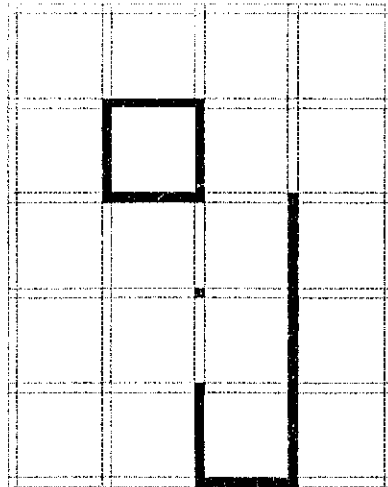
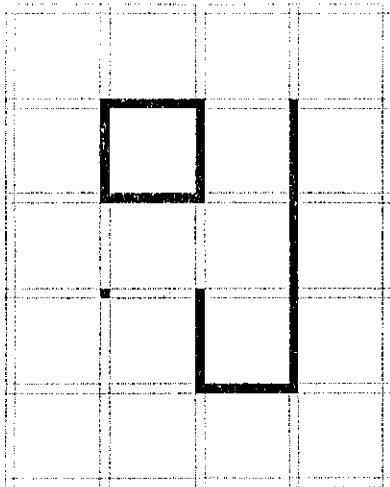
VOLUME 3X3M H3M

LIMITATIONS:

- GIVEN SPACEDEFINING ELEMENTS

- 3M GRID

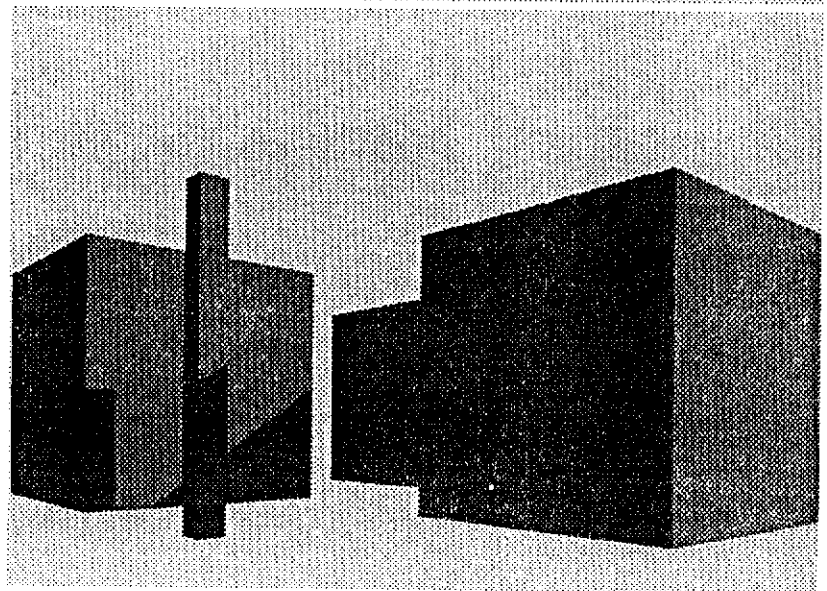
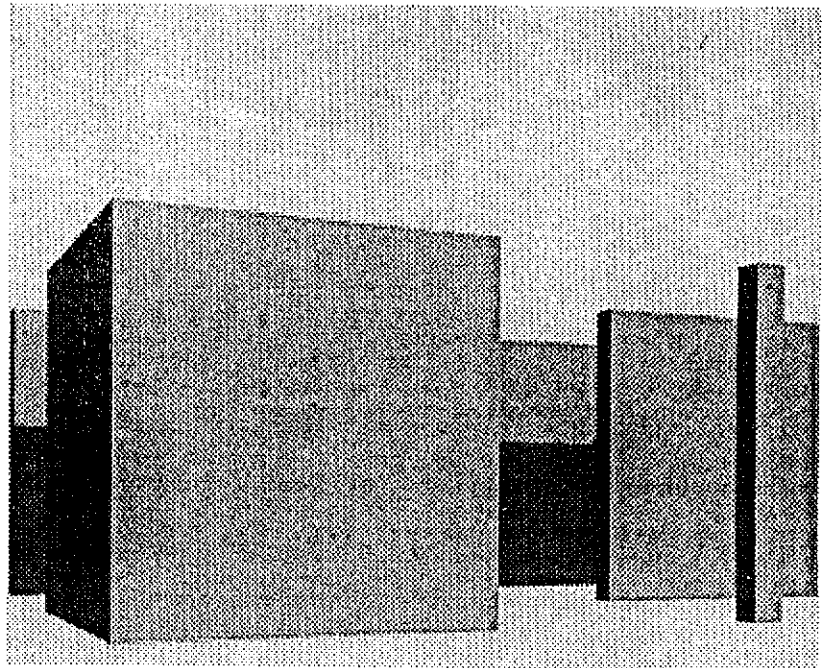
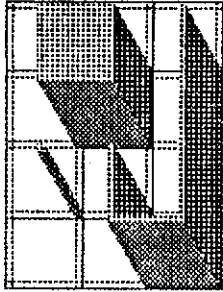
- NO SPAN LARGER THAN 3M



VERSION 1

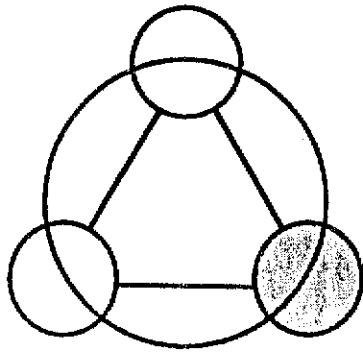
VERSION 2

VERSION 3



STRUCTURE: 0

SITE: 0



SPACE

DEFINE A CONTINUOUS ARCHITECTURALLY GOOD SPACE

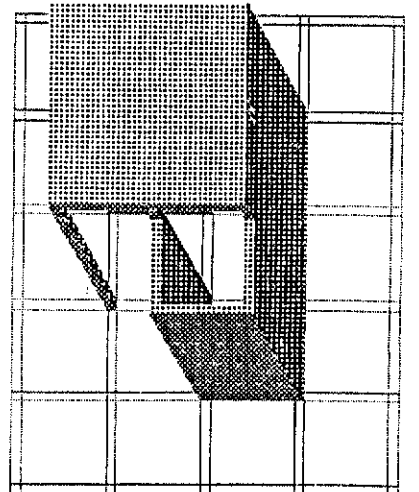
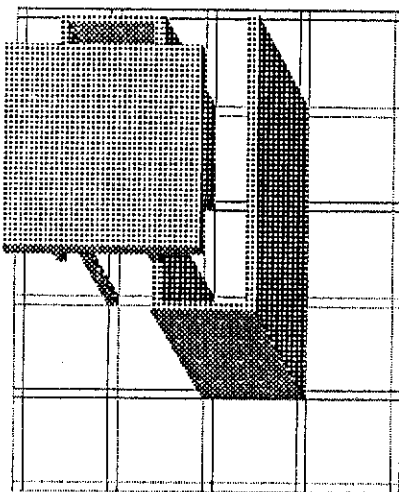
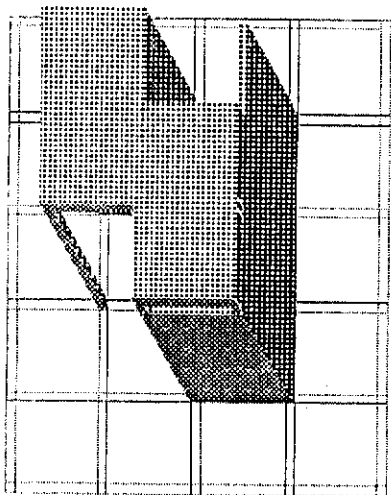
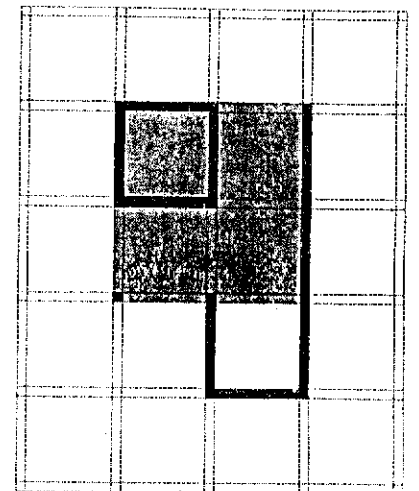
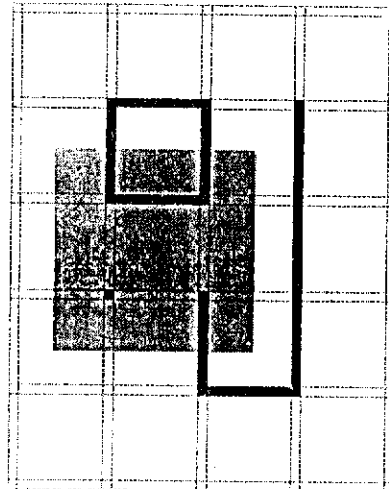
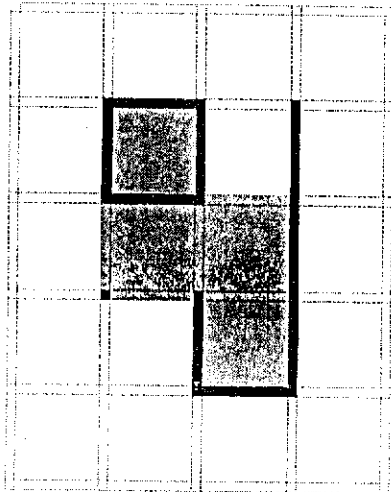
COLUMN 0.3X0.3M H3M

LONG WALL 15X0.3M H3M

VOLUME 3X3M H3M

ROOF 3X3M 4UNITS

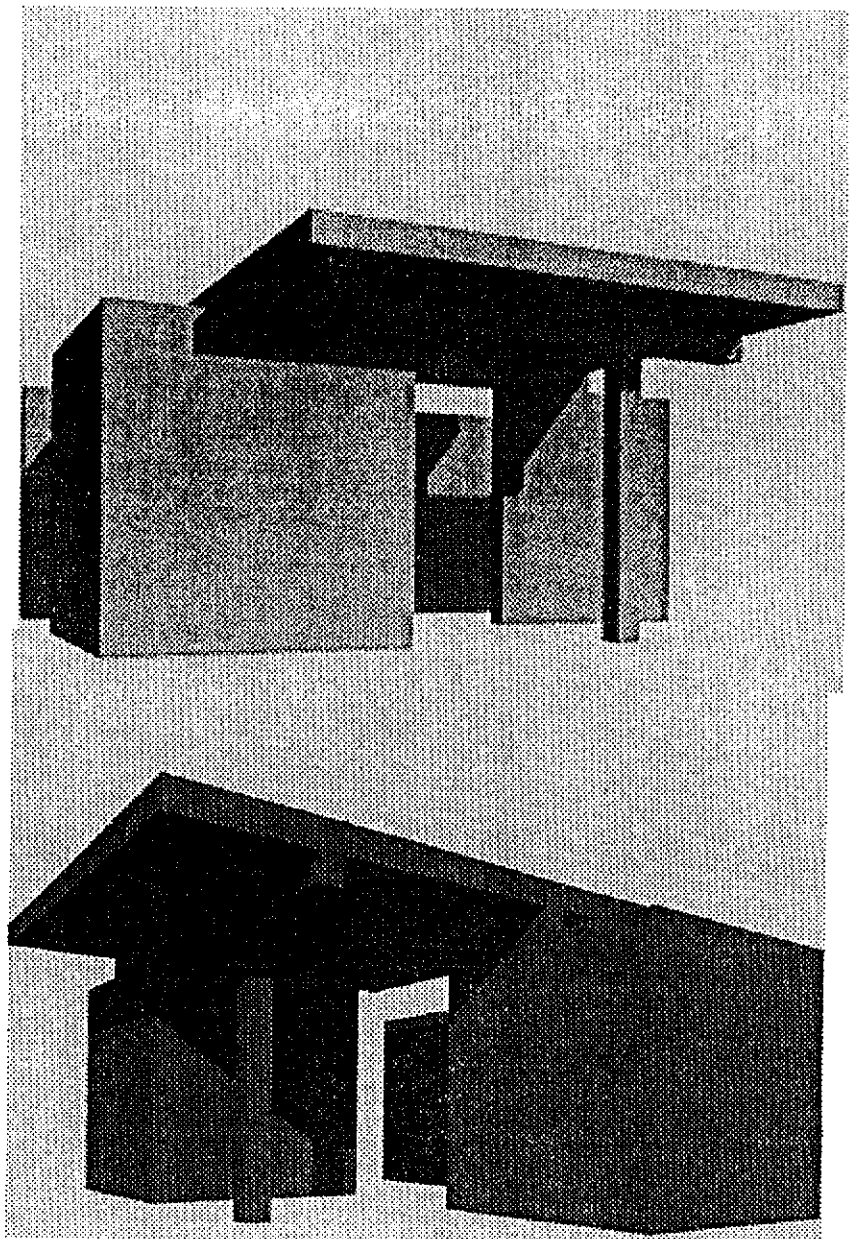
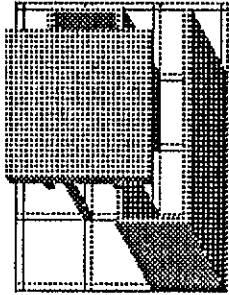
ROOF SHOULD BE ON 3M GRID
IN SUPPORT OF THE DEFINED SPACE
NOT IDENTICAL BUT IN DIALOGUE



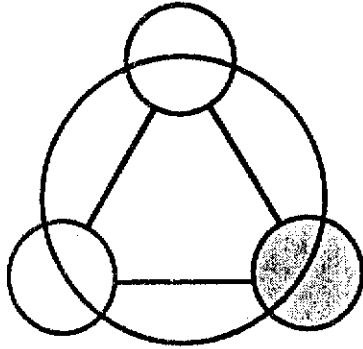
VERSION 1

VERSION 2

VERSION 3



STRUCTURE: 0



SITE: 0

SPACE

DEFINE A CONTINUOUS ARCHITECTURALLY GOOD SPACE

COLUMN 0.3X0.3M H3M

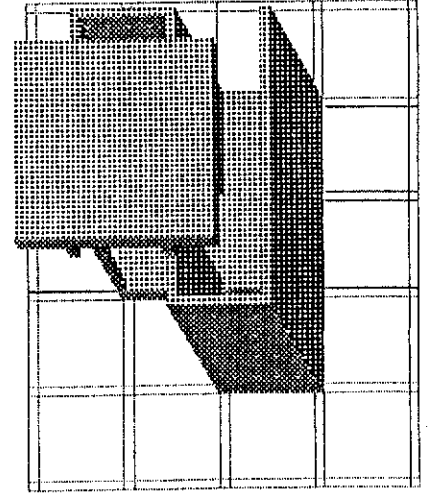
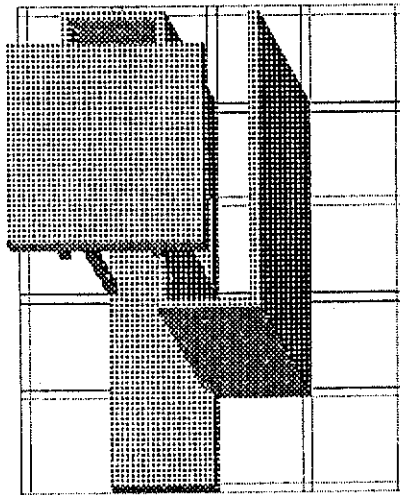
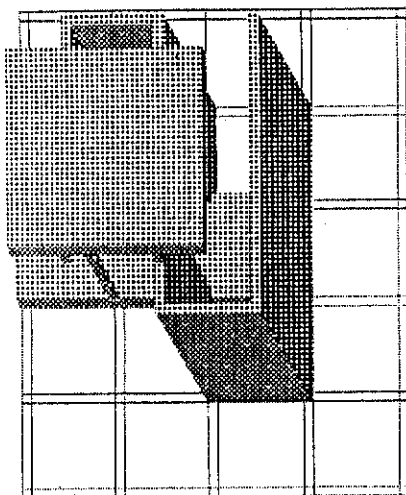
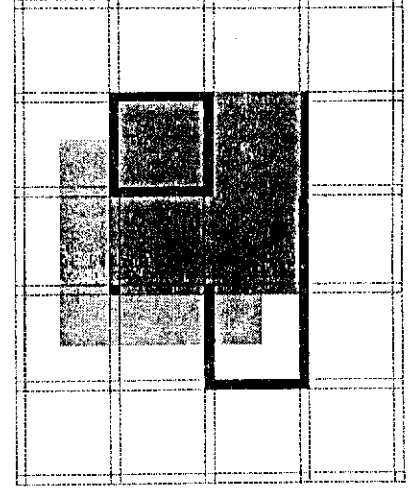
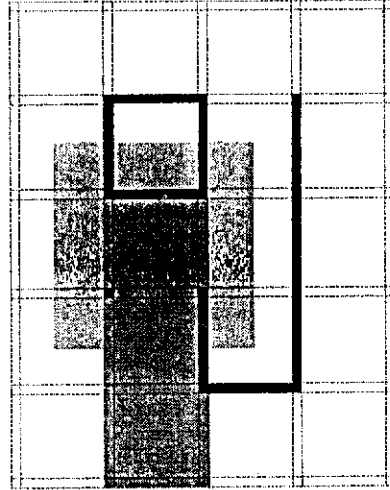
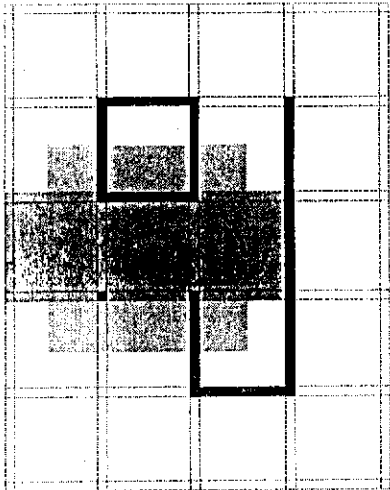
LONG WALL 15X0.3M H3M

VOLUME 3X3M H3M

ROOF 3X3M 4 UNITS

FLOOR

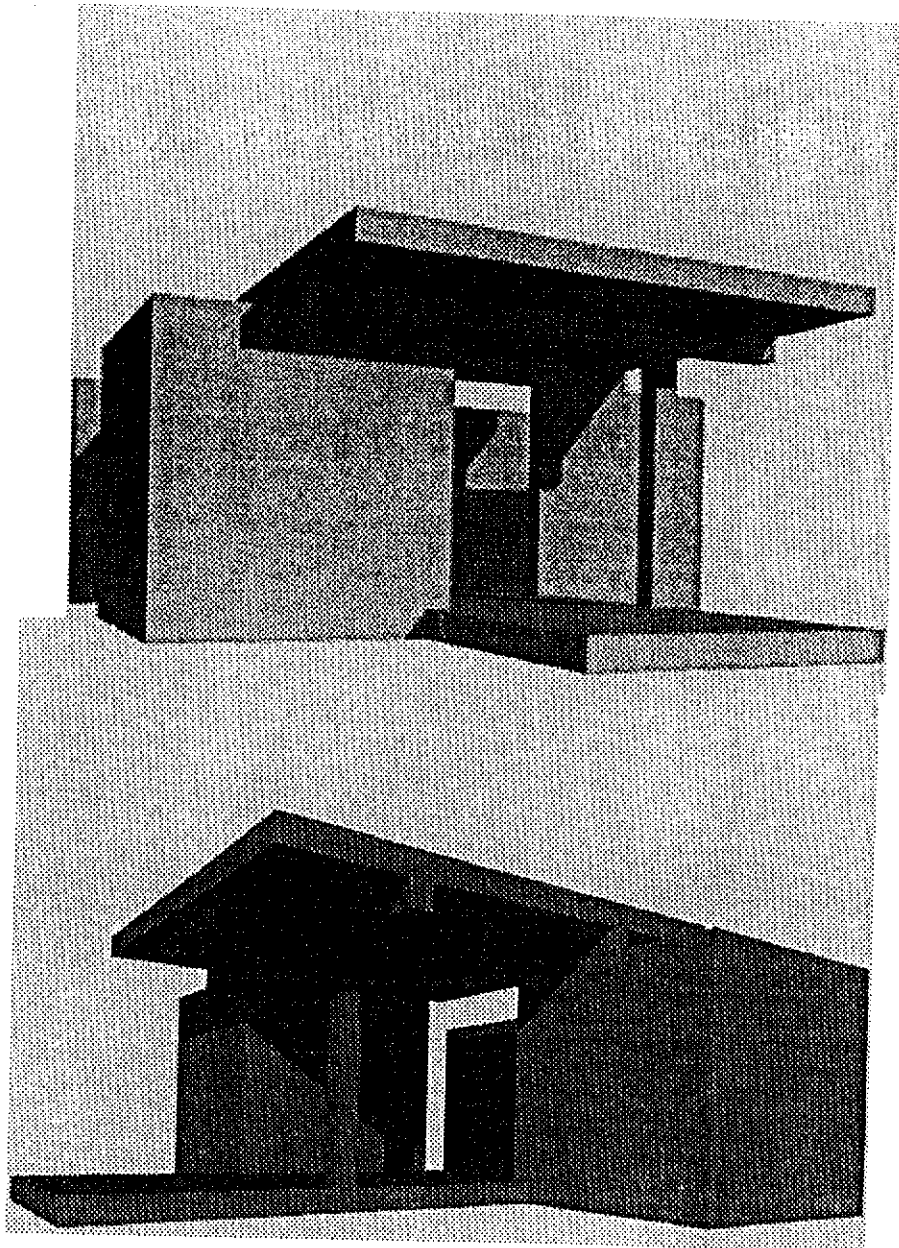
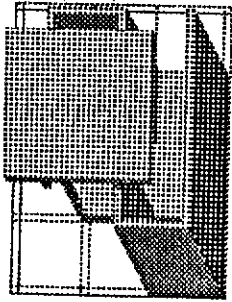
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NOT IDENTICAL BUT IN DIALOGUE**



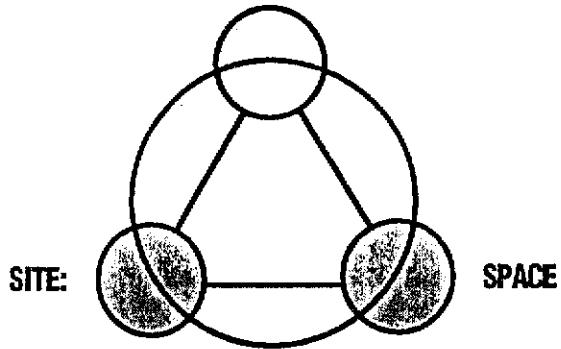
VERSION 1

VERSION 2

VERSION 3



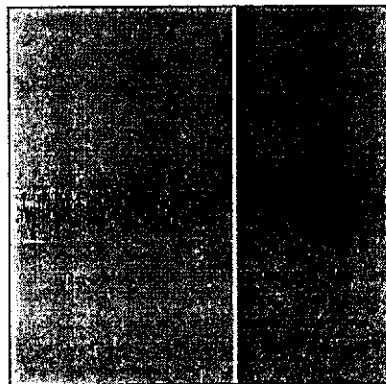
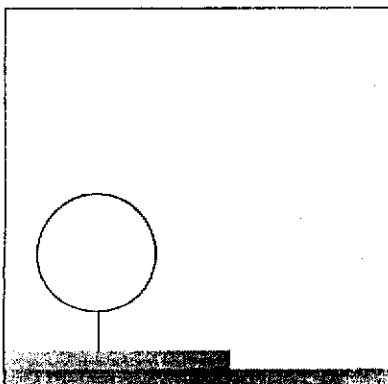
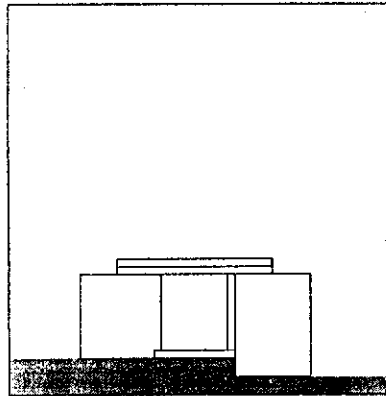
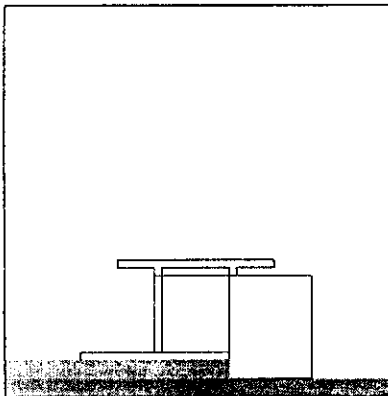
STRUCTURE: 0

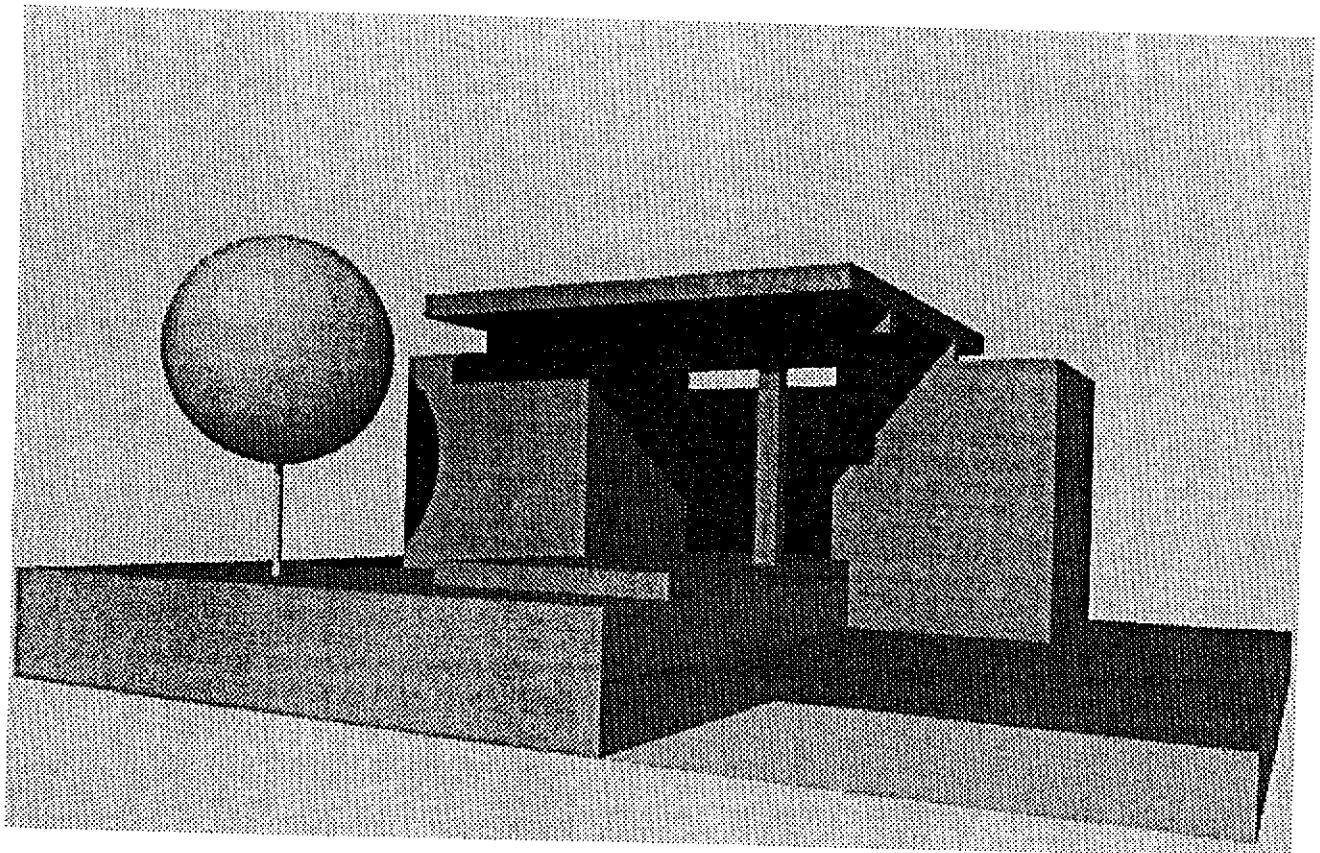
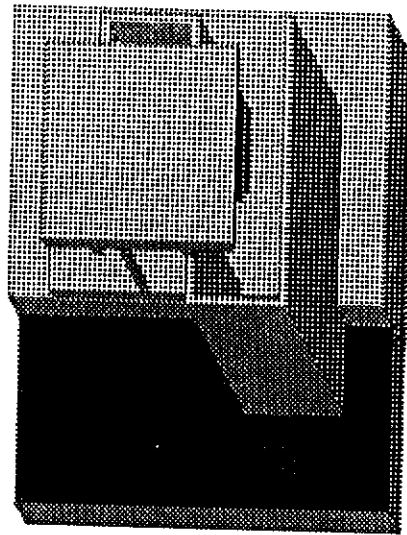


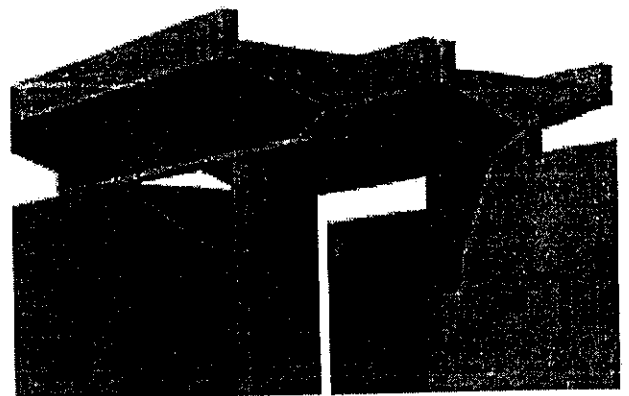
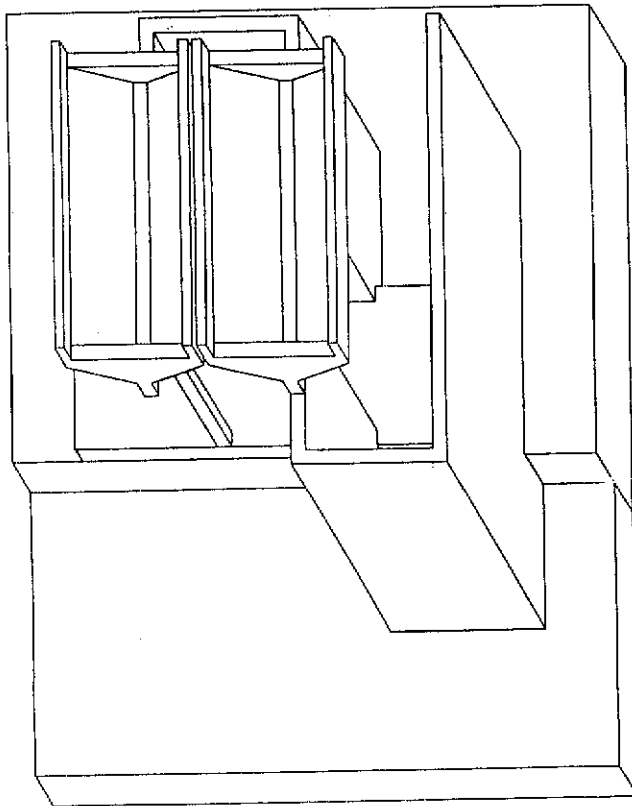
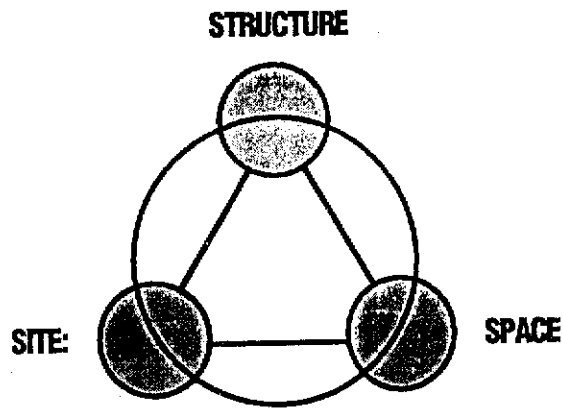
DEFINE A CONTINUOUS ARCHITECTURALLY GOOD SPACE

**SITE STEP DOWN 0.75M
ADD 1 TREE
ADD 1 RIVER**

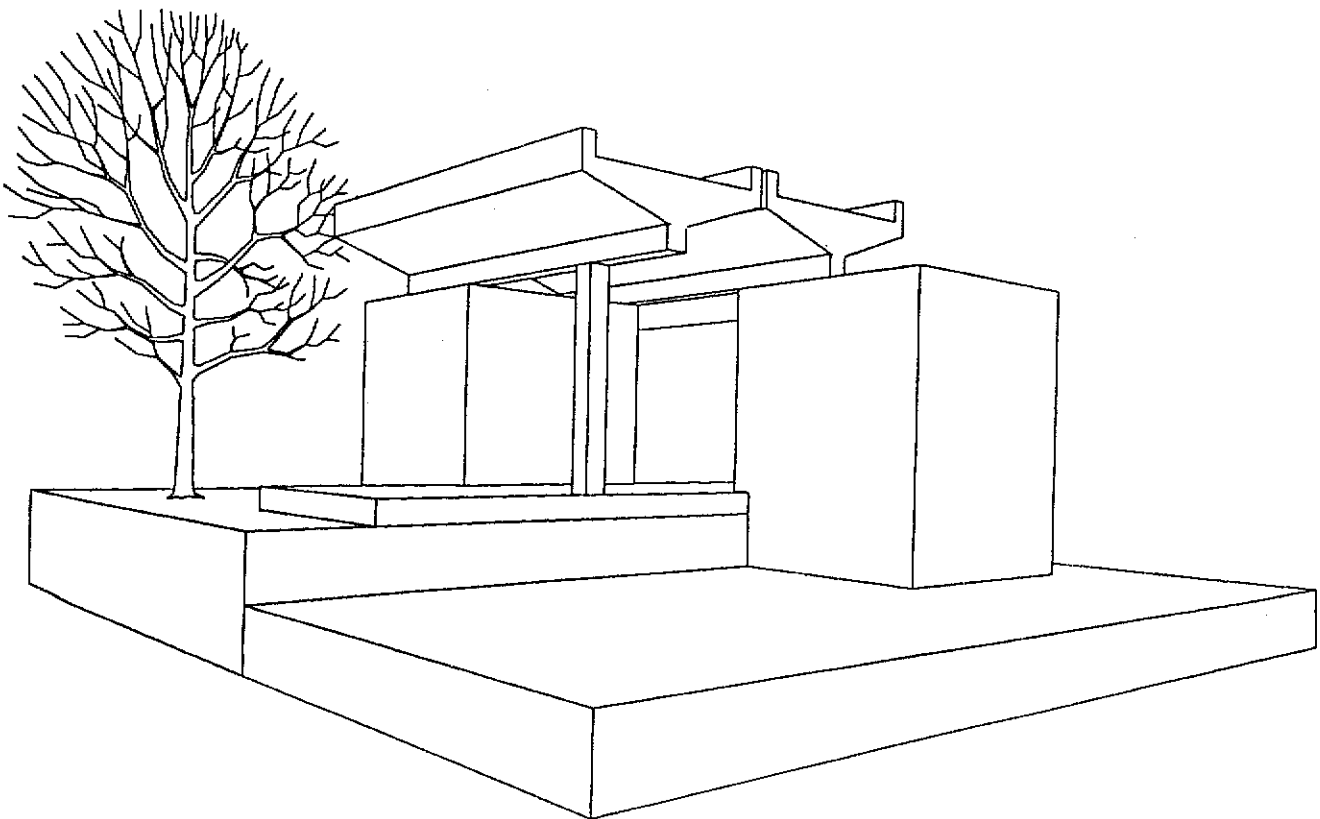
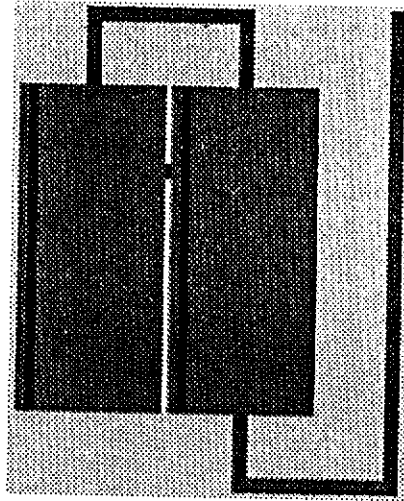
**ELEMENTS SHOULD BE ON 3M GRID
IN SUPPORT OF THE DEFINED SPACE
NOT IDENTICAL BUT IN DIALOGUE**

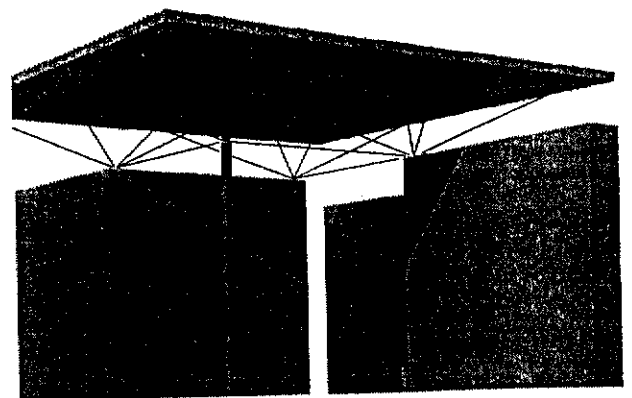
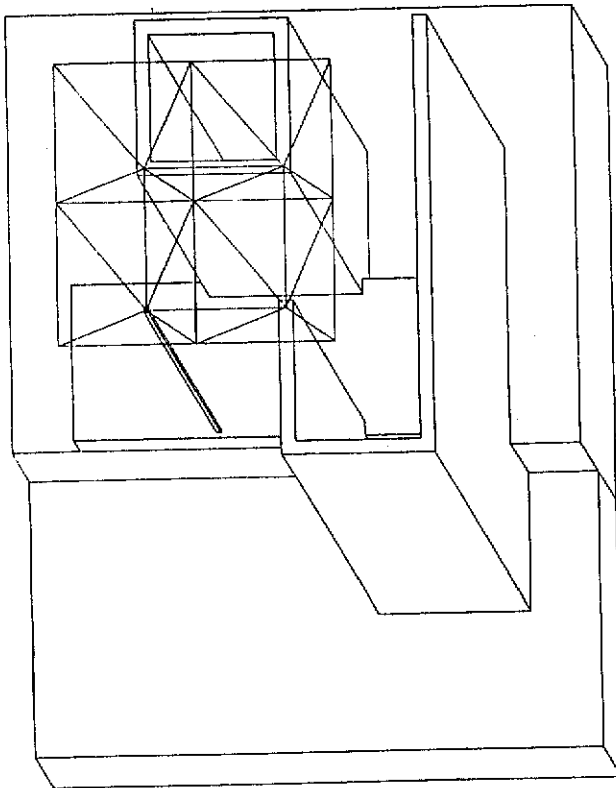
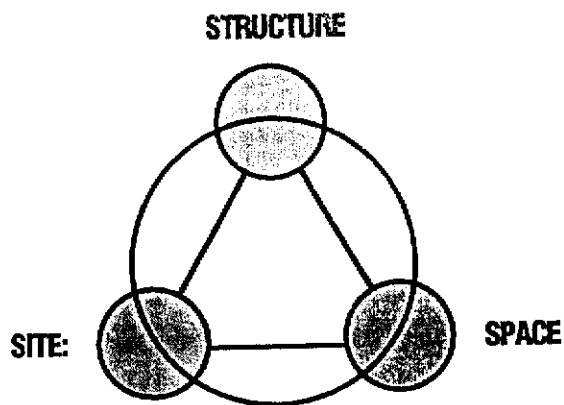






**DEFINE A CONTINUOUS ARCHITECTURALLY GOOD SPACE
CONSTRUCT THE ROOF STRUCTURE IN CONCRETE UTILIZING ITS MATERIAL PROPERTIES
ORGANISE THE STRUCTURE INTO PRIMARY AND SECOND ELEMENTS**





DEFINE A CONTINUOUS ARCHITECTURALLY GOOD SPACE
CONSTRUCT THE ROOF STRUCTURE IN STEEL, UTILIZING ITS MATERIAL PROPERTIES
ORGANISE THE STRUCTURE INTO PRIMARY AND SECOND ELEMENTS

