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Study Space - Design Fundamentals II - Pencil

CIAT 1184 + CIAT 2394

Fall 2010 - Spring 2011

Design Fundamentals I + II  Year One  Professor Carlson + Professor Snyder
THE PROJECTS

Design Fundamentals I and II begins the architectural program at Alfred State College, and focuses on hand drafting, hand rendering, and spacial awareness and design. The projects begin with abstract formative studies and progress into simple architectural designs. Three projects to come out of Design Fundamentals were the Wire Frame, the Cube, and the Bridge. For the Wire Frame, a three-dimensional form that could attach to a person’s hand was created, then partially covered in a light material - this was then to be rendered by hand. The Cube project again looked at three-dimensional depth and relationships by requiring three Japanese characters to be carved out of a single foam block and then rendered by hand. The last project in the semester was the Bridge; this was the first design to incorporate the idea of a person utilizing the space. A pedestrian footbridge was created around the concept of path and space for pause. The design shown took cues from the canyon formations in Southeastern Utah.

Two major projects in Design Fundamentals II were the Study Space and Chapel. The Study Space was a project that explored light and shadow in greater detail, as well as interior space. This design experimented with different window styles that focused on view and diffused lighting. The Chapel project was the first to include a structured program and actual site; both of which worked to influence the design. The “bow” of the chapel, with its upward thrust to the sky, is designed to promote an uplift of the spirit, and the fenestration pattern connects the chapel to the peace of nature by recalling the branches of the surrounding trees.
Various Projects

Bridge
Design Fundamentals I  Model: Strathmore + Foamcore

Chapel
Design Fundamentals II  Ink + Colored Pencil
THE PROJECT

The Image City Library design was entered in the 2012 AIAS/Kawneer Enlighten: The Future of Libraries competition. The role of a modern library has changed considerably from the once stuffy facilities that focused solely on the storage and distribution of books — today, libraries have become more like community centers with a focus on education and enlightenment.

Designed for a site on the banks of the Genesee River in Rochester, New York, the Image City Library pays homage to Rochester’s industrial heritage and role as one of the world’s premier imaging cities — home to the headquarters of Kodak, Bausch & Lomb, and Xerox. As one travels along the banks of the Genesee in Rochester, you are met with the remains of various structures from a long lost industrial sector that called the city home. The Image City Library anchors itself to the site with a reimagining of the remains of an industrial building, then builds upon this with a light, transparent form that builds to the river’s edge.

A key element of this design was to include private “cubes” that people could utilize for various activities from researching for a school project to watching a movie. The activities that take place in these spaces is visible to the city, as the building narrows to the width of a single room and hallway — effectively framing the users in an active “image” of individuals as they partake in the resources provided at the library.
THE PROJECT

What if a 150’ diameter meteorite were to impact directly in the center of Alfred on November 1, 2012? That was the exact question posed by the Allegany Impact Memorial project.

In the years following the impact, after the initial devastation of the regional communities and cataclysmic change to the landscape that forever altered the lives of those who were affected by it, a monument for the event is to be constructed. The monument should mark the point of impact and evoke a powerful emotional response. It should in some way describe an account of the events and record the loss of life, love and landscape as well as the tremendous impact to our understanding of life.

The memorial design centers around procession - a linear path that is bookended by two monolithic structures cuts through the rim of the impact crater at the water level. The first structure at the beginning of the procession is simply marked with the date and time in Roman Numerals, and a single portal through which pedestrians pass. The path then begins its cut through the rim - the walls slowly building until the abrupt descent to the lake. Once on the lake the path continues to the center of the crater, flanked on both sides by the names of those who were lost carved into stone and submerged off the edge of the path. The path terminates inside a pyramidal structure that opens a portal to the sky directly over the site of the impact. This sacred place is meant for internal reflection on the frailty of life, and a sense of one’s place in the universe.
**THE PROJECT**

In the spring semester of year three, studio classes took a look at Historic Preservation issues as structure rehabilitation and adaptive reuse.

The Documentation & Design project consisted of two parts - the first was to digitally document an existing building (the Georgian-style Wythe House of Williamsburg, Virginia was chosen for this portion) on a standardized site. Any period details to tie it to the site were also encouraged. The second part of the project was to then create an addition for a small architectural office on site, creating a live-work environment that had a clearly defined separation of the business from daily family life. As an addition to a historic structure, special care was to be taken in the design by picking up on cues given by the existing building to create a visual connection while maintaining a distinct identity.

The design of this addition follows the spacial formality found in the Georgian style, and was completely separated from the existing building to become a sort of “out-building” as would usually be found within the Georgian style. The large curtain wall panels follow the existing building’s fenestration pattern, albeit enlarged for better interior day-lighting. A window panel on the facade of the addition recalls the appearance of a dove cote, a feature also found in Georgian architecture. Various other aspects of the design including heavy timber framing, roof pitch, masonry pattern and spatial organization help to tie the addition to the existing building while also creating a modern office with all the desired amenities.
THE PROJECT

Anderson 103 was a competition sponsored by ArtWalk Tile in Rochester, NY to generate concepts for sustainable apartments in Rochester’s up-and-coming Neighborhood of the Arts. LEED criteria were followed throughout the design process to create comfortable, efficient, and environmentally conscious upscale living spaces.

This design for three 2.5 story single-bedroom apartments in Rochester’s Neighborhood of the Arts would create modern, smart residences for people looking to move into the burgeoning arts district. The design integrates practical, comfortable spaces such as a carport, outdoor living spaces, and a master suite in a compact, minimally invasive form that requires low energy usage and incorporates natural and sustainable materials in its form. Cues were taken from Northern European construction to create a warm, comfortable winter living environment while also allowing the apartment to be opened up for natural summer ventilation. These elements will combine to create a sustainable, LEED certified housing option in Rochester’s up-and-coming NOTA region. Based on previous exploration of the demographics of Rochester and the NOTA neighborhood, these apartments would be designed to accommodate professional singles and couples who are interested in being within close proximity not only to downtown Rochester, but also to a large variety of nearby dining and entertainment options. They would combine high-end, sustainable materials and finishes with outstanding amenities in a spacious, desirable home.

This design was awarded Second Place in the Anderson 103 competition.
The building is designed to maximize evening daylight - even in winter months.

Green roof system protects from high angle summer sun, reducing cooling loads.

Open plans on the first and second floors allow maximum light penetration and ventilation.

Railings serve as functional brise-soleil.

Oriented toward best light / views.

Permeable pavers used to reduce hardscapes.

Secure "garageport" is minimally enclosed, allowing excellent ventilation and natural lighting.
THE PROJECT

The town of Campbell is located in the Southern Tier of New York, and is bisected by the Cohocton River. Due to its low elevation and proximity to the river, the entire hamlet of Campbell is situated in floodplain and is prone to frequent flooding, which limits developable land. Current residents are concerned about enhancing the quality of life for the existing population, and attracting new residents to help revitalize the community.

By creating new public spaces, pedestrian-friendly streets, and activating community involvement, Campbell will grow into a vibrant, inviting place to live. It will become an attractive place not only for current residents, but also for visitors and those looking to participate in the growth of a charming, rural town. These interventions will provide facilities that will assist the welfare of the community as well as improve the development of Campbell’s local businesses. The current quality of life will be enhanced, attracting new residents and commerce, and contributing to the life of the town by creating incentives for community involvement.

The group project was divided into three districts:
- Gateway District: Robert Elsaesser, David Palmer, Daniel Weimer
- Main Street District: Andrew Oliver, Christopher Mansfield, Migdalia Colon, Joenette Cobb and Carl Standish
- River Recreation District: Tyler Fox, Jordan Friedman, Peter Hellier and Kurt Kruse

The project went on to be showcased at the ARC Appalachian Teaching Project conference in Virginia, and was represented by: Robert Elsaesser, Tyler Fox, Kurt Kruse, Christopher Mansfield and Andrew Oliver.
Before

Bikepath

* All images are the work of Kurt Kruse unless otherwise noted.
THE PROJECT

For the Buffalo Place Music Hall exercise, each student would pick a genre that interested them and create a music venue specific to, and influenced by, that genre. This concept focused on Punk music and is titled The Collective.

As the revitalization of Buffalo, New York continues to move forward, an excellent opportunity to introduce a new and exciting music venue into downtown’s Theater District has arisen. 752 Main Street - at the northern terminus of Buffalo’s Theater District - was once the site of the recently razed Vernor’s Building, and is an outstanding location to hold a building destined to become not only a gateway structure to the Theater District, but also a visually striking landmark structure.

This design for a new Punk music hall sited at 752 Main Street will serve as both a genre-specific music venue, and a radical focal-point building. The aggressive forms created by the structure are derived specifically from Punk music itself - questioning the strict, regimented order of its surroundings. The music encourages breaking away from accepted social constructs and disrupting the existing fabric into which we have been blindly woven. This music hall represents those ideas by creating a visual disruption in the existing cityscape. It acts in contrast to the buildings adjacent to the site to define itself. As a visitor navigates the site and structure, they will find themselves descending below grade before coming together to “rise up” through the building to experience the raw, unapologetic music that is Punk.
UNITED STATES EMBASSY CONCEPT

Design Studio 6  Year Four  Professor Carli

ARCH 8306  Spring 2014
A diplomatic mission of the United States is a major asset to developing strong international relations with its host country. Unfortunately, the embassy structures that house these missions have moved from the easily accessible designs that promoted a strong bond with the host country to fortress-like strongholds that appear to shun the very people they are attempting to form positive relationships with. As security concerns escalate, US embassies seem to have forgotten their primary role of helping to establish a friendly, welcoming image of the United States in favor of simply protecting those within. With modern technology and design, an embassy should be able to perform both functions seamlessly.

This design explores the role of an embassy as not simply a government outpost overseas, but as a representation of the United States in a foreign country. The complex design looks to the future of international relations by inviting more public involvement through the integration of a US Cultural Center, as well as high levels of transparency throughout the governmental portion of the program. The safety of everyone within the embassy is paramount, and creates an opportunity to promote a sense of security and safety within its boundaries without imposing a visually oppressive barrier to those outside. All of this will combine to promote a welcoming introduction to the United States’ ideals and culture while maintaining a respectful and friendly connection to the host country.
United States Embassy Concept
THE PROJECTS

The following pages show examples of the physical models that were produced for various projects throughout the duration of the Architecture program at Alfred State College.

Some of these projects can be found on the previous pages, while others are only represented by the photo of their respective physical model.
Bridge (alternate design)
*Design Fundamentals I CIAT 1184 Fall 2010*

Emergency Shelters
*Design Studio 1 CIAT 3104 Fall 2011*
In The Style Of... (Eric Owen Moss)

Design Studio 1 CIAT 3104
Fall 2011

Image City Library (p. 9)
Design Studio 3 ARCH 5306
Fall 2012
B. Arch. Addition

*Design Studio 4  ARCH 6306  Spring 2013*
Buffalo Place Music Hall (p. 29)

Neighborhood Development

Design Studio 5  ARCH 6306  Fall 2013
US Embassy (Structure) (p. 29)

Design Studio 6  ARCH 8306  Spring 2014

Various Studios / Years