



School of Art and Design
Department of Interior Design

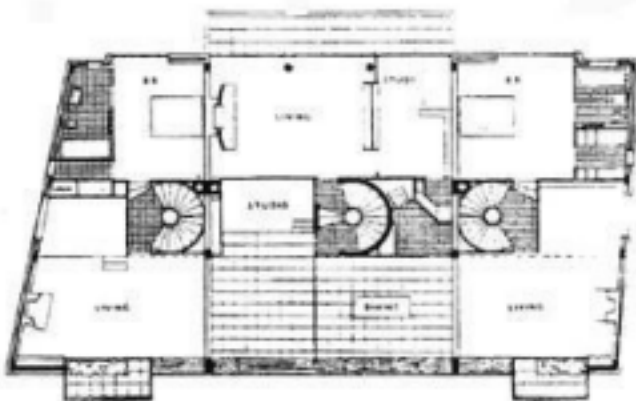
INT 301 Design Studio III - Fall 2025

PROJECT 02: URBAN DWELLING

project brief



Erno Goldfinger, 2 Willow Road. London UK (1939)



Erno Goldfinger, 2 Willow Road. London UK (1939)



Rem Koolhaas Maison Bordeaux

NOTES ON DWELLING

"If I were asked to name the chief benefit of the house, I should say: the house shelters day-dreaming, the house protects the dreamer, the house allows one to dream in peace."

Gaston Bachelard, *The Poetics of Space*

"A house is not a machine to live-in. It is the shell of man, his extension, his release, his spiritual emanation. Not only its visual harmony but its organization as a whole, the whole work combined together make it human in the most profound sense." **Eileen Grey**

"You could walk out of the house, but you always returned home."

Witold Rybczynski, *Home: A Short History of an Idea*

"A dwelling should be not a retreat from space, but life in space." **Laszlo Moholy-Nagy** *"What is the use of a house if you haven't got a tolerable planet to put it on?"* **Henry Thoreau**

OVERVIEW

Students will design a contemporary urban residence to explore and redefine adaptive living between people and the domestic environment to examine how these are shaped by personal behavior and habits, need for privacy, cultural norms, and physical constraints. The dwelling will accommodate LGBTQ+ residents who have chosen to live in a multi-unit residence and must consider their evolving needs and changes to patterns of living over time as they age in this new residence. Not only do our environments adapt – we also adapt to our environments through conscious acts and unconscious responses. Design proposals will address accessibility of design, from objects to environments, accommodating various levels of agility. The study of adapted boundaries will respond to and redefine both physical and intangible boundaries – enabling or delimiting. Students should pay particular attention to the coordination of furniture, materials, color and lighting in creating a sense of place.



Peter Salter Walmer's Yard

Project Goals

students will:

- explore and evaluate concepts in a creative and critical manner with respect to their relevance in generating intelligent, inventive design solutions
- develop research, analytical and critical thinking skills
- develop awareness of sustainable design strategies
- develop ability to identify and define relevant aspects of a design problem (goals, objectives, performance criteria)
- develop ability to gather, evaluate, and apply appropriate and necessary information and research findings to solve the problem (pre-design investigation)
- develop awareness of the specific needs of inter-generational living
- explore issues of physical, acoustic and social boundaries

Learning Objectives

students will:

- integrate materials, finishes, color and light into the design process
- lay out and specify furniture, fixtures and equipment
- demonstrate the ability to appropriately apply Universal Design principles
- express ideas clearly through visual media (ideation drawings and sketches)
- synthesize information and generate multiple concepts and/or multiple design responses to programmatic requirements.

SITE Information



112 Saint Edwards Street, Brooklyn, New York

Stonewall Housing

<https://www.stonewallhousebk.com/>

<https://www.marvelarchitects.com/work/stonewall-house-senior-residences/61>

Clients

These are three examples of clients (choose two)

Task: students choose two of the three clients and develop two spaces on the floor plan that share the main terrace. Approximately 4000 ft.²

Rob and Rory (60 and 65)- Rob is a gallery owner, who will soon retire, and former punk band bassist. He does like to play his bass in the afternoon so may need a soundproof room. Rory is a former child actor who has developed a podcast about art and the artist. Their apartment will be packed with their collection of outsider art and bass instruments they love. Rory has the beginnings of rheumatoid arthritis, lots of water and exercise are helping him manage it.

Kara and Amanda (65 and 70)- Kara is at the end of her high-powered tech reporter career and is doing various podcasts with Vox media. Amanda is a professor emeritus at Princeton University in 18th century British queer studies and collects British contemporary furniture and rare books. Amanda has very early signs of Parkinson's, it is presenting as slight tremors in her hands.

Halel (70) is a retired city architect. He has two grown children and his previous partner lives upstate. Halel loves to draw and paint so his apartment might be more studio than living space. He collects vintage American mid century furniture and objects. His family has a strong history of dementia. This might mean he could progress to that therefore might need more full time care later in life.

PROGRAM

As determined by each student with their instructors, the following basic activities are to be accommodated within the two dwelling units:

sleeping/resting, dressing/undressing, working/playing,
bathing, washing/cleaning, cooking/dining, display/curation
Common areas on the floor can include

- a common kitchen
- a common library
- a common concert area
- common indoor planting area
- a common podcast studio
- a common exhibit area
- a trash room
- bike room

Through analytical models and drawings, students will investigate habitual/conventional assumptions and redefine boundaries of inhabited spaces. Students will consider programmatic, spatial, haptic, temporal and acoustic relationships. Students will incorporate and design for a specific object(s) determined in each section for a focused study of the relationship of the inhabitants to furniture and objects and how these may further impact patterns of dwelling.

Students will also investigate principles of Universal Design to address the varying degrees of access/ability according to the intergenerational family's needs. Students will develop concepts from the precedent, program and site studies as the basis of the proposal for an environment that responds to the specific needs of an intergenerational family (specific family to be determined individually). Synthesize your findings from the analysis and address the programming of the spaces to create relationships that promote and demonstrate your original concept.

METHODOLOGY

The design of this project will be generated in physical model form. Drawings will document the model building process and support the design.

In addition to exercises conducted within individual sections, students will be able to find inspiration for the design of their Urban Dwelling from a variety of sources:

- precedent studies they have conducted
- site, program and client analysis
- universal design strategies.
- either a family-owned piece of furniture or a family collection.

Students will make observations, study project resources and create study models that reflect their findings. Models will be iterated for each studio period becoming increasingly sophisticated as the program and context is developed. Color, material, and furnishings will be investigated through various exercises in order to present a fully considered proposal for this Urban Dwelling.

Design proposals shall integrate sustainable strategies in response to existing building conditions and the selection and use of resources.

Suggested readings

Ardner, Shirley. "The Partition of Space." *Intimus: Interior Design Theory Reader*.

Taylor, Mark, and Julieanna Preston. Chichester: John Wiley, 2006. (on LMS)

Loos, Adolf. *Ornament and Crime: Selected Essays*. Riverside, CA (on LMS)

Bachelard, Gaston. *The Poetics of Space*. Boston: Beacon Press, 1994. (on LMS) Busch, Akiko.

Geography of Home: Writings on Where We Live. Princeton Architectural Press, 1999. (on reserve, Pratt Library)

Busch, Akiko. *The Uncommon Life of Common Objects: Essays on Design and the Everyday*

New York: Metropolis Books, 2005. (on Reserve Pratt Library)

Perec, Georges, and John Sturrock. *Species of Spaces and Other Pieces*. London, England: Penguin Books, 1999.

(on Reserve Pratt Library)

Rybczynski, Witold. *Home: A Short History of an Idea*. New York, NY: Penguin Books, 1987. (on Reserve Pratt Library)

"Accessible Design Before ADA: Beverly Willis' First Architectural Commission" *Archinect* 10/19/2018

<https://archinect.com/features/article/150091531/accessible-design-before-ada-beverly-willis-first-architectural-commission>

suggested viewing

The Many Lives of the Nakagin Tower- MOMA

exhibition <https://www.moma.org/calendar/exhibitions/5830>

At Home with David Ling: Dwell <https://www.youtube.com/watch?v=RDieZeQf7aA>

Grand Designs: Jon and Becky White Tiverton

<https://www.dailymotion.com/video/x6eqy48>

Home Exercises, a film by Sarah Friedland

<https://vimeo.com/258650902> (password: pratt)

Koolhaas HouseLife Rentable

<https://vimeo.com/ondemand/koolhaashouselife>

Final presentation requirements

These requirements will be further developed within each section and specific to each project including media and formatting:

- site, program and client analysis
- final physical model at 1/4" = 1'-0" scale.
 - models are to include representation of material and tectonic design decisions
 - process/study models and drawings
 - OR Rhino axonometric fully rendered with furniture
- material, color and lighting design/selections
- furniture design/selections this should include the conceptual basis for furniture selections
- rendered perspectives – derived from the digital or physical model.
- floor plans, furnished/rendered (scale: 3/8" = 1'-0")
- furnished/rendered (scale: 3/8" = 1'-0") minimum 2 sections through entire building/dwelling unit one section should include stair
- interior elevations, furnished/rendered (scale: 1/2" = 1'-0") -

SCHEDULE

INT 301 schedule

<u>week 01</u>	Aug 25	Introduction by coordinator Annie Coggan review syllabus and assignments. Divide into sections. Introduce ASSIST PROJECT
	Aug 28	Lecture on Universal Design By Jessica Caldwell Preliminary Review of ASSIST project due in class.
<u>week 02</u>	Sept 01	Labor Day; No Class!
	Sept 04	Review of ASSIST project final due. Dwelling project introduced.
<u>week 03</u>	Sept 08	studio meeting
	Sept 11	studio meetings
<u>week 04</u>	Sept 15	studio meetings
	Sept 18	studio meetings/ Maybe Sarah AXO/Representation-lecture
<u>week 05</u>	Sept 22	studio meetings
	Sept 25	studio meetings
<u>week 06</u>	Sept 29	studio meetings
	Oct 02	studio meeting
<u>week 07</u>	Oct 06	Final Review; Urban Dwelling

THE PRINCIPLES OF UNIVERSAL DESIGN

Version 2.0 (1/03)

UNIVERSAL DESIGN: The design of products and environments to be usable by all people, to the greatest extent possible, without adaptation or specialized design.

The authors, a working group of architects, product designers, engineers and environmental design researchers, collaborated to establish the following Principles of Universal Design to guide a wide range of design disciplines including environments, products and communications. These seven principles may be applied to evaluate existing designs, guide the design process, and educate both designers and consumers about the characteristics of more usable products and environments.

1 **EQUITABLE USE**

The design is useful and marketable to people with diverse abilities.

2 **FLEXIBILITY IN USE**

The design accommodates a wide range of individual preferences and abilities.

3 **SIMPLE AND INTUITIVE USE**

Use of the design is easy to understand, regardless of the user's experience, knowledge, language skills, or current concentration level.

4 **PERCEPTIBLE INFORMATION**

The design communicates necessary information effectively to the user, regardless of ambient conditions or the user's sensory abilities.

5 **TOLERANCE FOR ERROR**

The design minimizes hazards and the adverse consequences of accidental or unintended actions.

6 **LOW PHYSICAL EFFORT**

The design can be used efficiently and comfortably and with a minimum of fatigue.

7 **SIZE AND SPACE FOR APPROACH AND USE**

Appropriate size and space is provided for approach, reach, manipulation, and use regardless of user's body size, posture, or mobility.