



Wednesday, Dec. 11 . Final review at the Gateway Building (SUNY ESF Campus) from 10 am – 3 pm

DELIVERABLES

- 1 analysis board (region, local, site)
- 1 game board (synthesizing your analysis and highlighting only the important aspects that inform/influence your proposed plan)
- 1 ideogram (your concept parti/gestalt)
- 2 plans rendered and labeled:
 - 1 master plan for the entire development at 100 scale
 - 1 finger lakes museum and civic square enlargement (30 scale)
- 1 program matrix (images, text, timetable)
- 2 seasonal renderings (Summer/Winter) plan, perspective, section/elevation
- 1 section – elevation (min.)
- 1 3d Model (computer and/or physical)



DUE
WEDNESDAY:

1 master plan
rendered like
this one

add labels

state your:
dilema
thesis
goals
depict your:
parti/gestalt

highlight the
museum's
civic square
& create an
enlargement
plan at 30 or
60 scale



DUE
WEDNESDAY:

perspective
rendering

highlight the
museum's
civic square
& create an
enlargement
plan at 30 or
60 scale



how much
hardscape
vs. vegetation
occupies
your plan is
defined by
your concept
and the
design
principles

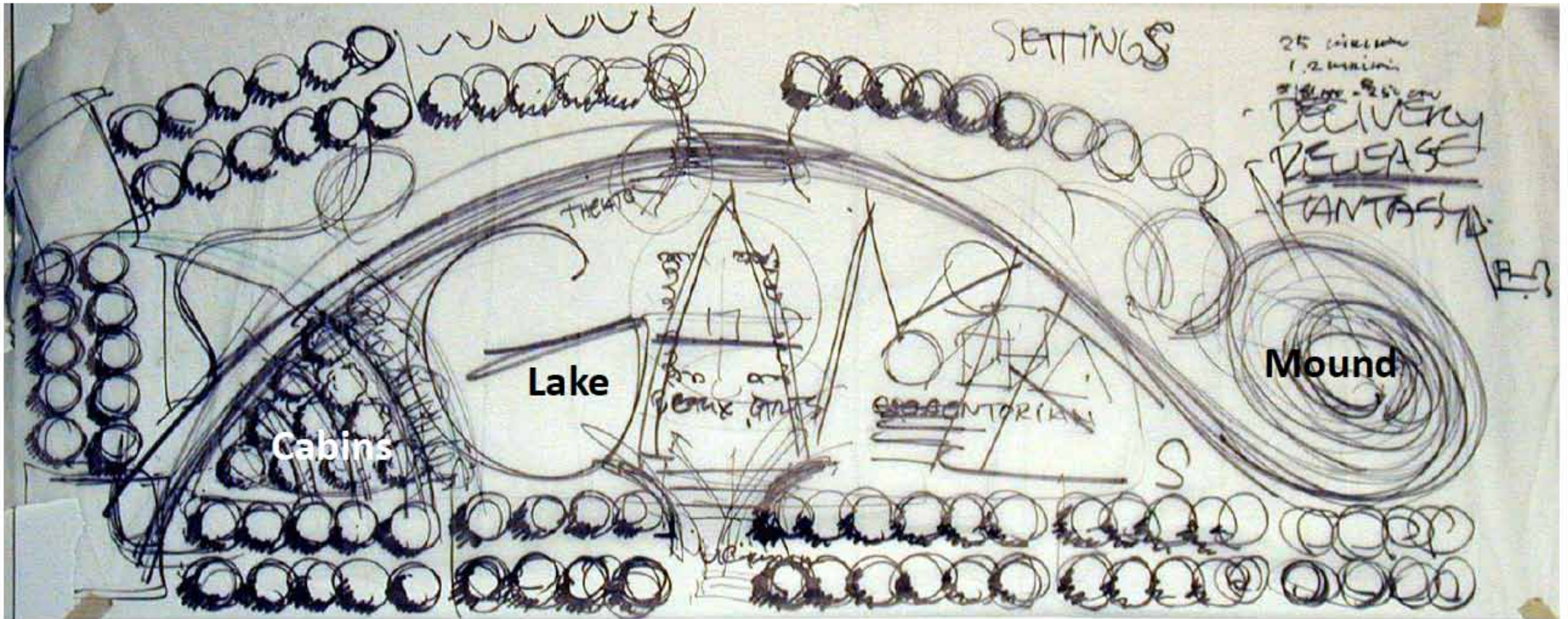
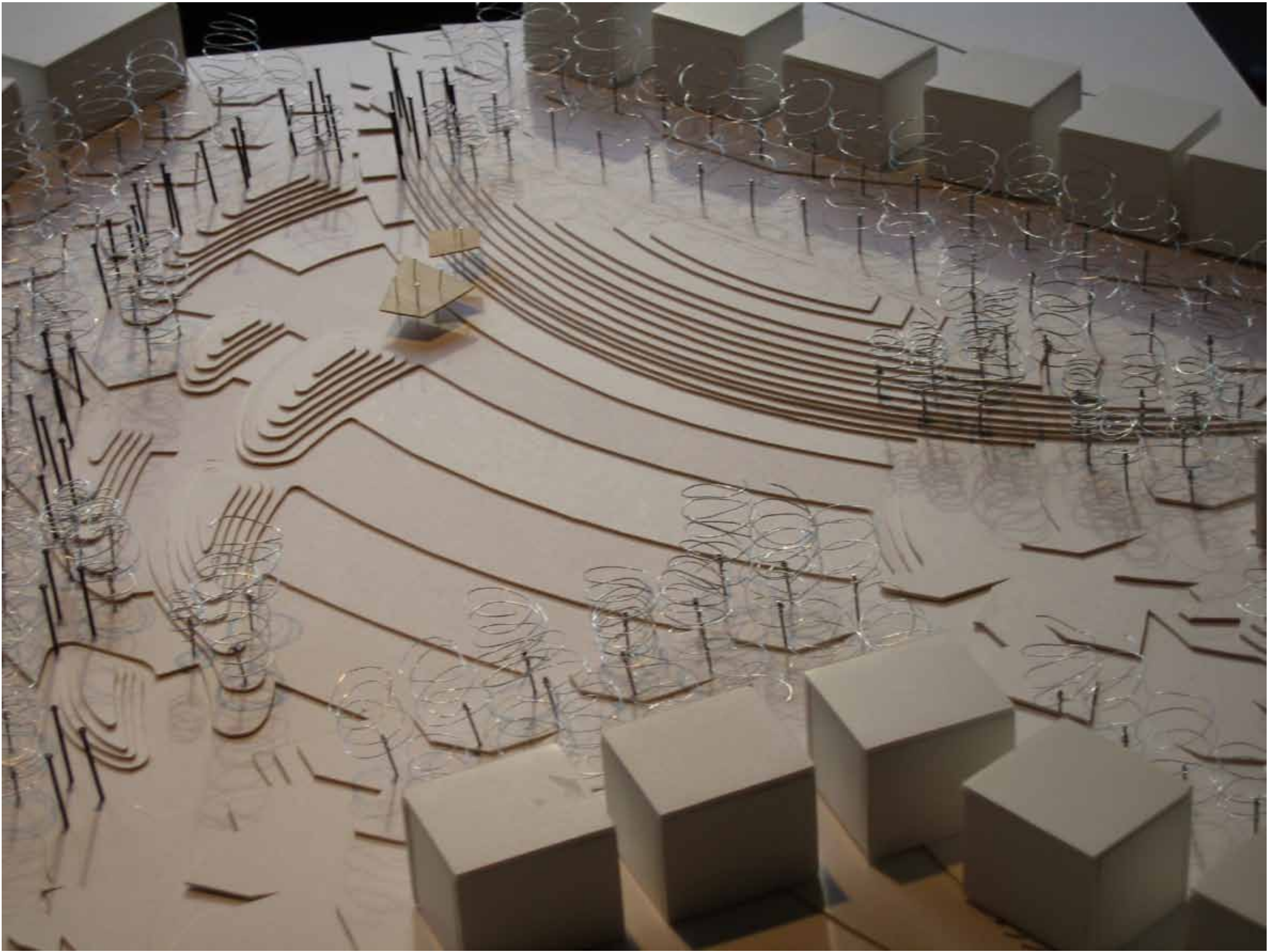


Figure 14: DW's concept diagram/parti.



Figure 20: Crescent Park Rendering by DW - Lowry's Northwest Neighborhood Central Gathering Space - DW Team: Todd ohnson (PIC), Elin Tidbeck, Heath Mizer.







Grading



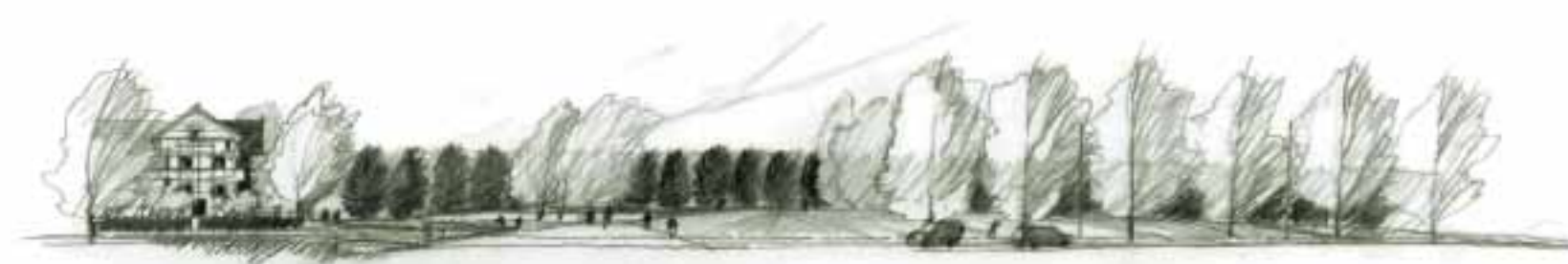
Hardscape



Softscape



Illustrative Plan











FRAMING SPACE

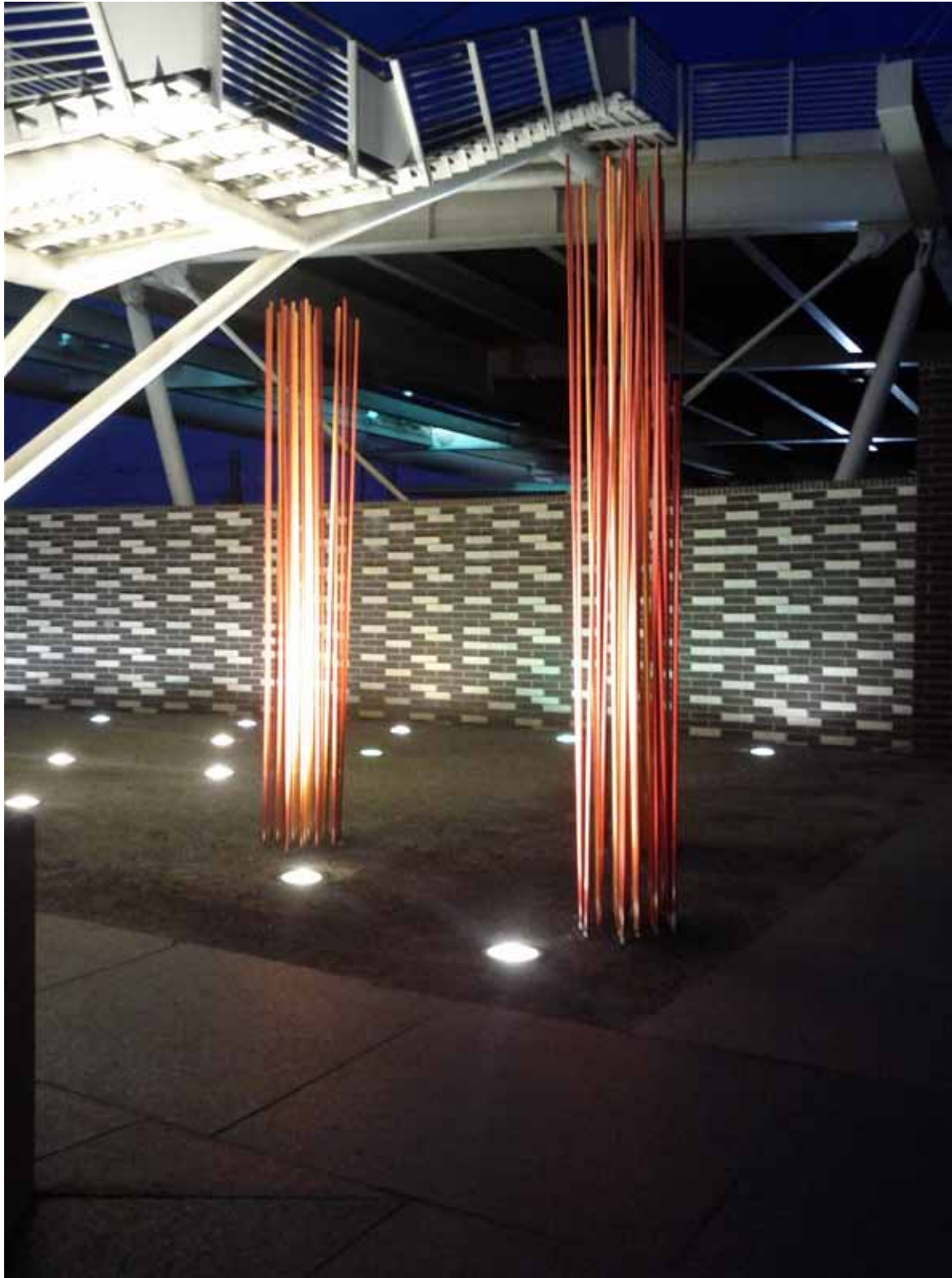




LANDMARKS



PROGRAMMING















LIGHTING









human scale



resilience



level of engagement



whimsy



diversity



















