**4.112 3URMHFW: "The Architecture Machine"**

This exercise builds upon the previous two projects as a way to design a small to modest size architectural structure. To start, use your experience and tools from Project 2 as a way to study the possibilities and limitations of your machine/system/logic as a generator to create space for habitation. Consider the ways that architecture already functions as a machine to filter the environment, carry dynamic loading, use and produce energy etc. How do the lessons we have learned from the nano-scale translate to the human scale? The important conceptual questions to address:

**1. How does your system scale-up or scale-down to its extremes? Can you "grow" more of your project outside of its bounding box, or "Petri-dish"?**

**2. How does your precedent and its logic translate to human, architectural or material phenomena?**

**3. Develop a social and programmatic provocation that situations your architectural structure in a specific location, at a specific scale and defines how people use it.**

Bringing in more specific notions of function and scale, study the possibilities your project offers to accommodate human occupation of these spaces. Build a series of abstract models that demonstrate some of the essential spatial/ programmatic characteristics of your project. Investigate specific themes of your facility such as specific functions, spaces of gathering, circulation, etc. to develop a series of architectural drawings of the project.

**Schedule** (Note: The schedule may change slightly throughout the project):

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| **: eek** | **5 evisiting Processing, Plans and Section: Growing Architectural Space** |
| | Imagine your system at a larger scale and the future growth of your space, what has changed, how has your system adapted, eroded, deteriorated, grown etc? Generate new geometry from Processing AND/OR continue to "grow" your project outside of the 1'x1' bounding box through plans & sections and 3D modeling. |
| W | Guest Lecture/Presentations with Tomas Saraceno |
| **Week** | **Developing Program + Social Provocation & Building Models** |
| | Introduce program into your structure. How does your precedent logic translate into architectural logic? Where is your project situated? What is the scale, how do people use it? Build a series of abstract physical models to study the space & material of your project. |
| M | Studio: Introducing Program/Social Provocation |
| W | Studio: Building spatial models |
| **Week** | **Developing Space, Models & Program** |
| M | Studio: Conceptual Geometric/Spatial Development |
| W | Project 3 Interim Review |
| **Week** | **Drawings** |
| M | Studio: Plans/Sections/Axon Development |
| W | Studio: Plans/Sections/Axon Development |
| **Week** | **Project Development** |
| M | Studio: Project Development |
| W | Studio: Project Development |
| **Week** | **Final Review** |
| M | Final Review for Project 3 |

**Final Deliverables:** Study Models, Final Model, Axonometric Drawing, Plans and Sections, Diagrams

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