

Unit 1 - Interior Urbanism
From Laneway to Arcade

Unit 1 - Interior Urbanism: from Laneway to Arcade

Unit 1 continues its material investigation and its impact on urbanism. In this iteration, we will explore the modernist idea of a building podium or “slab”; conventionally treated as isolated discrete and privatized territory for formal greetings at the base of towers, mall for shopping or lift lobby to residential tower block confined to individual plot. We will challenge this conventionality and explore novel treatment of urban ground that has the potential to extend and constitute new public experiences for our city.

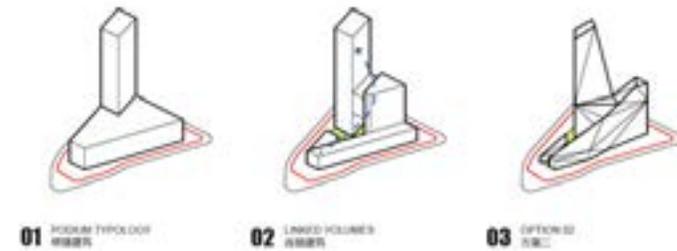
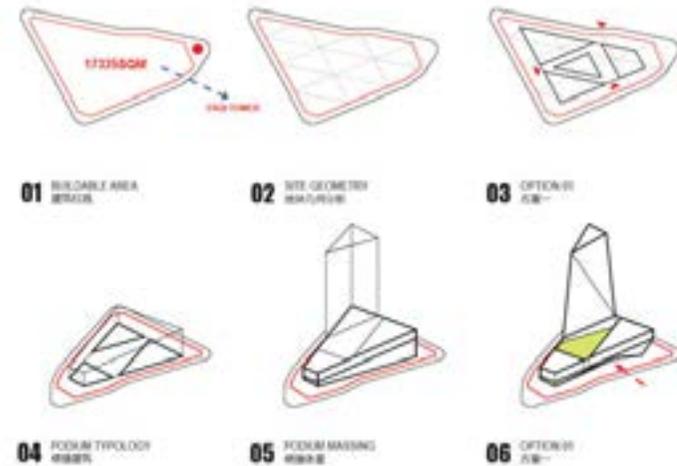
Taking the Melbourne laneway and arcade as our starting typology, we will focus on the articulation of interior as public realm. Through exploring logic of casting using Boolean processes, we will examine aggregation and deposition of solids and void, mass and lightness, to speculate on a new morphology of laneway and arcade through the city. We will view these emerging spatial types as infrastructure to stimulate urban activities and attempt to deal with the edge of the city.

In this studio we will explore alternative means of drawings and

modelling; using a digital scanner to facilitate direct making to digital workflow.

Students will work in groups of three or four in intensive and fast paced design workshop environment with site mapping. The groups will join forces towards the end to construct 1:50 scale physical model.

- 1. AUA Podium Typology
- 2. AUA Podium Typology



Research Brief 1

Boolean Operation 3rd-5th July

Future Innovation Hub
 Brian Jianyang
 Machining Aesthetics

In this brief, we will explore Boolean operations to form envelope and structure. Iterative transformations of a simple cube into its most fragile state; will then be computationally tested through parametric modelling.

We are interested in the dialogue you set up between the physical and digital model as you move back and forth to adjust the resolution of your spatial envelope.

Base rules: Start by casting a 200 x 200 x 200mm plaster cube. You aim is to create as many subdivision of space or void as possible through the casting process.

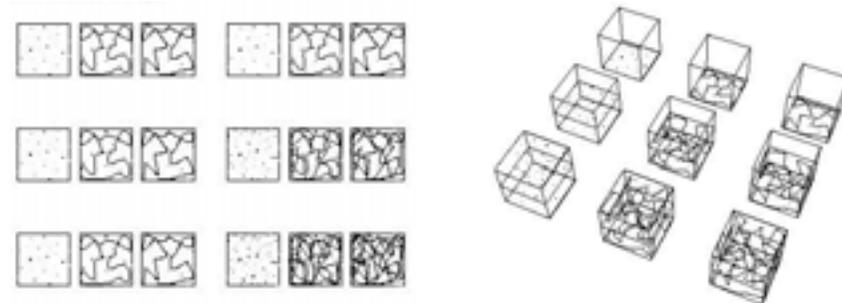
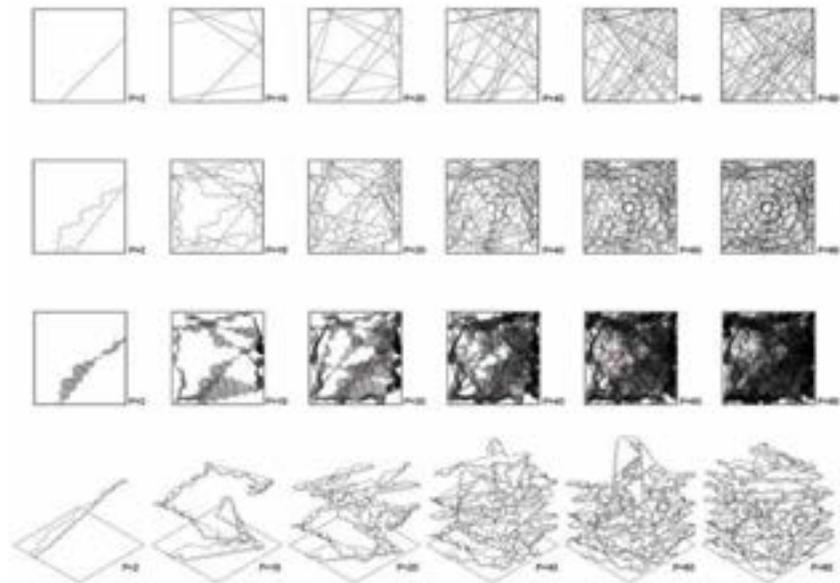
Outcome:
 - 5 x (200x200x200) cubes
 - Matrix of digital stimulation

Itinerary:

Day 1 Casting workshop
 Day 2 Digital workshop exploring Rabbit, Hoop Snake, Kangaroo and Quelea
 Day 3 1:1 Making; each group will produce at least 5 plaster cast models. We will explore the system concurrently with both physical and

digital modelling through scalar transformation

Note: You will need to complete MSD Fablab Level 1 and 2 induction on Monday 3rd of July.



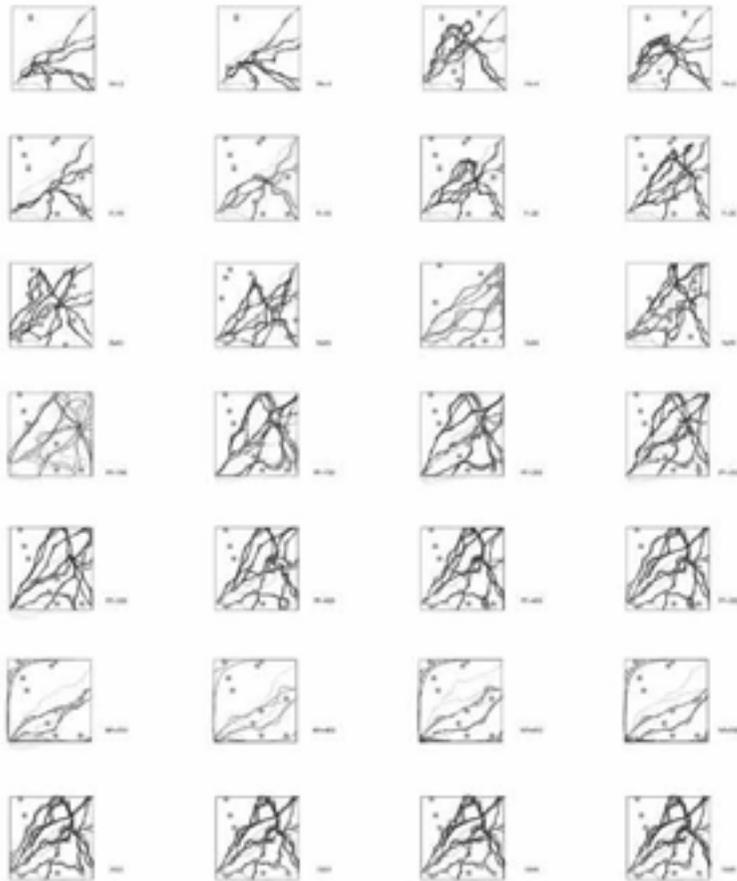
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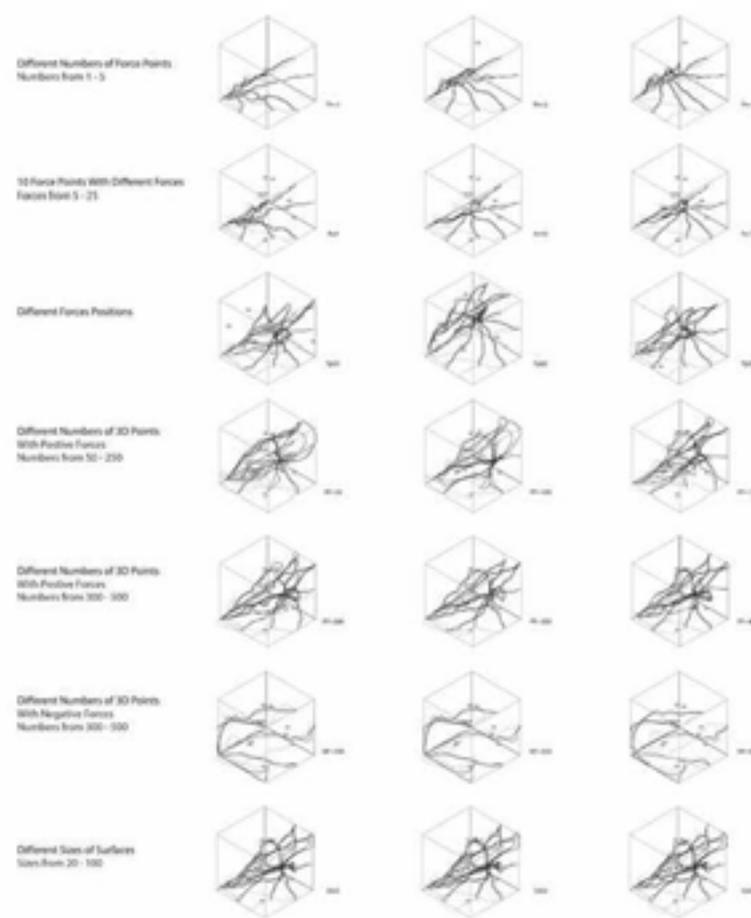
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Research Brief 1

Boolean Operation



Machinig Aesthetic 3.1 Future Innovation Hub
Matrix 2D Plan



Machinig Aesthetic 3.1 Future Innovation Hub
Matrix 3D View

Brian Jianyang
Agent driven paths as
network

Research Brief 2

Laneway to arcade 4th -5th July

Urban Coagulator AAVS16
 Xinfu Liu
 Urban Journal AAVS16
 Luke Kim
 Urban Landscape AAVS16
 Lola Giuffre

Over the next two days, we will deploy design methodologies that investigate the nature of programme and challenge its traditional static understanding. We will look for emerging programmes and how it starts to construct its urban context. As a one day workshop, we will shift our focus to the city where it will form our site and backdrop. We will use this research to understand the site condition through events.

Urban narrative workshop

You will take on the role of an urban detective. We will meet at 9am sharp. Wear suitable clothes for the weather; Australia winter can be unpredictable so make sure you bring umbrella and warm clothing. You will spend 4h dwelling in the city. We want you to observe its inhabitants. In order to do so, you will set up your camera and tripod in a static position and take photos at measured interval to observe the interaction of its inhabitant.

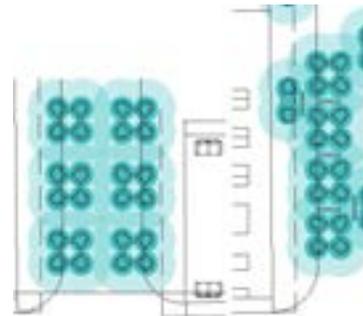
Tips: Focus on specific event as this will help you to start structure your narrative.

Return to MSD by 12noon for Lecture. After lunch, we will dissect your observation and start to develop an urban drawings; part map, part itinerary, part documentary and in part fictitious. Through this exercise, we will consider the specificity of urban events or programme. You will present your urban narrative during the interim review on Friday, 5th Feb.

Itinerary:
 Thursday 5th July Urban narrative workshop

Friday 6th July Print drawings for interim review (all models need to be presented during the review)

Equipment: Digital Camera, tripod (minimum one per team) and notebook



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Research Brief 2
Laneway to arcade



Urban Coagulator
AAVS16
Xinfu Liu

Slab Infrastructure Proposal 10th-14th July

Melbourne Victoria
Market

Building on research exercises 1 & 2, we will formulate scenario, response and stimulation that we can start to deploy across the Queen Victoria Market site.

We will design a slab infrastructure that binds the city into an coherent interior urbanism.

You will document your slab structure through making and scanning the cast to produce a digital model.

Learning from research brief 2, you will create carefully composed drawings in axonometric only. Your drawings will devise new programs and scenarios for the city.

Itinerary:

Saturday 7th & Sunday 9th July:
Modelling of site and deploying stimulation on site

Monday 10th July: Tutorial and making of 1:50 model

Tuesday 11th July: Casting of model

Wednesday 12th July: De-moulding of cast and Digital Scanning of model

Thursday 13th July: Preparation of drawing and A0 panels + video of digital scan

Friday 14th July: Print panel and design review

Final Outcome for design review (14/07):

2 x A0 panels for group
1 minute video of digital scan
Panel 1; summarising Wk 1 research
Panel 2; Isometric view of your interior urbanism
+
1:50 slab model



Unit Reading List

Design Proposal

The geometry of interior urbanism p.87
Charles Rice
The geometry of interior urbanism p.91
Charles Rice
The geometry of interior urbanism p.71
Charles Rice

Material that is relevant to the unit:

Books:

Charles Rice, Interior Urbanism
AD: Space Reader – Heterogeneous Space in Architecture

Online Lecture:

<http://www.aaschool.ac.uk/VIDEO/lecture.php?ID=3608>

Reference projects:

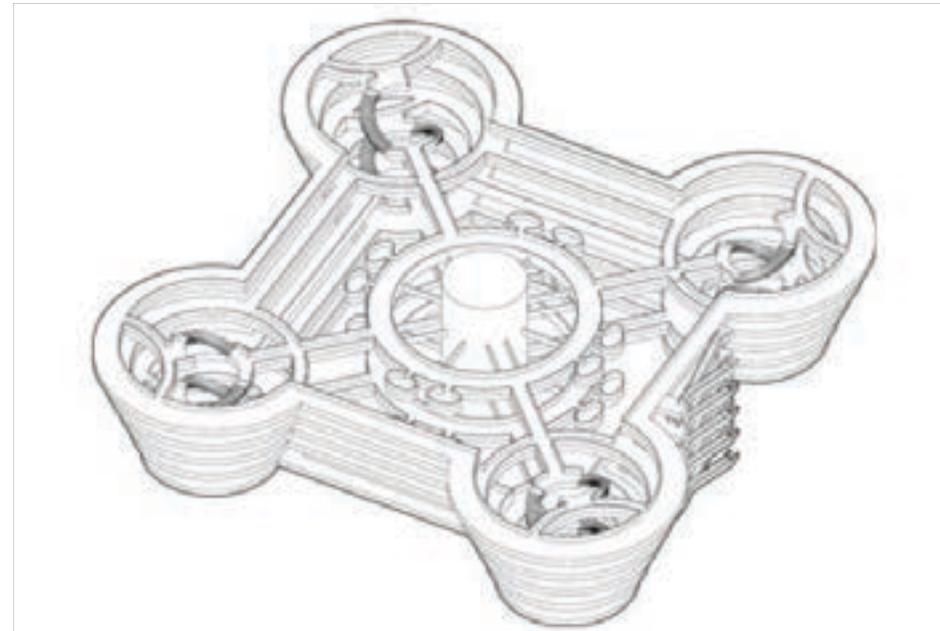
<https://www.mvrdv.nl/projects/markethall/>

<http://oma.eu/projects/shenzhen-stock-exchange>

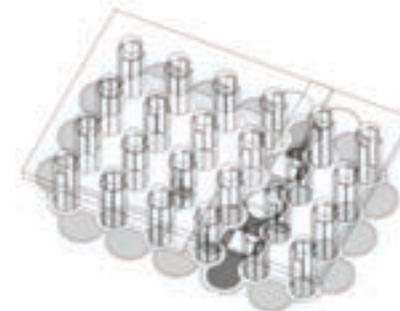
Site Info:

http://www.melbourne.vic.gov.au/about-council/committees-meetings/meeting-archive/MeetingAgendaItemAttachments/746/13425/jul16-ccl-agenda-item-6.2.pdf?_ga=2.145972852.1999961416.1497424846-1969232642.1488680846

Note: All reading is available on subject LMS.



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Tutors



Paul Loh is Lecturer in Digital Architecture Design at the University of Melbourne and founding partner of Melbourne based design to production studio LLDS / Power to Make. He has over 10 year of architectural experience and has worked with Zaha Hadid Architects, Fletcher Priest Architects, MacCormac Jamieson Prichard and was associate at NEX Architecture. Paul studied architecture at the University of Melbourne, the University of East London and the Architectural Association (DRL). He was Senior Lecturer at the University of East London from 2005 to 2011. He has taught at the Architectural Association and lectured in Sweden, Italy and China.

www.powertomake.com.au



Filippos Filippidis is founder of continuous-inputs, a design research lab which focuses on architecture, design and research. Filippos holds a Master in Science in Advanced Architectural Design from Columbia University in New York after completing his diploma in London. Past collaborations include ecoLogicStudio, Robofold and Acconci Studio. He currently lives in London and works for Foster and Partners.

www.continuous-inputs.com