



# ***INTERSECTING LOCALITY***

RYAN DIRKS | DAN DAVIS

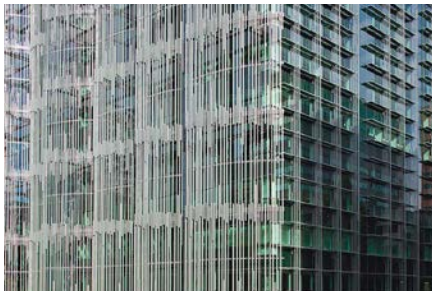
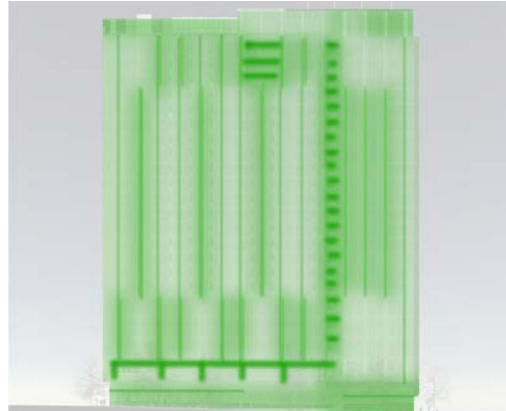
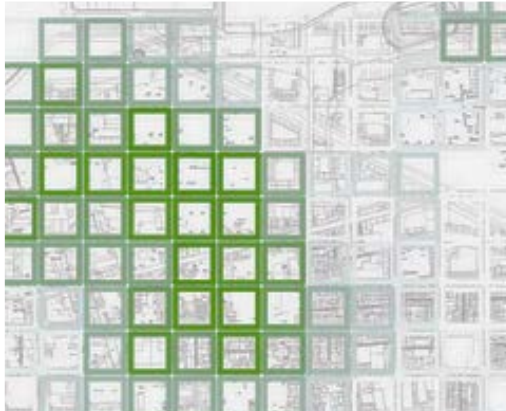
# *INTERSECTING LOCALITY*

Traditionally the design of the built environment develops out of the material and organizational preferences of a select few designers or owners, a top-down approach that is largely based on volition and individual preferences. But what if design guidelines could be suggested from the small data in an urban site, as a framework for developing a desired material affect? What if the design of built environment could be linked to the urban conditions in which it is immersed, based on an increased understanding of desired experiential qualities?

This tool presents a method for analyzing and comparing different elements that create the experiences within a given space. It provides a method for sifting through the aspects of a building that determine its sense of place and identity, allowing a targeted design response at social intersections on the site.



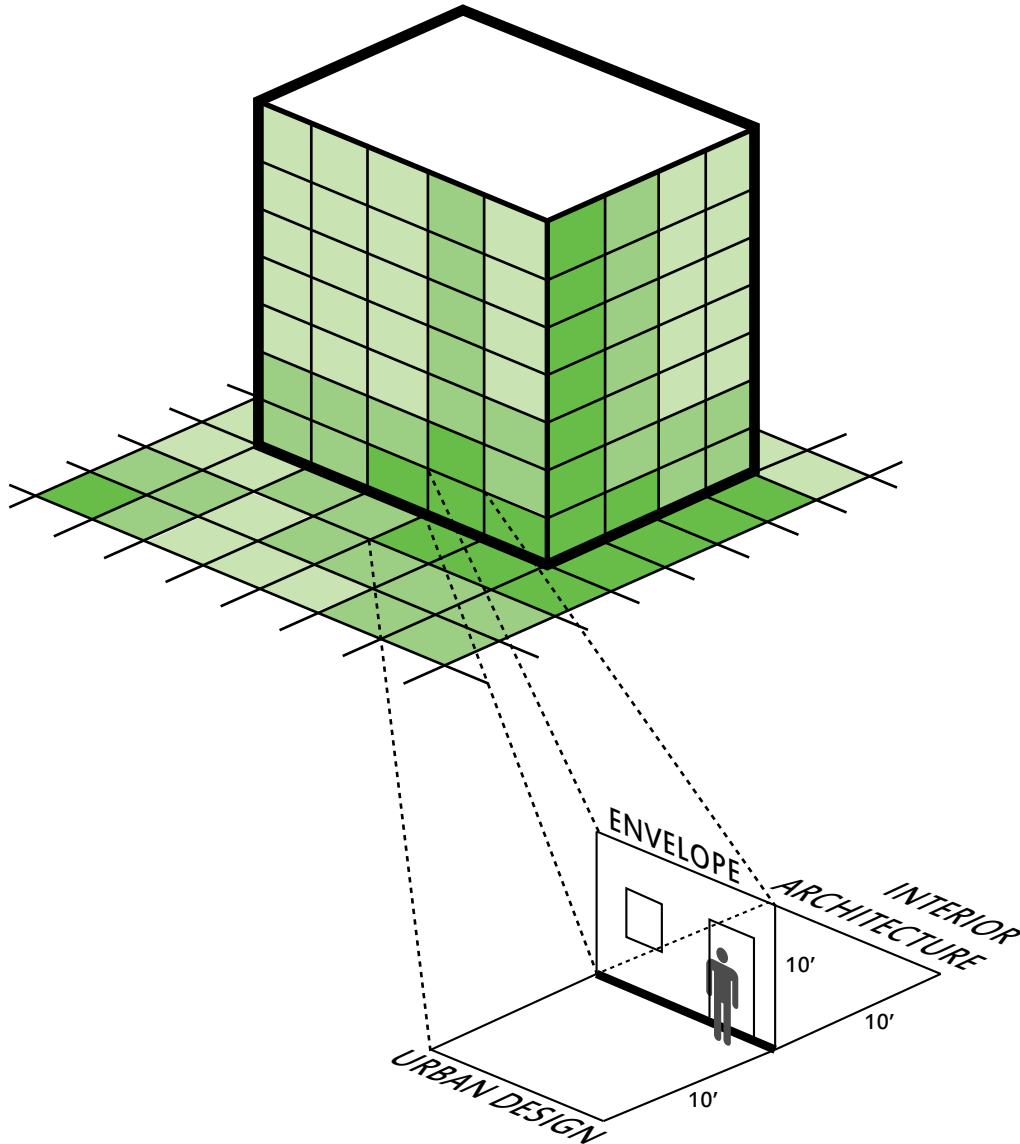




# EDGES THAT DEFINE

## Unit & Method

A ten foot square grid is used to subdivide building facade and urban ground plane for analysis. At a large scale, the building and surroundings can be compared to desired characteristics in other neighborhoods. At a small scale, the tool can enable programming of the facade to account for various performance criteria that relate to human experience.





# CRITERIA —> INDICATORS

## URBAN DESIGN: MOVEMENT

### SEATING AVAILABILITY / QUALITY

Describes degree of access to seating and its desirability, including comfort, cost, and potential for group social activities.



### PLANTING INTENSITY

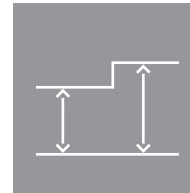
Describes the overall level of vegetation. The most important considerations are canopy cover, maintenance, and diversity.



## INTERIOR ARCHITECTURE: INHABITATION

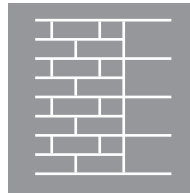
### SPATIAL EXPANSION / CONTRACTION

An experience based on changing spatial characteristics and variation in proportions.



### MATERIAL VARIATION / TEXTURE

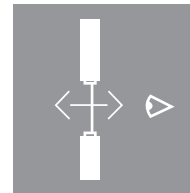
An objective assessment of the number of materials visible on the street-facing facade.



## ENVELOPE: INTERACTION/PASSAGE

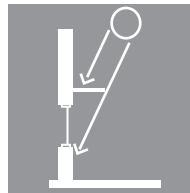
### FACADE TRANSPARENCY

Indicates potential for visual and physical connections between buildings and street. Based on percentage of transparency.



### LIGHTING EFFECTS / SHADOW

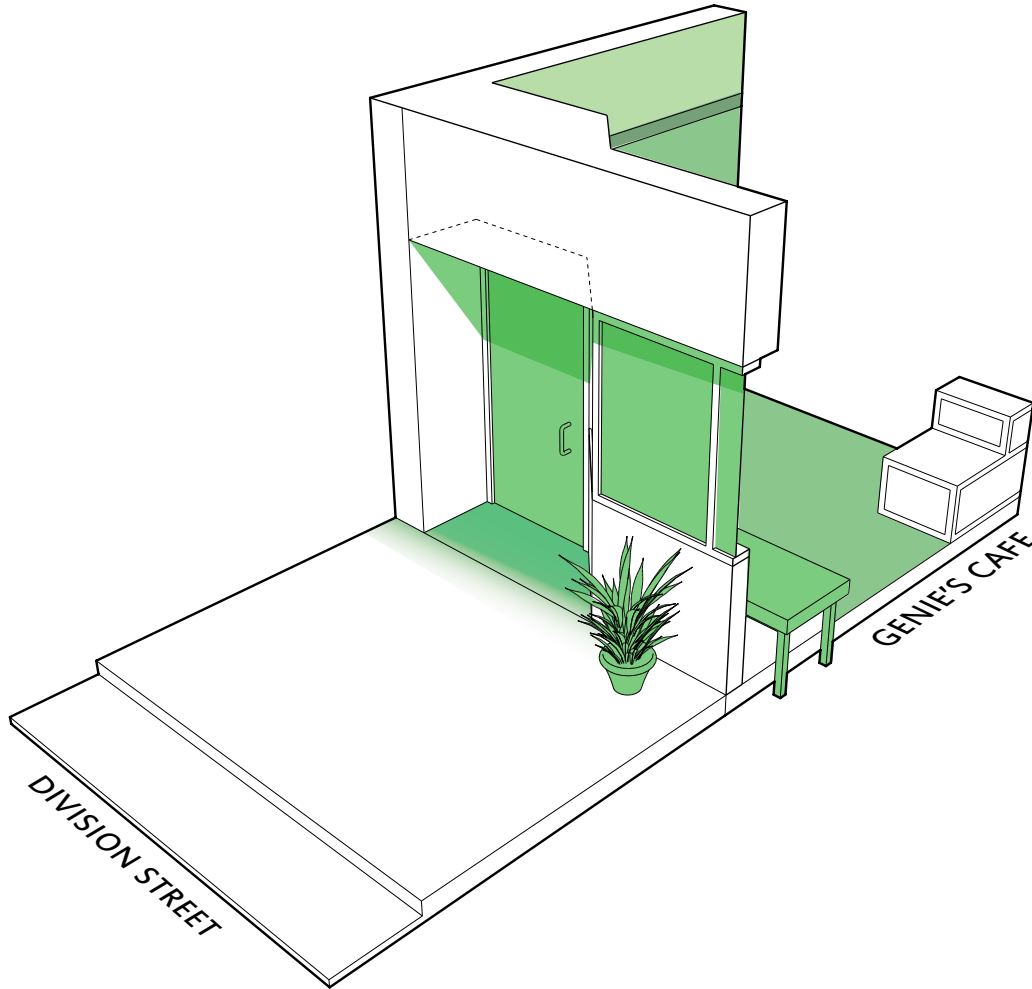
Describes the intensity of shadow lines or highlights (natural or electrical) on the facade, creating a sense of depth.

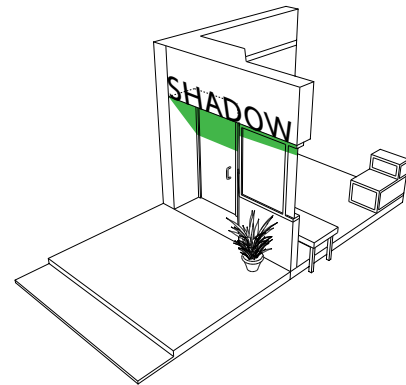
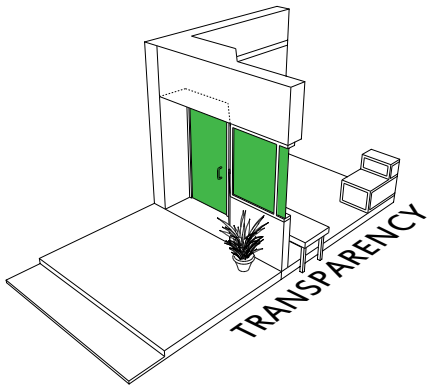
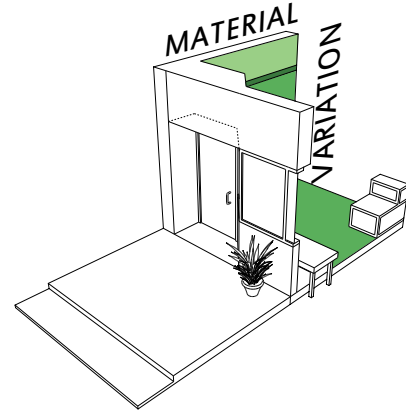
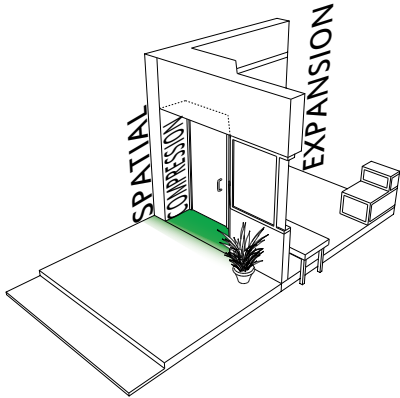
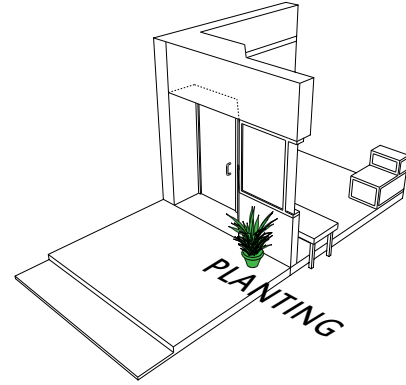
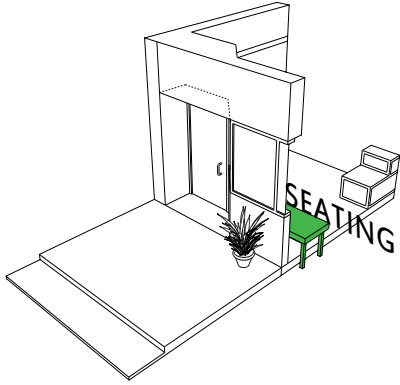


# EMBEDDED EXPERIENCE

## Analysis

The design criteria can be used to help translate experiential qualities. While the indicators best represent their respective condition (urban design, architectural, or envelope), there exists a potential for an overlap between all three. By analyzing these relationships, we can identify the potential synergetic opportunities within the target area.







# PARAMETRIC PROCESS & METHODOLOGY

INPUTS

PARAMETRIC EVALUATION

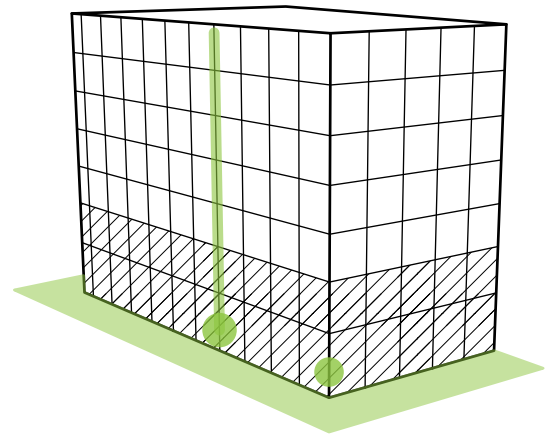
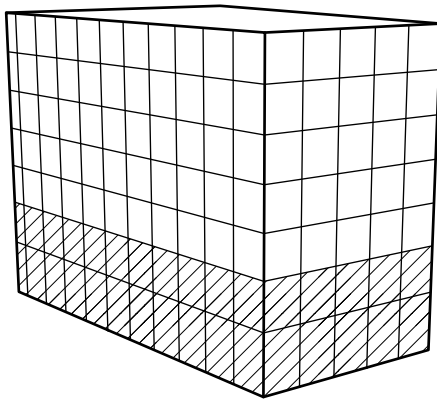
CONCEPTUAL DESIGN



DEFINE AREAS OF INCREASED  
INDICATOR INTENSITY



LOCATE POINT ATTRACTORS  
ACROSS TARGET AREA ACCORDING  
TO CONCEPTUAL DESIGN



## PARAMETRIC EVALUATION

## ANALYSIS

PRODUCE HEAT MAP  
OF ALL INDICATORS



OVERLAY INDICATOR HEAT  
MAPS TO VISUALIZED OVERALL  
CRITERIA

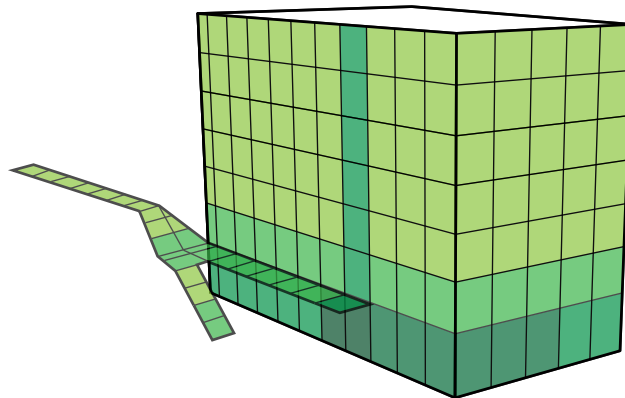
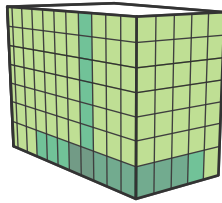
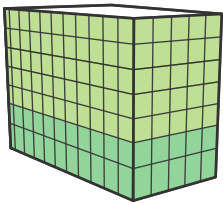


STUDY PATTERNS AND TRENDS  
IN CONVERGENCE OF INDICATOR  
DATA- LOOK FOR POTENTIAL  
IMPROVEMENT AND OPPORTUNITY

REPEAT PROCESS



MODIFY DESIGN ACCORDINGLY

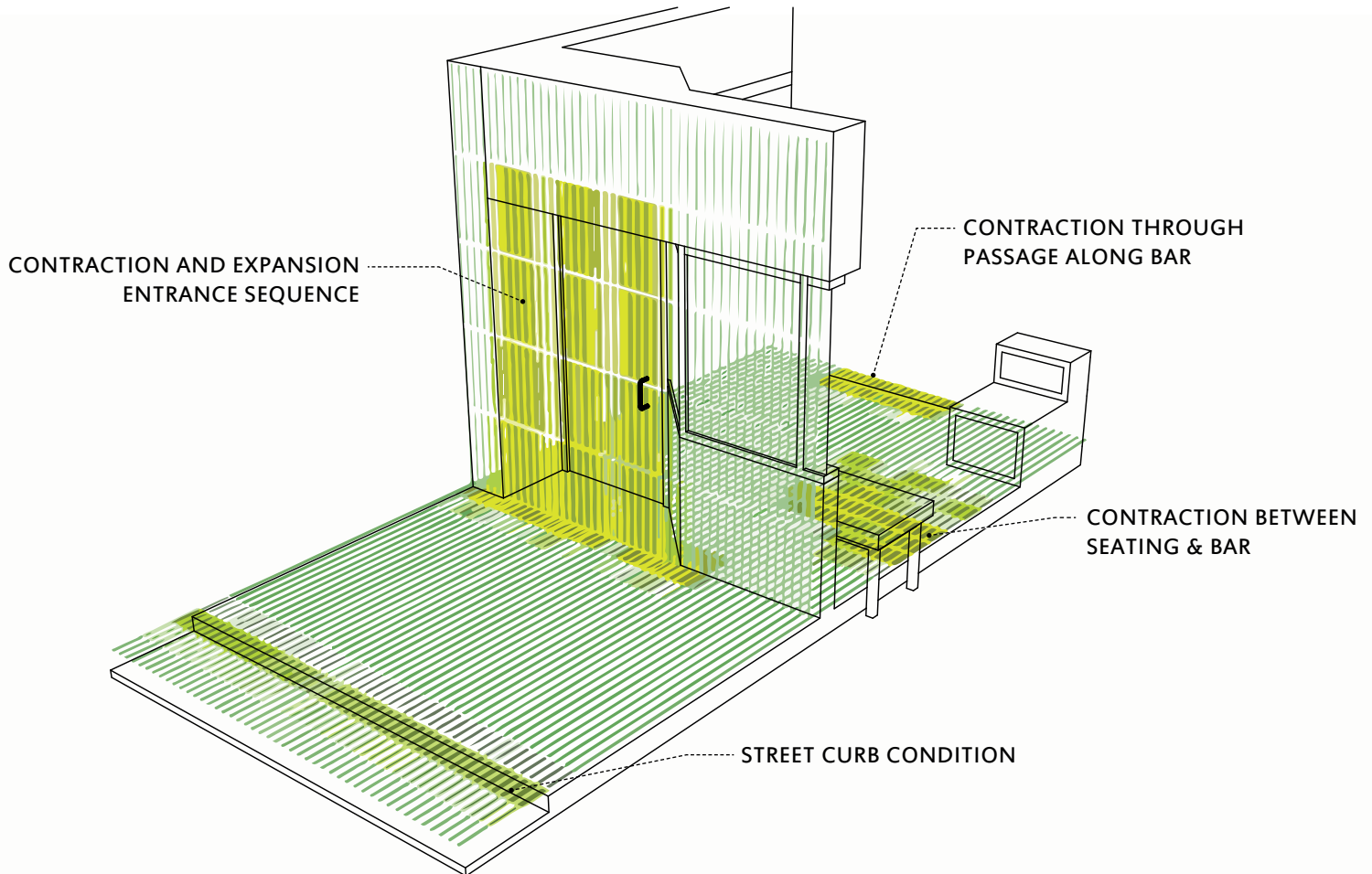


# DATA ANALYSIS: EXPANSION & CONTRACTION

DIVISION ST. SOUTH FACING ELEVATION: GENIE'S CAFE



## INTERIOR ARCHITECTURE: EXPANSION & CONTRACTION





# DATA ANALYSIS: FACADE TRANSPARENCY

DIVISION ST. SOUTH FACING ELEVATION: GENIE'S CAFE



**HIGH: STOREFRONT  
GLAZING**

**LOW: PUNCHED  
WINDOW**

**MODERATE:  
GLAZED ENTRANCE**

# STRATEGIES

*- IDENTIFY AND APPLY THE INDICATORS AND CRITERIA IN A "BOTTOM-UP" DESIGN TACTIC*

*- USE THE METHODOLOGY PREVIOUSLY OUTLINED TO INFORM POTENTIAL OUTCOMES FOR THE CLINTON STREET STATION DEVELOPMENT*

*- ALLOW THE INDIVIDUAL INDICATORS TO COLLECTIVELY CREATE A SUCCESSFUL URBAN ARCHITECTURAL EXPERIENCE FOR ITS USERS*

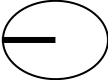
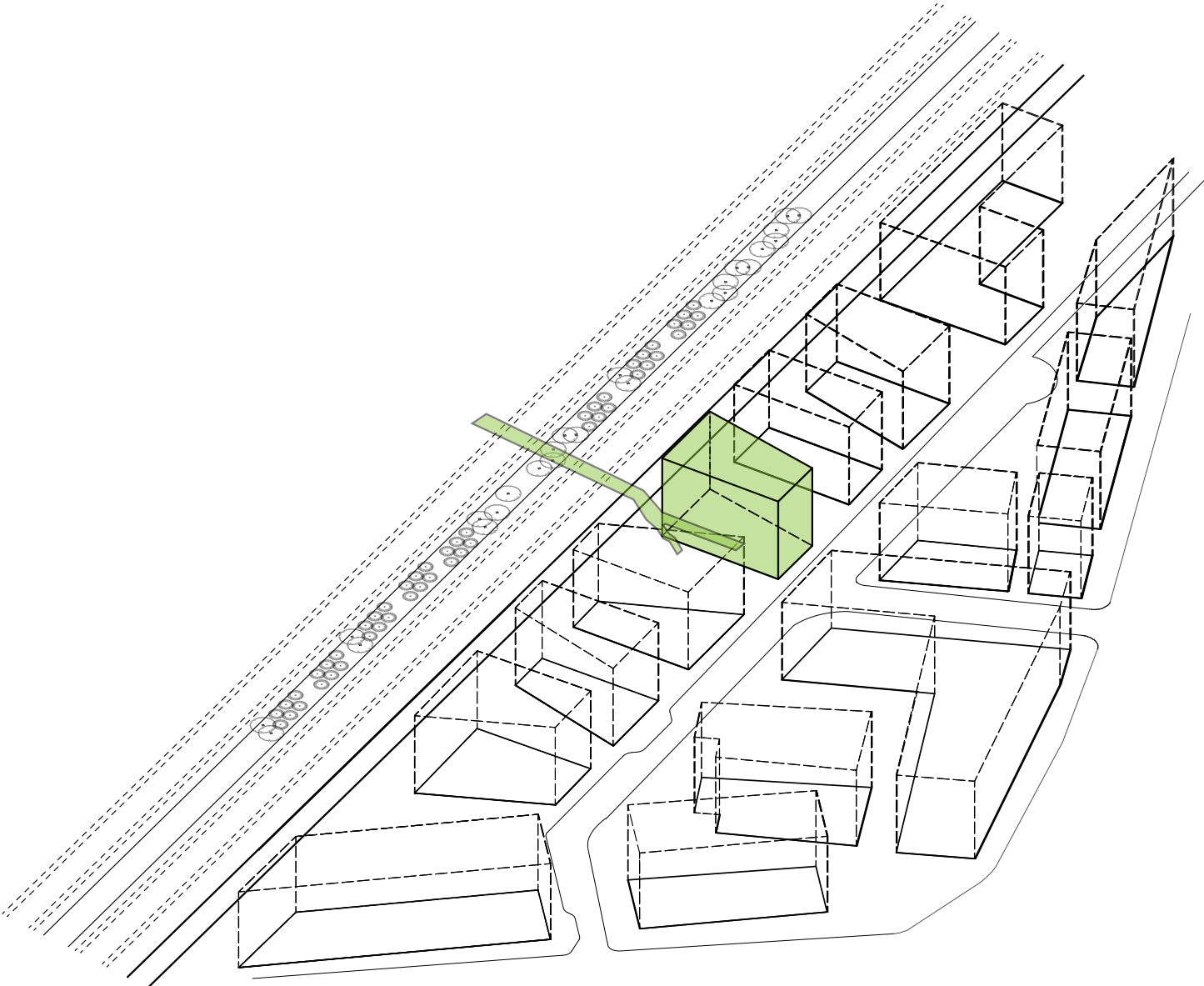


# *APPLICATION: CLINTON STREET STATION*



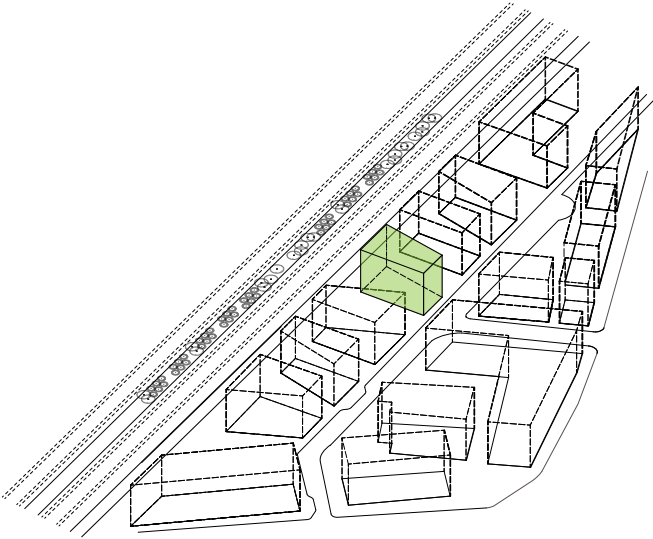


*BUILDING LOCATION*

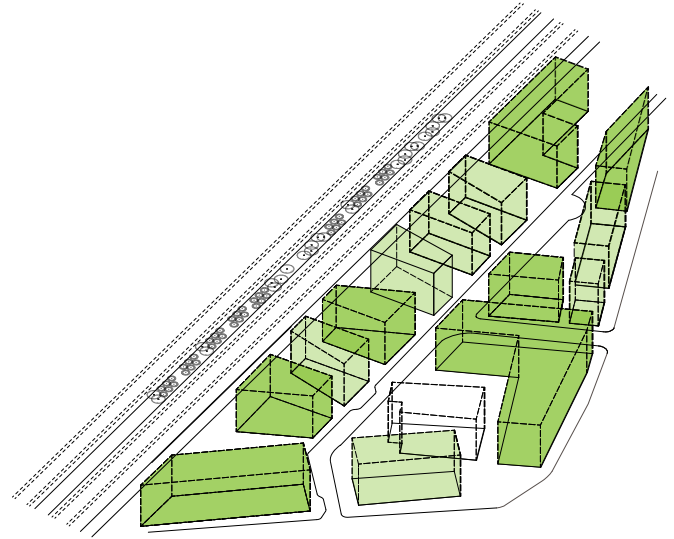


# *URBAN DESIGN*

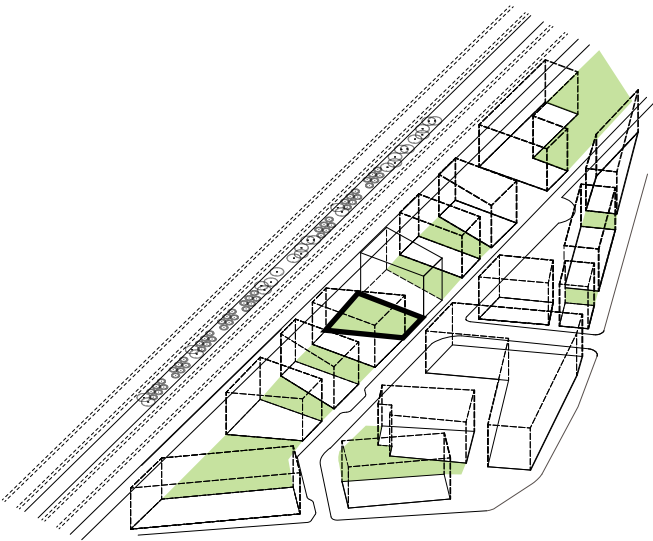




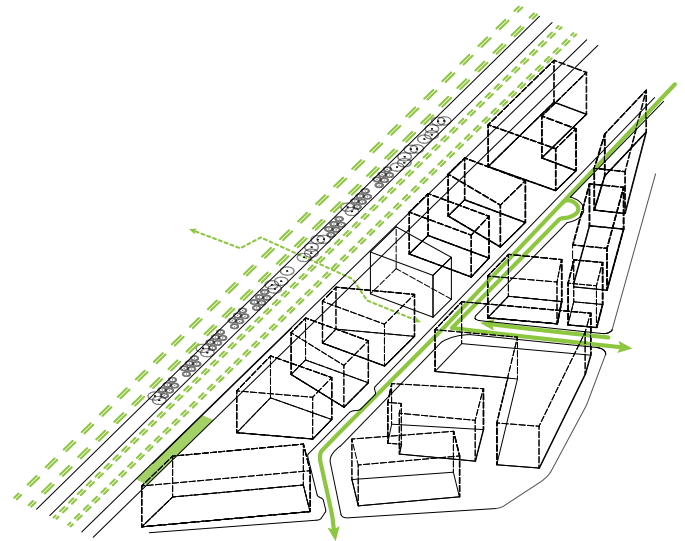
BUILDING LOCATION



BUILDING USE

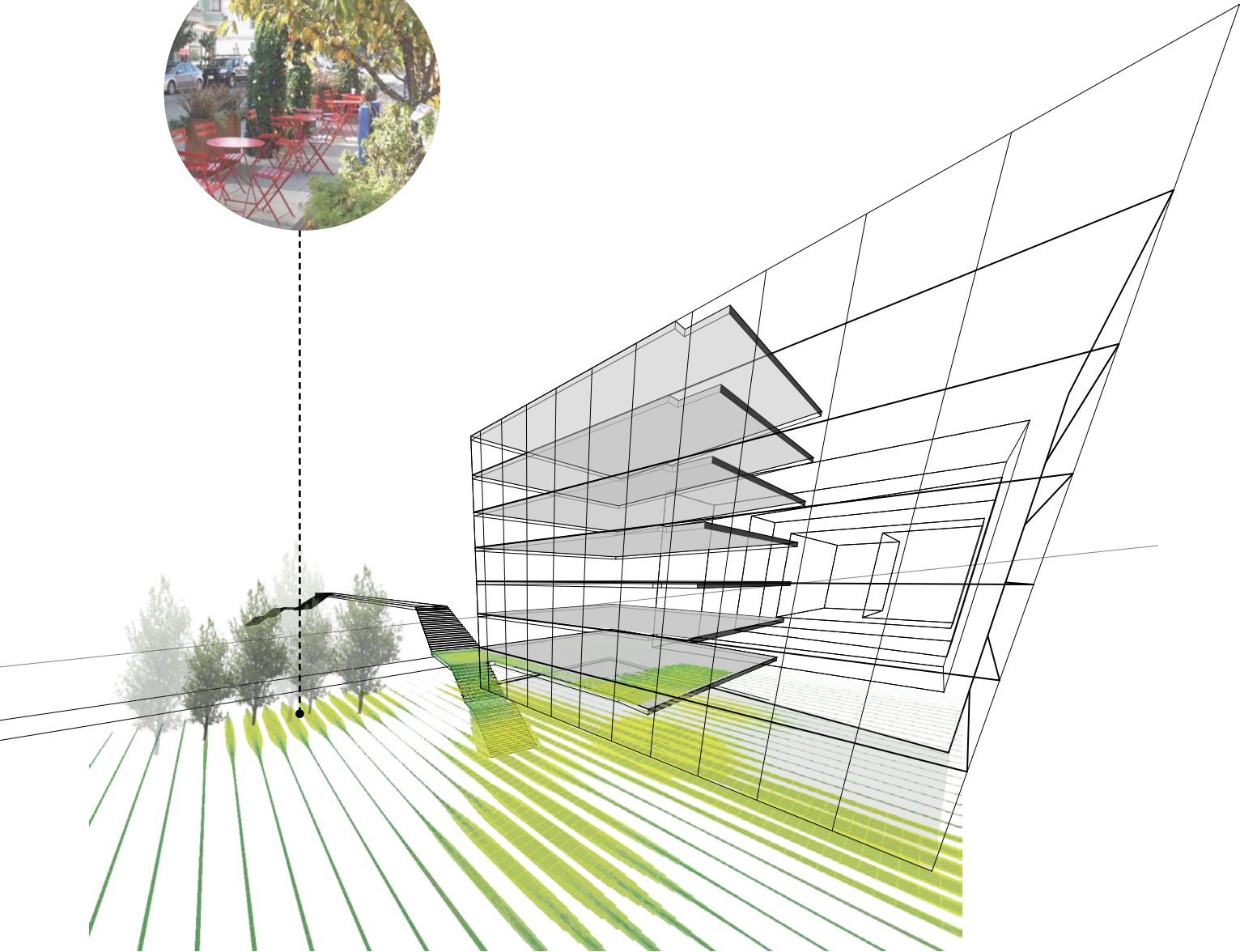


OPEN SPACE

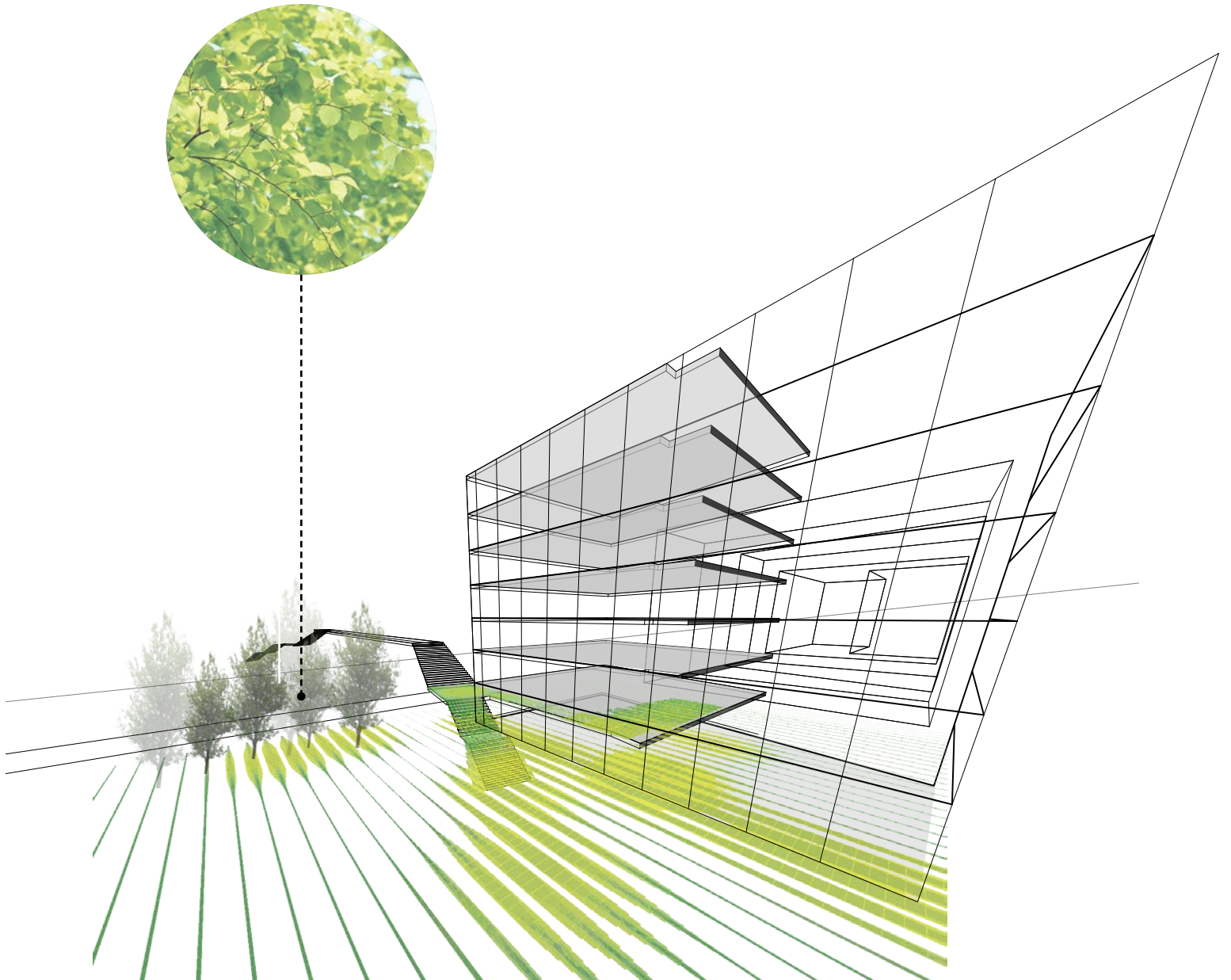


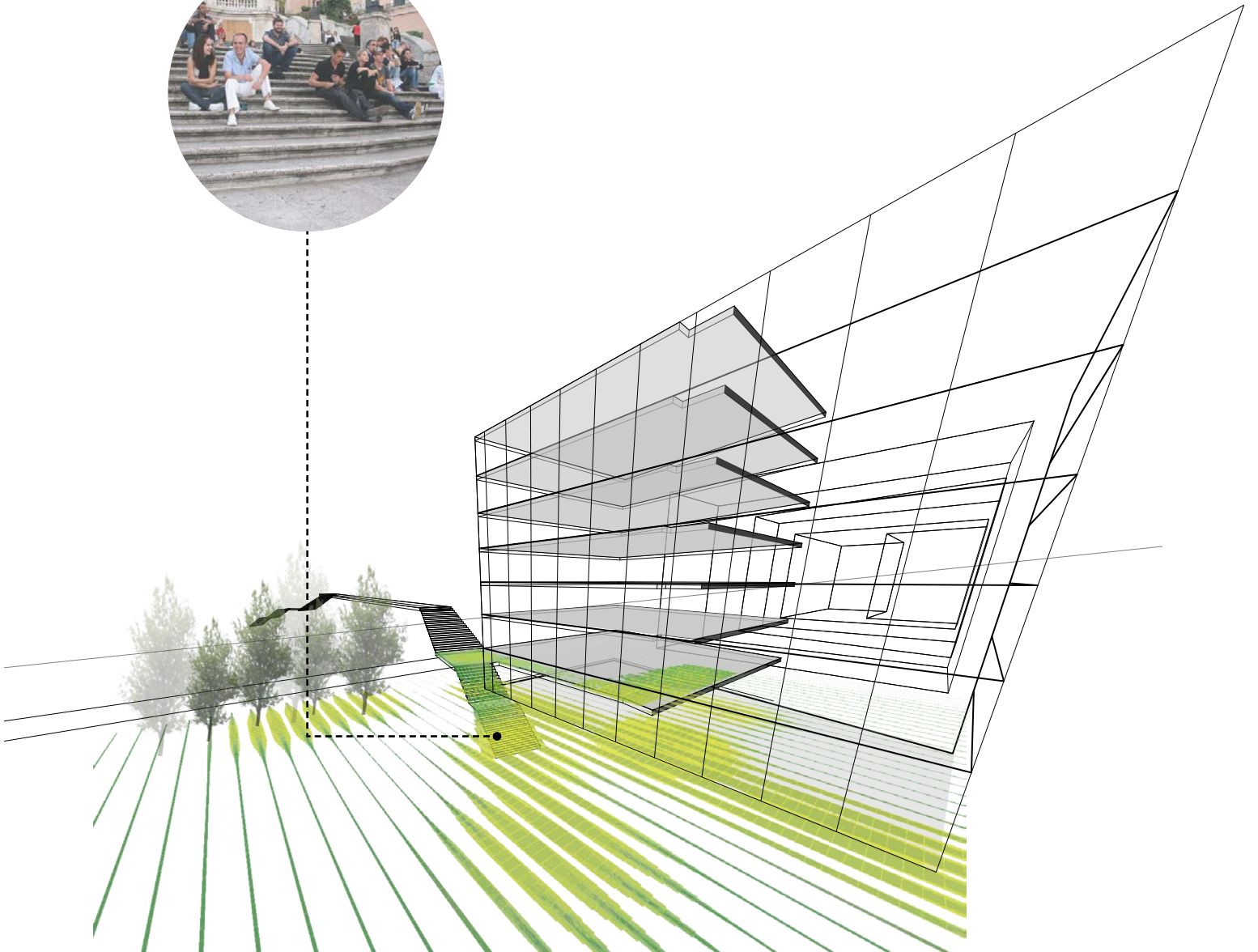
SITE CIRCULATION

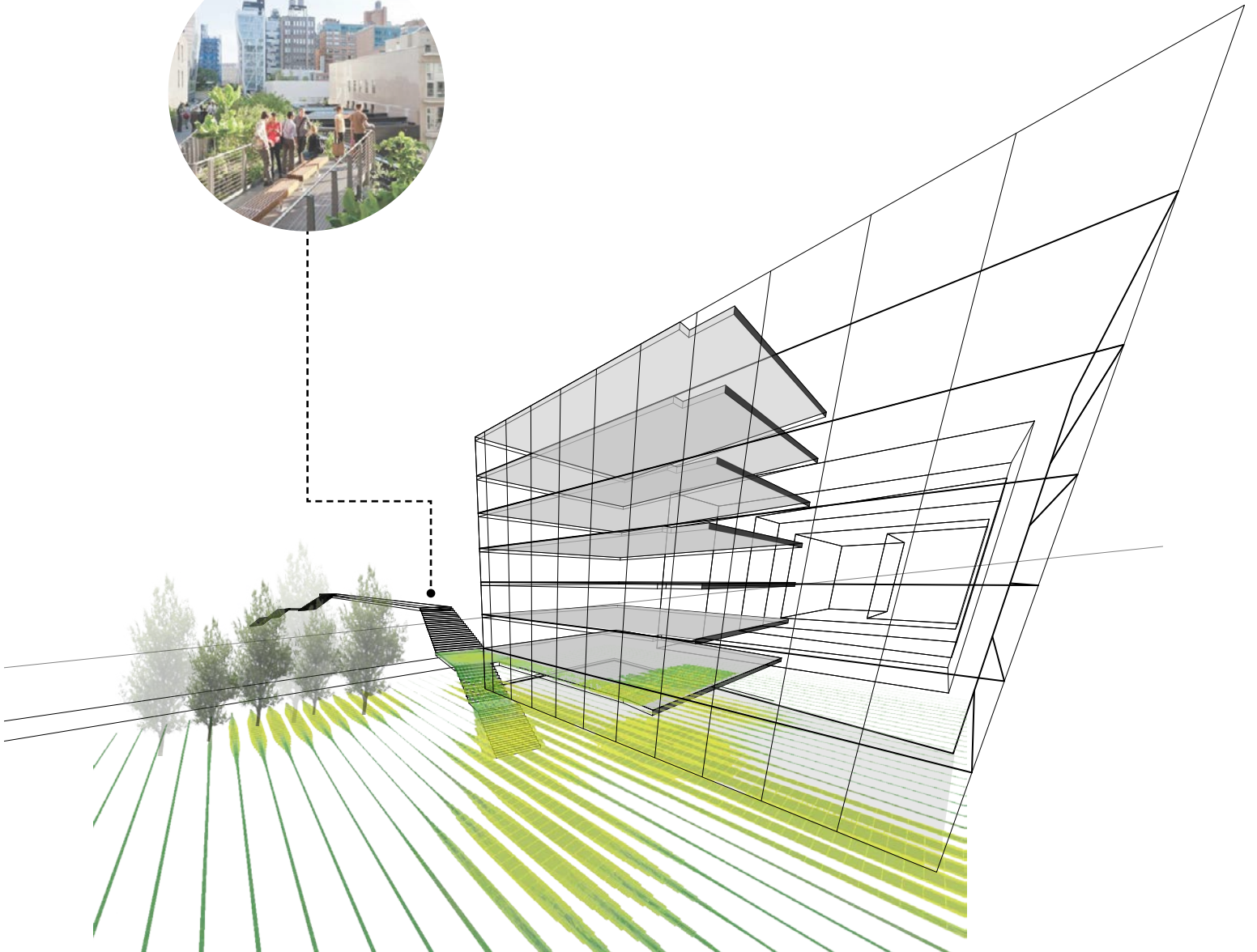
*PLANTING AND SEATING INTENSITY*

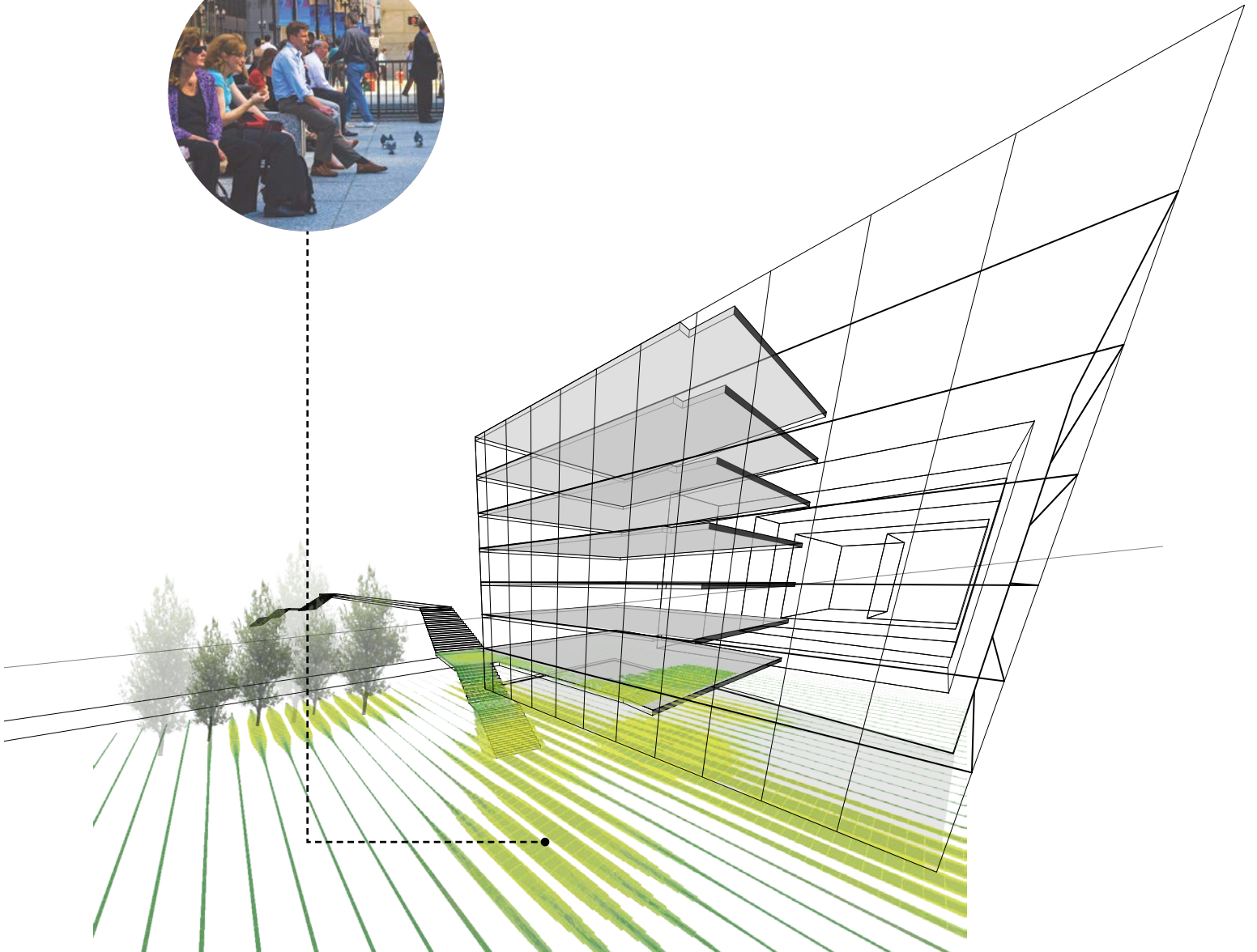












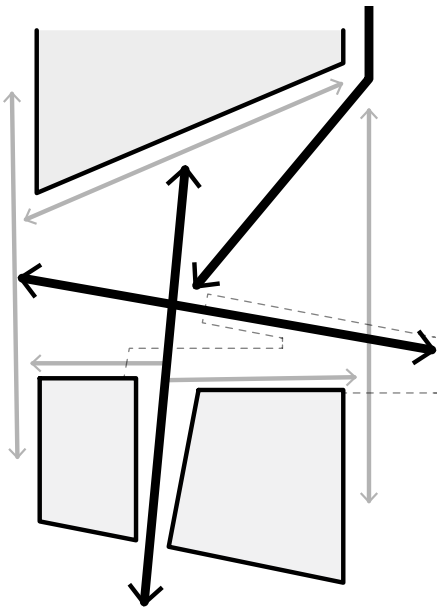


# PARAMETRIC PROCESS

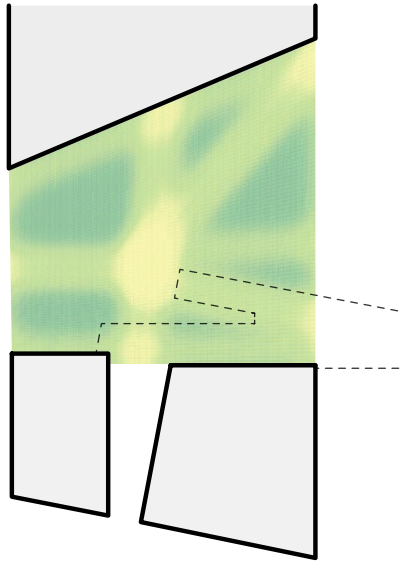
INPUTS

ANALYSIS

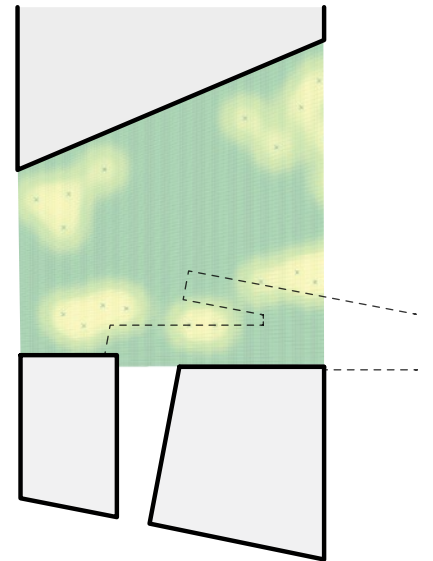
OUTPUTS



PATTERNS OF MOVEMENT  
& CIRCULATION

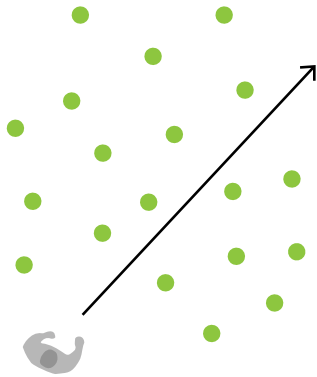


VARYING DEGREES OF  
SOCIAL INTERACTIVITY



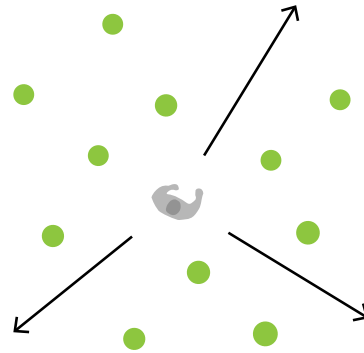
RESULTING PLANTING  
SPACING CONDITIONS

# PLANTING SPACING CONDITIONS



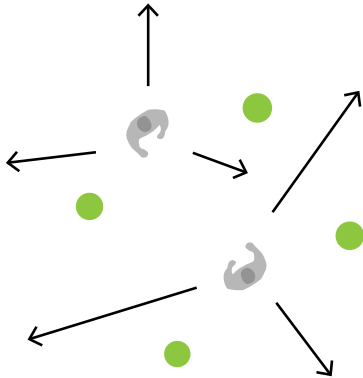
## TIGHT

- Close spacing of less than 2'
- Screen affect



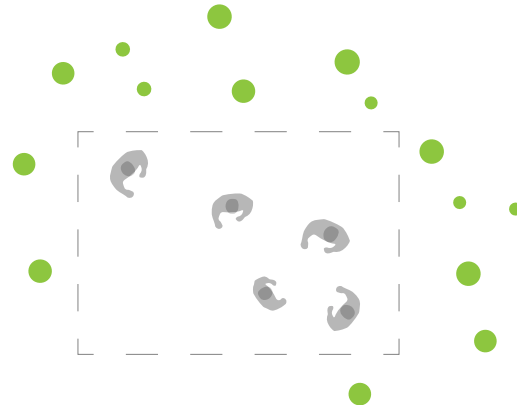
## PERSONAL

- Moderate Spacing of 5-10'
- Intimate personal experience



## SPACIOUS

- Wide spacing of 10' or greater
- Some opportunities for social interaction



## OPEN

- Space carved out
- Capable of hosting most social interaction

# PLANTING SPACING CONDITIONS



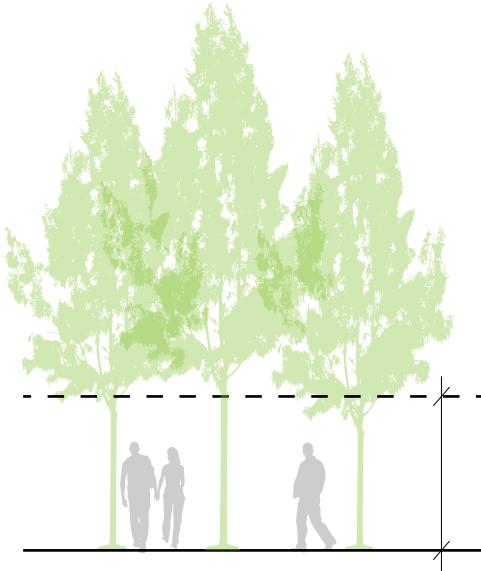
## TIGHT

- Low canopy height of 5' or less
- Screen affect



## PERSONAL

- Moderate Canopy Height of 6-8'
- Intimate personal experience



## SPACIOUS

- High canopy of 10' or greater
- Some opportunities for social interaction

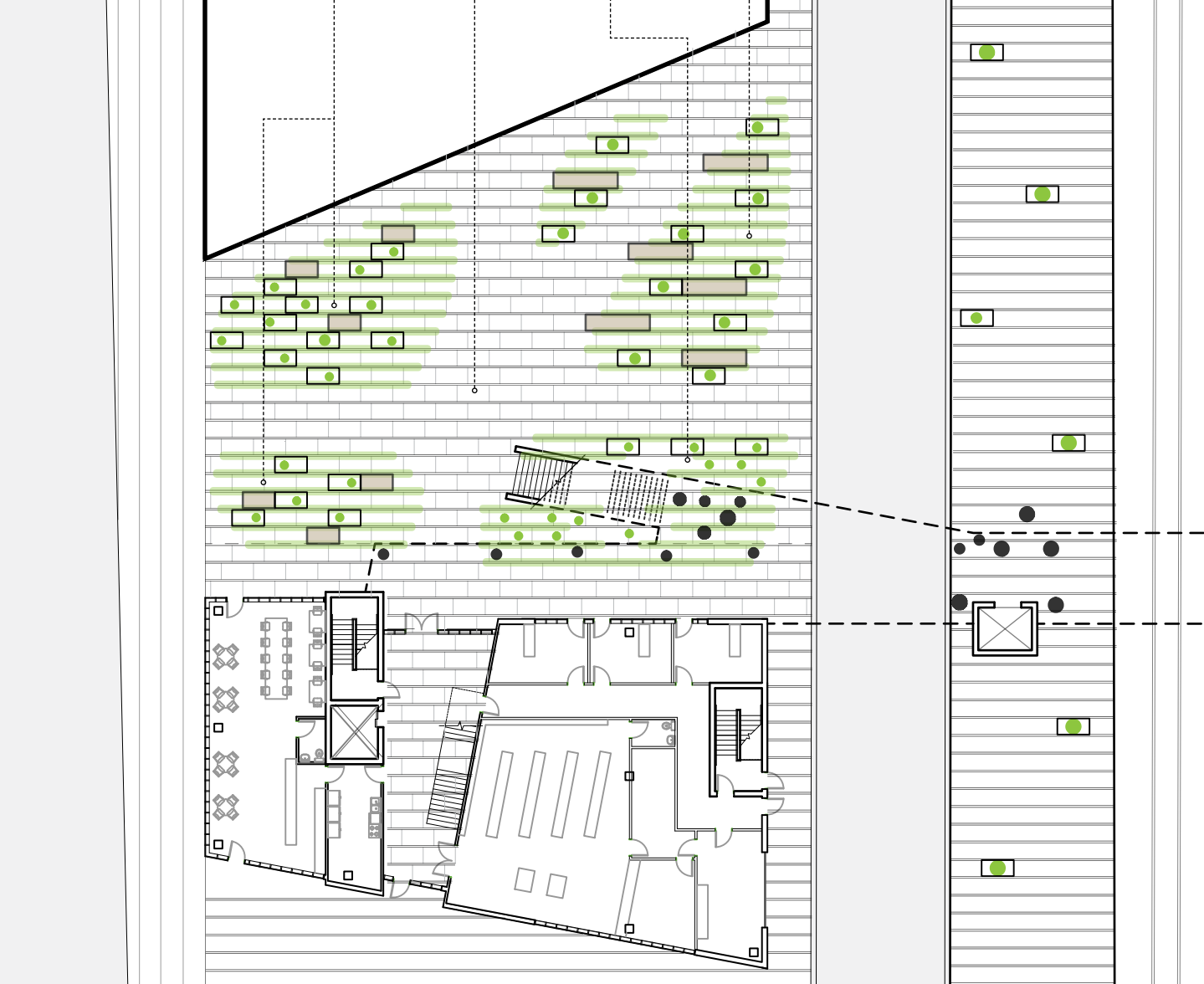


## OPEN

- Space carved out
- Capable of hosting most social interaction

# SITE PLAN: GROUND LEVEL

PERSONAL OPEN TIGHT SPACIOUS





# PAVER SYSTEM



URBAN ROOM SECTION



PERSONAL

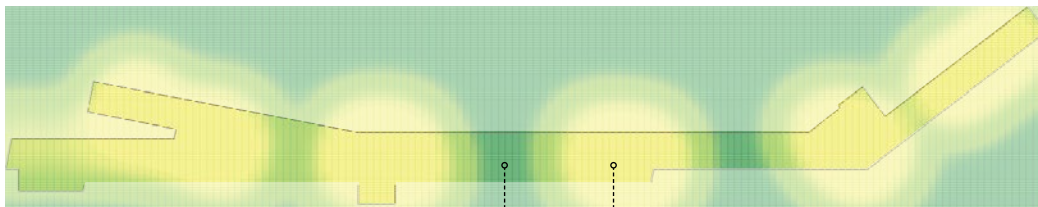
OPEN

TIGHT

# SITE PLAN: BRIDGE LEVEL



## STRUCTURE INFORMS DENSITY



EXPANSION

COMPRESSION

# BRIDGE ELEVATION





*URBAN ROOM SECTION*



*SPACIOUS*

*OPEN*

*PERSONAL*

# BRIDGE SECTION





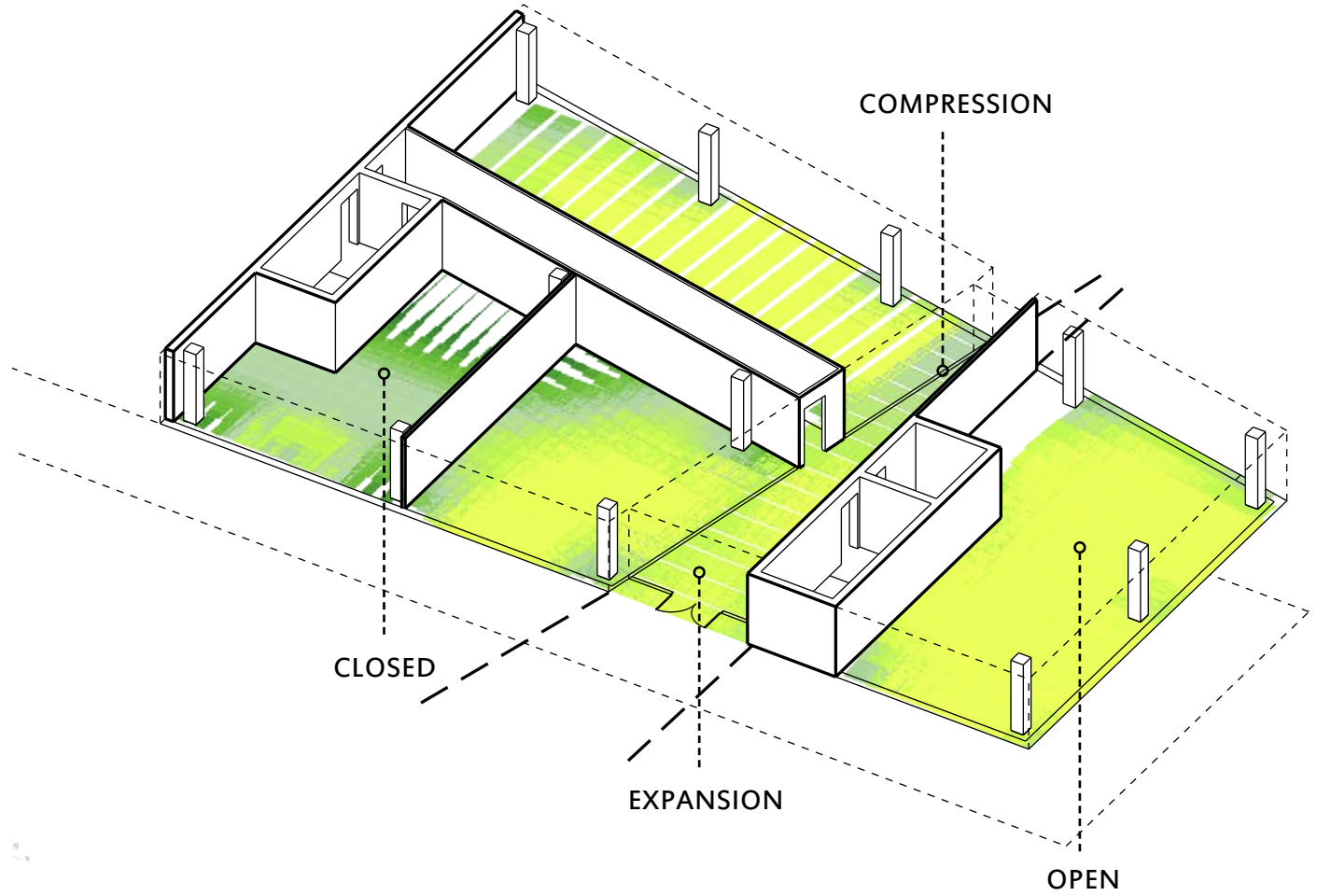
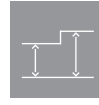


# *INTERIOR ARCHITECTURE*





# MEASURING SPATIAL EXPANSION

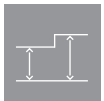
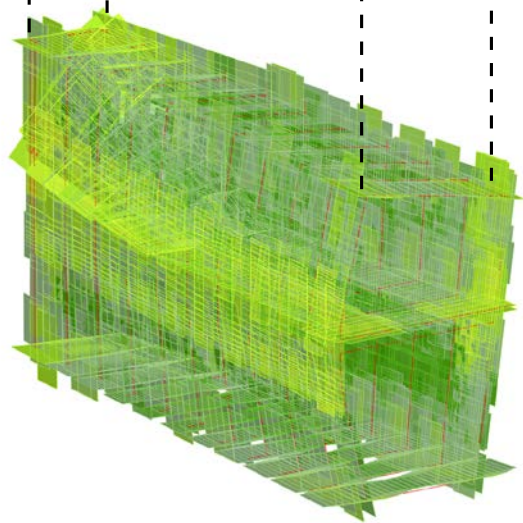
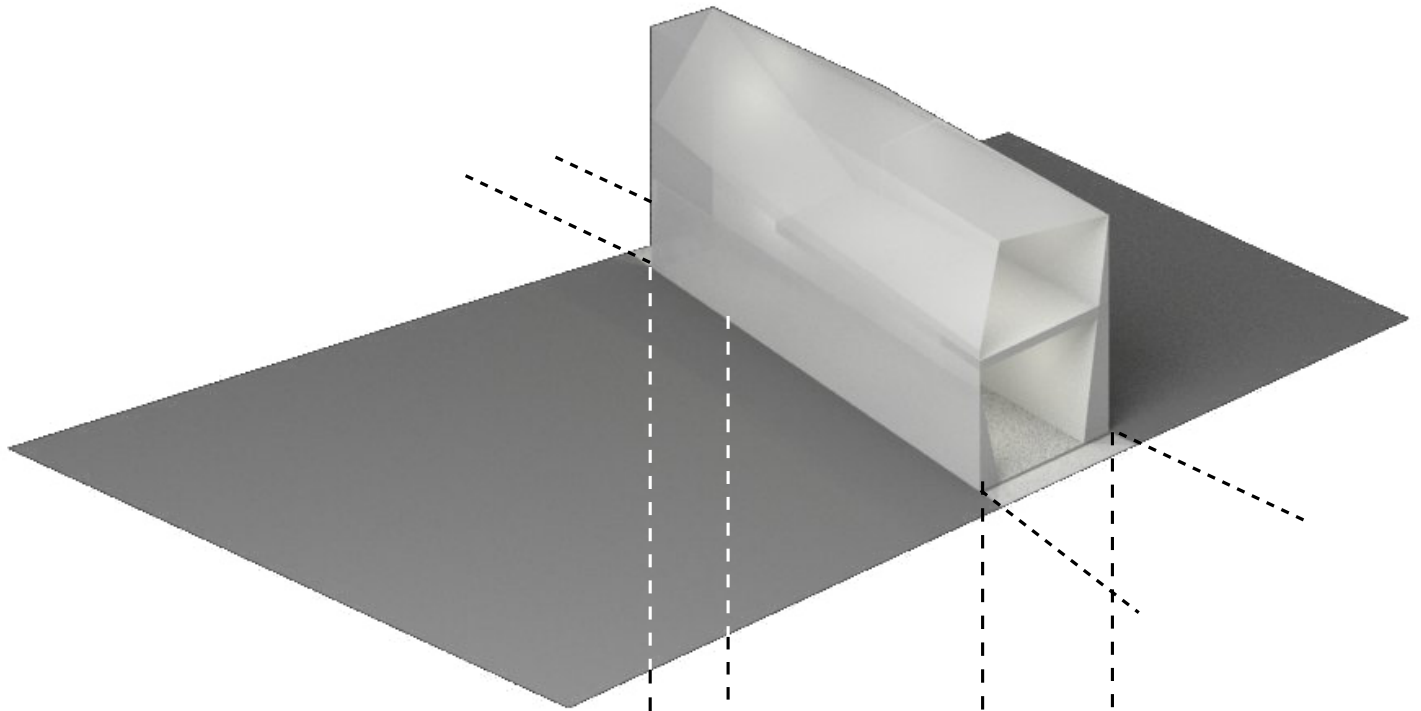







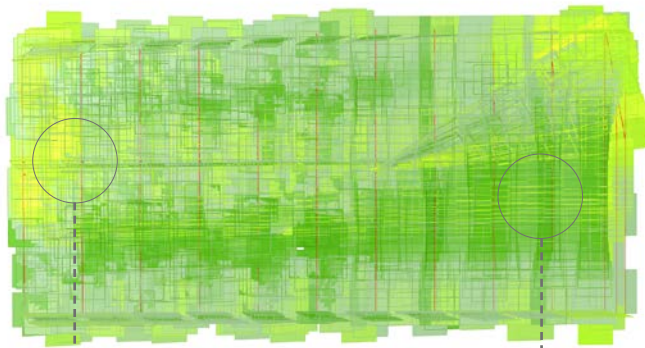
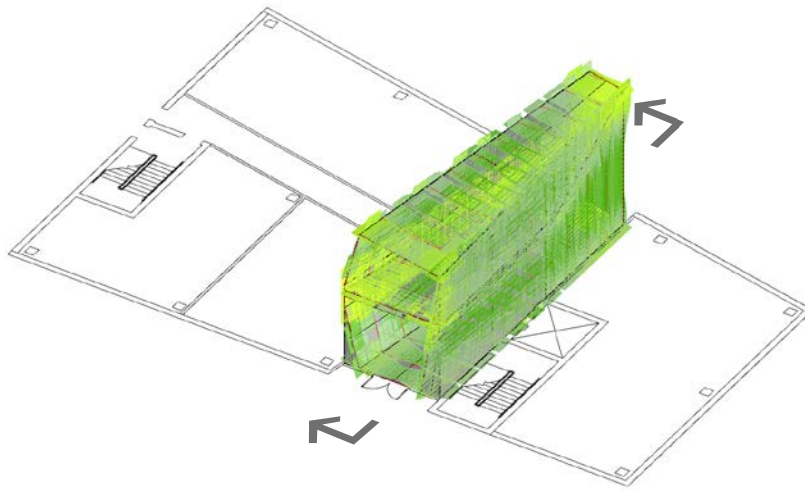
## INTERIOR PASSAGE

This building sits at an important intersection for the Clinton Station Development. The bridge intersection will be used as an opportunity to generate pedestrian activity. This effect can be amplified by linking the entrances to surrounding buildings along a common interior axis, or passage. The sense of arrival in the building can be heightened through parametric analysis of characteristics like spatial expansion, scale, or type of materials used.

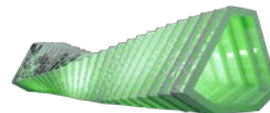




-  Corner Condition
-  Transition
-  Open Space



Turbulent Transition

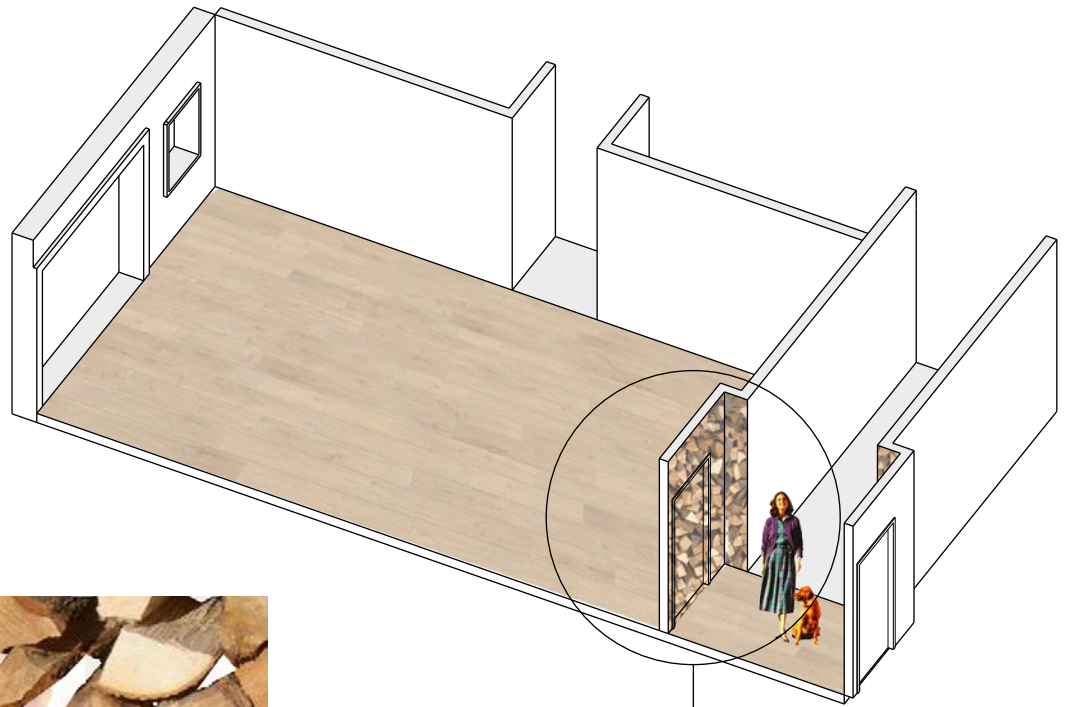


Systematic Expansion

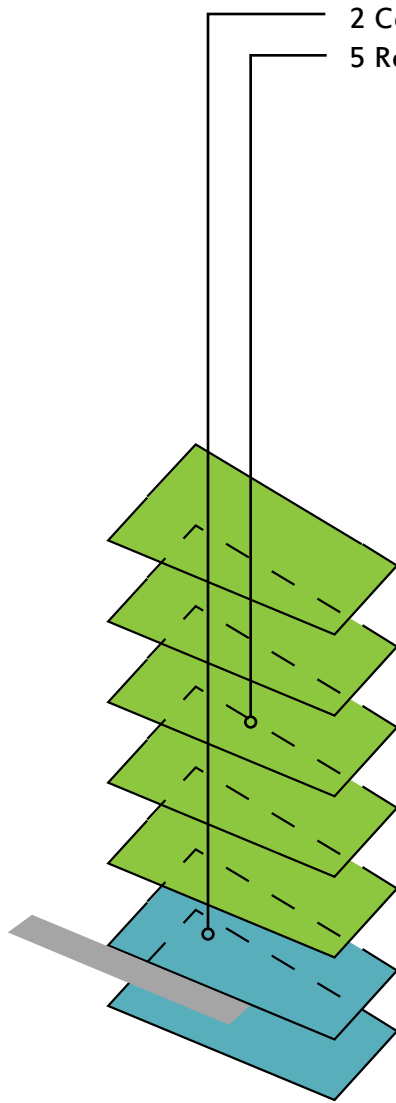
# INTERIOR APPLICATION

## Defining Home

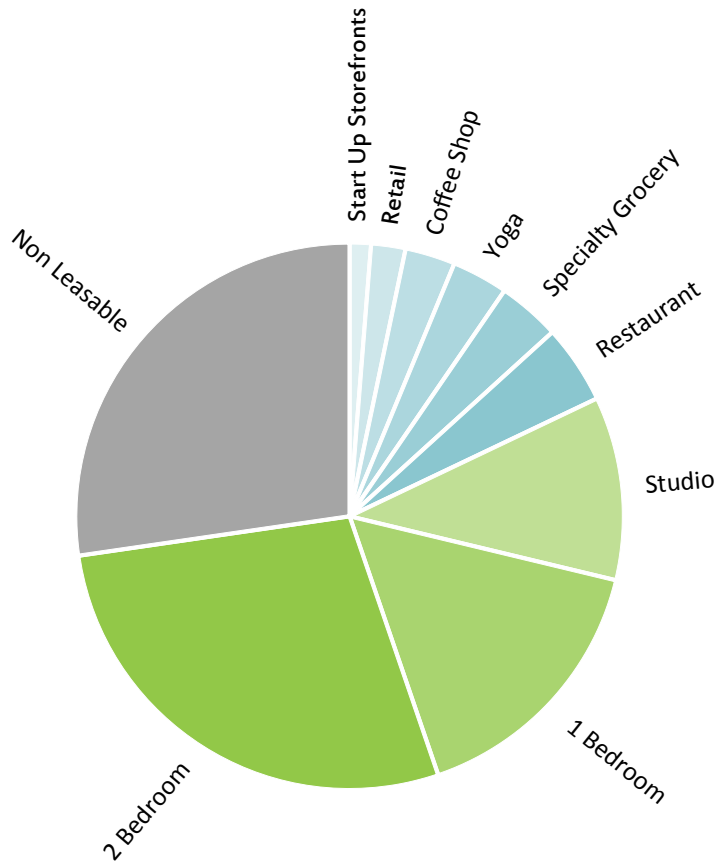
Transition zones between public and private spaces are opportunities for defining a sense of arrival and belonging to a place. The *Intersecting Locality* tool led to the idea of reinterpreting traditional material usage at the moment of that transition. In this case, the traditional edge grain vocabulary of wood floors is turned to an end grain condition, highlighting the transition and giving a unique material affect to the experience of arrival at home.



# PROGRAM BREAKDOWN

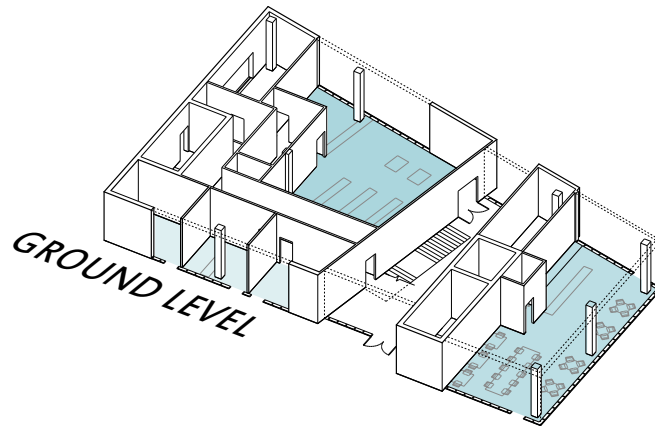
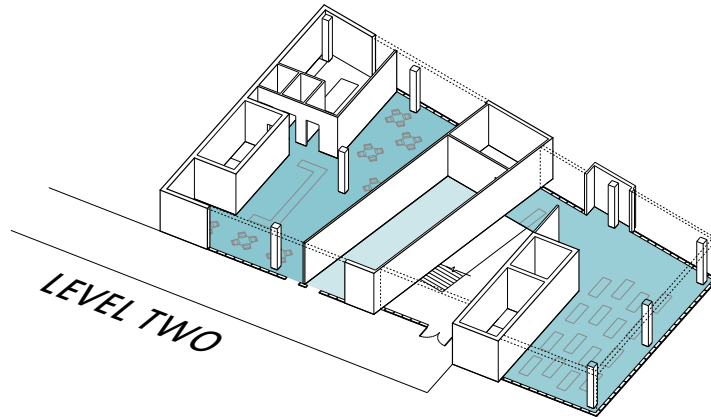
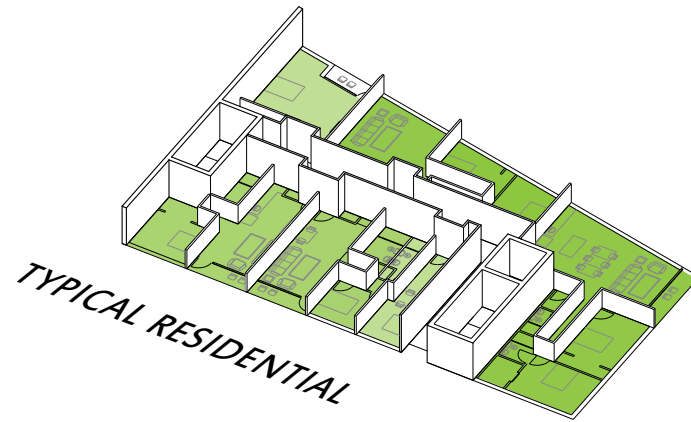


2 Commercial Floors:	10,066 SF
5 Residential Floors:	32,850 SF
	<hr/>
	42,916 SF

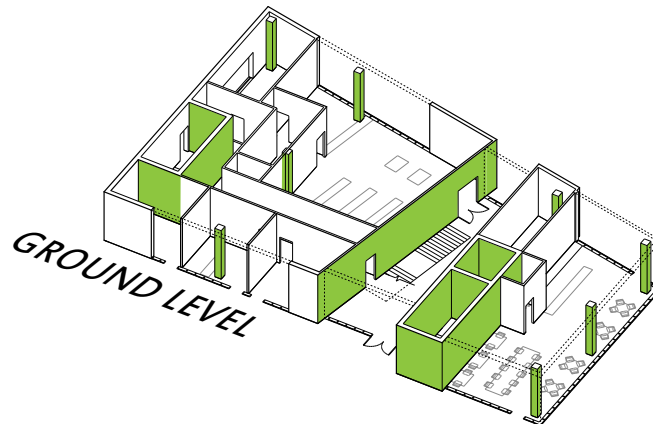
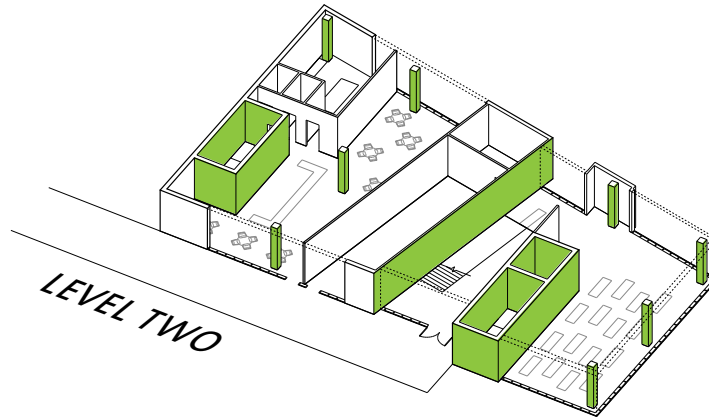
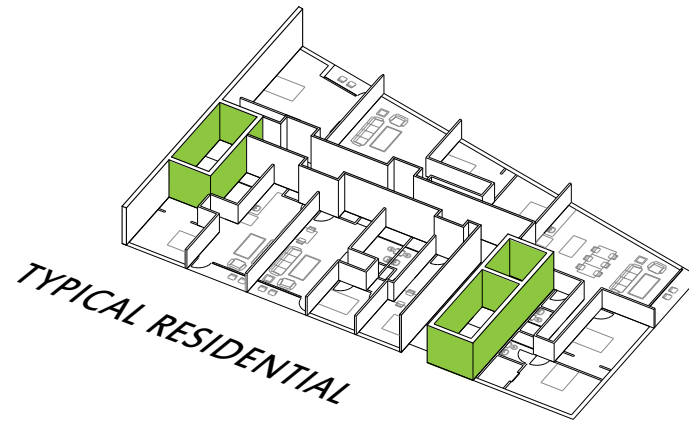




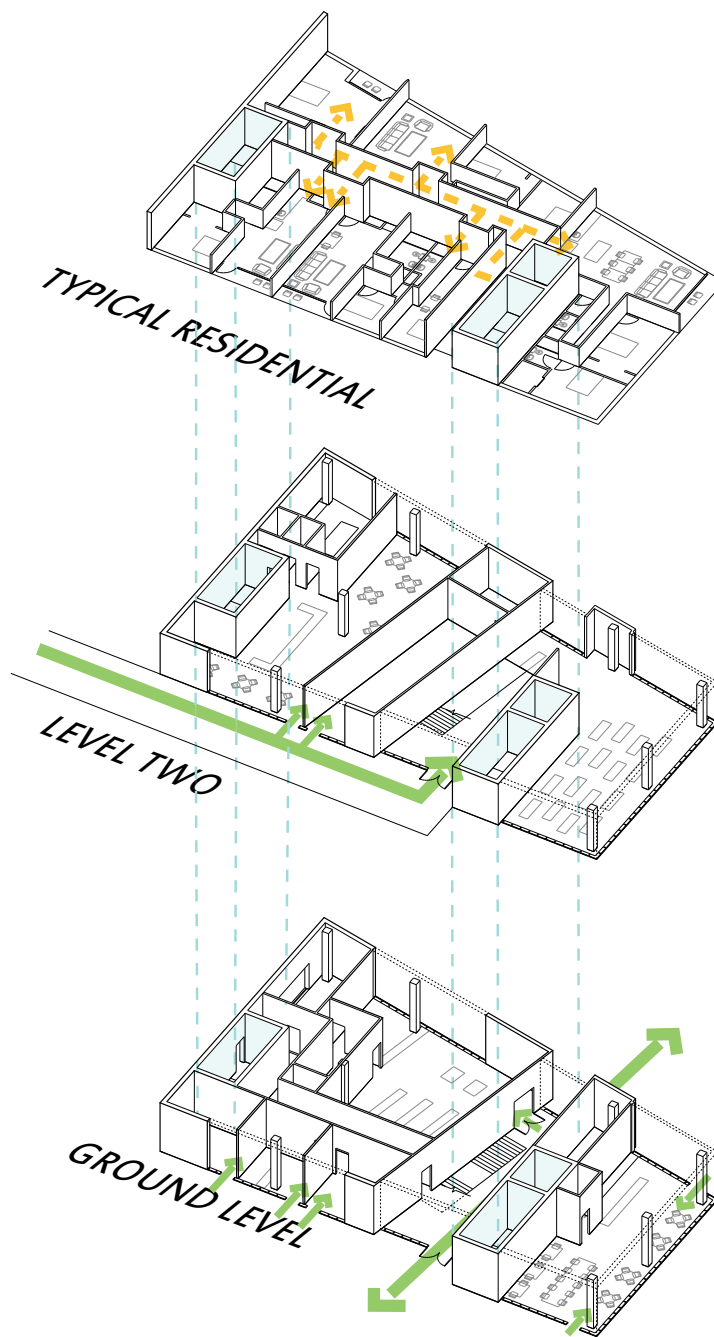
# PROGRAM DIAGRAM



# STRUCTURAL DIAGRAM

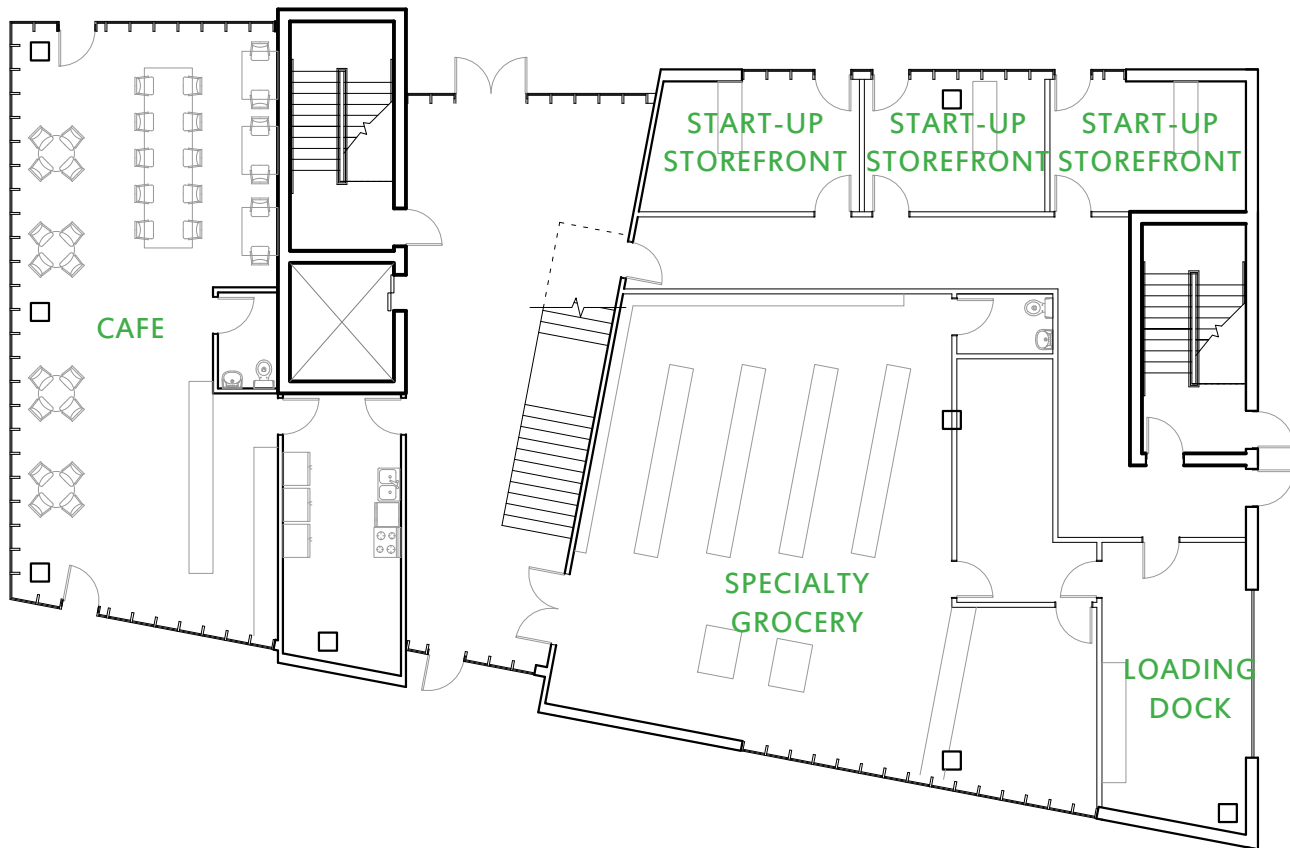


# CIRCULATION DIAGRAM



# GROUND LEVEL FLOOR PLAN

1/16" = 1'-0"



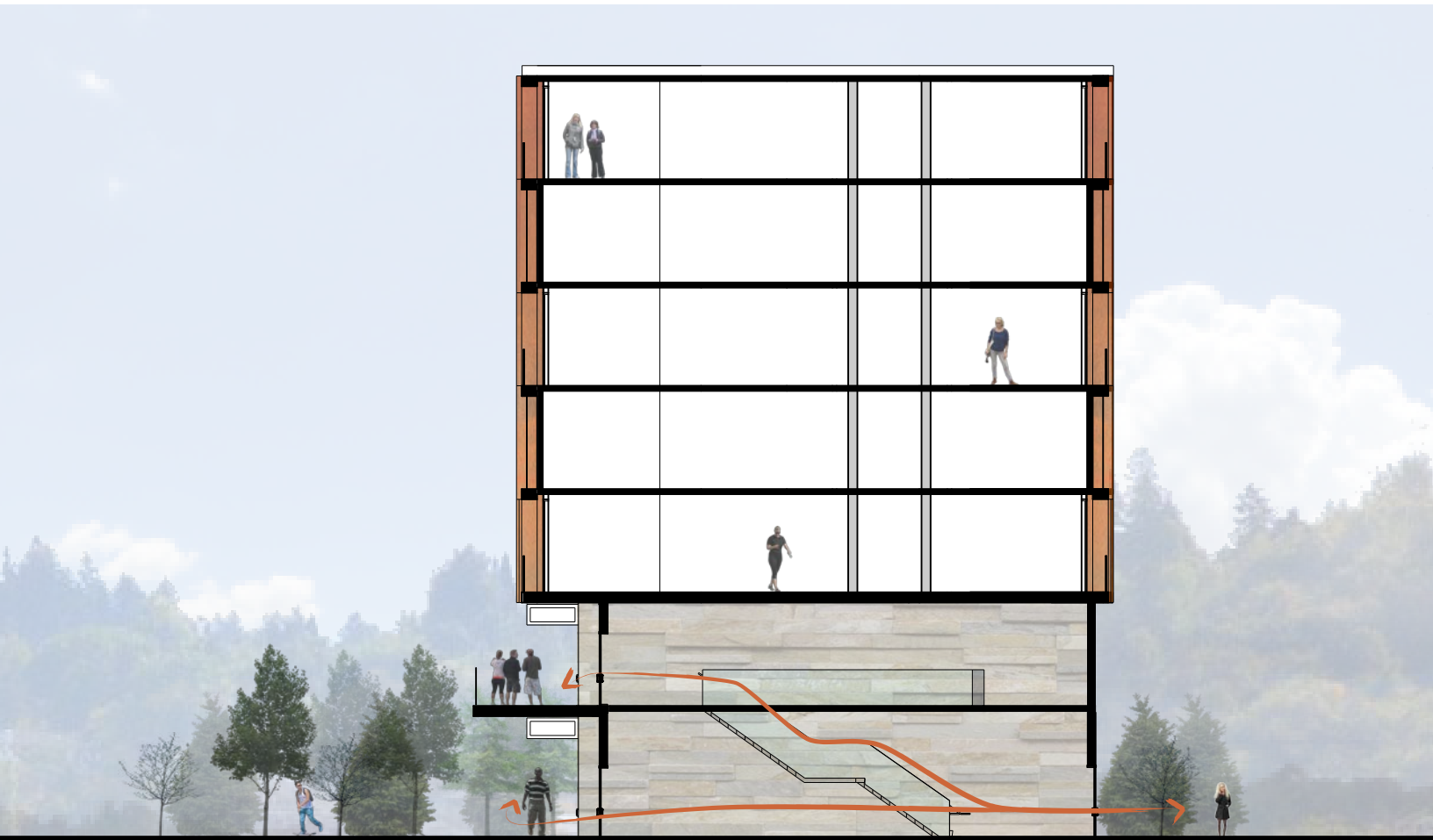
# TYPICAL RESIDENTIAL FLOOR PLAN

1/16" = 1'-0"





# BUILDING SECTION: INTERIOR PASSAGE



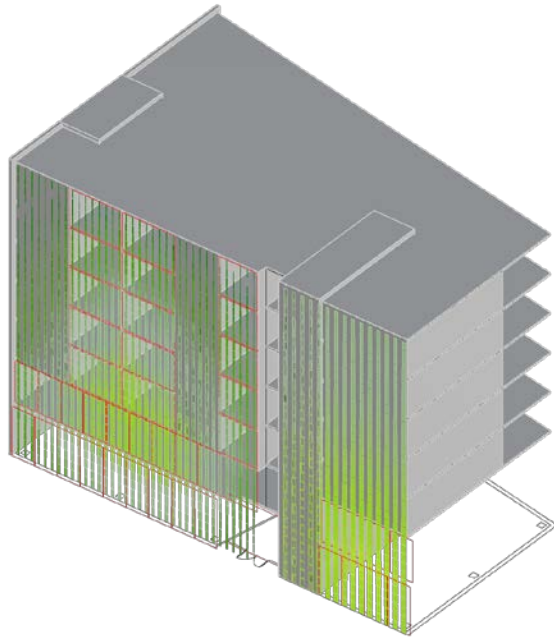
# *ENVELOPE*



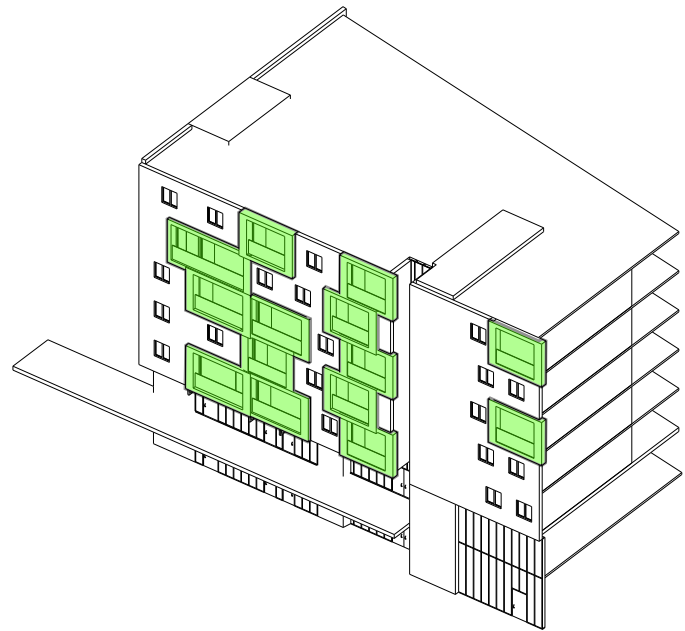
# ENVELOPE DESIGN

## Interactive Facade

The balcony presents a great opportunity for engagement between the interior spaces and the domain of the public urban room. The balconies will function as a screen that is based on varying levels of transparency, which controls the visibility into the residential units and becomes a key part of the building's character.



VISUAL ACTIVATION OF FACADE

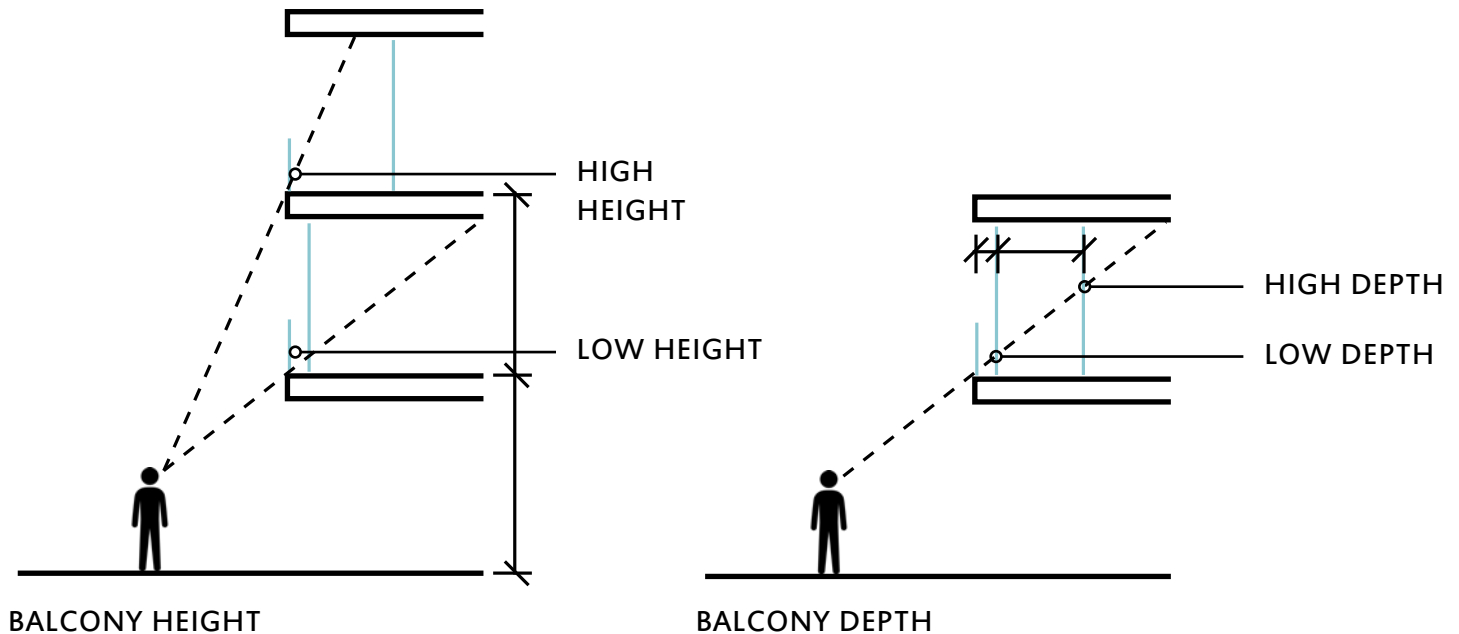


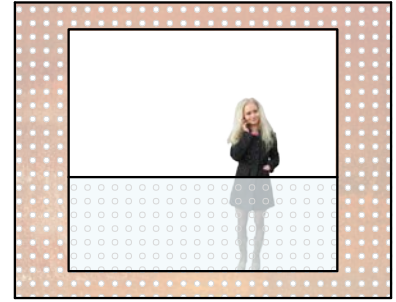
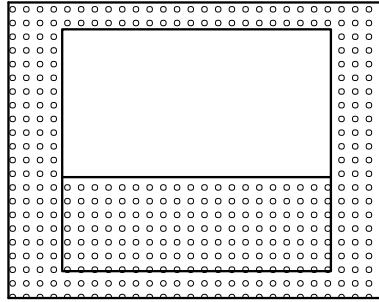
BALCONY UNIT

# INDICATOR APPLICATION

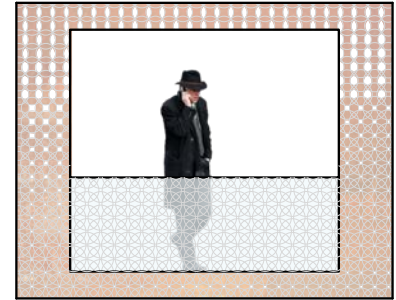
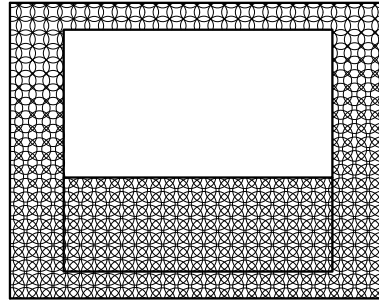
## Screen Parameters

The balcony design utilizes screens to filter light and visibility to their optimal levels across the facade. For instance, as the balcony height increases the sight line into the living space decreases, allowing for a more transparent guardrail. Conversely, a shallow balcony will permit direct views of the living space, suggesting the need for a more opaque screen. The experience of transition across a screen - flowing between light and dark, public and private - is an opportunity to create meaningful and surprising interpretations of the conflicting conditions.



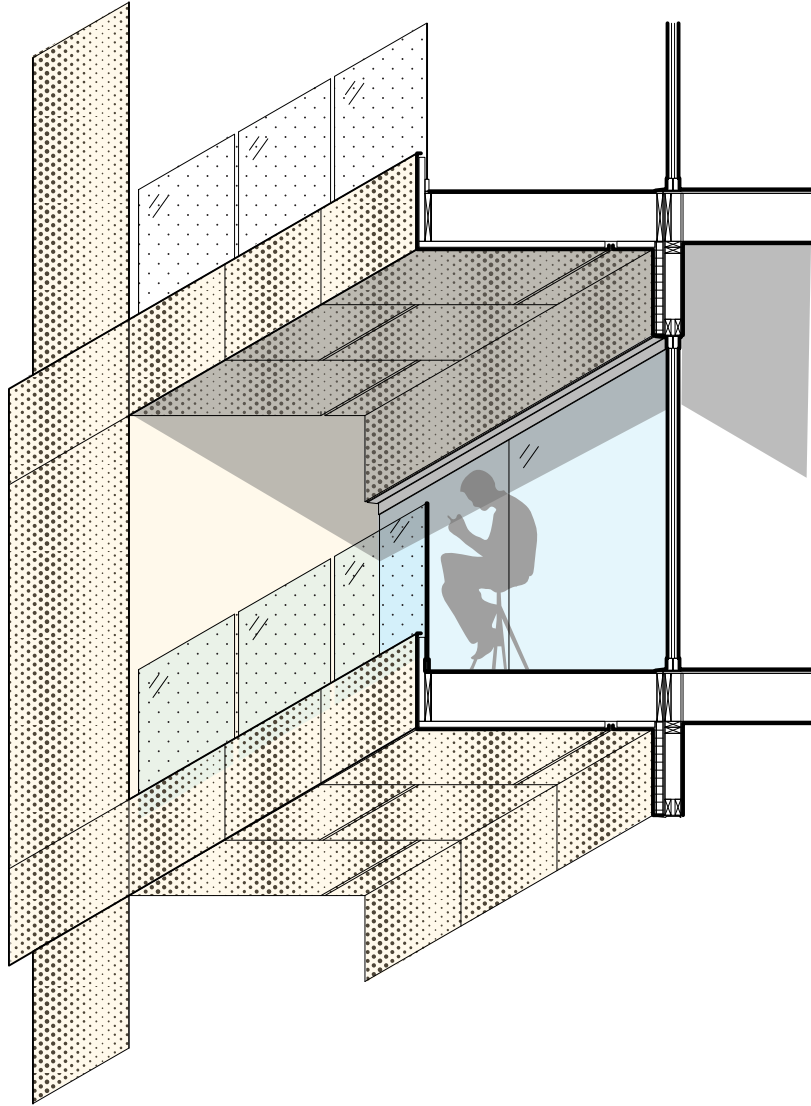


**SPARSE SCREEN**  
High Height / High Depth



**DENSE SCREEN**  
Low Height / Low Depth













# ***INTERSECTING LOCALITY***

RYAN DIRKS | DAN DAVIS