

ARCHDES 701 | ADVANCED DESIGN 2 | TOPIC OUTLINE | SEM 2 2019

The Advanced Design 2 topics are structured around the theme of ‘urban patterns’. At their broadest, the topics foreground large-scale urban investigations concerning infrastructure, context, landscape, architecture, relationships between these factors and patterns of inhabitation thus supported. Crafted propositions are to be developed that demonstrate an exploration of the urban patterns theme across a range of scales.

Studio Tutor: Julie Stout Distinguished Fellow NZIA,
Professional Teaching Fellow at U o A School of Arch.

Director of Mitchell and Stout Architects, responsible for a number of award winning public buildings such as the UoA School of Music and Te Uru Contemporary Art Gallery, Titirangi, plus numerous award-winning houses. She was awarded the inaugural A+W Chrystall Award for Excellence in 2014 and is chair of the urban design activist group Urban Auckland lobbying to transform Auckland’s waterfront. She now lives and has an office in Devonport.

DEVONPORT – TOMORROW

Evolving urbanity and community in a heritage-focused harbour-side village.



GENERAL COURSE INFORMATION

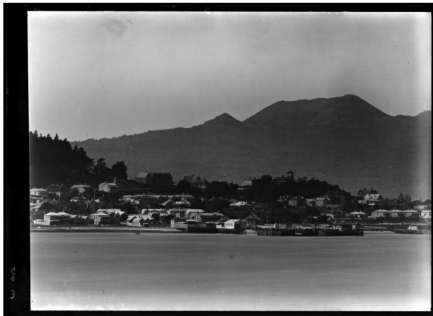
Course :	Advanced Design 2 ARCHDES701
Points Value:	30 points
Course Director:	Andrew Douglas andrew.douglas@auckland.ac.nz
Course Co-ordinator:	Uwe Rieger u.rieger@auckland.ac.nz
Studio Teacher:	Julie Stout
Contact:	julie@mitchellstout.co.nz 0274 994436
Location:	TBC
Hours:	Tuesday and Friday 1:00-5:00pm

For all further general course information see the ARCHDES701 COURSE OUTLINE in the FILES folder on CANVAS.

This program is about examining the existing urban and heritage patterns of the historic village centre of Devonport and evolving a design from them to create a vision of what a vibrant, community-orientated, seaside Urban Village might be by mixing the modern with the old.

Please note that there may be some synergies between this studio programme and Verney Ryan's ARCHGEN seminar on sustainability in Devonport.

Geographically and historically, the area of Devonport plays a central role in Auckland/Tamaki Makaurau. In the 1300s the great ocean-going waka, *Tainui*, slipped into the Waitemata Harbour, rounded North Head and landed just to the east of Devonport.





In the 1800s, when early Auckland's growth was around the harbour, ships and sloops were built on her beaches. Big wooden ferries took people back and forth around the harbour. Soon surrounding farmland became suburbs of timber villas.

Devonport in the 1880's top and rest in 1900-1910.

When the Harbour Bridge was completed in 1959, new roads took people further north and Devonport became a sleepy end of the peninsula. Lack of development pressure spared most of her historic fabric. The local population has become predominantly older couples and families, living in single houses.

Now, with Auckland City facing urban intensification, the growth and development of Devonport Village becomes a great opportunity to create something wonderful, building on the richness of its history, location, the strong local cultural interest in music and the arts and food. Urban housing and mixed use buildings for small businesses and light industries need to be encouraged. Young people need more places to do 'stuff' and 'hang out'. Missing are facilities like music performance venues and recording studios. Tourists want more to do than walk up the main street to the maunga Takarunga/Mt Victoria. What can we add to Devonport to build on its existing social and cultural charms and enable it to grow as a vibrant and sustainable village .

The historical character of Devonport is deeply valued by locals. There is a lot of antagonism to any development. But development will happen eventually. The challenge for us, as urbanists/architects is to put forward a vision for the locals so they can see what a vibrant place Devonport could be, a place that retains its heritage

while creating new spaces for locals to live, work and play, and for tourists to enjoy.

TOPIC STRUCTURE AND CONTENT

Stage 1-Research:

To start off we will talk with locals, including archaeologist David Veart and prominent architect Jeremy Salmond, about their cares and concerns for development. You will research the history, and site context. Then *map Devonport Village in plan and section* to understand the underlying urban pattern and heritage grain and scale. We will discuss the Unitary Plan rules and explore how they affect Devonport Town Centre and what are the effects of changing them. We will get input from local architects, Ken Davis, Julian Mitchell and Rachel Dodd, who have offered their offices for crits.

You will research precedents of integrating new buildings into a heritage fabric, future transport issues, future energy possibilities. This work will establish a brief for the next stage.

Stage 2 – Master-planning:

In groups of two, you will work between macro and micro-scales to develop a future urban design strategy for the 10 hectares of Devonport Village, involving connections, public areas, transport, cars, landscape and uses.

Stage 3 – Architecture and Urban ‘Knitting’:

From your masterplan you will choose 2 separate ‘sites’, one micro-scale i.e. residential or personal in scale, one macro-scale, i.e. a public or communal use, to work on individually to design new buildings or mix with adaptive re-use with new additions and height.

The final Design Crit on 8 October will sign off your design before Presentation work starts.

Stage 4 – Presentation:

The last two weeks will be devoted to presentation and model making.

Public Presentation:

There will be an exhibition of your final presentations in Devonport, with an opening by local Councillor Chris Darby. Work will be judged by a jury including Ludo Campbell-Reid, Auckland Council’s Urban Design champion, and a local architect and a local heritage person.

SPECIAL NOTE:

COURSE STRUCTURE AND CONTENT

Week	Date	Topic	Deliverabl
Week 1	Monday 22/07	Balloting for topics	
	Tuesday 23/07	First studio meeting- RESEARCH - UNDERSTANDING THE EXISTING	
	Friday 26/07	STUDIO SITE VISIT- meet local historian David Veart and local architect/Devonport Business Assoc rep Ken Davis	1 pm ferry from Auckland
Week 2	Tuesday 30/07	STUDIO SITE VISIT- meet local architect /historian Jeremy Salmond and local heritage activists. Walk Devonport, recording and mapping the existing built framework in groups	1 pm ferry from Auckland
	Friday 02/08	RESEARCH - UNDERSTANDING THE EXISTING – Talk by Ben van Bruggen/Auckland Council Design Office on mapping and urban design. <i>Pin up and discussion.</i>	Sketches, plans, diagrams, any informatic gathered.
	Week 3	Tuesday 06/08	MASTER PLAN - Discussion in Studio on how Devonport might evolve, intensification, more living units, multi-use spaces. Development of Strategies for a master-plan (in groups)

Friday 09/08	Development of Strategies for a master-plan (in group)
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Week

4	Tuesday 13/08	Development of Strategies for a master-plan (in group)	
	Friday 16/08	CRIT of MASTERPLANS in DEVONPORT Guest Critics	Plans 1:20 sections 1:20,

Week

5	Tuesday 20/08	3. ARCHITECTURE & URBAN KNITTING Devonport divided up into individual 'sites' for Design Development <i>NB: Hand-in Design Report Stage 2 Design Research to Julie</i>	
	Friday 23/08	Individual work in studio	

Week

6	Tuesday 27/08	Individual work in studio	
	Friday 30/08	CRIT OF Preliminary Designs	

2 Sept – **MID-SEMESTER BREAK**
14 Sept

Week

7	Tuesday 17/09	Individual work in studio	
	Friday 20/09	CRIT of INDIVIDUAL Designs Guest Critics	Plans sections 1:100 card models

Week

8	Tuesday 24/09	Individual work in studio	
	Friday 27/09		

Week**9**Tuesday Individual work in studio
01/10Friday Individual work in studio
04/10

Week**10**Tuesday CRIT of FINAL DESIGN with Guest Critics
08/10 for sign off before Presentation work starts FOR
THE EXHIBITIONPlans
sections
elevations
1:100 card
modelsFriday **NB Each Mock up of Presentation panels has to
11/10 be signed off by Julie**FINAL DRA
HAND-IN

Week**11**Tuesday Presentation work underway
15/103 panels o
2D work,
contribution
to the 1:50
overall site
modelFriday
18/101:100/1:20
detailed
model of
building/s

Week**12**Tues
22/10 **SUBMISSION Tuesday 22 October 5:00-6:00pm
CRIT Wednesday 23 October 9:00am****PUBLIC EXHIBITION IN DEVONPORT Details TBA
OPENING 31 Oct, close 3 November.**

REQUIRED PRODUCTION

As noted above. Emphasis is placed on sketching, and sectional drawings to understand and develop a knowledge of different scales and how these relate to urban design.

Modelling will also be required of the overall site and once design is underway at a 1:200 scale.

Students also need to keep a workbook that documents the research and design development.

AVAILABILITY and ATTENDANCE

I will be in studio every Tuesday and Friday unless previously arranged. I expect all students to attend studio days of crits and meetings and to see me at least once a week. If not, I expect to be told why beforehand. I'm committed to making sure you learn and develop as an architect and come up with a fabulous design, so I expect the same commitment from my students to actively participate in the course. Attendance of formal Crits with architects from outside will be mandatory.

DESIGN REPORT

Advanced Design 2 requires the preparation of a **Design Report**. In 2019 this will be prepared in a workshop as part of the core course taught con-currently with studio, *ARCHGEN 703 Design as Research*, where it will account for %40 of the grade. While assessed as part of the Design as Research course it will be focussed on the studio project and should be refined and re-submitted to your studio teacher in week 10 so that it can be circulated to the critics allowing them to prepare ahead of the final review.

ASSESSMENT & FEEDBACK

This course is assessed as 100% coursework. Conversational feedback is given throughout the semester. Written feedback, with indicative grading, is given at a date around the mid-point of the semester. All further information regarding assessment is available in the ARCHDES 701 Advanced Design 2 Course Outline (on Canvas).

LEARNING OUTCOMES

General Course Outcomes & Specific Outcomes for this Brief: On successful completion of this course students should be able to:

- *Theory:* Show evidence of development of critical thinking and conceptual consistency throughout the design process.
Theory: Demonstrate an understanding of contextual issues regarding scale, massing and 'grain' of heritage towns, of what determines distinctive 'character', the role of community and public space.
- *Architectonics:* Demonstrate abilities to advance conceptual thinking and design propositions through identifying and addressing issues of materiality, structure and construction.
Architectonics: demonstrate the ability to work between macro-master-planning scales and micro scales, and to understand how intensification can be inserted into an existing fabric.
- *Performance:* Show abilities to advance conceptual thinking and design propositions through interrogating and addressing in depth the natural environmental, contextual, and programmatic factors underlying the project.
Performance: Identify architectural and place-making opportunities while developing strategies for urban intensification, new environmental and cultural expectations.
- *Form and Space:* Demonstrate skill in the development of three dimensional architectural form and space, both exterior and interior.
Demonstrate an understanding of building and urban design that is sympathetic in form and material to both old and new built, social and cultural contexts.
- *Media:* Display skill in the communication and development of conceptual, preliminary and developed design propositions through the strategic use of architectural media.
Media: Utilise a range of media working between physical hand-built/hand-drawn representations and Sketch-up digital modelling.

