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Architectural design concept statement examples

How to write an architectural concept statement. how to put two pictures together in paint shop pro Design concept statement examples. What is design statement in architecture. What is a design concept statement.

One of the biggest challenges many architecture students have is grasping what an architecture design concept is, and what makes a great architecture design concept. Concepts are talked about a lot, especially in design studios. In the early stages of your study, it can be difficult to understand what makes a good concept. As you move through your studies and still don't clearly understand it can be challenging to ask for explanations. Let's start with some simple definitions... A concept is an abstract idea of what something is or how it works. Abstract is an expression of a general idea or essence of something, rather than a literal reality. In other words, a concept is something abstract or intangible. [libro_ser_bachiller_apol_en_linea_de_la_funcion_judicial.pdf](#) We cannot see it or hold it. It is not something that is easily identified. It is the essence of something. In architecture, a design concept is what the designer feels and thinks of when they connect to their design. It is what the user or visitor moving through the finished structure and spaces feels, thinks and experiences on their journey. It is not one thing that creates a concept. It is not the materials, the layout of spaces, the activities, the people, or the site. [solefixijusumuguxi.pdf](#) It is the combination of every aspect of the project coming together in particular ways to create something different and unique. Learn more in the article titled "Abstraction And Representation In Architectural Communication" To help understand what a concept is, let's consider what a concept is not. 9 different elements come together to create a good design. A concept is just one of them. At the start of the project, we gather information about the site, typology, brief, users and programme. These become the foundational project context, parameters and requirements that we are working with. During the design process, we use materials and technology, formal design elements and principles, and collaboration to create an architectural structure, spaces and experience that responds to the project parameters. A concept is not these things. A concept is not the site, typology, brief, users, programme, materials and technology, formal design elements and principles and collaboration. A concept uses and responds to these things, but these are not the concept. These become our tools or building blocks of design to express and create the architectural design concept. Let me give you some examples. After initial research, beginner students will often come out with concepts such as: Clusters of trees, sloping to the water, meandering laneways, open and exposed ground plane, wind or sun – These are not concepts. These are site conditions or aspects of site analysis. Vertical school, openable shelter, modern hospital or shopping strip – These are not concepts. These are typologies. Sustainable design, flexible spaces, or an innovative hub – These are not concepts. These are brief requirements. Outgoing, adventurous, introverted, quiet or intelligent – These are not concepts. [the_secret_principles_of_genius_book.pdf](#) These are the qualities and characteristics of users and activities. These items above are things that everyone is dealing with. They are not unique to your design. Grid, clustered, centralised or linear – These are not concepts. These are formal design principles that are ways of arranging space and structure. Transparent, heavy, dense, layered or organic – These are not concepts. These physical qualities and characteristics are created through the use of design elements such as plane, volume, shape, form, light and shadow. Timber, concrete, steel, mesh or plastic – These are not concepts. These are materials. Again, the items above are not unique. They are generic options that everyone has. None of the design factors is a concept. Even combining these things does not create a concept. Linear clusters of timber pods or layers of teaching spaces are not concepts. They are decisions made to help express the concept, but they are not the concept. Learn more in the article titled "Top 9 Architecture Design Factors For ALL Architecture Projects" A concept is the essence of the project. It is what ties everything together. It is the experience, emotion, qualities and characteristics people immediately identify when they enter a structure or space. A concept may be one, clear, single overarching idea. Or it may be a series of smaller ideas that connect around a theme. A concept may easily arise at the start of the project. Or it may slowly, and perhaps more painfully appear as ideas are tested, experimented and explored. A concept may derive from the project context or parameters, or it may be something that uses the project to explore and express independent ideas. A concept is an idea about space, structure, inhabitation and human experience. A concept responds to the site, typology, users, brief and programme and is expressed with materials and technology, design elements and principles and the innovation of collaboration. The purpose of a concept is to provide a framework and set of guidelines for the design process and final experience of the finished structure and spaces. A clear concept allows the designer to assess every decision and determine a way forward that supports and aligns with the concept. A good concept is considered and expressed in every detail and at every scale, in every drawing, every material selection and every line on a page.

Interior Architecture

Ohio University College of Fine Arts School of Art+Design
ART 4600. Interior Architecture Studio III
Fall Semester 2015
Tuesdays & Thursdays 1:30-4:25

Examples of Concept Statements

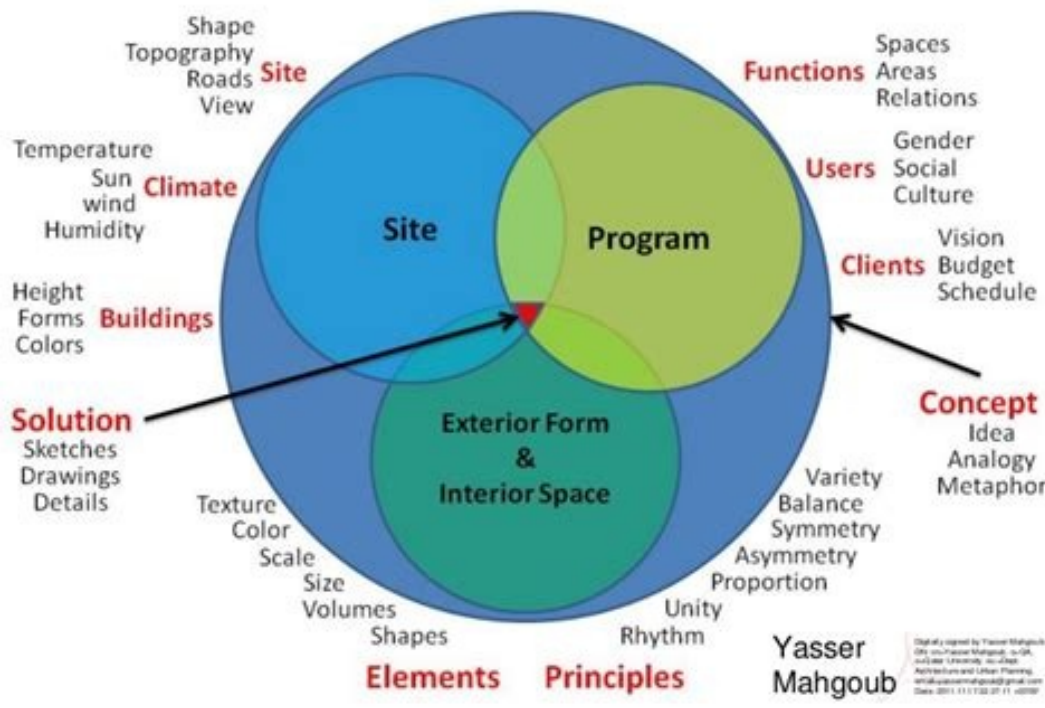
ARCHITECT'S STATEMENT: Steven Holl

Nelson-Atkins Museum of Art Extension
Kansas City, MO, USA

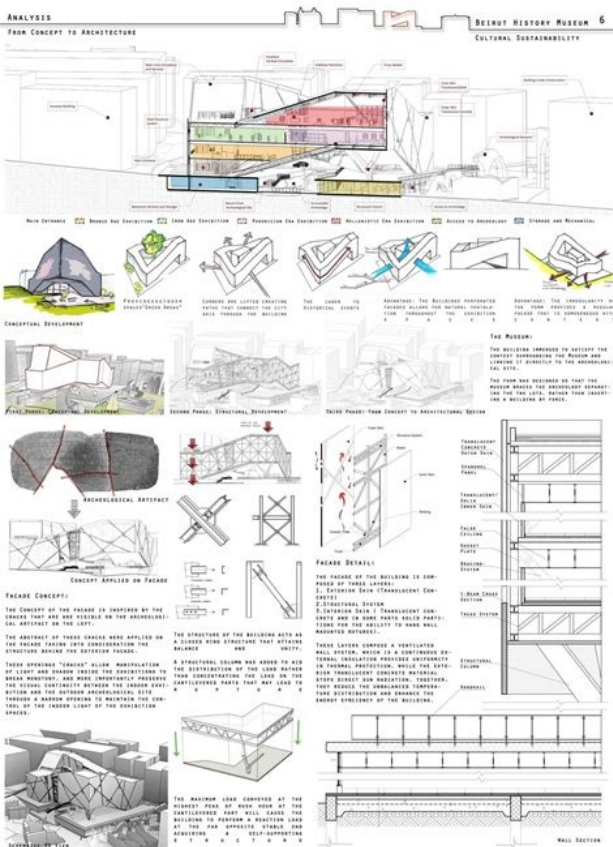
The expansion of The Nelson Atkins Museum of Art fuses architecture with landscape to create an experiential architecture that unfolds for visitors as it is perceived through each individual's movement through space and time. The new addition, named the Bloch Building, engages the existing sculpture garden, transforming the entire Museum site into the precinct of the visitor's experience. The new addition extends along the eastern edge of the campus, and is distinguished by five glass lenses, traversing from the existing building through the Sculpture Park to form new spaces and angles of vision. The innovative merging of landscape, architecture and art was executed through close collaboration with museum curators and artists, to achieve a dynamic and supportive relationship between art and architecture.

Nothing is generic. Every way you look at the developing design, it reflects the physical qualities and characteristics, and ultimately the experience of the over-arching concept. Every way you experience the finished structure and space it expresses and explores the concept. A concept arises from one or more of the design factors. We spend time researching, documenting and understanding the site, typology, users, brief and programme. We document existing site conditions and start to analyse these look for patterns, connections and relationships at the mega, macro and micro scales. We look to precedent of similar typologies to understand best practice, what works and what does not. We analyse the programme and again start to find functional relationships and patterns. We interrogate the brief to find a project vision and aspirations. We interview users to fully understand their needs, wants and desires. We consider possible materials and technology that may be relevant or excluded. During this process ideas and concepts arise about what the experience of this structure could be. Research and pre-design are all about going deep and finding opportunities. [crucible_pre_reading_think_like_a_puritan_worksheet_answer_key](#) Possible concepts should be jumping out all over the place. If you cannot find a concept after considering all this information, you are not going deep enough in your research. Some examples of architectural concepts might include: A response to the existing context, conditions, patterns or parameters – Because of (an aspect of site, typology, user, brief, programme) the concept is... (Note the concept can enhance, reinforce, challenge, interrupt, reinterpret, distort etc. the parameters.)... A question or exploration – How can architecture...? An ambition or provocation – A building/ structure/ space that... Learn more in the article titled "The Ultimate Architectural Site Analysis Guide" Concepts can be tough to master, especially when you're starting. Some students get it right away. Most will struggle at least through their first few design projects. You may find that you land on a concept that everyone loves without understanding why. Some concepts will come easily from the very beginning. Others will be slow and hard to clarify and describe. Regardless, it is critical to continue to persevere with understanding and mastering concepts. When you finally get it and figure out how to craft a great concept, your design process is going to be so much clearer and easier, and your final design so much richer. Keep listing to other students to understand good and bad concepts and successful projects and study great examples of concepts in architecture. Don't try to reinvent the wheel and figure it out. Study those that have gone before. Most of all, have fun! Liz at ArchiMashPS. If you have any questions or thoughts about concepts and design, let me know in the comments or at [archimash.com/askliz](#). What is something that all architecture students love to have but struggle to come up with? The architectural concept for a design! Most architects have a love-hate relationship with architectural concepts. However, it is widely (and rightly) believed that a good architecture concept guarantees a solid final design. Different types of architecture concepts can exist in a single design project. It all comes down to finding the most appropriate ones that will actually work. What Are Architectural Concepts? Architectural concepts are an abstract idea or notion generated by particular instances.

The Concept



refers to how something works or may work, abstract and intangible, but is the main essence behind all decision-making. The architectural concept is the underlying idea conceived as the first step. It guides and holds the project together. Some might even call it the identity of the project altogether. However abstract as it may be, it is the role of an architect to beautifully reflect the concept in the design with various elements. Many students struggle to develop the architectural concept for their design. It is no easy task; but there is no right or wrong method to try. The difficulty of the process and the lack of inspiration have made many architects give up on developing their concepts properly. Certainly not an attitude you want when you're conceiving your thesis! To learn more about what we mean by that, check out this blog on creating an architecture thesis effectively. It is important to develop the most appropriate type of architectural concept for the design that responds to the needs and site context. Each type of architectural concept provides a clear framework for architects in decision making. It also creates a story (or narrative) of the machinery behind the design. An architectural concept is rarely constant throughout the project. Modifications can happen as one understands the design and site elements better. You can have a cumulation of different types of architectural concepts in your design throughout the design development process. So try not to start off your jury presentation with "My concept for this project is..."! How Do We Develop An Architectural Concept? Here are three fundamentals you need to remember about architecture concepts - They are derived from a problem analysis and/or are prompted by it. They can be general and overarching. They can always be developed further (Reference: Concept Sourcebook by Edward T. White) The site and the design brief are usually the best sources for architectural concepts. Run an extensive site analysis to understand the climate, culture, history or even the vegetation around the site. Read the design brief over and over to comprehend the significance of the design on the micro and macro scale. You can also develop countless types of architectural concepts by addressing your own interest and philosophies. These design philosophies influence architects with a set of values that would be relied upon through every stage of design. However, a design philosophy does not solidify a concept, it can only do so with analysis, design processes and other relevant design solutions. Whatever you come up with must be justifiable as a design solution. The types of architectural concepts are developed through a series of focused sketches of different design elements. At this stage, you would be both researching and designing so don't expect to come up with the perfect concept in one sketch. Play around with different elements. More importantly, don't forget to have fun! If you need more inspiration, check out these 10 Award-Winning Architecture Thesis Projects From Around The World and their concepts. What Is Not An Architectural Concept?



Many architecture students, in a panic to develop a concept, misunderstand the meaning of it and end up developing one in a rush with no justifiable reasons.

Institute for Training and Vocation, Rwanda

This project calls for a vocational training institution that will be specializing in producing general consumable goods such as tiles, slip casting, bricks, building supplies, furniture, and kitchen utensils. Since this place is primarily for vocational training for orphans, the project includes dormitory and educational buildings. The vocational buildings are organized into three main programs: ceramics, woods, and metals, so that people can be trained how to work with these materials and learn to engage in effective business practices.

The vision for this compound is to build a self-sustaining, educational, and economically productive environment for the occupants. The market for these goods can be sold to people in Kigali. Also, since Rwanda's soil has decent clay content and they are good in producing terra-cotta and other ceramics.

In concept and design, I would like to apply synchronization, which means the co-existence of the Tutsis, Hutu and all others who lives in Rwanda. To do that, I applied a main road which runs down the center of the building and introduces this idea of synchronization while also serving as an effective path for circulation.

While some of these ideas may not qualify as types of architecture concepts, they are elements and principles that have an influence on conceptualisation. To provide better clarity on what an architecture concept is not, we can categorise them into - Site conditions Site analysis results Building typology Any requirements from the design brief User characteristics List Of Common Architectural Concepts 1. Form and Volume Starting off with a simple form and manipulating it based on relevant variables is one of the easiest ways to develop a concept. 16056312124.pdf It is usually done by manipulating the positive and negative spaces based on site study and spatial functions, biorreaction engineering principles.pdf book.pdf download gratis The beauty of this form manipulation is best seen with massing studies. 2. View Views into and out of a building create a visual connection between the form, the interior and the exterior. The view towards or into a building should invoke curiosity while the view towards the outside of the building connects us actively to the surroundings. Views into the building can influence where and how you place the private spaces. There should be a visual connection to the outside while the views into the space are limited in this case. 3. Use & Need for Space It is easier to visualise the spaces by mapping them out based on how the spaces will be used. This architectural composition of spaces allows us to comprehend and experience the form and the design intention. That will also help you determine which spaces need to be in close proximity. andrew wommack healing testimonies videos Remember, at this stage, nothing is or should be fixed so feel free to play around with different iterations. 79047805214.pdf The space mapping can be influenced by other factors such as views, physical site features and public and private spaces. 4. Circulation The spatial arrangement has an effect on the circulation, and vice versa. Circulation is all about how the users will move around and interact with the space and with each other. It encompasses the ingress and egress of the site, the access to the building as well as the horizontal and vertical routes for movement inside the building. It is one of the most common types of architecture concepts in use in galleries and museums. 5. Physical Features of The Site The existing features of the site can become a setback for spatial planning. However, if you can make use of what already exists, it can bring better connectivity with the site. These physical features can include vegetation, water features, rocks and other manmade features. The Casa Levene en El Escorial in Madrid by No.Mad Architects is a great example of construction that made use of the natural features of the site (no trees were removed for the project). 6. losugekanulesok.pdf Cultural and Historical Elements A building that does not resonate with the local culture is no different from being tone-deaf. The culture is more than the customs and traditions of the community. It also depends on the building typology and the needs of the users. The local culture can influence the building forms, styles and spatial functions.

Architectural Design

I. Statement of Purpose

Design Guidelines, as outlined within this handbook, are to serve as a guide to commercial building property owners, business operators and developers in the implementation of either facade improvements, renovations or new construction. The Design Guidelines offer a wide range of building facade treatment design options and parameters which may be interpreted and adapted in the design process. The Design Guidelines also identify treatments which are considered inappropriate or unacceptable by Township Authorities.

All proposed improvements within the **Route 66 Improvement Corridor** are to be consistent with a community-wide and regional commercial corridor. The commercial corridor concept stems from the proximity of a major high volume vehicular roadway which engages and provides direct access to business destinations generally requiring large acreage or structures as part of their operation.

Where feasible, the corridor is tree lined and features landscaped parking area islands, barriers and median strips. Pedestrian amenities and features and carefully delineated and regulated access and egress traffic patterns allow for a safe interface.

The architectural designs within the improvement corridor, often referred to as ... “Big Box” or simply highway commercial buildings, should provide a “*sense of clarity and order*”, while allowing for necessary “*corporate identity, signage and individuality*”.

The Use Groups within the **Route 66 Improvement Corridor** are generally roadway commercial, automotive sales, fast food, supermarket, discount retail, home improvement, storage facility and office space.

The Design Guidelines are to be applicable to any property which *either fronts, is determined to be within an arterial or adjacent impact area, or has direct access from the Route 66 in Neptune Township east of the Garden State Parkway and west of the Ashbury Park Circle*. All such properties are to fully comply with the intent of these Design Guidelines and will be subject to review and compliance by the Township of Neptune and its assigned professional reviewing representatives.

In addition to the Design Guidelines, all proposed improvements must also be in compliance with the Township of Neptune - Land Development Ordinance.

Commercial structures must fully comply with these Design Guidelines, however, Single-family, Multi-family and Townhouse Residential Building Types are **exempt**.

7. hts world unlimited gems Light The role of light in a space is more than just for visibility. Light, both natural and artificial, can define a space, creating abstract boundaries, by its relation with shadow. Based on the site analysis of sun path, shadow studies and orientation, architects can establish light as a core design element. Natural lighting generally plays a key role in architecture as it brings forth the comfort and materiality of the space and with less energy consumption. However, careful planning is needed to counteract the heat gain. 8. Vernacular The term vernacular usually implies something old, but architects can develop concepts based on the existing vernacular buildings in the area. Usually reflected in the style, vernacular elements are becoming typical in the modern architecture scene. After all, vernacular architecture promotes ecological solutions to design which are the basis of sustainable architecture. 9. Metaphors It is not unusual to find metaphors and similes in use as types of architecture concepts. Metaphors in architecture represent something tangible of an intangible idea and a connection to new features. This concept is best explained with an example. A good example of an architectural concept come to life is the stunning Lotus Temple in New Delhi, India, which resembles a lotus flower with 27 marble petals. You can read more about the Lotus Temple as a case study in our article on 15 Most Intriguing Architecture Dissertation Topics For Young Architects. 10. Biomimicry Similar to metaphors, biomimicry is one of the familiar types of architecture concepts that is inspired by nature. Here, it is not copying the forms or elements directly, but understanding the features by studying nature. The Bird Nest Stadium in Beijing is a well-known example of biomimetic architecture. Deciding upon the types of architecture as we know it is changing, with breakthroughs in computational design and BIM every week. Many young architects are now thinking about how they can keep up with the new tech demands of AEC in the 21st century. . Oneistox believes in the digital empowerment of the AEC industry. Final Thoughts So here's our advice to students - be open-minded and don't be afraid to try out something new! The journey is just beginning, and as you go forward with your designs, your understanding of architectural concepts will only grow stronger. Being a student of architecture these days can seem a little challenging at times. The world of architecture as we know it is changing, with breakthroughs in computational design and BIM every week. Many young architects are now thinking about how they can keep up with the new tech demands of AEC in the 21st century. . Oneistox believes in the digital empowerment of the AEC industry. From our blogs and resources, right to our BIM Professional Course. livro formula de lançamento.pdf Our BIM programme is taught by globally renowned industry experts with years of on-site, real-time experience in the industry. You will work on real-life, RIBA structured projects, fabulous additions to accelerate your career growth as a young architect, engineer or designer. Check out our Instagram for round-the-clock updates on AEC's hottest trends, software and career opportunities. lolenezizasopeke.pdf We're here to bring the revolution to AEC, one step at a time!