

UNIVERSITY HALL

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A2 Product Design
(3D Design)
2009/10



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Project Plan - Gantt Chart



This section has helped me... plan my time in the making of this project to make sure I can finish before the deadline (April 30th). Throughout my project I found that sometimes the predicted timing was unrealistic. While I thought I would have more time during Christmas holidays to work on my project, it turned out I spent most of the time studying for exams, shifting the workload to February where I did more work than I had initially planned. The manufacture took less time than I had initially planned and I finished it over a weekend. Also, some pages kept changing throughout the project such as the specification, development and the evaluation.

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Explanation & Brief

Explanation

Valencia, Spain, is a city centered on **tourism** and **education**. Its **university is growing** in many aspects including students from various parts of Spain and Europe.

However, even in this advanced city, university halls and **facilities** for over-seas students as well as local youth seeking to become independent are **missing**.

Becoming independent and **co-existing** with others is an experience of **educational growth** that should not be denied to anyone.

Antonino Cardillo is a **young Italian architect** with a bright future. The way he manipulates light and shapes is inspiring. I believe his work would **enrich** the university area of Valencia with architectural wonder.

I will begin to address this problem by designing a **university hall** for students going to university in Valencia.

This section has helped me... explain the purpose of this coursework and outlining the problem and how I will attempt to solve it. The brief will help me in the shaping out of the research plan and the specification.

Brief

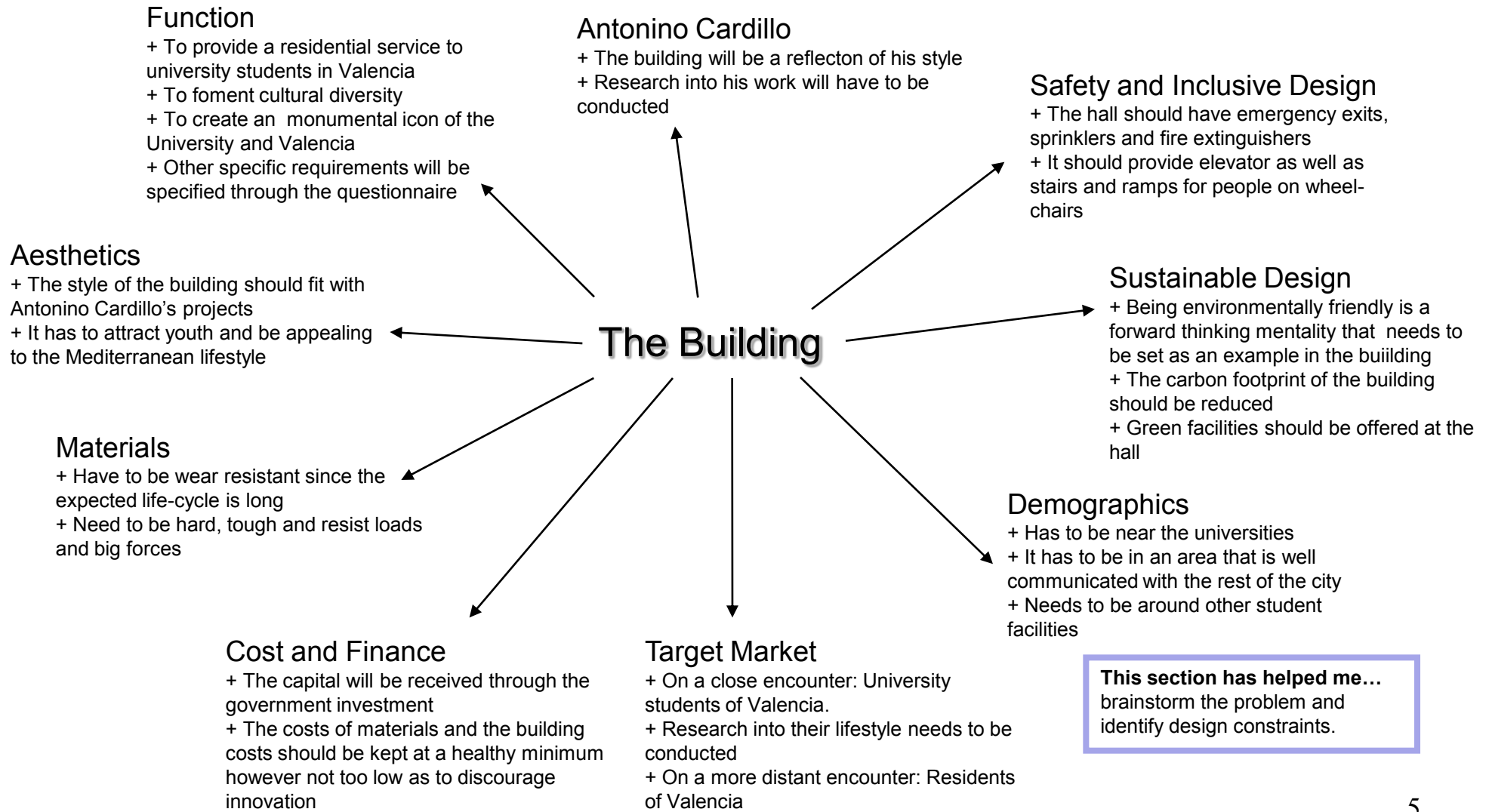
- + **Model a residential hall** for university students in Valencia, Spain.
- + The architectural **style** should reflect **Antonino Cardillo's**
- + The building should be **inspiring to residents** and become an **icon** of the University of Valencia.
- + I am going to **create a model** of the hall.



The antique University of Valencia

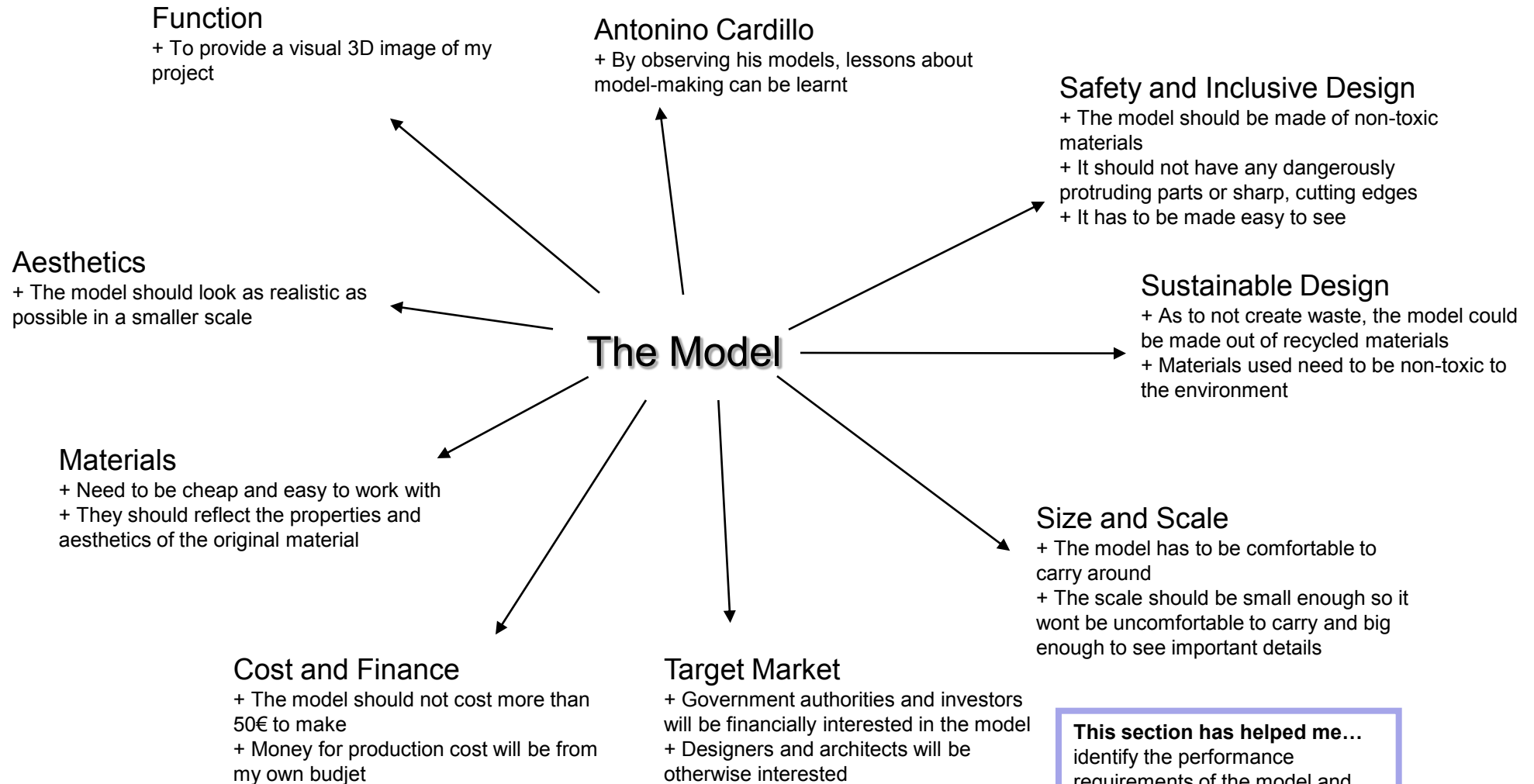
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Problem Analysis



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Problem Analysis



This section has helped me...
identify the performance requirements of the model and how I am going to go about them.

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Research Plan

QUESTION	RESEARCH METHOD	ANSWERS ON P.
FUNCTION		
What would a university student expect in his/her residence?	+ Hand out questionnaires to current and aspiring university students	15
How do current university halls work and where are they situated?	+ Research information on university website + Check out locations on maps + Do field research	11, 12
AESTHETICS		
What styles are students inspired by?	+ Hand out questionnaires to current and aspiring university students	15
What style would suit the surroundings?	+ Do field research	19
MATERIALS		
What would be the most appropriate materials?	+ Research information on the internet + Research information in books + Interview an architect	16, 17, 20,21,22
TARGET MARKET		
Under what circumstances do students currently live and what is their lifestyle?	+ Hand out questionnaires to current university students	15
Is there any sort of preference for model making in people interested in my project?	+ Interview architect	16, 17
COST AND FINANCE		
How much is the government and investors willing to pay for a project?	+ Investigate project documents + Interview an architect	16, 17, 25
DEMOGRAPHICS		
What would be the most practical place to situate the hall?	+ Hand out questionnaires + View possible locations on a map + Do field research	15, 19

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Research Plan

QUESTION	RESEARCH METHOD	ANSWERS ON P.
SIZE AND SCALE		
What would be the most appropriate scale?	+ Interview architect + Look at anthropometrics	16, 17, 24
SUSTAINABLE DESIGN		
In what ways can I make the building sustainable?	+ Research existing buildings + Research new technologies	11, 12, 21, 22
SAFETY AND INCLUSIVE DESIGN		
What are the legal safety measures set by law?	+ Research documents + Interview architect	16, 17, 24
ANTONINO CARDILLO		
What is Antonino Cardillo's underlying style? What forms and shapes does he use?	+ Investigate photographs and artist commentaries on his website	9, 10
What is his inspiration?	+ Investigate his project commentaries + Interview Antonino Cardillo + Research existing interviews	9, 10
What is the main emphasis on his work?	+ Investigate photographs and artist commentaries on his website + Interview Antonino Cardillo	9, 10

This section has helped me... have a clear picture of what I have to research into and ideas of where I could find the information. Later on, this page will help me structure my specification as well as make sure I've researched into all fields to make my project complete.

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Antonino Cardillo

Analysis of Past Interviews

Admires

- ° Frank Lloyd Wright
- ° Ludwig Mies van der Rohe
- ° Frank Ghery

Inspiration

- ° History
- ° Ancient roman architecture
- ° Sunlight
- ° Nature

“Interactions with environmental events such as sun, rain, wind and sounds are more important than objects or furniture.” - Antonino Cardillo

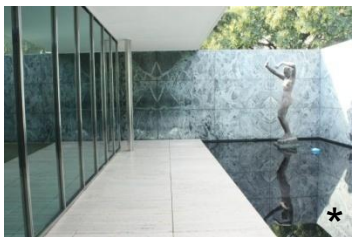
Antonino Cardillo attempts to have **no particular style** but to let the “personal experience of the protagonist” play in the shaping of his architecture. He believes spaces should be made **adapted to change** and to **cultural diversity**. The inhabitants should make the building adapt to their lifestyle not let the building shape theirs. For that reason he concentrates on **natural elements** such as light, rain, wind, sound, etc. All the materials he uses are **opaque in colour** since these play with light the most effectively. He builds for people who like to **contemplate** their surroundings and grab inspiration from them.

Critics however have said that his buildings are too Spartan and serve as an observatory rather than a place to live in.

“Architecture always expresses its true nature with the fewest of means. It is not made of gold, precious stones or fine fabrics; neither is it made of steel, cement or brickwork; nor, even, are cantilevers, shells, tiles, skins or great arches, architecture. The essence of architecture resides in its narrative.” - Antonino Cardillo

“This isn't a space to be lived in. Rather, it's a place to be seen in.” - Matt Hussey

Inspiration: Ludwig Mies van der Rohe

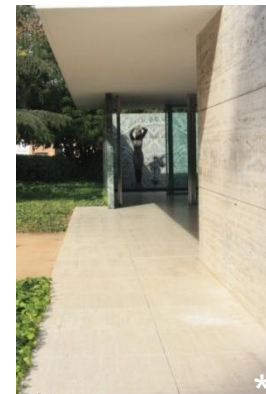


I went to the Barcelona Pavillon to view one of Antonino Cardillo's inspiration: Ludwig Mies van der Rohe. The **minimalist style** present in both is evident. Both use **wide, contemplative spaces** with simple shapes to create a **delicate environment**. I find however that while Rohe uses **straight lines**, Antonino mixes these with **curves and circles**.

It might not have been an emphasis done by later critics and architects, but I find that the Pavillon **plays a lot with light**. The protruding roof and ____ floor had a **creamy look** that made the contrast between shadow and light apparent. The statue found at the pool mocks light as it hits it in the early morning. The woman holding up her hands against the dawn as if she had just awoken is an interesting touch.

The use of **tainted glass doors and windows** makes the building seem **spacious and open**. Antonino Cardillo also makes his spaces seem open however I find at times, he mixes it with **closed in areas like a cave**.

Another major difference would be that the Barcelona Pavillon seems cold at times through its use of **stone and cold colours** in the interior. Antonino Cardillo's buildings tend to be **warmer**.



Photography by Simone Greggi
photo by simone greggi

Biography

Antonino Cardillo is an Italian architect, born in Sicily, with practices in urban, interior design and landscape architecture. He is considered one of the thirty best young architects selected by the Wallpaper Architects Directory 2009.

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Antonino Cardillo

Analysis of his Work



Fig. 1

Entertainment Centre for Trapani (Fig. 1) is situated by the sea. Its curves and shapes play with the **flow of the wind** while keeping the structure simple. The colours are a **contrast** of the **hot and cold** of the chilly sea with the radiant sun. By using **white**, Cardillo has made the structure seem pure, rich and full of life.



Fig. 3

Dualistic Space House (Fig. 2) is a space of **abstract**. A mixture of **straight lines** with the **odd curve** make a playful imitation of **cubism**. Cardillo uses **pure colours** and lets **natural light**, shining through façades of glass play the main role.



Fig. 2

Public Spaces for Rosa Starhotels (Fig. 3) consists of a single floor made of **white concrete** and façades of **soft toned wood**. The structure is simple yet welcoming and provides plenty of space to play with furniture.



Fig. 5

Cardillo compares his **White House** (Fig. 4) to the **overture of an opera**. "It gives some glimpses but at the same time it doesn't reveal the most important content." The house contains many **open spaces** with views onto a **green landscape**. The **entrance is wide** and **natural light** plays a main role once again.



Fig. 4

Vaulted House (Fig. 5) has a unique **circular nave** made of **composite lightweight concrete** (lunetta), making it look like **recycled paper**. One can imagine clearly the **play with sounds** in such a space. The **thin windows**, facing South, let the sun shine deeply in winter while in summer, the concrete blocks it out, keeping the building cool. Cardillo yet still leaves the **structure simple** to leave the inhabitants to make their own story.



Fig. 6

House of Convexities (Fig. 6) represents **moving architecture**. The way light shines through beams of wood onto curved walls makes the room seem like its **shifting** throughout the course of the day.

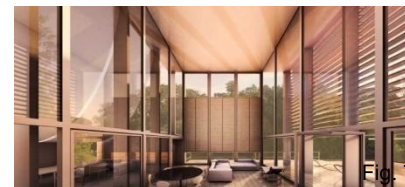


Fig. 7

Max's House in a Small Lake (Fig. 7) is like a **glass boat** on a lake. The structure is **simplistic** with **wide windows** that let the beautiful landscape do the decorating. The building seems **delicate** and **natural**. Again in this one, Cardillo uses **composite concrete**, making it look **recycled**. Shade is achieved through bars and lines of cloth, giving the building a **natural luminescence**.



Photographed by Simone Greggi

Philosophy

Antonino Cardillo believes architecture can unite people and that history plays the biggest factor when designing. Without memory, it is impossible to build for the future.

This section has helped me... understand Antonino Cardillo's style. I now see how he tends to play with nature (light, sound, wind, water, ect.) using simple shapes to create a relaxing space with hidden poetic meanings.

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Existing Buildings



Colegio Mayor Galileo Galilei

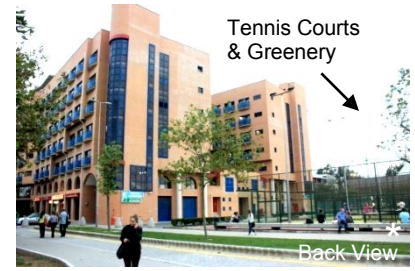


Architecture: RESA

Dormitories & Facilities: 408 rooms, canteen, pharmacy, fitness centre, audition hall, ICT room, music room, lounge, library, study room, parking, photographic laboratory, art room,

Analysis: Upon visiting the campus of Galileo Galilei, the first thing I noticed was that the first floor had **private services** such as a cashier, a driving school, private cafés and others. This came as a surprise considering most British Halls do not have this facility. It is however very practical for residents and businesses and can be incorporated into my design.

The green grounds are shared between the other university buildings and it was full with students. Spain, having a warm climate, is perfect for **outdoor activities**, which, as I observed, Valencian university students enjoy. **My design will therefore have lots of green and open space.**



The architecture of the building is typical of that of Spain in the 70s and it stuck out rather negatively around the **white architecture** of modern Valencia. The cubic shape makes it look too closed in, the lack of **sustainable design**, shapes to create shade and the red brick give the feeling it is the type to get very hot in summer and very cold in winter. These are things that were not of much concern in the 70s in Spain however nowadays, **the eco-mentality is growing in Spain and I wish to represent and motivate these new concerns into my design.**

Distribution of space: Individual rooms are **23 m²** and double rooms are **25 m²**. An individual room contains one **200x90cm bed**, **two desks** (one for work and one for leisure), a **lounge area** with a coffee table and a small sofa, a **closet** and a **bathroom**. All rooms are stretched lengthwise with a **small corridor** at the entrance in between the closet and the bathroom. The **window** is wide and spacious and the **desks** are placed just **underneath** it to use up as much **natural light** as possible. Meanwhile the bathroom has no windows. I find the corridor at the entrance makes the **room seem smaller** than it really is and the closet is bigger and **bulkier** than necessary. The shelf takes away most of the light coming in through the window and the **spaces** used up in the room could have been **taken advantage of more**. There are **no bedrooms** in the **ground floor**. This is practical since they tend to be the darkest, most inefficient rooms if surrounded by other tall buildings. The building is also divided into **two long blocks**, making use of long corridors in which to place the rooms. It assures all rooms of natural light and ventilation. This particular shape is also practical for building **uniform rooms**. There are **two exits**. One is at the front which leads into a small patio in the middle of the "mall". People going in and out of that were people using the cashier machine. Most people went through the side entrance as it was closest to the campus and lead directly to the dormitories. Lounge, library, ICT room and others were found on the **ground floor** since it is the most **public place**.



CAD drawing of one of the dormitories done by UPV



The side entrance have automatic sliding doors and in it, the reception can be found along with two stairs leading to the corridors. Head on, you can find the other public rooms. The sliding doors were constantly opening and closing.



The back of the building, with its greenery and tennis courts was full of students doing leisure activities or practicing in their field of study. An observation was that many had bicycles. A place to park will be necessary.



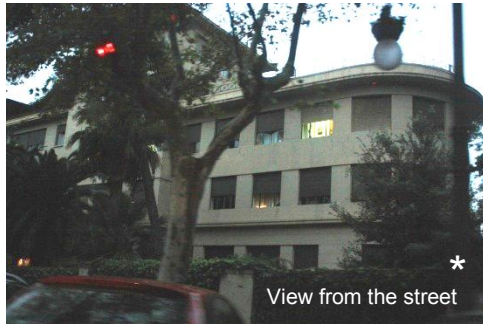
The side of the building had a café in which many liked to chill out.

These are some pictures I took when I went to visit the university hall. They show the side entrance, the back of the building and the opposite side of the building against the indoor swimming pool.

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Existing Buildings

Colegio Mayor Lluís Vives



View from the street *

Architecture: Javier Goerlich (1935)

Dormitories & Facilities: 192 rooms, audition hall, library, theater, video room, music room, study room, ICT room, fitness centre,

Analysis: Lluís Vives is an enclosed university hall. It wasn't open for visitors unlike Galileo Galilei campus and I will have to search for open days.

On the outside, the architecture seems similar to Antonino Cardillos. It uses **simplistic shapes and curves** and cream-coloured concrete. I especially liked the way it used **trees and greenery to shade the building** from the harsh sun instead of man-made materials, making the building seem eco-friendly.

On the other hand, the entrance seemed very dark and closed in as if the building didn't have enough space. This doesn't reflect the **Valencian lifestyle of openness**. **My building will therefore have a more open, entrance.**



Entrance *

Buildings at Universitat Politècnica de Valencia



<< This is going to be the new building of medicine. It has a **façade of squares** similar to the one in Simmons Hall which blocks out the **sun** in summer and lets it shine in deeply in winter. However the use of alternative squares makes it look more **open** and **playful**, making it seem less like a cage.

The building for architecture is fairly square however the use of colourful, **polymer** plaques makes it seem **bright** and >> **playful**.

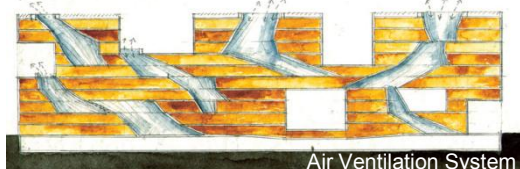
From looking at the buildings at one of the Universities, (all designed by Valencian architecture students) I have noticed the **playful and open nature of Valencia** and how it is reflected in the architecture. **My building will therefore reflect this lifestyle and seem as open and welcoming as possible.**



Simmons Hall MIT, Cambridge, USA



Front View *



Air Ventilation System *

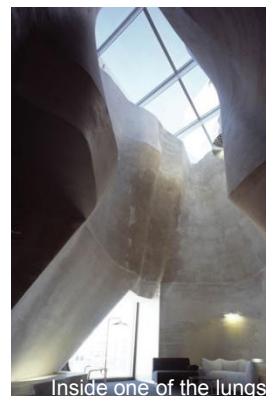
Architecture: Steven Holl

Dimensions: 116m length, 10 stories high

Dormitories & Facilities: 350 rooms, 125 seat theatre, night café, canteen, lounges, self-catering, some in-suite bathrooms and public bathrooms, fitness centre, ICT room

Analysis: What is unusual about this building is the way it uses **natural-shaped holes** (called lungs) throughout the building to **ventilate**. These holes are equipped with fans powered through solar cells on the roof of the building. The **windows** are also **inset**, keeping out the sun in summer and letting it shine deeply in winter, reducing the need for **air conditioning**.

Problems with the building however are that the lungs make moving around difficult. Halls and floors are **not well joined** and more than often, students have to take a long walk to get from one point to another. The steel structure also creates a **faraday cage**, reducing wireless communication.



Inside one of the lungs *

This section has helped me... find ideas for my project and information on the lifestyle of university students in Valencia. I now know to make my building open and welcoming and have noticed the importance of the sun in Spanish buildings. I've also found out about how the spaces are distributed in a university hall and so have a better idea of how big each room has to be.

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Existing Models



Whitewashed Model

Project: Lime and Limpid Green (House for 2009 wallpaper architects directory)

Architect: Antonino Cardillo

Scale: 1:100

Materials: Man-made woods (MDF and plywood)

Analysis: Antonino Cardillo usually uses **CAD drawings** of his buildings instead of modelling. One of his few models, the Lime and Limpid Green project, is very **simplistic** and **doesn't seek to be realistic**. Cardillo concentrates on conveying the **shapes** of the building. The building process would have been quick due to the use of only **one material** and the softness of the wood. In terms of green design, this model is very ecological due to the use of **man-made woods**, made of recycled pieces which can be recycled again once the model is no longer needed. It also uses no varnishes, making it completely **toxic free**.

My model will use only one colour spectrum and I will try to use as little variety of materials as possible.



Model of Lime and Limpid Green



MapaPoetic

Project: MapaPoetic (Cloud 9)

Architect: Enric Ruiz-Geli

Scale: 1:500

Materials: Plastic

Analysis: Like Cardillo's model, this one is made of only **one material**, **one colour** and uses **no adhesives**. The trees have no intent of looking realistic and actually resemble a cloud, the trademark of the organisation, making it look **abstract**. The manufacturing process requires **machinery** and processing.

My model will also have greenery however I find these should not be made to look fake. I like however the way the building is only white as it makes it look pure and clean.



Separate pieces for the MapaPoetic

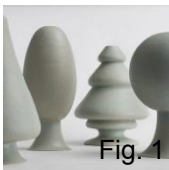


Fig. 1



Fig. 2



Fig. 3

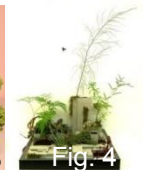


Fig. 4



Mediatic



Mediatic with internal lights

Project: Mediatic

Architect: Enric Ruiz-Geli

Scale: 1:100

Materials: Aluminium, Plastics

Analysis: Ruiz-Geli uses **one spectrum of colour** and **two materials** to represent his project, keeping everything apparently simplistic however much **more detail** has been added to this model than Antonino Cardillo's. He pays a lot of attention to the **structure of the building** and how it works. A detail I find helps a lot to the onlooker is the addition of **mannequins**. This helps a person visualise the space in terms of size and anthropometrics much better, making it seem more like a building and less like a sculpture.

My model will therefore include a reference object such as mannequins or trees to help people visualise my building.

Project: Terrarium Typeface

Artist: Luminatii

Materials: Wood, Soil, Sand, Moss, PMMA

Analysis: This artist was inspired by architecture and philosophy to create this font. I find the style she uses for this represents the **aesthetics** I would like to achieve. It combines the **simplicity** and **pureness of modern architecture** with the **green mentality** in a harmonious way.

Luminatii uses **moss** for the greenery. Even though it's a material found in abundance in northern climates, it does not exist in Valencia. I will therefore look for a **similar alternative**.



These are alternatives for model trees found in architecture. Fig. 1 & 2 are examples of **abstract looking models**. The first is very playful while the second plays with light. Both do not seem very natural. Fig. 3 uses a plastic tree. These would have to be **bought in components** which are very **expensive** and the quality feeling given by it is not appealing. Fig. 4 uses pieces of **real plants**. I find this one the best alternative since it makes the model seem of higher quality and environmentally friendly.

This section has helped me... explore ways in which I can make my model. I now know what materials to explore as well as what scale would be the most appropriate. The aesthetics of my model are also clear to me now. I will make the building white and use greenery for the rest.

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Questionnaire



University Hall Questionnaire

A residence for university students in Valencia is being developed. Please answer the questions by ticking the box where required. All information will be kept confidential.

1. In what type of residence do you currently live?

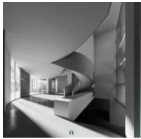
- ☐ At home with parents or tutor
- ☐ In an apartment (independently or with a flat mate)
- ☐ In a university hall
- ☐ Other (please specify): _____

2. What facilities would you expect in a residence? (Please choose one or more)

- ☐ Library
- ☐ Multimedia Room
- ☐ Band Practice Rooms
- ☐ Canteen
- ☐ Sports facilities
- ☐ Other (please specify): _____
- ☐ Relaxation Room
- ☐ Internet Access
- ☐ Clubs
- ☐ Cafeteria
- ☐ Social Room

3. What room do you find most inspiring?

☐



☐



☐



4. In what area of Valencia do you usually go out? (Please choose one or more)

- ☐ El Carmen
- ☐ Cánovas
- ☐ Blasco Ibañez
- ☐ Other (please specify): _____

5. What transportation material do you usually take?

- ☐ Personal Car/Motorcycle
- ☐ Bicycle
- ☐ None (walking)
- ☐ Other (please specify): _____
- ☐ Metro
- ☐ Bus
- ☐ Taxi

6. Do you work?

- ☐ Yes
- ☐ No

7. What is your source of finance for university?

- ☐ Parents
- ☐ Bank loan
- ☐ Personal
- ☐ Scholarship

Thank you for your time.

Function of Questions

Q1 will show me the **current state** of university students in Valencia.

Q2 will help me decide on the **function** of the building due to target market choice.

Q3 will determine **trends** and show me which one of Antonino Cardilo's style's would be more appreciated.

Q4 will help me on the **demographics** of the building.

Q5 will also help me on the **demographics** as well as to decide weather or not a **parking** would be needed.

Q6 will help me find out more about the **lifestyle** of university students and what relationship they will have to the residence.

Q7 will show me their **source of finance** to therefore determine their budget.

Distribution

I will **translate** this questionnaire into **Spanish** and go to the **canteen** of the Medicine, Philosophy and Economics buildings and **hand out** the questionnaires to **university students**. My goal is to get **30-50 responses**.

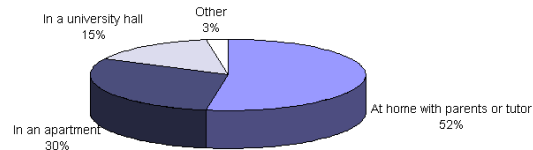
I will also hand a **slightly edited version** to the **sixth form** of my school, considering most will also go onto being students at this university.

This section has helped me... shape a questionnaire to find the information I need. I also have a clear idea now of how I will distribute my questionnaire.

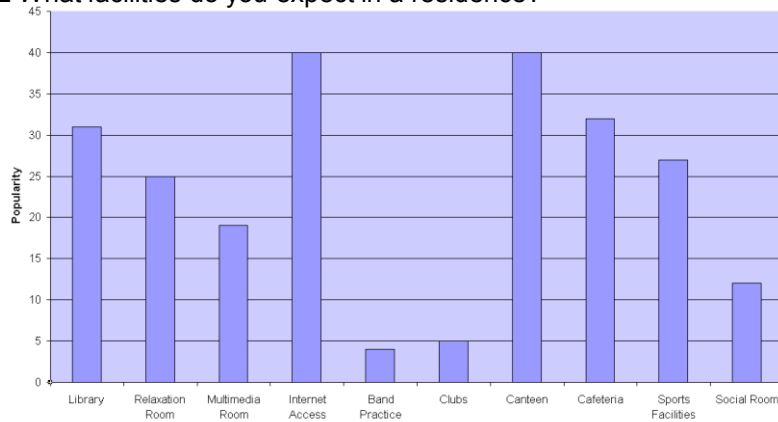
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Analysis of Questionnaire

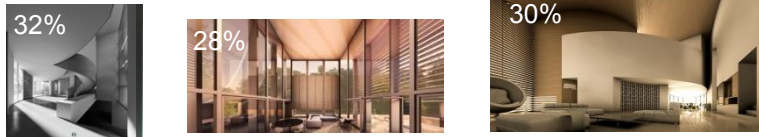
Q1 In what type of residence do you currently live?



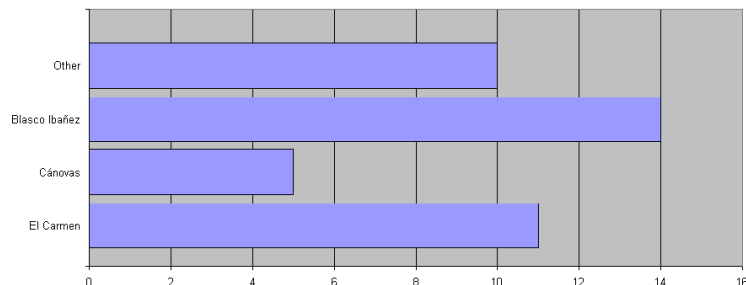
Q2 What facilities do you expect in a residence?



Q3 What room do you find most inspiring?



Q4 In what area of Valencia do you usually go out?



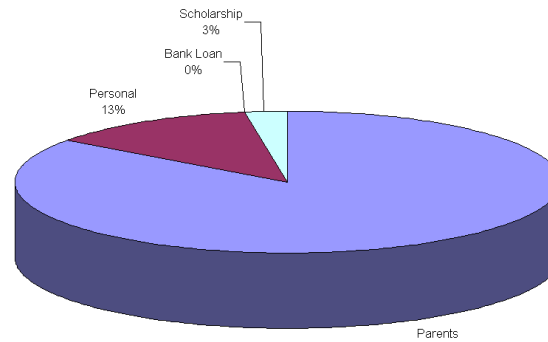
Q5 What transportation material do you usually take?

None
Metro
Bicycle
Personal car/motorcycle
Bus
Taxi
Other

Q6 Do you work?

Yes- 40% No – 60%

Q7 What is your source of finance for university?



I collected 40 questionnaires. 10 of which were of 6th form students and the other 30 of current university students, most in their 3rd year of study.

Analysis

Q1 shows that most students **live at home** or in an **apartment**. The low rate of university hall residents shows that either: 1. There are **not enough university halls** or room for students. 2. The idea of uni halls are **not promoted** by the university. 3. It is not in the **Valencian tradition** to go to a university hall.

Q2 has helped me get an idea of what **facilities** must be present in my building in respect to the demand of the students. There were 6 that suggested a parking area.

Q3 **wasn't very successful** as the answers were **very diverse**. This is maybe mainly because Cardillo's style doesn't alter much from one to the other

Q4 has helped me find an other area I had not considered before. This is **"El Puerto"**, Valencia's coastline.

Q5 helped me find that students often enjoy **walking** to places or take the **metro**. There was a tight match between bicycles and personal transport. I should consider adding a **parking area**.

Q6 shows that it is **not common** for university students to **work**.

Q7 shows that it is common in Valencia for **parents to pay university expenses**. When combined with Q6 it shows that a fair part of students also have **extra money** for themselves.

This section has helped me... visualise the results of my questionnaire and draw conclusions from them. Now I have a better idea as to what students wish for.

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Interview

Interview with Architect, K. de Canha

1. What stages must an architect go through to put a project in action?

Architects will work through different processes to implement a project depending on the requirements. However, the following processes outline the framework within an architect would work to take a project from inception to completion:

- ° **Client contact** to determine the situation, requirement brief and budget.
- ° **Analysis** of the brief and **research** into the specific requirements of the client, **site restrictions** and building **bylaws**.
- ° The production of **initial scheme design** for presentation to client. Development and adjustments of the design to meet with **client approval**.
- ° Consultation with **engineers** and quantity surveyors to begin to **develop structural information** and schedules of materials and finishes.
- ° Coordination of professionals to develop **working drawings** and **statutory documents** required for planning permission.
- ° **Submission** of statutory documents for **approval**.
- ° Preparation of **tender documents** and administration of tender process.
- ° Collaboration with **contractors and subcontractors** on site and the coordination and chairing of **site meetings** with consulting professionals.
- ° Site inspection and **quality control**.
- ° **Project hand-over** to client and development of **maintenance schedules**.

2. In your opinion, what is the hardest stage of a project?

3. What stage do find the most enjoyable?

Often the most challenging and yet the most exciting and enjoyable part of the process is to try to **capture the essence** of what the client has in their minds and then to **create** this, in a built form.

4. In general, what is the importance of law in the making and designing of a building?

In a society, where people strive to **coexist in harmony**, laws are **essential**, as they promote equity and justice, safety and sustainability. In the designing and making of a building, laws are of primary importance. They ensure that buildings are positioned according to an **urban masterplan** and that the building is attractive, safe, accessible, useful and ecological. Building plans are subjected to **rigorous scrutiny** before they are approved to ensure that building bylaws are being respected.

5. What materials have you found are the most successful in architecture/model making?

The purpose of an architectural model is to give the designers, clients and consumers a **realistic image** of the building so that they can **visualise the final design** more clearly and quite possibly **detect areas that could be improved upon**, that were not immediately discernable on plan. Thus the nature of a model is **temporary** and often **functional**. For this reason, materials that are **easy to work with** and **economical**, are probably the most effective. Materials such as **foam board**, **cardboard**, **card**, **paper** and **acetate** are commonly used in model making. Other materials such as **wire**, **plastic sheeting**, **aluminium sheeting** and **perspex** can also be used to accentuate specific areas or to create details such as windows or trees. The secret is to **be innovative** with materials and to experiment. (I have seen an architectural model made out of cake!)

6. Is there any preferred size/scale in model making?

Yes, a practical size. A model need to be functional and **fit through doors into cars** and be able to be **carried around by a person** without too much difficulty. Size would also be determined by the standard **fiberboard sizes**, for example. Often, urban planning models are to a scale of 1:1000 or 1:500, and architectural models are usually to **1:200** or **1:100**. But this is by no means definitive and depends on what needs to be shown.

7. How much detail should a model show?

Again this **depends on the purpose** of the model. There are some models that are very detailed and even have **furniture and functioning lights** in them and others that merely give an **indication of the form** of the building.

8. What is the role of sustainable design in architecture?

Sustainability is essential in space and building design because of the long term nature of buildings. Buildings must have an **extended lifecycle** to make them commercially and environmentally viable, therefore, not only must the design of the building be sustainable and able to **move through trends** and **architectural fashions** without seeming to date, but the materials used in buildings must be able to weather efficiently so that the building remains useful.

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Interview

9. Are there any projects that have especially captured your attention? Why?

Urban reconstruction and revitalisation projects always catch my attention because they serve such a positive cultural and community purpose in keeping cities alive. The urban reconstruction designed for the Olympics in Barcelona, in Berlin after the demolition of the Berlin wall, in Cardiff to develop the docklands and in Paris as a continuation of the grand La Defence development, have all been remarkably successful in curbing the urban sprawl that threatens many new world cities. These developments and many others are our childrens' heritage and our gift to future generations.

10. How much do you think the government will be offering to invest in a university hall?

Often, the funding for university buildings and residences comes from corporate sponsorships or private grants. So, it may be, for example, that Porcelanosa Ceramics provides the funding for a hall of residence for the Engineering and Architecture departments that will then carry the company name. This would benefit Porcelanosa as costs would be offset from tax payments, it would be great publicity as they would be able to display many of their latest products and they are investing in the future generation of engineers and architects that are likely to specify their products in construction work over the next few decades. Building costs are generally calculated per built and finished square metre. A building of this nature would cost between 1250 and 1500 per square metre.

11. In terms of architecture what strikes you the most about Valencia?

Architecturally, Valencia is a city of contrasts. There are thousands of buildings in Valencia that have no architectural value at all. Faceless and non descript buildings that merely serve the function that they have been constructed for. Many of these buildings provide a very poor quality of life for the people living or working in them. On the other hand, there are certain zones of the city that explode with innovation and beauty, where one of the primary functions of the buildings is to be impressive architecture. This contrast strikes me as being primarily concerned with image and lacking balance. If the spaces we, as architects and urban designers created for society were beautiful and uplifted the quality of life of the population, the whole city would emanate a sense of serenity and equilibrium and there would be no requirement to create pockets of "Sunday best" type architecture.

12. What do you think is the future of architecture?

Innovation. At all scales, innovation is key to the development of the profession. From city planning to material development, innovation will lead to further sustainability of the built environment, less impact on the resources of the earth and a more positive experience for the users of the buildings. Architecture is all about people and the creation of an environment in which people can thrive and be productive and content. There is still plenty innovating to be done before this objective is met for all.

This section has helped me... understand the importance of my project in a professional point of view. The interview helped me find out information on stages of production and things I must consider, possible materials, scale and Valencia in terms of architecture. I've found out that I need to find out more information on bylaws.

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Market Profile

Consumer Profile

Who is my consumer?

University students and a few visitors.

What are they interested in?

- ° Future prospects
- ° University life

Education

Each university student has a different and flexible timetable. There are only a few classes a week and most of the time is spent doing extracurricular activities or studying.

Work

Some students decide to take up a job however this is not too common.

Leisure

University Students enjoy extracurricular activities and hobbies and are often found practicing these on campus grounds during week days. On weekends, they enjoy going out at night to clubs and bars.

Finance

Most students are financed through their parents.

How my building will respond to this?

My building will have rooms that satisfy all of a university students lifestyle so that transportation will be required the least possible. All rooms will therefore have a good working area and I'll include a library and ICT room to facilitate studying. A theatre room for seminars and events will also be featured.

Spaces for leisure activities such as a gym, music rooms, photography lab, ect. will be included as well as a relaxation room and social room for party events.

The cost of living in the university hall will be at an average and made affordable to students that are self financed.

Trend Forecast

Natural designs with emphasis on ecology and minimalism.

Customer Profile

Who is my customer?

La Generalitat Valenciana (the Valencian Government) and/or a private company like RESA.

What are they interested in?

- ° Profit and money
- ° Boosting the economy of Valencia

What is their relationship to my project?

My customer will be interested in my model in terms of:

- ° The functionality of my project
- ° The cost of my project
- ° The aesthetics and style
- ° The incorporation of sustainable design

How will my building respond to this?

My building will have a developed and practical functionality that would bring a positive effect on the city.

The cost of my building will be kept at a healthy minimum however with its functionality, it will be made as a source of finance.

Its aesthetics and sustainable design will be advanced as to attract intellectuals that will boost the economy.

The sustainability of my building will also make the running of the university hall cheap, increasing the profit.

How will my project respond to this?

My model will be at an appropriate scale to be able to observe all these features.

This section has helped me... have a clear idea of who my consumer and who my customer is and what their interests are. This will help me shape my building and model and make it as practical as possible.

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Demographics



- 1 – Universitat Politècnica de València
- 2 – Universitat de Valencia
- 3 – El Carmen
- 4 – Cánovas
- 5 – Blasco Ibañez
- 6 – Nearby Metro Station
- 7 – Old Mestalla
- 8 – Empty Site
- 9 – El Puerto



Air view of the Mestalla

Site 1 (7) – Old Mestalla

Dimensions: 150 x 130 m (19500 m²) not including parking lot

History: Upon the decision to build a new football pitch, the old one is going to be demolished. What it shall be replaced with is still being discussed.

Advantages: It is within a short walking distance or bicycle ride from both universities; It is in the centre of Valencia meaning its close to all “going-out” areas; It has a metro station next door, making it easy to move around; The site is very big meaning there will be more than enough room for all facilities and extra green-space; It has an incorporated parking lot; The main road is nearby making transportation of materials will be easy and not affect the lifestyle of citizens.

Disadvantages: Increased competition for site therefore land might be more expensive.



Site 2 (8) – Empty Site

Dimensions: 120 x 100 m (12000 m²)

History: This site and its surroundings used to be orange fields until they decided to expand the university.

Advantages: It is within a short walking distance from one university; It has a street-car station nearby, connecting it with the upper side of Valencia; The site is fairly big meaning there will be more than enough room for all facilities and extra green-space.

Disadvantages: It is not close enough to all universities; It is at a far distance from all “going-out” areas; It is not well connected to the centre of Valencia; It has no incorporated parking lot or parking space nearby.



This section has helped me... locate free land and evaluate the best spot for my building. I have come to the conclusion that the location of the old football pitch (Mestalla) is the best place.

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Material Research

Building

Concrete

Physical properties

- ° Great compression strength
- ° Brittle
- ° Tough
- ° Durable
- ° Easy to work with

Aesthetics

- ° Can be coloured
- ° Slightly textured

Suitable Replacements: Cardboard, Plywood, Sandpaper



Glulam

Physical properties

- ° Strong
- ° Durable
- ° Easy to work with
- ° Great insulator

Aesthetics

- ° Textured
- ° Luxurious look

Suitable Replacements: Plywood, Flexwood



Ceramics

Physical properties

- ° Tough
- ° Great insulator
- ° Resistant to chemicals
- ° Durable

Aesthetics

- ° Can be any colour
- ° Can be any texture

Suitable Replacements: Cardboard, Sandpaper



Glass

Physical properties

- ° Brittle
- ° Hard

Aesthetics

- ° Transparent
- Suitable Replacements: Polyethelene, Perspex*

Model

Cardboard

Physical properties

- ° Malleable
- ° Recyclable
- ° Easy to work with
- ° Cheap

Aesthetics

- ° Can be coloured
- ° Smooth surface



Plywood

Physical properties

- ° Tough
- ° Recyclable
- ° Easy to work with

Aesthetics

- ° Can be coloured
- ° Textured



Sandpaper

Physical properties

- ° Malleable
- ° Recyclable
- ° Hard
- ° Easy to work with

Aesthetics

- ° Textured
- ° Can be coloured



PMMA

Physical properties

- ° Stiff
- ° Tough
- ° Recyclable

Aesthetics

- ° Transparent

Foam Paper

Physical properties

- ° Light
- ° Easy to work with
- ° Recyclable

Aesthetics

- ° Can be coloured
- ° Cheap



Flexwood

Physical properties

- ° Flexible
- ° Recyclable
- ° Easy to work with

Aesthetics

- ° Textured



Polystyrene

Physical properties

- ° Light
- ° Easy to work with
- ° Recyclable

Aesthetics

- ° Textured
- ° Can be coloured
- ° Cheap



Polyethylene

Physical properties

- ° Tough
- ° Malleable
- ° Recyclable
- ° Resistant to moisture

Aesthetics

- ° Professional look
- ° Can be transparent

This section has helped me... analyse the best materials suitable in the making of my model in terms of physical properties, cost and the similarity in aesthetics. I have found that cardboard and foamboard are the most suitable for walls and polyethylene for windows and glass structures.

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Sustainable Design

Building

Energy Efficiency

My building needs to waste as little amount of energy as possible. Ways of doing this are:

- **Insulating** the building (walls and windows)
- **Facing** constantly inhabited rooms (bedrooms, relaxation rooms, library) towards the **south** due to the path of the sun rays and using **protruding wings**. This will reduce the amount of energy used in heating and cooling since the sun will shine deeply and heat up the rooms in winter and stay away in summer.
- Make sure there are **no still air pockets** in the building to facilitate **natural ventilation**, there being air currents for hot air to escape in summer and cold air to reduce in winter.
- Valencia suffers from **heat waves** from the south and west in summer and cold air from the north in winter however, due to its proximity to the **sea**, **fresh wind** blows from the east in summer. Therefore I will place **deciduous trees** near the south and leave the **east open** for currents.
- Because Valencia is situated in a **hotter climate**, the main energy loss is produced by cool air conditioning. A way to reduce the amount of hot air is to make the building the **least stories tall possible** to increase the **surface area** from which heat can escape.
- By planting **greenery on the roof** of the building, I could effectively **insulate** the hot air in winter and keep the building **cool** in summer due to the moistness of the earth and the shade produced by the leaves.

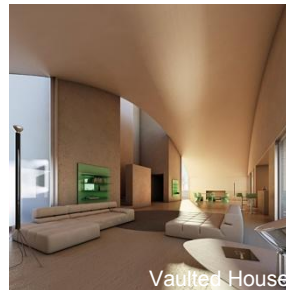
Energy Production

The energy used in my building needs to be as self sufficient and green as possible. Ways of doing this are:

- Due to Valencia having a **sunny climate** all year round, it would be perfect for using the alternative energy source of light. **Solar panels** can be installed in my building.
- The water heating and cooling system for my building can be **geothermal** since Valencia is a non-temperate climate and underground is where temperature is kept most constant. The land in which I'm planning to construct also already has **underground veins**. Installing this would be cheap and reduce energy consumption effectively.

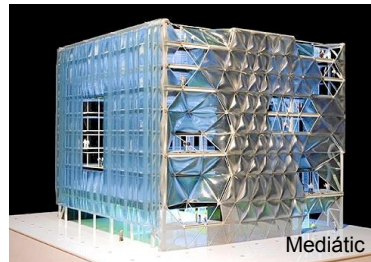
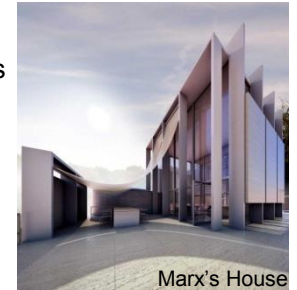


This building, situated near the university, is a perfect example of the **use of greenery** in the **regulation of energy efficiency**. It doesn't only have an appealing aesthetics but also insulates it in winter and cools it in summer.

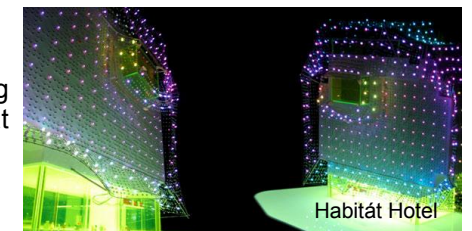


Antonino Cardillo uses **protruding wings** to guard off the sun. **Cloth** is used for some, making it **aesthetically appealing** as well as **movable**. >>

<< In his Vaulted House, instead of using wings, he uses two **window strips** at either end **facing south**. Manipulating the light. In order to not make the building completely dark, he used **translucent glass**, which lets light shine but not heat.



This is a model of a block of offices being built in Barcelona, Spain. It **saves 75% of energy** and the system it uses is **light-sensitive cushions** that work like a skin. They cover the building when the sun is shining strongly and open to let in more light when it's cloudy. This **digital system** is efficient in a **public building** where no one really knows who should control the shades. I could implement this system in my own building.



The Hotel, Habitat Hotel de l'Hospitalet, in Barcelona uses **light to produce energy**. Depending on how much energy is absorbed during the day, at night, **LED's will give off a different colour at night**. More than it being energy efficient, it is a way to **attract attention** from citizens and customers and making them **environmentally aware**.

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Sustainable Design

Building

Materials & Manufacture

The materials used in the making of the building need to contaminate as little as possible throughout the manufacture. Possible materials used could be:

- ° **Recycled materials** could be used as an alternative such as reusing concrete, steel and polymers found in the football pitch that currently inhabits the land.
- ° **Roman Self-Healing Concrete** – this material was used as far back as by the Romans and its manufacture produces significantly less CO2 than other concrete.
- ° **Ceramics** from **Porcelanosa** could be used for the building. Porcelanosa is a company found nearby who specialises in tile. Its manufacturing process is eco-friendly as I observed on my trip to their factory. They have **recycled tile** (Ston-ker® Ecologic) and the transportation would be cheap and produce **no carbon footprint** due to the proximity of the factory.
- ° **Tile** is also one of the most **environmentally friendly** materials in the construction market and can also be made to **look like** any other material (wood, paper, stone, ect) This opens doors to many design abilities while still keeping it green.
- ° **Insulating materials** should be of **low VOS** (like recycled denim or cellulose insulation) as high concentrations are bad for the environment and health.

Workers and Society

The making of my building as well as the functionality of it should have a positive impact on its surroundings. Ways of doing this are:

- ° Employing **local workers** in the making of this project will improve the life of these and help the economy flow.
- ° The completed building will also provide **job opportunities** for citizens of Valencia as well as act as an opening door for **cultural diversity**, helping the community grow.

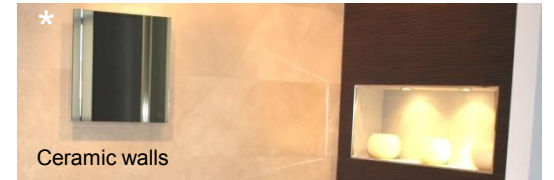


Dotted Walls *



Flooring imitating wood *

These are photographs of tile I found at the Porcelanosa factory. Due to **the flexible aesthetics** of ceramics, many different styles could be achieved. The parts could be made to **imitate many materials** and **parts could be cut** to satisfy any shape. I was a bit worried about the **insulating capacity** of ceramics but upon walking on the tiled floor, I found it was quite a good insulator and through the use of different colours could also give a **feeling of warmth**.



Ceramic walls *



Wall imitating bamboo *



My class and I at Porcelanosa *

On our guided trip through the factory, I observed how the company used **techniques** to keep the process as **environmentally friendly** as possible such as **cleaning and reusing water**, **recycling** all waste materials and having many **quality control checks**.

This section has helped me... explore ways in which I can improve my building in terms of sustainable architecture. I now know exactly what materials to use and how my design has to be planned out to make it as environmentally friendly as possible.

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Sustainable Design

Model

Materials

The raw materials used for my product need to be extracted in an ecological way or have been recycled. Possible ways of acquiring these materials would be:

- ° Cardboard is a waste material in many grocery stores and transportation. Recently I have moved houses and have many empty cardboard boxes. I could use these or ask grocery stores for them should I run out. Not only would this be environmentally friendly but I'd also be getting material for free.
- ° Plywood is already a recycled material. It can be found in any creative shop at cheap prices however the size of these might be too big for a small model, making it uncomfortable to work with therefore I will go to woodworking factories in the outskirts of Valencia and ask for waste pieces.
- ° In terms of adhesives I will look out for Green-Guard Certified glue.
- ° Polymers used in my model such as polyethylene or PMMA can be made of recycled plastics however the availability of recycled plastic in my area is rare meaning I will have to search shops in Valencia that have this material available.

Manufacture

The manufacturing of my product needs to contaminate the least possible Ways of doing this would be:

- ° When using machinery, reduce the manufacturing process to one step only. Otherwise try to keep steer away from using contaminating processes.
- ° For the varnishing and painting of my model, I will use green certified paints such as Colores de la Tierra by the company Burguer. I used these paints before and I have found they're easy to work with, of high quality, cost as much as any other paint and contaminates significantly less in terms of chemicals used.
- ° I will also steer away from spray paint since these are contaminating.

Use

My finished model needs to have the least negative impact on its environment as possible. Ways of doing this would be:

- ° Use materials, paints and varnishes that do not emit any toxic chemicals.

Disposal

My model needs to follow a cradle-to-cradle cycle. In order to follow this, it should:

- ° Be made of materials that can be recycled such as cardboard, wood and thermoplastic polymers.
- ° Different materials should be made easy to take apart. For this, I will use joining methods instead of adhesives where possible.



A green roof, project by Enric Ruiz-Geli

This section has helped me... find ways in which I can make my model environmentally friendly. I now know exactly what materials to use and where to get them.

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Anthropometrics/Ergonomics

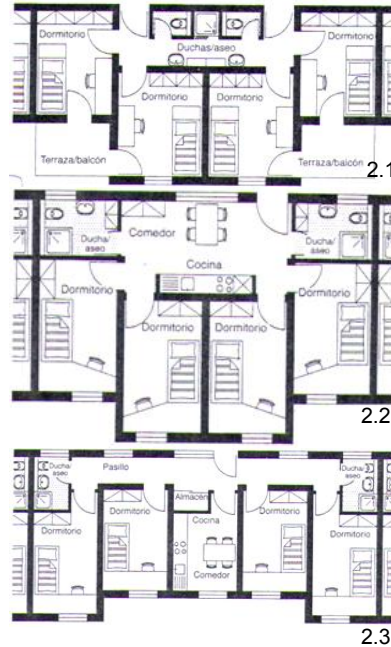
Dormitories

<< Here are various possibilities for **single en-suit bedrooms**.

1.1 is very **private** since it has an incorporated kitchen and bathroom. This might make the **entrance** seem a bit **crowded** however I will not close preferences for people and include this one in my design.

1.2 I find is the most **efficient**. Two people share a kitchen and a bathroom. The spaces are evened out and **practical**. I would however place the table under the window and the bed adjacent to it.

1.3 is the **standard**, most common found dormitory. Spaces are **practical** and rooms are **private**.

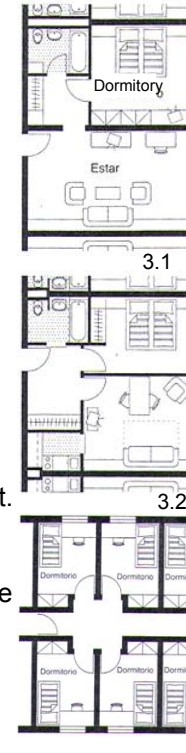


<< Here are different possibilities for **four room dormitories** with **incorporated** bathrooms and kitchens.

In 2.1, each room has a shared terrace. I find however, this arrange is rather **crowded** and most tables do not have sufficient **light**.

2.2 is arranged in a better way. The dormitories get enough **light** if faced south however the kitchen does not. A **translucent pane** could be added in this spot.

2.3 doesn't have a good rearrangement of space. The kitchen might get more light but the extra hall is a **waste of space**.



<< Here are two different possible **suits** for teachers or students willing to pay more.

3.1 has an incorporated bathroom. The study and living-room are joined together. It might be better to separate the two to avoid **distractions**. A drawback of this design is that it has **no kitchen**.

3.2 has a kitchen however again, study and leisure should be **separated** into two different rooms.

<< 4.1 shows a more **practical** way of combining four dormitories with a shared bathroom and kitchen. This gives more of a feeling of **togetherness** and spaces are more **easily distributed**.

Greenery and Solar Panels

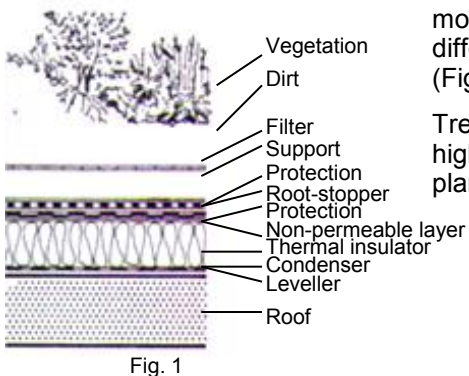


Fig. 1

Green roofing is mounted on **layers** of different materials. (Fig. 1)

Trees need to be on a higher level than other plants. (Fig. 2)

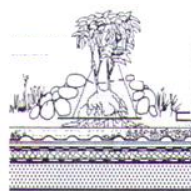


Fig. 2

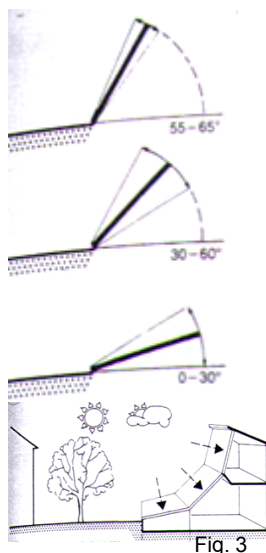


Fig. 3

To optimise the efficiency of solar panels, they need to be **facing south**, at 55-65° from the horizontal in winter, 30-60° in autumn and spring and 0-30° in summer as shown on Fig. 3.

Other Considerations

Stairs need to be a **width of 1.25m** for two people to pass through.

Elevators need to be **1.40m deep** and **1.10m wide** for a wheelchair to fit well.

This section has helped me... explore possible options for sizes and combinations of bedrooms as well as laws and dimensions to include the 95th percentile. These are some examples found in Neufert Architect's Data: Third Edition.

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By-Laws



Residences

Dormitories must...

- ...have a minimum usable area of 8m²
- ...be at least 2m wide with a height of at least 2.4m
- ...have windows at least 1/10th the area of the wall.

The building...

- ...cannot have dangerous areas or disturb others.
 - ° Balconies must have fences of at least 70m.
 - ° All materials used need to have been considered safe by European legislations.
 - ° The building itself cannot contaminate.
 - ° Music rooms must be sound insulated.
 - ° The building cannot block the view of neighboring buildings.
- ...must have safety measures.
 - ° Each floor needs to have at least 2 exits to be used in emergency.
 - ° Each floor needs to have a fire extinguisher.
 - ° The building must have an infirmary.
- ...has to consider the 50th percentile.
 - ° Each room has to be accessible by people in wheelchairs.
- ...has to be sustainable.
 - ° Rooms have to be thermally insulated.
 - ° Energy consumption must be efficient.
 - ° It must promote the use of green energy.

Manufacturing...

- ...must be made with the appropriate safety measures.
 - ° Workplace must be hygienic.
 - ° Nets have to be placed to protect from falling objects.
 - ° All materials need to be labeled.
 - ° Workers need to be informed and properly trained.
- ...must be done by paid workers.

How does this affect the design of my building?

My building must meet all these requirements in order to be safe, sustainable and legal. Therefore when I develop my final design I must mark it against these points.



GENERALITAT
VALENCIANA

This section has helped me... explore European, Spanish and Valencian laws and safety legislations on architecture that affect the design of my building. This will be very useful for my design development.

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Mood Board



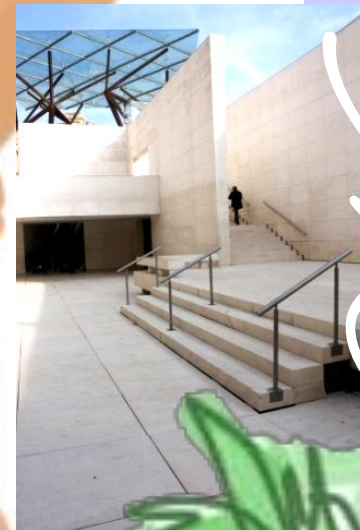
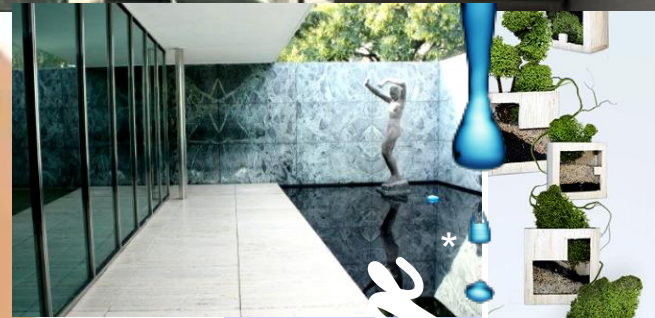
Sound



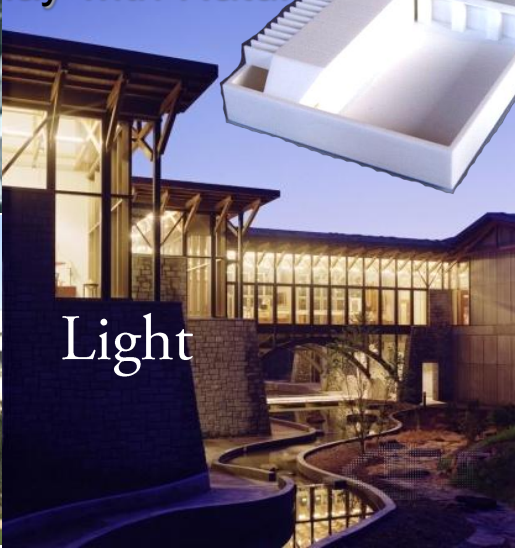
Nature



MINIMALISM



Water



Light



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Research Analysis

THEME	WHAT I WANTED TO FIND OUT	HAVE I FOUND IT?	SUMMARY OF INFORMATION	EVALUATION
ANTONINO CARDILLO	What is Antonino Cardillo's underlying style? What forms and shapes does he use?	YES	Minimalist straight lines and curves.	The visual analysis of his work was helpful to determine aesthetics and materials. It was also very motivational.
	What is his inspiration?	YES	Nature, ancient roman architecture, Ludwig Mies van der Rohe	This helped me understand Cardillo as an architect and to develop a mood board more originally, without repeating his old styles.
	What is the main emphasis on his work?	YES	Play with nature	I included this question when researching the first as it is similar.
EXISTING PRODUCTS	How do current university halls work and where are they situated?	YES	Valencian halls have all the services needed to be independent.	This was the most useful of all research. It helped me understand Valencian lifestyle and gain ideas for my building.
	What would be the most appropriate materials?	YES	Card, Perspex (Model); Concrete, Glass (Building)	This helped me gain creative ideas for ways in which I could make my model.
QUESTIONNAIRE	What would a university student expect in his/her residence?	YES	Mainly: Internet Access, Canteen, Cafeteria, Library	This gave me an idea of what students would expect in their residence. The results were as I had expected.
	What styles are students inspired by?	YES	Too varied.	The results to this question were vary varied. A more open ended question would have been more appropriate.
	Under what circumstances do students currently live and what is their lifestyle?	YES	Most live and are dependant on their parents.	This helped me find what would be needed in the building.
	What would be the most practical place to situate the hall?	YES	At the old Mestalla.	This question was very successful and well answered. I now know exactly were to situate the hall.
INTERVIEW	What would be the most appropriate materials?	YES	Lightweight materials but be innovative.	Helped motivate me into being creative however could have made more use of this resource to ask technicalities.
	Is there any sort of preference for model making in people interested in my project?	YES	1:100 to 1:400 depending on size	This professional information helped me decide on sizes for my project.
	How much is the government and investors willing to pay for a project?	YES	About 1500 per square metre.	This was useful to visualise the cost but not relevant.
	What are the legal safety measures set by law?	YES	(See p. 25)	This pushed me to look further into law and check the legality of my design.

UNI HALL

Research Analysis

THEME	WHAT I WANTED TO FIND OUT	HAVE I FOUND IT?	SUMMARY OF INFORMATION	EVALUATION
MARKET PROFILE	What are my consumer and customer like from the information that I've found?	YES	Consumers enjoy recreational activities. Customers are profit-based.	I did more research into this than I had initially intended because I found the project needed more emphasis on the consumer.
DEMOGRAPHICS	What would be the most practical place to situate the hall?	YES	Avenida de Aragon (old Mestalla)	This research is curtail to the design of my project and the field research will be very useful to visualise my final idea.
MATERIAL RESEARCH	What would be the most appropriate materials?	YES	Card, foamboard and PMMA	This was useful to explore ideas and possible materials however I find they would have to be tested to find a definitive decision.
SUSTAINABLE DESIGN	In what ways can I make the building sustainable?	YES	Renewable energy and energy efficiency, demographics, sustainable materials, ect.	I found lots of information on sustainability of which many gave me ideas. I had to summarise the detail and portray the most relevant to my building.
ANTHROPOMETRICS	What sizes are necessary for my building?	YES	(see p. 24)	The book I used for researching this was very useful. It had direct, precise information which made it easy to analyse.
MOOD BOARD	How can I express the style I am trying to achieve in an inspirational way?	YES	(see p. 26)	The images compiled are successful in giving a visual image of what I want to achieve.

Final Evaluation

I have **successfully** found all the information I wanted to achieve.

I **added more sections** than those in the research plan since I **found more information** and more opportunities in certain areas to investigate such as my **trip to Barcelona**, where I got to see one of Antonino Cardillo's inspirations: Ludwig Mies van der Rohe. Also, my **trip to the tile factory, Porcelanosa**, was very valuable as I got to check the sustainability of materials and how suitable tile is for my project.

Another section that I found I needed to add was a **Market Profile** as well as **By-Laws**. In the market profile I **summarised** all the **information** I had found about my consumer and my customer so I could have a **clearer overview** for the specification and making sure that my project meets my consumer needs and stays realistic. The page on by-laws I found was necessary since buildings are seriously affected by law and in order to make sure that my building is sustainable and legal is by researching by-laws.

Sections like **Sustainable Design** I have turned out to find **more valuable information I had not expected**. Modern architecture is thriving with ways to make buildings and sceneries sustainable and I found many of these were relevant to my project. Eventually though, **I had to cut down on the information** to put in my project because it covered **too much space**.

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This section has helped me... make sure I've found all the information I needed. I've also included an evaluation which explains in detail what I expected, how certain things came out differently and why this happened.

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Specification

Building

1.0 FUNCTION

- 1.1 A hosting space for 300-400 students.
- 1.2 10 luxus rooms (single or double for couples), 170 individual rooms, 50 double rooms, 10 quadruple rooms.
- 1.3 It will have a theatre, gym (two basketball/football courts, two tennis courts, one indoor swimming-pool), a library, ICT room, a relaxation room, empty rooms for clubs such as music, infirmary, laundry.

2.0 AESTHETICS

- 2.1 The building will use creamy colours and have lots of wide windows.
- 2.2 It will have a minimalist style with a play with curves and lines.
- 2.3 Materials will have a recycled look.
- 2.4 The building will look open and welcoming.
- 2.5 The design will not discriminate against cultures.

3.0 MATERIALS

- 3.1 The building will use Roman Self-Healing Concrete for bases.
- 3.2 Tile from Procelanosa will be used for flooring.
- 3.4 Glass will be used for windows, some tinted.

4.0 TARGET MARKET/VALENCIAN COMMUNITY

- 4.1 The building will be beneficial for my consumers and customers.
- 4.2 It must have a positive impact on the surrounding citizens.

5.0 COST AND FINANCE

- 5.1 It will be financed through the Generalitat Valenciana (the government of Valencia)
- 5.2 The cost of running must be less than other university halls in Valencia.

6.0 DEMOGRAPHICS

- 6.1 It will be located in the old Mestalla (Avenida de Aragón)

7.0 SUSTAINABLE DESIGN

- 7.1 The building must have green roofs and solar panels.
- 7.2 Bedrooms, social rooms and the library will be facing south, congress/theatre and the commercial area will be facing north.
- 7.3 The building will be the least stories tall possible.
- 7.4 Walls and windows will use double insulation.
- 7.5 It will use protruding wings to shade from the sun.

8.0 SAFETY

- 8.1 During manufacture it will have nets to protect people from falling objects and it will be fenced off for the security of civilians.
- 8.2 It will have fire extinguishers and fire exits on every floor.
- 8.3 It will have first aid kits.

9.0 INCLUSIVE DESIGN

- 9.1 There will be elevators big enough to hold one person in a wheel-chair.
- 9.2 The whole building will be accessible by people in wheel-chairs.

Model

1.0 FUNCTION

- 1.1 The model will be a an abstract, miniature representation of the building, viewed from the outside.

2.0 AESTHETICS

- 2.1 The building will be made of white and soft colours.
- 2.2 It will use vegetation.

3.0 MATERIALS

- 3.1 I will use foamboard, paint, and vegetation.

4.0 TARGET MARKET/VALENCIAN COMMUNITY

- 4.1 The model must show general aesthetics and the incorporation of sustainable design.

5.0 COST AND FINANCE

- 5.1 The financial budget will come from me.
- 5.2 It must not cost more than €50.

6.0 SIZE AND SCALE

- 6.1 The model must be between a scale of 1:200 to 1:500.

7.0 SUSTAINABLE DESIGN

- 7.1 I will use environmentally friendly certified paints.
- 7.2 I will use recycled foamboard.
- 7.3 I will use joining methods instead of using adhesives wherever possible.

8.0 SAFETY

- 8.1 The model will have a safety margin.
- 8.2 There will be no sharp edges.

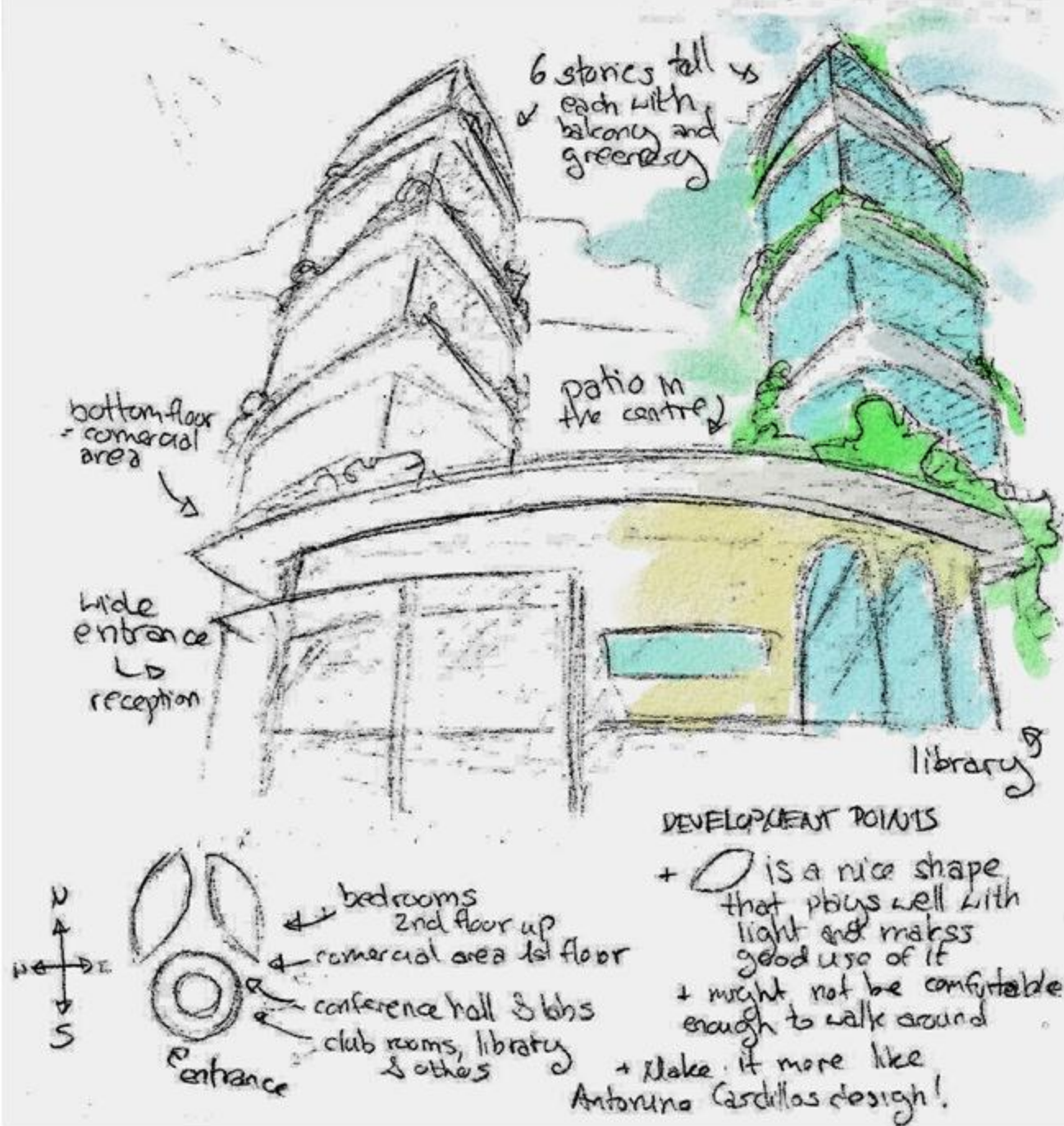
9.0 INCLUSIVE DESIGN

- 9.1 The model must have enough size as to not cause eye-strain.
- 9.2 It will be placed at a height that will be easily visualised by people in wheel-chairs.

This section has helped me... state clearly what is required in my project. I will evaluate and develop my ideas according to this specification and will later on test my finished project against these points. All points of the specification have been determined by my previous research.

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Idea 1

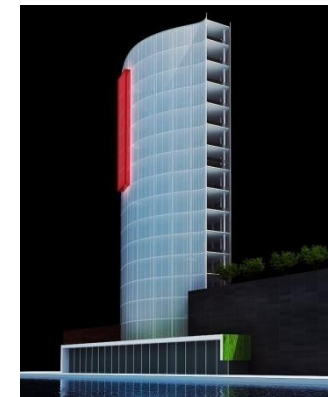


The buildings look too separate and **unconnected** with each other and therefore **impractical** for accessing different parts of campus in extreme weather. There needs to be some sort of connecting factor between the buildings.

Compared with the other ideas this one is the **most alike to Antonino Cardillo's style**. Especially because of the **cream coloured concrete** and the use of **glass**. It creates the **closed in – open contrast** found in his work. The **shapes are basic** and easy to reproduce and work with.

At first I thought about making the edge of the towers point towards the circle but upon experimenting, I found having them **point outward used up the spaces more efficiently**.

The shape of the towers **play nicely with light** and I like the idea of using **glass with white balconies and greenery**. However I find the spaces inside will be hard to use. Maybe adding an **inside patio** would improve it.



Inspiration: SD Hotel by VT Architects and Ellipse 1501 House by Cardillo

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Idea 2

Inspiration:



Too straight. It should have more curves to it to make it more like Cardillo's style. Like for example, the conference building.

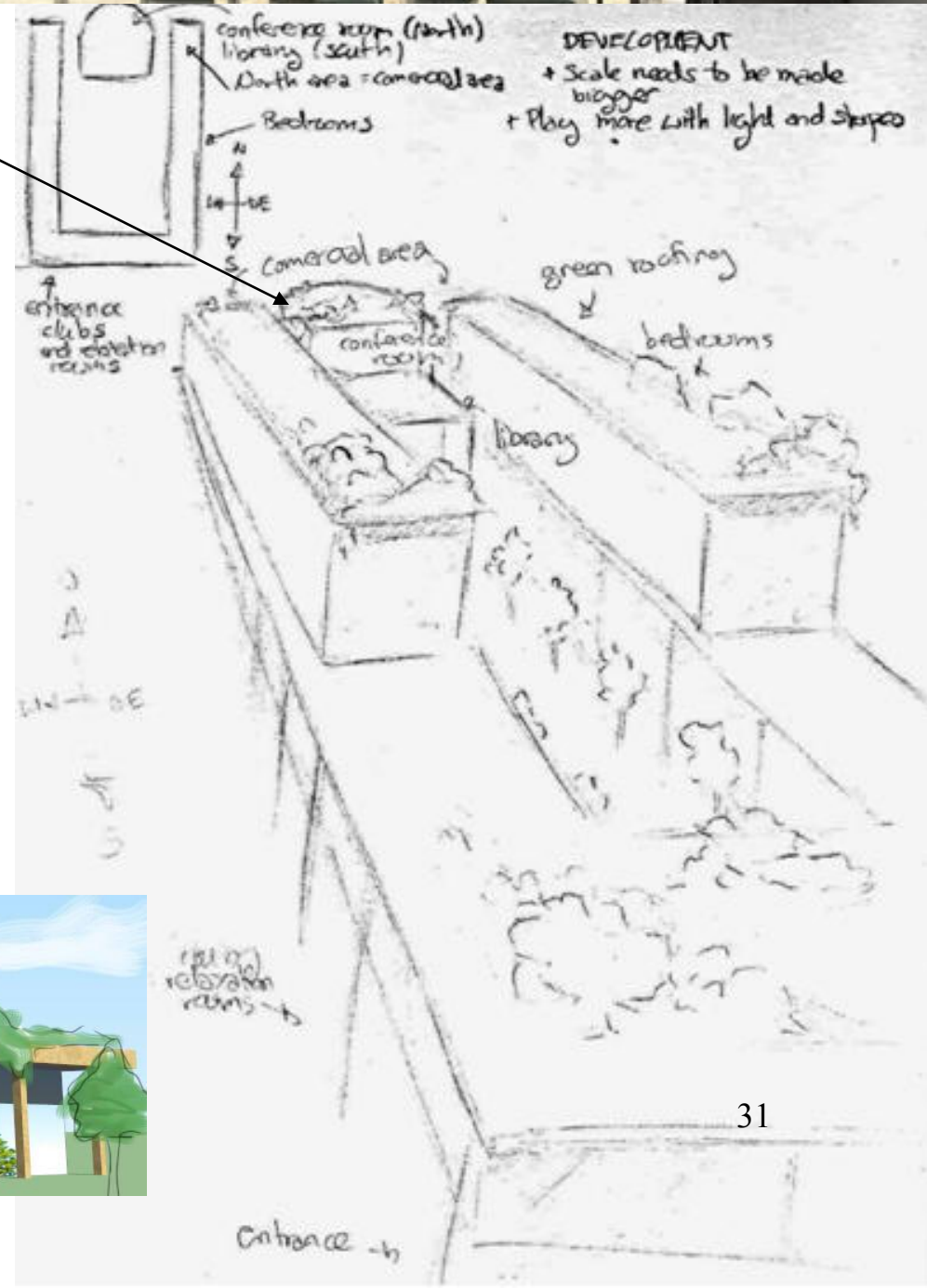
This is a more classical look of a residence. It has a patio similar to ancient Valencian culture.



Very warm, closed in feeling with private area to relax. It reminds me of British university halls.

This design is overall very classy. It matches with the ancient buildings found in el Carmen (the old part of Valencia). However Valencia is turning into a modernist city with preference for futuristic looking buildings.

The idea of the patio is a good one as well as the pillars. It reflects Antonino Cardillo's inspiration of ancient Roman architecture. I think that a few curves are missing though to transfer it from being a traditional building to a modernist one.



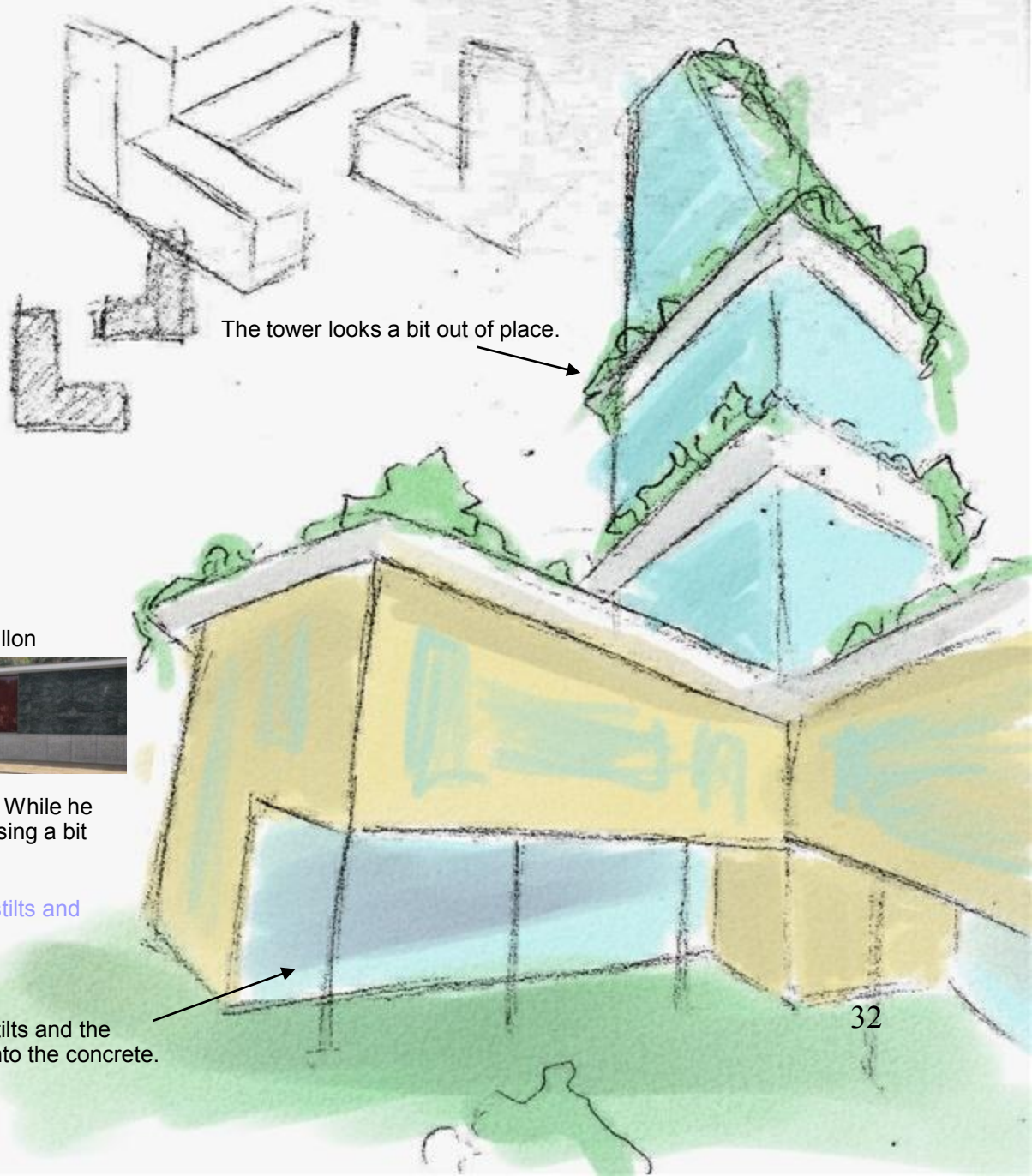
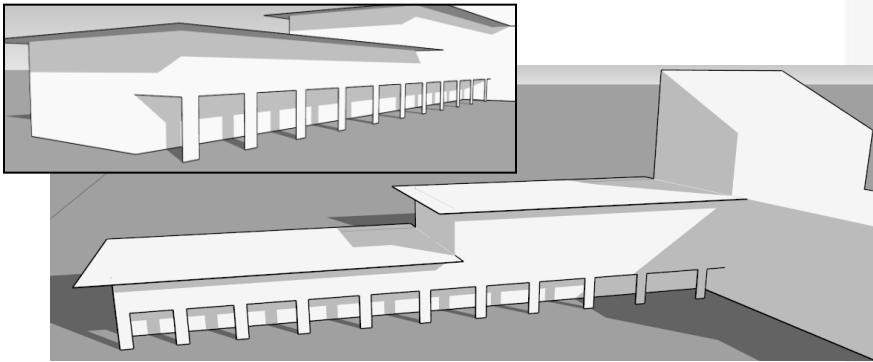
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Idea 3



Here I tried combining the two first ideas to make a mix of glass towers and concrete blocks. However I found that this combination made the building look too straight and block-like. It also doesn't use up the spaces efficiently.

I do however like the idea of using cream coloured concrete on stilts with the main glass being set into the building. It creates the closed – open look of Antonino Cardillo.



The tower looks a bit out of place.

Further on, I tried developing this design by extending the shape to make it more alternative and to use up spaces more efficiently.

Inspiration: van der Rohe's Barcelona Pavillon



Ludwig Mies van der Rohe's style can be clearly seen in this new design. While he was one of Cardillo's inspirations and fits better with his style, it's still missing a bit of Cardillo's typical curves.

The efficiency of light has improved drastically by adding the in-set wall, stilts and extended roof. I believe it is something I should use for my final design.

I like the idea of the stilts and the alternative windows into the concrete.

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Idea 4

Inspiraton: Marx's House & Valencian Building

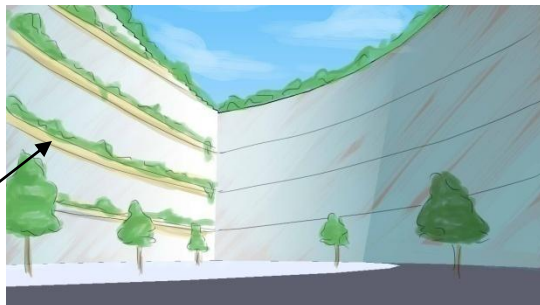


From the first idea, I developed a design that would use up the **interior spaces more efficiently**. I decided to alter the form of the building to make it more **dynamic** and to add an interior patio so spaces would be made use of better and all rooms could take up light.

I used the core idea of using **glass and concrete** balconies to enhance the aesthetics and ecological awareness. Glass also **plays well with light**. To shade from the harsh summer sun and prevent the glass from creating a **greenhouse effect** inside the building, I placed **greenery in the balconies** that will shade and provide coolness in summer.

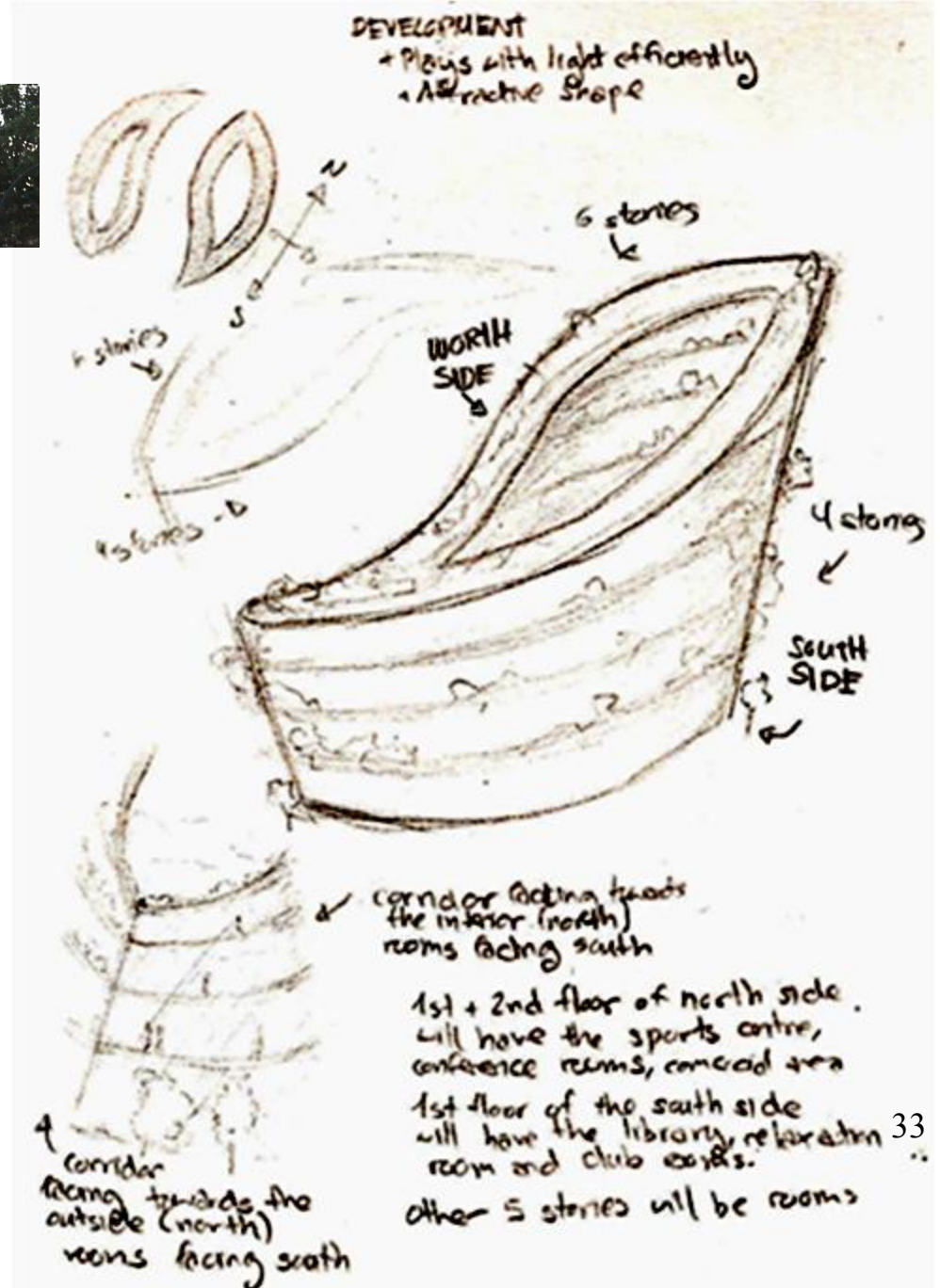
To use up light more effectively, I made all the **bedrooms face south** and placed the **halls on the north side**. Maybe I could consider using **water** to also **cool down the building** like for example in the **Alhambra in Granada**. It would add a nice **aesthetic touch** and play more with light.

Aesthetically, I think it's missing a bit of **Antonino Cardillo's style**. I should consider **adding areas of concrete** to create that closed – open effect present in his work.



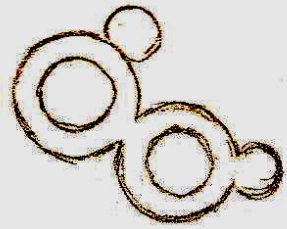
Note the balconies and bedrooms only face south. Corridors do not have balconies and face north, where less light is reachable.

Rendered CAD drawing. Shows a possibility of how the indoor patio could look like.



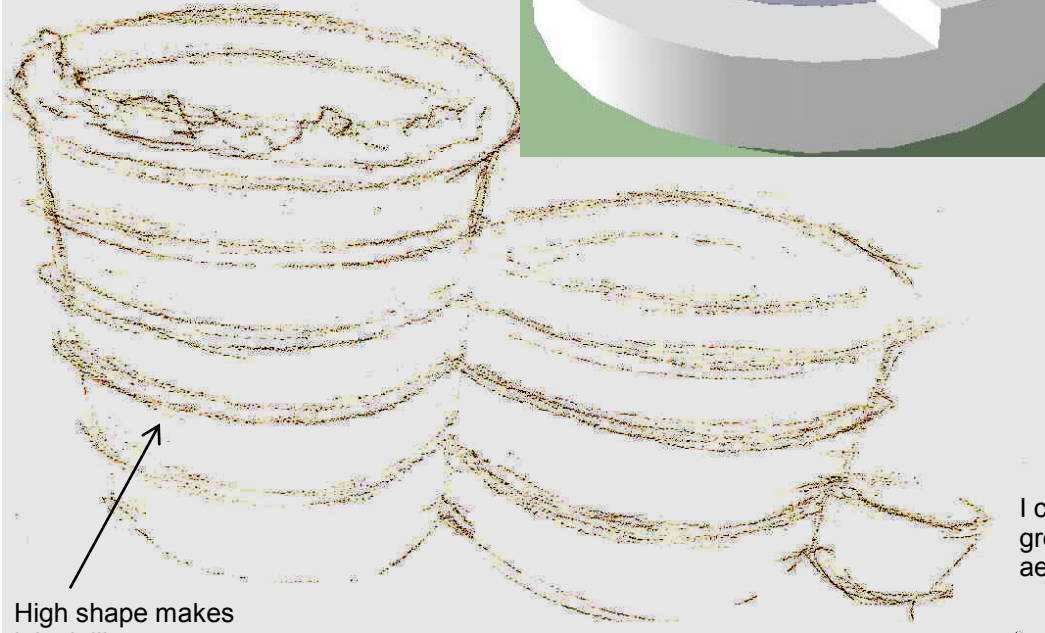
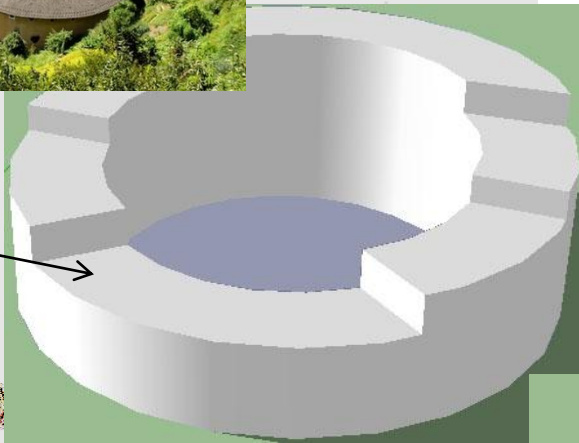
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Idea 5

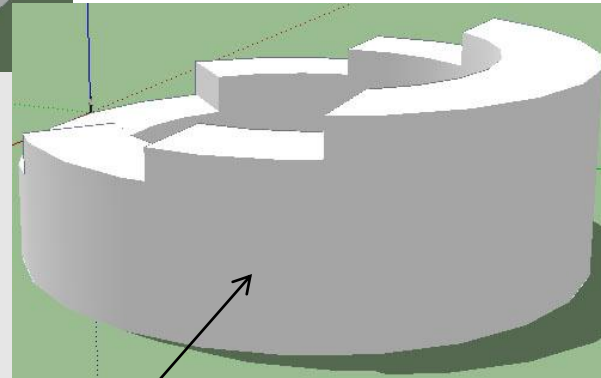


Inspiraton: Traditional Tulou Housing

Slanted roof facing south to make use of all the sun.



High shape makes it look like a bucket.



I could add balconies and greenery here to enhance aesthetics.

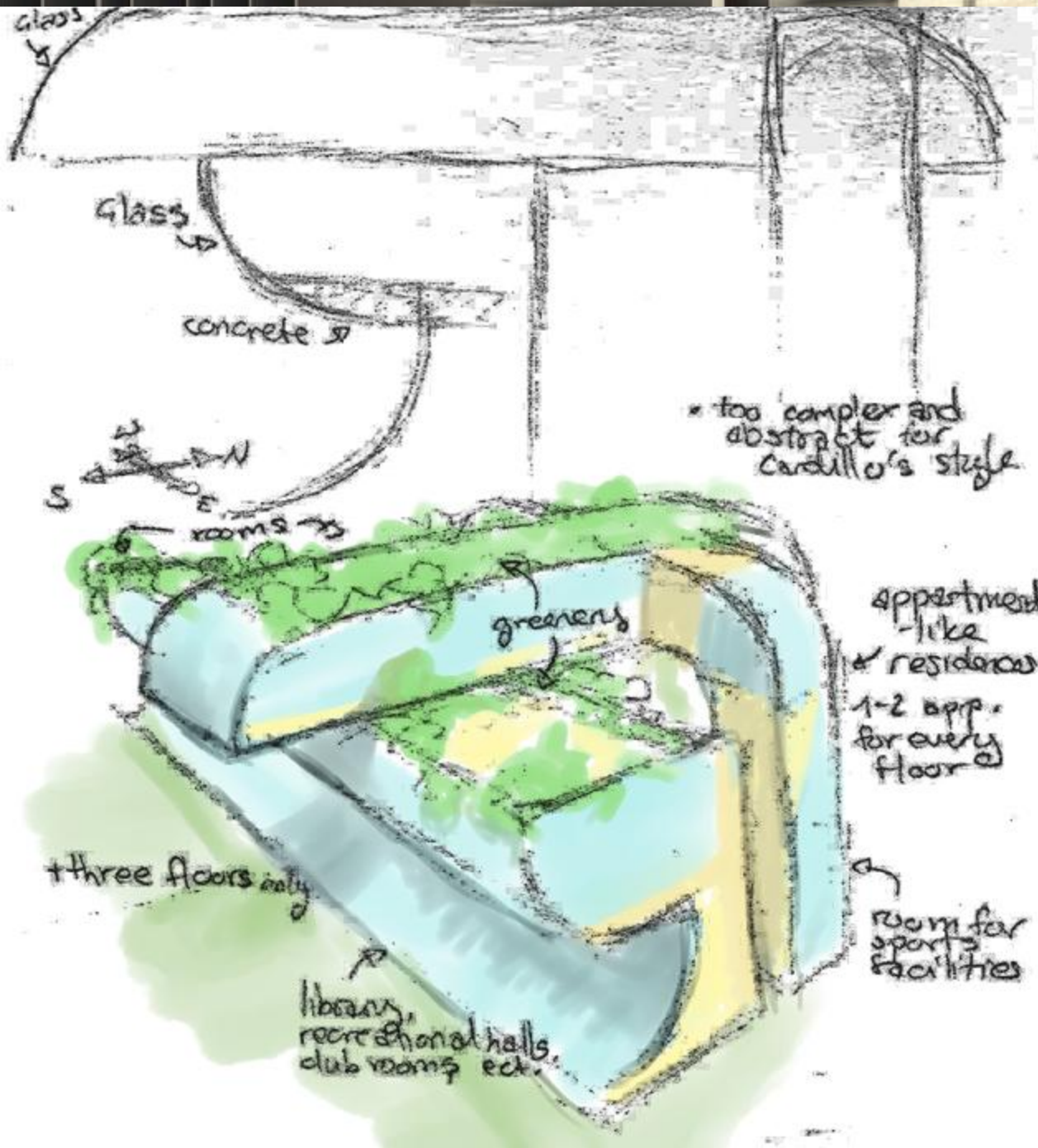
Moving on from idea 4, I attempted doing a **simple shape** and combining it with other circular buildings of different heights to create an **abstract image**, similar to the **traditional housing of Tulou**.

In my first sketch, I made the buildings **too high and slim**. The aesthetics where not greatly appealing and the height caused some problems with **sustainability and quality**.

I then tried to improve on this by making the **roof slanted** and making each **circle wider**. The opening would be **facing south** so light can shine into the inside patio and onto dormitories. By cutting the roof this way, more rooms can face south and **less surface area is facing directly north**.

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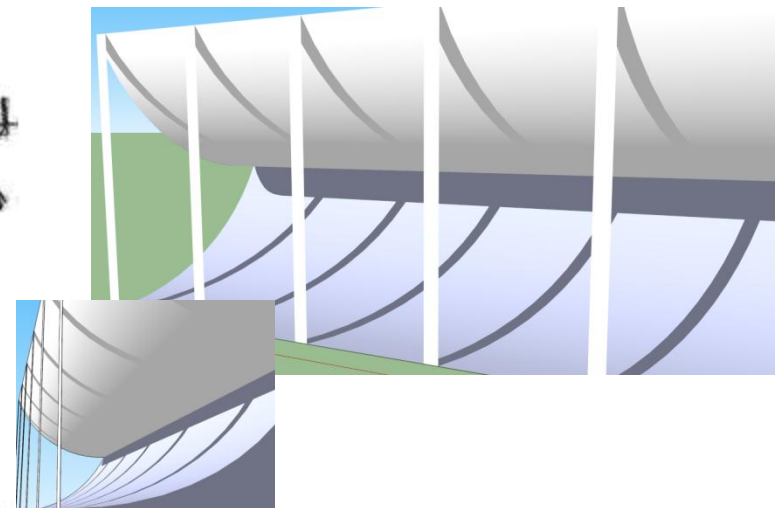
Idea 6



Here I tried doing something **different and abstract**, using circles and straight lines to create a **complex shape**. The aesthetics are interesting however **not like Antonino Cardillo's work**. He uses simpler shapes.

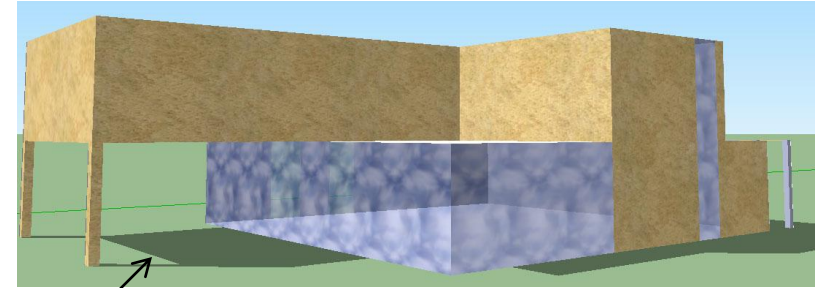
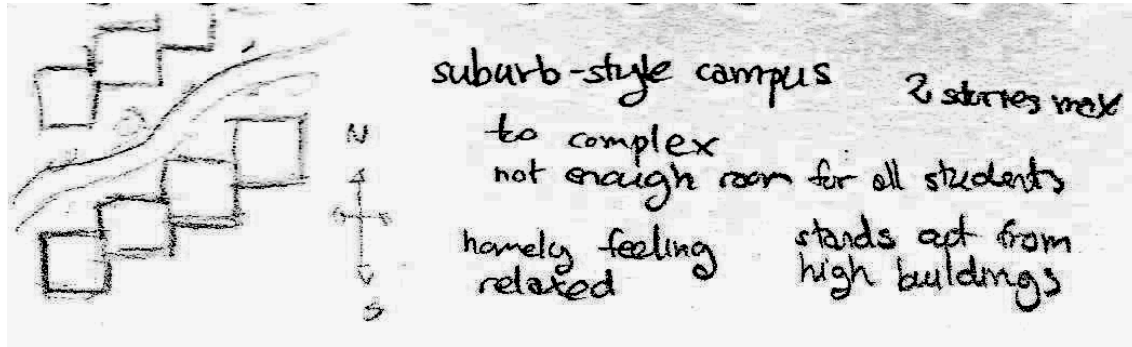
The **functionality of this building is lacking**. Rooms would be awkwardly spaced and not all would be in a comfortable and efficient place. First I thought of making the building **three stories high** but that wouldn't effectively use the spaces so I increased the scale to **nine stories tall**.

What is, however, a lot like Cardillo's style is the use of **concrete to patch up certain places**. To improve aesthetics and function, I thought about **adding stilts** to the building. With the curve of the building and the straight stilts, it creates an interesting effect that matches Cardillo's **play with nature**.



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Idea 7

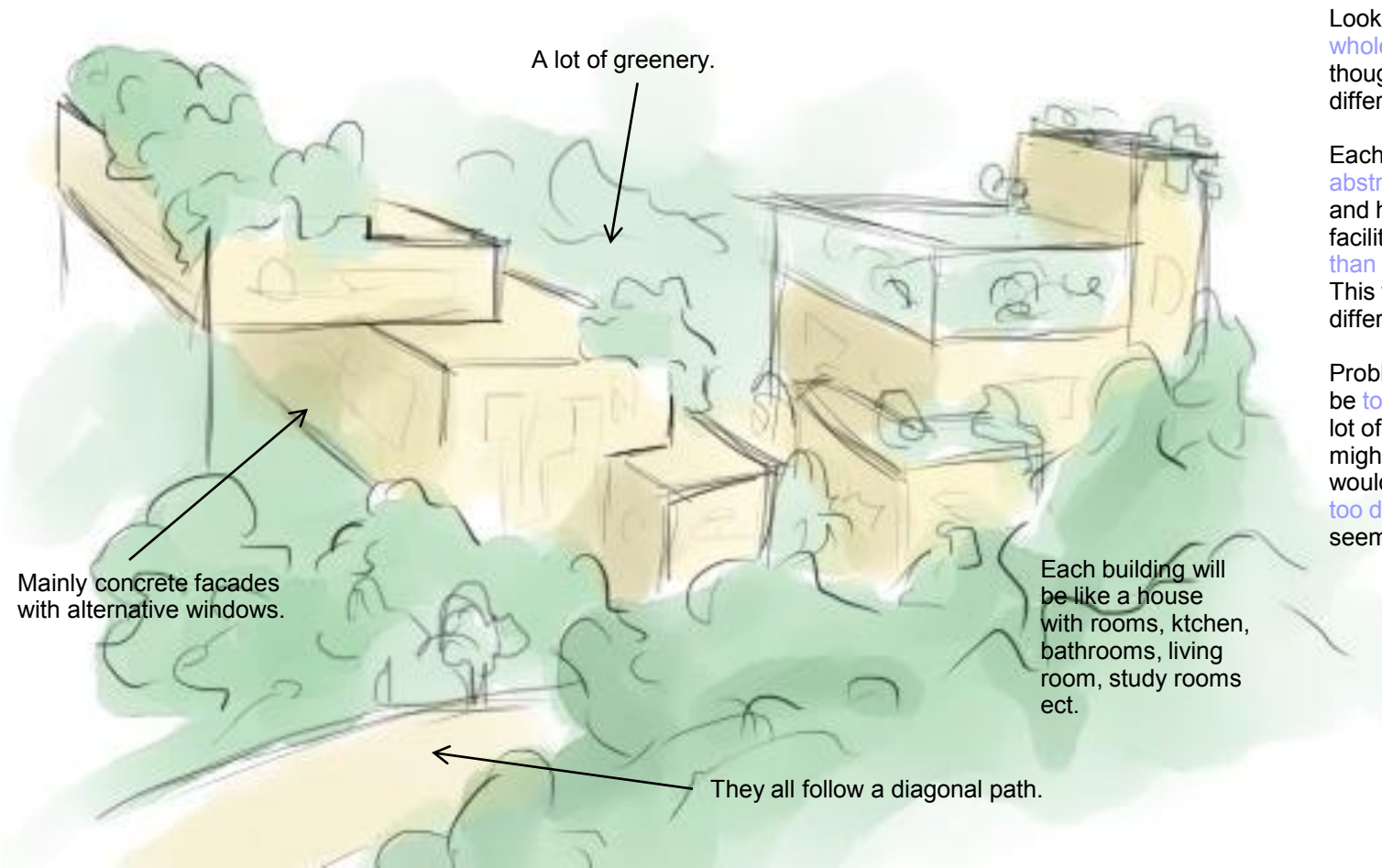


An example of what one of the buildings could look like.

Looking at all my ideas, I noticed that most were **whole buildings**. With all the space available, I thought I could create a **suburb style campus** with different houses hosting a number of students.

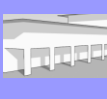

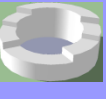

Each **individual house** would be **different** in **abstract** ways. They would follow **diagonal paths** and have a **centre building** where all the main facilities are found. The houses would be **no taller than 2 to 3 stories high** and have **a lot of greenery**. This will make the area look very **relaxed** and different to the hectic city around.

Problems with this design would be that it would be **too complicated to make** as it would require a lot of time to design each building. Also, there might **not be enough room** for students as there would be a lot of free space. The design might be **too different to be of the likes of everyone** and seem a bit **closed in** and **private**.



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Evaluation of Ideas

	IDEA 1 	IDEA 2 	IDEA 3 	IDEA 4 	IDEA 5 	IDEA 6 	IDEA 7 
Function Does it have enough room for all the requirements? Would it be a practical place to live in?	2	3	1	4	3	2	3
Aesthetics Is the building open and appealing? Does it fit with the environment? Does it go with Cardillo's style?	5	3	2	4	2	1	5
Manufacture Is it easy to manufacture? Is the cost within my budget?	2	5	5	3	2	2	2
Ergonomics Does the design use up the spaces efficiently? Would it be possible to make at a reasonable scale?	3	4	2	5	4	2	4
Sustainability Is the building sustainable? Does it make use of natural resources? Is it energy efficient?	3	3	2	4	2	2	2
TOTAL	15	18	12	20	13	9	17

Specialist Choice

I sent my ideas to Katia de Canha since I already had contact with her and was aware of my ideas and specification.

Idea 4

- + It fits better with the environment.
- + Has a more dynamic shape.
- + Its modern and new.
- + Has room and opportunities for further development.



Runner Ups

Idea 2

- + It uses up the spaces efficiently.
- + Would be easy to manufacture.
- + Too traditional.

Idea 7

- + Very appealing aesthetics.
- + Too detailed to manufacture.
- + Might be confusing for new residents.

This section has helped me... find what idea was the most successful and why. I found out that Idea 4 was also the specialist choice and got a deeper insight as to why and how I could improve it.

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Development

Development Plan

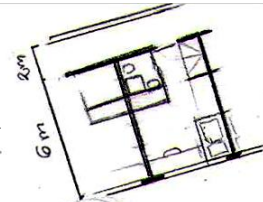
POINT OF IMPROVMENT	HOW IT WILL BE IMPROVED	COMPLETED
FUNCTION		
Include space for outdoor sports facilities.	+ Search size of courts + Create a sketch to scale of where things could go.	YES
AESTHETICS		
Make it more like Antonino Cardillo's style. (Add arcs, concrete, ect.)	+ Explore textures and forms on sketch and CAD.	YES
MANUFACTURE		
Fin a way the model could be made effectively and cheaply.	+ Make it like layering a cake. + Test out materials. + Search local areas where I could get the materials.	YES
ERGONOMICS		
Find the appropriate sizes of the building relative to the ground and scale.	+ Create a plasticine mock-up.	YES
SUSTAINABLE DESIGN		
Find natural ways to cool down the building.	+ Research ways of using water and plants.	YES
Explore how light could be used to make the building effective.	+ Create a model on CAD.	YES

This section has helped me... point out what areas I need to develop, the key problems and how I plan on getting around them.

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Development & Mock-Ups

Here I looked at the size of the average bedrooms to scale in order to find the exact width of the building.



Most trees concentrated on the north to block cold winds in winter.

At this scale, an about of 30-50 rooms will fit on one floor, hosting a total of 250 students in the whole building.

Place for water - cools down building in a natural way (ecology)

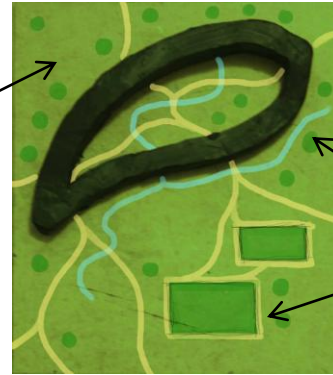
There will be 4 staircases. One on each node and in the middle of the two arches.

This creates an area at the end with a lot of space.

Node for pipes, staircases, elevators, 2-space rooms, recreation rooms, social rooms

The first three floors of the building at this node can be a three floor space for the theater.

I've thought about adding an area of cream-coloured concrete, often used by Cardillo, to enhance the aesthetics.



Key:
Yellow – Dirt Paths
Green Dots – Trees
Blue - Water

Water to cool down building in summer.

Paddle tennis courts 7x15 m.

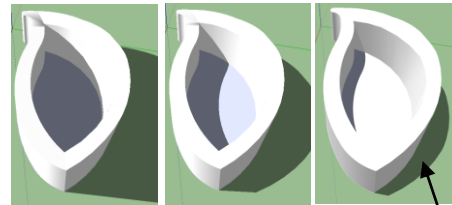
Football pitches 10x20 m.



This is a plasticine mock-up of my building. Scale 1:700.

This model was initially done to visualise the building. It helped me find out certain things:

- ° It turns out I had imagined the building to be taller.
- ° Initially I thought of making two buildings like this in a ying yang fashion but I found this urbanised the area too much and settled for only one building.
- ° I played around with it on the board to check what position would be the most suitable. I finally settled for the one shown on the top left.



These CAD sketches of my building together with the shadow settings helped me visualise what it would be like in each of the seasons. Left to right: Winter, Spring/Fall, Summer.

In the areas where there is constant shade, I could add cream concrete to make it more like Antonino's style. While areas of high light could have protruding wings.



Cutout from Idea 1.

This set in shows how the building will look in terms of its surroundings. It proves to look very green and alternative. Most of the streets around here are tight. The open space will feel refreshing.

However in terms of economy, this layout does not make enough revenue for the terrain bought. Therefore, the area should be a communal park that can be used by everyone in the community.

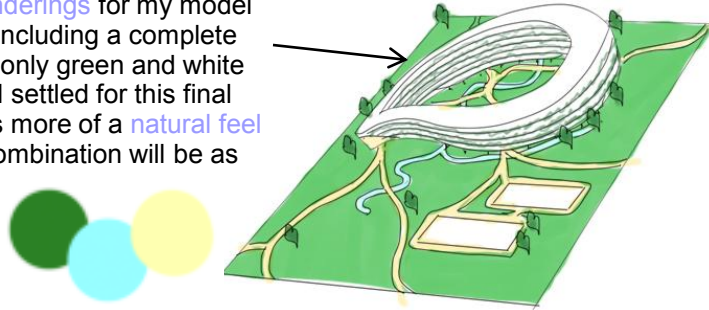


This section has helped me... improve and decide on details of the building.

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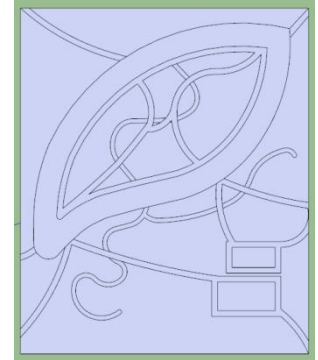
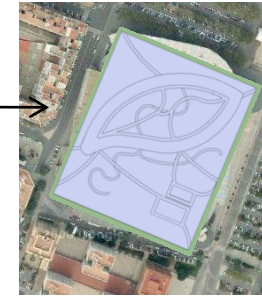
Development & Material Testing

I tried different **renderings** for my model on the computer, including a complete whitewash one, a only green and white combination, etc. I settled for this final one as I find it has more of a **natural feel** to it. The colour combination will be as shown.



When observing the paths against the map, I found most of them **didn't match to the paths a person would take** to travel from one place to the other. So here I developed a second design.

I found that the **shapes** for the cutouts of the grass would be **too complex** to make out of sandpaper. I should look for an **alternative material** such as paint or grain.



To build the model, I first thought of **cutting PMA** and **bending** it to shape. This would prove too difficult as it would require **expensive machinery**.



Later on, I thought of building a "**cage**" out of **aluminum rods** and then wrapping **polymer** around it. This however would require a lot of **different materials** and skill which would be **costly and non-ecological**.



Finally, I settled for using **foamboard** to **stack up the building** using **layers**. This would be easy to work with and process and also more economical.

For the base I first thought of using **fiberboard** and then **painting** on the details of the grass.



Later on, when visiting a DIY shop, I thought of **cutting out sandpaper** and **pasting** it onto fiberboard as it had the **desired texture and colour**.



Finally, because cutting sandpaper proved as too much of a hard process, I decided to use **corkboard** as my **base** as it has the **desired texture** and would just need to be **painted**.

Cutting the **dry foam** creates a lot of **dust**. Here I tested using it as **grass**. I found the best texture is given by using the **paint and the dust**.

Left to right: Paint, Paint and Dust, Dust.

When I went to investigate possible boards at the **DIY shop**, I found that **corkboard** was the most suitable option. It was:

- + Cut to the right size
- + Light
- + Inexpensive
- + Recyclable
- + Textured

While **sandpaper with wood** were **expensive materials**, had to be cut to the right size and would have **needed more processes to finish**.



Because I am using corkboard, I can use the **ends of the toothpicks** to stick them into the cork, not having to use any sort of adhesive. I can use the toothpicks to create the **stilts** on the base.

I can also **stick plants into the cork** by **sharpening the tips** using a blade. Here I tried using three different types of plants to create the idea of a tree. The **middle one works best** in an aesthetic and practical way. The end is thin so it's easy to sharp unlike the one to the right and it is also stable unlike the one on the left.



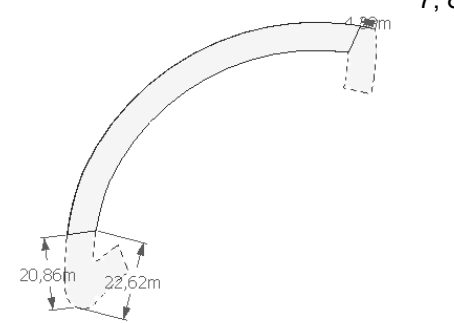
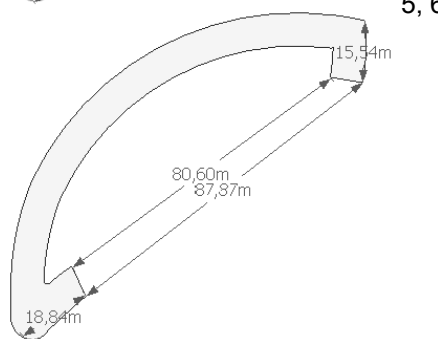
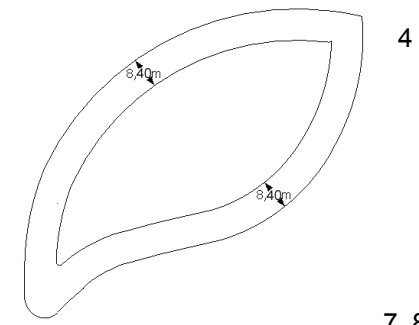
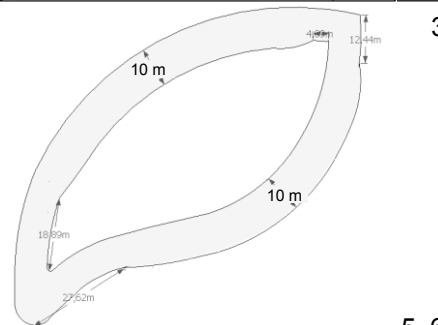
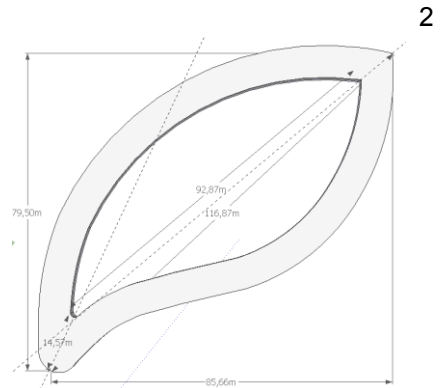
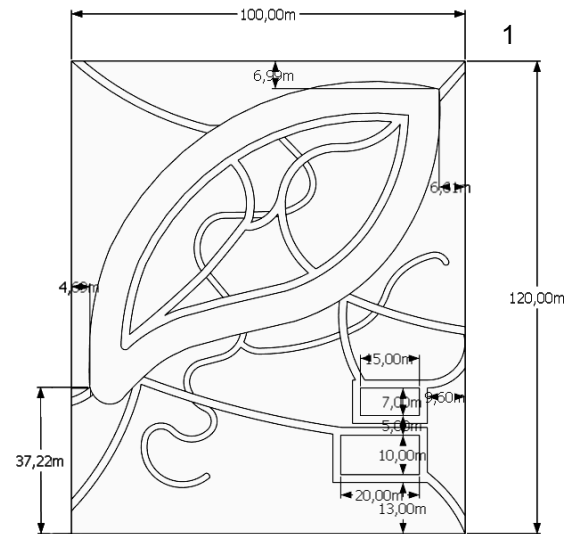
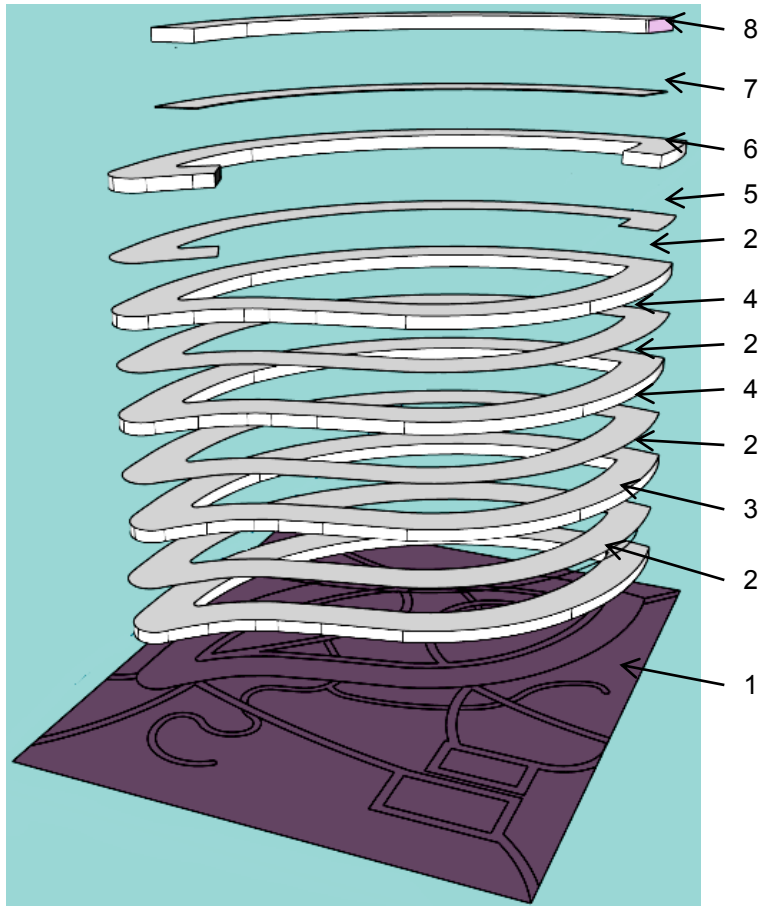
I found **dry foam** at a local shop for a **cheap price**. This proved to be a better alternative than foam board as I can cut it in slices to my **desired height** easily. It is:

- + Easy to work with
- + Cheap
- + Recyclable

This section has helped me... explore ways in which I can enhance and improve my final product as a whole. I've made many changes which I believe have made it better. Due to the size of the materials, I am going to make it at a scale of 1:300.

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Exploded & Component Drawings



2, 6, 8



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Exploded & Component Drawings

COMPONENT NUMBER	MATERIAL	MANUFACTURING PROCESS	FINISH	EQUIPMENT
1	Corkboard	Cut the board	Paint green	Green Paint, Brush, Cuttex, Ruler
2	Foamboard	Cut the foam	Paint white	White Paint, Brush, Cuttex, Ruler, Compass
3	Card	Cut the card	Paint white	White Paint, Brush, Cuttex, Ruler, Compass
4	Card	Cut the card	Paint white	White Paint, Brush, Cuttex, Ruler, Compass
5	Card	Cut the card	Paint white	White Paint, Brush, Cuttex, Ruler, Compass
6	Foamboard	Cut the foam	Paint white	White Paint, Brush, Cuttex, Ruler, Compass
7	Foampaper	Cut the foam	Paint white	White Paint, Brush, Cuttex, Ruler, Compass
8	Foamboard	Cut the foam	Paint white	White Paint, Brush, Cuttex, Ruler, Compass

This section has helped me... find the exact dimensions of each piece and show how they come together. This page will be vital in the manufacturing of my model. I found it very useful that this model was made mainly on CAD so I can always refer back to it to take dimensions of smaller details and check proportions and do quality checks. The table of components also helped me decide on how much of each material I'll need.

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Manufacturing Plan

JOB NUMBER	JOB DESCRIPTION	MATERIALS	EQUIPMENT	ESTIMATED TIME (min)	HEALTH AND SAFETY	QUALITY CONTROLL	COMPLETE TO START
1	Mark the cork board	Fibreboard	Pencil, Ruler	20	Turn the board to not overstretch arm and strain muscles.	Re-measure all the markings to check they are accurate.	2
2	Mark the foam	Foamboard	Pencil, Ruler, Compass	40	Turn the foam to not overstretch arm and strain muscles.	Re-measure all the markings to check they are accurate.	4
3	Cut the cork board	Fibreboard	Cuttex, Ruler	5	Wear goggles and gloves. Have a skilled supervisor.	Use a stopper to make sure the cutting comes out straight. Cut slowly so the board won't chip.	8
4	Cut the foam	Foamboard	Cuttex, Ruler	60	Do not put hands in the way of the cuttex. Always put away the blade when its not being used.	Use a dummy to make sure the curves come out accurately. Re-measure to check the sizes are accurate.	5
5	Paint the foam	Paint, Water, Foamboard	Paintbrush	60	Careful with inhaling or spraying paint.	Use a clean brush to remove impurities. Brush in one direction.	7
6	Paint the toothpicks	Paint, Water, Toothpicks	Paintbrush	30	Careful with inhaling or spraying paint.	Clean the toothpicks to remove impurities. Brush in one direction.	7
7	Join the stilts to the corkboard	Corckboard, toothpicks	Glue	30	Careful with inhaling or spraying glue.	Use a bit of glue to ensure the silts stay in their position. Use a flat surface to ensure all stilts are the same height.	9
8	Paint the cork board	Paint, Water, Sandpaper, Fibreboard	Paintbrush	60	Careful with inhaling or spraying paint.	Use a clean brush to remove impurities. Brush in one direction.	9
9	Stack up the building	Foamboard	Glue	40	Careful with inhaling or spraying glue.	Use a flat surface to ensure all layers are at the right position.	10
10	Add the greenery	Plants	Glue	40	Careful with inhaling or spraying glue.	Use a bit of glue to ensure the plants stay in their positions.	FINISHED

Budget Control

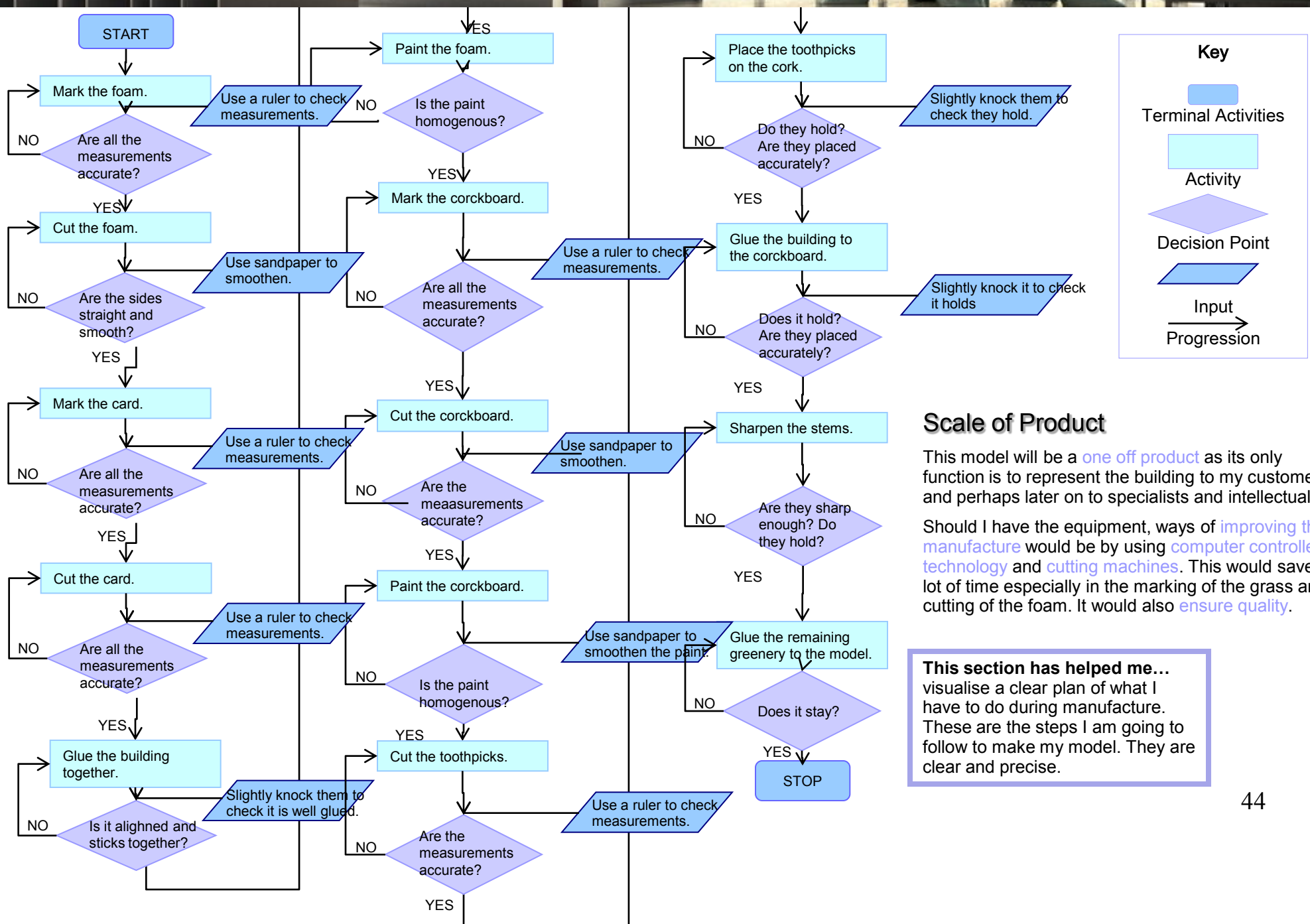
Corkboard.....3.00
Foamboard... 2x0.50
Card.....1.00
Total: 5.00€

Free:
Pencil, Ruler, Compass,
Cuttex, Paint, Paintbrush,
Toothpics, Sandpaper, Glue

This section has helped me... explore the steps I need to take to manufacture my model, what materials I'll need, equipment and possible safety risks and ways to ensure quality. It was also very helpful to lay out all the materials and tools I'd need to buy to then calculate my budget control.

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Flow Chart



Scale of Product

This model will be a **one off product** as its only function is to represent the building to my customer and perhaps later on to specialists and intellectuals.

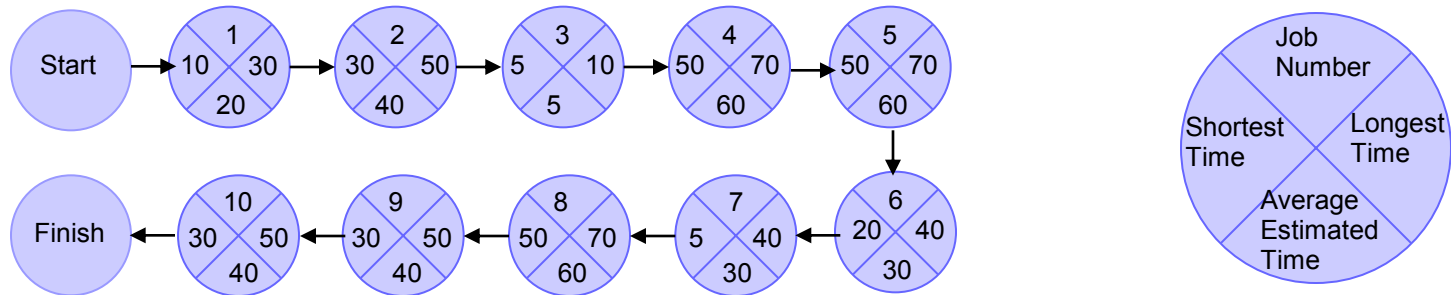
Should I have the equipment, ways of **improving the manufacture** would be by using **computer controlled technology** and **cutting machines**. This would save a lot of time especially in the marking of the grass and cutting of the foam. It would also **ensure quality**.

This section has helped me...
visualise a clear plan of what I have to do during manufacture. These are the steps I am going to follow to make my model. They are clear and precise.

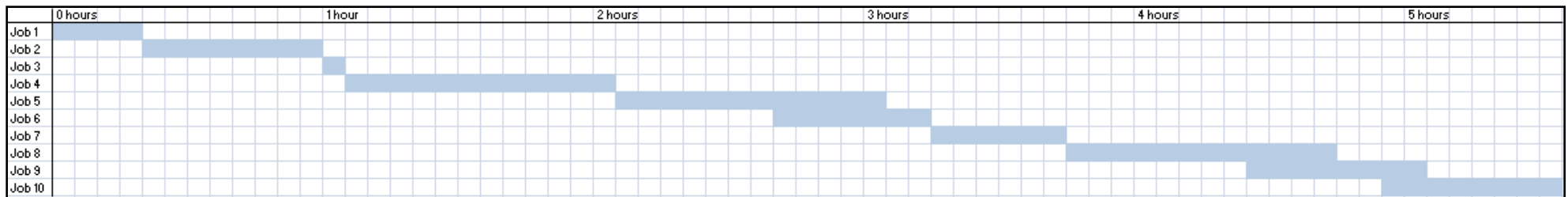
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Pert Chart & Gantt Chart

Pert Chart



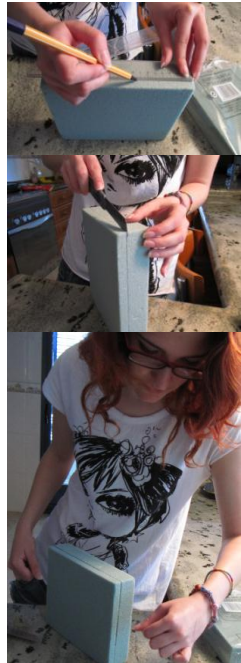
Gantt Chart



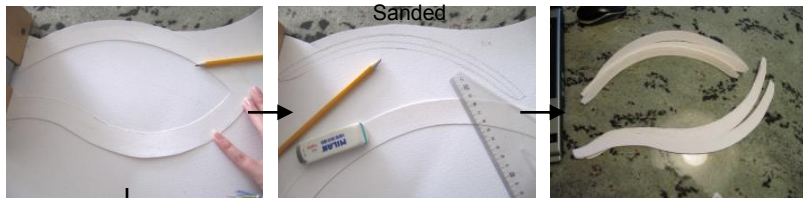
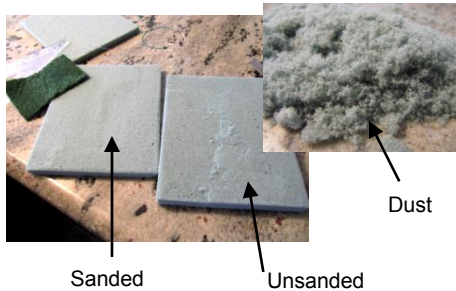
This section has helped me... find ways to save up time. I have found that I could do some tasks at the same time such as when waiting for the glue or paint to dry. On average, this model should take me 5 hours and 35 minutes to complete with a float of 2 hours should I encounter problems.

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Manufacture



1. I started off by **cutting the foam** according to the height of the building so I'd have pieces of the **right height to mount it**. Marking the foam was **hard** when the block became really thin and **cutting it** (first with a cuttex then with a wire) was easy but created an **uneven surface**. To ensure quality, I had to **sand it**. This created a lot of **green dust** that would be wasteful. However, I found this had the **texture of grass** and could be used to enhance the model.

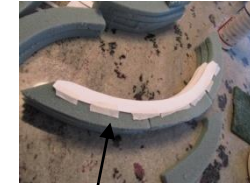


2. Because the building is a **complex shape**, I found the best way to make sure all pieces where to the **right size** was by creating a **base**. This helped me cut the card for the balconies and find a way to use up the foam with **as little waste possible**. Cutting out the whole shape would have created too much waste therefore I found the best way was to **cut up the base into little pieces**. This made it possible to use only 6 slices of foam opposed to 18.

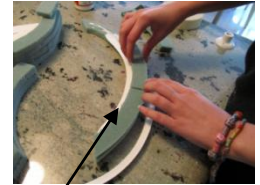
3. **Putting the balconies on** was **tricky** as they would **tip over** so I had to secure them with **cello tape** in order to have free hands to put on the **glue** and then **mount the next layer**. Mounting it was **fairly easy** however I encountered **problems with size differences**. To make sure everything fit perfectly, after every layer, I **sanded the top** carefully to make sure that it was all **flat** and then sanded the **sides** to make sure they were all **straight**.

Some shapes where not cut out right. The **non-balconised side** is **easy to sand** but getting into this side might be harder. I could try using a **cuttex** however I should have placed all the same pieces on top of each other and **sanded off odd bits before putting it together**.

Even though I find that each slice of foam was made of use quite fairly, there are still **small bits and pieces** that would go to waste. I am going to **grind** these pieces as well and use them for **texturing the grass**.



Cello tape to secure balcony while I add the glue.



Placing the second layer. No longer need to worry about the balcony and concentrate on getting it aligned.

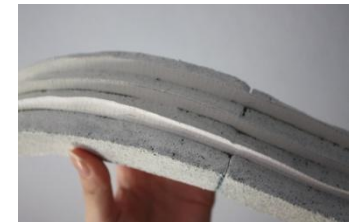
I need to put a **weight** on certain places to ensure it **sticks well**.



4. The glue took **longer to dry than an I had expected** due to the material and high moisture in the air. I went on to paint one side when it was still wet and shifted a few of the foam blocks which I had to **re-glue on again**. Had I tested this before, I would have not wasted as much time re-gluing. After a **few hours** the glue dried and the building is **stable and light**.

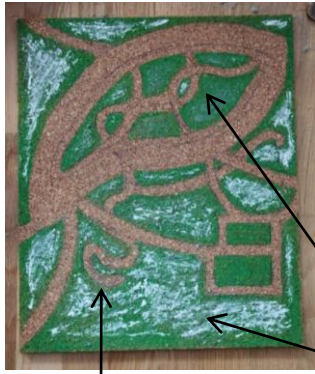
5. I started working with the foam before I bought the corkboard so I couldn't spend time working on the board while I was waiting for the building to dry.

6. The paint came out right however due to the texture of the foam, I had to go over some places twice to make sure there weren't any green dots left.



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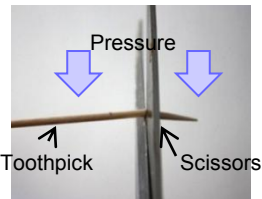
Manufacture



7. Cutting the corkboard was an easy process however marking it was harder as the design had complex shapes and therefore the pathways are not exactly to scale. It would have been easier to use computer aided manufacture to ensure quality.

8. The paint dried quicker on this material which was an advantage as I could go straight onto adding the foam dust which takes longer to dry. The process was tricky as not all the foam dust was small enough and I had to grind some junks before sprinkling them on.

Getting lines accurate was hard. I ended up drawing natural lines like the river free hand.



9. It was hard to cut all toothpicks to the accurate height as the scissors I used were thick. I tried using a cuttex but it was hard to keep the toothpick still and the cut off piece would fly off causing a health hazard. With scissors, I could safely clamp the toothpick between the blades and press down with one hand on either side of the toothpick. Both sides would fall into my hand safely.

10. The toothpicks were easy to place on the base of the model as they would just pierce the cork and stay there. I then had to glue the building onto the model which was an easy process and just required visual checking that everything was aligned.



I held the model on top of the toothpicks to ensure they were well aligned. They later helped me make sure I was gluing the model in place.



11. I proceeded onto cutting out the concrete facade. Marking the accurate measurements was again a hard process that would have been made easier by using computer aided manufacture. I marked vital measurements then shaped the curve by hand and made readjustments according to my digital exploded drawing.



12. Sharpening the tip was easy however my thumb ended up feeling slightly sore as I did not use gloves. This is a health and safety measure I had not taken into consideration and should have.



13. When collecting plants, I found one with a certain flower that worked especially well to create the image of a bush or collection of plants and flowers. These were however, way too thick and big to place on the balconies so instead, I used small leaves and twigs to give a feeling of greenery. Initially, I had planned on adding a lot of greenery on every balcony and at the roof of the building which would be a realistic representation of what the final building would look like once the plants on the green roofing and balconies caught on. However, I decided against that since the plants covered too much of the building which I wish to represent and make reference to and because getting to the lower balconies proved too difficult now that everything was mounted.

Just a bit of green creates the desired effect.

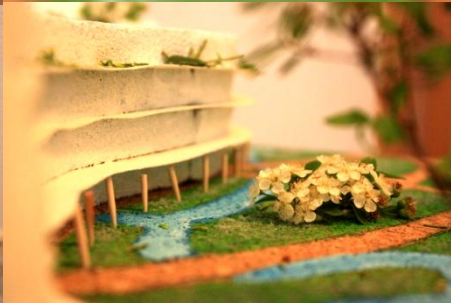
Lower balconies too hard to get to.



This section has helped me... represent how I have manufactured the model along with difficulties, ways of improvements and development of the final product.

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Final Product



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Testing

Protective bag to shade the model from strong winds and rain.

I could hold the model with one hand so I didn't need help to open doors.



Some trees fell during transportation.



Flowers and trees began to wither after a few days.

Alternative made of wire.



Transport

Due to the **small size**, my model was **easy to carry** around and **fit easily through doors and in the car**. I could **hold it with one hand** so I didn't need assistance to open doors and in the car, I could either place it on my lap or on the front **without it disturbing the driver**.

Problems I encountered with my model when transporting was the fact that the **cork was not stable**. It would bend slightly so I had to make sure to **hold it from the sides** or **place my hand under the heavier side** of the model when I wanted to carry it with one hand. This could be **solved** by sticking the cork onto a **wooden frame or surface**.

Arrival

When I got to school and took the model out of my bag, I found **two trees had fallen off**. These two trees were the ones with **thicker stems**, the other, thinner trees held on nicely. Fixing this is easy as I can either just **pierce the trees back on** if I don't need to do any further transportation or **sharpen the tips** a bit more.

Durability

After a day and a half, the **flowers began to wither** and the **trees followed after three days later**. The technique of using real vegetation in my model is one that is **only suitable for a short term display**, not a long one. I could therefore replace these by making **trees and bushes out of wire**. This takes away the natural feel and replaces it with a **high-tech image**. Though manmade, this alternative can also give an **air of sustainability**.

Does not disturb the driver.



Model fit well in the car. I could either hold it or leave it on the front.

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Consumer Opinion

Marta Pinto and **Jose Aguilar**, 22, are studying biochemistry at the Universidad Politécnica de Valencia. Out of traditional purposes, both have **stayed to live with their parents**. Marta in Valencia **city** and Jose in el Puig, a village **30 minutes away by train**.

Roseta Quilleta, 21, is studying publicity at the Universidad Politécnica de Valencia. She lives in a **rented flat with her sister** in the city.

Aesthetically, does the building appeal to you. Why?

Marta: Yes, I find the design pretty **cool and relaxing**. I really like the way you used many plants. It makes the place **feel like a park**. I can see myself going there to **relax and study** even not being a resident and ending up **loving it**.

Jose: Yes, mainly because it calls out it's **environmentally friendly** by not being **tall** and having **lots of green space**.

Roseta: It is **modern**, has **style** and the shape of the **eye has personality**. I like it. It can become a **real icon of Valencia**.

Do you think the hall covers all your needs, should you live there?

Marta: And more than that. The fact it has so much green will even **help me in lessons** like botany where I have to go all the way to the riverbed or to the outskirts of Valencia. I could just open the window and grab a few samples. And the fact it has so many **clubrooms and activities** would **spare me having to seek out and pay for clubs** somewhere else.

Jose: It does cover all of my living needs however I would be worried about there being **too many facilities that living there would be expensive** and **not having enough privacy**.

Roseta: Yes. I'd find it especially comfortable as I'd **have everything I need in one building** including food and social while living independently, I have to **buy my own ingredients and cook**. Once, my sister and I had an **accident** in which we burned close to the whole kitchen.

Would you find the location practical?

Marta: Of course. It's right next to the university, has a metro station next to it and it is **really close to my parents house** so they **wouldn't have to worry** about me.

Jose: Yes. It would take off the **burden of having to catch the train or grab the car** to go to university or work.

Roseta: Yes it is a **practical and well publicised location**.

Is the layout practical?

Marta: Yes, I'd find it easy to get around.

Jose: Yes.

Roseta: No, it would get tiring to have to **go up and down stairs** to go to different places. It would be easier if **each floor had its own rooms and facilities**.

How would living in this residence change your lifestyle?

Marta: It would change it by quite a lot but **mostly for good**. Especially because right now I'm **bound to family life**. Studying at home is hard and I spend most of my time at the **local library** or at my boyfriend's house just **not at home**. And many days I **can't go out late** out of respect for my parents and younger sister. Being at this residence would **give me more independence** and I would really love that.

Jose: I would probably **have more time** than I had before since I wouldn't have to rely on transport to go to university or work.

Roseta: The biggest change would be the **chores** that take away a lot of my time so I could work on projects. Even though this isn't much of a big problem to me, I can imagine other people going to this residence over renting an apartment to save themselves from **arguments with flat mates**.

If you had the option to go to this university hall, would you? Why?

Marta: Yes, all the way. It would give me a lot of **independency** and all that comes with it. Plus, the building looks **beautiful**. I'd feel **proud** to say I live there.

Jose: It would **depend on the price** and I'd have to **try it out first**. If the hall turns out to have a **quiet environment**, I would.

Roseta: Although it would be practical and feel social, I like living with my sister as she is someone I've **been with all my life and have confidence in**. To be honest, I'm too **used to living in an apartment** to want much of a change but I can imagine many **new university students** opting to go to this residence since it's a good way to **help them settle in**.

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Evaluation

Specification - Building

POINT	COMPLETED	COMMENT
1.1 A hosting space for 300-400 students. 1.2 10 luxus rooms (single or double for couples), 170 individual rooms, 50 double rooms, 10 quadruple rooms. 1.3 It will have a theatre, gym (two basketball/football courts, two tennis courts, one indoor swimming-pool), a library, ICT room, a relaxation room, empty rooms for clubs such as music, infirmary, laundry.	YES	The building has enough space for all of these facilities. Even though I considered all of these spaces in the development of my model, I should have included plans and elevations of the interior to represent this information more clearly.
2.1 The building will use creamy colours and have lots of wide windows. 2.2 It will have a minimalist style with a play with curves and lines. 2.3 Materials will have a recycled look. 2.4 The building will look open and welcoming. 2.5 The design will not discriminate against cultures	YES	The style of the building is similar to Antonino Cardillo's work. It is a simple minimalist shape. I find however that I used more open windows and gave it more of an airy feel than most of Cardillo's work. This is because I found that too much concrete made it look too closed in which would go against point 2.4 and 2.5.
3.1 The building will use Roman Self-Healing Concrete for bases. 3.2 Tile from Procelanosa will be used for flooring. 3.4 Glass will be used for windows, some tinted.	YES	My design can be manufactured with the specified materials.
4.1 The building will be beneficial for my consumers and customers. 4.2 It must have a positive impact on the surrounding citizens.	YES	The project in itself already has a positive impact on workers and the economy of Valencia. By including a centre, I have provided stable work for citizens, enriching the flow of cash.
7.1 The building must have green roofs and solar panels. 7.2 Bedrooms, social rooms and the library will be facing south, congress/theatre and the commercial area will be facing north. 7.3 The building will be the least stories tall possible. 7.4 Walls and windows will use double insulation. 7.5 It will use protruding wings to shade from the sun.	YES	The design fully covers all of these aspects. Points like 7.1, 7.2 and 7.4 are not represented in the model as it is an abstract representation. It is however mentioned in the development. Point 7.2 could have been represented more accurately through the use of a plan view.
8.2 It will have fire extinguishers and fire exits on every floor. 8.3 It will have first aid kits.	YES	There are 4 available pathways on every floor in the case of a fire.
9.1 There will be elevators big enough to hold one person in a wheel-chair. 9.2 The whole building will be accessible by people in wheel-chairs.	YES	The building has enough space at the nodes for elevators of the right size and proportions of the room s, doors and halls are wide enough for a person in a wheel-chair to go through.

UNI HALL

Evaluation

Specification - Model

POINT	COMPLETED	COMMENT
1.1 The model will be a an abstract, miniature representation of the building, viewed from the outside.	YES	It is abstract like Antonino Cardillo's style which concentrates on the shapes the building makes however I felt this made it hard to show the practical and technical aspect of the building.
2.1 The building will be made of white and soft colours. 2.2 It will use vegetation.	YES	Initially, I had considered making it out of creamier colours however the whitewash looks more like Antonino Cardillo's style and creates more of a contrast with the vegetation. The colour of the base wasn't exactly soft however emphasised the building.
3.1 I will use foam board, paint, and vegetation.	YES	During development, I found other materials I could use such as corkboard.
4.1 The model must show general aesthetics and the incorporation of sustainable design.	YES	It showed how the design played well with light.
5.1 The financial budget will come from me. 5.2 It must not cost more than €50.	YES	The material ended up costing much less than I had expected. Mainly because I already had some tools and paints at home.
6.1 The model must be between a scale of 1:200 to 1:500.	YES	The model is 1:300 which is between the range I had planed. This is a good visible scale for my design.
7.1 I will use environmentally friendly certified paints. 7.2 I will use recycled foamboard. 7.3 I will use joining methods instead of using adhesives wherever possible.	NO	As I already had paints, buying a second bottle of paint would have been wasteful and more damaging in the long run. Therefore, I stuck with the standard acrylic paint I had. The foamboard had nothing to certify it was recycled and there was none other available however it is recyclable and therefore sustainable. I did have to use adhesives in most parts as it was the most practical. Things like toothpicks and trees could be easily pierced into the cork and didn't need adhesives.
8.1 The model will have a safety margin. 8.2 There will be no sharp edges	YES	The model has no sharp edges or harmful substances that could hurt people interacting with it.
9.1 The model must have enough size as to not cause eye-strain. 9.2 It will be placed at a height that will be easily visualised by people in wheel-chairs.	YES	The location in which my model will be placed is not one that can be decided by me at the moment. Things like size and scale are big enough and appropriate to not cause eye-strain.

UNI HALL

Evaluation



What do you think of the planning of the building?

The building in itself is very thin. This made it **appropriate for setting out bedrooms** and making sure all had **enough light and living conditions**. However it made adding facilities like an **indoor gym and swimming pool virtually impossible**. Like Roseta said in the interview, some students would find it **tiring to have to travel around the building** to get to club rooms.

What changes to the planning would I have made?

I would have included space for **clubrooms in every floor** as well as a **laundry room** so students wouldn't have to go far for their needs. Also, I would include a wider, **underground space** for things like the gym and a swimming pool.

Are the aesthetics adequate with those for Antonino Cardillo?

It was **hard to evaluate** if this would be Cardillo's style since he hasn't done anything of such a big scale before. However I believe it's close as it **plays with light, nature and shapes** but I think he would have added **more alternative shapes** by adding vaulted roofs and the like.

The model does use the **minimalism and abstract** found in Cardillo's style. The **use of white** to represent the building was **successful**. One difference though is that I **added more detail to my model than Cardillo**.

What could I do to make it more like Cardillo's style?

I would **incorporate vaults** and **more concrete** to the design for example, I could cover the northern side of the building with concrete and leave a few strips with glass, similar to that of Cardillo's "Vaulted House".

Were the materials I used suitable?

Overall, I found the materials were **easy to work with, light and inexpensive**. Therefore I will say that they were suitable. Some though, like the **paint and adhesives** however were **not sustainable or certified** to be sustainable. This did **not prove to be a problem** in terms of manufacture but could have **effects in the disposal** of the model.

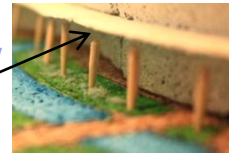
What changes would I have done regarding the manufacture of the model?

In terms of materials, I would buy a **supply of paints and adhesives that are certified** to being sustainable by an organization and **using these supplies over a range of time** and on different projects.

One of the main aspects of the model I found that needed improvement were the **holes between pieces of foam**. These made the model feel like it was of **less quality**, I could cover them up using white **plasticine**. For future models, I will use **CC cutting** to make sure the pieces fit well or get pieces of foam with a **more practical shape** or.



Another aspect were the sizes of the **toothpicks**. They were not all the same length by a **few millimeters** and this small **inaccuracy** was obvious when placing it on the model. Even though it can only be **observed when looking at the model from a near horizontal angle**, it is still an aspect that would need correction. A way of avoiding this in the future could be done by using **CC cutting** or doing many **visual checks** on the markings and pieces.



How would this affect the cost of the manufacture?

Buying **certified paints** will be of a **high cost and waste if they were to be used for only one model** but because I am going to practice model making and painting in the future, I should consider buying these paints. Had I bought paints for this model, they would have cost about a total of **15€**.

CC machines are expensive and usually only available for **industrial or professional practice**. Buying one of these would be really costly and unpractical. However **renting it** and using it could come for free or cost around **5€ per hour**.

Did I manage to overcome problems during the project?

The main problems I faced during the project were those of **finding the appropriate materials** in shops and how to make the best of what I had available. I overcame these problems by **talking to specialists** in model making and doing **research in shops** as to what materials were available and testing how I could use them. Some materials were under **different names**. For example I found the **foam** in a local shop as a **material meant for plant decoration** but found it could be equally used for my model.

Were the exploded and component drawings useful?

Yes, they were **really useful in the manufacture** of my model as they helped me calculate exactly how much material I needed to **reduce waste**. Some pieces, later on in the manufacture, had to be cut up to reduce waste further like for example the foam and card. The exploded drawing helped me **identify which pieces went where** and how it would have to come together.

Some parts of my drawings were **incomplete** like the **location of the stilts and trees** which I had to locate by eye on the model. The **trees were not a problem**. Especially since I could rearrange them to find what position looked best but things like the **stilts needed accurate measuring** to make sure they were all at the same distance from each other. I overcame this my **measuring each stilt as I put it on the model**.

Did the project take too long to make?

Through using a **Gantt chart** in which I planned my time and set myself goals every week, I did **not encounter major time problems** throughout the project. There were some **miscalculations** in the Gantt chart such as thinking I would have more time during the **Christmas holidays** to work on my coursework but finding myself with a lot to do for **exams**. I **caught up with it easily** during February and March.

Was the manufacture too expensive?

No, I **successfully found way of reducing costs** by using tools that were **already available** and finding **cheap alternatives** in shops.

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