

Even though the Harrison neighborhood has been rooted in discrimination and oppression for many generations; it maintains a strong cultural fabric. The neighborhood has also had a history of undesirable development and has suffered long lasting consequences because of it. The neighborhood is still struggling to recover from its history and it is reflected in its state but it's residents not only believe in change; they are striving with great optimism to make the Harrison neighborhood a better place.

This proposal looks at the program, site and neighborhood in two ways. One through enriching the site programmatically; fostering collaboration and interaction spaces. An assortment of scales, flexible typologies create welcoming spaces which functions can adapt as quickly as throughout the day or over the course of a season. This allows opportunity to create a rich dichotomy between the residents whom are working to foster a community while simultaneously reaching out to the surrounding context.

Secondly looks to the history and context of the neighborhood as the inspiration for the physical manifestation. Rather than being one efficient volume; the program is severed, much like the community has been through decades segregation, oppression and undesirable development. But much as the residents see opportunity in the current community; this breaking up of the form fosters an opportunity to create space. The community and public space are defined by an wood armature which nits the programmatic volumes. The form reflects the social and communal aspects of the site and acts as the catalyst for bringing people together. The historical tension of the neighbor is expressed through the materiality and porosity of the massing. The volumes contain the more permanent program elements (food/art/craft); these elements are mostly opaque but contain larges windows to allow users to see and be seen. The armature represented as wood has a soft and natural quality. This is meant to be transparent and welcoming for not only the community but for outside visitors. The wood will also weather over time and continue to change and develop like the community has and continuous to do.

Program:



individual/family/necessity

- outreach
- gallery/classrooms
- convenience store
- outdoor market
- dining area
- outdoor event space
- coffee shop
- maker space



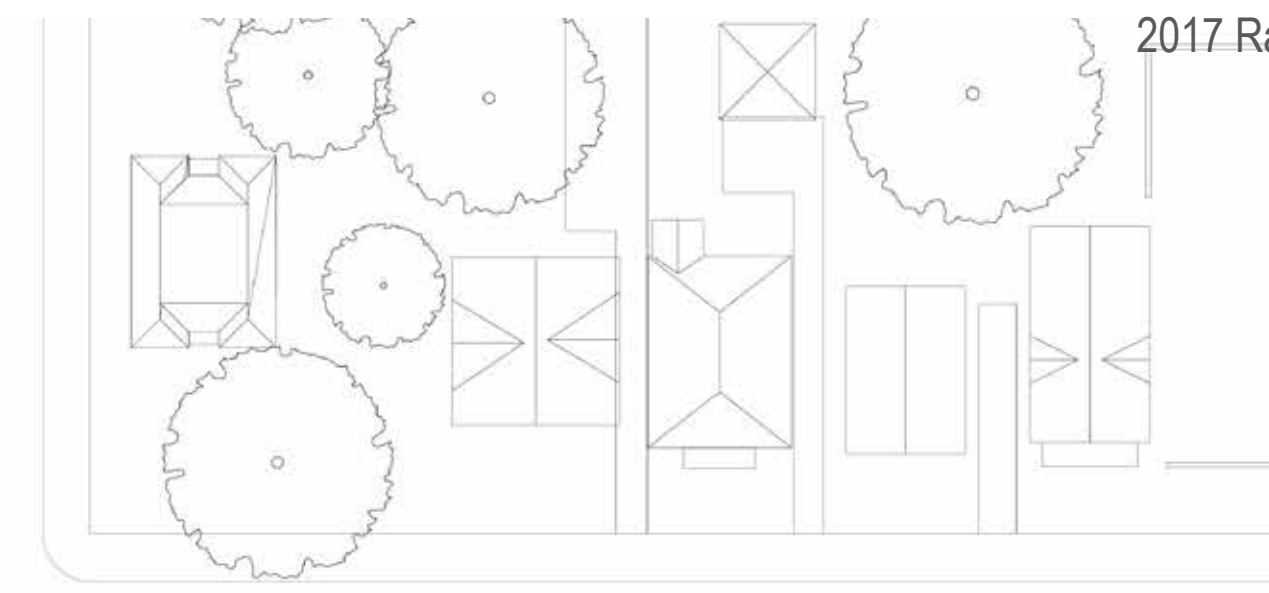
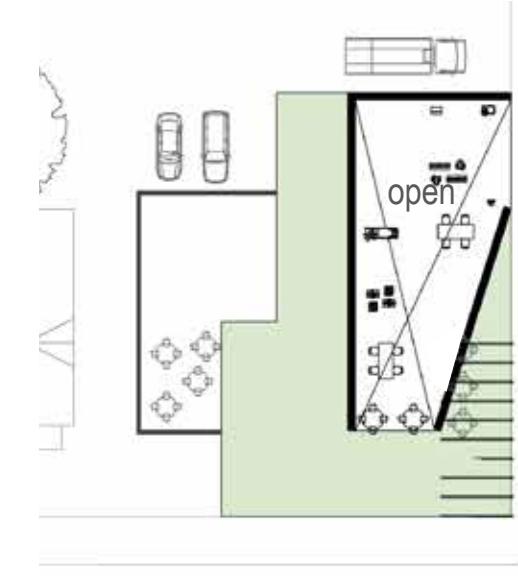
community/enrichment

- outreach
- gallery/classrooms
- convenience store
- outdoor market
- dining area
- outdoor event space
- coffee shop
- maker space



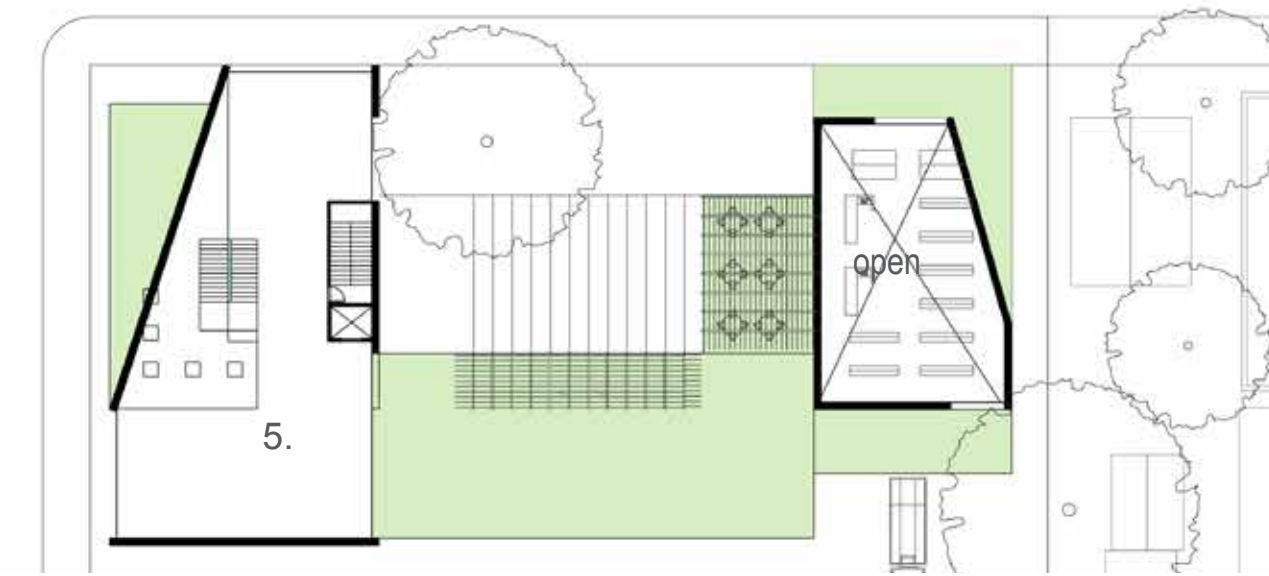
many/festival

- outreach
- gallery/classrooms
- convenience store
- outdoor market
- dining area
- outdoor event space
- coffee shop
- maker space



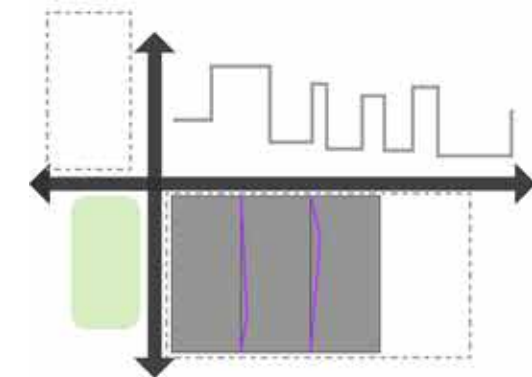
floor plan notes:

1. outreach
2. lobby
3. classroom
4. offices
5. gallery/classrooms
6. convenience store
7. outdoor market
8. dining area
9. outdoor event space
10. coffee shop
11. maker space
12. outdoor sculpture
13. vehicle parking
14. loading
15. outdoor event - festival
16. Existing Tree

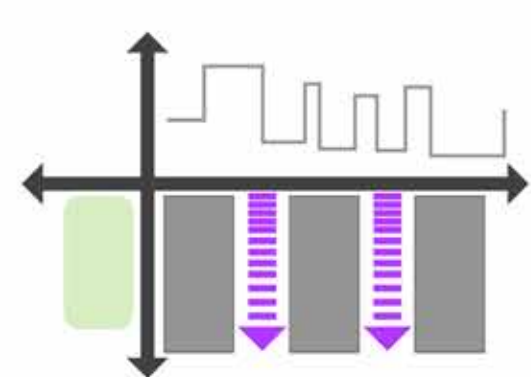


floor plan - level 2

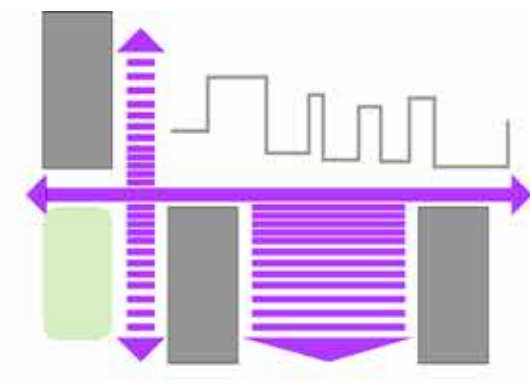
Site/Massing:



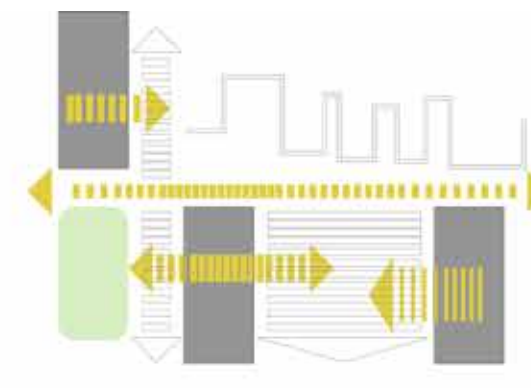
Sever efficient massing.



Spread program throughout site. Allow community to penetrate site.

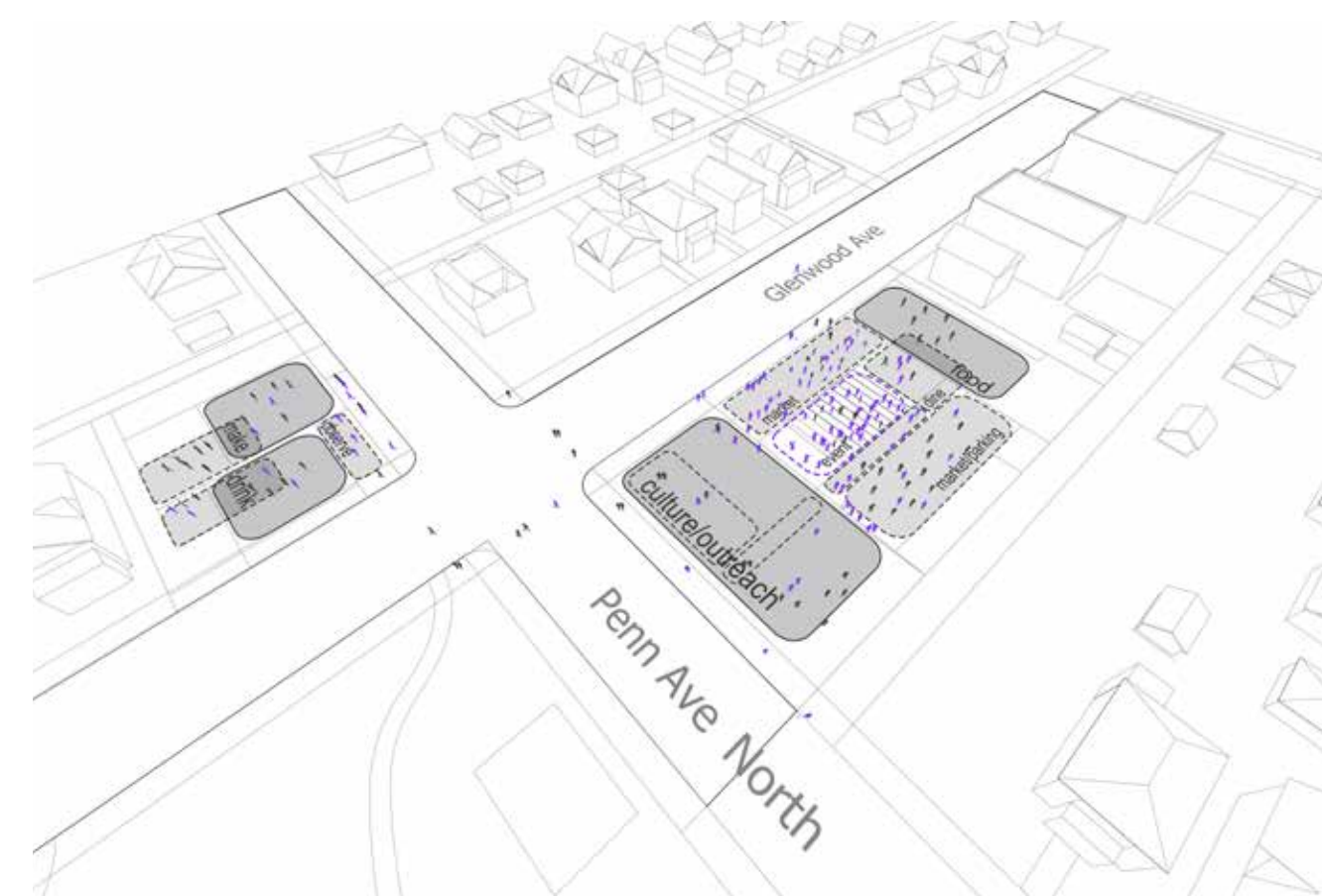


Anchor opposing corners. Adjust scales of outdoor gathering space. Create outdoor space which fosters multiple scales of communal gathering

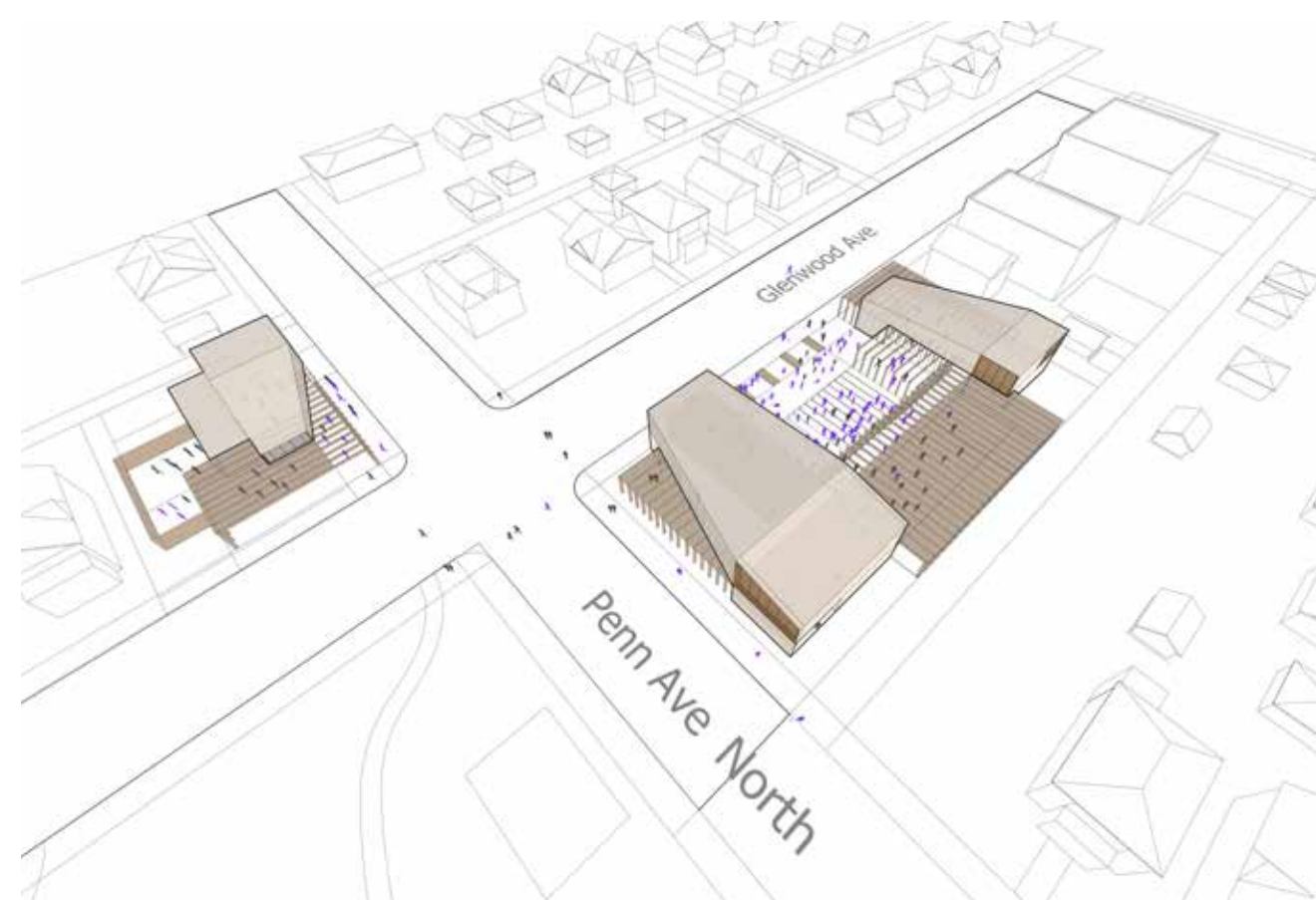


Weave volumes together through enhanced outdoor spaces capitalizing on program adjacencies.

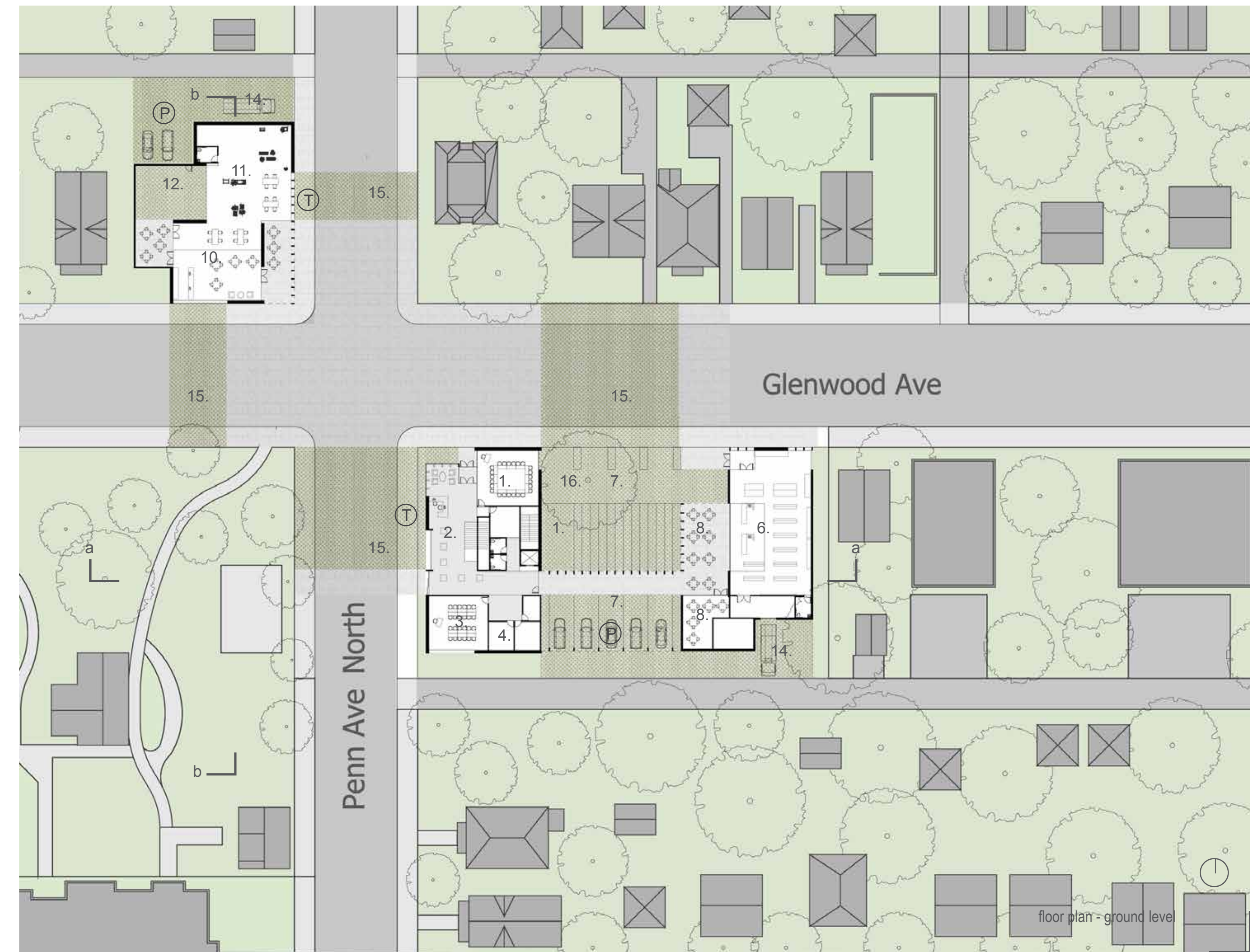
Program/Form:



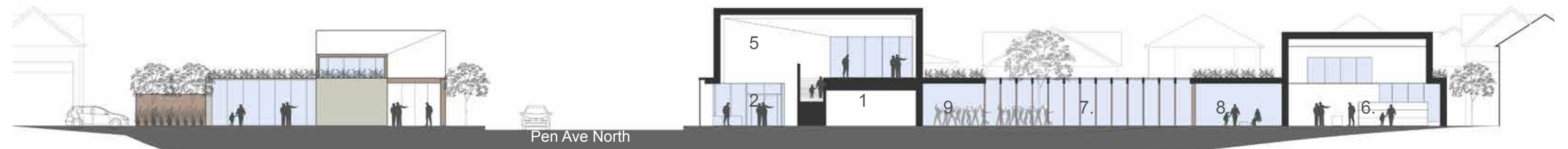
Foster community interaction through multiples scales of interstitial space.



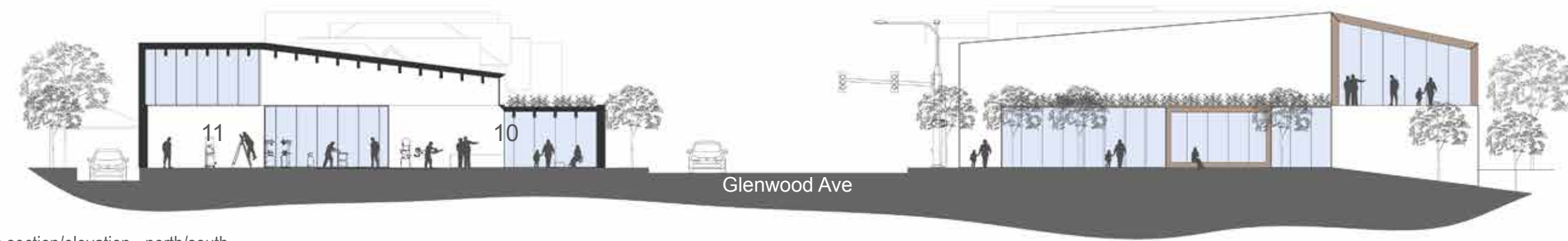
The three programmatic forms are nit together with an armature which defines the community and public space.



floor plan - ground level



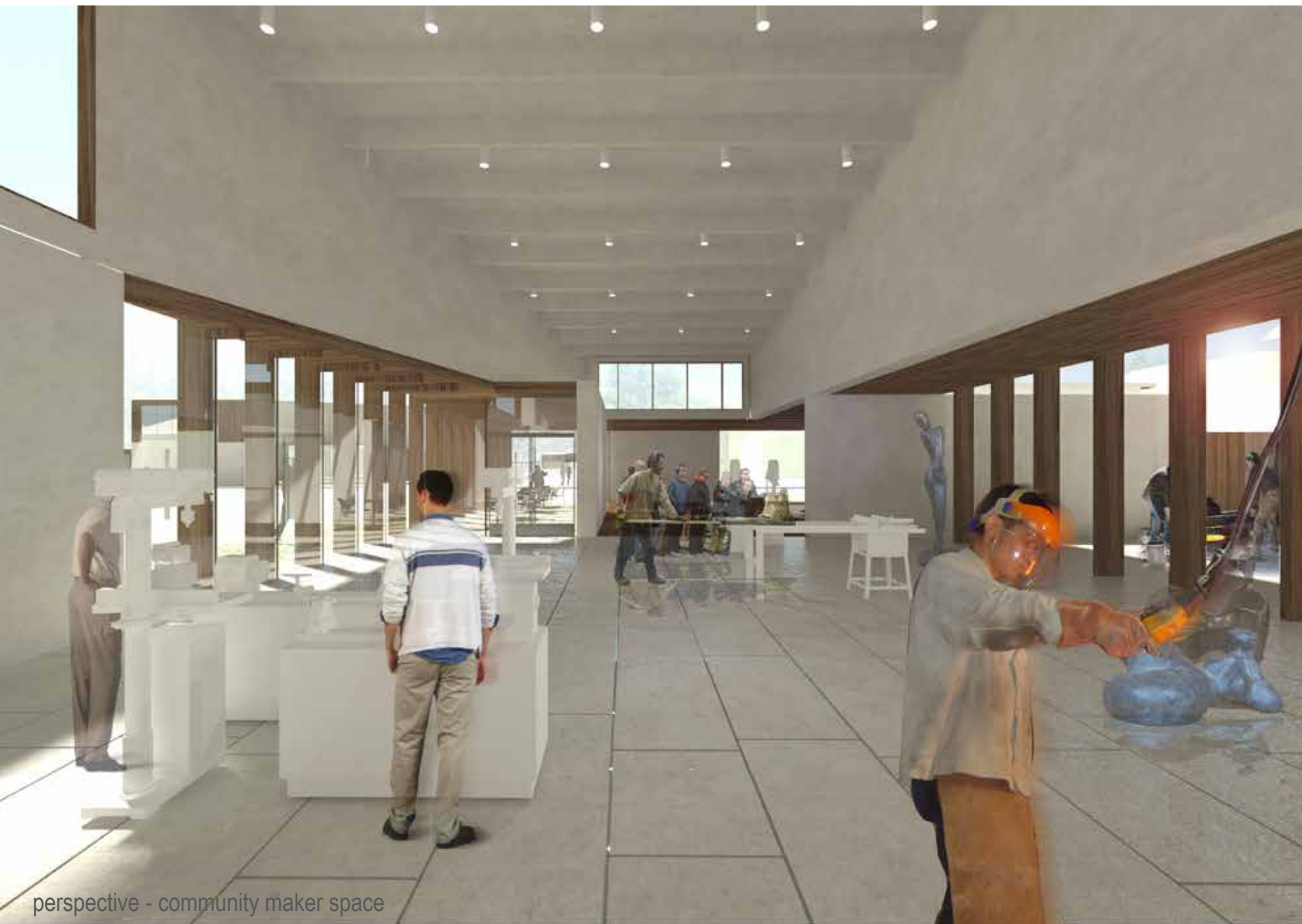
a | cross section/elevation - east/west



b | cross section/elevation - north/south

section/elevation notes:

- |                       |                        |
|-----------------------|------------------------|
| 1. outreach           | 9. outdoor event space |
| 2. lobby              | 10. coffee shop        |
| 3. classroom          | 11. maker space        |
| 4. offices            | 12. outdoor sculpture  |
| 5. gallery/classrooms | 13. vehicle parking    |
| 6. convenience store  | 14. loading            |
| 7. outdoor market     | 15. outdoor event      |
| 8. dining area        | 16. Existing Tree      |



perspective - community maker space



perspective - large courtyard/event



overall - large courtyard