Social Discourse Between Humans and Animals

Sara Honeycutt

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Social Discourse Between Humans and Animals
Social Discourse Between Humans and Animals

This Final Project is presented to the Faculty of the Department of Architecture

by

Sara Honeycutt

In partial fulfillment of the requirements for the Degree of Bachelor of Architecture

Kennesaw State University, Marietta, Georgia

May 3, 2019
My project is to investigate social interaction through design. I am exploring to understand the social discourse between humans and animals. I propose an animal facility which houses adoptable dogs and cats as a method of bridging gaps in social interactions that are a result of the fast-paced media society we now live in. My thesis is an attempt to prove that the notions of architecture, animal and human, are interdependent of one another—that architecture is the vehicle working towards building a new relationship between humans and animals. Our domesticated animals rely on humans but we also lean on our furry friends in times of need forming a co-dependence with one another. I am utilizing Millennial’s love of these pets to create more social connections and even provide stress relief and therapy. This new animal facility seeks to draw the technology generation out of their homes by encouraging visitors to bring their own pets to socialize both the human and the animal while providing much needed interaction with the adoptable pets. Programs such as education, animal training, medical and grooming services, retail, and cafe spaces will be implemented to make this facility a place to dwell. By providing programs which encourage visitors to stay longer, I assert this will result in more adoptions. This facility seeks to create spaces which will bring together all walks of life.

Approved by:

Thesis Advisors: Peter Pittman and Ameen Farooq

Thesis Coordinator: Elizabeth Martin-Malikian

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I would like to acknowledge my parents for the guidance and love they have endlessly given me.
To my mom who has carved the path of reason and compassion.
To my dad who is my number one fan and supporter.

I would also like to thank Professor Pittman and Professor Farooq for guiding me through this journey.

I want to thank Alpha Rho Chi for the brotherhood, support, and friendships I have made.
I am dedicating this book to my Aunt, Sheri, and my Uncle, Lee, for supporting me through these past 5 years. My biggest proponents and truest friends, they brought me dinner and coffee when minutes were valuable, listened when I needed to talk, and always propelled me forward when I was too tired to move. They are such incredible individuals and I am truly grateful to call them family.
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ch 01
“Animals have come to mean so much in our lives. We live in a fragmented and disconnected culture. Politics are ugly, religion is struggling, technology is stressful, and the economy is unfortunate. What’s one thing that we have in our lives that we can depend on? A dog or a cat loving us unconditionally, every day, very faithfully.”

- Jon Katz
As a volunteer for a local animal shelter, I begun to become less immune to the depressing environment that animals lived in every day that I went back. The room that held all the dog kennels was usually too deafening to hear a person next to you speaking. The cats rubbed up against their metal cages and mewed in hopes of getting a couple of fingers stuck in to pet them. As an animal lover, it became heartbreaking leaving knowing they all lived in fear and stress constantly. There are 6.5 million cats and dogs waiting to be adopted in America’s shelters, living in limbo.

I questioned why design had lacked in the realm of our furry friends and what existed out there for them. If I could design a new typology for animal shelters which address the animal’s needs and comforts, the desperation which lingers could evaporate. The way which we think of animal shelters could even transform from a service to a market. A happy place to play and interact for both the humans visiting and the animals living there. This started to shape the way I approached this thesis in considering design moves that were intended for animals instead of just the humans.
Our pets have become integral members of our family. They get excited when we come home after work and we enjoy the attention and unconditional love they give to us. Pets have become children for many.

Social media has been used as a platform to share our loving companions with the world. In this interconnected world, there’s a key disconnect. The younger generations of Millennials and Generation Z face a challenge connecting with people face to face. They don’t need to go out because, food is delivered, their phone shows what their friends are doing, and the world is already at their fingertips. I want to give them a reason to want to go out. So the question remains, what does it take to bring these generations out of their homes and into physical society? I propose utilizing adoptable dogs and cats as a method of bridging gaps in social interactions. Use Millennial and Generation Z’s exponential love of these pets to create more interactions and even begin to heal/stress relief. Already there are bridges between animals and social media. “14 percent of dog owners maintain a Facebook page for their pet, 6 percent tweet for their dogs on Twitter, and a whopping 27 percent have their own YouTube page” (O’Niell par. 2).

I am seeking to draw the technology generations out of their homes. There will be spaces for groups as well as spaces for one on one connections. This facility will invite visitors to bring their own pets to socialize both the human and animal while providing much needed interaction with the adoptable pets. Programs such as education, training, medical, retail, and food spaces will be implemented to make this facility a place to dwell.
What is the issue?

Animal shelters are not successful buildings because of their lack of design. The design moves for a shelter should start to question that actual needs of the animals beyond food, shelter, and efficiency. Cats often get no access to natural light or ventilation while dogs are lucky if they get 10 minutes to these basic qualities of life. Visitors spend little time interacting with potential new family members that could go to a home because of the poor environment which exist. Physical barriers prohibit interaction, the decibel levels exceed human capacity while in the dog rooms, and cats sleep in cold metal cages. There is a lot of room for improvement which will benefit both the humans visiting and animals residing there.

Why does it matter?

Millennials, more than any generation before, are obsessed with pets, yet all across America there are 6.5 million animals waiting to be adopted in shelters. Of those 6.5 million, 1.5 million are estimated to be euthanized this year before ever reaching a home. Many of the animals euthanized are put down because they lost hope of ever leaving that small metal cage. After months of being deprived of social interactions, natural light, and freedom, there is no will to try to catch the eye of the next visitor walking in. Preventing these animals from losing hope is possible through design. Creating environments which are livable and enjoyable to be in can save these homeless animals from hopelessness.
My intent

My project is to investigate social interaction through design. I am exploring to understand the social discourse between humans and animals. I propose an animal facility which houses adoptable dogs and cats as a method of bridging gaps in social interactions that are a result of the fast-paced media society we now live in. My thesis is an attempt to prove that the notions of architecture, animal and human, are interdependent of one another—that architecture is the vehicle working towards building a new relationship between humans and animals. Our domesticated animals rely on humans but we also lean on our furry friends in times of need forming a co-dependence with one another. I am utilizing Millennial’s love of these pets to create more social connections and even provide stress relief and therapy.

This new animal facility seeks to draw the technology generation out of their homes by encouraging visitors to bring their own pets to socialize both the human and the animal while providing much needed interaction with the adoptable pets. Programs such as education, animal training, medical and grooming services, retail, and cafe spaces will be implemented to make this facility a place to dwell. By providing programs which encourage visitors to stay longer, I assert this will result in more adoptions. This facility seeks to create spaces which will bring together all walks of life.
ch 02
You cannot share your life with a dog, as I had done in Bournemouth, or a cat, and not know perfectly well that animals have personalities and minds and feelings.
- Jane Goodall
Felines

Space is very important to animal shelters. Every nook will be filled with a purpose if not given one. But space for the animals is usually not as plentiful as it needs to be. Many animal shelters will house all their cats in a single room, separated by metal cages. Research has shown that, “the more spacious housing might have encouraged cats to be more active, thereby increasing the probability of adoption” (Karsten pg 19). Adoption is imperative to shelters as they are always in need of space and resources. Factors that can increase turnover rates are hugely beneficial to implement. “While shelters might be hesitant to house[ ] fewer cats may result in increased euthanasia, the results of our study suggest the opposite may be true. Implementing C4C was associated with significantly lower daily populations, shorter [length of stay] to adoption, increased probability of adoption and decreased probability of euthanasia in these particular shelters” (Karsten pg 21). It is important to meet the needs of the cats first before the needs of the shelter.

Conditions which increase {visitation duration, frequency, and adoption rates} to create a successful model of an “animal shelter”:

- Reduction of barking/noise
- Opportunities for animals to approach humans
- A more enriched environment
- Amenities
- Direct accessibility to animals

Create scenarios for animals to approach, or “choose,” humans

Construct “opportunities for cats to perform natural behaviors such as hiding, perching and interacting”

Providing spaces for animals to avoid interaction makes them more willing to choose to interact

Figure 2.1

Figure 2.2
Felines

Commonly in shelters, adult cats and kittens are held in separate cages but in the same room. Adult cats and kittens need to be housed separately for the control of illness spreading (Wagner pg 7). The illnesses cats can survive can be devastating to a kitten’s health and survival. Most shelters keep their felines in cages where they eat, sleep, potty, and play which is unhealthy. “Appropriate housing is defined by the ASV Guidelines as providing sufficient space for normal postural adjustments, allowing separate areas for elimination away from areas for eating and sleeping, and permitting enrichment such as hiding spaces, resting shelves and the opportunity for stretching, ambulation, and play” (Karsten pg. 16). While this may seem trivial in the grand scheme of housing homeless animals, the quality of housing for felines and canines plays a big role in their well-being.

The health and welfare of shelter cats has been connected to “poor quality housing” resulting in increased “increased anxiety and fear; stress-related changes in behavior such as aggression and destruction; and suppression of eating, elimination, grooming, exploration, and play. Shelters are urged to meet or exceed space guidelines of 1.67 m² [18 ft²] of floor space for group-housed cats” (Karsten pg. 16). Shelters often overlook the needs of animals by simply putting them in a crate. Cats need ample room to jump, exercise and hide if they feel like it. Giving animals a little bit of autonomy can go a long way in terms of their well-being.

5.47 ft² of space per cat in grouped housing

“Relatively barren, easily cleanable” design
Research has shown that current pet owners put effort into making sure their pet is comfortable and happy (Millennial Pets ‘Own’ Their Owners par. 2). A shift in how we treat and perceive our animals has been in the works for generations. Gone are the days of our pets being seen as playthings and property—they’re part of the family now with 43% of Millennials calling their pets fur babies. “How millennials include their pets into day-to-day decisions is a clear indicator of their shifting relationship with them” (Millennial Pets ‘Own’ Their Owners par. 3). Millennials will factor in their pets when considering options while moving. They also care about what goes into the food they feed their pets. Millennials have shifted the conversation about pets and their role in our lives.

The conversation of animals having autonomy is new and still being shaped, but it is important that is being talked about. Pet owners understand that their cats and dogs have personalities and emotions. Frans de Waal studied nonhuman primates for more than 40 years and observed, “I am now at the point that I think emotions are more like organs. All my organs are present in a rat’s body, and the same way, I think, all my emotions are probably present in the rat” (Sex, Empathy, Jealousy par. 4). With this new insight to animals, comes a discussion into the cognitive and responsibility of how to treat them.

The shift towards viewing animals as part of the family is occurring and so is the shift in how we design living spaces for these animals. Unfortunately it isn’t happening for the 6.5 million animals waiting in desolate shelters to be adopted. 1.5 million of those animals will be euthanized each year as they lose hope of finding a home (Pet Statistics par. 2). Animal shelters have several negative connotations associated with them: too loud, unclean, need to go through staff to fully interact with an animal, and unwelcoming. I am asserting that by improving the typology of an animal shelter, visitation and duration rates will go up. By having more visitors and ones who spend more time there, the shelter can increase adoption rates and potentially income as well.
Canines

Dogs needs are hardly met in animals shelters, but if planned correctly, can be easily achieved. They need access to natural light and outdoors. Many dogs defecate in their kennels because they cannot wait 24 hours until the next volunteer comes to take them out. This is extremely unhealthy for the welfare and mental health of a dog. Many shelters which house dogs in kennels reach decibel levels that hurt human ears instead of separating the dogs into different areas. This creates a hostile environment as the barking almost never fully stops.

A research found that, “we suspect that the removal to the quiet, secluded room was key. In the absence of the incessant barking and other dog-related stimuli of the intake room, the mere presence a human social partner may have had a more-powerful calming influence” (Shiverdecker pg. 78). In order to help dogs thrive, it is important to have spaces that can be quiet and let the dogs escape chaos. “The presence of a human also reduced the barking/whining and panting of the dogs, two behavioral measures we previously found to be lowered as a result of human interaction” (Shiverdecker pg. 78). By having more visitors, the dogs can be more engaged instead of being focused on barking.
A study was conducted in an animal shelter observing dogs being petted by strangers. The researcher monitored the dogs' levels and assessed that, "positive physiological and behavioral changes were evident in shelter dogs even after only a single 15-min petting session with an unfamiliar volunteer" (McGowan pg 52). 15 minutes is swinging by after school to play with a dog on your way home. It's stopping by to grab a coffee and pet a cat while you wait for your drink. If spending 15 minutes petting a dog can improve their quality of life, what does it do for humans? A recent study was conducted on a college campus to examine if dogs could reduce stress and anxiety in students during finals. The study found that just 15 minutes of interaction with a dog reduced stress and anxiety (House pg. 5). "It is well documented that human interaction has positive effects on dogs housed in animal shelters including measurable impacts on the dog's physiological state.

Human interaction has been shown to be an effective means of reducing stress in shelter dogs as evidenced by reductions in circulating cortisol levels, blood pressure, and positive fluctuations in heart rate variability" (McGowan pg 42). It is imperative that a goal of a shelter becomes to attract as many people to play and spend time with their dogs as possible. Also it means making it easily accessible to interact with the dogs so visitors do not have to go through staff to interact. "Most dogs seek contact with humans and, when given the choice between interacting with another dog or a human, they often prefer social interaction and proximity with a human. Dogs also express more excitement towards gaining access to a human as compared to another dog, and show a reduced stress response to a novel situation in the presence of a human compared to another dog. Many dogs show a specific affinity towards petting and will seek out this close contact from both familiar and unfamiliar people. Dogs housed in socially restricted environments become more excitable and display stronger indications of aggression and uncertainty, thus social interaction seems to be important for behavioral health." (McGowan pg 42).

To foster adoption and promote well-being while residing in a shelter, it is important to have this interaction. This can help prevent dogs and cats from loneliness, aggressive behaviors, and being anti-social. This can also help millennials reduce stress and loneliness so it creates an opportunity to bring these two groups together.
Increased human interaction/visitation = Increased life quality for homeless animals + adoption rates
There are few architecturally note-worthy animal facilities that exist. As this project stemmed from an observation in the lack of focus on homeless animals, this is not too surprising. The precedents that were further explored each have advantages and disadvantages that are worth noting. I chose to observe and analyze these three precedents because I saw them as the best examples of architecture for homeless animals. I examined how each of them addressed the four categories below to determine the best strategies and determine what was missing.

**Atmosphere**

The atmosphere of each facility should be welcoming and comfortable to both the humans and animals. The goal should be to make it a place where animals would want to live, and humans would want to dwell.

**Noise**

Animals have a voice of their own - and they use it! It is important to address the measure taken to dampen sound in these facilities as many of them can reach levels which pierce the human ear.

**Autonomy**

Autonomy means “freedom from external control or influence; independence.” It is important to give animals a sense of autonomy to communicate to them, and humans, that they are free to chose. They can chose when to eat, where to sit, and the level of social interaction they want.

**Health**

To prevent the dogs and cats from giving up hope as they wait to be adopted, they need adequate space to move around and access to natural light and ventilation.
Architect’s description: The Palm Springs Animal Care Facility represents a unique public/private partnership between the City and Friends of the Shelter. Located on a 3 acre site across from the City’s Demuth Park, the exterior design reflects Palm Springs’ unique mid-century architectural heritage. Specific program components include a public oriented, Animal Community Center ambience featuring a central indoor/outdoor kennel design with public adoption access within an inviting garden courtyard equipped with misters and fabric shade structures.

DEMOGRAPHICS - median age 35; 61% Hispanic, 35% Black; median household income: $31,424; 30.5% poverty
The concept of the roof was inspired by the mountains in the background, giving this project another dimension beyond housing homeless cats and dogs. The floor plans are strategic to separating public and private circulation. This animal shelter has local art work on display and a small retail section. The dogs are kept in kennels which are both interior and exterior, letting the dog pick. To mitigate noise, the facility breaks up the dog kennels with “get acquainted” spaces for visitors to interaction with a dog one on one.
Walking up to the building, there are playful windows which allow visitors to view cats before they enter the building. In the lobby, a cat room is available for visitors to walk into and engage with the cats they might have seen as they approached the building. The lobby leads visitors past the retail and art and into more animal spaces as they progress into the building.
South Los Angeles Animal Care Center & Community Center / RA-DA

Concept: This is a project that challenges all preconceptions of the animal shelter as a building type. It creates a welcoming environment with the visitor in mind and engages the community in a positive and exciting way. These are the ultimate goals of the building, and in achieving these, we help our client achieve their goal to reduce euthanasia and increase adoptions.

DEMOGRAPHICS - median age 53.7; 62% White, 26% Hispanic, 5% Black, 3% Asian; median household income: $46,065; 19.4% poverty
There are many scales of spaces for visitors to choose from; intimate to large groups. Kennels provide focused attention because of strategic layout while also defusing noise from barking. Each kennel has heating and cooling provided for the dog. This facility is lacking in public interior spaces which could deter visitors on bad weather days.
Visitors have window viewing of animals inside as they move to the canine gardens. Public art and green spaces surround the dog kennels to soften the concrete area. Much of the site is given to laying out the kennels. There are exclusively exterior dog interactions and there are very few cat spaces for the visitors to engage with the cats.
Precedent 03

Greenville Humane Society / McMillan | Pazdan | Smith

Architect’s description: “The Greenville Humane Society engaged our design team for the renovation of an existing 10,000 SF warehouse to house an animal adoption center and clinic. Rebranding itself as a no-kill facility and rethinking operational efficiencies, the shelter’s goals for the project included accommodating approximately 100 cats and dogs in an engaging atmosphere and enhancing several revenue-generating aspects of the business to support the loss leader, animal adoption. The over-arching goal of the design has exceeded expectations—a functional, friendly and enticing facility that supports a community of pet-lovers—and a true team effort.”

DEMOGRAPHICS - median age 34.4; 76.7% White, 18.6% Black; median household income: $45,360; 16.8% poverty
Spatial conditions are open in lobby but separates private and public programs. No natural light, ventilation, or exercise for cats. Not many spaces provided for one on one moments so visitor interactions with animals are limited. Visitors have to go through staff to play with animals. Dogs only go outside when staff takes them.

Figure 2.35

Figure 2.36

Figure 2.37

Figure 2.38

Figures 2.38
After exploring the programmatic relationships of the case studies, started to look into how I might organize my facility. I looked at relationships of one program to another and also the square footages the programs needed. Then I mapped out how they might interact and sit next to one another.
### Comparison of Program

<table>
<thead>
<tr>
<th>Palm Springs Animal</th>
<th>S. Los Angeles Animal</th>
<th>Greenville Humane Society</th>
<th>My Facilities’ Program</th>
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<td>M/W staff - 380</td>
<td>Development Manager - 105</td>
<td>Counseling - 400</td>
</tr>
<tr>
<td></td>
<td>Field Enforcement - 915</td>
<td></td>
<td>Bookstore/Library - 2000</td>
</tr>
<tr>
<td></td>
<td>Euthanasia - 1170</td>
<td></td>
<td>Cafe - 500</td>
</tr>
<tr>
<td></td>
<td>Grooming - 540</td>
<td></td>
<td>Water feature - 1000</td>
</tr>
<tr>
<td></td>
<td>Community RM - 925</td>
<td></td>
<td>Counseling - animal therapy - 500</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Relaxation space - 400</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Study area - 400</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Exercise studio w/ classes - 1000</td>
</tr>
<tr>
<td>Totals</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Site dimensions: 422’ x 310’ = 130,820 sqft = 3 acres</td>
<td>Site dimensions: 427’ x 285’ = 121,695 sqft = 2.8 acres</td>
<td>Site dimensions: 250’ x 283’ = 70,750 sqft = 1.6 acres</td>
<td>Building net : 24,130 sqft</td>
</tr>
<tr>
<td>Building net: 21,000 sqft</td>
<td>Building net: 24,000 sqft</td>
<td>Building net: 10,500 sqft</td>
<td>Building gross: 28,956</td>
</tr>
<tr>
<td>Building gross (20%): 25,200</td>
<td>Building gross (20%): 28,800</td>
<td>Building gross (20%): 12,600</td>
<td></td>
</tr>
<tr>
<td>Parking Public: 22; 2 HC</td>
<td>Parking Public: 23; 2 HC</td>
<td>Parking Total: 21; 2 HC</td>
<td></td>
</tr>
<tr>
<td>Parking Staff: 10; 2 HC</td>
<td>Parking Staff: 37; 2 HC</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
ch 03
design synthesis
Site Selection Criteria

Research has shown that many people find stress relief from animal, but particularly young adults. Knowing that Atlanta is a booming city and becoming pet friendlier every day, I decided to strategically locate my building near a college. My three initial sites were each located near a college, Georgia Tech, Agnes Scott, or Emory University. Each site location had advantages and disadvantages to consider when making my selection.
Site Potentials

Near GA TECH, Centennial Park. Industrial area with residential near by. Area is immediately industrial, residential to the West and close to Atlanta attractions. Not pedestrian friendly but Marta stops are near the site. Each edge of the site is unactivated and sits near office buildings and their parking lots. 9.5 acres.

Near Agnes Scott, Decatur High School, Carl Renfroe Middle school, Stone Mnt Trail borders, Village vets, Decatur Transit Station. Mixed area of residential, food, recreational area. Area is large commercial/service area but surrounded by residential. MARTA buses and train are near site and the area is pedestrian friendly. 2 acres.

Close to Emory and Agnes Scott. Intersection at high traffic routes. Site is adjoined to a large retail strip and residential and religious institute behind it. Walking distance of Emory Decatur Hospital. Area is immediately commercial but largely residential. Public transportation is available and the site is across from apartment complex. 2.6 acres.
The Site

Atlanta, GA, USA

Site within Decatur
This location in Decatur proved itself to be an ideal spot for a new animal facility. The young demographics of the area fit well with new time pet ownership. The site sitting near a college, high school and middle school also was a benefit for the youth. It is located near bus public transportation and a MARTA station while being a short walk from the Downtown area. Village Vets sits 2 streets back from the site making a connection with an equipped medical facility that is a local business.
The streets that surround the site are of mixed use. In view of the site sits a 10 story apartment complex, towering over mostly single home families. Next to the apartment complex and across from the site is a historic fire department still in use. Next to the site sits a restaurant with outdoor seating and a mural painted to face the site. The rail line neighbors the site while the old depot, now turned restaurant, sits directly across from the busiest part of the site. The street in between the rail line and the site is a quiet one lane road with parallel parking.
To the left is a diagram of the factors playing on the site. Vegetation, views to and from the site, noise factors, elevation changes, wind directions, and a sun path are mapped out.

Below is an isovist study looking out from the site to the neighboring areas.
The site has many factors to consider when planning strategies. The two streets which border the site have different conditions. E Trinity to the north of the site is a 3 lane road which creates a busy intersection on the east side of the site. E Howard, which hugs the south side, is a one way street and is very quiet. On the other side of E Howard sits railroad tracks which is still in operation. I decided to use E Trinity, which has the most pedestrian and vehicular traffic, to become the “storefront” side to display the dogs and cats. I located the private programs to address E Howard and create a buffer between the railroad tracks and the public programs.
The parti was created with axis and language in mind. The 2 intersecting axis are rigid with a 3 axis intersecting and having a distinguished language. They meet at a junction which became a node on the site. This set up the beginnings of form studies.
This is the exploration of different planning strategies through model making. I used a site model to lay these strategies on top of and evaluate how they address the site. They are shown in a linear fashion of progression.

This scheme creates 2 different size interior courtyards while protruding the lobby as an entrance.

This scheme implemented a second level to buffer noise while using an "L" shape to separate programs.

"Stepping" of the building can create more opportunities for enclosed courtyards and address multitude of directions.

This form was created with balance in mind while protecting an inner open courtyard.

This form was created to show a differentiation in programmatic elements while creating a semi-enclosed courtyard.

This form utilizes the advantages of the other studies to create a situation which address the sites’ and programmatic needs.
These models capture how the form studies progressed into the refined final version. They are situated on site models to better understand the relationship to the surrounding areas.
Atmosphere

Implementing higher ceiling heights and providing lots of glazing will create a pleasant environment that will encourage visitors to stay longer. Quality of materials and places for interaction to occur is important to creating an atmosphere.

Noise

Using a vertical stacking method will reduce noise bleeding into the neighborhood. With the additional of acoustical panels, interior atmospheres and environments will be more pleasant for visitors thus increasing visitation duration and frequency.
Health

Animals will have access to green space on their own terms which improves their health quality to access to natural light and air. Creating environments which encourage the animals to jump, run, and play will keep them active and fit as they wait to be adopted.

Autonomy

Providing open floor plans with means of escape from human interaction will increase the animals sociability and improve their quality of living. Using the corridor wall to create a circulation limited to animals, they now have be given autonomy.
ch 04
final outcome
Sections and Elevations

Figure 4.1

Figure 4.2
Final Model
ch 04
critical response
Animal shelters as a typology have a lot of room to develop in architecture. They need to be more socially responsible to design and factor in the needs of the animals they are housing. This project sought to further the design research in the realm of animal design. It raised awareness about the needs of an animal beyond food, water, and shelter. This building took into consideration the needs of felines, canines, visitors, and staff.
I wanted to explore how to design an animal facility in a semi-urban site which gave back to the community. This facility provided a multitude of spaces that invite visitors to pause and interact with each other and the animals. The environments provide the users the choice in the type of interaction. The goal was to create an environment that addressed all walks of life while creating an atmosphere that was enjoyable.
ch 5A


ch 5B