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The Other Place

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by

Simona Floyd



The Other Place

Heterotopic Community Place to promote
Escapism and Imaginativeness

Project Book is Presented to:

Trace Gainey

and to the

Faculty of the Department of Architecture
College of Architecture and Construction Management

by

Simona Floyd

In partial fulfillment of the requirements for the Degree

Bachelor of Architecture

Kennesaw State University

Marietta, Georgia

May 9, 2023

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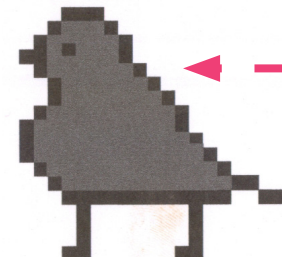
Character Introduction

CYCLICAL SICKNESS

Fred is a hard-working bread winner for his beautiful family. He is a pigeon that must work overtime often to provide for his 3 children and support his wife who can not work currently due to her broken wing. He is overwhelmed with this load and finds himself stuck in a daily loop of flying to work, working, then going home with home stresses. This routine with no break has led him to be very pessimistic despite the goodness in life he does have.

FEDRICK THOMPSON

AGE: 35 (HUMAN YRS)



Fred, Sierra, and Apricot all face troublesome issues and wish for an escape, and escape to an other place. Join them as they guide our journey of arriving there

SIERRA FORD

AGE: 22



LIFE CRISIS

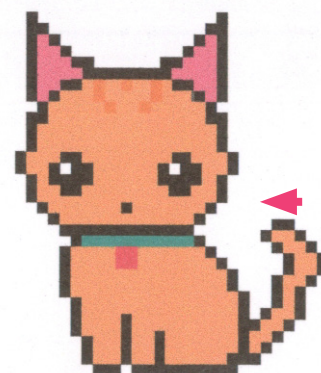
Sierra is a hard-working college student who recently is going through a crisis. The devastation of the possibility of losing her mom from COVID is overwhelming. She is used to getting relieve of her stresses through shopping and eating out with friends however the gratification of those things are just not helping currently. She is dealing with much anxiety with her current situation and having difficulties adjusting to being an adult.

LONELINESS

Apricot is a positive outgoing cat and loner. She does not have many friends but is looking for a place to release her energy, see something different, and meet people to talk to. Because everyone often travels by car or slaved to their screens or other life-situations, she has a hard time engaging with those in her community. She misses the old days where people talked more with each other, and everyone was not a stranger. Although old, she is still youthful at heart. She is facing a crisis with her memory and needs stimulation to help this problem not progress

APRICOT ROCK

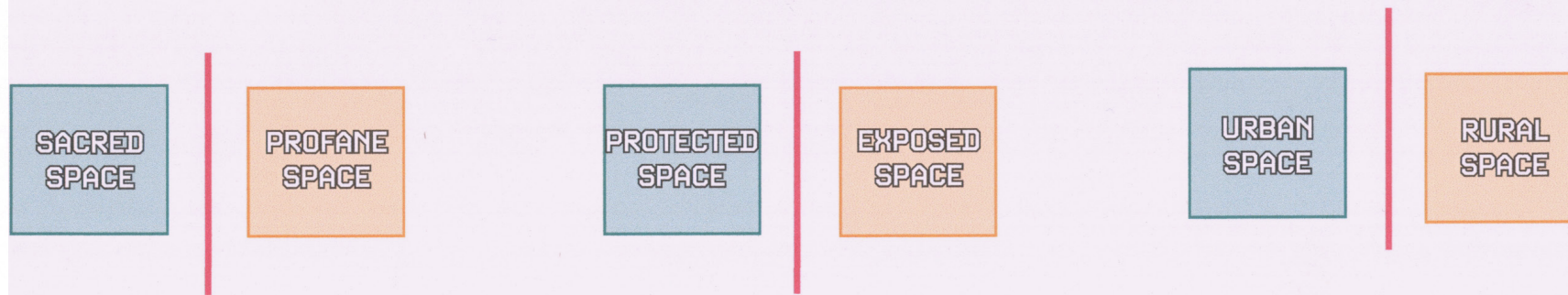
AGE: 68 (HUMAN YRS)



Chapter 1: Research and Conceptual Development

PERCEPTION OF SPACE - FOUCAULT

"LOCALIZED" - hierarchic ensemble of places



Space is seen to be divided into known orders and assigned different meanings based on their interrelationships. We can see spaces to live, work, and play as categories to define the function of the vast majority of architectural places. The focus of my design proposal is on the space of play, the entertainment grounds. *The space of play is where the masses ordinarily depart to when in need of a break from work or life.*



THE ARCHITECTURAL EPTIOME AND COMMON GOAL OF CITY PLANNERS AND CITEZENS WORLDWIDE, AN UTOPIAN SOCIETY...

That is a mere fantasy however - a fantasy if what could be, because reality has its limits... perhaps with some time were getting here though, a world of paradise

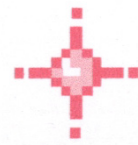


Thesis Solution:

Heterotopias are a necessary focus designers should integrate into our city. An affordable fantasy land is needed. My solution, the OTHER PLACE. A Heterotopic Community Place to promote Escapism and imaginativeness



The Other Place

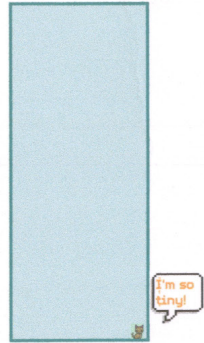


Heterotopia

How does the heterotopia present itself in western society?



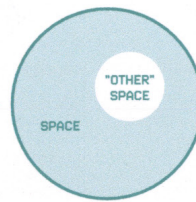
BIGNESS OF WORK TOWERS



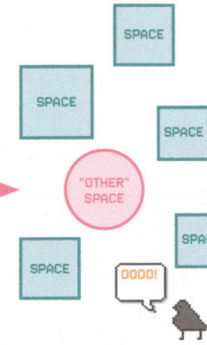
I'm so tiny!



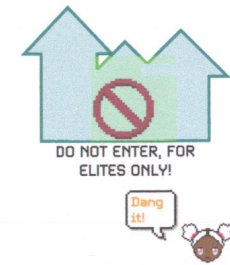
COEXISTING SPACE



JUXTAPOSING SPACE



PRIMITIVE COMMUNITIES



DO NOT ENTER, FOR ELITES ONLY!

Dang it!



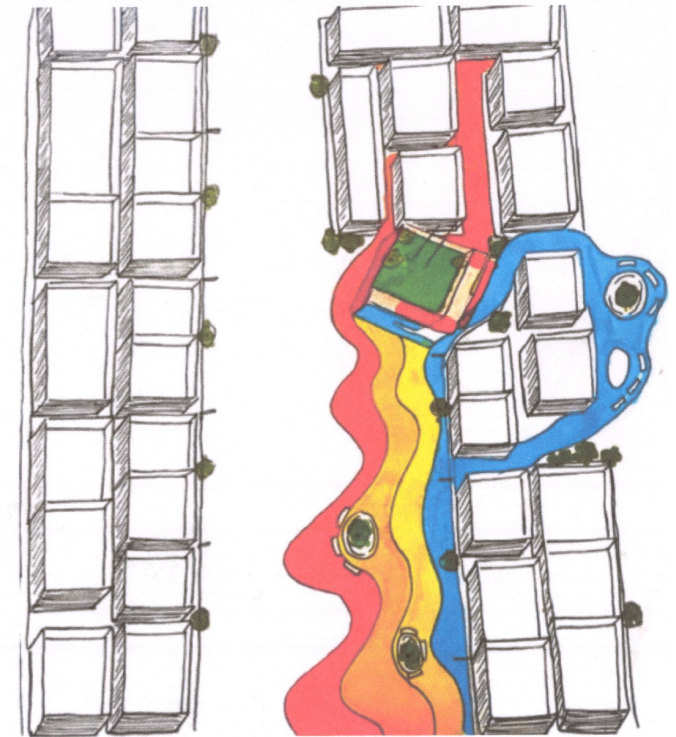
TIME



OPENING AND CLOSING

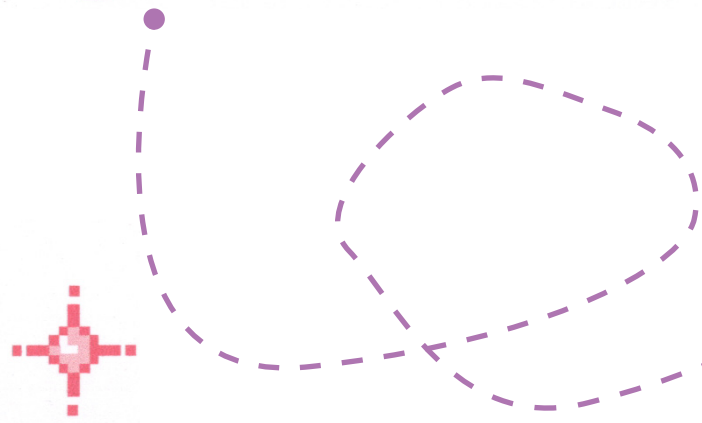


Conceptual Sketch

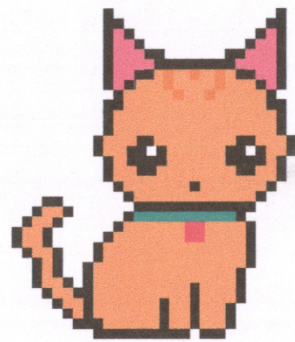


"- Places of this kind are outside of all places, even though it may be possible to indicate their location in reality. Because these places are absolutely different from all the sites they reflect and speak about." -MICHEL FOUCAULT

Pragmatic Study



How can the everyday be juxtaposed?



We first must understand...

EVERYDAY ARCHITECTURE

As a architectural design focus studio in fall 2022 Arief Setiawan governed a study in which students dissected everyday architecture seen around us in Georgia. These buildings studied are also dispersed around plenty of cities across the US. Categories of spaces are displayed below and a pragmatic study was done by Rolando Joseph and I of the selected group.

CATEGORY	EXAMPLE
Planar	Gas Station
Free-Standing Large	Office Building
Multi-Cellular Large	Shopping Complex
Free-Standing Medium	Grocery/Retail Store
Free-Standing Small	Cafe/Service Shop
Multi-Cellular Small	Town Home



WAFFLE HOUSE



CHECKS CASHING





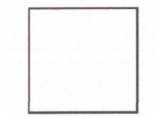
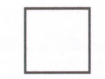
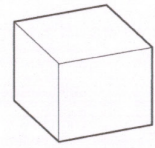
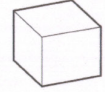


FORM

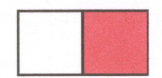
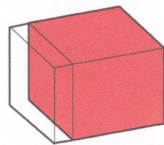
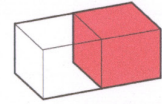
WAFFLE HOUSE

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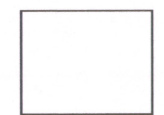
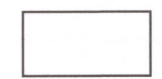
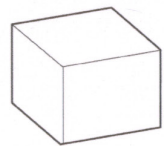
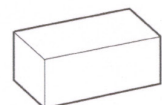
Basic Unit



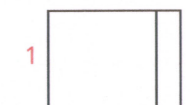
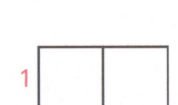
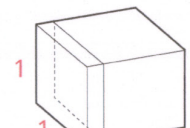
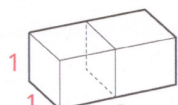
Init to Whole



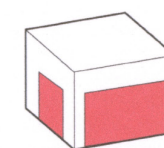
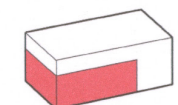
Basic Form



Ratio



Transparent vs Opaque



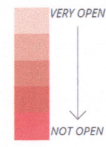
SPACE

WAFFLE HOUSE

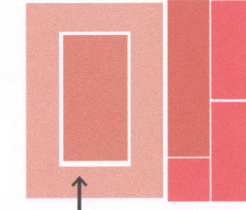
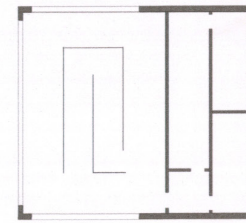
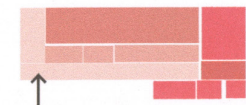
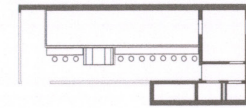
CHECKS CASHING

Space to space relationship

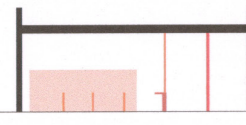
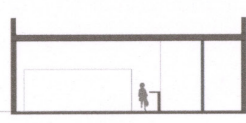
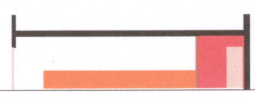
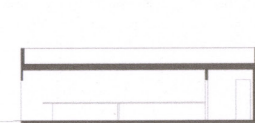
VISUAL OPENESS OF SPACE FROM ENTRANCE



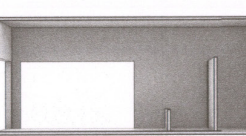
ENTRANCE



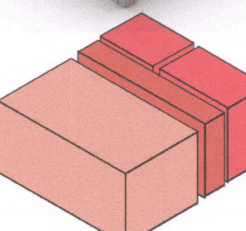
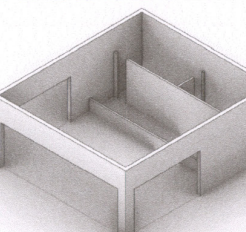
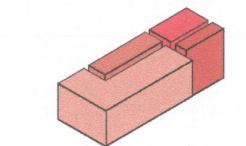
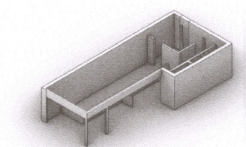
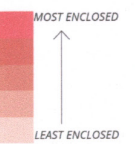
Barriers and Openings



Space linked by common space

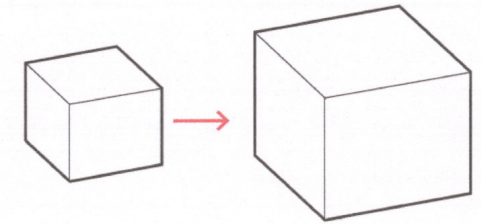


Degree of Enclosure

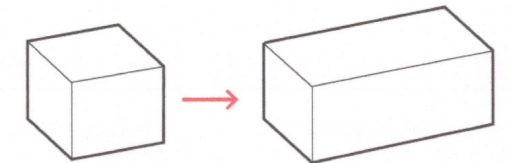


TRANSFORMATIONS OF FORM AND SPACE

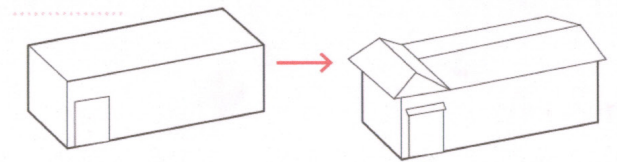
Scale



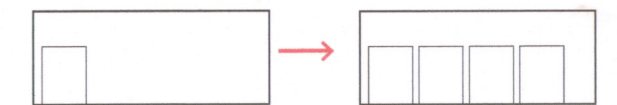
Extrusion



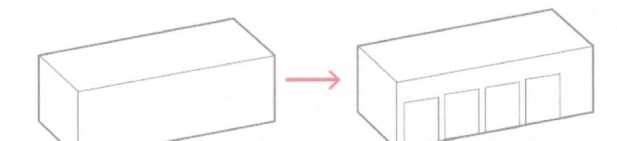
Slope



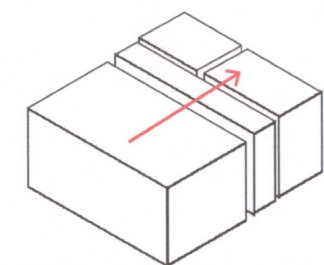
Repetition



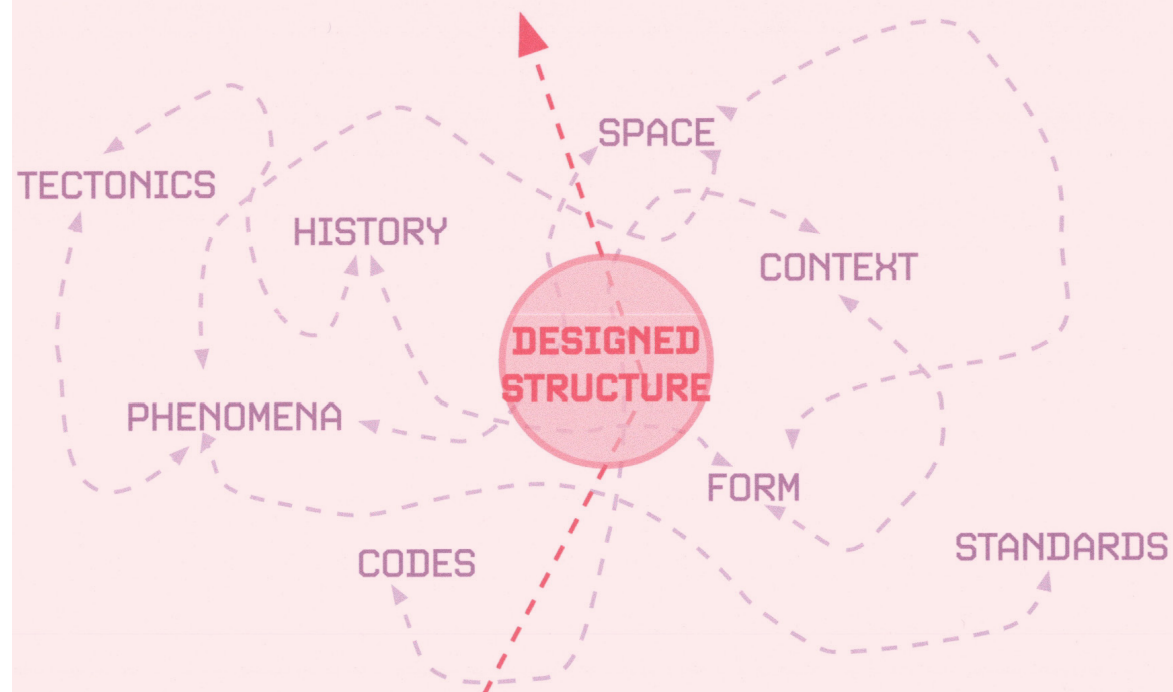
Cut-Out



Hierarchy of Enclosure

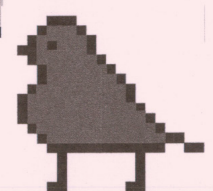


TYPICAL SPACE



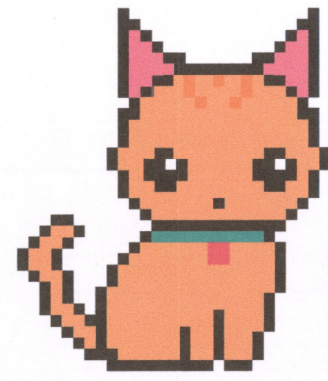
"OTHER" SPACE

To play with space and form can end up making a real fun and whacky experience. I think this fantasy space should be surreal! That'll be a nice escape, almost like a dream.



Conclusion

Next, In this order, Tectonics (Material/Connection), Phenomena, Context, History, Standardism and Codes were studied to better understand the making of everyday architecture. The basics studied interplay to make our build environment and leads to the make of experience one feels in a certain space. Play of each of these categories that that create everyday architecture form a unique environment. This methodology and approach is used for the OTHER PLACE. Form and Space is the focus approach to manipulate in order to create a fantasy space in which the projects within its context if any.

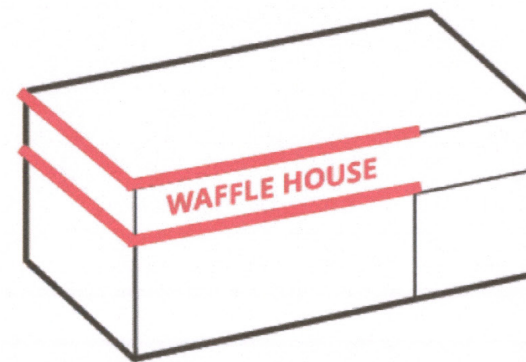


I understand everyday architecture now, but what is it called?

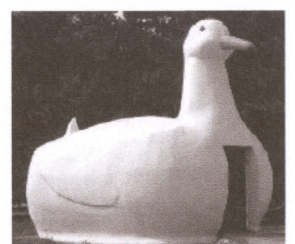
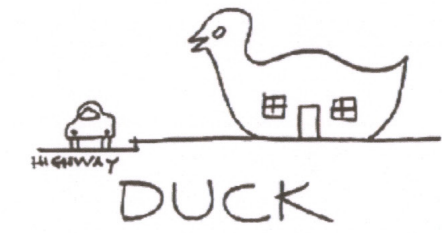
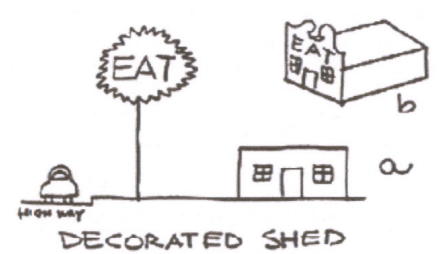
Junkspace

Heterotopias can be found all across modern Western nations, and they are an integral part of American culture and way of life. They are so well integrated into culture that it is not perceived as a virtual space. It's the Junkspace, a term used by Rem Koolhaas.

DECORATED SHED



DUCK



Problems associated with junkspace

LOCATION A

~~COMPELLING EXPERIENCE~~

~~ENGAGEMENT WITH OTHERS/SPACE~~

LOCATION B



Why do we enjoy these spaces?

We are "Amusing ourselves to death". The creations of illusions of desire is killing our society. The notions of most entertainment spaces centered around capitalistic ideals creates heterotopias in which society unconsciously desire. This causes many to want to escape. To escape into a new world, perhaps the only plausible "new world" can be another heterotopia because the utopia does not

PSYCHOPROGRAMING



PROGRAMED DESIRE

EMBODIED CAPITALISM

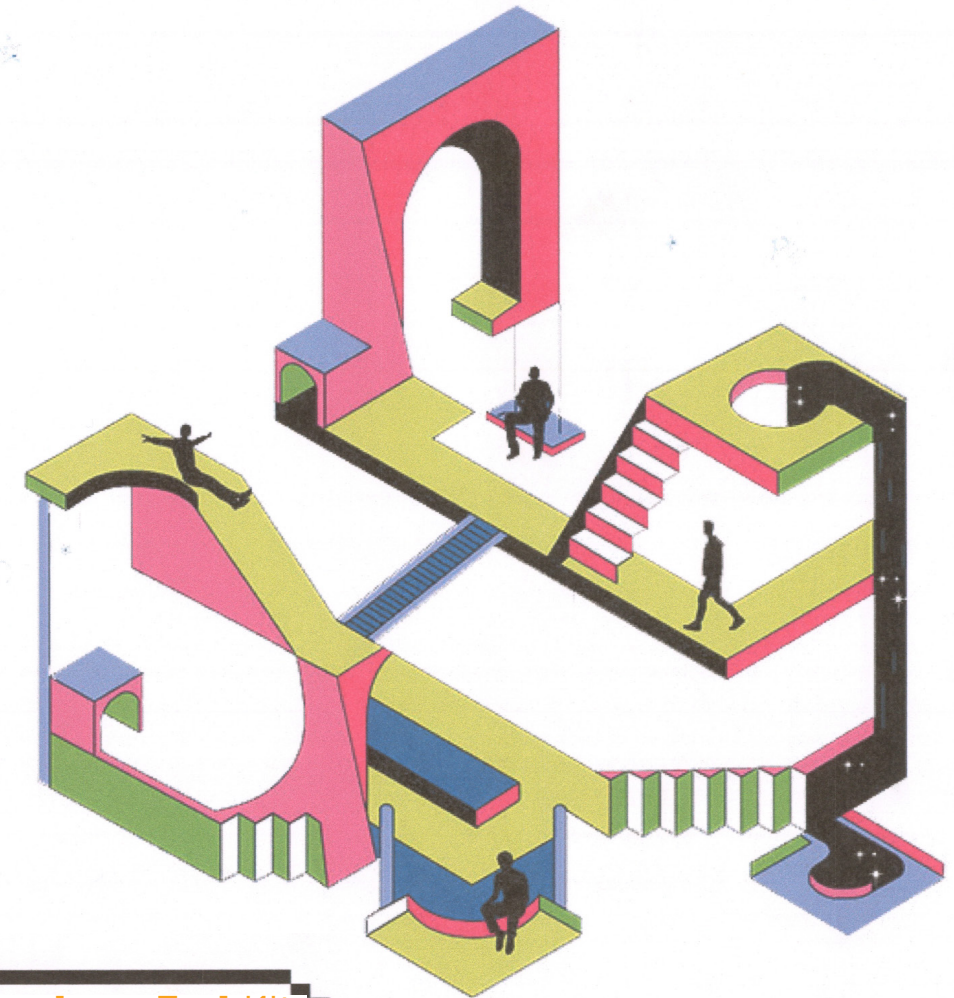


EATERTAINMENT

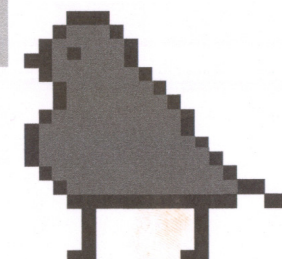


SHOPERTAINMENT

PRODUCTS =
EXPERIENCE
NOT SPACE ITSELF!



Let's Develop a Tool Kit which plays with Space and form! Forget the function, lets focus on the spacial/formal properties.

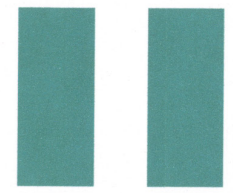


Chapter 2: Methodology

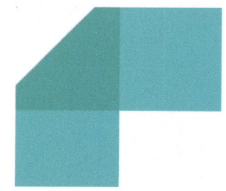
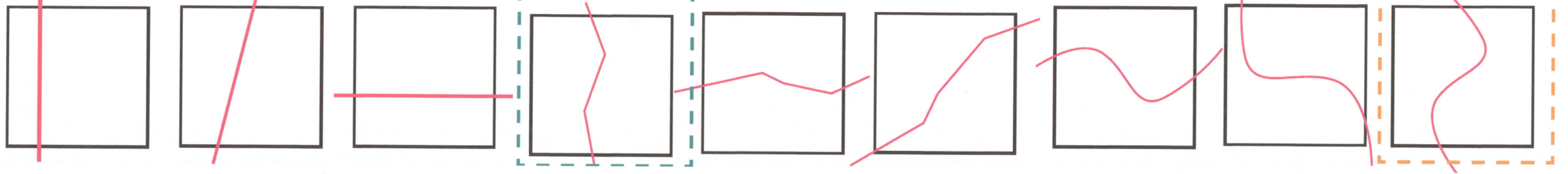
Just Like the rules of transformation discovered when looking at form and space in the previous study, establishing our own rules which manipulate or play basic form/space can be made. My experience through the Iterations of these rules can be one step closer to that other place.



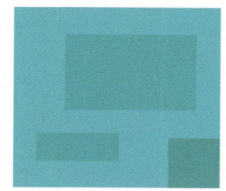
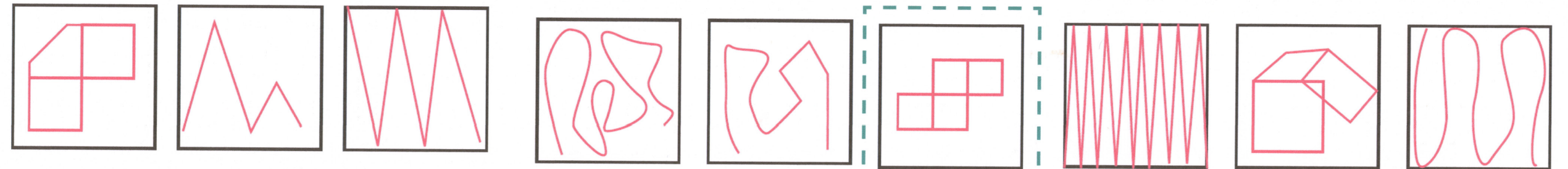
Rule of Play for Space and Form



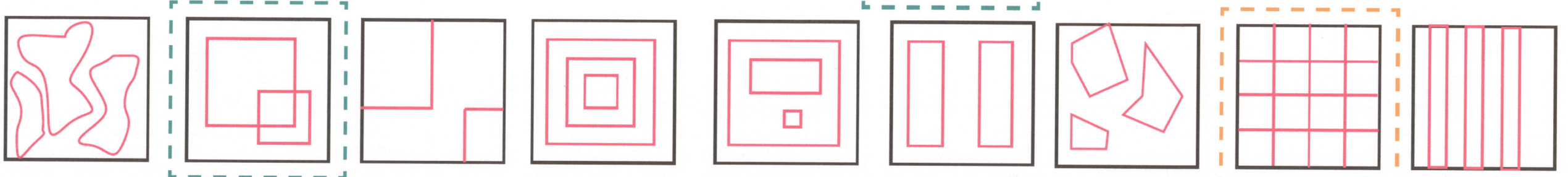
SPLIT



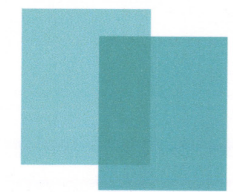
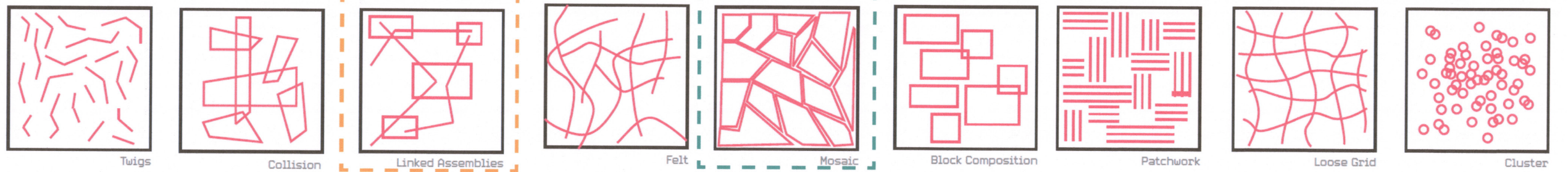
FOLD



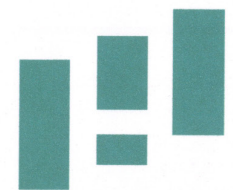
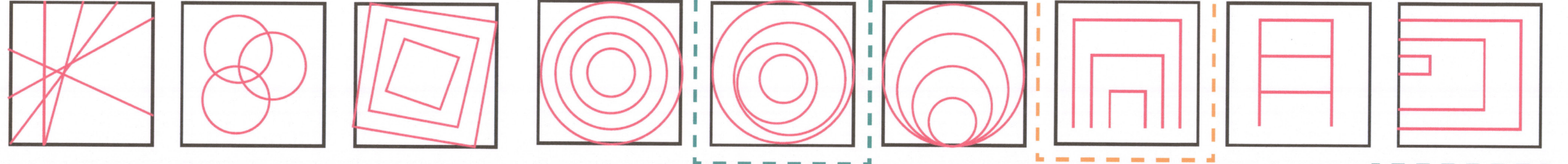
VOLUMETRIC



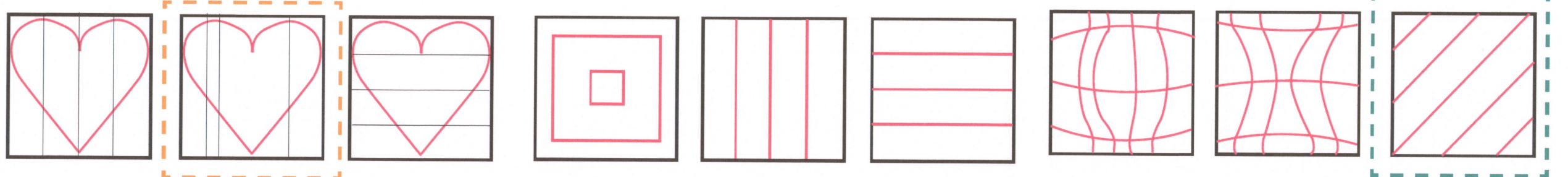
FIELD CONDITIONS

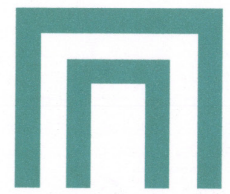


LAYER

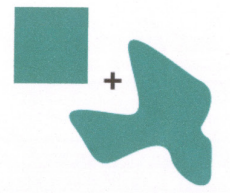
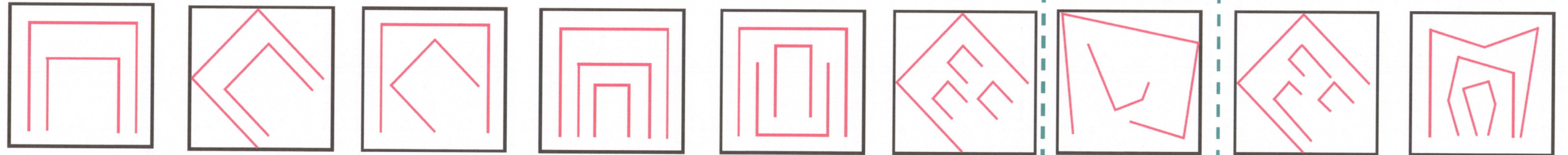


PERSPECTIVE

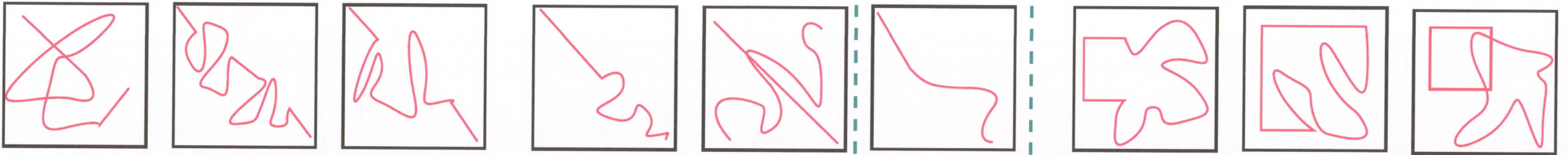




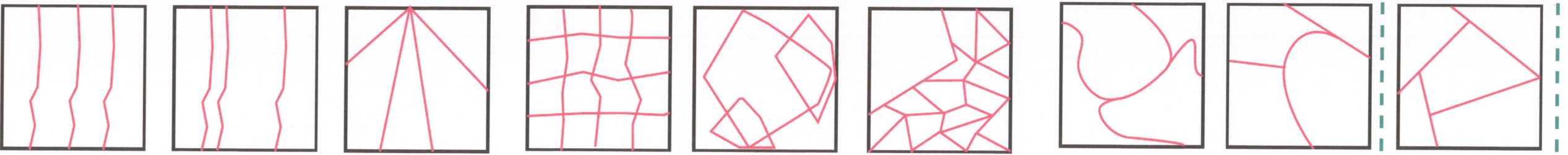
NEST



COMBINING STYLES

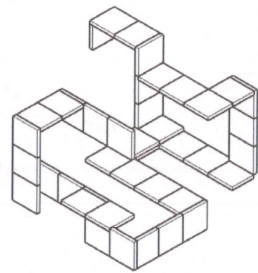


FRACTURE

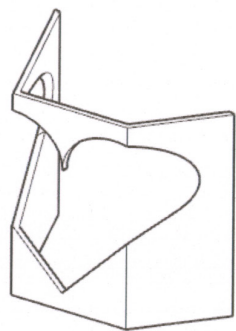


3D FORM

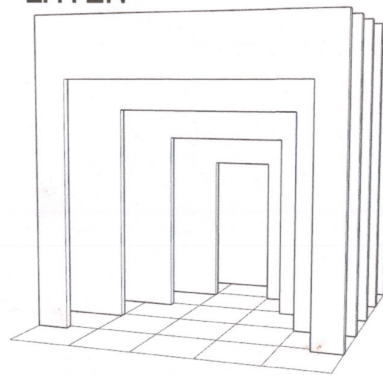
FOLD



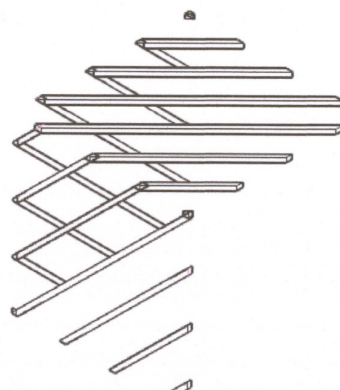
PERSPECTIVE



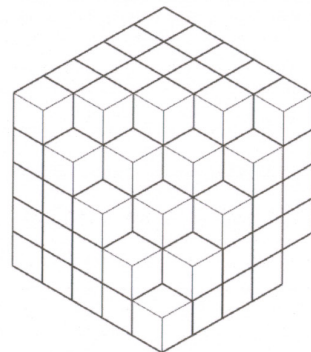
LAYER



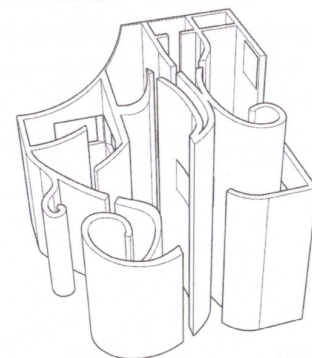
PERSEPECTIVE



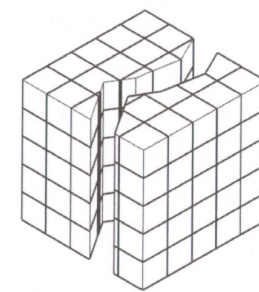
VOLUMETRIC



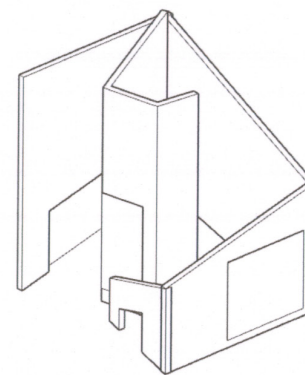
COMBINING STYLES



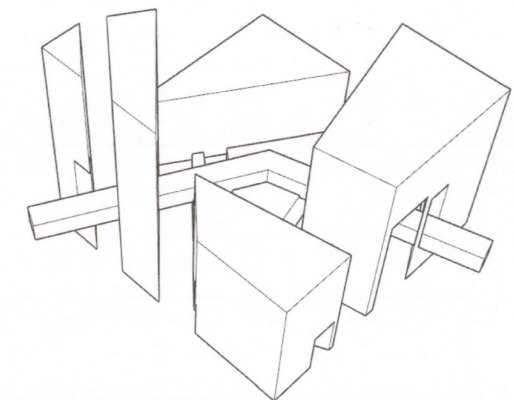
SPLIT



NEST



FIELD CONDITIONS

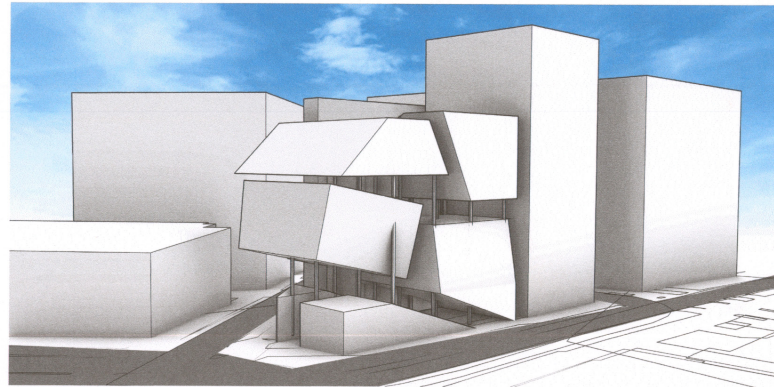
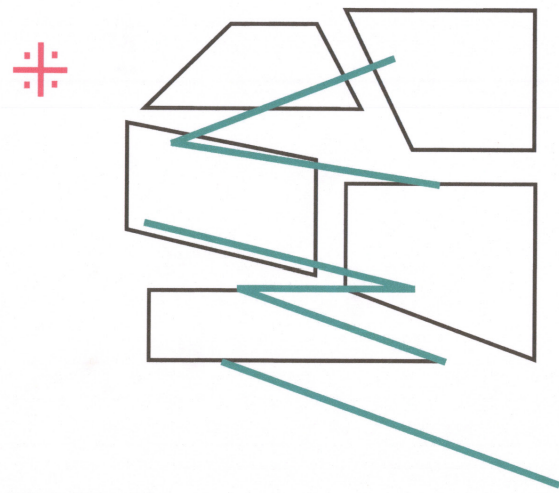


I really enjoy the unique spaced linked by the a pathay system. This seems to solve that issue of no engagmet while focusing on movement."

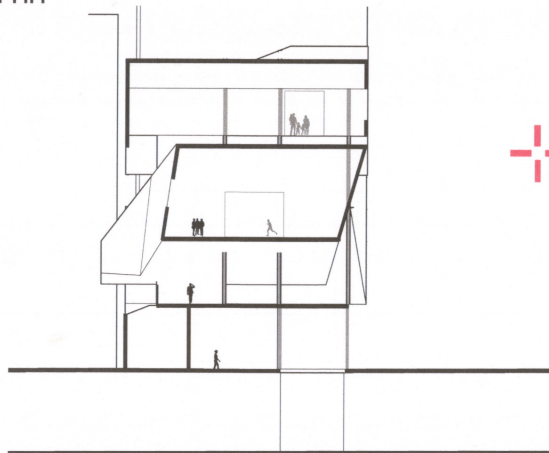


Field Conditions Design Study

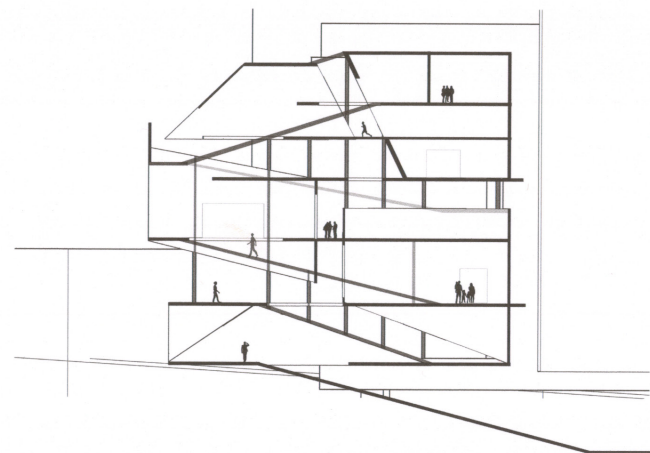
One of the potentials of the field is to redefine the relation between figure and ground " -- Field circumstances and context dynamics reaffirm the possibility of the whole, not bounded and finished, but mutable.



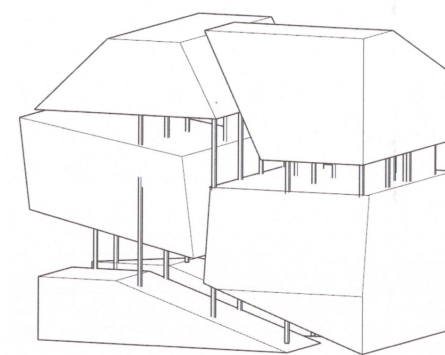
SECTION AA'



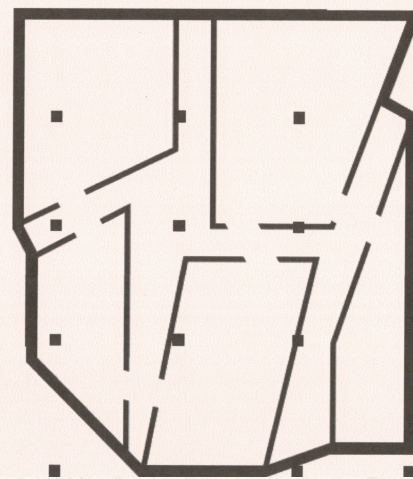
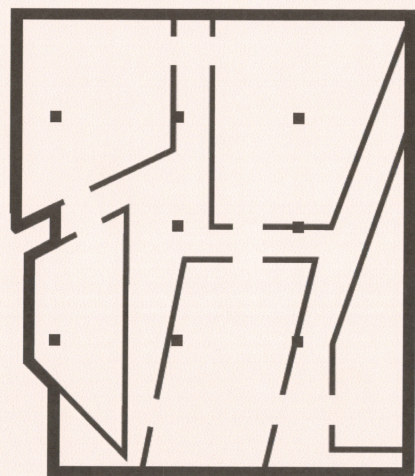
SECTION BB'



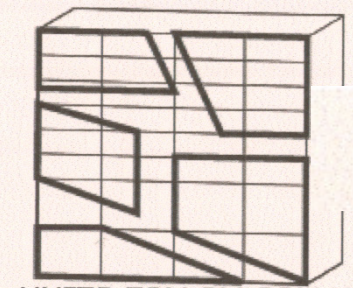
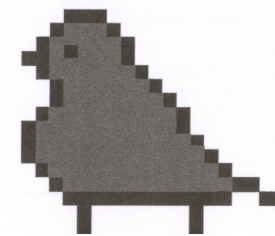
Axon



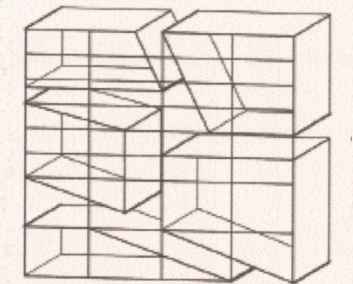
Space Forms in Plan View - Rule of 4



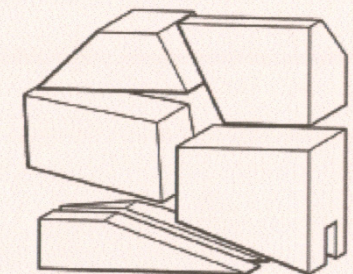
Rules allow for a cohesive design, but what happens if we ignore the rules? Chaos could be and fun experience too.



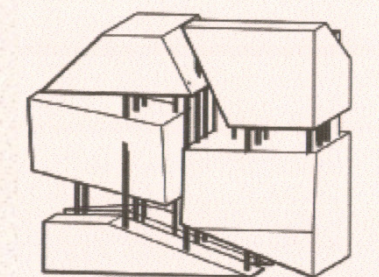
UNITS FOLLOW COLUMN AND FLOOR PLATE



EXTRUDE TO SITE CONSTRAINTS



SCULPT PATHWAY



SCULPT AT ANGLE & ADD COLUMNS

All geometries have 4 sides for each surface. At least one side per geometry must align with the next either by one edge aligning parallel to another edge of the next geometry OR edges of each geometry must go along the same line of one another.

Chapter 3: Peachtree Center Site

I enjoy how the methodology of examining form and space was approached before its function or context. It creates limitlessness that can juxtapose its surroundings. An other place needs a real site however!



Site Study

PEACHTREE CENTER TRAIN STATION 216 Peachtree St NE, Atlanta, GA 30303

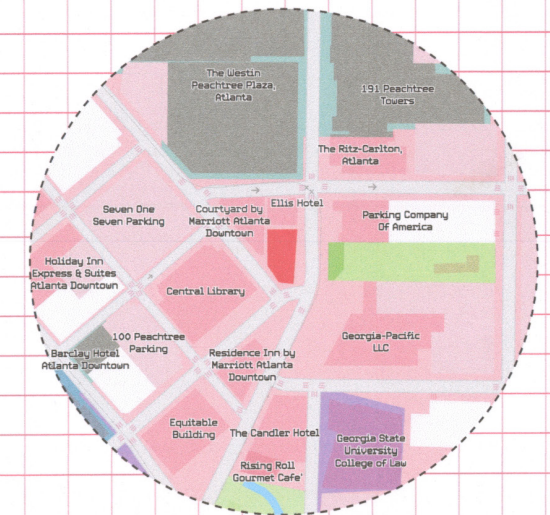
Peachtree train center is sits right in the center of the historical town of fairlie poplar and the contemporary city of peach tree. The two cities juxtapose each other and offers the design to mend the two as well as stand-apart. Peachtree offers many eateries, offices, and shopping centers as well as brutalist towers bigger than human scale. Portar architectural designs start and here and were the begging of the modern hotel and this defines the other typee of buidlings which make its district. The building of fairlie poplar are more of a human scale. This site offers a transit center that can hint at architecural experiences seen within the large towers at more human scale while paying tribute to historical builings such as the library directly across the street.



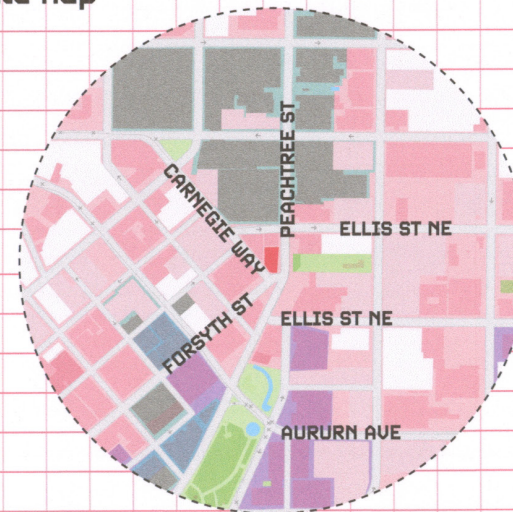
Figure Ground



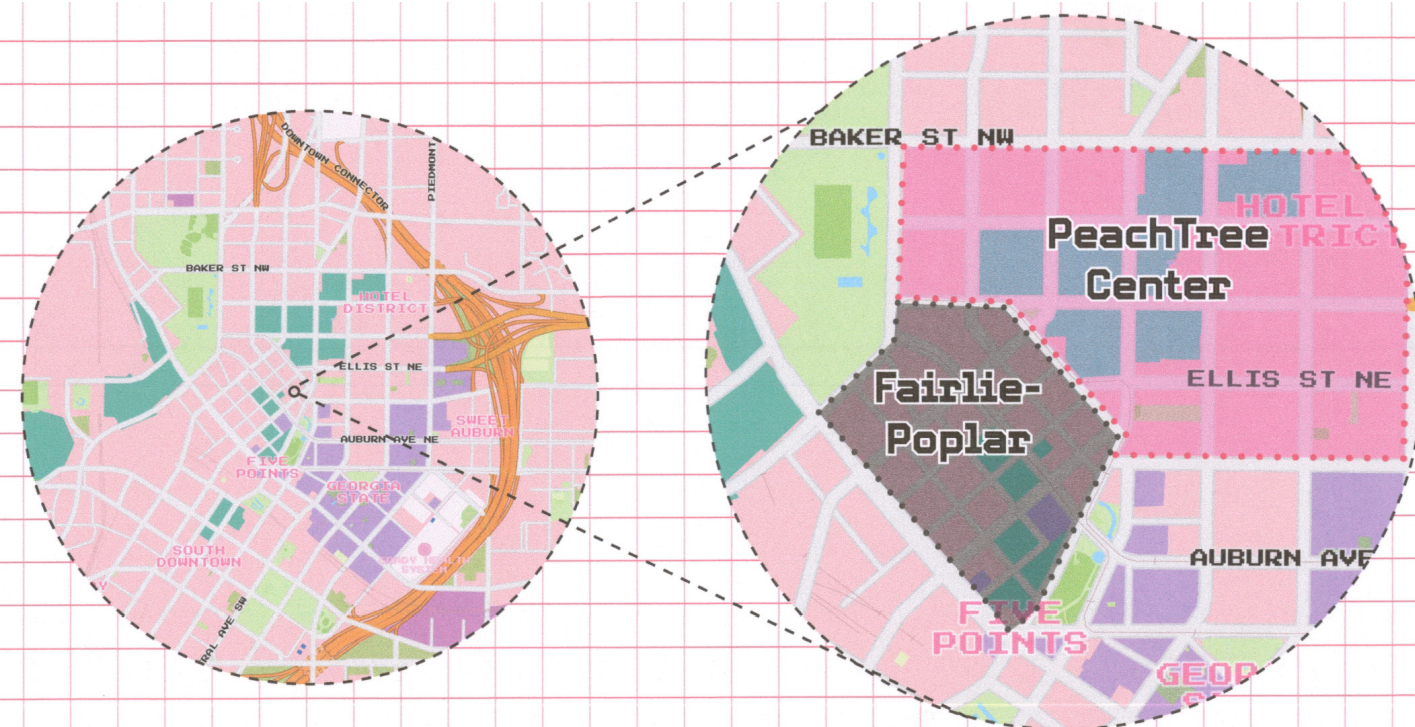
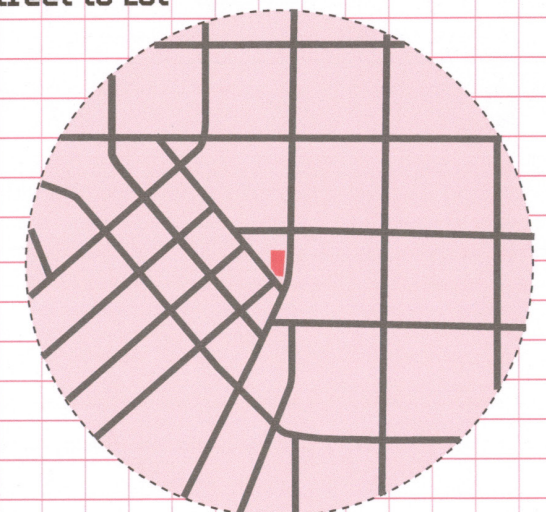
Zoomed-In



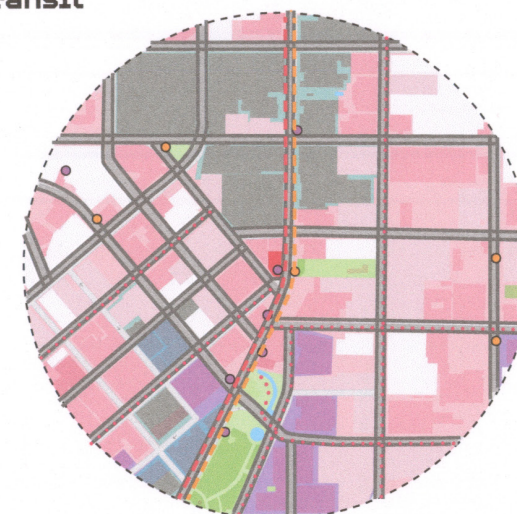
Site Map



Street to Lot

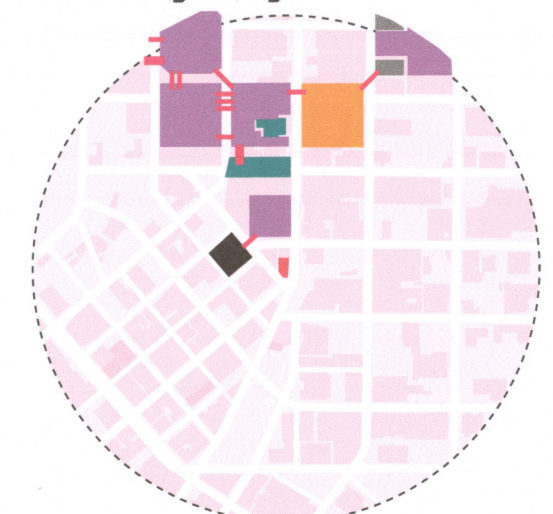


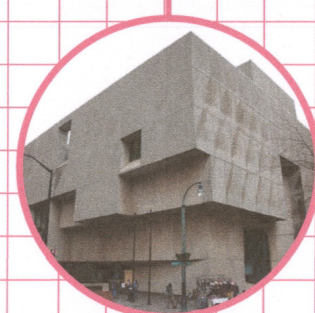
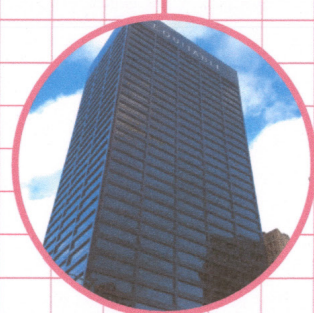
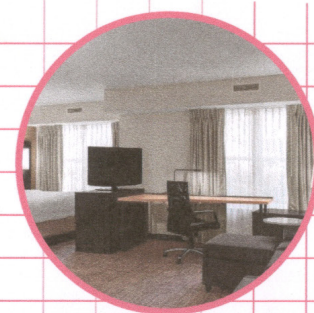
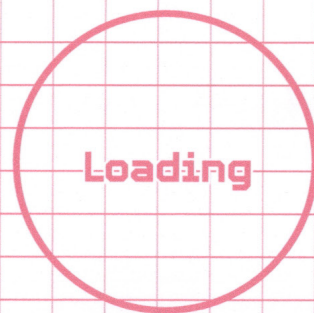
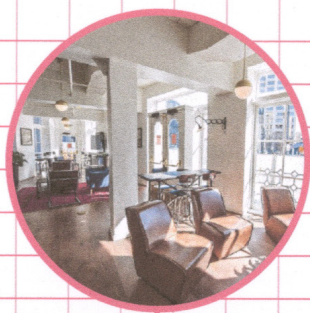
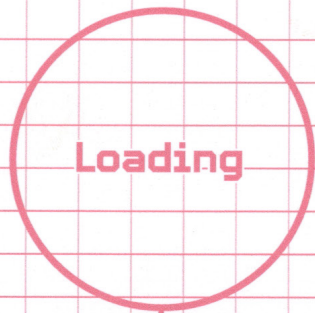
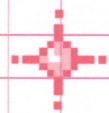
Transit



- Street Car
- Bus Station
- Red Line Train Route
- Yellow Line Train Route
- Biking
- Pedestrian Route
- Vehicular Route

Pedestrian Sky Bridges





1 Forsyth-Walton Building

2 Flatiron Building

3 Equitable Building

4 Residence Inn by Marriott

5 Central Library

Fairlie Poplar

20'

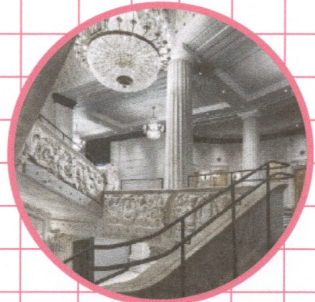
160'

452'

248'

120'

Peachtree Center Facades Explored



6 The Candler Hotel



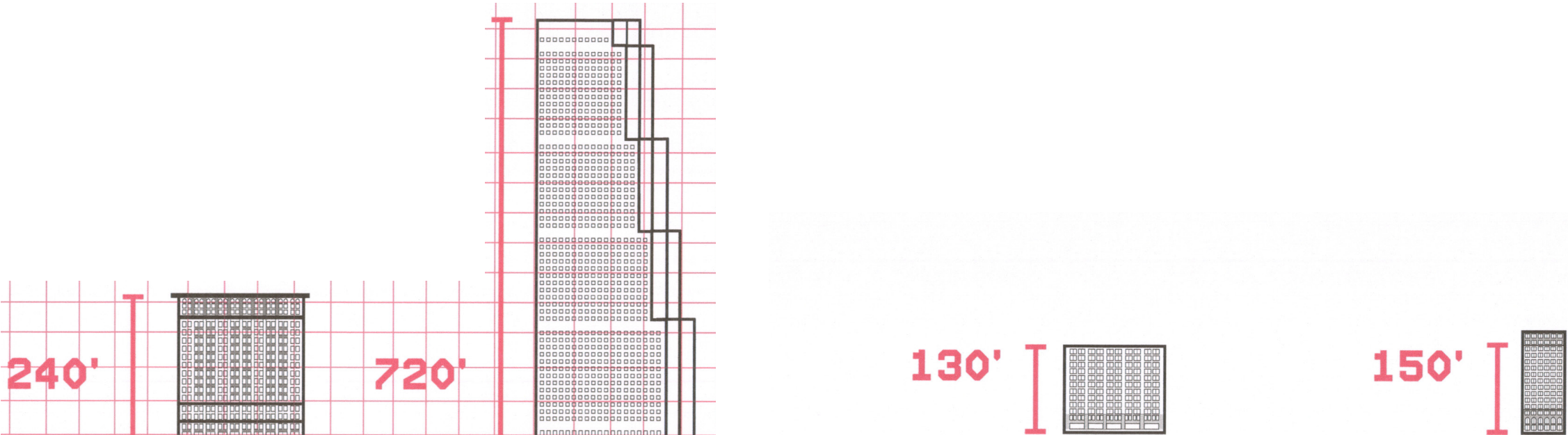
7 Georgia-Pacific LLC



8 Courtyard by Marriott



9 Ellis Hotel





10 The Westin
Peachtree Plaza



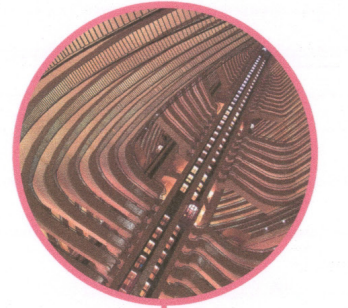
11 Hotel Indigo[®]



12 Peach Tree
Center | The Hub

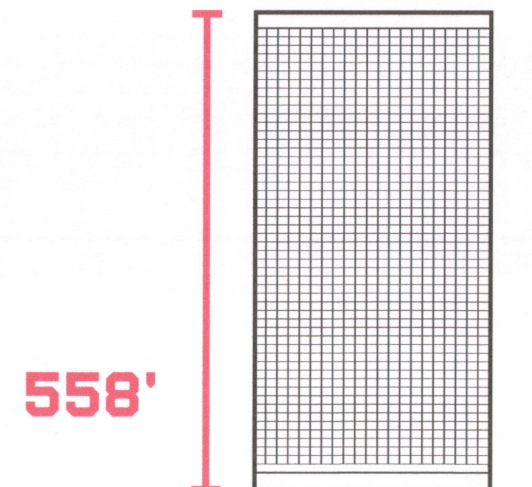
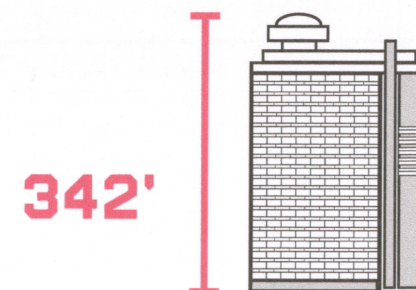
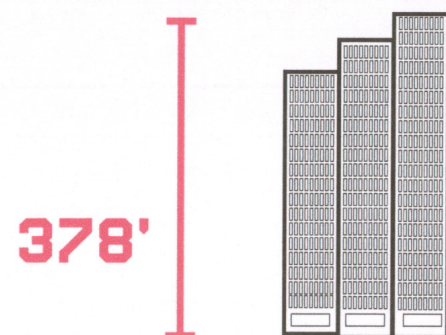
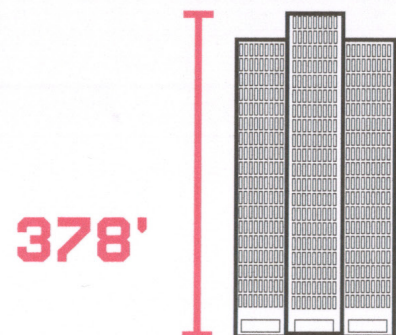
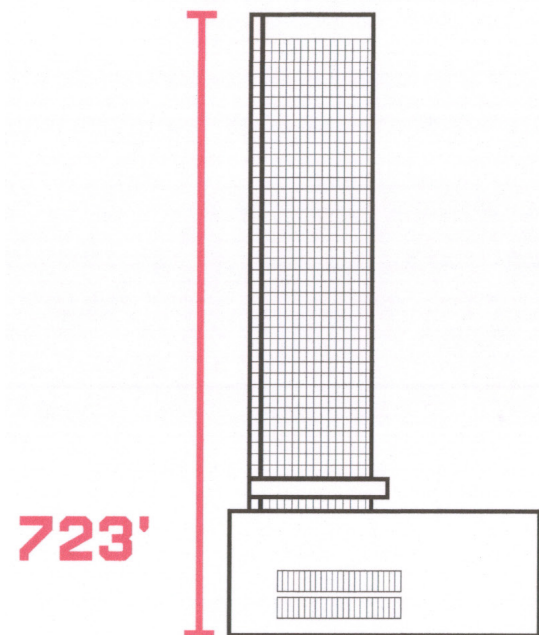


13 Hyatt
Regency[®]

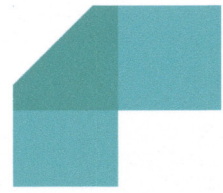


14 Marriott
Marquis

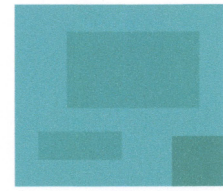
PeachTree Center



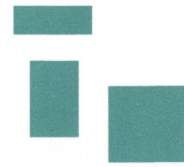
Play of Typical to Forms within Context



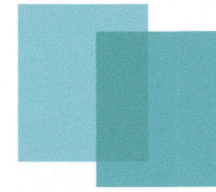
FOLD



VOLUMETRIC



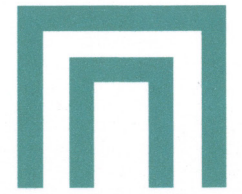
FIELD CONDITIONS



LAYER

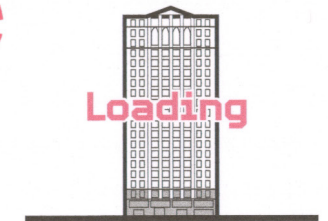
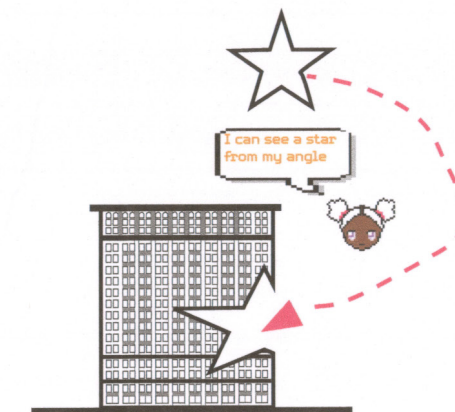
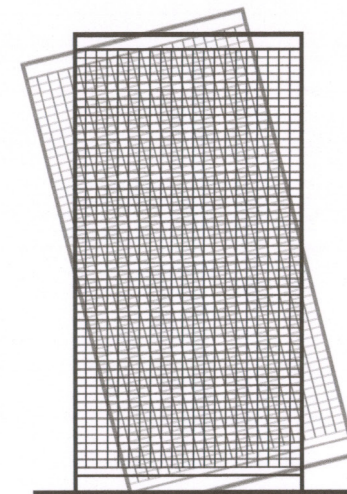
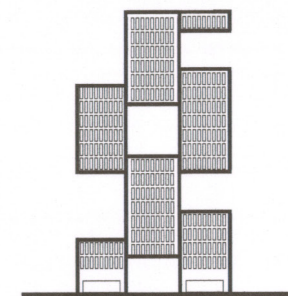
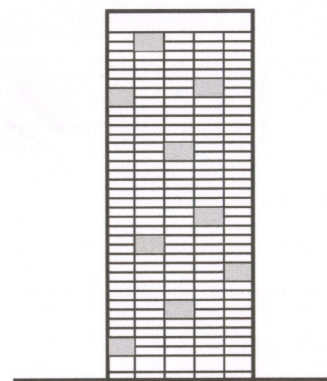
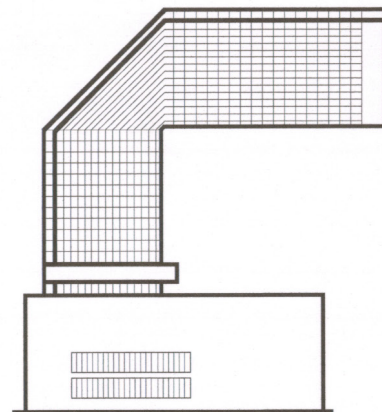
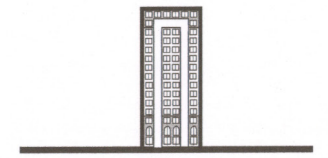
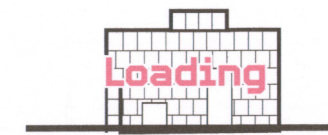
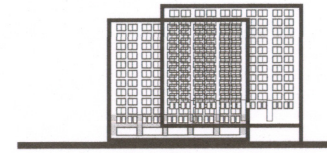
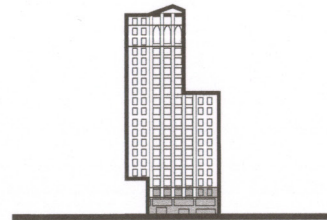
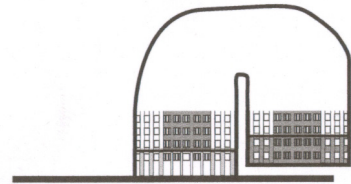
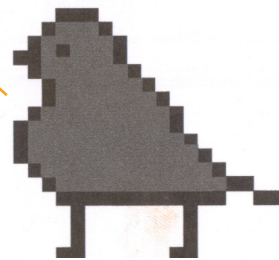


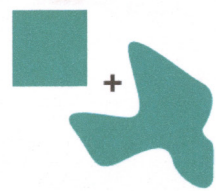
PERSPECTIVE



NES

Seeing the rules of play of form and space onto buildings within the contexts allows me to comprehend how a structure becomes otherness, ignoring its functionality. Buildings like these serve surreal and weird spaces. This makes me think that perhaps otherness serves its own function of escapism from typicalness.

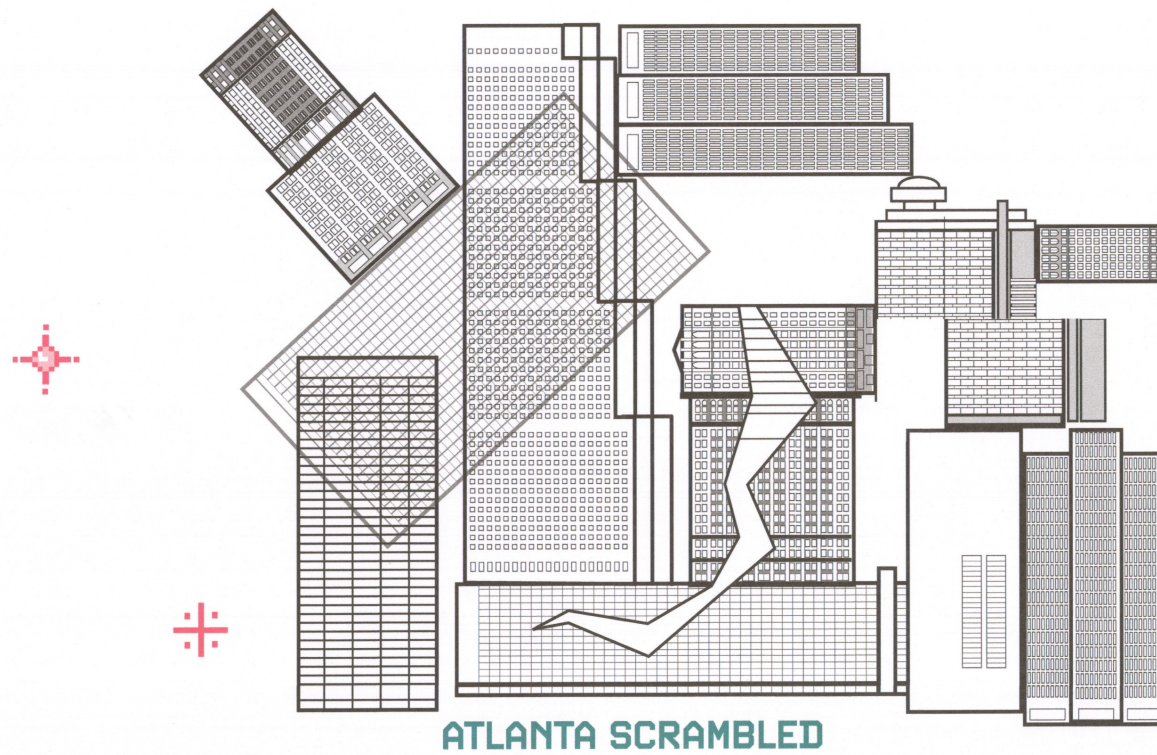
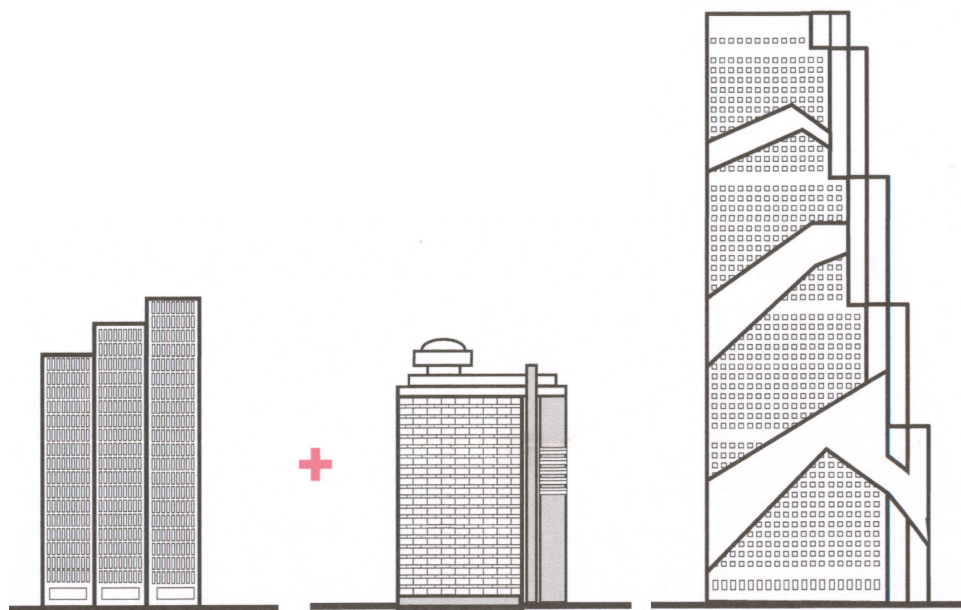




COMBINING STYLES



FRACTURE



ATLANTA SCRAMBLED

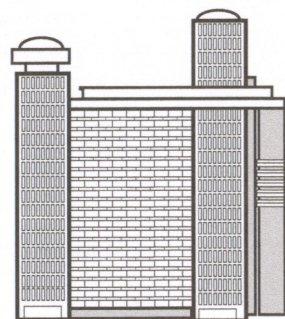
Wow, same buildings, but a much different experience!



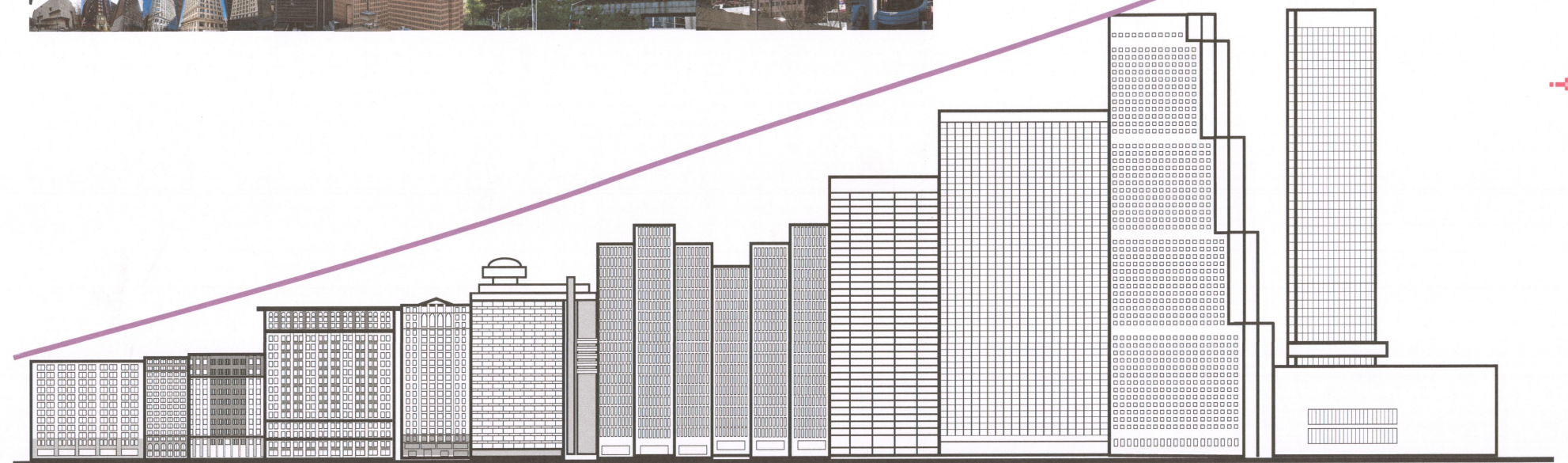
Rearrange Forms - Mega



=



Loading

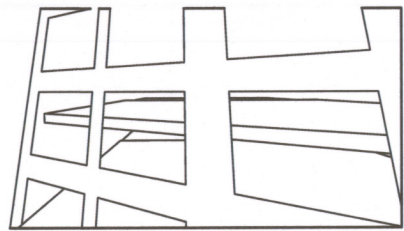


ATLANTA BUILDINGS ALONG ONE ONE ROAD SYSTEM

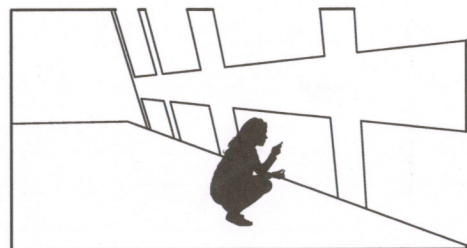
Chapter 4: Play of Place

AWKWARD PLACEMENT OF FLOOR PLATES

EXTERIOR VIEW



INTERIOR VIEW



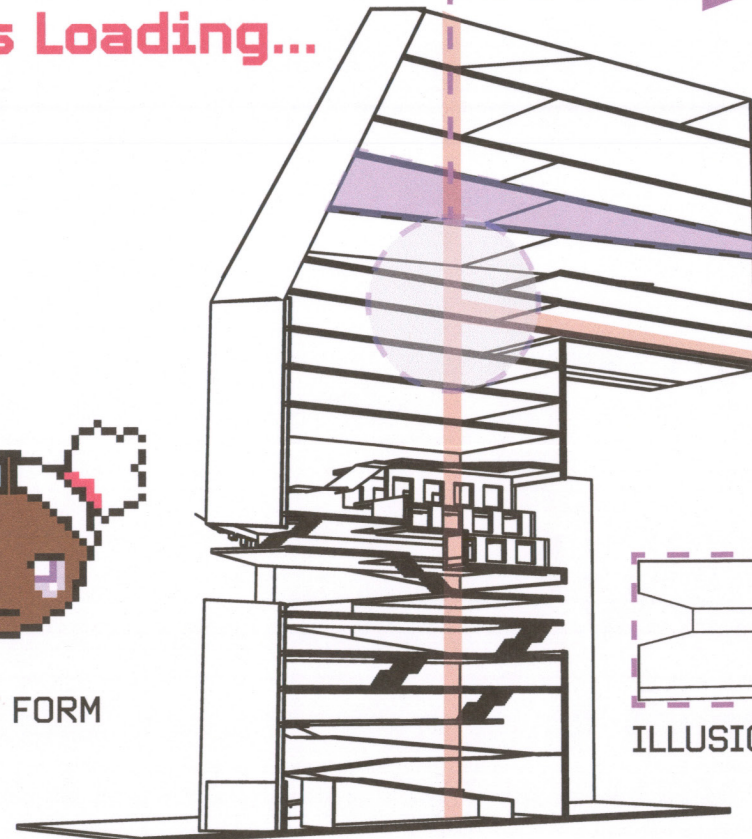
Details Loading...

I am forced to engage with this architecture, if I wish to look out, i must crouch to look through the low placed windows. I also have to figure out how to navigate the awkward spaces.



STRAIGHT FOLD OF FORM

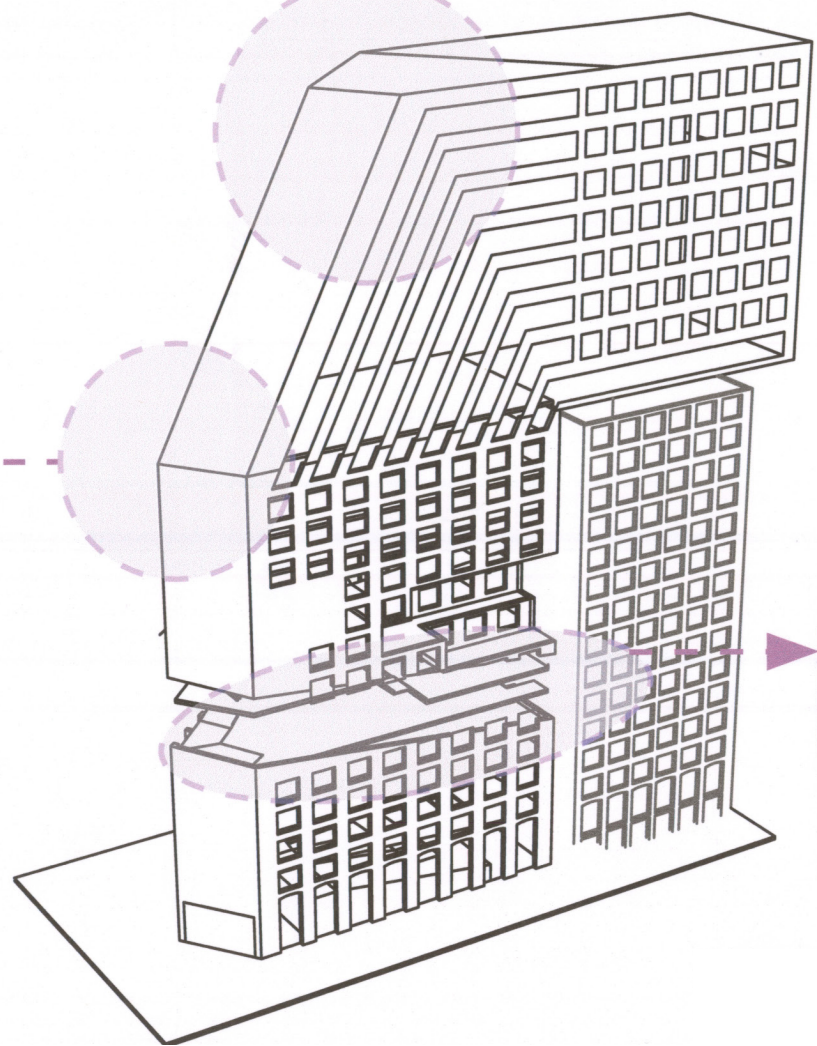
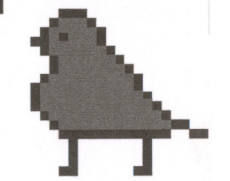
SECTION AXON



ELEVATOR CAN GO HORIZONTAL

ILLUSION IN SPACE

These design decisions, although seemingly random create a series of unique experiences I can not get anywhere else in atlanta. Its starting to feel like another world!

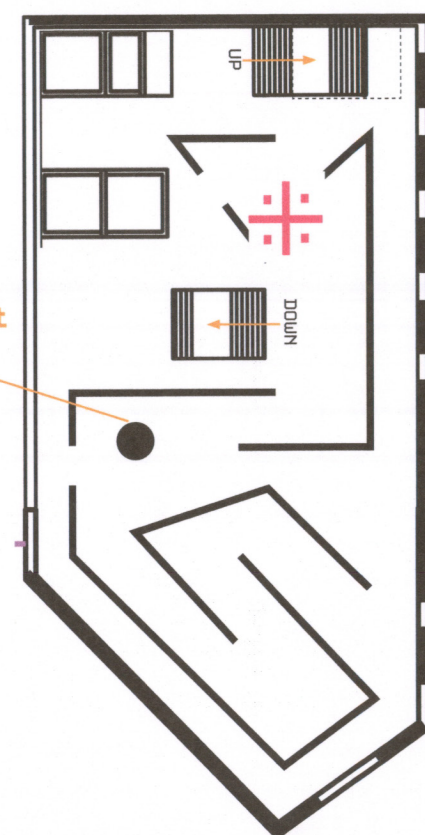


SPLIT OF FACADE WHICH EXPOSES FLOORS

EXAMPLE FLOOR PLAN

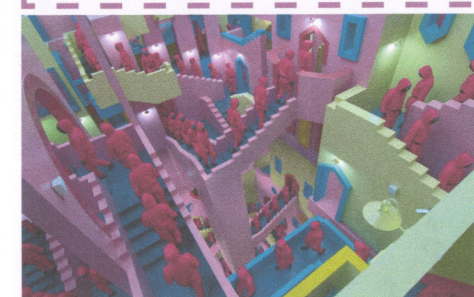
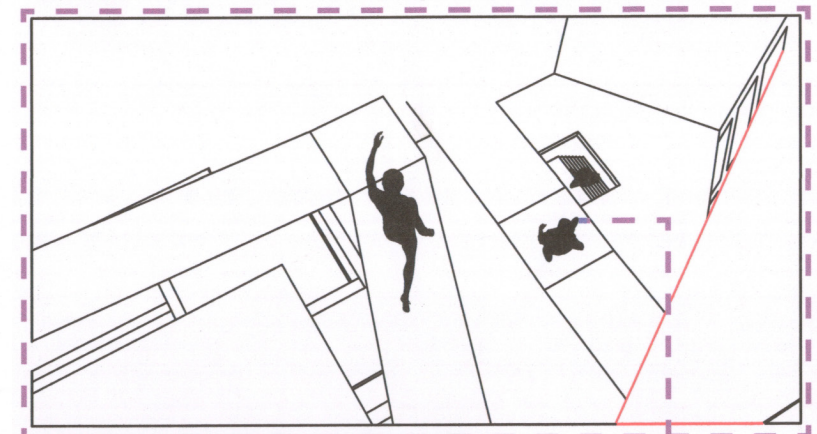


How do I get downstairs?



EXPOSED PATHWAYS

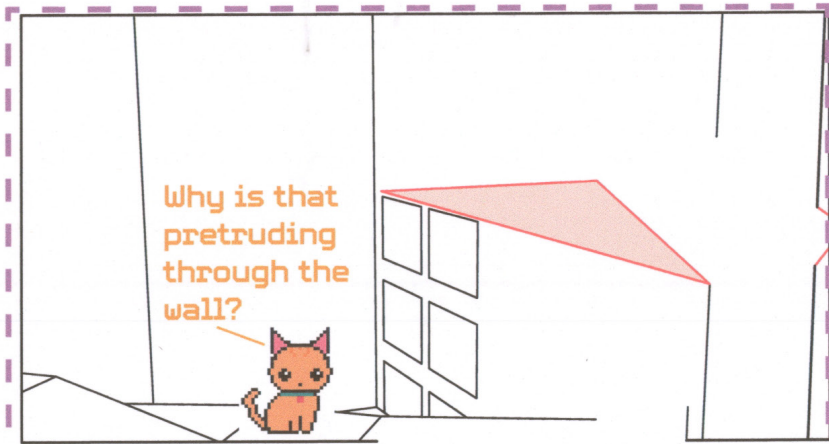
VIEW FROM TOP FLOOR, LOOKING DOWN



LAYERING OF PATHWAY SYSTEMS

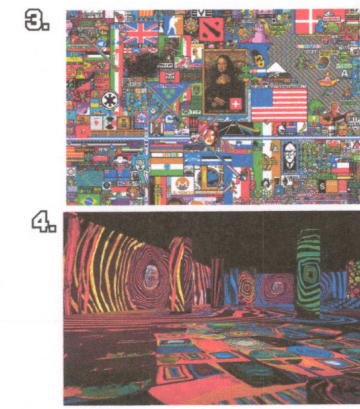


COLLISION OF OTHER STYLE INTO INTERIOR

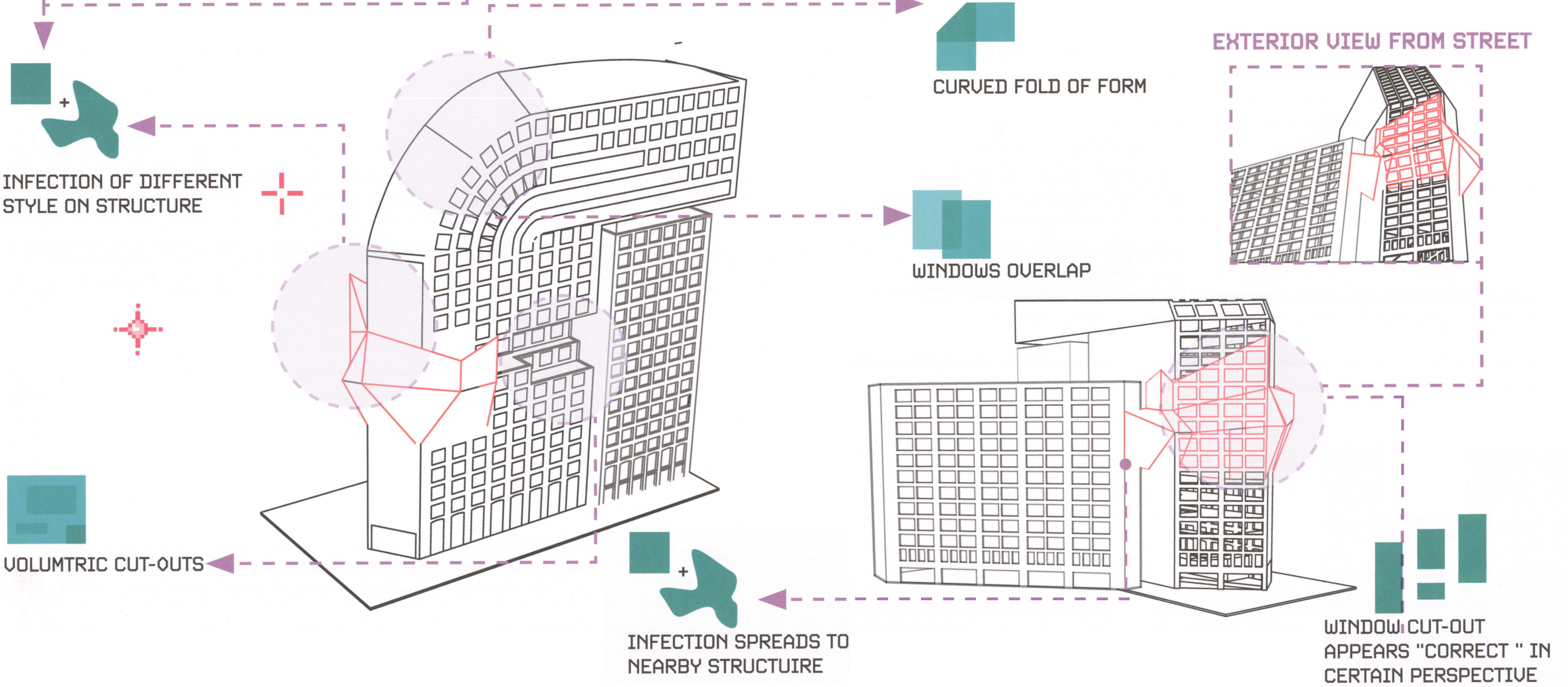


Considered Program

1. Annex to Library along pathways
2. Community Gathering Rooms
3. Mega Pixel Art (User created)
4. Immersive Art/Education
5. Play Areas
6. Office Meeting Spaces
7. Lounge Areas
8. Reading corners

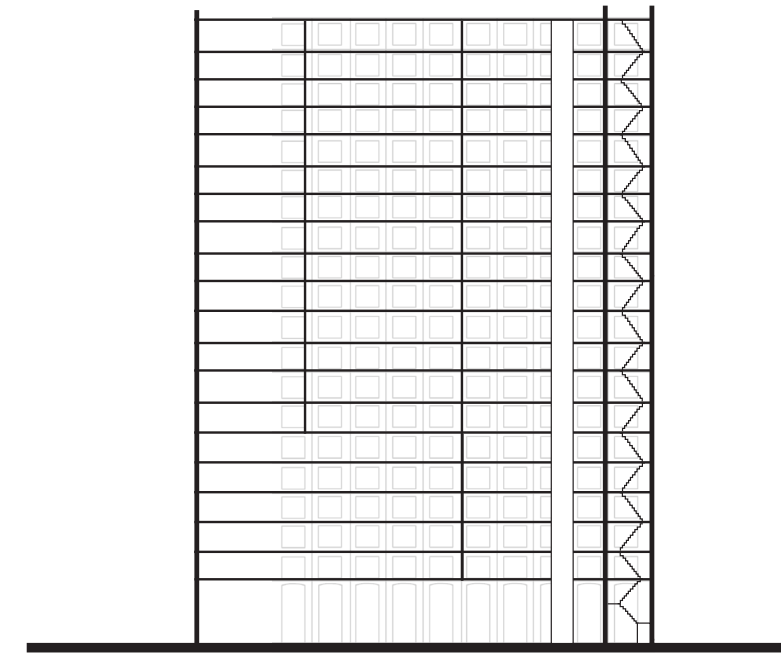
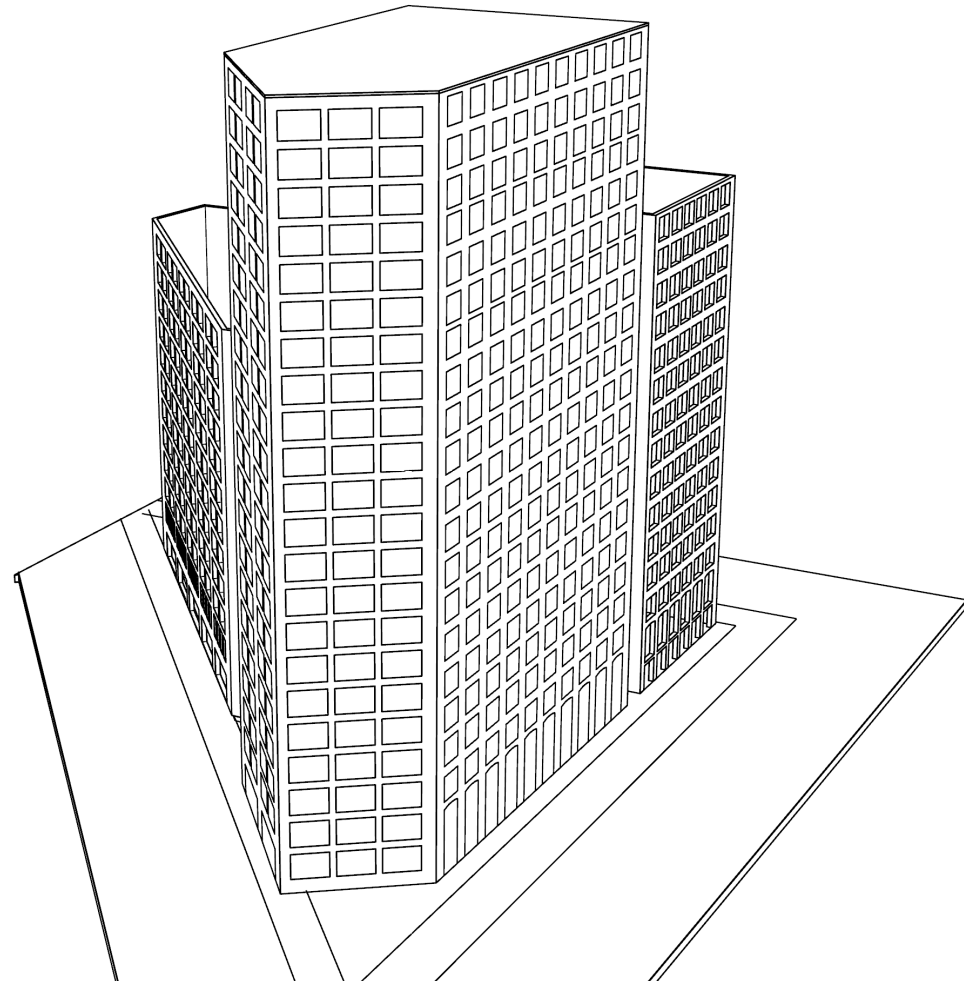


I am embracing this chaos, its stimulating, I am forced to be conscious of this experience, as its so odd. How do we make it more cohesive though?

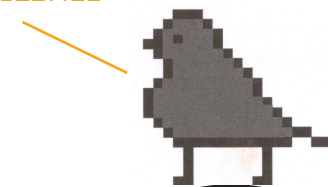


TYPICAL VS OTHER

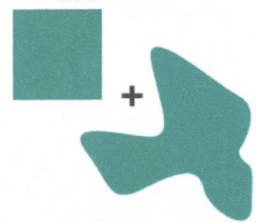
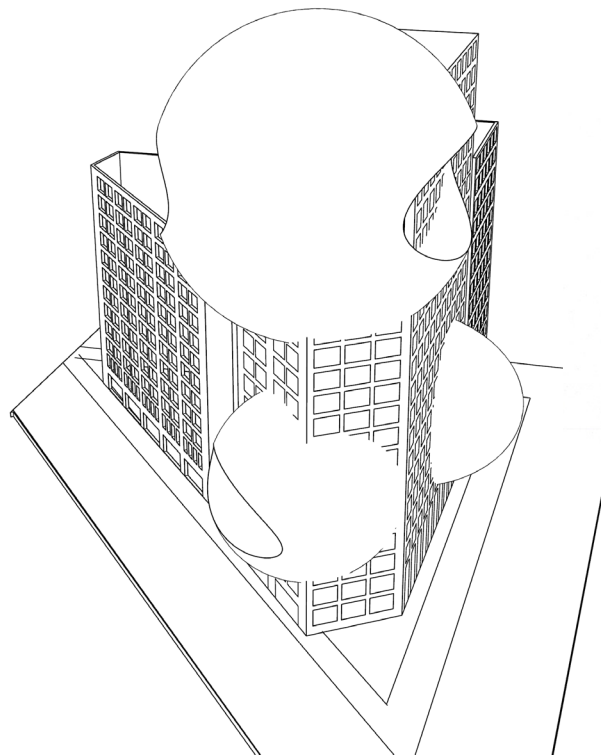
TYPICAL



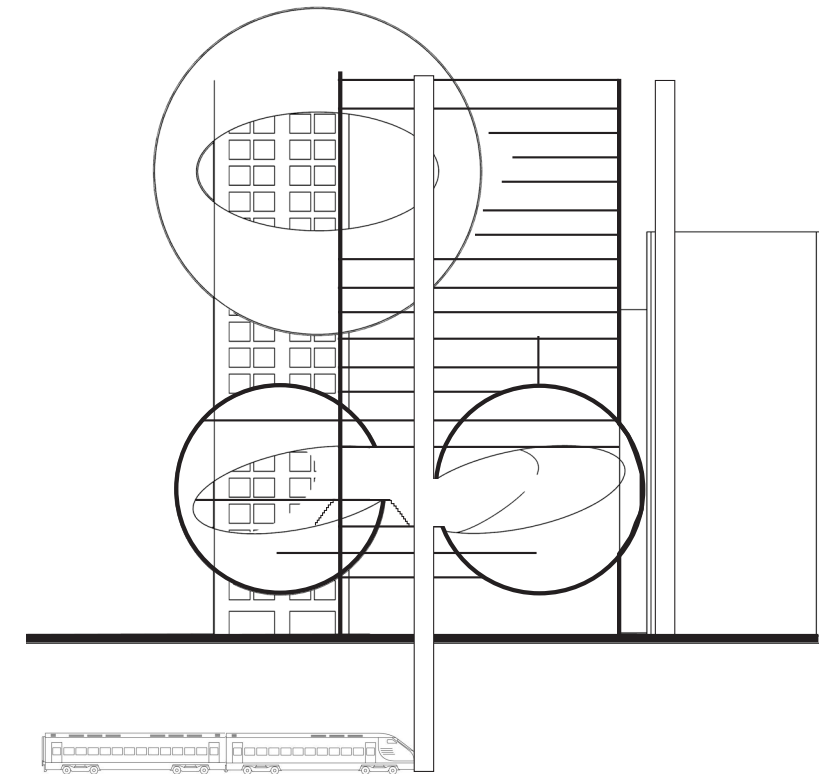
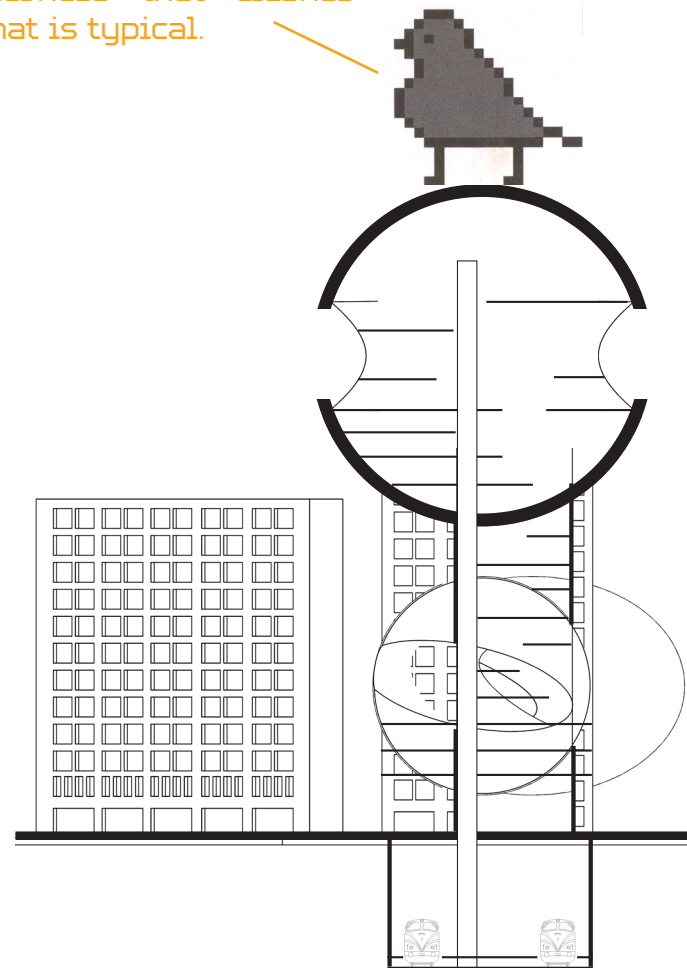
Adding Spaces of atypical Geometry which affects my experience when moving through this building. It is otherness that clashes with what is typical.



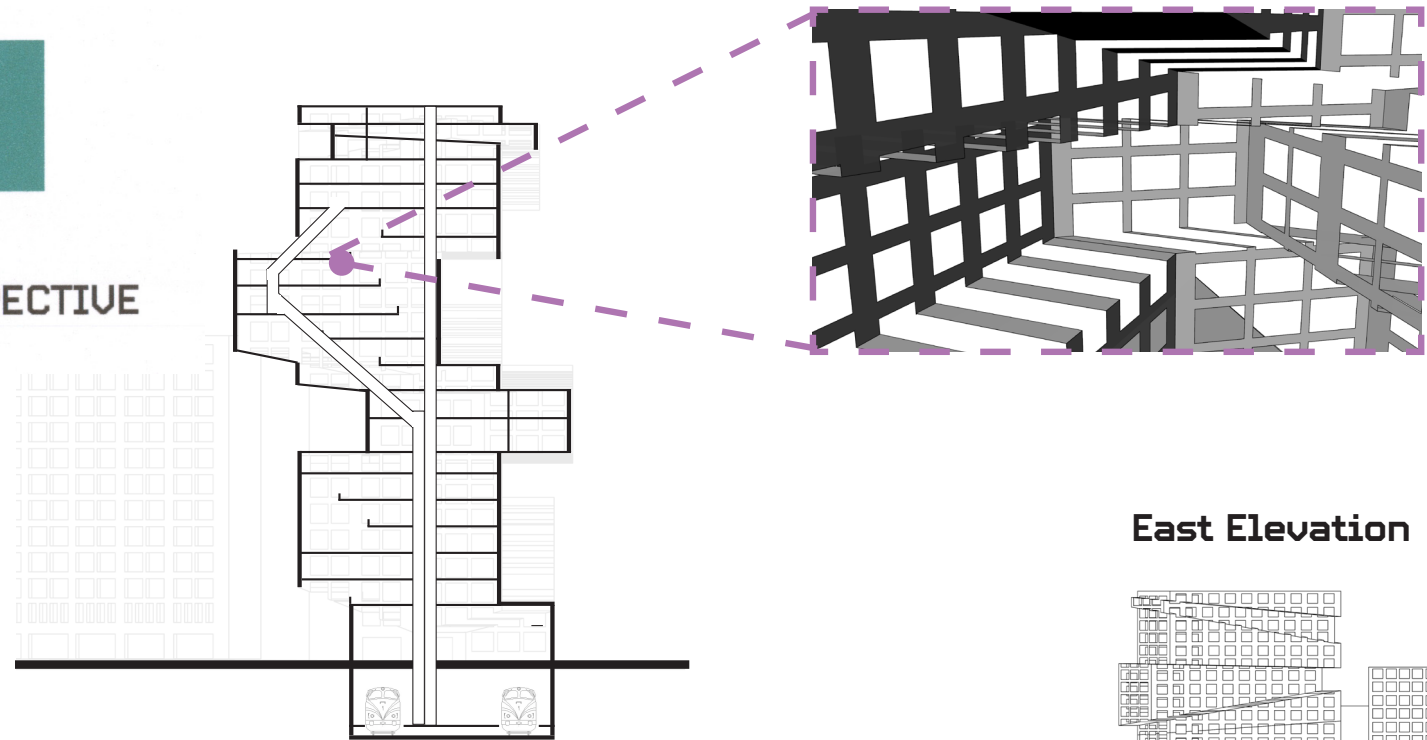
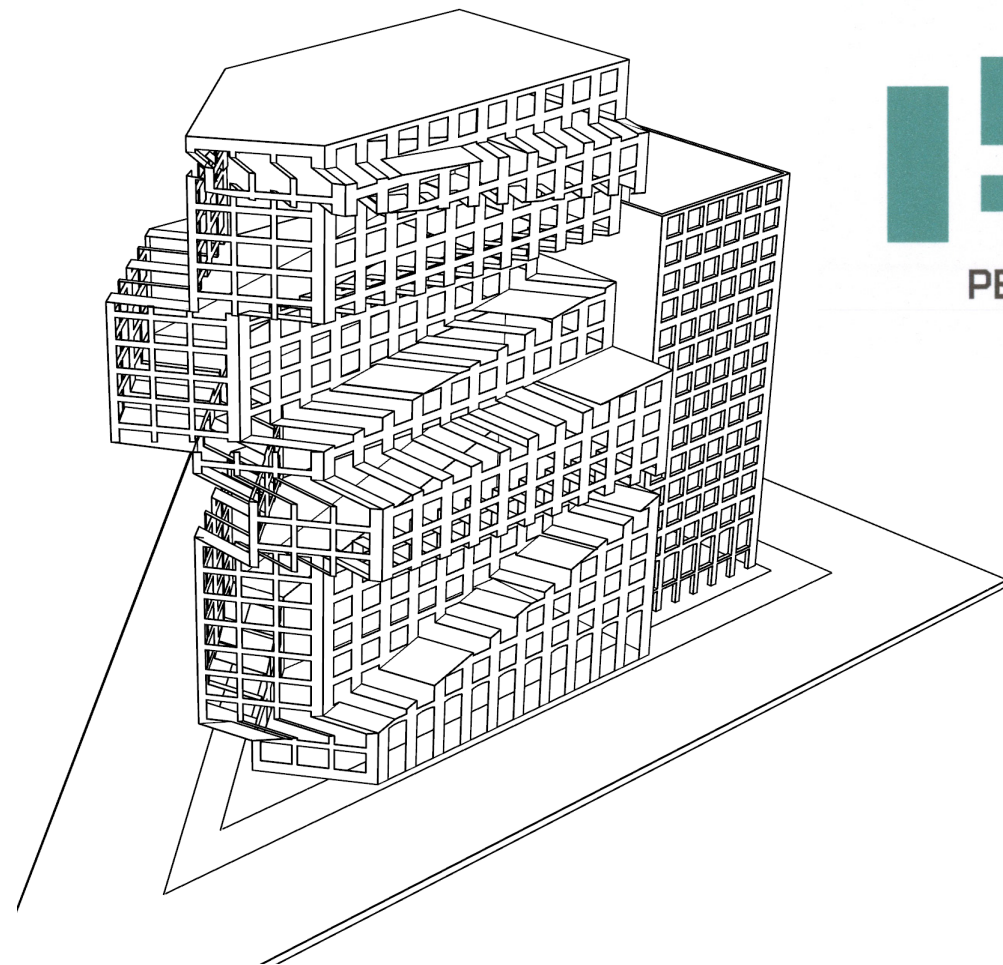
ADD



COMBINING STYLES



SHIFT



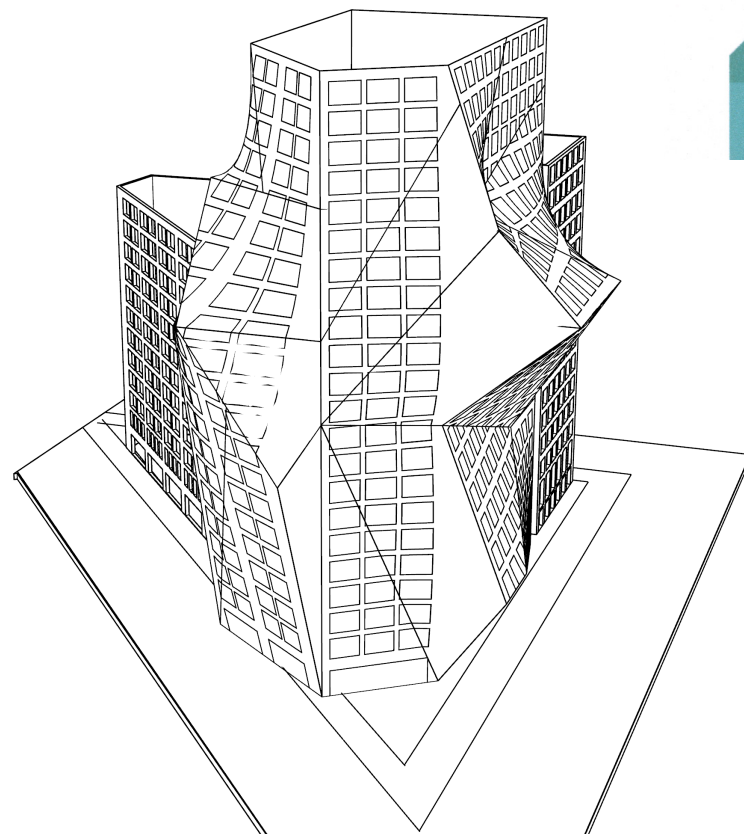
East Elevation



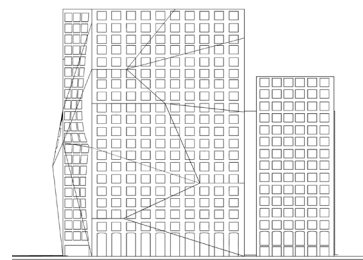
The folding and shifting of the form effect the facade which bends openings in interesting angles. The actual floor plates shift because of this, allowing diagonal elevator passages. This is an other place which mimics what is typical



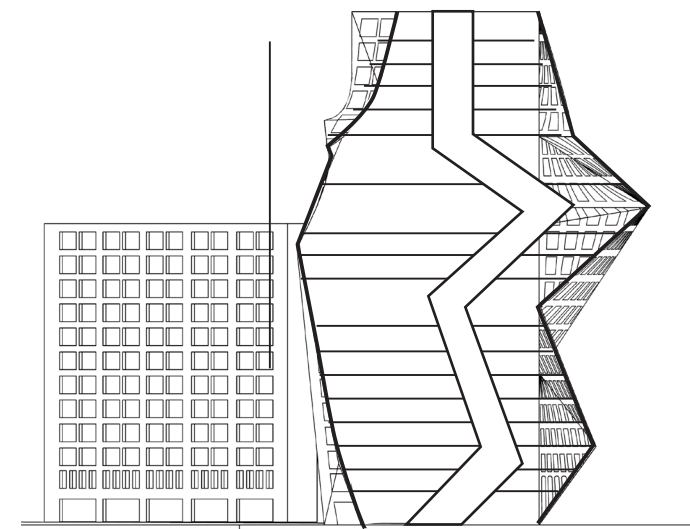
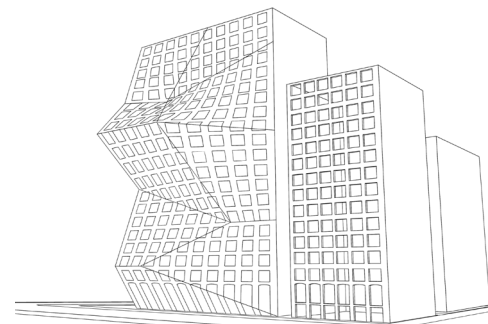
FOLD



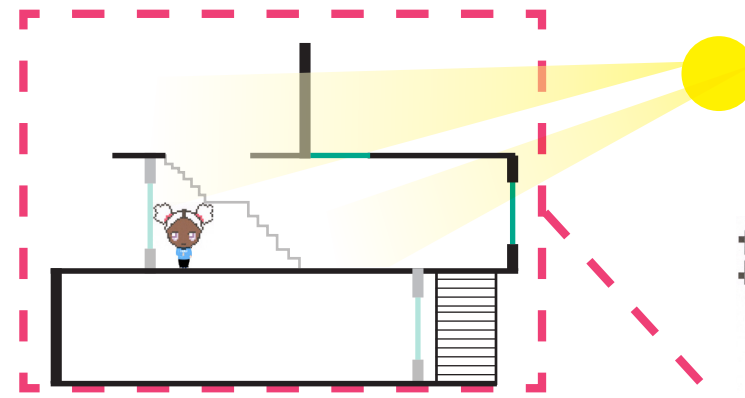
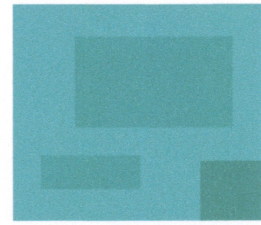
East Elevation



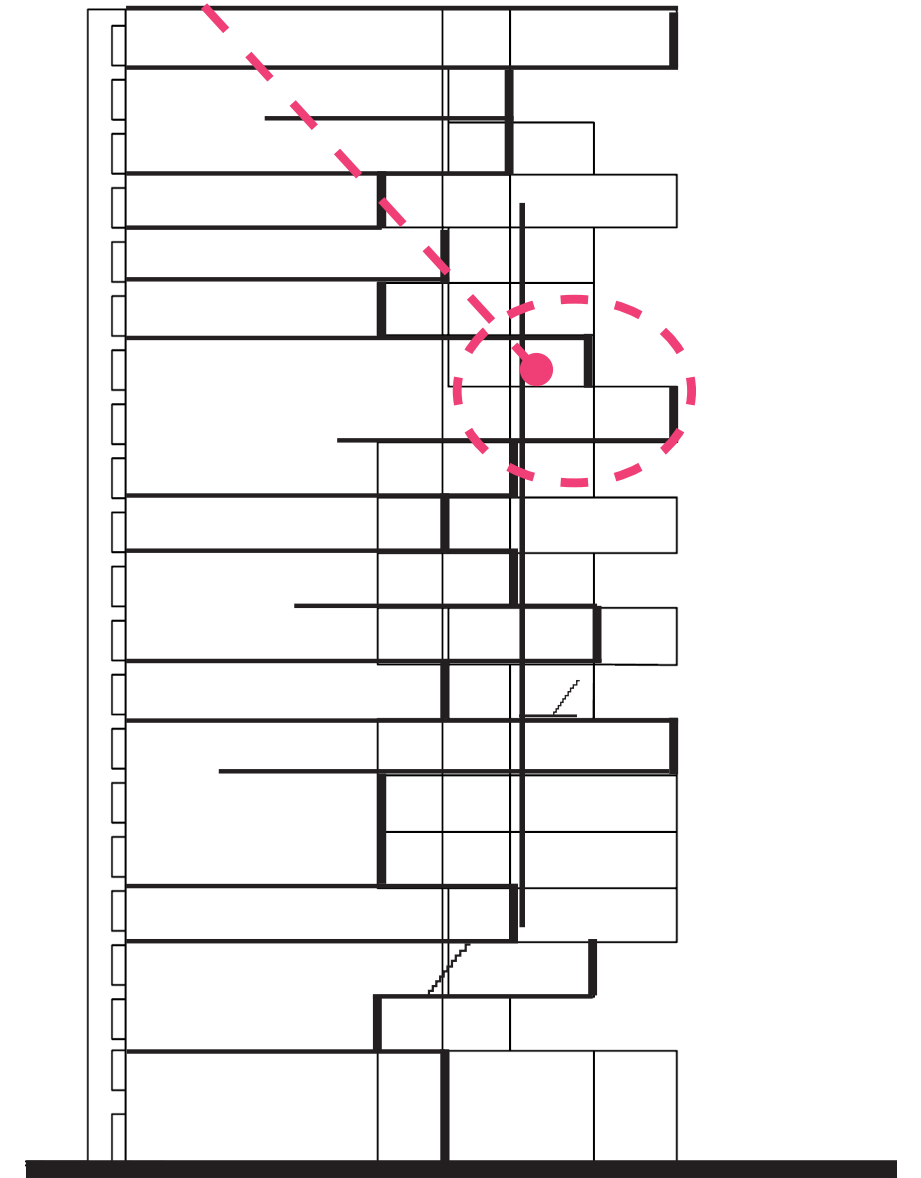
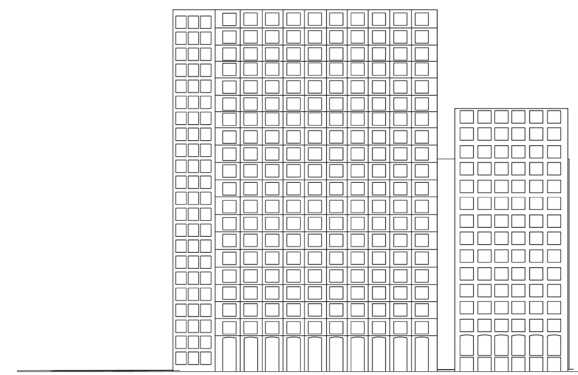
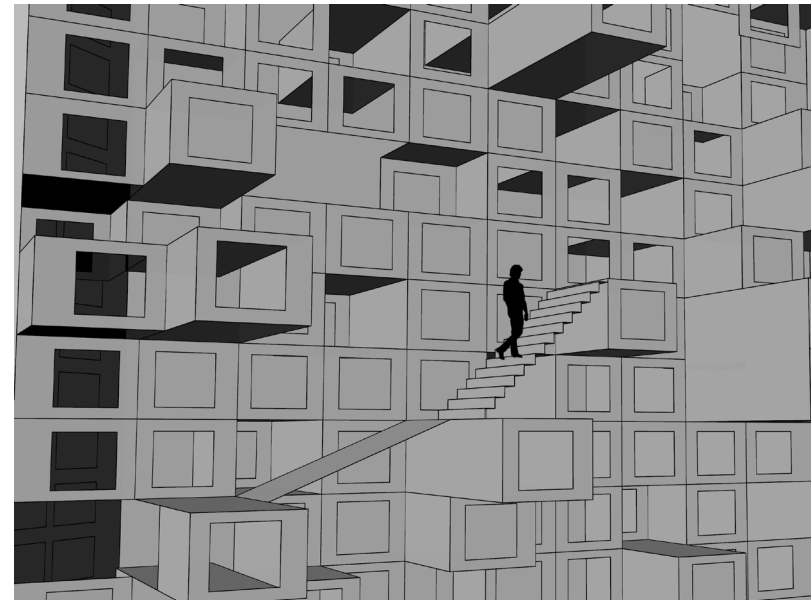
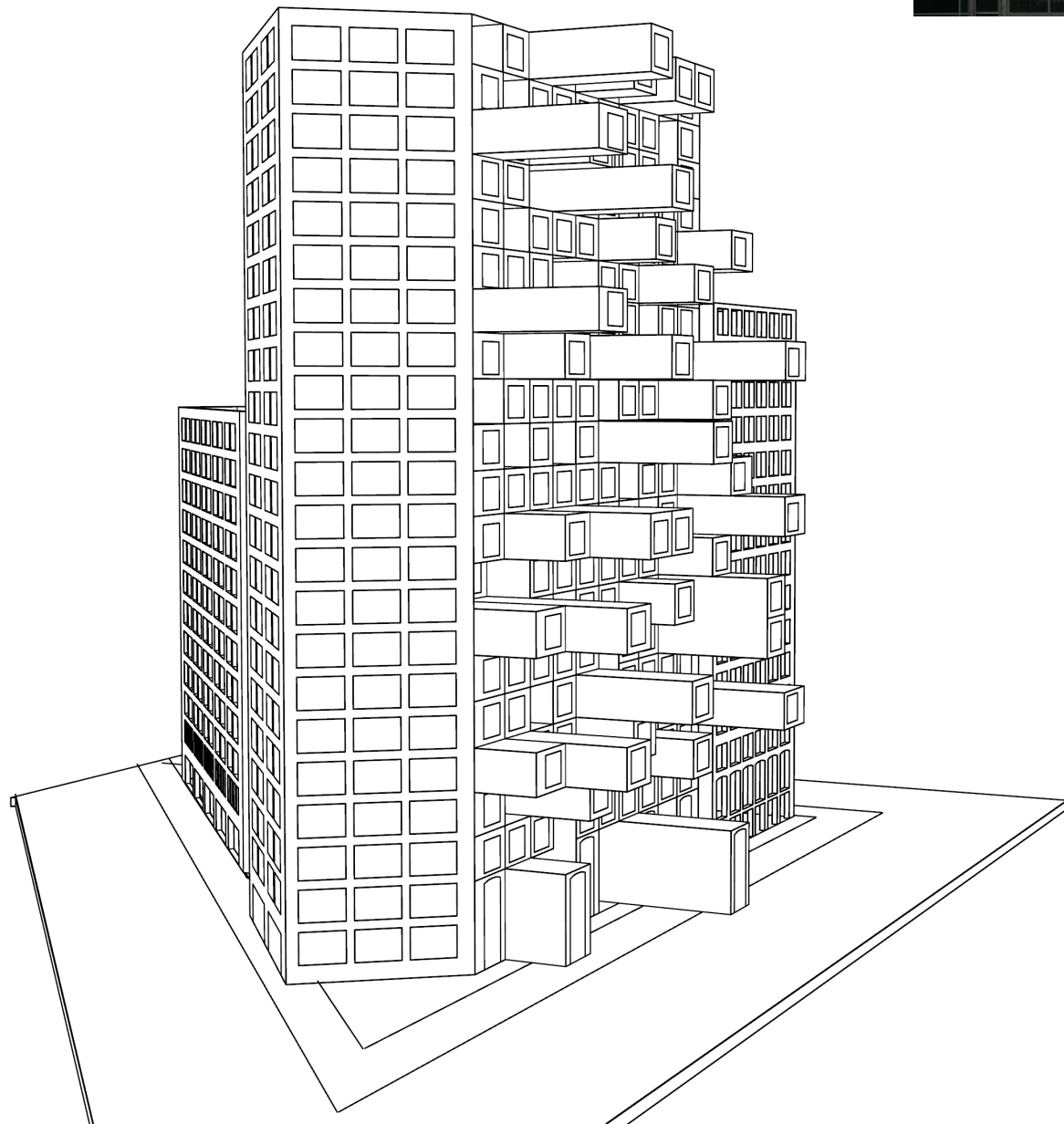
East Elevation Perspective



VOLUMERIC



The thickened edge of the facade and oddness of spaces that pretend inside and outside create an other place. A walkable tower can be made which is a start of an other place that is seemingly unreal



The Other Place: Place which is atypical in space or form from what is familiar or expected. Its function does not concern the products or services that can be placed in it. It can be either pleasant or uncomfortable which will be noticed, and therefore experienced with more consciousness while enforcing engaging adventures. It is a place of escape from what is real, while being real allowing people to understand the world with different understanding. It comes in many variations.

This type of space is the perfect escape to help me, apricot, and frederick!!



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