

INITIAL RESEARCH v3

CONCERNS TO ADDRESS:

ESTABLISHED STRUCTURES (COMMERCE/POLITICS)

VS→ HIGH VISION & ASPIRATIONS (IDEALISTIC/UTOPIA)

POSSIBLE CORE VALUES

- sustainable
 - . social
 - . ecological
 - . economic
- open to the world, pro-active & creative
- open to nature & self reliant
- at once secure: both communal & private
- scalable
- integrated & related (all works together)

SPECIFICS CONCERNS

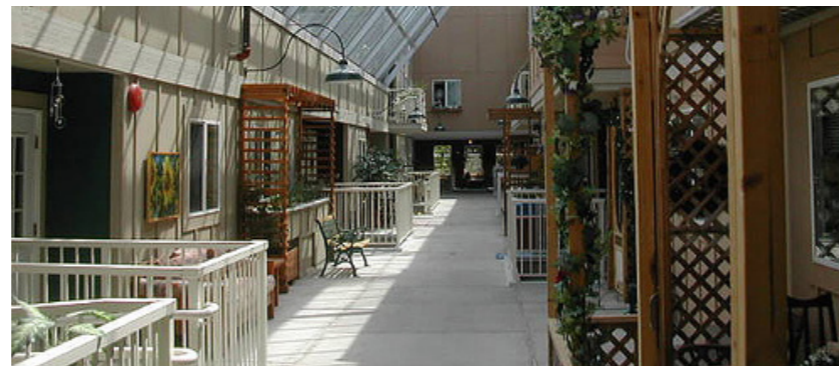
- what we mean with "cohousing", "communal living", etc:
 - . shared kitchen?
 - . shared meals?
 - . what shared values?
 - . shared economy?
 - . shared chores?
 - . etc...
- the stake holders needs
- considering multi-floor units for earth
- considering one-floor units for knees
- small vs. large units
- connected vs. isolated
- include decks, porches & veggie gardens
- access to the lake
- access to the main house
- need for a meadow (in the "circle")
- considering sun exposure
- progressively building
- locally built
- renting the main studio as parts (2)
- considering programs & events
- considering the reach (local, state, NYC...)

there is a trend to design mall-like developments that feel traditional and appeal to consumers' sense of security with familiar models.
 (as done by Cohousing Co & other such businesses)
 such models often cause social alienation since old world fantasy and modern reality cannot mix.

The emphasis of such models is on appearance, styling, packaging & business as usual.

These are inherently suburban models with explicit rules and fixed/industrial structures.

It is motivated by markets & developers. The "form" is square & modern.



millions share an on-going dream to live in a better world: more caring, humane, spiritual and sustainable. Settling for farmers markets, cafés, downtown living & even the corporate Wholefoods & Facebooks of the world is symptomatic of this new millenium trend.

Cohousing Co & others are aware of this and trying to cater to it but the better solutions are coming out of Europe (#1 builders) or even US universities.

These models are based on designs that promote the senses and social participation, and are based on implicit rules and adaptive structures (easier said than done--there are many failures)

The intention is community driven & the "form" is circular & timeless.



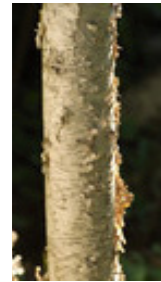
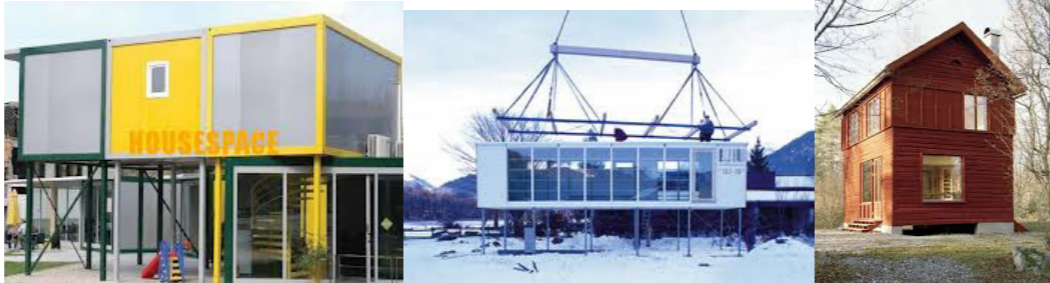
KEY VALUES

- integrated: socialXeconomicXecological
- open to the world: pro-active & creative
- open to nature & ecology: self reliant
- secure: both communal & private
- scalable: 15 ↔ 50 members (prefabs??)

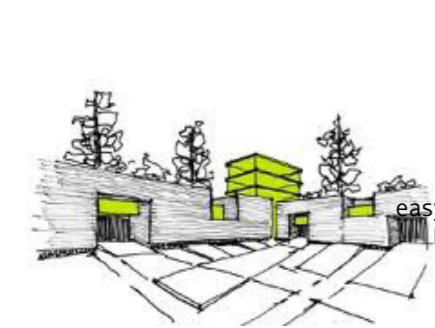
ecological small physical foot print
 built on stilts OR green roof
 multiple stories



scalable:
 modular, movable



nature-friendly & people-friendly:
 open to earth, trees & lake,
 use of local material



communal:
 easy shifts between
 private & common
 environments



socially active:
 participatory, tolerant,
 generous, engaged,
 informed, constructive



SPECULATIVE SCHEME "GardenCircle"

KEY FEATURES- .1 + .9 acre

- 24 living units on stilts: 60-90m²
- common hall: 400m²
- main studio: 100m²+

UNITS are conceived as kit of parts to be added as needed

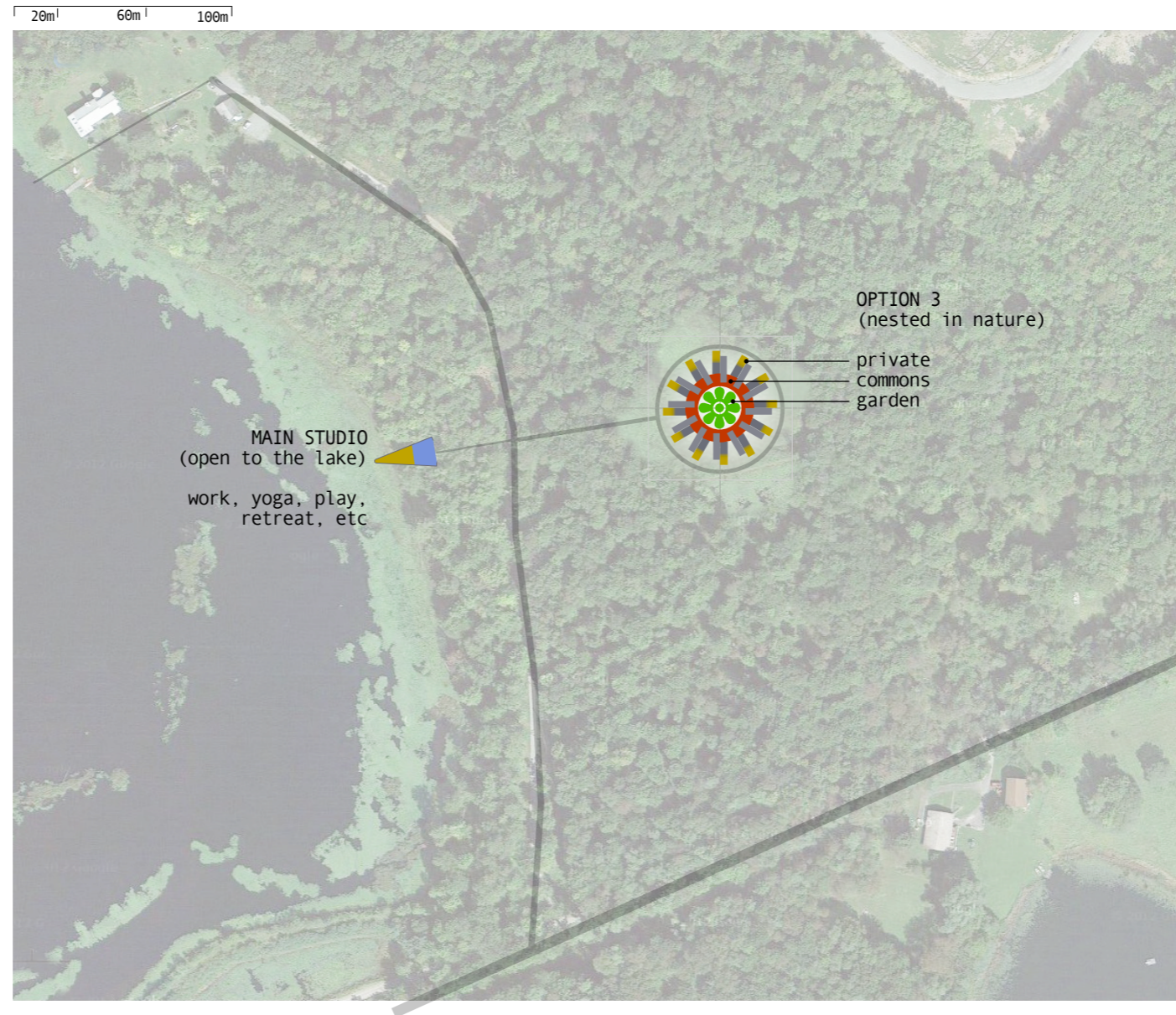
- first bldg may only be the common hall(?)
- units may vary in height and size

COMMON HALL is directly open to all units. Inner courtyard w/fountain + gardens is surrounded by porch/arches: kitchen, dining, library/media room, worship, art studio, kids/family room, laundry, guest pods, etc

MAIN STUDIO is used/rented for workshops & events. It has kitchen & bathroom + sleeping area scalable from 2 to 20.

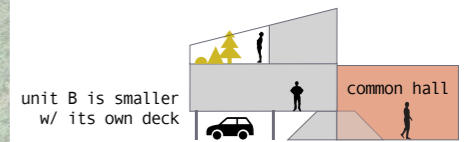
floor 1: one large main room with kitchen area + toilet

floor 2: two bedrooms + bathroom + large deck
 floor 3: 10m² tall "watch tower" for reading/meditation

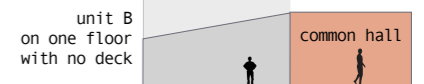


SIDE VIEW

OPTION 1



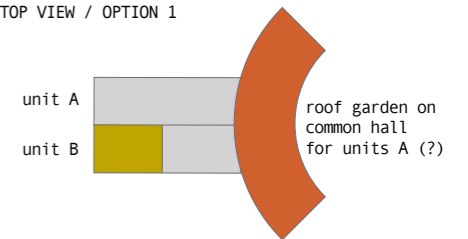
OPTION 2 with:



OPTION 3 with:



TOP VIEW / OPTION 1



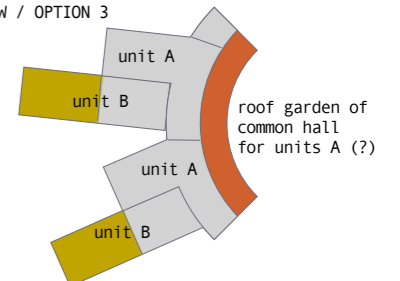
TOP VIEW / UNIT B / OPTION 1



floor 1



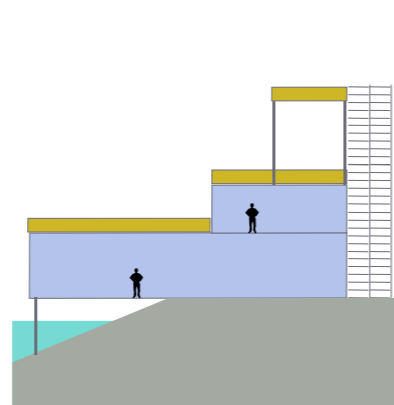
TOP VIEW / OPTION 3



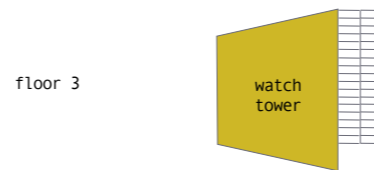
LEGEND

- living/private decks & porches
- commons
- gardens

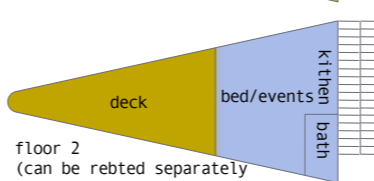
MAIN STUDIO



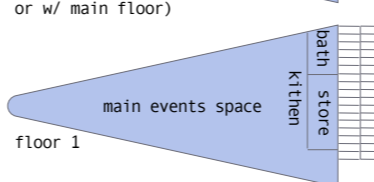
floor 3



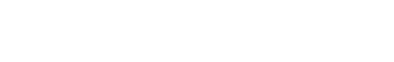
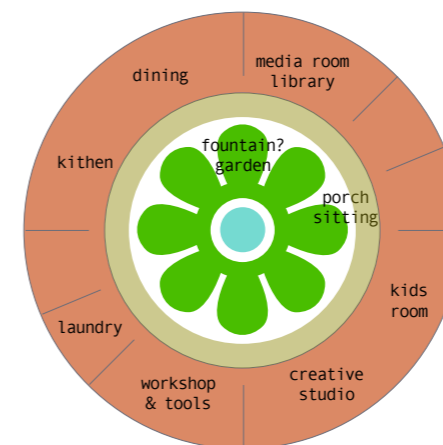
floor 2



floor 1



COMMON HALL



SPECULATIVE SCHEME "GardenCircle"

LEGEND

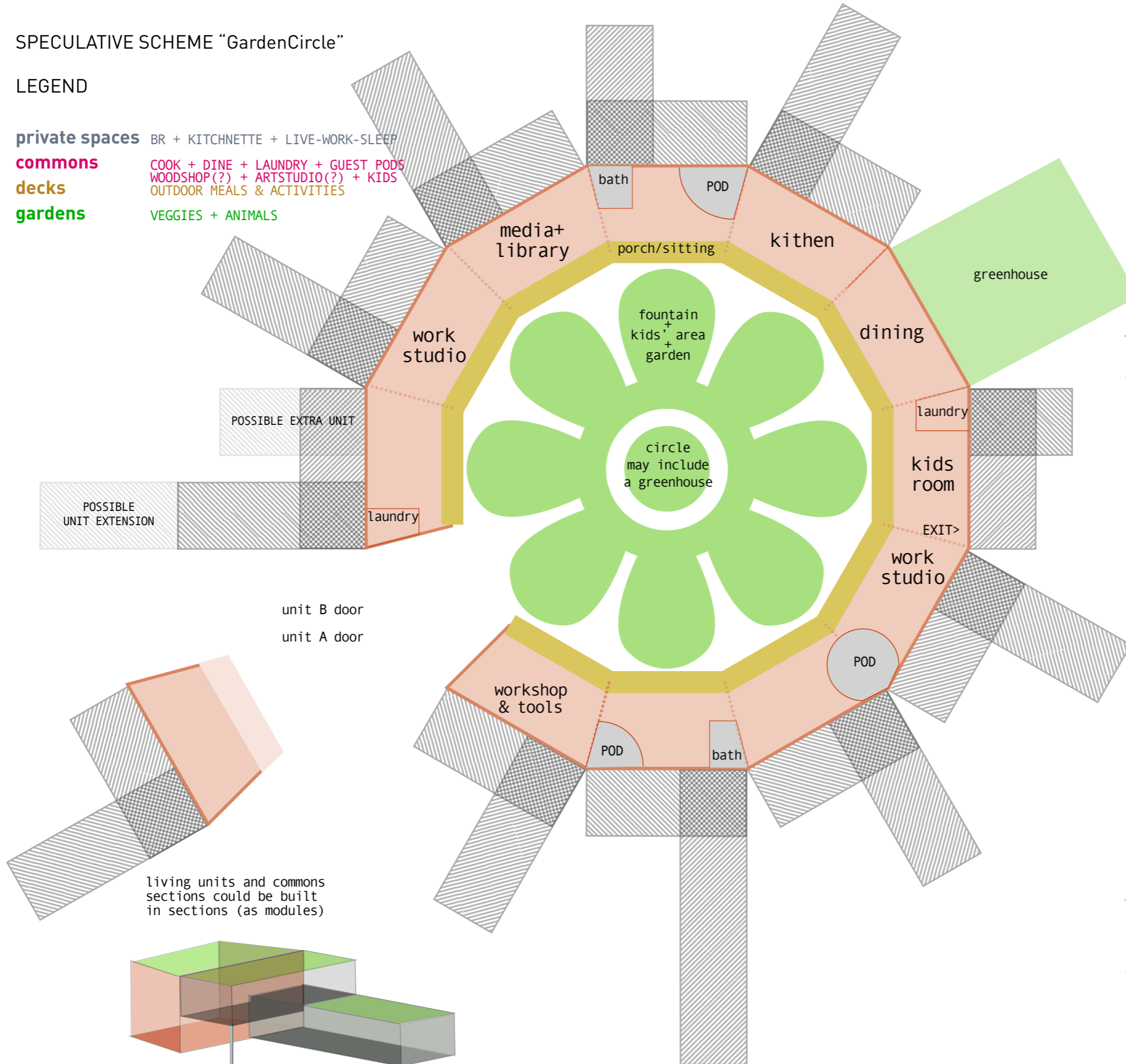
private spaces BR + KITCHNETTE + LIVE-WORK-SLEEP

commons COOK + DINE + LAUNDRY + GUEST PODS

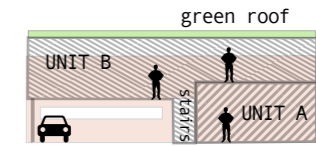
WOODSHOP(?) + ARTSTUDIO(?) + KIDS

decks OUTDOOR MEALS & ACTIVITIES

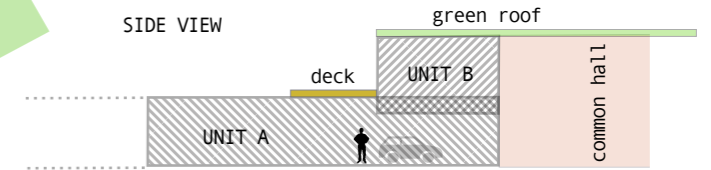
gardens VEGGIES + ANIMALS



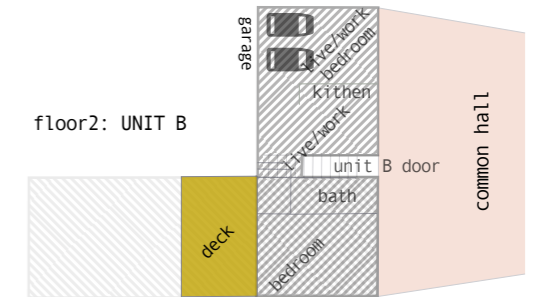
FRONT VIEW



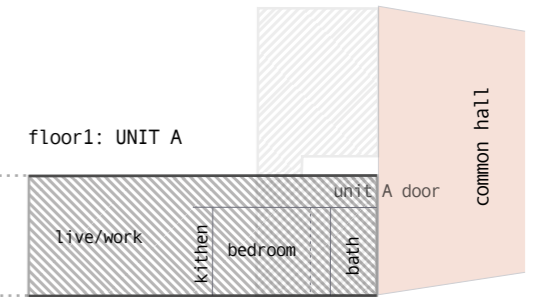
SIDE VIEW



TOP VIEW

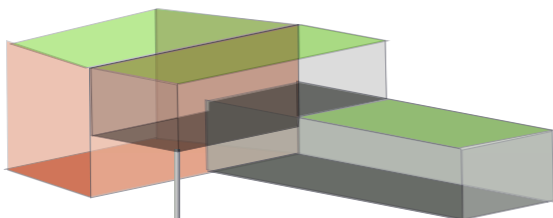


floor1: UNIT A

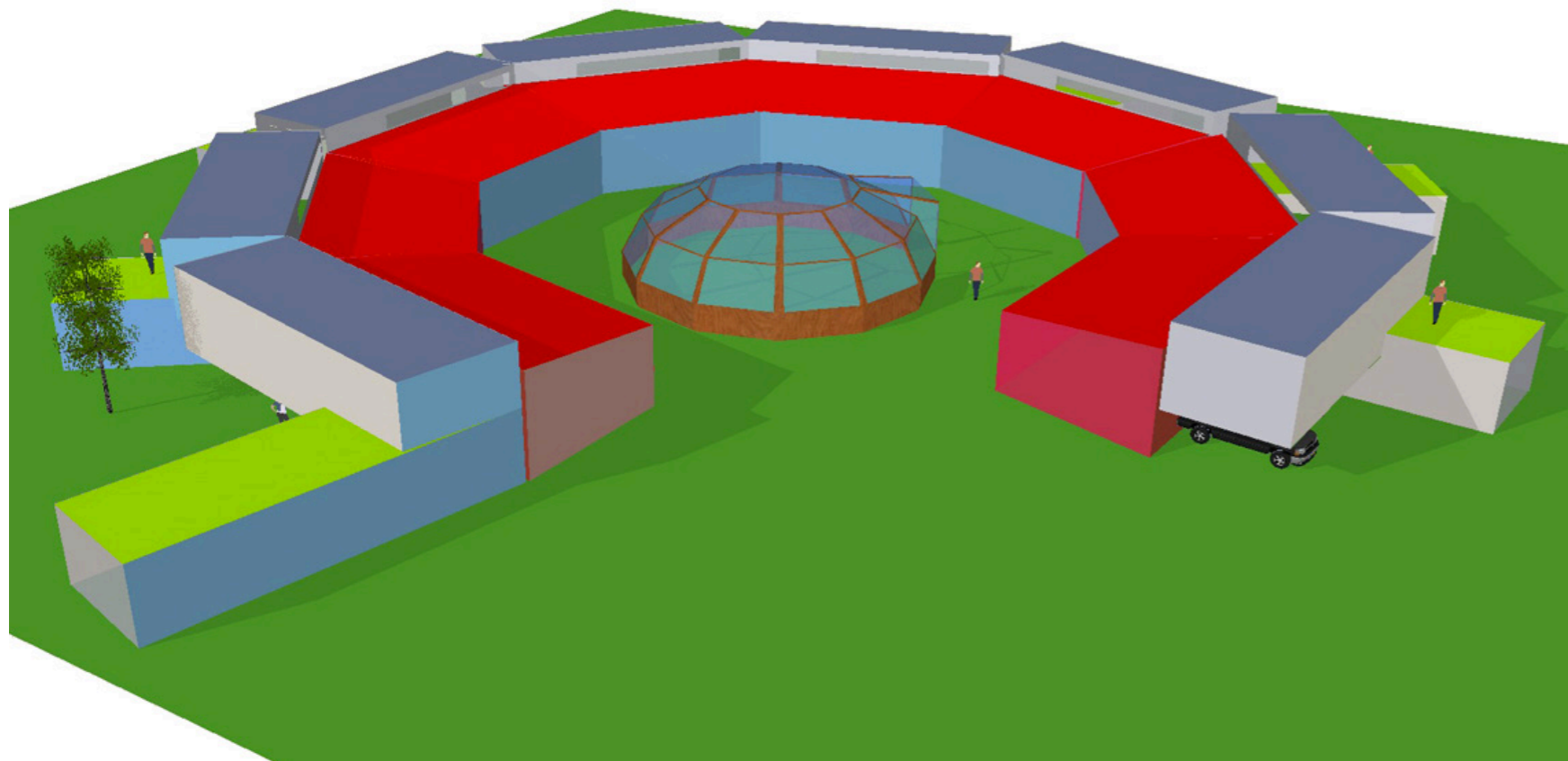
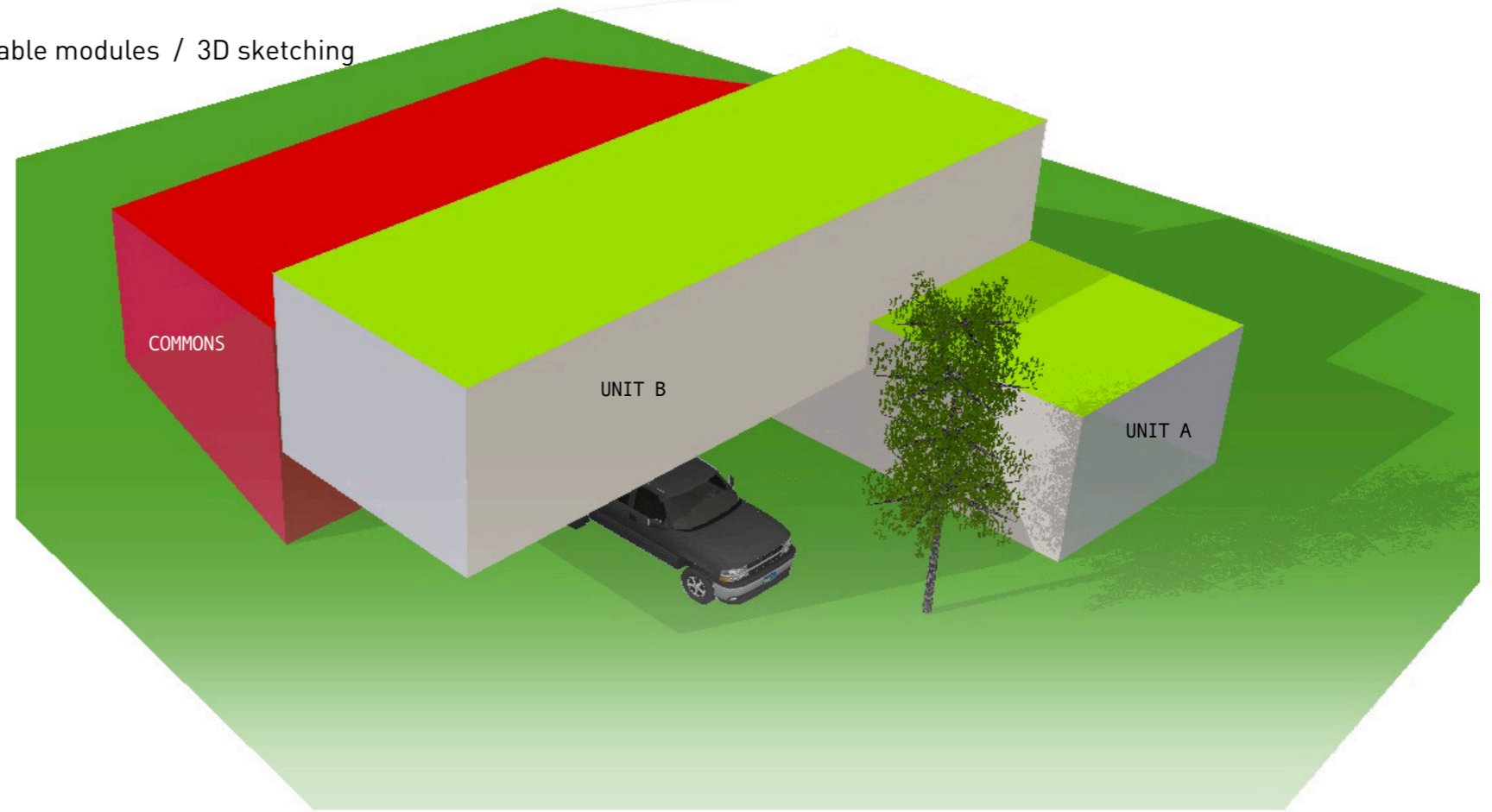


unit B door
unit A door

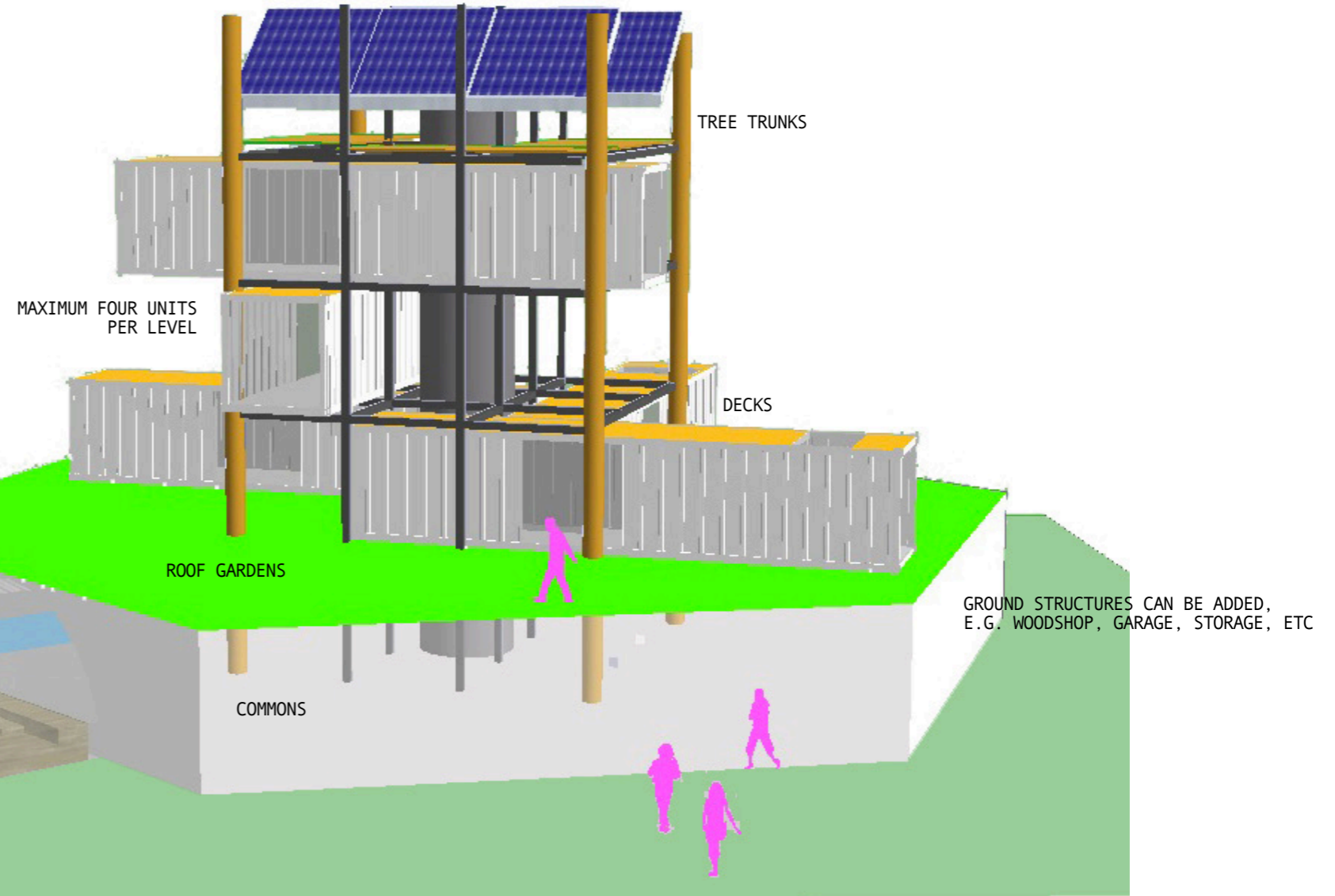
living units and commons
sections could be built
in sections (as modules)



SPECULATIVE SCHEME "GardenCircle" / with prefab scalable modules / 3D sketching

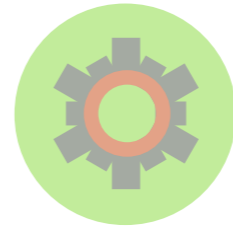
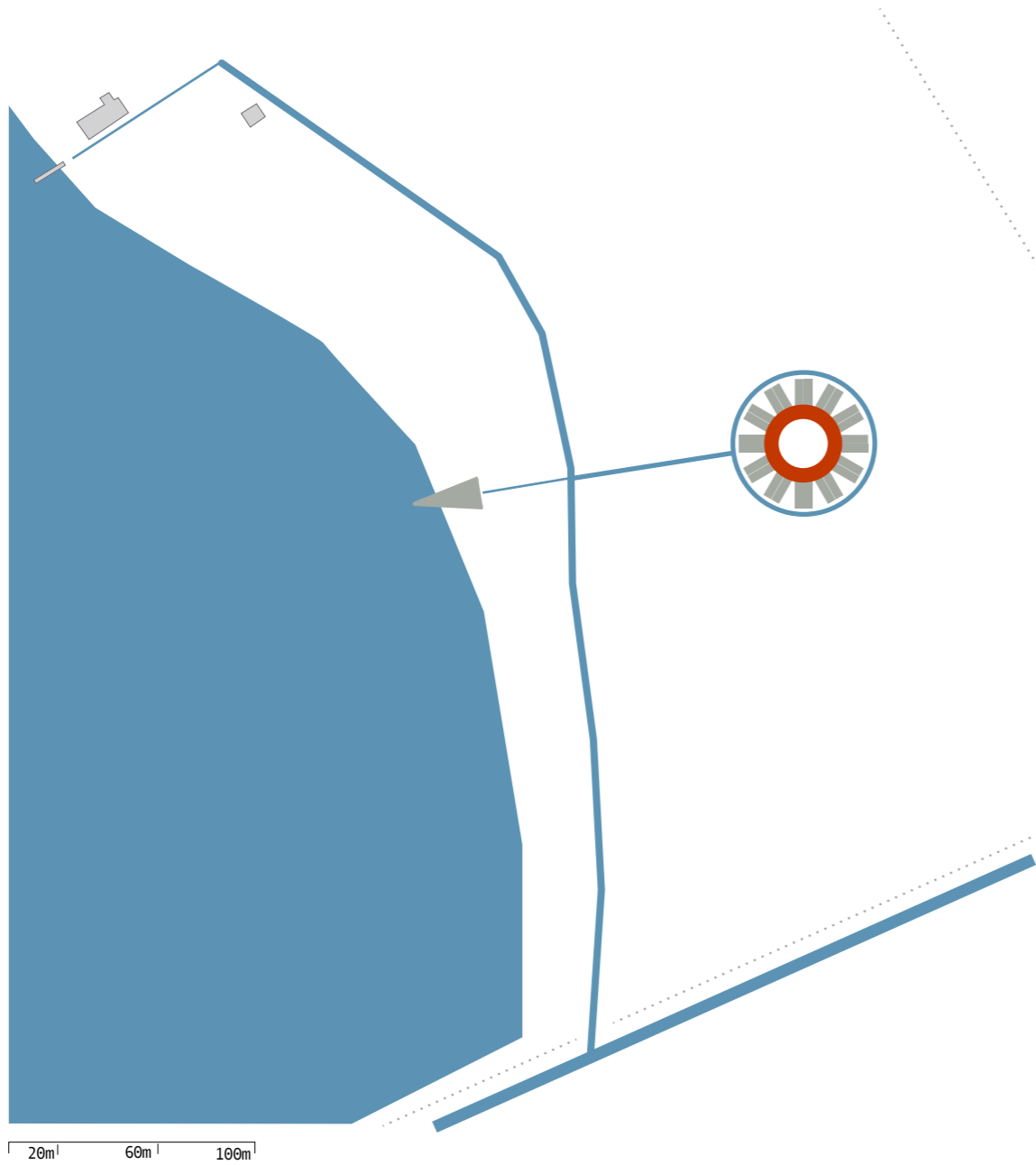


SPECULATIVE SCHEME "TREE" / with prefab scalable modules / 3D sketching

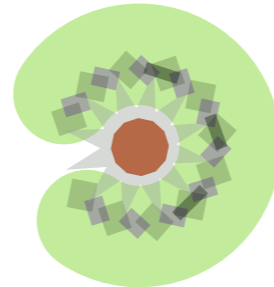


OTHER SCHEMES

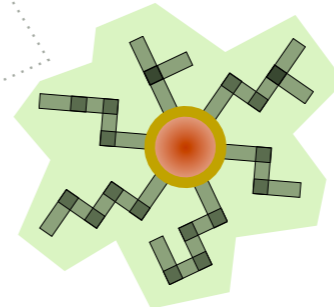
All are structured on the formal archetype of the circle (tree trunk, tipi, plate, planet, etc), with schemes more or less dense.



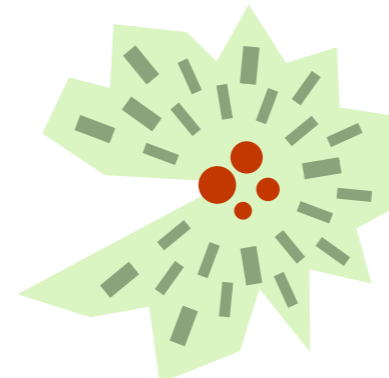
TIGHT SCHEME
2-3 story units are combined with common spaces



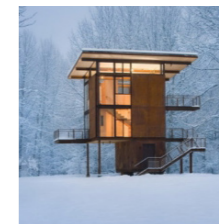
STACKED SCHEME
1 story units are stacked to form a circle together they hold a large dome covering gardens and the common space



SCATTERED SCHEME
units loosely overlap outward, with units opening toward nature and others toward the common hall



SEPARATED SCHEME
units are loosely arranged amidst the trees with discreet common spaces arranged in the center, hence referring to a more traditional village



*Animals and plants are members of our family.
We have to raise our protective hand,
we have to return their habitat and we have to
be aware of our common unity.* _ Karl-Heinrich Muller