

THE WANDERER

INTERIOR ARCHITECTURE STUDIO . IARC 4/584 . SPRING 2018
INSTRUCTOR: LISA KUHNHAUSEN

The Designer

You will research. You will write.
You will read. You will speculate.
You will listen. You will explore.
You will dream. You will craft.
You will invent. You will design.
You will do.

The Chef

Our client is a chef. He/she is a bit nebulous at this point. They are a wanderer and have a strong sense of localism in their cuisine. The chef requires a place to grow, experiment, store, prep, cook, and host. You will give them what they need and what they don't expect.

Site 1: The Coast*

The littoral waters of the Pacific Ocean offer an ecosystem that is abundant with tastes of the sea. This region will also house one of three of our chef's restaurants, open for service during the winter months.

Site 2: The Valley*

Spring and summer yield a plethora of fruits and vegetables in the Willamette Valley. All of these flavors will be explored and featured on the menu here -- the second restaurant for our chef.

Site 3: The Forest*

Living among the coniferous trees of the cascade range is the third restaurant for our chef. Here, earthy flavors and hearty meats peak in the fall and so this will be the chef's home to close out the year.

Get Out There!

You will be encouraged to *safely* explore the site areas during a personal day trip or long weekend. During this time you will meander through the landscape with a dreamer's eye and a researcher's mind.

Experiment

As a means of making us start to think about space differently we will examine a single flora or fauna specimen collected during your trip. We will dissect, manipulate and cook that specimen, and all the while draft and document the findings.

Prototype

The specimen experiments will guide us to the development of a volumetric, form-based study. You will craft prototypes by hand and/or with digital models to quickly explore the shape of the space as a whole or the shape of a discrete element within the space.

Translate

Using discoveries from the prototypes, we will design spaces for our chef. You don't necessarily need to reference typical architectural devices, but you will be expected to use the typical architectural language of plan, section, elevation and detail. One element of your space must be designed and detailed thoroughly.

Community

You will be looking at: Oregon (in all its glory), Joshua McFadden (Portland chef), Chef's Table (Netflix), Cero9 (graphics), Noma (Copenhagen Restaurant for food philosophy and experimentation), Archigram (experimental architecture), Virgilio Martinez (Peruvian chef), Wildcraft (Oregon Craft School), and Alma Allen (artist), to name a few.

Logistics

The times of this studio are variable. The typical studio meeting times with the instructor will be Mondays and Fridays, 1:00-5:00+. You will be expected to work in studio on Wednesdays, 1:00-5:00. Additionally, there will be field trips to Portland, remote meetings/crits and travel for individual explorations.