CHICAGO URBAN ART CENTER

an urban revitalization through art center

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ILLINOIS INSTITUTE OF TECHNOLOGY
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PROJECT TITLE

An urban art center: urban revitalization through art center in Garfield Boulevard, Chicago.

ELEVATOR STATEMENT

My project is about creating an urban art center building as a strategy to revitalize Garfield Boulevard neighborhood, at the same time this project can be a place to accommodate the strong urban art movement in Chicago. This synergy can be a strategy to bring people to come and improve this neighborhood.

CASE STATEMENT

The genesis of this project is “urban revitalization”. There is a fact that 50% of the lands in Garfield Boulevard, Chicago are vacant, in fact that this area has a potential to be developed. Developing an cultural buildings that naturally take a root in the neighborhood that slowly change the larger urban fabric in this area.

Why an urban art center?

The development of this area could be a series of housing and a big department store but all the latent potential of the area would be lost. Therefore the idea in this urban revitalization project is developing cultural buildings that can create a new identity for this ‘abandoned’ neighborhood and at the same time can be an icon that can attract people to come to this area. The strategy is bringing some artists that can live and work in this series of buildings and they can display their work and interact with the visitors, in other words this project can be read as artists village.

The case study that relevant for this project is Le Centquatre, Paris, completed in 2006. This project is a revitalization of abandoned old funeral service building into an artist’s studio and exhibition center. This development suddenly transformed the neighborhood into tourist destination place and improved the value of that neighborhood. An art center building will be the actualization of this project but this art center is not just a generic ‘introvert’ art building that stand alone without giving impact and contribution for the surrounding neighborhood. This project would be a starting point for series of further development that spread out and then stitch this area into more cohesive neighborhood. The site that is chosen for this project is located in the corner of the Garfield Boulevard that is close to the urban infrastructure (cta green line station and bus stop). This site is considered to have good accessibility and strategic location to bring more people to come to this area.

PROJECT EXPLANATION

First step to develop this project is to make a research about Garfield Boulevard neighborhood, about the identity, character, social and economy issue, etc. The second step is researching about the urban art movement and urban art community in Chicago. The third step is site research, including the building codes, infrastructures, utilities, etc. After that, expand the research to the building precedents case study, such as art center in Chicago area, and art center that use the similar strategy to re-develop the existing urban fabric. The next step is to determine the programs and the concept for this building. Finally, the last step is designing phase and project documentation.
GOAL STATEMENT

The goals of this project will include:

- To fulfill the demand for designated space for urban art and street art movement in Chicago.
- To create a new art icon in South side Chicago especially in Garfield Boulevard neighborhood that attract more people to come to this area.
- To bring Chicago ‘urban artists’ to live and work in this neighborhood that inspires new life styles and give more value to the neighborhood.

GUIDING PRINCIPLES

- Open
  Creating a sense of welcoming for the visitors and the community.

- Flexible
  Create flexible space for exhibition, education, and as a support for artists that can be change base on the needs in the future. Flexible also means that the exhibition spaces in this building are rentable and can adjust the function based on the demand of the artist.

- Integrated with the context
  Integration between the programs inside the building, and also integration between the building with the existing features.

- Iconic
  Create a unique space, form, and function that fit to the urban scale so it can be an icon and become another destination point in south side Chicago.

- Accommodate the diversity of activities within its space
  Accommodate different activities happen in the same space and at the same time, for instance creation and education process at the same place to learn from the process of the creation.

- Community
  Space for community that allow people to interact, to share idea, to share interest and to do social activity.
03. CASE STUDY

Incheon art platform, South Korea

Gallery

Observation bridge
Hyde Park Art Center, Chicago
Le centquatre, Paris

exhibition hall

1st floor exhibition hall

programs:
- 19 Studios, Exhibition spaces, cafe, restaurant, library, boutique, art shops, workshop, Offices, Welcome point, services

maps

versions & other spaces
Visitor's point of offices
Services
04. QUALITATIVE PARAMETER

- indoor gallery II
- indoor gallery I
- installation art park
- auditorium
- outdoor movie theater
- amphitheater
# 05. Quantitative Space Program

<table>
<thead>
<tr>
<th>Program</th>
<th>Qty</th>
<th>Net SF</th>
<th>Total Net SF</th>
<th>Notes</th>
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<tr>
<td>I creativity</td>
<td>1</td>
<td>2000</td>
<td>2000</td>
<td></td>
</tr>
<tr>
<td>I.1 Studio</td>
<td>1</td>
<td>500</td>
<td>500</td>
<td></td>
</tr>
<tr>
<td>II production</td>
<td>1</td>
<td>1200</td>
<td>1200</td>
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</tr>
<tr>
<td>III architecture</td>
<td>1</td>
<td>400</td>
<td>400</td>
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<tr>
<td>III.1 Lobby and supporting spaces</td>
<td>1</td>
<td>5000</td>
<td>5000</td>
<td>Medium gallery 14-15 regular painting</td>
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<td>III.2 Indoor Gallery non-circular exhibition</td>
<td>1</td>
<td>2500</td>
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<td>III.4 Installation Park</td>
<td>1</td>
<td>1000</td>
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<td>III.5 Indoor performing space / stage</td>
<td>1</td>
<td>1500</td>
<td>1500</td>
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<tr>
<td>III.6 Support space for performing space</td>
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<td>1000</td>
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<td>III.8 North gallery Space</td>
<td>1</td>
<td>1500</td>
<td>1500</td>
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<td>III.9 Management Office</td>
<td>1</td>
<td>500</td>
<td>500</td>
<td></td>
</tr>
<tr>
<td>IV distribution</td>
<td>1</td>
<td>1500</td>
<td>1500</td>
<td></td>
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<tr>
<td>IV.1 Foyer</td>
<td>1</td>
<td>500</td>
<td>500</td>
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<td>IV.2 Storage</td>
<td>1</td>
<td>500</td>
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<tr>
<td>V education</td>
<td>1</td>
<td>3000</td>
<td>3000</td>
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<td>V.1 Classrooms</td>
<td>2</td>
<td>900</td>
<td>1800</td>
<td>typical small classroom</td>
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<td>V.2 Library / Archive Room</td>
<td>1</td>
<td>3000</td>
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<td>V.3 Small gallery</td>
<td>1</td>
<td>2400</td>
<td>2400</td>
<td>20 children capacity (10 SF/child)</td>
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<td>V.5 Office</td>
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<td>500</td>
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<table>
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<th>Qty</th>
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<tr>
<td>V.1 Guest House</td>
<td>1</td>
<td>4000</td>
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<td>V.3 Cafeteria</td>
<td>1</td>
<td>3000</td>
<td>3000</td>
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<td>V.4 Community gathering space</td>
<td>1</td>
<td>1000</td>
<td>1000</td>
<td></td>
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<tr>
<td>V.5 Community meeting room</td>
<td>1</td>
<td>1000</td>
<td>1000</td>
<td></td>
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<tr>
<td>V.6 Urban Park</td>
<td>1</td>
<td>2500</td>
<td>2500</td>
<td></td>
</tr>
<tr>
<td>V.6.1 Graffiti park</td>
<td>1</td>
<td>1500</td>
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**Total SF:** 18,500

**Gross Area Estimate (SF):** 12,25

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Resources:
Architectural Graphic Standards
Beers Art Platform project/ Korea SPACE magazine no 582
University of Virginia performing arts center: www.virginia.edu/architecture/artscenter.html
06. ORGANIZATIONAL PARAMETER

PROGRAMS VISUALIZATION

creation
- workshop
- storage
- artist's studio
- artist's studio
- artist's studio
- artist's studio
- artist's studio
- artist's studio
- artist's studio
- artist's studio
- artist's studio

appreciation
- indoor gallery I
- indoor gallery II
- installation art park
- indoor performing space

stage support
- amphitheater
- outdoor performance area
- rentable gallery
- rentable gallery
- rentable gallery

distribution
- art shop

education
- daycare
- archive
- room

supports
- lobby & supporting spaces
- guest house
- graffiti park
- cafeteria
- community gathering space
- community meeting space
- skate park

services
- admin office
- toilet
- toilet
- toilet
- loading dock
- feature office
RELATIONSHIP OF SPACES

appreciation

indoor gallery I
loading
rentable gallery
art shop

indoor gallery II
installation art park

appreciation

indoor performing space
stage support
outdoor performance art
amphitheater

creation

storage
toilet
artist's studio
artist's studio
artist's studio
artist's studio

education

daycare
archive room
workshop

supports

guest house
toilet
community gathering space

lobby & supporting spaces

admin office

restaurant

public space

parking
07. Site Analysis

Vacancy

Identity Crisis

Program Map

Washington Park
1: urban art center site
2,3,4: vacant lots for future development
a: church
b: historic structure
c: grocery store
d: restaurant
e: human service
f: housing
1: urban art center site
2,3,4: vacant lots for future development
a: church
b: historic structure
c: grocery store
d: restaurant
e: human service
f: housing
08. CONCEPTUAL DESIGN

RE-URBANIZING
(PROGRAMMING-ZONING-TOPOGRAPHYING-CONNECTING)

TRANSFORMING VACANT LOTS OF WASHINGTON PARK NEIGHBORHOOD THROUGH THE INCORPORATION OF NEW FUNCTIONS AND PROGRAMS.
ZONING CONCEPT
Extension Extension of Frederick law Olmsted idea of Zoning in Washington Park and Central Park. Using the different ground level to differentiate programs and activities.
INDOOR PROGRAMS
CONCEPTUAL SKETCHES
GROUND FLOOR PLAN
scale 1:1/32"

21. MAIN ENTRANCE
22. RESOURCE CENTER/LIBRARY
23. SMALL MEETING ROOM
24. CLASS ROOM
25. COFFEE SHOP
26. MULTI PURPOSE AUDITORIUM
27. STAGE
28. SUPPORT FOR STAGE
29. PHOTOGRAPHY LAB
30. CERAMIC WORKSHOP
31. TOILET
32. ADMINISTRATION OFFICE
33. LOADING DOCK
34. STORAGE
35. JANITOR CLOSET
36. OUTDOOR EXHIBITION HALL
37. GRAFFITI PARK/MULTI PURPOSE OUTDOOR SPACE
38. OUTDOOR MOVIE THEATER/SKATE PARK
39. RELAXING GARDENS
40. INDOOR GALLERY
41. SCULPTURE PARK
42. OBSERVATION DECK
43. ART SHOP
44. ARTIST'S STUDIO
45. OUTDOOR WORKSHOP
11. Sections

CROSS SECTION

LONG SECTION
12. Renderings

View from Outdoor Movie Theater
13. PROCESS MODELS
14. **FINAL MODELS**
15. BIBLIOGRAPHY


