



CHICAGO URBAN ART CENTER

an urban revitalization through art center

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TABLE OF CONTENT



01. Project Definition & Case Statement

02. Goals and Guiding Principles

03. Case Studies

04. Qualitative Parameter

05. Quantitative Parameter

06. Organizational Parameter

07. Site Analysis

08. Conceptual Design

09. Building Plans

10. Elevations

11. Sections

12. Rendering

13. Process Models

14. Final Models

15. Bibliography

01. PROJECT DESCRIPTION

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.

02. GOAL AND GUIDING PRINCIPLES

GOAL STATEMENT

The goals of this project will include:

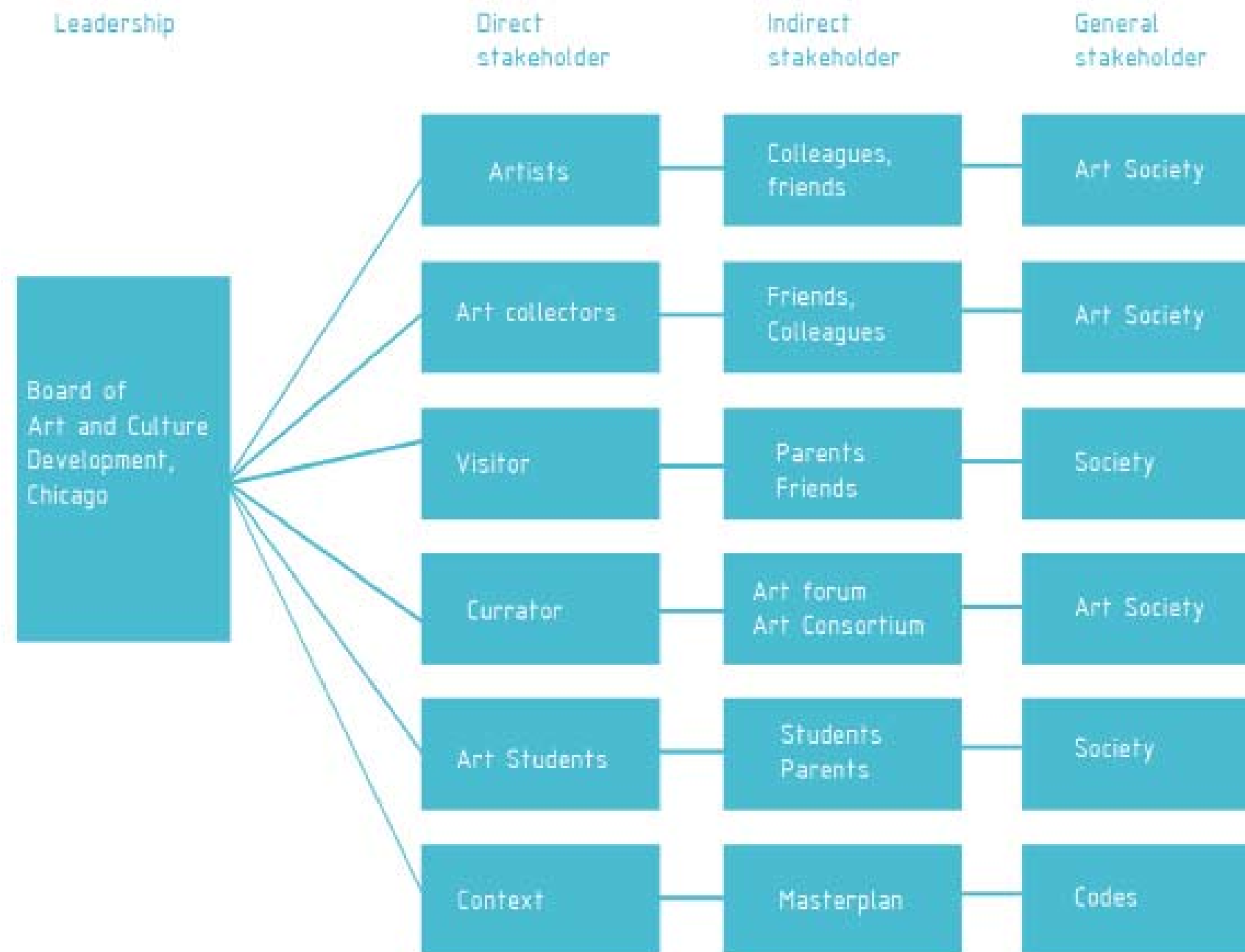
- To fulfill the demand for designated space for urban art and street art movement in Chicago.
- To create a new art icon in South side Chicago especially in Garfield Boulevard neighborhood that attract more people to come to this area.
- To bring Chicago 'urban artists' to live and work in this neighborhood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

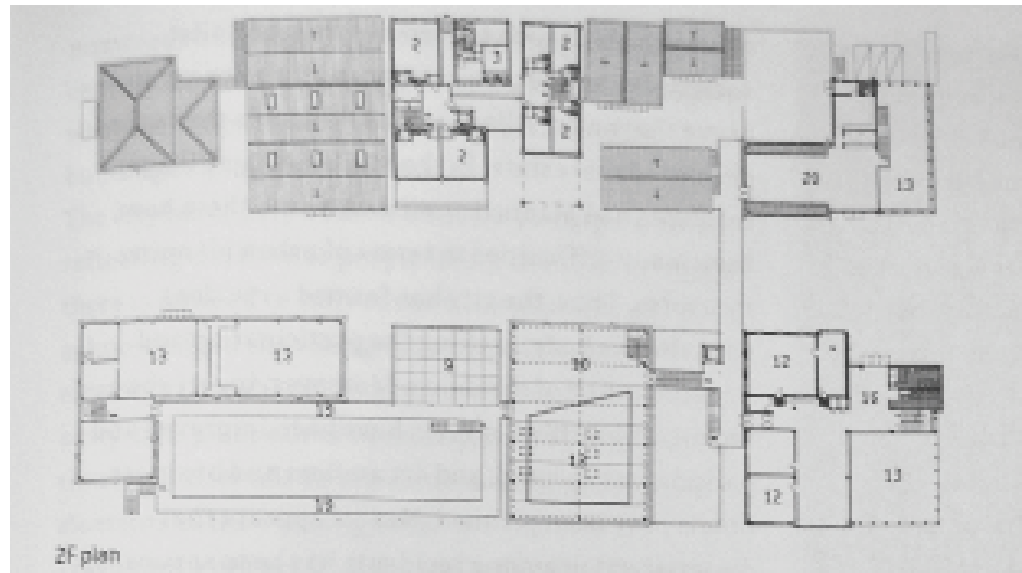
- Accommodate the diversity of activities within its space
Accommodate different activities happen in the same space and at the same time, for instance creation and education process at the same place to learn from the process of the creation.
- Community
Space for community that allow people to interact, to share idea, to share Interest and to do social activity

STAKEHOLDER



03. CASE STUDY

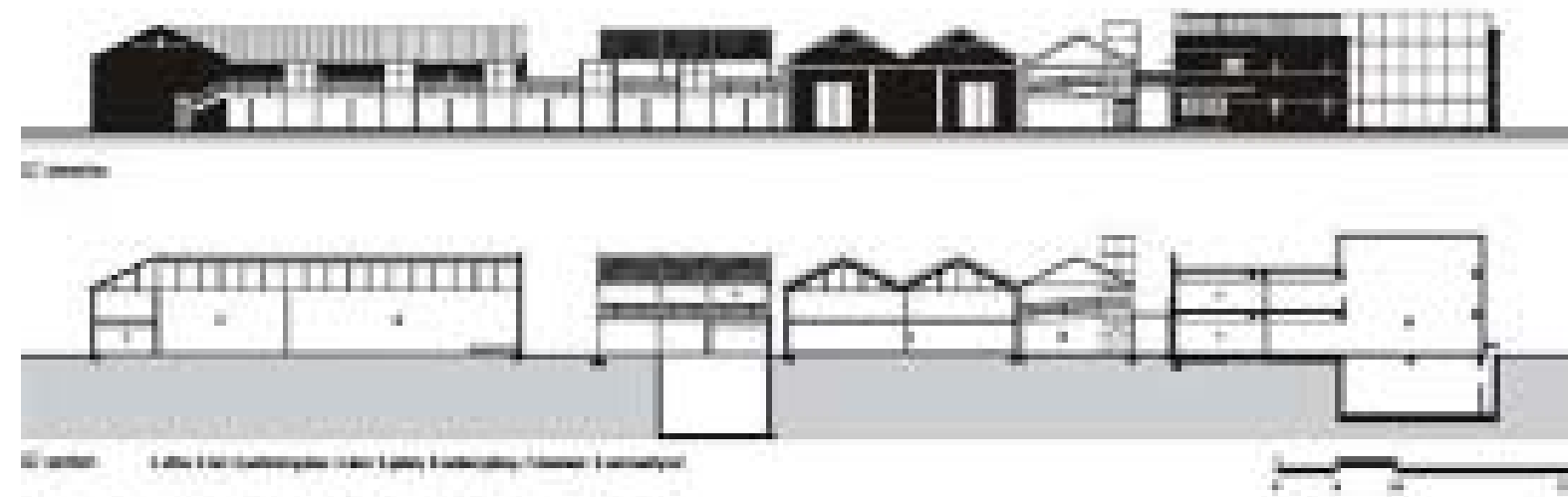
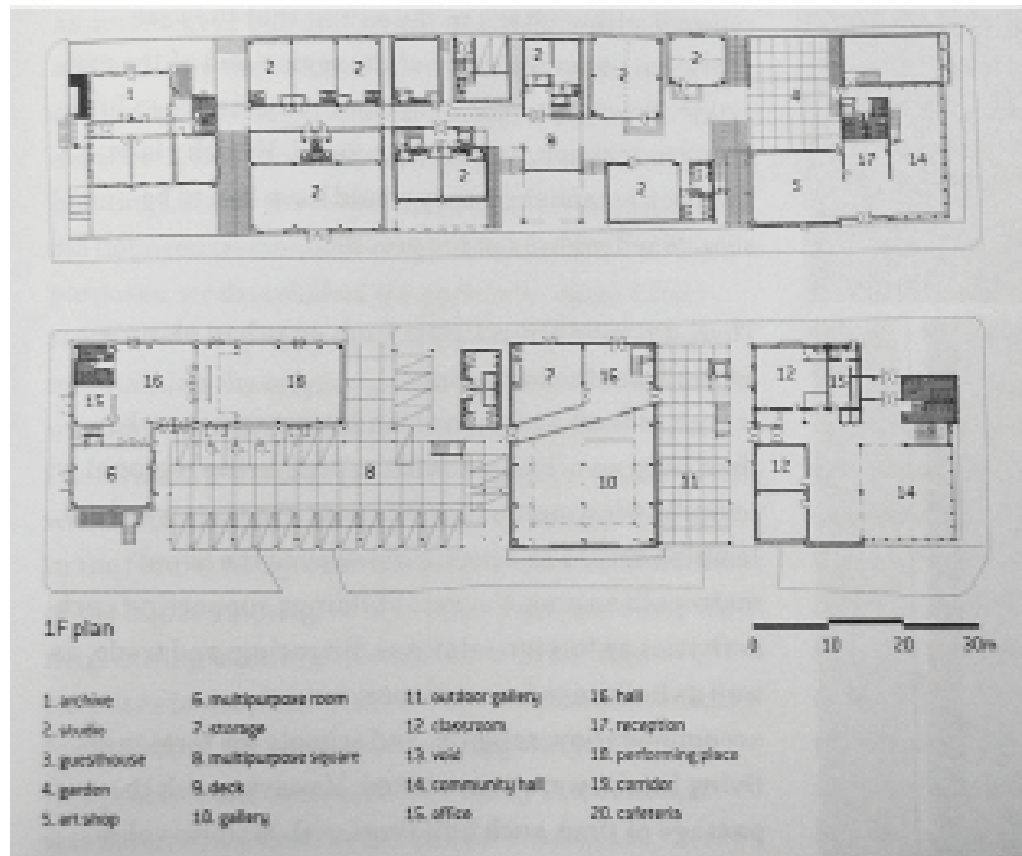
Incheon art platform, South Korea



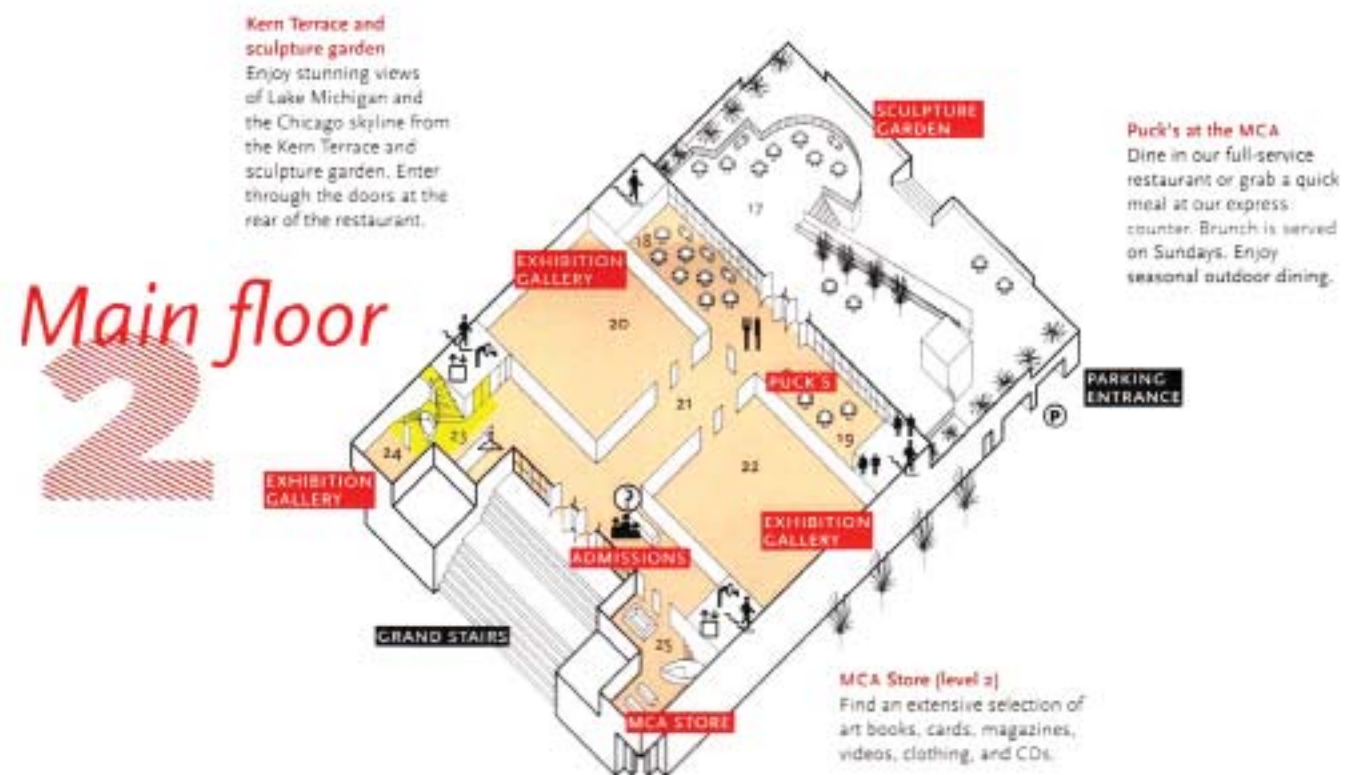
Gallery



observation bridge



Museum of Contemporary Art Chicago

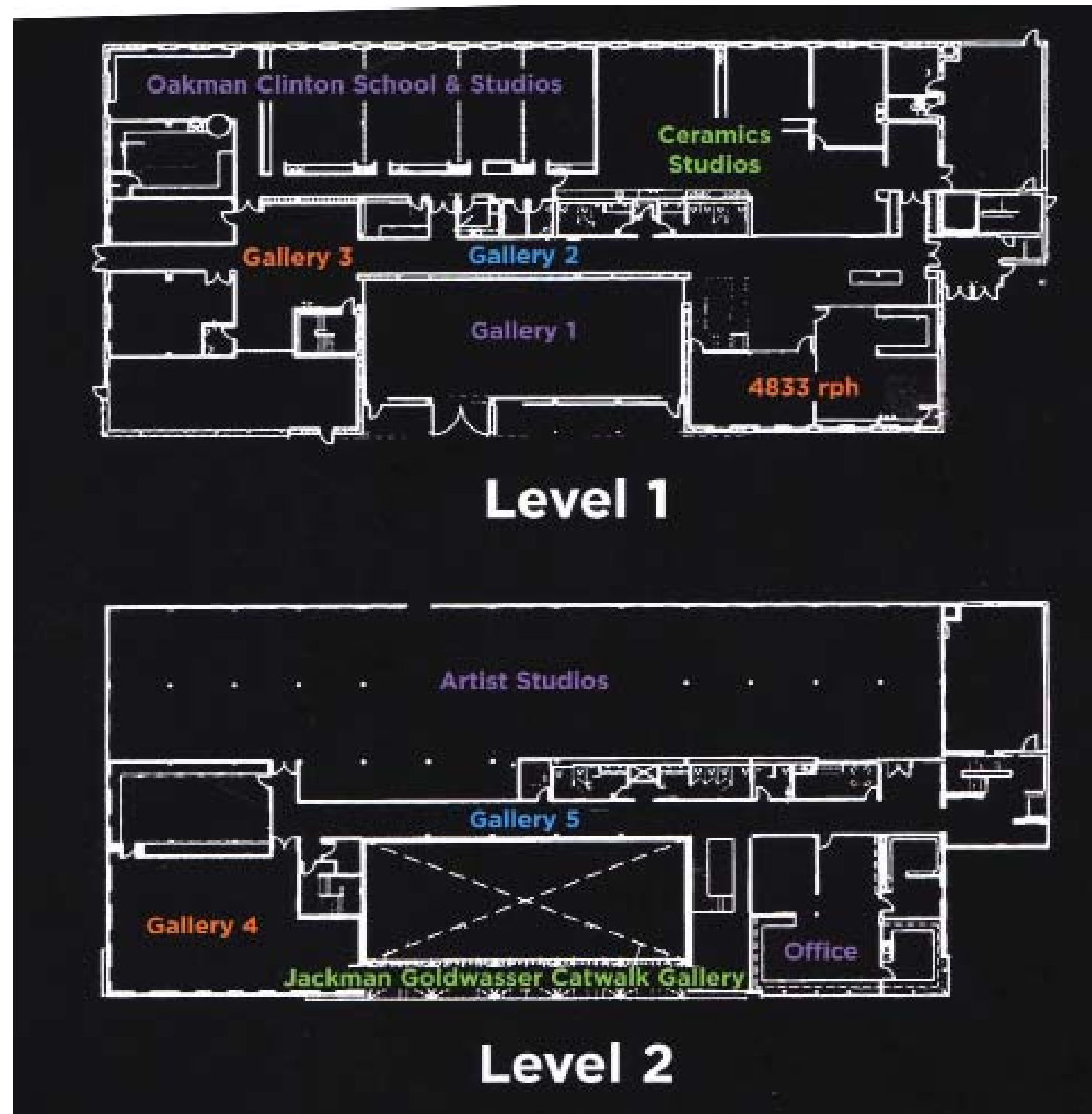


17. Kern Terrace Garden
18. Edlis Neeson Lakefront Cafe
19. ComEd Lakefront Cafe
20. North Exhibition Gallery
21. Kovler Atrium
22. Bergman Family Gallery
23. Barancik Visitor Gallery
24. McCormick Tribune Gallery
25. Mitchell Museum Store
26. Kanter Meeting Center
27. Baer Learning Lab
28. Knox and Lambert Classroom
29. Lenon Classroom

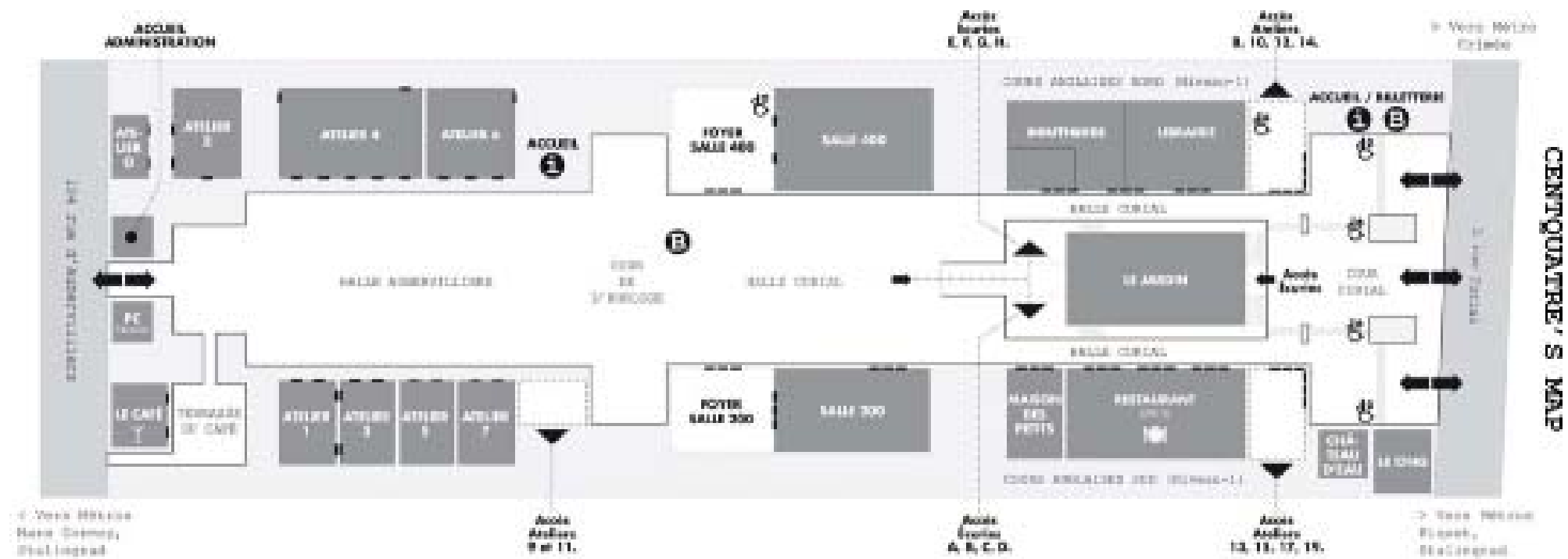


- Restrooms
- Elevator
- Information
- Wheelchair/stroller access
- Coat check
- Telephones
- Drinking fountain
- Restaurant
- Guided tour meeting spot
- Parking
- Emergency exits

Hyde Park Art Center, Chicago

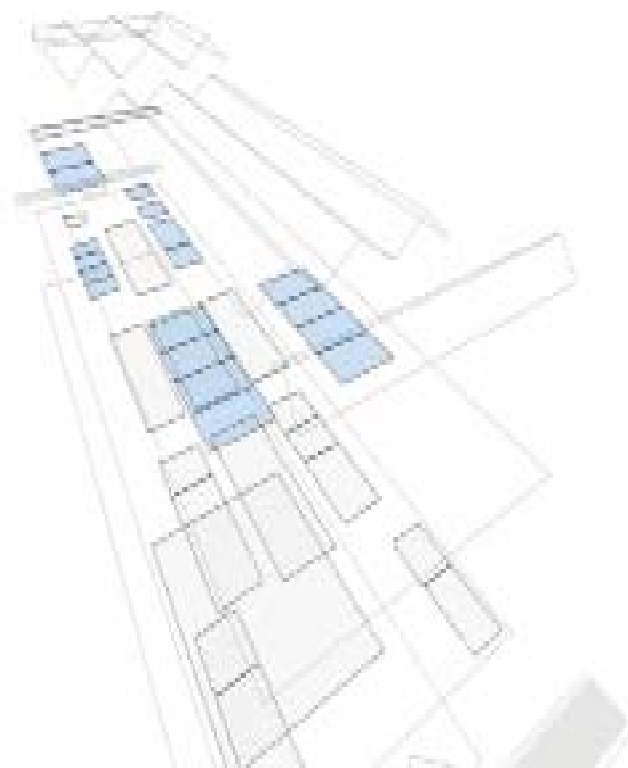


Le centquatre, Paris



- Si 5 - R. Ghoni & F. Girard
- Si 6 - Inoue
- Si 7 - Le SIKHOUF
- Si 8 - Atelier d'ordinateur
- Si 9 - V. Dravillo & C. Courmay
- Si 10 - Kim Mounin
- Si 11 - ERAC
- Si 12 - Les Incontournables
- Si 13 - Cn Simpozium
- Si 14 - Mehdi Maddadi
- Si 15 - CONQUATREVEUX
- Si 17 - F. Albert & L. Roth
- Si 19 - Alicia Foxenker

- Maps
- Rooms & other spaces
- Wireless point & other services



'le jardin exhibition hall'

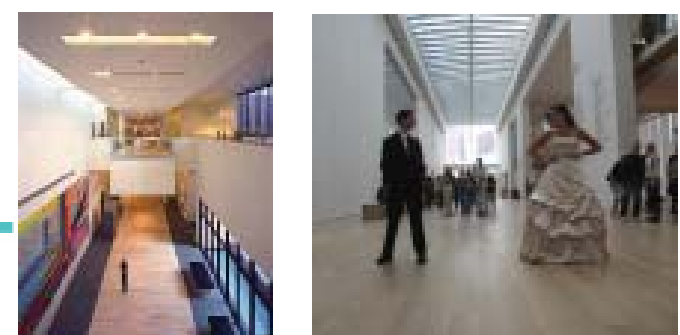


exhibition hall

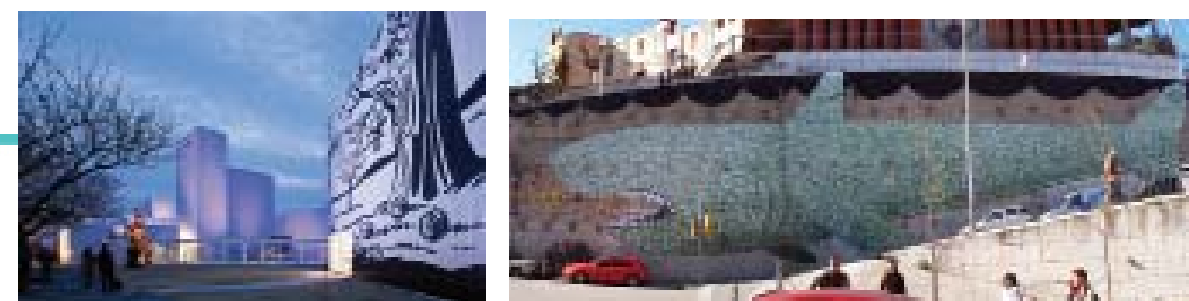
programs:

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

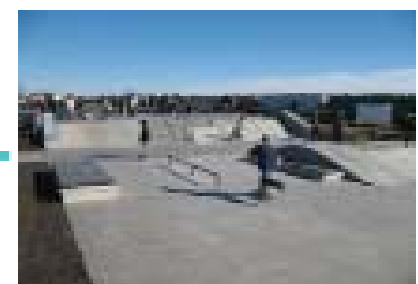
lobby &
supporting spaces



grafitti
park



skate
park



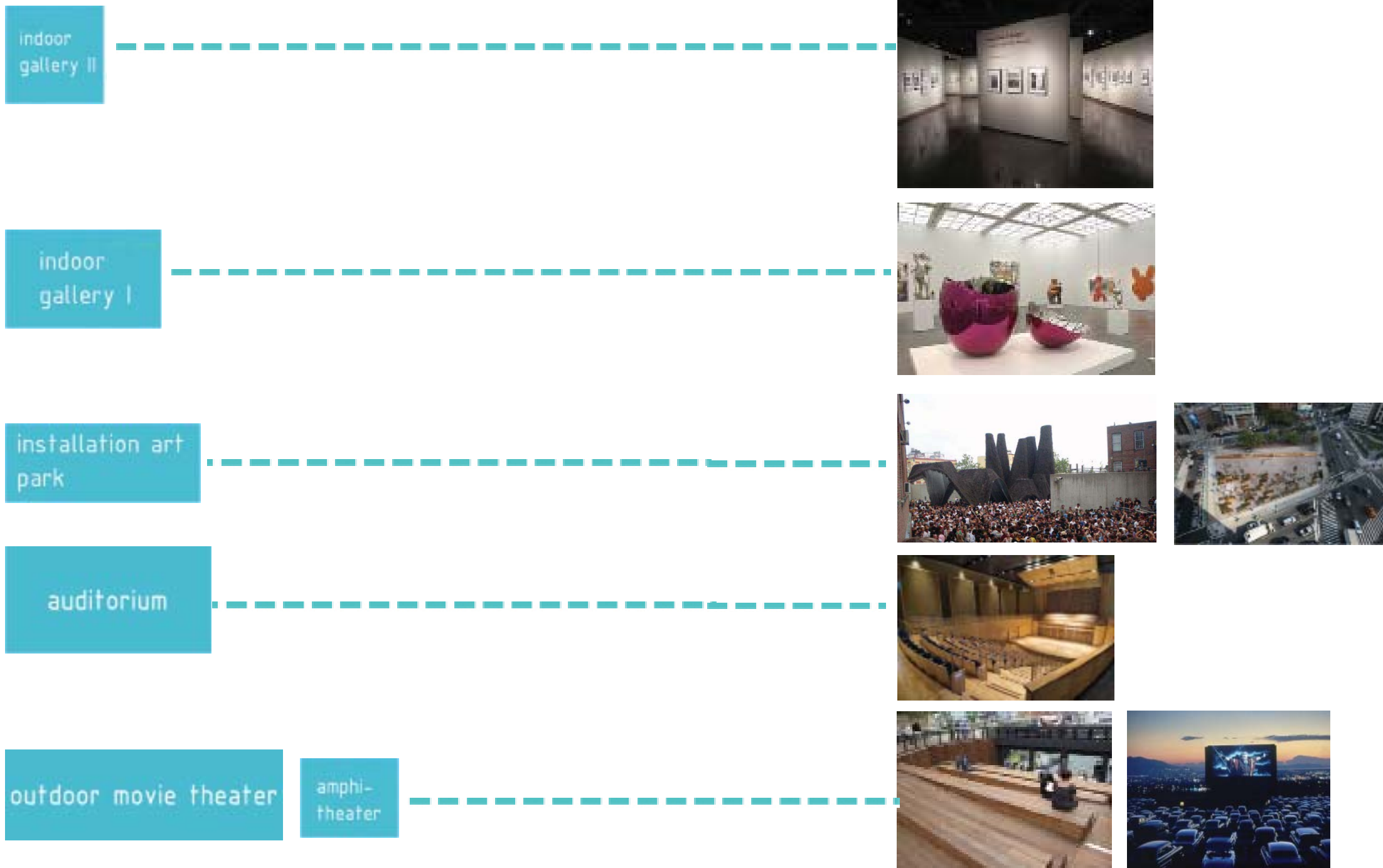
cafeteria



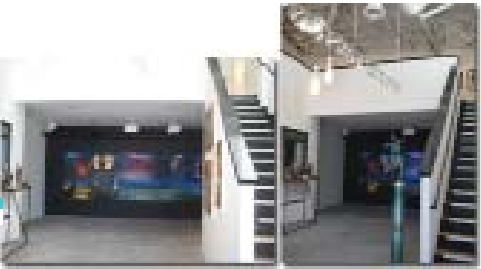
community
gathering
space



04. QUALITATIVE PARAMETER



artist's
studio



art
shop



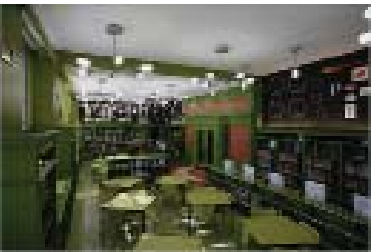
class-
room



daycare



archive
room



05. QUANTITATIVE SPACE PROGRAM

	Program	Qty	Net SF	Total Net SF	Notes
I	Creation				
	I.1 artist's studio	10	600	6000	
II	Production				
	II.1 Workshop	1	1200	1200	
	II.2 Storage	1	400	400	
III	Appreciation				
	III.1 Lobby and supporting spaces	1	5000	5000	Medium gallery 14-19 collection painting
	III.2 Indoor Gallery (non-circulating exhibition)	1	2500	5000	
	III.3 Indoor Gallery (circulating exhibition)	1	4000	4000	
	III.4 Installation park	1	4000	4000	
	III.5 Indoor performing space+stage	1	5000	5000	
	III.5.1 support space for performing space	1	1500	1500	
	III.6 Outdoor performing space	1	2000	2000	
	III.7 Amphitheater	1	2000	2000	
	III.8 Rentable gallery Space	3	1000	3000	
	III.9 Manager Office	1	500	500	
IV	Distribution				
	IV.1 Art shop	1	1350	1350	
	IV.2 Storage	1	150	150	
V	Education				
	V.1 Classrooms	2	900	1800	typical small classroom
	V.2 Library+Archive Room	1	3000	3000	
	V.3 Small daycare	1	2400	2400	30 children capacity (80 SF/Child)
	V.4 Office	1	500	500	

VI Support				
VI.1 Guest House	1	2000	2000	
VI.2 Storage	1	150	150	
VI.3 Cafeteria	1	3000	3000	
VI.4 Community gathering space	1	1200	1200	
VI.5 Community meeting room	1	900	900	
VI.6 Urban Park				
VI.6.1 Graffiti park	1	2000	2000	
VI.6.2 Skateboard park	1	2000	2000	
VII Service				
VII.1 Operation and Administration office	1	2540	2540	
VII.2 Toilet	3	800	2400	
VII.3 Pantry	2	100	200	
VII.4 Janitor room	1	200	200	
VII.5 Elevator and stair				
VII.6 Parking Space				
VII.7 Loading dock	1	600	600	
VII.8 Glassbox corridor				
		TOTAL SF	63470	
GROSS AREA ESTIMATE (SF)		1.25	79632.5	

Resources

Architectural Graphic Standard
 Incheon Art Platform project,Korea. SPACE magazine no 502
 University of virginia performing art center. www.virginia.edu/architectoffice/artcenter.html

06. ORGANIZATIONAL PARAMETER

PROGRAMS VISUALIZATION

creation



appreciation



distribution



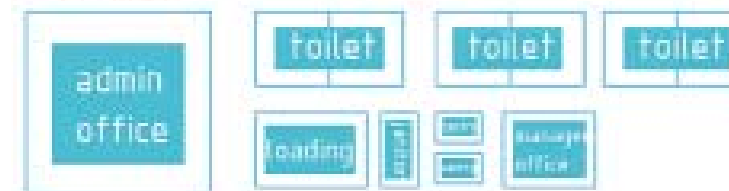
education



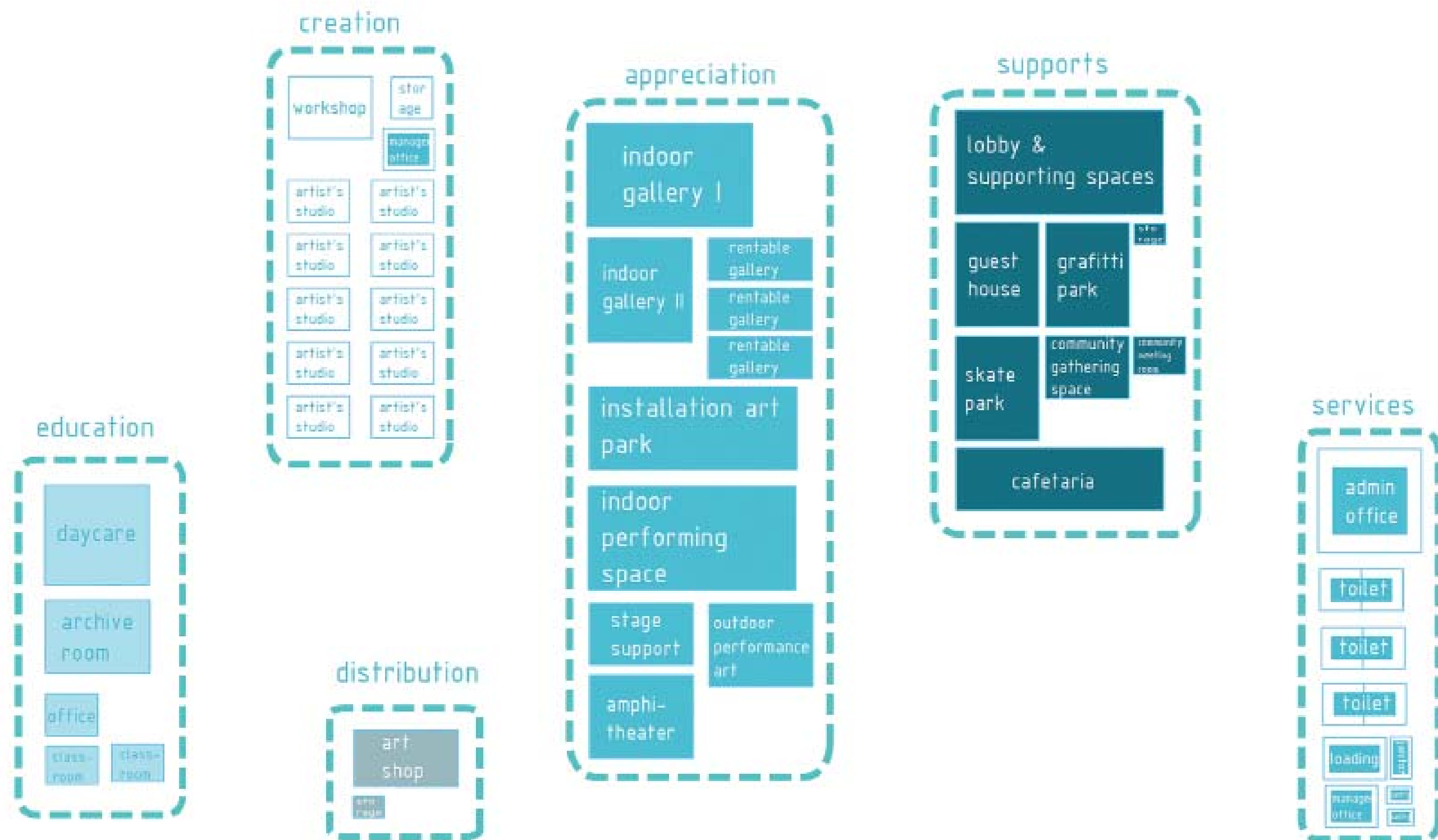
supports



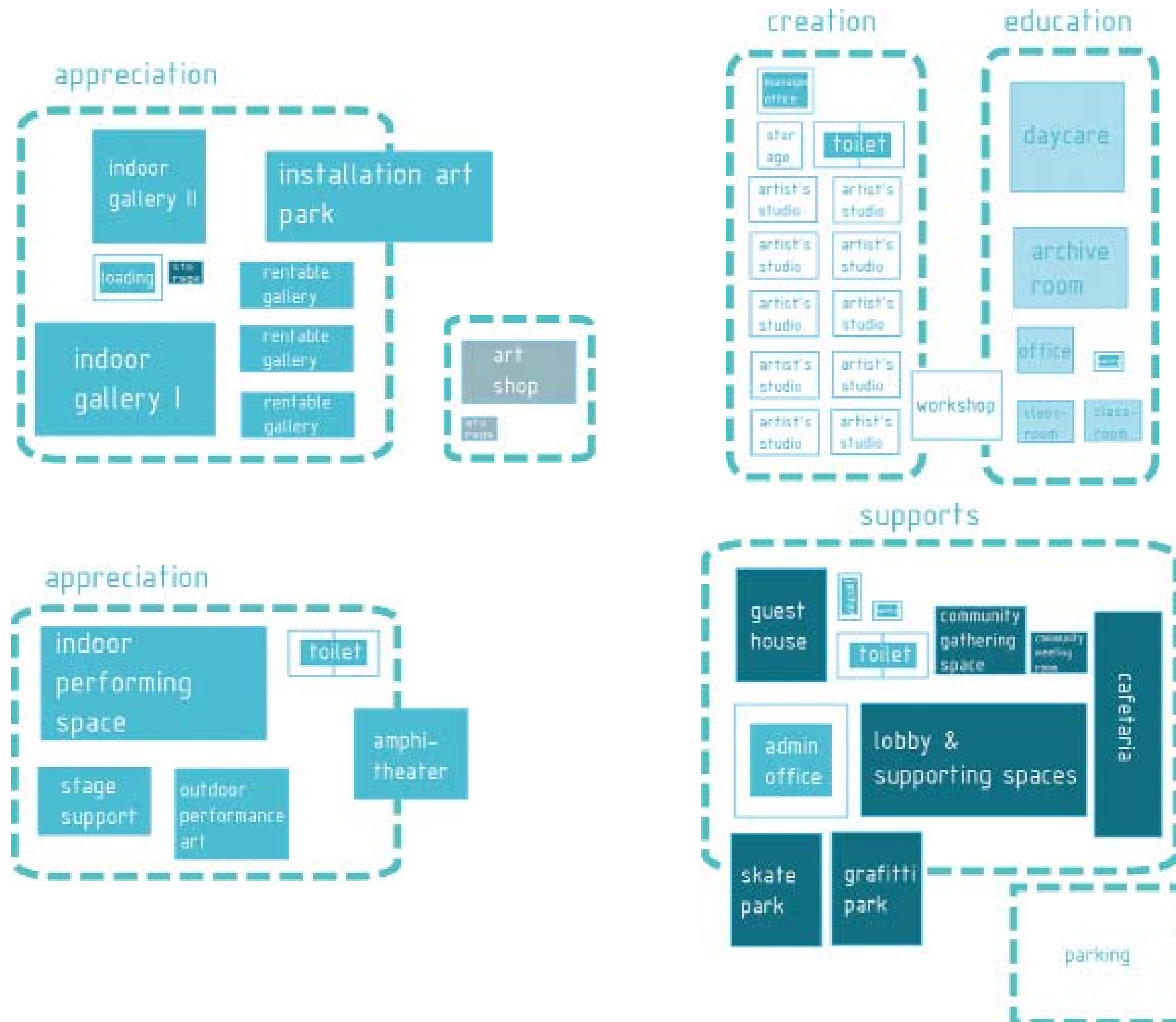
services



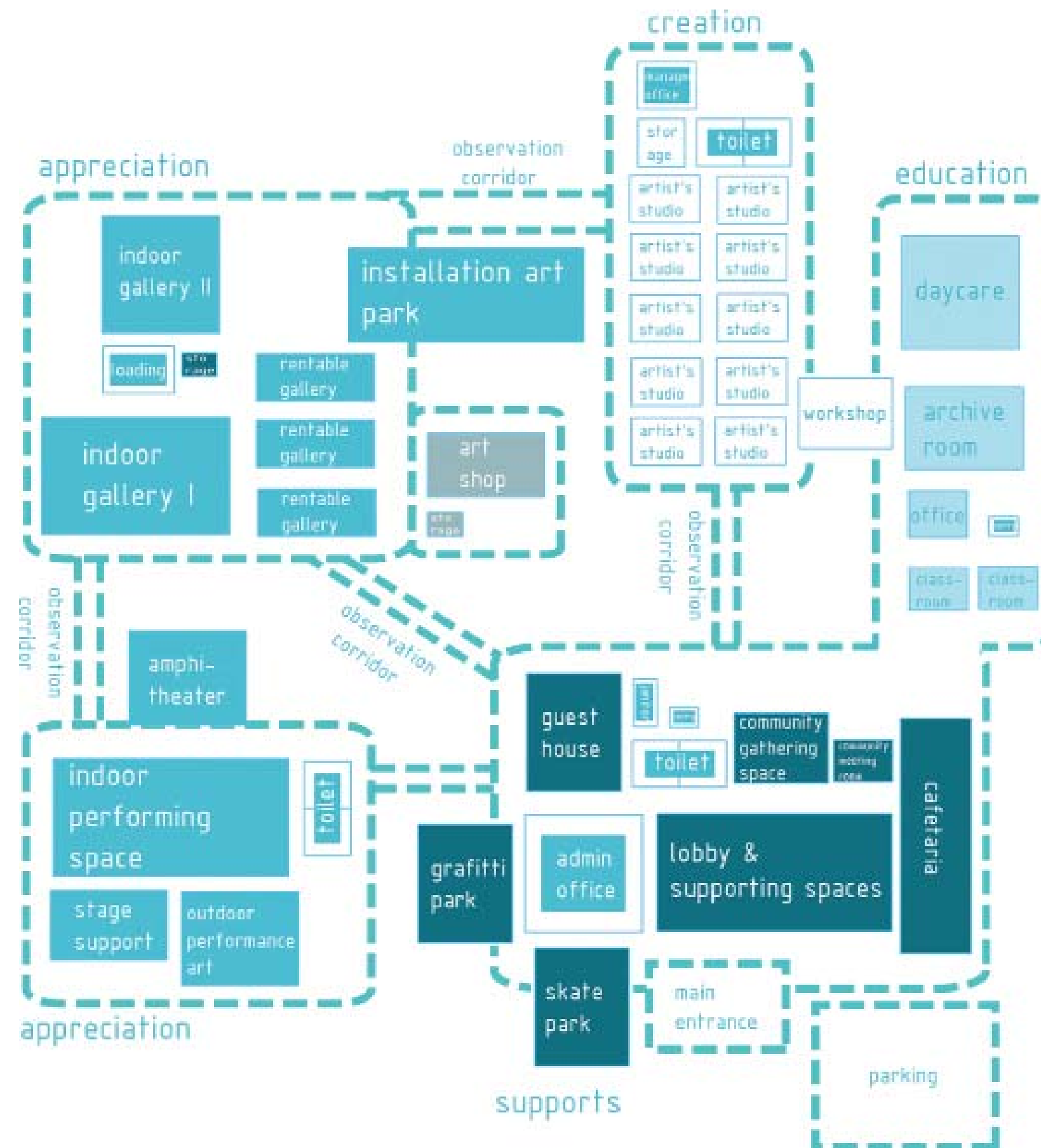
PROGRAM GROUPING



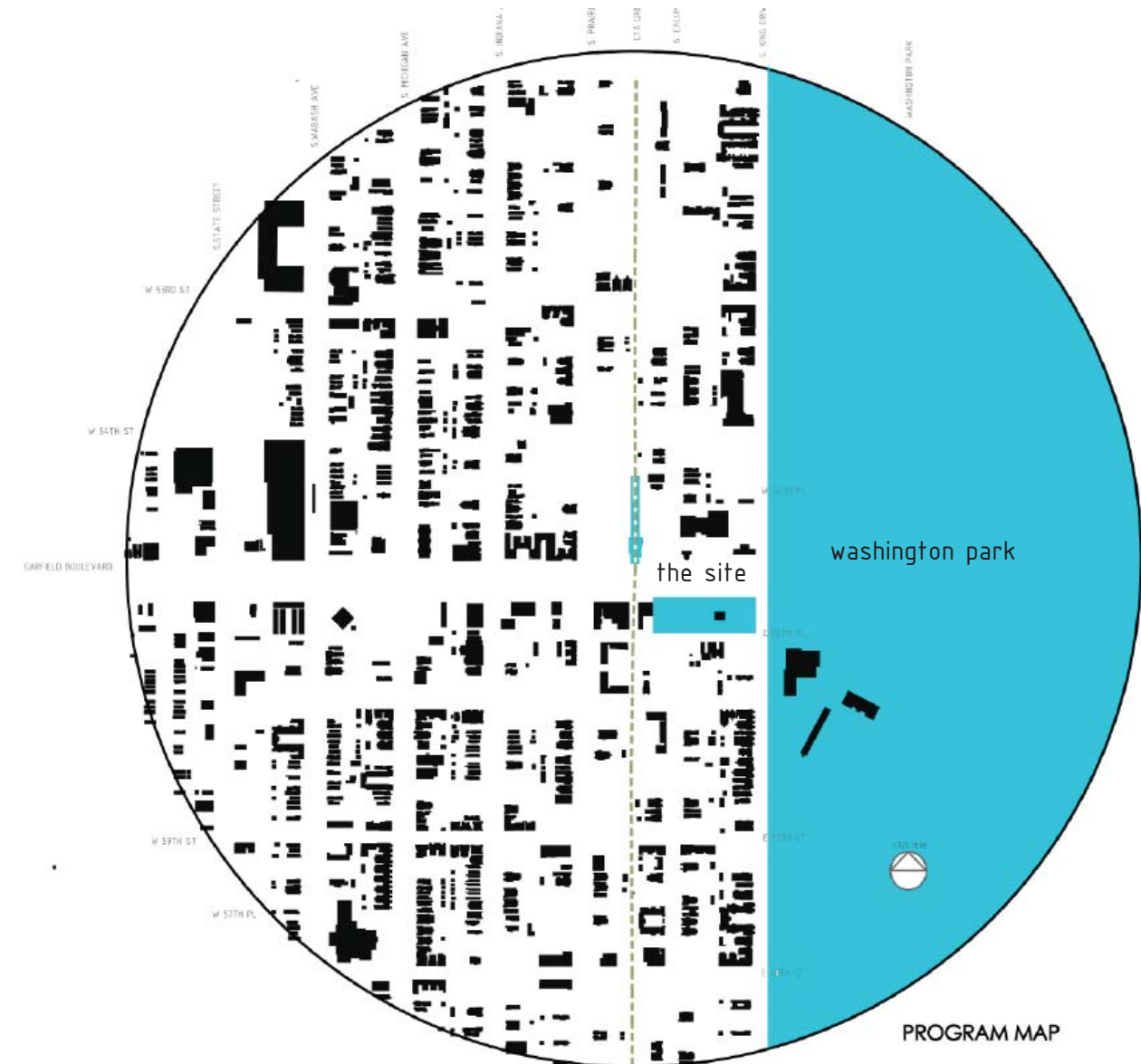
RELATIONSHIP OF SPACES

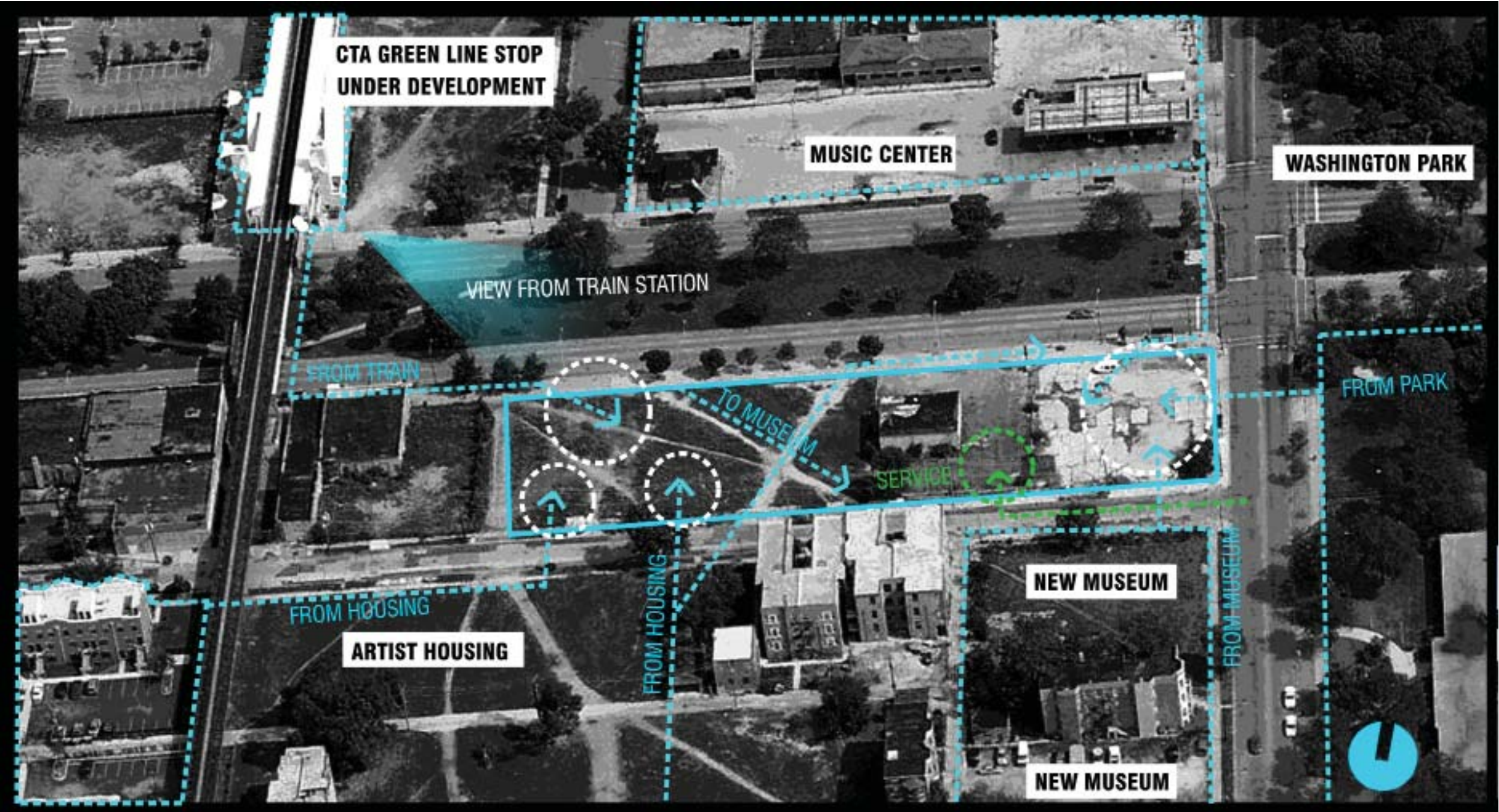


PRELIMINARY PLANNING DIAGRAM



07. SITE ANALYSIS





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





CTA GREEN LINE STOP



WASHINGTON PARK



HYDE PARK ART CENTER



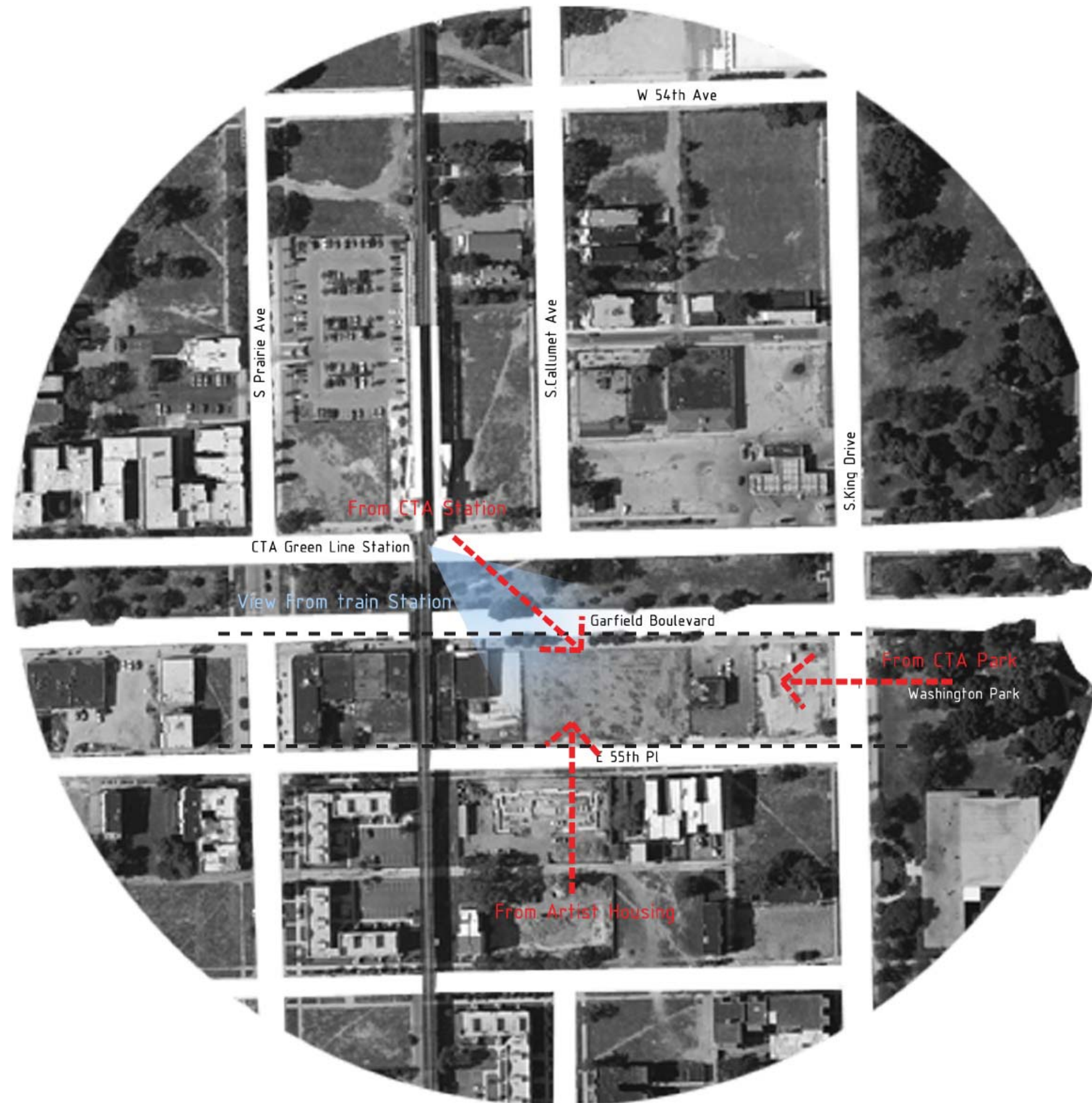
MUSEUM OF SCIENCE&INDUSTRY



HISTORICAL SITES



- 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

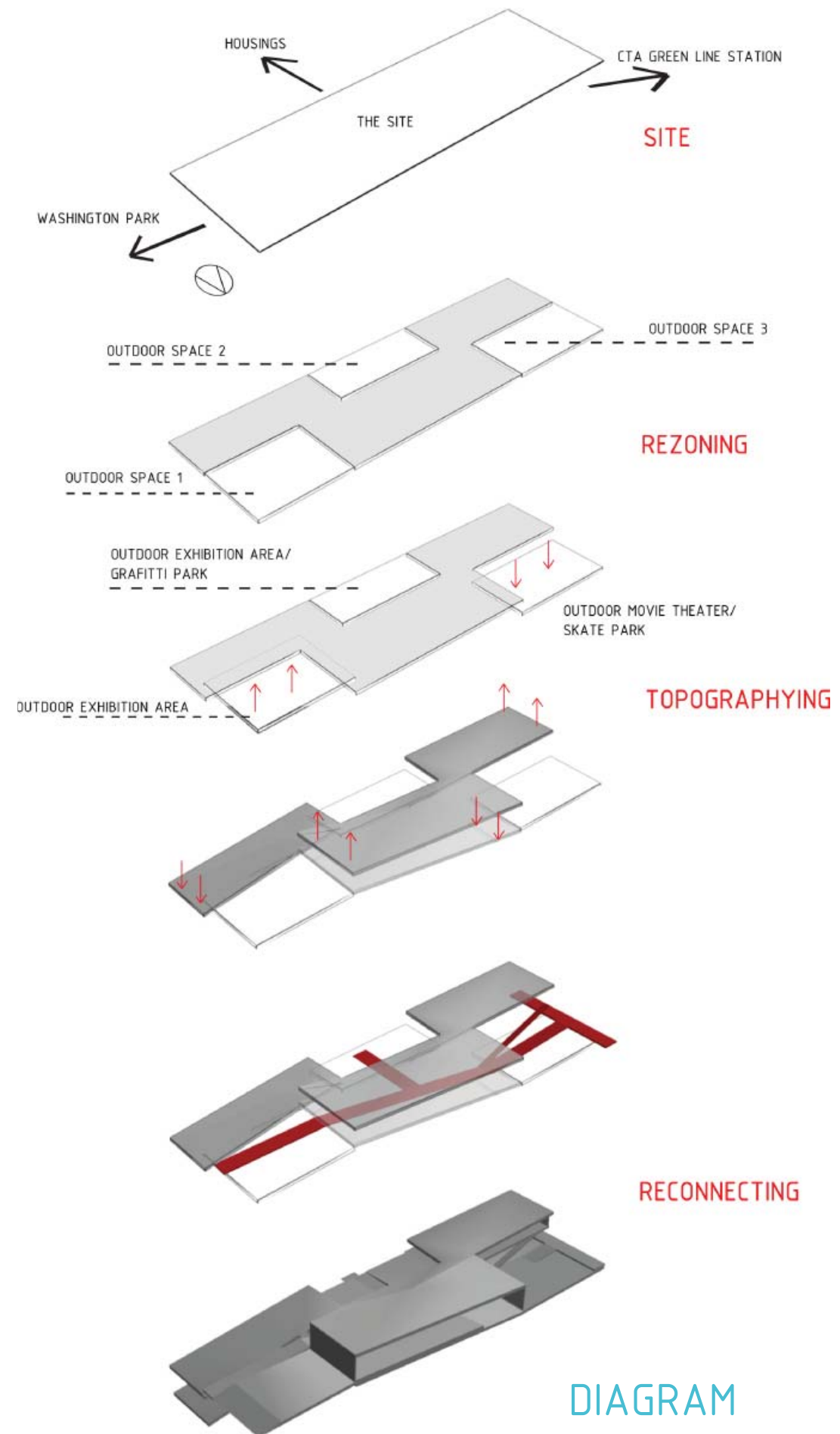


08. CONCEPTUAL DESIGN

RE-URBANIZING

(PROGRAMMING-ZONING-TOPOGRAPHYING-CONNECTING)

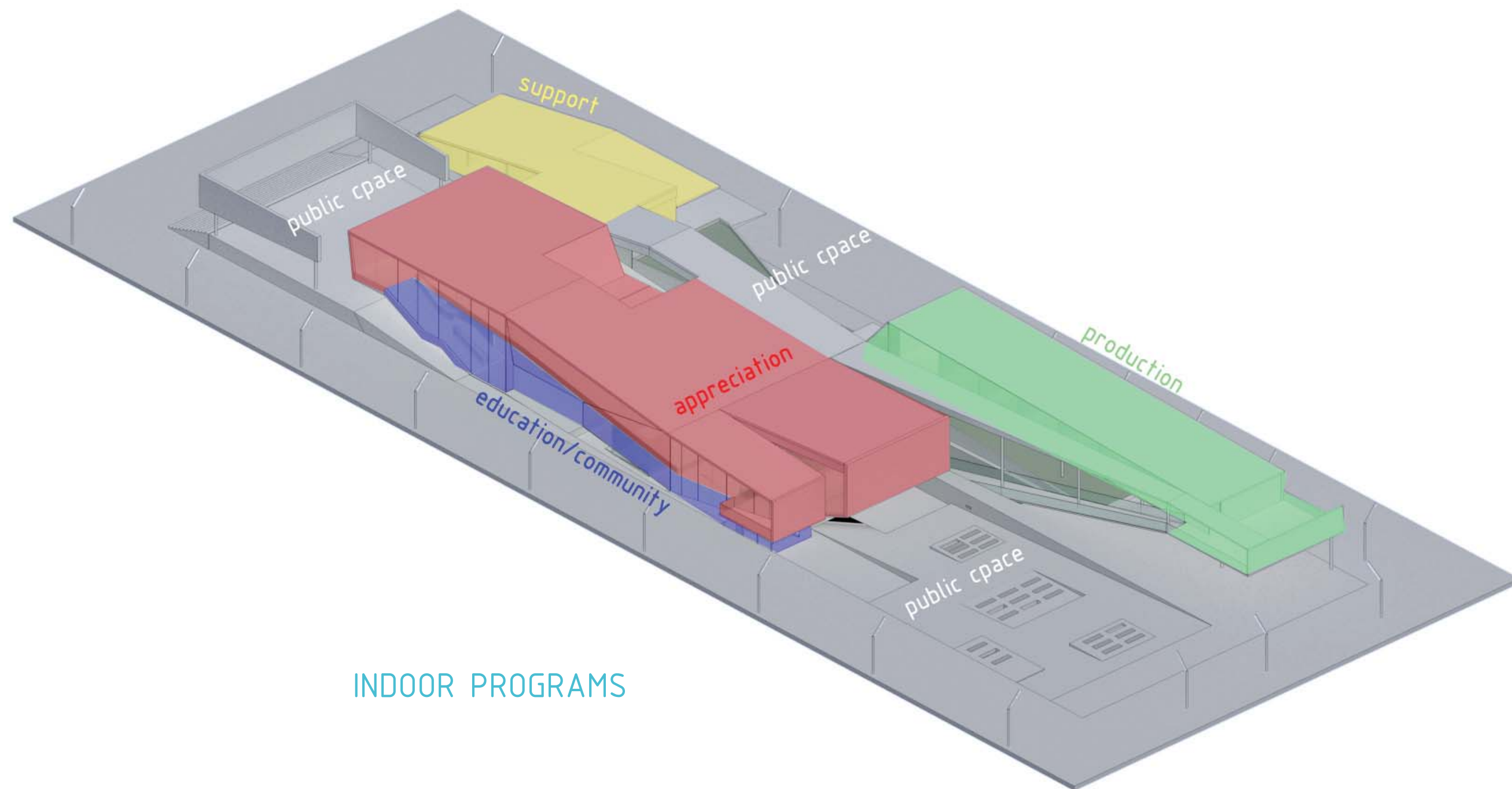
TRANSFORMING VACANT LOTS OF WASHINGTON PARK NEIGHBORHOOD THROUGH THE INCORPORATION OF NEW FUNCTIONS AND PROGRAMS.



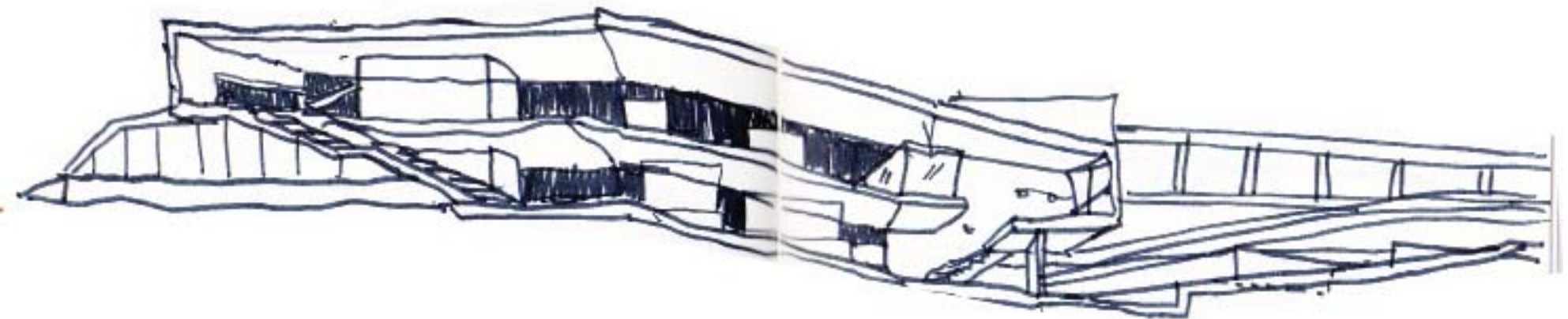
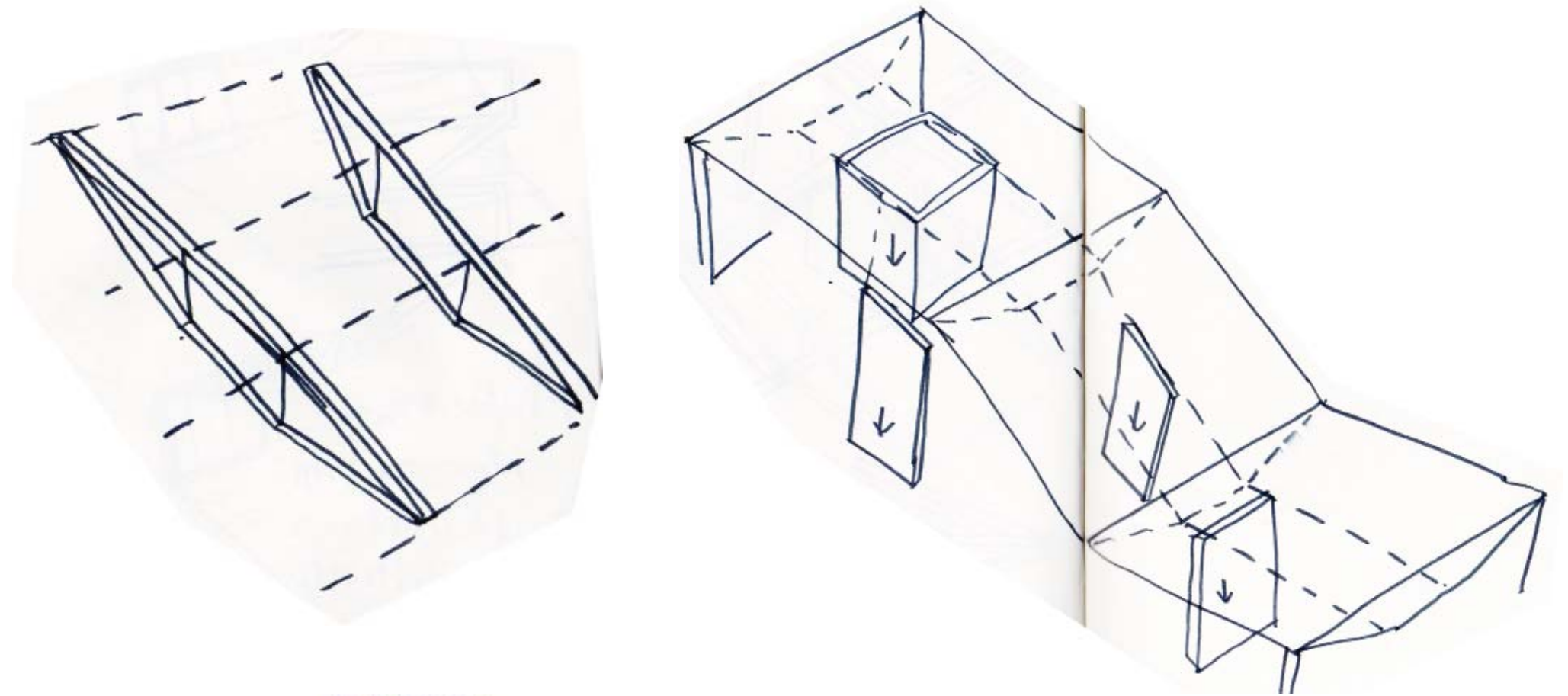
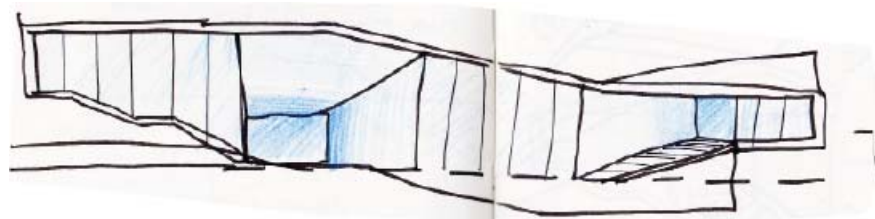
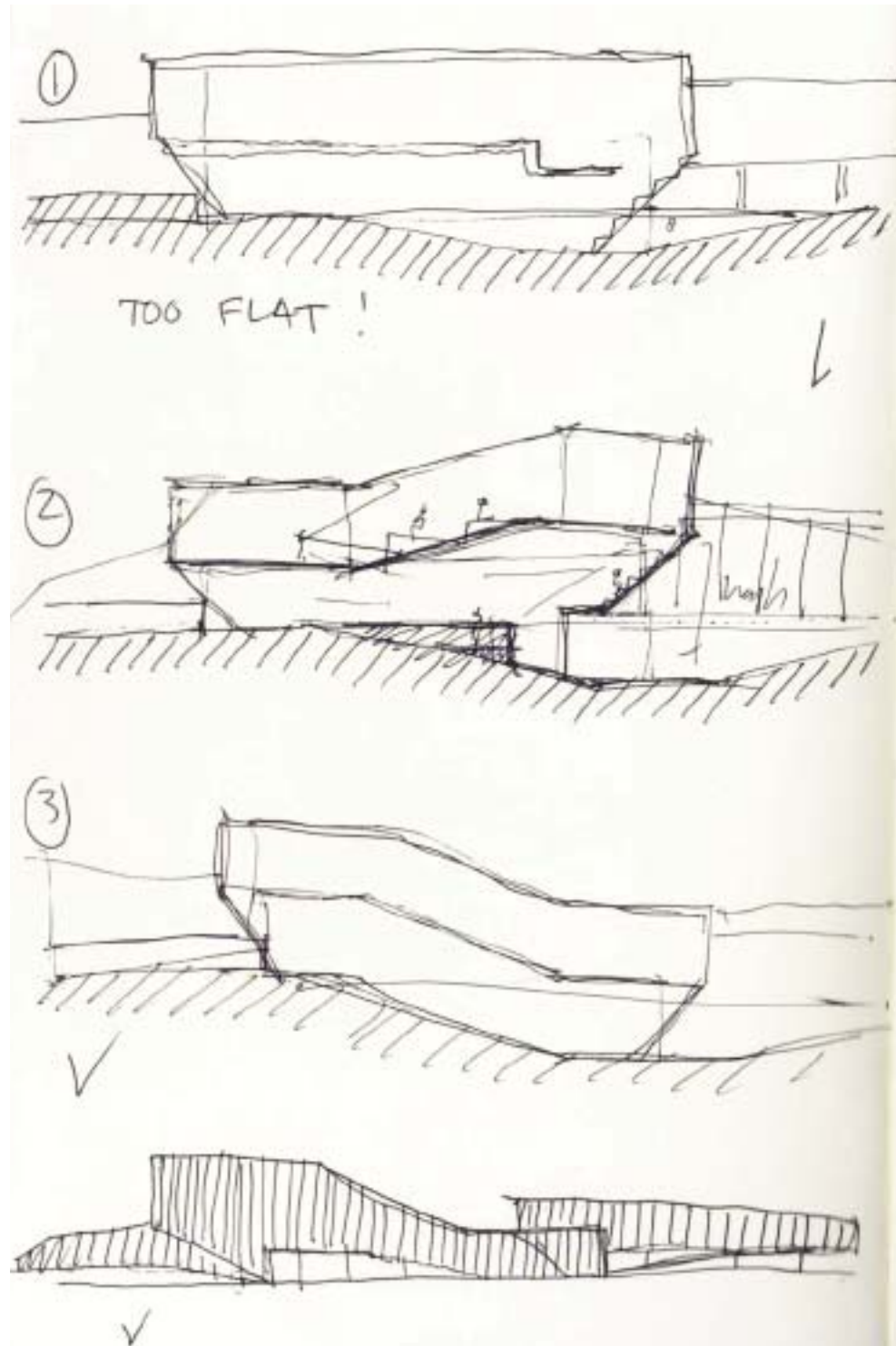
ZONING CONCEPT

Extention Extension of Frederick law Olmsted idea of Zoning in Washington Park and Central Park. Using the different ground level to differentiate programs and activities.



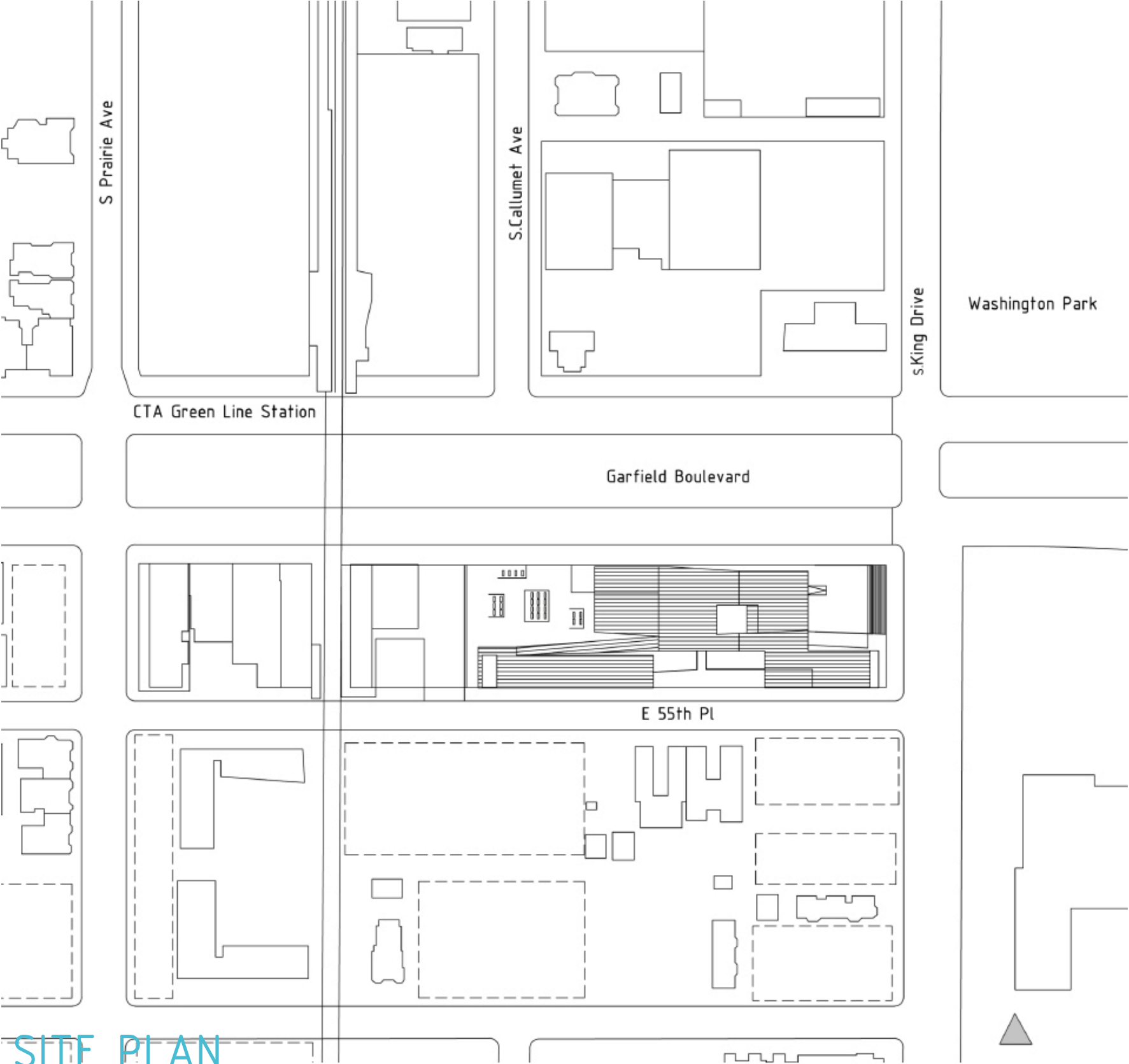


INDOOR PROGRAMS



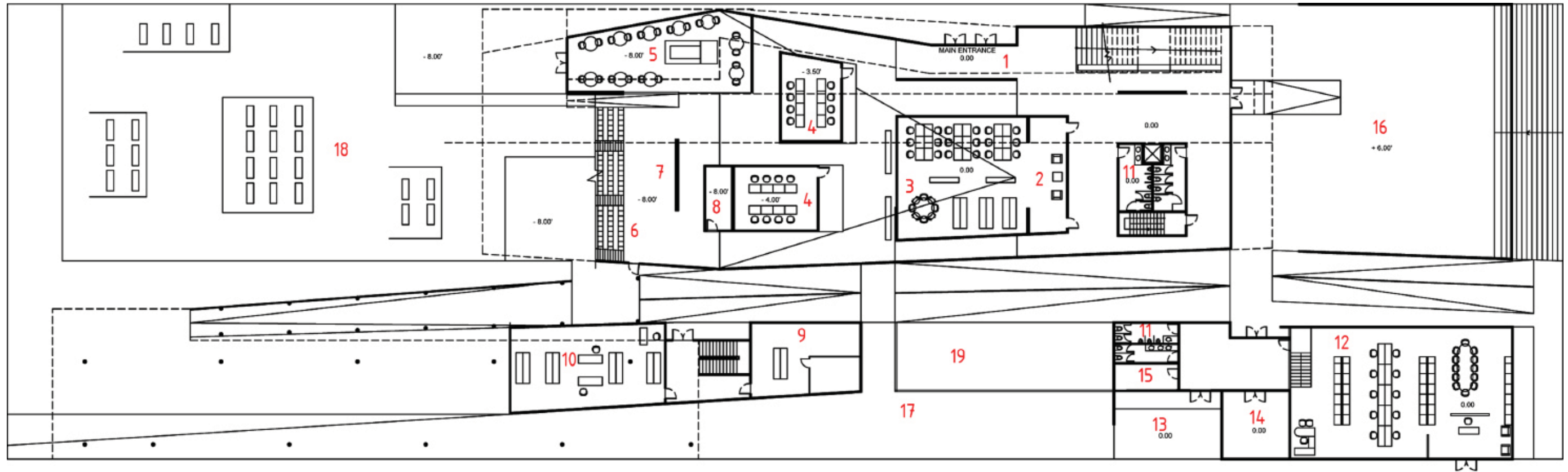
CONCEPTUAL SKETCHES

09. BUILDING PLANS



SITE PLAN

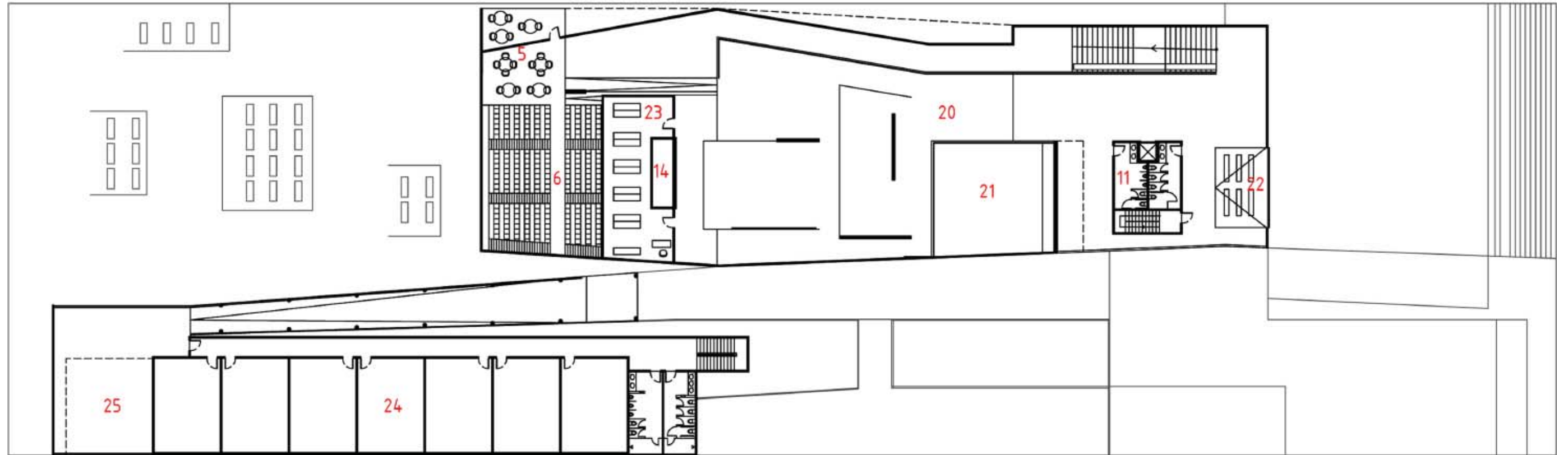
scale 1" = 1/64"



GROUND FLOOR PLAN

scale 1':1/32"

- | | |
|------------------------------|---|
| 01. MAIN ENTRANCE | 15. JANITOR CLOSET |
| 02. RESOURCE CENTER/LIBRARY | 16. OUTDOOR EXHIBITION HALL |
| 03. SMALL MEETING ROOM | 17. GRAFITTI PARK/
MULTI PURPOSE OUTDOOR SPACE |
| 04. CLASS ROOM | 18. OUTDOOR MOVIE THEATER/SKATE PARK |
| 05. COFFEE SHOP | 19. RELAXING GARDEN |
| 06. MULTI PURPOSE AUDITORIUM | 20. INDOOR GALLERY |
| 07. STAGE | 21. SCULPTURE PARK |
| 08. SUPPORT FOR STAGE | 22. OBSERVATION DECK |
| 09. PHOTOGRAPHY LAB | 23. ART SHOP |
| 10. CERAMIC WORKSHOP | 24. ARTIST'S STUDIO |
| 11. TOILET | 25. OUTDOOR WORKSHOP |
| 12. ADMINISTRATION OFFICE | |
| 13. LOADING DOCK | |
| 14. STORAGE | |



FIRST FLOOR PLAN

scale 1':1/32"

- | | |
|------------------------------|---|
| 01. MAIN ENTRANCE | 15. JANITOR CLOSET |
| 02. RESOURCE CENTER/LIBRARY | 16. OUTDOOR EXHIBITION HALL |
| 03. SMALL MEETING ROOM | 17. GRAFITTI PARK/
MULTI PURPOSE OUTDOOR SPACE |
| 04. CLASS ROOM | 18. OUTDOOR MOVIE THEATER/SKATE PARK |
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| 11. TOILET | 25. OUTDOOR WORKSHOP |
| 12. ADMINISTRATION OFFICE | |
| 13.. LOADING DOCK | |
| 14. STORAGE | |

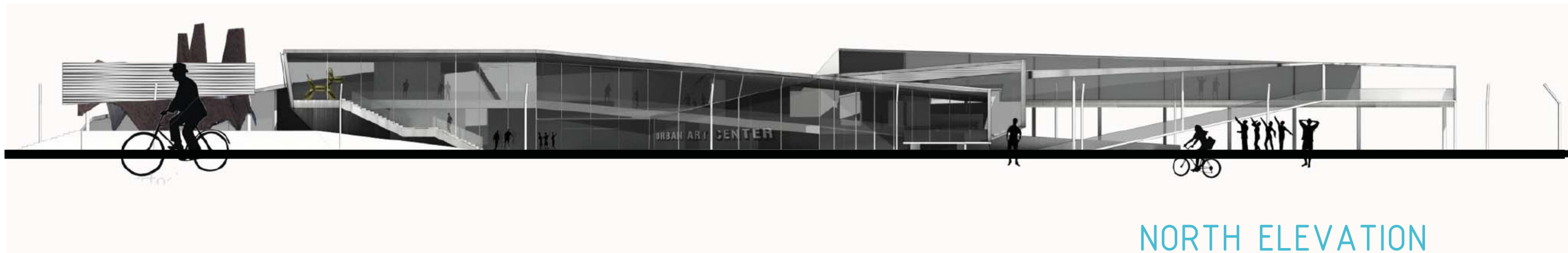
10. ELEVATIONS



EAST ELEVATION



WEST ELEVATION

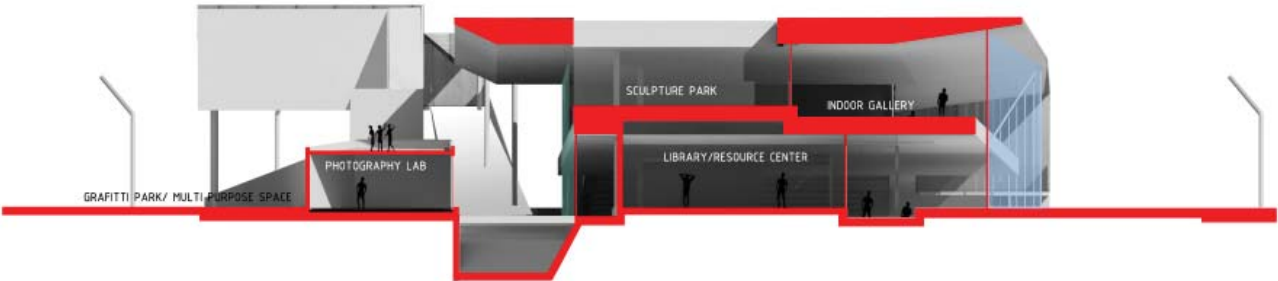


NORTH ELEVATION



SOUTH ELEVATION

11. SECTIONS

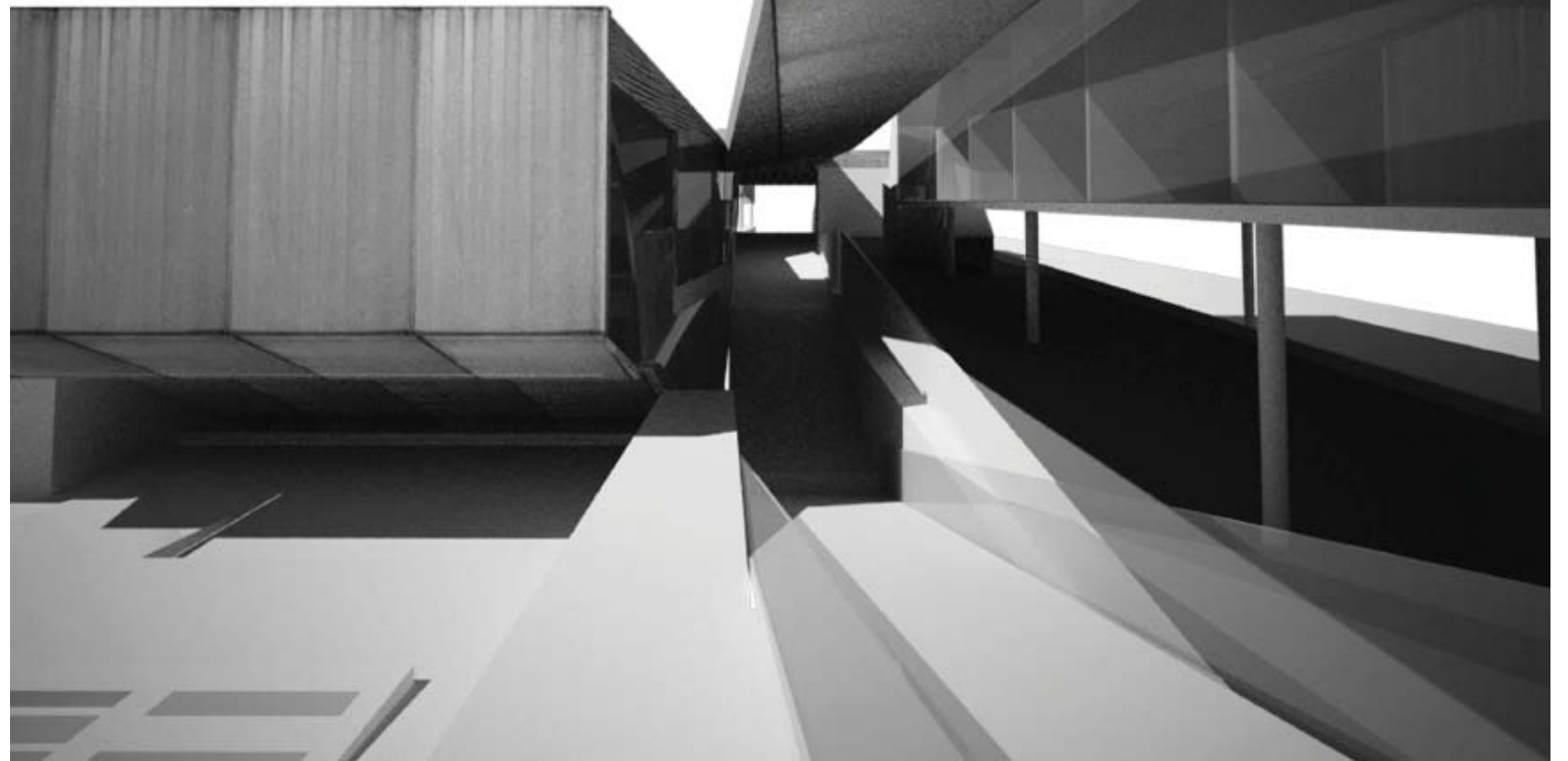


CROSS SECTION



LONG SECTION

12. RENDERINGS



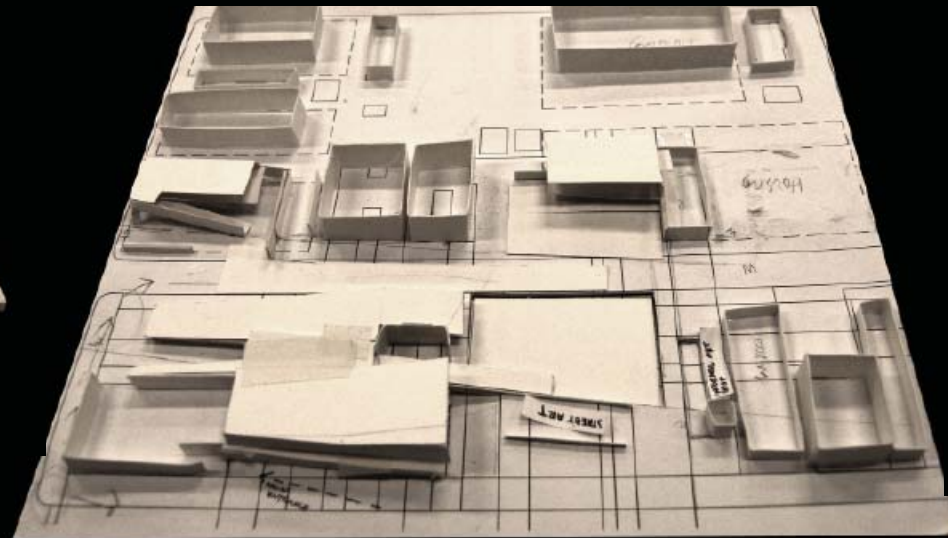
VIEW FROM OUTDOOR MOVIE THEATER



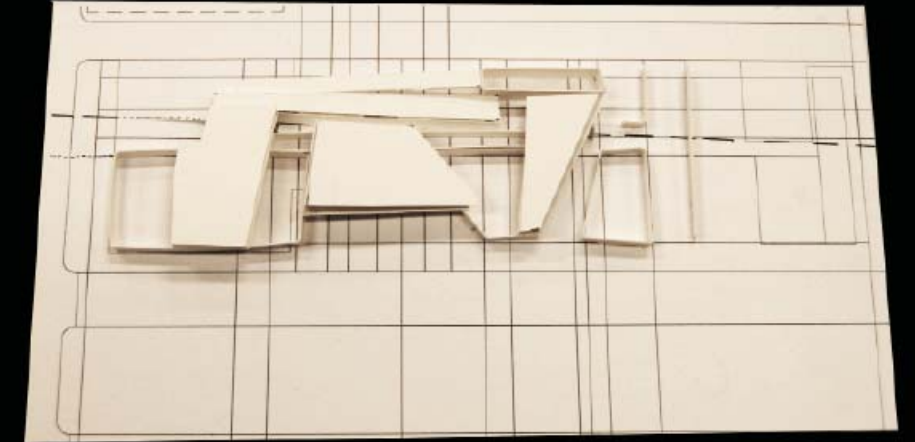
13. PROCESS MODELS



01



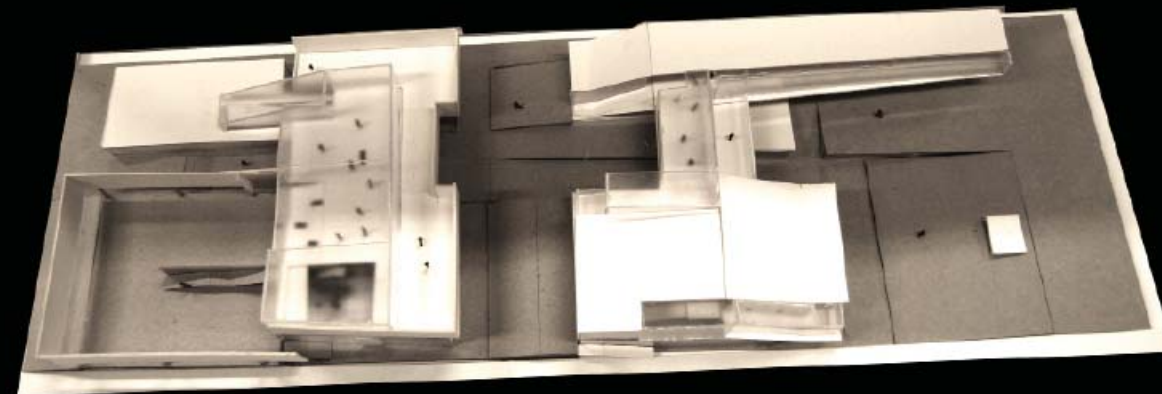
02



03



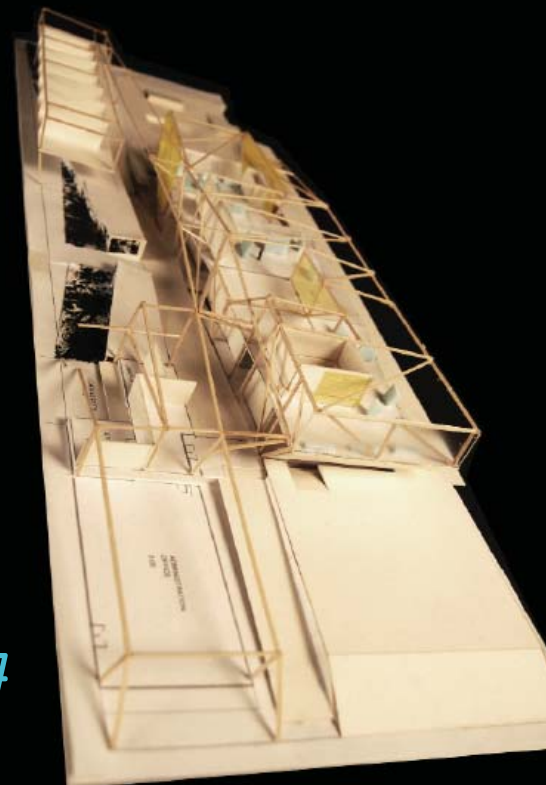
04



05



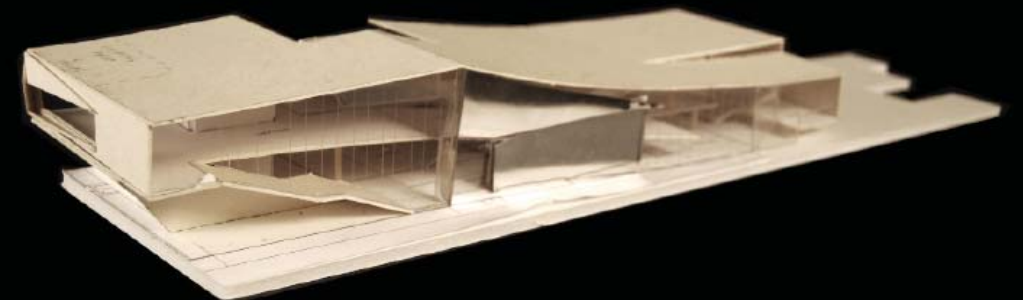
06



07



08

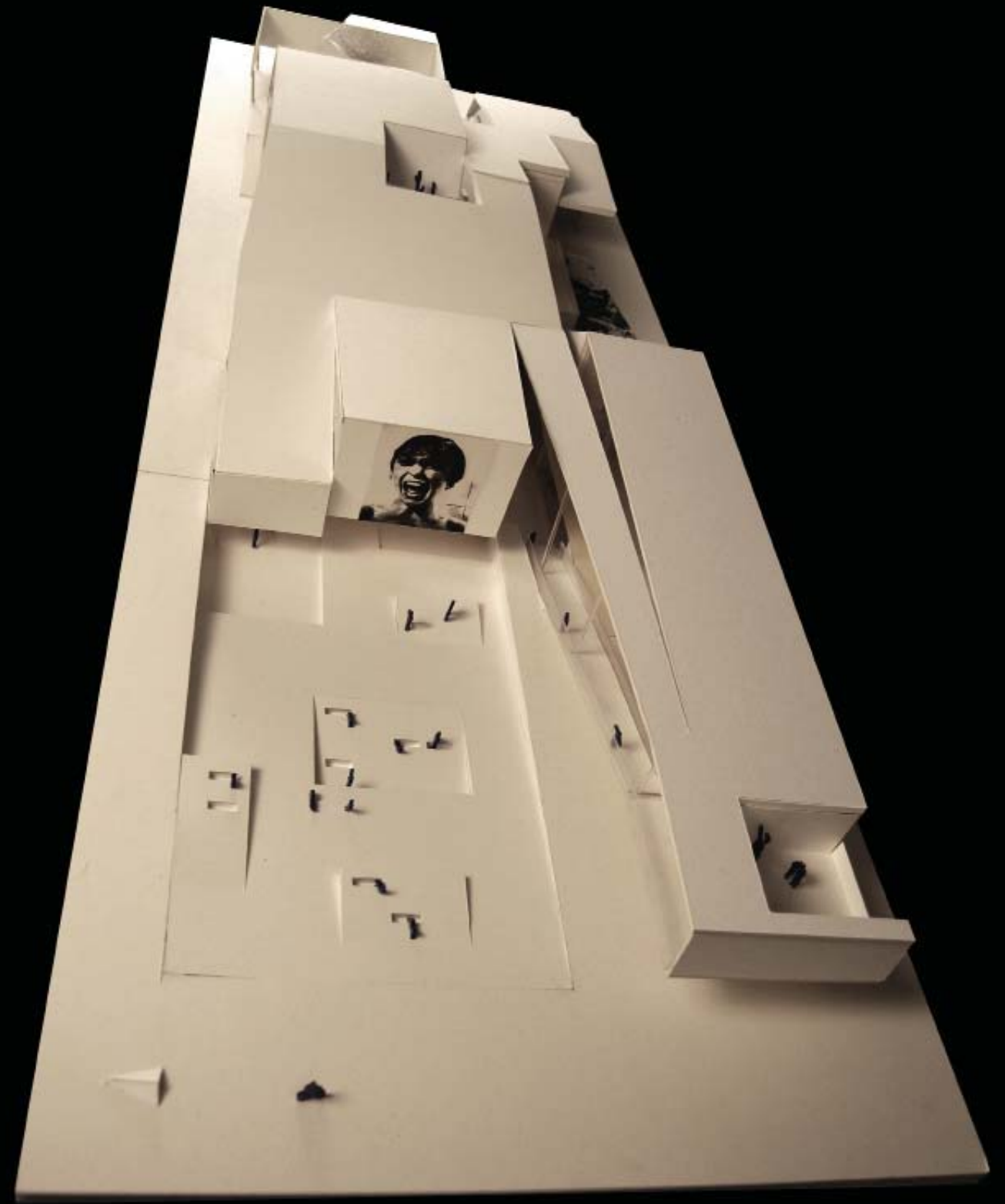


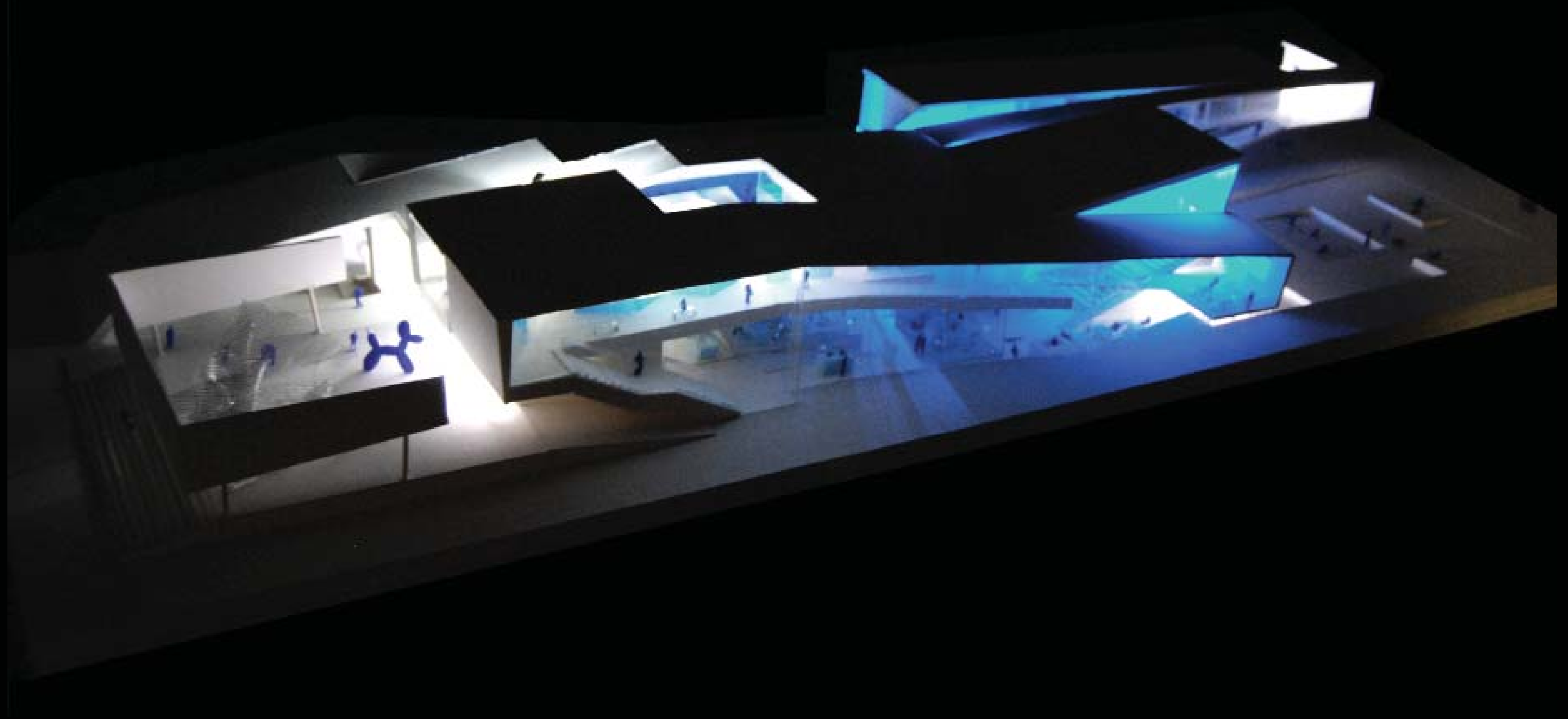
09

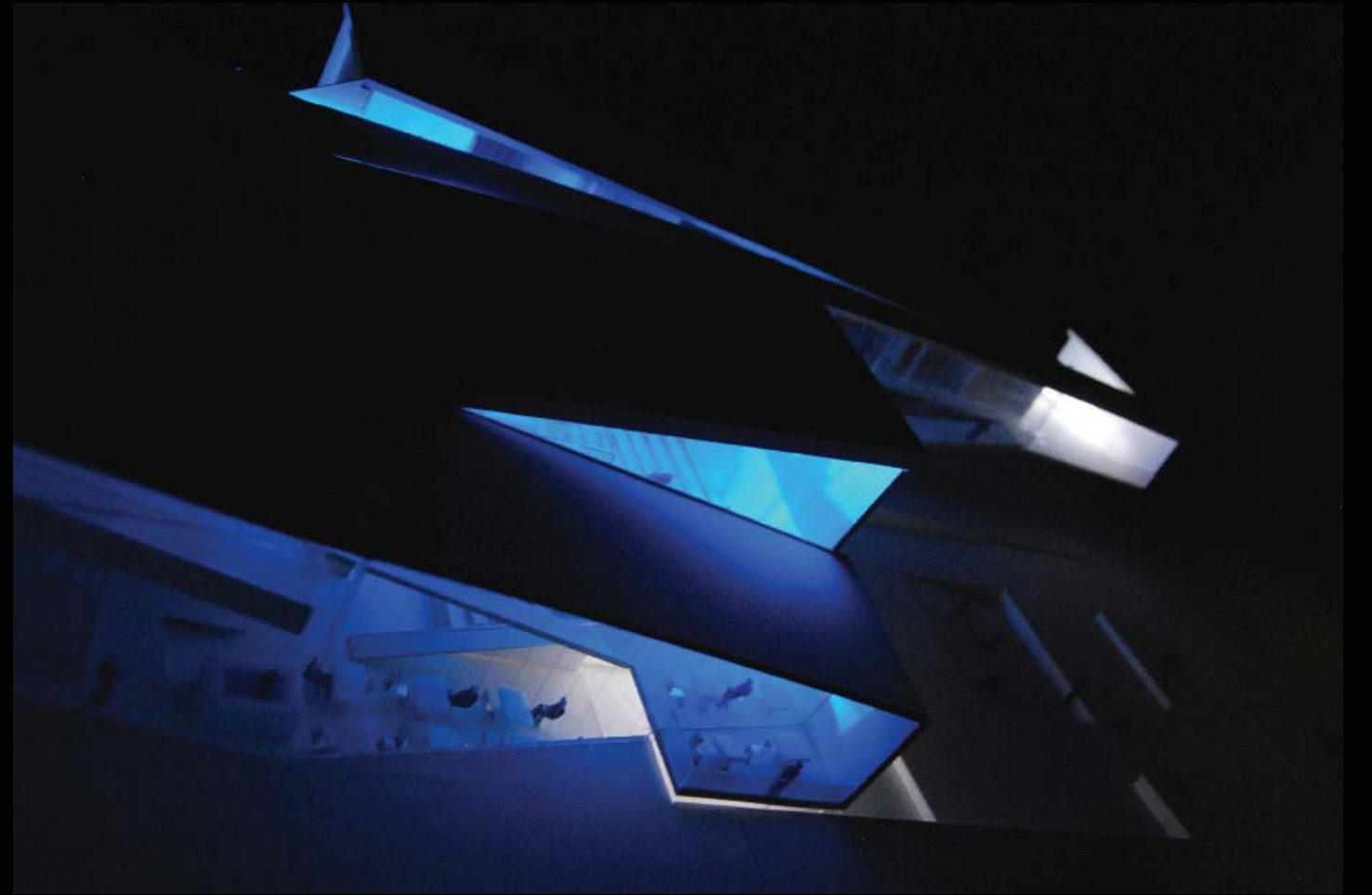
14. FINAL MODELS

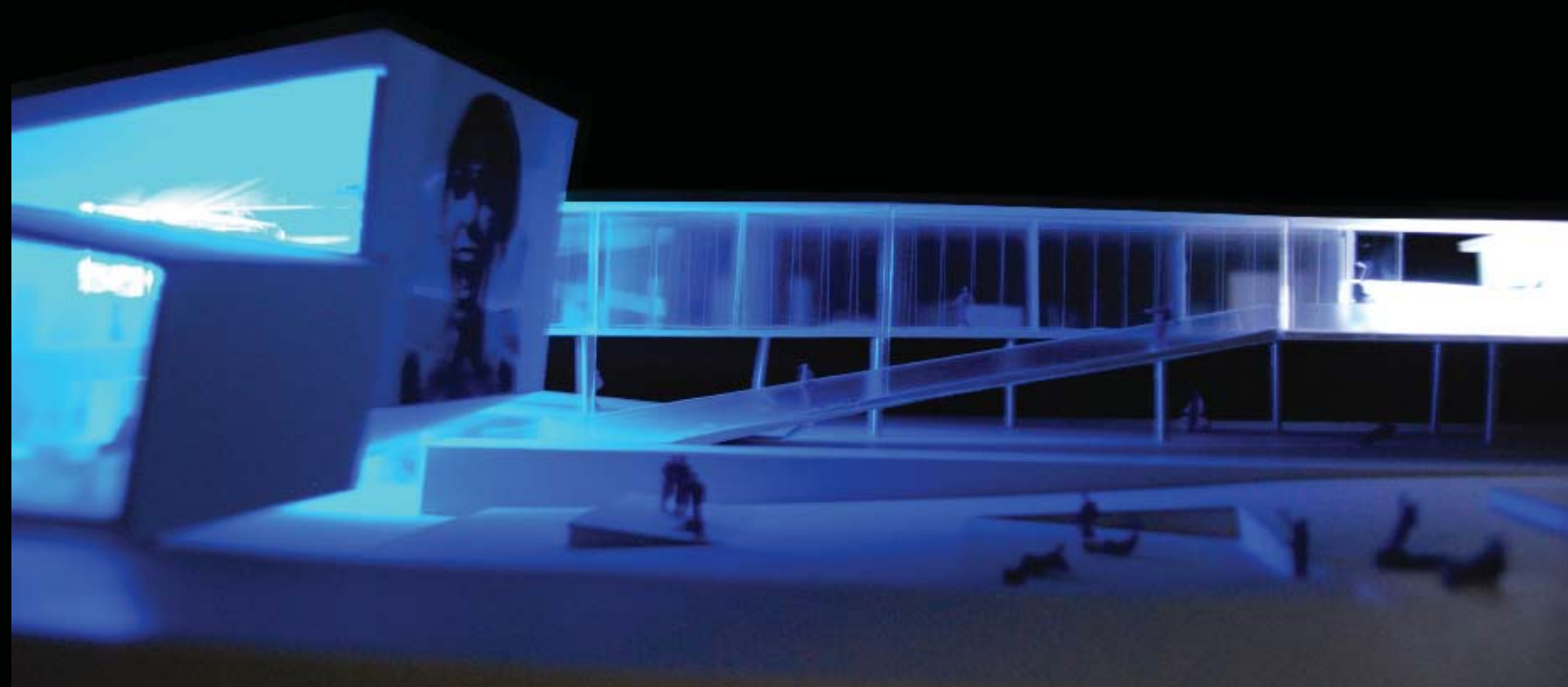


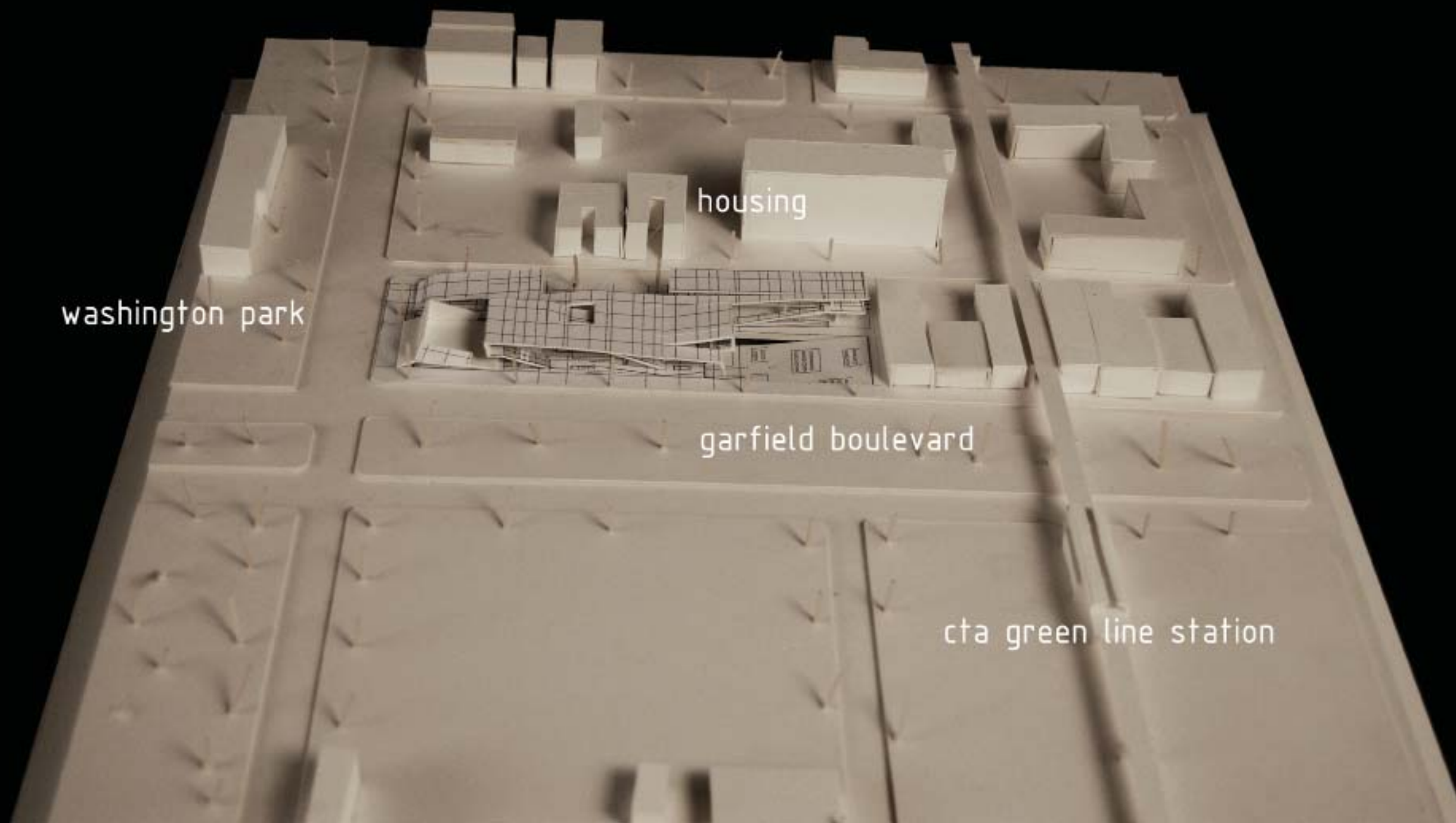












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