

CREATIVE PUBLIC LIBRARY AND MATERIAL CENTER

ARCH 593 : **MASTER'S PROJECT**, Spring, 2010

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Project Location: Chicago, IL

PROJECT description and case statement

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CONCEPTUAL design

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- Set of drawing
- 3d perspectives
- Physical model

RESEARCH/ references

CREATIVE PUBLIC LIBRARY AND MATERIAL CENTER

PROJECT description and case statement

PROJECT TITLE:

Creative Public Library and Material Center

ELEVATOR STATEMENT:

My project will create a multi-purpose spaces, for example, library, exhibition, material center which support for everyone, especially, creative designer and student who are looking for new space areas to serve their imagination for design projects. Project is promoting streamlined access to design information and engaging all creative community members in their innate life-long quest for learning.

CASE STATEMENT:

My project is being developed because the space design of Library was limited in term of idea and character of space. As before, Library is the space where people can find the books and information. Space carries a lot of books and need to be quiet. This probably leads to some problems for all creative designer; User: most of public library does not zoom specially for the design books for all kind of creative designer or even students in art school. Environment: space does not support for the new idea to design project, no space for relaxing or get the good view to lead for new imagination.

Current Libraries have evolved over time, and most recently there is increased need to recognize access to information using various technologies. It serves the social activity and space for study in downtown area and others. On the other hand, the environment and the design of space and building itself have not response to the most efficient of the program. By adding new program, project can introduce new space to let designer have a chance to know and see the new materials from material zone that They can learn and order those materials for their projects.

The proposed program would place special spaces and the new ideas for all designer to reach the high benefit of using space. The program adds new technology to support space, structure and new materials to bright up the interesting spaces in the building.

The site is located on downtown areas where the people can access easily and it has to connect to the city transportations. Site is near Chicago public library and surrounding by Art school and student. These environment can help all designer feel relax and active to get the idea for the project. The project provides people the convenient and civic lifestyle.

GOALS and Guiding Principles

GOAL STATEMENT:

Key goals my solution and design will satisfy include all creative designers, children in society to have the special space to support their imagination

“The project provides exciting spaces to support all design projects.”

GUIDING PRINCIPLES:

Key principle that will guide the design include the following:

[1] Community:

The design has to reflect and response of designer who come to use the space and function to increase their relationship and friendly environment. Also, brains are typically social.

[2] Learning and Introducing:

Supporting people's natural curiosity and introduce them to know the new material that can use for all design ideas.

[3] Easy access to information/ resources:

Adding computer and other High-technology tools, such as interactive spaces to serve and encourage people to learn the new techniques to get the information.

[4] Flexible:

Good Library must be flexible; space need to be able to change and response to many different purposes.

[5] Sustainability:

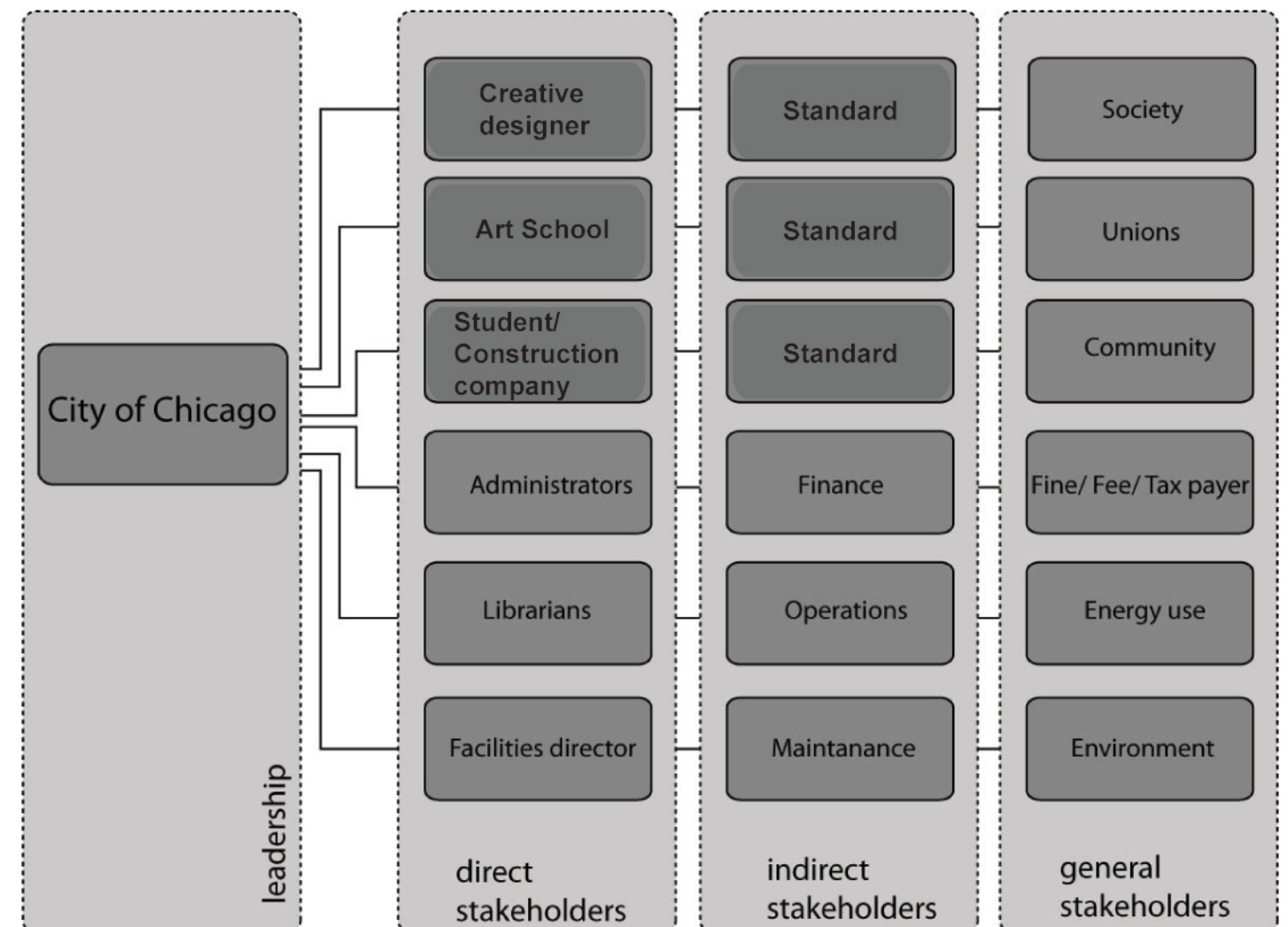
Emphasize importance of environment to maintaining a healthy community. For example, the idea that daylighting increases the brain's ability to learn, green space or open area that can interact with space inside, and using local material to give the warm environment to the spaces.

Stakeholders

Stakeholders are key of the project.

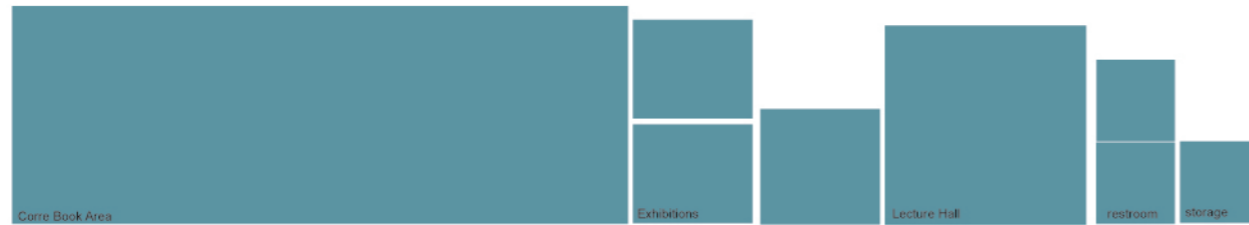
The project will be success for the community depends on how the project can engage all people in the building. How it operates the hold functions. The role that helps to engage stakeholders in this process is about:

- Focus Users: This focus user normally compare of the direct stakeholder of the project. All direct users are important for developing space and function to the project. It helps to know how the designer operates the building to reach their requirement of the facility.
- Community focus: Both direct and indirect stakeholders may involve in the public project. This may reach to the top of the goal of the leadership to create the efficient building for the community.

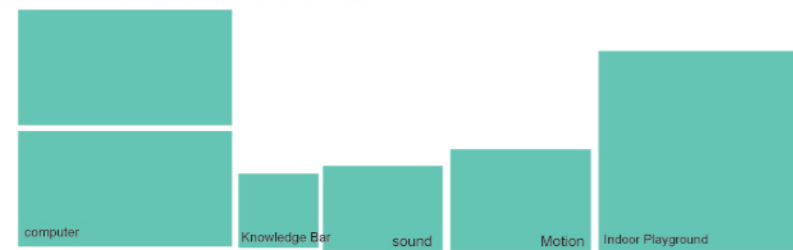


INTERIOR SPACES

CREATIVE LIBRARY AREAS



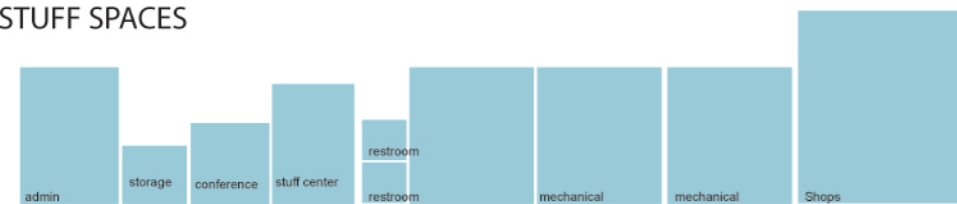
CHILDREN SUPPORT AREAS



MATERIAL CENTER



STUFF SPACES



EXTERIOR SPACES



QUALITATIVE parameters

CREATIVE LIBRARY ZONE

Core Center Book Collection
Special Exhibition / Stage
Special Lecture Hall
Restrooms

CHILDREN SUPPORT ZONE

Computer Cafe'
Knowledge Bar
Media Service Spaces
- Sound Interactive
- Motion/ Picture
Indoor Children experimental playground

MATERIAL CENTER ZONE

Material Library
Material Example Exhibition
Studio Workshops
Material Services
- Test and Order Material Office
- Loading Dock Area
- Storage Room

STUFF SUPPORT ZONE

Library Admin Service Office [check-in/out]
Storage Room
Conference Room
Stuff Center
Restrooms
Mechanical Room
Shops

EXTERIOR SPACE ZONE

Outdoor Activity Space
- Playground
- outdoor Learning space
- Recreation Area

QUANTITATIVE/ physical parameters

CREATIVE PUBLIC LIBRARY AND MATERIAL CENTER					
Programing					
1. CREATIVE LIBRARY AREAS	Qty.	Net S.F.	Total S.F.	Capacity	Note
1.1 Core Book Collection	1	5,000	5,000		
1.2 Temporary and Special Exhibition					
1.2.1 New products and Design projects	1	700	700		
1.2.2 Competition and student projects	2	700	700		
1.3 Lecture Hall	1	1,600	1,600		
1.4 Seating/ Computer areas	4	1,500	6,000		
1.5 Others					
1.4.1 Restroom	2	200	400		
Total			14,400		
2. CHILDREN SUPPORT AREAS	Qty.	Net S.F.	Total S.F.	Capacity	Note
2.1 Computer Café	2	600	1,200	50	
2.2 Knowledge Bar	1	100	100	10	
2.3 Media Service Spaces					
2.3.1 Sound interactive	1	350	350		
2.3.2 Motion/ Picture	1	350	350		
2.4 Indoor playground	1	1,000	1,000	150	
Total			3,000	210	
3. MATERIAL CENTER AREAS	Qty.	Net S.F.	Total S.F.	Capacity	Note
3.1 Material Library	1	2,000	2,000		
3.2 Material Example Library	1	1,000	1,000		
3.3 Studio Workshop	3	1,000	3,000		
3.4 Material Office Services					
3.4.1 Test and Order	1	200	200		
3.4.2 Loading Dock	1	1,500	1,500		
3.4.3 Storage Room	1	1,600	1,600		
Total			9,300		
4. STUFF SUPPORT AREAS	Qty.	Net S.F.	Total S.F.	Capacity	Note
4.1 Office	1	600	600	10	
4.2 Storage Room	1	150	150		
4.3 Service	1	200	200		
4.4 Stuff Center	1	500	500	15	
4.5 Shops	1	1,000	1,000	300	
4.6 Other					
4.6.1 Restroom	2	60	120		
4.6.2 Mechanical Room	2	800	1,600		
Total			4,170	325	
NET AREA TOTAL			30,870		
25% Non Assignable Space			7,719		
TOTAL INTERIOR LIBRARY SERVICE SPACE			38,589		
5. EXTERIOR AREAS	Qty.	Net S.F.	Total S.F.	Capacity	Note
5.2 Outdoor Activity Areas	1	4,000	4,000		
Total			4,000		
GROSS AREA ESTIMATES FOR MIX USE LIBRARY/ LEARNING CENTER			42,589		



CASE STUDY

TCDC
Location: Bangkok, THAILAND
Complete: 2005

"TCDC's key focus is to create an opportunity for Thai people to access source of knowledge for their new inspirations by providing them with an opportunity to experience and learn from famous artists and designers worldwide. In cooperation with private sectors, SME entrepreneurs and designers it aims to raise public awareness of using design to add value to Thai products along with helping Thai designers gain visibility in the local and global marketplace."

It consists of a huge library (resource centre) with thousands of design and socio-cultural relevant books, magazines and DVDs, hosts the Material Connexion Bangkok (a material library with a particular focus on Thai materials), various show rooms with a permanent exhibition about design as well as changing ones, the Kiosk (a social hangout place combining cinema, live music and a classical cafe), a shop that sells mainly products designed by Thai designers supported by the centre as well as some international "design icons", various lecture theaters with talks from many international design industry people, and - for those who need to feel a bit superior sometimes while doing research a posh member's lounge.

CASE STUDY

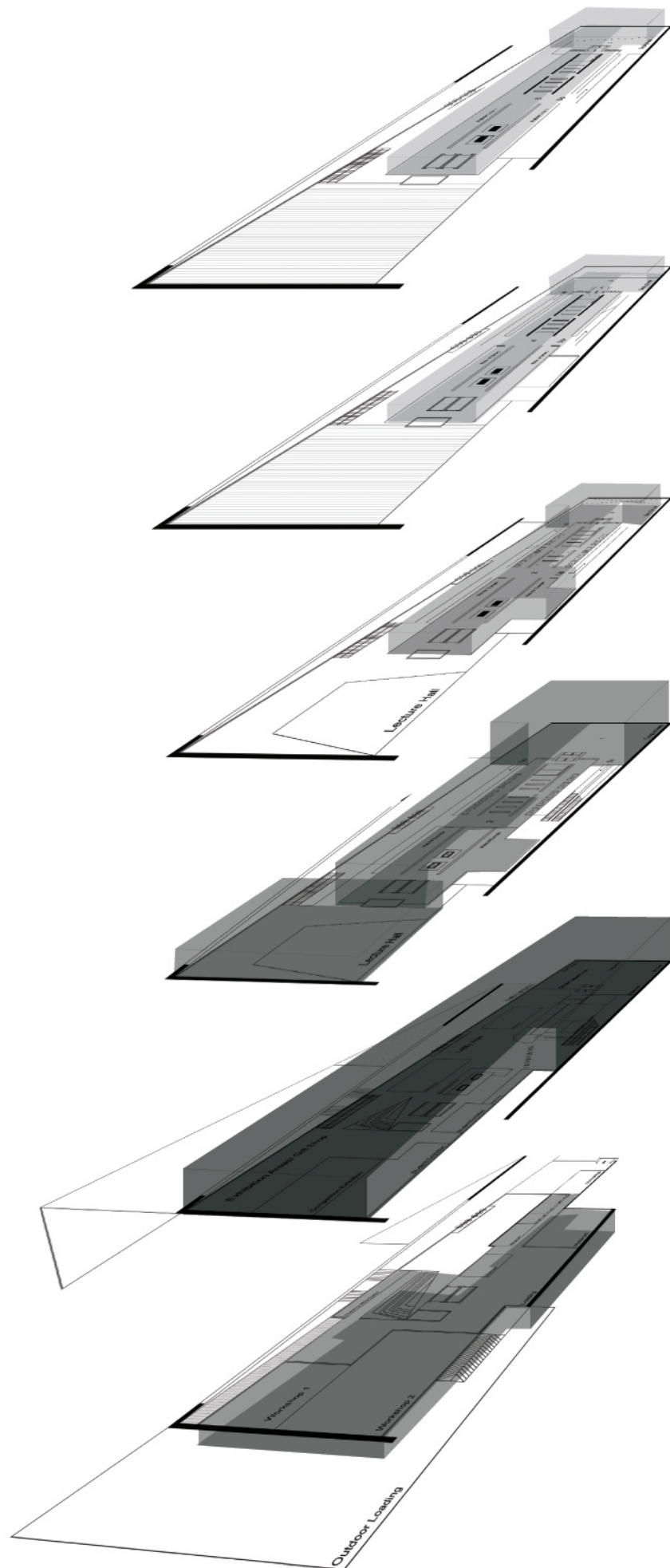
Public Library in Lodz

by Maciek Grelewicz

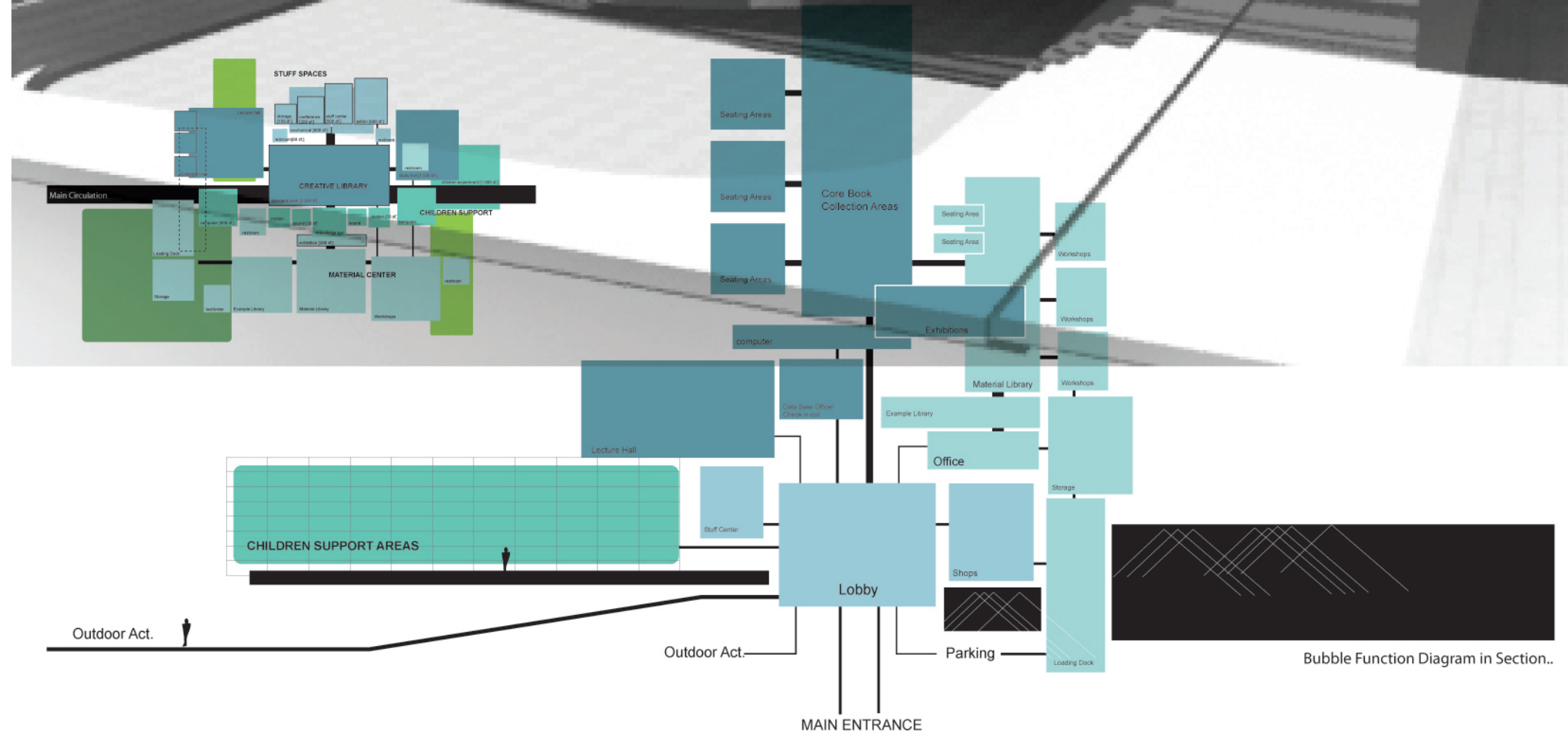
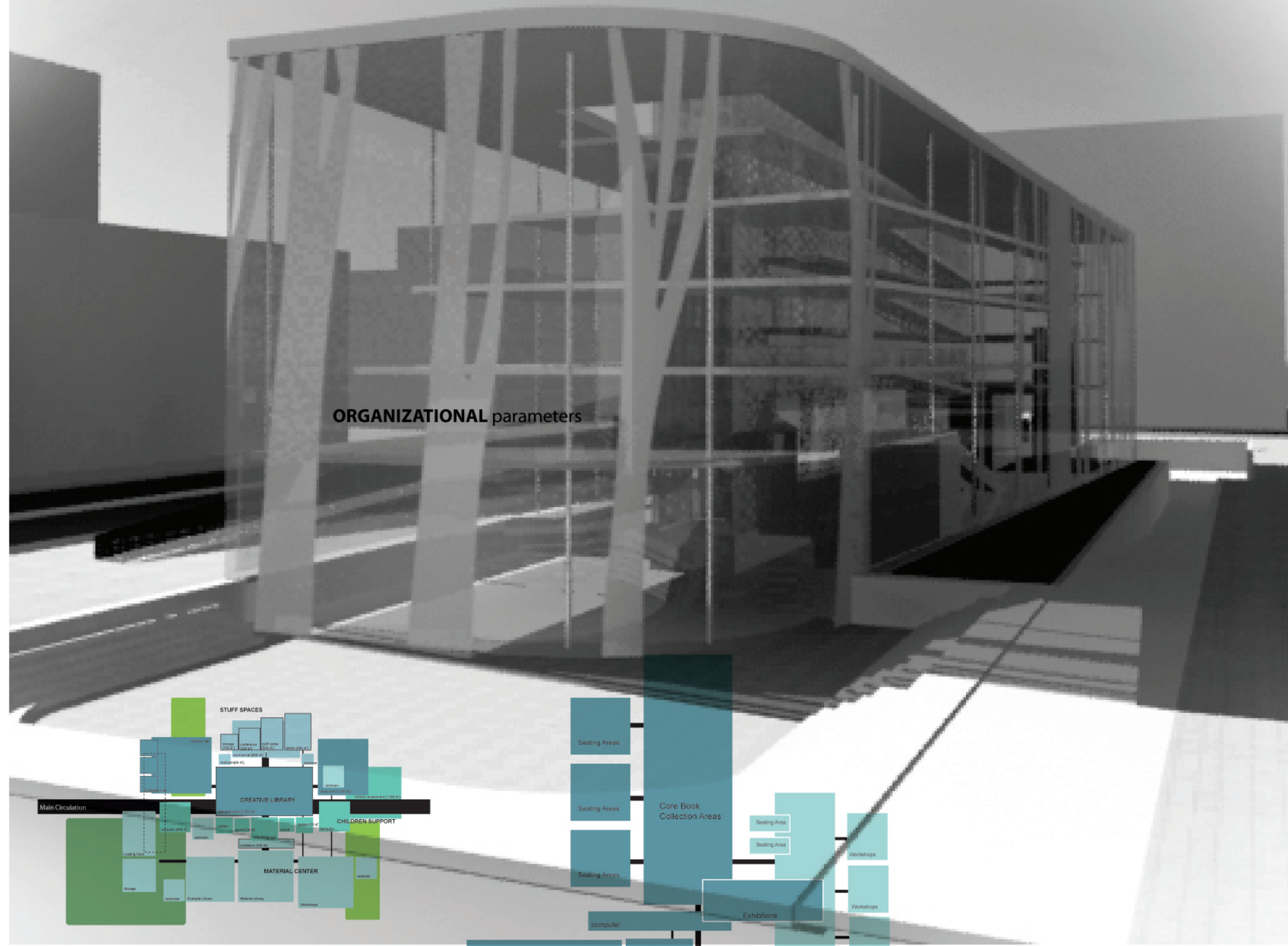
He has proposed a library for the city of Łódź
clad in golden lettering

library is designed in the very centre of Lodz –
third biggest city in Poland. Location near
shops, restaurants, cultural and educational
centres makes this building easily accessible
by people of different age, background and interests.





PRIVATE
SEMI-PUBLIC
PUBLIC
SEMI-PUBLIC



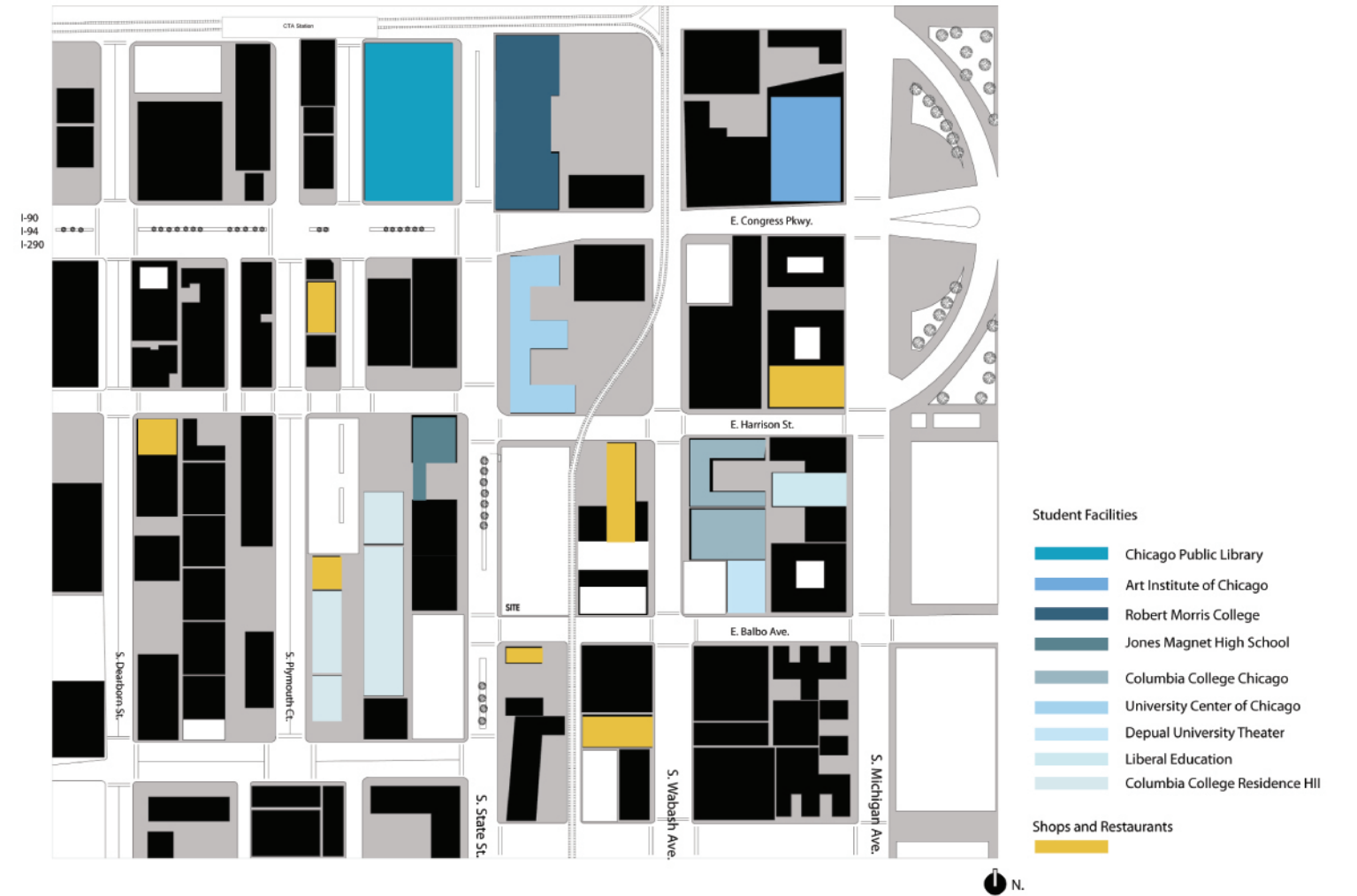
Bubble Function Diagram in Section..

SITE ANALYSIS

Location: State St. and Harrison St.
 Size: 140' x 375'

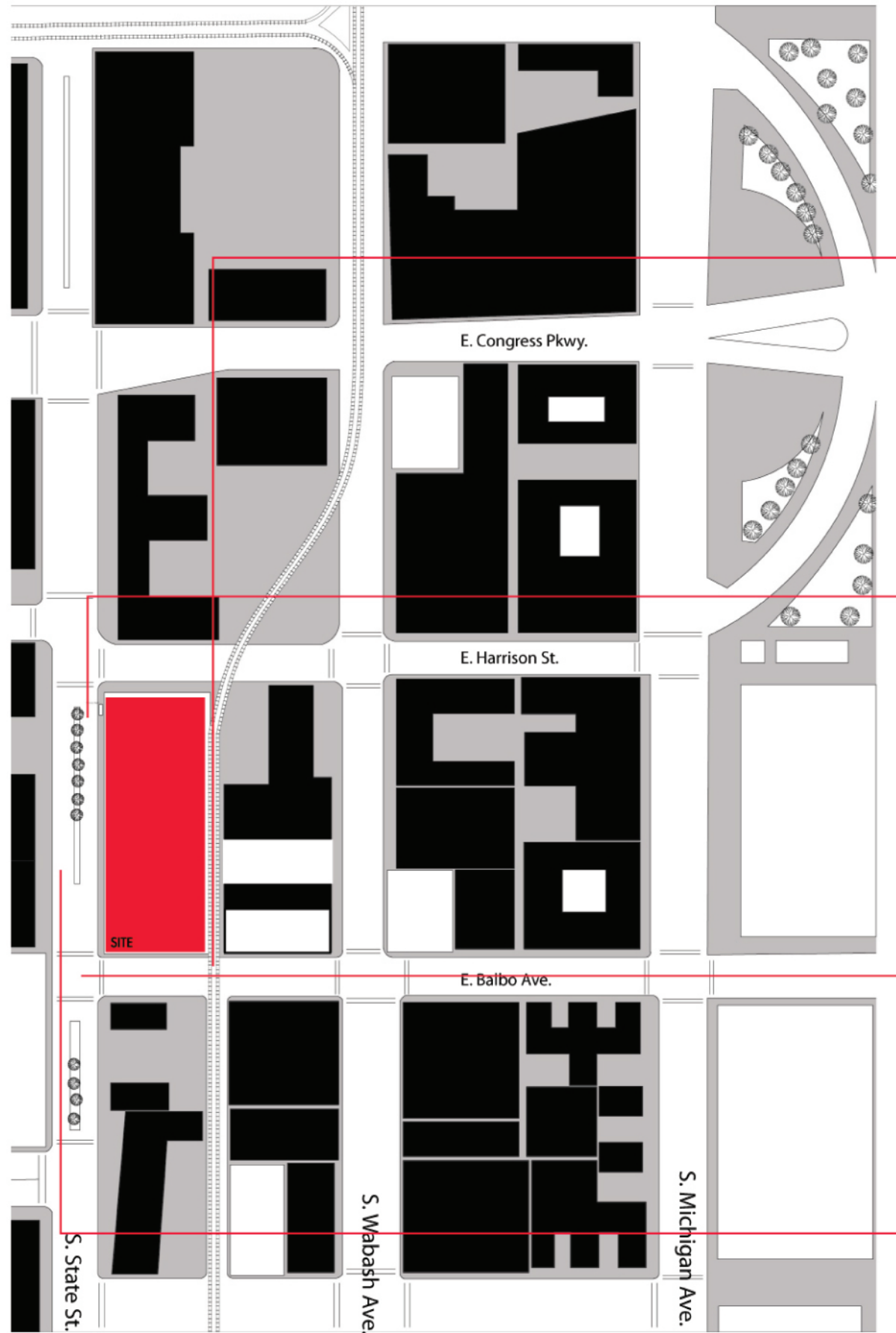
Transportation: CTA Red Line - Harrison Station
 CTA Bus on State St.

Surrounding: There is community around the site, e.g. Schools, Residential and Public Facilities. There are many people around the site who can access the project easily and the project functions support for all users. Student from Art school can come to use space also be like a meeting, reading and finding the new material for all the project.



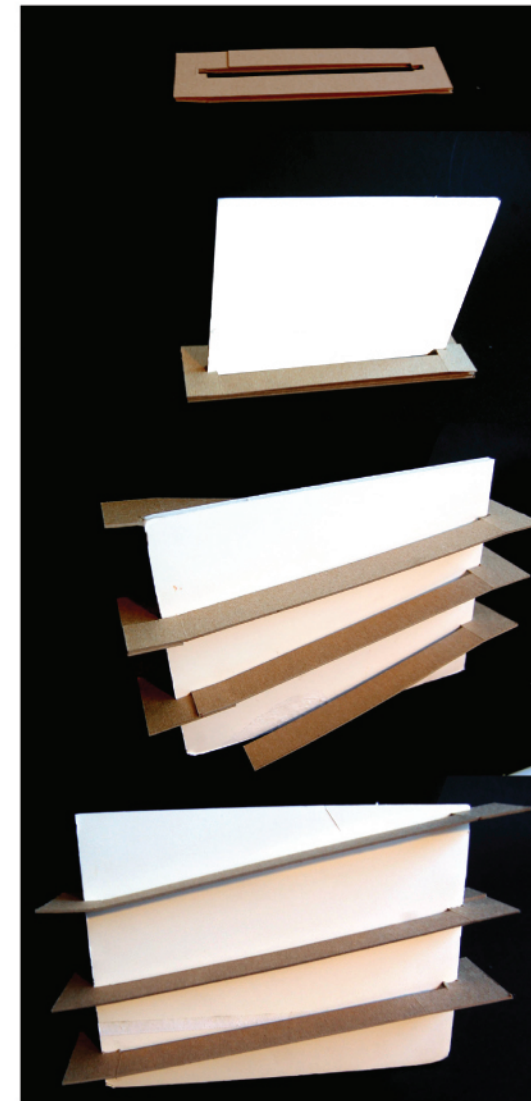
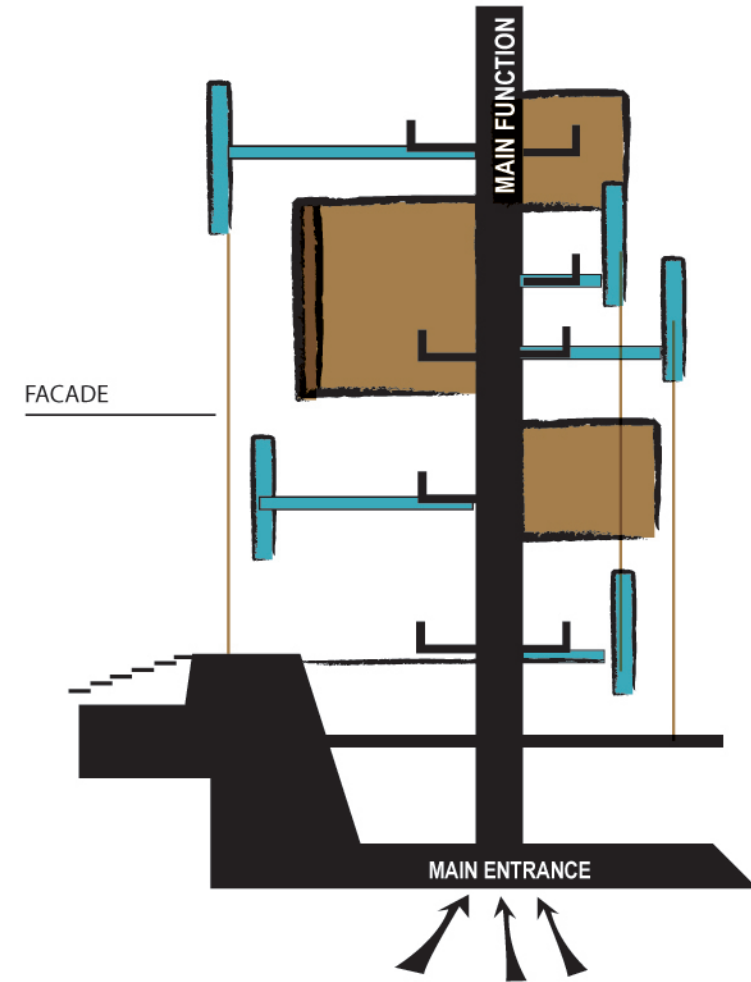
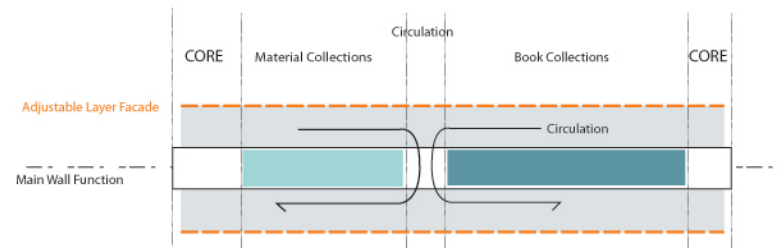
SITE ANALYSIS

Site views

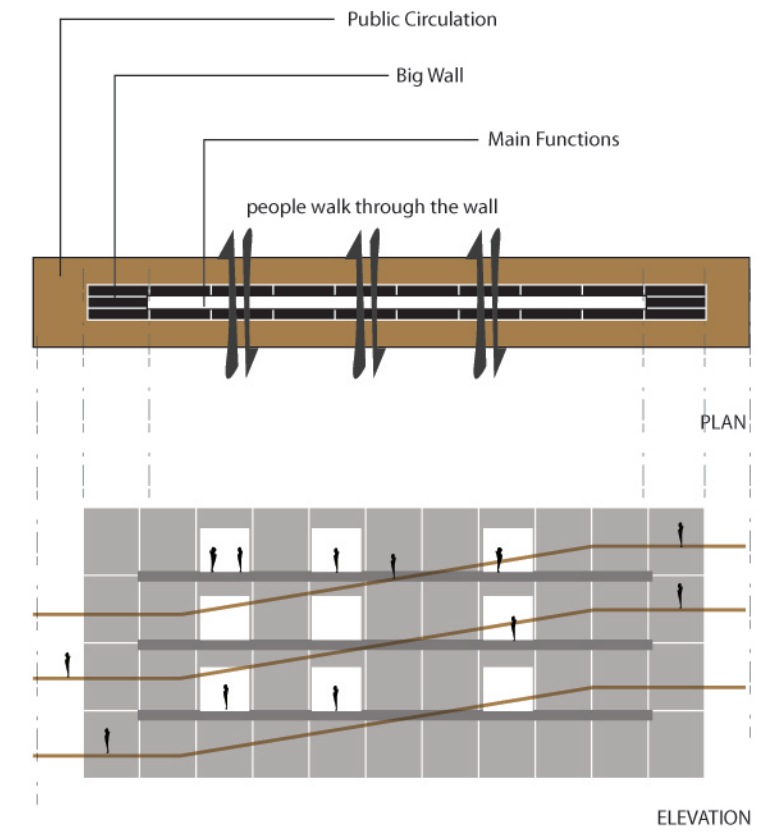
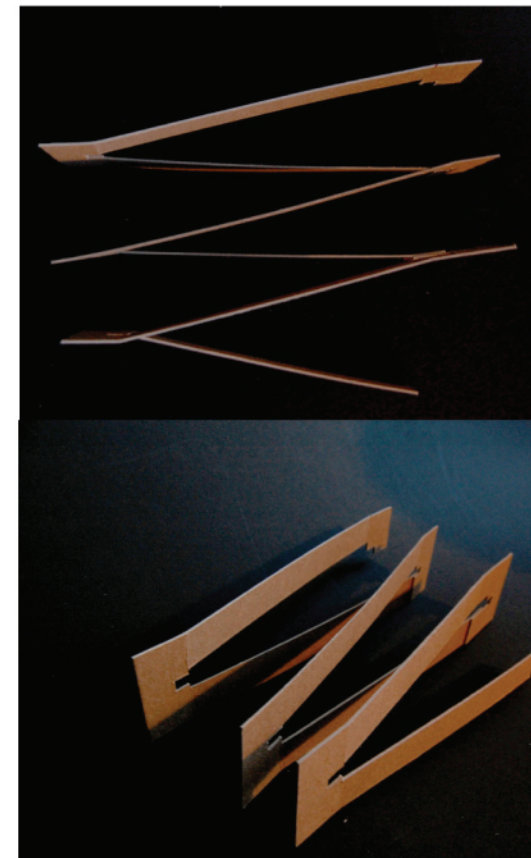


CONCEPTUAL design

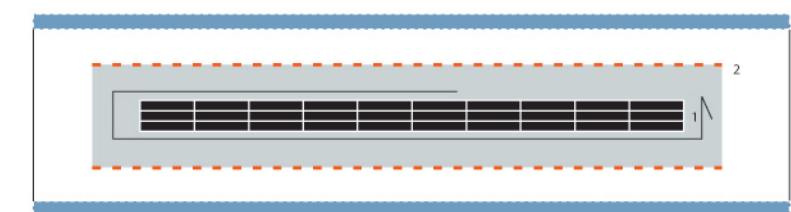
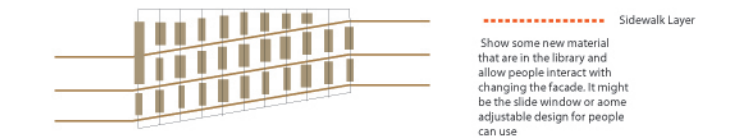
Human behavior that happens when people use library. For example, they walk around the book shelves to find the books and they can walk through the shelves to search the materials.



CONCEPT DIAGRAMS AND IDEAS



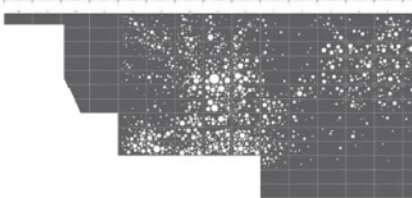
3 Layers of Facade Idea



Plan Diagram shows idea of facade design

: Material Uses

Aluminum/ Metal Steel Composite



Lightmos, Bangkok Thailand



DEX Showroom, Osannoro Firenze

Glass Wall/ Translucent Insulating Materials



Nelson-Atkins Museum of Art, Kansas City Missouri

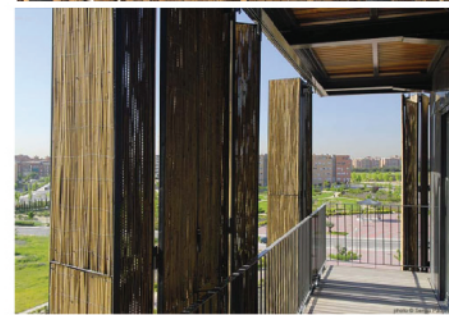


Billboard Building, Moto Azabu Tokyo



Fabio Restaurant, Vienna

Wood



The Carabanchel Housing, Madrid Spain



The Lohbach Residences, Innsbruck Austria

SCREEN FACADE DESIGN

Project require:

- Lighting for Space Areas
- Connected view to Outside
- Adjustable Screen [Additional] for space inside and overall building design from outside

+ Solid
Prevent the direct Sunlight/
direct transmission of Heat
Shadow

- Disconnected with outside
Not provide enough Light

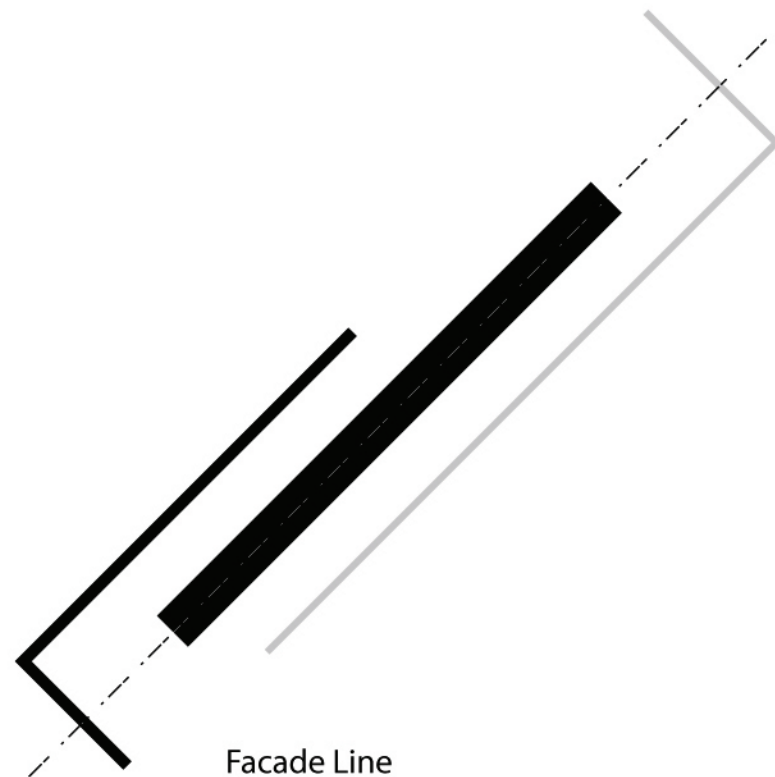
+ Translucent
Allow a lot of light
Some material prevent the direct light
Connect activity between inside/ outside
Add

+ Solid
Changeing/ Modified/
Adjusted space
Shadow

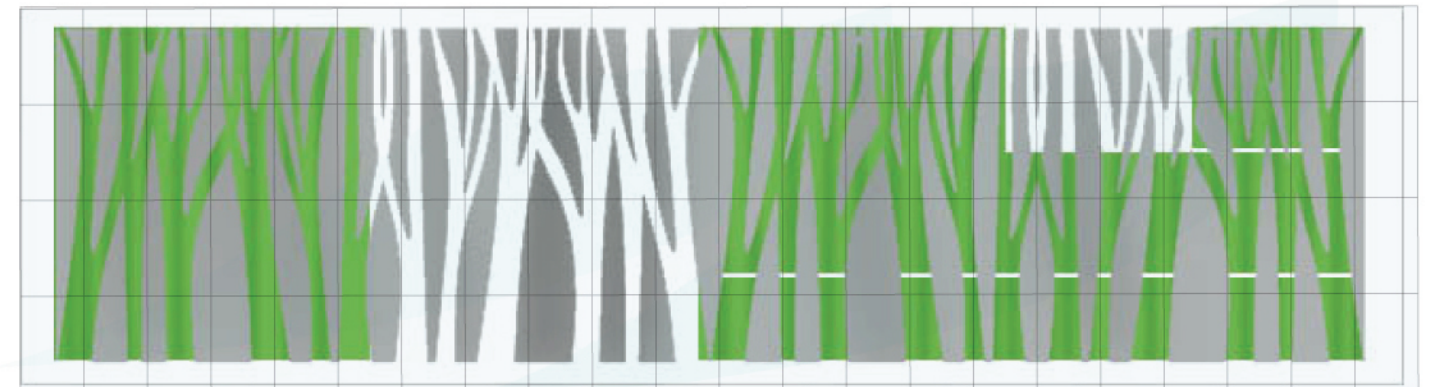
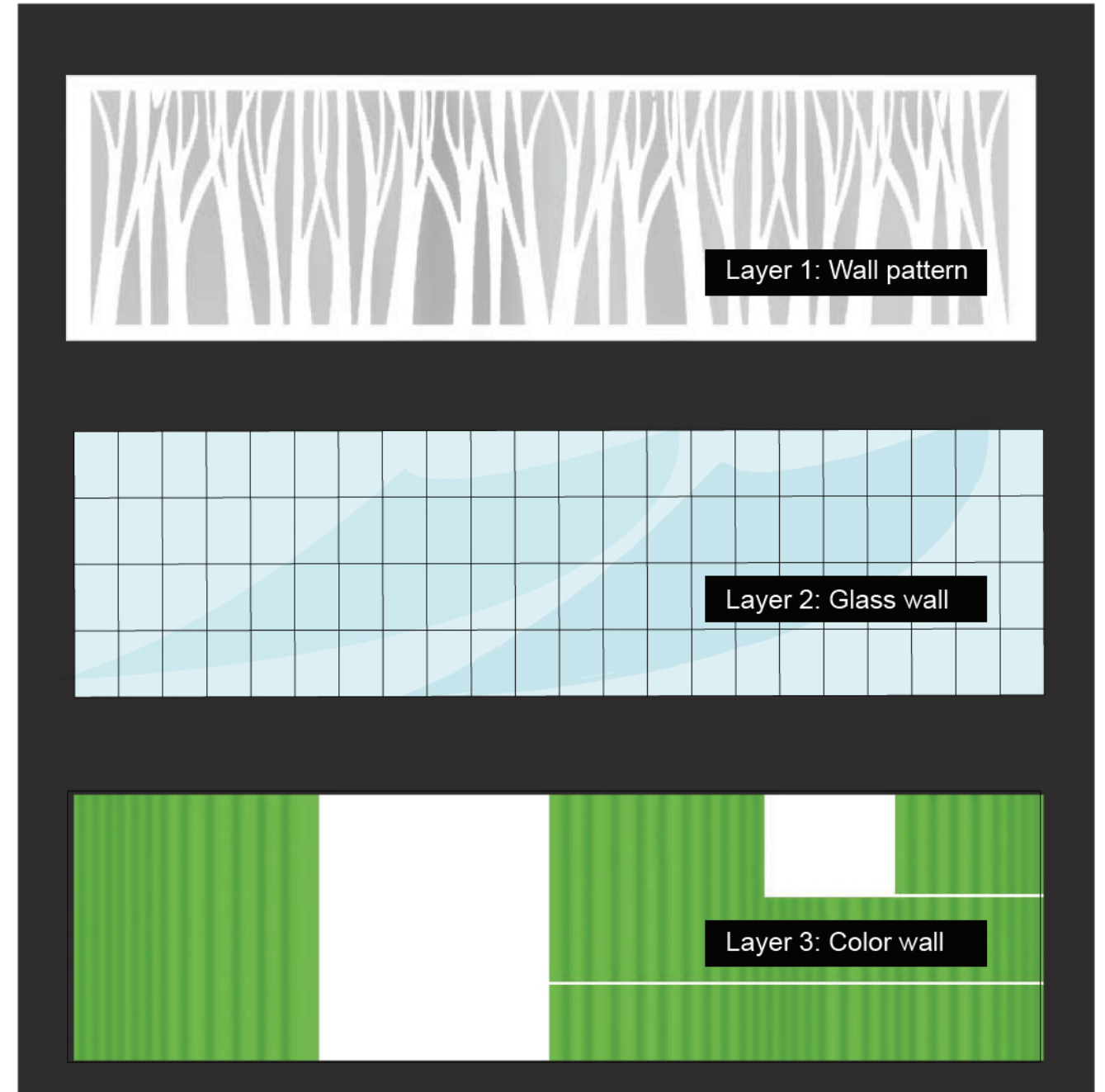
- Disconnected with outside
Not provide enough Light
Need frame to hold the system



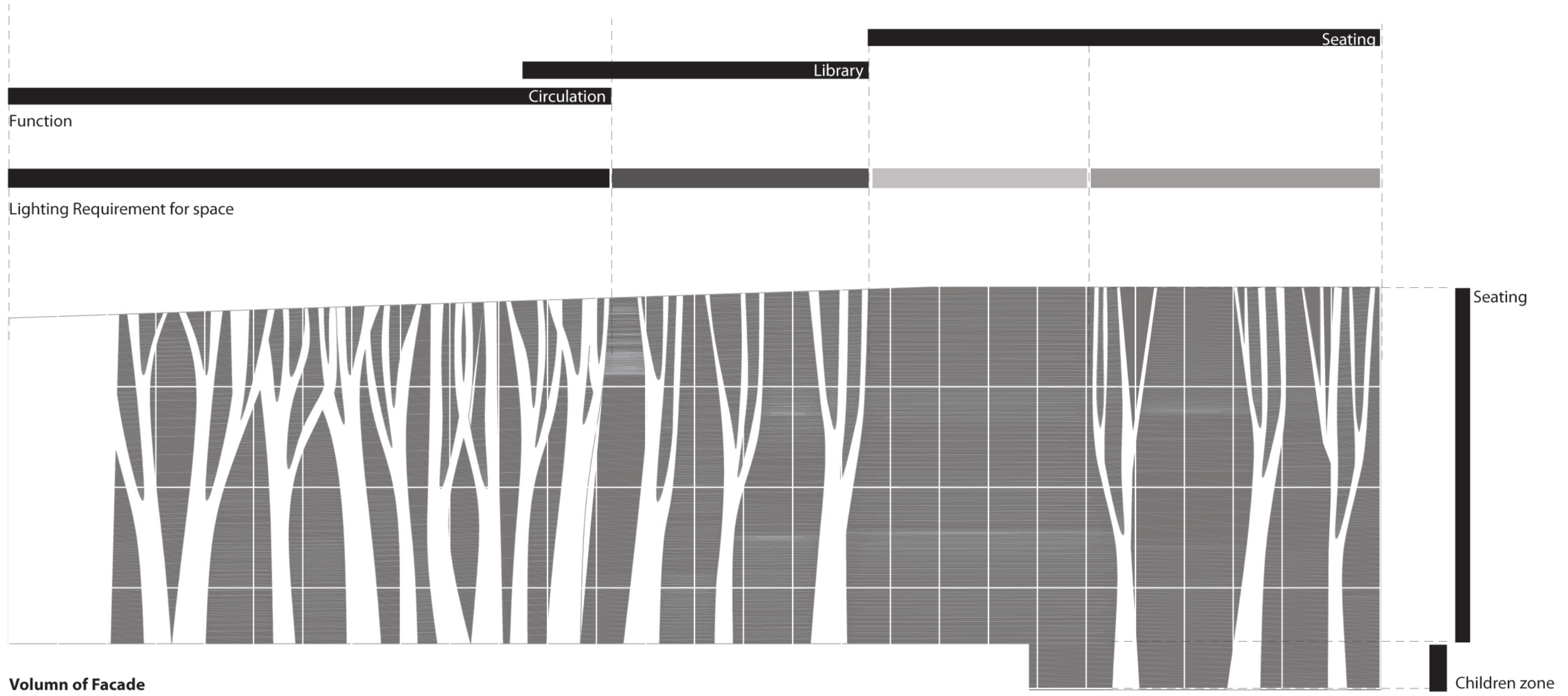
Billboard Building, Moto Azabu
Tokyo



: IDEA FOR SCREEN FACADE DESIGN

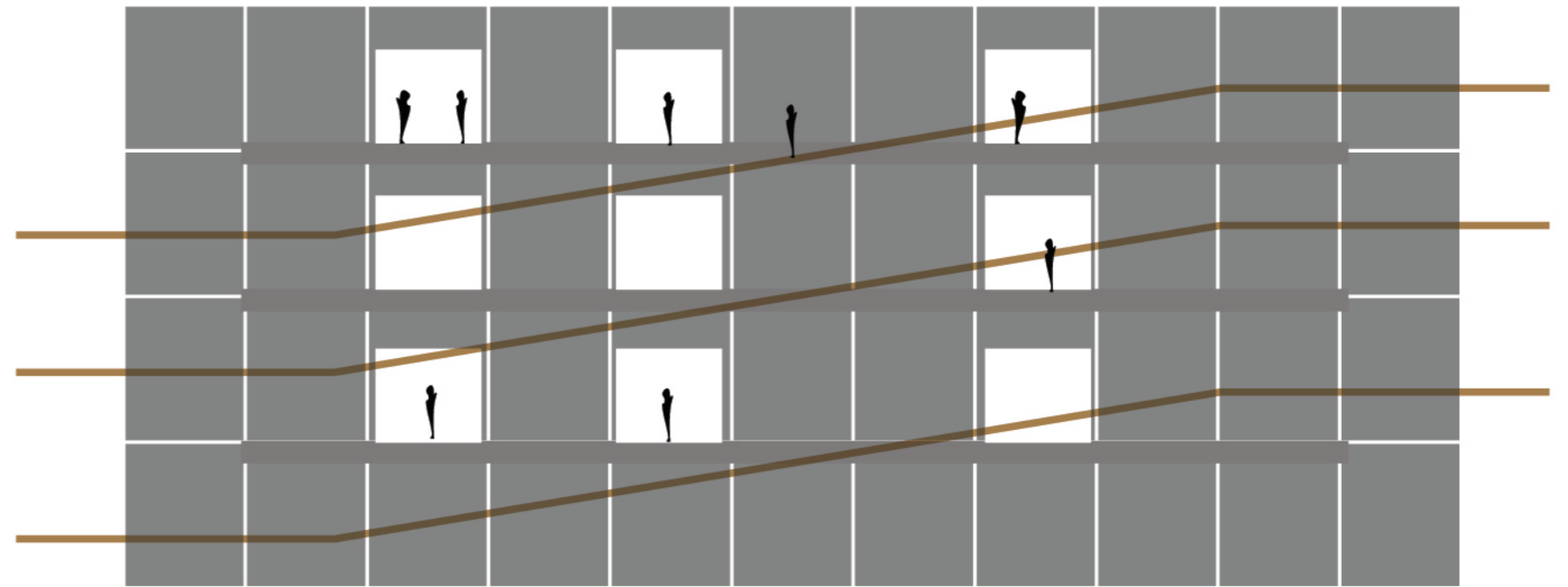
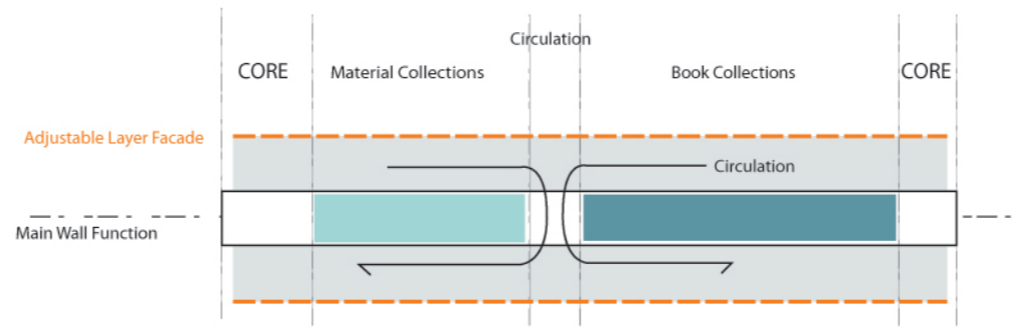


Translucent allow a lot of light Some material prevent the direct light
Connect activity between inside/ outside .



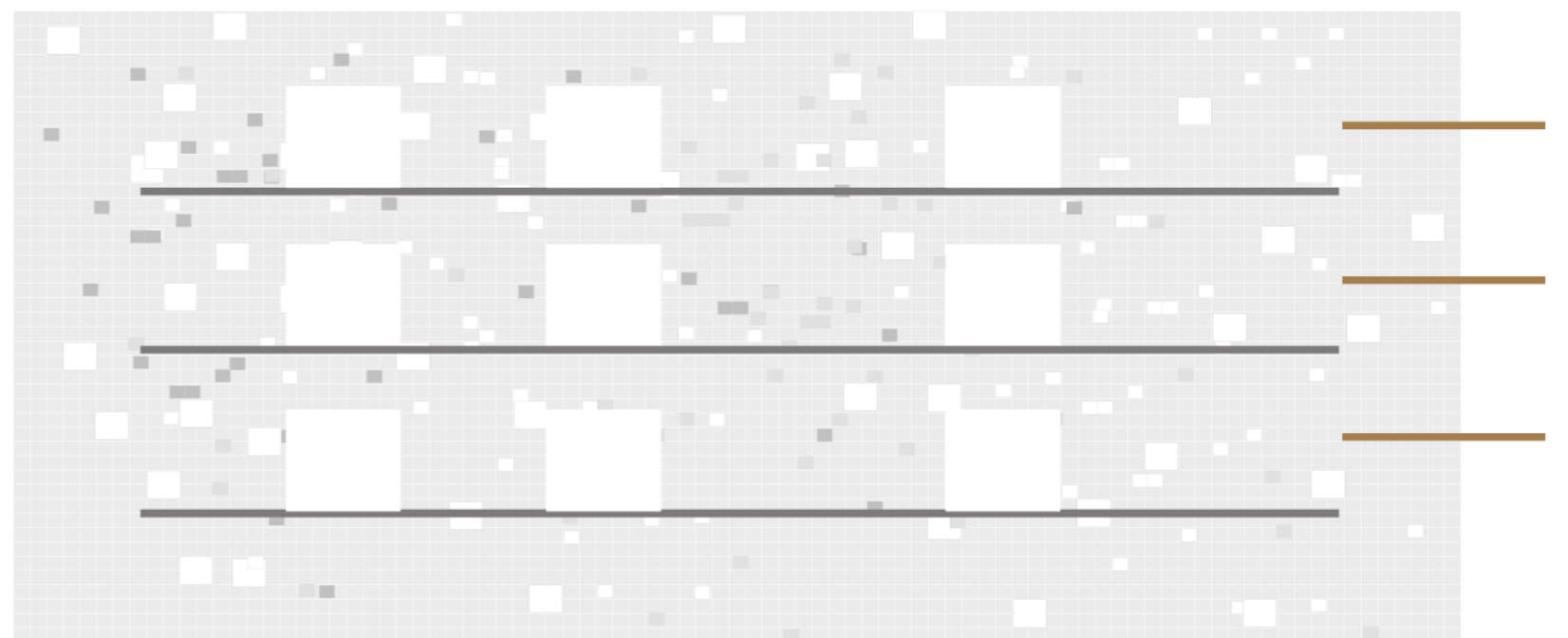
Volume of Facade

- Tree pattern wall block view from outside
- Glass wall



Lighting Core Center

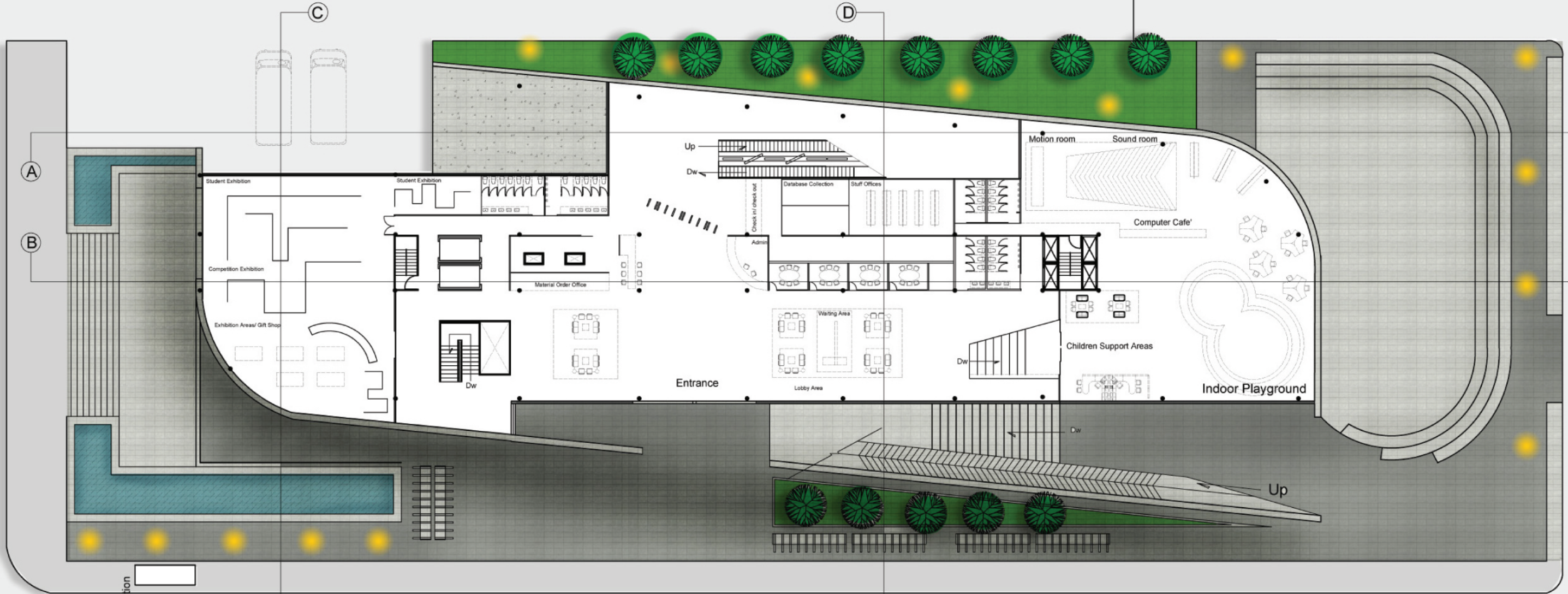
Main center core is a big wall pixel that contain lighting inside and can change to different color in different time depend on event .



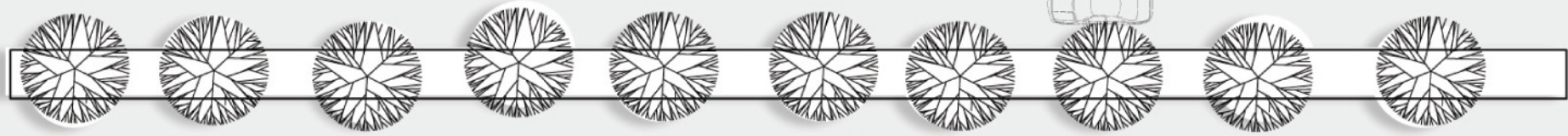
CTA Line



Harrison Ave.



Red Line Station



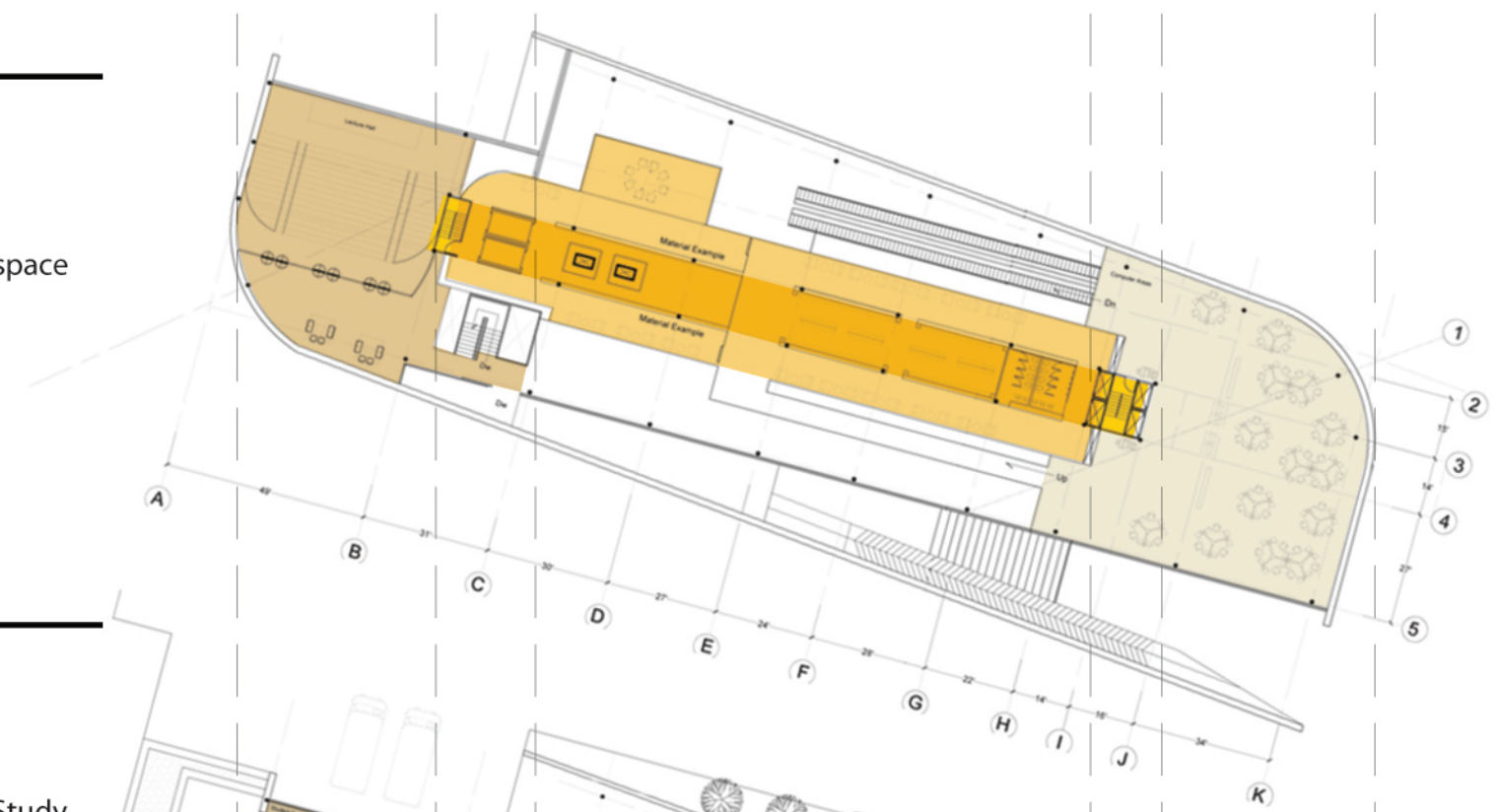
N. SITE PLAN



State St.

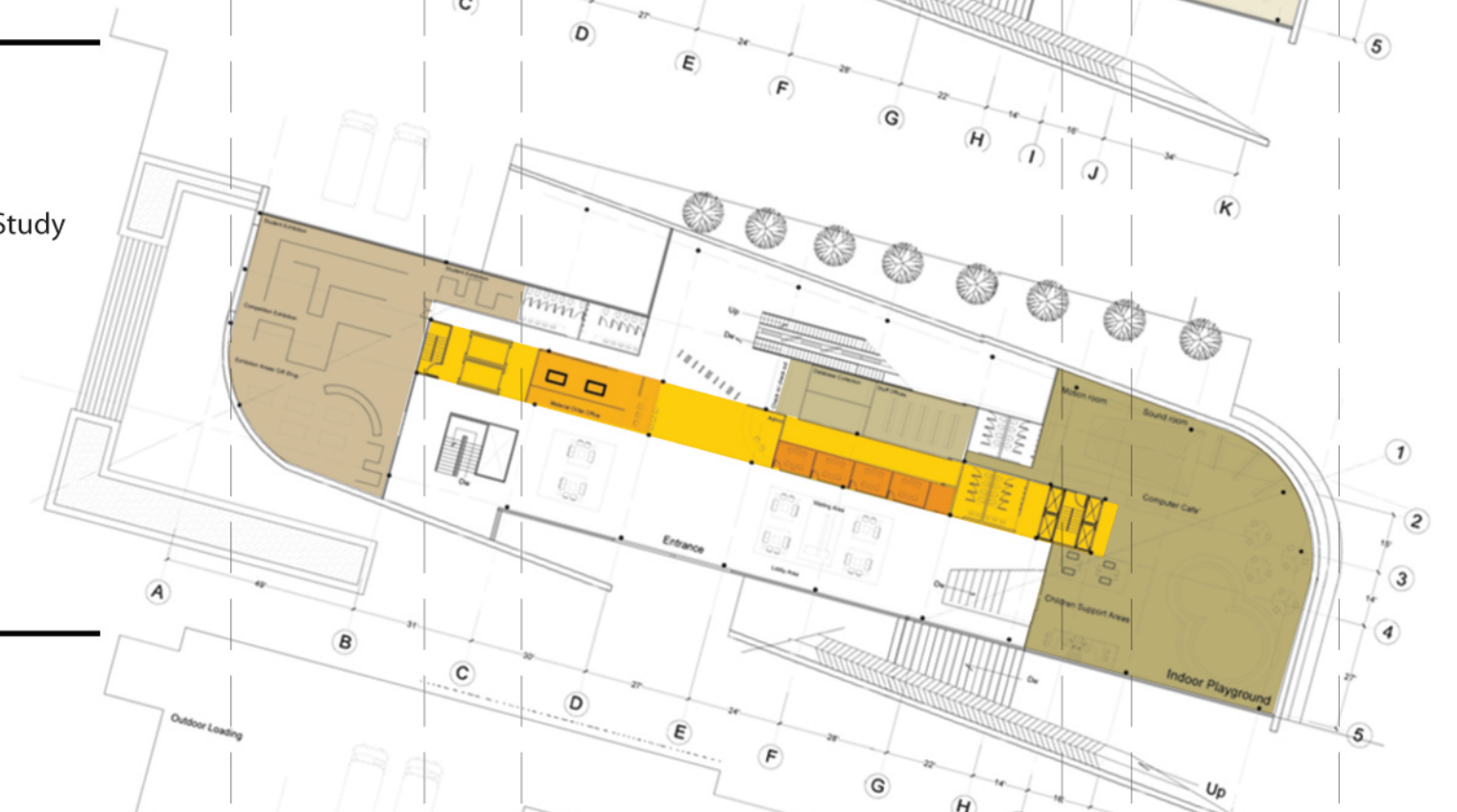
2nd Floor Plan

- Computer searching space
- Auditorium/ Lecture Hall
- Personal reading Space
- Main core/ Library and Material space



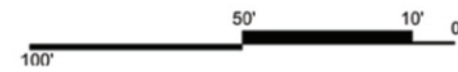
1st Floor Plan

- Exhibition Space
- Check in/ out, Staff offices
- Children Support
- Group meeting room/ Personal Study
- Material order counter



Underground Floor Plan

- Workshop Spaces
- Checking/ Loading/ Storage
- Office



5th Floor Plan

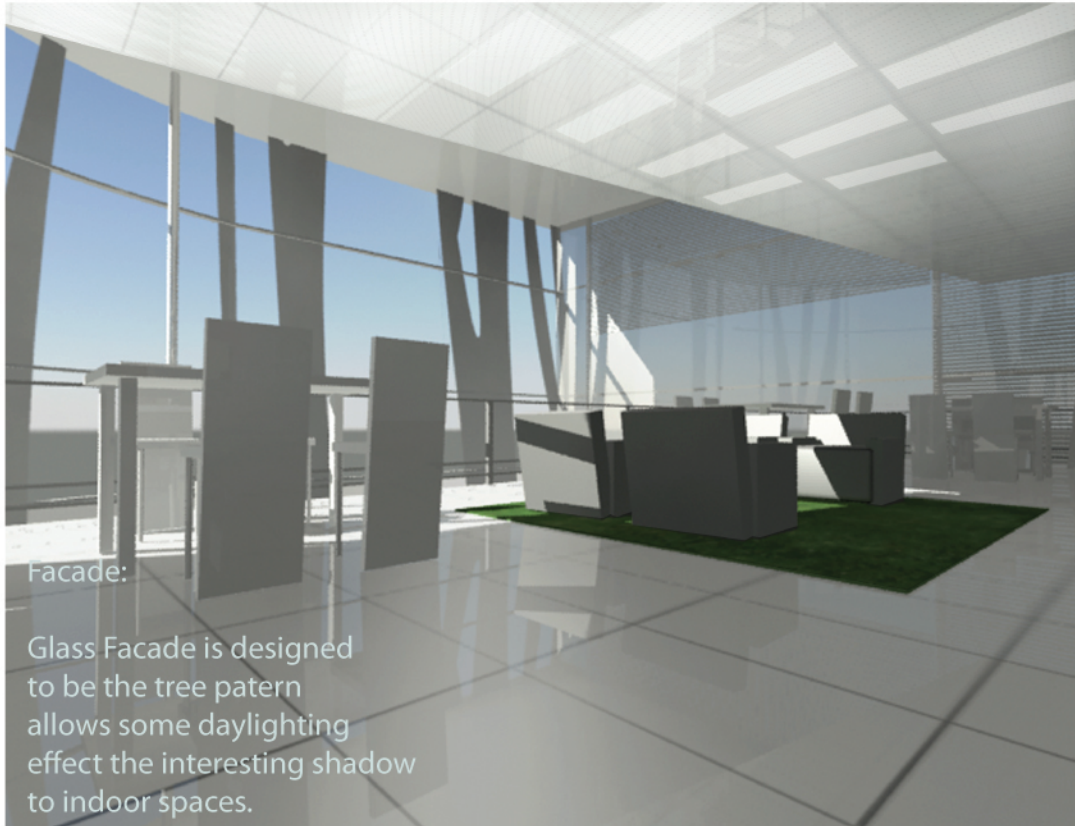
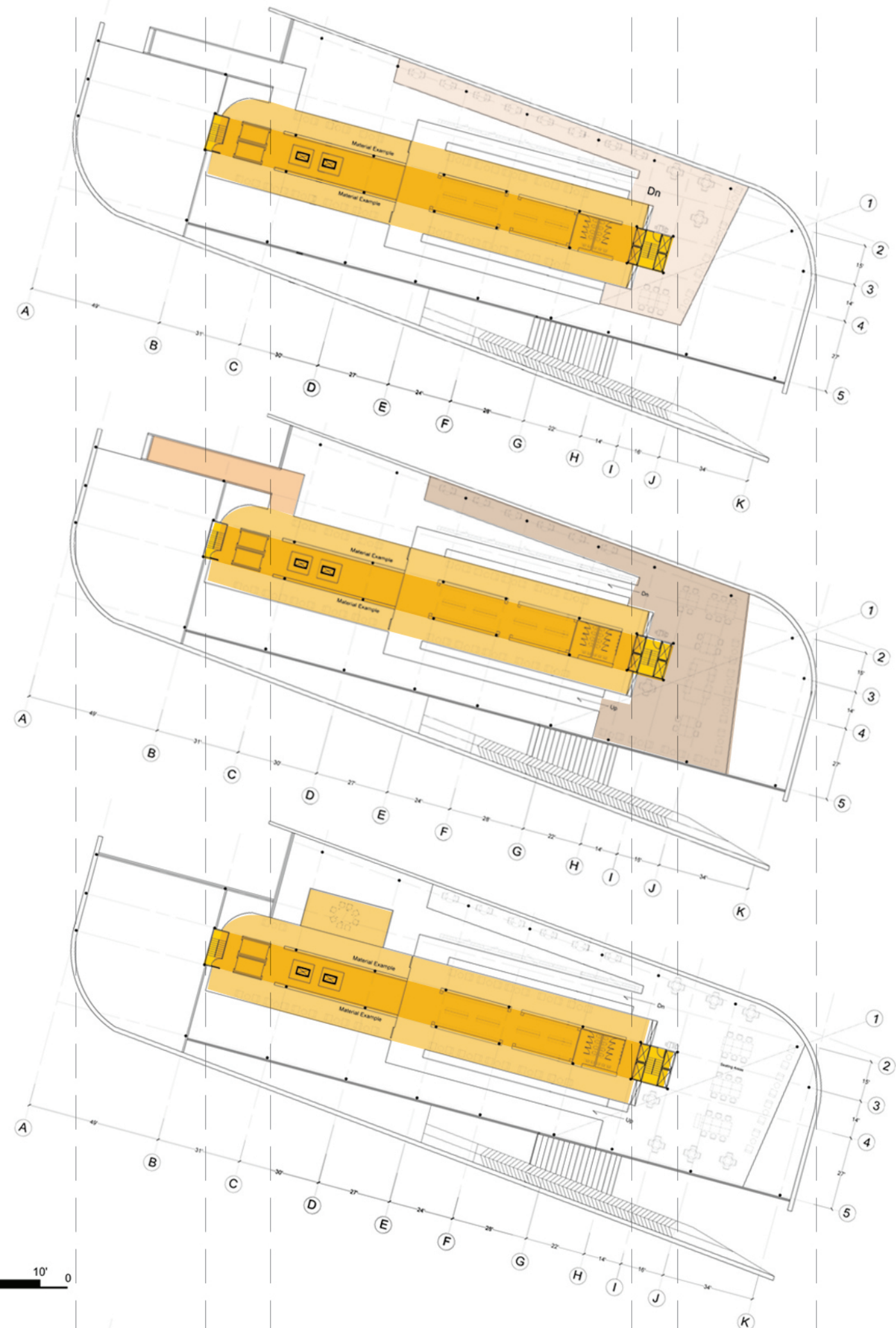
- Reading Space
- Personal reading Space
- Main core/ Library and Material space

4th Floor Plan

- Observation Space
- Group reading Space
- Personal reading Space
- Main core/ Library and Material space

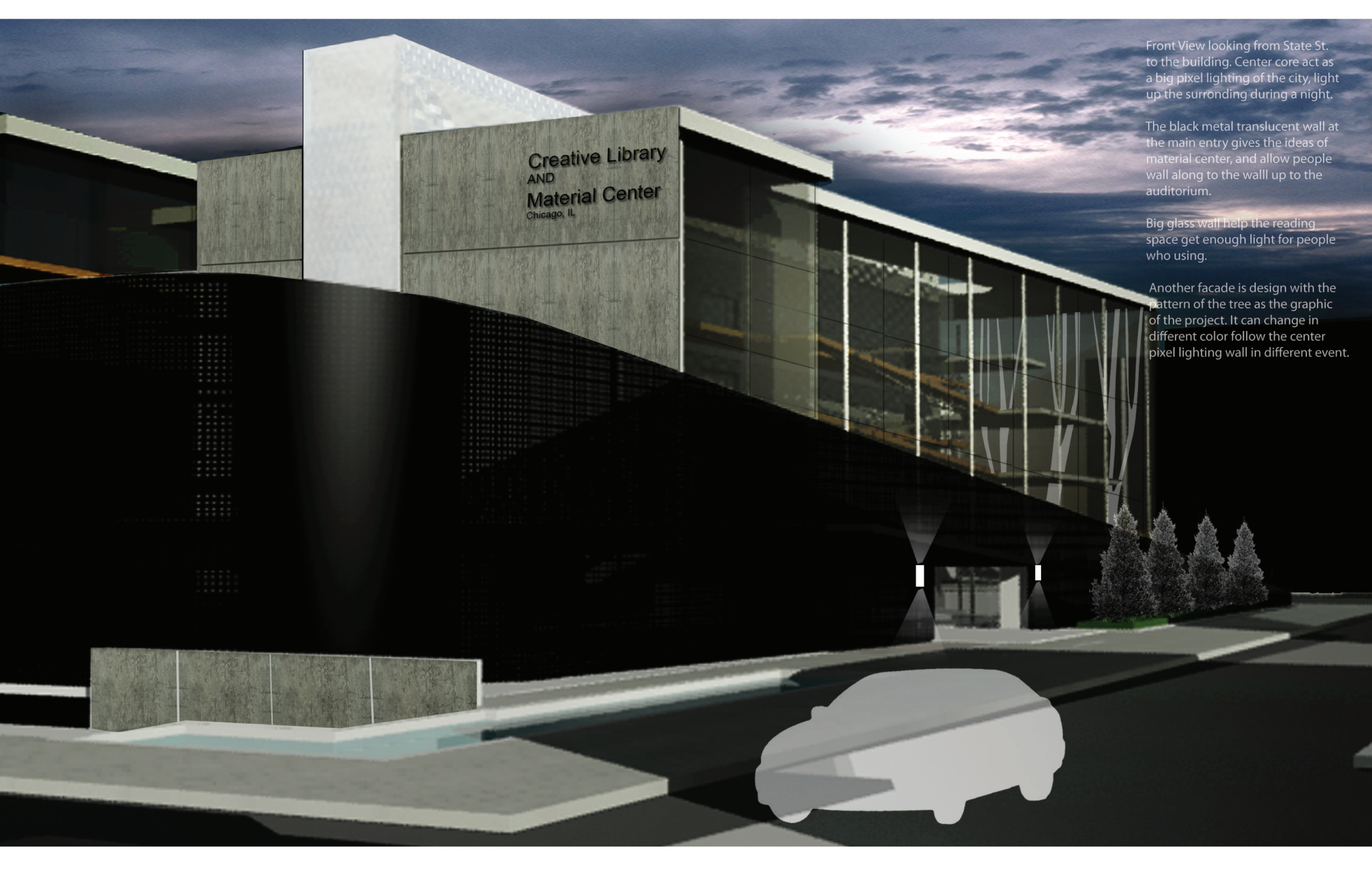
3rd Floor Plan

- Group reading space
- Personal reading Space
- Main core/ Library and Material space



Facade:

Glass Facade is designed to be the tree pattern allows some daylighting effect the interesting shadow to indoor spaces.



Creative Library
AND
Material Center
Chicago, IL

Front View looking from State St. to the building. Center core act as a big pixel lighting of the city, light up the surrounding during a night.

The black metal translucent wall at the main entry gives the ideas of material center, and allow people wall along to the wall up to the auditorium.

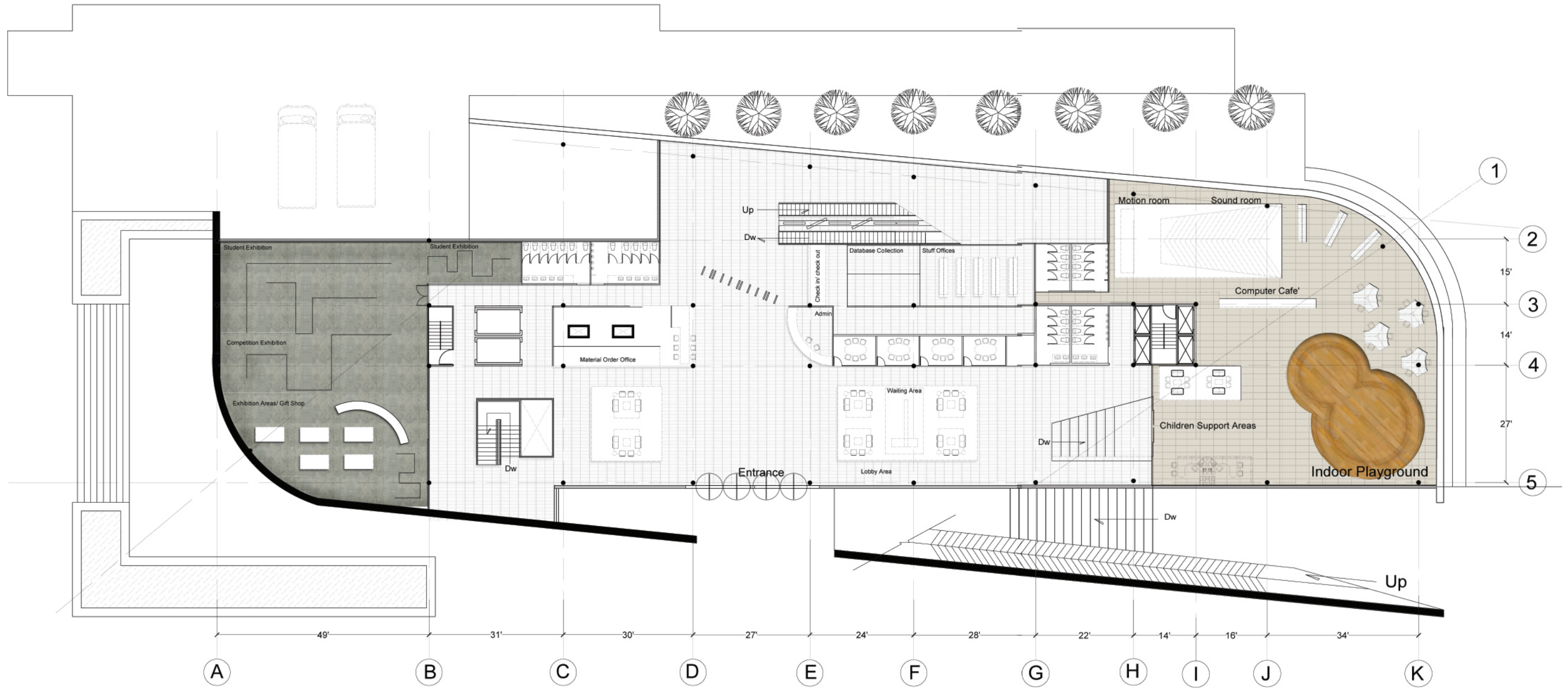
Big glass wall help the reading space get enough light for people who using.

Another facade is design with the pattern of the tree as the graphic of the project. It can change in different color follow the center pixel lighting wall in different event.



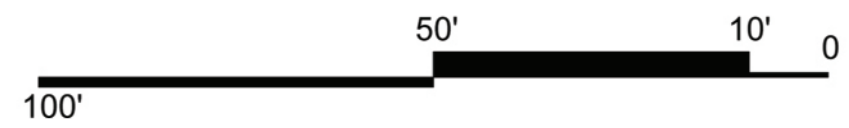
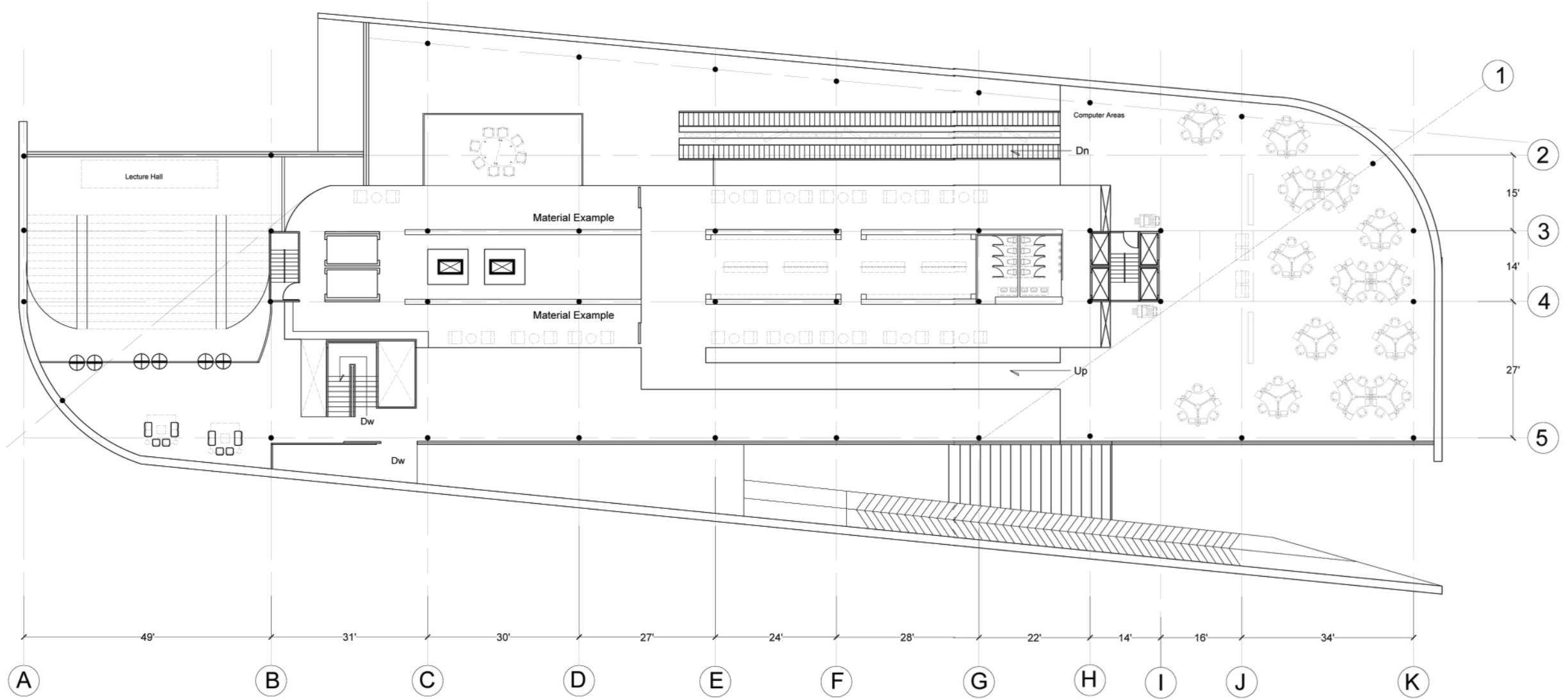
Underground Floor Plan [workshops]





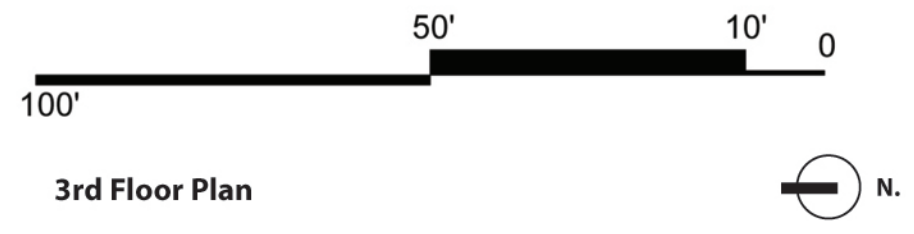
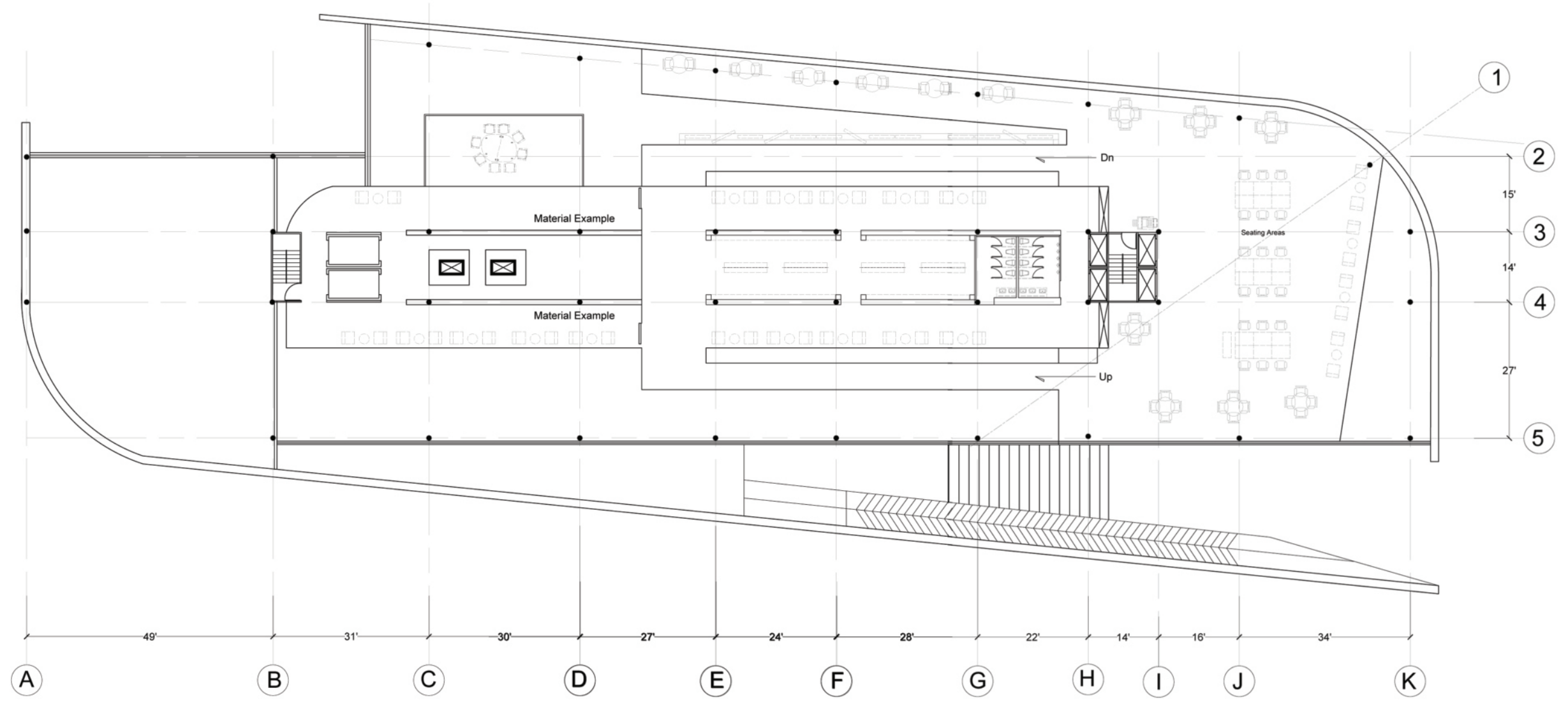
1st Floor Plan



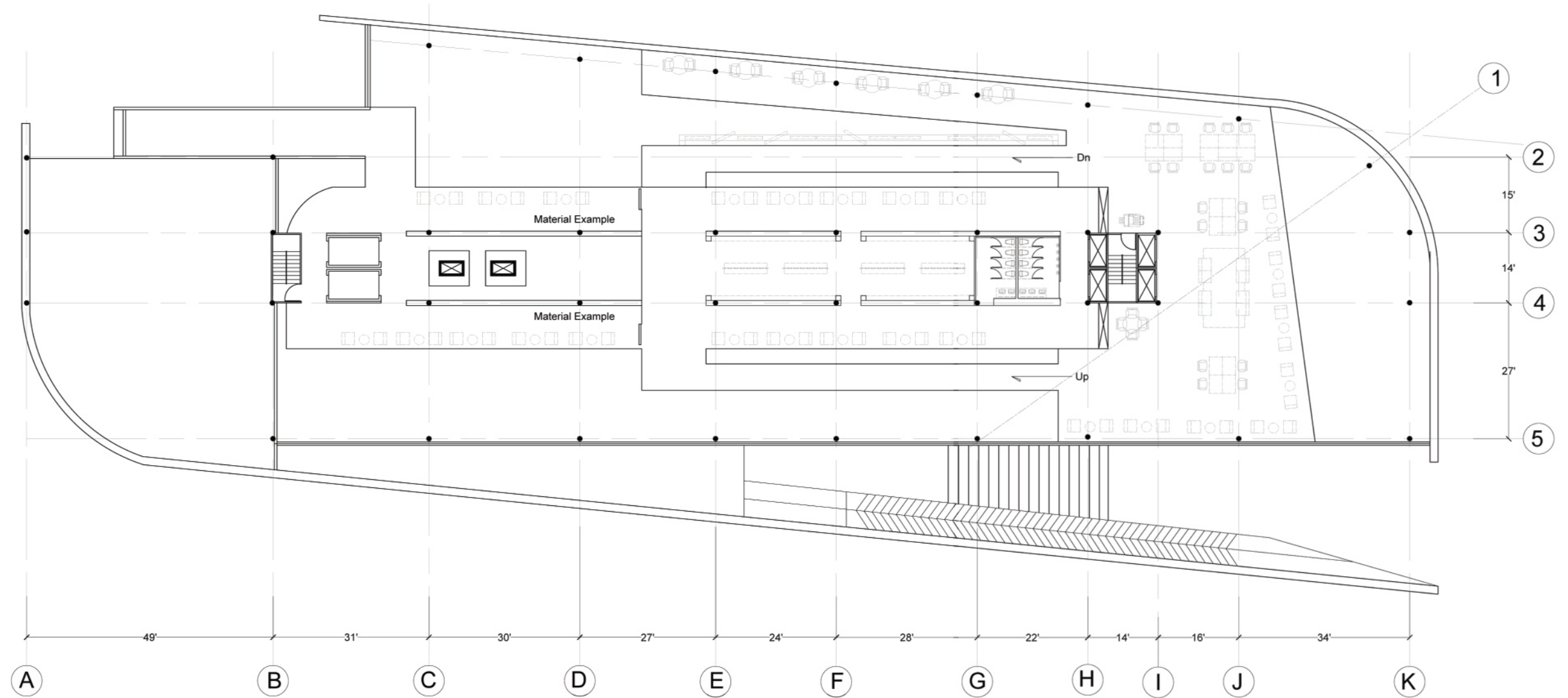


2nd Floor Plan



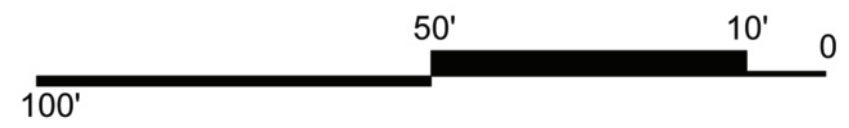
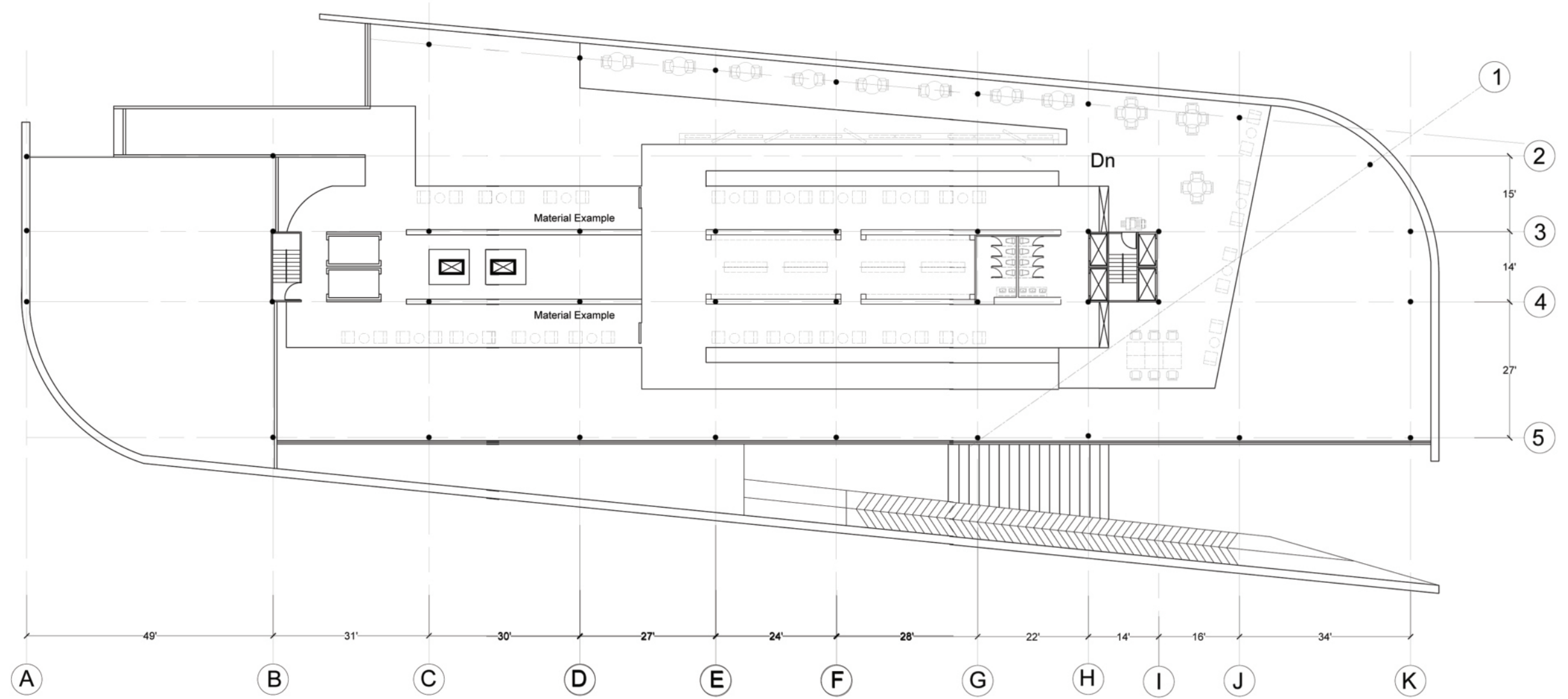


3rd Floor Plan



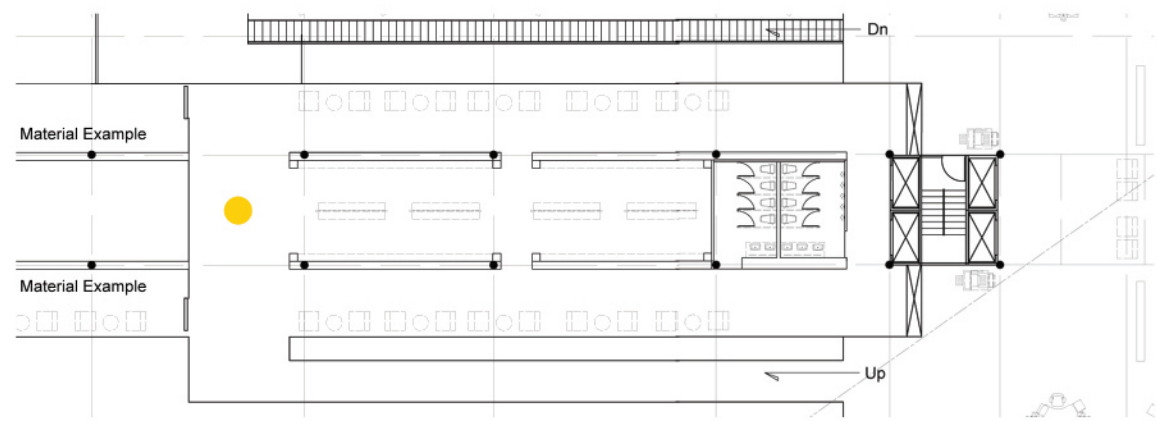
4th Floor Plan



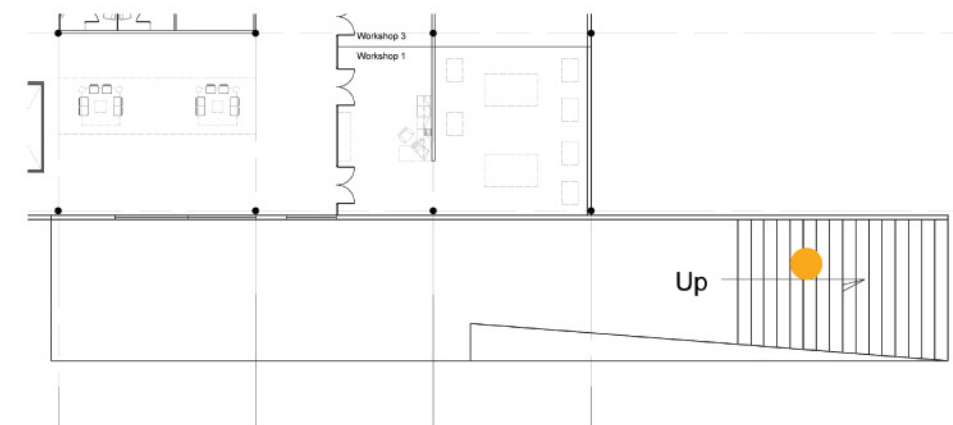
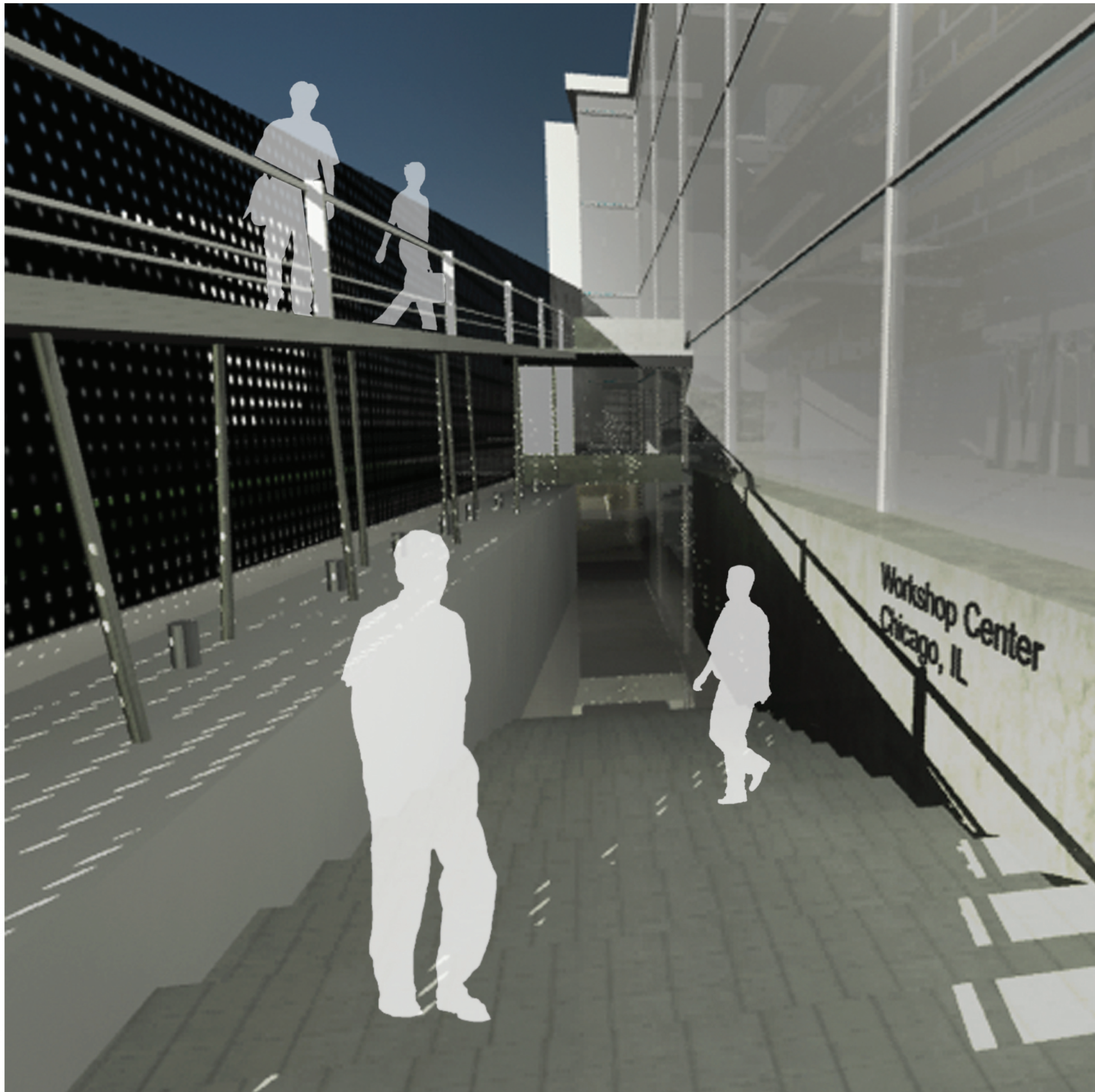


5th Floor Plan

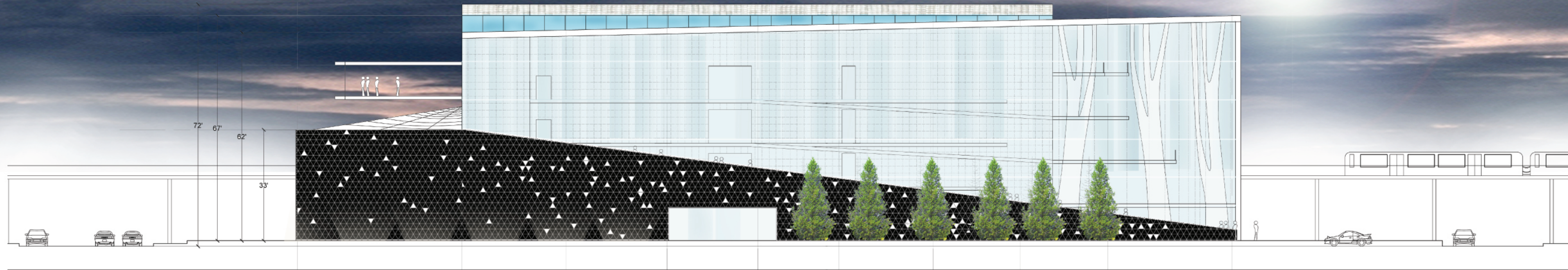




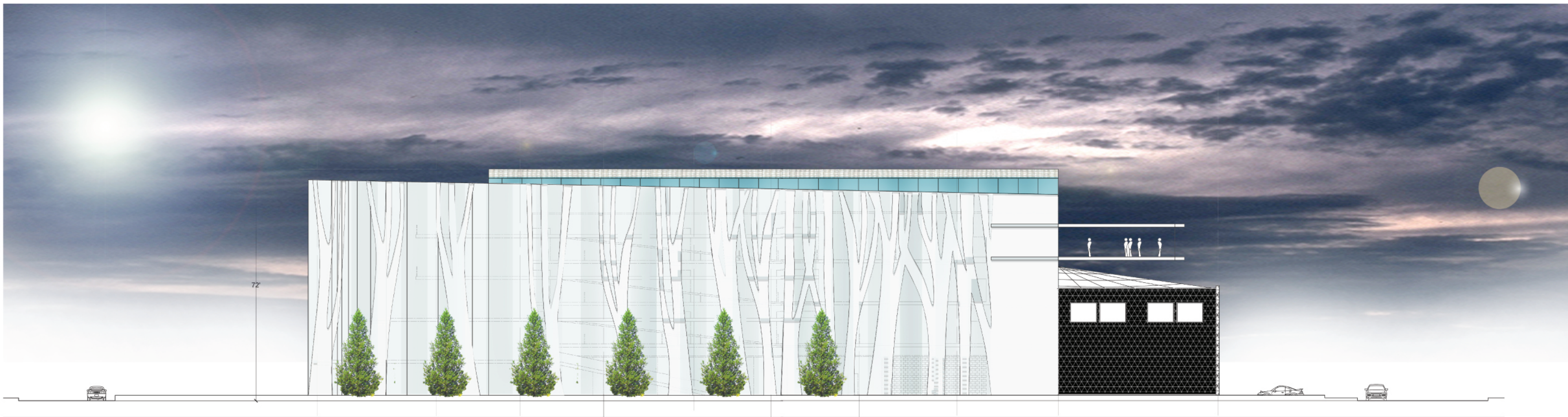
Core library and Material center



Entrance to workshop center
and ramp up to the Auditorium

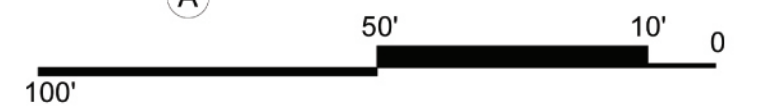


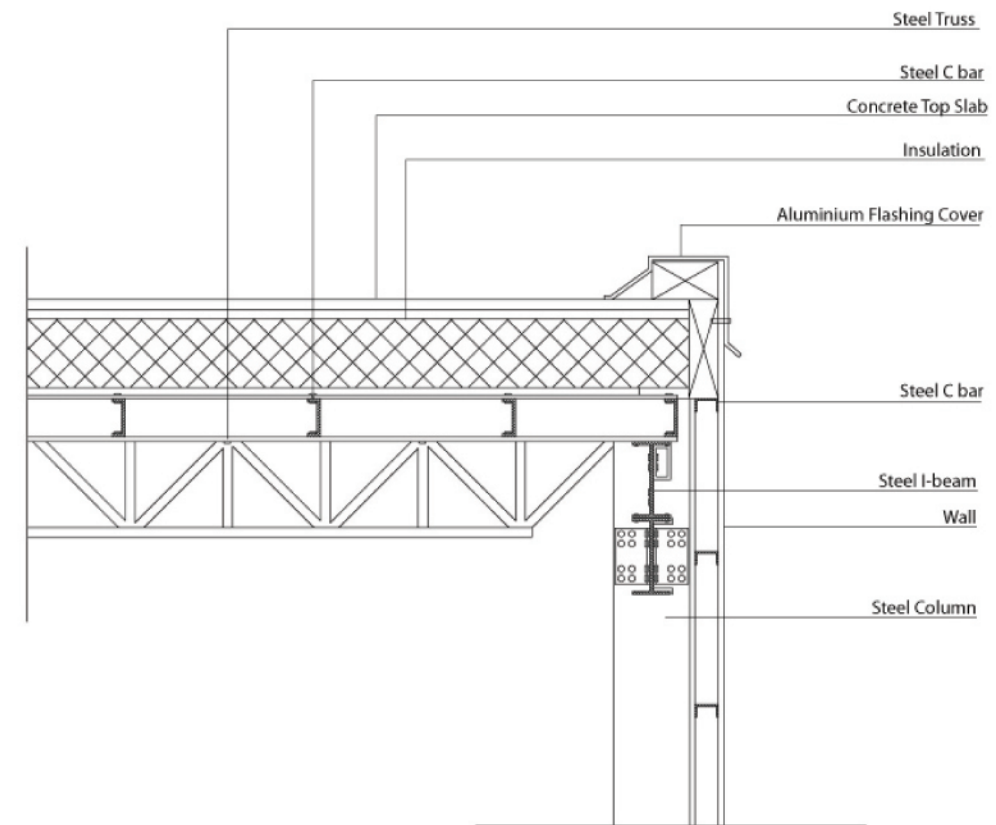
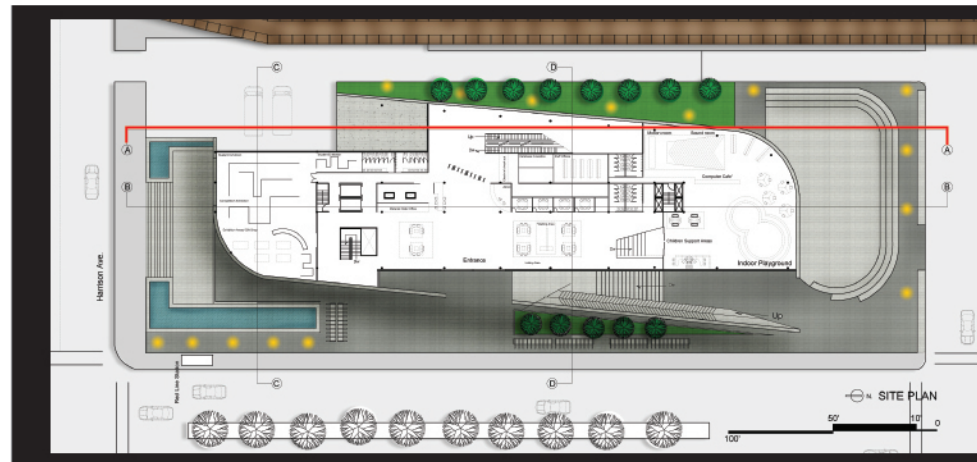
WEST ELEVATION



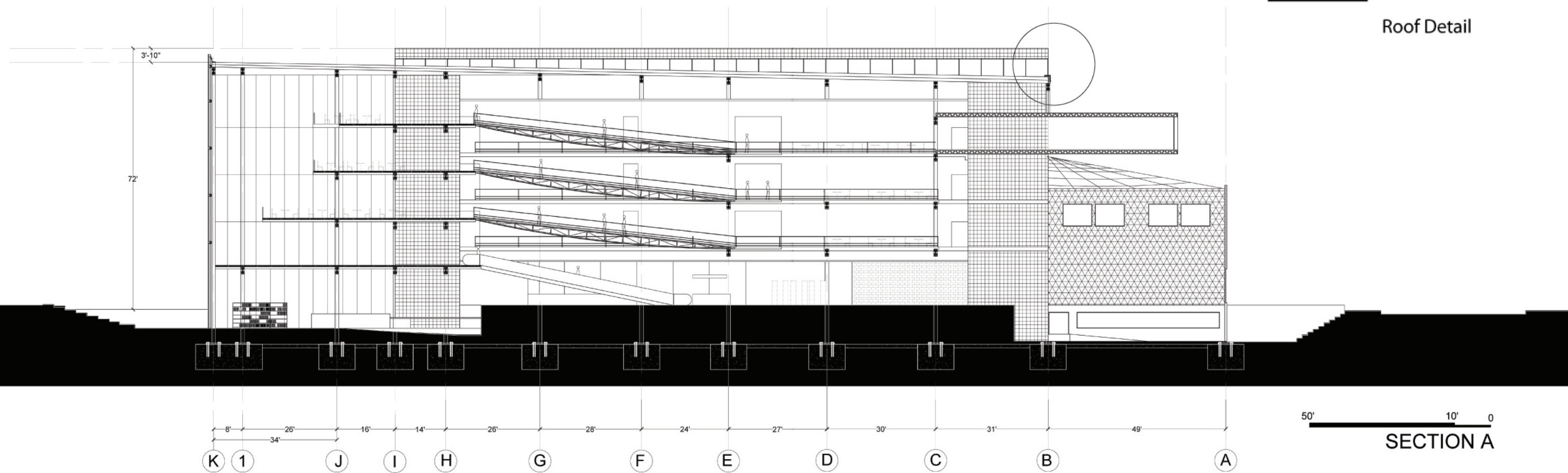
EAST ELEVATION

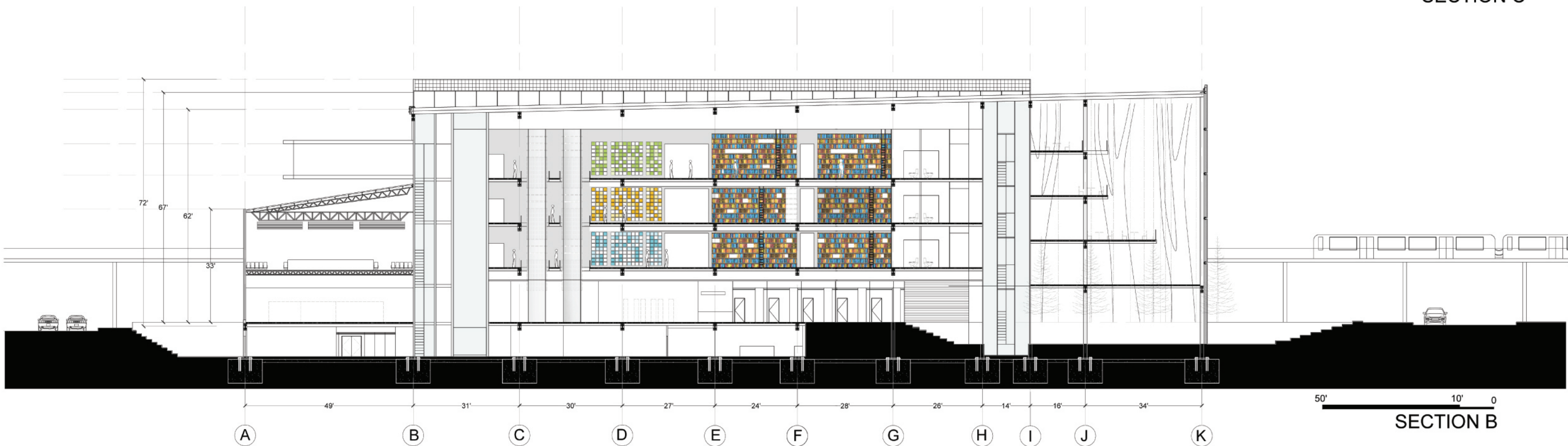
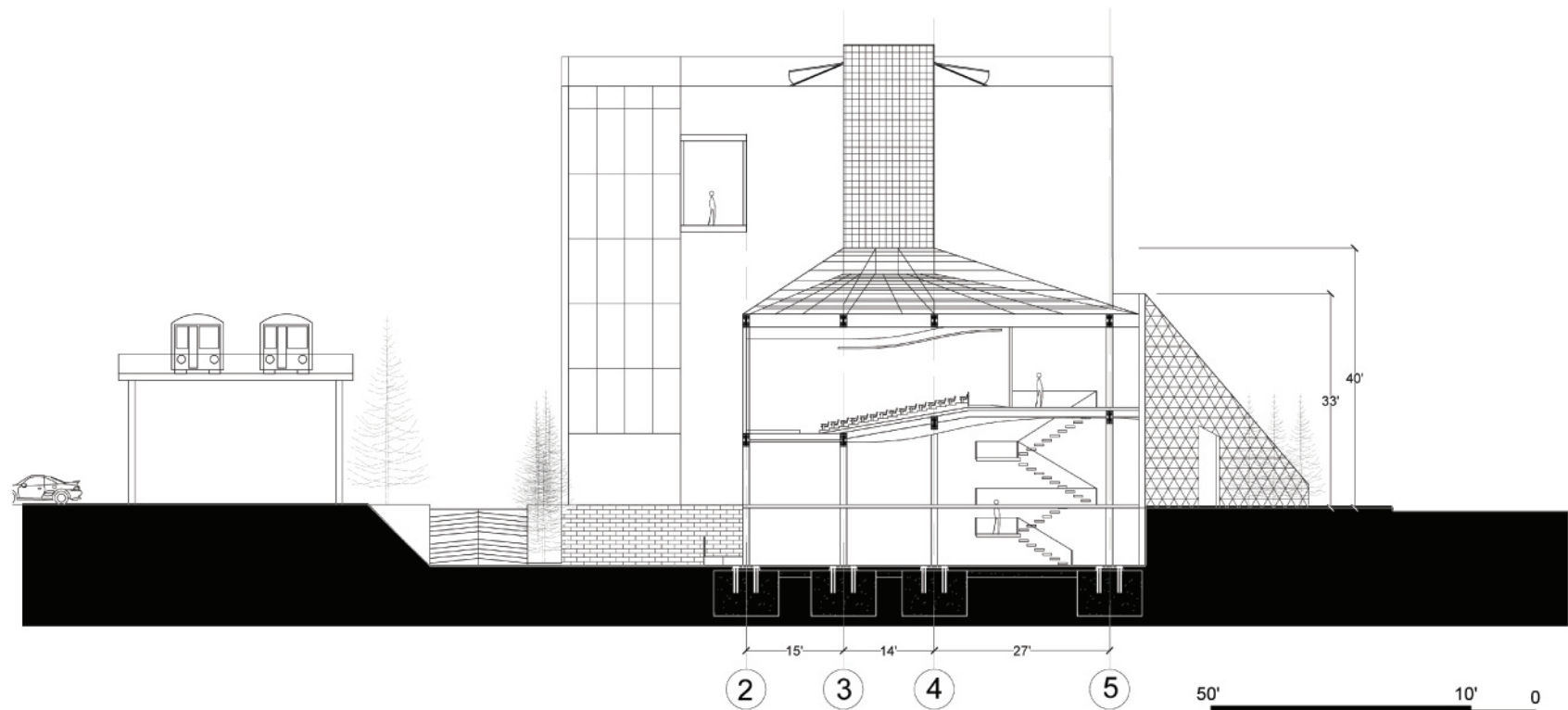
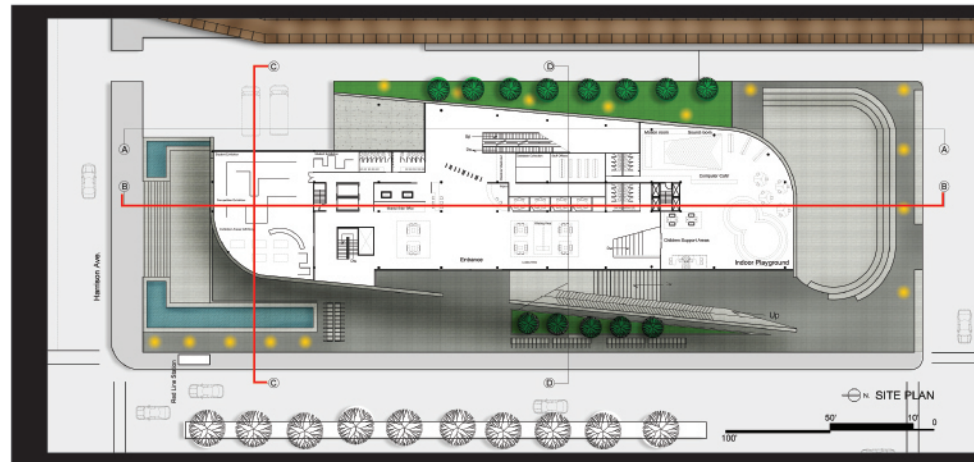
J 37' I 26' H 26' G 28' F 24' E 27' D 30' C 31' B 49' A





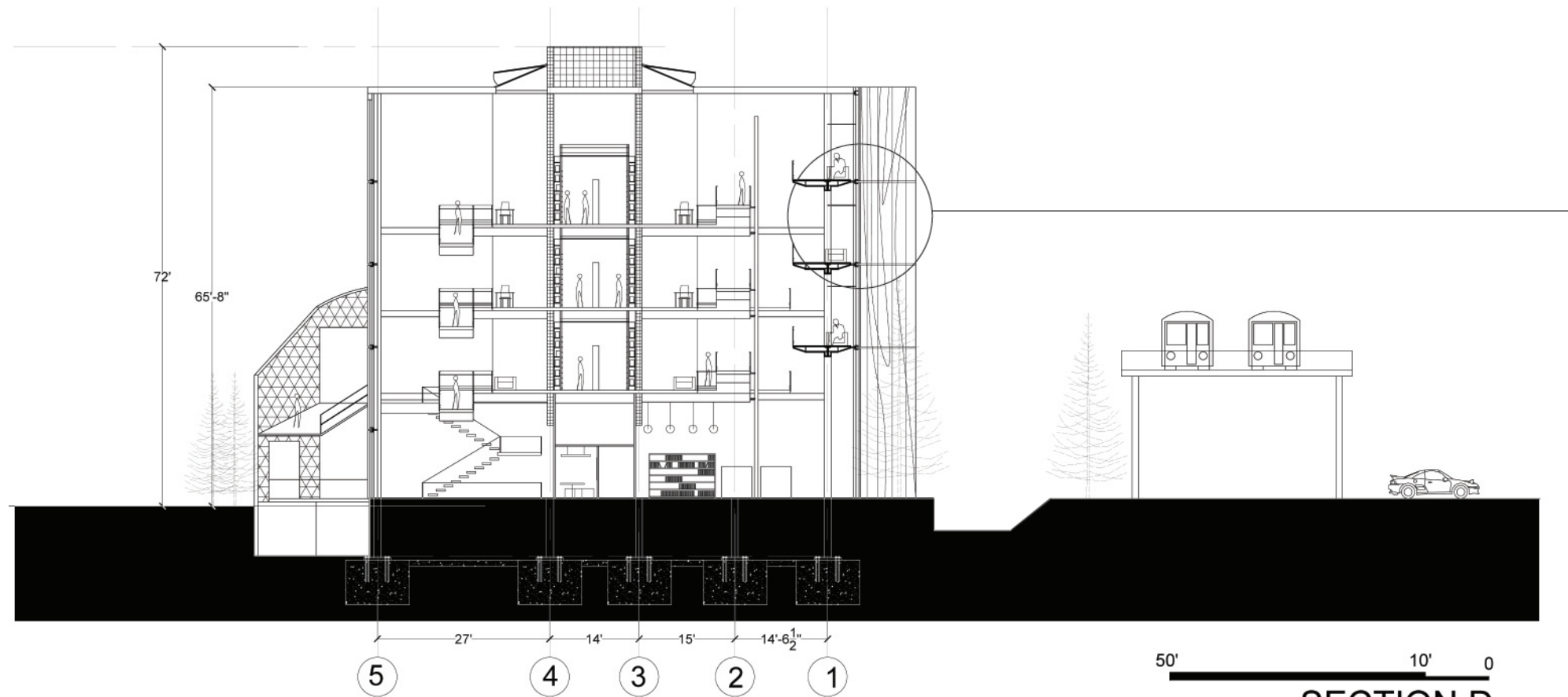
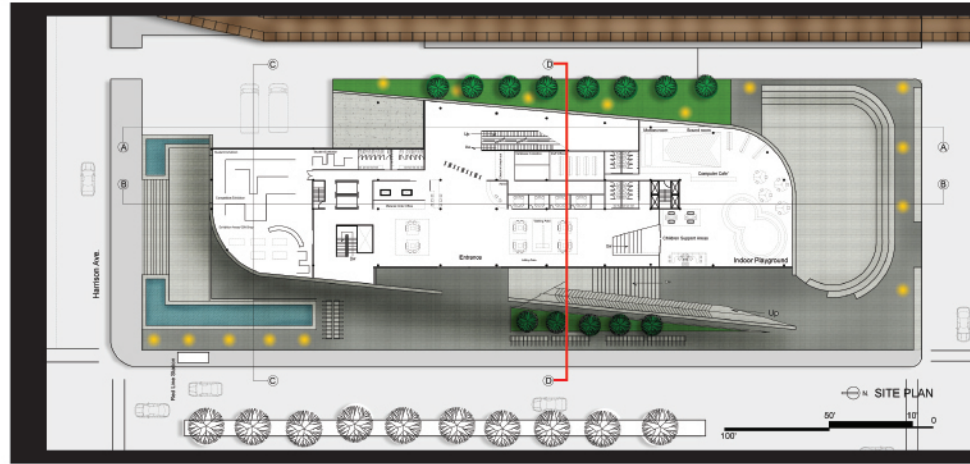
10' 5' 3' 0
Roof Detail



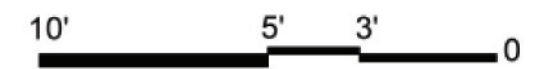
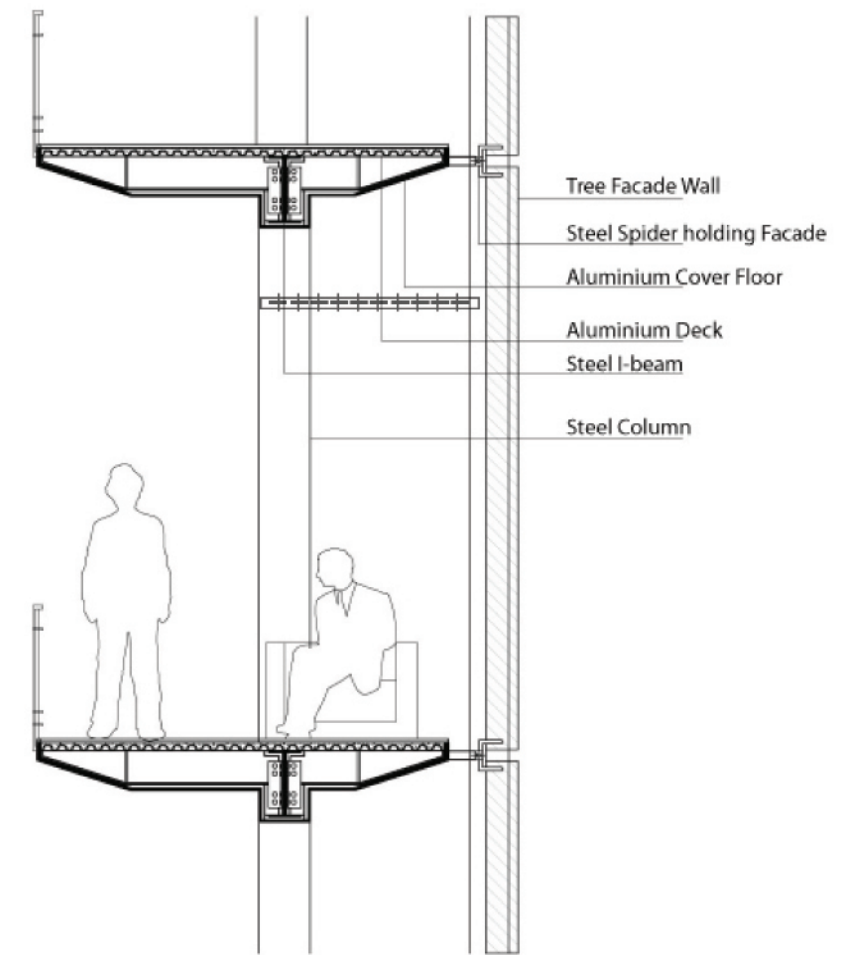




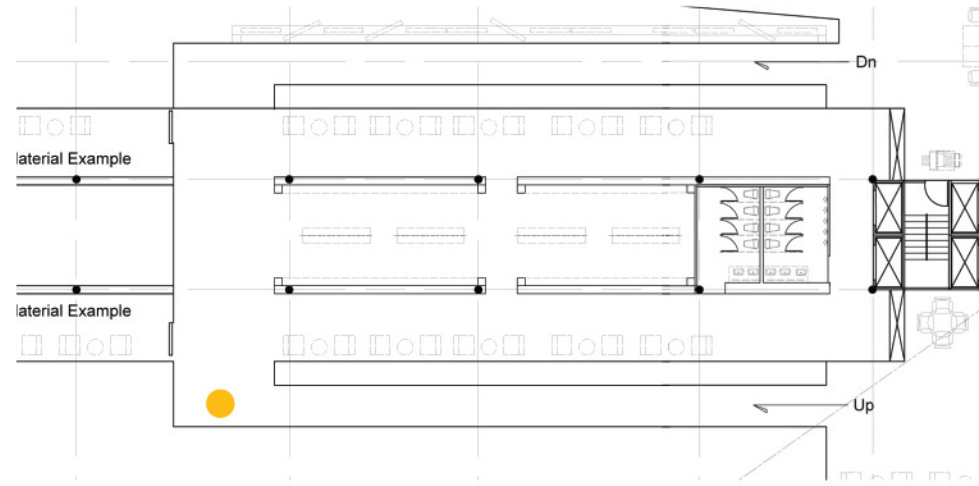
Main lobby



SECTION D



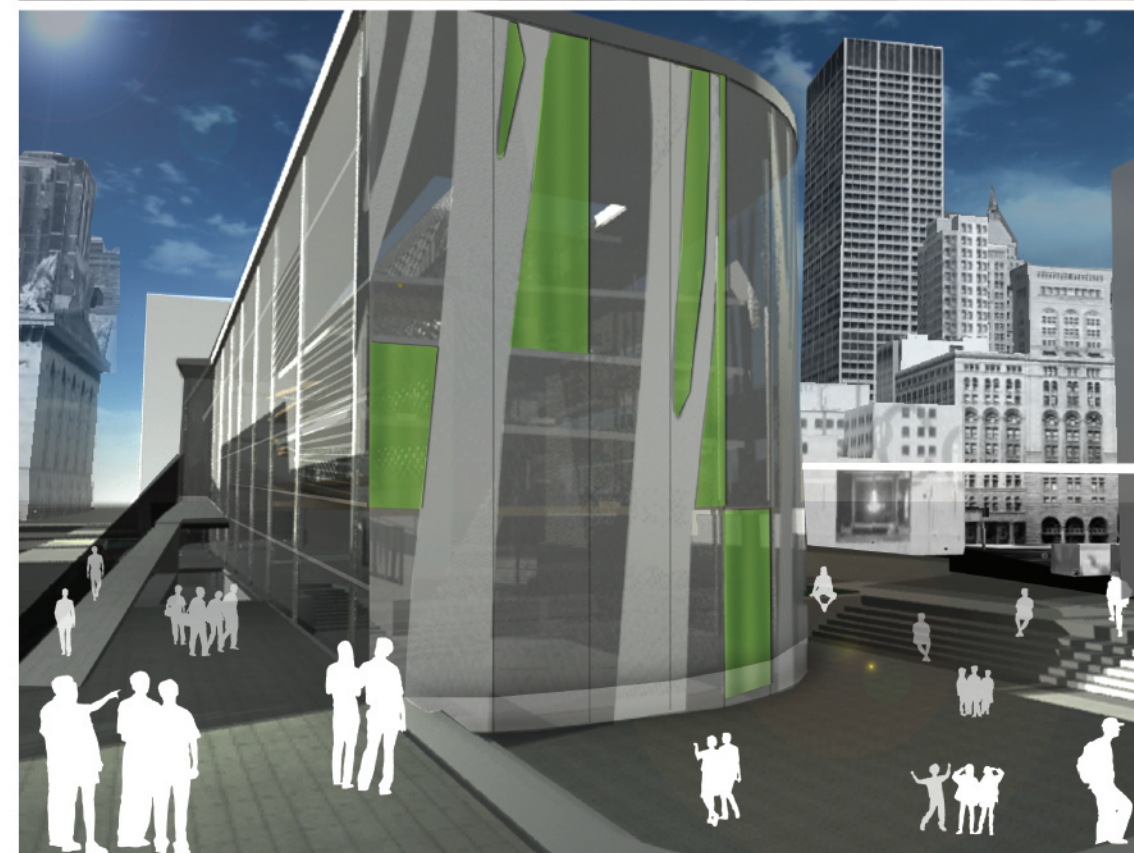
Floor and Facade Details



Main circulation up to the main library

Center Core is the main library and Material core exhibition. User can find many interesting and new both books and material for their design projects.

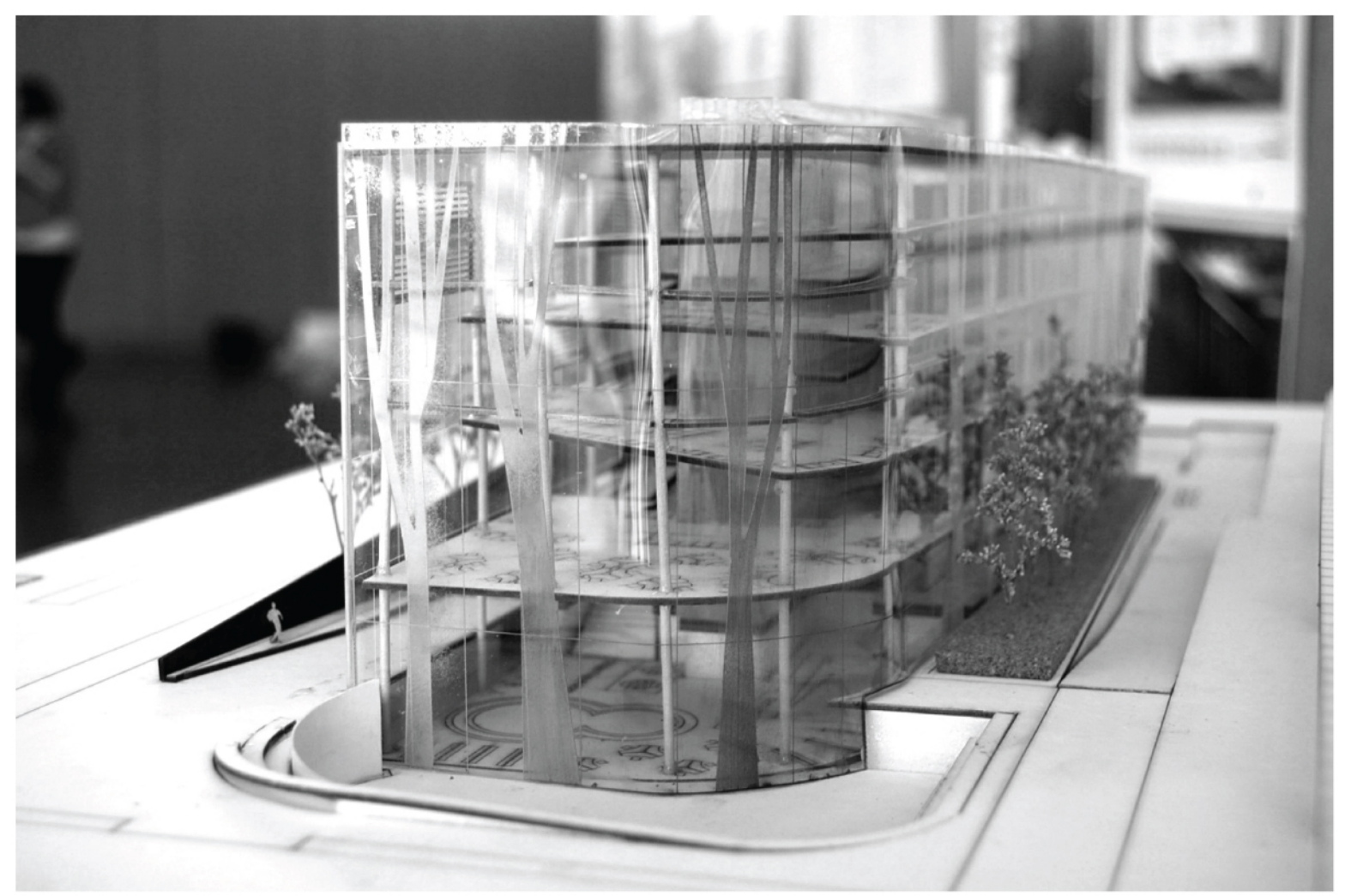
Outside core wall material made with a bid glass pixel wall in many different shade of glass. Also contain lighting inside for light up the project for community during the night time.



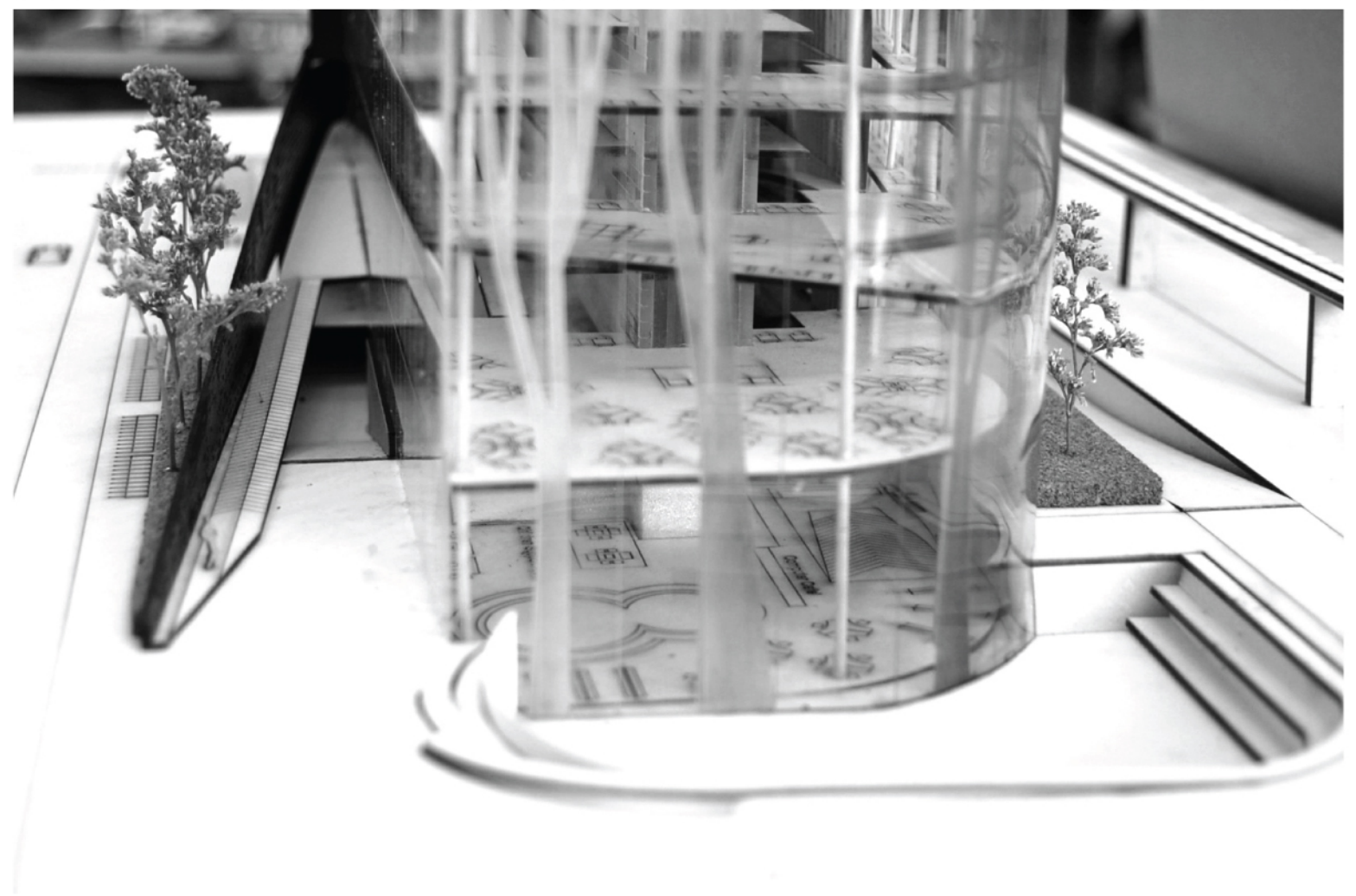
Outdoor activity area for public

Physical Model





Physical Model



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The following resources will inform my process:

BOOK:

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- Gil, Satinder P. Cognition, Communication and Interaction Transdisciplinary Perspectives on Interactive Technology, Cambridge, UK (Ed.) Springer, 2008.
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WEBSITE:

- GestureFX™ Interactive Projection and Visual Display System, patented technology for gesture control of interactive surfaces, signs, displays, devices and games <<http://www.gesturetek.com>>
- V-ORTEX immersion media; immerse, interact, amaze. <<http://www.vorteximmersion.com/index.php>>
- Interactive inventions, design and products. <<http://www.inewidea.com/index.php?s=interactive>>
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