

Section One:

Project Description

Concept Introduction Page: 01
Case Statement Page: 02
Process Statement Page: 03

Section Two:

Project Parameters

Project Typology Page: 06
Project Precedent Page: 14
Project Destination Page: 35

Section Three:

Project Programming

Programmatic Argument Page: 49
Quantitative Analysis Page: 54
Organizational Strategies Page: 63

Section Four:

Project Implementation

Diagrammatic Arguments Page: 69
Formal Response Page: 76
Project Details Page: 102





Section One:

The parable of Hostile Spaces

Amidst the tension of Cold War paranoia and fear, President Dwight Eisenhower pushed a passionately militaristic proposal through legislation to unite the American people through ground mobility. In 1956, the Federal-Aid Highway Act laid the foundation for the network of interstate highways which have become the vascular system of American living.

Infrastructural decisions made in the wake of national crisis' should not be expected to permanently define a project of any scale.

It is unfortunate in this way that America's greatest public works project, founded in the spirit of national defense, would so brashly defile the neighborhoods it proposed to unite. For 36 years, the project persisted toward the singular goal of bringing cities together, expending consideration for community impact in the name of metropolitan growth. Micro-cosmic decisions often went no further than giving city officials a free chance to gentrify without recourse.

Fifty years after Eisenhower ordered lines to be drafted across America, the time has long been upon us to expect more from our transportation infrastructure than broad strokes.

The concept of Hostile Spaces

Highways are undoubtedly the back bone of America's economy and the process of eminent domain is an unfortunate necessity for their foundation. In urban areas, this often means neighborhoods and communities are haphazardly dissected by interstate construction. When a highway overpass cuts through a neighborhood, the land beneath it lays barren through the condemning regulations of Eminent Domain. To make the hostile hospitable, the Hostel Spaces project seeks to reclaim empty spaces filibustered by highway infrastructure and give communities the choice to embrace, or transcend the social, physical and psychological boundaries they have embodied for decades.



Section One:

Discovering Hostel Spaces

Today, the U.S. interstate system comprises a network of over 46,800 miles of roadways. With the addition of America's 113,000 miles of regional highways, there is enough pavement invested in transportation infrastructure to circle the earth six and a half times with a four lane highway.

On the outskirts of high density cities, satellite imagery displays the acrobatic engineering conditions which embody the potential to become a hostel space. The collision of high speed thoroughfares is mitigated through a complex ballet of elevation changes through ramps and overpasses.

Beneath these concrete ribbons lie empty land in the heart of America's most dense locales.

Remediating Hostile Spaces

While the discovery of space disturbed by highway infrastructure requires little more than statistics about major city populations and access to satellite photography, the challenge of seeding these locations with something valuable to the affected communities requires more than a superficial understanding of spatial relationships. For many neighborhoods, time has altered the urban fabric segmented by highway systems. Some have receded from the boundaries while others have reconnected with the other side. Every community views the edge condition of eminent domain in a different context and there is no one wholistic solution to generating a hostel space. No matter the conditions, there are opportunities present to add a layer of livelihood between the ground and the canopy of America's concrete national forests.

				Controlling the Shadows of E	minent
Section	One: Process Brief	5			
	Process Brief				
	Define Locat	portions of a neighborhood interrupted	by infrastructure by following high	way systems through a selected city.	
		ites which have been affected by the hig	phway systems by identifying the	appearance of cuts and out of place	
	eleva	on changes in the urban fabric.			
		ze noted locations' population and density			$A M_{\perp}$
	a nev	development. High density locations off	er an inherent demand for the co	mmodity of space.	1
	Quantify Deter	nine the demographics of an appropriate	d location and quantify available	amonities which sarve the	
		nding community. Utilize local resources			
		le Maps" can provide simple information			++++
					1
	Qualify Post	nalysis; determine the need for missing	or under-represented amenities th	nrough comparative analysis of	5
	surro	nding and case study neighborhoods. C	qualify determined needs through	a community member surveys and	3
	interv	ews.			-} -
					M - M
		pp a project that fulfills the desires and n	eeds of a neighborhood or neighl	porhoods by programming the	,
	vacat	d land determined by site analysis.			5-5
				\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	$\int \cdot \cdot $
				78/	
				77-13-13	
				1 5 1	
				1 / 1 / 2 / 2 / 2 / 2 / 2 / 2 / 2 / 2 /	
				7	
	\				
					~ 1 /
				p)	

Hostile Spaces Hostel Spaces	
Section One:	
Project Goals	
Intangible	Re-shape the connotative imagery of highway infrastructure's affect on urban communities.
	Respect the boundaries imposed by highway infrastructure and it's historic role in a neighborhood's evolution.
	Psychologically bridge, ford or fortify destitute voids in urban fabrics.
	1 sychologically bridge, ford of forthly destitute voids in disaminables.
Tangible	Program community focused spaces in high density locations utilizing land left vacant by infrastructural projects.
	Enhance the environmental qualities of destitute locations through considerations of light, color and materiality.
	Enhance existing infrastructure to support the augmentation of vacant land community connections.
Principles	Community Oriented Focus: Emphasise community thought input during all phases of design.
	Unique Project Identity: Conditional responses to neighborhood diversity shall not be homogenized.
	High Cultural Value: Hostel space projects will be mindful of community values and embrace cultural
	diversity.
	Diverse Program Support: Functionality of a Hostel Space will reach out to widest community base possible within the confines of program definition.
	possible within the confines of program definition.
·	
Page: 4	Re-Visioning Highway Infrastructure

Section Two:
Project Parameters

Masters Project - IIT 2010

Section Two: Project Typology

Subjective

To define a space as inhabitable is by its very definition, a lesson in subjectivity. Our perceptions of comfort and quality of living only reveal the expectations we have for a place if it is to be considered inhabitable. Subjectivity is persistent however, and the men, women and children who seek shelter beneath the canopies of highway infrastructure would surely jest at my effort to provide any such definition through the autonomous reaches of satellite imagery and internet search engines.

Objective

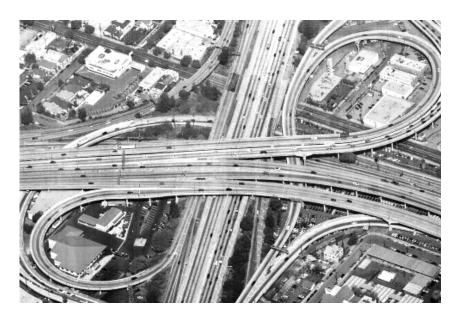
Instead, the idea of hostel spaces has been broken down into a typology of scale. By considering the spatial implications of an infrastructural elements size and scope, consideration for spatial experience quickly follows. The following page illustrates existing infrastructural typologies in a variety of both scale and region which for the sake of this research are made up of Low, High and Colossal infrastructural dilemmas.



Section Two: Typological Examples



Brooklyn Bridge Overpass- New York, New York



I-10, I-110 Interchange- Los Angeles, California



Detroit, Superior Bridge Overpass- Cleveland, Ohio



South Boston Station - Boston, Massachusetts

Section Two:

Low Infrastructural Dilemmas

Condition

Highway and elevated rail overpasses, typically built an elevation of twenty feet above ground level or less.

Overpass spans often occupy an extent of land beyond an overpass which is filled in via retaining walls or service

roads.

Noise levels are consistently high due to vehicle traffic within the confined spaces beneath a subject overpass or rail

line.

Occupants

This underpass land is often void of any programmed occupants. City and state maintenance crews utilize these empty spaces as storage areas for equipment and vehicles. Vagrant residents gather beneath these spaces seeking shelter from the elements of nature. The confined conditions of these spaces has a sense of place about them when seen bustling with the activity society has deemed rude to stare upon.

Response

Develop land to support existing utilization both intentional and illicit. Build out locations to provide an air of intent and dignity about a space. Potential programs include service garages, gated equipment yards, alternative sports venues, soup kitchens and homeless shelters.

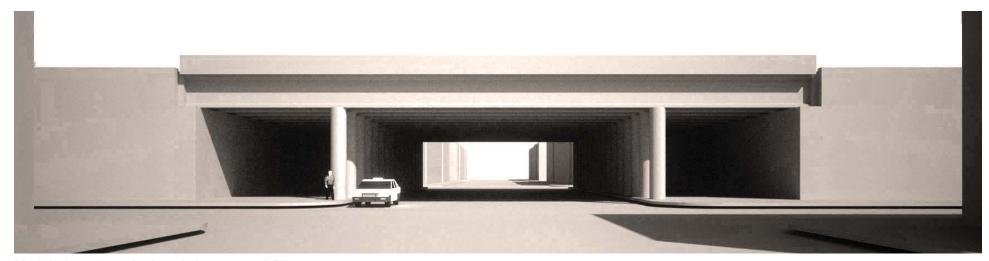
Section Two: Typological Examples



Living beneath Chicago's elevated trains



Improvisational shelter below overpasses



Modeled typology for Low Infrastructural Dilemmas

Section Two:

High Infrastructural Dilemmas

Condition

Highway and elevated rail overpasses, typically built more than twenty feet above ground level. High infrastructural dilemmas extend for considerable distances before touching the ground.

Noise is of lower intensity due to larger spatial conditions and elevation of highway traffic. Rail traffic still imposes considerable noise pollution.

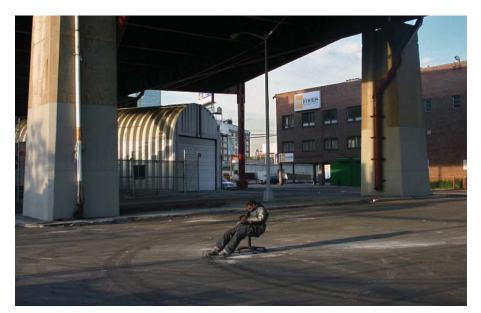
Occupants

Underpass land is often void of any intentional occupancy. Municipal vehicle storage is common in these areas in addition to infrastructural maintenance equipment and supplies. Public parks are occasionally installed after completion of highway construction but typically fall into disuse without surrounding support programs. Vagrancy is less common due to the openness space beneath overpasses of this type.

Response

Develop land to support public accessibility and utilization of the space. Develop or redevelop parks and programs which relate to local community activity and encourages engagement with infrastructures sheltering potential. Potential programs include public parks, community centers, residential, conventional commercial programs, small venue or alternative theatrical and sporting activities.

Section Two: Typological Examples



Inhabitable vacancy



Adapted space below bridge



Modeled typology for High Infrastructural Dilemmas



Wedding photo shoot

Section Two:

Colossal Infrastructural Dilemmas

Condition

Highway and elevated rail overpasses and bridges typically built over waterways, other highways, or uninhabitable locations at an elevation greater than fifty feet.

Noise is of lower intensity due to larger spatial conditions and elevation of highway traffic. Rail traffic may be less interruptive beneath these structures.

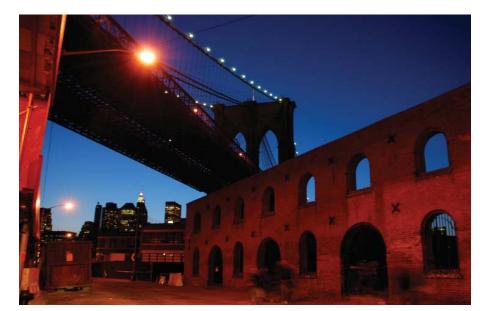
Occupants

Occupancy may take several forms beneath these spaces. Less restrictive elevation conditions have allowed for building construction in many urban areas. Existing buildings are often warehouses or other industrial facilities.

Response

Develop land to support large scale public accessibility and utilization of the space. Develop or redevelop parks programs and buildings which promote city wide activity and engagement with infrastructures massive or iconic identity. Potential programs include public parks, community centers, commercial and residential program, large venue theatrics, musical and convention spaces.

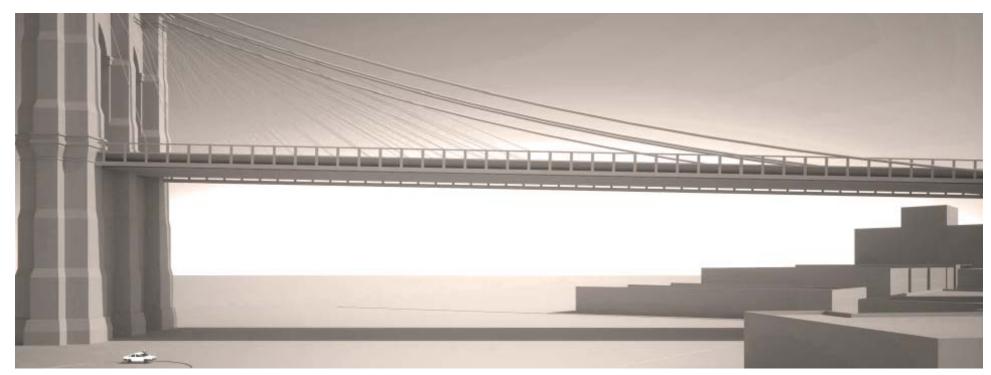
Section Two:
Typological Examples



Brooklyn Bridge East bank



Brooklyn Bridge West bank



Modeled typology for Colossal Infrastructural Dilemmas

Section Two:

Typological Precedence

Section Two:

Typological Precedence

Project Spacebuster, Nomadic

Creator Raumlabor, Berlin

Response

The Spacebuster is built on the basis of a step van and a big inflatable space coming out of the back of the van fitting up to 80 persons in it. People enter the bubble through the passenger's door of the van walking through to the back down a ramp right into the inflated space. The bubble is supported by air pressure generated by a fan underneath the ramp. The membrane of the bubble is translucent so people on the inside can see schematically what's going on outside and vice versa. So the membrane acts as a semi permeable border between the public and the more private.

Traveling through Manhattan and Brooklyn on 9 consecutive evenings the Spacebuster hosted various events that emerged from cooperations of Raumlabor Berlin, the Storefront for Arts and Architecture and different local art institutions, nonprofit organizations and communities. The mixing of more formal formats as workshops, lectures, screenings etc. with everyday easily accessible program as dinners, bar gathering and parties created a special atmosphere to the space as well as the momentum of the visibility of the things happening to the public. For instance there were workshops about the development of a public area held within the Spacebuster on the spot where the further development was supposed to take place. Thus the questions discussed and the developments projected were catalyzed by the pathos of the real.

As a research tool the Spacebuster disclosed the peoples relation to the urban space as well as a quite big amount of invisible borders within the city that shape the built and the social space.

-Raumlabor



The Spacebuster taking a call



The Spacebuster in use



Spacebuster spatial juxtaposition



Spacebuster interior

Section Two:

Typological Precedence

Project Urban Plaza, Milwaukee Wisconsin

Creator La Dallman

Response

"The Urban Plaza converts an unsafe underbridge area into a civic gathering space for film festivals, regattas, and other river events. The position of the Urban Plaza within the existing viaduct presented an unusual challenge due to the lack of natural daylight for plant growth. Accordingly, this area could not be defined through landscape design in the conventional sense; rather, concrete benches are set amidst a moonscape of gravel and seating boulders. The benches provide a respite for pedestrians and bicyclists as they make their way across the Marsupial Bridge, and by night the benches are lit from within, transforming the Plaza into a beacon for the neighborhood. This strategy challenges the traditional notion of public space as a "town square," or "village green," and provides a site-specific program for the underbridge zone."

- La Dallman



Urban Plaza context



Adaptive program one



Adaptive program two



Seating detail

Section Two:

Typological Precedence

Project Burnside Skate Park, Portland Oregon

Creator Skateboarding Community

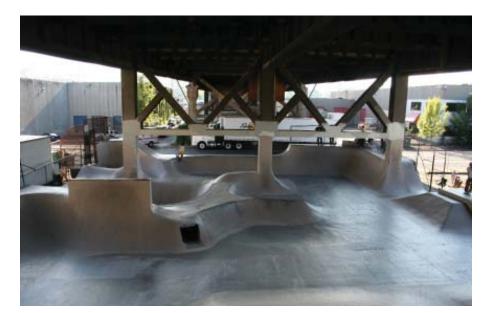
Response

In the Summer of 1990 a group of Oregon skateboarders decided they needed a new place to ride. With shovels and individual bags of cement, they began to construct what has become a global icon for concrete skate park construction. When an on ramp to highway I-5 in Portland went under construction, local skaters struck a deal with laborers to leave behind excess concrete at the end of working days. Once a steady revenue of cement has been acquire, the park began to grow and evolve in an exponential way. The growth of the park spurred local popularity, which in turn provided a broader workforce for new ramp experiments and creation.

Over the years Burnside has been mentioned or featured in countless magazine and newspaper articles, on MTV sports, in the Hollywood movies "Free Willy" and "The Hunted", numerous skateboard videos, two different video games, in various books, and more. At the time of it's creation, nothing like it had ever been done. Every skater knows what Burnside is. Every skater would like to visit it at least once. That's what makes it legendary.

-Various Contributors

...Burnside is an awe-inspiring pilgrimage site because the right fanatics built it for all the right reasons - the opposite of the deplorable travesties that occur when architects completely ignore their constituency to design flawed skate parks..." -Jocko Weyland



Ramp network context



Proportional relationship



Burnside's humble, illegal beginnings



Adaptation for skaters, by skaters

Section Two:

Typological Precedence

Project McCormick Tribune Campus Center, Chicago Illinois

Creator OMA, Rem Koolhaus

Response

The McCormick Tribune Student Center on the campus of the Illinois Institute of Technology, Chicago, is Rem Koolhaus's contrapuntal infill in Ludwig Mies van der Rohe's "immaculately modern desert." The one-story building holds aloft an oval tube which encircles an elevated tracks. Not only does it muffle the noise from passing trains, it absorbs a disturbance, one which has for decades split campus life, separating student residences on one side from classrooms on the other side.

- OMA

Previously a parking lot heavily trafficked by students over which the tracks of the noisy Chicago 'L' pass. An important aspect of Koolhaas's design concept was to track the movement of students across the lot, which informed the set of diagonal passageways that were ultimately built to serve as the center's interior thoroughfares. Between these pathways were included a number of campus functions, which had previously been spread around campus, such as the student bookstore and the campus post office. Also involved was a connection to the new campus cafeteria, to be created in a renovated version of Ludwig Mies van der Rohe's 1953 Commons building.

A major design challenge was what to do with the noise of the public transit tracks passing through the lot. The ultimate solution to this problem was to enclose a 530 foot (160 m) long section of the tracks in a stainless steel tube passing over the building. Interesting to note is that the tube's support structure is completely independent of the building's, in order to minimize vibration passing between the trains and the building.



Elevated rail response



Programmatic materiality



Juxtaposition of circulation



Spatial references

Section Two:

Typological Precedence

Project A8erna, Koog an de Zaan

Creator NL Architects

Response

The project is an attempt to restore the connection between both sides of town and to activate the space under the road. After being treated for more than 30 years as a blind spot in the community the passive attitude of the people was replaced with the quest for optimistic interventions. Instead of a disaster, the space under the road was now considered an opportunity.

-NL Architects

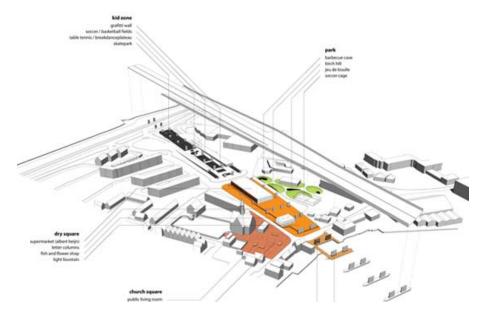
The wishes and suggestions of the community are laid down in a document called A8ernA. The locals –from residents to retailers and from young to old- came up with numerous proposals that were used as the starting point for urban renewal among which a supermarket, a flower and a fish shop, parking spaces for 120 cars, a better connection to the river, a 'park' and a so-called 'graffiti gallery'. The plan was developed in close collaboration with the local government and the population.

Under the road from west to east you'll find 'loveseats', a skate bowl, the so-called 'Ramp Scape' and Toy Area, a Break Dance Stage, table soccer, a soccer field, a basketball pitch, parking, a cross street, the covered square with the supermarket, 'letter columns', the flower and fish shop, a light fountain, another cross street, a sculptural bus stop, a mini-marina, the 'panorama deck' and the River. Next to the highway is a small park with some hills that intensify the experience of the greenery. Carved out from these are a 'barbecue cave' and a soccer cage.

-Various Contributors



Highway Integration



Programmatic distribution



Program diversity one



Program diversity two

Section Two:

Typological Precedence

Project The High Line, New York New York

Creator Friends of the Highline, James Corner et al.

Response

The High Line was originally constructed in the 1930's, to lift dangerous freight trains off Manhattan's streets. Section 1 of the High Line is open as a public park, owned by the City of New York and operated under the jurisdiction of the New York City Department of Parks & Recreation. Friends of the High Line is the conservancy charged with raising private funds for the park and overseeing its maintenance and operations, pursuant to an agreement with the Parks Department.

When all sections are complete, the High Line will be a mile-and-a-half-long elevated park, running through the West Side neighborhoods of the Meat packing District, West Chelsea and Clinton/Hell's Kitchen. It features an integrated landscape, designed by landscape architects James Corner Field Operations, with architects Diller Scofidio + Renfro, combining meandering concrete pathways with naturalistic plantings. Fixed and movable seating, lighting, and special features are also included in the park.

-James Corner



Re-grading the urban condition



Spatial concepts



Material expression



Relation to built environment

Section Two:

Typological Precedence

Project I-5 Colonnade Park, Seattle Washington

Creator Seattle cycling community with Seattle Parks and Recreation

Response

Under highway I-5, open space was reprogrammed to include an off-leash dog area, stairs to make pedestrian connections between divided neighborhoods, and a mountain bike course. Reclamation of the highway space was done through the support of the Seattle parks district and local communities. Community meetings guided the process of choosing suitable program for the site and volunteers from mountain biking organizations provided trail design advise and construction labor. Portions of the land were also allocated for public art installations such as John Roloff's seventh climate project.

- Seattle Parks and Rec.

Covering about 7.5 acres under Interstate 5 in Seattle, Washington, is the I-5 Colonnade Park. Weaving through this concrete forest are trails, pedestrian crossings connecting two neighborhoods, an off-leash dog park and a couple of picnic areas. A major portion of the park is a series of mountain bike skills trails constructed by the Evergreen Mountain Bike Alliance and its volunteers.

This park, together with Burnside Skate park show a deep contrast to the highly designed concepts seen in the works of Koolhaus, SWA, NL, and Hargreaves. It suggests a way to rehabilitate these forgotten, dark urban spaces without eradicating heterogeneity and fostering exclusion, which often accompany so many regeneration projects. This park is "dirty," not Dutch, but thrives nonetheless.

- Pruned Magazine



Juxtaposing the infrastructural forestation



Community support



Reconnecting neighborhoods



Radical re-programming

Section Two:

Typological Precedence

Project Buffalo Bayou Promenade, Houston Texas

Creator SWA Group

Response

The Buffalo Bayou Promenade connected Houston's downtown core to the river park to the west under and through a neglected and near impossible mess of freeways and bridges, adding 23 acres of parkland to Houston's inner city. The landscape architect's early visioning and then implementation converted a trash-soaked eyesore — intimidating to pedestrians and detrimental to flood control efforts — into 3,000 linear feet of urban park that provides a prominent gateway to downtown Houston.

-SWA

Traditionally, development had turned its back to this portion of the bayou. Towering freeway structures criss-cross the corridor, blocking out sunlight and spilling concentrated sheets of water off their sides during rain storms. The waters of the bayou bring with them debris, trash and silt that are constantly being deposited along the bank. Pedestrians who venture into this segment are more than 30' below the grade of surrounding streets, out of view and with few access points. Excessively steep banks are subjected to severe erosion. Invasive plantings were overgrown and created unsafe walking conditions for pedestrians. Recognizing these challenges, the design team employed a number of site specific design solutions to make a successful pedestrian environment.

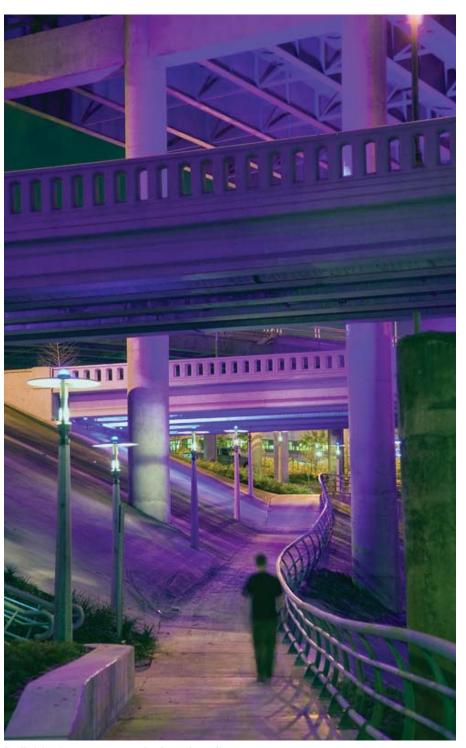
Extensive re-grading of the site enabled the team to lay back slopes, thereby helping to improve views into the park while also reducing the impact of erosion and improving flood water conveyance. A system of stair and ramp connecting points at each roadway crossing provide safe, convenient and frequent access opportunities. LED lights incorporated into stairway railings wash the ground plane, offering an urban atmosphere that contrasts with the abundant green plantings along the bayou. Commissioned artwork, poetic interpretations of canoe frames, frame each park portal providing visitors a symbolic link between the city's arts district and its historic channel.



Naturalization of infrastructural surroundings



Massive programmatic functionality



Individual programmatic functionality

Section Two:

Typological Precedence

Project Waterfront Park, Louisville Kentucky

Creator Hargreaves Associates

Response

The master plan and park design reclaims 120 acres of derelict industrial waterfront by re-engaging Louisville and the Ohio River. One million square feet of residential, office, and retail space bracket the sloping centerpiece: the 12-acre Great Lawn. The Park includes an expansive public gathering space, festival plaza and fountain overcoming barriers of expressway and roads to draw people to the river. Riverine landforms afford spectacular views of the river and city from elevated play meadows. The rising landforms enclose more intimate spaces, opening out to inlets and riparian habitat.

- Hargreaves

Built in what used to be blighted industrial landscape severed from the urban fabric by rail lines and an elevated highway, Hargreaves Associates' Waterfront Park in Louisville, Kentucky is now a premier public open space. Once inaccessible, an absence and an abscess in the civic life of the city, the area now teems with activity. The centerpiece of the whole park, the 12-acre Great Lawn, runs under an 8-lane segment of Interstate 64 and then slopes gently down towards the river, providing that once missing link between the downtown area and the Ohio River. The Great Lawn also provides expansive views of the waters and the city, and unsurprisingly, it gets completely overtaken by crowds during major events. More tranquil areas can be found in the rest of the park, all of which are intimately tucked within meandering landforms that either mimic the flow of the river or the flow of traffic or both. Another major piece of the park will be an abandoned railroad bridge adapted to provide a bicycle and pedestrian crossing to the other side of the river. Rather than tearing it down, this infrastructural remnant will be treated as a sort of monumental public sculpture, a reminder of the city's industrial past.

- Pruned Magazine

Section Two: Typological Precedence



Reconnection to waterfront



Embracing sheltering qualities of the highway



Massive programmatic filter

Section Two:

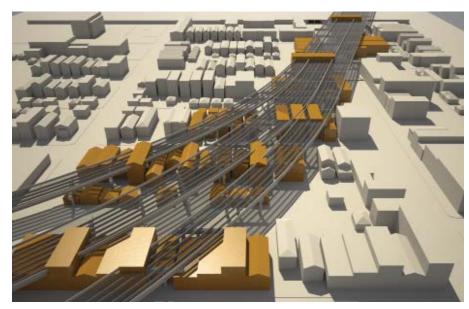
Project Destination

lostile Spaces Hostel Spaces	
Section Two: Project Destinat	ion
Location	Armour Square, Chicago Illinois
Infrastructure	Colossal
Occupants	On the South side of Chicago, a community named Armour Square is wedged between an
	elevated rail line to the West and the culmination of an interstate and elevated railway to the East. These barriers have confined the neighborhood to an area four to five city blocks
	wide for the entirety of its length. In 1962, over 70 parcels of land were razed to make way
	for an overpass connection between the aforementioned Interstate 94 and the Westbound
	highway I-55. Currently the highway looms above 236,258 square feet of residential and
	commercially zoned property which lay vacant as a continuous strip spanning the width of
	the neighborhood. In the years following the overpass completion, Armour Square would
	lose over thirty percent of its population before seeing growth again in the 1990's.
	Armour Square, despite its inheritance of three concrete borders is growing again. On
	the shoulders of a single Italian eatery there is a street life on West 26th. With a density
	level of over 16,000 people per square mile, the community immediately surrounding the
	I-55 overpass holds more than eighty percent of the neighborhood population and for good
	reason. Within walking distance to the South is the home of Chicago's White Sox baseball
	team and in closer proximity to the North is the cities iconographic Chinatown. Additionally,
	Armour Square sits minutes away from the McCormick convention center, two University
	campus' and public transportation stops which serve the city's downtown loop.
ge: 36	Re-Visioning H <mark>ig</mark> hway Infrastructure

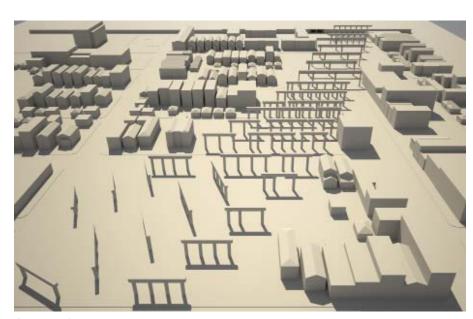
Section Two: Destination History



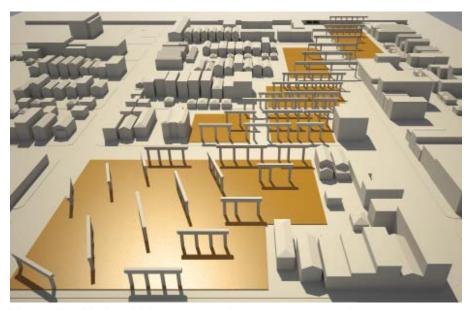
Armour Square 1960



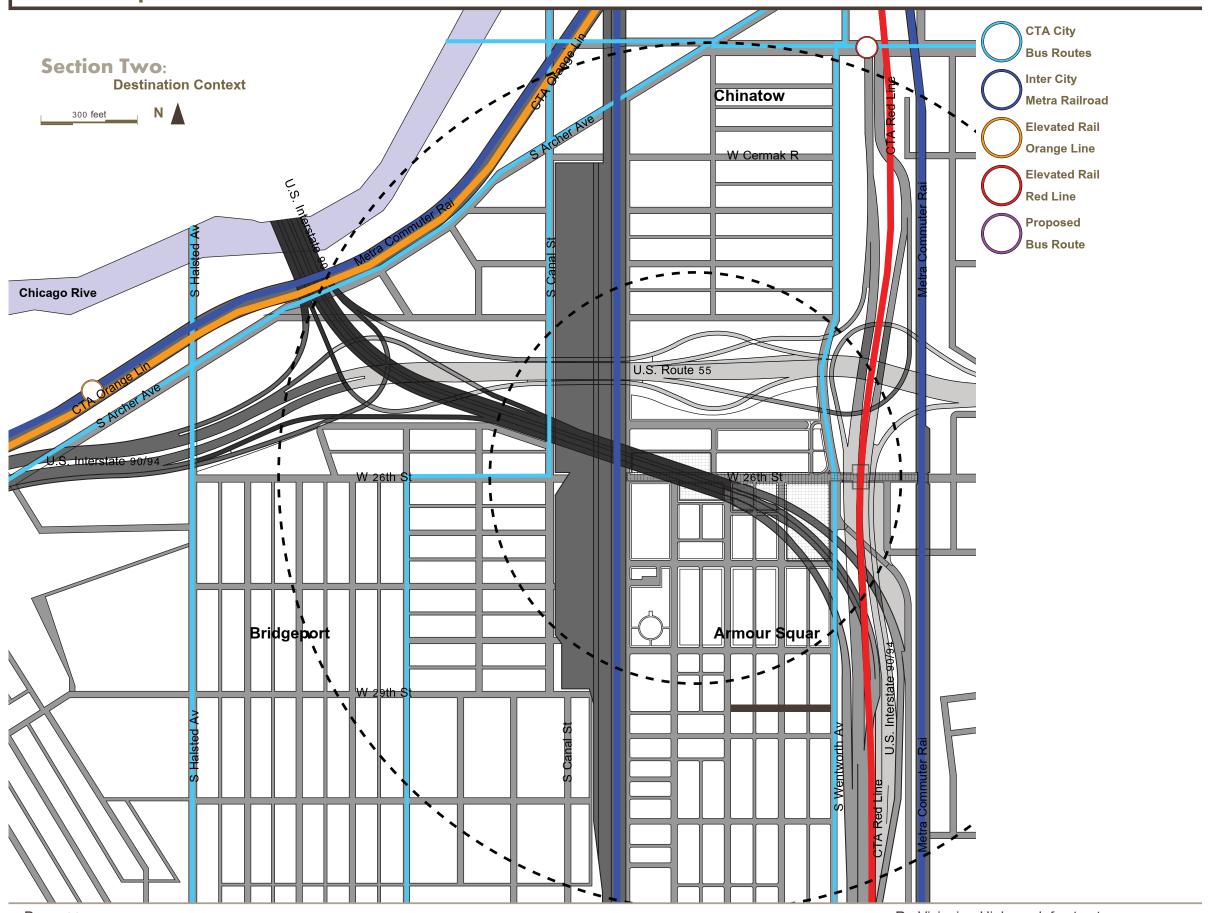
Highway construction razed 70 land parcels in 1962

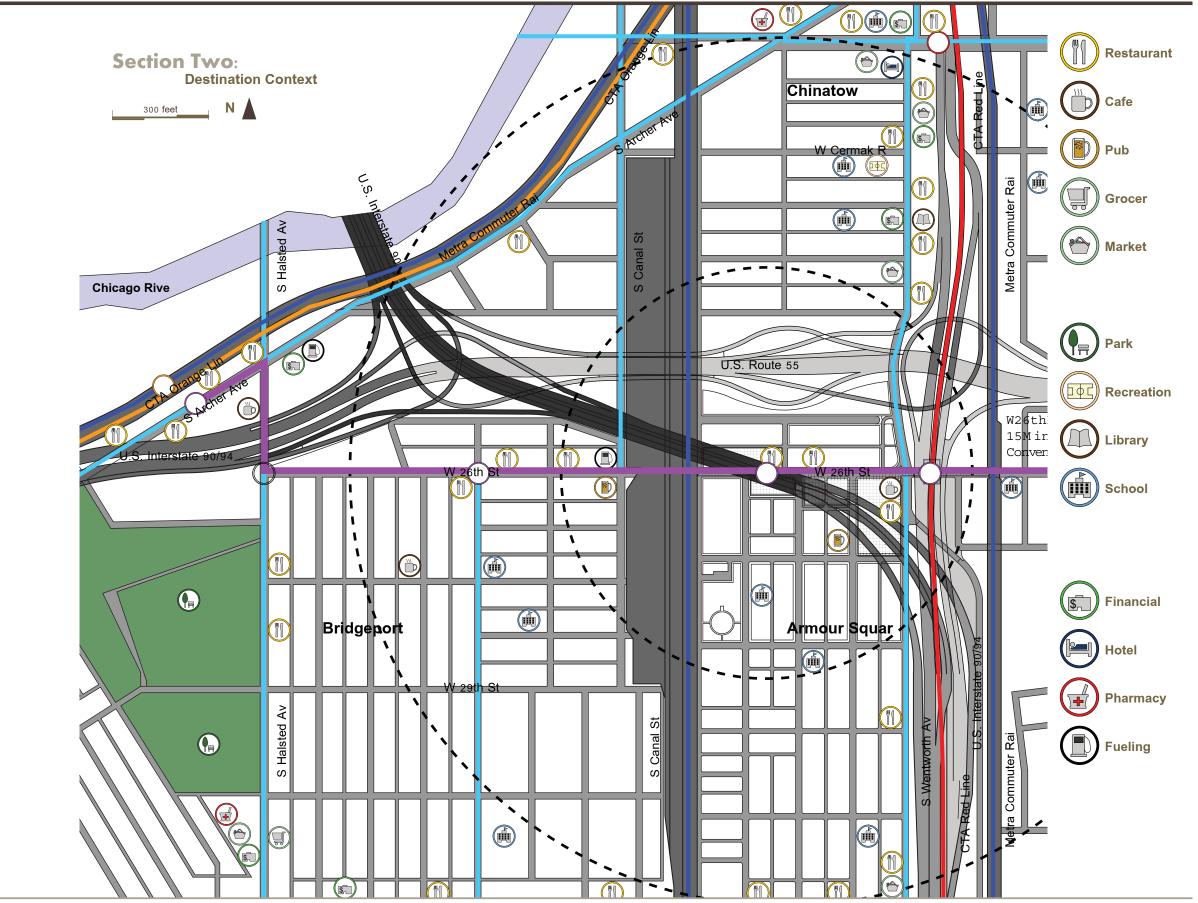


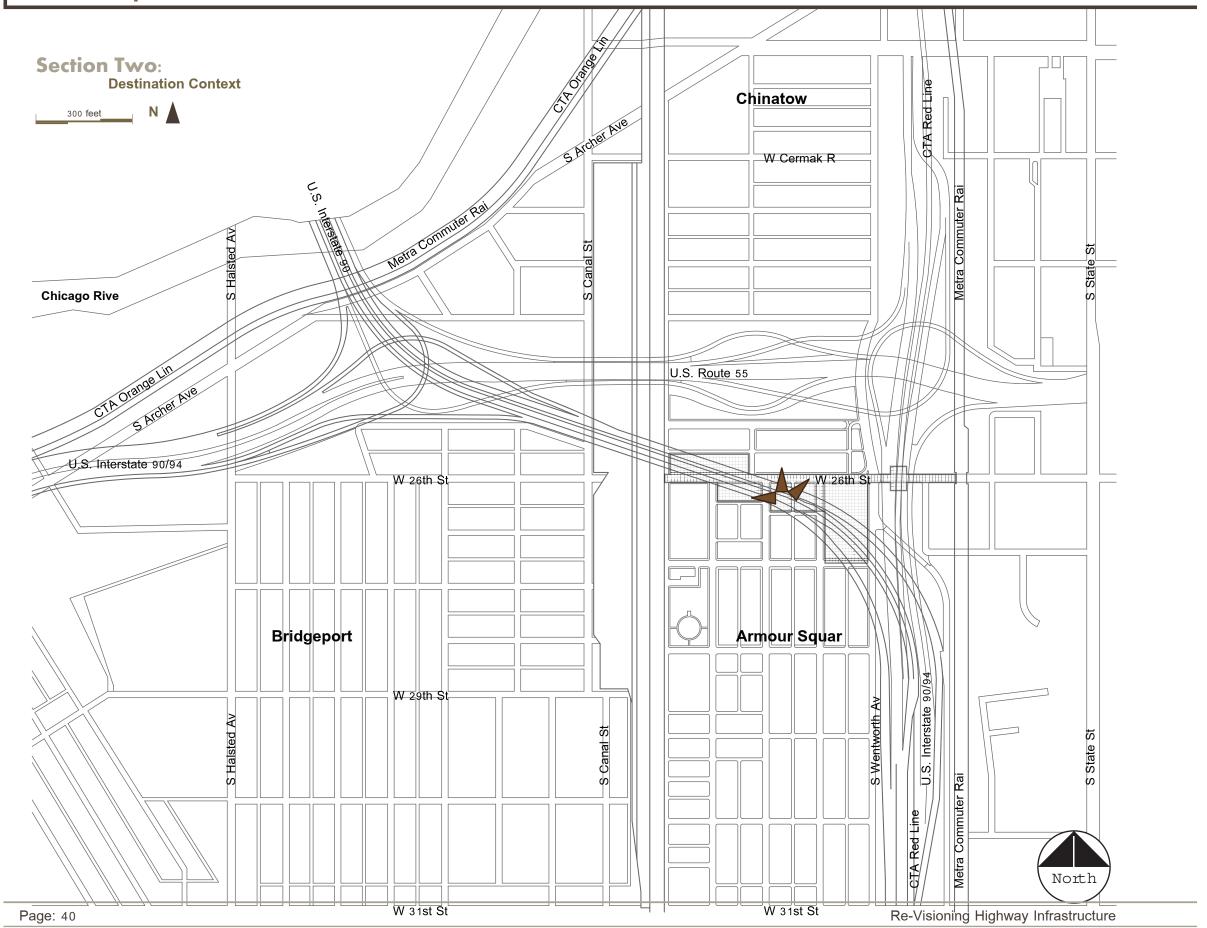
Armour Square 2010

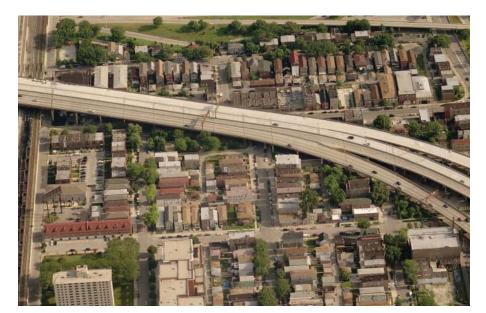


Vacant land below highway exceeds 236,000 square feet









Aerial photo looking North



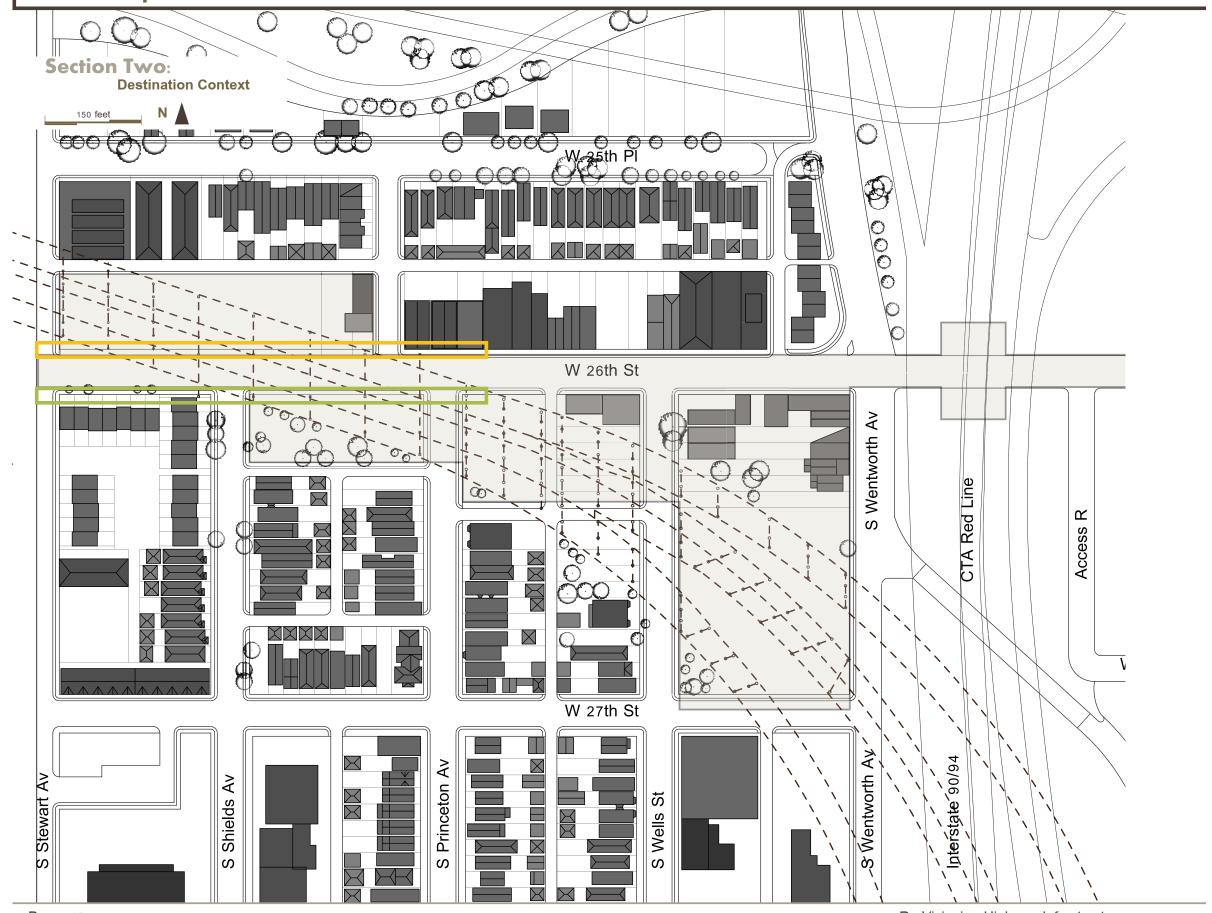
Below Highway looking West



Below Highway looking North



Below Highway looking Northeast





Northern site conditions



Southern site conditions





1. Exiting West tunnel



2. West 26th and Stewart heading East



3. West 26th and Shields heading East



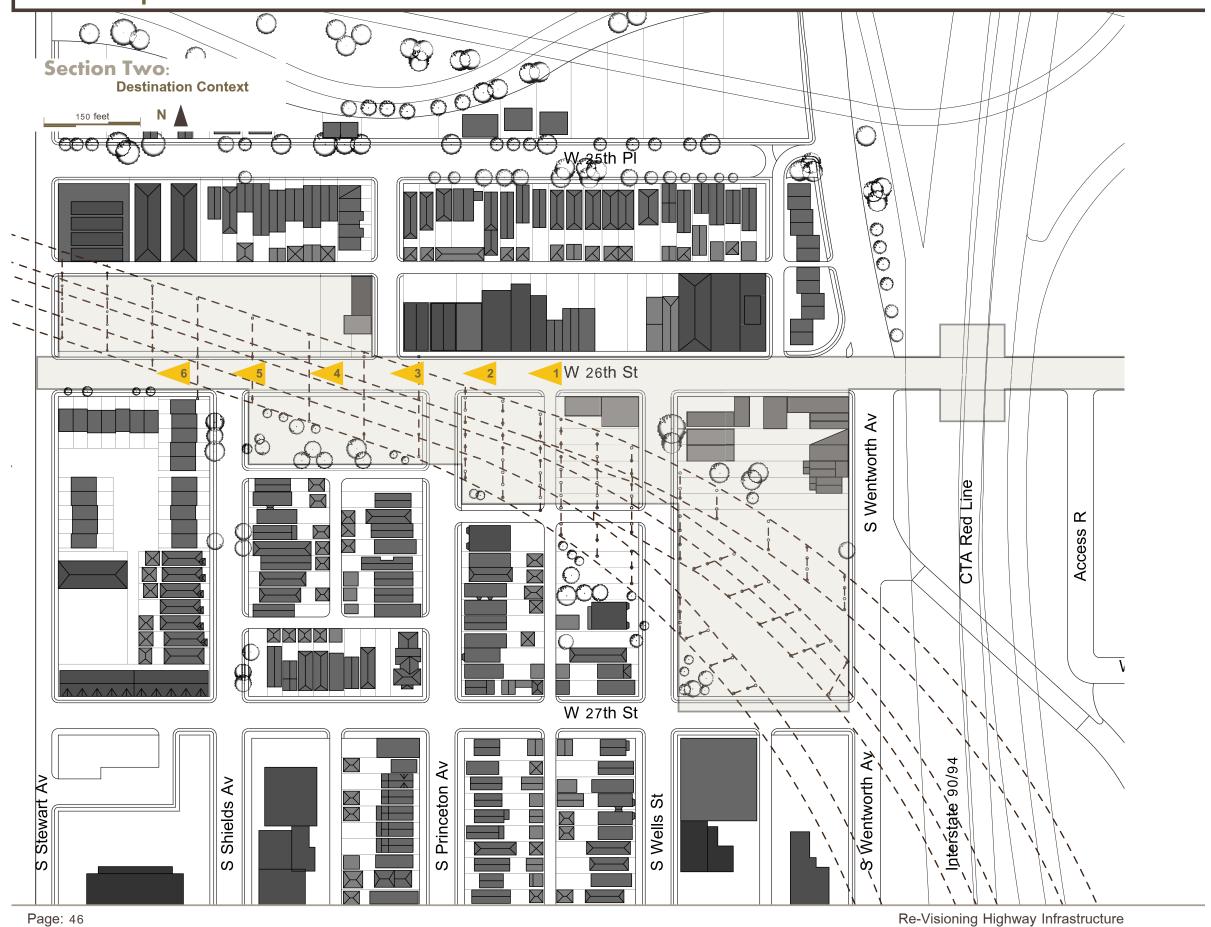
4. West 26th and Shields heading East



5. West 26th and Princeton heading East



6. West 26th and Princeton heading East





1. West 26th entering Site heading West



2. West 26th and Princeton heading West



3. West 26th and Princeton heading West



4. West 26th and Shields heading West



5. West 26th and Princeton heading West

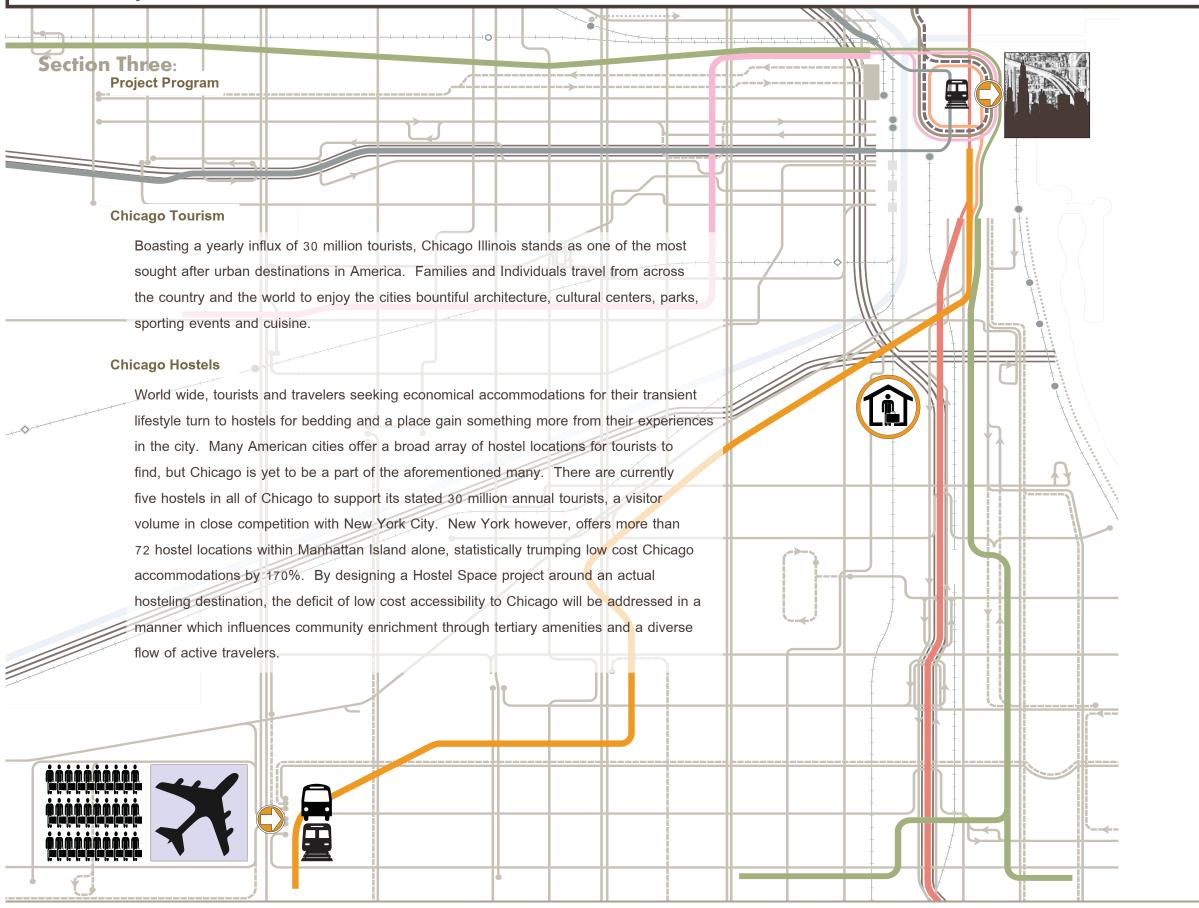


6. West 26th entering West tunnel

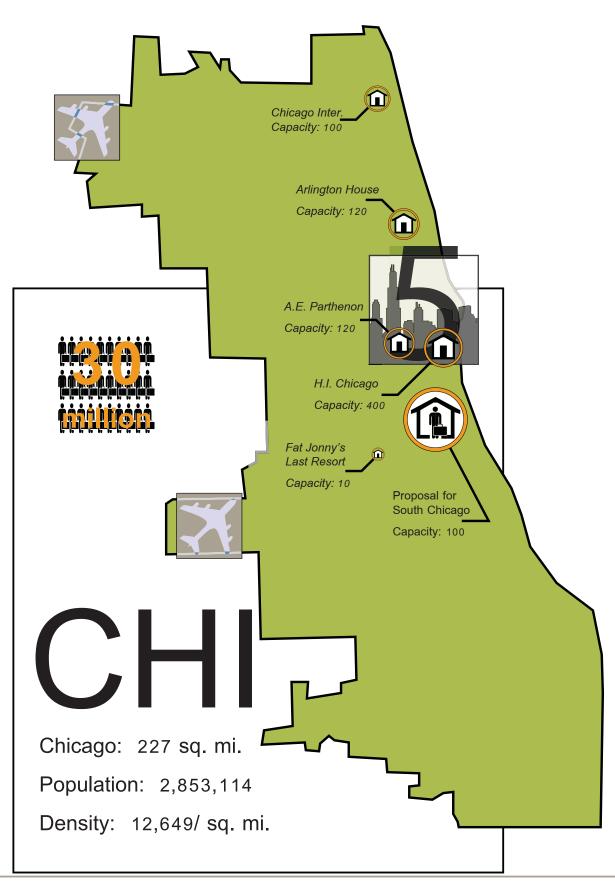
Section Three:

Project Programming





Page: 50





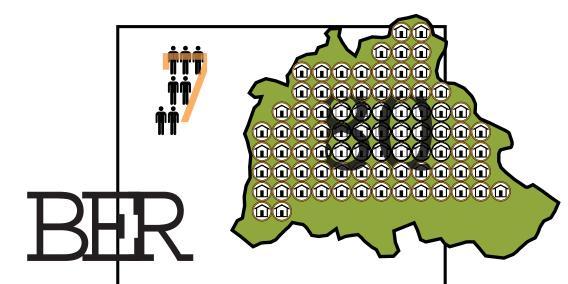


SFO

San Francisco: 47 sq. mi.

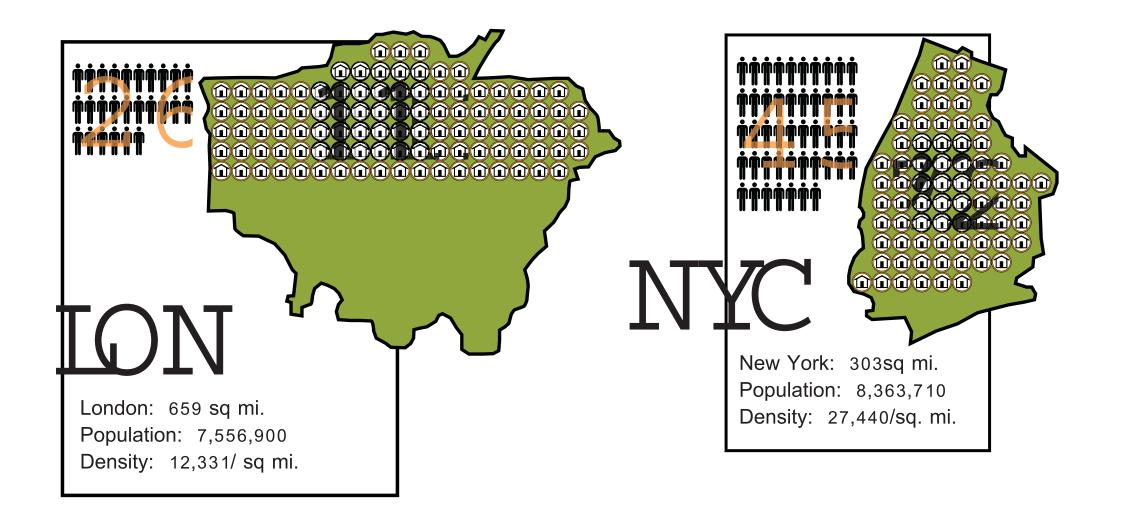
Population: 808,976

Density: 17,323/ sq. mi.



Berlin: 344 sq. mi.
Population: 3,431,700
Density: 9,966/ sq. mi.

Page: 52



South Chicago Hostel 1. Administration Area Total SqFt. Quantity Unit Sq Ft. Break Entry and Lobby Space 600 600 Reception and Check in 200 200 Washroom Administrative Office 150 600 Supplys Admin Director **Director Office** 175 175 **Bag Holding** 150 150 1.5 Communications 100 100 Lobby **Break Room** 125 125 1.7 150 300 1.8 Washroom 2 1.9 Supply Room 125 125 Total 2375 Check-in 2. Hostel Dorms Total SqFt. Quantity Unit Sq Ft. 2.1 Dorm Rooms 8bed 25 300 7500 2.2 Dorm Rooms 6bed 25 250 6250 2.3 Private Rooms 2bed 25 200 5000 2.4 **Dorm Washrooms** 12 100 1200 **Dorms** 2.5 **Private Washrooms** 25 100 2500 2.6 Maintenance Room 10 100 1000 Total 23450 **Dorms** 3. Hostel Amenities Quantity Unit Sq Ft. Total SqFt. 300 Lounge 5 1500 3.1 3.2 Internet Café 300 600 3.3 Games Room 600 600 Laundry Room 300 300 3.5 Kitchen 600 600 3600 Total 4. MEP Space Quantity Unit Sq Ft. Total SqFt. Lounge **Internet Cafe** Furnace Room 1471.25 4.1 5% 4.2 5% 1471.25 Condenser Area 4.3 882.75 Water Heating 3% **Games Room** Kitchen 4.4 **Electrical Room** 2% 882.75 3825 Total 5. Circulation Quantity Unit Sq Ft. Total SqFt. 5.1 Corridors and Halls 5885 20% 20% **Laundry Room** Vertical Circulation 3 100 300 Total 6185 Dorms, Service and Amenities 39435

Restaurant Space for 100 Patrons

1. Admir	istration Area Quantity		Unit Sq Ft.	Total SqFt.
1.1	Entry Lobby	1	100	100
1.2	Reservations	1	100	100
1.3	Waiting Area	1	400	400
1.4	Coat Check	1	100	100
1.5	Washrooms	2	225	450
1.6	Managers Office	1	150	150
1.7	Break Room	1	150	150
1.8	Supply Room	1	125	125
	Total			1575

2. Dinin	g Area	Quantity	Unit Sq Ft.	Total SqFt.
2.1	Table Seating for 4	15	50	750
2.2	Table Seating for 2	10	30	300
2.3	Bar Seating	20	6	120
2.4	Lounge Seating	10	30	300
2.5	Music Venue	1	300	300
2.6	Private Lounge	1	400	400
2.7	Bar Service	20	15	300
	Total			2170

3.Kitche	n Areas	Quantity	Unit Sq Ft.	Total SqFt.
3.1	Cook Stations	2	100	200
3.2	Prep Stations	2	100	200
3.3	Food Pass	1	20	20
3.4	Dishroom	1	170	170
3.5	Dry Storage	1	75	75
3.6	Cold Storage	1	65	65
3.7	Frozen Storage	1	50	50
	Total			665

4. MEP S	pace	Quantity	Unit Sq Ft.	Total SqFt.
4.1	Mechanical Room	1	50	50
4.2	Laundry Room	1	50	50
4.3	Water Heating	1	10	10
4.4	Electrical	1	10	10
	Total			110

Restaurant, Bar, Lounge	4520





Cook Station	Prep Station
Dish	Storage

Retail: Marketplace				
1. Administration Area	Quantity	Unit Sq Ft.	Total SqFt.	Wash Suppl Manager Break
1.1	1	120	120	Value
1.1 Manament Office	1	120	120	0 0 120 120
1.2 Washrooms	2	100	200	
1.3 Break Room	1	120	120	
1.4 Supply Room	1	100	100	
Total			540	Dry Goods Produce
2. Shopping Floor Area	Quantity	Unit Sq Ft.	Total SqFt.	6x 3x 500
2.1 Dry Good Aisles	6	500	3000	
2.2 Beverage Aisles	2	500	1000	Beverage Refridgerated
2.3 Produce Selection	_ 1	1500	1500	- Normagorated
2.4 Dairy Selection	2	100	200	
2.5 Refridgerated Aisles	2	500	1000	500 500
2.6 Freezer Aisles	2	500	1000	Obselv
2.7 Demonstration Counter	1	200	200	Specialty Check
2.8 Demonstration Counter	1	200	200	Frozen Counter
2.9 Specialty Counter	2	200	400	Demo
3.0 Checkout Area	5	150	750	500
Total		130	9250	Counte
. 0.00			9250	
	Quantity	Unit Sq Ft.	Total SqFt.	
3. Operations Area	Quantity		Total SqFt.	Recieving Beverage
. Operations Area 3.1 Dry Good Storage	Quantity 1	1000	Total SqFt.	
. Operations Area 3.1 Dry Good Storage 3.2 Beverage Storage	Quantity 1 1	1000 500	Total SqFt. 1000 500	Recieving Beverage 500
3.1 Dry Good Storage 3.2 Beverage Storage 3.3 Produce Storage	Quantity 1 1 1	1000 500 500	Total SqFt. 1000 500 500	
3.1 Dry Good Storage 3.2 Beverage Storage 3.3 Produce Storage 3.4 Refridgerated Storage	Quantity 1 1 1 1	1000 500 500 400	Total SqFt. 1000 500 500 400	
3.1 Dry Good Storage 3.2 Beverage Storage 3.3 Produce Storage 3.4 Refridgerated Storage 3.5 Frozen Storage	Quantity 1 1 1 1 1	1000 500 500 400 200	Total SqFt. 1000 500 500 400 200	500 500
3.1 Dry Good Storage 3.2 Beverage Storage 3.3 Produce Storage 3.4 Refridgerated Storage 3.5 Frozen Storage 3.6 Receiving Area	Quantity 1 1 1 1 1 1 1	1000 500 500 400 200 500	Total SqFt. 1000 500 500 400 200 500	
3.1 Dry Good Storage 3.2 Beverage Storage 3.3 Produce Storage 3.4 Refridgerated Storage 3.5 Frozen Storage 3.6 Receiving Area 3.7 Non-Foods Storage	Quantity 1 1 1 1 1 1 1 1	1000 500 500 400 200	Total SqFt. 1000 500 500 400 200 500 200	500 500
3.1 Dry Good Storage 3.2 Beverage Storage 3.3 Produce Storage 3.4 Refridgerated Storage 3.5 Frozen Storage 3.6 Receiving Area	Quantity 1 1 1 1 1 1 1	1000 500 500 400 200 500	Total SqFt. 1000 500 500 400 200 500	500 500 Dry Goods
3.1 Dry Good Storage 3.2 Beverage Storage 3.3 Produce Storage 3.4 Refridgerated Storage 3.5 Frozen Storage 3.6 Receiving Area 3.7 Non-Foods Storage Total	Quantity 1 1 1 1 1 1 1 1 1 Output 1 Quantity	1000 500 500 400 200 500	Total SqFt. 1000 500 500 400 200 500 200	500 500
3.1 Dry Good Storage 3.2 Beverage Storage 3.3 Produce Storage 3.4 Refridgerated Storage 3.5 Frozen Storage 3.6 Receiving Area 3.7 Non-Foods Storage Total	1 1 1 1 1 1	1000 500 500 400 200 500 200	Total SqFt. 1000 500 500 400 200 500 200 3300 Total SqFt.	500 500 Dry Goods
3.1 Dry Good Storage 3.2 Beverage Storage 3.3 Produce Storage 3.4 Refridgerated Storage 3.5 Frozen Storage 3.6 Receiving Area 3.7 Non-Foods Storage Total 4. MEP Space 4.1 Mechanical Room	1 1 1 1 1 1	1000 500 500 400 200 500 200 Unit Sq Ft.	Total SqFt. 1000 500 500 400 200 500 200 3300 Total SqFt.	500 500 Dry Goods
3.1 Dry Good Storage 3.2 Beverage Storage 3.3 Produce Storage 3.4 Refridgerated Storage 3.5 Frozen Storage 3.6 Receiving Area 3.7 Non-Foods Storage Total 4. MEP Space 4.1 Mechanical Room 4.1 Mechanical Room 2	1 1 1 1 1 1	1000 500 500 400 200 500 200	Total SqFt. 1000 500 500 400 200 500 200 3300 Total SqFt.	500 500 Dry Goods 1000 Refridgerated
3.1 Dry Good Storage 3.2 Beverage Storage 3.3 Produce Storage 3.4 Refridgerated Storage 3.5 Frozen Storage 3.6 Receiving Area 3.7 Non-Foods Storage Total 4. MEP Space 4.1 Mechanical Room	1 1 1 1 1 1	1000 500 500 400 200 500 200 Unit Sq Ft.	Total SqFt. 1000 500 500 400 200 500 200 3300 Total SqFt.	500 500 Dry Goods
3.1 Dry Good Storage 3.2 Beverage Storage 3.3 Produce Storage 3.4 Refridgerated Storage 3.5 Frozen Storage 3.6 Receiving Area 3.7 Non-Foods Storage Total 4. MEP Space 4.1 Mechanical Room 4.1 Mechanical Room 2	1 1 1 1 1 1	1000 500 500 400 200 500 200 Unit Sq Ft.	Total SqFt. 1000 500 500 400 200 500 200 3300 Total SqFt.	500 500 Dry Goods 1000 Refridgerated
3.1 Dry Good Storage 3.2 Beverage Storage 3.3 Produce Storage 3.4 Refridgerated Storage 3.5 Frozen Storage 3.6 Receiving Area 3.7 Non-Foods Storage Total 4. MEP Space 4.1 Mechanical Room 4.1 Mechanical Room 2	1 1 1 1 1 1	1000 500 500 400 200 500 200 Unit Sq Ft.	Total SqFt. 1000 500 500 400 200 500 200 3300 Total SqFt.	Dry Goods 1000 Refridgerated

Retail:	Bicv	cle S	hop

. Admi	nistration Area	Quantity	Unit Sq Ft.	Total SqFt.
1.1	Managers Office	1	120	120
1.2	Backstock Inventory	1	700	700
1.3	Shipping and Receiving	1	200	200
1.4	Bike Layaway	1	150	150
1.5	Washrooms	2	75	150
1.6	Break Area	1	120	120
	Total			1440

2. Retai	l Floor	Quantity	Unit Sq Ft.	Total SqFt.
2.1	Bike Sales	1	1200	1200
2.2	Bike Rentals	1	400	400
2.3	Safety Equipment	1	200	200
2.4	Clothing	1	400	400
2.5	Accessories	1	300	300
2.6	Training Equipment	1	150	150
2.7	Parts and Components	1	300	300
2.8	Fitting Rooms	2	75	150
2.9	Checkout Counter	1	100	100
	Total			3200

3. Servi	rvice Area Quant		Unit Sq Ft.	Total SqFt.
3.1	Work Stations	4	100	400
3.2	Spare Part Storage	1	50	50
3.3	Pending Repairs	1	600	600
3.4	Completed Repairs	1	300	300
3.5	Compressor Room	1	15	15
3.6	Shop Sink	1	15	15
3.7	Solvent Bath	1	15	15
	Total			1395

4. MEP	Space	Quantity	Unit Sq Ft.	Total SqFt.
4.1	Mechanical Room	1	50	50
4.2	Laundry Room	1	50	50
4.3	Water Heating	1	10	10
4.4	Electrical	1	10	10
	Total			110

Bicycle sales, service and rentals 6145







Training	Accessory	Components
150	300	300



Retail: Boutique

1. Admi	inistration Area	Quantity	Unit Sq Ft.	Total SqFt.
1.1	Managers Office	1	120	120
1.2	Backstock Inventory	1	700	700
1.3	Shipping and Receiving	1	200	200
1.4	Storage	1	150	150
1.5	Washrooms	2	100	200
1.6	Break Area	1	120	120
	Total			1490

2. Retai	l Floor	Quantity	Unit Sq Ft.	Total SqFt.
2.1	Merchandise Floor A	1	1500	1500
2.2	Merchandise Floor B	1	1500	1500
2.3	Merchandise Floor C	1	1500	1500
2.4	Fitting Rooms	6	75	450
2.5	Checkout Counter	1	200	200
	Total			5150

4. MEP	Space	Quantity Unit Sq Ft.		Total SqFt.
4.1	Mechanical Room	1	50	50
4.2	Mechanical Room 2	1	50	50
4.3	Water Heating	1	10	10
4.4	Electrical	1	10	10
	Total			110

Retail Sales and Customer Service	6750



Civic: Theaters					
1. Administration Area	Quantity	Unit Sq Ft.	Total SqFt.	Inventory	orage Recieving
1.1 Managers Office	1	120	120		
1.2 Concession Supply	1	700	700	700	Manager Break
1.3 Shipping and Receiving	1	200	200		120 120
	1	300	300	NA /	
1.4 Storage	1			Washroom	
1.5 Washrooms	2	100	200	200	
1.6 Break Area	<u> </u>	120	120		
Total			1640		
. Theater Spaces	Quantity	Unit Sq Ft.	Total SqFt.	Cinema / Auditorium	
medici spaces	Quantity	J 54 1 1.	1000104101		
2.1 Cinema A	2	3800	7600		
2.2 Cinema B	2	4200	8400		
2.3 Circulation	1	1500	1500		
Total			17500		
. Commons Spaces	Quantity	Unit Sq Ft.	Total SqFt.		
3.1 Lobby	1	600	600		2 x
3.2 Ticketing	1	300	300		3800
3.3 Commons	1	1500	1500		
3.4 Concessions	1	500	500		
3.5 Washroom	2	400	800		
3.5 Washi oon	2	400	800	Cinema / Auditorium	
Total			3700	Ciliellia / Additoridii	
I. MEP Space	Quantity	Unit Sq Ft.	Total SqFt.		
4.1 Machanical Dans	1	100	100		
4.1 Mechanical Room	1	100	100		
4.2 Mechanical Room 2	1	100	100		
4.3 Water Heating	1	50	50		
4.4 Electrical	1	50	50		
Total			300		2 x
					4200
inema, Auditorum, Commons			23140		
					Washroom
					2 x
				Lobby	40
					Concession
			Tick	eting	Concessio
				300	
				600	50

Page: 60 Re-Visioning Highway Infrastructure

Public:	: Parks and Plazas			
1. Plaza	Spaces: West	Quantity	Unit Sq Ft.	Total SqFt.
1.1	CTA Plaza Gardens	1	4000	4000
1.2	Plaza Community Garden	1	3000	3000
1.3	Farmers Market Hardscape	1	7000	7000
	Total			14000
2 Plaza	Spaces: East	Quantity	Unit Sq Ft.	Total SqFt.
Z. FIdZd	spaces. East	Quantity	Onit 3q Ft.	TOTAL SYFT.
2.1	I-94 Skatepark	1	18000	18000
2.1	I-94 Terrain Park	1	18000	18000
2.2	I-94 Green Ceiling Garden	1	5600	5600
2.3	I-94 Park Walk	1	18000	18000
2.4	I-94 Bio Reactor Exhibit	1	14000	14000
	Total			73600
3. Groun	nds Services	Quantity	Unit Sq Ft.	Total SqFt.
3.1	Garden Tool Storage	15	50	750
3.2	Equipment Storage	3	500	1500
3.3	Vehicle Parking	150	144	21600
	Total			23850
	Total			23030
Garder	ns, Green Ceilings, Ecosystems			111450

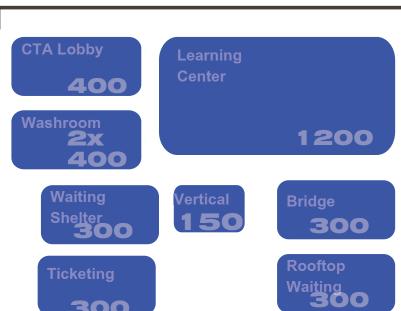
Transportation Amenities

Γouri	sm Center	Quantity	Unit Sq Ft.	Total SqFt.
1.1	CTA Waiting Lobby	1	400	400
1.2	Tourism Info Kiosk	1	50	50
1.3	Tourism Learning Center	1	1200	1200
1.4	Washroom	2	400	800
	Total			2450

2. CTA Bus Shelter		Quantity	Unit Sq Ft.	Total SqFt.
2.1	Covered Waiting Area	1	300	300
2.1	Tourism Info Kiosk	1	50	50
2.2	Vertical Circulation	1	160	160
2.3	Rooftop Waiting Area	1	300	300
2.4	Cirulation Bridge	1	300	300
	Total			1110

3. CTA	Train Platform	Quantity	Unit Sq Ft.	Total SqFt.
3.1	Ticketing	1	300	300
3.2	Vertical Circulation	1	300	300
3.3	Waiting Platform	6	1500	9000
	Total			9600

Tourism Center, Bus Shelter, CTA Platform	13160

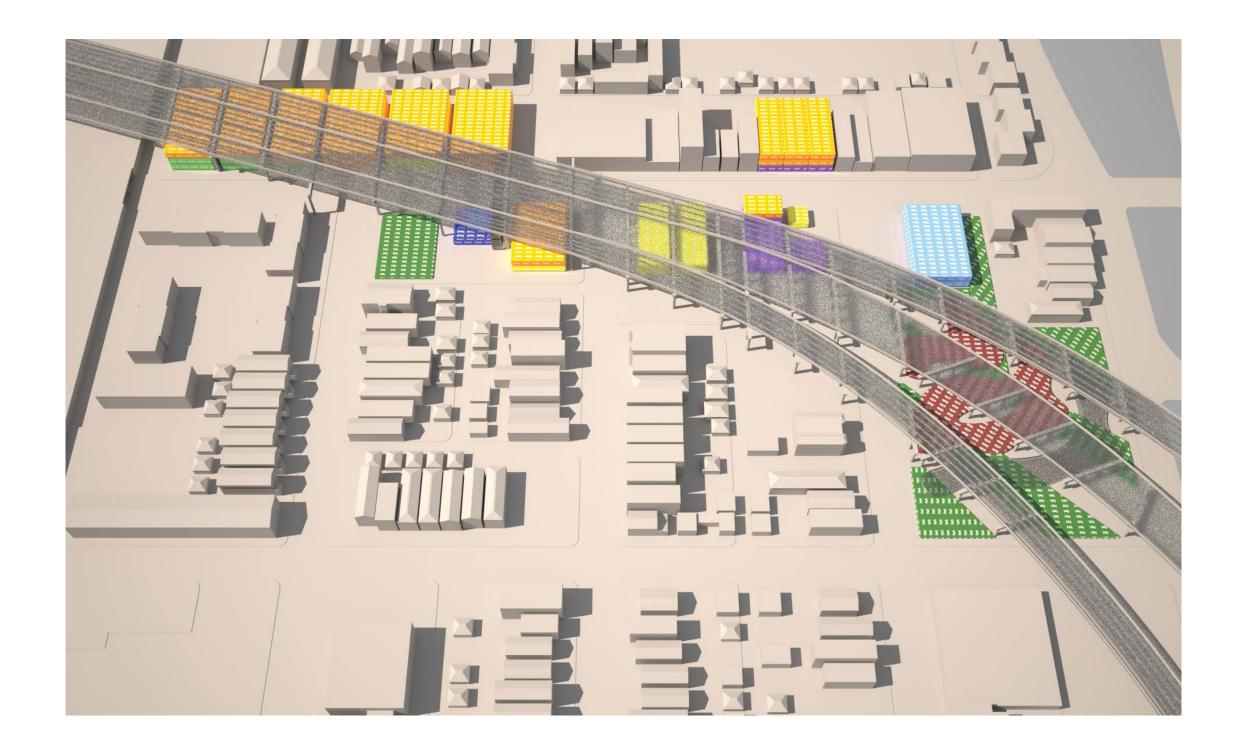


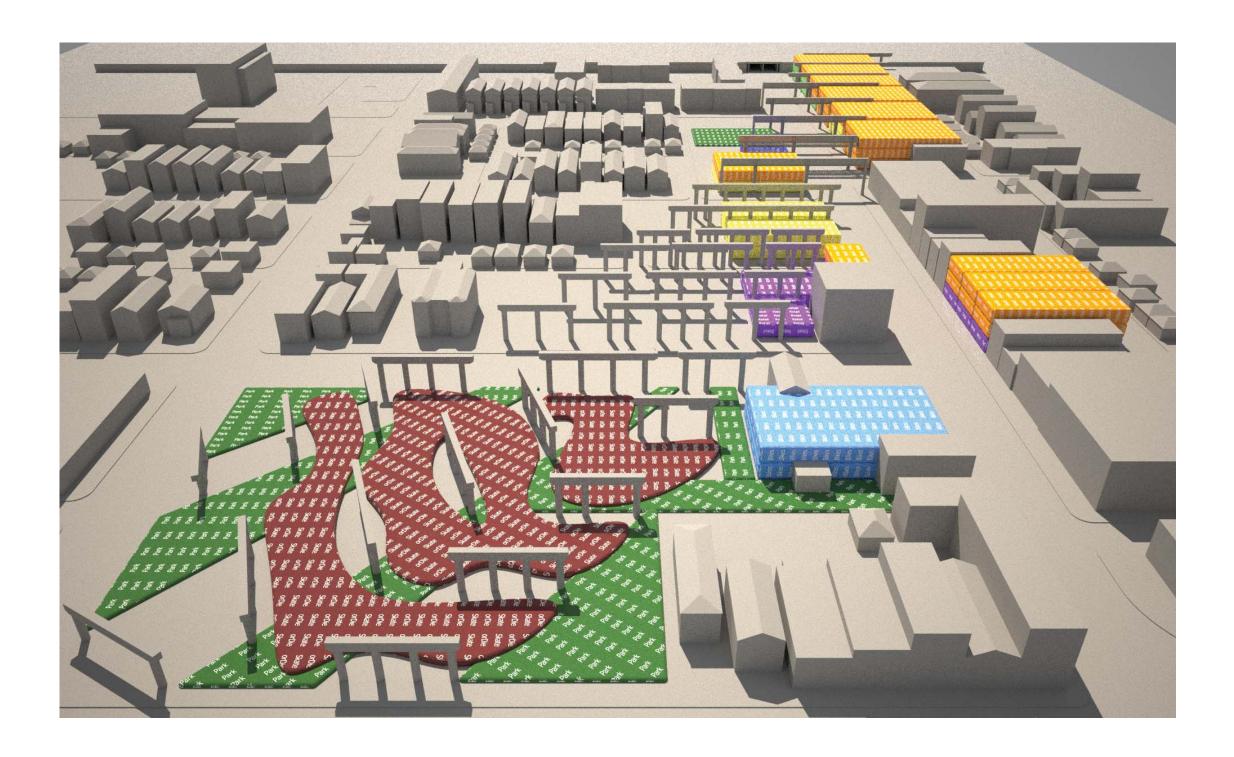


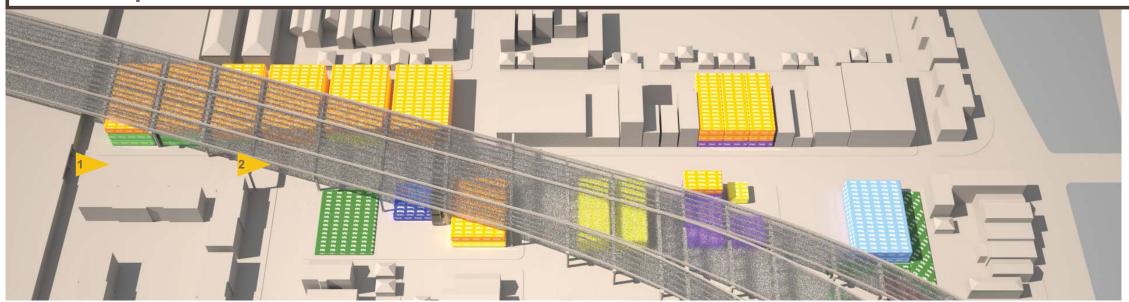


Section Three:

Organizational Concepts





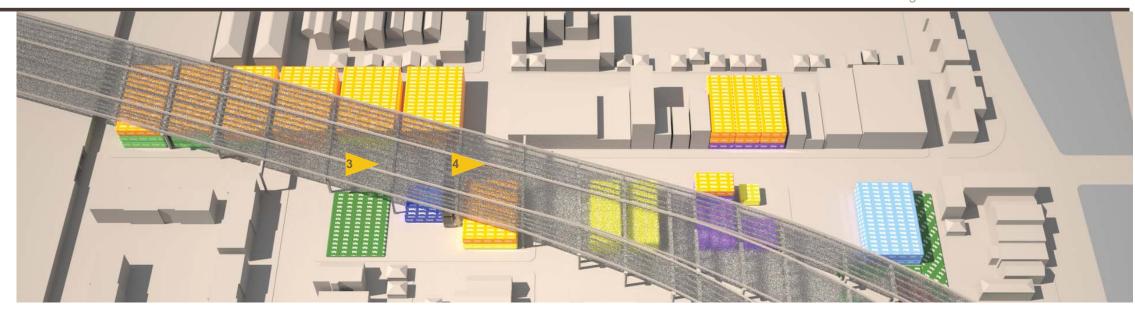




1. Exiting tunnel heading East - Stack hostel and commercial



1. W26th and Shields- Restablish restaurant space adjacent to park





5. W26th and Princeton - Establish transit hub adjacent to park and hostel

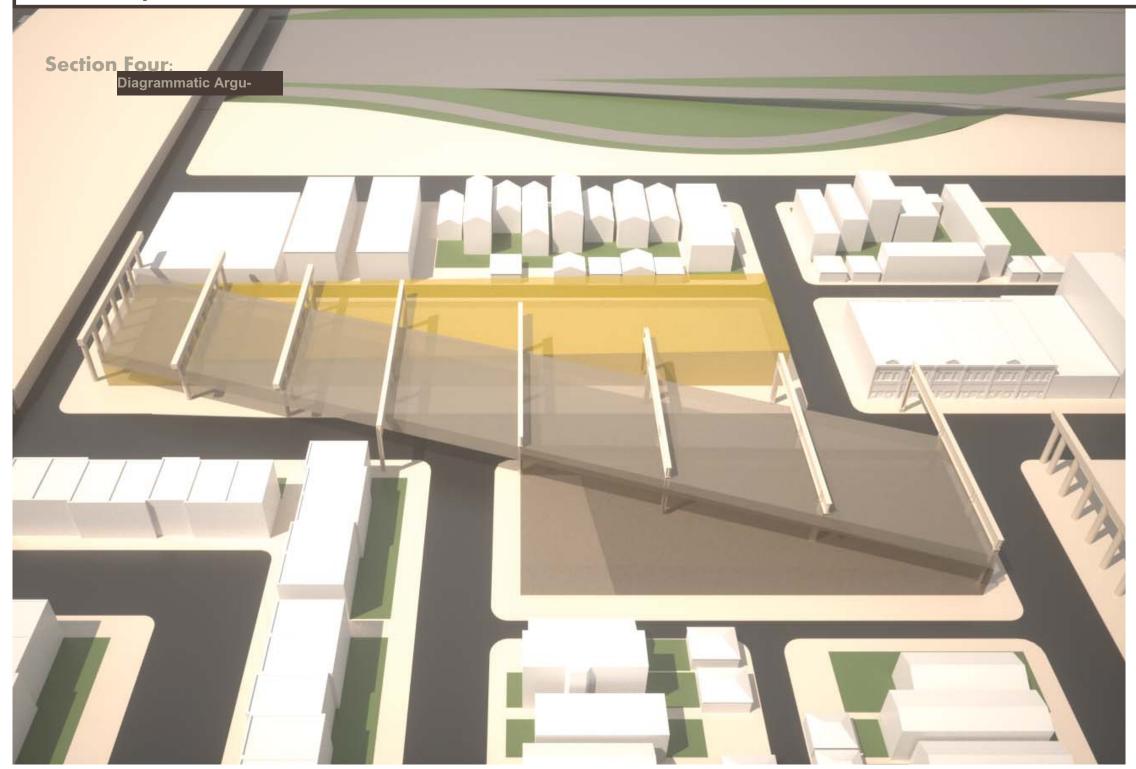


4. W26th and Wells - Continue to extend program toward commuter rail

Section Four:

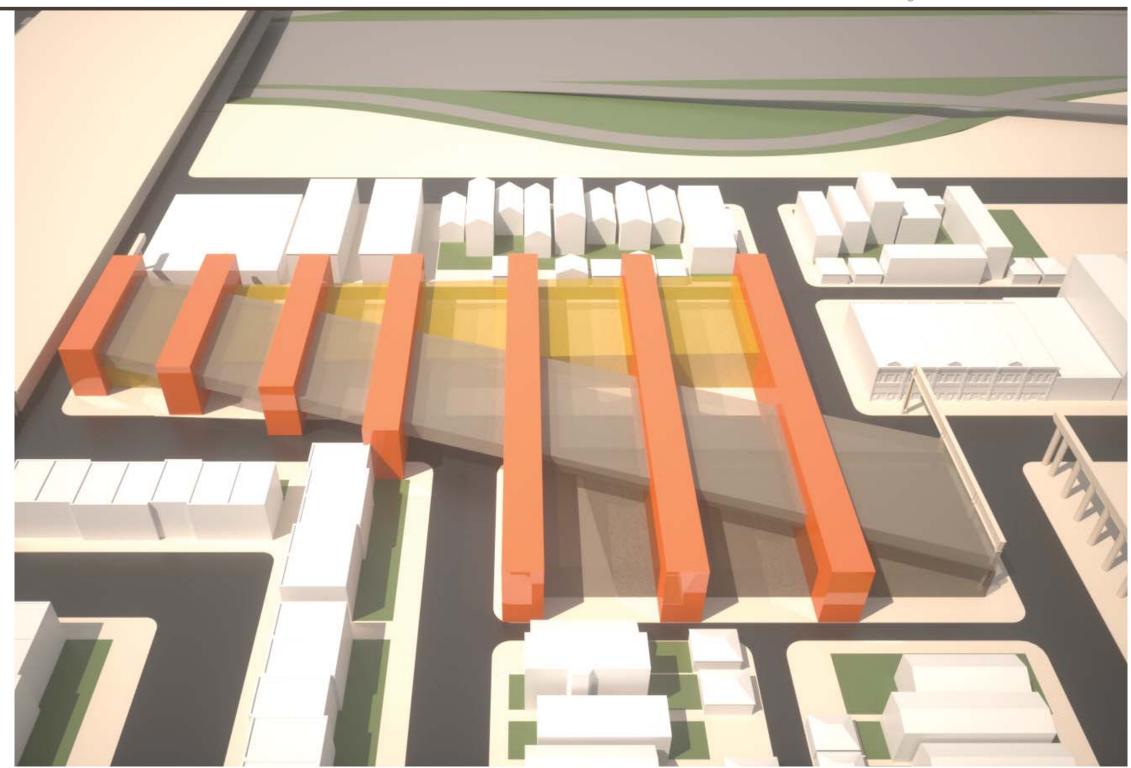
Project Implementation

Masters Project - IIT 2010 Section - Page: 69



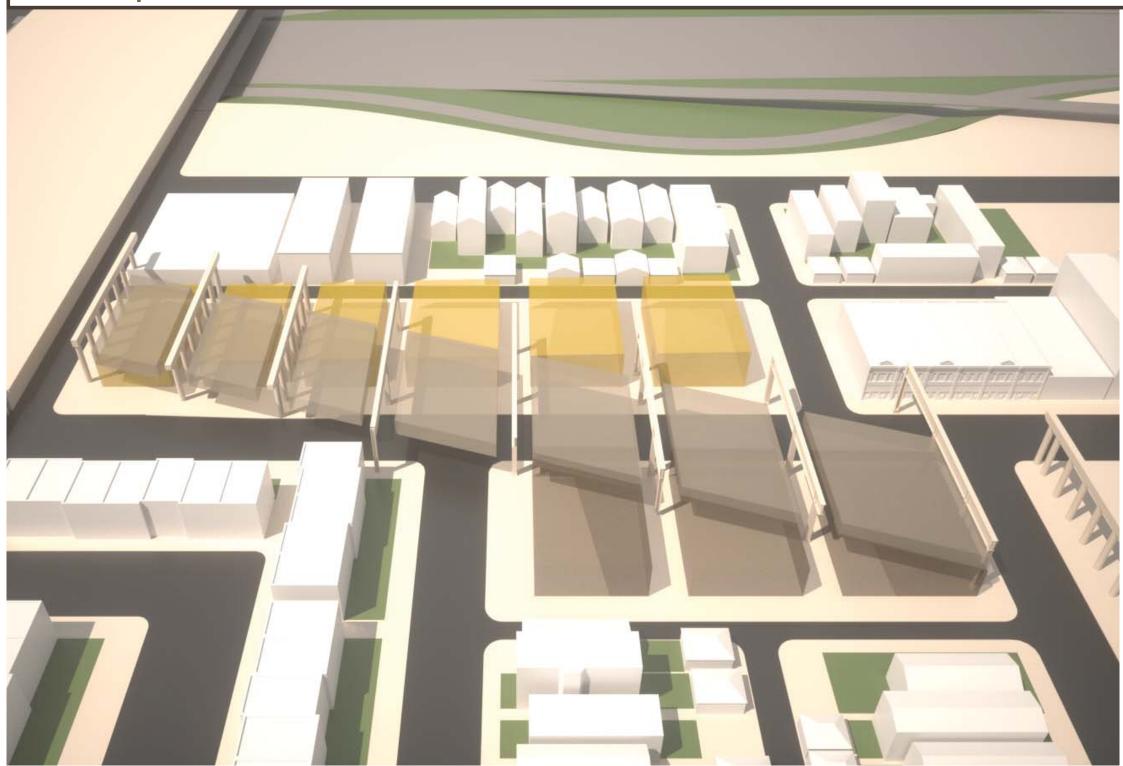
Site Massing Diagram 01

The vacant lots organized along Chicago's rigid master plan set up an axial hierarchy against the sweeping motion of the interstate across the site



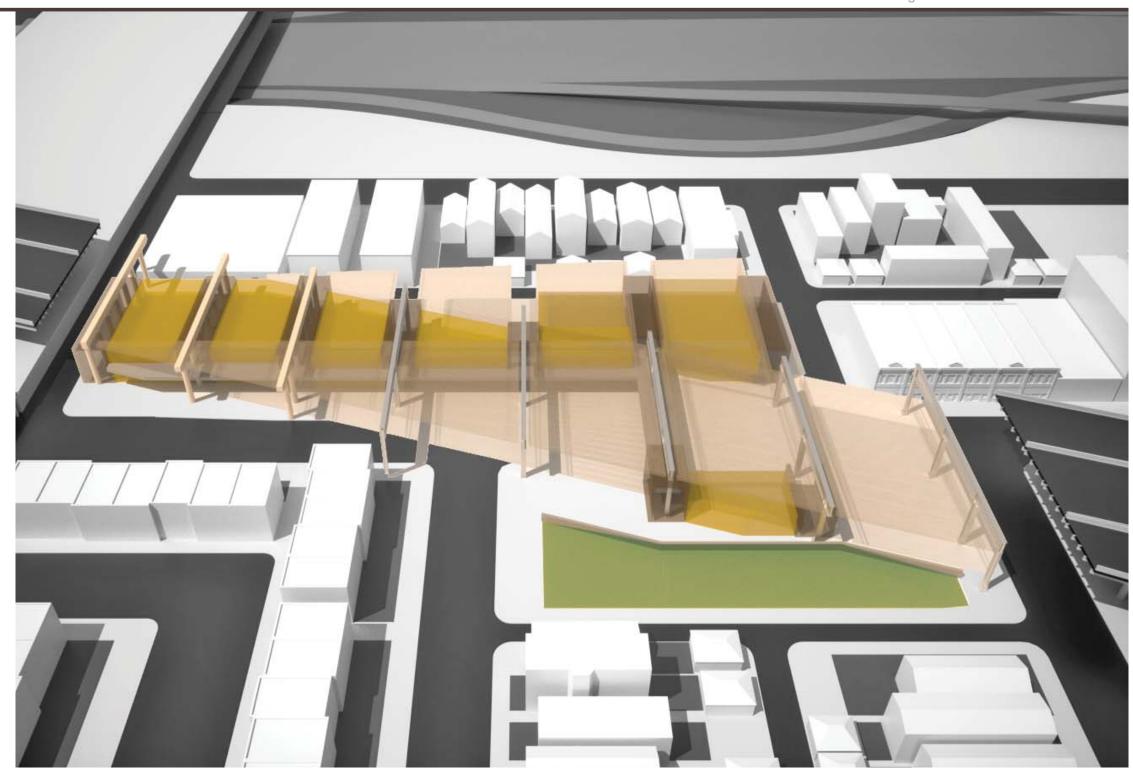
Site Massing Diagram 02

The strips of highway columns enforce the cardinal organization while regulating the massing into smaller programmatic bays.



Site Massing Diagram 03

The sectioned portions of the model provide a reference of scale to the surrounding communities modular organization.



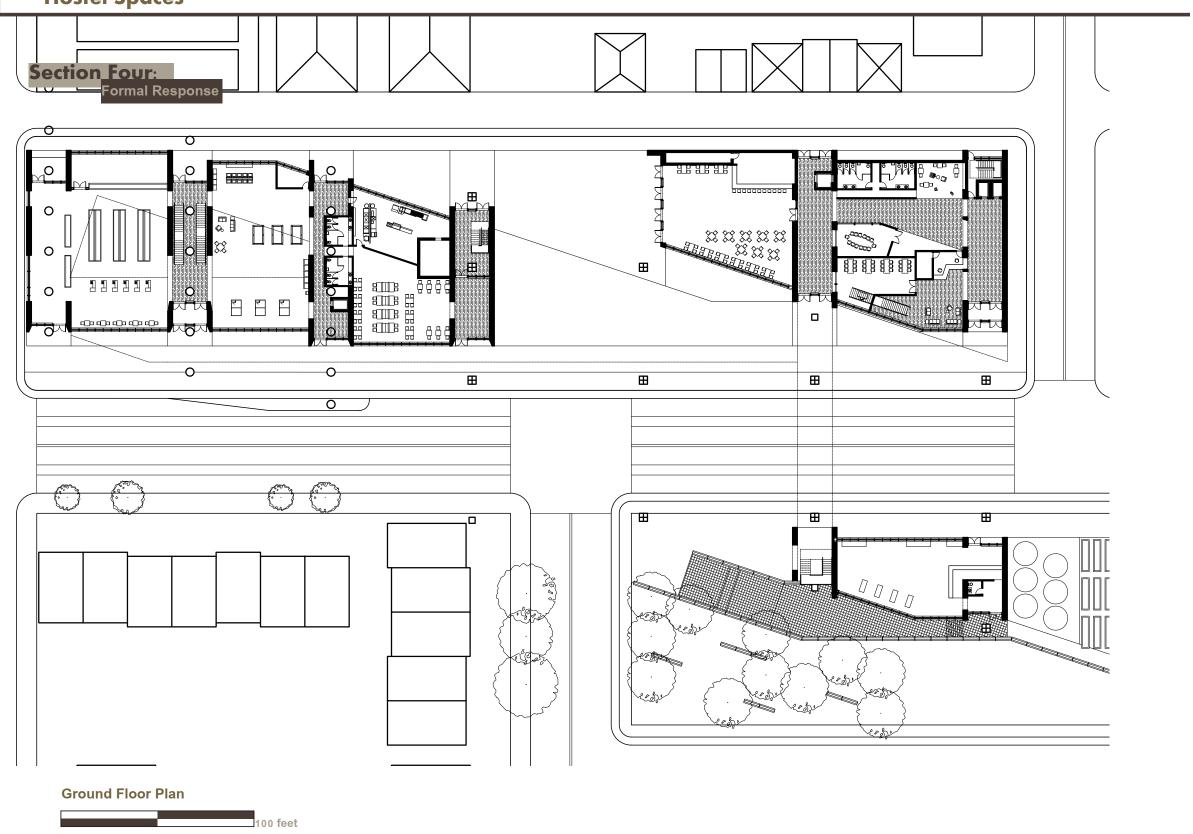
Site Massing Diagram 03

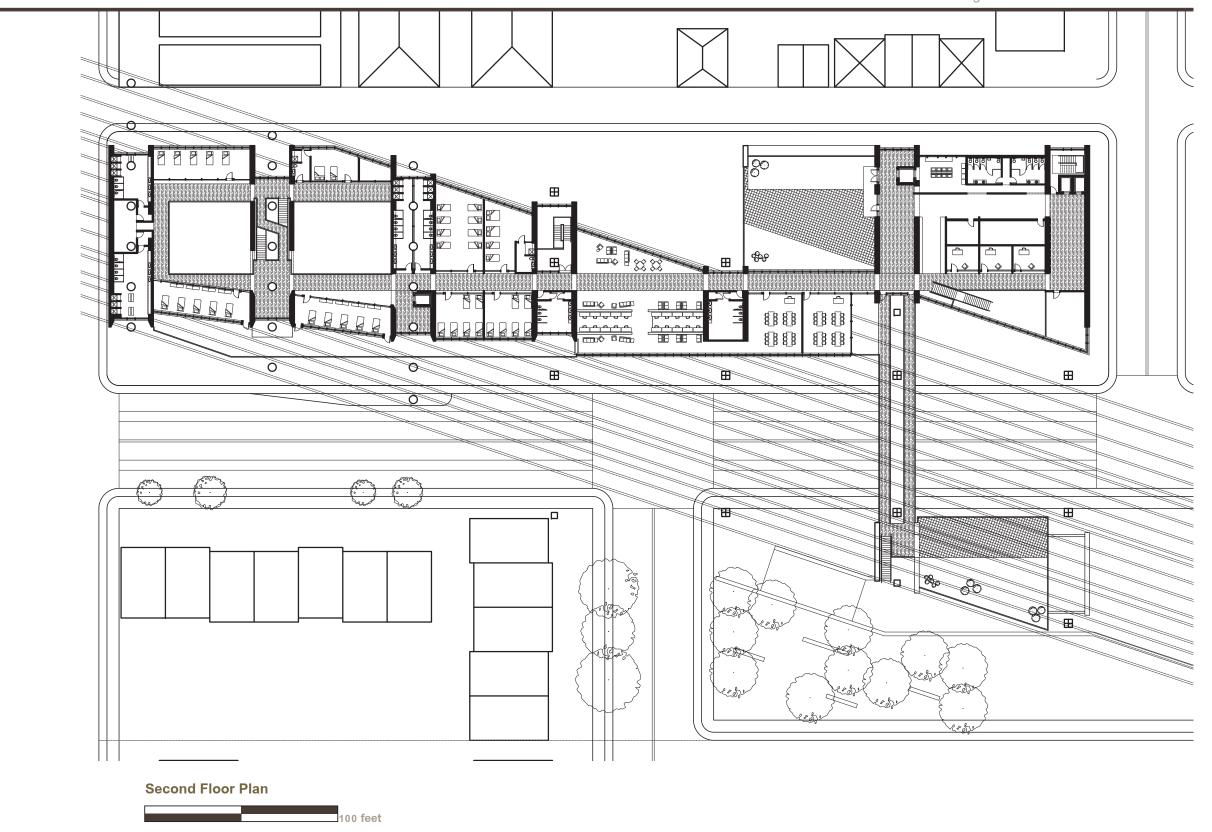
Reacting to the highways orientation, the Southern portion of the site into the landscape stitching itself back into the community.

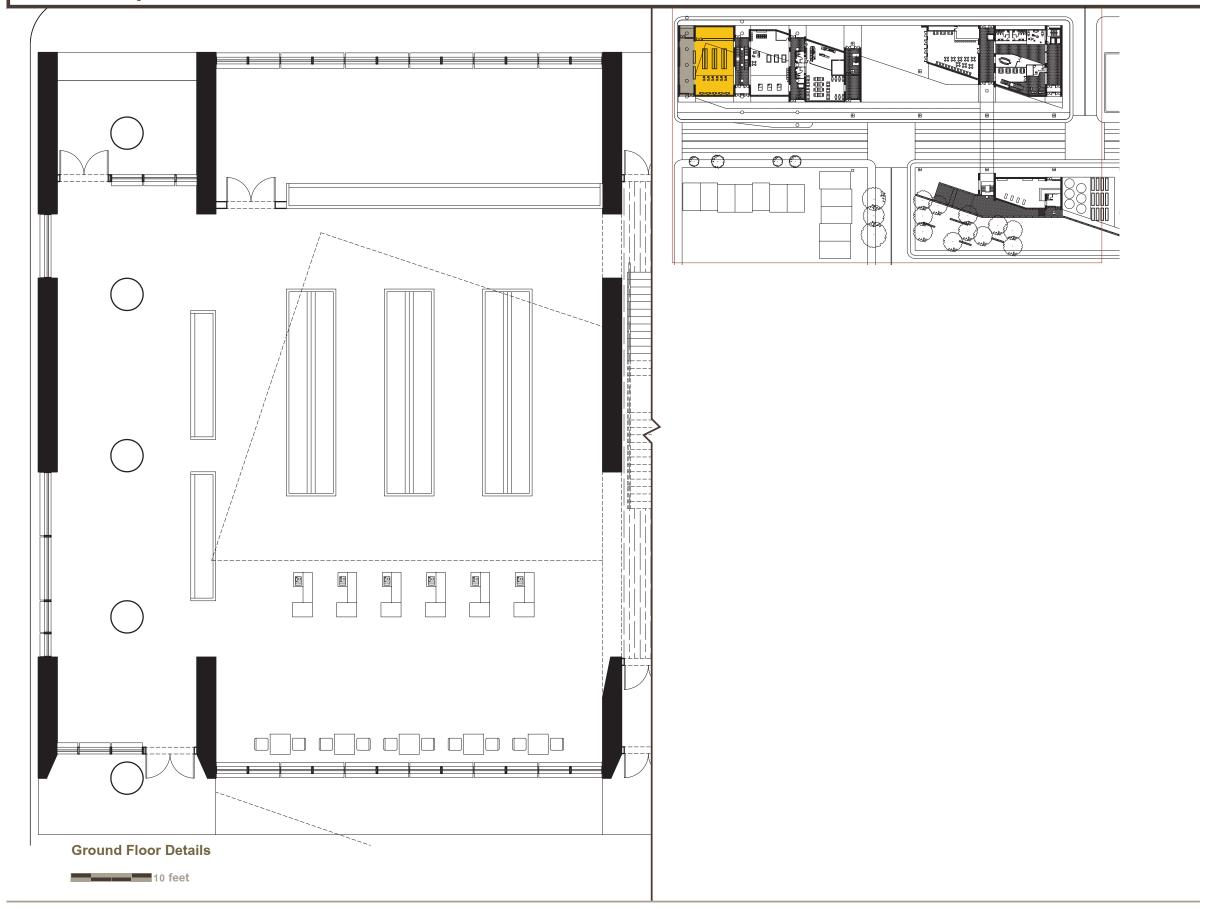
Hostile Spaces Hostel Spaces

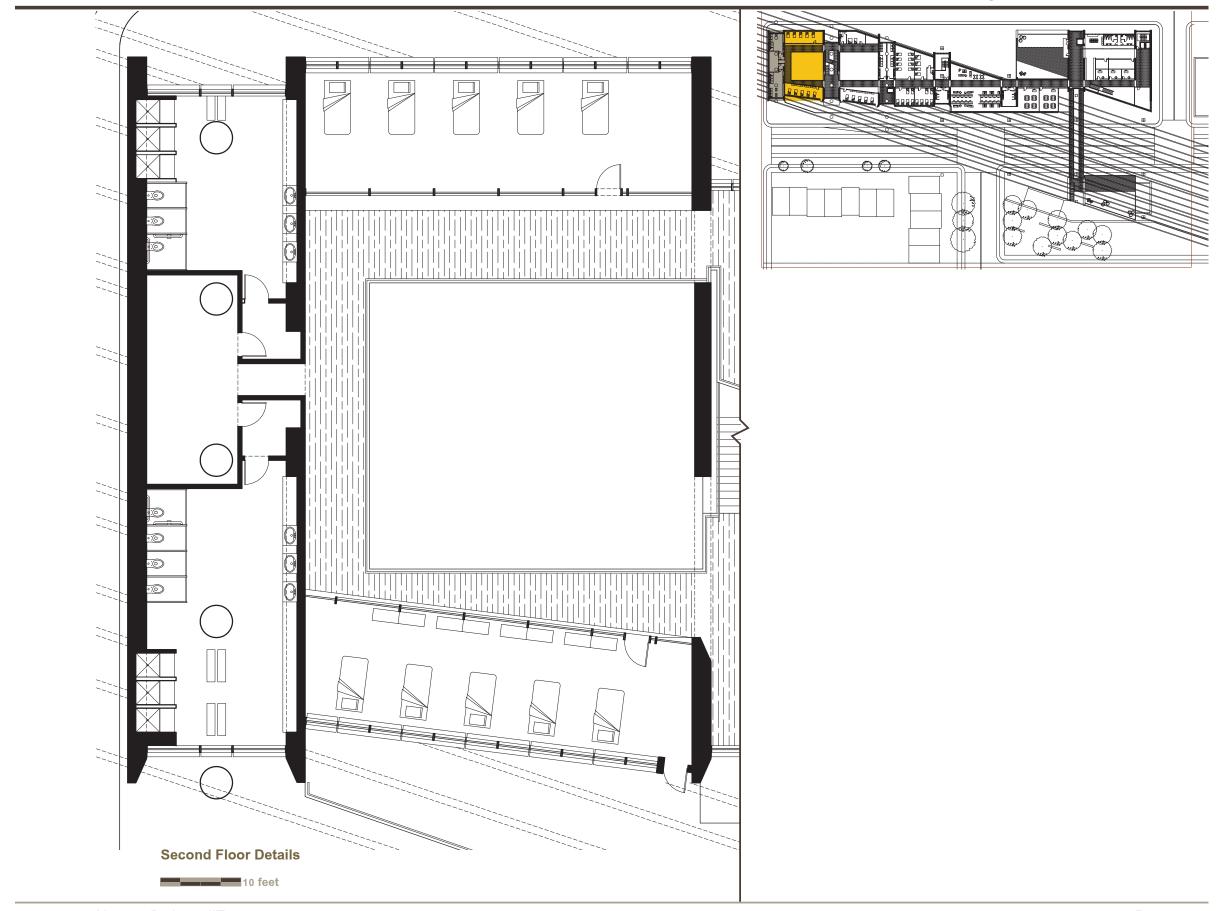




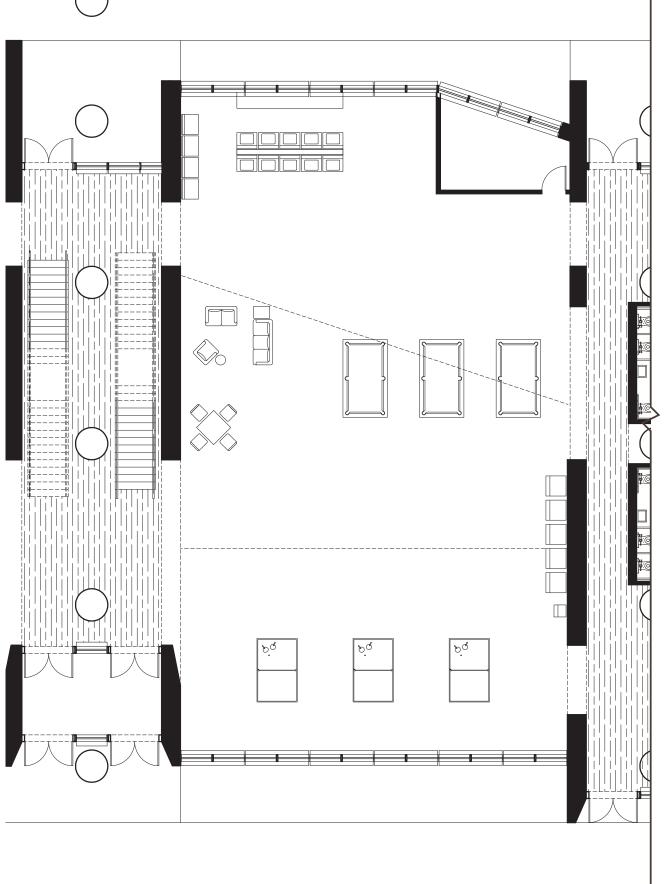


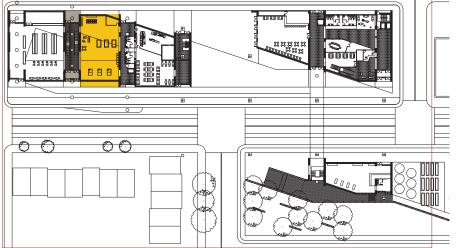




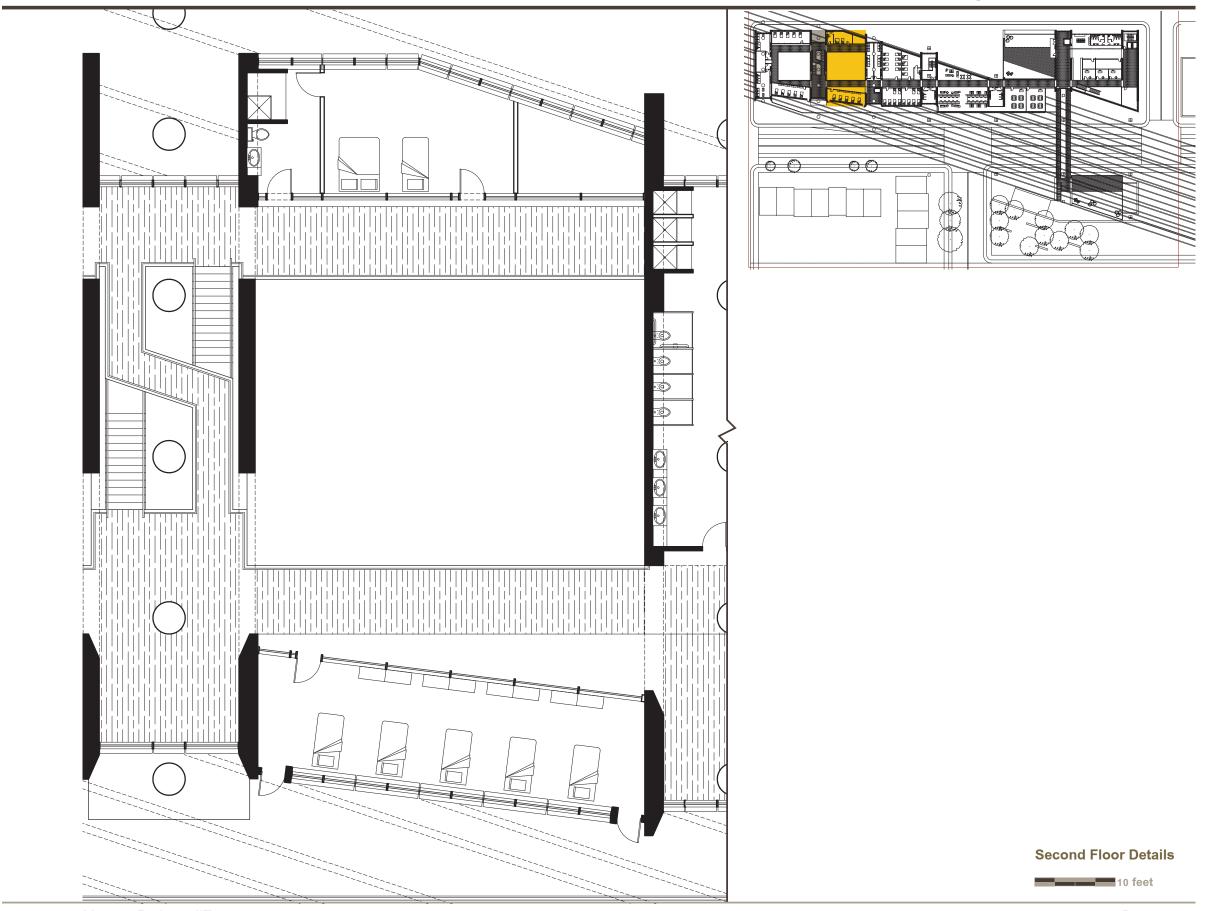


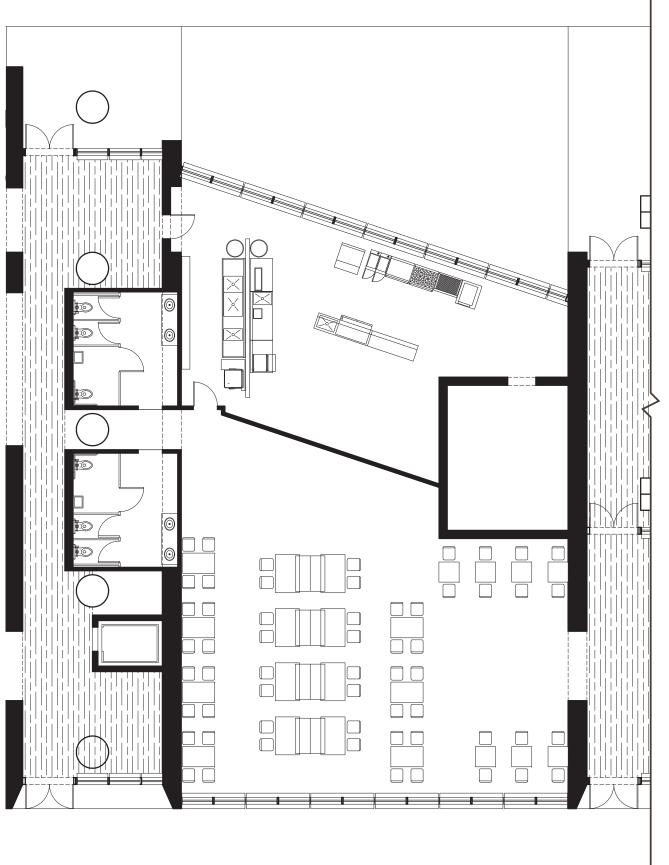
Masters Project - IIT 2010

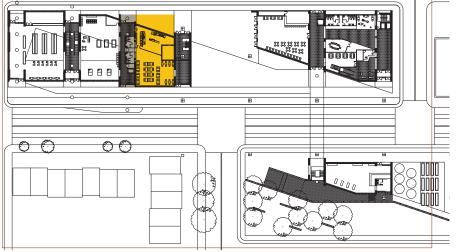




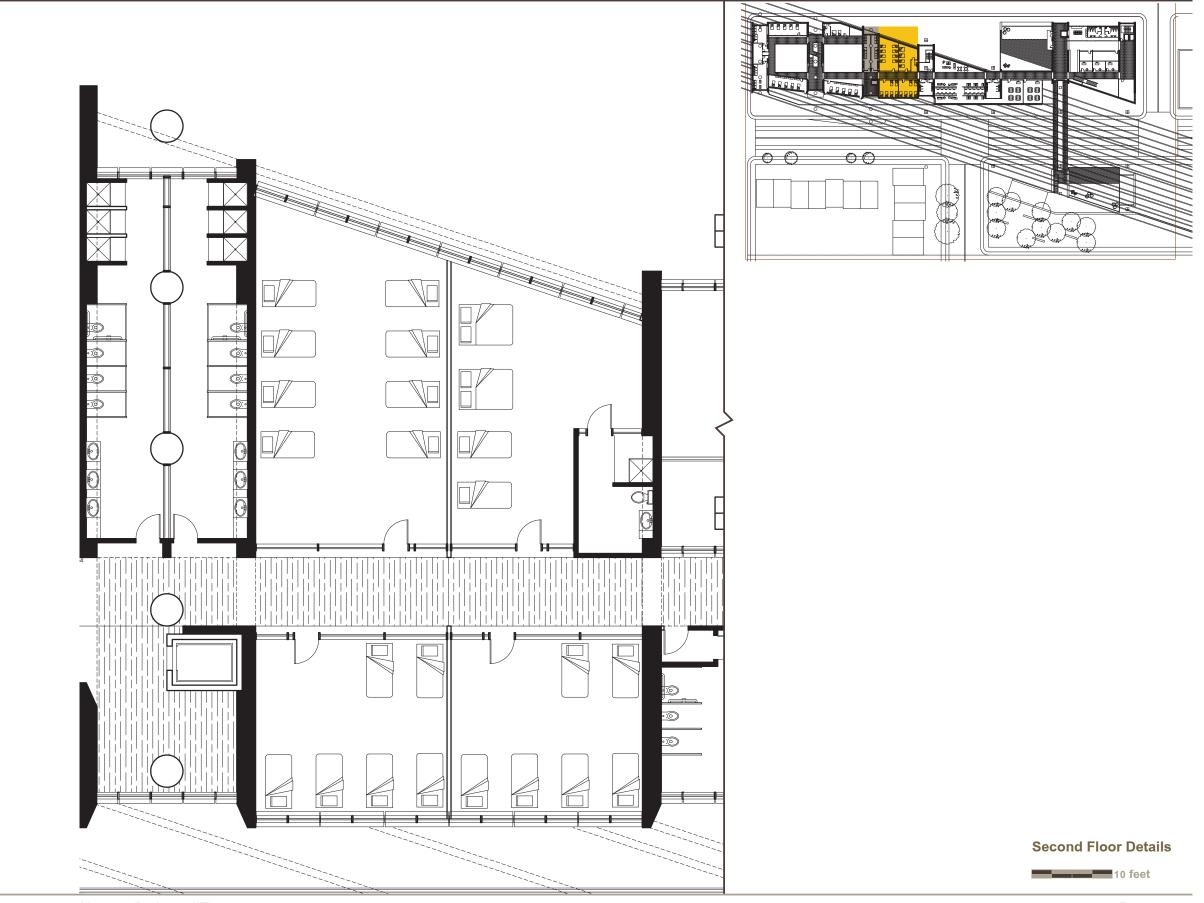
Ground Floor Details

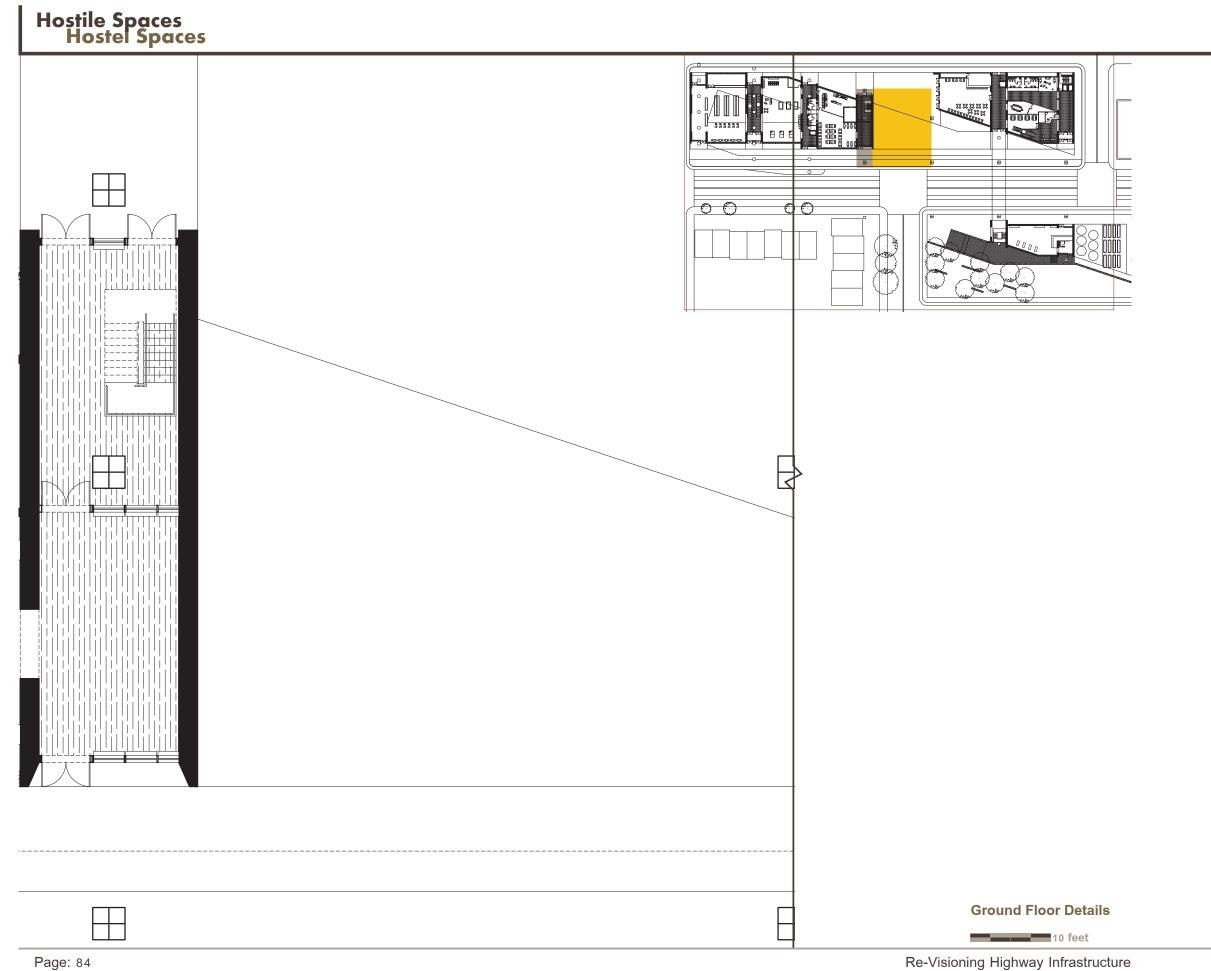


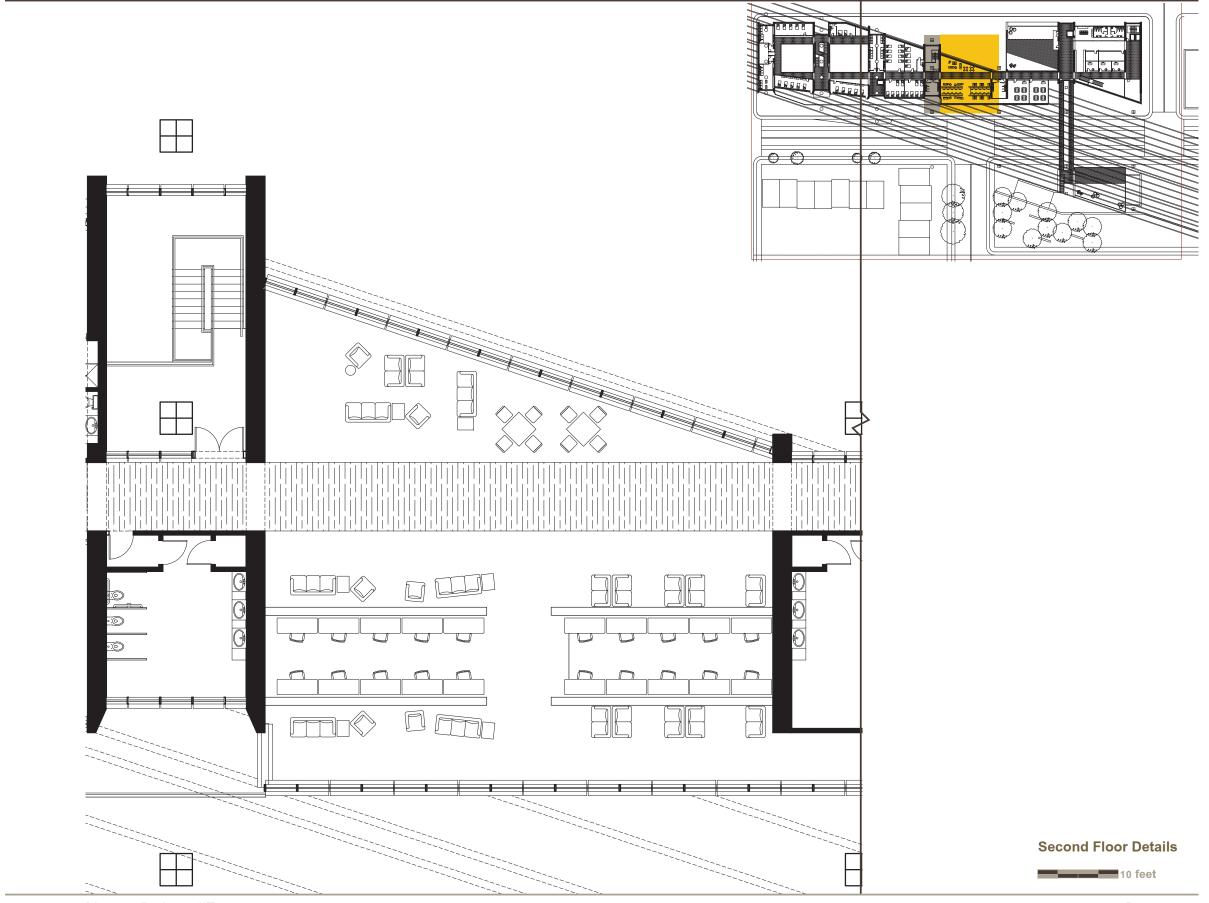




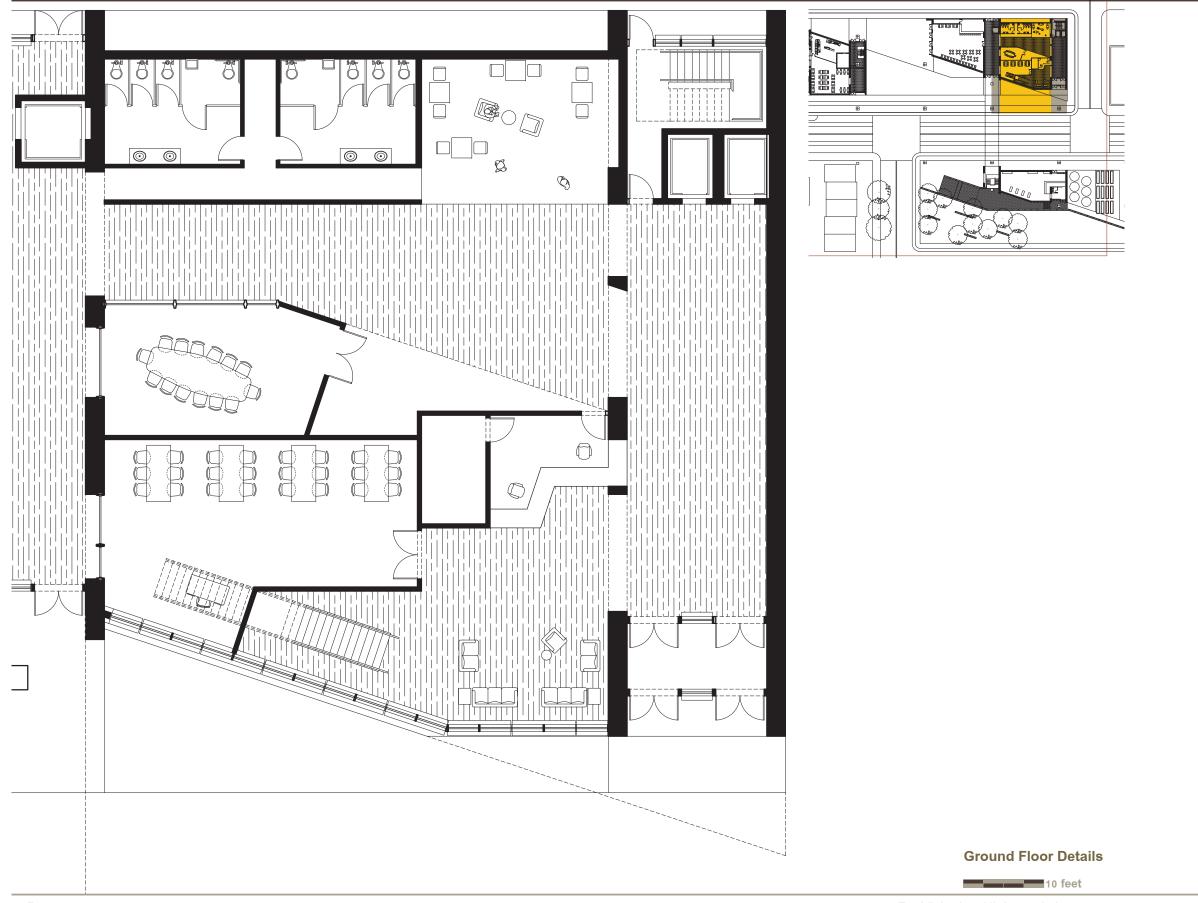
Ground Floor Details

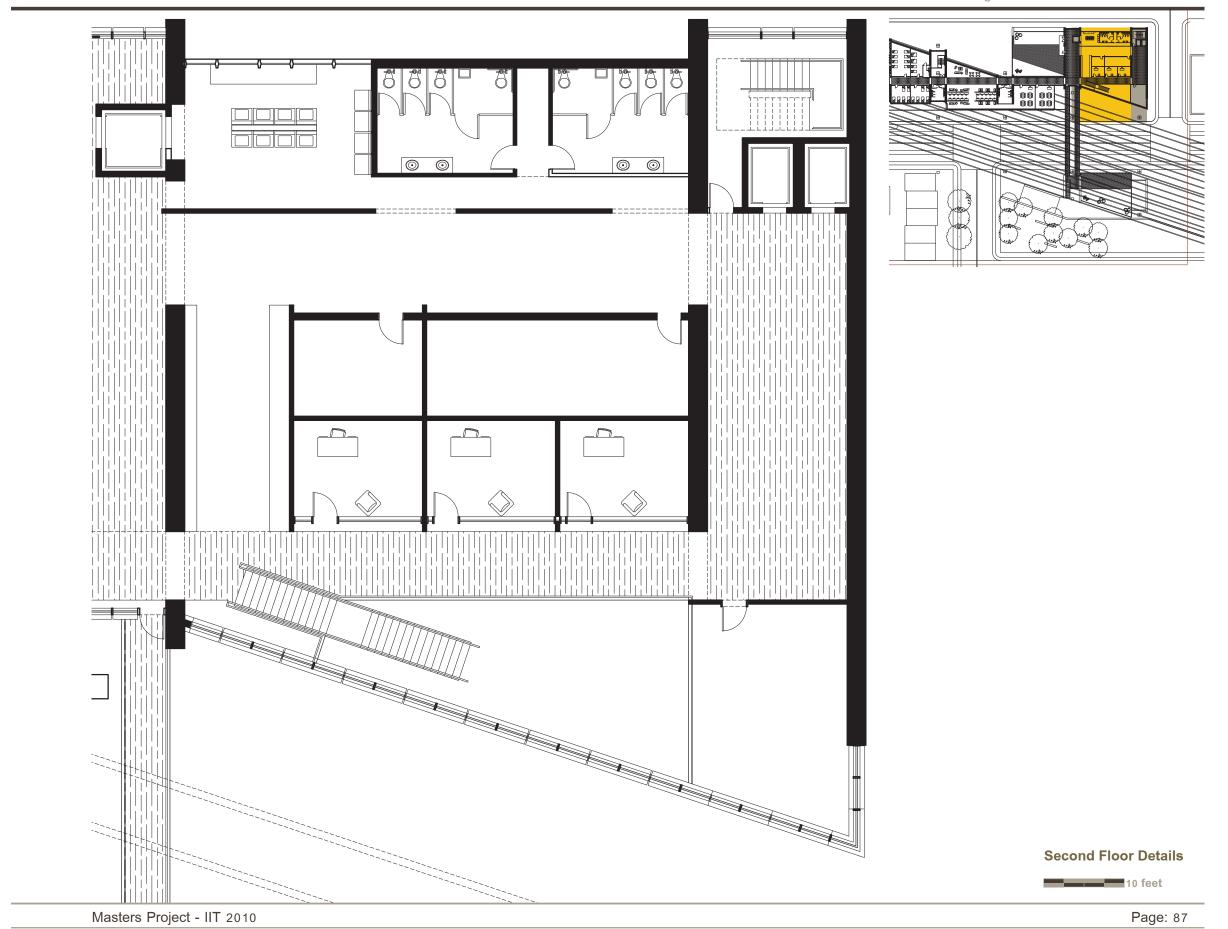


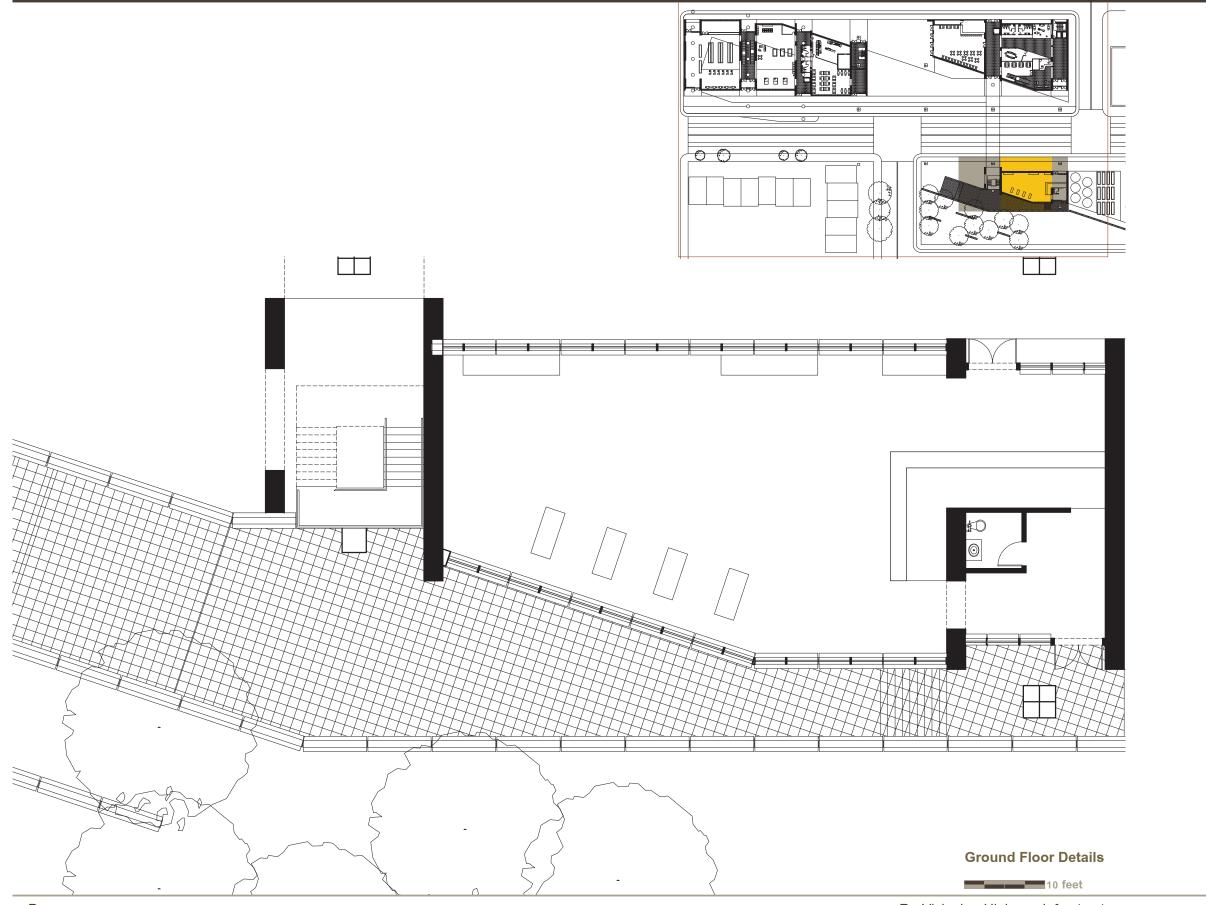




Masters Project - IIT 2010

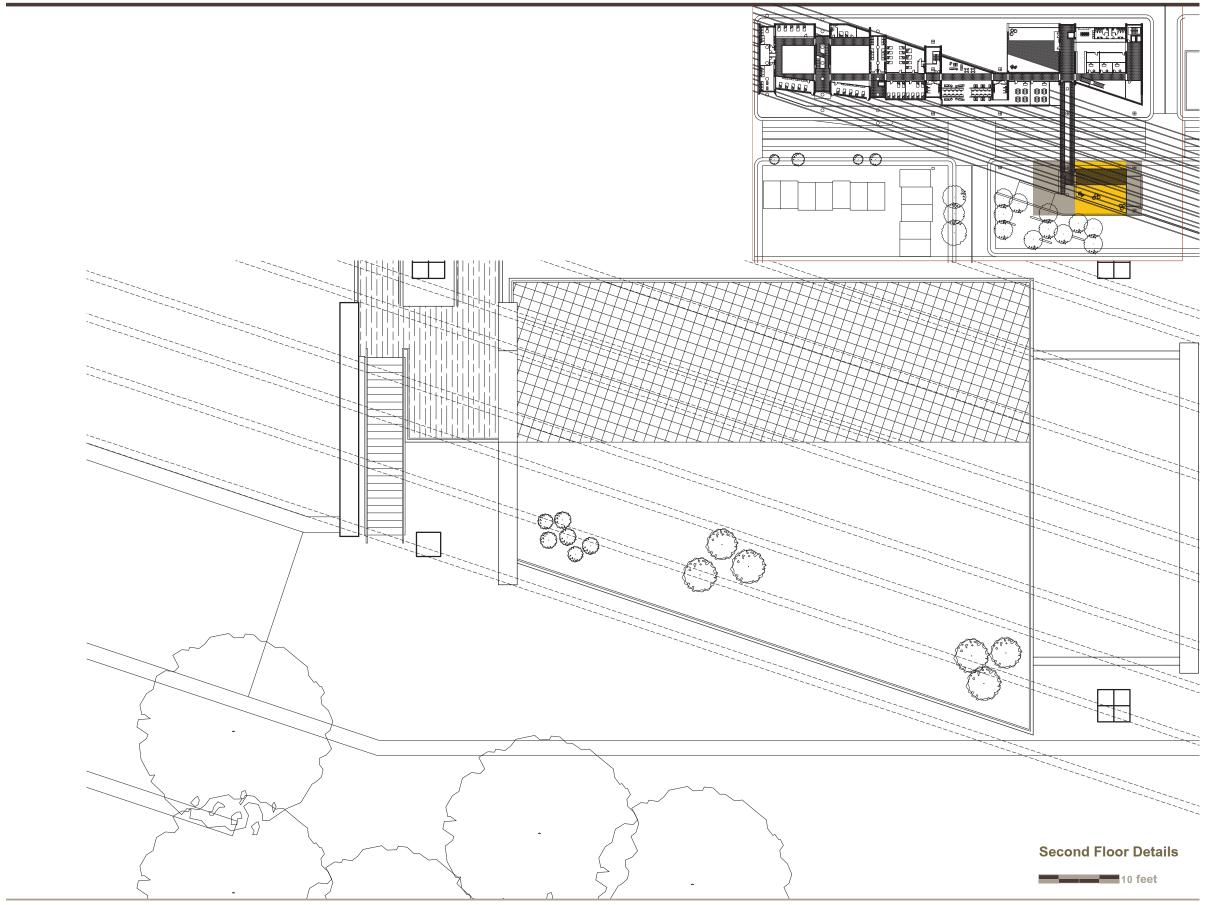




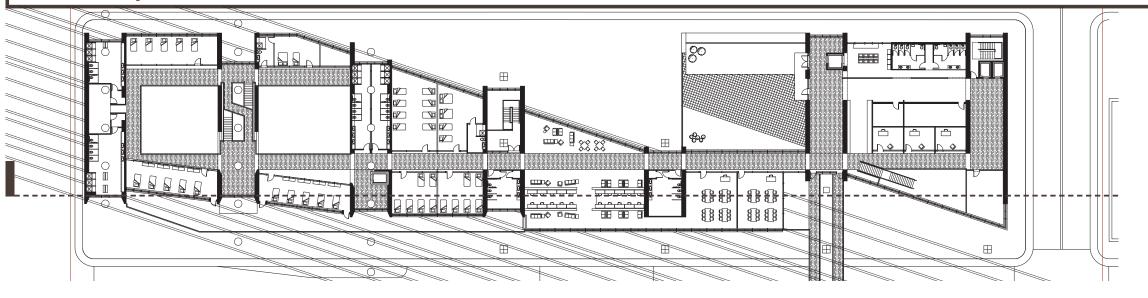


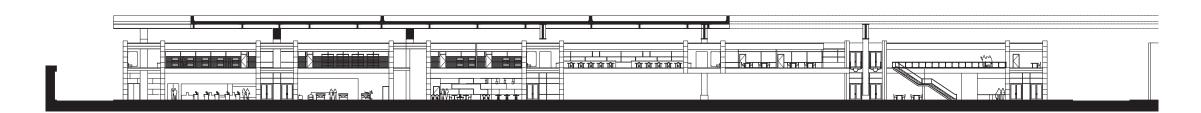
Page: 88

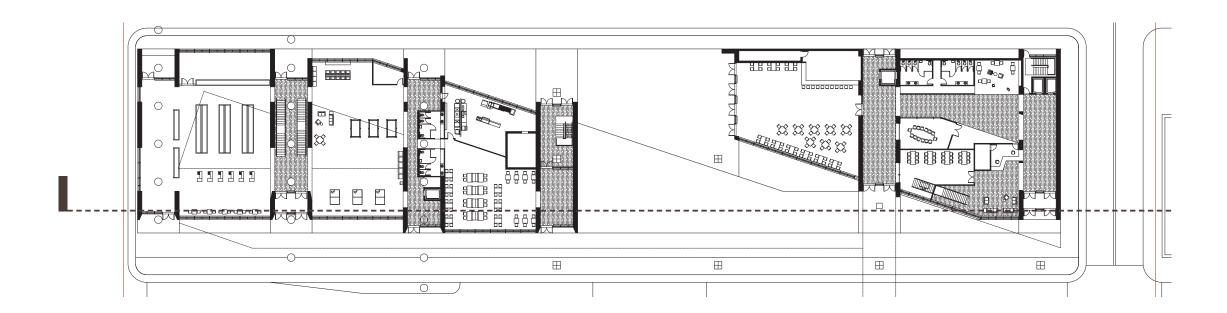
Re-Visioning Highway Infrastructure



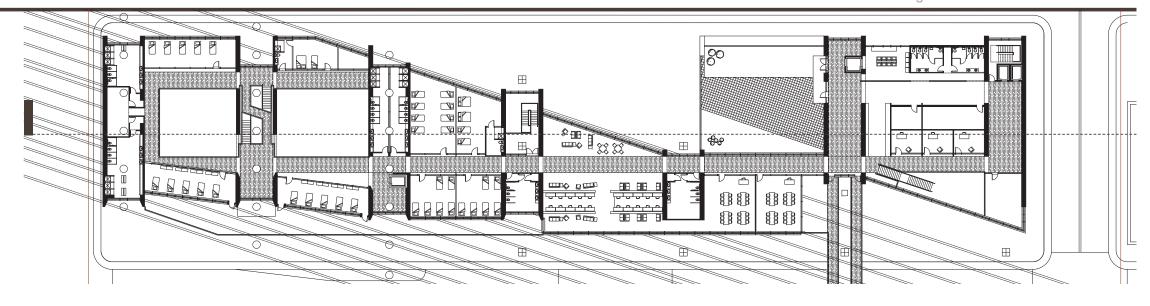
Hostile Spaces Hostel Spaces

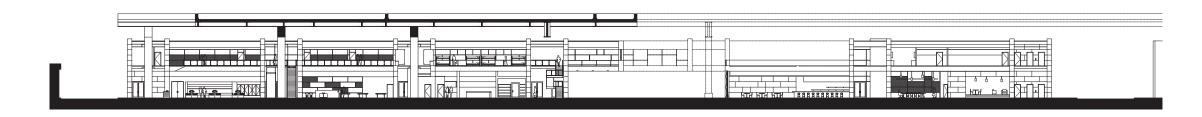


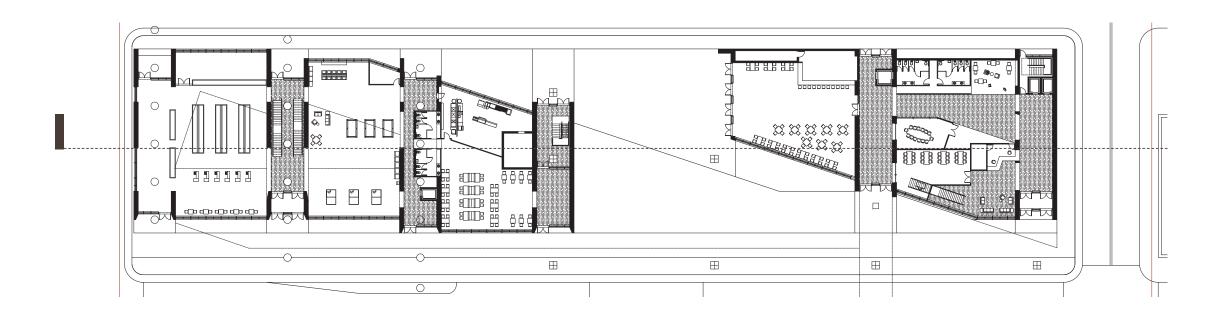




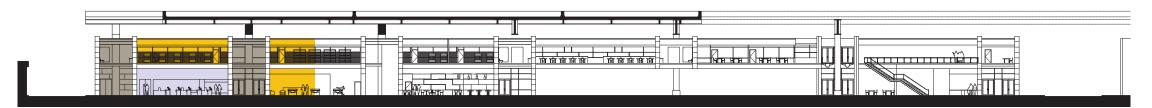
Longitudinal Section A

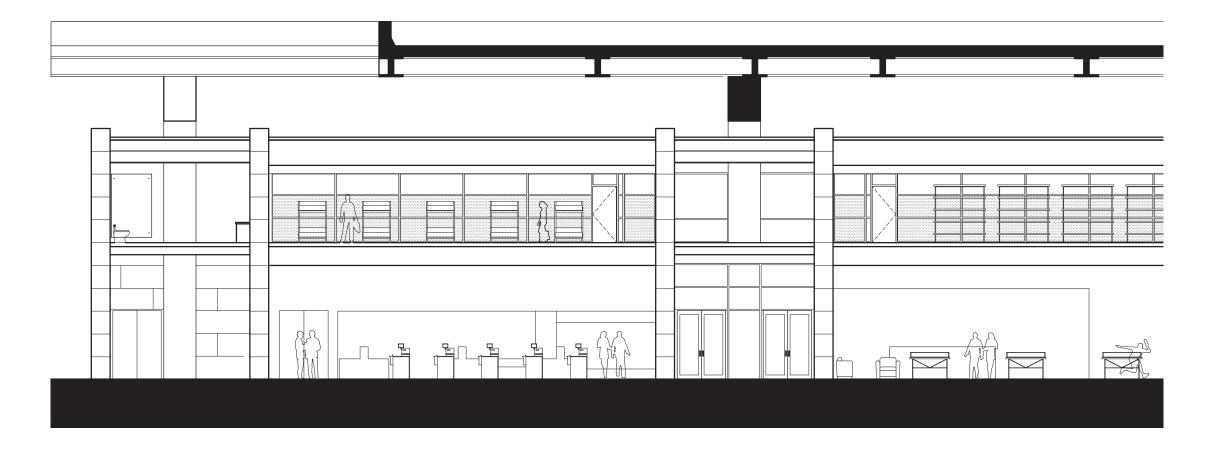


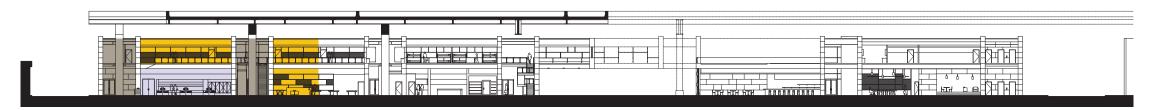


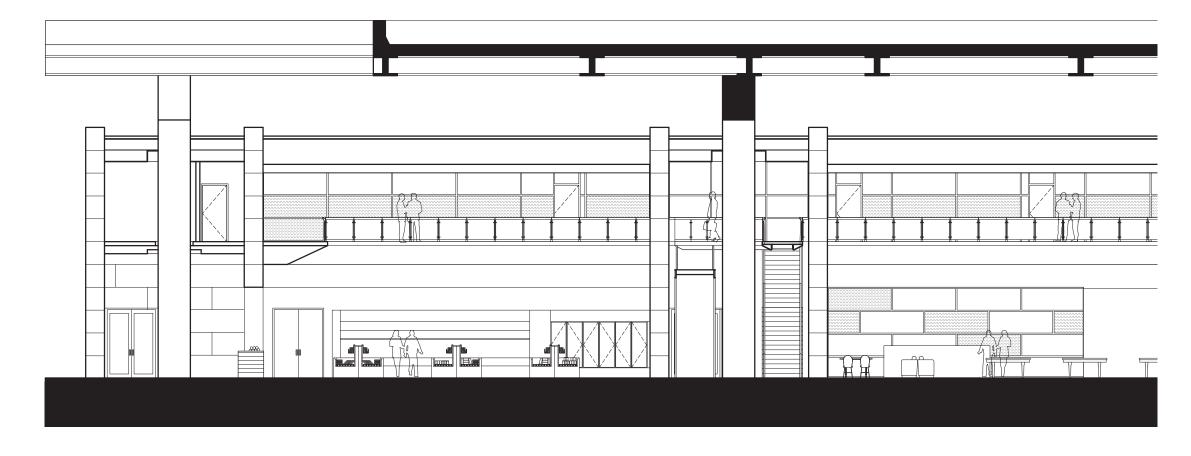


Longitudinal Section B



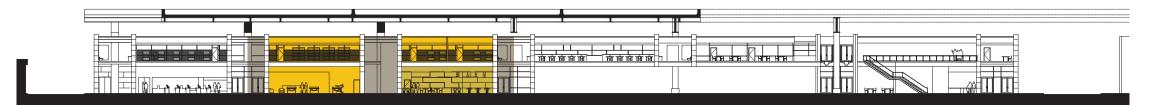




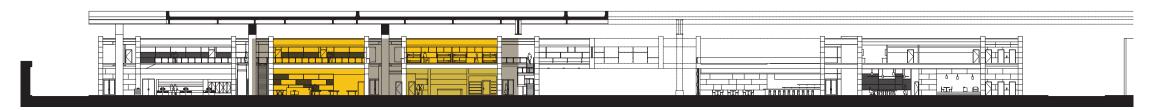


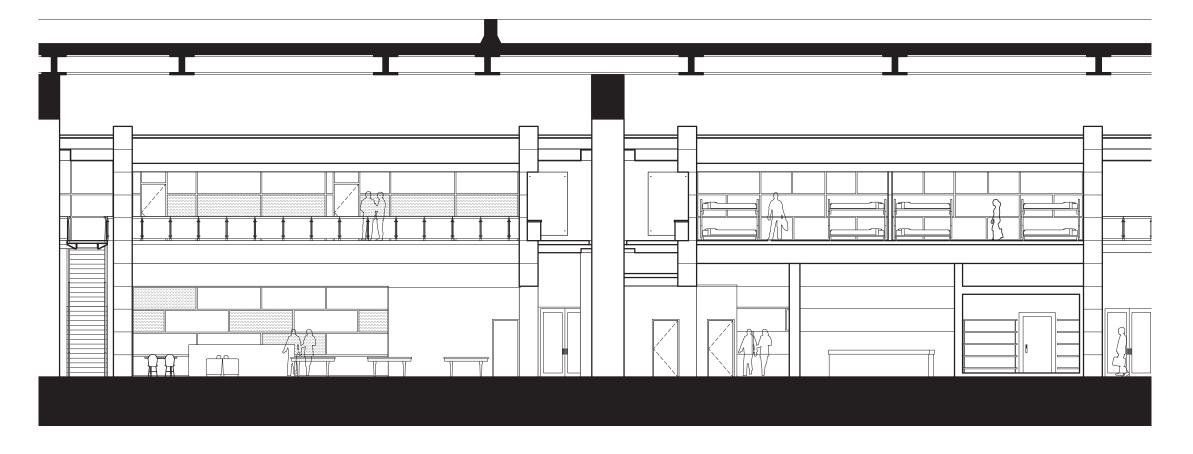
10 feet

Masters Project - IIT 2010



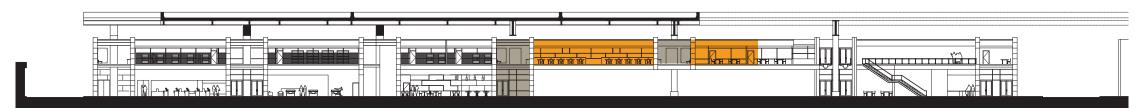


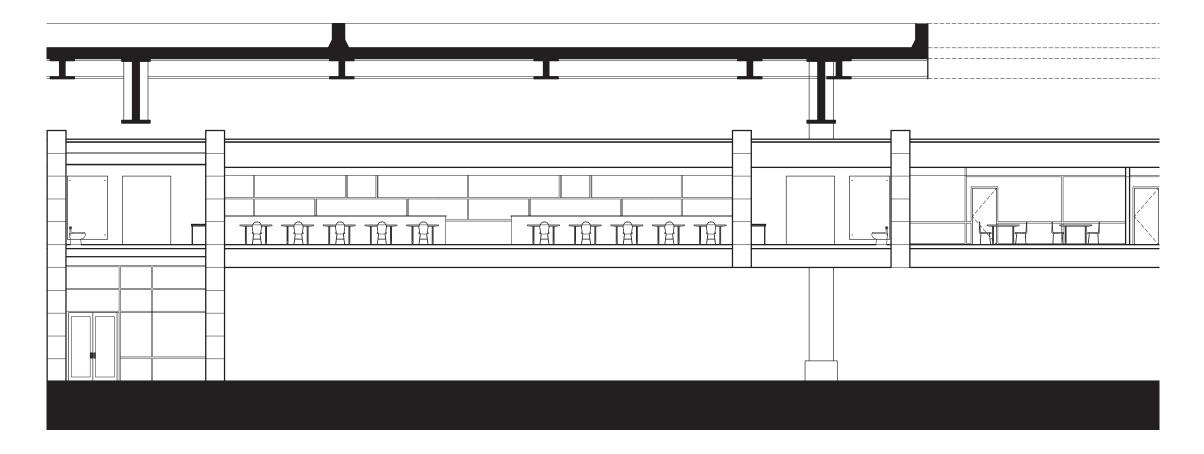


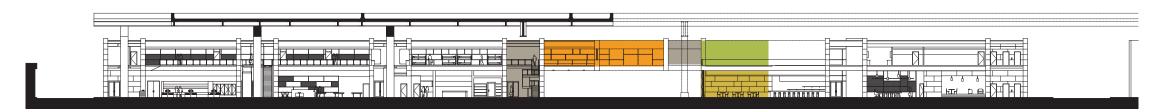


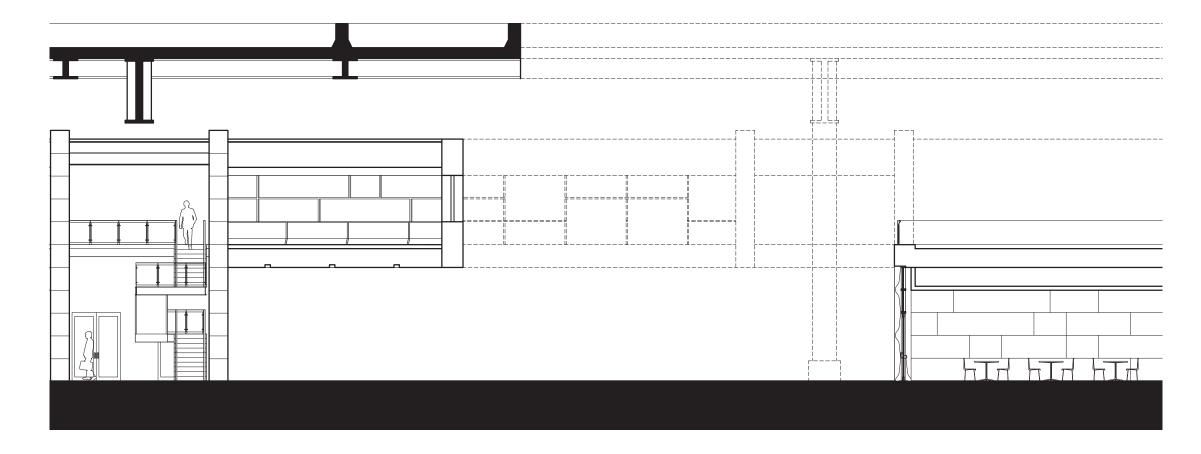
10 feet

Masters Project - IIT 2010



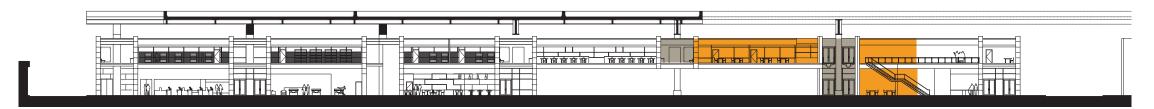


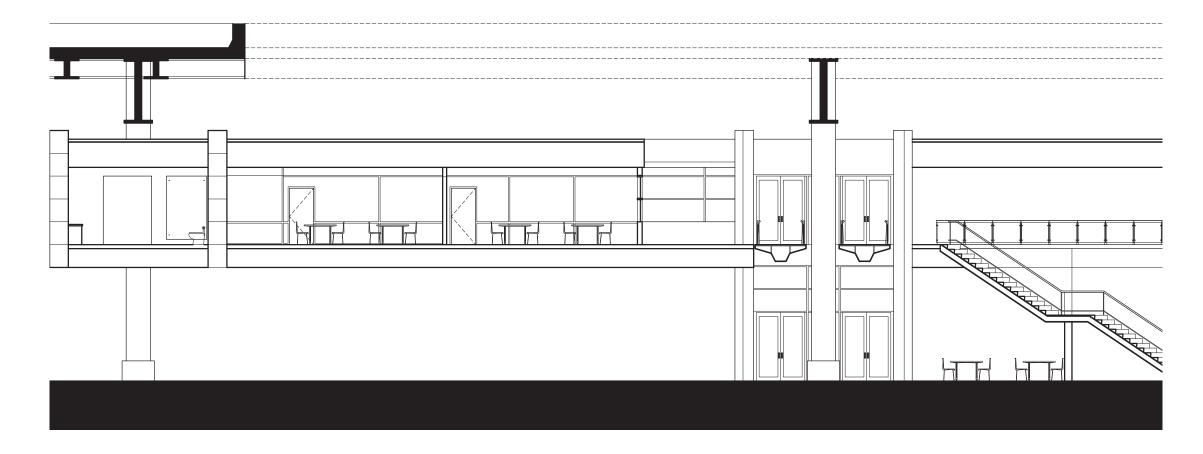


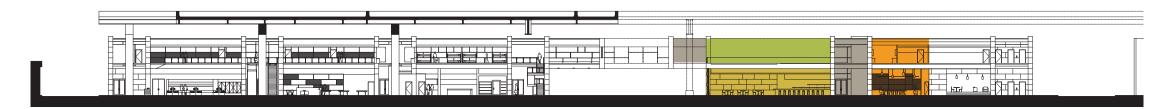


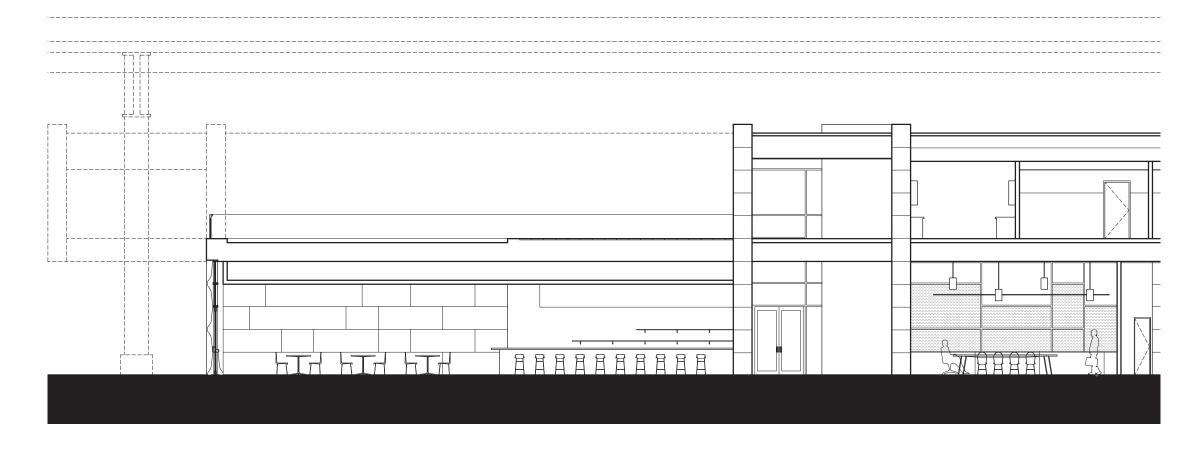
10 feet

Masters Project - IIT 2010



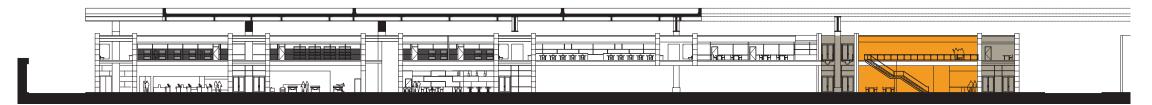


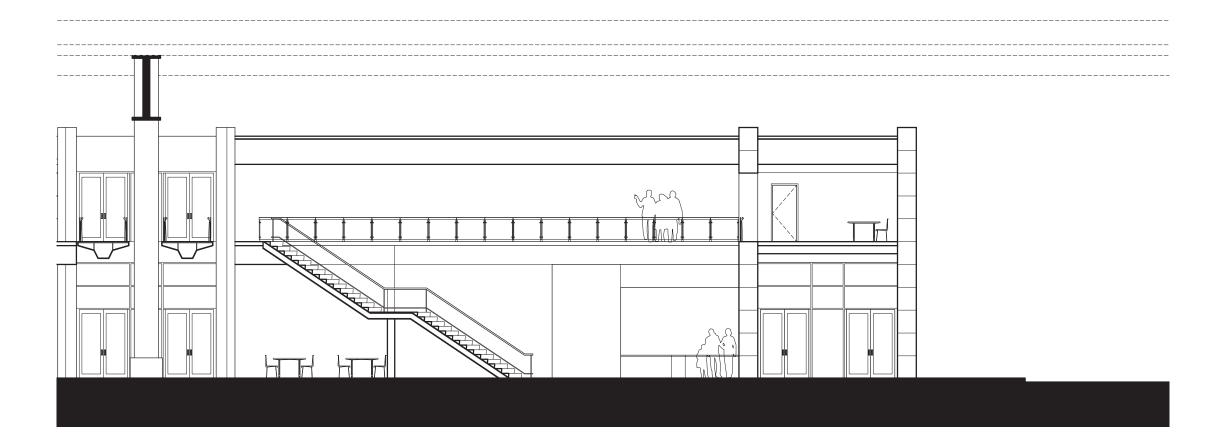


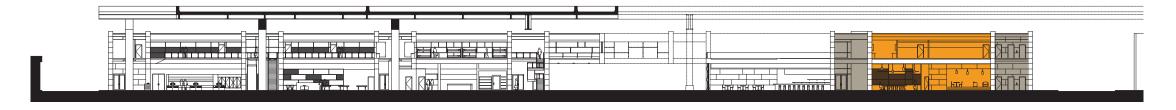


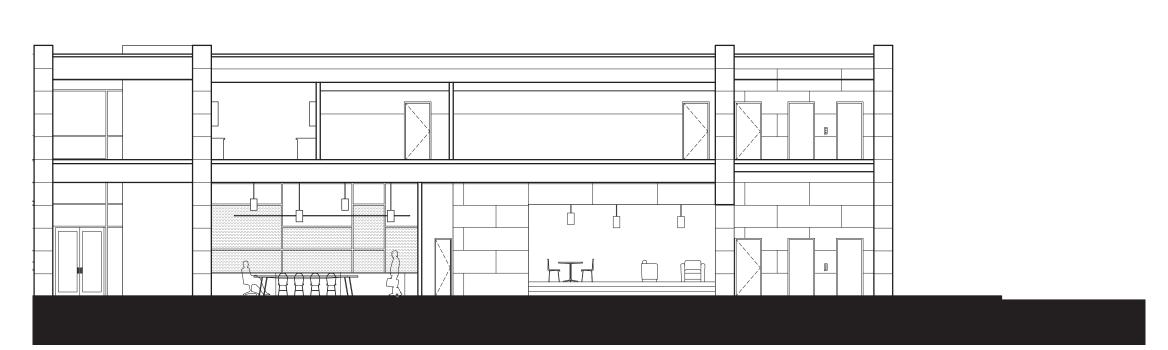
10 feet

Masters Project - IIT 2010



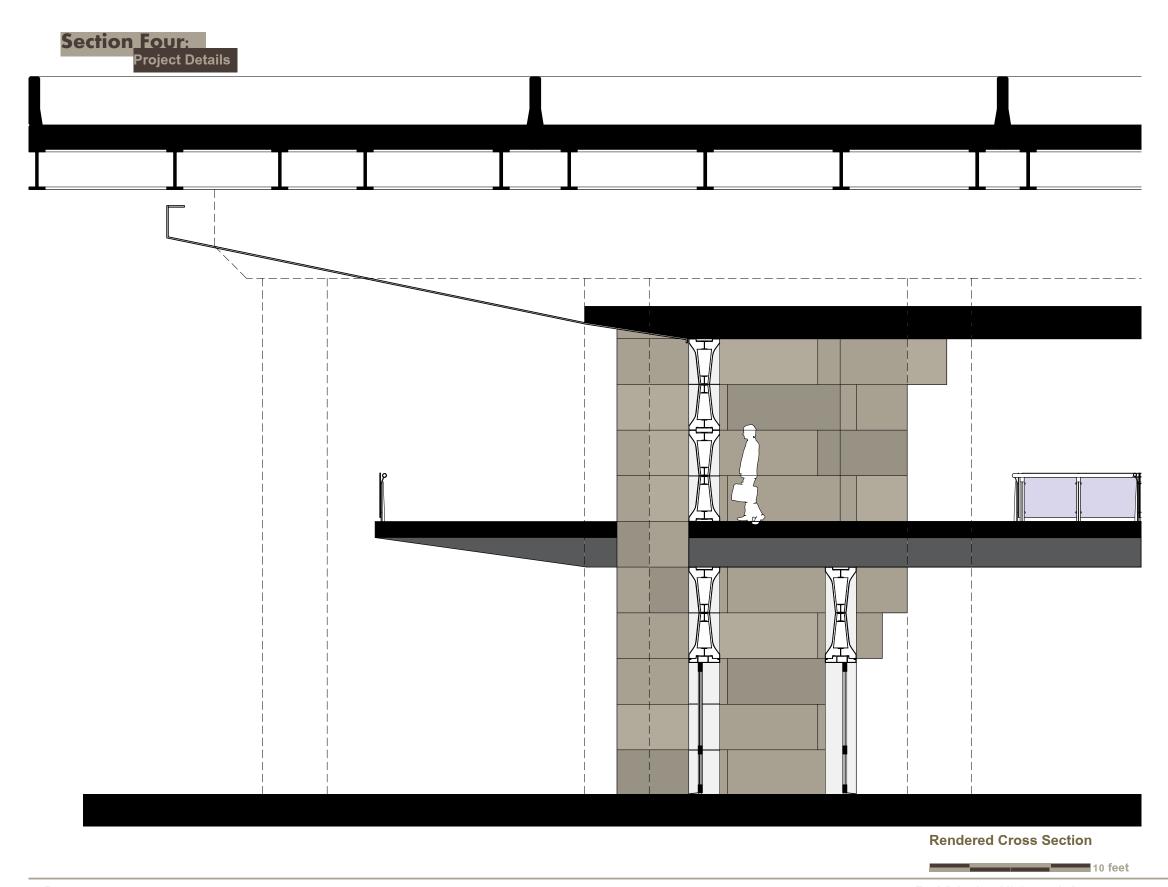


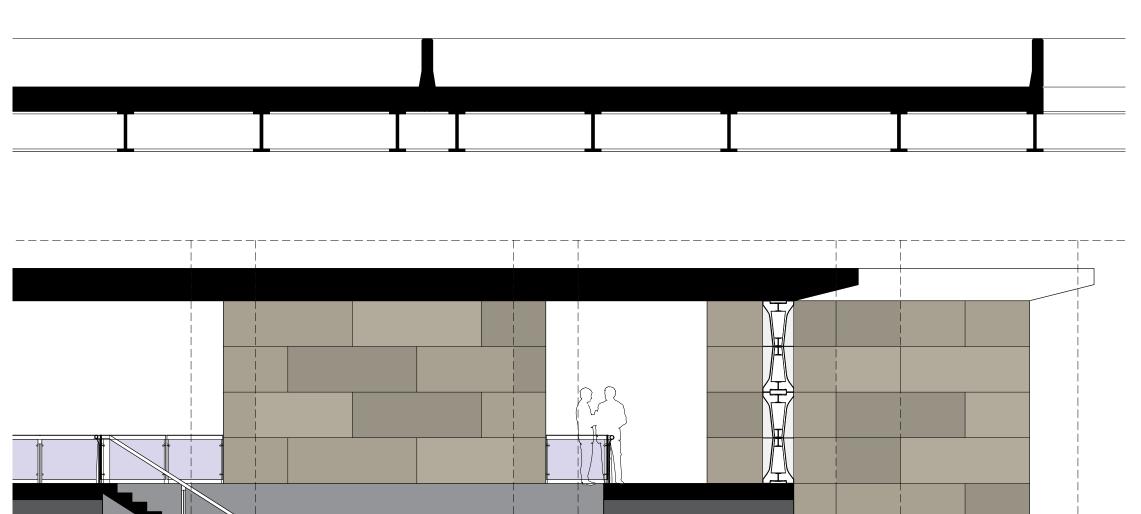


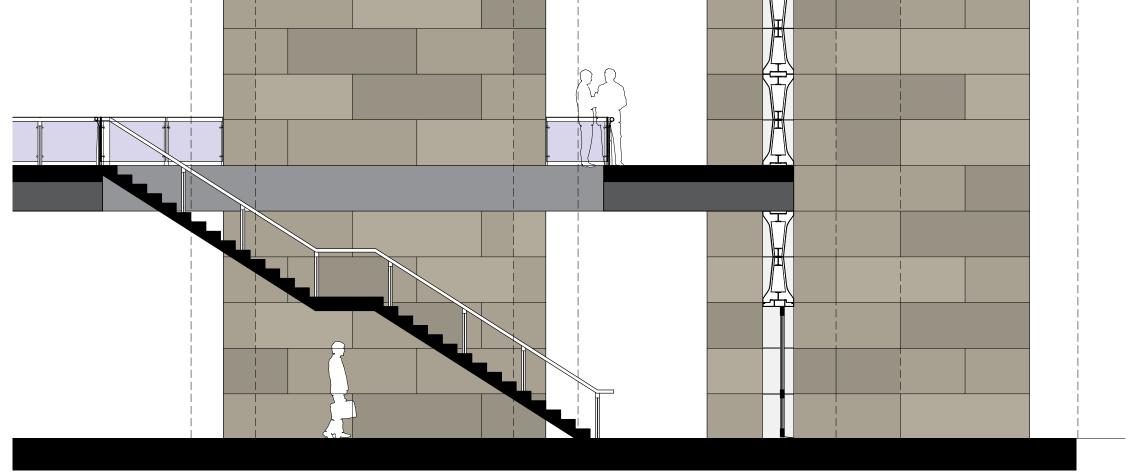


10 feet

Masters Project - IIT 2010



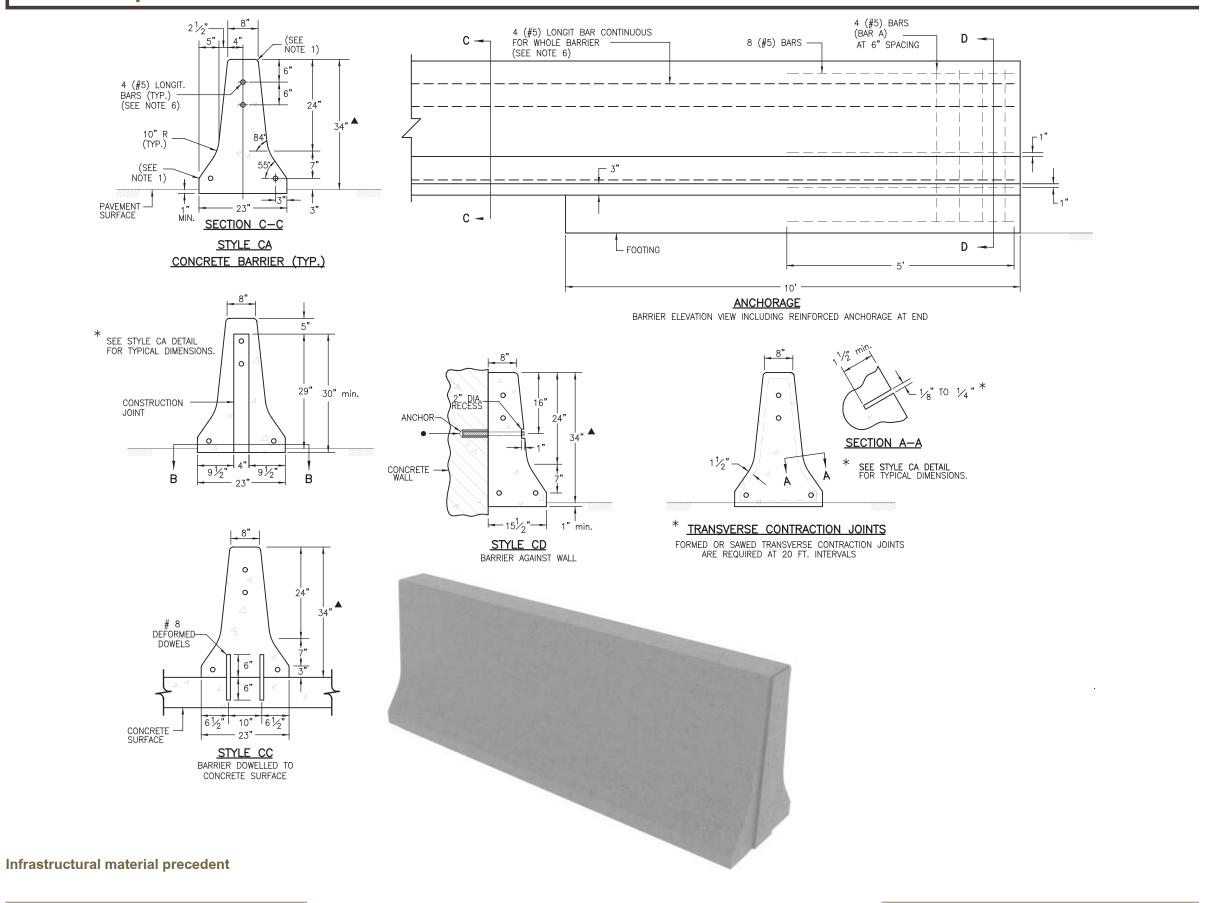


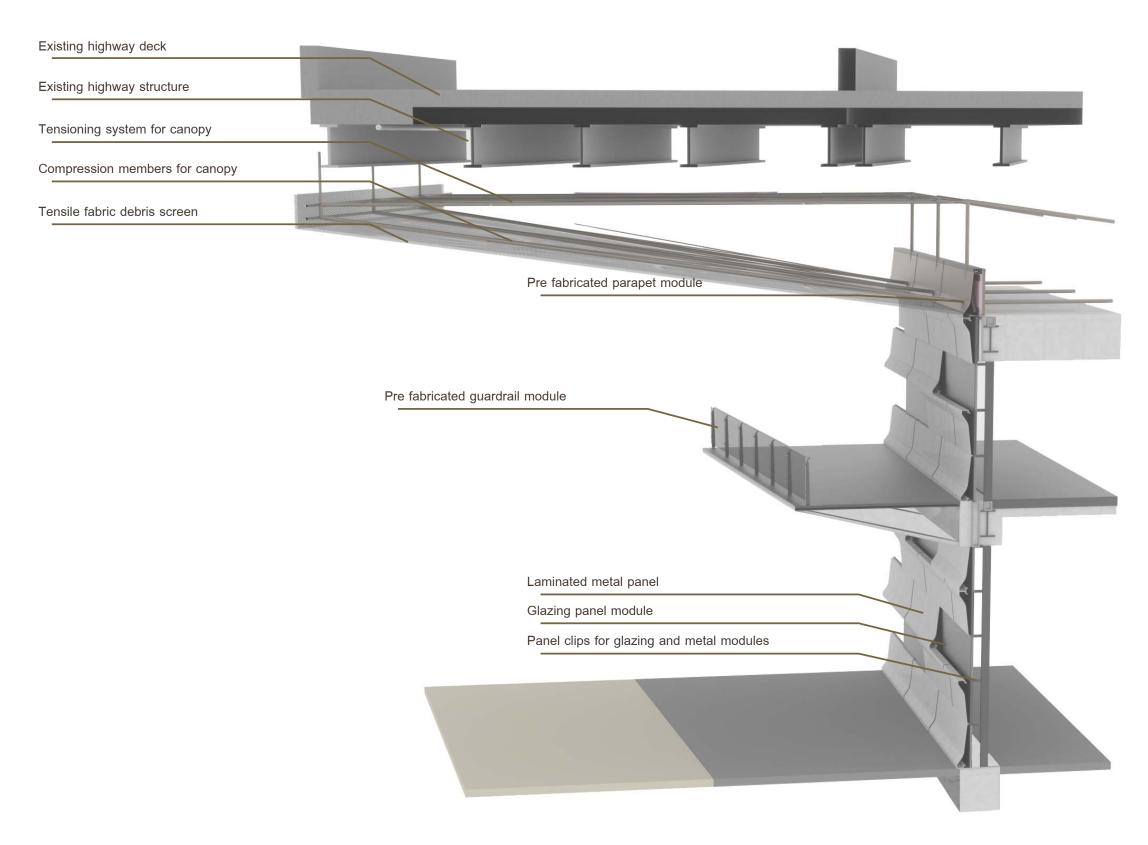


Rendered Cross Section

10 100

Masters Project - IIT 2010



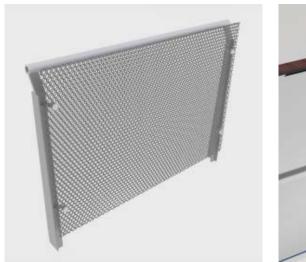


Wall section assembly

Hostile Spaces Hostel Spaces

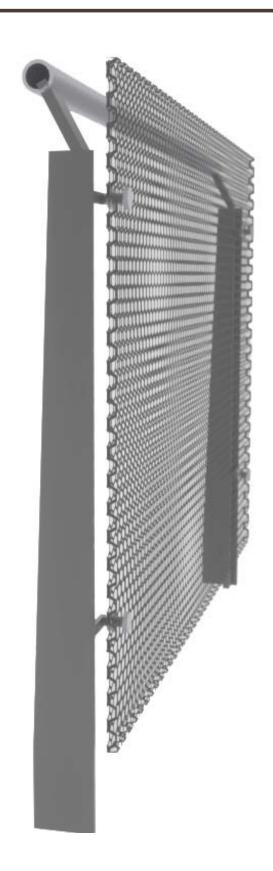


Exterior guardrail mock-up



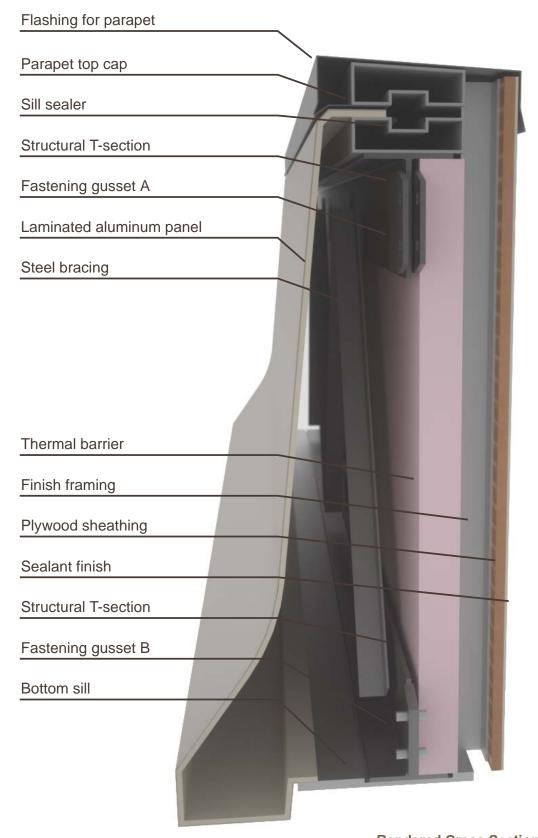


Guardrail Assembly models for interior and exterior spaces



10 fe

Page: 106 Re-Visioning Highway Infrastructure



Rendered Cross Section



View of material component implementation

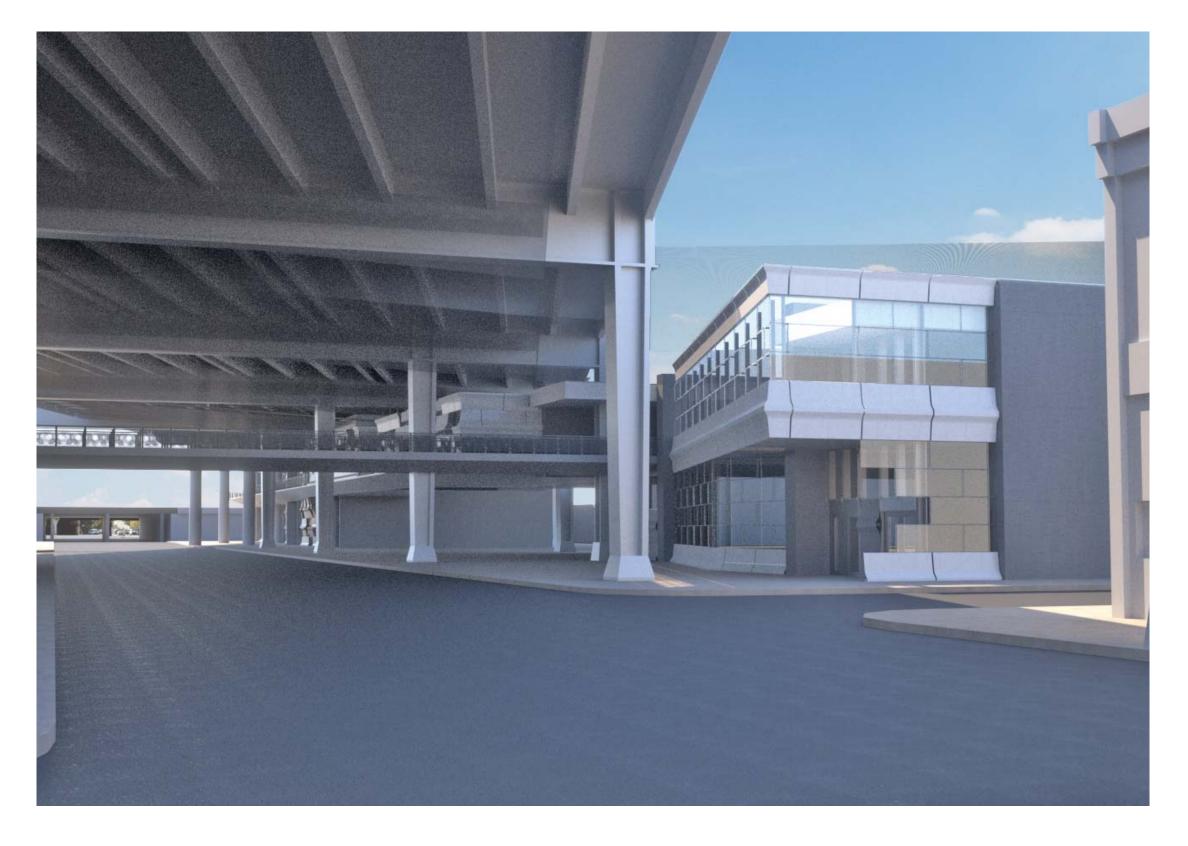


View of material component implementation

Rendered Cross Section



View of the garden center from Princeton Ave.



View of the hostel headquarters from Princeton ave.



