

BADACSONY
Department's design 3.

lecturer responsible: Zoltán Schrammel DLA
course leader: András Bartha
consultants: Gyula Grédics, Károly Lehel Kovács

semester 2018/2019/1	credit 8	time: Mon, Thu. 10.15-14.15	place:
-------------------------	-------------	-----------------------------------	--------

Time schedule

No. week.	date	PROGRAM	STUDENT ACTIVITY
1.	IX. 3.	department selection	
36.	IX. 6.	Introduction, starting presentation, field trip discussion, group forming 1st assignment handout (impressions, montage)	
	IX. 7.	site visit to Badacsony	
2.	IX. 10.	Group presentation and discussion of impressions hand-out of 2nd assignment	presentation of 1st assignment
37.	IX. 13.	Group work	computer research common map drawing (basis for mock-up)
3.	IX. 17.	Domonkos Wettstein's lecture Group presentation and discussion (Problem analysis maps) hand-out of 3rd assignment	presentation of 2nd assignment
38.	IX. 20.	University Sports Day	(no class)
4.	IX. 24.	Mock-up technics teacher presentation Group discussion (Functional program) hand-out of 4th assignment	presentation 3rd assignment
39.	IX. 27.	Group work	mock-up building
5.	X. 1.	Group discussion (Mass concepts)	presentation of 4th assignment
40.	X. 4.	Architect's Profession Day	no class
6.	X. 8.	Consultation	
41.	X. 11.	Group work	
	X. 13.	Group work	
7.	X. 15.	Schetch Design week	no class
42.	X. 18.	Schetch Design week	no class
8.	X. 22.	work free day	
43.	X. 25.	Consultation	
9.	X. 29.	Student group presentations	Concept plans presentation and submission
44.	XI. 1.	All saint's day	(no class)
10.	XI. 5.	Consultation	1:200 plans for each building
45.	XI. 8.	group/individual work	
11.	XI. 12	Consultation	
46.	XI. 15.	group/individual work	
12.	XI. 22.	Consultation	drawing techniques, lay-out, mock-up plan
47.	XI. 29.	group/individual work	
13.	XI. 26.	Consultation	
48.	XI. 29.	group/individual work	

Final plan submission deadline:
Friday, 7th of December 2018., 12am (K299 Public Department)
Re-submission deadline:
Friday, 14th of December 2018. december 14. 12am (K299 Public Department)

GOAL OF THE COURSE

In DD3 our work will focus on the broader surroundings of a site while designing a building. Environmental factors, such as the natural landscape (flora, fauna, geography, topography, etc) and social background (history, culture, economy) can be driving forces of the design process. We apply this workflow to the design of a small public building, and its environment in Badacsonytomaj.

- Developing a design with an architectural attitude that is natural, proportional in all respects and corresponds to the "genius loci" specifically
- Work together with teammates and consultants, and also individually
- designing useful public buildings for the society of the picturesque town, Badacsonytomaj
- Finding and expressing connections of each student's own cultural background

Conditions:

- in the course of preparing and presenting the working parts
- special attention is required concerning the environmental relations (landscaping, paving, gardening, paths, etc)
- submitted semester project plans, (all floor plans, min. two sections, all elevations 1:200, site plan 1:500/200, and model 1:200 - mocked up the building and the environment + studies)
- visually pleasing graphical presentation (computer aided, or traditional)
- technical description, including analysis, conceptual decisions and most important technical facts about the building

Way of completion:

- active, and regular participation in consultations with - partly - home-prepared plans and models
- successful presentations of Analysis and Concept Design phases, (judged by consultants)
- submission of complete project plan and model before deadline

STRUCTURE OF THE COURSE

1. Analysis and understanding of the urban problems and context of the chosen site, in teams, by 4 small assignments

Discovering the characteristics of the urban structure and the urban landscape: history, layers, typologies, development plans, etc. The analysis starts with individual exploration, but the final workgroups of 2-3 people will take on the analysis

together through 4 small assignments. From the beginning a teamwork involving all the class will take place based on the discussions of the findings and of the differences of cultures and visions.

2. Developing urban-scale proposals in teams

A development concept (1:500) in teams based on the analysis of the architectural environment: defining program, locating functions, structural consequences, urban connections, urban spaces, finding project sites. Creating the concept you will discover and determine different lines of morphology, of greens, of history, of traffic, of networks, of architectural styles, atmosphere, emotions, etc.

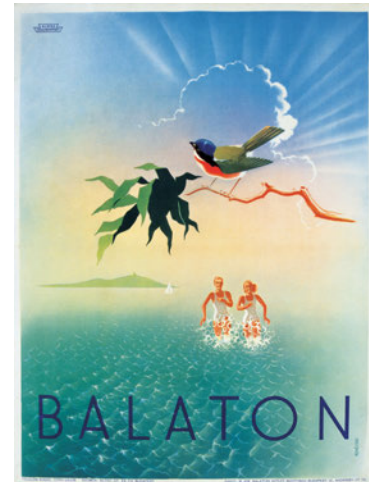
3. Architectural planning of a small public building 100-500 sqm carried out individually or in teams (4 program options, additional possible)

Expressing architectural behavior, interpreting the context: building and landscape design. A full documentation of an architectural intervention will be developed in scale 1:200, with an extensive use of models, and schemes for presentation. Individual or teamwork is also acceptable. Design work will be assisted by consultations in class, and common presentation is held with collective critical evaluation.

Throughout the course a strong emphasis should be put on the graphic quality of the presentations, and the build quality of the mock-ups.

Planning Locations

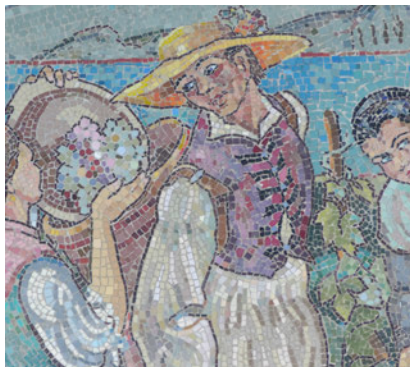
1. Badacsonyórs Beach facilities



Among the three connected towns, Badacsonyórs has no established swimming and beach facilities.

The designated area is problematic in various ways: It is closed from the town centre in north by the railway, and by private properties from the east. The Municipality had plans for a lakeside promenade, connecting the area of the docks, but it hasn't been established due to legal and environmental issues. Main design tasks are establishing connections to the town, and the neighbouring areas, designing a bath house (changing rooms, restaurant, bath, toilets etc.) and its adjoining outdoor areas

2. Wine culture centre



A visitor centre for the Badacsony Wine Region is a long time planned feature of the town. Its primary aim is to organise, and display the history and the present of Badacsony's wine culture. The center should act as a starting point for wine-tasting tours, and various related cultural events. It is a mixture of exhibition and bar/restaurant functions.

3. New town center and main square



In the center of Badacsonytomaj there are various public buildings: City hall, Primary school, Vernacular exhibition house (Tájház), the overall picture seems a bit run-down. The Municipality needs a new service area for the residents, and tourists, including tourist information, bicycle rental, retail and restaurant units, public toilets. Furthermore the most important thing is to transform the area to visually pleasing state by our planned interventions, with a primary focus on creating an adequately scaled, and friendly city square. Optionally you can find a place for a larger public building, an event hall.

4. Port area rehabilitation



The port area is the entrance of Badacsony by water, the liveliest part of the city, but the vibrant retail services, and its built framework lacks visual and environmental qualities. The light and transparent modernist buildings of the 60s are overwhelmed by new, unaesthetic structures. The design task is to carefully select and remove all annoying elements, yet to provide enough capacity for the existing facilities, by proposing new building, or place for them.