

PÉCS

Department's design 3.

lecturer responsible: Zoltán Schrammel DLA

course leader: András Bartha

consultants: Gyula Grédics, Károly Lehel Kovács

semester	credit	time: Mon,	place:
2019/2020/1	8	Thu.	
		10.15-14.15	

### Time schedule

No. week.	date	PROGRAM	STUDENT ACTIVITY
1.	IX. 9.	department selection	
36.	IX. 12.	Introduction, starting presentation, field trip discussion, group forming 1st assignment handout (impressions, montage)	
	IX. 14.	site visit to Pécs	
2.	IX. 16.	Individual/group work	
37.	IX. 19.	Group presentation and discussion of impressions hand-out of 2nd assignment	presentation of 1st assignment
3.	IX. 23.	Group presentation and discussion (Problem analysis maps) hand-out of 3rd assignment	presentation of 2nd assignment computer research common map drawing (basis for mock-up)
38.	IX. 26.	Individual work /optional consultation	
4.	IX. 30.	Mock-up technics teacher presentation Group discussion (Functional program) hand-out of 4th assignment	presentation 3rd assignment
39.	X. 3.	Group work - Consultation	mock-up building
5.	X. 7.	Group discussion (Mass concepts)	presentation of 4th assignment
40.	X. 10.	Group work	
6.	X. 14.	Consultation	
41.	X. 17.	Group work	
7.	X. 21.	Schetch Design week	no class
42.	X. 24.	Schetch Design week	no class
8.	X. 28.	Consultation	
43.	X. 31.	Group work	
9.	XI. 4.	Student group presentations	Concept plans presentation and submission
44.	XI. 7.	Group work	
10.	XI. 11.	Consultation	1:200 plans for each building
45.	XI. 14.	group/individual work	
11.	XI. 18.	Consultation / re-submission of concept plan	
46.	XI. 21.	group/individual work	
12.	XI. 25.	Consultation	drawing techniques, lay-out, mock-up plan
47.	XI. 29.	group/individual work	
13.	XII. 2.	Consultation	
48.	XII. 5.	group/individual work	

Final plan submission deadline:

Friday, 13th of December 2019., 12am (K299 Public Department)

Re-submission deadline:

Friday, 20th of December 2019. 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), and the existing built structure can be driving forces of the design process. We apply this workflow to the design of a small public building, and its environment in Pécs.

- 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 final 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 final 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

(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.

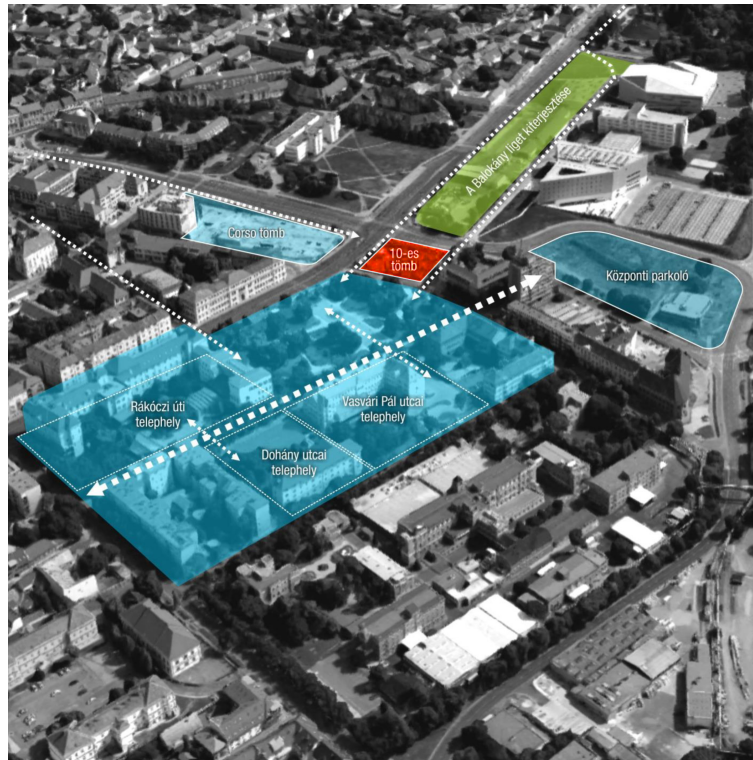
## Planning Locations

### 1. University sports facility



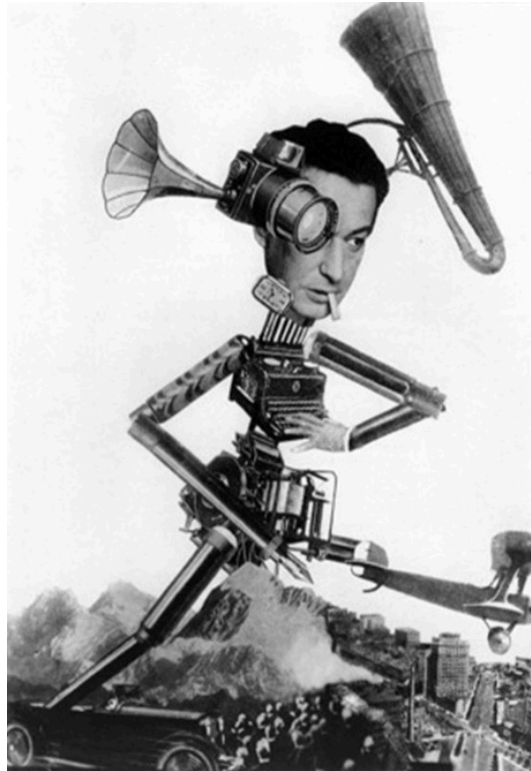
In this currently underdeveloped area, the task is to establish a complex community sports facility, which can be used by both the locals (35000ppl), and the university students (20000ppl). The current “enclaved” urban character should be opened up, the existing buildings can be demolished. New, sports, and commercial units should be designed to ensure the financial sustainability of the area. Possible functions: sports facilities ( football, table-tennis, basketball, handball, volleyball), restaurants, healthy food shops, gym, beauty services.

## 2. University business centre



Pécs University wants to establish a new modern central building, where the citizens, the students, and business partners of the University can meet, and interact. The public area of the building should be a meeting zone, an iconic entrance to the campus. The remaining part of the building should serve as an office hub for the corporations in relation with the university, or a catalysing co-office for young start-ups. The location is very exposed, at an intersection of important city axes.

### 3. Open air film theatre and parking facility



Car parking has been an unsolved problem for a very long time now in the city. Building a new garage building on the former open-air cinema's site, located on the border of the downtown area would solve the issue. The area within Felsőmalom st, Rákóczi st., Koller st. is also filled with Bauhaus buildings, so a sensitive architectural attitude, and additional functional should be considered through the design.

The site also features an indoor cinema (built in 1920), which was used as a recital place for the Pécs Philharmonics before their new building was realised. It is accessible from two streets, but has really short facades. Besides the garage function the plot requires additional features, to fill this valuable location with life outside busy hours.

#### 4. Balokány - abandoned bath



The area between Zsolnay Cultural Quarter, Kodály Centre and the Knowledge Centre is still undeveloped. The Balokány is the only natural lake inside the city. As it is fed by three freshwater springs, it never gets iced up.

Plans of the original bath facilities were realised in 1934, the complex was been consisting two changing bocks, a living unit, a restaurant, ticket offices, and two pools (33 and 50 m). Some building parts are under historic protection, but in general the condition of the complex is very poor. "Pécs-Balokány Youth house", a former community centre and later discotheque located inside the park, was built in 1970, now is waiting for a new function.

Your task is to figure out the new functional programme and the suitable architectural solution for it