Like athletes and dancers, designers sense themselves and their surroundings naturally through their bodies with all their senses. Thus, it is of fundamental interest that Embodiment and the Senses have emerged as the focus of recent, dramatic breakthroughs in the human sciences. They concern the way we perceive, respond to and understand the world through primal biological operations. This studio explores the meaning and implications of these sensibilities to make a distinct Metropolitan Place: an active, evolving Place of diversity and freedom within a distinct framework - bodies within a grid - integrating practice with a coherent theoretical strategy.

Two very different major American cities, Chicago and Los Angeles, with two very different key streets, Wells and Grand, will be researched and developed with dense, mixed-use projects: on Wells in Chicago during the Fall term and on Grand in Los Angeles during the Spring term.

Wells from Lake to Jackson is the western leg of Chicago’s fabled Loop. Underutilized parcels straddling Wells will be the sites for large complex projects to explore “streets on the ground” and “streets in the air.”

Grand in Bunker Hill is now the culture center of Los Angeles. Infamous Parcel Q across from Disney Hall, still undeveloped, will be the site to explore how a single, major, mixed-use project can unify a district by generating an entirely new “spirit of place.”
STUDIO BRIEF  
Making Metropolis 5/6

DELIVERABLES

Requirements include: research and analysis of key programs and concerns; @ 1/32”=1’: base site model, final urban model, urban plan, urban merchandising plan, urban materials plan, urban streetscape and garden plan, urban infrastructure plan and @1/16”=1’: urban sections, final building model, building floor plans, building sections, building elevations, study models, sketches, material callouts, descriptive text, and 6 color illustrations. All required in each term.

PROGRAM
Making Metropolis 5

Each Parcel on Wells will be built out at a height of ten times the parcel width. Included will be Street & Loop Level Retail, vertical connections from Street to Loop Level and community gathering spaces with gardens throughout site and building.

Making Metropolis 6

Parcel Q will be built out at 1,750,000 SF with Street Retail, 1,000 Parking Spaces community gathering spaces with gardens throughout site and building.

Making Metropolis 5/6

All uses, whether housing, office, retail, institutional, industrial, academic, entertainment, cultural, transportation or unknown future uses, need to be understood, appreciated and planned into space that can accommodate any use, integrating deftly with streets, sidewalks, open spaces and gardens.
GOOD SPACE

Architects must make good space. Space is “good” if it can adapt to a wide variety of functions which satisfy basic human needs of shelter, habitation, work, learning, changing, enjoyment, beauty and spirituality. Mies van der Rohe called this Universal Space. Some now call this Hybrid Space.

Good Space is Mixed-Use Space. It has become customary to realize that manufacturing spaces can become living spaces, that department stores can become offices, that offices can become schools, that schools can become clinics, that a space calibrated for one use can become appropriate for another use, that form can be inflexible if over-prescribed by function.

Good Space is space that doesn’t know what its functions might be over time. It must be prepared to adapt readily. This includes both interior and exterior space.

Good Space is not neutral. It creates unique character and poetry that derives from its place, its making, its materials and its unique motivating forces. One place of Good Space is different from another place of Good Space as each adapts to location, sociability, ambition, technology, financing, politics, culture and all the ever-varying rhythms of life.

In both Chicago and Los Angeles, the studio intends to develop authentic and compelling Good Spaces.
CHILDREN IN THE CITY

There is considerable discussion today about environment and climate that focuses on buildings and automobiles. It is a tangled discussion. It needs a key of commonality to unlock it. That key could be a focus on making places for children in the city.

Children automatically humanize.

Whether dolls, balls, paintings, stocks, shops, factories, churches or law courts - Culture and Play are deeply intertwined. Forms of Play are the first expressions of innate human needs: spirit, rhythm, harmony, change, contrast, curiosity, climax, honor, glory, beauty, mystery, fairness and excellence. Sometimes pretend and sometimes serious, these forms are the starting points for the rituals and building blocks of a civil society.

As the Dutch architect Aldo van Eyck has observed, “If we create a playground well, we create a world in which man redisCOVERs what is essential, in which the city redisCOVERs the child.”

A playground is the space between home and the world for a child. In van Eyck’s terms, a playground is an “extension of the doorstep.”

The Sidewalk is the Doorstep to a Building: Along Wells in Chicago and Grand in Los Angeles, the studio will develop public playgrounds between Streets and Buildings, new-found places for Children in the City: places of a rediscovered basis for a civil society.

The City as Playground.
SITE
Making Metropolis 5

Wells and its immediately adjacent street, LaSalle, are a study in urban contrasts.

LaSalle is broad, open to the sky, full of light, a dignified and monumental city canyon dedicated to the nobility of doing business in a Capitalistic society.

Wells, on the other hand, is noisy, narrow and enclosed. The Loop tracks are above providing only occasional shafts of light. It is the Loop’s underbelly, the dark side of doing business.

The “streetwise” quality of Wells offers immense opportunity for speculative and non-predictable uses: pop-ups, alternative officing, loft residential and loft manufacturing, family places, singles spaces, maker spaces, quirky museums, quirky cafes, novel educational venues and novel entertainment venues.

This is the future of Wells: a creative urban atmosphere as an alternative to staid LaSalle, a new gift to the Loop.
Making Metropolis 5

As an investigation into the particular and peculiar “spirit of place” that Chicago and its Loop offers, four movies set in and about Chicago will be viewed and discussed.

*Scarface* directed by Howard Hawks, 1932

*The Man With The Golden Arm* directed by Otto Preminger, 1955

*Medium Cool* directed by Haskell Wexler, 1968

*High Fidelity* directed by Stephen Frears, 2001
SITE
Making Metropolis 6

Grand Avenue in Los Angeles is now a linear strip of isolated exceptional “auto-poetic archipelagos” - one spectacular project after another, each designed by a “starchitect.”

Although immediately adjacent to each other and easily walkable from one end to the other, the buildings are linked exclusively by vehicles. Each project is a cultural destination in itself. Patrons often drive to one venue and then return home - only to return to a different venue on a different day. There is no street life. This is a remarkably new and curious form of urbanism.

The future of Grand Avenue - and downtown LA’s cultural sense of self - is dependent on the development of Parcel Q being more than just another isolated star-studded destination. A successful new LA street model must emerge with any Parcel Q development. It must make the street itself comes alive as a distinct and marvelous “place” in its own right, integrating all the neighboring archipelagoes.
As an investigation into the particular and peculiar “spirit of place” that Los Angeles offers, four movies set in and about Los Angeles will be viewed and discussed.

*Sunset Boulevard* directed by Billy Wilder, 1950

*Chinatown* directed by Roman Polanski, 1974

*Pulp Fiction* directed by Quentin Tarantino, 1994

*Mulholland Drive* directed by David Lynch, 2001
EXPERTISE / KNOWLEDGE GAINED
Making Metropolis 5/6

Students will work in teams of three under the direction of the professor. Each team will develop a distinct and separate strategy. In addition, in both terms all the teams will collaborate on an overall integrated Street environment. Simulating an actual office situation in competition for a commission, the students will become prepared for future professional conditions.

Students will investigate the issues intrinsic to streetscapes, infrastructures, vehicular movements, water transportation, construction logistics, financial procurement, air rights, retail merchandising and the public realm.

To provide Good Space, student teams will research bay sizes, layouts, floor-to-floor heights, daylight depths, glazing exposures, glazing protections, systems arrangements and core locations for a variety of programmed uses to determine a singular solution flexible for as wide a variety of uses as possible.

By choreographing and designing the experiences embodied within these issues, students will develop a sense of the tough-mindedness, flexibility and sensitivity required to organize a 24/7 Mixed-Use City amidst the politics, power plays, surprises, misinformation and propaganda that operate behind the stories and glories of Making Metropolis.
EXPERTISE / KNOWLEDGE GAINED
Making Metropolis 5/6

The following Bibliography will form the philosophical basis of research, critique and commentary throughout the year.

EXPERTISE / KNOWLEDGE GAINED
Making Metropolis 5/6

TIMELINE
Making Metropolis 5

The studio will be organized in two phases. Initially the students will build a context site model of the site area and research Universal Space. Then project design will commence. Each student team will receive regular desk critiques. There will be a Mid-Term Review and a Final Review. Reviews will be with IIT faculty and practicing professionals from outside the school.

Schedule:

- **Week 1**  Introduction: Team formation; Site Walk; Begin base site model; Begin Good Space studies
- **Week 2**  Continue base site model; Good Space studies
- **Week 3**  Complete base site model; Good Space studies
- **Week 4**  Begin Project Design
- **Week 5**  Continue Project Design
- **Week 6**  Continue Project Design
- **Week 7**  Prepare for Mid-Term Review
- **Week 8**  Mid-Term Review
- **Week 9**  Assess Mid-Term Review
- **Week 10** Adjust Project Design
- **Week 11** Adjust Project Design
- **Week 12** Prepare for Final Review
- **Week 13** Prepare for Final Review
- **Week 14** Prepare for Final Review
- **Week 15** Final Review
TIMELINE
Making Metropolis 6

The studio will be organized in two phases. Initially the students will build a context site model of the site area and research site context. Then project design will commence. Each week each team will receive regular desk critiques. There will be a Mid-Term Review and a Final Review. Reviews will be with IIT faculty and practicing professionals from outside the school.

Schedule:

Week 1  Introduction: Team formation; Site Visit; Begin base site model
Week 2  Context studies; continue base site model
Week 3  Complete base site model; Begin Project Design
Week 4  Continue Project Design
Week 5  Continue Project Design
Week 6  Continue Project Design
Week 7  Prepare for Mid-Term Review
Week 8  Mid-Term Review
Week 9  Assess Mid-Term Review
Week 10 Spring Break
Week 11 Adjust Project Design
Week 12 Adjust Project Design
Week 13 Prepare for Final Review
Week 14 Prepare for Final Review
Week 15 Prepare for Final Review
Week 16 Final Review
REQUIREMENTS
Making Metropolis 5/6

The studio will meet three times a week (M/W/F) from 2 PM to 6 PM in Crown Hall. In addition to these 12 hours per week, an additional 24 hours per week (minimum) will be required to perform work in an adequate manner. Teamwork will be essential to success in the studio.

Attendance in all classes is mandatory. Two unexcused absences will result in a drop of a letter grade. Three unexcused absences will result in failure of the course.

Completion of all deliverables at both Mid-Term Review and Final Review is mandatory to receive a passing grade. Final grades will, however, ultimately be based on performance at Final Review. Please refer to the graduate bulletin for official IIT university grading policies.

These studios require continuous, concerted and intense efforts. The projects are ambitious and complex in their comprehensive nature, their urban issues and their place-based path of embodied discovery.

AMERICANS WITH DISABILITIES ACT (ADA): Reasonable accommodations will be made for students with documented disabilities. In order to receive accommodations, students must go through the Center for Disability Resources office. The CENTER for DISABILITY RESOURCES (CDR) is located in Life Sciences Room 218, telephone 312 567.5744 or @iit.edu.

Louis Sullivan
CURRICULUM VITAE
Making Metropolis 5/6

Steven Brubaker

An Arthur Lehmann Scholar while at Harvard’s Graduate School of Design, Mr. Brubaker has received over a dozen AIA Design Honor Awards. Well published, for many years he was a Design Principal with Hellmuth Obata + Kassabaum where he designed and had built over 10,000,000 SF in dense urban sites across the world. His work includes several landmark buildings: the Federal Reserve Bank of Cleveland, the Anaheim Convention Center across from Disneyland, the Thomas Eagleton Federal Courthouse in St. Louis, Tuntex Tower in Kaoshung, Taiwan and the Phoenix Convention Center. In 2003 he was the Ruth and Norman Moore Visiting Professor of Design at Washington University in St. Louis and in 2005 the Van Sante Visting Professor of Design at South Dakota State University. Now with his own practice in Chicago Mr. Brubaker continues to participate in conceiving large urban developments as well as designing several higher education facilities and specialty projects.

Instructor: Steven Brubaker (shbrubaker@sbcglobal.net)