

ARC2014: Design Studio 4 – Comprehensive Building Project
Winter 2022
Course Coordinator: Sam Dufaux

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Title: Water

WATER is a common element in architecture as a landscape to a mechanical system. Throughout this course, we use water in the design spaces to be experienced. We will produce and develop the idea based on WATER that impacts and determines the entire building and landscape. Water has various characters, from its movement, its fluidity and the way it reflects light. By honing these qualities of water, we can engage all our senses. A river is flowing, a waterfall or a building where fishes can swim are examples. The vision is to work with the water rather than against it. We can find practical or unpractical ways to engage necessary water, from an aggressive usage of recycled water, space design based on humidity control, or a building that requires one to use an umbrella. The method could revive a primitive technique to find innovative ways for more sustainable water use in our everyday lives.