

BASE CAMP

THE UNIVERSITY OF MICHIGAN TAUBMAN COLLEGE
ARCH 432 (UG3) ARCHITECTURAL DESIGN III
FALL 2020 M/W/F 1-5 PM EST

Instructor	email	Hybrid/Remote <i>by Month</i>
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Course Description

This is a studio course in which the knowledge, understanding, experience and skill gained in previous courses are integrated and translated into architectural solutions to satisfy given needs, conditions, and means. The primary emphasis is in the development of insight into the solution of building and environmental design problems: how they are studied (analysis), how they are approached and carried through (process), and how they are conceptualized and developed (synthesis). Assigned projects require the student to consider issues of human scale, human behavior, environmental responsibility, and building construction at a level of greater complexity than previously encountered.

PROJECT OVERVIEW

What does a Base Camp mean at the moment? At Mount Everest, which is one of the most iconic instances, Base Camp is positioned just below the elevation at which humans cannot live permanently. Here a base camp is a collection of settlements where teams rest, acclimate, and prepare for the chance to ascend earth's highest mountain. This studio will adapt this idea to other contemporary conditions. **BASE CAMP** will serve as an organizational model for our semester: to keep creative and carry on amid the pandemic requires studio place like no other, with essential resources and the necessity to be prepared, yet flexible; disciplined, yet improvisational. A staging place with higher objectives in mind. **BASE CAMP** will also serve as an architectural type for the projects the sections will undertake. Together we will look for opportunities to expand and rethink these spatial and organization models, all while learning and working on architecture.

Shared and unique requirements and aspects of the program, site, and phasing will be issued at a later date. Below are brief descriptions of each section:

PROJECTS

Mediating Traces

Zain Abuseir

Leave No Trace is a known camping term intended to allow individuals to explore the environment while having minimum impact on it. But, what if we intentionally left traces that might begin to evolve, transform, transfigure, shift, or [dis]integrate over time?

How can we re-ground architecture to become an active and adaptive participant in our environment? In this studio, we will explore the proposals for a field biology Base Camp, which collaborates with the U.S. Fish and Wildlife Service Habitat Restoration and the YCC, and how it might contribute to the ecosystem it exists in, and redefine the social roles of its inhabitants. As we consider physical, temporal and [in]tangible site conditions and transformations, we will carefully negotiate methods of when and how to mediate with the landscape, when to introduce structures that aid in sustaining the surrounding ecosystem, and when to leave.

A Newer Deal

Peter Halquist

Base camps typically locate on the fringes of human activity, but what happens when a former center becomes the fringe? This studio will take on obsolete brick and mortar retail as a new Base Camp, exploring so-called "dead malls" as sites of possibility. This studio will critically examine ideas of collective living, utopian visions, remote work, community infrastructure-building, re-use, and demolition/erasure, working off of a shared narrative premise of a "near-future" wave of federal relief and recovery programs, echoing those of the CCC/WPA from the New Deal era. Participants will choose from one of several "dead mall" sites throughout the U.S. and U.S. territories, seeking varied but individually specific design approaches to transform the site - in phases - from a derelict shopping center, to something exciting, but incomplete, and finally to a wholly re-imagined site for a live/work/learn Base Camp.

Island Wind

Malcolm McCullough

This studio's Base Camp is a retreat compound on a remote island. This small project invites a carefully detailed, minimalist, and site-driven approach to design. Anticipating that any WPA/CCC 2.0 will be less pick+shovel and more cherrypicker+voltmeter, this Camp advances a new sector among the fastest-growing green jobs: offshore wind power technicians. In that the leader is the Massachusetts Maritime Academy, and for them this project proposes a field training Camp. The site is Cuttyhunk, the one island whose harbor is closest to the waters of the one largest offshore farm planned for this coast,

Vineyard Wind. Cuttyhunk has always been off grid, and now has one of America's first island solar microgrids. So for the few dozen residents who winter here on that resource, this new Base Camp can double as a community resilience hub.

Camp Hotlum: Ecosystem Restoration Camp

Ana Morcillo Pallares

"Camp Hotlum: Ecosystem Restoration Camp" invites students to deliver an ecosystem restoration design initiative in a location affected by postindustrial shrinking economies, deforestation, loss of wildlife, climate change, and wildfires. The COVID-19 pandemic is a stark reminder of our dysfunctional relationship with nature. A focus on nature can help us understand where pandemics come from and how the socioeconomic fallout from the crisis could be mitigated.

Camp Hotlum situated at the foot of Mount "Shasta" is ecologically one of the most important wilderness areas in California but the county has the second lowest family income of the State. By focusing on innovative and flexible solutions that directly engage with local communities and materials, we will investigate and design for flexible and versatile spaces for campers and locals to work, restore, enjoy and learn. An opportunity to be part of an economic sustainable learning community by developing an ecosystem restoration camp from the ground up.

Rapidly Decarbonize and Electrify Everything

Christian Unverzagt

This base camp is located on the outskirts of Bisbee, a mining town founded in 1880 in southeast Arizona with a population of approximately 5000 people. Located a mere 10 miles from the U.S. border with Mexico, the landscape is scarred by a century of mining and cast with rusted industrial artifacts and inexpensive building materials, much of the town shaped by the logic of resource extraction. As mining fell away, the quirky town attracted artists and 'counter-culture' types before shifting towards a tourism economy. While these shifts took decades, the process of decarbonization cannot wait that long.

The studio will use a Live+Learn+Build model as a base camp to investigate the means of restoration and adaptation as the shift to full electrification by renewable energy sources is accelerated. How might a former mining town serve as a model for the mobilization and deployment of architecture in response to a changing climate? How might the so-called 'public work' project be adapted in response to the unmet needs of immigrant and underprivileged communities at both the outset of the project and to produce other assets to leave behind? How might we seek to restore and remediate the landscape? Should we? *Can we?*