



GREATER CINCINNATI NATURE DISCOVERY CENTER



PROJECT BACKGROUND

design through research

Working within a school environment allowed us to be re-associated as designers with children's mentality and how they learn. Planning activities and learning exercises for them introduced the children to design and structure while being fun and interactive. The final stage of the after school program, had the kids design a city using their own design ideas and model them using recycled materials.

the client



ST
intro



exhibit
design



site
visit

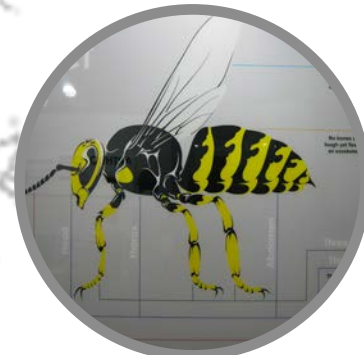


exhibit
field study



precedent
study



saint
francis



building
design

fall

winter

FRANCIS SERAPH

roduction to design



“an after school program aimed at introducing inner city youth to the design profession.”



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PRECEDENT RESEARCH

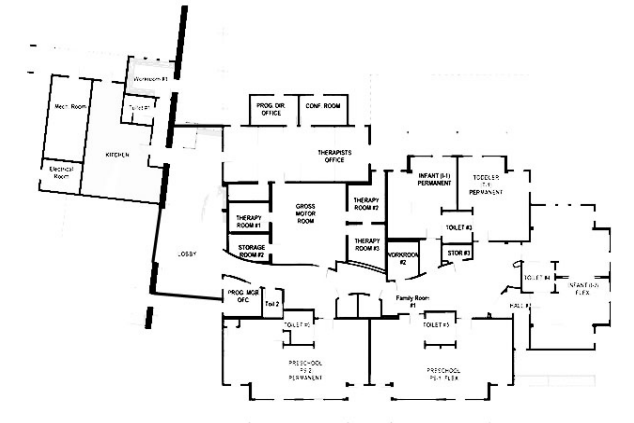
cincinnati zoo

Studying the exhibits at the Cincinnati zoo showed us how information usually not appealing to children and adults can be presented in such a way to be fun and informative to the user. Exhibits at the zoo were easy enough for children to interact with, yet informational enough for older kids to still be interested in. The information that was presented was put in terms relateable to children not just raw numbers.



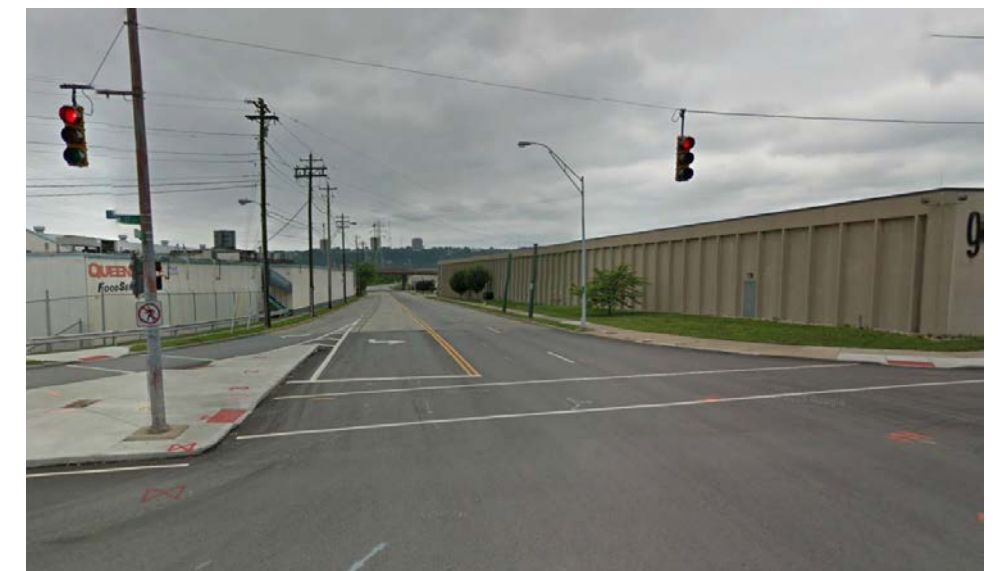
teton childrens school

Teton county's children's school captures the areas feel through its architecture as well as its playful interiors. Spaces are neatly organized but are oriented on the perimeter to allow easy access to outdoor playgrounds.



PROGRAM CONTEXT

Overall context is very aged, mostly brick, and highly industrial. Housing seems to be slim row houses while business are more on their own single level structure, with little mixed use. With the exception of a few small parks inland, there isn't any opportunity for kids to have a open green space and experience the river.



CONCEPT

seasonal change



Growing up in the midwest I've learned to deal with the ever seasons and climates, but also not living in a dense city environment I've also taken them for granted. Having a fulfilled, ever-changing nature facility in price hill will engage the community in the river front through year round exhibits, and unique environment based learning opportunities.

“Nature gives to every time and season some beauties of its own; and from morning to night, as from the cradle to the grave, it is but a succession of changes so gentle and easy that we can scarcely mark their progress.”

-Charles Dickens



SITE DESIGN

1

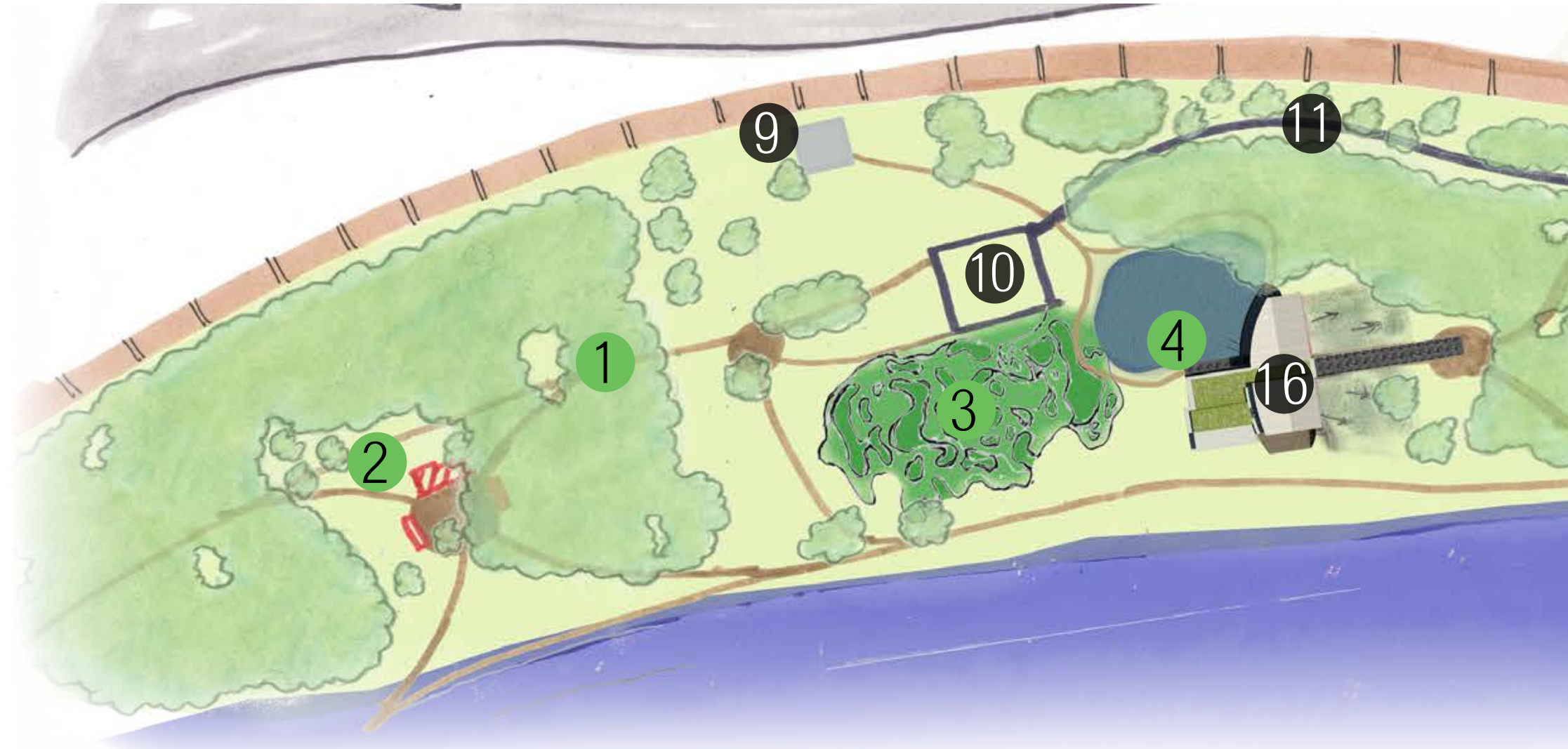


elevated walkways

2



community campsite

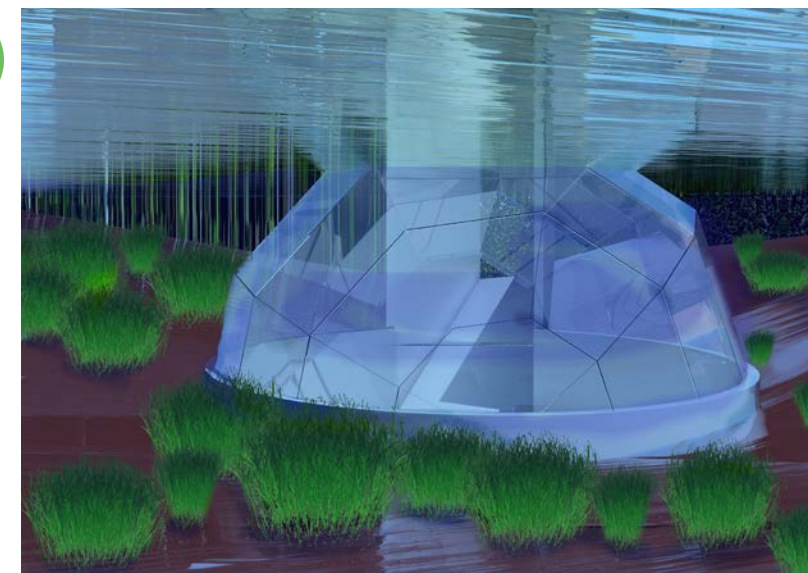


3



wetlands research lab

4

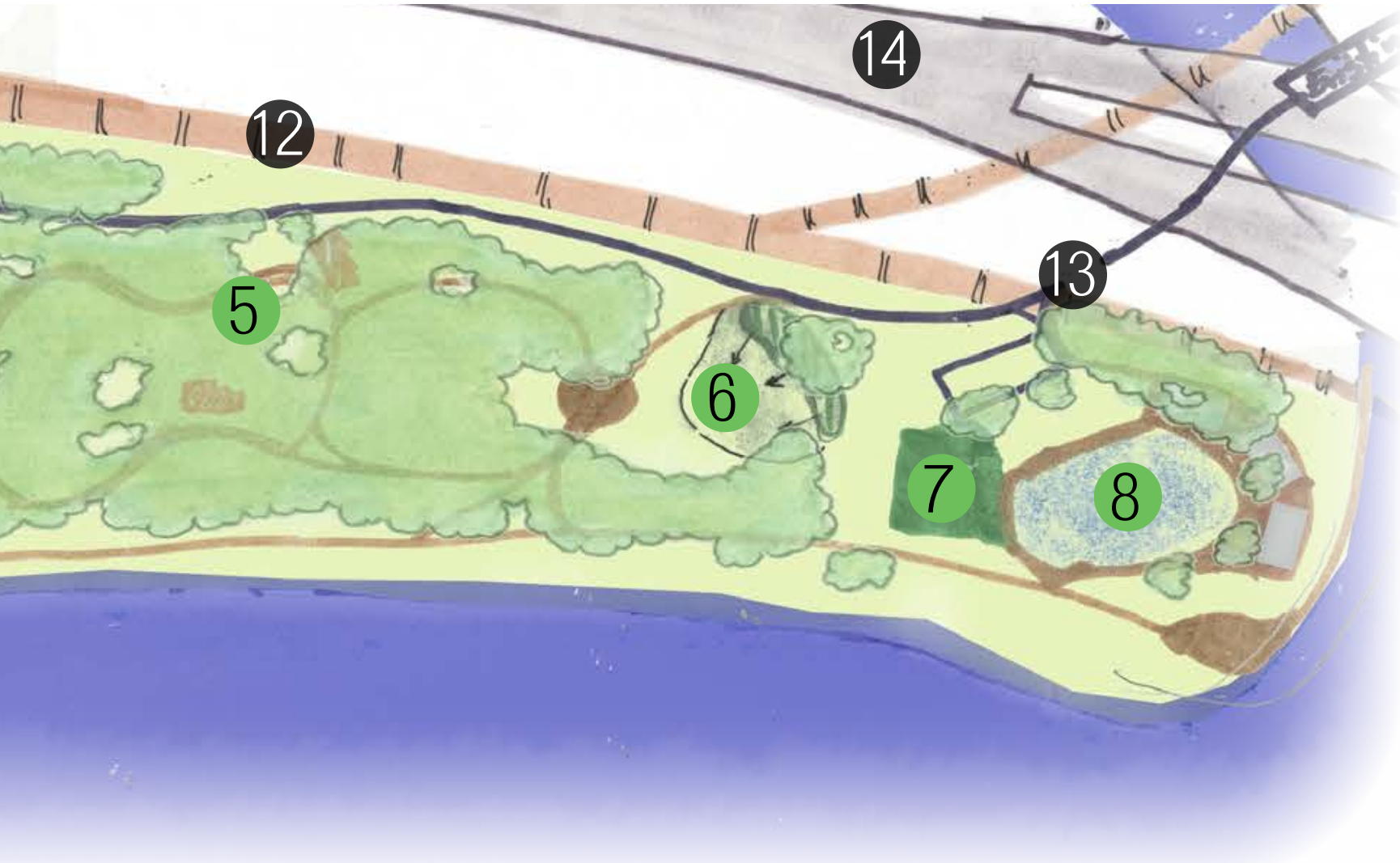


underwater exhibit

5



learn



public water feature



public play ground

site features

- 1) walkways
- 2) campsite
- 3) wetlands
- 4) underwater exhibit
- 5) learning centers
- 6) sledding hill
- 7) playground
- 8) water park
- 9) pedestrian entrance
- 10) parking lot
- 11) access road
- 12) railroad tracks
- 13) vehicular entrance
- 14) rt 264

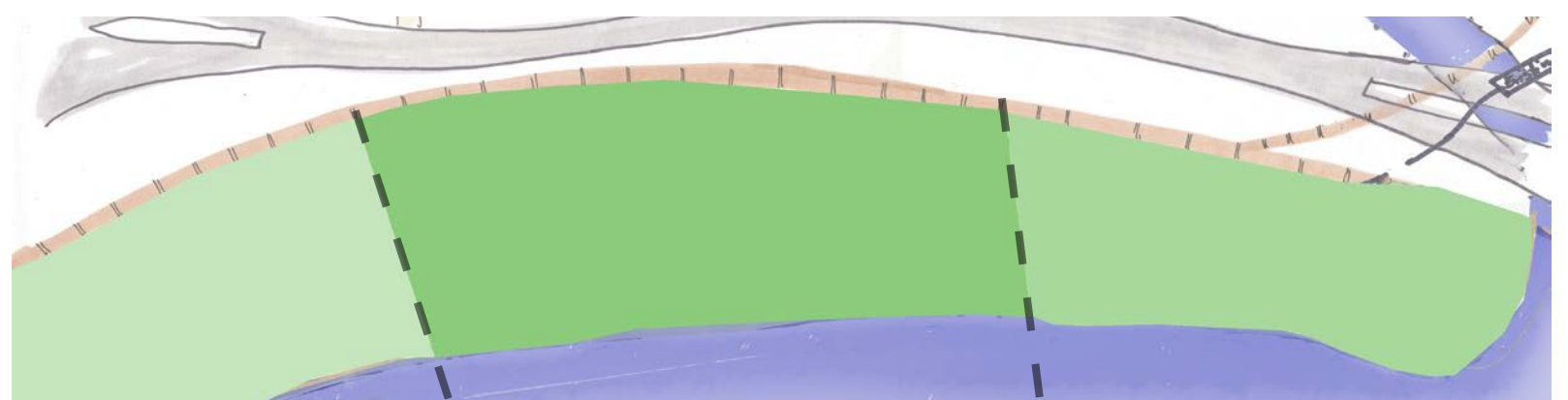
site program



learning centers



sledding hill

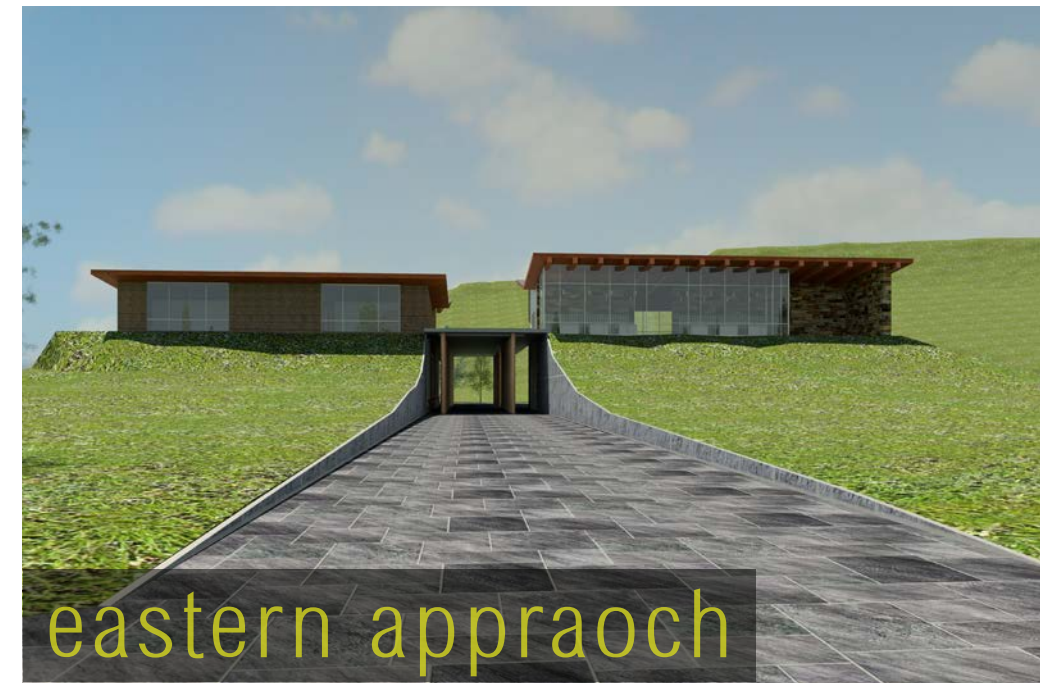
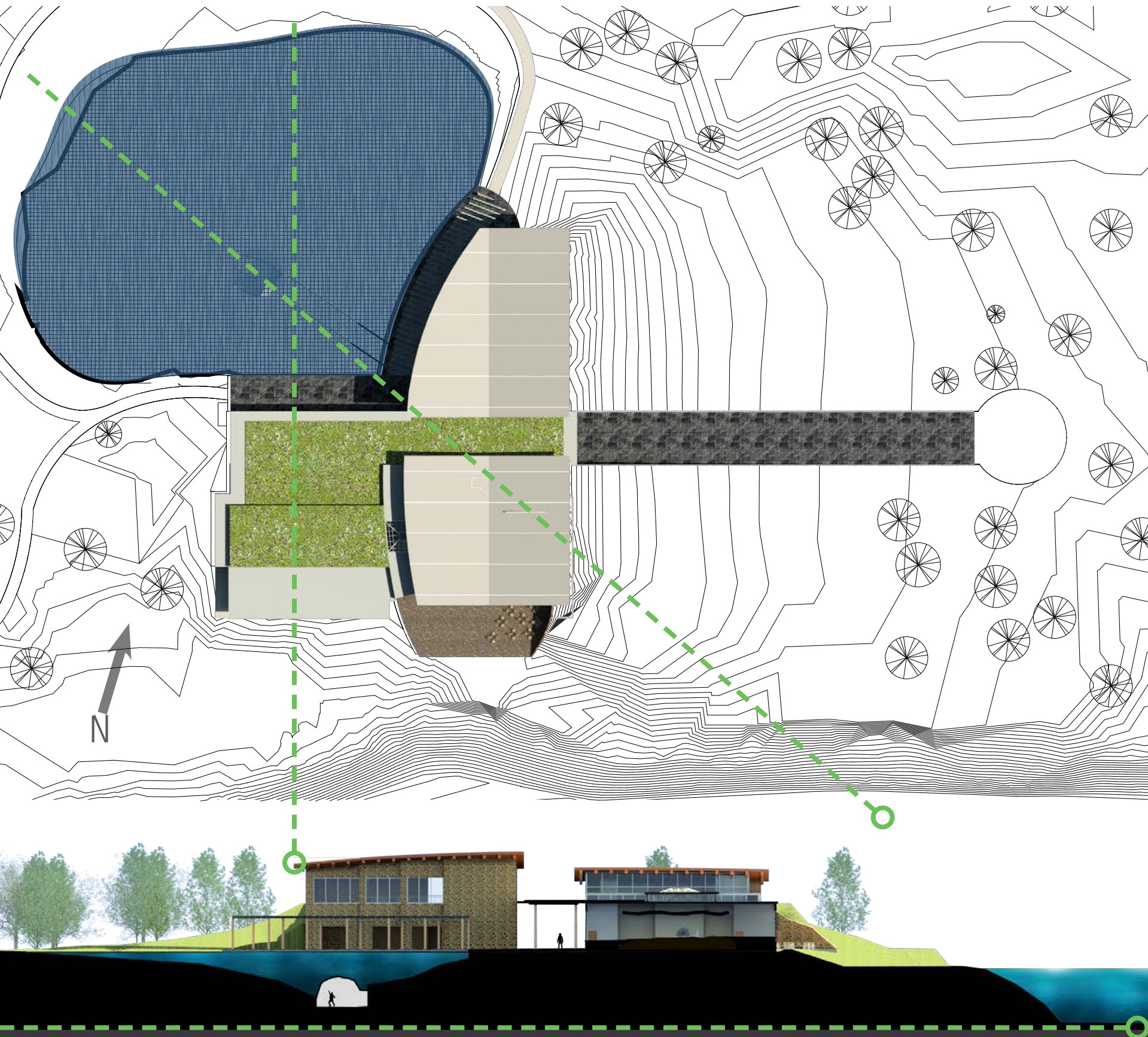


private

educational

communal

EXTERIOR

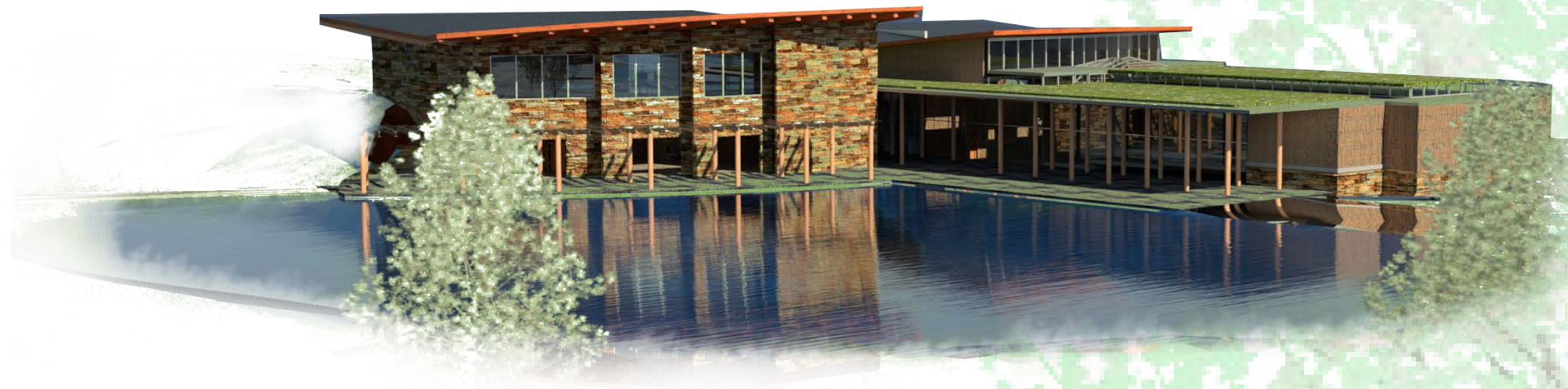
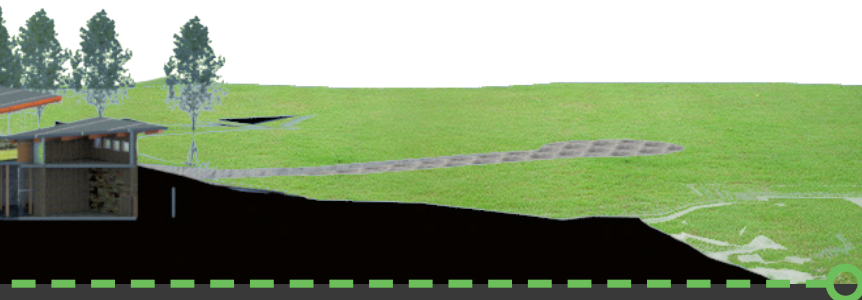




-w colonnade



obby



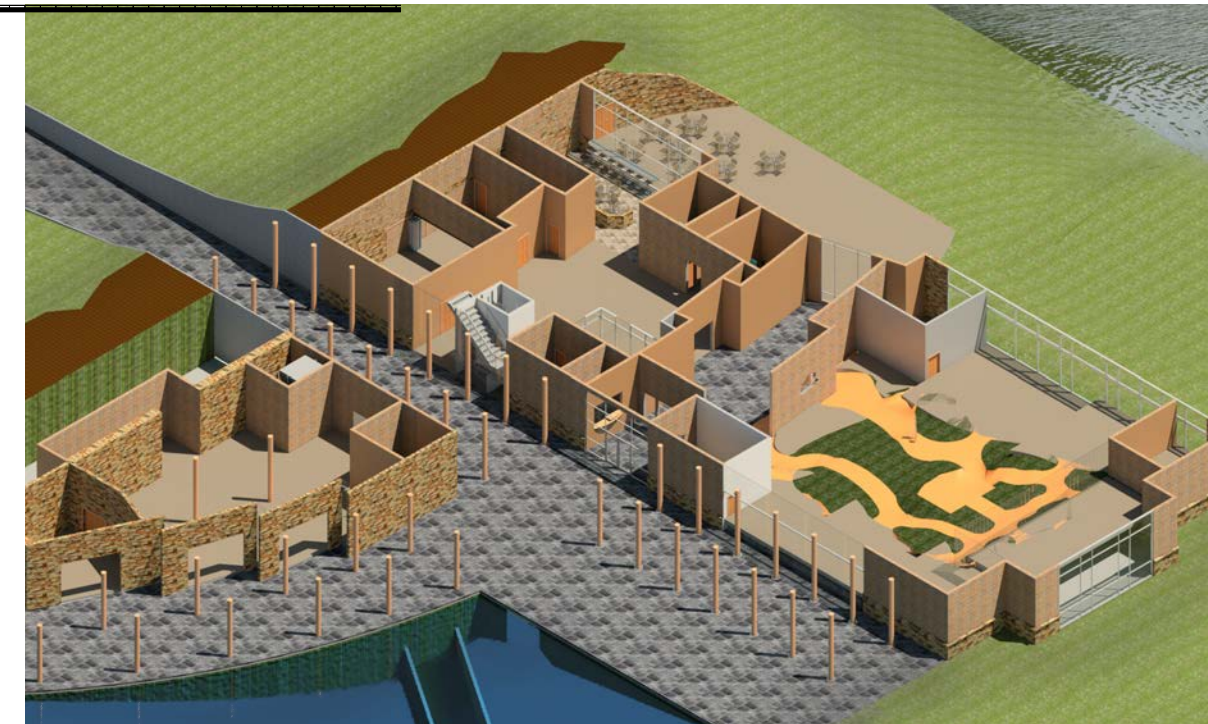
building design

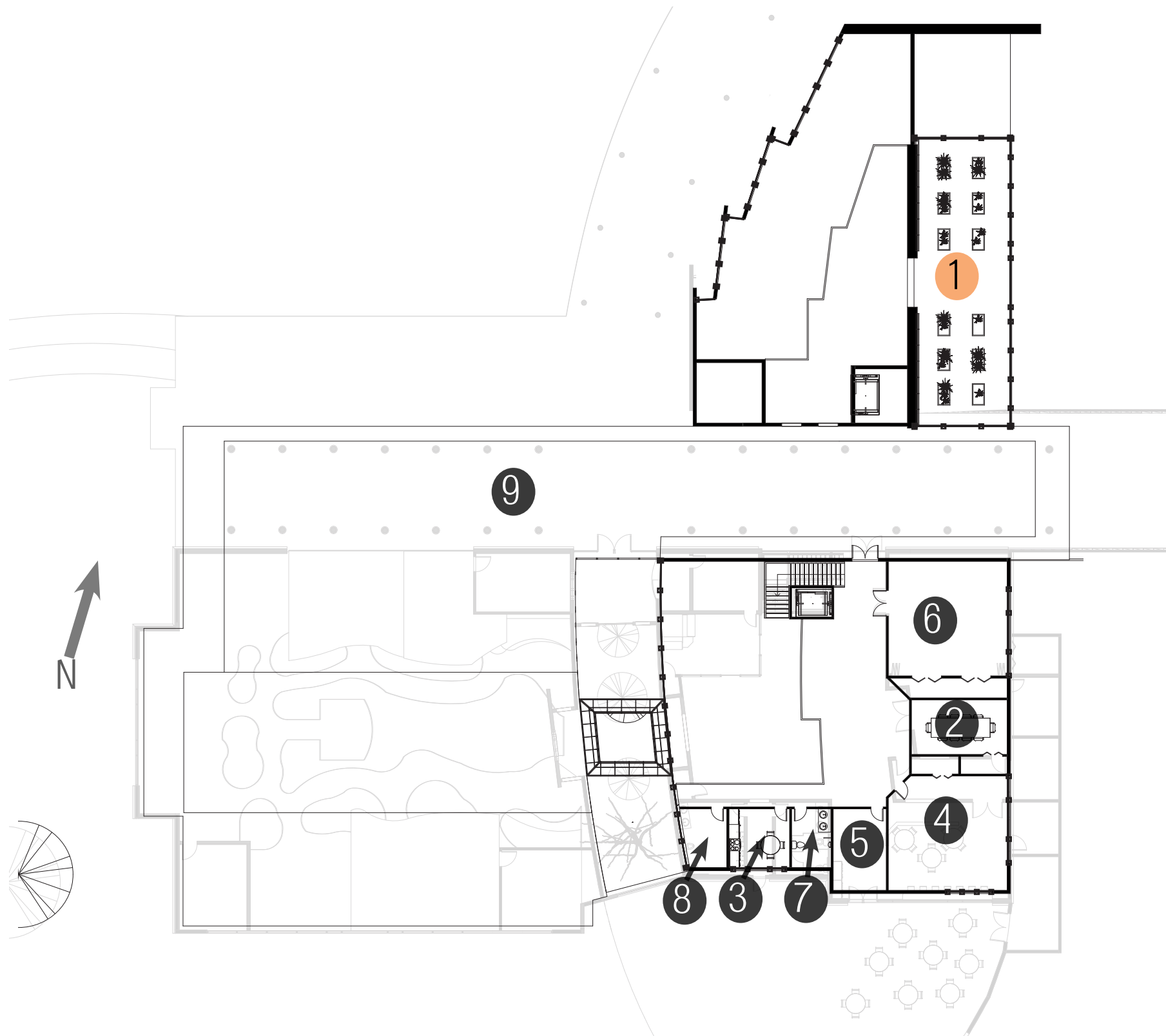
Originally design by Bohlin Cywinski Jackson in 2008, the designed 28,000 square foot building was altered to meet my program needs and brought down to under 14,000 square feet. Forward looking, yet respectful of its context, the L-shaped plan fosters the conservation of historic green space and optimal sun exposure. The design highlights a new focal point that reinforces the nature centers core by encouraging impromptu interaction. The building is organized along a deep indoor/outdoor porch covered by a living roof.

INTERIOR FLOOR PLANS

level 1 interior spaces

- | | |
|------------------------|-----------------------|
| 1) Exploration Exhibit | 10) Gift Shop |
| 2) Learning Exhibit | 11) Outdoor Exhibit |
| 3) Kitchen | 12) Restrooms |
| 4) Eating area | 13) Breezeway |
| 5) Wetlands Exhibit | 13) Offices |
| 6) Classroom | 14) Interactive Mound |
| 7) Lobby | 15) Theater Room |
| 8) Entry Atrium | 16) Pond |
| 9) Storage | |



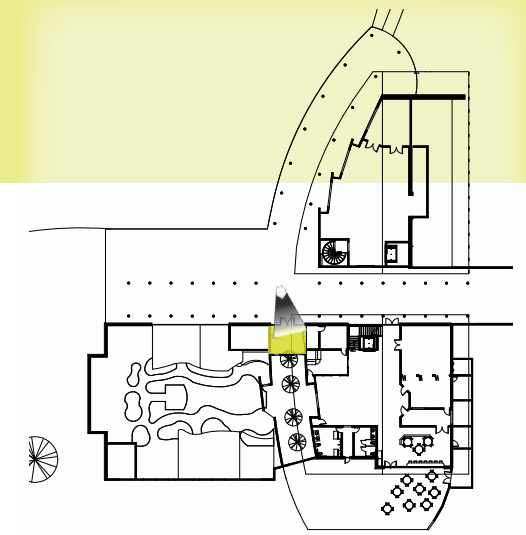


level 2 interior spaces

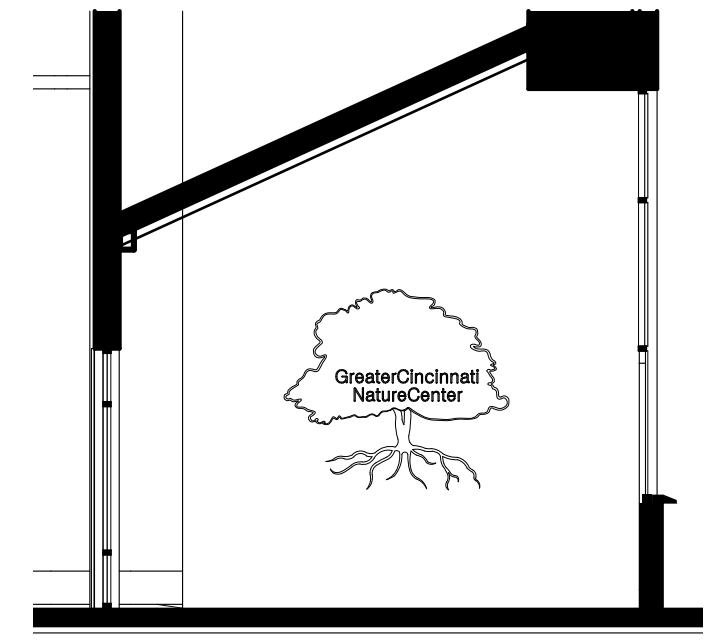
- 1) Garden
- 2) Conference Room
- 3) Break Room
- 4) Offices
- 5) Mechanical
- 6) Classroom
- 7) Restroom
- 8) Storage
- 9) Green Roof



LOBBY

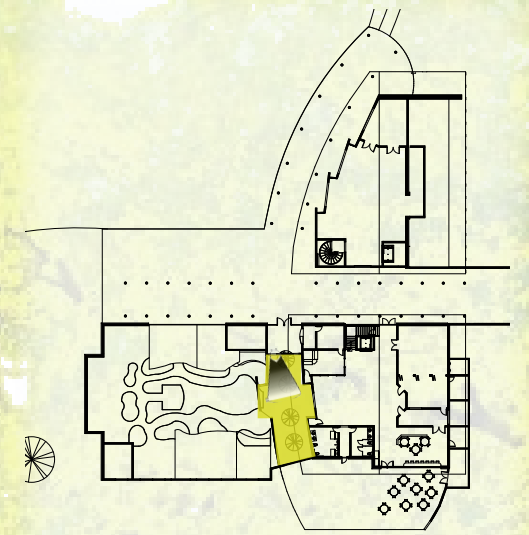
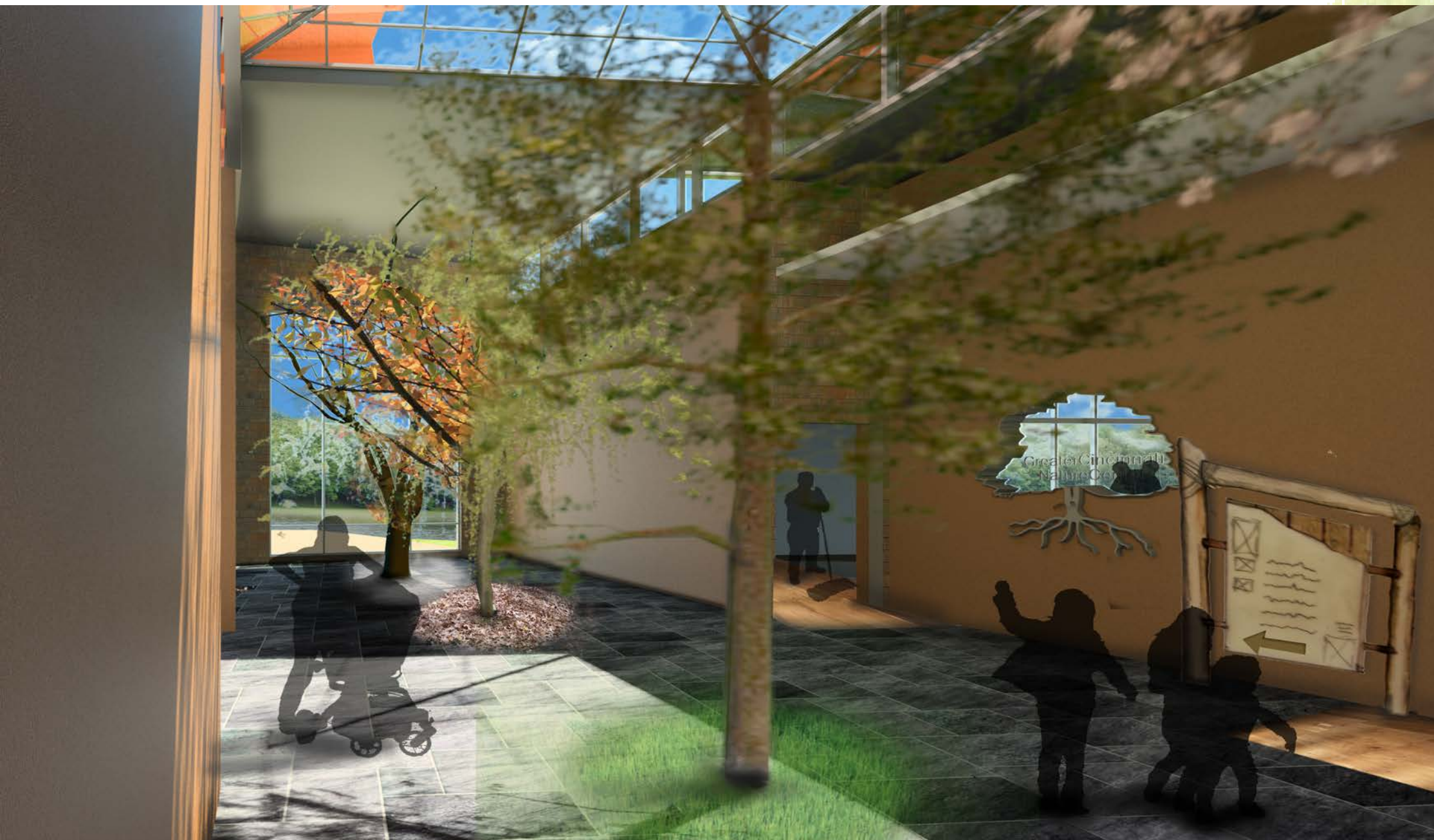


Donor Tree



Acting as a meeting area and directory for incoming students and community members, the lobby is a buffer zone between the expansive outdoors and tall interior spaces.

ENTRANCE ATRIUM

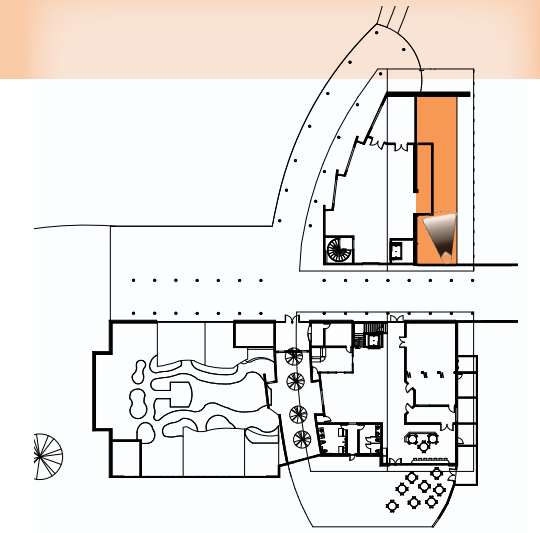


atrium iso



After entering the lobby, the visitors are drawn into the central atrium where they eventually choose between the children's center or the community functions side of the building. The space also acts as an overflow for children to come in and release some energy before entering the exhibit spaces.

COMMUNITY GARDEN

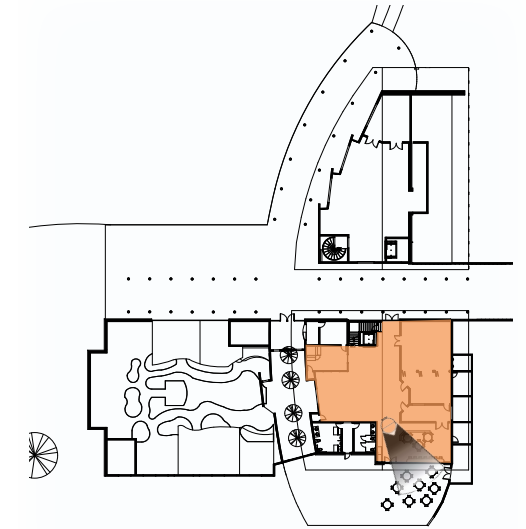


garden exterior

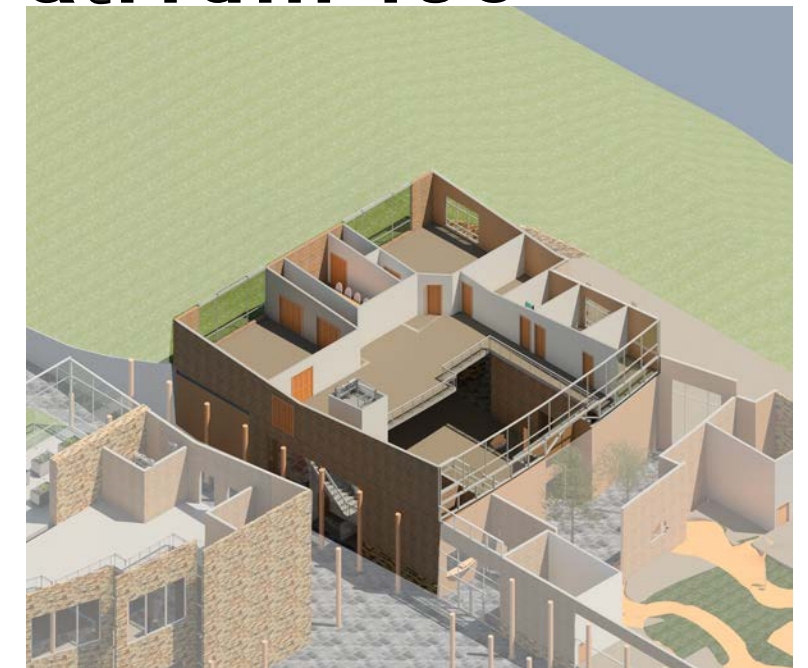


Attached to the main structure via the colonnade, the community garden is not only a place for people to start plants growing during the winter months, but also observe the growing process in all season conditions. The interior space houses more temperature controlled exhibits to show these conditions.

COMMUNITY CENTER



atrium iso



Attached to the main structure via the colonnade, the community garden is not only a place for people to start plants growing during the winter months, but also observe the growing process in all season conditions. The interior space houses more temperature controlled exhibits to show these conditions.

EXHIBIT SPACE

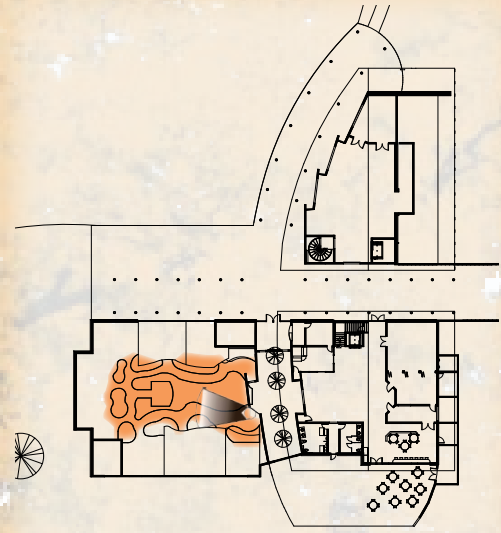
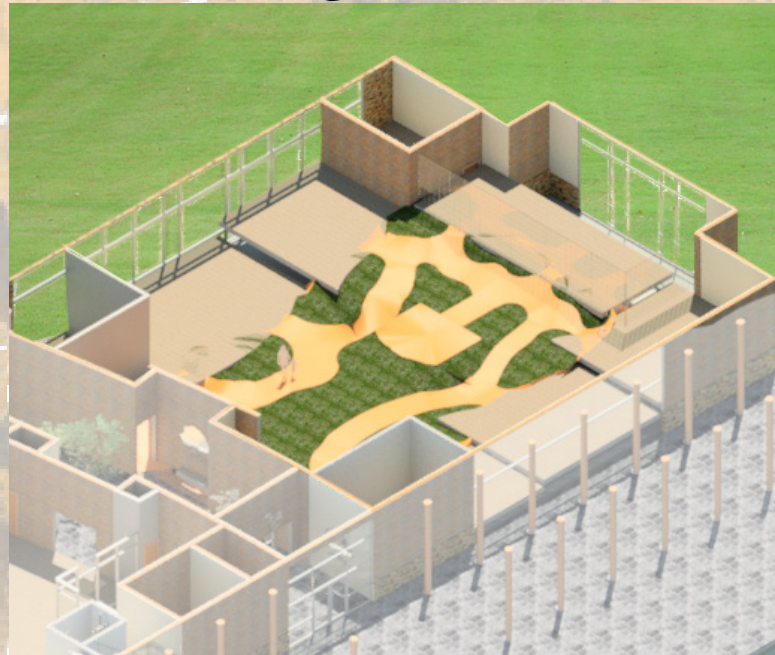


exhibit iso



The interactive exhibit space shown above, guides visitors around the series of exhibits, weaving them in and out while allowing them to explore the space freely. The change in floor heights corresponds to topographical change taken from the site.

EXHIBIT BREAKDOWN

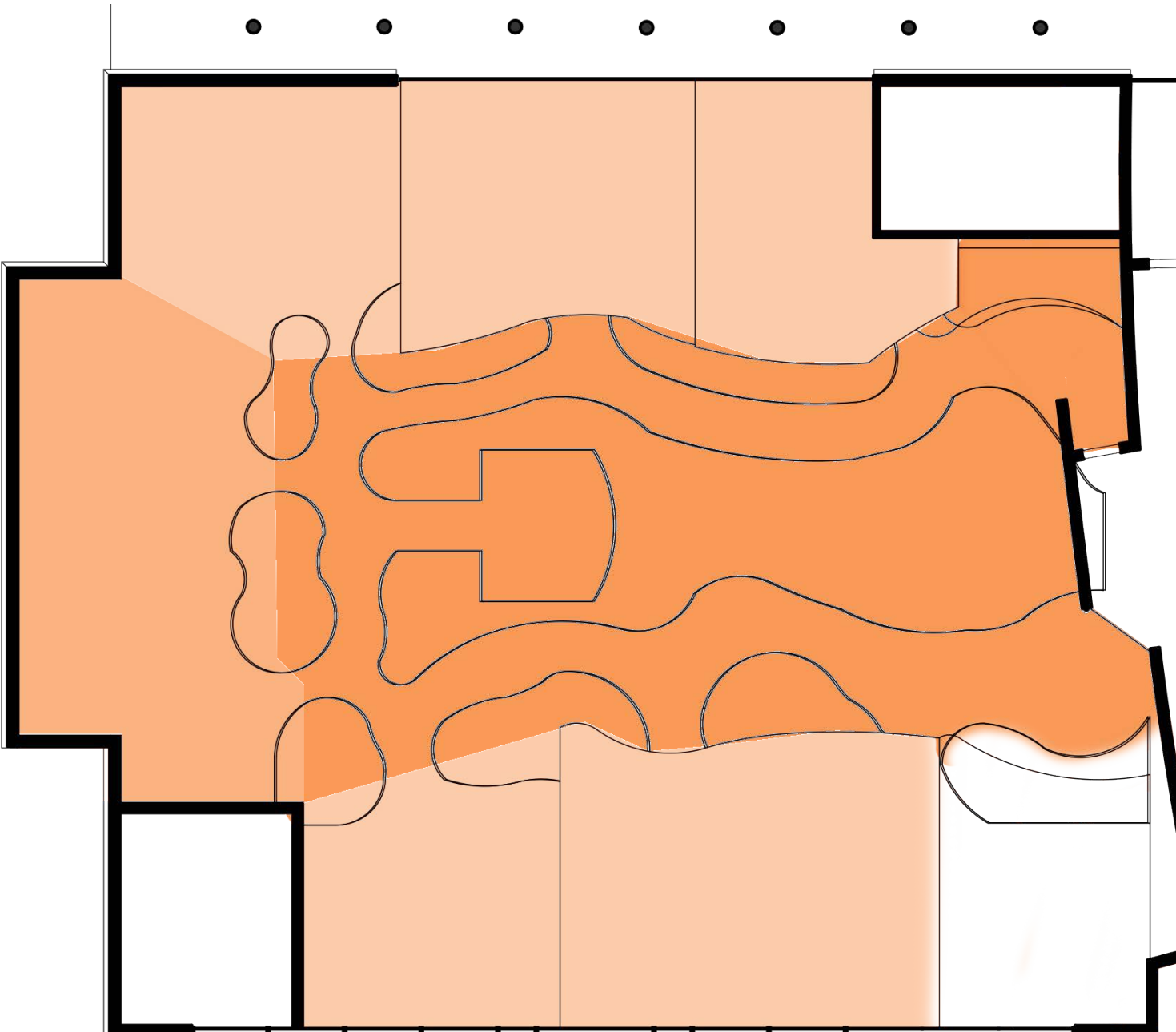


exhibit breakdown




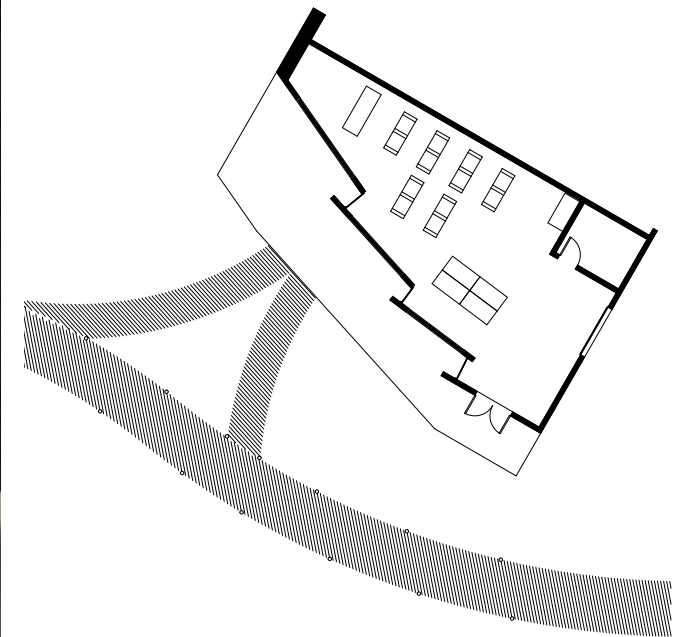
-  temporary exhibits
-  wetlands exhibit
-  interactive exhibit

exhibit section



OUTDOOR EXHIBIT SPACE

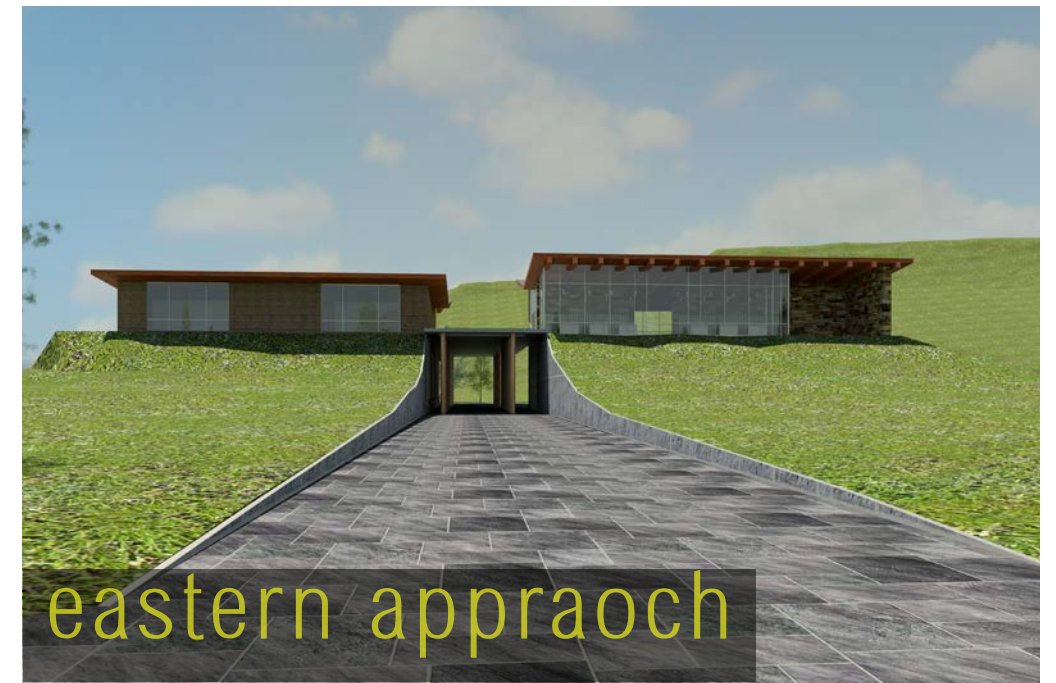
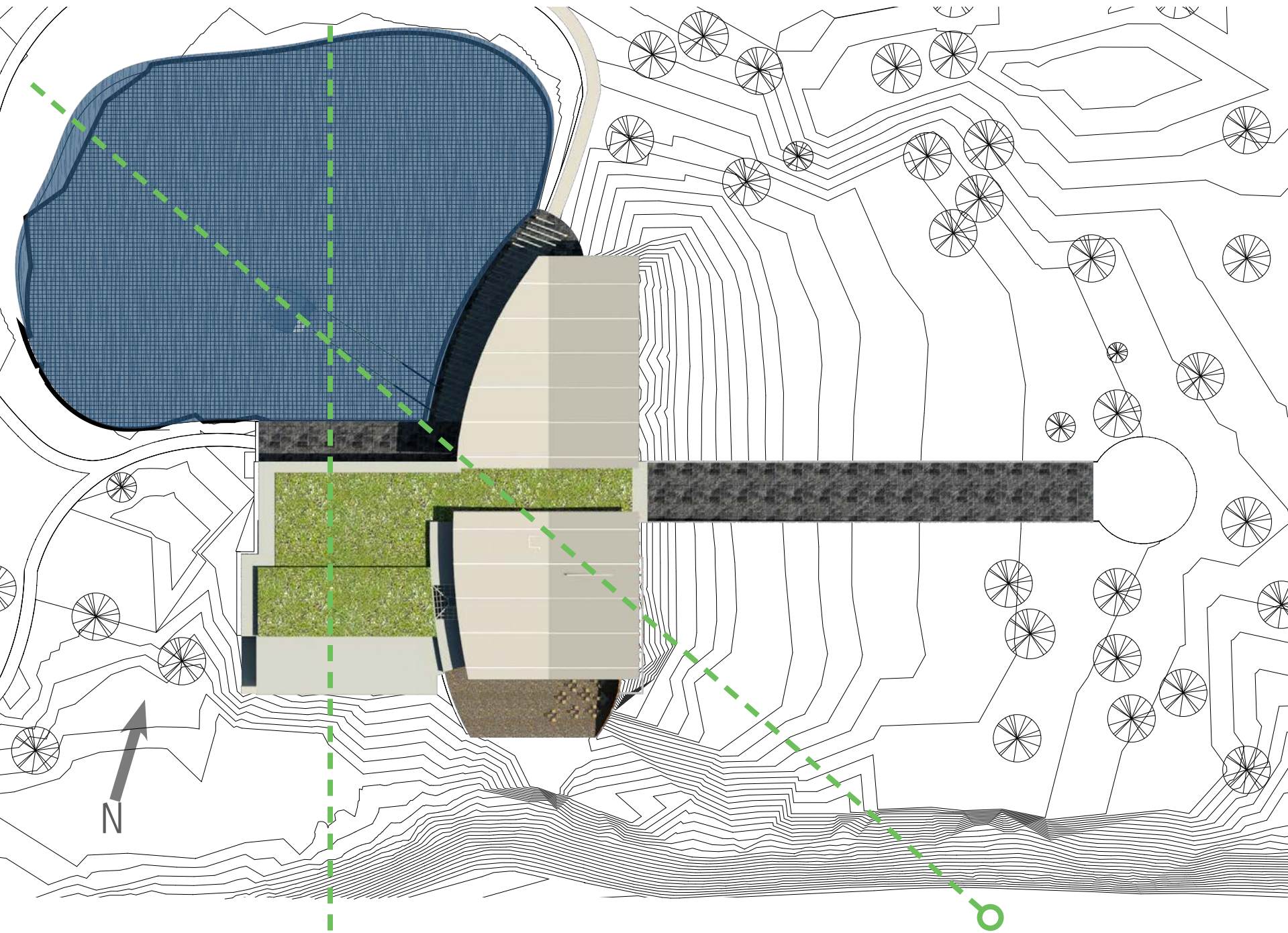


The outdoor exhibit spaces serve as gathering areas for class, and outdoor experiments. These open-air buildings allow the children to take what they've learned in the interactive exhibits and in the classrooms out into the real world and apply the information.



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EXTERIOR





-W colonnade



building design

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obby

