

RIVERSIDE AWARENESS PARK



BUILDING



The Project:

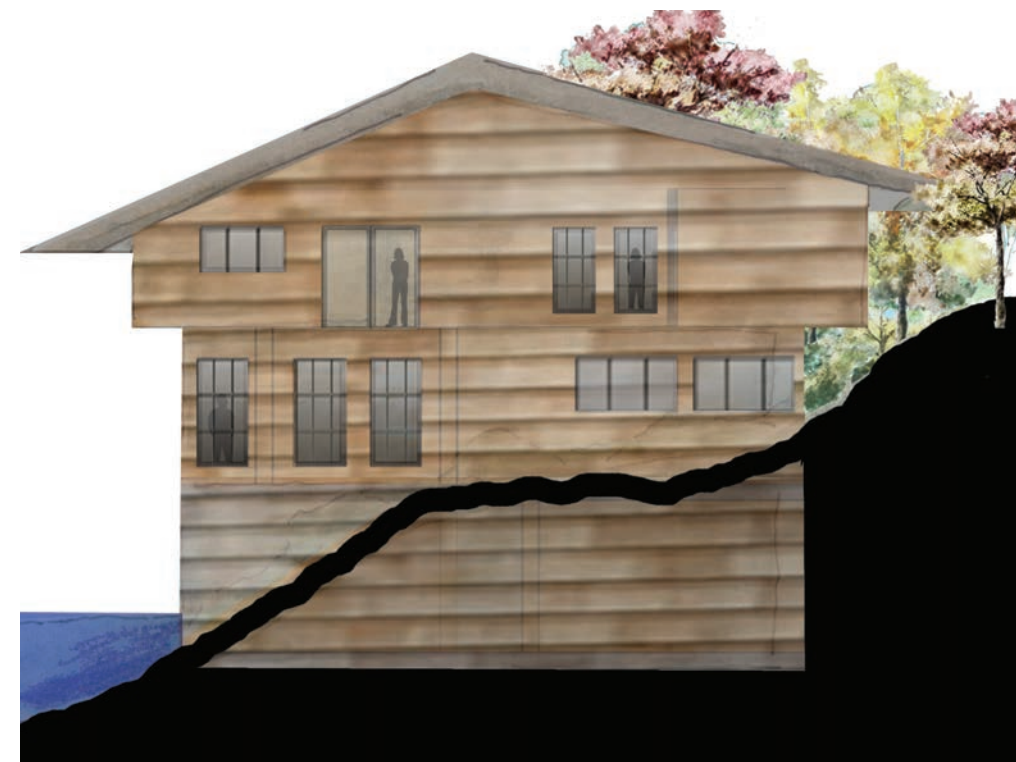
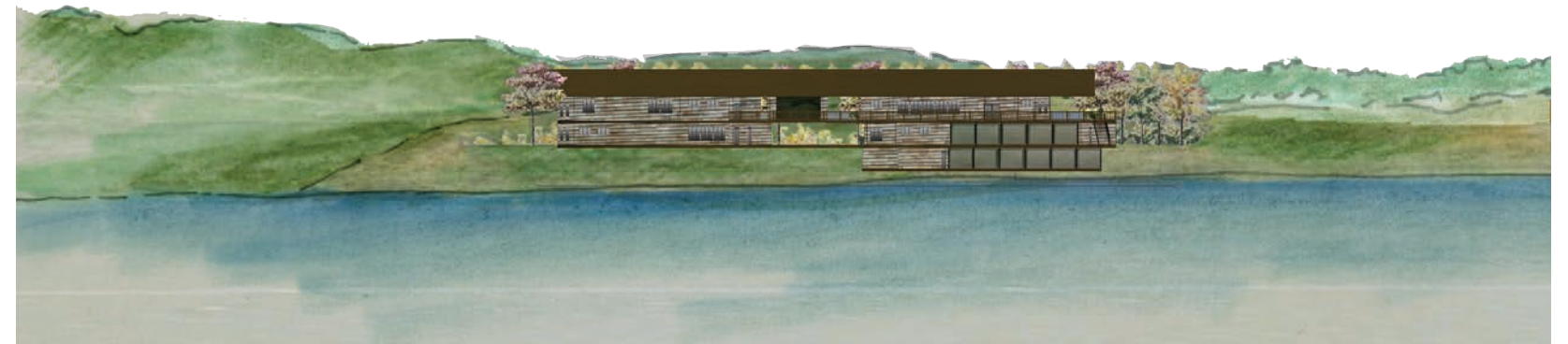
Create an Educational Park for the Lower Price Hill Riverfront community and education system.

The Problem:

Students often lack knowledge of how they interact with the bigger world. In cities, the public also frequently becomes misinformed of the natural world around them.

The Solution:

Create an Educational Center and Park where students can engage in learning processes that teaches them about their role in the world. The public will learn about issues in the world around them including sustainability, recycling, & water pollution.



GENIUS MACCI: This building is well suited for the site and concept because it was designed to act as part of the landscape. Above depicts the two levels of ground separated by a maintained garden. In the case of this project, the community garden is located within this separation. Here the public maintains a natural garden, which benefits the concessions, the education of the public, and their community. In both the original site, and Lower Price Hill Riverfront, the building begins to become part of the landscape.

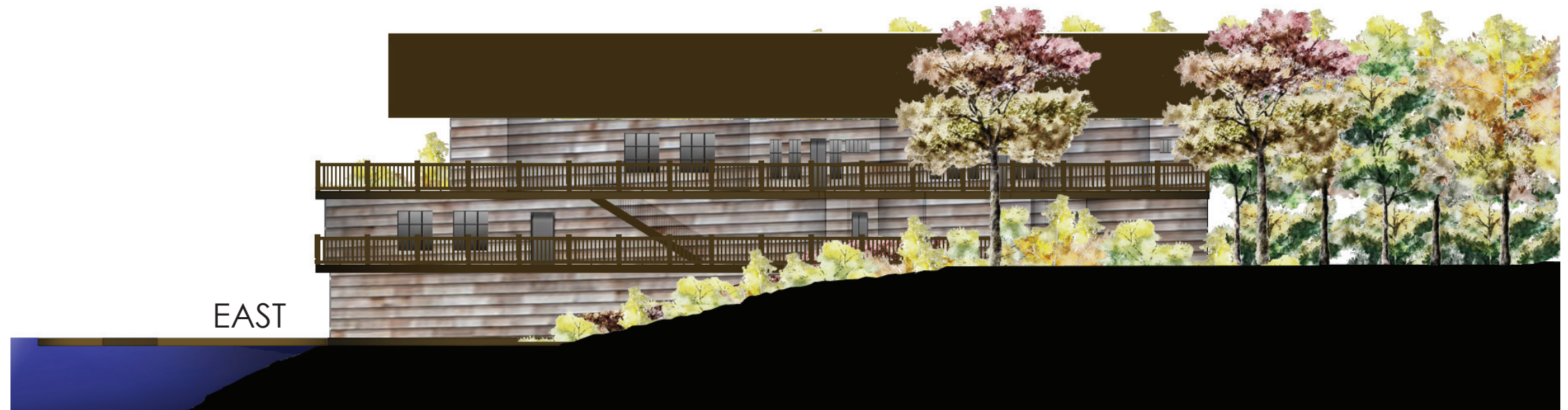
Strategies:

The use of buildings will manipulate the natural world, changing current dispositions on the two. This allows viewers to create their own ideas of how the built world and natural worlds interact.

City dwellers outlook on the outside world is intriguing. Through focusing on interaction, people can begin to perceive the natural world differently. Throughout the site, the natural and built world work together becoming one. At other points on the site, the two contrast, creating an entirely different setting. Through both settings, the interaction of built and natural spaces educates the public on various topics.

Three Levels:

These elevations depict how I manipulated the existing building to fit our site and the plan I created for the discovery center. From first view, the building appears to be two levels, but upon entering the Riverside it is clear that the building has been changed to three levels. This alteration allows it to open at water level, for easy access to the Riverfront.



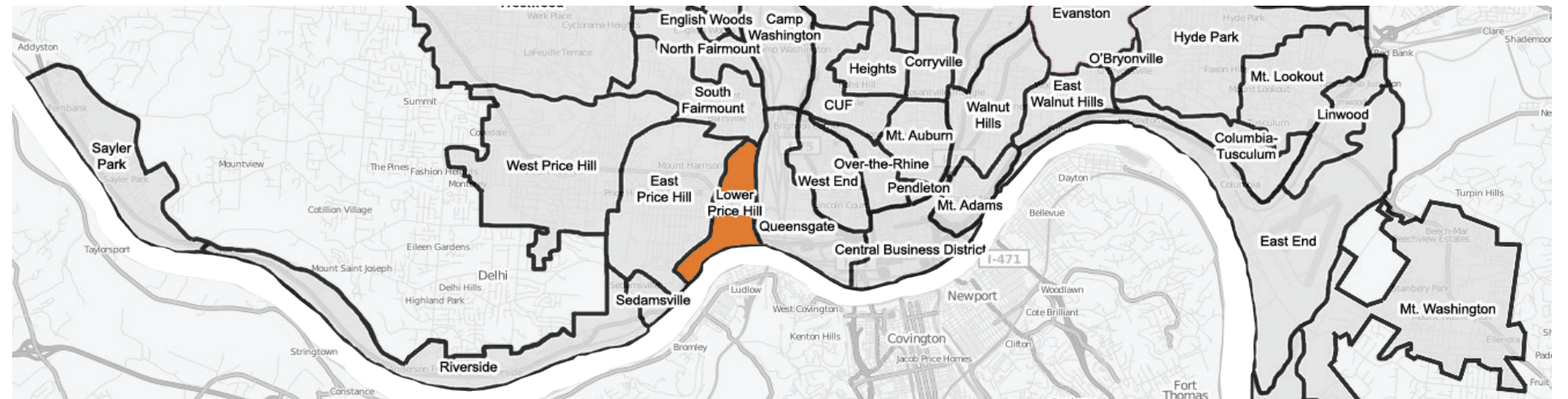
ELEVATIONS





SITE PROGRAM:

1. Main Building
2. Community Garden
3. Changing Sculptural Walk and Trail
4. Recycling and Disposal Site
5. Compost Site

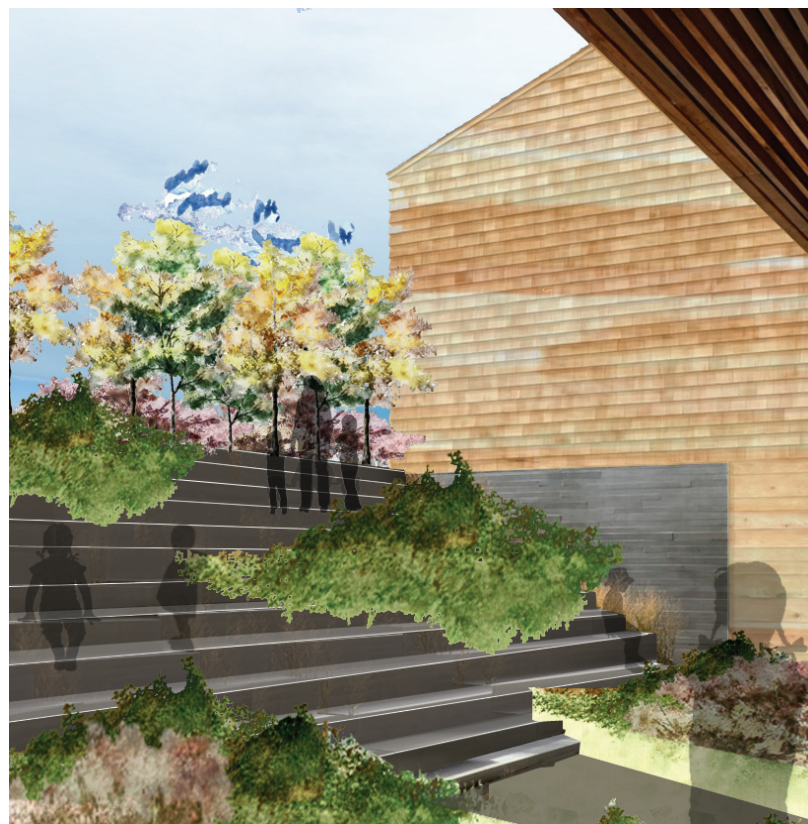


SITE

Changing Sculptural Trails



EXTERIOR GARDENS



Community Garden





1. Main Entry



Design concept:

Interaction: Create a space that redefines the interaction between the built environment and natural world. Help people understand the interaction between man and nature.

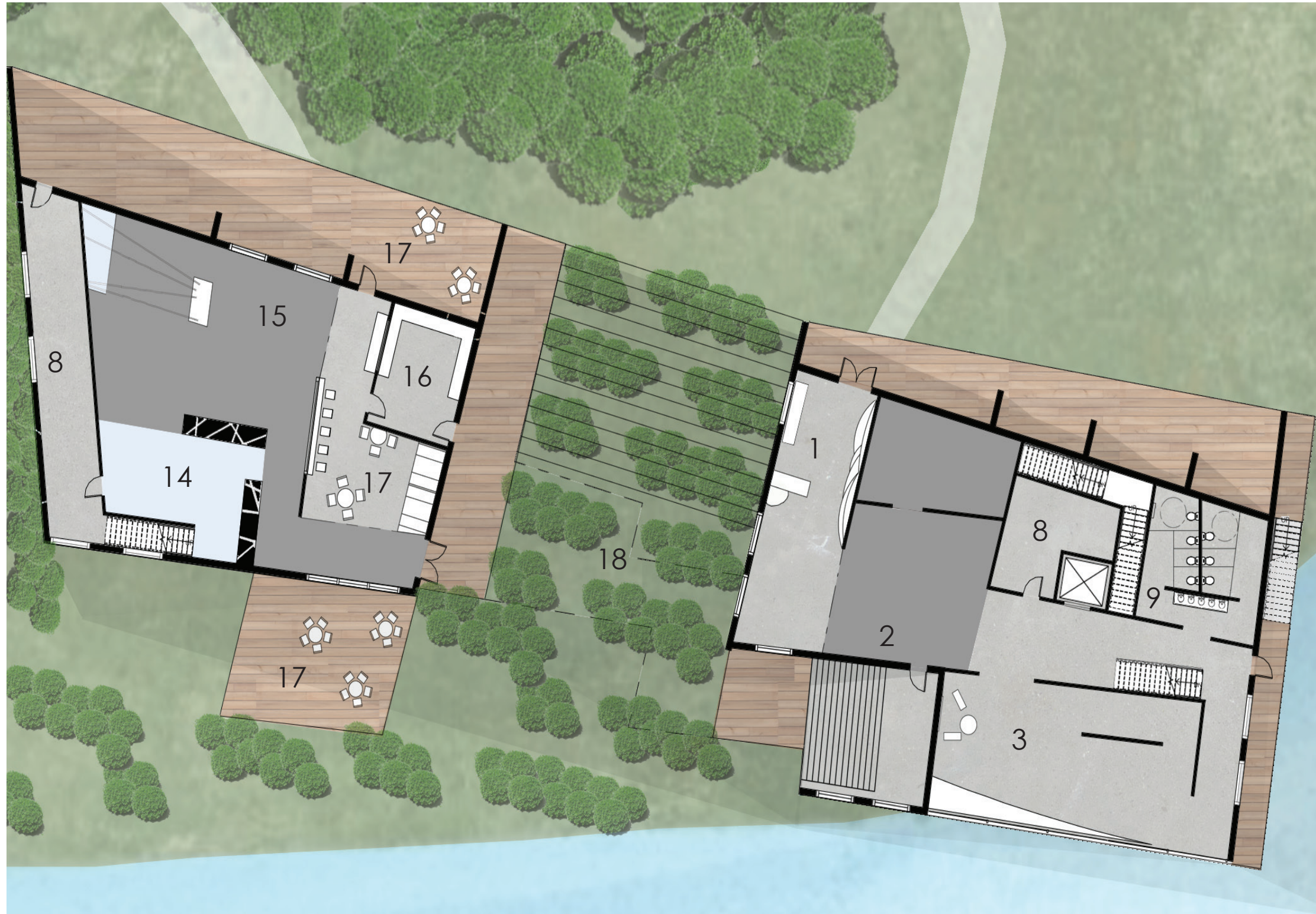
ENTRY SEQUENCE

Newport Aquarium:

The idea of a single pathway that leads you through each space came from a precedent study on the Newport Aquarium. Here one is directed down an escalator into the space. From there they are led all the way to the finish with one primary choice of travel. Lastly they are directed up to the main level near the exit. Seeing how well this worked in Kentucky, influenced me to create a similar path through my space.

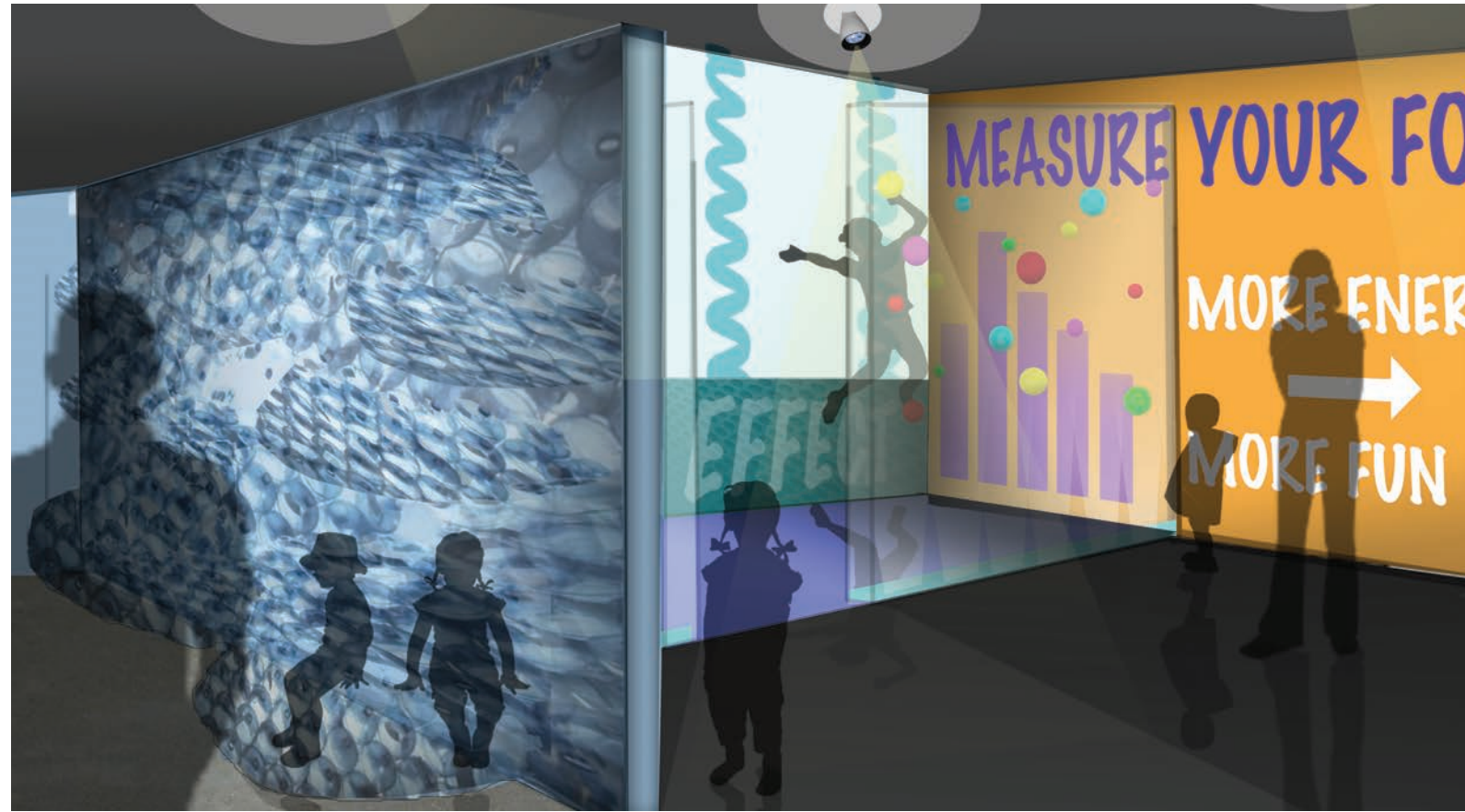


LEVEL ONE



PROGRAM:

- 1 Main Entry
- 2 Natural Energy
- 3 Ecological Footprint
- 14 Sustainable Uses
- 15 Recycling
- 16 Kitchen
- 17 Dining Space
- 18 Community Garden
- 8 Storage
- 9 Lavatories



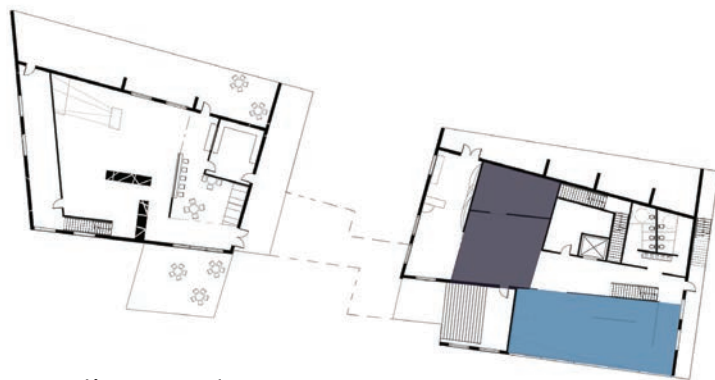
2. Natural Energy



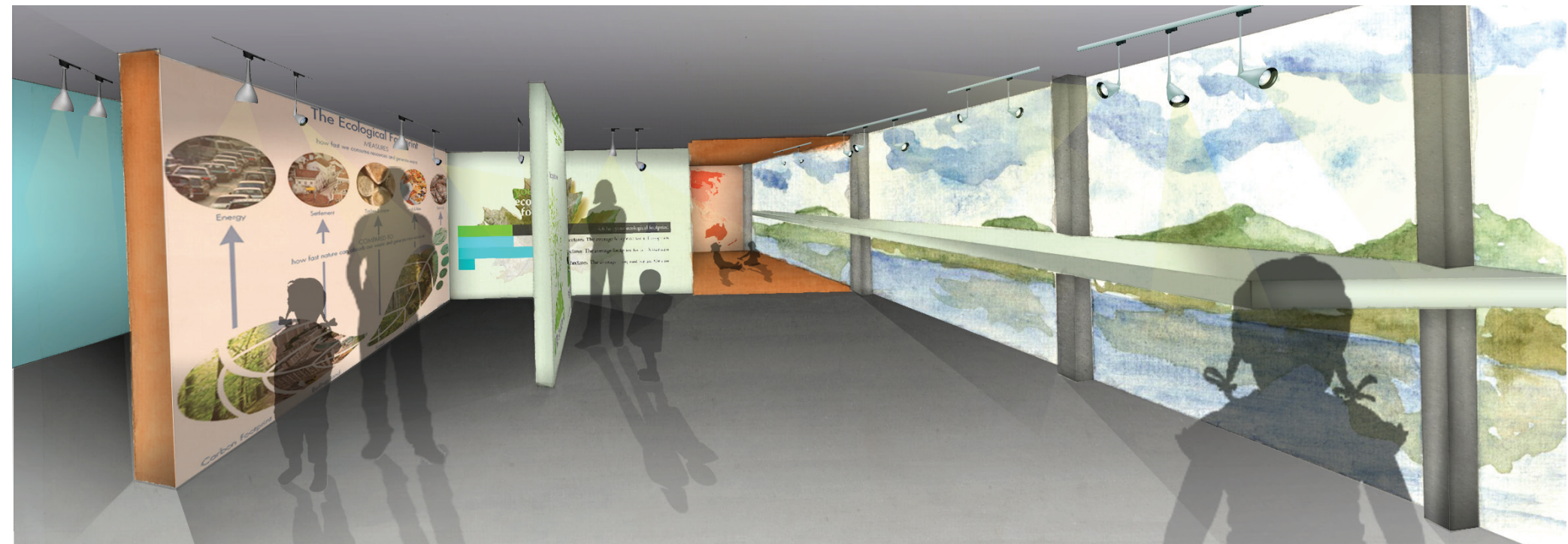
Natural Energy Exhibits:
 Help to develop more interactive exhibits with similar concepts.
 Interactive Touch Screen
 Recycled Rubber Floor:
 Take plastic-rich shredded material and turn them into pellets to be reused and melted into a floor material.

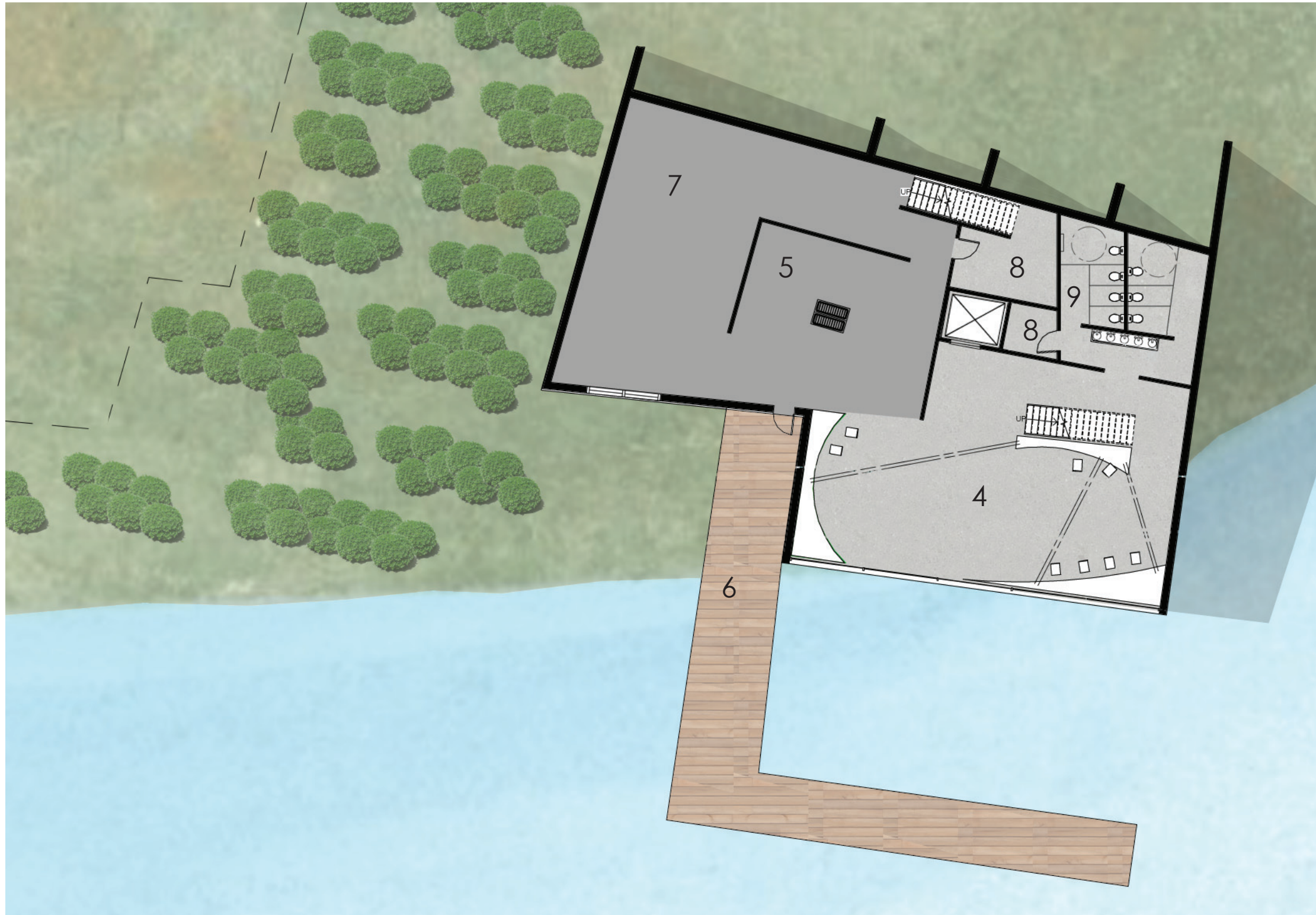
PERSPECTIVES OF FIRST EXHIBITS

3. Ecological Footprint



Location on Plan



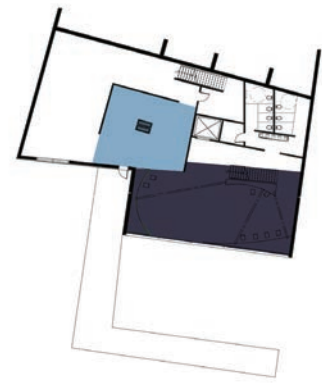


PROGRAM:

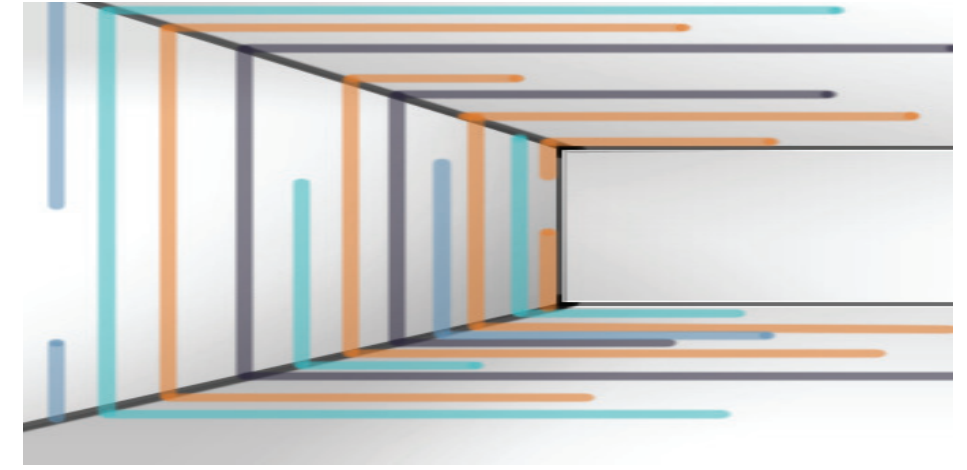
- 4** Water Testing Station
- 5** Material Disintegration Rates
- 6** Exterior Dock
- 7** Changing Exhibit Space
- 8** Storage
- 9** Lavatories

BELOW GRADE

Location on Plan



Changing Exhibit:
An interesting space for changing exhibits and a creative passageway while exhibits are temporarily unavailable. These exhibits including studio spaces for recycled art creations and displays.

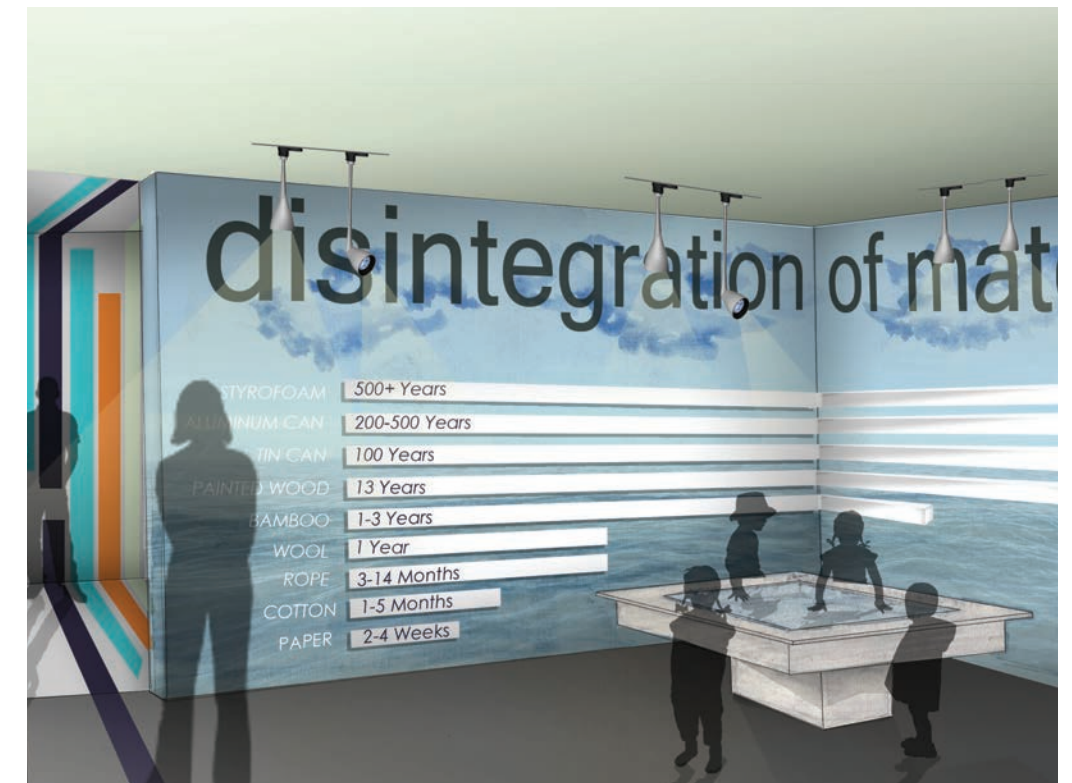


PERSPECTIVES OF H₂O EXHIBITS

4. Water Testing Station



5. Material Disintegration Rates



disintegration of materials

TYROFOAM	500+ Years
ALUMINUM CAN	200-500 Years
TIN CAN	100 Years
PAINTED WOOD	13 Years
BAMBOO	1-3 Years
WOOL	1 Year
ROPE	3-14 Months
COTTON	1-5 Months
PAPER	2-4 Weeks

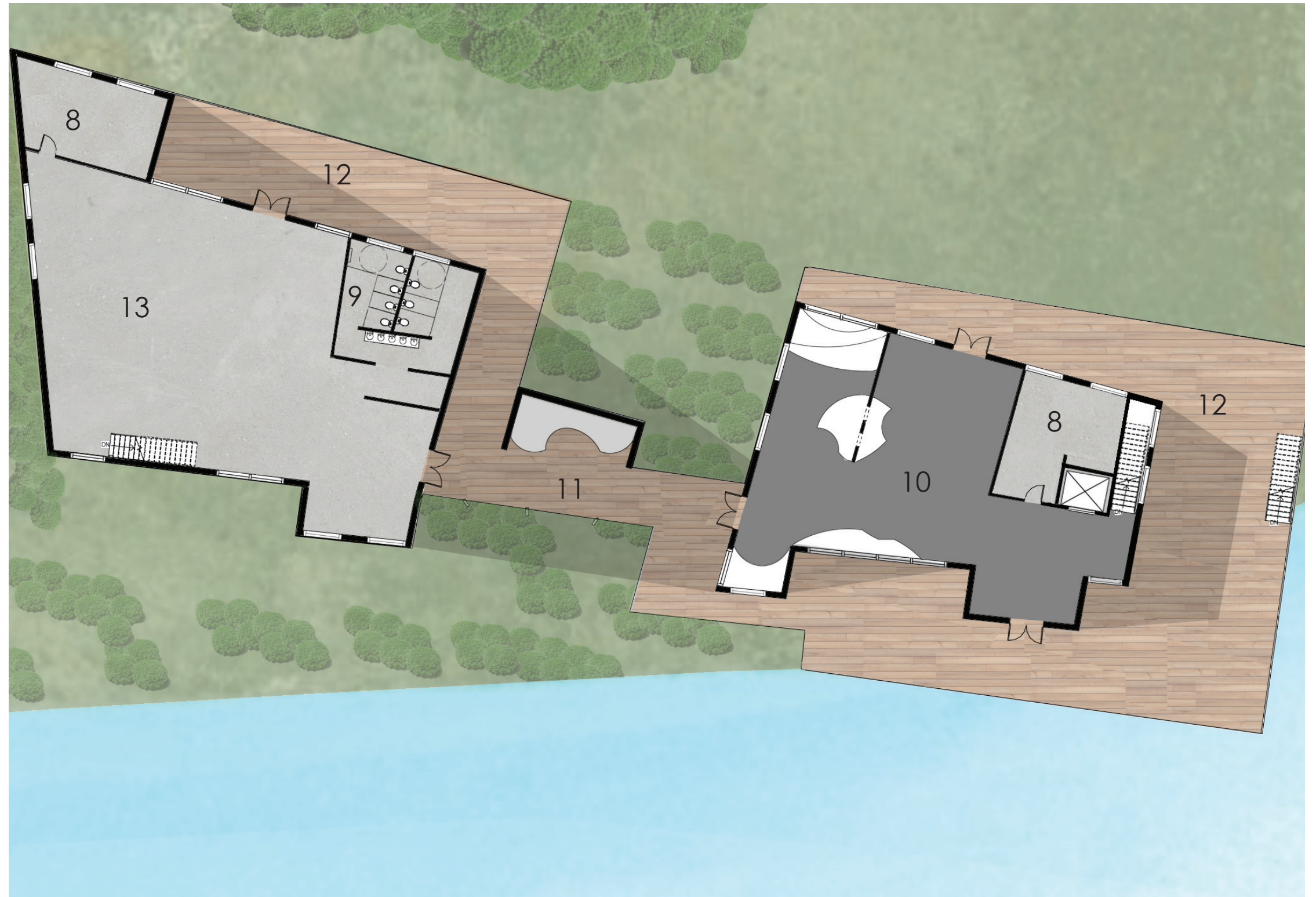
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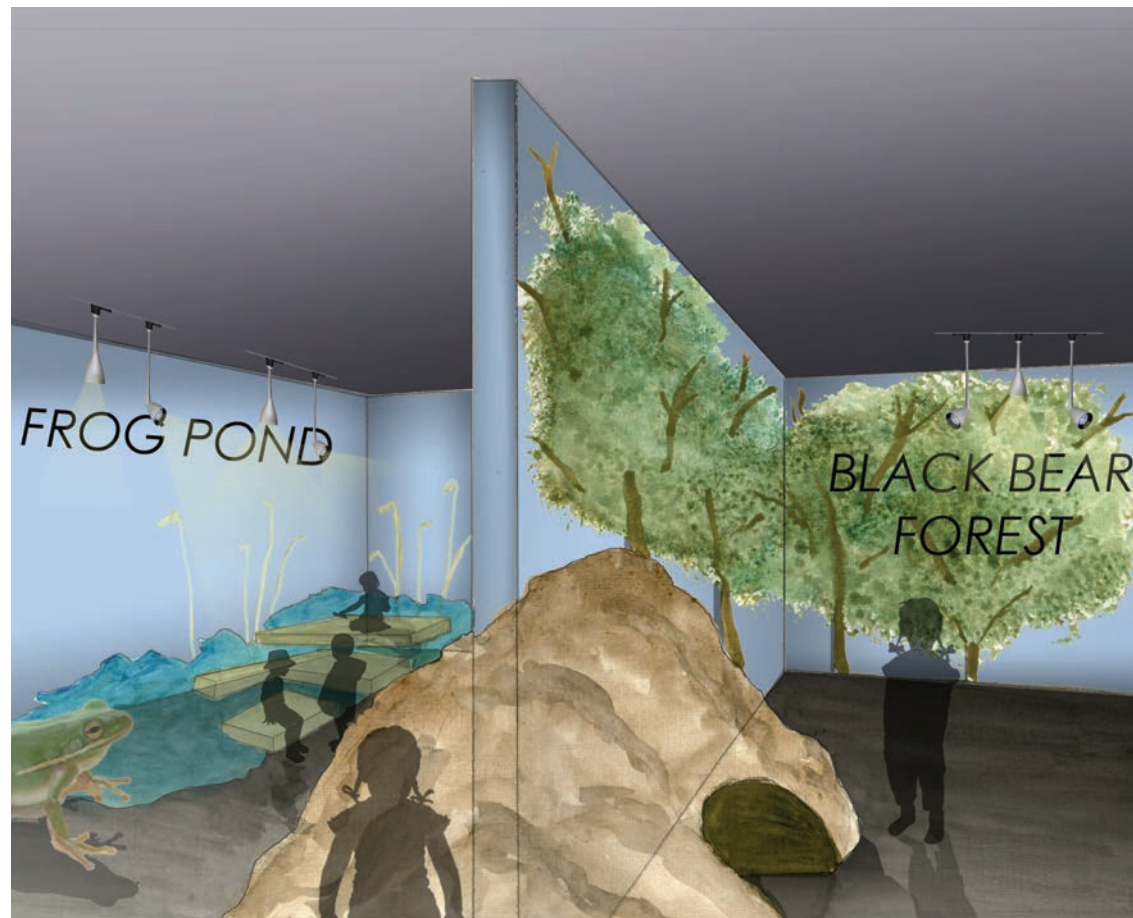
LEVEL TWO

PROGRAM:

- 10 Habitat Exhibit and Playground
- 11 Habitats in their Natural Area
- 12 Exterior Deck
- 13 Changing Exhibit Space
- 8 Storage
- 9 Lavatories



10. Habitat Exhibit and Playground



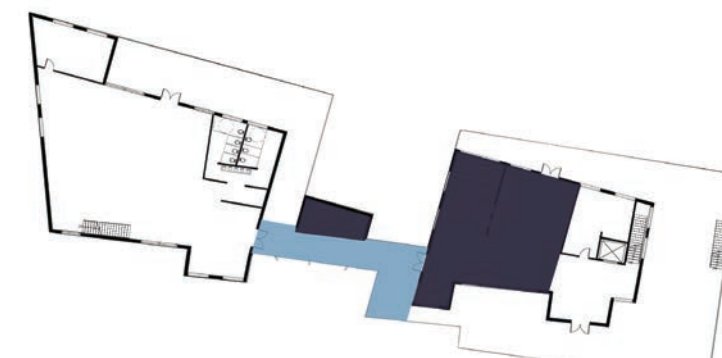
11. Habitats in their Natural Area

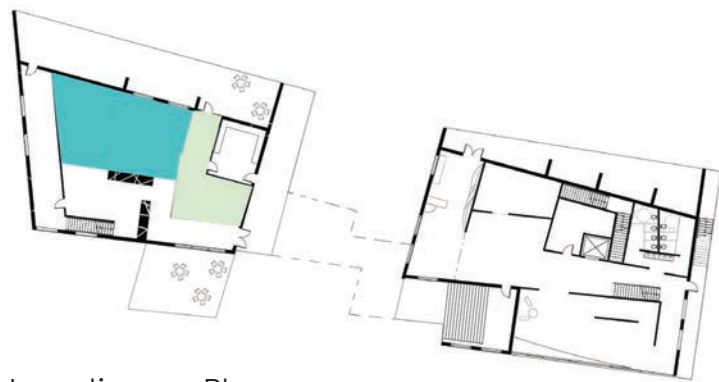


PERSPECTIVES OF HABITAT EXHIBITS



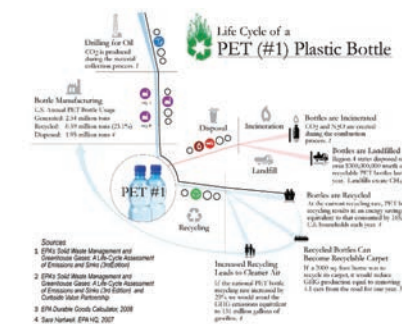
Location on Plan





Location on Plan

15. Recycling



Recycling:

A goal to teach kids about the life cycle of plastic.

Gray Water System:

An exposed gray water system resides in the adjacent space.

PERSPECTIVES OF FINAL SPACES

17. Dining Space



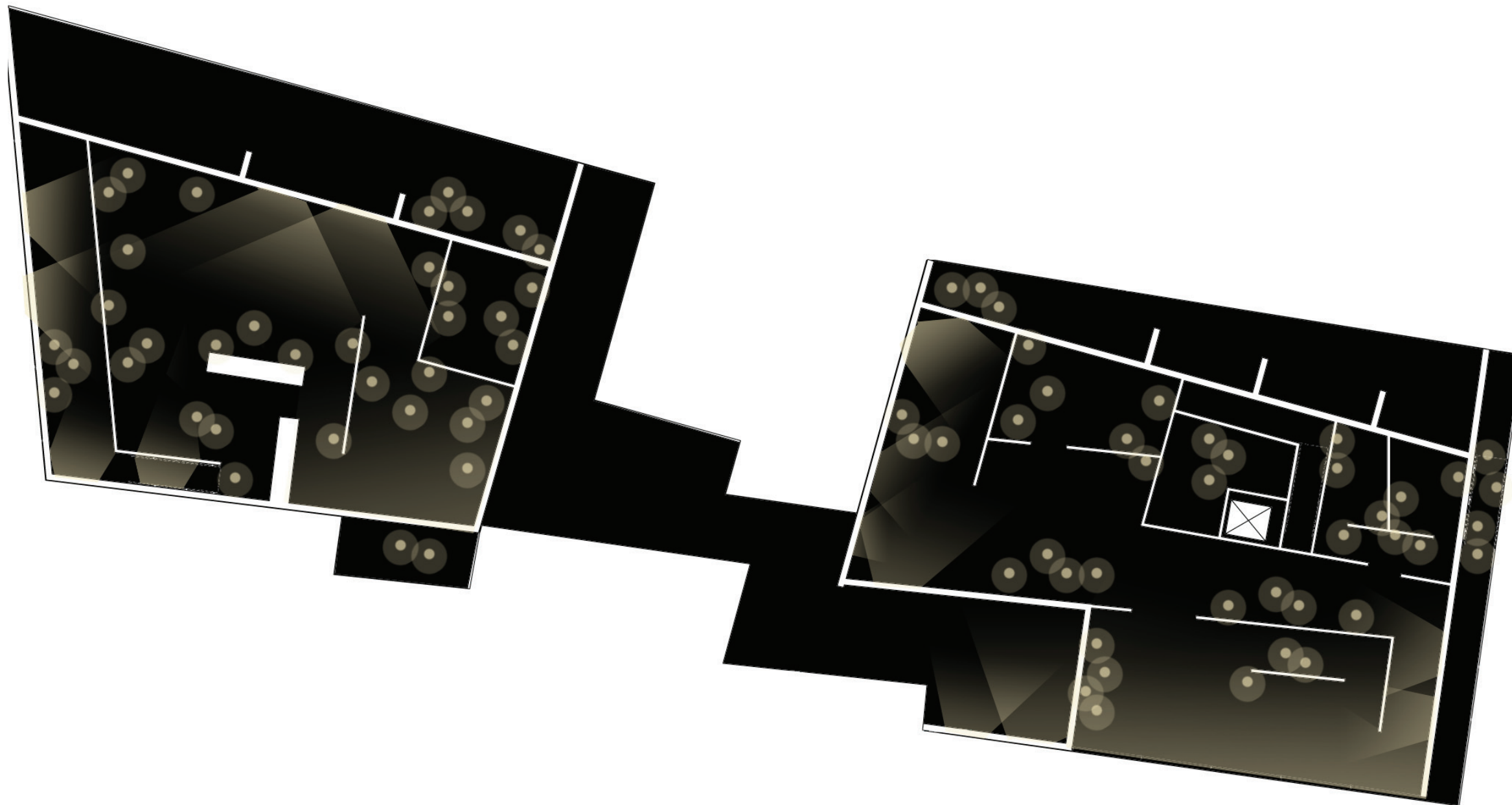
Furniture:
The furniture within the dining space ranges from three seating pieces. Some more modern stools, some typical dining tables, and more comfortable booths.



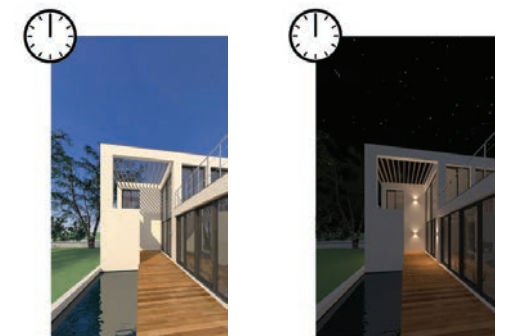
Ceiling and Floor Lighting:
These ceiling fixtures are adjustable and easily be used in many differing exhibit spaces. The floor fixtures are for the passage spaces, egress route, staircases, and permanent exhibit spaces. All lights are controlled and react in relation to the sun.



LIGHTING



Option for Lighting:
This is one of the various ways the movable lighting can be situated. On a track, the lighting has some restrictions but is still able to create differing lighting for each exhibit. Because the lighting reacts in relation to the sun, this diagram shows both natural and artificial lighting possibilities.



Artificial Lighting that Reacts to the Sun.



The Natural Change in Urban Architecture

RIVERSIDE AWARENESS PARK

INTERACT LEARN CREATE