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LINE 2 : M O D U L A R + M U N D A N E

modular: 1: includes or uses modules which can be interchanged as units without disassembly of the module.

***Design, manufacture, repair, etc. of the modules may be complex, but this is not relevant; once the module exists, it can easily be connected to or disconnected from the system*

mundane: 1: of or pertaining to this world or earth as contrasted with heaven; worldly; earthly; mundane affairs. 2: common; ordinary; banal; unimaginative

etymology: Middle English *mondeyne*, from Anglo-French *mundain*, from Late Latin *mundanus*, from Latin *mundus* world

Landscape architects influence how people use and interact with their surrounding environment. Hourly, daily, monthly and yearly patterns and rhythms arise after brief observation which provide the designer with insight into how spaces are used and potential forces influence behavior. William Whyte conducted years of research observing human behavior in urban spaces, and through the usage of time lapse cameras, identified several factors that most influenced how people used spaces. The presence of wind, sunlight, shade, water and activity all impacted the desirability and dynamics of a space throughout the day and on its yearly cycles. Whyte noticed how differently men and women responded to the spaces, and where and how people chose to sit, meet and congregate.

Similar to Georges Perec's observations in "The Street" which called attention to one simple detail and then unpacked its history, use and peculiarities, his observations brought layers of richness to the street, which generally escape our attention. It is the details and patterns of a place, in isolation, repetition, juxtaposition or combination, that contribute to a site's uniqueness and importance, its overall memorability. Landscapes can be temporal, a moment in time that will never again be experienced; they can be permanent, fixed onto the earth and pass throughout the various seasons and epochs of life. Landscapes can be music: compositions of events, a journey like that from the Masonic Temple to the Potomac River. They are narratives, historical description similar to the one from Mount Vernon to the Capitol in Washington, D.C.. Landscapes are collections; architectural details, planting strategies, paving patterns and people that stretch across blocks or even miles and create a cohesive ambience and experience. Landscapes do not always adhere to conventional boundaries; the edges blur and blend, nodes shift and jump, and linkages might appear like dashed lines, as something surfaces for a moment and then returns back below the surface or up into the sky.

T A S K

In a Perecsque fashion, drawing from your observations and interests, you will create three modular landscapes that celebrate or arouse awareness of some mundane behavior or element on King Street. Your challenge is to tease apart the peculiarities and the aspects that escape our attention, and create a design that integrates and brings to light these layers of richness. You will need to decide how and where these landscapes are located, and determine their frequencies, orders and rhythm.

T R A N S L A T E : D R A W I N G

You must beautifully represent your concept in black ink on mylar. You may not use more than 8 square feet of mylar, but you should pin-up along with your final drawings any sketches, drawings or models that informed your decision making. You will need plans drawn to scale of the locations you choose along King Street, blow-ups of your modular experiences and sections with people that describe your design intention. You must demonstrate an understanding of drafting conventions.

P R E S E N T A T I O N

You will present your work to your professors and classmates on Monday, October 26, 2009.