



Sudden City
CCA Advanced Architecture Studio
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Fall 2007

Phase Two: Planning Suddenness

Plan Drawings (one week; due in class next Monday October 22)

This week, translate your written code into 3 drawings that locate the three key aspects of your plan:

- discrete (sited)
- spontaneous (timed)
- “microubanistic” (scaled)

Each drawing should be a 24 inch square in format. You may also move the drawings to your website, and network them with one another or with other content online.

You can produce a drawing for each aspect listed above; or any combination of them shown differently (3 different scales for instance). You may combine photo/map/aerial imagery within your drawings; plan/sectional / perspectival / other conventional architectural means of drawing; and you may produce the drawings as a digital file.

As you produce these drawings, remember that you are *locating, scaling and timing* your urban intervention. Consider the following question as you work:

How is your intervention to be phased? Will it anticipate technologies that do not yet exist? Does it anticipate its own *obsolescence* as the city adapts or evolves? Where does the plan impact the city, and can its physical footprint be minimal with a maximal impact on life around it? Is it a norm for building, shown without context; or are you only drawing context? How does that context look and work differently from close and far?

Think of the drawings as generative, and refer to James Corner’s essay on the agency of mapping in doing so. Remember that our goal is to use each document of work in this phase of the semester to define your strategy, your “suddenness” in terms of site, scale and timing.

Also, let these drawings begin to suggest to you some sites around town for shooting video at the end of this week.

With that in mind, reserve video cameras now to use over the weekend; and begin coordinating if you want to plan to go out and shoot together.