Introduction
The quality of life of persons living in cities is one of the greatest challenges facing the future of cities. People require safe, walkable, pollution-free neighborhoods that, at the same time, are both visually stimulating and ecologically sensitive. Also, we can gain advantage through compact cities offering proximity to local grocery, school, transit, work, and the rich array of culture that cities offer.

However, it is important to note that many Americans have been hesitant to adopt the central city, seen by them to be places of crime, outworn buildings, a general ugliness of surface parking lots, and occupied by people “not like us”. Change is taking place as the “millennials” and “baby boomers” are seeking “pockets” and whole districts where they are readapting city lifestyles. Isn’t it now time, however, to design for a more inclusive, and integrated city, - “the city adopted”, where everyone feels they belong, and where we live in balance with nature?

To both examine, and design in response to these issues, we will be working on live projects in central San Antonio. The city offers a rich fabric of remarkable places and buildings, but also many parts of the central city are disaggregated, and characterless. Our central vision, therefore, will be to design city places and buildings of integrity, where people of all incomes and ages can live in harmony.

Goals
- To examine the fabric of the city;
- To consider how people live in, move about in, and gain benefit from city life;
To look at how design can influence the way we “navigate” city in our daily lives;
- To map the problems and issues facing cities;
- To design public place to further social contact, culture, and the ecology of city;
- To design a district that has a distinct identity, and as such becomes a meaningful addition to the understanding of city;
- To design homes, work places, and amenities that are in close association, and at an appropriate city density;
- To design the resilient city where architecture addresses the forces of nature, and simultaneously aims to be net positive;
- To develop communication skills in section, section axonometric, model, and perspective to represent an urban architecture, and qualities of place.

**The Challenge**
This studio, as can be seen from the goals statement, aims to take you into new territory where we address buildings with a mix of uses, the grouping and assembling of buildings and places, and also the architecture of landscape and ecology. Furthermore, a good proportion of your investigations and design work will be based in small teams.

**Project 1: The Architecture of the City**
This will be achieved by close consideration of the work of key writers, architects, and landscape architects working at the scale of the city, and case studies of both city districts that work, and new city interventions. The work will be coordinated by close reference to an existing master plan for north central San Antonio.

Your task will be to diagram a potential additional district integrated into the master plan, while at the same time suggesting revisions to the existing master plan proposal. Simultaneously, you will be researching urban housing typologies.

**Project 2: The Architecture of Place**
The design of a public place bringing a new landscape of identity. Emphasis is placed on “gathering’, and how a democratic and distinguished place can bring hope to an area, as well as acting as a catalyst to new enterprises. The context is characterized by both outstanding structures, surface car parking, buildings of limited significance, and edged by river walks and highways.

Your challenge is: to reposition and restructure the existing parking on the site; to establish a new place identity, including the design of supporting structures and amenities; and through graphic communication and model to clearly represent the qualities of a new city place.
Overall, you are aiming to bring a new cultural opportunity to the city, a living inner city community where people and a responsive environment replace an urban no-man’s land.

**Project 3: The Architecture of Home, City Block and Street**
Our aim is to design buildings where people will wish to live for a long time, in less space, but with greater comfort. Here, access to sunlight, open space, local amenities, work and school are each of vital importance.

Your challenge is: to design a small district in the inner city. You will then design a city block, its adjacent streets and landscape, as a place of enduring quality. The building will incorporate a range of house types, work places and local amenities. Through graphic communication and models, to demonstrate the spatial qualities of home in association with access, open space, street, and associated work areas and places.

Project 1 is a team project.

Project 2 will be a team project leading to an individual design within the context of the team proposal.
Project 3 will be a team-based district design leading to an individual design of urban homes, and city block, including detail of uses, and adjacent street environment.

Teams are expected to consist of three members.

**North Riverwalk, San Antonio**

Historic, and more creative cities frequently are comprised of small inner townships, or districts. Each has a distinctive identity, sense of place, and is seen to be a remarkable area within which to live. A local identity builds around existing attractions and meeting places creating a place where you simply wish to live, and possibly work. Invariably, these neighborly parts of cities are closely tied to other key points, work places and amenities. San Antonio could, in part, be defined in this manner, with the historic King William District, and the newer emerging Pearl District. The city wishes to further this trend with an emerging Southtown and Hemisphere District, and now the North Riverwalk.

The Riverwalk now holds a national identity, with the Southwest School of Art, and San Antonio Public Library being significant landmarks. To the west and north of these attractions is a forlorn mix of car parks, roads, and disaggregated buildings, flanked by IH-35, and only partly relieved by the presence of Fox Tech High School. You are asked to closely interpret this area as a basis to designing a new community. Your team will identify both positive and negative features of the given area, and potential relationships to adjacent areas. You will then design a new city district, affordable, open to all, and with a rich mix of homes, work places, and amenities. In addition to long-life, affordable, high quality housing, the proposed district will be characterized by significant democratic public places, and a “green resilience”, anticipating critical moves towards a more energy- and resource-conscious society. Your role as an architect will be to develop an appropriate settlement design, and then produce a more detailed aspect of a significant component of the overall proposal.

**Indicative Readings**

Beatley, T. *Biophilic Cities*
Bentley, I. *Responsive Environments*
Carmona, M. *Public Places, Urban Spaces: the Dimensions of Urban Design*
Cooper Marcus, C. *People Places*
Gosling, D. *Gordon Cullen*
Jacobs, J. *The Death and Life of Great American Cities*
Mostafavi, M. *The Life of Cities*
Mostafavi, M. and Dougherty. *Ecological Urbanism*
Towers, G. *Introduction to Urban Housing Design*
Whyte, W. *City: Rediscovering the Center*

**Provisional Timetable**

<table>
<thead>
<tr>
<th>Event</th>
<th>Dates</th>
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<tbody>
<tr>
<td>The Architecture of City</td>
<td>January 22 – February 3</td>
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<tr>
<td>The Architecture of Place</td>
<td>February 5 – 28</td>
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<tr>
<td>The Architecture of Home, Block and Street</td>
<td>March 2 to May 7</td>
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<tr>
<td>(potential interim reviews March 16, April 30)</td>
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**Evaluation Criteria**

Establishing grades for projects of a creative nature is more complex than grading in other academic areas. While each project contains certain quantifiable elements by which it may be evaluated, a significant portion of each grade is derived from a broader, more subjective set of issues.

Grading for Intermediate Studios is broken into four components:
25% grasp: the ideas and understanding of the project at hand, combined with an appropriate process of inquiry  
25% process: the consistent and rigorous development and testing of ideas  
25% resolution: the demonstration of competence, completeness, and finesse through representation  
25% engagement: the active participation in studio activities, leadership, collaboration, group discussions and reviews

Student work will be evaluated according to its rigor and evolution over the semester. Grades are subject to deductions for absences, late work, and late arrivals at the discretion of each instructor.

A student must earn a grade of C or better in order for the course to count toward the degree, and to progress to the next studio.

A grade of C- will not satisfy degree requirements or prerequisites for the design studios that follow.

**Grading**

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<thead>
<tr>
<th>Project 1 The Architecture of the City</th>
<th>10%</th>
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<tr>
<td>Project 2 The Architecture of Place</td>
<td>30%</td>
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<tr>
<td>Project 3 The Architecture of Home, Block &amp; Street</td>
<td>60%</td>
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**Grade Descriptions**

**A/A-**
Excellent  
Project surpasses expectations in terms of inventiveness, appropriateness, visual language, conceptual rigor, craft, and personal development. Student pursues concepts and techniques above and beyond what is discussed in class. Project is complete on all levels.

**B+/B/B-**
Above Average  
Project is thorough, well presented, diligently pursued, and successfully completed. Student pursues ideas and suggestions presented in class and puts in effort to resolve required projects. Project is complete on all levels and demonstrates potential for excellence.

**C+/C**
Average  
Project meets the minimum requirements. Suggestions made in class and not pursued with dedication and rigor. Project is incomplete in one or more areas.

**C-/D+/D/D-**
Poor  
Project is incomplete. Basic grasp of skill is lacking, visual clarity or logic of presentation are not level-appropriate. Student does not demonstrate the required competence and knowledge base.

**F**
Fail  
Project is unresolved. Minimum objectives are not met. Performance is not acceptable. Note that this grade will be assigned when you have excessive unexcused absences.

**X**
Excused Incomplete  
Can be given only for legitimate reasons of illness or family emergency. Simply not completing work on time is not an adequate cause for assigning this evaluation. It may only be used after consultation with the Associate Deans' offices and with an agreement as to a new completion date. Work must be completed before the second week of the next semester in which you are enrolling, according to the School of Architecture policy.
Attendance
You are expected to attend each class session. A student with two non-excused absences will be warned and drop a letter grade (e.g. B+ to B grade), and a record of absence, and nonparticipation in group work could lead to failure.

Americans with Disabilities Act (ADA) Policy Statement
The University of Texas at Austin provides upon request appropriate academic accommodations for qualified students with disabilities. For more information, contact the Office of the Dean of Students at 471-6259, 471-6441 TTY.

Academic Integrity Statement
Strict standards of academic honesty will be enforced according to the University policy on academic integrity. All written work handed in by you is considered to be your own original work, prepared without unauthorized assistance. I expect that a student’s name on any assignment means that you have neither given nor received unauthorized aid.