

JOURNEY

Youth Center

People are forced to interact with a space that exists around them. However positive or negative of a reaction a building gets from people, it forces people to interact with the realities of the world and to navigate through space in their own way. In my study, Journey can lead a design to allow for spaces to feel like people are in their own world within this larger context of society. Where experimental, collaboration and exploration is encouraged through several three spatial components that will reinforce the physical and mental experience of an individual's journey.

To create a space where youth/children are able to inhabit a space where they can have the freedom to discover and grow without the pressures of society but genuinely enter a space where discovery comes from tapping into their own curiosity. The design intent is to create a journey that encourages an individual to make their own choices as they discover their own story using **exposure and enclosure** and **interlocking** as the three qualifiers. The type of vehicle will be a **youth center** where access to resources will be important for all users and visitors. My experience working with youth has influenced my project vehicle in designing a space that encourages exploration and discovery allowing youth to discover their interests outside of a school setting. In this vehicle there will be several non-profit and after school programs that provide these resources for youth to find what interests them.

RESEARCH:



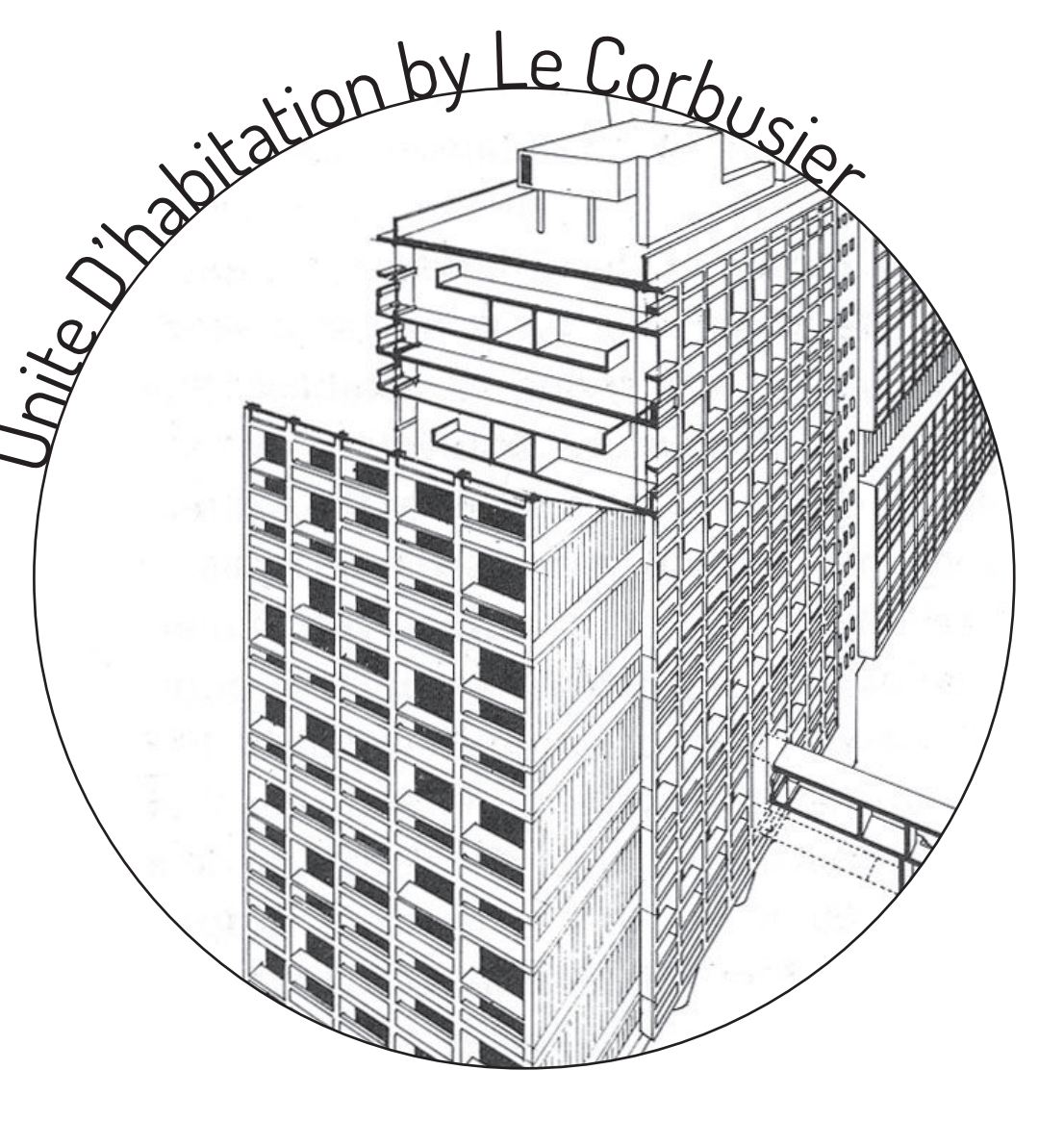
Therme Vals by Peter Zumthor

The floor plan of how a guest can create their own journey throughout the baths and can choose to sit in the public baths or private baths gives the user the freedom to wander through the different spaces however they'd like.



Villa Savoye by Le Corbusier

The spiral staircase inside Villa Savoye creates a unique user experiential transition through the spaces. The ramp is a more gradual circulation where the user doesn't notice the separation of levels. Having different vehicles to transport the user forces them to experience the space differently every time.



Unite d'Habitation by Le Corbusier

Unite d'Habitation was successful in creating interlocking spaces within each other that are still connected by a main hallway. By interlocking these apartments with each other Le Corbusier minimizes the amount of hallway that is needed and focuses more on the amount of living space.



Opificio Golinelli by Diverserightstudio

Seeing the sizes of the spaces and the types of spaces that Opificio uses is useful for me to incorporate social spaces that allow for people to interact. This part is important in helping the youth to see what they can improve in their own community and to hear what other people have to say.

LOCATION:

THE PUBLIX APARTMENTS [504 5TH AVE S, SEATTLE, WA 98104]

The Publix Apartments was the ideal location for the vehicle because it is easy to access. Located at the intersection of South King Street and 5th Ave in the International District the Publix is next to the light rail station, close to the I90 freeway and tons of bus stations. Another convenient resource was that it was a mix used building where living is upstairs and downstairs had retail. This was a place where families can live and youth can use to gain resources in the same building. Having a retail space below would be important because youth can start their own "business" or have a gallery station to display their work or inventions for the public. In the neighborhood the building is surrounded by creative stores and diverse resources near by which will encourage a diverse group of people to come. Other unique amenities include a roof terrace, common spaces, fitness room.



PROGRAM & DIAGRAM:

LEARN/STUDIOS:

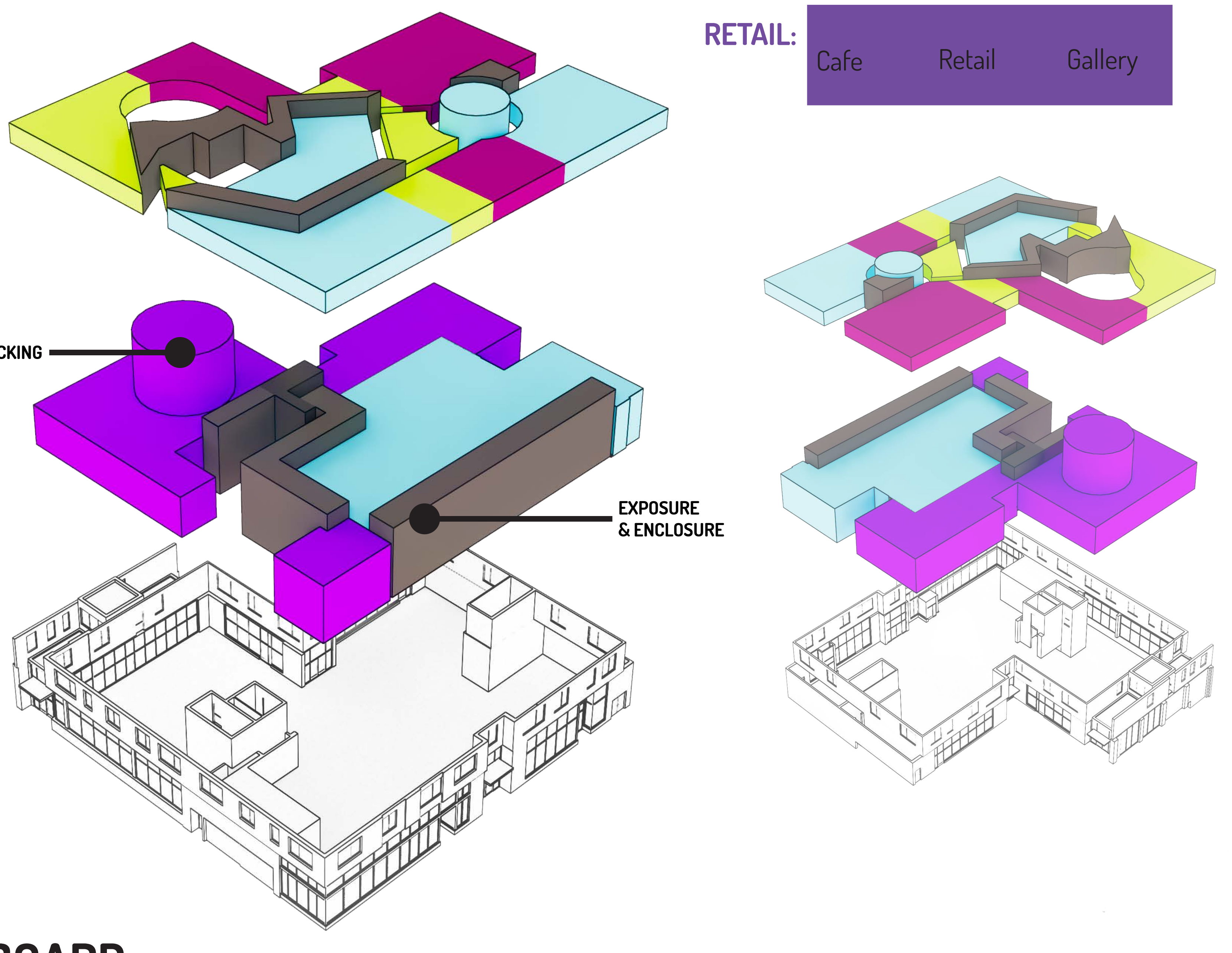
| | | |
|--------------|------------------------|-----------------------|
| Art Studio | Darkroom/ Photo Studio | Recording/vocal booth |
| Dance Studio | Makerspace | Performance Space |

OFFICE/MEETING:

| | | |
|------------|------------|---------|
| Classrooms | Soft space | Offices |
|------------|------------|---------|

RETAIL:

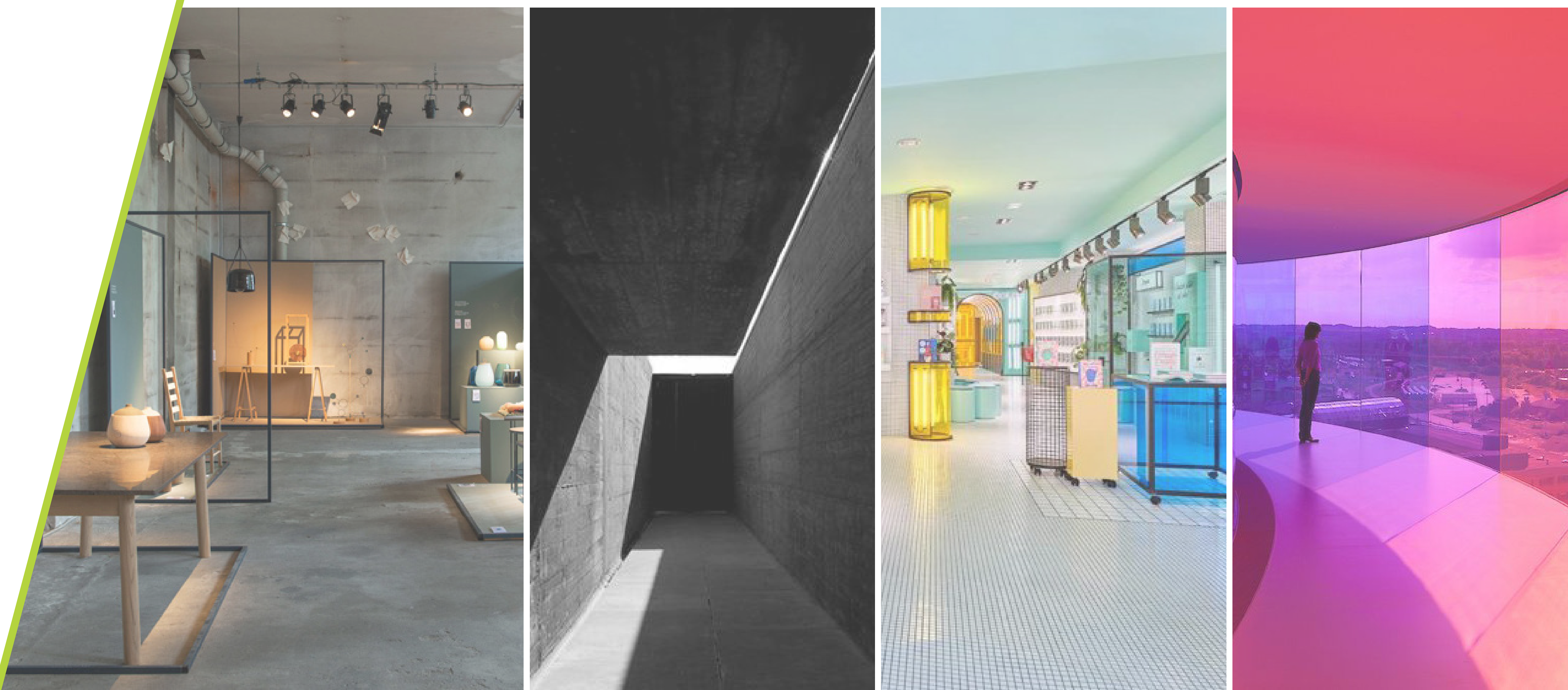
| | | |
|------|--------|---------|
| Cafe | Retail | Gallery |
|------|--------|---------|



MATERIAL BOARD:

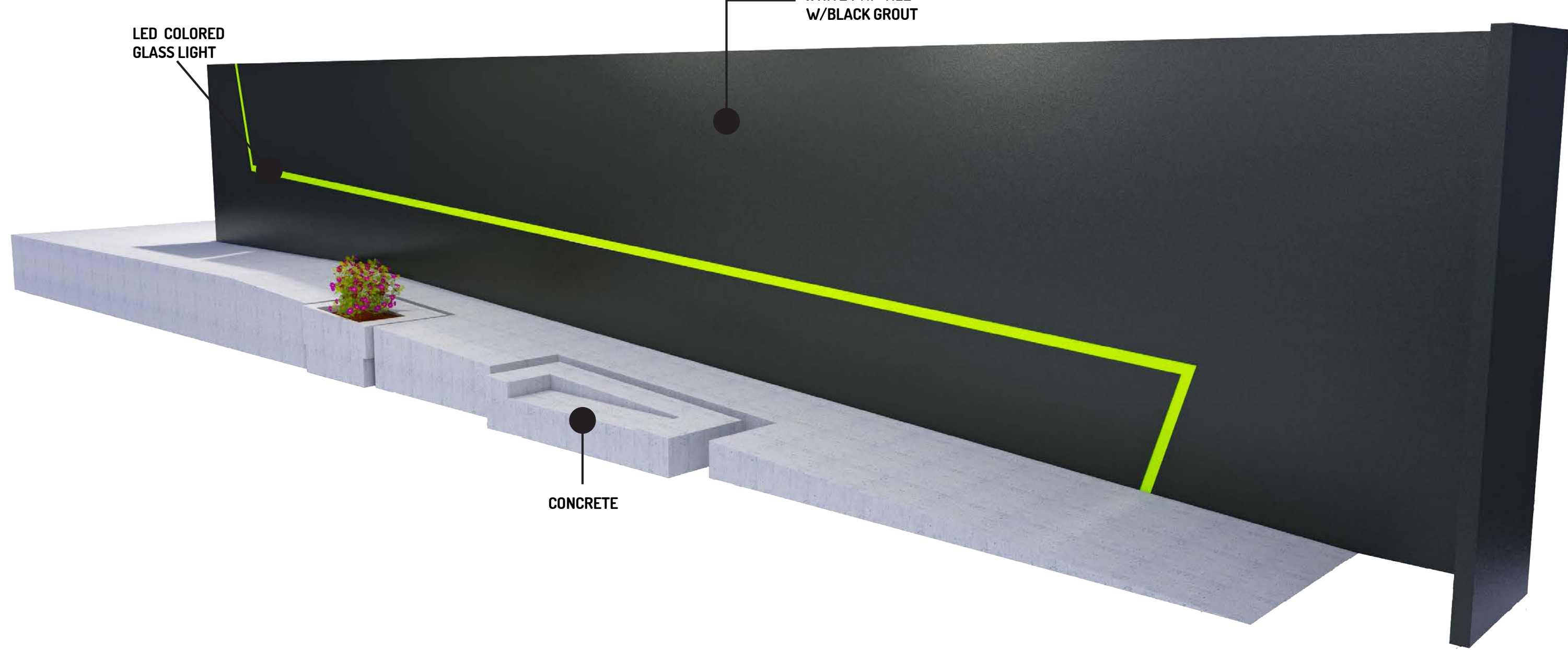


INSPIRATION:



Front Entrance

The entrance is the attention grabber for passerbyers as they walk by to see the neon green stripe along the window. The ramp from inside extends to outside that creates the planter on the left and the bench on the right for the public to use and enjoy.



Pop up Cafe

Pop up cafe is located at the end of the entrance. This encourages the user to come inside to want to grab a coffee and sit under the colored glass. This area is for people that just need a quick cup of coffee or something to eat.

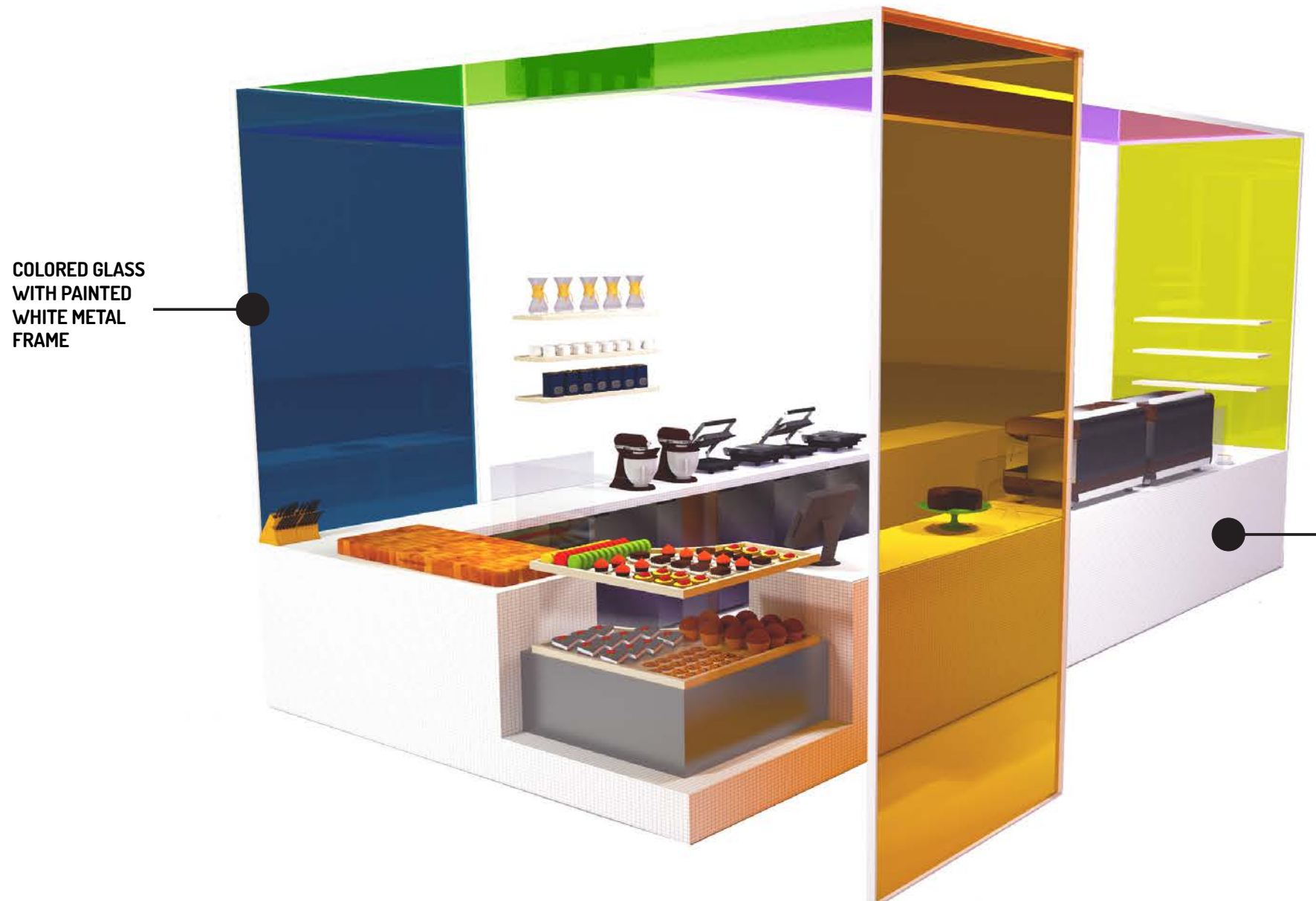


Performance Theater

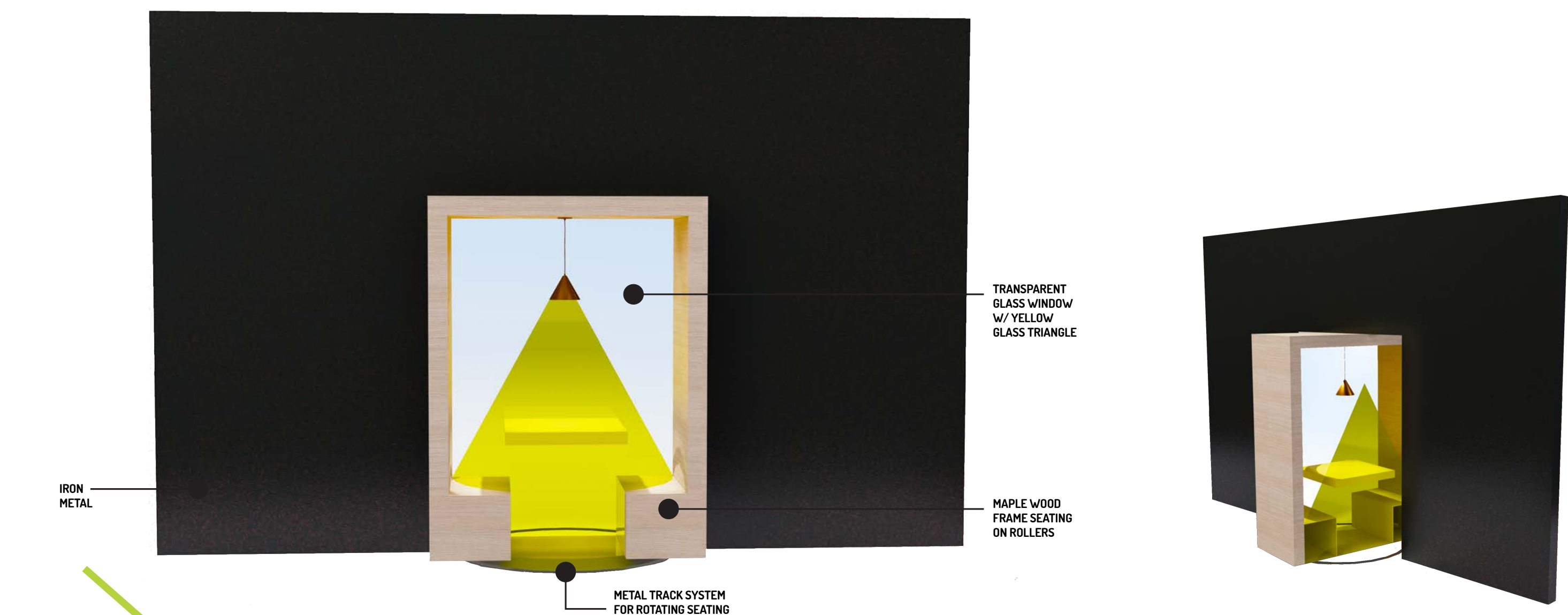
Theater space is for the youth to host events like speakers, plays, or performances. An opening sits above the stage which connects the upstairs so that people can view the performance from the upstairs as well.



Cafe

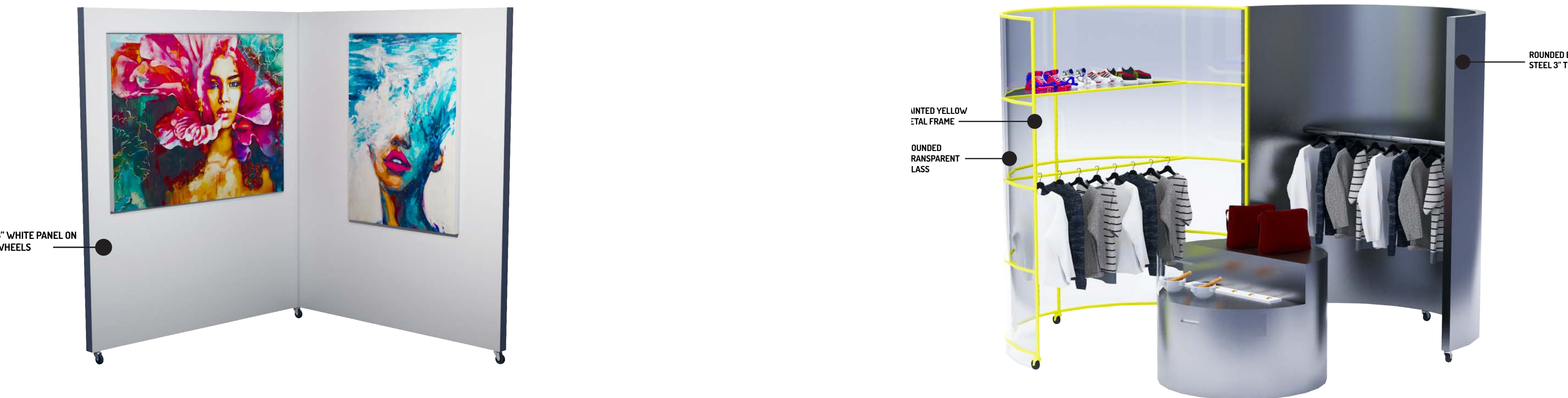


A larger cafe allows for youth to come hang out grab something to drink as well as something to eat that is created by youth as well. The cafe is ran by youth and this is a place where they can learn some basic skills of cooking or baking. The foldable back doors also allow for seating outside on a nice day.



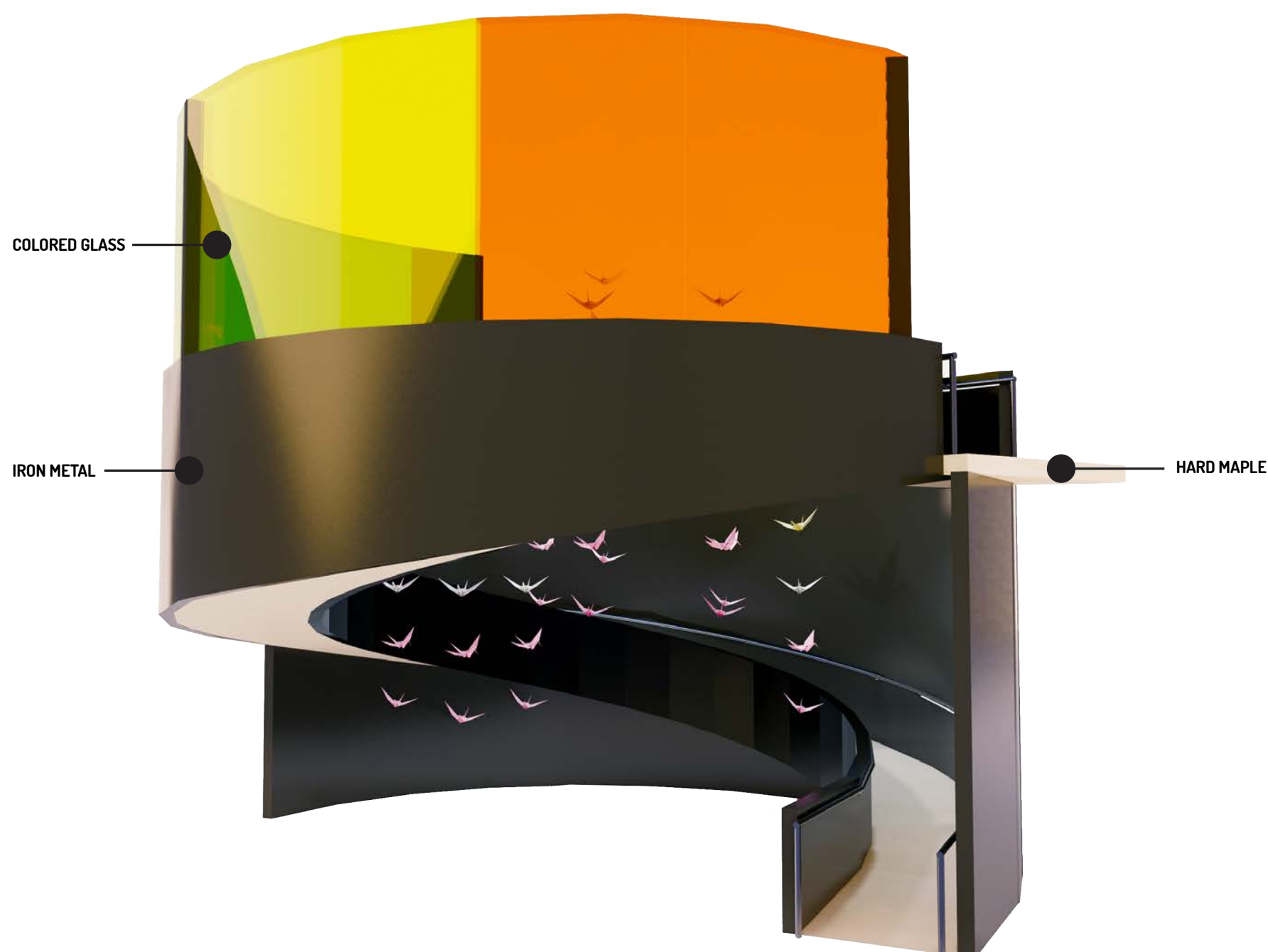
Youth Gallery/Retail Space

Gallery space blends both retail and art space together where public can come and enjoy or buy creations made by youth. This space also allows for youth to realize their work and share with the public.



Ramp & Art Installation Area

Ramp is the transition space to upstairs where in the middle people can enjoy an installation created by a youth and have a 360 view of it.



Upstairs View of ramp

Upstairs at the top of the ramp are color glass windows that peer into one of the larger collaboration rooms as well as a recording studio. Also a small soft space built into the wall allows for youth to relax and sit in a comfortable spot as people walk by.



Lookout at Light Rail

The lookout faces the west side of the building where you can sit on the bench with a friend and watch the people outside walking around or catching a bus or light rail.



Hallway

Upstairs hallways are designed with cove lighting on the ceiling to guide the user through the hallways as well as angled glass windows that peer into the several different studio spacs as you walk by.



Makerspace studio

Although hallways may be dark, all studios inside are bright and filled with a unique color that corresponds to the type of studio. In this makerspace yellow encourages creativity and collaboration among the youth. The windows



Soft space

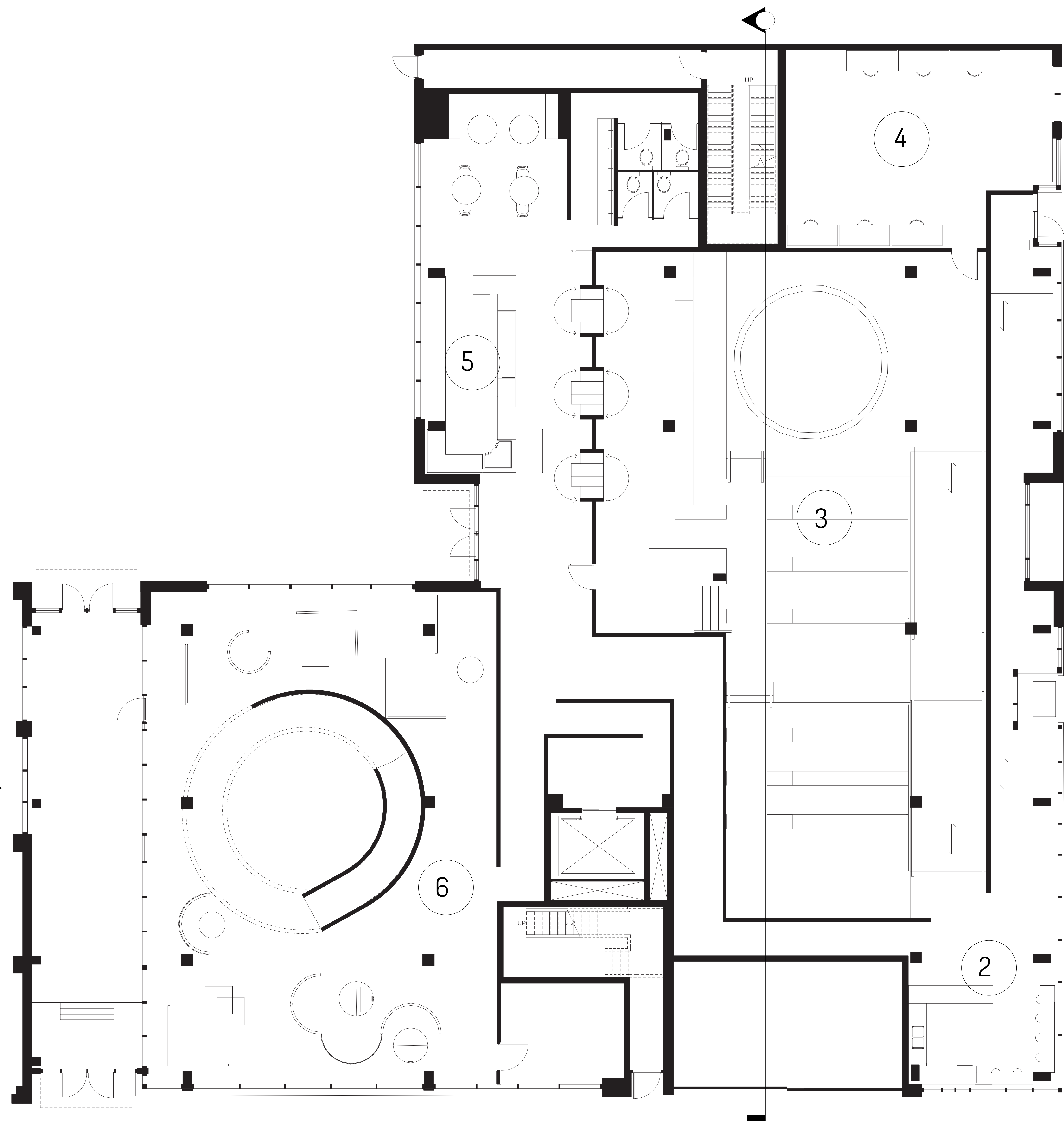
A soft space located right next to the opening to the performance space allows for youth to sit and hang out with each other in a private but inviting way. Spaces are divided by acrylic panels that slide along a metal track so that the users can create as much space as they'd like between the person next to them.



Opening to Performance space

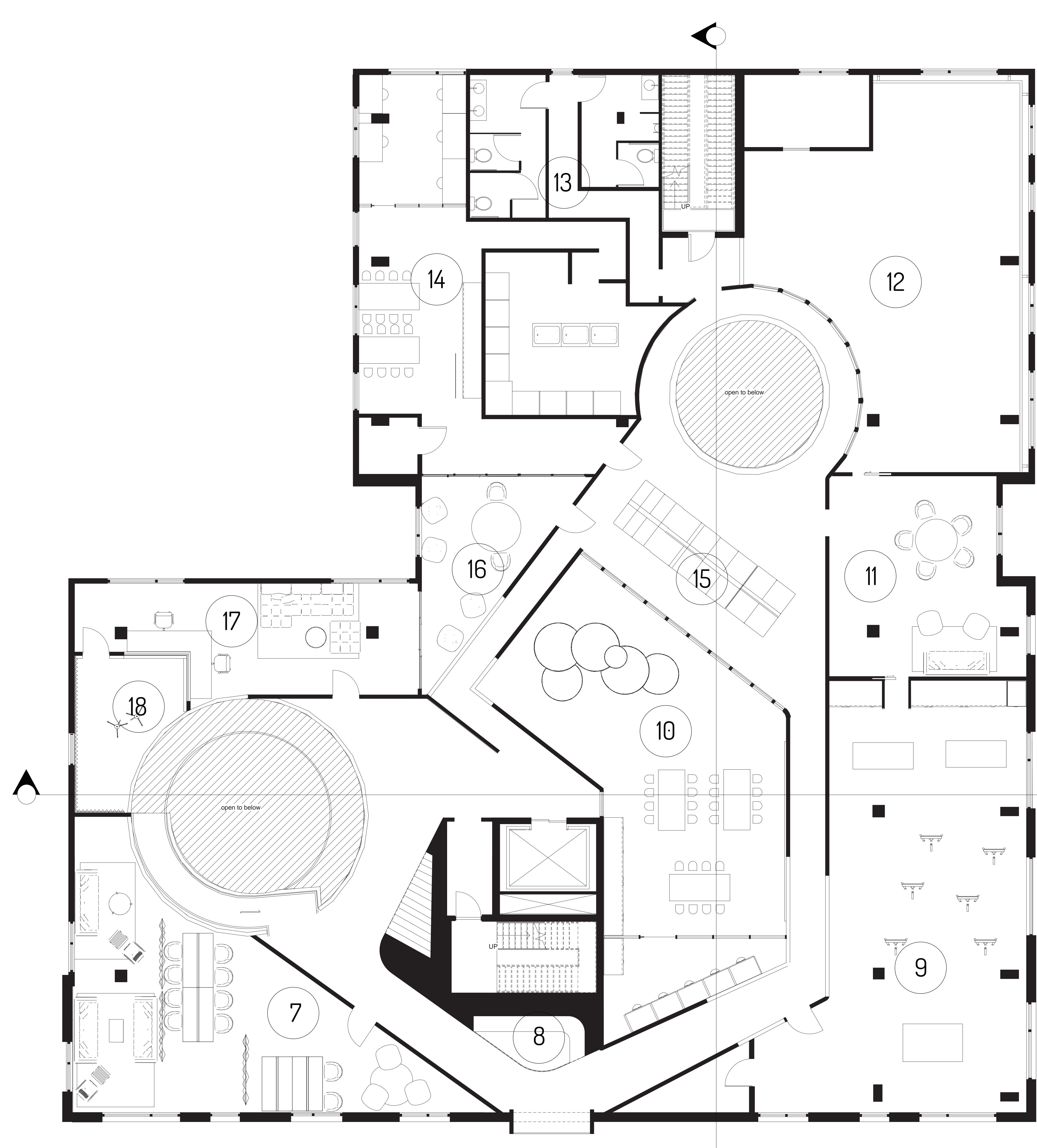
Opening creates connection to the performance area downstairs. Dance studio is right behind this viewing area which can open up with sliding doors so that the dance studio can stay connected to the performance area below.





Level 1
3/16" = 1'-0"

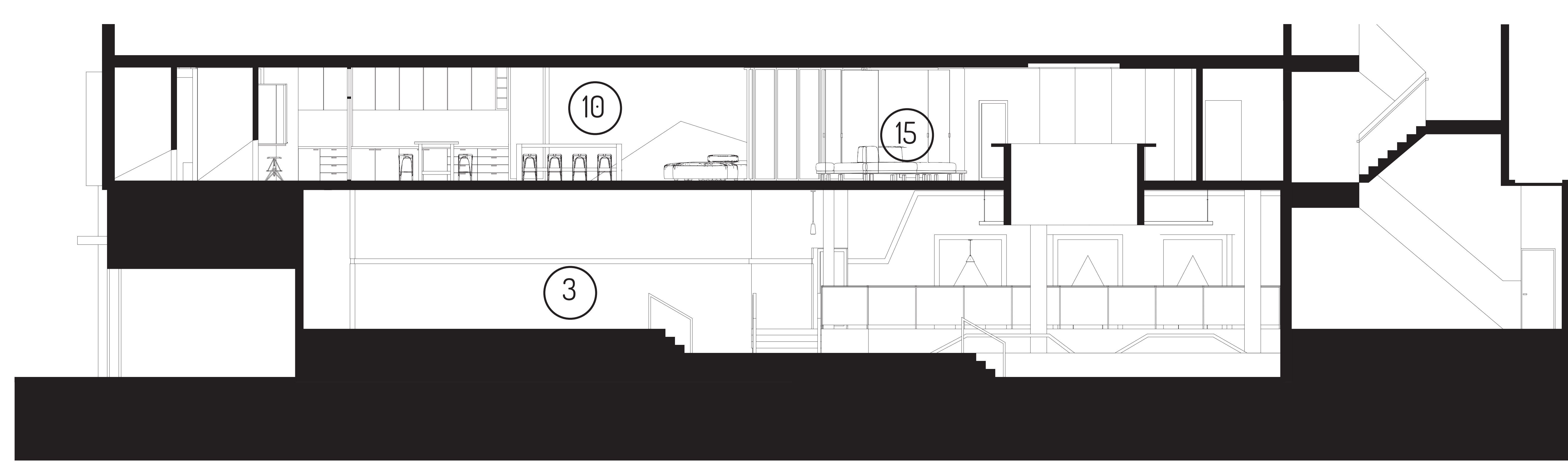
- 1_Entrance
- 2_One stop Cafe
- 3_Performance Space
- 4_Makeup/Dressing Room
- 5_Large Cafe
- 6_Retail/Gallery
- 7_Large Collab Space
- 8_Lookout
- 9_Art Studio
- 10_Makerspace
- 11_Collaboration Space
- 12_Dance Studio
- 13_Upstairs WC
- 14_Photography Studio
- 15_Soft Space
- 16_Collab Space
- 17_Recording Studio
- 18_Voice Studio



Level 2
3/16" = 1'-0"



Horizontal Section
1/4" = 1'-0"



Longitudinal Section
1/4" = 1'-0"