Design Process Q & A

Question A: Define and/or describe the problems/challenges you faced when deciding on the project you chose to do for the competition

The majority of challenges we had to face were finding with the design software. Some issues and challenges within the group to have a cooperative mindset. The finalfälle we faced in the design were often built using the design software itself. It was often difficult to get everyone to work on the same page. When the group started the design process, the meme program, it would create an overlay that would not fit correctly. These issues would require complete removal, and lead to applying different techniques between team members to create a model that was "built in appearance." Removing a large parking area was a challenge when trying to leave the amount of empty area while at the same time leaving space for people to walk around. Each section created by a different person was difficult to complete the entire project. A section was meant to look like they were created by one person. A lot of the time, it was hard to see how the pieces fit together and could not be seen in a cohesive way.

Question B: Thoroughly describe your process, in writing and through visuals (e.g., sketches, models, enlarged pieces, before and after, budgets, timelines, widows, etc.) that specifically and realistically meets the PRECISE or exact nature of the challenge and/or the client goals/needs.

The Design process began with a site selection that focused on upgrading existing infrastructure in the city that would promote community involvement from an urban renewal project. As a class we did use different locations within the city where urban decay and population flight was observed. We discussed multiple locations, Leimert Park, Pershing Square, and Park La Brea. Then selected the site of Pershing Square.

With the selection of Pershing Square we began a collaborative brainstorming session, using post-it notes, to become familiar with the site history, context, previous designs, research materials, sustainable energy construction, and plan for the upgrade to give a urban relife to the Square (i.e. markets, leisure parks, retail stores, basketball court, etc.).

After the brainstorming session, a simple design using a "bubble map system" to outline our ideas and define locations within a Pershing Square site map. After re-reading the site, we discovered a level parking garage beneath the park, an adjacent undervolled parking lot, and metro station, to be incorporated into the design, that would add to the rebirth and upgrades to the site location. A bubble map was created for these additional locations and ideas to help.

A site visit was made to take notes, measurements, and pictures of the existing structures, and surrounding area. Then a comprehensive design was developed upon for Pershing Square regional level, parking garage, and the adjacent parking lot/metro station. We decided to divide these three teams, to distribute the work, and allow students to pursue their own interests. Each team met with ideas on paper, and modeled their design locations in SketchUp. Each team had to finalize their design before posed to the group as part of the project, the client city (City of Los Angeles), the members acting as the client.

Pershing Square Ground Level: The ideas were adding more shade, before the road was where there were more trees than concrete, removing the dog park and staircase are deciding to keep adding areas for businesses above and below ground, adding activities to entertain those who chose to play, and introdcing the existing spa.

A gantt chart schedule was devised based on a logistical construction phase diagram. Starting with site demolition, and beginning of construction in Pershing Square, then moving to the pedestrian bridge, adjacent metro station, and finally the connection of main park.

Question C: [Please explain how your approach is an appropriate, innovative solution that ideally responds to the precise project challenges and the client goals/needs.]

Our design is more modern, with a better atmosphere, than previous designs, the previous design failed because buildings were placed on property, just be placed there, the design was not cohesive, and was very old and run down. Our design takes a central core from the area, with a spining device, that is in natural light, endure, water, and able to be moved. This design was created to be a more cohesive design, with a unique atmosphere that is more sustainable and friendly for people.

We wanted to create a relaxing place for people of all ages by having a welcoming, sustainable design.

[Second Pett] Explain how your entity is different from other approaches or processes, if such is the case; or meets budgetary constraints, unique issues, or other challenges.

When deciding on location we benefited from living near a common location that allowed us to attain both the aesthetic and usability. Our team began in picking up using google and blueprints to work on the design and brainstorming to meet the deadline. After we went back to our groups we went with sketchup where each individual worked in a part. In the end we used google docs to allow us to work individually but with limitations in different variens and different files making it difficult to make one larger file.

[Second Pett] Decide what you learned from this competition,

We learned how to work under pressure, and work as a team. This program showed us that it is important to work with everyone, because everyone is working on a different part of the project, and it makes things as much easier when everyone works together. We also learned a lot about upcoming college expectations, work life, and the work environment. This program was really helpful at showing the engineering and architecture industry.