

# The Architects dream...



# **ESSENTIAL QUESTION:**

- Why do architects create models and drafts of their work?
- What skills and strategies are needed to create 3-D models?
- How can technology enhance the way we design and create?
- Form VS Function

# **OBJECTIVE:**

## **SWBAT**

- Make a 3-Dimensional structure based on design and functionality.
- Development of ideas from looking at images of different local Buffalo buildings to fabrication of a 3-D model based on their building of choice.
- Learn about and experience practices used by professional architects. Think critically to creatively solve unique design challenges.

# A Vision for ...

Learn the Past



Watch the Present



And Create the Future



# Intro: Ask Students...

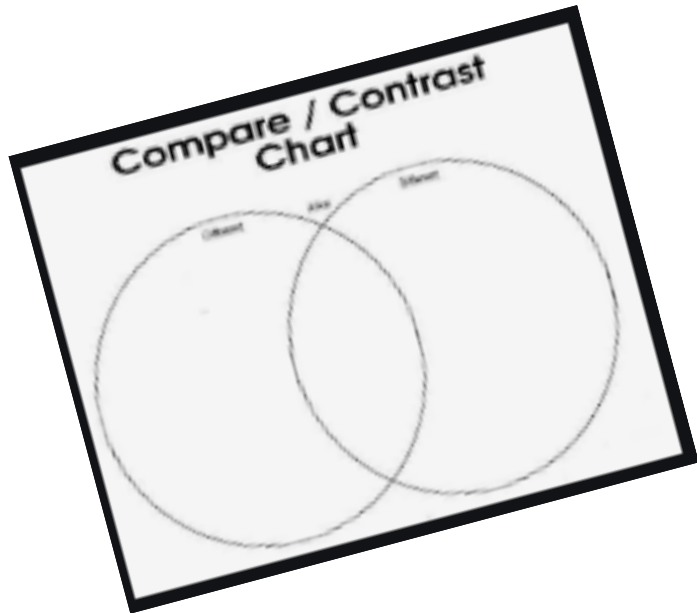
1<sup>st</sup>- What is Architecture and what does an Architect do?

2<sup>nd</sup>- Intro of Architects role in buildings, communities, & cities, and what type of education architecture students take to be ready for the future career.



# Vocabulary:

- Architect
- Architecture
- Contemporary
- Façade
- Columns
- Modern
- Modern
- Round about
- Mosaic
- Art Deco
- Classic
- Post Modern
- Brutalist
- Form
- Function
- Doric
- Ionic
- Corinthian
- Spanish French Baroque
- Recoco



# Resources:

Website: Click below

<https://buffaloah.com/>

Video: Click below

A Palace for Buffalo: The history of the Shea's Buffalo Theater-  
B&ECPL Digital Collections

<http://digital.buffalolib.org/document/1811>

## Buffalo Architecture and History

 <p><a href="#">Buffalo Buildings and Sites</a></p> <p><a href="#">Illustrated Dictionaries</a></p> <p><a href="#">Architects</a></p> <p><a href="#">Architecture - Styles</a></p> <p><a href="#">Landmarks and Historic Districts</a></p>	 <p><a href="#">History of Buffalo</a></p>  <p><a href="#">Illustrated Furniture Glossary</a></p>  <p><a href="#">Architecture Around the World</a></p>
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# Questions to ask during the video:

- How was form and function important to man who built Shea's theater?
- Why did Mr. Shea decide to create entertainment for the "common man" or workingman?
- During the Depression, Mr. Shea refused to lay off employees WHY?  
It was estimated that Mr. Shea was losing \$1 million a year during that
- Some of the ornate lightening figures and hanging chandlers were influenced by what designer?
- During a short period it was owned and renamed the \_\_\_\_\_ theater?
- What was happening to the theater before volunteers decided to take initiative to start making repairs?

# Shea's Buffalo Theater facts

Michael Shea would create an entertainment empire in Buffalo, Shea's opened in 1926 under the nickname of "The Wonder Theatre."

Originally serving as a movie house to show silent film under Paramount Pictures with "an acre of seats" (3700 seats), it would later stage entertainment shows and play host to the likes of the Marx Brothers, Frank Sinatra, George Burns, Bob Hope and more in the 1930's.

Later in the 1970's, to save the theatre from demolition, a group of concerned people formed The Friends of Buffalo Theatre.

This not-for-profit organization worked to bring about a preliminary restoration and was responsible for getting Shea's listed on the National Register for Historic Places.

Over the past 20 years, there has been over \$30 million in restoration completed, all by volunteers, at Shea's which allows Buffalo to keep the only surviving Tiffany designed theatre in magnificent condition for our patrons and the community.



# Buffalo and its various architectural styles



# Architecture style in Buffalo

## \*Art Deco



## \*Classic



## \*Postmodern



## \*Brutalist



# Tour: Encourage students to sketch & take notes throughout walking tour

## Design Elements:

- What do you notice first? What shapes do you see first? What effect does it have? How is it used? Are any design elements the same? What are the dominant design elements? Are any of the buildings similar in Shea's work? What attracts your attention in many of the examples? If the same design elements are present, are they used in the same way?

## Ideas:

- What themes/ideas are present in the various buildings? What design elements are used to illustrate or convey the themes? Are the themes universal? Can we determine if what time period influenced the architectural work? How do we know? If two works look alike is it safe to assume one influenced the other? Can architects create and design without influence of any kind? What role do the building before us play in our own work? Decision making?

# Shea's Buffalo



The terra cotta exterior, crystal chandeliers, and marble staircases built in the Baroque Revival style created a look of opulence; it was meant to resemble the baroque opera houses of Europe from the 16th and 17th century.

# SURROUNDING DOWNTOWN BUFFALO-The old & new



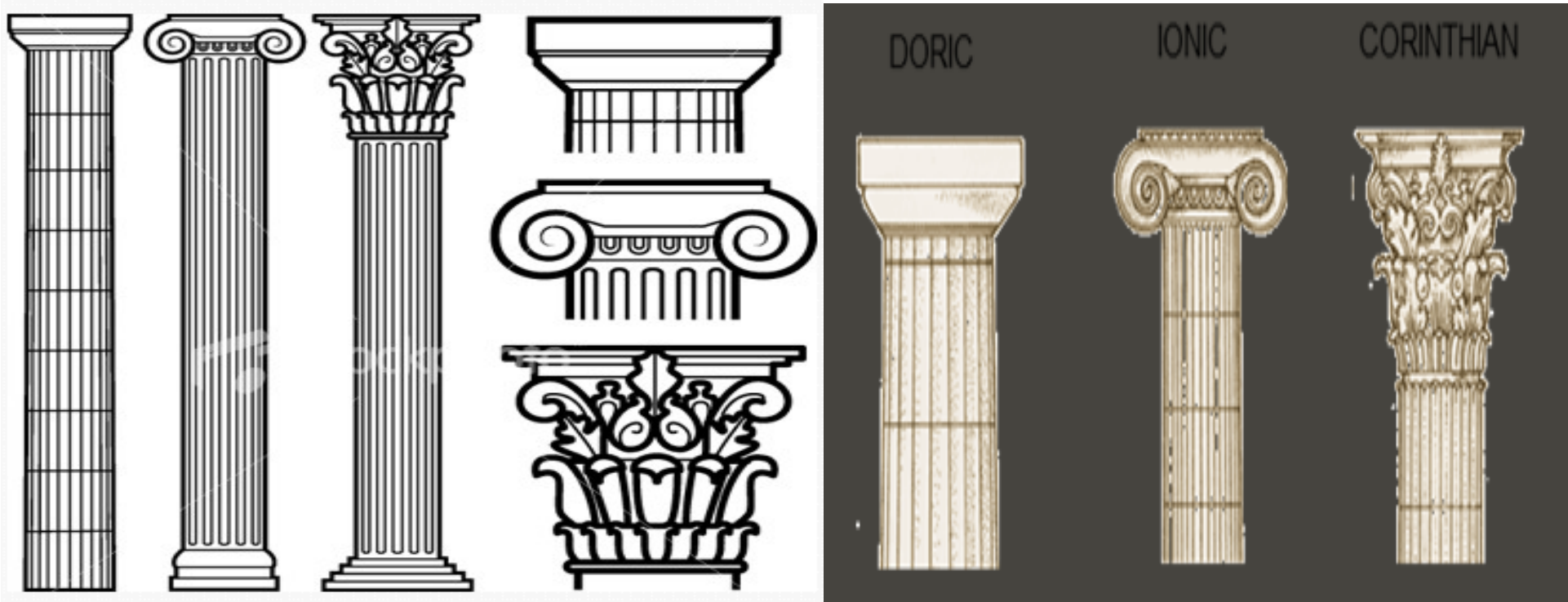
# CITY HALL



# “NOTICE THE COLUMNS”



# “NOTICE THE COLUMNS”



The *Doric style* is rather sturdy and its top (the capital), is plain.

The *Ionic style* is thinner and more elegant. Its capital is decorated with a scroll-like design (a volute).

The *Corinthian style* is very elaborate and decorated with acanthus leaves on the capital.



# BUFFALO COURTHOUSE



**The Robert H. Jackson United States Courthouse opened in November, 2011.**



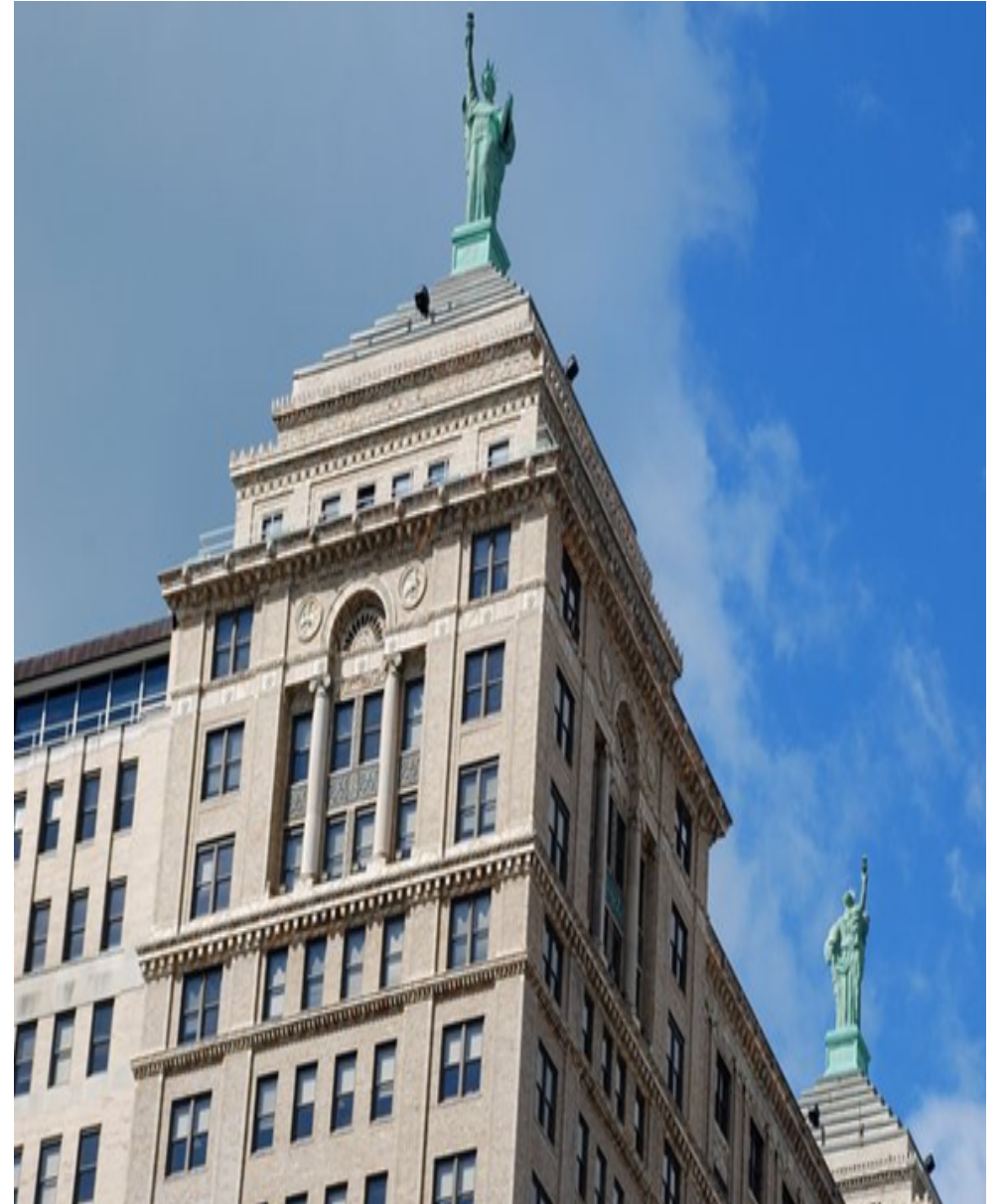
Under GSA's Art-in-Architecture program, monumental colored glass panels designed by Buffalo-area native Robert Mangold, a major figure in the geometric abstraction movement, are installed in the courthouse pavilion



Statler Towers



Liberty Building



**M&T bank Gold dome branch (24 karat gold leaf on the dome, cost \$1 Million)**



**Rand building**



## Electric Tower - built 1912



## Hotel Lafayette



Coca Cola Field



The Calumet Building



# Sketching and design development

- Students will pair up in groups
- Listen to ideas regarding Buffalo's future
- Brain storming and discussions
- Develop the functions to spaces and shapes
- Sketching



# Design Development

3-D design models are used by architects and design professionals to work-out ideas, revise, critique, and challenge themselves. Taking part in this exercise gives insight in to the design profession while providing hands-on opportunities to develop and strengthen skills.

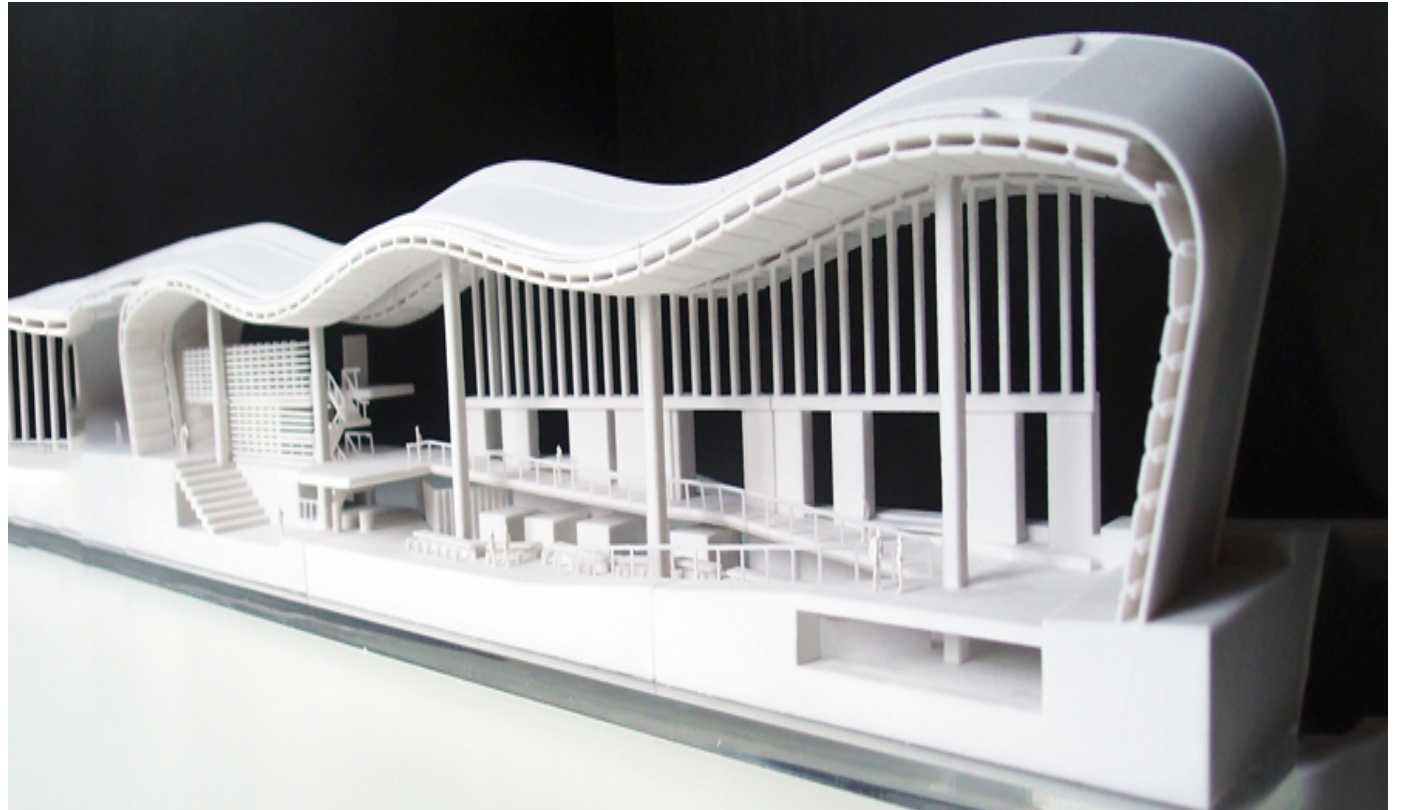




# Design Development

## Shaping their buildings

- Discuss what shapes and sizes would suit their buildings



# Design Development

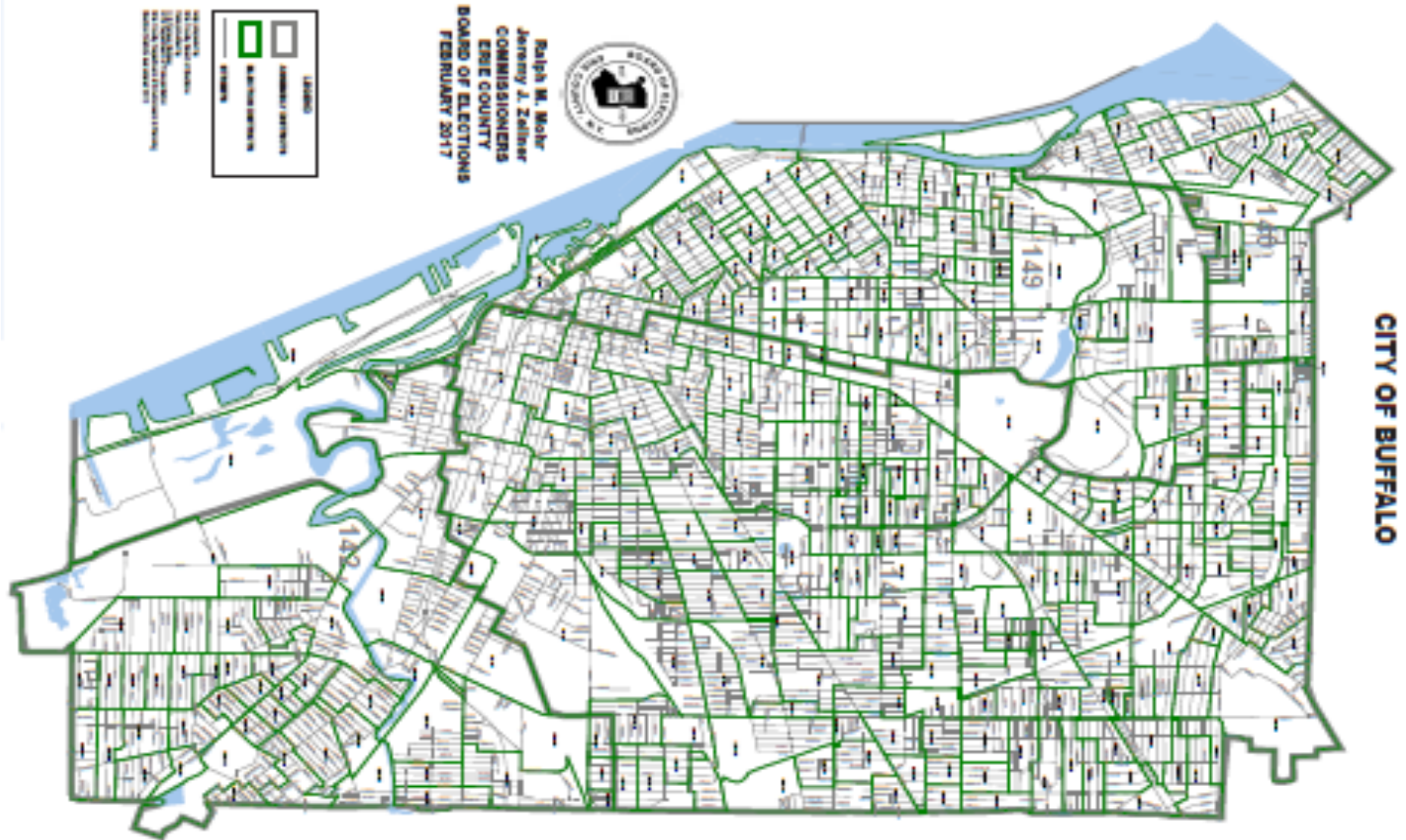
## Shaping their buildings

- FORM VS FUNCTION in architectural design:
- Codes regulations, guidelines... etc.
- Structural, mechanical, electrical system...etc.
- The context



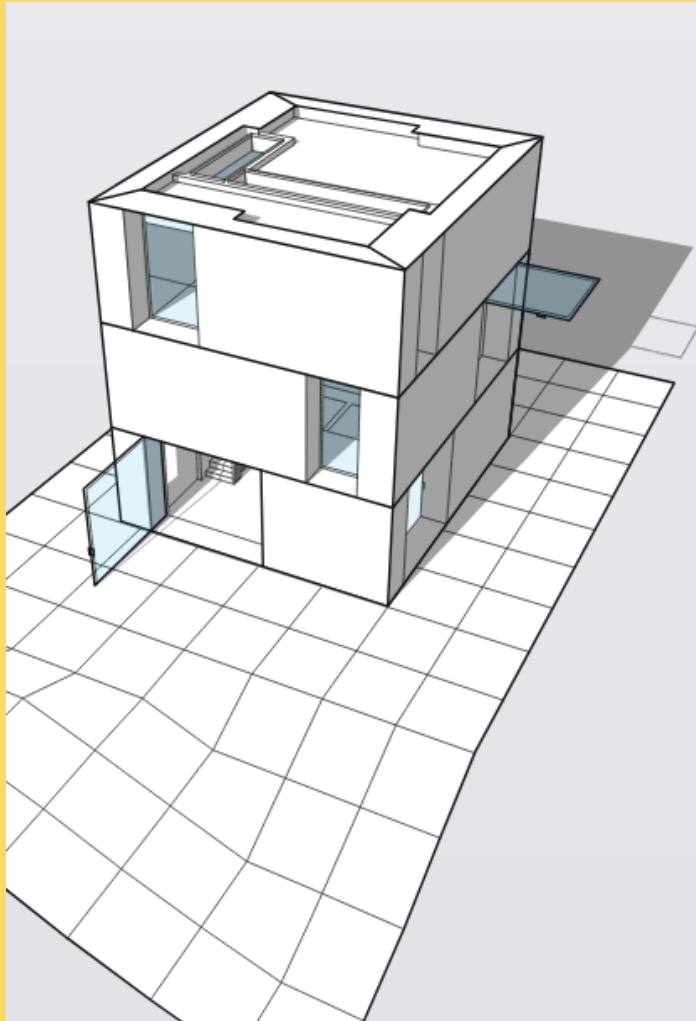


Students will locate their home address, our school, and connect them to their future workplace in downtown Buffalo



# Additional Resource:

SketchUp is a 3D modeling computer program for a wide range of drawing applications such as architectural, interior design, landscape architecture, civil and mechanical engineering, film and video game design)



**CREATE**

## Customize your 3D workspace

Hundreds of professionally-developed extensions at your fingertips.

### Master Window

	Length	Width	Depth
<b>Dimensions</b>	110"/2750mm	94"/2350mm	2.5"/62.5mm
<b>Cost</b>	\$2600/Unit	<b>Supplier</b>	Stevenson Glass Co.
<b>Quantity</b>	4	<b>Time Frame</b>	2 Weeks

# Critique & Discussion

- Have students share their designs, discussing the similarities and differences between them, touching on ideas of personal interpretation and decision making of their architectural models.
- After discussion, have participants write a statement about the role influence, or inspiration, regarding their personal style.

# Questions during writing process:

Have students write a brief reflection about their design.

- Discuss how their form was important for the function?
- What themes/ideas are present in the various designs?
- What design elements are used to illustrate or convey the themes?
- Are the themes universal?

## INFLUENCE:

Looking at examples of each group, can we determine if what time period influenced the architectural work? How do we know?

If two works look alike is it safe to assume one influenced the other?

Can architects create and design without influence of any kind?

What role do the building before us play in our own work?

Decision making?