



ABSTRACT

The idea of music as a node in architecture, as it is evident in society, will be explored through the form, function, and the play between formal and informal spaces of the building and surrounding context. The intention is the implied link within spaces will allow for its inhabitants to establish relationships through the universal means of communication: music. Music has the potential to change a mood, to shift the atmosphere in a room, and provide extensive health benefits to its listeners and performers. The nature of music itself can establish relationships because it facilitates communication which goes beyond words, enables meanings to be shared, and promotes the development and maintenance of individual, group, and cultural identities. This urban revitalization project will strive to provide a space to connect, collaborate, and educate through the celebration of music in a cultural music center. The volumes will respond to the functional need in the urban environment for a space for the collaboration of art, space and time. 'Art' in response to the historic Awa Odori Festival and the need to immortalize traditions. 'Space' as the city's need of a landmark that ties the historic culture of Tokushima to modern day. And lastly 'Time' referring to the need for a collaboration between generations that will be accomplished through educational space allowing for the transfer of knowledge. The three primary spaces are a place for performance, education, and the urban landscape intervention, all of which will establish connections to the surrounding context based on an element of music. In essence, music will act as a node of urban identity through this interaction of art, space and time responding directly to Tokushima's urban fabric and need.

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ACKNOWLEDGEMENTS

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PROJECT BACKGROUND



CONNECTION

COLLABORATION

EDUCATION

This urban revitalization project will strive to provide a space to connect, collaborate, and educate through the celebration of music in a cultural music center. The volumes will respond to the functional need in the urban environment for a space for the collaboration of art, space and time.



PERFORMANCE

EDUCATION

LANDSCAPE

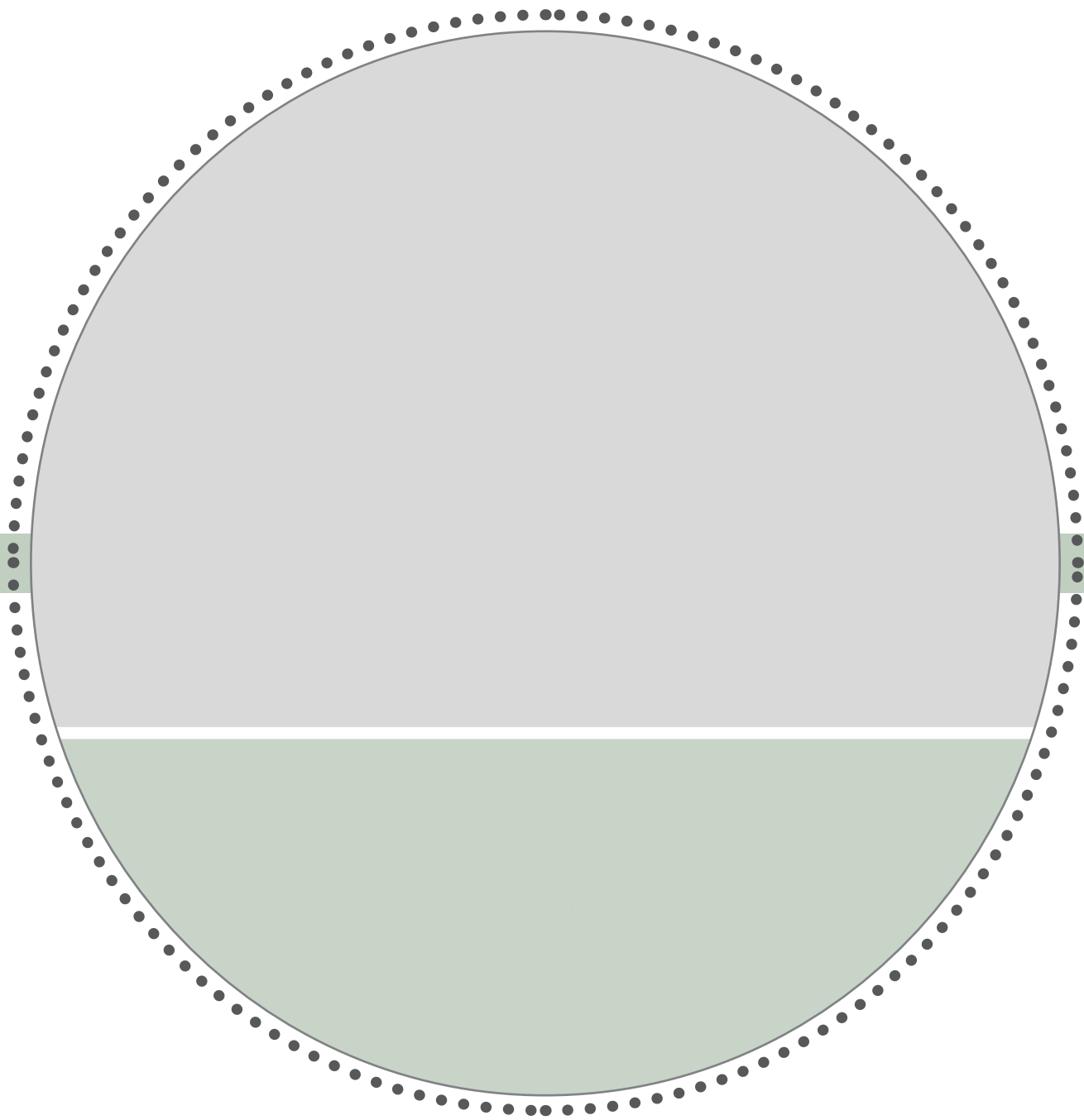
The building will act as an urban landmark for Tokushima with three primary architectural spaces. These are a place for performance, education, and the urban landscape intervention, all of which will establish connections to the surrounding context based on an element of music.



MUSIC + DANCERS = AWA ODORI

Tokushima, Japan is most well-known for the Awa Odori Dance Festival where groups of choreographed dancers and musicians known as 'ren' dance through the streets, typically accompanied by historic drums, flutes, and bells. The dance dates back to 1587 when a feudal lord, "in celebration of the newly-built Tokushima Castle, offered sake to the people of the castle town; the citizens became so drunk they started to dance in an unsteady gait. This Tokushima festival features folk dances performed to welcome the souls of ancestors in the Bon season. It is well known throughout Japan for these words, which are voiced to set the rhythm: 'It's a fool who dances and a fool who watches! If both are fools, you might as well have fun dancing!'. The Awa Odori is characterized by irregular steps and by the jovial and energetic up-tempo rhythm. Separated into groups of men and women, the dancers parade through the city while dancing to music played on drums, gongs used when praying to Buddha and at festivals, three-stringed Japanese musical instruments, and flutes". This tradition dates to the founding of the town and is an integral part of the culture and traditions still seen today. To characterize the importance of this festival even further, Tokushima's former name was Awa. Today the festival procession weaves through major avenues but lacks a termination point in which all dancers and festival-goers can culminate.





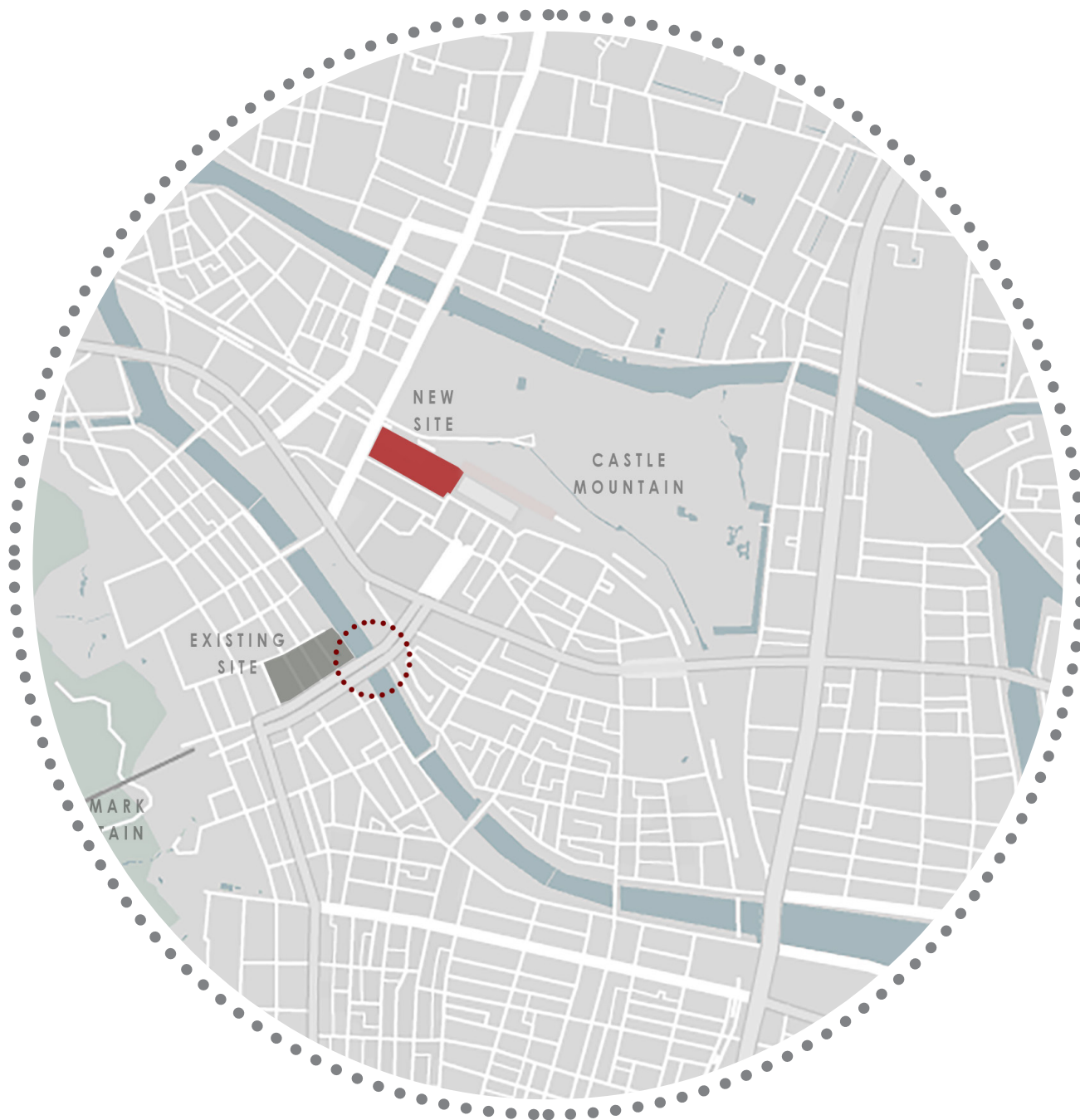
URBAN INTERVENTION





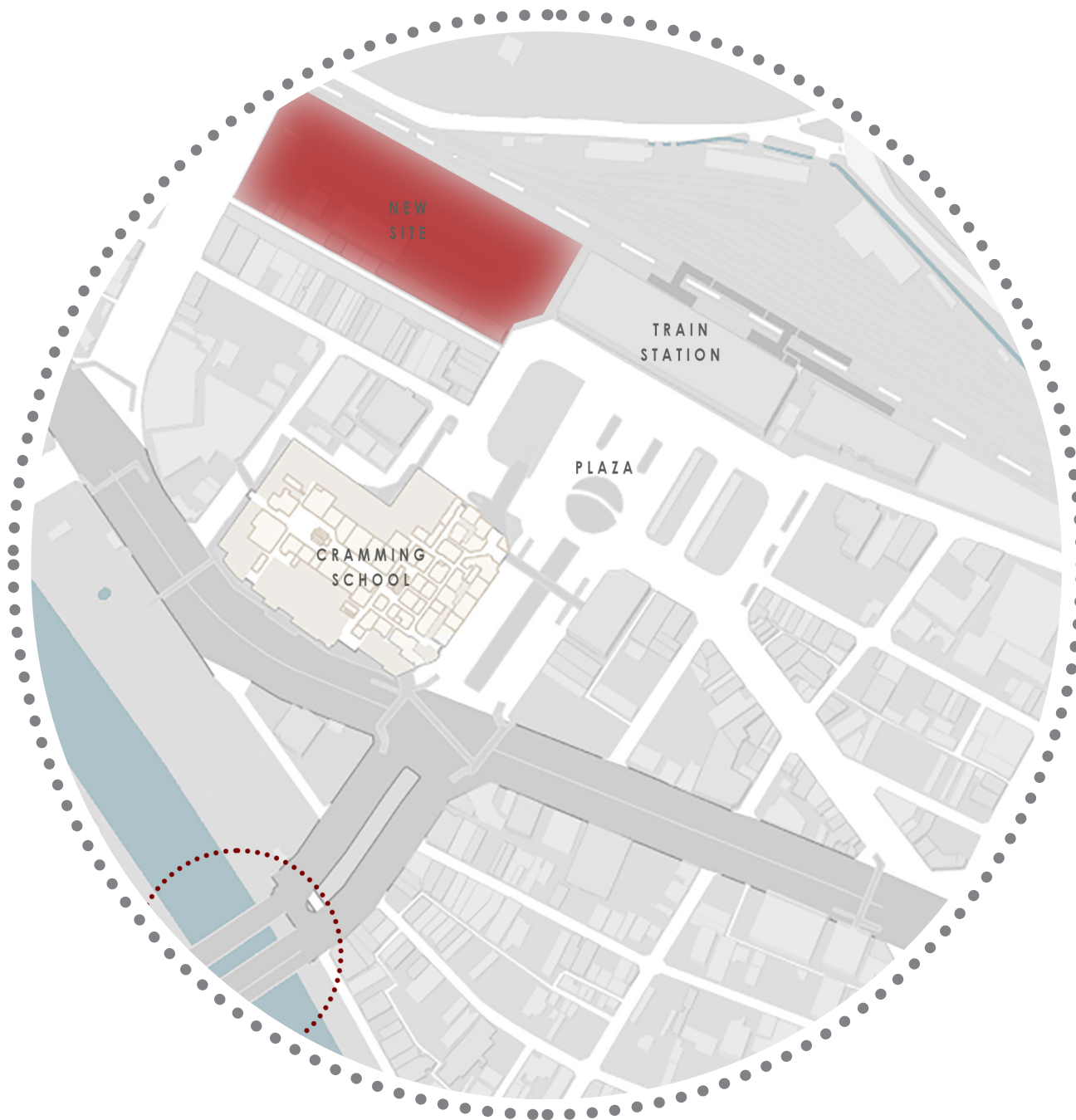
SITE LOCATION

Tokushima is the capital city of Tokushima prefecture, and is located on the Shikoku island of Japan at the mouth of the Yoshino River. The climate is humid subtropical with hot summers, cool winters, and high precipitation and there is a population of roughly 300,000 people.



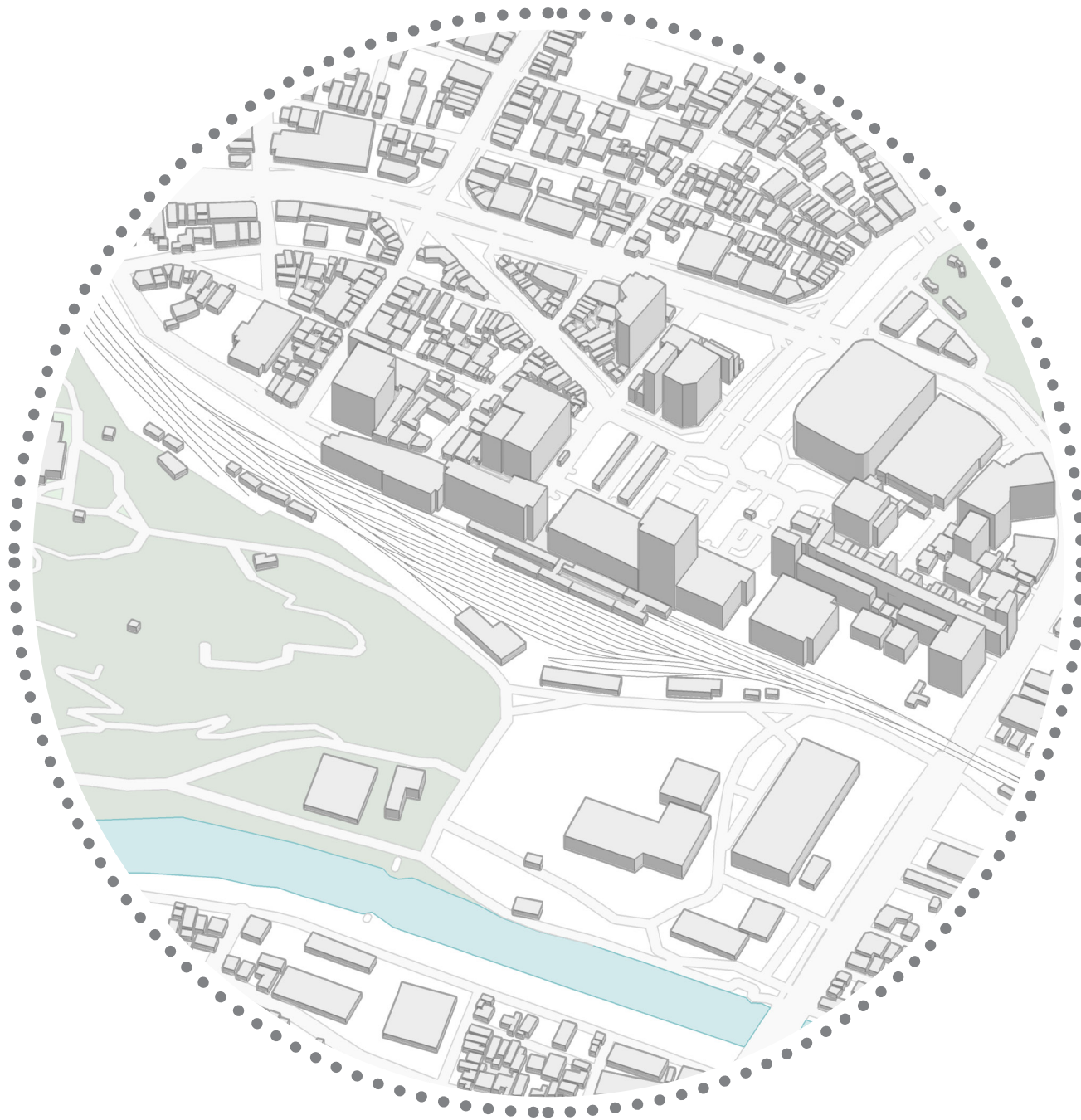
VICINITY MAP

The existing site was on a plot located near the main bridge of the city. However a more centrally significant site was chosen to move forward with, located next to the primary train station, central plaza and adjacent to the site of a historic river which will be incorporated into the new design. The site is encompassed by rivers and flanked by two mountains. The 'landmark' mountain to the southwest and the 'castle' mountain to the north which houses at its peak a historic castle dating back to the 16th century. The plan of the city shows characteristics of a Japanese castle town, or "Jokamachi", with a district of organic streets surrounding the fortress where samurai were housed and the orthogonal, gridded streets of the merchant and craftsman class to the south.



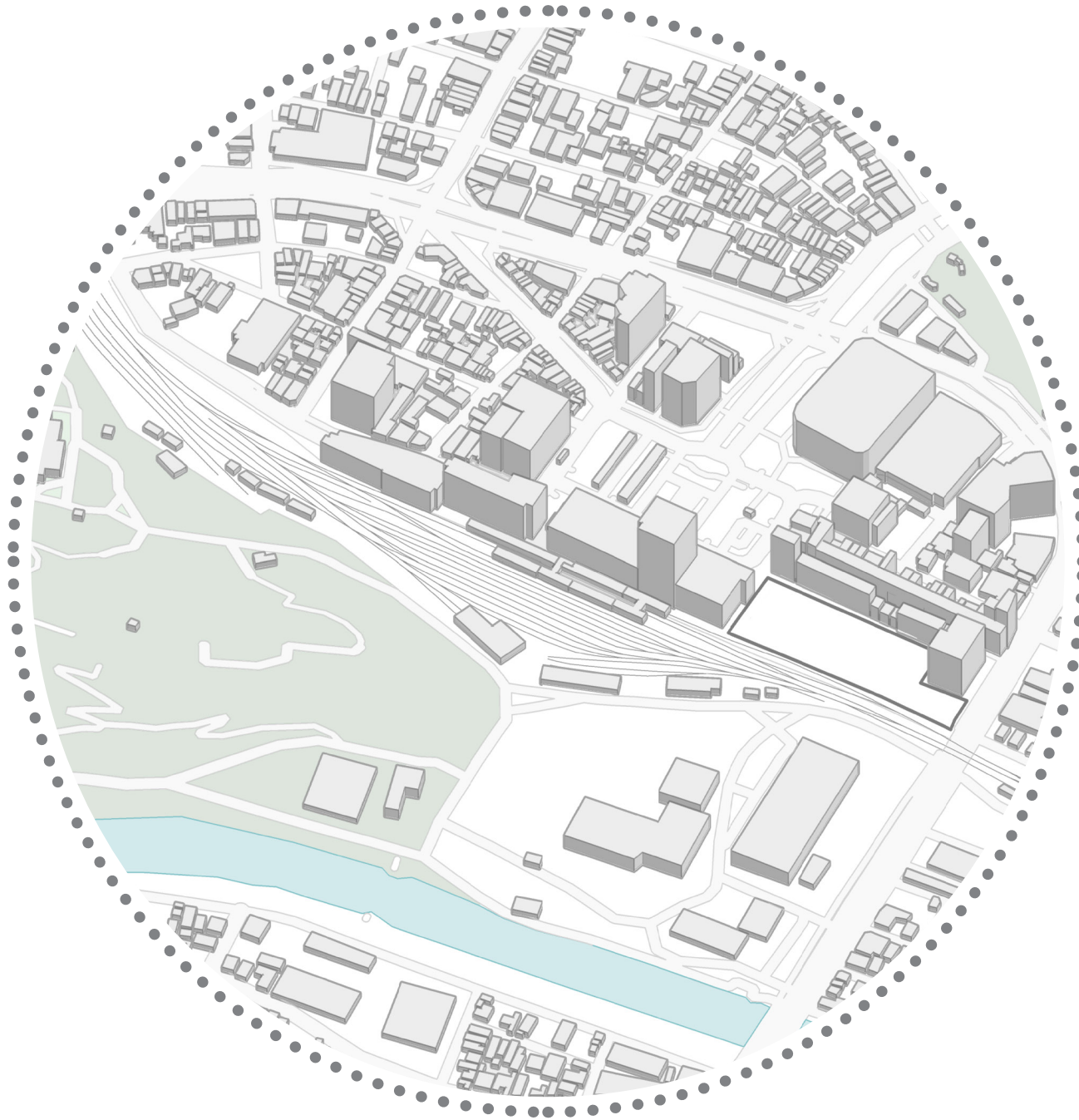
SITE CONTEXT

The site is primarily surrounded by dense, mix-used buildings (retail, schools, residents) to the south and west, and located adjacent to the transportation hub of the city. A parking garage is located next to the main station which will be absorbed and reincorporated into the new music center as there is a secondary garage west of the primary train station. The site is not connected to the primary axis of the city and there is no strong connection to the transportation hub, so this will be addressed during the urban intervention. The primary goals of the urban landscape design is to give space back to the people and stress a walkable city center, this green walkable space will reintegrate the historic river of downtown Tokushima.



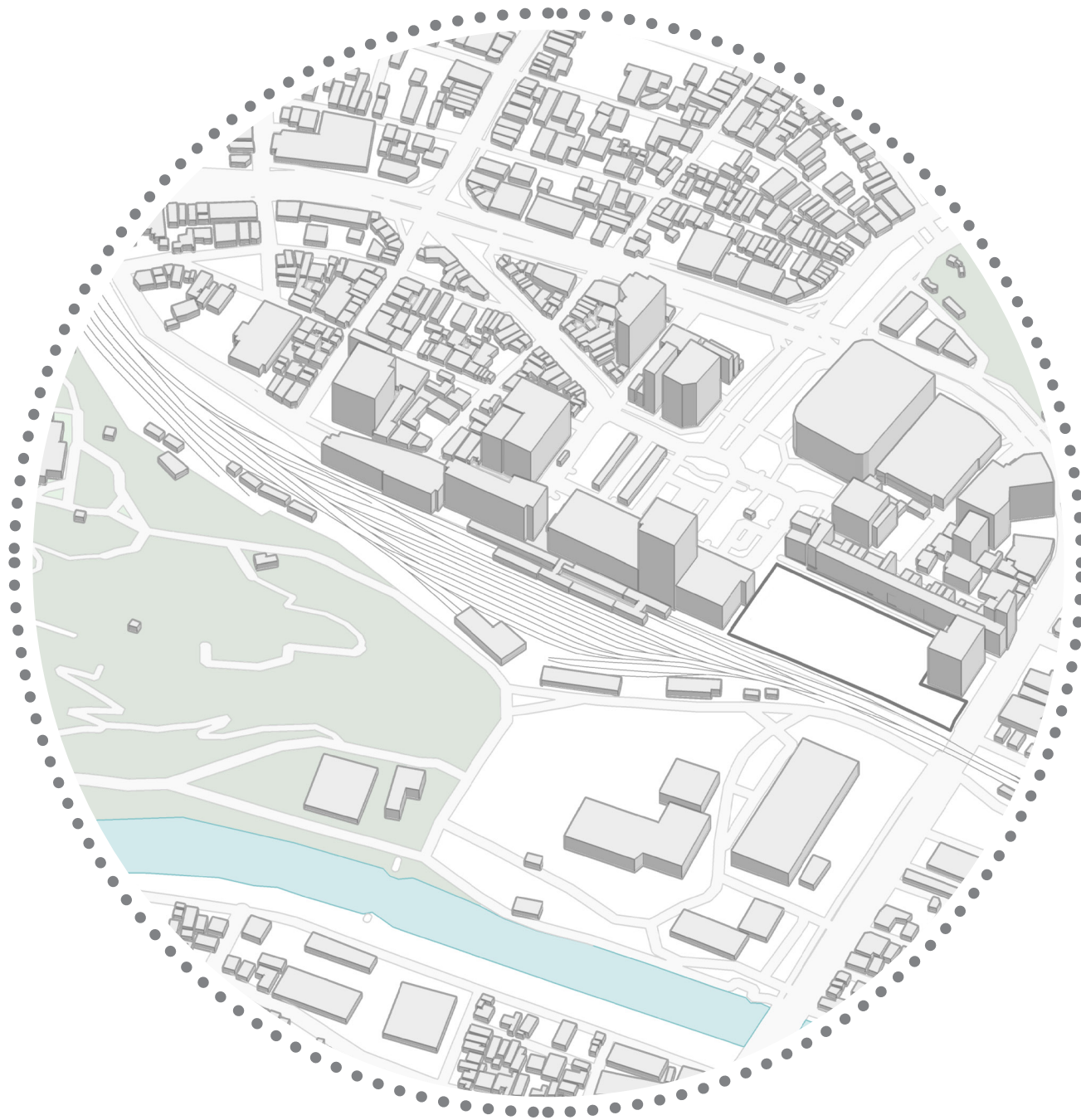
EXISTING CONDITIONS

The existing conditions of downtown Tokushima are split by rail lines. The central train station with dense retail buildings surrounding the transportation plaza to the south with the castle mountain preserve and residential houses located to the north.



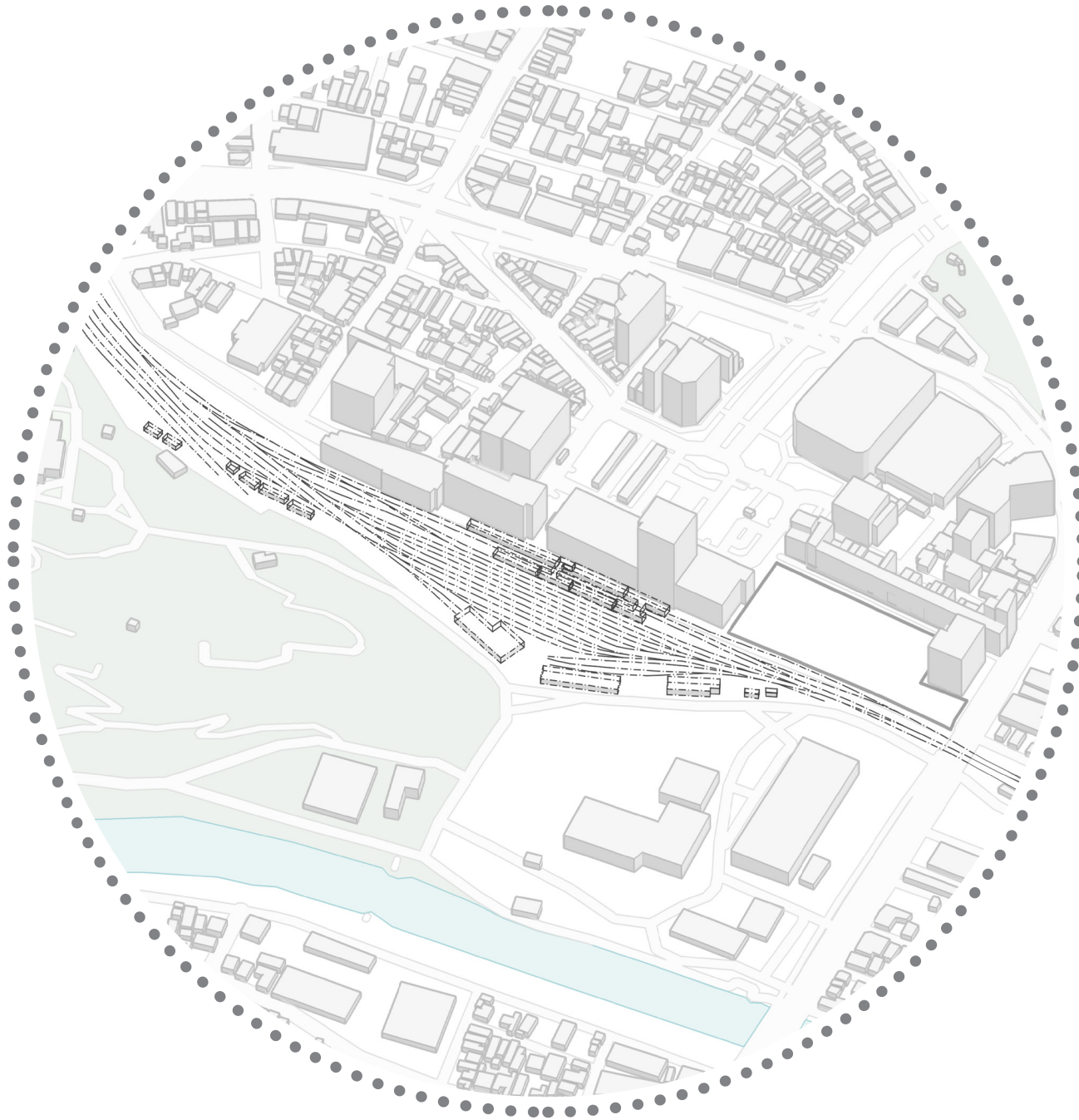
SITE CONSTRAINTS

The site boundaries include a communications tower, parking garage, and retail spaces that will be absorbed into the the cultural music center site while leaving a hotel.



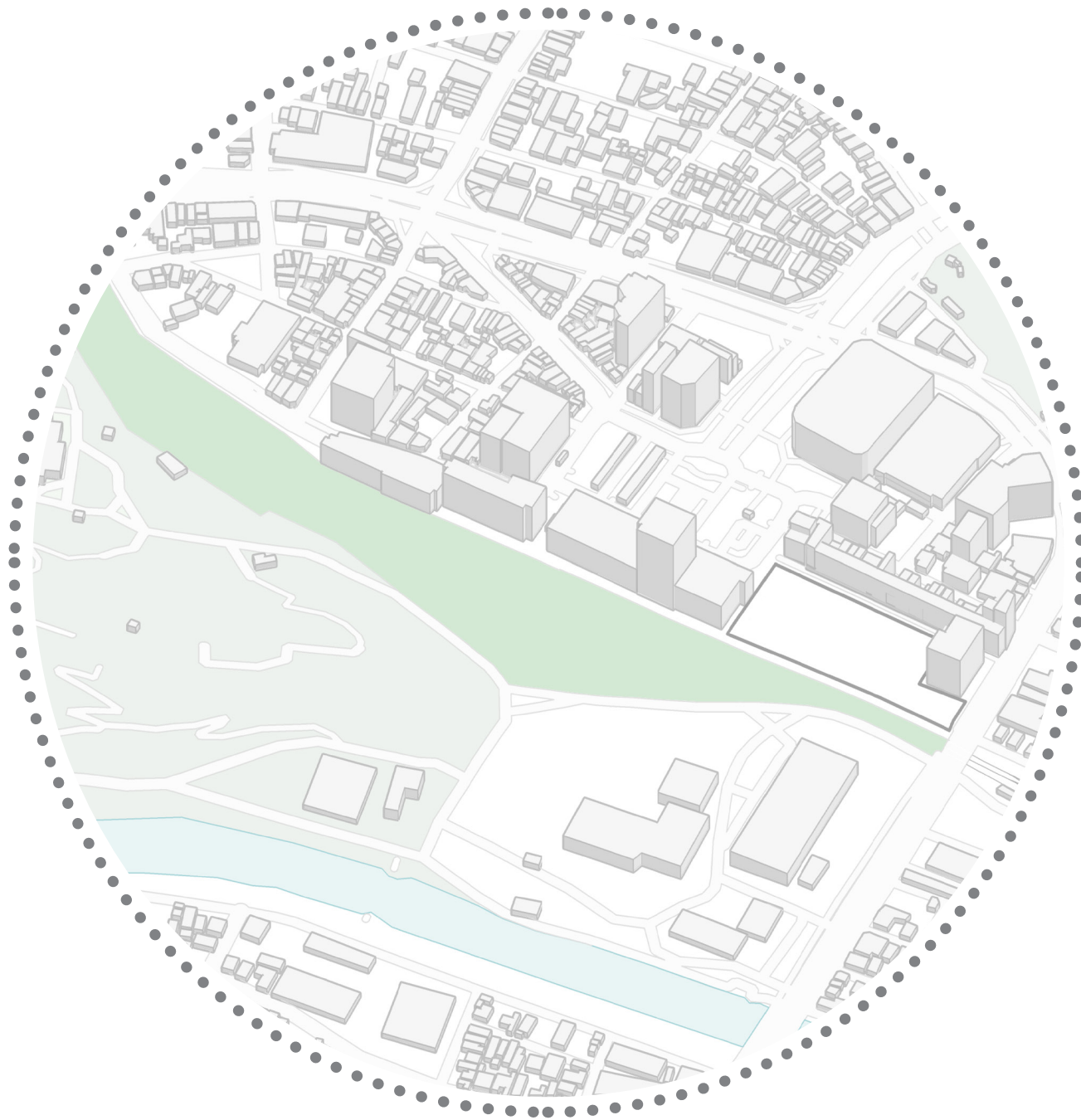
ENGAGE PLAZA

To better engage the transportation plaza the site constraints are expanded south by widening a narrow alley and absorbing a strip of retail buildings that will be relocated to a new development, thus allowing for a stronger connection and pathway.



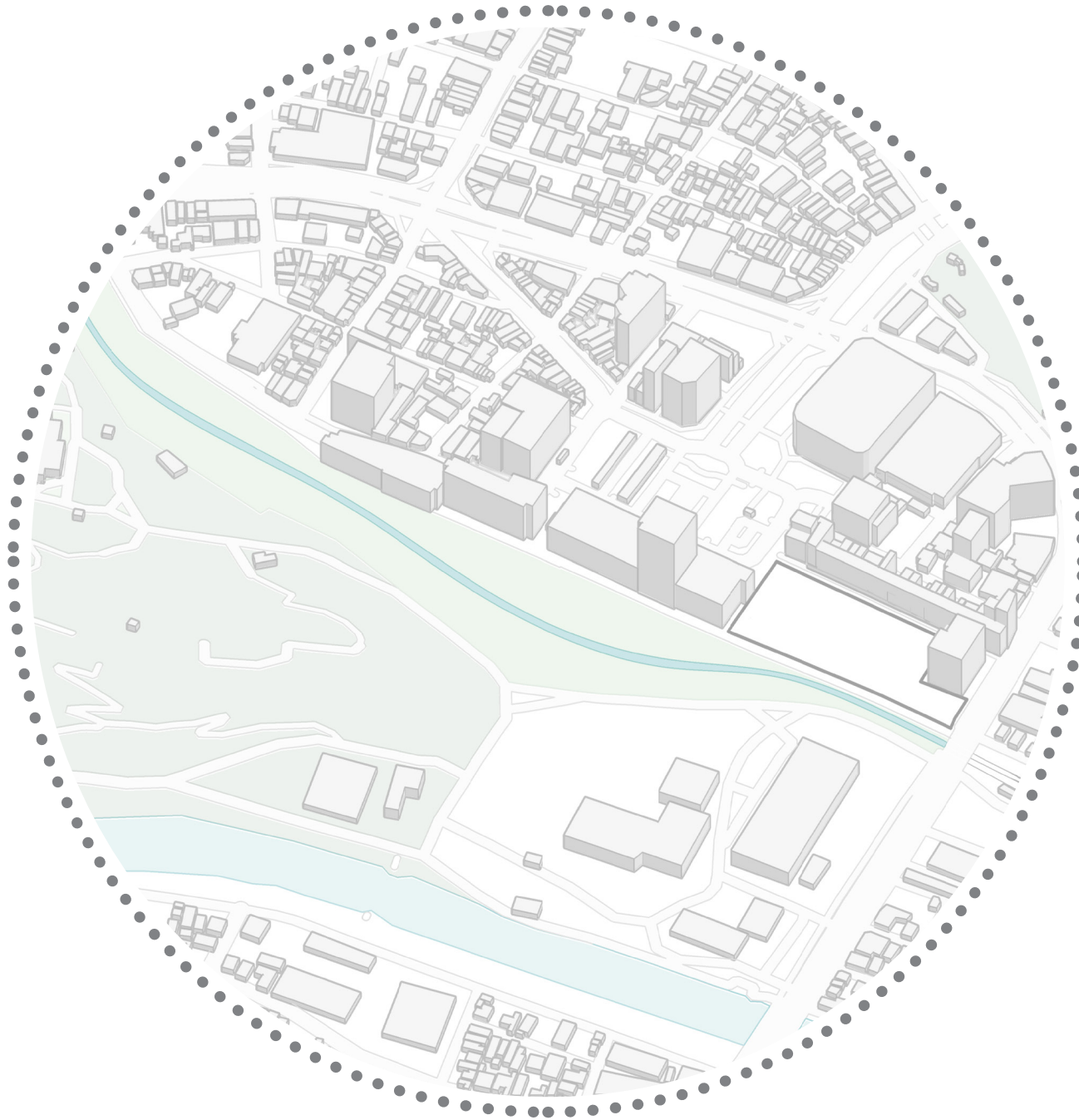
SUBMERGE RAIL LINES

The next move is to submerge the rail lines and support buildings to allow for an urban landscape opportunity that connects the separated north and south of Tokushima city.



URBAN GREENSPACE

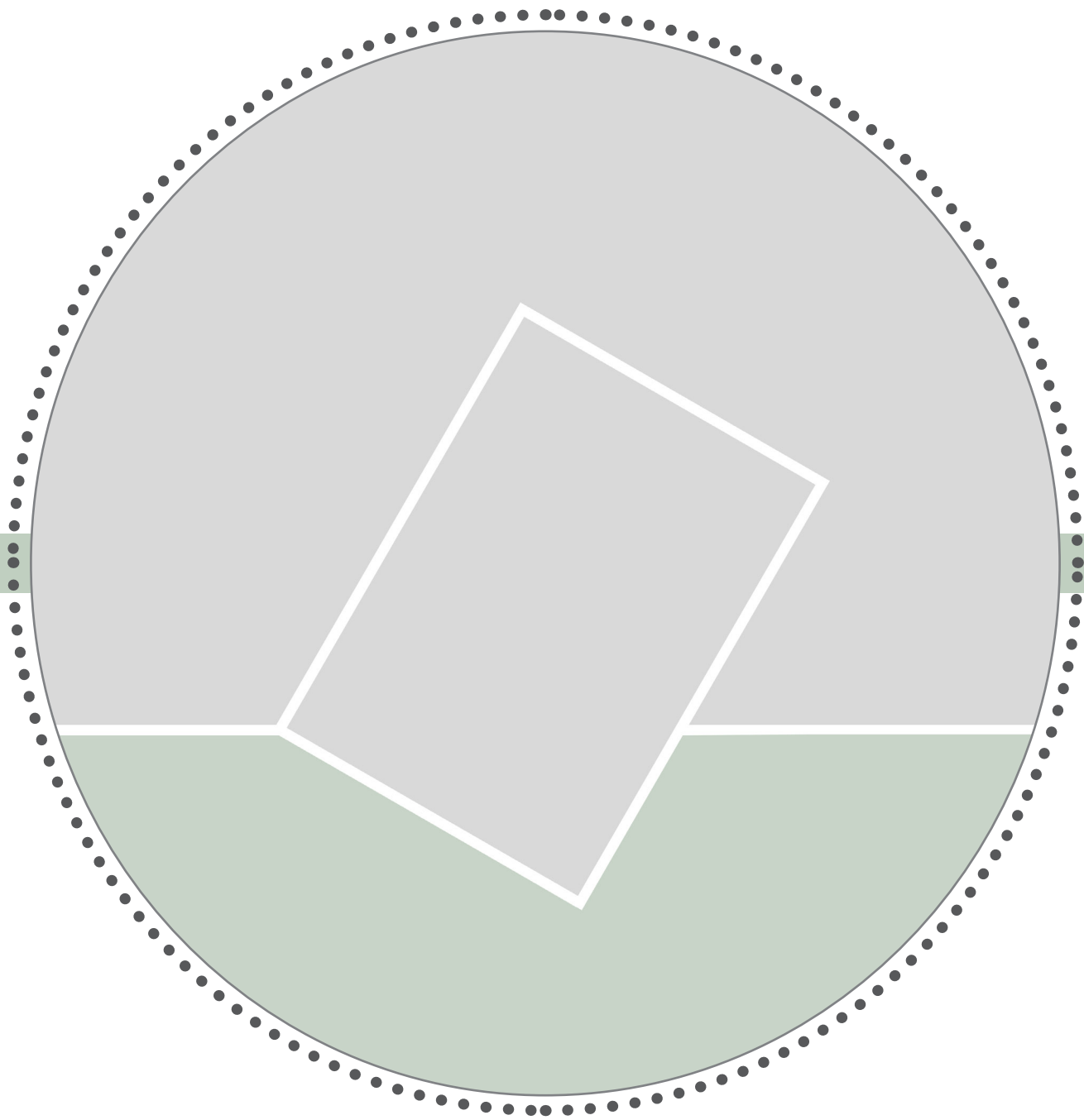
The urban greenspace will expand from the castle mountain to the new cultural music center, giving back a collaboration space to the population of Tokushima. This space is located in the heart of the city center, tying together north and south.



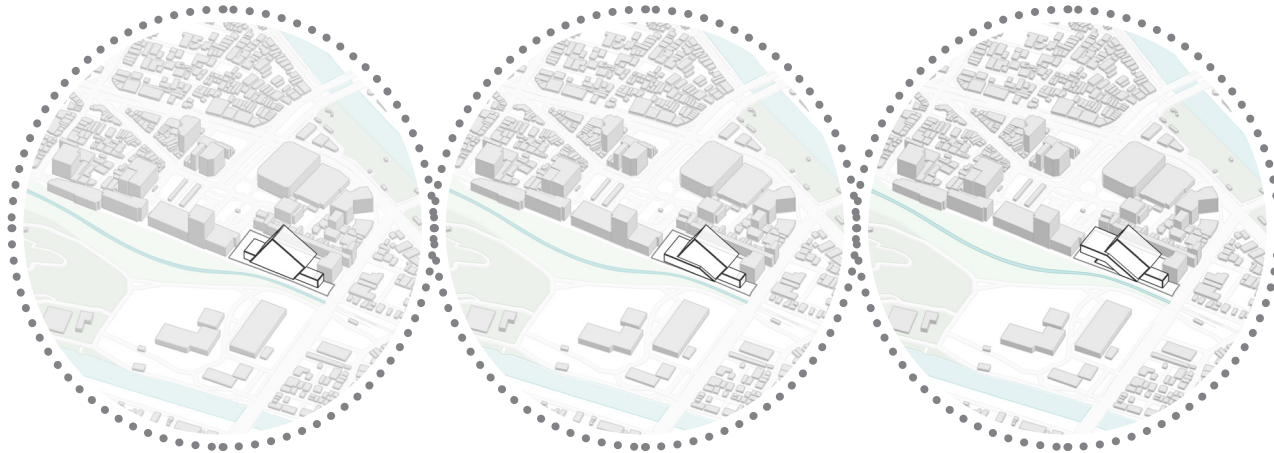
MEMORY OF RIVER

The final move is the incorporation of a water element into the urban landscape that reminds pedestrians of the historic river that was filled in for the train lines used today.





PARTI EVOLUTION

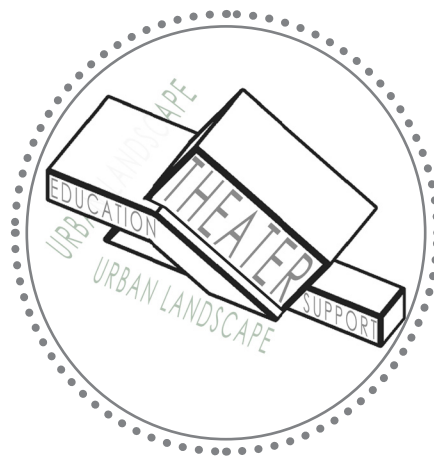


TILT

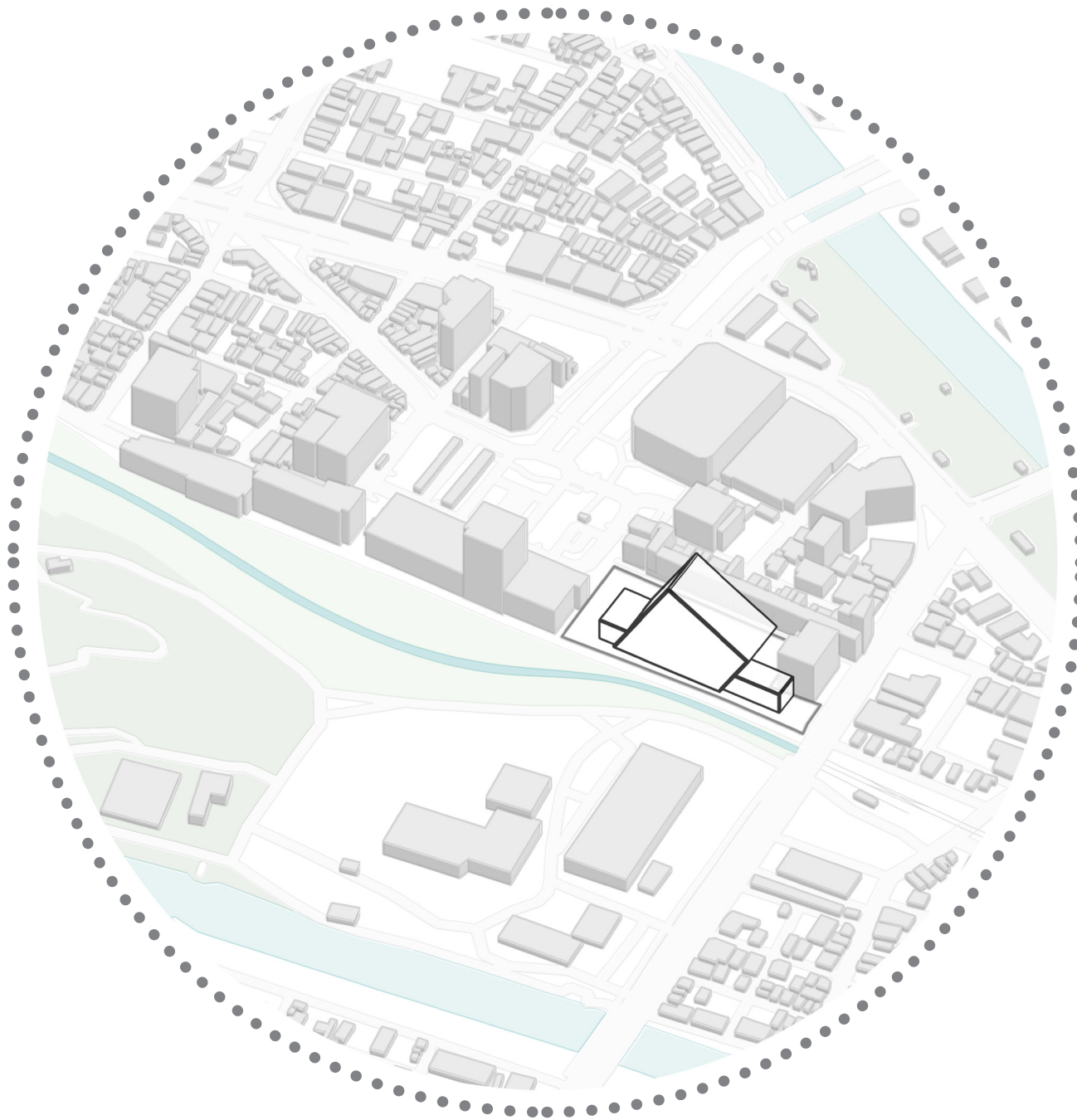
WRAP

LIFT

The form is the place where ideas of urban identity converge, directly influenced by the moves made in the urban landscape, and strives to create a landmark for the city. The volumes were initially broken up by program with space for the theaters, support and education. The theater volume is tilted as a gesture to the DNA of the city. The education volume is lifted to create an open soundscape below. The final move was creating an angled volume for circulation that connects the education and support volumes fully integrating the urban landscape with the building.

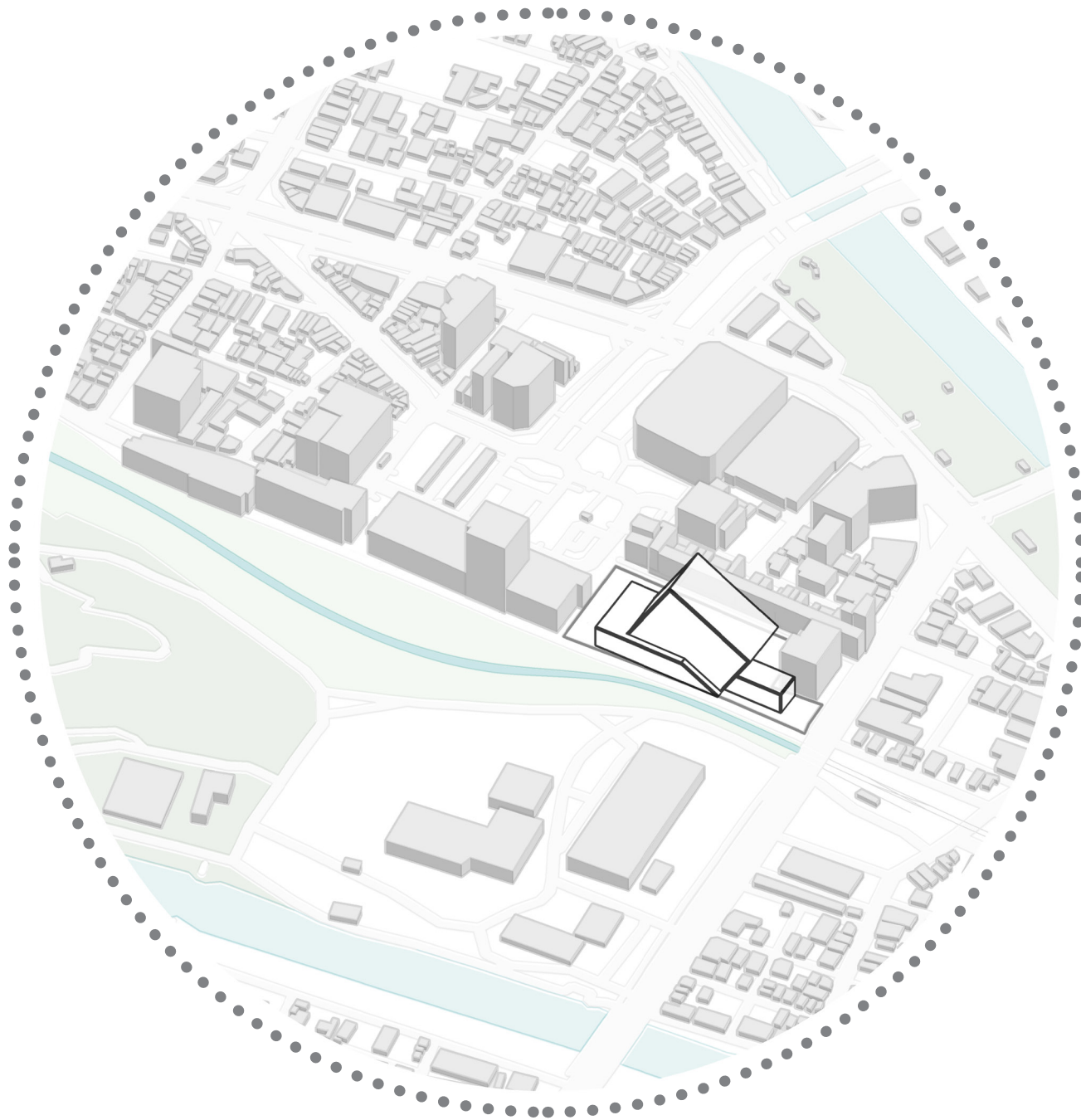


PARTI CONCEPT



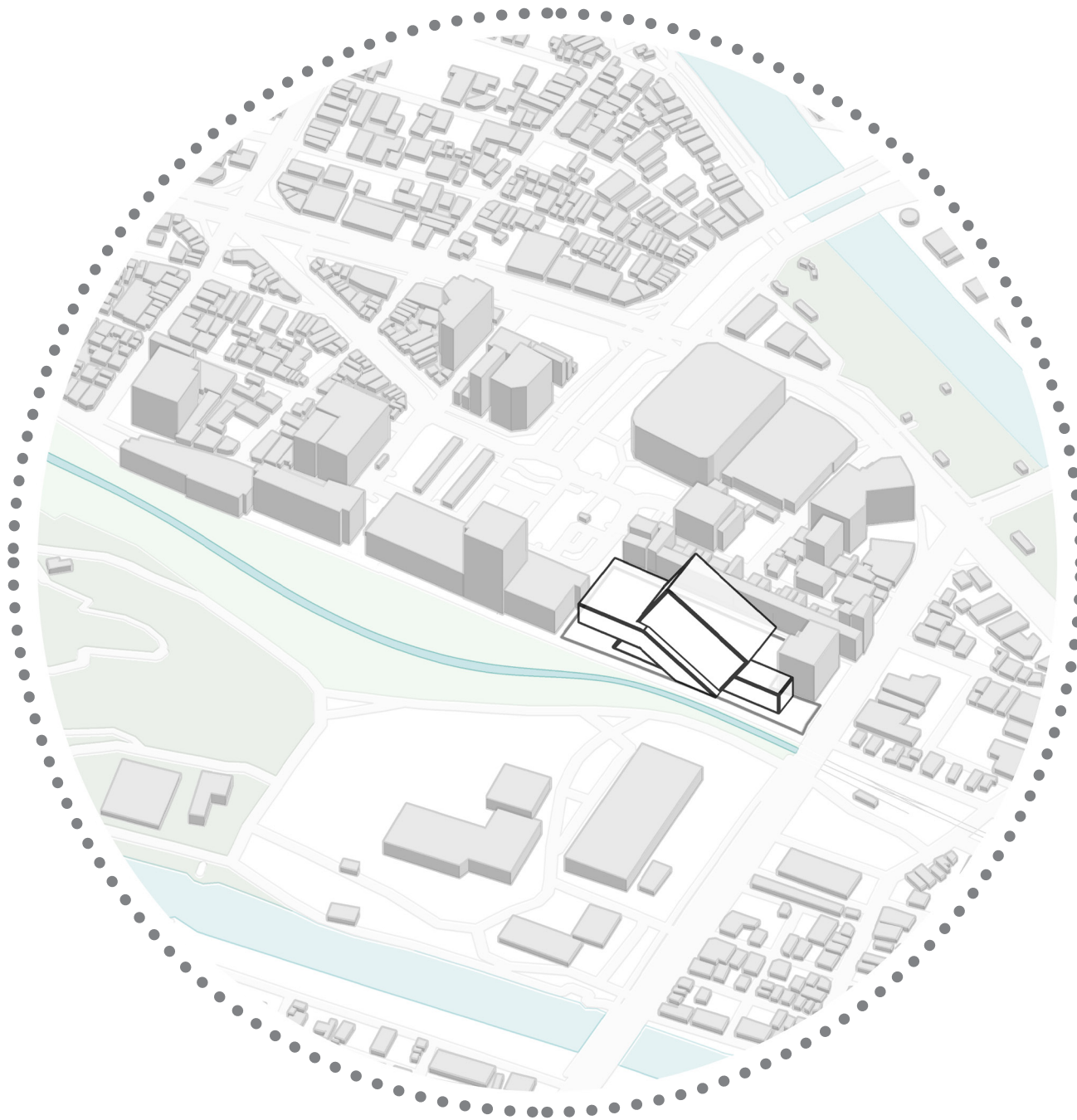
TILT THEATER

The theater volume is tilted as a gesture to the DNA of the city and acts as an urban landmark. The tilt resembles from afar the historic mountains that flank the city, while the modern articulation of steel and glass elevates the building into the present and future. This creates a harmonious balance between past and future set forth by the articulated need for 'space' and 'time'.



WRAP SCHOOL

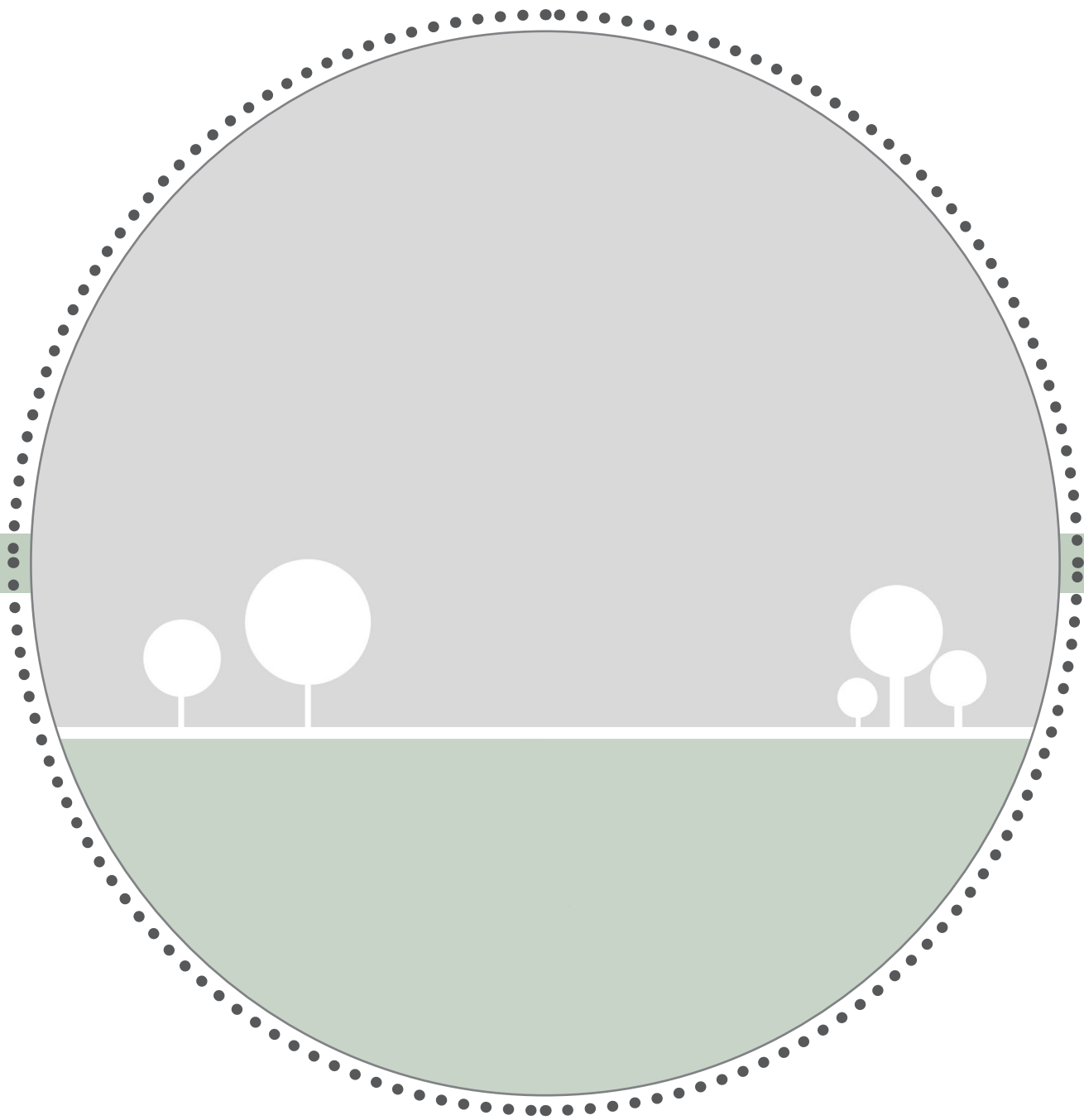
The education volume is wrapped around the theater volume to stress the correlation between education, teaching, and practice. This move responds to the social context of Japan and the primary goal is to promote communication through interactive educational spaces that address the need for the convergence of generations or 'time'.



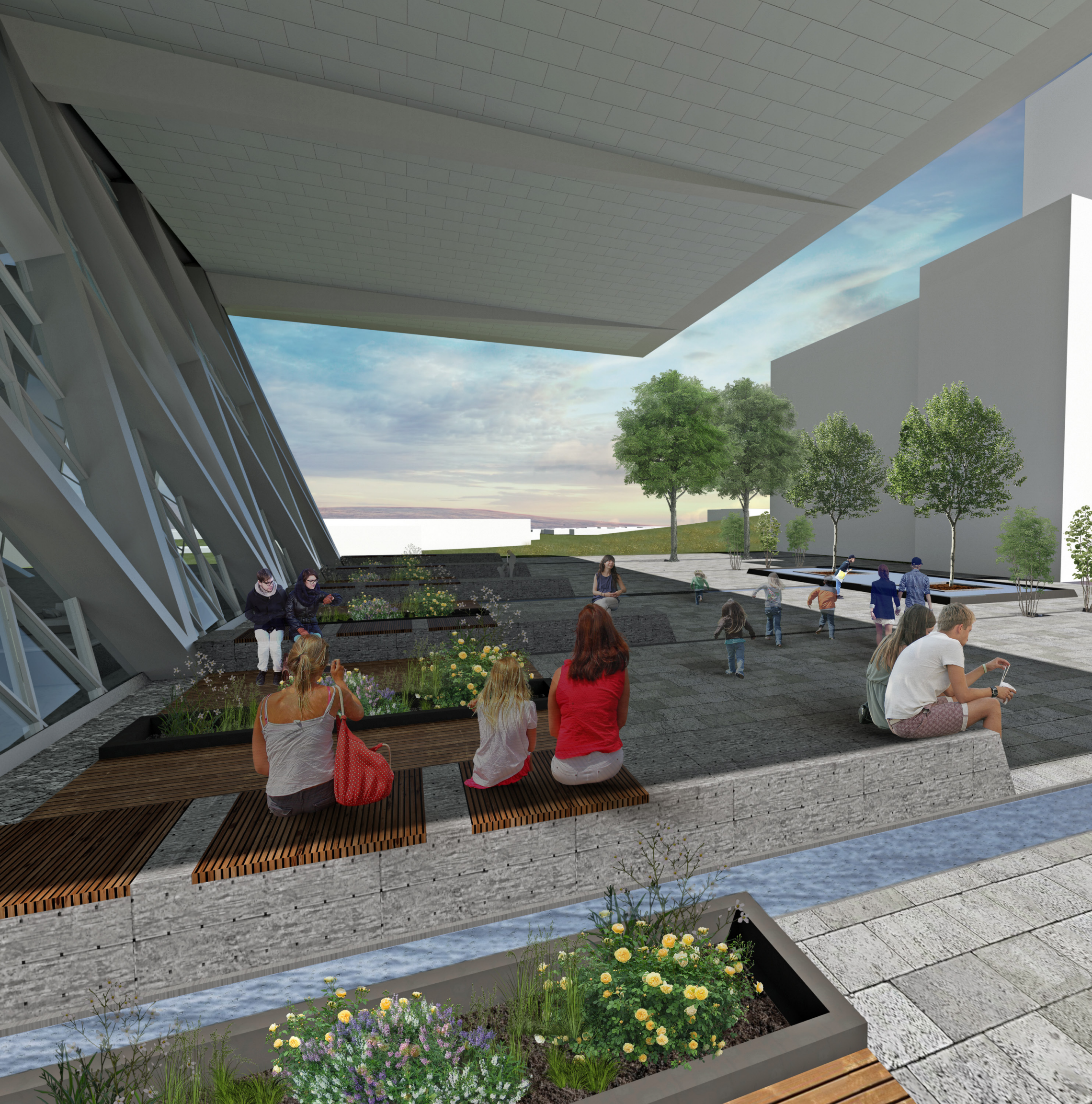
LIFT FOR PEDESTRIANS

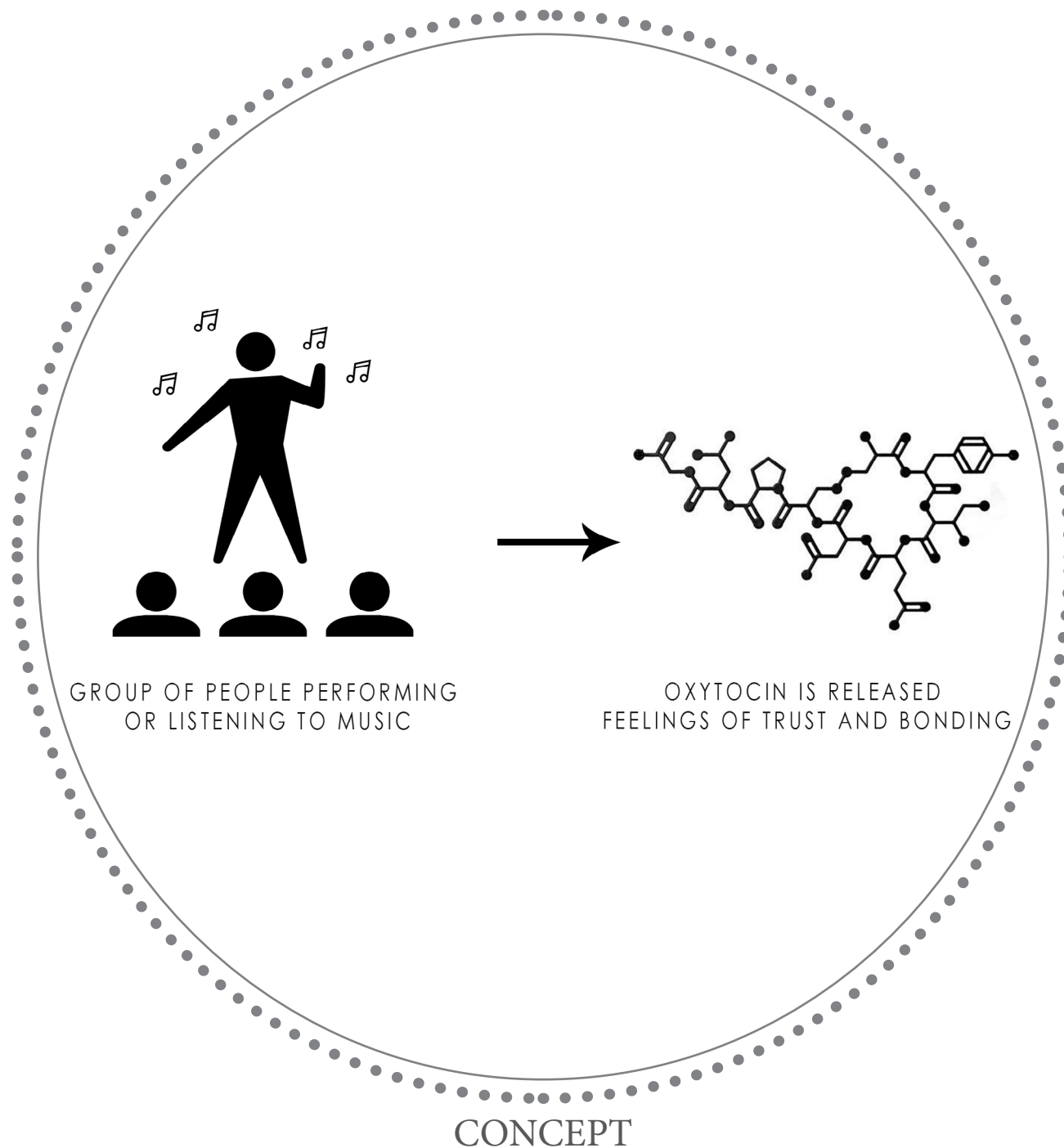
The education volume is lifted to create an open soundscape below. This move allows for a connection of the existing transportation plaza to the new green intervention by creating a path that entices people of all ages to explore the educational soundscape and learn about music.



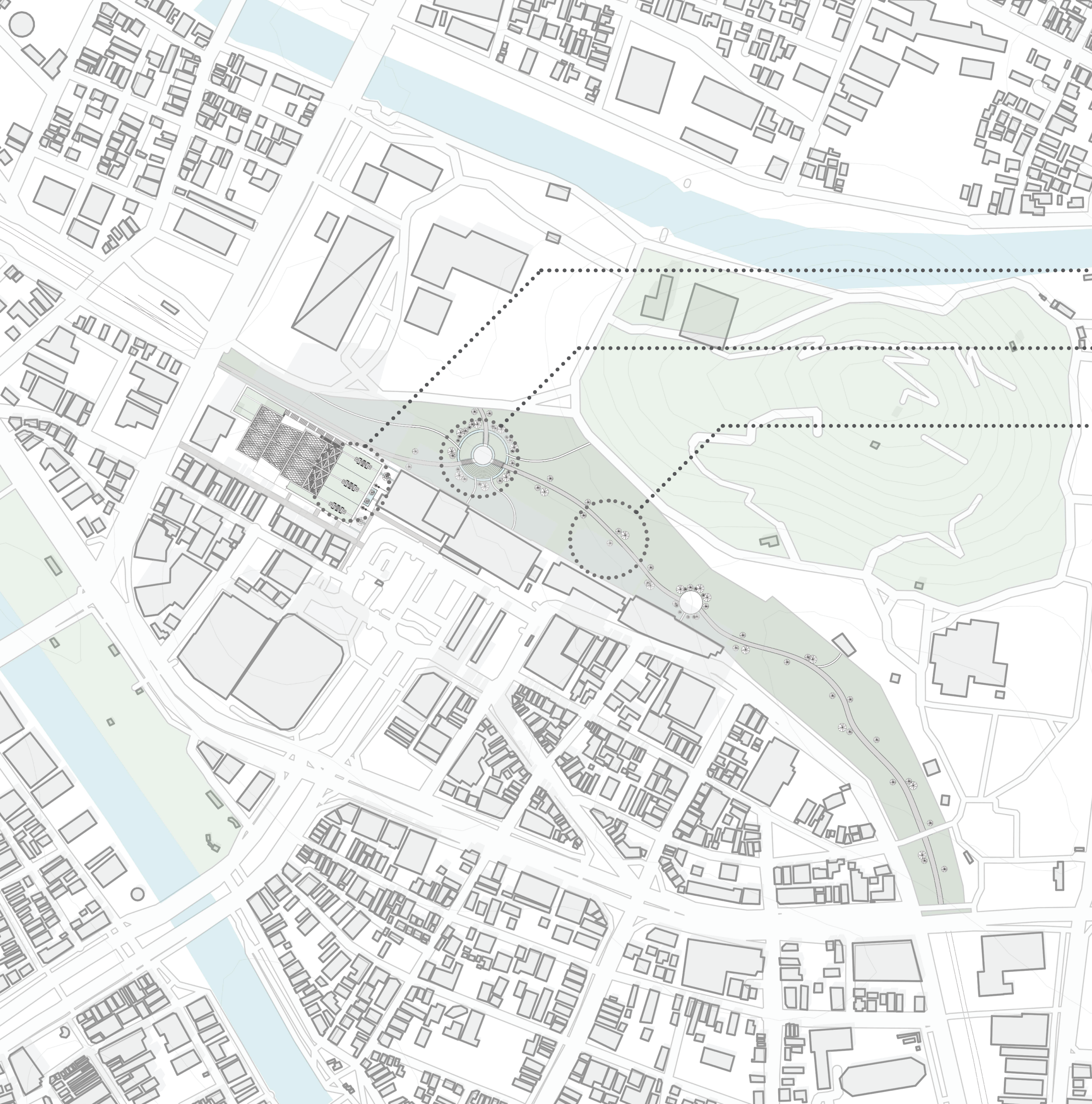


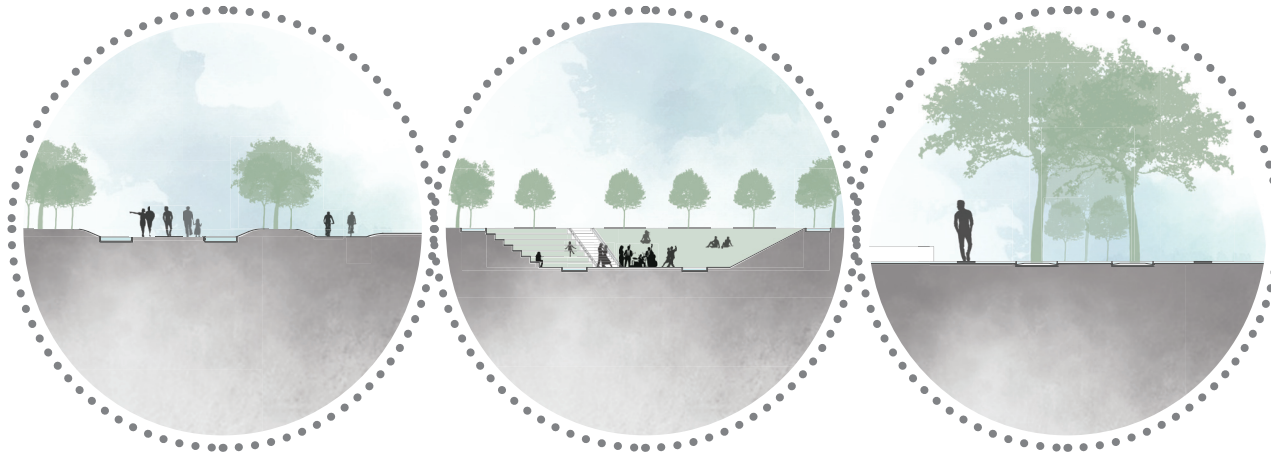
URBAN DESIGN





The urban landscape is designed as the connection between key urban elements of the city's fabric. Since music is known to bring people together through a multitude of avenues, even when broken down to a neurochemical level, I choose to employ this in the schematic design of the landscape. Studies show that when a group of people listen to or perform music the chemical oxytocin is released in the brain which brings with it feelings of trust and bonding. This literal representation of a connection is seen in the chemical structure of oxytocin, where a central node is evident with two secondary elements, connected by primary and secondary paths.





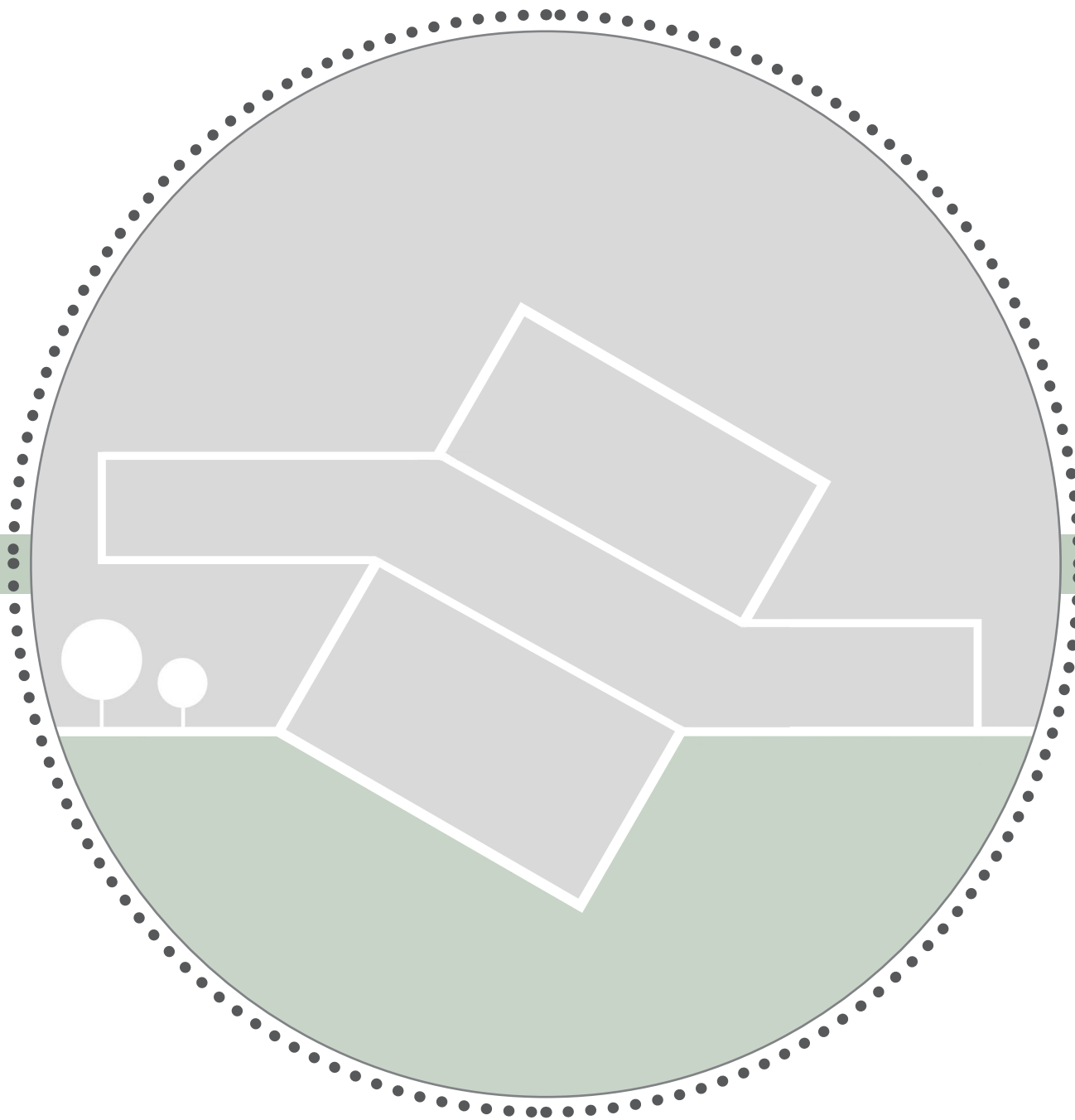
MAIN PATH

AMPHITHEATER

PLAZA

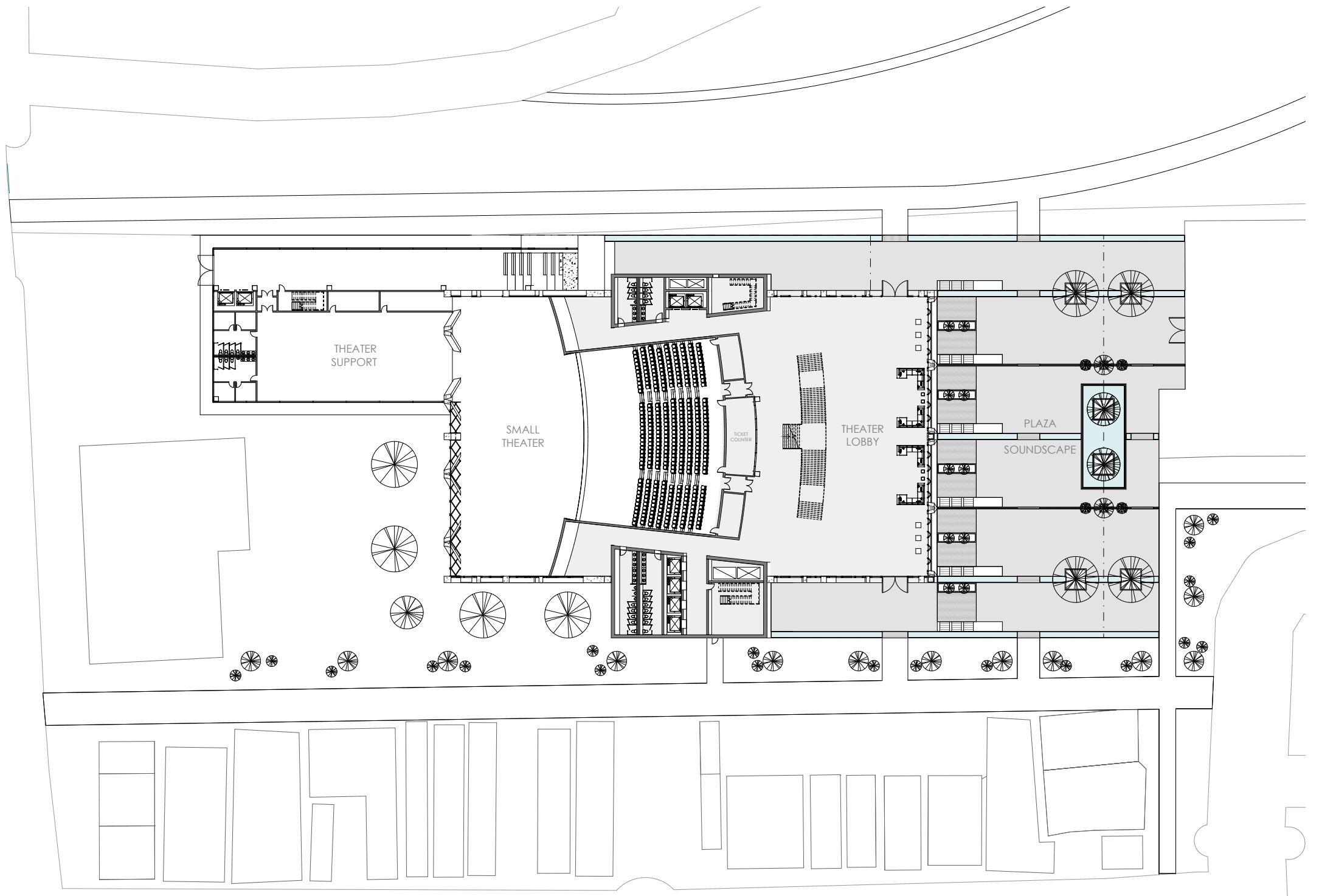
The abstraction of oxytocin's chemical structure is translated into plan to connect key elements such as the central train station, parking garage, school, and new music theater. The new outdoor amphitheater acts as the central node to accommodate the Awa Odori Festival, an educational soundscape to entice pedestrians from the transportation plaza, and an interactive soundscape to bring pedestrians from the parking garage, all connected by a primary path with a water element that nods to the river that once ran where the tracks are today.





URBAN LANDMARK

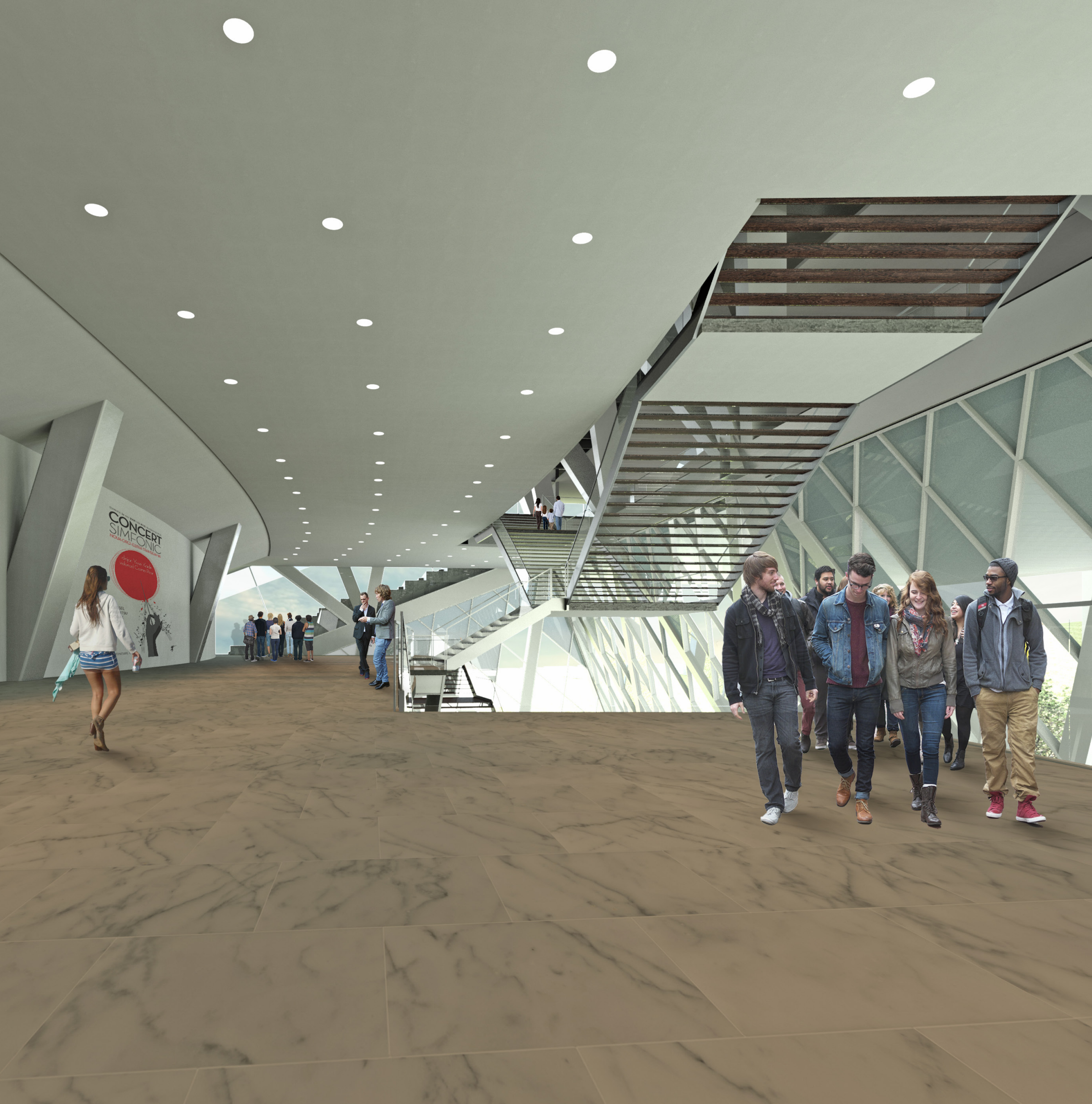




ENTRY LEVEL

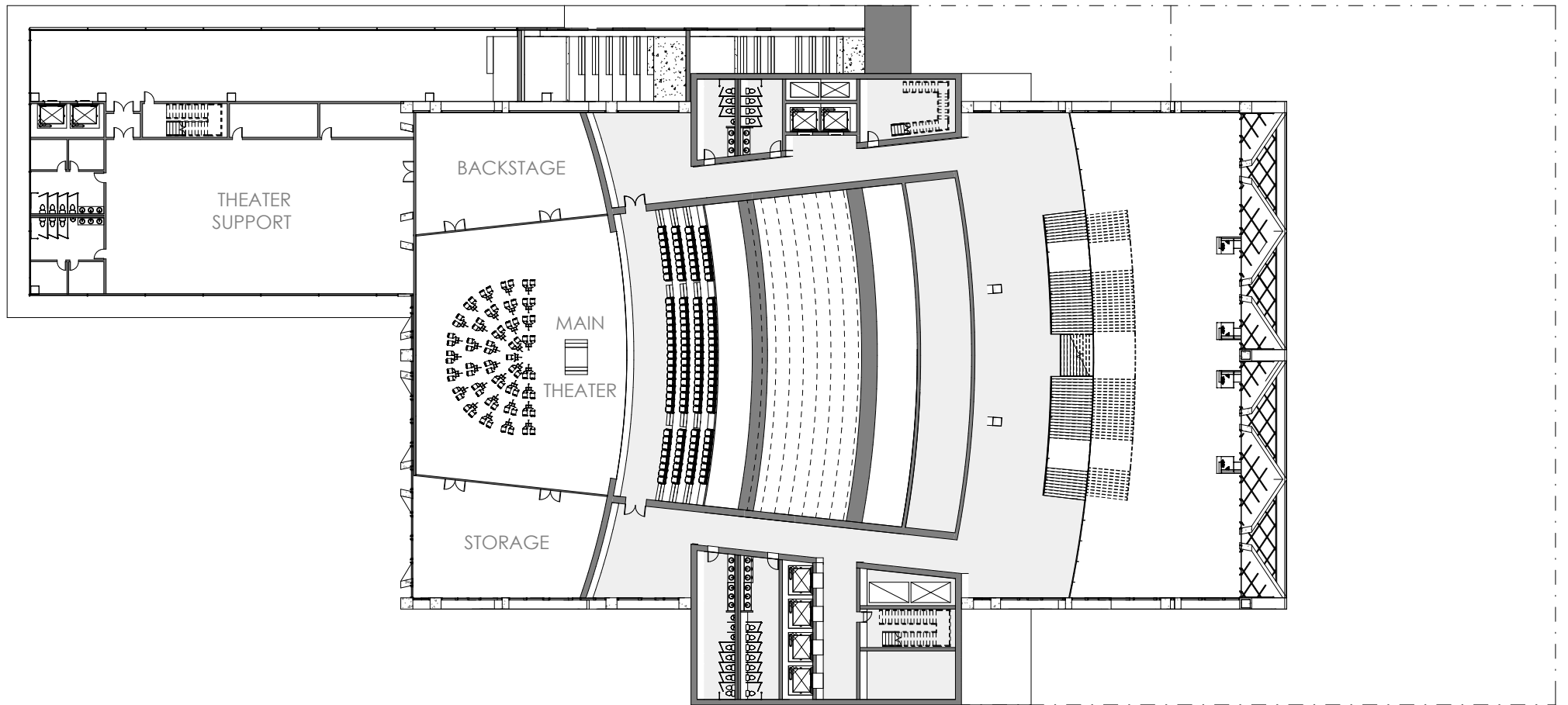


The entry level of the cultural music center houses an expansive lobby, seating, ticket counter, support space, and the soundscape plaza that connects the transportation hub to the green space. The soundscape plaza incorporates the same shallow water element as the outdoor amphitheater and main path that runs throughout the green space.



CONCERT
SIMFONIC

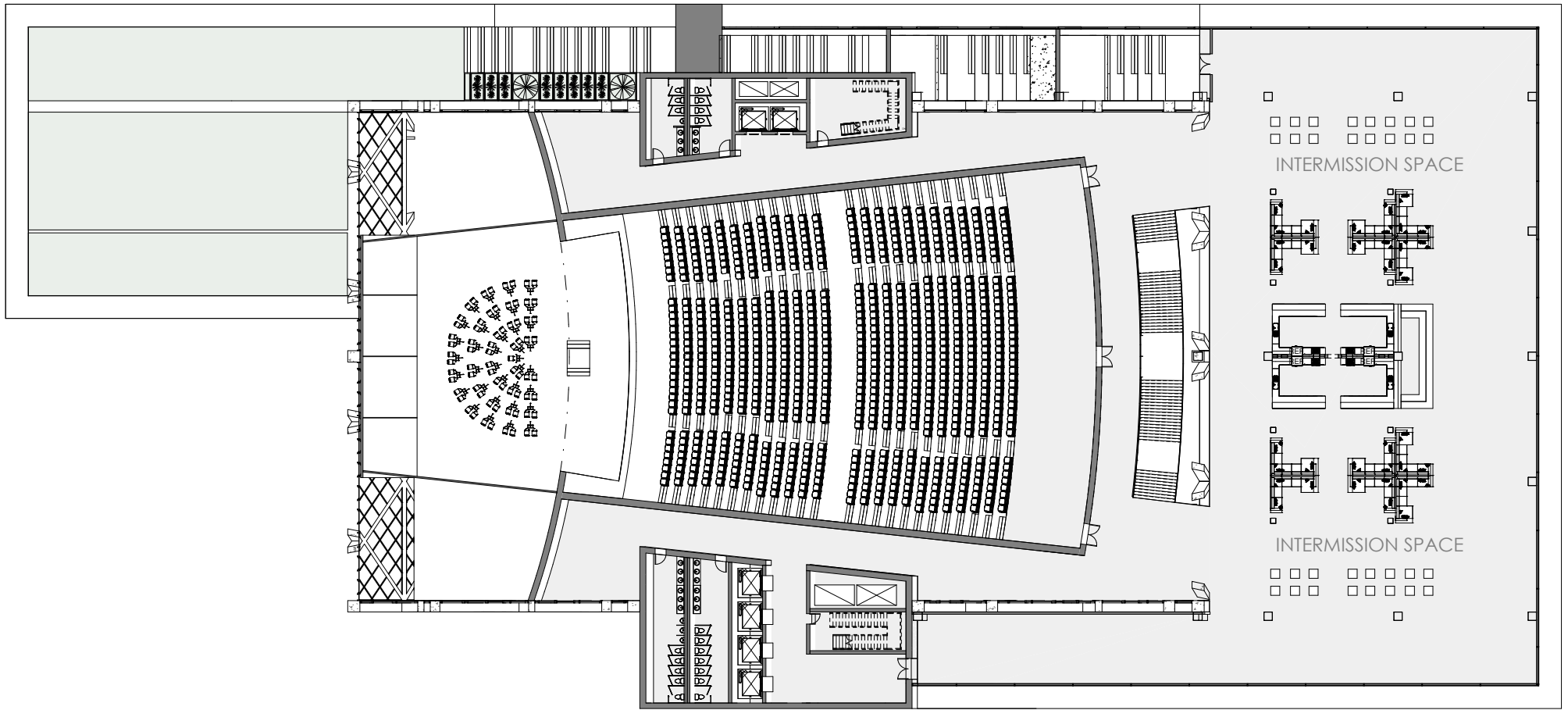




MID-ENTRY LEVEL

The main theater's mid-entry level shows the main theater stage, seating, and support space. The rendering gives an idea of how the theater circulation space and grand staircase steps into and interacts with the expansive lobby and skin of the building.

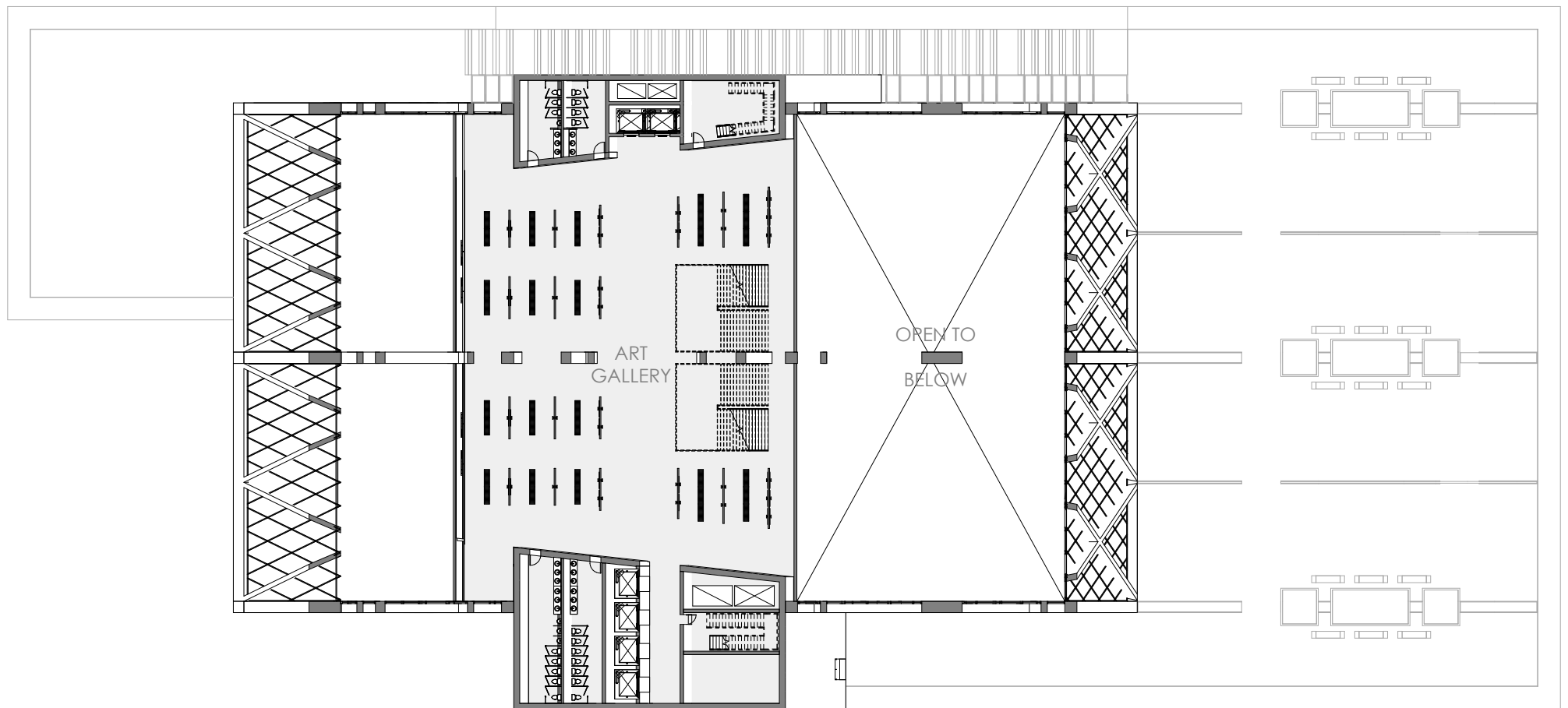




THEATER INTERMISSION LEVEL

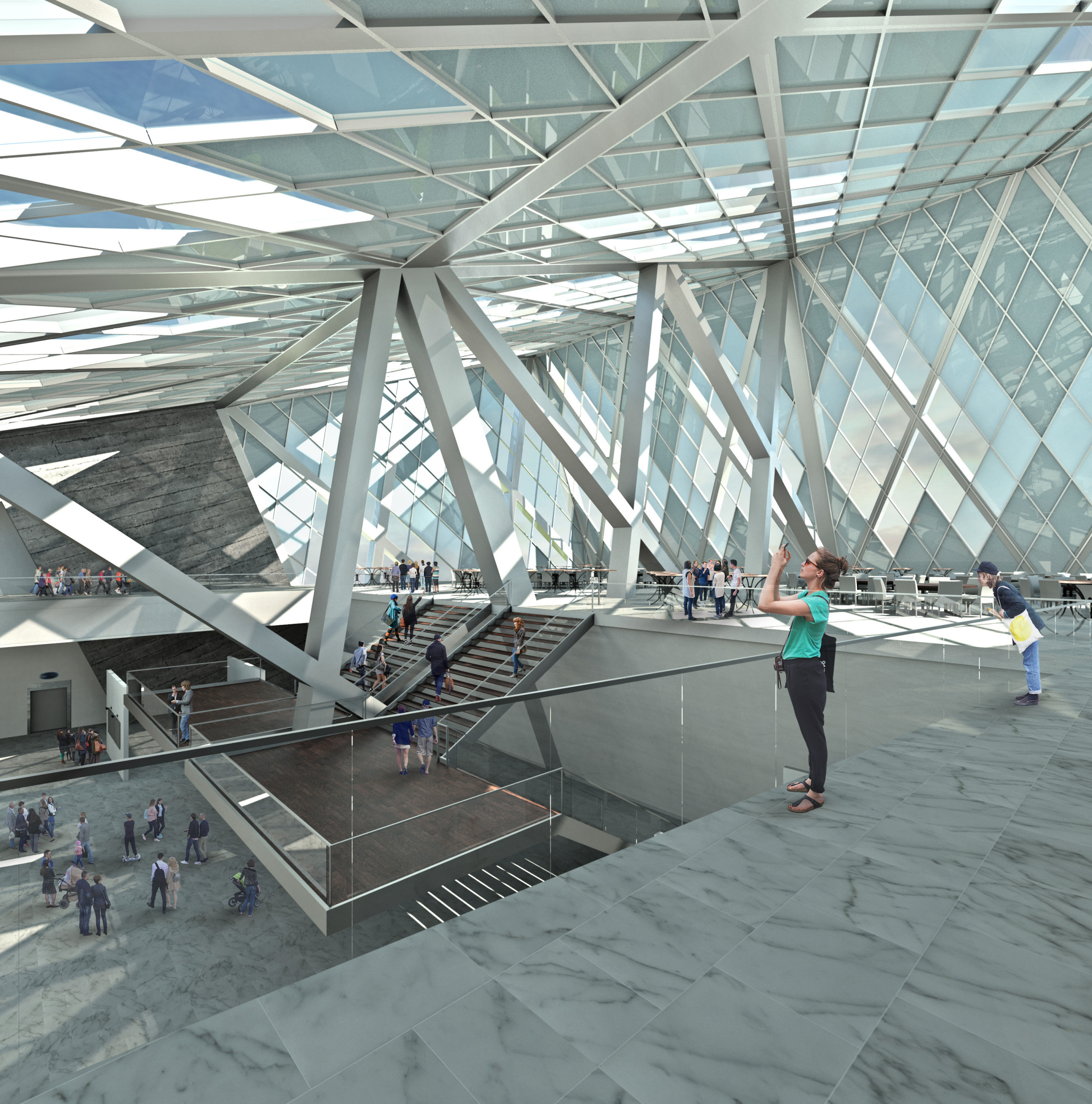
The uniqueness of the main theater's tilt is emphasized further through the use of materials and lighting of the main stage. This level showcases the interaction of the green roof, theater, angled circulation, and the theater intermission space that houses seating and a large bar.

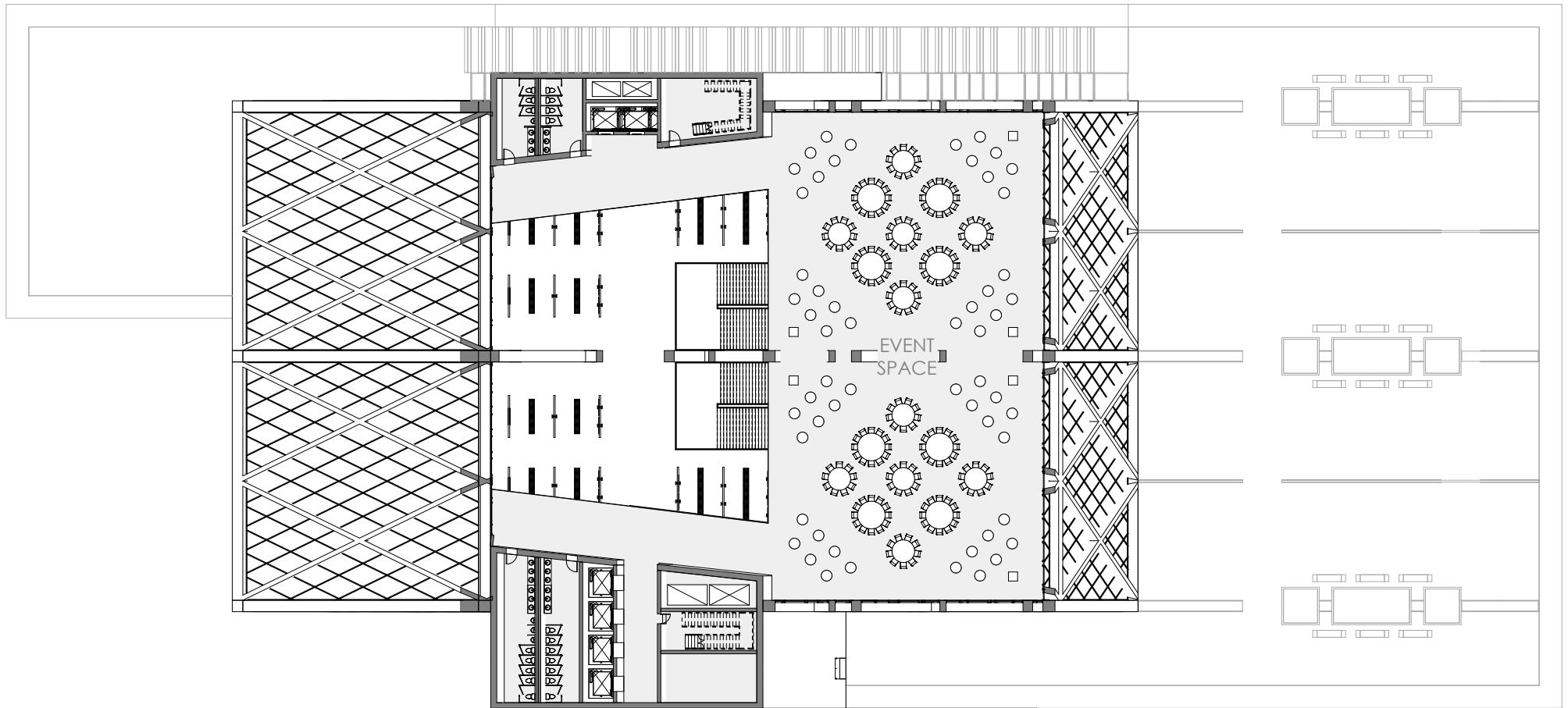




ART GALLERY LEVEL

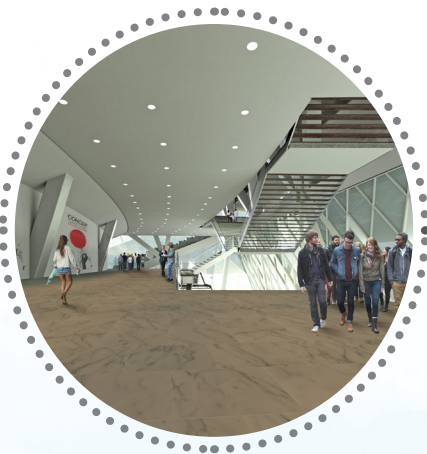
The art gallery level is suspended above the tilted theater volume and showcases the art of local artists of Tokushima and has a running exhibit on the history of the awa odori dance festival with historic instruments and garments used by the performers.





EVENT SPACE LEVEL

The grand event space is located at the very top of the tilted volume and is intended for grand aftershow events. The space is pierced by a large truss and is connected to the art gallery below by a grand staircase. The design creates an expansive, open space to celebrate art and music.



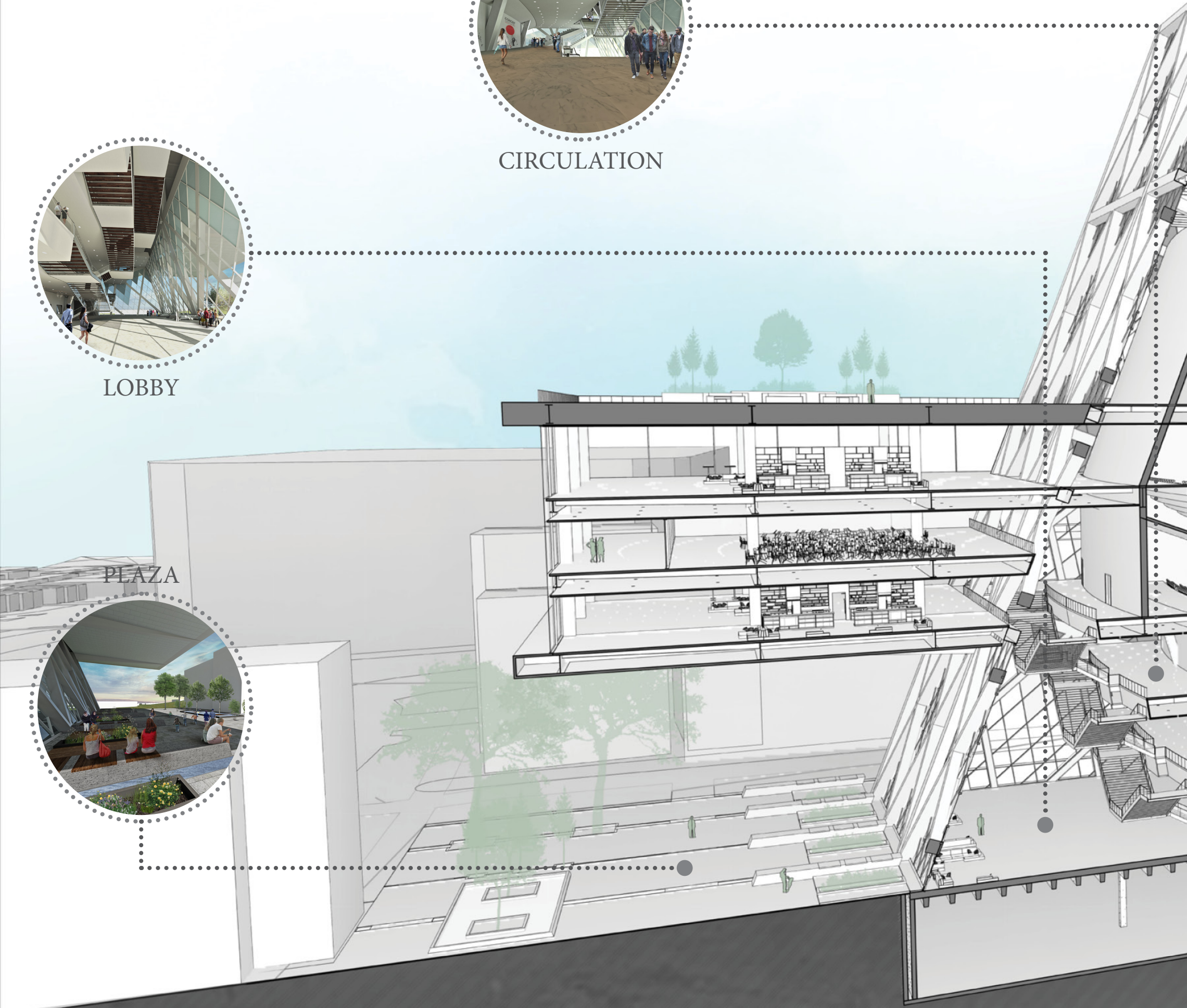
CIRCULATION

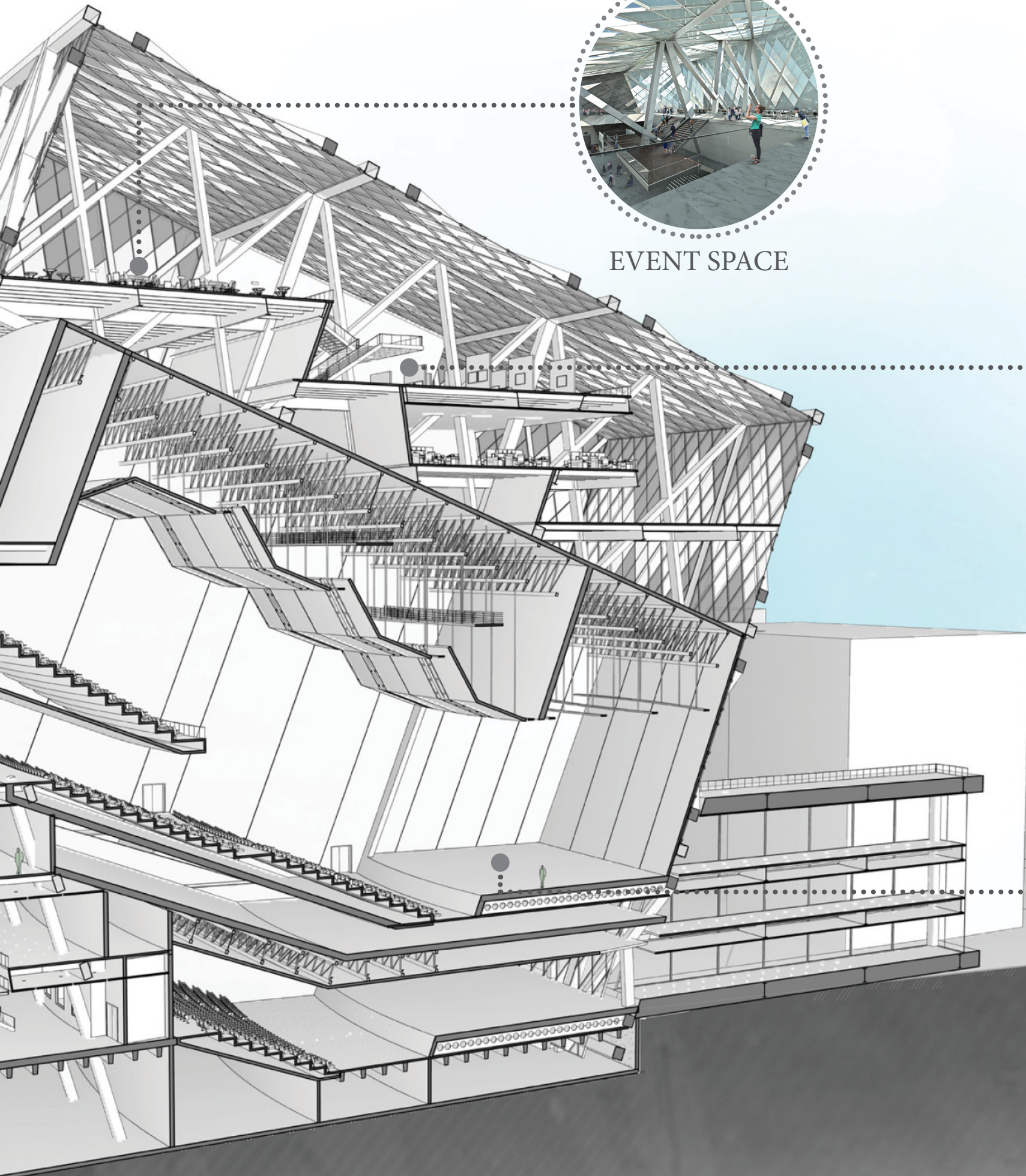


LOBBY



PLAZA

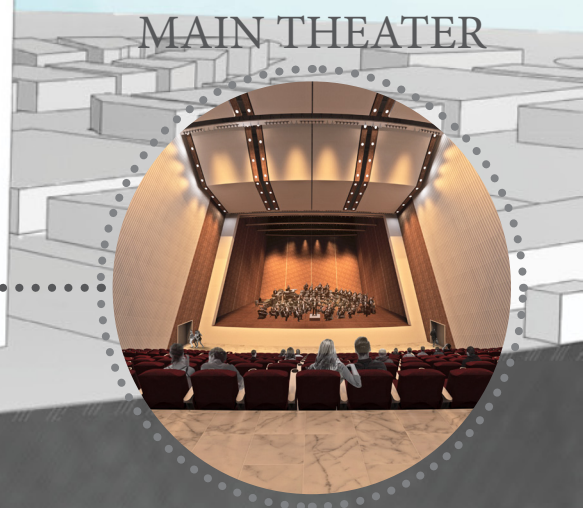




EVENT SPACE

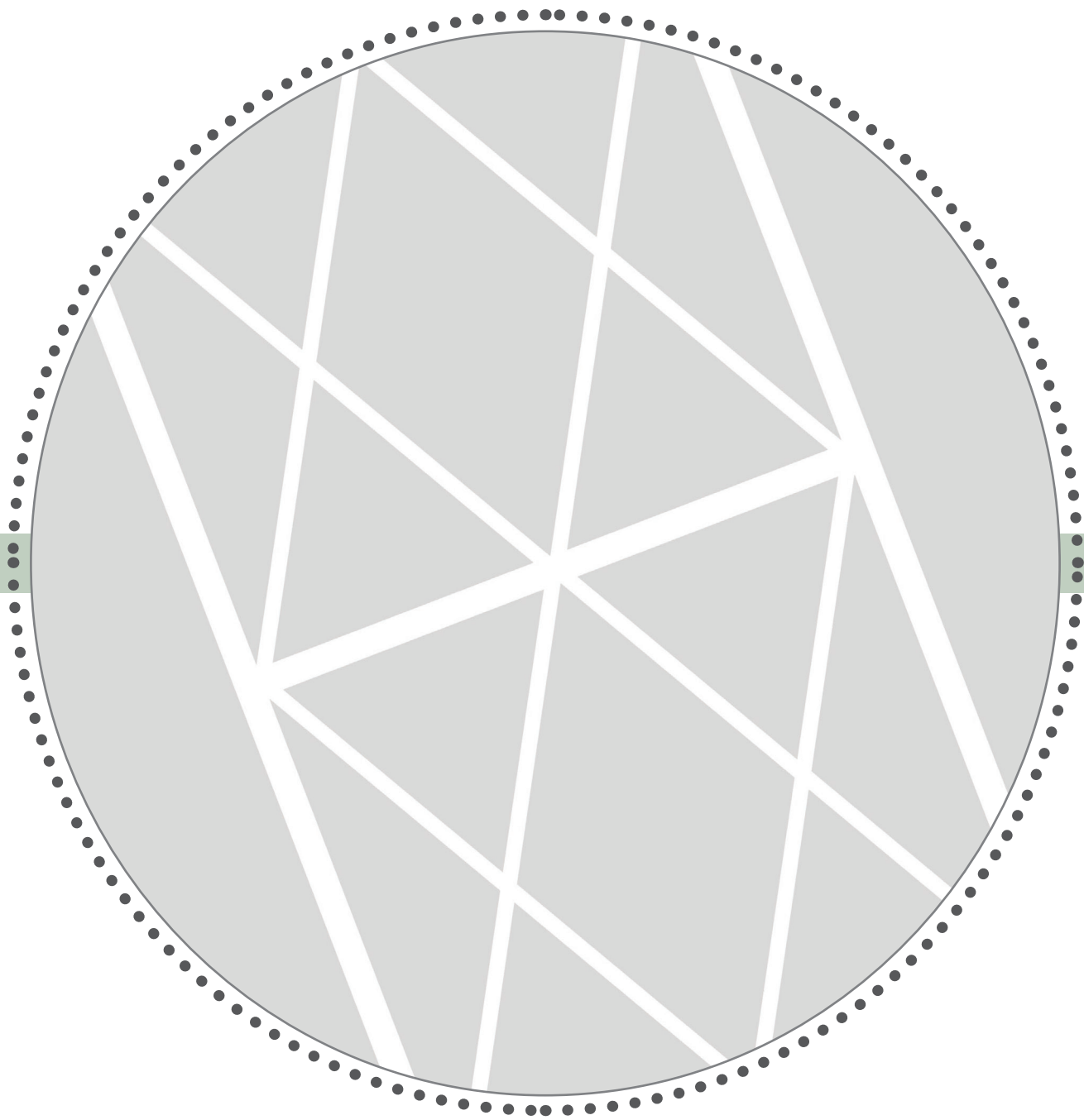


ART GALLERY



MAIN THEATER

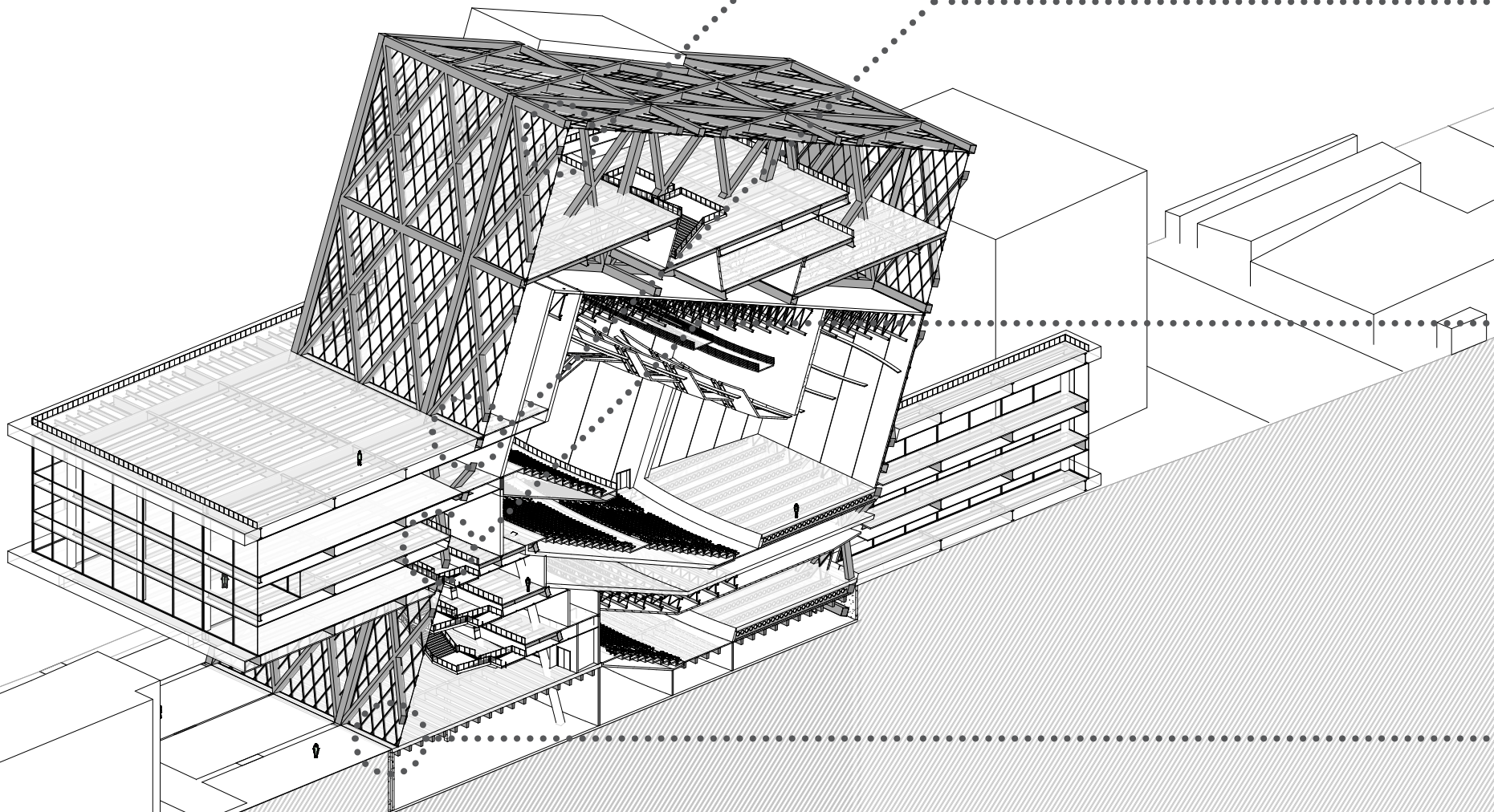


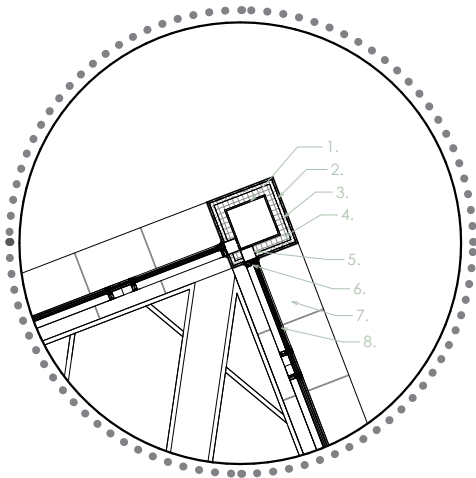


STRUCTURAL COMPONENTS

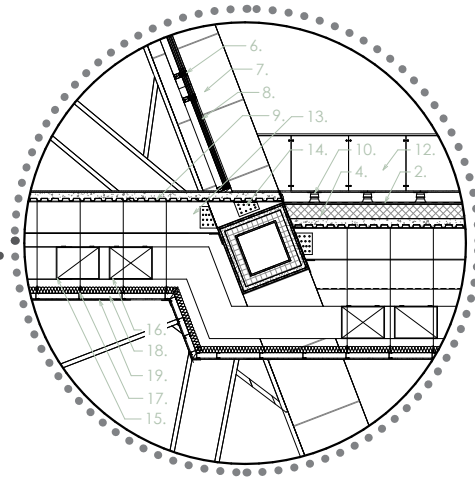
KEYNOTES

- | | | | |
|-----|-------------------------|-----|-----------------------|
| 1. | HHS DIAGRID BEAM | 15. | RETURN AIR DUCT |
| 2. | VAPOR BARRIER | 16. | SUPPLY AIR DUCT |
| 3. | FIREPROOFING | 17. | SUSPENDED CEILING TIE |
| 4. | RIGID INSULATION | 18. | SUSPENDED CEILING C. |
| 5. | C - CHANNEL | 19. | GYPHUM BOARD |
| 6. | STOREFRONT MULLION | 20. | BATT INSULATION |
| 7. | METAL CLADDING | 21. | CONCRETE SLAB |
| 8. | TRIPLE PANE LOW-E GLASS | 22. | GRADE BEAM |
| 9. | COMPOSITE DECKING | 23. | BASE ISOLATOR |
| 10. | RAISED FLR PEDESTAL | 24. | RETAINING WALL |
| 11. | PAVING TILE | 25. | MOAT SLAB |
| 12. | GLASS RAILING | 26. | PIER |
| 13. | W-FLANGE BEAM | 27. | VAPOR BARRIER |
| 14. | BOLT PLATE | 28. | VOID FORM |

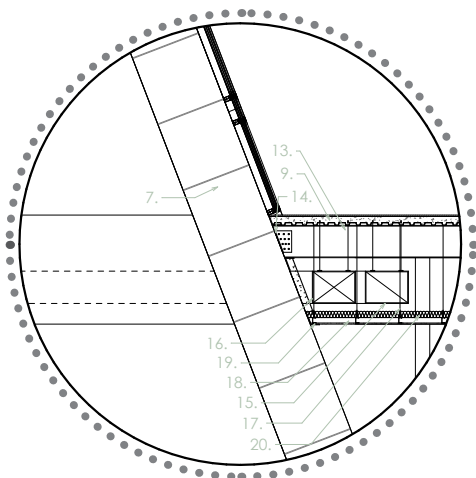




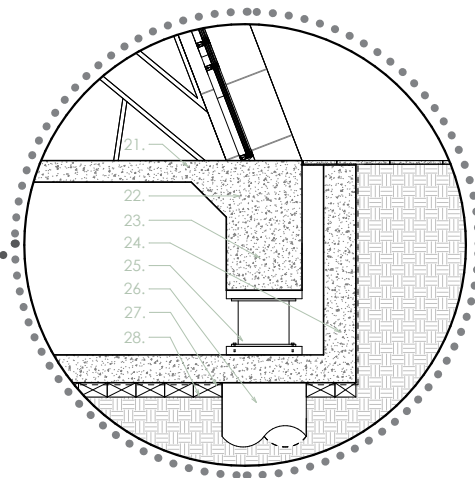
SKIN DETAIL



ROOF DETAIL

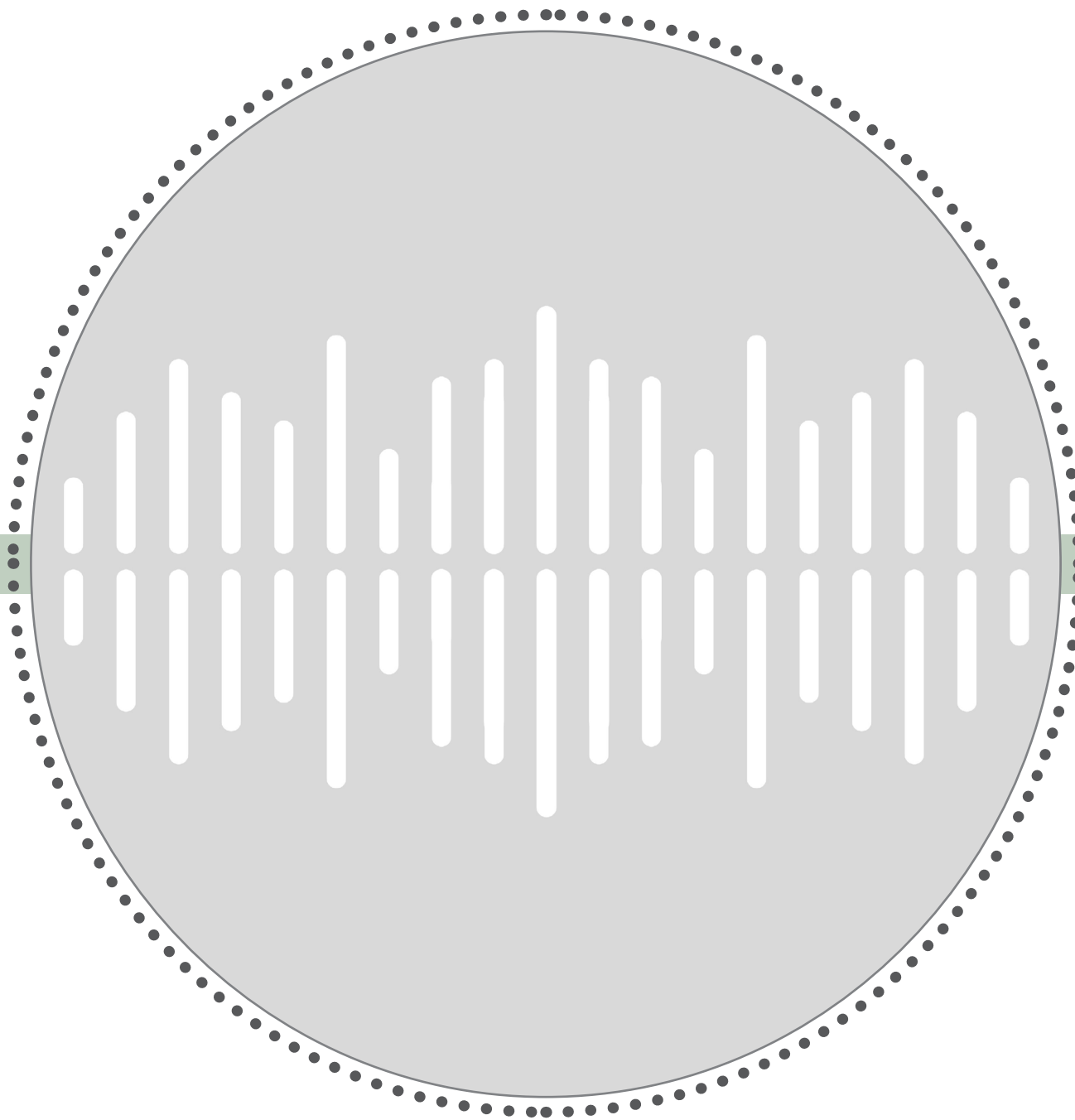


FLOOR DETAIL



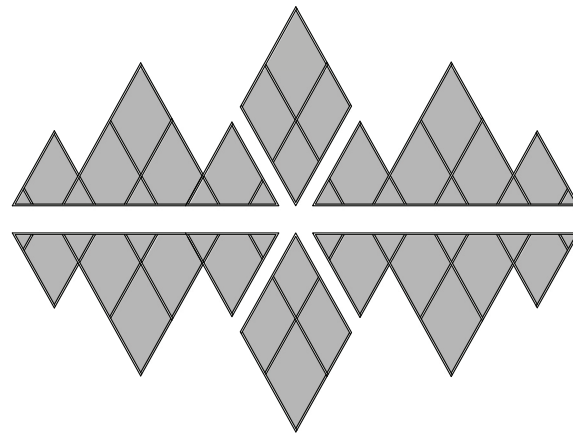
BASE DETAIL



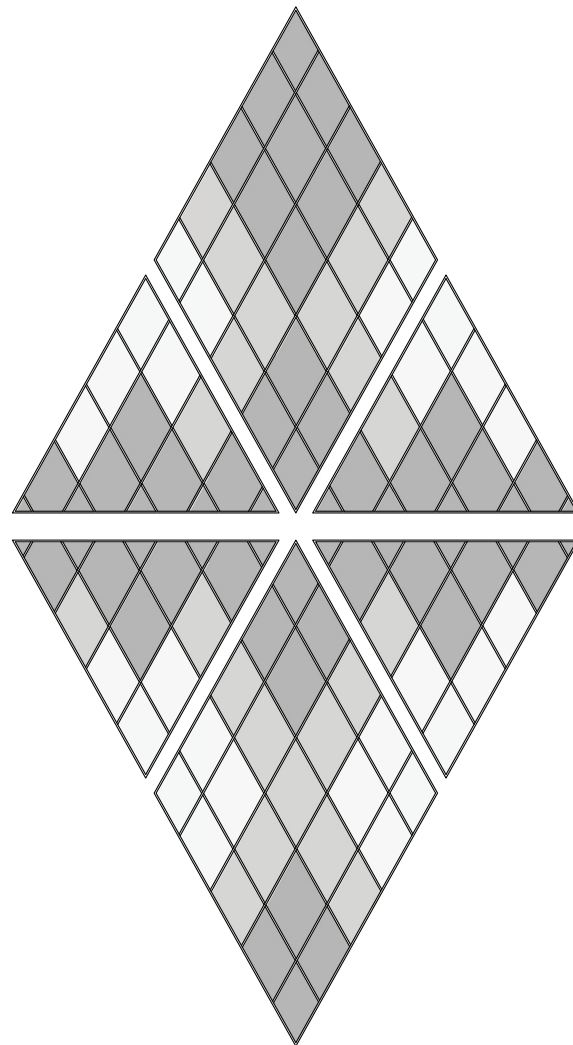


SOUNDWAVE SKIN



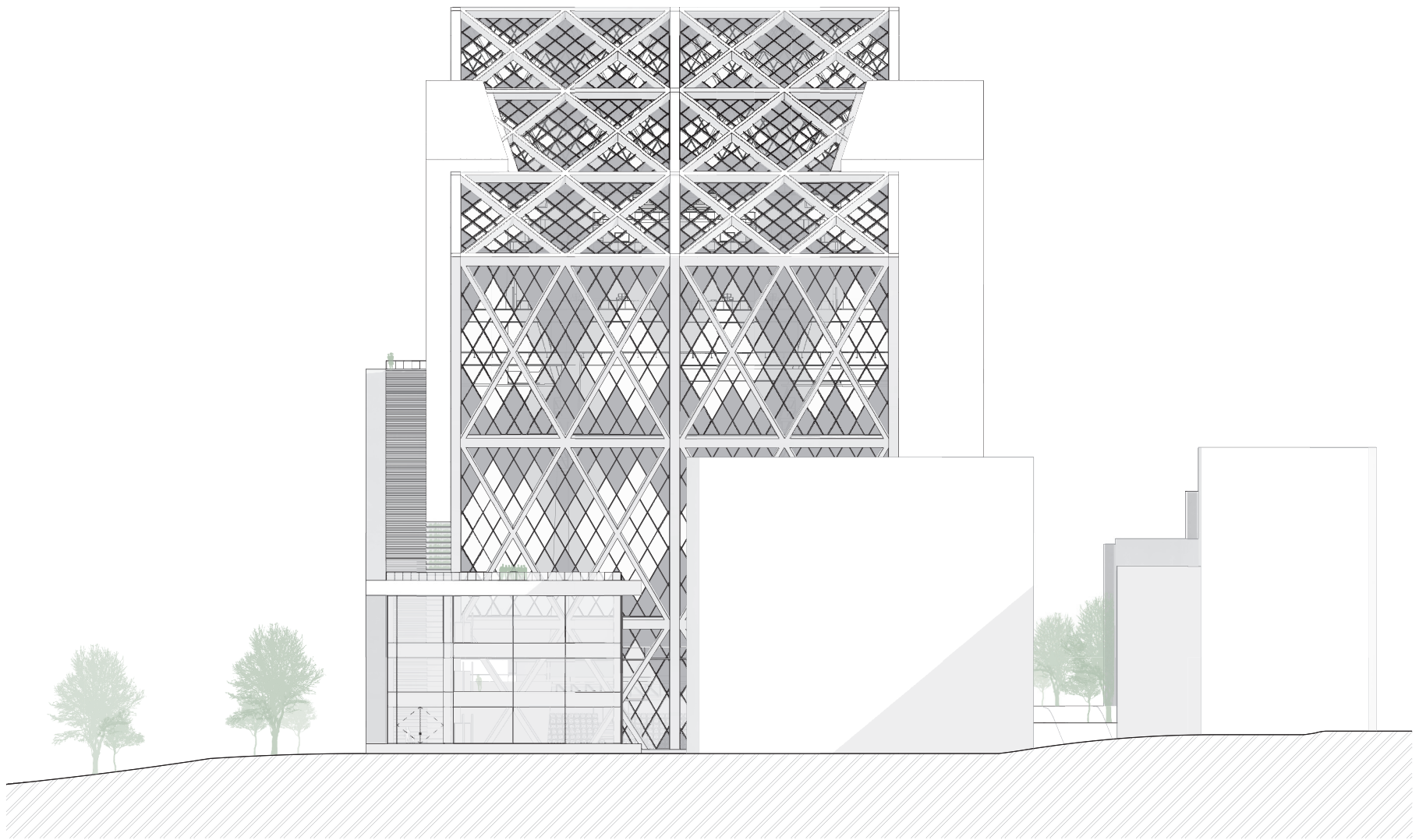


PANEL ABSTRACTION

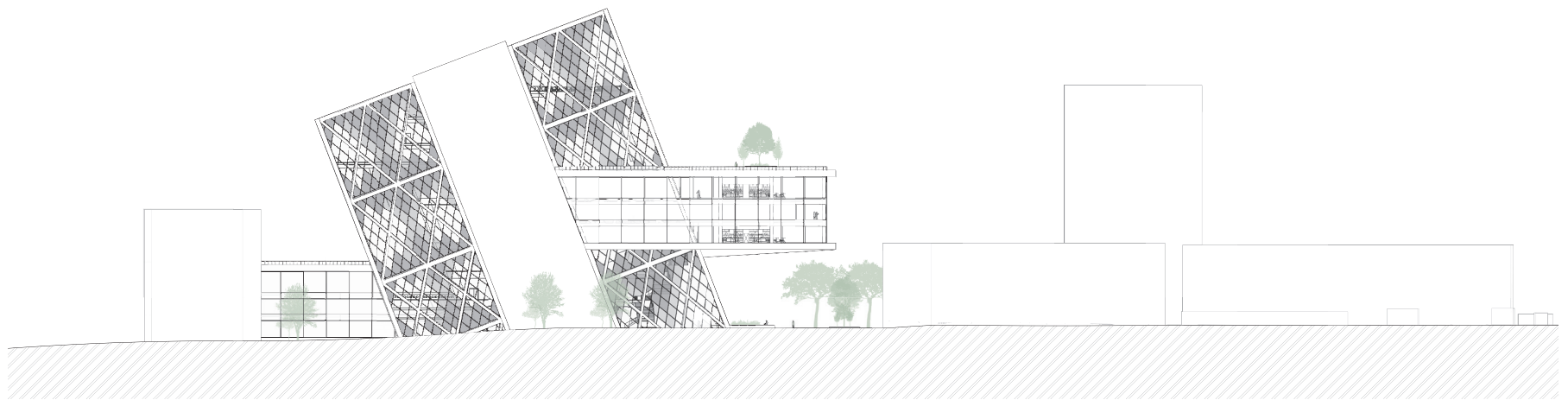


CONCEPT

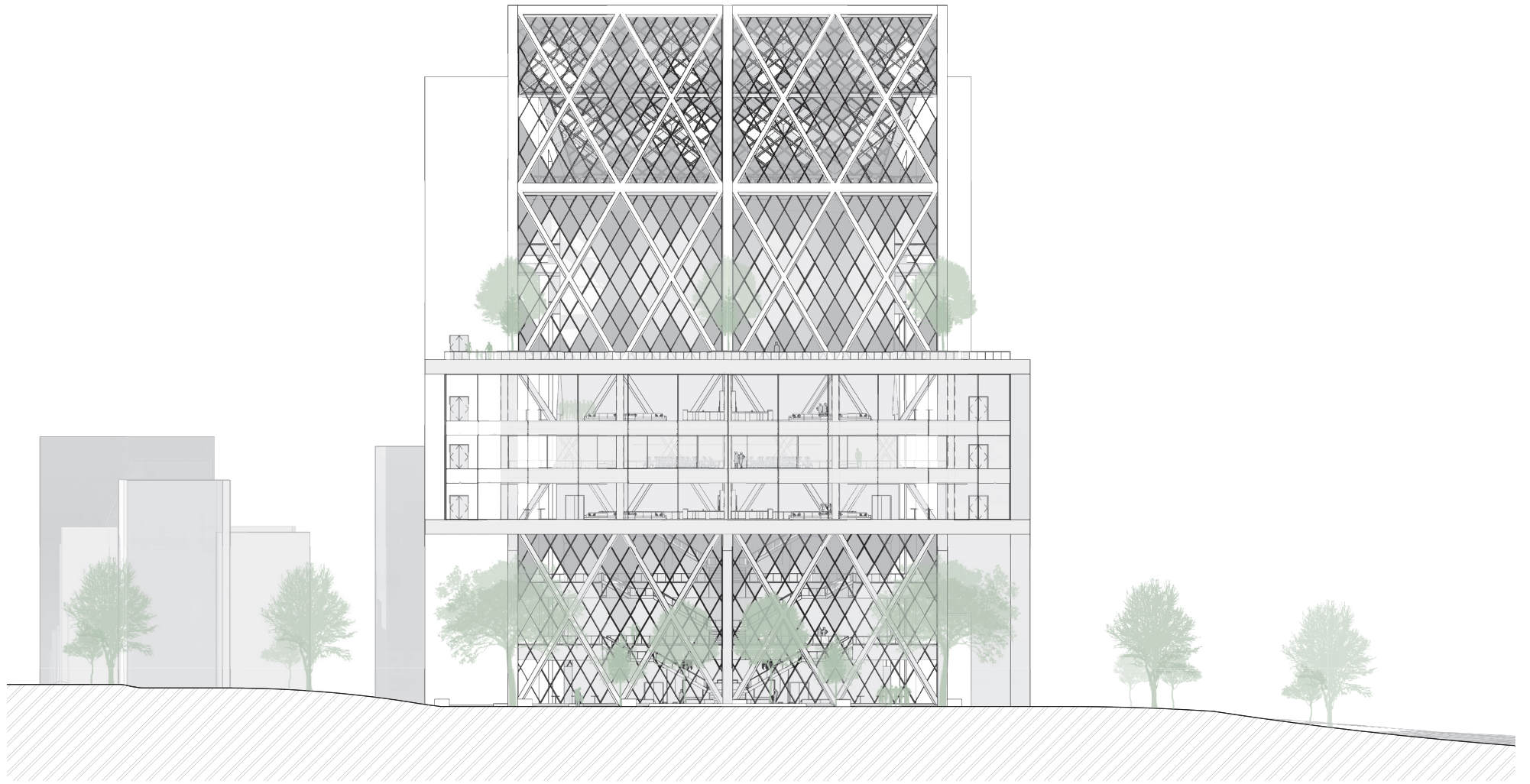
The ideas found in music of rhythm, texture, proportion and dynamics will be implemented into architecture through the abstraction of soundwaves as seen in the pattern of the theater's skin. Rhythm determined by the steady repetition of a pattern of solid, semi-transparent, and transparent glass panels. Texture by the way the light interacts with the differing panel system at different points of the building. Proportion through the set geometric sizes of interacting glass and structure. Lastly, Dynamics through the play of transparency that allows for a depth to be given to the building and through the density created by the apparent movement of the building when one approaches the theater. Ultimately, 'time' is addressed through the modern articulation of material and structure found within this convergence of music and architecture.



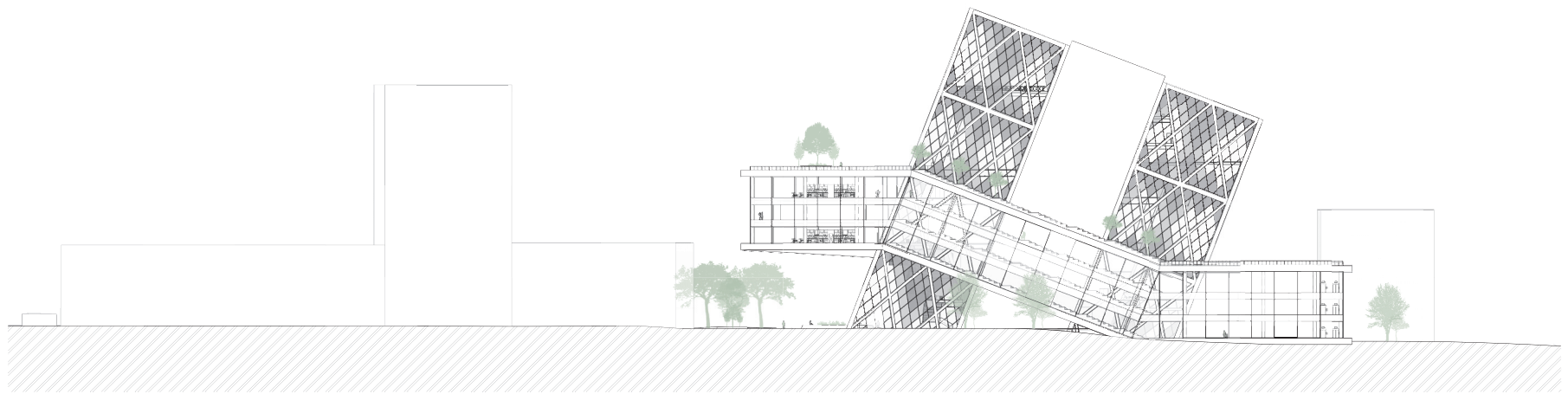
WEST ELEVATION



SOUTH ELEVATION



EAST ELEVATION



NORTH ELEVATION

