The Christopher Alexander Building Initiative

Garden of Generations, Herzogenburg, Austria

University of Oregon Portland Urban Architecture Research Lab Report - Fall Term 2015

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Project Summary

We here present the culmination of the Portland Urban Architecture Research Lab’s fall term seminar work to initiate a master plan process for the Garden of Generations (the Garden) in Herzogenburg, Austria.

We began in October 2015 by building on PUARL Director Professor Dr. Hajo Neis’s work of the previous summer, which included a first visit to the Garden and an initial site analysis. Our work to date has culminated in a concept for the Christopher Alexander Building (illustrated on the report cover) as the first phase, cornerstone of the development of a community of people living, working and experiencing life at the Garden of Generations. We have also produced several recommendations for how the Garden might be developed over time. Our process, recommendations and the Christopher Alexander Building concept are presented in more detail in the following pages, along with contextual details of the Garden site and surrounding regions, the Garden community, and the community’s goals and activities.

During his first visit in Summer 2015, Hajo Neis began to craft a Field of Centers program for the Garden as part of the initial site analysis. Hajo also worked with Garden community members to develop a first draft project language for the site. From these beginnings, our work grew as an effort to generate concepts for the overall course of development on the site, and concepts for an anchor building or buildings that could support the piecemeal growth of the Garden over time.
From October to December we sought out concepts for how the Garden development might unfold. We began by studying the Garden’s community and land. We read about the community’s core values, visions and ongoing activities; we studied existing structures, designs, maps, aerial photos and photos taken on the land, and we built a scale model with which to test out ideas.

Our goal was to find a way to initiate the Garden’s development. We endeavored to discern how could we design a first building, or buildings, that could bring life and beauty to the site, and also inspire future growth at the Garden. To answer this question, we sought to identify which places at the Garden would be the best for the first part of the piecemeal development. We experimented with what sort of building(s) could set the Garden’s pattern language in place and allow for its evolution as more people came into the community.

We experimented by way of the New Theory of Urban Design methodologies; over three sessions we played a series of site development games with the members of our research seminar (details of the games are provided in the following pages). Five of us played the first game. Three of us had never played before, so the first game was a particularly intensive and mind-opening learning experience. For the second game we had more confidence and familiarity with both the site and the game. These first two games gave us more clarity that the best place to begin building would be the northeast part of the site.

The week after the second game, Hajo presented a conceptual sketch for a building that would serve as a cornerstone for the growth of the Garden. After some debate, we agreed that building would be best located along the north edge of the site, along Rottersdorfer Strasse. For the rest of the term we worked to refine this building idea.
To help bring the building idea to life, we played another more version of the site development game. We sought to clarify what and who this building would be for, how big it would be, how one would come through the building to the higher land on the south side, and how it would connect to the rest of the Garden. For this third version of the site development game, we specifically focused on the function of the building. We tested out various possible uses, including housing, shops, workshops, community spaces and cafes.

We made simple sketches and plan drawings. We constructed simple models of buildings from thick folder paper and placed them in various ways on our cardboard model. The games allowed us to test out many ideas in a quick, fluid manner and kept us from getting too attached to any one idea until it had fully emerged.

We began to refine the concept design of the building from the ideas that came out in the function games. By the term’s end, we had agreed that this anchor building would serve both the people living at the Garden, and with its orientation along the north edge of the site, it would invite the broader community to visit its shops, workspaces, restaurants and gathering spaces.

By locating the building slightly back from the street, we were able to allow room for a small pedestrian and auto drive, as well as parking between the building and the road. This
movement plan has the added benefit of creating a small buffer between the intended pedestrian experience on the site and the heavier-trafficked road.

This location for the anchor building also helps define a plaza or green space on the south side, which would be quiet, yet alive with pedestrian activity, a center for the public life of the site that connects on the west to the existing “amphitheater” zone and the hill that overlooks the site. We felt it very important to maintain the west to east site axis of open space and view, both for the wholeness of the site itself, but also to maintain a strong connection with the town to the east and to preserve the view from the hill to the bell tower of the monastery.

To bring more life to the idea of the building, we studied existing Christopher Alexander and Center for Environmental Structures projects, including the Eishin Campus in Japan and the San Jose Homeless Center in California. We established a set of themes that were common to the precedents and might be relevant to our project.

After carefully reviewing these and other design features, we considered adaptations that would integrate the building into this site and context while respecting the established precedents and their important themes. To this end, we propose a façade structure of masonry reflective of the historic buildings in the town center, and articulated, arcuated passthroughs, which would serve both to break up the length of the façade and encourage movement through the building. We further propose using local labor and materials for the masonry and ceramic ornamentation. On the interior, we suggest the utilization of hammer-beam trusses for their structure, beauty and reflection of vernacular styles in public spaces. We also suggest the creation of a strong, prominent and welcoming northeastern corner at the place where the access drive first encounters the structure.
The massing of the structure reflects previous field of centers exercises as well as guidelines established and published in Alexander’s A New Theory of Urban Design for building layout and design. We conceive of a two-story structure in order to keep the massing humane and in accordance with the pastoral nature of the surroundings. The length of the building would run parallel to the street, with an F-form to the south, creating a strong corner facing the site entry as well as creating a large, enclosed public space that in turn creates two distinct courtyard spaces, one within the arms of the building and one that opens to the amphitheater and the hill.

We present this initial conceptual design for the Christopher Alexander Building as a launching point from which the Garden community could launch into further site development activity. This report also includes a summary of our process for developing the building concepts and an overview of the Garden site context, the Garden community, and the community’s goals and activities.
Project Background

"The Garden of generations is a social habitat in which we explore and practice a life-friendly culture with an economy of solidarity."

Overview

The Garden of Generations is a cooperatively managed initiative to develop an intentional community on a 35 hectare parcel at the edge of the small town of Herzogenburg, Austria. The project has been brought to life on this former farm land through the work of many community members over the past several years. Garden members have tended the land since 2008; gardening and farming is ongoing, and two community efforts have resulted in a small community gathering building and a straw bale storage structure. Many events are held at the Garden each year.

Garden members secured title to the land in fall 2015 and are ready to begin designing and building homes, workspaces and other structures on the site. The intent is to build in phases; the first phase goals include a community kitchen, community center, workspaces and housing for several families and individuals who are ready to move to the Garden. The Garden community members would also like to explore ways in which the Garden might often refuge to persons seeking asylum both now and in the future. Additional goals for
future building phases include housing for up to 100 people, a child care, an elder center and additional work spaces.

**About the Garden of Generations Cooperative**

“As a community it is our duty to contribute to the positive development of our society.”

The Garden operates as a cooperative membership organization whose activities are guided by a set of core values, or agreed upon attitudes, with which work at the land and among the members is undertaken. Decision-making in the cooperative is consensus based, and there is a strong emphasis on cultivating solidarity within the group. Garden efforts are undertaken by six working groups: coordination, organic agriculture & horticulture, community construction, settlement construction, landscaping and children. The Garden cooperative seeks to address global scale goals such as peace and sustainability through tangible, local actions at the Garden.

The Garden cooperative’s core values are reflected in the commitment to fund the project through a solidarity economy model. A financial asset pool has been established through donations and community member contributions with the intent to finance Garden development at least in part through the asset pool. Numerous activities on site support the goals of a subsistence economy, including gardens, farms and resource sharing. The three structures on the site were all built by the community members working together, with guidance from building experts.
Ecological repair is a priority, and much of the site has been planted to ‘green manure’ for several years already in order to help the soil recover from the previous intensive agricultural uses.

**Current activities at the Garden**

Many activities take place at the Garden throughout the year, including natural building workshops, permaculture courses, solidarity economy seminars, a variety of festivals and gatherings. Community members garden on part of the site, while another area is used for a community supported farm of potatoes and other crops. A potato farming project at the Garden offers a great example of the community’s efforts to support subsistence economies at the Garden. The potato farm started with 14 members in 2009 and continues to operate each year. Many gardening activities also take place at the site and on leased land nearby.

**Site Area Context**

The Garden is located at the western edge of the village of Herzogenburg, Austria, less than a kilometer from the visually striking and culturally important Baroque, Augustinian monastery, which can be viewed clearly from the hillside of
the Garden site. The town center and train station are within biking or walking distance to the site. Discussions are active about creation of a bike path, which would connect to the Garden’s southeast corner and lead to the train station in town. The Danube River flows just a few kilometers to the north of the Garden site.

The town of Herzogenburg is located between St. Pölten and Krems. Herzogenburg is home to about 8,500 residents and many shops, supermarkets and businesses, doctors, banks, schools, a variety of clubs and sports clubs, a swimming pool and a leisure center. The town is easily reached in about an hour by train from Vienna.

**About the Garden Site**

The Garden is made of about 30 hectares of former agricultural land, located in a sunny area on a slight hill overlooking the town of Herzogenburg. The site is bordered on the north by Rottersdorfer Strasse, which connects to the town about one kilometer away. A private residence adjoins the Garden land at its northeast corner; additional homes are also located further to the east along the Rottersdorfer Strasse. Vineyards meet the western border, and to the south lie agricultural fields.
Over the past several years, community members have built three structures on the site: a community gathering building, a storage structure and a composting toilet. A children’s play area is actively used. The rest of the land is planted with green manure in an effort to help the soils recover from intense conventional agricultural use of recent decades.

Existing Structures at the Garden

Community Center

In 2013, Garden community members worked with architects from a local company, ETUC - Simply Build Together, to design and construct a community center at the Garden. The community center was erected through the work of many volunteers who participated in community building parties in
May 2013. The center is constructed largely from renewable raw materials (wood, straw, clay) and re-used components (recycled windows and doors) and includes a kitchen and a meeting space for up to thirty people.

Storage Shed and Composting Toilet

In 2011, Garden community members worked with local builders to construct a large, straw bale shed at the Garden. In 2012, builders completed a lovely wooden, composting toilet outhouse at the edge of the Garden.

Site grading and access road

Some site grading has been completed as part of preparing the land for the two existing structures. An access drive has been established, which enters the site at the northeast corner and connects to the community center building.

Site planning and design work completed as of December 2015

Garden community members have been planning and organizing since 2007. Work on a portion of the land began in 2010, and the Garden of Generations cooperative organization was officially formed in August of that year. For the past several years, work at the Garden has been organized by various working groups, some of which are focused primarily on the social aspects of the project, and some of which focus on the physical development of the land.

Permaculture approaches

Site development work to date has been guided by various permaculture principles. In 2009, community members worked with local farmer Reinhard Engelhart to create a
permaculture landscape plan for the Garden, which has been implemented with the gardens and vegetable farm, and the cover crop program aimed to restore the degraded soils. In 2013, Garden community members worked with Barbara Brodegger to create this permaculture concept design for the whole site.
PUARL and HNA Work Completed in Summer 2015

PUARL’s involvement with the project began in July 2015, when Hajo visited the Garden for the first time. During this visit, Hajo worked with community members to develop a Project Language for the overall project, and began site analysis with the first Field of Centers plan.

Draft Project Language

Garden community members’ emphasis on cooperative approaches is demonstrated in the first pattern they identified, which they termed “the quality of co-“ (see figure - may omit). In addition to the quality of co-, the Garden cooperative is dedicated to development based on a sharing and solidarity approach. The community also emphasizes the Garden as a place for re-connecting spiritually, as understood by each person, and as a place for all generations of people - including youth, families, single people and elderly - to live together. The remainder of the draft project language is included as Appendix AA.

See Appendix for Draft Project Language.

Field of Centers

Hajo drafted a Field of Centers analysis during his first visit in July 2015. From this visit, Hajo and others identified 24 centers at the Garden. These centers include the central fairground, currently used for many events each year; a variety of viewpoints, including a high place with a grand view of the monastery; a neighborhood center at the existing community center; centers of access to the site and connection with other places; places used as children’s playgrounds, and several others.
See Appendix for complete Field of Centers analysis.
Structuring Wholes

PUARL research team discussed the whole structure of Generation Garden. Before discussing the whole structure, each member of the team had read “field of centers,” which explains the characters of this site with many photos. In addition, making the landform model (1:200), the four of the member discussed the structure while watching the model.

(1:200 model)

Firstly, the members expressed each opinion individually as follows.

Member A
• Cluster of uses near gate
• Kitchen to west with community gathering space
• More intensive development to north with dispersed housing to south

Member B
• First concern – how community relates to the street
• North edge is vitally important; should include shops and workspace, bringing visitors in and forming the edge

Member C
• Residents should share the most comfortable place
• Higher = more comfortable, so buildings should be concentrated on higher, western hill, esp. common spaces

Member D
• Form developed area with housing line on south edge of mothership
• Build shops, community spaces along north edge, forming public open space in center
• Landscaped areas to west
• Open fields and agriculture to south
After expressing each opinion, the discussion was held by the team based on these opinions. One of the members suggested that according to “Site Repair” pattern, buildings should not be built on higher, western hill, which seems to be more comfortable.

**Site Repair (No.104)**

*Buildings must always be built on those parts of the land which are in the worst condition, not the best.*

*On no account place buildings which are most beautiful. In fact, do the opposite. Consider the site areas that are the most precious, beautiful, comfortable, and healthy as they are, and build new structures in those parts of the site which are least pleasant now.*

From “A Pattern Language”

**Conclusion**

From these discussions, the following conclusions were reached.

- Focused development on north edge, dispersing to south
- Or, build denser edge to south of mothership, forming east-west open space with lighter development along north edge
Site Development Game

In order to discuss the site plan of Generation Garden, PUARL research team played the “Site Development Game” developed and articulated in the book “A New Theory of Urban Design” (1987). Based the following rules, each player put one building or program on the site map, taking turns one after another. The game was played twice as shown here:

Rules

• Mind the program
• Stay within the site boundary
• No building west of the mothership
• Preserve views to the monastery bell tower
• No major development south of the mothership
• Use meaningful colors
• Black for buildings & roads
• Brown for trails
• Green for natural elements
• Use the existing curbcuts for entry off Strasse

The following buildings or programs are needed in the game. Other buildings or programs could be built as well.

Buildings/Programs

• Common kitchen
• Housing
  ➢ Apartments
  ➢ Townhomes
  ➢ Single Dwellings
• Kinder House
• Elder House
• Places for Work
• Gardens
The First Site Development Game

The First game was played by 5 people (one professor and four assistants) on the map (1:400). For this game, rules were loose and subject to interpretation. This allowed a freer ranging site design. The first game also looked at the entire site to help develop the notion of an inclusive sustainable development.

Game Sequence

Game#1 Start

Entry Gate
Fountain

Streets & Parking, Housing

Green Field
Stage

Housing

Trees
Buildings

Row Houses

Gardens
Road Connection to Town

Tree along the road to Town

Hotel
Playground & Park Area

Path to Hill & Play Area

Community Kitchen
Herb Garden

Tree

Elder House
Kinder House

House

Tables for Kitchen
Gate to Small Square

Sauna

Trees around Sauna
House

Greenhouses

Meditation Space
Table & Chairs

Sports Field

Shop for Local Products
Roads & Parking

Trees

Sports Field Facilities
Deck by Sports Field & Trees

Extended Community Gardens & Tree

Orchard
The Game#1 Result
The Second Site Development Game (Game#2)

The second game was played by 4 people (one professor and three assistants) at a larger scale (1:200). For this game, our efforts were focused on the northeast quadrant of the site, our ‘mothership.’ According to the discussion for Structuring Wholes, this was intended to be the region of the greatest development intensity in order to free the rest of the site for more sparse development and agriculture. We took as given the two existing buildings on the site as well as the entrance locations off of the Strasse.
<table>
<thead>
<tr>
<th>Corner Shop</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Two stories</td>
</tr>
<tr>
<td>• Forms corner between north and east road</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Entry Street &amp; Building</th>
</tr>
</thead>
<tbody>
<tr>
<td>• East Edge</td>
</tr>
<tr>
<td>• Apartments over Workshop</td>
</tr>
</tbody>
</table>
Housing
- Two Stories
- West of Corner Shop

Covered Area
- South Edge of Square between Road and Square
- Picnic Tables, BBQ
<table>
<thead>
<tr>
<th>House</th>
<th>House</th>
</tr>
</thead>
<tbody>
<tr>
<td>- On North Road, West of Previous Development</td>
<td>- South of Shed</td>
</tr>
</tbody>
</table>

GARDEN OF GENERATIONS

PUARL REPORT MARCH 2016
House

Apartments with Open Walkthrough

- South of south road
- Forms edge of mothership
- Three stories
<table>
<thead>
<tr>
<th>Garden</th>
<th>Big Tree</th>
</tr>
</thead>
</table>

![Diagram of Garden and Big Tree](image-url)
<table>
<thead>
<tr>
<th>Tree</th>
</tr>
</thead>
<tbody>
<tr>
<td>North Road &amp; Parking</td>
</tr>
</tbody>
</table>
Extended Square to West

Extend South Road and Street Trees
<table>
<thead>
<tr>
<th>Benches in Amphitheater</th>
<th>Kinder Play Area</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image1" alt="Diagram of Benches in Amphitheater" /></td>
<td><img src="image2" alt="Diagram of Kinder Play Area" /></td>
</tr>
<tr>
<td>Elder House</td>
<td>• Next to Kinder Play Area</td>
</tr>
<tr>
<td>-------------</td>
<td>---------------------------</td>
</tr>
<tr>
<td>Kinder House</td>
<td></td>
</tr>
</tbody>
</table>
Road & Veranda for House

Common Kitchen with Outdoor Seating
The Game#2 Result
Building Development – Alexanderhaus

Figure 1: The first quick sketch of the Christopher Alexander Building Design for Herzogenburg

Introduction

This section will discuss the development of a primary building on the site. This building will function as a “mothership,” creating a point of contact between the site and the larger community as well as acting as the central built node on the site, organizing and centering the developed portion of the site.

From Hajo Neis, director of PUARL & founder/principal HNA: “The first time I met Markus Distelberger was on the occasion of the PURPLSOC Workshop at the Danube
University of Krems in Austria, November of 2014 in preparation of a larger conference half a year later in June of 2015. At the time I gave a keynote lecture on the work of Alexander and his colleagues at the Center for Environmental Structure CES. Markus had written to me about a project that was called ‘Garden of Generation,’ and asked if we could meet in Krems so that he could tell me about their project. After the lecture he explained to me the nature of their cooperative, and their wish to work according to some principles that Alexander and his colleagues like me use in our practical and professional design work. Our discussion continued the next day after my workshop and lecture to architecture students at the Danube University. He brought a young architect who showed me pictures of a site outside of the historic town of Herzogenburg about 30 minutes away from Krems and 45 minutes away from Vienna.

“What impressed me most was the somehow believable and authentic desire to have a neighborhood-cooperative project and buildings that were designed and built according to principles developed and applied in a number of projects by Alexander, myself and others at CES in Berkeley and related offices. This was the key moment and element that kept me interested in this project. There are many people who want designs and buildings in this mode, but rarely is the situation that crisp and clear in its initial understanding, desire and expectation, and most of all in its vision. I think we started to have a good understanding.

“In the following months back in the US, we were preparing next steps for work on the site, exchanged more detailed pieces of information and developed a work plan for our next visit in the early summer of 2015 in conjunction with the PUPLSOC World Conference on Pattern Languages.

“We spent some time before the conference on the site in Herzogenburg, continued to develop a Project Language for the overall project, and started to work on analyzing the site with the first field of centers plan.

“It was fun and promising. At the end of the work in July of 2014, we decided to continue to work on this project and try to work out a contract for a (dynamic) site masterplan and including next steps with building designs.

“However at the end of the summer, Markus and his organization GDG wanted me to work together with a local architect, which unfortunately I had to refuse, knowing that this would not work, for many reasons that we might talk about later....
“However I left open the possibility to participate and conduct occasional workshops to promote the design and building of the Garden Generation Cooperative.

“Since we had started to also continue work on the project with my office HNA and with my research laboratory, Portland Urban Architecture Research Lab (PUARL), it was important to give some direction and clarity in what this was all about. It was critical to find some essence again, or discontinue the project.

“It was at this moment that I remembered very clearly my initial discussions with Markus, and the original vision from 2014: To design and build a project according to Alexander’s design and building principles.

“With my team (Gabrielle Brown, Briana Meier, and Tomo Furukawazono) we had already made a number of design and planning exercises for the whole of the site for developing a masterplan in an dynamic step by step fashion. The critical question I asked myself, was what kind of element could make for a clear objective and focal point of our final design efforts for this project.

“I was looking for one spot, one project that could be the highlight of our efforts and would be true to the original vision that Markus and I discussed and felt strongly about in November of 2014.

“Then I suddenly had this insight, which told me, why not only have a building that is designed, developed and built according to Chris Alexander and CES principles, but it is also a building that carries the spirit of these principles in the form of honoring Chris Alexander and giving his name to this building: The Chris Alexander Building in Austria. I first was a little stunt by this idea, and thought it also a little crazy if not quite inappropriate, but slowly I got used to it, because it did actually feel just right by giving the whole enterprise a lot more power and strength. (see Figure 1)

“I quickly made a sketch of the building in its location on the site (on a used piece of paper with some notes on it). And it just had the right feeling, and promise for a very successful mother-ship building for the whole generation garden cooperative, mixed use and even including some refugee spaces (Figure)
“We are now in the middle of developing this building and make it part of a deep structure of the landscape and people’s feelings as a strong center in a larger field of centers.

Complimentary Scales – Structuring Wholes and Fields of Centers

Figure 2: View from the Garden Generation site to the historic center of Herzogenburg, Austria. View to the East.

The field of centers for the site was established during preliminary investigations, arranging the site by interconnected geometric units at a variety of scales. Per the theory of fields of centers, within each center is its own field of centers, creating a fractal-like arrangement with geometric units nested within others.
As a continuation of these exercises described in previous sections, those establishing the Field of Centers on the site and Structuring Wholes, i.e., our rules of engagement, the assumptions and structures we would base our decisions on, we discussed where our primary building would be located on the site. There was debate between creating a larger mass at the street, increasing awareness of the activities present on the site and protecting more private functions deeper within the site, and creating the primary mass towards the center of the site, creating a cradle of public activity, though reducing the amount of land protected for private function. Ultimately, the decision was made to create the primary mass towards the front of the site. Ideally, this would generate greater traffic and economic activity on the site by linking the public functions firmly with the community just down the road. Hopefully, this would help incentivize production and commerce on the site and aid in promoting this neighborhood as a connected node with the town itself.

The primary mass was then moved back slightly to make room for a small street and parking between the building and the road. This would both encourage circulation within the site and provide a place for commuters and shoppers from nearby towns to park. It has the added benefit of creating a small buffer between the intended pedestrian experience on the site and the heavier-trafficked road, engendering a sense of protection and lowering pedestrian anxiety.

This location for the primary structure also helps create a main square behind it, a plaza or green space that would be quiet yet alive with pedestrian activity, a center for the public life of the site that connects to the “amphitheater” zone and the hill that overlooks the site. This site axis was very important to maintain, both for the wholeness of the site itself, but also to maintain a strong connection with the town to the east. By maintaining this space free of building development, a vantage is preserved that allows a view from the hill to the bell tower of the monastery, a primary cultural symbol for the community.
Once the location was chosen, the development of the building itself might begin. In addition to the principles of fields of centers, precedents were established that might guide the design based on previous Alexandrian buildings. The two most notable were the buildings of the Eishin Campus in Japan and the San Jose Homeless Center in California. These two precedents were relevant as they reflected the scale our building would need to adhere to as well as providing a meaningful path of refinement for the structure. For this research, we established a set of themes that were common to the precedents and might be relevant to our project.

Both buildings had strong senses of symmetry, bilateral in section and with repeating elements along the faces. However, these symmetries are localized and adapt to contextual and programmatic needs, creating a visual whole that grows more interesting and complex with continued study. Both buildings were in a craft style and reflected vernacular design and construction techniques particular to their region. They utilized locally available materials and labor, limiting available stylistic developments to those consistent with the region and attainable locally. This allows the buildings to be contextually integrated and add wholeness to the local context. As a result, both utilized local masonry, wood, and tile, for structure as well as ornament.

The buildings both display strong horizontal delineation to both reduce the perceptual height of the structure as well as to reinforce the human scale as ground level. These delineations are marked not only by changing façade treatments on the different levels, but
by strong horizontal bands separating the floors and an intermediate zone between the second floor façade and the roof line.

On the ground level, a pedestrian scale is maintained and reinforced by repeating arcade-like bays that reflect not only the structural bays within, but help humanize the experience of their length, breaking it into sections that are relatable at the pedestrian scale. The roofs of the buildings are both prominent, gabled or hipped structures, making the roof level a mass of its own. This is not only a functional consideration to reduce lifetime maintenance and protect the building interior from water, but also creates a space and center of its own in section. The roof structure is revealed in the interior, exposed beams and trusses which not only create an interesting visual field, but also open the space upwards.

After carefully reviewing these design features, we considered and discussed adaptations that would integrate the building into this site and context while respecting the established precedents and their important themes. To this end, we proposed a façade structure of masonry reflective of the historic buildings in the town center, articulated, arcuated passthroughs, which would serve both to break up the length of the façade and encourage movement through the building. We further proposed using local labor and materials for the masonry and ceramic ornamentation. On the interior, we suggested the utilization of hammer-beam trusses for their structure, beauty, and reflection of vernacular styles in public spaces. In addition to the general mass, we suggested the creation of a strong, prominent, and welcoming corner where the building would turn and where the access road first encounters the structure.
Massing

The massing of the structure reflects previous field of centers exercises as well as guidelines established and published in Alexander’s A New Theory of Urban Design for building layout and design. These guidelines generated a relatively simple overall form with interesting and meaningful divergences both to break up the larger mass as well as to reflect the inflections of the site, it’s hills and gradients, views and context. A two-story structure was developed to keep the massing humane and in accordance with the pastoral nature of the surroundings. The building would be approximately <x> in length along the side facing the main road with an F-form, creating a strong corner facing the site entry as well as creating a large, enclosed public space that in turn creates two distinct courtyard spaces, one within the arms of the building and one that opens to the amphitheater and the hill. This structure was then refined by establishing an appropriate structural bay size that would also define the horizontal pedestrian scale on the building façade.
The Function Game

To verify the bay-scale and to begin investigating internal layouts, we utilized a technique called the Function Game. This game is similar to the larger site development game played earlier in our process to establish site-wide goals and structures. This game, however, assigns uses within the building in the hope that patterns will emerge that can be formalized during the design process. To begin, a list of acceptable uses was created. This was not an explicit program per se as there would be numerous buildings on-site that could house uses not assigned here, but it did give suggested spatial and functional requirements for each so that the spaces injected into the mass would be reasonable in and of themselves. The game itself, as mentioned, is similar to the site development game. Each player in turn is allowed to suggest a single “vision” or use and assign that use to a space within the building. Each proposed vision is then discussed and either accepted or rejected. If accepted, it becomes part of the building proposal. A summary is below:

Allocation of spaces through function game.

In the result developed, there was a strong push to include retail functions along the road-side façade, both to encourage visitors to the site and to create a positive pedestrian experience along that façade. The most important location was the corner, where a large public café could anchor the development and create a lively environment immediately apparent upon entering the site. This idea was further reinforced by providing outdoor
seating both on the road-side and in the interior courtyard, allowing customers to find spaces that suit their moods, desires, and changing seasonal needs. This corner is further reinforced by including a market along the east side, encouraging users to enjoy the court and lending a more pleasant, engaging feel to the market.

While the uses on the ground floor were generally easily agreed to, the upper floors were more divisive. There was debate about whether the second floor should be primarily residential or commercial, to either diversify the uses within the building and create a build-in market for the retail spaces or to reinforce the commercial nature of the building. While unanimous agreement was never found, there was general agreement that the second floor was a desirable location for almost any activity, residential or commercial.

There was also some debate about the nature of the public room on the south side of the building. It was not as ideal for retail since it had no street exposure, but had tremendous advantages by nature of being framed by open space on both sides. Ultimately, a double-height single space that could be used as a community meeting space or chapel was decided upon. The space was simply too important to not be open and public, and its central location was ideal to create a heart-space for the site and community.

In the end, the building was primarily occupied by commercial uses including retail, office space, and workshops for local artisans and craftspeople. This seemed fitting for a building that both linked and divided the site, from its public face on the north side, to the more private and community-centric southern side. As such, it acts as a bridge between the established Herzogenburg community and the site’s community of residents and makers. The dual aspects of the programmatic units, the large passthroughs and the public spaces on the south side reinforce this feeling and create a mesh point where both communities are integrated, and one can pass from one to another.
Design Refinement

Further sketches were produced to refine the original design concept and articulate the building’s character in context. These explorations are below:

Figure 4: More sketches for the Christopher Alexander Building within the Generation Garden Context of green and existing buildings. Left: The Building from the Northern Street Side.
Right: The building from the Southside with open Courtyard
Next Steps

Introduction

In order for this project to move forward in a productive and successful, much more, research, work, and cooperation is necessary. The steps suggested below are meant only to outline potential lines of advancement. It is not meant to be complete or exclusionary, but merely a starting point. The most important note to make here, however, is that this project cannot be successful without cooperation among many stakeholders: PUARL, the community of Herzogenburg, and the owners and operators of the site. All must march forward together to maximize the chances of this project being a successful addition to the community and a successful development in its own right.

Community Feedback, Charettes, and Workshops

The first step forward must be to solicit feedback and commentary on this initial research by the community and other stakeholders. We must identify aspects of this work that are positive and those that are not to further refine the ideas here present. Initially, this feedback can be solicited for this document alone. Where was is successful? Where are the problems or difficulties? But this initial feedback must be amplified and complemented by direct communication with the community and stakeholders. As such, we propose workshop and on-site discussions in Herzogenburg, where we can discuss issues of the site and community directly. This work must be multi-faceted.

First, we must have a community discussion about this research. This can be followed by a workshop or charette in Herzogenburg to generate new ideas with the community and prospective users. After this charette or workshop, we propose a series of on-site exercises. First, we should walk the site together, discussing its contours, history, possibilities, and limitations. After this discussion, perhaps a further charette or development game should take place, so that “visions” can be assessed in situ. Once there is some definition to the site proposals, on-site surveying and staking can take place. Practitioners and users can stake out building outlines, roads, and public spaces, so that the scale of specific proposals can be assessed and discussed.
These steps can be taken linearly or iteratively/iteratively/recursively. We would propose the latter. Though it takes longer, with each iteration, strong ideas tend to be repeated and reinforced while weaker ones fall away. This method tends to yield results that have greater community buy-in and greater specificity. A workshop/charette to explore ideas, on-site work to evaluate them, more charettes to refine ideas and incorporate on-site evaluation, more on-site work to test those ideas, etc.

**Programmatic Development/Specificity**

Another step that must be taken is towards greater programmatic specificity. Until there is a clear and agreed upon program of uses, all site development is speculative. This refinement can take place within the recursive structure outlined above, each succeeding iteration generating greater specificity and clearer understanding of what is needed and what can be accommodated. An important note on this refinement: we believe that further refinement of the program must include, not just the site developers, but the community of users. What would bring them to the site? What do they think would be a positive addition to their community?

**Funding/Logistics**

To support further development of this proposal, further funding is necessary. Further, this funding must support community involvement through the charettes and workshops. Once a strong, community-driven proposal is agreed upon, only then can contracts be generated for the final design work. Community feedback and interaction must not be merely a sign-post, but a carefully and thoughtfully integrated component of the development of the final proposal. Once final proposals are made, funding will have to be extended to study the incorporation of local artisans and producers so that not only will the final project’s design be community-generated, but their hands will be put to use in the production of the development. Beyond funding, time must be allocated to bring the various stakeholders together in person for these discussions.
Proposed Workshop
Draft 4: February 7, 2016

Public Lecture: The Principles of A Pattern Language & Overall Pattern Language Approach
Evening on Friday, May 13 in Krems, Austria
Lecture to be delivered in German
Public lecture for a fee
Workshop participants encouraged to attend, lecture fee to be included with workshop registration fee

Lebendige Architektur and The Christopher Alexander Building in Herzogenburg
Garden of Generations, Herzogenburg, Austria
Workshop to be delivered in German and English
May 14-16, 2016

Location: Herzogenburg, Garden of Generations, Community House
Workshop leader: Prof. Dr. Hajo Neis, director of HNA and the University of Portland Urban Architecture Research Lab, and long-time collaborator with Christopher Alexander
Assistants: Gabrielle Brown, Tomo Furuwazono, Briana Meier

Schedule:
Start: Saturday, May 14 10.00
End: Monday, May 16 13.00

Saturday
10.00 - 11.30 Welcome and introduction of overall Pattern Language approach and its particular elements relevant to the workshop (including Project Language and Field of Centers approach), site walk
11.30 - 12.30 Presentation of the Christopher Alexander Building concept
12.30 - 1.30 Lunch
1.30 - 3.30 Building in the Landscape - practice on-site design by staking out and refining the proposed building in its actual location.
3.30 - 5.00 Presentation of site development work completed by PUARL (master planning concepts, site development games, function games, work on designing with/for refugees), introduction to the Site Development Game Approach, group practice with a game
5:00 - 5:30 Q&A with Dr. Neis

Sunday
10.00 - 12.00 Building design development, group practice with building function game
12.00 - 1.00 Lunch
2.00 - 4.00 Design refinement for the Christopher Alexander Building, introduction to Pattern Language approach to design details, including detailed Field of Centers, color, materials, structure and other construction details, mock-ups
10:00 - 12.00 Continued design refinement for the Christopher Alexander Building and practice with Pattern Language approach to design details
12.00 - 1.00 Review and synthesis of weekend events, discussion of next steps

Overview
Participants in this weekend immersion workshop will explore the Overall Pattern Language Approach to architecture and urban development through hands-on exercises for the creation of the Christopher Alexander Building at the Garden of Generations. Professor Dr. Hajo Neis and assistants will lead formal presentations and a variety of on-site activities through which participants will test out the design approach in a specific development project.

Participants will be provided with:
- an introduction to the Overall Pattern Language design approach, and Pattern Language as principle and method
- hands-on experience applying the method to a real life project, and
- an opportunity to shape a cornerstone of the development of the Garden of Generations.

Instruction will include an explanation of the specific pattern language and a field of centers developed in 2015 for the overall Garden of Generations site.

Content
Participants will be introduced to:
1. **A Pattern Language** - a design approach to enable groups of people to create beautiful, functional, meaningful places of wholeness. Participants will test this approach by improving a project language for the proposed Christopher Alexander Building.

2. **Field of Centers** - a method that allows each act of construction to be undertaken in a way that creates a continuous structure of wholes around itself. Participants will test this approach by conducting a field of centers analysis for the proposed Christopher Alexander Building site.

3. **Building function games** - practice the design ‘rules’ of Alexander and Neis’s theories of urban design in a sequence of building function design “games”.

4. **Building in the landscape** - practice on-site design by staking out and refining the proposed building in its actual location.

5. **Design refinement for the Christopher Alexander Building** - experiment with and test out color, materials, structure and other construction details.

6. **Refugee engagement** - explore model projects and building typologies for inclusion of refugee families in development of the GdG. (Testing of the double-tile idea)

7. **Next steps** - workshop leaders will provide a summary of workshop activities for all participants and a set of proposed next steps for the GdG.

HNA (Hajo Neis Atelier) in cooperation with PUARL (Portland Urban Architecture Laboratory)
ADD Logo of PUARL AND HNA (for HNA just make a box with HNA in it)
vorgeschlagen Werkstatt

Öffentlicher Vortrag: Die Prinzipien eines Musters Sprache Und Insgesamt Pattern Language Ansatz
Abend am Freitag, 13. Mai in Krems, Österreich
Vortrag werden in Deutsch geliefert
Öffentlicher Vortrag gegen eine Gebühr
Die Teilnehmer des Workshops teilnehmen ermutigt, Vortragsgebühr mit Werkstatt
Anmeldegebühr enthalten sein

Lebendige Architektur und The Christopher Alexander, in Herzogenburg
Garten der Generationen, Herzogenburg, Österreich
Workshop werden in deutscher und englischer Sprache ausgeliefert
May 14-16, 2016

Ort: Herzogenburg, Garten der Generationen, Gemeindehaus
Werkstattleiter: Prof. Dr. Hajo Neis, Geschäftsführer der HNA und der University of Portland Stadtarchitektur Research Lab, und langjähriger Mitarbeiter von Christopher Alexander
Assistenten: Gabrielle Brown, Tomo Furukawazono, Briana Meier

Zeitplan:
Start: Samstag, 14. Mai 10.00
Ende: Montag, 16. Mai 13.00

Samstag
10,00-11,30 Begrüßung und Einführung von insgesamt Pattern Language Ansatz und seine einzelnen Elemente relevant für die Werkstatt (einschließlich Projekt sprache und Field of Centers Ansatz), Website Spaziergang
11,30-12,30 Präsentation des Christopher Alexander Gebäudekonzept
12,30 bis 1,30 Lunch
1,30-3,30 Gebäude in der Landschaft - Praxis vor Ort Design durch Absteckung und die geplante Gebäude in seiner tatsächlichen Lage zu verfeinern.
3,30-5,00 Präsentation der Arbeiten abgeschlossen Entwicklungsstandort von PUARL (Master Planungskonzepte, Standortentwicklung Spiele, Funktion Spiele, die Arbeit an für Flüchtlinge mit / Gestaltung), Einführung in die Website-Entwicklung Spiel Approach, Gemeinschaftspraxis mit einem Spiel
Von 5.00 bis 05.30 Uhr Q & A mit Dr. Neis

Sonntag
10,00-12,00 Bauplanung Entwicklung, Gemeinschaftspraxis mit Gebäudedefektion Spiel
12,00 bis 1,00 Lunch
Montag
10.00 - 12.00 Uhr Fortsetzung Design Veredelung zur Christopher Alexander Gebäude und Praxis mit Pattern Language Ansatz Details zu entwerfen
12.00 bis 1,00 Bewertung und Synthese von Wochenend-Veranstaltungen, die Diskussion über die nächsten Schritte

Überblick
Die Teilnehmer an diesem Wochenende Tauch Workshop wird das Gesamtmuster Sprache Zugang zu Architektur und Stadtentwicklung durch praktische Übungen für die Schaffung des Christopher Alexander, am Garten der Generationen erkunden. Professor Dr. Hajo Neis und Assistenten werden formale Präsentationen und eine Vielzahl von Aktivitäten vor Ort führen, durch die Teilnehmer in einem bestimmten Entwicklungsprojekt der Designansatz testen wird.

Die Teilnehmer werden mit zur Verfügung gestellt werden:
eine Einführung in die Gesamtgestaltung Ansatz Muster Sprache und Muster Sprache als Prinzip und Verfahren
praktische Erfahrung, die Methode zu einer realen Projekt aufbringt und
eine Gelegenheit, einen Grundstein für die Entwicklung der Garten der Generationen zu gestalten.

Anweisung wird für die gesamte Garten der Generationen Website im Jahr 2015 eine Erklärung der spezifischen Muster Sprache und ein Feld von Zentren entwickelt wurden.

Inhalt
Die Teilnehmer werden eingebracht werden:

2. Field of Centers - eine Methode, die jeder Akt der Konstruktion ermöglicht in einer Art und Weise durchgeführt werden, die einen kontinuierlichen Aufbau von Ganzheiten um sich selbst erzeugt. Die Teilnehmer werden diesen Ansatz prüfen, indem ein Feld von Zentren Analyse für die vorgeschlagene Christopher Alexander Baustelle durch.


5. Entwurf Veredelung zur Christopher Alexander Building - Experiment mit und testen, Farbe, Material, Struktur und andere Konstruktionsdetails.

6. Flüchtlings Engagement - Modellprojekte und Gebäudetypologien für die Aufnahme von Flüchtlingsfamilien in der Entwicklung des GdG erkunden. (Prüfung der Doppel Fliese Idee)
7. Nächste Schritte - Workshop-Leiter wird eine Zusammenfassung der Workshop-Aktivitäten für alle Teilnehmer zur Verfügung stellen und eine Reihe von vorgeschlagenen nächsten Schritte für die GdG.

HNA (Hajo Neis Atelier) in Zusammenarbeit mit PUARL (Portland Stadtarchitektur Laboratory)

Logo von PUARL UND HNA (für HNA nur eine Box mit HNA in es machen)
Bibliography


PatternLanguage.com <http://www.patternlanguage.com/>
Building Living Neighborhood <http://www.livingneighborhoods.org/ht-0/bln-exp.htm>
PUARL <http://puarl.uoregon.edu/>
PURPLSOC <http://www.purplsoc.org/>
Garten der Generationen
GROSSE PATTERNS ZUR PROJEKTSPRACHE

I. Hauptmuster: “The Quality of Co-“

- Co-Housing
- Co-Working
- Co-Operation
- Co-Sleeping
- Co-Creating
- Co-Caring
- Co-Relaxing
- Co-Studying
- Co-Celebration
- Co-mmoning
- Co-munication
II. Hauptmuster: “Sharing and Solidarity”

Clan (Stammessysteme), Co-Housing, Cooperative, Eco Village, Gemeinschaft, Alternative zum Markt, Subsistenz, Schenkwirtschaft,

moderne Subsistenz u.a. im Bereich Ernährung, Telecom, Mobilität, Vermögensnutzung und -erhaltung (Vermögenspool)

-“Souveräne” Zelle
geschlossener Kreislauf: Wie eine Zelle im Organismus gemeinsam mit anderen Zellen zusammenarbeitet

-Resilienz der autarken Zellen
Unabhängigkeit von Krisen und Schocks und damit um gehen zu können

-Offene und geschlossene Systeme (Grenzen und der Umgang mit ihnen zwischen unangemessener oder naiver Offenheit und autoritärer Rigidität einerseits und respektvoller, gewaltfreier Verteidigung oder freimütiger Anpassung ist sensible Gratwanderung - Bewusstsein über Dynamik ist vorhanden)

-Generationenübergreifende Strukturen
Entlastung der mittleren Generationen, Old People everywhere
III. Hauptmuster: **Re-Connecting,**

Re-ligion, Spirituality, as any individual person understands it for her/himself

Heilige Plätze (sacred places)
Räume der Stille, Spiritualität leben, auch gemeinsam (Raum kann auch groß sein, Natur, ....)
Verbindung mit Natur- mit anderen Leben-Wesen, Menschen, Tiere, Pflanzen, Mikroben, Steine, Erde, Humus

Himmel und Erde, Bäume als Symbole und
Wesen, die Himmel und Erde miteinander verbinden, daher große Achtsamkeit gegenüber Bäume, mit der Zeit Entwicklung einer Waldlandschaft

Achtsame Kreisläufe der Stoffe, Wasser, Energie bis zu Kreislauf des persönlichen Lebens und seiner Familie, ......

-Ein ganzes Dorf für ein Kind

40 – Old People Everywhere

-Erholung und Freizeit (eine Luxus-Qualität schaffen, die ansonsten nur schwierig zu erreichen wäre) sozial Verbindendes schaffen

Eine funktionierende Gruppe ist der Keim der Physischen Welt

All co housing projekts I know have a community center
III. Architektonische Hauptmuster

We start with patterns that begin to define a town or a community which exists as physically identifiable places.

DÖRFLICH-URBANE QUALITÄT (Leitidee)
- Geschlossene Bebauung
- max. 3 Geschosse
- kein reines Wohnungsgebiet-
- Zen view identity and orientation

CREATING POTENTIALS FOR CONNECTION TO AN UNKNOWN FUTURE
- Der „Garten der Generationen wird ein Teil von Herzogenburg.
- Schaffen von Potentialen die eine Verbindung mit der Stadt in einer ungewissen Zukunft ermöglichen.
- Verbindung – Connection Es benötigt reale physische Verbindungen zwischen dem Garten der Geração und den angrenzenden Siedlungen, bzw. der Stadt und seinem Zentrum
- Beim „Verbinden“ in erster Linie an den Fußgeher denken.

(Bespiel aus Indien – Howard Davis)
CREATING A NET OF CENTERS AND SUBCENTERS ALL OVER HERZOGENBURG

- Jede Stadt benötigt mehrere Zentren und Subzentren (Altstadt. Rathaus, Kirche, Bahnhof, Schule, Sportplatz.....)
- Der Garten der Generationen soll Zentren haben, die Teil dieses Netzes sind
- Beschränkter Durchzug von Verkehr

-IDENTIFIZIERBARE NACHBARSCHAFT (MUSTERSPRACHE, NR. 14)

BOUNDARY (AND SITE REPAIR)

- Durch eine klare Grenze zwischen Straße und Grundstück verbessert sich die Qualität des Grundstücks (Schallschutz).
- Diese „starke“ Grenze muss auch aus dem Raum an der Straße einen „positiven Raum“ formen. Vor allen hinsichtlich der „schnellen Entwicklungen“:
  Die Straße selbst muss zu einem Zentrum mit hohem Entwicklungspotential werden.
- Die Grenze muss für sich ein Zentrum bilden

VON ZENTREN STARTEN ENTWICKLUNGEN

- Räumliche Entwicklungen die von einem „Center“ ausgehen sind leichter zu bewältigen. (Sie schaffen sofort neue erkennbare Potentiale)
- Verbinden der Zentren mit einer Center street (Fußgänger)

-GEMEINSAME FREIRAUM-ERLEBNISRÄUME (Begegnungsräume)

- Geschützt, überall zugänglich und einladend (Gemüsegarten, Mini-Parks, Kinderspielplätze, klar definiert aber nicht abgeschlossen
- Verbindung zu öffentlichen Räumen ähnlich wie bei halbverstecktem Garten (Pattern 111) -
- Überdachte und geschützte Pausenräume
- (Sonnensegel, Laube, überdachte Terrasse, Glashaus (in Verbindung mit positiven Raum (Fritz Matzinger)
- Mit Glas oder durchsichtiger Folie witterungsbeständig und mit
Lüftungsautomatik versehene überdachte oder teilüberdachte Innenhöfe, Gassen
• kleine Plätze für viel witterungsgeschützten Begegnungs- und Kommunikationsraum im Freien oder halbfreien, jedenfalls mit viel Vegetation dazwischen.

-GRADE DER INTIMITÄT
• öffentlichen ---- gemeinschaftlich--- privat (mit klar erfühlbaren Grenzen)
• -Wohnen von innen nach außen gehen (Wohnung absolut privat) mit einem absolut Privatraum im Freien bei anderen vielleicht eine Dachterrasse

-WOHNEN
• Wie will „ich“ im Garten der Generationen leben
• 37-39 Hausgruppe-Reihenräum-Wohnhügel
• Flex Wohnen, Flex Räume
• Wohnheim
• - gemeinschaftliche Einrichtungen als Teil des Wohnens
• -Förderung von Begegnungen, Übergangsbereiche, halböffentlich (Entrance Transition)
• Ganz privater Rückzugsraum im Freien, der nur vom Privatraum aus zugänglich ist wie zum Beispiel Dachterrassen, Innenhöfe, abgeschlossene Hausgärten.
• Temporäres Wohnen (für Menschen, die hier das Leben testen wollen, um vielleicht permanent hier zu wohnen)
• Tagesaufenthalt für junge und alte Menschen, Feriencamps, Wochenende camps,

• 9x9m Gebäude mit 2-3 Geschossen (an schmale lange Häuser denken)
Aus Alexander, Mustersprache:


15 - Neighborhood Boundary

Patterns that connect communities by encouraging the growth of the following patterns:

19 – Web of Shopping

With the following patterns we start to define community and neighborhood policy
21 – Four Story Limit

24 – Sacred Site

25 – Access to Water

26 – Life Cycle

27 – Men and Women

Both, in the neighborhoods and the communities, and in between them, in the boundaries, encourage the formation of local centers.

30 – Activity Nodes

31 – Promenade

Around these centers, provide for the growth of housing in the form of clusters, based on face to face human groups

35 – Household Mix

40 – Old People Everywhere

Between the house clusters

41 - Work Community

43 – University as a Market Place

53 – Main Gateways

57 – Children in the City
59 – Quiet Backs
60 – Accessible Green
61 – Small Public Squares
62 – High Places
63 – Dancing in the Street
64 – Pools and Streams
65 – Birth Place
67 – Common Land
68 - 94
Überregionale und regionale Strukturen

HERZOGENBURG – KREMS – ST. PÖLTEN – WIEN
GARTEN DER GENERATIONEN IN HERZOGENBURG

Lage des Gartens der Generationen

Die dominanten “angenehmen” Sichtbeziehungen
Ist Zustand der urbanen Struktur (auf Parzellen reduziert)

Ist Zustand mit Potentialen und nicht genau vorhersehbaren Entwicklungen
Garten der Generationen

The fields of centers
Kurzbeschreibung

- Gemisames Begehen des Grundstückes

- Gemeinsames Festlegen der „fields of centers
  Regel: Jedes „Center“ wird anerkannt, solange es in der Gruppe keinen Widerspruch gibt.

- Fotos der Centers

- Erarbeiten der Dokumentation
Field of Center 1
Zentraler Festplatz (geschützt vom Wind)
Central Fairground (protected from the wind)
Field of Center 2
Eingang in das Feld
(Side entrance to the field)
Field of Center 3
Raum am Hang umrandet von Bäumen --
mit gewaltigem Ausblick auf Kirche
Space surrounded by trees -- with a mighty
view towards the church
Field of Center 4
Öffentlich und „Innen drinnen“
(Öffentlicher Inneraum)
Public and „within inside“
(public space within the site)
Field of Center 5
Geschützter Sitzplatz mit Blick übers Land zu den Bergen
Protected (shielded) place with a view towards the mountains

Field of Center 5a
Potentielles Blumengarten kreisrund etwas abgesenkt
Potential flowergarden, circular- slightly lowered
Field of Center 6
Freiraum am Ende des Glashauses, begrenzt durch Bäume mit „Lupen Blick“ Richtung Weingarten.
Free space at the end of the glass house, limited by trees, with magnifying views up to the vineyards, and down to the church.
Field of Center 7
Bereich für Kinderspielplatz (aktuelle Nutzung)
Plateau ist noch etwa 2 Meter über der Ebene
Space--actually used as a childrens playground.
At the edge of this field there is the workshop
Field of Center 8
Erweiterten Straßenraum mit Qualität
(wird bewirtschaftet)
Extended street space
Field of Center 9
Gemeindehaus
Zentrum des zentralen Platzes (aktuell)
Neighborhood center --
center of the central place
Field of Center 10
Aktuell- Tierhaltung --
ebene rechteckige sehr flexible Fläche
(Vision Volleyball lagern)
Flat, very flexible area (used for sheeps)
(with a vision of playing volleyball)
Field of Center 11
Gemüsegarten (aktuell)
rechteckig und fällt nach Osten
Vegetable garden sloping to the east
(rectangular space)
Field of Center 12
Geschützter Bereich durch Hang
(Geländestufe im Norden.)
Rückzugsraum, wird selten durchgangen.
Protected space, with a silent promenade
along its edge. Hardly anyone passes through this area. (visions of fruit
trees)
Field of Center 13
Charakter eines Ackers
(wird noch mit Traktor bewirtschaftet)
Stark von der Straße einsichtig. Zufahrt möglich
Character of an aker. Direct access from the street
Field of Center 14
Potential zur Weiterführung des Weges zu anderen Siedlungen (Zugang zum Gelände)
Baum, Hecke und Geländestufe bilden eine Grenze einen Abschluss
The small street could connect the site with other parts of the town
Field of Center 15
Wildwiese, lange wilde Wiese
Long wild meadow
Field of Center 16
Halbwilder Obstgarten (ruhig)
Rückzug in die Wildnis
Wild orchard . Retreat to the wilderness
Field of Center 17
Kleiner Festplatz
(Nutzung auch durch Außenstehende)
Small fairground (for everyone)

Field of Center 18
Unter einer Geländestufe-ebener, kleiner, stiller Zeltplatz
mit Aussicht auf die Berge
Nice quiet small place (for camping)
With a view towards the mountains
Field of Center 19
Aussichtspunkt auf dem Wall
(oberhalb vom Festplatz)
Lookout point - on top of the fairground
Field of Center 20
Kleiner „Höhenplatz“ bei der Einfahrt mit überraschender Fernsicht
Small viewpoint beside the entrance into the site with a surprising view
Field of Center 21
Sitzplatz (im Zusammenhang mit 1)
Seat=part of field #1

Field of Center 22
Humus Wc bei Geländekante
(recht zentral)
„Humus“ toilet - s
situated on one ground edge

Field of Center 23
Sitzplatz Teil von 4  Seat -
Part of field #4
Field of Center 24
Einfahrt
Entrance to the site
Generation Garden Cooperative Building with Refugees

Tomoki Furukawazono

SITE PLAN

The building for refugees is located at the corner of the site and is surrounded by big and tall trees so that refugees can feel secure.
The buildings are similar to traditional Austrian buildings. The color of the roof is dark red brown. Tiles are located between the ground floor and the second floor.

The main color of tiles is the same color as the roof.
Part B: Generation Garden Site Plan - Refugee Project
Andrea Calhoun and Moragn Petrovich

- Site boundary, separating the refugees from chaos
- Building
- Calmness and tranquility at the core

The Generation Garden is a refugee camp in Austria, which provides a live-work environment for Syrian Refugees. The camp separates the refugees from the chaos of war, while integrating them within the new context. Calmness and tranquility is created through serenity gardens and open space.
Part B: Generation Garden Building Plan

Andrea Calhoun and Moragn Petrovich

In the design of this project, the concept of “live-work” plays a dictating role. The building provides a direct connection between the sleeping quarters, work garden, and community space. In addition, a health clinic is provided in order to ensure a high quality of life. Finally, colors are used to represent specific activities (see above).
Part B: Draft Tile - From War to Refuge

Andrea Calhoun and Moragn Petrovich

The walls of the garden are tiled with the above pattern, reminding the refugees of where they came from and where they are going. Red represents the pain of war. Black represents the gate, which leads to freedom. Green represents a future of life and growth.
Part B: Final Tile - From War to Refuge
Andrea Calhoun and Moragn Petrovich

The walls of the garden are tiled with the above pattern, reminding the refugees of where they came from and where they are going. Red represents the pain of war. Black represents the gate, which leads to freedom. Green represents a future of life and growth. Finally, white represents the refugees entering from all directions.
Part B: Model
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The building design features two wings of sleeping quarters, each with an open connection to the garden (right).

The entry (above) leads to a large community space. Bright, yellow tiles create a welcoming, cheerful atmosphere for the distressed refugees.
Design of the Neighborhood

A major component of the design of the homes for refugees was considering the site approach. We wanted to welcome the refugees by using a circular walk that does not represent a “dead end” that singular streets may imply. The circular arrival onto the property is symbolism for the connectedness between humankind and nature, as well as of healing, seasons, and possibility.

The blue dots in the drawing are abstract representations of the refugees on the property and how they may travel from one area of the property to the other. Much of the advantage of using this site is that there are so many views, as well as opportunities to participate in the growth of the area, from the vineyard, to the vegetable garden, to the flower garden.
Housing and Amenities in Focus

On part of the circular entrance to the site, we focused on designing housing, healing, and community facilities for the refugees. The plan consists of smaller buildings which host more community-related and social facilities, as well as health and well-being (a clinic, education spaces, and welcome areas).

The larger, taller building behind the social buildings were designed to “wrap arms” around the refugees, providing integrated housing with refugees as well as Austrian citizens. The blue housing in the middle was designed with refugees in mind to keep them in the middle of the social aspect of the housing. The gardens are designed to be in the back part of the housing, and provide part of the view.
First Tile

The first tile that we designed took our inspiration from Syrian and Austrian tile structure and added in elements that are found in the Herzogenburg site.

The site contains views of the mountains, as well as the city. The grounds of the site contain a vegetable garden and a flower garden. The mountains and the city are placed across from each other on the tile, and the two types of gardens are represented opposite each other on the tile. Each of these elements balances the other, and when the tiles are placed next to each other, all four are found as part of the "circle," completing the impression of being at the site.
Second Tile

The structure and the design of the second tile was also taken from Syrian and Austrian tile form inspiration, but unlike the first tile, it does not have a pattern that changes meaning when they are placed next to one another. This is a “stand alone” tile, however the vines along the edges will look like they are connecting and growing if the tiles are placed next to each other.

The symbolism on this tile represents an abstraction of the roles of water in the environment. Water is a pathway as much as it allows the land to grow, divides areas as well as uniting them around a water source. Water gives life and cleanses, even if it is is destructive at times (erosion).
Located in a lush and productive landscape the site plan utilizes modular forms to reduce negative impacts on the land and create a variety of complex and aesthetically interesting spaces designed to engage the refugees in positive social contact between themselves and the landscape. This is one possible option among many.

The building plan is the accumulation of individual family homes organized within the productive gardens. Each home also shares a small community space with neighbors depending on the entry orientation. A central node becomes an important gathering space for cultural events.

The building model shows how the modular design can be arranged to create private spaces within a larger community space. Each family is capable of having their own garden among the larger cooperative. Green roofs play a major role in maintaining minimal impacts.

The tile design allows the refugees to have an impact on the design of their new home. Rather than selecting from a set of pre-designed tiles, residents select from a wide variety of colored tiles to create their own collage or mural to create a stronger sense of belonging.
To start my inner picture I have chosen to exude the feeling of spontaneity. Spontaneity is an excited intuition that occurs at multiple moments of the design process. I wanted to elicit the notion of this dynamic interpretation of architecture through a balance of randomization and rationality. The broad brush strokes show an overall skeletal structure of the piece, while the splashes and smaller strokes show the smaller systems or flesh of the project.

**step 1.**
- paint broad strokes of purple and dash in splashes of black pigment

**step 2.**
- added another system of hierarchy with yellow broad strokes and then more splashes of purple pigment as overlay

**step 3.**
- added extruded paper portions to define edges of existing conditions

**step 4.**
- added paper cutouts of people, animals, etc. to add sense of play into design

**step 5.**
- display

Currently, the building is standing stationary, static, immobile. It requires immense amounts of energy in the forms of concrete, fuel, money and power. This combination results in heavy work, grounded in place.

But that is key.

The building itself becomes a place and people flow past it, around it, within it. Time shapes it like water shapes stones as they trek to the ocean. It affects people. People affect it. Curving, bending altering possibilities.

It is important yet unimportant because it is a part of such a vast system that we call the city. This is constantly changing unlike the building because it is influenced and affects so much more. People can lose themselves in its vastness and jumble of information. Cities can envelop and surround you.

Yet that vast network can also free you providing tendrils to enjoy, always in reference to your grounding place.