Integrative Design Studio
Liam Vennerholm
EMMTH

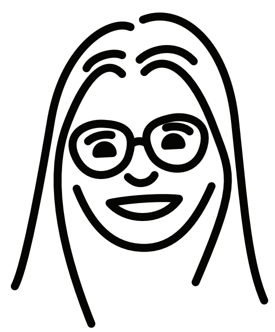
Schematic Design

In Schematic Design, made all the big design decisions. First, we decided on a conceptual direction and then we nailed down the overall shape of our building, avoiding getting involved with some of the smaller details. We wanted to save those for later, so we didn't have to change too much as inevitable larger changes happened.

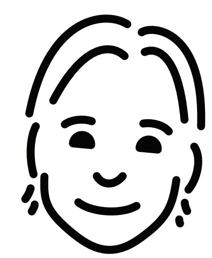
The conceptual aspect of the design was derived from the initial site visit to Edmond. While there, we were inspired by the shapes of the agrarian buildings across the train tracks from where our building was to be designed. We were mainly inspired by how those shapes could be read as large, flat, logo-like shapes. They were very simple and solid. We wanted our building to engage with that idea as well. We were also inspired by some of the buildings in Edmond's downtown area and all of the various "appendages" they use to draw people in: things like awnings, alcoves, and on-street dining structures. These additive elements felt very much like the appendages of a creature. We wanted our building to also engage with this idea.

This led us to design a building that has what we like to call a "figural profile and creaturely appendages." The main body of the building (the "figural profile") is a large, flat, logo-like shape. It is relatively simple and unadorned. The building then has smaller scale "creaturely appendages" added onto its sides and roof.

These are all more large-scale decisions that paved the way for our explorations in the following phases.



Madison Harper
Architecture



Jacob Jones
Architectural Engineering

Liam Vennerholm
Architecture

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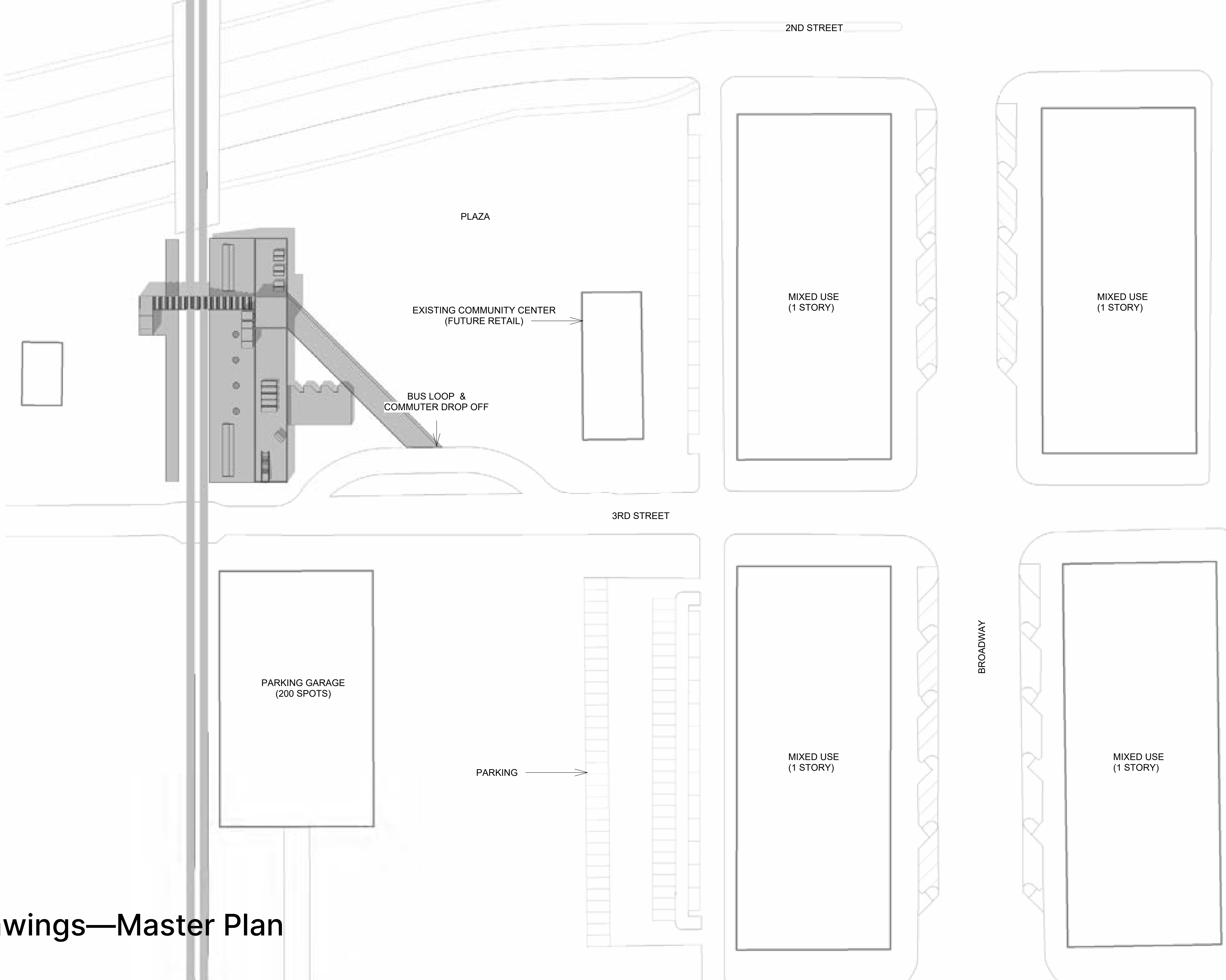
Concept—Unique Color, Figural Profiles, & Creaturely Appendages

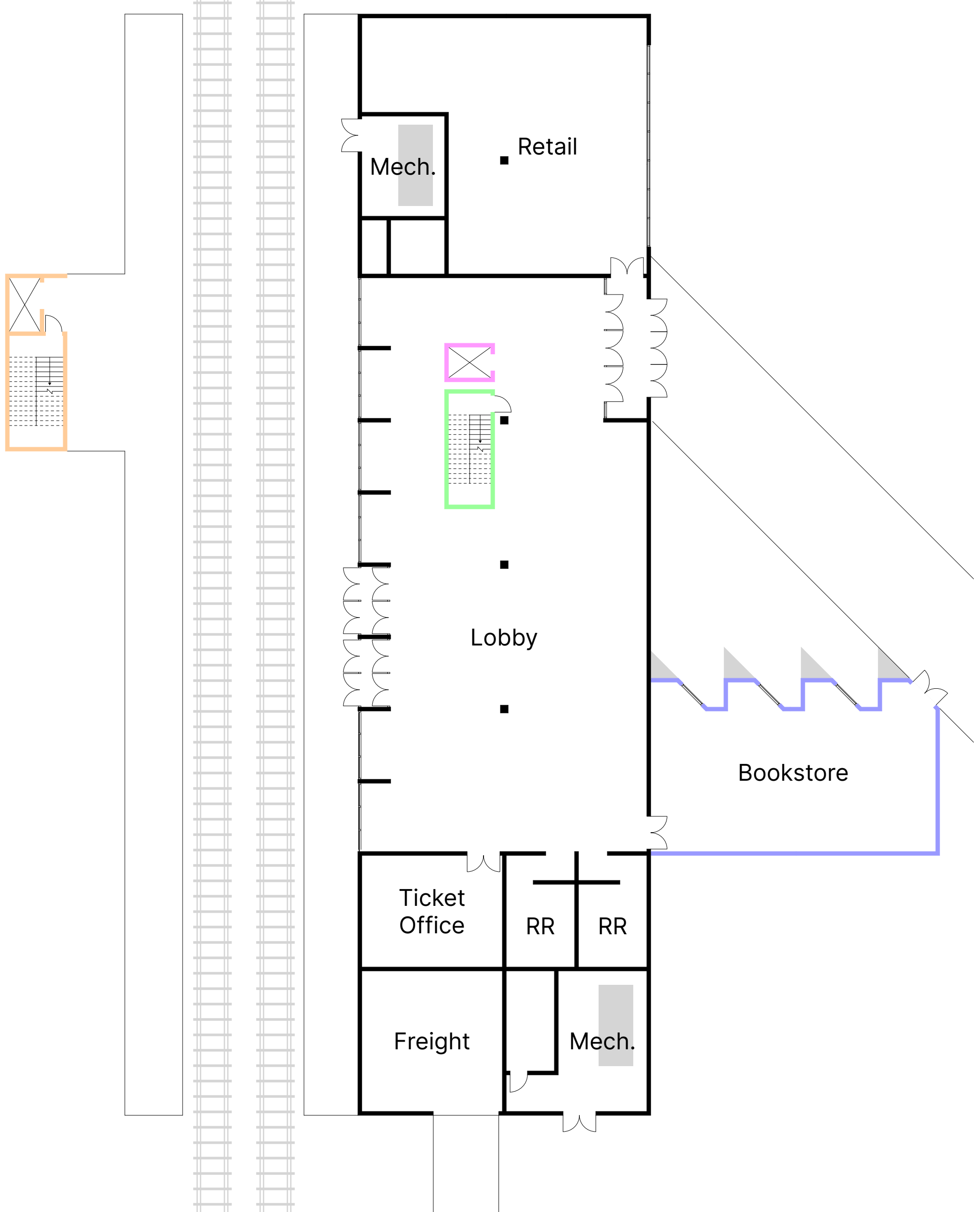
Concept—Figural Profiles


DOLESE

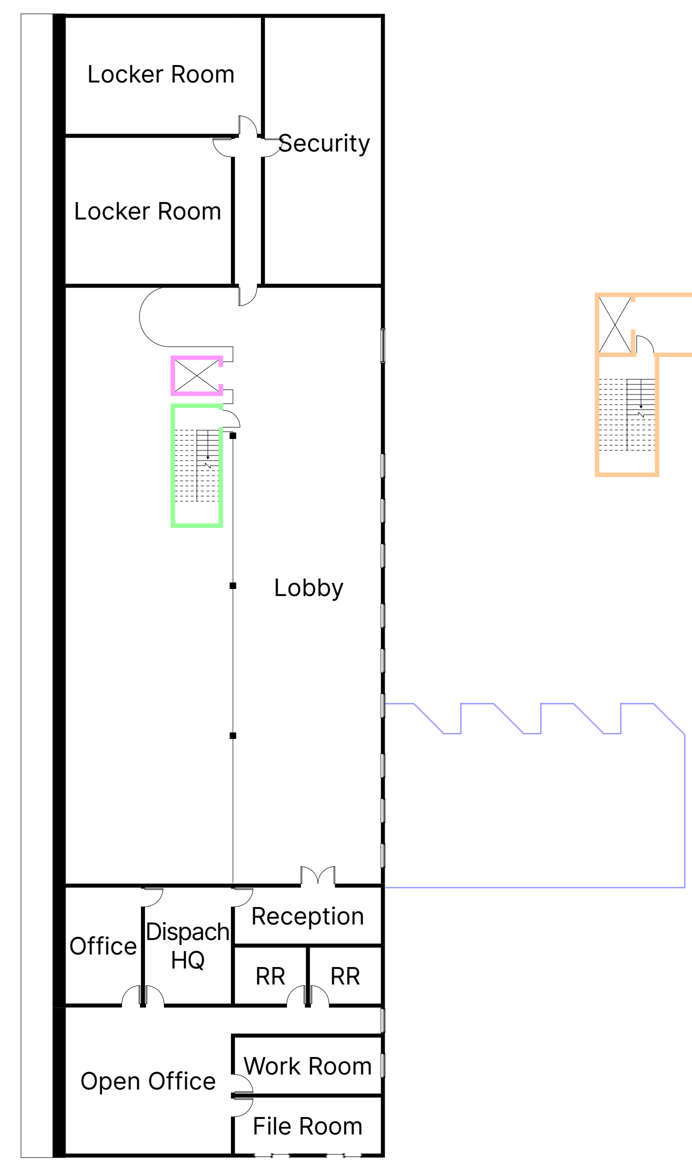

WALT DISNEY WORLD



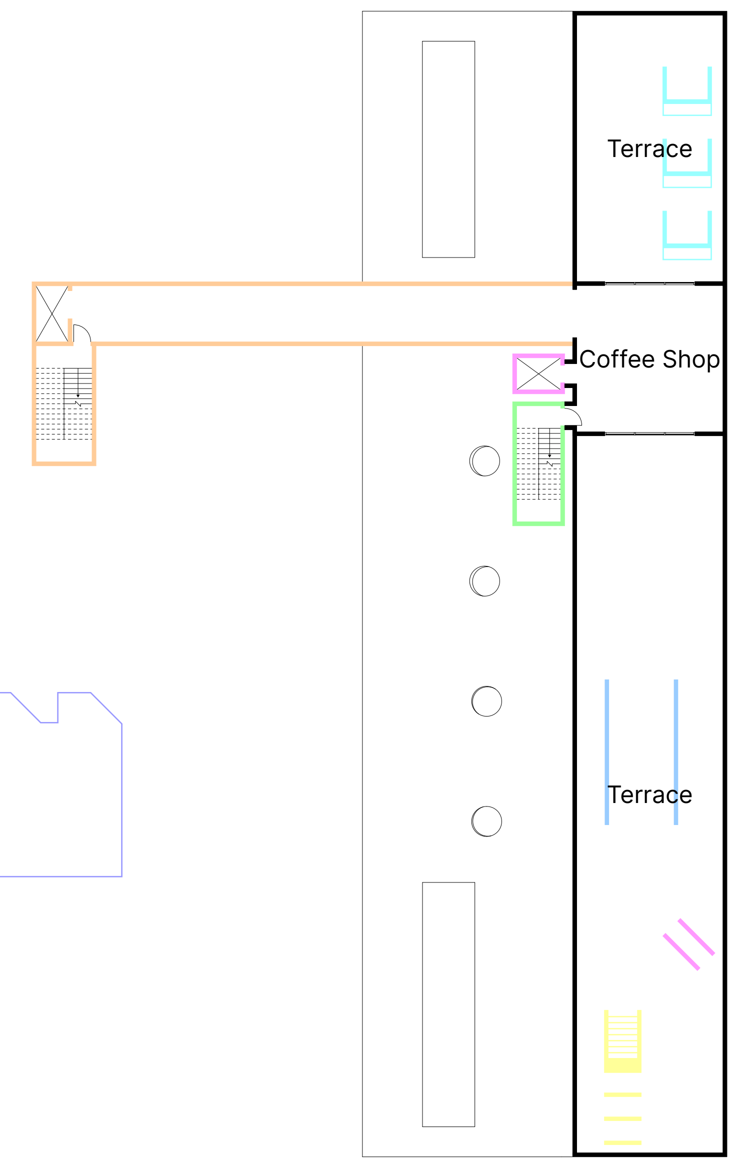
Drawings—Master Plan



Plan 1 N↑

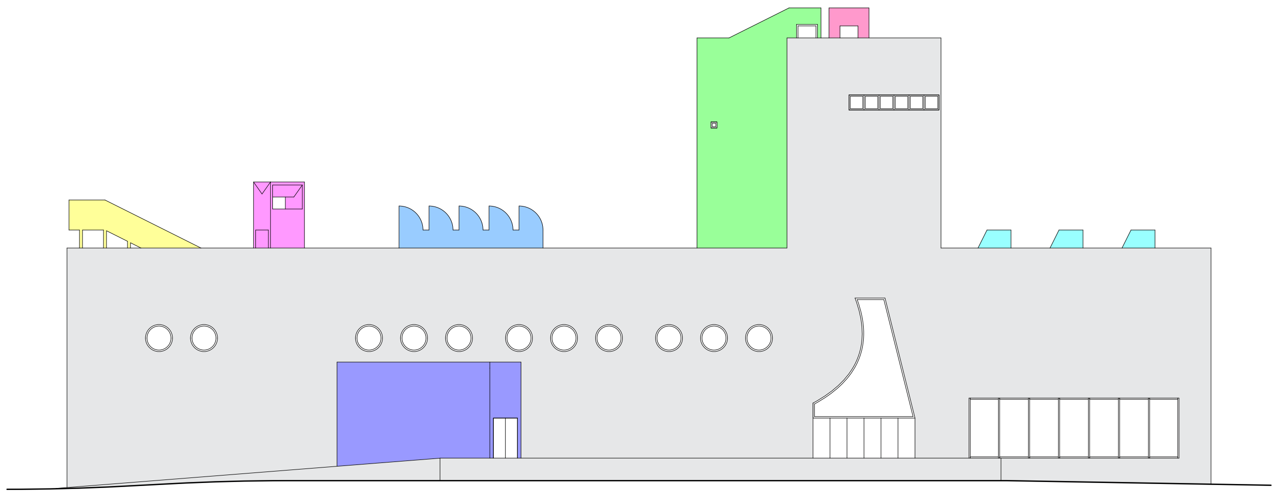


Plan 2 N↑

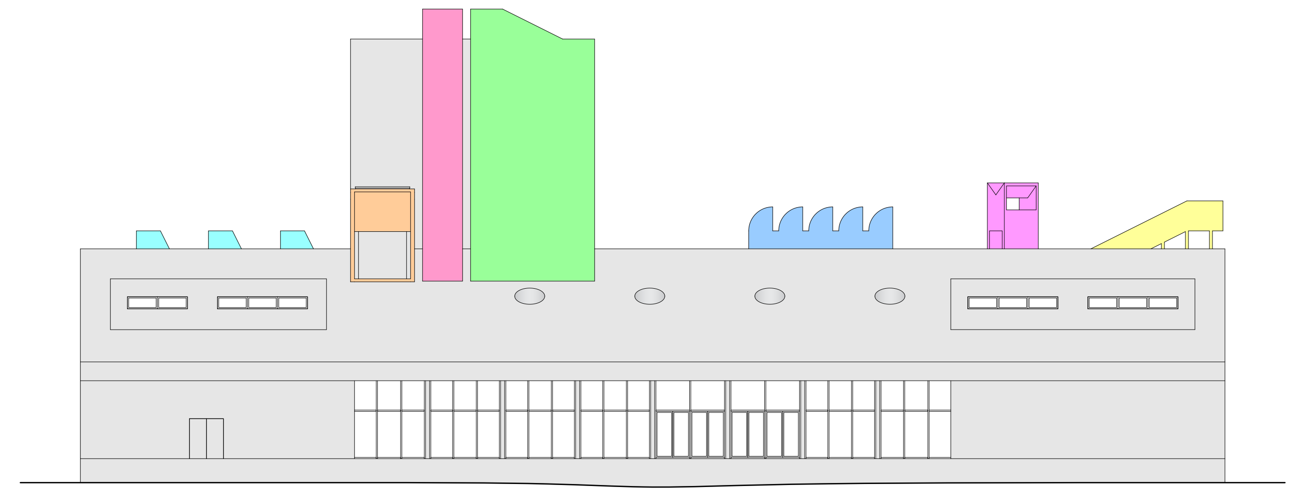


Plan 3 N↑

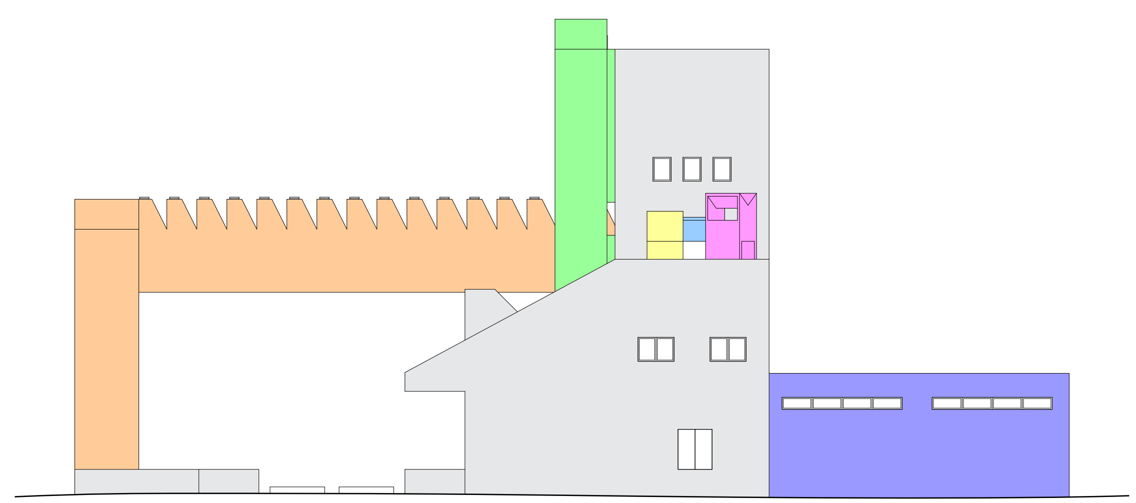
Drawings—Plans



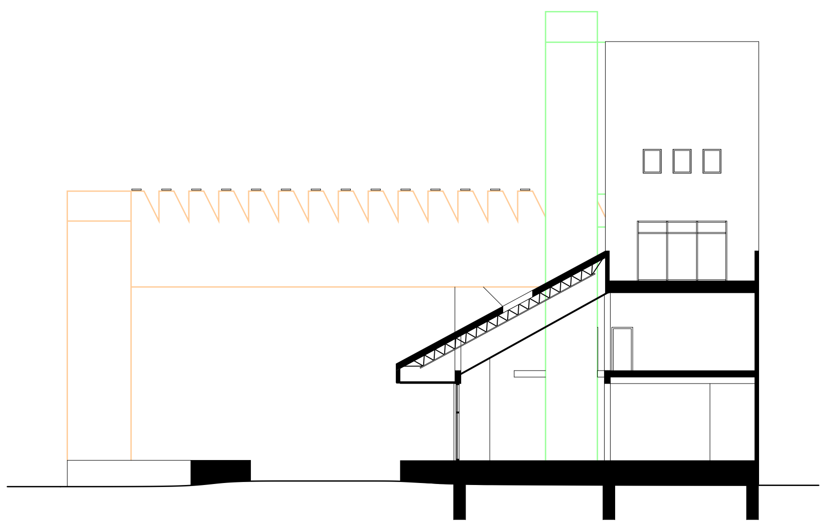
East Elevation



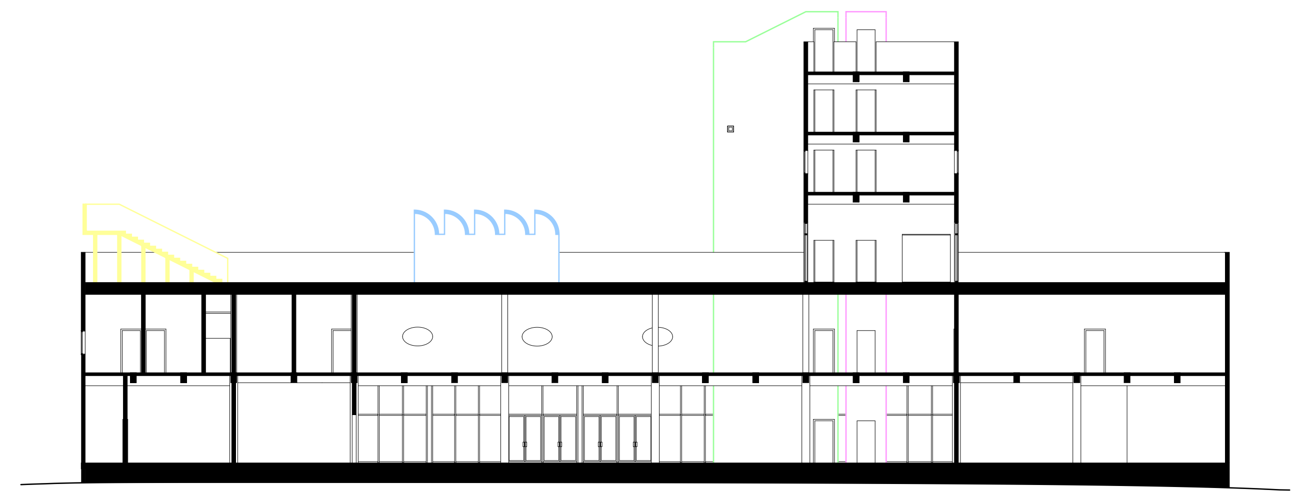
West Elevation



South Elevation



Short Section



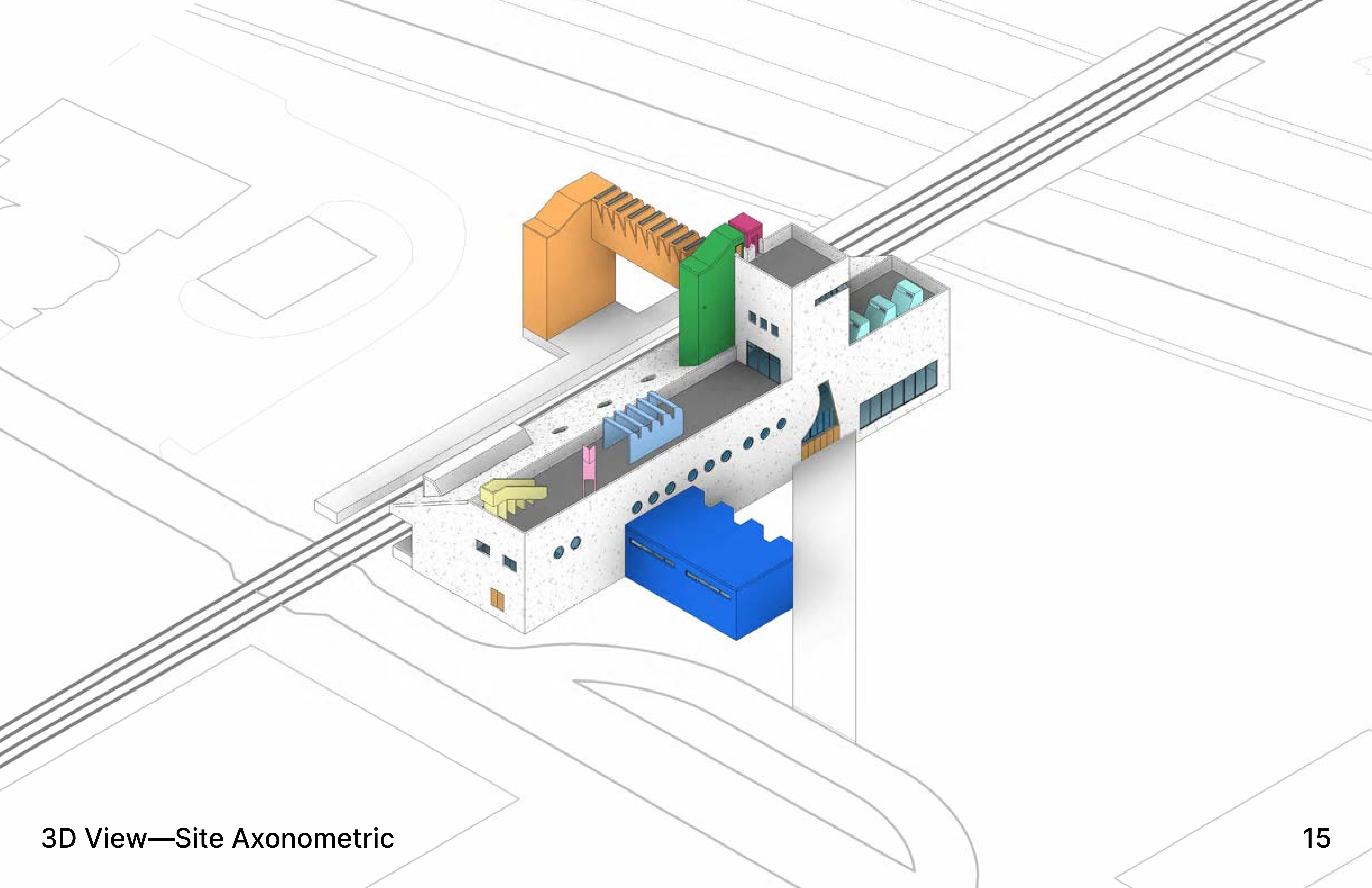
Long Section

3D View—Front Perspective

3D View—Back Perspective

3D View—Terrace Perspective

3D View—Lobby Perspective



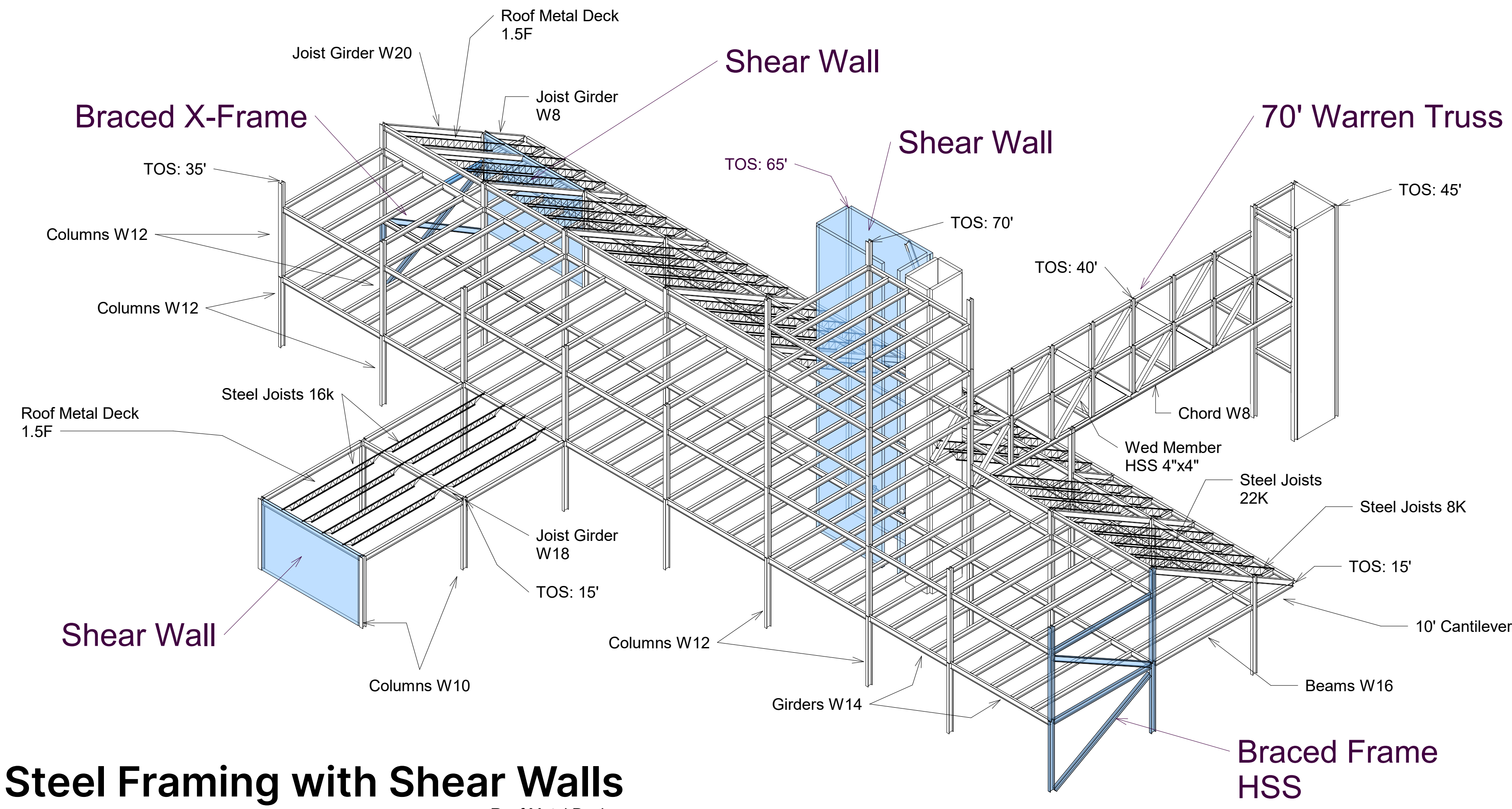
3D View—Site Axonometric

Narrative
The first structural system explored was a total steel framing option. The lateral force resisting systems included an X Brace frame, with shears walls. Steel Joists were the economical option for the steep gabled roof as it wouldn't experience a lot of load. Designed with a composite slab that would act as a rigid diaphragm to carry horizontal forces to the lateral systems.

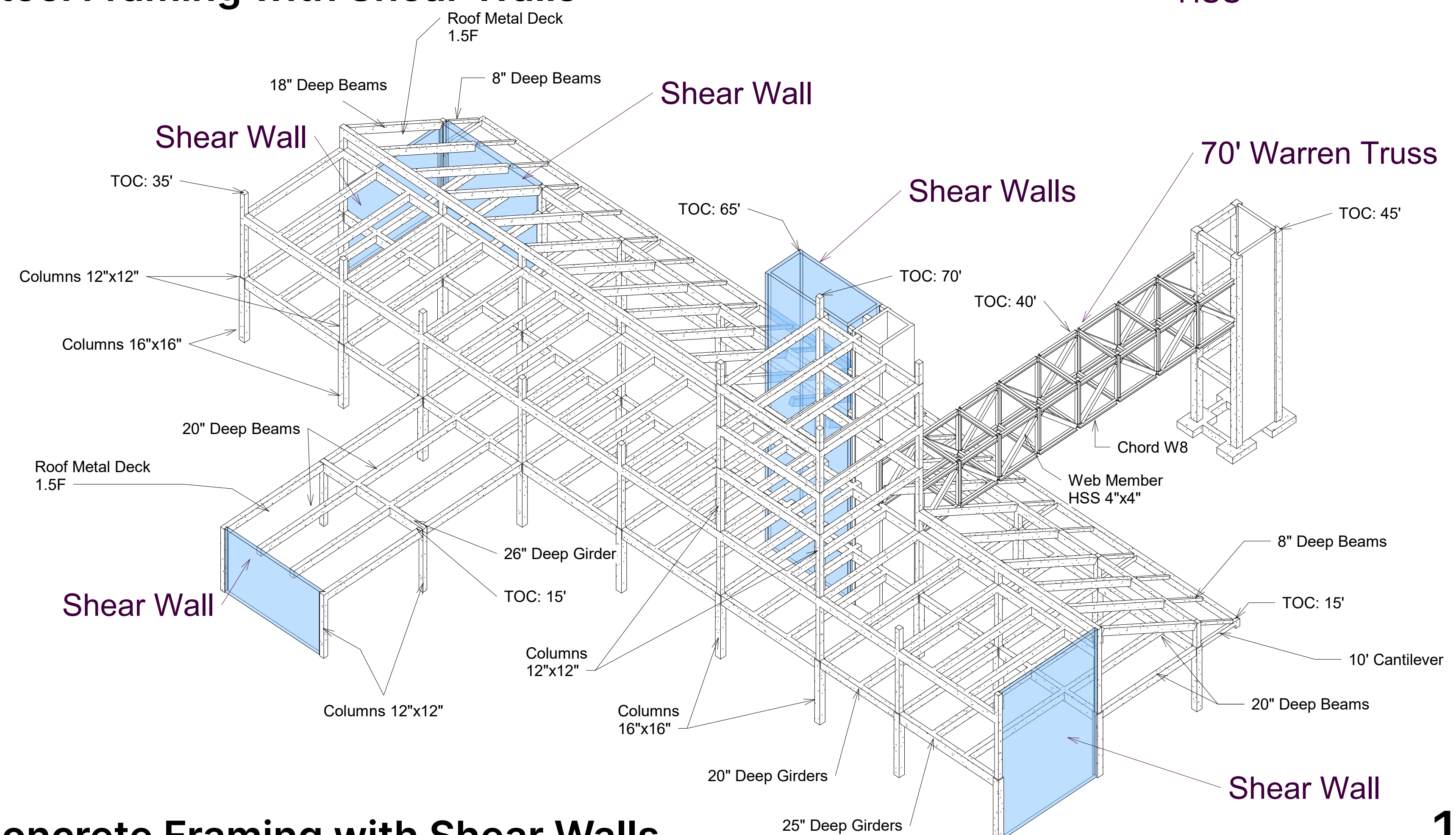
Pros	**Cons**
-Consistent Materials	-Steel Lateral Bracing can reduce openings in walls
-Easier Connections	-Needed Fire Proofing
-Lightweight	-Composite Slab construction
-Great for Cantilevers	

Narrative
The second structural system was a complete concrete option with shear walls. Concrete beams would require a low slump to cast but would allow for wider spacing for possible skylight options in the gabled roof. The use of concrete shear walls was used as the only Lateral Force Resisting System

Pros	**Cons**
-Consistent Materials	-More Labor Required
-Cast on Site	-Expensive
-Monolithic	-No Openings at Shear Walls
-Fire Resistant	



Steel Framing with Shear Walls



Structural—Options

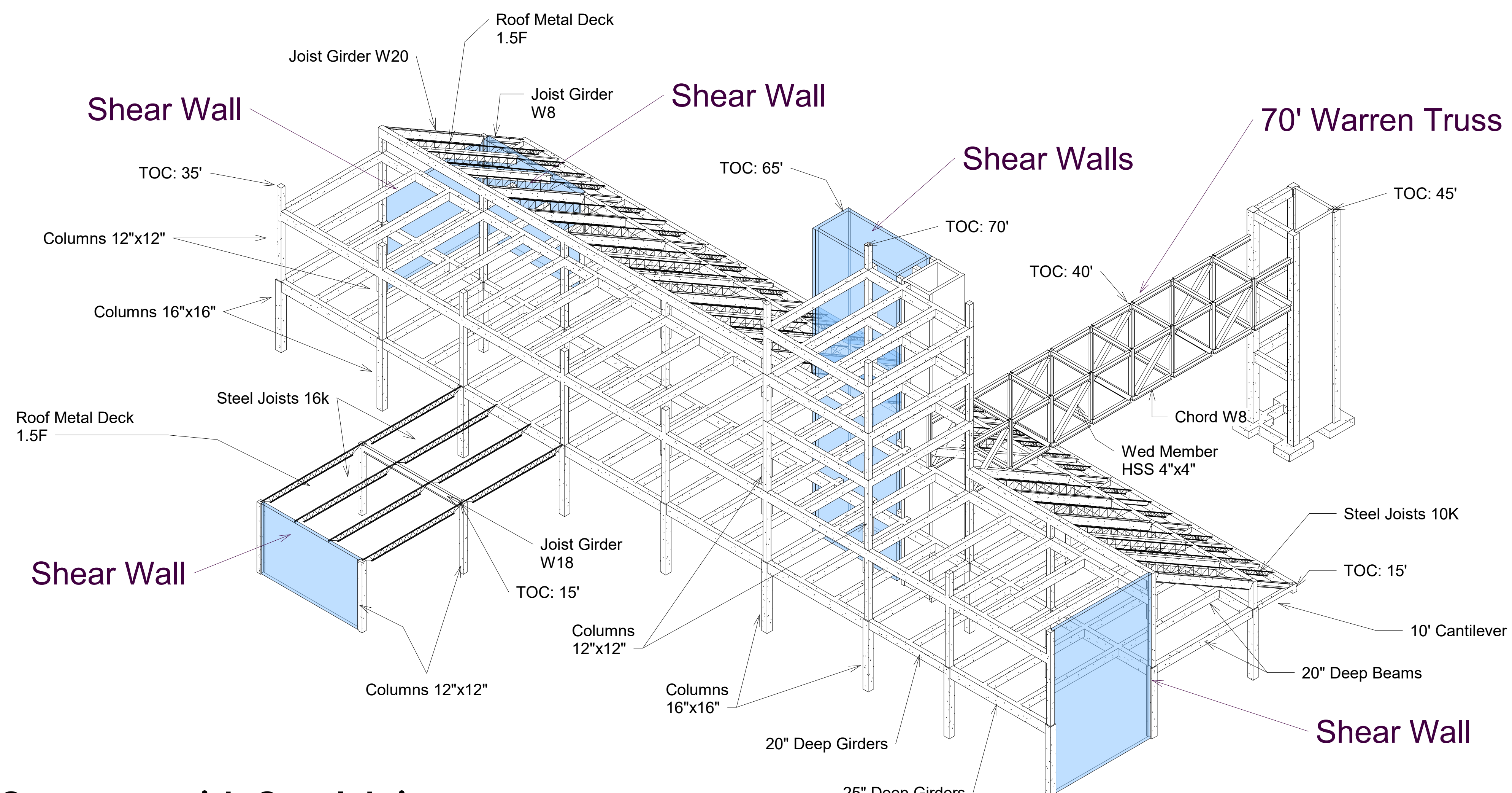
Concrete Framing with Shear Walls

Narrative
Similar to option 2, this concrete framing option was designed with a steel roof, using wide flanges and joists for the gabled roof. The concrete option was chosen to establish a more monolithic feeling on the site and for the city of Edmond. The single gabled roof, inspired by the original Edmond train station comes to a 10’-0” cantilever towards the tracks to hold MEP. Concrete shear walls act to resist lateral forces placed around the exterior of the building and surrounding the central staircase to help support the 70’-0” tower. The bridge spanning across is designed as a steel warren truss that will frame into shear walls on each side of the truss.

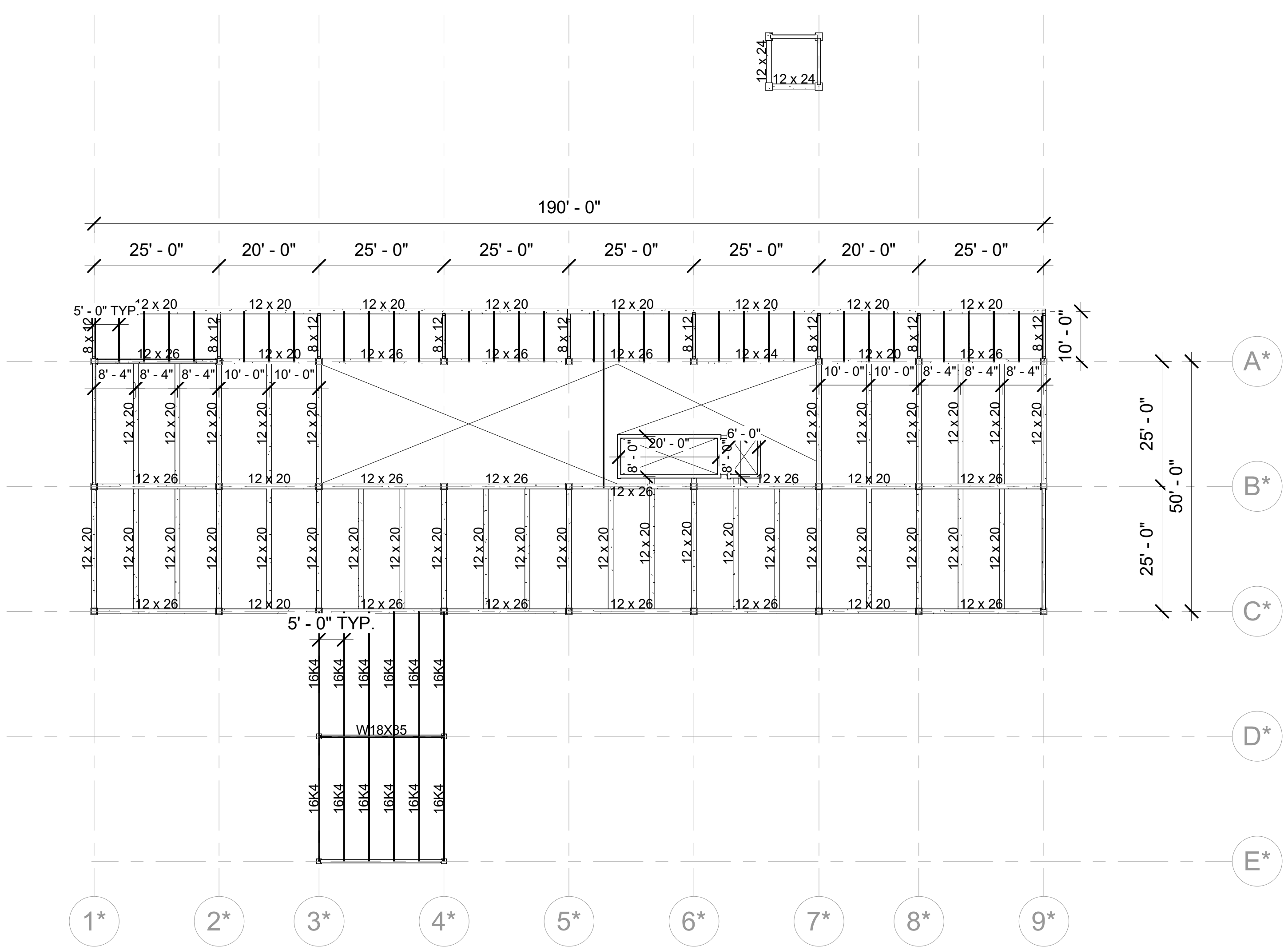
Pros
-Cast on Site
-Monolithic
-Fire Resistant
-Economical and Practical Roof System
-Lateral Systems Hidden in Structure

Cons
-More Labor Required
-Expensive (More Economical than Concrete Roof System)
-No Openings at Shear Walls

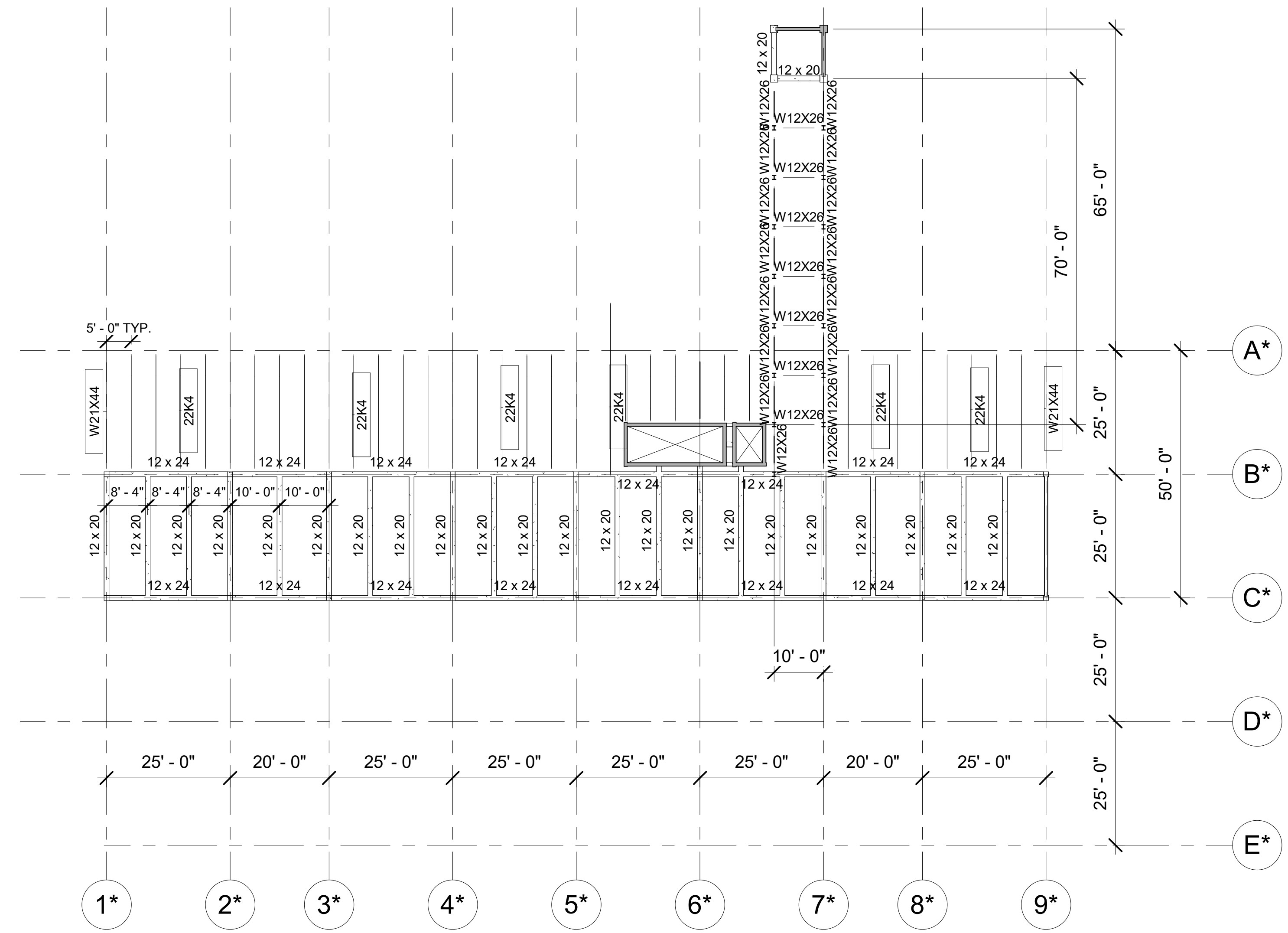
Pier and Grade Beam Foundation System
For the design of the building, drilled cast-in-place concrete piers that go down into rock at 18’-0” for a total 3’-0” to 5’-0” embedment. This foundation system will support each column on a single drilled pier with grade beams that will span from each pier to support building walls. The column layout will allow for easy layout of piers, and is the more efficient system for upholding the most weight for the three-story concrete building. This will eliminate some of the demand on the subgrade to transfer loads and will provide stability and will reduce the chance of cracking in the slab on grade due to poor subgrade compaction or suitable fill under the slab.



Concrete with Steel Joists



Structural Plan 2



Structural Plan 3

Structural—Selected

Design Development

In the Design Development phase, the group was split, and we worked individually from there on out. During this phase I looked more toward the smaller scale details and worked them out. I focused on one part of the building, the lobby. By placing my focus on the lobby, I was able to dedicate more time to one space and develop it as much as possible (as much as one can in one semester that is). I also designed the cross section of the exterior wall, deciding what the different layers are and the different materials for the interior finishes and the exterior cladding.

In the lobby space, I wanted to bring the “creaturely” feel of the outside to the inside. One way I did this was by creating what I called freckles. These freckles are different conditions in the building where a regular pattern is established, but then a singular element is different, creating an asymmetry akin to that seen in biotic creatures. For example, in the roof above the lobby there are large circular skylights. They all follow a line and are all the same size except for one which is much smaller. There is also a mezzanine in the lobby where all the air conditioning ducts run through and deposit air into the whole space. These ducts come out the side of the mezzanine through holes, but one of the holes is empty allowing the visitor to look up into the space between the ceiling and the next floor.

All intense design work set the groundwork for the next phase, where I documented all of it in Construction Documents.

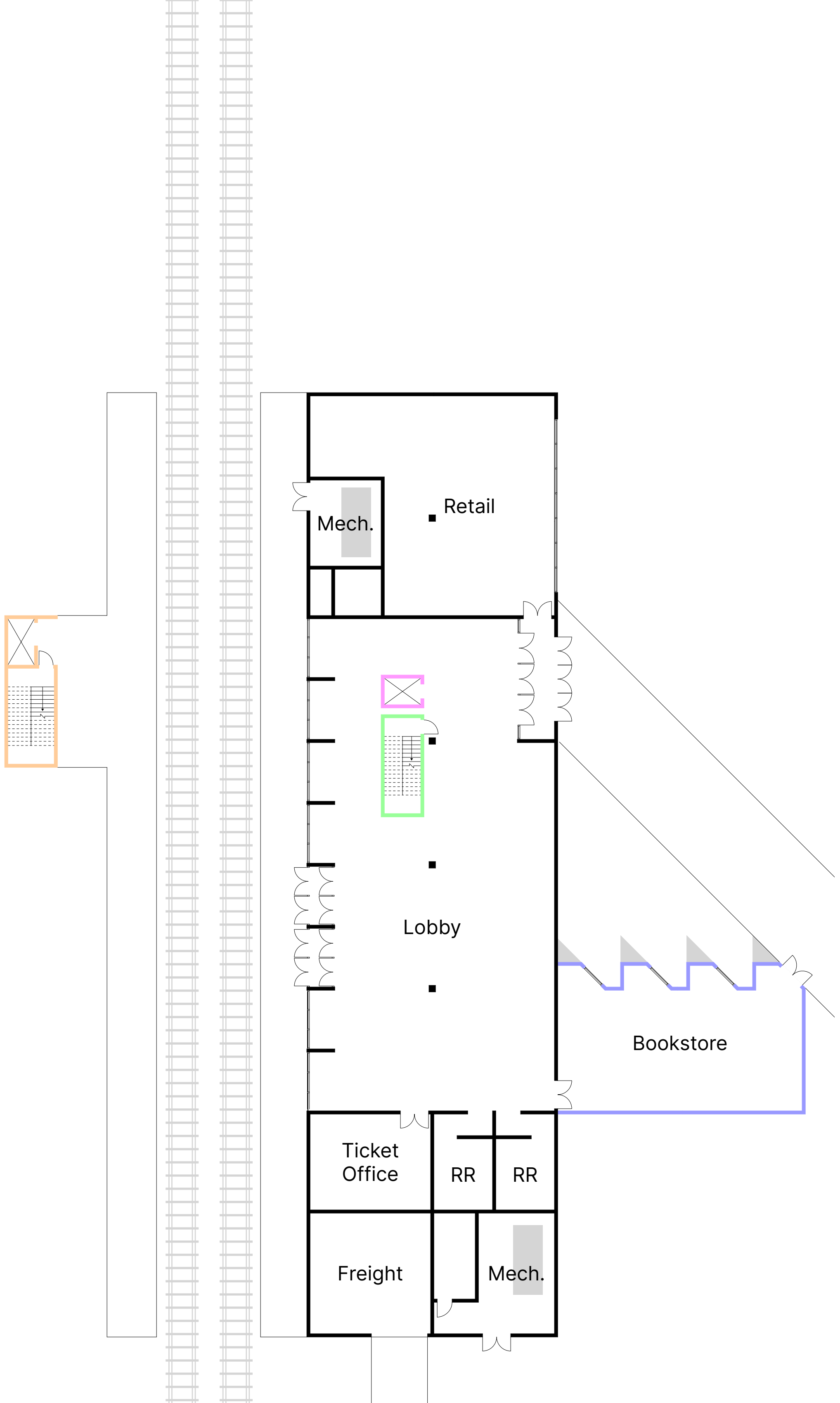

FLOUR

The site of the Edmond Multi-Modal Transport Hub exists between two differing parts of the city: to the west stand monolithic grain elevators with a herd of various agricultural buildings—an agrarian skyline, though not all of them retain their original function, e.g. a grain elevator that is now used as a car dealership; to the east there is a bustling downtown with local businesses and merchants reaching for your attention with various awnings, alcoves, and on-street dining options.

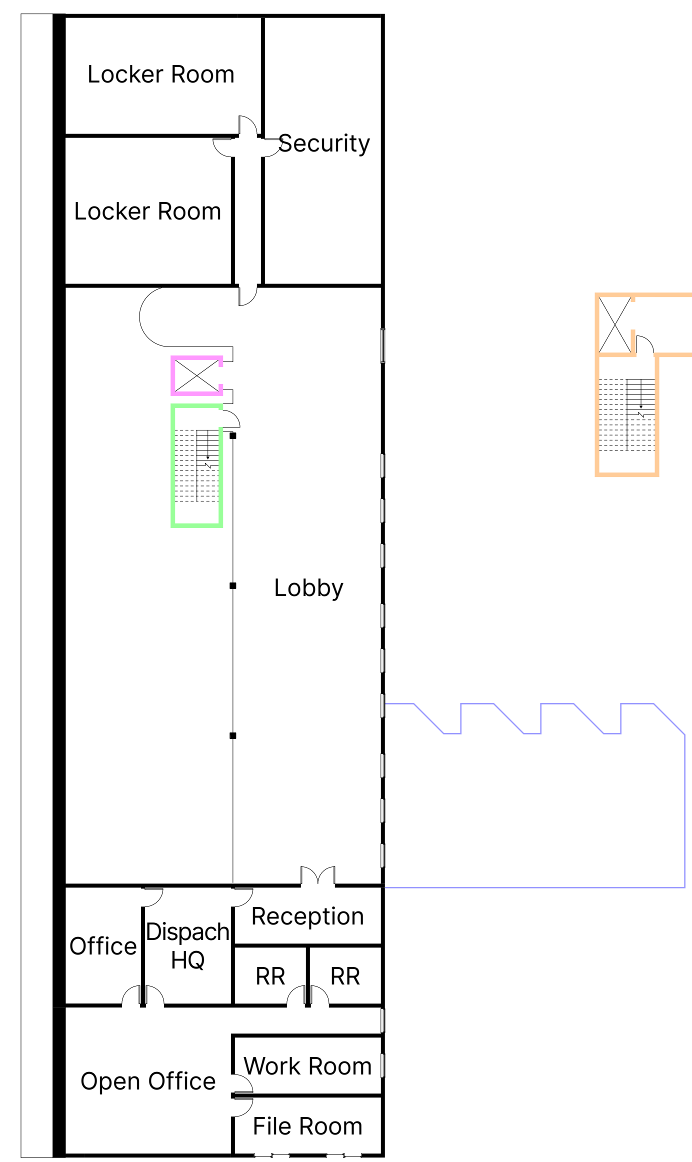
On the site sits a building in dialogue with both the figural profiles of its agricultural neighbors and the creaturely appendages of the nearby Broadway Avenue. From the front, it engages the viewer on a monumental scale. While its profile against the sky is meant to be in dialogue with those of the agrarian skyline behind it, it is not meant to directly resemble them, still engaging with the typological conventions of a train station. From the back, it interacts on a more intimate scale with a low overhang and architectonic creatures partying on the roof.

The project draws from the work of architects who have engaged with the ordinary and vernacular mainly through form-making. Similarly, this multi-modal transport hub engages with its context and becomes an icon in Edmond.

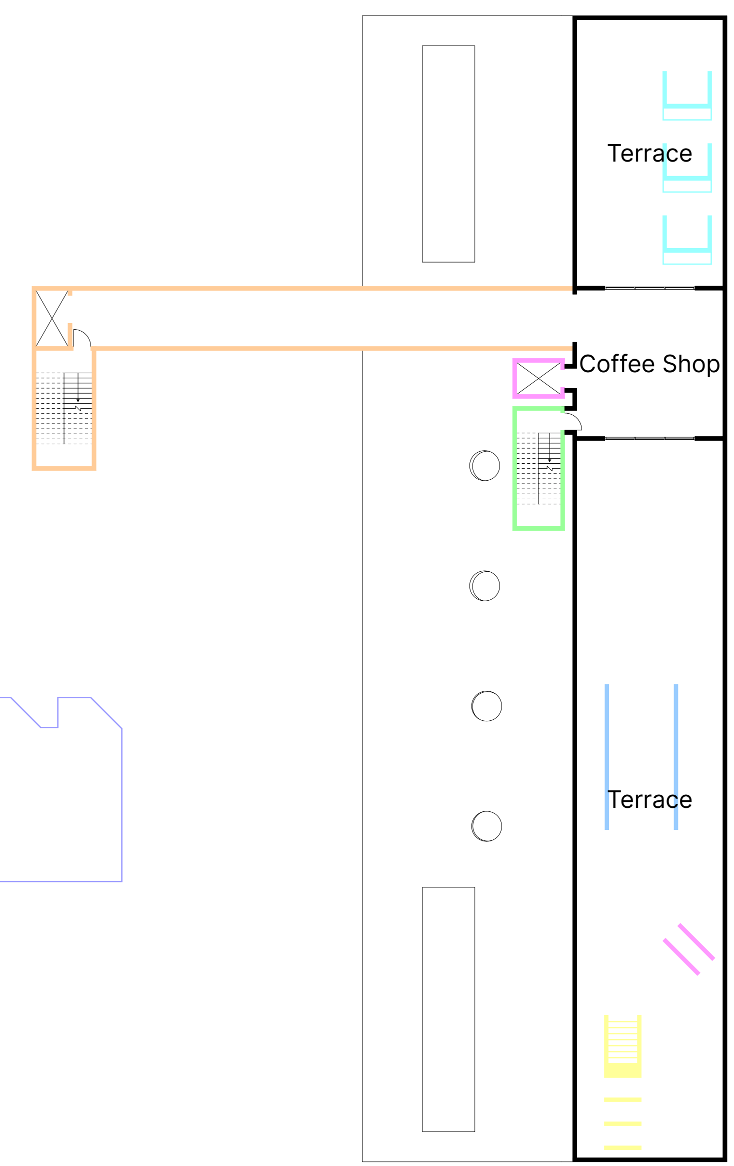
SD Recap—Concept



Plan 1 N↑

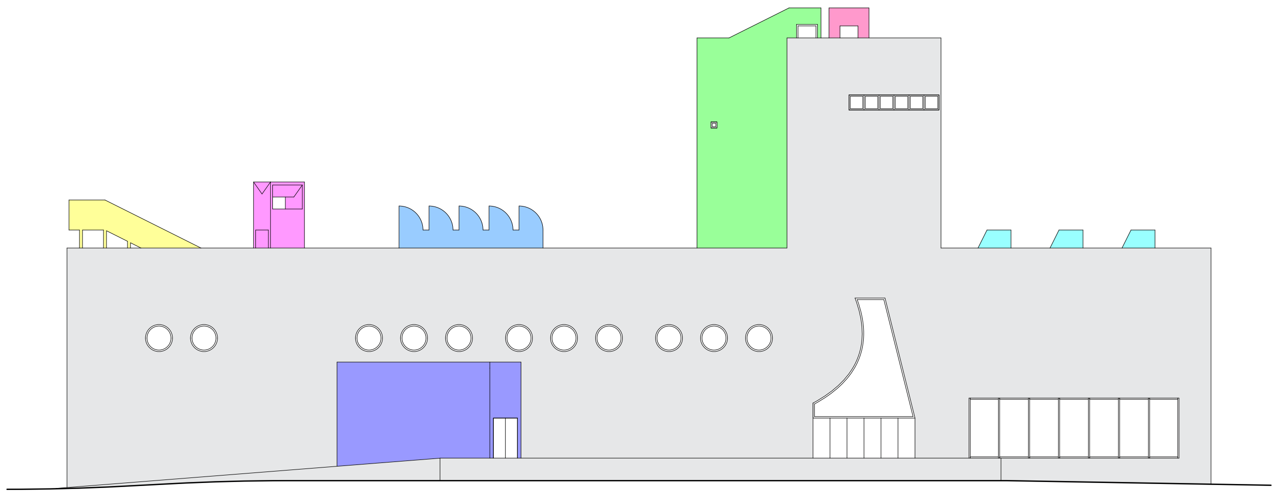


Plan 2 N↑

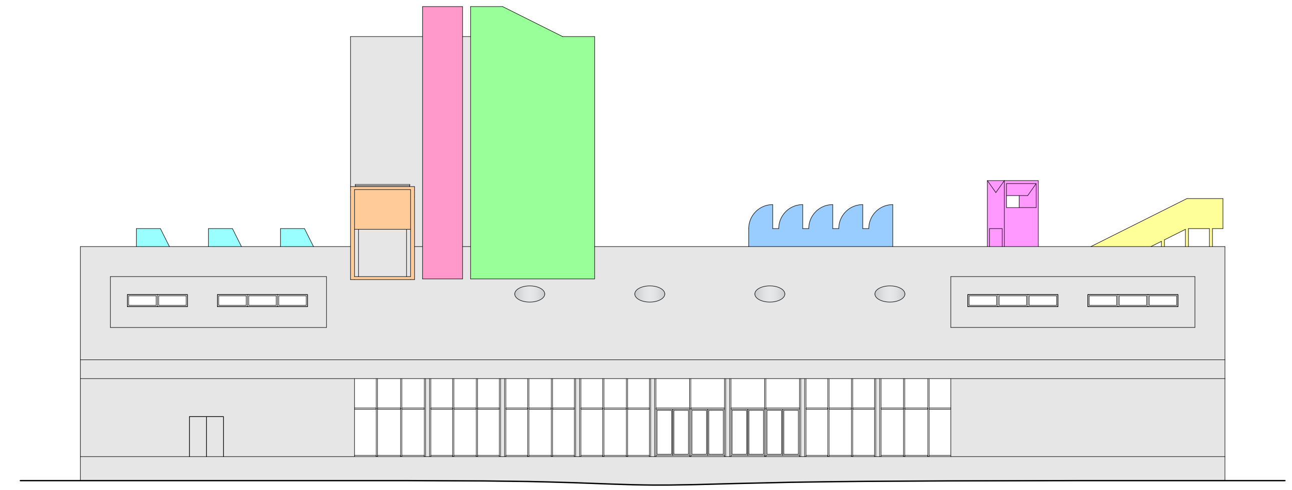


Plan 3 N↑

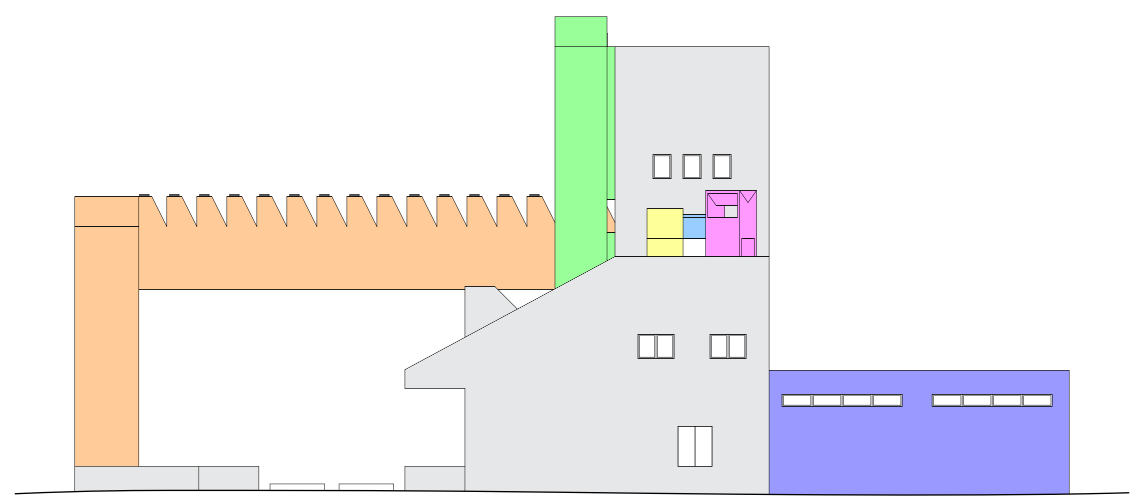
SD Recap—Plans



East Elevation

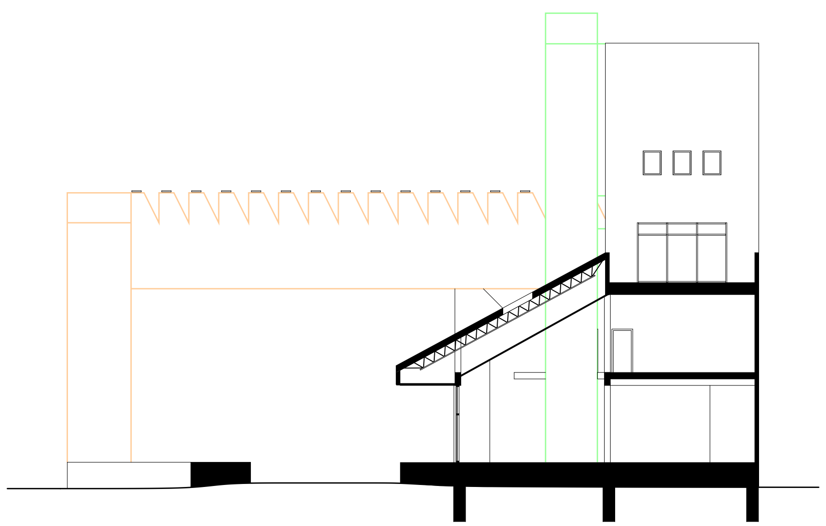


West Elevation

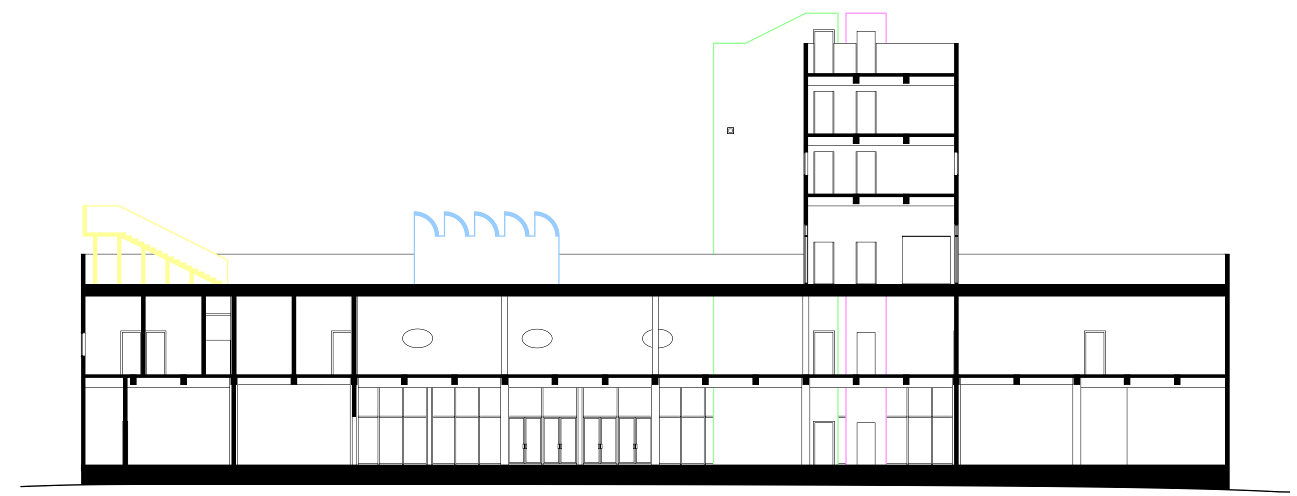


South Elevation

SD Recap—Elevations

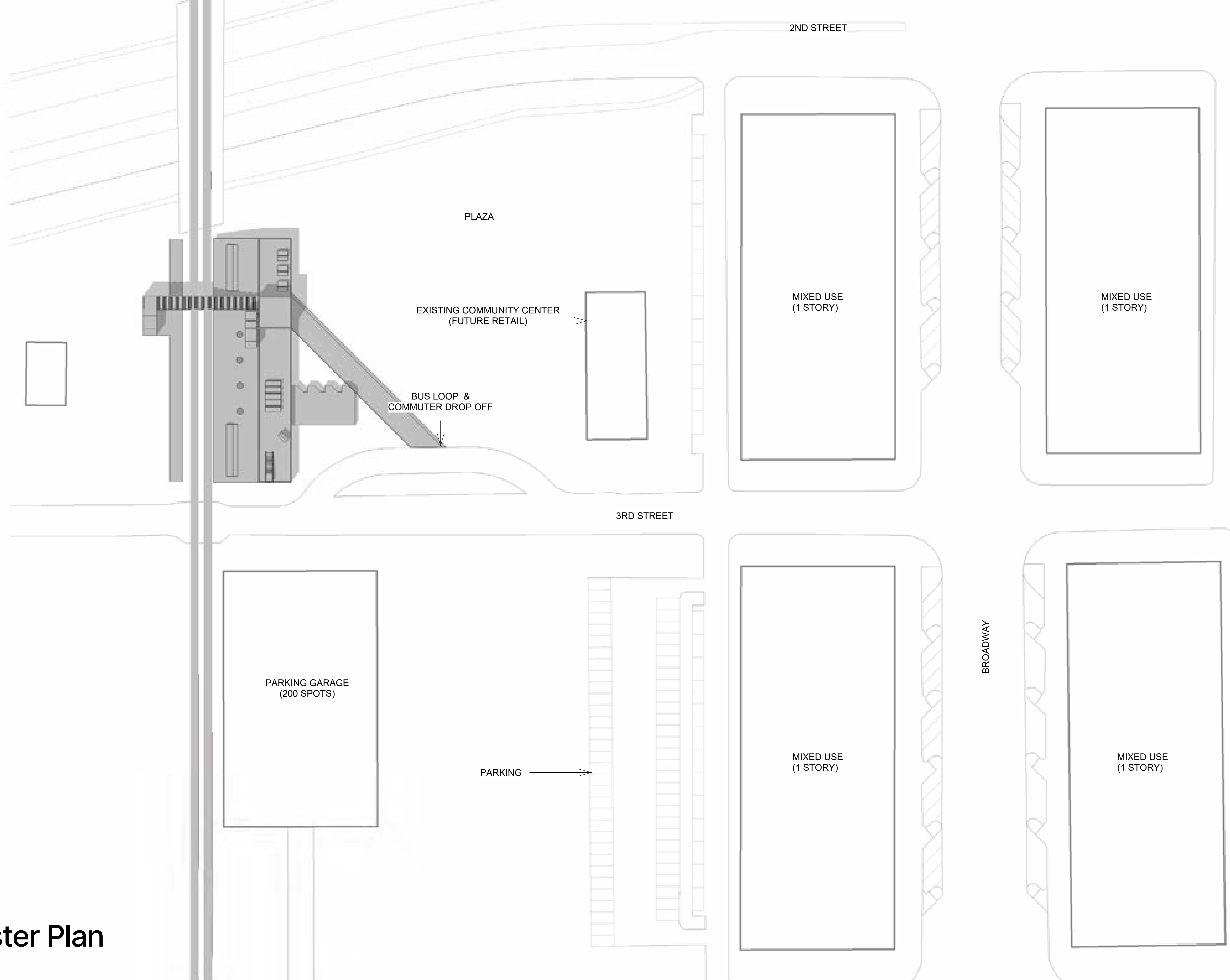


Short Section

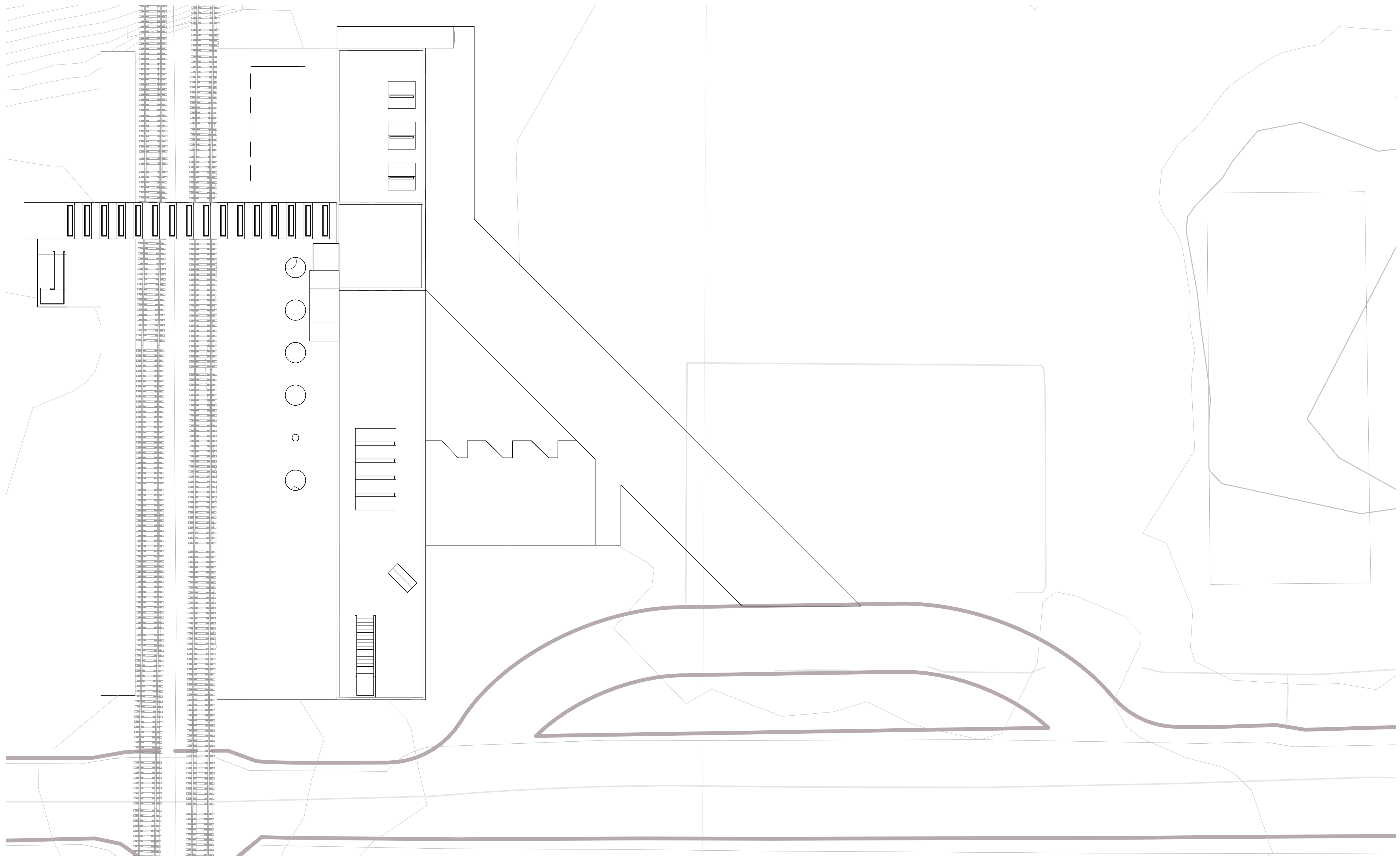


Long Section

SD Recap—Sections

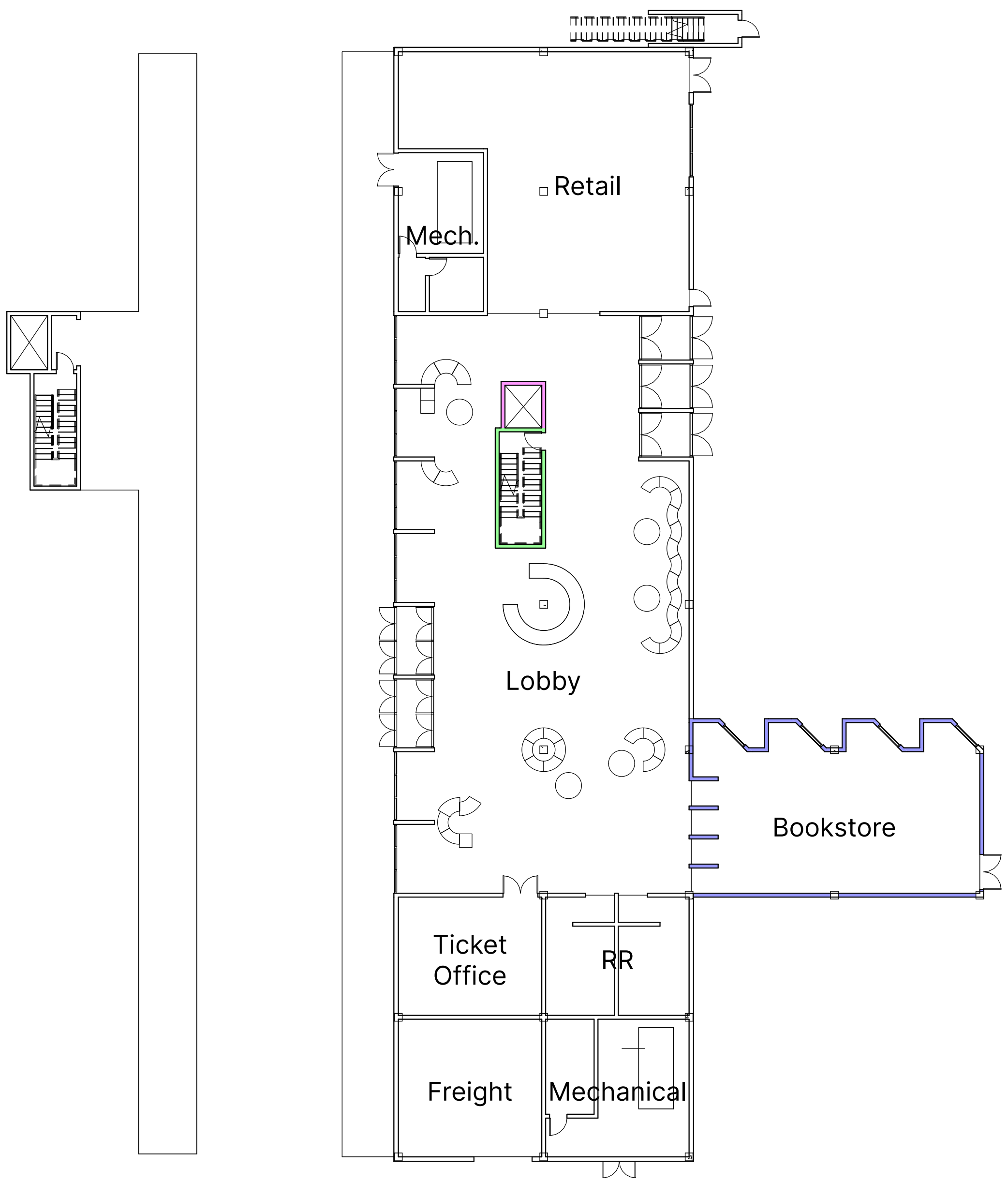

2ND STREET
PLAZA
EXISTING COMMUNITY CENTER
(FUTURE RETAIL)
BUS LOOP &
COMMUTER DROP OFF
MIXED USE
(1 STORY)
MIXED USE
(1 STORY)
3RD STREET
PARKING GARAGE
(200 SPOTS)
PARKING
MIXED USE
(1 STORY)
BROADWAY
MIXED USE
(1 STORY)

Master Plan

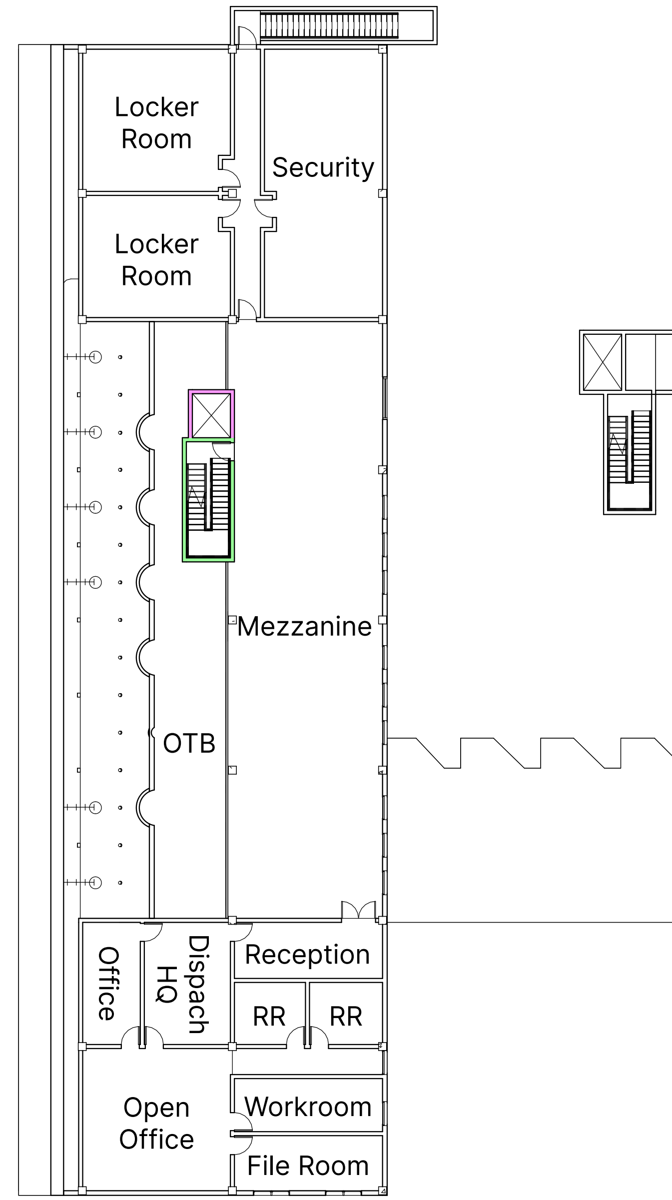


Site Plan N↑ 1⁄32" = 1'

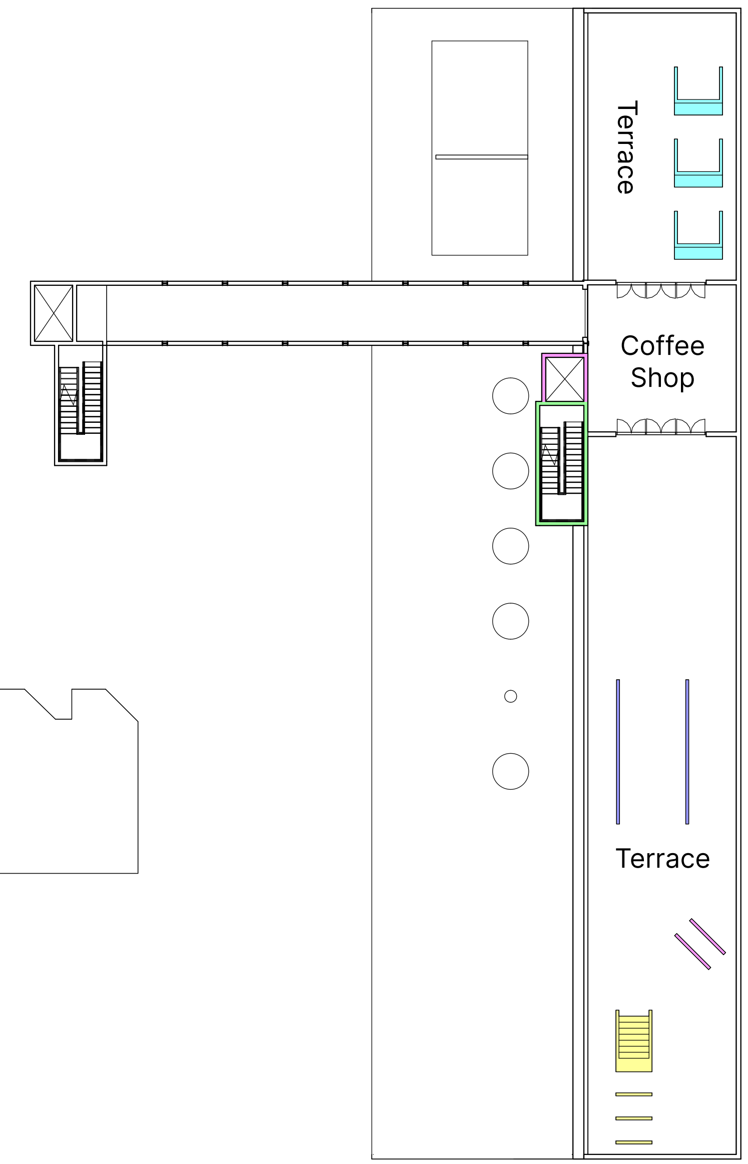
Site Plan



Plan 1 N↑ ⁄ $\frac{1}{32}$" = 1'

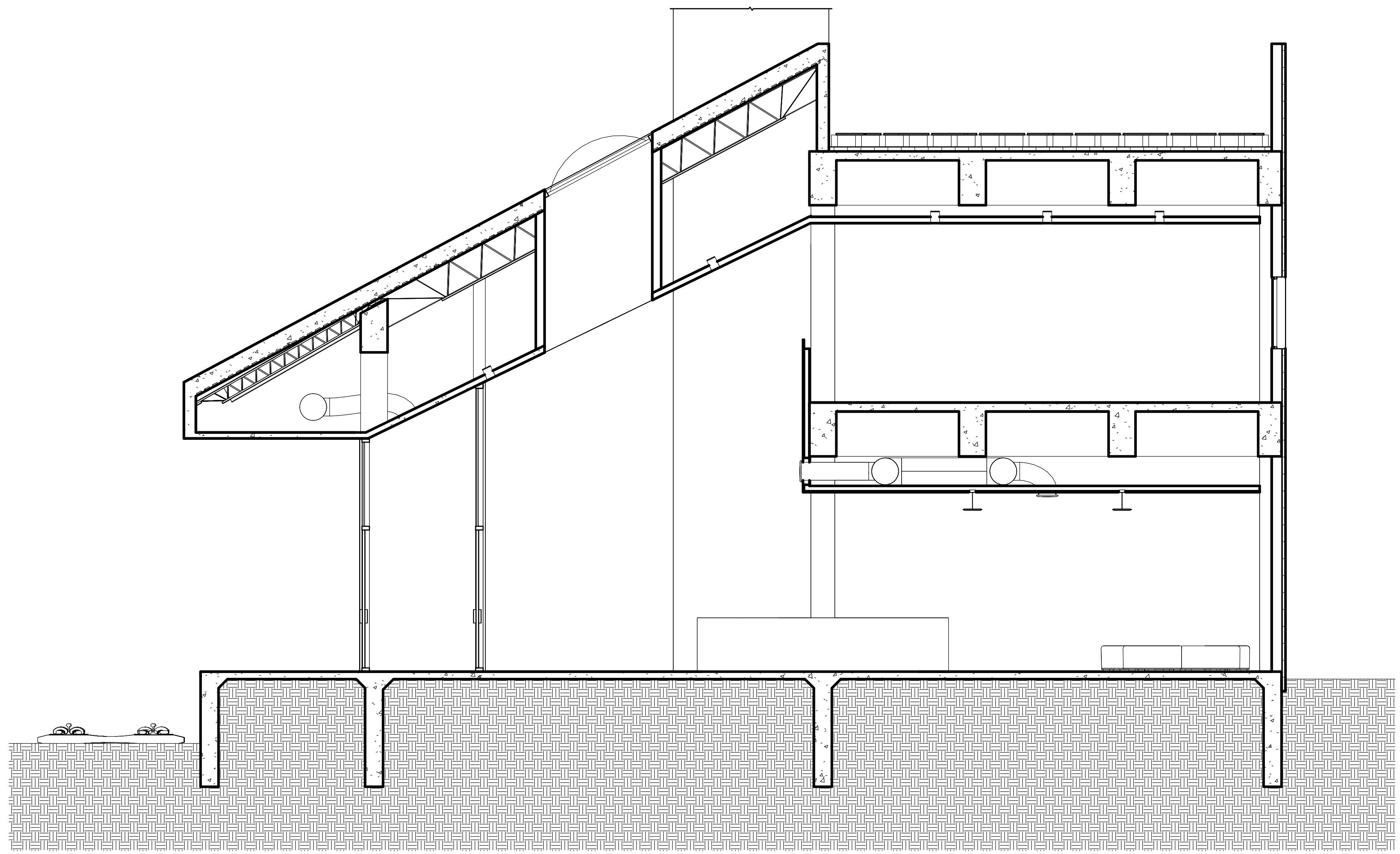


Plan 2 N↑ $\frac{1}{32}$" = 1'



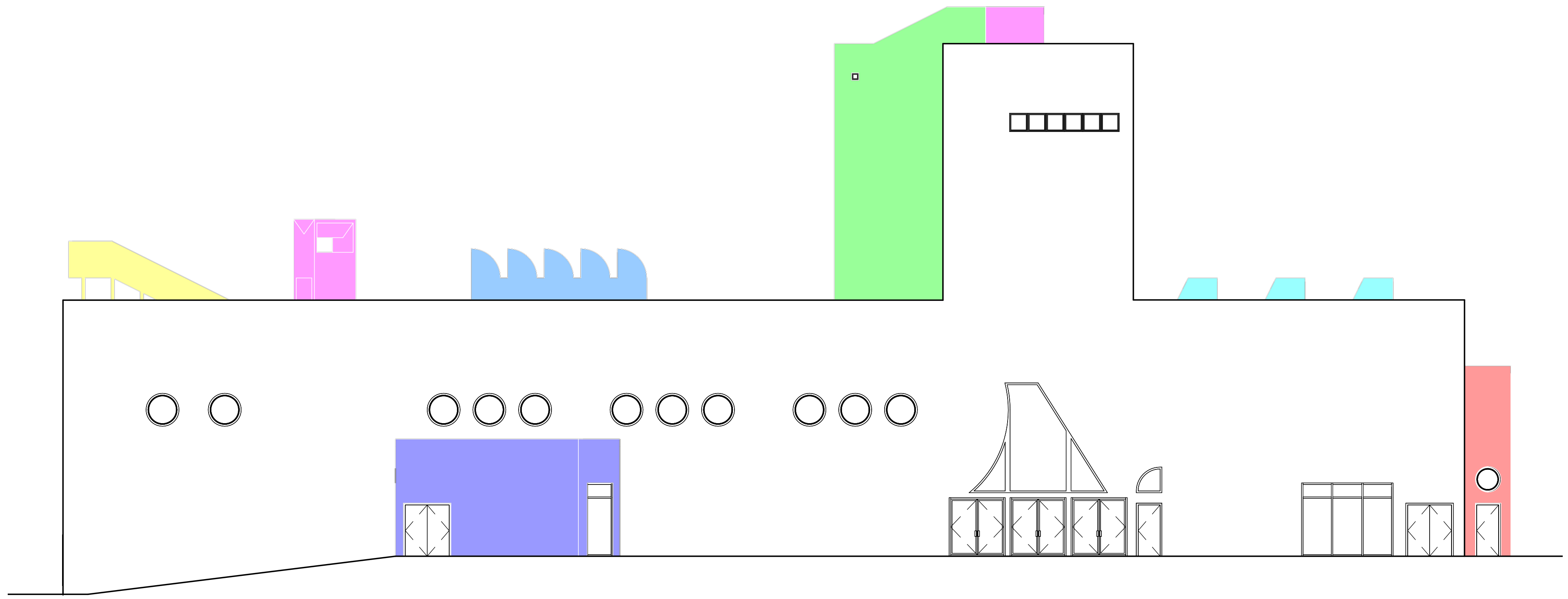
Plan 3 N↑ $\frac{1}{32}$" = 1'

Floor Plans

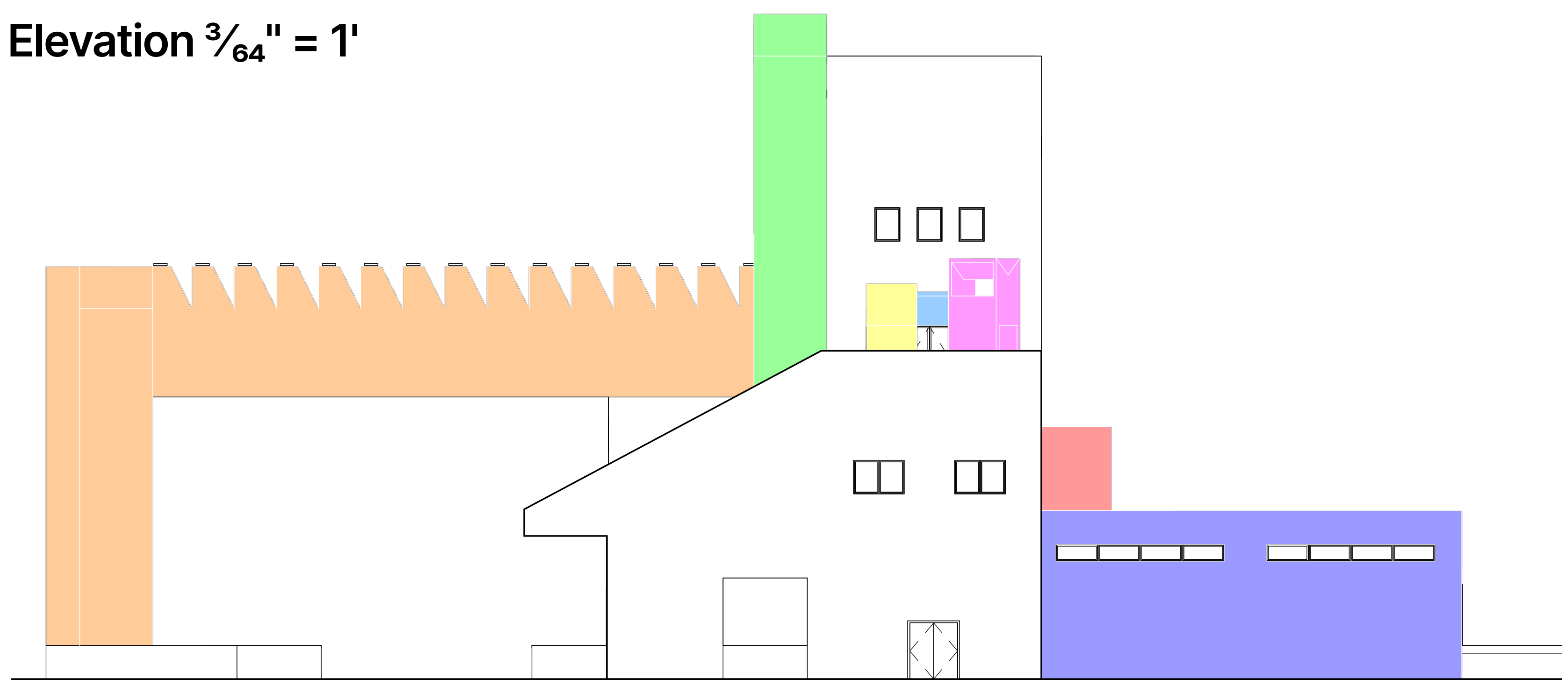


Focus Space Section ⅛" = 1'

Building Section

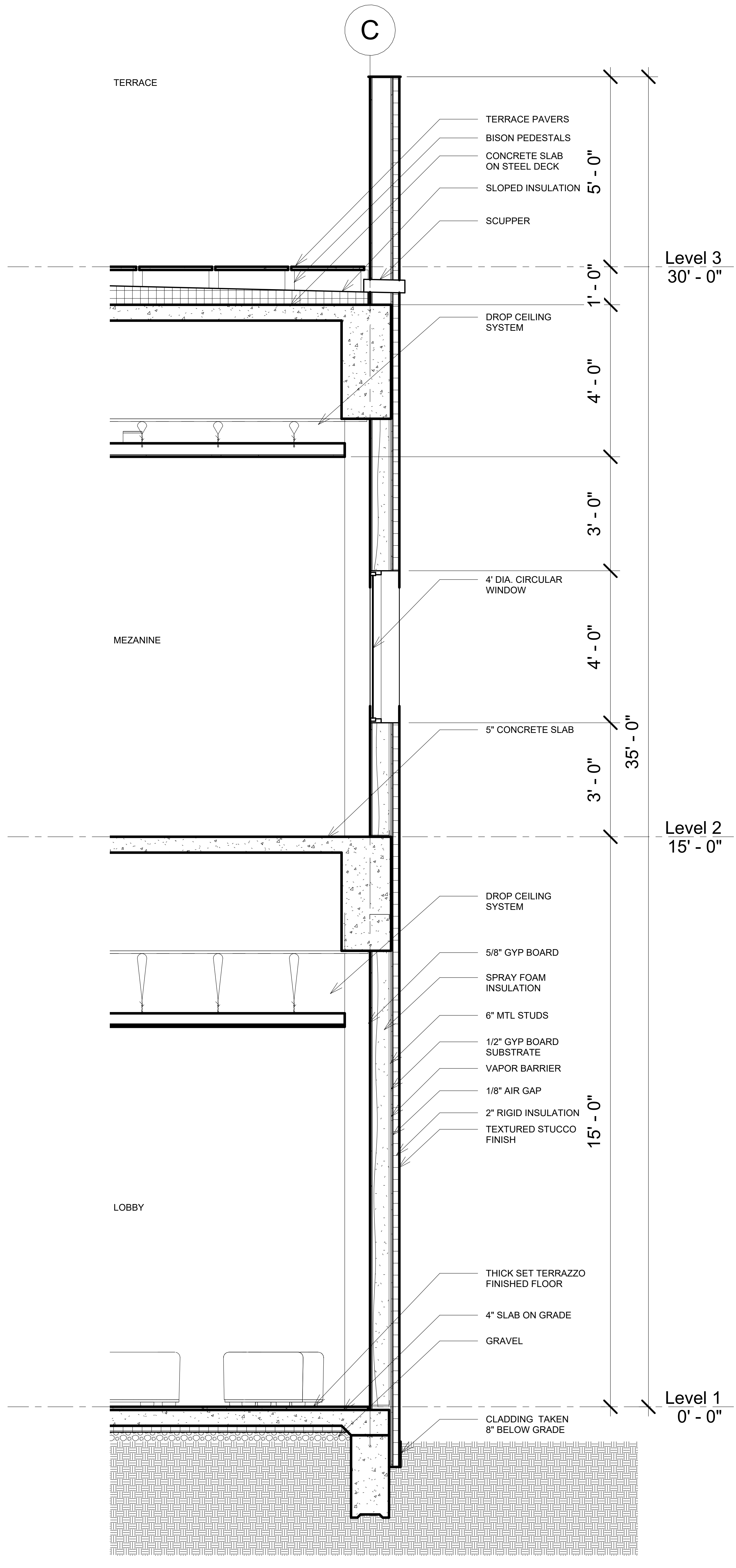


East Elevation $\frac{3}{64}$" = 1'



South Elevation $\frac{3}{64}$" = 1'

Elevations



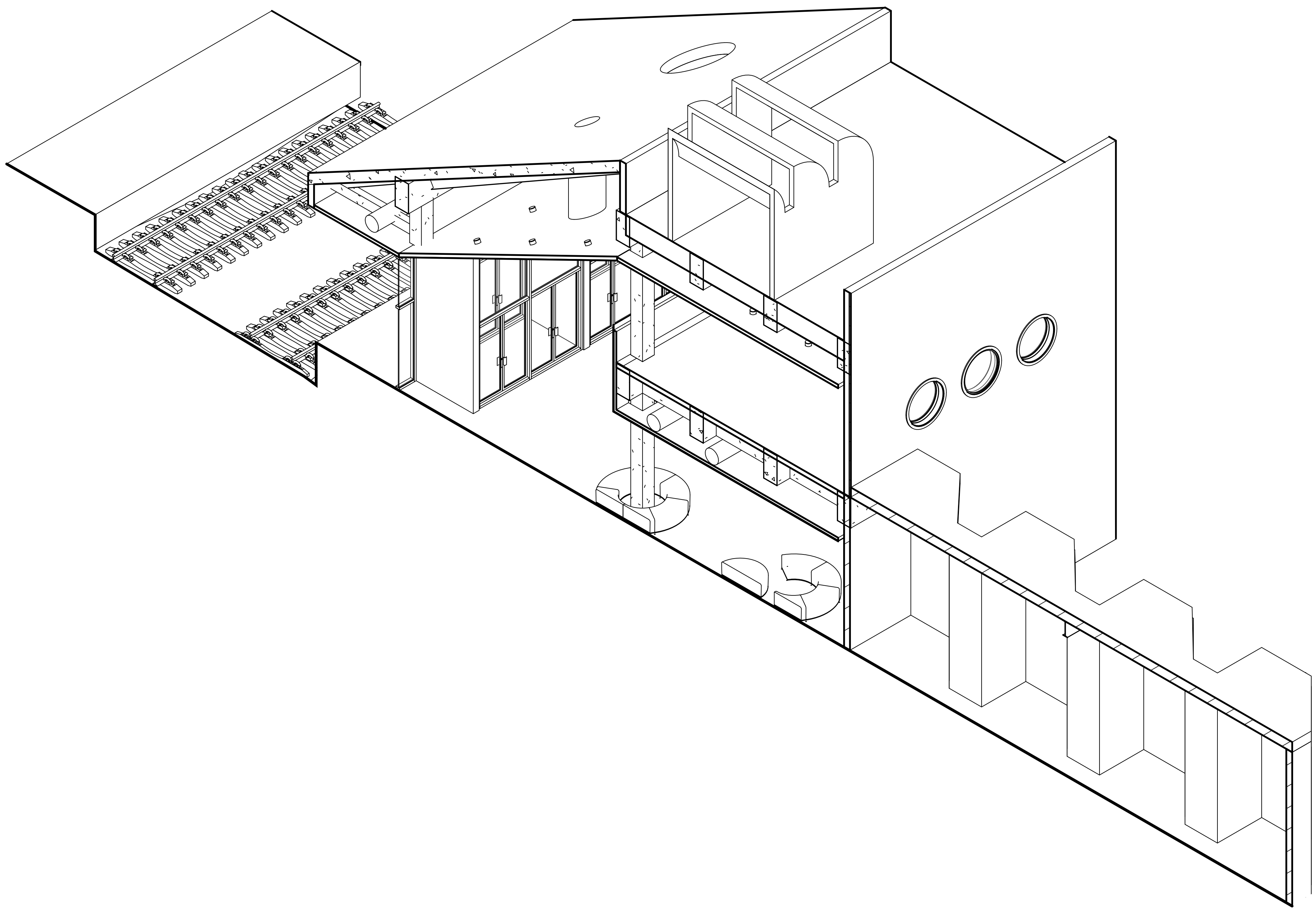
Wall Section 3⁄8" = 1'

Wall Section

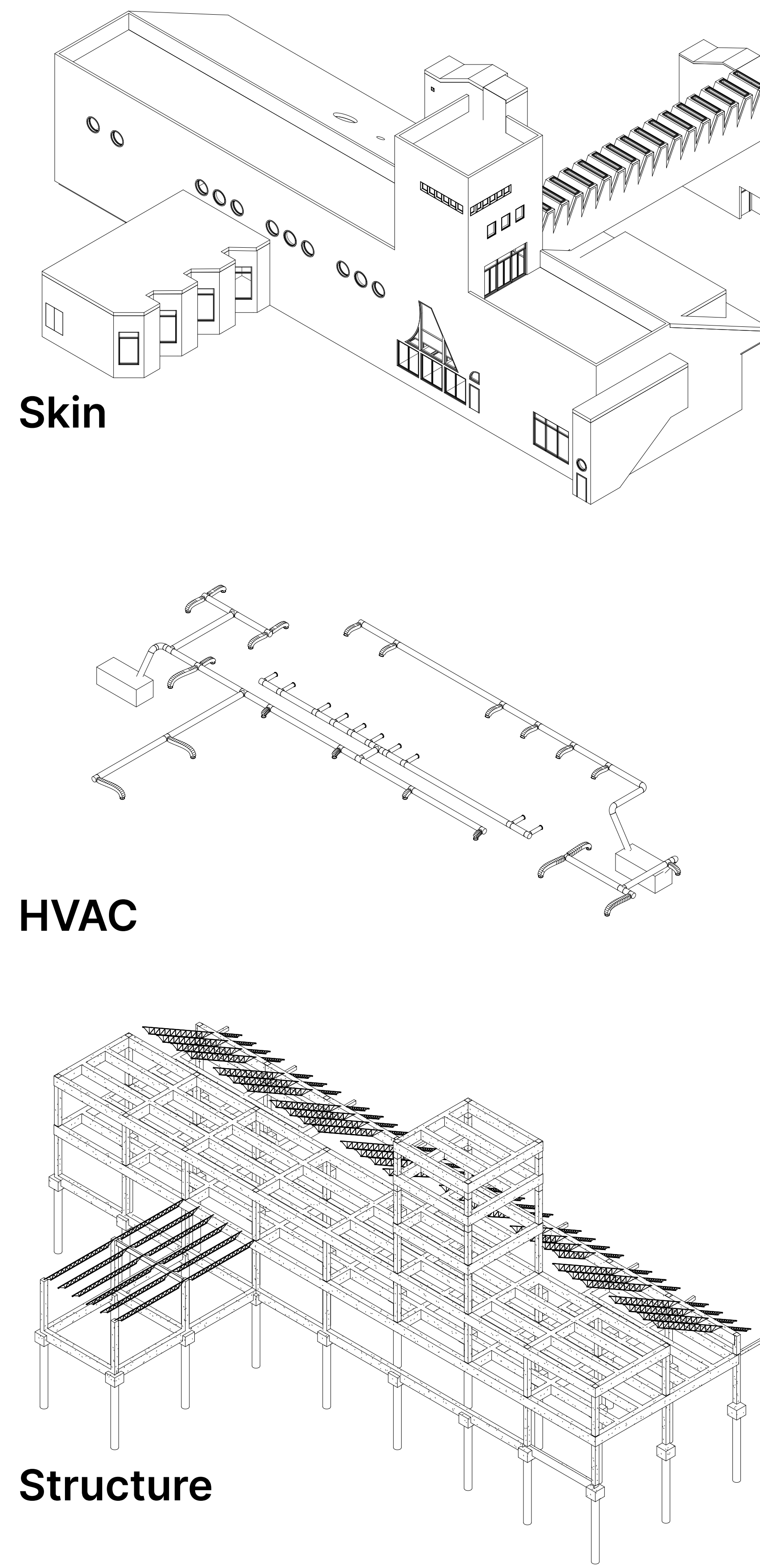
Enlarged Elevation ³⁄₈" = 1'

Enlarged Elevation

Interior Perspective



Bay Model



Exploded Aonometric

Textured Stucco

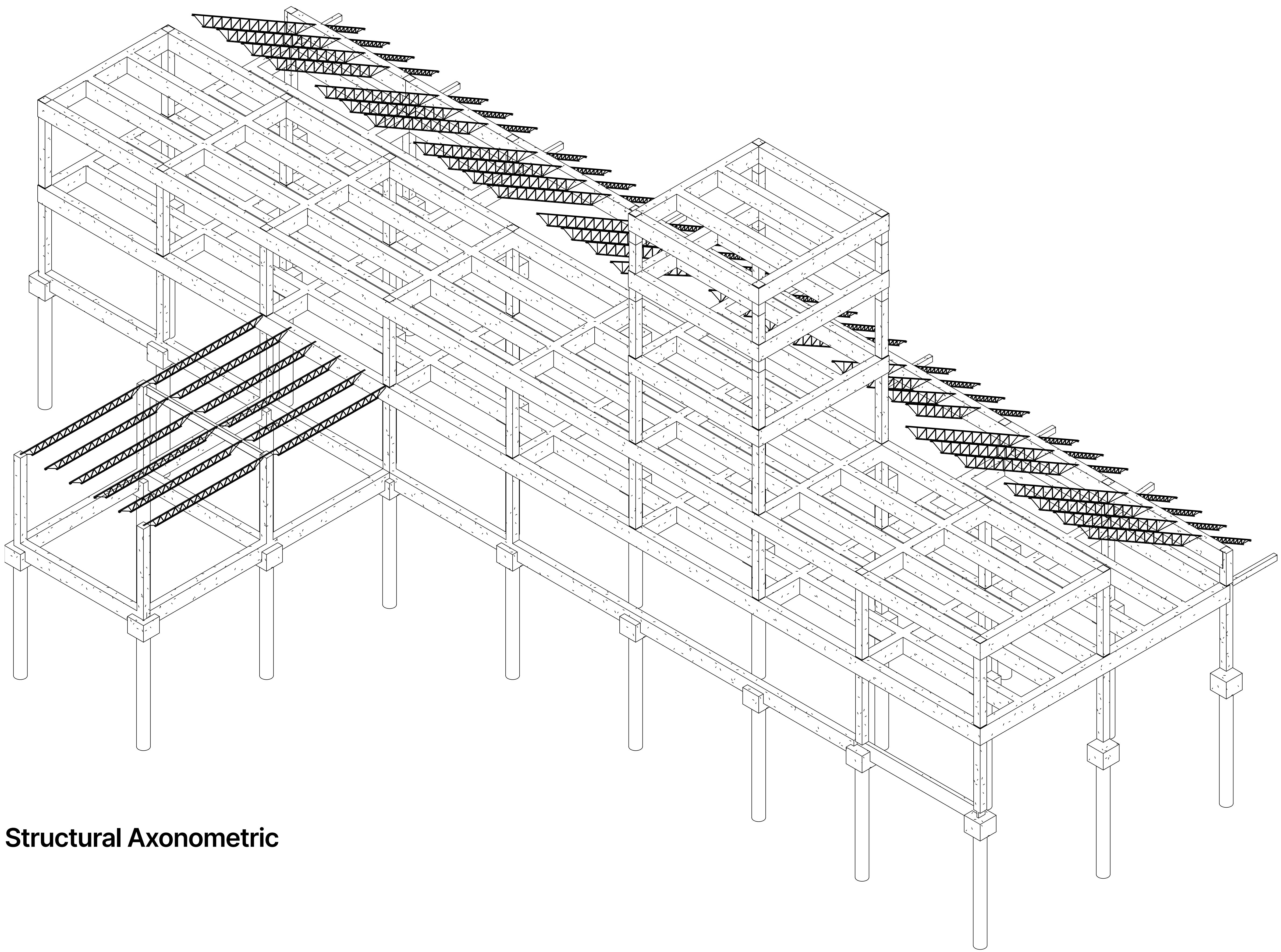
Painted Drywall

Thick Set Terrazzo

Dyed Concrete

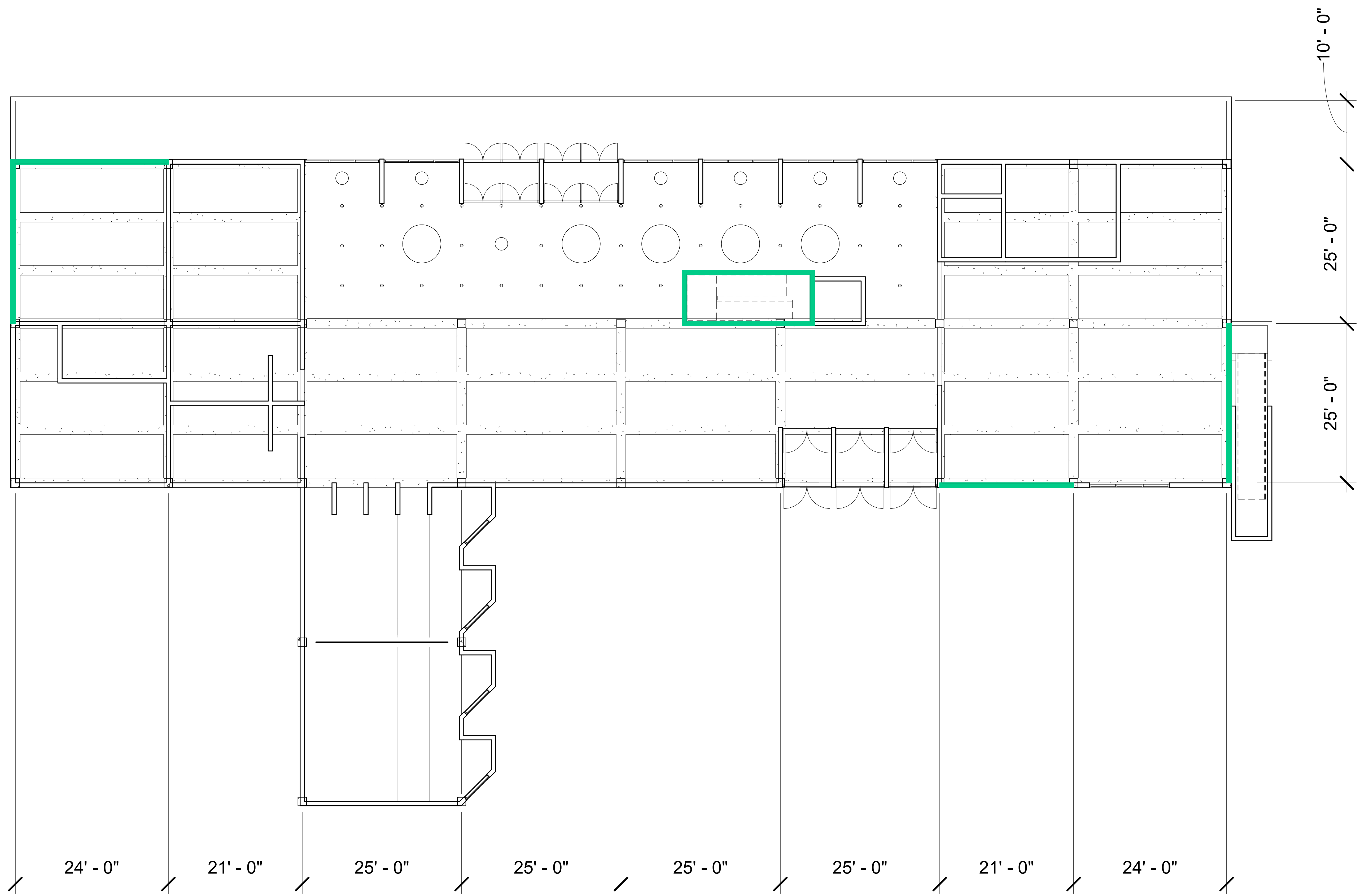
Dyed Concrete

Material Palette



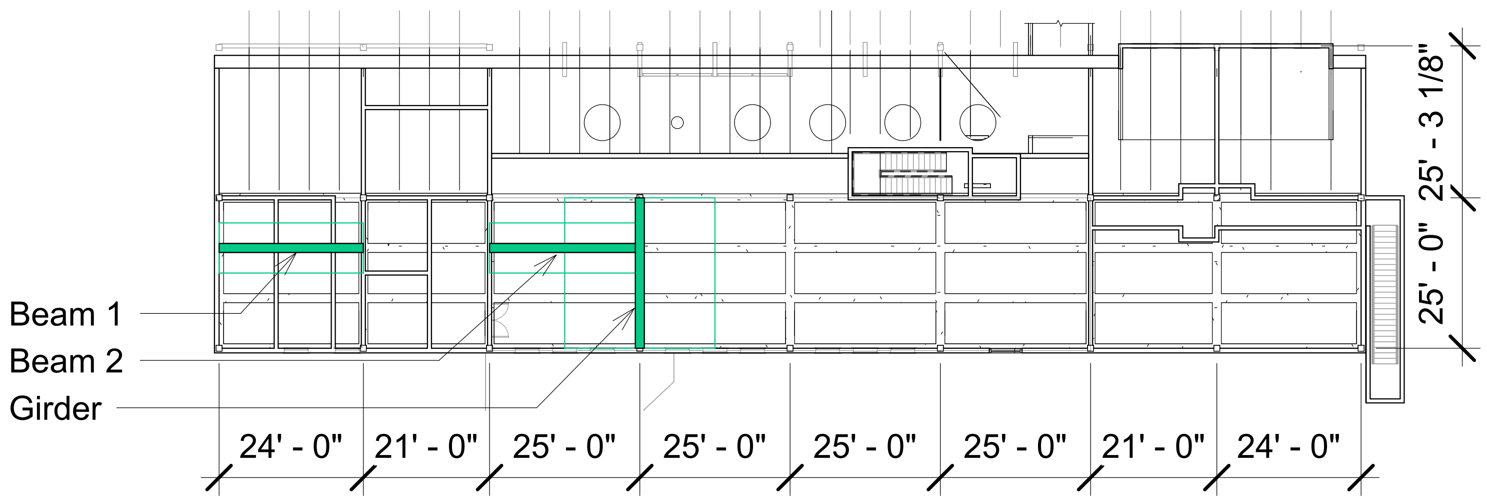
Structural Axonometric

Structural Design

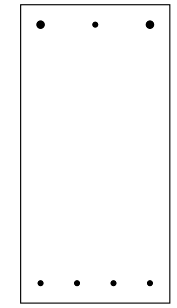


Lateral Systems Plan N→ ⅟16" = 1'

Structural Design

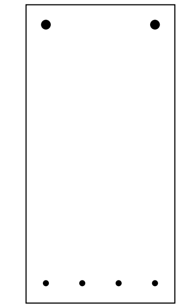


Framing Plan 1 N→ $\frac{1}{32}$" = 1'



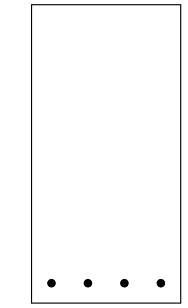
Beam 1

15" × 30"
Bottom: 4#4
Top: 2#6 + 1#4



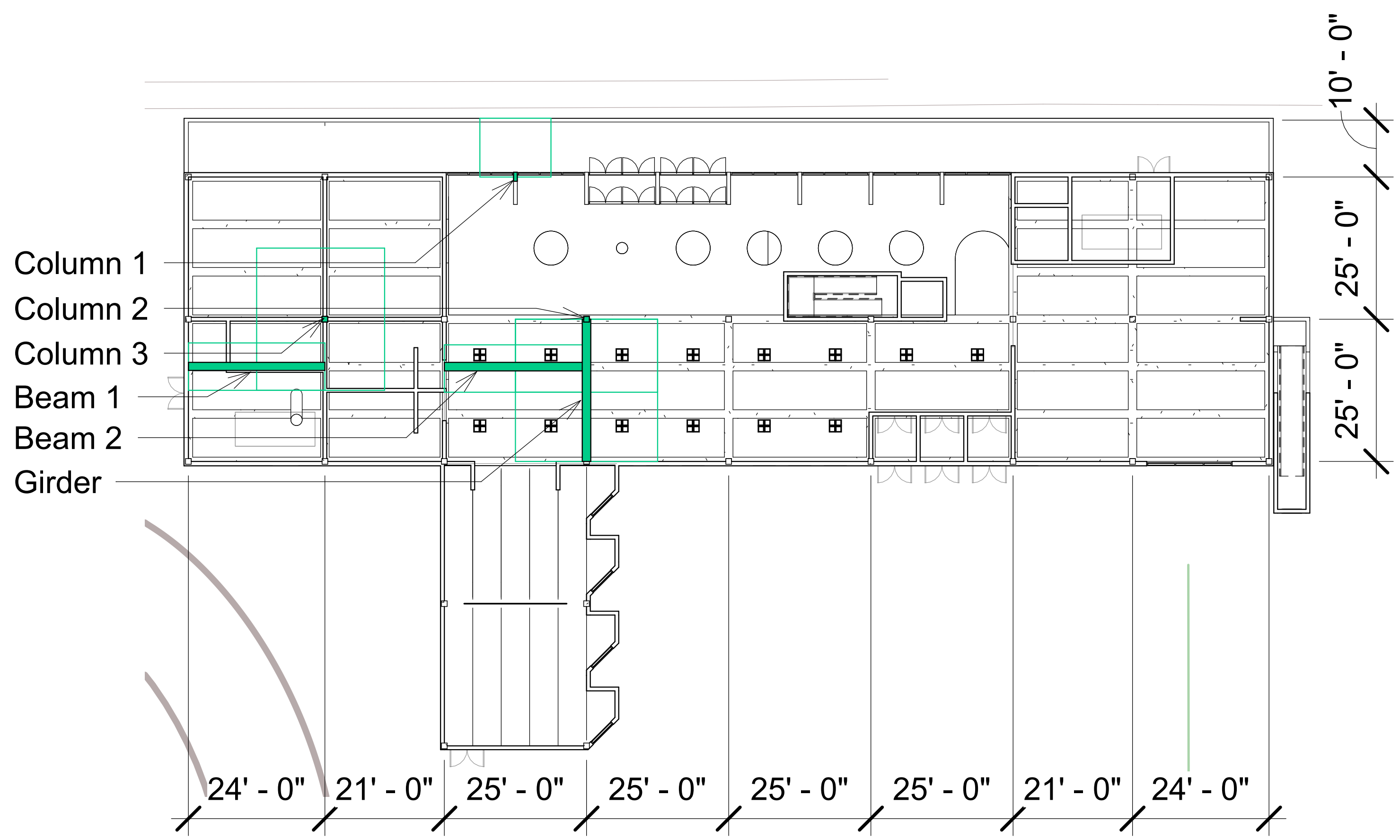
Beam 2

15" × 30"
Bottom: 4#4
Top: 2#7

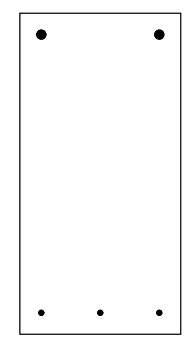


Girder

18" × 36"
Bottom: 4#4

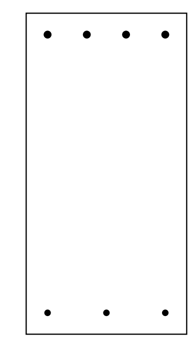


Framing Plan 2 N→ $\frac{1}{16}$" = 1'



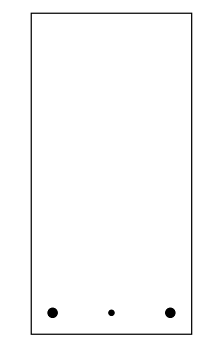
Beam 1

13" × 26"
Bottom: 3#4
Top: 2#7



Beam 2

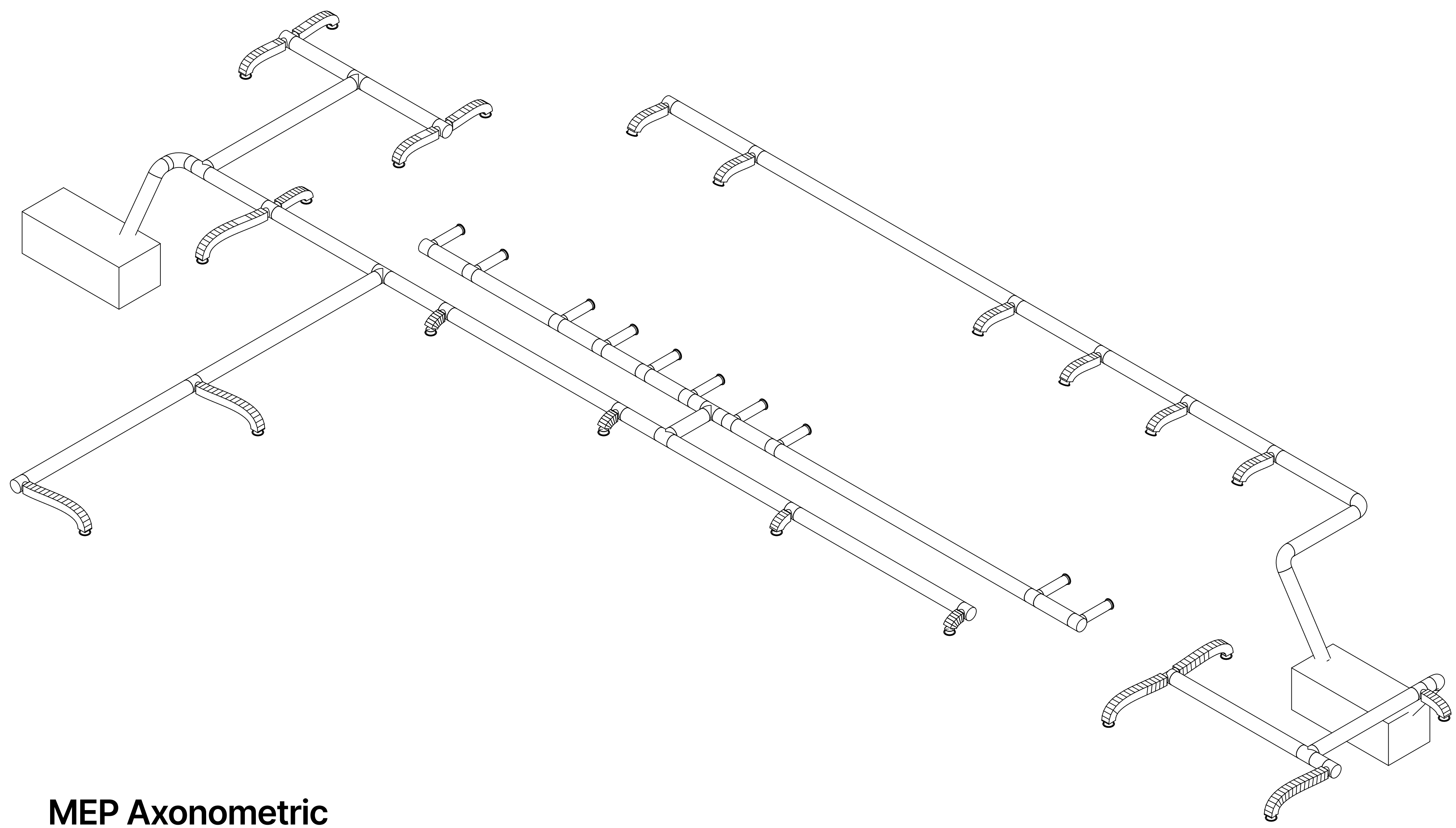
14" × 28"
Bottom: 3#4
Top: 4#5



Girder

17" × 34"
Bottom: 2#7 + 1#4

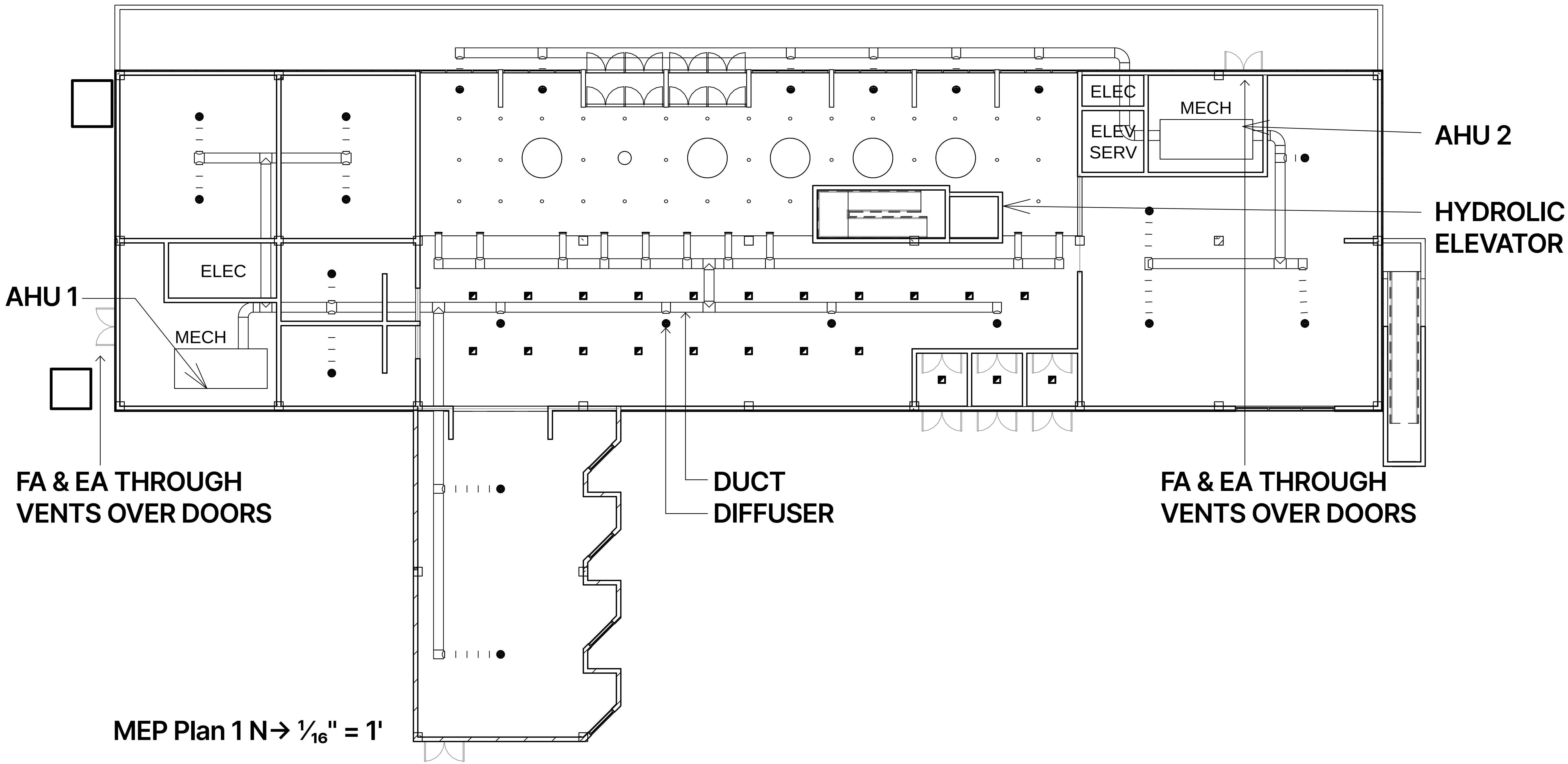
Structural Design



MEP Axonometric

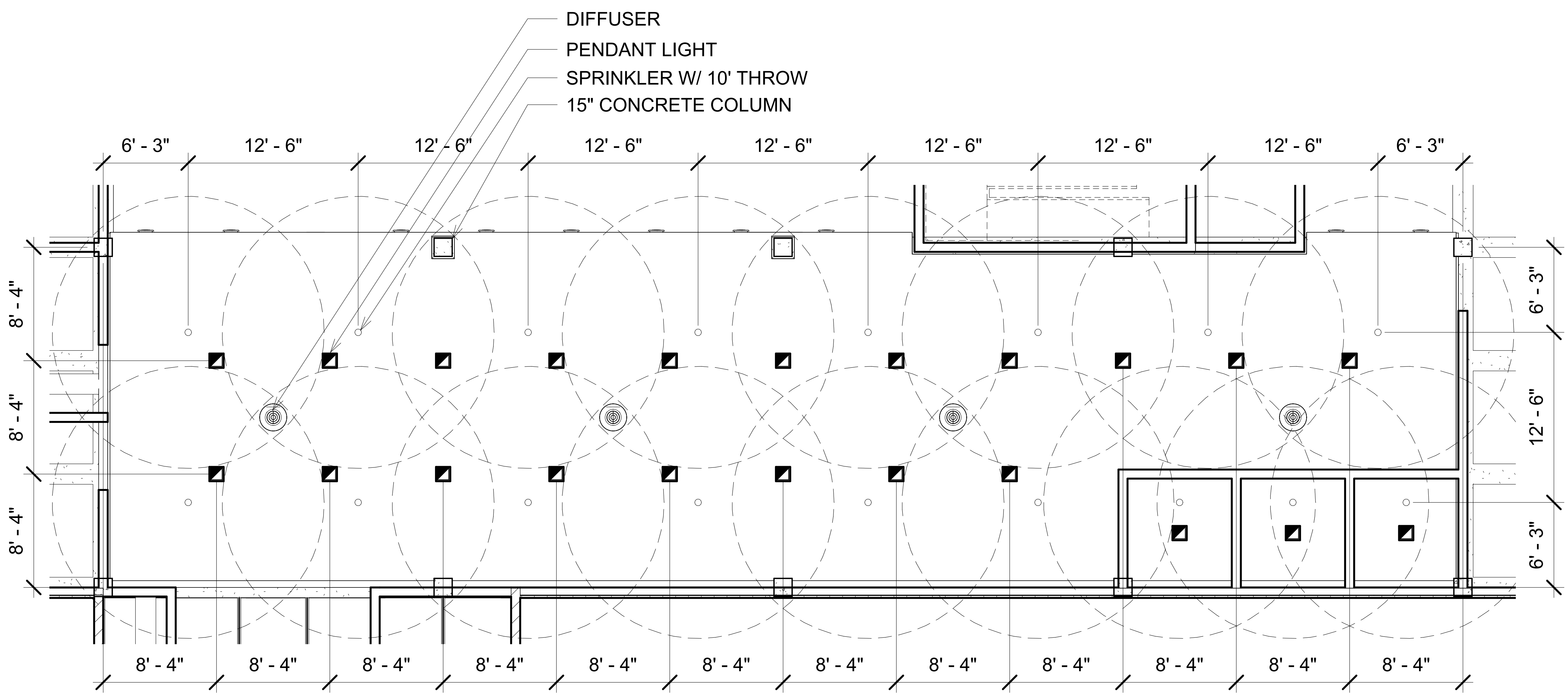
*All ducts are in the space between levels 1 & 2, resulting in just 1 level of ducts. Air is provided to level 1 from above and level 2 from below

MEP Design



MEP Plan 1 N→ 1⁄16" = 1'

MEP Design



Reflected Ceiling Plan 1 N→ ⅛" = 1'

Lighting Design

Peerless® Lighting for People®

Vellum LED

VMMSP | LED | Single Pendant — I/D or Direct | Suspended

SPECIFICATIONS

Type:

Project:

HIGHLIGHTS

- Total System Integration features 5-year limited warranty by Acuity Brands covering all components and construction
- Up to 109 lm/W
- Softshine®-engineered comfort optics
- Flicker-free dimming to dark (0.1%) powered by eldoLED® driver
- Integrated nLight® control module for system networking (optional)
- White, black, painted aluminum or custom color
- Three distributions available: (see page 2)

Shape	Square
Light Source	LED - Static
Lumens	6900 LM
CCT / LED Color	3000 K, 3500 K, 4000 K
CRI	80, 90
Product Type	Pendant
Environmental Listing	Damp Location
Regulatory Listing	CSA
Dimming Protocol	0-10V, DALI
Mounting Type	Suspended

LUMEN PACKAGES

Based on 3500K. Additional color temperatures available.

Indirect / Direct LED Ouput	ID2000LM
Delivered Lumens	2001
Input Watts	20
Lumens Per Watt	102

Coefficients Of Utilization - Zonal Cavity Method

Effective Floor Cavity Reflectance: 20%

RCC %:	80				70				50			30			10			0
RW %:	70	50	30	0	70	50	30	0	50	30	20	50	30	20	50	30	20	0
RCR: 0	1.18	1.18	1.18	1.18	1.15	1.15	1.15	.97	1.10	1.10	1.10	1.04	1.04	1.04	1.00	1.00	1.00	.97
1	1.08	1.03	.99	.95	1.05	1.00	.96	.82	.96	.92	.89	.91	.89	.86	.87	.85	.83	.81
2	.98	.89	.82	.76	.95	.87	.81	.68	.83	.78	.73	.80	.75	.71	.76	.72	.69	.67
3	.89	.78	.70	.63	.86	.76	.69	.58	.73	.66	.61	.70	.64	.60	.67	.62	.58	.56
4	.81	.69	.60	.53	.79	.67	.59	.49	.65	.57	.52	.62	.56	.51	.60	.54	.50	.47
5	.75	.61	.52	.46	.72	.60	.52	.43	.58	.50	.44	.56	.49	.44	.53	.48	.43	.41
6	.69	.55	.46	.40	.67	.54	.46	.37	.52	.44	.39	.50	.43	.38	.48	.42	.38	.36
7	.64	.50	.41	.35	.62	.49	.41	.33	.47	.40	.34	.46	.39	.34	.44	.38	.33	.31
8	.59	.46	.37	.31	.58	.45	.37	.30	.43	.36	.31	.42	.35	.30	.40	.34	.30	.28
9	.55	.42	.33	.28	.54	.41	.33	.27	.40	.33	.27	.38	.32	.27	.37	.31	.27	.25
10	.52	.39	.31	.25	.50	.38	.30	.24	.37	.30	.25	.36	.29	.25	.35	.29	.24	.23

Designer: Liam Vennerholm .... Space type: Lobby

PHOTOMETRIC DATA

IESNA Illuminance category: ....P.......

IESNA Recommended illuminance (average): ....15. (fc)

[Refer to IESNA tables]

Lamp type: ....LED..............

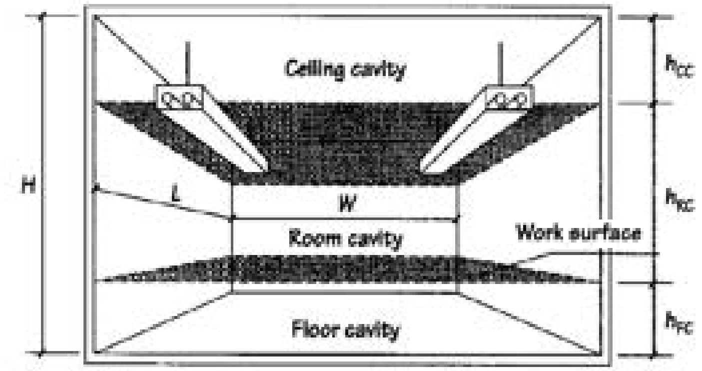
Recommended spacing ratio ....1.0...........

Lumen output from one lamp (initial): ......2001. (lumens)

Number of lamps per luminaire: ....1... (lamps)

Fixture efficiency: ....100....... (%)

Lumen output from one luminaire: ....2001. (lumens)



ROOM DESIGN

L = ...100' - 0" (ft)

W = ...25' - 0" (ft)

H = ...15' - 0" (ft)

Ceiling cavity reflectance = CCR = ...80 (%)

Room cavity reflectance (walls) = RCR = ...50 (%)

Assumed floor cavity reflectance = FCR = ...*20*..... (%)

h_{CC} = ...5' - 0" (ft)

h_{RC} = ...7' - 0" (ft)

h_{FC} = ...3' - 0" (ft)

SIZING OF THE SYSTEM

a. Effect of room geometry: Determine equivalent-square room length (W_{sq}), and the Room Cavity Ratio (RCR).

W_{sq} = W + [(L-W) / 3] = ...50

RCR = (10 x h_{RC}) / W_{sq} = ...1.4

From manufacturer's data, obtain the Coefficient of Utilization (CU) of this luminaire in this space.

CU = ...0.96

b. Effect of maintenance conditions of the space and the system (includes ballast factor): Estimate LLF.

Light Loss Factor = **LLF** = 0.85 Good conditions = 0.65 (Circle one)

Average conditions = 0.55

Poor conditions = 0.45

c. Calculate useful lumens from one luminaire (on the workplane):

Useful lumens from one luminaire = Lumen output from one luminaire x CU x LLF

= ....1632.8 lm

d. Determine total lumens needed on the workplane:

Total lumens needed on the workplane = Recommended illuminance x area

= ....37500 lm

e. Determine needed number of luminaires:

Number of luminaires = Total lumens needed on the workplane/useful lumens from one luminaire

Number of luminaires = ...22.966 → 23

Actual illumination level provided = 15fc × (23 luminaires ÷ 22.966 luminaires) → 15.022 fc

Light load = (23 luminaires × 20w) ÷ (100' × 25') → .184 w/sqft

Light load index = 15.022fc ÷ .184w/sqft → .0122 w/fc

Covered area per luminaire = (100' × 25') ÷ 23 luminaires → 108.7 sqft

System's overall efficiency = 1.0 × 0.96 × 0.85 → 81.6%

Products

9/16" (14MM) LAMINATED WITH ROOMSIDE LOW-E VE33-48

VIRACON

Transmittance

Visible Light	38%
Solar Energy	22%
UV	<1%

Reflectance

Visible Light-Exterior	11%
Visible Light-Interior	6%
Solar Energy	13%

NRFC U-Value

Winter	0.61 (hr x sqft x °F)
Summer	0.47 (hr x sqft x °F)

Shading Coefficient	0.40
Relative Heat Gain	87Btu/(hr x sqft)
Solar Heat Gain Coefficient (SHGC)	0.35
LSG	1.09

Daylighting lab test results

Sky Condition: Standard CIE Overcast Sky

Light Sensor #	Multiplier	Meter's Reading	Illumination level under artificial sky dome: lux	fc	Sensor's serial number
1	2.9210	21.1	62 lux	5.7 fc	PH 8355
2	2.8313	22.1	63 lux	5.8 fc	PH 8356
3	2.8248	18.8	53 lux	4.9 fc	PH 8357
4	2.9378	13.8	41 lux	3.8 fc	PH 8358
5	2.9792	10.4	31 lux	2.9 fc	PH 8359
6	2.7992	9.1	25 lux	2.4 fc	PH 8360
7	2.9673	7.7	23 lux	2.1 fc	PH 8361
8	2.9431	7.2	21 lux	2.0 fc	PH 8362
(single sensor) 9	2.7651	267.3	739 lux	68.7 fc	PH 8363
Outside (under dome)	2.7390	269.8	739 lux	68.7 fc	PH 8364

Measured outside illuminance = 68.7 fc

[NOTE]: This is the outside horizontal illuminance under the artificial sky dome in the lab, and not the standard illuminance at the location of your building.

Daylight Factor for VT= 1.00

For models tested with glass or trace paper

Daylight Factor

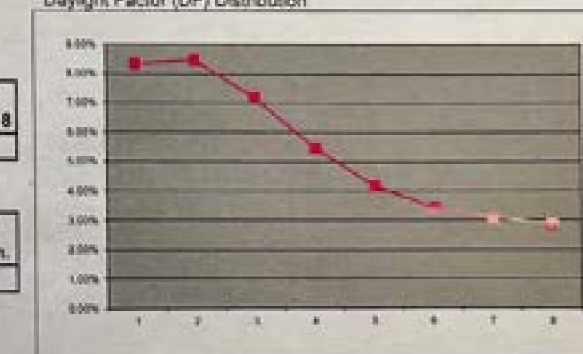
excluding effect of glass VT

Sensor	Daylight Factor for VT= 1.00	Daylight Factor excluding effect of glass VT
1	8.34%	8.34%
2	8.47%	8.47%
3	7.19%	7.19%
4	5.49%	5.49%
5	4.19%	4.19%
6	3.45%	3.45%
7	3.09%	3.09%
8	2.87%	2.87%
(single sensor) # 9		

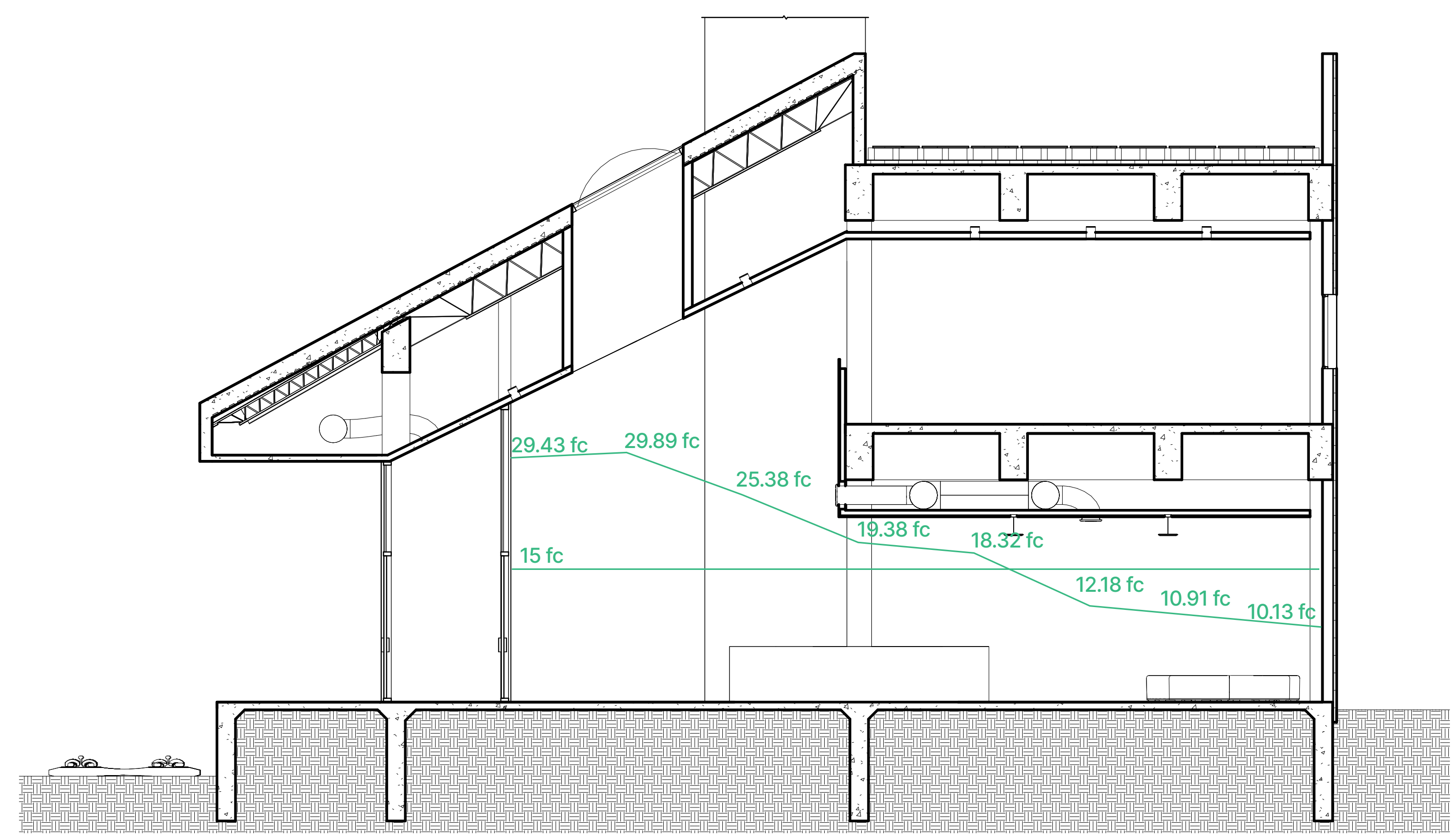
Average sens # 1 to 8
5.38%

Ratio of Max. to Min.
2.95

Daylight Factor (DF) Distribution



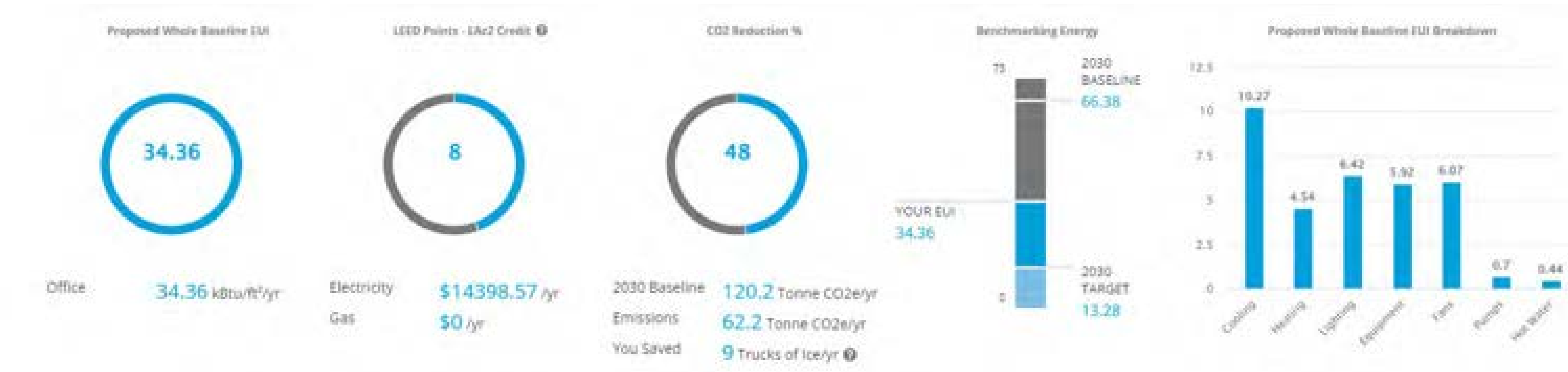
Point	IL Standard (fc)	DF	VT	M	IL Predicted (fc)
1	1597	8.34%	26%	85%	29.43
2	1597	8.47%	26%	85%	29.89
3	1597	7.19%	26%	85%	25.38
4	1597	5.49%	26%	85%	19.38
5	1597	5.19%	26%	85%	18.32
6	1597	3.45%	26%	85%	12.18
7	1597	3.09%	26%	85%	10.91
8	1597	2.87%	26%	85%	10.13
Average	1597	5.51%	26%	85%	19.45

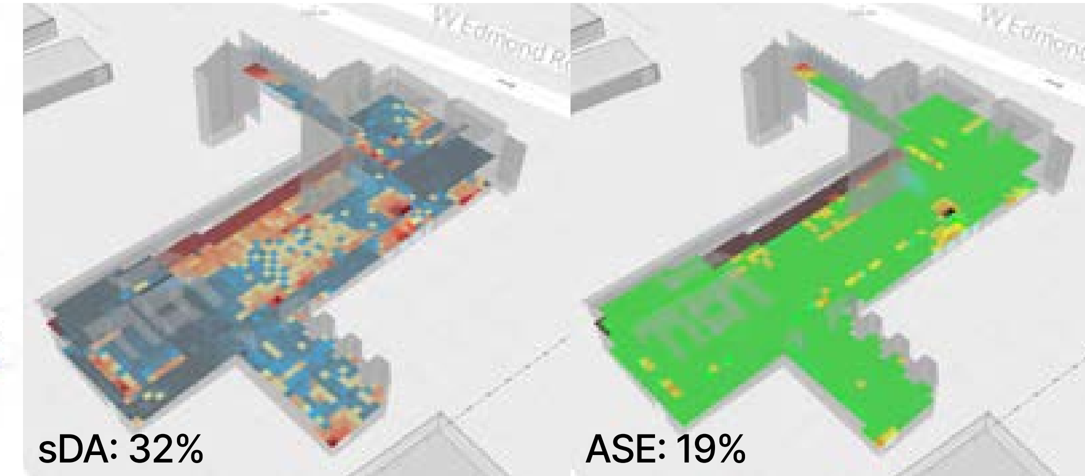


Daylighting Design

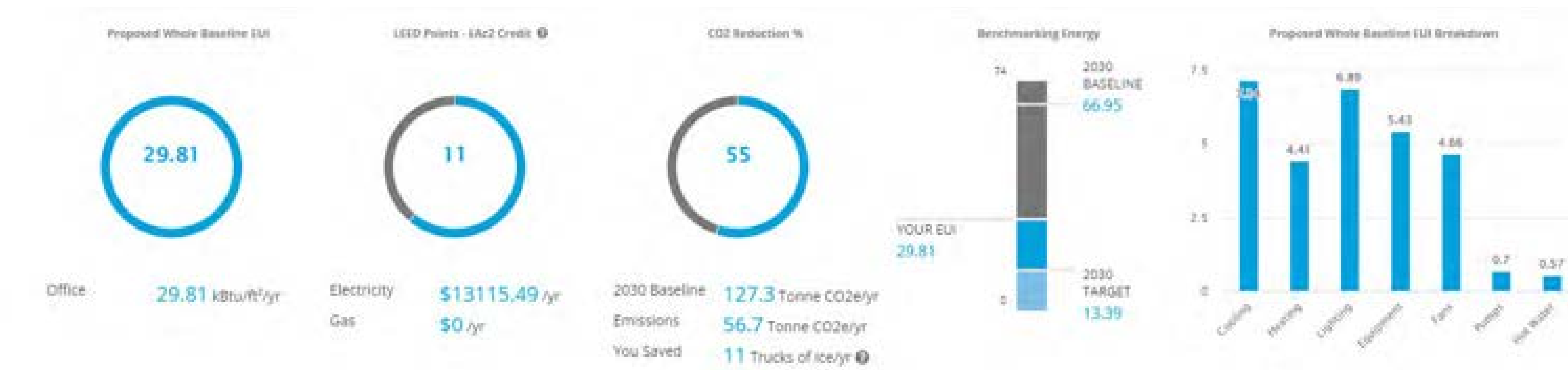
Footcandles in Lobby

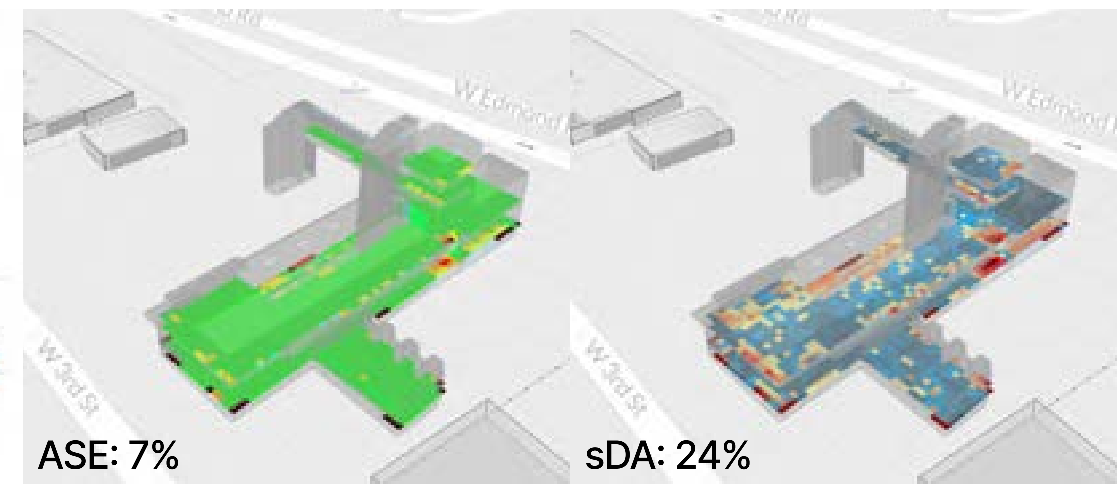
Model A



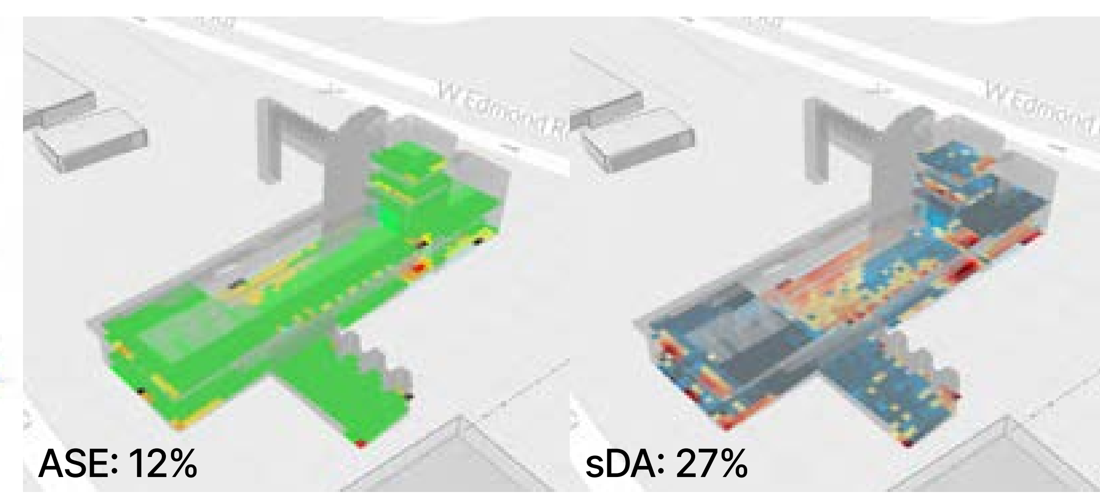


Model B





Model C



Cove.Tool Comparison

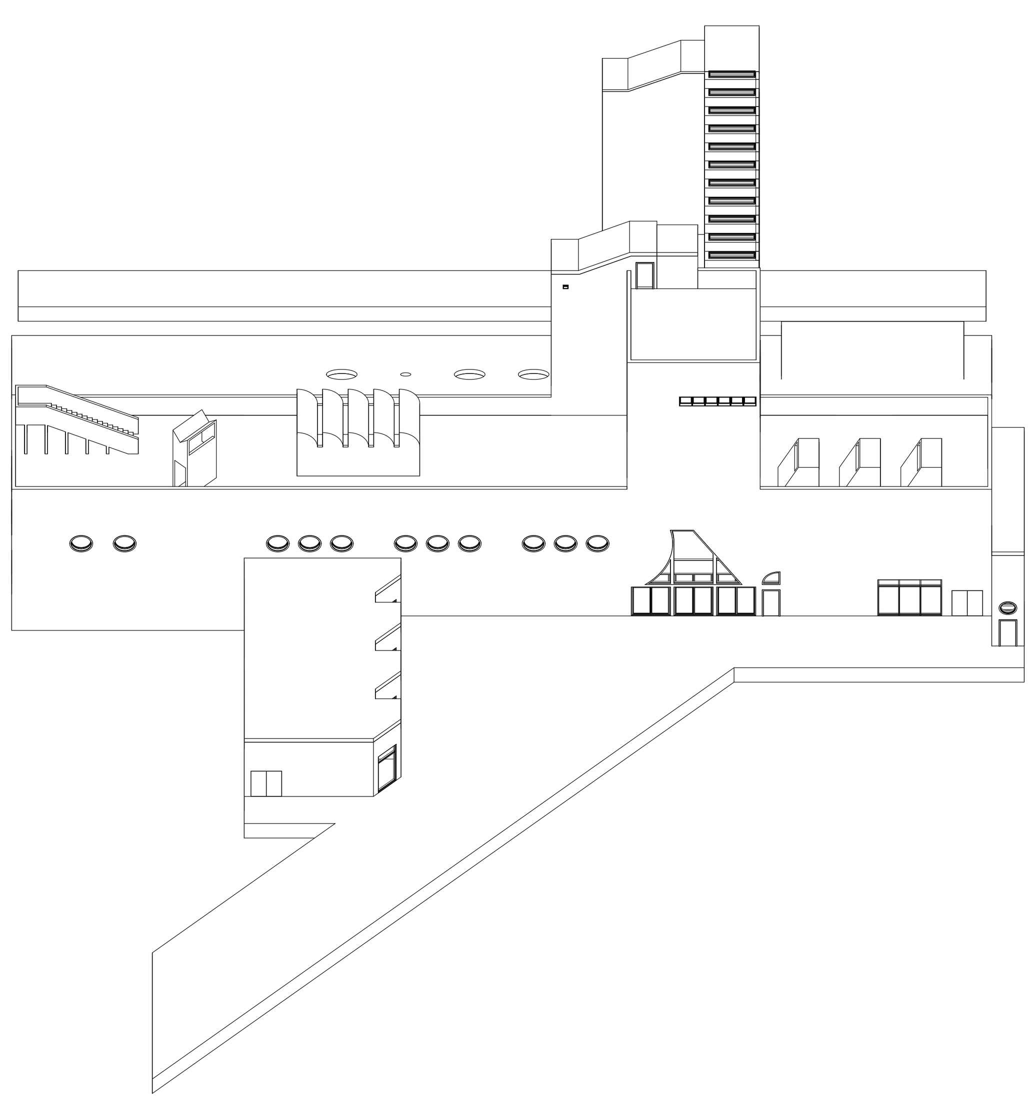
Construction Documents

In the Construction Document phase, most of the designing was finished aside from a few loose ends. The main focus of this phase is to document everything so that someone can construct what I've designed. The goal is to create a set of very detailed and very specific documents that describe the way the building goes together so that a construction company who has never seen it before and perhaps is not familiar with my design process can build it. Of course, since I focused on the lobby space in the previous phase, that is the most detailed portion of the building. Additionally, once again I completed this to the best of my ability in the allotted time which was only a few weeks. In reality, an architecture firm would spend one or two years if not longer in this phase of a project.

My main challenge in this phase was to document all the aspects of the building. I had become intimately familiar with the design, so I had to make sure I didn't accidentally assume something. Everything was to be labeled, dimensioned, and put on a sheet so that someone could read it and reproduce it in three dimensions.

This phase also required me to focus in a lot closer on the conditions of the building that I hadn't fully resolved earlier in the project. I reconciled all of the small-scale junctions of materials and other building elements. I also executed the vision I had established in Schematic Design and Design Development.

Overall, I was able to produce a building that I am quite happy with. I got to spend all semester with it and get more detailed than I ever have before.



2 Project Image

EMMTH
Edmond, OK

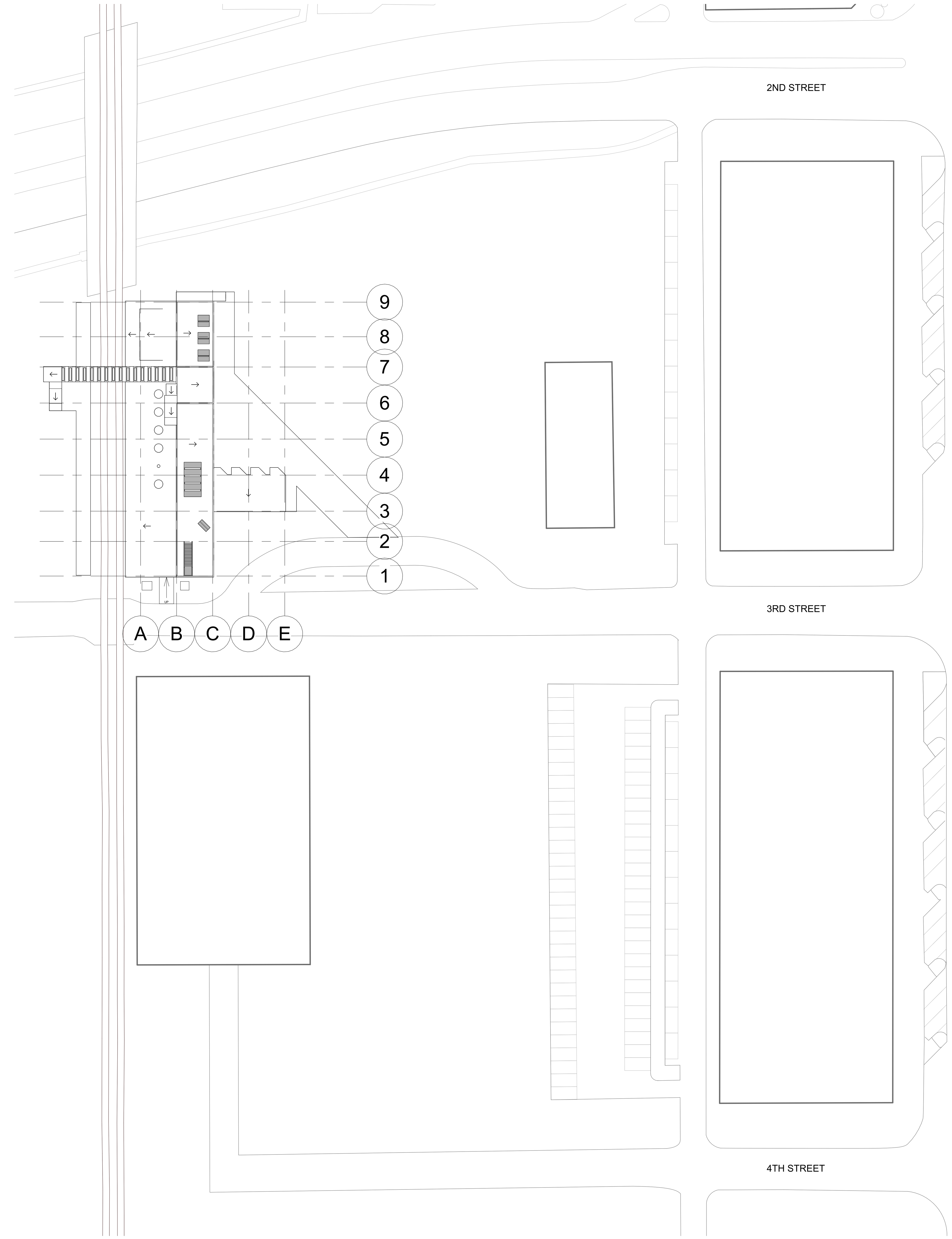
Liam Vennerholm
liam.vennerholm@okstate.edu

Owner
City of Edmond, Oklahoma

Structural
Jacob Jones

MEP
Khaled Mansy

Sheet List



1 SITE PLAN
1" = 50'-0"

EMMTH
Edmond, OK

Project No. 001

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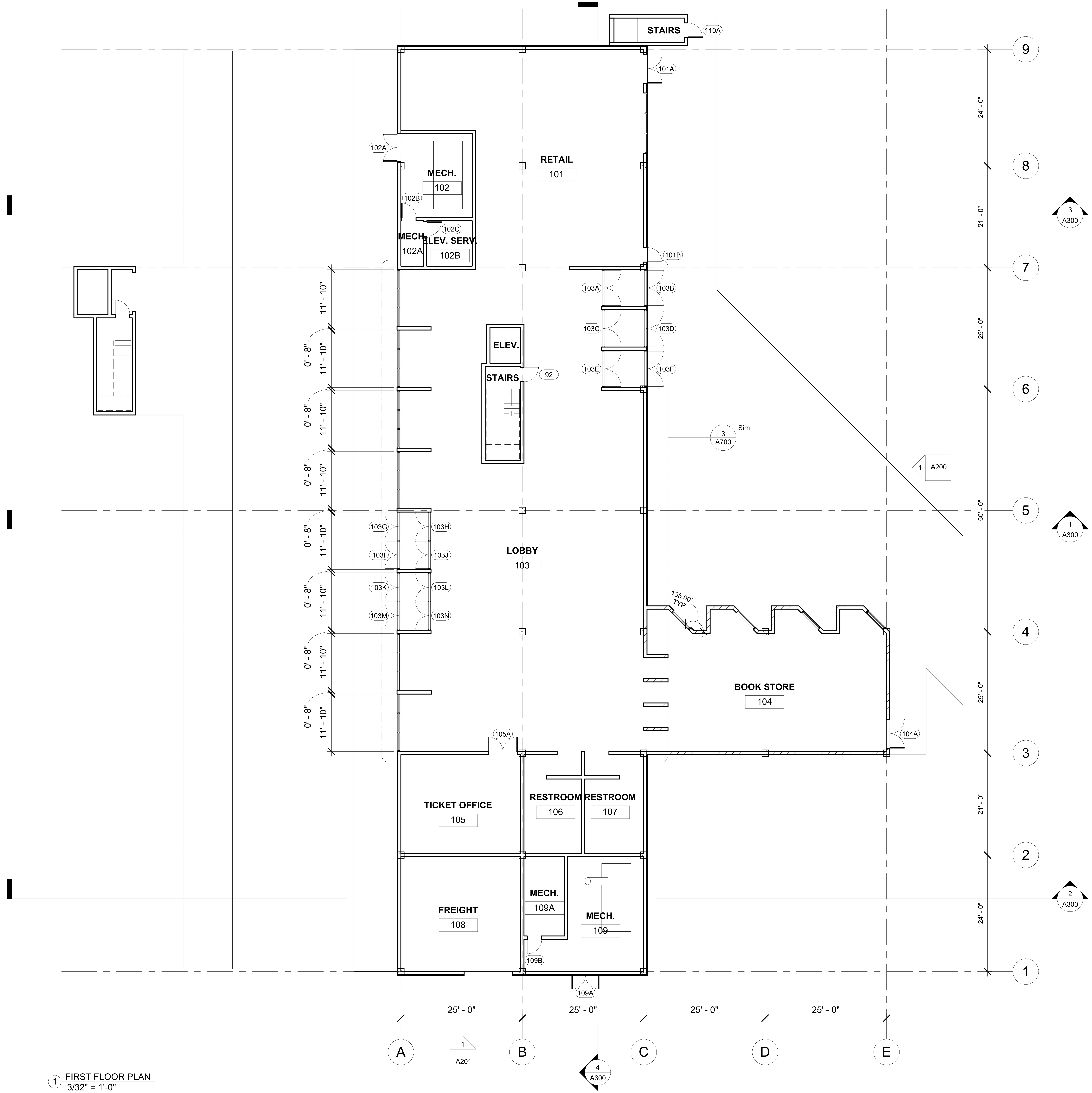
Designed by Liam Vennerholm
Checked by Keith Peiffer

Stamp

5/4/2023 11:16:12 PM

04/19/23
A000
TITLE PAGE



1 FIRST FLOOR PLAN
3/32" = 1'-0"

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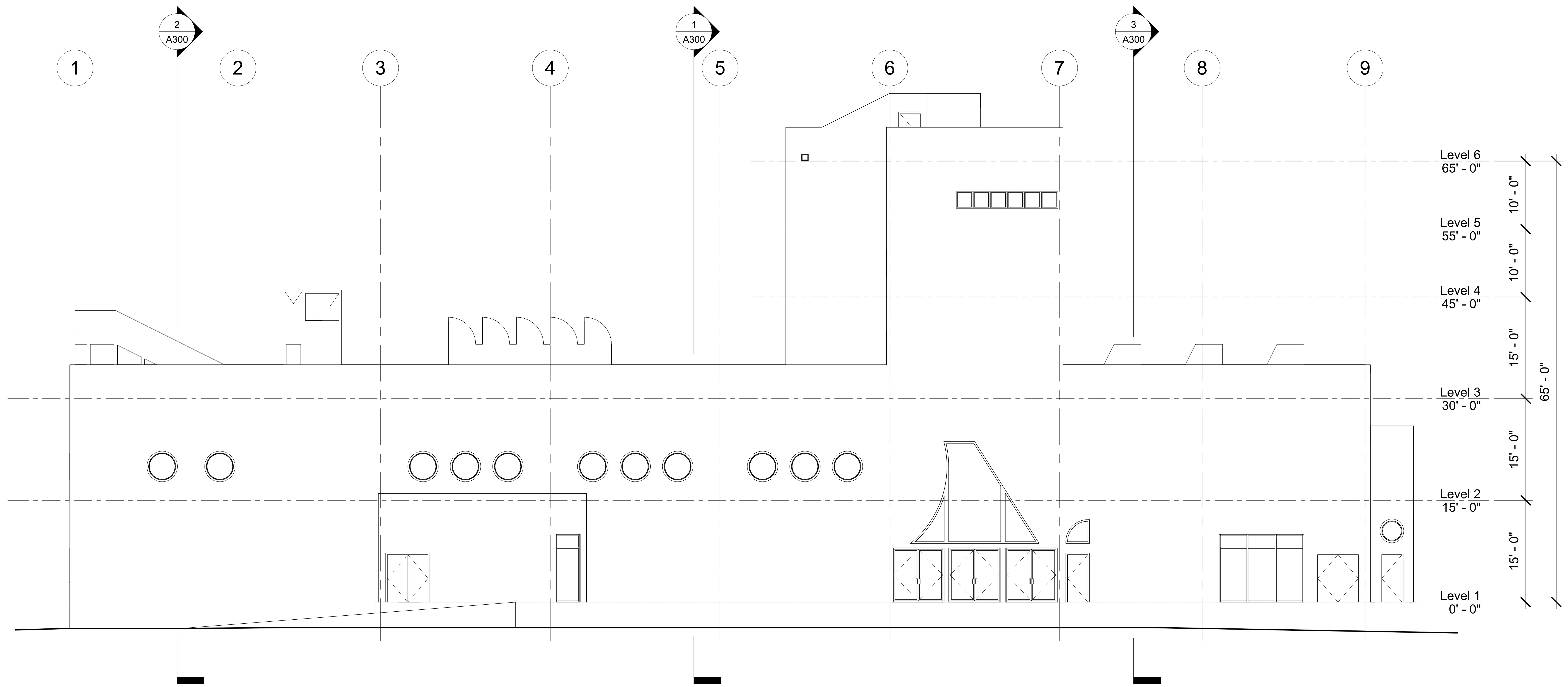
04/19/23

A101

FIRST FLOOR PLAN



1 EAST ELEVATION
3/32" = 1'-0"

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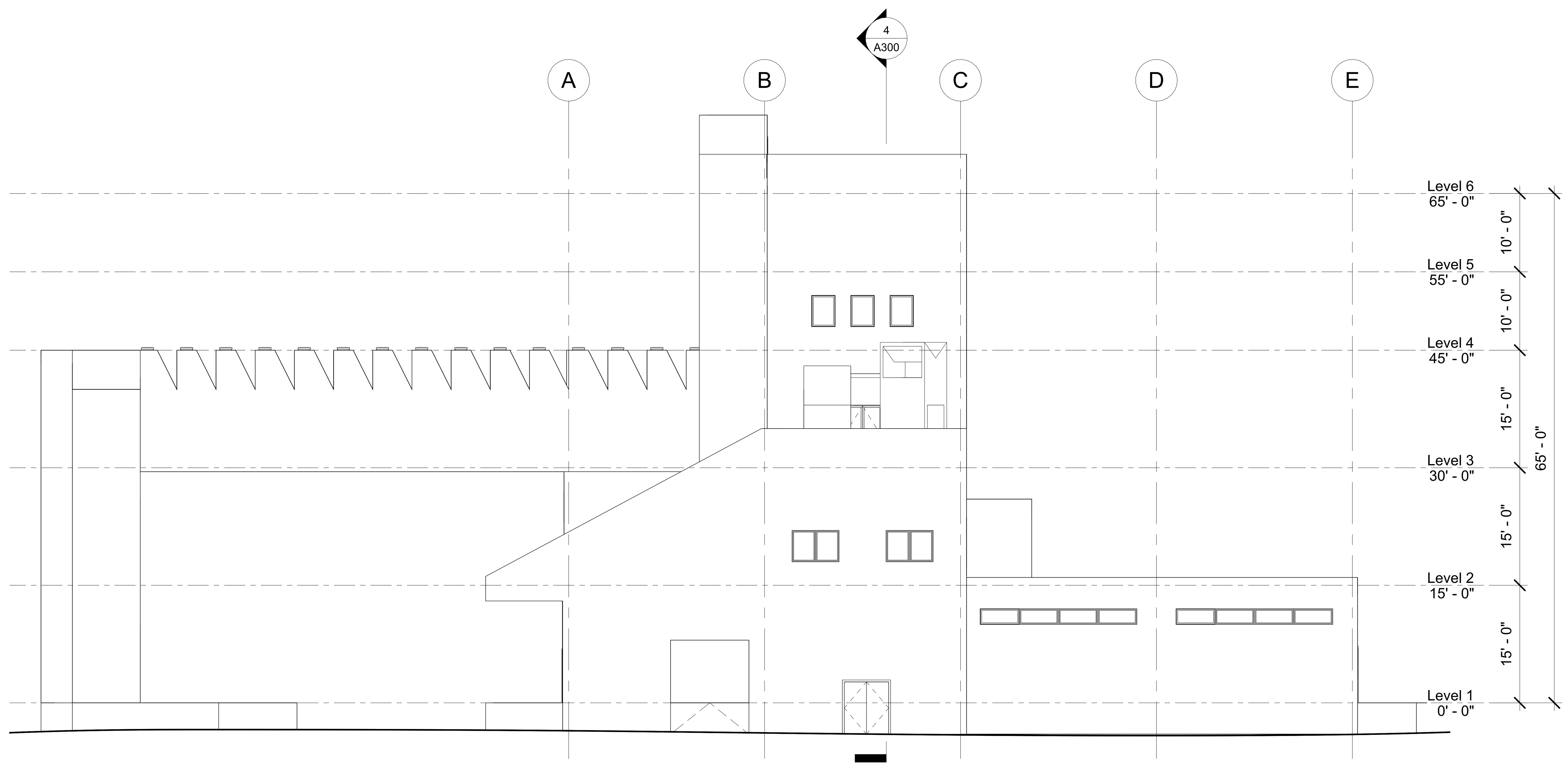
02/03/23
A200
EAST ELEVATION



1 SOUTH ELEVATION
3/32" = 1'-0"

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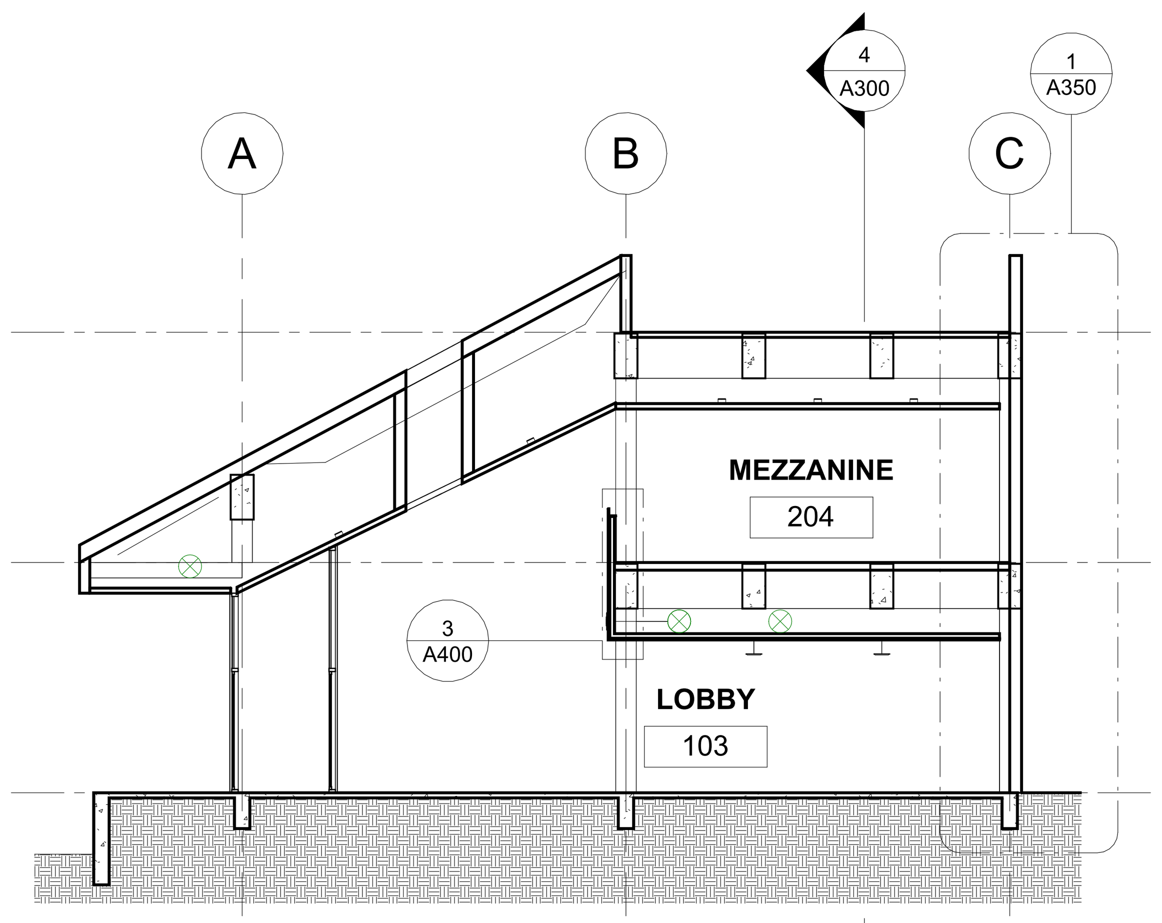
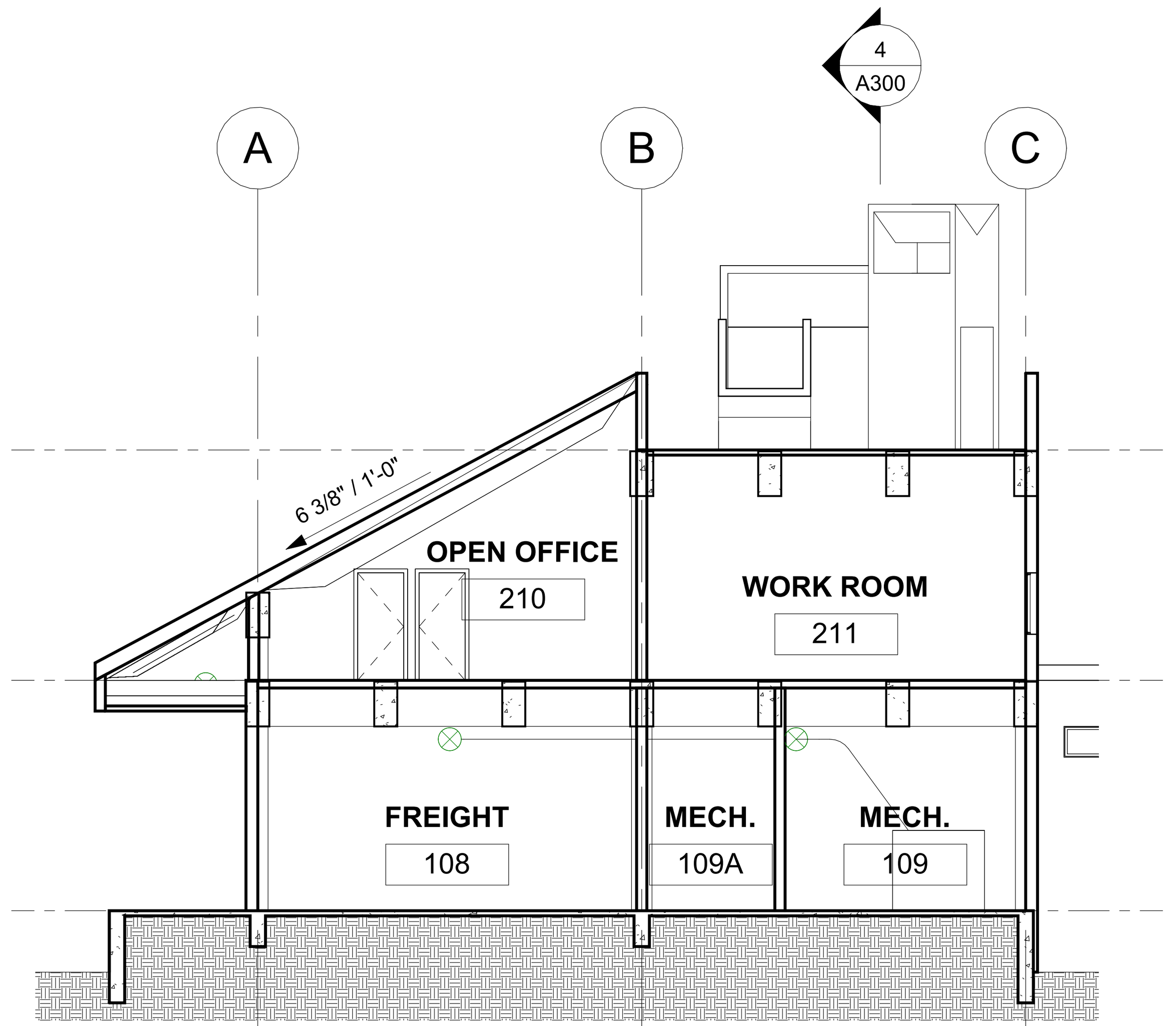
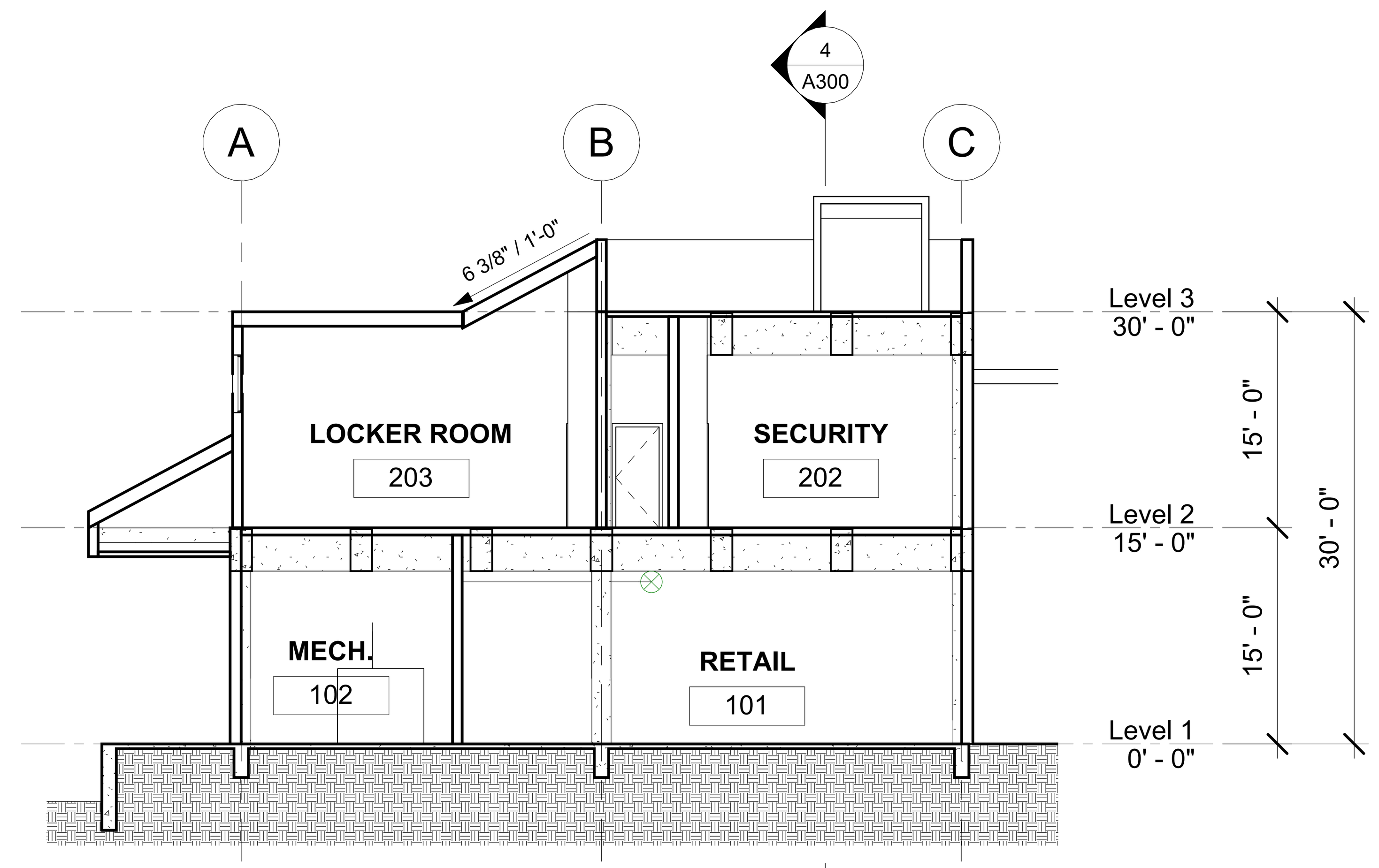
04/21/23
A201
SOUTH ELEVATION



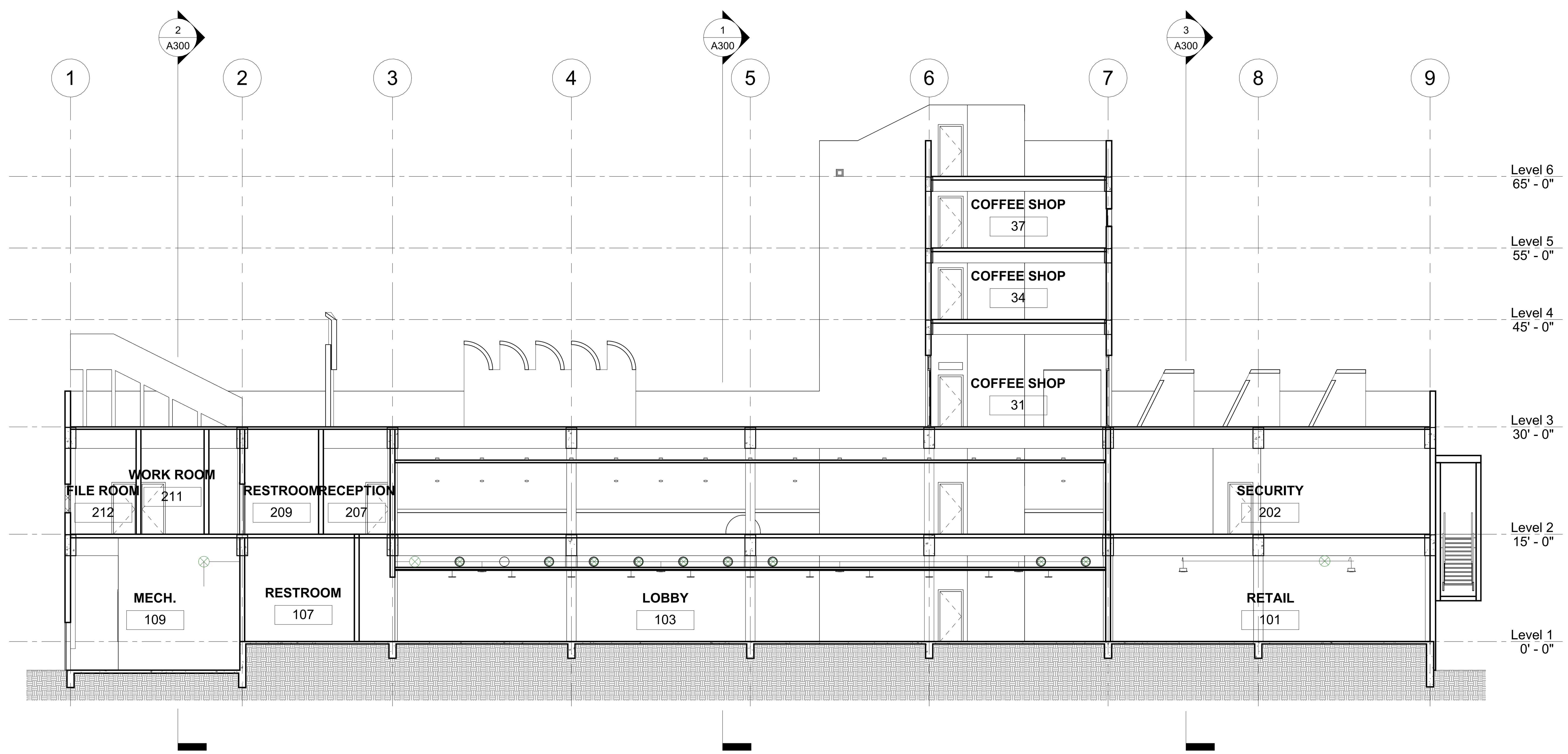
1 SECTION
3/32" = 1'-0"



2 SECTION
3/32" = 1'-0"



3 SECTION
3/32" = 1'-0"



4 SECTION
3/32" = 1'-0"

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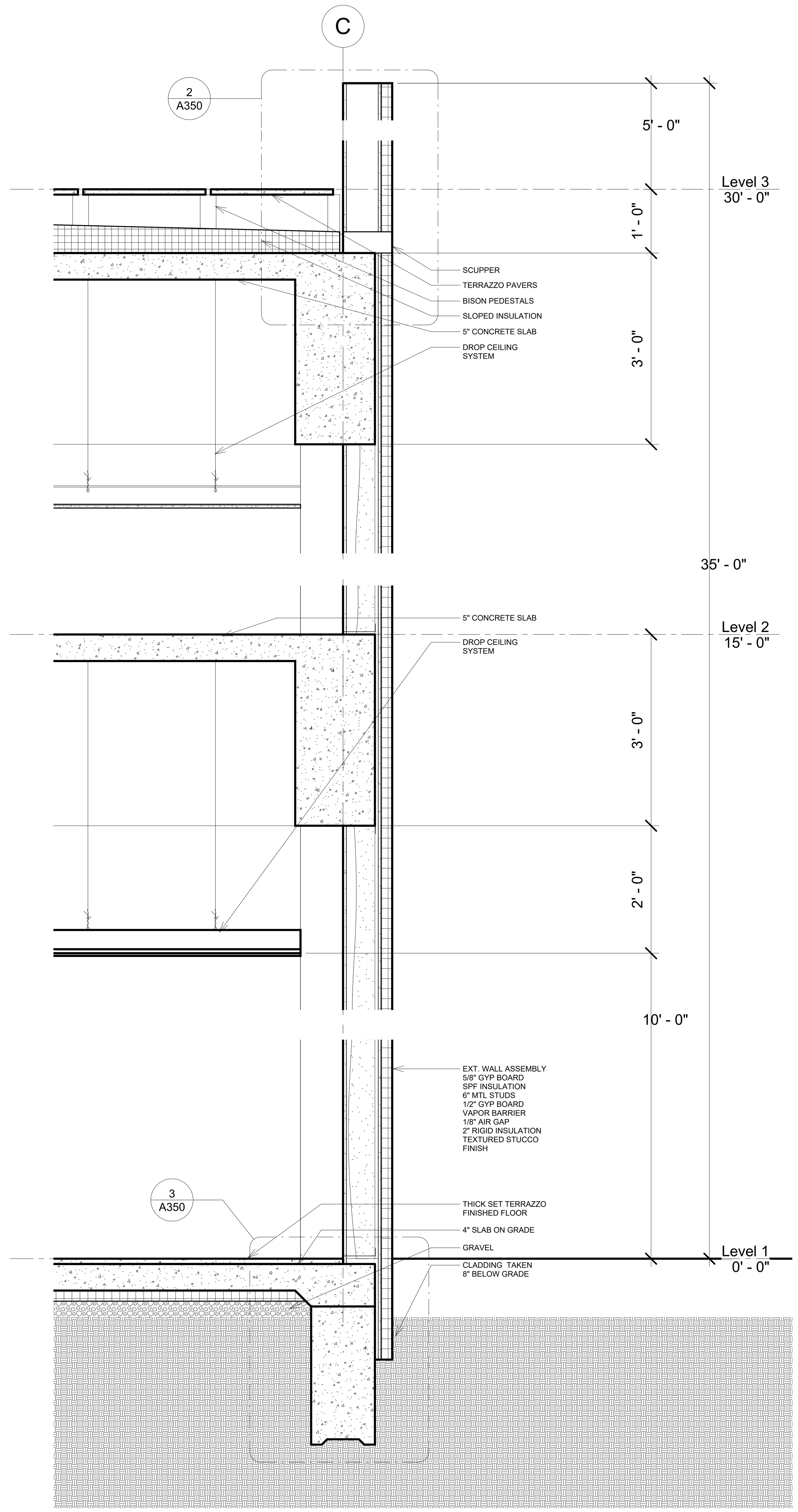
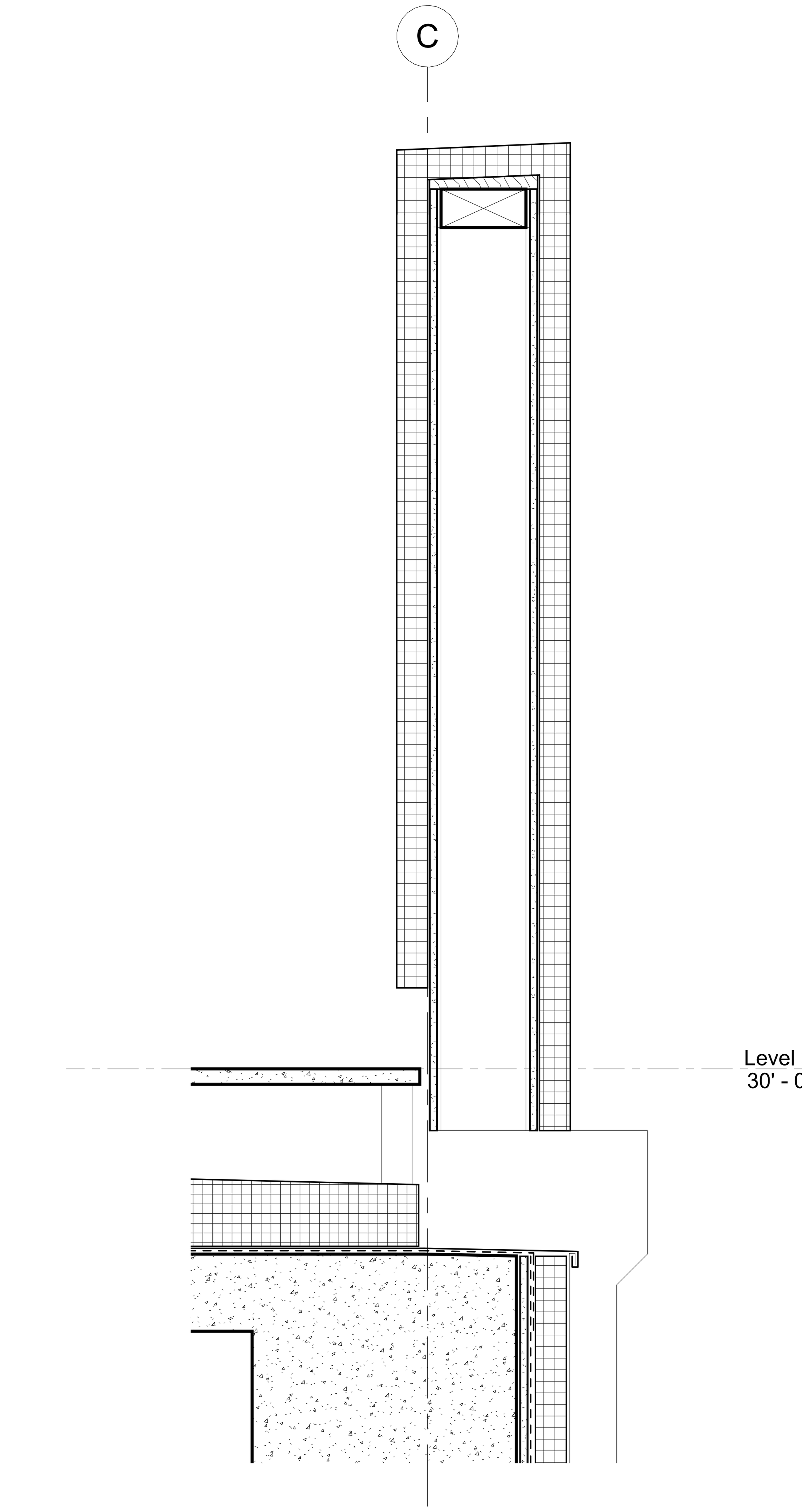
03/02/23

A300

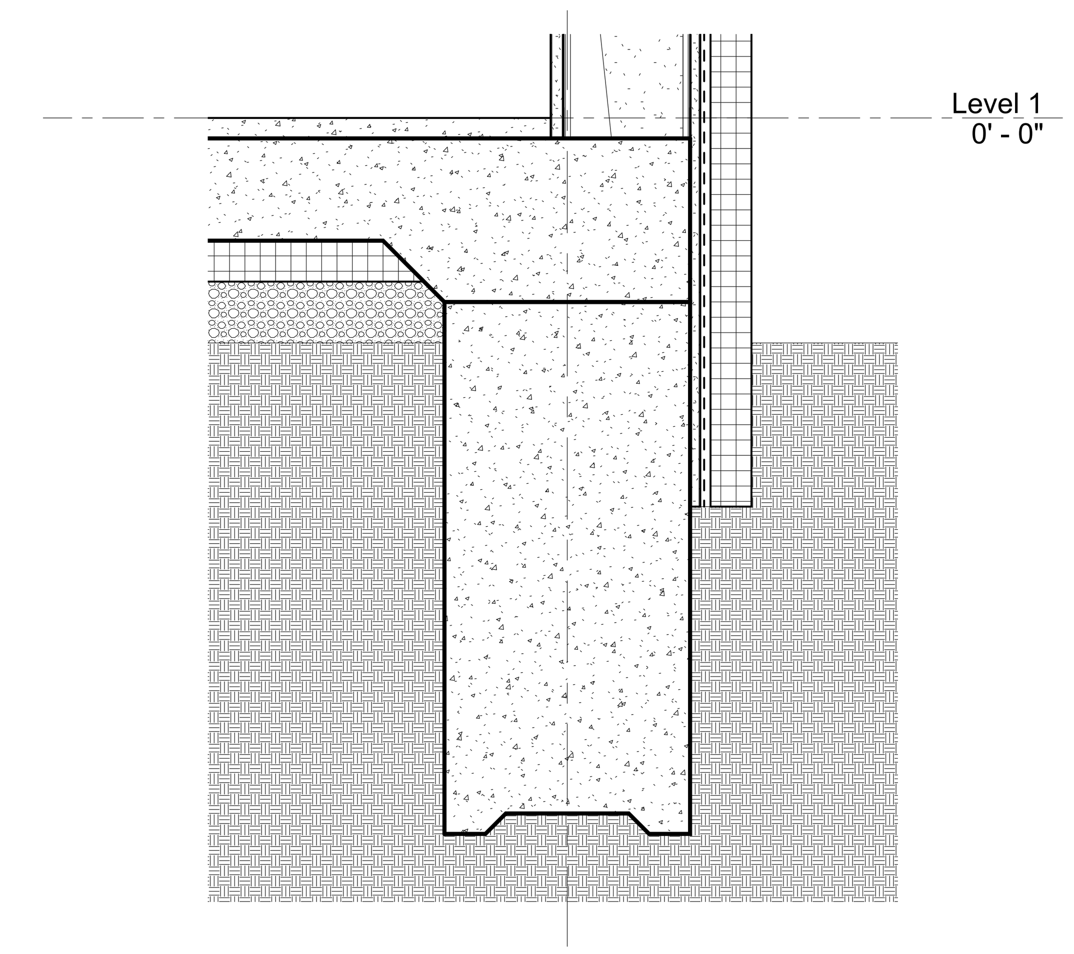
BUILDING SECTIONS



1 WALL SECTION
3/4" = 1'-0"



2 WALL SECTION CALLOUT
1 1/2" = 1'-0"



3 WALL SECTION CALLOUT
1 1/2" = 1'-0"

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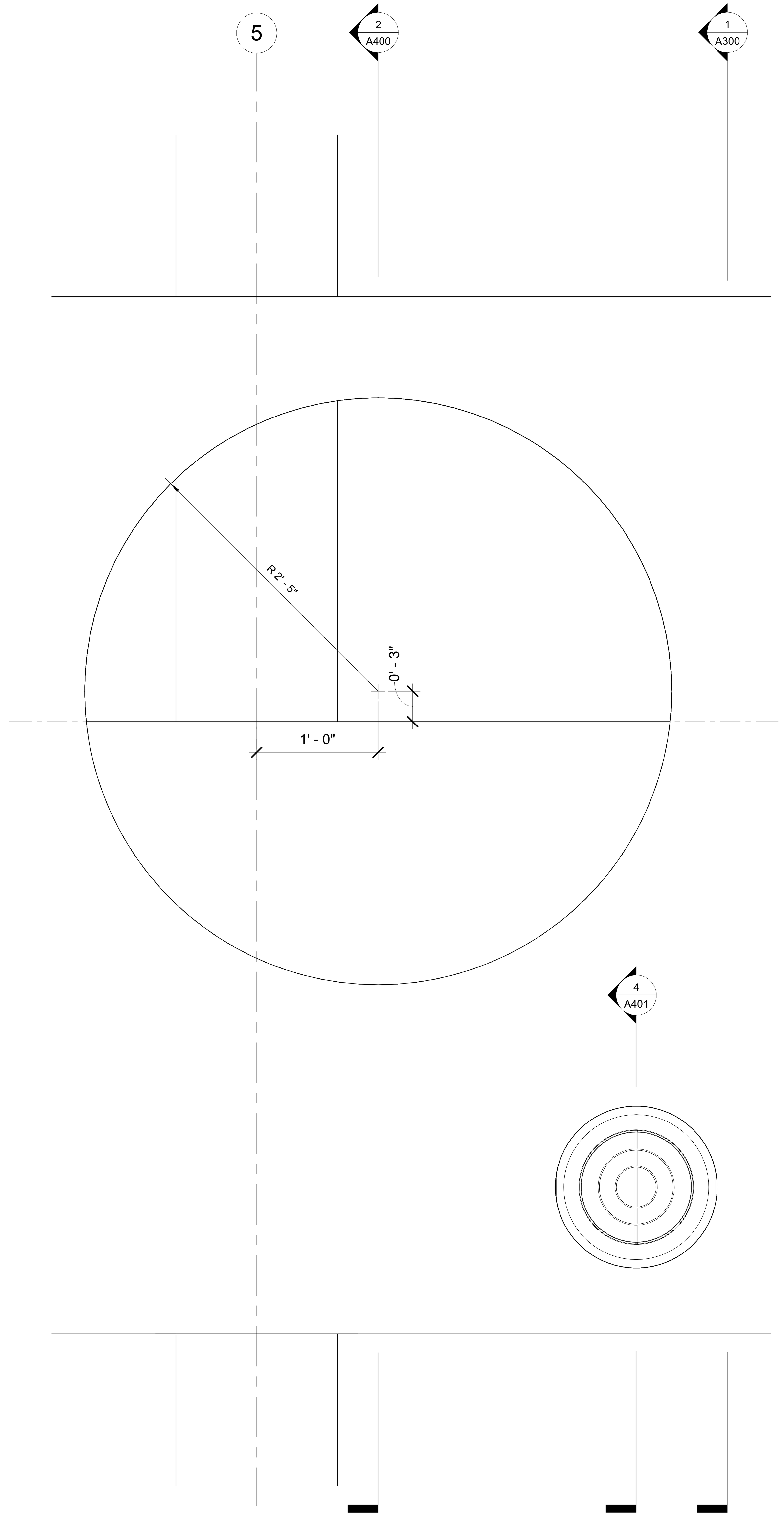
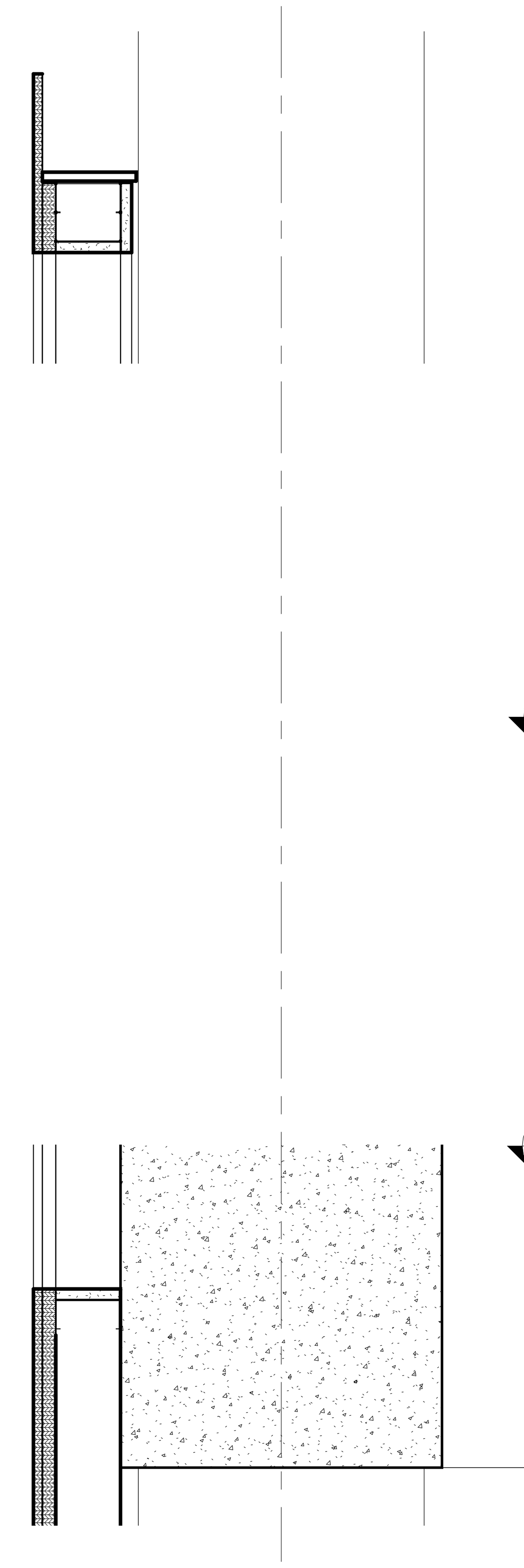
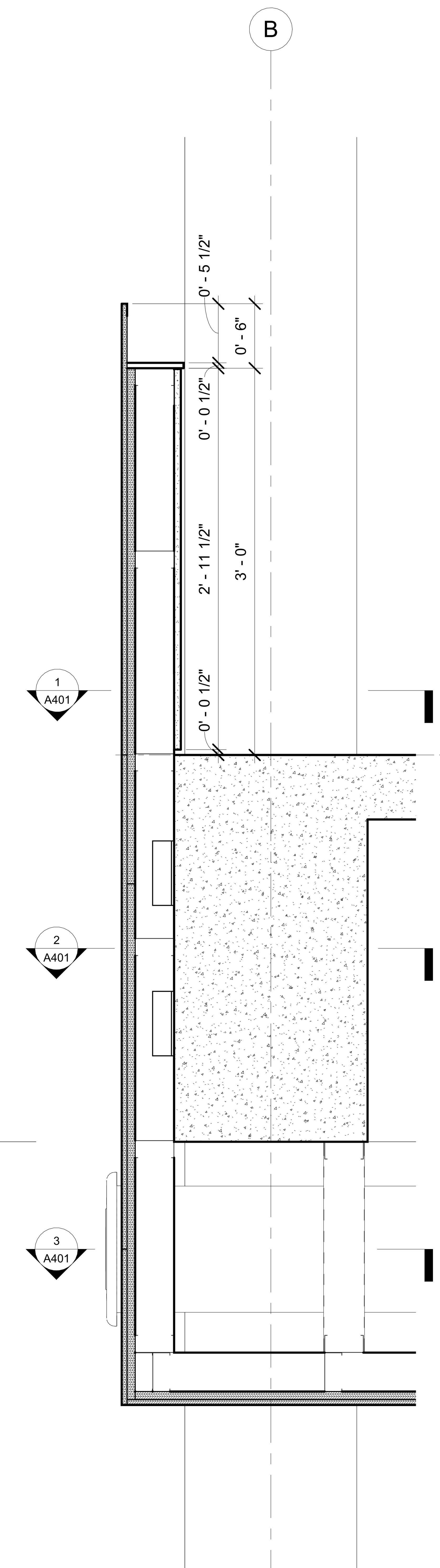
03/02/23
A350
WALL SECTION



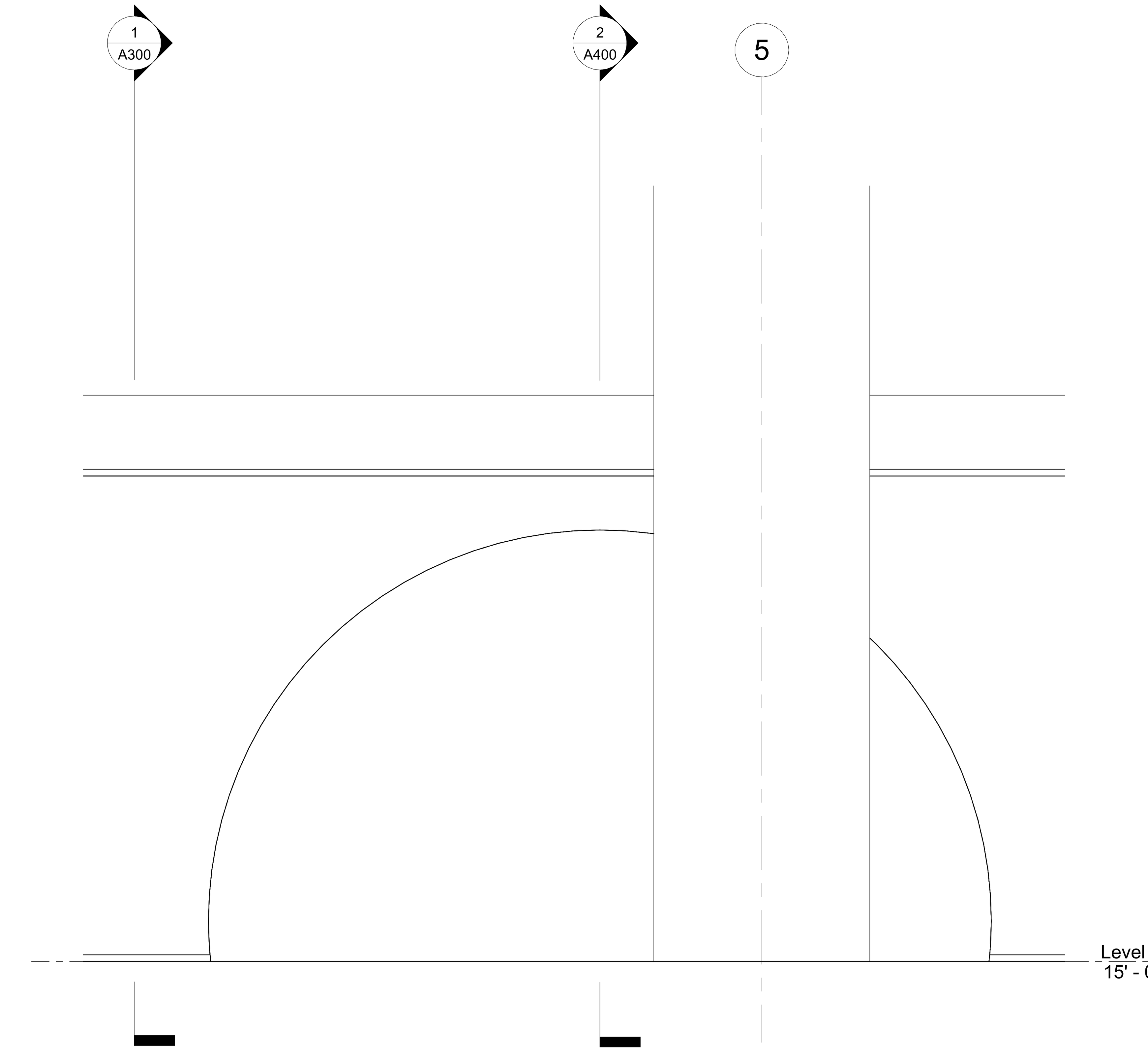
1 DETAIL ELEVATION
1 1/2" = 1'-0"



2 DETAIL SECTION
1 1/2" = 1'-0"



3 DETAIL SECTION
1 1/2" = 1'-0"



4 DETAIL ELEVATION
1 1/2" = 1'-0"

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Edmond, OK

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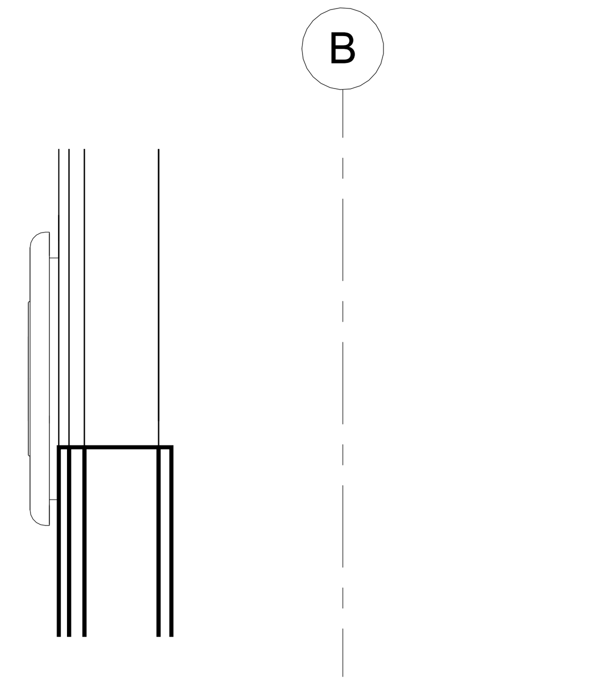
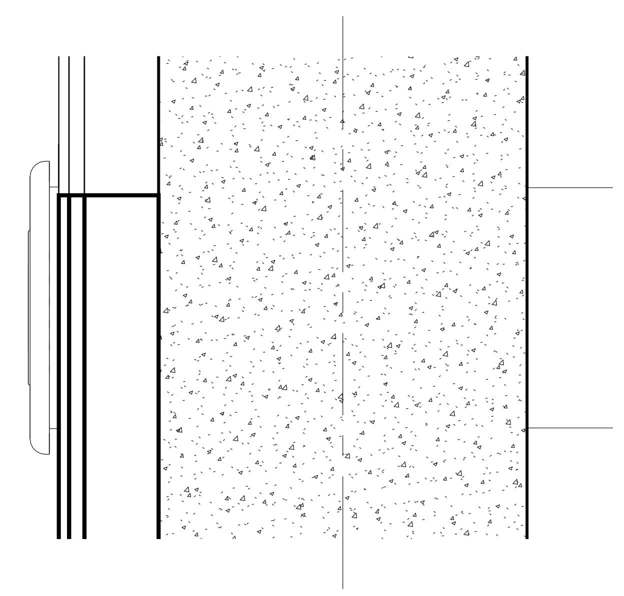
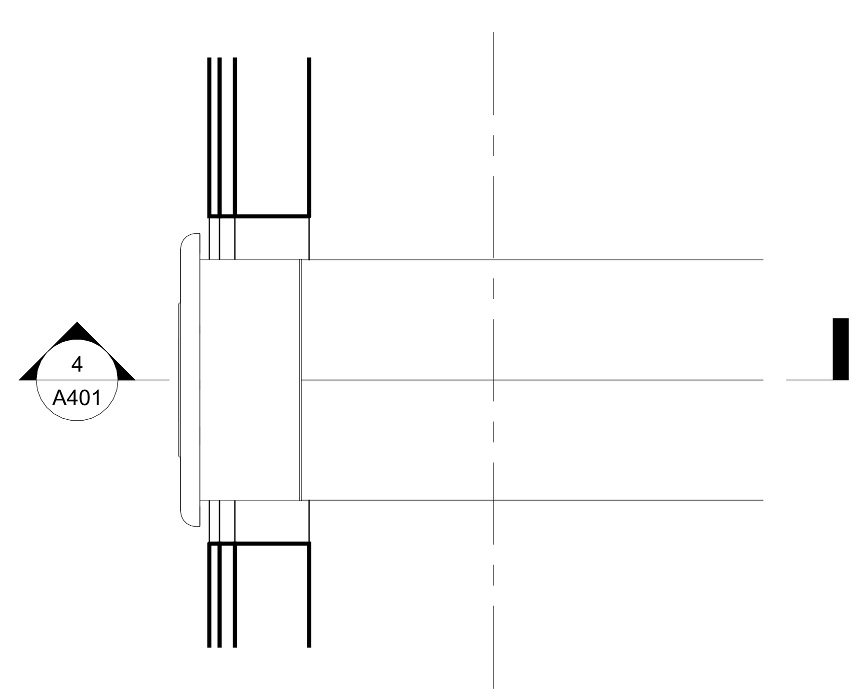
04/19/23
A400
DETAIL DRAWINGS



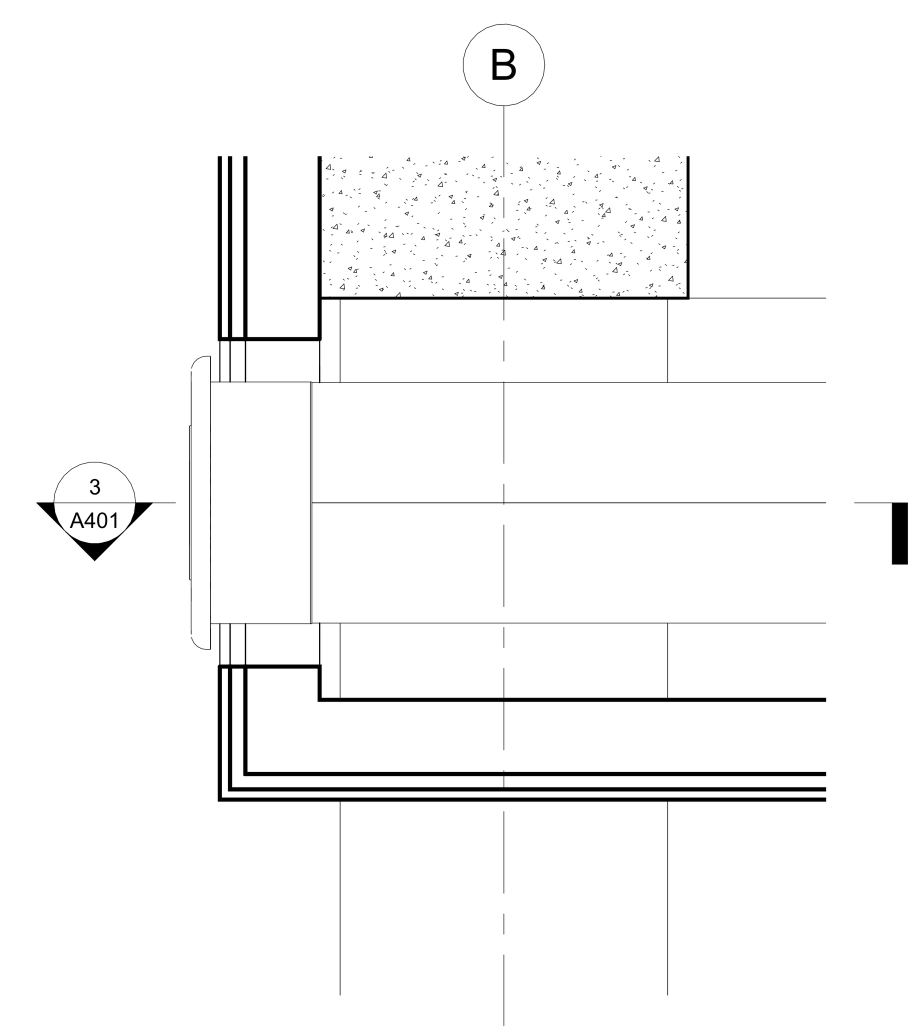
1 Section 19
1 1/2" = 1'-0"



2 Section 2
1 1/2" = 1'-0"



3 Section 3
1 1/2" = 1'-0"



4 DETAIL SECTION
1 1/2" = 1'-0"

EMMTH
Edmond, OK

Project No. 001

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Stamp

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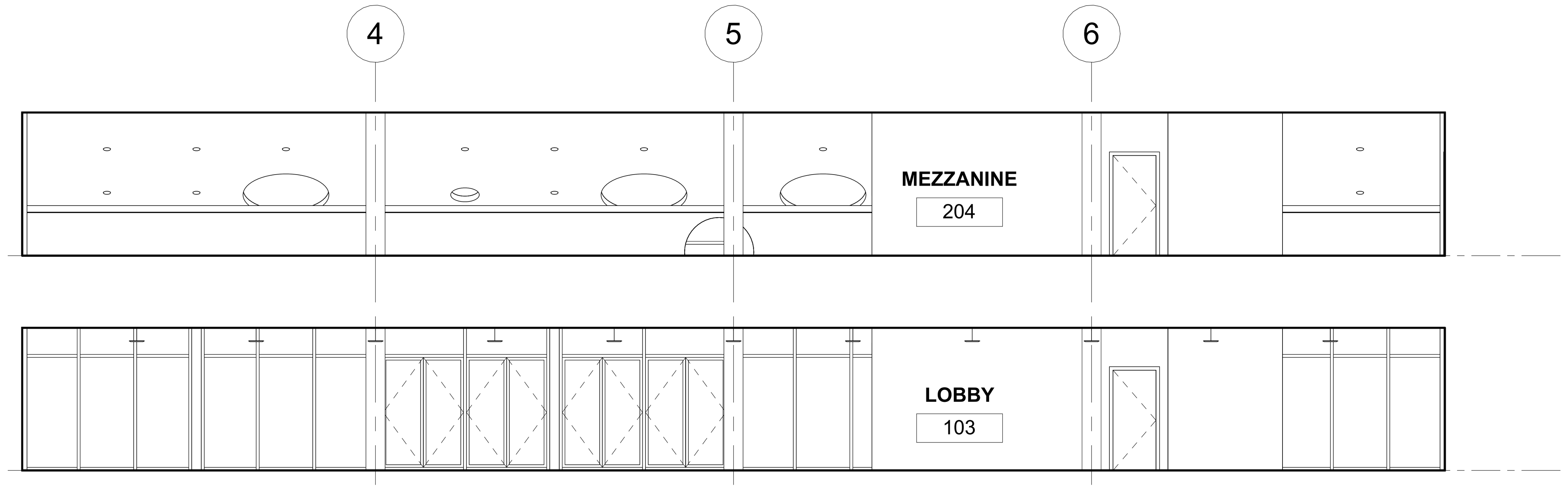
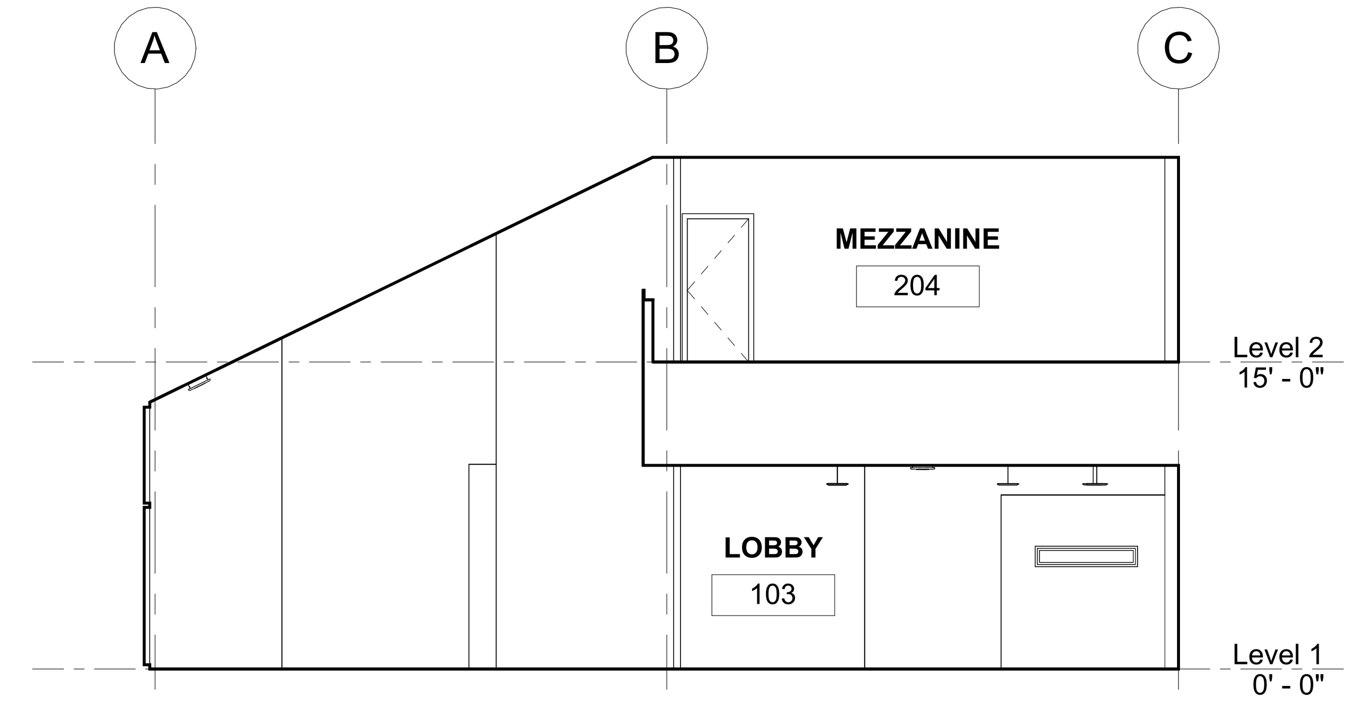
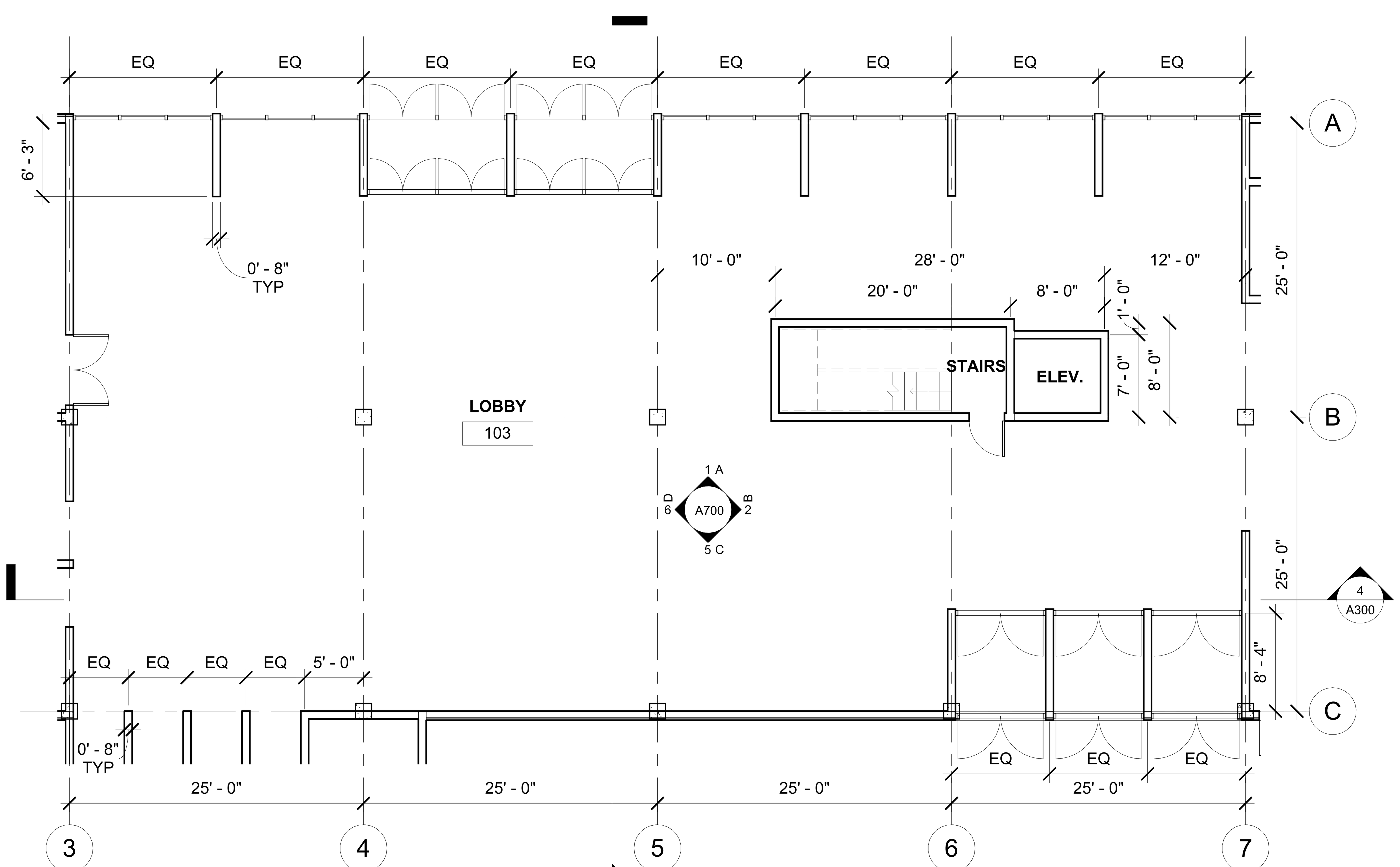
04/21/23
A401
DETAIL DRAWINGS



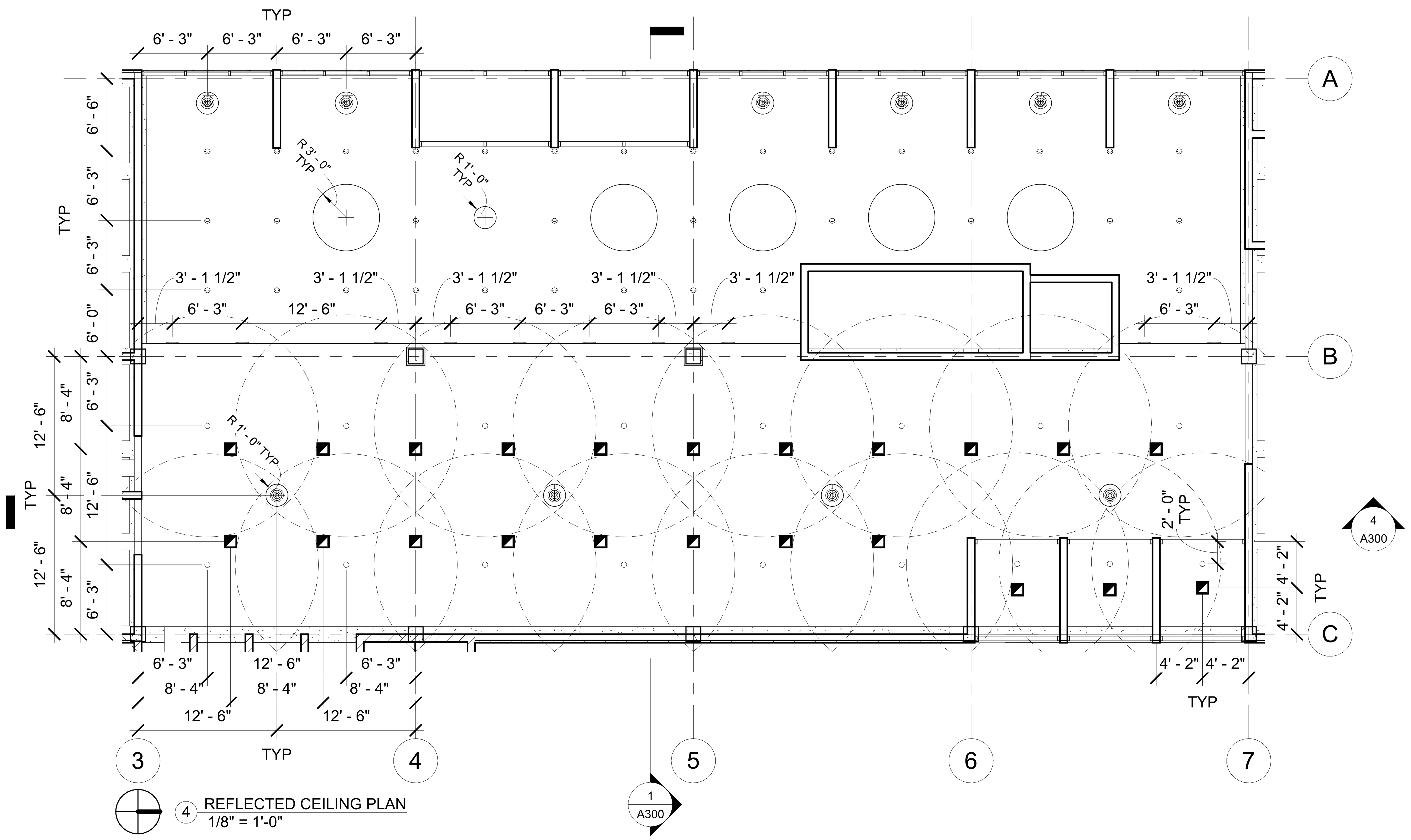
1 INTERIOR ELEVATION
1/8" = 1'-0"



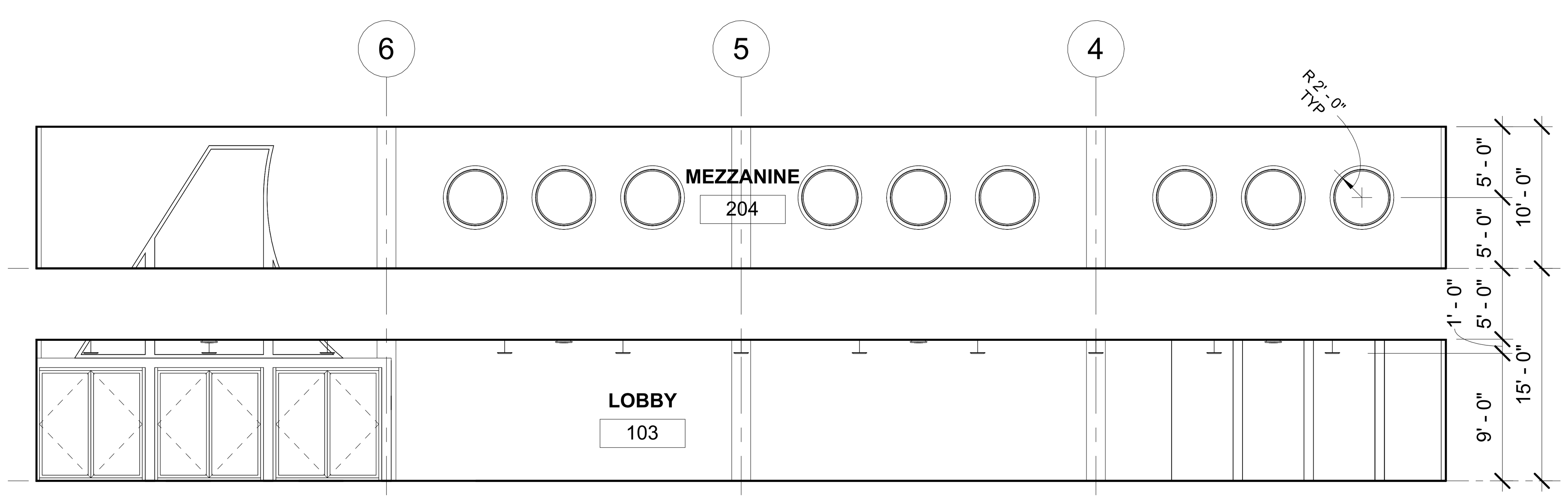
2 INTERIOR ELEVATION
1/8" = 1'-0"



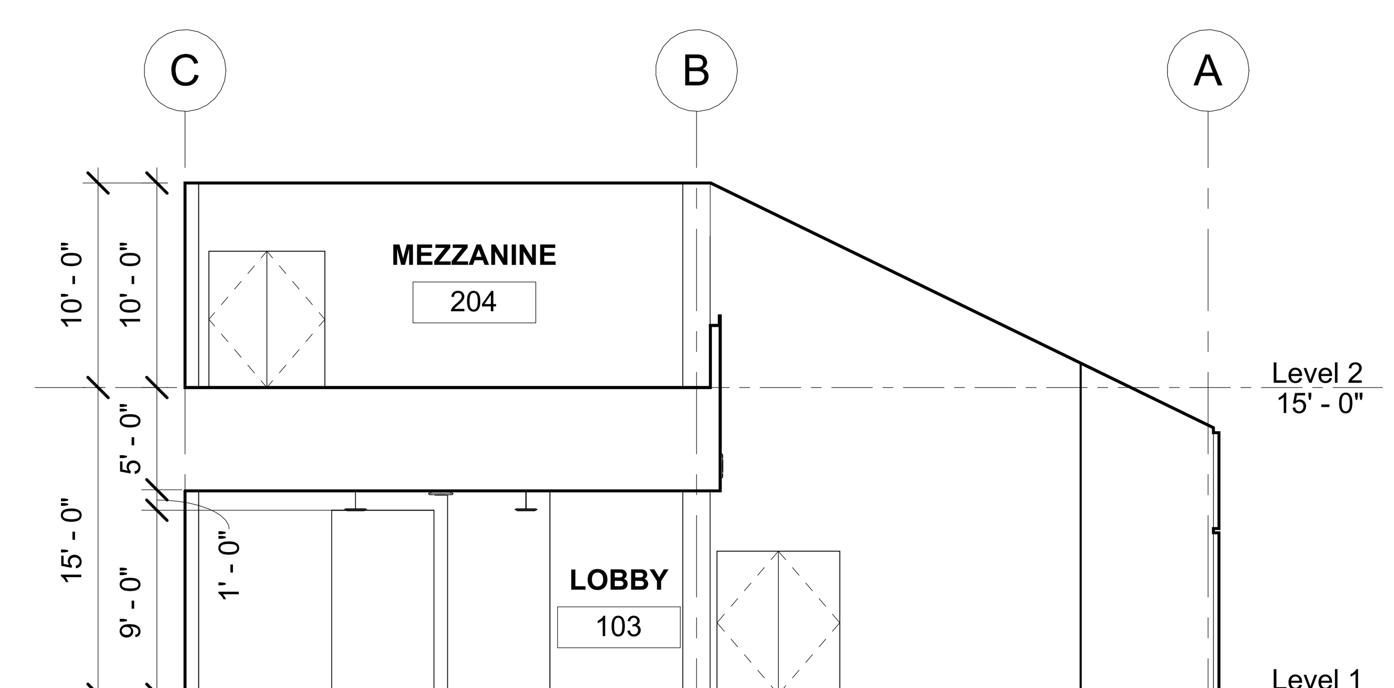
3 ENLARGED PLAN
1/8" = 1'-0"



4 REFLECTED CEILING PLAN
1/8" = 1'-0"



5 INTERIOR ELEVATION
1/8" = 1'-0"



6 INTERIOR ELEVATION
1/8" = 1'-0"

EMMTH
Edmond, OK

Project No. 001

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Stamp

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03/20/23
A700
FOCUS SPACE DRAWINGS