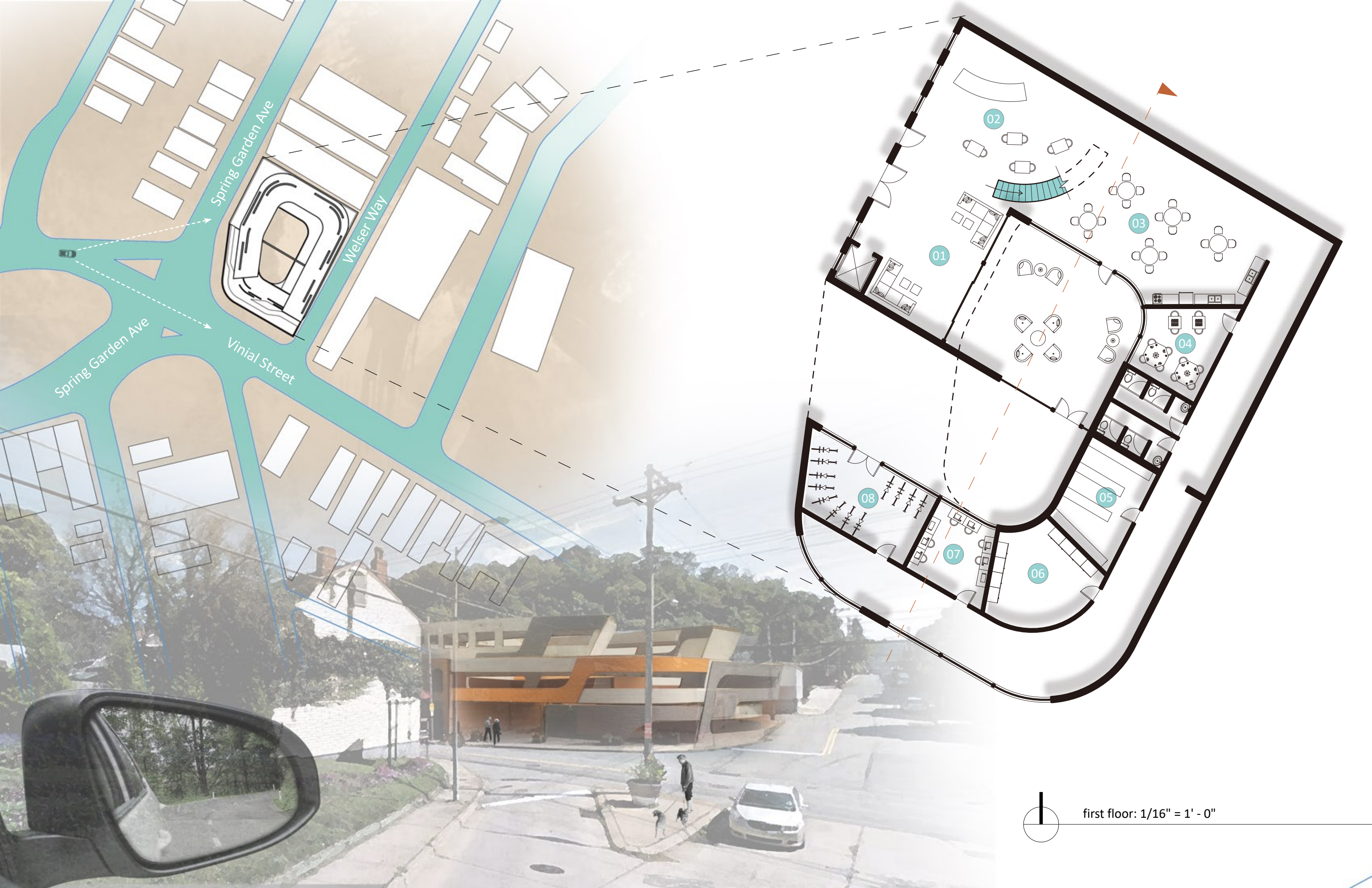


SWING -- Spring Garden Urban Hostel

In this project, we were asked to design an urban hostel at the crossroads of Spring Garden Ave and Vinial Street in local Pittsburgh. The site was an abandoned brick wall structure with punctured openings, and the goal was to use the existing structure to either renovate or demolish part of the walls and incorporate it within a new structure. Meanwhile, certain functions of the urban hostel need to be fulfilled--including rooms of multiple sizes, public areas such as kitchen, dining room, living space, etc., and semi-private rooms such as library and game rooms.





Spring Garden Ave
Spring Garden Ave
Vinial Street

Welser Way

01

02

03

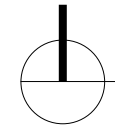
04

08

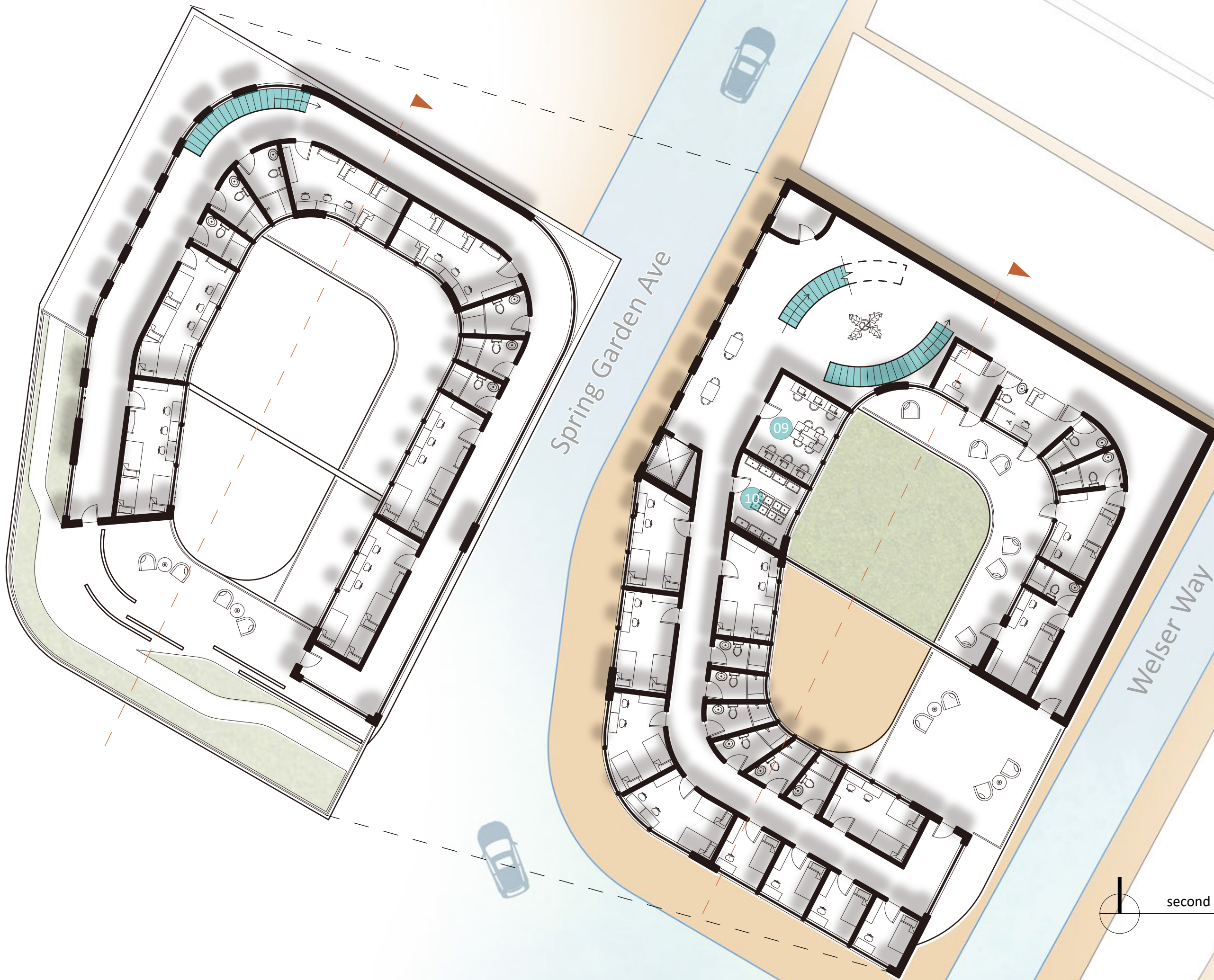
07

06

05



first floor: 1/16" = 1' - 0"



Spring Garden Ave

Welser Way

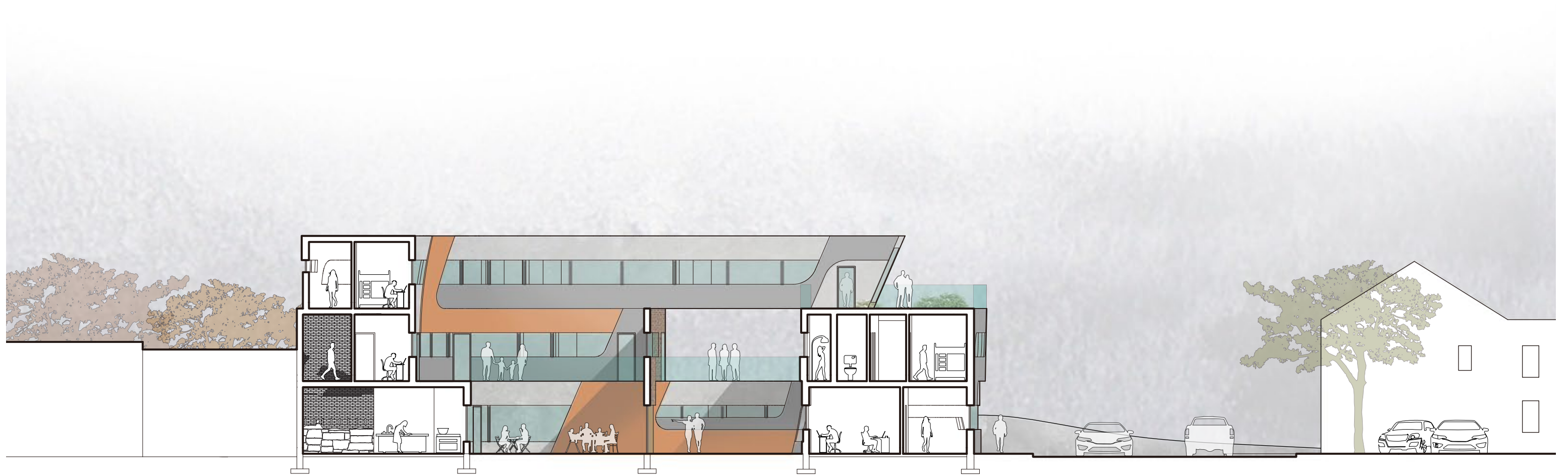
- 01 Lounge
- 02 Cafe/Reception
- 03 Dining/Kitchen
- 04 Game Room
- 05 Locker Room
- 06 Mechanical Room
- 07 Office
- 08 Bike Rental/Storage
- 09 Library
- 10 Laundry

- 2-bed room
- 4-bed room
- 2-bed w/ private bath
- 4-bed w/ private bath
- 6-bed family room

second & third floor: 1/16" = 1' - 0"

The overall theme of this project is contrast and continuation. Instead of demolishing the old brick wall structure, I used part of it to represent the city's past memories, from which a postmodernist "swinging" structure, triple-layered and extending to different directions, grew out and formed a private courtyard-style enclosure where people could gather and enjoy sunshine. Based on the accessibility and circulation, the three floors serve different functions which clearly demarcates private vs. public spaces. The "swing" structure is very dynamic in a sense that it facilitates movement throughout the building effortlessly and comfortably. Through "pushing and pulling" the structure, it creates interesting moments of space, such as the semi-private balcony extension from bedrooms on the second floor and the vegetated relaxation garden on the roof top. As one walks through the hostel, he/she would experience changes of materials (from brick to concrete/glass), colors (from dull brown to bright grey/blue), and forms (from rigid, orthogonal to fluid and unrestrained), as if going through an obsolete memory to the fantastical future, where past and present meet, merge, and transform.

SECTIONAL RENDER 1/16 = 1' - 0" --showing moments of spaces





Interestingly, the windows of this "swing" structure are designed to not follow traditional rectangular punctures, but continuous panoramic openings with rhythmic intercepts covered with strips of colored metals that together form a fluid and stylisic pattern. The light on the ceiling (see model) also reinforces the dynamic sense of motion of the structure. With these openings, the hostel provides not only warm enclosure but intriguing sense of transparency and communication. This can be seen from the rendering on the left (showing view of the central courtyard).

