

Site Plan: South Park,  
San Francisco

### PROGRAM

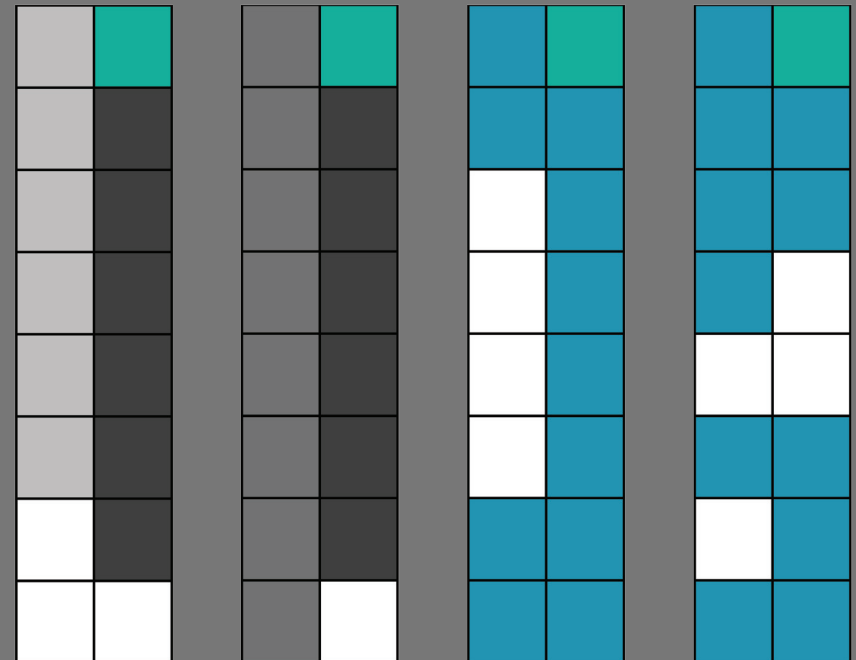
Located in South Park, San Francisco, this building serves as a residence, studio, and gallery for an artist, particularly a sculptor. The basement holds areas for parking and heavy duty workspaces for metal and wood machinery. The ground floor contains a stair gallery that rises up to form the design work space. Each step is a four-foot run, wide enough to hold sculptures and allow people to walk around them. Natural lighting enters the gallery in a sculptural manner through the slits in the gallery wall. This can be used as a spotlight mechanism for the artwork or serve as an artwork itself. The top two stories serve as the artist's residence. An exterior area is included on the top level to maximize natural lighting and create a private, outdoor space for the occupants. The front, exterior façade is composed of folds within a plane that add surface area to the upper levels as well as reflect the occupant and the sculptural circulation within the building.

### OBJECTIVES

- To fit the program within an unusual, narrow lot
- To acquire sufficient natural lighting for the building
- To include an outdoor space that contributes to the building's natural interior lighting
- To design a building that is aesthetically sculptural to serve as an identity for the occupant and function

### VISION

- Contemplative sculpture that fits within the urban infill context
- The building is sculptural: it reflects the identity of the occupant, it holds creative spaces for live, work, and display
- The building is contemplative: it is thoughtful and introspective with particular regard to how light moves within it and how areas are arranged to make best use of limited space.



negative/outdoor
  garage/storage
  gallery
  work
  living
  vertical circulation