

WINTER 2024

IARC 484 / 584

INTERIORS STUDIO : RILEY REVAMP



A short walk from the UO Eugene Campus, Riley Hall is an unassuming dormitory building on 11th Ave. Though one of the smallest dormitories in the campus collection, Riley has tons of great potential: generous first level community spaces, secure interior courtyard, basement gameroom, and great visual connections to biophilic elements. Still, in its current condition it often goes overlooked by incoming students selecting their housing preferences.

The term will begin with an introductory sequence sans context to focus on emerging design technologies, conceptualization and furniturization, digital modeling, physical modeling, and graphic output.

This studio will then undertake an ambitious revisioning for the Riley common spaces, with opportunities for site visits/as-builts, potential stakeholder interviews with current residents, community director, and UO housing administration team members. Proposals will focus on programming, spatial designs, materiality, custom detailing, and FF&E. Projects will additionally integrate best practices for environmental sustainability, occupant health & wellbeing, with a variety of standards (LEED, WELL) that could be applied.

Studio design process will emphasize hybrid hand & digital media techniques, physical and digital 3D modeling, spatial rendering, the integration of artificial intelligence, and graphic storytelling. This course is suitable for any student in the 484/584 sequence, and instruction will adapt to your experience level.

INSTRUCTION : CORY OLSEN
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MWF 1 -4:50 ; PACIFIC HALL 101

STUDIO
PASS/NO PASS