The Vercelli Di Martino's House

FIU | INTERIOR ARCHITECTURE | IND2238 | RESIDENTIAL DESIGN 4 | MARIAPIA SIERRA | ESPERANZA MUINO

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Course Introduction

- Design Studio 4 is an introductory course for the Interior Architecture Graduate Program. This design studio introduces students to the planning of interior environments, addressing both the contents of the environments and the process of interior space planning. Topics include the making of rooms, the design of effective spatial sequences, functional relationships among project parts, arrangement of furniture, planning effective circulation systems, making spaces accessible, and designing safe environments with efficient emergency egress systems.

  Exercises throughout the course facilitate learning by encouraging students to apply ideas and concepts immediately after learning about them.

- In this course the students will have the opportunity to:
  - Gain understanding of theories of human behavior and interior environments to provide a unique, comfortable, and efficient interior environments.
  - Understand the relationship between the human feelings while experiencing the interior spaces.
  - Understand users responses to interior spaces.
  - Learn how to create original work, and understand how to incorporate the ideas of others in the proper way.
  - Introduce the process of design problem solving, using graphic drawings as means of representation, and review basic design concepts and terms.
  - Learn to follow a process and demonstrate the ability to apply 2D design elements and principles in interior design projects, apply 3D design elements and principles to the development of the spatial envelope, and apply color in interior projects.
  - Develop analytical skills, including: Program analysis, site analysis, brand analysis, building analysis, and the analysis of information gathered from appropriate resources, and understanding the relationship between them.

Course Introduction

- Cultivate component schematic design skills, including concept/design guidance development, the ability to visualize concepts through sketching perspectives, plans, sections, and elevations, and by building physical study models that explore spatial composition, space planning, and preliminary exploration of interior finishes.
- Introduce design development skills through the production of layout of furniture, fixtures, and equipment.
- Applying principles of lighting and materials to create an effective interior environment.
- Express design ideas, design explorations, and solutions using presentation techniques that demonstrate basic skills in use of various hand and digital media.
- Strengthen the ability to express ideas clearly in oral presentations, critiques, and interviews. Students will improve their ability to communicate clearly in writing project programs, concept statements, reports, and research papers.

A.1 Human Behavior Charrette

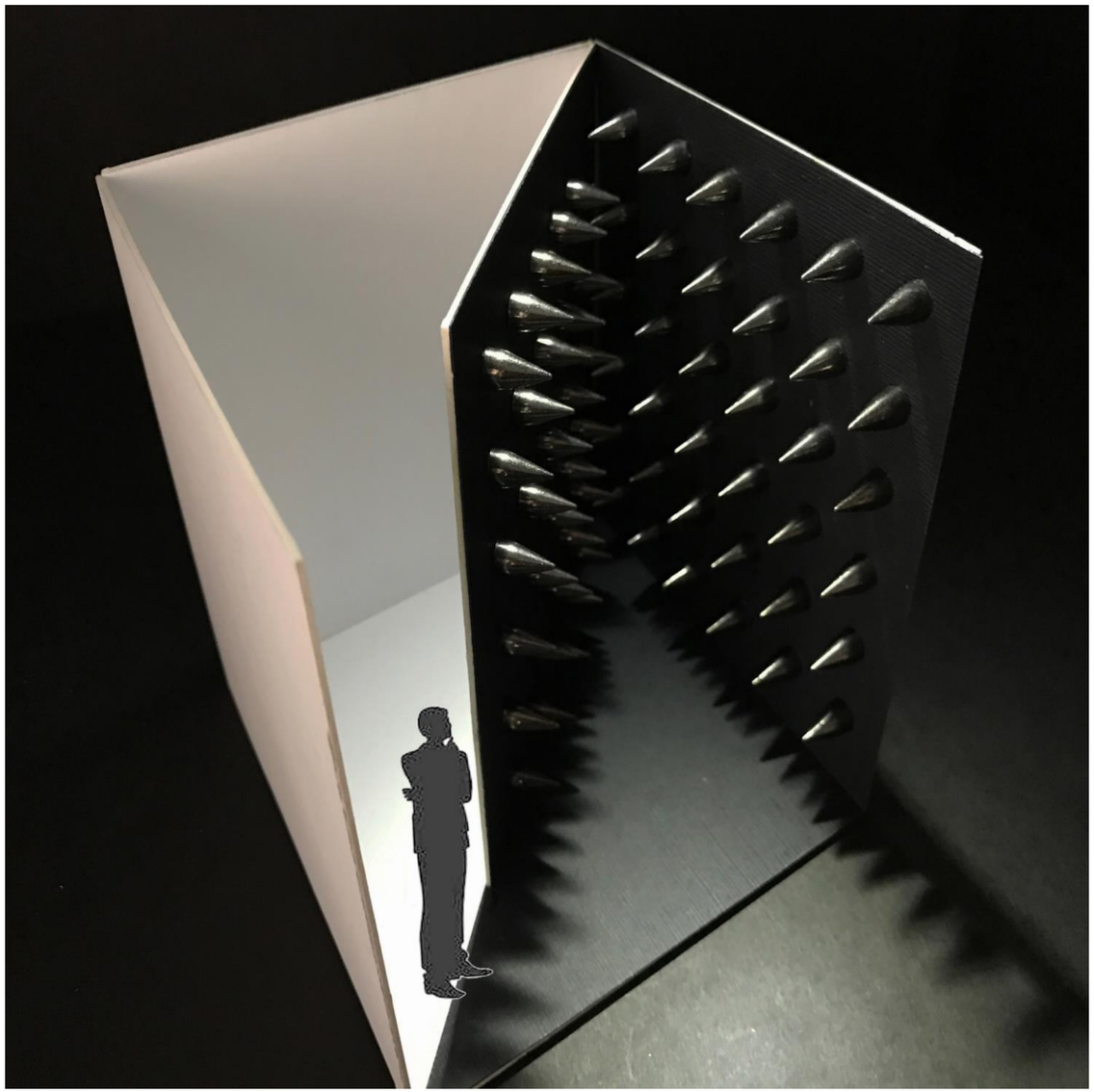
A.1 Human Behavior Charrette

- The sensory experience is interior as a shift in focus. With the five senses as protagonists of a space, we created a sense memory of the experience of place and environment, making use of the full range of human senses in interior design and thus enhancing the human element of architectural design and interior.

  The elements of a space: light, functionality, ventilation, acoustics, color and different materials that compose it cause a purely emotional reaction. The sensory interior becomes a tool to communicate, persuade and seduce the customer through our emotions.

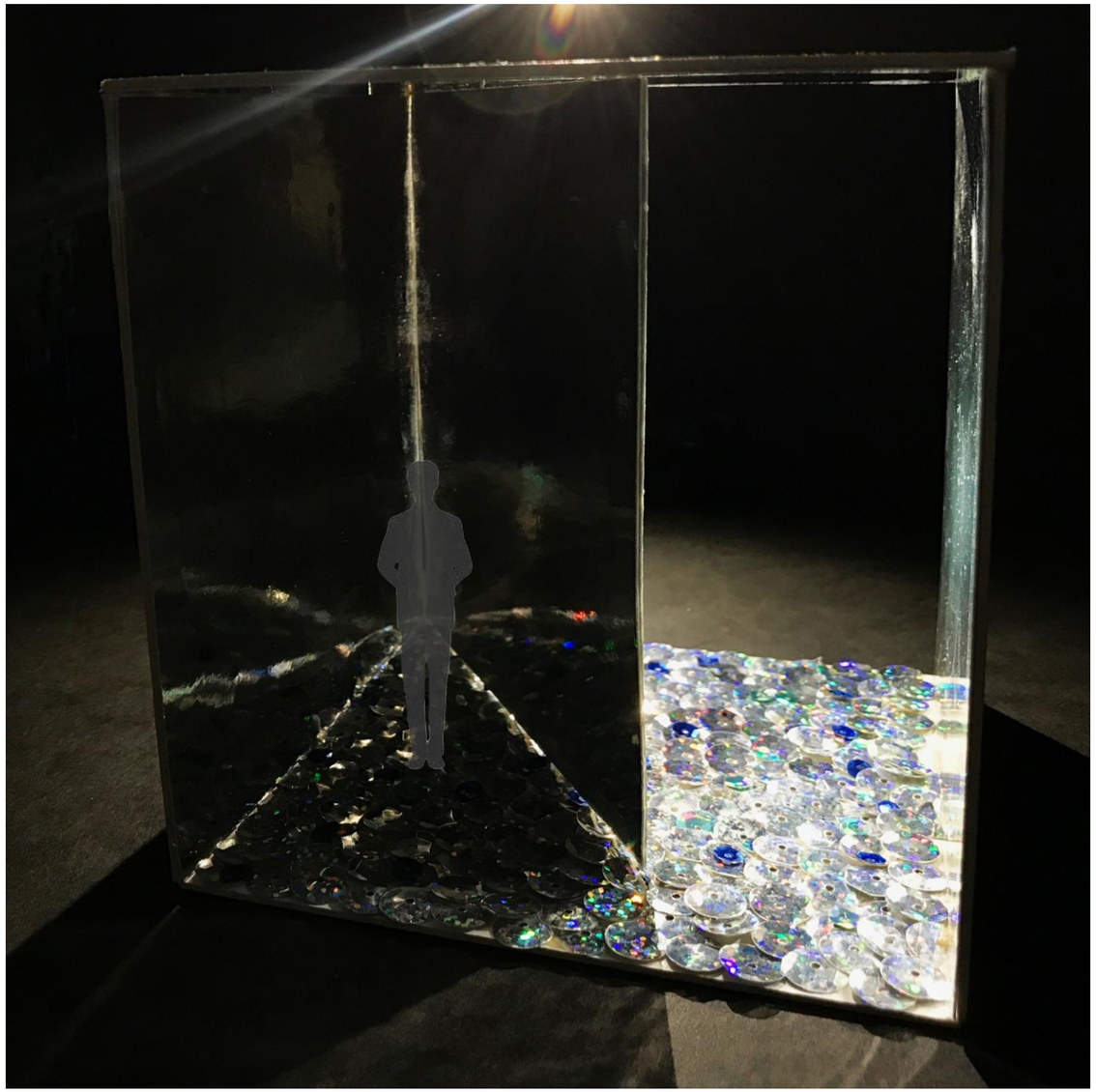
- Objectives:
  - Identify and conceptualize installations that create mood and evoke emotion.
  - Understand the relationship between the guests feeling while experiencing the interior spaces.

A.1 Human Behavior Charrette



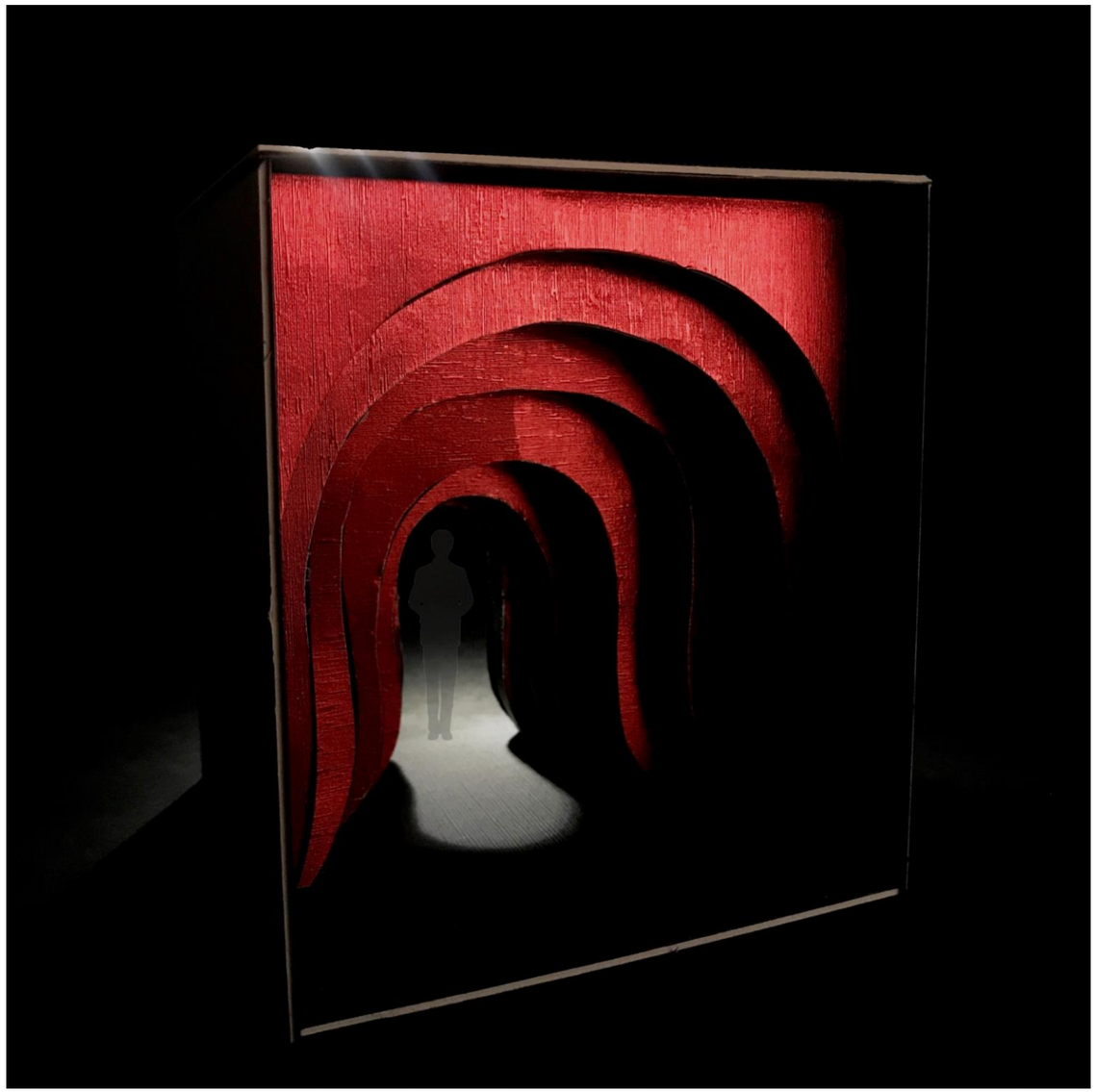
YIN - YANG

A.1 Human Behavior Charrette



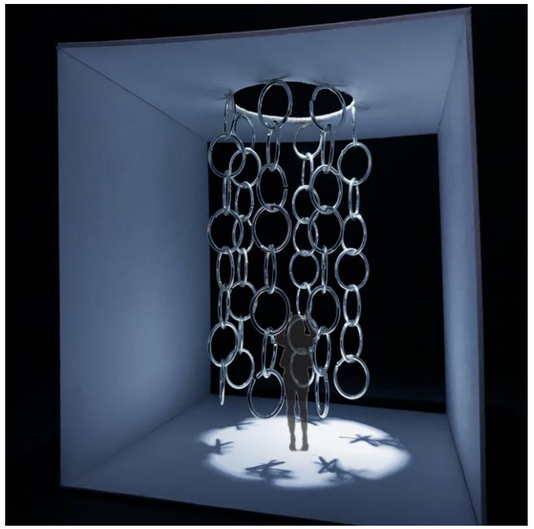
PEACEFUL

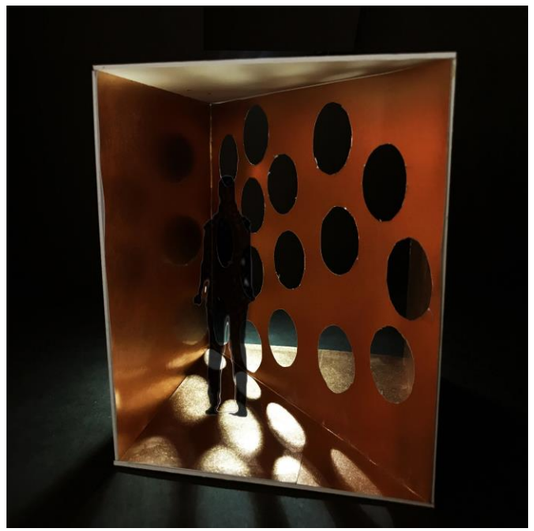
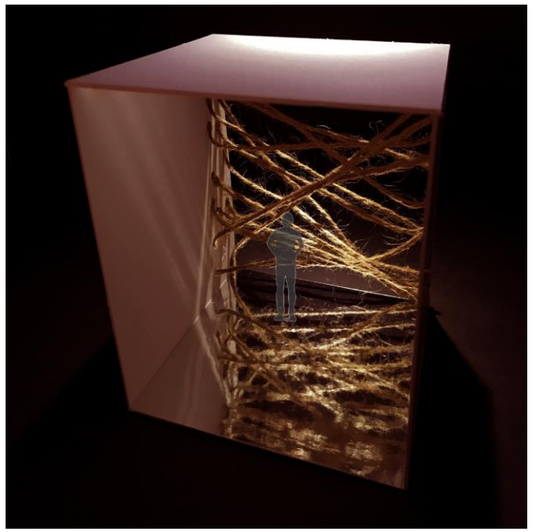
A.1 Human Behavior Charrette

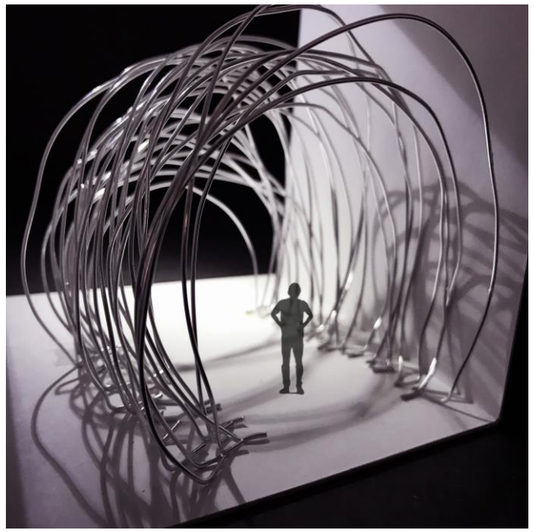


ANXIETY

A.1 Human Behavior Charrette





SECURE | LONELINESS | OVERWHELMING | STRESS | DEPRESSION | JOYFUL | ISOLATION

A.1 Human Behavior Charrette

- Conclusion:

  This assignment taught us the importance of colors, light, size of spaces, shapes, etc. Also, the effects and reactions from a person depending on the space.

  This shows how importance an interior space is, and how it can affect a persons perspective for good and bad.

A.2 Original Design Overview

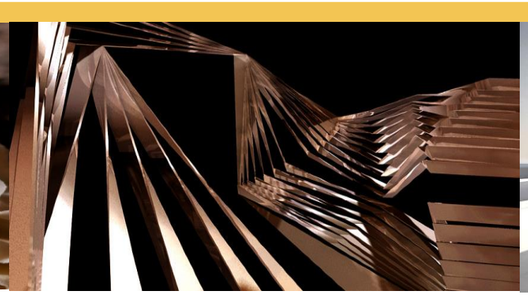
A.2 Original Design Overview

- Coming up with fresh concepts is never an easy task. Even for experienced designers, the pressures of time can make it even harder to produce original work. This is where developing a design process or method is essential.

  Design plagiarism is defined as carelessly copying works without incorporating creativity or originality. Design is much more than developing aesthetically pleasing ideas. Good design solves problems. Design teaches you problem-solving processes, so how can you design for a problem that you don't know what it is yet?. Design cannot be plagiarized if you're truly designing for a specific problem for which you already have advanced knowledge of the style and concept.

  Nothing is original, it' s unlikely that anyone has or will create a completely original idea or design. Most of what we do is based on previous research and study–precedent–and then we reinterpret through the filter of our own individual minds to create another artifact that possibly has some unique quality that hopefully elevates it beyond the original source.

A.2 Original Design Overview



LAYERING

CONTRAST

TEXTURE

MONUMENTAL

A.2 Original Design Overview

- Conclusion:

  This exercise taught us how to get the DNA of a project, in this case is the building Concept 47. From this building, we got to create a new piece. It could have been a sculpture, a space, furniture, etc. The piece had to resemble “Concept 47” without doing an exact replica.

  Also, this exercise taught us the importance of plagiarism and the consequences it might bring, and that a person does not need to copy the exact same when getting inspiration from something.

A.3 Client Profile

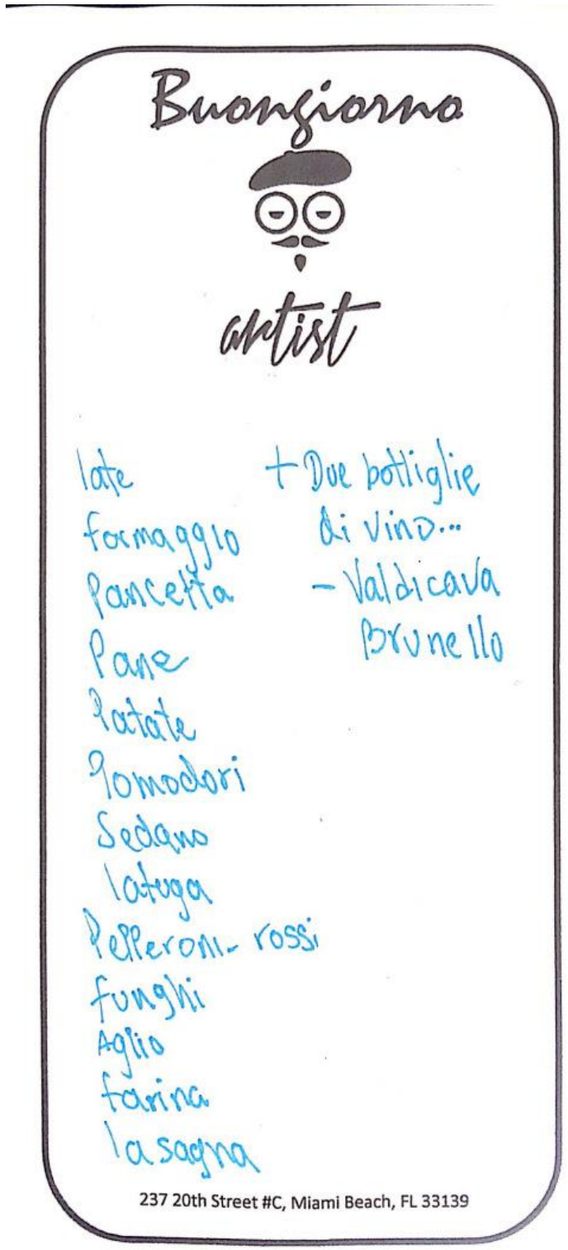
A.3 Client Profile

- When starting a new project one of the first things to do is to write a short client profile. Understanding your client is the single most important factor to consider before embarking on putting pen to paper and starting to plan your designs. Some designers use a questionnaire form to make sure that they gather the right information without forgetting to ask anything, and this is probably a good idea certainly when starting out.

  So what do you need to know about your client? You need to know some information about their lifestyle –do they live alone? Do they have children? Pets? Do they have lots of house guests? Do they enjoy watching TV or do they prefer to read? If possible try to ascertain what they do in their spare time so you can start to build up a picture of how they may use their house. For example, if they love the outdoors, and have a passion for gardening, perhaps they will want a low maintenance home without too many expensive mod cons so that they can focus more time and money on their passion.

  Once you have gathered this information you will need to ask questions about the room they are asking you to design. What do they want to use it for, what time of the day will they use it, what are their storage requirements, technology requirements etc.

A.3 Client Profile



- Judging by the family's grocery shopping list, I could get some information such as: One of the family members could be an artist with a gallery in Miami Beach, they enjoy wine, they like cooking, based on the language they might be Italians.

- Based on this information I decided to create the family "Vercelli Di Martino", and tried to match their characteristics, hobbies, and careers to the ones I could get from the grocery list.

A.3 Client Profile

The Vercelli Di Martino

They met

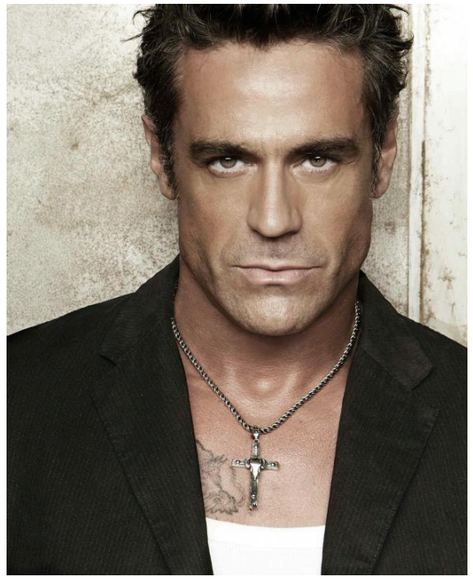
They live

A.3 Client Profile

Nicola Vercelli

Nationality: Italian
DOB: Feb. 2, 1965
Occupation: Artist
Education: M.F.A. at University of Miami
Spouse: Chiara Di Martino

Nicola enjoys traveling around the world, because according to him, that is what inspires his art. “There is nothing better than a new place where nobody knows you, a brush in one hand, and a glass of wine in the other.” He studied Literature and Fine Arts in the University of Miami. After he graduated, he decided to travel the world. During one of his travels in Italy, he met his wife. Years later they both decided to move to Miami Beach. He decided Miami Beach would be the best area since it was closed to his art gallery, and since from there he could enjoy a good book with a great view.



Chiara Di Martino

Nationality: Italian-Irish
DOB: August 18, 1976
Occupation: Chef
Education: Gianni Brera Culinary School
Spouse: Nicola Vercelli

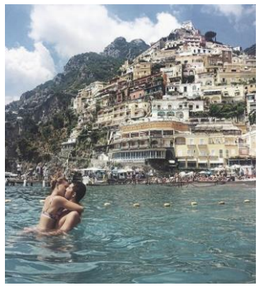
She was born in Italy and raised in Ireland. When she was little, she used to help her dad to make pasta from scratch. That is when her love for the culinary arts was born. When she was old enough, she went back to Italy to study. There, she met Nicola. After graduating, she married Nicola and traveled the world with him while he was looking for the perfect city to open an art galley.
When they both went to Miami, she instantly fell in love with all the different customs from all the different backgrounds that characterizes the city. That is when they both decided to stay in Miami.

A.3 Client Profile

During one of Nicola's travels to Lake Como, he met Chiara. Since then, they have been traveling around the world. He introduced her to art, and he learned more about Italian cuisine. They moved to Miami, and now they would love to have a place exclusively where their closest friends can enjoy art and gastronomy. Another aspect they would love to have in their house is a space for wine since they enjoy having a glass of wine a day. They enjoy listening to music, and since they have been to different countries, they enjoy different types of music. From rock to bossa nova.

Chiara and Nicola are similar but very different. She enjoys fashion, while he could be happy with a simple white shirt and black pants. On the other hand, they are very similar in personalities, since they are both very friendly and enjoy the company of their friends at home. However, they both agreed that they would like a house that remind them to Italy. They like the European style and more if it reminds them of home.

Sadly, they could not have kids, but they have to Italian Greyhounds that they love as their babies. A space for their dogs is a must in the design of the house.



A.3 Client Profile

Caravaggio & Botticelli

A.3 Client Profile

Caravaggio and Botticelli are two Italian Greyhounds who, besides of not being from the same mom and dad, love each other like real brother and sister. Caravaggio is one year older than Botticelli, but that does not stop her from thinking she is the alpha. They both enjoy getting dress up, traveling, and eating what their mom cooks. They also enjoy when dad drives them to his art gallery. They love car rides, and they have to take advantage since mom's car is too small to take them on a stroll.
Italian Greyhounds are very active, so they need a big open space where they can run and play during the day.
They love when people come into the house, that is why they need a space within the house where they could be close to the entrance to greet every visitor they have.

A.3 Client Profile

- Design Guidelines

  In order to achieve the dream house for my clients, I got to put their needs and hobbies when planning the space. For example, I have to have in mind that since one of my clients is a chef, she is going to need a big kitchen and space for storage. Also, if one of my clients is an artist, I am going to need a special space that would serve as a studio separate from the house to create more privacy. Since they both enjoy wine, a space for wine storage is a must when designing the house. A space for books and reading with a nice view would be one of the requests when designing the house. Last but not least, since the dogs play a really important role for this family, they both need a space for resting, bathing, and playing; and the way to achieve this is by creating a room close to the entrance of the house, so they can greet everybody that comes in. Having a big backyard, so they can play and run. Also, creating a space for bathing and grooming within the house.

- Conclusion

  In order to create a house for a specific client, the designer has to make a list of their hobbies, careers, how many members live in the house, and necessities to be able to create a house that meets with their expectations. Also, applying what we have previous learned about colors, light, and space would help us create a house with different sensations and uniform at the same time.

A.4 Site and Building analysis

A.4 Site and Building Analysis

City of Miami Beach

POPULATION
91,564
0.99% growth

MEDIAN AGE
40.4

MEDIAN HOUSEHOLD INCOME
$ 44, 342
4.22% growth

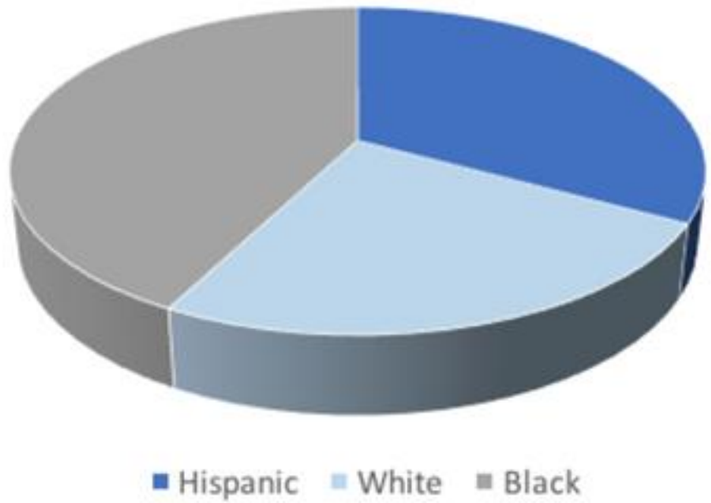
POVERTY RATE
17.7 %

NUMBER OF EMPLOYEES
50, 128
0.32% growth

MEDIAN PROPERTY VALUE
$ 383, 800
12.6% growth

A.4 Site and Building Analysis

City of Miami Beach



- RACE AND ETHNICITY

  Hispanic: 53.2%

  White: 39.8%

  Black: 68.4%

71.3% speak a non-English language, and 71.3% are U.S. Citizens.

A.4 Site and Building Analysis

Information

- 1041 North Venetian Drive, Miami Beach, FL 33139

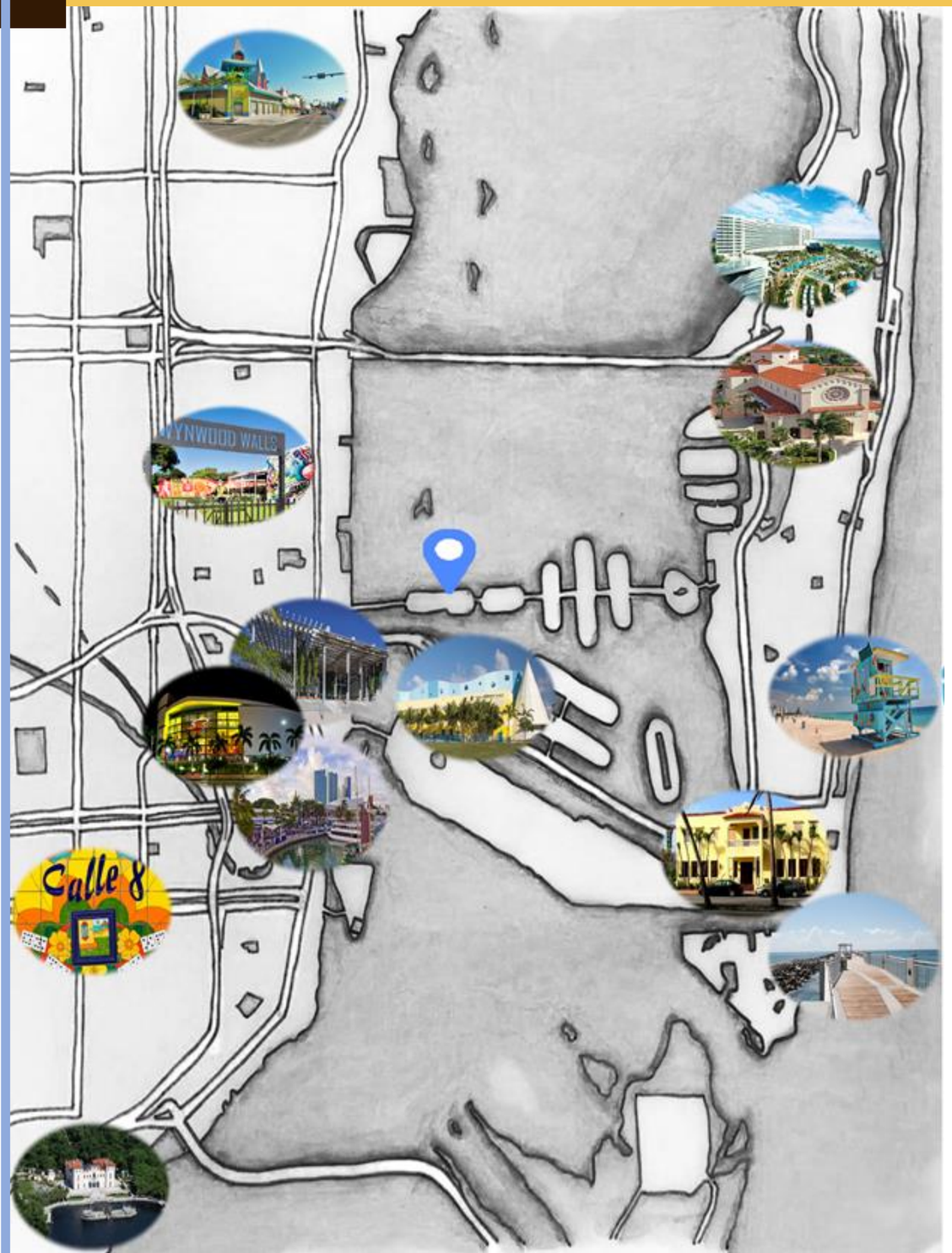
  Cost $4, 750, 000

  Est. Mortgage $18, 745/mo

  6,000 sq. ft.

A.4 Site and Building Analysis

Landmarks



- Miami Beach is a South Florida island city, connected by bridges to mainland Miami. Wide beaches stretch from North Shore Open Space Park, past palm-lined Lummus Park, to South Pointe Park.

  The southern end, South Beach, is known for its international cachet with models and celebrities, and its early 20th century architecture in the Art Deco Historic district with pastel-colored buildings, especially on Ocean Drive.

A.4 Site and Building Analysis

Accessibility

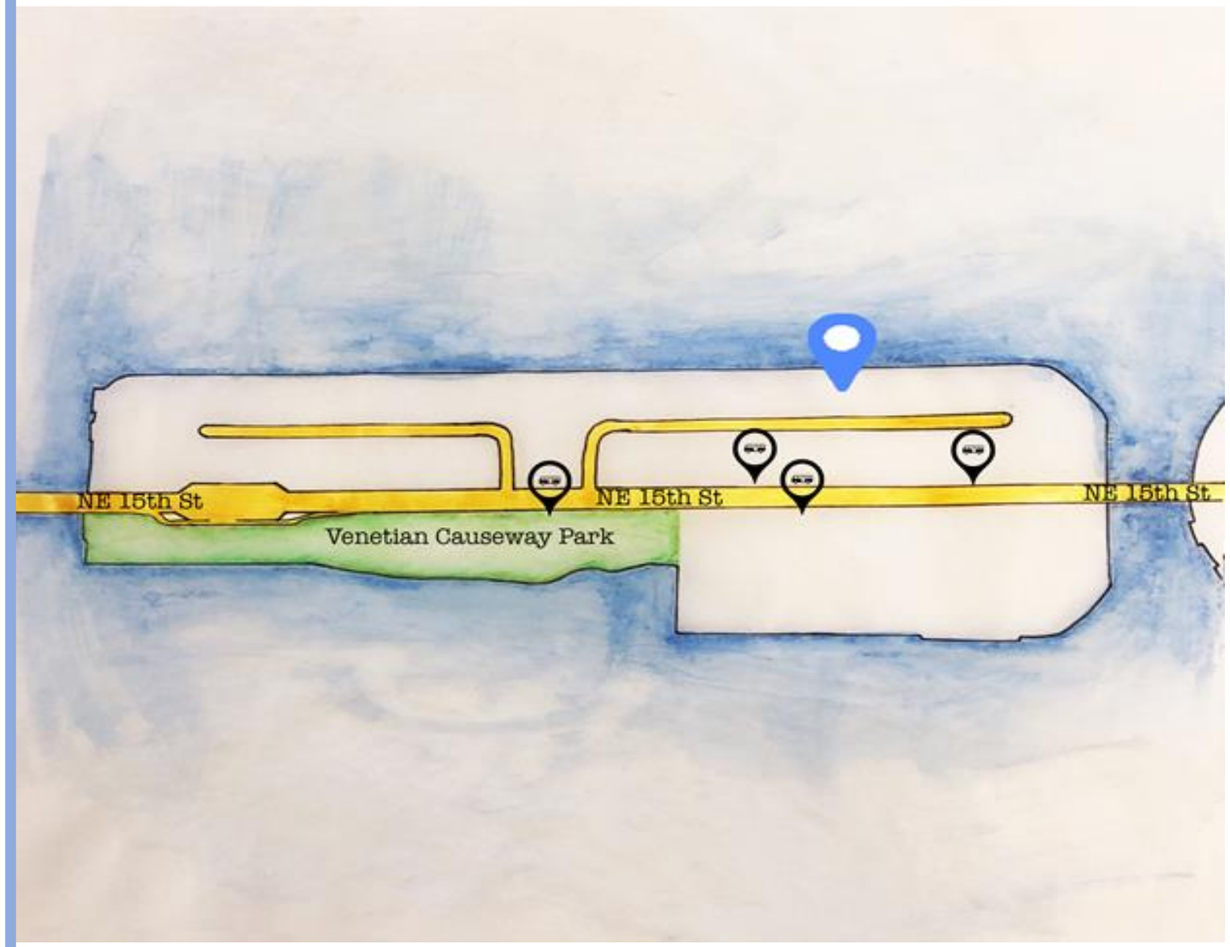
Biscayne Blvd > NE 2nd Ave > NE 15th St

Mc Arthur Causeway > Alton Rd > NE 15th St

Florida State Rd 112 > Alton Rd > NE 15th St

A.4 Site and Building Analysis

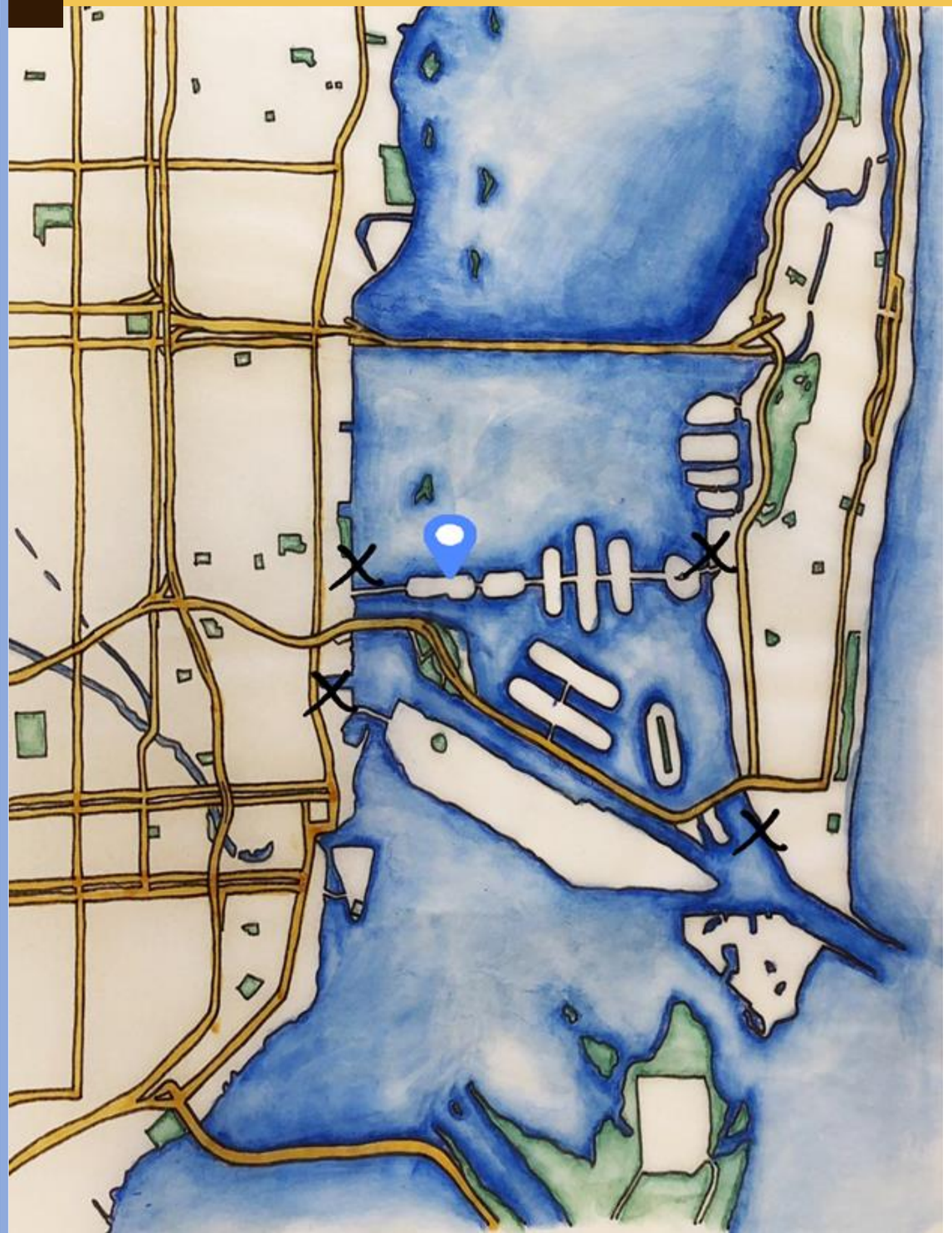
Accessibility



Bus 101

A.4 Site and Building Analysis

Accessibility



Sea Isle Marina

Purdy Avenue

Bayside Marketplace

Miami Beach Marina

A.4 Site and Building Analysis

Noise

- Some sources of noise that will be considered when designing the house would be the four marinas around the house, the noise that comes from the waterfront (jetskis, boats, ocean, etc.), and the noises coming from 15th street since it is the only street by the house, and sometimes it could get congested.

A.4 Site and Building Analysis

Views

- FLORIDA STATE ROAD 112

  9.9 mile long (15.9 km) east-west state highway connecting the Miami International Airport in Miami to Miami Beach in the U.S. State of Florida.

- THE INTRACOASTAL WATERWAY

  A 3,000 mile (4,800 km) inland waterway along the Atlantic and Gulf of Mexico coasts of the United States, running from Boston, Massachusetts, southward along the Atlantic Seaboard and around the southern tip of Florida, then following the Gulf Coast to Brownsville, Texas.

- PICNIC ISLAND

  Small group of islands within the city of Miami, Florida, United States. They are located just north of Biscayne Island in Biscayne Bay, just east offshore from the Edgewater and Upper Eastside districts of the city. The islands are uninhabited.

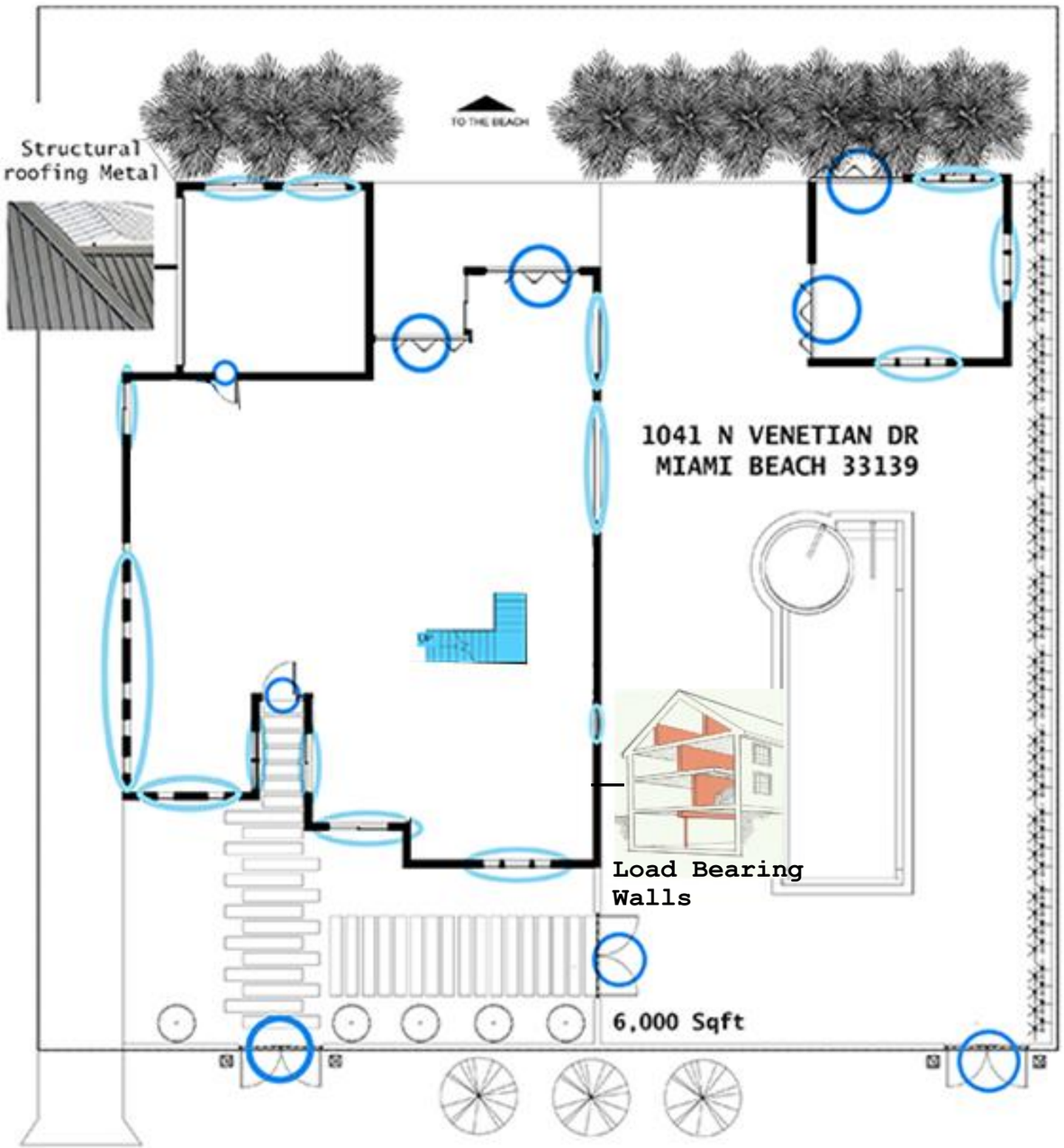
A.4 Site and Building Analysis

Views

- The views from inside the house would be
  SOUTH|SOUTHEAST|SOUTHWEST: The street, and some neighbors houses.
  EAST: Backyard, Pool, Studio/Gallery, Patio.
  WEST: Garage

A.4 Site and Building Analysis

Structural System



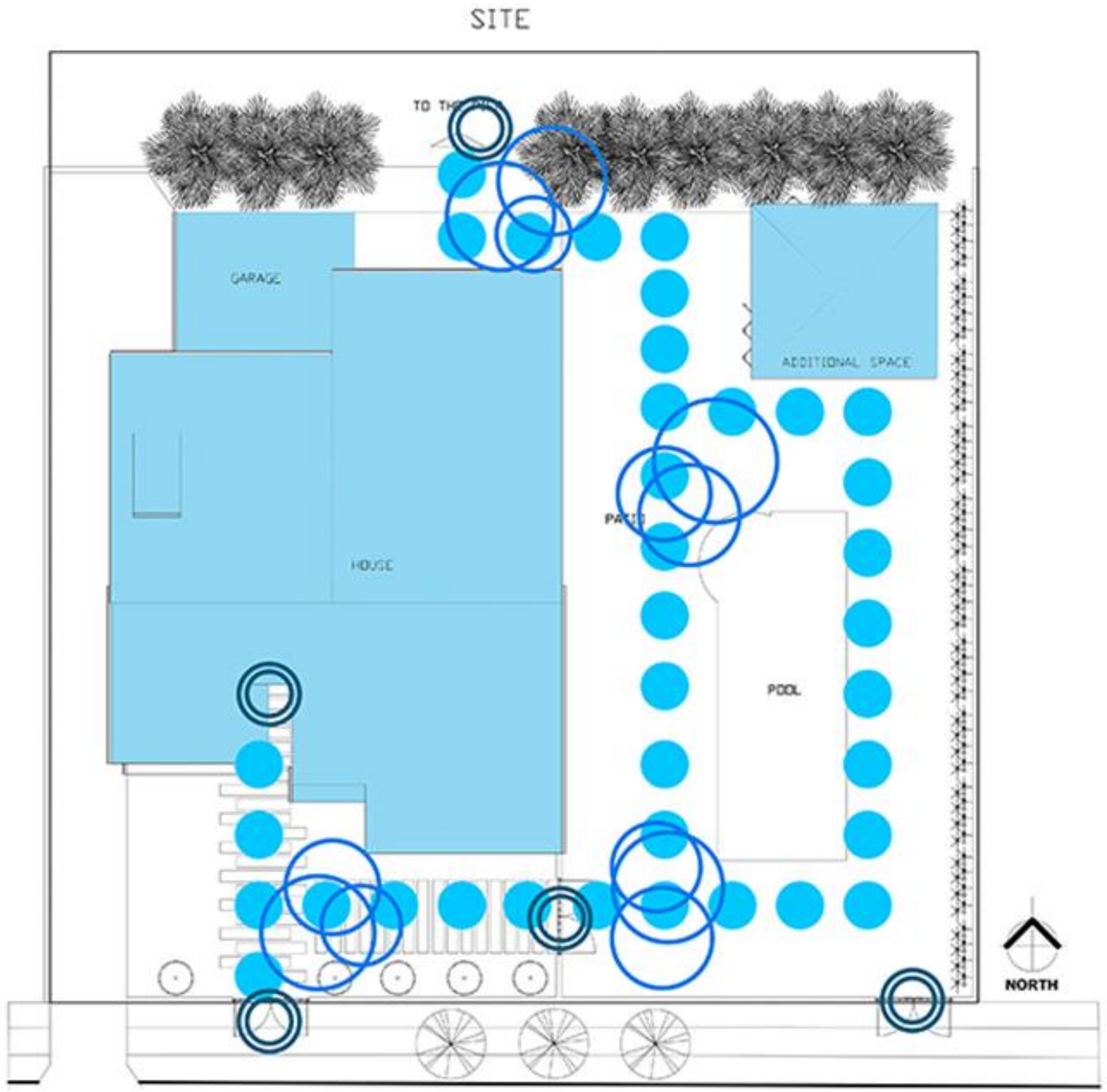
Doors

Windows

Load Bearing Walls

A.4 Site and Building Analysis

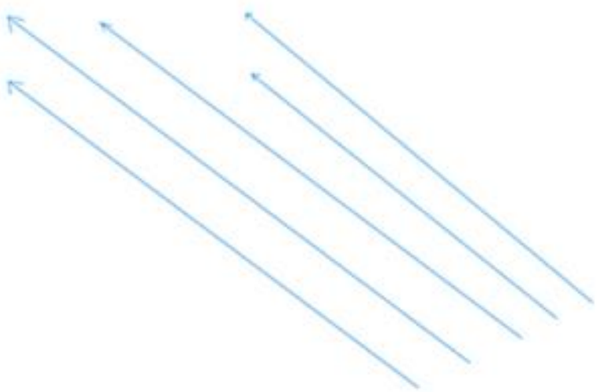
Circulation

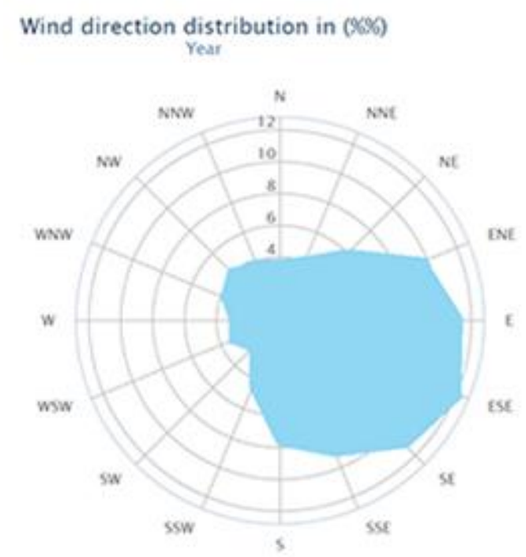


- The light-blue-shaded zones in the house represent the private spaces vs. the public ones which would be the outside, backyard, patio, and pool.
- The turquoise-solid circles represent the circulation around the house. From the main door to the pier.
- The dark-blued double circles represent thresholds.
- The three-biced-circles represent the nodes created around the house.

A.4 Site and Building Analysis

Wind



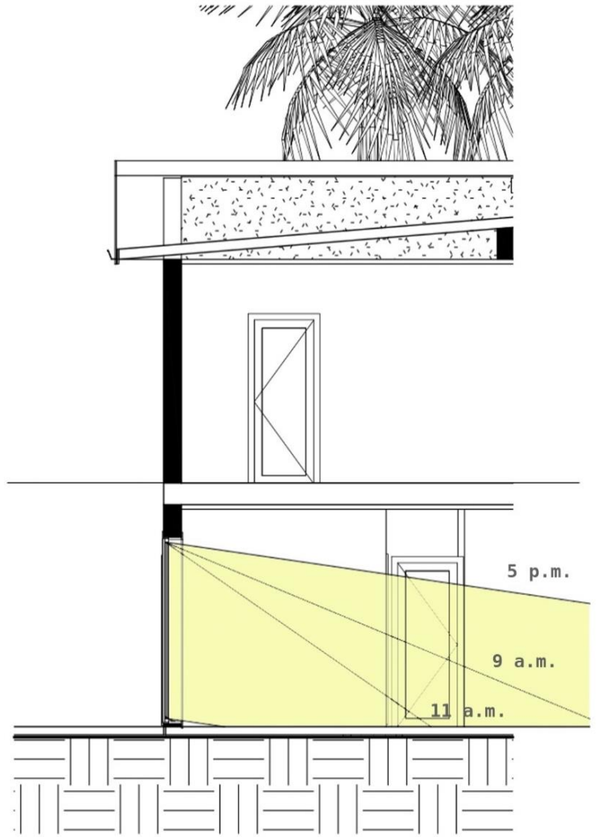


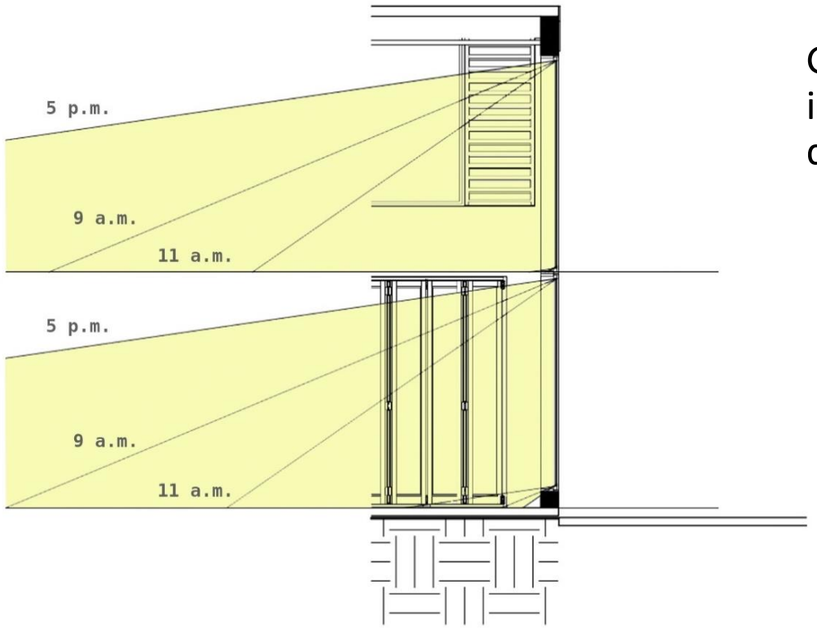
Month of year	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec	Year
	01	02	03	04	05	06	07	08	09	10	11	12	1-12
Dominant wind direction													
Wind probability >= 4 Beaufort (%)	1	1	1	1	1	1	0	1	0	1	0	0	1
Average Wind speed (kts)	3	3	4	4	4	3	3	3	2	3	3	3	3
Average air temp. (°C)	22	23	25	26	28	29	30	30	29	28	25	24	26

- Wind comes from North West down to South West, and goes back up to North East.

A.4 Site and Building Analysis

Sun Path



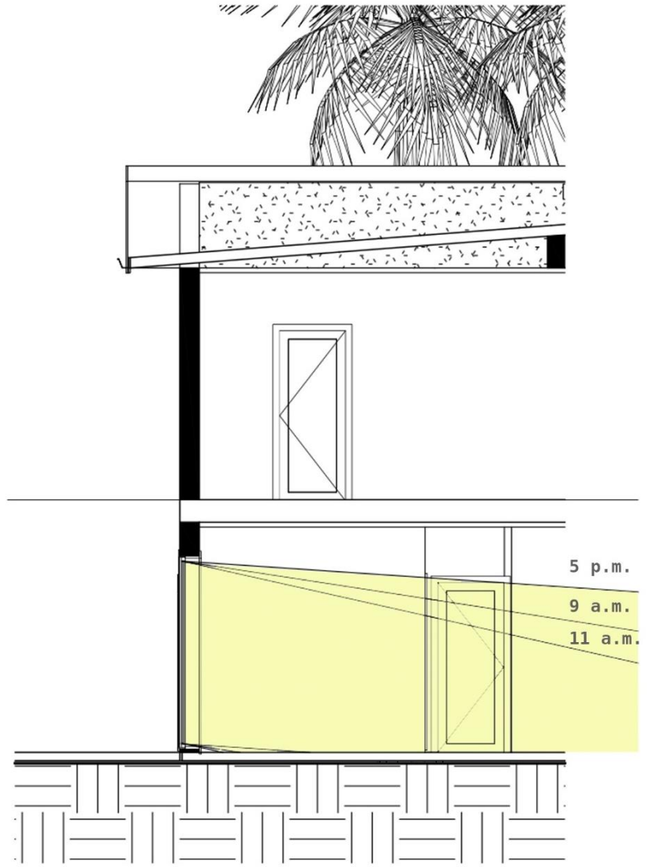


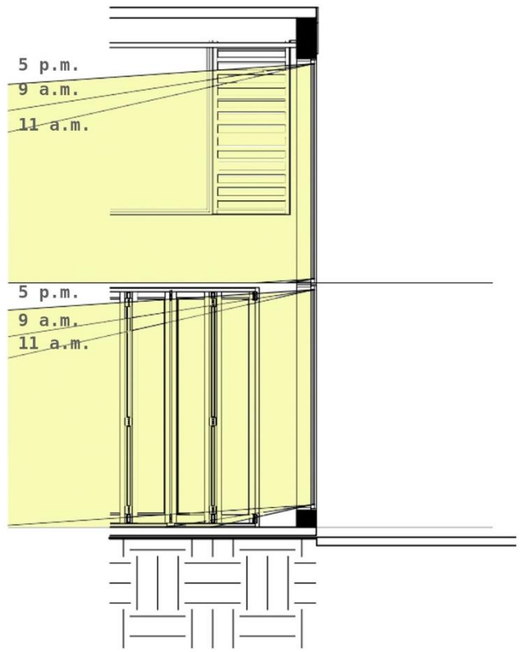
- Diagram represent the sun path during Summer (June, 21st.) at three different times, 9 am., 11am., and 5pm.

  Graphs show the amount of light that comes into the house depending on the time of the day and time of the year.

A.4 Site and Building Analysis

Sun Path





- Diagram represent the sun path during Winter (December, 21st.) at three different times, 9 am., 11am., and 5pm.

  Graphs show the amount of light that comes into the house depending on the time of the day and time of the year.

A.4 Site and Building Analysis

Daylight

- Daylight analysis represents the amount of natural light that comes into the house. With this analysis, one can see the places inside the house that get the most and least natural light, and work the design based on that.

A.4 Site and Building Analysis

Design Guidelines

- THE AMOUNT OF NATURAL LIGHT THAT COMES INTO THE HOUSE
  Having natural light into the house is good until certain point. Having too much natural light and from the South can cause problems to the design. It can make the house get too hot during Summer. However, taking too much natural light away would also increase electricity consumption.

  In order to work this problem out, some solutions would be blinders or tall trees to control the amount of natural light that would come in.

- HURRICANES AND FLOODING
  The city of Miami Beach is one of the most vulnerable to hurricanes and flooding. It is important to keep these two things in mind when designing the house, especially when placing windows, or glass doors.

  Since safety comes first, nowadays there is different glass materials and reinforcements that would keep the house safe during a natural disaster.

- TRAFFIC AND NOISE
  Since the house is located in an island, there is not too many ways to get to it. If there is any accident in NE 15th St, the only way to get to it would be though the waterfront.

  The pier plays a very important part in the house in order to solve this problem. The island counts with four water taxis around.

A.5 Program Definition

A.5 Program Definition

Introduction

- PURPOSE BASED ON CLIENT'S NEEDS
  After creating the clients and getting a list of their needs, hobbies and their taste as well, the purpose of this would be to create a house and try to achieve the dream house with different spaces depending on their daily routine. A house where they would find everything they need and want as well.

- MAIN GOAL
  To create a dream house for my clients depending on their needs and hobbies. To create a open plan which allows a smooth circulation for people, light, and ventilation. Also, putting in consideration the surroundings of the house, and how to integrate it with the house.

- DOMINANT FEATURES
  Sense of privacy when entering the house. A big kitchen with smooth circulation. Kitchen connected to the other rooms since it is one of the most important features of the house. Space for dogs, making them part of the family. Studio that can serve as a gallery as well.

- CRUCIAL ASPECTS
  Create landscape that will work as a barrier to do not allow noise and light (just a good amount) coming into the house.

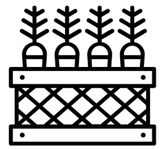
A.5 Program Definition

Program

- BASED ON ACTIVITIES:
  Space for a Studio (Art Gallery)
  Big kitchen and pantry room
  Space for wine collection
  Food Garden
  Reading area

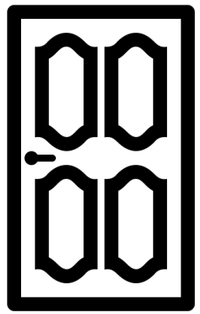
- DESIGN CONSIDERATIONS
  Space for dogs (Room, bathing, and eating area)
  Closed entrance

- NECESSITIES:
  Breakfast Room
  Mud Room
  Laundry Room
  Garage
  Living Room
  Dining Room
  2+1/2 Bathrooms
  Master Bedroom
  Walk in Closet
  Guest Room
  Pantry Room

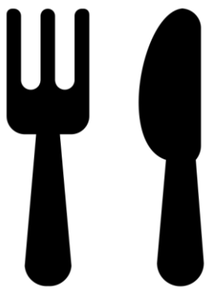


A.5 Program Definition

Areas



- ENTRANCE
  Enclose to create some privacy between the outside and inside of the house.
  Enough space for a console, and to hand coats if necessary.
  Area: 28 sq. ft



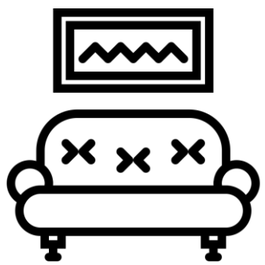
- DINING ROOM
  Close to the entrance, and with a smooth circulation to the kitchen and living room.
  Big space since it is an important feature for client. Close to ½ Bathroom for guests.
  Area: 584 sq. ft.

- ½ BATHROOM
  Situated on the first floor of the house, since it will be consider a public space. Enough space for a vanity cabinet, a sink, and a toilette.
  Space will count with high window for ventilation.
  Area: 58 sq. ft.

A.5 Program Definition

Areas

- DOGS ROOM
  Space created by the stairs. Close to the entrance to make it easier for dogs to greet their owners.
  Enough space for the two dogs, two beds, and some toys.
  Area: 89 sq. ft.



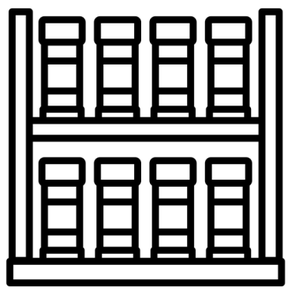
- LIVING ROOM
  Big space with lots of natural light coming from the patio. High ceiling. Close to ½ bathroom for guests. Accessibility to the patio/pool/food garden/studio. Smooth circulation to kitchen and dining room.
  Area: 587 sq. ft.

- WINE AREA
  Space close to the kitchen and well ventilated to keep wine collection. Enough space for a wine rack, and a console.
  Area: 58 sq. ft.

A.5 Program Definition

Areas

- KITCHEN
  Considered one of the most crucial spaces of the house by the client. Big space with smooth circulation. Lots of natural light and ventilation. Close to Dining and Living Room. Open space since client spends most of the time there.
  Area: 590 sq. ft.



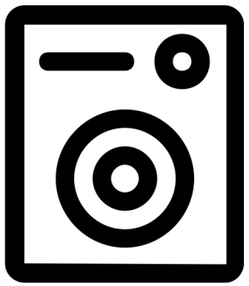
- PANTRY ROOM
  Space close to the kitchen. Used for storage.
  Enough space to walk in, and cabinets. Well ventilated.
  Area: 45 sq. ft.

- BREAKFAST ROOM
  Close to kitchen. Usually frequented by the family leaving in the house. Lots of natural light to enjoy breakfast time.
  Enough space for a table, chairs, and some cabinets.
  Area: 138 sq. ft.

A.5 Program Definition

Areas

- GARAGE
  Space connected to the outside of the house. Enough space for two cars and some racks for storage.
  Area: 387 sq. ft.



- LAUNDRY | MUD ROOM
  Space between garage and kitchen. Enough space for a dryer, washer, and ironing station. Hangers for wet clothes in case of raining outside.
  Area: 98 sq. ft.

- DOGS’ BATHING AND GROOMING AREA
  Situated next to laundry room, between garage and kitchen. Space created for the dogs. Enough space for a elevated shower.
  Area: 54 sq. ft.

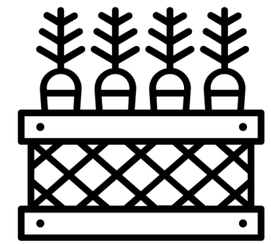
A.5 Program Definition

Areas

- PATIO | POOL
  Public part of the house. Outside space with green and concrete areas to allow space patio furniture. Smooth circulation and connection to the inside of the house.
  Area: 4554 sq. ft.

- STUDIO | ART GALLERY
  One of the most important spaces for client. Situated outside the house for more privacy. Enough space to create art, and to storage it.
  Area: 426 sq. ft.

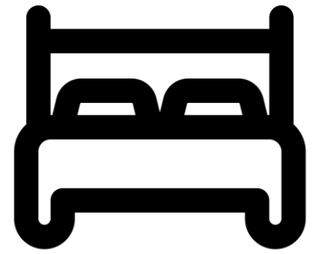
- FOOD GARDEN
  Part of the green areas of the patio. Very important space for client to be able to have fresh vegetables.

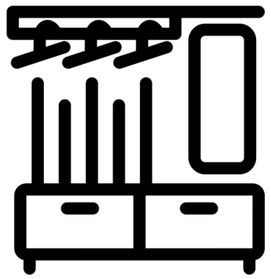


A.5 Program Definition

Areas

- MASTER BEDROOM
  Second floor, private part of the house. Big space with natural light and view to the ocean.
  Space for king bed, and furniture.
  Area: 404 sq. ft.



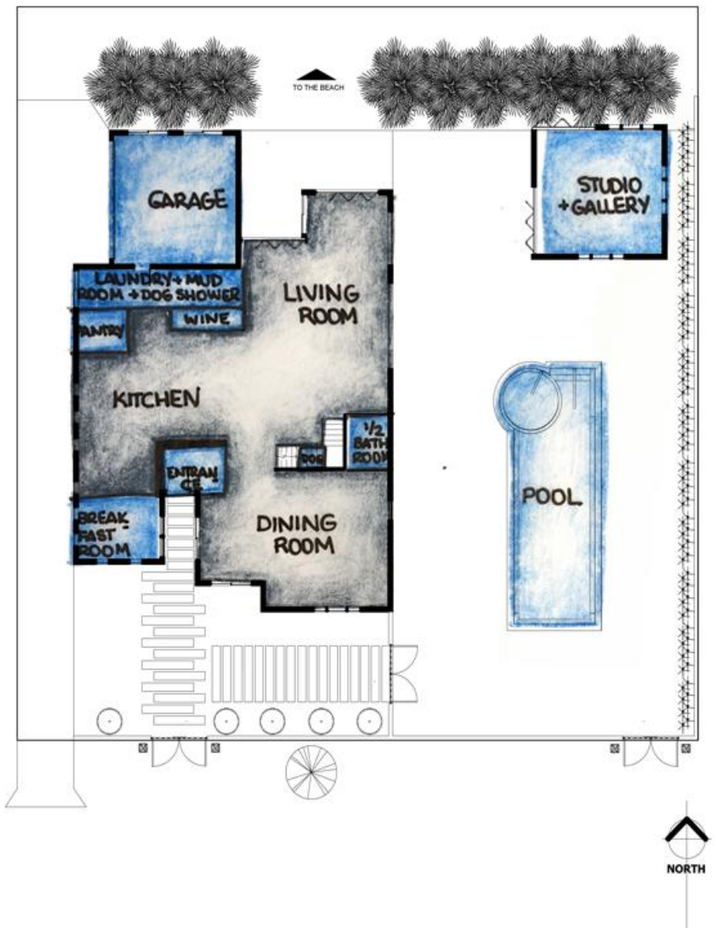


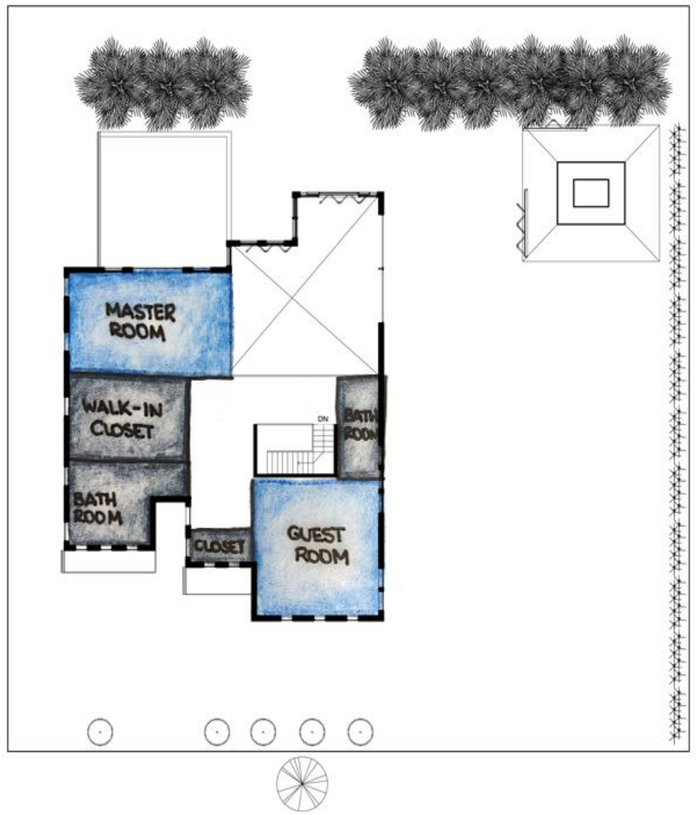
- WALKING CLOSET
  Big closet that would serve as storage for both clients. Serve as connection between master room and bathroom. Enough space for furniture, hangers, and mirrors.
  Lots of artificial light for better vision.
  Area: 180 sq. ft.

- MASTER BATHROOM
  Biggest bathroom of the house with windows that allow natural light and ventilation.
  Enough space for two vanity cabinets, two sinks, big shower, toilet and Jacuzzi.
  Area: 258 sq. ft.

A.5 Program Definition

Blocking Diagram



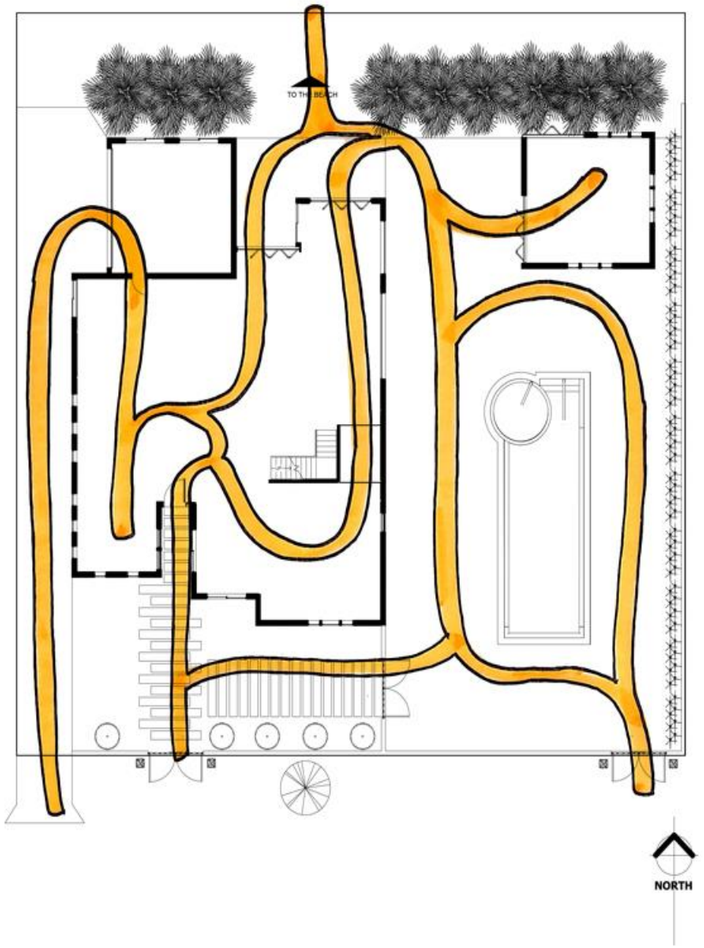


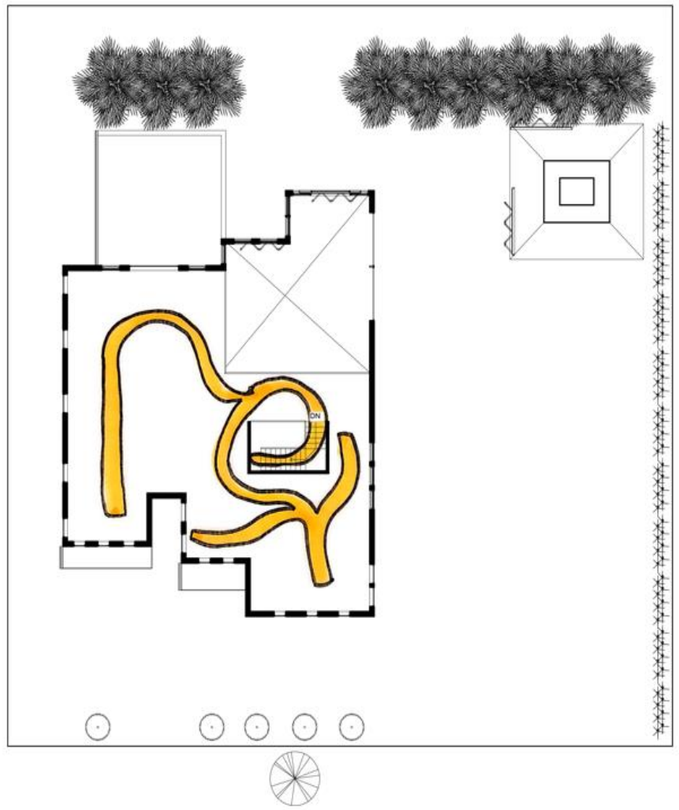
- FIRST FLOOR
  - Kitchen
  - Living Room
  - Dining Room
  - Entrance
  - Breakfast Room
  - Pantry Room
  - Space for Wine Collection
  - Laundry Room
  - Mud Room
  - Dog Shower
  - Garage
  - Dog's Room
  - ½ Bathroom
  - Patio
  - Vegetable Garden
  - Pool
  - Studio + Gallery

- SECOND FLOOR
  - Master Bedroom
  - Walk-In Closet
  - Master Bathroom
  - Guest Room
  - Closet
  - Bathroom

A.5 Program Definition

Circulation Diagram





- GOAL
  Create a smooth circulation within the areas inside the house, and the ones outside the house.

A.5 Program Definition

Design Guidelines

- In order to achieve the “Dream house” for my clients, I would create an open plan that would be ideal for accessibility, would make spaces look larger, would make the transmission of air and light more effective, and would reduce construction cost.

- Paying attention to the clients needs depending on the hobbies is a crucial aspect for this design. I would create a big kitchen, with smooth circulation, and a pantry room. A food garden, so the client would be able to have access to fresh food at any time of the day. Also, a studio/gallery located outside the house to have more privacy, and a wine area to be able to keep their wine collection.

- Another crucial aspect of this design will be the presence of the two dogs and to create space for both to give the feeling that they are part of the family. Creating a space for them to rest, shower, grooming and eat.

- Since the clients have a ”free spirit”, I want to create a space with natural elements, and colors find in nature. Also inspired in Italy since they are both from there. I would use colors found in earth, a lot of vegetation, and colored tiles to give it that European style.

- To block the light without covering the windows in order to have a great view to the outside, I would use high trees and use them to cover not only the accessibility of natural light but also noise. The idea is to cover the house but still allow natural light to come in.

A.6.1 Design Concept

A.6.1 Design Concept

Mood Images

NATURE | CONTRAST | LIGHTING | MONUMENTAL |TEXTURE

A.6.1 Design Concept

Concept statement + Board

- The purpose of this project is to create the perfect house for an Italian couple and their two dogs that would, at certain point, reminds them of home. They need a lot of space for a big kitchen and an open floor to keep the circulation of the house smooth. They would also need a unique space that would serve as an art studio and gallery. Another crucial aspect would be a space for the dogs that would make them feel part of the family. In order to achieve this I would create an open plan, giving hierarchy to the spaces they would be using the most. However, even if they would have a house with an open plan, my purpose is to create a different experience depending on the rooms. Each room would have something that would make it special for the clients.
In order to achieve an Italian style for the house, I would implement colors found in certain spots of Italy and different tiles that would represent the mix of landscapes found in the country. The colors of the materials would also bring the outside of the house to the inside, since they would be colors find in nature. Another way to bring the outside to the inside of the house will be

A.6.1 Design Concept

Design Guidelines

- In order to achieve the “Dream House” for my clients, I would use the materials found in nature to give them the feeling of free spirit since they both share the same love for traveling. Also, the materials would resemble landscapes of Italy to make them feel more at home.

- To make the whole house, inside and outside, feel as one I would implement a lot of vegetation inside. Such as planters, and a vertical garden.

- The color palette picked for the house goes harmonically with the outside of the house. Some colors would resemble the earth, vegetation, the ocean, and sky.

A.6.1 Design Concept

Conclusion

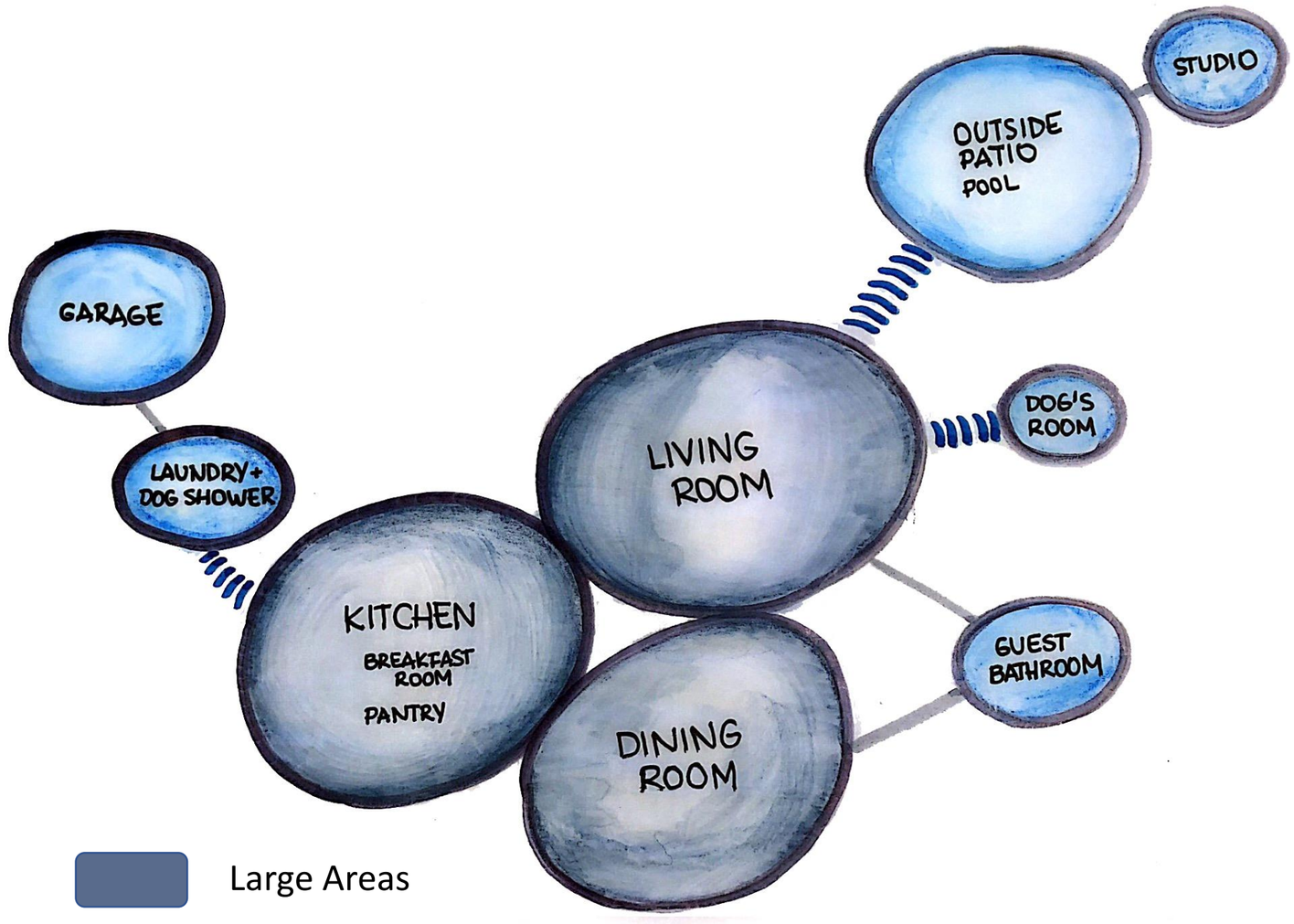
- The way I would incorporate the previous assignments, as A.1, into my project would be in different ways. For example, for A.1, I got three different DNA words. They were yin yang, that represents the contrast in spaces, the different moods. I would represent this by creating every space a unique experience. Another DNA word is the word PEACEFUL. The way I would represent it would be implementing the same colors that bring that peaceful feeling in the bathroom. Since it is a space when a person can relax and have that experience. The third and last DNA word from A.1 is anxiety. The way I would represent it would be in the art gallery + studio. I created a space that is dark when a person goes in and gives the person the impression of a massive place. However, in the center on this studio there is a skylight that would bring that peaceful feeling, and another way to show the yin-yang theory.

- The way I would incorporate the previous assignments, as A.2, into my project would be by using the same color palette and some of the DNA words used for the assignment. The color palette and materials are everywhere in the design of the house, so it is noticeable that this house was inspired by the chair on A.2. Some of the DNA words were contrast, textures, and monumental, which are well represented in the house. The contrast is the same as the theory of the yin-yang. Textures are found everywhere since I would be using different materials (Wood, granite, vegetation, tiles, etc.). Monumental is found, especially, in the art gallery + studio since it is a massive structure.

A.6.2 Space Planning

A.6.2 Program Definition

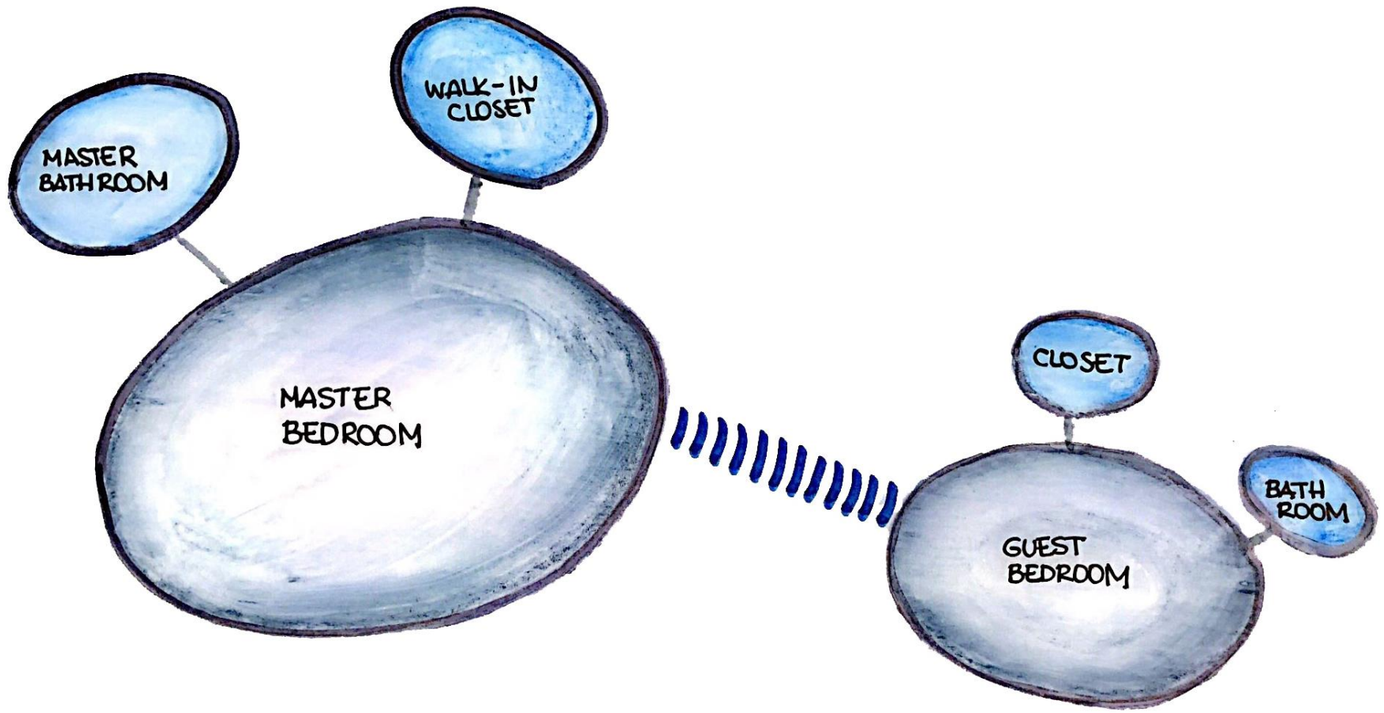
Adjacency Diagrams



- FIRST FLOOR
  On this adjacency diagram, the hierarchy of the areas are being show. The sizes of the bubbles represent the proportion of the areas .

A.6.2 Program Definition

Adjacency Diagrams



- SECOND FLOOR
  On this adjacency diagram, the hierarchy of the areas are being show. The sizes of the bubbles represent the proportion of the areas .

Large Areas

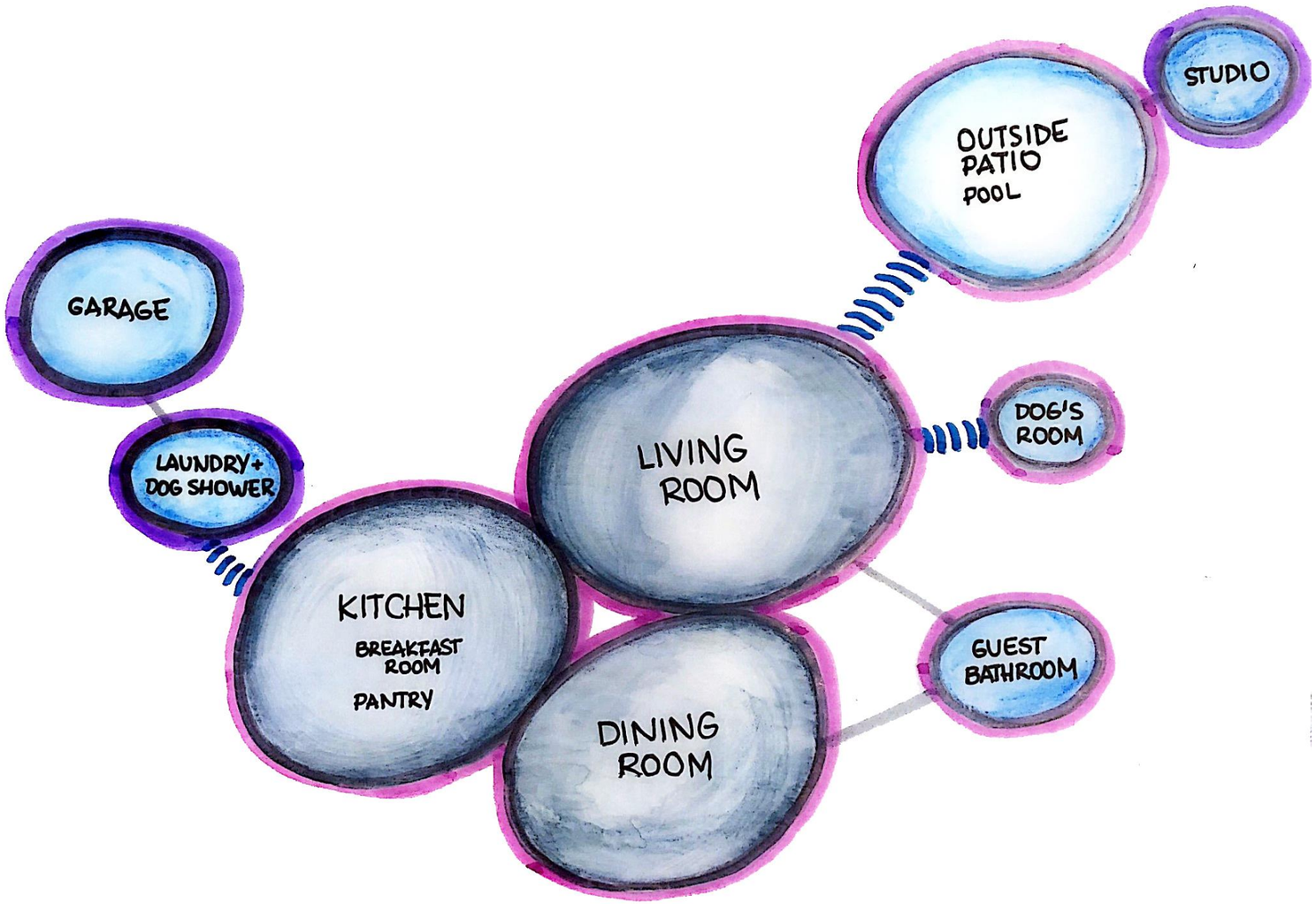
Small Areas

Primary Areas

Secondary Areas

A.6.2 Program Definition

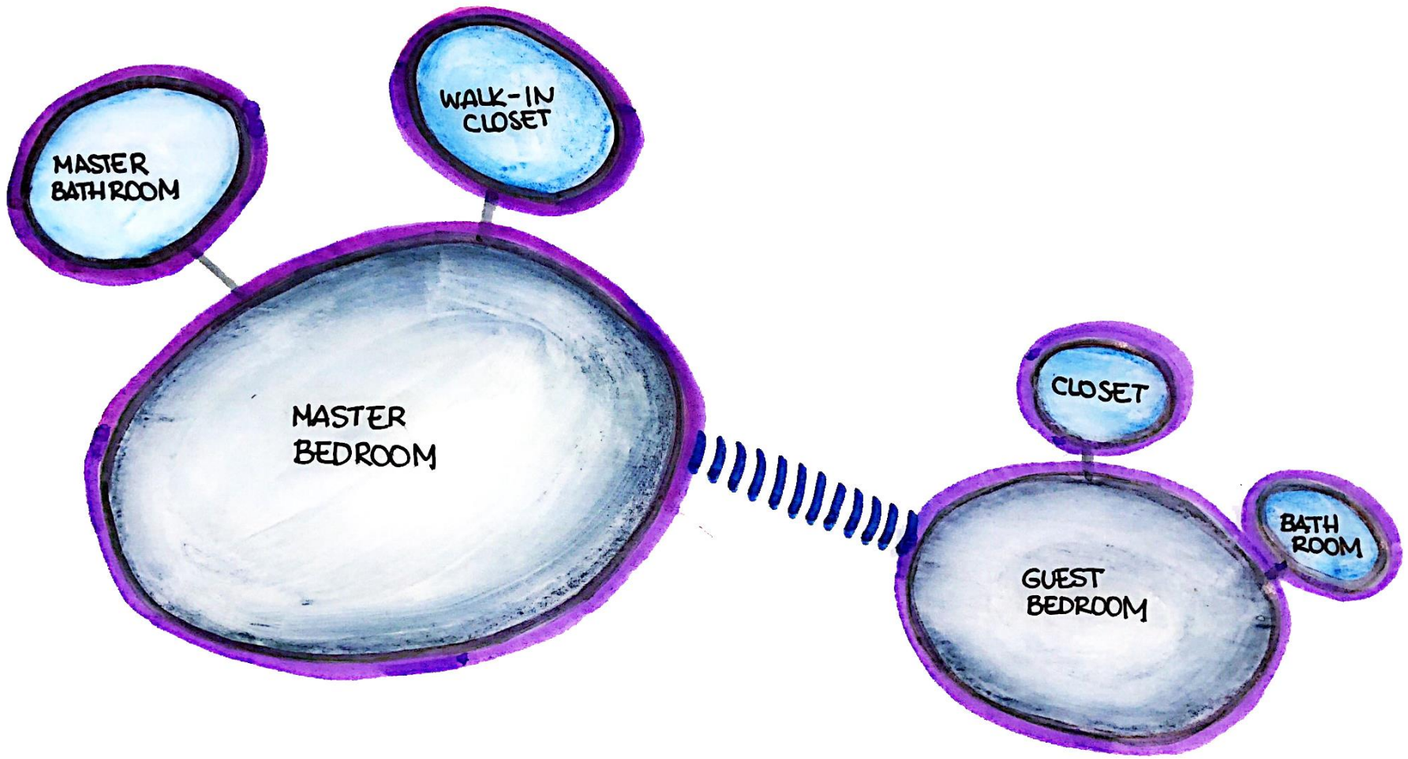
Public vs. Private



- FIRST FLOOR
  The first floor is a union of public and private places since it is the first area where the guest finds him/herself after entering the house.
  The color pink represents the public areas of the house, such as the Kitchen, Living Room, Dining Room, Guest Bathroom, Dog's Room, Pool, and Outside Patio.
  The color purple represents the private areas such as the Laundry Room, Dog Shower, Garage, and Studio.

A.6.2 Program Definition

Public vs. Private



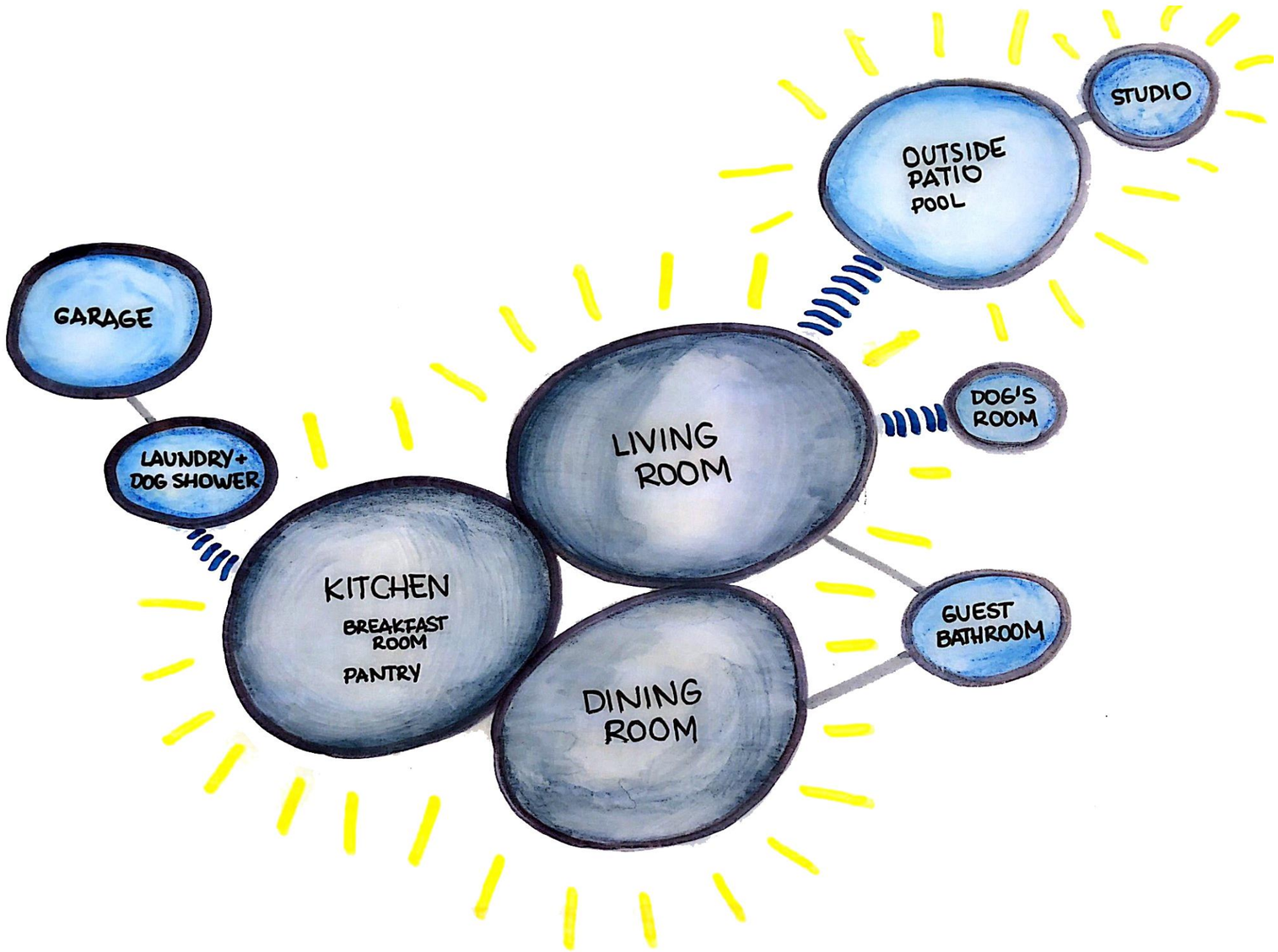
- SECOND FLOOR
  The second floor is a more JUST private area. Even though it counts with a guest bathroom, it is not a place for gathering.

Public Areas

Private Areas

A.6.2 Program Definition

LIGHT



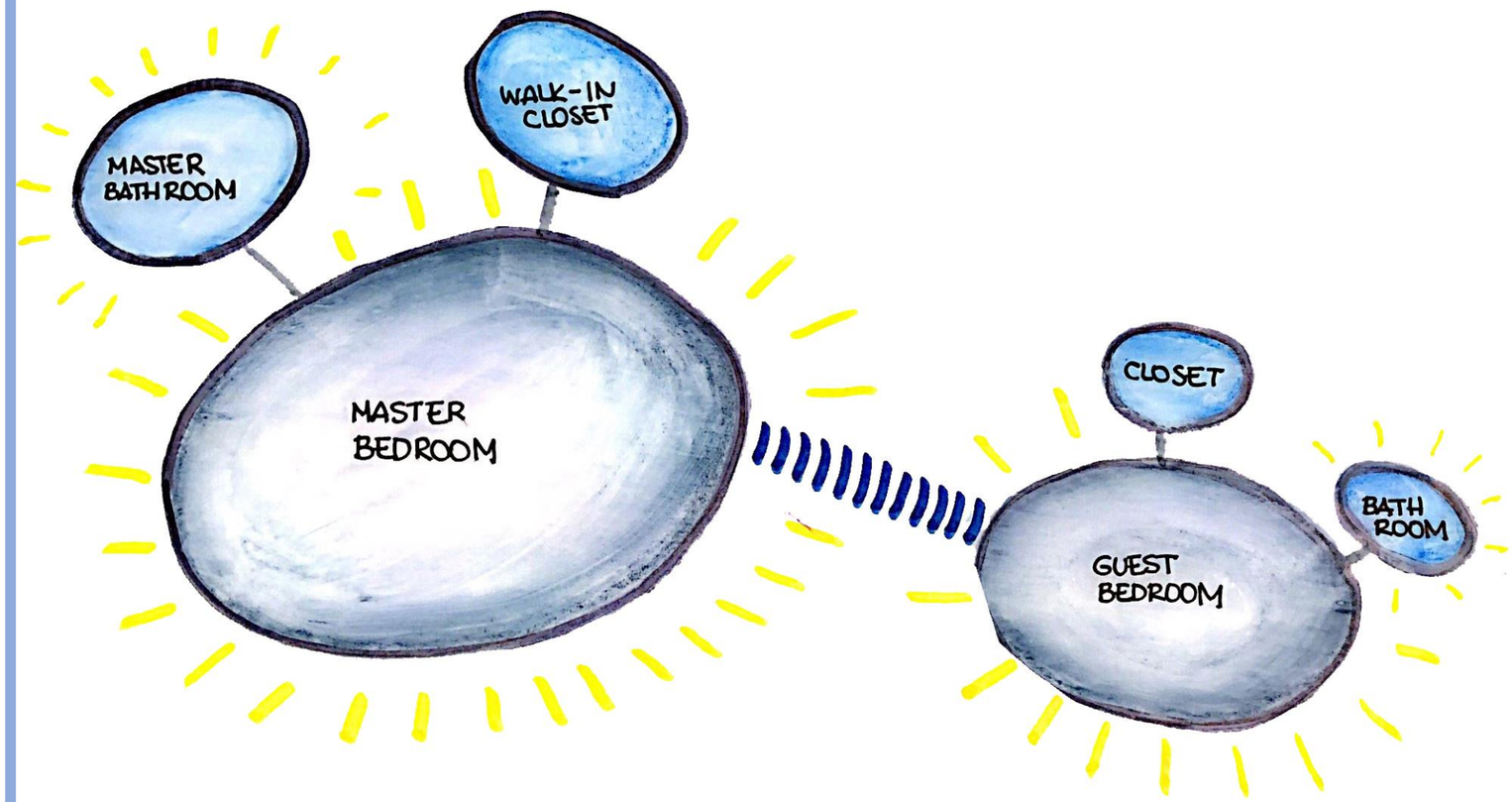
Need of Light

- The yellow rays represent the places that need or already count with lots of light, whether is natural or artificial light.

  The other spaces are spaces that may count with little or zero natural light because they might not need as much light as the other ones.

A.6.2 Program Definition

LIGHT

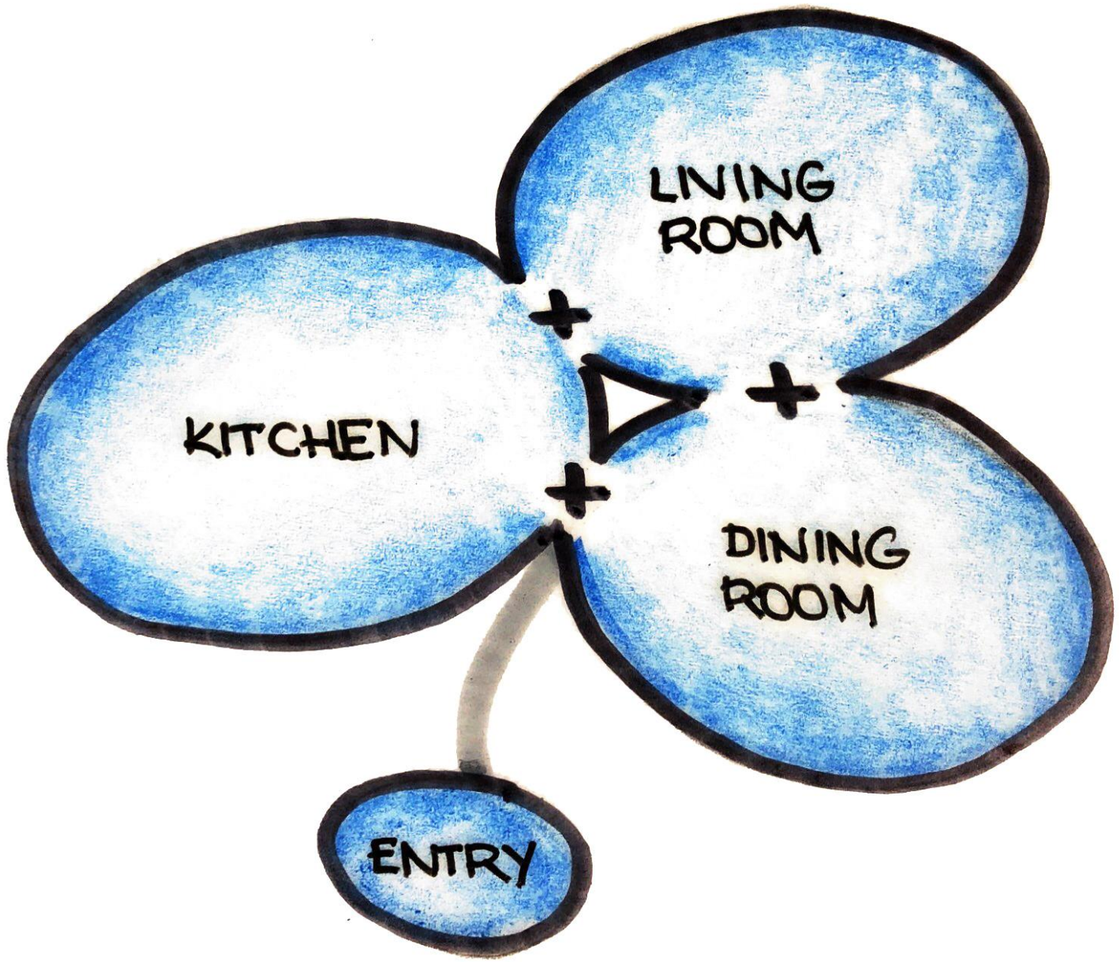


- On the second floor, the most important spaces are the Master Room and the Guest Room, and also the ones that need more light.
  Master bathroom and guest bathroom are important spaces on the second floor as well, and they also need natural and artificial light, but most important, they need openings for ventilation.

Need of Light

A.6.2 Program Definition

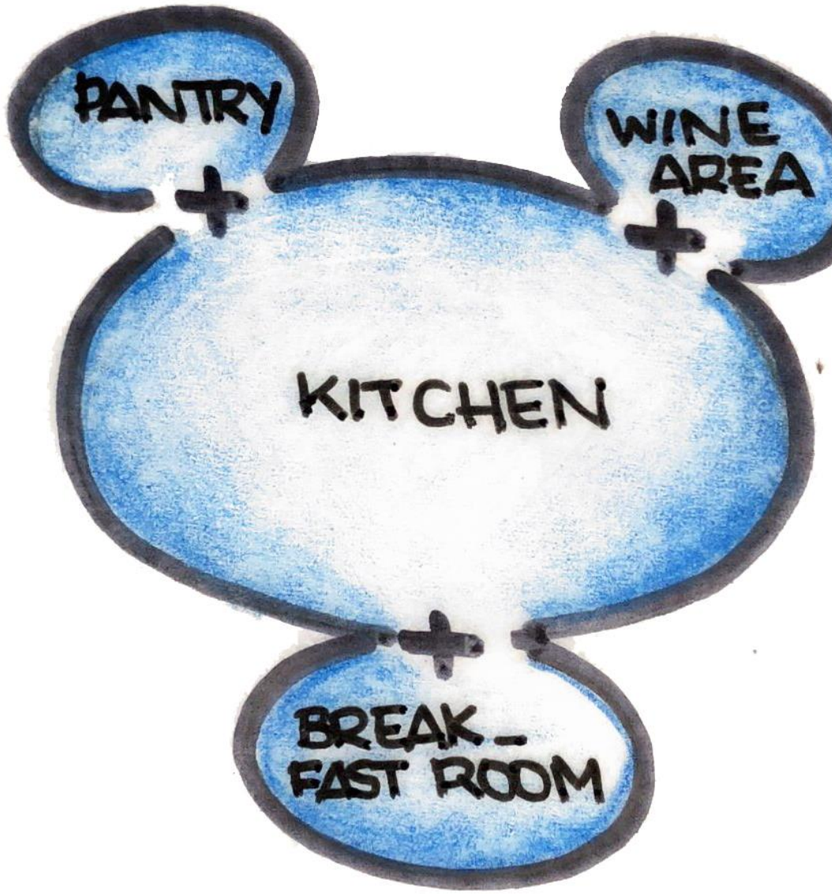
Adjacency Diagrams



- INDIVIDUAL SPACE | FIRST FLOOR
  Diagram shows how as soon as a person enters the house, it will lead her/him to the three main spaces of the public part of the house, which are the kitchen, living room, and dining room. Also, it shows the connection between the three spaces.

A.6.2 Program Definition

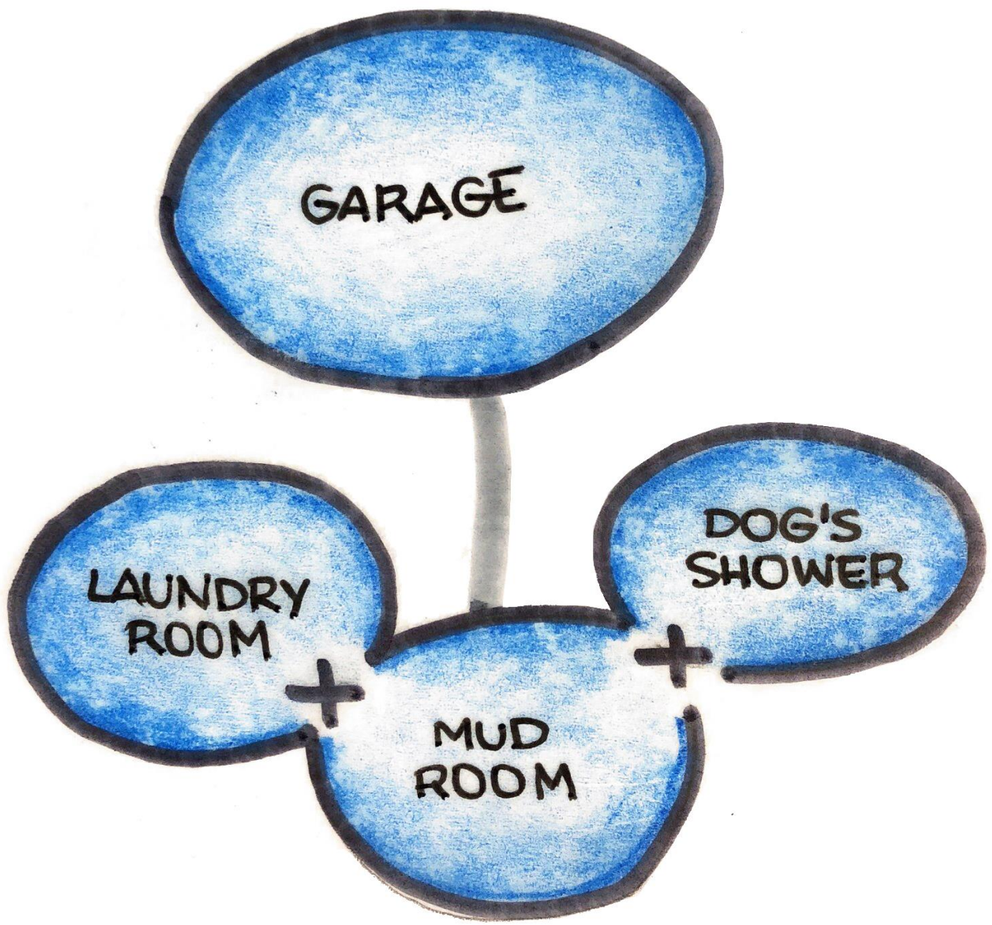
Adjacency Diagrams



- INDIVIDUAL SPACE | FIRST FLOOR
  Diagram shows the connection between the kitchen (Biggest space), pantry room, wine area, and the breakfast room.

A.6.2 Program Definition

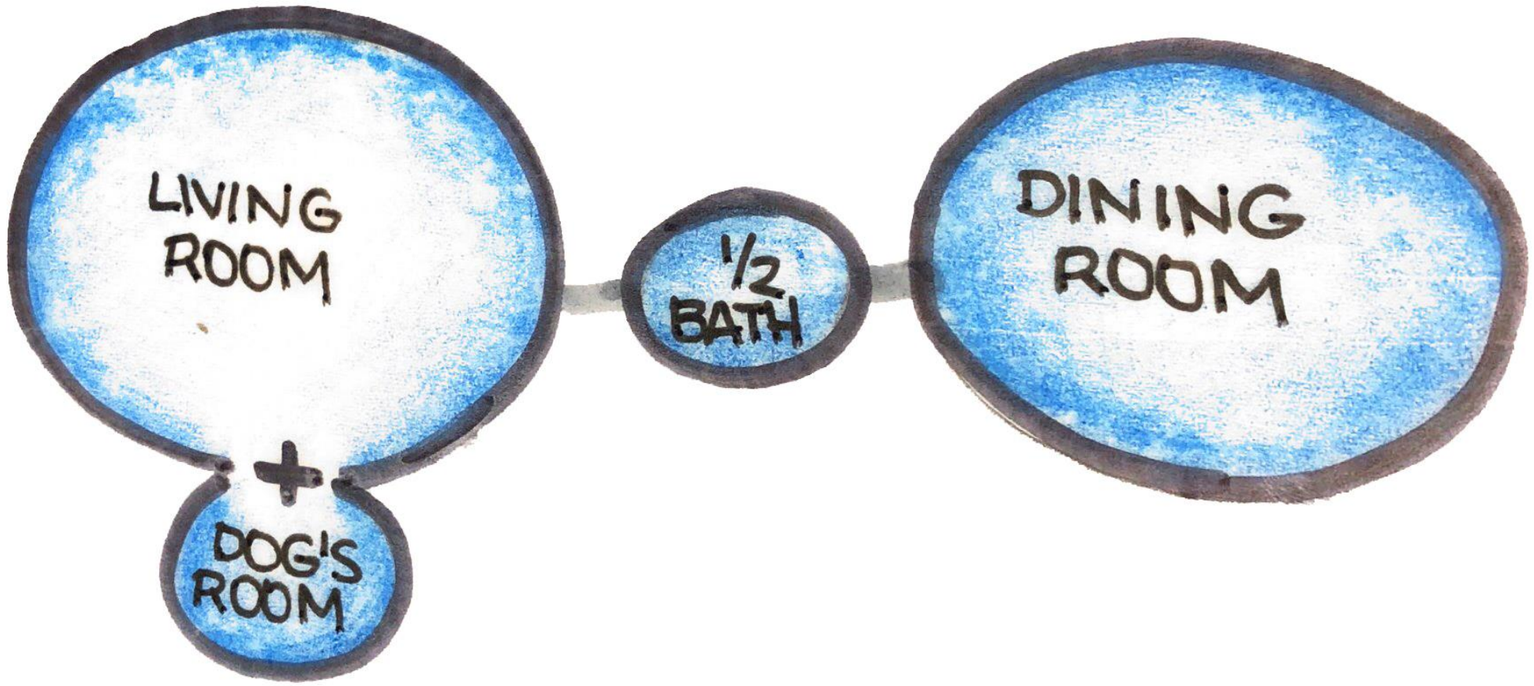
Adjacency Diagrams



- INDIVIDUAL SPACE | FIRST FLOOR
  Diagram shows how to laundry room, mud room, and dog's shower will be located in the same area, and lead to the garage.

A.6.2 Program Definition

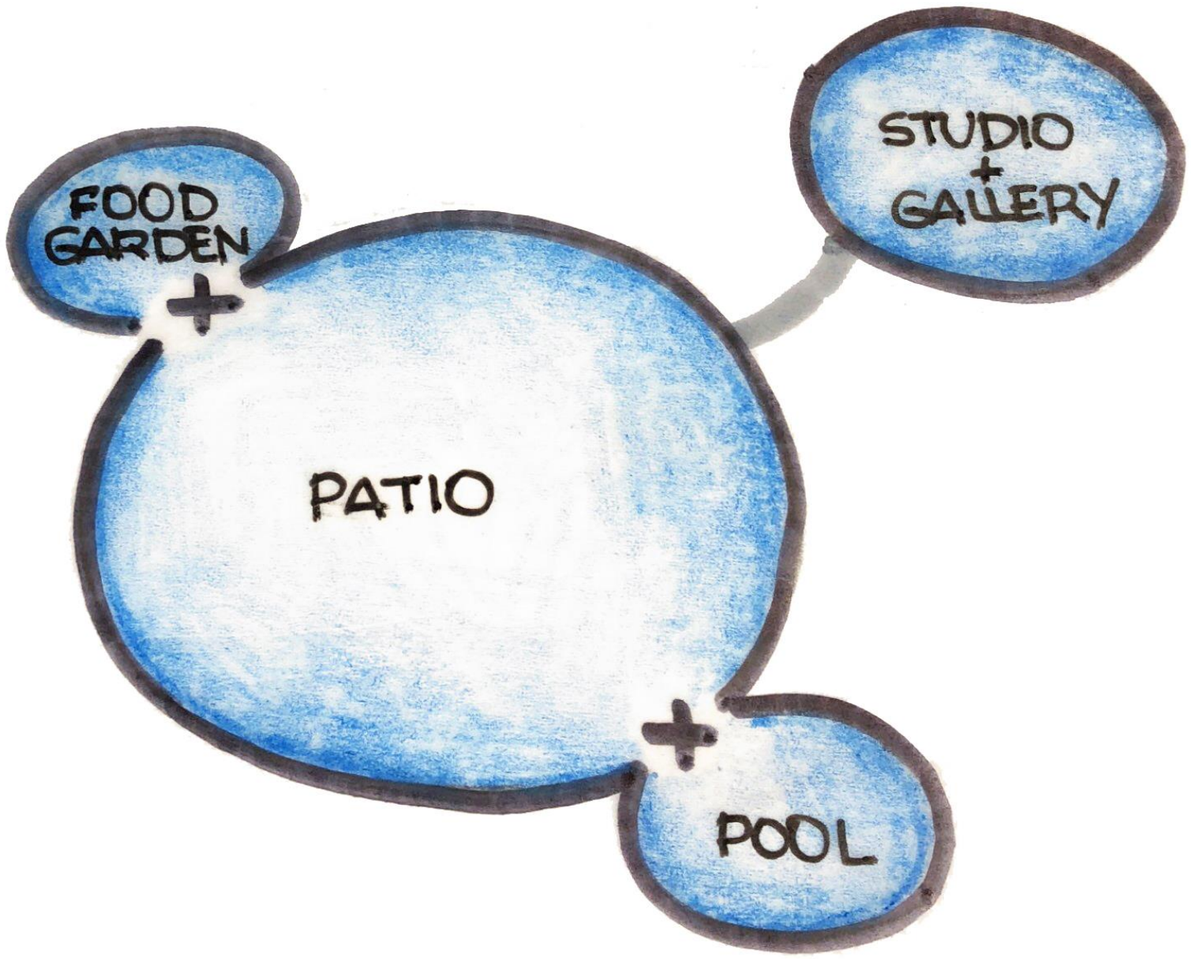
Adjacency Diagrams



- INDIVIDUAL SPACE | FIRST FLOOR
  Diagram shows how the visitors bathroom (1/2) will connect the living room to the dining room. Also, the dog's room will be located in the living room, so the dogs would be close to entrance to greet owners.

A.6.2 Program Definition

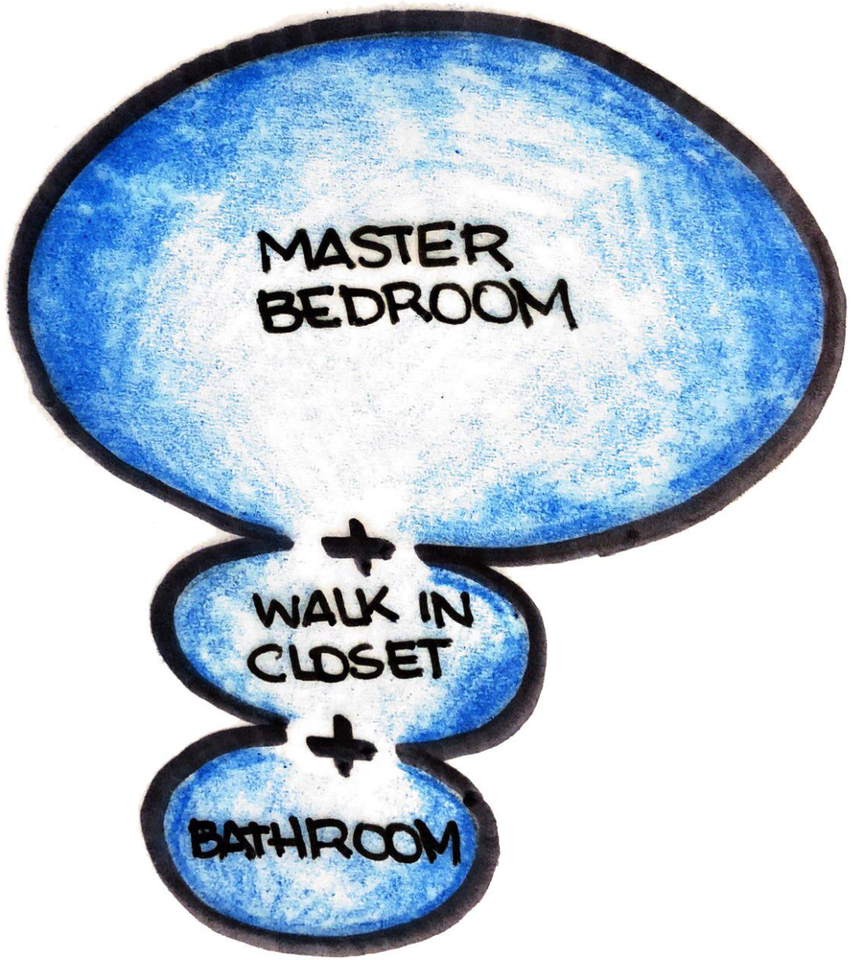
Adjacency Diagrams



- INDIVIDUAL SPACE | FIRST FLOOR
  Diagram shows how to food garden, and pool would be located on the outside patio, and how this one will serve as a connection to lead to the studio/gallery.

A.6.2 Program Definition

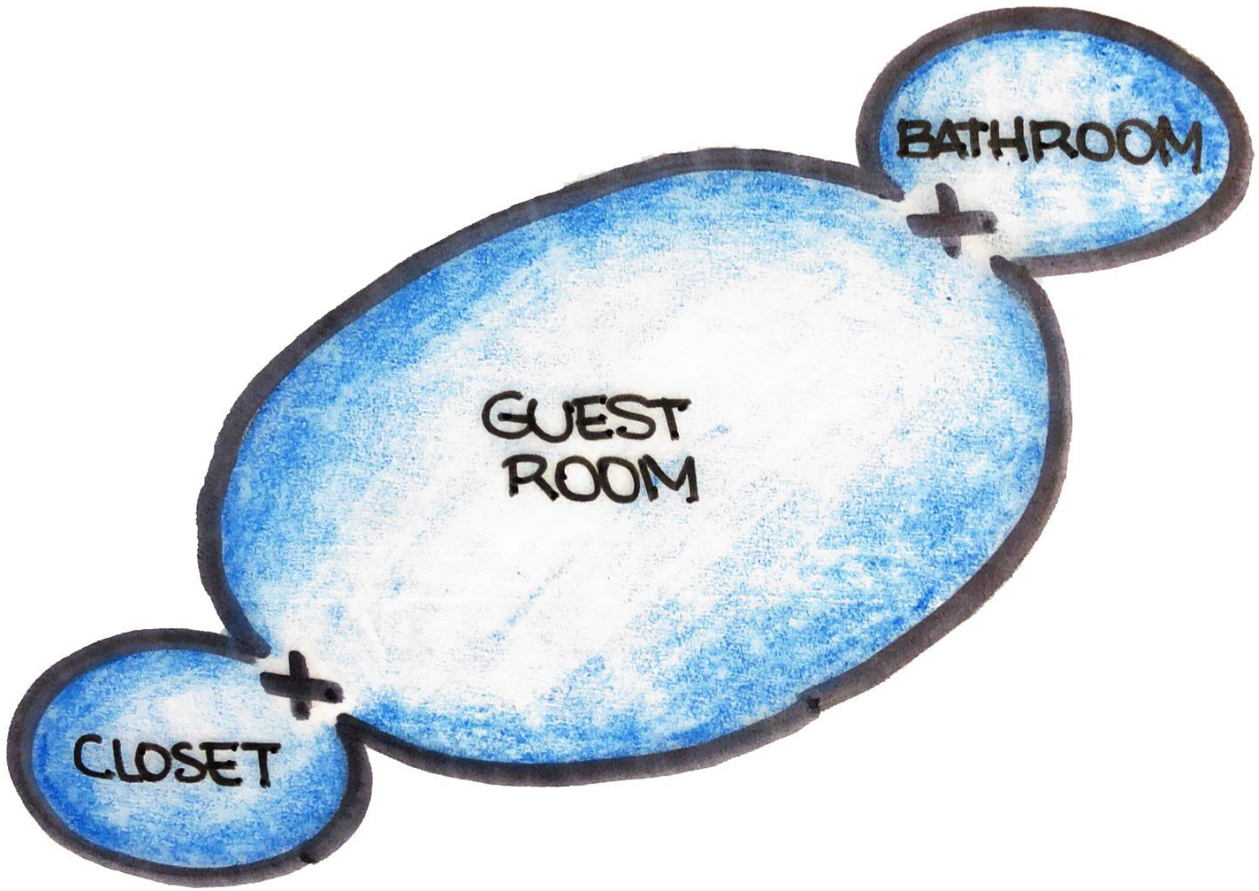
Adjacency Diagrams



- INDIVIDUAL SPACE | SECOND FLOOR
  Diagram shows the private parts of the house, and how to Master room will include a walk-in closet, and a master bathroom.

A.6.2 Program Definition

Adjacency Diagrams



- INDIVIDUAL SPACE | SECOND FLOOR
  Diagram shows the private parts of the house, and how the guest room will include a bathroom and a closet.

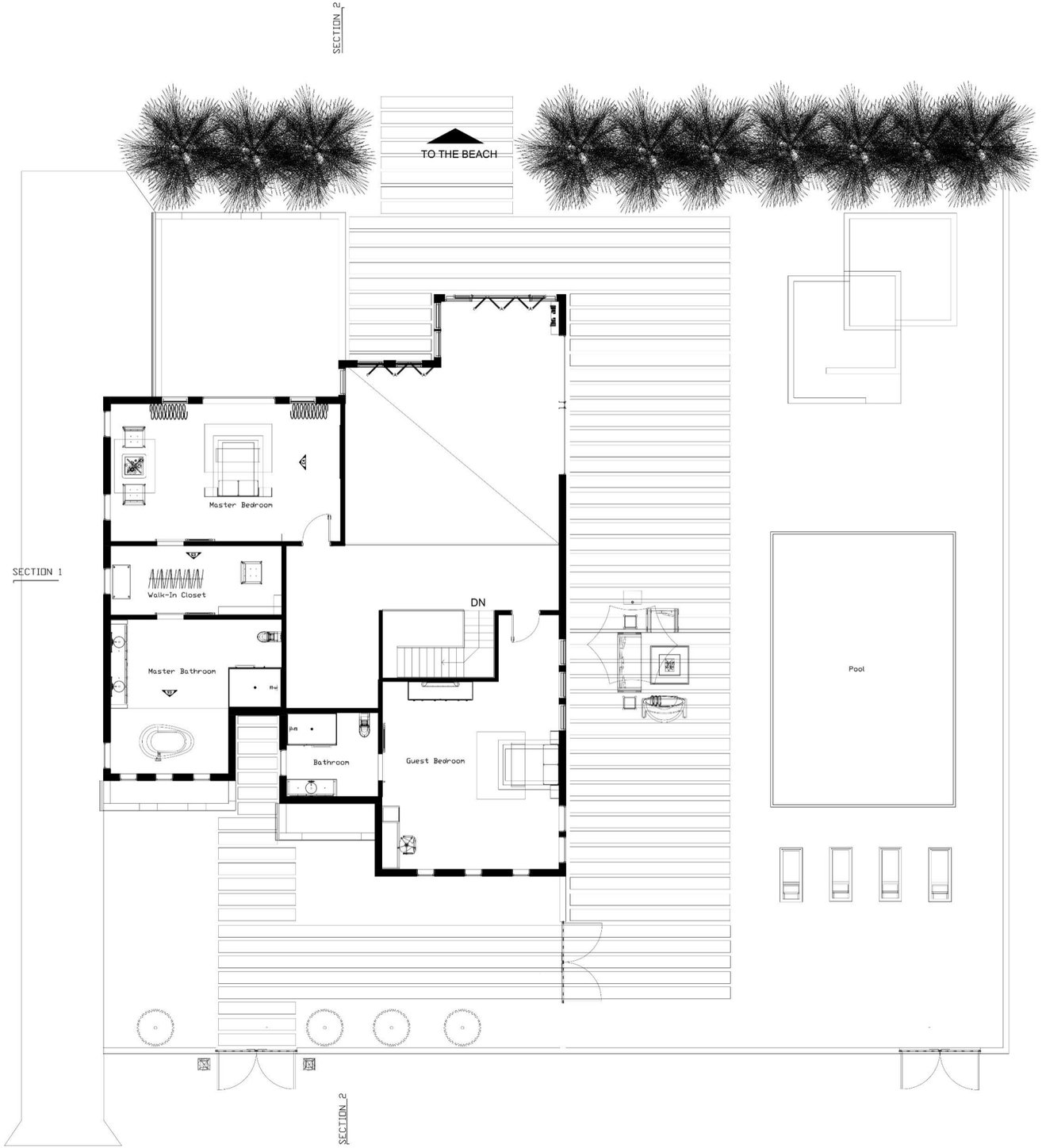
A.6.2 Program Definition

FF&E Plans

- FIRST FLOOR

A.6.2 Program Definition

FF&E Plans



- SECOND FLOOR

NORTH

A.6.2 Program Definition

Elevations

- FRONT OF THE HOUSE

A.6.2 Program Definition

Elevations

- ELEVATION 1
  Breakfast Room

A.6.2 Program Definition

Elevations

- ELEVATION 2
  Living Room

A.6.2 Program Definition

Elevations

- ELEVATION 3
  Kitchen

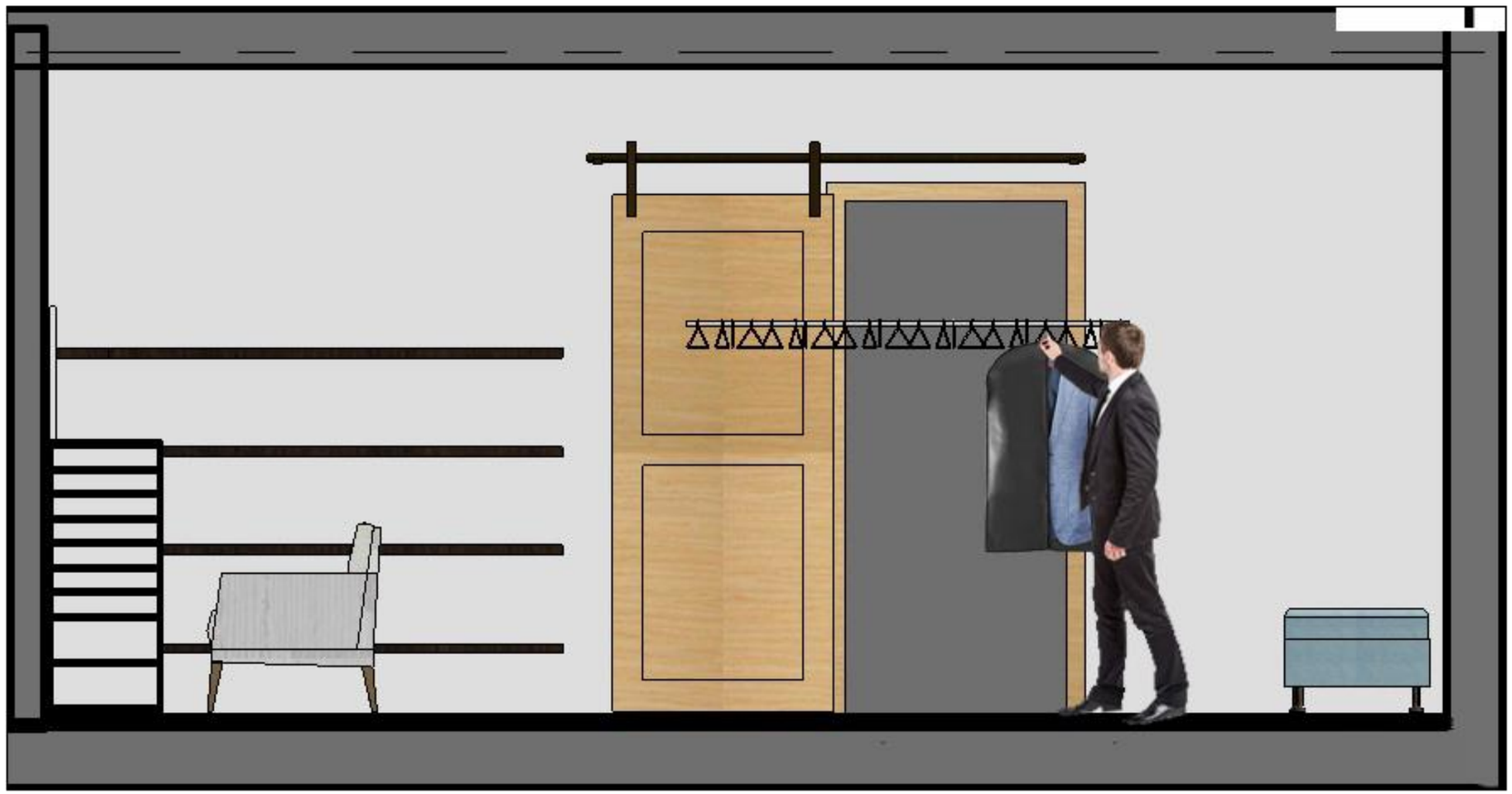
A.6.2 Program Definition

Elevations

- ELEVATION 4
  Master Bedroom

A.6.2 Program Definition

Elevations



- ELEVATION 5
  Walk-In Closet

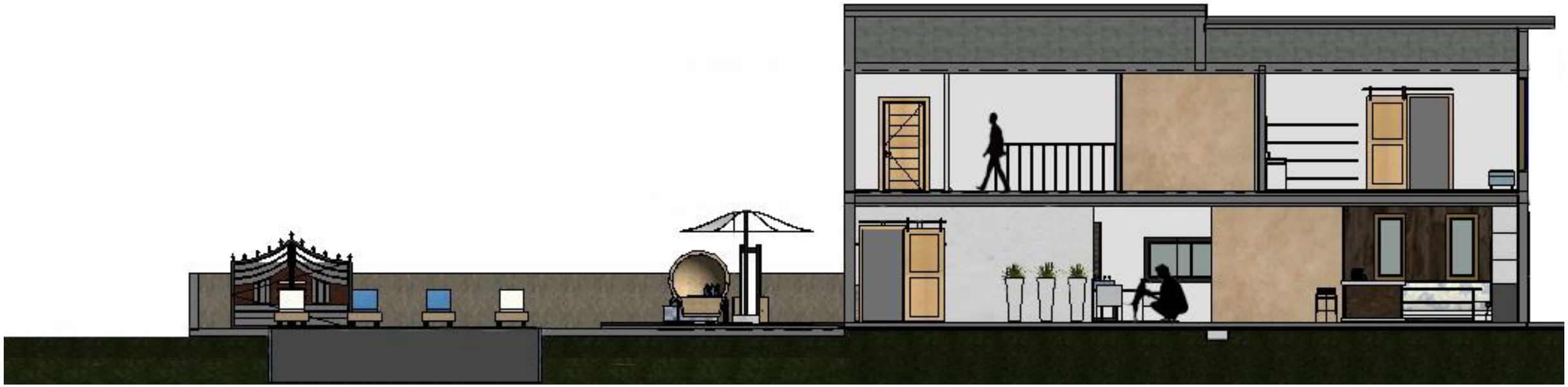
A.6.2 Program Definition

Elevations

- ELEVATION 6
  Master Bathroom

A.6.2 Program Definition

Section 1



A.6.2 Program Definition

Section 2

A.6.2 Program Definition

PERSPECTIVES

A.6.2 Program Definition

PERSPECTIVES

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PERSPECTIVES

A.6.2 Program Definition

PERSPECTIVES

A.6.2 Program Definition

PERSPECTIVES

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  https://www.datausa.io
  https://www.googleearth.com
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