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1-Threshold
2-Daylighting Study
3-Site Analysis
4-Alberta Street Stage phase 1
5-Alberta Street Stage phase 2
6-Alberta Street Stage phase 3
The project was to choose a threshold in our lives and then generate its architectural equivalent in small model form. I chose the process of falling asleep, because it was something I struggled with growing up.

To represent this threshold, I used light, space, and sculptural forms--rhythm and transformation. On the 'awake' end of the threshold, much light leaks through the modules, but diminishes to almost complete darkness at the 'sleeping' end. Similarly, the space becomes less coherent and folds in onto whomever might be passing through.

Sculpturally the windows, like eyes, draw shut. The modules, like a tired body, lay down, and those who pass through enter the sleeping world.
The assignment was to experiment with the lighting of a performance space, specifically to evoke the mood of a song of our choice. The song I chose was “Pitseleh” by Elliott Smith. The song is very slow and melancholy, as well as very simple.

I attempted to accomplish this feeling by creating a soft, singular blue light which silhouettes whomever is on the stage. Also, when the light comes from certain angles, poignant white light is cast upon the north wall.
The assignment was to analyze the site of our final studio project: NE Alberta Street, Portland Oregon. There were several aspects to consider—access, history, population, building materials, and the aesthetic of the area, among others, were important elements.

The was a high number of single parents, as well as childless couples. The street was in close proximity to I-5, and speckled with bus stops. In terms of aesthetics, Alberta was distinctly folk art, but was not in ignorance of the modern.
Initially, there was a lot of work, dealing with the program, and general arrangement of the rooms. The program included a house, stage, two classrooms, green space, and a lobby with cafe seating as well as other minor service spaces.
The next design phase, included refining the floor plan, developing the facade, and generating a 3D model for further progress.
The final step was to further refine and detail the design and develop an attractive graphical presentation.