



**Environmental Adaptation**  
**Place Responsive Design**

ARCH 331/431 Spring 2008  
Lecture 2

**announcements 4/3/08**

**course website:**

<http://courses.washington.edu/arch3431/index.shtml>

Course materials (readings, assignments, lectures, references and website links) will be posted on this site - soon.

**lecture slides:**

PowerPoint lecture slides will be posted on the course website following lecture. They will be posted as PDF documents in two versions: 6 slides per page (for printing); 2 slides per page for viewing on your computer.

**A1: Case Study of Climate Responsive Design**

Send your proposed case study proposals to your discussion section instructor for approval.

**Factors & Forces that Shape Buildings**  
*and influence the quality of human experience in the built environment*

**USE**  
program, size, scale

**PLACE**  
site, context, climate

**EXPRESSION**  
Image, spatial experience, aesthetic preference

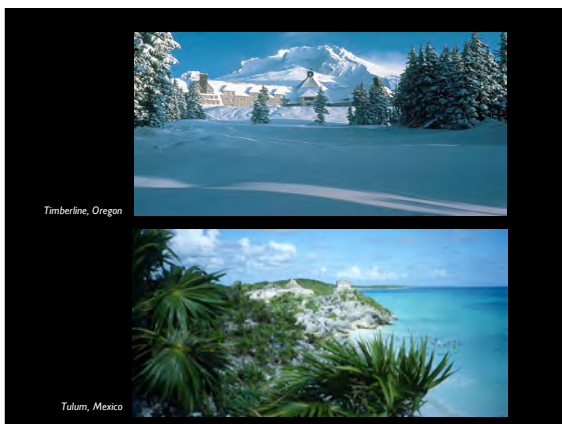
**Thermal Building Types**

**ENVELOPE DOMINATED**

- typically small buildings
- low internal heat gains
- space heating determined by heat loss through the envelope.
- relatively high balance point temperature

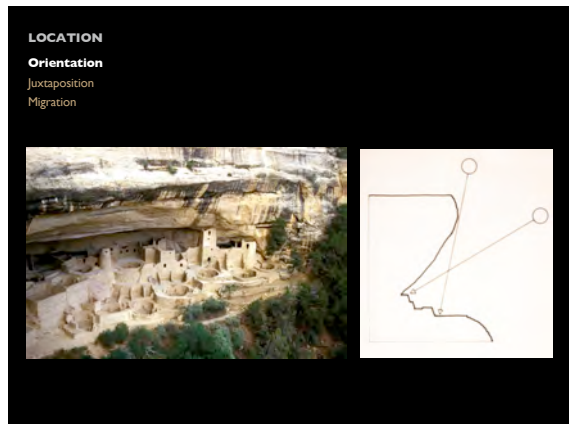
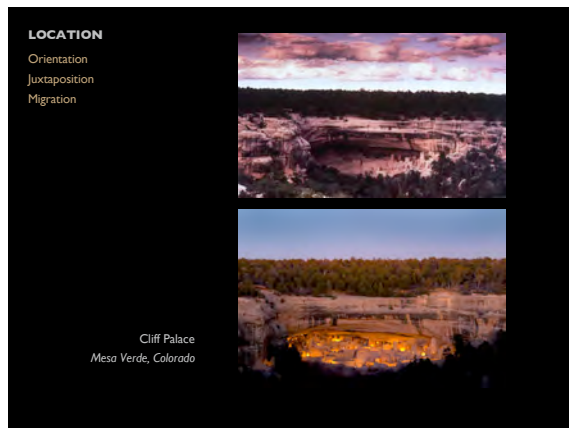
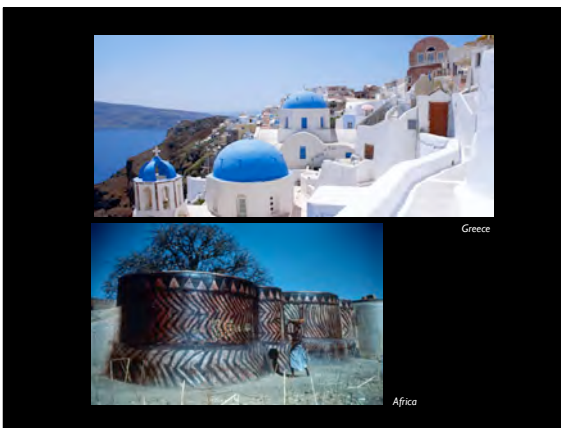
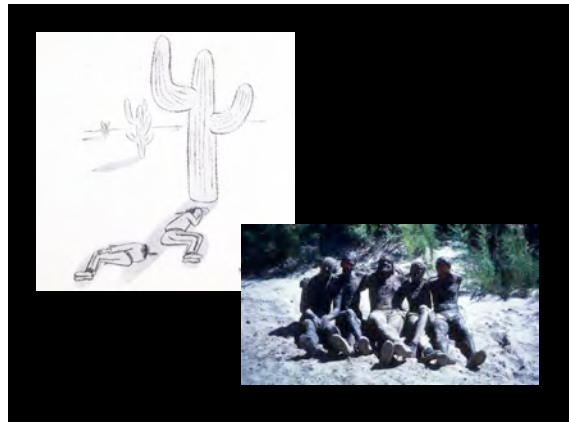
**INTERNAL LOAD DOMINATED**

- typically larger buildings
- high internal heat gains
- space cooling requirements determined by heat gains from people, lights and equipment within the building
- relatively low balance point temperature

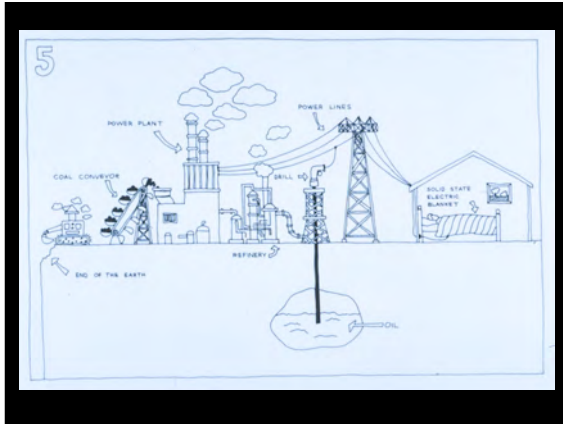


**Mechanisms for Environmental Adaptation**

- 1. LOCATION**
  - orientation
  - juxtaposition
  - migration
- 2. FORM**
  - shape
  - surface-to-volume ratio (*susceptibility to environmental stress*)
  - envelope & openings
- 3. METABOLISM (chemical conversion)**
  - fire
  - evaporation







**LOCATION**  
Orientation  
Juxtaposition  
**Migration**

**FORM**  
**Shape**  
surface-to-volume ratio  
envelope & openings

**LOCATION**  
Orientation  
Juxtaposition  
**Migration**

Acoma Pueblo, New Mexico

**LOCATION**  
**Orientation**  
Juxtaposition  
Migration

**LOCATION**  
Orientation  
**Juxtaposition**  
Migration

