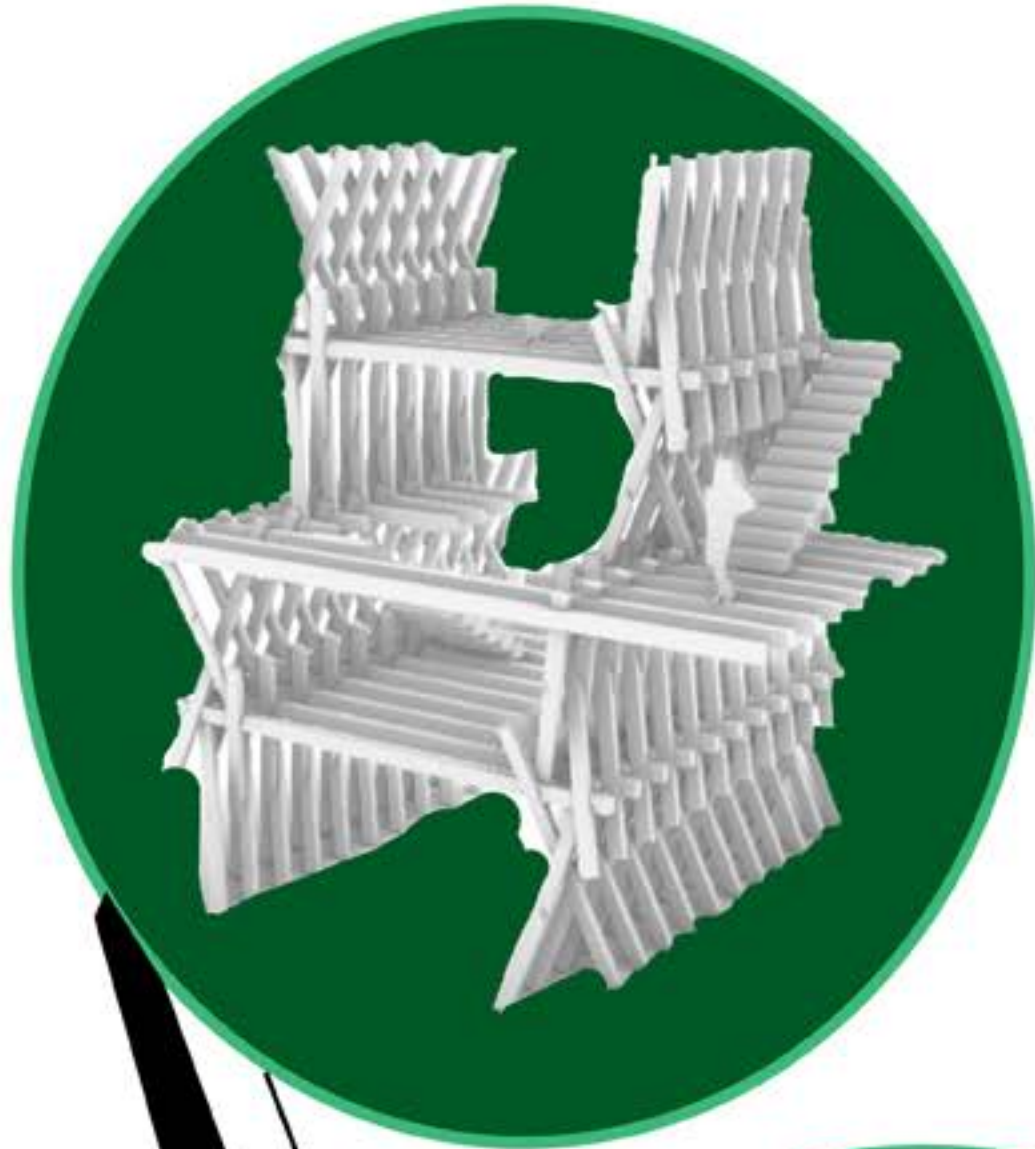
An architectural rendering of a large, open-air pavilion with a complex reciprocal wooden frame. The structure is composed of numerous thick, light-colored wooden beams that intersect to form a series of interconnected triangles and squares, creating a canopy over the space. The pavilion is situated on a waterfront at dusk, with a calm sea and a dark sailboat visible in the background. Several people are depicted within the space: some are seated at dark wooden tables, while others stand and converse. The tables are set with small cakes, bottles, and potted plants. Warm, yellow string lights are strung across the interior of the pavilion, adding to the ambient lighting. The overall atmosphere is serene and sophisticated.

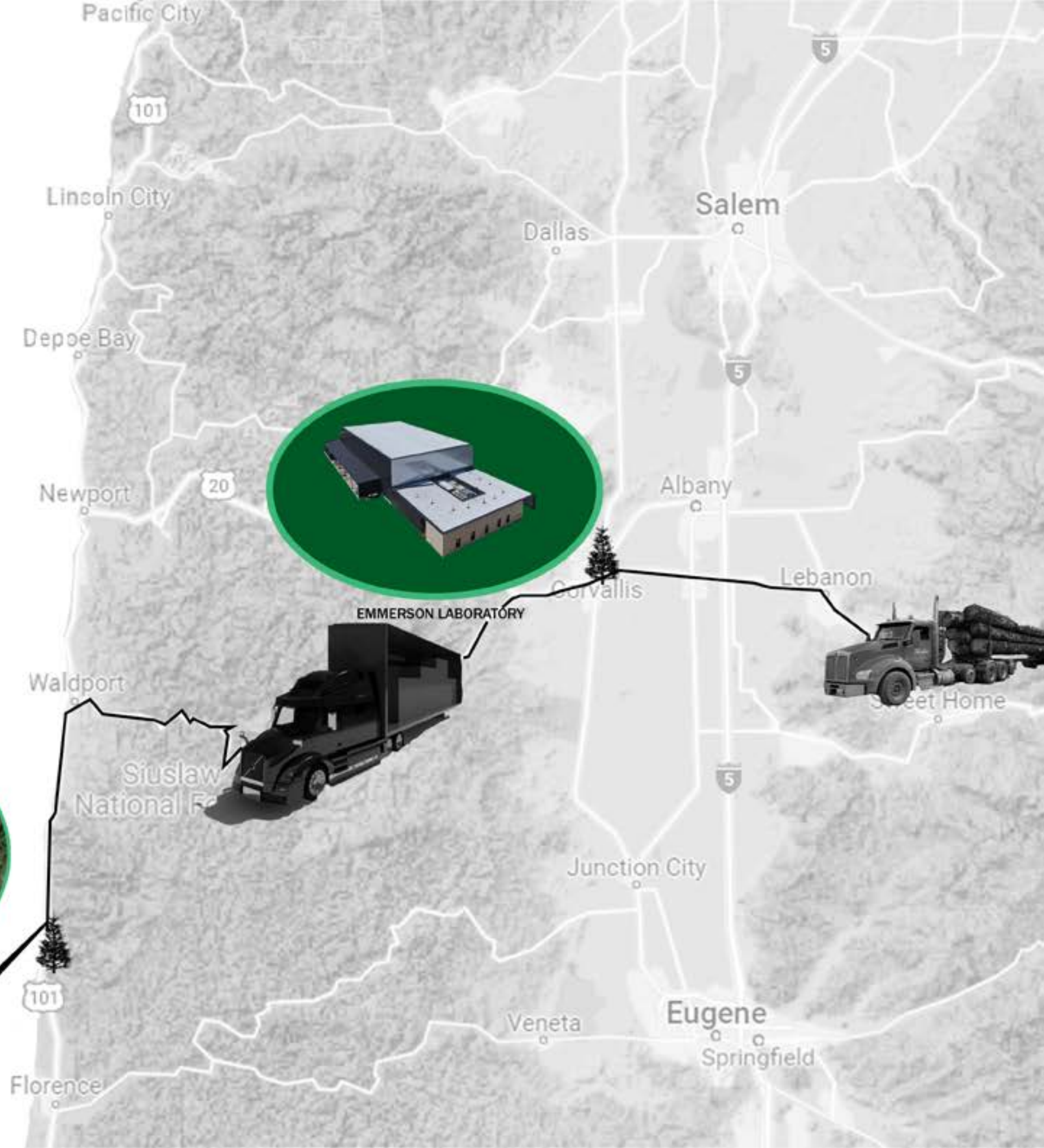
Coastal Grove

RECIPROCAL FRAME PAVILION

Joshua Spiegelman, Riley Greenheck, Ben Stalker, Namhyuck Ahn



44.1287° N, 124.1237° W
MUFFIN BEACH, OR





Site Plan

Location: Heceta Head Lighthouse Lane County, Oregon

Heceta Head Light is a lighthouse on the Oregon Coast 13 miles north of Florence, and 13 miles south of Yachats, OR. The lighthouse and beach was selected as our site because of its remote, yet accessible location, stunning views, as well as having an open beach with room to expand for larger gatherings.

The site itself would be located on the beach directly South of the lighthouse. The steep terrain up to the lighthouse shield the structure from wind. There is a large parking area adjacent to the site for visitors. There are walking paths, and trails for visitors to use while at an event as well.

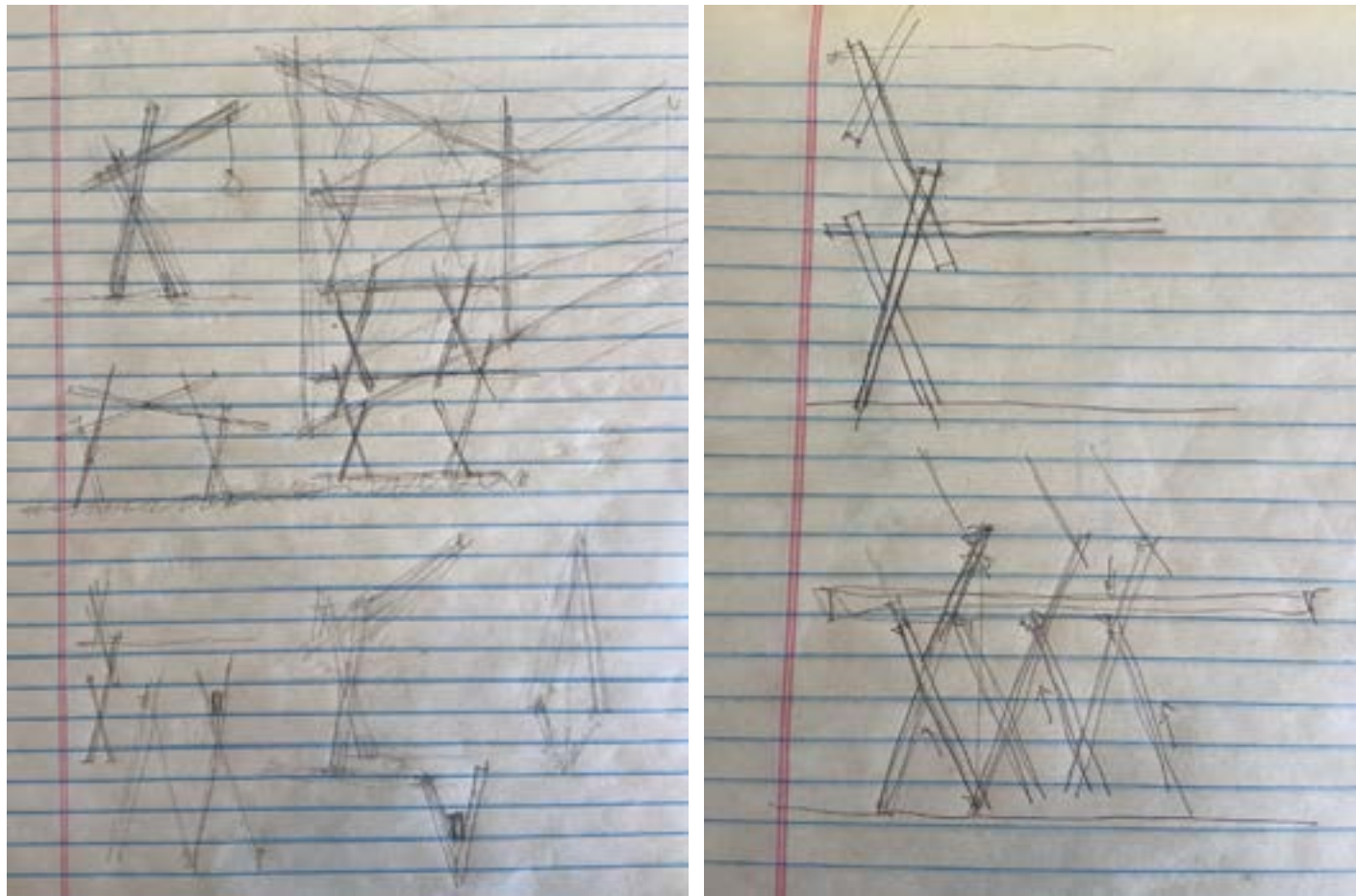




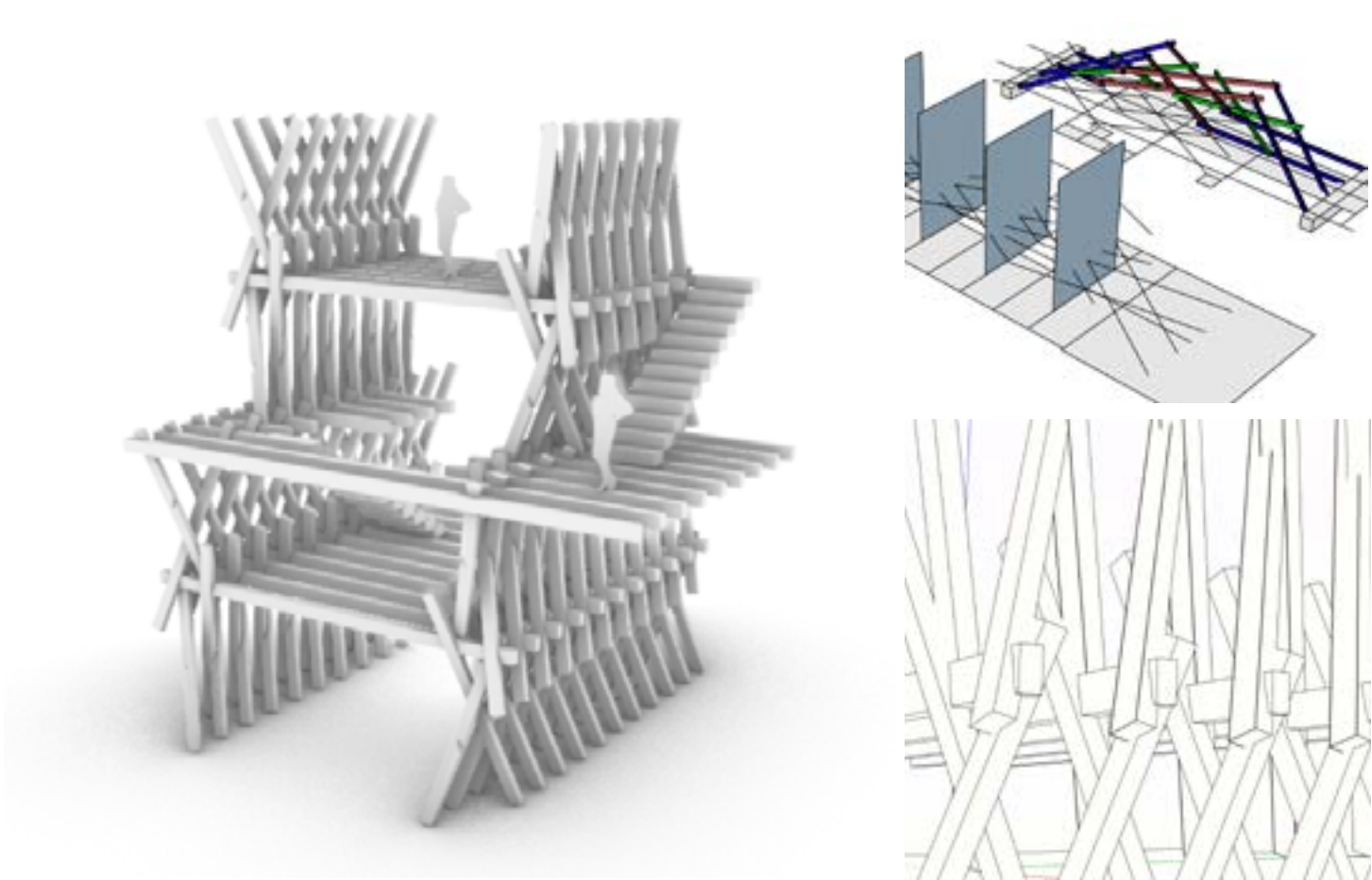
Precedent Imagery

Our goal with the project was to create a simple reciprocal frame structure that could be easily moved/built in location with a limited number of components. Our team also felt that vertically was critical in our design to allow our pavilion to adapt to different environments where open spaces force us to build up and not out.

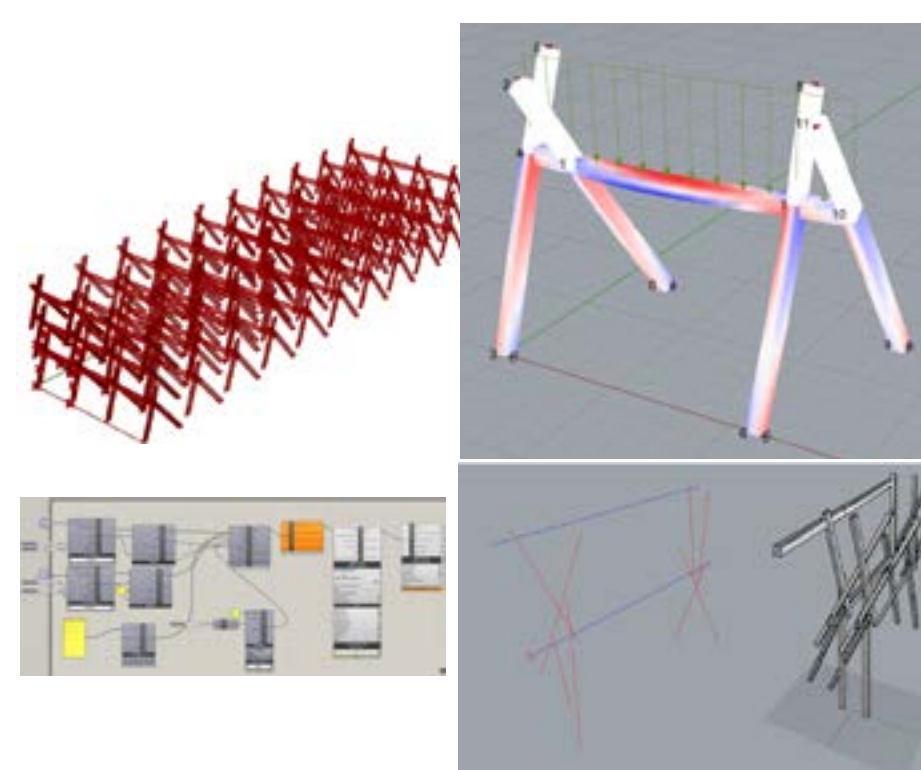
Our vertical structure, and horizontal structure work in tandem to create spaces that can be used in a wide array of functions. Our system can be placed horizontally, or build several stories high if need be, all with the same structural elements.



Step 1 - hand sketches



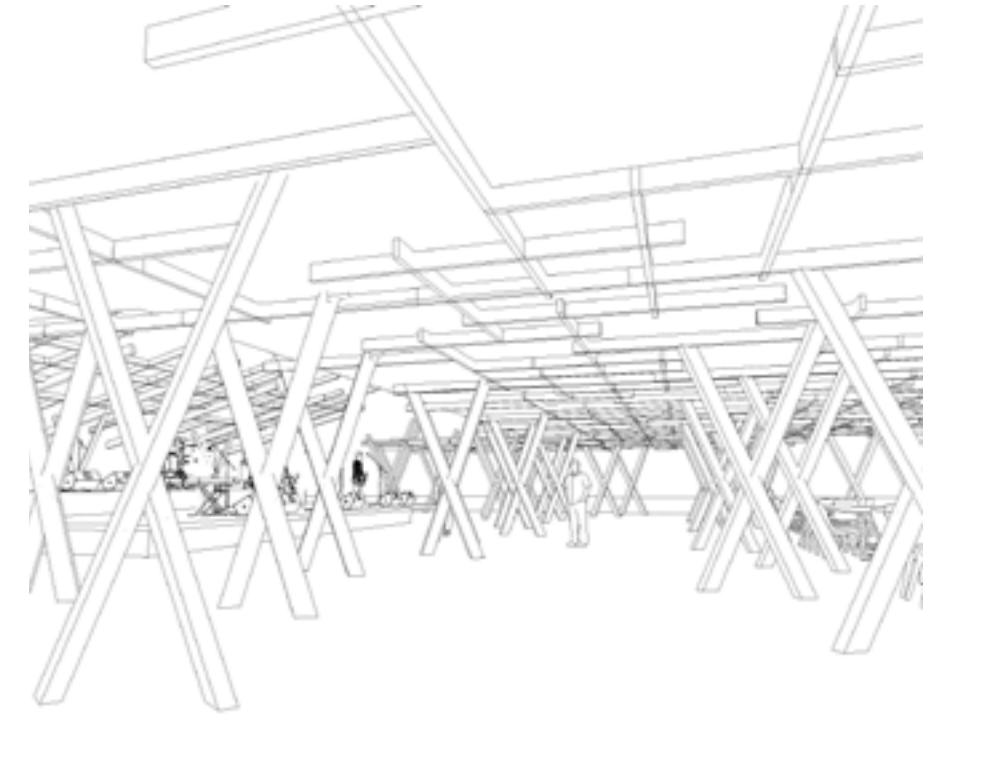
Step 2 initial digital models



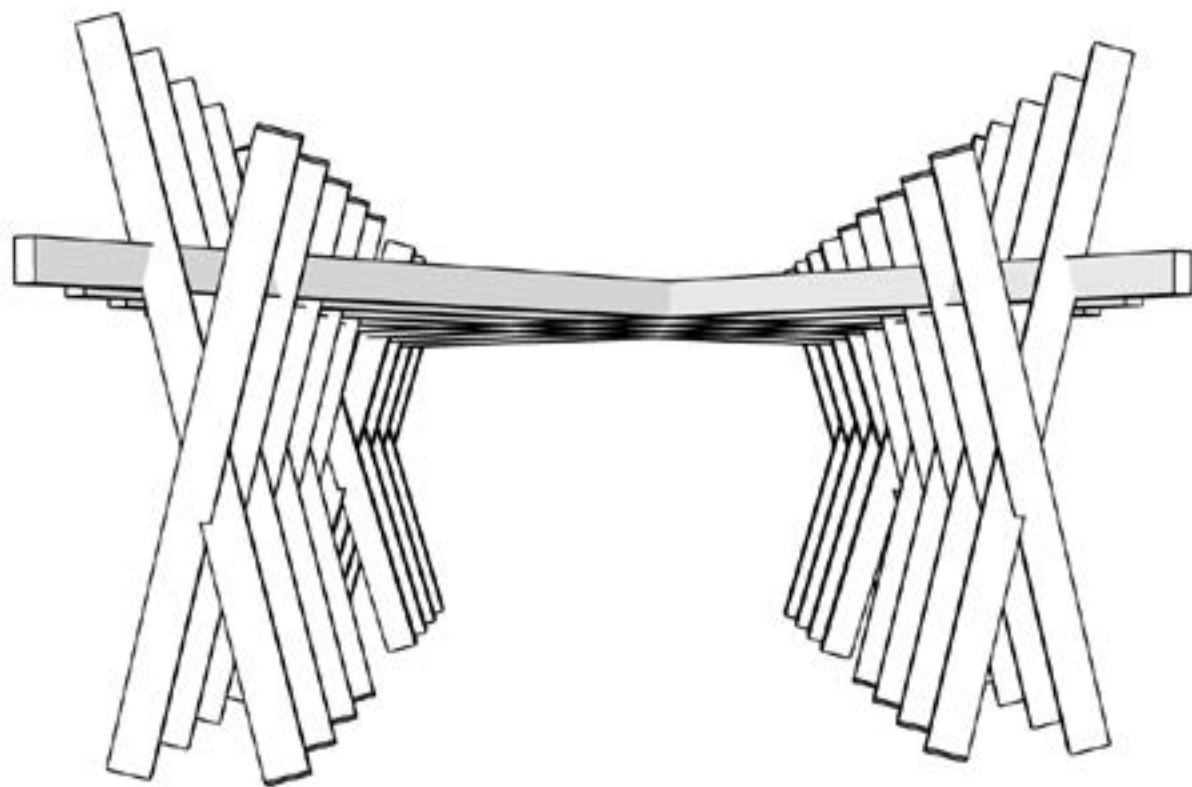
Step 3 - Karamba analysis



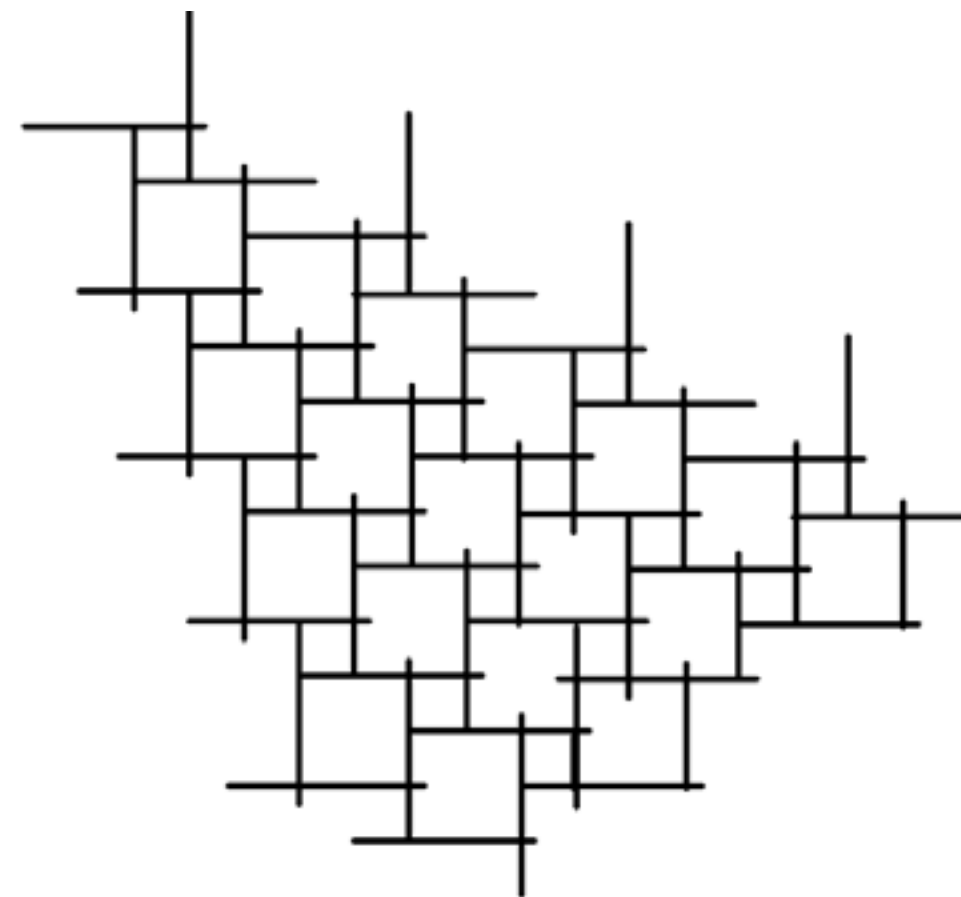
Step 4 - Physical Models



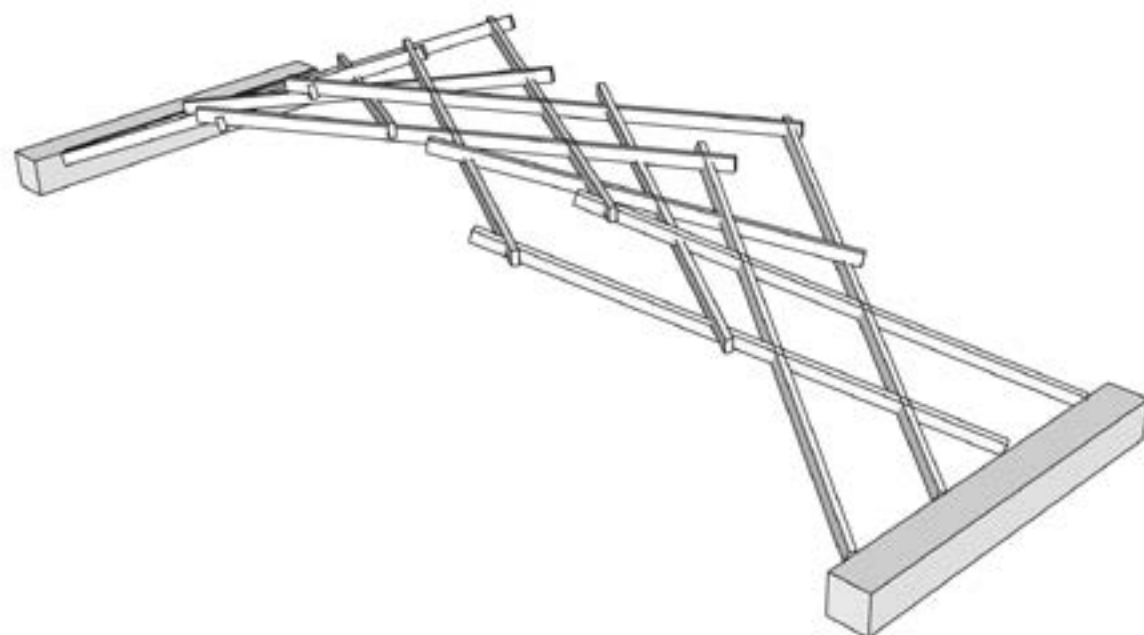
Step 5 - Digital model refinement



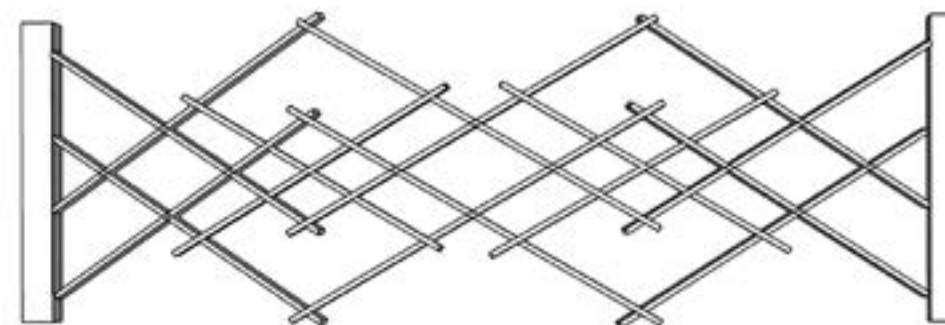
Vertical Structure

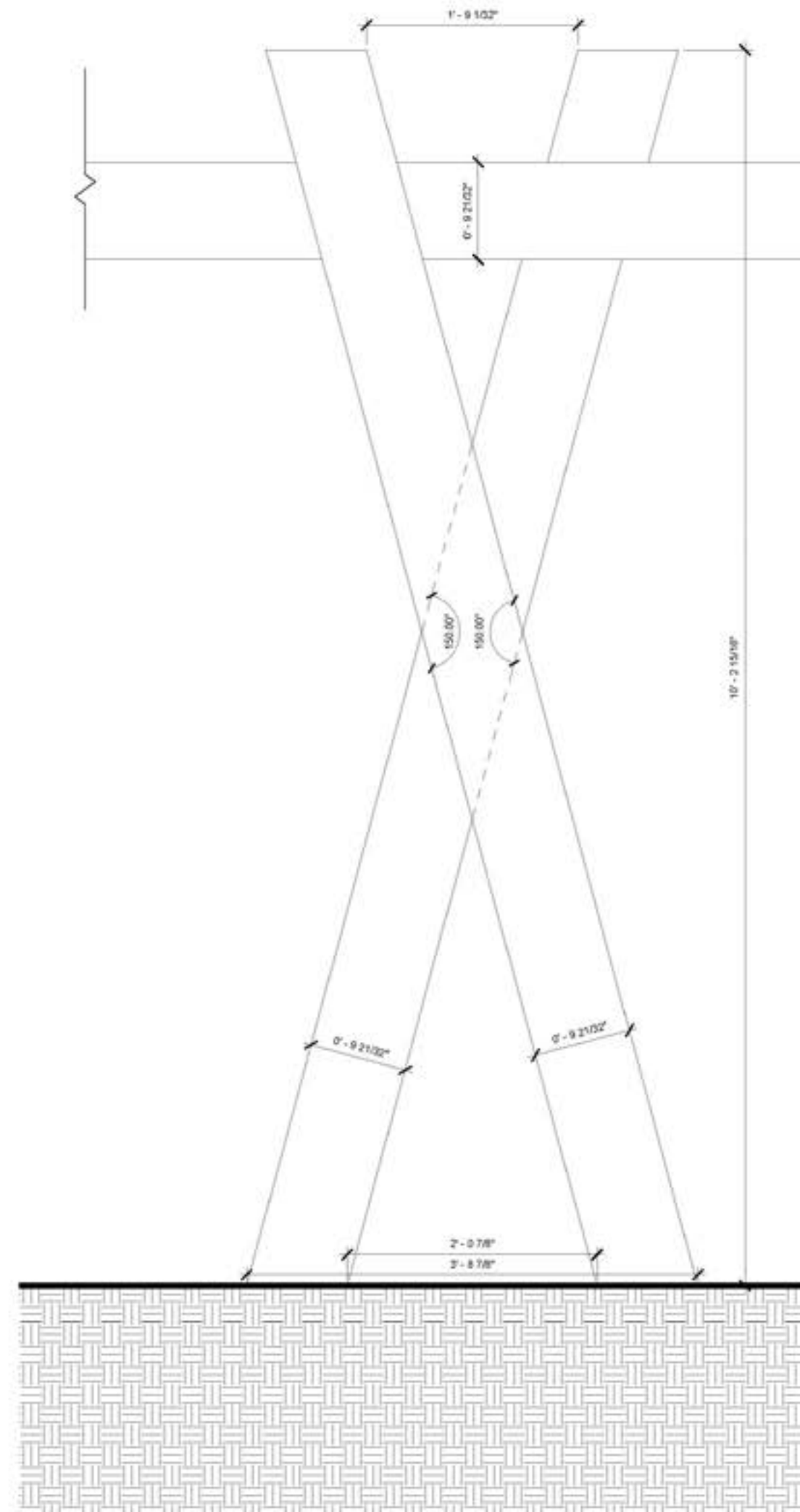
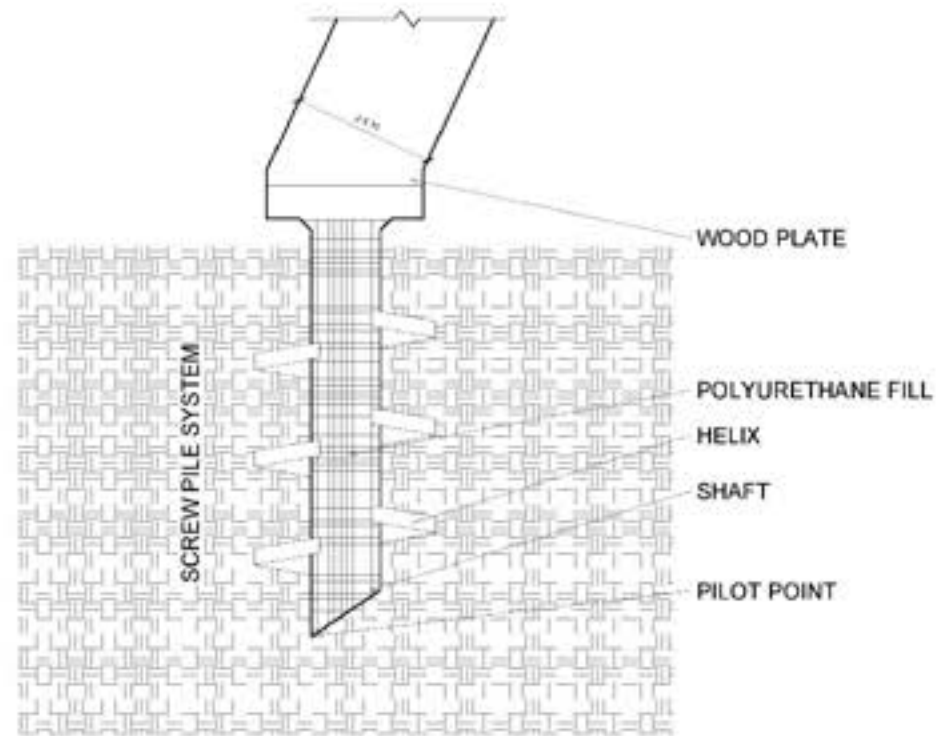
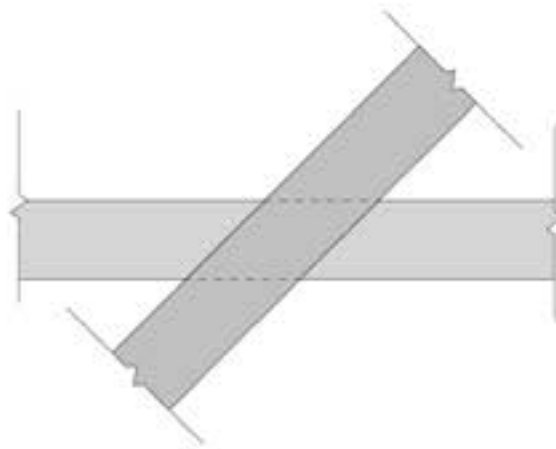
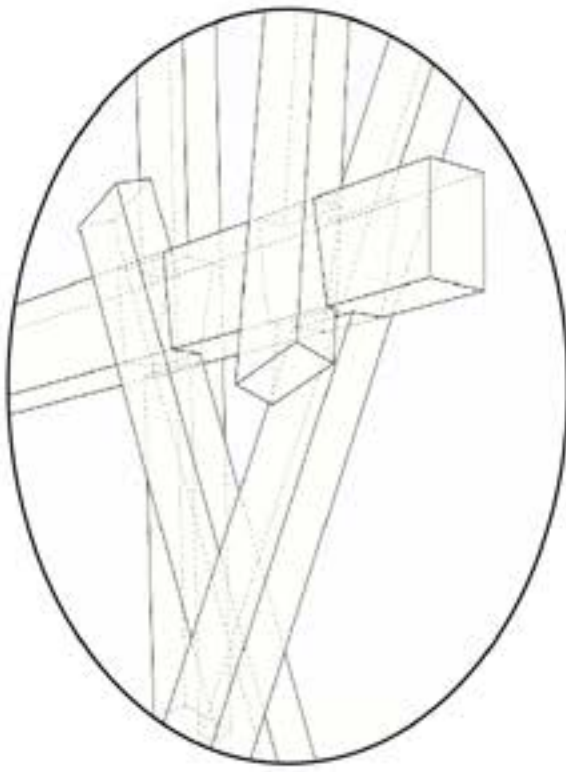


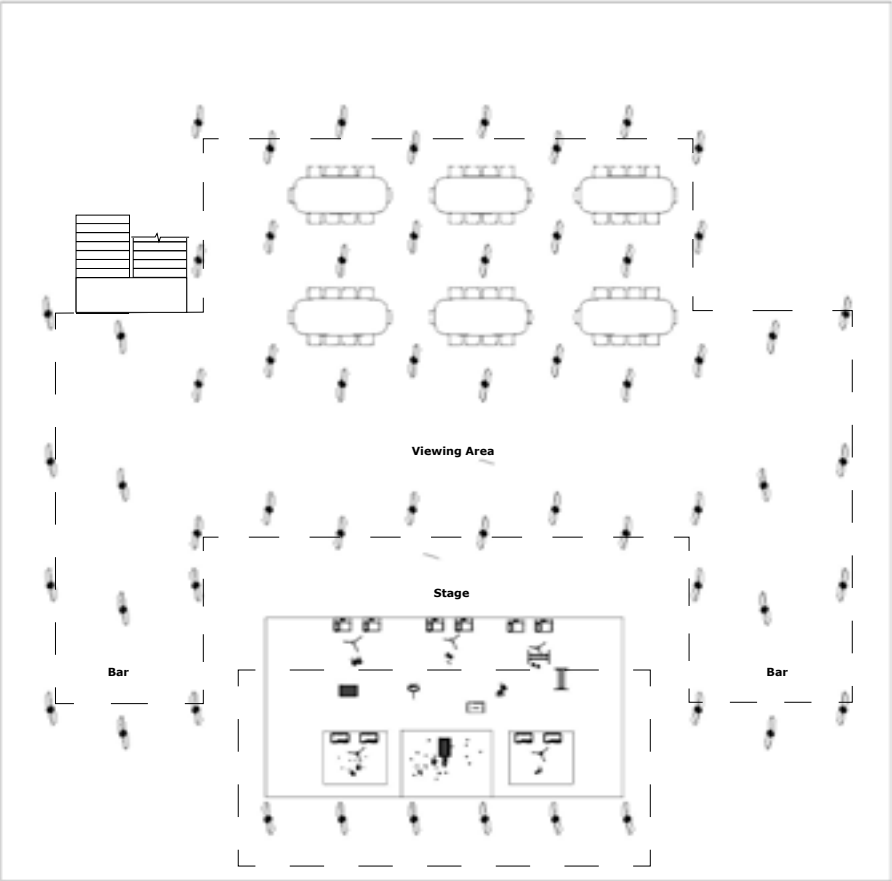
Horizontal/Canopy Structure



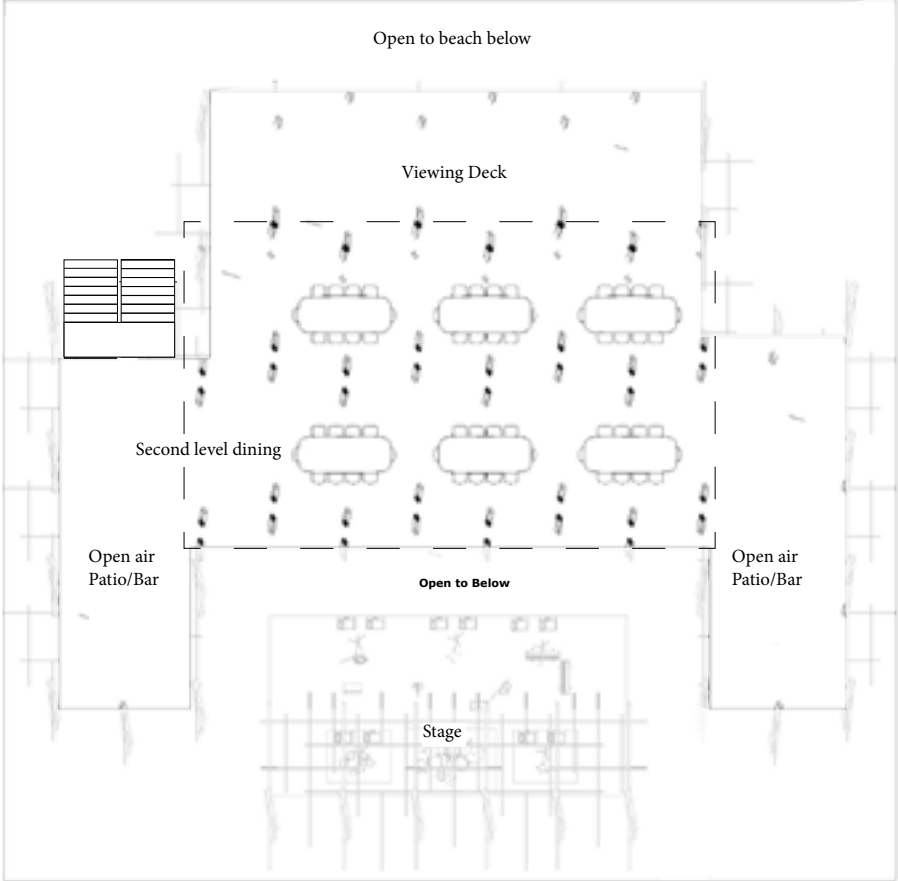
Bridge Structure



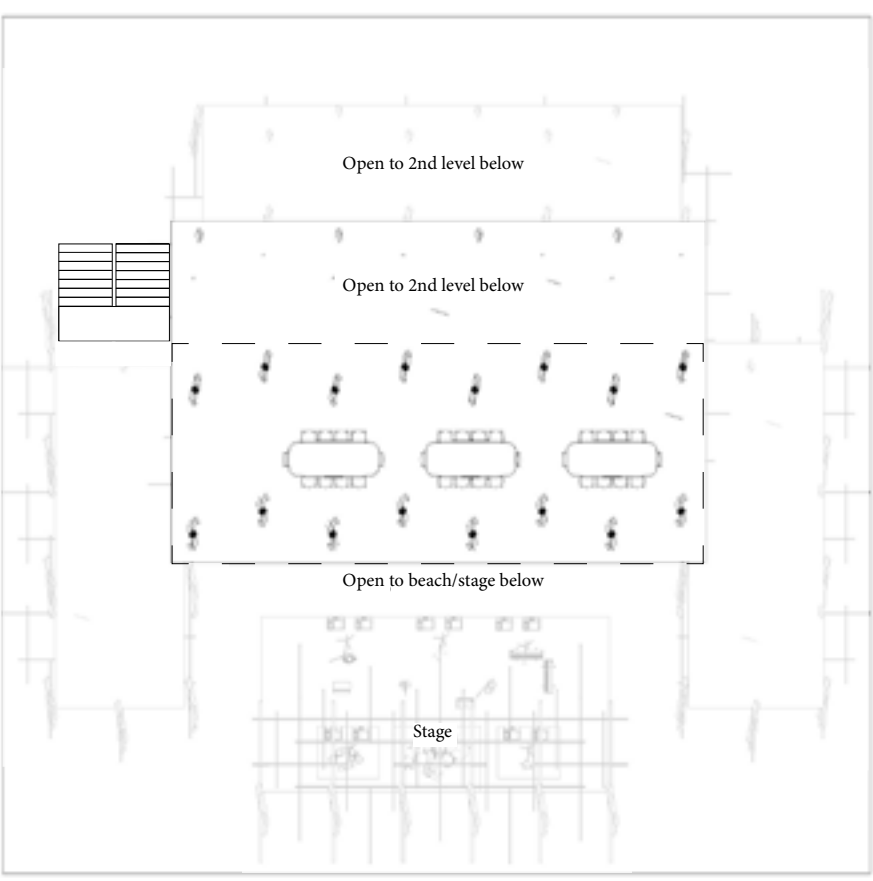




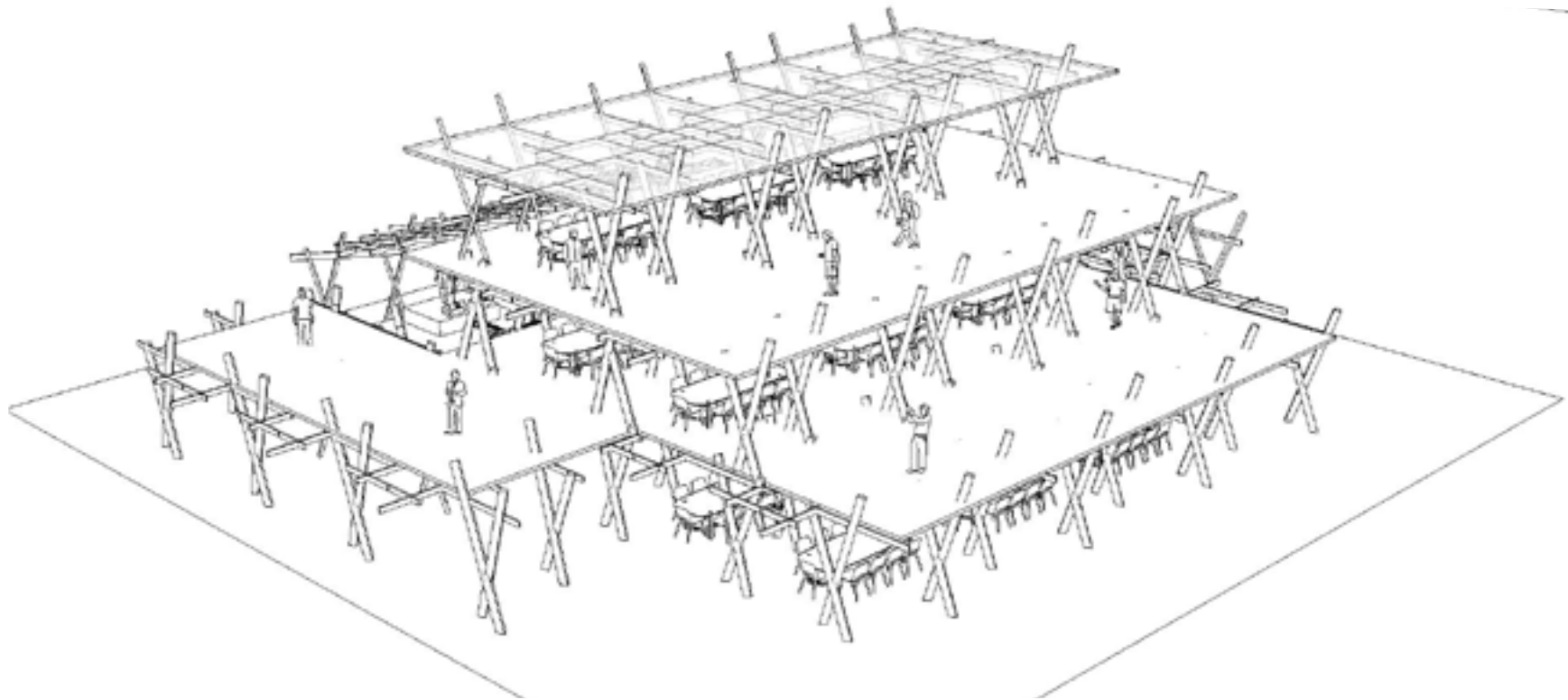
Level 1 Floor Plan



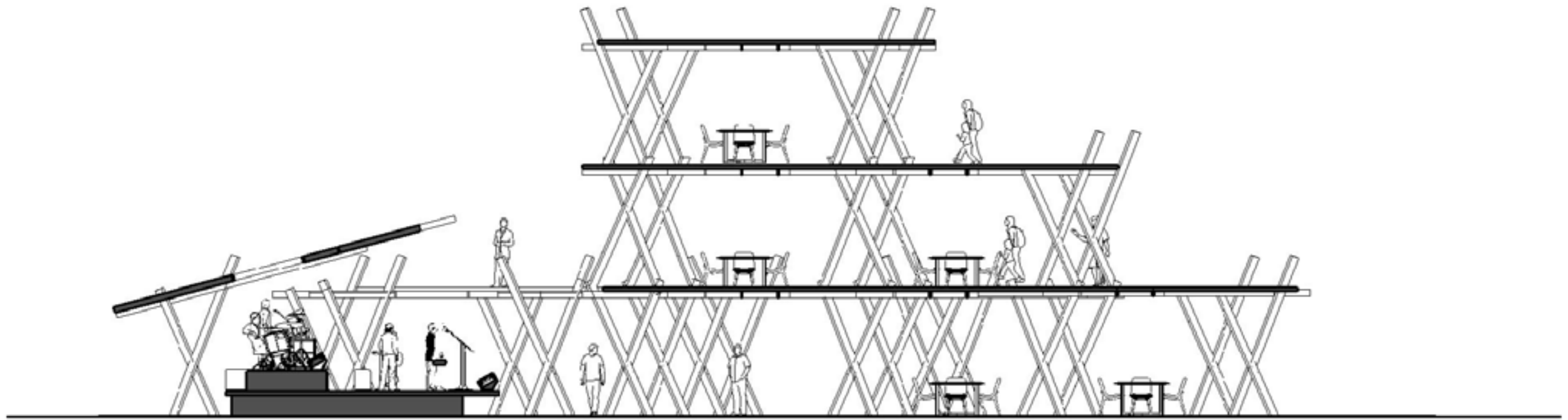
Level 2 Floor Plan



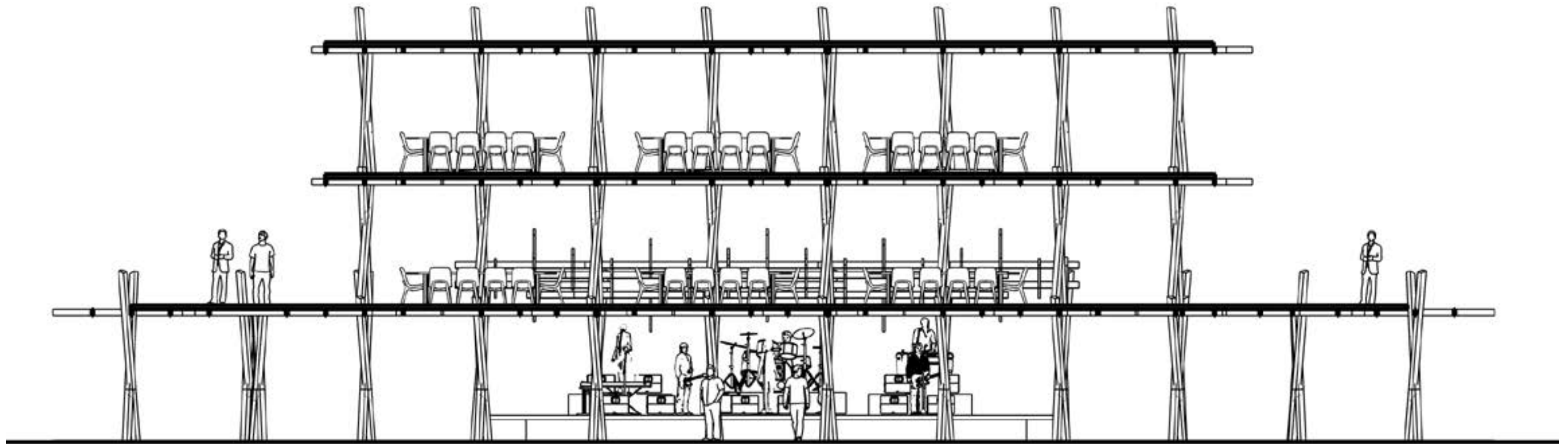
Level 3 Floor Plan



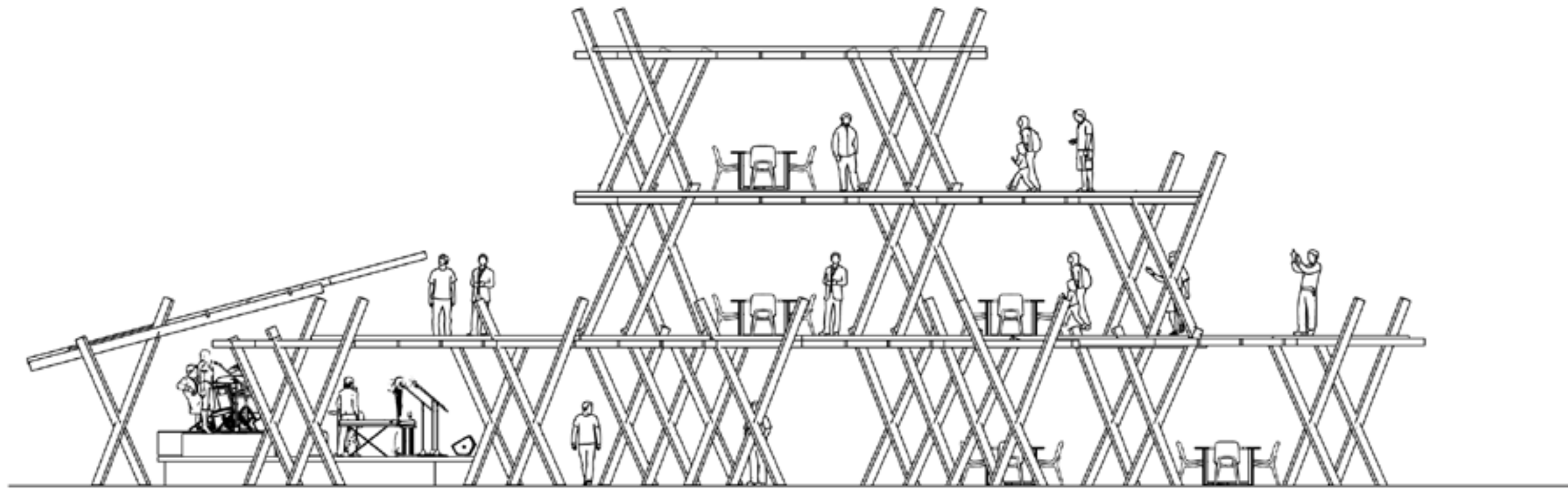
Axonometric View



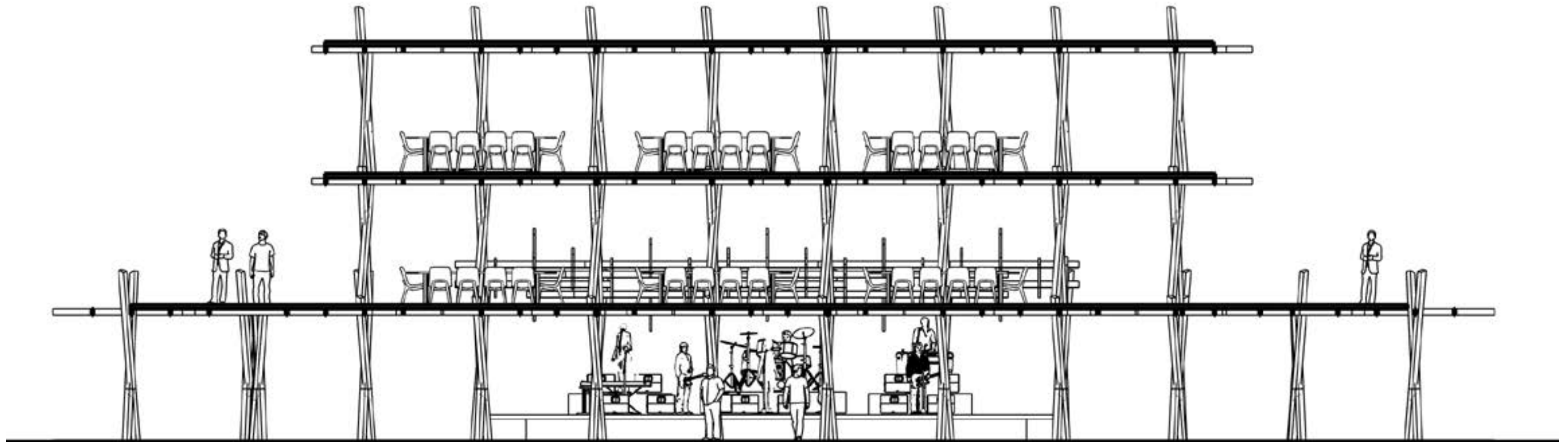
Transverse Section



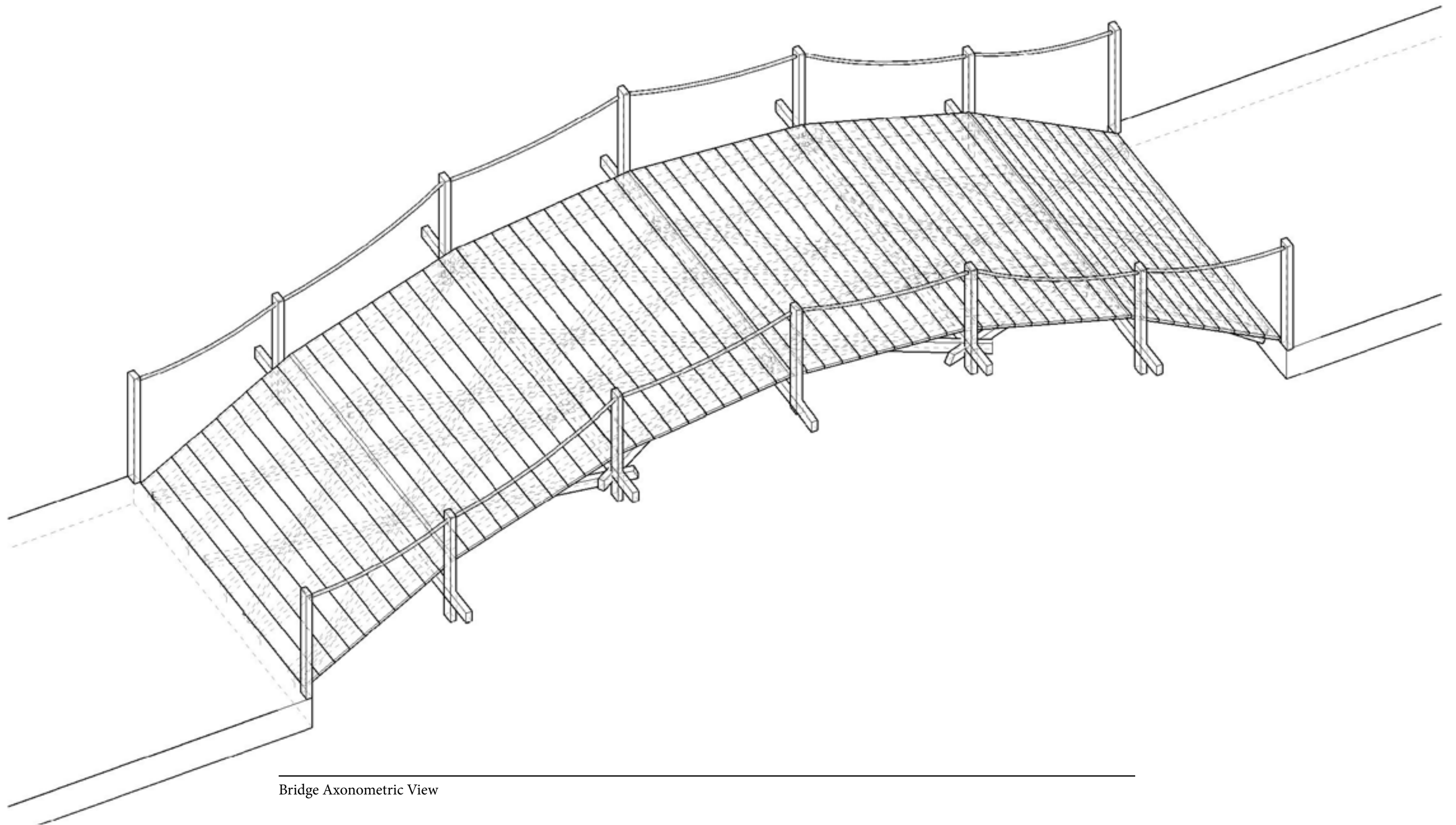
Longitudinal Section



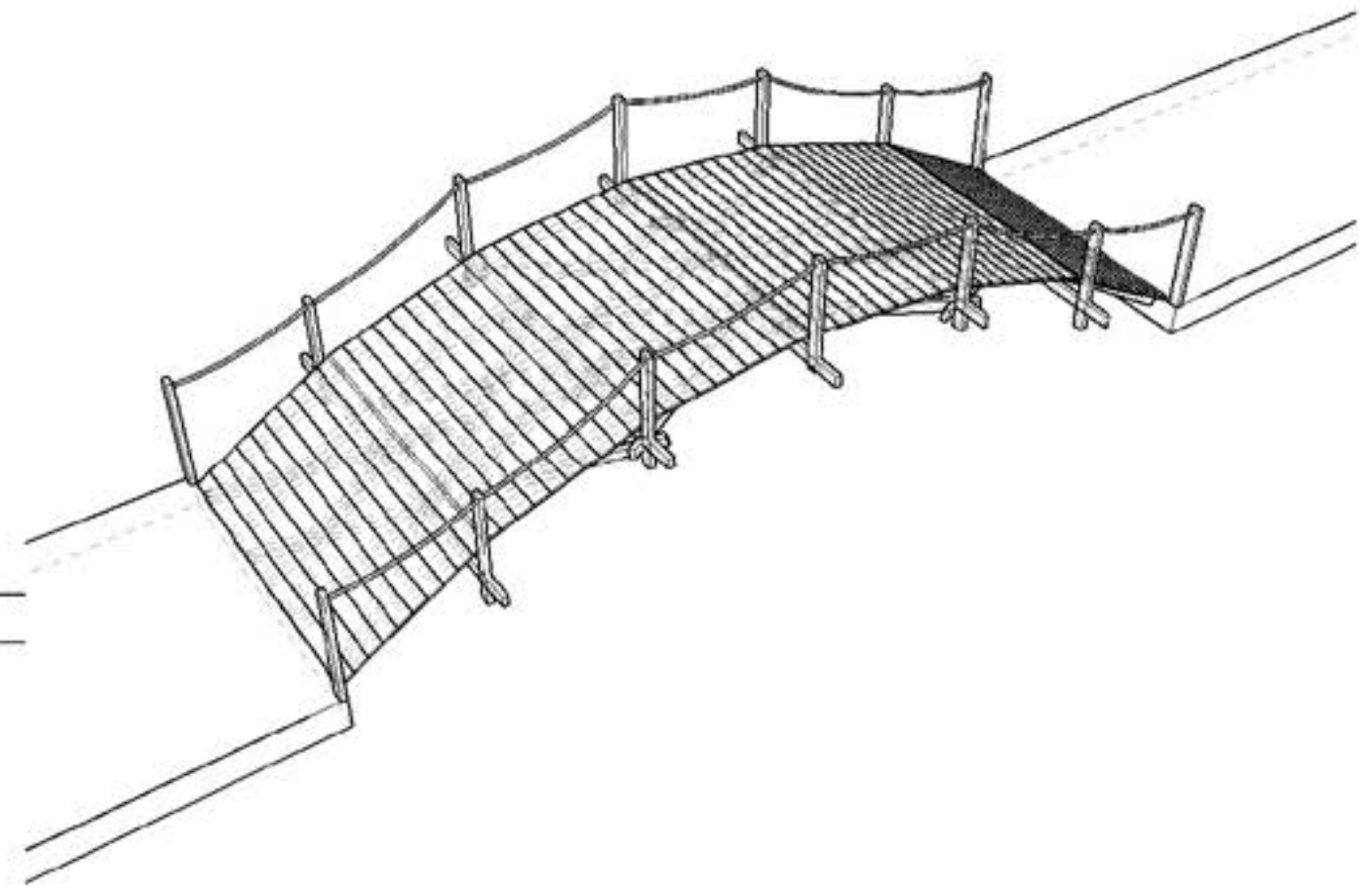
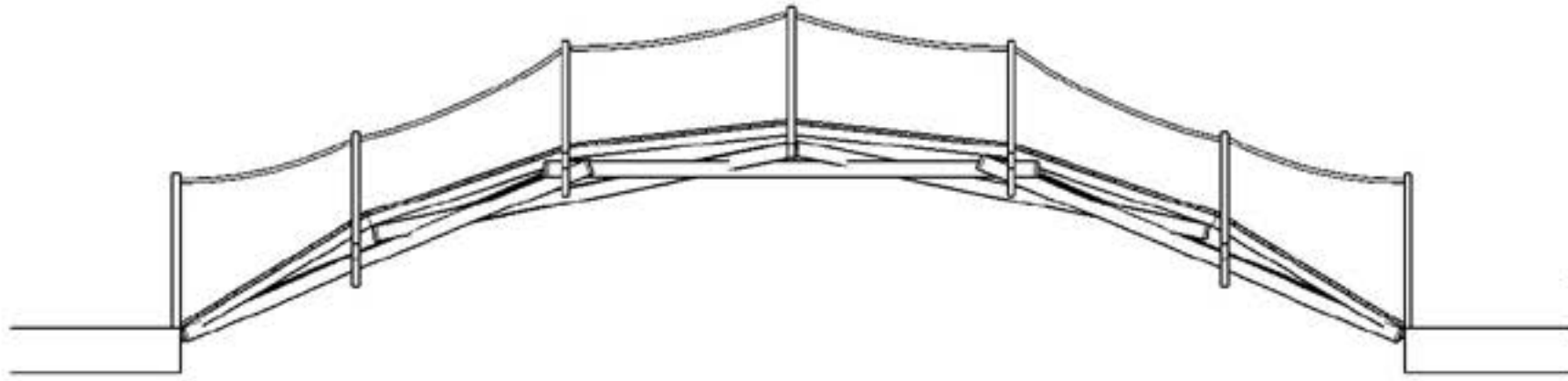
Side Elevation



Front Elevation



Bridge Axonometric View

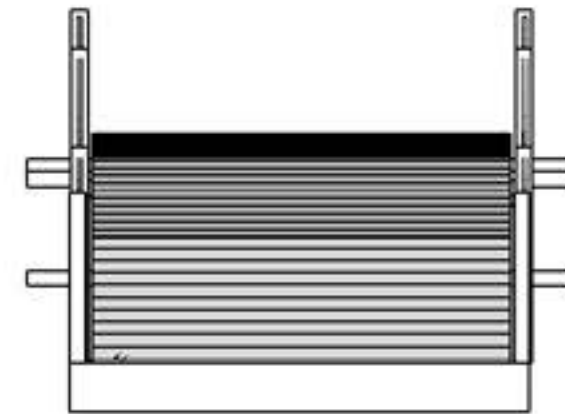
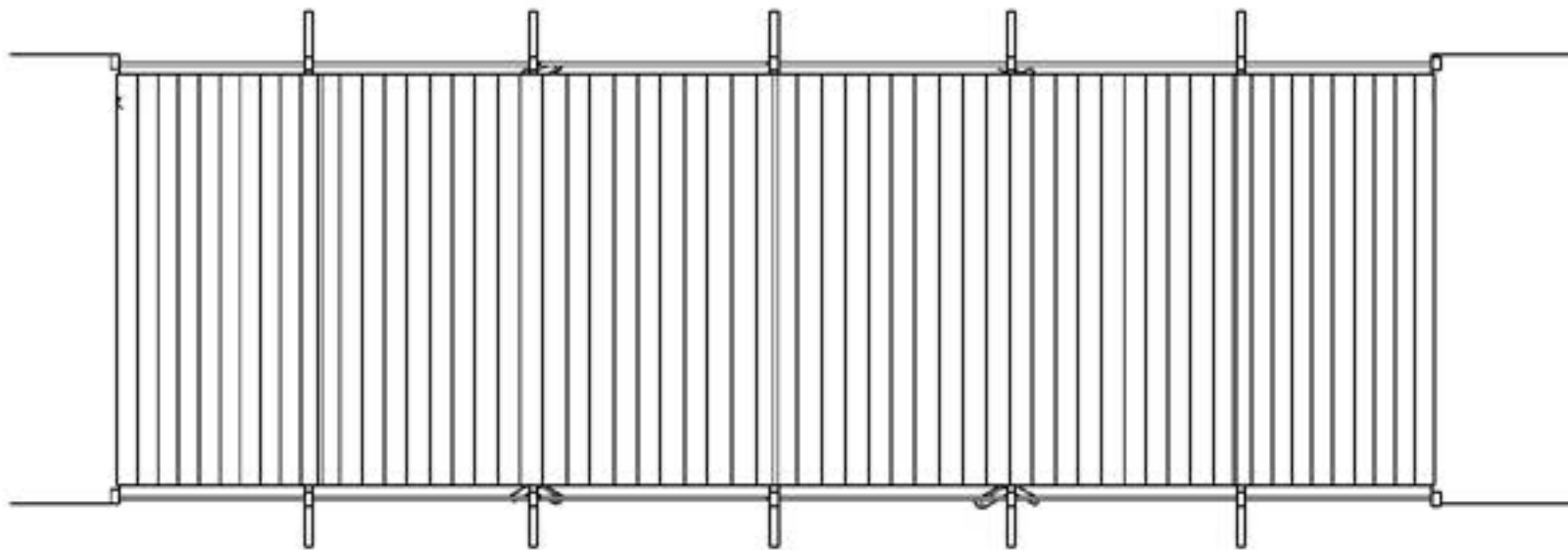


A Bridge Elevation

003 scale: 1/4"=1'

A Bridge Perspective

004 scale: NTS



A Bridge Plan

002 scale: 1/4"=1'

A Bridge Elevation

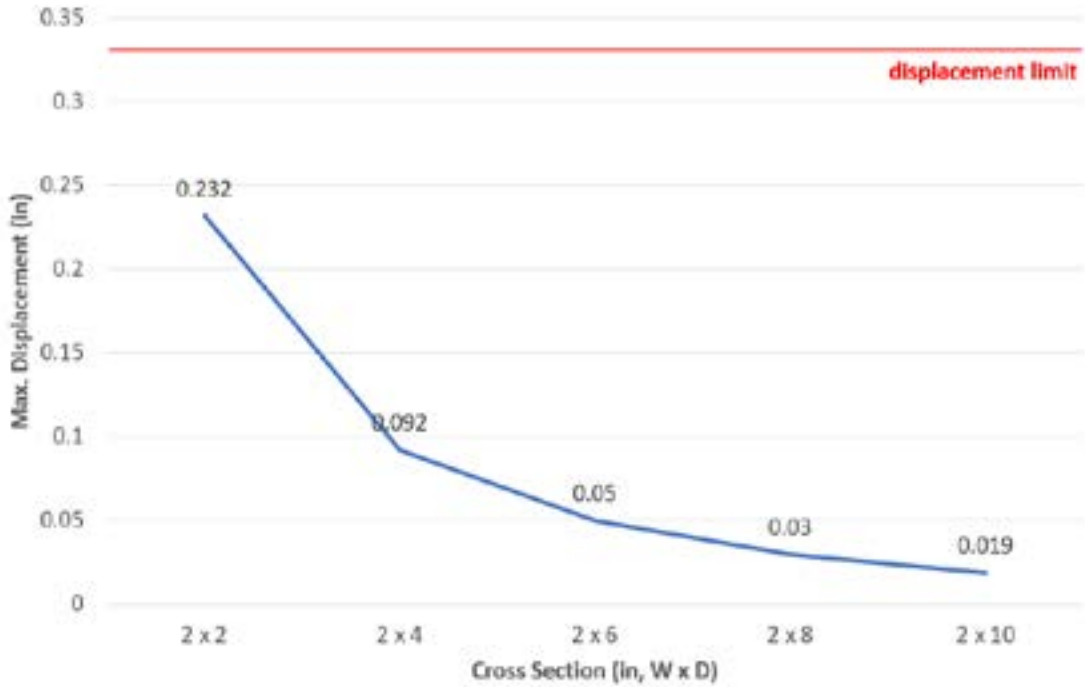
001 scale: 1/4"=1'

Structural Analysis: Results (displacement only)

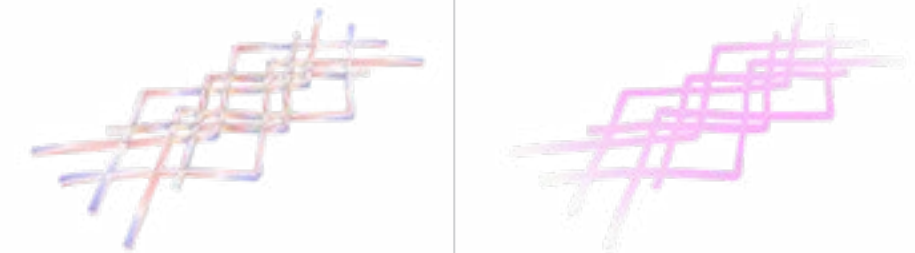
	General Properties (Bridge)			Element Properties (Linear Member)			Criteria		
	Total Span (ft)	Total Width (ft)	Total Height (ft)	Cross Section (in, W*D)	Length (ft, L)	number of span segmentation	Displacement limit (in)	Max. displacement (in)	Meet standard?
Case 01 (Base)	10	4	1	2 x 4	4.33	3	0.333	0.093	Y
Case 02	10	4	1	2 x 2	4.33	3		0.232	Y
Case 03	10	4	1	2 x 6	4.33	3		0.050	Y
Case 04	10	4	1	2 x 8	4.33	3		0.030	Y
Case 05	10	4	1	2 x 10	4.33	3		0.019	Y
Case 06	10	4	1	2 x 4	3.70	4		0.128	Y
Case 07	10	4	1	2 x 4	5.76	2		0.097	Y
Case 08	10	5	1	2 x 4	4.20	3		0.208	Y
Case 09	10	6	1	2 x 4	4.75	3		0.414	N
Case 10	10	4	0	2 x 4	3.66	3		0.267	Y
Case 11	10	4	2	2 x 4	3.83	3		0.040	Y

Bold in Red: Variable (Normal in Red: impacted parameter)

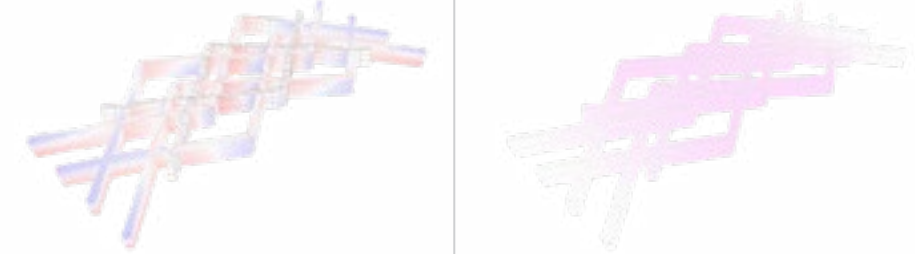
Sensitivity Analysis: Cross Section (displacement only)



case 02 **Variation 1 – Material Level**



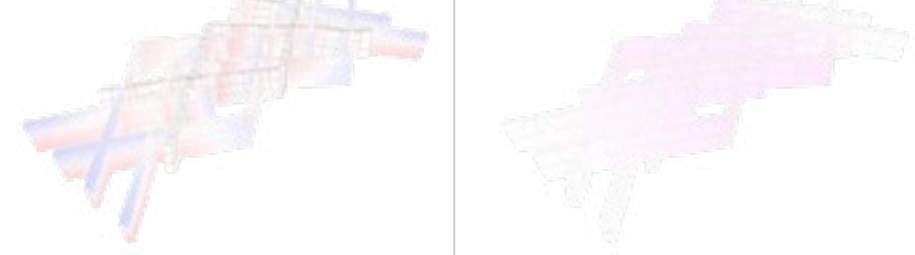
case 03



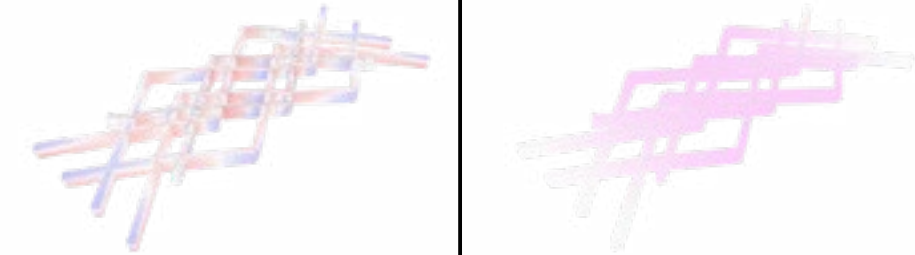
case 04



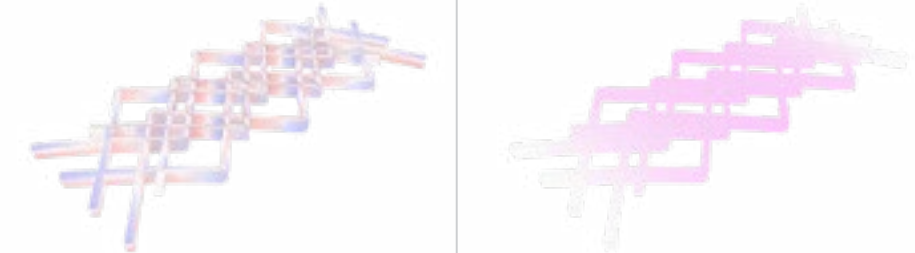
case 05



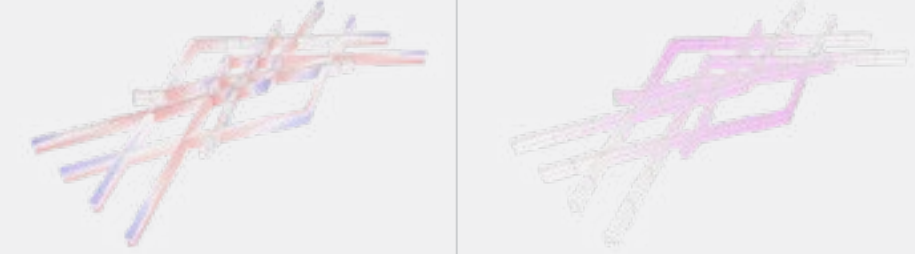
case 01 (baseline)



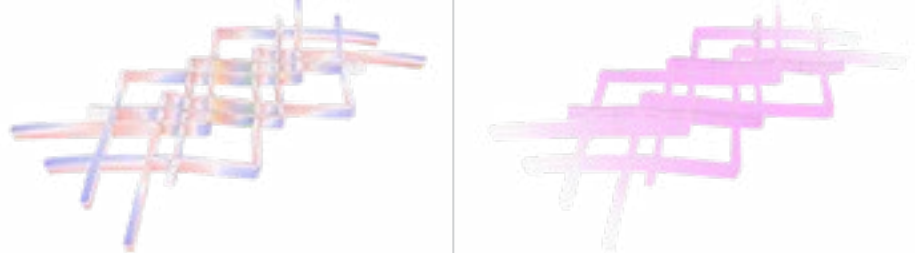
case 06 **Variation 2 – Assembly Level**



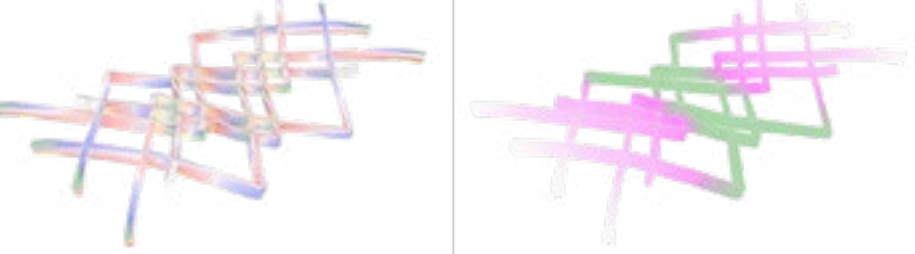
case 07



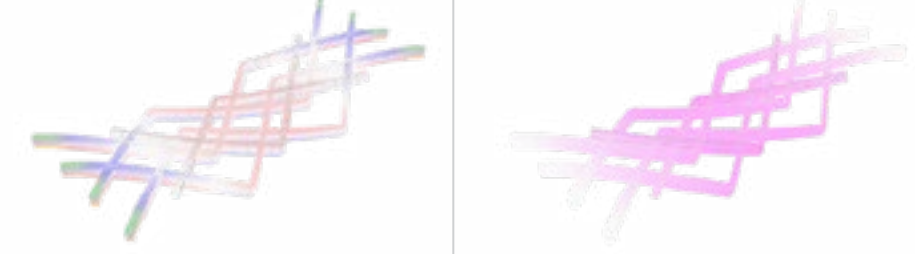
case 08 **Variation 3 – System Level**



case 09



case 10



case 11



