

# PRACTIVE REUSE

#### Kevin Chandler

Graduate Thesis Master of Landscape Architecture Auburn University

### 

This thesis would not have been possible without the guidance, knowledge, and help of my thesis professor David Hill. In addition to this, I would also like to thank my parent without their love and support, none of this would have been possible. I would also like to thank the Auburn MLA program and its faculty for their support and guidance. Lastly I would like to thank my fellow MLA students whom I have built long lasting friendships with through this program. I will forever be truly grateful to all these amazing individuals.

In this thesis I explored how as a designer I could approach site design proactively where one use transitions into the next. These times of transition are points that are not respected in our society. Current trends offer an approach to site design that erases the existing condition of the site requiring an establishment of new conditions imposed over the old. Disestablishment of a sites artifacts and traces removes these histories that shaped the site before Designers, developers, and businessmen arrive on the site. Our short sighted outlook in regards to site design is a fatal flaw in our design system. It also prevents sites from build on themselves. Features that are working well can continue to serve their purpose and elements that need revision can be enhanced upon instead of removing and rethinking the whole site. When we erase our sites we forget parts of our story as a species.

### TABLE OF BONTLATS

Introduction	l	
Concreti A Similal First Des Second l Society l Cradle ti	rigins. e Production. r Condition. sign Test. Design Test. of Waste. o Cradle. within the profession.	. 14 . 16 . 18 . 20 . 22
Design Inves	stigations	
the SEEC the Pave Timelaps Timelaps	nvestigations	. 34 . 40 . 48 . 60
Reflections.		. 8
Sources		. 9













How can designers approach site transition in a proactive way without having to erase an existing condition and start over?

## THESIS PRICINS

A major highway repaving project was undertaken along interstate 65 going through the City of Hoover. With any road project there was a need for the production of concrete in close proximity of the project. Within the required distance to the project was the site of a hotel that had long been torn down and a man made pond. This site was at the point in which Interstate 65 and Highway 31 crossed. Situated along Patton creek, this site provided adequate access to water, space needed for materials, and the proximity to the project. Once chosen this site was wiped of all its existing conditions and the batch plant erected. Two years later the repaving project had finished and the batch plant removed leaving the site forever changed. The concrete production had left its marks on the site that it inhabited. Because there were no plans for this location at the moment but was no longer needed for concrete, the area was regraded to a field. Erased were where all of its uses leaving nothing but a flat lot seeded with grasses. If you look at the site today, there is nothing but new shops that are typical of anything you would see on the side of the road in suburban Alabama, The only memory of this sites past uses lives in us, or at least those of us who care to remember whenever we pass this area of Hoover.

I observe all too often we erase sites are sites and places where there memory has been lost. With the speed at which we are developing and spreading as a species site have become streamlined. For example, Every chain store looks the same like Wal-mart who embraces the art of cookie cutter development. This removes any unique qualities a site may posses in the goal of efficiency and profit. Landscapes hold traces and artifacts that can stimulate memories and create associations [Herrington 72]. We lose this when we treat our landscapes like the one shown below or the uniform design approach that is taken with sites like McDonald's and other corporations. You lose the story of these places have to tell.





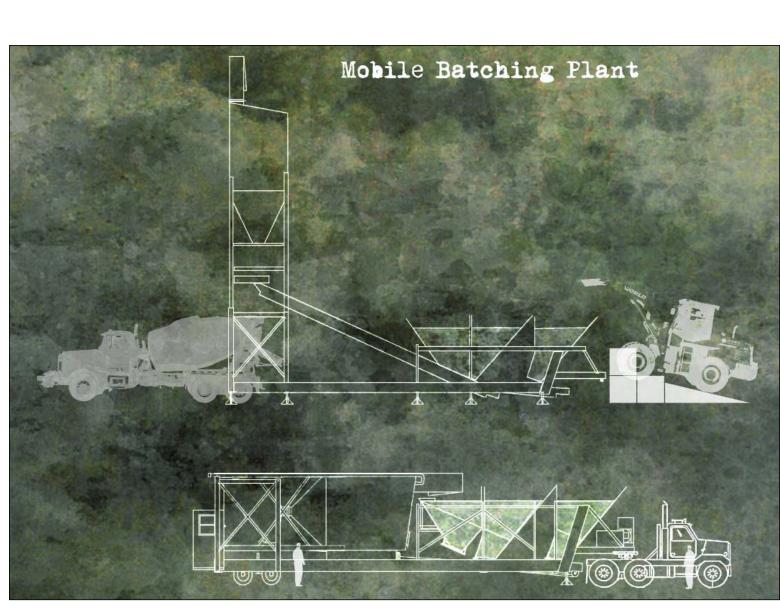


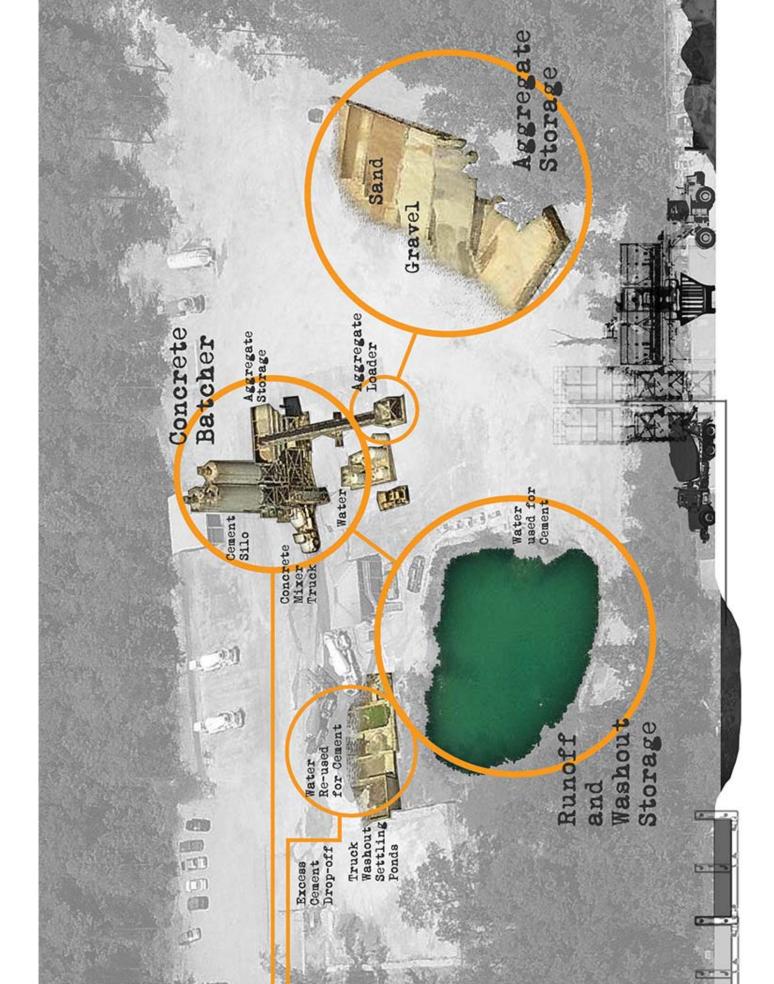


#### 

After the observation of the Hoover condition I started conducting a investigation and inventory of concrete batching plants learning how they function, the material of the site, and the materials that surround the site. The inventory and the processes shown in the image (right) is a traditional batching plant. These are the typical plants that would supply an area with cement for general use. The life spans of these locations have longer life spans that those that where seen on the Hoover site. According to a man that is spoke with from the Twin City Concrete Company here in Auburn. Sites like this can remain in operation indefinitely depending on maintenance.

The other form of this plant which has become more popular due to advances in making this process a portable process are Mobile Batching plants. These are highly portable and often self-erecting machines. Although I could not find a regulation regarding mobile batch plants for the state of Alabama, many states do have regulations. Utah, for example, has a clear 6 month to a year regulation for how long one of these plants can occupy a site [www.planning.utah.gov]. In there current state, they can become disruptive forces for a site and that location's own story.



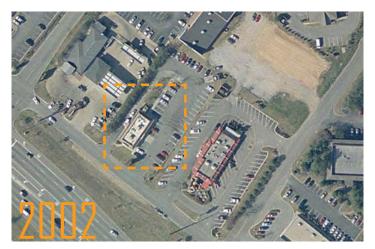


#### 4 SIMAR CONTINUE

Another condition that my home town exposed me to was the pace and manner at which corporations approached their sites. To be more precise, fast food restaurants. These sites are constantly changing to keep up with the companies image and brand meaning that renovations or even replacement of entire sites (shown below) is something that could realistically happen about every ten years. There is also the possibility of abandoning these locations for more strategic ones closer to newer development. Corporations like McDonald's have strict guidelines that each site has to adhere. The company itself designs every restaurant (Site Criteria) in which they fit a one size fits most plan.

The images below shows an example of these once every 10 years change. In 2002 the location circled was a combination Taco Bell and Long John Silvers. By 2010 it was decided that the location would be torn town and a new stand alone Taco Bell would be built in its place. Removing all existing conditions of the previous use. Then by 2013 the McDonald's needed its face lift. Parts of the parking lot where taken up and replaced with a concrete instead of asphalt, the play area removed and the structure updated to reflect the chains new image.

I feel that even with the success of these locations and their ability to make money, there is a lack of value of the place itself. If these corporations feel the need to cast these places aside once they are not profitable or even tear them down and rebuild. In my first two design tests, I explored scenarios that looked at the possibilities of intervention in these places in transition to abandonment.



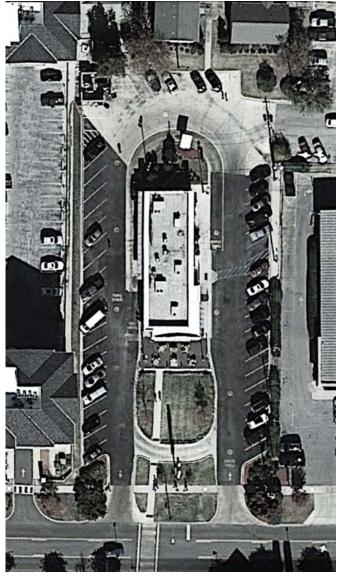


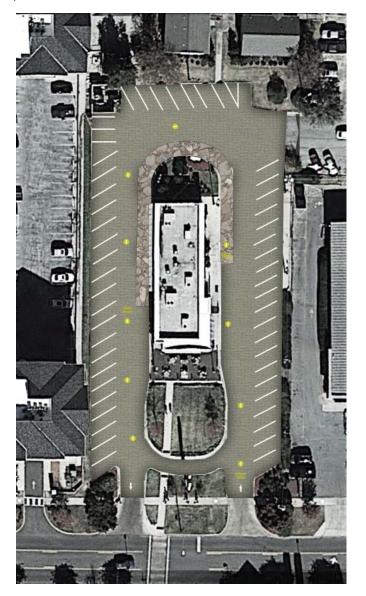


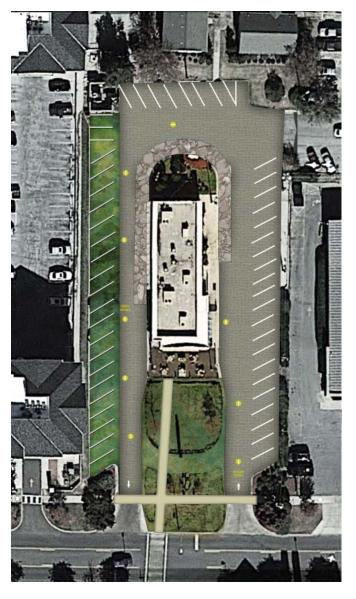


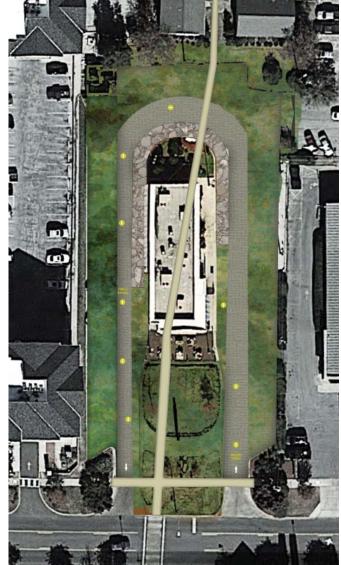
## EIRST DESIGN TEST

In this design test I was focusing on the use of existing infrastructure and materials around a McDonald's as a structure for a transition of the space into a park. An assumption was made that McDonald's found a more strategic location for their business. I worked with the existing site materials, configuration, and boundaries. The first step was rethinking the parking lot for this site. The solid paved surfaces were replaced with a brick paver system and the drive through lane replaced with a different type of brick paver system. At this point the parking lot starts being transformed. The site starts pulling up the pavement and replacing it with more occupied spaces which include lawn. The final stage of this site is a park which uses the drive through lane as the path system and the parking lot as open green space. Utilizing the infrastructure and orientation of the site and its existing condition, every decision was just a reaction to existing condition making it no different than adaptive reuse.









## Second Design Test

This test was once again looking at the possibilities of a the transformation of a McDonald's. I made design moves during its active phase as a restaurant with the intention of serving a purpose in a later phase of the site after the site was abandoned. Reuse of the McDonald's Building and the existing paving layout is what this design test rotated around. I started off by doing a site inventory of a McDonald's. I looked for readily available material which could be beneficial in a later phase. Starting off there was no intended end point of what this location could become. I was working in a progression of stages moving from one phase to the next. I was letting the traces guide me. The first stage was to increase the amount of vegetation on the site. I asked myself what could a McDonald's location become after its abandonment so it wasn't a straight transition to a park space. I determined that a plausible transition would be a nursery. In the images shown below, the picture labeled 2020 is the one depicting the site as a nursery. During this phase the site would be selling plants as well as starting the planting of the site for its eventual park phase. Again, this test became example of adaptive reuse. Decision that where made were still reactions to an existing condition. Missing was an intent of initiative or forethought of the future use of the site.



Site Inventory







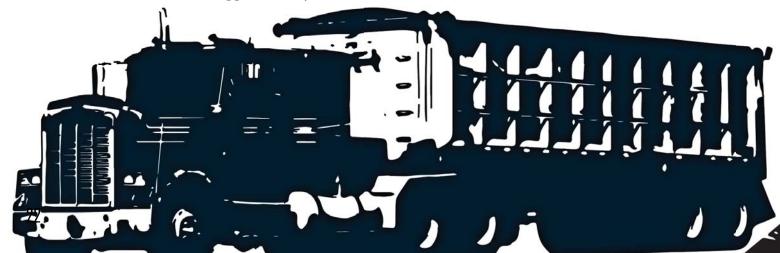


## Sally Alasie

The perception of waste is something that for so long was just a result of progress, is now something that is seen as an issue worthy of being addressed. Yet it is still a topic that for the most part doesn't extend past your garbage bin (also construction waste). "Just like physical waste, what is considered "wasteful" is deeply embedded in a culture's value system [Berger,41]. Consumption increased and continued to do so as technology allowed for better products as well as the mass production and consumption of materials. Bringing about the need for Expansions of facilities, construction of new ones which provide more productivity and better working conditions. For much of our recent history, tearing down the old and erecting new structures was a sign of a thriving culture. However, this process leaves an immense amount of leftovers. Now it is understood the effects of our need to consume is reaching a critical point where we cannot sustain our habits. Recycling and re-purposing have become popular choices as an alternative to landfills for our everyday and adaptive reuse practices like to deal with our construction waste. Our inefficiencies and bad habits are finally catching up to us and demanding that we find alternative ways of utilizing what we currently have and reduce the harmful impact on the earth by continual resource extraction. Though this thesis doesn't focus specifically on waste reduction, the idea of being proactive and strategic with the resources we use and how we use them is a key element in my explorations. In our site designs the physical materials are the artifacts of our existence and representative of how we use sites. When we do not value the material as much as the memory we end up losing both.

#### Industrial Waste

According to an EPA study, in 2003 the United States produced 170 million tons of waste. Approximately 5.6 million 30 ton truck worth.



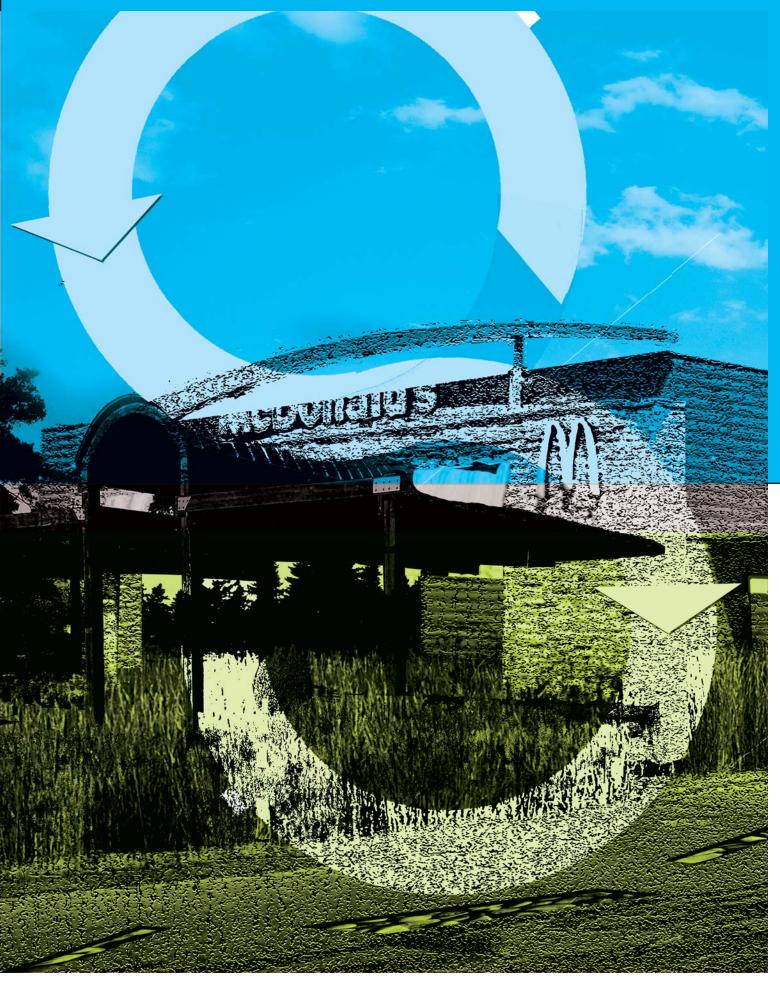
#### Municipal Solid Waste

In 2012, 251 million tons of trash was produced in the United States. In terms of weight, that equals 43.6 great pyramids.



## ARABLE TO CRADE

Incorporated into approach to this project are theories from the heart of Cradle to Cradle by William McDonough and Michael Braungart. Where by up-cycling products such as plastics so that the purity of the material remains the same. For example, the "paper" in which Cradle to Cradle was printed on is able to be reformed into another book. The ink removed and the pages reformed into blank sheets ready for printing a new book. We can preserve elements and allowing the material to continue to be used and kept out of landfills. This would drastically alter the way in which we interact with the resources of our planet and how they are used in designs.



# THINKS REAL THE PROPERTY OF TH

Adaptive Landscapes can be many things For example they can be ecologically adaptive and even programmatically adaptive. I've looked at a few areas within Landscape Architecture to determine where the interest of this thesis lies. Below are examples of Adaptable and Proactive Landscapes.

#### Ecological adaptive systems.

We all know what a river looks like, the ones you stubble upon on a hike through the woods. They have these instantly recognizable features, like the water, the banks, the fauna, etc. They are places of instant recognition. These highly adaptable landscapes are places of fast paced interference and changes from phenomenon like flooding as well as slower changes like that of erosion and accumulation, altering the rivers path over time. These landscapes even though disrupted in the short term have the ability to bounce back and accommodate the disruption and repair itself. Despite the inevitable change that is going to occur. These places somehow always retain their recognizable features. They hold the ability to adapt to these changes without being wiped away.

The programmatically adaptive Cleveland square by James Corner is a place that is designed to be interpreted openly. These places have layouts at enable space to be used for a myriad of functions. Setting up a market one day and having a car show in the same space the next day but then be full of people the day after that just out in the space enjoying themselves and the weather. This is another form of being adaptable when it comes to what happens at any given moment. These places are designed with that intent. The designers have basically provided a platform where our life events unfold. The space shaping itself to the users needs.

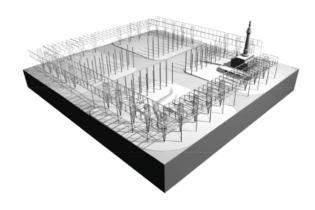
#### Proactive spaces

When spaces are designed with the anticipation of a future use, it would be considered to be a proactive design.

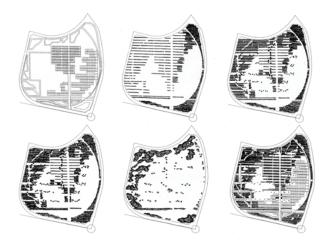
Design where future phase is unknown vs that in which it is unknown. Differences.

It is definitely easier to design for a sites next phase when there is a predetermined next step. For example, the Thompson Optronics Factory in France, is a factory designed my Renzo piano in which it was foreseen that the factory on this site would closed and then would be removed. The next phase of the site had been determined to become a park. Instead of

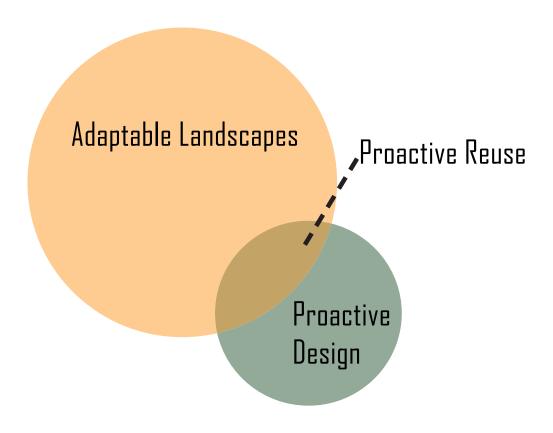




waiting for the factory to close and then design a park. Michal Devign designed the future park space Trees into the factory landscape. Young trees were planted around the factory. The idea was that the trees would be given the time needed to mature so that the park, once open would have established mature fauna unlike some of the new parks we see today with all young plants and require quite a few years to mature.



This thesis lies in between the two areas of, Adaptable Landscapes and Proactive Reuse landscapes like the optronics factory. It becomes difficult to apply the approaches found in these fields because they always have a solidified end phase decided. It needs to be thought of as a system that allows for a progression from one use to the next in which also takes into account the transition phase. Another way to think about it is like an ever changing system where events over lap and functions overlap so it becomes something that is fluid and not stop and go. Below is a diagram of where I think my thinking lies in the Field of Landscape Architecture.











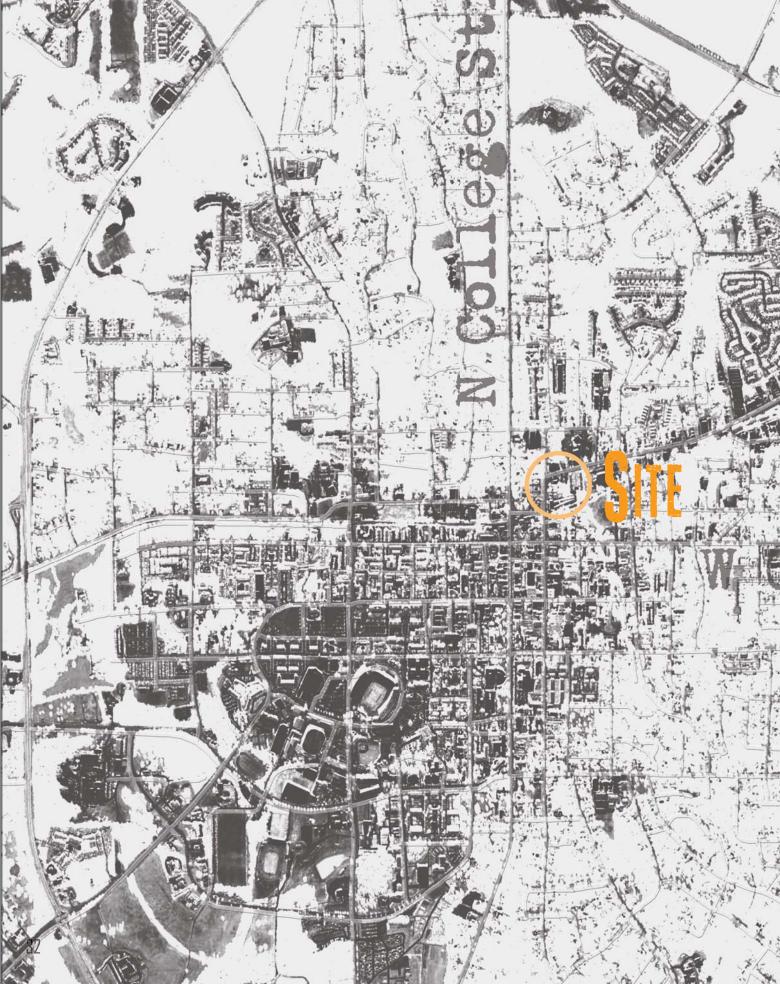


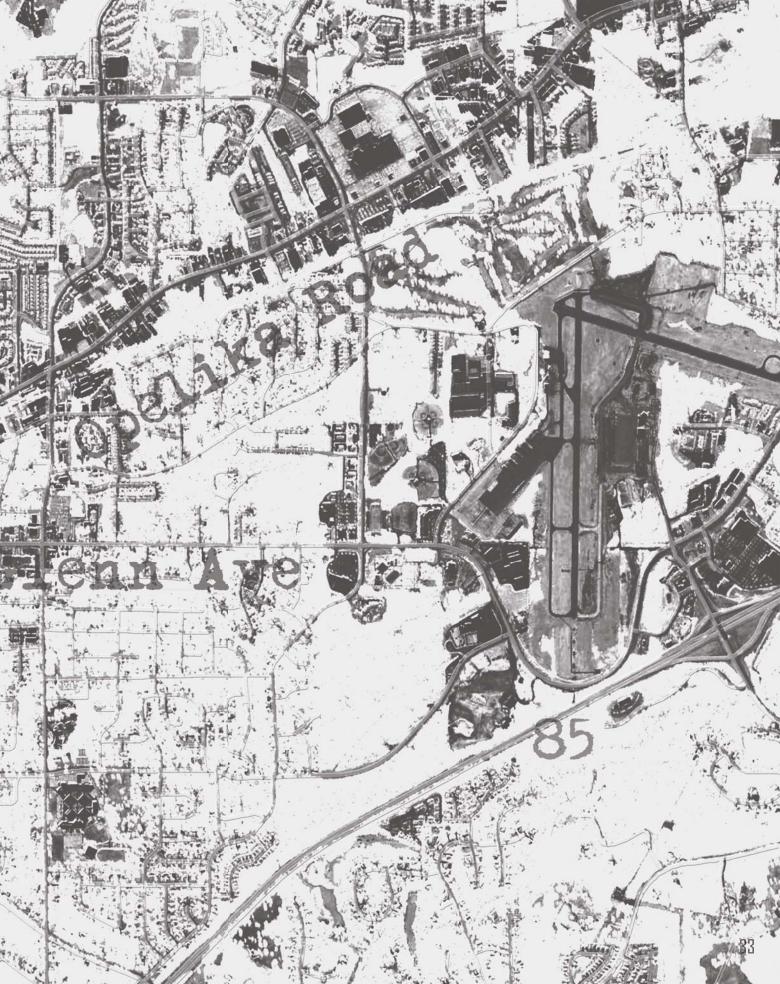
## ESIGN INVESTIGATIONS

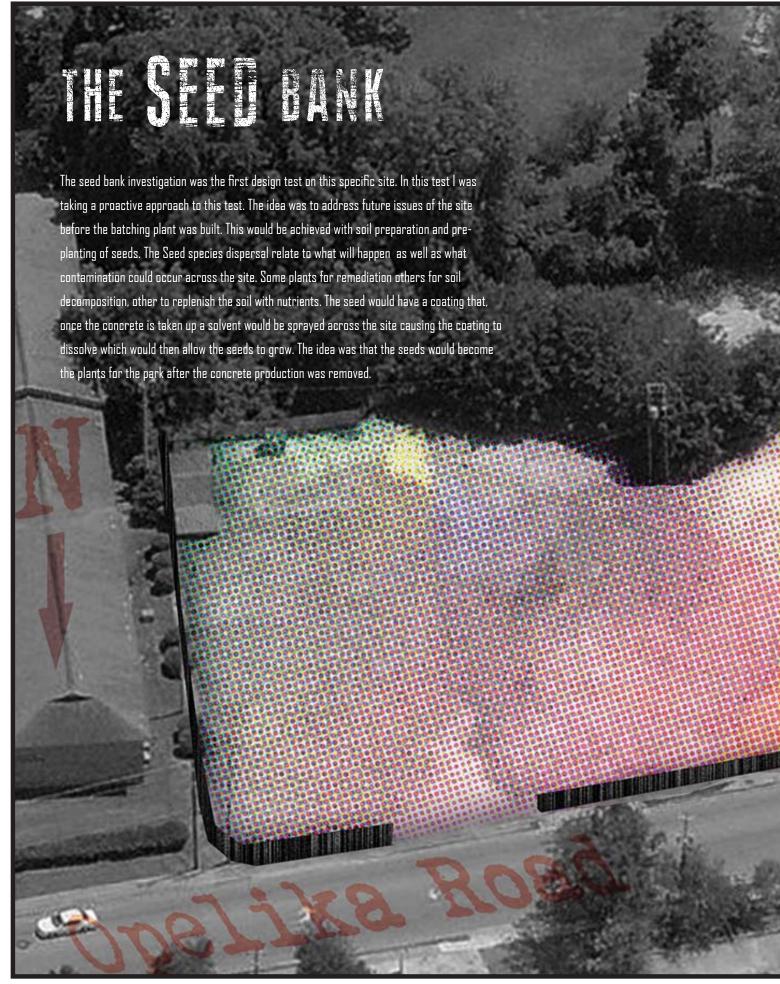
Auburn is a town in Alabama that currently is expanding and undertaking numerous construction projects at the moment. Currently, the city is undertaking a major road redevelopment project called Renew Opelika Road. This project involves replacing and adding sidewalks, repaying the road, adding medians for street trees, as well as a new development [ City of Auburn]. If this plan is successful then the city is also considering taking the same approach to other major roads around the city. Opelika road is not the only construction project happening in the area. Toomers corner is about to under go a face life and the university continues to grow. With all this construction, I have chosen to explore how site with a mobile batch plant servicing the area could be challenged to be more and better than that of the one in Hoover, AL. The site of my study is at the corner of Opelika Road and North Gay Street. It currently in disuse in the heart of the road project and the other construction projects and has easy access to a water source.

I have explored how as a designer I could approach site design that values the times of transition as a point that doesn't require the disestablishment of the sites system and traces in order to establish a new one. I am taking a approach that is adaptable and proactive instead of a reactive approach like is found in Adaptive reuse. I have explored several options on how to achieve this. There where several approaches that I explored to investigate this subject. I have looked at principles in adaptive reuse, cradle to cradle, modular design, proactive design, and adaptable design. Finally I tested an idea of a matrix of striations. Though the ordering system of the site that allows some sort thread that connects the past to the present and on into the future. This also includes the materials of a site thinking of it as a living cycle in which waste produces the food for what comes next. I have been looking for sites to build upon themselves so that things that are working well can continue to serve their purpose and elements that need revision can be enhanced upon instead of removing and rethinking the whole site.













In this phase, one year after instillation, the surface for the batching plant is paved over the soil which had been prepared for through structural support in the areas most likely to be compacted to reduce the compaction of the soil for when the site starts to become a park.

A critique of this phase of the site was the lack of engagement in the batch plant process. I took the production of concrete as a given and offered no alternative or engagement with the site and how it could be utilized in the future phases.



By 2025, Auburn should be done with the projects they are currently working on and the need for a new location for a concrete plant will have moved on to a new location. The concrete is taken up except for areas determined to remain paved for use in the park. The seed bank is exposed and the solution sprayed giving the order for the plants to start growing.

During this phase I had no engagement with the pulled up material. I just removed it without giving a thought to where it would go.



After a year, the first succession of growth should appear on the site. At this point the site would be open to the public and its existence as a park begins.



Given time later succession growth will appear on the site.

The overall assessment of this test was what the thread was that linked this phase in 2030 to that of its previous uses. My focus went into the proactive approach to the seed bank that the rest of the site became adaptive reuse. There was also no attention paid to the phases of transition Without any times of overlapping events.

## THE PAVES

This design test looked at a modular way of looking at this site. In the last test I ignored what happened to the construction waste. The concrete that was removed would most likely have ended up in landfills. In this test I aimed to correct that by creating a paving system that once it's use as a ground surface is over can be reconfigured to serve a different purpose. The goal was for and adaptable landscape that with the reconfiguration of the sites paver's would give it new purpose and life.

The paving surface in this design was based on a gridded paving system. They are interlocking slabs that can create a flat surface, erected to be walls, stacked for topographic change, or even a combination of them to create rooms. Like the magnets (pictures below), the paver's can reconfigure themselves giving rise to many possibilities and opportunities to happen within this space. It grid system and modular structure of the site can even provide a structure for the site that can link one form of the site to the next. By doing so it creates these artifacts that contain the tread that links all the phases of this site together.



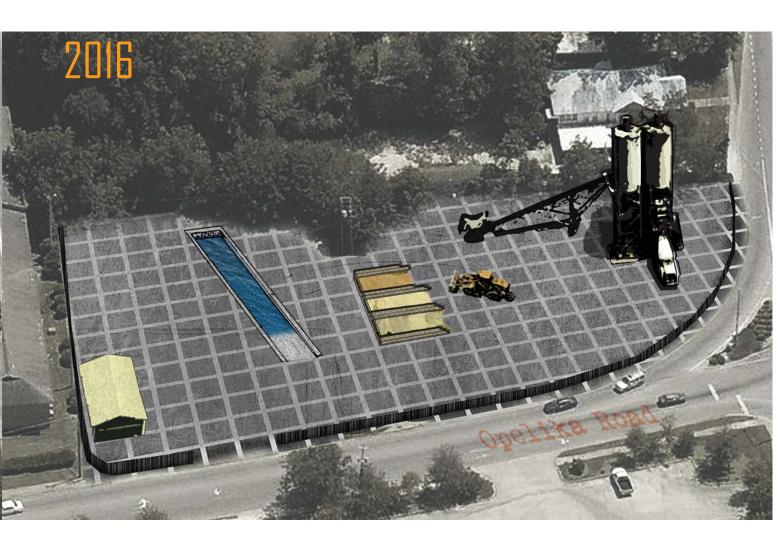




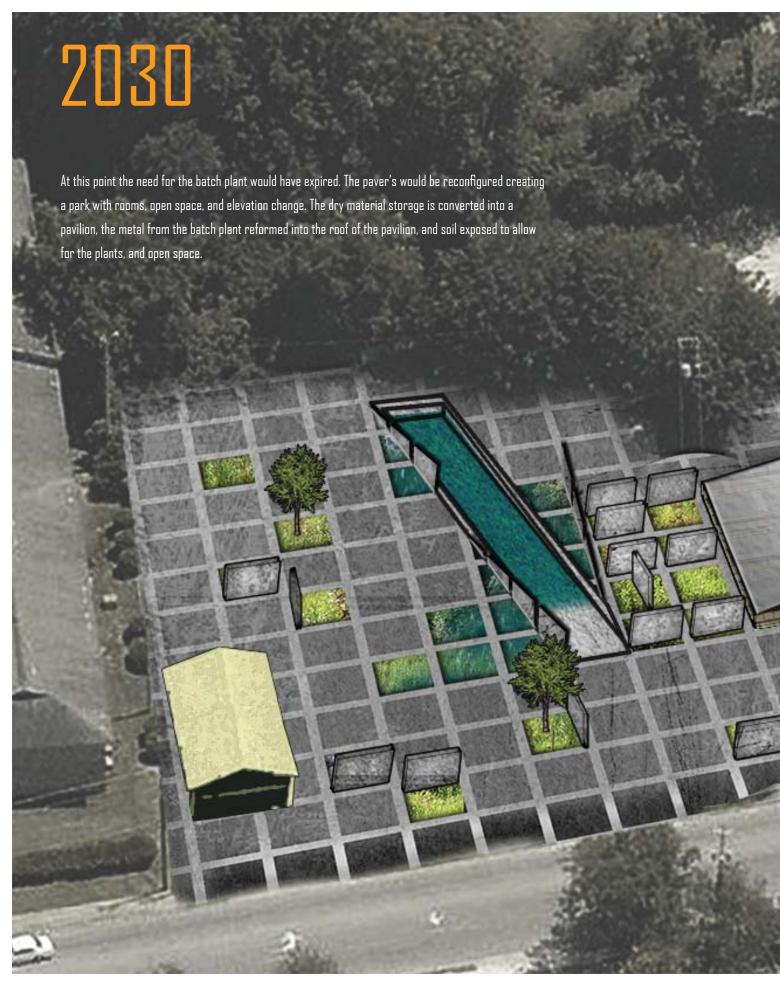




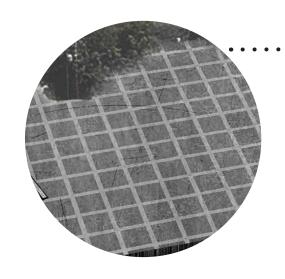
The paver system would be installed first and accommodating the washout basin and runoff collector. The drainage basin seen diagonally across the site was an attempt to challenge the configuration and future uses this element of the batch plant. The paver's where composed of the static grid (light thin lines seen running up/down and left/right in the image above) and the slabs (The solid moduals within the static grid). The moduals would be designed to be lifted out of their sockets and reconfigured around the site as well as exposing the soil beneath.

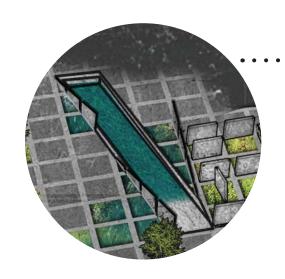


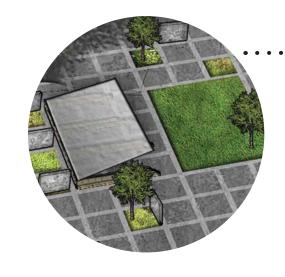
You would see the concrete plant is operational by the year 2016. The sand and aggregate material storage was placed in a central location to benefit the next phase of the site when it becomes the sites pavilion.











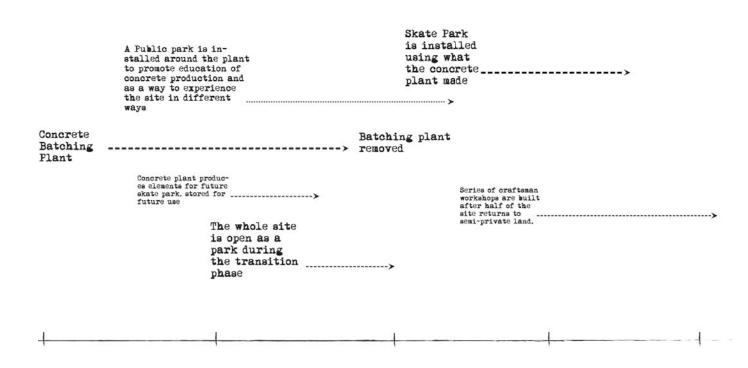
• • •	Where this design test thrived was with an this paving element that transcended a single use during the
	concrete production phase. In doing so created a reference point that connects one phase to the next. It's
	not a memorization of it past, for example the World Trade Center Memorial,but a recall to a story. The
	story of Auburn at a point of expansion and reinvention of opelika road.

• • It gets closer to becoming more than adaptive reuse with the investment up front in a system that is
intended to reconfigure over its uses. There was a decision made in the beginning about the future use of
this retention pond to be opened up into a larger area and that would be considered in the design. It was
designed to serve a function in both sites in contrast to having to decide what needs to be done with an
element after the fact.

The aggregate storage was predetermined where to be placed taking into consideration of it function during its park phase. It is more than just the reuse of these materials and site conditions but the intentional and active approach to the designs of these sites that benefit and connect one phase to the next. This was the beginning of what I started calling Proactive reuse.

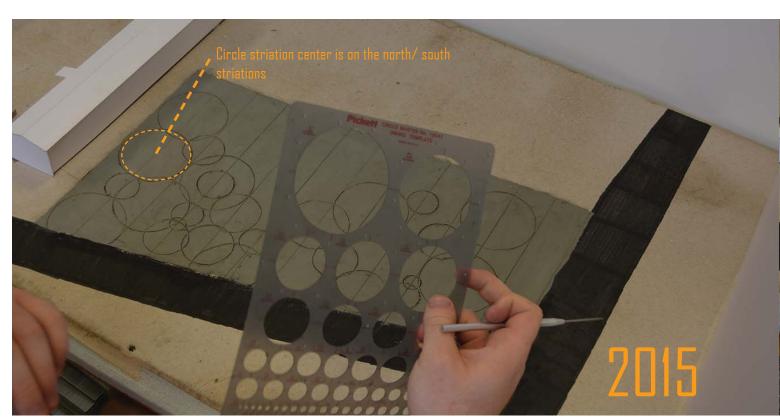
## TIMELAPSE NEWS

I stopped working in birds eyes, plans, perspectives, etc because I needed something that I could play out transitions through. These timelapse's are a sampling of a photographic progression of model making. Building off the paver system, I took a similar approach to the rest of my design tests. The first phase was an establishment of a matrix that would be the common thread that runs through the site. I was also using it as a structuring device that informed site layout. Again the test starts off with a concrete batching plant. The goal was a progression the took proactive design decision that influenced and shaped the functions of this site but may not always benefit the current occupants. In addition, this test also explores the possibility of overlapping events that take into account the transition phases of a changing landscape.

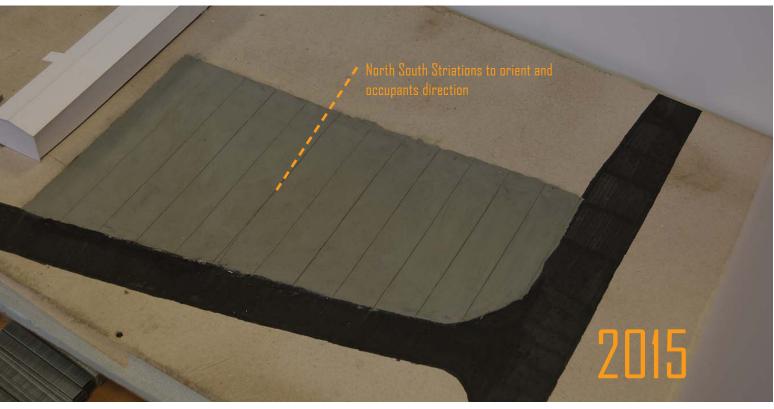




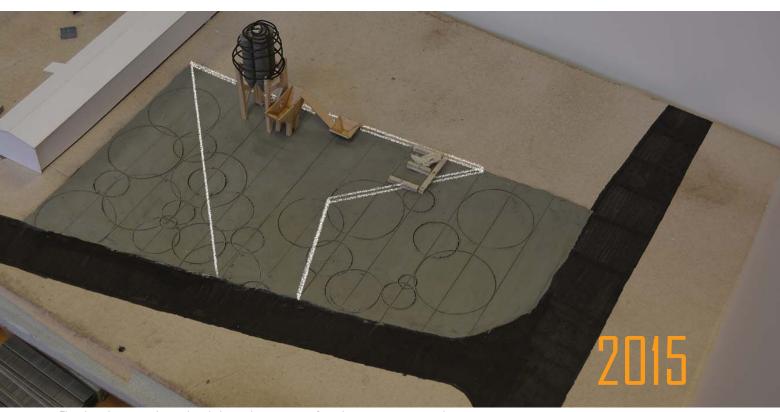




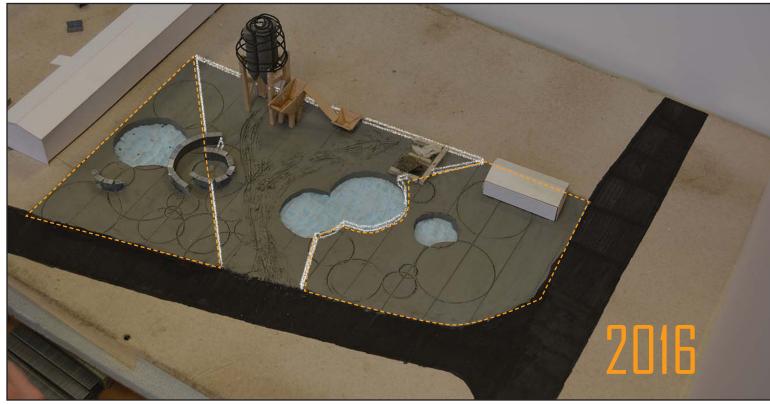
In addition to the north south lines, various sized circle striations are placed with there center on the north south lines.



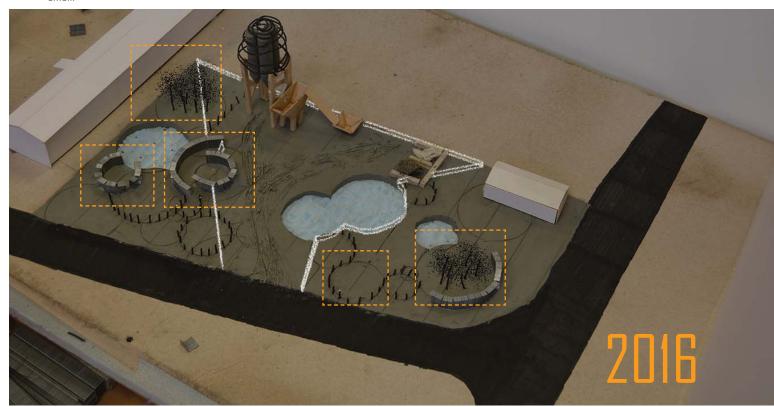
The striations that tie the time periods of the site together begin to take shape



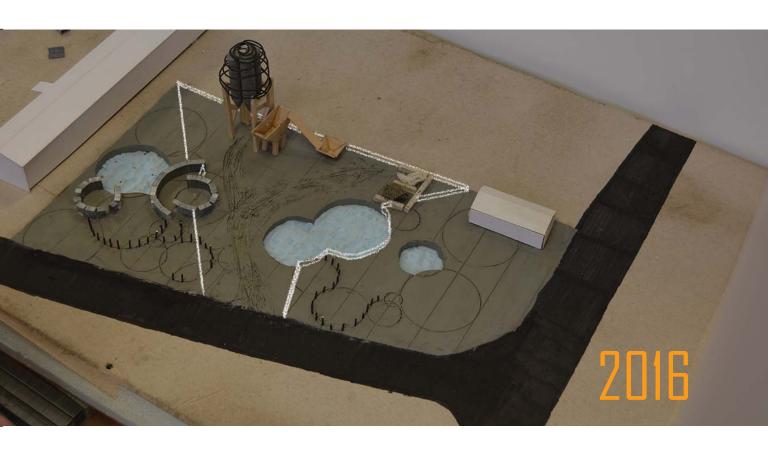
The plant does not take up the whole site leaving space for other opportunities on the site.



The space around the plant is public space intended for the educational experience of the batch plant. This includes sight, sounds, touch, and smell.



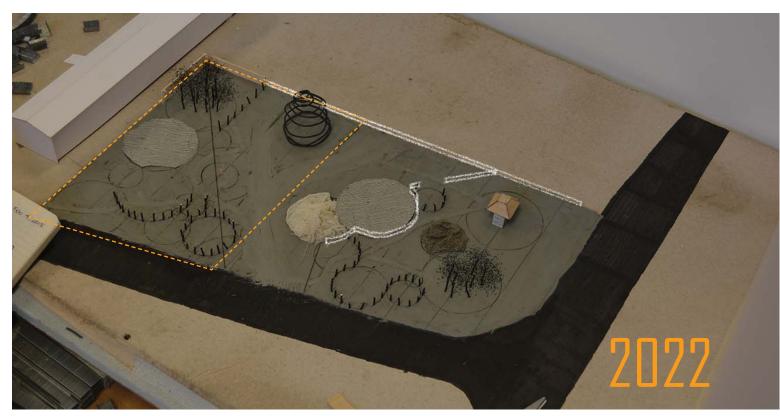
Different areas let you experience the site in different ways and from different spots around the site





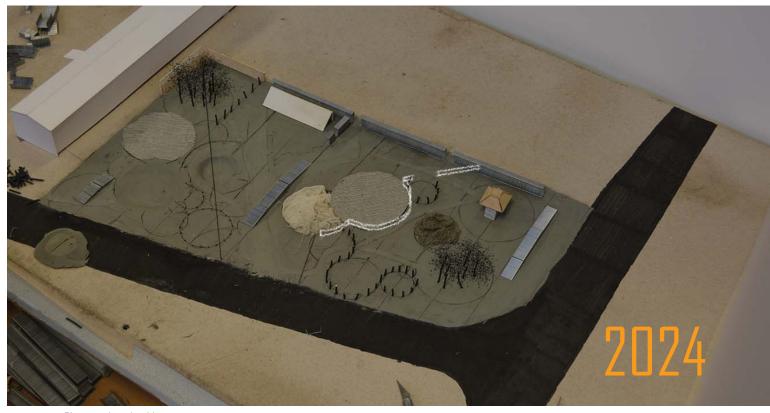
Transition into a skate park begins





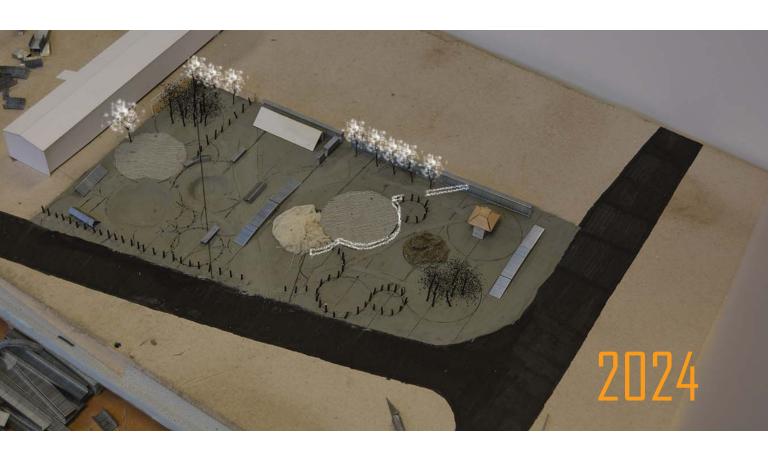


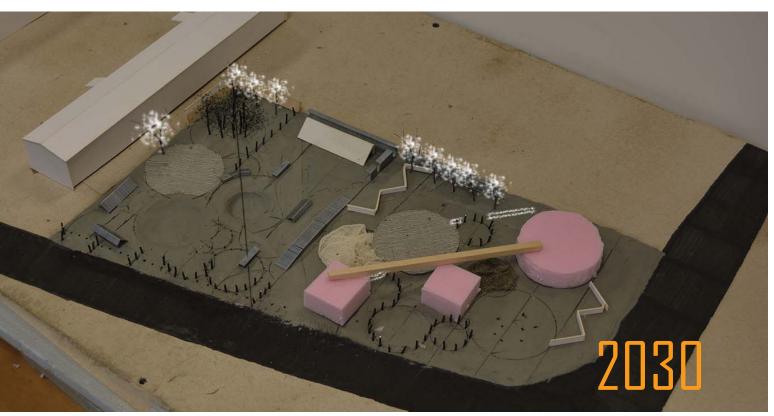


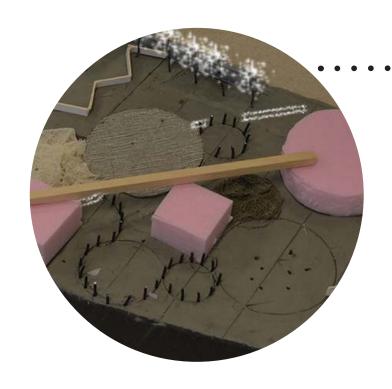


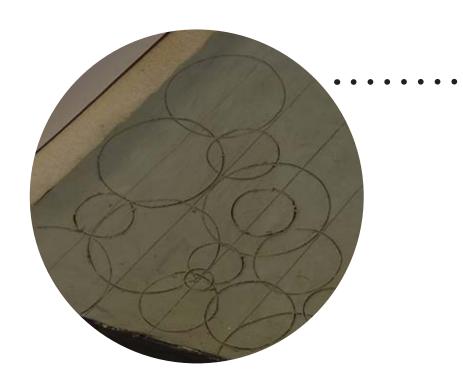
Skate park and public space









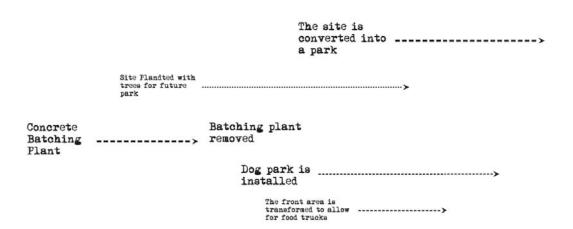


•	•	•	One criticism in this design test was with how the site only transitioned from one large site to being a
			series of smaller spaces. At no point did it become a larger part again. What was investigated was the
			possibility of public space being reclaimed for private use.

Another critique of this design test surrounded the striations of the site. They appear to be arbitrary and
unrelated to the surrounding conditions like a is surrounded by a bubble. There was a criteria followed in
the scoring process. North south orientation lines, and the center of

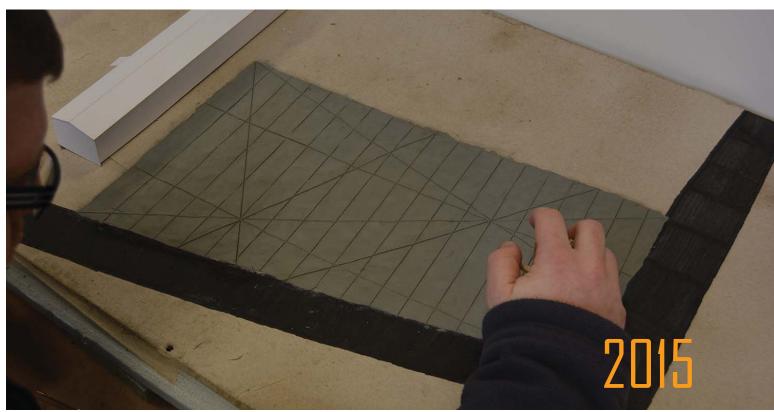
## TIMELAPSE N.2

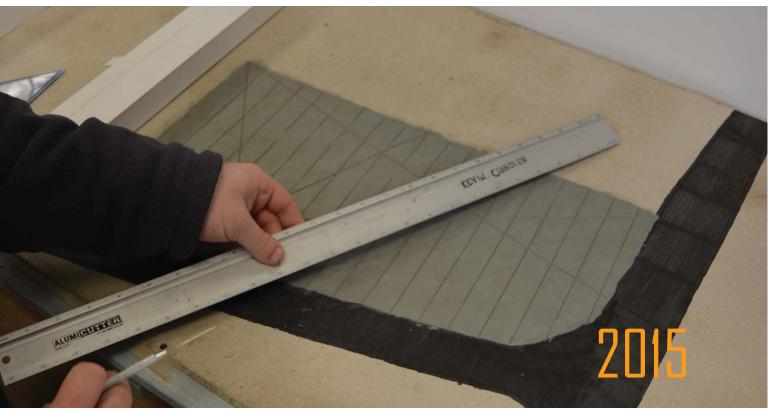
Timelapse number two was an experiment at advancing the first timelapse. The striations worked well as an ordering structure as well as a connective tissue holding all the points in time of the site together. An alternative striation system consisting only of straight lines is used, thinking of the striation as creating a field of equally devised spaces in which present an opportunity for action to occur within these different spaces. Planting trees, such as black locust, early in the timelapse gives them ample amount m to mature by the time the batch plant is removed. Black locust are good because they can serve the space if it becomes a park but can also be harvested for lumber. Once the batch plant is removed, the site is transformed into a park which also induces a area set aside for dogs. The paved surface remaining from the time of the batch plant becomes a staging area for food trucks and seating area.



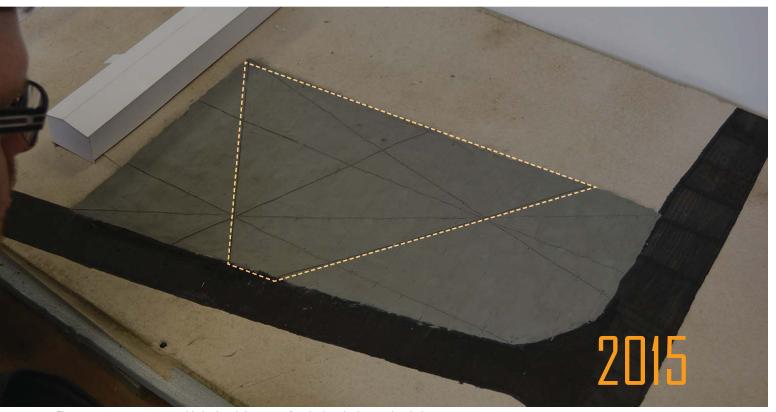




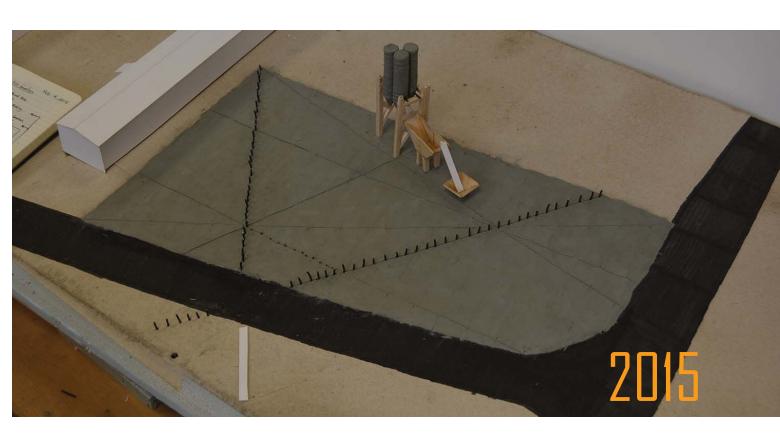


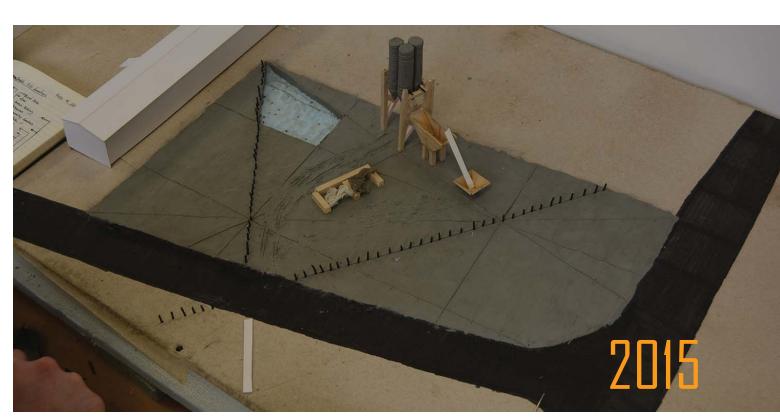


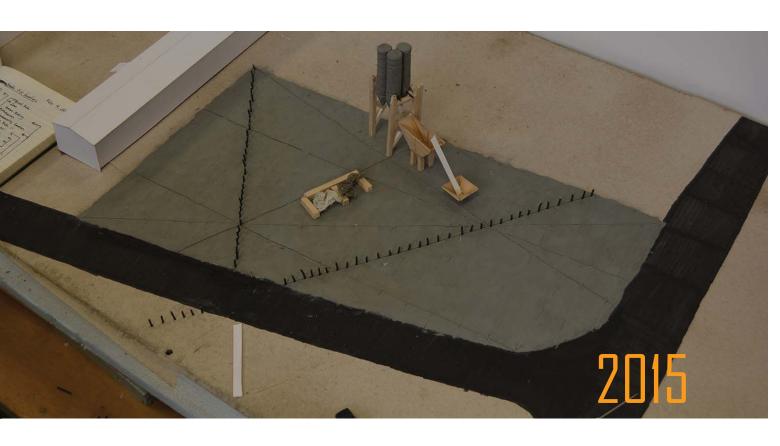
Using North/South lines to establish the main striation pattern.



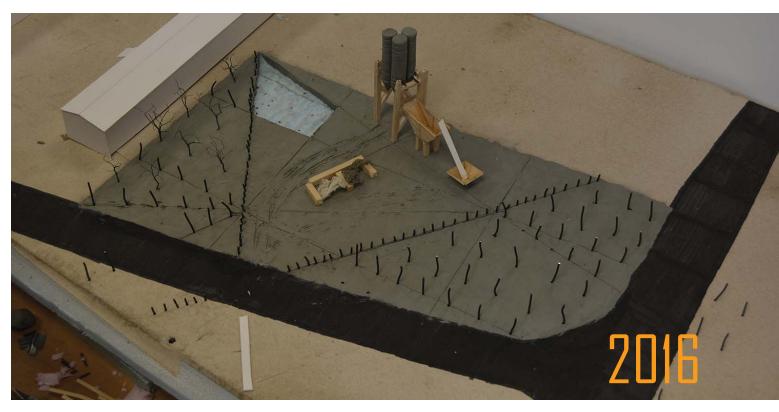
The striation pattern is established and the space for the batch plant is decided.



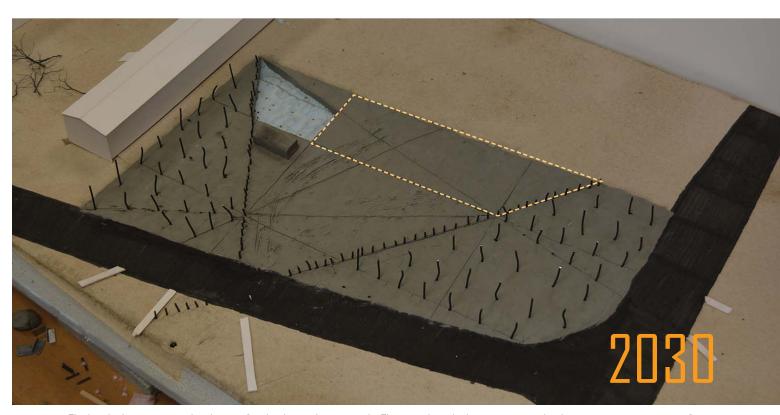






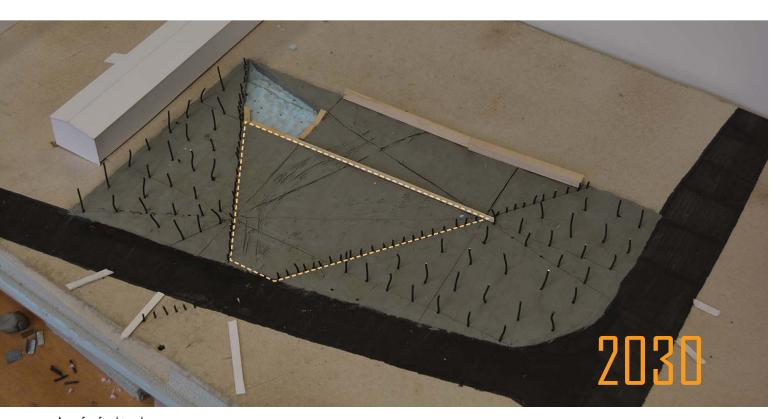


One year after the concrete plant is established the orchard of black locust is planted.

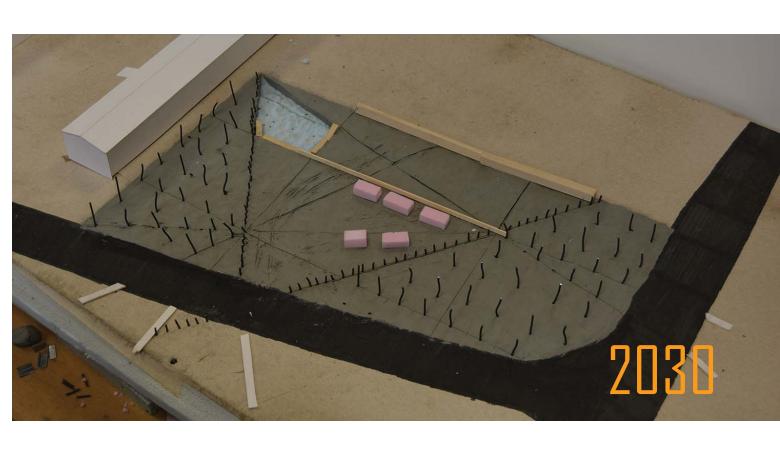


The batch plant is removed and space for the dog park is set aside. The trees have had time to mature by this point creating a sense of a mature park.

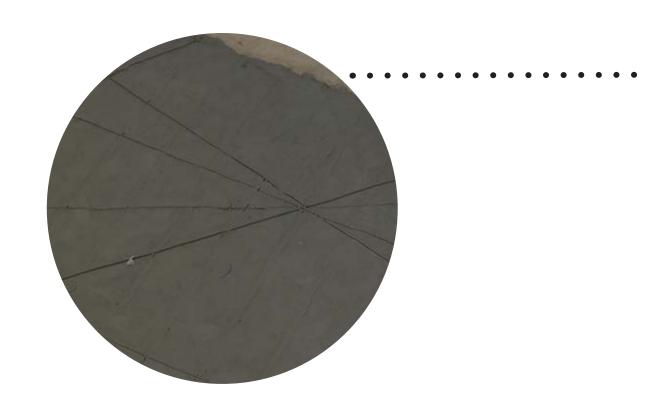


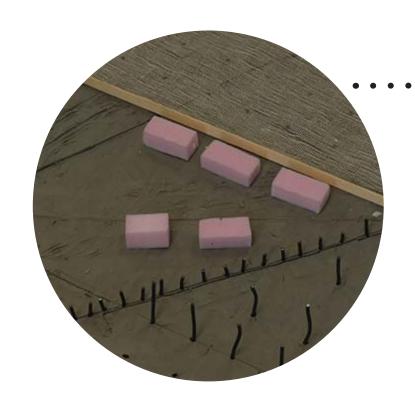


Area for food trucks





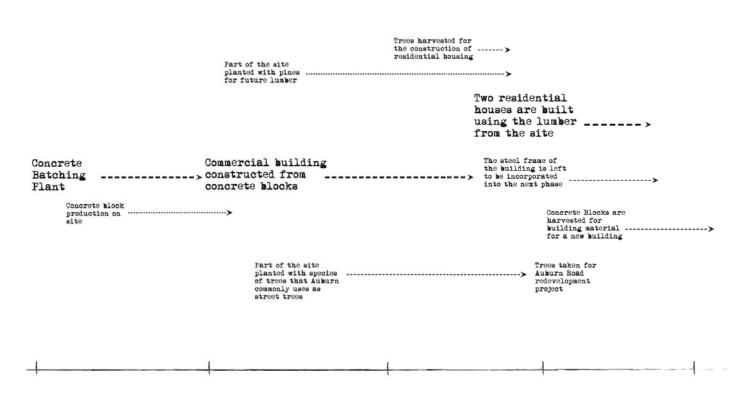


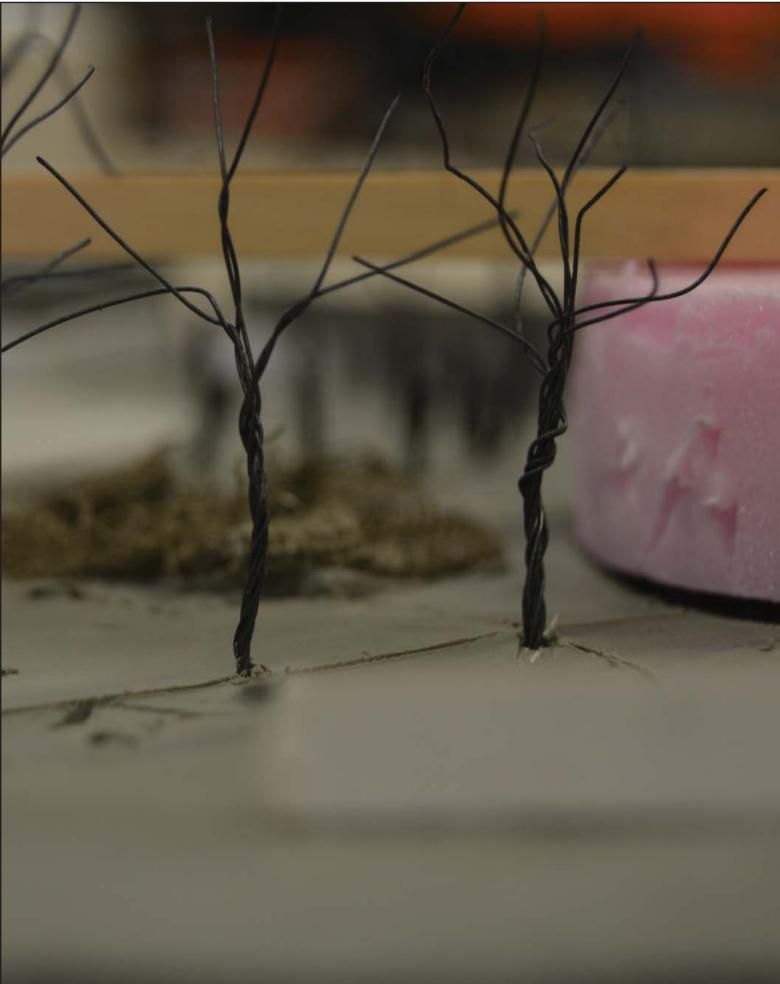


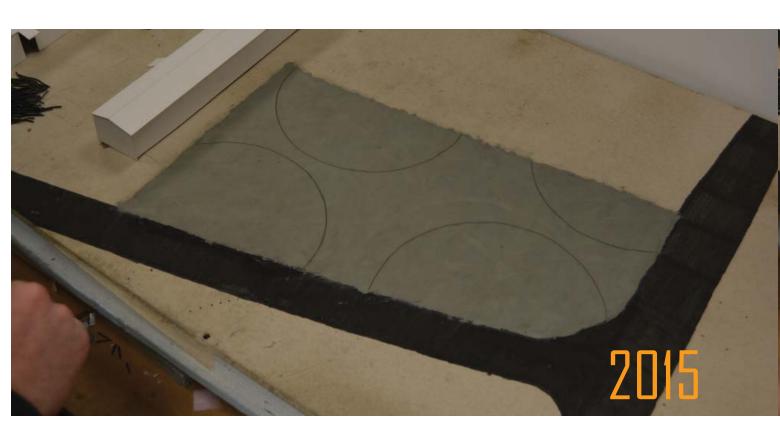
• •	This striation system allow for a system that didn't; rely on the continual subdividing of the site into different uses. It was in line with the thinking of landscape as field. It focuses less on the striation but as the linkage connect through its uses.
• • •	The disappointment I had with this project was how early I abandoned the timelapse and did not explore the full potential of this design test
	condition leaving much to be explored.

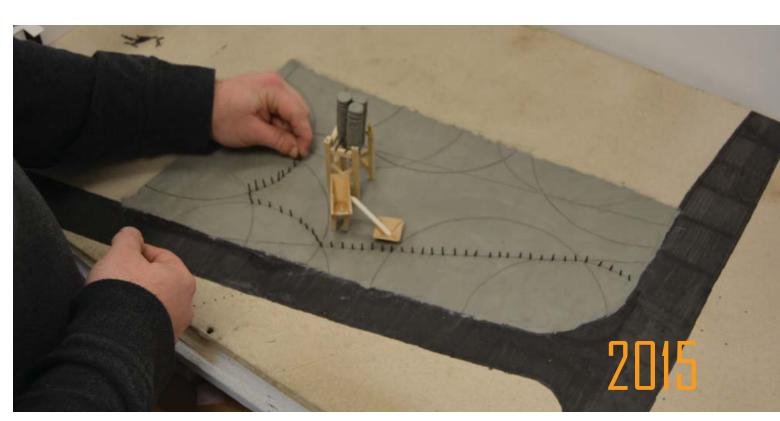
## TIMELAPSE No.3

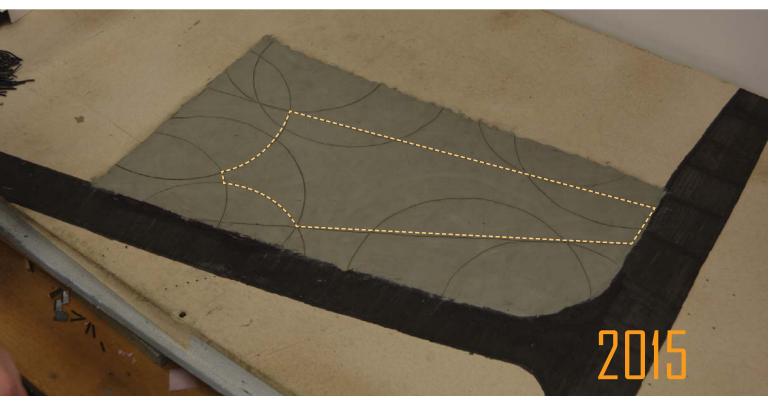
The third test of my time lapse experiment continued the investigation of the use of the striation system as I felt it was working well connecting the phases of the site together. This phase starts off again with a concrete batch plant. The batch plant is producing blocks as well as for the Opelika Road project. The blocks are used to create a building on site which utilizes a steal frame which allows for the addition and subtraction of material that can utilize the structure in a myriad of ways. The batch plant is removed and the commercial space building takes over as the main function on the site. During this phase orchards of black locust are planted and allowed to mature over a period of about 20 years. AT that point some of the tree groves would be harvested for lumber and go into the building of residential buildings. Along the edge of the site is reserved for public park space. This test is a combination of ideas and principles from the two previous design tests. The use of grove trees, using the batch plant to create resources for future phases of the site, and the use of the striations.





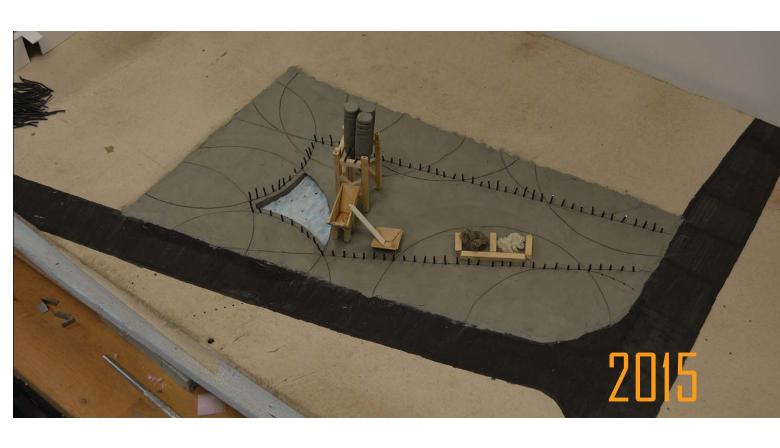


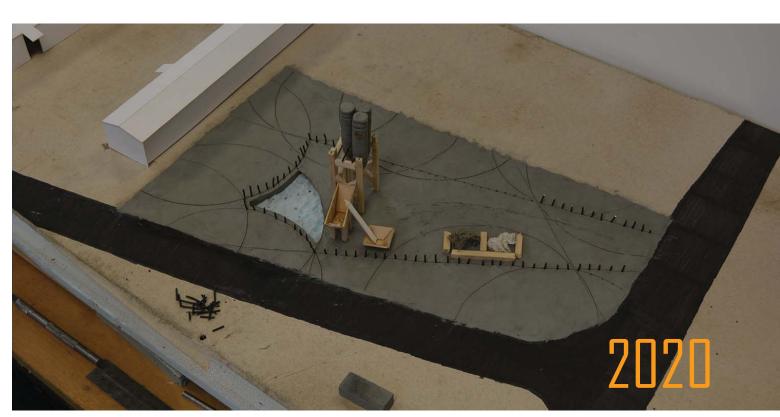


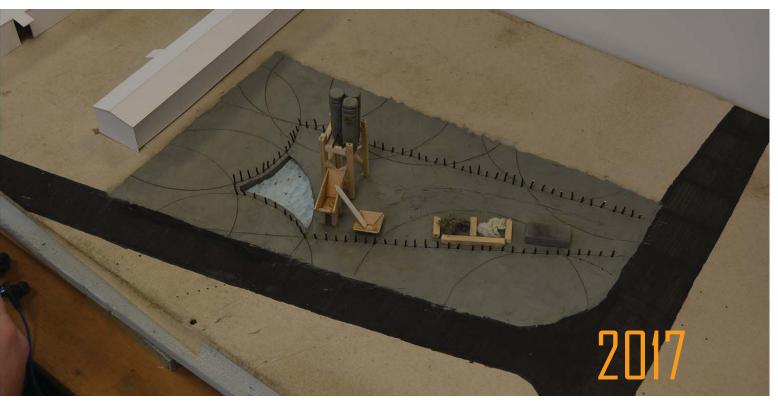


Area Set aside for the batch plant

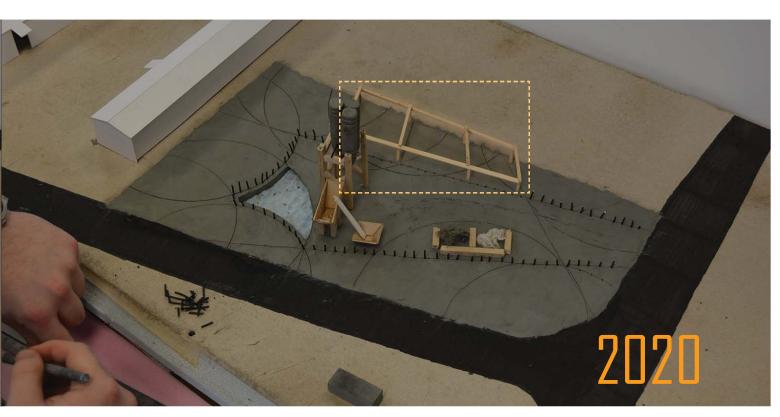




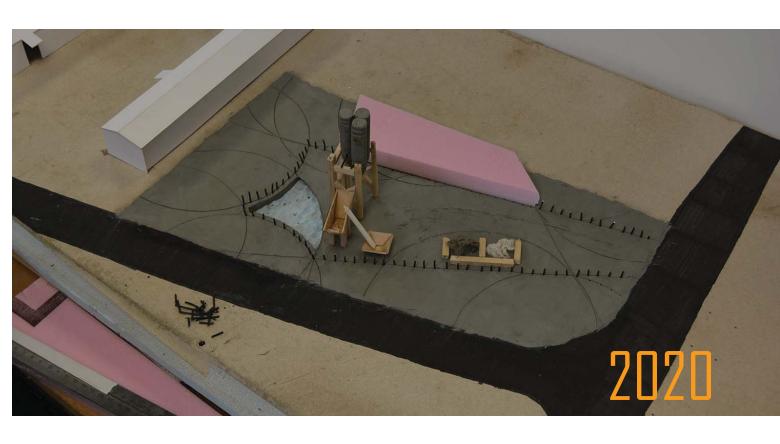


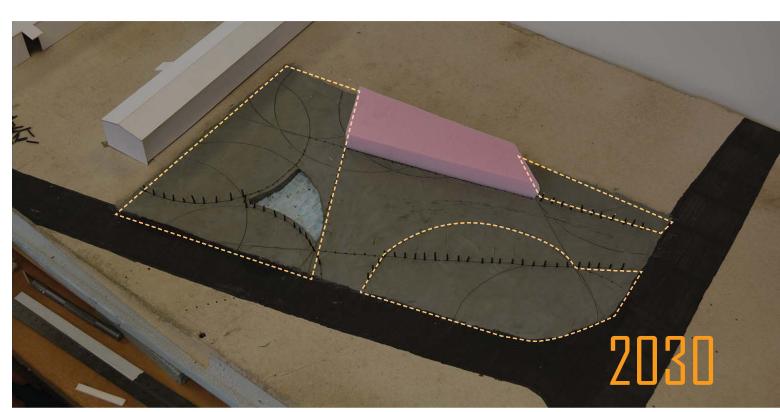


The concrete plant is producing blocks that can be used as structural features for building or landscape like paver's.

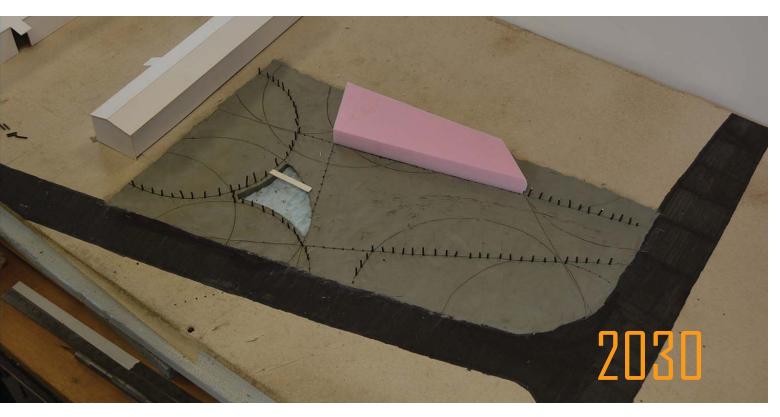


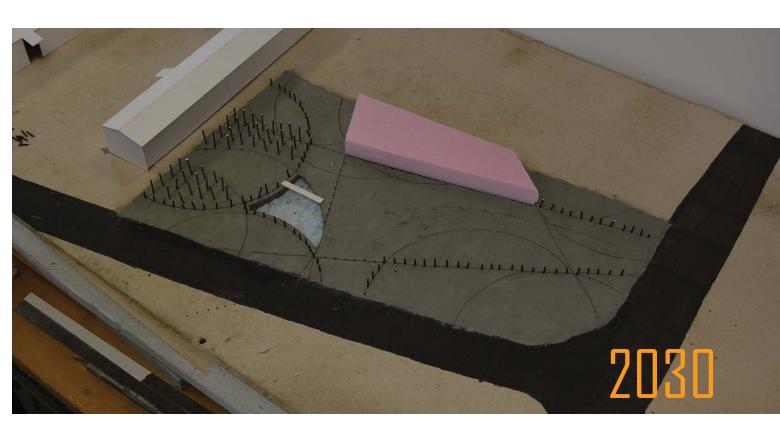
Steel Structure built to be used as and independent structure or enclosed to become a building.

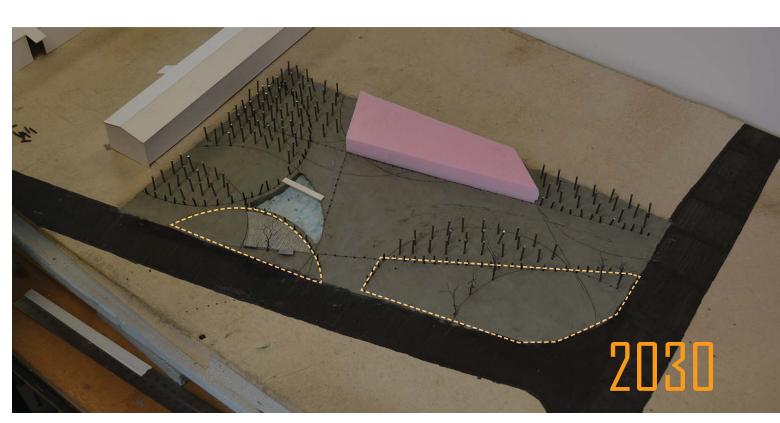


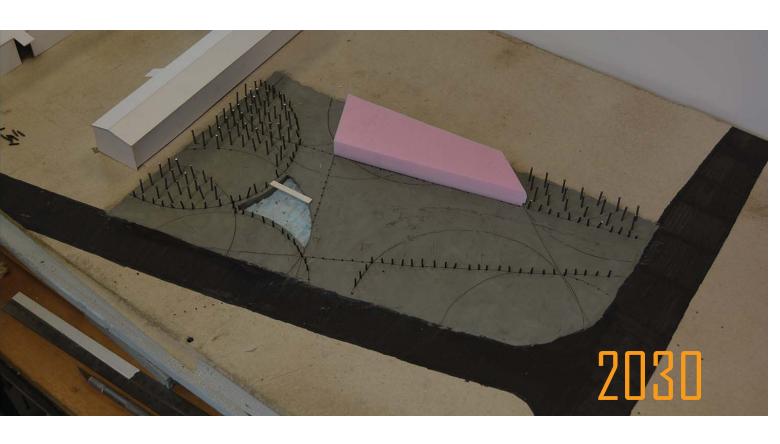


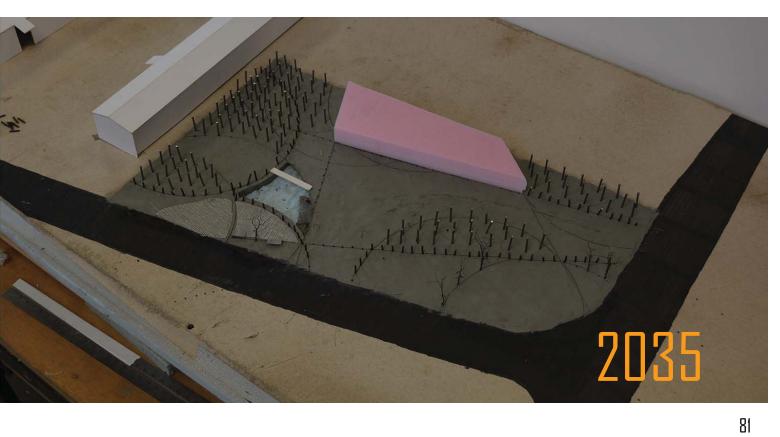


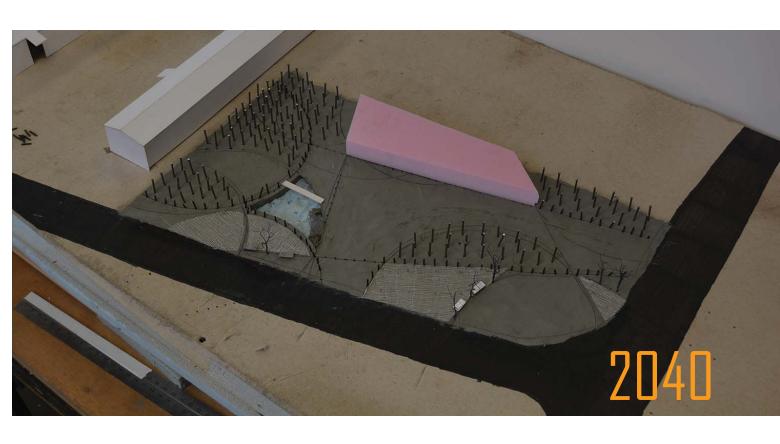


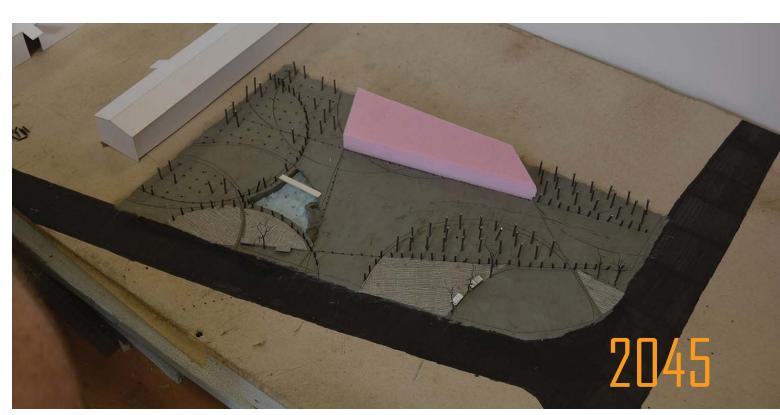




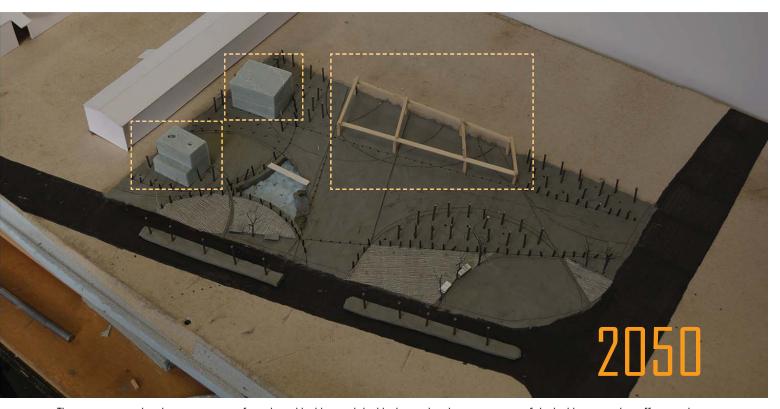




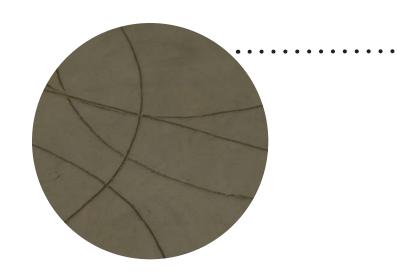


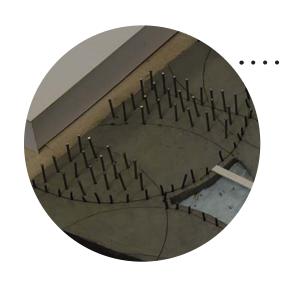






The trees are used in the construction of residential building and the blocks used in the construction of the building are taken off site and used in a different process.







•••	Not wanting to be clouded by existing conditions this test utilized the striation system. Using concentric circles and strait lines of divided space. Laving an open space for the batch plant in the middle. A closer examination needs to go into using existing striations or conditions in the creation of this system.
• • •	This design test had the best exploration surrounding the planting of orchards. They don't directly benefit the sites current occupants but are intended to be used as a resource at a later date.
• • •	What this test also aimed to explore alternative options of approaching this site where a park was the outcome achieved at the end of the test. This approach to site design allows these spaces the continued transformative ability into different uses that can be determined at a later date but can still work in the space.

















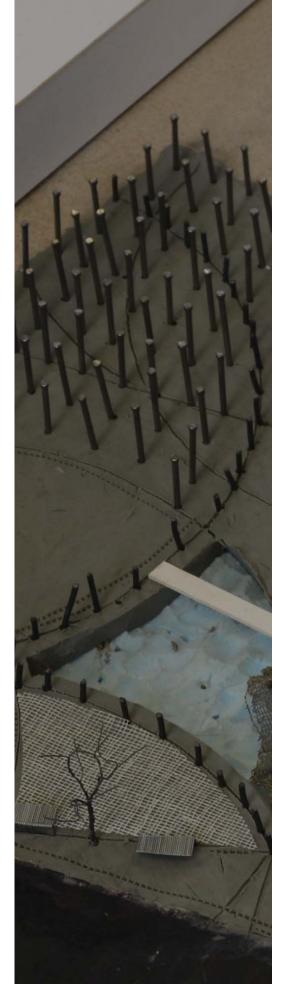




## Releases

In reflection the goal that I set out on at the beginning of the thesis to explore was one that aimed to find a means of alternative site design approach that did not need to wipe away a site features in order to progress into future uses. I believe I have found methods that allow this to be possible through being proactive in and strategic in how we approach site design, through establishments of a system that links the past/present/and futures across many lifespans of site, as well as a resourcefulness and intent with how we use materials for built form as well as plants being used as a productive and beneficial resource. There are also areas of critique and places that can be improved on.

In order to design for a site over multiple uses of a site there needs to be an establishment of progressions of a sites history based on the sites history surrounding location, areas needs and possibility of future needs. This needs to be done because we do not know what the future holds. That is the dilemma, we have no exact knowledge of what the futures holds of our cities. It has to be said that there are very few cases in which future uses for a site has been set in stone. The best example I have to give is the Optronics factory in France where there was an investment and preemptive decision made about that sites future. Its simple thinking of site transitioning from one thing to another and preparing for that ahead of time. It becomes difficult and complex when you consider multiple transitions of a site.



I think my approach of proactive reuse as a method of design has been a successful one. Through proactive approaches like productive trees, and investment into the materials like the paver system and creation of blocks during for a later phase. The use of striation system is a great way to link a site together across its existence as well as an ordering system.

There are still limitations that need to be explored that are not explored in this thesis. As one reviewer claimed, the heavy focus on the Batch Plant was a red herring in this project. If you removed the batch plant then the whole system of waste from one site building the next creating this adaptive and reusable system falls apart. The thing is it not all about building or growing on site what will go into the next but about that strategic approach in how materials on the site are used. You construct a wall to serve its purpose in the current phase but have planned how that wall is build allows it to come a part of its current use but can also be reused at a later date or you plant a tree with the intention of using it for timber but still serves as amenity and creation of habitat until that point. Its the intent that goes into the decisions and the considerations of multiple uses. There are also no rules about adding materials to the site either. It's all about the process of taking into account the possibilities of not just a landscapes immediate need but for its future ones as well. This investment and intent at a phase of each sites life is what set it apart form other adaptable fields.

In my tests the Ignored existing conditions of the site was a constant critique. The existing conditions at the point of the tests where becoming too tempting as a feature that would could have caused me, like in earlier tests to fall back into adaptive reuse. The striation system that I explored in my last three design tests where successful as a constraint though the site. It became a stage for the actions of the site to play out on. The way I see the striation



on the ground is like the underlying plot in any great novel. However they could failed at relating to the site and its surrounding by using less geometric shapes or line conditions like topography and soil differences. I believe this is formality that could be enhanced in further testing but as much as it is about the configuration tying into its context, the most import thing is that underlying plot through the site.

Moving forward, this thesis lays a great groundwork for continued exploration of design for a site over multiple uses and utilizing these transition phases. I can carry this idea forward in my design profession by not approaching sites as not a reaction to existing conditions but as a force of opportunity that shapes future uses of sites that also recall its past. Embracing the stories of sites and shaping it into the future.

















## A celations

Berger, Alan. Drosscape: Wasting Land in Urban America. 1st ed. New York: Princeton Architectural Press, 2006.

"City of Auburn | Renew Opelika Road." Accessed May 3, 2015. http://www.auburnalabama.org/renew/Main.aspx.

Herrington, Susan. On Landscapes. Thinking in Action. New York: Routledge, 2009.

http://www.cudc.kent.edu/blog/PublicSquare\_design-concepts.pdf (Cleveland Square Graphic)

"Index of /Index\_files/PDFs." Accessed May 3, 2015. http://www.planning.utah.gov/Index\_files/PDFs/grand3.3.3a.pdf.

McDonough, William. Cradle to Cradle: Remaking the Way We Make Things. 1st ed. New York: North Point Press, 2002

"Mobile Concrete Batch Plants, Portable Concrete Batching Plants in U.S. & International." Accessed May 3, 2015. http://cemcoinc.com/.

Richardson, Tim, and Martha Schwartz. Avant Gardeners: 50 Visionaries of the Contemporary Landscape. New York: Thames & Hudson, 2008.

"Site Criteria :: AboutMcDonalds.com." Accessed May 3, 2015. http://www.aboutmcdonalds.com/mcd/franchising/us\_franchising/real\_estate/site criteria.html.

Tiberghien, Gilles A., and Michel Desvigne, eds. Intermediate Natures: The Landscapes of Michel Desvigne. Basel; Boston: Birkhäuser, 2009.

## 

Google Earth (Aerial Images)

"How to Make Money on McDonald's Monopoly Game - Saving Advice Articles." Accessed May 3, 2015. http://www.savingadvice.com/articles/2013/07/29/1017277\_how-to-make-money-on-mcdonalds-monopoly-game.html.

http://www.cudc.kent.edu/blog/PublicSquare\_design-concepts.pdf [Cleveland Square Graphic]

Tiberghien, Gilles A., and Michel Desvigne, eds. Intermediate Natures: The Landscapes of Michel Desvigne. Basel; Boston: Birkhäuser, 2009.