

The concept

After our initial apparatus design, we realized that what had been created was a method for relabeling wine based on personal experience. These experiences were then able to be shared with the community at-large. Furthermore, these shared experiences were then able to be edited by a personal filter based on one's own biases. In addition, there was a tangible resultant form that emerged from the evaluation of one's own experiences. We felt the idea of tangible, editable and shareable experiences to be a powerful one, and that this idea should help drive our winery design. The apparatus design seemed to be begging for a community of fellow wine enthusiasts which would be linked by a physical and digital network.

Our design concept is to create a network, comprised of shared experiences that both bounce between one node and another and aggregate at a common source. Yet there must be an impetus for such activity to occur within this network. We feel that this can be accomplished by means of creating a framework for the network, in both a physical and metaphysical sense. As with any network, there must be a genesis; a beginning physical step to the driving idea. In this case we wish to accommodate the network by starting with the source: The winery.

The Winery

The winery is a design extension of an original expansion plan by the Flying Dutchman Winery in Otter Rock, Oregon. The program has been vastly expanded: In addition to the typical program that goes into wine production, there is also the need supply and support the network. This includes both physical and digital links to other nodes in the network.

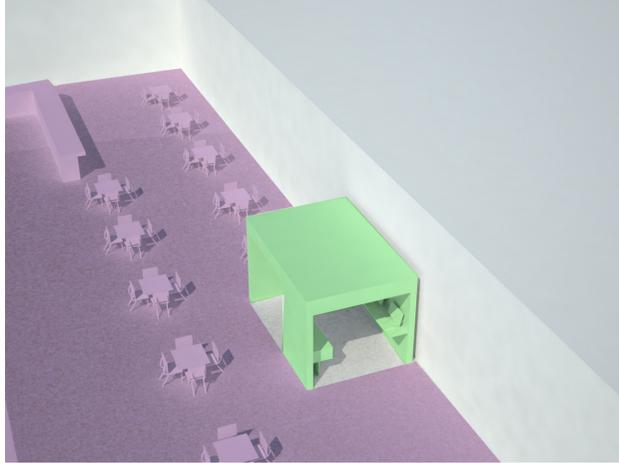
The Network

In order to create an impetus for the experience-sharing that defines the network, the network needs more than a website or blog. The network needs a physical place by which to sustain itself. It starts with the source (the winery) and expands from there. As the network expands, nodes of activity occur at intervals along its various paths. These nodes of activity, or hubs, will be the additional framework necessary to sustain the network.

The Hubs

The hubs will serve as places in which to experience, evaluate and share with like-minded individuals. More specifically, the hubs will serve as wine-tasting rooms, networking and rapid-prototyping centers and as general social space in which to accommodate the apparatus design and concept. The hubs will be open-source, able to expand with anyone who has the means and the motive. The hubs will serve wines from the source-winery, but can also serve wines from regional wineries.

An infill hub could exist within an existing place of business; an aedicula within a greater whole. The hub would provide a social space for use of the apparatus. This particular infill hub is located at a local wine bar in Bozeman, MT.

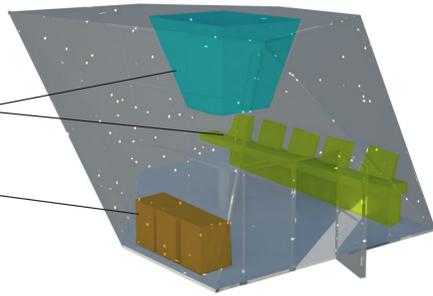


Hubs could also exist within a vibrant urban space. This particular hub is located in midtown Manhattan, NYC. The hubs can be quite small; providing just a small space within which to connect to the network and create flavor surfaces.

Network Computers

Connection screens

Rapid-Prototyping Machines

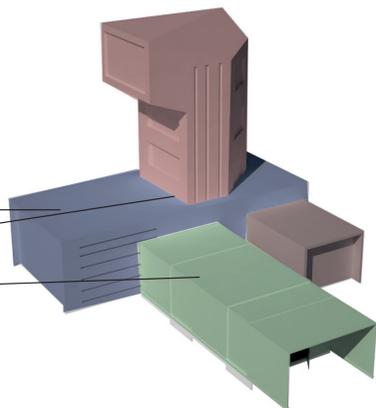


Hubs would also make sense in a more remote context. The program would have to change to reflect its surroundings; hospitality arrangements would be essential. This particular hub is located near a popular fjord in Norway.

Networking center

Sleeping Quarters

Tasting Room



Program

HUBS

The Hubs will serve as a place in which to operate the apparatus. So the experience will include storing wine, tasting wine, manipulating the surfaces & sharing and interacting with the other Hubs and wineries.

Basic program elements will include (but is not limited to):

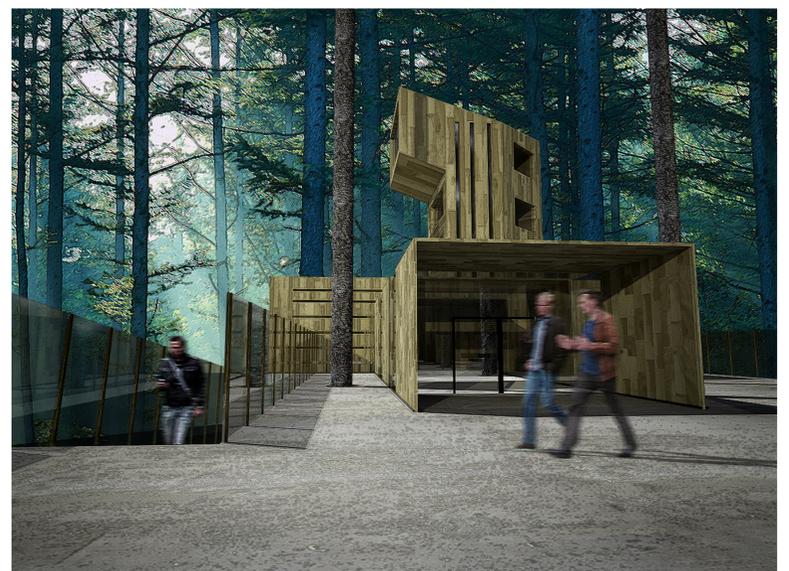
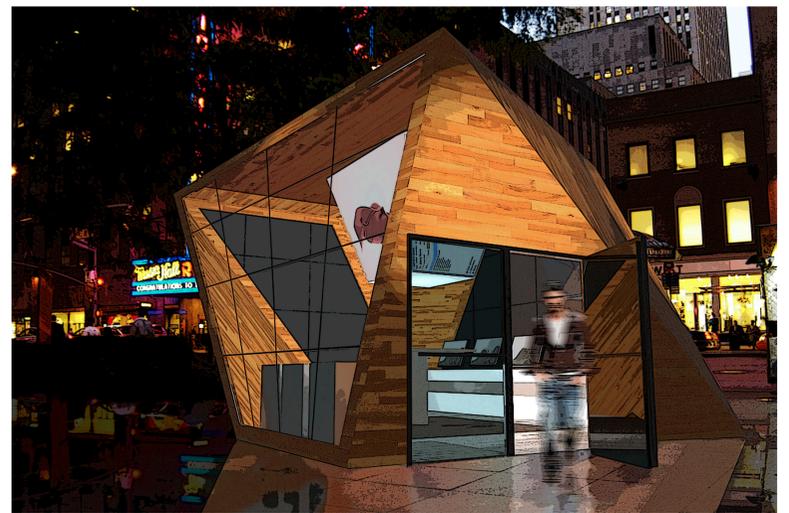
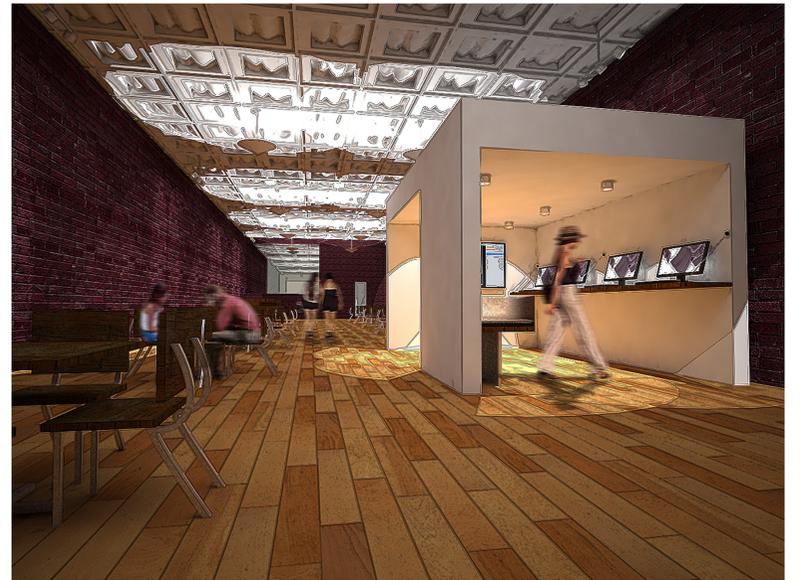
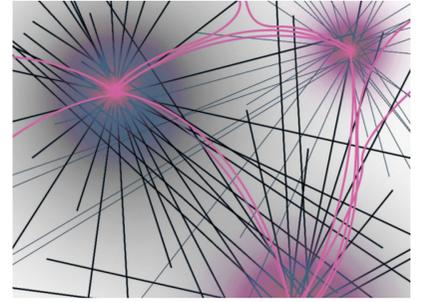
- Tasting Room(s)
- Sharing Center
- Surface Production
- Small Retail
- Mech/Toilet

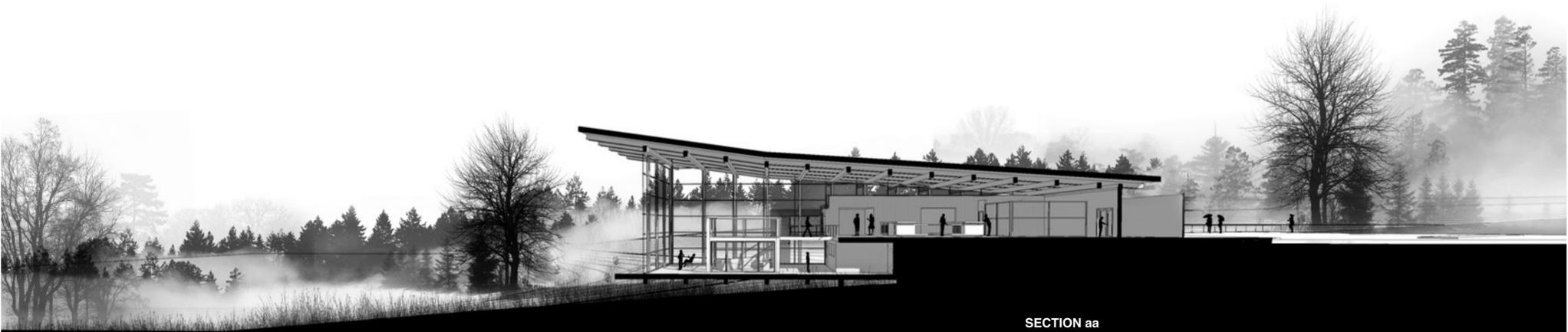
The hubs can exist in a variety of locales, from urban to infill to remote, and is really up to the operator to decide on the best fit. The hubs presented are proposals based on our vision for what the hubs could be and where they could exist.

WINERY

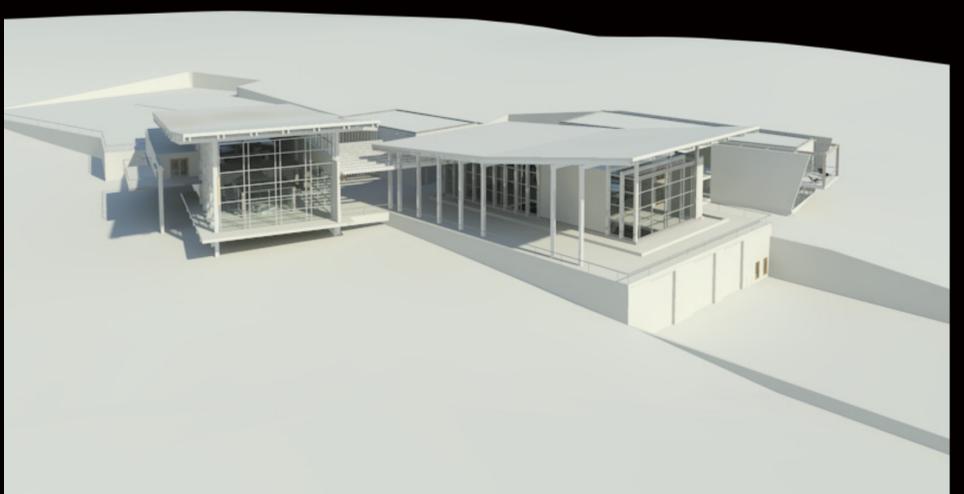
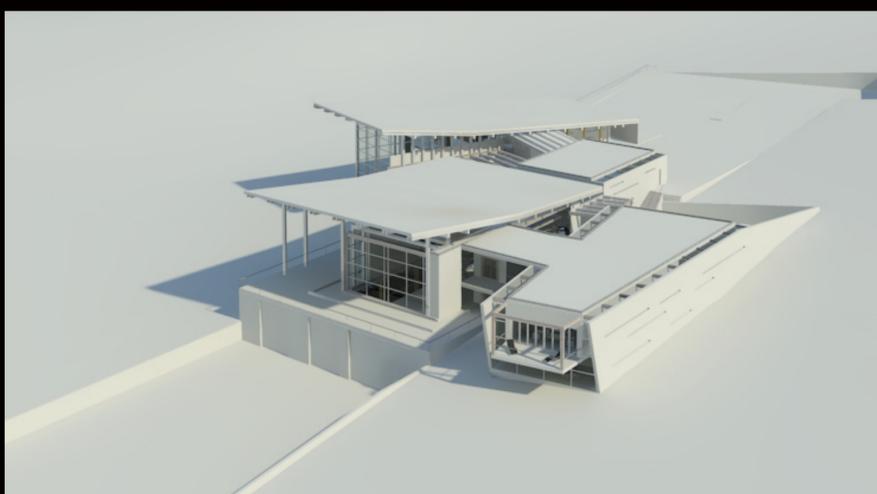
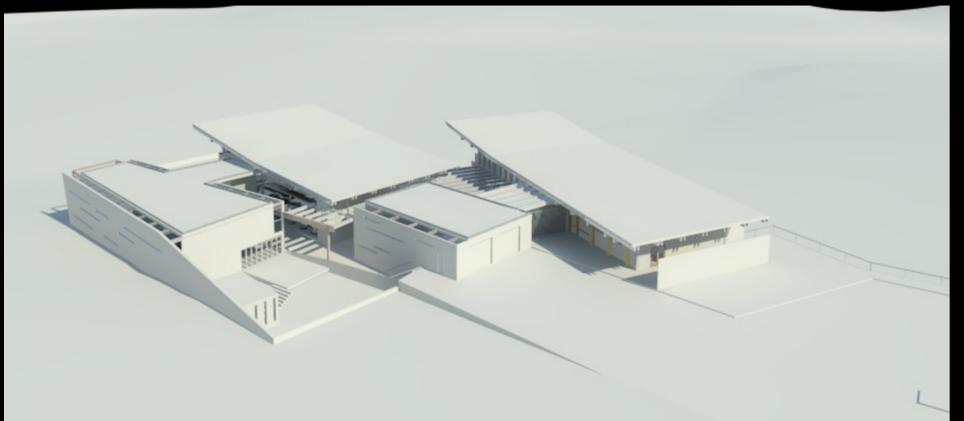
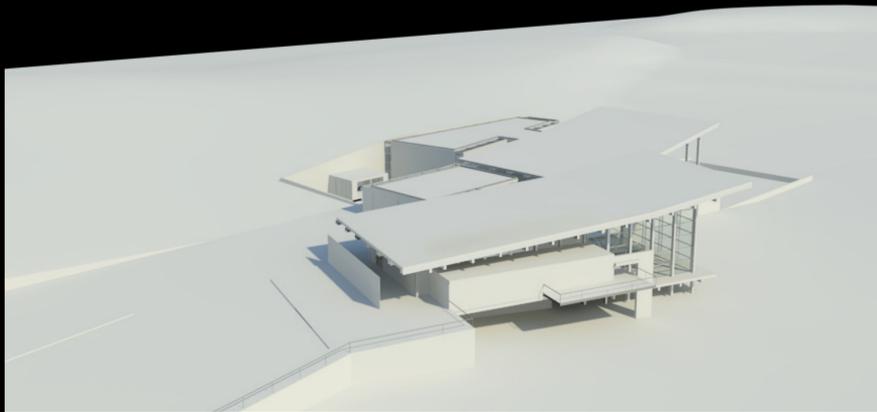
In addition to regular winery program elements...

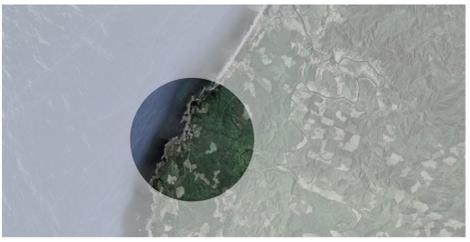
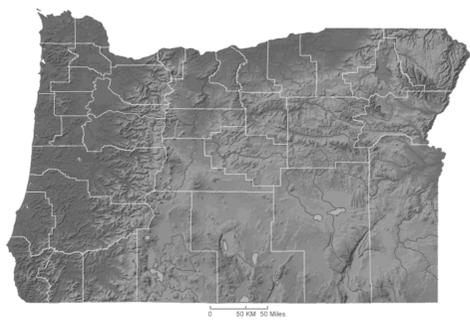
- Grape processing
 - Freezing
 - Barrel Aging/Storage
 - Bottling Area
 - Bottle Storage
 - Mech/Toilet
 - Reception
- ...It will also include the same program elements that are found at the Hubs...
- Tasting Room(s)
 - Sharing Center
 - Surface Production
 - Small Retail
 - Mech/Toilet





SECTION aa
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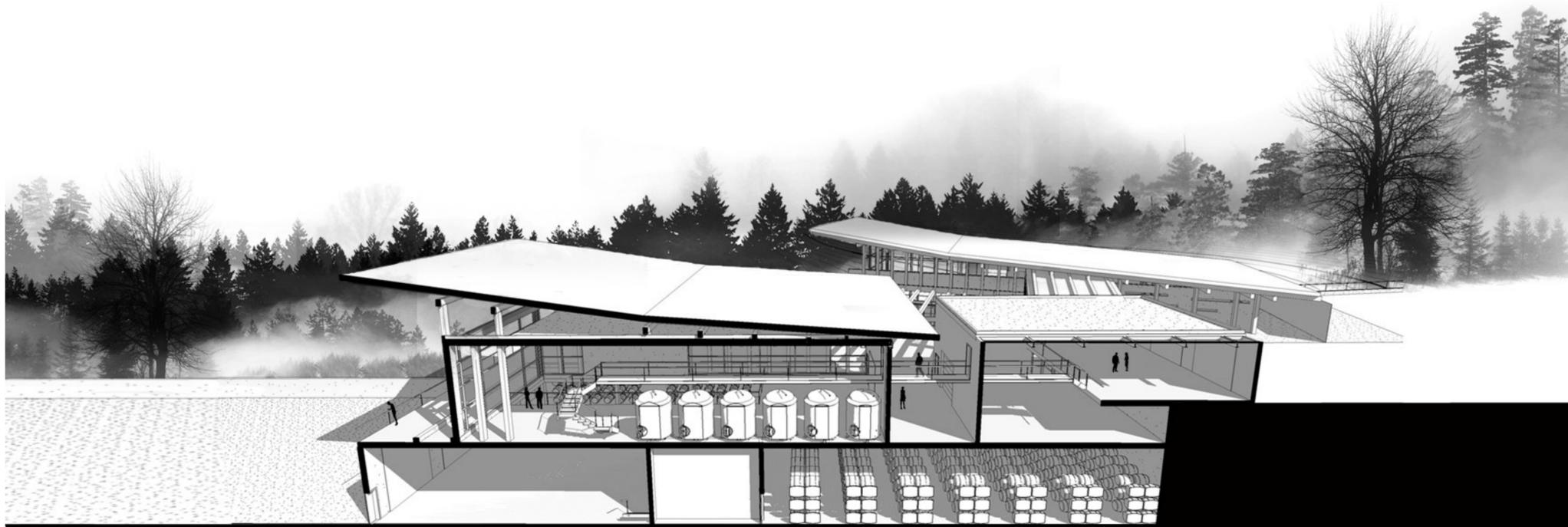




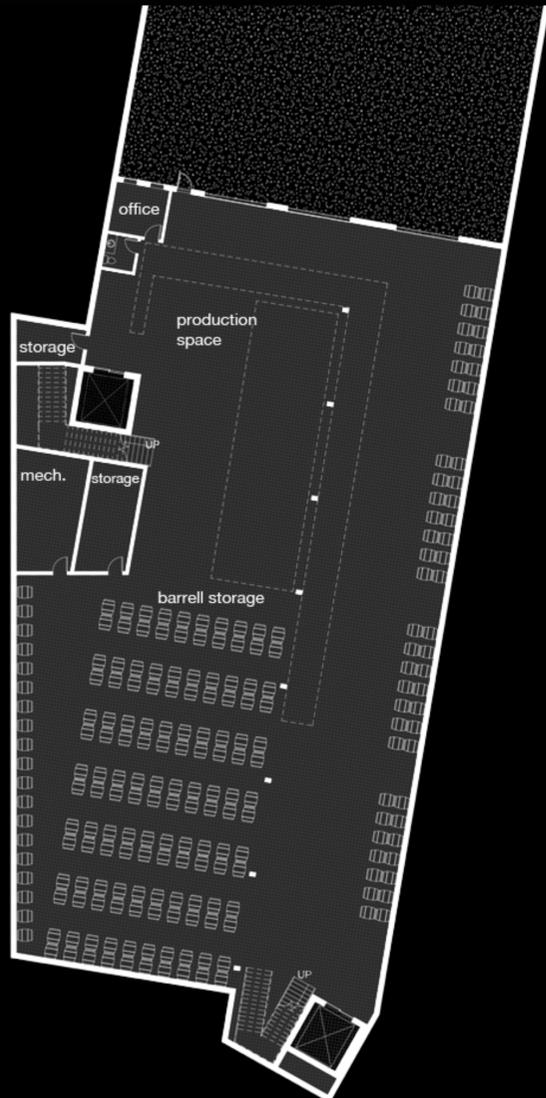
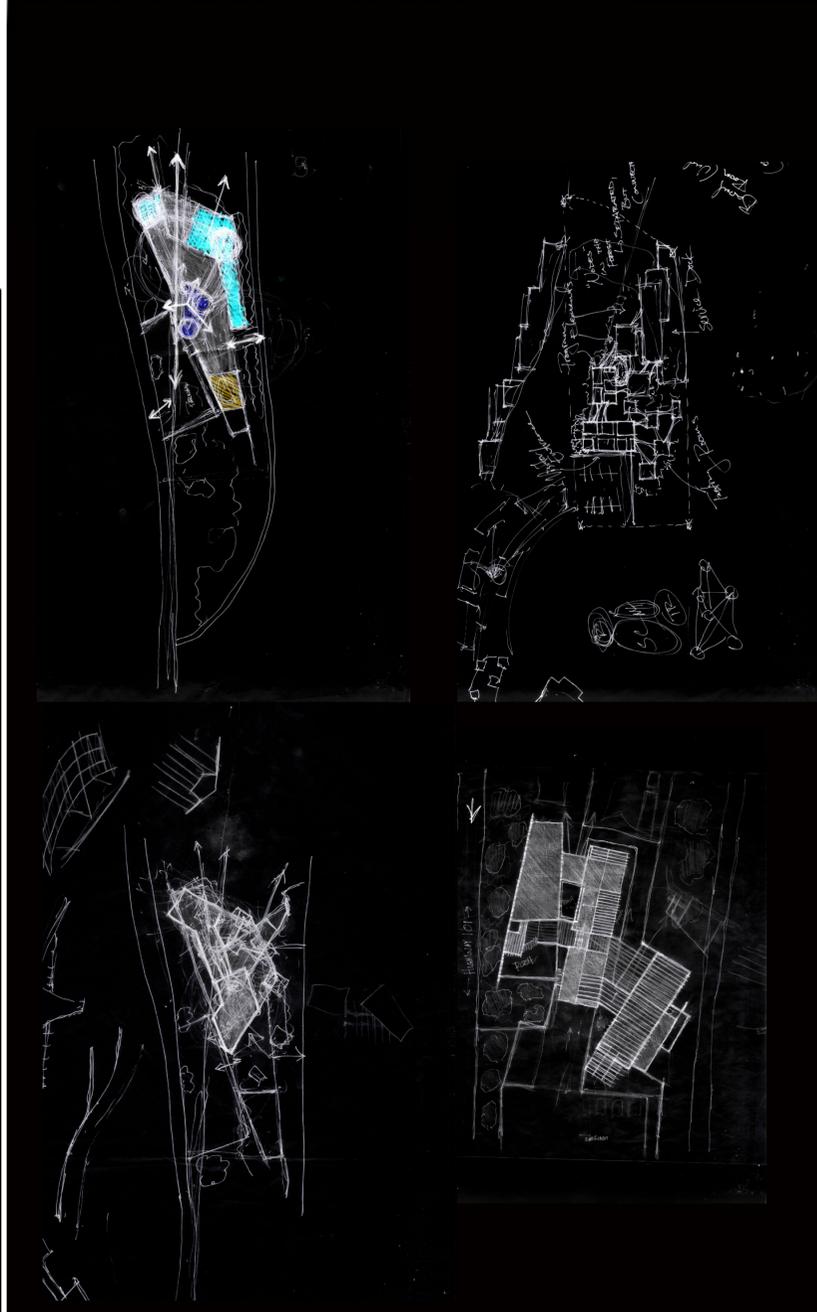
SITE PLAN
not to scale



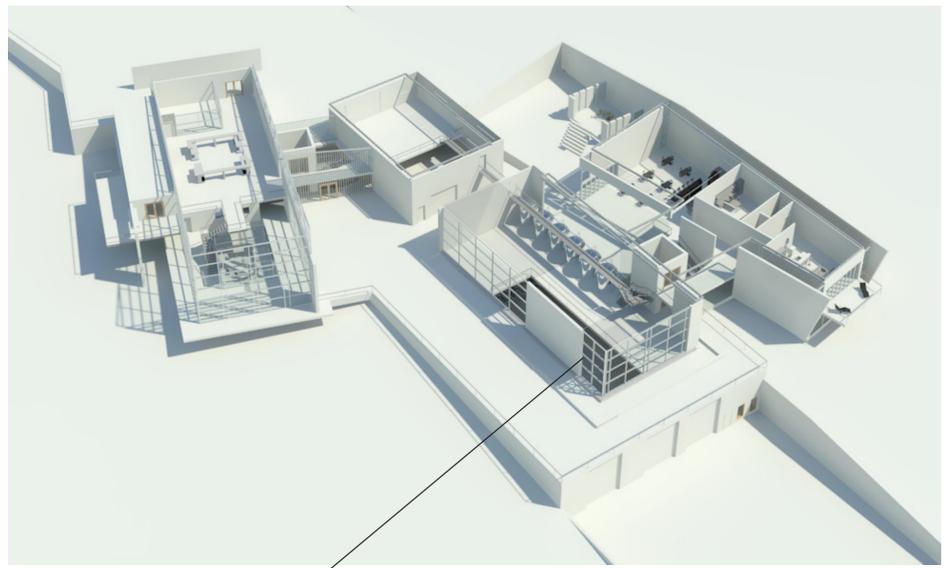
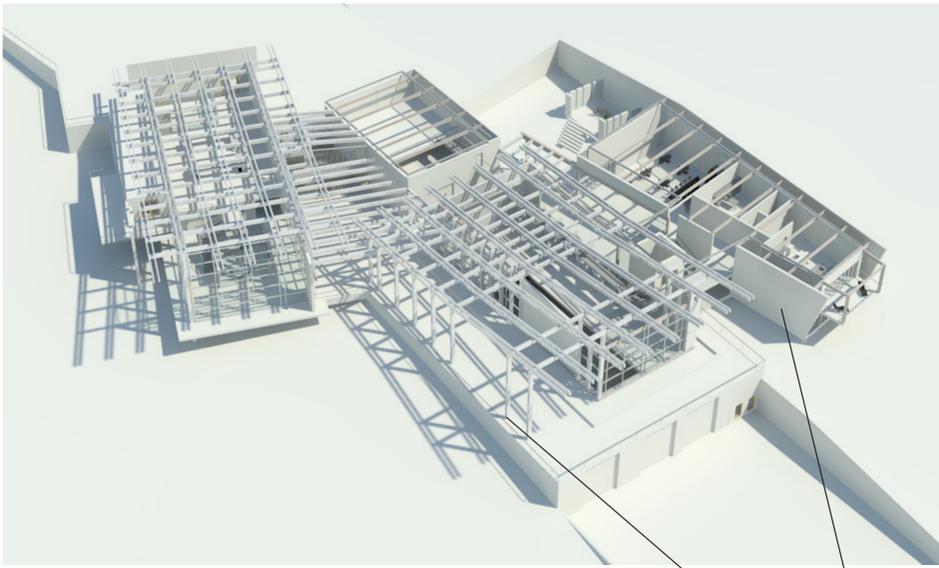
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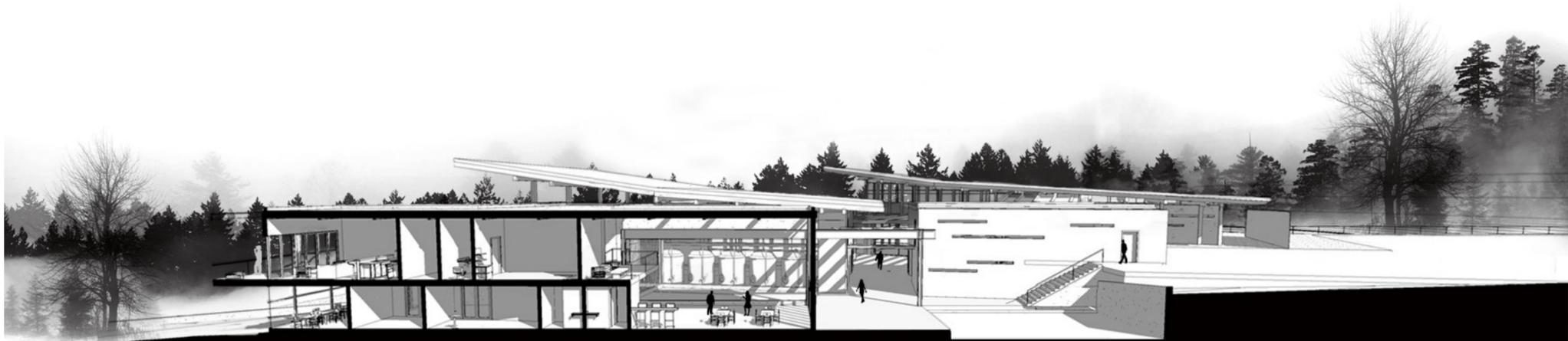
SECTION bb
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LOWER LEVEL
1:200



Steel framing
 Glu-Lam timber framing
 Partitions



SECTION cc
 1:200



MID LEVEL
 1:200

depoe bay winery & networking center

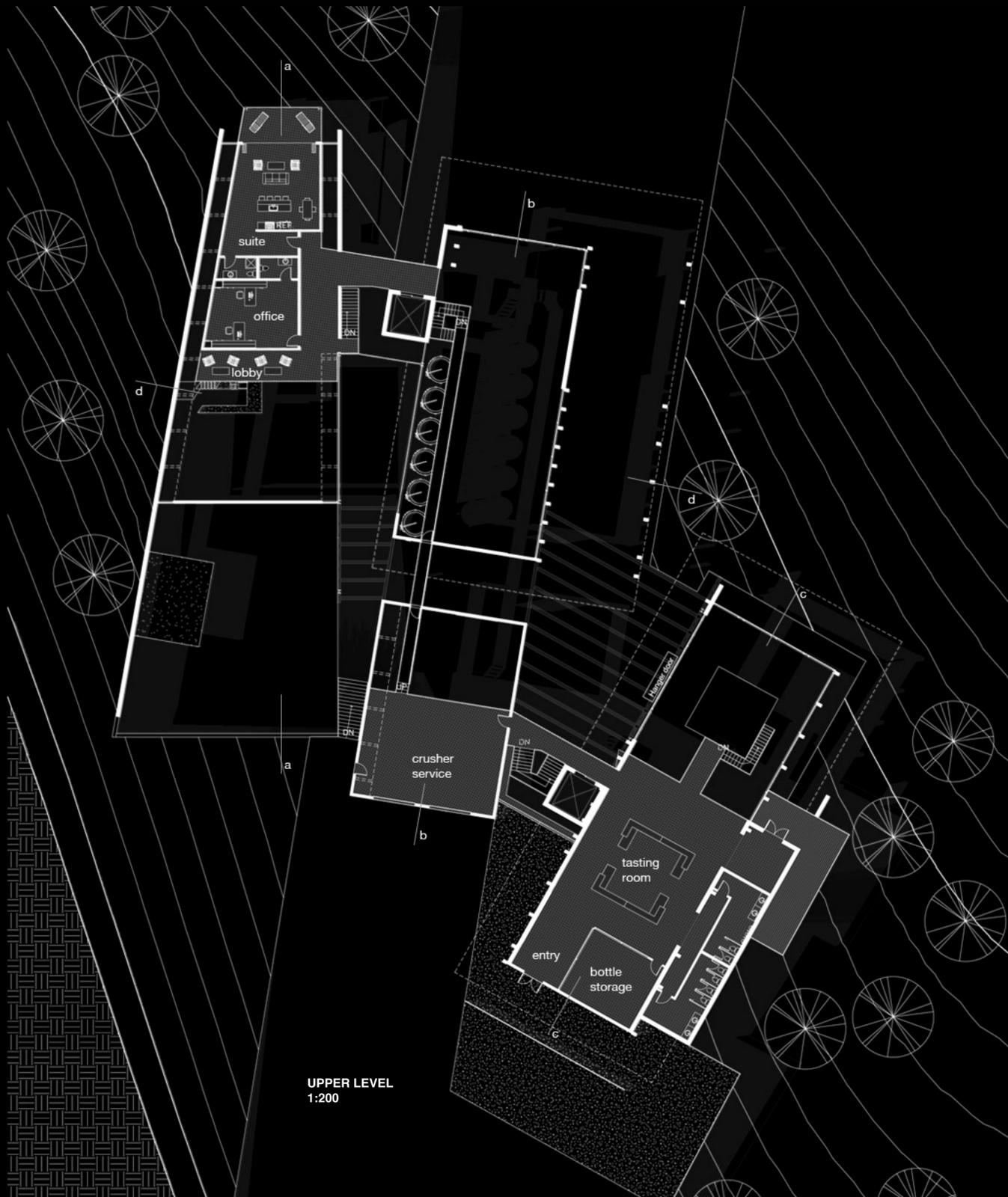
Arch 551 summer 2011
Daniel Carr
Cameron Walker

Winery design-Depoe Bay, OR

Instructor: Lance Walters



SECTION dd
1:200



UPPER LEVEL
1:200

