



# VCU

Virginia Commonwealth University  
**VCU Scholars Compass**

---

Theses and Dissertations

Graduate School

---

2012

## Youth Hostel: Interior Porches Connecting A Home Away From Home And The City Outside

Li-Wen Lin  
*Virginia Commonwealth University*

Follow this and additional works at: <https://scholarscompass.vcu.edu/etd>



Part of the [Art and Design Commons](#)

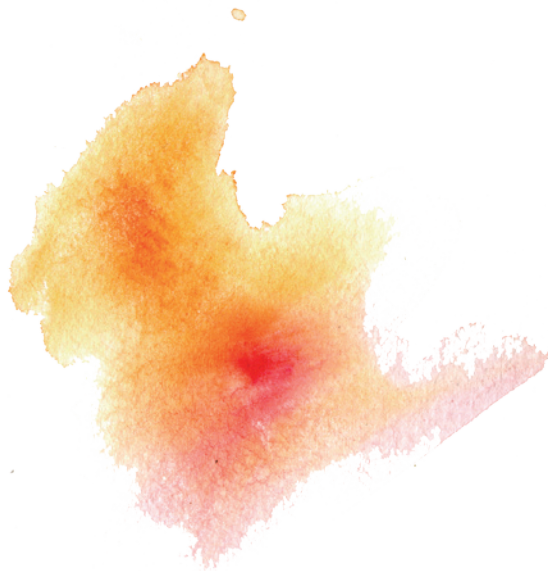
© The Author

---

Downloaded from

<https://scholarscompass.vcu.edu/etd/2792>

This Thesis is brought to you for free and open access by the Graduate School at VCU Scholars Compass. It has been accepted for inclusion in Theses and Dissertations by an authorized administrator of VCU Scholars Compass. For more information, please contact [libcompass@vcu.edu](mailto:libcompass@vcu.edu).



# Youth Hostel

**Interior Porches Connecting A Home Away From Home And The City Outside**

Li-Wen Lin

MFA

Interior Environments

Virginia Commonwealth University







## Acknowledgements

This is a long process that I couldn't have completed without:

my family's support and concern,  
classmates' help and encouragement,  
VCU professors' teaching and suggestions.

Thank you all for the love you give me.  
I truly appreciate it.



## Content

6 manifesto

8 thesis abstract

12 site

- location
- history
- building structure
- diagram

24 program

- definition
- space requirements
- diagram

32 case study

- site case study
- programmatic case study

66 design

- conceptual design development
- programmatic design development
- presentation drawings
- final model
- exhibition board

108 citation's bibliography

## Manifesto

How is design conceived?

I believe that design is the outcome or product of human activity.

Every decision in making a design is based on people's different needs, such as identity, programme and interaction. These needs function to fulfill different definitions, action types and activities. Without these needs, it is hard to inspire function which gives form.

Louis H. Sullivan said, "The life is recognizable in its expression that **form ever follows function.**"

For me, function has many definitions.

Form follows **IDENTITY.**

Form redefines a need/function.

Form follows **PROGRAMME.**

Form changes its type/function according to people's needs.

Form follows **INTERACTION.**

Form exists in the activity/function between people.

Form follows **ATMOSPHERE.**

Form envelops the space with certain purpose/function

Form follows **RELATIONSHIPS.**

Form has an emotional connection/function between people.

Form follows **EMOTION.**

Form provides an experience/function of strong feelings to a person.

Form follows **USERS.**

Form provides individuals' different services/functions according to their activities.

Form follows **SOLUTION.**

Form faces questions and gives answers/functions to the them.

Form follows **SEQUENCE.**

Form shows the order/function in response to how important it is.

Form follows **EFFICIENCY.**

Form shows the competence in performance with a minimum effort/function.

Based on the definition, I remind myself that whenever I make a design decision, I should look back on what forms the function.  
Again, I truly believe that "form ever follows function."





Thesis Abstract



## Thesis Abstract

In a centrally located area in the city of Richmond, the youth hostel that I propose provides young people and backpackers a suitable place to stay while enjoying their journey in the historical city of Richmond. The youth hostel offers inexpensive overnight lodging and other amenities they can use for themselves such as self-serve kitchens, laundry rooms, etc. Something that is worth mentioning, the youth hostel's site is also close by the Richmond Visitor Center. It can offer travelers some travel information or souvenir venue. Furthermore, with the distinguished site, there is another characteristic. That is, the building was built in 1963 and it represents the International Building Style.

The Jackson Ward community primarily consists of traditional architecture style buildings, such as Italianate and Second Empire styles. The building for this project is the only modern structure. This makes it stand out and give the impression of an emotionless institution. Therefore, there is no doubt that the International Style building holds a place in this community. So, how can the community embrace this site? How do the characteristics of Jackson Ward integrate with my building? And how can the architectural style of this building relate better and warm up to the residents?

By transforming the residential design elements in Jackson Ward Area, my endeavor is not only to create a welcoming youth hostel inside the building but also to introduce Richmond's history and famous spots to travelers. While more people visit the youth hostel, more people will know about Jackson Ward, and the city of Richmond.











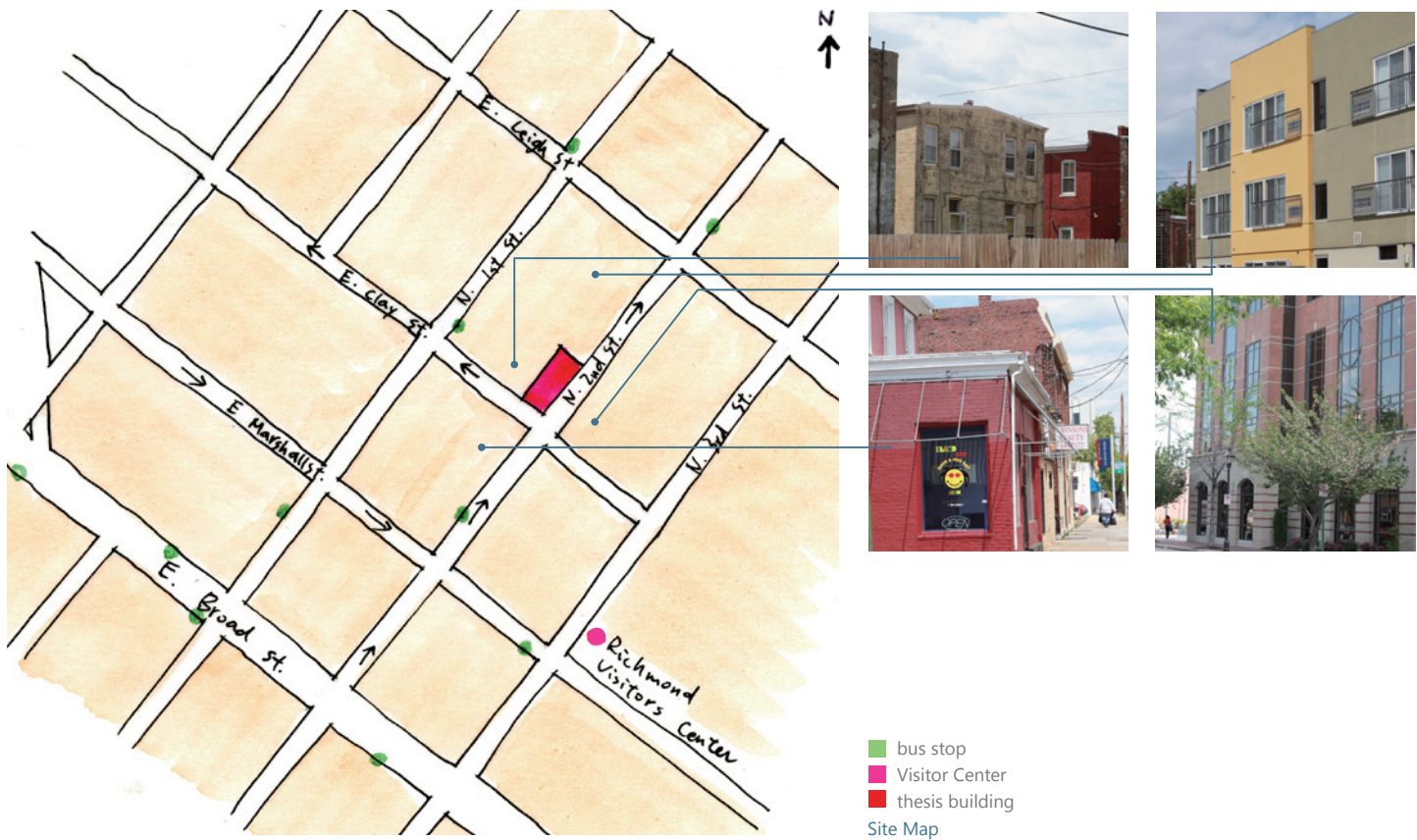


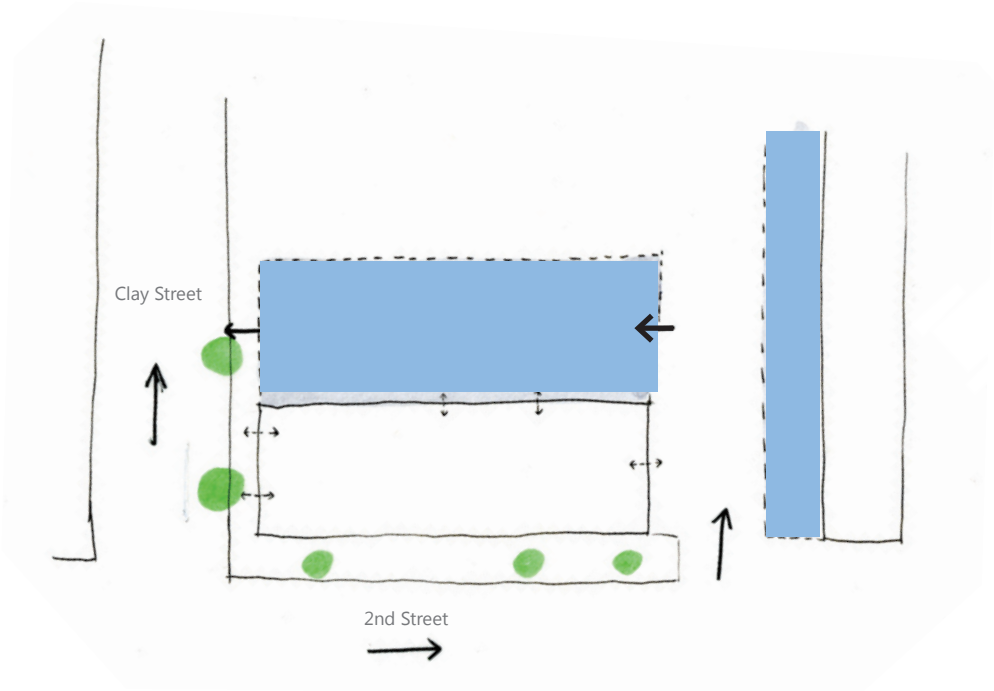
location  
history  
building structure  
diagram

Site

Location

112 East Clay Street, Richmond, Virginia





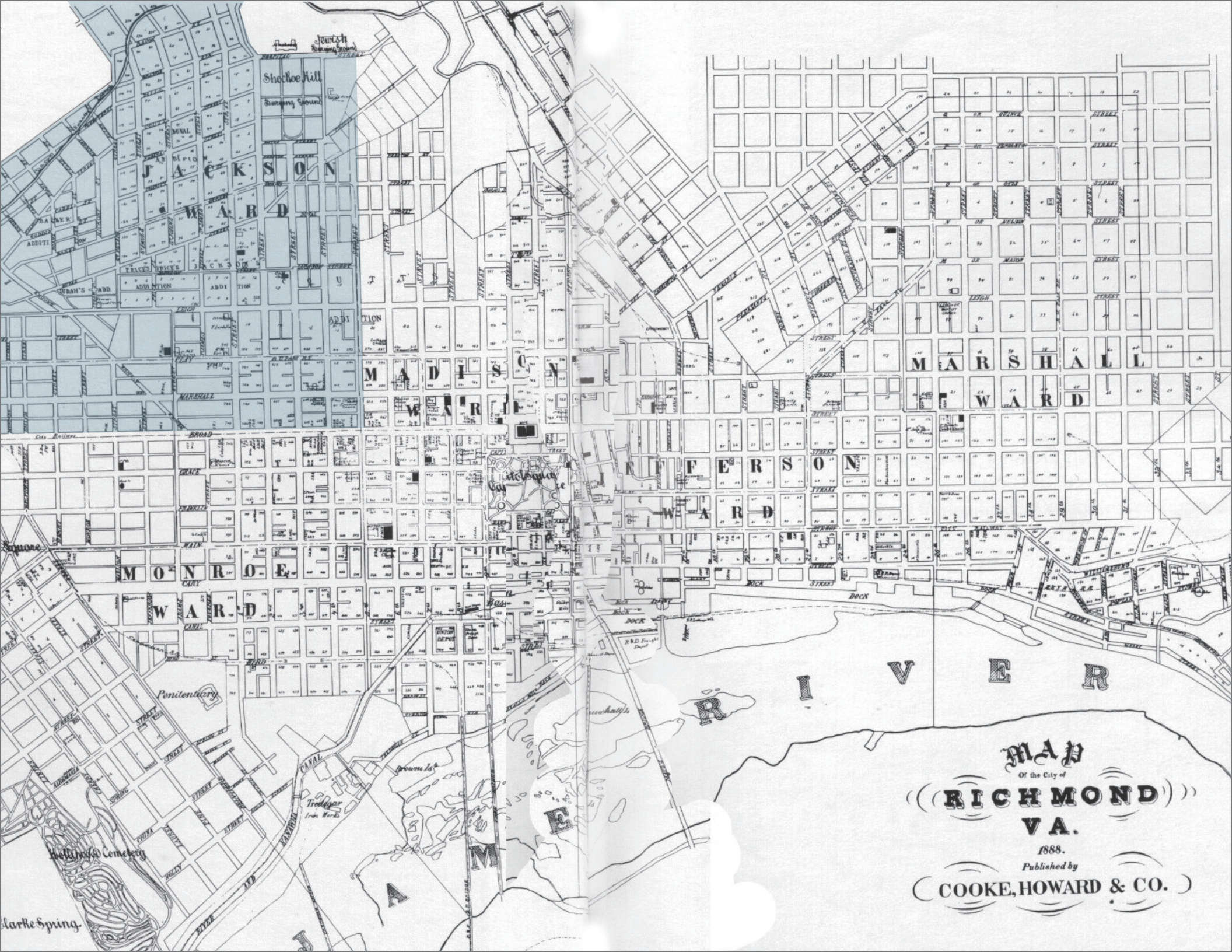
tree parking lot people's circulation car's circulation  
Building Surround

## History

- a. built in 1963 by Tiffany Armstrong for the Virginia Mutual Benefit Life Insurance
- b. influenced by the International Style
- c. located in the Jackson Ward Area
- d. precast building structure
- e. now the building is used for apartments from the 2nd floor to the 4th floor while the 1st floor is rented for commercial use







MAP  
Of the City of  
**((RICHMOND))**  
**V.A.**  
1888.  
Published by  
**((COOKE, HOWARD & CO.))**



## Building Structure



a,c  
b

- a. south and east facade
- b. west facade
- c. north and west facade



## Facade



sandstone



precast concrete intersection



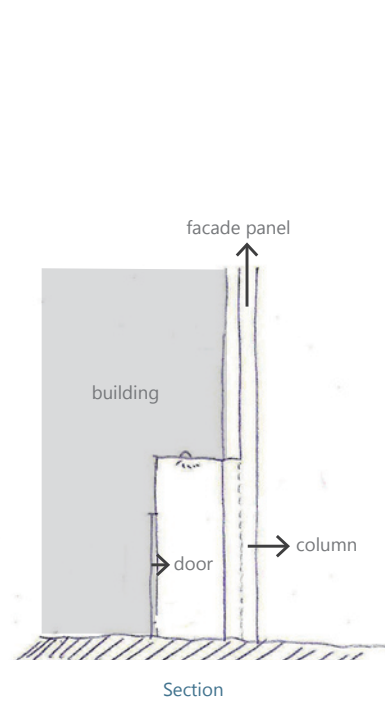
entrance's curtain wall



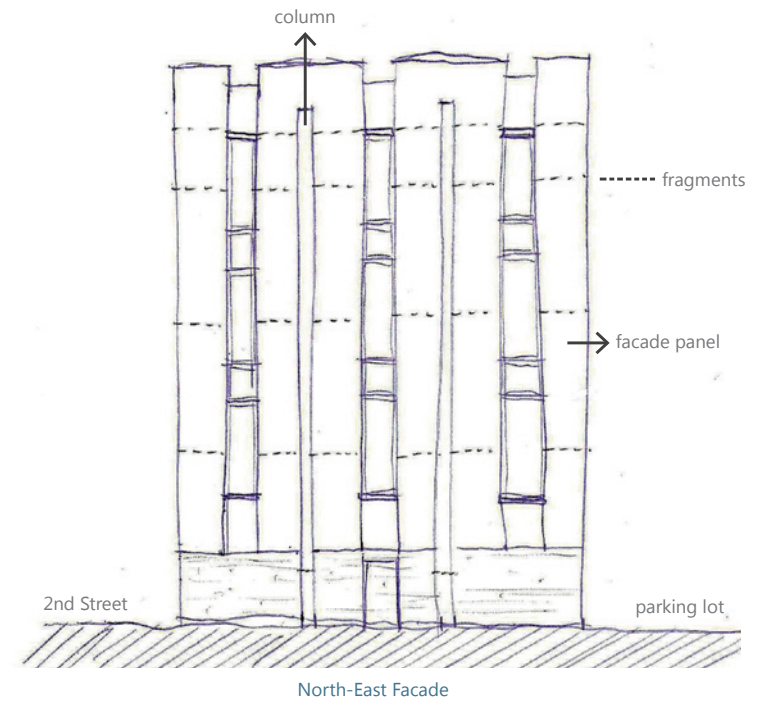
vertical narrow windows



two entrances facing the parking lot

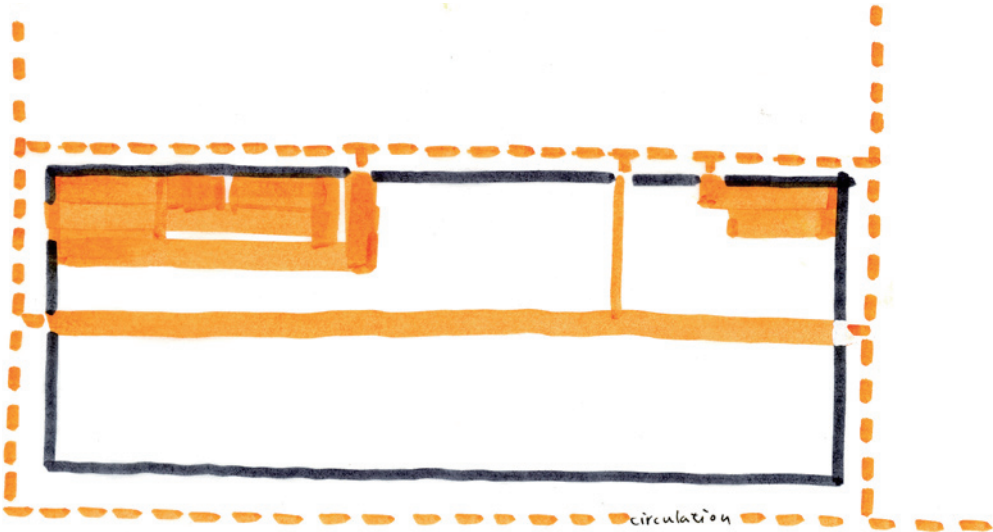


Section

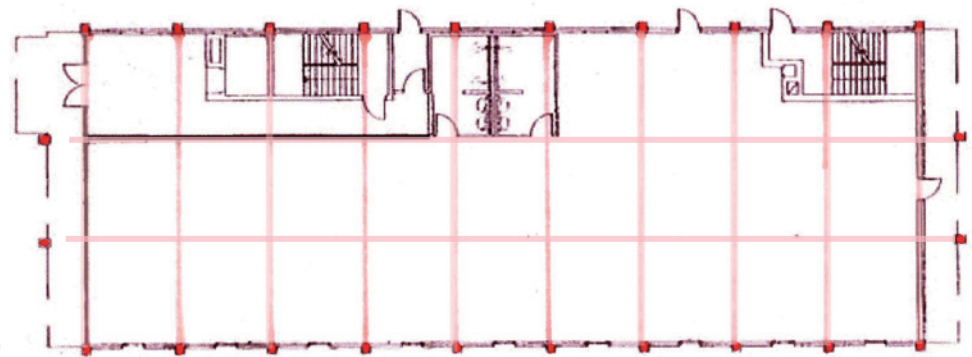


North-East Facade

Diagrams



interior circulation  
exterior circulation  
Circulation Analysis



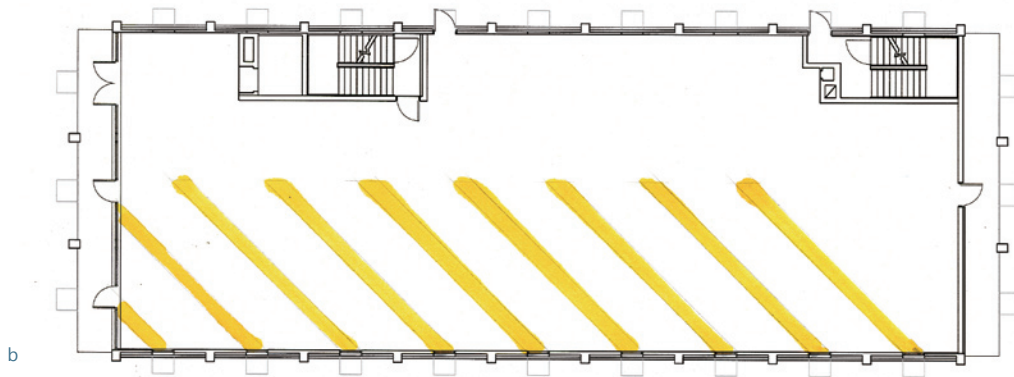
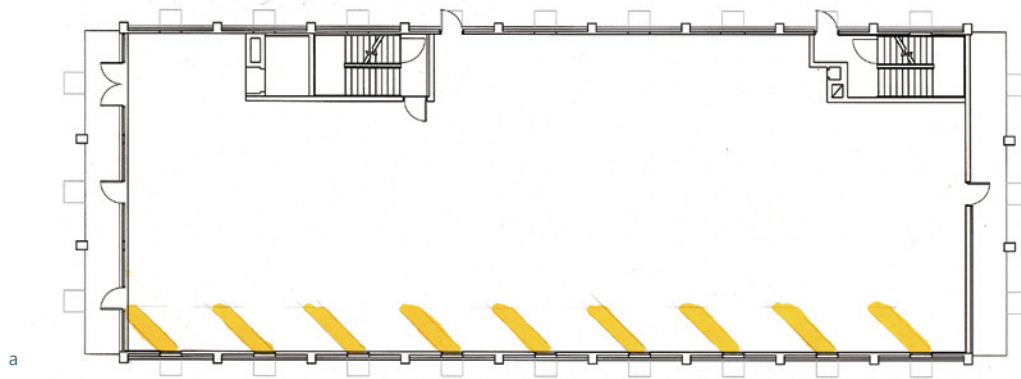
The Structure Diagram



Structural Grid Study

- connection between columns
- connection between windows and doors

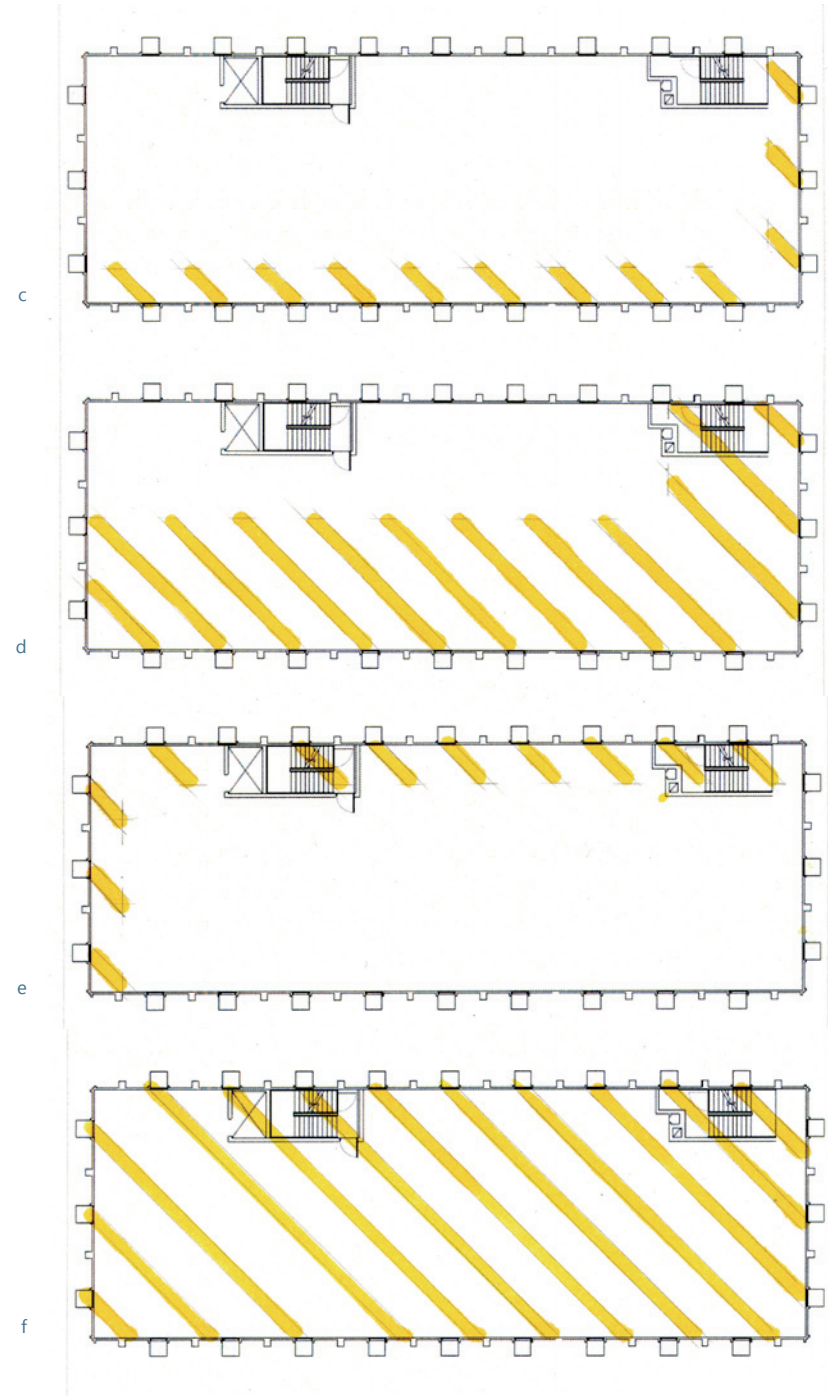




a. 1st floor\_summer sunlight in the morning

b. 1st floor\_winter sunlight in the afternoon

*note: there is no window on the side facing the parking lot of the 1st floor*



c. 4th floor\_summer sunlight in the morning  
d. 4th floor\_winter sunlight in the morning  
e. 4th floor\_ summer sunlight in the afternoon  
f. 4th floor\_winter sunlight in the afternoon





definition  
space requirements  
diagram

**Program**



## Definition

" Supervised shelter provides inexpensive overnight lodging, particularly for young people. Usually located in historic or scenic areas, hostels range from simple farmhouses to hotels able to house several hundred people. Guests often cook their own meals, make their own beds, and do other chores; in return they receive lodging at much less than the usual commercial rate. Hostels place limits on the length of stay and formerly set a maximum-age limit for guests."

-definition by **Britannica Concise Encyclopedia**

### Richmond Travel

Richmond is a historical city founded in 1737. It went through the colonization of the English and survived the Civil War. There are lots of historical sites in the City of Richmond which deserve a visit from travelers, such as St. John's Church, Jackson Ward, Monument Avenue, Virginia State Capitol and Main Street Station.

# Key Words

inexpensive



historic areas



welcoming



young people



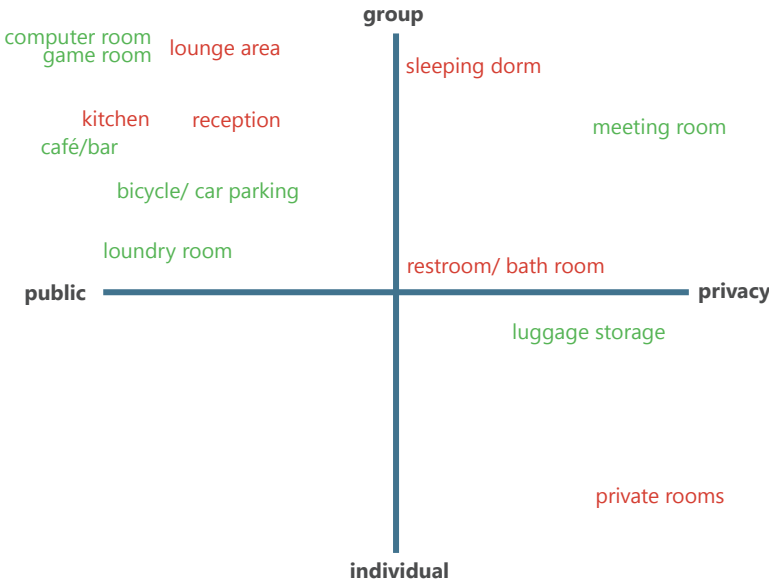
Space Requirements

Primary

sleeping dorm  
private rooms  
reception  
kitchen  
restroom/ bathroom  
lounge area

Secondary

laundry room  
luggage storage  
bicycle/ car parking  
café/ bar  
game room  
meeting room  
computer room



group: a place for many people  
individual: a place for only a single person or two people  
privacy: free from being observed or disturbed by others  
public: open or shared by all people

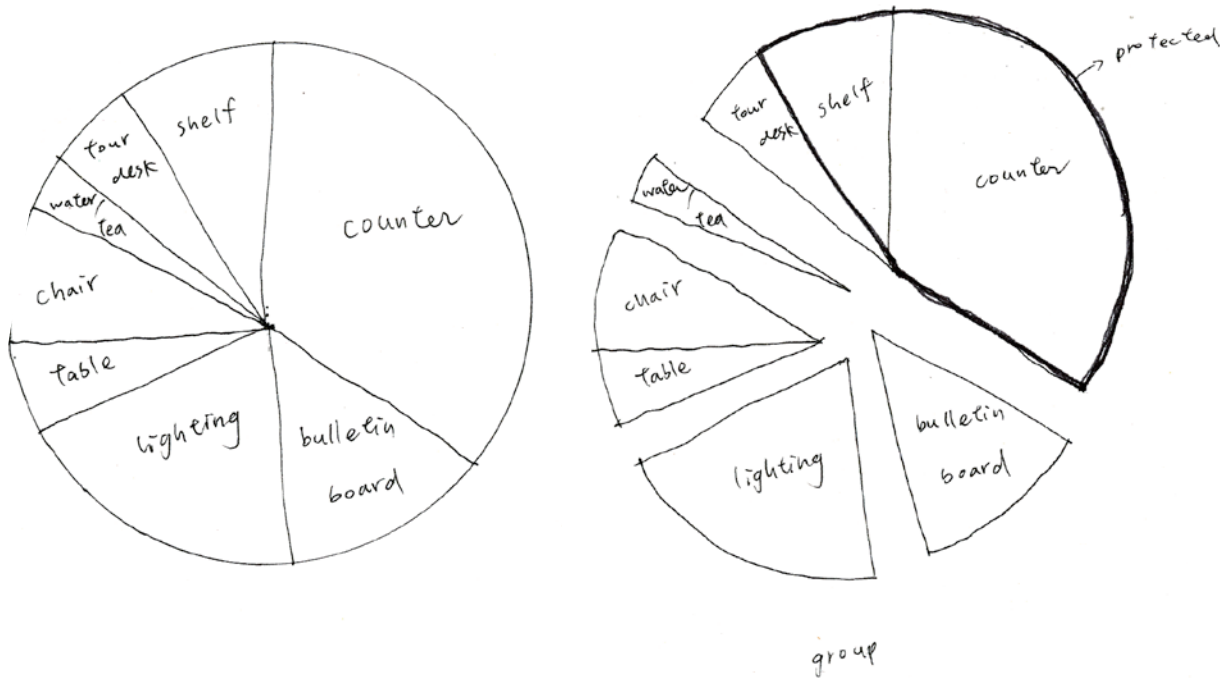
## Adjacency Matrix

	Square Footage Requirements	Major Adjacency	Public Access	Daylight and/or View	Special Equipment	Privacy	Notes
1 Reception	500	8.1, 10	H	Y		L	also includes a tour desk, a bulletin board, tea/water provided and benches
2.1 Dorm for 4 People (total: 4 dorms)	190/ per dorm (total: 760)	8.2	M	Y		H	bunk beds for all dorm rooms
2.2 Dorm for 10 People (total: 2 dorms)	400/ per dorm (total: 800)	8.2	M	Y		H	
3.1 Private Room for 1 Person (total: 2 rooms)	150/ per room (total: 300)		M	Y		H	
3.2 Private Room for 2 People (total: 2 rooms)	220/ per room (total: 440)		M	Y		H	also includes a closet, side tables, and bathrooms
3.3 Private Room for 3 People (total: 3 rooms)	280/ per room (total: 840)		M	Y		H	
3.4 Private Room for 4 People (total: 6 rooms)	350/ per room (total: 2100)		M	Y		H	
4.1 Meeting Room for 10 People	310		H	Y	projector	M	each meeting room includes a whiteboard
4.2 Meeting Room for 5 People	180		H	Y		M	
5.1 1st Floor's Kitchen	320		H	Y		L	each mini kitchen includes two sinks, a small refrigerator and a dining table with four chairs
5.2 3rd and 4th Floor's Kitchens	40/ per kitchen (total: 80)	1	H	N		L	
6 1st Floor's Restroom	350	2.1, 2.2, 2.3	H	N		H	each includes four shower rooms
7 Separate Gender Bathrooms (female and male)	200/ per bathroom (total: 400)	1	H	N		H	
8.1 1st Floor's Lounge Area	900		H	Y	television	L	
8.2 Other Floors' Lounge Area	550/ per lounge area (total: 1650)		H	Y	television	L	
9 Laundry Room (total: 3 rooms)	100 (total: 300)		M	N		H	
10 Luggage Storage	65		L	N		H	
11 Cafe/Bar	180		H	N		L	
12 Game Room	350		H	N		L	with one ping pong table, one air hockey table and one billiard table
13 1st Floor's dining area	580		H	Y	television	L	
<b>Total</b>	<b>10505</b>						

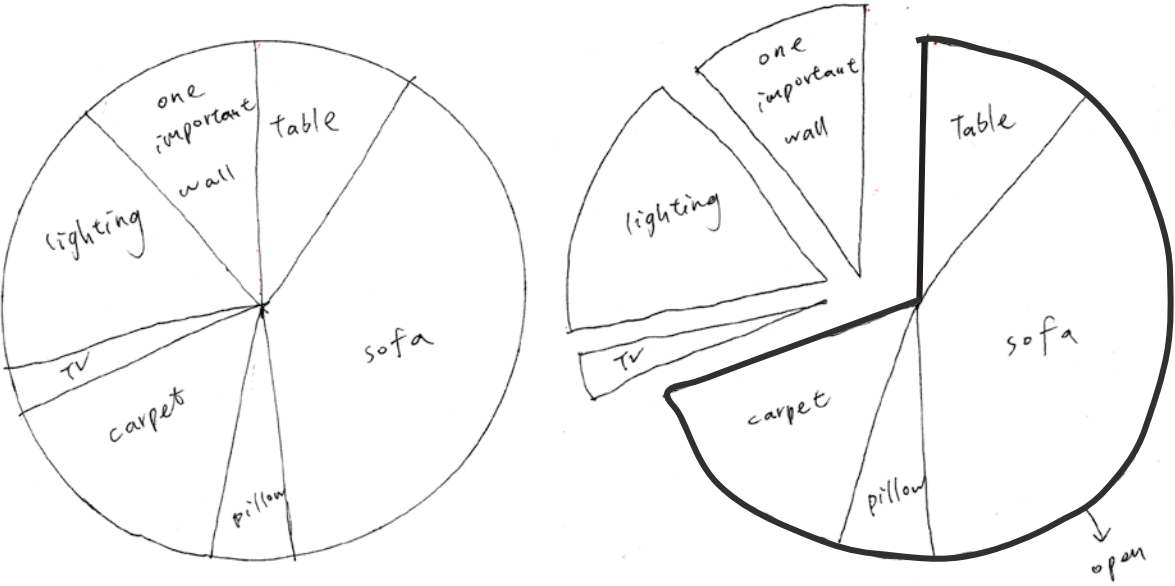
**Legend** H=High M=Medium L=Low  
Y= Yes N=No

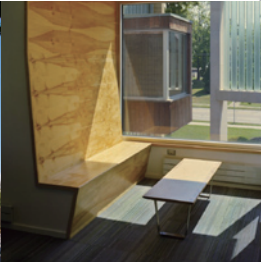
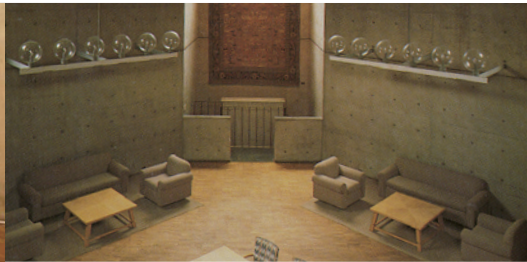
Diagram

Served Space: reception area



Service Space: lounge area







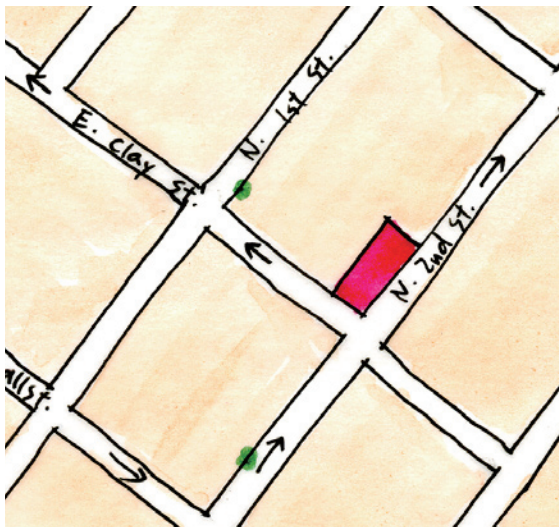
Christ the King Jesuit College-Preparatory School  
Wozoco  
Erdman Hall  
Simmons Hall  
Bornhuetter Hall  
Student Hostels

## Case Study

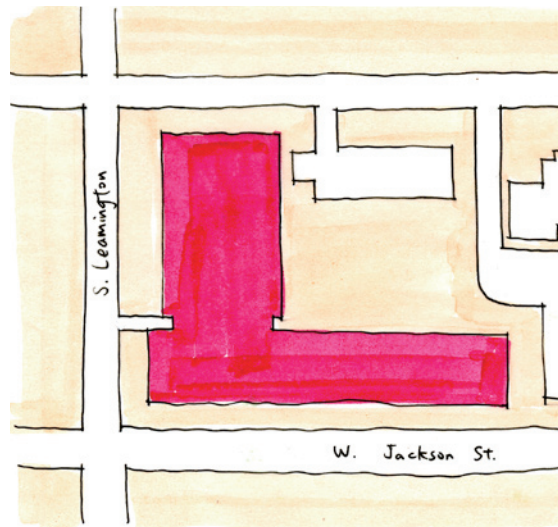


## Site Case Study

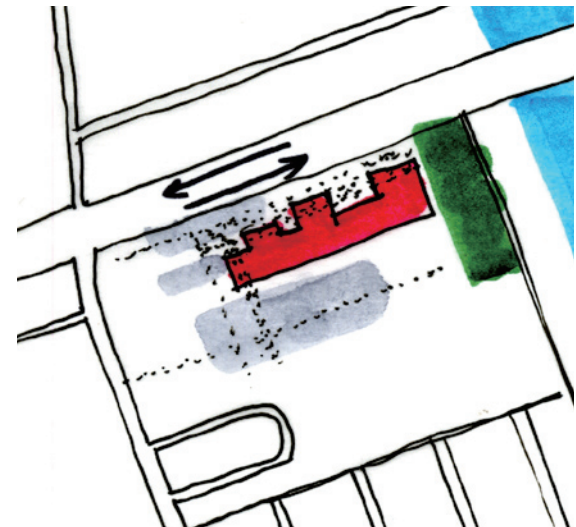
Through the study of other projects in similar locations, I was able to understand my building as it is located on the corner of two streets. The most important element of the two case studies is circulation. Since located in a similar position, the circulation paths in other similar projects is important to me. For example, how private space and public space is designed beside the main street and further away from the street. By analyzing these projects, it helps me to make design decisions as well as space plan at the first stage.



The Site Plan of the Thesis Building



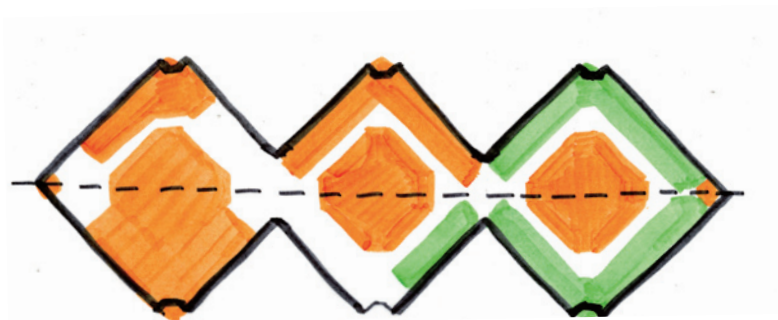
The Site Plan of Christ the King Jesuit College-Preparatory School



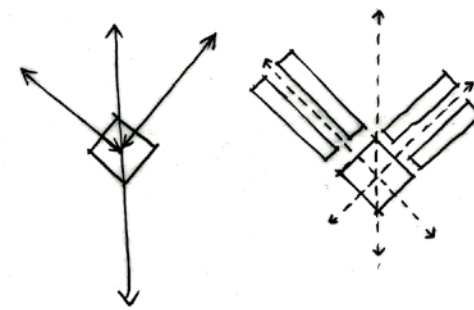
The Site Plan of Wozoco

## Programmatic Case Study

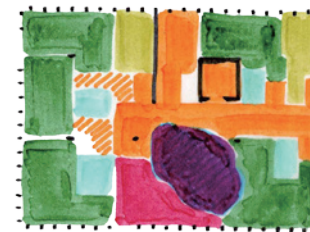
To understand how to design a hostel for young people, I chose some programmatic case studies relating to hostel design or student dormitory design. Through diagramming, it helps me to figure out how different types of spaces are located as well as circulation paths. Also, my thesis building is an International Style building which is a modern style. Therefore, the projects that I chose are all modern buildings as well.



Public and Private Space Analysis



Parti Diagram



Schematic Plan Analysis

## Site Case Study | Christ the King Jesuit College-Preparatory High School

*Architects: John Ronan Architects*

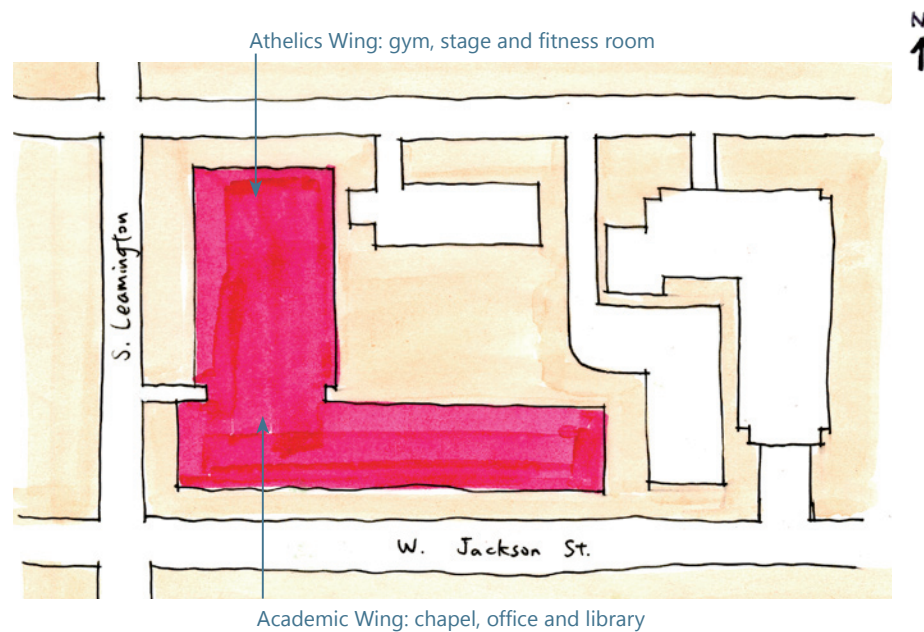
*Location: Chicago, USA*

*Project area: 94,000 sq. ft.*

*Project year: 2008*

*Structure: Steel frame with precast concrete plank*

This high school is located at the intersection of two heavy traffic roads which are quite similar to my site. From the diagrams on page 38 and 39, I discover that the architect located the public areas, such as the dining area and the gym, close by two main streets where people come in and out very often. Moreover, the architect gives more than one entrance for students heading for the public area. Hence, the private offices which are sandwiched in between the public areas can have more private circulation.



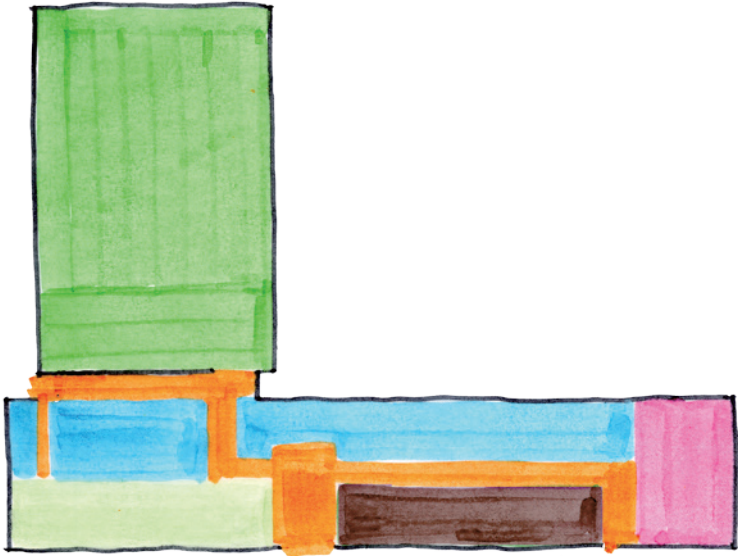


a  
b, c  
d



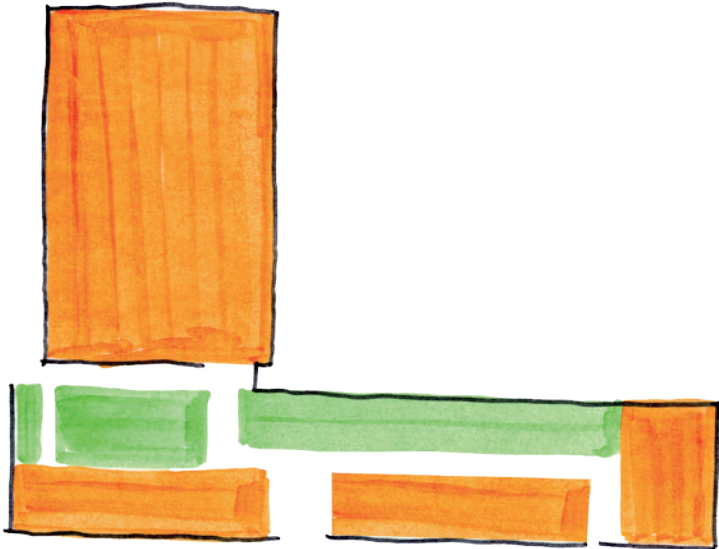
a. southern entrance facade  
b. southwest facade  
c. open dining area  
d. chapel





- dining area
- chapel
- gym
- office
- library
- walkway

Schematic Plan Analysis

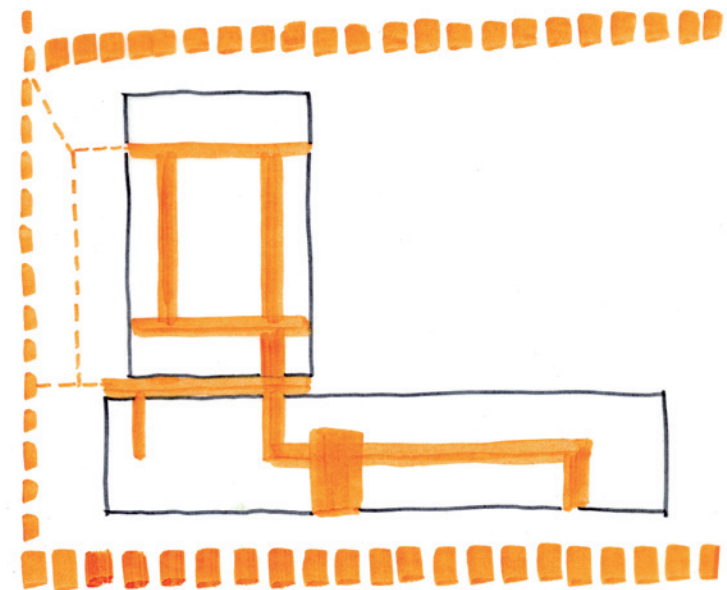


- public area (gym, chapel, dining area and library)
- private area (office)

Public and Private Space Analysis



■ interior circulation  
■■■ exterior circulation  
 Circulation Analysis



## Site Case Study | Wozoco

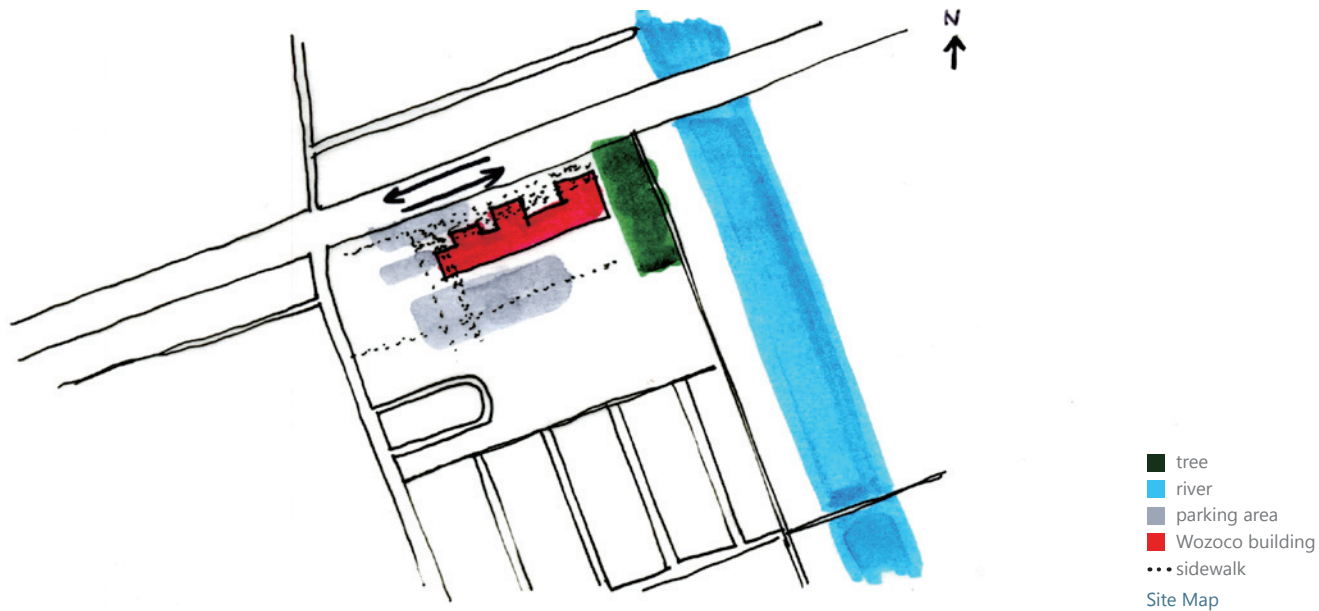
*Architects: MVRDV (Winy Maas)*

*Location: Amsterdam, The Netherlands*

*Project year: 1994-1997*

*Accommodation: 100 homes*

Wozoco provides me with a case study of how people circulate from the main street to the parking lot and to the building. The site map below shows that there is heavy circulation adjacent to the main road and the parking lot right in front of the building. Corresponding to the heavy exterior circulation, the interior has a smaller scale one. ( on page 42 ) Although there is no entrance on the rear side of the building, the rear parking lot still has an intimate connection from the main street due to the walkway created by the enhanced floor.





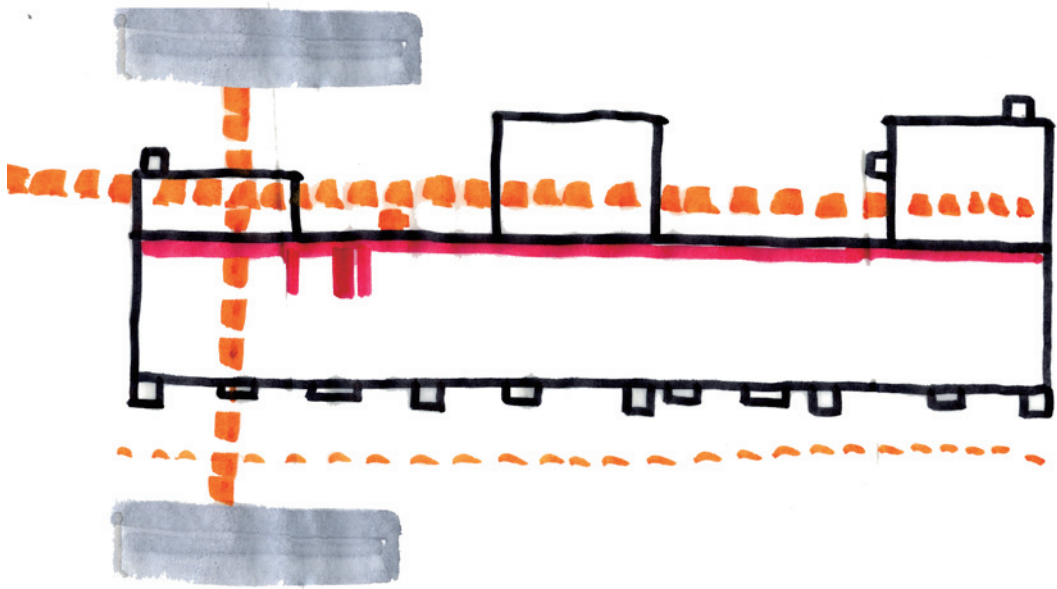
a  
b, c



a. northwest view  
b. southern facade  
c. western facade

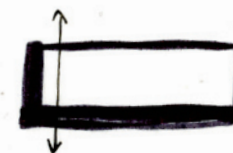
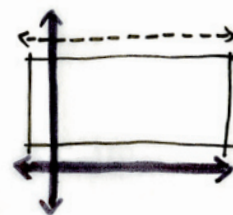






■ parking area  
■ exterior circulation  
■ interior circulation  
Circulation Analysis

Parti Diagram



## Site Case Study | Erdman Hall

*Architects: Louis I. Kahn*

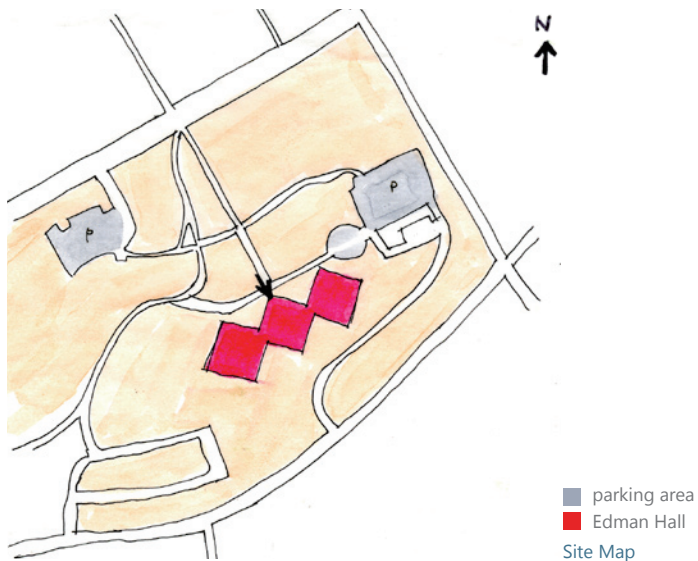
*Location: Bryn Mawr College, Pennsylvania*

*Project year: 1960-1965*

*Building type: college dormitories*

*Floors: 3*

In Erdman Hall, Kahn puts all the public areas in the middle of each diamond while he arranges all the dorm rooms surrounding the three parallel squares. I think the way the architect arranges the public and private areas is the most important study for me in this case. Because of the efficient and functional axial order of the space, the building's circulation is therefore clear and predictable.



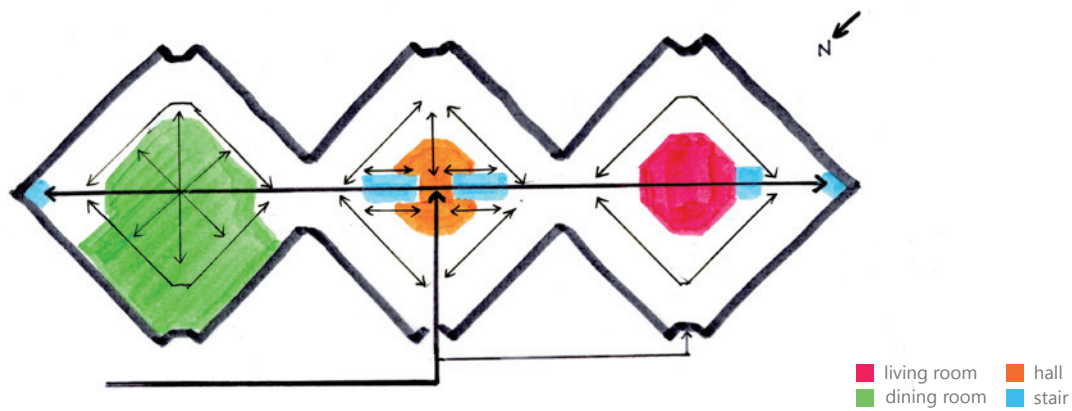


a  
b, c

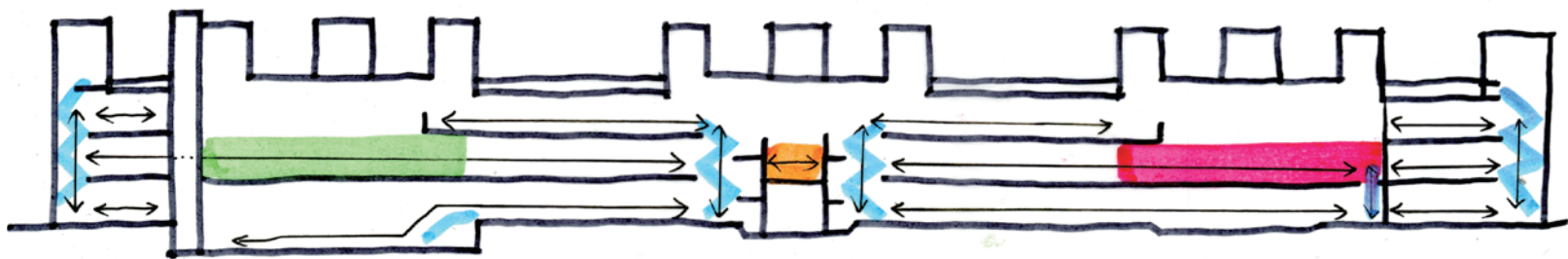


a. stairs in the hall  
b. living room  
c. the hall on the first floor

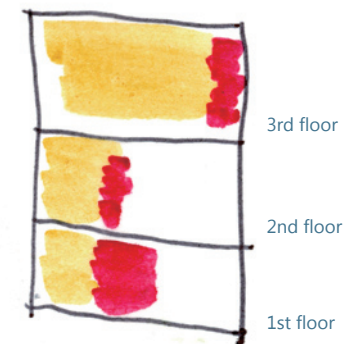




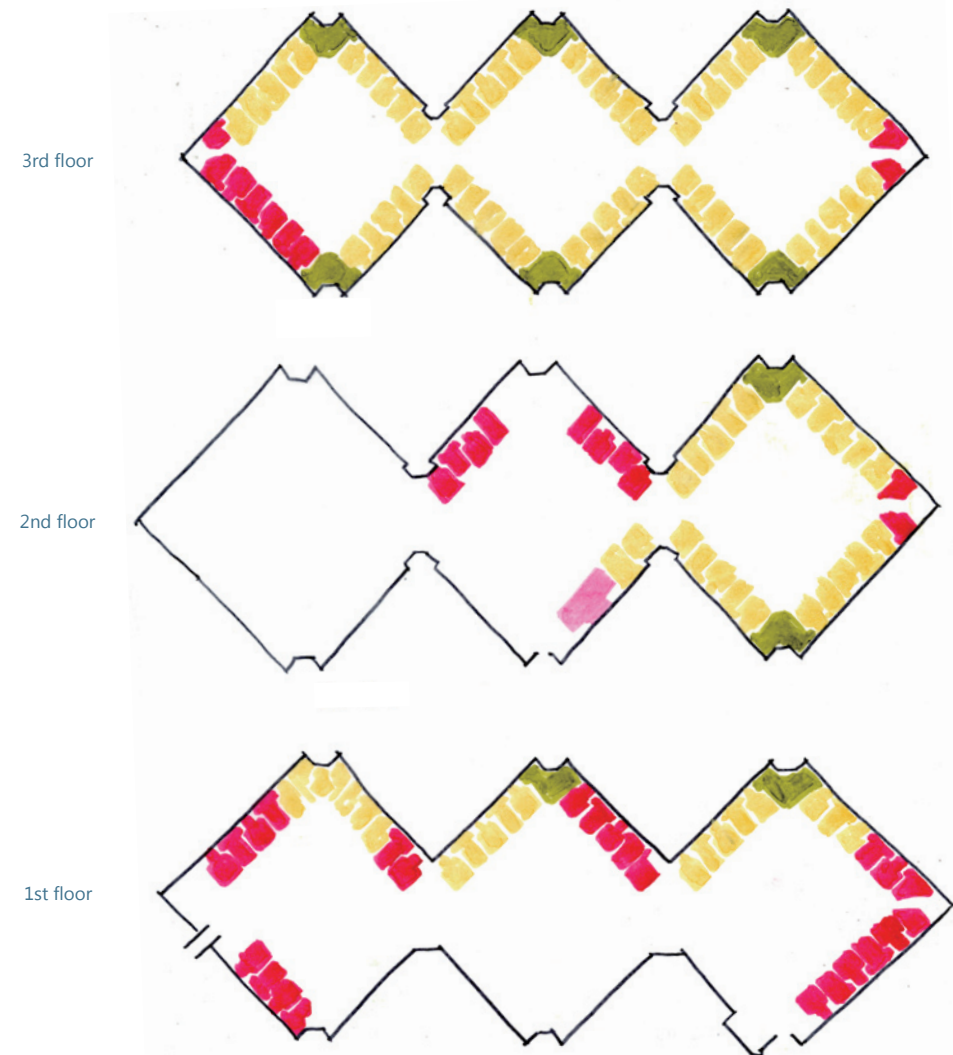
Schematic Plan Analysis (Public Space)



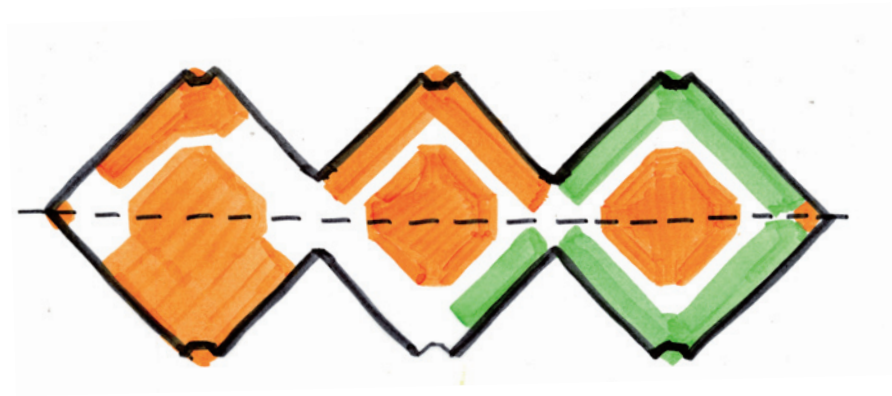
Longitudinal Section Analysis



■ social space ■ rooms  
Proportion of Social Space and Rooms



■ group space ■ single person suit ■ two persons suits ■ triple persons suits  
Schematic Plan Analysis (Private Space)

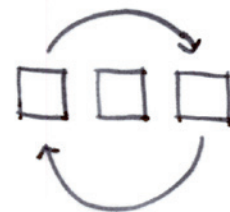
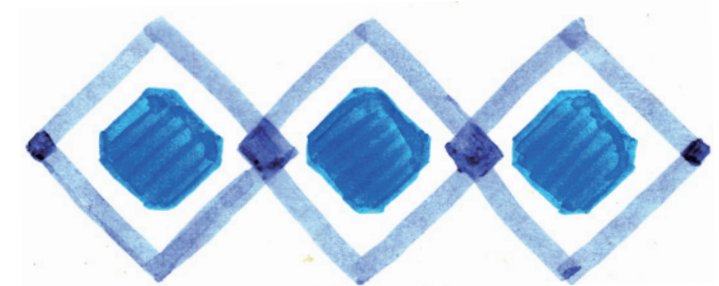
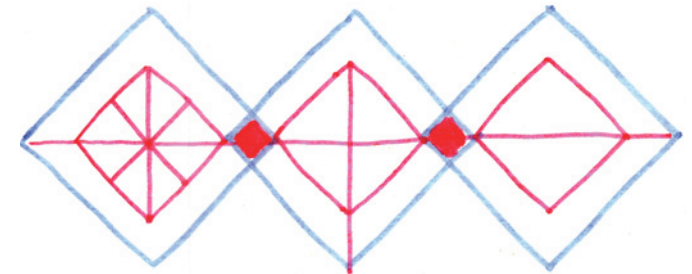
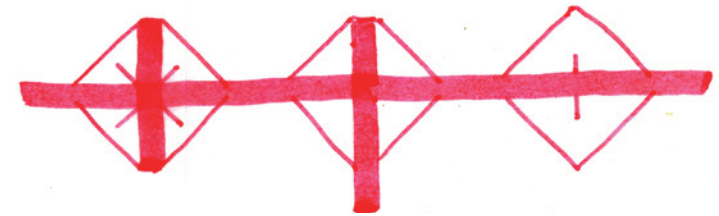


- public area (dinig room, living room, hall, stair, kitchen, group space)
- private area (student room)

Public and Private Space Analysis



# Parti Diagram





## Site Case Study | Simmons Hall

*Architects: Steven Holl*

*Location: Massachusetts Institute of Technology, Cambridge, Massachusetts*

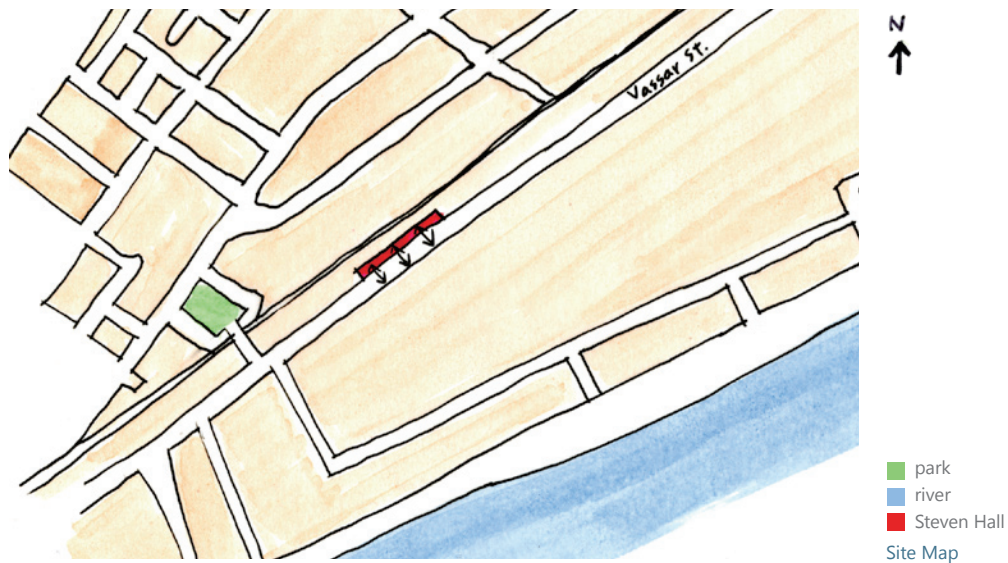
*Project year: 1999-2002*

*Building type: college dormitories*

*Accommodation: 350 students*

*Floors: 10*

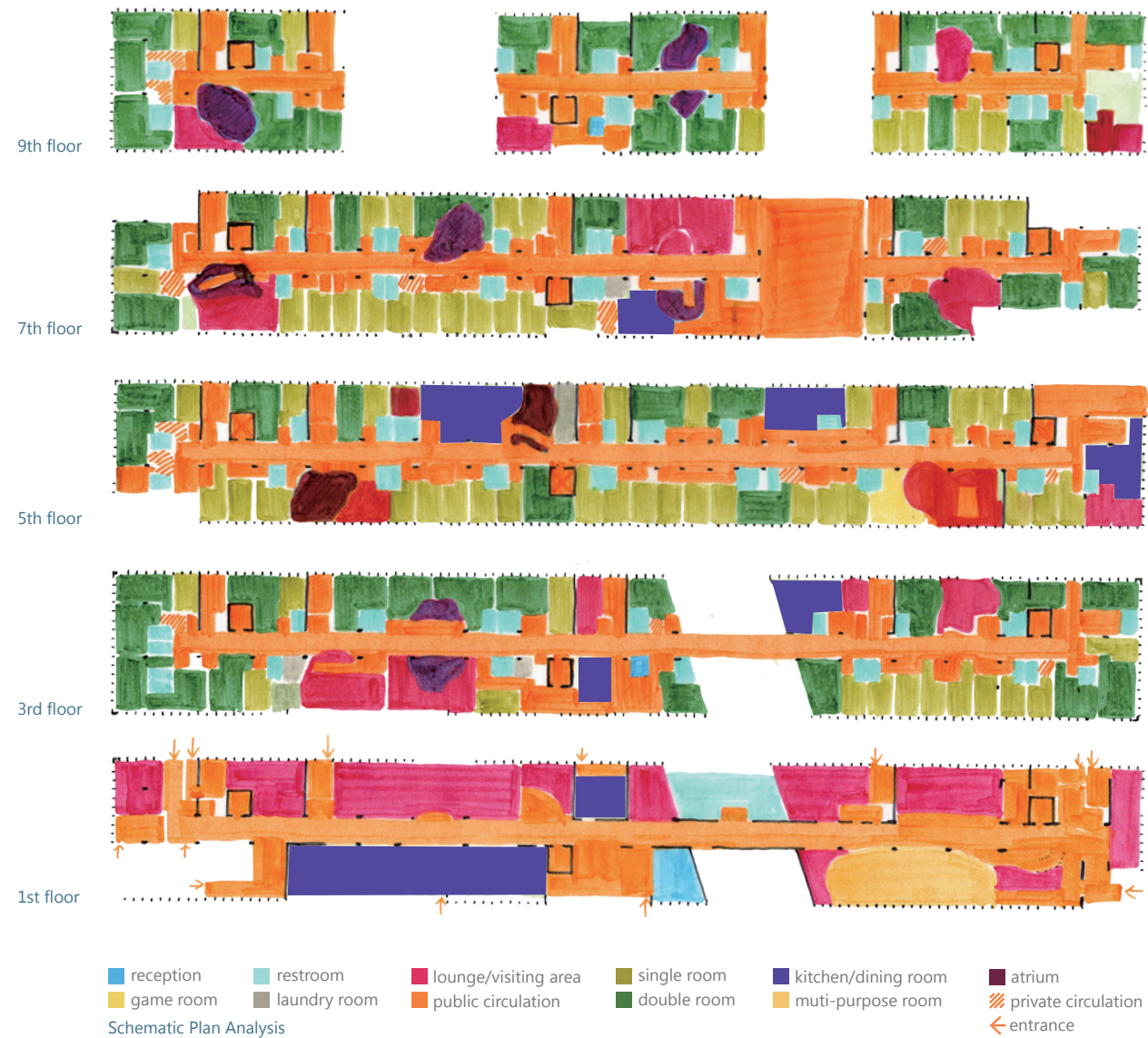
Even though the building has many floors, the architect keeps all the hallways in the middle of each floor. From the structural grid analysis on page 55, it is clearer that the architect uses the middle row as the hallway and the other two sides of the rows as student dorms and social spaces. Another important study is the room grid with bathrooms. Through the diagram on page 54, it leads me to think how many people sharing a bathroom can be made the most comfortable. Also, through the diagram, I question myself whether I should view each room as a unit or the group grid as a unit. I think this issue might influence my thesis design later.





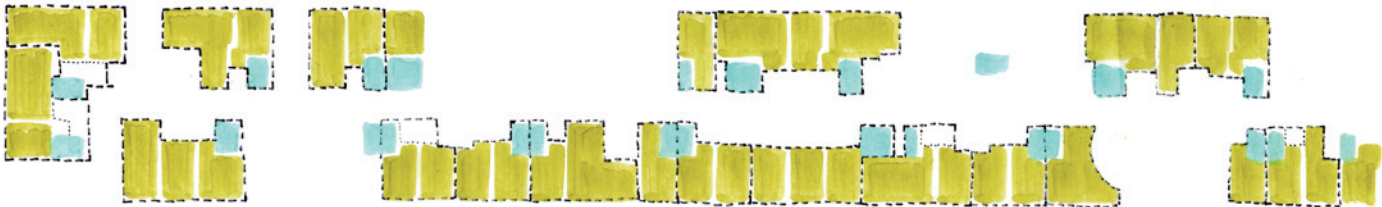
a. single room  
b. stairs in the lobby  
c. facade  
d. open dining area

a, b  
c, d



↔ the most intense circulation  
■ social space ■ kitchen ■ circulation  
Public Space Circulation (5th floor)

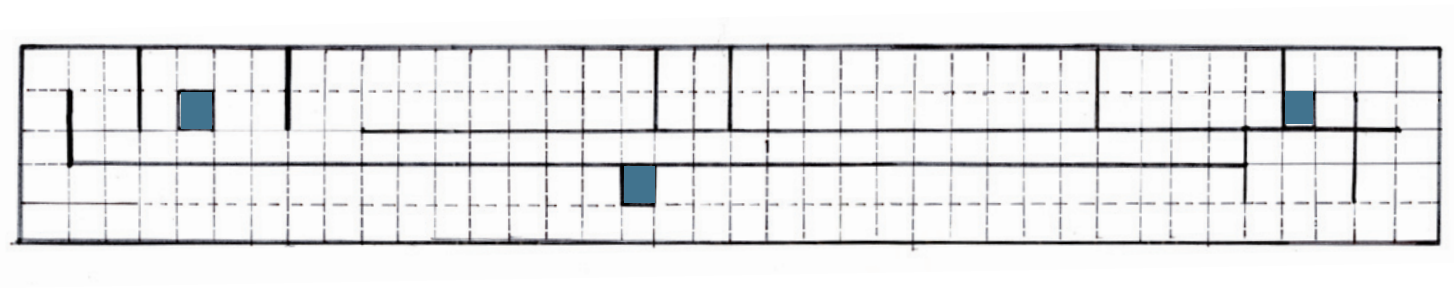




--- sharing the same bathroom  
bathrooms  
rooms  
Room Grid with Bathroom (5th floor)



— structural wall  
... connection between columns  
■ elevator  
Structural Grid Analysis (5th floor)



## Site Case Study | Bornhuetter Hall

*Architects: LTL*

*Location: The College of Wooster, Wooster, Ohio*

*Project year: 2004*

*Project area: 47,500 sq. ft.*

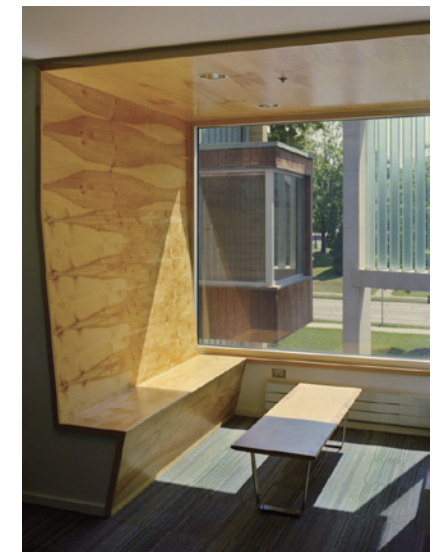
*Building type: college dormitories*

*Accommodation: 185 students*

*Floors: 3*

In this case study, it is interesting to figure out that the upper floor has more private spaces than the lower floor through the diagrams on page 58 and 59. Similar to Simmons Hall, this building has a central hallway which announces the clear circulation. But differently, all the social spaces or amenities are arranged symmetrically in plan.

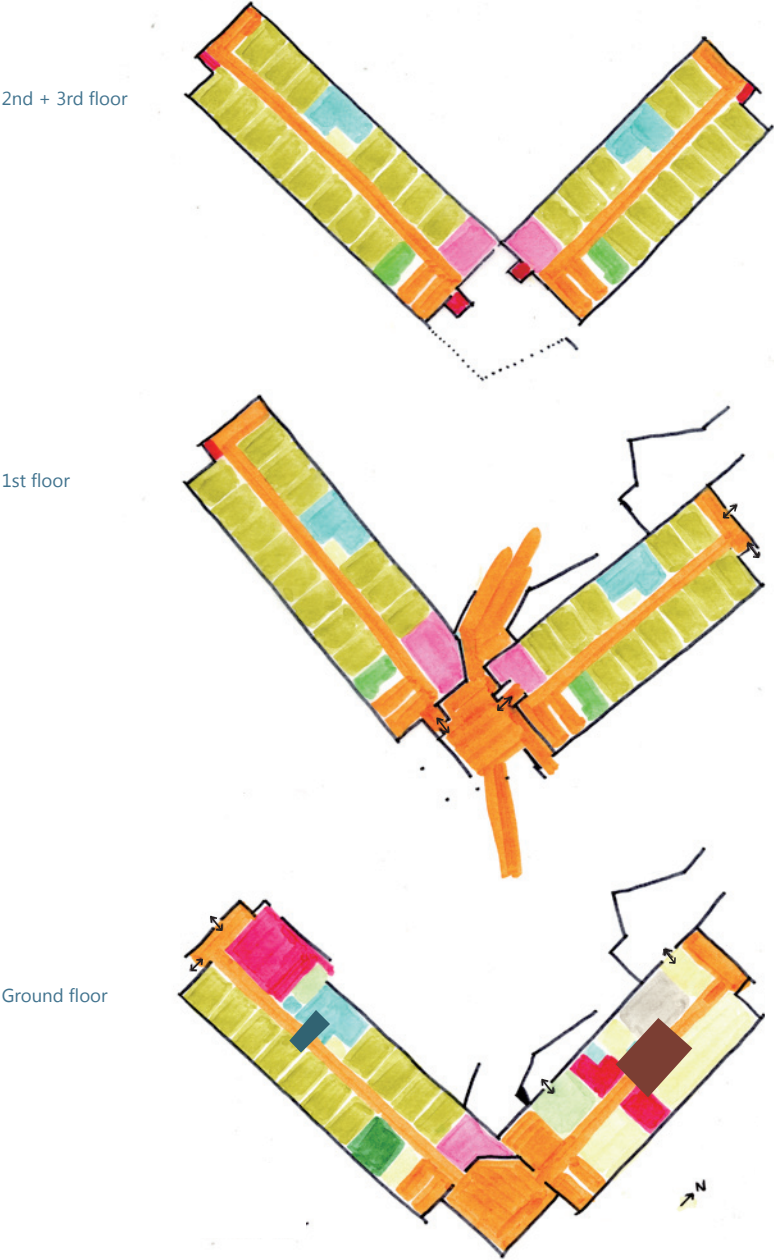




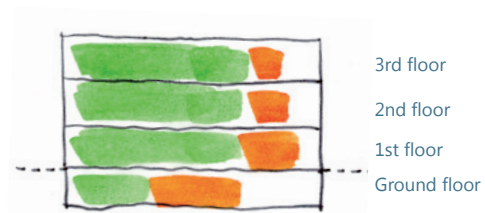
- a. rear facade
- b. main facade
- c. courtyard
- d. hallway
- e. lounge exterior
- f. student nook

a, b, c  
d, e, f

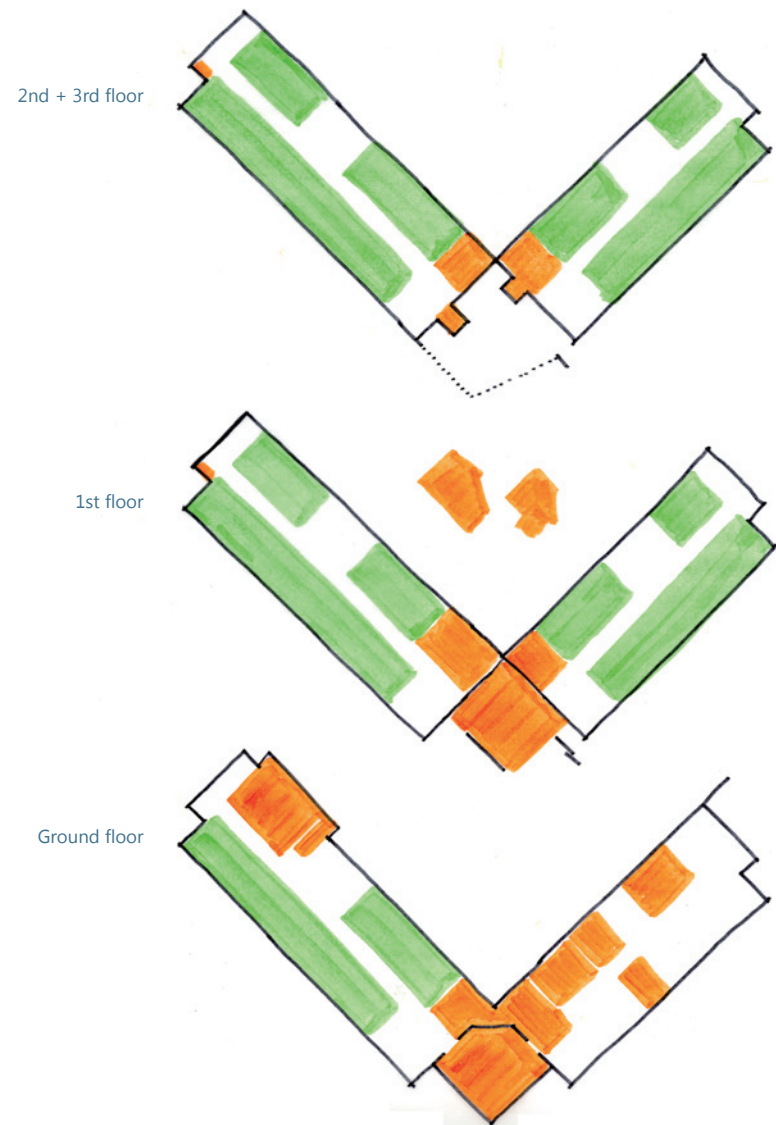




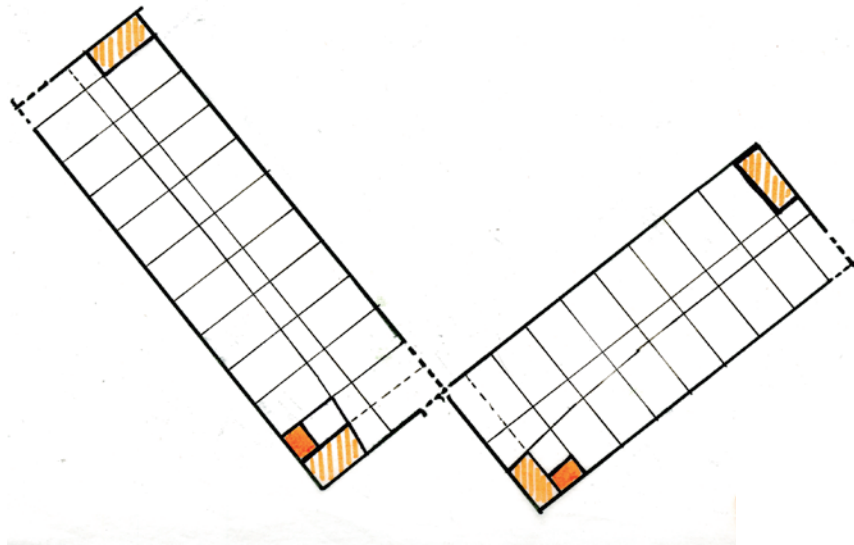
Schematic Plan Analysis



■ private ■ public  
Proportion of Public Space and Private Space

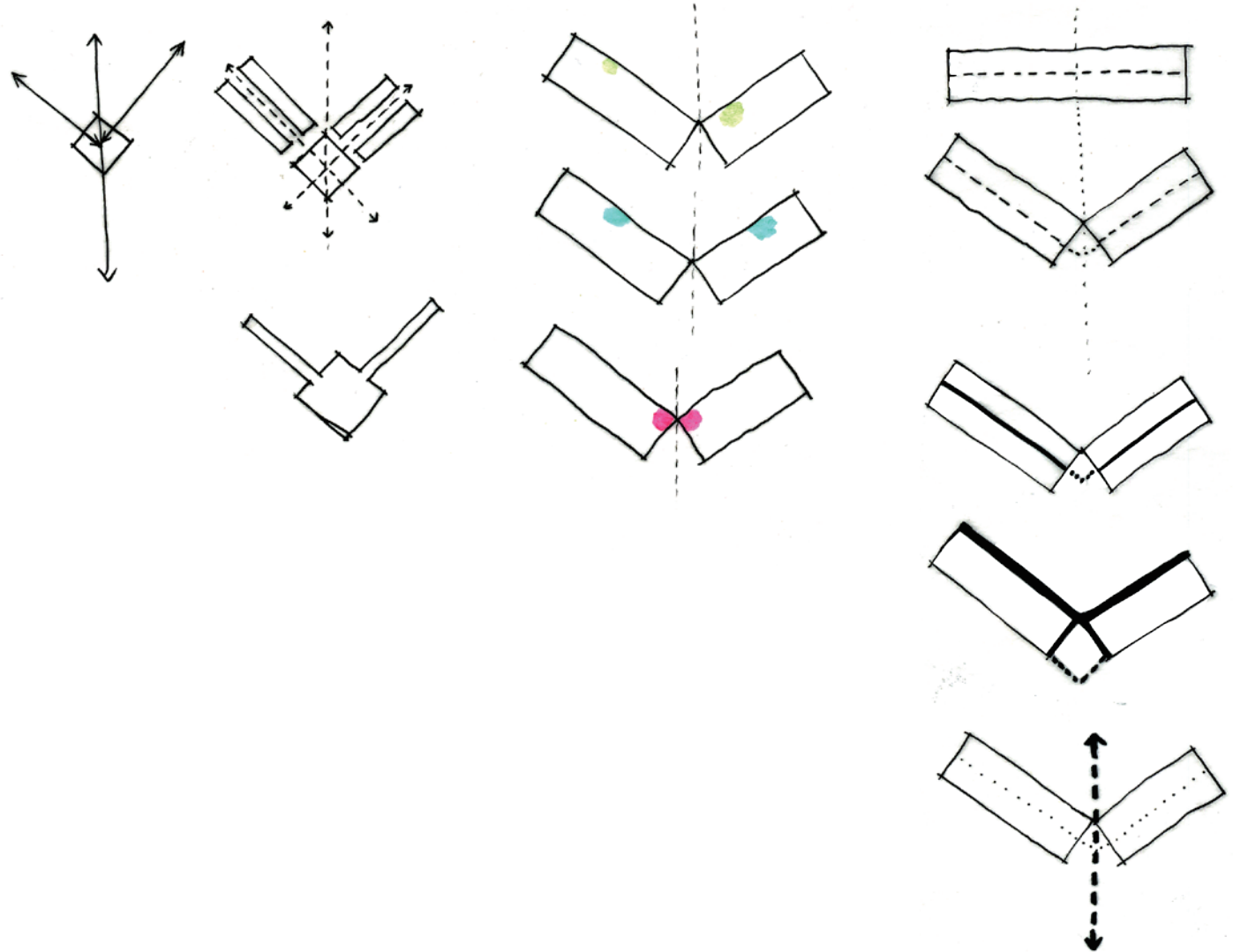


■ private space (rooms)  
■ public space (lounge area, courtyard, kitchen, laundry room)  
Schematic Plan Analysis (Private Space)



■ elevator ▨ stair - - - open — room walls  
Structural Grid Analysis

## Parti Diagram



## Site Case Study | Student Hostels

*Architects: DCOOP*

*Location: Cuddapah, Andhra Pradesh, India*

*Project year: 2007*

*Project area: 2,050 sqm*

*Building type: college dormitories*

*Floors: 3*

Due to the shape of this building, each floor plan is a little different. But this doesn't influence the design of the central hallway of each floor, the same as previous case studies. Also through the diagram on page 64, I notice that the architect basically keeps rooms and amenities at the same position throughout the whole building. In this way, it increases the building's efficiency.



a. a bold forest of concrete columns



b. random columns rising up to meet a patterned waffle slab





- c. visual dynamic lines
- d. the diamond pattern of the waffle ceiling
- e. multi-level arenas for students to occupy

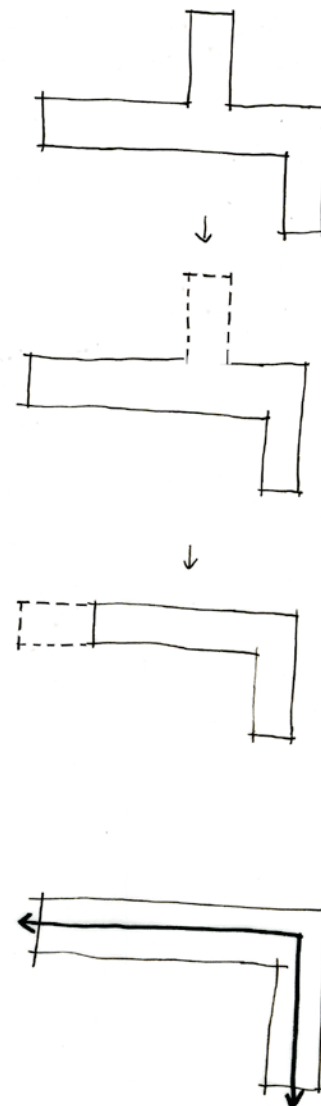


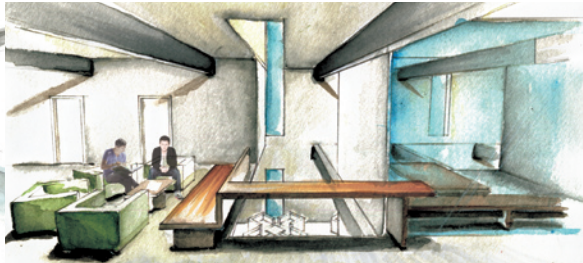
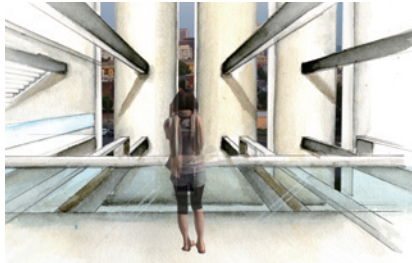
- c
- d, e

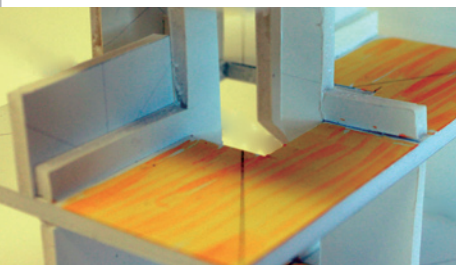




## Parti Diagram







conceptual design development  
programmatic design development  
presentation drawings  
final model  
exhibition board

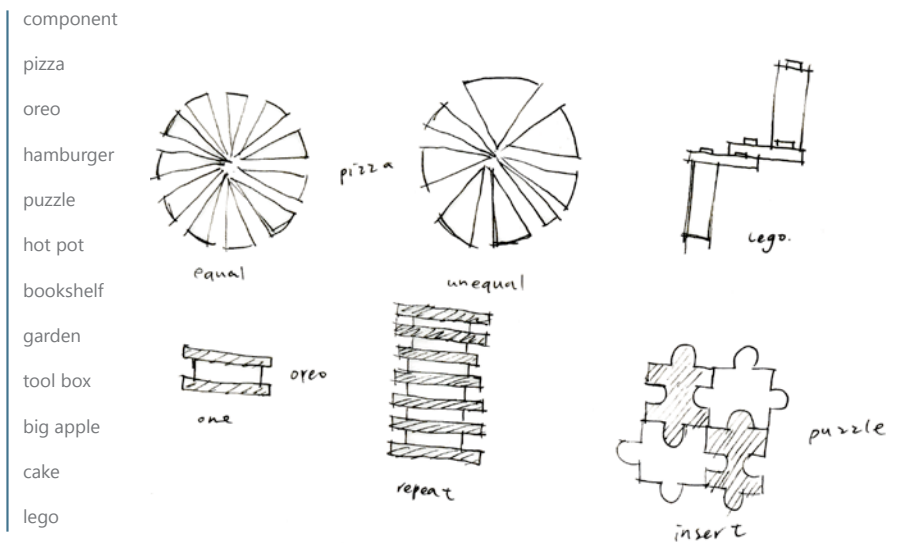
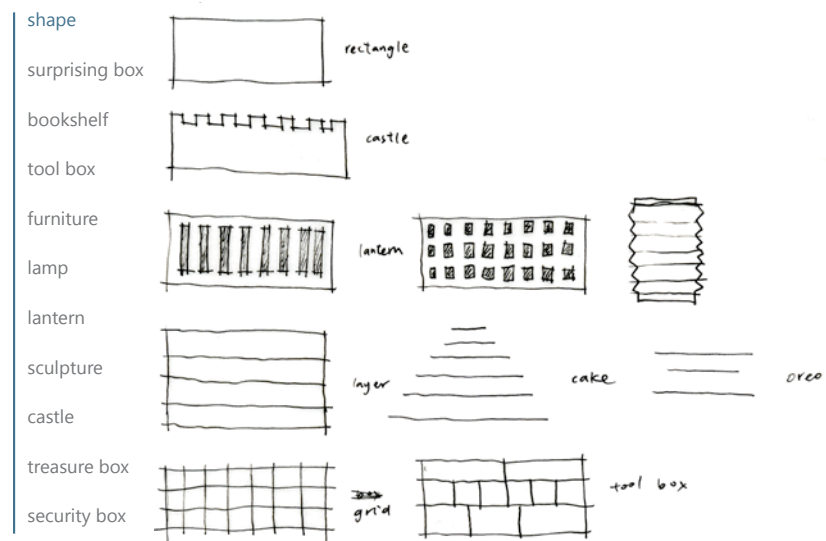
**Design**



## Conceptual Design Development

### Metaphors

Start with a metaphor. I question myself what my program and building are like. After listing all the metaphors, I sort them into two groups: shapes and components. Then I choose the idea of components as my main goal for making the concept models.



### Concept Model

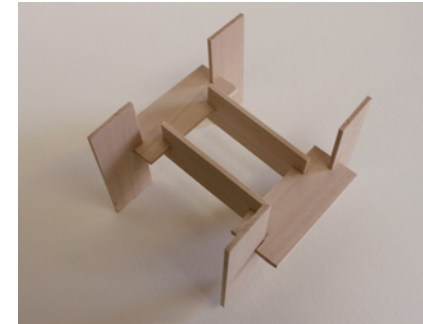
The next step is building concept models. Concept models are important to me. It is the process where I can question myself about what happens at the intersection, where would it be located, what material would it be. I keep discovering new things from building the model. For me, making models is a back and forth process corresponding to my schematic plans. Sometimes I keep developing one model and sometimes I take a break from it and look for other possibilities.

#### phase one:

After choosing a metaphor concept, I start to build concept models of "pizza" and "puzzle." The puzzle model (1.1, 1.2) is made of rectangular panels which symbolize the similar shape of puzzles. The other important detail is the joints of each panel which I simplify from the joints of the puzzle. The pizza model (2.1, 2.2) has a central focal point by surrounding panels to announce the importance of the space and also to provide function by separating from other spaces.

- 1.1 the puzzle model
- 1.2 the joint of the puzzle model
- 2.1 the pizza model
- 2.2 the central focal point

1.1



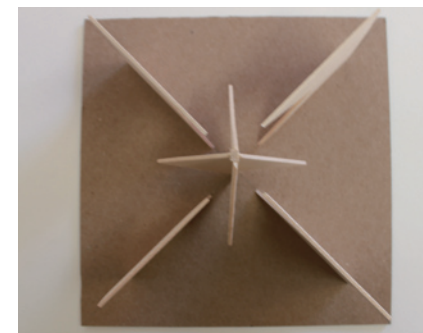
1.2



2.1

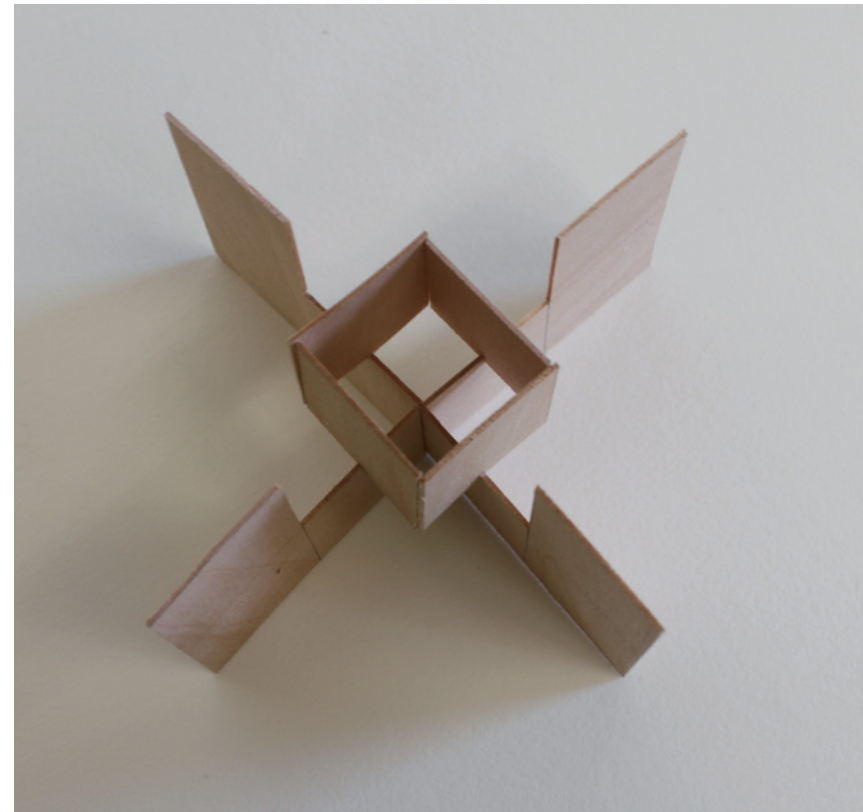


2.2

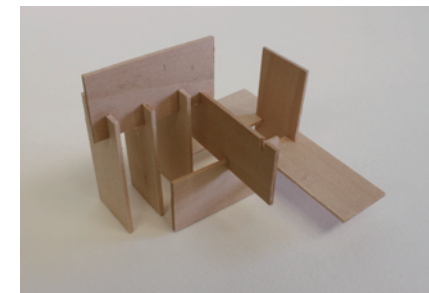
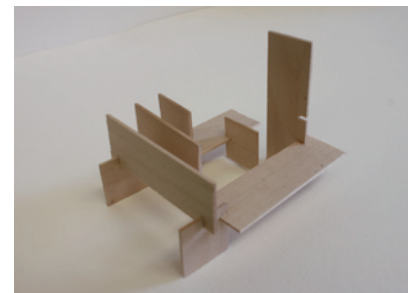


phase two:

Based on the prototype of the pizza model and puzzle model, I make models more complex according to different issues. For the pizza model, I make two different versions(4.1, 4.2) considering the orientation and the scale of the panels. As for the pizza model(3.1), I build the central square panels as the focal point in the square shape from the previous triangle one(2.1.) With the square shape, it is easier for me to deal with the sun path. Similarly, for the sake of expressing its importance, I build the central on top of the supporting panels around it.



3.1



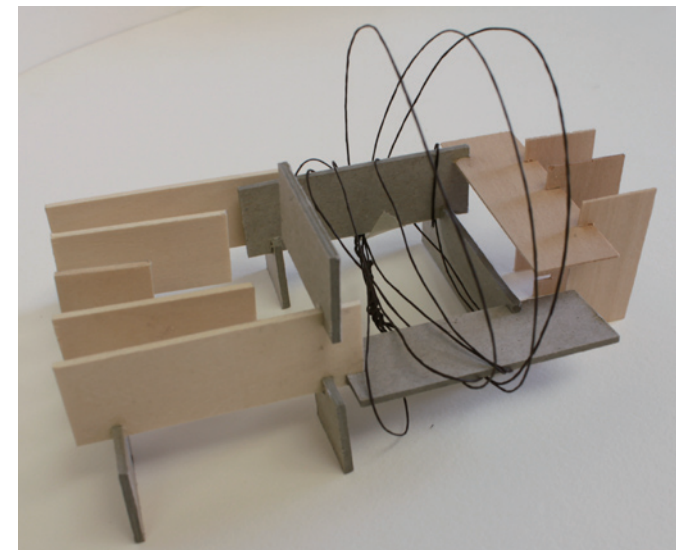
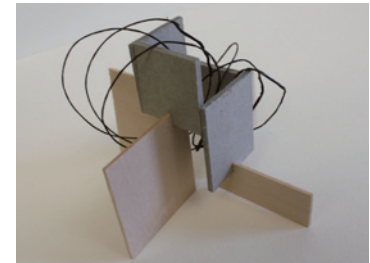
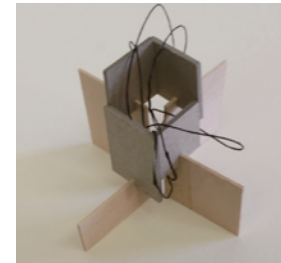
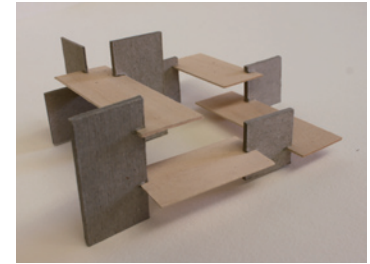
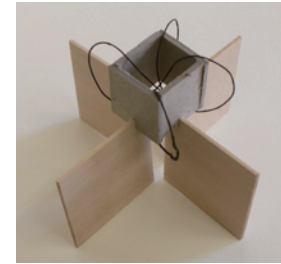
4.1, 4.2

3.1 the second phase pizza model

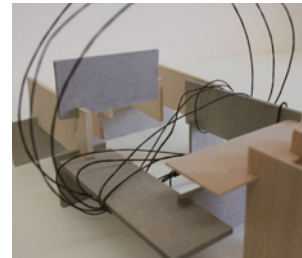
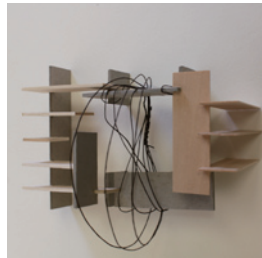
4.1, 4.2 the second phase puzzle model

### phase three:

After revising the prototype, I discover that "pizza" and "puzzle" share a mutual quality. That is, they all have a central space. Therefore, I put more emphasis on the central space and make it to be viewed as the most important space in my program. One of the methods is to keep the center open as before(6.1) and another method is to add wires to emphasize the importance of the space(5.1, 7.1, 7.2, 8.1, 8.2, 8.3). Wire could be circulation, lighting, or even air flow. And during this phase, I use different materials, chipboard and basswood, to tell the difference between the walls that create separation in the space and the structural walls.



5.1, 6.1  
7.1, 7.2  
8.1, 8.2, 8.3



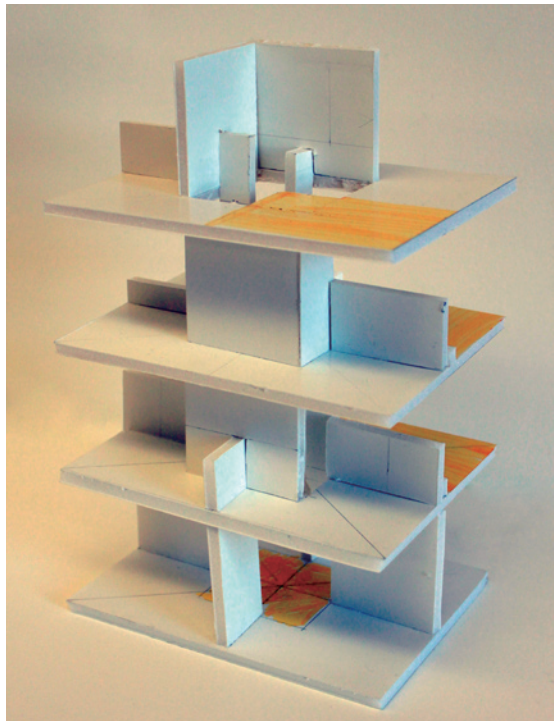
5.1, 7.1, 7.2 the pizza model  
6.1, 8.1, 8.2, 8.3 the puzzle model



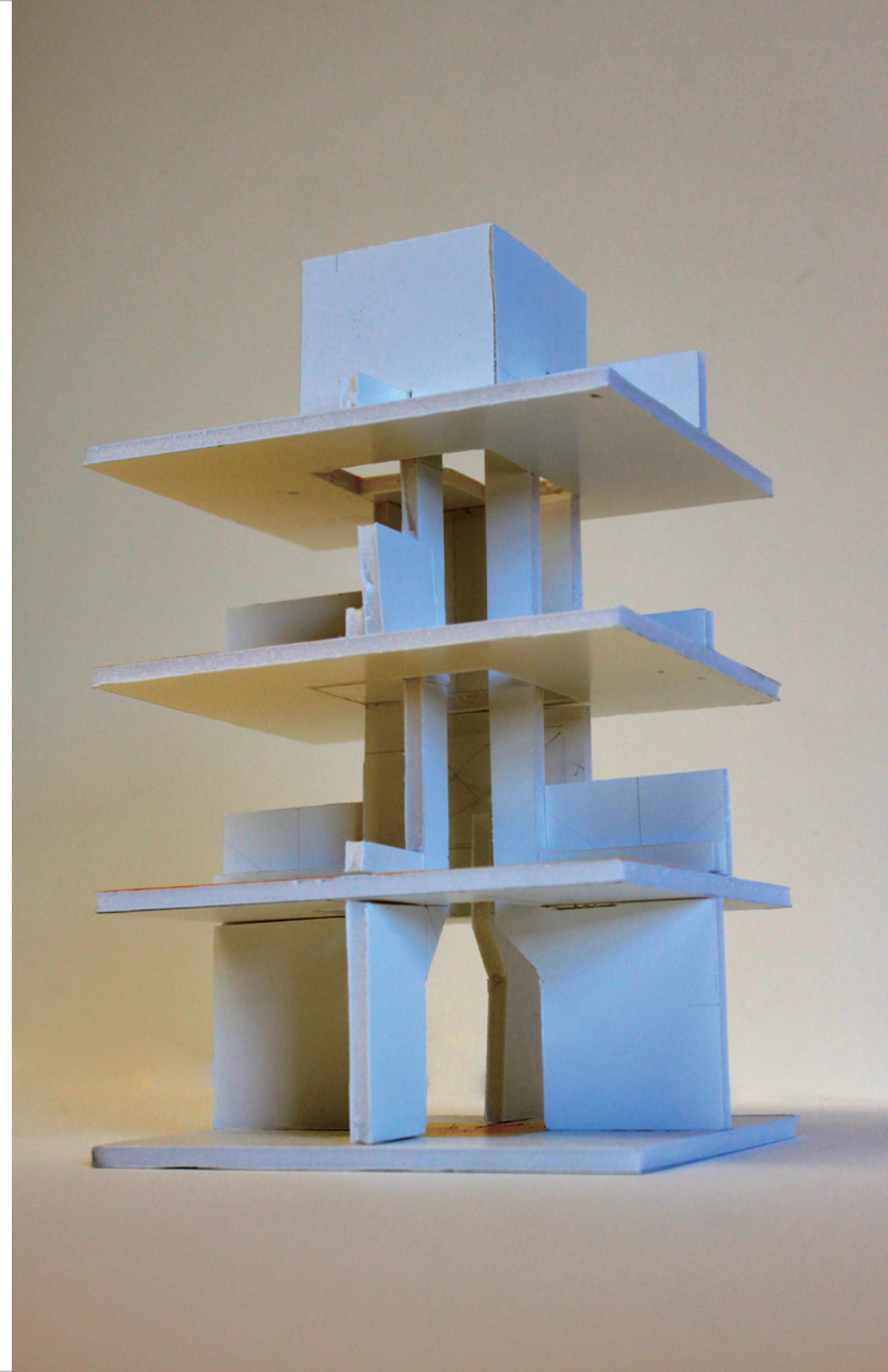
phase four:

I come up with new diagrams on page 82 which I base on to build new models. Corresponding to the diagram, the yellow area represents the lounge area or gathering space. This area is attached to the important opening throughout the whole building (9.2, 9.5.) The vertical panels extending outward to different floors become sitting benches, tables or walls (9.1, 9.3, 9.4, 9.6.)

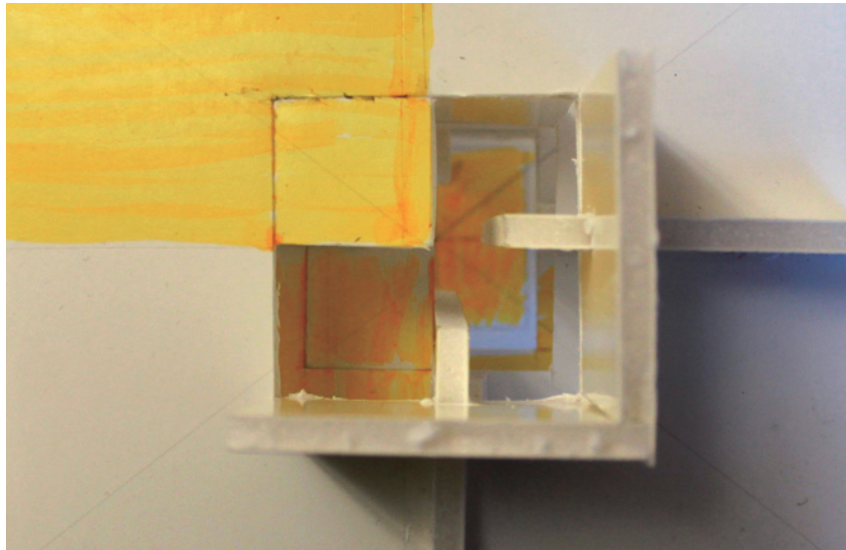
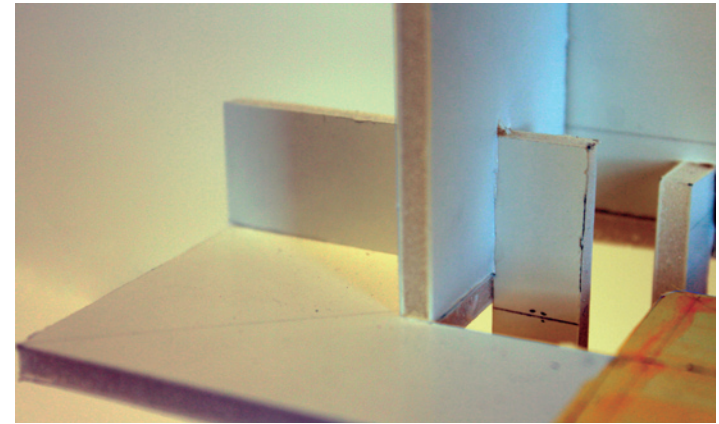
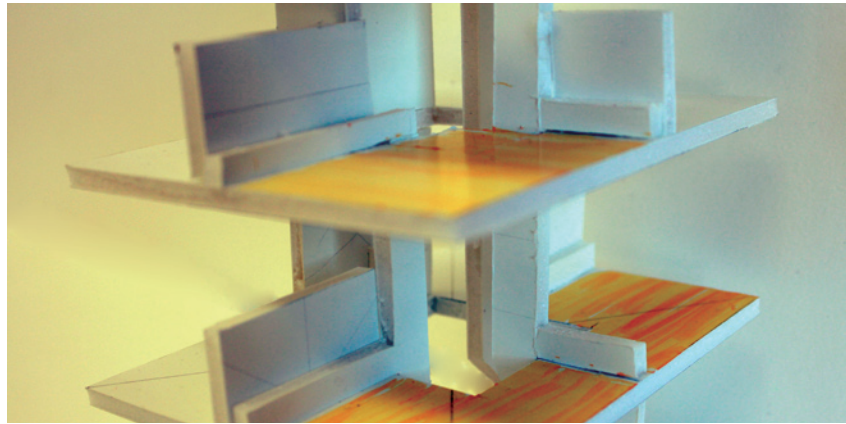
9.1, 9.2



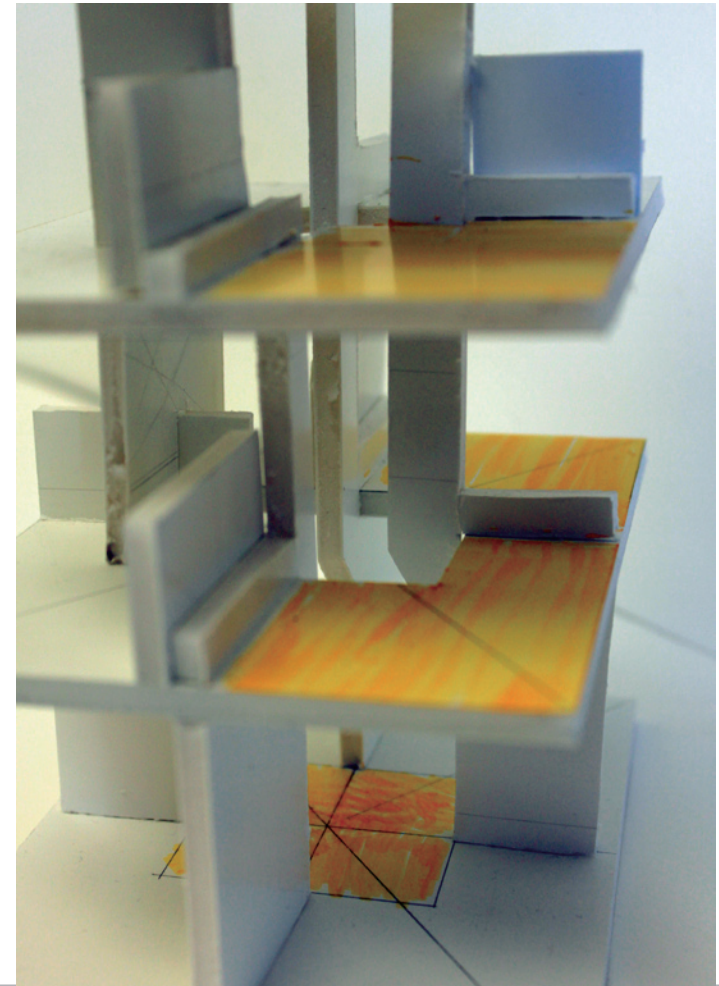
9.1, 9.2  
the forth phase: the porch model







9.3, 9.4  
9.5, 9.6

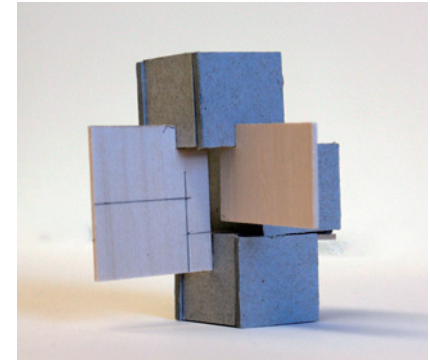
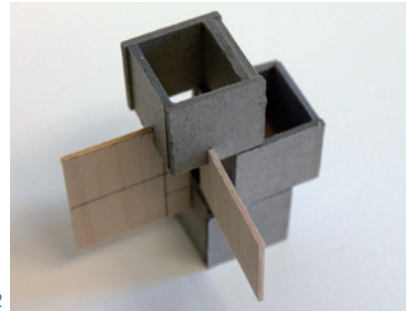


9.3, 9.4, 9.6 the vertical panel becoming the bench or table  
9.5 the central open space to emphasize the importance  
*note: the yellow parts represent the gathering space*

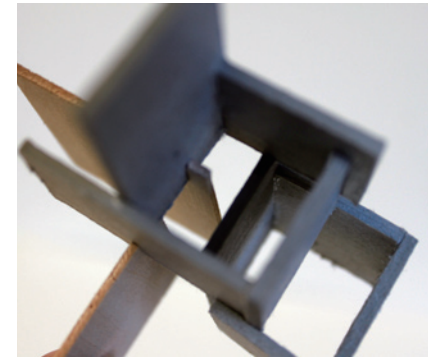
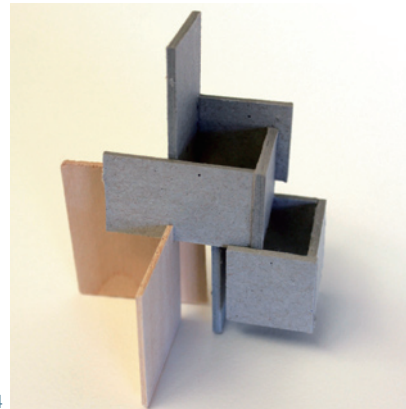
phase five:

To figure out more possibilities of the central opening, I build three extending versions from the original concept model on page 71 (7.1, 7.2). Also, different materials have different meanings to me. I use chipboard to build up the opening while using basswood to build the separation of the space. Finally, I choose 10.3 and 10.4 to be my next phase prototype.

10.1, 10.2

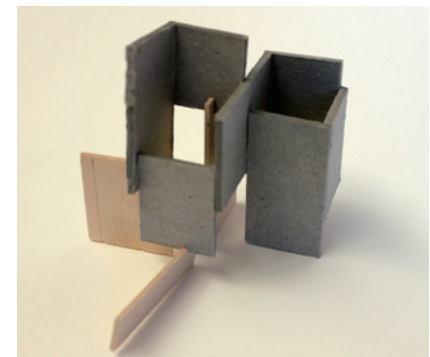
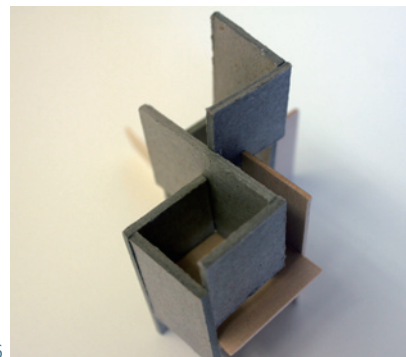


10.3, 10.4



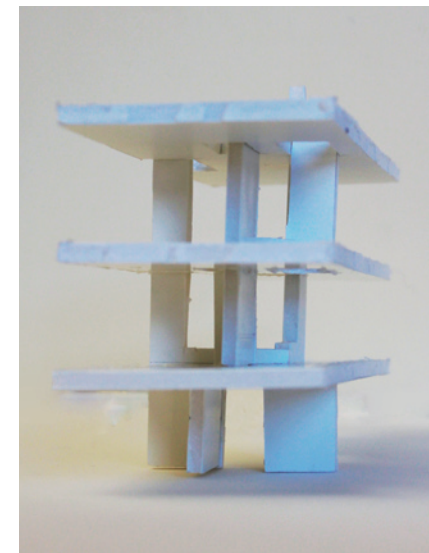
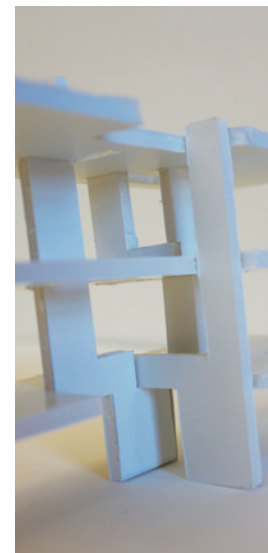
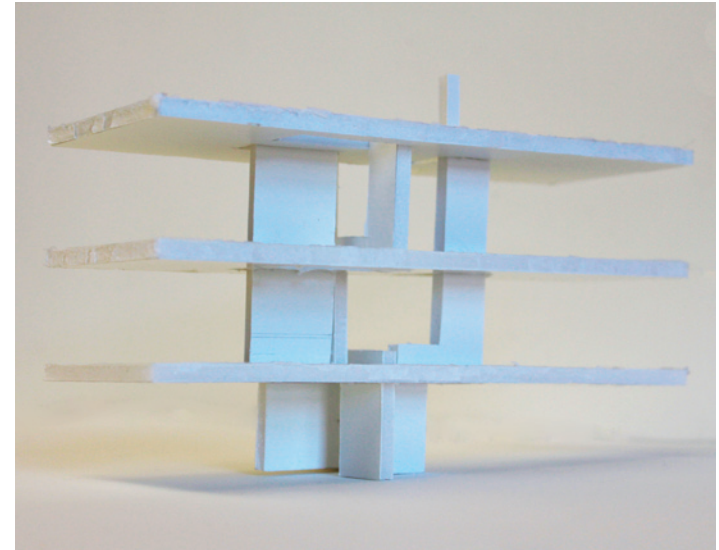
10.1, 10.2 three openings connected vertically  
10.3, 10.4 two openings connected vertically  
10.5, 10.6 two adjacent openings

10.5, 10.6



#### phase six:

From the concept model (10.3, 10.4), similarly, I assume if it is a building, what the building would look like. Here, I still keep the opening to be my social space, but the opening is different from the model on page 72. In this phase, the opening is offset so that different openings are given different functions which are not restricted to the gathering space anymore. Like the top opening (11.2, 11.3), it is more inclined to create the skylight into the whole building while the lower opening (11.2) gives people a welcoming atmosphere with the high ceiling.



11.1 the longitudinal section  
11.2 opening integrated with vertical panels  
11.3 the short side section

11.1  
11.2, 11.3

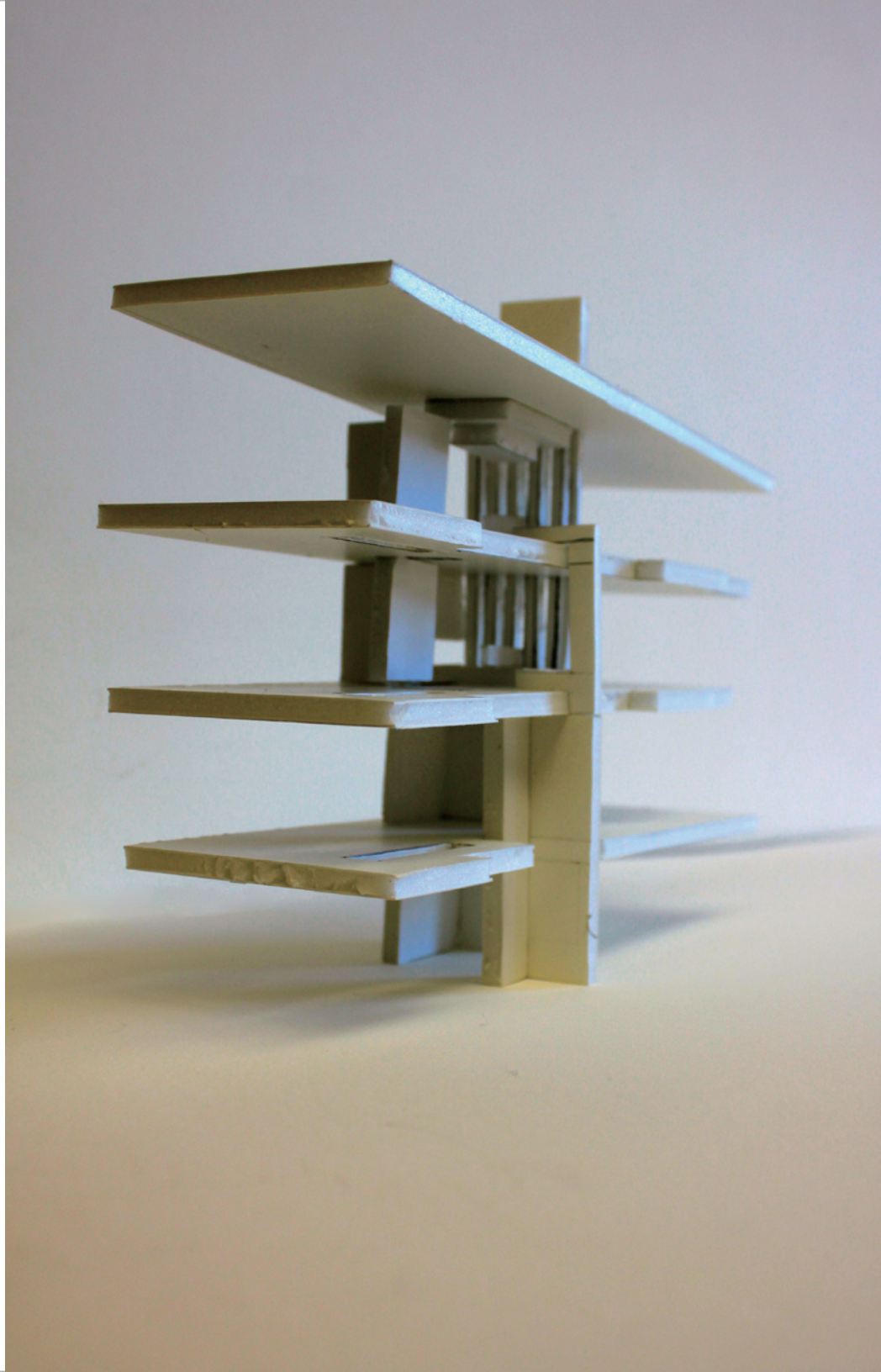


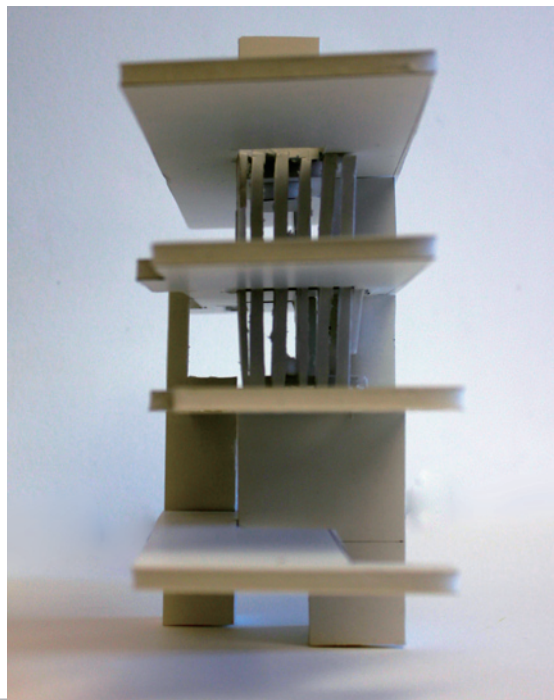
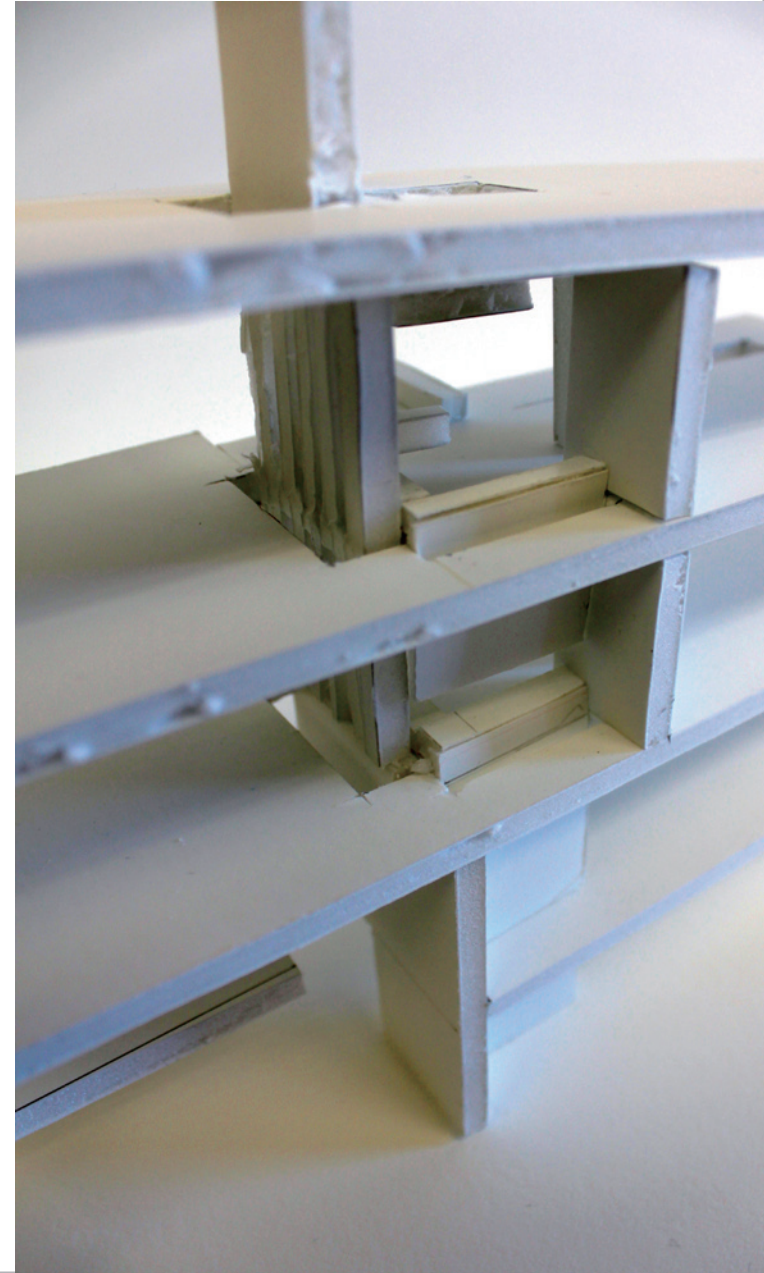
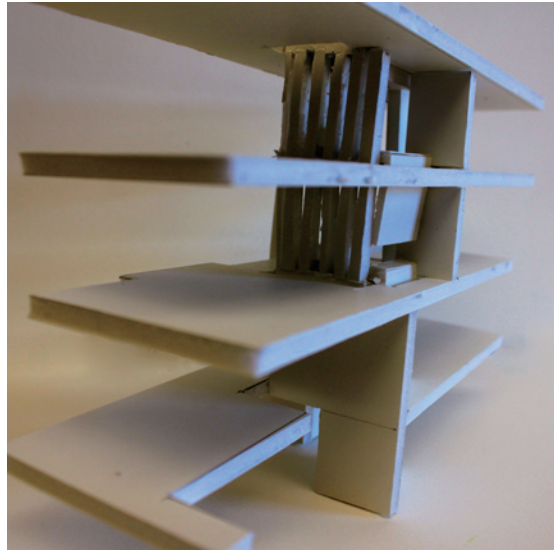
phase seven:

According to the schematic plans on page 84 and 85, I build the third study model to discover how the opening affects the space (12.2, 12.4) and how the vertical panels and walls are intergrated (12.1, 12.3).

12.1 opening with intergrated vertical panels

12.1





12.2, 12.4 opening with integrated vertical panels  
12.3 the short side section

12.2  
12.3, 12.4

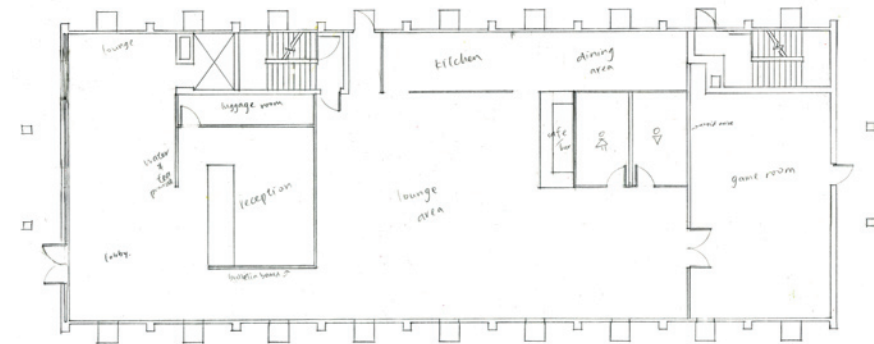


## Programmatic Design Development

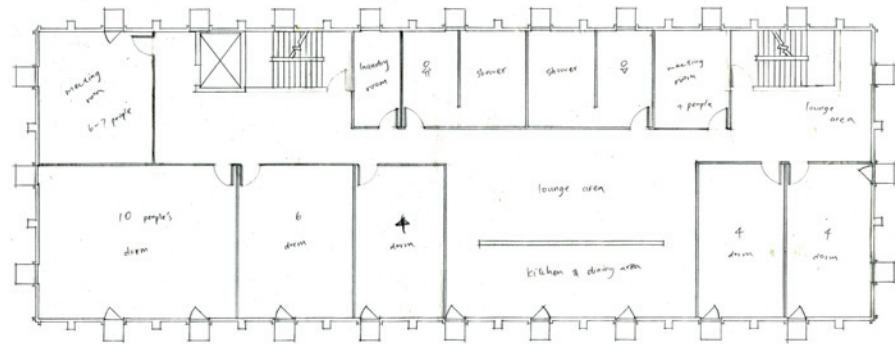
### Block Diagram

#### phase one:

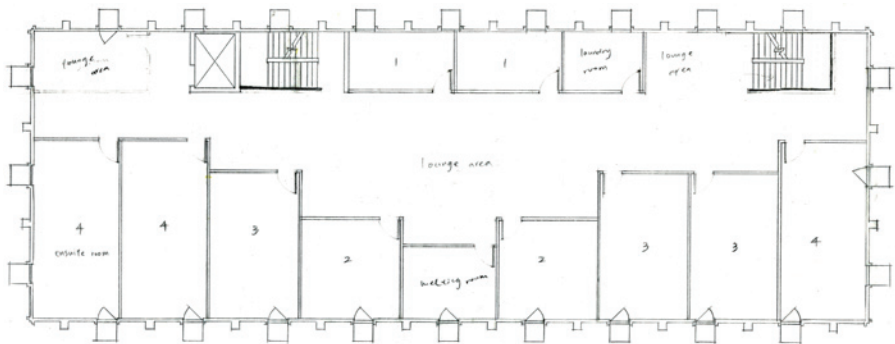
Based on the pizza concept models on page 69 (2.1, 2.2), the central space is the most important area. It will function as the lounge area from the first floor to the attic. However, during this phase, the layout of the plan still does not have a great relationship to the model yet. Therefore, my next step will be to find the focal point and let it lead me to the layout of the rooms and the other amenities.



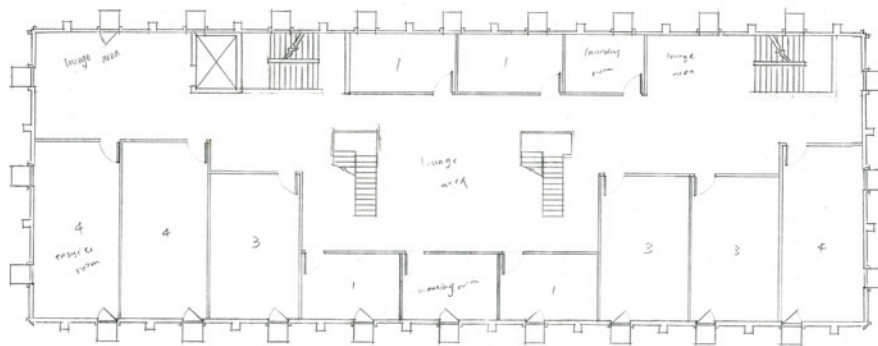
13.1: 1st floor



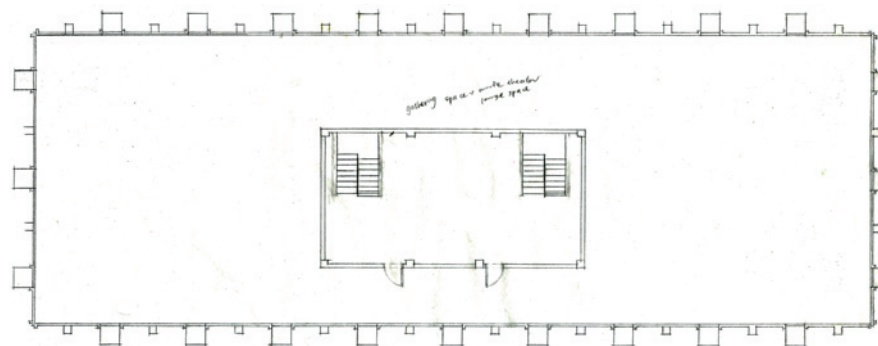
13.2: 2nd floor



13.3: 3rd floor



13.4: 4th floor



13.5: attic

### phase two:

While working on my concept models, I visit the Jackson Ward area again and I come up with the big idea for my program: the porch, which I bring into the programmatic design. In the Jackson Ward area, almost every house has a porch. The porch is the place that connects the inside and outside of the house. Also, the idea of the porch relates to my concept model's focal point which provides people a social space to gather together. To consider the porch idea within my building, I start to diagram different possibilities of porches in the plan. I choose two of the diagrams to represent the porch inside or outside of the rooms. In order to see how the porch idea could be applied, I begin to layout the floor plans. Later, I question the translocation between the diagram and the plan.

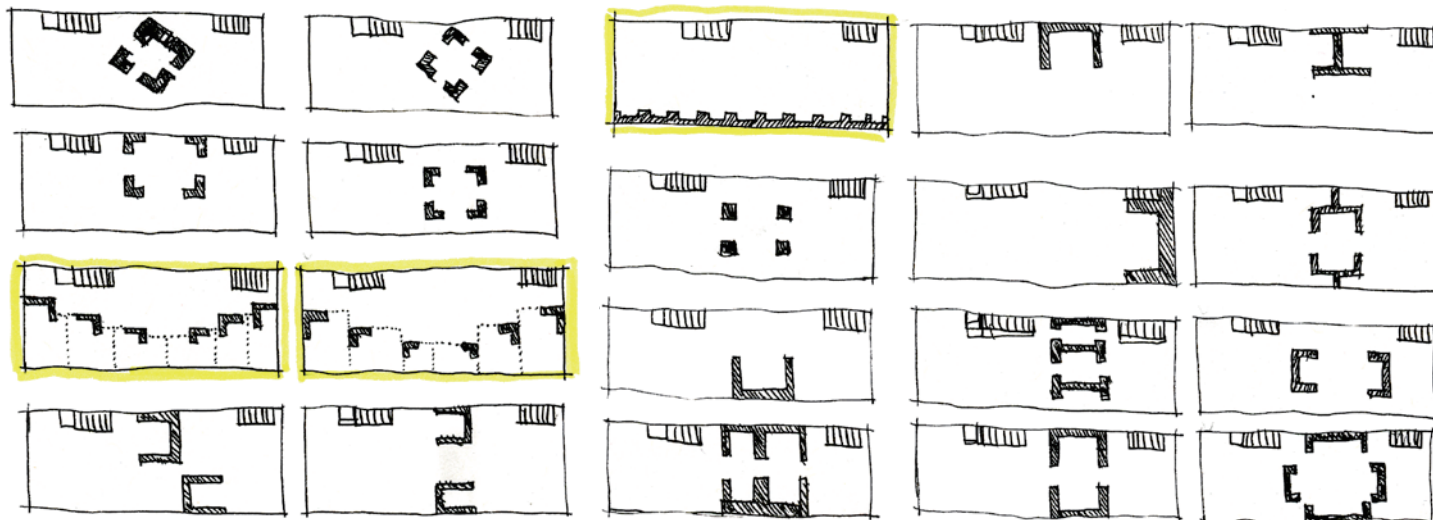
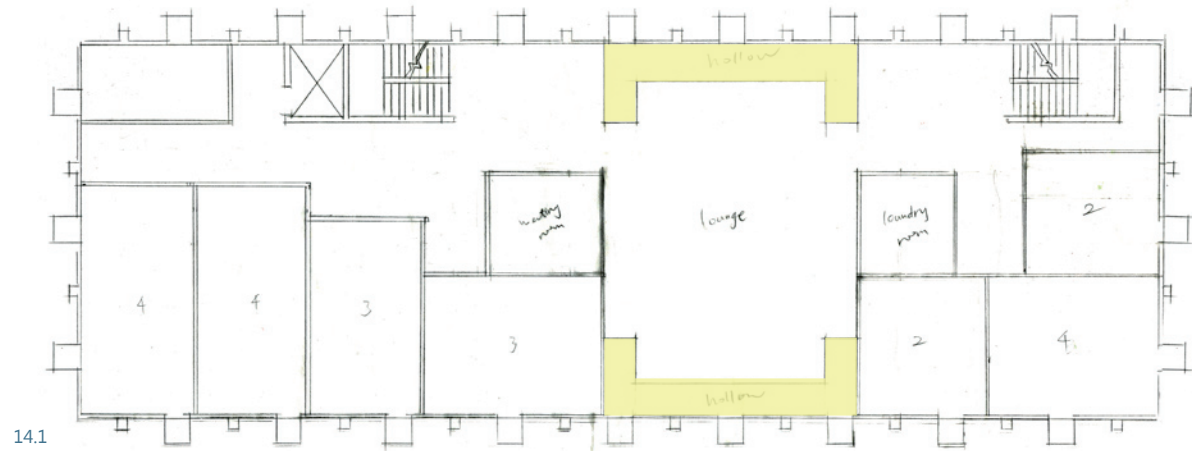
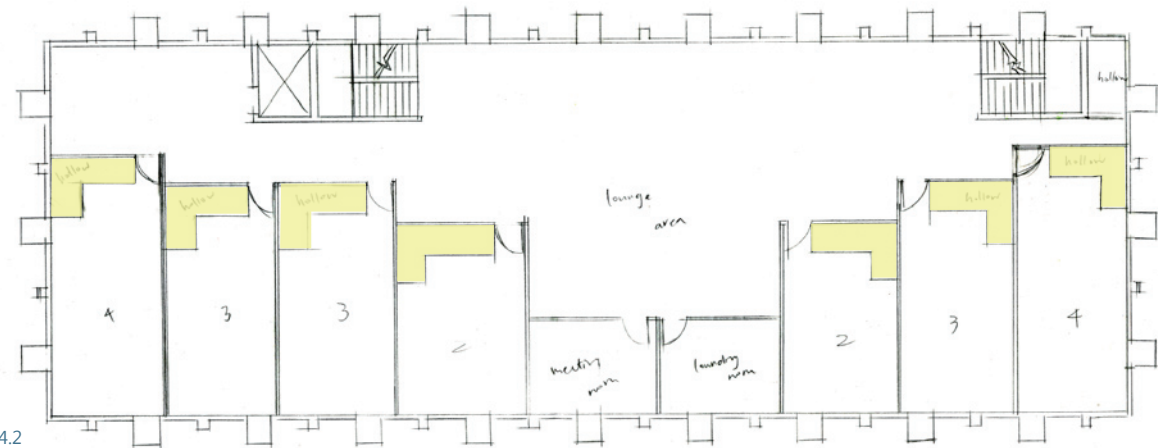


Diagram of the Porch

note: the yellow box is the idea of the porch inside of the rooms and the rest of them are outside of the rooms



14.1



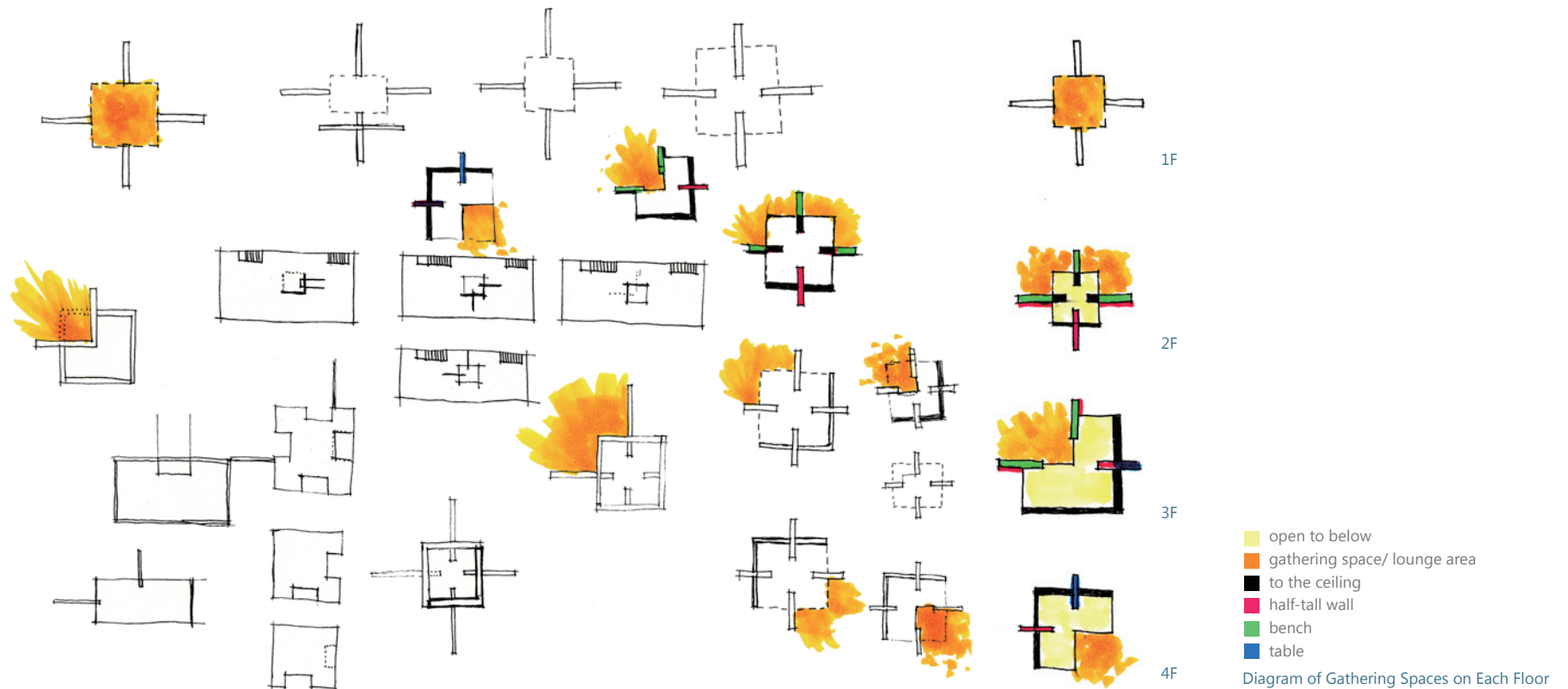
14.2

■ open to below

14.1: the porch idea outside of the rooms  
14.2: the porch idea inside of the rooms

### phase three:

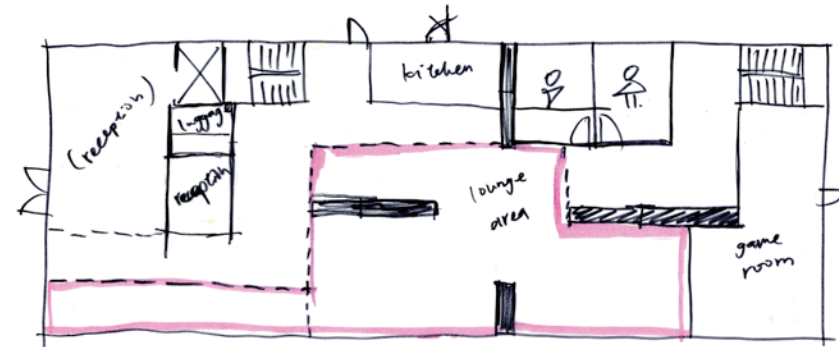
To have a closer relationship between the diagram and the plan, I went back to see my concept model on page 71( 7.1.7.2.) I drew the diagram by assuming the model is a building. I question where the social spaces can happen. From the concept model, I can see various possibilities of different height walls which can also be built-in tables or benches. Corresponding to the diagram, I layout the plan of the 1st floor (15.1), 3rd floor (15.2) and 4th floor (15.3) to figure out where the focal point and other rooms are located.



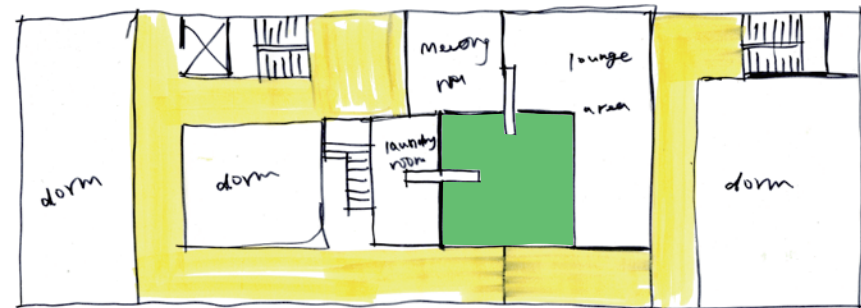


#### phase four:

Based on the concept model on page 75 ( 11.1, 11.2, 11.3), I do a quick sketch to put rooms and other amenities into my floor plans. During this phase, I still keep the attic and try to figure out a better way to go up to the attic which I consider a group gathering space. However, I just realize that it is necessary to have two stairs if I want to keep the attic according to the building code. Hence, I decide to take out the attic so that I don't need to have extra stairs but still have the attic open to allow for more light to come into the building through the use of skylights.



15.1: 1st floor



15.2: 3rd floor

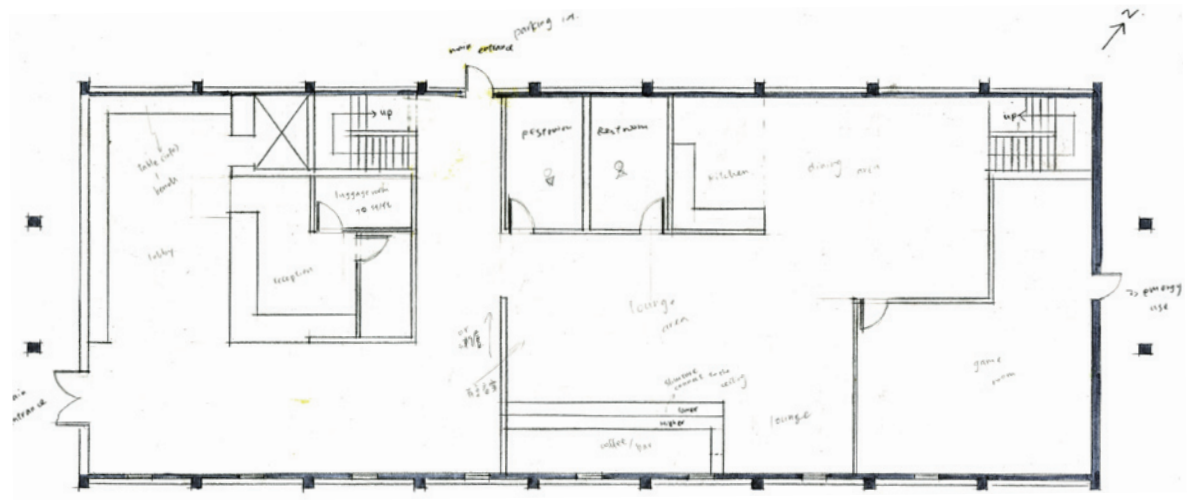


15.3: 4th floor

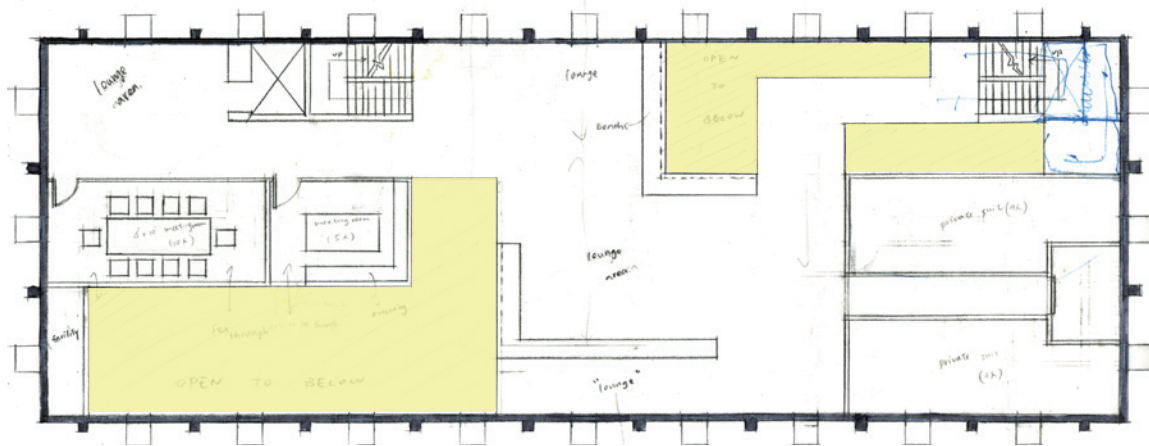
- open to below
- circulation
- open to above

#### phase five:

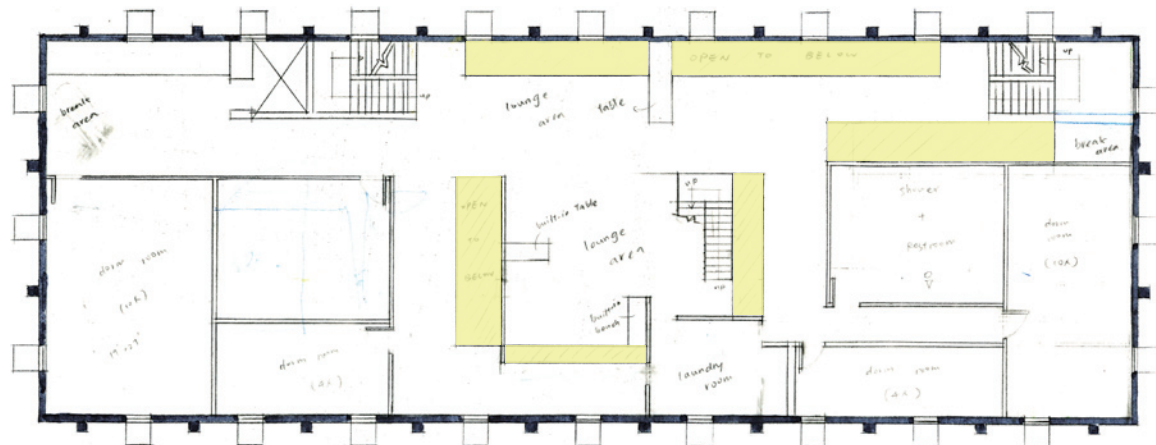
Based on phase four sketch plans, I drew more detailed schematic plans relating to programmatic information. The first floor (16.1) has three entrances. The main entrance is located on Clay street, the second one is located adjacent to the parking lot, and the third one facing the alley is the emergency exit. Most importantly, there is a high ceiling open from the second floor (16.2) welcoming everyone while walking into the hostel from the entrance on the Clay street. The second floor has two meeting rooms which are adjacent to the ceiling opening. Meanwhile, another smaller L shape opening is open down to the first floor dining area and the surrounding of the opening is used as the lounge area (16.2). Finally, the third floor opening along the longitudinal wall has the best view of the whole building. Also, due to facing the northwest, it allows for the sunshine to get into the space. In the middle of the space, there is a gathering area and stairs connecting the third floor and the fourth floor.



16.1: 1st floor



16.2: 2nd floor

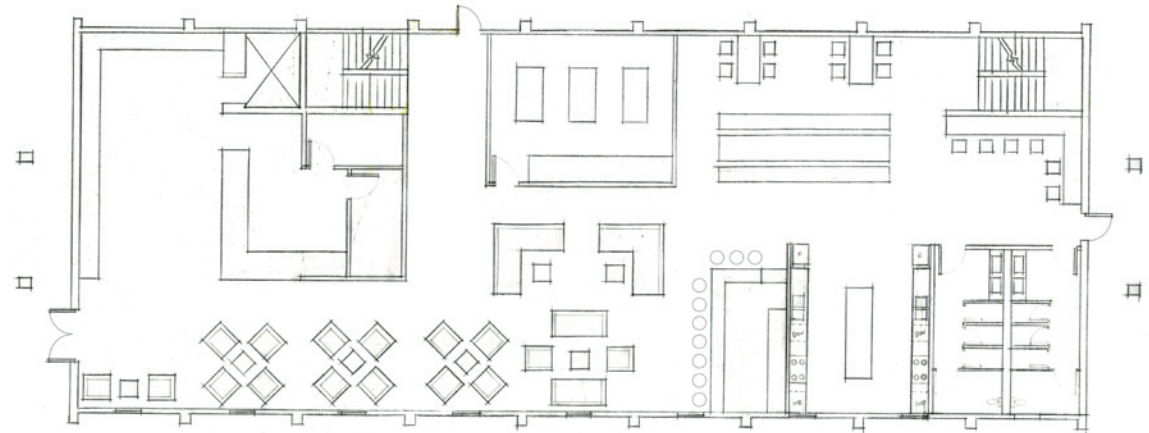


16.3: 3rd floor

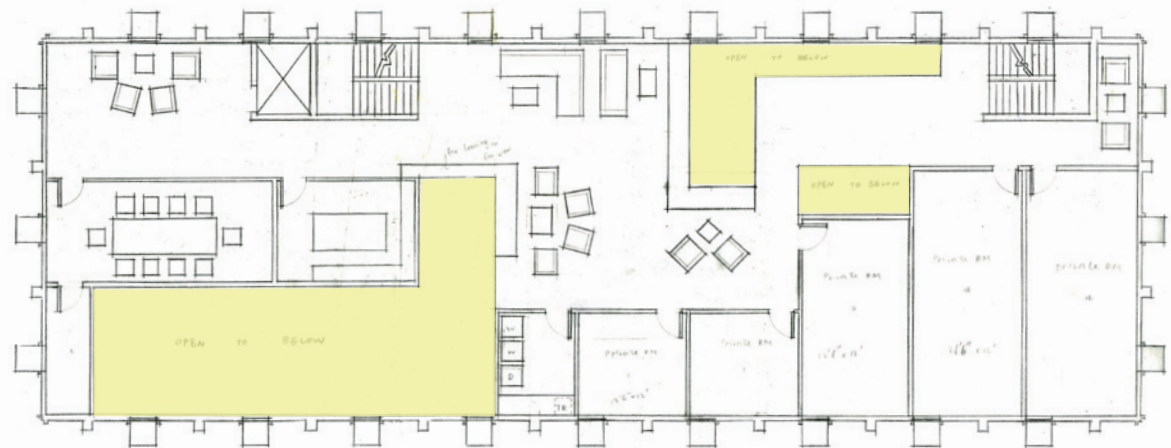
#### phase six:

Revised from phase five on page 84 and 85 ( 16.1, 16.2, 16.3), phase six schematic plans has a detailed layout of the cafe, game room, kitchen, dining area, reception area, meeting rooms, lounge area and other amenities.

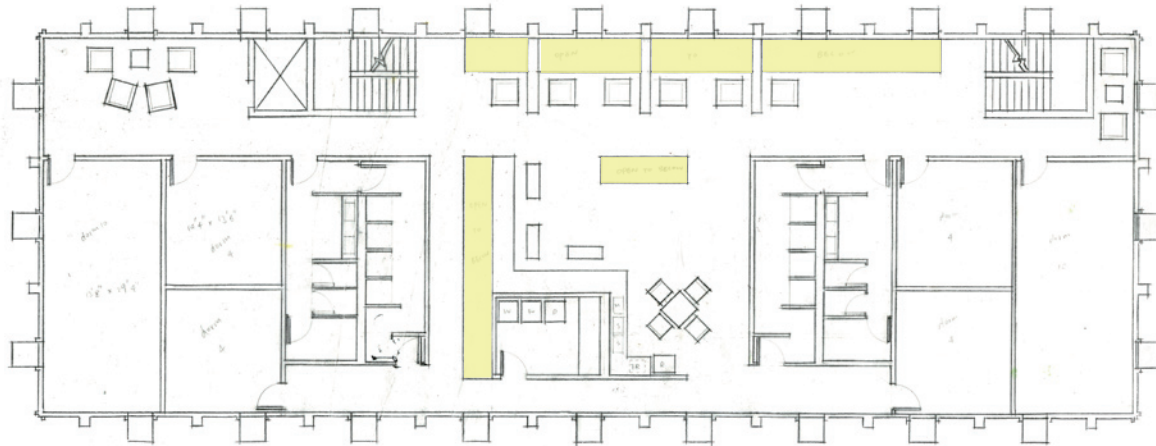
The lounge area on the first floor (17.1) is directly adjacent to the windows which look out to Second street. Above the lounge area is the two-story high ceiling which embraces and welcomes visitors, backpackers and tourists. On the second floor (17.2) are private rooms, the laundry room, lounge areas and the meeting rooms. And on the third floor (17.3) is the mini kitchen, the lounge area and the dorm rooms with separate gender bathrooms and shower rooms. Last, on the fourth floor (17.4) are private rooms, the lounge area and the mini kitchen. During this phase, I take out the stairs between the third and fourth floor (16.3) which are not really necessary.



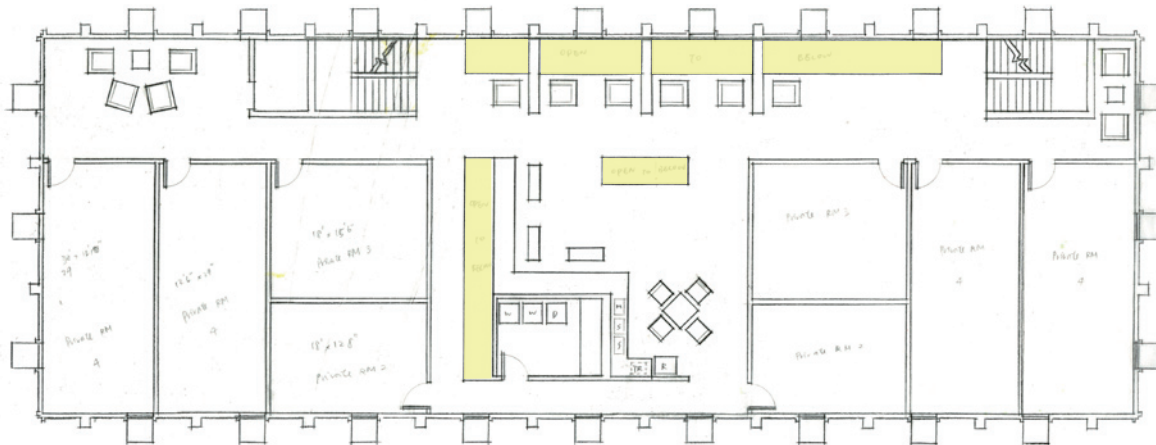
17.1: 1st floor



open to below  
17.2: 2nd floor



17.3: 3rd floor



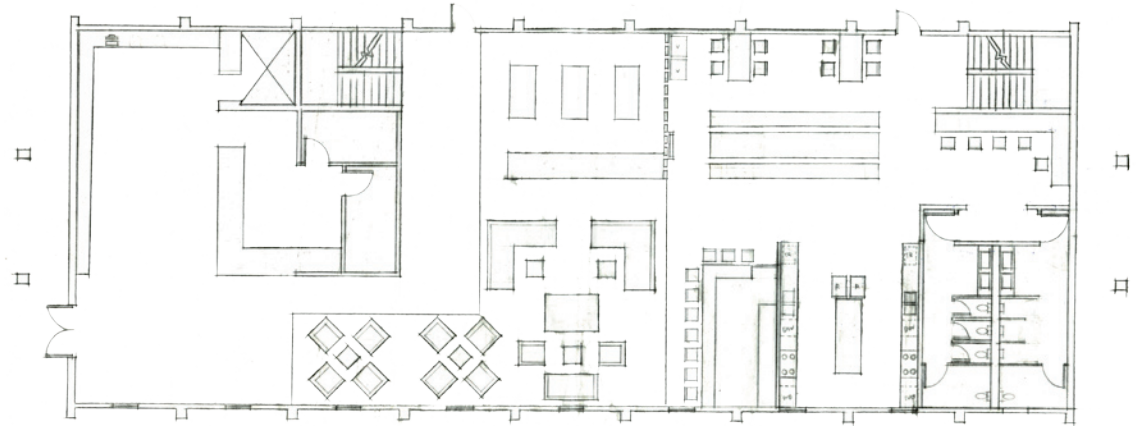
17.4: fourth floor



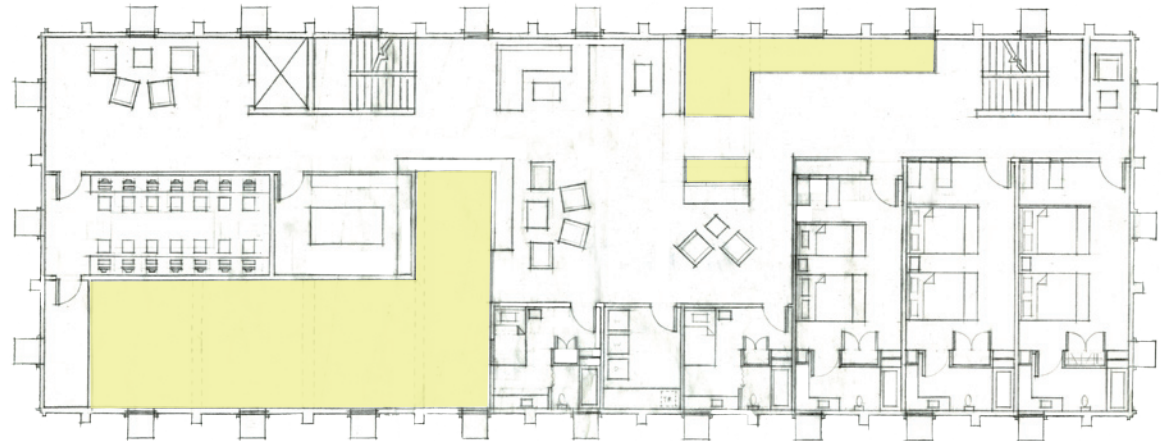
#### phase seven:

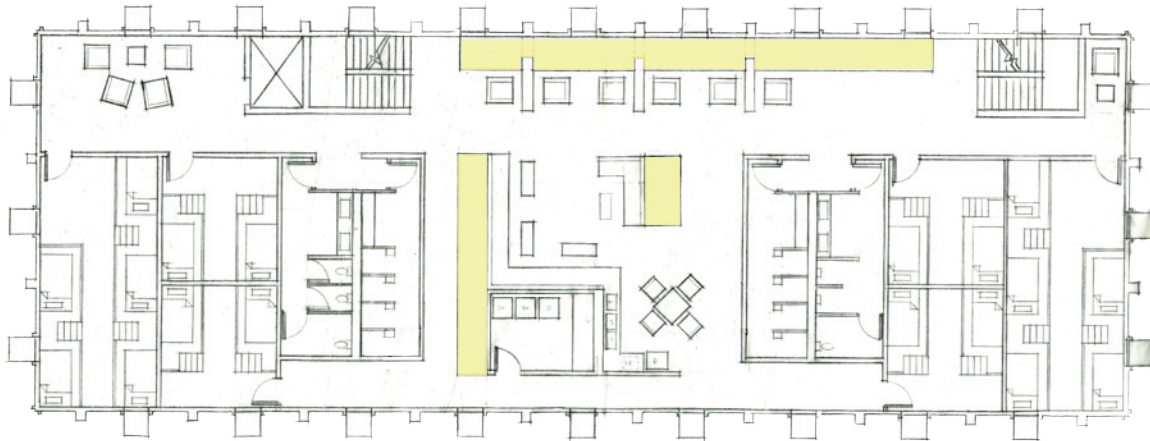
This is the last phase schematic plan which I revised from the phase six. In addition to the detailed layout of dorm rooms and private rooms, I change two conference rooms located on the 2nd floor into one conference room and one computer room. Due to my experience staying in the hostel after I finished the plan of the phase six, I discovered that nowadays young people frequently used the computer in the hostel or laptops they brought to look for some travel information or upload the pictures during their trips. Therefore, it is necessary to provide travelers enough computers while they stay in the hostel. Another change is that I make the hallway on the 2nd floor the same as the 3rd and 4th floor which go through the longitudinal plan.

18.1: 1st floor



open to below  
18.2: 2nd floor





18.3: 3rd floor



18.4: fourth floor

## Presentation Drawings

### Floor Plan



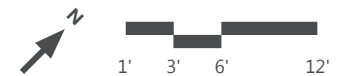
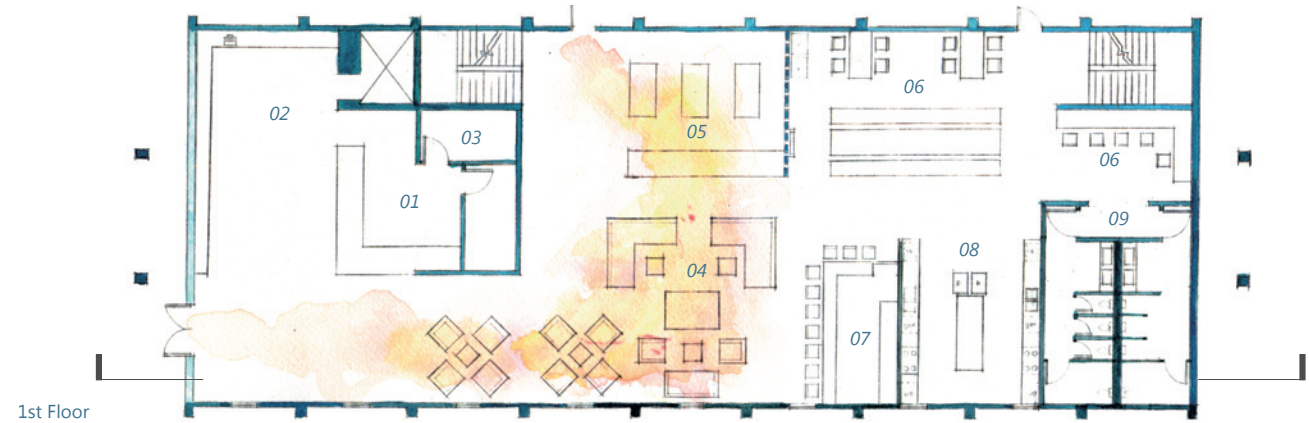
porch diagram



open to below

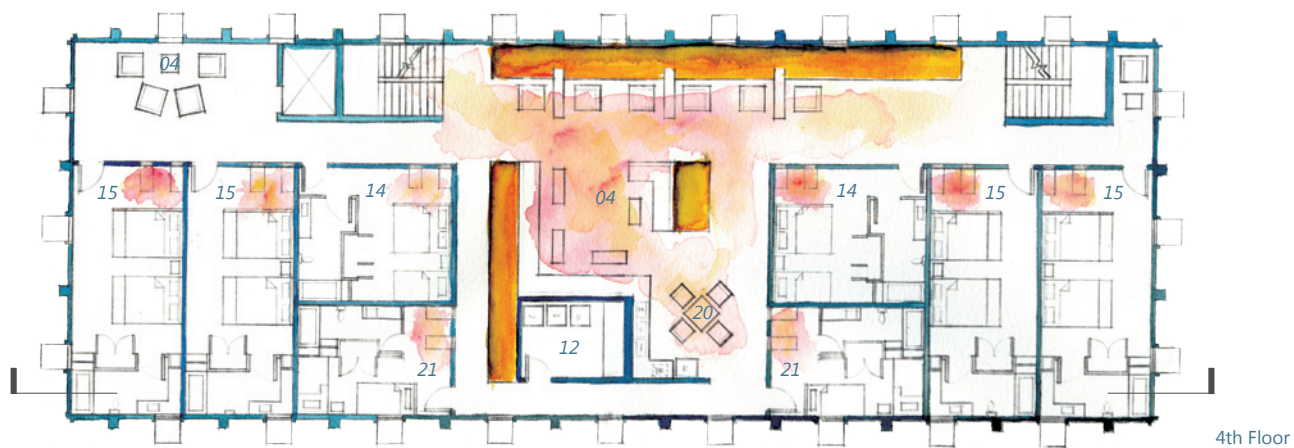
### key legend

- 01. reception
- 02. lobby
- 03. luggage room
- 04. lounge area
- 05. game area
- 06. dining area
- 07. bar
- 08. full-size kitchen
- 09. restroom
- 10. computer room
- 11. conference room
- 12. laundry room
- 13. private room (one person)
- 14. private room (three persons)
- 15. private room (four persons)
- 16. dorm room (10 persons)
- 17. dorm room (4 persons)
- 18. bathroom (female)
- 19. bathroom (male)
- 20. mini kitchen
- 21. private room (two persons)





3rd Floor



4th Floor

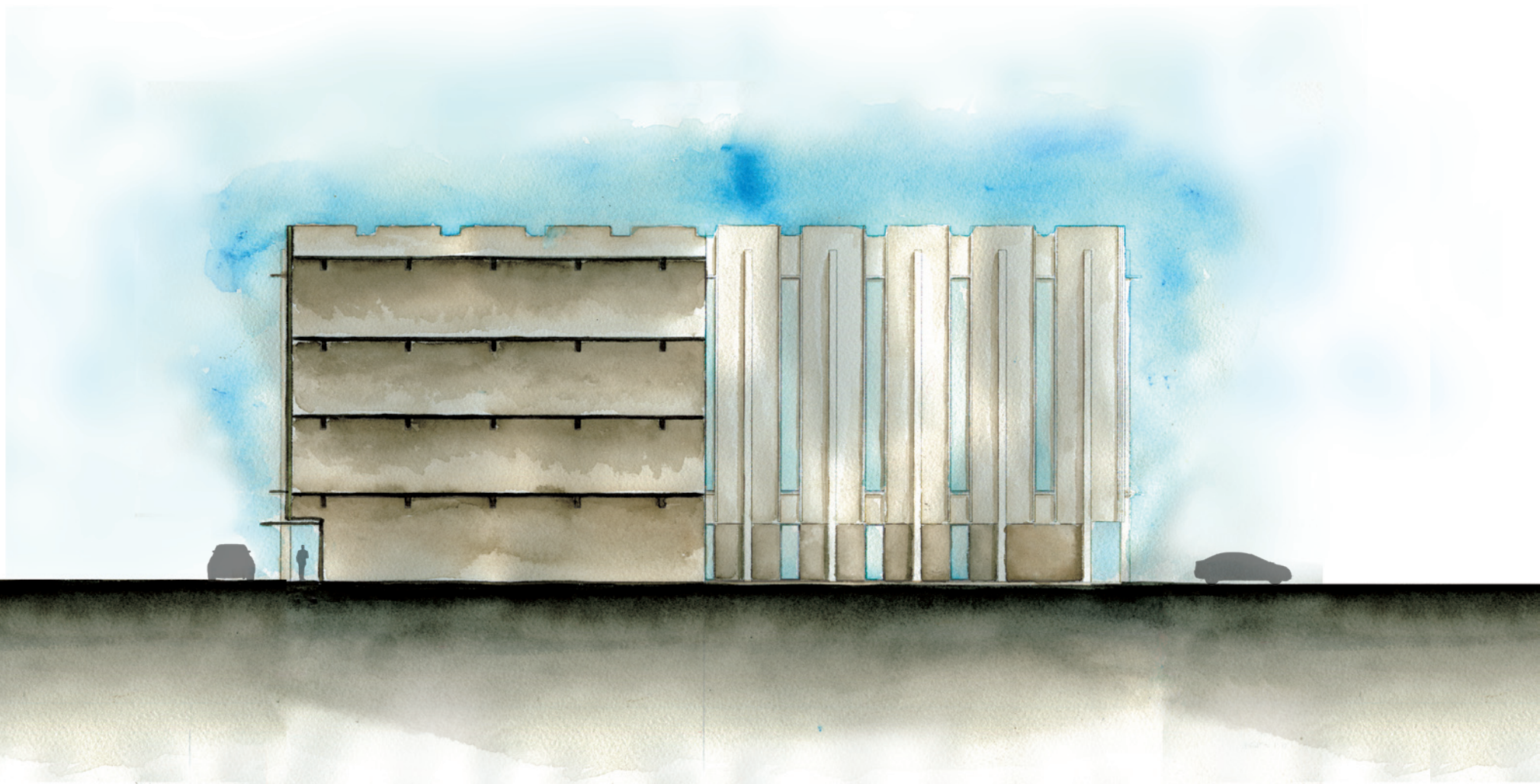


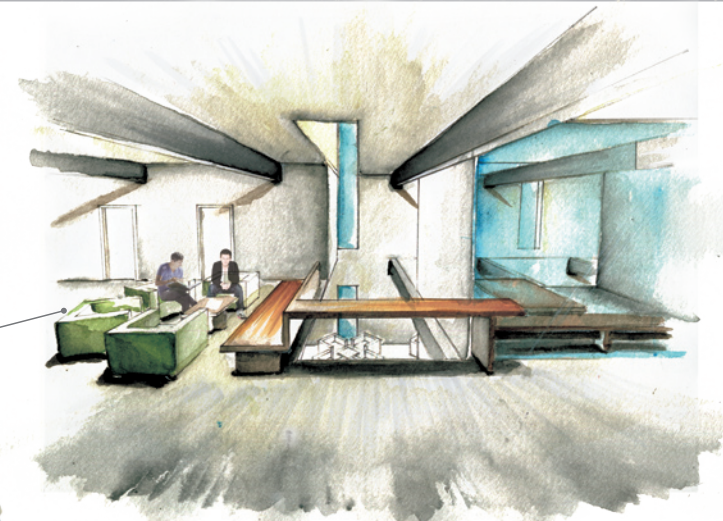
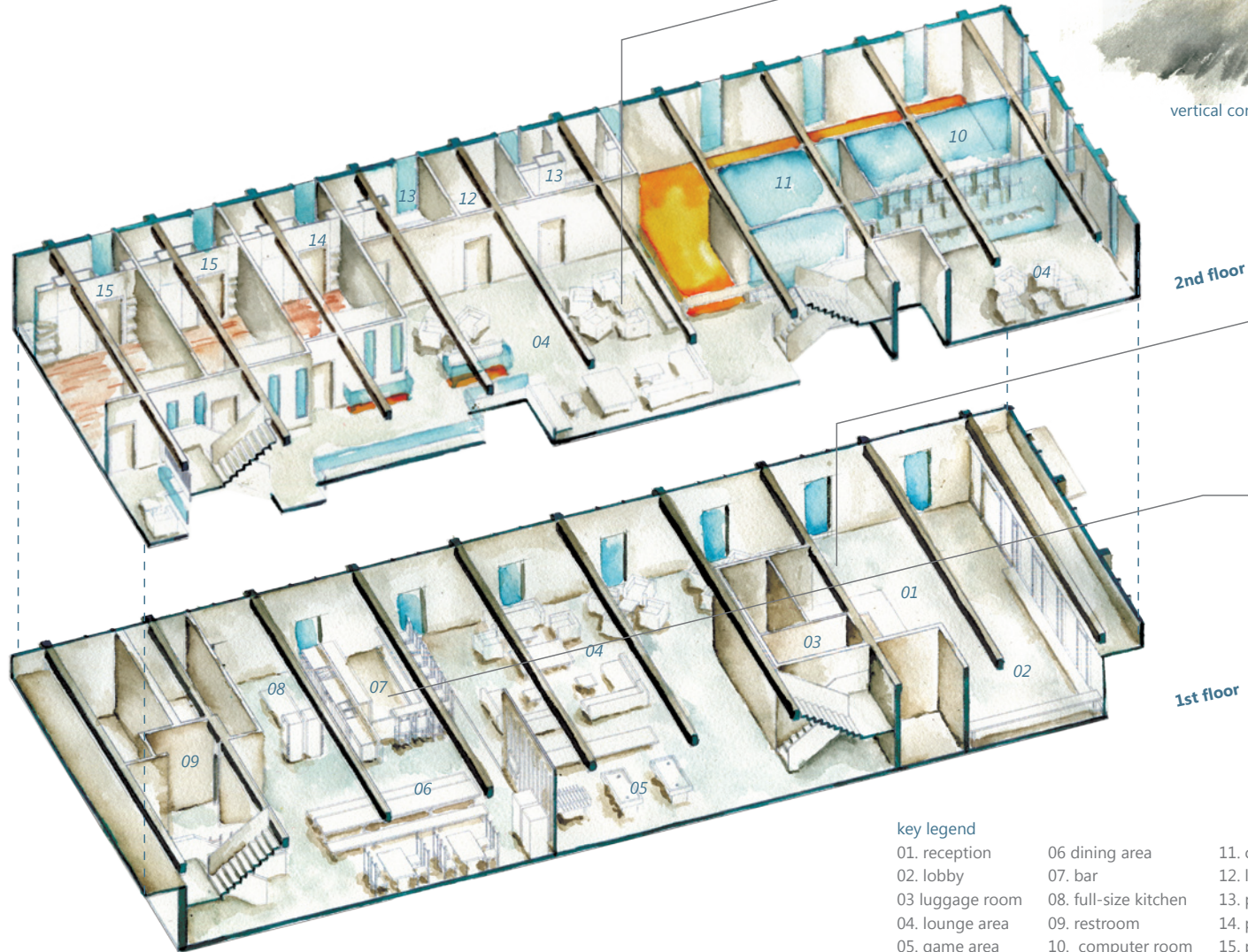
Section





Structural Section and Facade



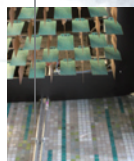


vertical connections through 1st floor and 2nd floor

key legend

- |                 |                       |                                  |
|-----------------|-----------------------|----------------------------------|
| 01. reception   | 06 dining area        | 11. conference room              |
| 02. lobby       | 07. bar               | 12. laundry room                 |
| 03 luggage room | 08. full-size kitchen | 13. private room (one person)    |
| 04. lounge area | 09. restroom          | 14. private room (three persons) |
| 05. game area   | 10. computer room     | 15. private room (four persons)  |





the original ceiling and the mosaic wall

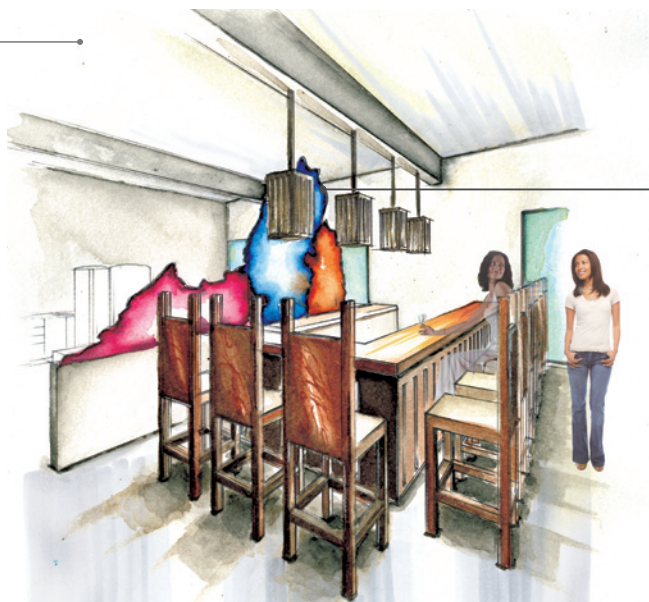


limestone



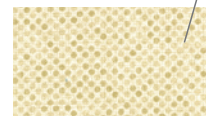
cork wall

1st floor: high ceiling welcomes visitors at the entrance and travelers can have an interaction through pinning up their countries on the cork wall



wrought iron

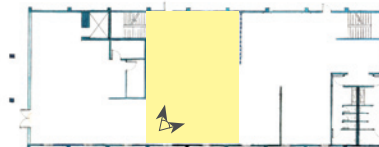
1st floor: a wrought iron half-wall separates the bar and the kitchen



seating fabric

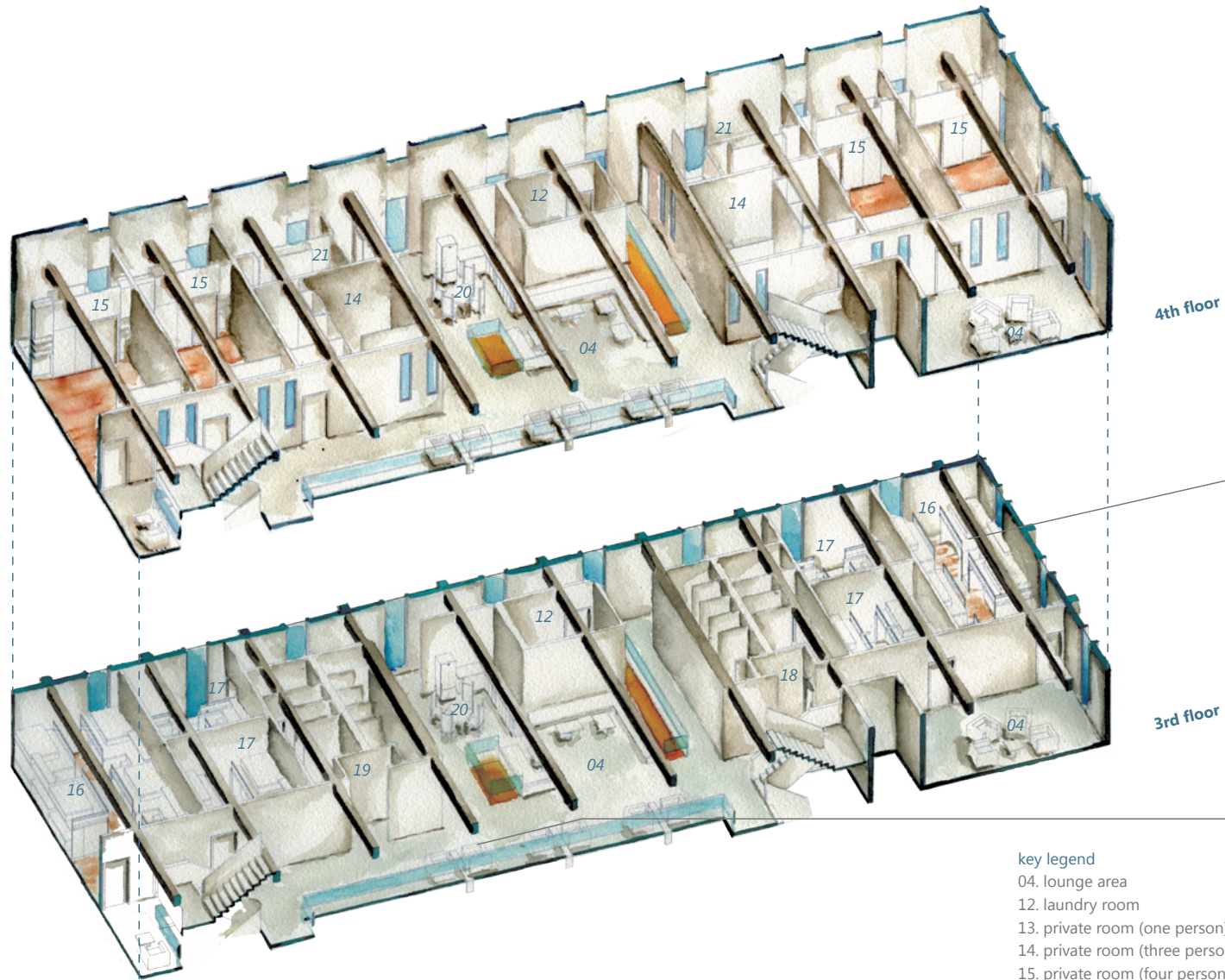


carpet



1st floor: open space connects the lounge, game, and dining areas



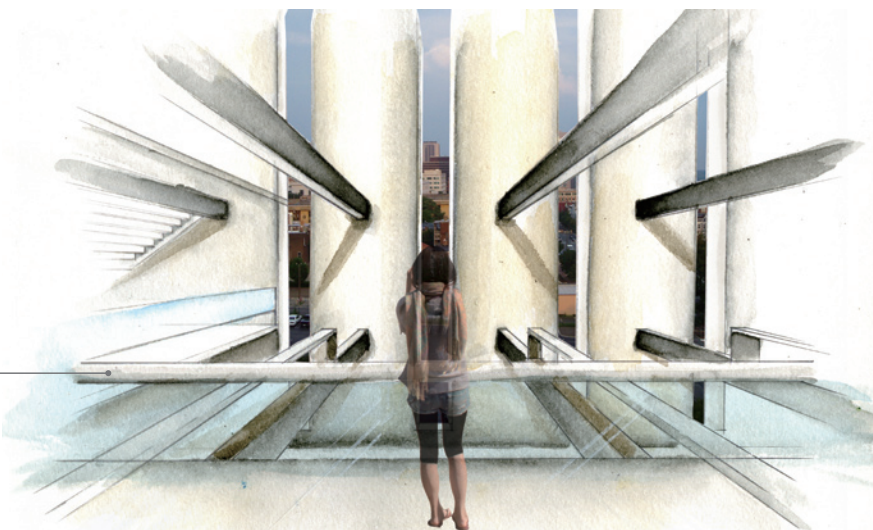


key legend

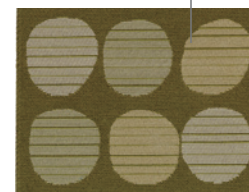
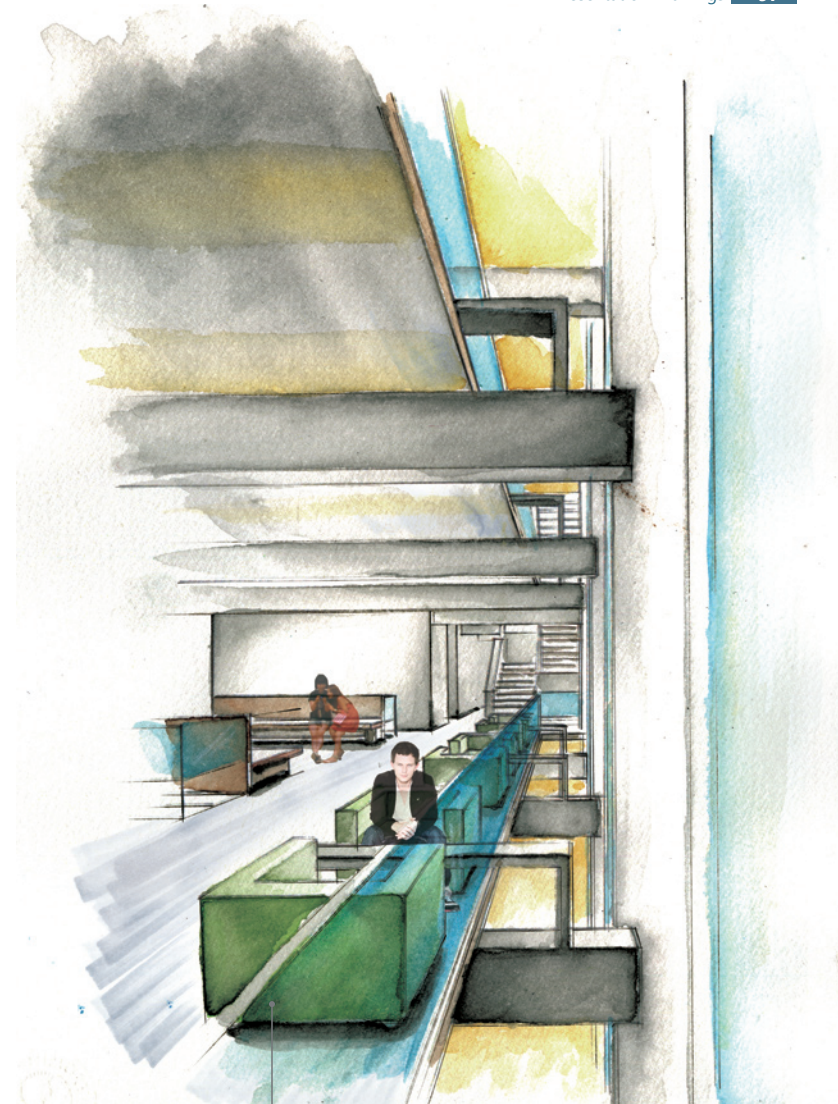
- 04. lounge area
- 12. laundry room
- 13. private room (one person)
- 14. private room (three persons)
- 15. private room (four persons)

- 16. dorm room (10 persons)
- 17. dorm room (4 persons)
- 18. bathroom (female)
- 19. bathroom (male)
- 20. mini kitchen
- 21. private room (two persons)

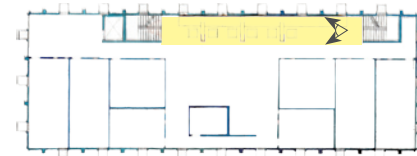




3rd floor and 4th floor: multi level atrium emphasizes views to the city



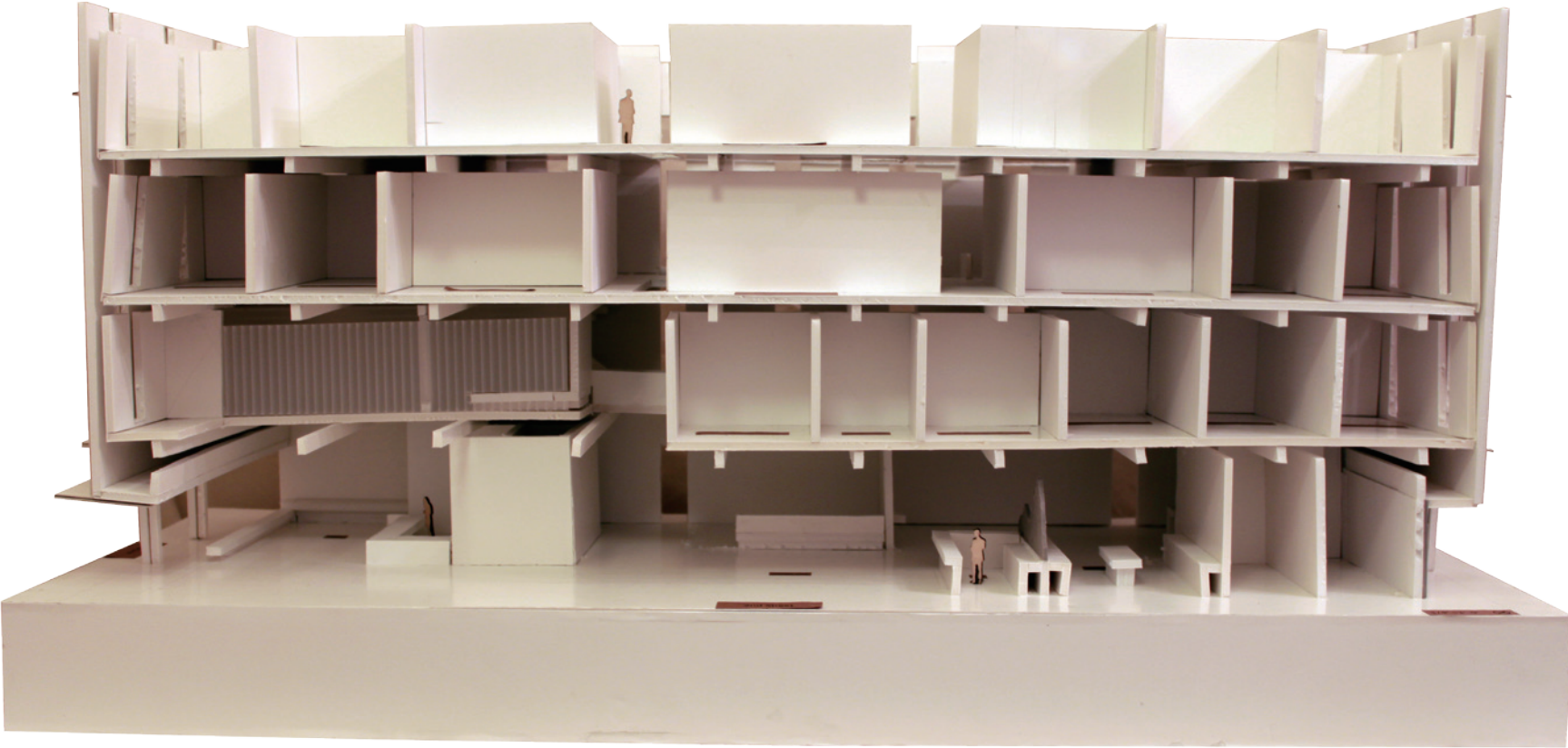
seating fabric



3rd floor and 4th floor: floors peel back to connect levels sectionally

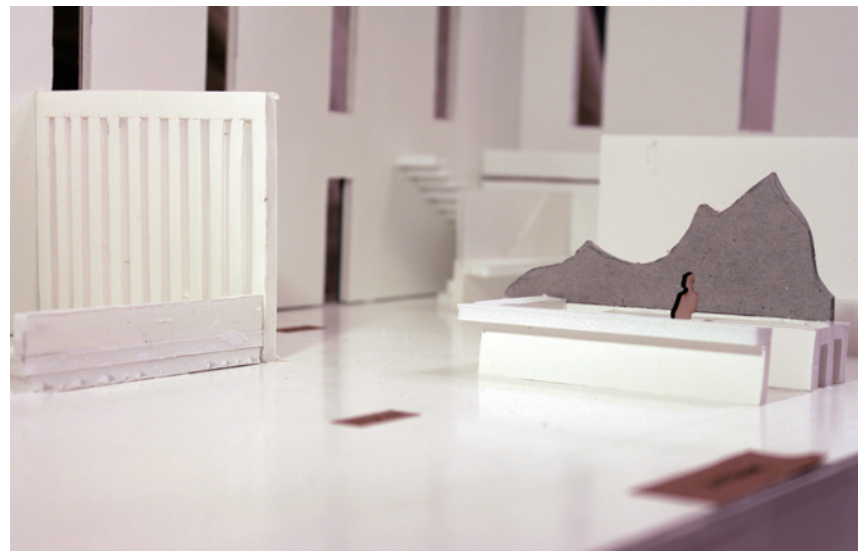


Final Model

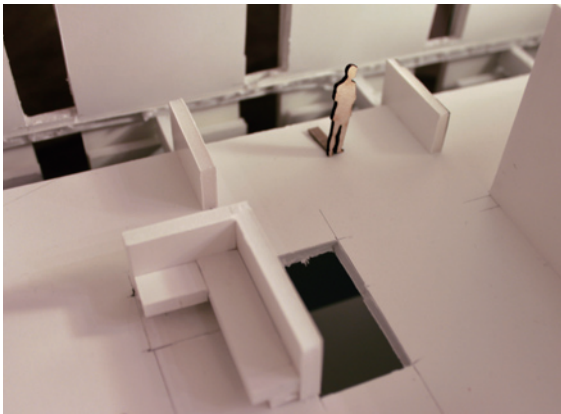




a. the first floor's ceiling open to the second floor  
b. open areas connecting the lounge area, bar, game area and dining area



a  
b



a, b  
c

a. interior porches' vertical connection  
b. interior porches on the third and forth floor  
c. interior porches on the second floor



## Detailed Model

- a. the dorm room's open ceiling at the entrance
- b. the dorm room's built-in desk and stairs
- c. the private room's porch
- d. the dorm room

a, b  
c, d

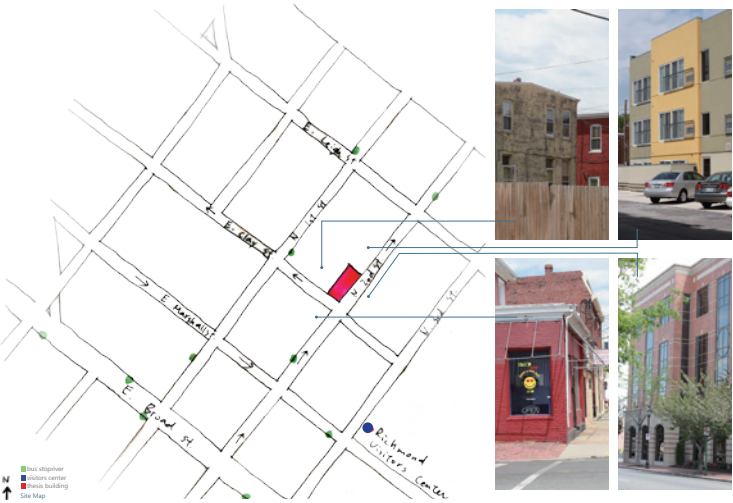




Exhibition Board

Youth Hostel

Interior Porches Connecting A Home Away From Home And The City Outside  
Li-Wen Lin, MFA Interior Environments

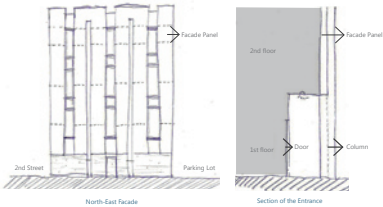


Statement

A centrally located area in the city of Richmond, the youth hostel provides young people and backpackers a suitable place to stay while enjoying their journey in the historical city of Richmond. The youth hostel offers inexpensive overnight lodging and other amenities they can use for themselves such as self-serve kitchens, laundry rooms, etc. Something that is worth mentioning, the youth hostel's site is also close by the Richmond Visitor Center. It offers travelers travel information or souvenir venue.

Moreover, with the distinguished site, there is another characteristic. That is, the building was built in 1963 and it represents the International Building Style. The Jackson Ward community primarily consists of traditional architecture style buildings, such as Italianate and Second Empire styles. The building for this project is the only modern structure. This makes it stand out and give the impression of an emblematic institution. Therefore, there is no doubt that the International Style building holds a place in this

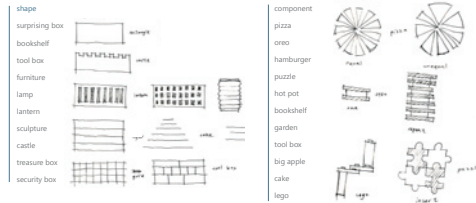
community. So, how can the community embrace this site? How do the characteristics of Jackson Ward integrate with my building? And how can the architectural style of this building relate better and warm up to the residents? By transforming the residential design elements in Jackson Ward Area, my endeavor is to create a welcoming more people visit the youth hostel, more people will know about Jackson Ward, and the city of Richmond.



## Conceptual Design Development

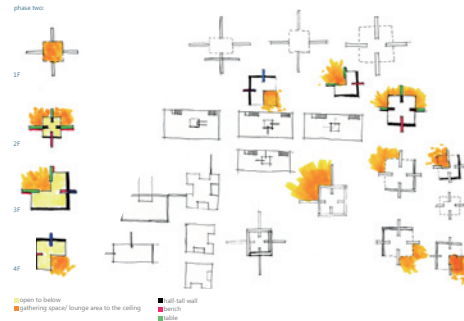
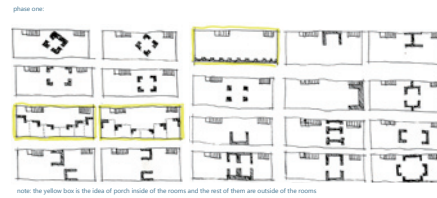
### Metaphors

Starting with a metaphor, I question myself what my program and building are like. After listing all the metaphors, I sort them into two groups: shape and component. I choose the idea of components as my main goal for making the concept models.



### Porch Diagrams And Schematic Plans

In the Jackson Ward Area, almost every house has a porch which is the place that connects the inside and outside of the house. The idea of the porch is related to my concept model's focal point which provides people a social space to gather together. To consider the porch idea within my building, I start to diagram different possibilities of porches in the plan. I choose two of the diagrams to represent the porch inside or outside of the rooms.



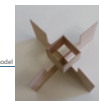
phase one: the pizza model



the puzzle model



phase two: the pizza model



the puzzle model



phase three: the puzzle model



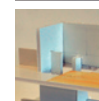
the puzzle model



the pizza model



phase four: the porch model



the porch model

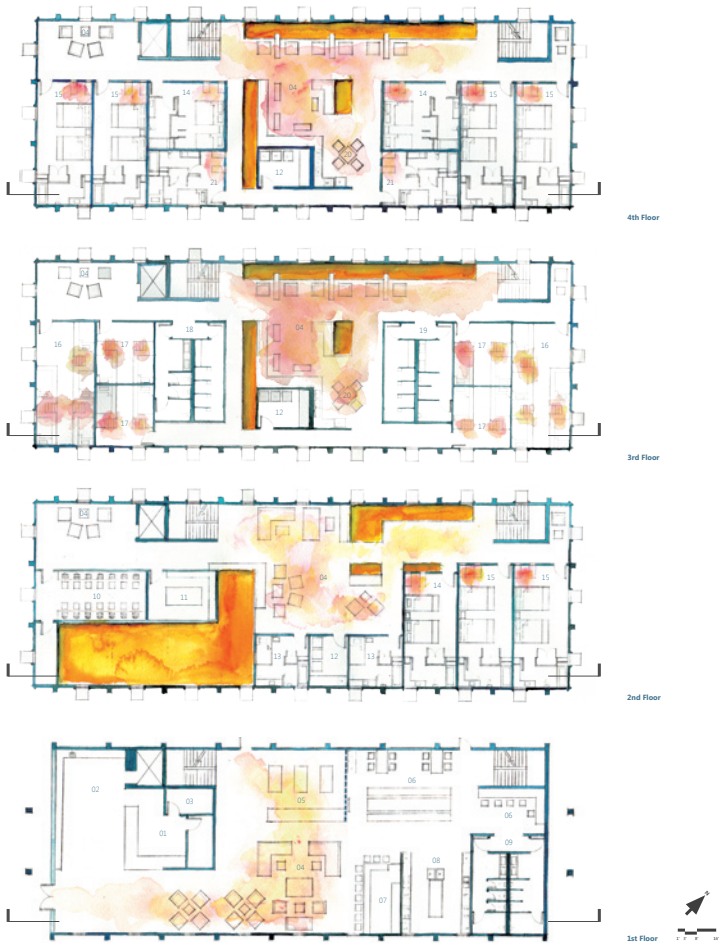


the porch model



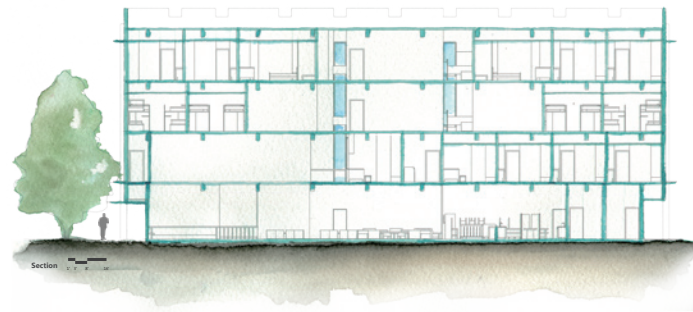
the porch model



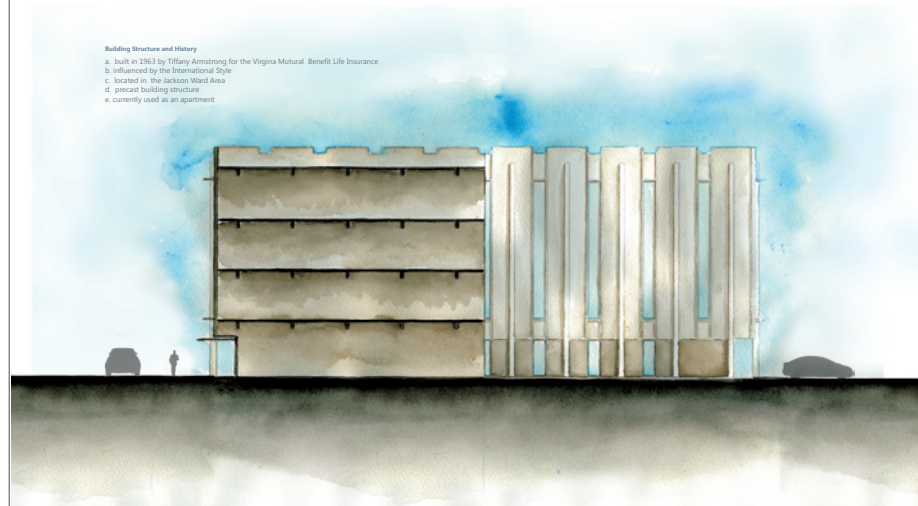


- |                  |                       |                                  |                                |
|------------------|-----------------------|----------------------------------|--------------------------------|
| 01. reception    | 06. dining area       | 11. conference room              | 16. dorm room (20 persons)     |
| 02. lobby        | 07. bar               | 12. laundry room                 | 17. dorm room (8 persons)      |
| 03. luggage room | 08. full-size kitchen | 13. private room (one person)    | 18. bathroom (female)          |
| 04. lounge area  | 09. restroom          | 14. private room (three persons) | 19. bathroom (male)            |
| 05. game area    | 10. computer room     | 15. private room (four persons)  | 20. mini kitchen               |
|                  |                       |                                  | 21. private room (two persons) |

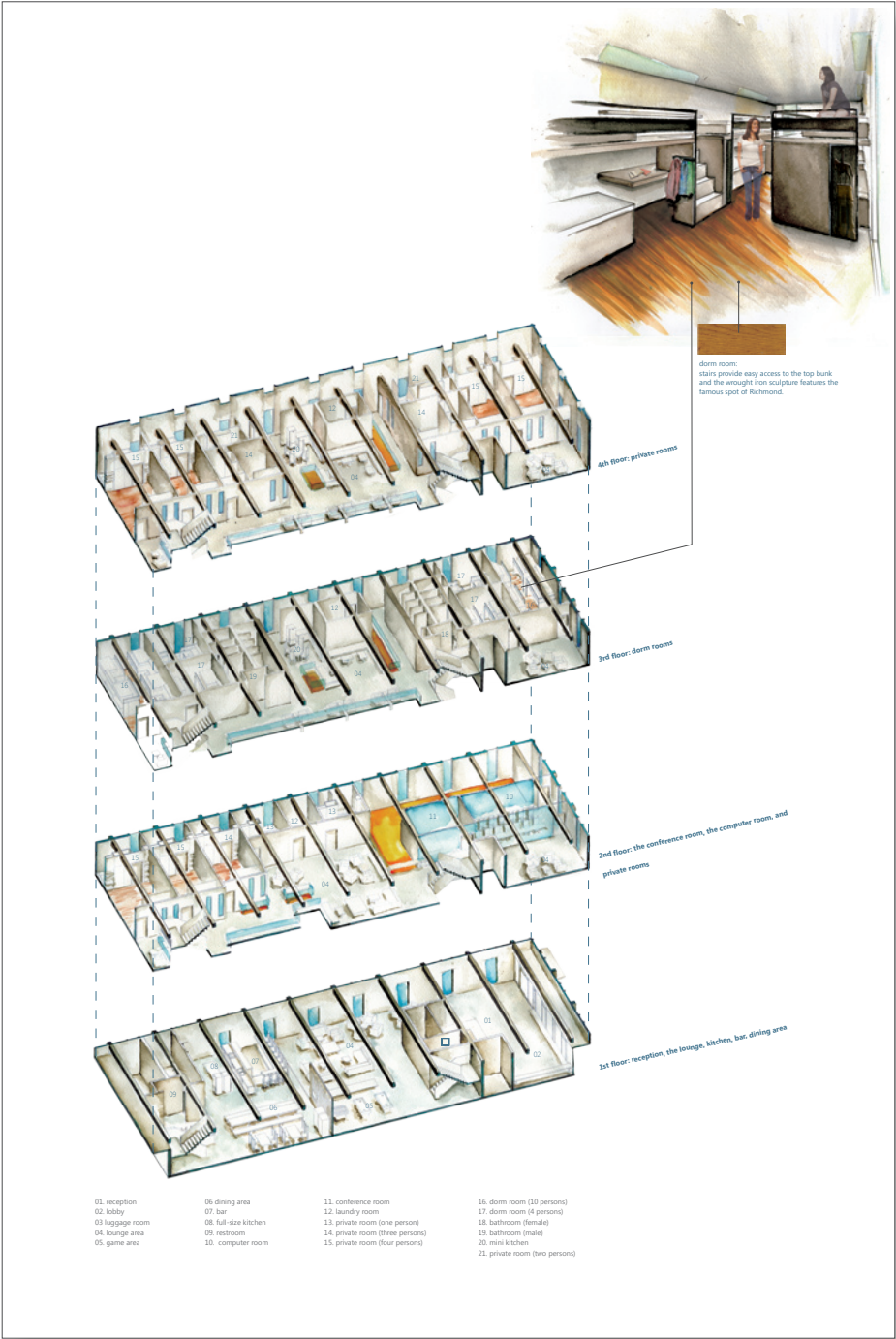




Building Structure and History  
 a. built in 1963 by Tiffany Armstrong for the Virginia Mutual Benefit Life Insurance  
 b. influenced by the International Style  
 c. located in the Jackson Ward Area  
 d. precast building structure  
 e. currently used as an apartment









3rd floor and 4th floor: multi-level atrium emphasizes views to the city



seating fabric



3rd floor and 4th floor: floors peel back to connect levels sectionally



2nd floor: vertical connections in the lounge area and the conference room



frosted glass



the original ceiling and the mosaic wall



limestone



cork



1st floor: high ceiling welcomes visitors at the entrance



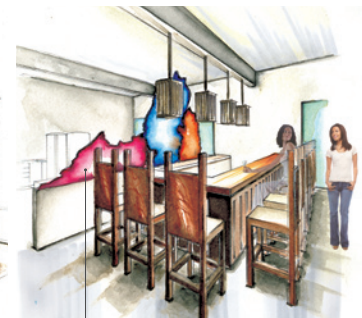
1st floor: open space connects the lounge, game, and dining areas



seating fabric



carpet



wrought iron



1st floor: a wrought iron half-wall separates the bar and the kitchen



**Citation's Bibliography**



## Image

### *Page 17*

Map of Richmond

<http://www.flickr.com/photos/murden/2353306722/lightbox/>

### *Page 24, 25*

( from left to right)

Belle Isle- The Peaceful Center of Richmond

<http://www.richmondvapresents.com/belle-isle-the-peaceful-center-of-richmond/>

Main Street Station

[http://www.weddingmapper.com/plan/vendor/va/james\\_city/ceremony\\_reception/main\\_street\\_station/31022?z=4](http://www.weddingmapper.com/plan/vendor/va/james_city/ceremony_reception/main_street_station/31022?z=4)

Virginia Museum of Fine Arts-2010

[http://www.lobintl.com/Portfolio\\_VMFA\\_01.html](http://www.lobintl.com/Portfolio_VMFA_01.html)

Monument Avenue

<http://ceci-amrhein.com/spotlight>

St. John's Episcopal Church

<http://www.richmondvapresents.com/st-johns-episcopal-church/>

Downtown Richmond, Virginia from Church Hill

<http://www.flickr.com/photos/tyronejohnson/4736488311/lightbox/>

Monument Avenue Richmond Virginia

[http://en.wikipedia.org/wiki/File:Monument\\_avenue\\_richmond\\_virginia.jpg](http://en.wikipedia.org/wiki/File:Monument_avenue_richmond_virginia.jpg)

Jefferson Virginia State Capitol

<http://www.propofs.com/flashcards/cardshowall.php?title=art-history-4>

### *Page 37*

a. southern entrance facade

<http://www.archdaily.com/95806/christ-the-king-jesuit-college-preparatory-school-john-ronan-architects/>

b. southwest facade

<http://www.archdaily.com/95806/christ-the-king-jesuit-college-preparatory-school-john-ronan-architects/>

c. open dining area

<http://www.archdaily.com/95806/christ-the-king-jesuit-college-preparatory-school-john-ronan-architects/>

d. chapel

<http://www.archdaily.com/95806/christ-the-king-jesuit-college-preparatory-school-john-ronan-architects/>

### *Page 41*

a. northwest view

<http://www.brianrose.com/mvrdv/mvrdv.htm#>

b. southern facade

<http://www.brianrose.com/mvrdv/mvrdv.htm#>

c. western facade

<http://www.galinsky.com/buildings/wozoco/index.html>

### *Page 45*

a. stairs in the hall

[http://www.greatbuildings.com/buildings/Erdman\\_Hall\\_Dormitories.html](http://www.greatbuildings.com/buildings/Erdman_Hall_Dormitories.html)

b. living room

[http://www.greatbuildings.com/buildings/Erdman\\_Hall\\_Dormitories.html](http://www.greatbuildings.com/buildings/Erdman_Hall_Dormitories.html)

c. the hall on the first floor

[http://www.greatbuildings.com/buildings/Erdman\\_Hall\\_Dormitories.html](http://www.greatbuildings.com/buildings/Erdman_Hall_Dormitories.html)

#### *Page 51*

a. single room

<http://www.stevenholl.com/project-detail.php?type=&id=47>

b. stairs in the lobby

<http://www.stevenholl.com/project-detail.php?type=&id=47>

c. facade

<http://www.stevenholl.com/project-detail.php?type=&id=47>

d. open dining area

<http://www.stevenholl.com/project-detail.php?type=&id=47>

#### *Page 57*

a. rear facade

[http://www.architizer.com/en\\_us/projects/view/bornhuetter-hall/156/](http://www.architizer.com/en_us/projects/view/bornhuetter-hall/156/)

b. main facade

[http://www.architizer.com/en\\_us/projects/view/bornhuetter-hall/156/](http://www.architizer.com/en_us/projects/view/bornhuetter-hall/156/)

c. courtyard

[http://www.architizer.com/en\\_us/projects/view/bornhuetter-hall/156/](http://www.architizer.com/en_us/projects/view/bornhuetter-hall/156/)

d. hallway

[http://www.architizer.com/en\\_us/projects/view/bornhuetter-hall/156/](http://www.architizer.com/en_us/projects/view/bornhuetter-hall/156/)

e. lounge exterior

[http://www.architizer.com/en\\_us/projects/view/bornhuetter-hall/156/](http://www.architizer.com/en_us/projects/view/bornhuetter-hall/156/)

f. student nook

[http://www.architizer.com/en\\_us/projects/view/bornhuetter-hall/156/](http://www.architizer.com/en_us/projects/view/bornhuetter-hall/156/)

#### *Page 62, 63*

a. a bold forest of concrete columns

<http://www.archdaily.com/163641/student-hostels-dcoop/>

b. random columns rising up to meet a patterned waffle slab

<http://www.archdaily.com/163641/student-hostels-dcoop/>

c. visual dynamic lines

<http://www.archdaily.com/163641/student-hostels-dcoop/>

d. the diamond pattern of the waffle ceiling

<http://www.archdaily.com/163641/student-hostels-dcoop/>

e. multi-level arenas for students to occupy

<http://www.archdaily.com/163641/student-hostels-dcoop/>







