

LEVEL UP: A POST-INDUSTRIAL PLAYSCAPE

Project Location:

2000 S. Industrial Highway Ann Arbor, MI 48104

Project Team Members:

Collin Garnett Katie Shipman Pilar O'Hara

Systems Studio Section:

Ellie Abrons Meredith Miller

Taubman College of Architecture and Urban Planning
University of Michigan
Arch 672 Systems Studio Fall 2022



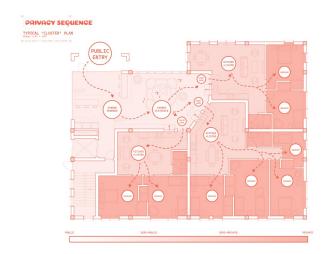
PROJECT NARRATIVE

Level Up responds to an immediate need in Ann Arbor, Michigan to bolster affordable housing for families. This need led the team to design larger units, keeping a family size of 3 to 6 people in mind when designing the project. Level Up began with an idea for non-traditional housing aggregation, pulling ideas from more radical cooperative housing models and modifying them to fit the more family-friendly use case of the "cluster".



Unit Typology + Social Agenda

The cluster is the central idea for our housing proposal; three single-family apartment units per floor arrayed around a common living space established a model for shared living space that enables thresholds of privacy that are essential for families, especially those with smaller children. This shared space, dubbed the "mudroom", allows the three units that open onto it a sort of extended living and playing area. Each unit maintains visual contact with the mudroom via a kitchen window; this establishes a connection while still allowing residents a degree of control over the sounds, smells, and general access to their unit. The kitchen is always the room directly adjacent to the shared space, establishing a relatively active threshold that negotiates the domestic realms of semi-public mudroom and private bedrooms.



Site Strategy + Organization

Level Up's attitude toward the cluster repeats in a logical progression of scale from units to building to site. In plan, two clusters aggregate to form one building. Four buildings are placed across the site, allowing nested collectivities of shared spaces both between clusters and between buildings. Community public programs are weaved into the site, dotting the interstitial bridging thoroughfares on each of the four buildings, simultaneously drawing people in for the program while being lifted up and even delineating the most efficient path of circulation through the site. Similarly, playscapes have been embedded into the landscape, providing moments of play and discovery at every turn, whether one is discovering the site for the first time or engaging with a daily routine as they come home at the end of a long day. Surface lots, car share, bus stops, and integrated bike racks throughout the site promote varied modes of transportation and access to the site.

Structural Concept

The project consists of CLT construction arranged along an alternating 20'x20' and 10'x20' structural grid. The project utilizes glulam columns and beams in conjunction with CLT floor slabs and walls.



Facade Concept and Materiality

The materiality of the building creates unique and playful facades through the use of sustainable and warm materials. The residential portion of each building is indicated through the wood slat and panel rainscreen system, while the shared community programming, including the mudrooms, is expressed through colorful scalloped terracotta rainscreen panels. Each building takes on a different color (orange, blue, green, and pink) as well as a different roof parapet profile to add unique character to each residential building on site. Designing for families and well-being, each aspect of the project from facade to site design is unique and fun to create a lively and nurturing environment.



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Collin Garnett, Katie Shipman + Pilar O'Hara In the Mix: Ellie Abrons + Meredith Miller

Project Statistics

Total gross floor area 122,815 SF

(res + office +

comm) 91,171 SF (residential only)

Lot area 3.97 acres / 172,750

sf [3.10/ 135,036 w/o

AAHC Programs]

FAR **0.697**

Number of floors 3

Building height 56'

Dwelling unit count and bedroom count

66 units
138 beds

Dwelling units/acre 16.62

Total area of commercial space 31,644 SF

Total net leasable area 70,383 SF

Efficiency rate in % 57%

Unit Access typology Family units with

shared landing

Building Typology Low-rise residential

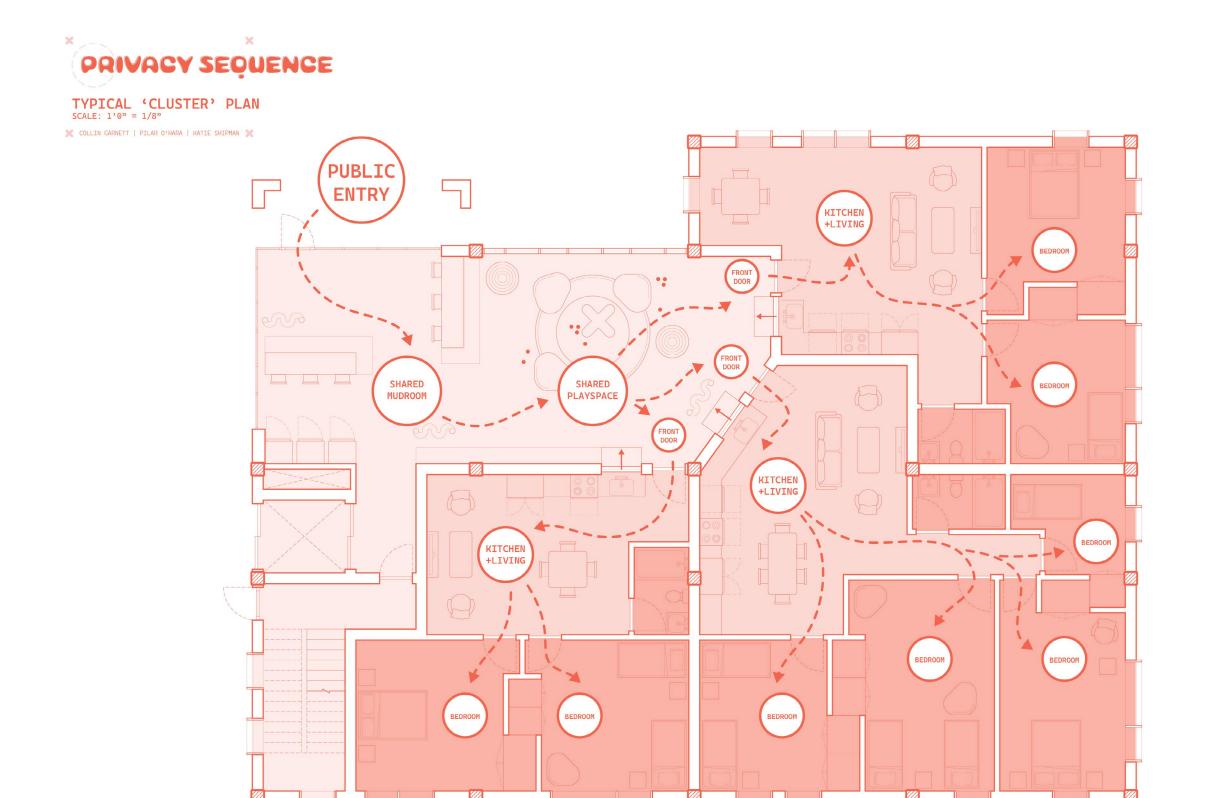
Number of on-site parking 90 spaces 34 AAHC / 56

residential

Parking spaces per unit 0.84



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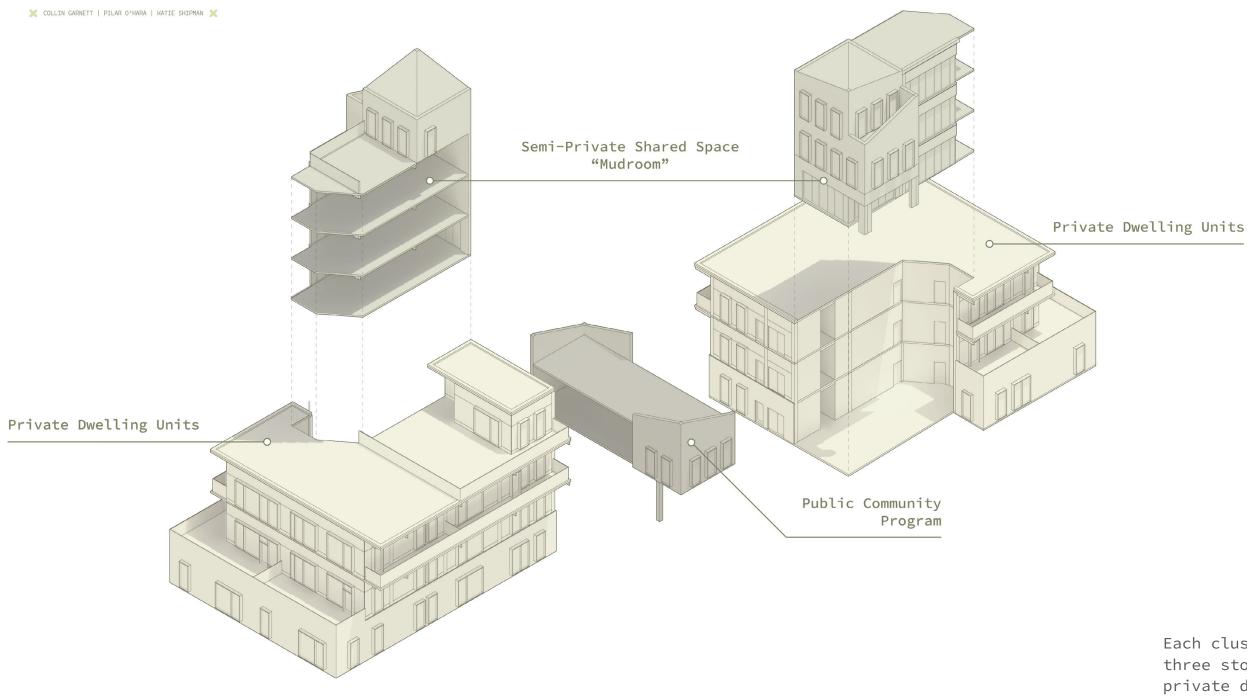


PUBLIC SEMI-PUBLIC SEMI-PRIVATE PRIVATE PRIVATE

Residential clusters are designed to draw residents from public to private space across the shared mudroom and playspace threshold into the private dwelling units.



MASSING LOGIC DIAGRAM



SEMI-PRIVATE

SEMI-PUBLIC

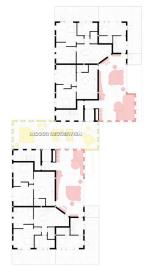
Each cluster, comprised of three stories, consists of 9 private dwelling units (1-3 bedrooms). Each residential building consists of two clusters connected by a public community programming space.

PRIVATE

PUBLIC

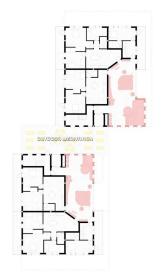








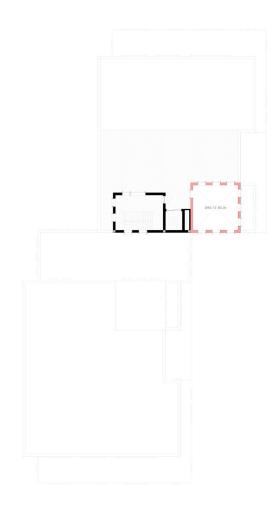


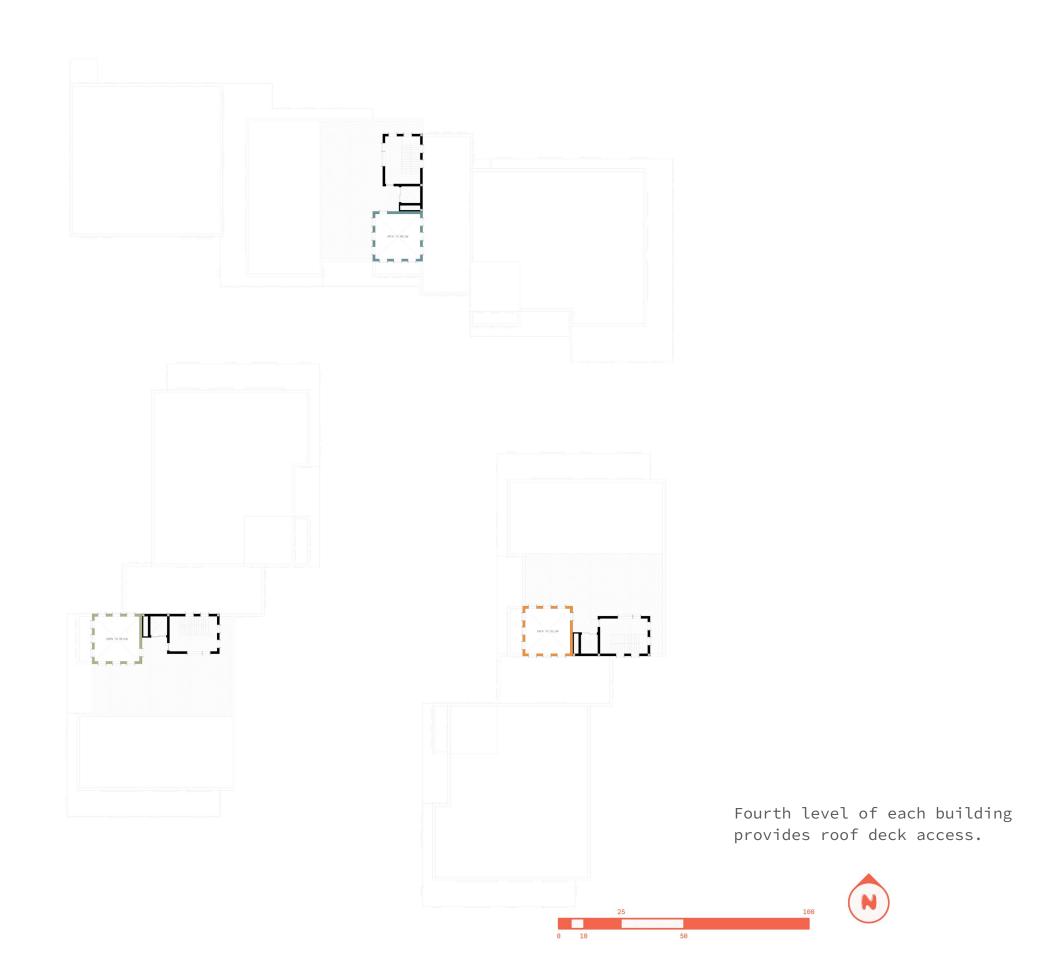




The residential floor plans of the second and third floors step back in order to create exterior terracing and balcony space.





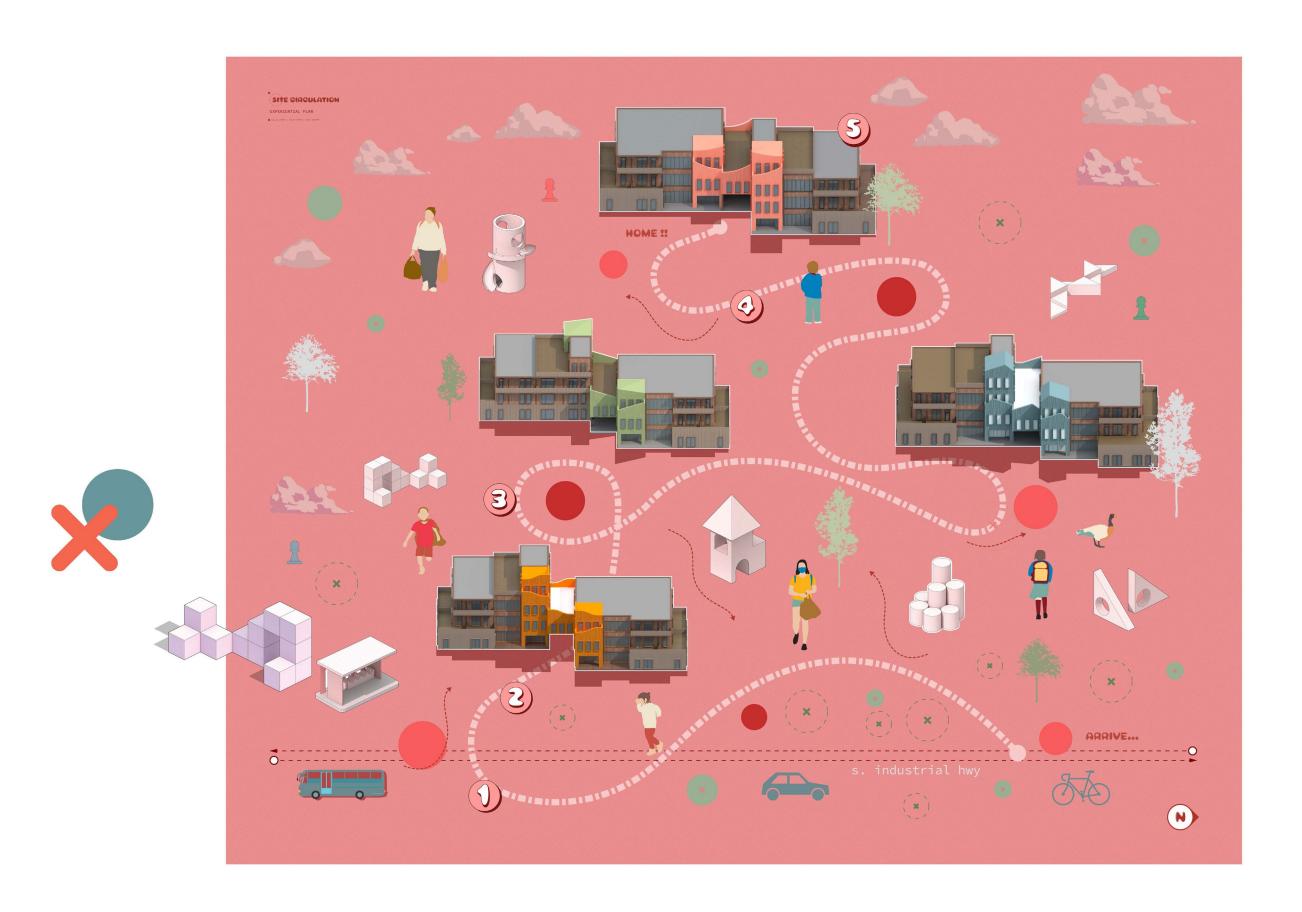


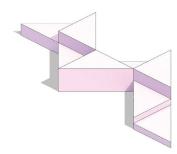
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SUZ SEQUENCE

































EXTERIOR RENDERING 🗶 COLLIN GARNETT | PILAR O'HARA | KATIE SHIPMAN 🗶





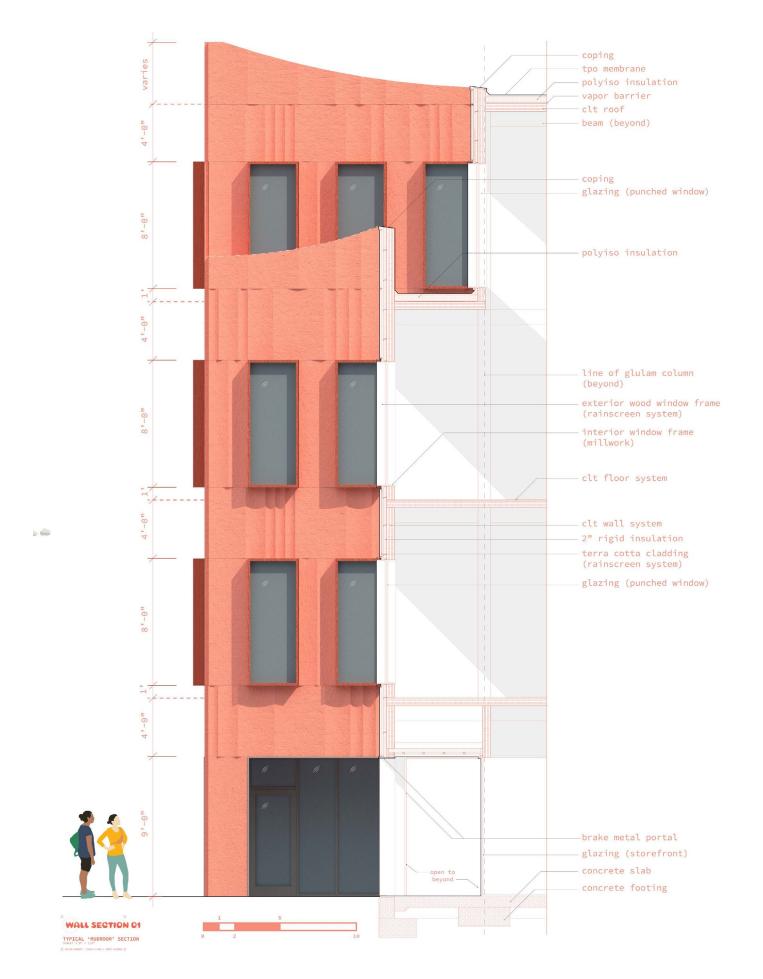




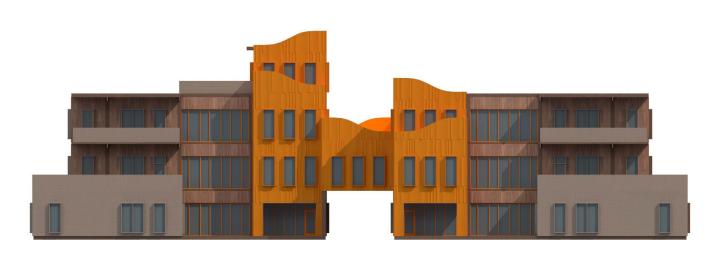


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FRENDE SYSTEMS



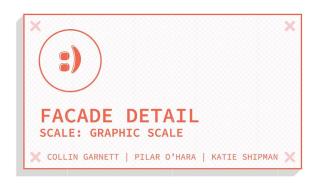




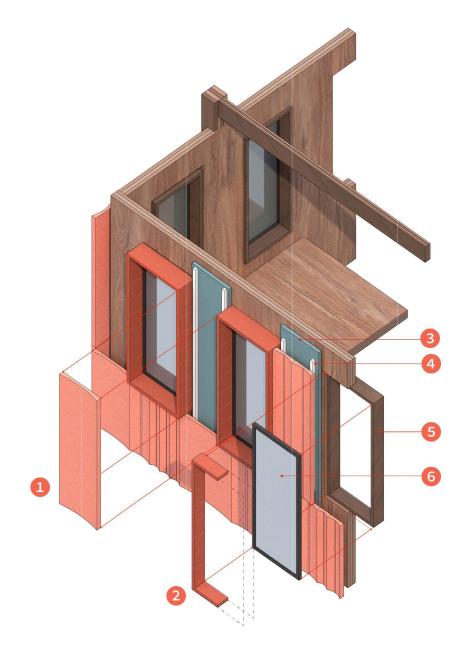


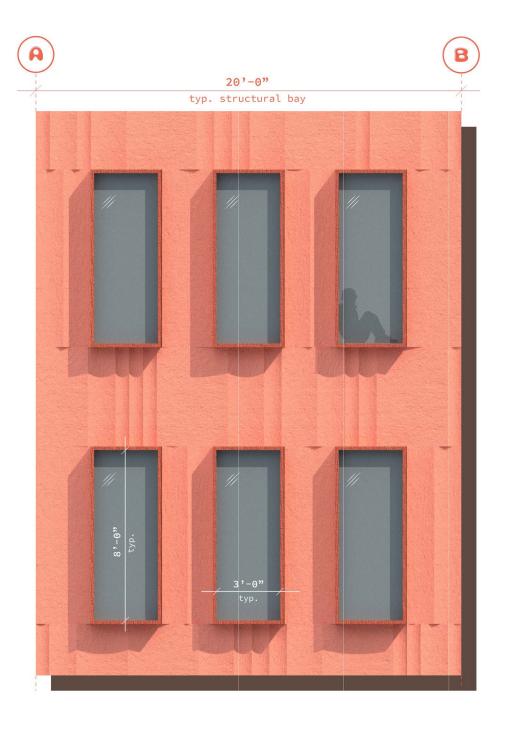


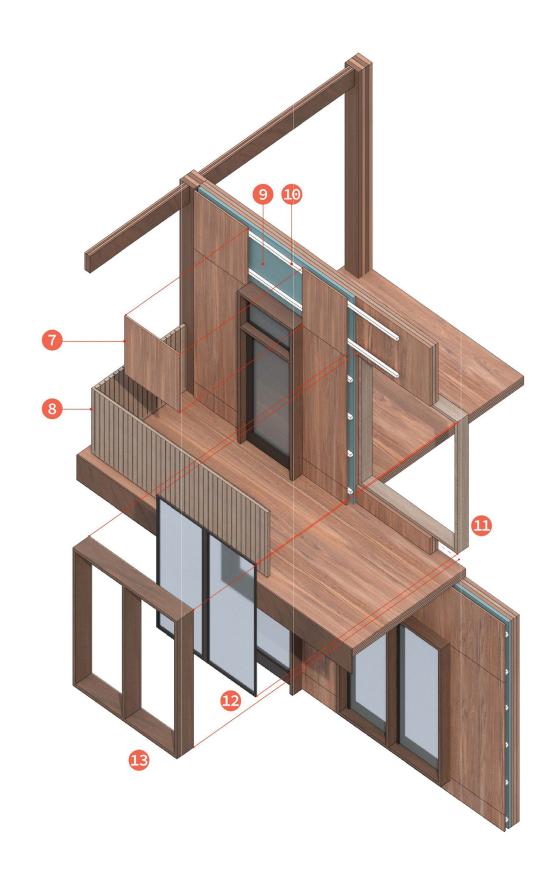




- 1. terracotta cladding
- 2. painted exterior frame
- 3. xps rigid insulation
- 4. vertical track system
- 5. inner frame
- 6. glazing unit







- 7. wood panel cladding
- 8. vertical slat railing
- 9. xps rigid insulation
- 10.horizontal track system
- 11.inner frame
- 12.glazing unit
- 13.exterior frame



BUNDUS SEQUENCE













