

Concrete Mazes and Brutalist Trails: Wayfinding at Lane Community College

Comprehensive Project
Spring 2004
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The Problem:

The Site:



Colliding slabs of concrete generate multiple floor levels



Built in a single architectural style: New Brutalism

- Rejection of grids and Beaux-Arts order
- Rejection of architectural detail
- Avoidance of elegance or comfort
- Mechanical systems displayed overtly

The Client:

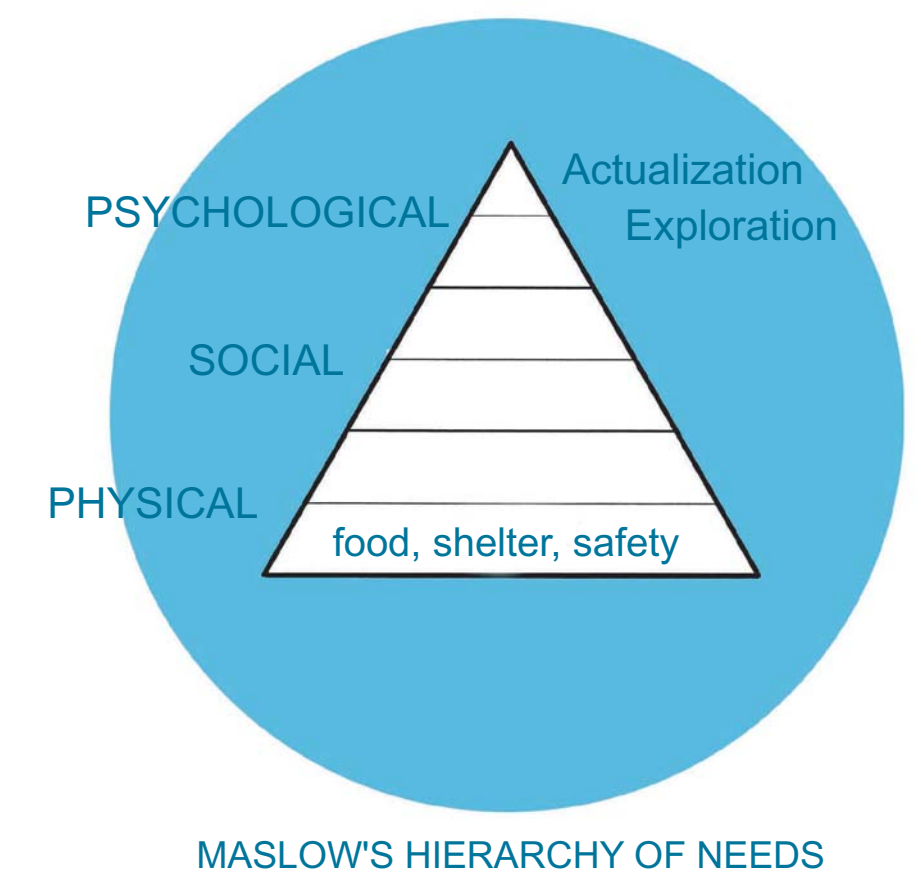
College vision: "Transforming lives through learning"

Students--the real clients



An illegible environment has a profound effect on learning.

The Problem--Its Effects:



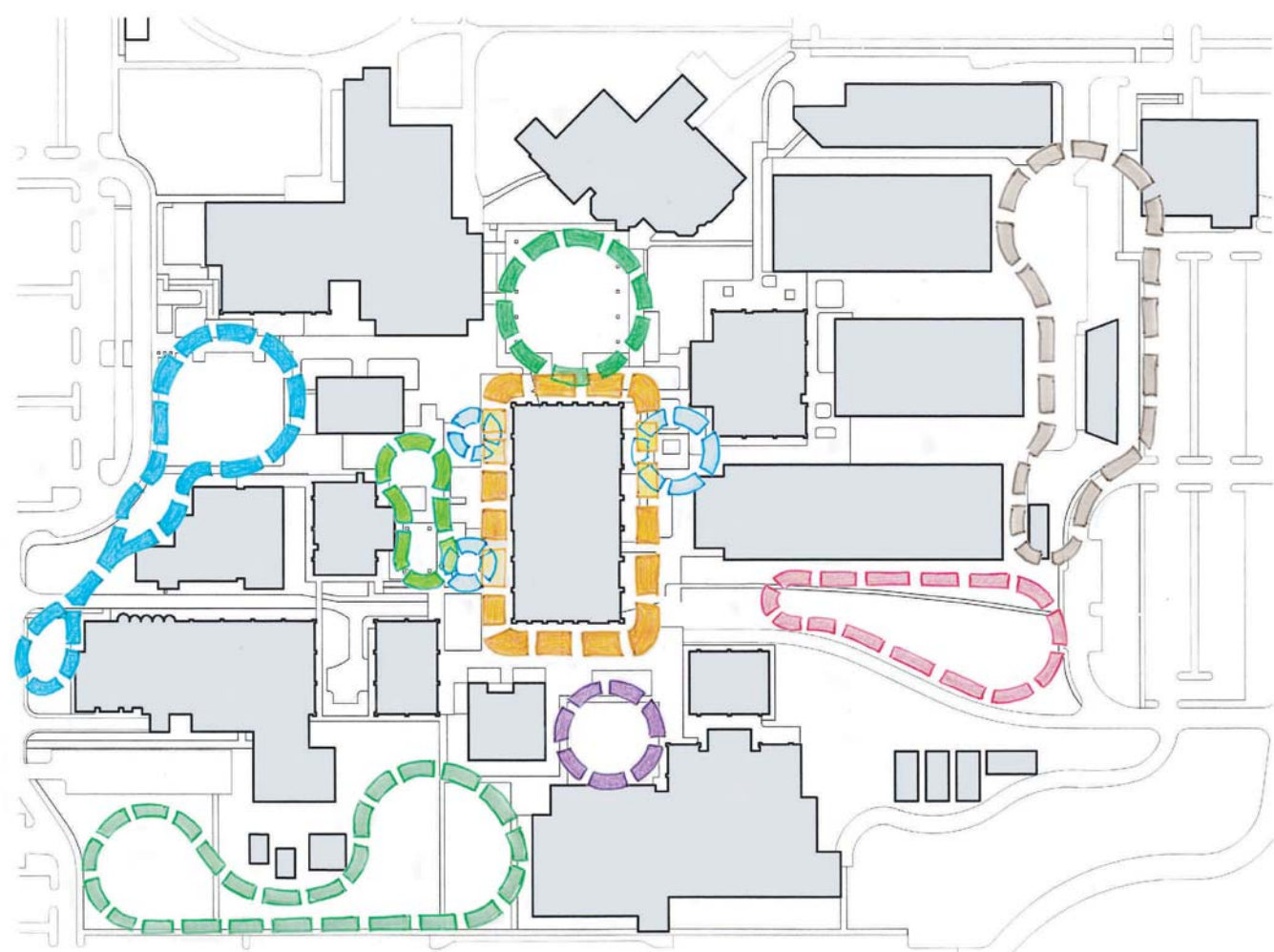
Contributing Factors:

- Too much unity--color, material, style, form
- Too much diversity--no axes or organizing principles
- no direct routes, and multiplicity of routes
- multiple elevations
- no spatial hierarchy
- Lack of spatial definition
- no clear districts
- no consistent frame

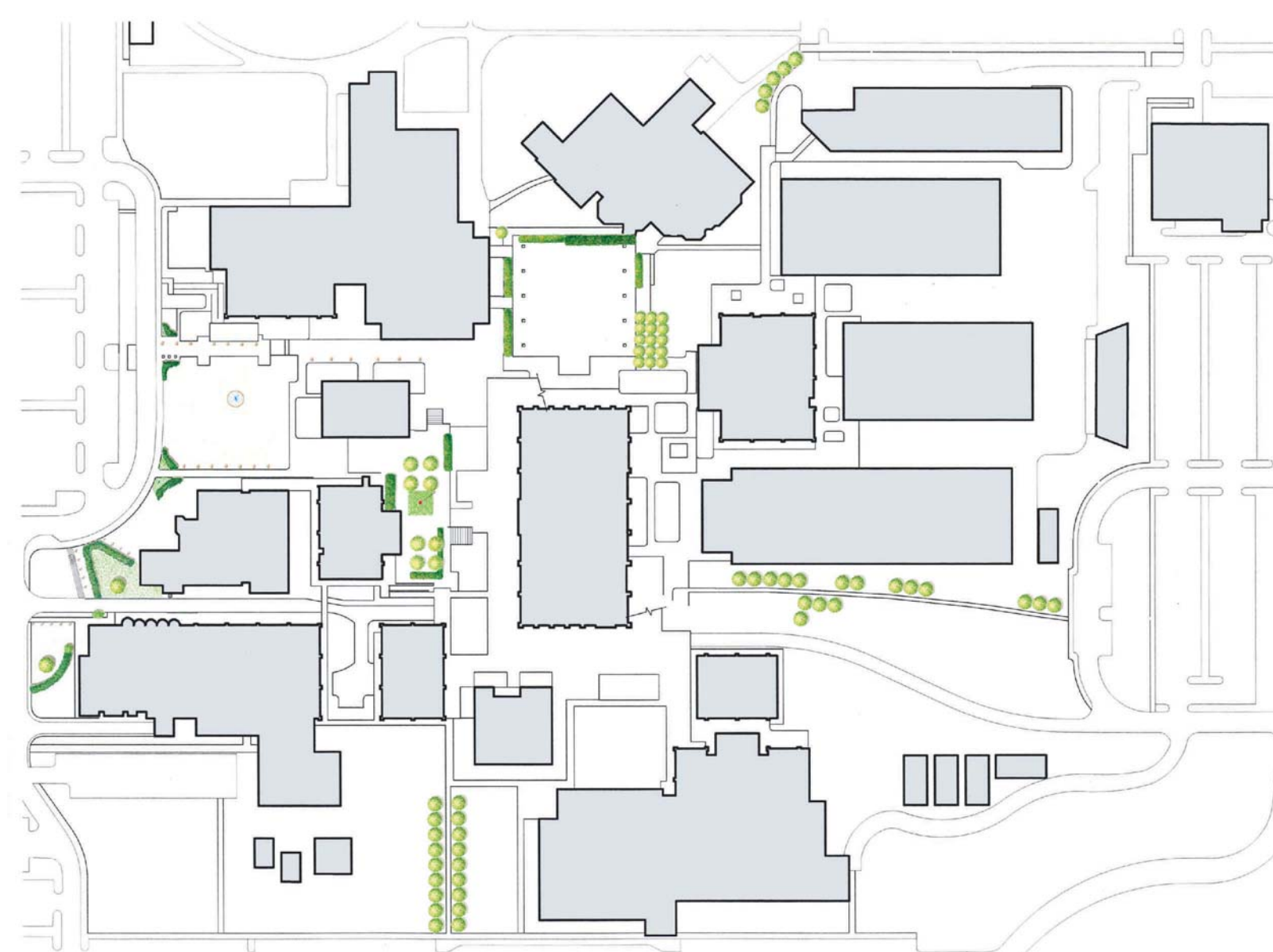
The Strategy:

Spatial Definition:

1. Give buildings memorable names.
2. Define spatial nuclei--Districts are defined not by building masses but by spatial volumes.



3. Give outdoor spaces memorable names.
4. Locate a landmark in each nucleus.



5. Mark accessible routes.



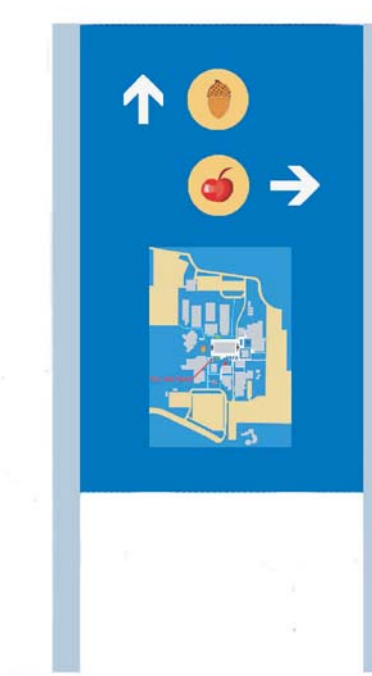
6. Delineate main entrance routes.

Environmental Graphics:

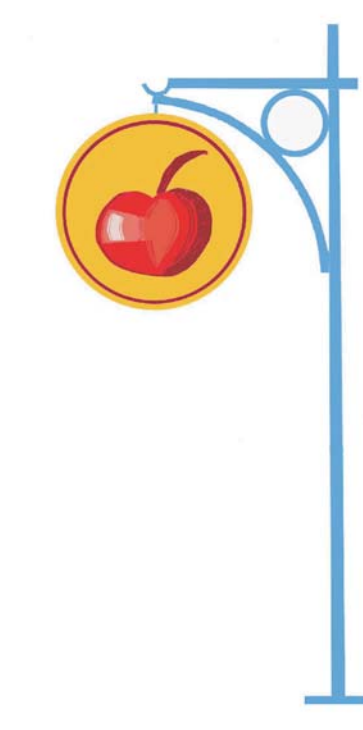
1. Develop user-friendly map.



2. Develop hierarchy of standard sign types.



TRAILBLAZER at each decision point



SPACE IDENTIFIER confirming arrival



BUILDING IDENTIFIER over each main entrance

A Selection of Before-and-After Examples:

