

## ARCHITECTURE CHALLENGE



Frank Lloyd Wright (American, 1867-1959), *Library from the Francis W. Little House*, 1912-1915.

Artist Frank Lloyd Wright created architecture modeled around his client's needs and environment. The room here is a library designed for the needs of the family. It includes wide open windows, clean and simple designs, and comfortable furniture. The designs of the windows are inspired by the wheat stalks of the prairies.

Architects like Frank Lloyd Wright consider their client's needs when designing spaces. This week, you can act as an Architect by designing a space for your client. Below are two design prompts for you to choose from. Pick one that you would enjoy designing.

### Design Challenge 1

Your client, Gary, is an artist who wants an art studio designed. His wife is also an artist and he has four young children and two dogs. Gary needs a wide-open area with plenty of storage and table space, large windows for natural light, a bathroom, and a sink.

While he doesn't need it, Gary would like to have a small kitchen to cook meals in if he stays in his studio for large amounts of time. He would also like an area where his children can play while he works. His family loves nature and they would like you to incorporate that in some way.

### Design Challenge 2

Brielle has dreamed of opening an art gallery for a very long time. She has contracted you to design her gallery. Brielle needs one very large front room for the main gallery. She needs tall walls with lots of wall space and large windows that allow you to see into the gallery from the street. Brielle also needs a bathroom, a back room with lots of storage space, and an office for herself.

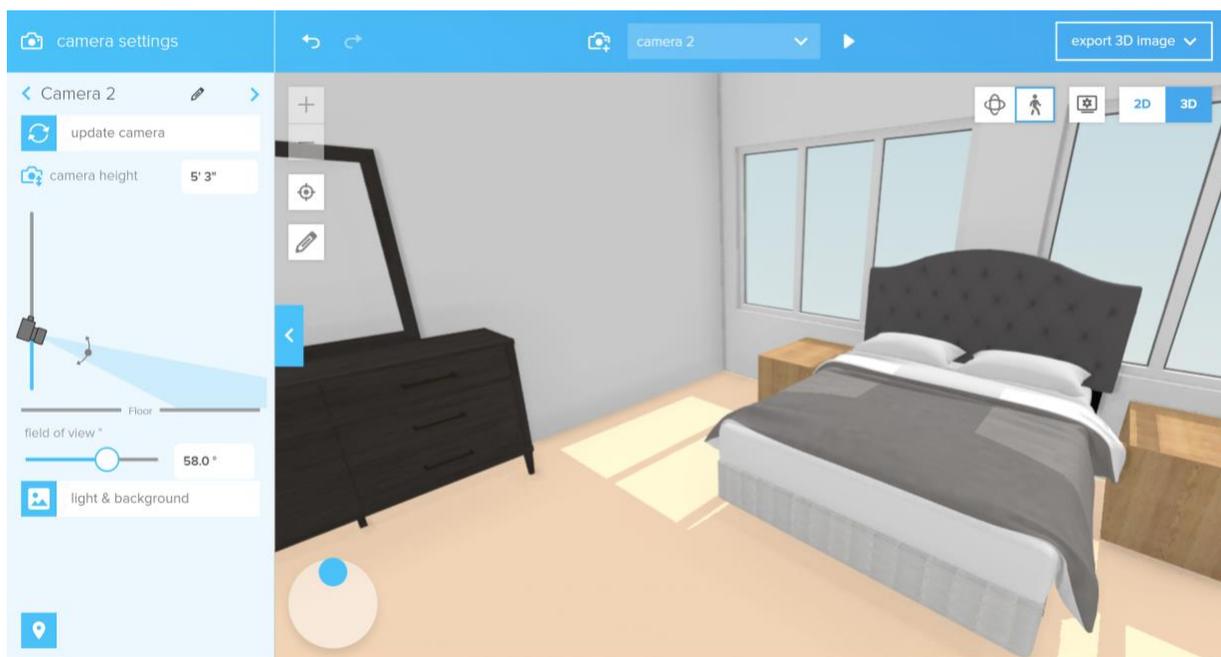
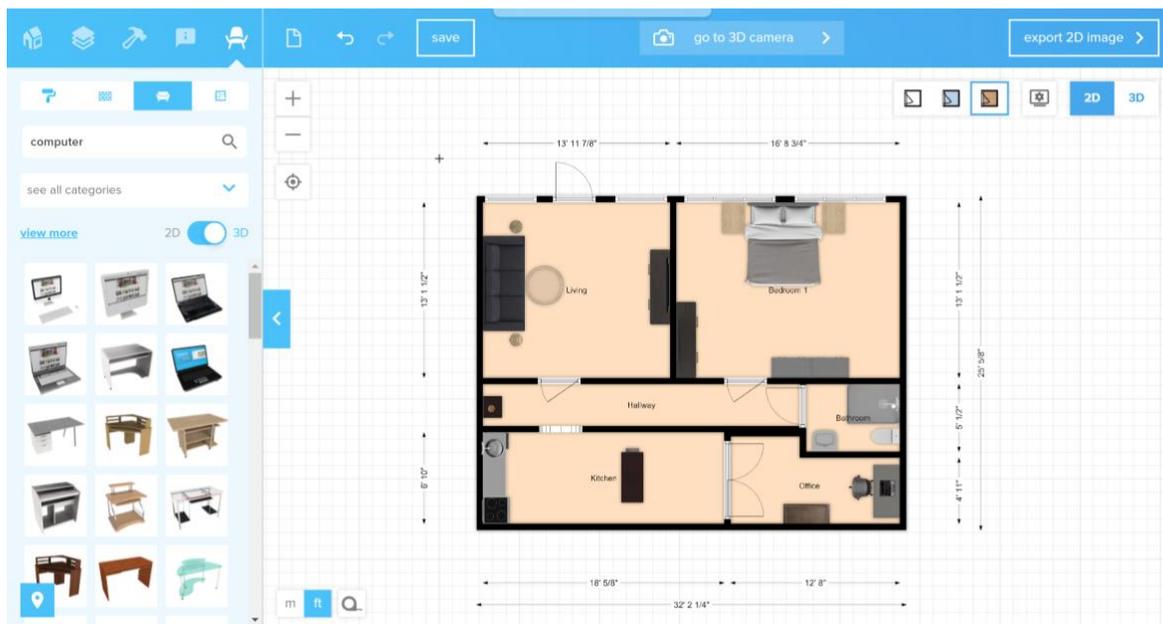
While she doesn't need it, she would like an interesting outdoor area to attract visitors, as well as lots of open walls on the inside of the gallery to hang more art from. She would like the gallery to be handicap accessible, with wide doors, clutter free floor space, and easy bathroom access.

# Create Your Design: Think Like an Architect!

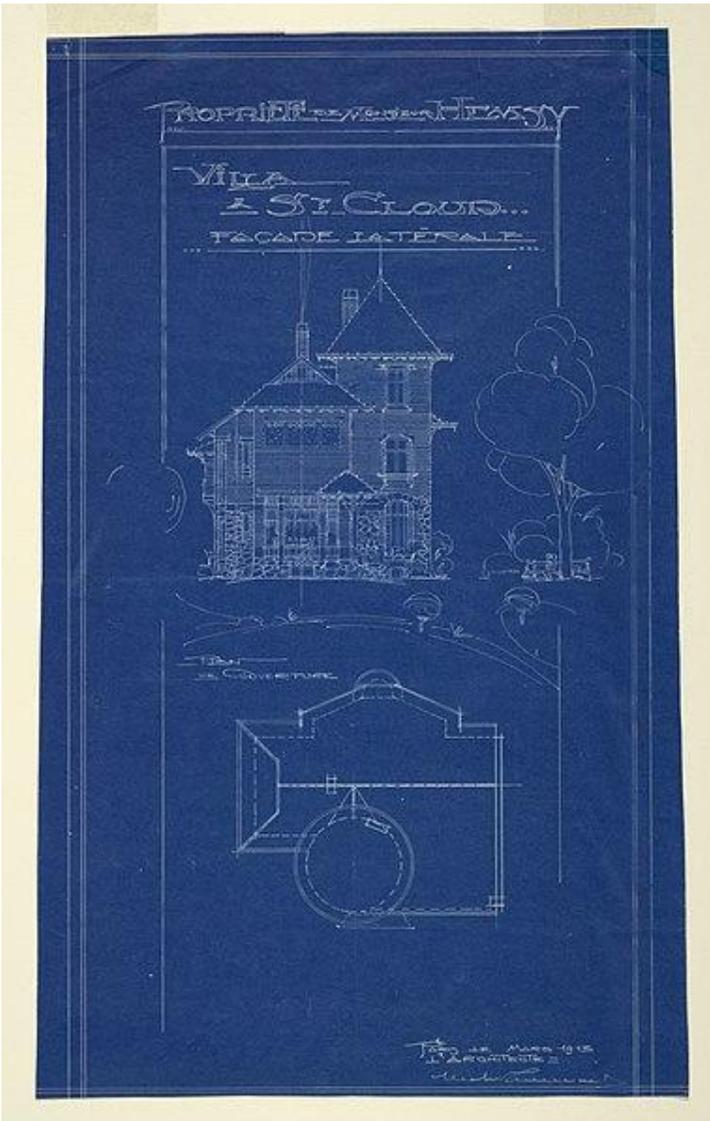
## Option A: Digital Design

[Floorplanner.com](https://www.floorplanner.com) is an awesome, free software that lets you design room spaces. It is free to use and very easy to understand. Once you enter your email to sign up, adding any additional information is optional. It offers a great tutorial through selecting "Room Wizard". You can customize almost every aspect of your space, including the height, type, color, shape, and size of rooms. You can also add furniture to maximize customization. You can toggle between 2D (Blueprint view) and 3D view. It is a free-to-use software, but premium options and limited access is minimal. Use the prompts above to design a space.

Link to resource: [Floorplanner.com](https://www.floorplanner.com)



## Option B: Paper Blueprint Design



Blueprints are some of the oldest forms of architectural drawings. Blueprints allow you to make detailed plans of a space without making it in 3D. In the example blueprint, you can see both the inside and the outside of the building. Blueprints include the size and shape of all rooms, as well as doors, windows, and other details. Some blueprints even use details like furniture to make the space livelier.

Use your design prompt to design a flat, 2D blueprint. For an extra challenge, design a “Facade” of the outside of your building!

### You need:

- Paper
- Pencil
- A ruler (Optional)

### Instructions:

1. Brainstorm the list of things you’ll need in your structure.
2. Create a sketch of your blueprint.
3. Add final details and use basic shapes and clean lines to make a blueprint.

Blueprint, *Villa of M. Hemsy, St. Cloud, Facade Laterale*, 1913

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