ART VILLAGE

Conceived as a micro-village, individual living units alternate with exterior garden courtyards. This chessboard typology unifies a variety of studio to three-bedroom units under a cohesive spatial organization and visual identity. The tiling spatial logic, furthermore, allows the number of units and clusters to expand over time. To maximize solar access, the pitched roof canopies rise and fall at varying heights to allow either full-height or clerestory glazing on all four sides of every unit. As a typology, this development serves as a model for a denser, more site-preserving pattern of rural habitation that is applicable across a spectrum of contexts and geographies.

PROJECT
Clustered multi-family residences

SIZE
558 m² (6,000 ft²)

LOCATION
upstate, NY

STATUS
Concept

KEY PERSON
Daniel Bayne, Andrew Herd, Chung Ming Lam, Jean Lien, Goby San Román Bustos