

THE BARGADE



PROJECT TITLE: ALFRED INFILL

PROJECT INITIATED: MID MARCH 2022

PROJECT COMPLETED: MID APRIL 2022

PROJECT OVERVIEW:

This project tasked me with designing a corner infill building in a historic section of Main Street in Alfred, New York. The final design needed to simultaneously fit in with the existing historic buildings while also not seeming as if it was trying to imitate their design languages.

SKILLS DEVELOPED:

Prior to this project all of my previous academic work fit into a traditional, classically inspired design language. I was thankfully persuaded by my professor to push out from my comfort zone and come up with something more contemporary and more easily distinguished from its traditional surroundings. As a result, I produced my most unique building yet, and got out of my shell as a designer.

The Barcade

Alfred Corner Infill Project

Justin Richards

Design Studio 4

Designed Spring 2021 // Revisited Winter 2023

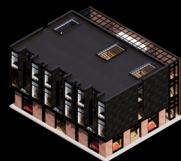


South Main Street and Saxon Drive View

[Exterior] (Cloudy Day)

At the intersection of South Main Street and Saxon Drive, within the college town of Alfred, NY, one can find a lot left vacant after a fire claimed the building that once stood there. An outdoor art gallery has been the lot's temporary occupant until a permanent solution can be found. The project briefing called for a new mixed use building to be proposed that would fill both the physical and programmatic voids left at the corner of main street.

This lot also happens to be part of the Alfred Village Historic District, so the proposed building must find a way to stand out enough that it will not be confused with the historic buildings it abuts, while also taking enough cues from the surrounding buildings that it does not sour the entire street or call too much attention to itself.



Exterior Isometric

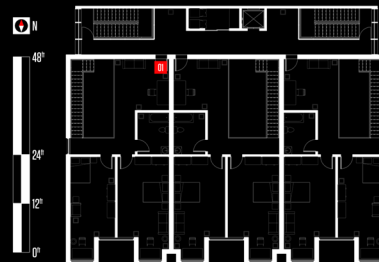
This project draws its name from the proposed space that will occupy the building's first floor. A new social hub and entertainment space in the form of an arcade bar for students and permanent Alfred residents to kick back and relax after a long day. The two upper levels, visually distinct on the exterior, are off-campus student apartments.

01 The first interior rendering shows off the space at the top of the stairway in the westernmost residential unit. The skylight in this space allows for light to be tunneled straight down through the core of each residential unit. This skylight is integral to the middle unit that only possesses windows on its southern facade.

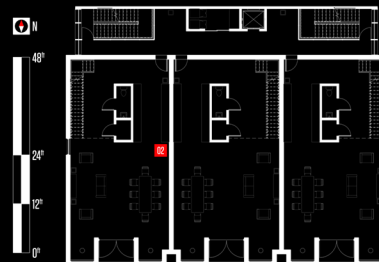
02 The second interior rendering shows off the living room-dining room combo that occupies the lower level of each unit. These spaces are illuminated by the natural light that is able to penetrate the building through the southern facade's angle fenestration.

03 The third interior rendering provides an elevated view of the arcade bar at night when all the neon lights and signs are turned on and illuminating the space. The arcade space dominates the foreground while the bar counter and dining space occupy the background.

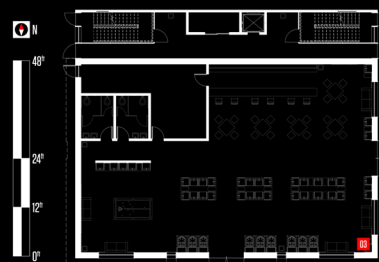
[Residential]
Third Floor



[Residential]
Second Floor



[Commercial]
First Floor



01 Stairway // Skylight

[Third Floor] (Residential)



02 Living Room // Dining Room

[Second Floor] (Residential)



03 Barcade // Dining Space

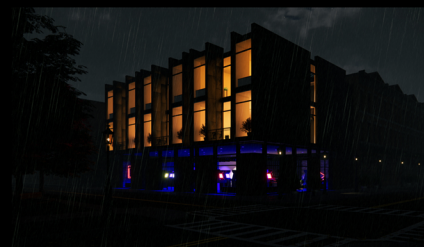
[First Floor] (Commercial)



West Elevation

South Elevation

East Elevation



South Main Street and Saxon Drive View

[Exterior] (Rainy Night)

DEVELOPMENT

Alfred Corner Infill Final Presentation

Justin Richards

Semester Six

Barcade Proposal

The proposed building contains a bar and arcade on the first floor and three two bedroom apartment units on the second and third floors.



Street View



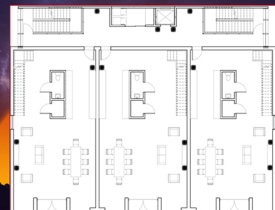
Site Plan



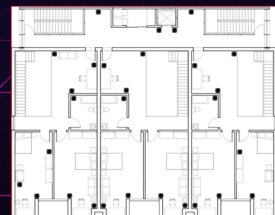
South Elevation



First Floor Plan



Second Floor Plan



Third Floor Plan



East Elevation



Barcade Space (First Floor)



Living & Dining Rooms (Second Floor)



Balcony & Study Space (Third Floor)



Master Bedroom (Third Floor)

Inceptual Sketches

These were the first sketches that resembled the final iteration of The Barcade. The idea for the three bay design of the residential levels and the mostly storefront lower level originated here.



Arcade Machine

This was a custom arcade machine asset I created while revamping The Barcade for my portfolio. Since I would be filling the arcade space with machines, I knew I needed to either find a set of models with enough variation to not look too repetitive, or make my own model with adjustable material parameters.

Alfred Corner Infill Final Presentation

The final presentation boards for The Barcade, exactly as they were presented back in 2022. These might have been some of my most egregious presentation boards, and as such taught me many lessons on what not to do for future presentations. For all subsequent presentations I believe I managed to find a better balance between making the boards appealing without sacrificing the effectiveness of the presentation material.

