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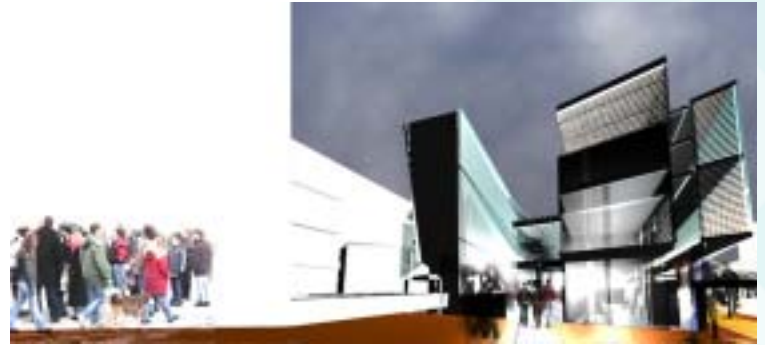
InForum

(ACADIA International Student Design Competition, 2001)

The basic program in the 2001 Association for Computer Aided Design in Architecture (ACADIA) Student Design Competition was a hypothetical project to create a "new kind of civic gathering place, which can build on the synergy of public and commercial information technology." The site for the *InForum* building was located in Berlin on the site previously proposed for the new American Embassy in Berlin. The site faces the famous Pariser Platz on the North. The complexities of the program and the given urban situation required a sophisticated response at a number of cultural and architectural scales. In addition, the web-based competition model necessitated a unique integration of media and concepts that was analogical to the program itself.

Reasons for the nomination:

The student was the overall winner of his group in the competition and utilized **form•Z** throughout the design process. He used the application for presentation and analytic purposes but more significantly as a mode of generation and investigation of ideas. It is an excellent project that uses modeling, rendering, and presentation technologies in innovative ways, thus demonstrating how well suited **form•Z** is in an iterative design process that incorporates a range of media.



Jury Comments:

This student's use of combining the digital media with traditional graphic representation is both very impressive and inventive. The analysis of civic gathering space is sensitively explored. Some spatial conditions and forms echo the 'arcade like internal spaces' as found in the seminal work of Herman Hertzberger's *Centraal Beheer* Office building. The "InForum" is a honorable project which demonstrates the interior street and urban condition and shows how well suited **form•Z** is in an iterative design process that incorporates a range of media.

- Dan Shear

Having directed the ACADIA competition I am familiar with this project. I recommend it for an award regardless: it clearly stands out from its competitors in its thorough investigation of the community-based theme, and the tectonics of the design process. The number of renderings made possible by the software, and the designer's willingness to explore other modes of modeling all lead to a very clear, exciting proposal.

- Peter Anders

This project gives a sense of the *activities* in the structures by: (i) Skilled use of people — not just a few, poised tokens to suggest scale, but crowds shown in movement by use of transparency. Transparency of the people also allows the architecture to be seen despite the crowds. (ii) Showing retail uses — the actual goods in the store — and *lighting* them. In other projects you ask, "If this is a shoe store, where are the shoes?" or the lighting focuses on architectural elements, not on the activities and objects, the people and goods, to be housed. (iii) Use of signing and electronic communication (though this could have been further developed.)

- Denise Scott Brown



Award of Distinction