AN HONORS THESIS [HONRS 499]

by

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ABSTRACT:
For the Cripe Competition design problem, the design is a multi-use, predominantly gallery-dominated, facility, focusing on an artist. The artist had to be a practitioner—living or deceased—of one of the visual arts. For the purpose of this project, the visual arts were defined as the art forms of painting, photography, printmaking and filmmaking. The design would simply provide a functionally and spatially competent design solution for the specified program as a neutral background for the artist’s work.
In this thesis project, Ball State University will be the new site for the Bob Ross interactive studio and cafe. Located about 10 miles east of I-69 in north-east Indiana, this facility is on the southern part of campus hugging the north east corner of McKinley avenue and university, near the village. The bob ross interactive art museum is the place to come experience everyone’s artistic side. Inspired from the encouragement of the “happy trees” painter this museum lets you create masterpieces of your very own. This facility is thought out to be a very community based area. The activities range from the “Bob Ross experience: paint along with Bob,” a cafe, the roof top garden, and banquets held for resident artists living in the studio units above the facility. All activities are free to students and public. The building will also house the archives and records of bob ross’ television program from the public broadcast system that were filmed at miniaturist in Muncie, Indiana.

ACKNOWLEDGEMENTS:
I want to thank Robert Fisher for advising me through this project and studio semester. He was extremely encouraging during the design process and throughout the semester.

I would also like to thank Brian Hollars for pushing me and motivating as I continue to learn about the architecture profession.
A BALL STATE UNIVERSITY FACILITY FOR THE CELEBRATION OF THE WORK OF

bob ross

THE bob ross INTERACTIVE ART GALLERY

WATCH

PAINT

BE HAPPY
For this section’s Cripe Competition design problem, the students were asked to design a multi-use, predominantly gallery-dominated, facility, partially of their own definition focusing on an artist of their own choosing. The artist chosen had to be a practitioner—living or deceased—of one of the visual arts. For the purpose of this project, the visual arts were defined as the art forms of painting, photography, printmaking and filmmaking.

The students were asked to choose how they would represent their artist in the design of the building—in fact they could choose not to assertively represent the artist in their design, but simply provide a functionally and spatially competent design solution for the specified program as a neutral background for the artist’s work. They were, however, required to do two things in regard to the functionality of the building: they were asked to torque the functions of the spaces listed in the program to suit their artist and add or subtract spaces to the suggested program so as to better accommodate the activities that would be included in a facility devoted to the work of their artist. The students’ choices of artists were: seven painters, two cinematographers, two photographers and one woodcut artist.

The basic programmed spaces—that the students were to adapt and add to or subtract from—were the following:
- Two Galleries, one for the signature artist and one for a traveling artist of the same genre
- A Multi-purpose space: for lectures and multi-media presentations
- Residential/studio accommodation for visiting artists
- A Café
- A Gift shop.
- Outdoor spaces connected as appropriate with the above-listed spaces
- An Administration suite
- An Employee area
- The usual service areas: receiving/dock, mechanical areas, storage, etc.

Also, the site for the project, at the corner of McKinley and University Avenues—essentially in an interstitial space between the University and The Village with an eye to both—and the unusual programmatic content of the project combined to give the students more latitude in material choice and form-making than would have been the case for a building site and function more strongly identified with the university.
THE bob ross INTERACTIVE ART GALLERY

MUNCIE, INDIANA

BALL STATE UNIVERSITY

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Existing... 

Contours 

Size/Area 

Site Conditions 

Design Response Viennettes
INTERRELATIONSHIP MATRIX
for bob ross BSU gallery

- entrance
- lobby
- info-desk
- mech.
- coat room
- cafe
- employees
- storage
- toilets
- exhibition
- service
- janitor
- administrative
- living units
- cinema-studio
- grocery

- co-occupant
- adjacent
- near
- distant
- no relationship
The idea of happy trees was carried out very literally in the design concept. From the very beginning the aspect of nature and playfulness exhibited through “The Bob.” The structure represents trees and the open floor and atrium accommodate to the community with versatility.
THE bob ross INTERACTIVE ART GALLERY

south elevation