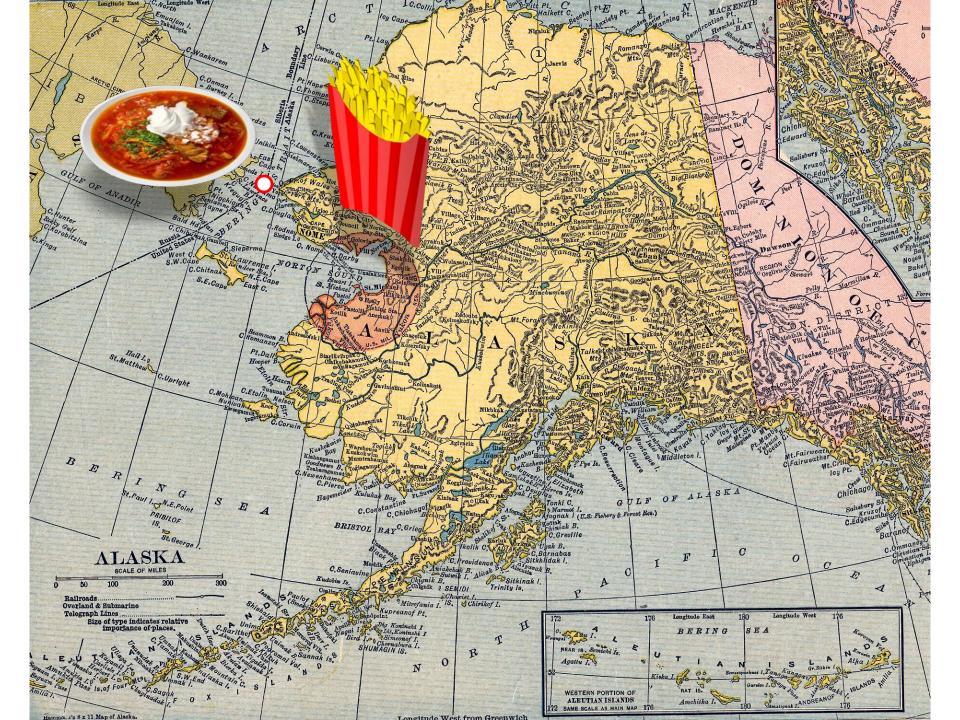


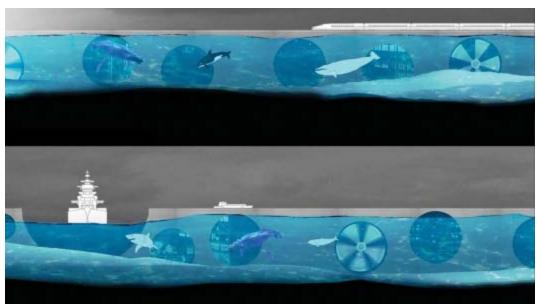
CHUKCHI SEA Russia Big Diomede Island Little Diomede Island (Russian Territory) (US Territory) BERING SEA

USA

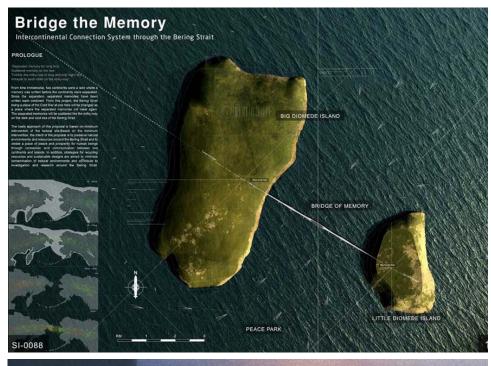


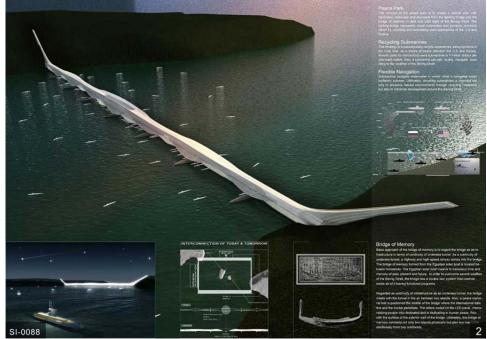




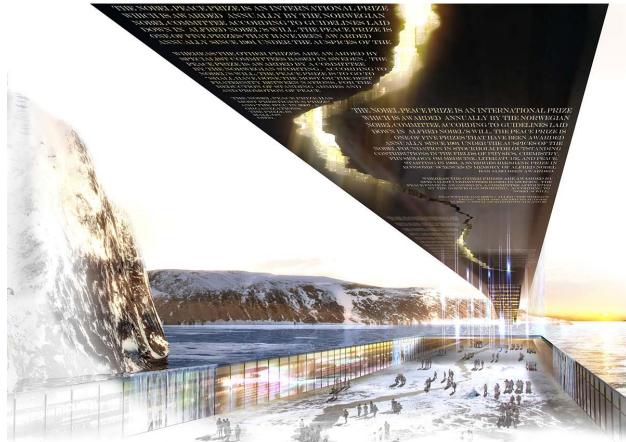


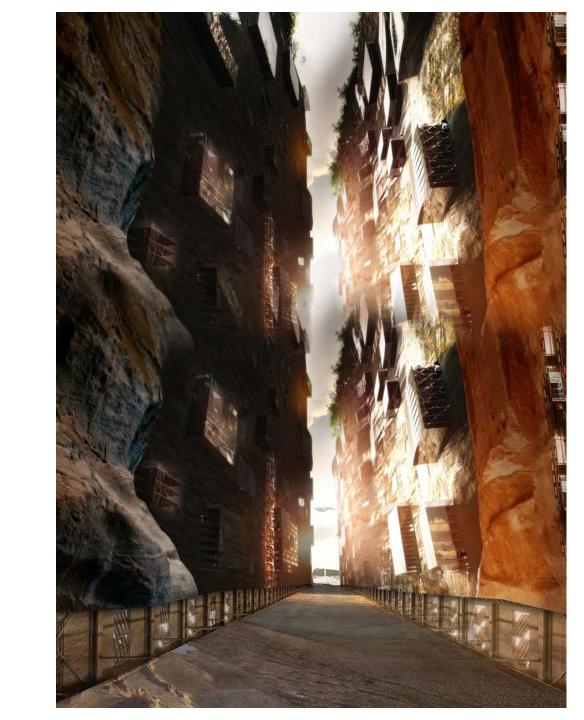












#### nations

# viewing worlds apart...Little Diomede Island

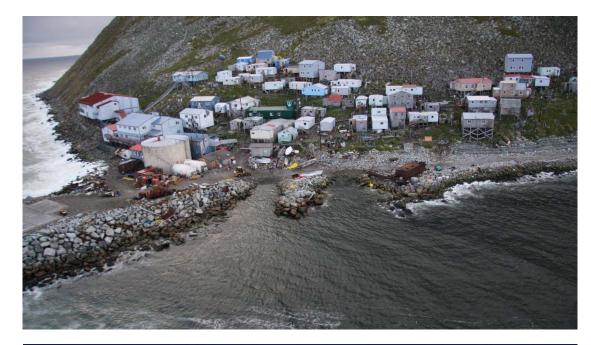
time border culture population

#### site

diomede (inalik), Alaska, USA

2.8 sq. miles in size population of 140 comprising mainly of Inupiat Inuit alaska maritime national wildlife refuge islands 2.4 miles apart from each other accessible on west side only russia (big diomede island) is visible seasonal ice shelf steep cliffs highest elevation 1,621ft 16 miles west of alaskan mainland







#### context

#### formal circumstances

obtained in 1867 Alaska purchase under alaskan state law historic geographic front during cold war public school system post office church shop annual general supply delivery weekly mail drop via helicopter

#### informal circumstances

russia has issue with people crossing over international dateline/russian border on the ice.

russian island used for military outpost. periodic tourists visit out of intrigue tourists visit or have heard of the island as the last place of U.S. territory to ring out the past year.

party till the very end.







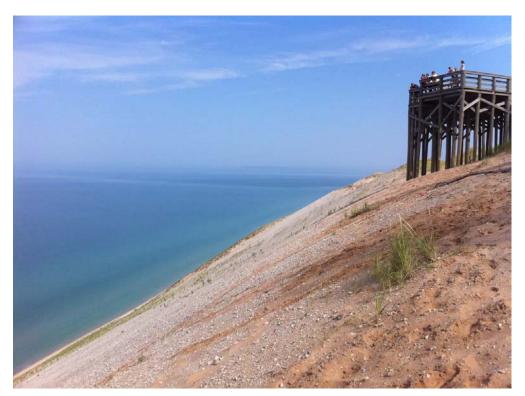
## players

island locals
vehicles of supply and people moving
intrigued tourists
russian government
wild life refugee
sight seers

# precedents

lookouts
observation towers
observation points
highway system scenic overlooks
national park service (nps)
fire watch towers
klondike trail
mountainside trails
points of interest/destination
humanized extreme condition experience







#### concept/position

creating a space or architecture that mediates the experience between land (rock) and sight.

the isolated being a significant landmark or destination experience of viewing tomorrow looking into tomorrow (russia)

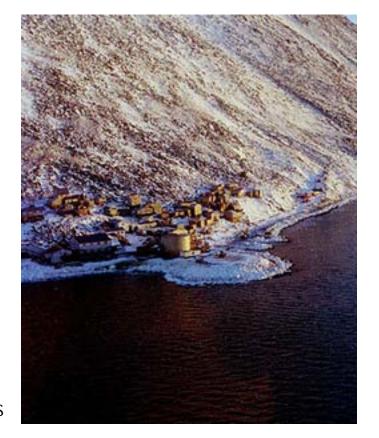
disclose views towards russia and back to the u.s.

recreate an experience that culminates in the end of a journey.

an architecture that provides a substantial

acknowledgement to a journey's end.

deconstruct the tension of close proximity between past adversaries



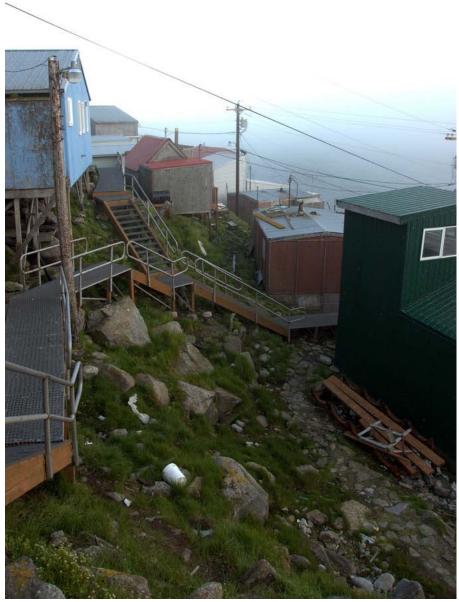




#### program

destination point
port
walkway
observation lookout
visitor center
hotel? hostile? ambassador get away?
tangible and intangible experiences of view
new years hot spot for extreme travelers.
mediating interactions between visitors and locals.





## good / National Park Services

Park Structures and Facilities

integrate design with nature least amount of impact on site preserve scenic views with architecture

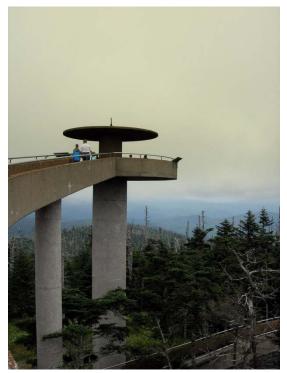




# good / National Park Services Clingman's Dome Tower

integrate design with nature least amount of impact on site preserve scenic views with architecture







#### good / National Park Services

**Grand Canyon Skyway** 

integrate design with nature least amount of impact on site preserve scenic views with architecture





# good / Rodrigo Sheward

Volcano Observation Deck

simple wooden material structure rough, rugged, and occupiable preserve and set up scenic views





# good / Elemental

Ruta Peregrino Lookout pt.

solid material structure rough, rugged, and occupiable preserve and set up scenic views





# good / Elemental

Ruta Peregrino Lookout pt





#### good / Baird Sampson Neuert

French River Visitor Centre

varied material experience interior exterior

inhabitable space with facilities and novelties proclaimed projection into the environment preserve and set up scenic views











#### good / Sanders & Wilhelmsen

#### **Aurland Lookout**

exhilarating experience with drop-off curve proclaimed projection into the environment preserve and set up scenic views light impact on site







## good / Ensamble Studio

Truffle House

heavy concrete construction rough surface and earth like unorthodox means of construction time lapse assembly preserve and set up scenic views















## not so good / Peter Eisenman

not my style doesn't create experience with material spaces are uncomfortable and stiff





## not so good / Richard Meier

too clean limited material palette nonsensical formal gestures





#### method

A beginning to this project could consist of: mapping projections tourists economic impact water levels supplies seasonal conditions ice build up fog distance of visibility material studies and constructions experiential illustrations of space on Little Diomede Island charts illustrating routes to island from mainland small massing studies of spaces for observation and scenic lookouts studies of observation spaces, ledges, and views port designs create a materially and contextually rugged architecture

