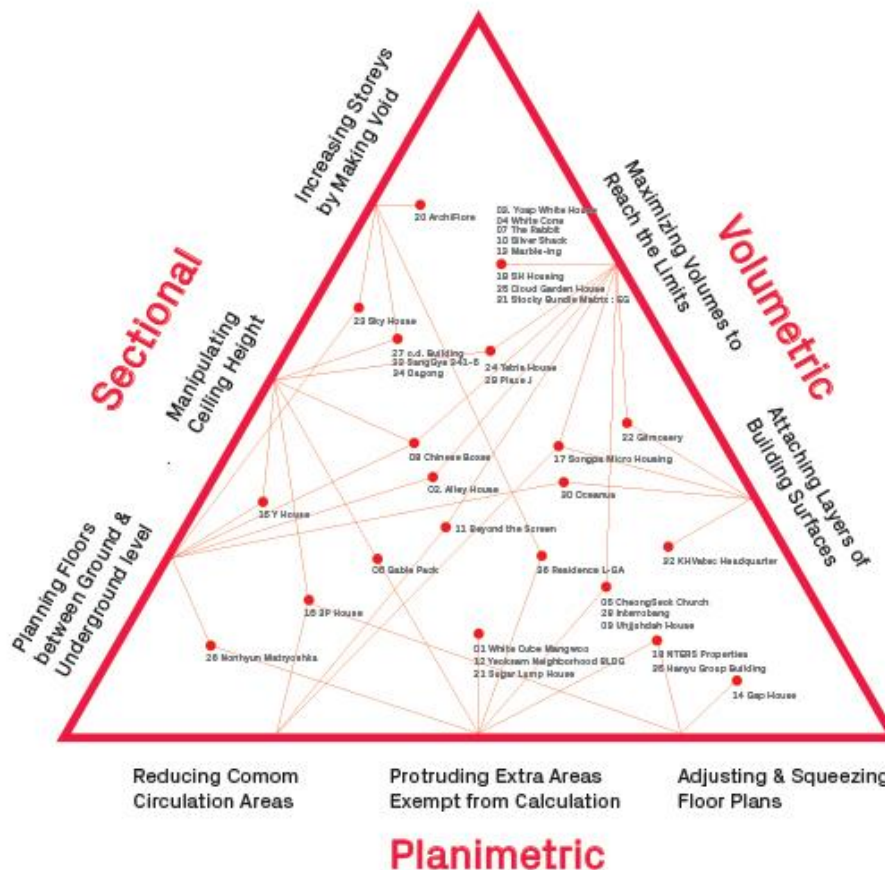


② HOW IS THE FAR GAME PLAYED?

② ③ Design Tactics

The FAR Game confronts and challenges some of the basic principles and elements of architecture. It imposes itself not only on the scale of a building but also on the organization of fundamental elements of a building—plan, volume, and section. The architect must develop tactics to address each of these elements in order to fulfill the demand for maximum floor area and volume. Most of the 36 buildings exemplify several of the following design tactics.



Taxonomy of the Design Tactics used in the 36 Buildings

Design Tactics Used in 36 Buildings (Triangle)

Planimetric

- Reducing Common Circulation Areas
- Adjusting & Squeezing Floor Plans
- Protruding Extra Areas Exempt from Calculation

Volumetric

- Maximizing Volumes to Reach Limit by Regulation
- Attaching Layers of Building Surfaces

Sectional

- Increasing Storeys by Making Void
- Manipulating Ceiling Height
- Planning Floors between Ground and Underground Level

Matrix of Design Tactics Used in 36 Buildings

	01	02	03	04	09	01	02	03	04	09	01	02	03	04	09	01	02	03	04	09	01	02	03	04	09	01	02	03	04	09	01	02	03	04	09	09
REGULATIONS	<ul style="list-style-type: none"> MAXIMUM HEIGHT AREAS REGULATED BY DISTRICT UNIT PLAN MINIMUM DISTANCE FROM THE SITE BOUNDARY MINIMUM NORTH-SOUTH ORIENTATION SETBACK AND DIAGONAL PLANE CONTROL STREET WIDTH DIAGONAL PLANE CONTROL PARKING PER FLOOR AREA REQUIREMENT 																																			
TACTICS	<ul style="list-style-type: none"> ADDING EXTRA VOLUMES EXPANDING THE VOLUMES UP TO THE LIMITS BY RELAXING WITH SITE AREA PLAYING THE CEILING-HEIGHT PUZZLE 																																			
Sectional	<ul style="list-style-type: none"> PLACING THE BASEMENT OVER THE GROUND LAYERING THE FACADE 																																			
Planimetric	<ul style="list-style-type: none"> BALANCING BETWEEN BOX AND FAN 																																			
OUTPUTS	<ul style="list-style-type: none"> BALCONIES EXTERIOR SPACES PARKING LOTS ATTIC UNDERGROUND SPACES 																																			

Regulations

- Maximum Height & Number of Storeys
- Minimum Distances from Site Boundary
- North-South Orientation Setback & Diagonal Plane Control
- Street Width Diagonal Plane Control
- Number of Parking Spots in Relation to Floor Area

Tactics

- Reducing Common Circulation Areas
- Adjusting & Squeezing Floor Plans
- Protruding Extra Areas Exempt from Calculation
- Maximizing Volumes to Reach Limit by Regulation
- Attaching Layers of Building Surfaces
- Increasing Storeys by Making Void
- Manipulating Ceiling Height
- Planning Floors between Ground and Underground Level

Building Elements

Balcony

Exterior Space

Parking Lot

Attic

Underground Floor