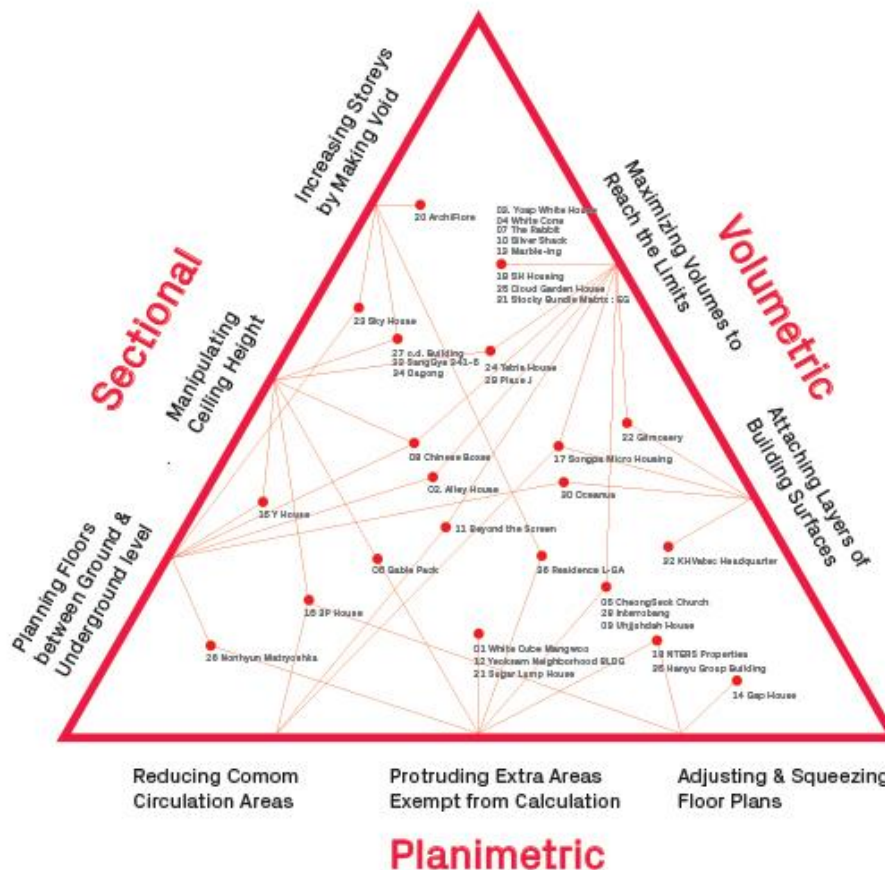


② HOW IS THE FAR GAME PLAYED?

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
- Extending Out Extra Areas Exempt from Calculation
- “Protrude” cannot be done TO something. Extra Areas can protrude but you cannot ‘protrude’ extra areas.
- Out is optional, just adds a bit more precision.

Volumetric

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

Sectional

- Increasing Number of Storeys by Making Void Not sure what ‘Making Void’ means. I think you might mean Creating Voids or Creating Void Areas or Creating Void Spaces
- Manipulating Ceiling Height
- Planning Floors between Ground and Underground Levels

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	
REGULATIONS																																				
TACTICS																																				
Vertical Game																																				
Sectional Game																																				
Planimetric Game																																				
OUTPUTS																																				

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
- Extending Out Extra Areas Exempt from Calculation
- Maximizing Volumes to Reach Limit by Regulation
- Attaching Layers of Building Surfaces
- Increasing Number of Storeys by Creating Voids
- Manipulating Ceiling Height
- Planning Floors between Ground and Underground Levels

Building Elements

Balcony

Exterior Space

Parking Lot

Attic

Underground Floor