The CULTURAL CONSTRUCTION Studio leverages the specialized assets of a diverse ensemble of actors to restore the childhood home of world-renowned playwright August Wilson located in Pittsburgh’s Hill District. In jeopardy of being lost due to decades of neglect, this culturally significant structure is the focus of a community driven effort to establish a new cultural hub providing programming and education in the arts for youth and adults.

Efforts to restore the childhood home of August Wilson have been on-going for over 10 years. Restoration to-date has been led by a small group of professionals and community leaders and has primarily focused on stabilization of the structure to prevent collapse. Now that the building is stable, the university-affiliated non-profit design-build studio was asked to help with the design and construction of the next phase of work: the restoration of building’s Bedford Avenue facade, the principal public interface to the Hill District and global communities.

While culturally significant, the building is not architecturally significant. It is a modestly sized, utilitarian, mixed-use structure that represents a larger contextual backdrop. It is one of many buildings like it in a disinvested neighborhood – one where authenticity of place is threatened by progressive decay and demolition. The effort to restore a single building of great cultural relevance offered the opportunity to explore strategies that are transferable in preserving modest structures throughout a landscape where authenticity of place is at risk. Reality Computing, digital fabrication, and traditional craft methods developed and employed by the studio hold promise for enhancing efficacy and achieving affordability in the broad scale preservation of vernacular, context-forming structures that maintain the cultural identity of our communities.

Programmatically, the studio utilized three modes of practice: 1) RECONNAISSANCE including historical research and analysis of existing conditions with advanced capture technology; 2) VIRTUAL RECONSTRUCTION using enhanced digital workflows and physical prototyping to resolve project design and construction documents; and 3) PREFABRICATION of full-scale, integrated construction that represents value to society. Victorian elements of the facade designed/restored by the design build studio included: 1) Upper Cornice and Box Gutter, 2) Upper Brackets, 3) Window Hoods, 4) Storefront Cornice and Signboard, 5) Storefront, 6) Pilasters. Spiritually, the studio aspired to manifest the spirit of Wilson’s “Pittsburgh Cycle” series of ten plays through development of storytelling tools and engagement practices that link technical dimensions to pride in place, prospect for
home, and the aspiration of scaffolding socio-economic mobility.

The vertically-integrated 18-unit studio and 9-unit co-requisite course featured collaboration between students, community leaders, educators, professionals, a regulatory body, fabricators, and material suppliers who each brought a unique skill-set to the table. Through a variety of experiences and challenges, students developed skill sets in communication, research, technology, technical delineation, fabrication, storytelling, and project delivery. Of greater significance was the development of sensibilities in empathy, knowledge of place, and humility.
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A NETWORK OF ACTORS

AUGUST WILSON

August Wilson is regarded by many critics as one of the leading American playwrights of the late-twentieth century. His plays, which explore themes of personal identity, racial injustice, the struggle for power, and spiritual growth in African-American communities, have been recognized with numerous awards, including seven New York Drama Critics Circle Awards, two Tony Awards and two Pulitzer Prizes between the years of 1980 and 2005. Most recently, his work is known for the Academy Award-winning 2016 film Fences directed by Denzel Washington and based on Wilson’s Pulitzer Prize-winning play of the same name.
A BROTHER ISSUE
In Pittsburgh and throughout the country, hundreds of architecturally modest buildings of cultural significance are at risk of ruin; yet, these buildings receive little municipal investment because they lack the architectural sophistication to justify such efforts. Reality Computing technologies have the potential to revolutionize Historical Preservation practices, reducing time and cost investment while increasing quality of final product and ultimately increasing the potential for preservation for vast numbers of important buildings suffering from disinvestment.
REALITY COMPUTING

Reality Computing is an emerging field of technology concerned with the translation of information between physical and digital environments. Using capture technologies such as photogrammetry or terrestrial/aerial LiDAR scanning, objects in the physical world can be brought into digital workflows for manipulation/analysis via computational and/or modeling softwares. Experiential technologies including virtual/augmented reality and digital fabrication methods such as 3D-printing and CNC-milling can then be used to deliver results back to the physical world. The CULTURAL CONSTRUCTION Studio utilized the August Wilson House as a test-case for developing innovative applications of Reality Computing technologies for enhancing the efficacy field of Historic Preservation.
Undergraduate architecture student uses an HTC Vive headset to test out a virtual reality experience created by the Reality Computing students. The tool, developed as part of an early learning unit of the course focusing on VR tools, allows one to visualize and explore the point cloud data of the building and surrounding context collected using LiDAR scanning. The view inside the headset can be seen displayed on the monitor in the lower left. This tool has potential application in future programming at the August Wilson House and could be used to educate the public about the legacy of August Wilson as well as expose under-represented populations to advanced technology and the arts.

REALITY COMPUTING COLLABORATION

Leveraging the university’s assets as a research institution, the studio collaborated with students in a Reality Computing course offered by the university, as well as with professional experts from a partnering software development company. Software development representatives provided students with knowledge of emerging Reality Computing technologies through immersive exercises and demonstrations. The various student cohorts then worked together to apply that knowledge to the development of advanced digital design and preservation workflows.

DIGITAL RECREATION OF PILASTER USING AUTODESK RECAP

As mentioned before, ReCap 360 has been able to produce near-perfect models by using a series of points to create an interactive, 3D model. Above are side-by-side images, the left being images taken by digital camera and the right being images taken by ReCap 360. Another feature that has aided our understanding of the building is the program’s distance tool, which allows us to measure the distance between two points in the constructed model. Dimensions of pieces and spaces between pieces have been obtainable without having to physically visit the site. In addition to creating the point cloud model, ReCap provides full, 360 degree views at the locations where the laser scanner was placed. The program also has an annotation feature, which allows collaborators to share notes and images with one another.

KEYNOTES

1. 3D Mesh model of original pilaster captured using Autodesk Remake. Tolerances of model can vary based on capturing method, quality of original object, and generation of the mesh.

A-1

B-1

C-1

D-1

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ARCHITECT/CHIEF PRESERVATIONIST COLLABORATION

During RECONNAISSANCE and RECONSTRUCTION, bi-weekly coordination meetings were held between the studio and the collaborating architect of record and chief preservationist to evaluate the studio’s research findings and design proposals. The preservationist’s expert knowledge helped students learn how to locate appropriate sources of evidence and draw conclusions about the history of the facade. Through this process, the students learned to uncover the history of the building, rather than design it. This experience was valuable for the students’ development as young professionals and helped them to develop humility for their work.
AECM COLLABORATION

Internally, undergraduate architecture students worked side-by-side with graduate Architecture Engineering Construction Management (AECM) students to coordinate design work with real project delivery parameters related to schedule, budget, material procurement, and logistics. At each stage of development, design work and construction management work recursively informed one another, forcing students to learn to communicate and coordinate effectively between the different student cohorts. For many of the students, this was the first time delivering a real project with real cost and time constraints. Notable development in maturity, humility, decision-making, and problem solving were evident over the course of the studio as a result of these experiences.
GENERAL CONTRACTOR COORDINATION

The studio worked directly with the general contractor throughout the semester to coordinate project delivery and logistics related to construction. After design and pre-fabrication by the studio, the contractor used its expertise in navigating built conditions to facilitate on-site construction and installation of the missing facade components. While not directly involved in on-site construction, students gained knowledge of construction practices and procedures through observation of the process and seeing their work come to fruition.

Selective deconstruction of the storefront coordinated with the studio and executed by the general contractor.

General contractor speaks to the studio about construction parameters relating to the existing building findings on the first site visit.

Schedule, budget, and logistics coordination meeting with the general contractor.

Member of the general contractor team looks over drawings for the upper box gutter.
MODE 1: RECONNAISSANCE

Beginning with RECONNAISSANCE, the studio used a variety of research methods, including analysis of digital capture data, on-site observation, analysis of historic photographs and pattern books, and investigation of neighborhood precedents to make evidence-based determinations about the appearance of the building during the years that August Wilson lived there, from 1945 to 1956.
MODE 2: VIRTUAL RECONSTRUCTION

Based on knowledge acquired in RECONNAISSANCE, the studio RECONSTRUCTED a historically-accurate vision of the facade. Students learned to coordinate with each other and hold one another accountable in order to ensure a unified scheme that reflected the realities of what could be built.
HISTORIC COMMISSION PROPOSAL REVIEW

After four weeks, the studio presented its proposal for the facade RECONSTRUCTION to the Pennsylvania Historical and Museum Commission in a detailed 280-page book. The document included technical drawings and renderings delineating the proposed scheme and images of all evidence/research used to inform the proposal. In order to gain traction from the regulating body in support of innovative Reality Computing restoration strategies, the document also included diagrams explaining the proposed digital workflows and the technologies to be used.

PROPOSAL
explaining the proposed design for the South facade restoration, supported by evidence and research, for each of the six components on the facade in question: Upper Cornice + Box Gutter, Upper Brackets, Window Hoods, Storefront Cornice and Signboard, Storefront, and Pilasters.

RESTORATION STRATEGIES
explaining through diagrams the proposed methods for restoration involving Reality Computing and digital fabrication technologies.

COLOR + FINISH ANALYSIS
depicting various color palette options explored for the new facade. Schemes were predicated on historical research of Victorian paint palettes as well as an investigation of the layers of paint on existing building pieces.

A overview of the unique conditions surrounding the proposal for each specific component, such as existing pieces and primary sources.
B primary evidence for proposal including pattern book research and images of existing elements.
C technical drawings of proposal for each element, assembled.
D technical drawings of proposal for each element, exploded.
E how the photogrammetry works to capture the geometry of existing pieces.
F how the capture is translated into a digitally fabricated component.
G neighborhood precedent of color scheme and historic color palette.
H color scheme applied to building facade.

The collaborating Chief Preservationist making comments to the studio about the proposed scheme and corresponding historical evidence prior to submitting the proposal to the Pennsylvania Historical and Museum Commission (PHMC).

Photograph taken during conference call with Pennsylvania Historical and Museum Commission (PHMC) liason. The call was used to reconcile questions regarding historical integrity and methodologies for the proposal and ultimately gain approval for the next phases of work.
CONSTRUCTION DOCUMENTS,
SHOP DRAWINGS, AND IMPLEMENTATION MANUAL

Following historic commission approval, the studio developed a construction document set, shop drawing set, and construction implementation manual. The drawing sets include complete code analysis, pictorial assembly drawings, schedule, budget, and logistical diagrams, and all productive detailing/delineation to serve implementation. These documents were utilized for permitting, public review, procurement, pre-fabrication, and construction.
Exploded assembly drawing of the August Wilson House storefront generated by studio to communicate with the collaborating architect, general contractor, fabricator, material suppliers, and Pennsylvania Historical and Museum Commission. The storefront design was reconstructed by studying existing pieces, making assumptions based on construction logics, and using precedent/pattern book research to fill in the blanks where original pieces no longer remained. The complex assembly is composed of over 35 unique profiles.
MODE 3: PRE-FABRICATION
CREATE

The studio developed and executed CNC-milling processes predicated on a high level of precision in order to accurately recreate the ornamental Victorian detailing originally crafted by hand. Through many attempts, students learned about the limitations of digital fabrication technology and developed strategies for optimizing output based on the tool’s capabilities in preparation for final fabrication.

Snapshots from the iterative prototyping and refinement process.

Part layout drawing generated to coordinate toolpaths with mounting screw and biscuit locations. These drawings were used by the collaborating master carpenter and apprentice to laminate and prepare larger pieces of stock that would accommodate the milling processes.

Samples from the many CNC-mill prototypes used to refine toolpaths. Starting from the top left and moving vertically: window hoods; pilasters; brackets; colonnette capital bases.

Through studying the desired geometry and observing outcomes, the studio narrowed tooling down to six unique bits. Each one serves a unique purpose in recreating the various ornamental geometries originally crafted using chisels, gouges, and a scroll saw.
CARPENTRY COLLABORATION
While students executed work involving skill sets in design, delineation, and high-tech fabrication, a master carpenter and carpentry apprentice in training were employed to execute post-processing and assembly of prefabricated components. Working off of drawings generated by the studio, the carpenters utilized their skill sets in traditional woodworking to assemble the CNC-milled parts into the final building components with a high level of craft. The components were then delivered to site and installed by the general contractor.
Detail photograph of the CNC-milled ornament on one of the six final mahogany window hoods. The photograph reveals the level of precision, craft, and detail that can be achieved at scale through application of Reality Computing technologies.

Elevational view of one of the six final mahogany window hoods. Numerous studies were done during prototyping to achieve the desired shadow effect.

Detail of lower end of final mahogany large upper bracket. The bracket is composed of two outer ornamental plates, two inner solid plates, and a central solid plate matching the profile of the outer plates.

Detail of final mahogany large upper bracket.

Final mahogany large upper bracket, a composite of five profiled plates of varying thickness.

Detail photograph of the CNC-milled ornament on one of the six final mahogany window hoods. The photograph reveals the level of precision, craft, and detail that can be achieved at scale through application of Reality Computing technologies.
EDUCATION, HERITAGE, AND HOPE

The restoration of the August Wilson House has served as an educational experience for aspiring architects and allied professionals, a research platform for advancing the field of Historic Preservation, and as a tangible effort in Public Interest Design seeking to benefit populations in one of Pittsburgh’s under-represented communities. When restoration is complete, the home will be an authentic venue for staging plays, will serve as a cultural heritage center, and, through diverse programming in the arts, aspires to play a role in catalyzing socio-economic mobility within the Hill District.
Through the collaborative efforts of this interdisciplinary team, a culturally significant building is being reborn, the heritage of a community is being restored, and the legacy of an important cultural figure is being retold.