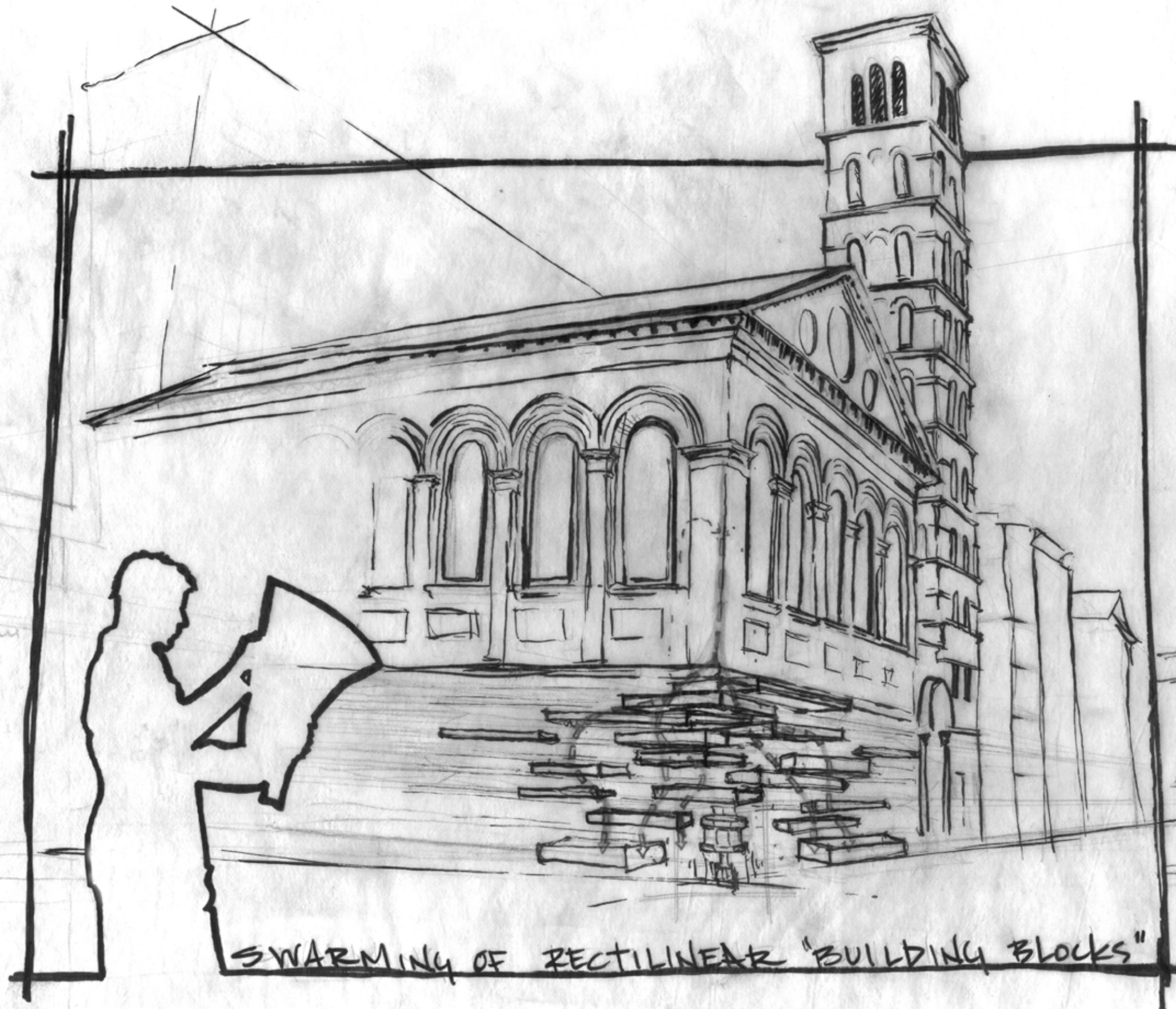


SANDS THROUGH THE [HOUR]GLASS

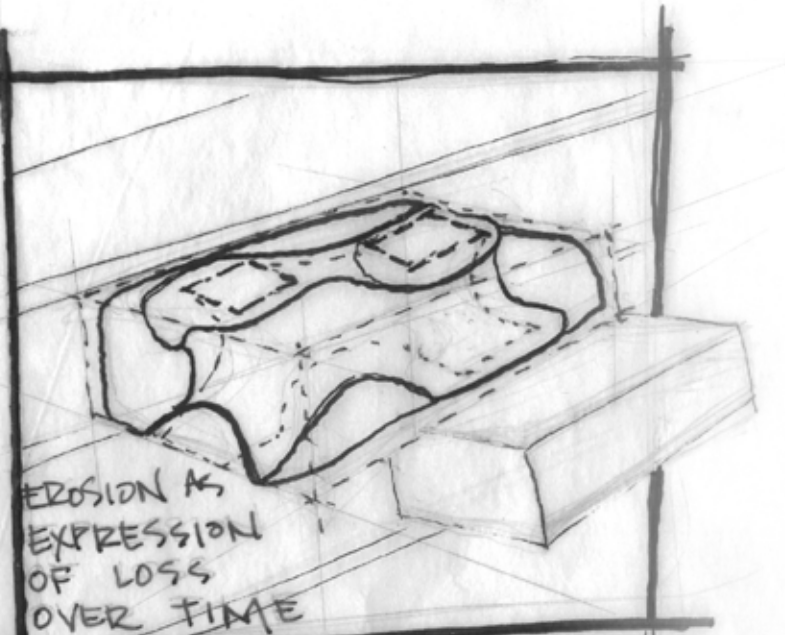
KIERAN MARTIN | SHIMA MIABADI

THE DUNCAN DUNBAR MEMORIAL DRINKING FOUNTAIN PROVIDES THE DESIGNER AN EXCITING SITE DUE TO ITS HISTORIC IMPORTANCE TO GREENWICH VILLAGE AND THE HARMONIOUS MANNER IN WHICH IT BALANCES HUMAN ENGINEERING AND THE NATURAL UNPREDICTABILITY OF WATER. “SANDS THROUGH THE (HOUR)GLASS” SEEKS TO COALESCE THESE THREE KEY CONCEPTS INTO THE MATERIAL OF OUR INTERVENTION. THE DESIGN TAKES HISTORIC GEOMETRY AND CONSTRUCTION PRINCIPLES AS A TAKEOFF POINT, GATHERING A SWARM OF RECTILINEAR “BUILDING BLOCKS” AROUND THE CORNER OF W. 4TH AND THOMPSON STREETS, BUT THEN PENETRATING THEM WITH ORGANIC VOIDS. THE TEMPORAL ASPECT OF THE MEMORIAL FOUNTAIN IS REPRESENTED THROUGH THE EROSION OF THE “BUILDING BLOCKS,” PROVOKED BY RUNNING WATER AND TRUE GRIT.

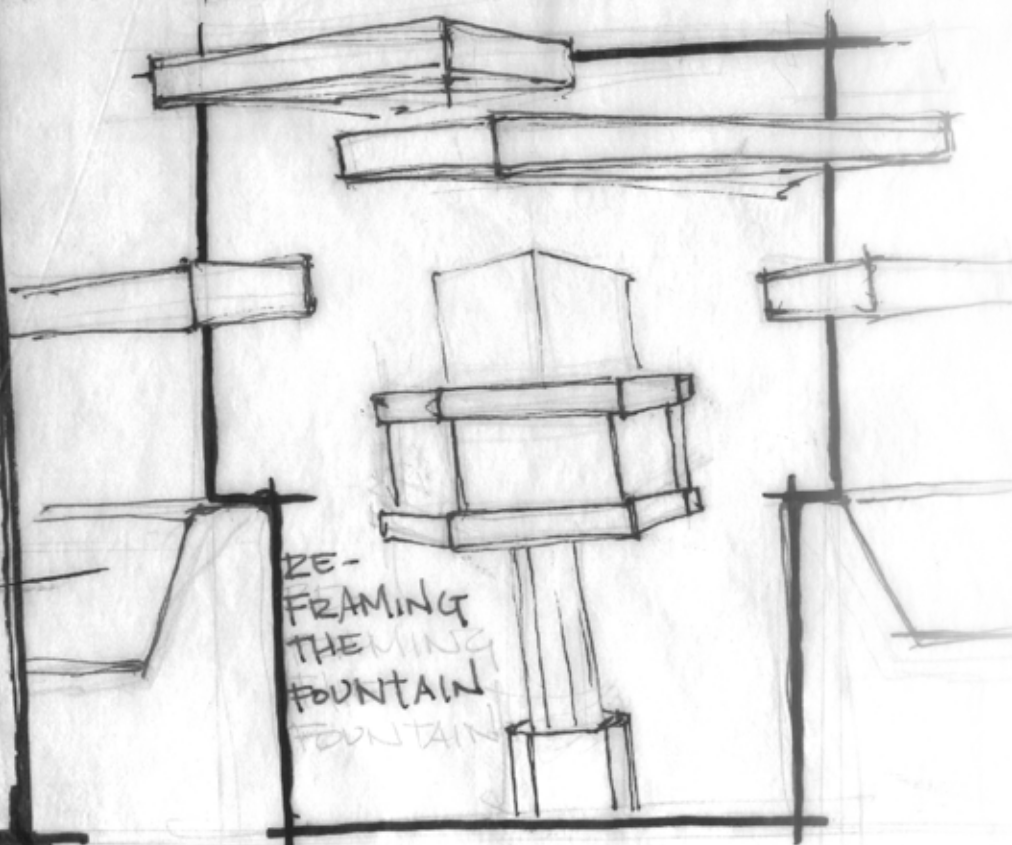
The Duncan Dunbar Memorial Drinking Fountain provides the designer an exciting site due to its historic importance to Greenwich Village and the harmonious manner in which it balances human engineering and the natural unpredictability of water. “SANDS THROUGH the (HOUR)GLASS” seeks to coalesce these three key concepts into the material of our intervention. The design takes historic geometry and construction principles as a takeoff point, gathering a swarm of rectilinear “building blocks” around the corner of W. 4th and Thompson Streets. These blocks align along the engineered linearity of Judson Memorial Church’s horizontal rustication, but are then penetrated by organic (ie. physics based minimal surfaces) voids through the translucent blocks. Through the integration of engineered volume (:blocks based on historic trial and error) and organic void (:penetrations derived from natural laws) “SANDS THROUGH the (HOUR)GLASS” physically exhibits the dichotomy of the Dunbar Memorial Fountain. The temporal aspect of the memorial fountain is represented through the erosion of the “building blocks,” provoked by running water and true grit. The construction process and arrangement of the blocks creates a system that does not require additive materials after installation. The shelves act to collect rainwater, which funnels through the calibrated voids into the catch basins/public benches. Once collected, the rainwater is circulated by large gauge, low pressure pumps powered by solar panels. As the water pours over the voids, it collects and carries the powdery grit from the 3D printed hole, catalyzing the act of erosion. Over the course of time, the opaque prints of the void give way to polished translucency, providing a dynamic installation which allows New Yorkers to recognize loss through time. Just as our memory fades with time, so too does “SANDS THROUGH the (HOUR)GLASS.” Our re-framing of the Dunbar Memorial Fountain seeks to reinstate the corner of W. 4th and Thompson Streets as the hub of Greenwich Village community through the introduction of relaxing benches and an integrated children’s game. The game, a type of “urban plinko,” plays out by children choosing one of five outlets then watching as an object is introduced at the origin of the fountain and finds its individual path to one of the five outlets.



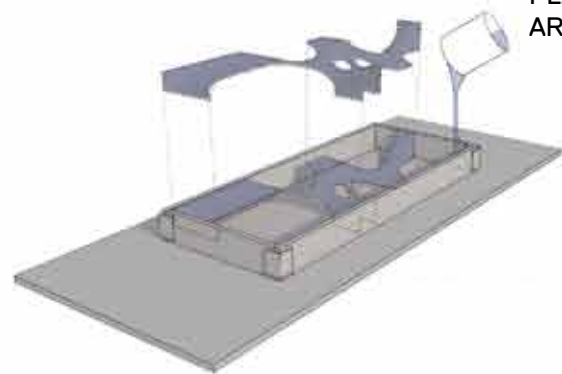
SWARMING OF RECTILINEAR "BUILDING BLOCKS"



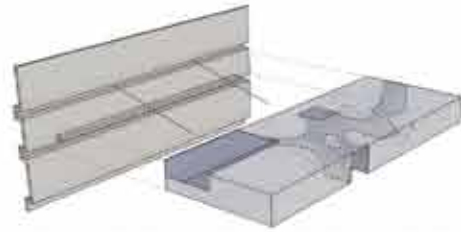
EROSION AS
EXPRESSION
OF LOSS
OVER TIME



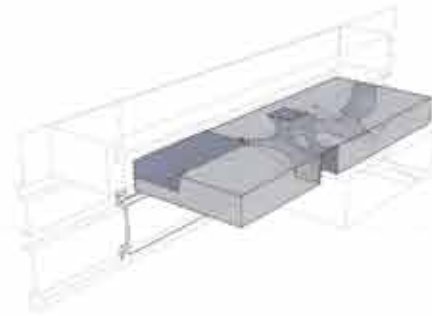
RE-
FRAMING
THE
FOUNTAIN
FOUNTAIN



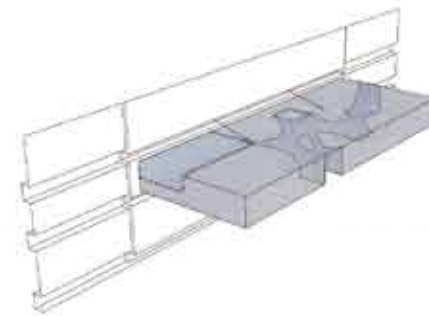
TRANSLUCENT, DECOMPOSABLE
PLANT-BASED PLASTIC POURED
AROUND 3D PRINT



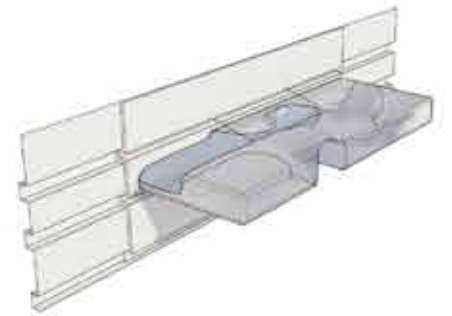
BLOCK SECURED THROUGH
TENSION CABLES AND A
LOCKING SHELF



CONTINUOUS STEEL EXTRUSION
TO SPREAD CLAMPING FORCES &
PROTECT JUDSON WALL



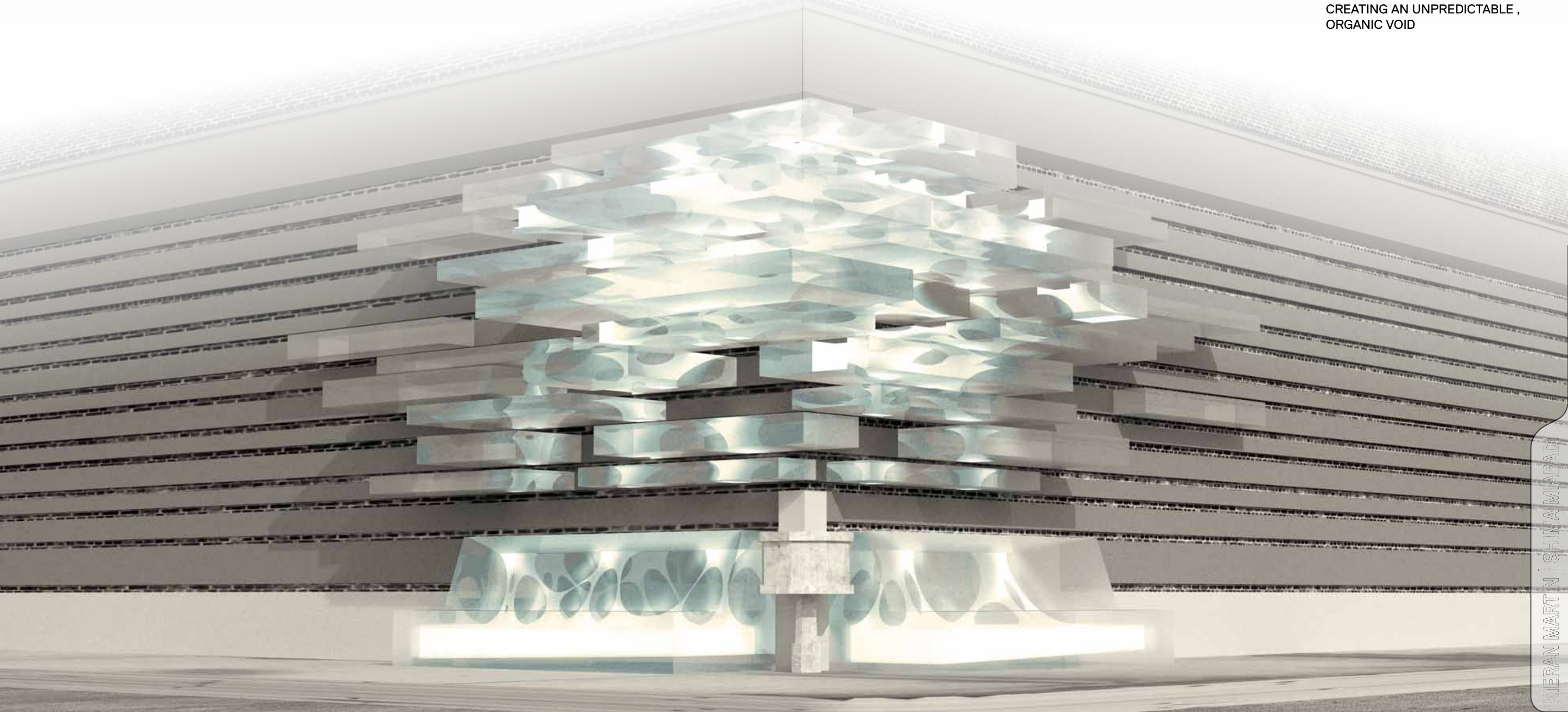
IN PLACE, THE BLOCKS COLLECT
RAINWATER AND BEGIN THE
EROSION PROCESS

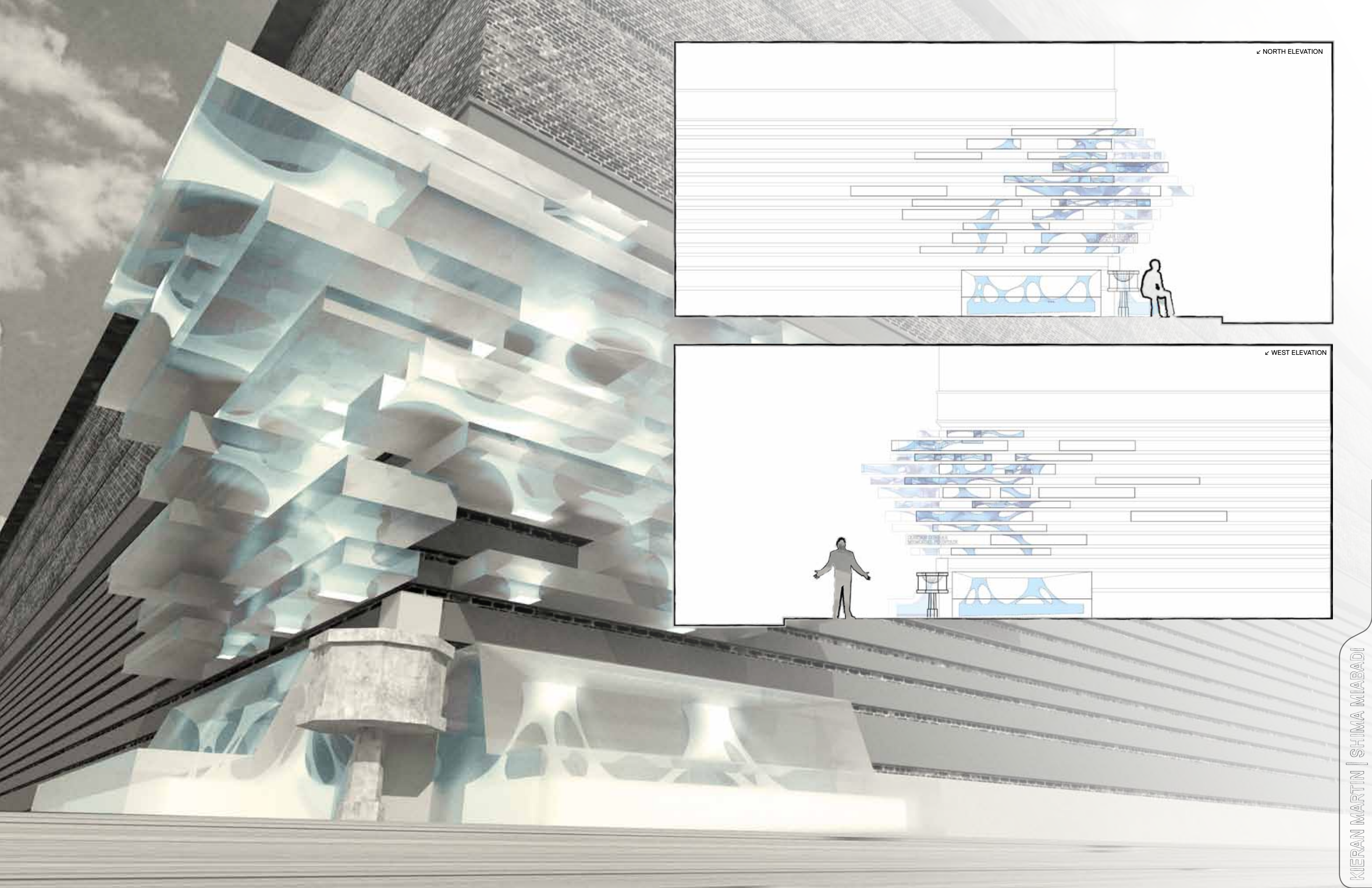


WITH TIME THE 3D PRINT ERODES
LEAVING AN EPHEMERAL,
TRANSPARENT VOID

GRIT FROM THE 3D PRINT
SPEEDS THE EROSION
AND POLISHING PROCESS,
CREATING AN UNPREDICTABLE,
ORGANIC VOID

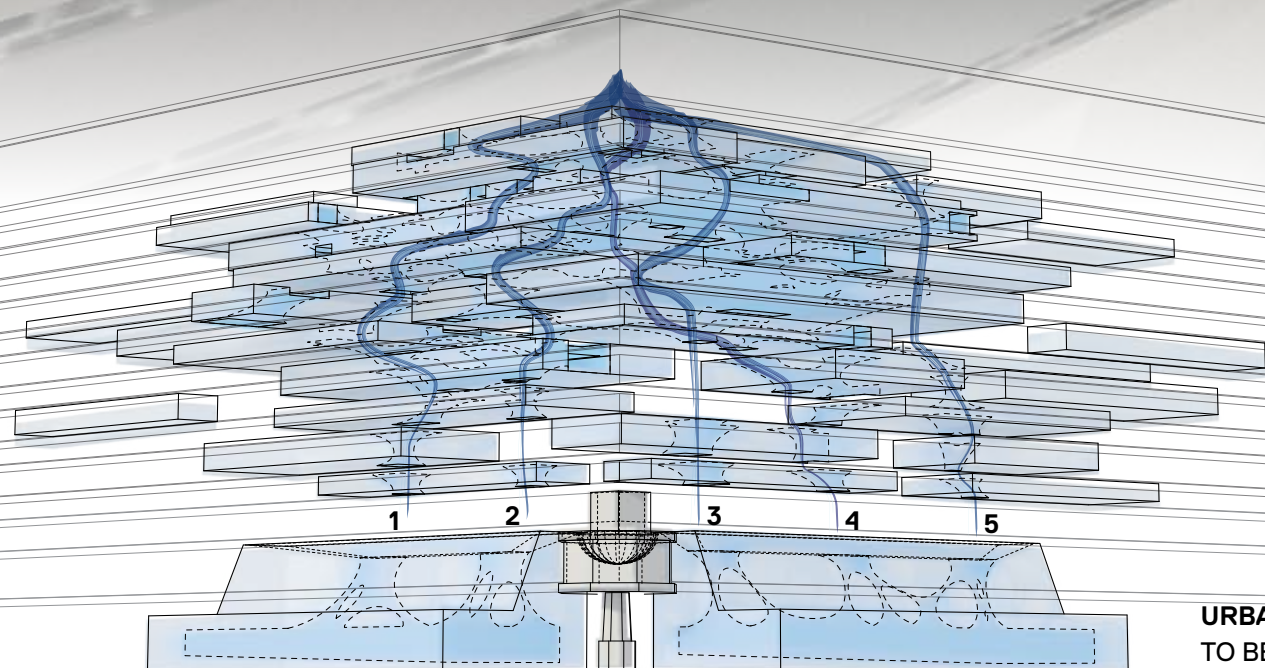
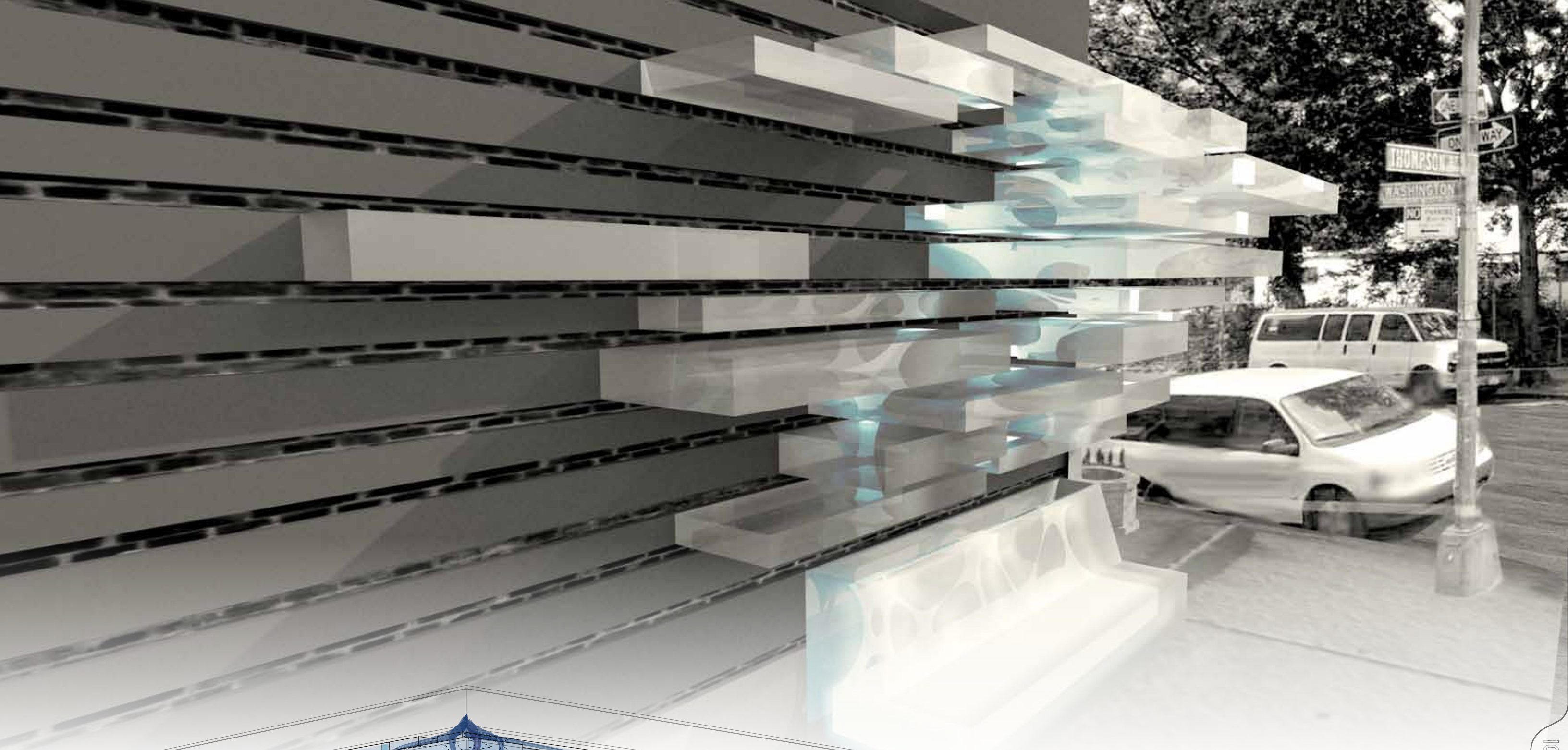
3D PRINT OF THE MINIMAL
SURFACE VOIDS
ZCorp style bound powder print with
color





✓ NORTH ELEVATION

✓ WEST ELEVATION



URBAN PLINKO ↘

TO BE PLAYED WITH OR WITHOUT FRIENDS, CHOOSE ONE OF THE FIVE OUTLETS AND SEE IF THE MARBLE FINDS YOUR PATH.