



INSIDE OUT * OUTSIDE IN

Studio Loeliger Strub

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Play, 'Shape-building game', archive photograph, 1960s/1970s

A PLAYFUL APPROACH TO URBAN LIVING & PLANING



The question “How do we want to live?” serves as the starting point for a playful and speculative exploration of new forms of communal living. Over the course of two consecutive semesters, each building on the other and starting from diametrically opposed perspectives, students develop urban housing concepts that integrate social, ecological, and structural considerations. The work moves from the individual room to the apartment and the house, and then to the city and back again. Different notions of community, privacy, and neighborhood are explored and translated into precise architectural projects.

The background of the entire slide is a black and white illustration titled 'Walking City' by Ron Herron from 1964. It depicts a dense urban landscape where buildings are integrated with complex mechanical systems, including large pipes, valves, and a grid-like structure that resembles a circuit board or a mechanical framework. The style is a detailed, technical drawing that merges architecture with industrial design.

Studio HS 26

THE CITY IN THE HOUSE

In the first semester, students develop new forms of housing from the residents' perspective. By questioning conventional notions of housing and addressing specific spatial needs, they create apartments, houses, and ultimately an urban building block for a larger community. The design process deliberately begins without a fixed program of spaces or a predetermined building site. Individual residential units are combined to form a large building for several hundred residents. Diverse neighborhoods, communal spaces, cultural offerings, and workspaces are organized and interconnected within an architecturally varied building structure and are only situated as a building block of the city at the very end.



Studio FS 27

THE HOUSE IN THE CITY

In the second semester, the question of the future of housing is examined from an urban perspective. Every architectural intervention takes place within an existing context. The starting point is an existing neighborhood, whose spatial, social, and ecological conditions are analyzed. Based on an understanding of existing structures, potential sites for densification are identified, and building sites for complementary urban elements are designated. Students develop their individual projects as standalone buildings within this urban context. Existing developments, open spaces, and social structures are incorporated and complemented by new forms of housing, communal uses, additional services to fill gaps, and public spaces.

TOOLS & METHODS

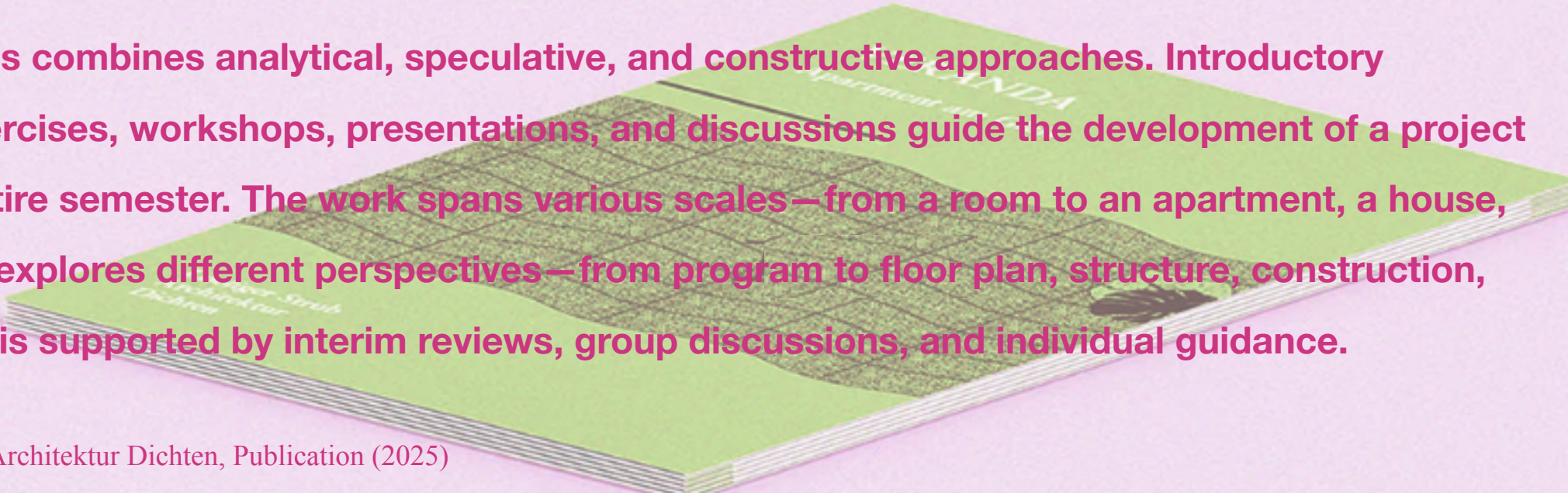
A hand is shown placing a small, dark, rectangular object onto a complex, multi-layered architectural model. The model is constructed from various materials, including wood, metal, and plastic, and features a grid-like structure with multiple levels and platforms. The background is a light blue sky with a large, white, cloud-like shape at the top.

The approach combines playful exploration with precise architectural elaboration. Design is understood as a process of questioning, deconstructing, and reassembling. At the same time, the real-world conditions of building—structure, materials, resources, and urban context—are an essential part of the design process. Students work with a variety of presentation and research methods. Models, drawings, analyses, and discussions accompany the development of the projects and help translate social issues into concrete architecture.

EXERCICES & LECTURES

A stack of several architectural books and magazines. The top book is dark blue with a white architectural drawing of a building. Below it are books with yellow, green, orange, and teal covers. The spines of the books are visible, showing various colors and some text.

The design process combines analytical, speculative, and constructive approaches. Introductory lectures, short exercises, workshops, presentations, and discussions guide the development of a project throughout the entire semester. The work spans various scales—from a room to an apartment, a house, and the city—and explores different perspectives—from program to floor plan, structure, construction, and expression. It is supported by interim reviews, group discussions, and individual guidance.

A green book titled 'LAFZIMMER' by Loeliger Strub Architektur Dichten. The cover features a grid pattern with small, colorful squares. The book is shown at an angle, revealing its thickness and the edges of the pages.

GUESTS & STUDY TRIP



A variety of guest speakers broaden the perspective and enrich the discussion throughout the two semesters. A field trip to Zurich during the fall semester to explore large-scale residential buildings and unconventional forms of housing sharpens students' perception. The trip during the spring semester focuses on the urban fabric.

Architects-Dressed-As-Their-Building, Beaux-Arts Ball New York (1931)

Framework



Methodology: Work is conducted in pairs. Exercises, interim critiques, final presentations, models, drawings, and active participation in the studio form the basis for the final evaluation.

Language: English

Schedule: Trip September 26–29, 1st Review October 12, 2nd Review November 16, Final Review December 15.

Costs: Standard costs for model-making and printing; additional costs for field trips approx. CHF 300.