



Stephen M. Tenace

Thesis submitted to the Graduate Faculty  
of the Virginia Polytechnic Institute and State University  
in partial fulfillment of the requirements for the degree of

## **MASTER OF ARCHITECTURE**

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Dennis Kilper, Chairman

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Donna Dunay

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Robert Dunay

January, 1990  
Blacksburg, Virginia



ABSTRACT

In the beginning God created the world.  
Waste and void, waste and void.  
And darkness was upon the face of the deep.

And when there were men, in their various ways,  
they struggled in torment towards God.  
Blindly and vainly, for man is a vain thing,  
and man without God is a seed upon the wind:  
driven this way and that, and finding no place  
of lodgement and germination.  
They followed the light and the shadow, and  
the light led them forward to light  
and the shadow led them to darkness,  
Worshipping snakes or trees,  
worshipping devils rather than nothing:  
crying for life beyond life,  
for ecstasy not of the flesh.  
Waste and void.  
Waste and void.

And darkness on the  
face of the deep.

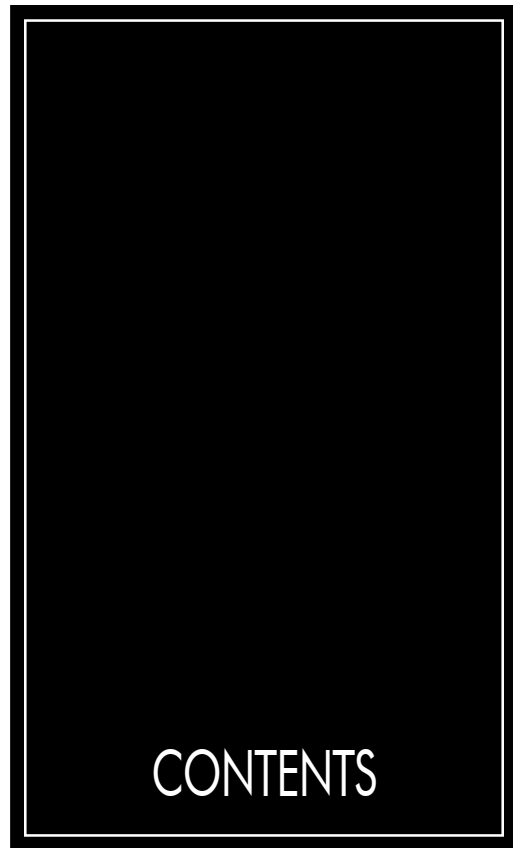
Choruses from  
"The Rock"

T.S. Eliot



## ACKNOWLEDGEMENTS

This work is dedicated to my Family;  
My wonderful wife, Lynette,  
our two daughters, Leah and Sarah,  
and to the Lord Jesus Christ,  
the forgiver of my imperfection,  
and the Savior of my Soul.



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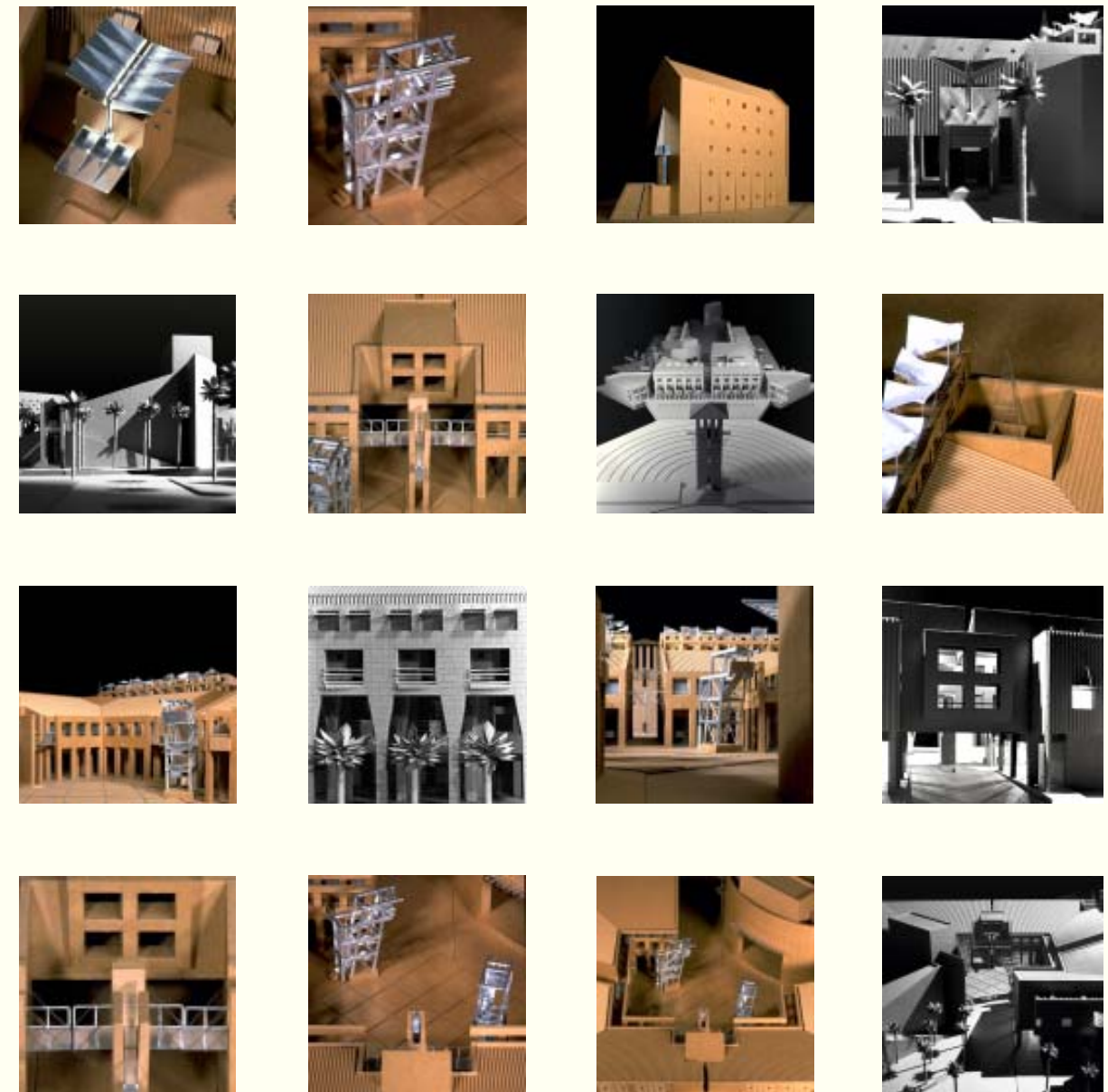
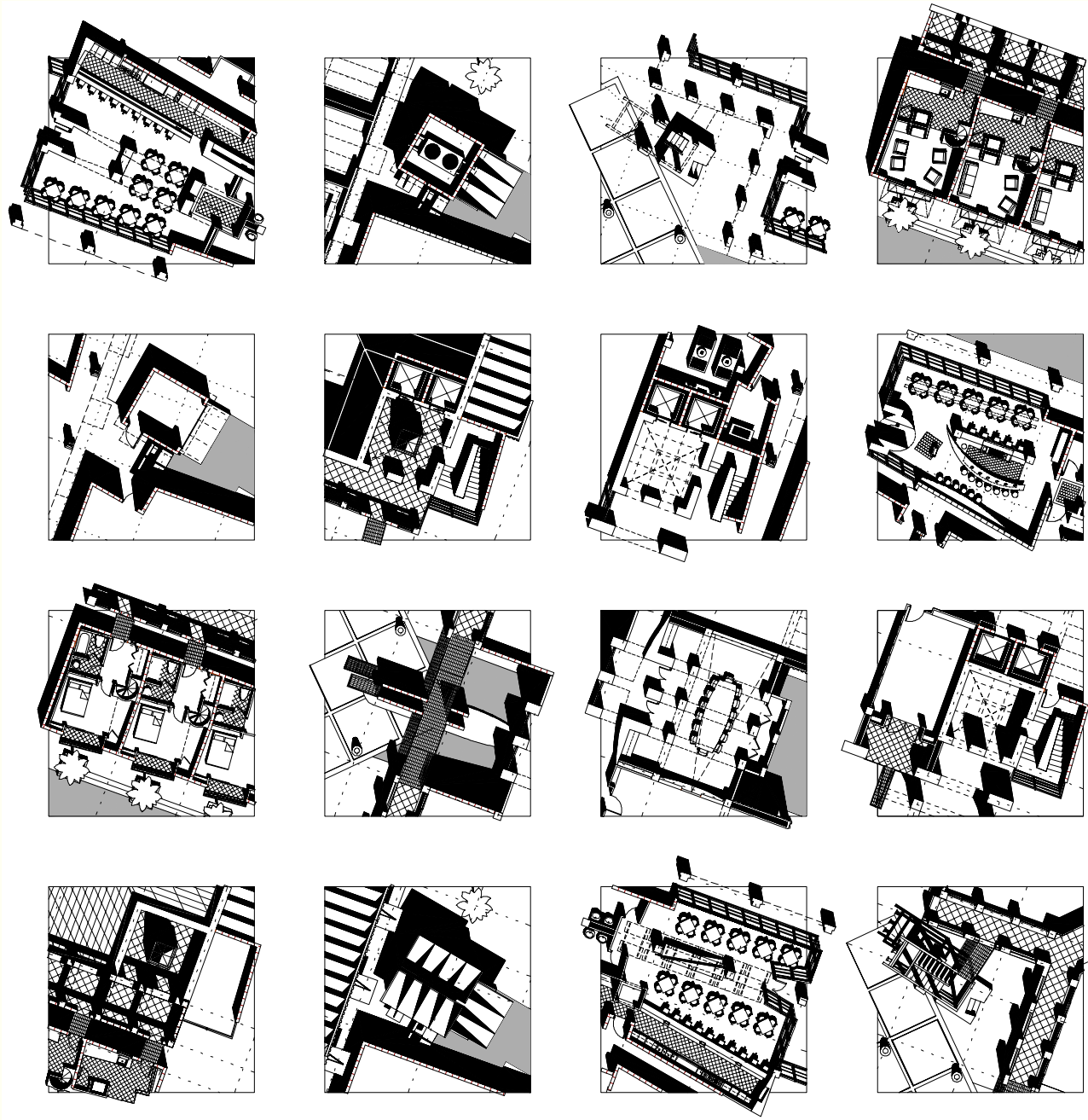
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## EXISTING CONDITIONS

### Planner's intent;

"The layout of Seaside responds to pre-existing and man-made conditions as follows. Two large gorges providing access to the beach determine the location of the central square and the easternmost street. Existing wooded areas are preserved along the diagonal avenue and in open areas around the tennis club and city hall. High ground determines the location of the tennis club and one of the small squares. A central square opens to the south, increasing the building frontage on the ocean. The existing grid of Seagrove Beach to the east is received and extended to provide multiple access points and social continuity. The new street grid is left open to the north allowing access to the inland lake at some future time." DPZ



## MASSING OF BLOCKS

### Planner's Intent;

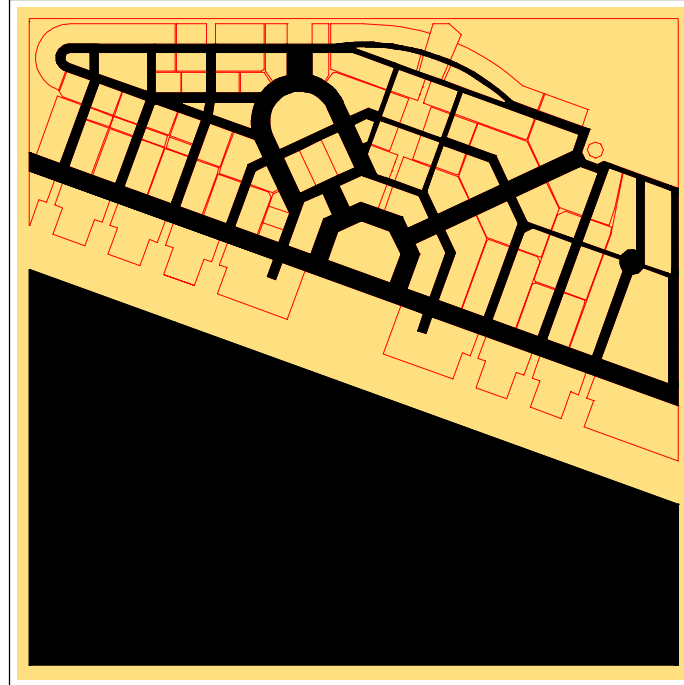
"The block size is generally no larger than 230' x 600' to ensure that building lots front streets and that traveling distances are reasonable. Length of blocks are orientated perpendicular to the coast to allow maximum inland visibility of the coastal dunes." DPZ



## ROAD SYSTEM

### Planner's Intent;

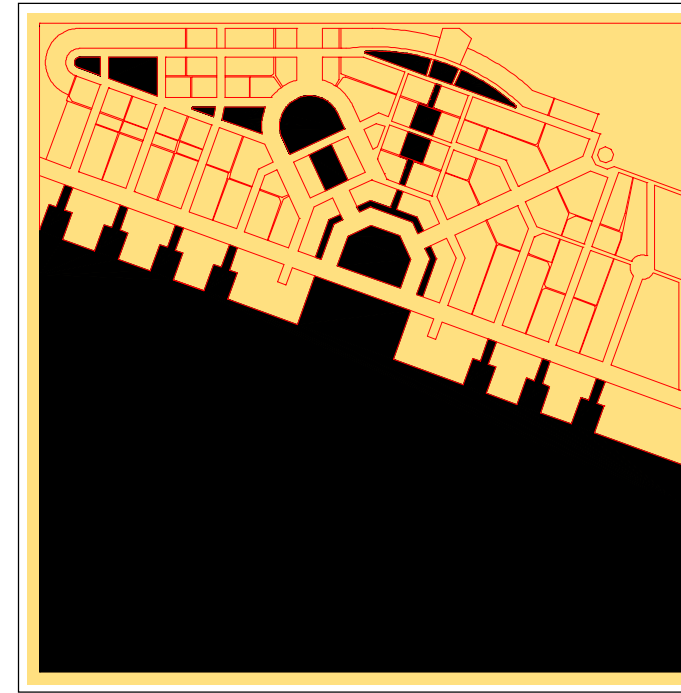
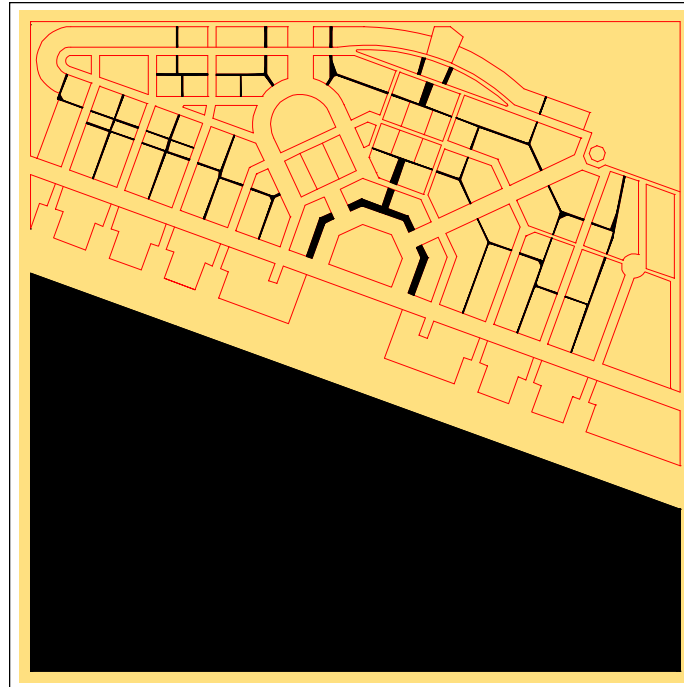
"Streets and squares are the primary public spaces of a town or neighborhood, as well as facilitators of vehicular and pedestrian movement. New street networks connect whenever possible to existing streets to become part of a regional network. The layout of streets reflects both the character of the land and the designer's efforts to make a memorable network that will accept future growth in an orderly manner." DPZ



## PEDESTRIAN SYSTEM

### Planner's Intent;

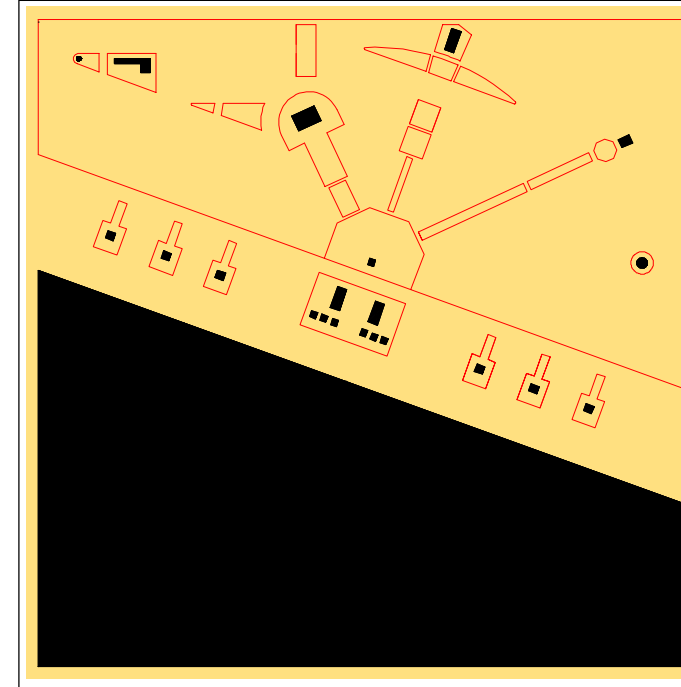
"In addition to streets, paths through squares and parks and mid-block pedestrian alleys enable the pedestrian to move about the town quickly." DPZ



## PUBLIC SPACE

### Planner's Intent;

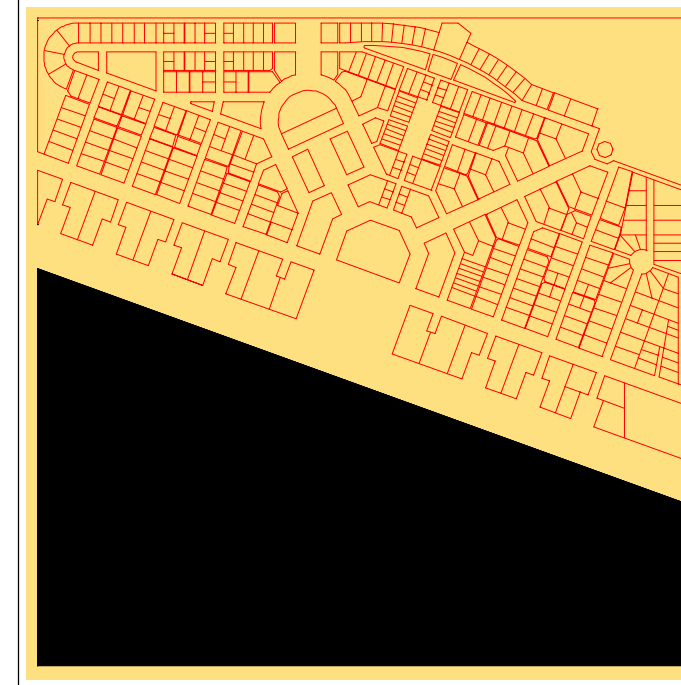
"Squares and parks are distributed throughout the neighborhood. They are designed as settings for informal social activity and recreation as well as larger civic gatherings. Civic buildings, planned in coordination with public open spaces, are prominently sited, ideally terminating vistas and enclosing street space, to serve as landmarks. These buildings serve to house social, cultural, and religious activities." DPZ



## PUBLIC BUILDINGS

### Planner's Intent;

"The major buildings (town hall, school, chapel, and tennis club) are located inland to activate those areas farthest from the shore. These buildings are bound to the central square by corresponding public spaces: secondary square, major avenue, and market square. Pavilions at the termini of each north-south street belong to the residents of these streets. Two larger clubhouses in the central square provide beachfront colonies for residents of the east-west streets. The southern portion of the central square will contain small public buildings responding in an ad hoc manner to changing needs in the early years of the town. The plans of the public buildings as shown in the drawing are hypothetical, since most have not yet been designed, or are only now under consideration. Public buildings are not subject to the urban code except for the provision that they be painted white, which is to insure public identity despite a size that could often be less than that of private buildings" DPZ



## PRIVATE LOTS

### Planner's Intent;

"The proportion and dimension of lots are specifically related to their intended use and building type. In or buildings to serve as landmarks. There is a gradual downsizing of residential lots towards the center of town in order to increase density." DPZ



## PRIVATE BUILDINGS

### Planner's Intent;

"The private buildings may be houses, apartments, shops, offices, hotels, motels, or workshops. Building forms will be generated by the provisions of the code as interpreted by many designers. Building uses are not strictly controlled as in conventional codes, but loosely determined by a conjunction of specified building form and urban location. This drawing approximates how Seaside would be completed if the building envelopes were all filled to the maximum." DPZ

## TYPE I

### Planner's intent;

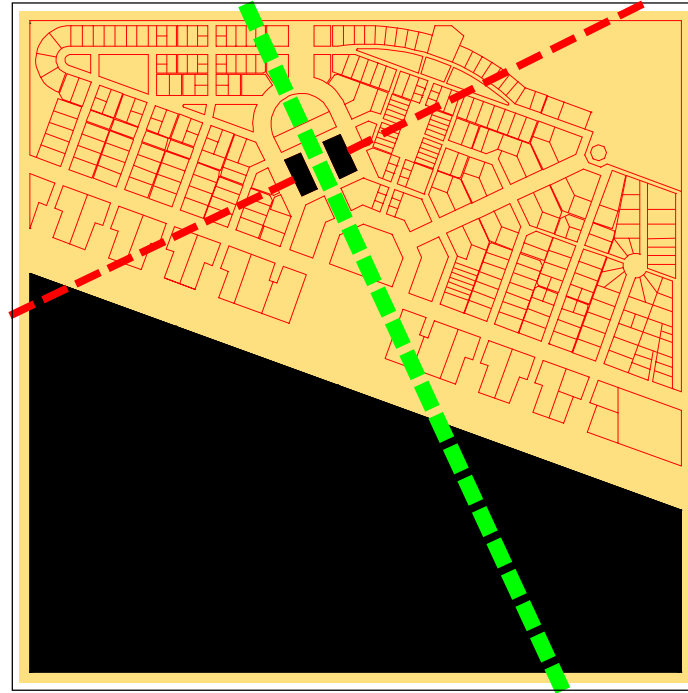
"These lots define the large central square which straddles Route 30-A with a decisive spatial act. Type I zoning is intended for retail uses on the ground floors with residential above. It will probably generate hotels and rooming houses, especially on shoreline lots. These are the tallest buildings at Seaside, with a maximum of five stories permitted. They are party-wall buildings with no setback at the front, where a large arcade is required. A great deal of variation is permitted in the heights. The prototype for this type is found in main streets throughout the South, although seldom in so continuous a manner." DPZ



## TYPE II

### Planner's Intent;

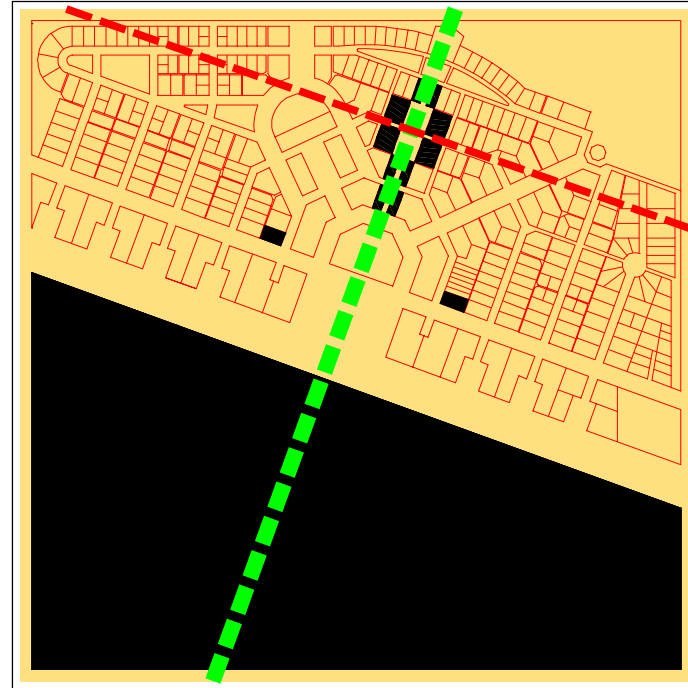
"These lots define a small pedestrian square at the front of the town hall. Type II zoning is intended primarily for office use although apartments and retail establishments may occur. The code generates four-story buildings with courtyards and smaller buildings at the rear. The provision affecting arcades and silhouettes is highly specific and only minimal variety is possible. It is intended that this square will have a decidedly more sedate and dignified appearance than the central square. The prototype is found in the Vieux Carre district of New Orleans." DPZ



## TYPE III

### Planner's Intent;

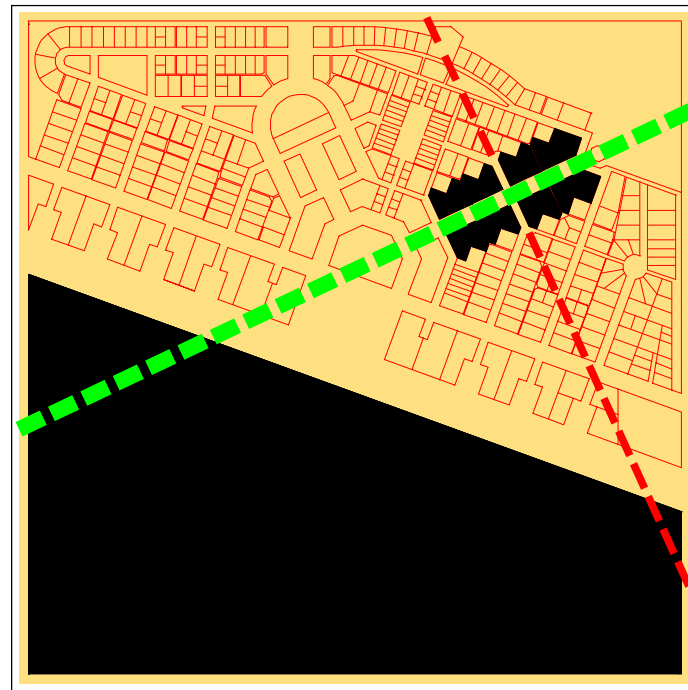
"This type generates two uses ultimately determined by lot size and location. Large lots face the service street at the rear of the central square buildings. Warehouses will occupy these, probably for storage, workshops, and automobile repair. A fire house and service station will also be located in this zone at lots abutting Route 30—A. Smaller lots occur along the north-south pedestrian route that connects the church with the central square. These should generate small shops and it is hoped that a Sunday market will be housed on these premises. Type II generates party-wall buildings with few restrictions other than a limit on height." DPZ



## TYPE IV

### Planner's Intent;

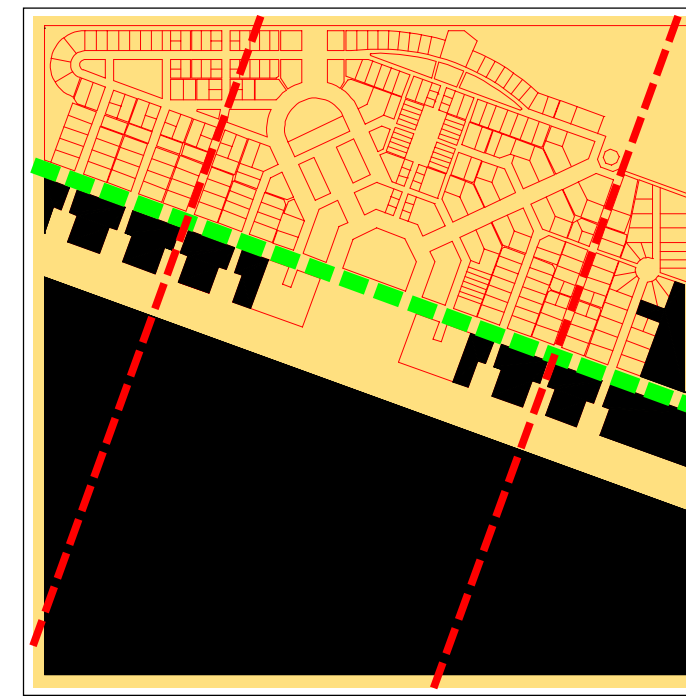
"These are large lots that line the avenue connecting the central square to the tennis club. Type IV zoning generates large freestanding buildings with substantial out-buildings at the rear. This type may become private houses, small apartment buildings, or bed-and-breakfast inns. The setbacks on all sides, together with a continuous porch mandated for the street front, should result in buildings of some grandeur. The prototype is the Greek revival mansion of the antebellum South." DPZ



## TYPE V

### Planner's Intent;

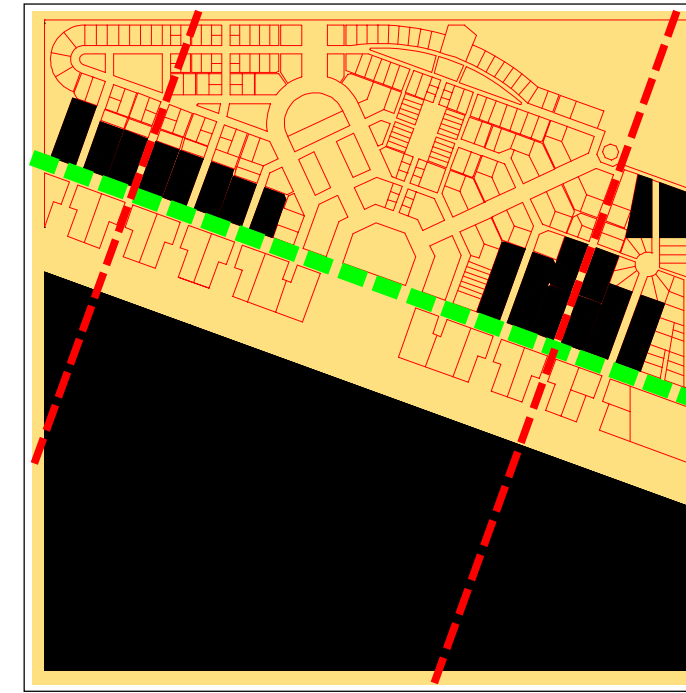
"This type is a special category for large lots that can contain several buildings. The Seaside code, like other codes that depend on the street front as the baseline for prescription, is too rigid in its control of site plans several lots deep. Consequently, there is a minimum of prescriptions and it is required that the lots be planned as coherent groupings, with the provision that the designs be approved by the municipal authority." DPZ



## TYPE VI

### Planner's Intent;

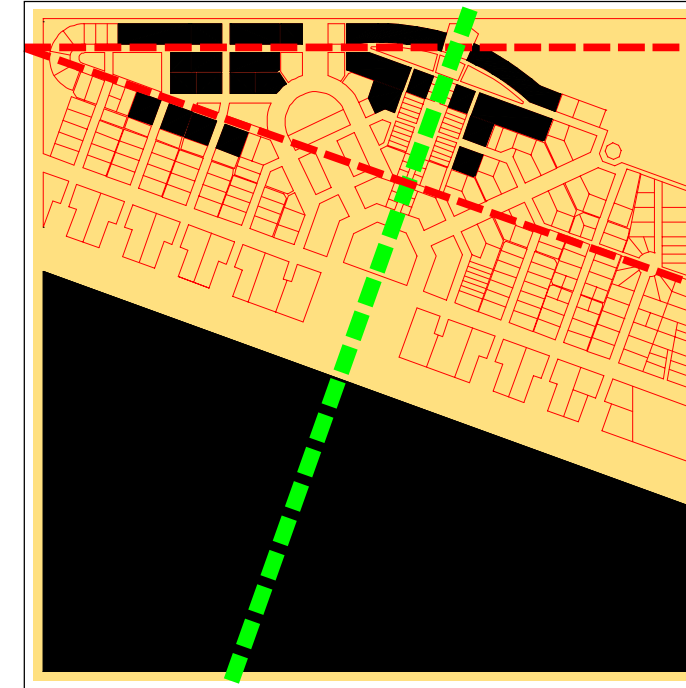
"These lots are the suburban section of Seaside. They occur on north-south streets where there is a view of the sea at the end of the street corridor. Lots become slightly smaller toward the center of town for a gradual increase in density. Type VI zoning generates freestanding houses and encourages small outbuildings at the rear, to become guest houses and rental units. The requirements for substantial front yards secure the sea view for inland units. Picket fences help to maintain the spatial section of the street, which would otherwise be excessive. The prototype is found everywhere in the suburban and rural south." DPZ



## TYPE VII

### Planner's Intent;

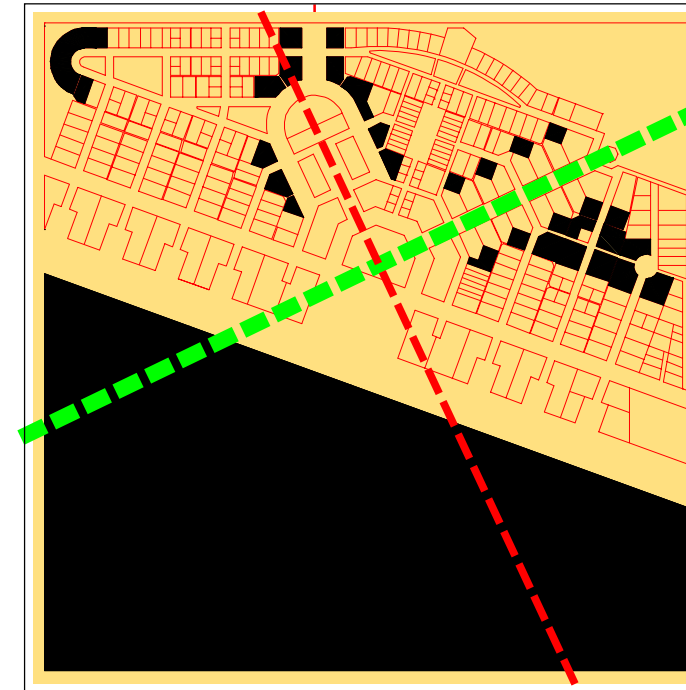
"This type occurs along the east-west streets where no view of the sea is possible. The lots are, therefore, smaller and less expensive. Since a view corridor is unnecessary, the front setbacks are minimal. A zero setback is permitted along one of the sideyards so that houses tend to generate private yards to one side. The Charleston "single house" is the prototype." DPZ

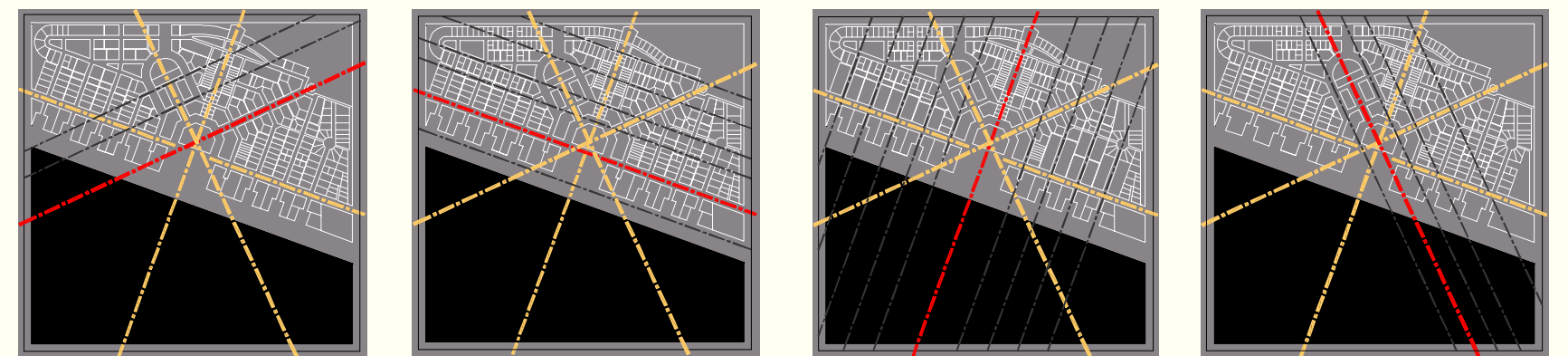
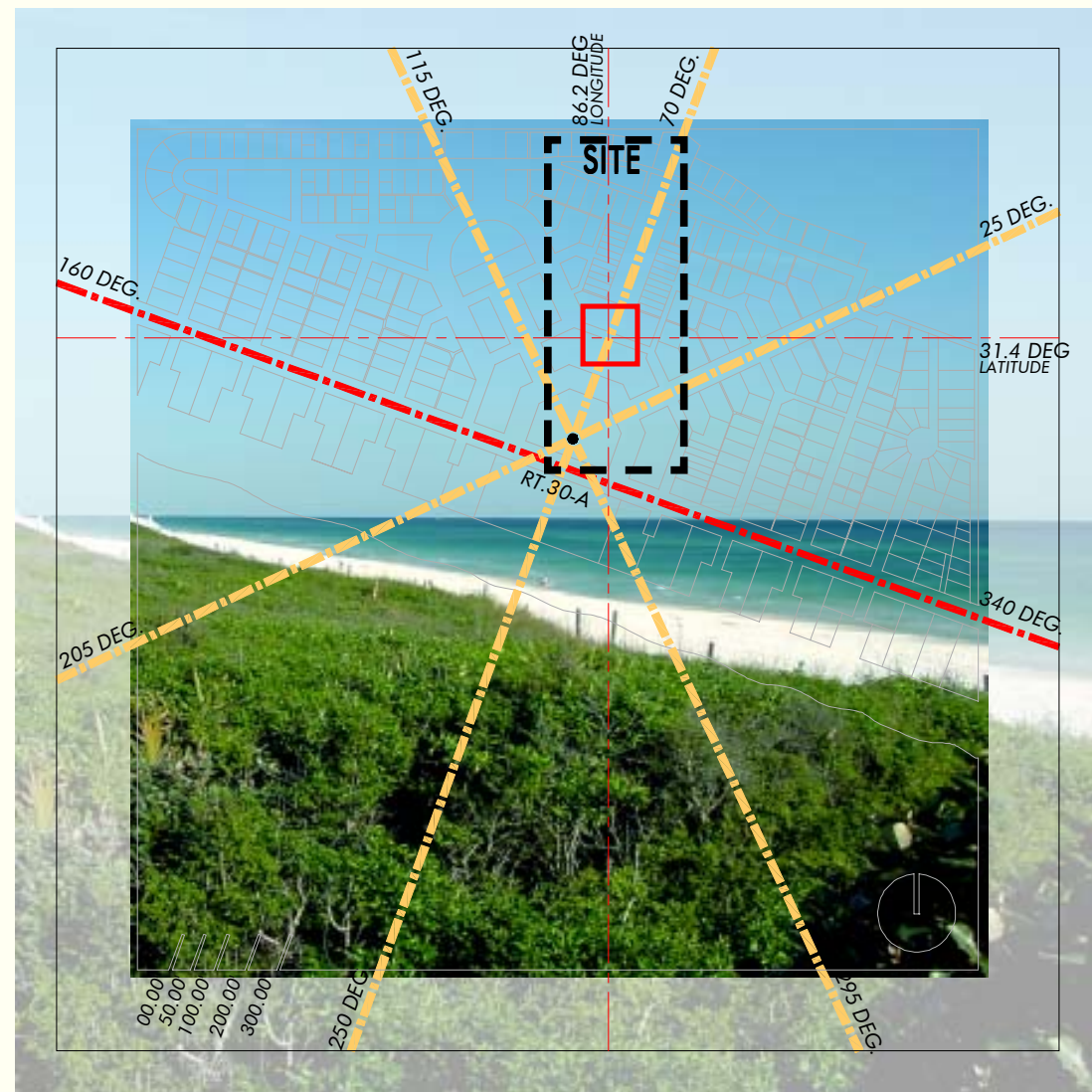


## TYPE VIII

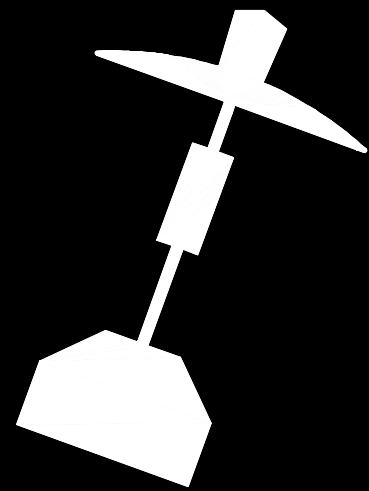
### Planner's Intent;

"This type is more liberal than others in its prescriptions. It is dispersed throughout the residential areas of the town. It occurs at locations that require some degree of acknowledgement as gateways or special places." DPZ

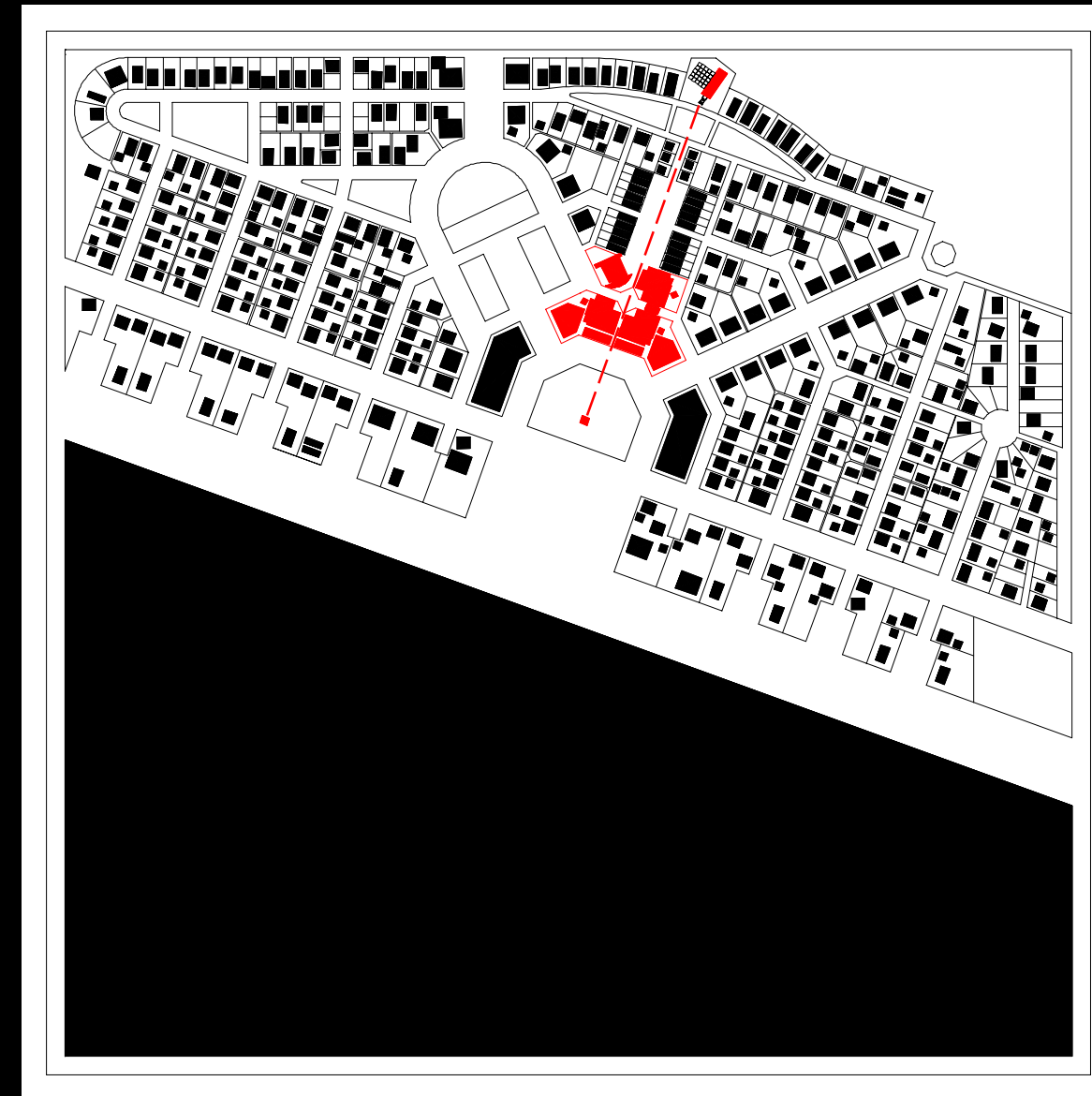
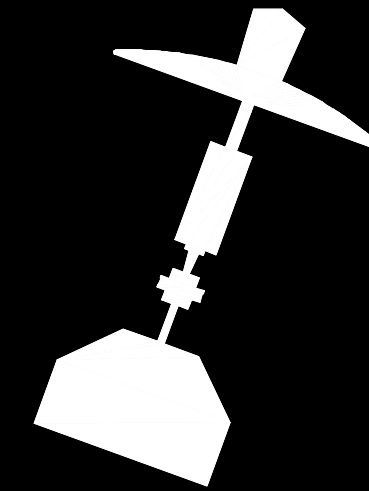








PLANNED



PROPOSED



CHATHAM

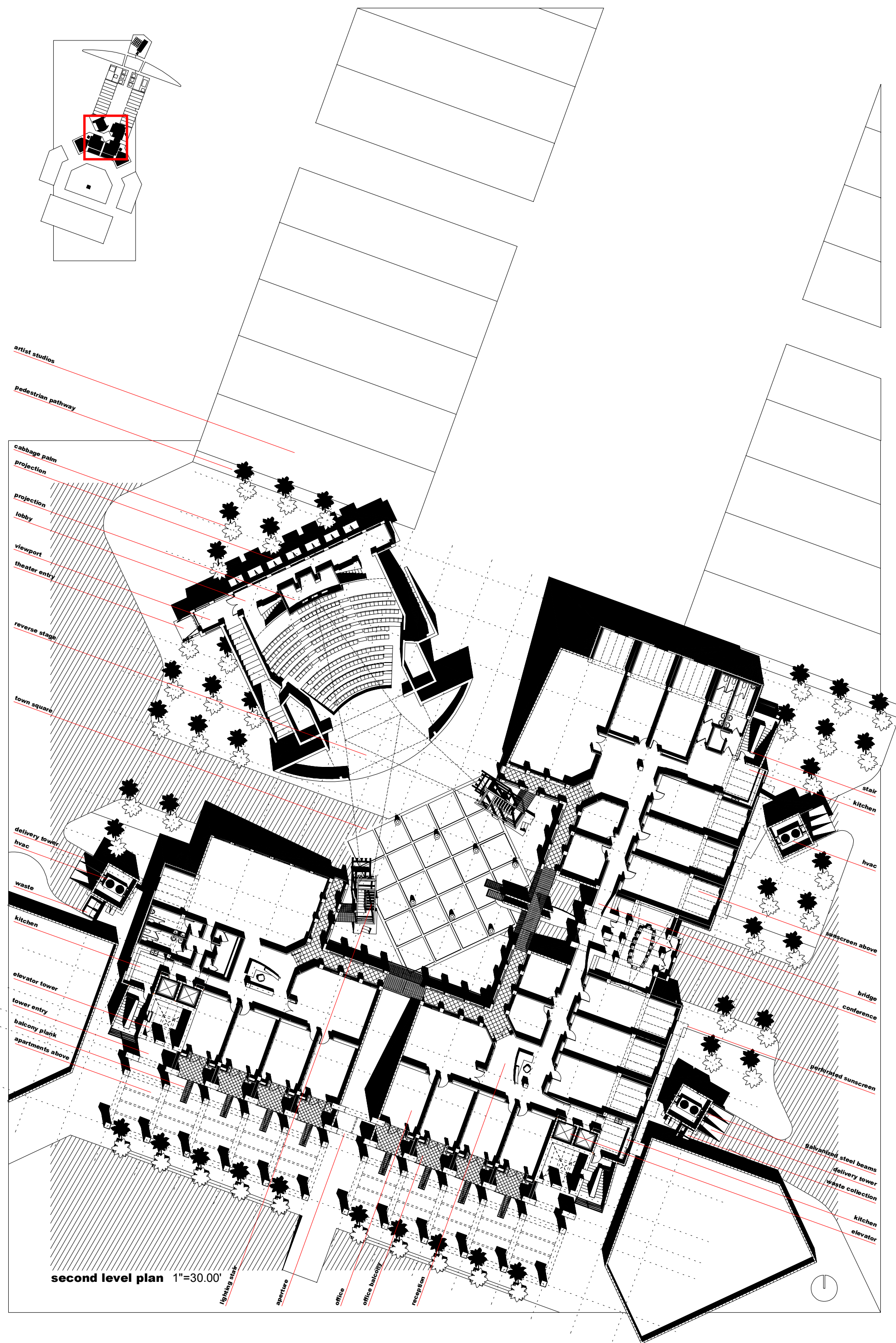
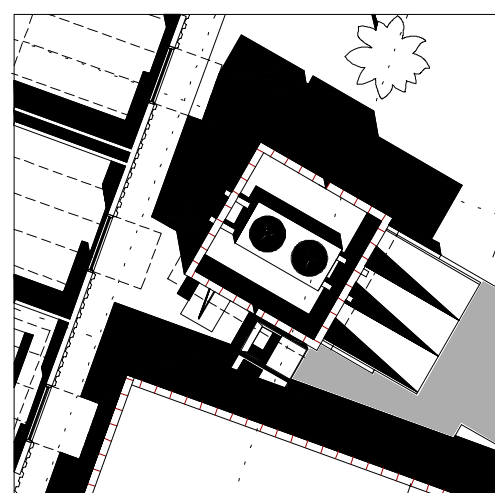
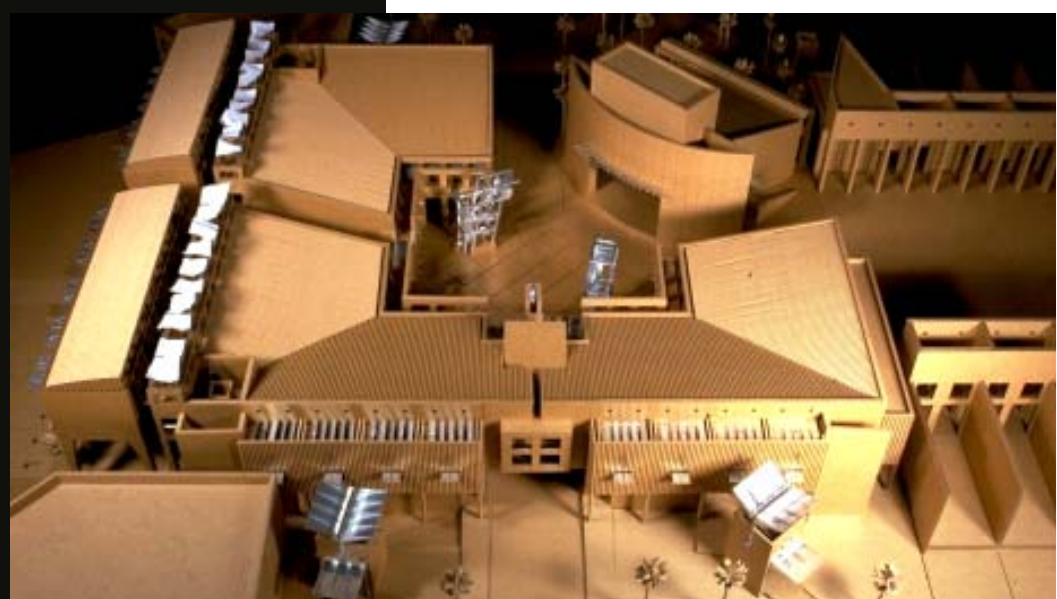
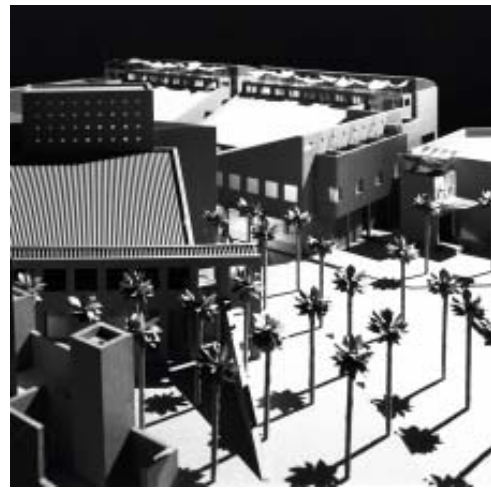




MOCKABEE



BERKE

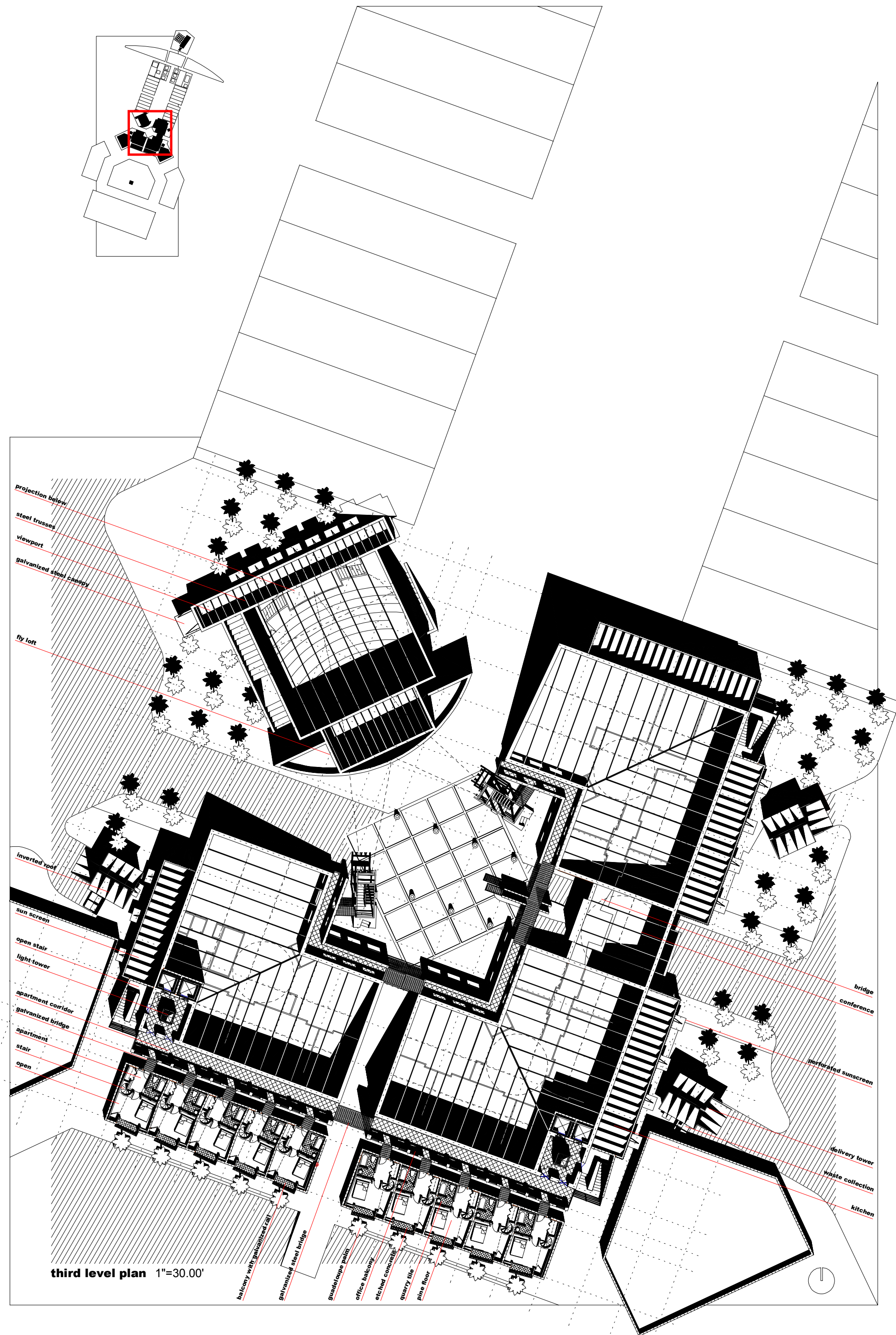
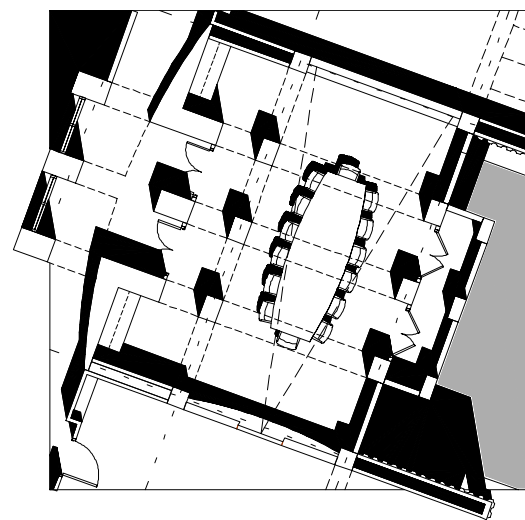




HOLL



CHATHAM

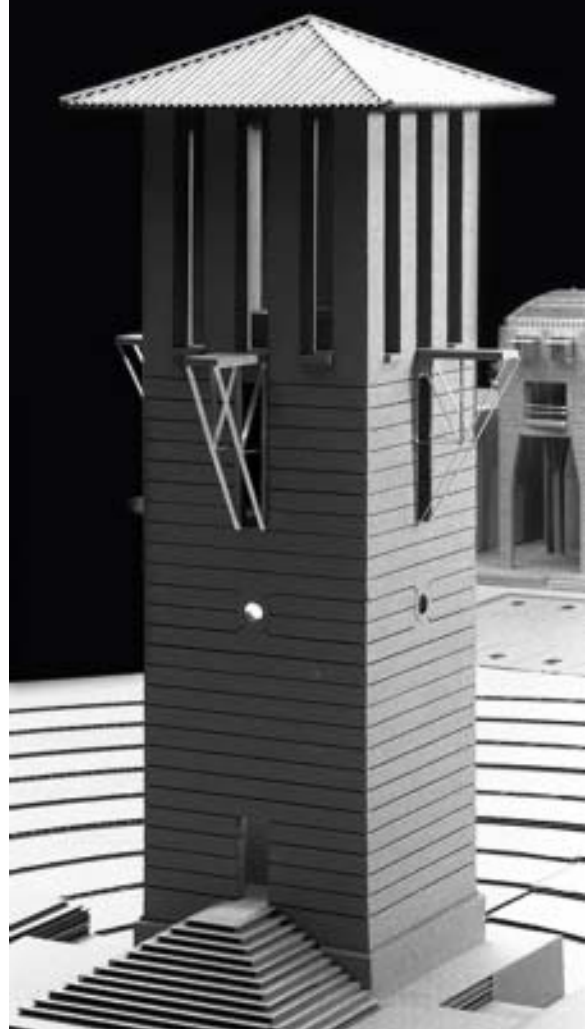
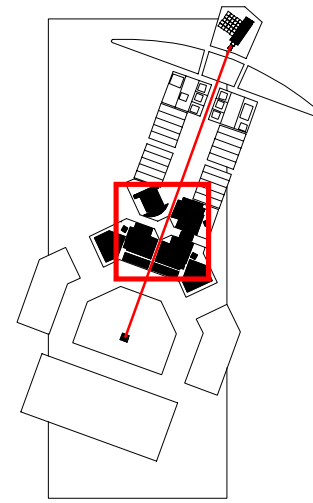
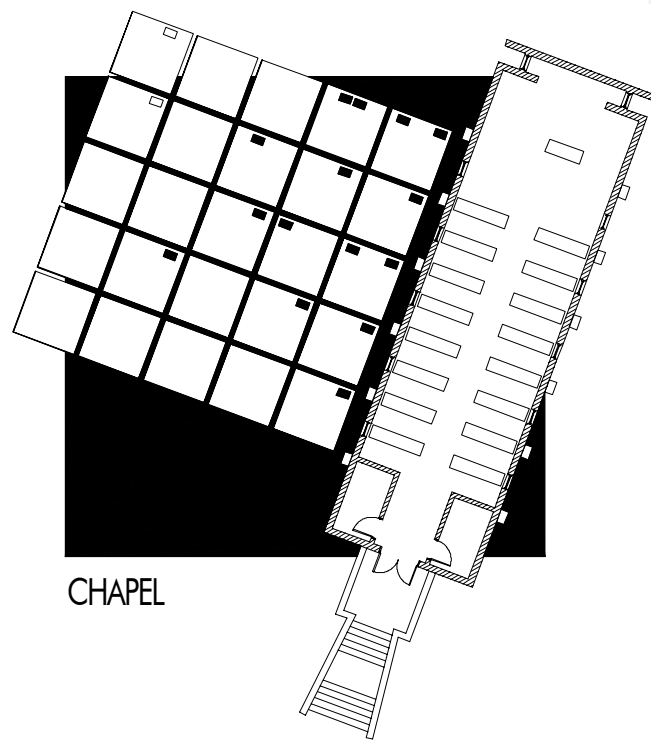




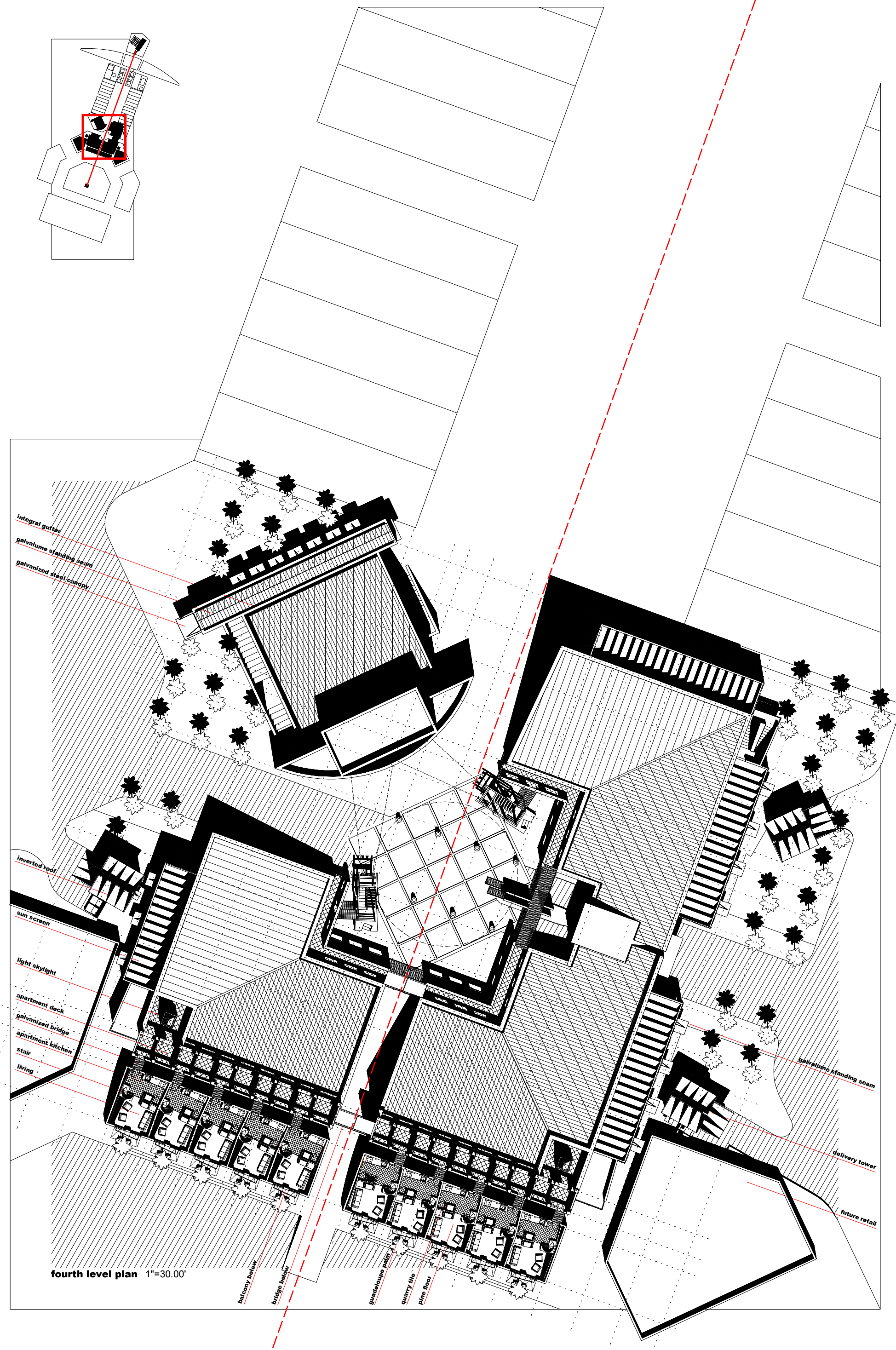
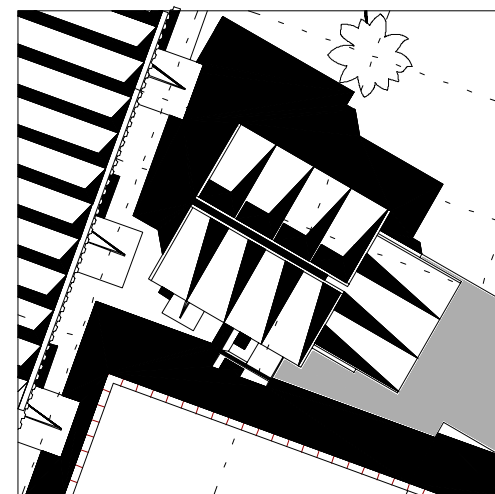
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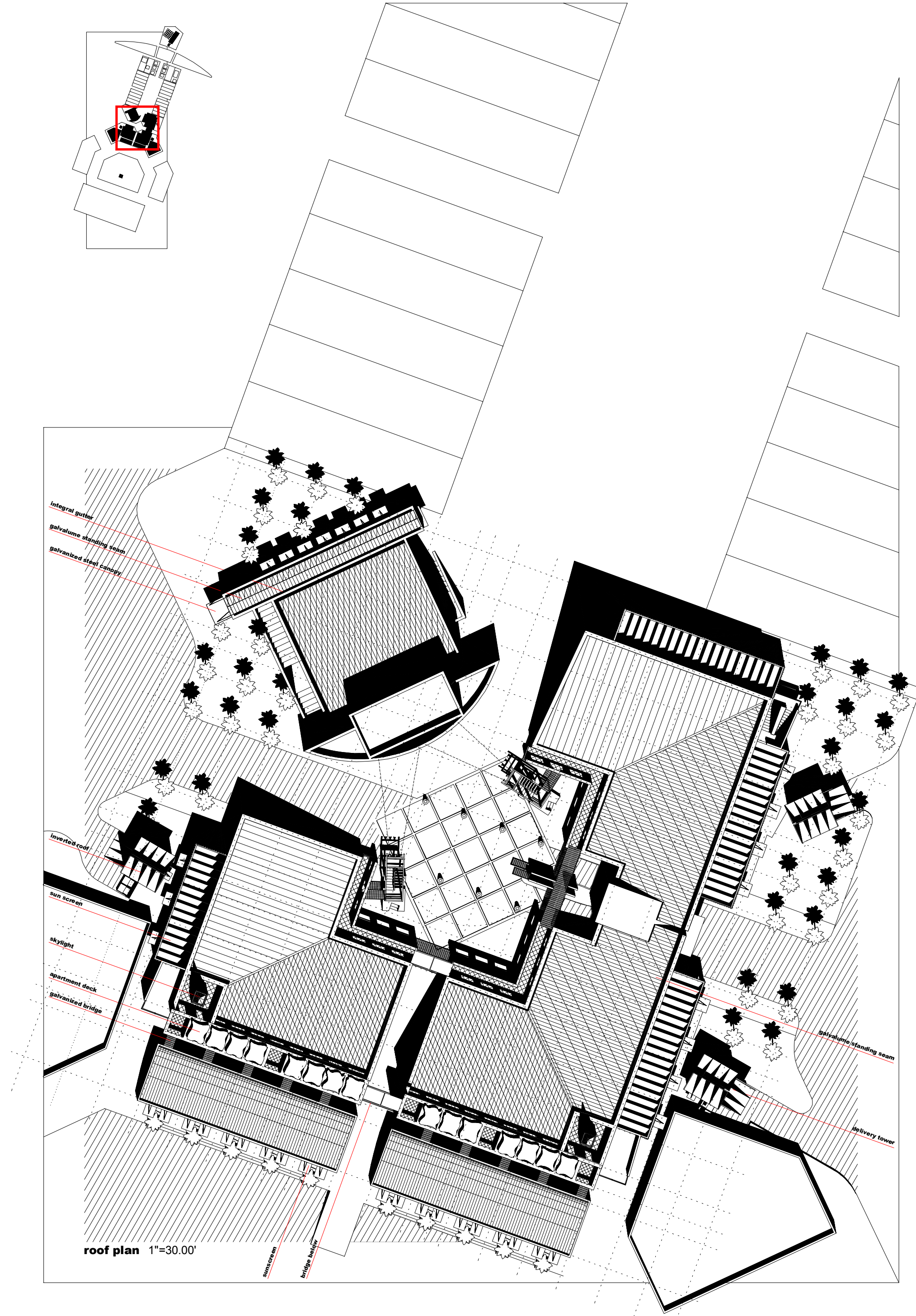
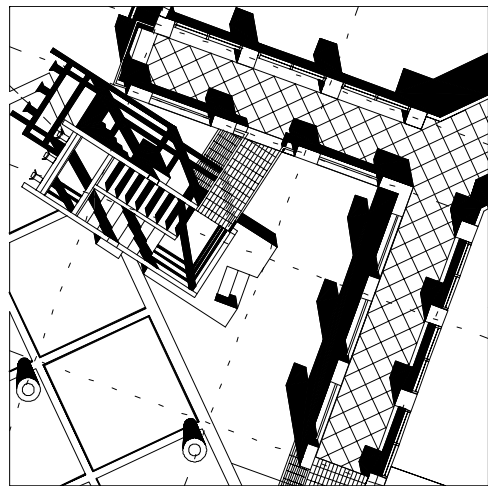
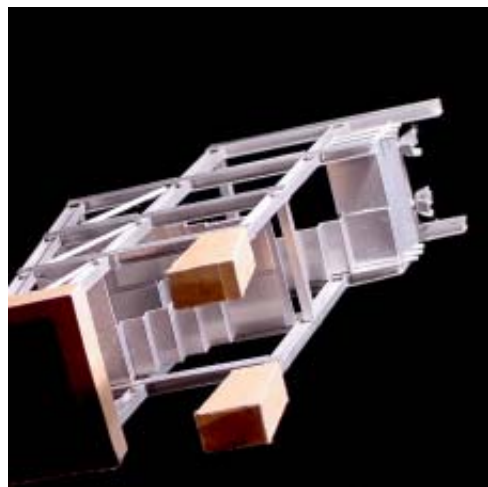
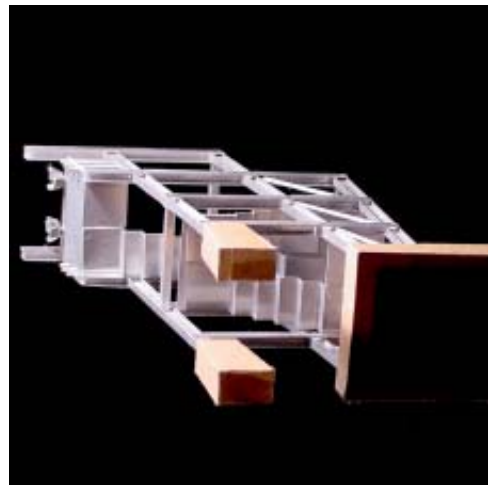
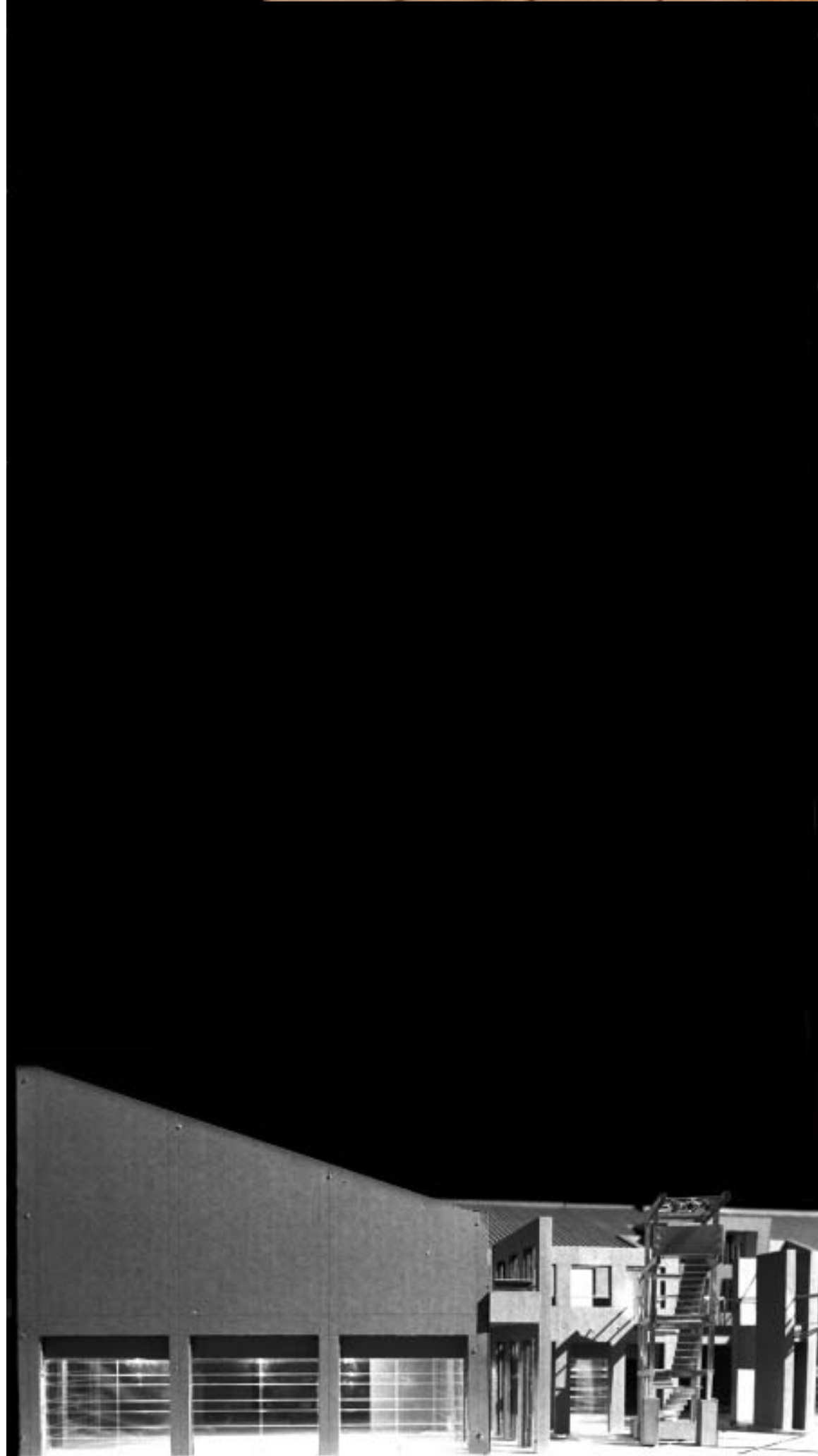


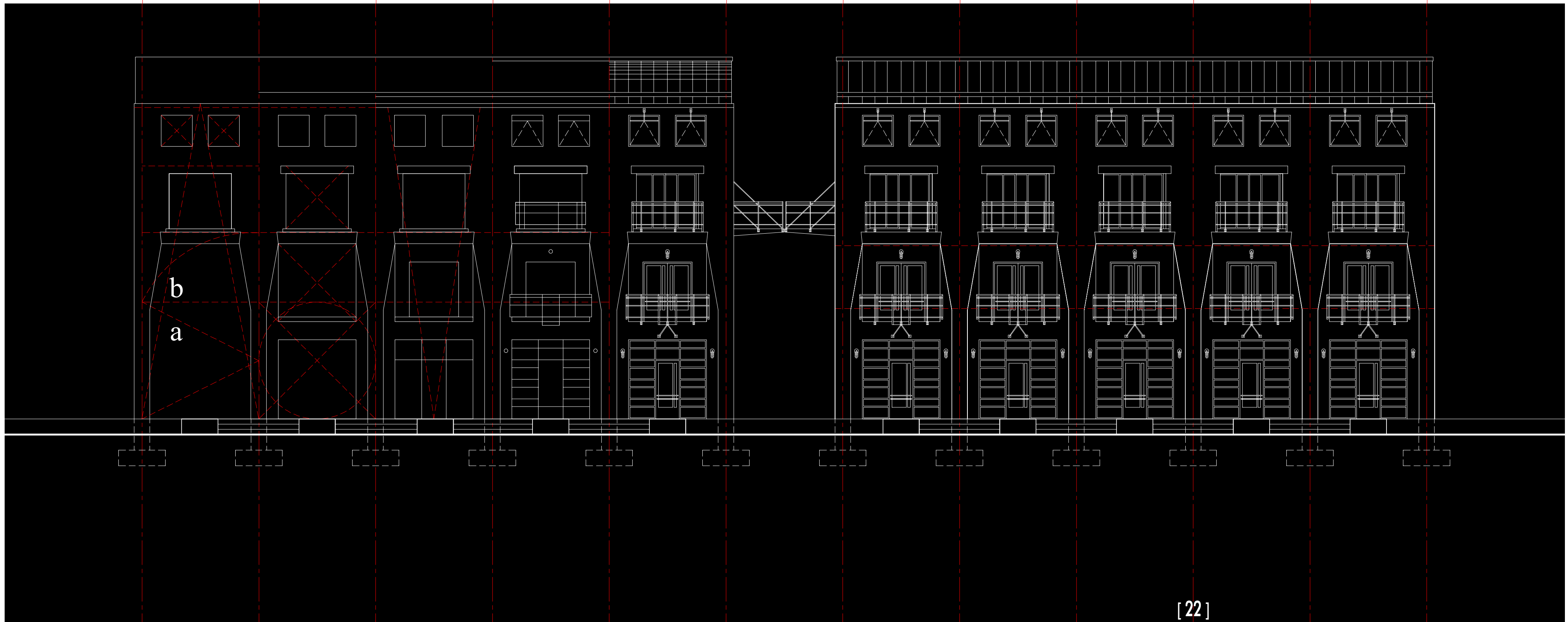
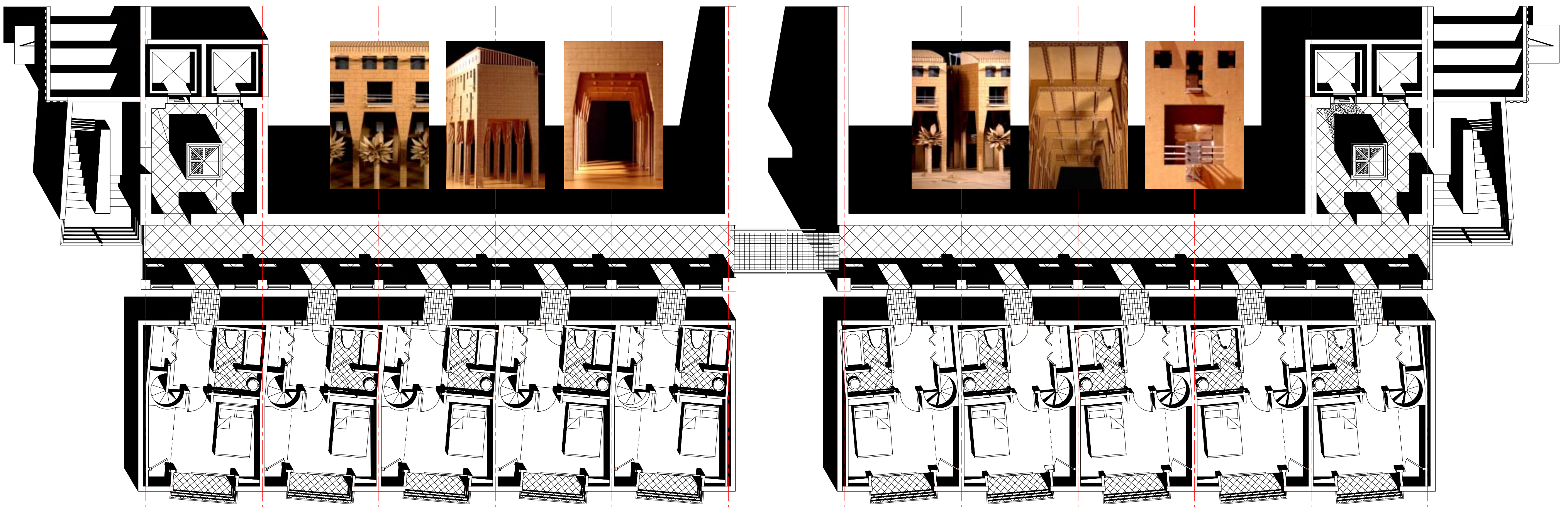
CHAPEL



KRIER TOWER

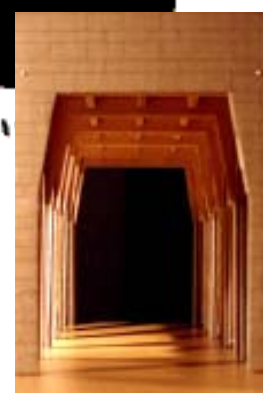
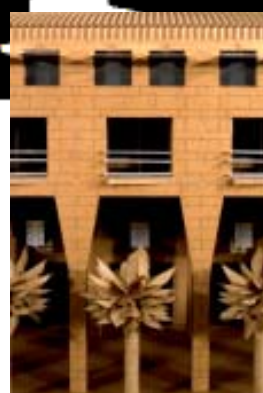
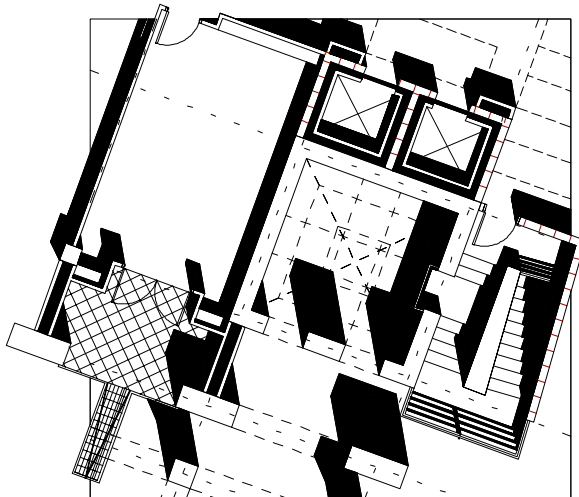
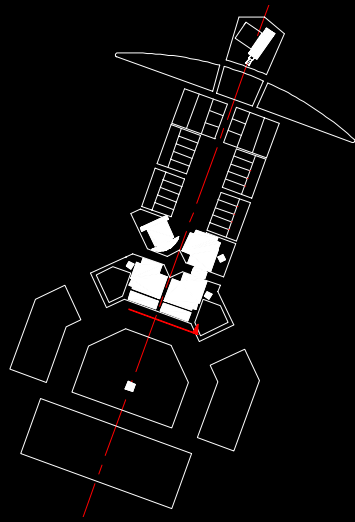


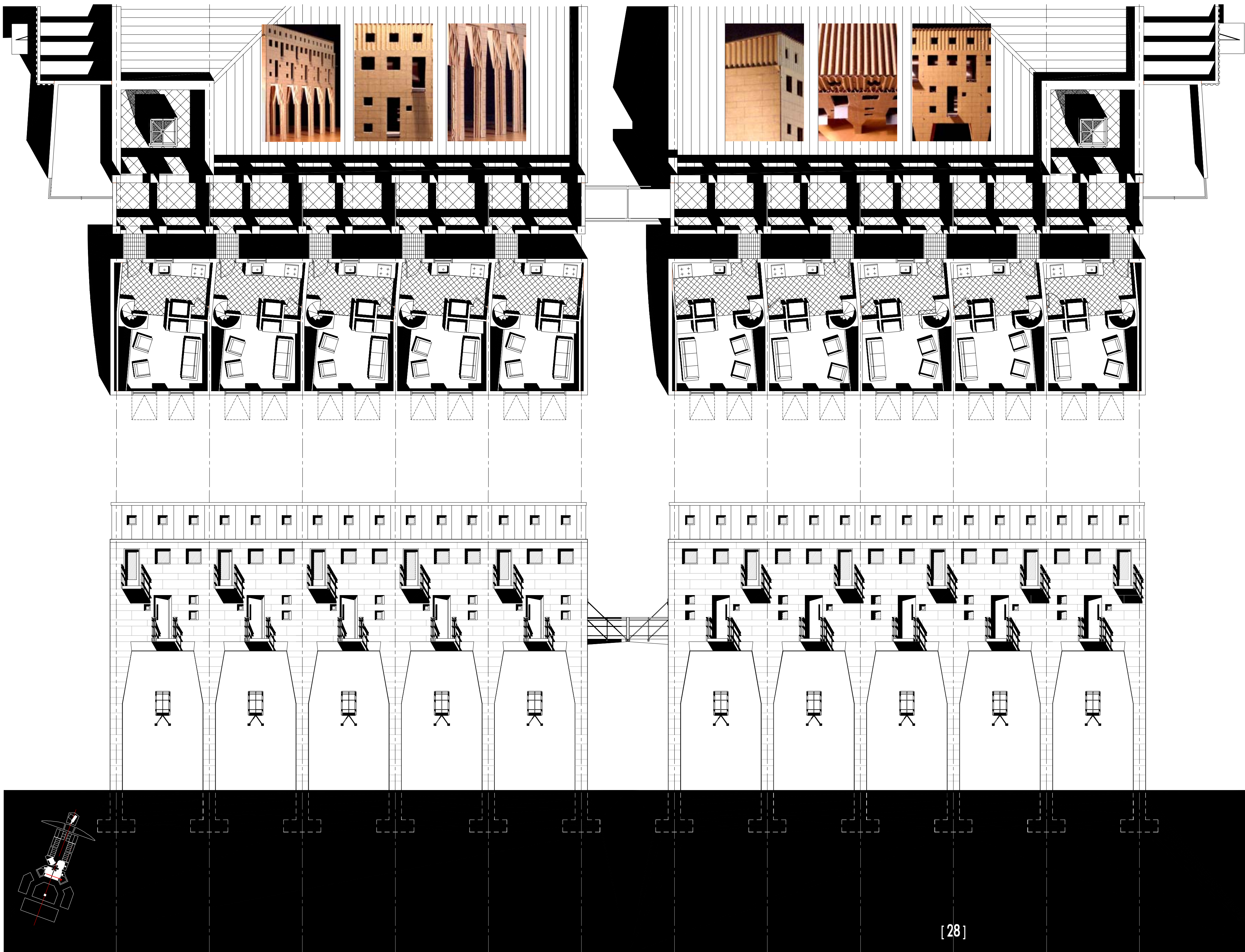


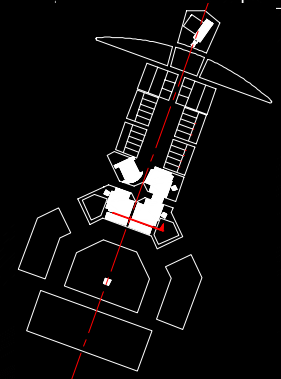
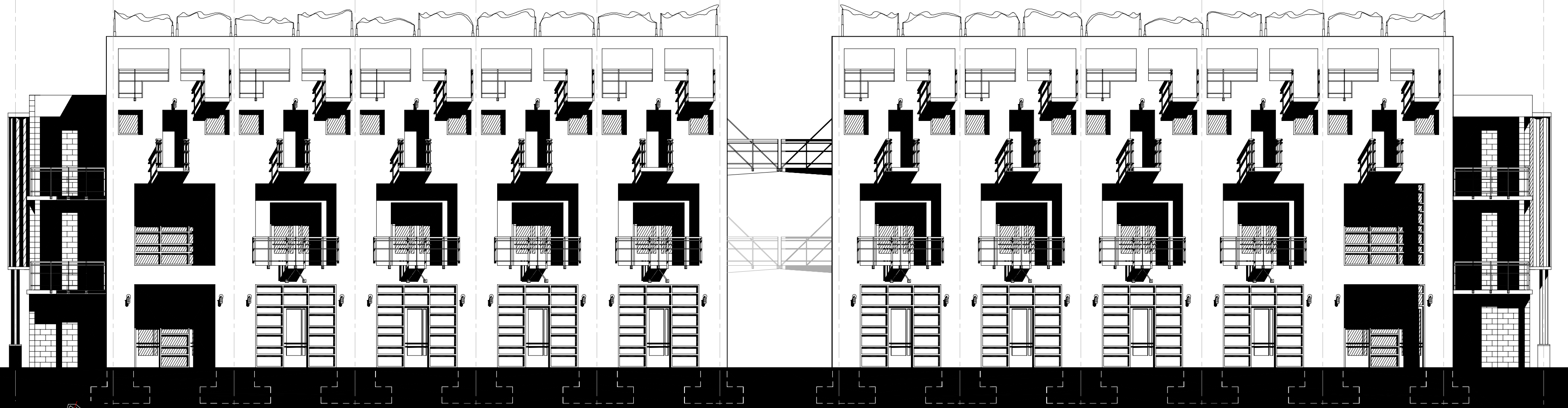
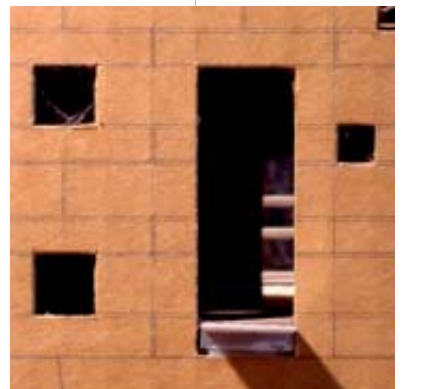
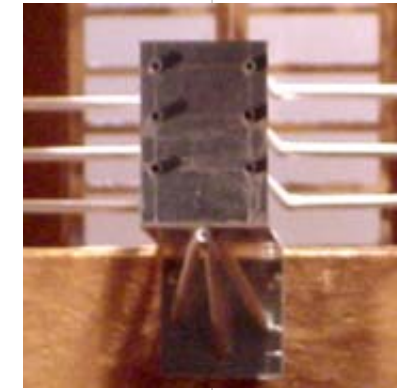


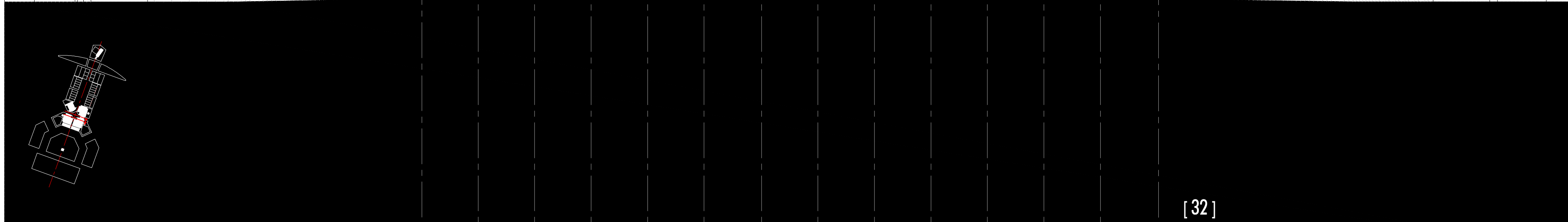
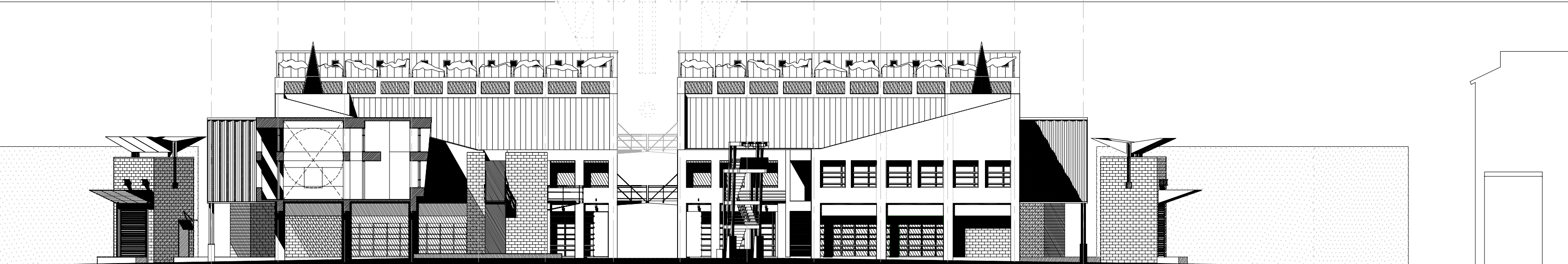
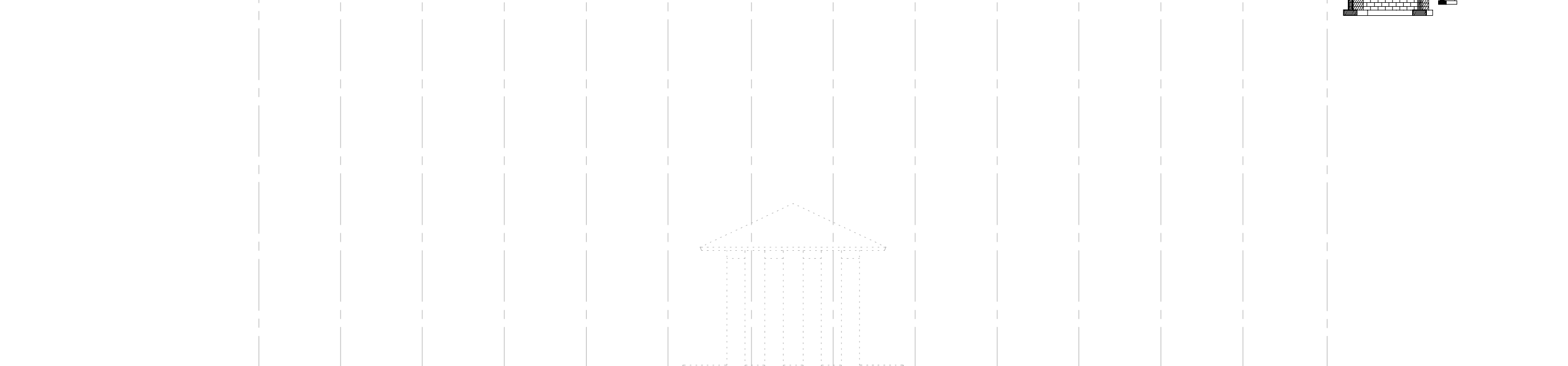
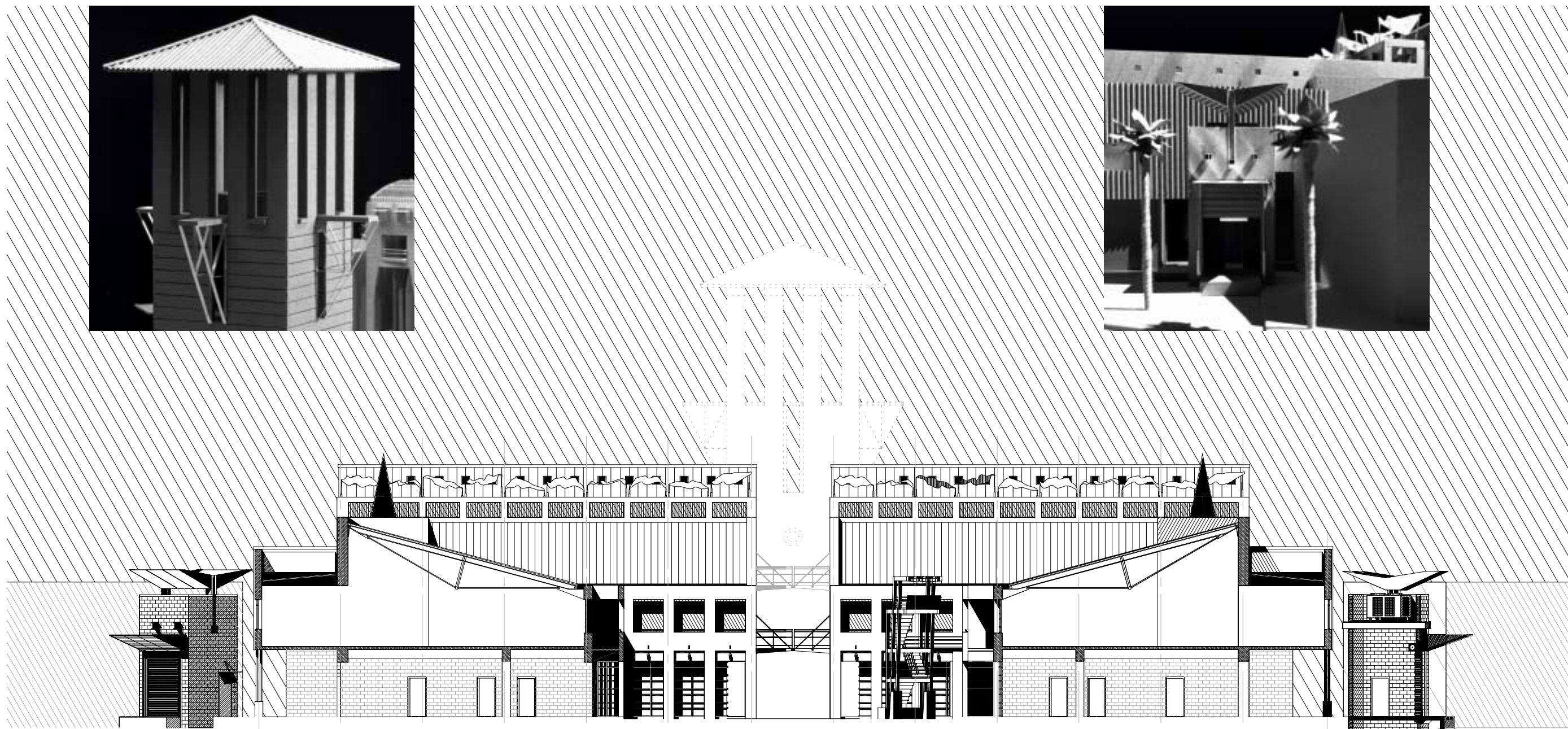
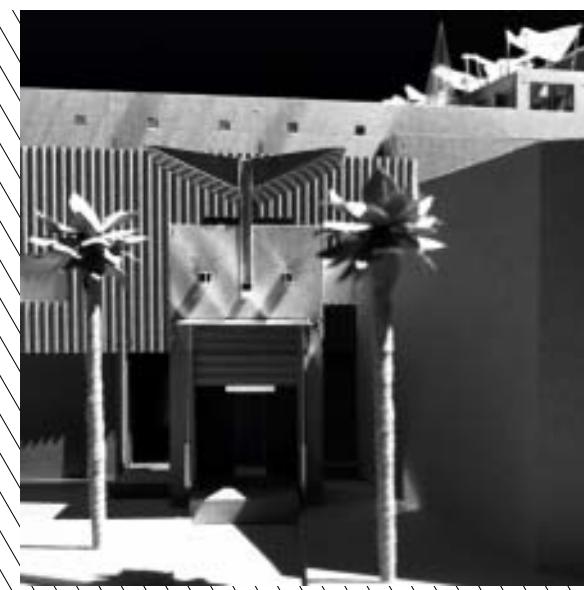


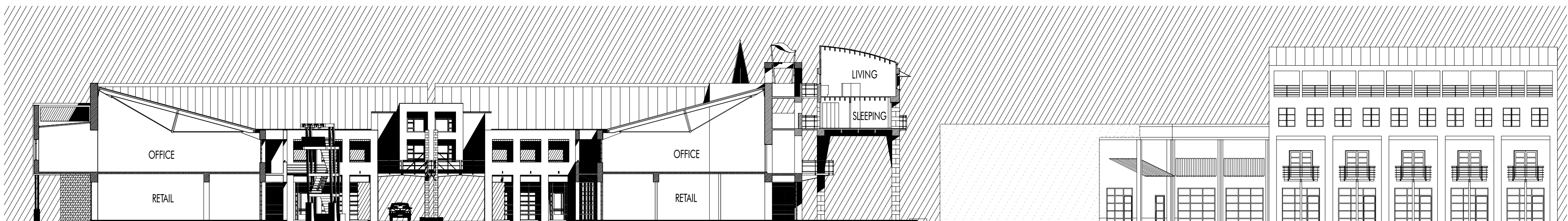


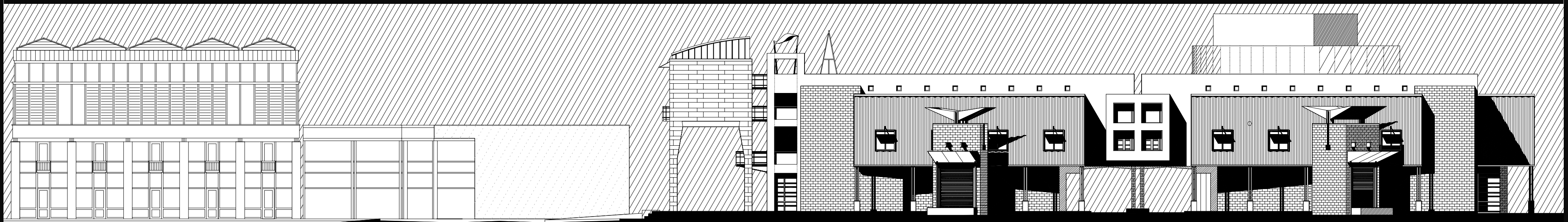
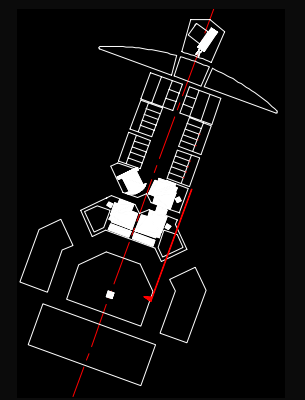














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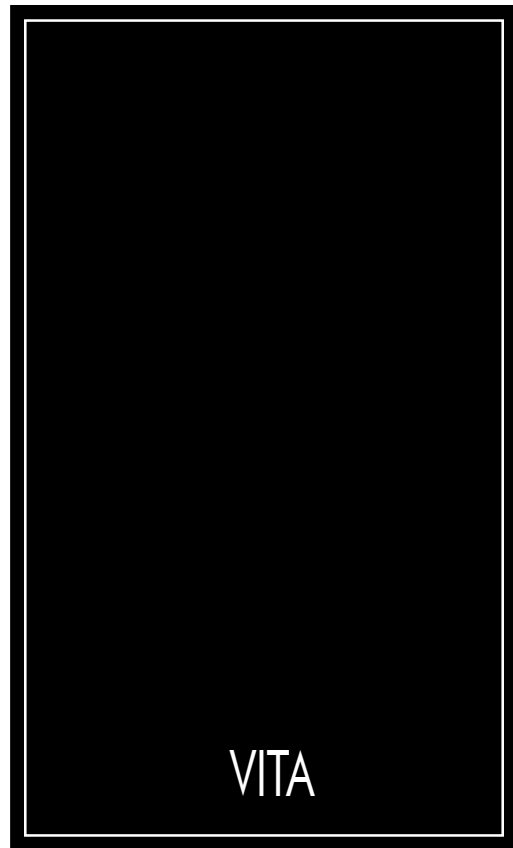
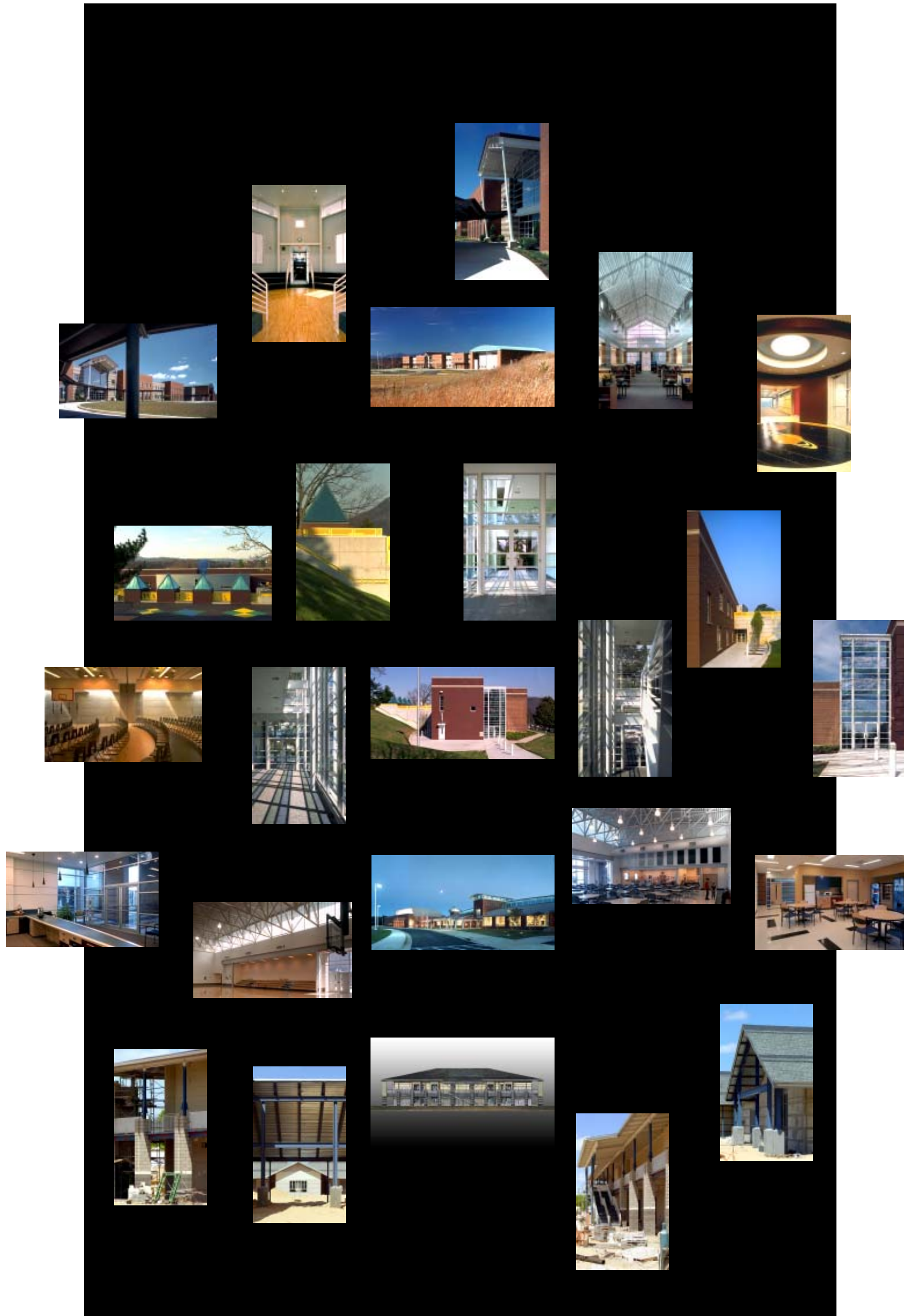
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**Stephen M. Tenace**

<b>Experience</b>	<p>2000 - 1997 - 2000</p> <p>1990 - 1997</p> <p>1987 - 1990</p> <p>1984 - 1986</p> <p>1980 - 1984</p> <p>1978 - 1980</p>	<p>Steve Tenace, AIA - Tallahassee, Florida Project Architect - Spectrum Design, formerly Echols-Sparger Architects Roanoke, Virginia</p> <p>Project Architect - Sherertz Franklin Crawford Shaffner, Inc Roanoke, Virginia</p> <p>Teaching Assistant - Donald R. Sunshine, AIA - Professor of Architecture Blacksburg, Virginia</p> <p>Graduate Architect - RTKL, Florida Office Fort Lauderdale, Florida</p> <p>Graduate Architect - Peabody and Childs Architects Pompano Beach, Florida</p> <p>Intern Architect (summers)- John Evans, FAIA Fort Lauderdale, Florida</p>
<b>Education</b>	<p>1987 - 1990</p> <p>1976 - 1980</p>	<p>Master of Architecture - Virginia Polytechnic Institute and State University Blacksburg, Virginia</p> <p>Bachelor of Architectural Design - Florida A &amp; M University Tallahassee, Florida</p>
<b>Professional</b>	<p>2001</p> <p>1997 - 1999</p> <p>1993</p>	<p>Architectural License - Florida, NCARB</p> <p>Virginia Society of the American Institute of Architects – Design Committee</p> <p>Architectural License - Washington D.C.</p>
<b>Honors</b>	<p>1980</p> <p>1994 - 1995</p> <p>1995 - 1996</p> <p>1997 - 1998</p> <p>1999 - 2000</p>	<p>Athina Kambouri Barr-Kumar Memorial Prize</p> <p>Forest Middle School - Forest, Virginia Merit Award - Virginia Society, American Institute of Architects 1995 Awards for Excellence in Architectural Design Honor Award - Virginia School Board Association 1995 First Place Award for New Middle School Design Honor Award - Virginia Department of Education 1995 Outstanding New School Building Design for Secondary Schools</p> <p>Wasena Elementary School - Roanoke, Virginia Honor Award - Virginia Society, American Institute of Architects 1996 Awards for Excellence in Architectural Design Honor Award - Virginia School Board Association 1996 First Place Award for Elementary School Design</p> <p>St. John's Episcopal Church 1998 Honor Award, Downtown Roanoke Redevelopment Authority</p> <p>Forest Elementary School - Forest, Virginia Stewartville Elementary School - Stewartville, Virginia Honor Award - Virginia Department of Education 2000 Outstanding New School Building Design for Elementary Schools</p>

**Contact** 2262 Monaghan Drive, Tallahassee, Florida 32308