

# RD

RESIDENTIAL DESIGN

FOR ARCHITECTS AND BUILDERS  
OF DISTINCTIVE HOMES

VOL. 3, 2021

# 2021 RD Architecture Awards







## HONOR AWARD / CUSTOM ON THE BOARDS

EDWARD OGOSTA ARCHITECTURE  
ORBITAL HOUSE  
YUCCA VALLEY, CALIFORNIA

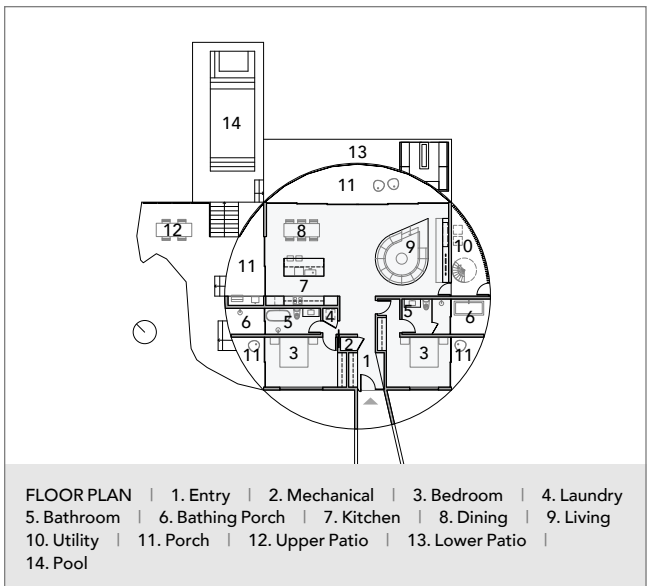
Once this weekend home is built near Joshua Tree, California, there will be no reason to travel to Mars. A full, otherworldly experience will be available right here on Earth. Ed Ogosta’s client wanted a home that would help him “live in an incredible way,” Ed recalls. There’s little doubt it will.

“We worked through a number of different possibilities for the bowl-shaped site, but there was something really elegant about the simplicity of the circle around a square,” he explains. “The whole program fit.”

The square sits between the two circles and contains the conditioned space. Meanwhile the deep circular overhangs shade interiors from heat gain and provide covered terraces for certain rooms. Light monitors atop the house usher light into the kitchen and the bathroom. Outdoor spaces are contained within a large plinth, an Ogosta trademark.

All the sitting areas—both indoor and outdoor—are sunken to create the feeling of “inhabiting the earth,” says the architect. “And it gives you a different perspective on the rugged Flintstones topography.”

Inhabiting the earth, perhaps, but possibly not the Earth. For the house is surely a spaceship that can leave our atmosphere at will. But then again, if you lived here, why would you want to?—*S. Claire Conroy*



### PROJECT CREDITS

**ARCHITECT:** Edward Ogosta, AIA, Edward Ogosta Architecture, Los Angeles

**STRUCTURAL ENGINEER:** Carl Howe, C.W. Howe Partners, Culver City, California

**PROJECT SIZE:** 1,700 square feet

**SITE SIZE:** 7.5 acres

### KEY PRODUCTS

**COUNTERTOPS:** Caesarstone

**FAUCETS:** Kohler

### KITCHEN APPLIANCES:

Fisher & Paykel

**LIGHTING:** Lutron

**RAILING:** C.R. Laurence

**ROOF WINDOWS:** VELUX

**TOILETS:** Geberit

**WINDOWS/WINDOW WALL SYSTEMS:** Western Window Systems

**WINDOW SHADING:**

Mechoshade