Khosrava

12) **FISHER HOUSE, Louis Kahn,** 1973
Artwork: Graded Exposure, Kenneth Noland, 1967
Design: Rodolfo Bonetto Melaina chair, 1970;
              Massimo Vignelli subway map for New York, 1972; DC-10 Aircraft

Kaur

13) **CAPSULE HOUSE K, Kisho Kurakawa,** 1974
Artwork: Helix City, Floating City, Kisho Kurakawa, 1961
Design: Leisure Capsule, 1972, Buckminster Fuller Dymaxion Car, Airstream

Ghorbani

14) **GEHRY HOUSE, Frank Gehry,** 1978
Artwork: Ocean Park #54, Richard Diebenkorn, 1972
Design: Studio 65 Bocca sofa

Esson

15) **MAGNEY HOUSE, Glenn Murcutt,** 1985
Artwork: The Wall that Went for a Walk + Various other works, Andy Goldsworthy
Design: Boeing 757 aircraft, Delorean car

Elkhouly

16) **VILLA DALL'AVA, Rem Koolhaas,** 1991
Artwork: Water Tower, Rachel Whiteread, 1999
Design: Airbus A320 aircraft

Cabrera

17) **MOBIUS HOUSE, Ben van Berkel and Caroline Bos,** 1998
Artwork: Betwixt the Torus and the Sphere, Richard Serra, 2001
Design: United Noble: Mobius shoe,

Chan

18) **FLOATING HOUSE, MOS,** 2007
Artwork: Untitled, 2003 Tara Donovan
Design: Phillippe Stark Hudson Chair, Airbus A380

<u>Analysis & Documentation:</u> Analyze the histories, characteristics, patterns, flows, and narratives specific to the building, architect, design philosophies, and socio-political trends relevant to the era. Generate a series of four (4) presentation plates in 11x17 format (landscape or portrait orientation) to present their research and original graphics to represent their analysis. Upon completion of the presentation model, students will complete one additional plate formatted to match their research plates.

- **PLATE 1: BUILDING & ARCHTECT**
Includes history, site, climate/countries of origin, details, etc…. of the building as well as information describing the architect and philosophy. The plate should include images, text, graphics, and diagrams as necessary.

- **PLATE 2: ART & ARTIST**
Includes a brief historical overview, definition, media, technique, methods, etc… The plate should include an image of the artwork, as well as text graphics and an abstract diagrammatic interpretation of the painting itself.

- **PLATE 3: DESIGN OF THE ERA**
Includes designed objects, books, film, fashion, furniture, patterns, colors, etc. The plate should include images that support an overall notion of the mood and memory of the era, the zeitgeist.

- **PLATE 4: SOCIO-POLITICAL THEMES**
Includes social, political, and cultural themes including manifestos, etc. The plate should include images that support an overall notion of the mood and memory of the era from a social and political perspective.

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