

## ARCH 1110 - ASSIGNMENT 2b

**PATTERN MODELING:** Designing a two-dimensional representation of a pattern and translating it into a three-dimensional model interpretation of the pattern.

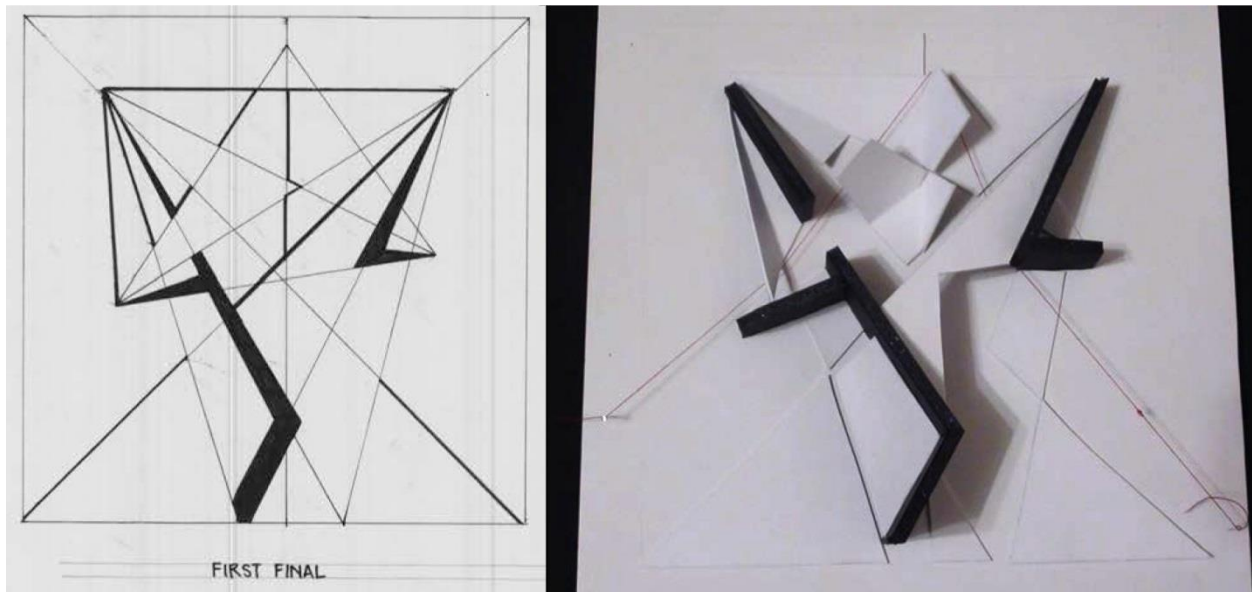
### OBJECTIVE:

In the assignments for the first project, students have learned to take a three-dimensional object and represent it in two-dimensional drawings. In this assignment students will learn to interpret a two-dimensional image as a three-dimensional object.

### DESCRIPTION:

Students are to take one of the “pattern” drawings from Assignment 2a and represent it in a three-dimensional model. The assignment has two parts:

1. The exercise requires that students “interpret” a pattern drawing from assignment 2a to determine its three-dimensional potential. First, students will chose either their pattern drawing for their dress, OR their systematized pattern design derived from their dress-pattern drawing. Within a 10”x10” field on a piece of vellum (or other suitable medium), students may use either line weights or shading to express the three-dimensionality of their pattern as a three-dimensional drawing representation.



2. Based on the three-dimensional drawing representation, students will construct a three-dimensional relief model of their design. The model is to be constructed on a background of 10”x10” white foam-core or white Bainbridge stock. Students will construct their model using white Bainbridge card stock. They may add other materials ONLY to emphasize the three-dimensional character of their design. SEE EXAMPLE ABOVE

**DURATION:**

One Week. All projects will be pinned up and presented to the entire class on Wednesday, October 22.

**EVALUATION:**

This exercise focuses on the ability to visualize a form in a drawing and to translate that drawing into a three-dimensional model form. While the model should reflect the visual idea expressed in the drawing it does not have to duplicate it exactly. In the practice of architecture, modifications to the design usually occur during the construction process to make the building better.

As I have emphasized this semester, there are no right or wrong “designs”, only good ones and bad ones. YOU decide what is good, produce a representation of it that YOU think is good, and find the words to describe to yourself (and the class) why it is good.

**Assignment 02: Pattern Modeling \_Grading Sheet:**

		Points Possible	Points earned
Representation of pattern	Concept	20	
	Clear line work	10	
Three-dimensional representation	Line weights or shading	10	
	Concept development	20	
Model:	Craftsmanship(smooth clean surfaces)	10	
	Following directions	15	
Completeness of presentation		15	
<b>Total</b>		100	