NEW YORK CITY
COLLEGE OF TECHNOLOGY
THE CITY UNIVERSITY OF NEW YORK

DEPARTMENT OF ARCHITECTURAL TECHNOLOGY

Professor:
Email: Office

DESIGN I : FOUNDATIONS : ASSIGNMENT # 2

OBJECTIVE:

Students will learn to identify to identify number, position, size, shape, direction, texture, surface quality, and color in an illustration.

DESCRIPTION:

An important part of architecture is based on the process of observation and analysis. Mapping is often used as a tool for the graphic representation in this type of analysis. For this project, you will be required to carefully observe and analyze an image and map / outline / isolate the following conditions:

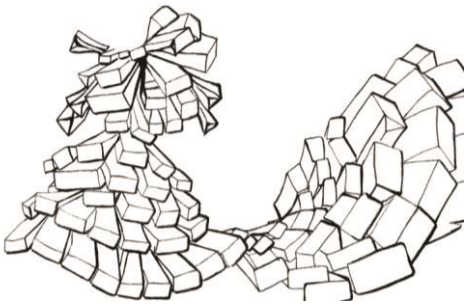
1. **Positive vs. negative / foreground vs. background**
2. **Outline and boundary**
3. **Texture and pattern**

PROCESS:

1. Positive vs. Negative space drawing: Place a piece of trace over the image and isolate what is an object vs. what is the space around it. See example below:

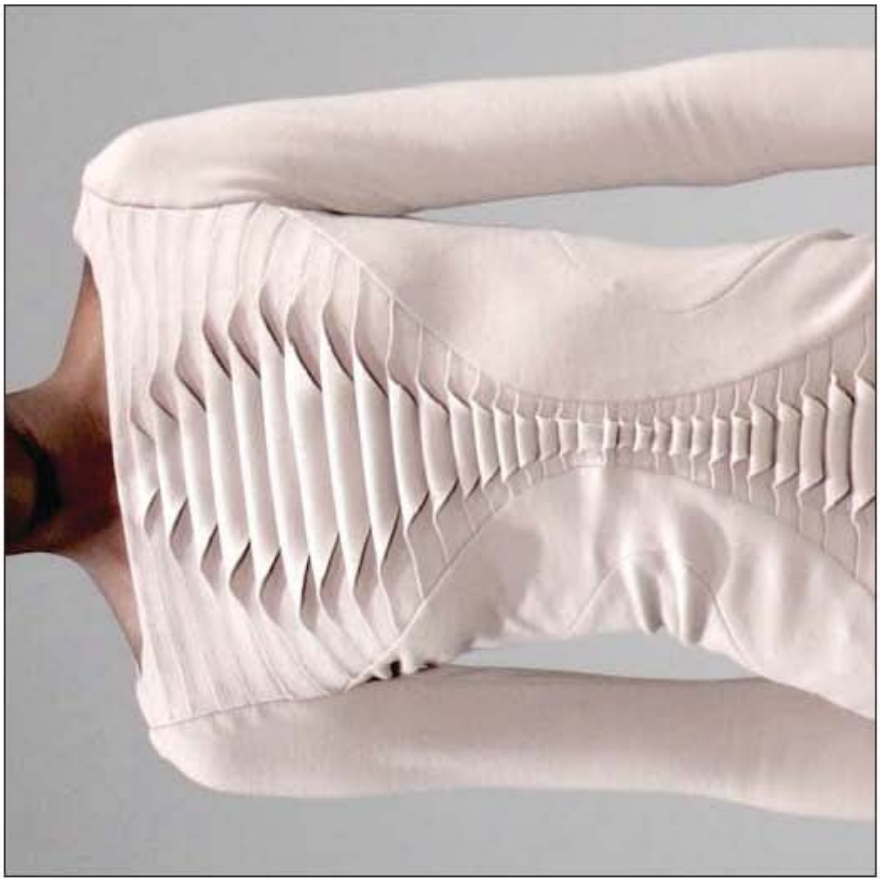
2. Outline and Boundary drawing: Place a piece of trace over the image and draw ONLY those things you can identify as an edge.

3. Texture and Pattern drawing: Place a piece of trace over the image and draw ONLY those things you can identify as a texture or pattern.



4. Create two 11”x17” plates. The first plate should include the original image distributed in class plus the Positive vs. Negative Space. The second plate should hold the Outline and Boundary plus Texture and patter drawings. Add Titles and labels as necessary, remember that text is also a design element on the page and should reflect the ideas that you are attempting to support in your analysis.

SKILLS: Analysis, free hand tracing, formatting, composition, labeling, lettering.



ARCH 1110

WEEK THREE: BASIC PATTERN RECOGNITION

STUDENT WORK SAMPLES

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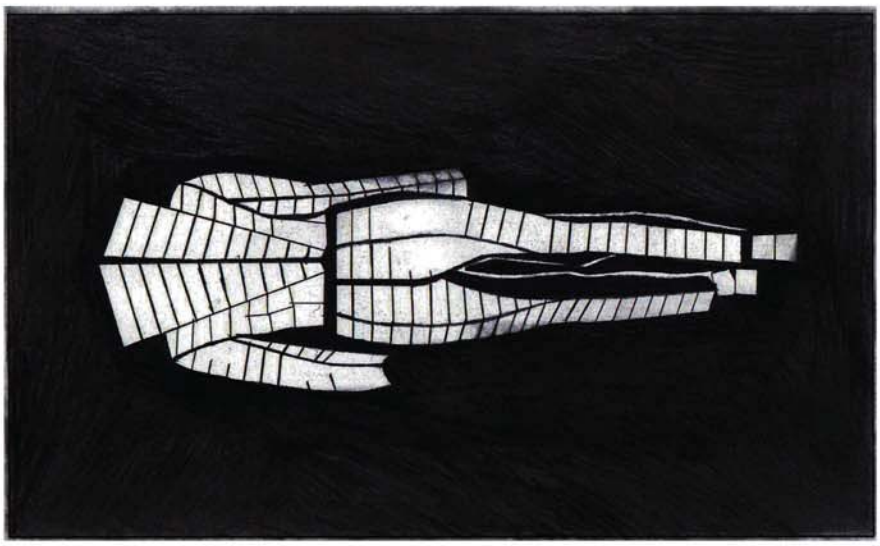
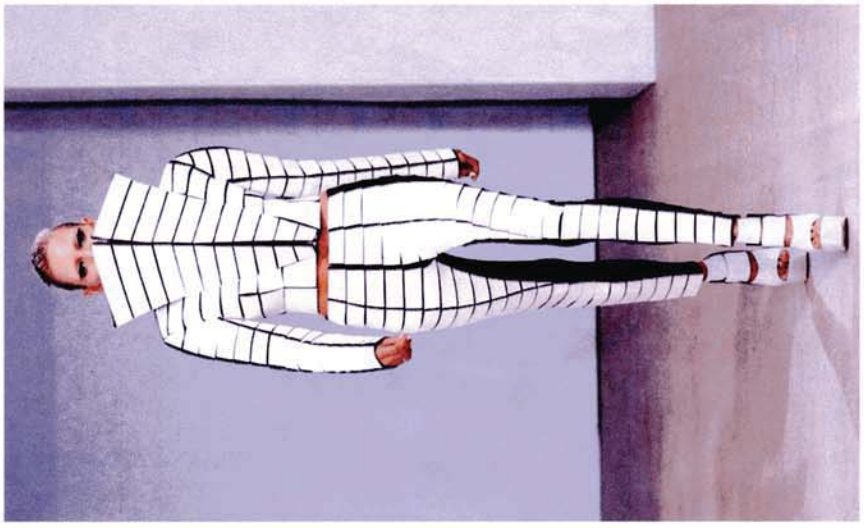
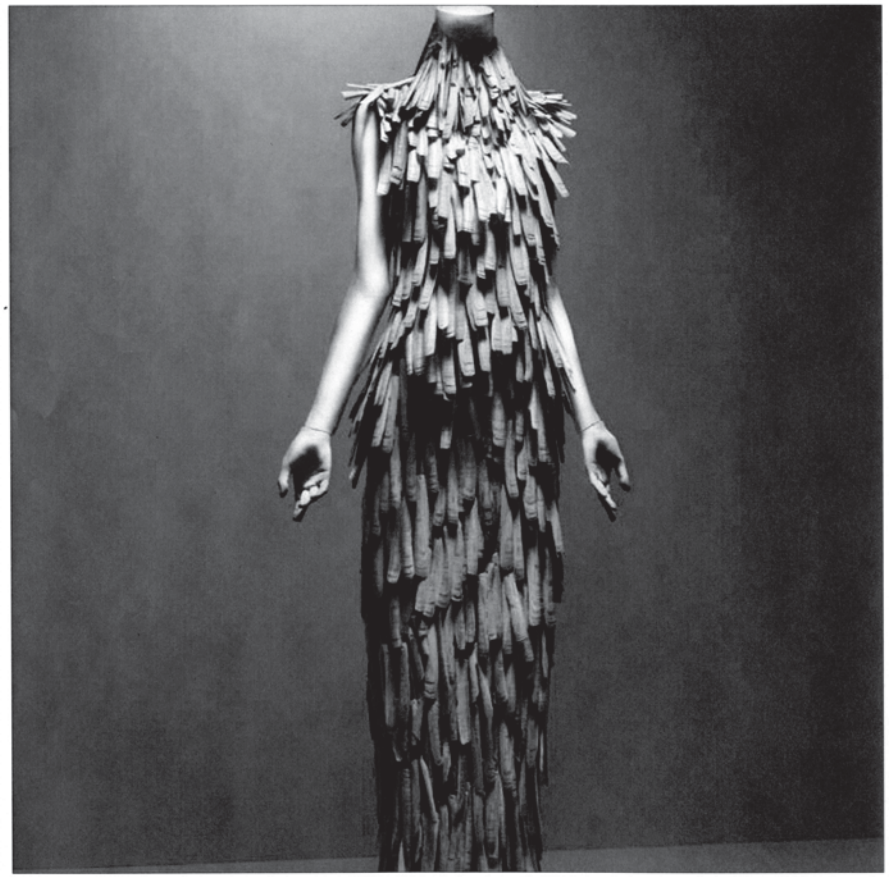




Assignment B
Oleksii Prodanov

POSITIVE VS NEGATIVE

Anastasiia Shaiukova



Original

Positive/Negative