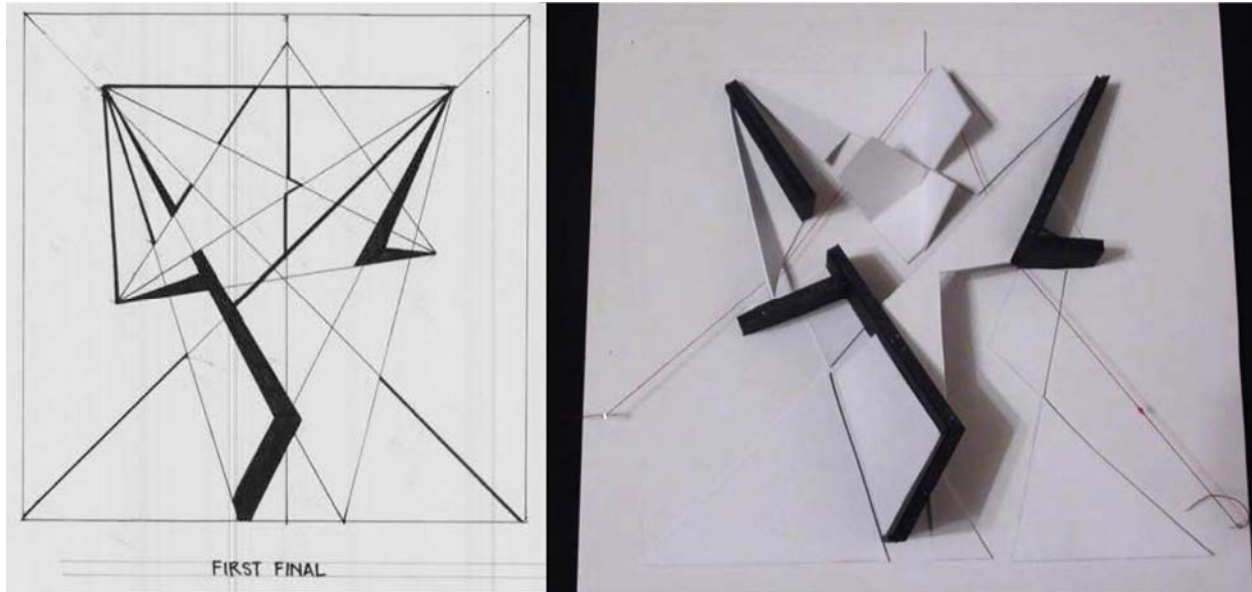


1110: WEEK 6 Assignment_03c: Paper Landscapes: Form & Space

Lecture: Translations from form 2D to 3D: The designs created in the Shape Generation and Hierarchy projects exist in a flat two-dimensional world. The challenge of the Form & Space project is to imagine the three-dimensional implications and possibilities of the two-dimensional designs. Seeing three-dimensional form in two-dimensional shapes is an important skill for environmental designers. Design requires that we constantly translate between the two- and three-dimensions. The goal of this project is to discover and visualize three dimensional form arising from a familiar two-dimensional design.



OBJECTIVE: To be able to generate a solution and develop it through a series of iterations

DESCRIPTION: For this project you will design a sequence of spaces considering the potential of path, threshold, enclosure, scale, hierarchy and proportion. The organization and relationships between these spaces will be directly derived from the Geometric Hierarchy project but manipulated in such a way that it supports a sequence of experiences through space.

PROCESS:

- Print 3 copies of the final Geometric recognition and hierarchy drawing
- Tape or glue the drawings over Bristol board
- Using strategies of folding, subtraction, extrusion (linear or volumetric) generate a series of rules to apply to the two-dimensional geometric drawing. For example:
 - **Thick lines** represent vertical walls. The walls could be the same height or they could have sloping altitude. Maximum height for the vertical walls is 2.5" (Use cardboard material with thickness similar the thickness of your lines.)
 - **Medium lines** are scored and folded planes.
 - **Thin lines** represent Planes elevated from the ground that relate structurally to the vertical walls or Ground floor pavement treatment (In that case you only score the Bristol board)
- Using these rules and the scale figures distributed during class design a sequence of spaces to be experienced.
- Generate a minimum of 3 study models testing different compositions.
- Select the most successful composition and make a final model.

READING: Benedict, William. *ARCH 121 SYLLABUS*. Pages 43-48.

SKILLS: model making and craftsmanship, concept building, three-dimensional form generation.

Grading Matrix: PAPER LANDSCAPES: Form and Space

		Points Possible	Points earned
Iterative Testing	Study Model 01	10	
	Study Model 02	10	
	Study Model 03	10	
Final Model		20	
Craftsmanship		10	
Total		50	

Grade: