

Introduction



My name is Taylor Marie Hernandez and I am 18 Years old. I am currently in school at the New York City College of Technology and majoring in Architectural Technology. As being part of this major, I have learned many things and still am today. At the beginning of this field to start off by learning different elements, words, etc. After you start creating sketches and getting your hands sooty. I am studying this major for about two months now and plan on getting my Bachelor's and Master's Degree, along with my license to becoming a full-time licensed architect. When I was a little girl, I have always had an interest in drawing and architecture. I always found it to be interesting in different many different aspects. Therefore, I decided to choose architecture as my college major and my career choices.

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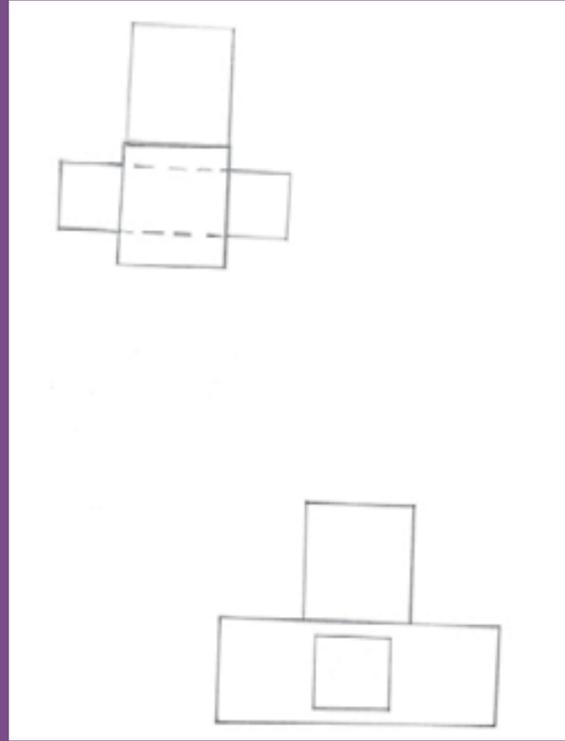
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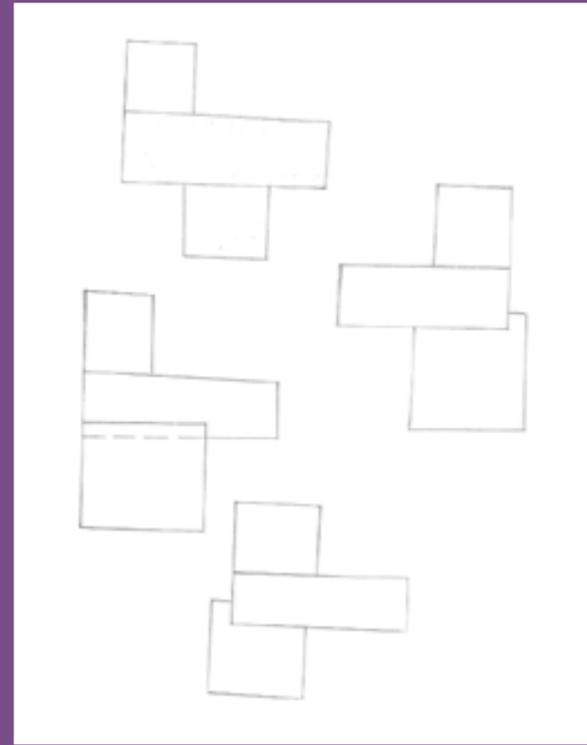


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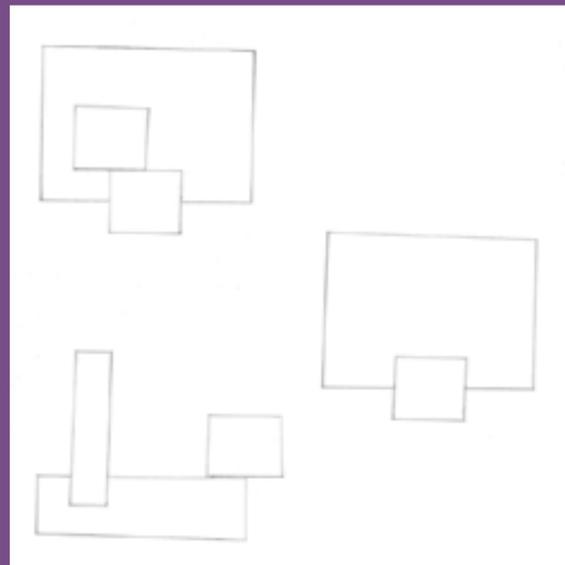
Sketchbook Assignment



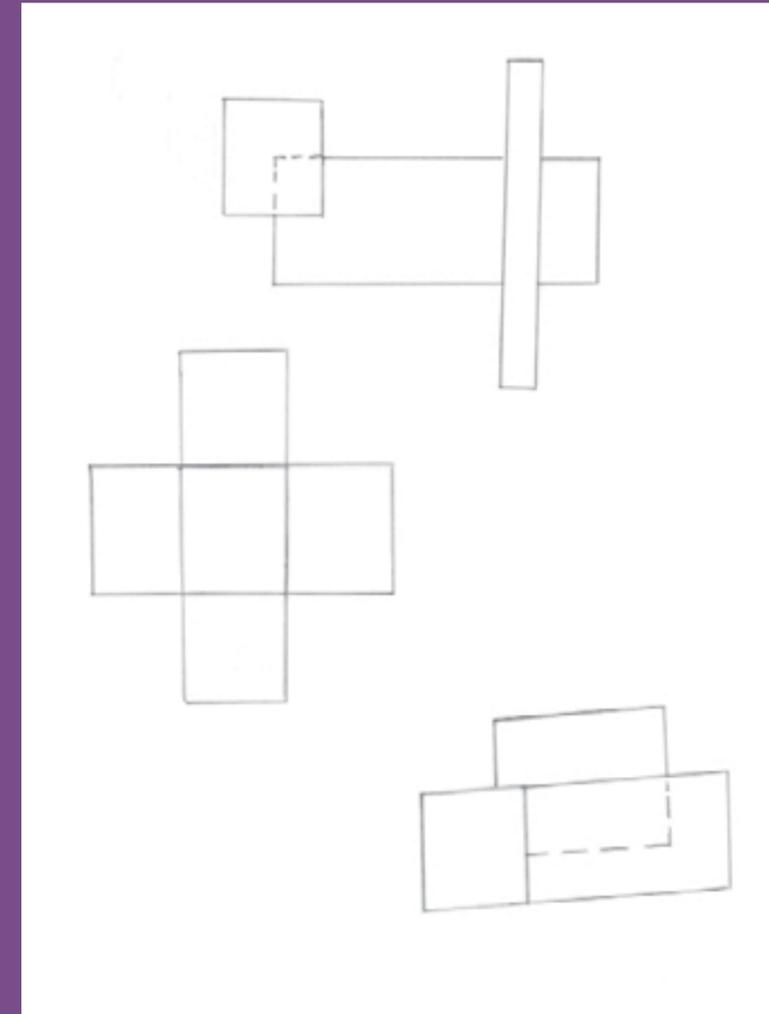
Sketch No. 1 is a draft of what my first model would look like before I would start shaping it using the clay. For this sketch, I decided to create a small picture of what my model would look like from a close up and a eye level point of view. If you look at the second drawing, both the left and the right sides are exactly the same.



Sketch No. 2 is a quick draft of my second model. For this draft, I decided to create small pictures of what my model would look like from a close up and eye level point of view. In the other set of small drawing I decided to draw the sides, back and front of my model.

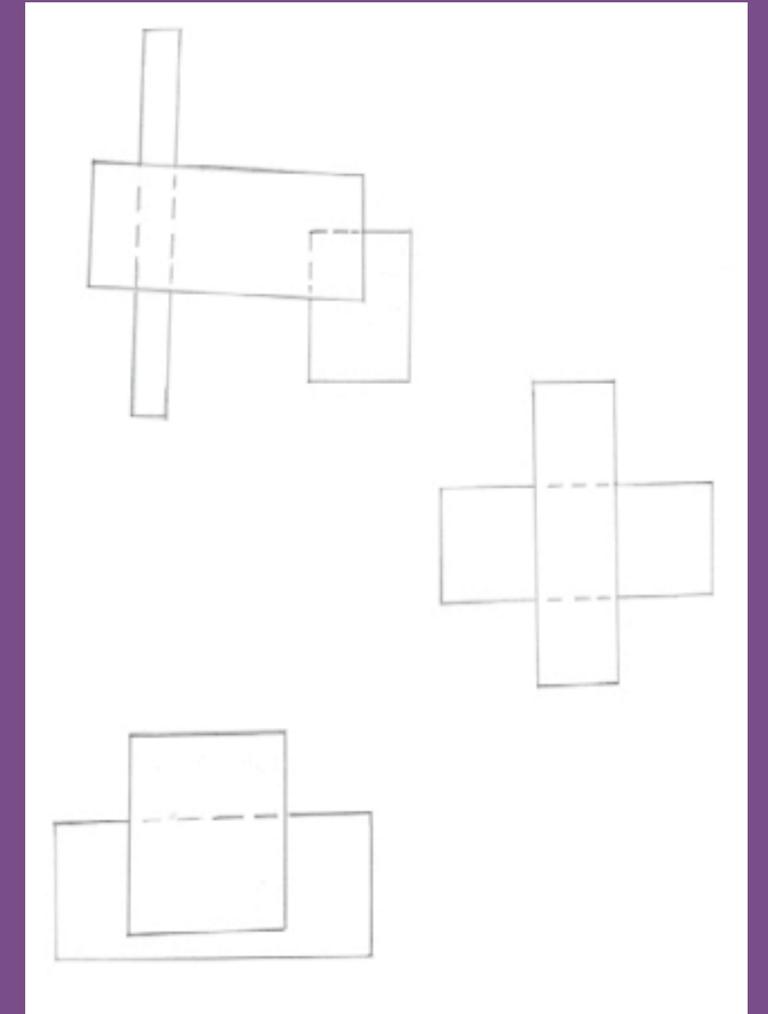


For Sketch No. 3 I made a quick sketch of my third Model. For my first sketch, I decided to create a small picture of what my model would look like from a close of a eye level point of view. In the second small sketch I decided to draw out the back of my model. Even though you would not really see the back, I felt that it was important to view all angels and sides of an object. Lastly I made another small drawing of model no. 3 simply by drawing a side view of this middle. The side of this model looks very busy and looks as if there is something going on.



For my last sketch, Sketch No. 5 I wanted to do something similar to Sketch No. 4. Instead of having my sketches look as if they were being viewed from the top as a birds eye view, I decided to created a worms eve level. This is a view that looking underneath the models.

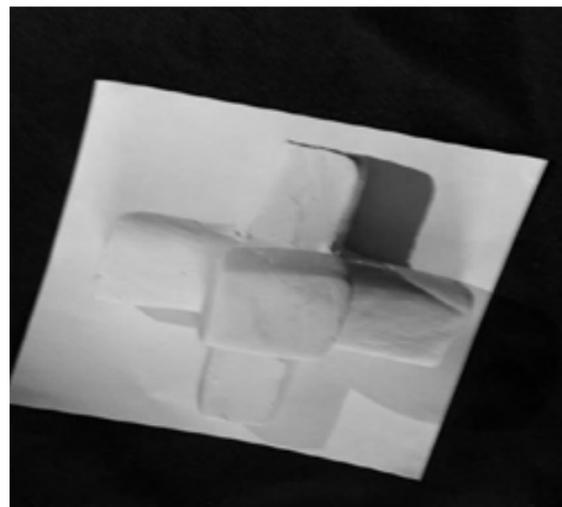
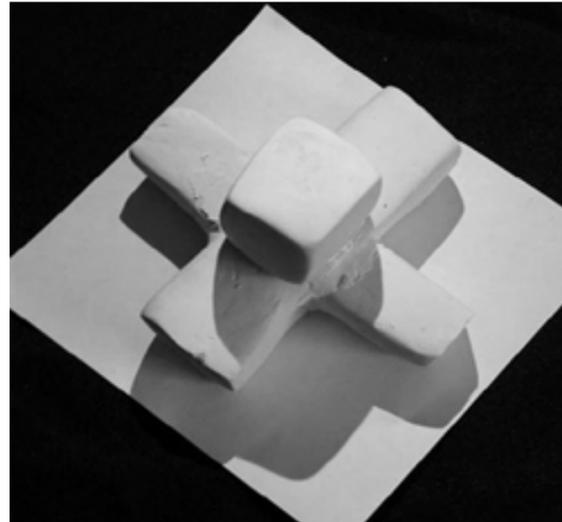
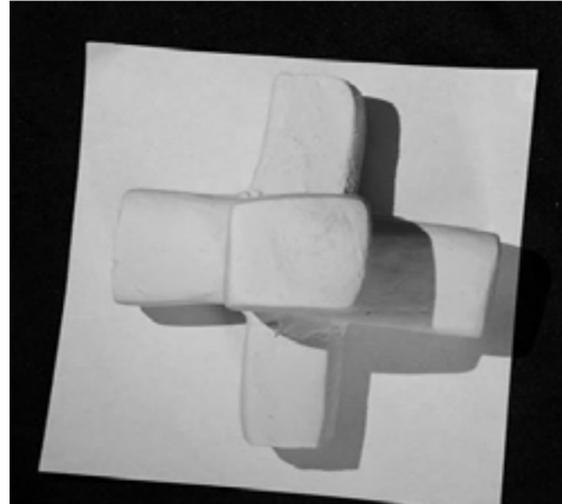
For Sketch No. 4, I decided to take all three of my models and put them onto one page. For this specific sketch, I decided to create a birds eye level which lets your see the models from the models from the top view instead of looking at the sides and the underneath.



Model No. 1



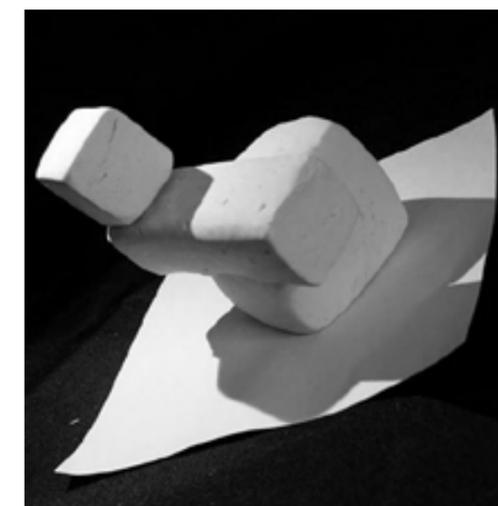
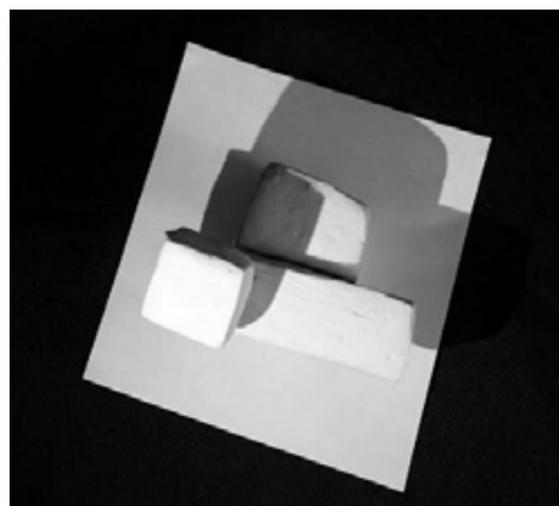
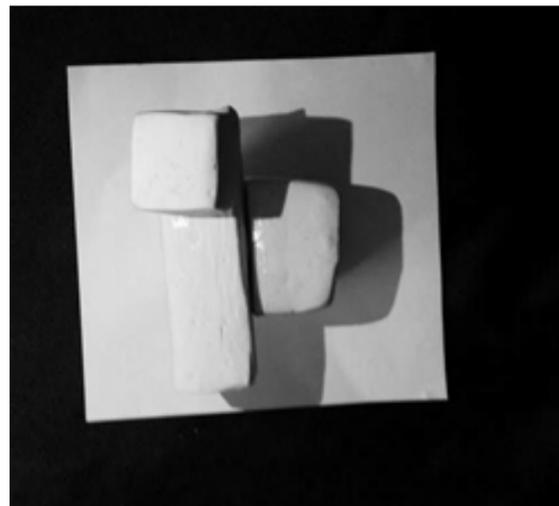
In this model, there is direction and relationship. This model is symmetrical on all sides the subdominant piece is piercing all the way through the dominant piece while the subordinate piece is sitting on top just of the dominant piece.



Model No. 2



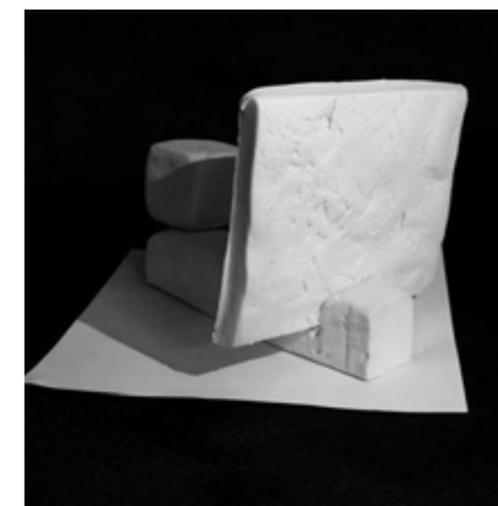
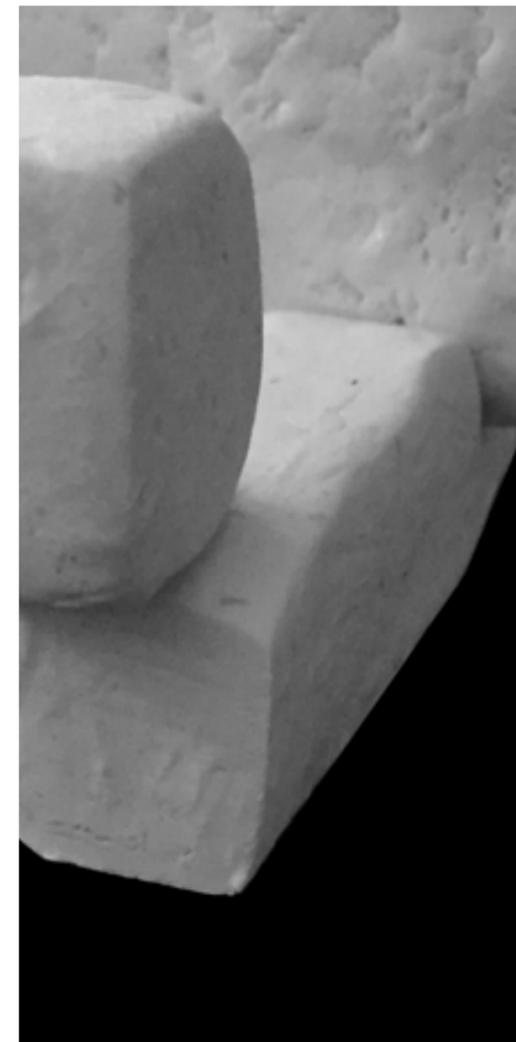
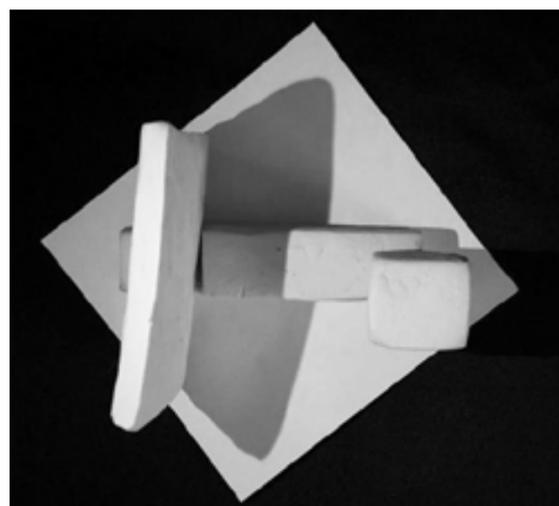
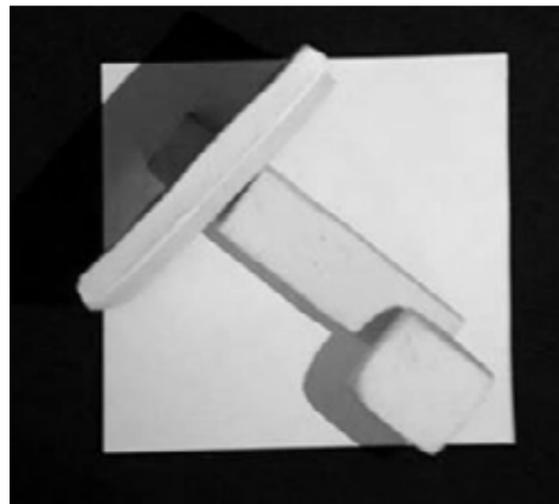
In this model, I decided to create something where there is position. The subdominant piece is sitting at the edge of the dominant piece that is shaped like a big cube and the subordinate piece which is the smaller cube, it is resting on the subdominant piece.

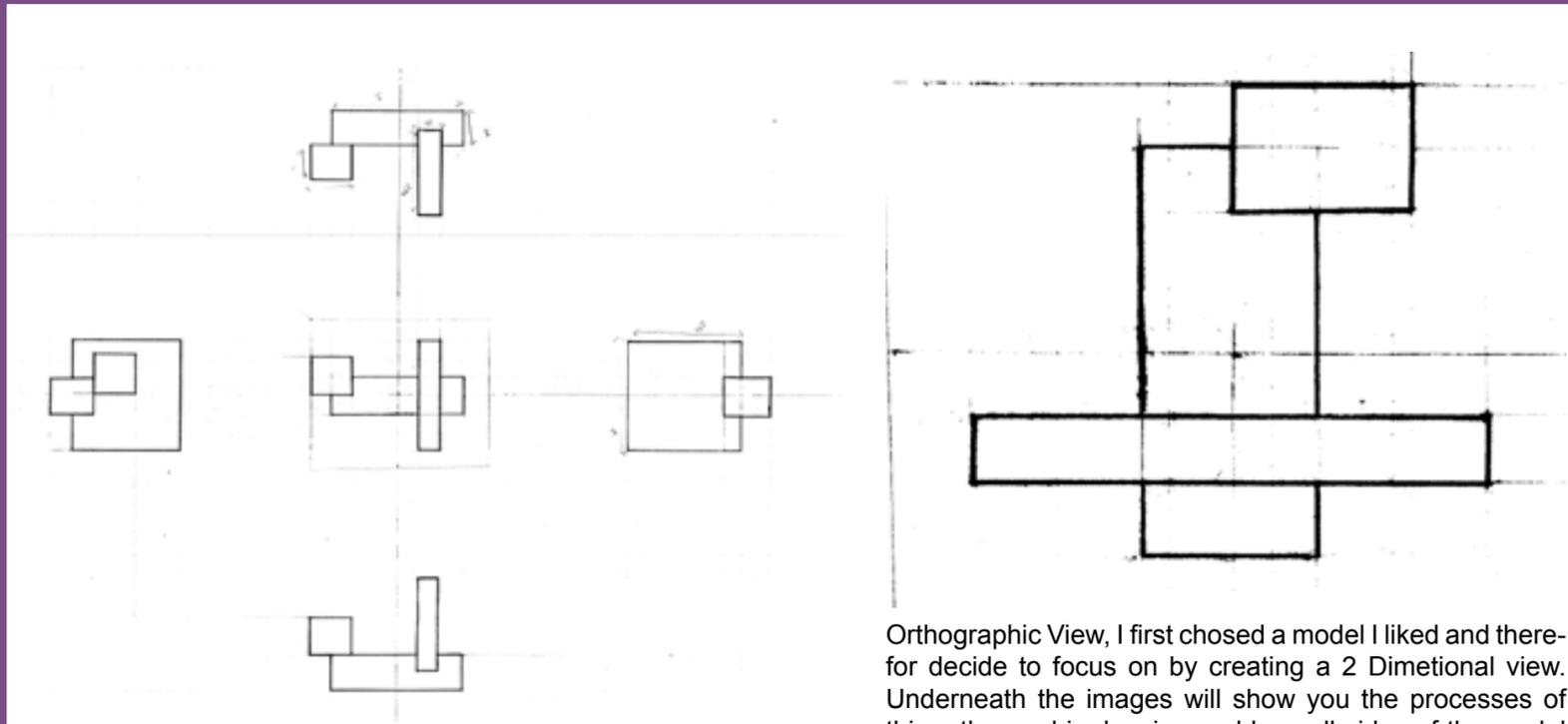


Model No. 3

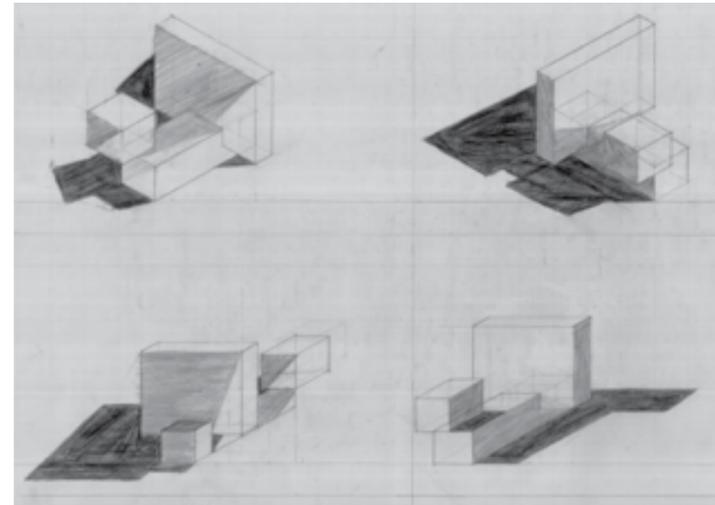
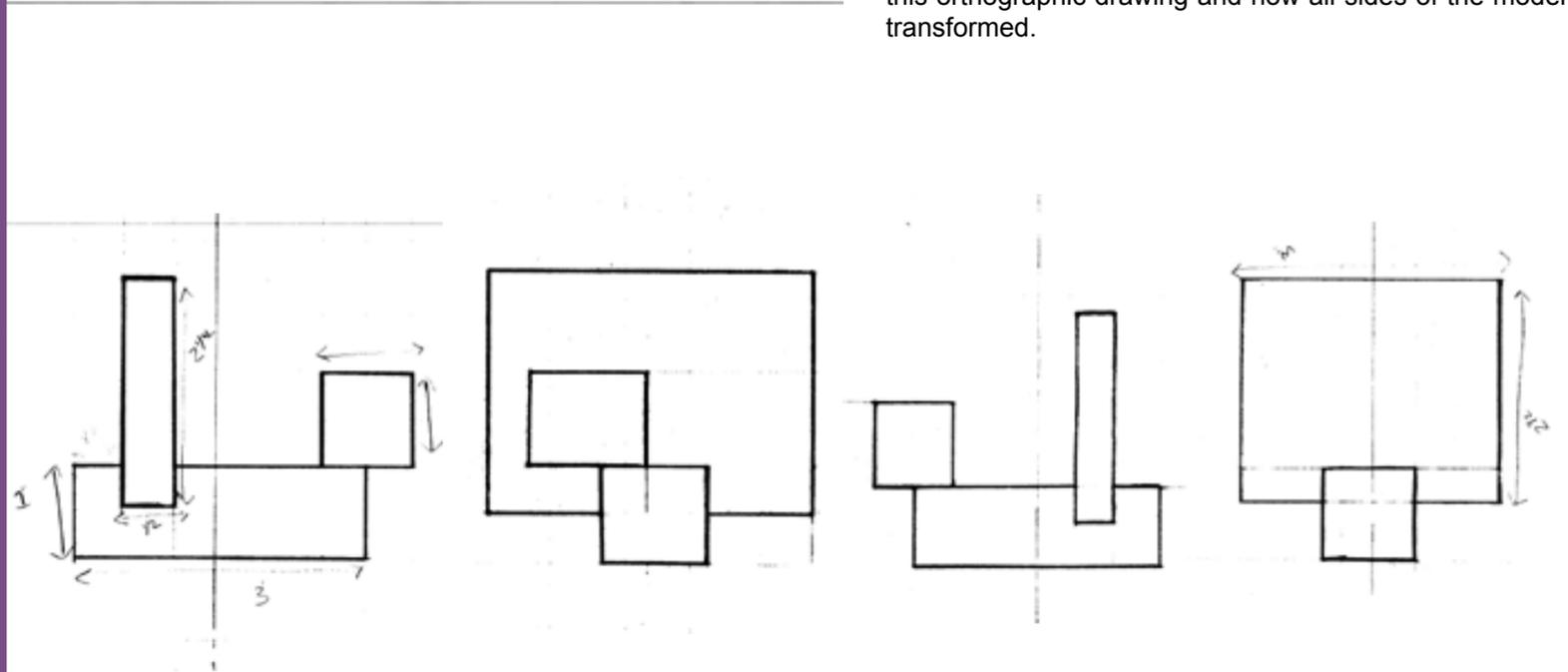


For Model No. 3, I wanted to create something different. There is direction, movement characteristics, and relationship in this model. The subdominant piece is wedging through the dominant piece while the subordinate piece is resting at the edge of the dominant piece.

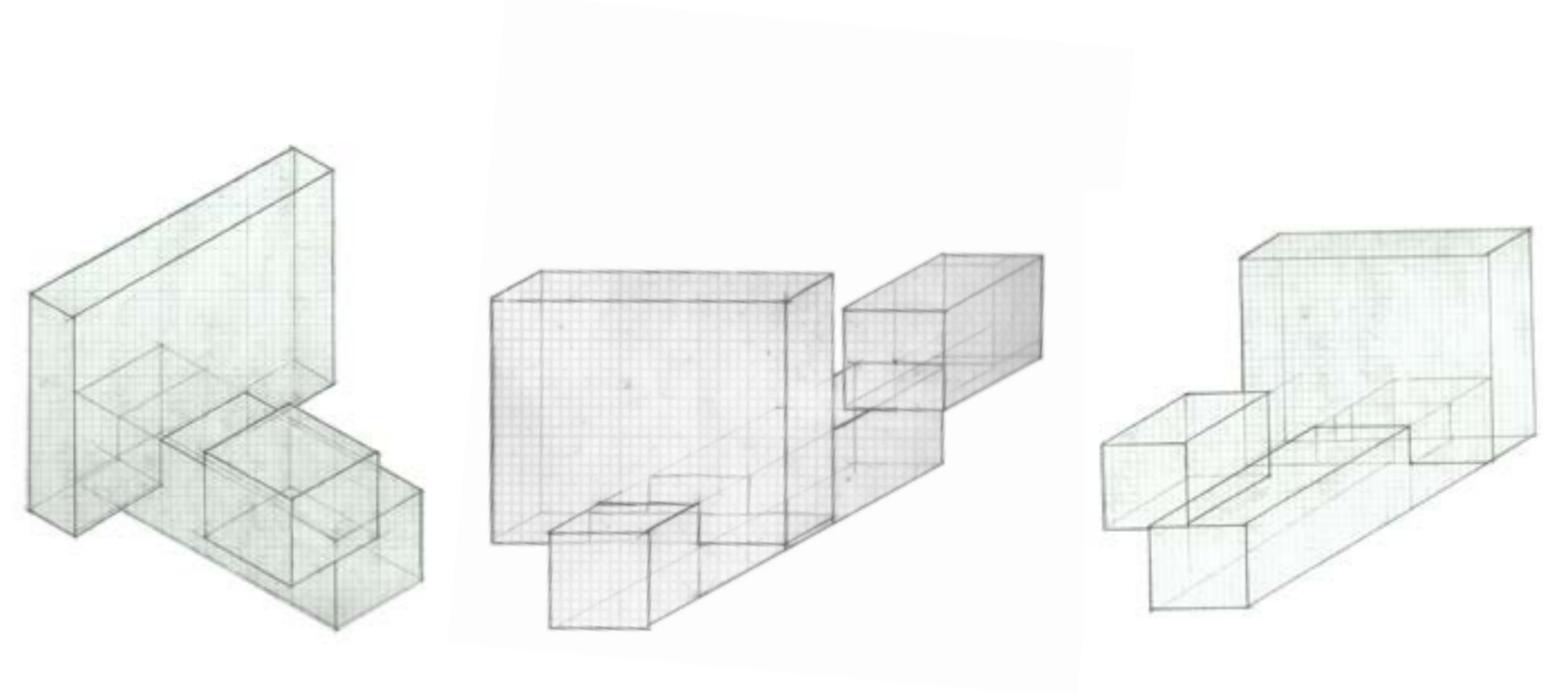
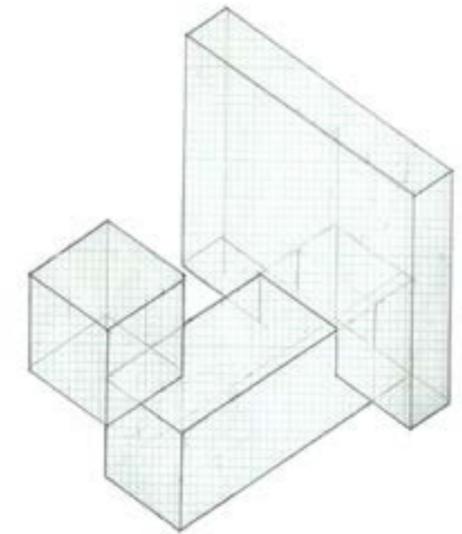




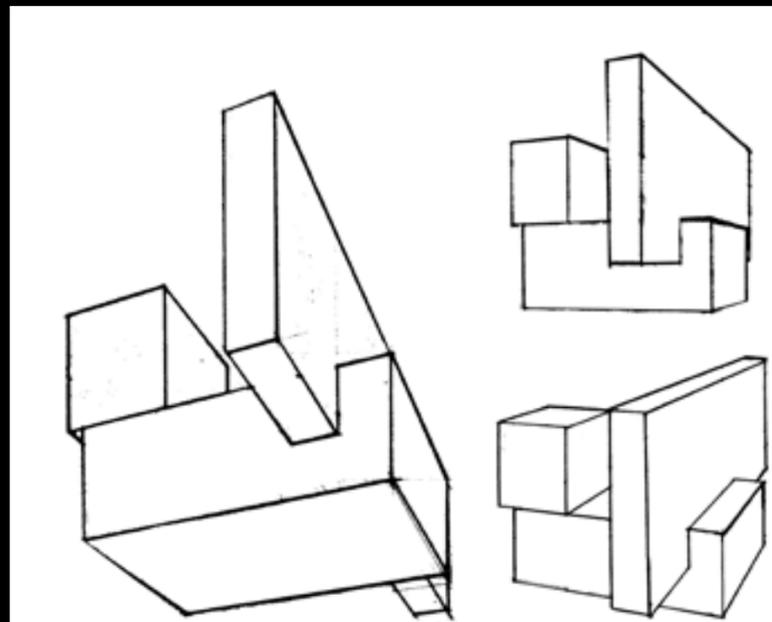
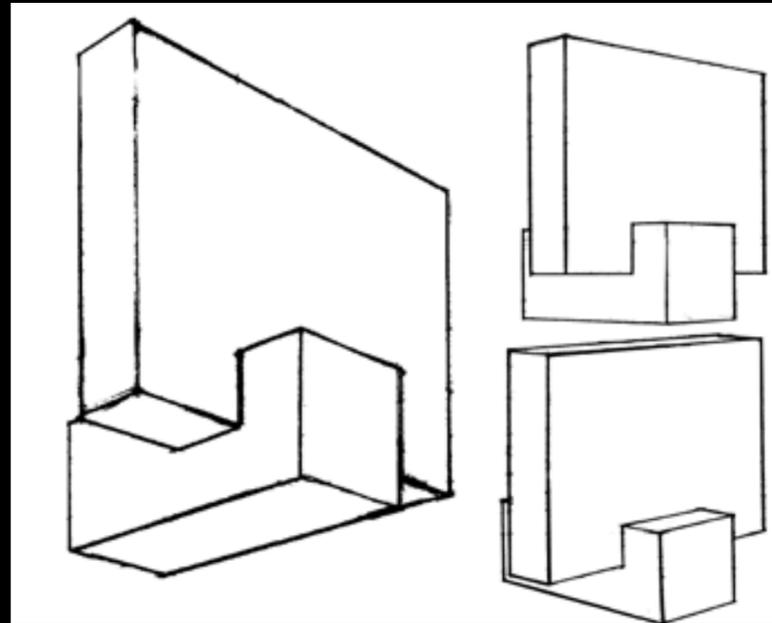
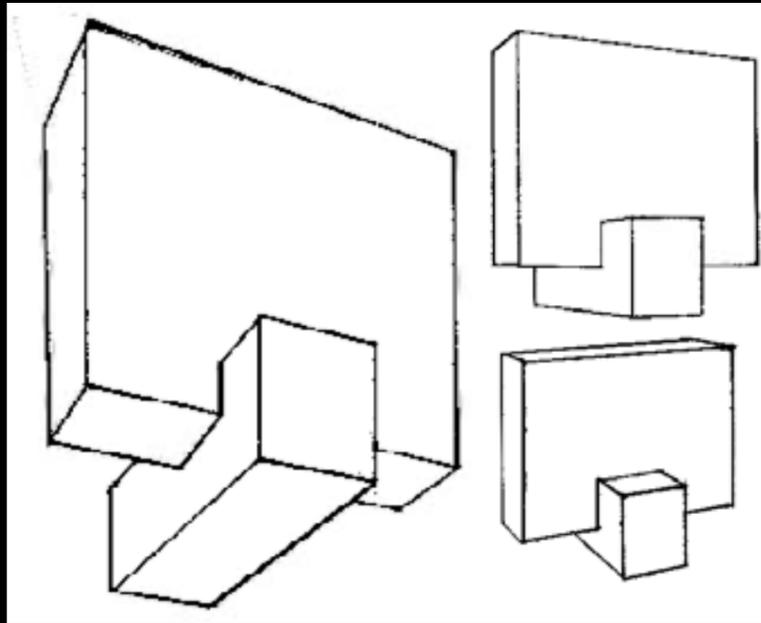
Orthographic View, I first chosed a model I liked and therefor decide to focus on by creating a 2 Dimetional view. Underneath the images will show you the processes of this orthographic drawing and how all sides of the model transformed.



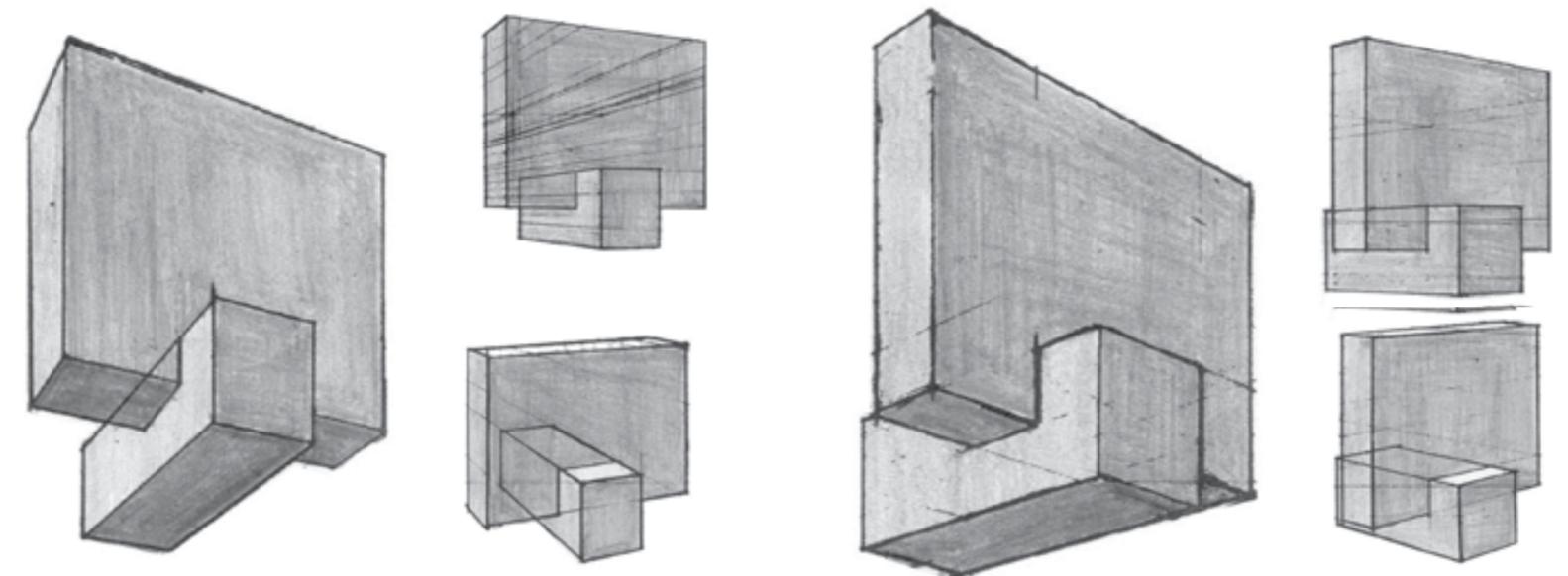
Axonimetric, For the next step of this project the objective was to take the model you have chosen for the Orthographic View and transform it into a 3 dementional view with and without shading and shadowing at a 45 degree angle.



Two Point Perspective



Two Point Perspective, Using 2 vanishing point connected to the horizon line, and a standing point to create different views. the object of this task was to take your model that you have chosen to work with and created 9 different views at 3 different levels. the model has to be shown at 45 degree, 60/30 degree, and 30/60 degree angles at worms eye, eye level, and birds eye.



After creating different views at different perspectives, we then start to add shading which lets us create movement. As you can see the left side starts off with just lines and no shading, while the right side showing shading.

