

Chapter 1:

Clay Models

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Clay Models & Dress Models Edited with Programs

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Chapter 1: Clay Models

In the very first chapter on our paths towards architecture we, the students, were to create 9 different volumes. After doing so we then had to create 3 different models using only 3 volumes per model. It took a fair amount of time to get it all done. But it got done!



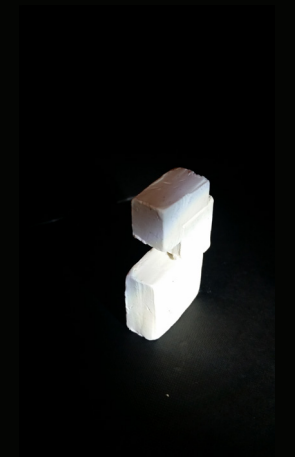
Stack Model



Stack View 1



Stack View 2



Stack View 3



Stack View 4



Stack View 5



Stack View 6



Stack View 7



Stack View 8

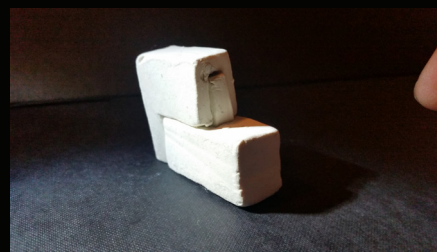


Stack View 9

Covering Model



Covering View 1



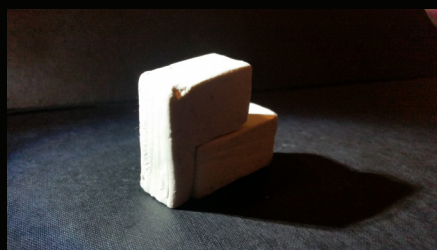
Covering View 2



Covering View 3



Covering View 4



Covering View 5



Covering View 6



Covering View 7

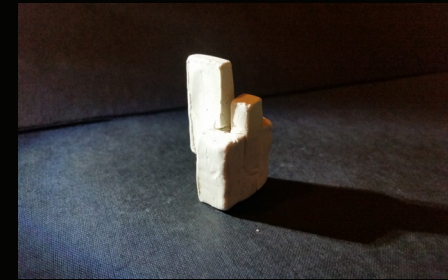


Covering View 8

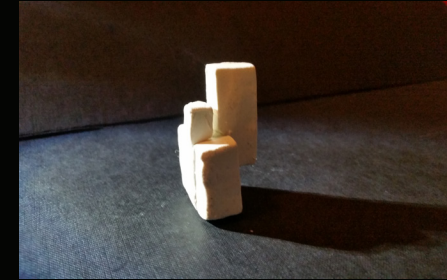


Covering View 9

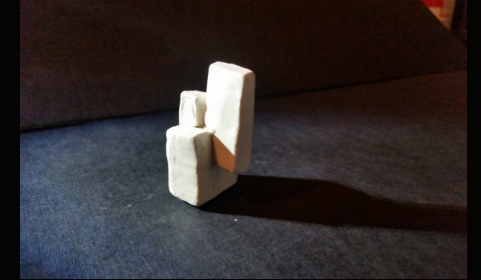
Double Model



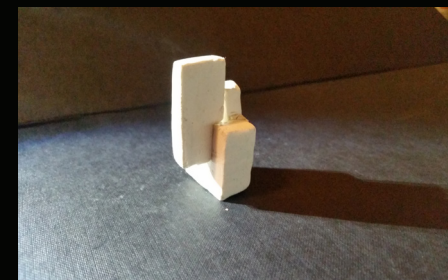
Double 1



Double 2



Double 3



Double 4



Double 5



Double 6



Double 7



Double 8



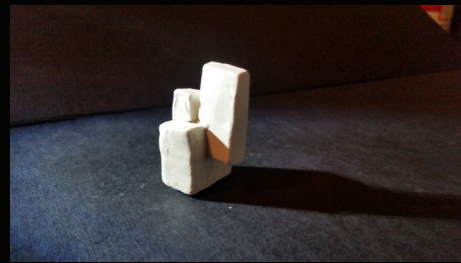
Double 9

Top 1

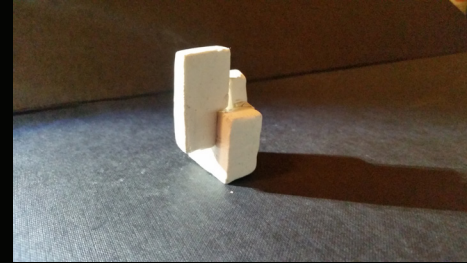
Top 3



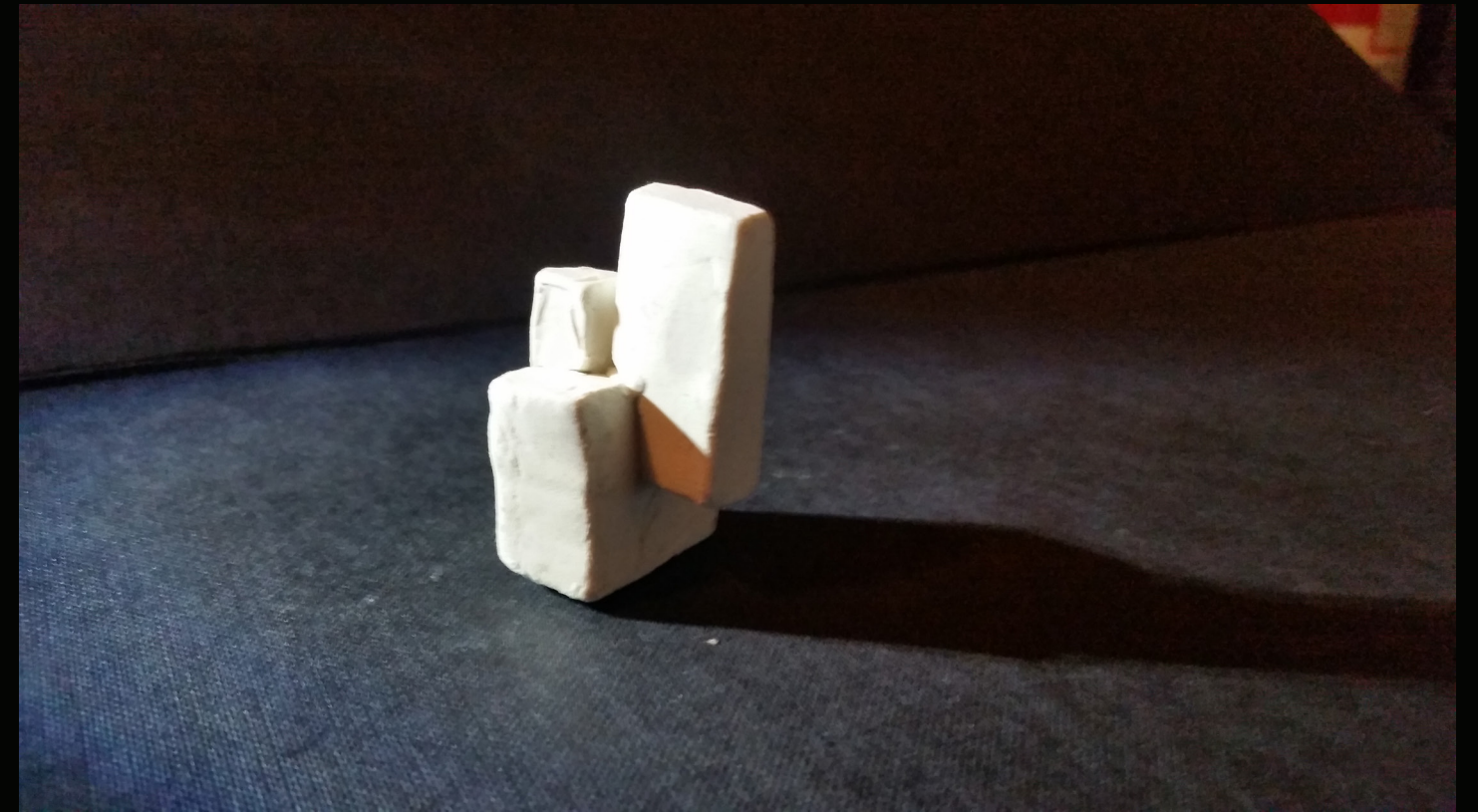
Double 5



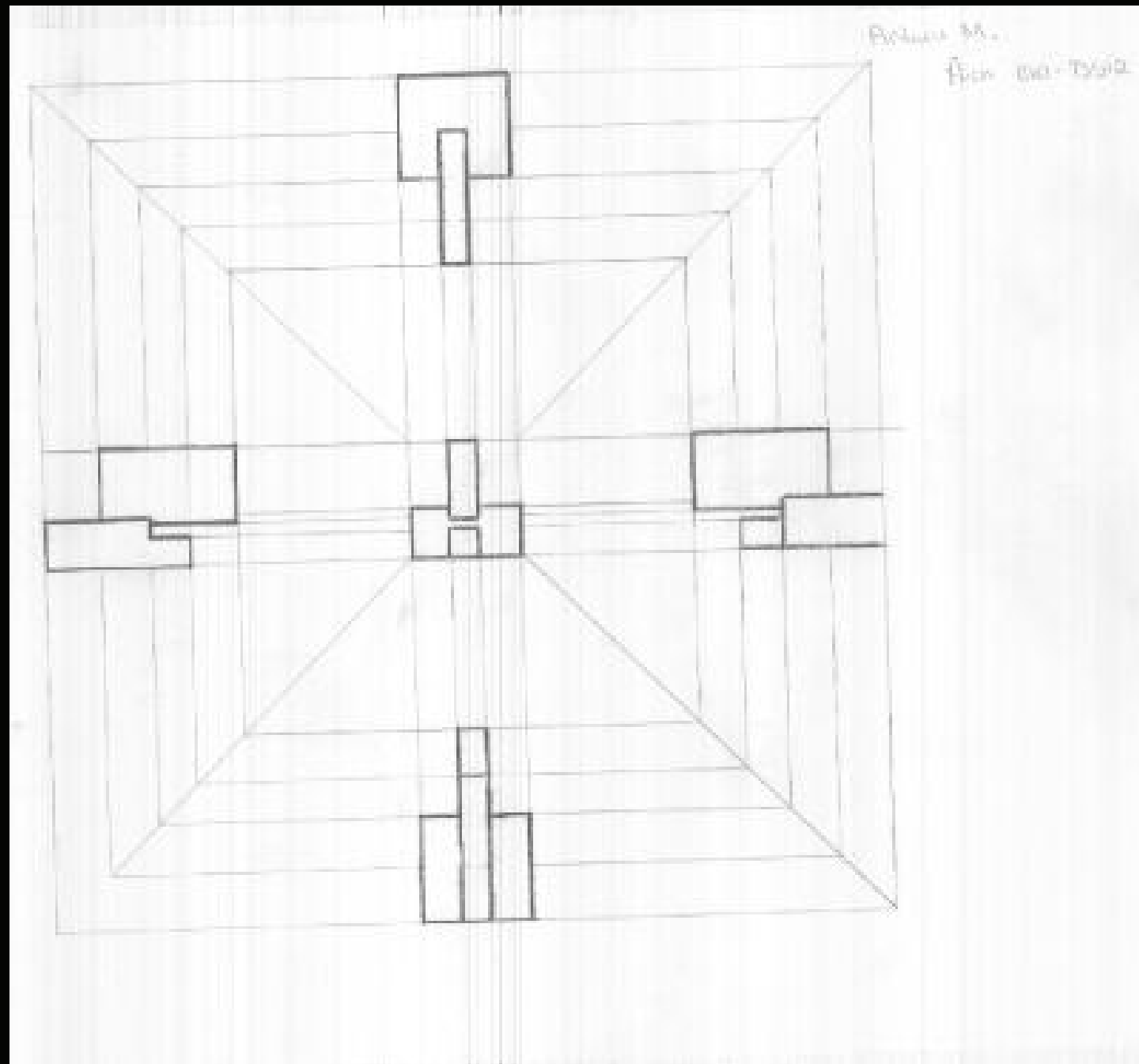
Double 3



Double 4

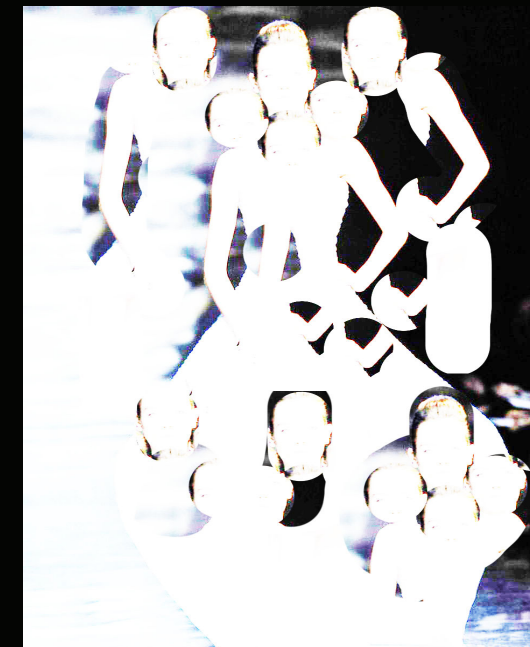


Orthographic View



Chapter 2: Dress Models

Chapter 2 was a little more tricky. We were to mess around with the dresses and change them completely. We had to change their hues, contrast, brightness and various other things to not be able to recognize them from their original form.



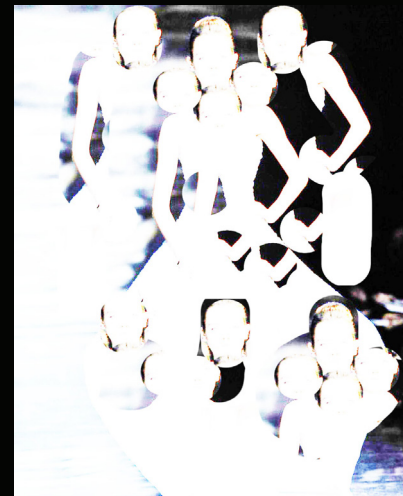
Different Qualities of the Dress



Spotted 1



Spotted 2



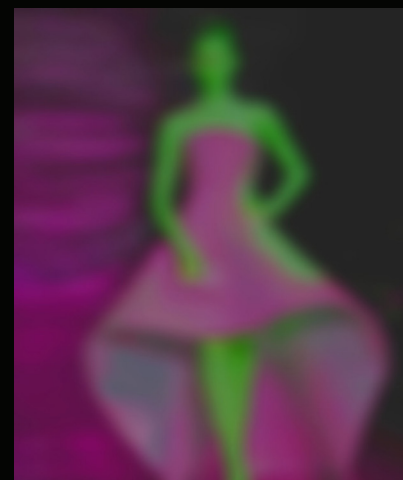
Spotted 3



Alien 1



Alien 2



Alien 3



Beheaded 1



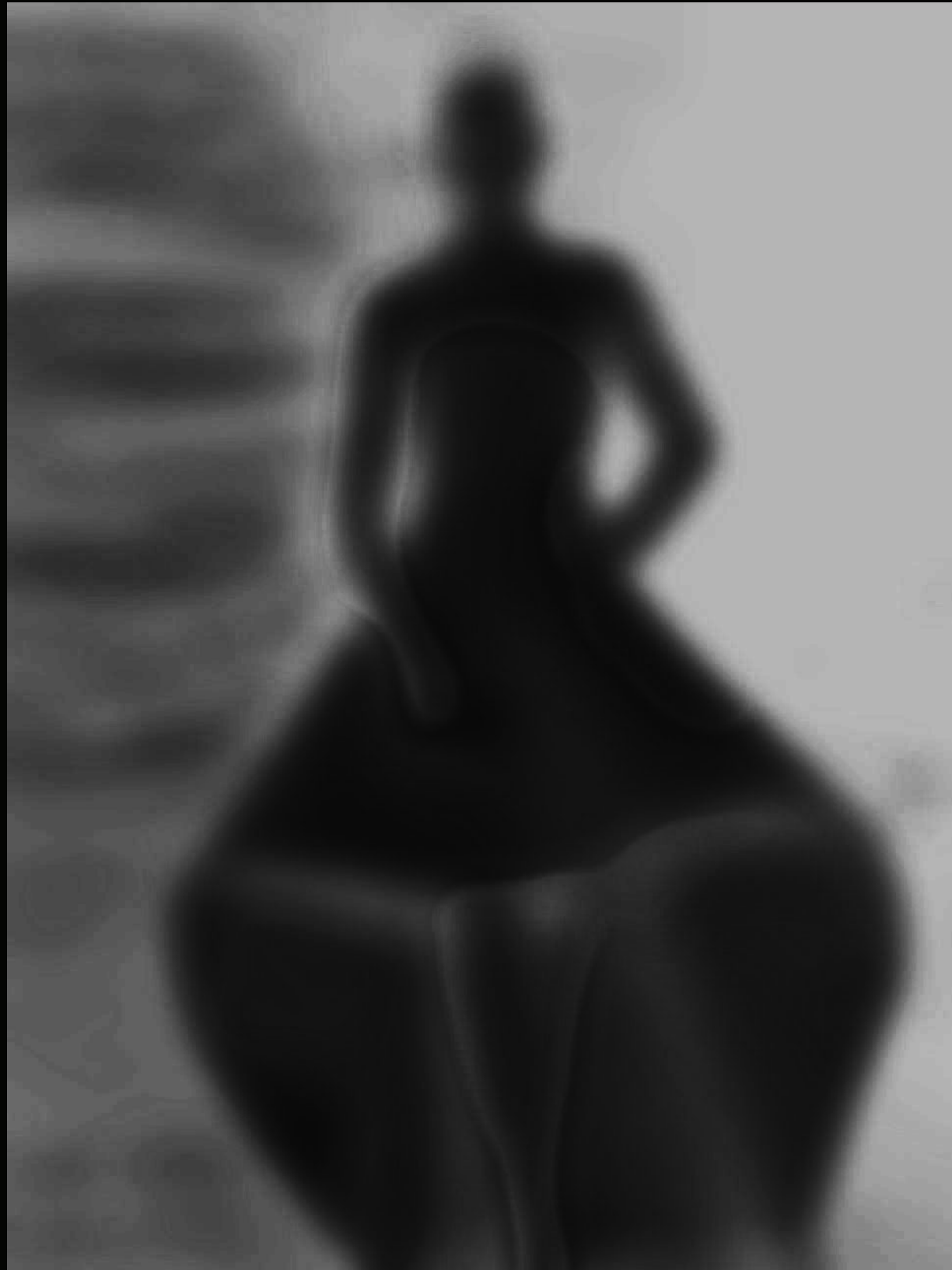
beheaded 2



Beheaded 3



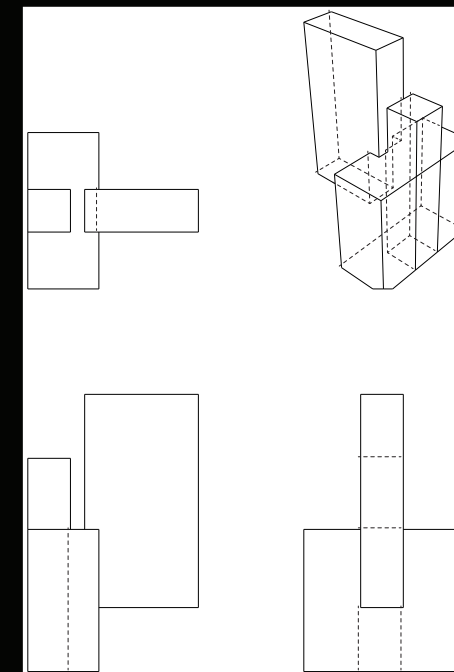
Alien 3



Alien 3 Inverted

Chapter 3: Clay & Dress Models Edited with Programs

In this final chapter we had to work our way up from our hand drawing skills to computer works of art. It wasn't simple but we managed to pull through.

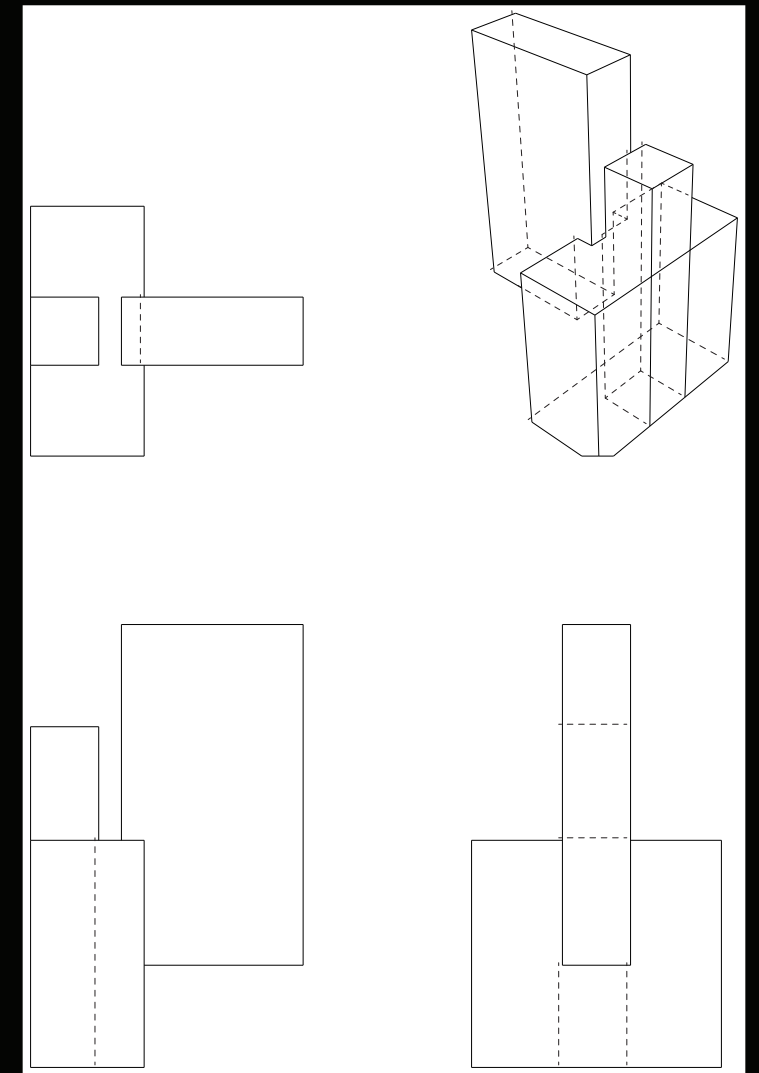


Clay on Rhino

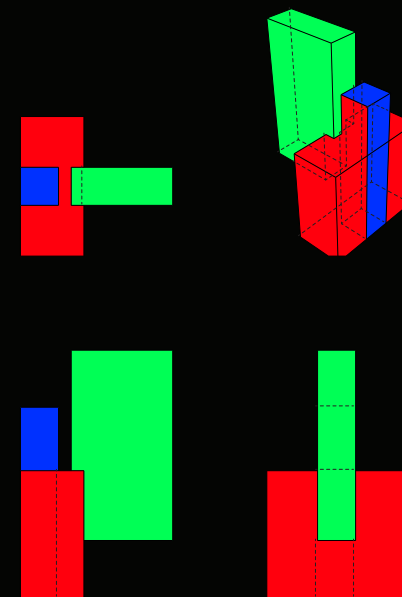


Rendered Model figure

Clay on Illistrator



Un-Colored



Colored

Dress on Illistrtor

