THE LITTLE ARCHITECT

SOHA OTHMAN

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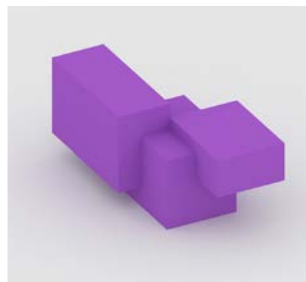

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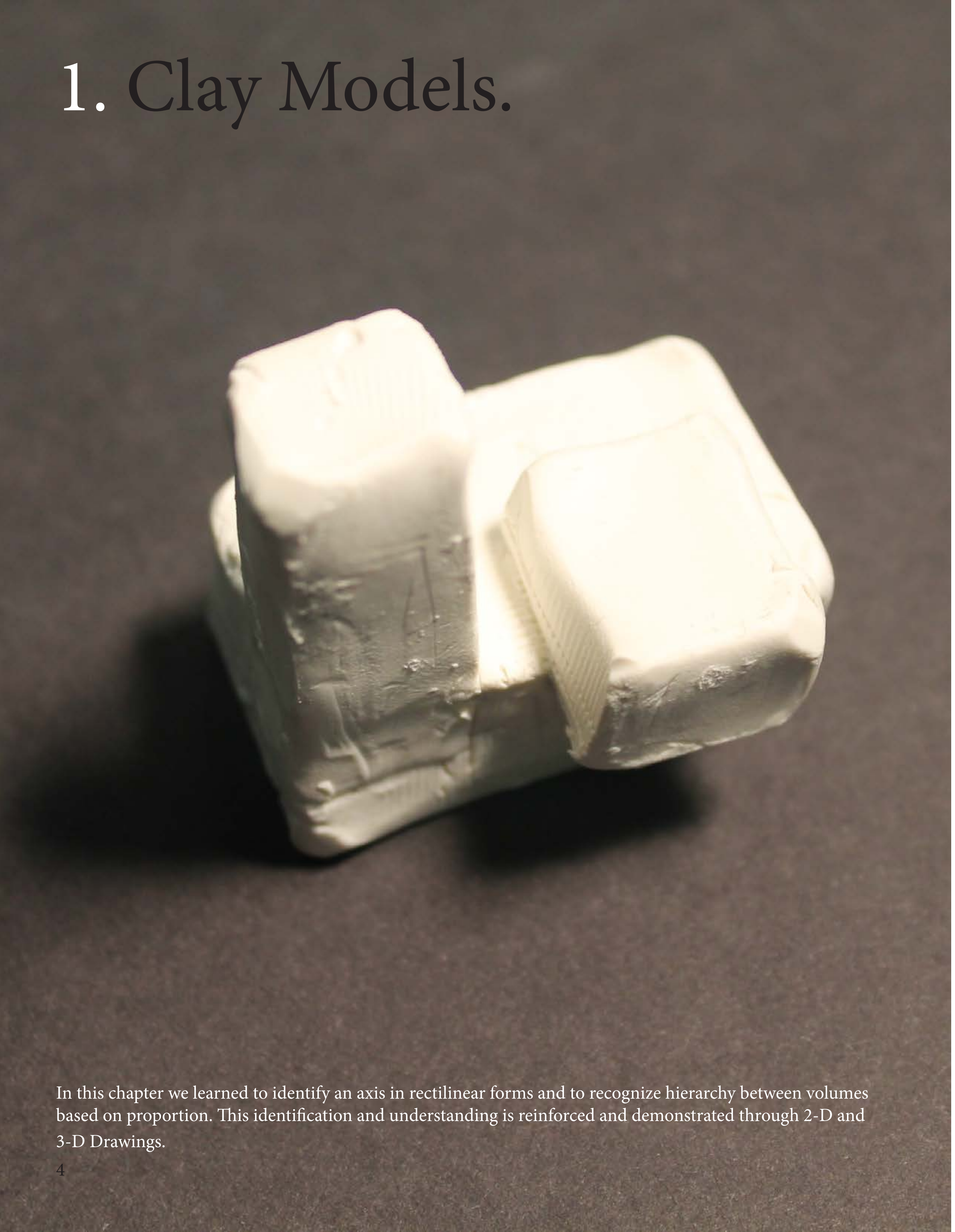
1. Clay Models.



In this chapter we learned to identify an axis in rectilinear forms and to recognize hierarchy between volumes based on proportion. This identification and understanding is reinforced and demonstrated through 2-D and 3-D Drawings.

Model 1 Top View 1

Model 1 Top View 2

Model 1 Top View 3

Model 1 Bird's Eye 1

Model 1 Bird's Eye 2

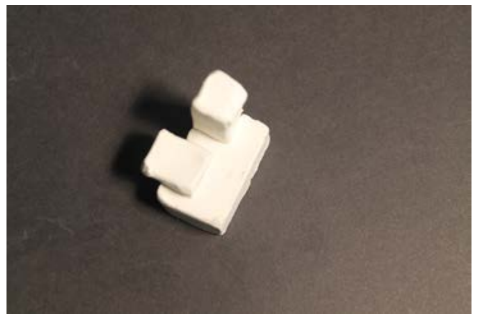
Model 1 Bird's Eye 3

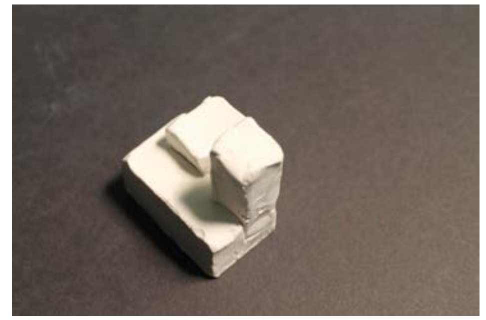
Model 1 Close Up 1

Model 1 Close Up 2

Model 1 Close Up 3


Model 2 Top View 1


Model 2 Top View 2


Model 2 Top View 3


Model 2 Bird's Eye 1


Model 2 Bird's Eye 2

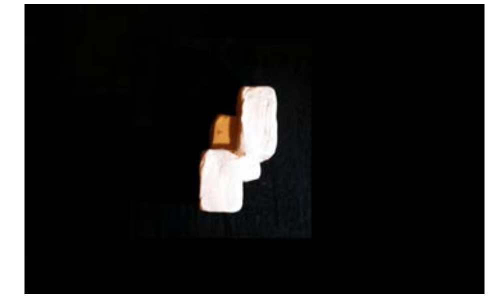

Model 2 Bird's Eye 3


Model 2 Close Up 1


Model 2 Close Up 2


Model 2 Close Up 3


Model 3 Top View 1


Model 3 Top View 2


Model 3 Top View 3


Model 3 Bird's Eye 1


Model 3 Bird's Eye 2


Model 3 Bird's Eye 3


Model 3 Close Up 1


Model 3 Close Up 2

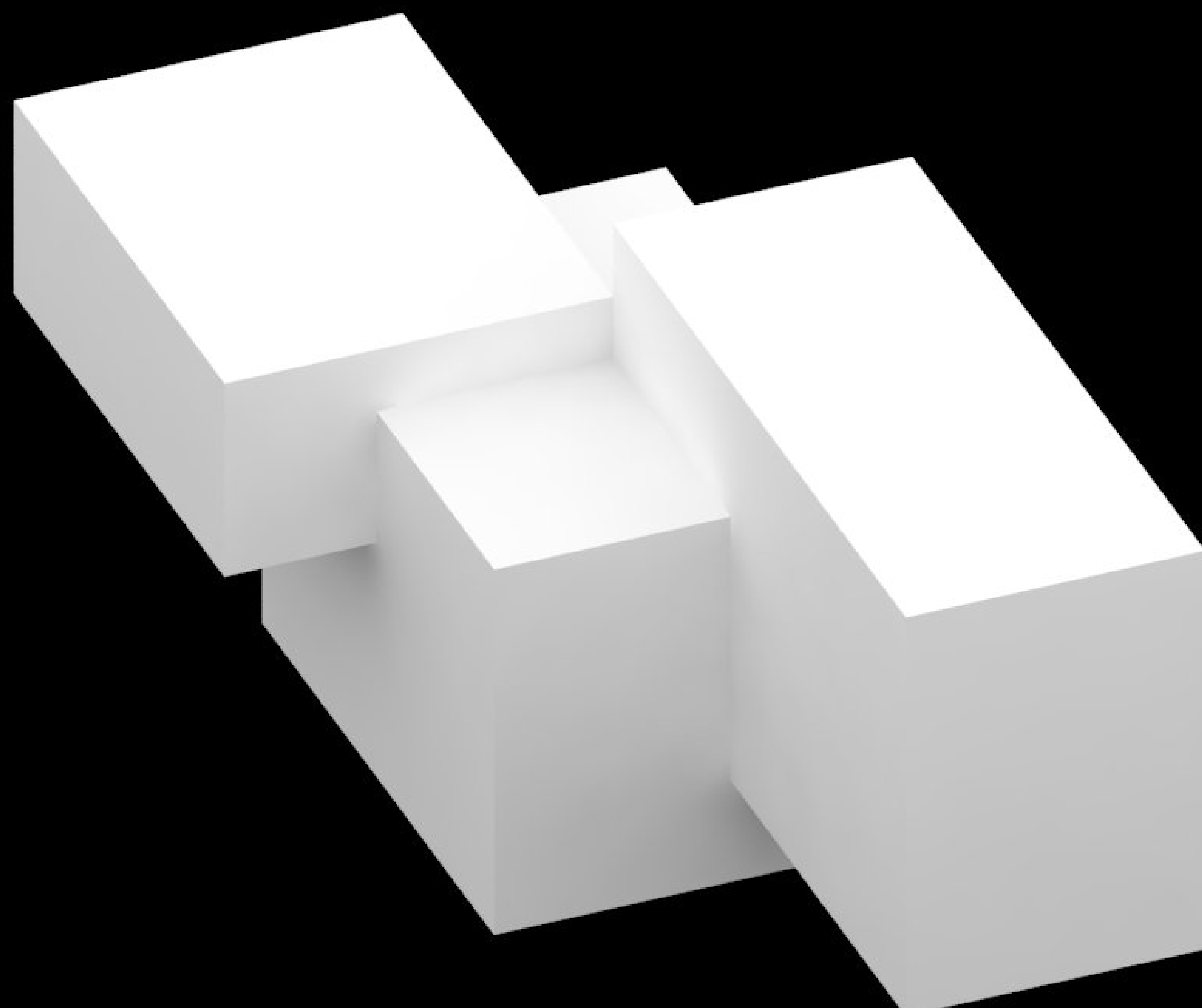

Model 3 Close Up 3

Model 3

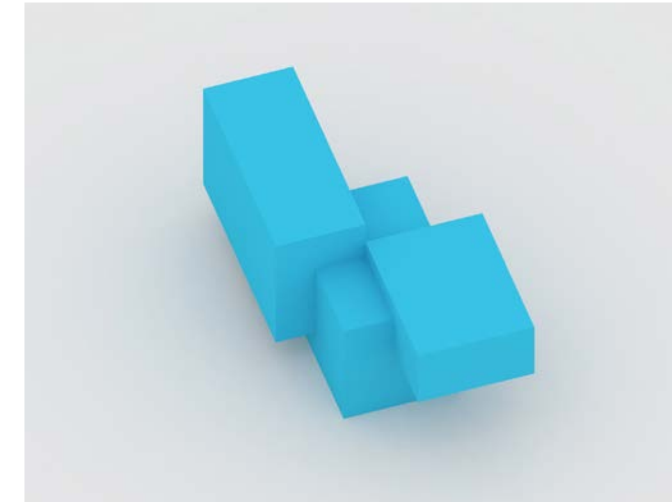
View 1

View 2

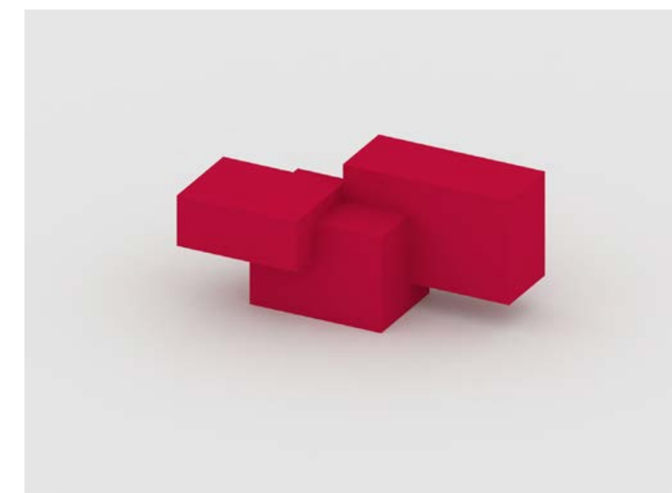
View 3



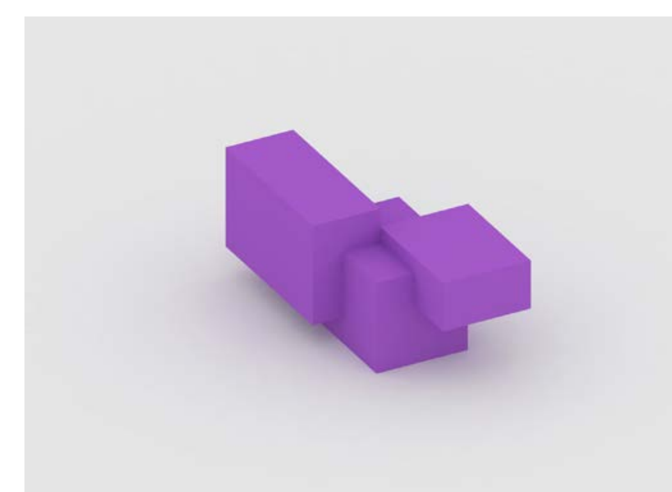
Rendered Model



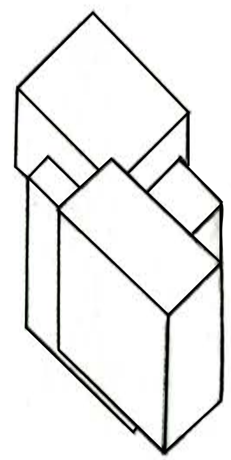
View 1



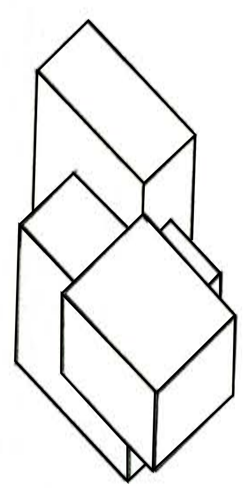
View 2



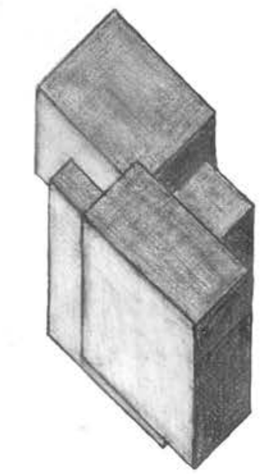
View 3



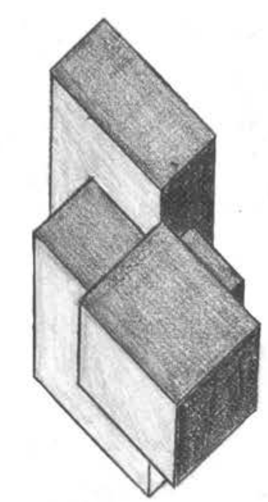
Axonometric 1



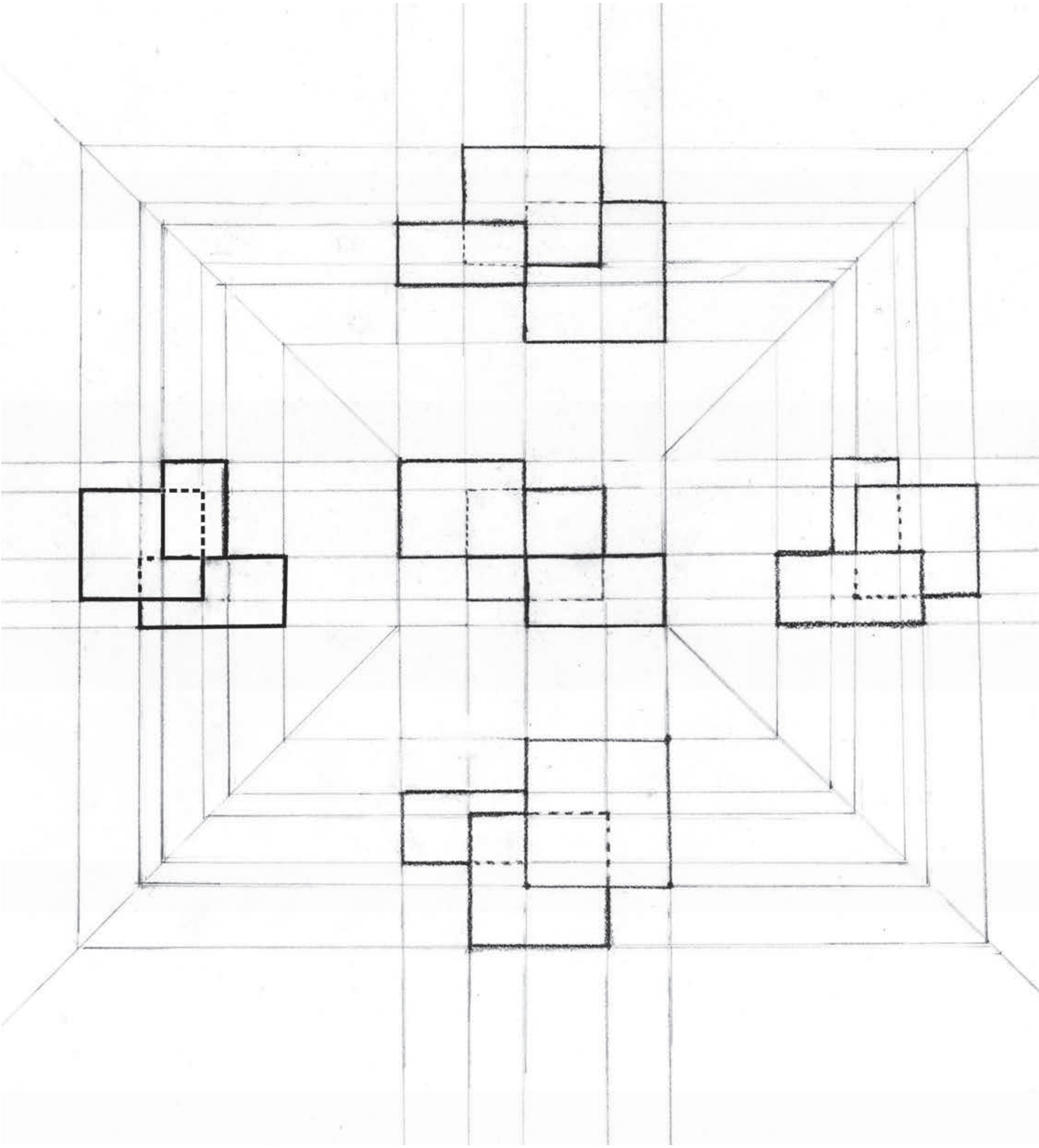
Axonometric 2



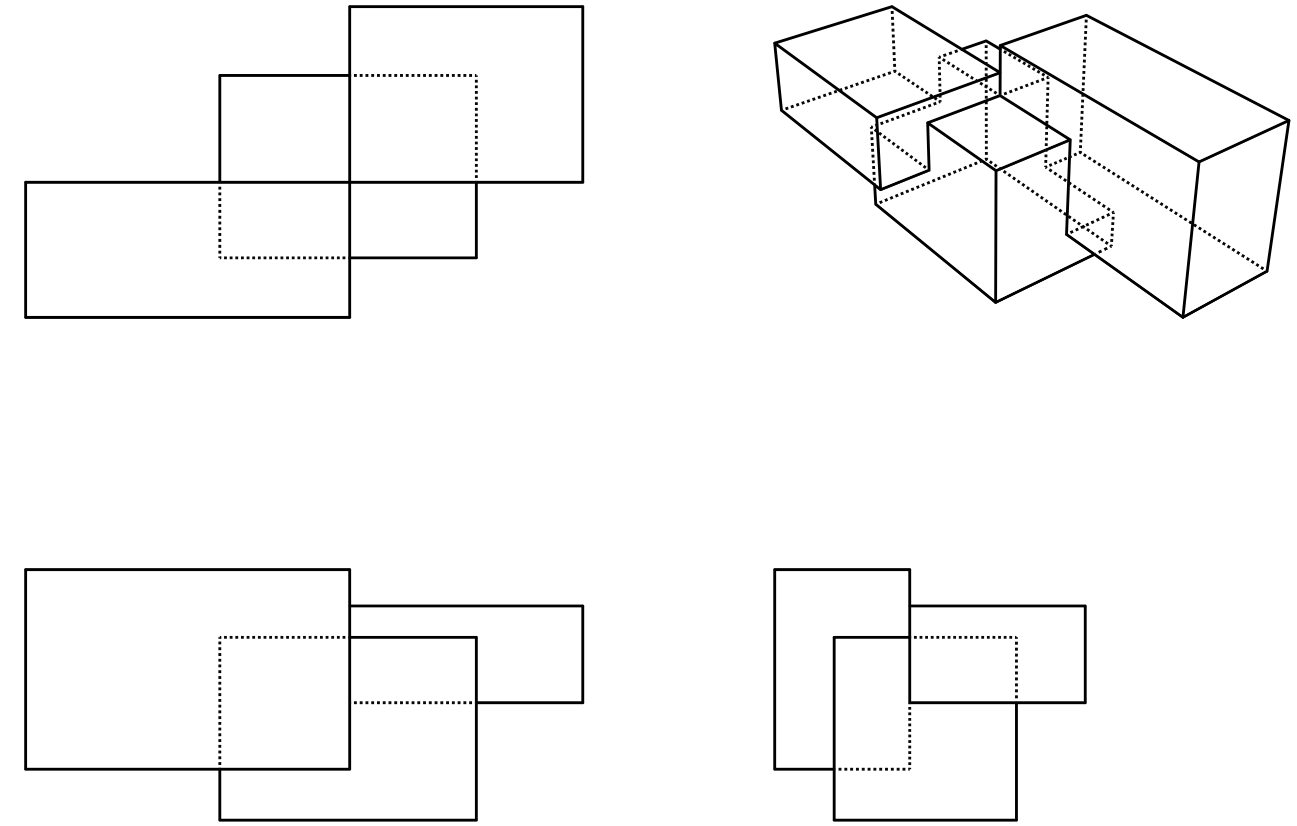
Axonometric 1



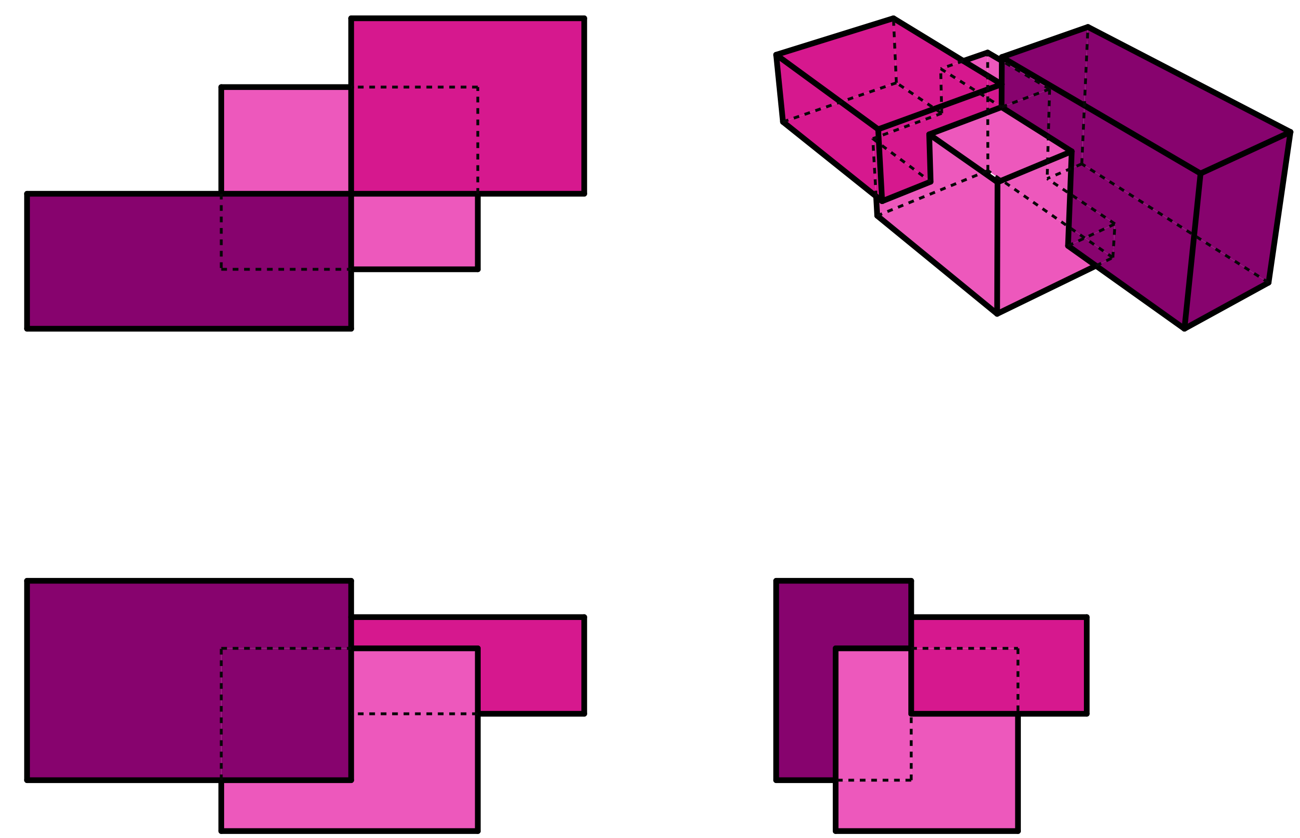
Axonometric 2



Orthographic Views



2D Model



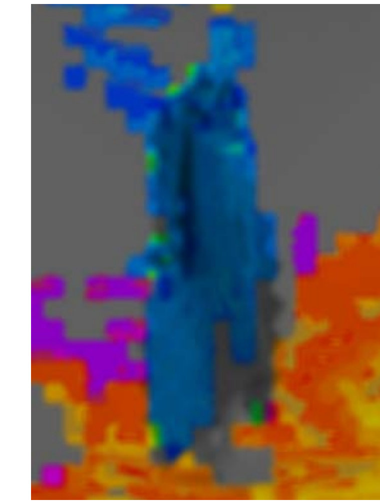
2D Model

2. From Dress to Model.

In This chapter we learned to identify the geometric relationships and components of an illustration by creating a model out of a dress. And to identify number, position, size, shape, direction, texture, and surface quality in an illustration. This project explores abstraction and diagramming techniques in order to highlight specific qualities and systems of organization of an image.

Hue-Blur 1

Hue-Blur 2



Hue-Blur 3

Bright-Clone 1

Bright-Clone 2

Bright-Clone 3

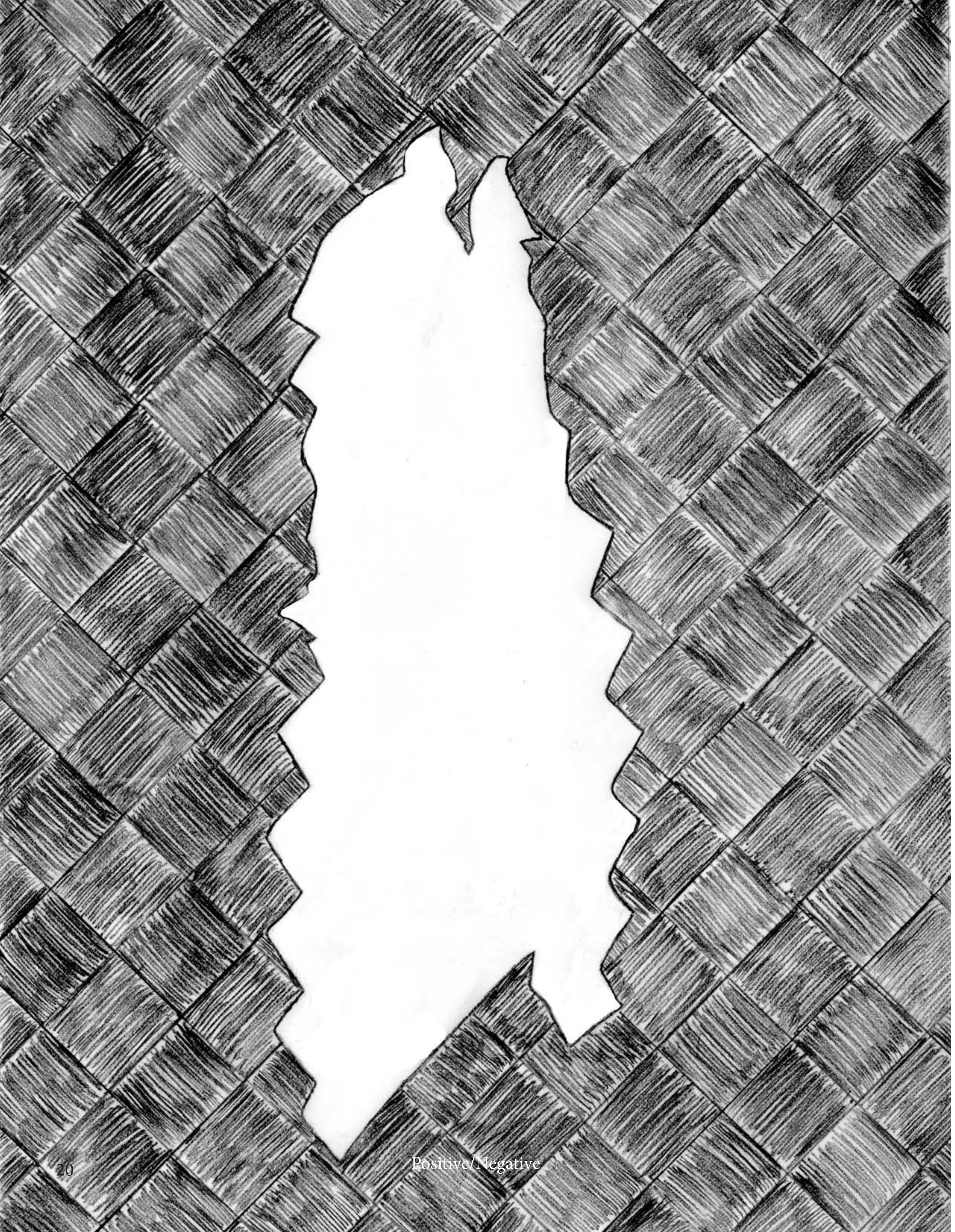
Color Balance-Layer 1

Color Balance-Layer 2

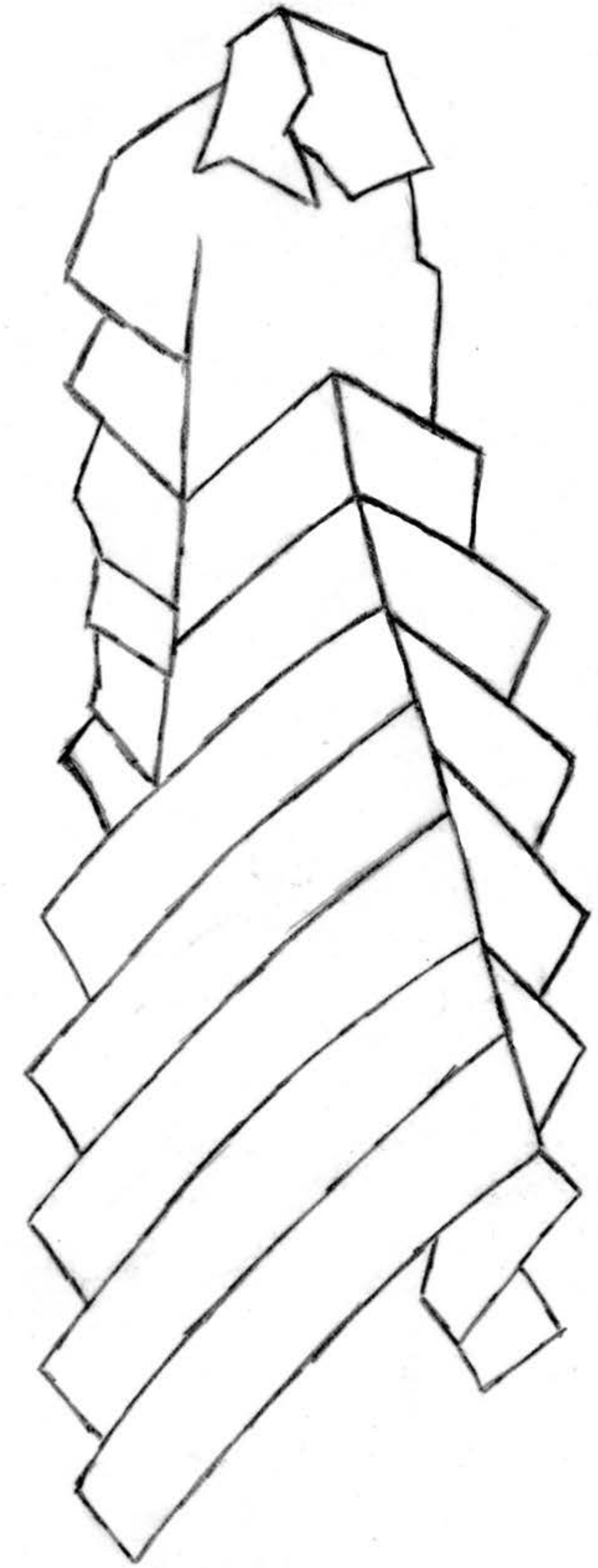
Color Balance-Layer 3

Color balance - Layer

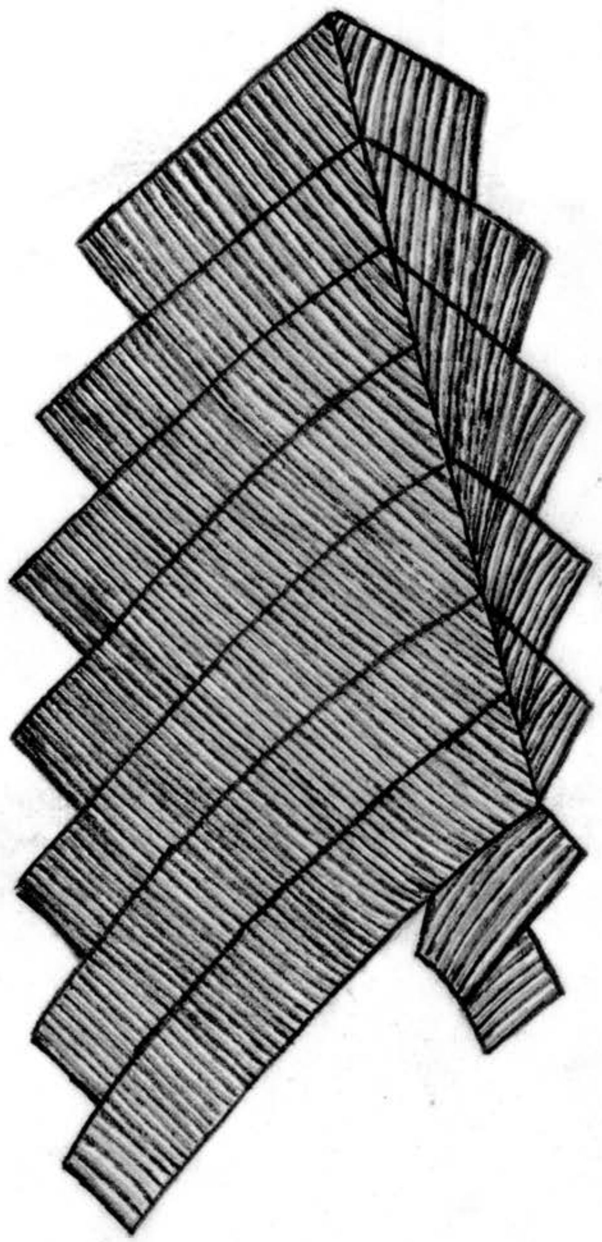
Color Balance - Layer



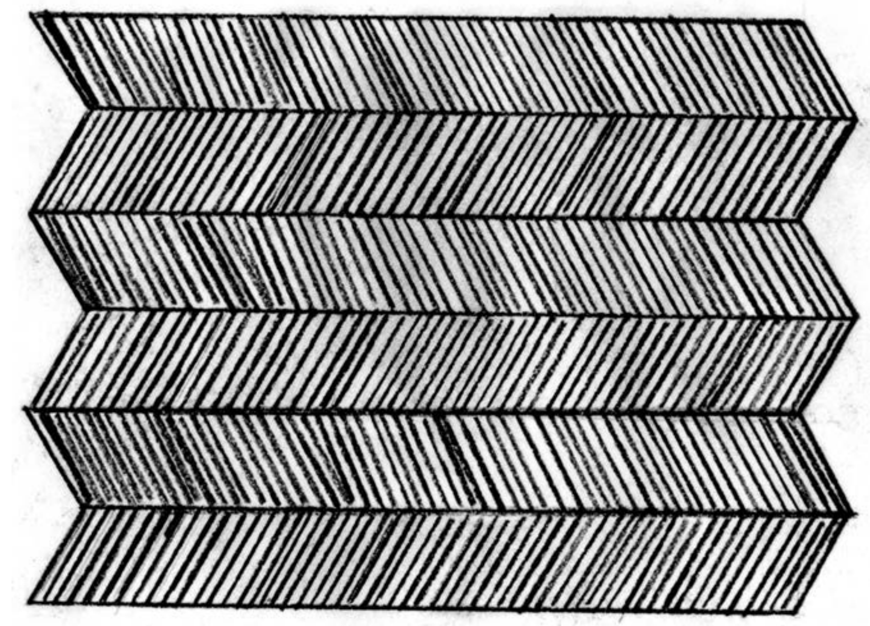
Positive/Negative



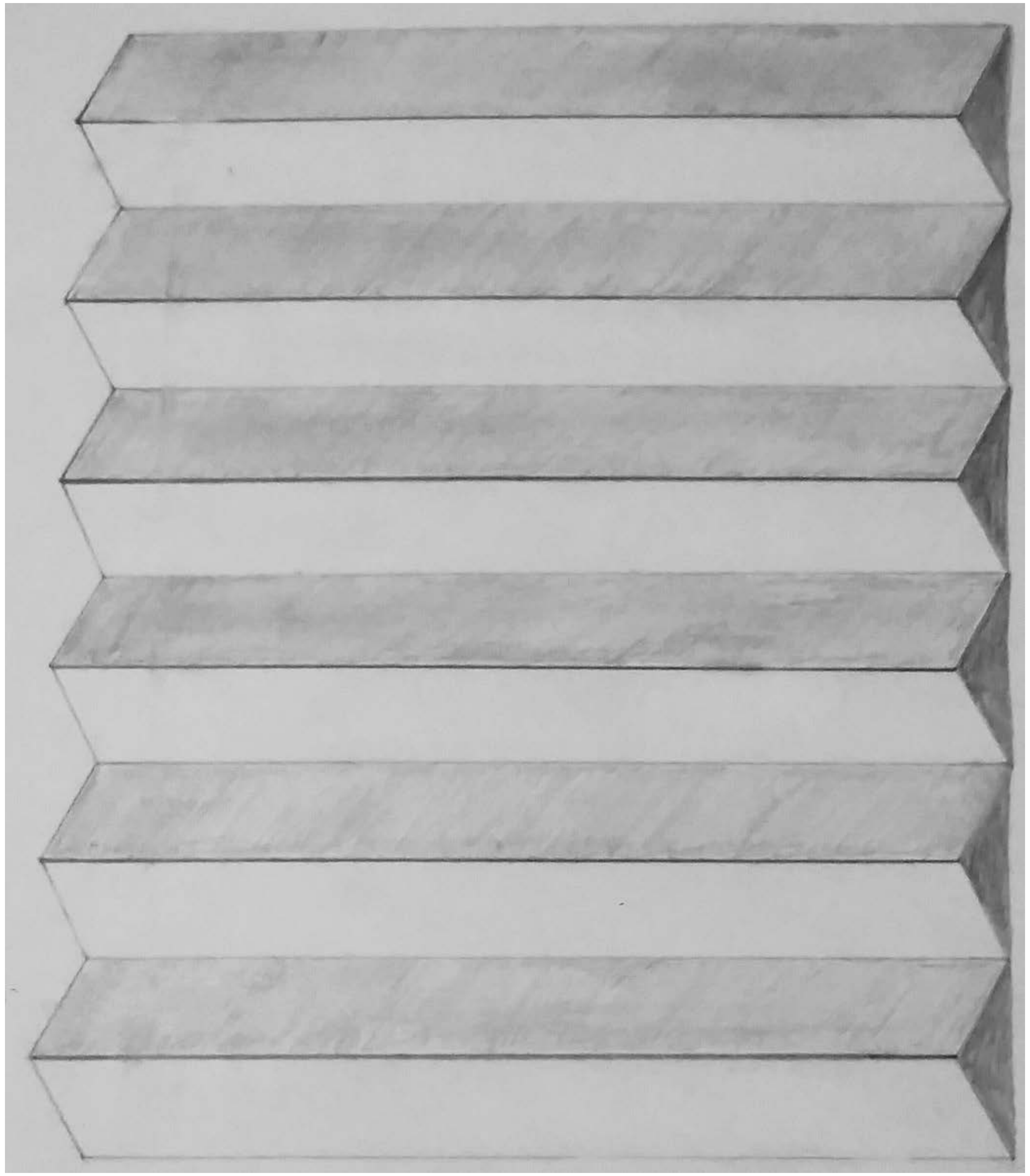
Outline/Boundary



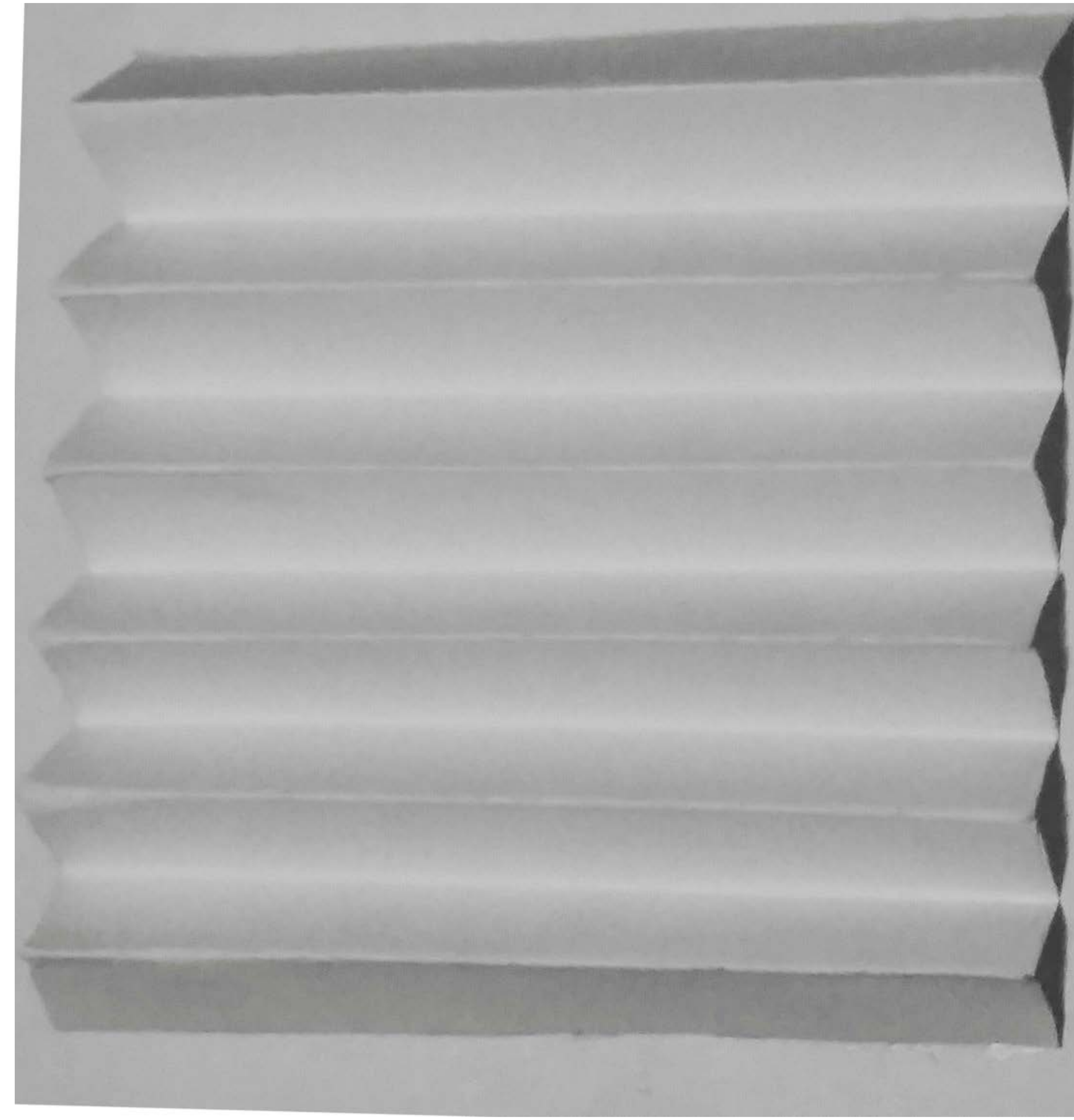
Texture/Pattern



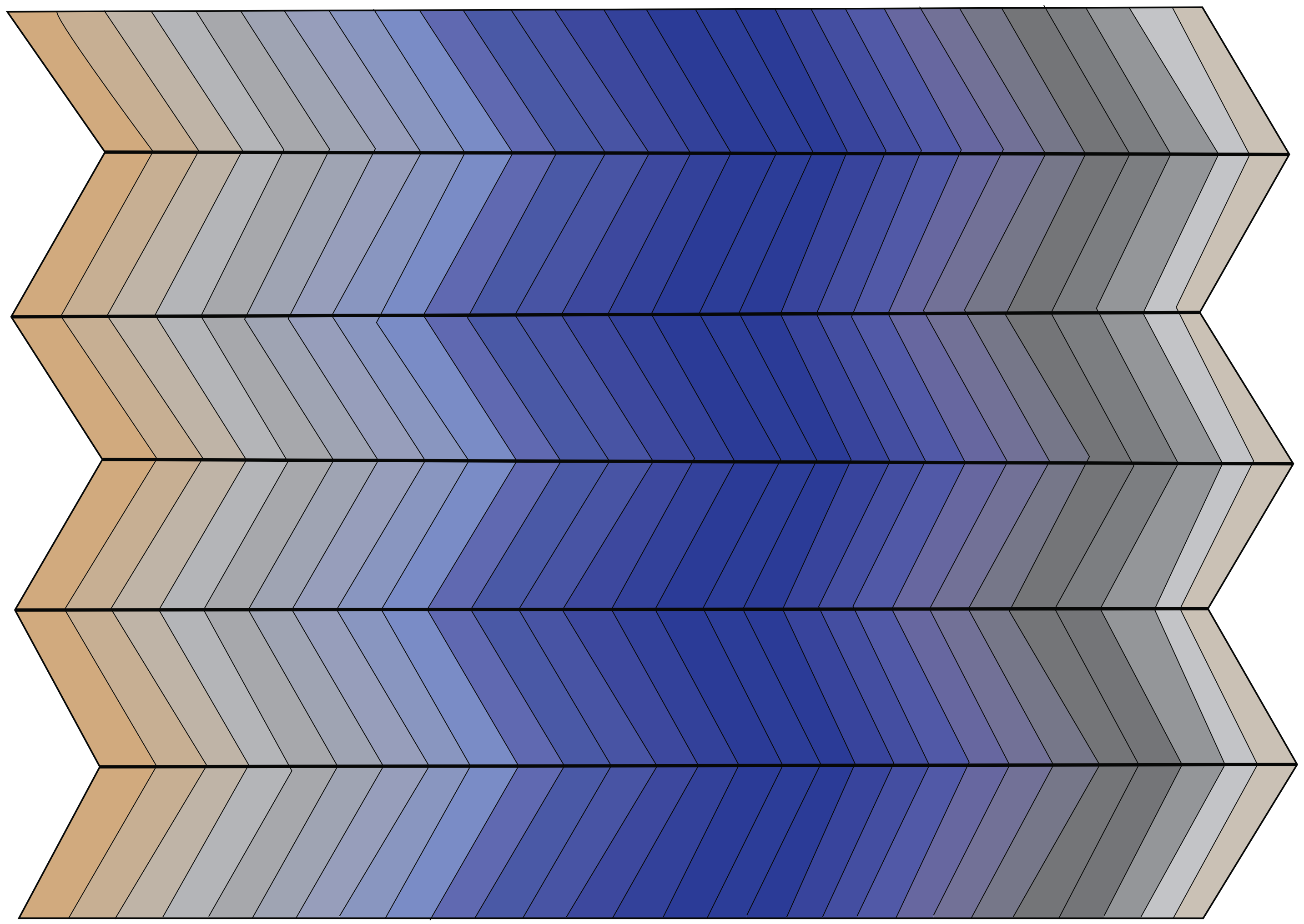
Pattern



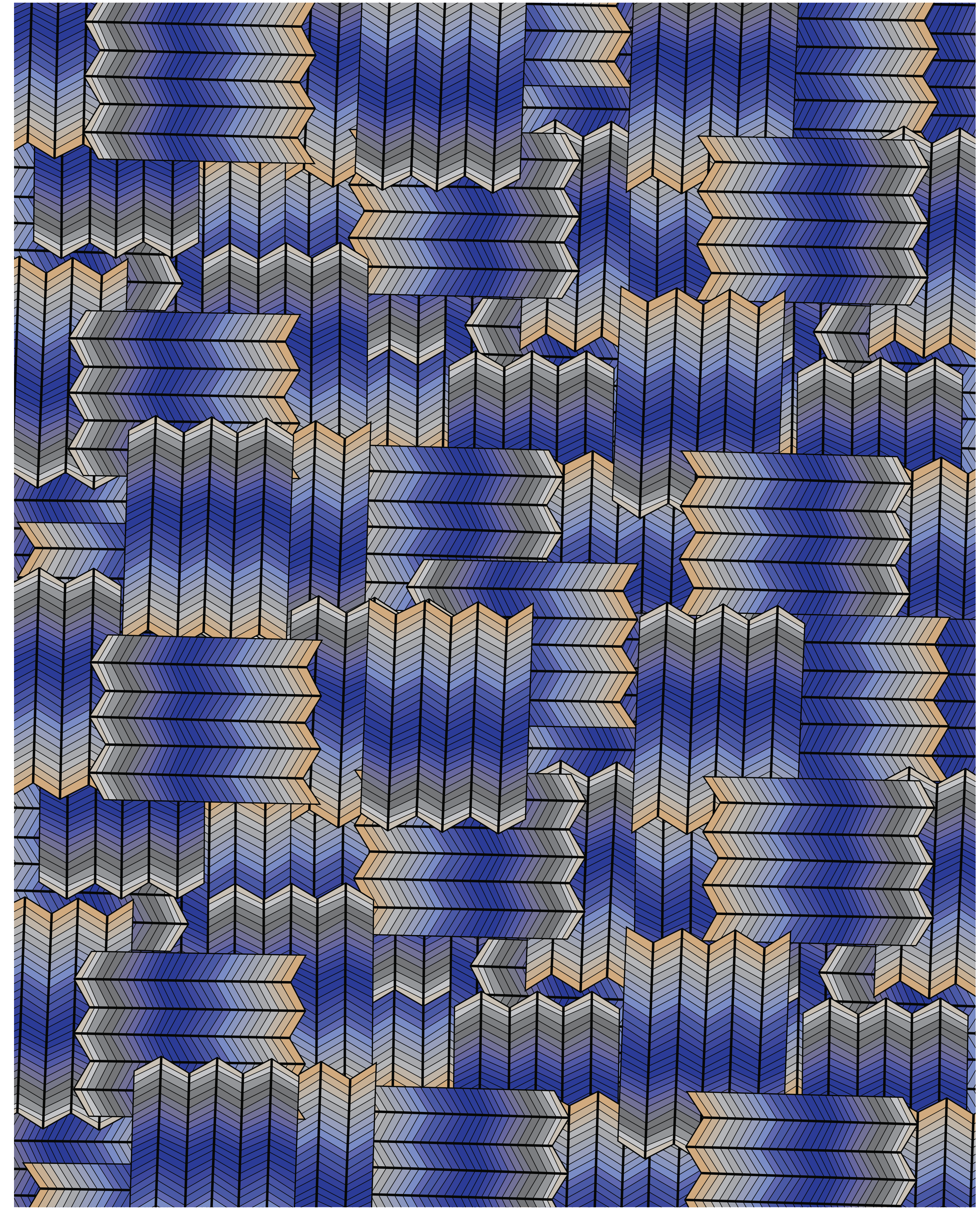
Pattern - 3D Drawing



Pattern - Model



Pattern Unit



Pattern Repetition