Architectural Studies and Design
Morrisville State College
2008-2010

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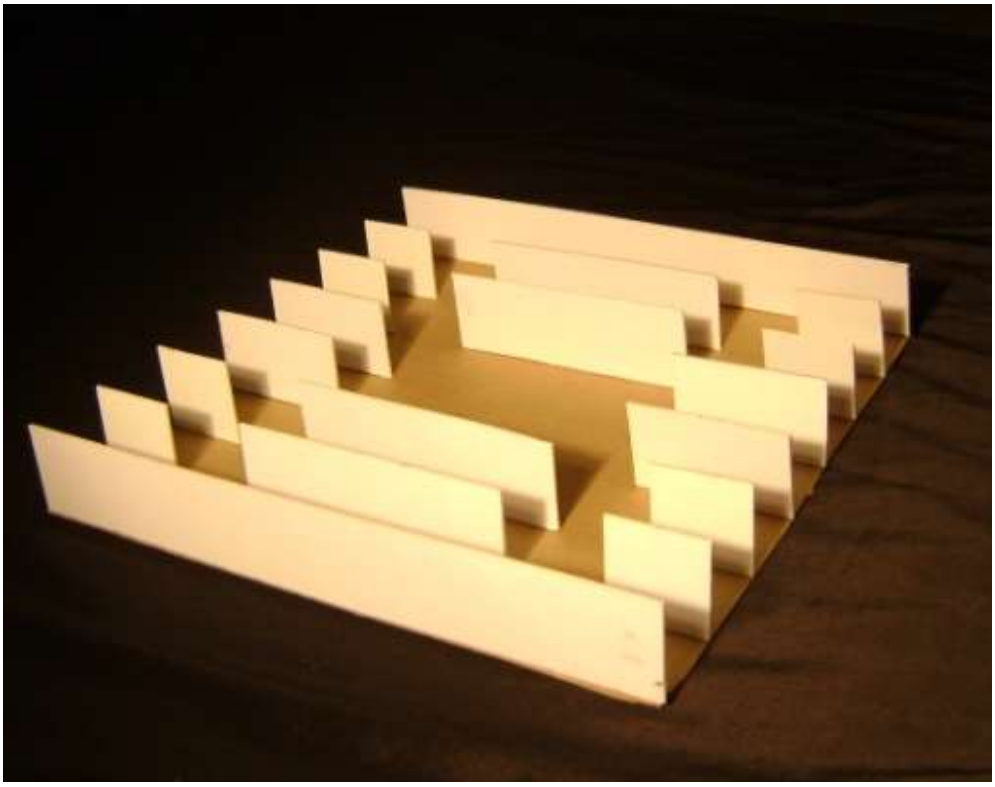
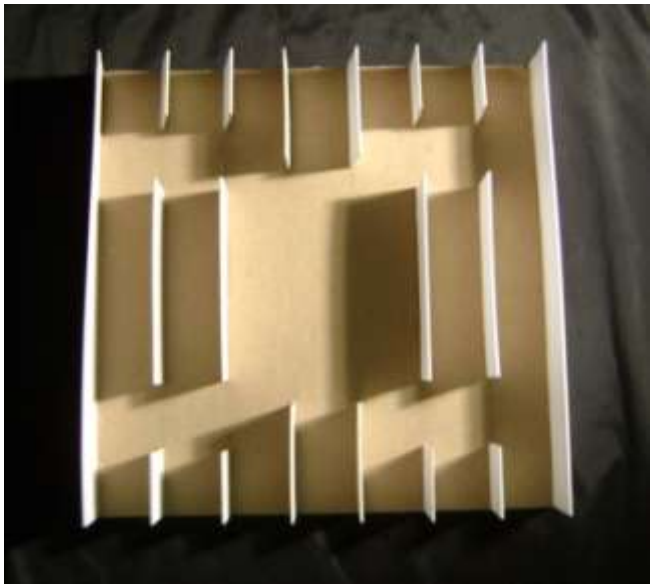
Contents

Eight Parallel Planes



Within the field, articulate and differentiate spaces with clear interrelationships and hierarchy.

The main focus of this project was hierarchy. For my project I wanted to design an interesting, yet symmetrical space . I put the hierarchical space in the center with four spaces coming off of the space so that it draws the viewers attention.

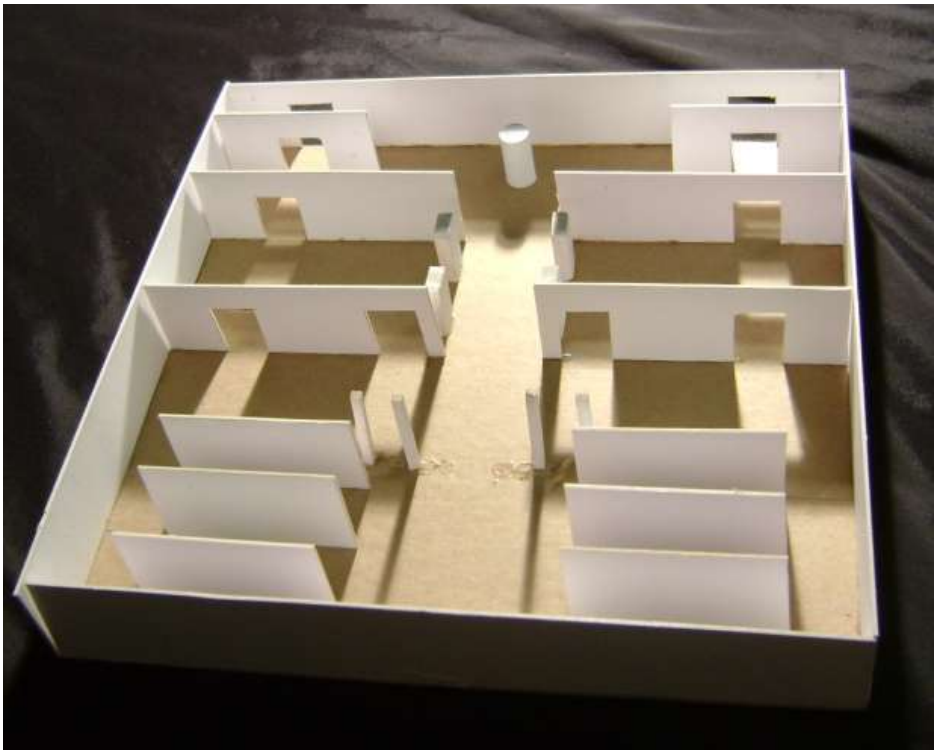


Pictures

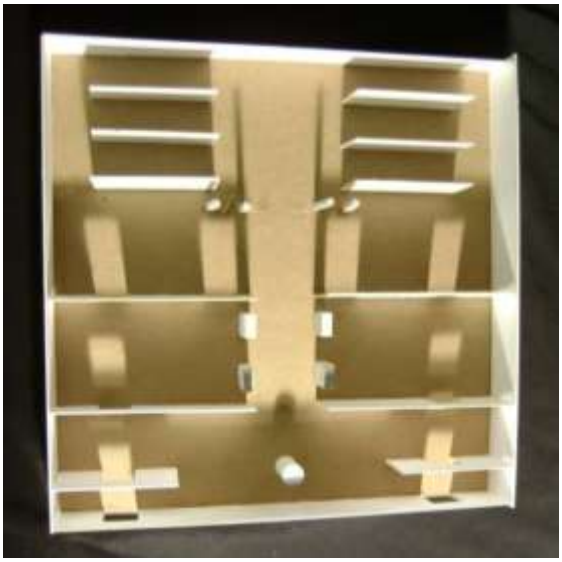
TOP LEFT: Front view of model.

TOP RIGHT: Isometric view of model.

BOTTOM: Top view of Model

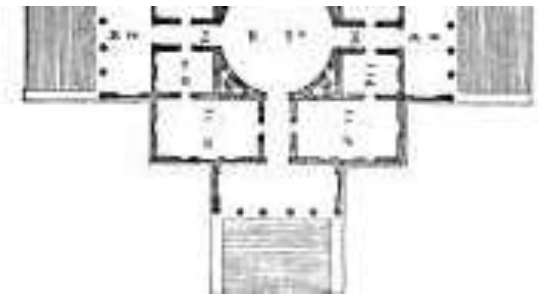


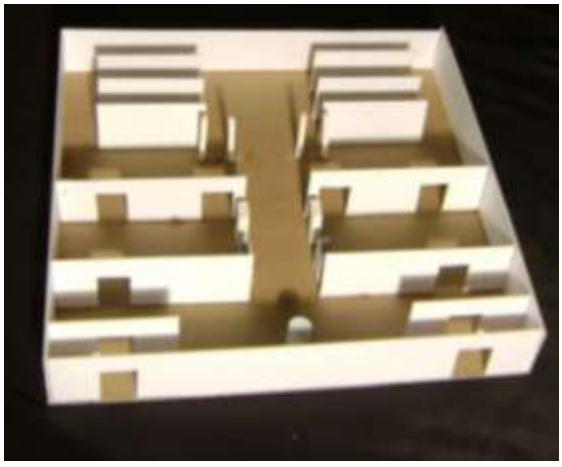
Eight Parallel Planes With Elements



Within the field, design a spatial sequence, which includes 1 solid cylinder, 4 vertical elements, 4 rectangular elements.

The main focus of this project was to create a space that has circulation and includes nine geometric 3-D objects. I based my project off of the Villa Rotunda. I used the front of the building to design my project. The picture below shows the part of the building that I used. The six planes that are evenly spaced and the same size represent the stairs. The four smaller rectangles represent the pillars that are in the front of the villa rotunda. The cylinder represents the center of the building. The larger rectangles represents the parts in the hallway that are blocked off.

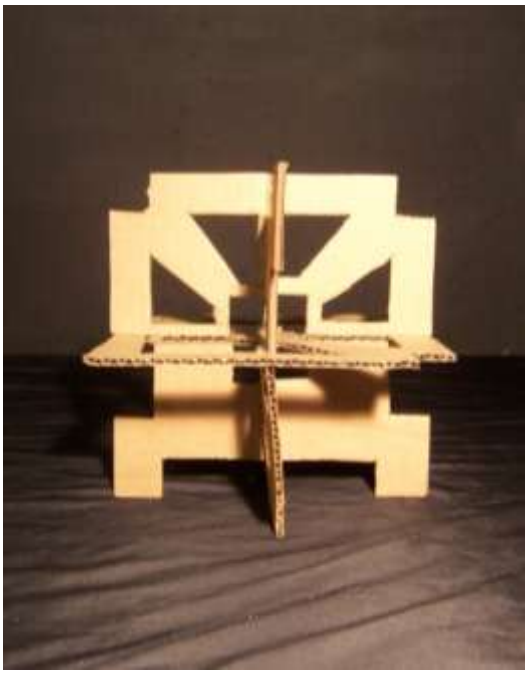




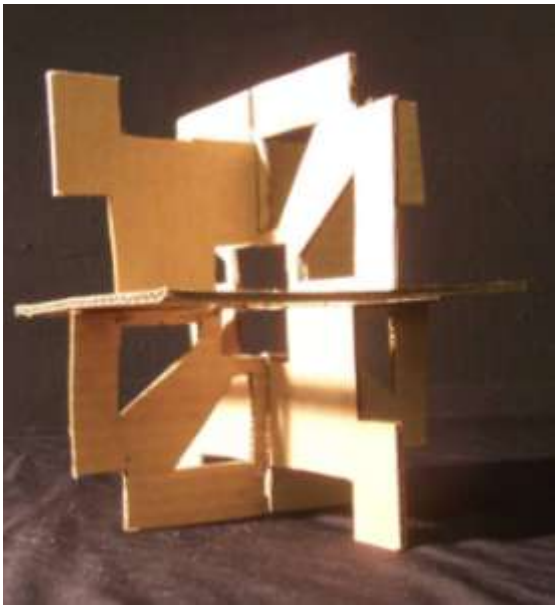
Pictures

Top Left: Top view of model.
Top Right: Isometric view of model.
Bottom: Another top view of model.

Three Non Parallel Planes



This project should emphasize volition in decision making using three self supporting non parallel planes.



In the beginning I was thinking more of being creative rather than circulation. I wanted to create something that was experimental but still met the project requirements. For my first three designs I was playing with different shapes and openings. My final sketch model I started thinking of circulation. I came up with a project and no matter which way it was turned, the viewer could circulate through it. It also has hierarchy in the center of the model. I tried making half of the model more simple and the other half more exciting using angles and triangles instead of squares and rectangles. The triangles reminded me of a bridge so I placed them to draw you into the hierarchical space.

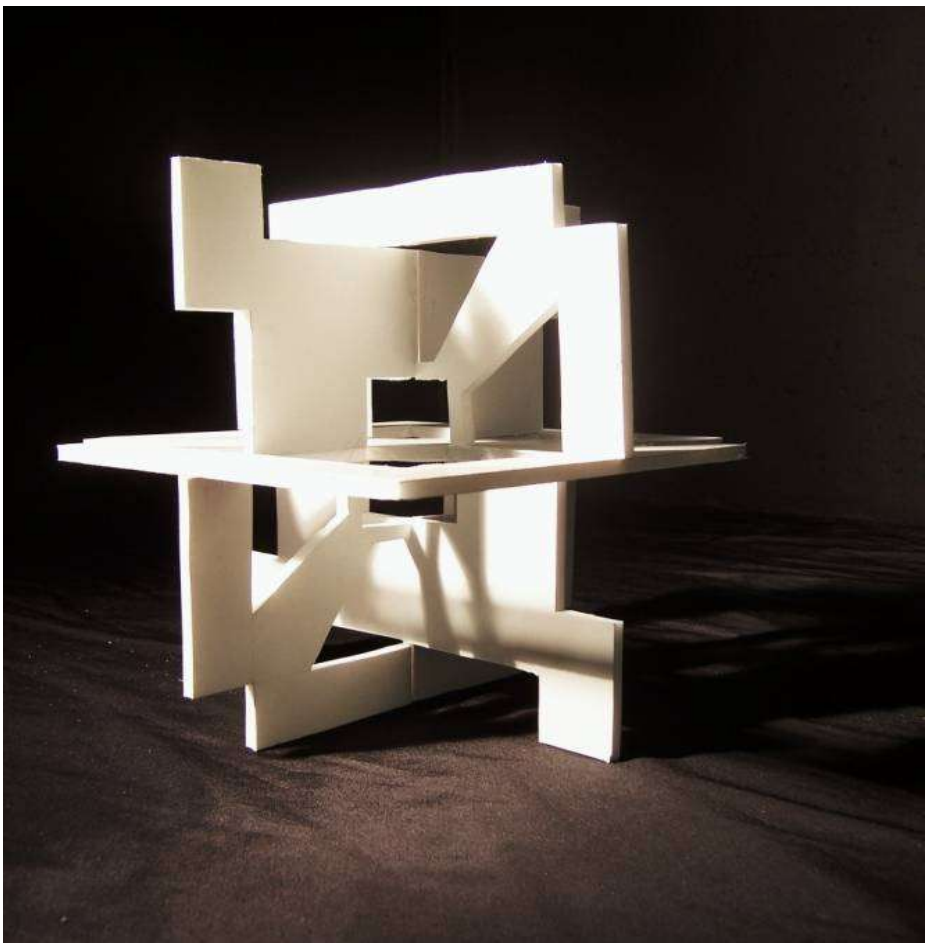
Pictures

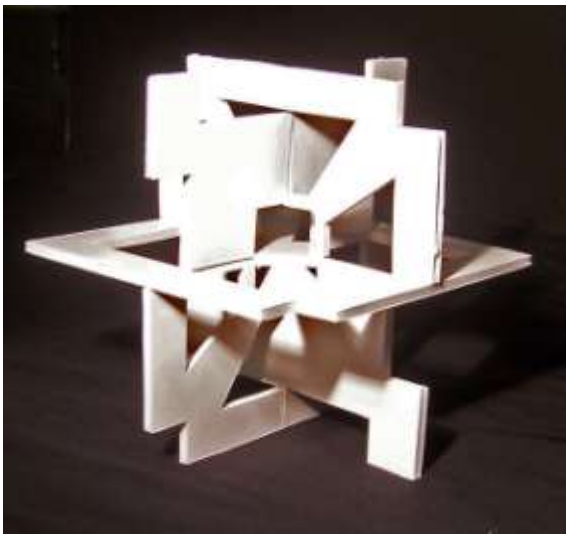
TOP LEFT: Sketch model used for the final

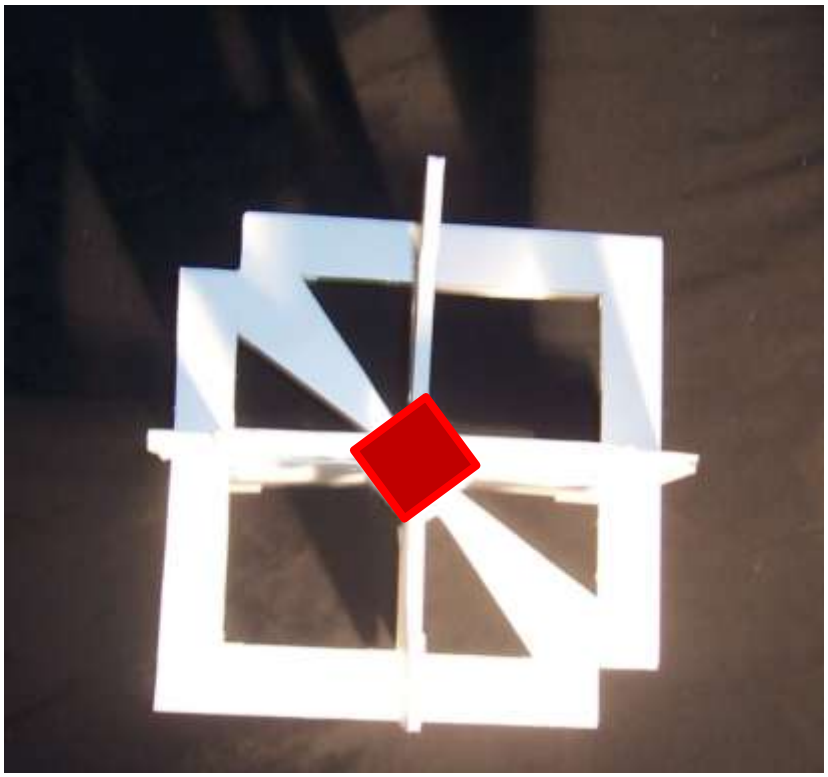
TOP RIGHT: Different sketch models.

BOTTOM: Isometric view of sketch model.

Three Non Parallel Planes







Pictures

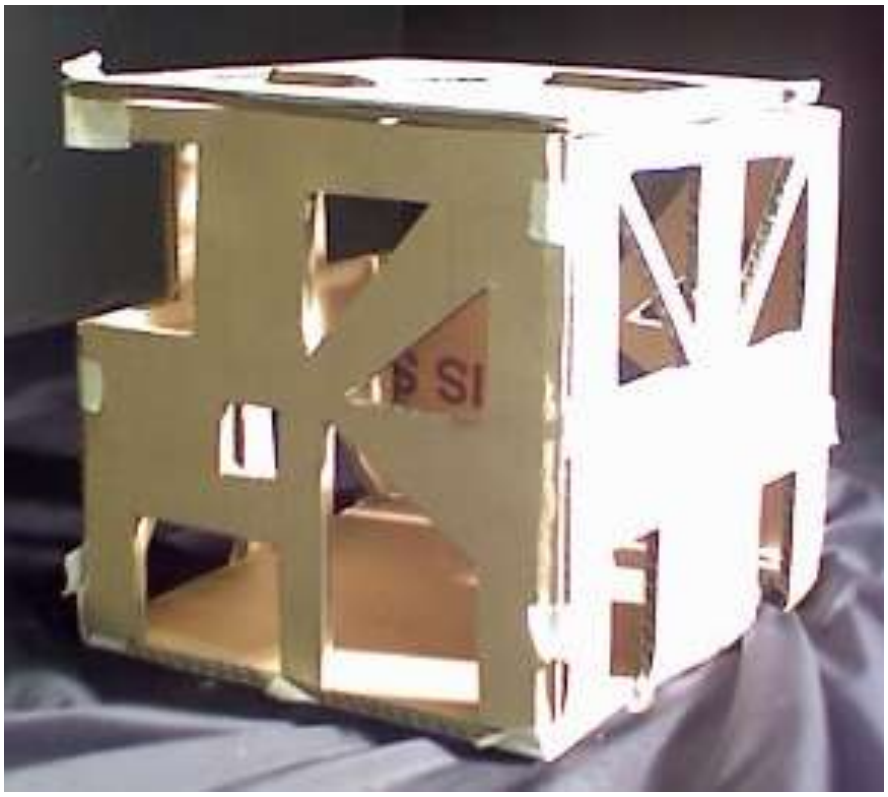
TOP LEFT: Oblique view of model.

TOP RIGHT: Oblique view of model.

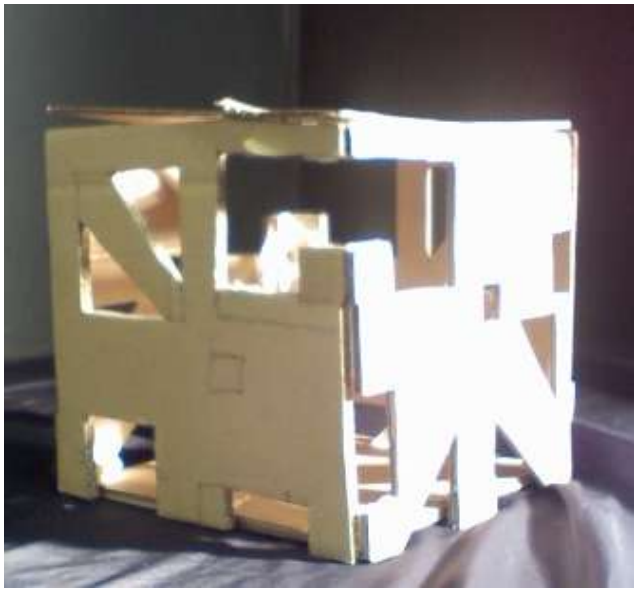
BOTTOM: Top view of model showing the hierarchical space.

Cube

Sketch Model



Construct a cube that will act as a container for your X, Y, and Z construct



For this project I wanted the inside of my cube to be represented on the outside. I wanted the exterior to be just as creative as the inside. I kept the triangles from my sketch model to still use them to draw you in. I experimented with different openings on the sides that reminded me of doors. I also tried representing my hierarchical central space in the center on the outside using little squares.

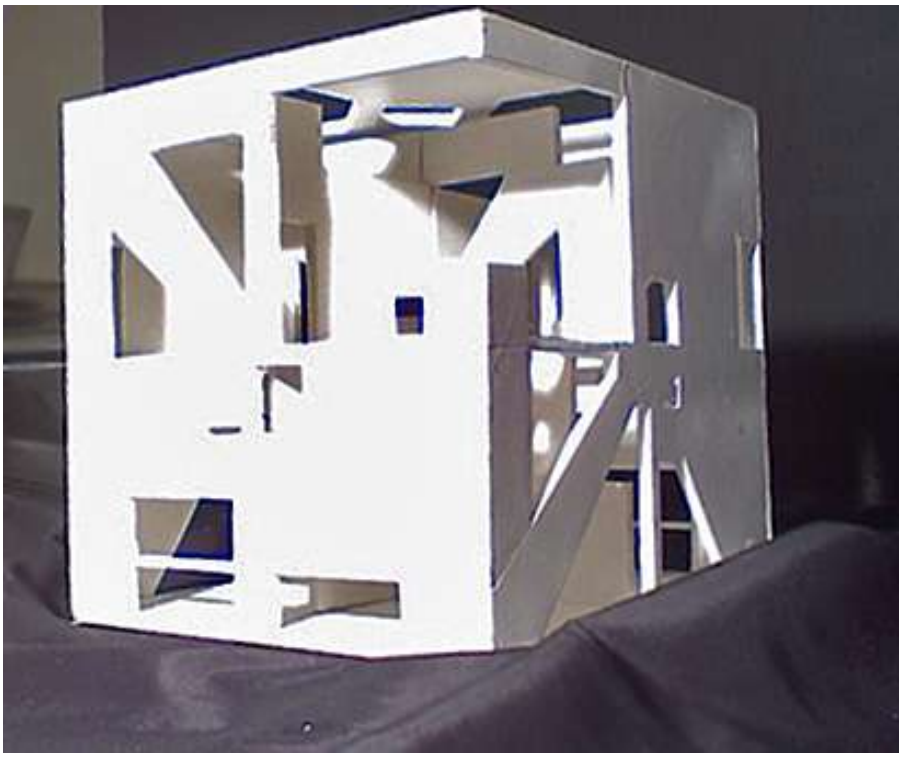
Pictures

TOP LEFT: Top view.

TOP RIGHT: Oblique view of model.

BOTTOM: Oblique view of model.

Cube
Final Model



Construct a cube that will act as a container for your X, Y, and Z construct

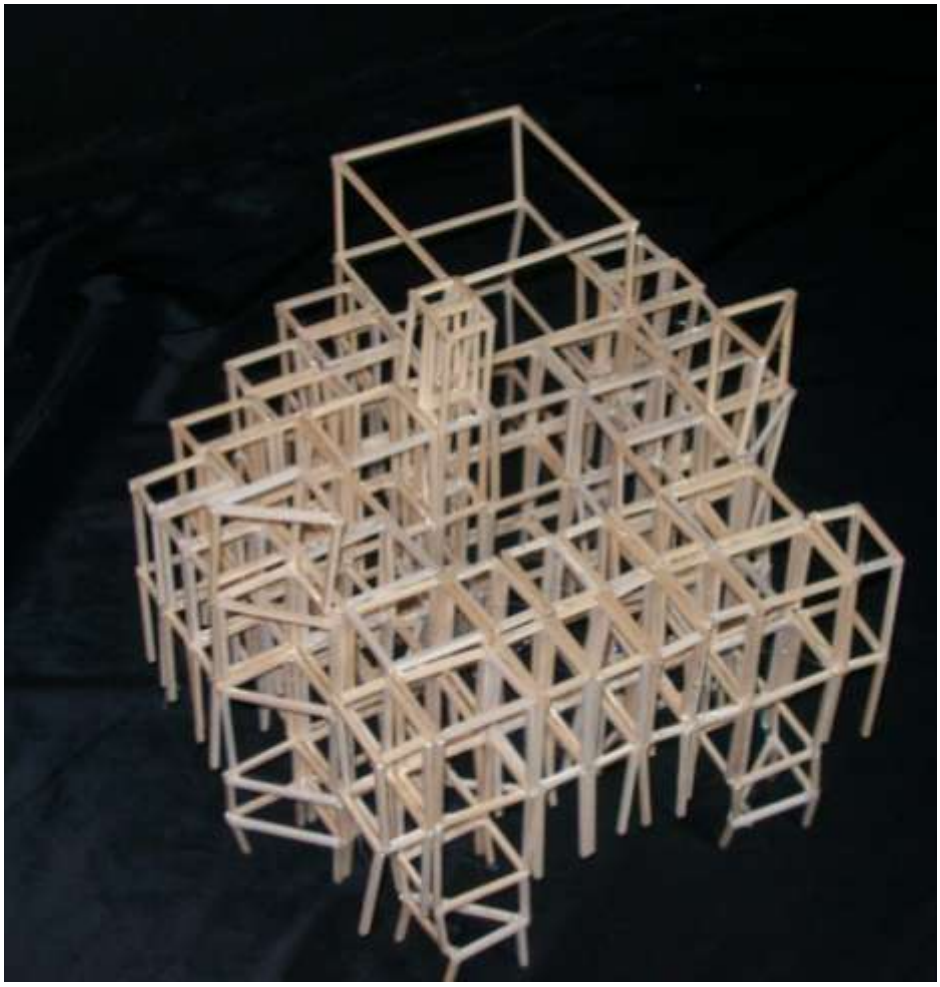
For my final I kept the triangles and the little square. I also used the triangles on two of the sides to show even more what was on the inside. I cut out openings where there were openings on the inside. I also had a hierarchical space on the cube that is the same shape of my hierarchical space on the inside.

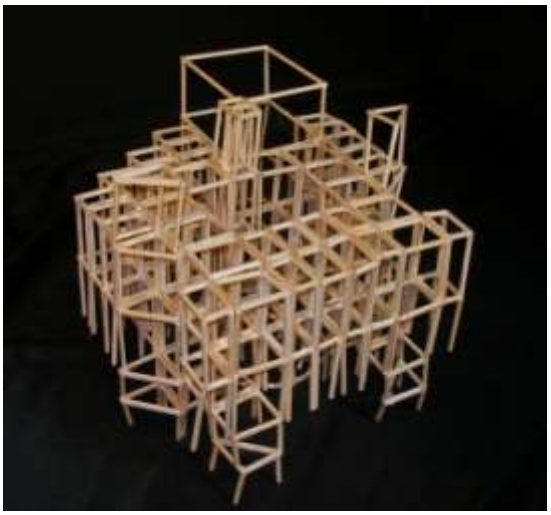
Pictures

TOP LEFT: Front view.

TOP RIGHT: Isometric view of the final model.

Structure and Volumes





Using vertical and horizontal structural members, explore the ordering, definition and expression of a series of spatial volumes.

In this project we were given a certain number of shapes that we could use on each of the five floors. For my sketch model I created a cube with two squares in which I had to go from 2D to 3D. I thought of the big squares as being a large area for gathering. I thought of making an opening in the center so that from the bottom floor you could see all the way up. I also didn't put anything on the first floor towards the front so that the void could be the entrance and is enclosed by the top floors.

Pictures

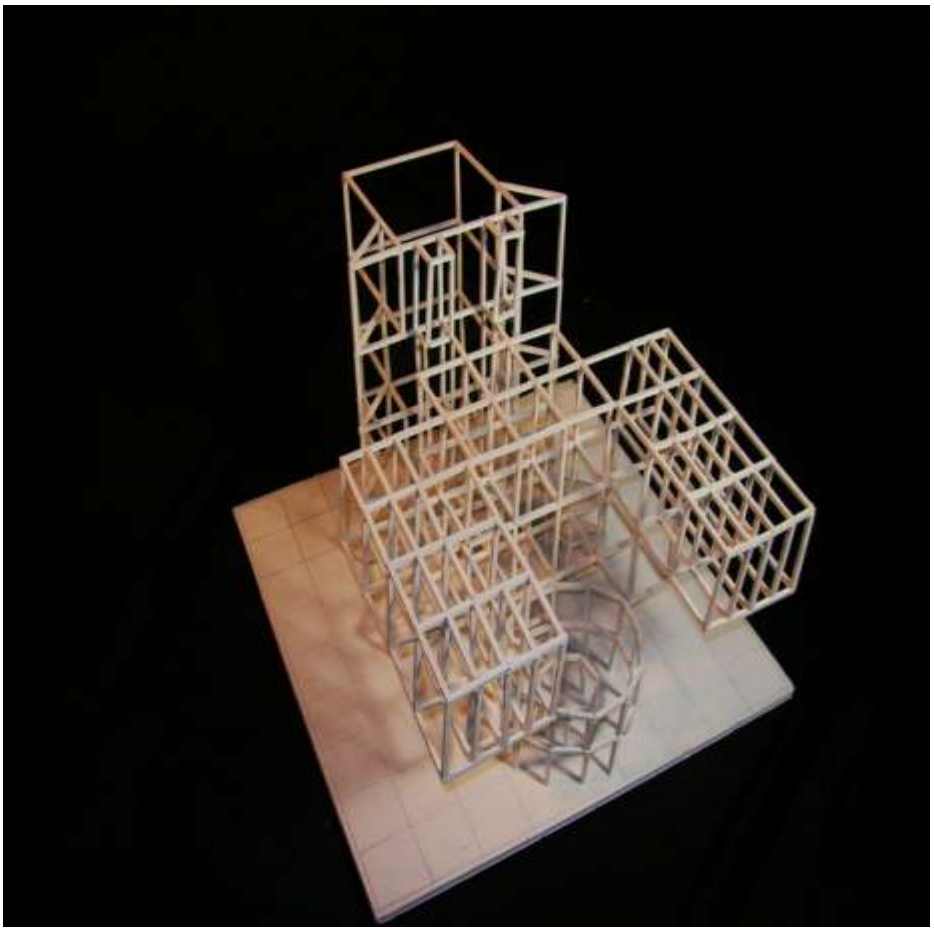
FAR TOP: Isometric view of the final model.

TOP LEFT: First sketch model.

TOP RIGHT; Second sketch model.

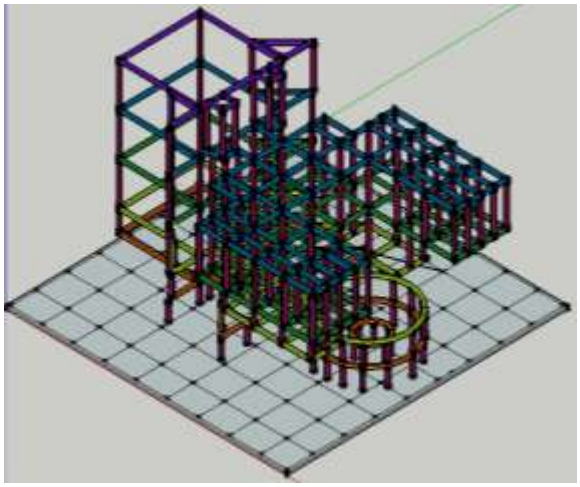
BOTTOM: Front view of the final model

Structure and Volumes



Using vertical and horizontal structural members, explore the ordering, definition and expression of a series of spatial volumes.

For the final design I decided that my project would represent a library. I related my project to two libraries Stockholm and The New York City public library. I made my model symmetrical and but I used my circle as an entrance. The back squares I now thought of as study spaces and the rest of the rectangles as separate rooms for small study areas and book shelves I changed it so that the circles represented the entrance instead of having them enclosed.



Pictures

FAR TOP: Isometric view of the final model.

TOP LEFT: First sketch model.

TOP RIGHT: Second sketch model.

BOTTOM: Front view of the final model

Painting Analysis

In the beginning of this project I believed that the colors were what was determining the differences in the layers. For my first sketch model I found a grid within the picture that I used to separate my layers. After my first sketch model I then found out that Stuart Davis liked to base his paintings off of landscapes and Rapt At Rappaports was one of these paintings. I then took a step back and saw the landscape. I saw a house with a larger building in the background with a flag. I also saw a sign coming off of the building that said rapt at Rappaports. I also pictured objects being roads, streams, driveways, a fence, and even a mailbox.

Pictures

TOP LEFT: The painting of Rapt at Rappaports

TOP RIGHT: Second sketch model.

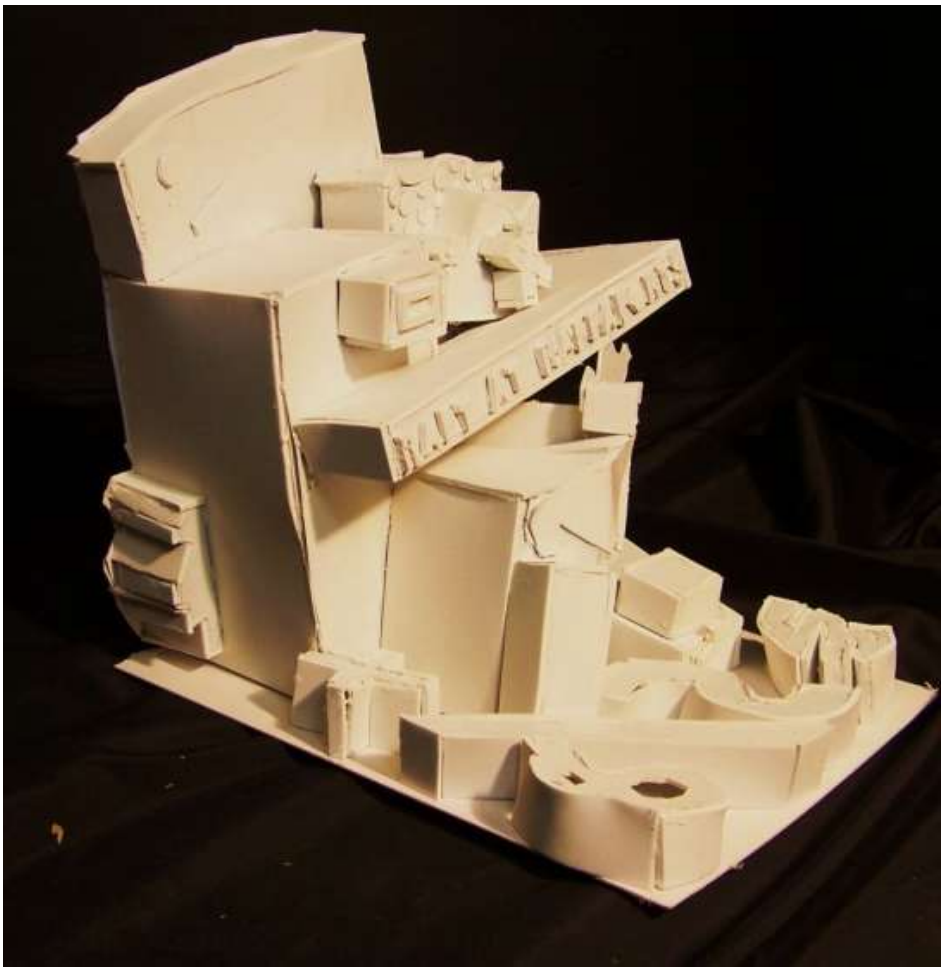
Middle Left:: Oblique view of second sketch model.

Middle Right: Drawing showing solids.

Bottom Left:: Oblique view of first sketch model.

Bottom Right:: Top view of first sketch model.

Painting Analysis



To produce an arrangement of three-dimensional volumes based on the implied spatial relationships existing in a two-dimensional composition.

For the final model I continued with the landscape idea. I played with objects being horizontal as well as vertical. I also tried making certain things stand out, like the sign and things on the flags. I also tilted some of the things on the horizontal plane to give it an uneven look so it makes the viewer think of land.

Pictures

FAR TOP: Isometric view of the final model

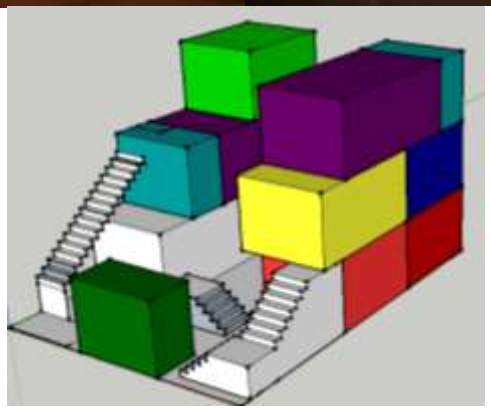
TOP LEFT: First sketch model

TOP RIGHT: Second sketch model

BOTTOM: Front view of the final model

Cohabitation

Cohabitation is the struggle between two people trying to have their individual spaces in an available property



The objective of this project was to create an interesting, well conceived, and spatially satisfying townhouse for cohabitation. The townhouse design revolved around two people, Penny and Sheldon. The townhouse is set between two brownstones in Manhattan. There I s a 30 foot space available between these two homes. The townhouse can only go back 40 feet. For my first sketch model I mostly played with different placements of the rooms. I wanted the two people to be on separate floors and the rooms to be somewhat symmetrical. You can see the symmetry in the top left and right pictures.

Pictures

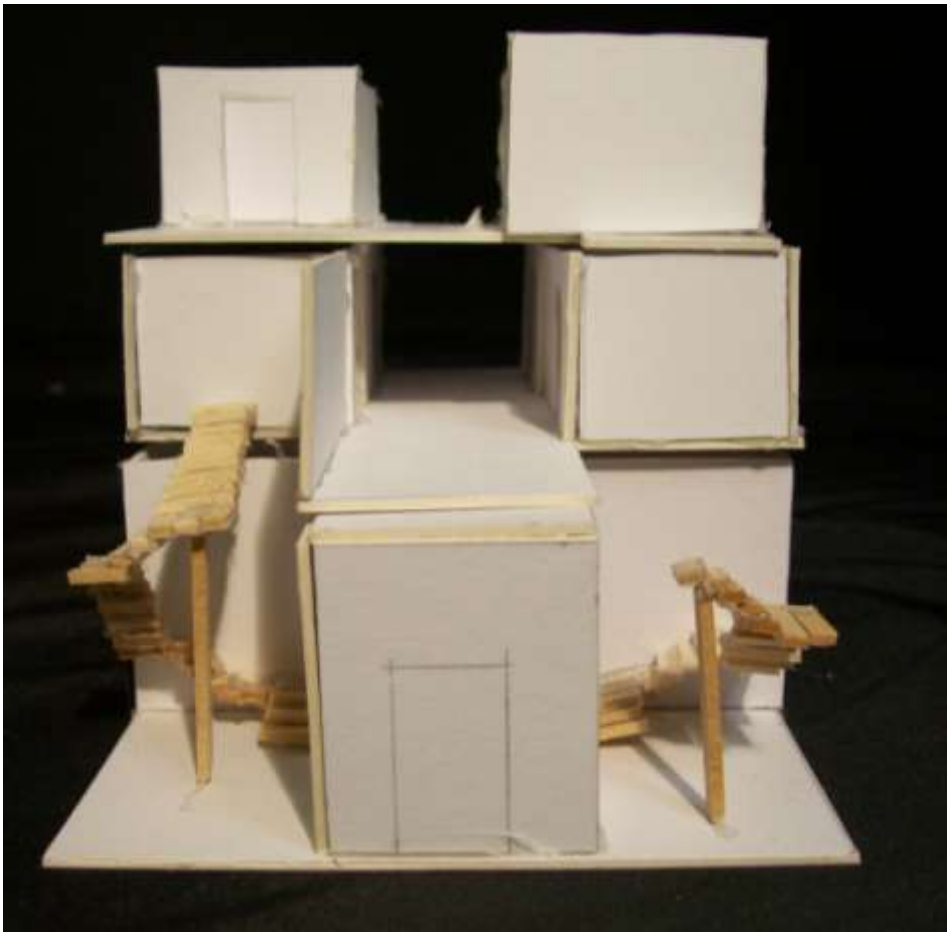
TOP RIGHT: Isometric view of the final model

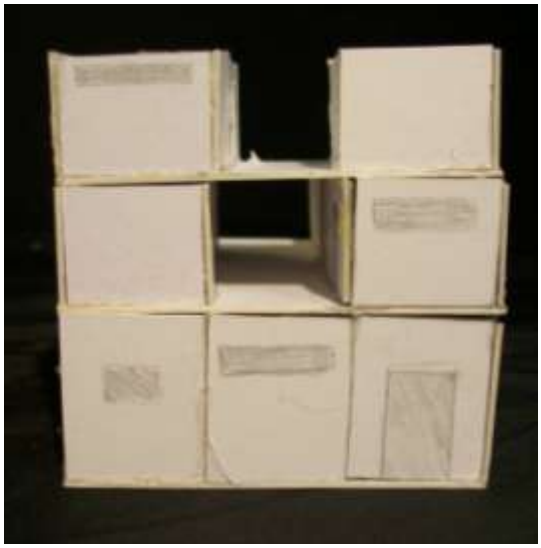
TOP LEFT: Front view of the final model

BOTTOM LEFT: First sketch model

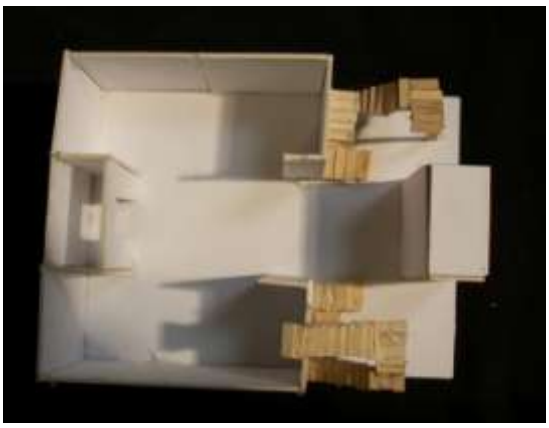
BOTTOM RIGHT: Second sketch model

Cohabitation





For my second sketch model I had the rooms where I wanted them so I was now focusing more on floor heights, doors and windows. I was also figuring out the rise and run of my stairs. At this point I realized that I wanted a grand entrance that had two separate stair cases going up to each floor.



Pictures

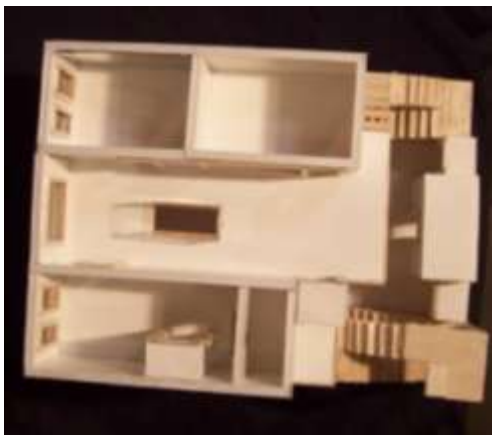
TOP RIGHT: Isometric view of the final model

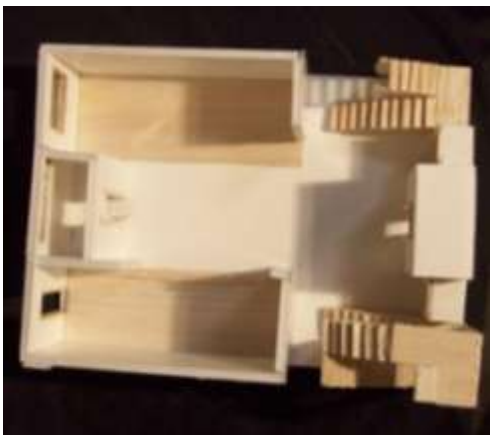
TOP LEFT: Front view of the final model

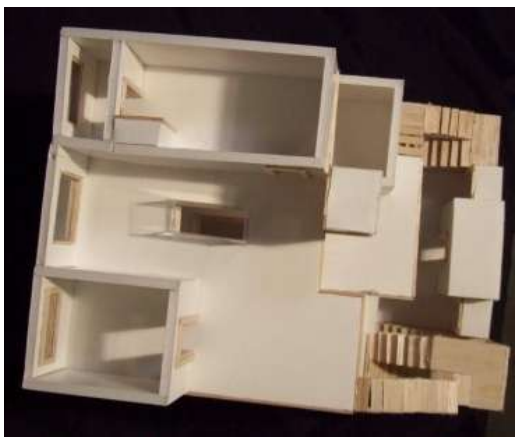
BOTTOM LEFT: First sketch model

BOTTOM RIGHT: Second sketch model

Cohabitation







Pictures

TOP RIGHT: Isometric view of the final model

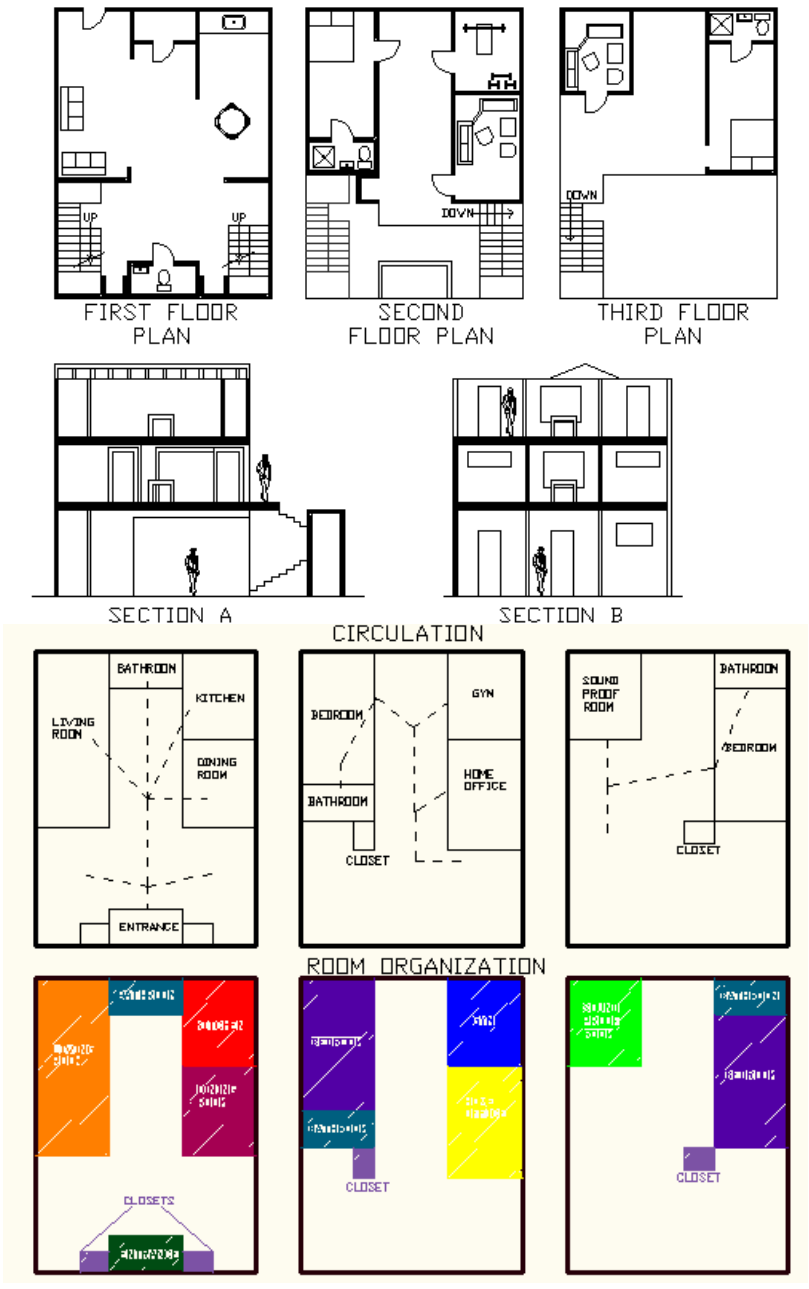
TOP LEFT: Front view of the final model

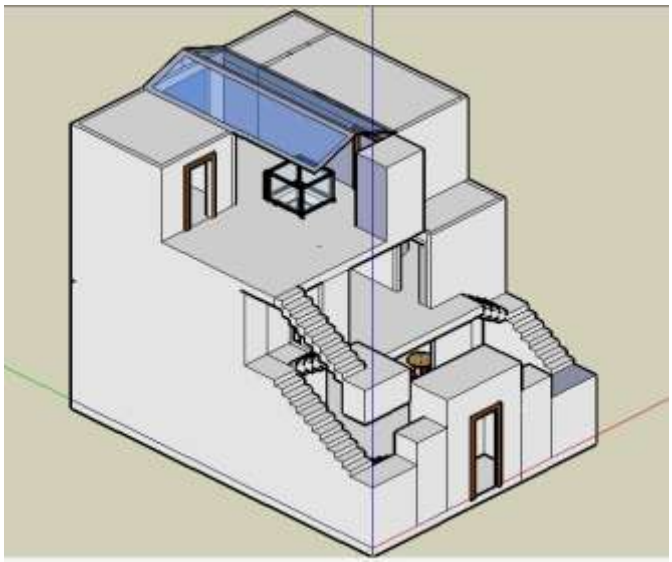
BOTTOM LEFT: First floor

BOTTOM MIDDLE: Second floor

BOTTOM RIGHT: Third floor

Cohabitation





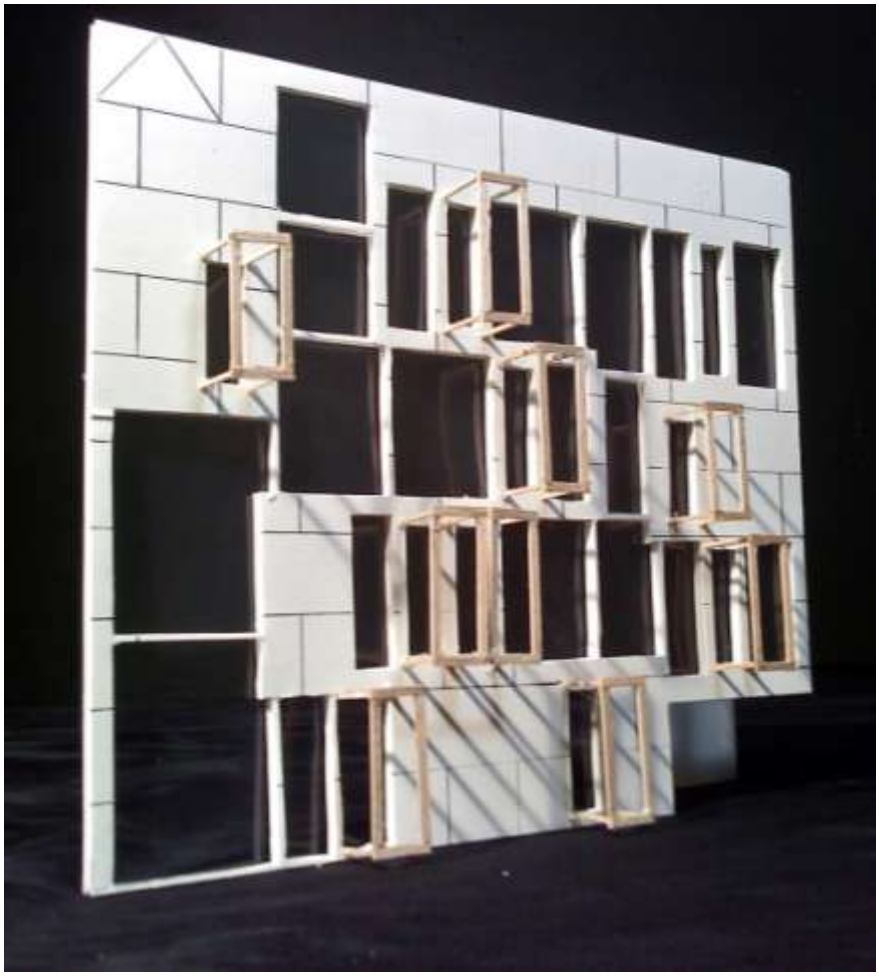
Pictures

TOP RIGHT: Isometric view of the final model

TOP LEFT: Drawings showing the rooms and circulation

BOTTOM: Sections and Floor plans

Façade Analysis



The Double House
Architect: Winy Maas
Location: Utrecht, The Netherlands

I chose to study this building because It helped me further my design for my own façade. This façade revolved around the interior spaces of the building. Every open public space on the interior is represented by the exterior glass. The spaces where there are not windows are the private spaces.

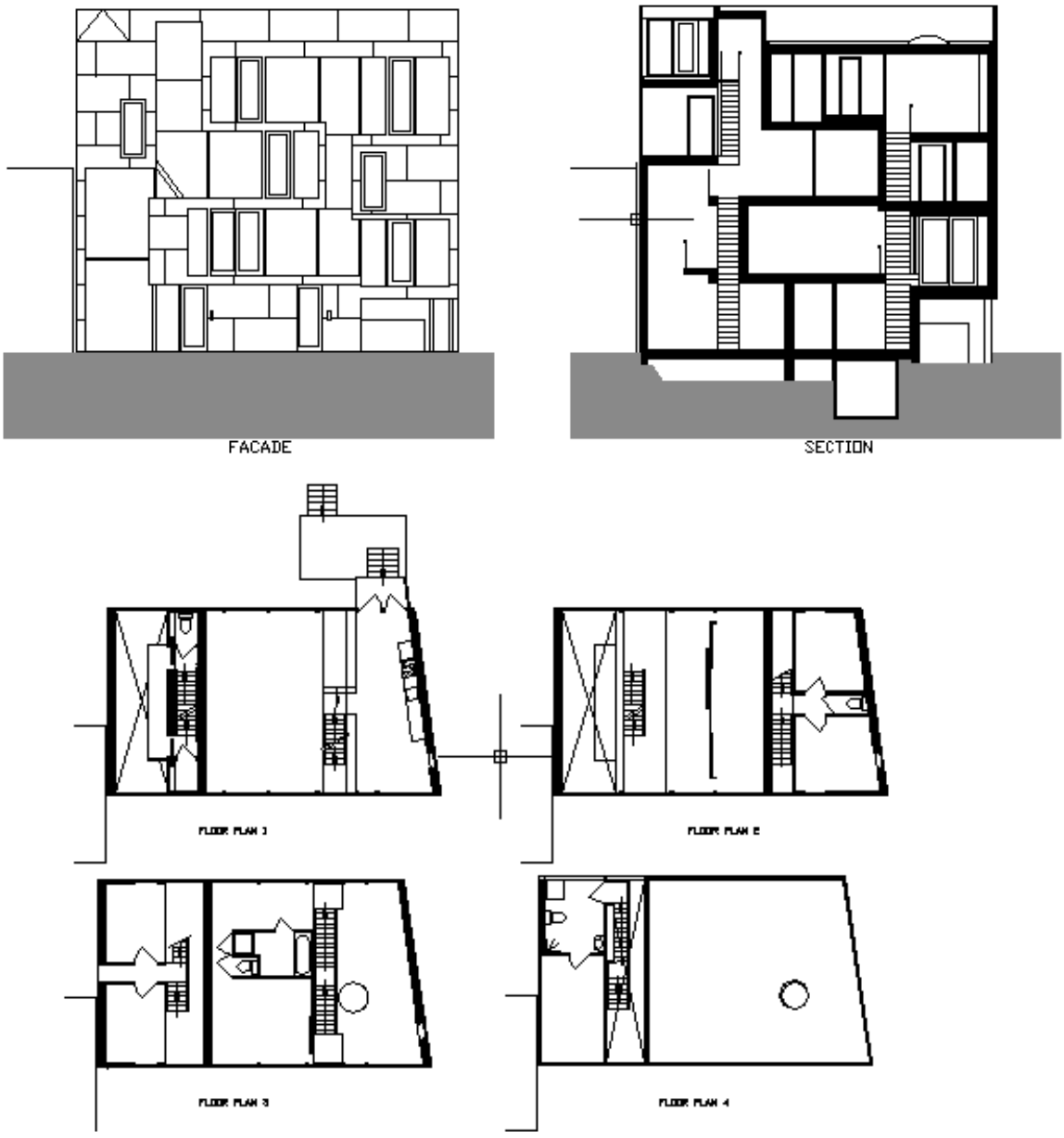
Pictures

TOP RIGHT: Isometric view of the final model

TOP LEFT: Front view of the final model

BOTTOM LEFT: The Double House

Double House



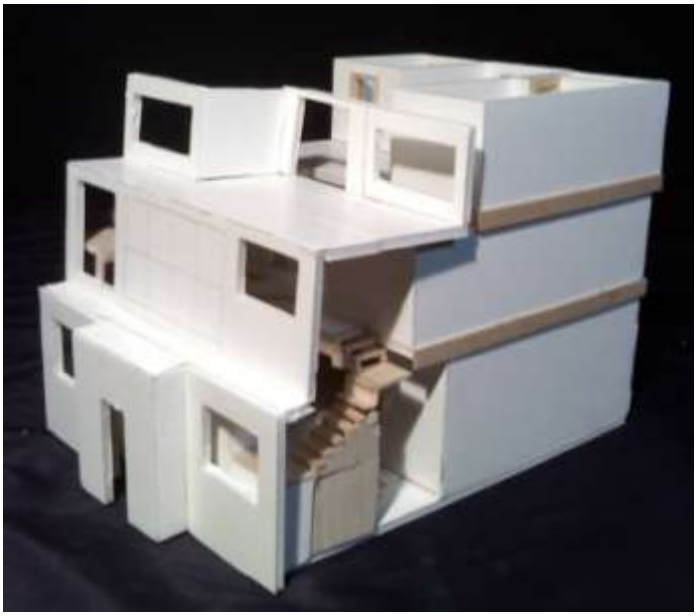
Pictures

TOP RIGHT: Section and Facade

BOTTOM : Floor plans

Façade
Sketch Model

For this project we needed to design a façade for our cohabitation projects. In the beginning I was thinking "simple". I wanted it to look like a traditional townhouse. But, the inside was more interesting than the outside. So I had to start thinking more "outside the box". I started playing with the layers and window sizes.



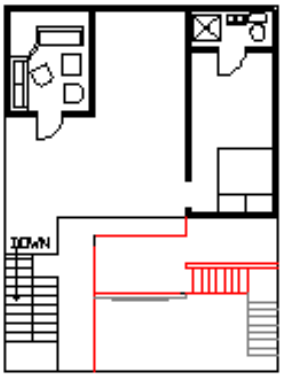
Pictures

TOP RIGHT: Isometric view of the final model

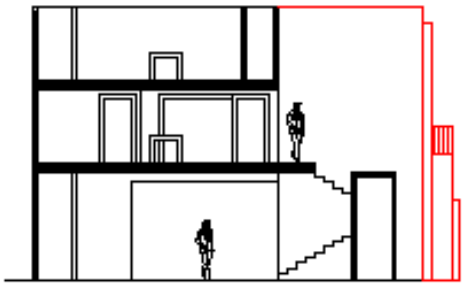
TOP LEFT: Front view of the final model

BOTTOM LEFT: First sketch model

BOTTOM RIGHT: Second sketch model



THIRD FLOOR PLAN



SECTION A

FACADE

Pictures

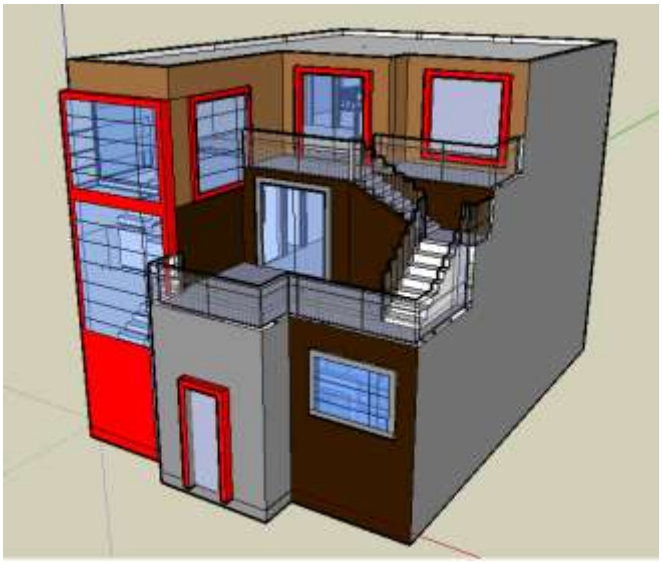
TOP RIGHT: Isometric view of the final model.

TOP LEFT: Front view of the final model.

BOTTOM LEFT: First sketch model.

BOTTOM RIGHT: Second sketch model.

Façade
Final Model



For my final I used the Green City Lofts in California as a precedent. The colors of the windows helped me make decisions. I liked the way the colors flowed and the idea of using them to show different spaces on the inside. I also used the windows double heights to reflect the vertical circulation. The darker brown represents Sheldon and the lighter brown represents Penny. The grey is the neutral areas. The red around the windows is on Penny's side. This shows that she is very bright and outgoing and that she likes to be a part of the outside world.

Pictures

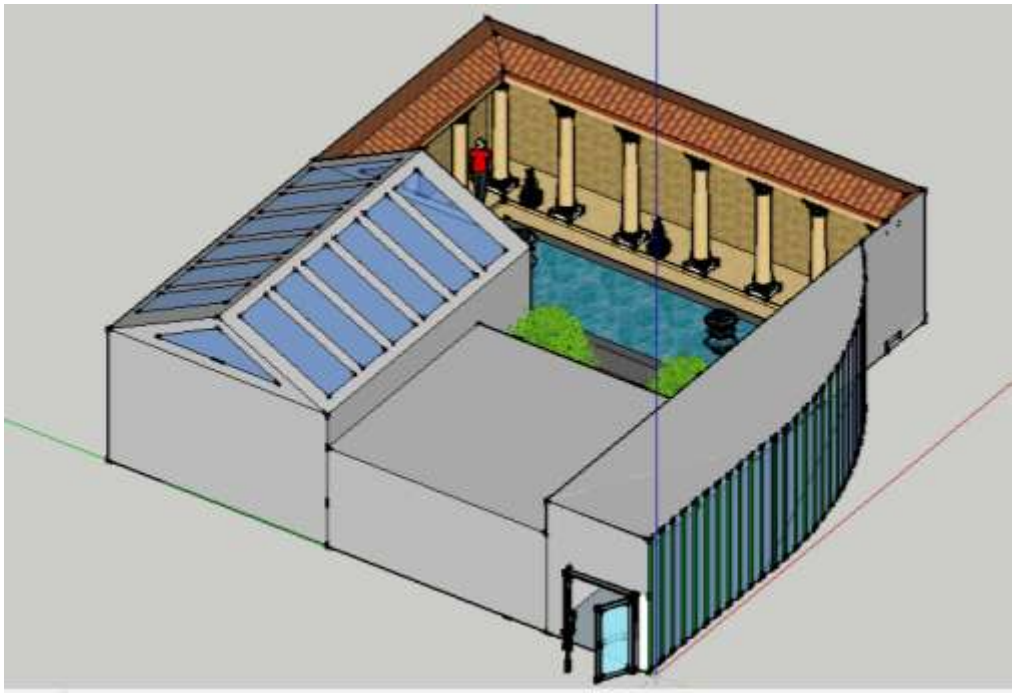
TOP RIGHT: Isometric view of the final model

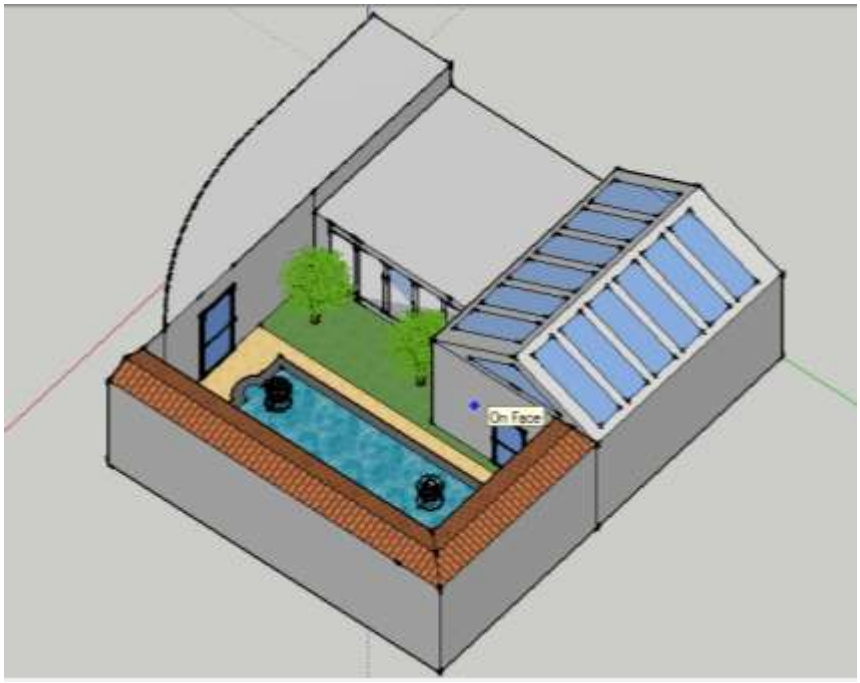
TOP LEFT: Front view of the final model

BOTTOM LEFT: First sketch model

BOTTOM RIGHT: Second sketch model

Architectural Promenade





Pictures

TOP: Oblique view

BOTTOM : Oblique view

Garage

Pictures

Top left: Elevation

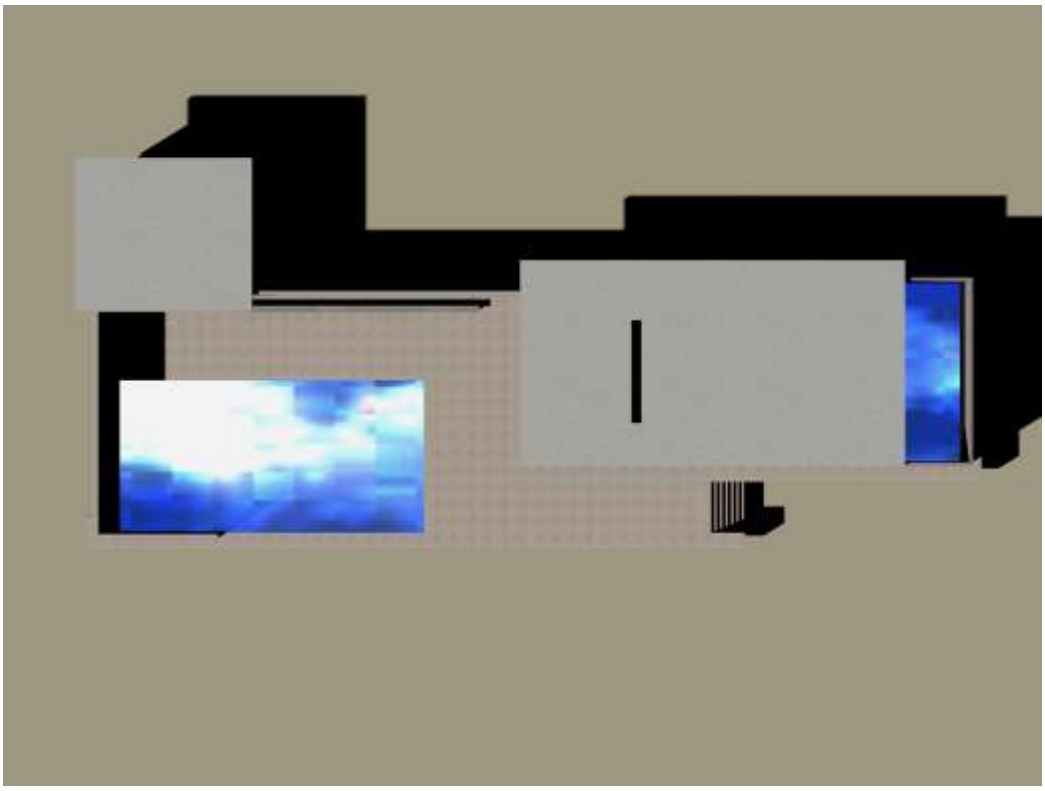
Top right: Section

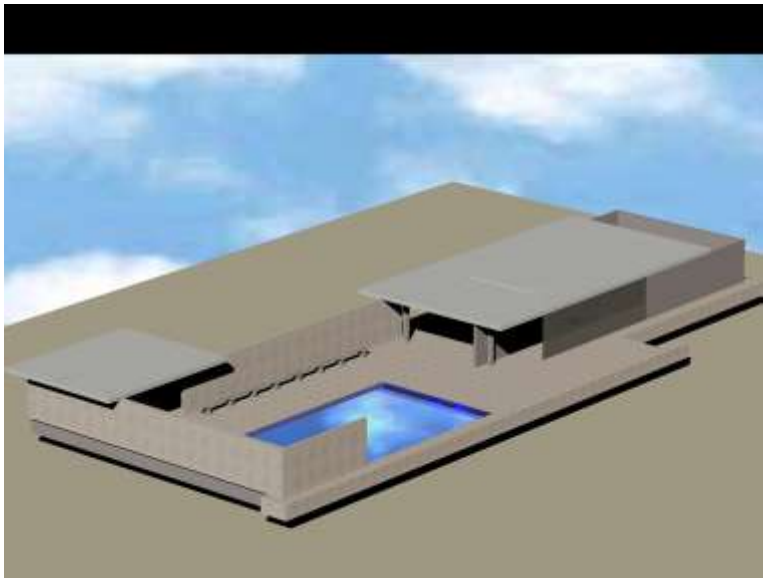
Middle left: Plan

Middle Right: Two point perspective drawing

Bottom: One Point Perspective

Barcelona Pavilion





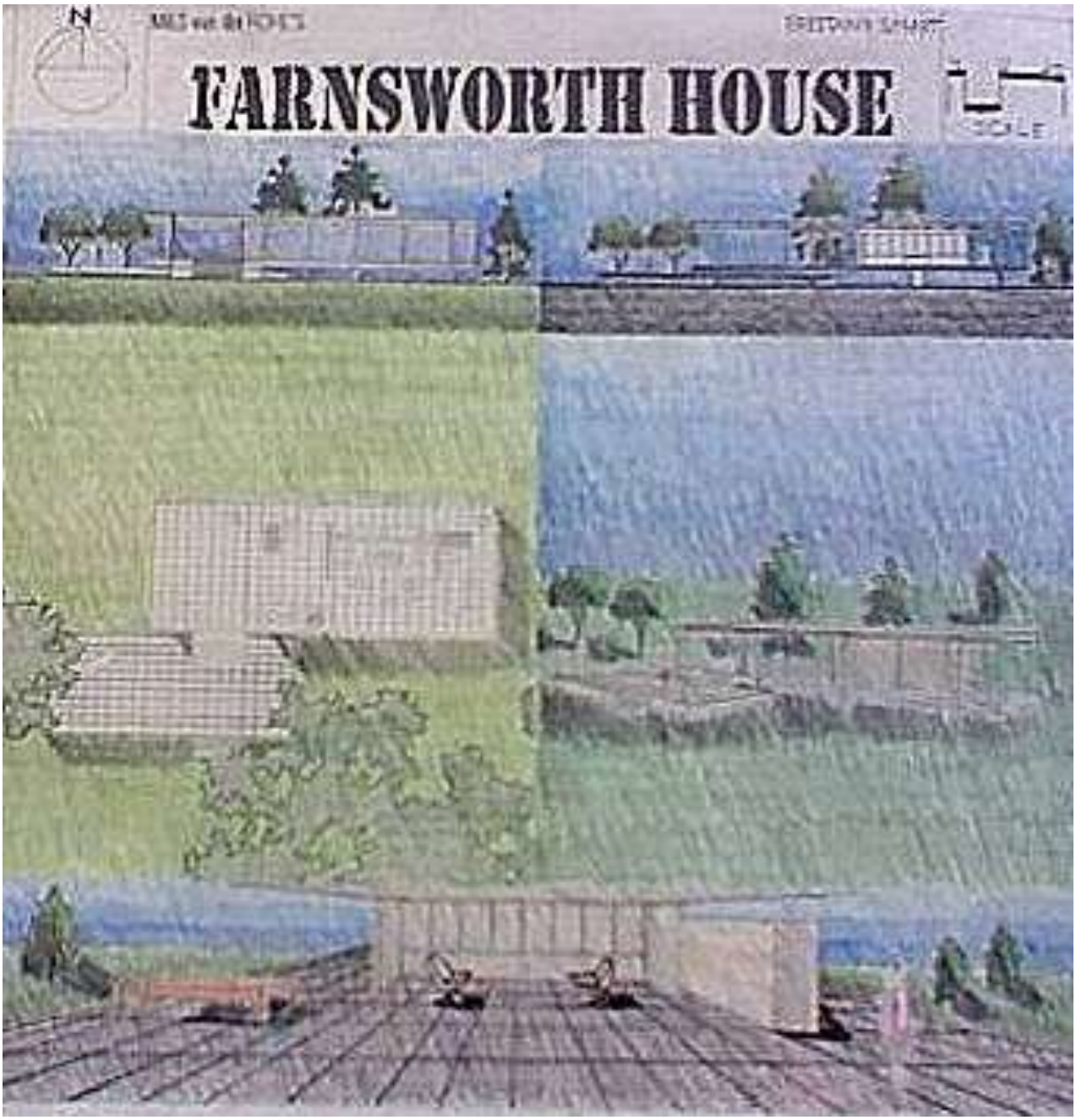
Pictures

TOP: Plan view

BOTTOM Left: Isometric view

Bottom Right: Interior view

Final Presentation Rendering



Pictures

Top left: Elevation

Top right: Section

Middle left: Plan

Middle Right: Two point perspective drawing

Bottom: One Point Perspective