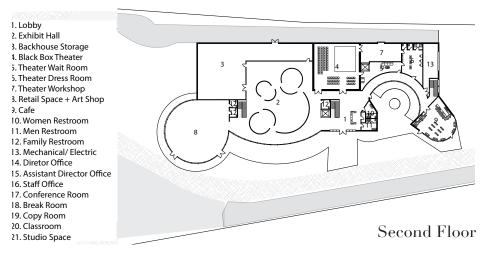
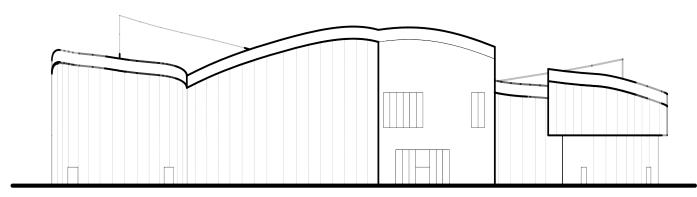
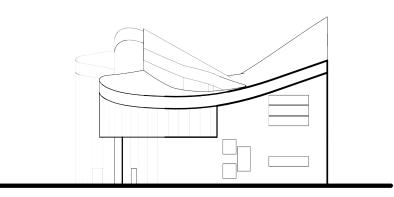


Ground Floor

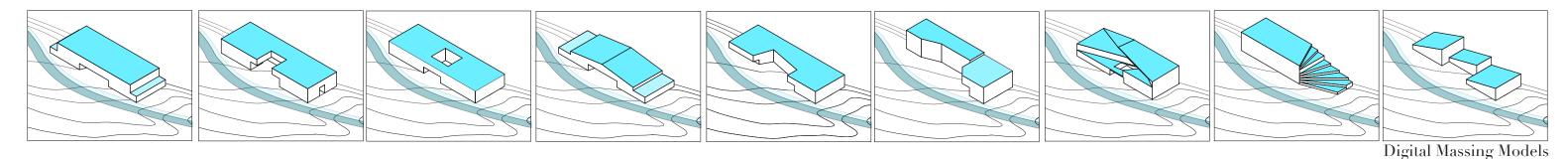




Elevation 1



Master Plan



MASSING MODELS ON SITE





Massing Location on Master Plan

Massing Location on Physical Models



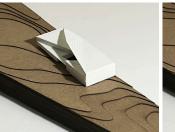












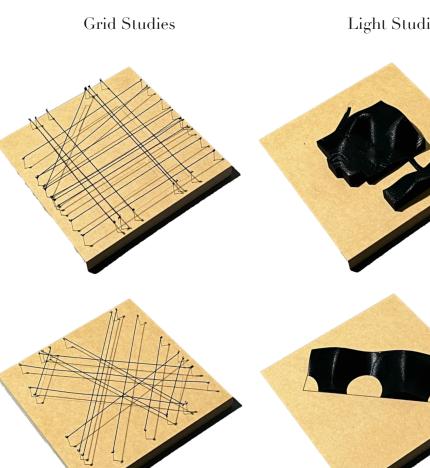




Physical Massing Models

P O L Precedent Study Precedent: Wadden Sea Centre Vadehavscentret Dorte Mandrup V A STUDY MODELS L

Initial Massing Study







Exterior Render: entrance



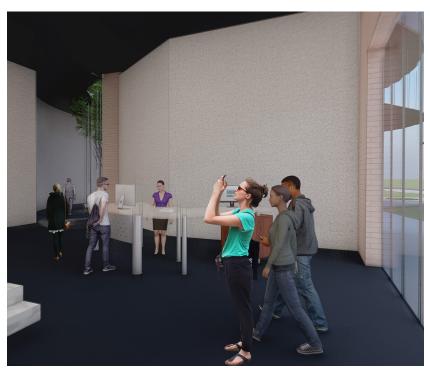
Exterior Render: leading up to courtyard



Section Perspective 1



Section Perspective 2

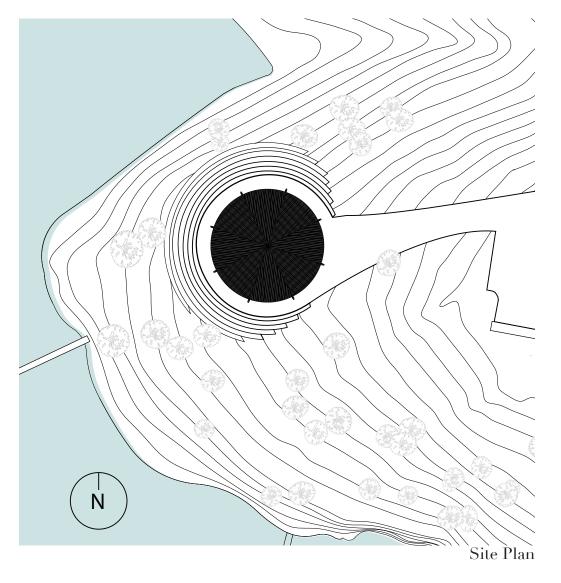


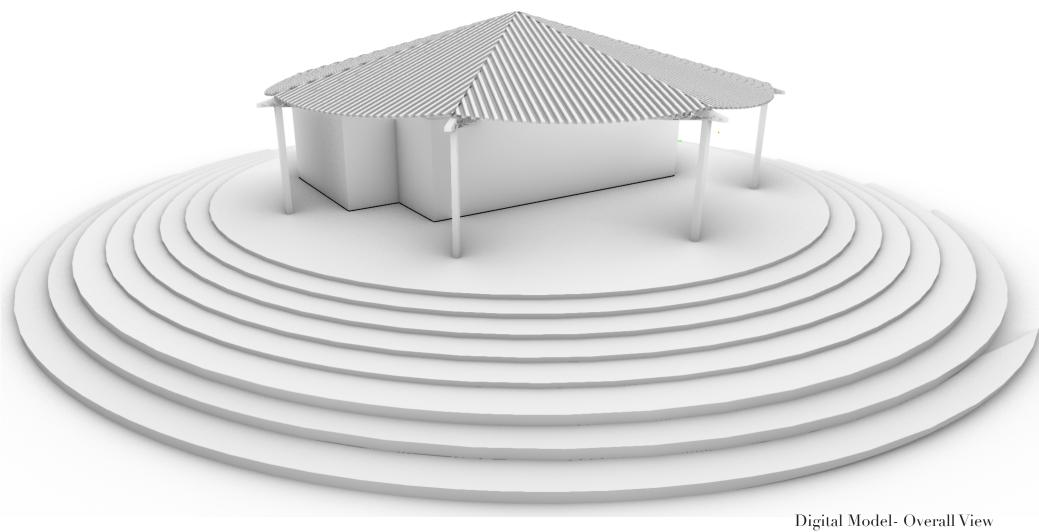
Interior Render: entrance

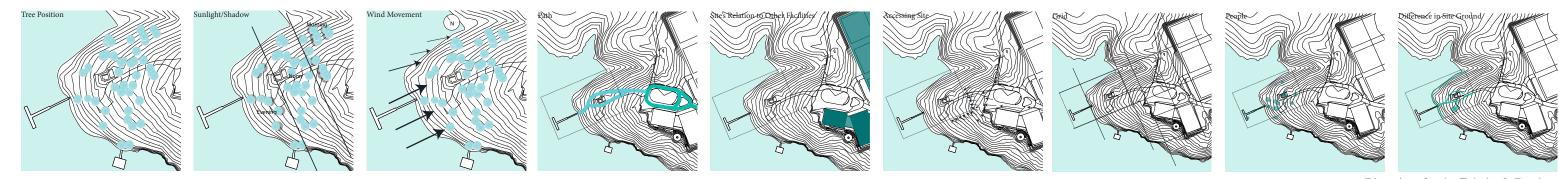


Interior Render: gallery

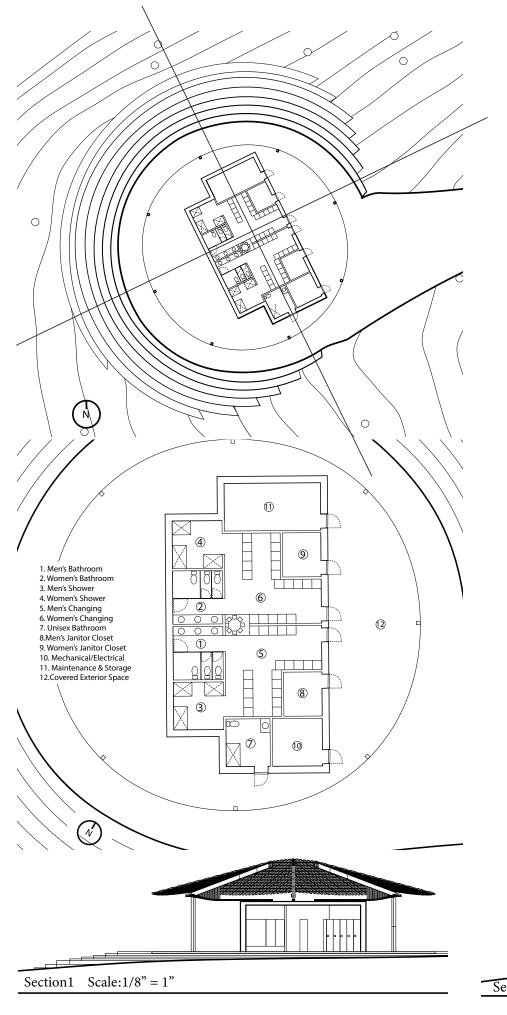








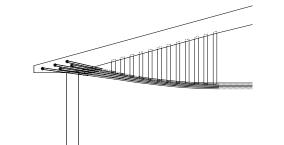
Site Analysis Digital Series

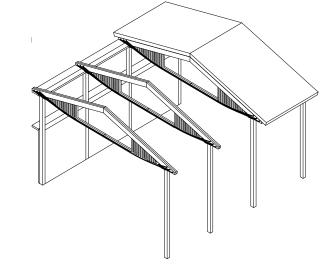




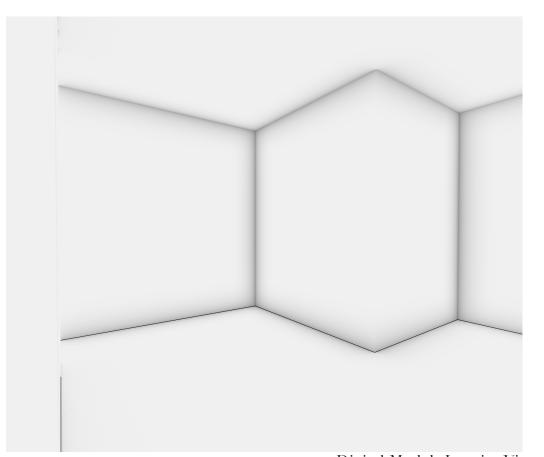
Vrin Mutipurpose Hall Gion A. Caminada



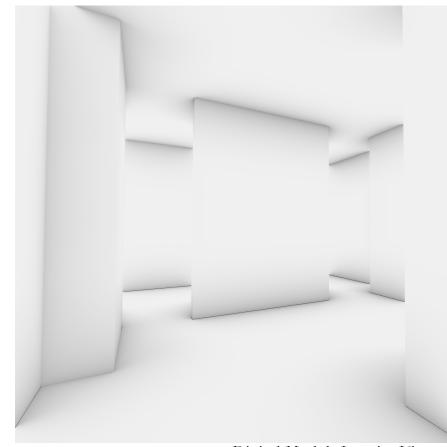




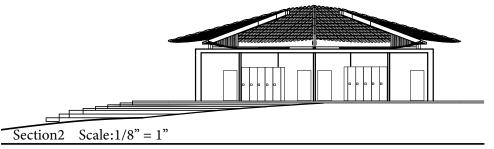
Precedent Analysis Detail

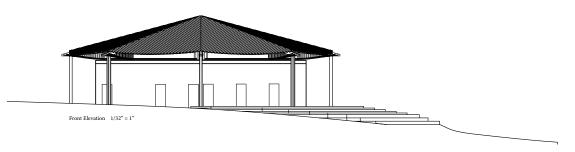






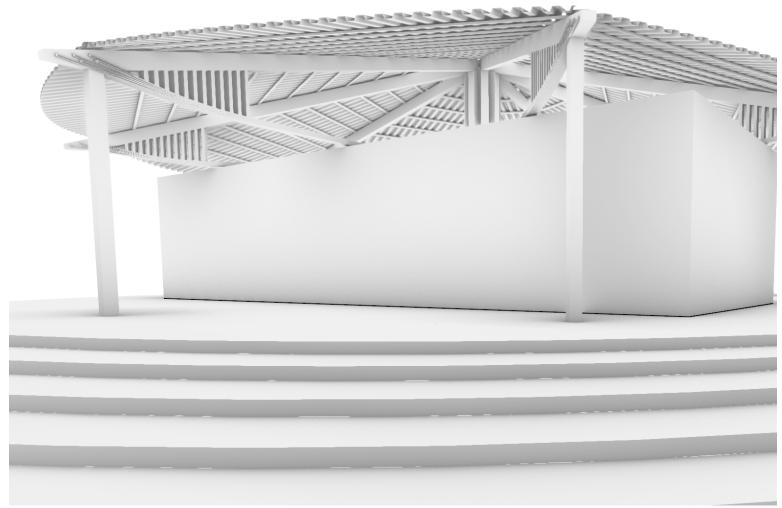
Digital Model- Interior View 2



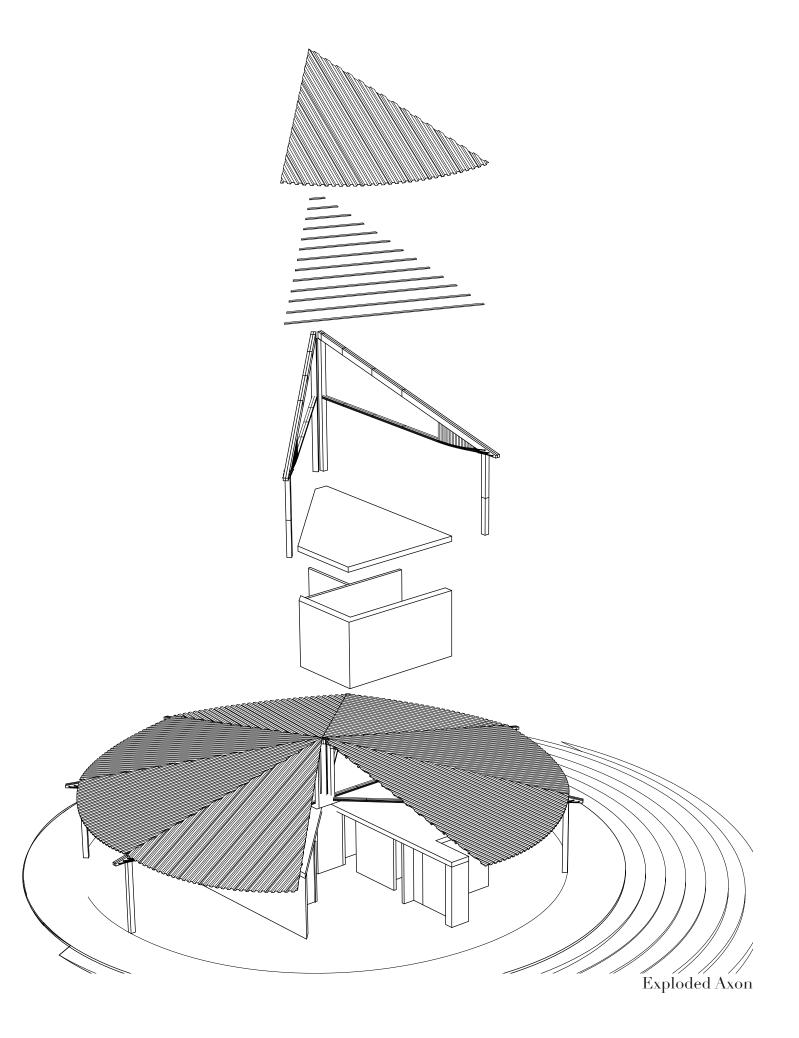




Digital Model- Exterior View 1



Digital Model- Exterior View 2





Model Photo- Overall View



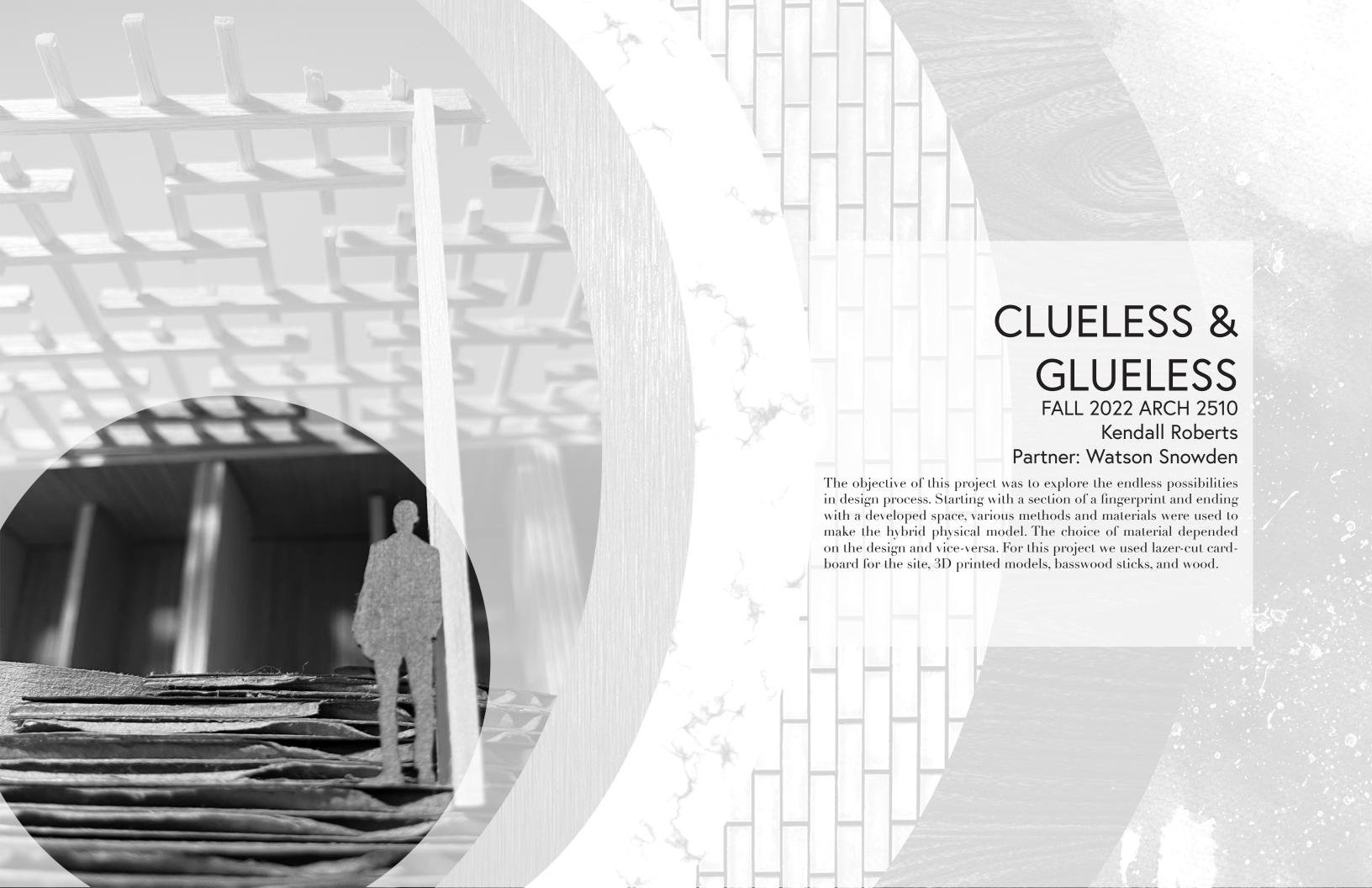




Model Photo-View 1

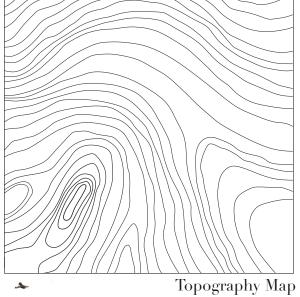
Model Photo-View 2

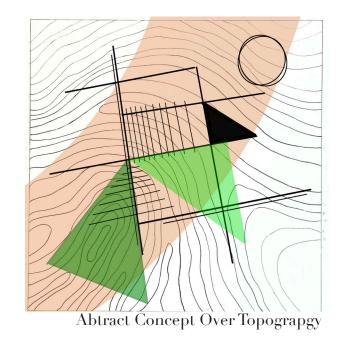
Model Photo-View 3

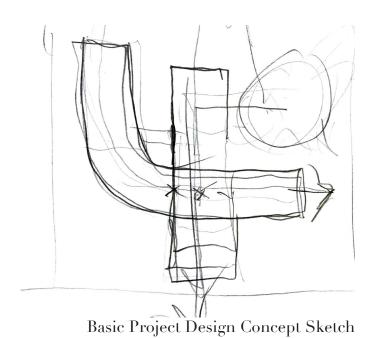


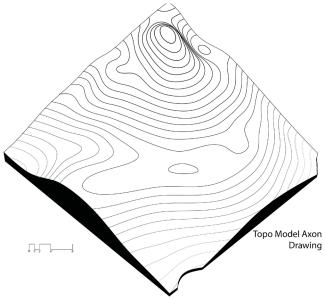
The Clueless and Glueless project was structured to introduce the various methods of model making and the design process. As we made and adjust our design decisions, the project developed into a group of interior and exterior spaces.



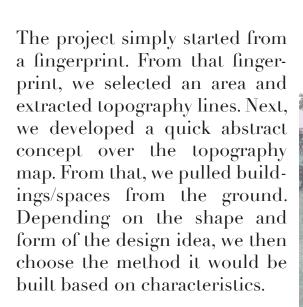








Site Axon

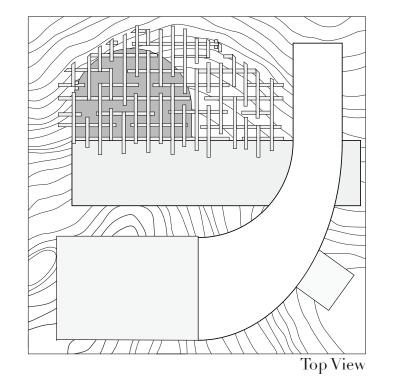


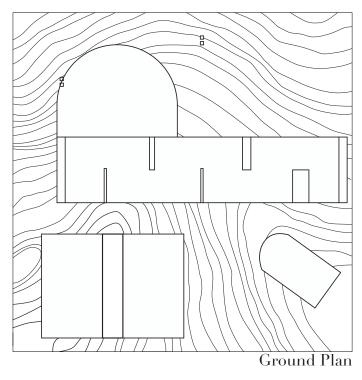


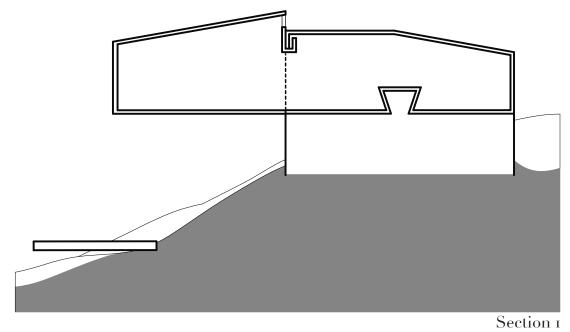
Render 1



Design Progress- Axon View





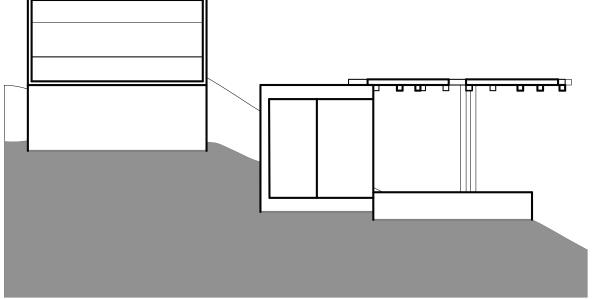




Render 2



Render 3



Section 2

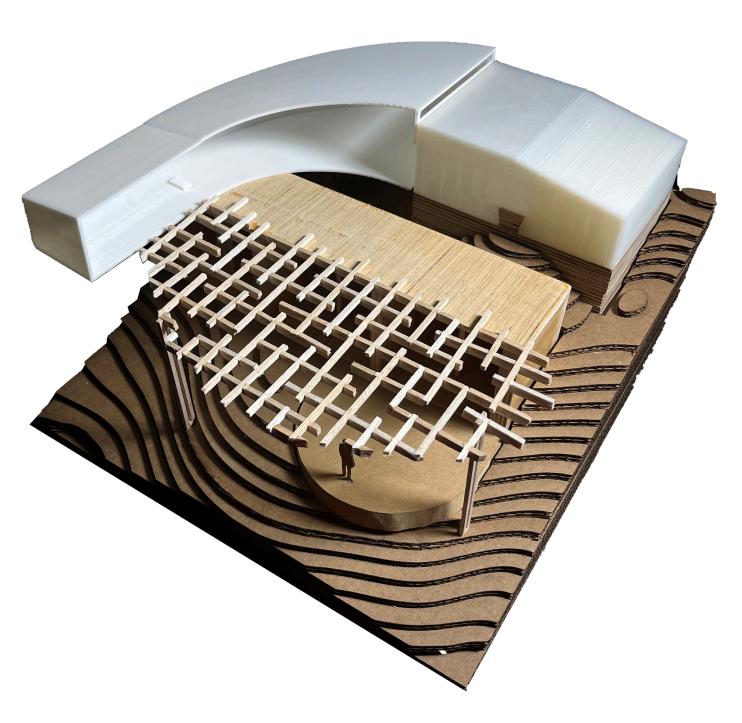


Model Photo- 3D Print



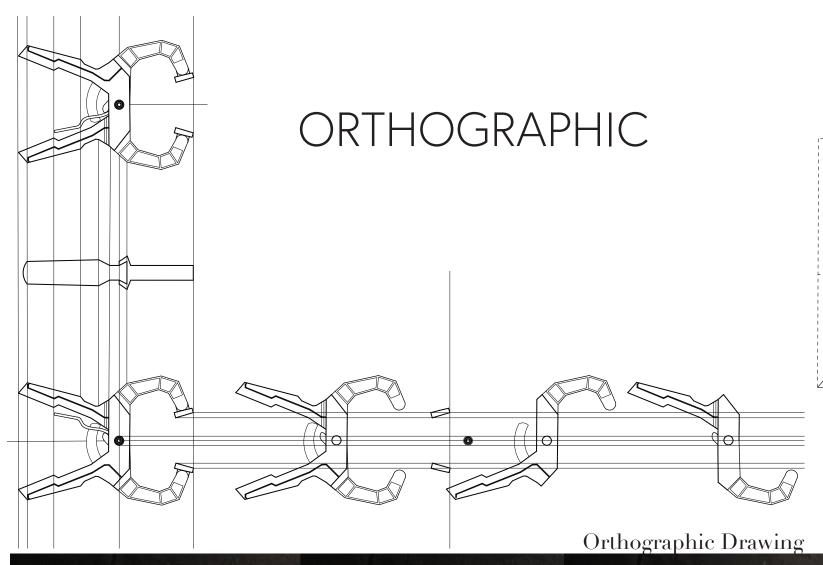


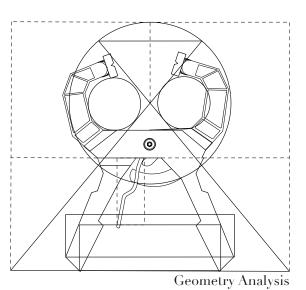
Model Photo-Wood

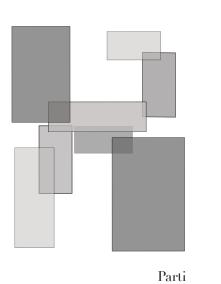


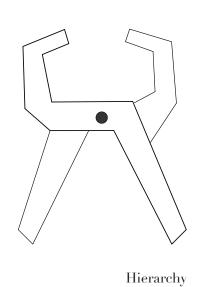
Model Photo- Overall View

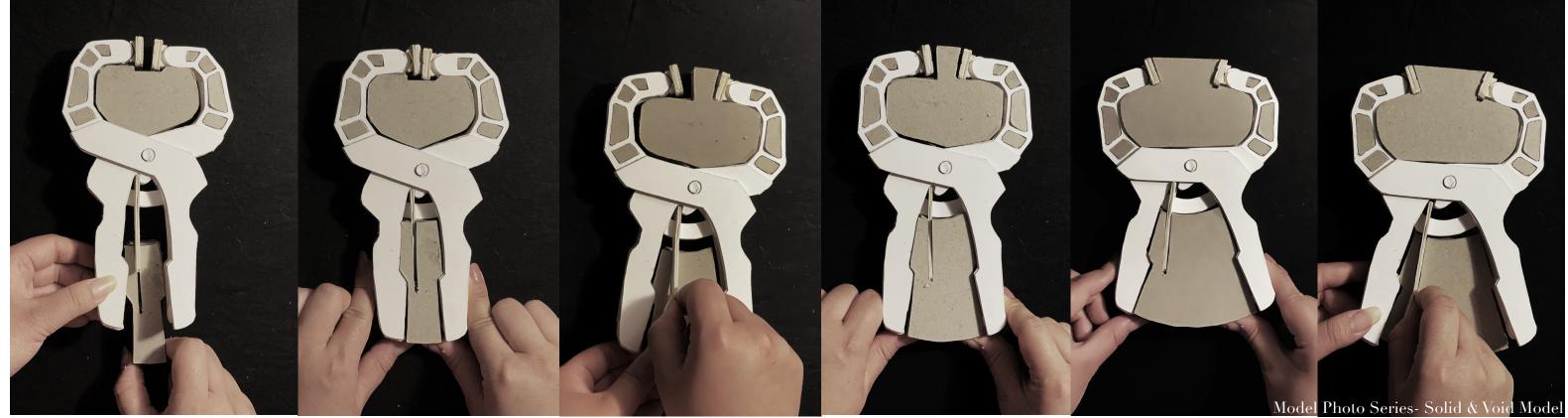








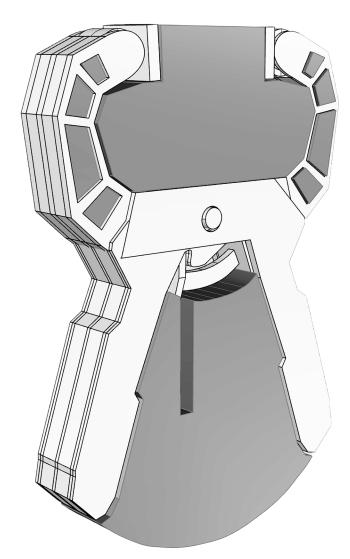




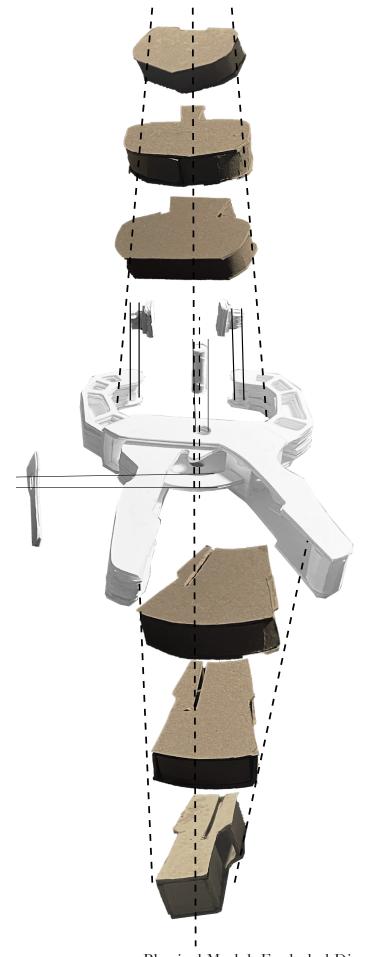
SOLID & VOID



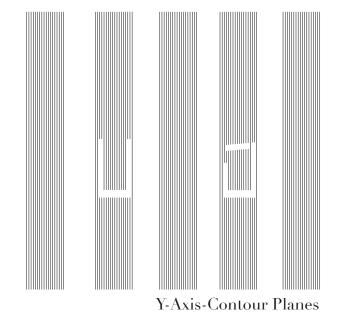
Model Photo- Physical Model & Object

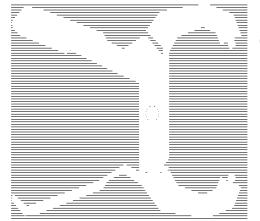


Digital Model- Solid & Void Model

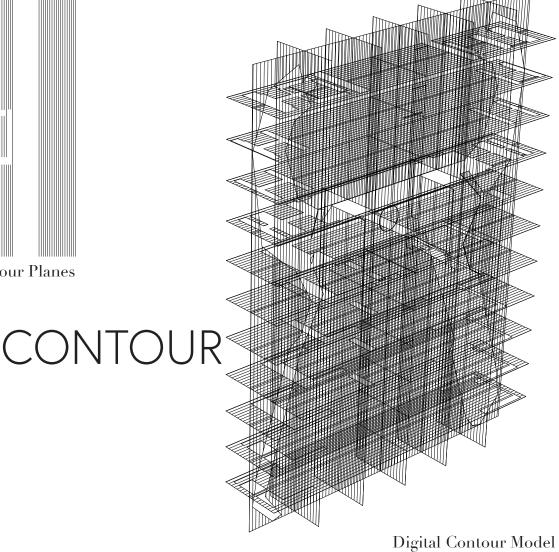


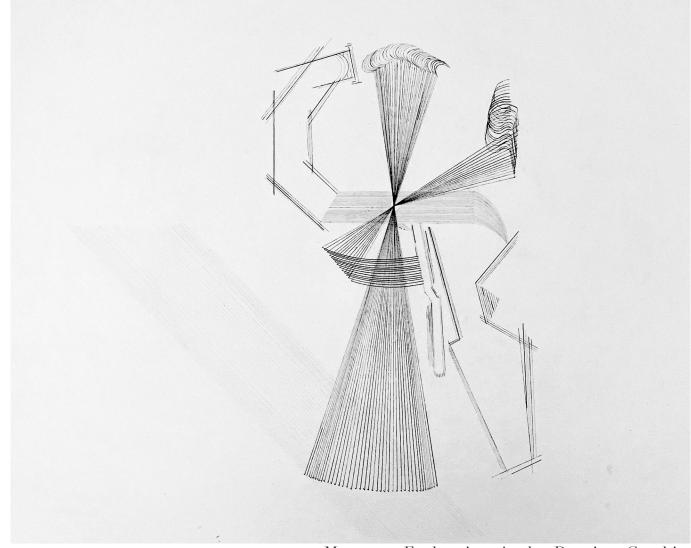
Physical Model Exploded Diagram





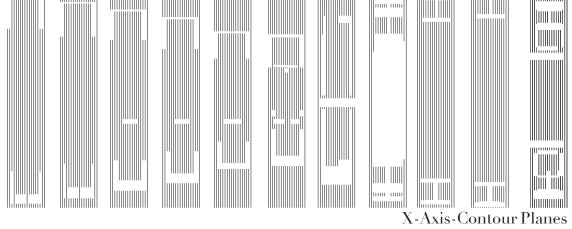
Z-Axis-Contour Planes

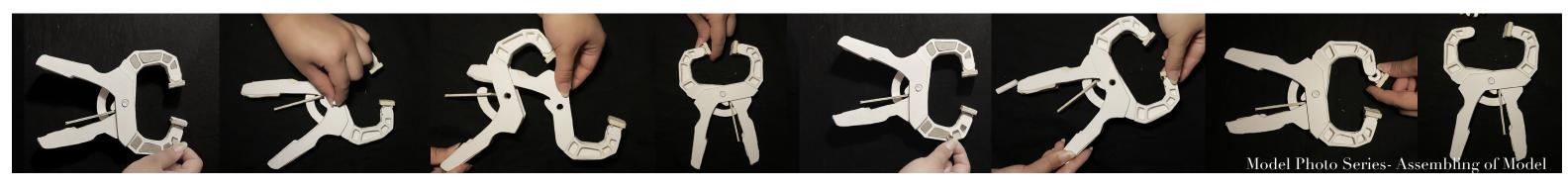




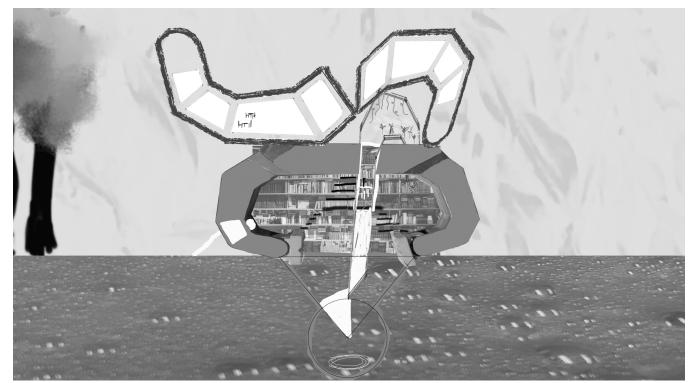
Movement Exploration- Analog Drawing- Graphite



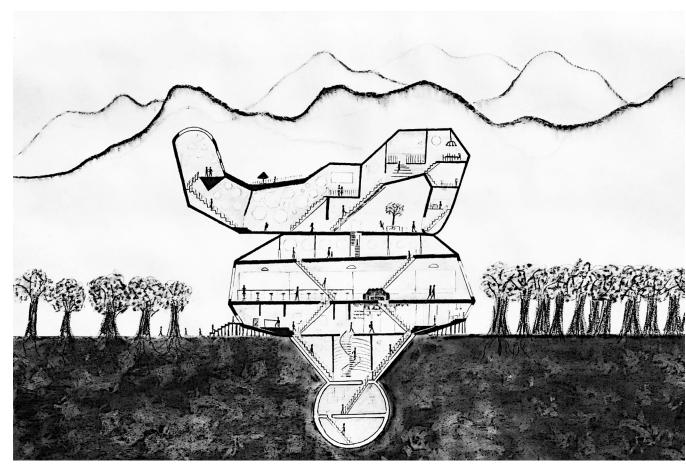




IMAGINING SPACE

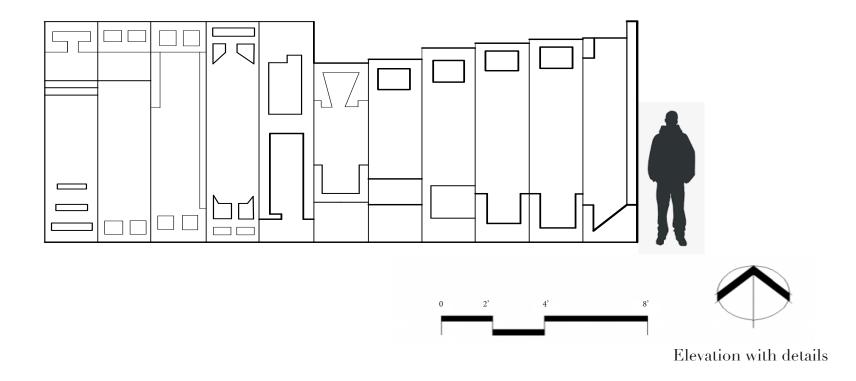


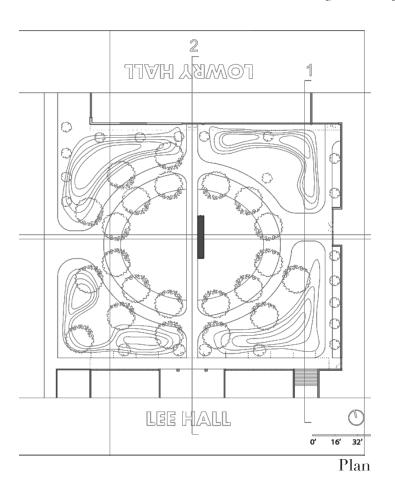
Section-Collage



Section-Analog Drawing-Charcoal/Graphite

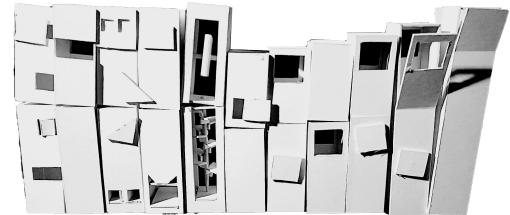
DESIGN



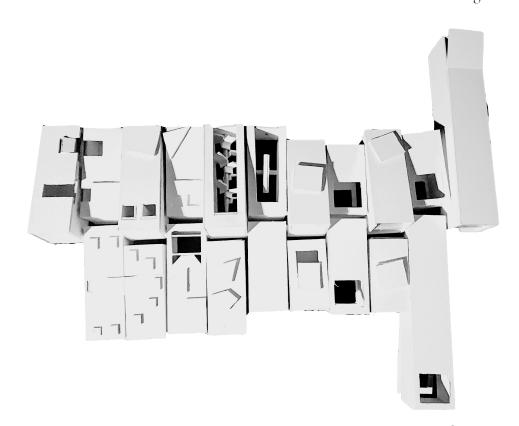


WALL IN MOTION

During elementary school, the time I always look forward to is recess. As I get older, there is no longer anyone to set aside time for me to relax. That becomes my own responsibility. The goal of my design is to create a space for adults to relax a little and step back from the world. As a young adult, I imagine taking breaks sitting in an open area surrounded by nature, but still be able to see a slight human flow. This allows me to refresh myself with nature and still remember that I am still a part of the world. Meanwhile, this project is also a place to sit or stand around to socialize and/or study. Most modules of the wall are made so they hinge and fall to the floor so that people can sit and relax. The wall is split in the middle so that multiple groups of people can use the space at the same time.



Model Photo- Inital Stage



Model Photo- Final Stage



Render 2- Wall in inital stage



Render 1- Wall in final stage