

# INSTAGRAM

NEXT\_TOP\_ARCHITECTS

SUPERARCHITECTS

VIVAVELO

\_THECOOLHUNTER\_

CJ\_HENDRY

THE\_ARCHITEXT

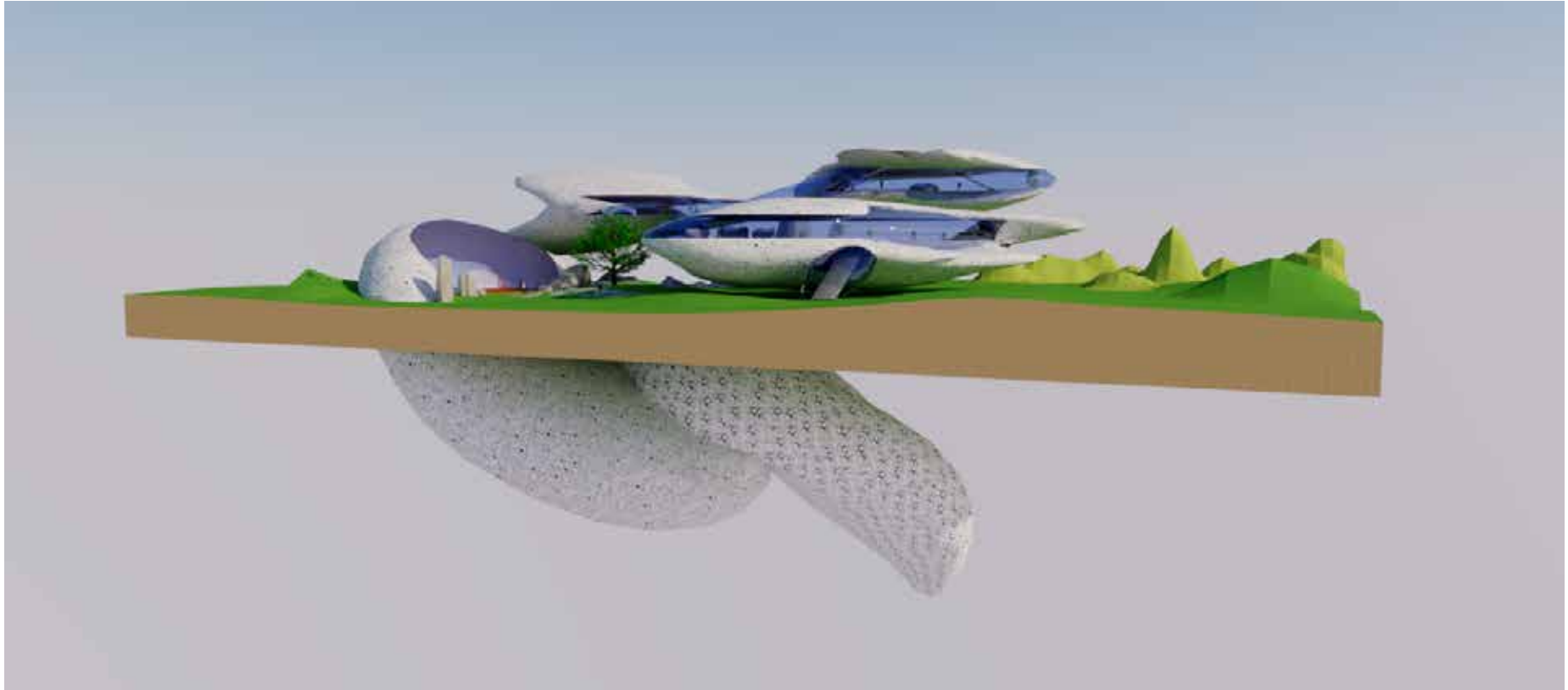
RASKALOV

YUKOMOUTON

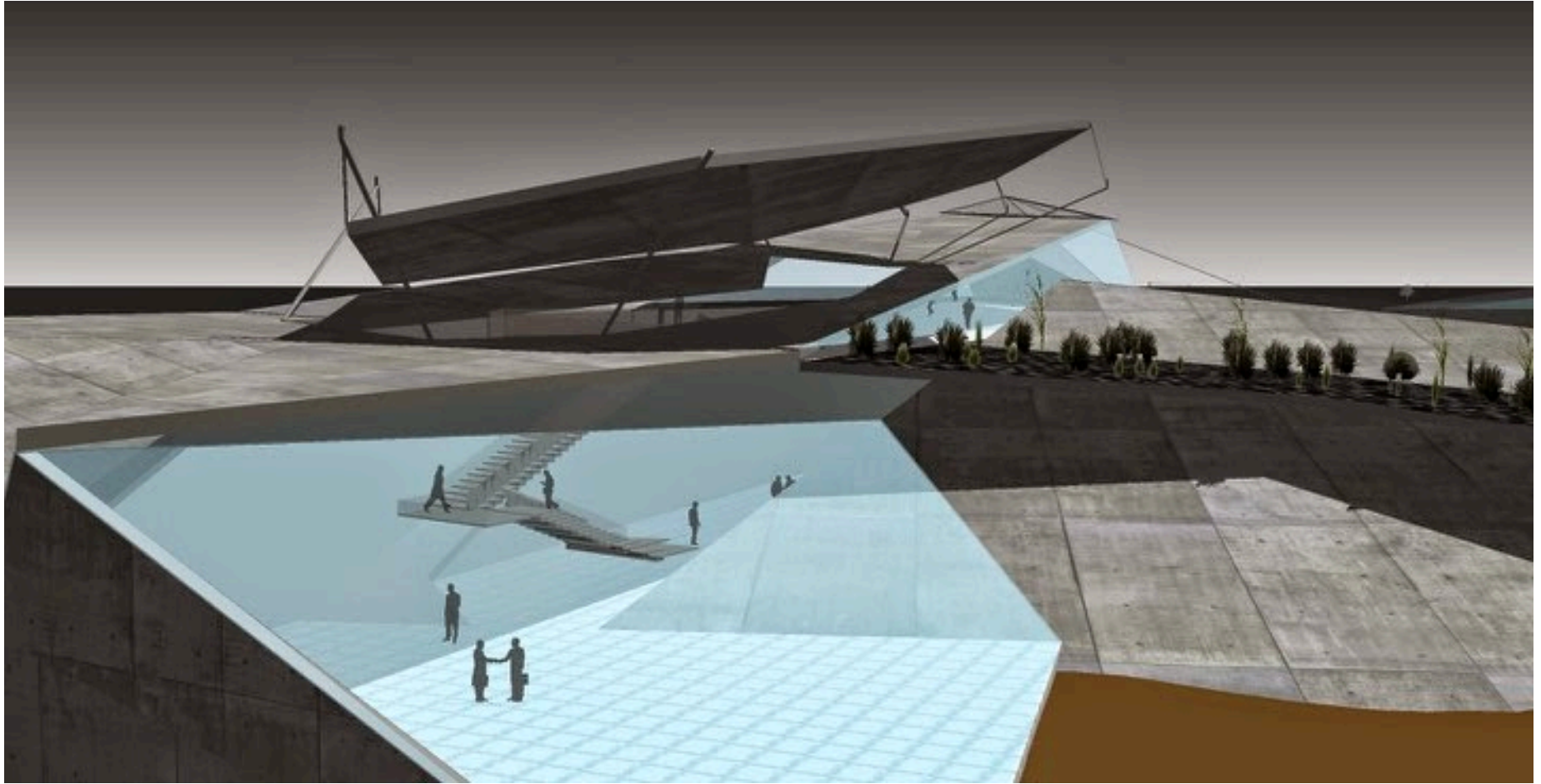
\_INGO\_1

EXP1

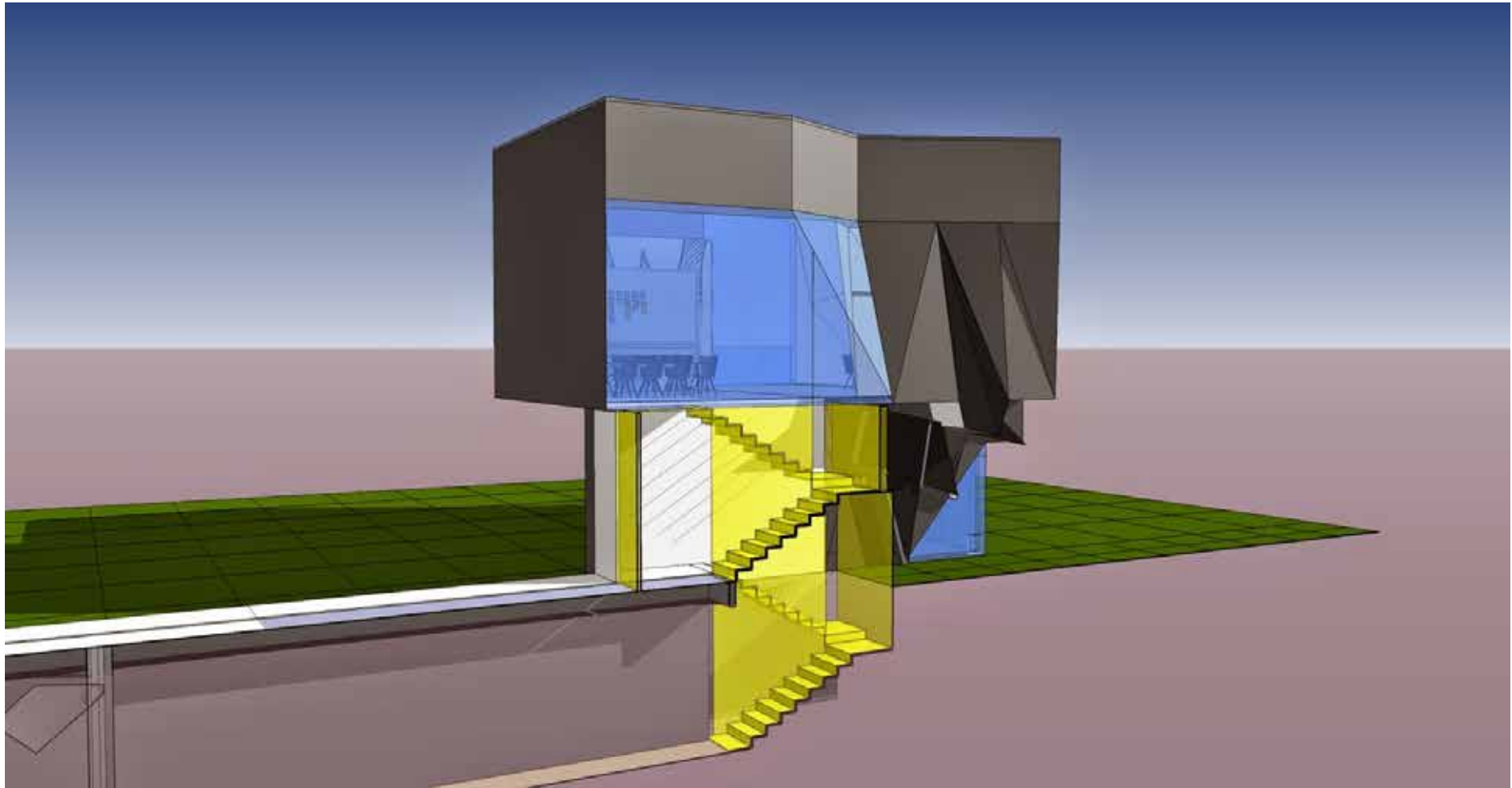
**STUDENT WORK**



**AARON BUCKLEY** (JAMES)



**BILLY MAYNARD** (LISA)



**CHRISTINE PHAN (LISA)**



**HARRIS PANERAS** (NICOLE)



Section //

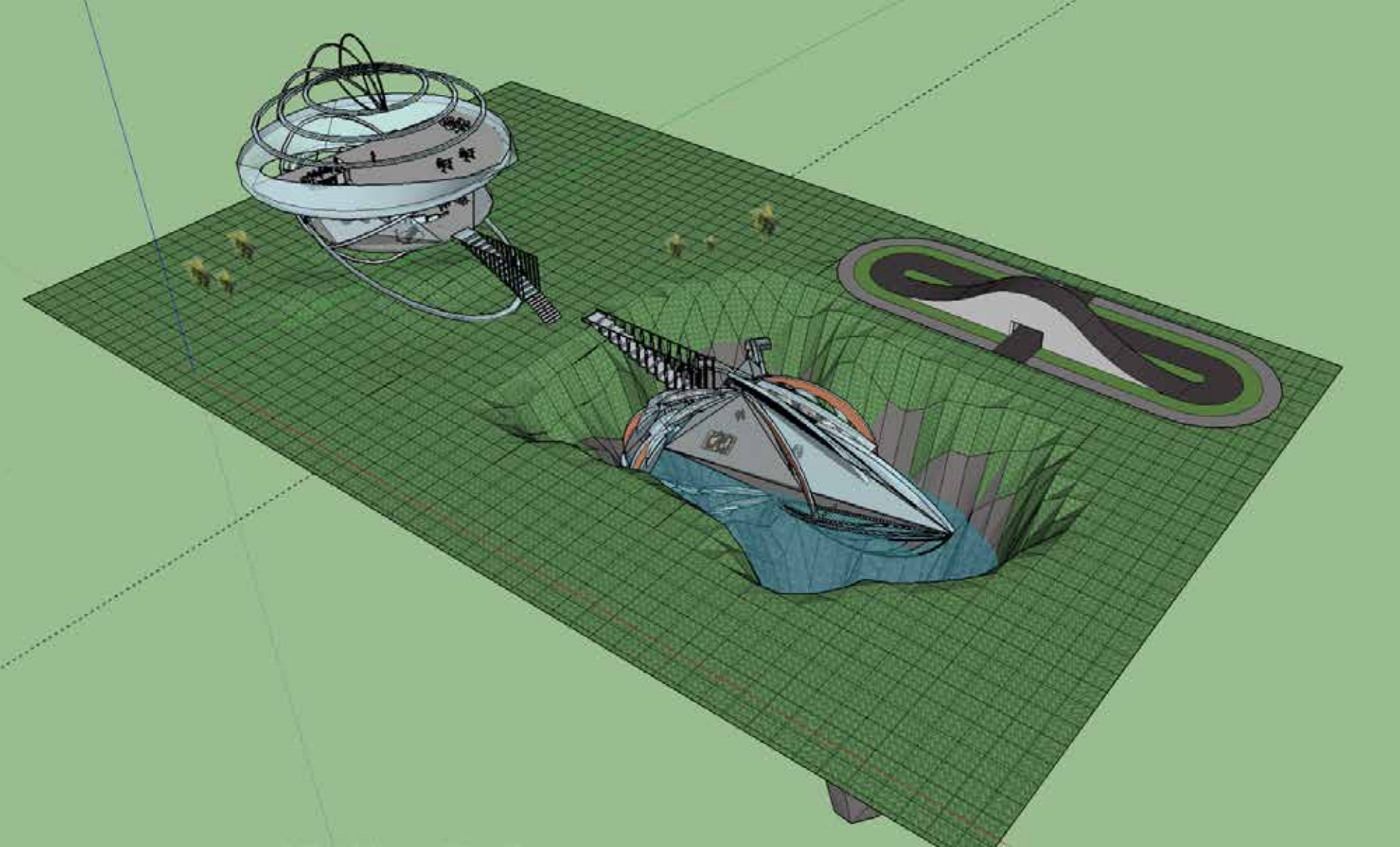
Top: Hazaan Motorworks Studio  
Inbetween: Exhibition Space  
Below: Christian Benner Custom

**JESSICA WONG (JACKY YUEN)**



**NARISSA BUNGBRAKEARTI**  
(NICOLE)





**SHENGYAN HUANG** (ROSAMOND)



**YISHUN TANG (JACKY)**

**ELECTROLIQUID  
AGGREGATION +  
LAZINESS +  
RECYCLING +  
SCULPTURAL  
MATHEMATICS**

**RUSSELL LOWE**

1. Draw a series of 3 parallel projections exploring the interconnection between pairs of your drawings from week one (make sure that each one of the pair is from a different client). Use carefully hatched lines to highlight one set of surfaces that exist in parallel planes.
2. Draw the same set of 3 parallel projections from the opposite angle.
3. In the second set of 3 parallel projections, from step 2, imagine one of the two blocks is a structure that you use to form a 3d curving surface around (as if you were going to "subdivide and smooth" it using the Artisan Tools in SketchUp). Draw curving lines over the geometry to indicate its new form. On the geometry that remains rectilinear use carefully hatched lines to highlight one set of surfaces that exist in parallel planes.

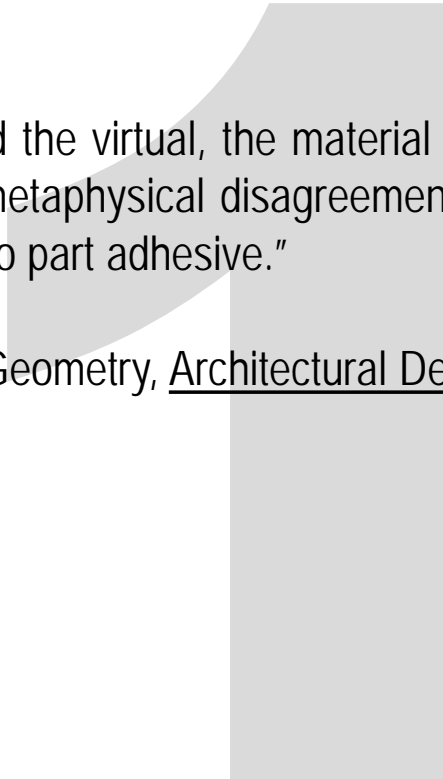
Note: throughout the class students will be exporting objects from SketchUp to Lumion.

# TODAYS STUDIO

1. Draw a series of 3 parallel projections exploring the interconnection between pairs of your drawings from week one (make sure that each one of the pair is from a different client). Use carefully hatched lines to highlight one set of surfaces that exist in parallel planes.
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# TODAYS STUDIO



"Why still speak of the real and the virtual, the material and immaterial? Here these categories are not in opposition, or in some metaphysical disagreement, but more in an electroliquid aggregation, enforcing each other, as in a two part adhesive."

Lars Spuybroek, [1998] Motor Geometry, Architectural Design, Vol 68 No 5/6, p5

**LARS SPUYBROEK**

**CAUTION**  
KEEP OUT OF REACH OF CHILDREN  
READ SAFETY DIRECTIONS BEFORE OPENING

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READ INSTRUCTIONS  
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DO NOT INGEST OR BREATHE  
CONTAINS SOLID PARTICLES

Neutelings and Riedijk *ON laziness recycling sculptural mathematics & ingenuity*.  
El croquis 94. (Main Library Level 9 720.5/121)

"Laziness, one of the seven cardinal sins, is one of (a designers) most useful characteristics. The combination of diligence and ambition is highly dangerous; the combination of laziness and ambition ensures a pleasing balance, which often leads to happy results because compensating for laziness requires the application of ingenuity."

Make the Commission Go Away.

Recycle Buildings.

Recycling Typologies and Concepts.

Sculptural Mathematics: "The most exhausting sort of design process is one in which each version requires a conscious decision. We therefore make it our practice to start off with a simple basic mathematical concept within which the program is to be organized."

Compulsory Laziness enforces Ingenuity (66% vs 33% tare space).

Conclusion: "... no matter how successful it might be as a method, (laziness) still has a great disadvantage: it requires a lot of effort."

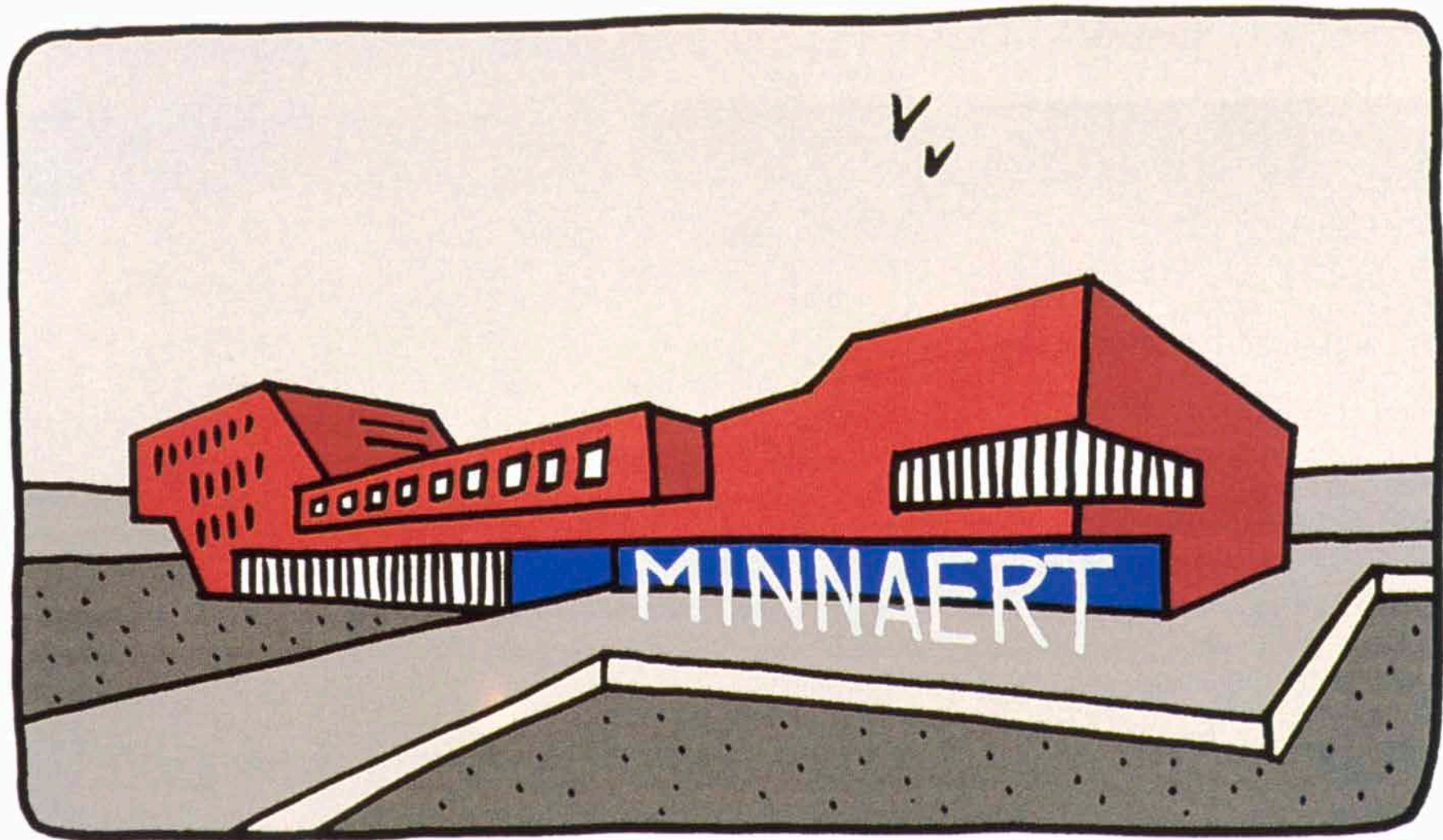
**NEUTELINGS + RIEDIJK**

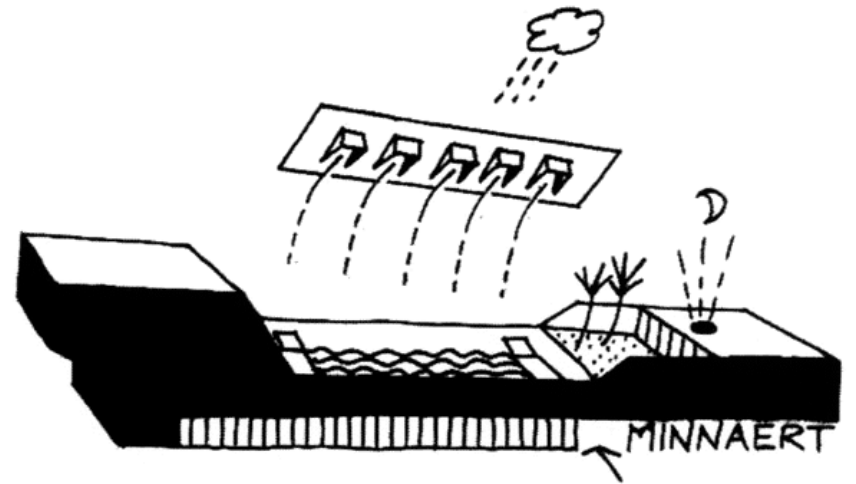


# MINNAERT BUILDING. UTRECHT.

Neutelings and Riedijk. El croquis 94.

NEUTELINGS + RIEDIJK

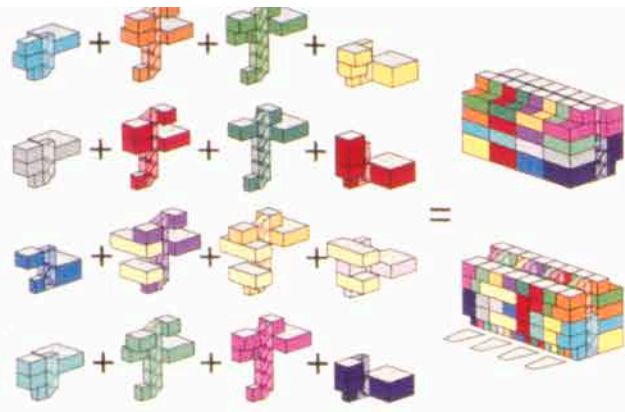




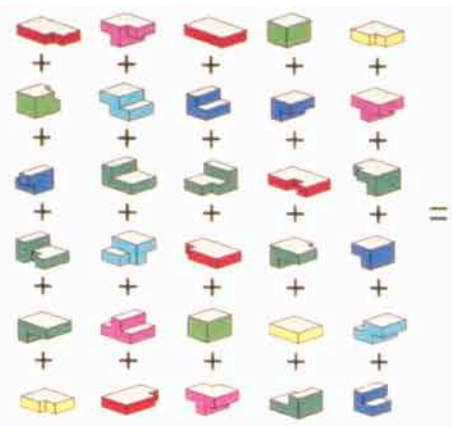




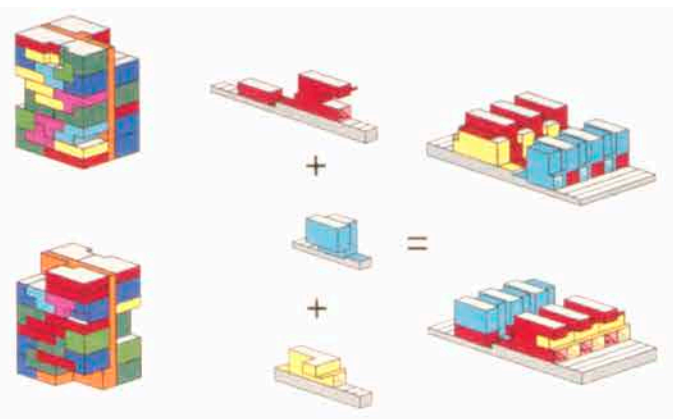




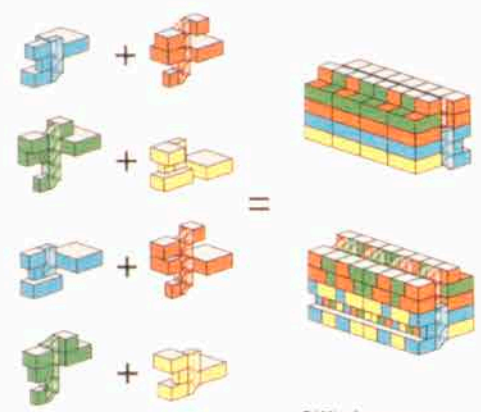
GWL AMSTERDAM



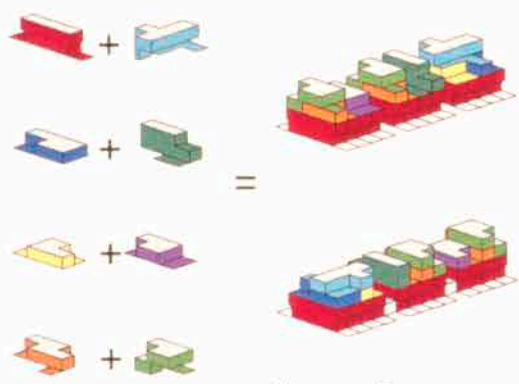
DEN HAAG



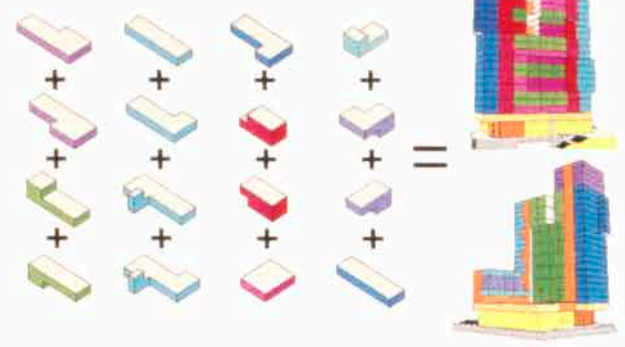
BORNEO SPRENBURG



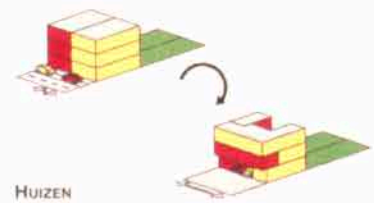
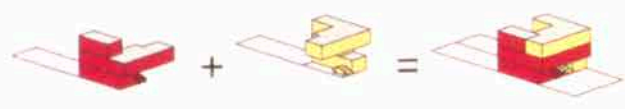
GWL AMSTERDAM



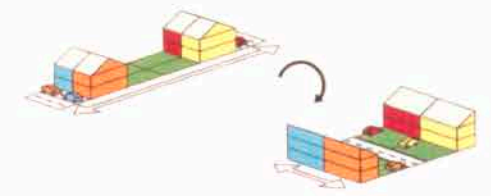
HOLLAINHOF GENT



WIJNHAVEN ROTTERDAM



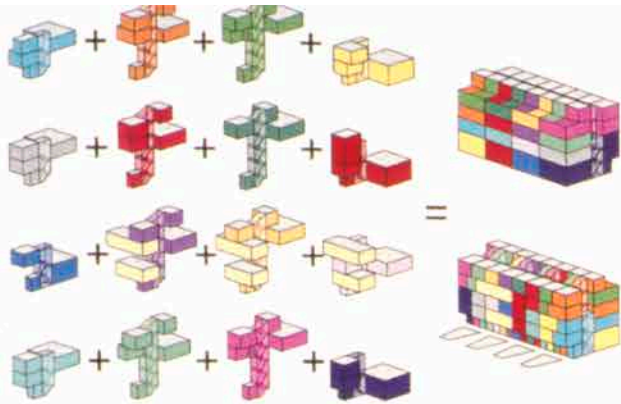
HUIZEN



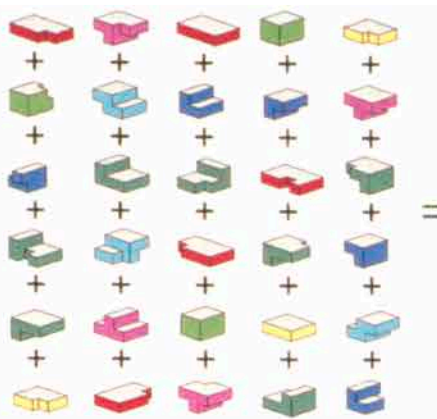
IJSSELSTEIN

Diferentes estudios volumétricos/tipológicos para viviendas  
 Different volumetric/typological studies for dwellings

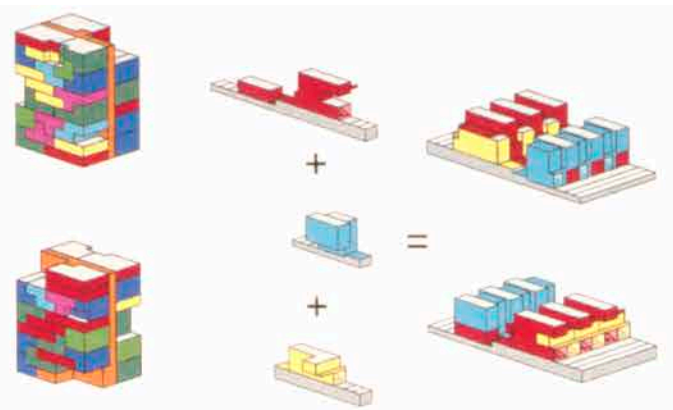
# SCULPTURAL MATHEMATICS



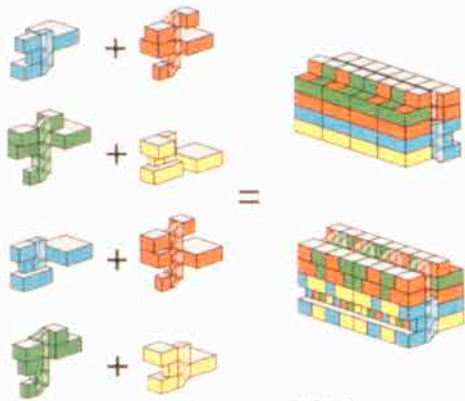
GWL AMSTERDAM



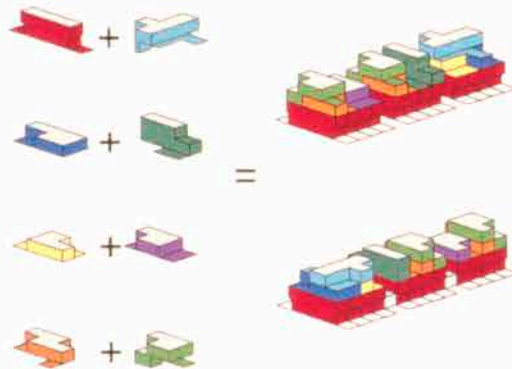
DEN HAAG



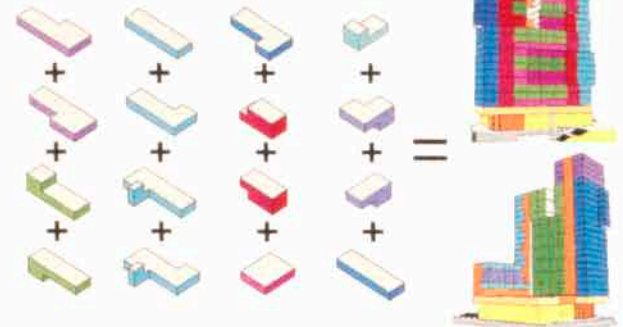
BORNEO SPRENBURG



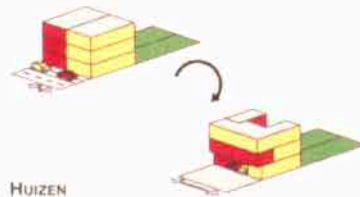
GWL AMSTERDAM



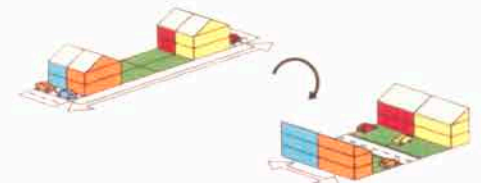
HOLLAINHOF GENT



WIJNHAVEN ROTTERDAM



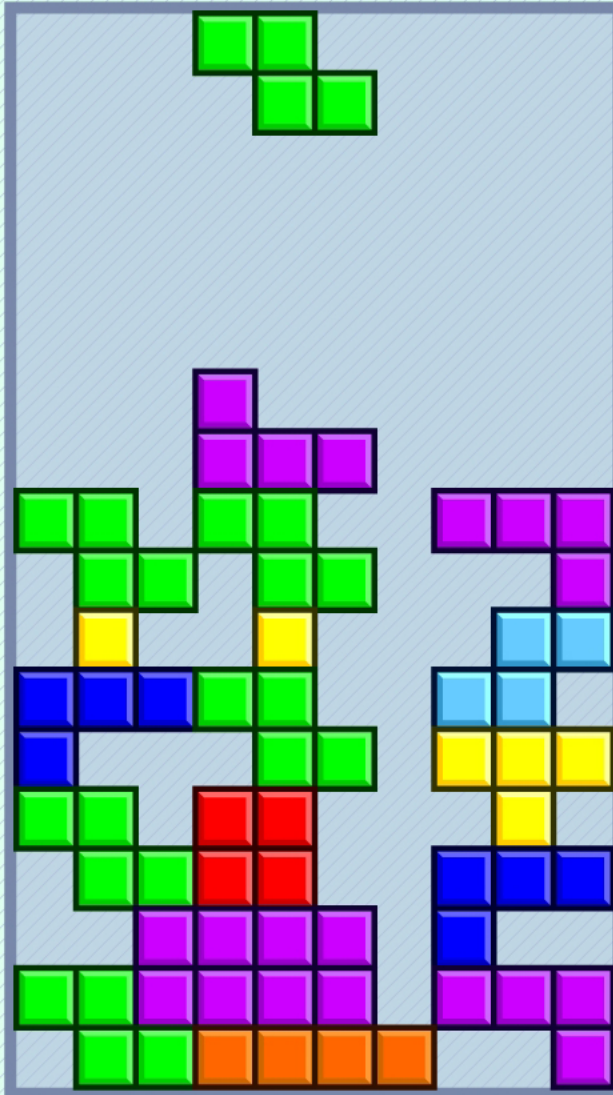
HUIZEN



IJSSELSTEIN

Diferentes estudios volumétricos/tipológicos para viviendas  
 Different volumetric/typological studies for dwellings





level 8

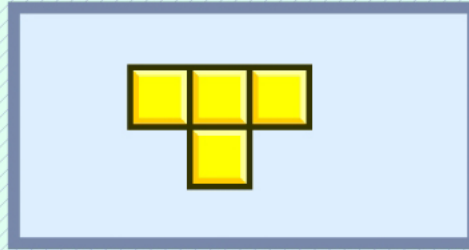
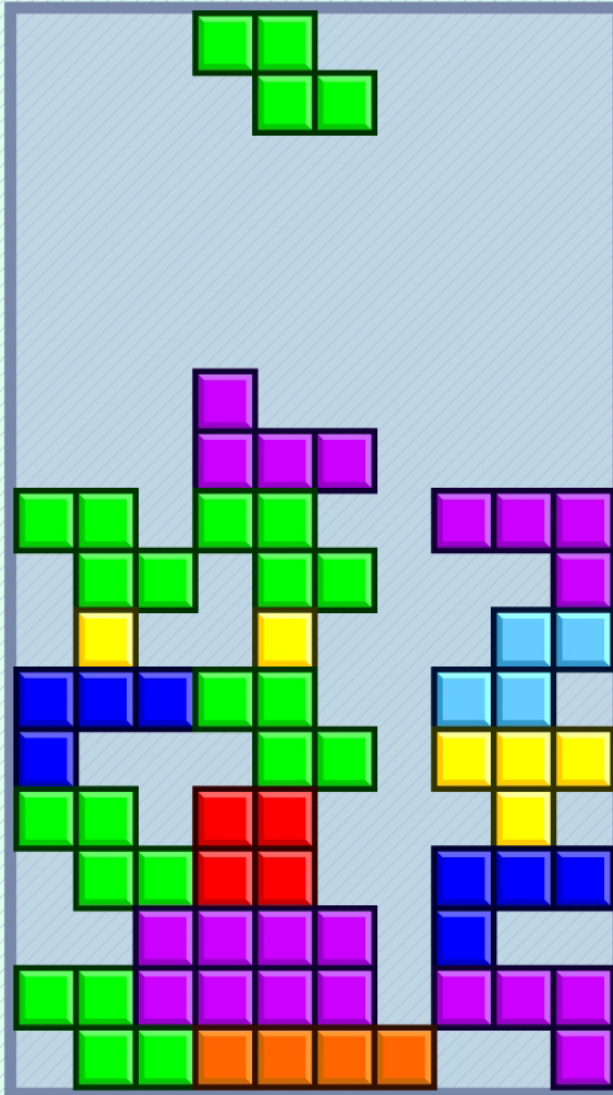
lines 1

score 560

■ quit

■ pause

# tetris



level 8

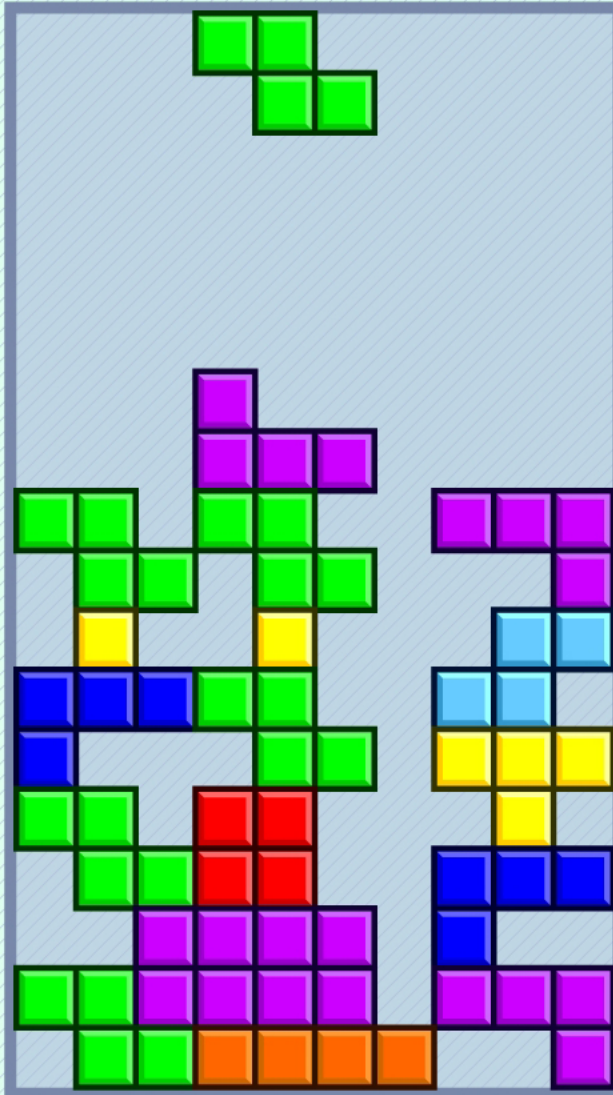
lines 1

score 560

■ quit

■ pause

tetris



level 8

lines 1

score 560

■ quit

■ pause

tetris

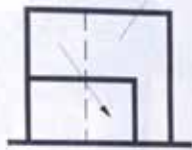
# Discussions



161094  
2 Storeys 14 deep



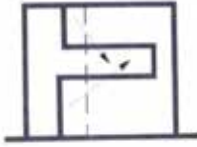
231194  
4 Storeys 7 metres deep  
No wide views to park



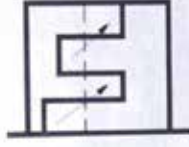
141294  
House in a house  
No roof access house 1  
Small gardens access house 2



231295  
Alternating floors 1  
No roof access house 1



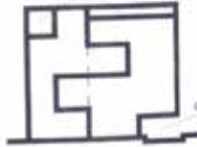
040194  
Alternating floors 2  
Too little garden access for house 1



120195  
Alternating floors 3  
Too little garden access for house 1



200295  
Alternating floors 4  
Includes garden access + roof access



090395  
Outdoor space  
Roof terrace house 1  
Garage + roof terrace house 2

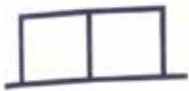


130495  
Final result  
Bedrooms in 1 + 2  
Playable house 2  
pass fire regulations



# MVRDV

Discussions



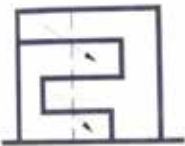
161094  
2 Storeys 14 deep



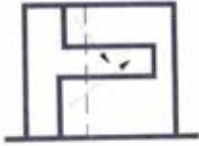
231194  
4 Storeys 7 metres deep  
No wide views to park



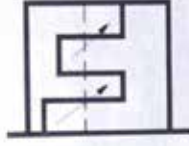
141294  
House in a house  
No roof access house 1  
Small garden access house 2



231295  
Alternating floors 1  
No roof access house 1



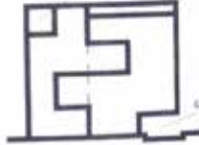
040194  
Alternating floors 2  
Too little garden access for house 1



120195  
Alternating floors 3  
Too little garden access for house 1



200295  
Alternating floors 4  
Includes garden access + roof access



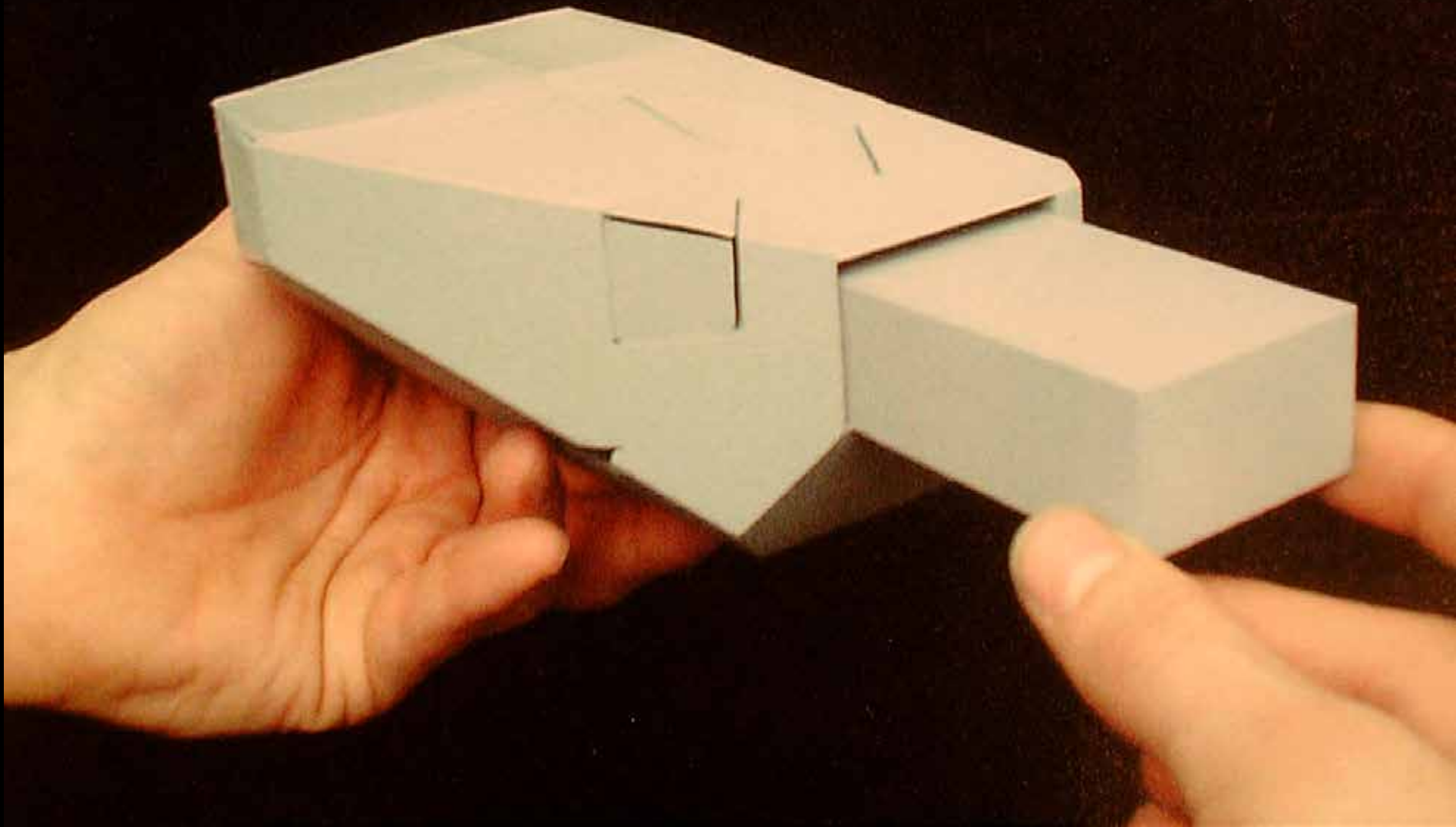
090395  
Outdoor space  
Roof terrace house 1  
Garage + roof terrace house 2



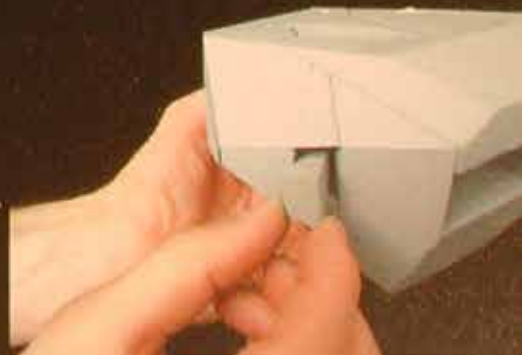
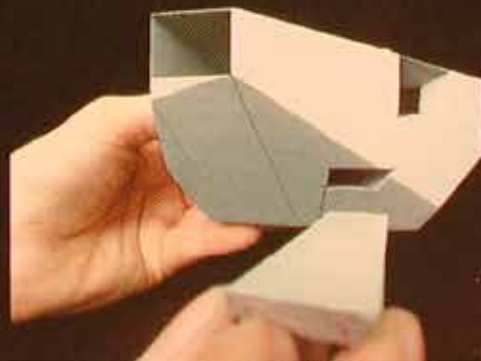
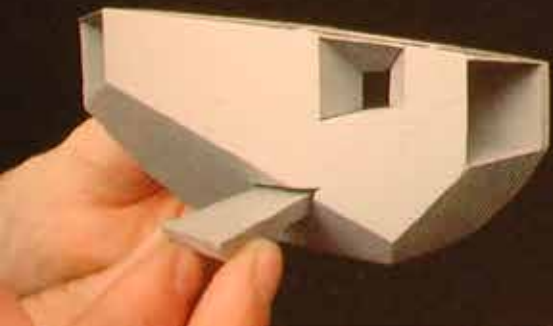
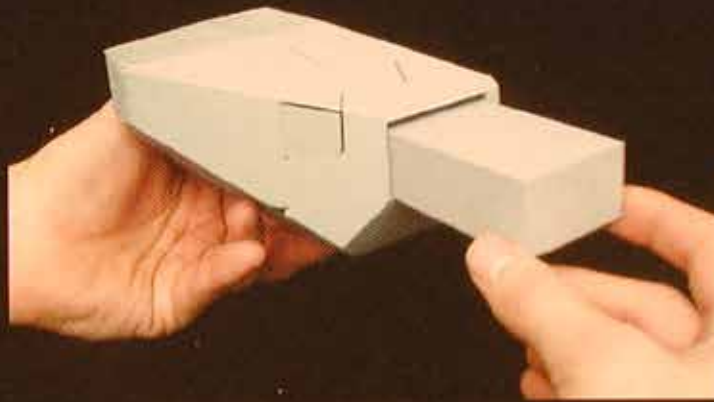
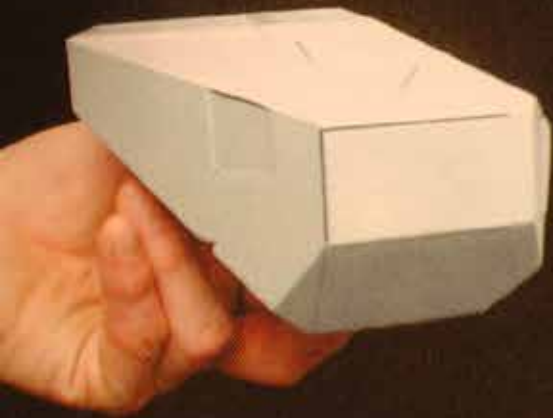
130495  
Final result  
Bedrooms in 1 + 2  
Planckle house 2  
part. fire regulations



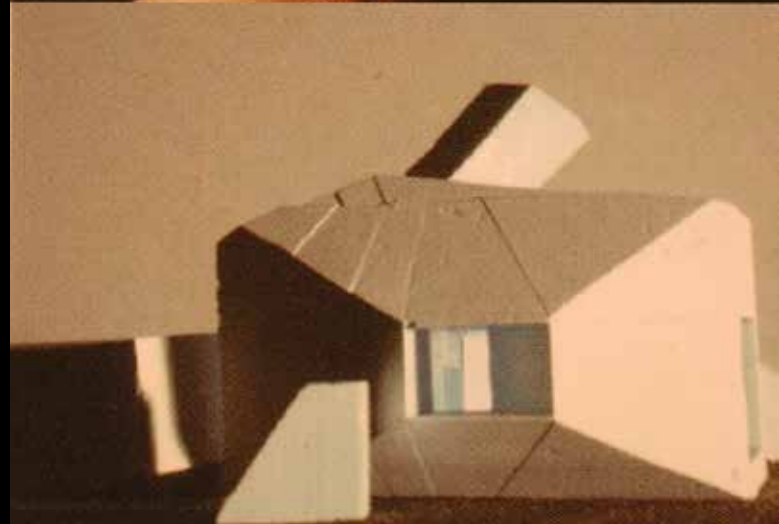
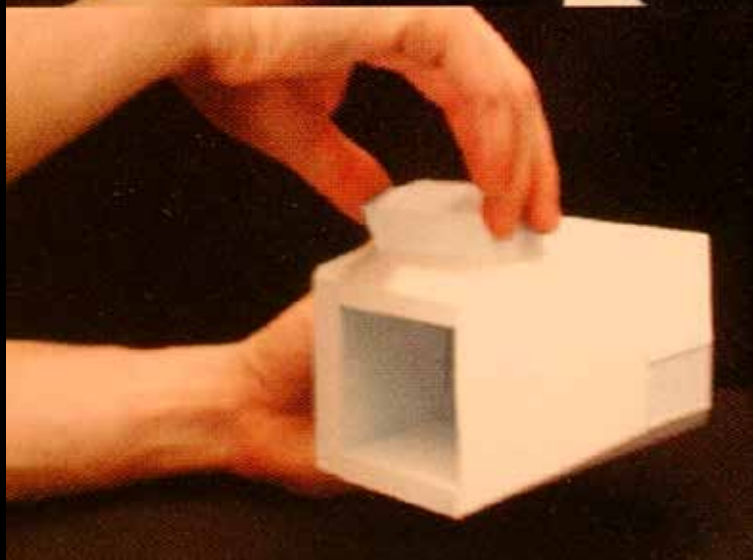
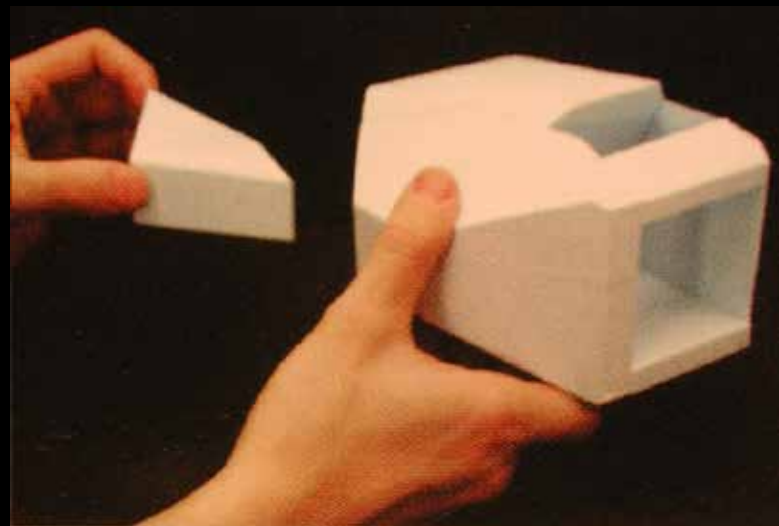
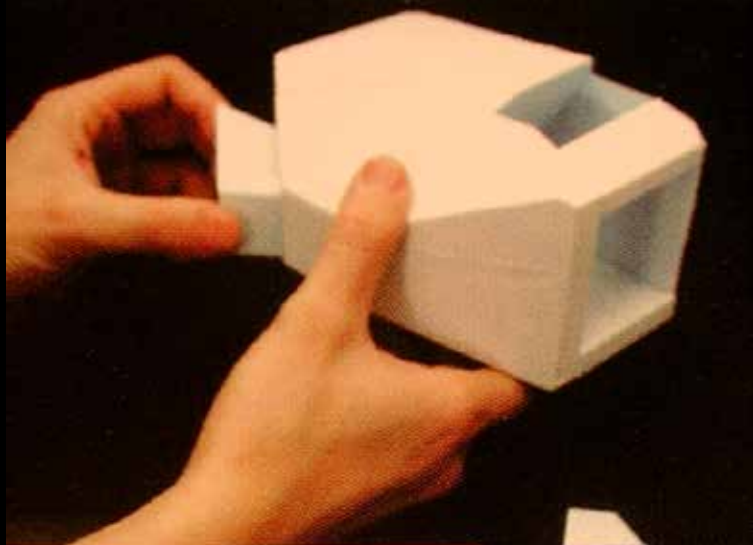
**RECYCLING  
TYPOLOGIES  
+ CONCEPTS**

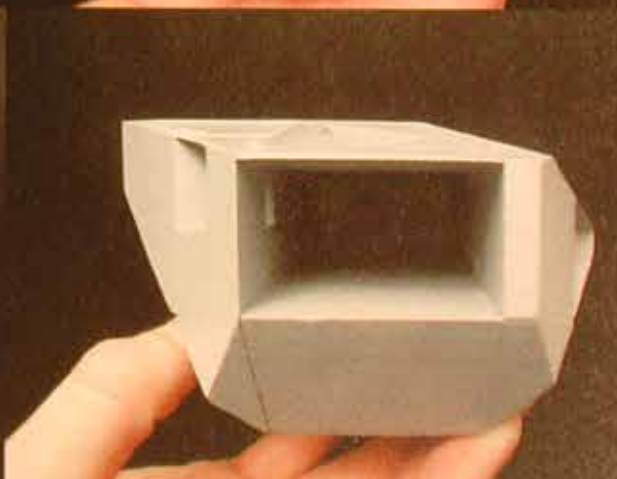
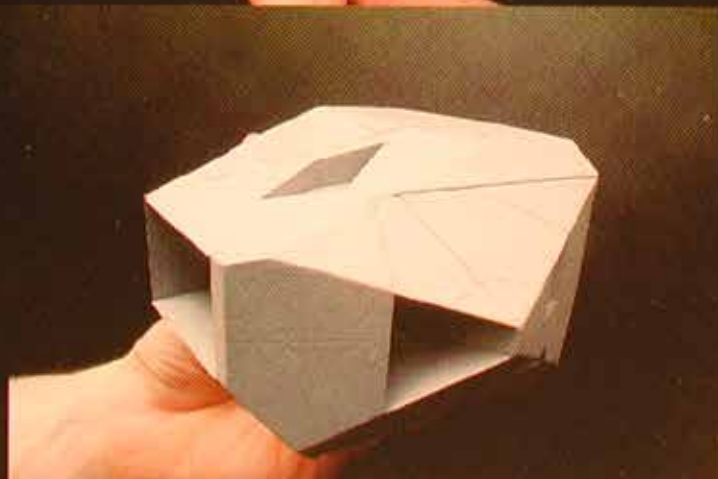
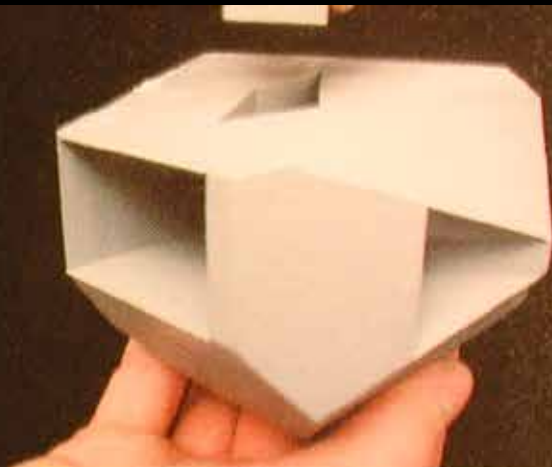
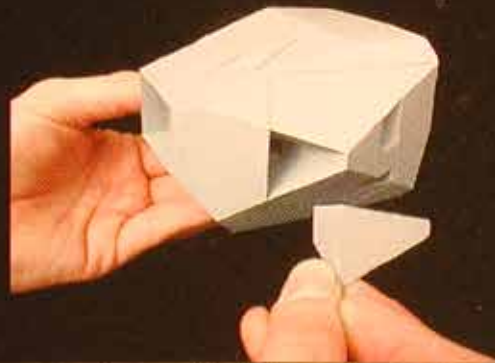
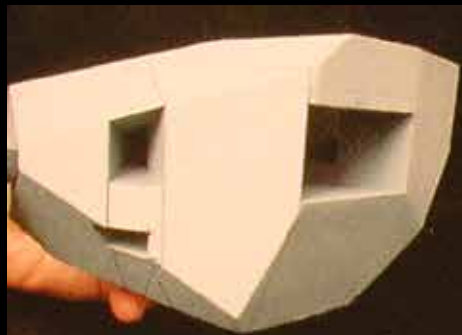


**REM KOOLHAAS**







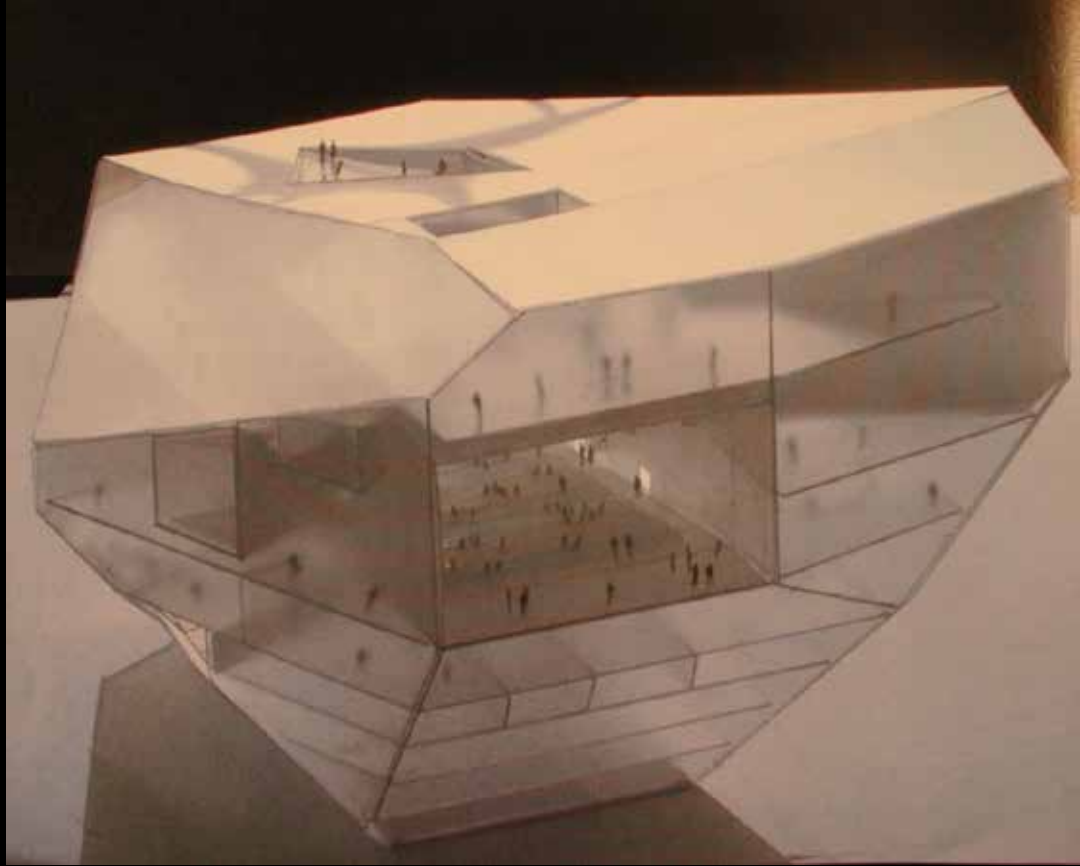




Y2K HOUSE



**Y2K HOUSE**

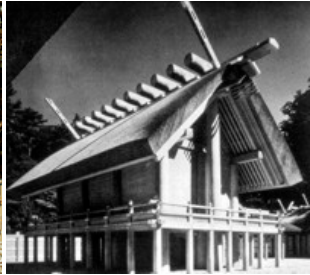


**CASA MUSICA**

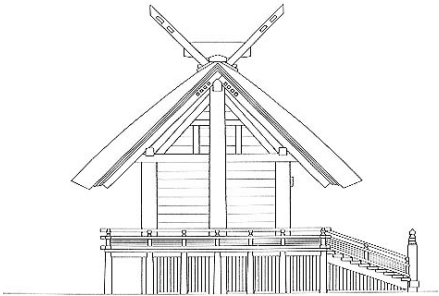
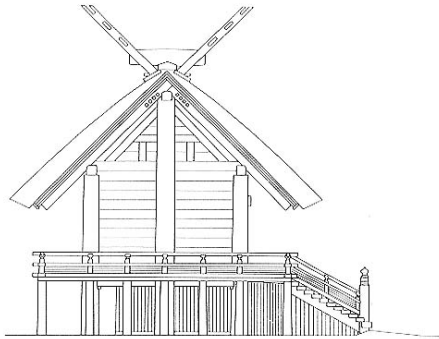
[WWW.OMA.EU](http://WWW.OMA.EU)

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**RECYCLING**



Ise no Jingu



# ISE SHRINE

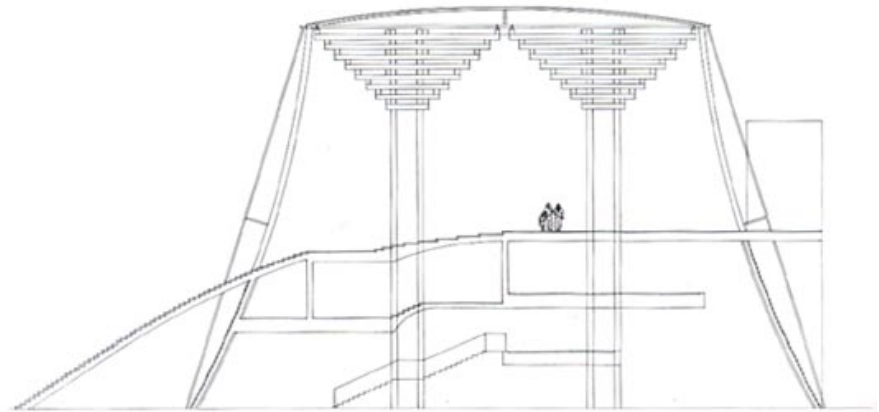
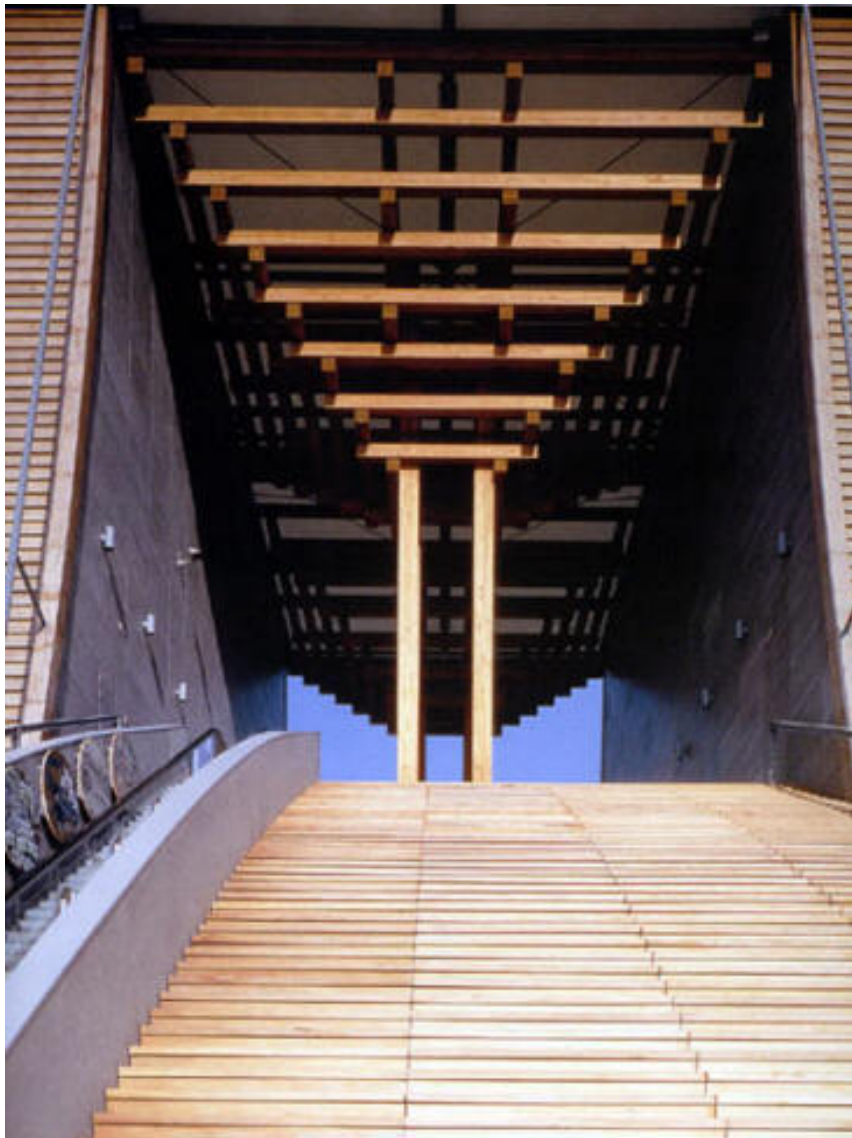


# GREEN & GREEN

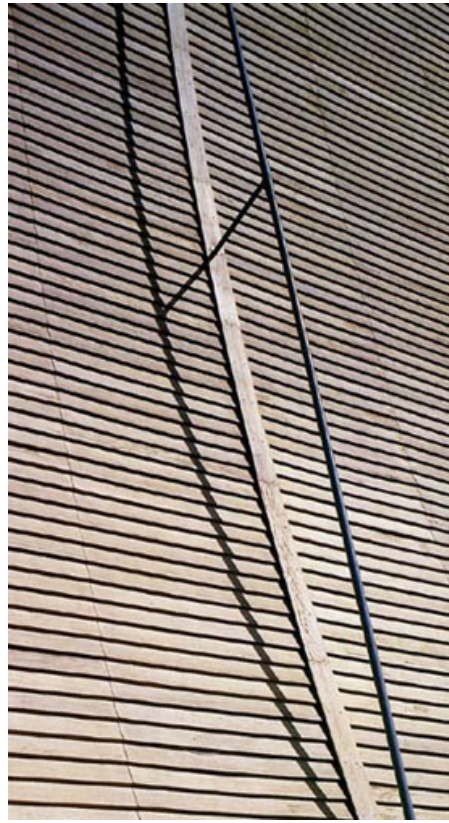




**PIER LUIGI NERVI**



**TADAO ANDO**



**TADAO ANDO**

**NOX-ART-ARCHITECTURE.COM**

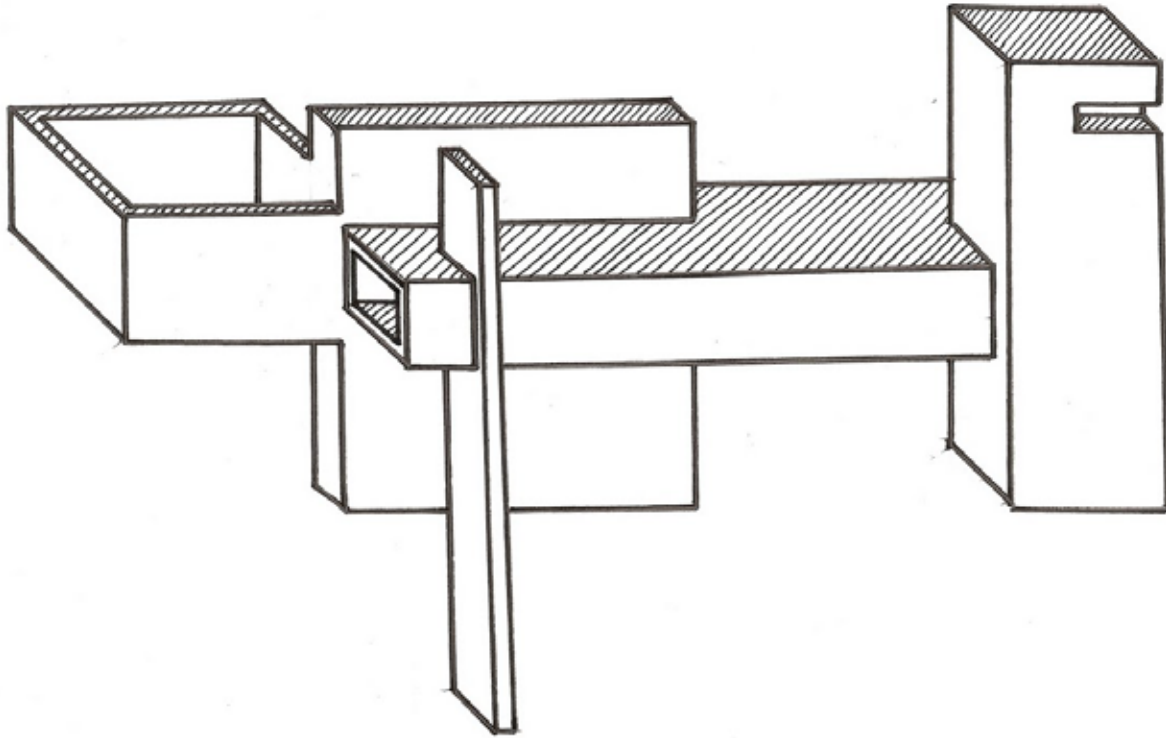
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**F-O-A.NET**

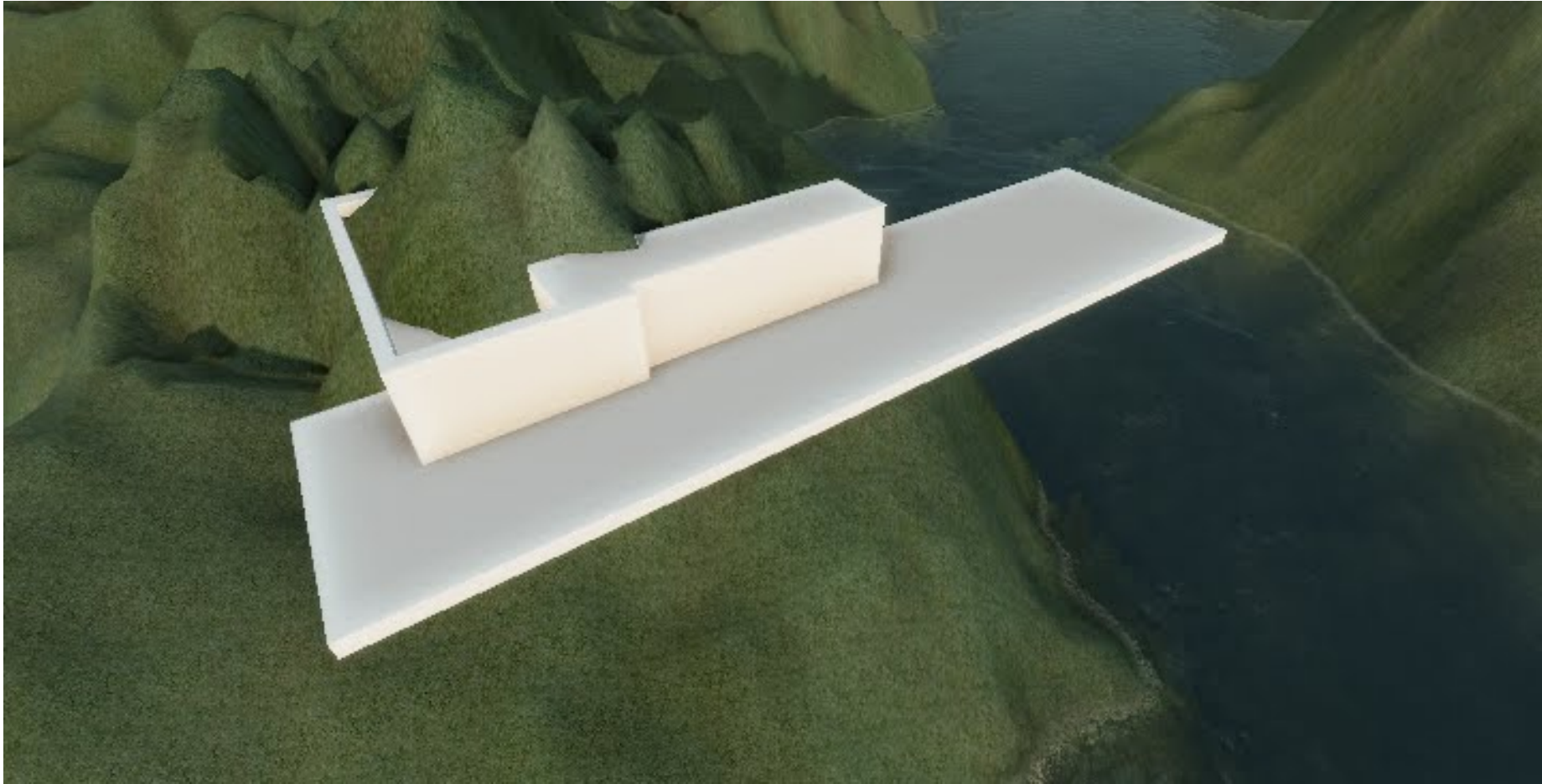
**TED.COM**

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**STUDENT WORK**



**JAMES GITO**



**JAMES GITO**



**JAMES GITO**





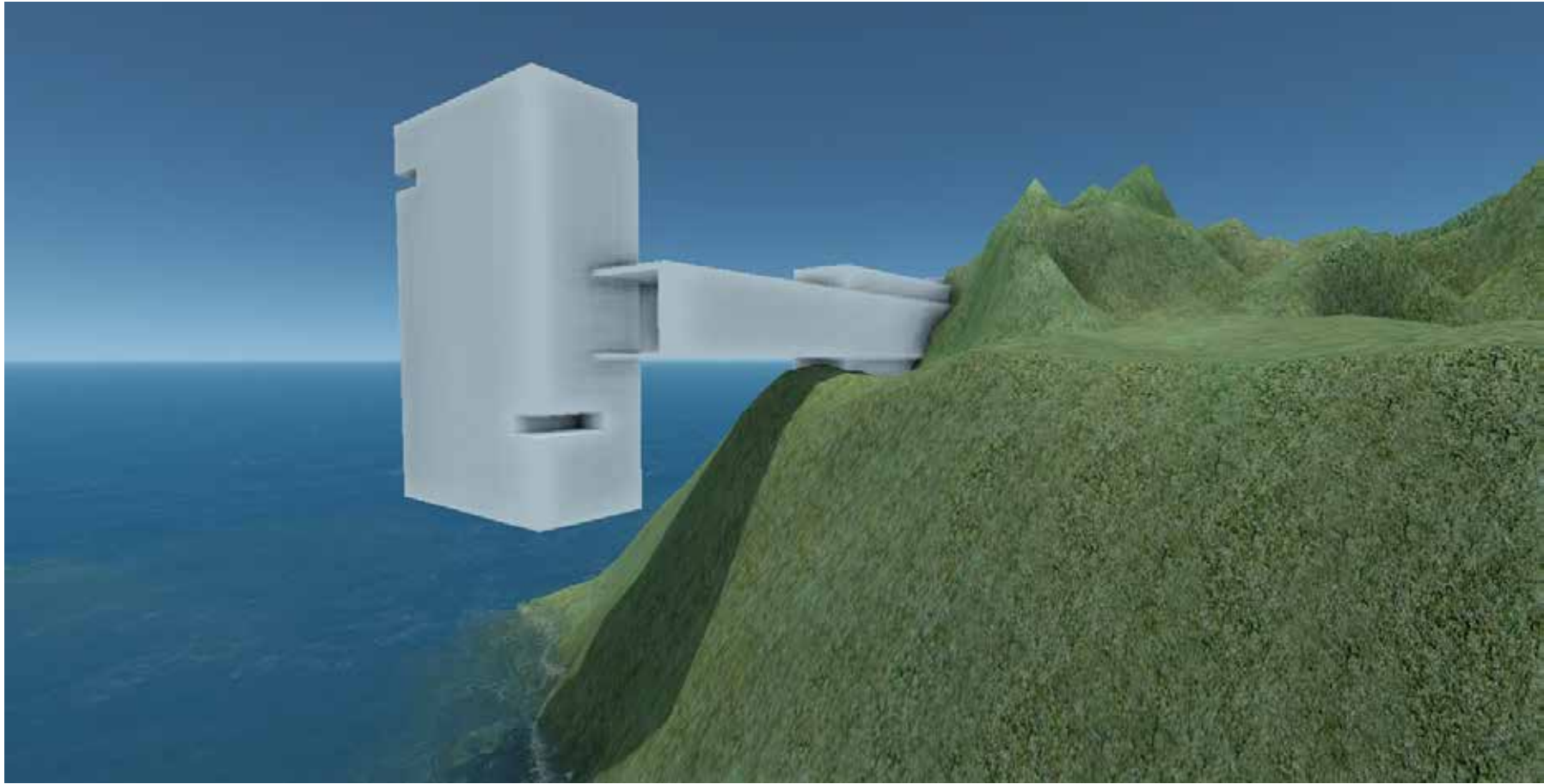
**JAMES GITO**



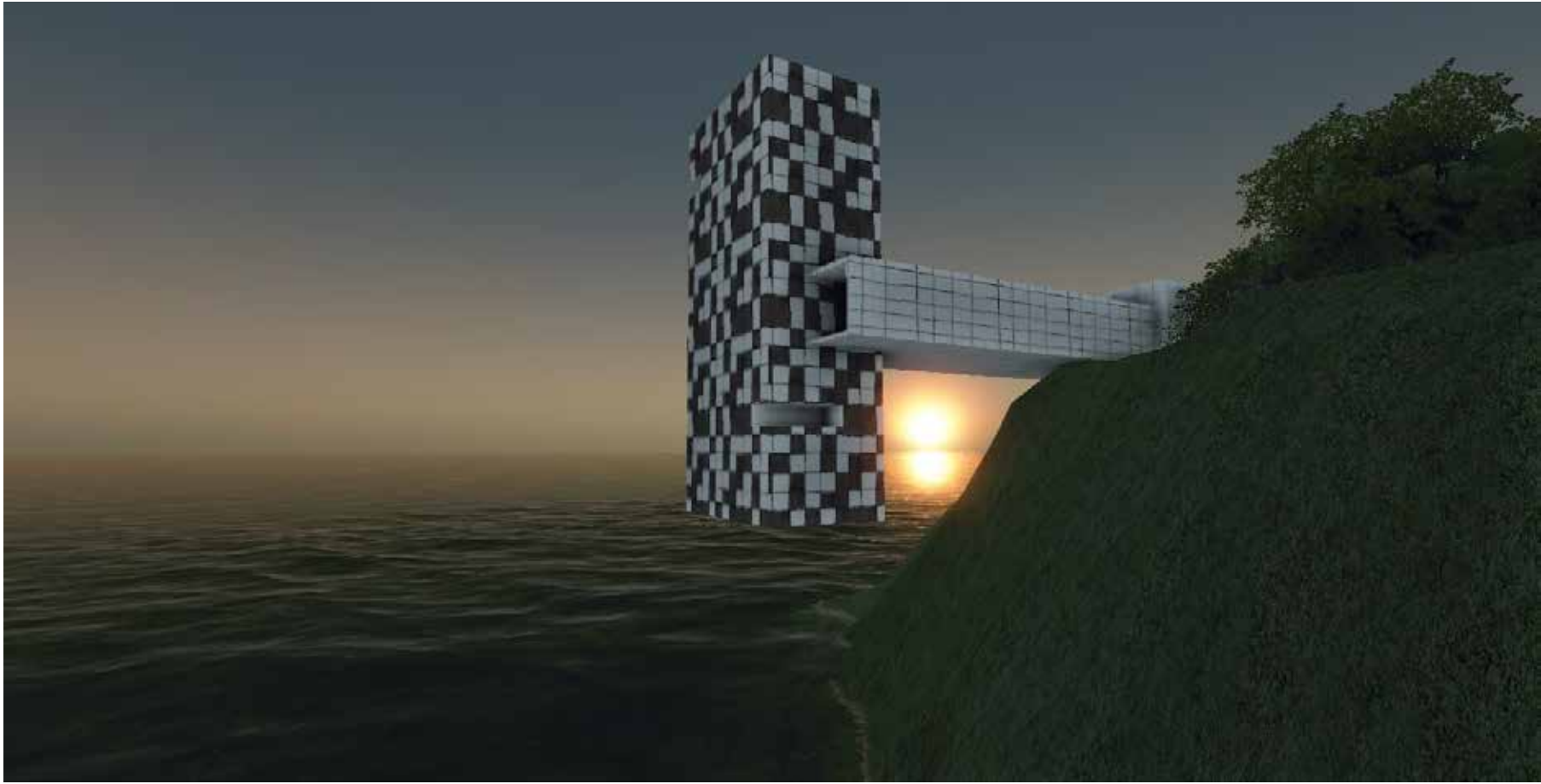
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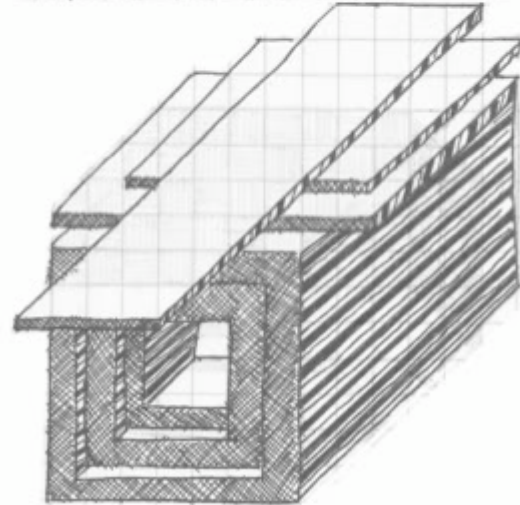
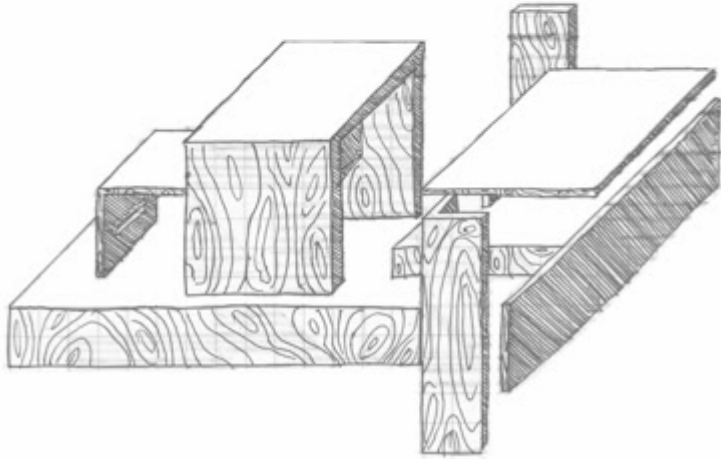
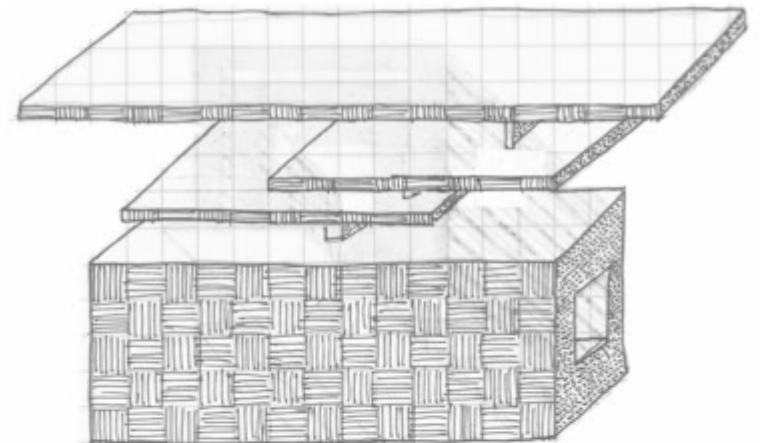
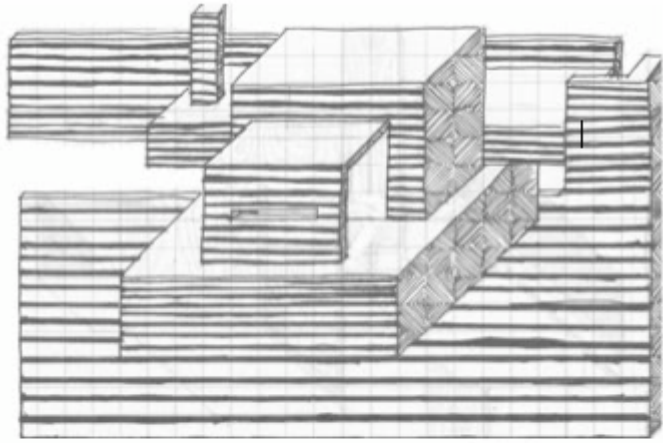
**JAMES GITO**



**JAMES GITO**



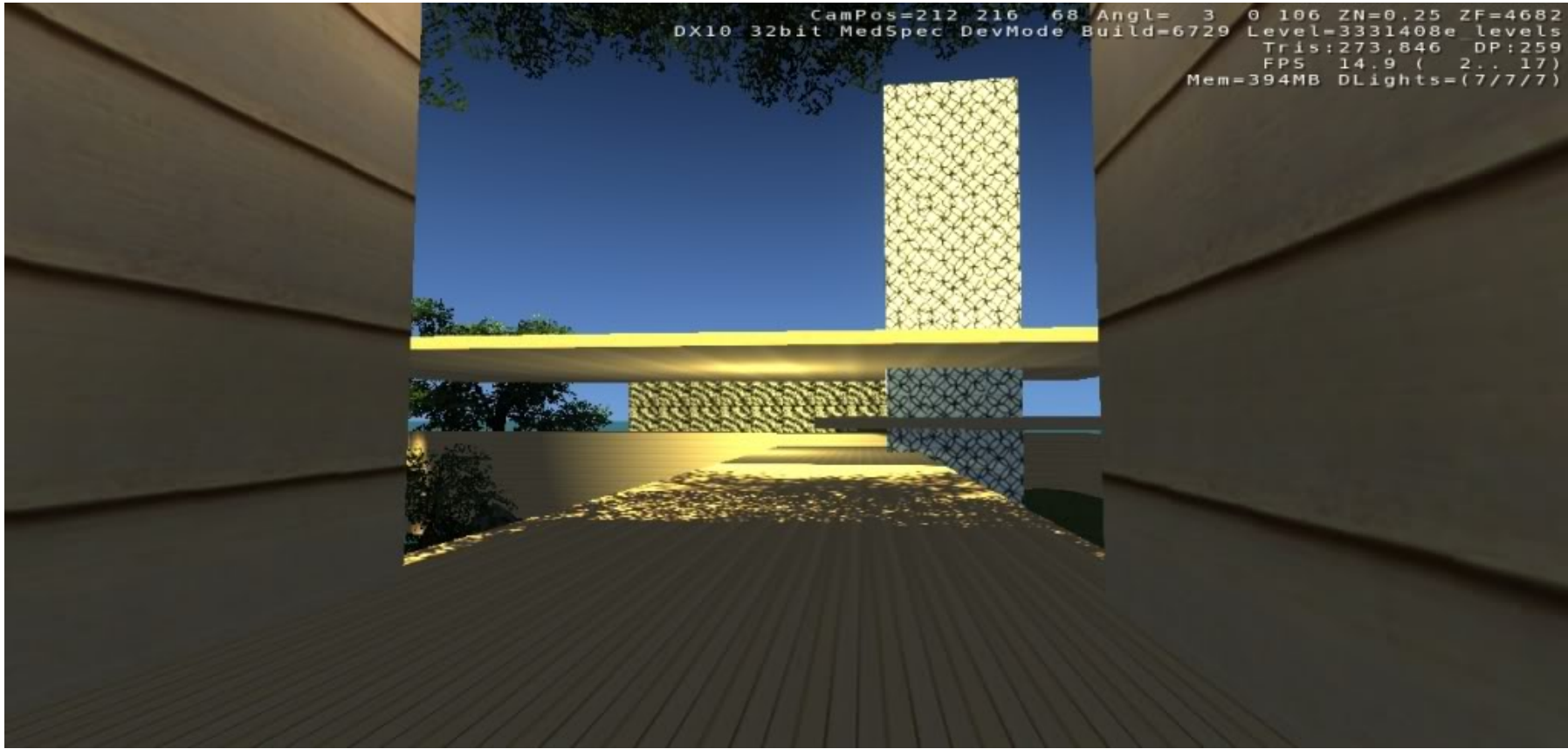
**JAMES GITO**



**OLIVIA GREEN**



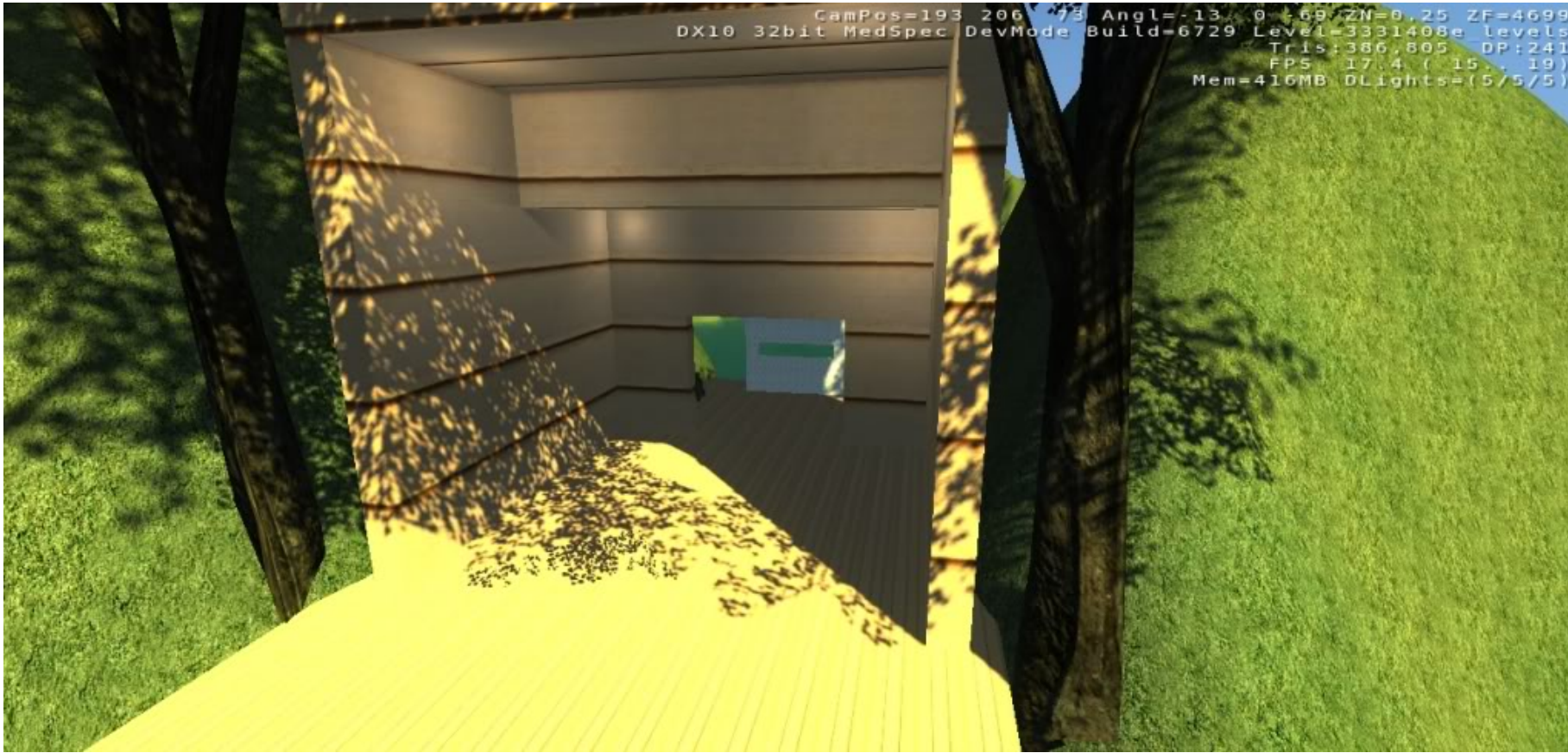
**OLIVIA GREEN**



**OLIVIA GREEN**



CamPos=193 206 73 Angl=-13.0 -69 ZM=0.25 ZF=4699  
DX10 32bit MedSpec DevMode Build=6729 Level=3331408e Levels  
Tris:386,805 DP:241  
FPS: 17.4 ( 15. , 19)  
Mem=416MB DLights=(5/5/5)



# OLIVIA GREEN



**DEMAS RUSLI**

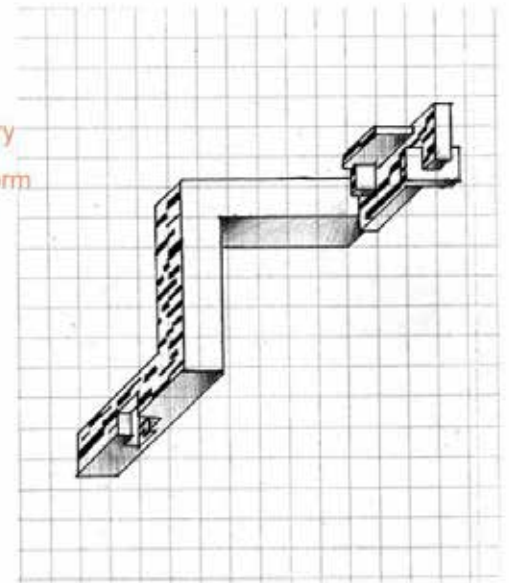
ARCH 1101 EXP2 2010 designed by Ricky Fan

The moodboard of the concept

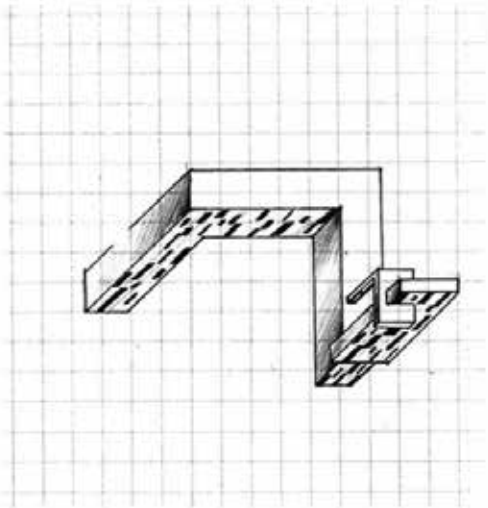
The inspiration of the architecture form

Life  
Time  
Nature  
Insight  
Wisdom  
Innovative  
Resolution

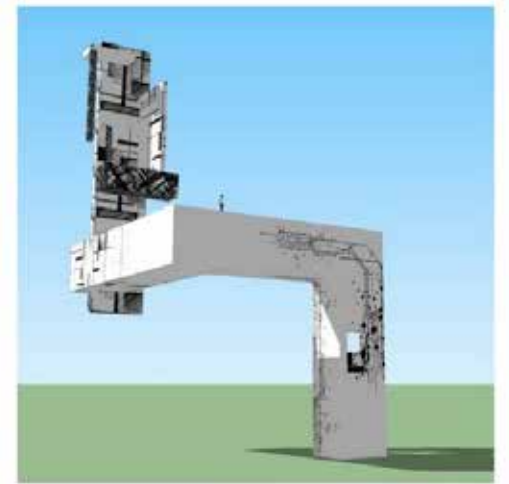
No-Boundary  
Invisible Form  
Undefine  
Wisdom  
Twist



The draft sketches of the idea



Branch  
Wisdom  
Intersection  
Life  
Relationship  
Evolution  
Adaptive



# RICKY FAN

ARCH 1101 EXP2 2010 designed by Ricky Fan  
The moodboard of the concept

The inspiration of the architecture form

I take effort to create  
the architecture combining  
gradually with the environment



Meeting place:

For the aim of exchanging ideas, I create a space which is the fusion of the sky and earth; the mergence of the horizon and ground surface.

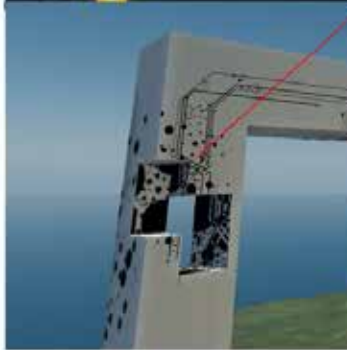
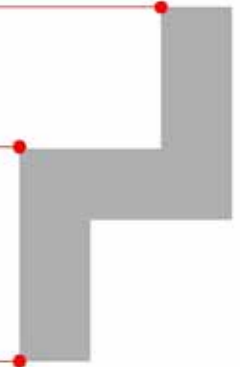
(The space seems to become 'no boundary' )



S.H.'s Lab:

The idea of this space is 'undefine space', in general, the space is comprised from dot to line, from line to surface. But according to S.H.'s 'no boundary' idea, I make a bold assumption and create an experience of 'imaginative space'.

The pattern is supporting this idea



C.D.'s Lab:

'Evolution' is C.D.'s great attainment. The key value of this space are 'intersection', 'chain', 'growth' and 'unlimited'.

# RICKY FAN

Stephen Hawking's space

Universe No-Boundary  
Invisible Form  
Life Empty Love  
Peace Time Strong Nature  
Undefine horizon  
Wisdom  
Twist

"...But if the universe is really completely self-contained, having no boundary or edge, it would have neither beginning nor end: it would simply be... What place, then, for a creator?"

The intersection of their ideas

Branch Growth  
Natural Selection Wisdom  
Time Human  
Weak  
Intersection Strong  
Life Evolution Relationship  
Nature

Charles Darwin's space

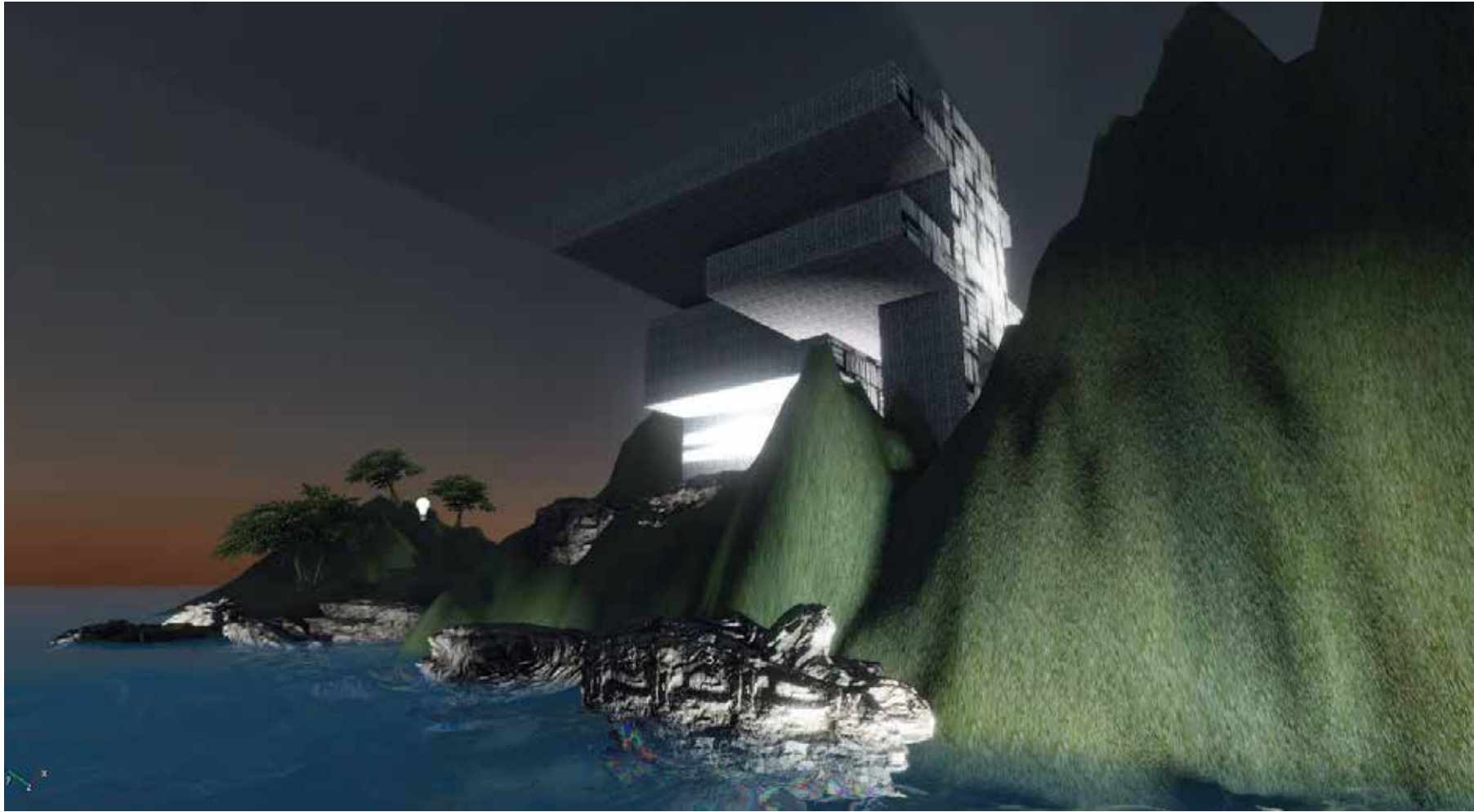
"...under the complex and sometimes varying conditions of life, will have a better chance of surviving, and thus be naturally selected."

The moodboard is a collage of images and text. At the top left, a word cloud for 'Stephen Hawking's space' includes terms like 'Universe', 'No-Boundary', 'Invisible Form', 'Life', 'Empty', 'Love', 'Peace', 'Time', 'Strong', 'Nature', 'Undefine', 'horizon', 'Wisdom', and 'Twist'. To its right is a photo of Stephen Hawking and a quote about the universe. Below this, a central grey square contains the text 'The intersection of their ideas' with a line pointing to a small grid of squares. To the right of the grid are images of a sunset, a colorful nebula, and a silhouette of a person. Below the grid are images of a green leaf, stacked stones, a gnarled tree, and a monkey. At the bottom left, a word cloud for 'Charles Darwin's space' includes 'Branch', 'Growth', 'Natural Selection', 'Wisdom', 'Time', 'Human', 'Weak', 'Intersection', 'Strong', 'Life', 'Evolution', 'Relationship', and 'Nature'. To its right is a photo of Charles Darwin and a quote about natural selection.

# RICKY FAN

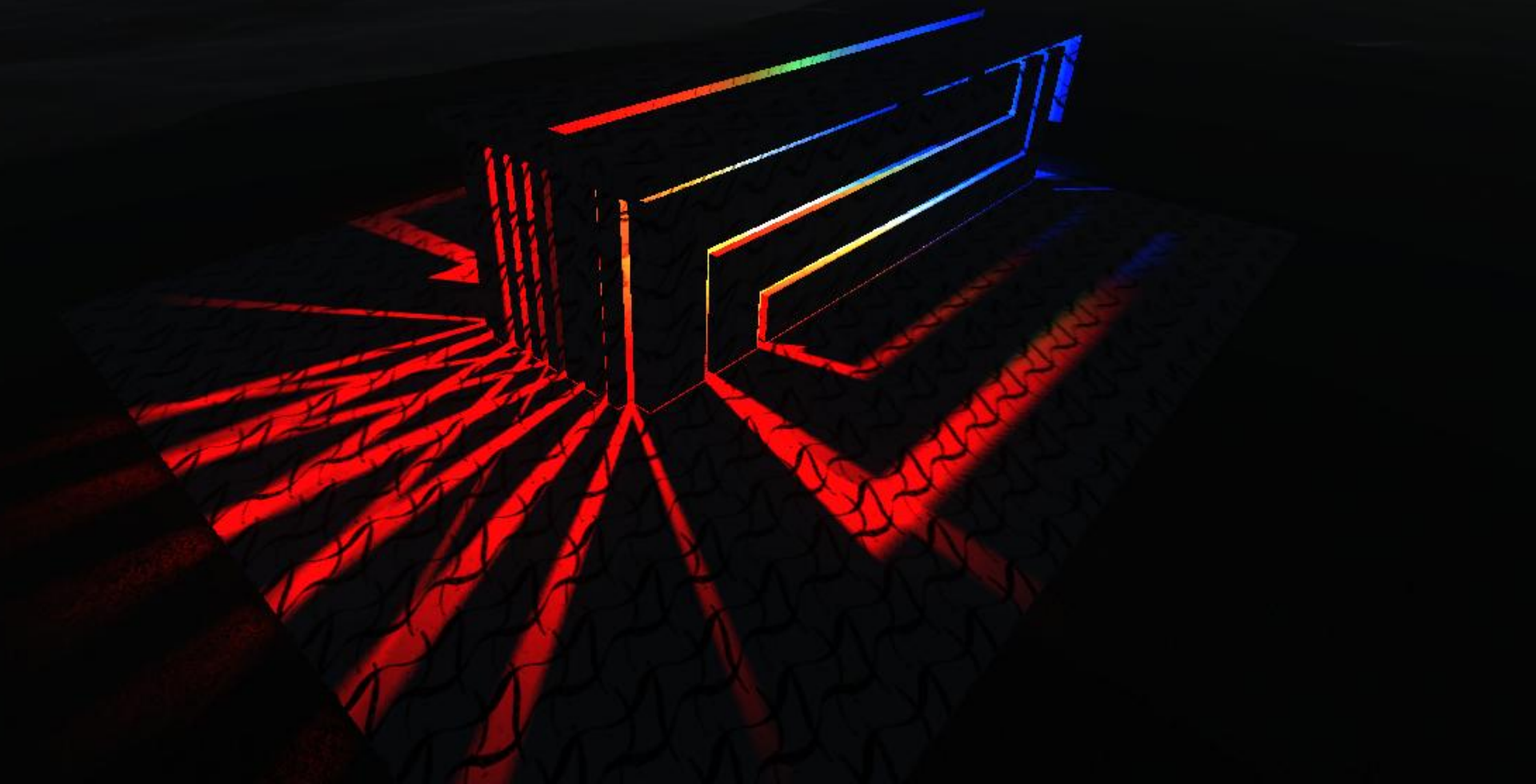


**PATRICK LEAL**



**PATRICK LEAL**

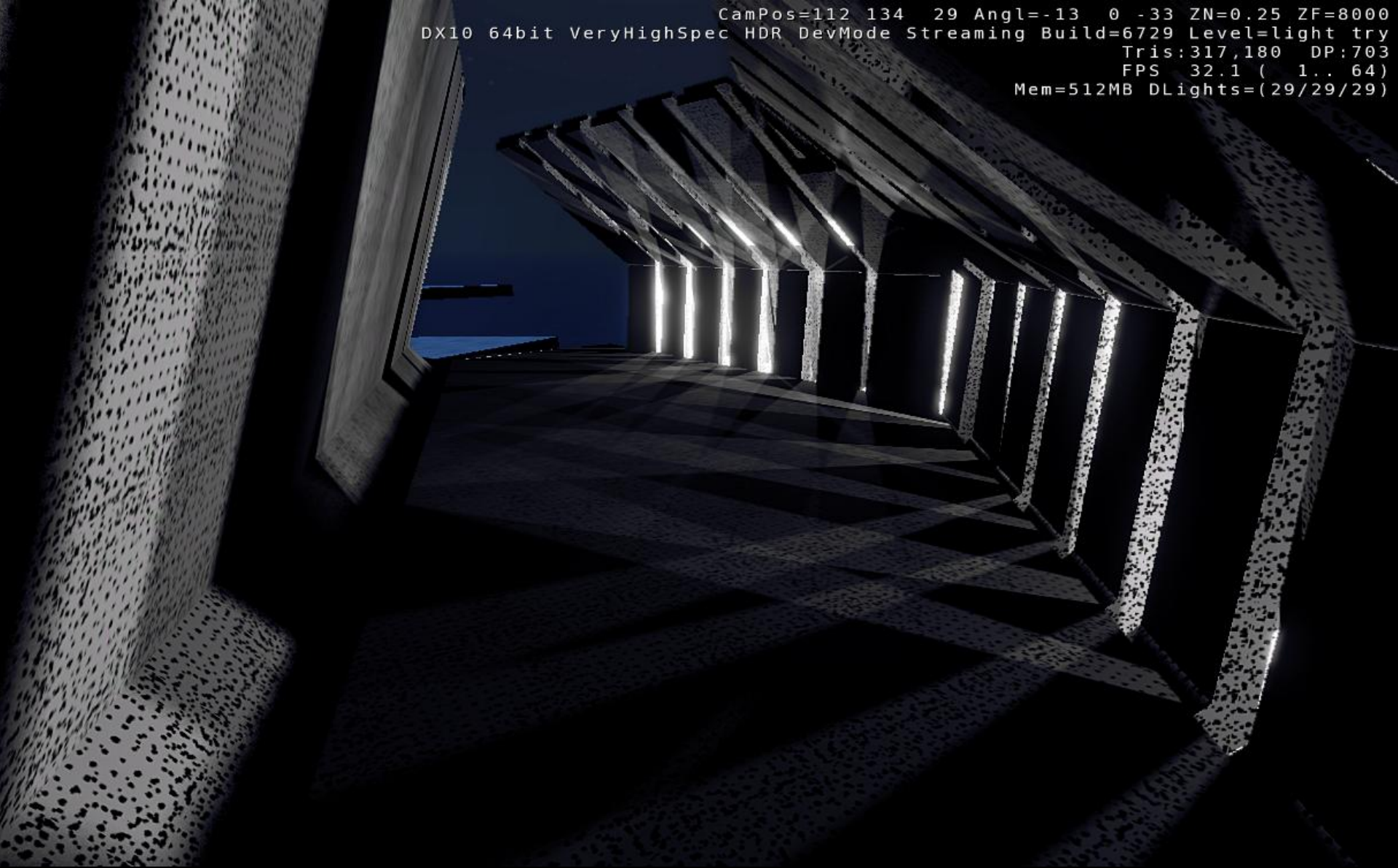
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DX10 64bit MedSpec DevMode Build=6729 Level=light try  
Tris:192,361 DP:188  
FPS 45.5 ( 8..152)  
Mem=482MB DLights=(0/6/6)



KEVIN SI

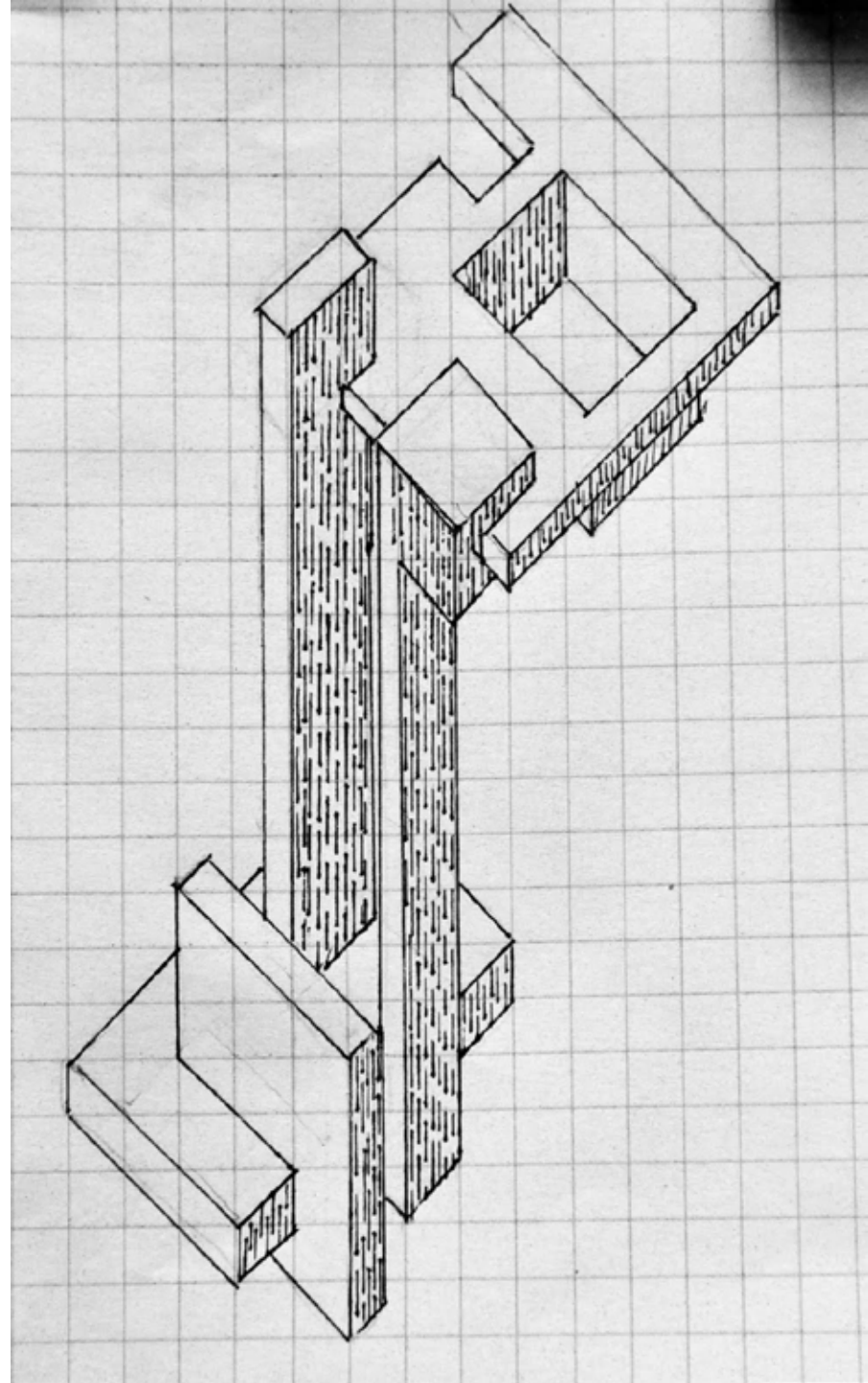


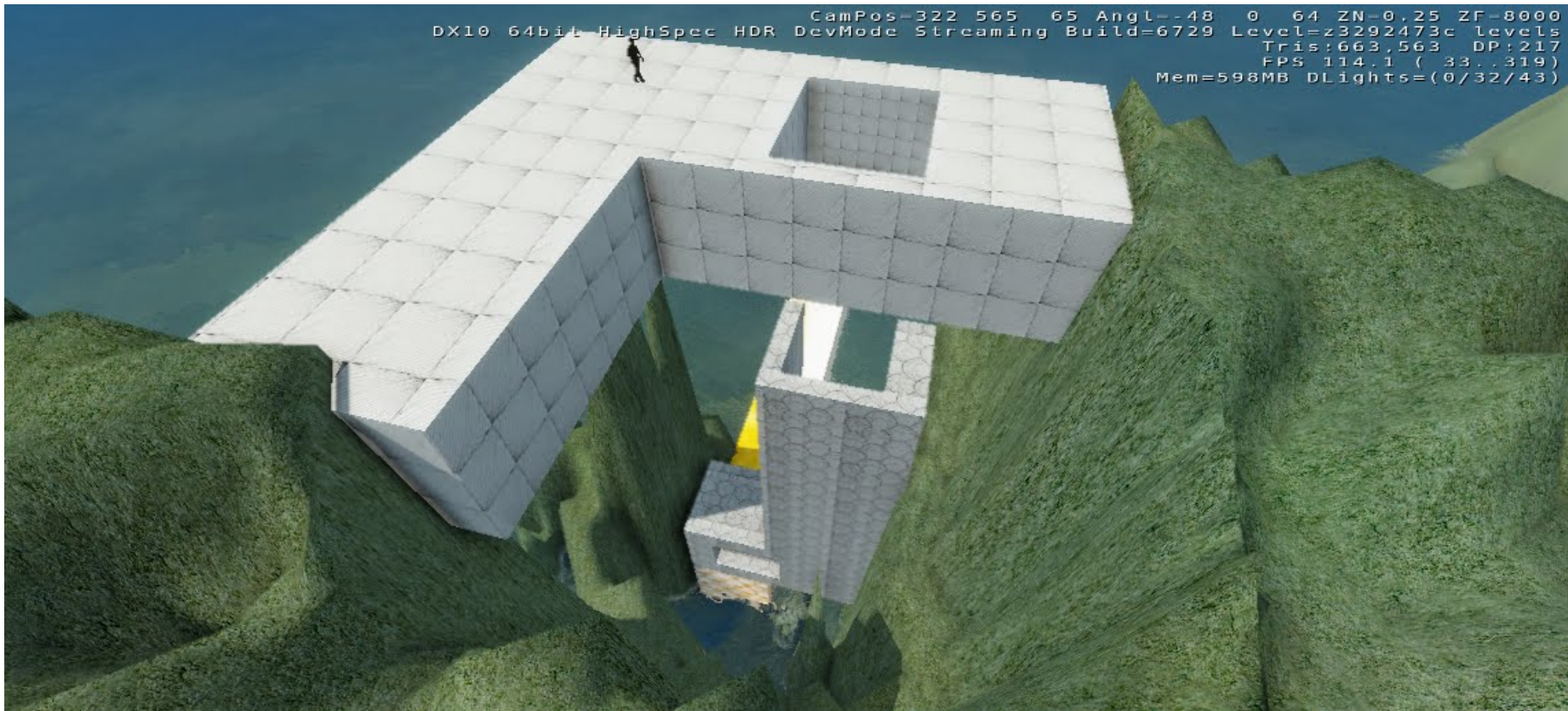
CamPos=112 134 29 Angl=-13 0 -33 ZN=0.25 ZF=8000  
DX10 64bit VeryHighSpec HDR DevMode Streaming Build=6729 Level=light try  
Tris:317,180 DP:703  
FPS 32.1 ( 1.. 64)  
Mem=512MB DLights=(29/29/29)



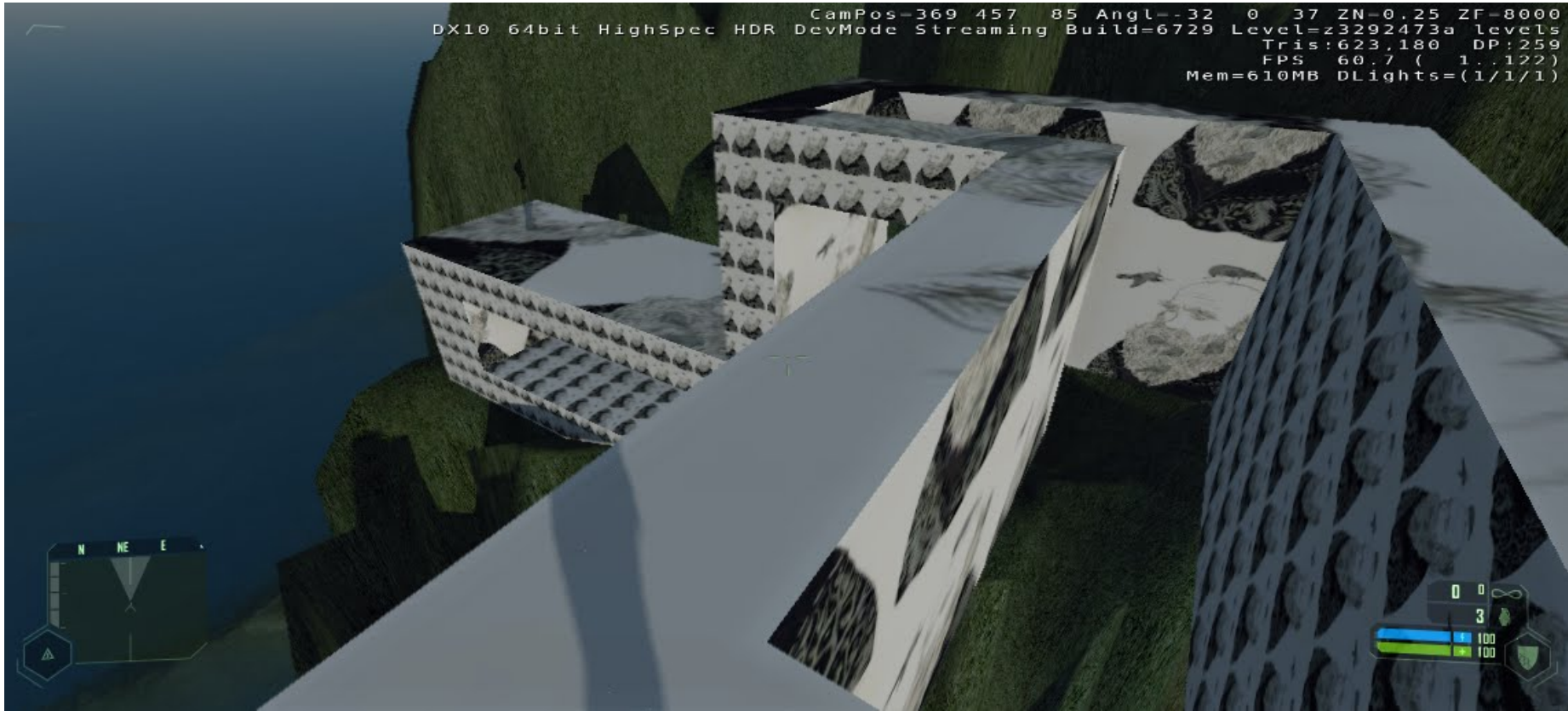
KEVIN SI

**XIN ZHANG**





**XIN ZHANG**



# XIN ZHANG



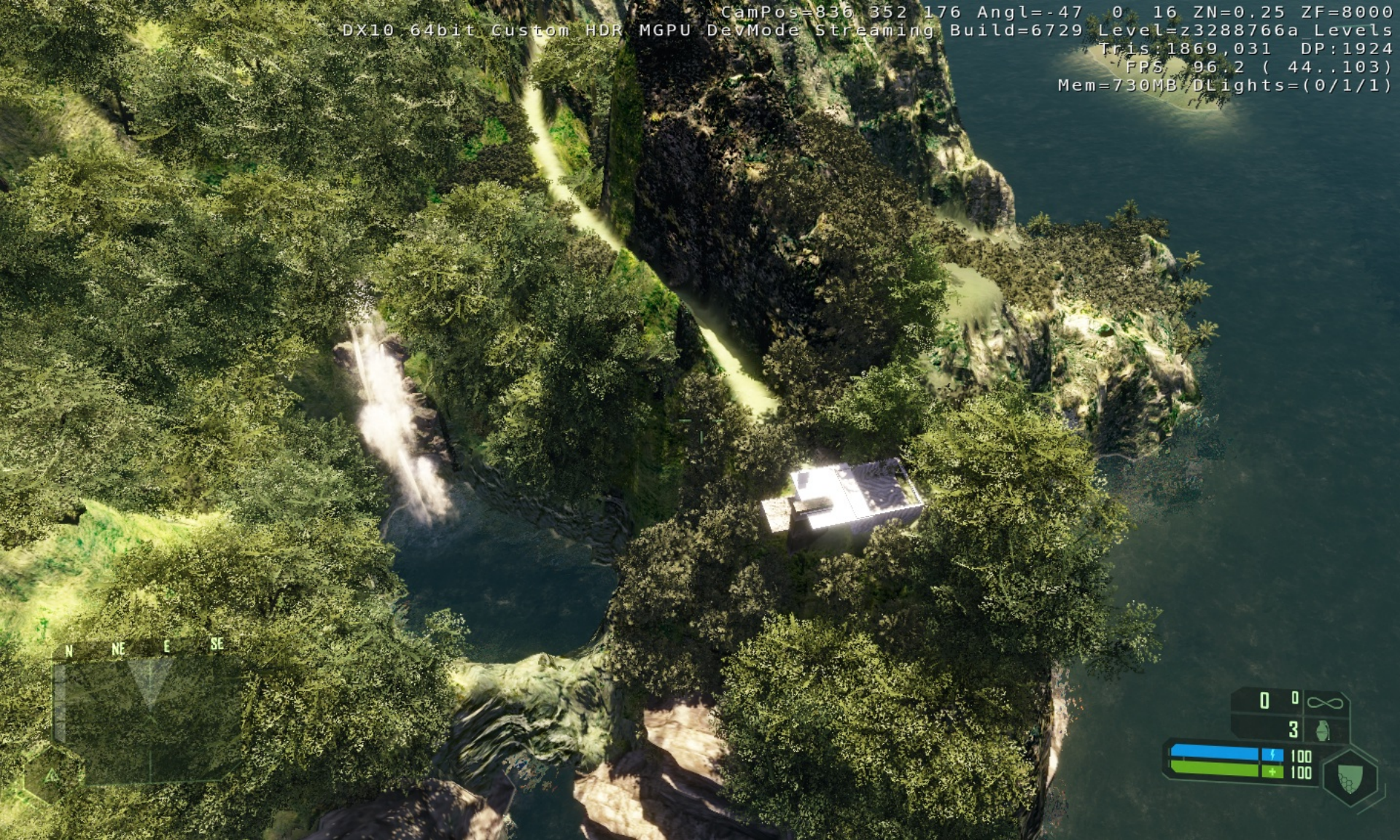
**XIN ZHANG**

CamPos=244 586 24 Angl= 11 0 -81 ZN=0.25 ZF=8000  
DX10 64bit HighSpec HDR DevMode Streaming Build=6729 Level=z3292473c levels  
Tris:1222,517 DP:351  
FPS 53.7 ( 50.. 57)  
Mem=565MB DLights=(0/32/47)



# XIN ZHANG

CamPos=836 352 176 Angl=-47 0 16 ZN=0.25 ZF=8000  
DX10 64bit Custom HDR MGPU DevMode Streaming Build=6729 Level=z3288766a Levels  
Tris:1869,031 DP:1924  
FPS: 96.2 ( 44..103)  
Mem=730MB DLights=(0/1/1)



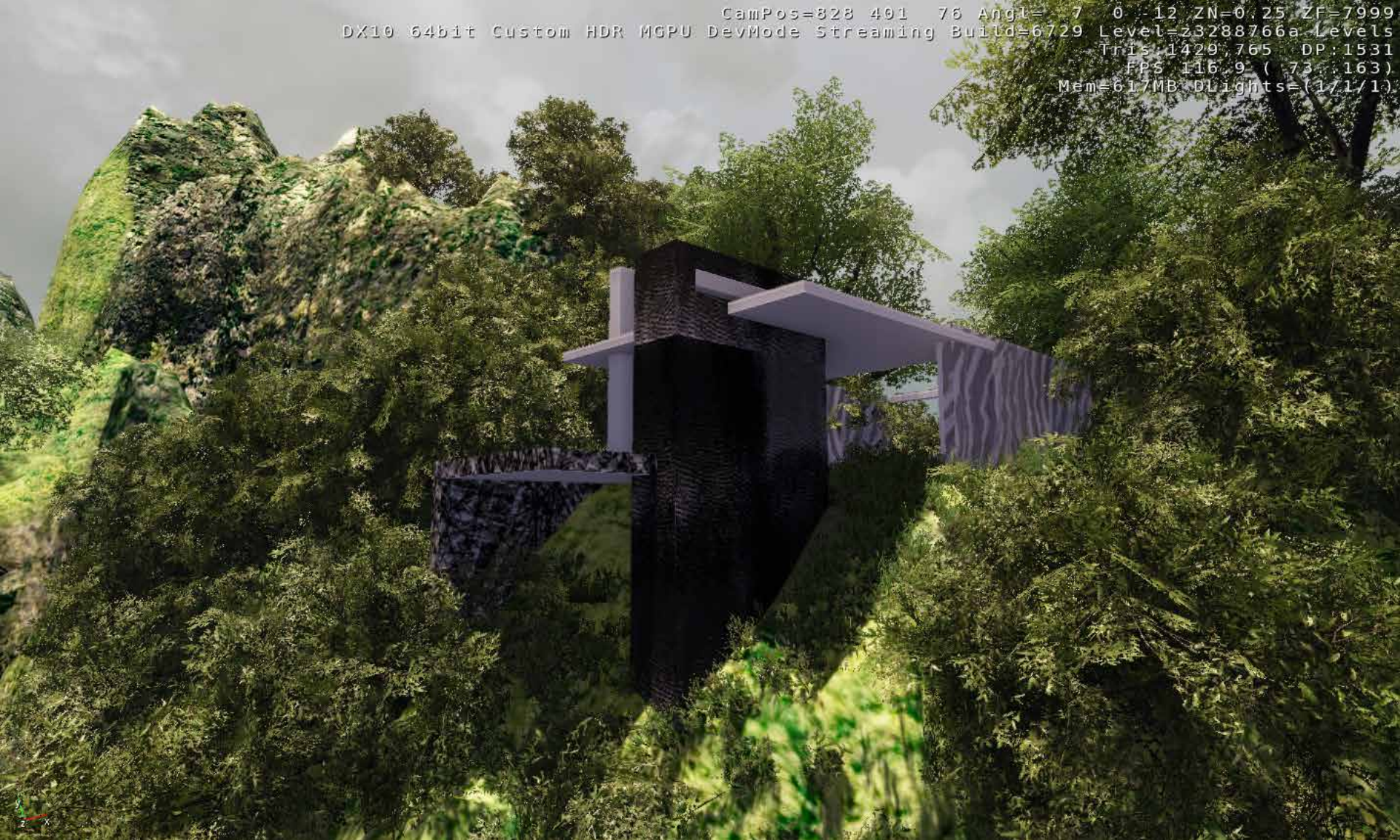
N NE E SE

0 0 ∞  
3

100   
 100

# JAMES HARGREVES

DX10 64bit Custom HDR MGPU DevMode Streaming Build=6729 Level=z3288766a Levels  
CamPos=828 401 76 Angl= 7 0 -12 ZN=0.25 ZF=7999  
Tris:1429,765 DP:1531  
FPS 116.9 ( 73 163)  
Mem=617MB DLights=(1/1/1)

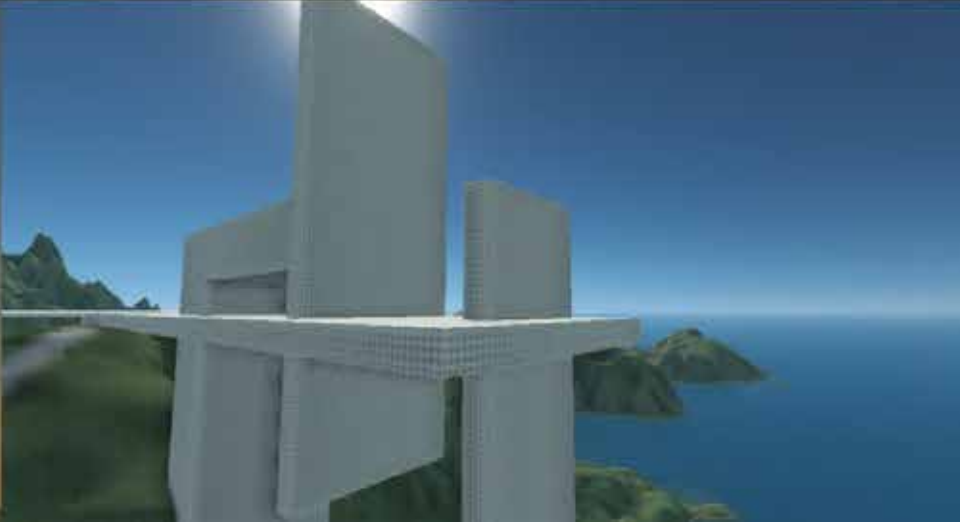


# JAMES HARGREVES





**JAMES HARGREVES**



**BRYAN NGUYEN**



The texture I choosed was three texture from one group, light to dark. And since the structural wall was main support, I used the darkest texture to show the high density and stable. Use the same reason, the secondary wall used the medium texture. And the roof was used the lightest one.

### MARIA AGNESI'S LABORATORY

The hypothesis I selected was 'Agnesi's knowledge of multiple languages helped connect all the different facets of her life.' So in my opinion, the Maria's success was based on her different knowledges. And her knowledges support her researchs and achievements. In the architecture, the knowledges can be instead of the column other structural wall. Therefore I design a space which was support by the column and wall and easily saw the structure from the outside.

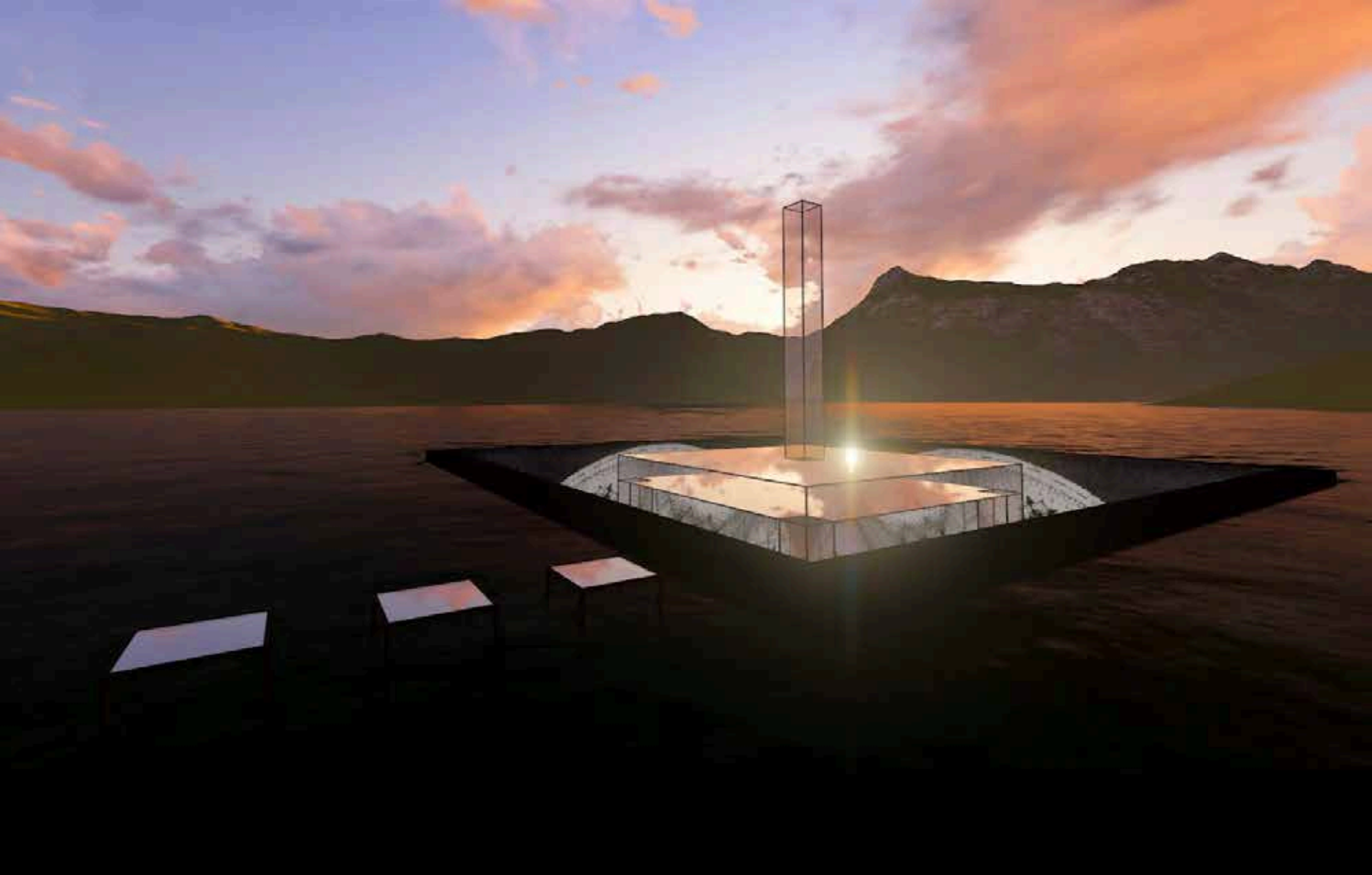


### SIGMUND FREUD'S LABORATORY

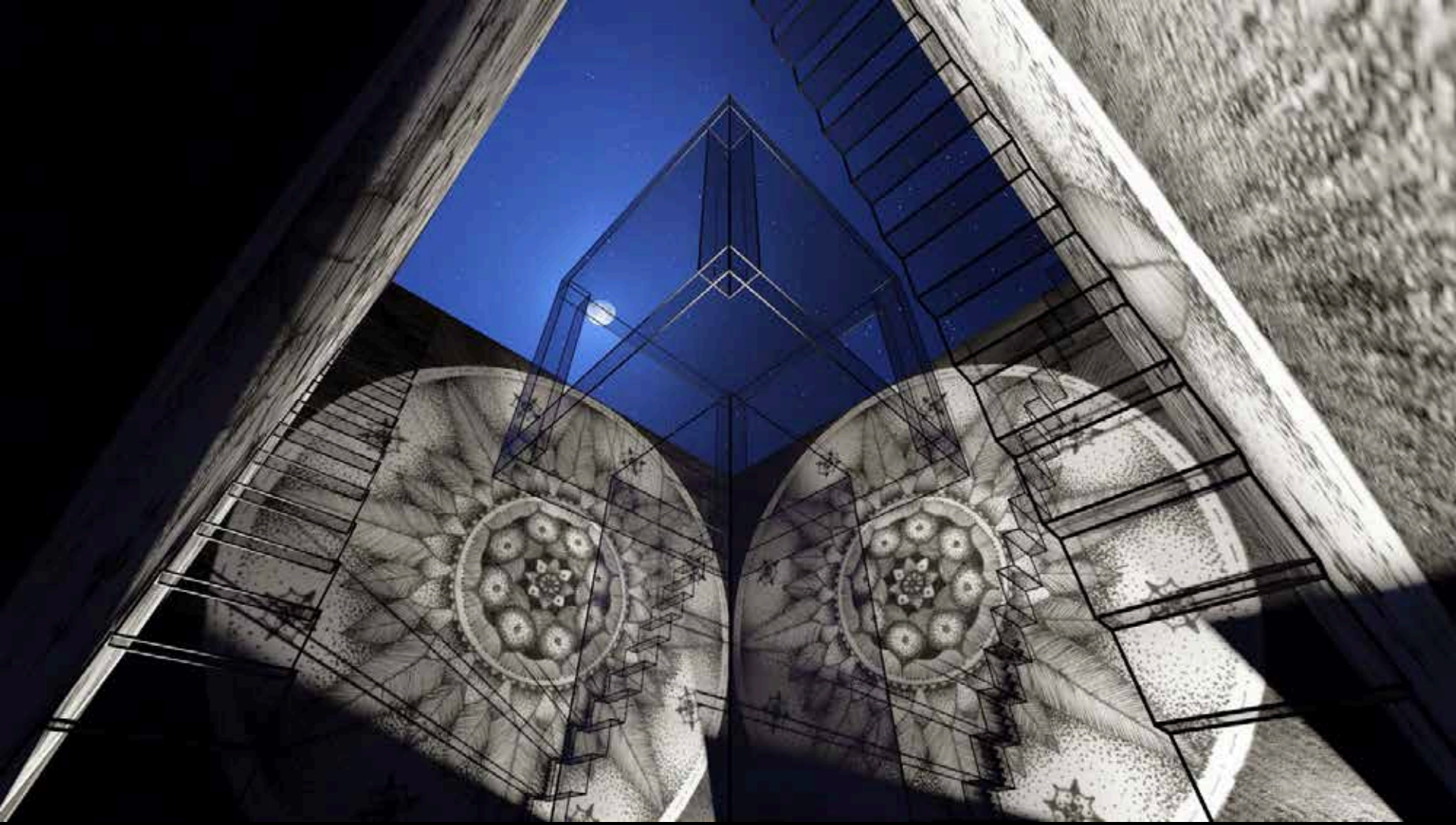
The hypothesis I selected was 'Sigmund Freud developed the theory of human mind's organization and internal operations.' That was absolutely different from the Maria's laboratory. The Sigmund look more care the about inside of body. Although the mind was complex, he still could read your mind clearly. So I used the very simple entrance and complex inside space. But you can see through the building by the central hole cross the space. And space was separate by two parts, private inside and public corrida. And the texture I selected was concrete with cool color to show the space hermetic and separate from the maria's laboratory.



# WEN JUN HU



**JOSH SLEIGHT**



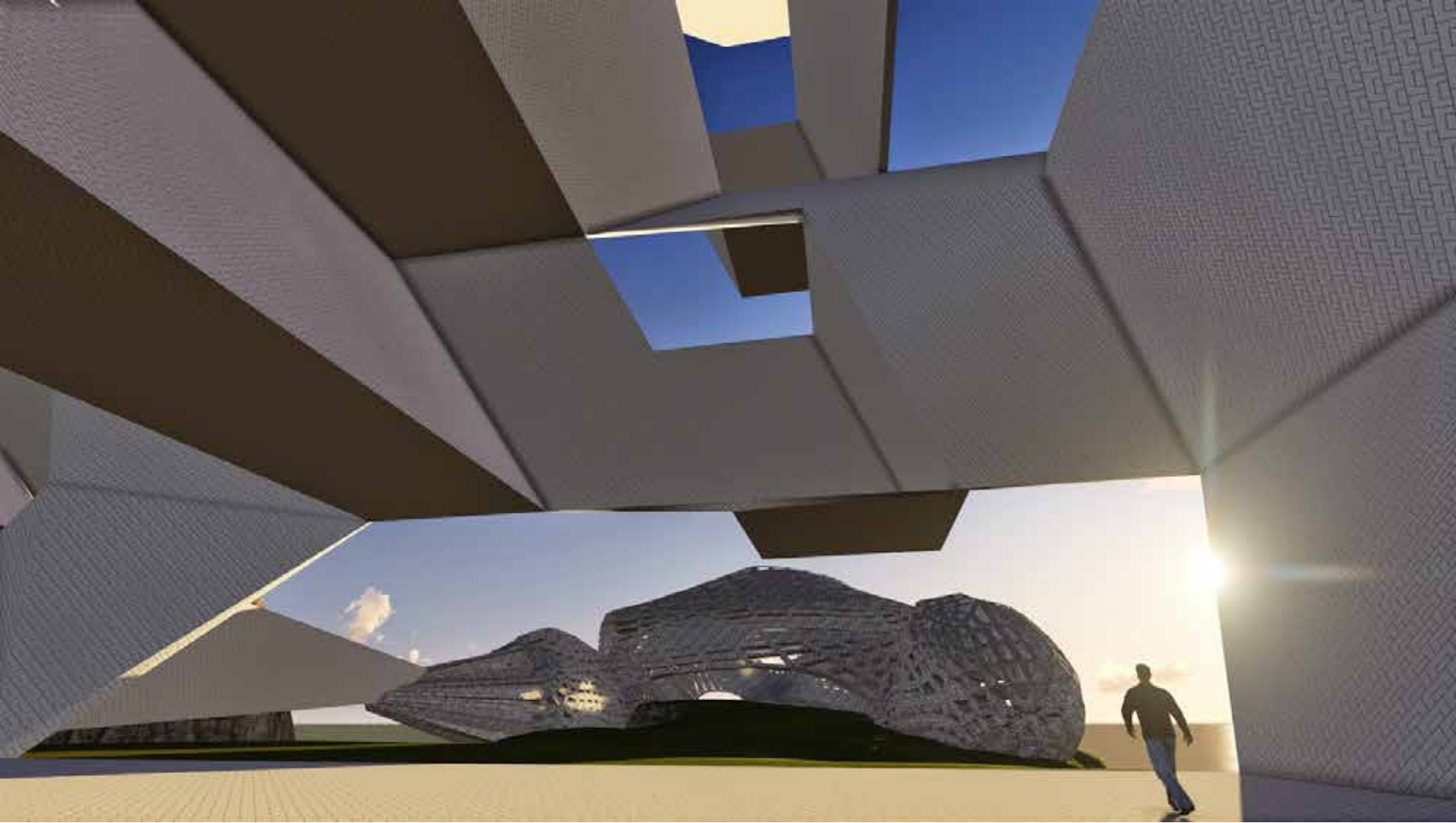
**JOSH SLEIGHT**



**JOSH SLEIGHT**



JOSH SLEIGHT



**KUAI YU**





**KUAI YU**



**KUAI YU**

1. Draw a series of 3 parallel projections exploring the interconnection between pairs of your drawings from week one (make sure that each one of the pair is from a different client). Use carefully hatched lines to highlight one set of surfaces that exist in parallel planes.
2. Draw the same set of 3 parallel projections from the opposite angle.
3. In the second set of 3 parallel projections, from step 2, imagine one of the two blocks is a structure that you use to form a 3d curving surface around (as if you were going to "subdivide and smooth" it using the Artisan Tools in SketchUp). Draw curving lines over the geometry to indicate its new form. On the geometry that remains rectilinear use carefully hatched lines to highlight one set of surfaces that exist in parallel planes.

Note: throughout the class students will be exporting objects from SketchUp to Lumion.

# TODAYS STUDIO

1. Draw a series of 3 parallel projections exploring the interconnection between pairs of your drawings from week one (make sure that each one of the pair is from a different client). Use carefully hatched lines to highlight one set of surfaces that exist in parallel planes.
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# TODAYS STUDIO

**QUESTIONS?**