ARCH1101

ARCHITECTURE DESIGN STUDIO 1

ARCH1101

ARCHITECTURE DESIGN STUDIO 1

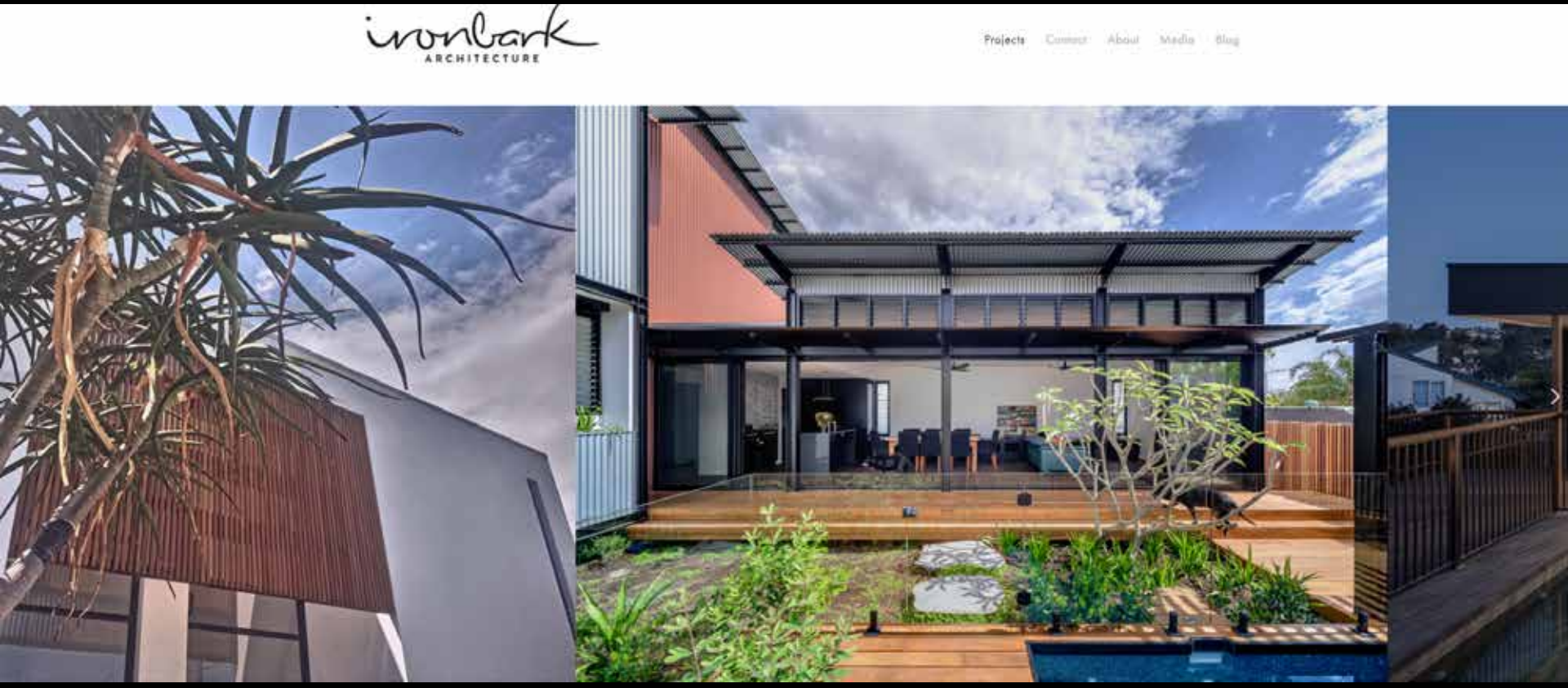
WHO WE ARE
COURSE OUTLINE
EXPERIMENT ONE CLIENTS
A NOTE ON THE MEDIA: PREVIOUS STUDENT WORK
DATUM – SECTION
TODAYS STUDIO CLASS

WHO WE ARE

CATHERINE BAKKER

TERRENCE CHAU

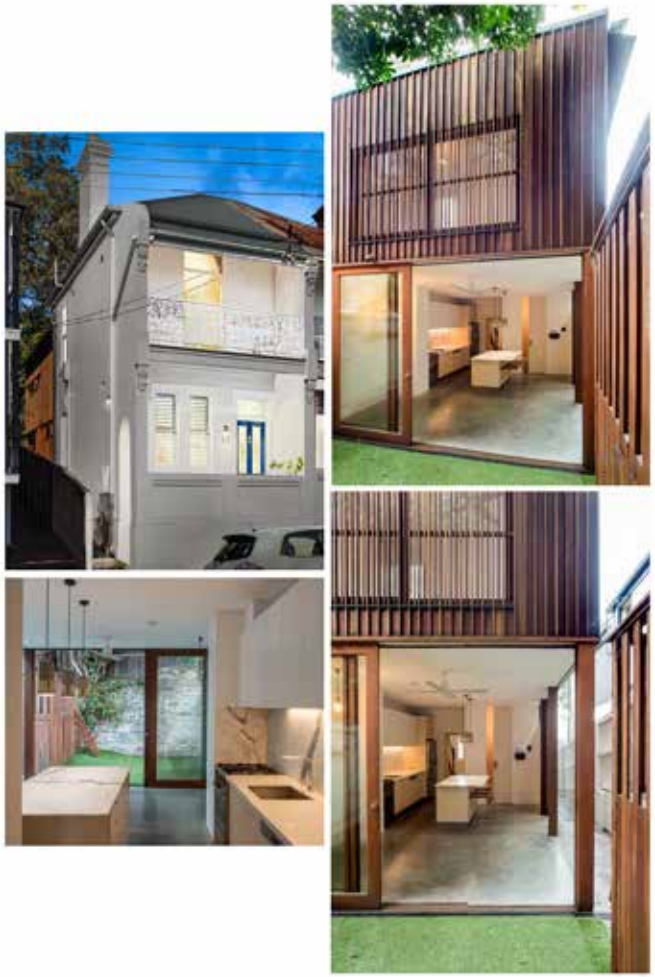
ANDREW WALLACE



CHRIS FREEBURN

BENJAMIN ALLEN

BRAD INWOOD



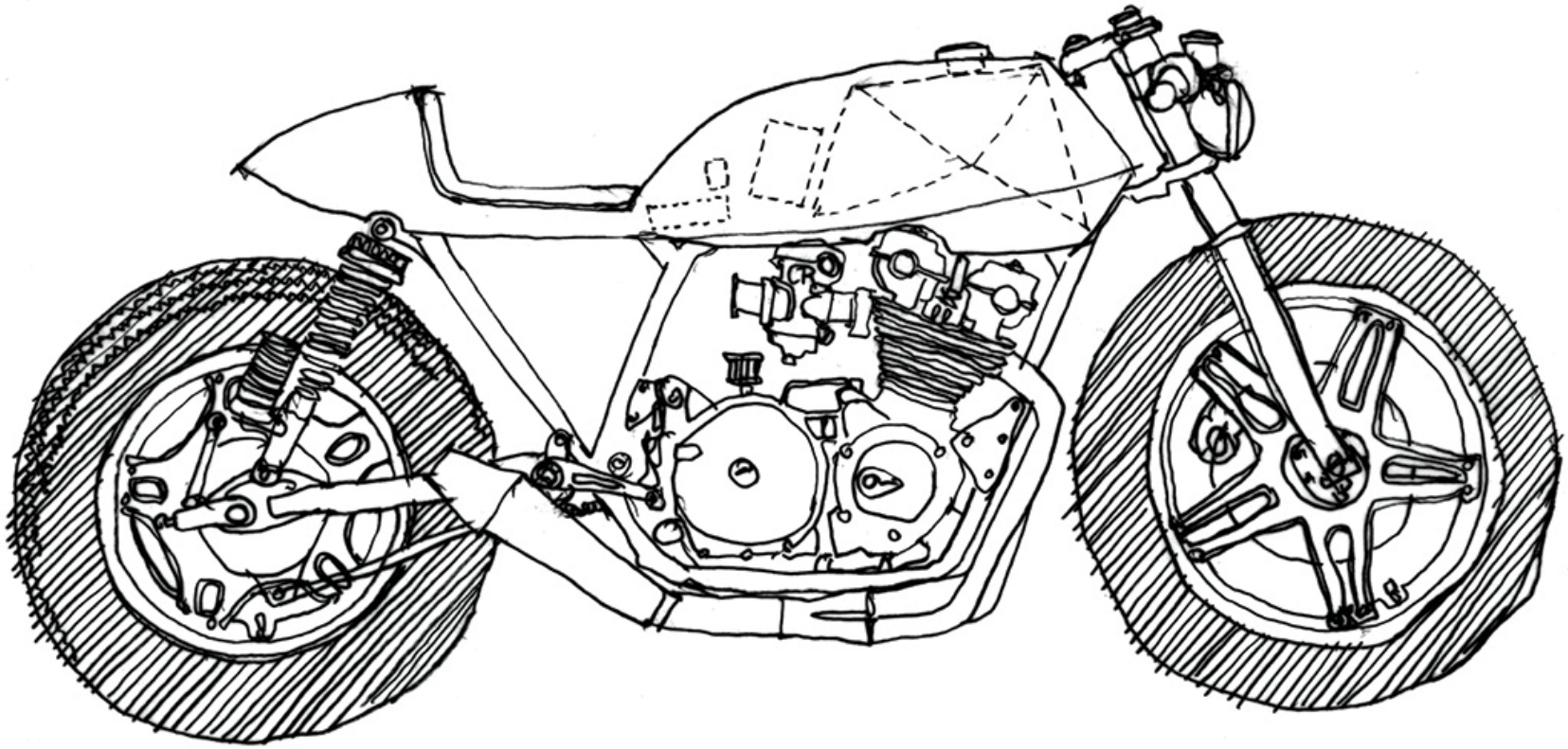
GARDENS BY THE BAY, SINGAPORE

Wilkinson Eyre. Part of a team, using complex geometry to create among the largest climate- controlled glasshouses in the world. Two cooled conservatories, Cool-moist and Cool-dry.

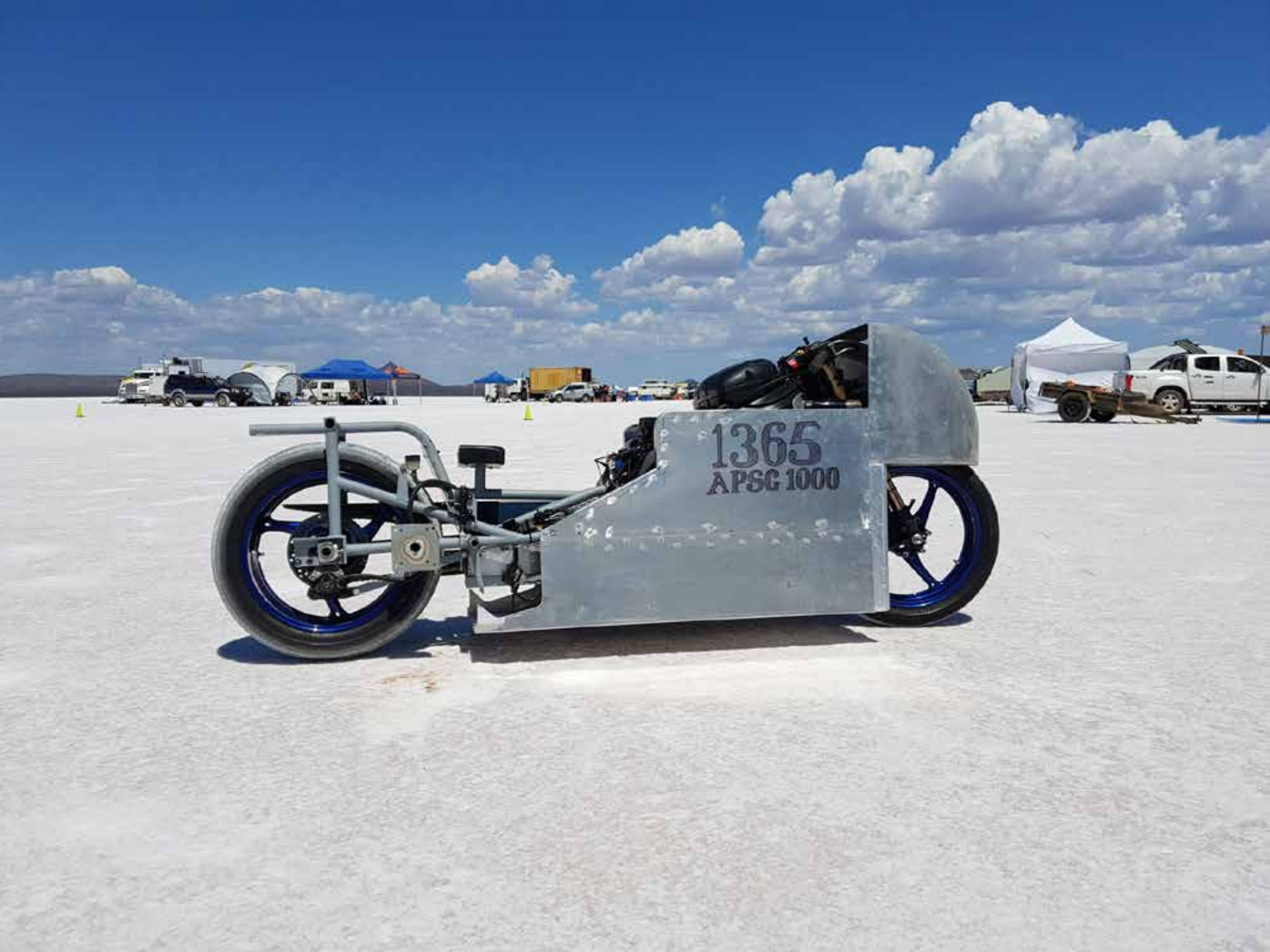
TIA CHIM

RUSSELL LOWE

SW
W
NW



Matt Lica

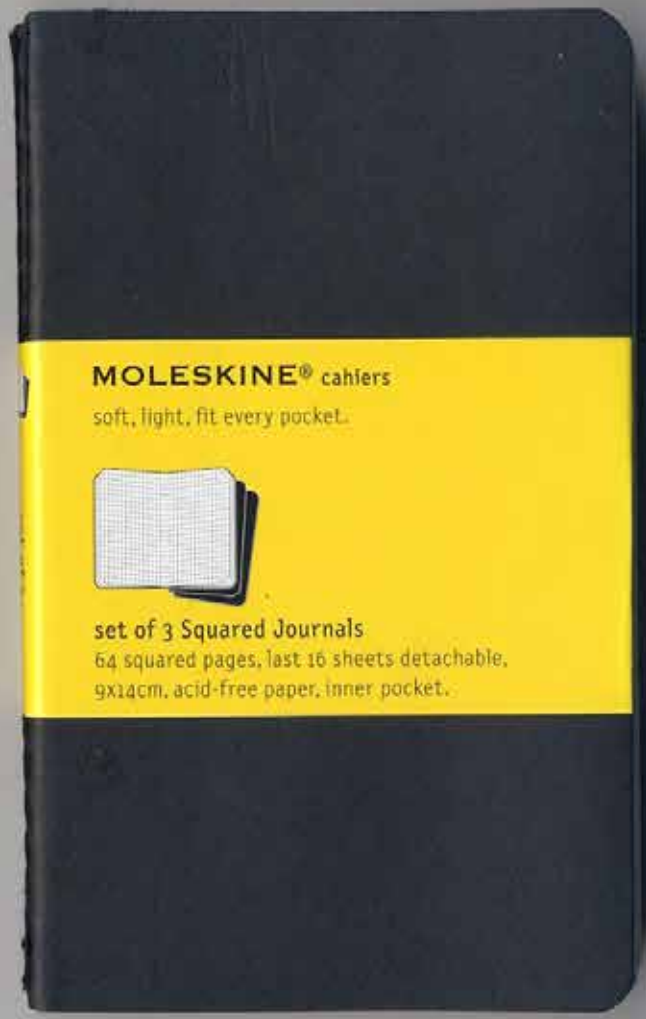

1365
APSC 1000

tyco
SUZUKI
MOTUL
PIRELLI
tyco

COURSE OUTLINE

WWW.RUSSELLLOWE.COM

A NOTE ON THE MEDIA


MOLESKINE® cahiers
soft, light, fit every pocket.
set of 3 Squared Journals
64 squared pages, last 16 sheets detachable,
9x14cm, acid-free paper, inner pocket.

PIGMENT INK • WATER BASED • WATER RESISTANT
FOR
DRAWING, GRAPHIC DESIGN

MOLESKINE® cahiers

soft, light, fit every pocket.

set of 3

set of 3 Squared Journals

64 squared pages, last 16 sheets detachable,
9x14cm, acid-free paper, inner pocket.

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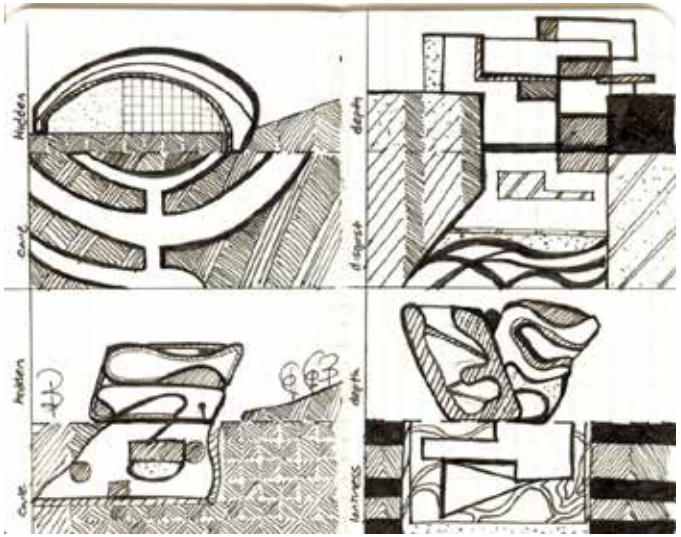
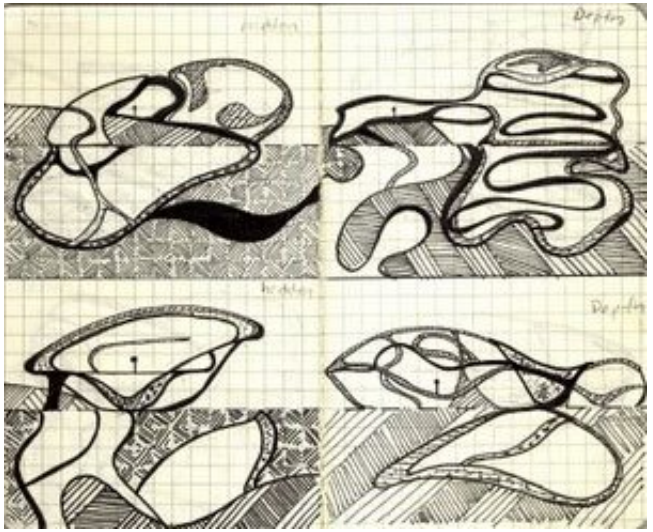
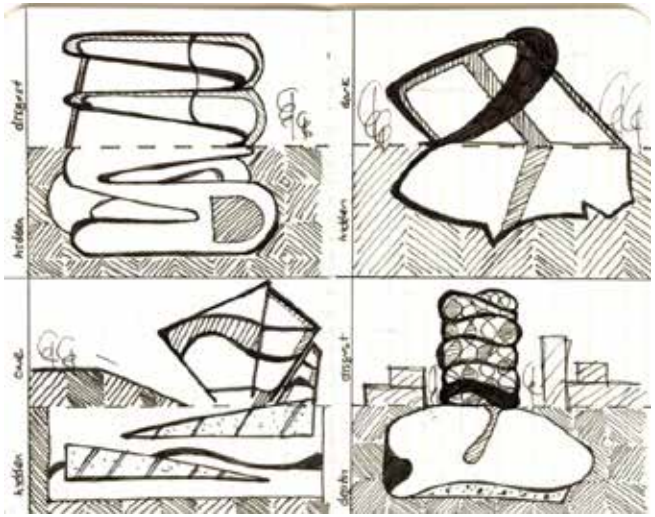
FDR

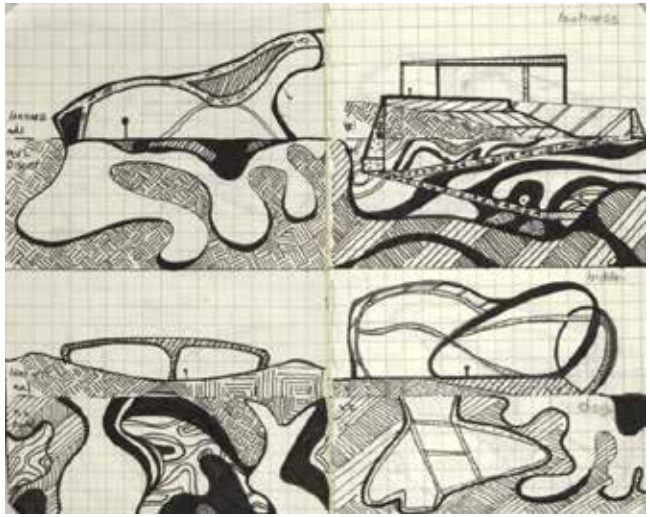
PIGMENT INK • WATER BASED • WATER RESISTANT
FOR
DRAWING, GRAPHIC DESIGN

PIGMENT INK • WATER BASED • WATER RESISTANT
FOR
DRAWING, GRAPHIC DESIGN,

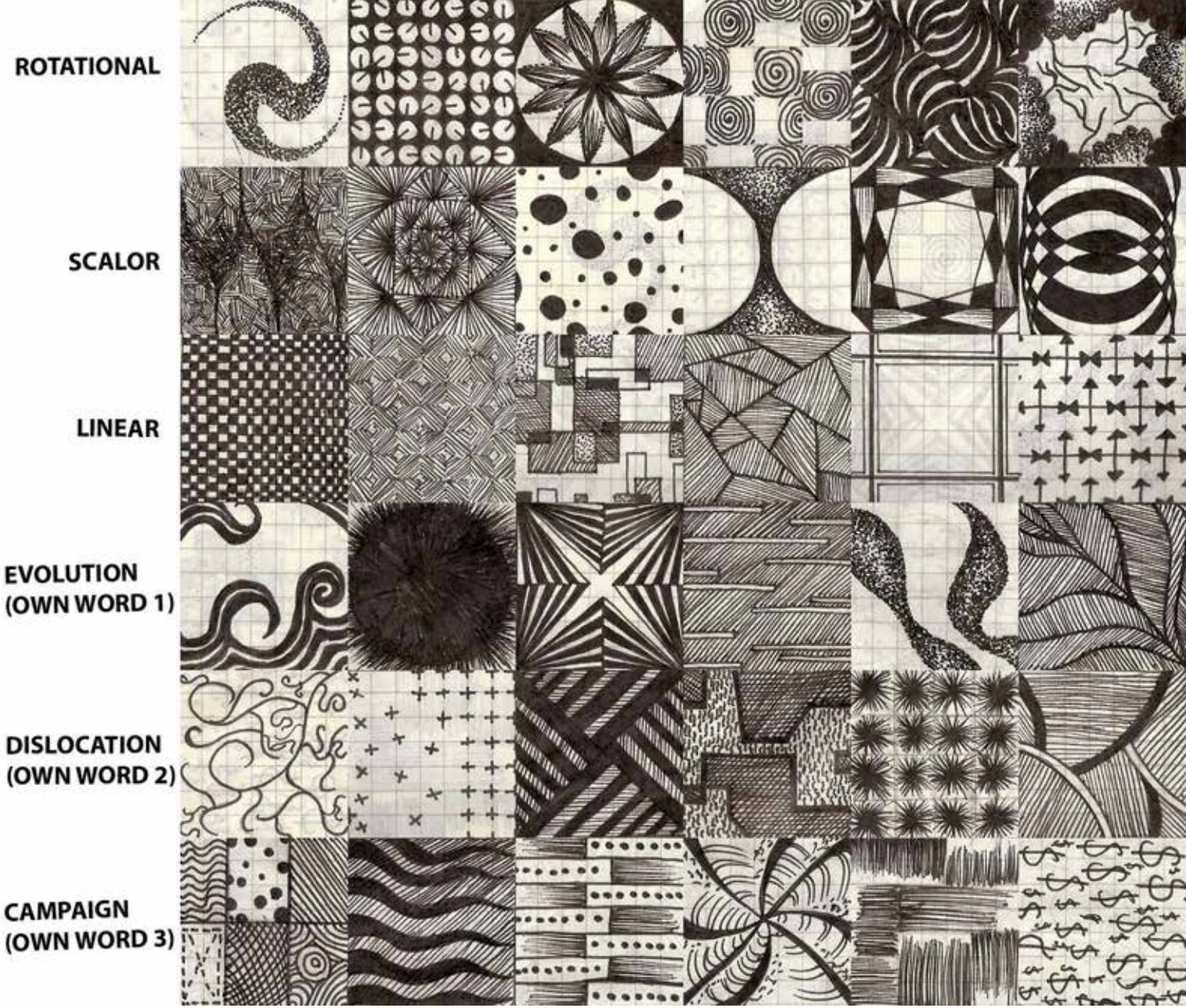




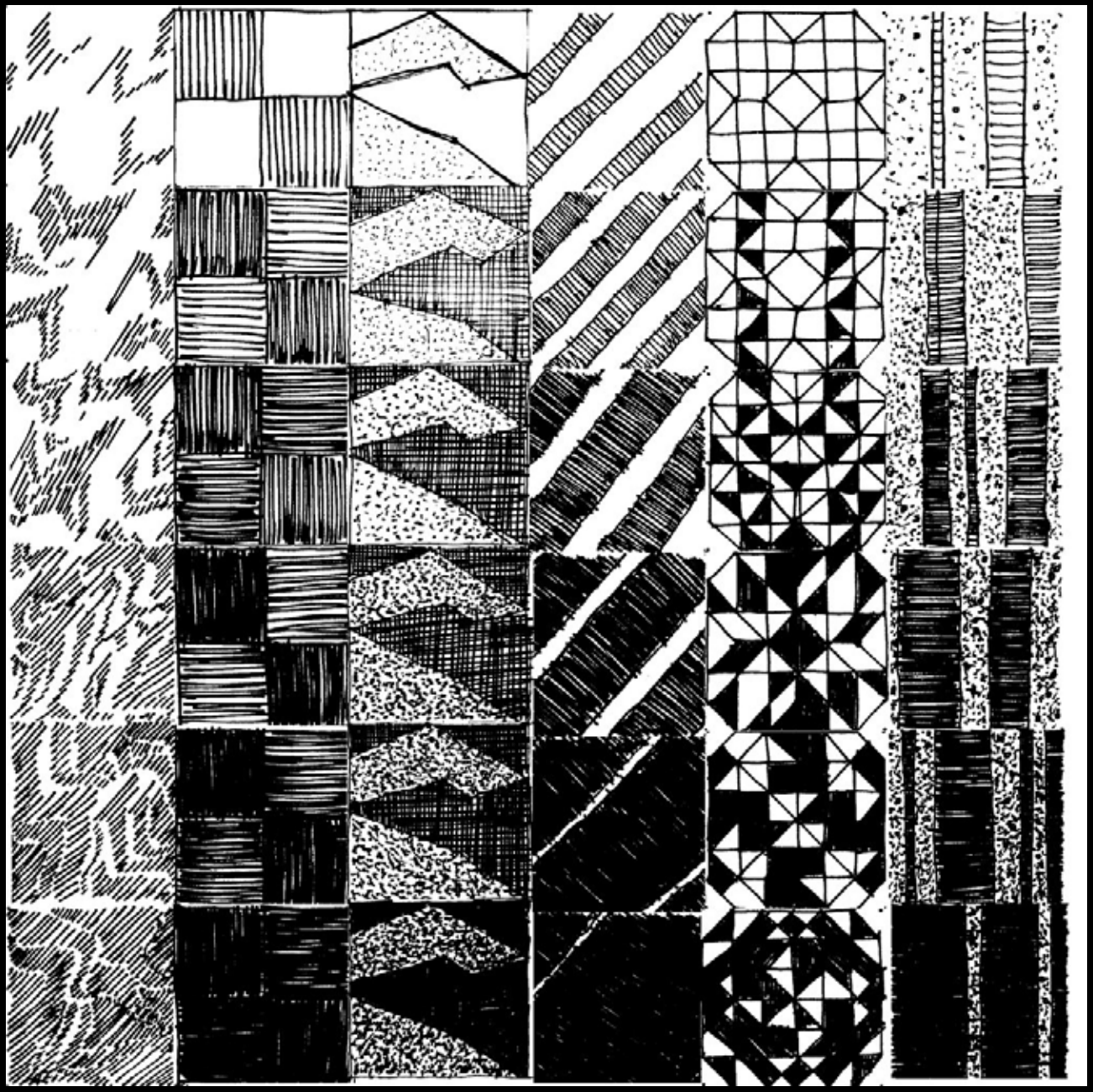




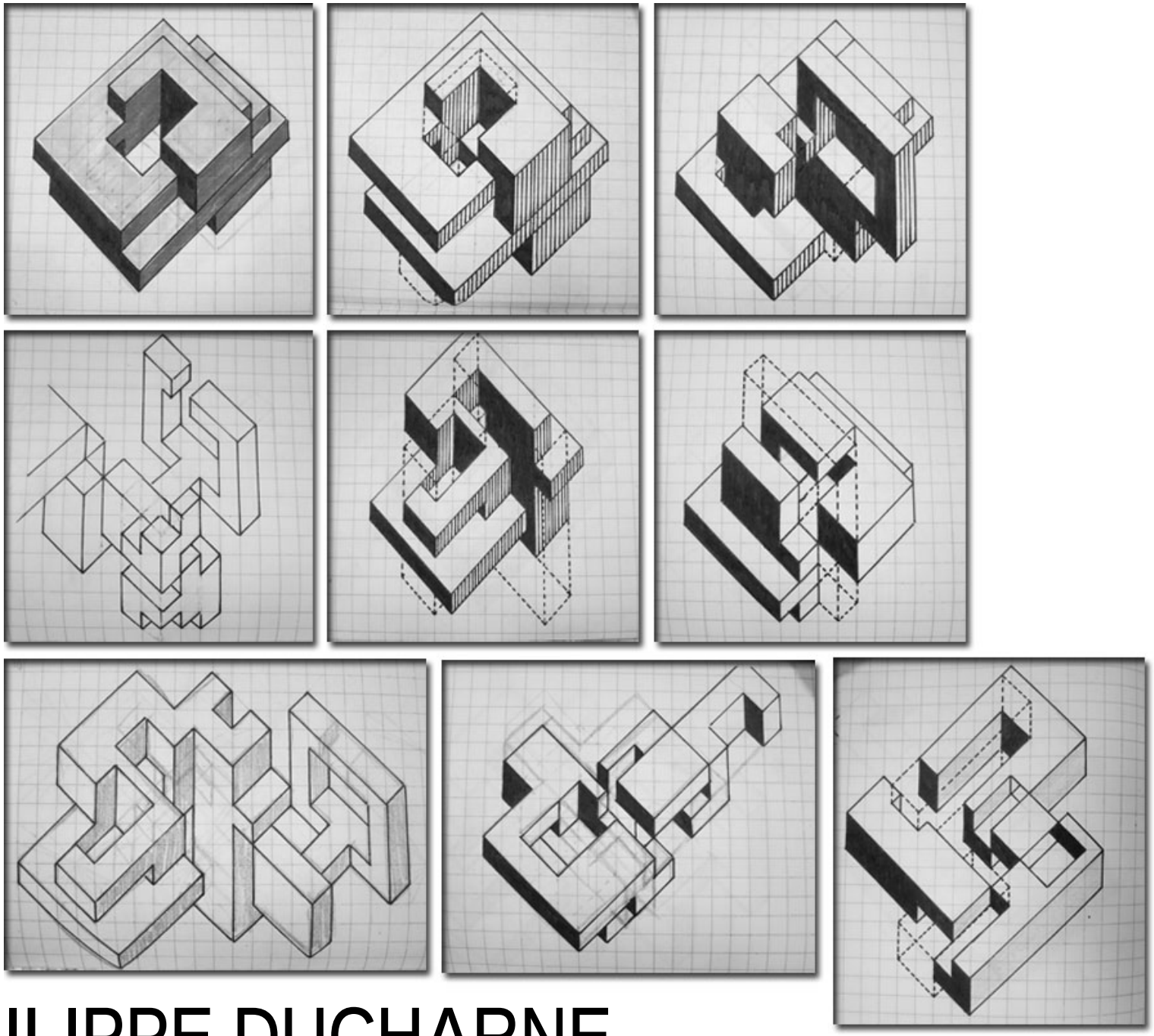
JAMES KIM



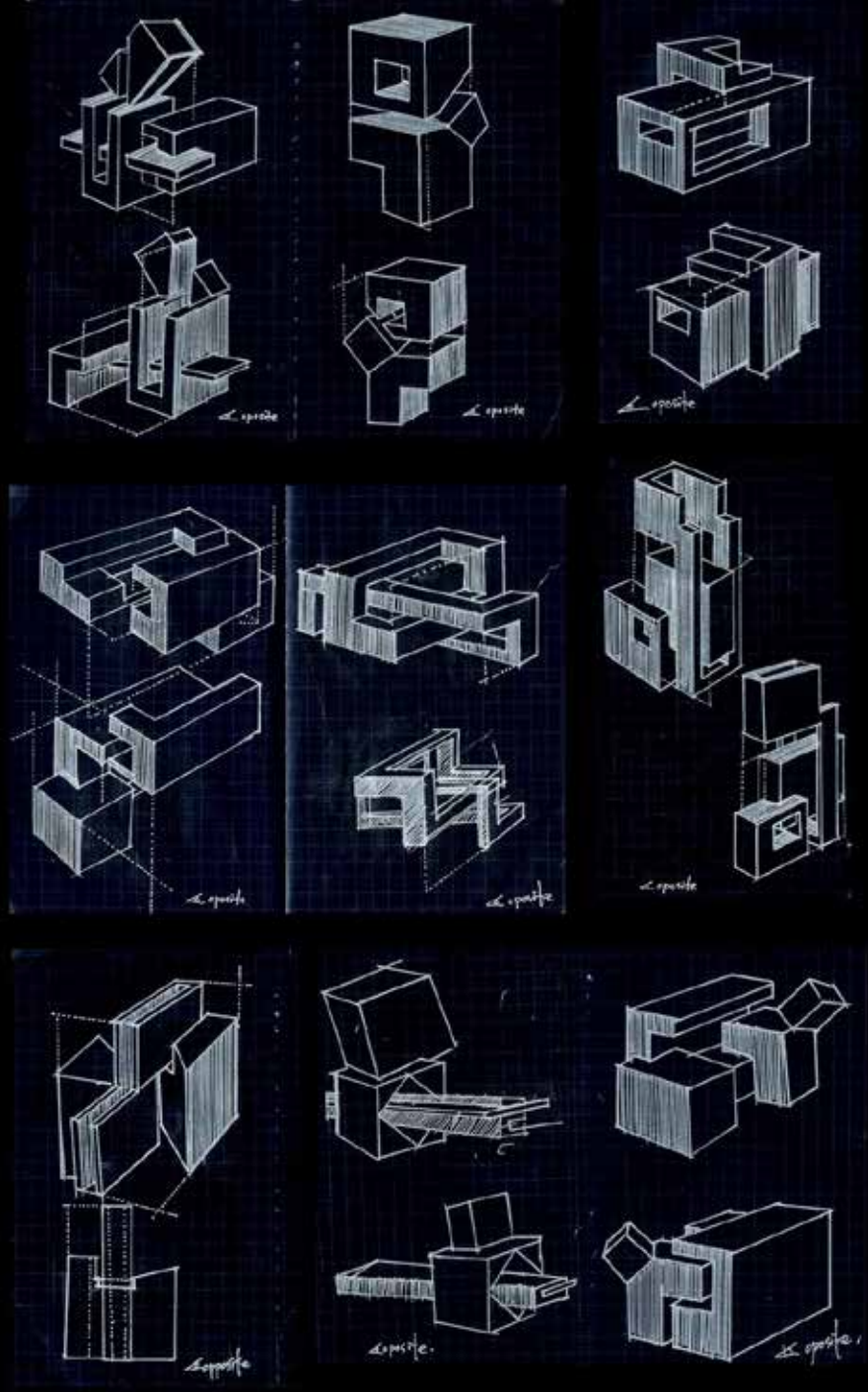
CHRISTOPHER MALOUF



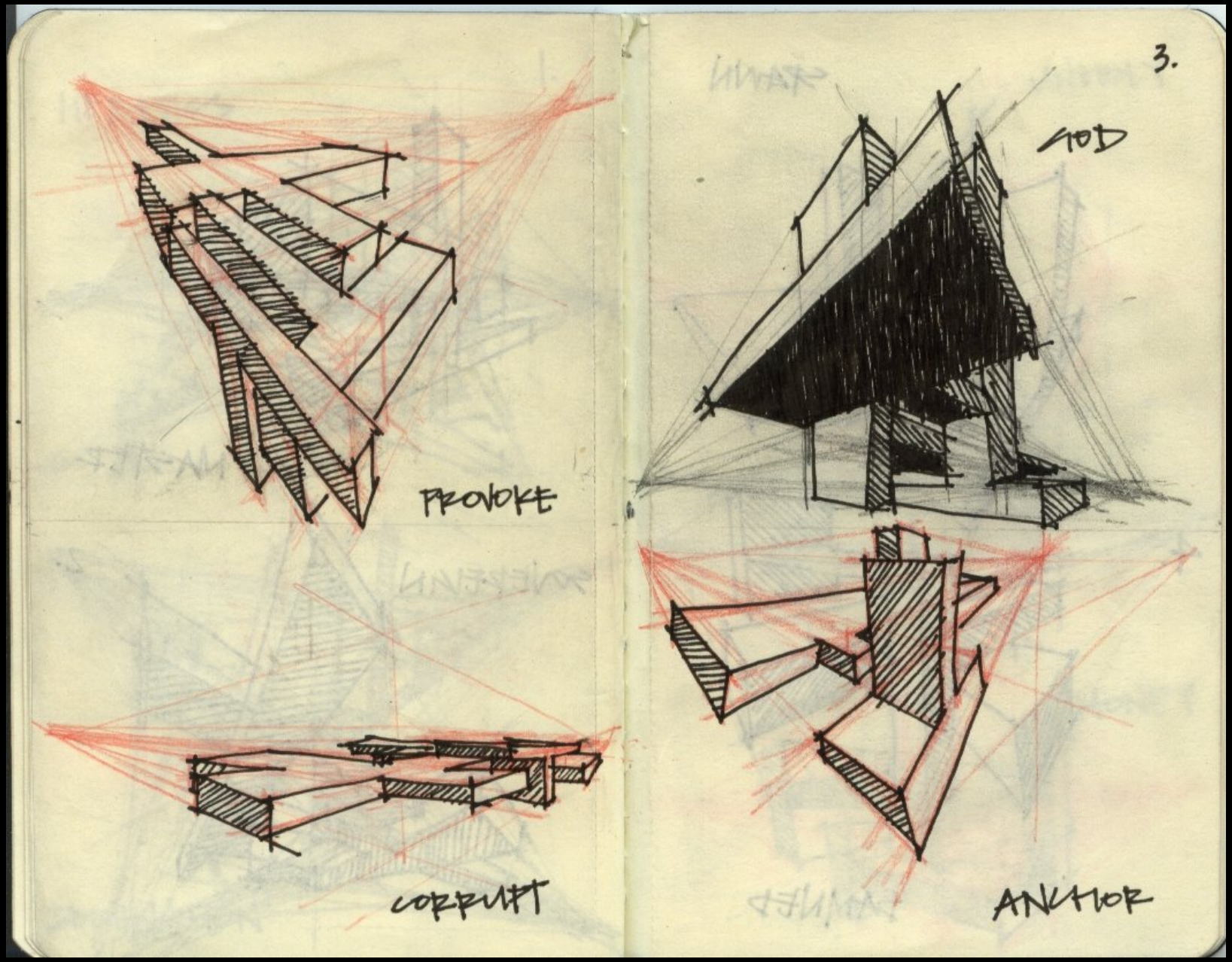
SEAN TRAN



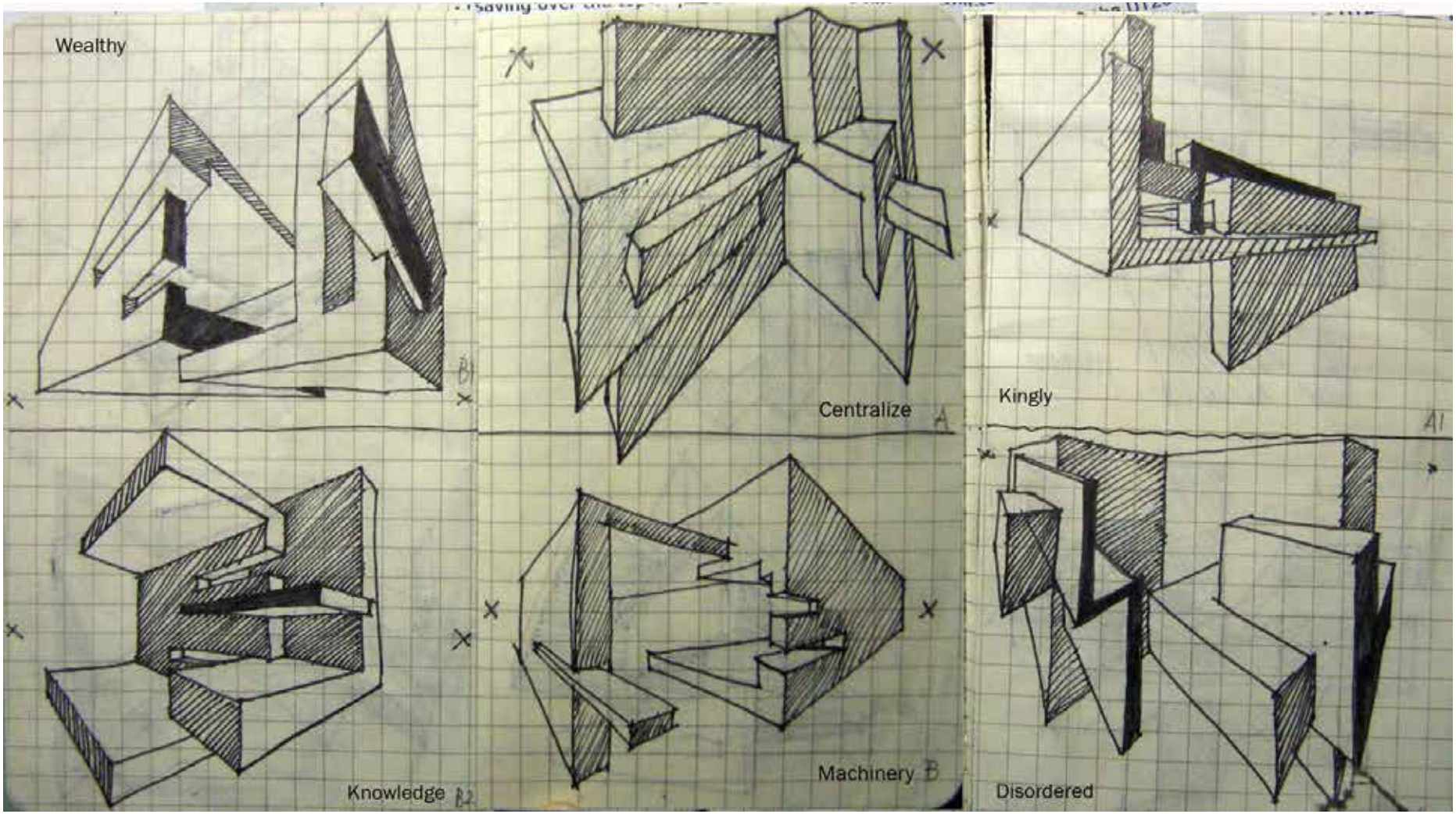
JEAN PHILIPPE DUCHARNE



SUN NAM WON



SEAN TRAN



YINGYING CHAN

X
Y
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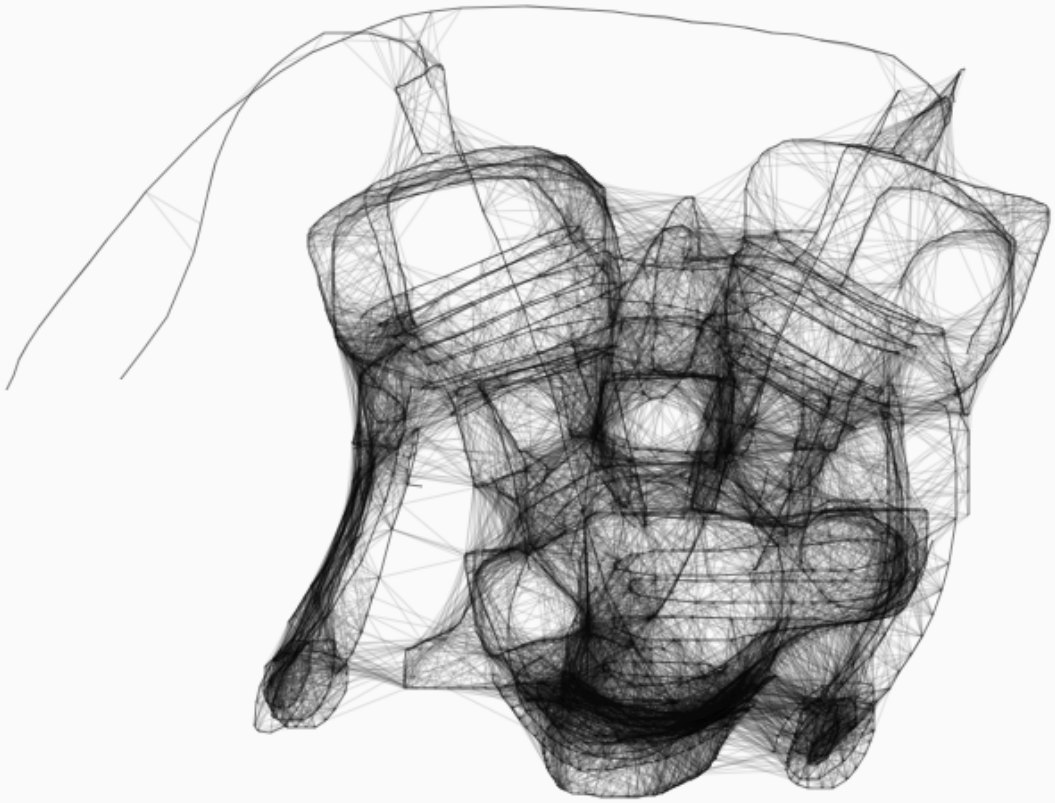
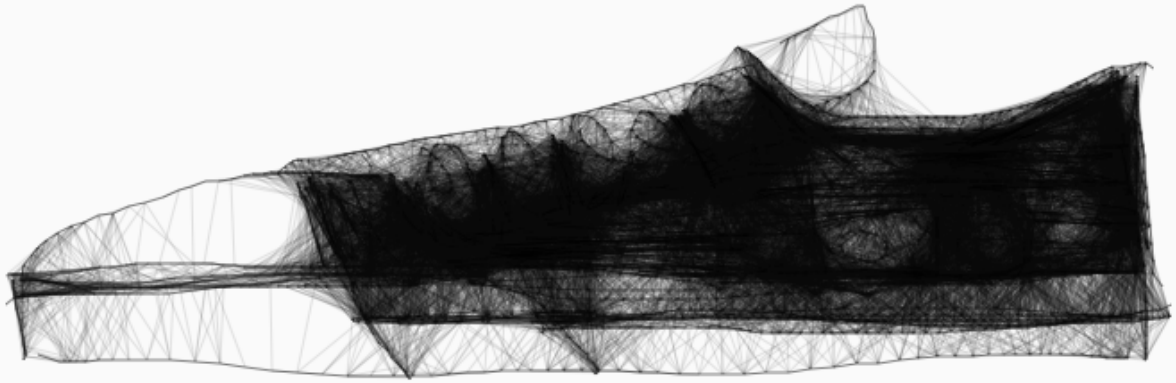
SELECT





DELL

Windows.

ALIENWARE

Computer Games on Laptop Graphic Cards

Which games run fluently on laptop graphic cards

The following games list shows all notebook graphic cards (GPUs) sorted by the approximate performance (similar to the notebook gpu benchmark list). The fields contain **average frames per second (fps)** values for each game / setting combination. If the framerate is sufficient for fluent gaming (>25 fps), the field is painted in green. Otherwise, red for stutterings and yellow for an unsure prognosis. Furthermore, all fields without values are interpolated to convey the approximate gaming performance (brighter colors). The results are based on many different laptop reviews with different hardware. To see the detailed results, visit the GPU page or hover over the values with the mouse.

Note: *With slower components (like a slow CPU) the gaming performance may be noticable slower.*

(Manufacturer, Model, Series, Codename), Connect search words with ◉ and ○ or .

Show only notebook GPUs | ☐ Professional (CAD) GPUs only | ☐ DirectX 11 only | Single and multiple GPUs

Announced at least ☐ months ago (>0) | ☐ Show only GPUs with known benchmark results | ☑ Still available (not archived)

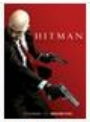
☐ Show benchmark bars | ☐ Show single scores on hover | ☐ Show performance classes

☑ Model | ☐ Codename | ☐ Architecture | ☐ Pixel Shaders | ☐ Vertex Shaders | ☐ Core speed | ☐ Shader Speed

☐ Memory Speed | ☐ Memory Bus | ☐ DirectX | ☐ Process (nm) | ☐ Days old

Restrict

2013 Crysis 3
2013 Dead Space 3
2012 Far Cry 3
2012 Assassin's Creed III
2012 Hitman: Absolution
2012 Call of Duty: Black Ops 2
2012 Need for Speed: Most Wanted
2012 Medal of Honor: Warfighter
2012 Dishonored
2012 World of Tanks v8
2012 Fifa 13
2012 Borderlands 2
2012 F1 2012

Pos	Model	Crysis 3 (2013)				Dead Space 3 (2013)				Far Cry 3 (2012)				Assassin´s Creed III (2012)			 Hitman: Absolution (2012)				Call of Duty: Black Ops 2 (2012)			
		low 1024x768 Low Preset	med. 1366x768 Medium Preset 16xAF	high 1366x768 High Preset 16xAF FXAA	ultra 1920x1080 Very High Preset 16xAF 2xSMAA	low 1024x768 Low Preset	med. 1366x768 Medium Preset	high 1366x768 High Preset	ultra 1920x1080 Very High Preset	low 1024x768 DX9 Low Preset	med. 1366x768 DX9 Medium Preset	high 1366x768 DX11 High Preset (SSAO, Standard Alpha To Coverage) 2x MSAA	ultra 1920x1080 DX11 Ultra Preset (HDAO, Enhanced Alpha To Coverage) 4x MSAA	med. 1366x768 Normal	high 1366x768 High	ultra 1920x1080 Very High	low 1024x768 Lowest Preset	med. 1366x768 Medium Preset 2xAF	high 1366x768 High Preset 8xAF 2xMSAA	ultra 1920x1080 Ultra Preset 16xAF 4xMSAA	low 1024x768 Low / Off	med. 1366x768 Medium / Off	high 1366x768 High / On, FXAA 2xMSAA	ultra 1920x1080 (Extra) High / On, FXAA 4xMSAA
☐	1	NVIDIA GeForce GTX 680M SLI												81	79	48	86	79	71	44	231	194	145	108
☐	2	AMD Radeon HD 7970M Crossfire																						
☐	6*	NVIDIA GeForce GTX 780M																						
☐	8	NVIDIA GeForce GTX 680MX																						

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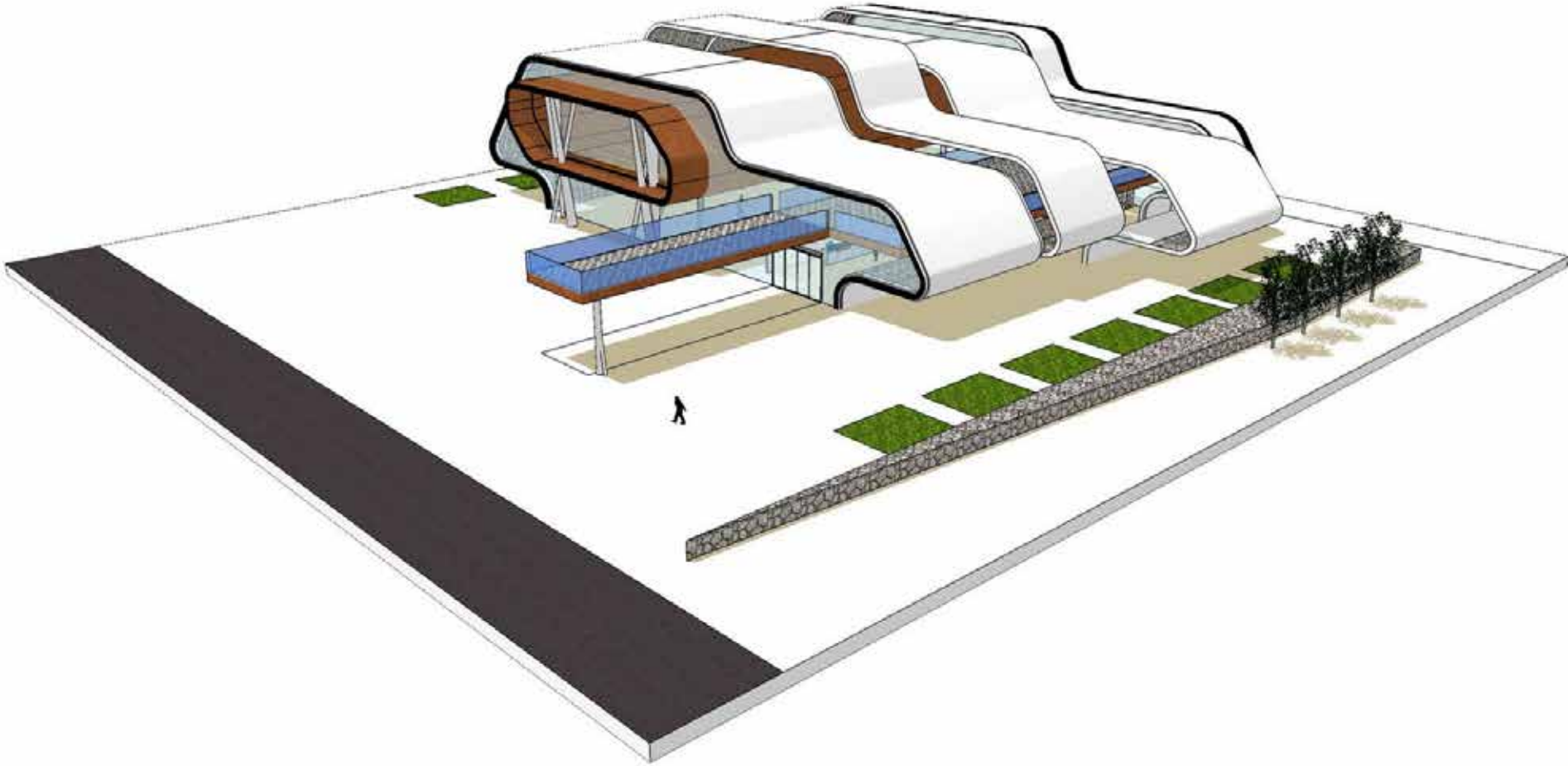
VR READY

Nvidia gtx1060, gtx1070, or gtx1080

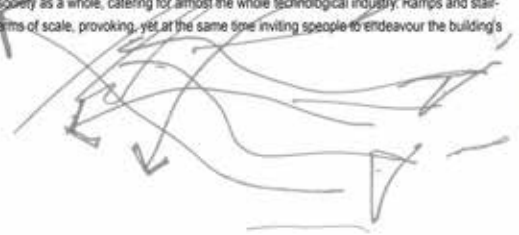
STUDENT WORK



JAMES KIM

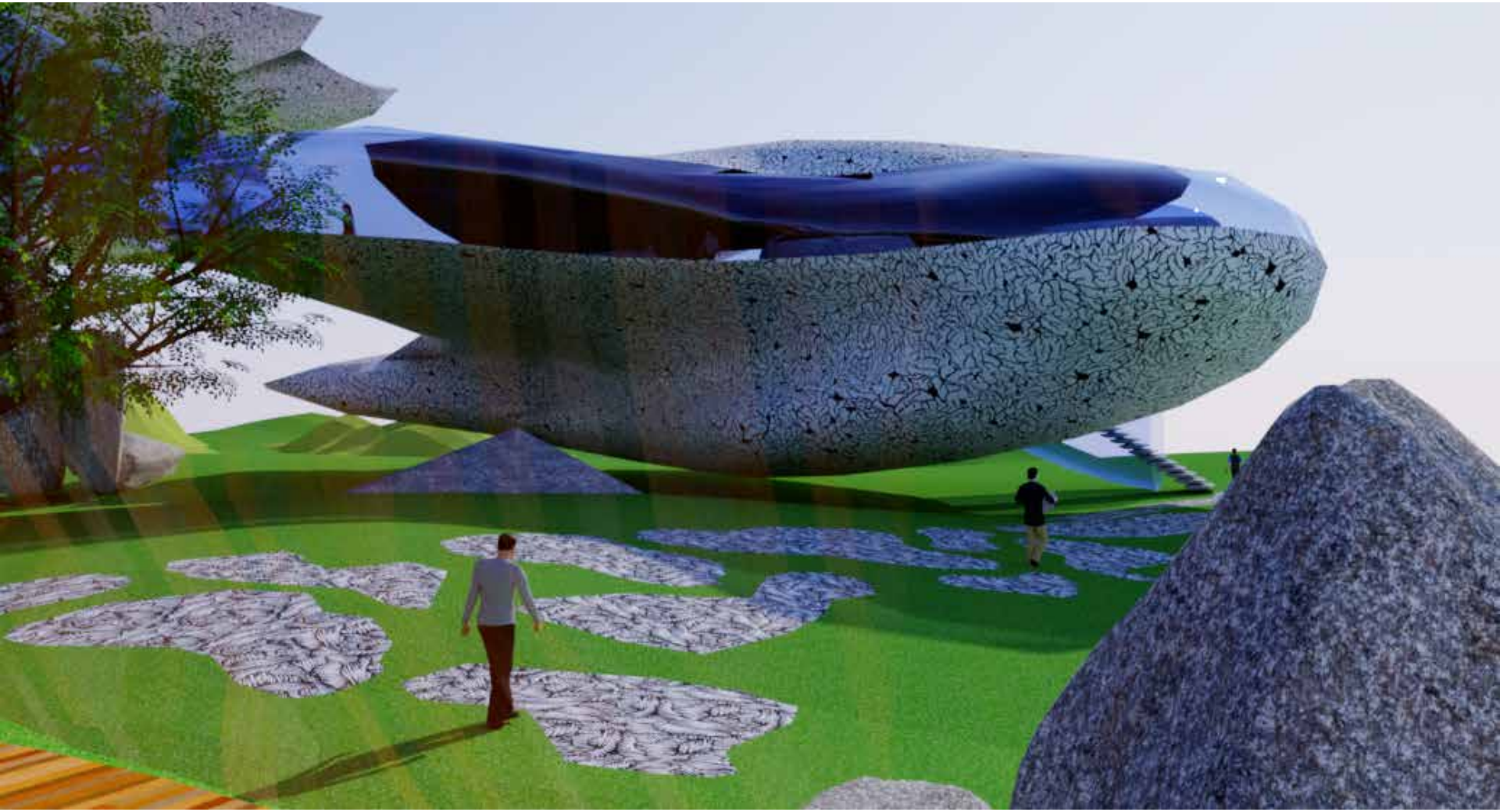
MONSTROUS
BOLD LIQUID SLEEK

The most difficult aspect in the formation of Steve Jobs' complex was the articulation of each space in relation to one another. A sleek manner had to be implied by the building's form in order to reflect Apple's product range of its most recent 3G, and this was achieved through modelling the building as though it is an extrusion of 3 liquified segments. This was not only applied in the building, but also with interior spaces as components posessed sleek and smooth flowing geometry. Large openings allows for a sense of freshness to be exhibited which further emphasises the notion of their products. Futhermore, Jobs' space is located above all others, representing his reign not only in the company itself, but also in society as a whole, catering for almost the whole technological industry. Ramps and staircases are monumental in terms of scale, provoking, yet at the same time inviting speople to endeavour the building's peculiarity.

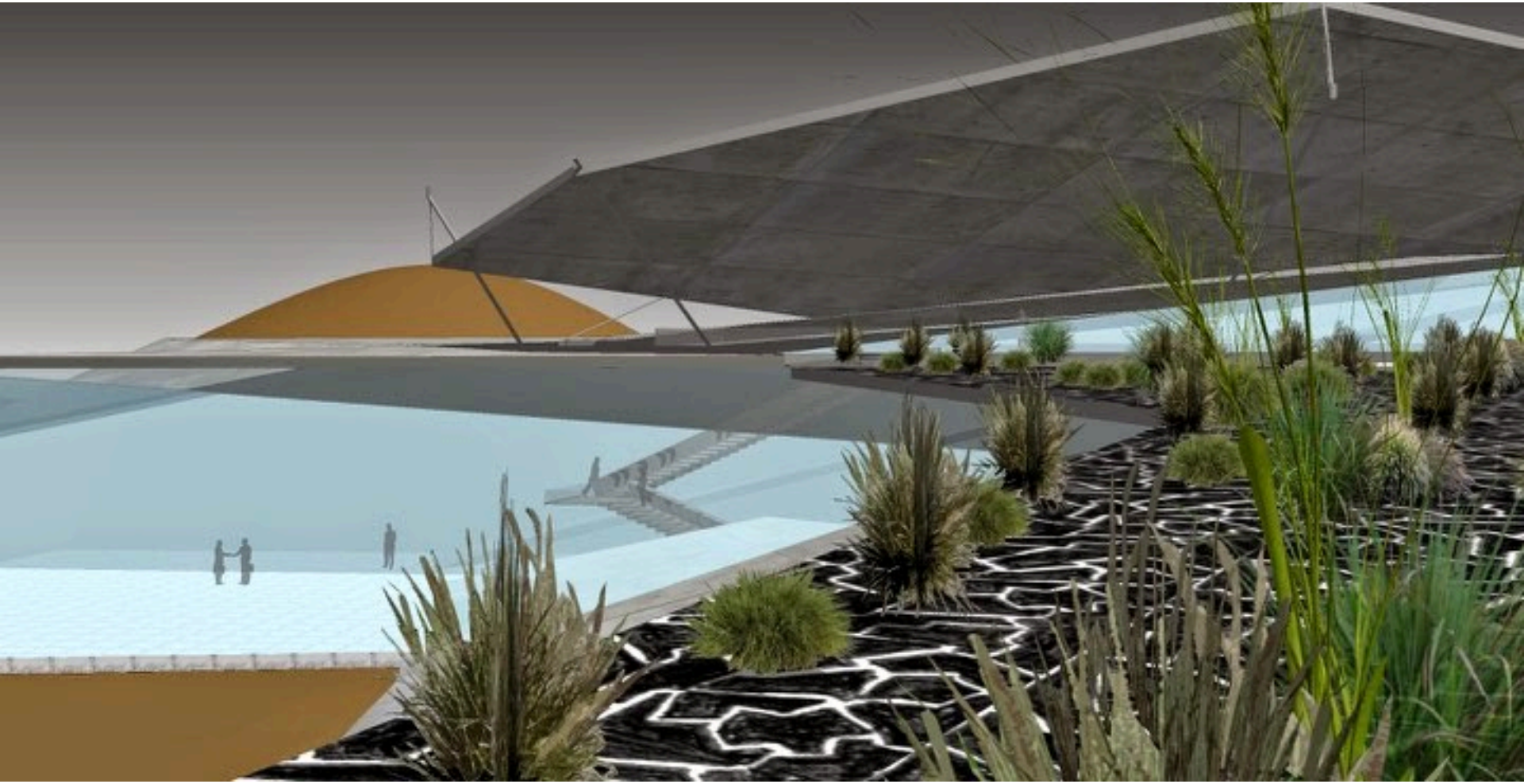


SEAN TRAN

MARY GOMES

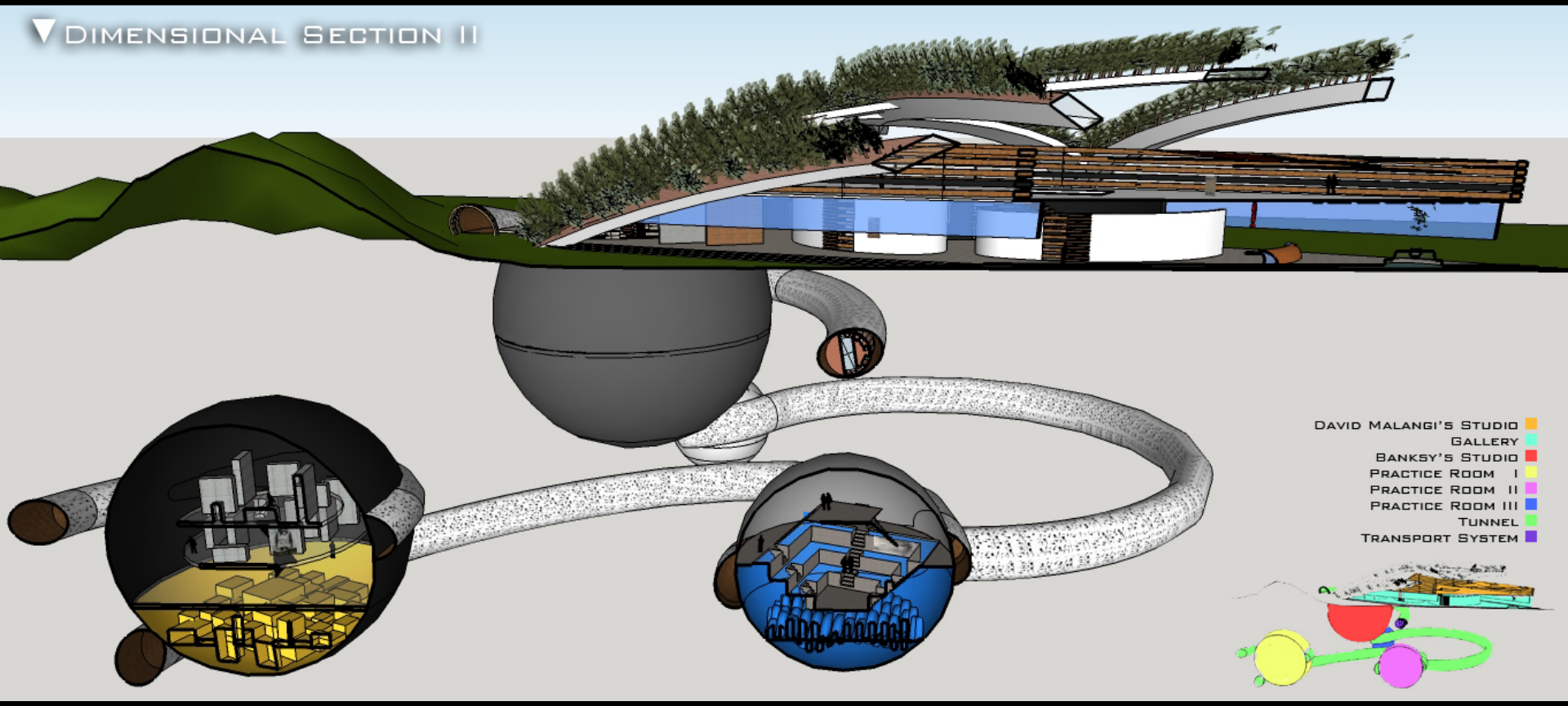


AARON BUCKLEY



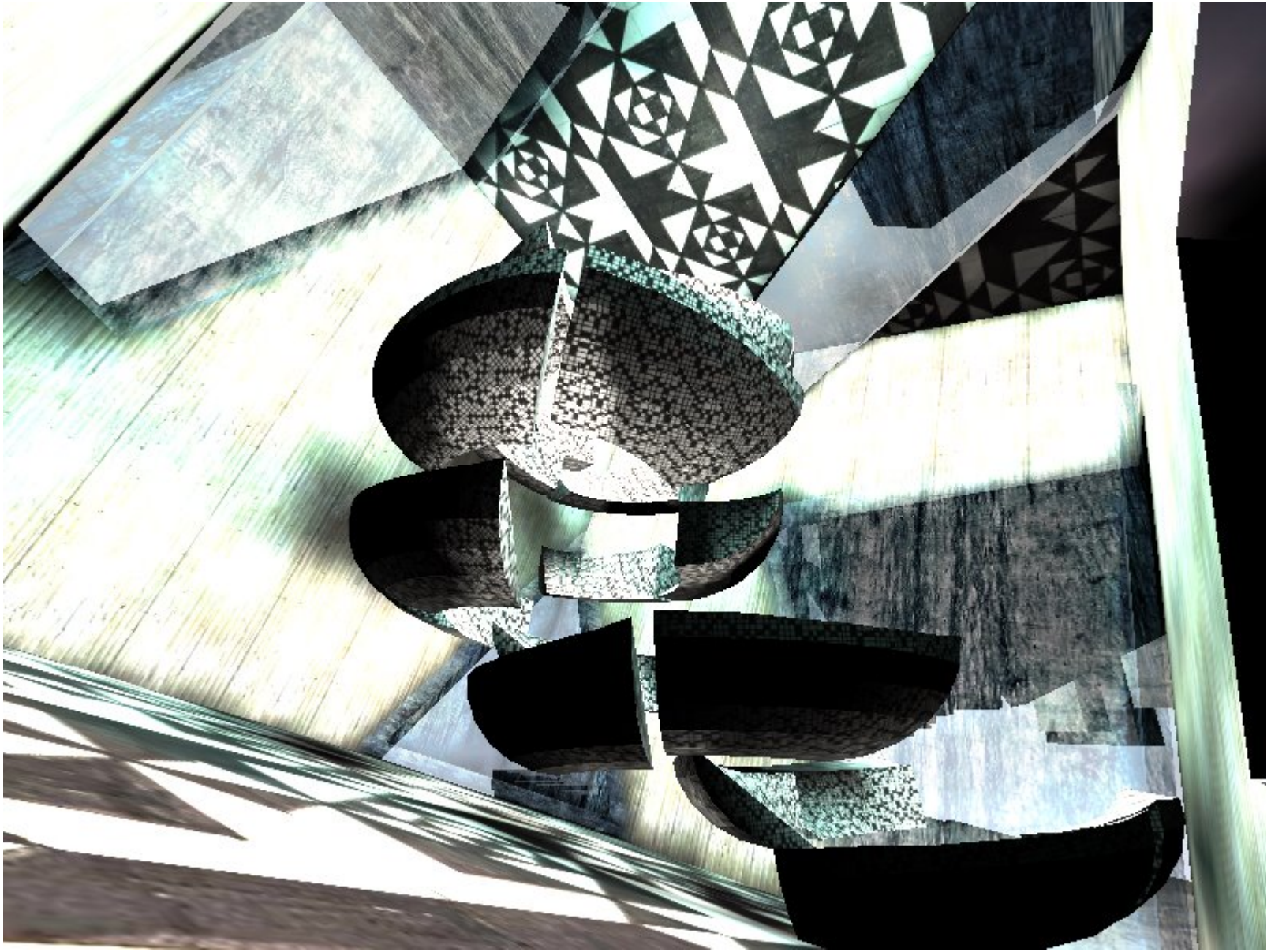
WILLIAM MAYNARD

Developed Sketchup Model

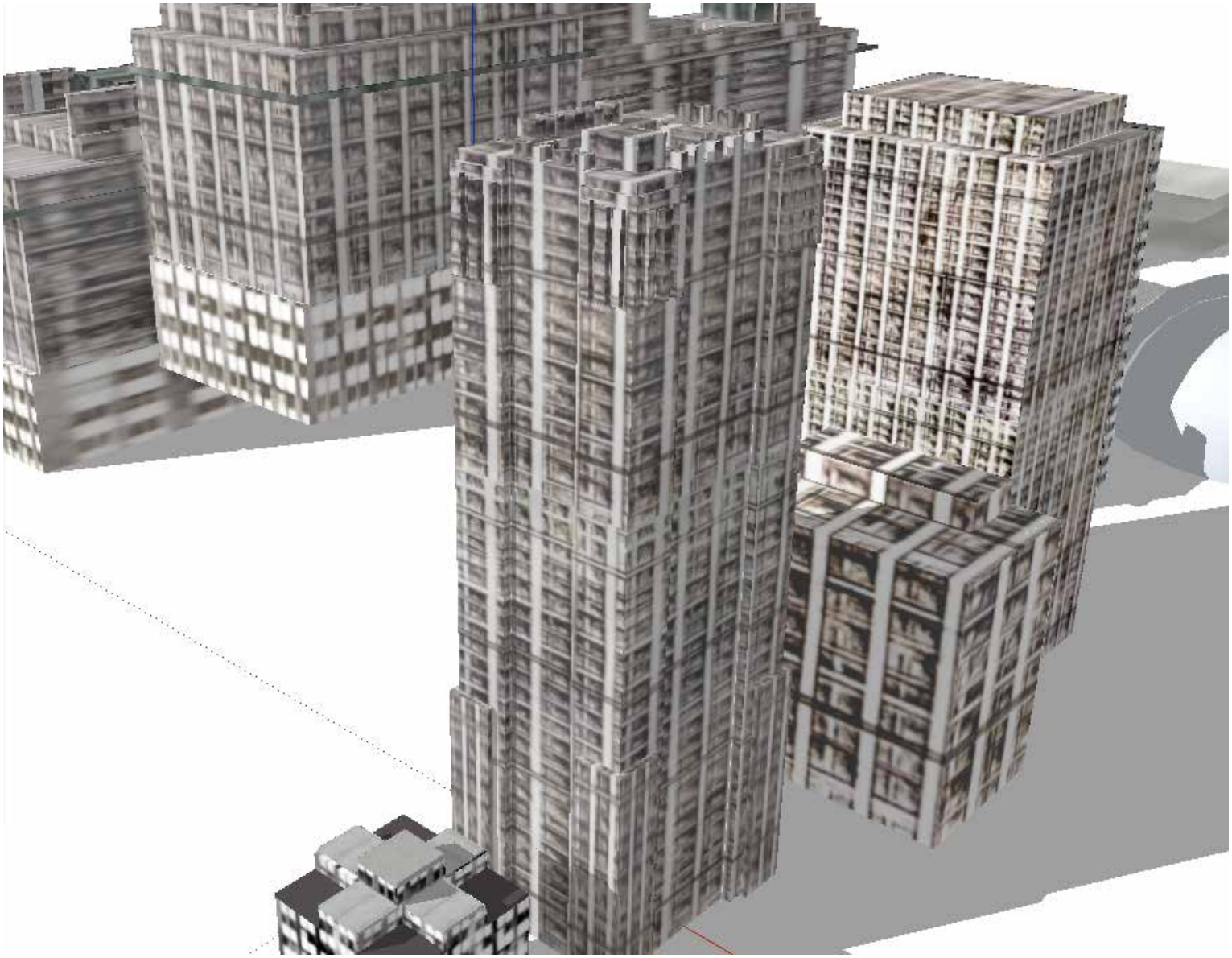


CYRIL LEUNG

HARRIS PANERAS



SUN NAM WON



CHRISTINE PAN

Section //

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

JESSICA WONG

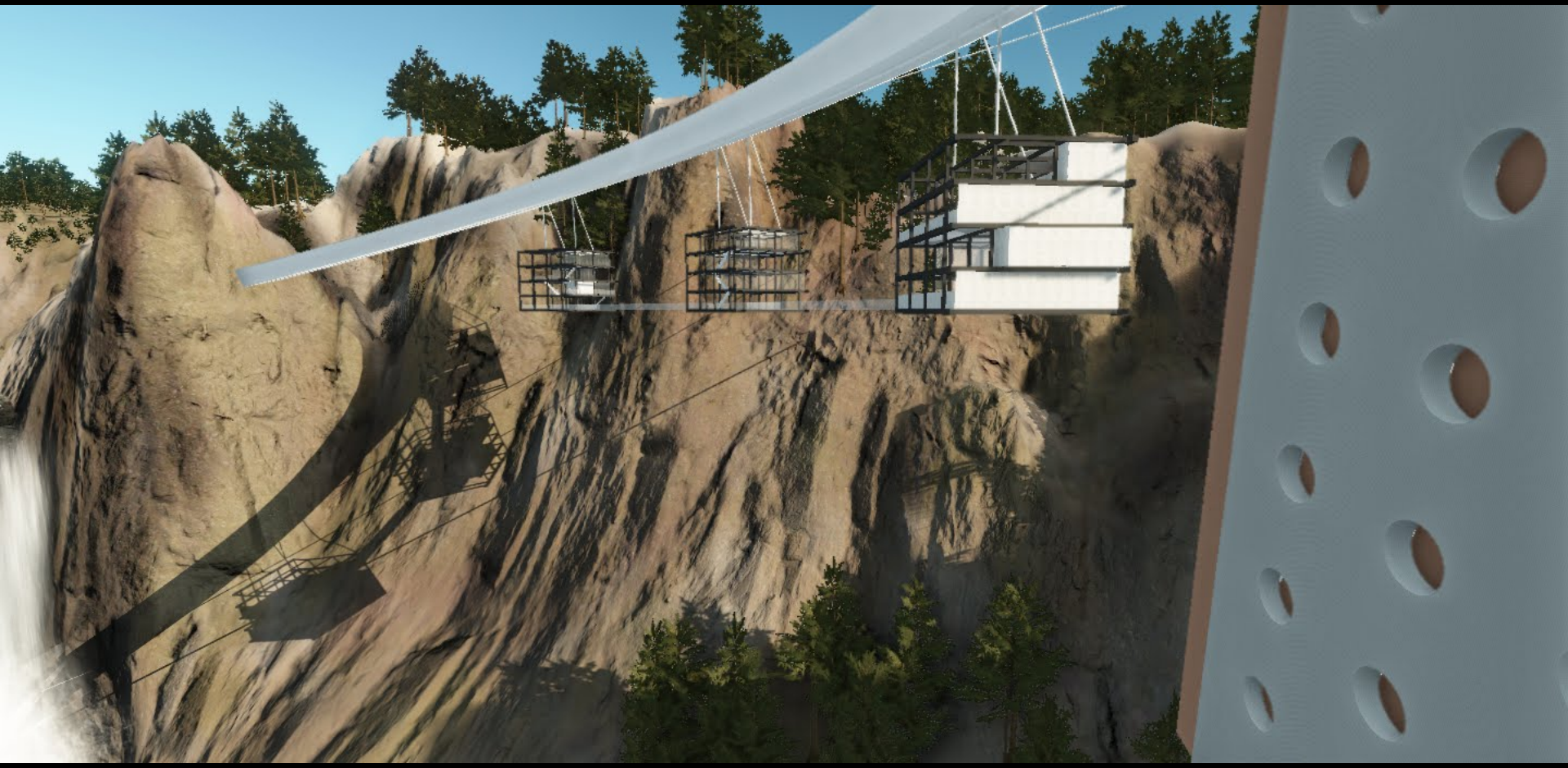
NARISSA BUNGBRAKERARTI

NARISSA BUNGBRAKERARTI

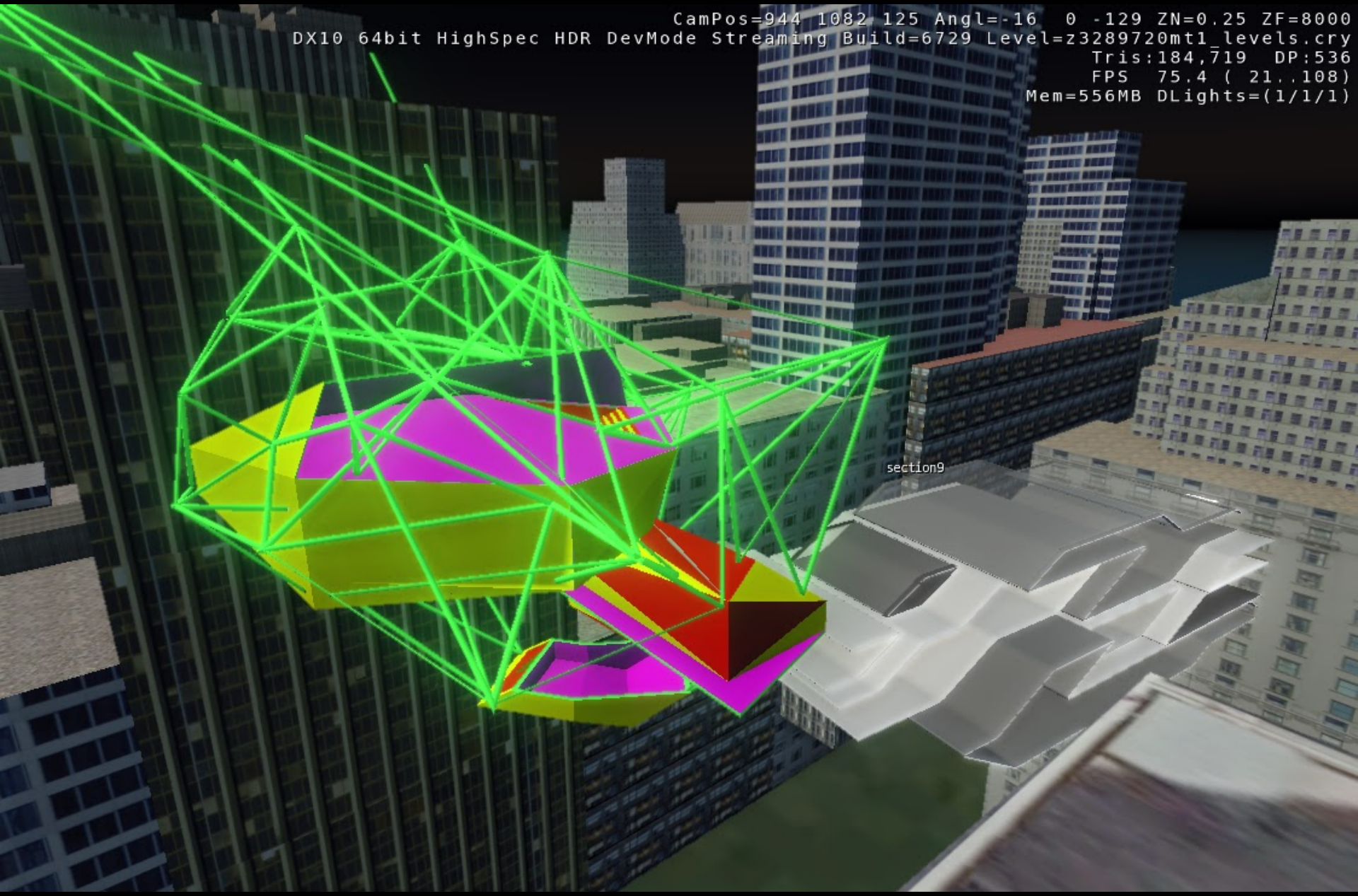
MILLI LAKOS

RICKY FAN

BLAKE CASHMAN



JARROD HINWOOD

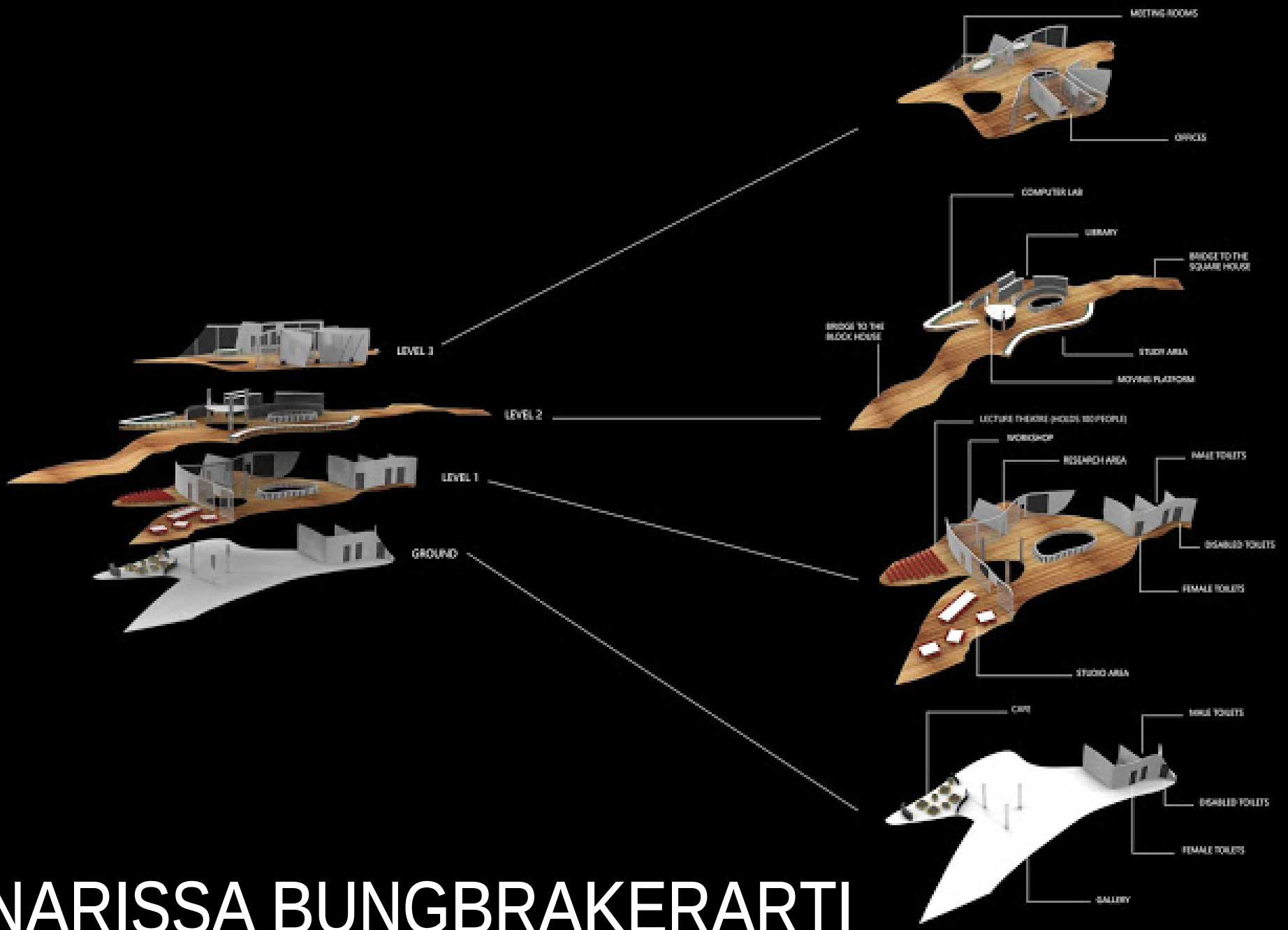


YEHUDA BASSIN

MATHEW BURNETT

MATHEW BURNETT

NARISSA BUNGBRAKERARTI



NARISSA BUNGBRAKERARTI

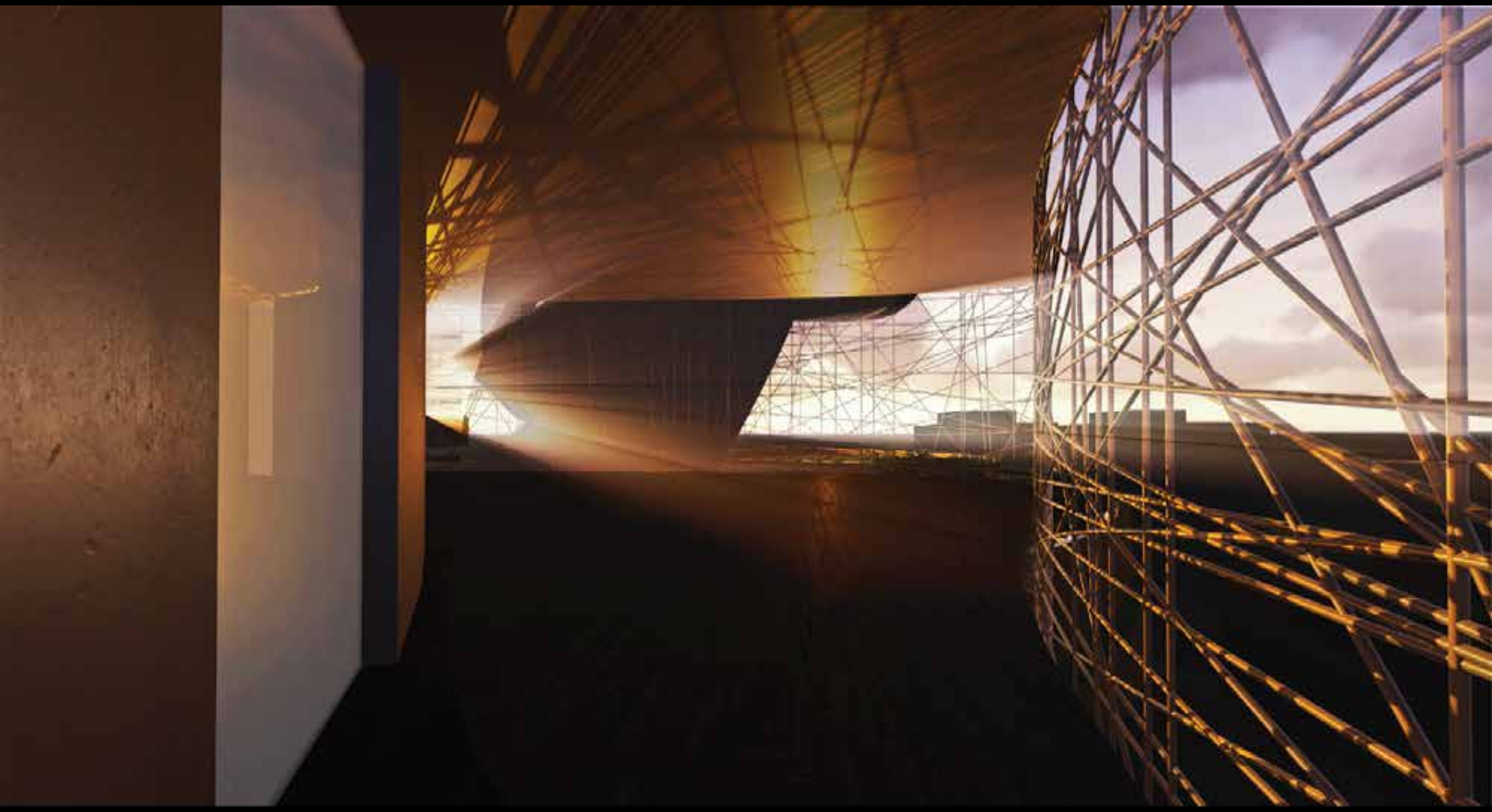
POETIC APOCALYPSE

REBEKAH ARAULLO

The Architecture School of the Future

CATHERINE ERZETIC

Catherine Erzetic
5060255



Spacious Learning Environment for
both students and staff

CATHERINE ERZETIC

Catherine Erzetic
5060255

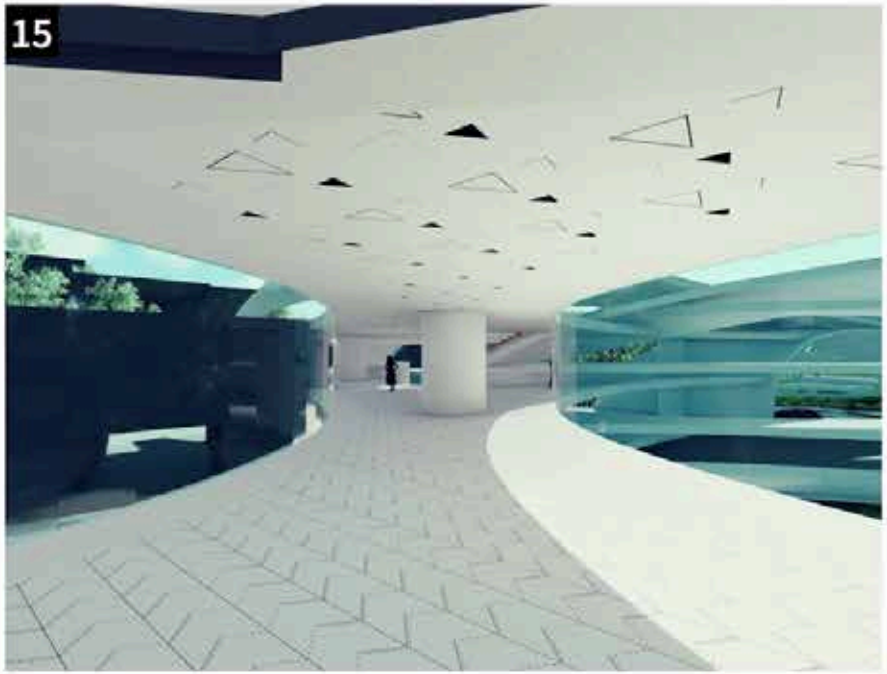
ALSON LEE

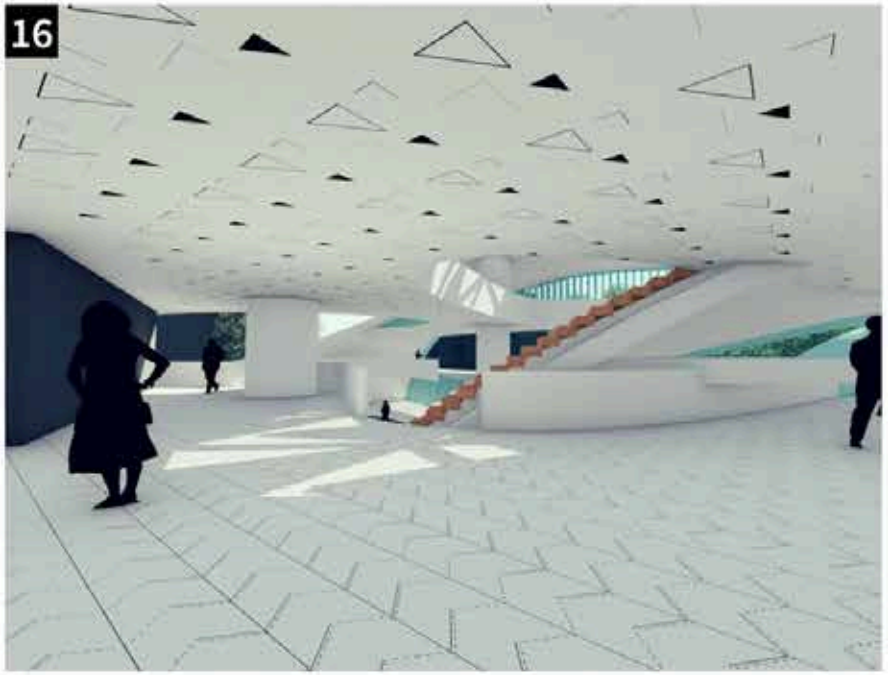
THE SYNAPSE_ UNSW SCHOOL OF ARCHITECTURE_

14 - Facing Tyree from the first floor

15 - Ceiling and Floor details near the connection to Roundhouse

16 - First floor near the connection to Roundhouse



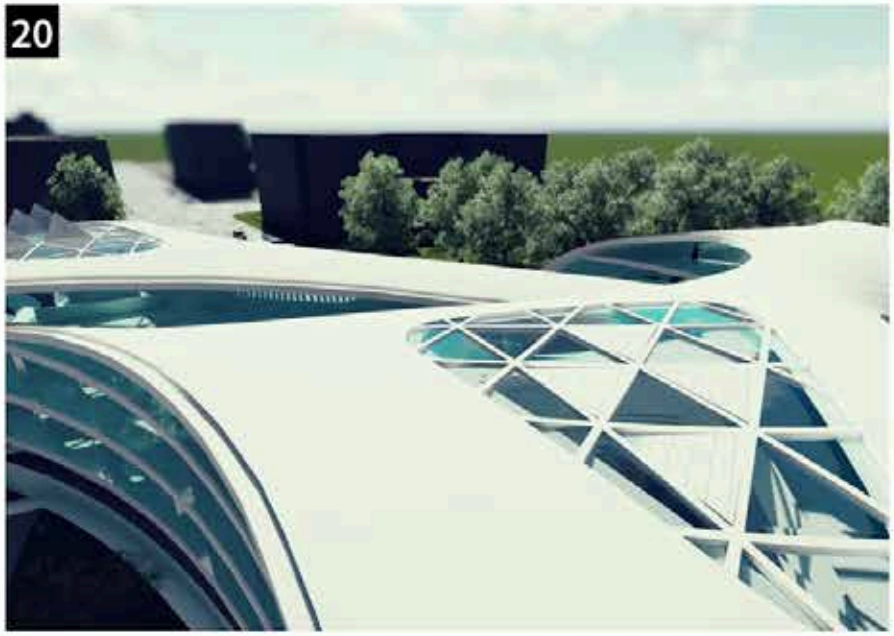


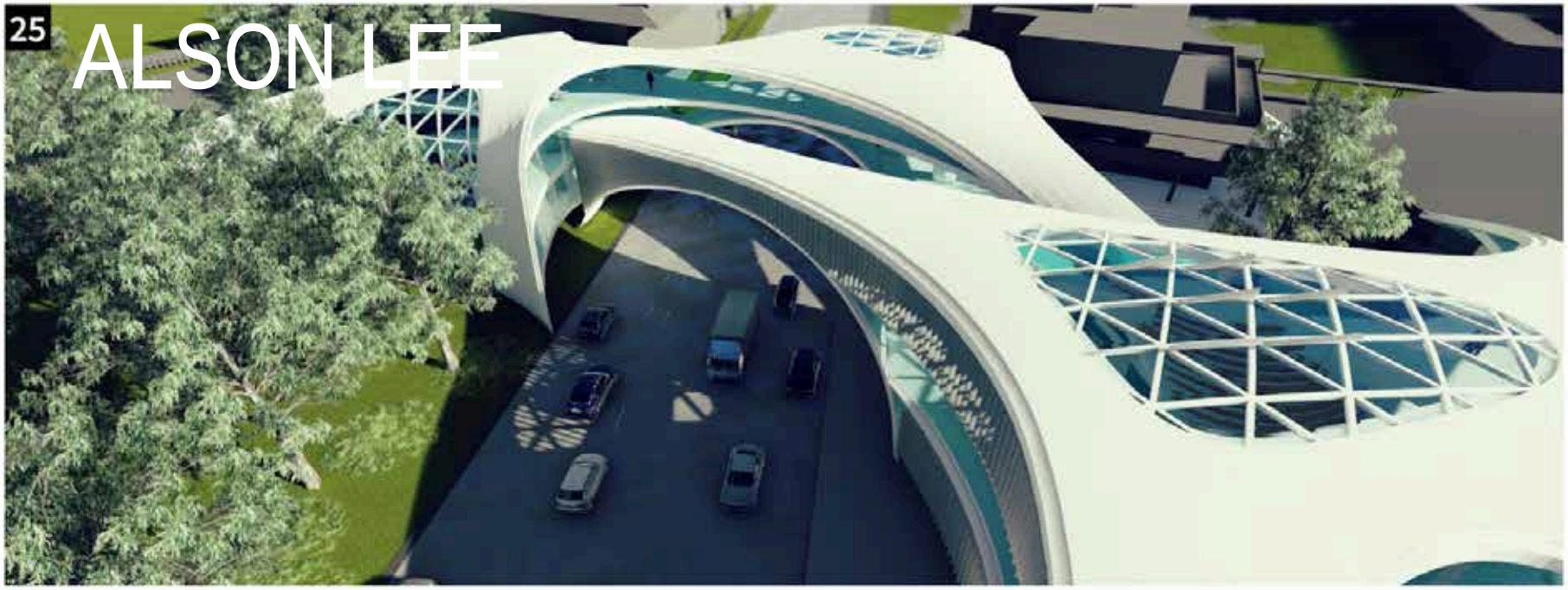
19 & 20 - Triangular panels can retract and cover sections of the skylight or be lifted to allow more light in.

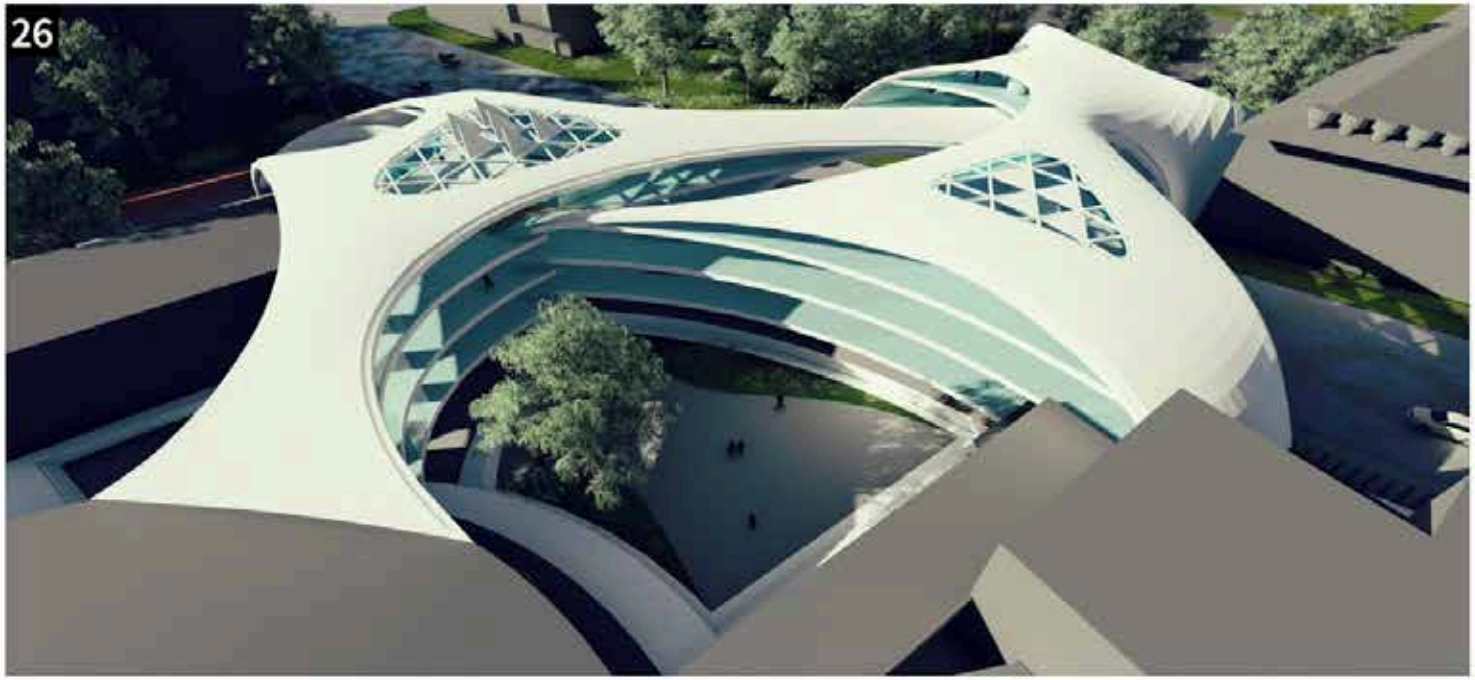
21 - Shutters line full height glass walls and can rotate to manipulate the intensity of light within.

In reference to my theory, these moving elements are 'luminous' in that they can manipulate light.

MOVING ELEMENTS







25 - Aerial from the south

26 - Aerial from the east looking down on the Roundhouse and Squarehouse

EXPERIMENT 1

CLIENTS

@the_kyza (Khyzyl Saleem)

Mountain and Moon

(Audrey Allen and Ashton Cameron)

Trent Jansen Studio (Trent Jansen)

DATUM www.dictionary.com

da·tum *–noun, plural* ***da·ta***

1.a single piece of information, as a fact, statistic, or code; an item of data.

2.*Philosophy.* a.any fact assumed to be a matter of direct observation. b.any proposition assumed or given, from which conclusions may be drawn.

3.*Also called* ***sense datum.*** *Epistemology.* the object of knowledge as presented to the mind. *Compare ideatum.*

4.*Surveying, Civil Engineering.* any level surface, line, or point used as a reference in measuring elevations.

5.*Surveying.* a basis for horizontal control surveys, consisting of the longitude and latitude of a certain point, the azimuth of a certain line from this point, and two constants used in defining the terrestrial spheroid.

[Origin: *1640–50;* < L: a thing given, neut. ptp. of *dare* to give]

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SECTION

sec·tion *–noun*

1.a part that is cut off or separated.

2.a distinct part or subdivision of anything, as an object, country, community, class, or the like: *the poor section of town; the left section of a drawer.*

3.a distinct part or subdivision of a writing, as of a newspaper, legal code, chapter, etc.: *the financial section of a daily paper; section 2 of the bylaws.*

4.one of a number of parts that can be fitted together to make a whole: *sections of a fishing rod.*

5.(in most of the U.S. west of Ohio) one of the 36 numbered subdivisions, each one square mile (2.59 sq. km or 640 acres), of a township.

6.an act or instance of cutting; separation by cutting.

7.*Surgery.* a.the making of an incision. b.an incision.

8.a thin slice of a tissue, mineral, or the like, as for microscopic examination.

9.a representation of an object as it would appear if cut by a plane, showing its internal structure.

10.*Military.* a.a small unit consisting of two or more squads. b.*Also called* ***staff section.*** any of the subdivisions of a staff. c.a small tactical division in naval and air units.

11.*Railroads.* a.a division of a sleeping car containing both an upper and a lower berth. b.a length of trackage, roadbed, signal equipment, etc., maintained by one crew.

12.any of two or more trains, buses, or the like, running on the same route and schedule at the same time, one right behind the other, and considered as one unit, as when a second is necessary to accommodate more passengers than the first can carry: *On holidays the New York to Boston train runs in three sections.*

13.a segment of a naturally segmented fruit, as of an orange or grapefruit.

14.a division of an orchestra or band containing all the instruments of one class: *a rhythm section.*

9.a representation of an object as it would appear if cut by a plane, showing its internal structure.

10.*Military.* a.a small unit consisting of two or more squads. b.*Also called* ***staff section.*** any of the subdivisions of a staff. c.a small tactical division in naval and air units.

11.*Railroads.* a.a division of a sleeping car containing both an upper and a lower berth. b.a length of trackage, roadbed, signal equipment, etc., maintained by one crew.

12.any of two or more trains, buses, or the like, running on the same route and schedule at the same time, one right behind the other, and considered as one unit, as when a second is necessary to accommodate more passengers than the first can carry: *On holidays the New York to Boston train runs in three sections.*

13.a segment of a naturally segmented fruit, as of an orange or grapefruit.

14.a division of an orchestra or band containing all the instruments of one class: *a rhythm section.*

15.*Bookbinding.* *signature* *(def. 8).*

16.*Also called* ***section mark.*** a mark used to indicate a subdivision of a book, chapter, or the like, or as a mark of reference to a footnote.

17.*Theater.* one of a series of circuits for controlling certain lights, as footlights.

18.*shape* *(def. 12). –verb (used with object)*

19.to cut or divide into sections.

20.to cut through so as to present a section.

21.*Surgery.* to make an incision.

[Origin: *1550–60;* < L

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[Origin: *1550–60;* < L - (s. of) a cutting, equiv. to *sect*(*us*) (ptp. of to cut; see *saw1*) + - - *-ion*]

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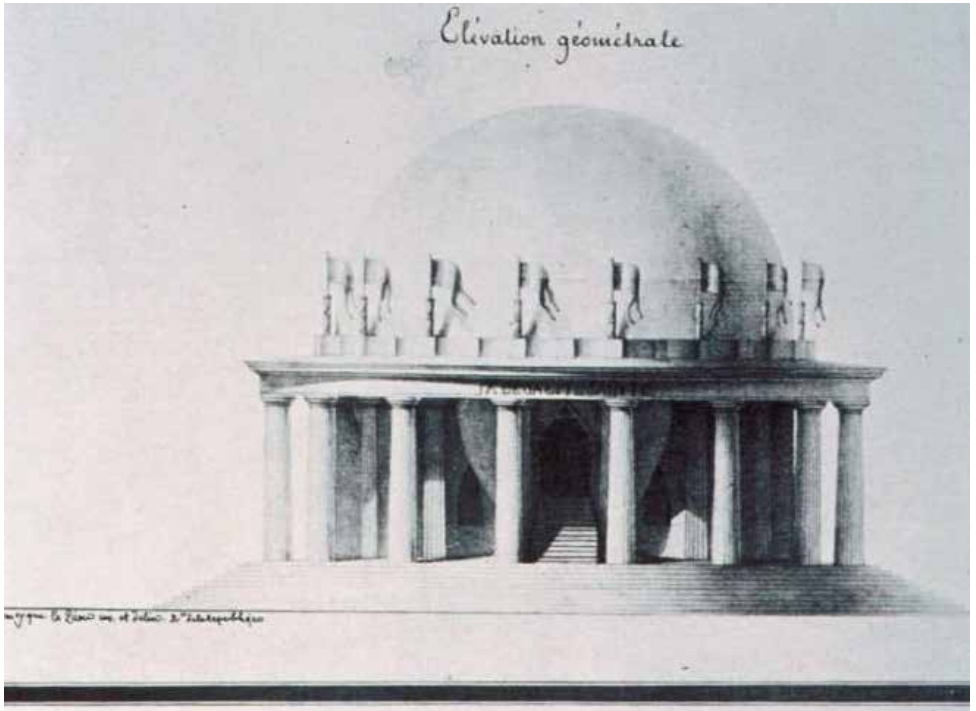

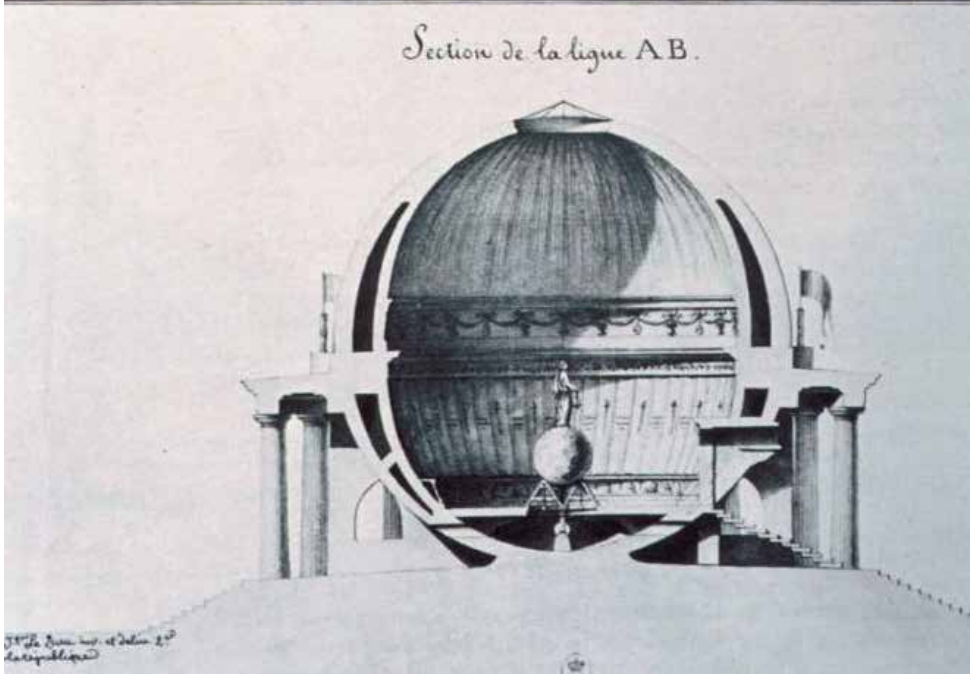

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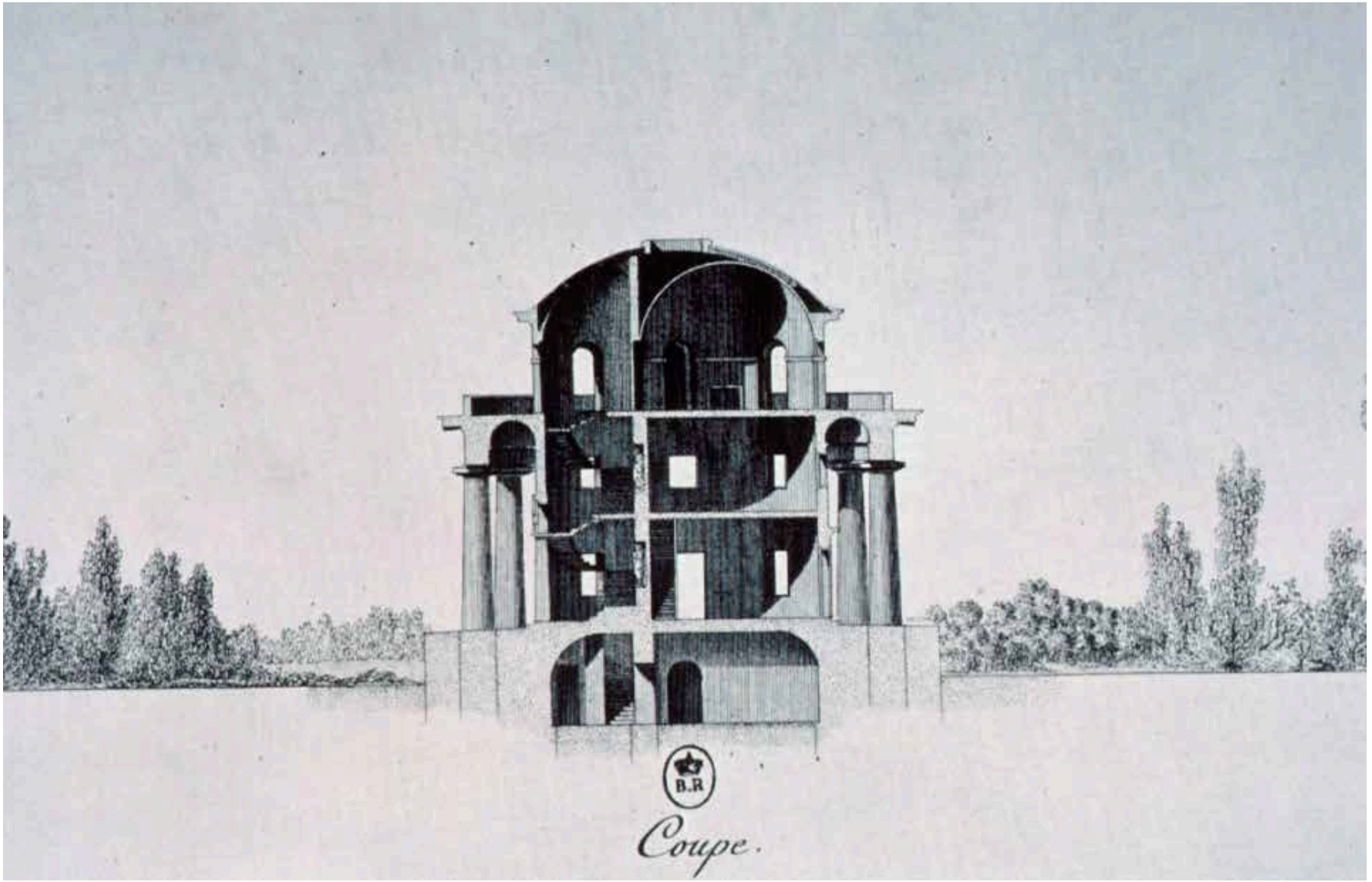

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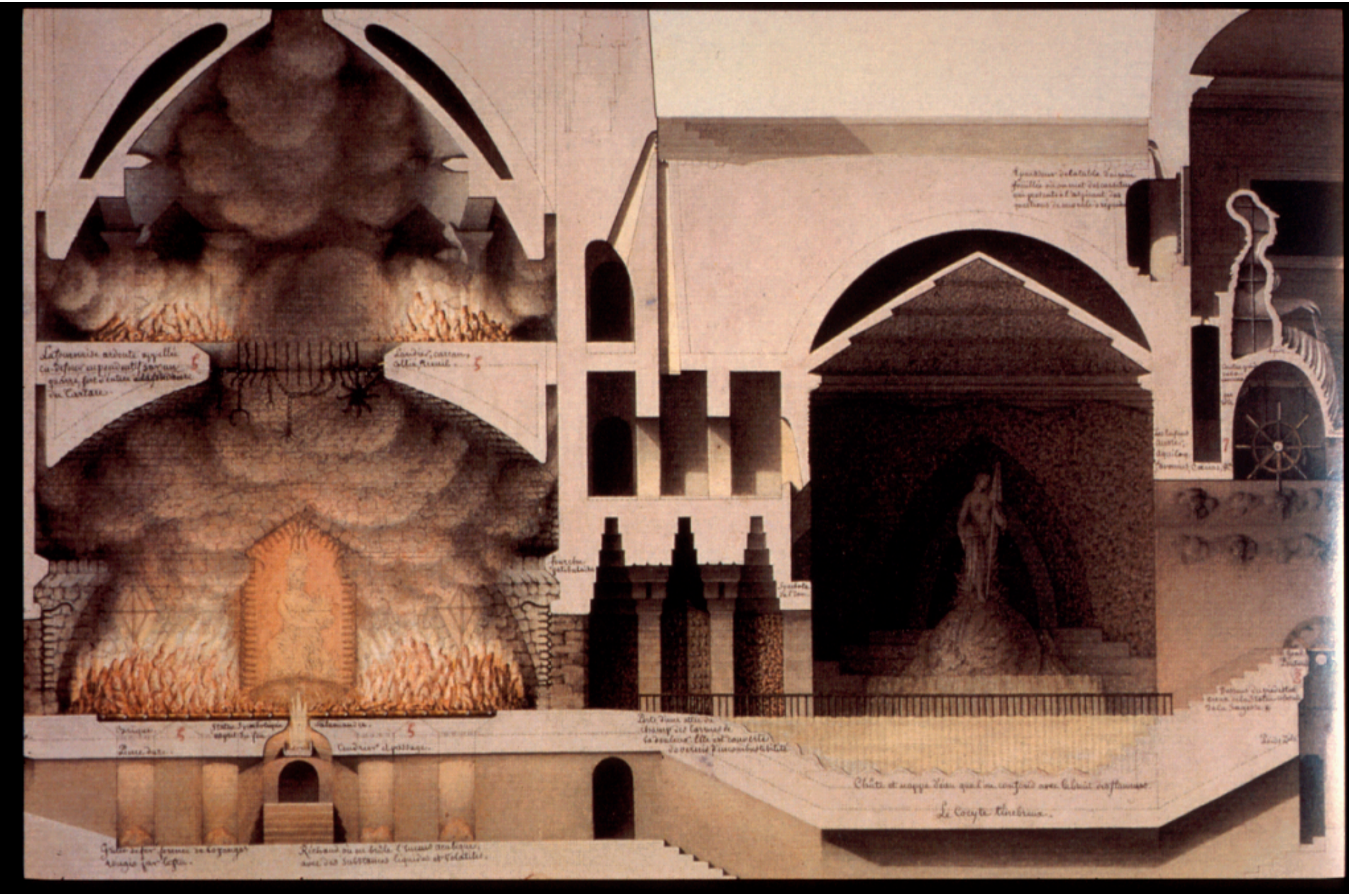

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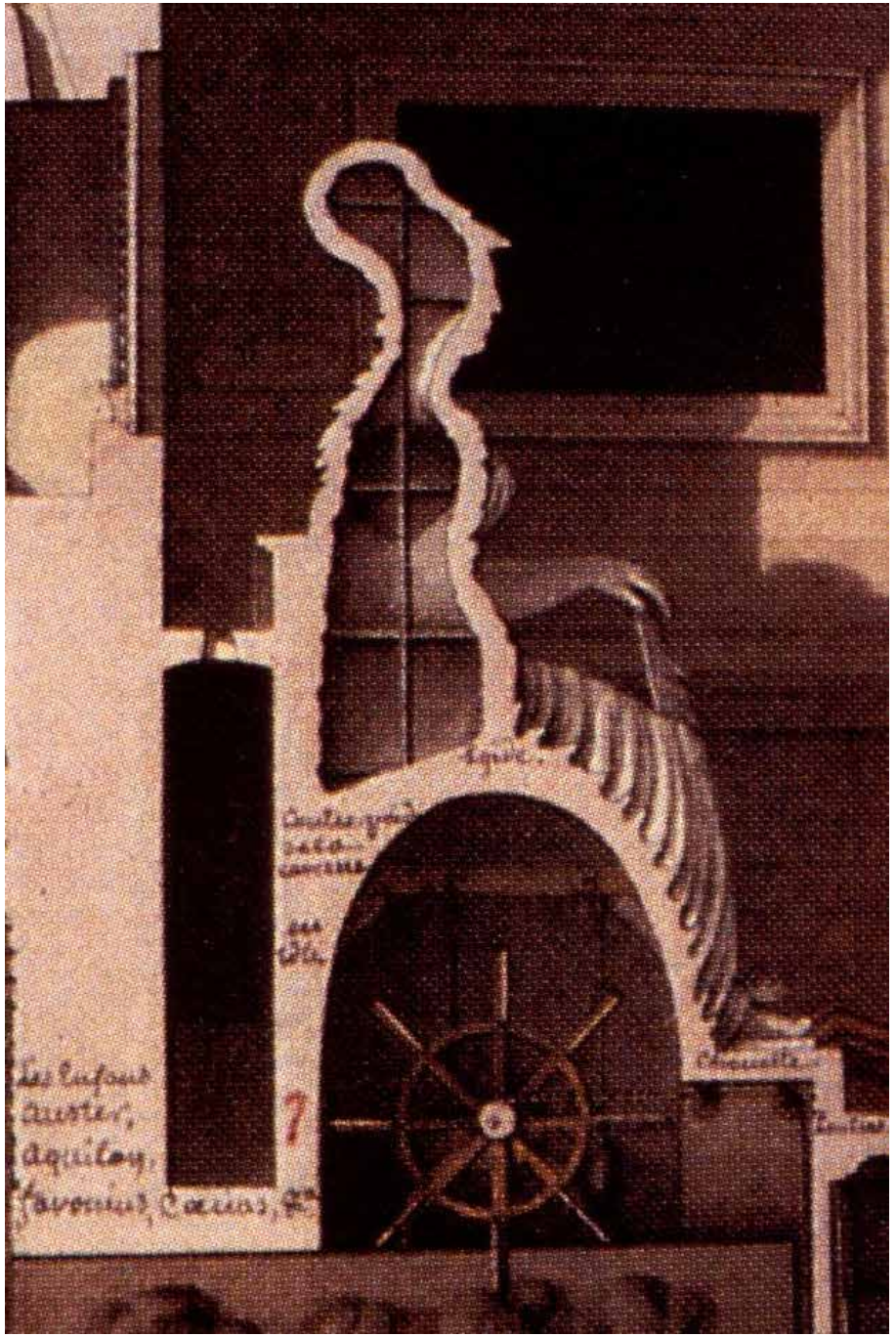

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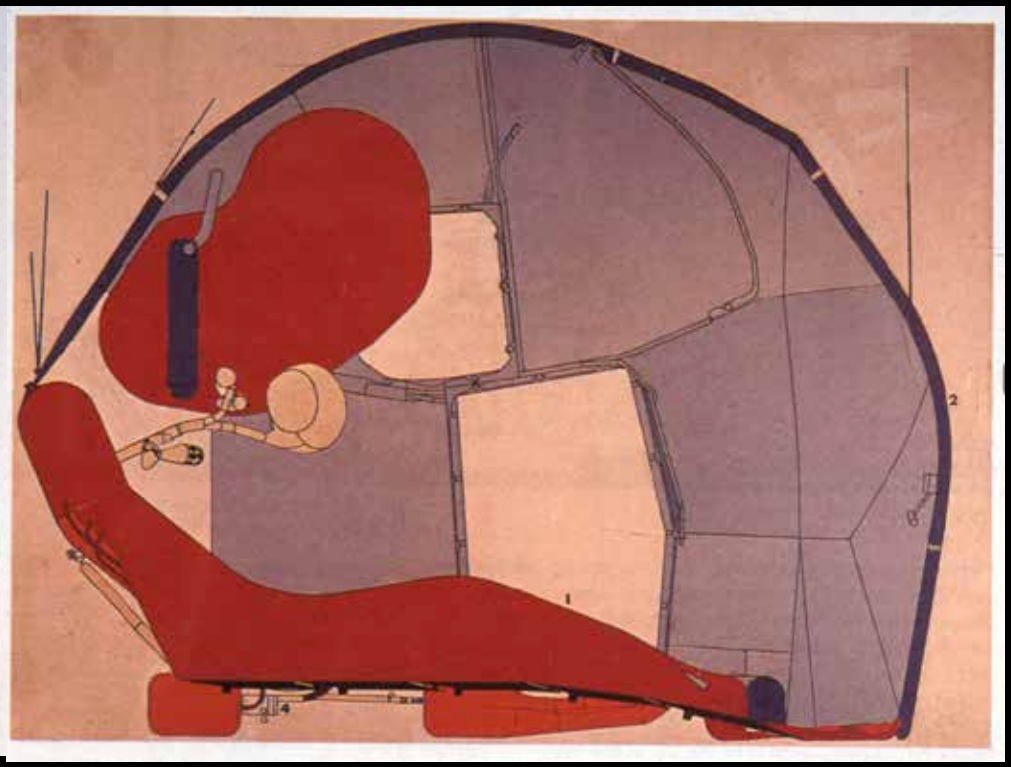
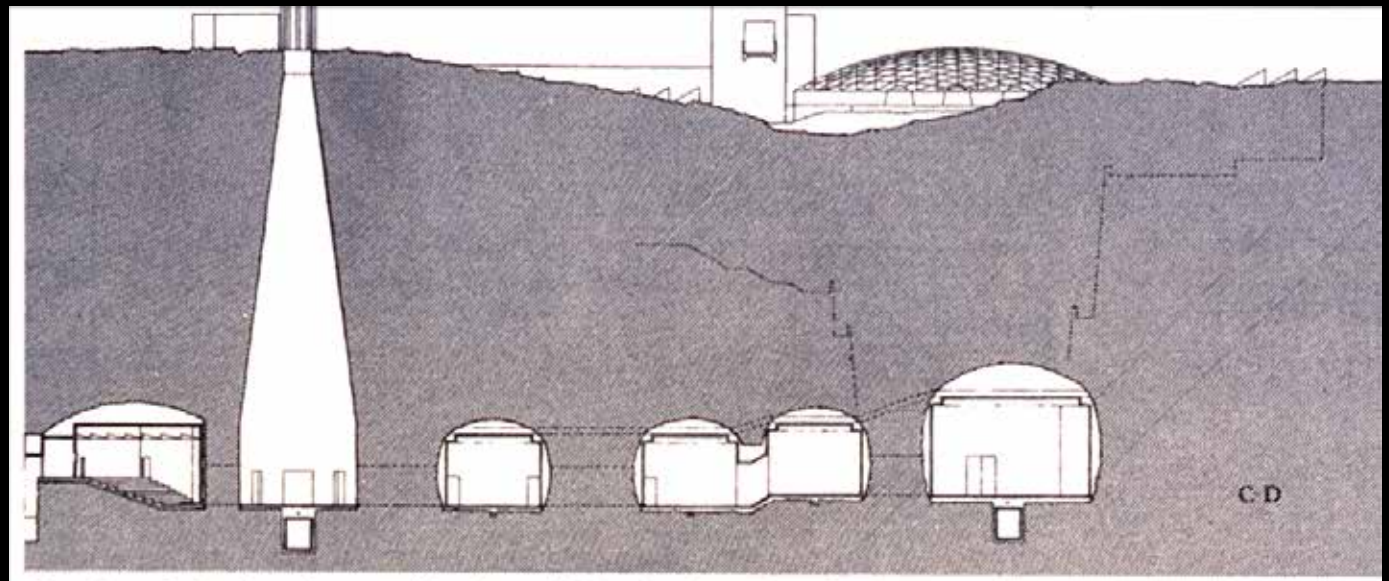
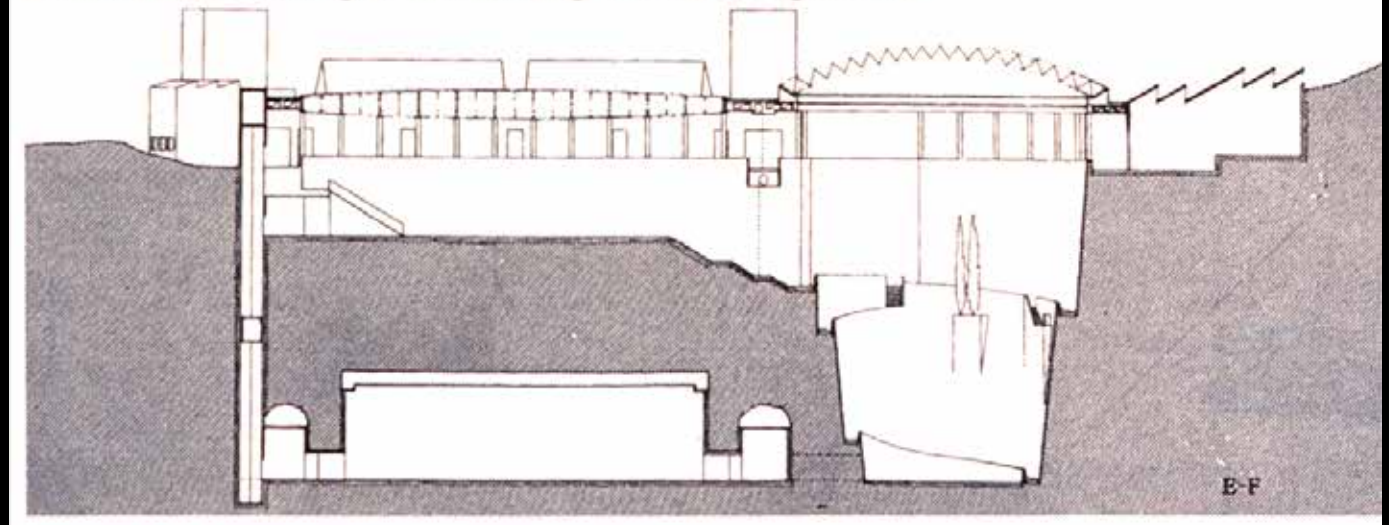


ARCHIGRAM



Section C-D showing auditorium, light-shaft and galleries



Section E-F showing "Sunk" and galleries

UTZON, SILKEBORG MUSEUM COMPETITION

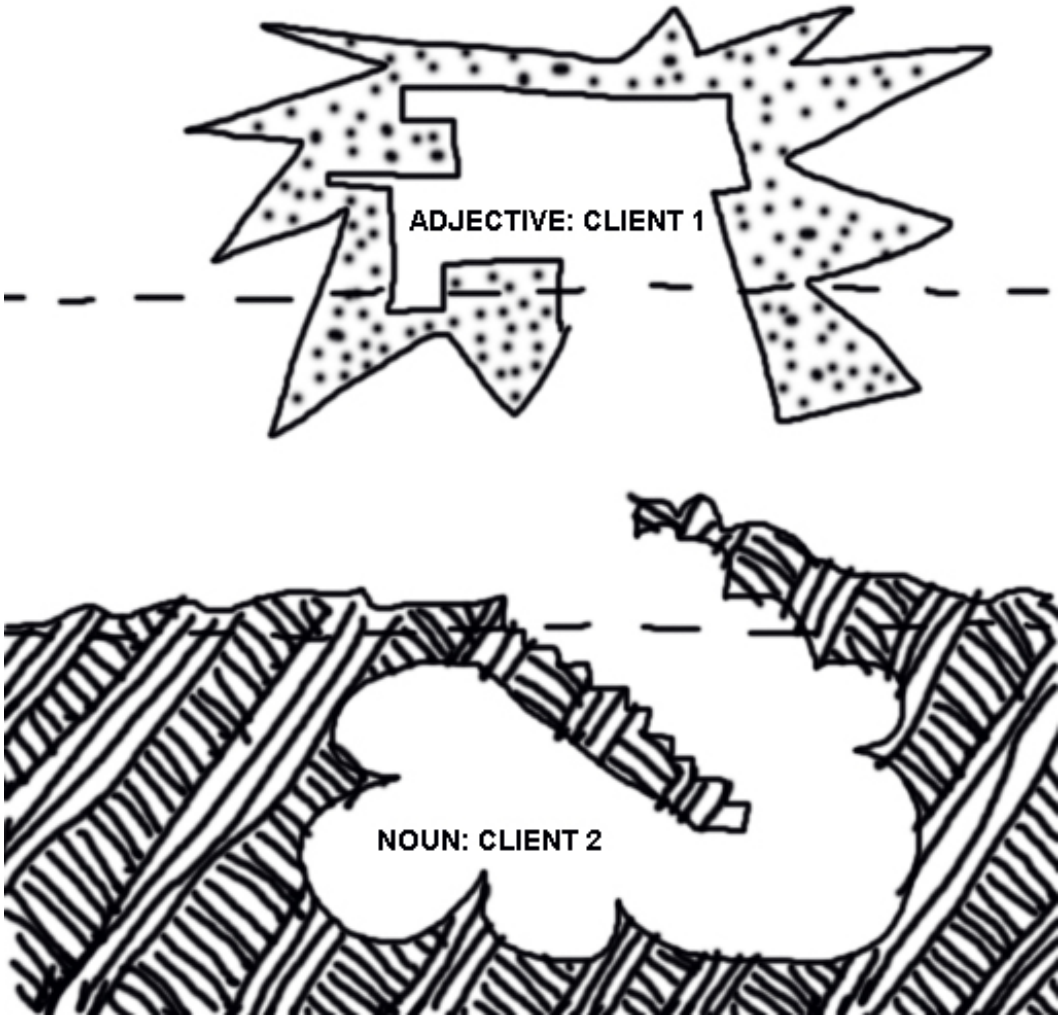
TODAYS TASK

Above	**Adjective Client 1**	**Adjective Client 1**	**Adjective Client 1**
Below	**Adjective Client 2**	**Verb Client 2**	**Noun Client 2**
Above	**Verb Client 1**	**Verb Client 1**	**Verb Client 1**
Below	**Adjective Client 2**	**Verb Client 2**	**Noun Client 2**
Above	**Noun Client 1**	**Noun Client 1**	**Noun Client 1**
Below	**Adjective Client 2**	**Verb Client 2**	**Noun Client 2**

TODAY'S STUDIO TASK

Above	**Adjective Client 1**	**Adjective Client 1**	**Adjective Client 1**
Below	**Adjective Client 2**	**Verb Client 2**	**Noun Client 2**
Above	**Verb Client 1**	**Verb Client 1**	**Verb Client 1**
Below	**Adjective Client 2**	**Verb Client 2**	**Noun Client 2**
Above	**Noun Client 1**	**Noun Client 1**	**Noun Client 1**
Below	**Adjective Client 2**	**Verb Client 2**	**Noun Client 2**

TODAY'S STUDIO TASK



TODAY'S STUDIO TASK

QUESTIONS?

END