

**ARCH1101**

**TESTING +**

**EVALUATION**

**RUSSELL LOWE**

**ARCH1101**

**TESTING +**

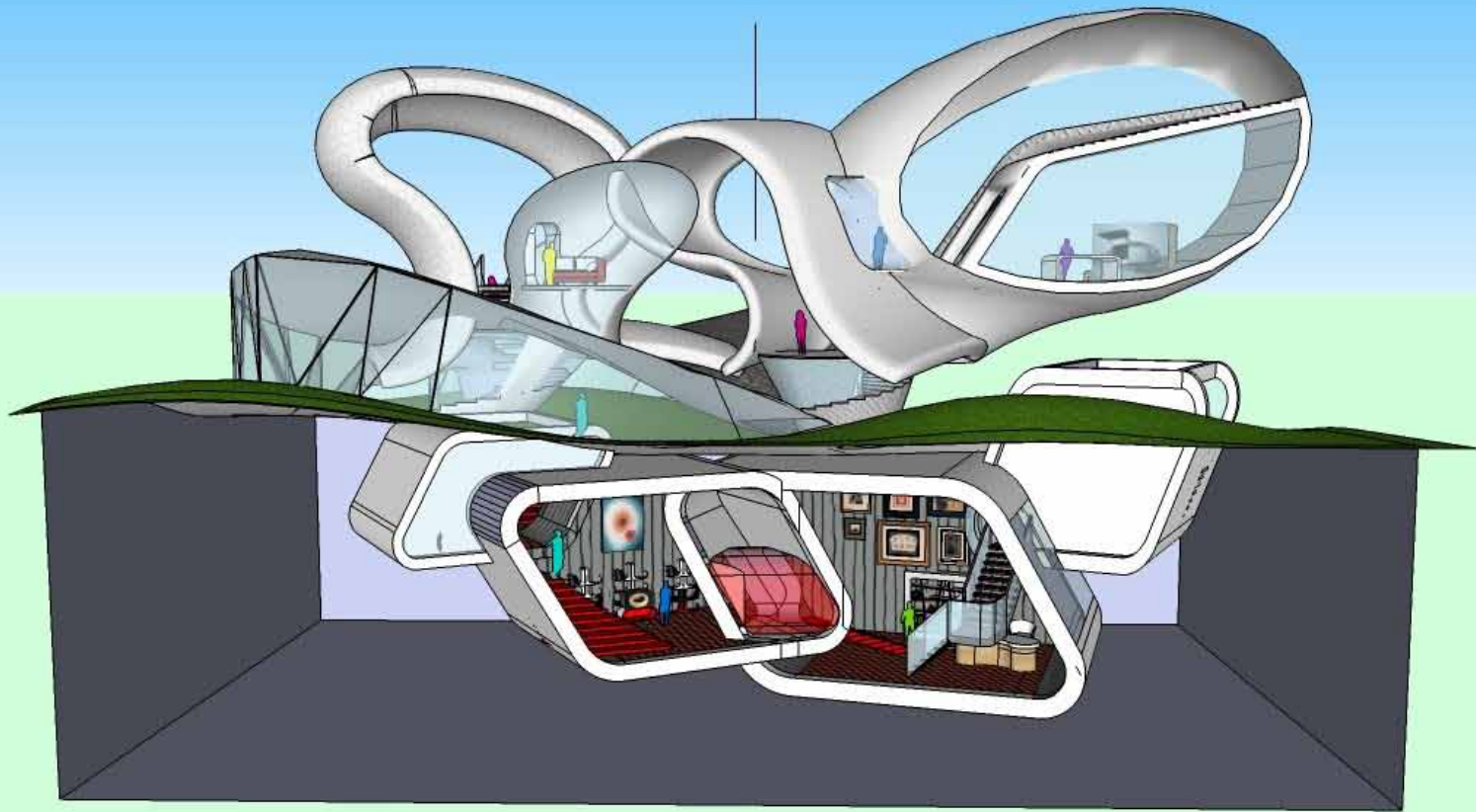
**EVALUATION**

**JEREMY HARKINS**

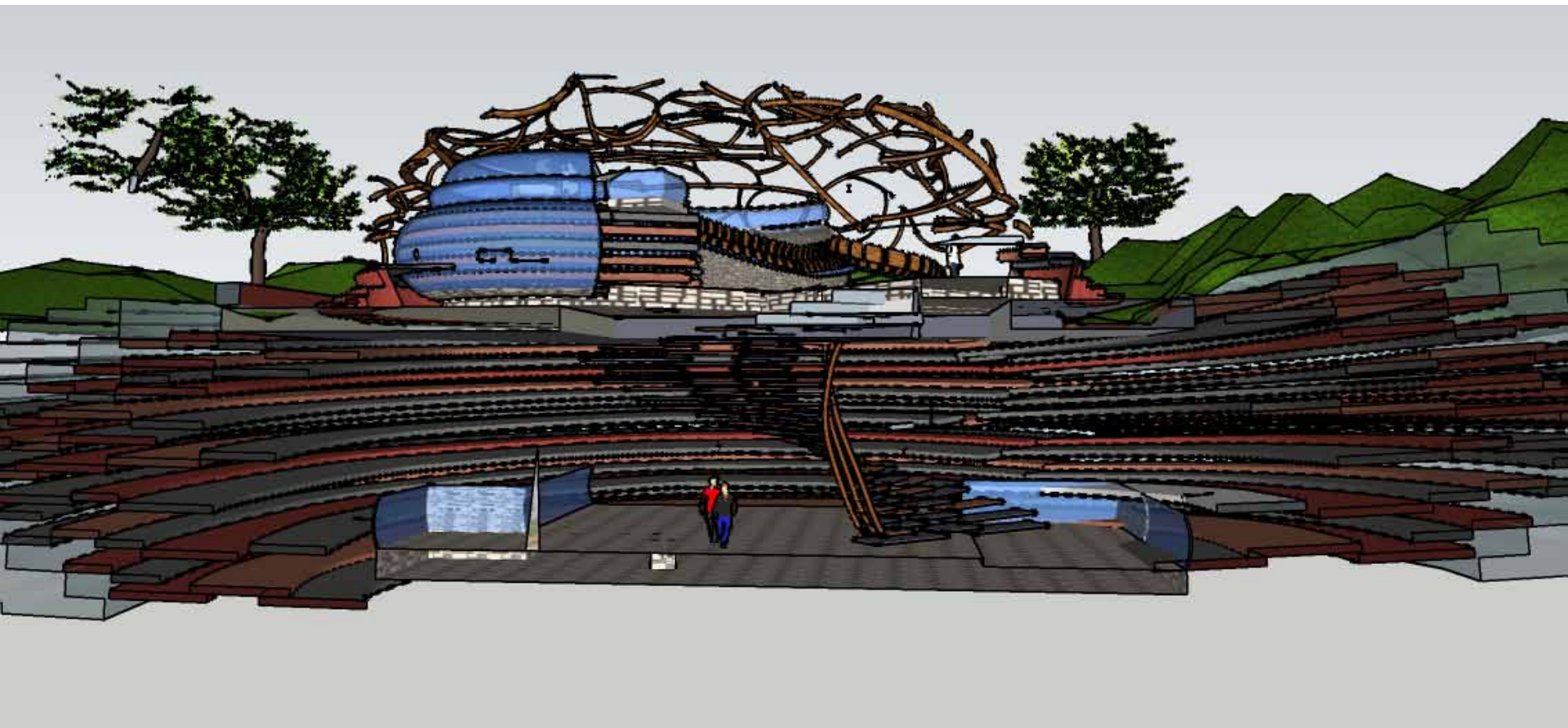
# EXPERIMENT 1

# TESTING + EVALUATION

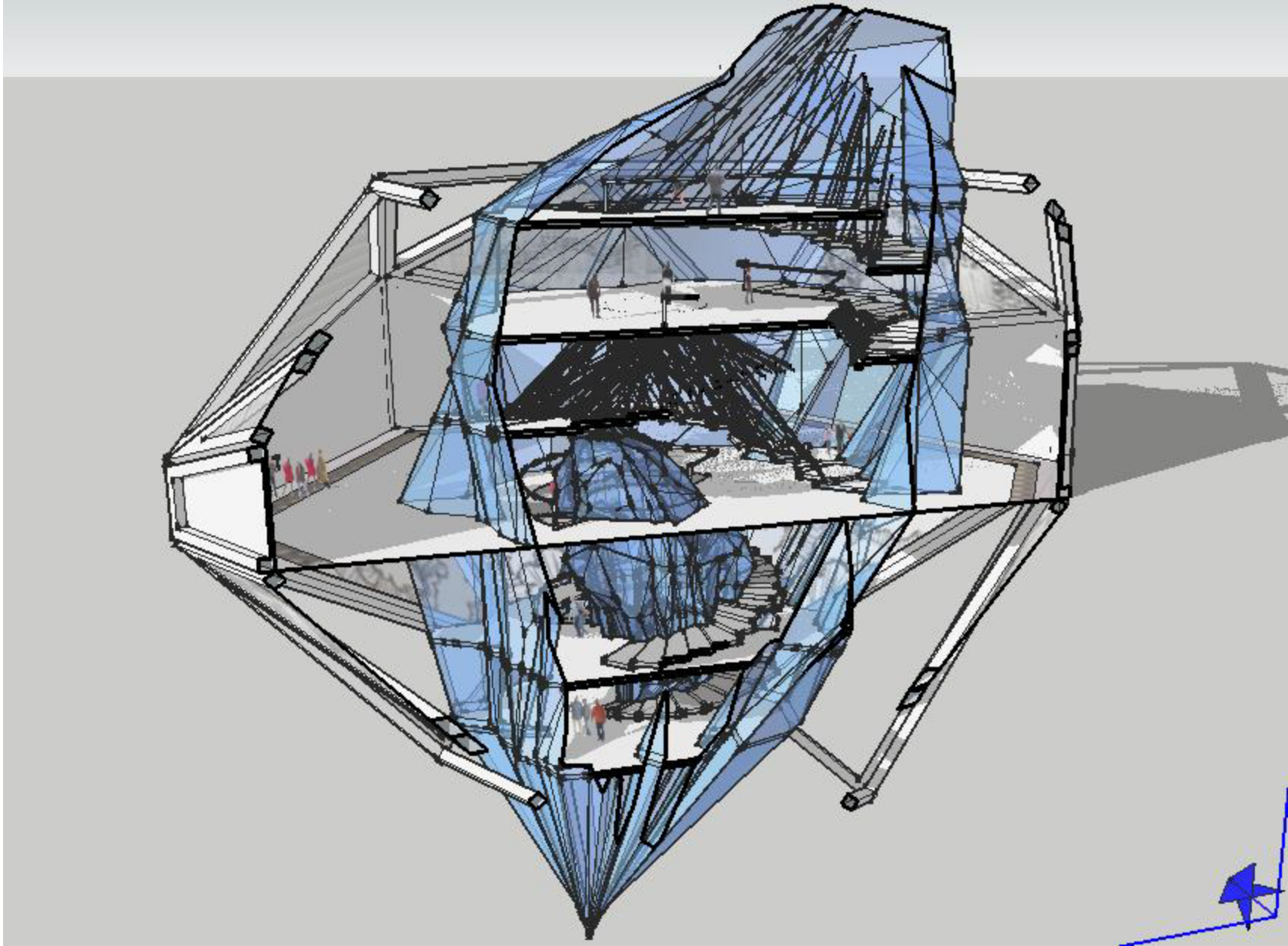
# TESTING + EVALUATION 2010



[www.jingyukingyao.blogspot.com](http://www.jingyukingyao.blogspot.com)

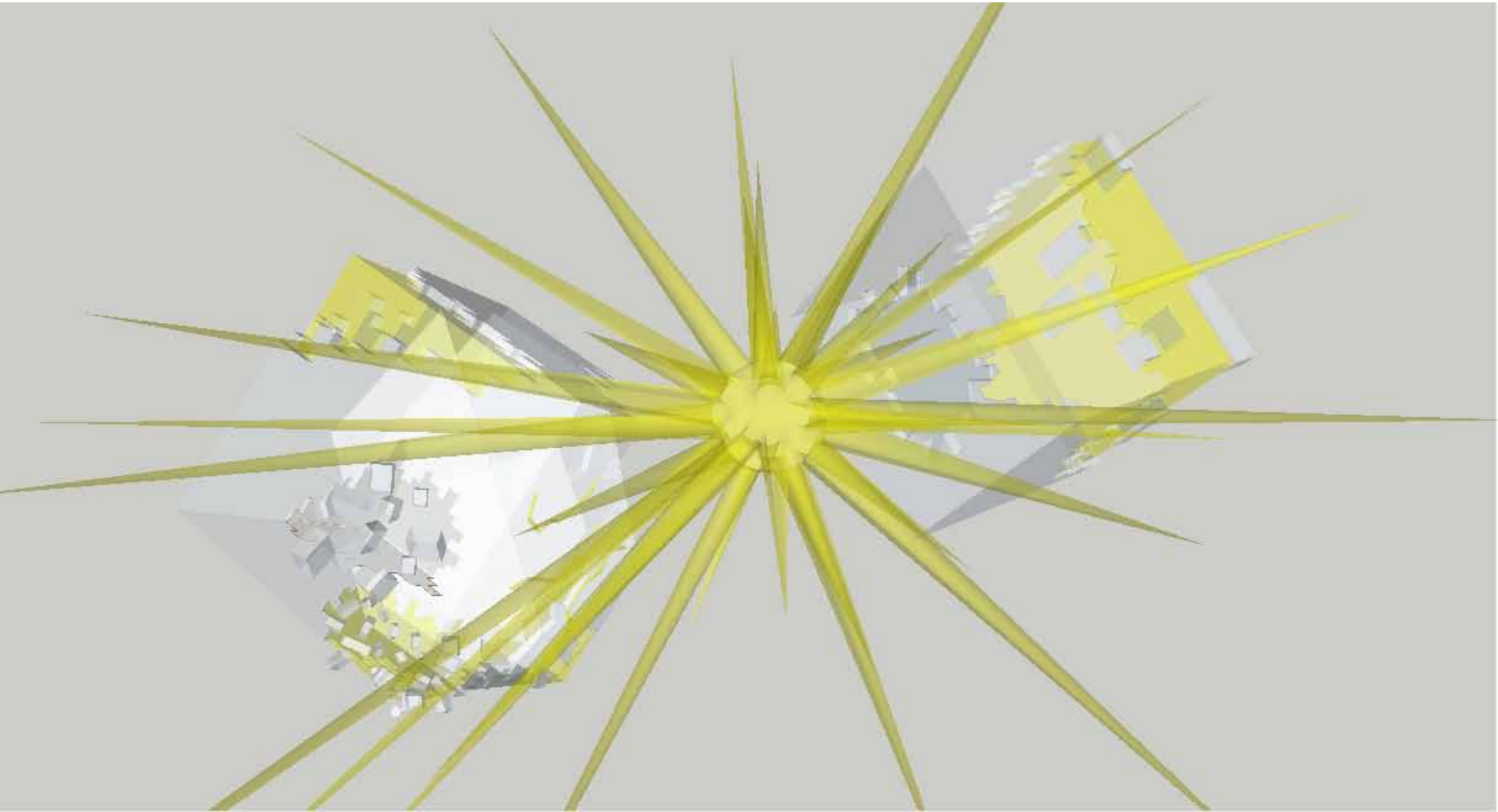


[www.ignatlabazine.blogspot.com](http://www.ignatlabazine.blogspot.com)

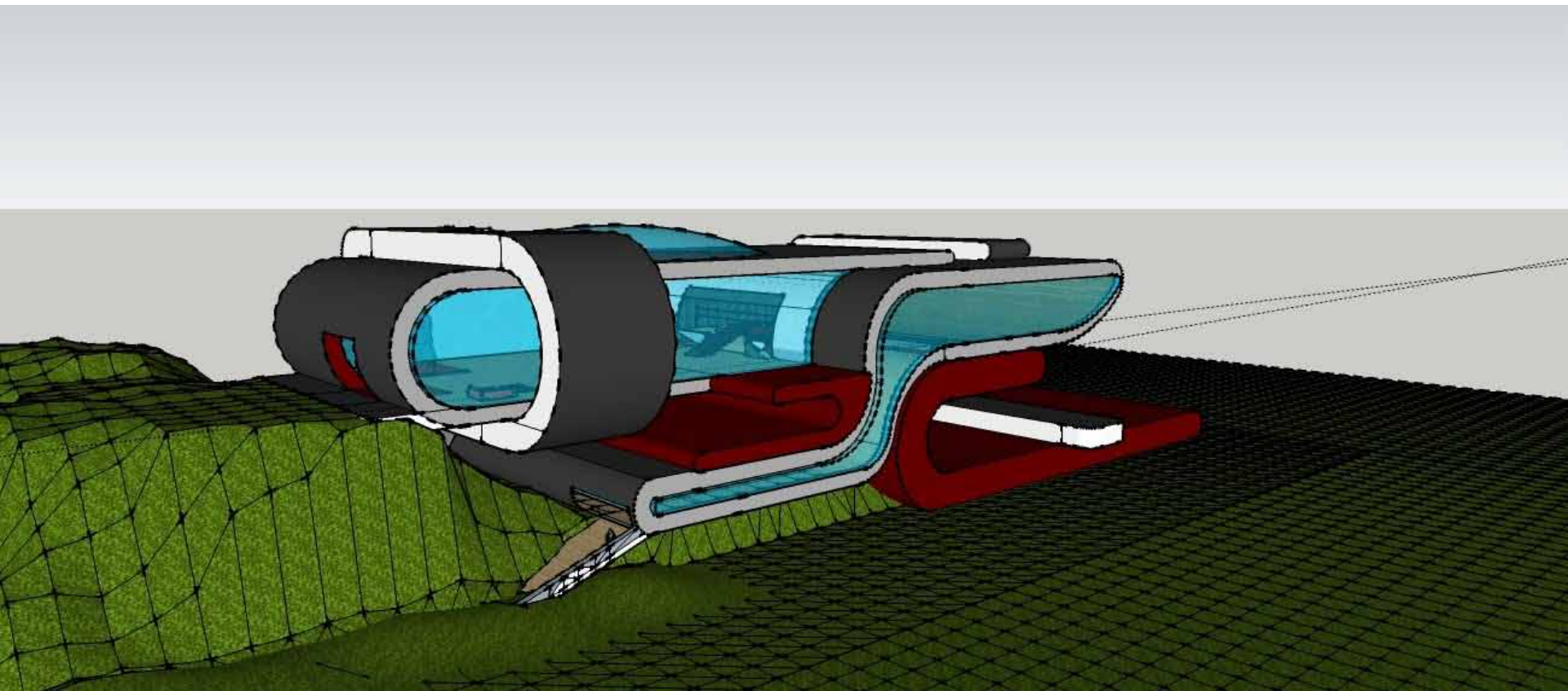


[www.anasubotic.blogspot.com/](http://www.anasubotic.blogspot.com/)

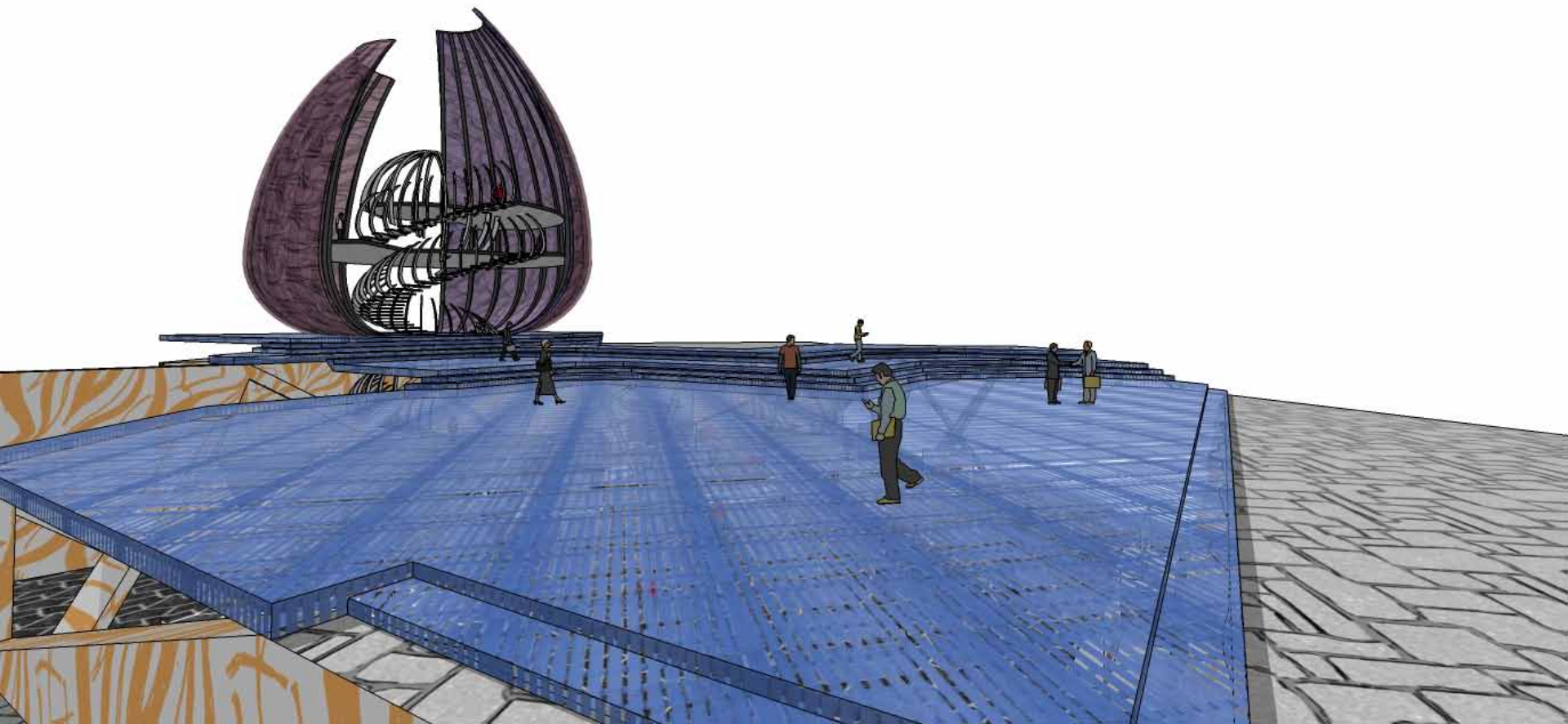




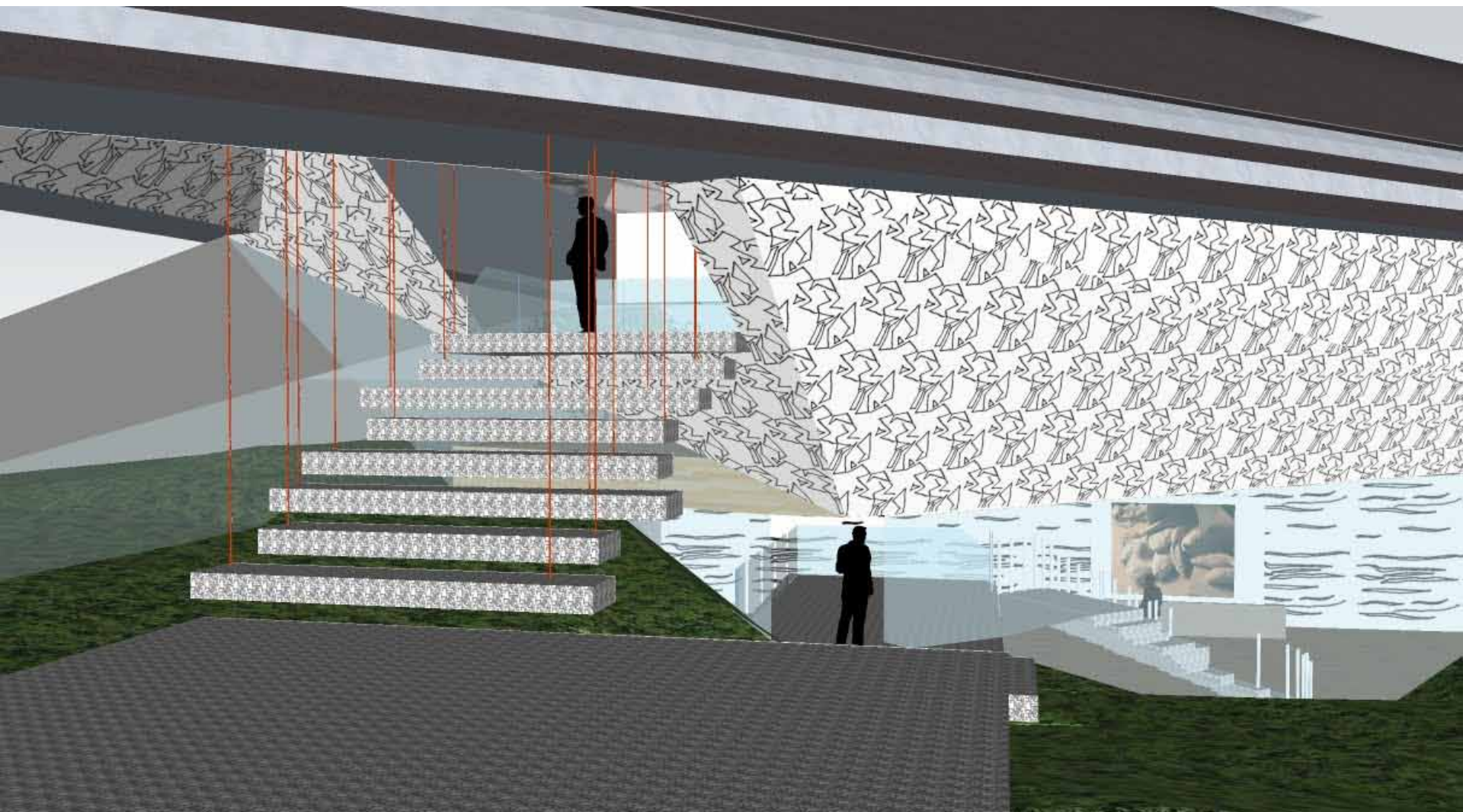
[www.amedalla.blogspot.com](http://www.amedalla.blogspot.com)



[www.bbezri.blogspot.com](http://www.bbezri.blogspot.com)

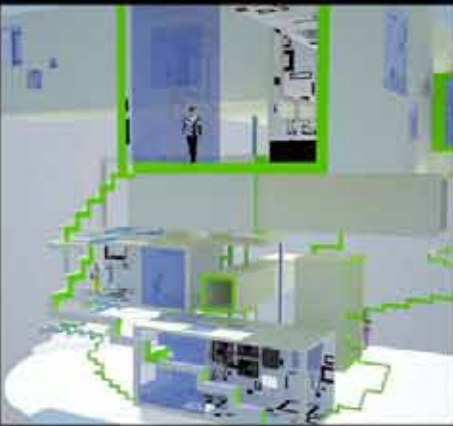
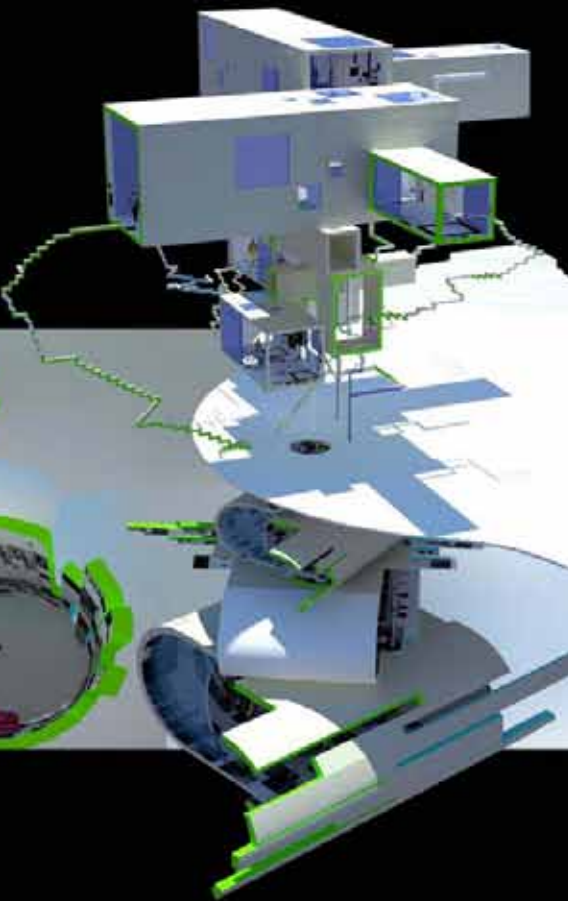


[www.architecturekevinsi2010.blogspot.com](http://www.architecturekevinsi2010.blogspot.com)

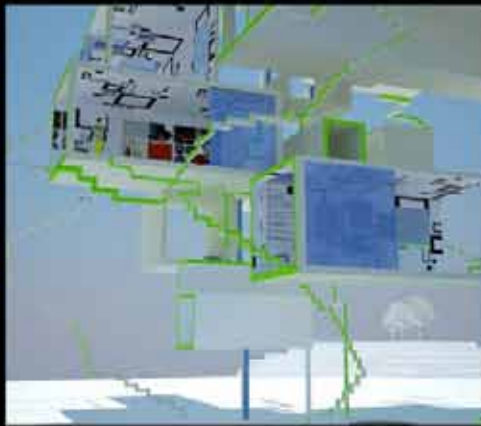


[www.annietran03.blogspot.com](http://www.annietran03.blogspot.com)

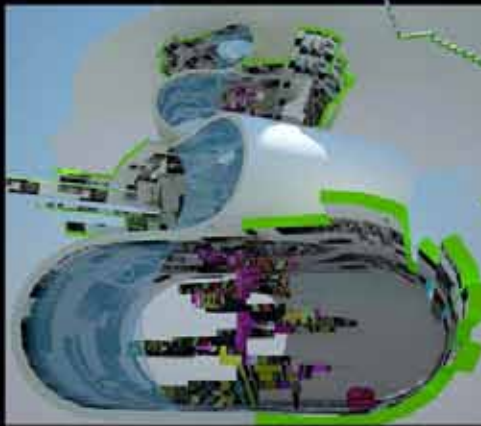
ARCH1101 EXP1 2010 BY RICKY FAN  
Final Development Sketchup Model (V-ray rendering)



Interior view1  
From above-Studio down to Exhibition spaces  
(Gallery1,2 and 3)



Interior view2

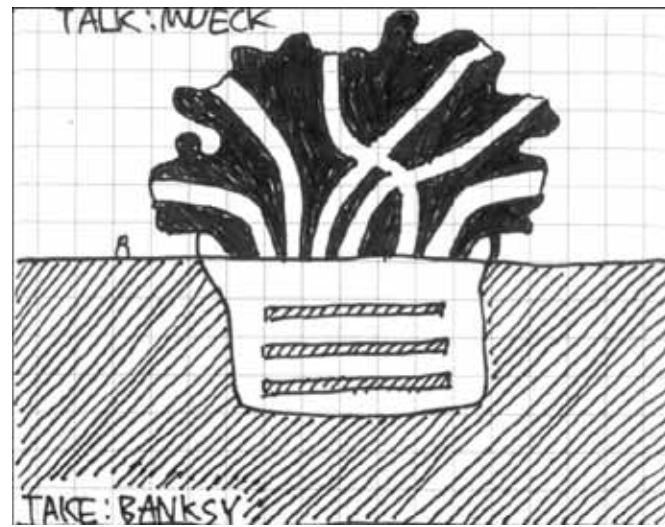


Interior view3  
From below-Studio up to Exhibition spaces  
(Gallery3,2 and 1)

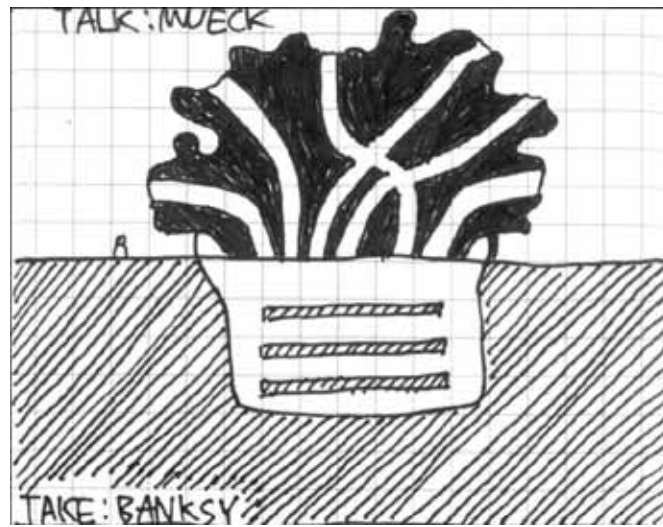


3 Textures used in my model

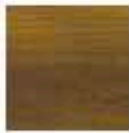
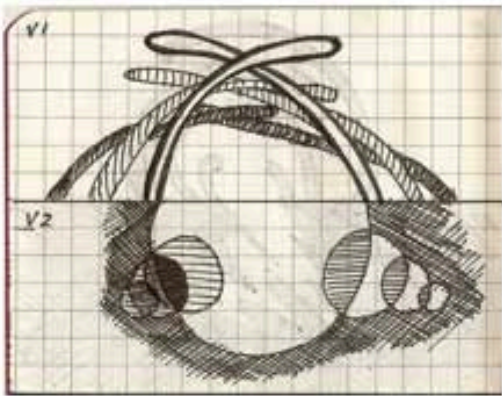
# TESTING + EVALUATION 2011



<http://z3327974.blogspot.com/> 01

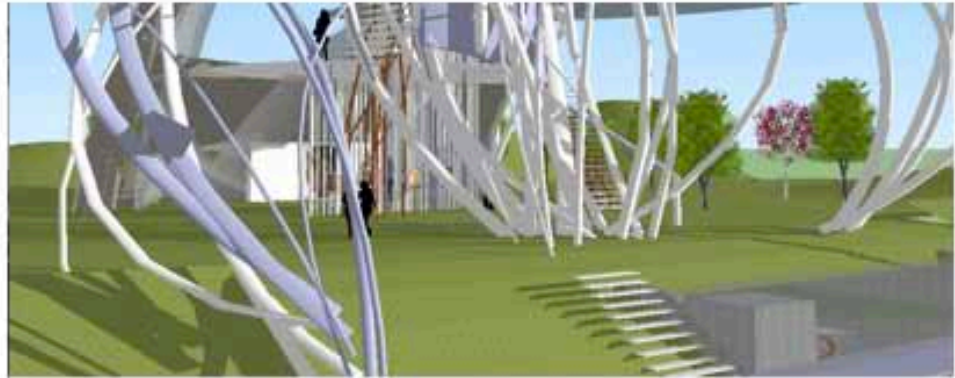






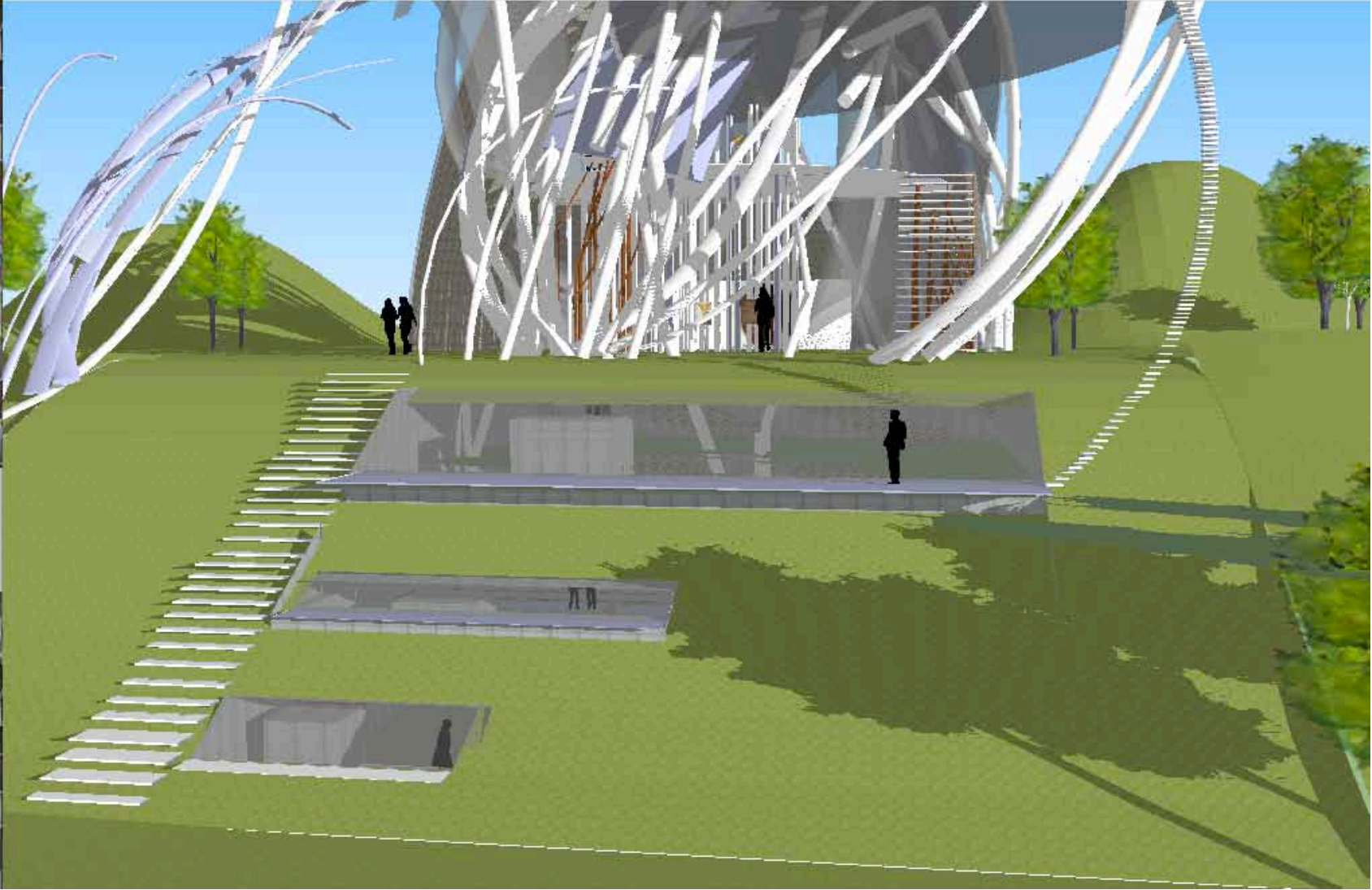
## Gallery Space

This gallery space grows from Mueck's cavernous studio to the first floor of Malangi's. The root like cylinders curve and bend in exploration. The screens they create to hang the art allow the viewer to see glimpses of other artworks connecting the two artists together and intriguing the view to further explore the space.



01

<http://siobhanhudson.blogspot.com/>



01

<http://siobhanhudson.blogspot.com/>

# THE ROCK PLATFORM

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Above: Rigid



Gallery: Opaque

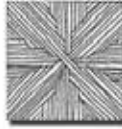


Below: Smooth

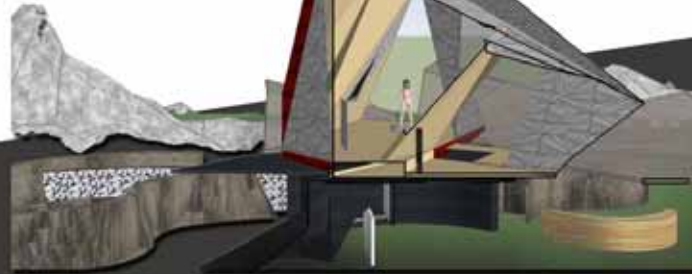
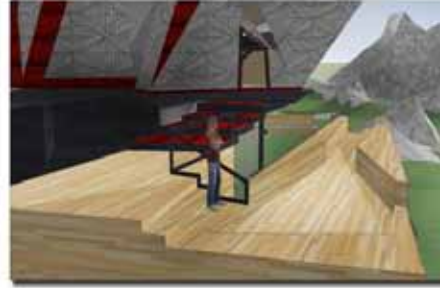
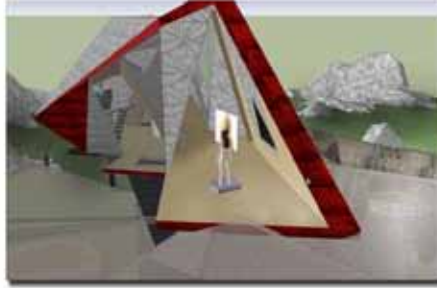
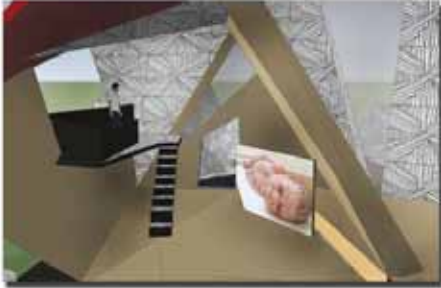


The Rock Platform houses three main spaces: a studio space for Ron Mueck (top), a public gallery space (ground) and Hanky's studio (below). Both studio spaces are inspired by a word that explores the artist and their style. Mueck's studio and the gallery space both draw connection from the terrain landscape in different ways while Hanky's studio is kept in "the streets" below.

Mueck's studio space is inspired by the word "IMPOSING". This works are bold, disturbing and intrusive, touching on labor issues. This is illustrated through the strong and angular geometric forms and shapes.



## ABOVE SPACE: MUECK

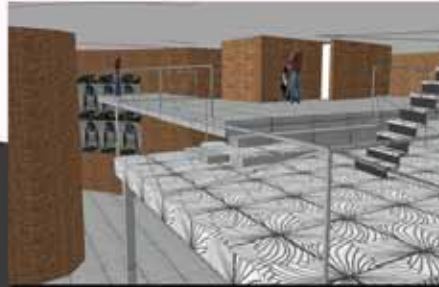


<http://nicolechew-arch1101.blogspot.com/>

The gallery space is defined by a curved wrap around ribbon which has many points of entry and circulation paths. I have attempted to blur the boundary between indoor/outdoor, architecture and landscape. The ribbon encourages the public to explore the gallery as they wish, as they discover paths that are blocked from view and drop down "pockets" for viewing art.



## PUBLIC GALLERY





## BELOW SPACE: BANKSY

Banky's studio space is inspired by "REALITY". The high brick walls and surfaces are a mimick of "the streets" where he originally practices his art. The simple yeh angular form is conventional and "real".



## THE ROCK PLATFORM

THE ROCK PLATFORM IS A CONCEPT FOR A PUBLIC SPACE IN A RURAL AREA. THE PLATFORM IS A PLACE WHERE PEOPLE CAN ENJOY THE VIEW AND THE AIR. IT IS A PLACE WHERE PEOPLE CAN RELAX AND ENJOY THE VIEW AND THE AIR. IT IS A PLACE WHERE PEOPLE CAN RELAX AND ENJOY THE VIEW AND THE AIR.



THE ROCK PLATFORM IS A CONCEPT FOR A PUBLIC SPACE IN A RURAL AREA. THE PLATFORM IS A PLACE WHERE PEOPLE CAN ENJOY THE VIEW AND THE AIR. IT IS A PLACE WHERE PEOPLE CAN RELAX AND ENJOY THE VIEW AND THE AIR. IT IS A PLACE WHERE PEOPLE CAN RELAX AND ENJOY THE VIEW AND THE AIR.



## ABOVE SPACE: MUECK

ABOVE SPACE: MUECK IS A CONCEPT FOR A PUBLIC SPACE IN A RURAL AREA. THE PLATFORM IS A PLACE WHERE PEOPLE CAN ENJOY THE VIEW AND THE AIR. IT IS A PLACE WHERE PEOPLE CAN RELAX AND ENJOY THE VIEW AND THE AIR. IT IS A PLACE WHERE PEOPLE CAN RELAX AND ENJOY THE VIEW AND THE AIR.



## PUBLIC GALLERY

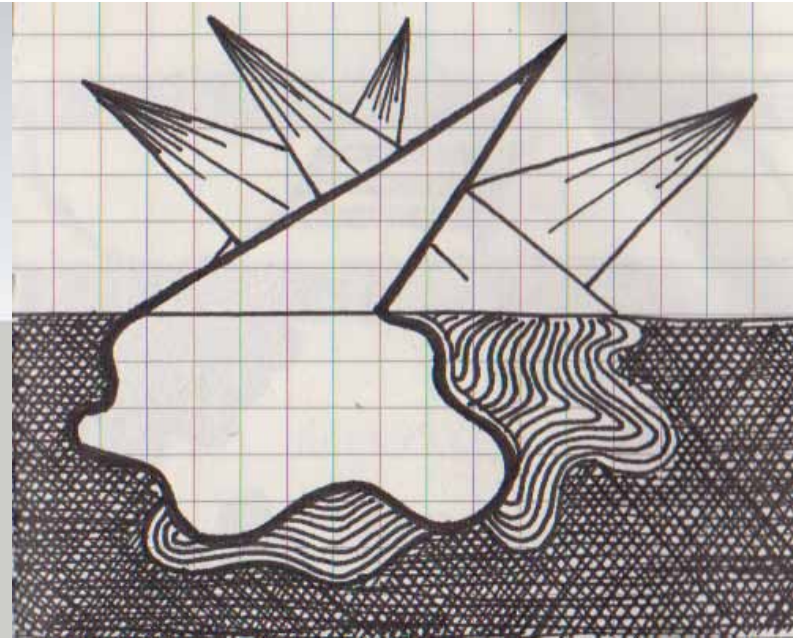
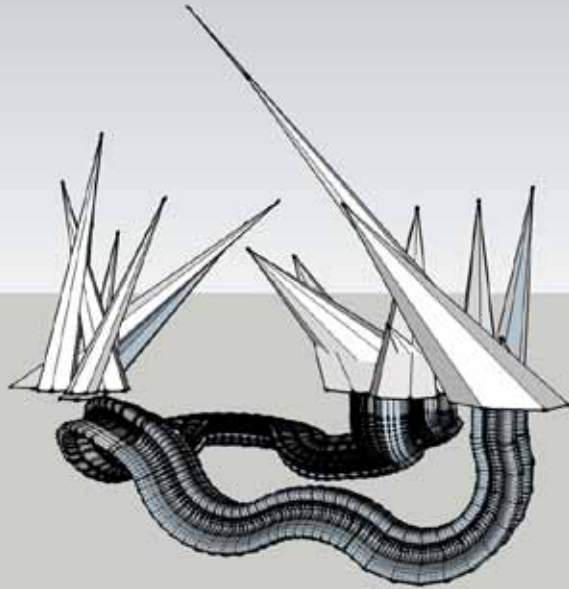
## BELOW SPACE: BANKSY

BELOW SPACE: BANKSY IS A CONCEPT FOR A PUBLIC SPACE IN A RURAL AREA. THE PLATFORM IS A PLACE WHERE PEOPLE CAN ENJOY THE VIEW AND THE AIR. IT IS A PLACE WHERE PEOPLE CAN RELAX AND ENJOY THE VIEW AND THE AIR. IT IS A PLACE WHERE PEOPLE CAN RELAX AND ENJOY THE VIEW AND THE AIR.



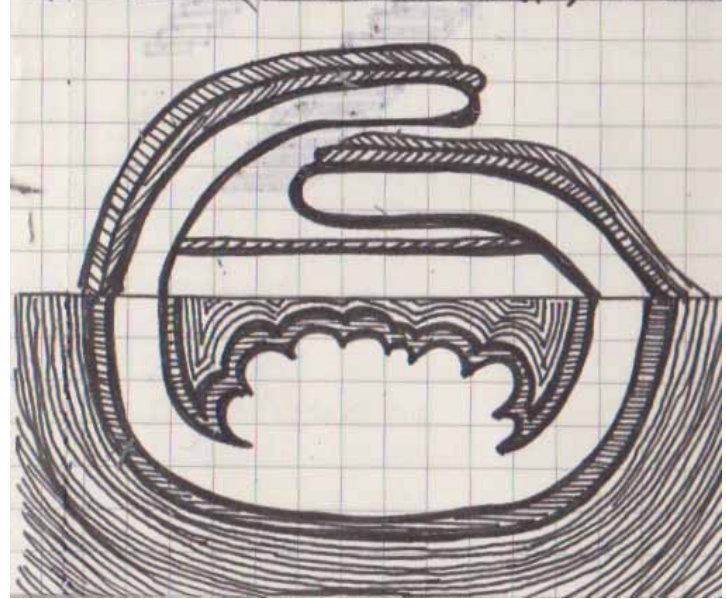
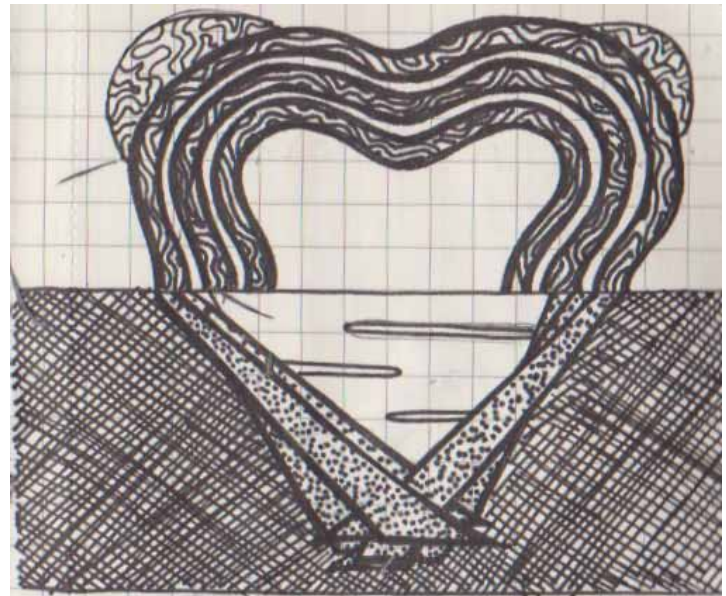
01

<http://nicolechew-arch1101.blogspot.com/>



<http://jacquelinelindeman.blogspot.com/>





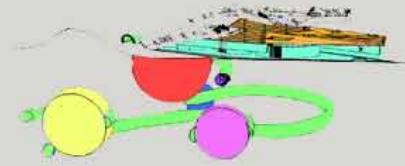
01

<http://jacquelinelindeman.blogspot.com/>

▼ DIMENSIONAL SECTION II

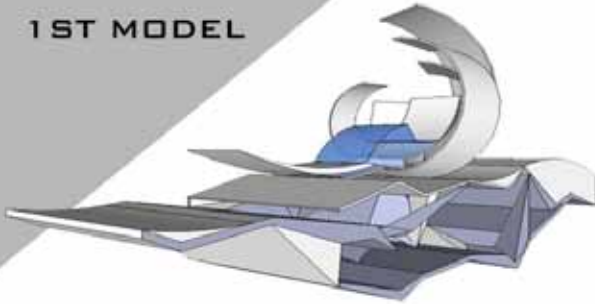


- DAVID MALANGI'S STUDIO
- GALLERY
- BANKSY'S STUDIO
- PRACTICE ROOM I
- PRACTICE ROOM II
- PRACTICE ROOM III
- TUNNEL
- TRANSPORT SYSTEM

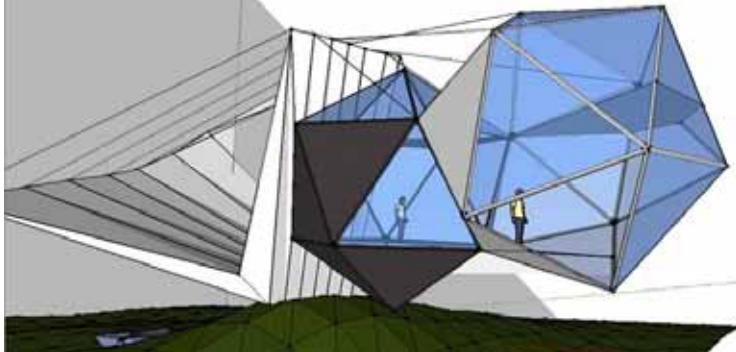
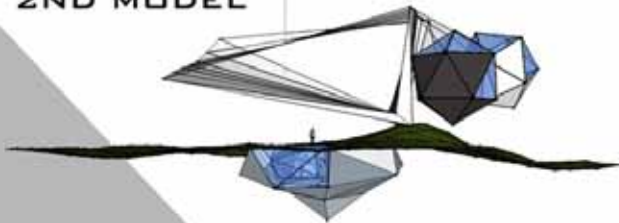


# DRAFT MODELS

1ST MODEL

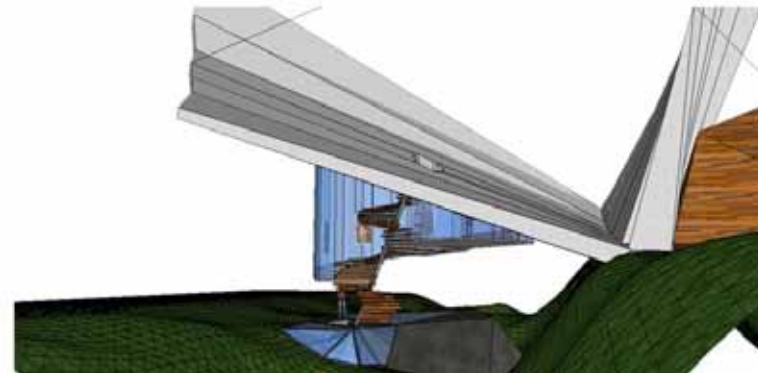
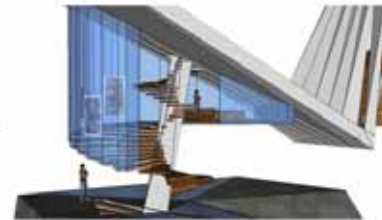
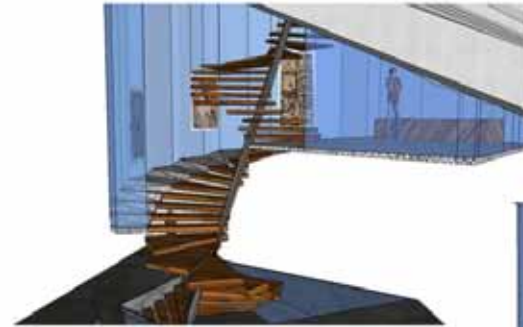


2ND MODEL



INITIAL IDEAS WAS TO CREATE A SPACE THAT EXPLORED THE NOTION OF EXPOSURE IN REFERENCE TO VULNERABILITY. I HAVE CONTINUED WITH THE FORM OF THE BELOW GROUND SPACE AND FURTHER EXPLORING THE NOTION OF GROWTH THROUGHOUT THE SPACE.

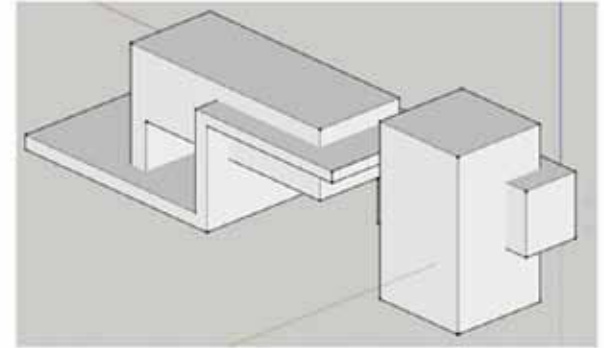
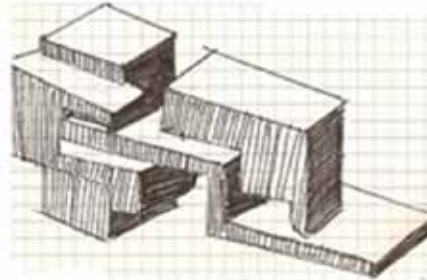
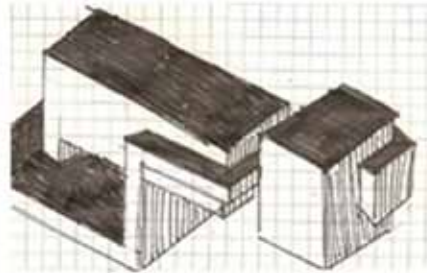
3RD MODEL



# EXPERIMENT 2

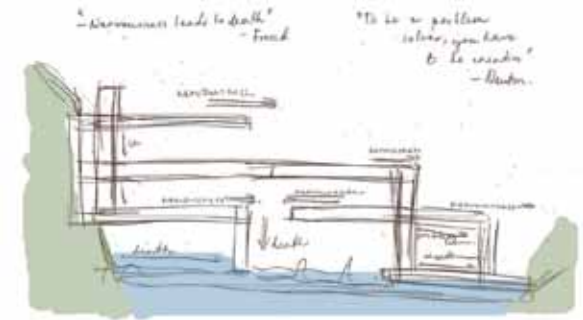
# TESTING + EVALUATION

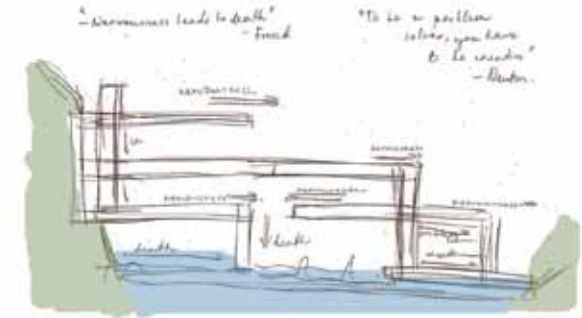
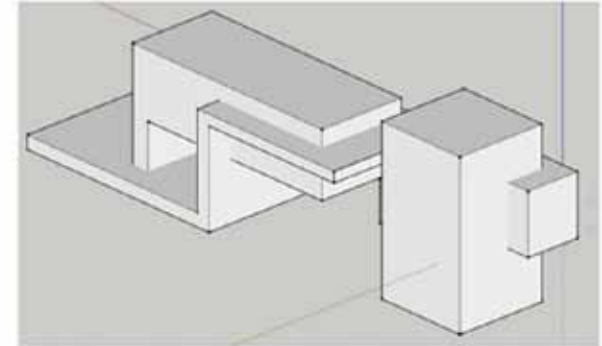
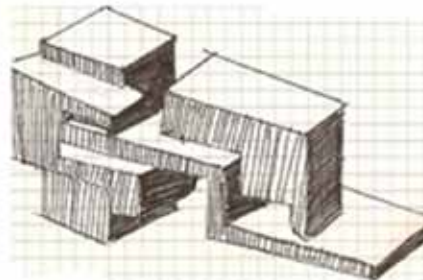
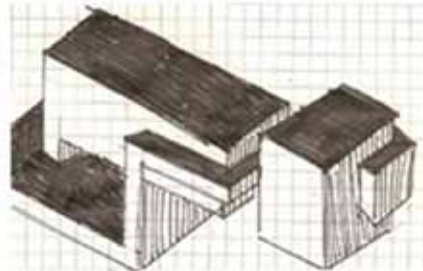
# PARALLEL PROJECTION 1



"NERVOUSNESS LEADS TO DEATH" - FREUD

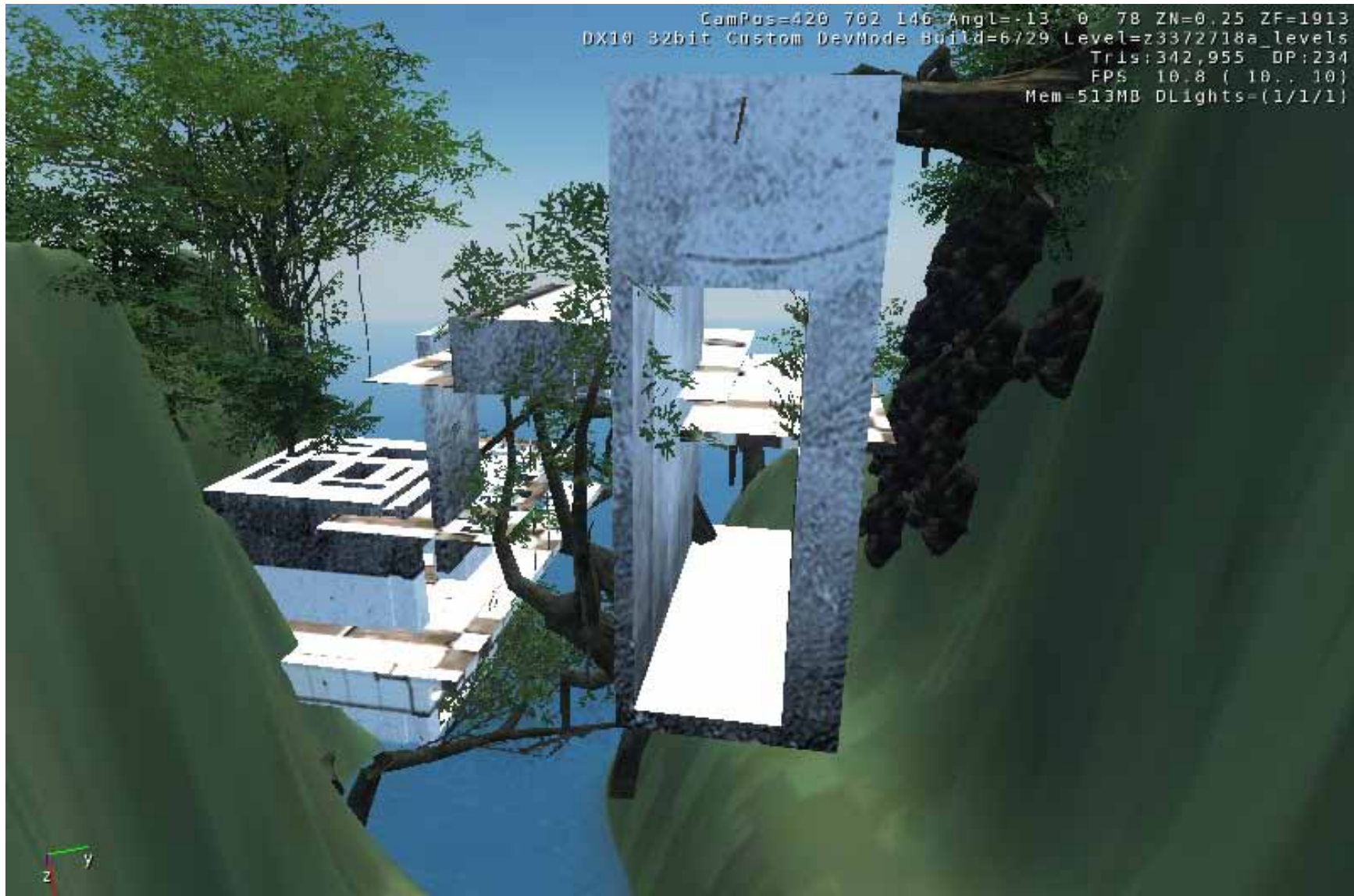
"TO BE A PROBLEM SOLVER,  
YOU HAVE TO BE CREATIVE" - NEWTON





"NERVOUSNESS LEADS TO DEATH" - FREUD

"TO BE A PROBLEM SOLVER,  
YOU HAVE TO BE CREATIVE" - NEWTON



<http://yen-dao.blogspot.com/>





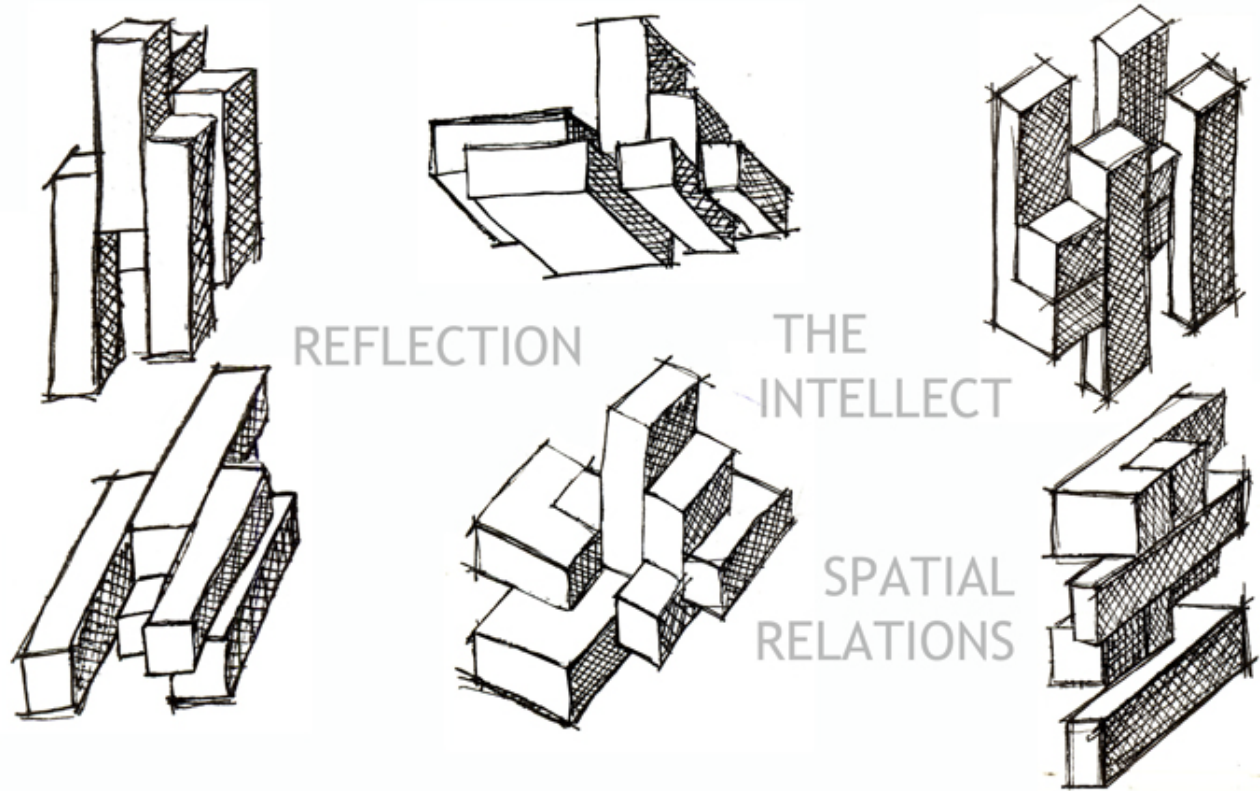
<http://yen-dao.blogspot.com/>

# CONCEPTUALISING

*MARIA DESIRED TO COMMUNICATE WITH NATURE*

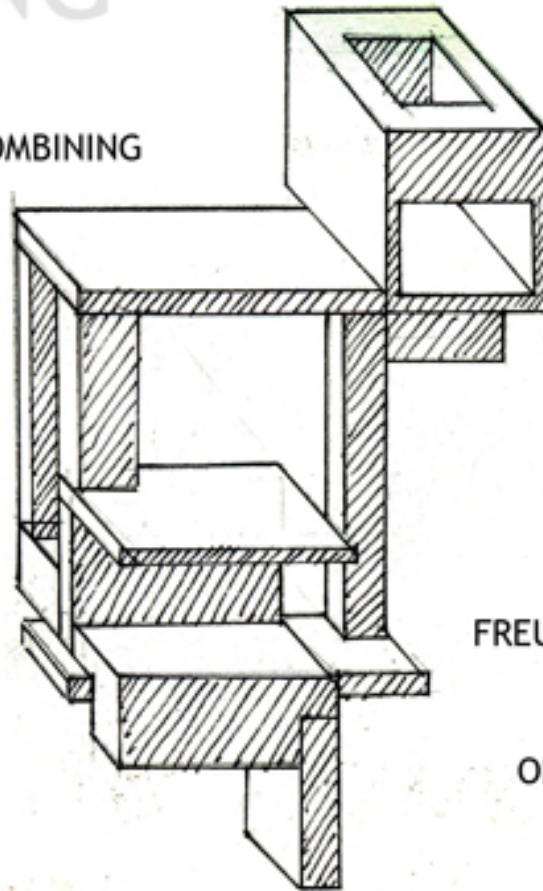
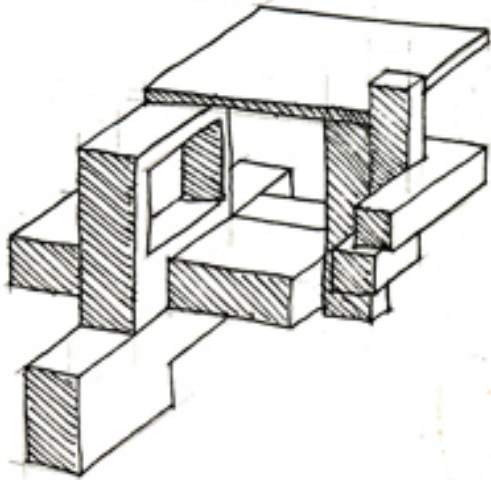
THESE GEOMETRIC SHAPES REPRESENT THE HIGHER-ORDER THINKING PROCESS  
A LEVEL OF AWARENESS WHERE ONE ENGAGES IN COMPLEX BEHAVIOUR SUCH AS  
ABSTRACT THINKING

THESE FORMS ARE MORE ELONGATED TO SYMBOLISE A FOCUS ON  
INTELLECTUAL PURSUITS



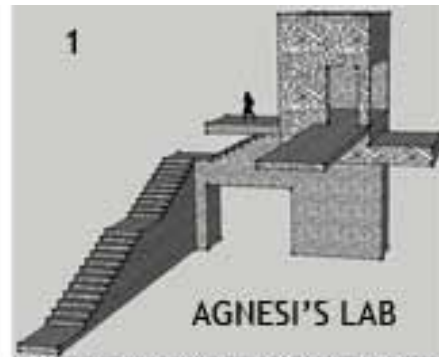
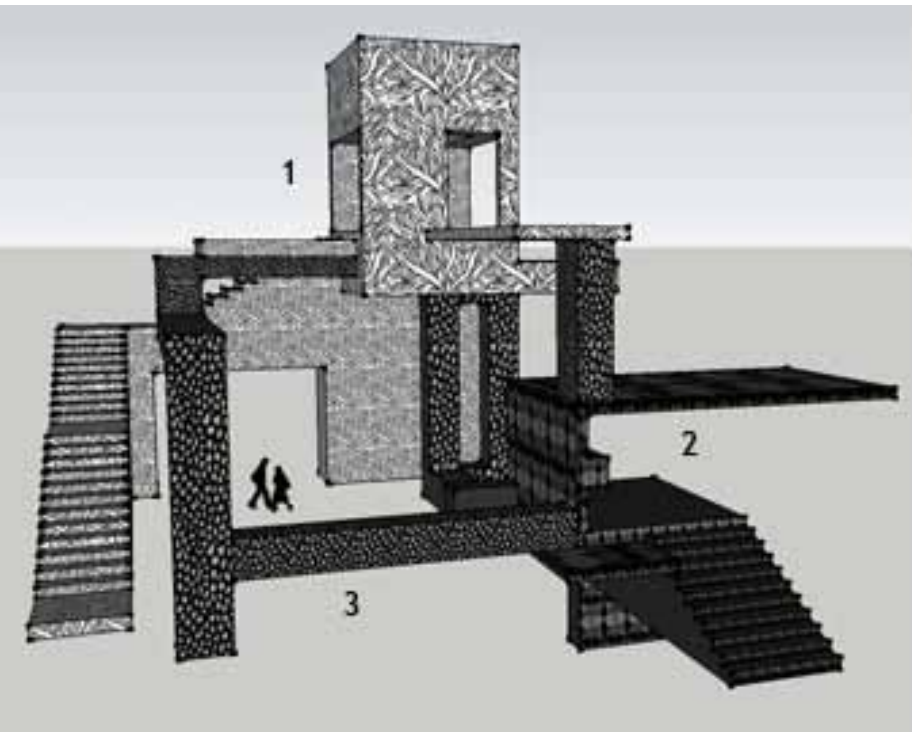
# ENCAPSULATING

ESSENTIAL FEATURES OF THE ASSOCIATION COMBINING  
MARIA'S HIGHER-ORDER THINKING AND  
FREUD'S FOCUS ON BASIC INSTINCTS

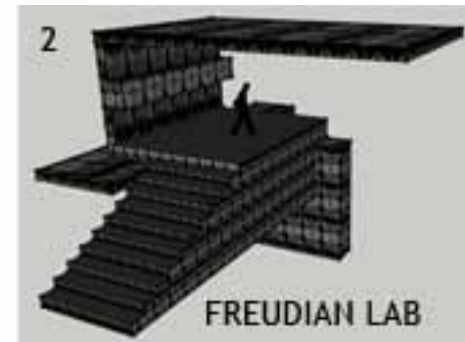


UP HERE WE SEE A SPACE  
WHERE MARIA CAN EXPLORE  
AND ENGAGE IN MORE  
ABSTRACT AND INTELLECTUAL  
ACTIVITIES AND PURSUITS

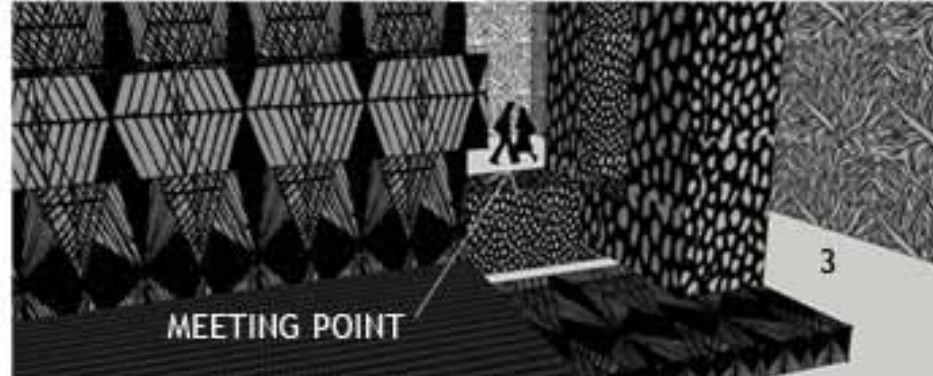
FREUD'S SPACE BELOW WILL ALLOW  
AN EXPLORATION INTO MORE  
OPEN AND PRIMITIVE EXPRESSION



AGNESI'S LAB



FREUDIAN LAB



MEETING POINT

<http://www.rebekaharaullo.blogspot.com/>

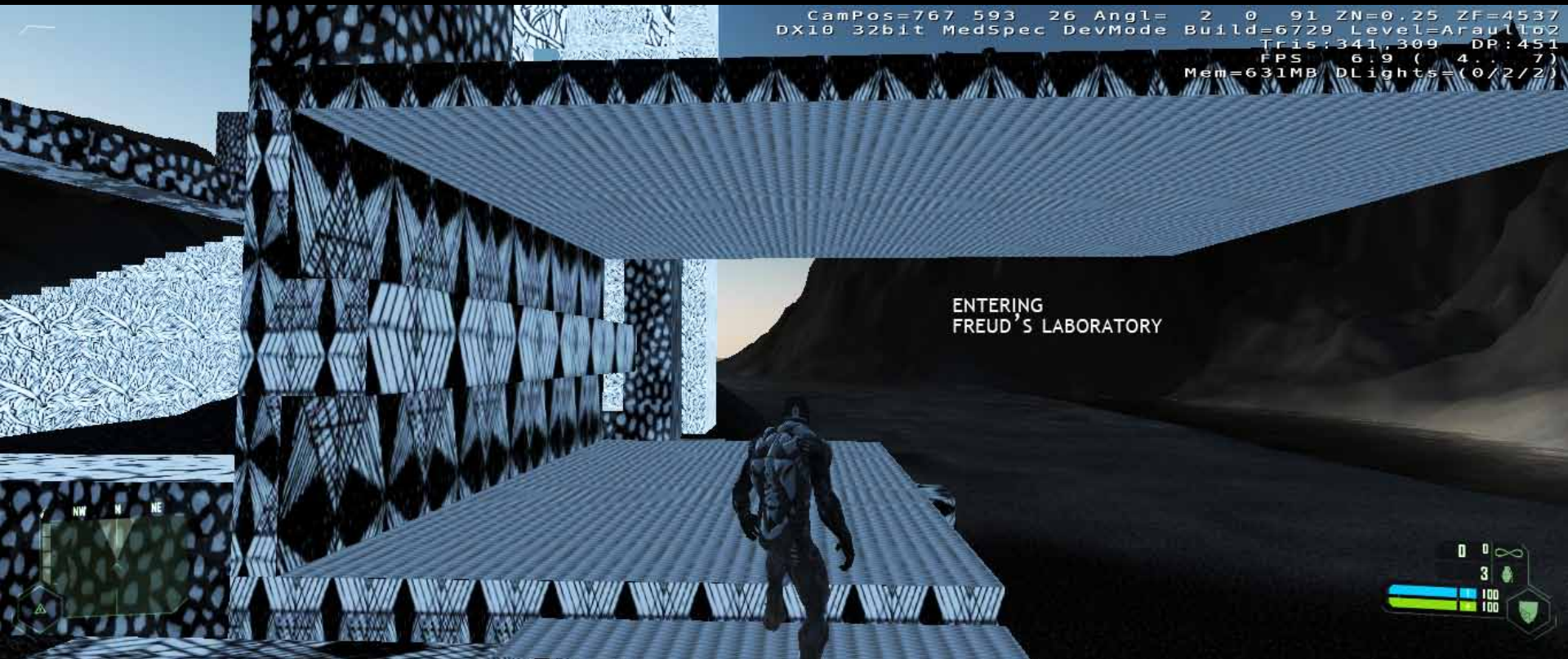
COMING DOWN  
FROM AGNESI'S  
LABORATORY

CamPos=747 577 32 Angl= -2 0 -94 ZN=0.25 ZF=4557  
DX10 32bit MedSpec DevMode Build=6729 Level=Araullo2  
Tris:438,070 DP:939  
FPS: 6.3 ( 4. 6)  
Mem=631MB PLights=(2/2/2)



CamPos=767 593 26 Ang1= 2 0 91 ZN=0.25 ZF=4537  
DX10 32bit MedSpec DevMode Build=6729 Level=Araull102  
Tris:341,309 DP:451  
FPS 6.9 ( 4.7)  
Mem=631MB DLights=(0/2/2)

ENTERING  
FREUD'S LABORATORY



0 0 ∞  
3  
100  
100



VIEW FROM  
MEETING POINT

CamPos=756 581 27 Ang1= 3 0 -86 ZN=0.25 ZF=4539  
DX10 32bit MedSpec DevMode Build=6729 Level=Araullo2  
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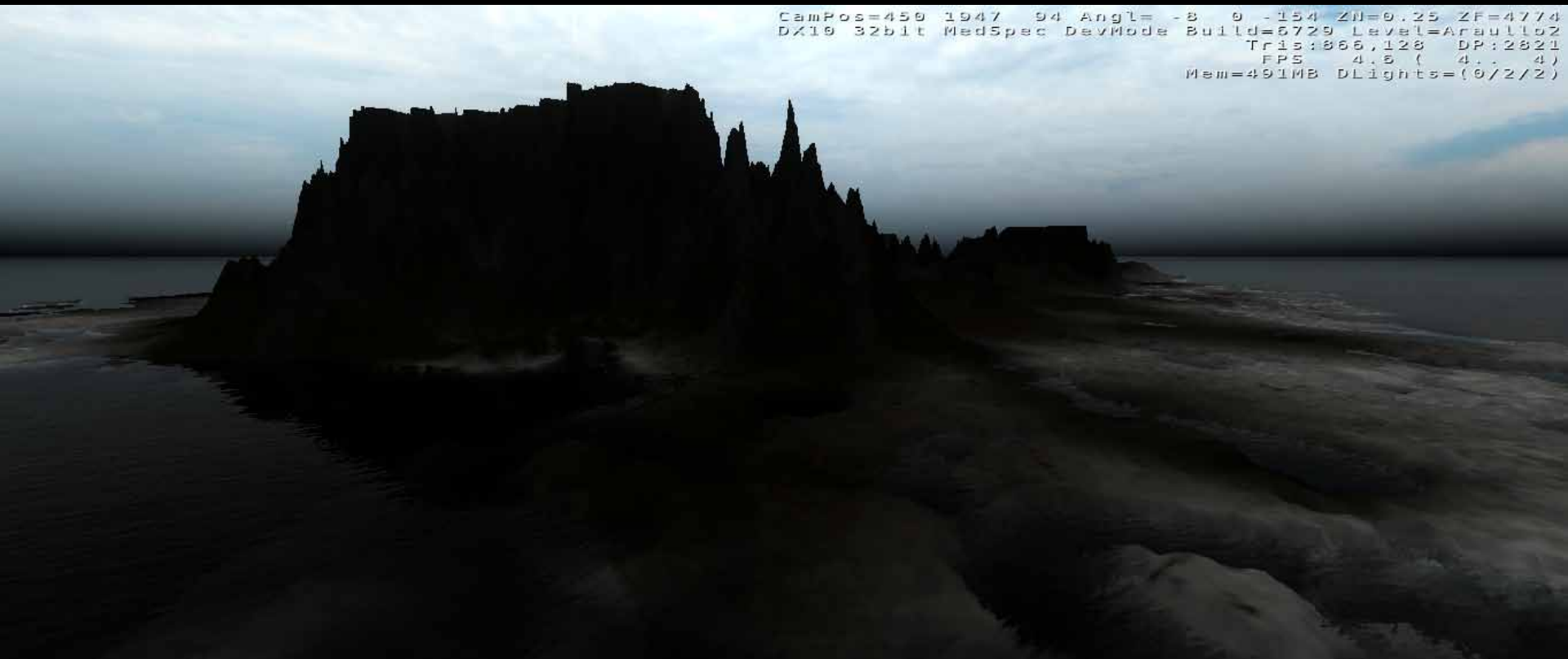
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Tris:848,582 DP:1826  
FPS 5.9 ( 5.1 8)  
Mem=487MB DLights=(9/1/1)


<http://www.rebekaharaullo.blogspot.com/>



CamPos=450 1947 94 Angl=-8 0 -154 ZN=0.25 ZF=4774  
DX10 32bit MedSpec DevMode Build=6729 Level=Arault162  
Tris:866,128 DP:2821  
FPS: 4.5 ( 4. . 4)  
Mem=491MB DLights=(0/2/2)



<http://www.rebekaharaullo.blogspot.com/>



CamPos=813 1884 23 Angl= 10 0 147 ZN=0.25 ZF=4526  
DX10\_32bit MedSpec DevMode Build=6729 Level=Araullo2  
Tris:695,826 DP:1456  
FPS 6.2 ( 6. . 6)  
Mem=490MB DLights=(0/1/1)

<http://www.rebekaharaullo.blogspot.com/>

... is 'to see a world in a grain of sand...' - Blake



<http://www.rebekaharaullo.blogspot.com/>

*'...and a heaven in a wild flower'* - Blake

CamPos=939 662 44 Ang1= 10 0 -57 ZN=0.25 ZF=4598  
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Mem=555MB DLights=(0/2/2)



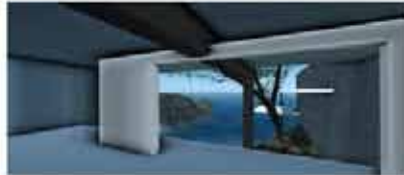
<http://www.rebekaharaullo.blogspot.com/>



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 Mana'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 took 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 seprate by two parts, private inside and public comda. And the texture I selected was concrete with cool color to show the space hermetic and seprate from the maria's laboratory.





Landform view from the Sigmund Freud's Laboratory  
(DAY TIME)



(NIGHT TIME)



Landform view from the Maria Agnesi's Laboratory  
(DAY TIME)



(NIGHT TIME)



The landform connected two laboratories was a small river. And the resource of river was coming from the waterfall on the top of hill. The river crossed the building and flow into the sea. The main landform was built up river, waterfall, various of plants, stones. The stone was kind of natural bridge connect two laboratories. The extend landform could also be used for the people in laboratories. Follow the river, you might see the small beach, and this small beach formed the secondary landform.



Landform Extend to Landscape  
(DAY TIME)



(NIGHT TIME)

**LANDFORM**  
CONNECT MARIA AGNESI'S LABORATORY  
WITH SIGMUND FREUD'S LABORATORY

**BENV2423**

# TESTING + EVALUATION



**BILLY TRAN**

---

**HALEY NG**

---

**MATHEW HUNTER**

---

**EDWARD SARAFIAN**

---

**ARCH7202**

# TESTING + EVALUATION

**JULES CROMARTY**

---

**EVAN FREEMAN**

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**HARRY LEGASPI**

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**ROS KEMBER**

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**ARCH1101 EXP3**

# TESTING + EVALUATION 2010

**MATT O'BRIEN 01**

**MATT O'BRIEN 02**

**MATT O'BRIEN 03**

**MATT O'BRIEN 04**



**DEMO**

# TESTING + EVALUATION

**TODAY'S STUDIO**

1. Movement can be understood as linear, rotational and scalar translation. Draw a series of 6 textures (within a 6 x 6 square in your notebook, or an appropriate size on your iPhone or similar) exploring each of those definitions of movement.

# TODAY'S STUDIO

1. Movement can be understood as linear, rotational and scalar translation. Draw a series of 6 textures (within a 6 x 6 square in your notebook, or an appropriate size on your iPhone or similar) exploring each of those definitions of movement.

# TODAY'S STUDIO

2. Add 3 words that help you understand movement and create a series of 6 textures for each of those.

**QUESTIONS?**