ARCH1101

ARCHITECTURE DESIGN STUDIO 1

ARCH1101

ARCHITECTURE DESIGN STUDIO 1

BEFORE WE BEGIN: RULES OF PLAY

WHO WE ARE

COURSE OUTLINE

EXPERIMENT ONE CLIENTS

A NOTE ON THE MEDIA: PREVIOUS STUDENT WORK

DATUM - SECTION

TODAYS STUDIO CLASS

RULES OF PLAY

- 1. THE LECTURE WILL BEGIN AT 12:00PM SHARP.
- 2. IF YOU MISS 3 LECTURES OR STUDIOS (WITHOUT "SPECIAL CONSIDERATION") YOU WILL NOT PASS THE COURSE.
- 3. IF YOU NEED TO SPEAK DURING THE LECTURE NO ONE BESIDES THE PERSON YOU ARE TALKING TO SHOULD BE ABLE TO HEAR YOU. IF I CAN HEAR YOU I WILL ASK YOU TO LEAVE.
- 4. FEEL FREE TO ASK QUESTIONS DURING THE LECTURE.
- THE STUDIO SESSIONS START AT 2PM SHARP. IF YOU ARE MORE THAN 15 MINUTES LATE YOU WILL
 BE NOTED AS ABSENT FROM THAT STUDIO.
- 6. YOUR TUTORS WILL ONLY SPEAK TO YOU IF YOU ARE UP TO DATE (OR HAVE MADE AN HONEST ATTEMPT) WITH THE TASKS YOU HAVE BEEN SET THROUGHOUT THE COURSE.
- 7. WE NEED 13 STUDENT REPRESENTATIVES AND WILL CALL FOR VOLUNTEERS DURING THE FIRST STUDIO SESSION.

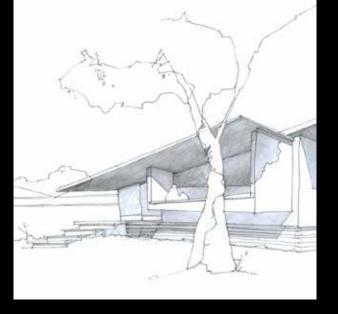
WHO WE ARE















H THE WALL BUILDING



ROYAL ACADEMY OF FINE ARTS SCULPTURE SHED

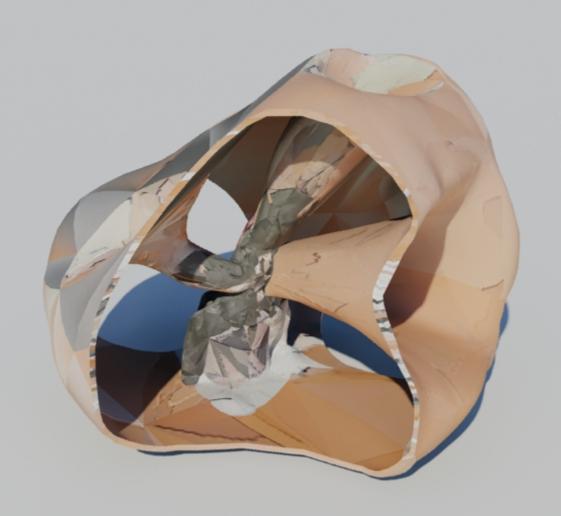
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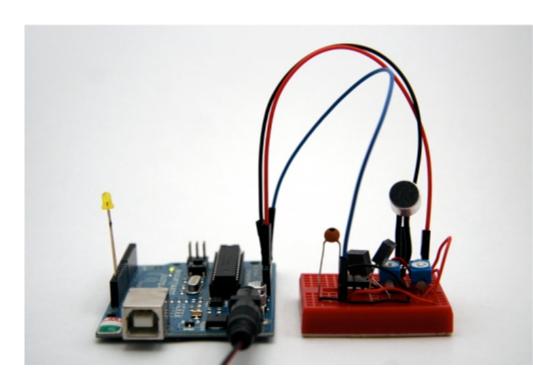


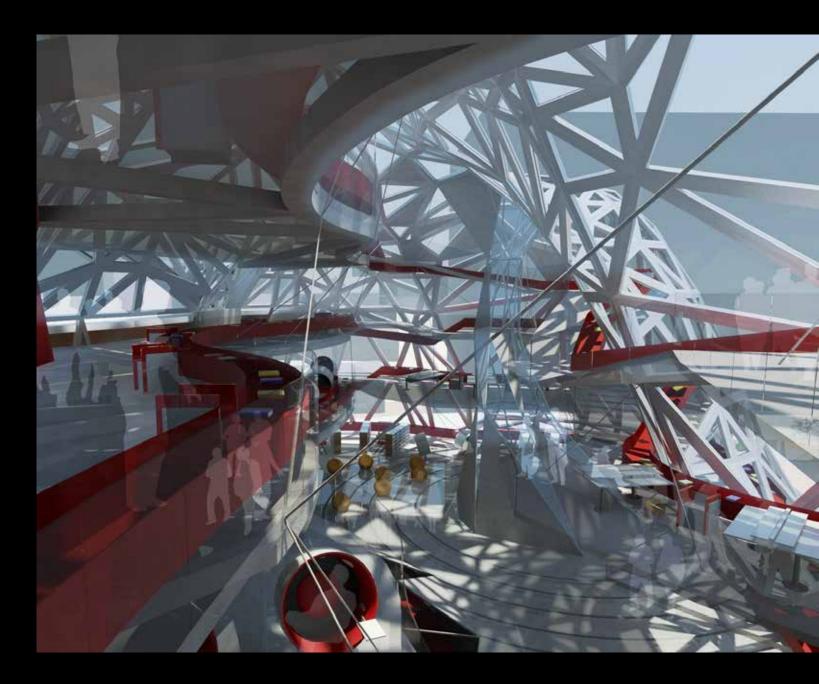










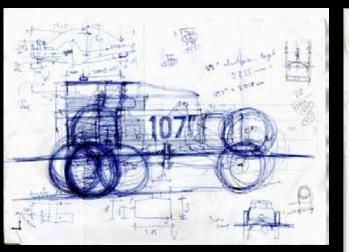


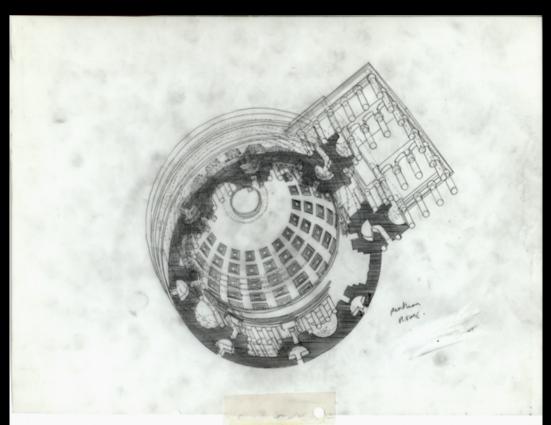












COURSE OUTLINE

WWW.RUSSELLLOWE.COM

EXPERIMENT ONE CLIENTS



SHINYA KIMURA

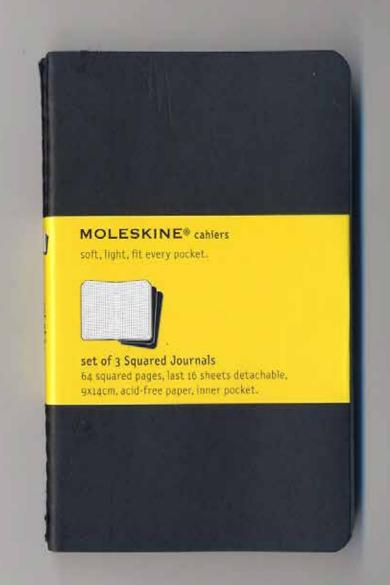


ANTONIO STRADIVARI



JIRO ONO

ANOTE ON THE MEDIA: + STUDENT WORK





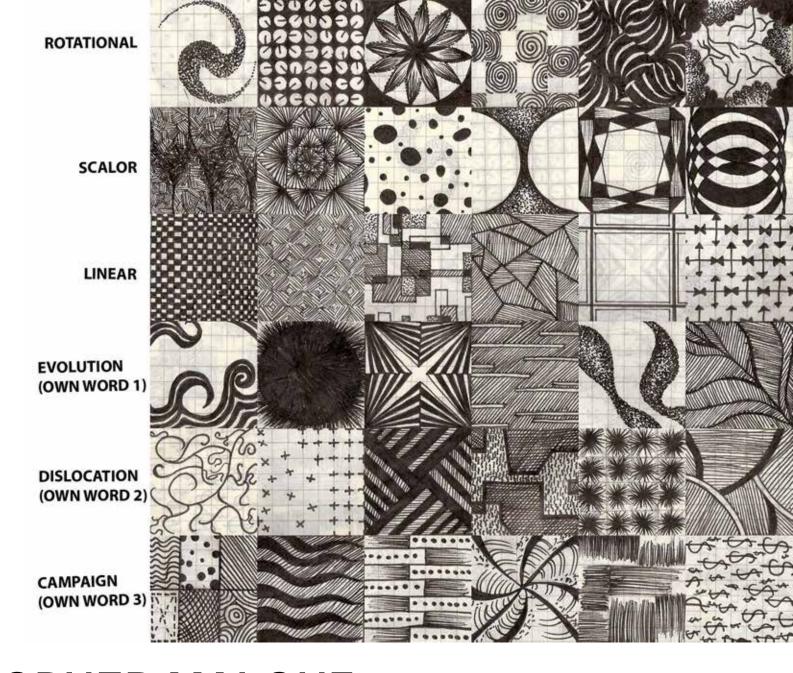




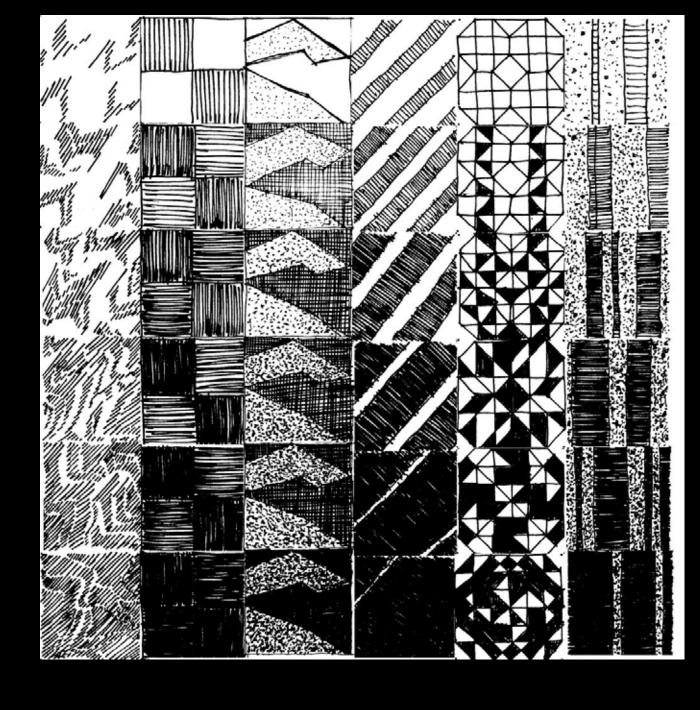


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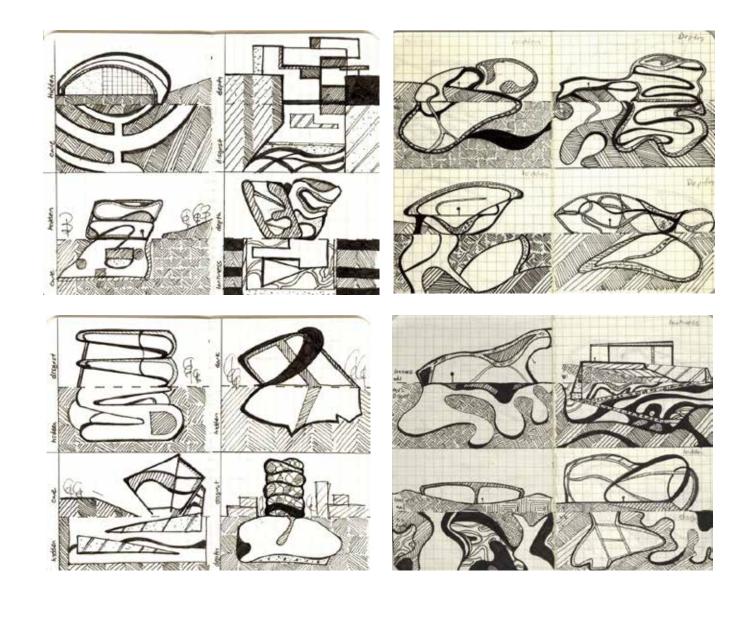




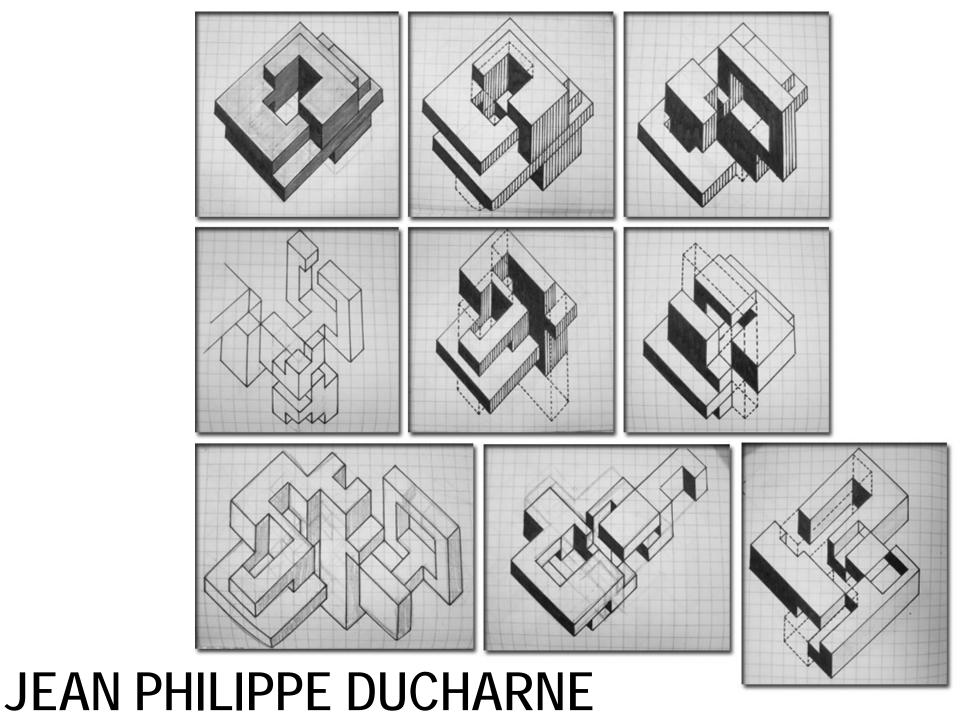
CHRISTOPHER MALOUF

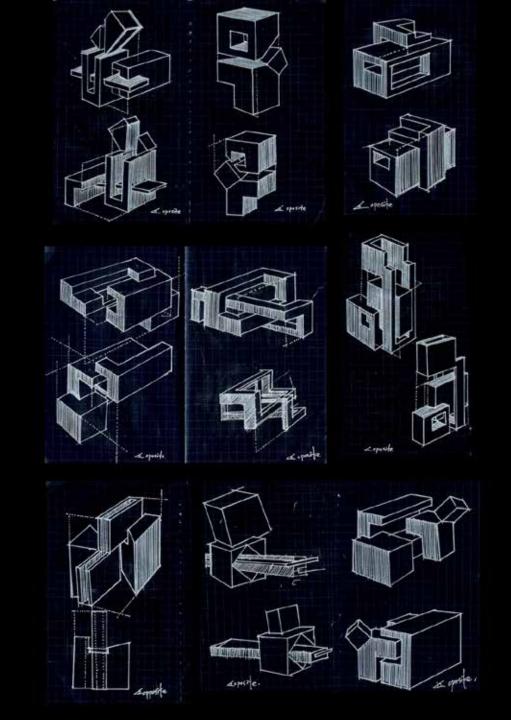


SEAN TRAN

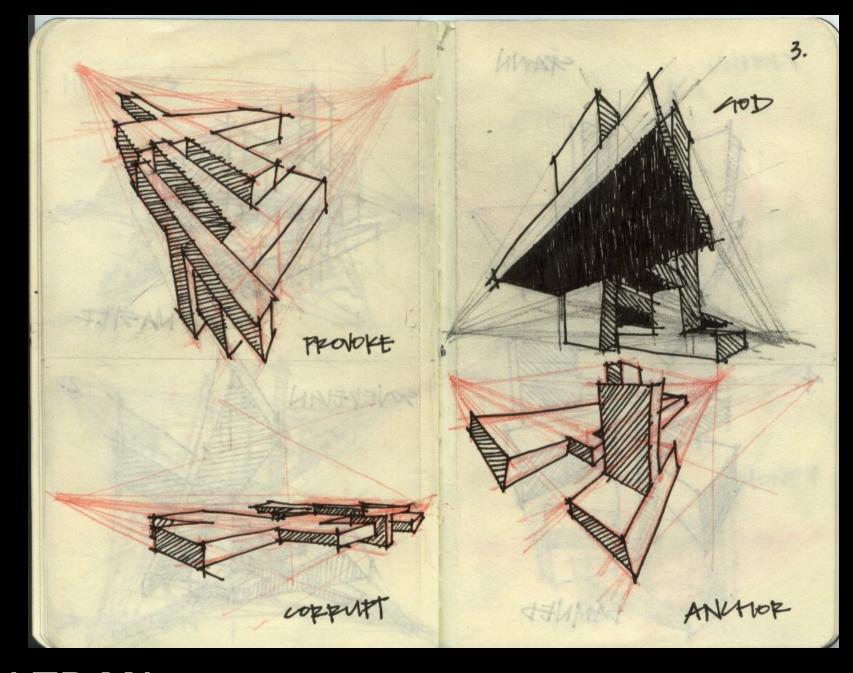


JAMES KIM

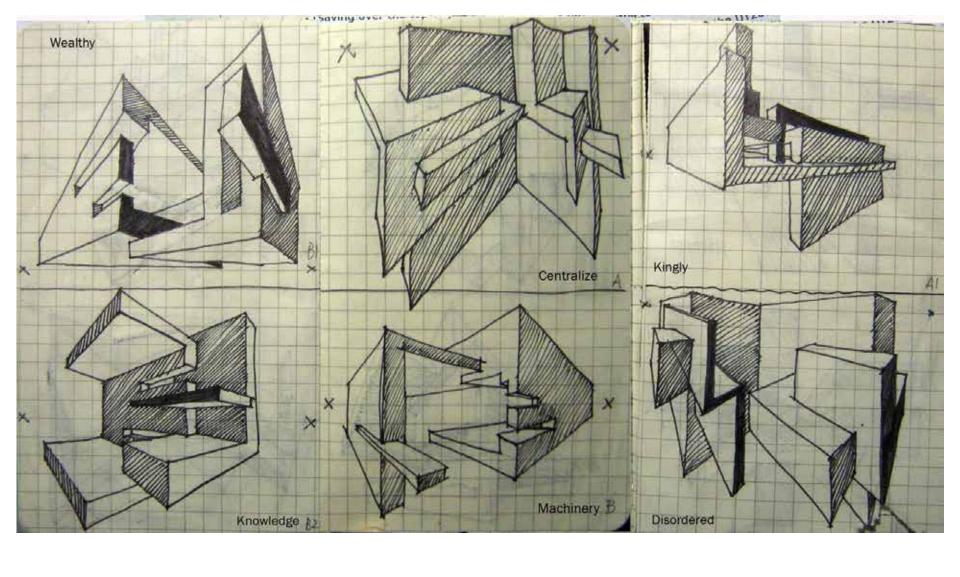




SUN NAM WON



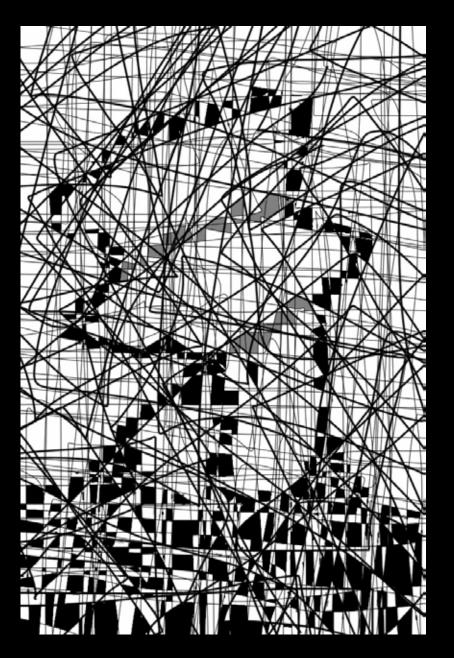
SEAN TRAN

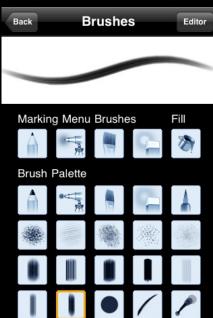


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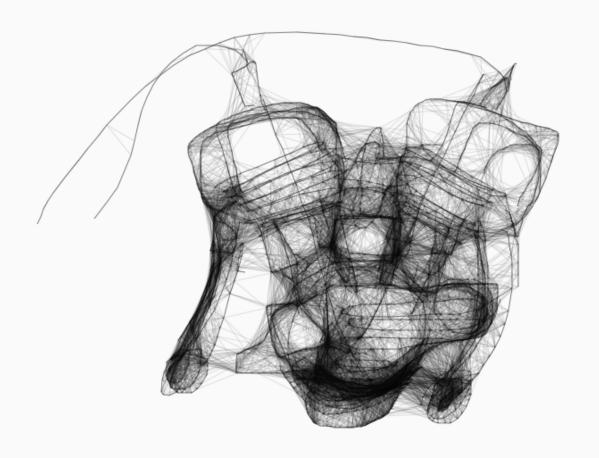
Say hello to iPhone.

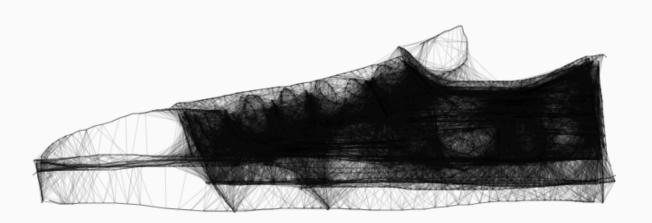




















Very New.







Computer Games on Laptop Graphic Cards

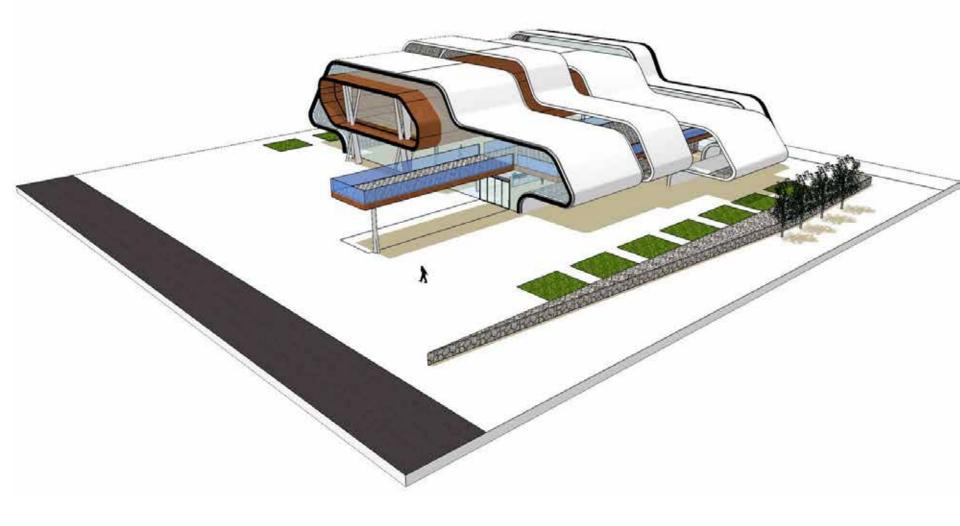
Which games run fluently on laptop graphic cards

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.

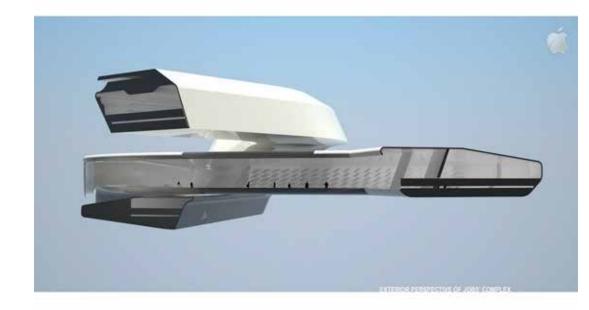
Note: With slower components (like a slow CPU) the gaming performance may be noticable slower.

(Manufacturer, Model, Series, Codename), Connect search words with														2013 Crysis 3 2013 Dead Space 3 2012 Far Cry 3 2012 Fas 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										
	Restrict													Borderlands F1 2012	2		-	•						
Pos	Model		1)	Dead Space 3 (2013)				Far Cry 3 (2012)				Assassin's Creed III (2012)			Hitman: Absolution (2012)			Call of Duty: Black Ops 2						
		low 1024x76 Low Preset	med. 8 1366x768 Medium Preset 16xAF	high 8 1366×768 High Preset 16×AF FXAA	ultra 1920x1080 Very High Preset 16xAF 2xSMAA	low 1024×768 Low Preset	med. 1366x768 Medium Preset	high 1366×768 High Preset	ultra 3 1920x1080 Very High Preset	low 1024x768 DX9 Low Preset	med. 8 1366x76l DX9 Medium Preset	Preset (SSAO, Standard Alpha To	ultra 1920x1080 DX11 Ultra Preset (HDAO, Enhanced Alpha To Coverage) 4x MSAA	med. 1366x768 Normal	high 1366x768 High	ultra 3 1920×1080 Very High	low 1024x768 Lowest Preset	med. 1366x76l Medium Preset 2xAF	high 3 1366×761 High Preset 8×AF 2×MSAA	ultra 8 1920x1080 Ultra Preset 16xAF 4xMSAA	low 1024×768 Low / Off	med. 3 1366×768 7 Medium / Off	high 3 1366×768 High / On, FXAA ZxMSAA	ultra 8 1920×108 (Extra) High / On FXAA 4xMSAA
□ 1	NVIDIA GeForce GTX 680M SLI													81	79	48	86	79	71	44	231	194	145	108
<u></u> 2	AMD Radeon HD 7970M Crossfire																							
□ 6*	NVIDIA GeForce GTX 780M																							
□ 8	NVIDIA GeForce GTX 680MX																							

WWW.NOTEBOOKCHECK.NET



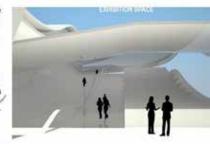
JAMES KIM



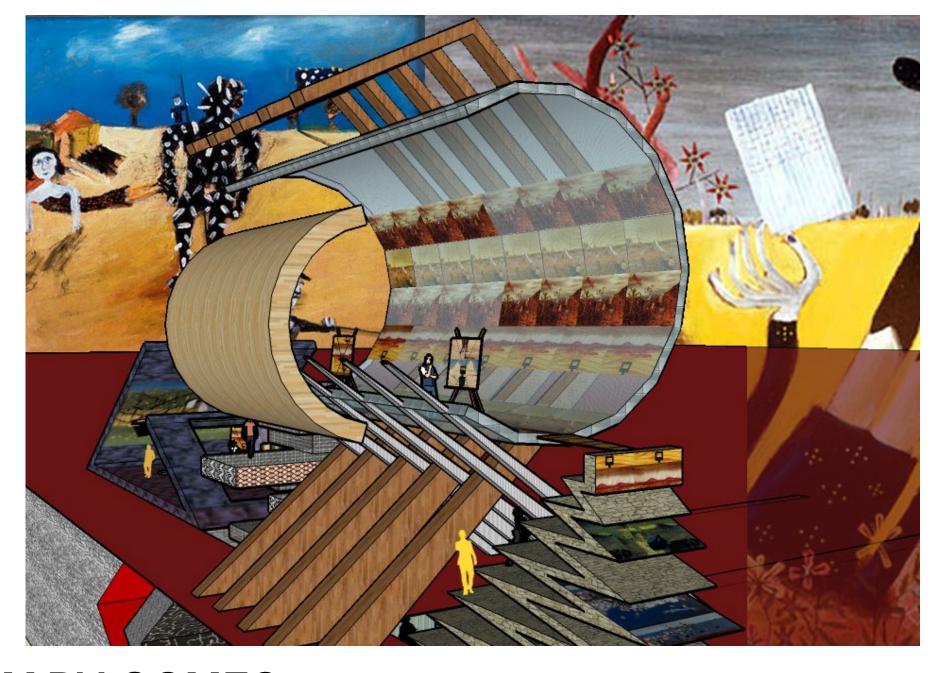
MONSTROUS BIGUIDS LEEK



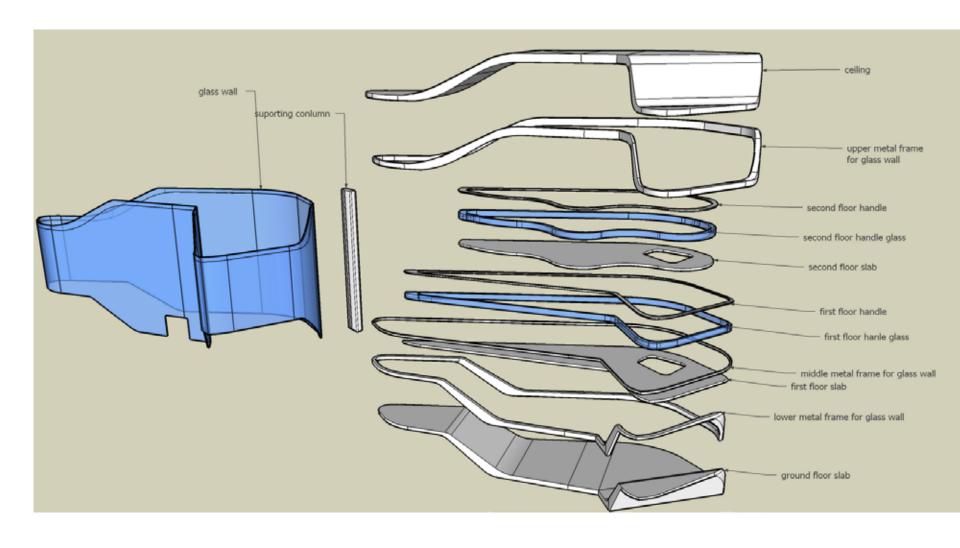
The most difficult aspect in the formation of Steve Jobs' complex was the articulation of each space in relation to one another. A steek manner had to be implied by the building's form in order to reflect Apple's product range of its most recent 3G, and this was achieved through modelling the building 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 steek 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 retip reproduct. Futhermore, Jobs' space is located above all others, representing his retip reproduct. Futhermore, Jobs' space is located above all others, representing his retip reproduct. Futhermore, Jobs' space is located above all others, representing his retip reproduct. Futhermore, Jobs' space is located above all others, representing his retipe reproduct. Futhermore, Jobs' space is located above all others, representing his retrieval of the recommendation of their products. Futhermore, Jobs' space is located above all others, representing his retrieval of the recommendation of their products. Futhermore are well as a whole, catering for atmost the whole technological industry. Ramps and staircases are monumental in terms of scale, provoking, yet at the same time inviting specifie of endeavour the building's peculiarity.



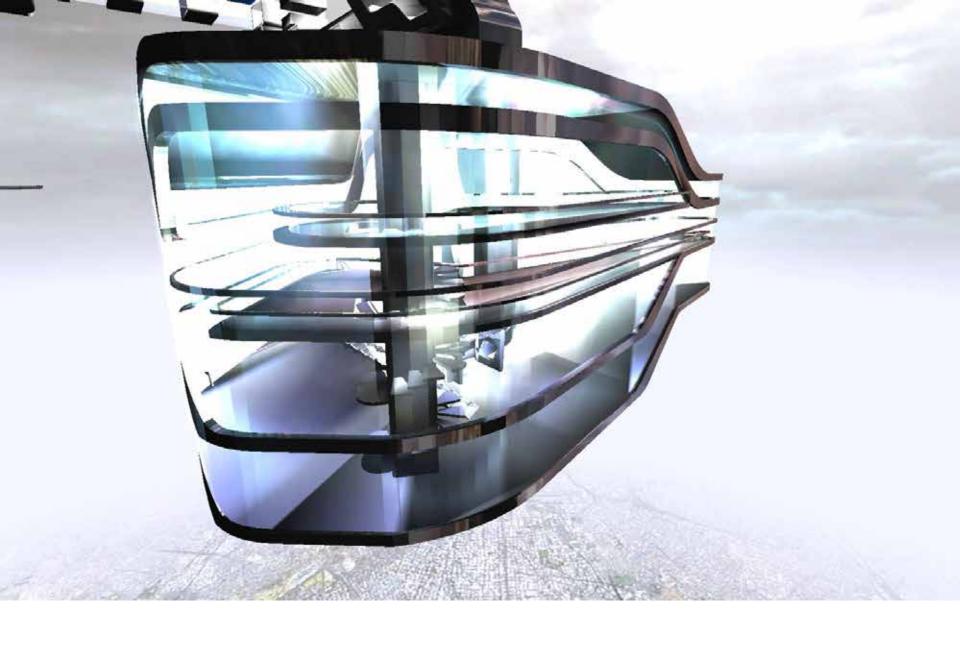




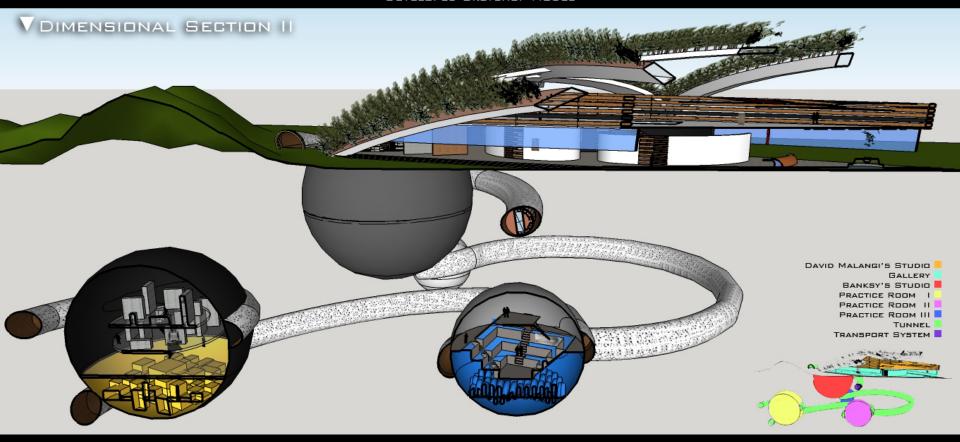
MARY GOMES



BRAD YINGGONG HUANG

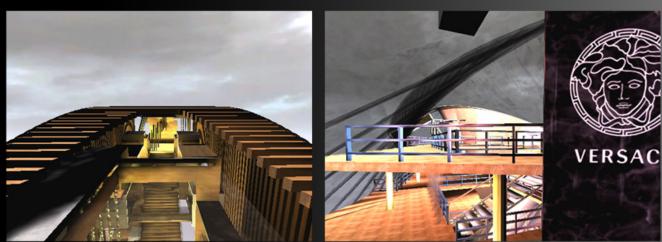


BRAD YINGGONG HUANG



CYRIL LEUNG





zhangyin + versace

ALICE TJITRADJAJA



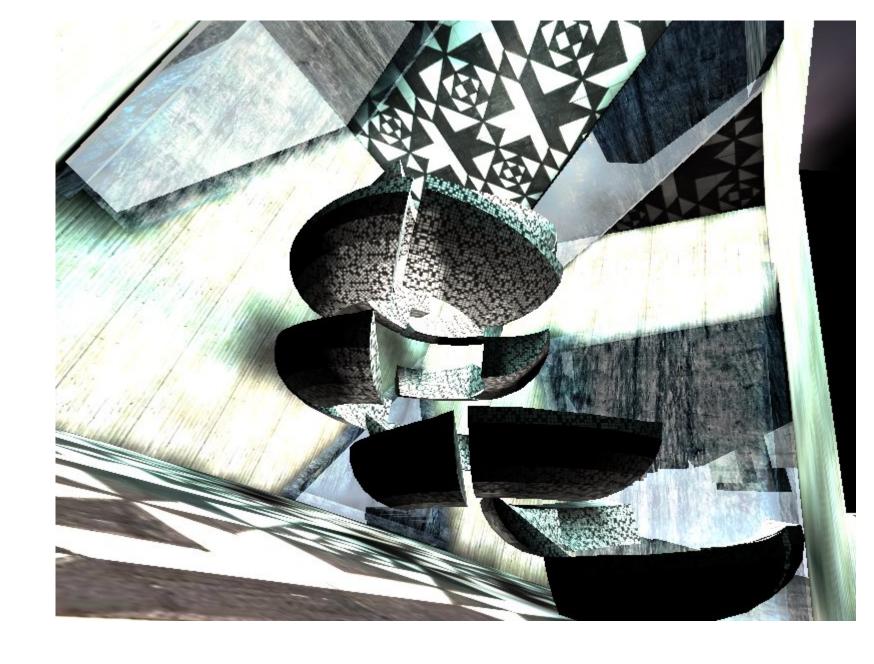
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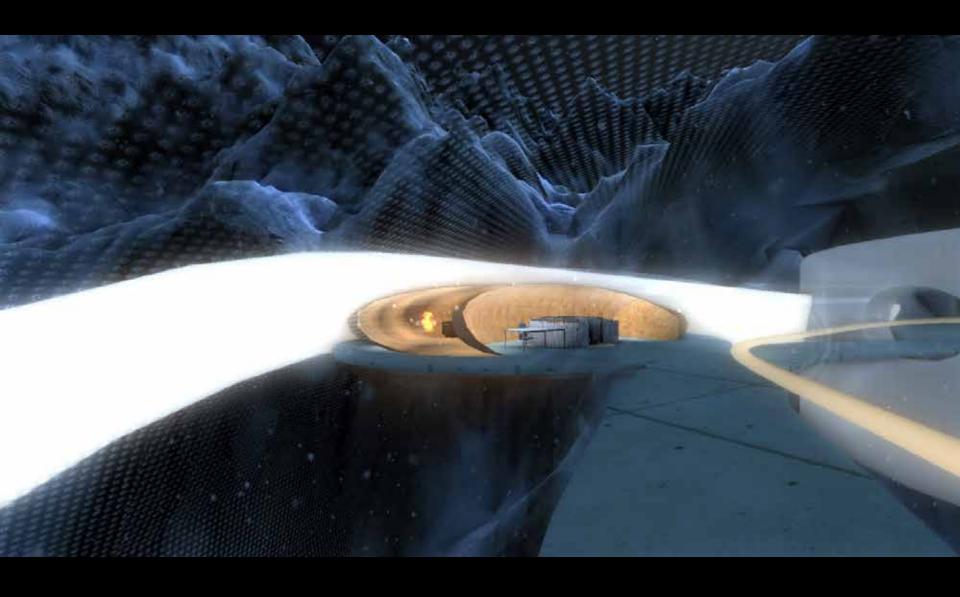
MATT O'BRIEN



MATT O'BRIEN



MILLI LAKOS



MILLI LAKOS



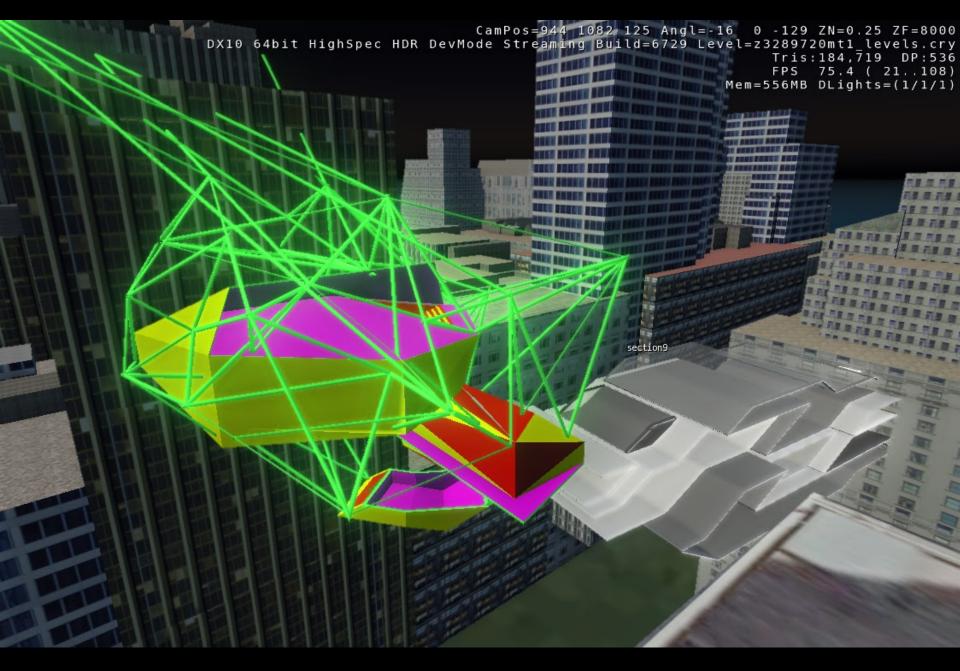
RICKY FAN



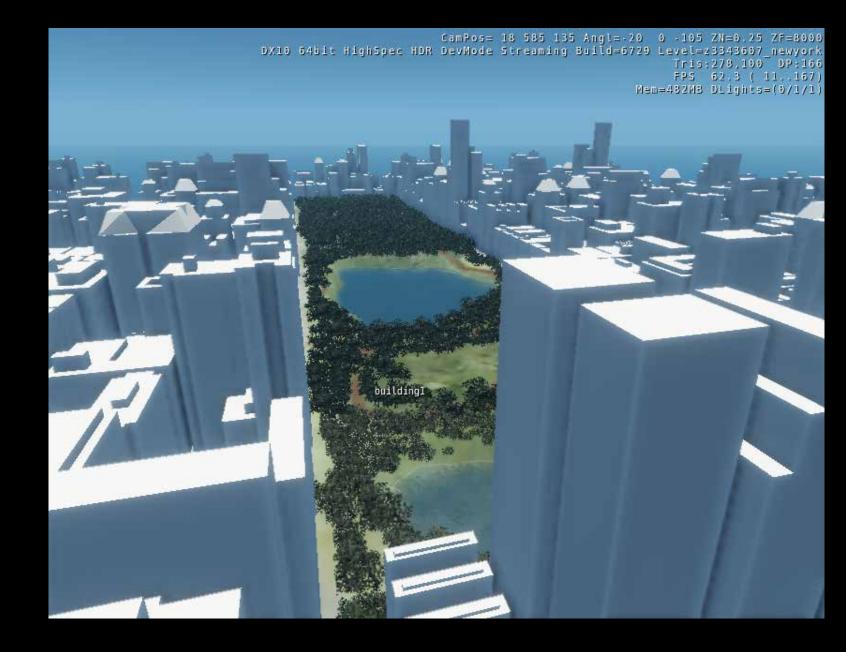
BLAKE CASHMAN



JARROD HINWOOD



YEHUDA BASSIN



CYRIL LEUNG



JAMES HARGRAVES



REBEKAH ARAULLO

EXPERIMENT 1

<u>www.dictionary.com</u>

da·tum –noun, plural da·ta

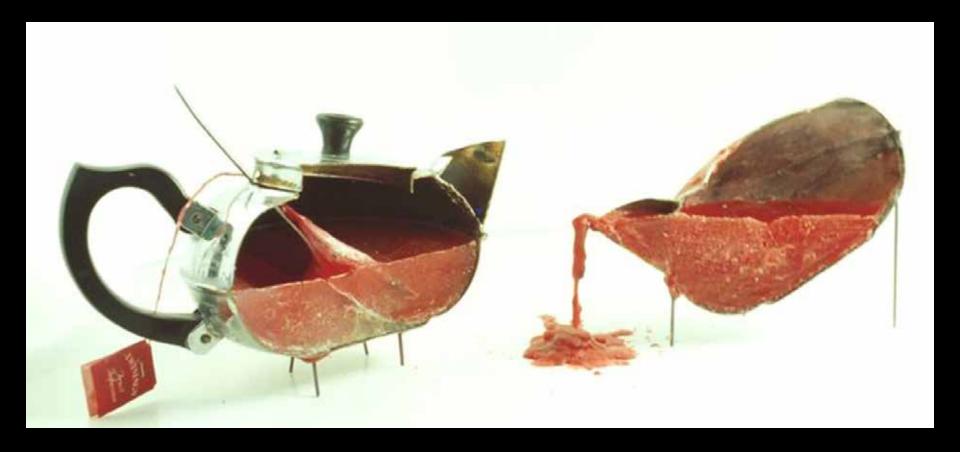
- 1.a single piece of information, as a fact, statistic, or code; an item of data.
- 2. Philosophy. a.any fact assumed to be a matter of direct observation. b.any proposition assumed or given, from which conclusions may be drawn.
- 3. Also called <u>sense datum.</u> Epistemology. the object of knowledge as presented to the mind. Compare <u>ideatum</u>.
- 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 <u>staff</u> <u>section.</u>* 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.

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15. Bookbinding. signature (def. 8).

16. Also called <u>section mark.</u> 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 section- (s. of section) a cutting, equiv. to sect(us) (ptp. of secare to cut; see $\underline{saw}1$) + -ion- $\underline{-ion}$]

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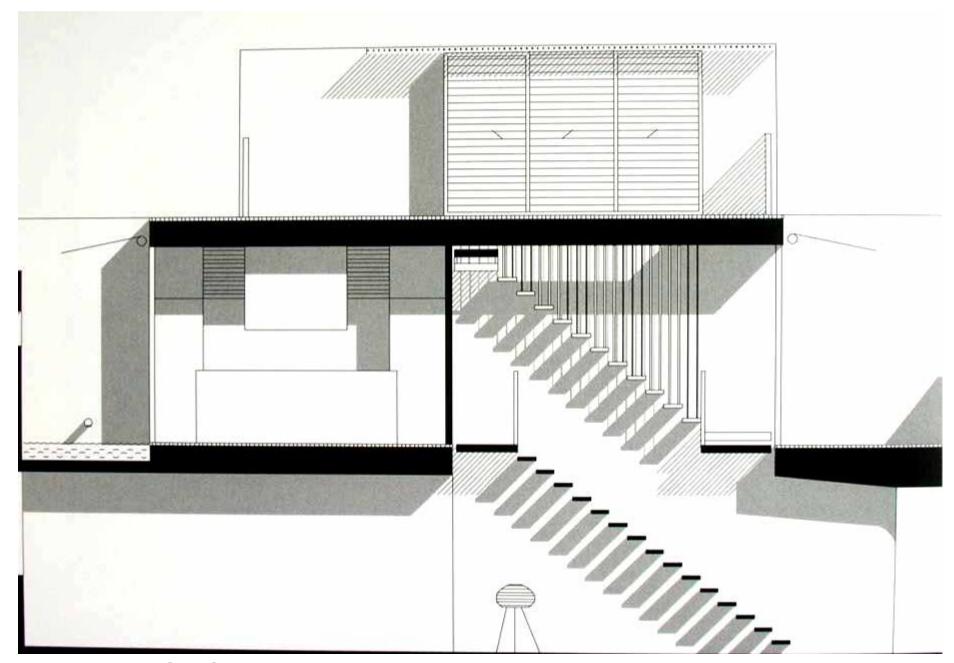
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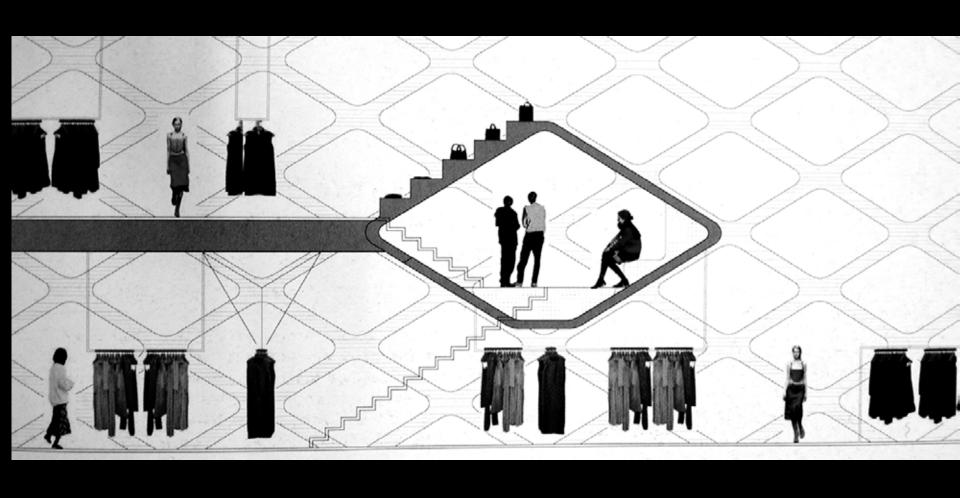
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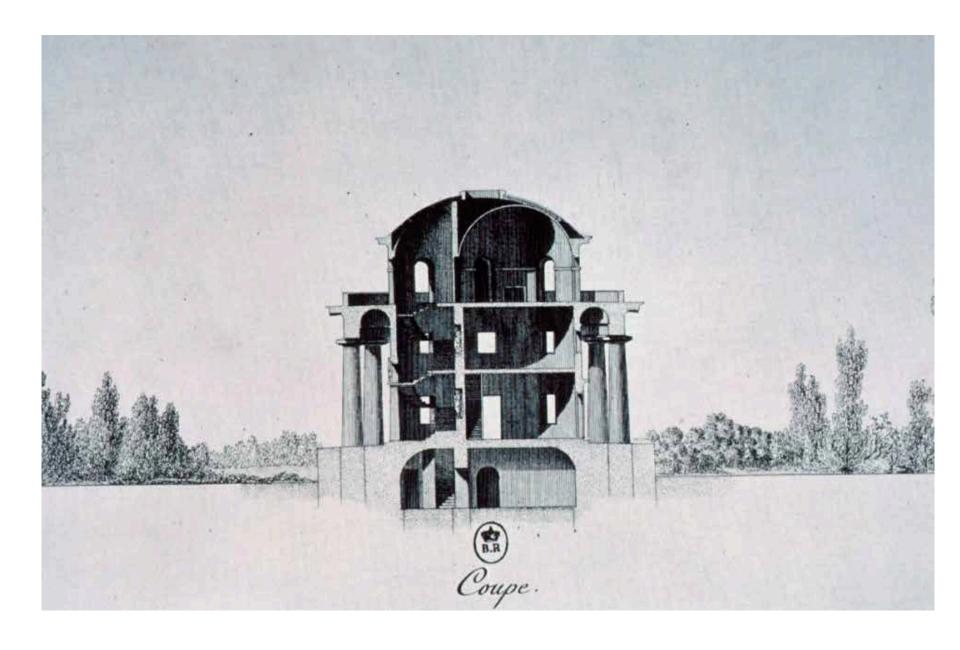
SECTIONIN CRYSIS: DEMO



KAZUYO SEJIMA

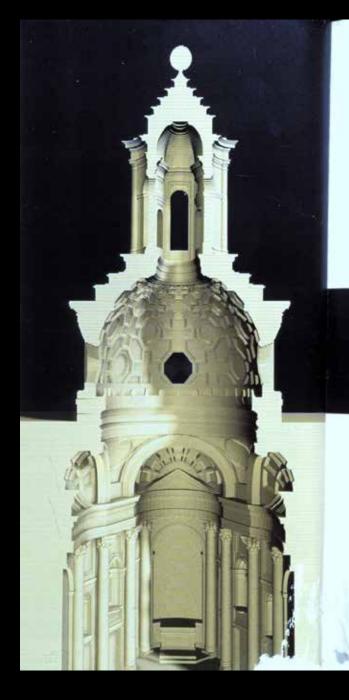


PRADA STORE, JAPAN, HERZOG AND DE MEURON



J.J. LEQUEUX

SECTION + STRUCTURE



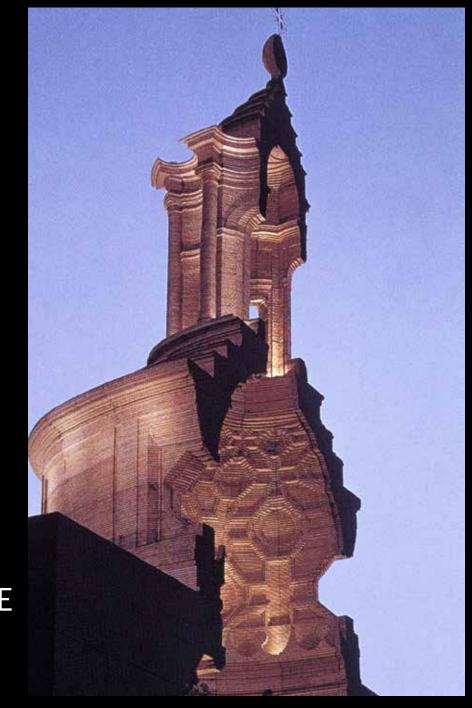
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L'inizio della lavorazioni e l'assemblaggio delle ti in falegnameria, e l'alter della piattaforma quadr di late, sul lace.

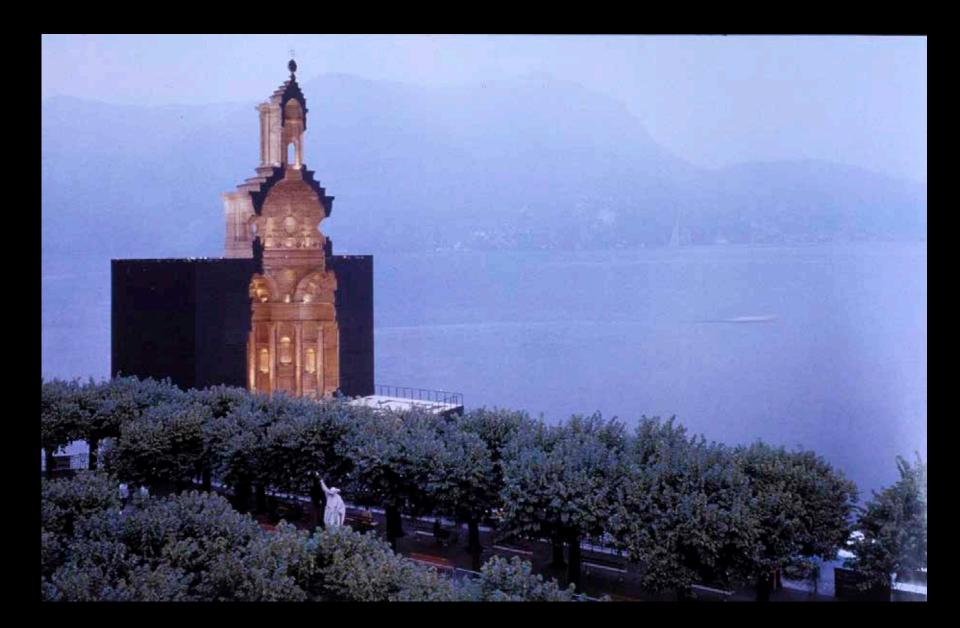
The start of the work: pr and assembly of the sha in the carpentry shop an of the 22 meter-square p on the lake.

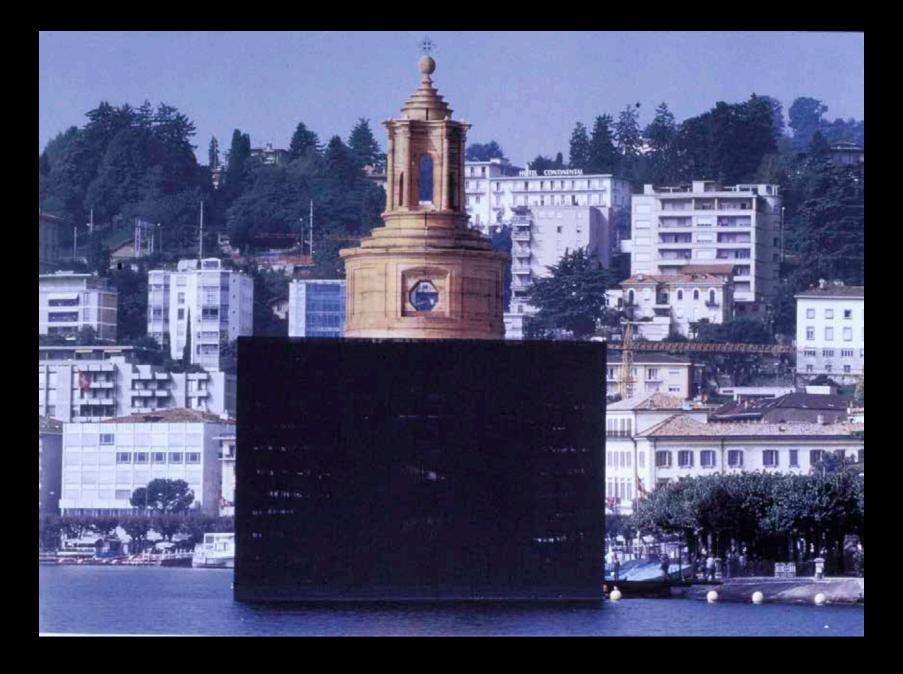
■ Mario Botta, given the exhibition on the Beyronini at the Cart Ligano, proposed th model of the chare Quatrio Fontane in R The idea caused a gre and started some conject looked like bein sive and the outcom design for a highly crete system faced the ments with a fast sore which proved decisive featureal problems, we project into a Swiss g fem shut funds "sou Lee those that croste ployed. Through the

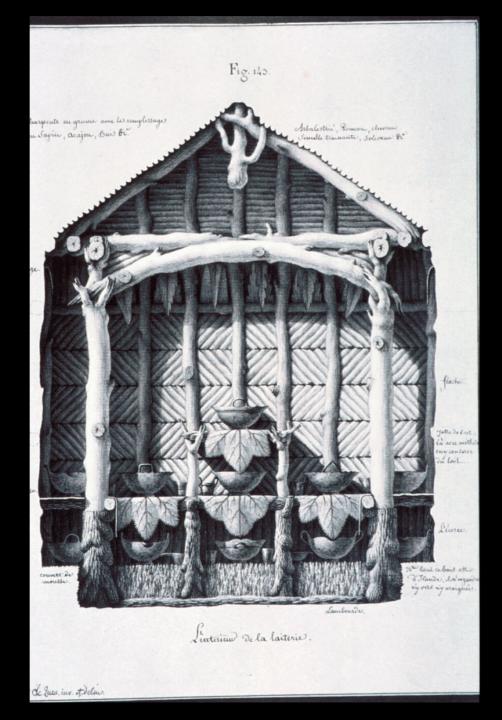




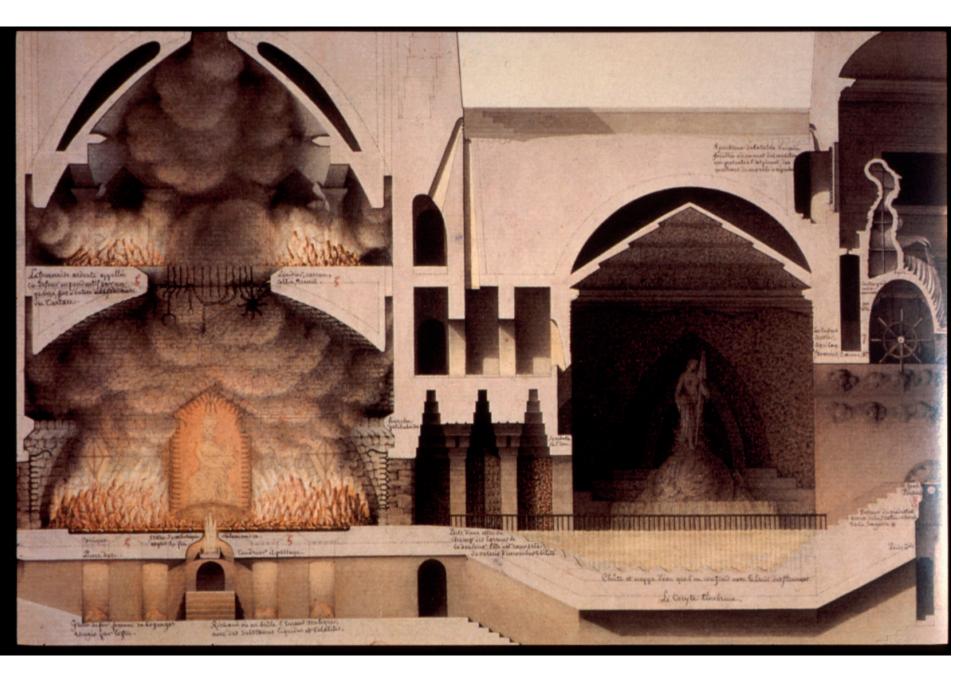
ST CARLO ALLE QUATTRO FONTANE FRANCESCO BORROMINI 1638 MARIO BOTTA

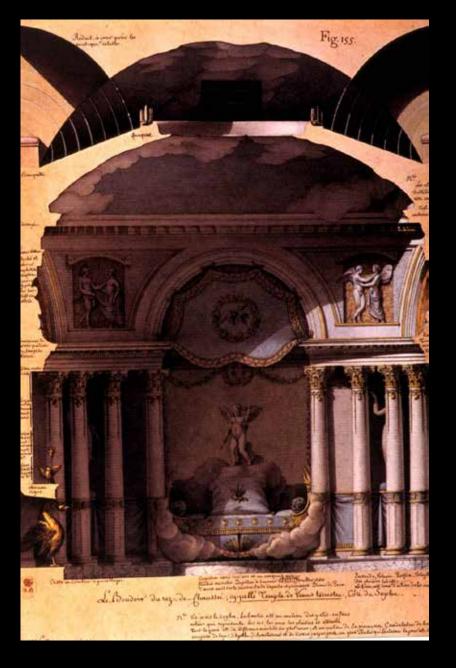


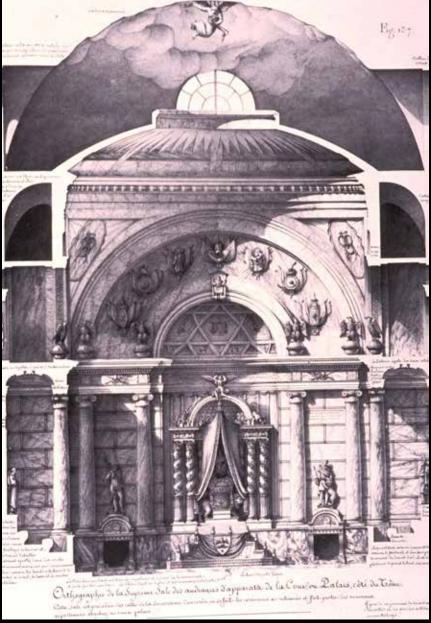


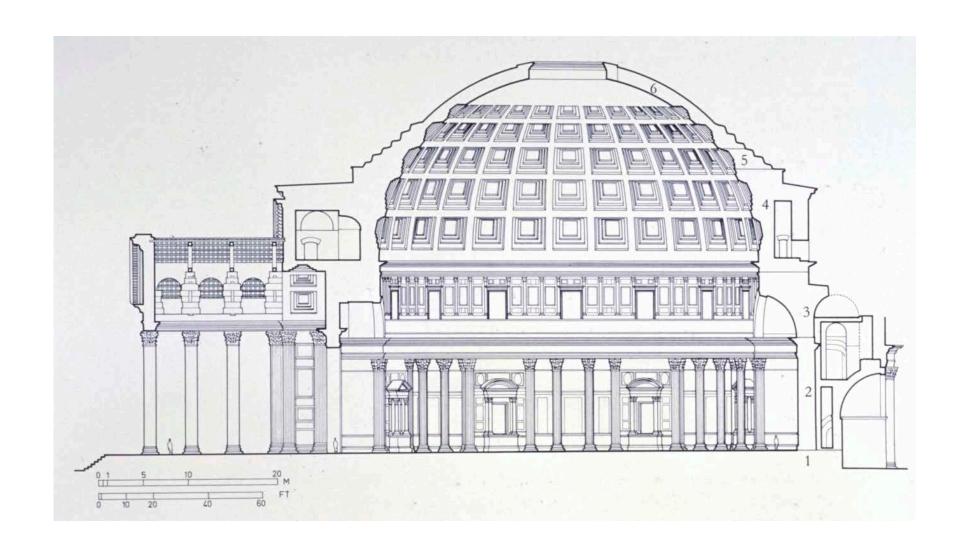


LEQUEUX

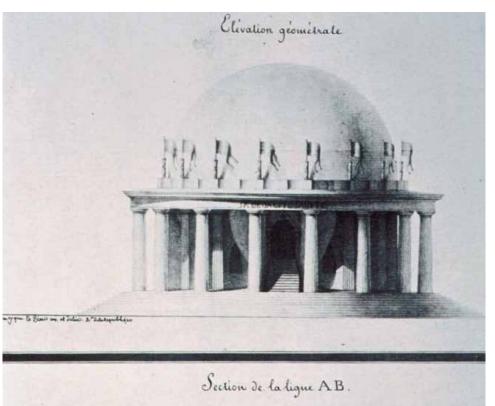


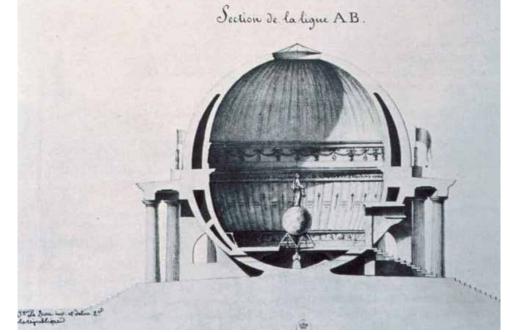


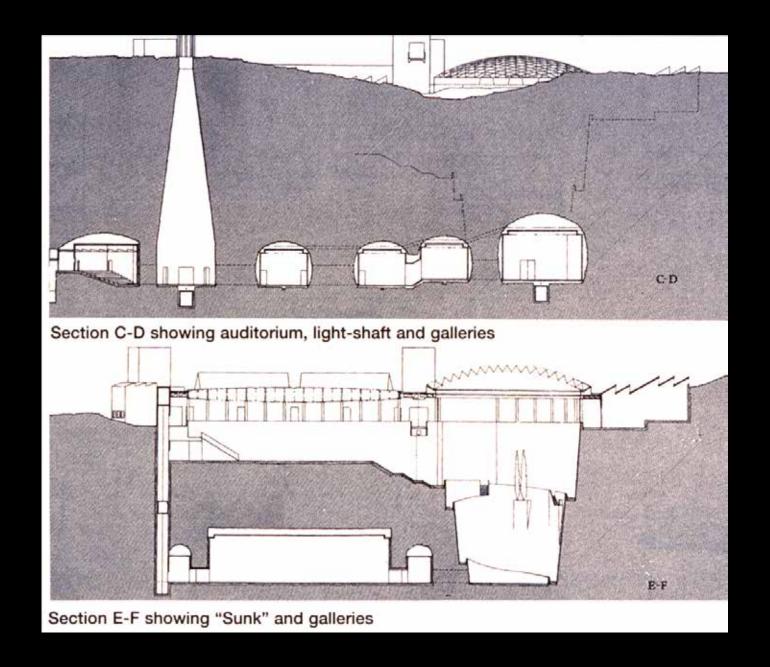




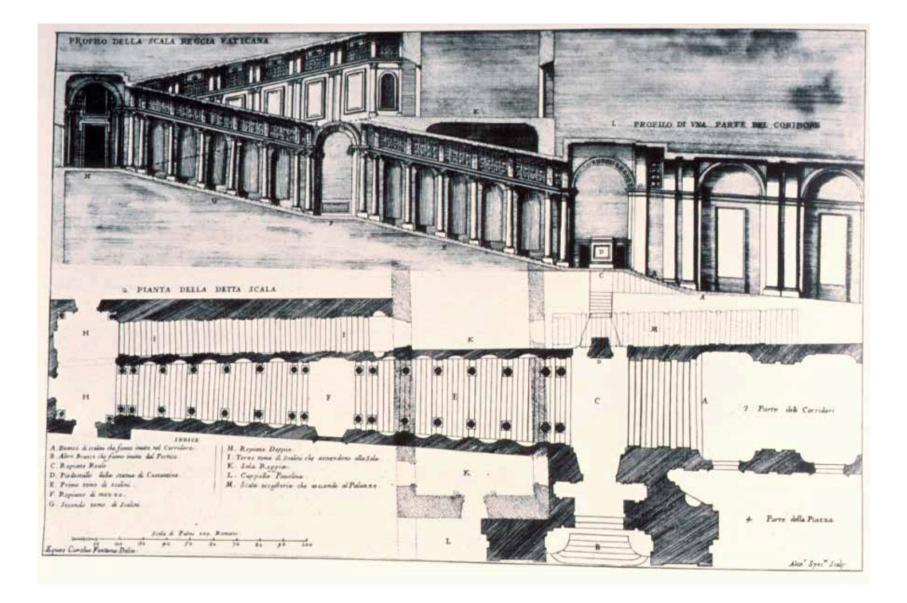
PANTHEON, ROME

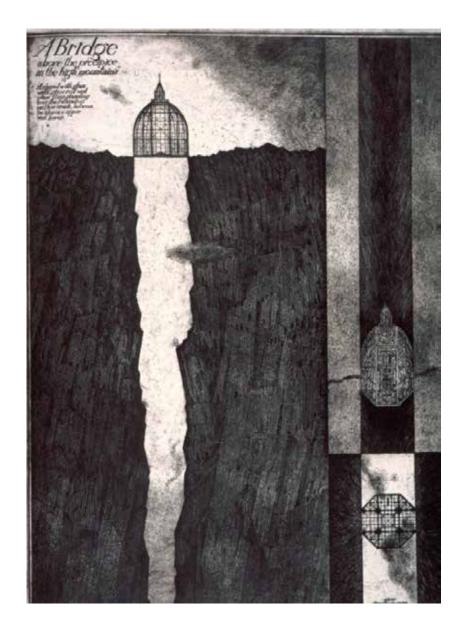


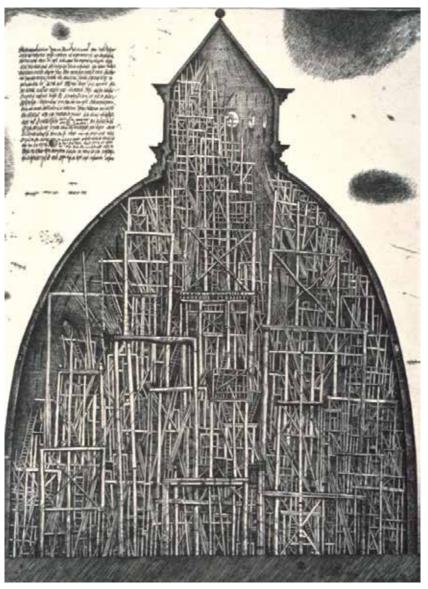




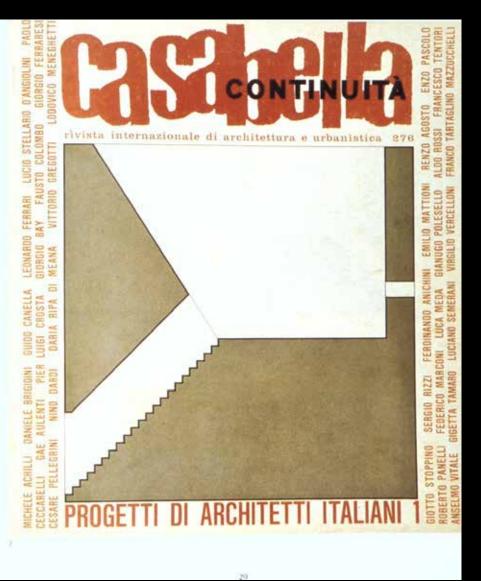
UTZON, SILKEBORG MUSEUM COMPETITION

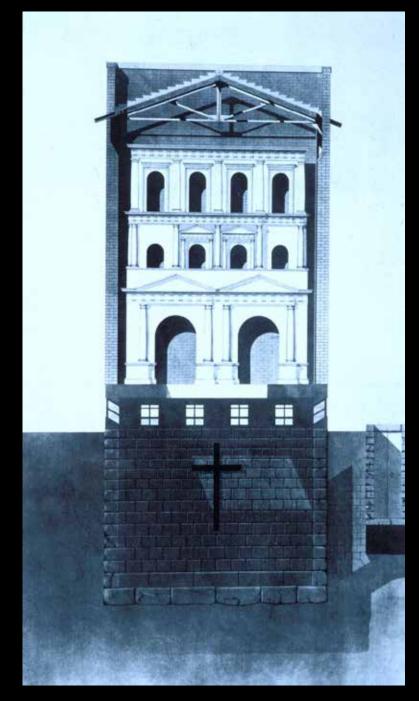




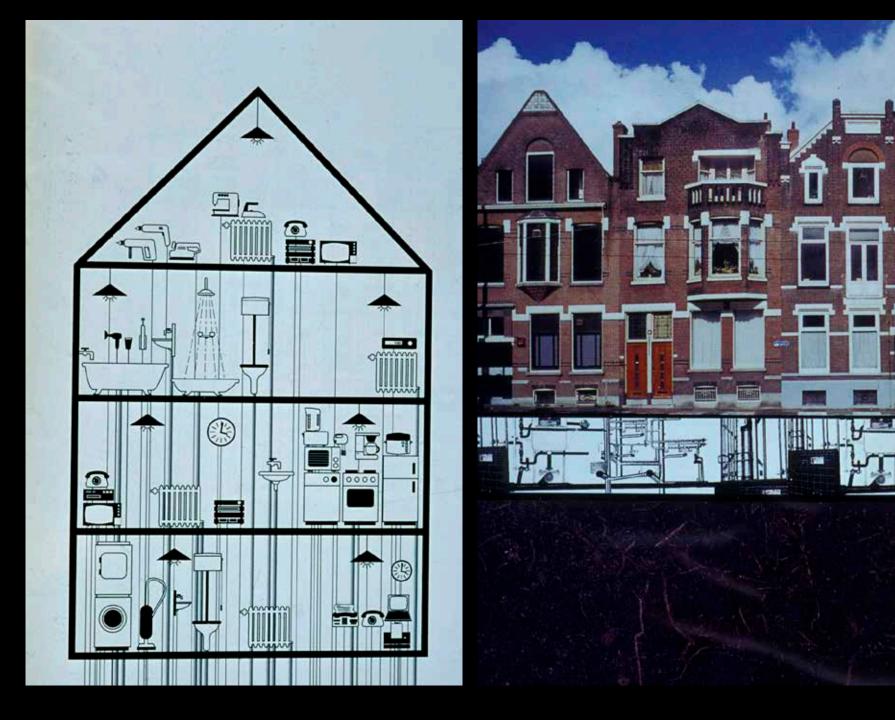


BRODSKY AND UTKIN



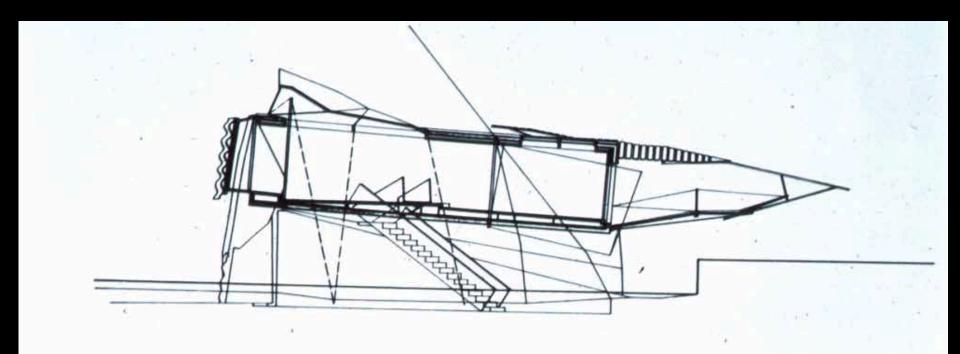


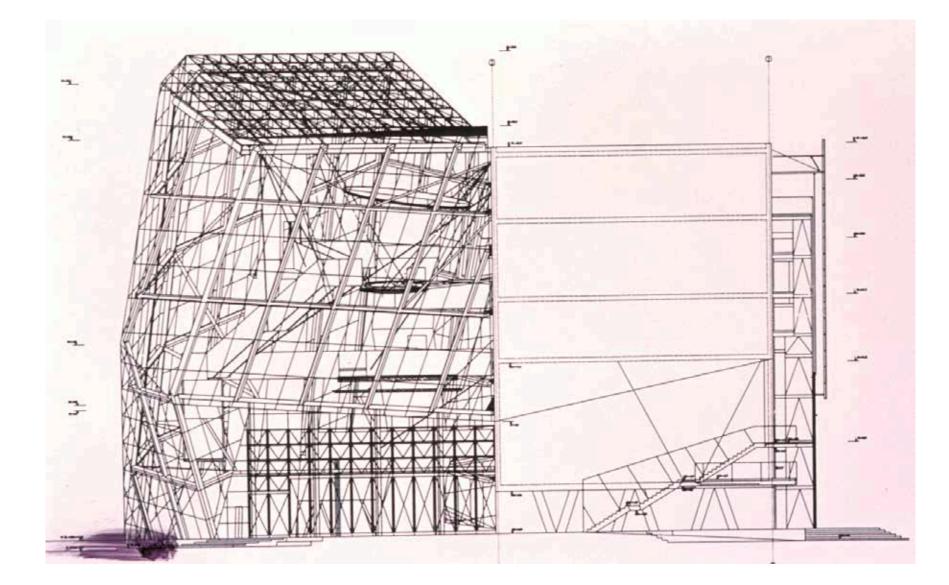
ALDO ROSSI

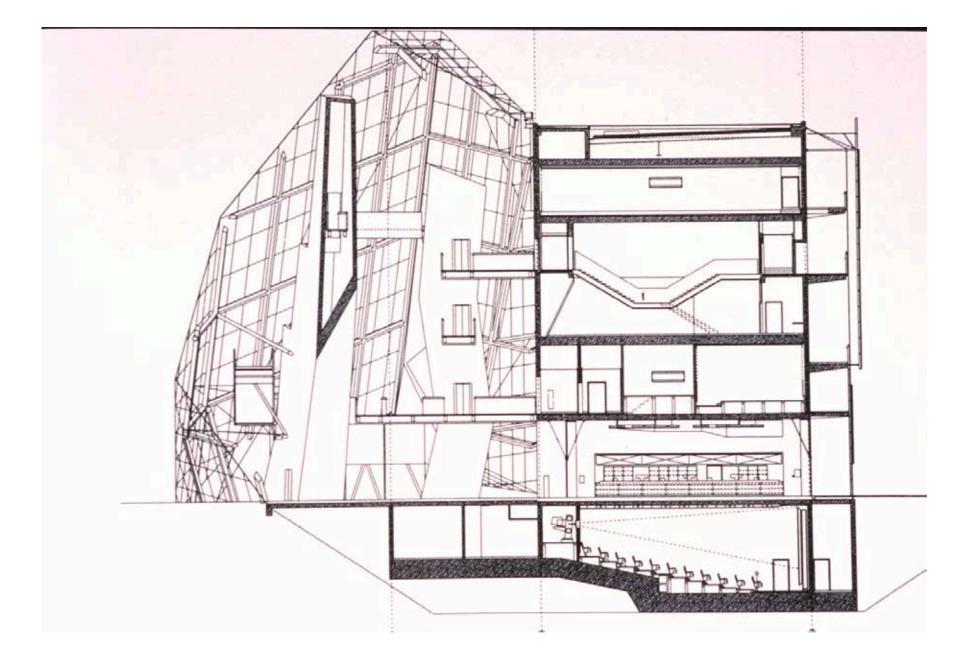


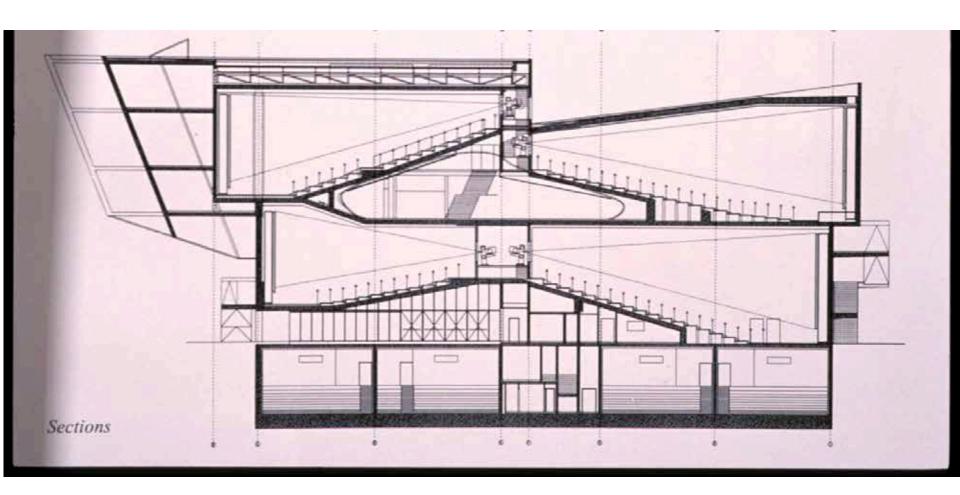


COOP HIMMELBLAU

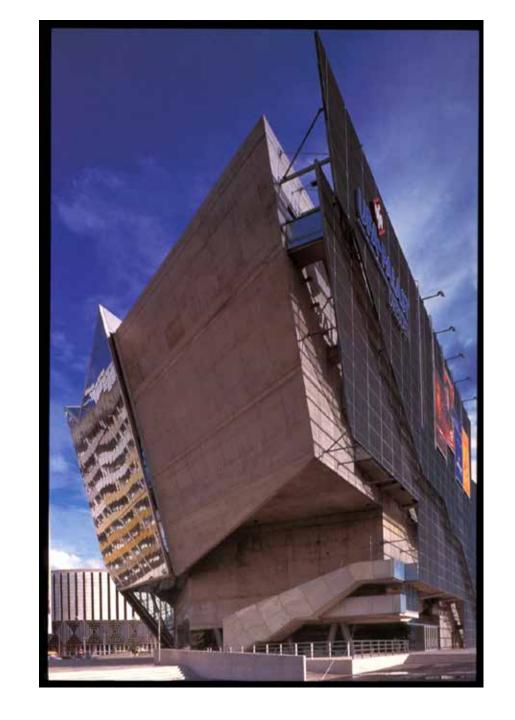


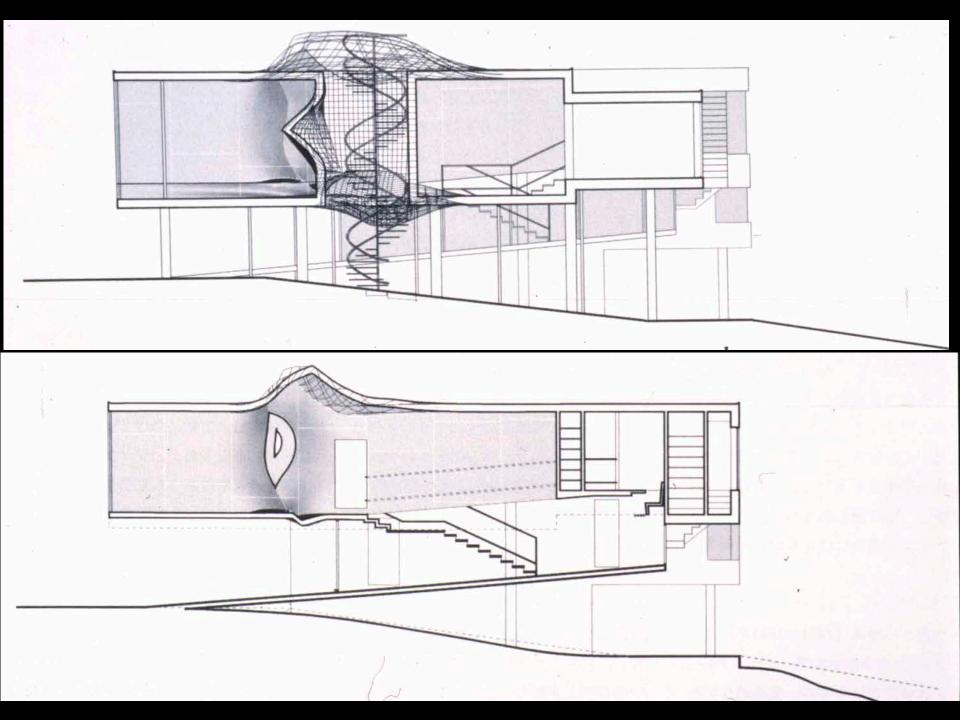






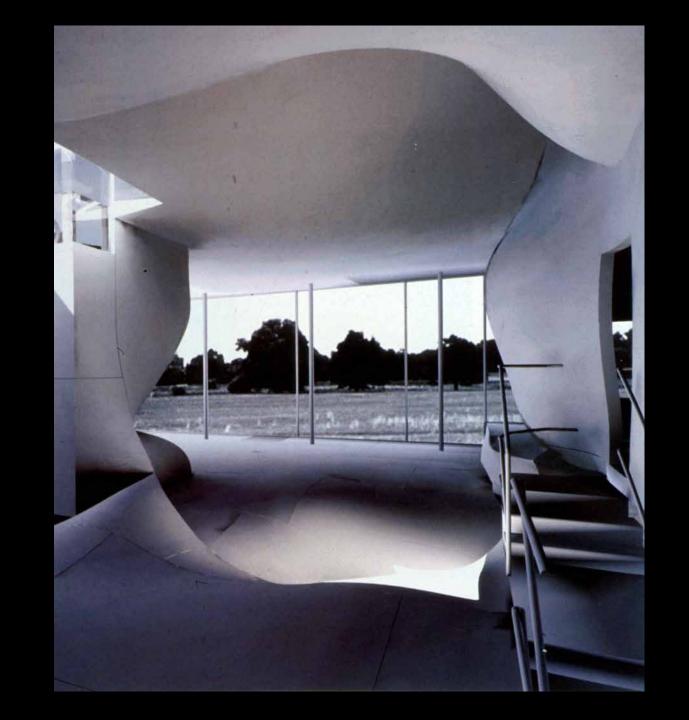
UFA CINEMA CENTER DRESDEN 1998

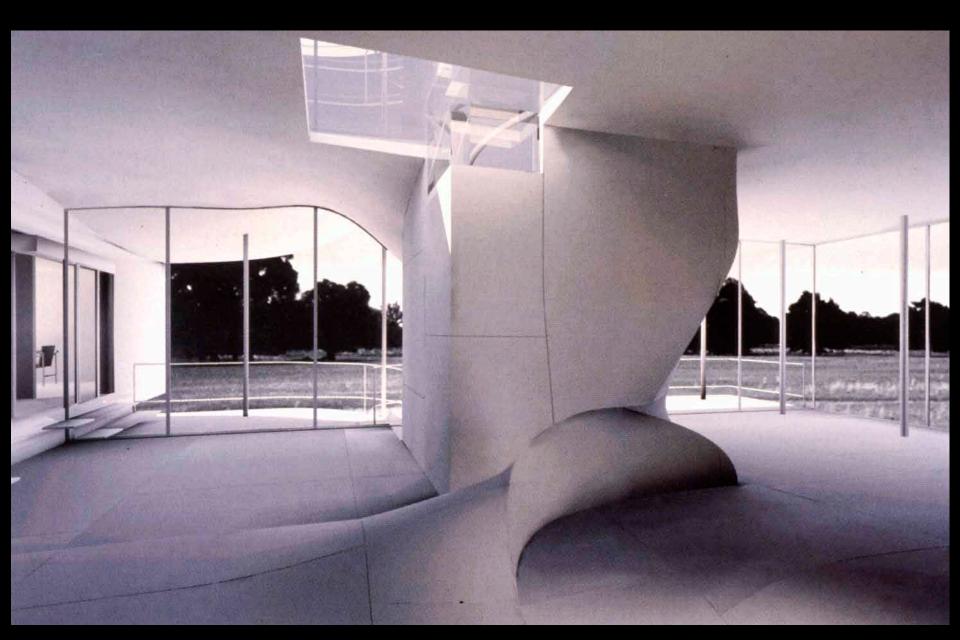


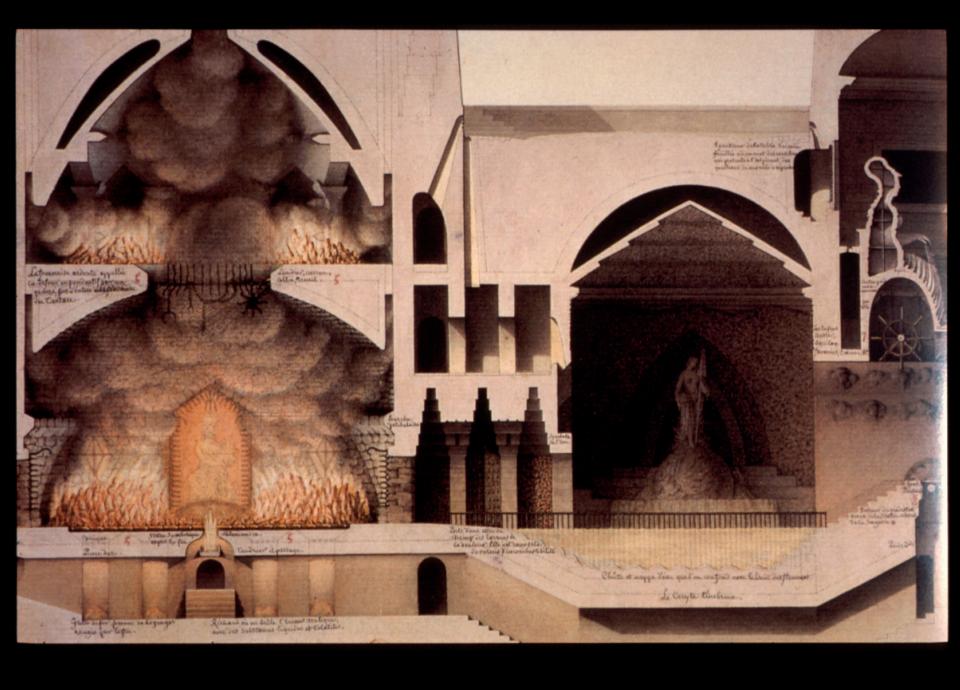


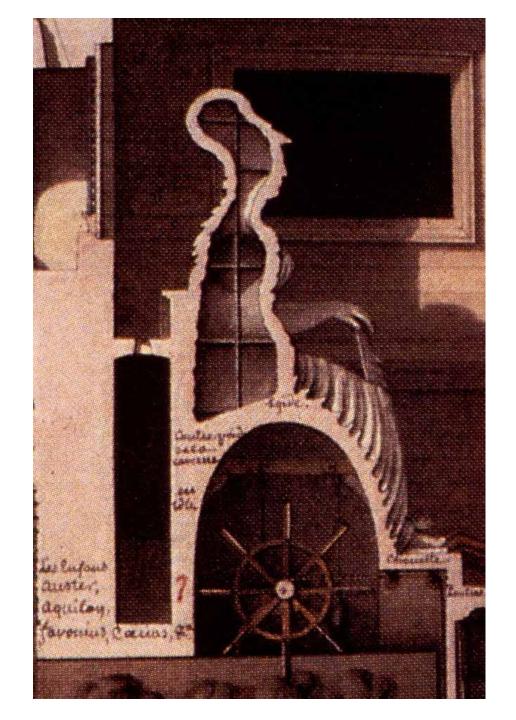


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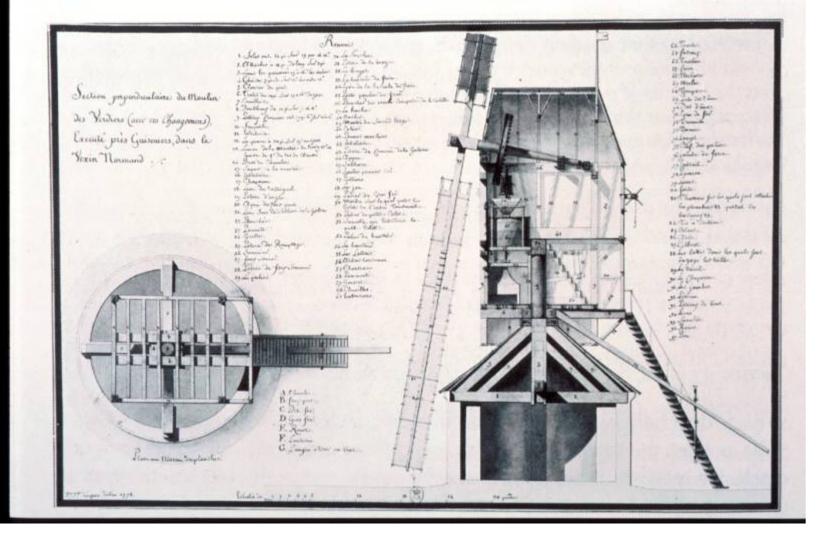


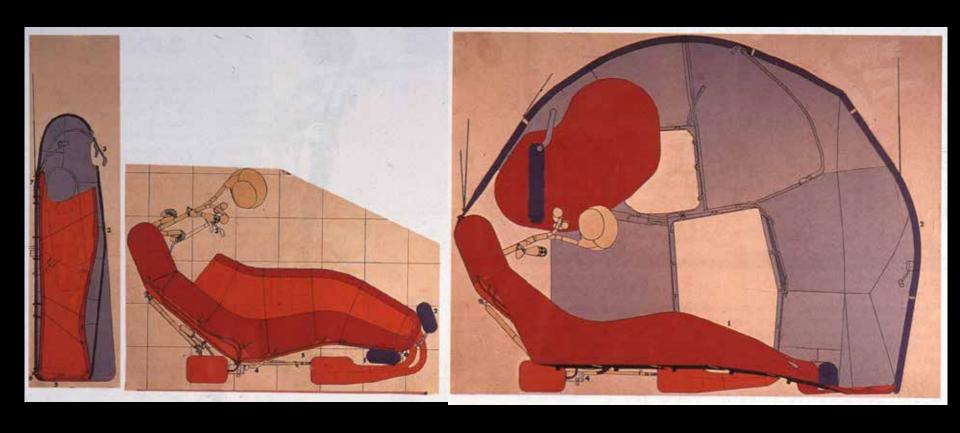






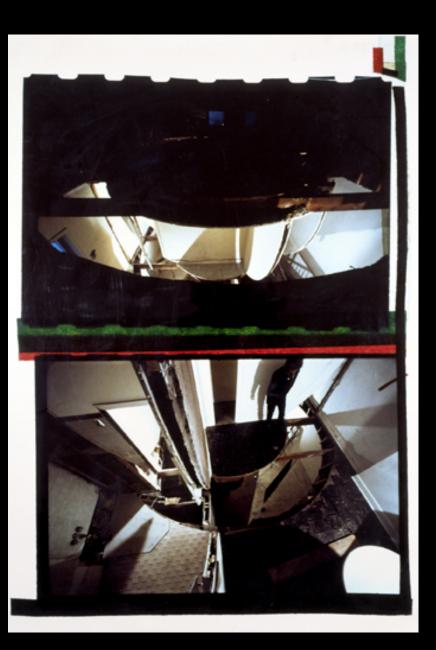
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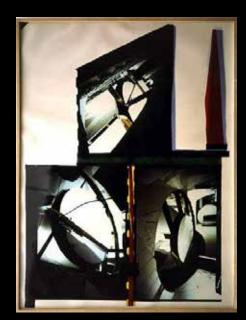




ARCHIGRAM

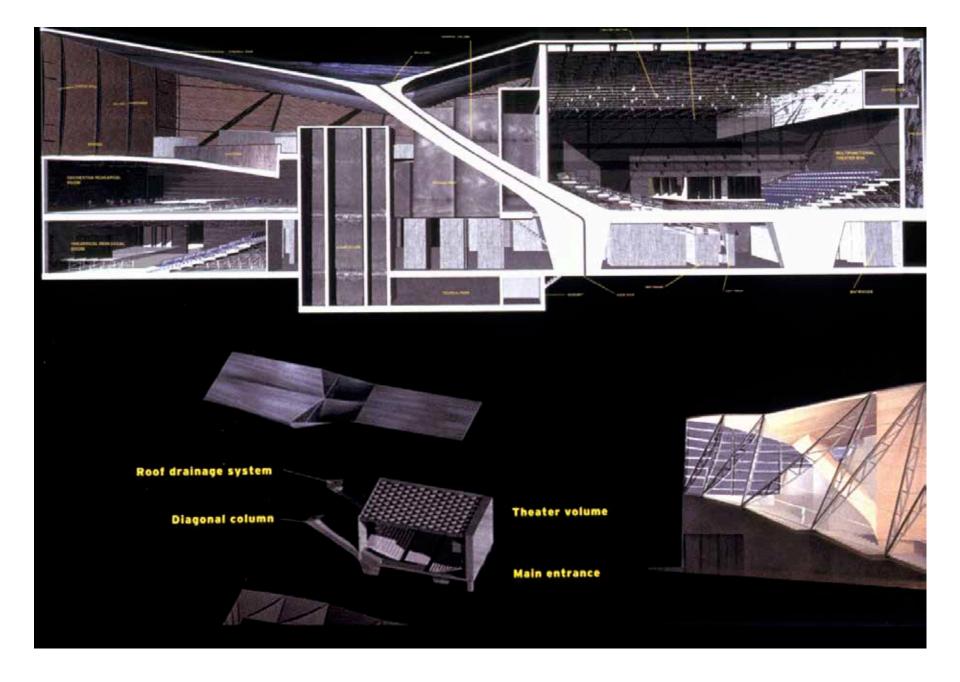
SECTIONIN PERSPECTIVE

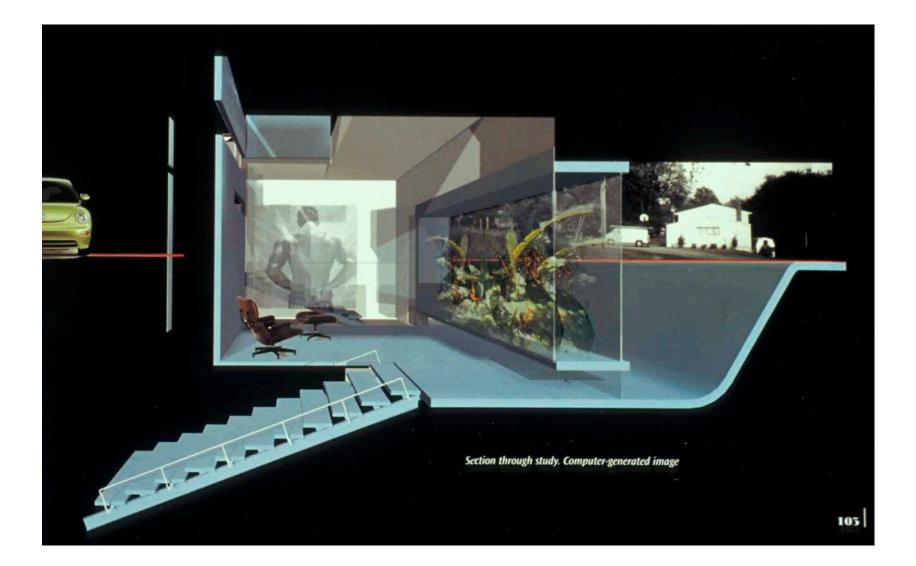








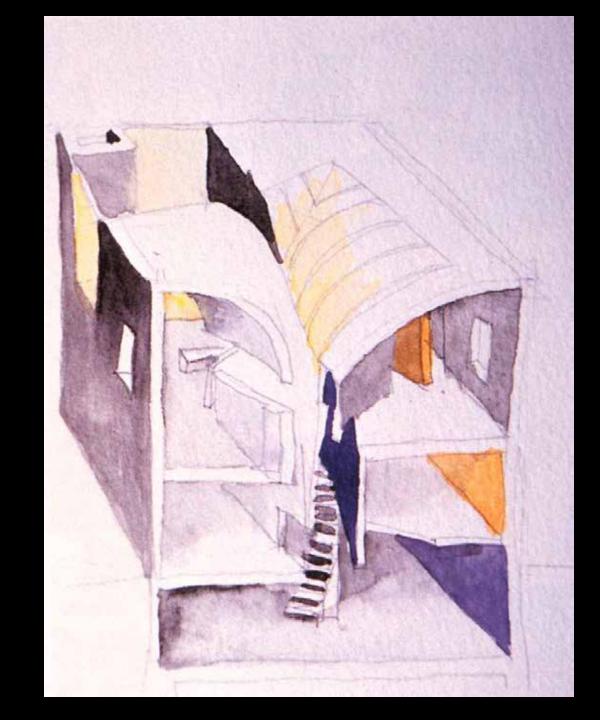






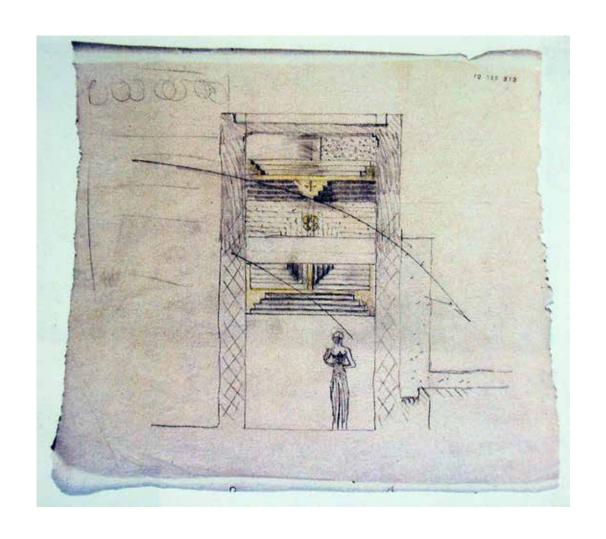


NEIL DENARI

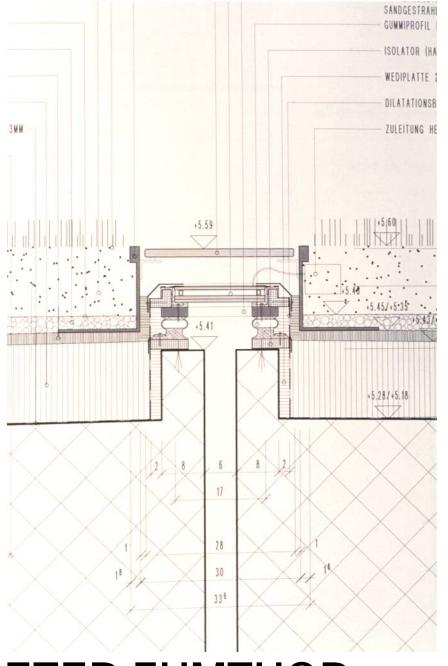


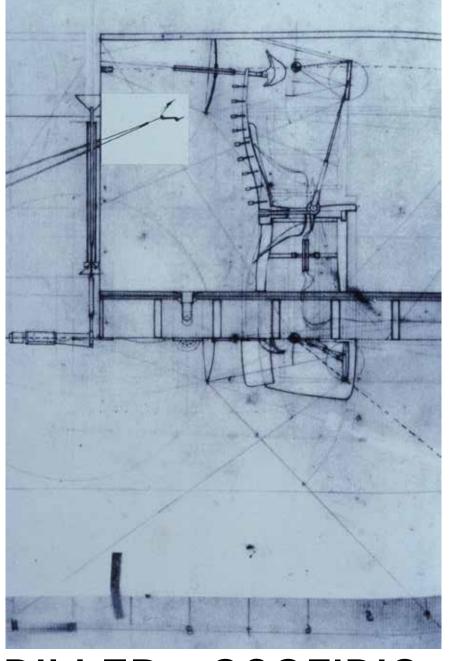
STEVEN HOLL

SECTION IN DETAIL



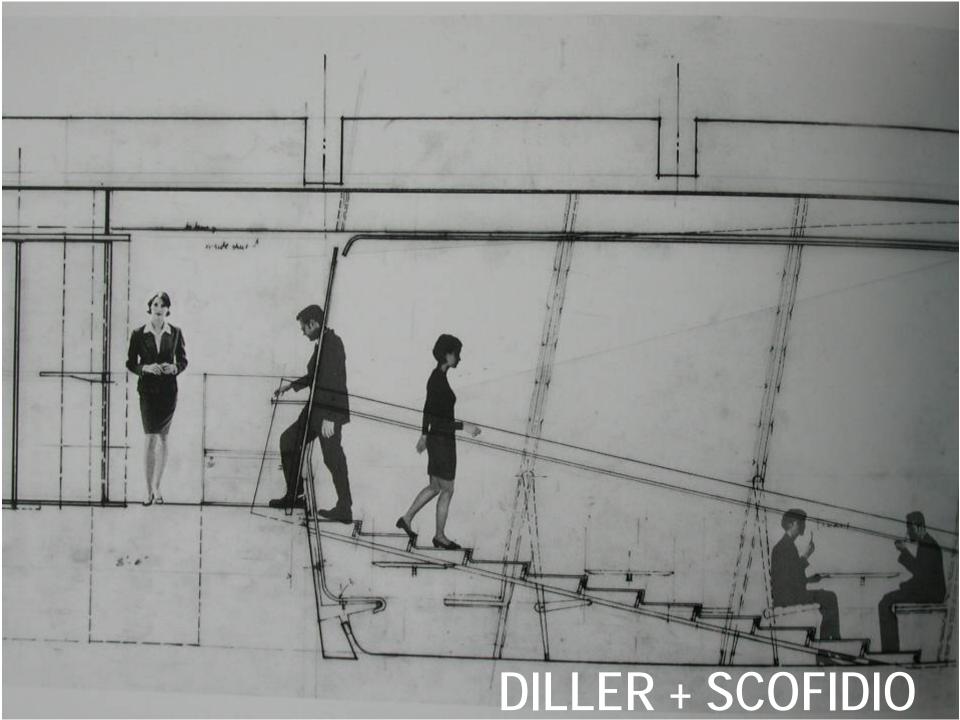
CARLO SCARPA



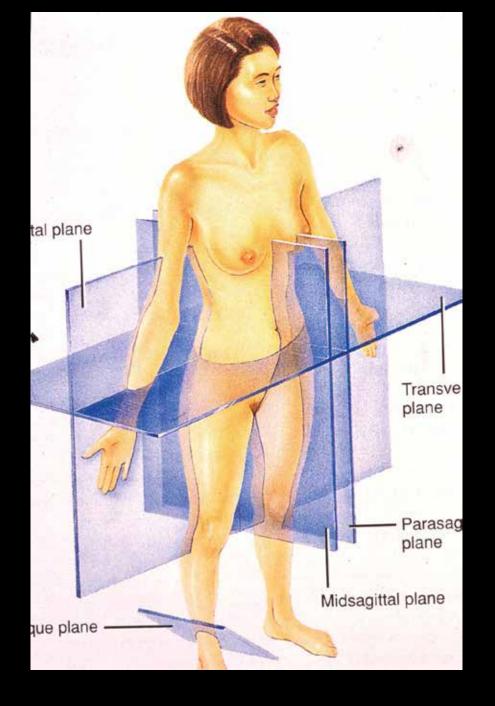


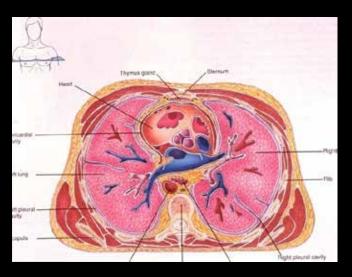
PETER ZUMTHOR

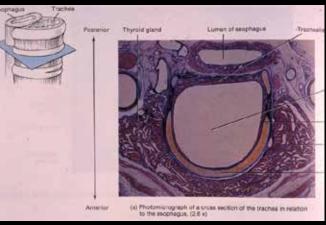
DILLER + SCOFIDIO



SECTION + VIOLENCE















DAMIEN HIRST





Front (Anterior)



http://www.madsci.org/~lynn/VH/

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

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TODAY'S STUDIO TASK

Above Adjective Client 1 Adjective Client 1 Adjective Client 1

Below Adjective Client 2 Verb Client 2 Noun Client 2

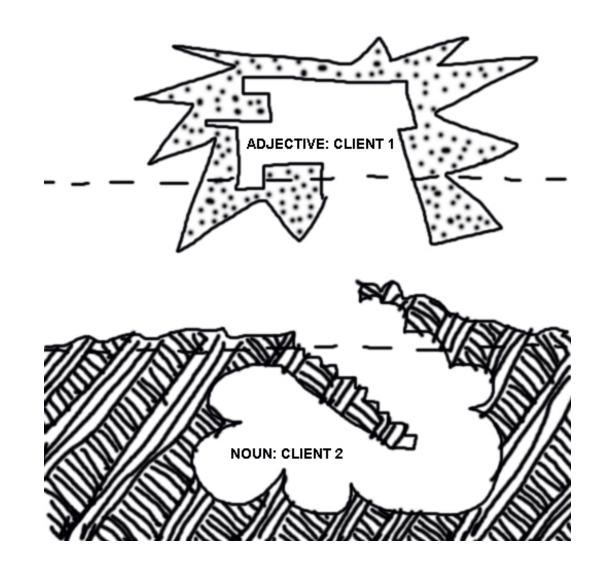
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Above Noun Client 1 Noun Client 1 Noun Client 1

Below Adjective Client 2 Verb Client 2 Noun Client 2

TODAY'S STUDIO TASK



TODAY'S STUDIO TASK

QUESTIONS?

