

**ARCH1101 EXP2**

**THE SPACE  
BETWEEN**

**RUSSELL LOWE**

**THE BRIEF FOR EXPERIMENT 2**  
**THE CONCEPT**  
**THE TOOLS**  
**THE FORM: THE HOLE, THE BOWL, THE ADDITION**  
**THE AXONOMETRIC**  
**STUDENT WORK**  
**CryENGINE3 DEMO**

# THE BRIEF

**Roanna Manlutac:** Adolf Loos and Sou Fujimoto

**Jeremy Harkins:** Archigram and Winka Dubbeldam

**Jackey Yuen:** Daniel Libeskind and Hans Scharon

**Jo An Kok:** Toyo Ito and Carlo Scarpa

**Rosmaond Kember:** Neri Oxman and Erich Mendelsohn.

**Rikke Bukh:** Dorthe Mandrup-Poulsen and Karen Clemmensen

**Stephen Davey:** Kazuyo Sejima and Kenzo Tange

**Vinh Nguyen:** Luis Barragan and Farshid Moussavi

**Matt Day:** Frank Lloyd Wright and Aires Mateus

**Brad Inwood:** Charles Mackintosh and Ken Yeang

**James Pedersen:** Filippo Brunelleschi and Peter Zumthor

**Shaowen Wang:** Yakov Chernikhov and Weiss/Manfredi.

**Andrea Harrison:** Zaha Hadid and Norma Merrick Sklarek

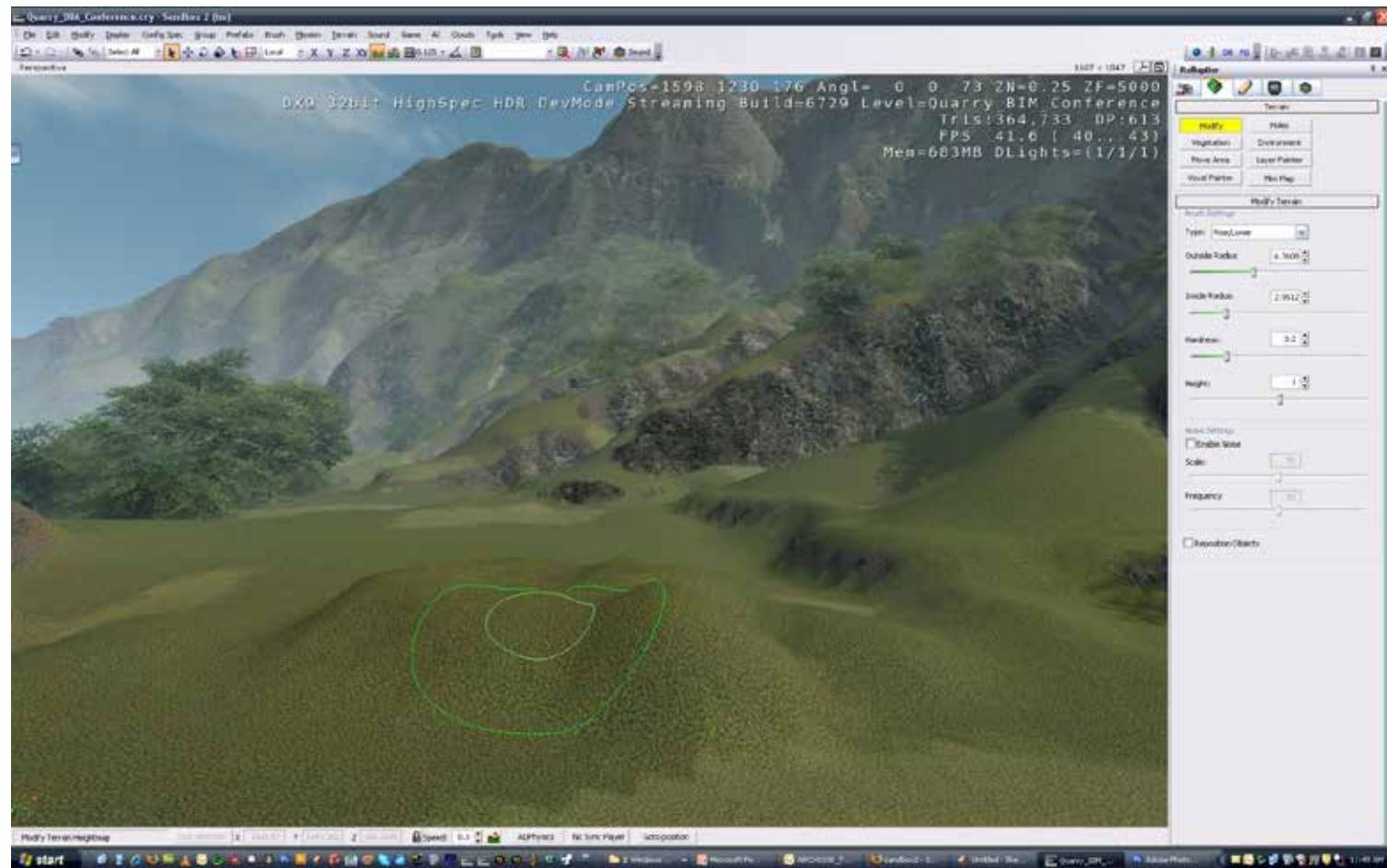
# THE ARCHITECTS

Wordnet: defines 'concept' as a "conception, construct (an abstract or general idea inferred or derived from specific instances)".<sup>[1]</sup>

# THE CONCEPT

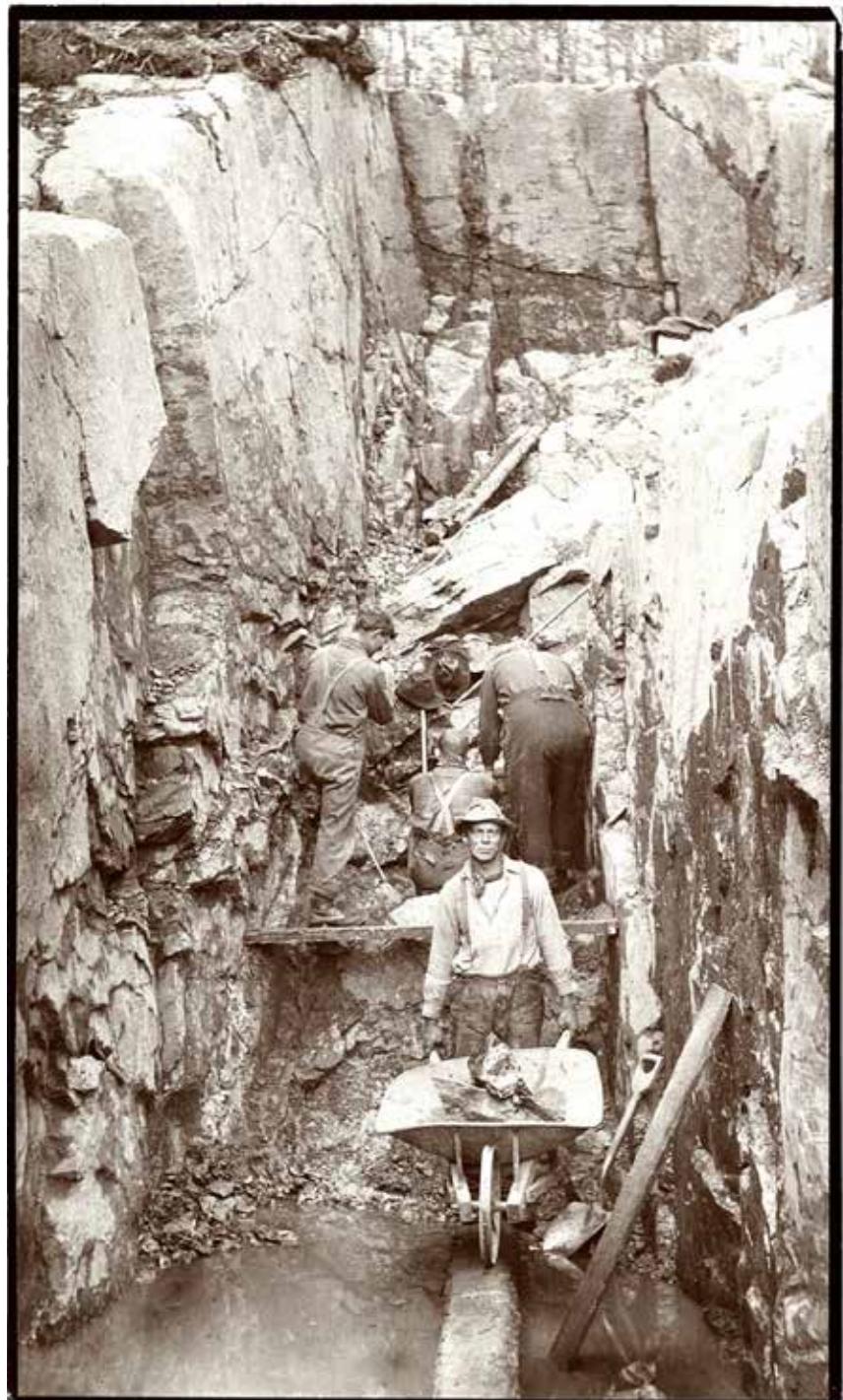
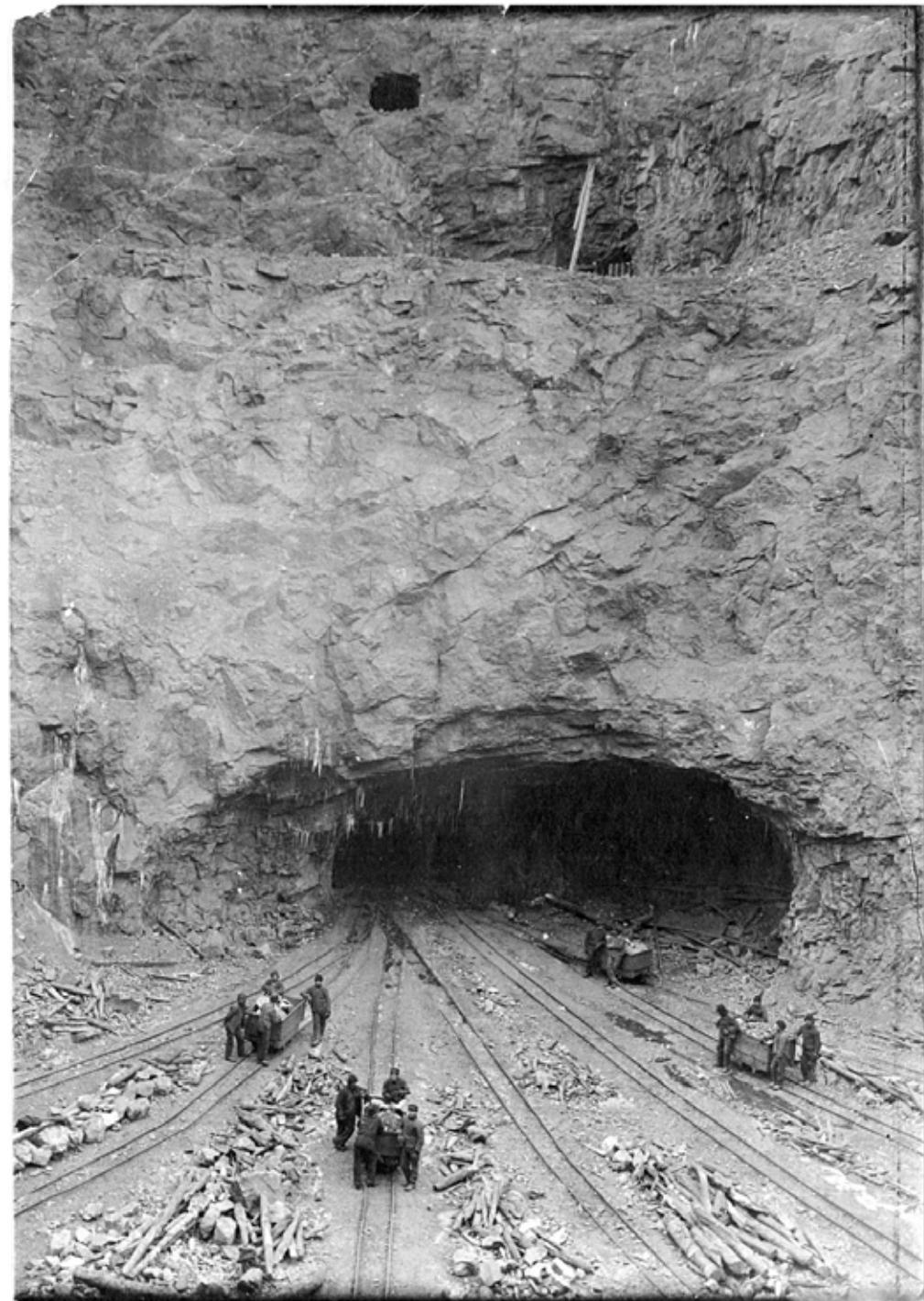
# THE TOOLS





**THE FORM**

# **1. THE HOLE**

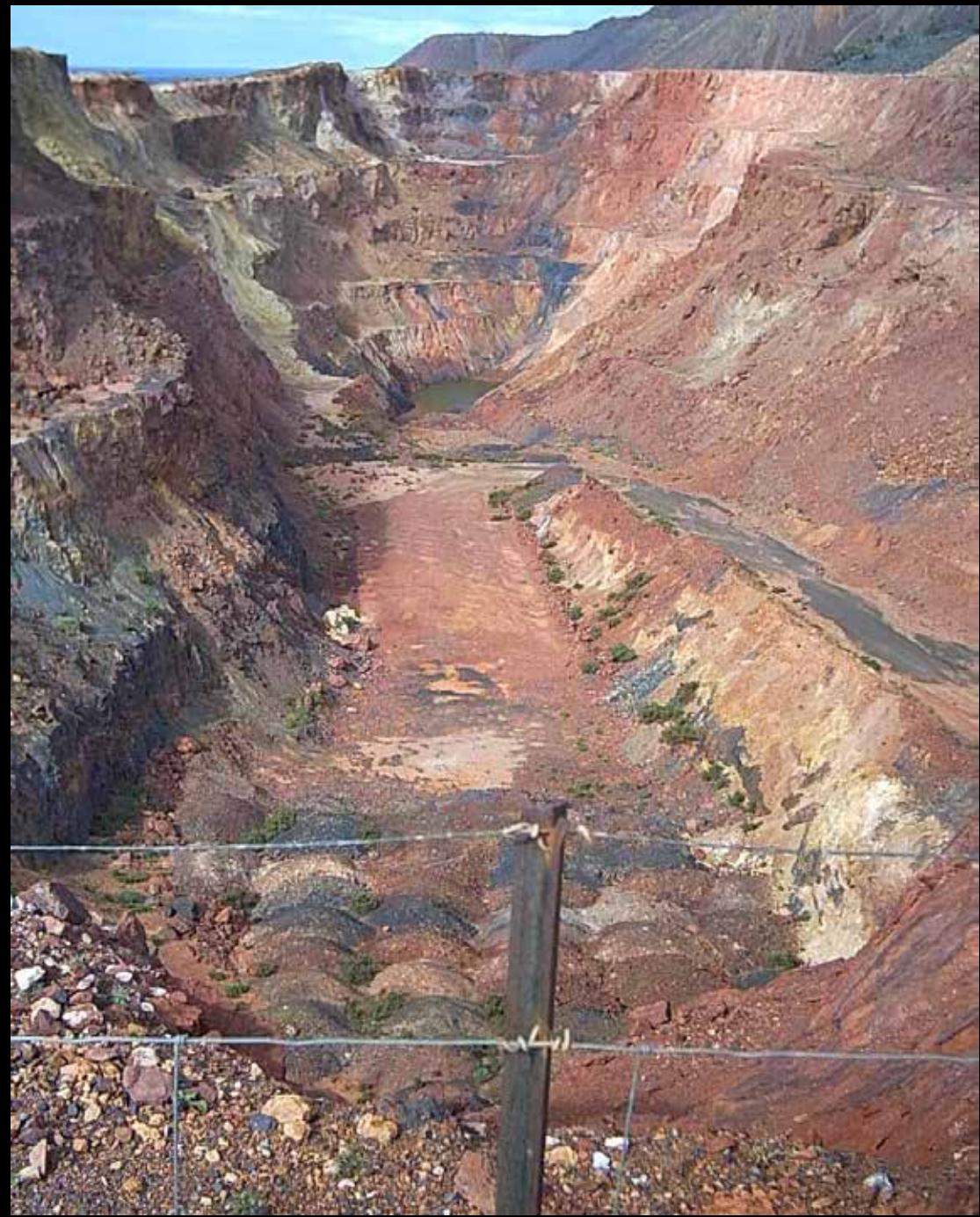






AIR RECEIVER 2

Design Registration Number: 103P10644  
Date of Registration: 25 February 2003

















# MICHAEL HEIZER

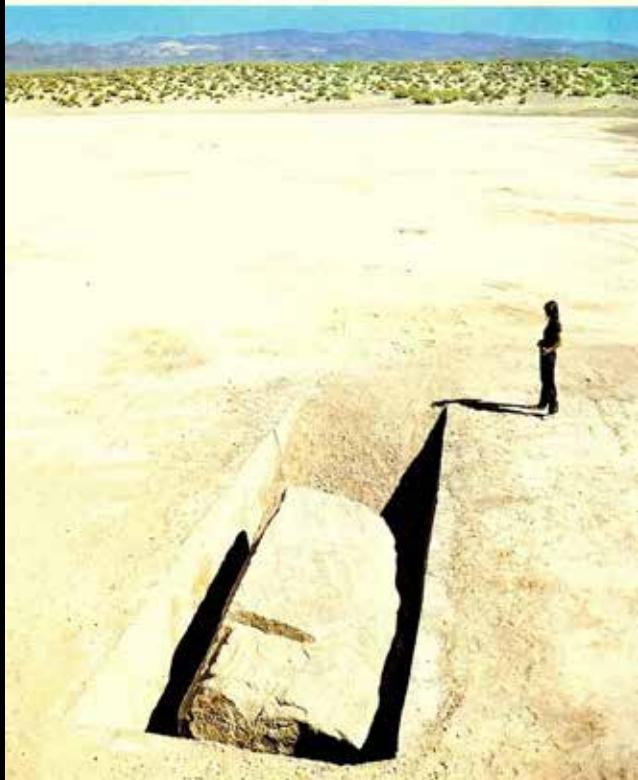
## **2. THE BOWL**





# SKATE BOWL DOCUMENTARY

# **3. THE ADDITION**



MICHAEL HEIZER



# MICHAEL HEIZER











# JAMES CORNER



PANTHEON. ROME.



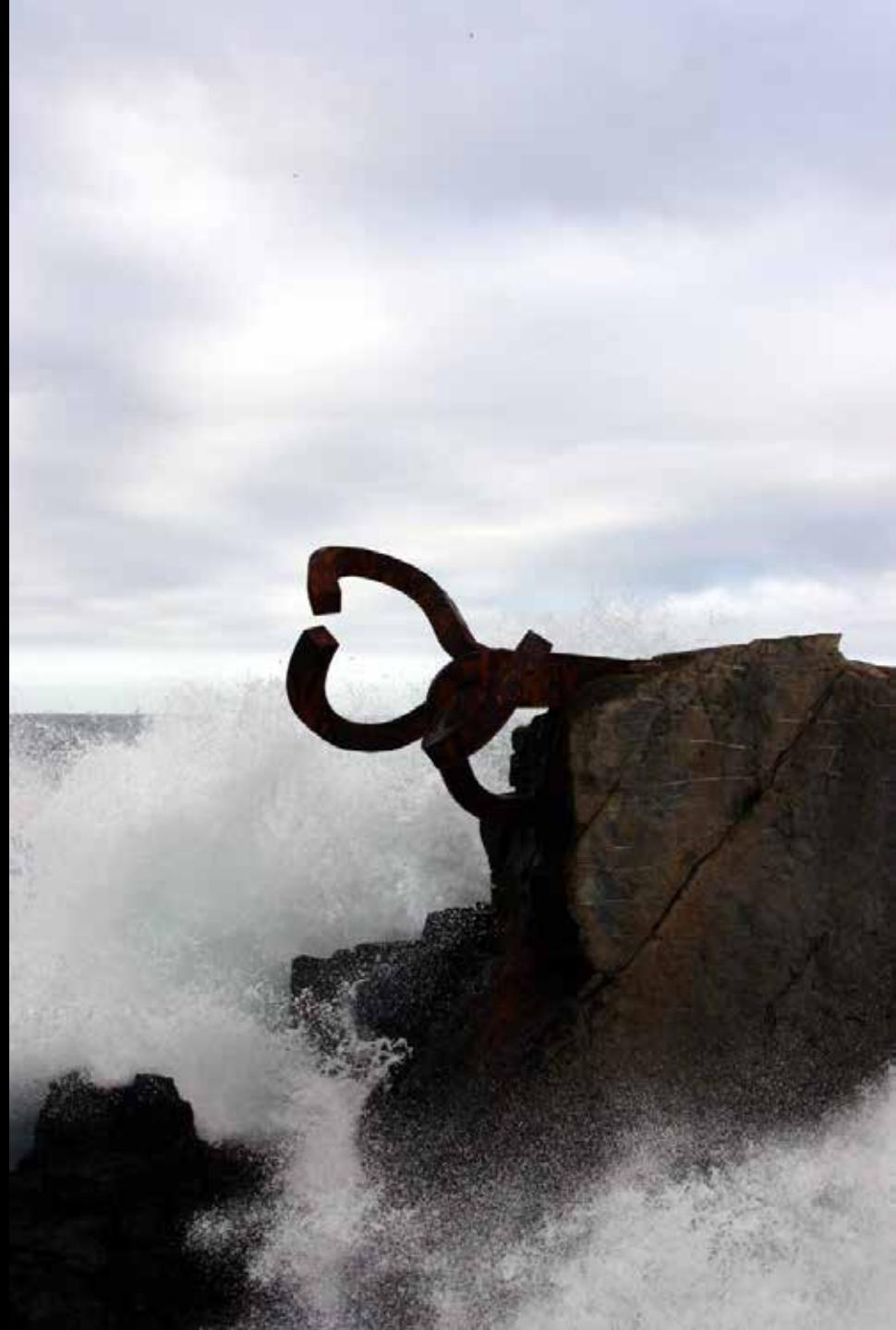
# EDWARD BURTYNSKY



EDWARD BURTYNISKY

**EDUARDO CHILLIDA**

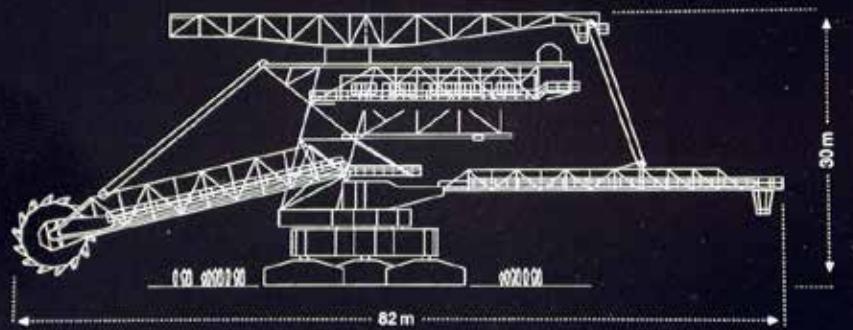




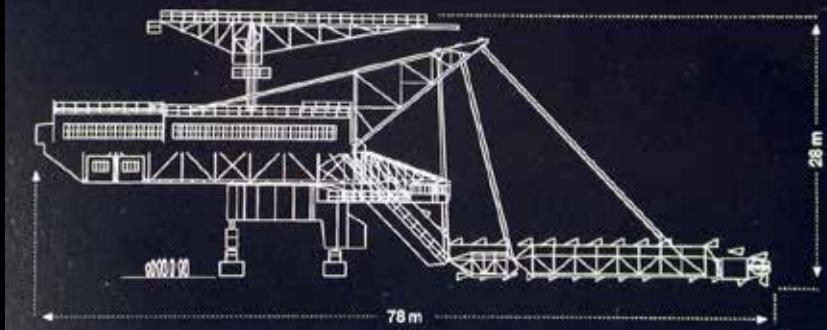




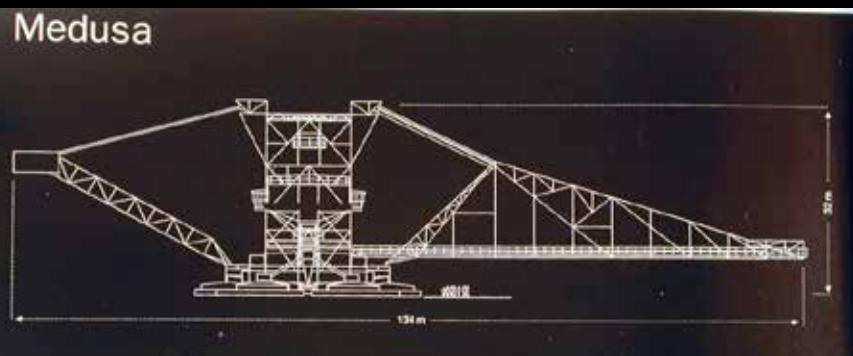
## Big Wheel



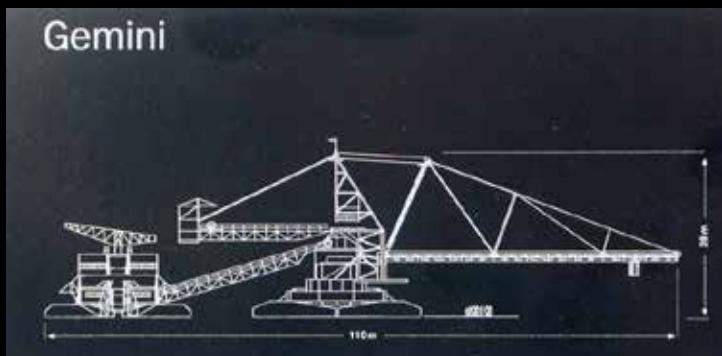
## Mad Max

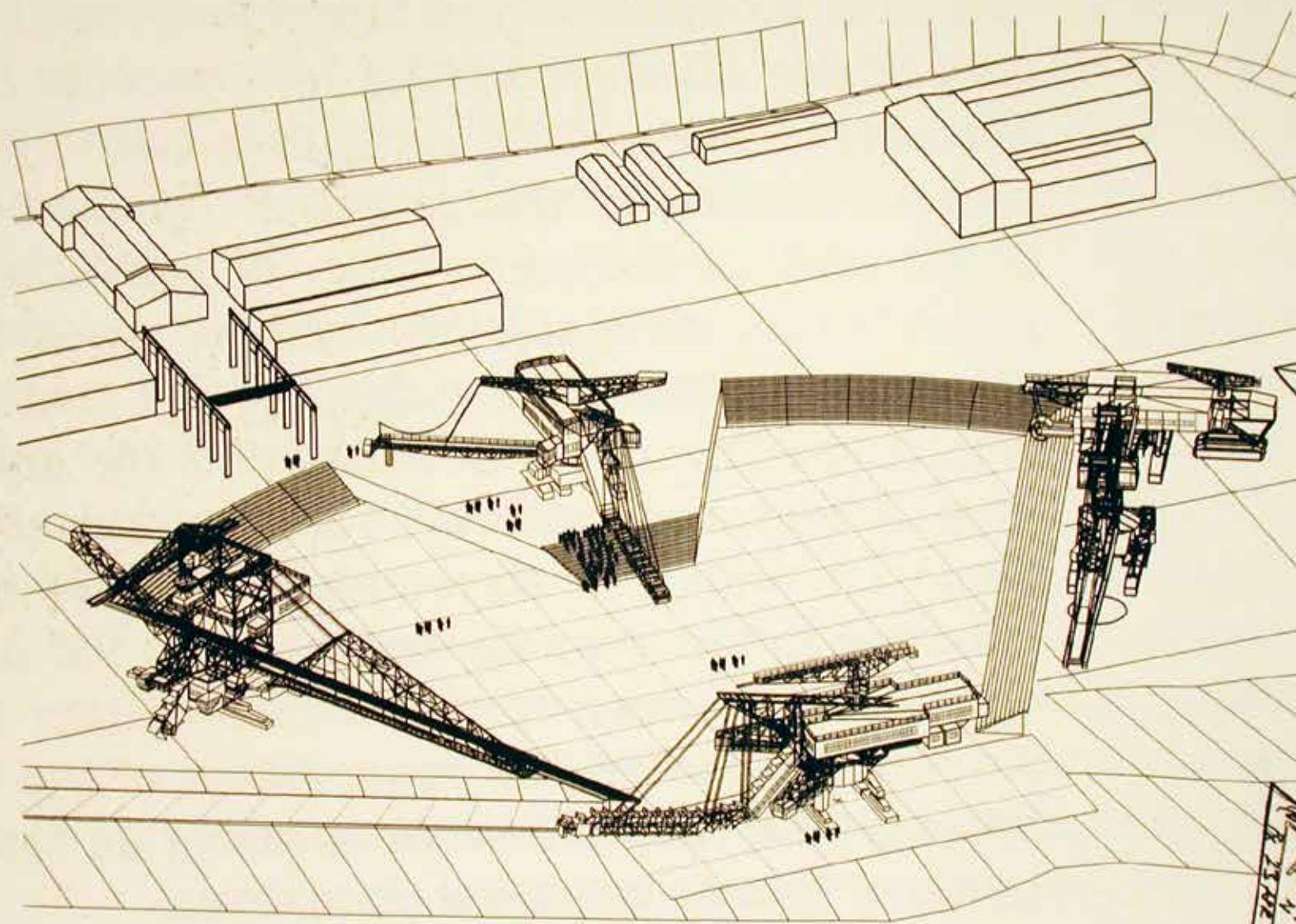


## Medusa

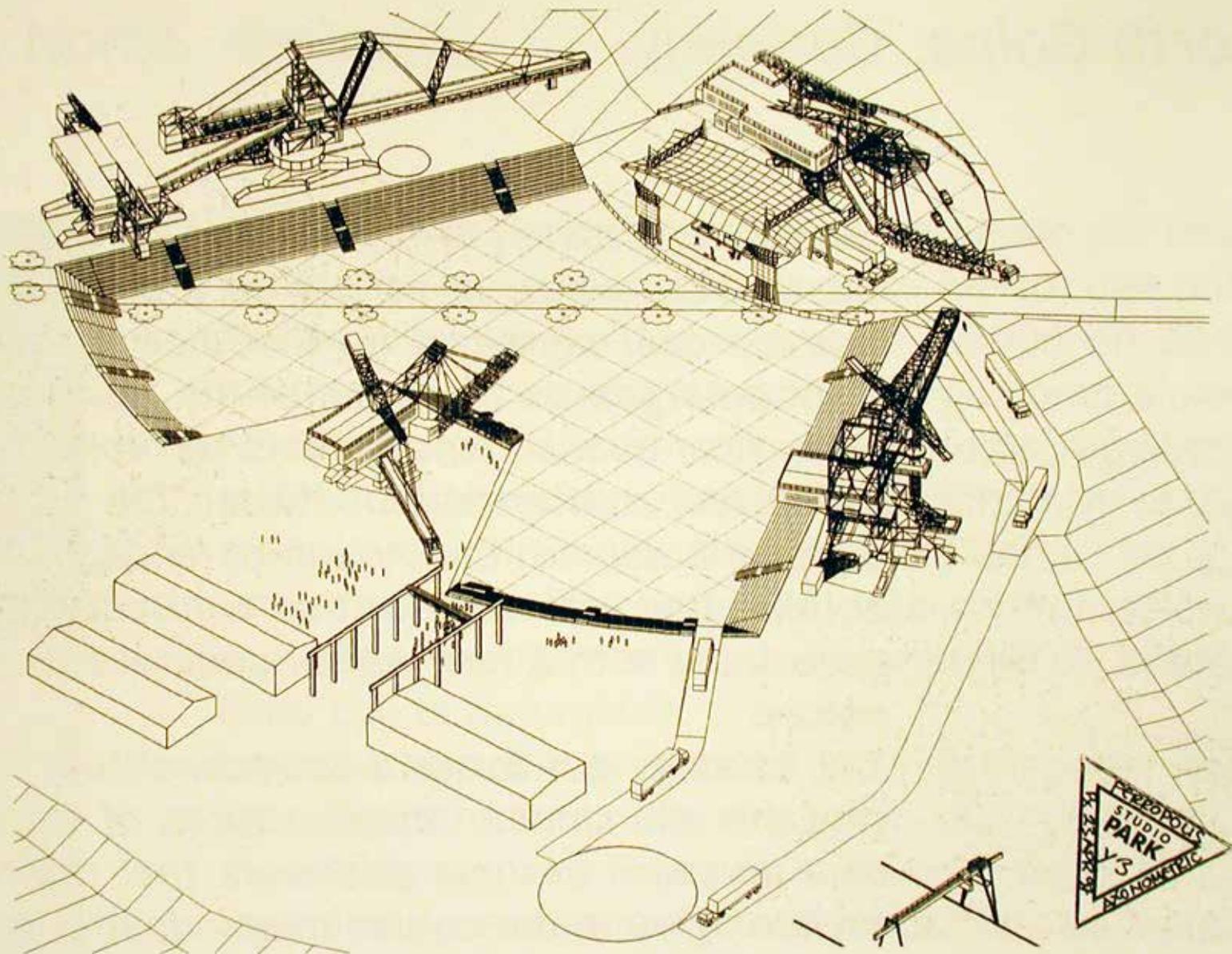


## Gemini





STUDIO  
R 2500  
PARK  
Z-2  
AXONOMETRIC







# **TWO CONCEPTS**



The Truffle is a piece of nature built with earth, full of air. A space within a stone that sits on the ground and blends with the territory. It camouflages, by emulating the processes of mineral formation in its structure, and integrates with the natural environment, complying with its laws.

# ENSAMBLE STUDIO



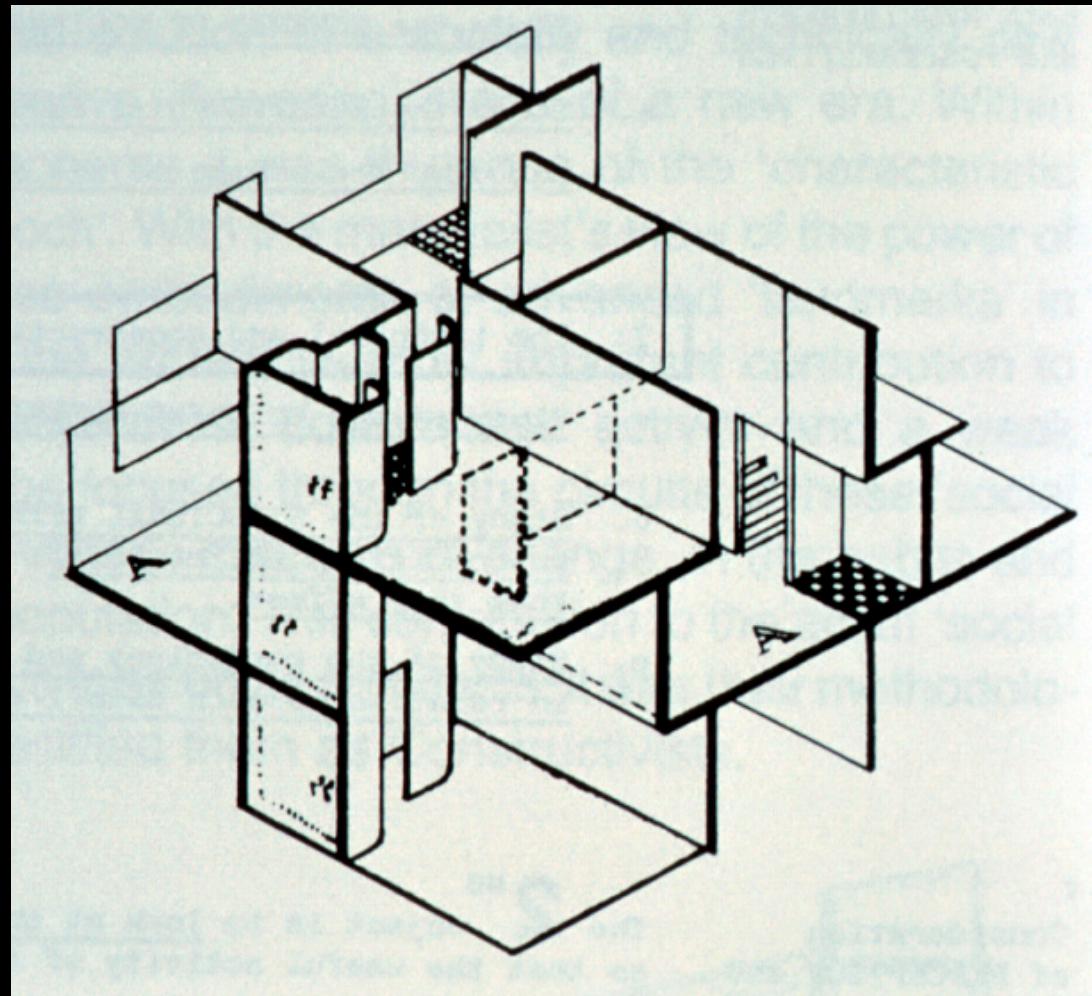
Hemeroscopium is for the Greek the place where the sun sets, an allusion to a place that exists only in our mind, in our senses. It is constantly moving and mutable, but is nonetheless real. It is enclosed, delimited and suggested by the horizon, though it is defined by light and only takes place in a precise moment of time.

# ENSEMBLE STUDIO

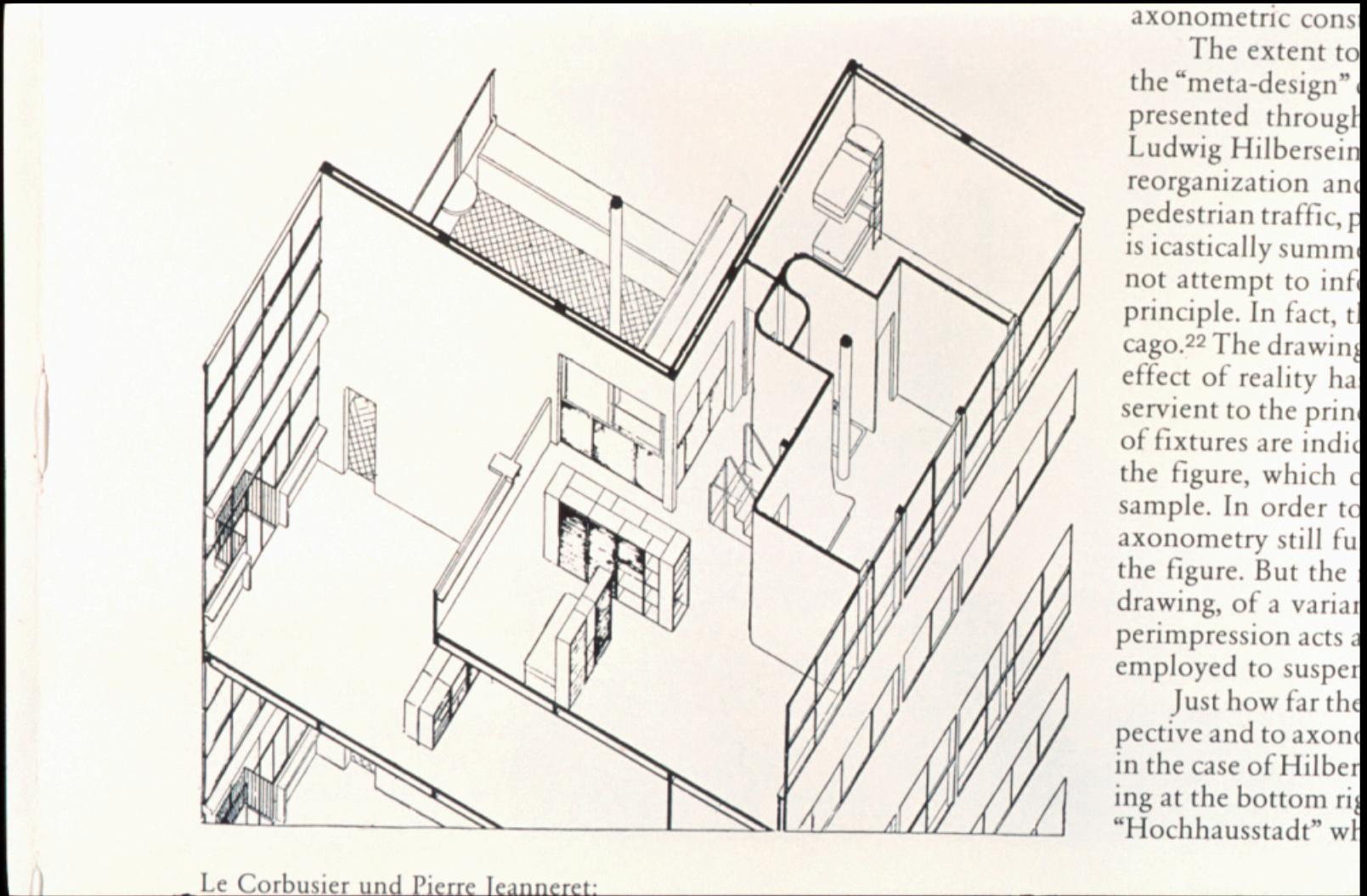
**PARALLEL  
PROJECTION**  
**AXONOMETRIC**  
**ISOMETRIC**



PERSPECTIVE [ONE POINT]



PARALLEL PROJECTION [ISOMETRIC]



Le Corbusier und Pierre Jeanneret:

AXONOMETRIC [USUALLY ROTATED BY 45 DEGREES AND USES PLAN DIRECTLY]

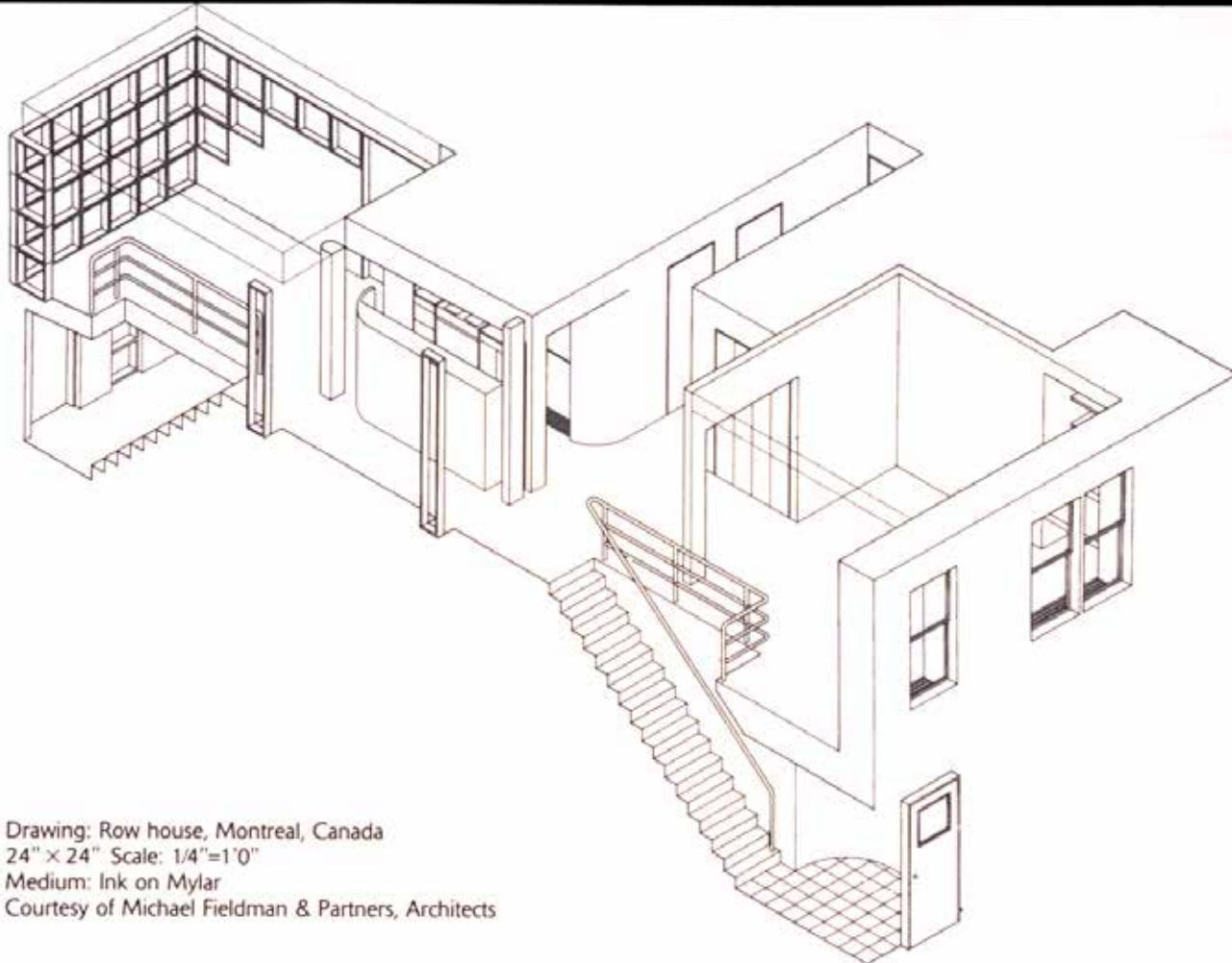
axonometric const

The extent to  
the “meta-design”  
presented through  
Ludwig Hilberseim  
reorganization and  
pedestrian traffic, p  
is icastically summe  
not attempt to info  
principle. In fact, t  
cago.<sup>22</sup> The drawing  
effect of reality ha  
servient to the princ  
of fixtures are indic  
the figure, which c  
sample. In order to  
axonometry still fu  
the figure. But the  
drawing, of a varian  
perimpression acts a  
employed to suspen

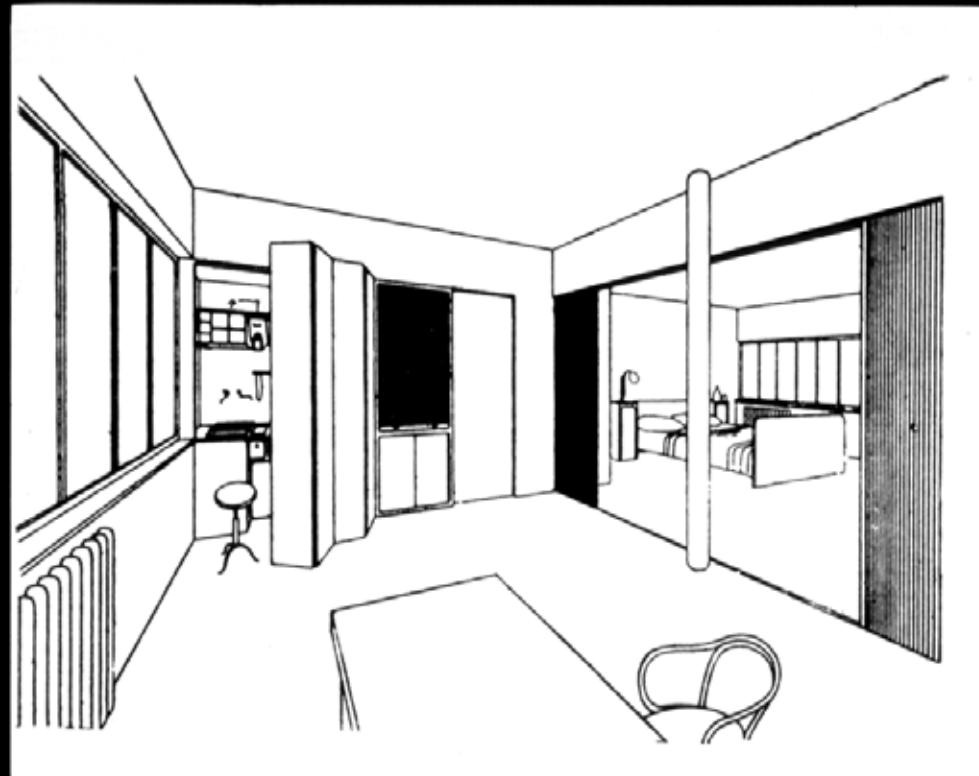
Just how far the  
pective and to axono  
in the case of Hilber  
ing at the bottom rig  
“Hochhausstadt” wh

## AIRWAYS

Drawing: Row house, Montreal, Canada  
24" x 24" Scale: 1/4"=1'0"  
Medium: Ink on Mylar  
Courtesy of Michael Fieldman & Partners, Architects



ISOMETRIC [USUALLY 30 DEGREES IN BOTH DIRECTIONS OFF BASELINE AND MUST REDRAW PLAN]

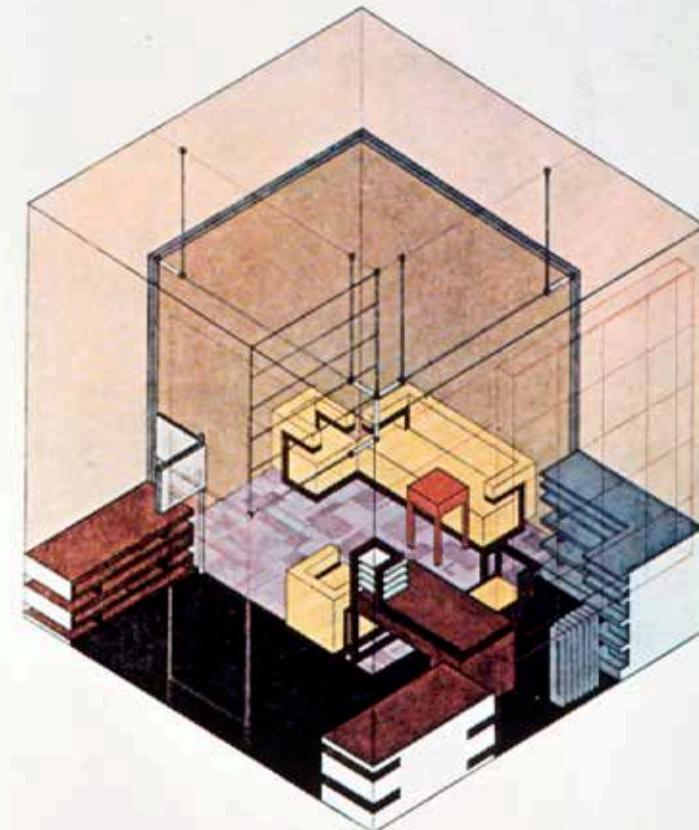


PERSPECTIVE [TWO POINT]

philistischer und theosophischer Erwagungen  
zur Axonometrie<sup>2</sup>.  
vorangestellten Zitat: Wenn man, wie Bruno  
Axonometrie tatsächlich als „symbolische

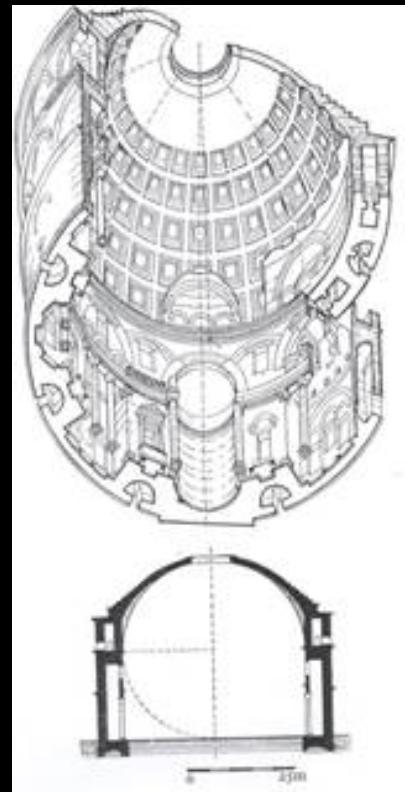
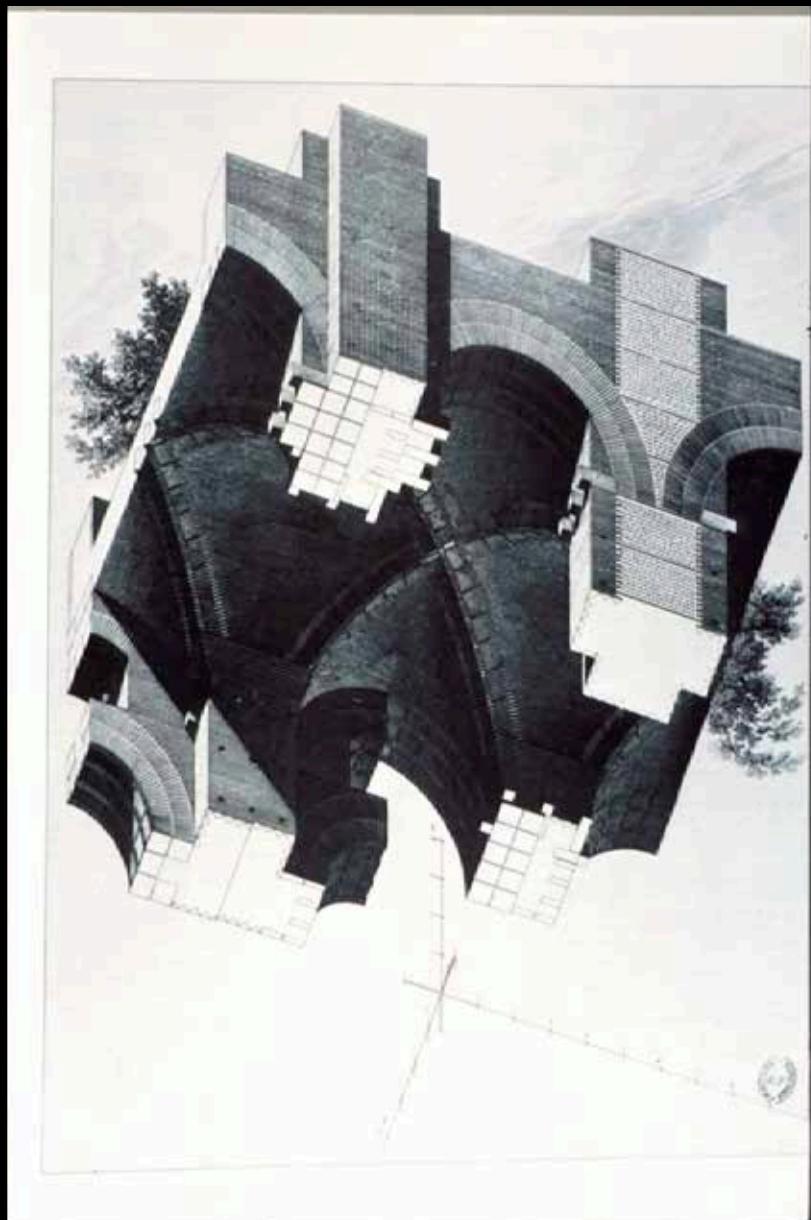
axonometry grew out of his occult and the  
dimension.<sup>2</sup>

Bragdon's enthusiasm makes it quite  
indeed, as Bruno Reichlin suggests, seen



Herbert Bayer  
Das Atelier Walter Gropius im Bauhaus Weimar,  
1923, Isometrie

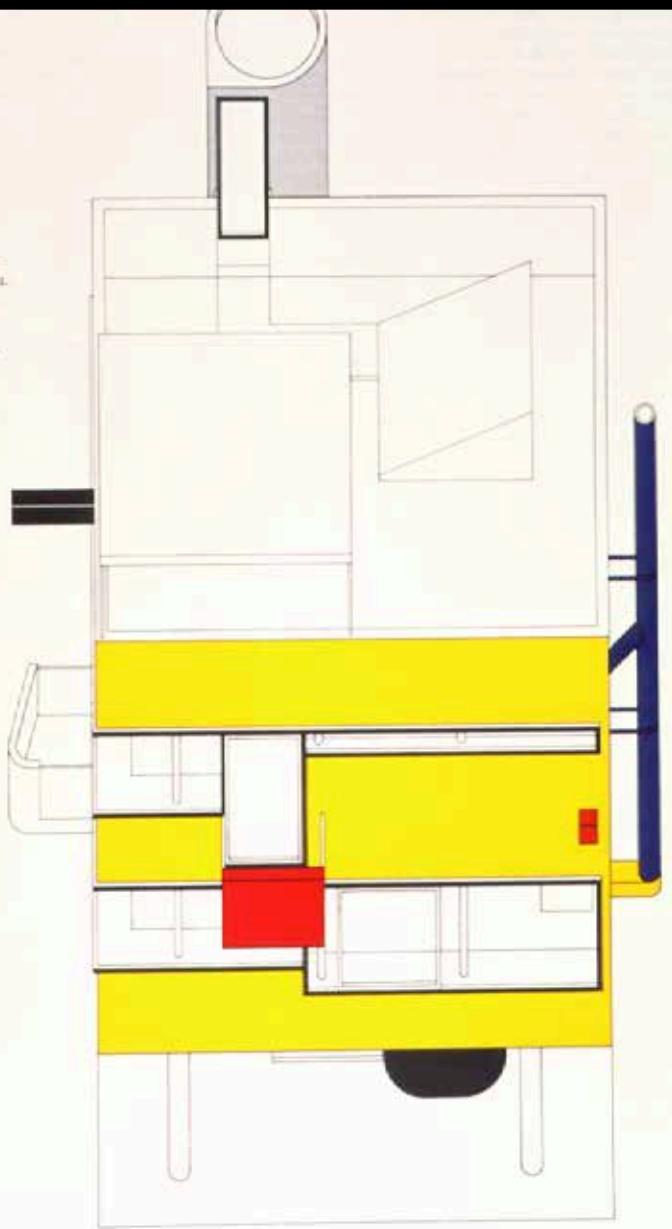
Herbert Bayer:  
The office of Walter Gropius at the "Bauhaus"  
1923, Isometry



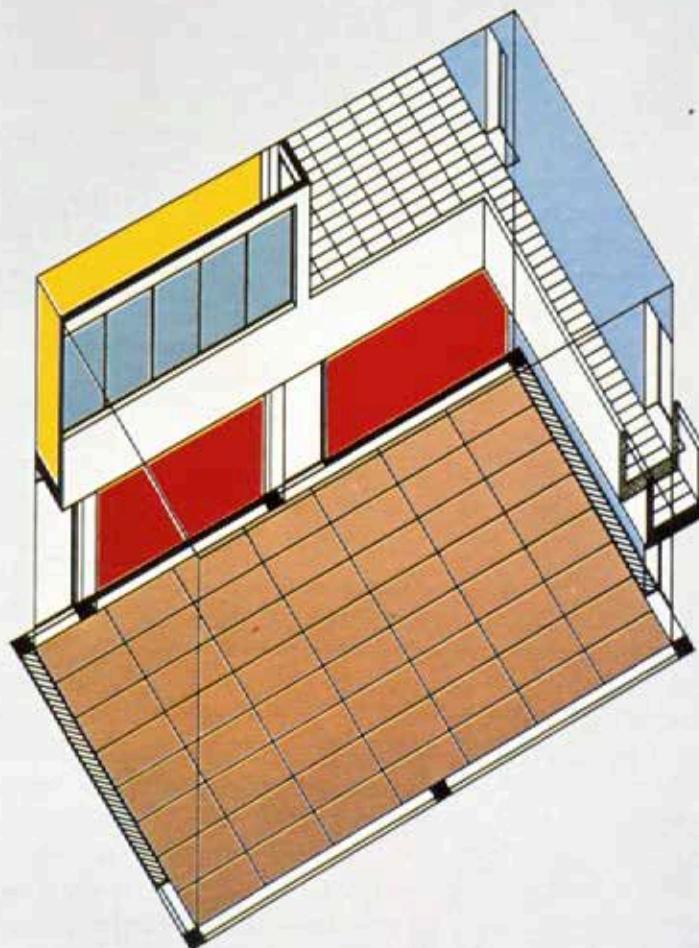
n House, 1968.  
lot projection

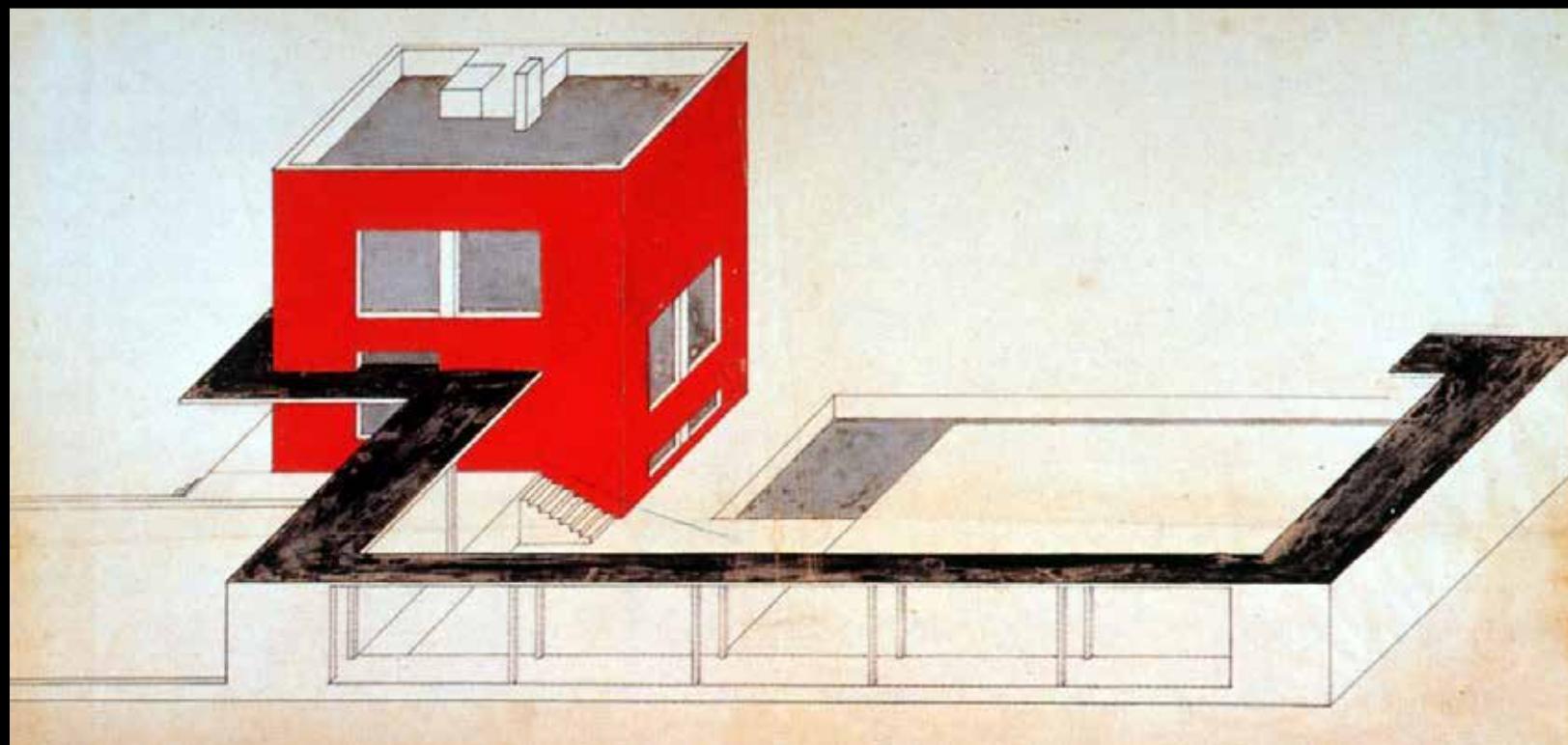
in Primärfarben –  
Schwarz, Weiß, Grau.

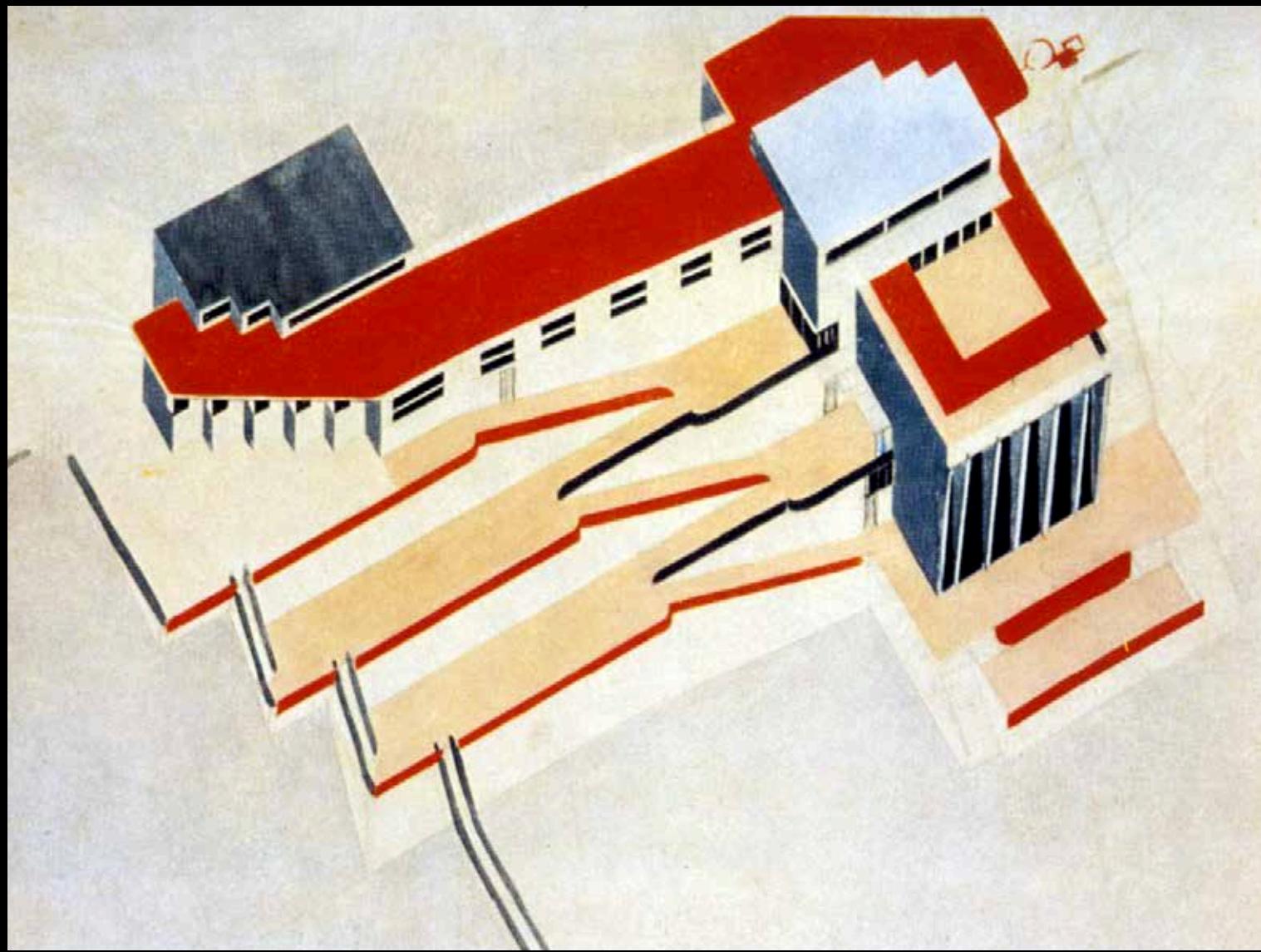
of primaries -  
black, white, gray.

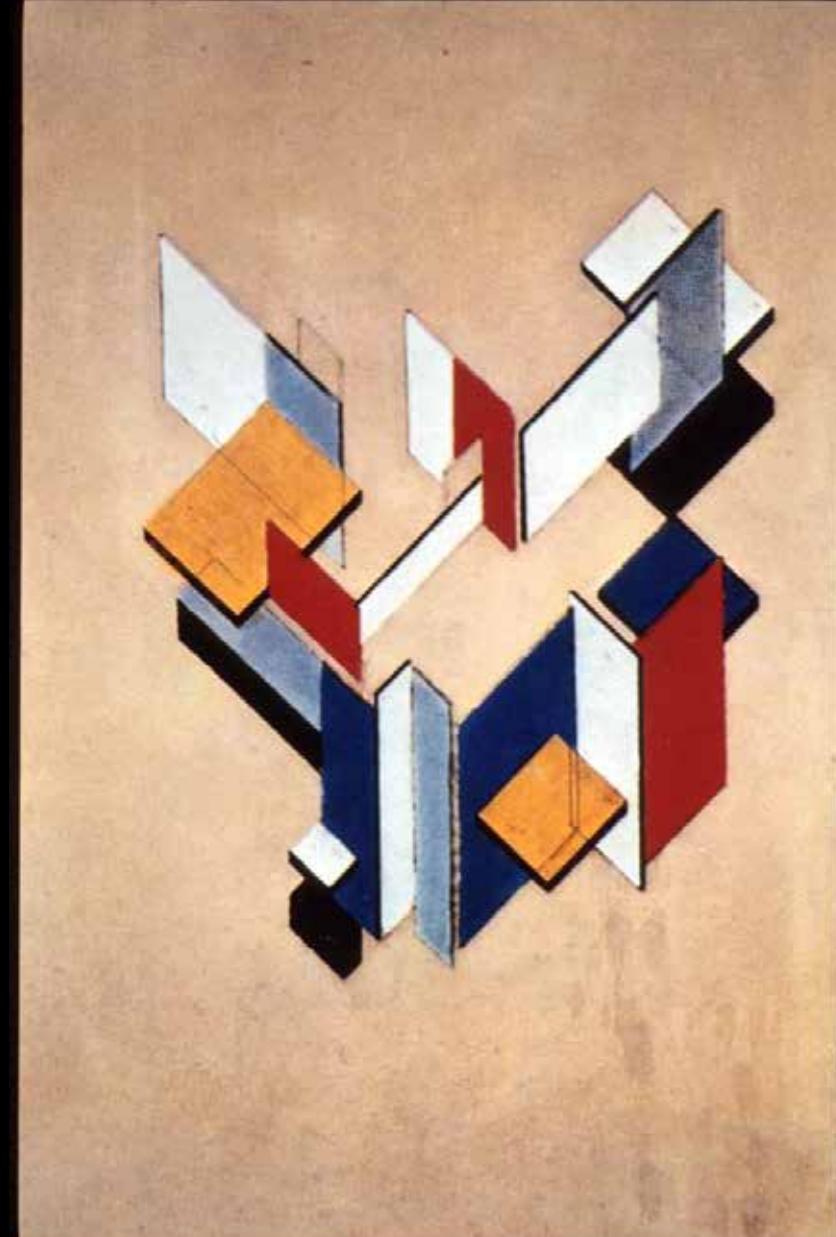
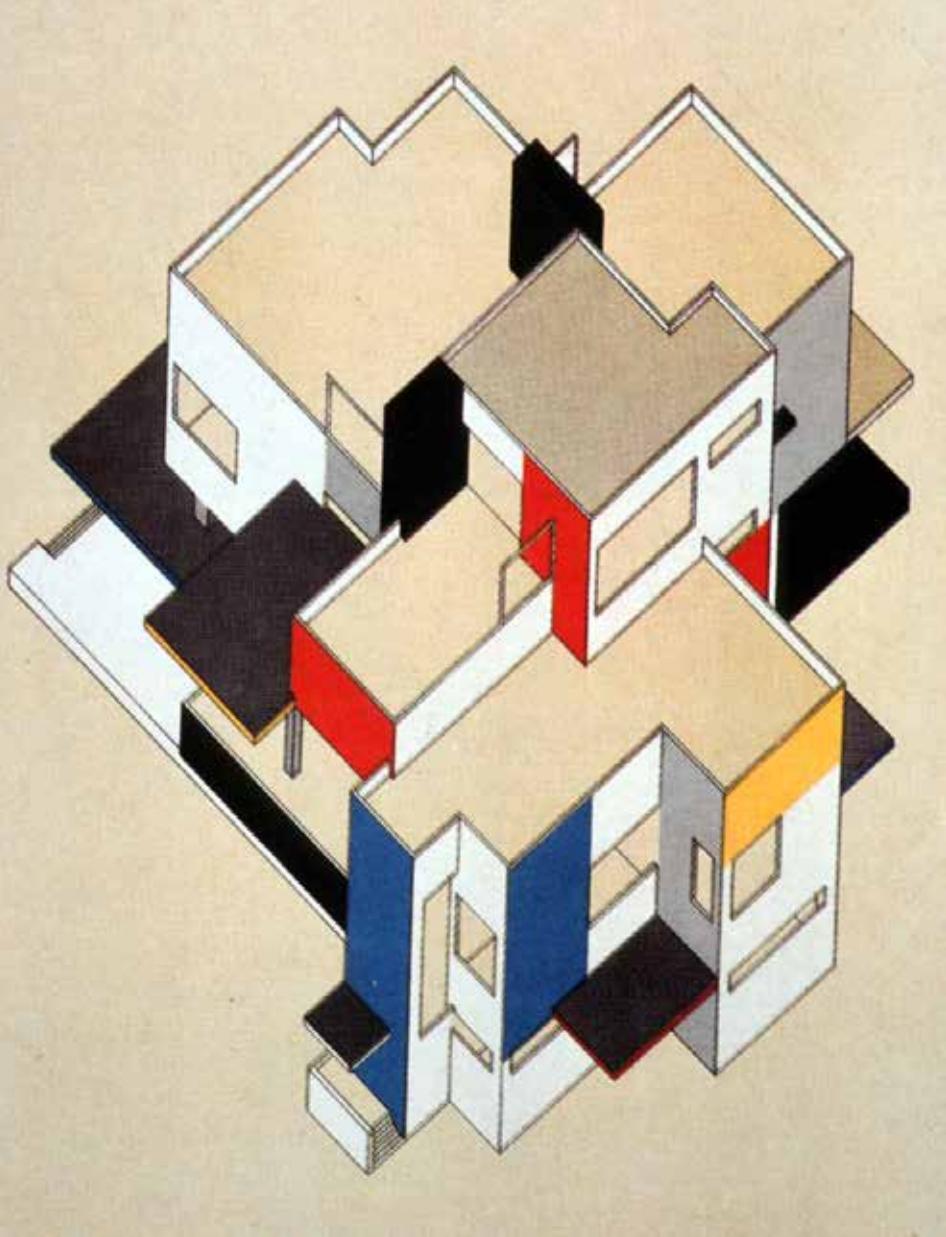


BERTO BARTOLI,  
audio in the ideal house of  
the architect in Florence, 1942.





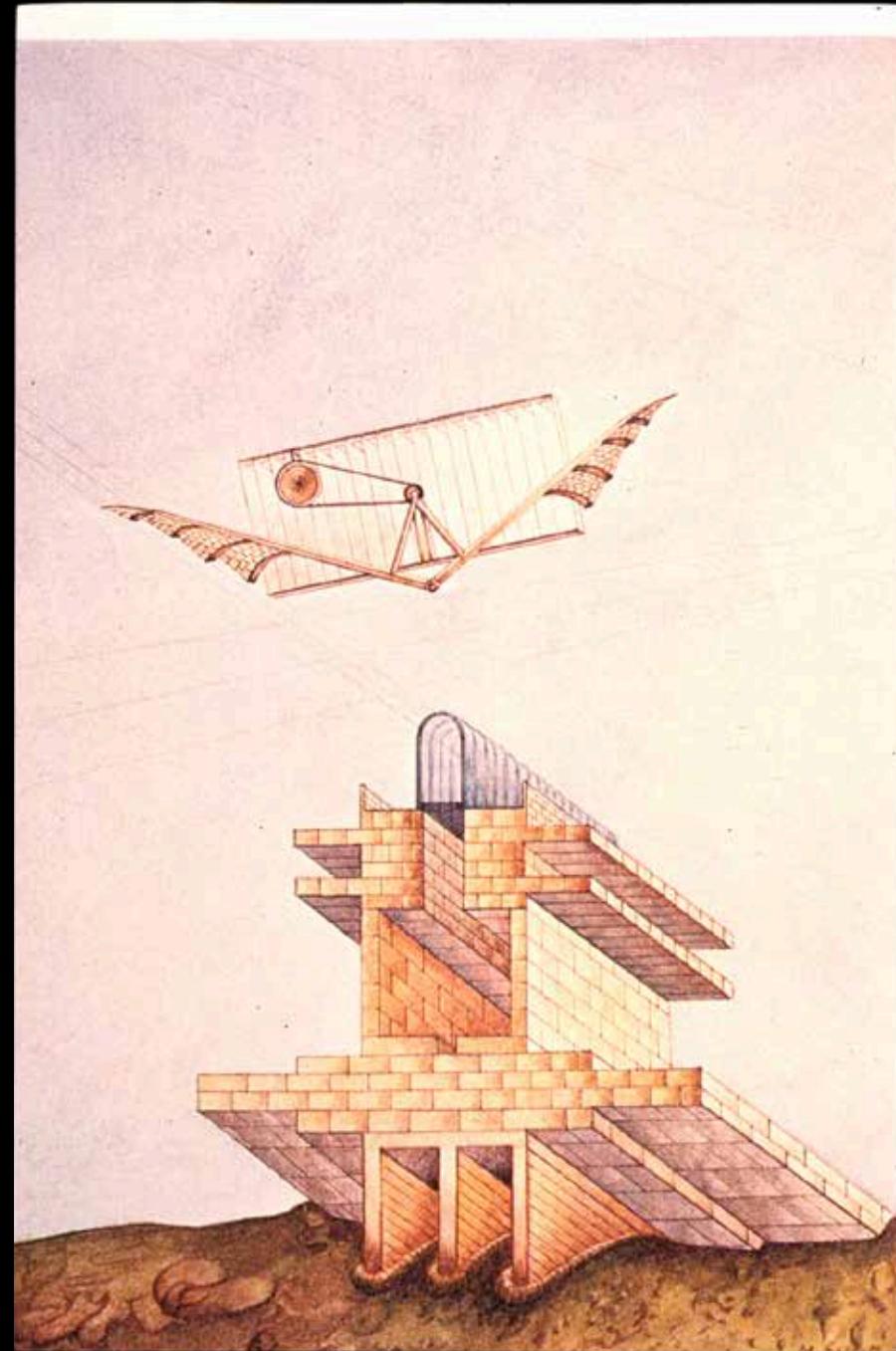




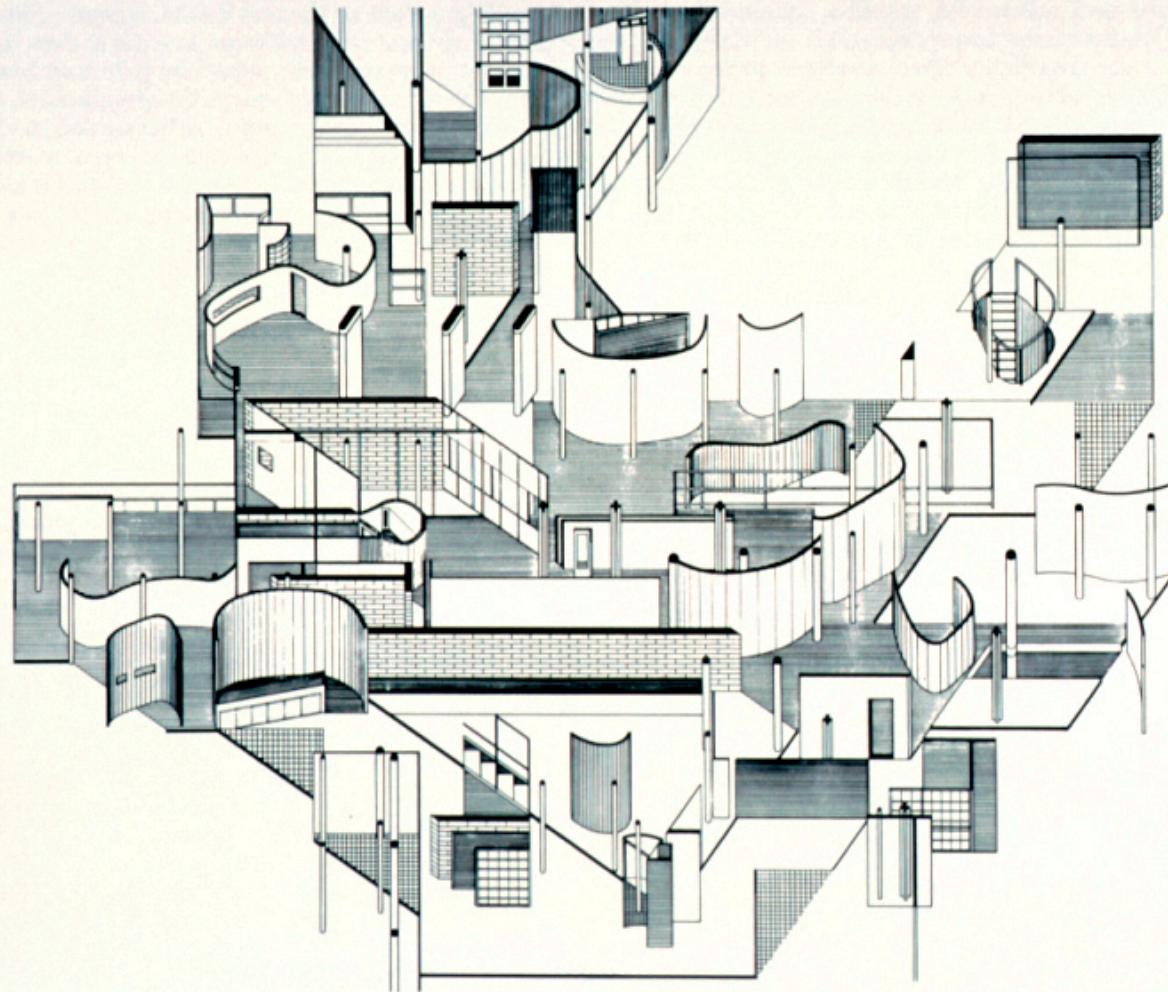
THEO VAN DOESBURG. DER STIJL.



MASSIMO SCOLARI

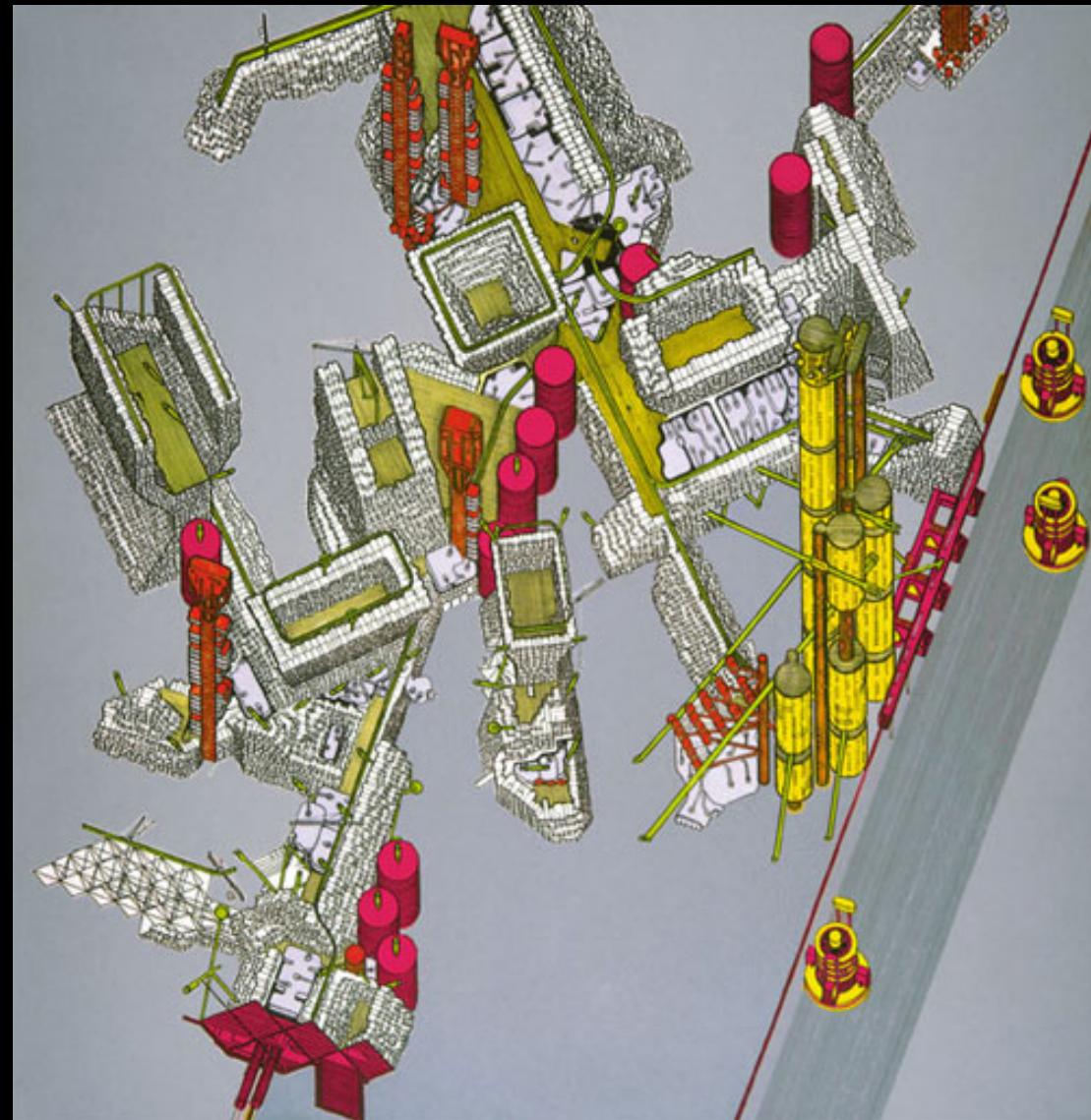


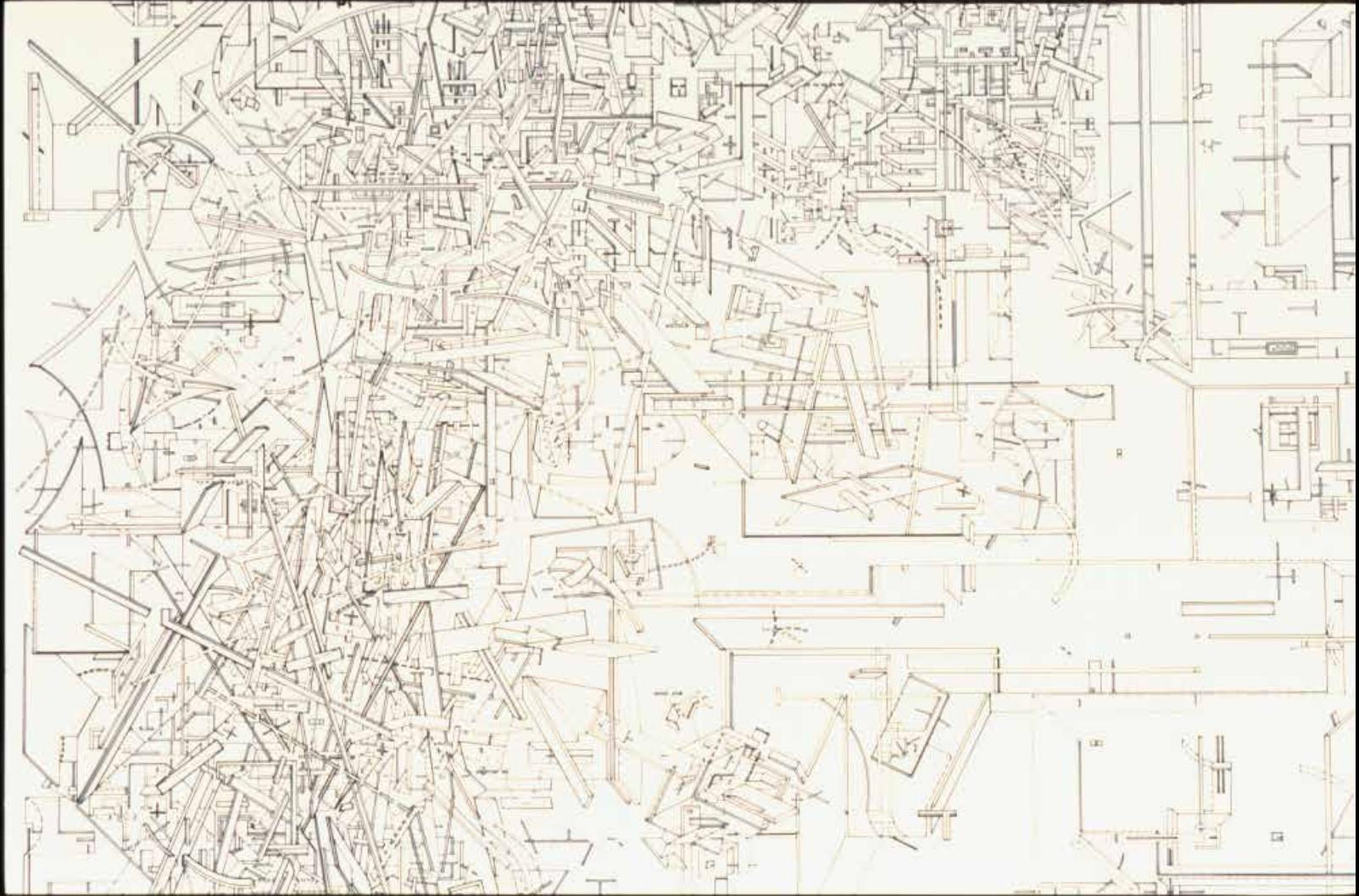
Daniel Libeskind:  
Collage Rebus II, 1970.  
Axonometrie/Axonometric Crystal



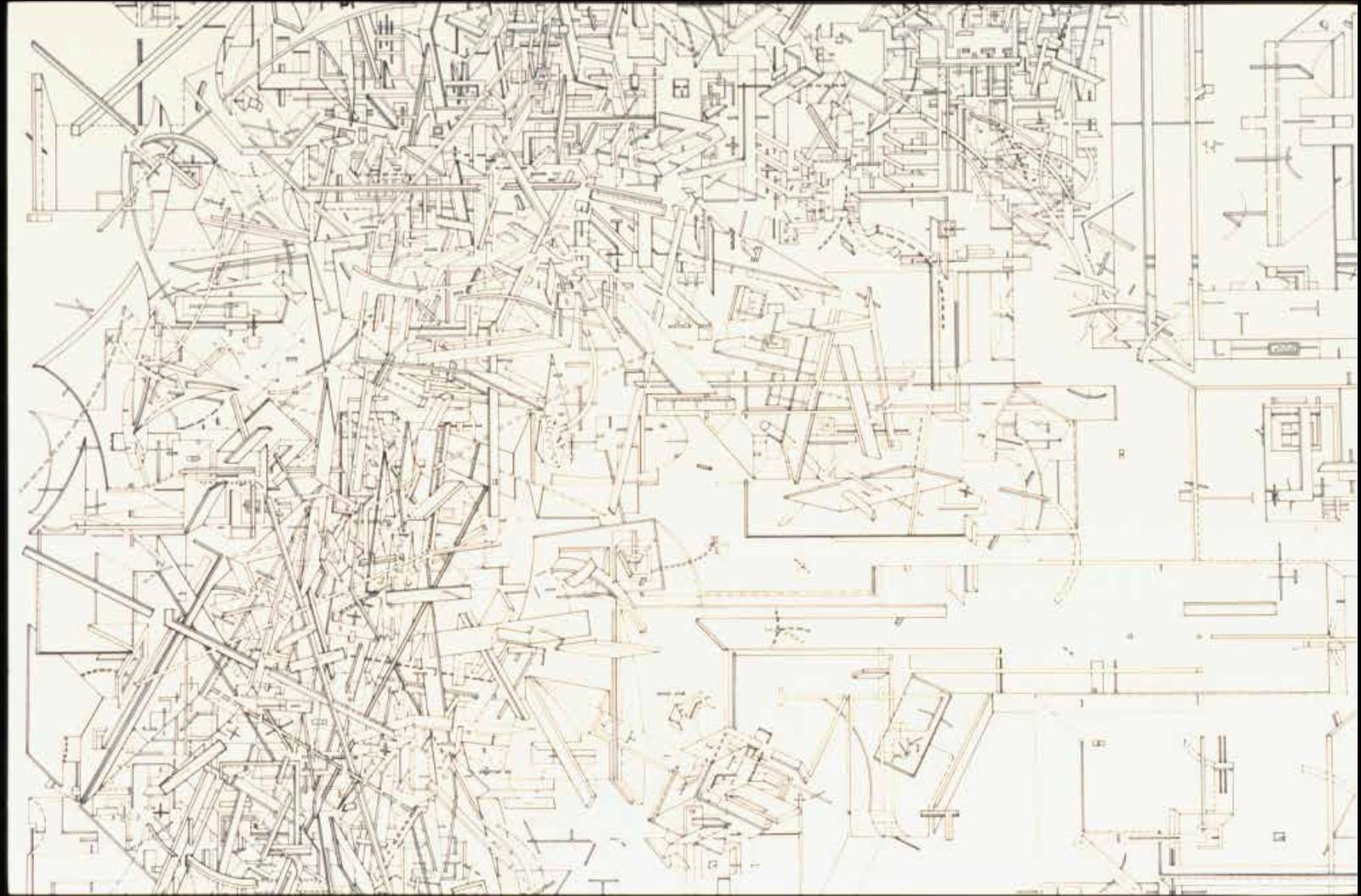
# DANIEL LIBESKIND

# ARCHIGRAM

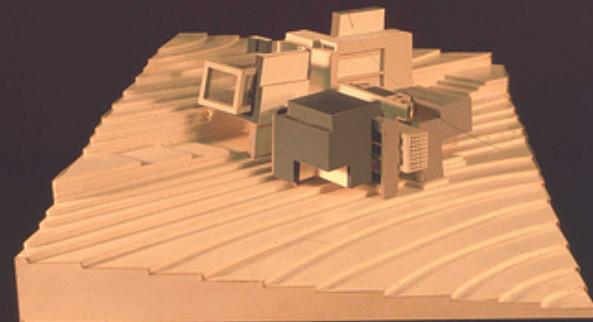




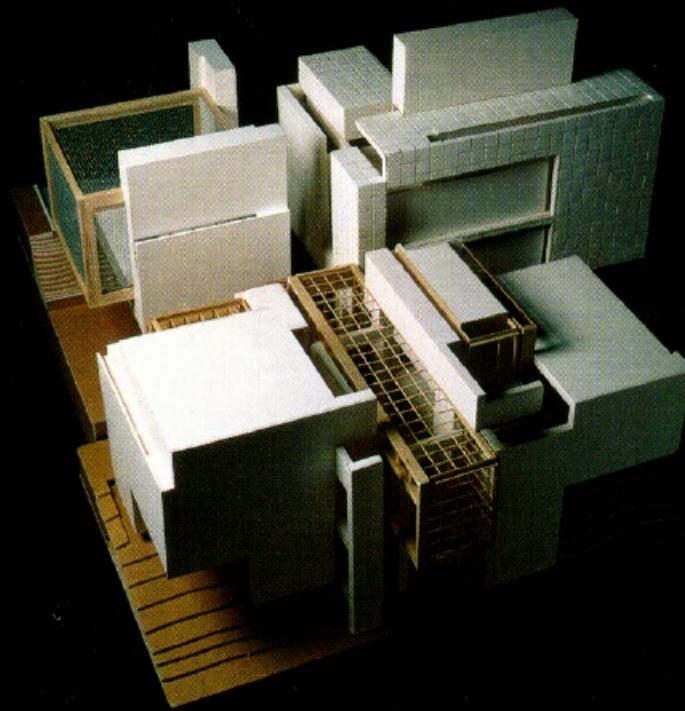
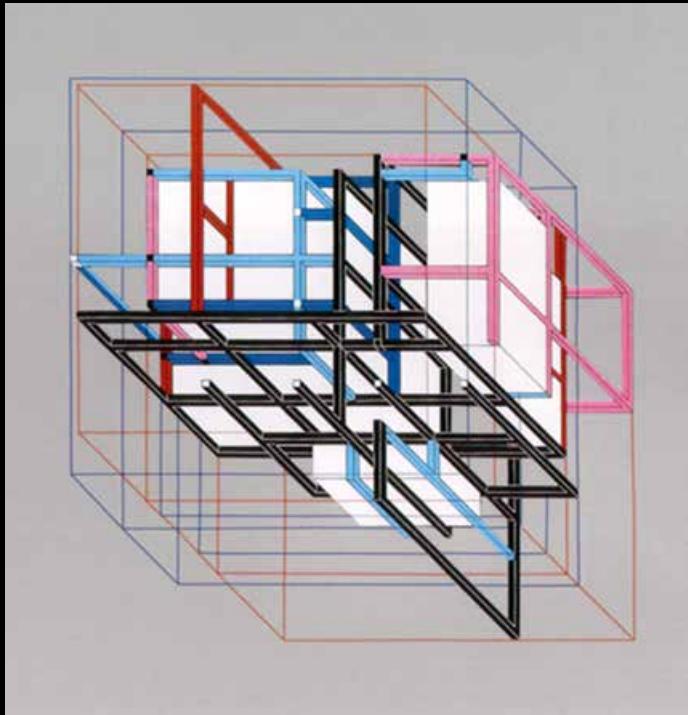
# BERNARD TSCHUMI

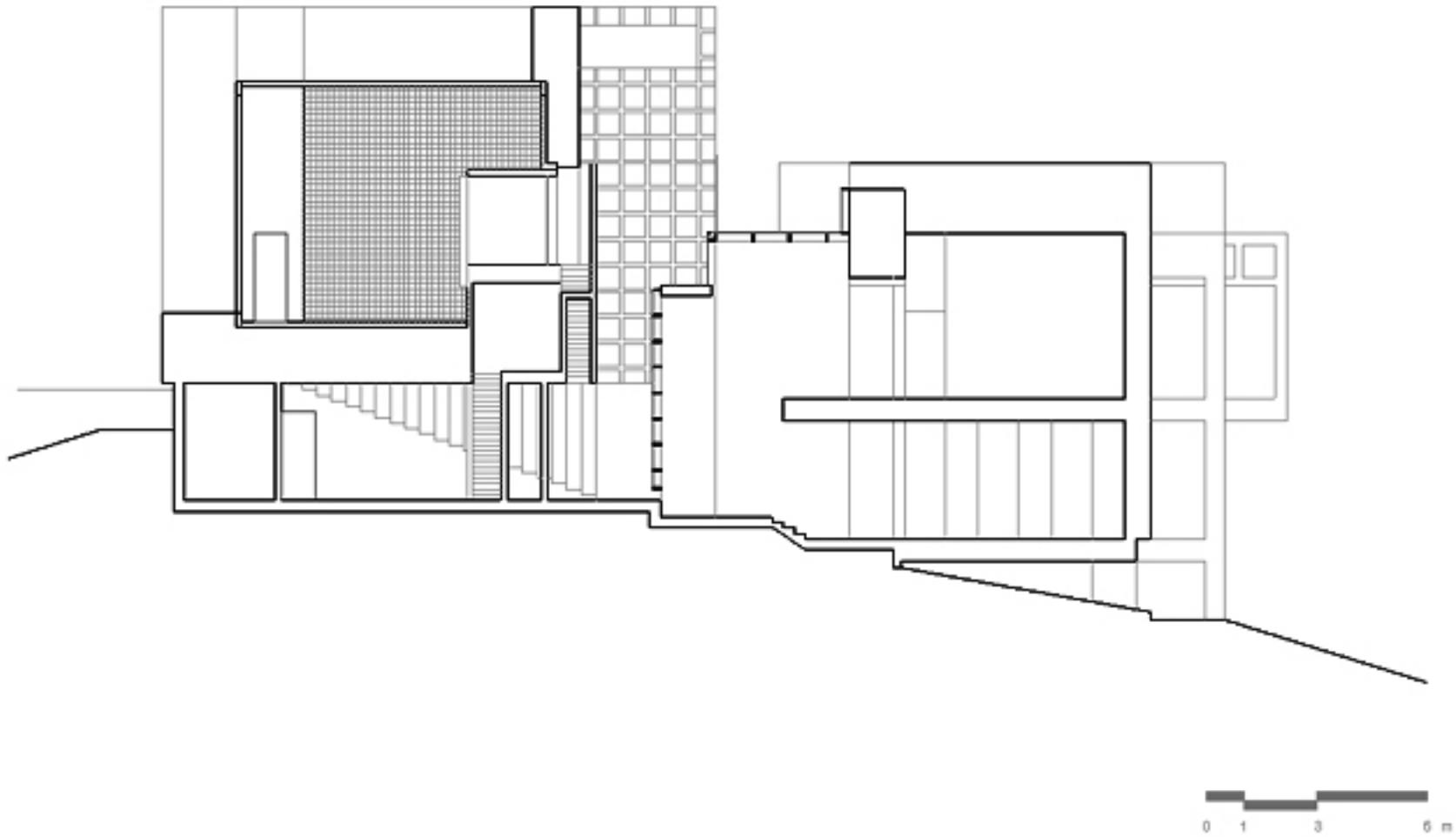


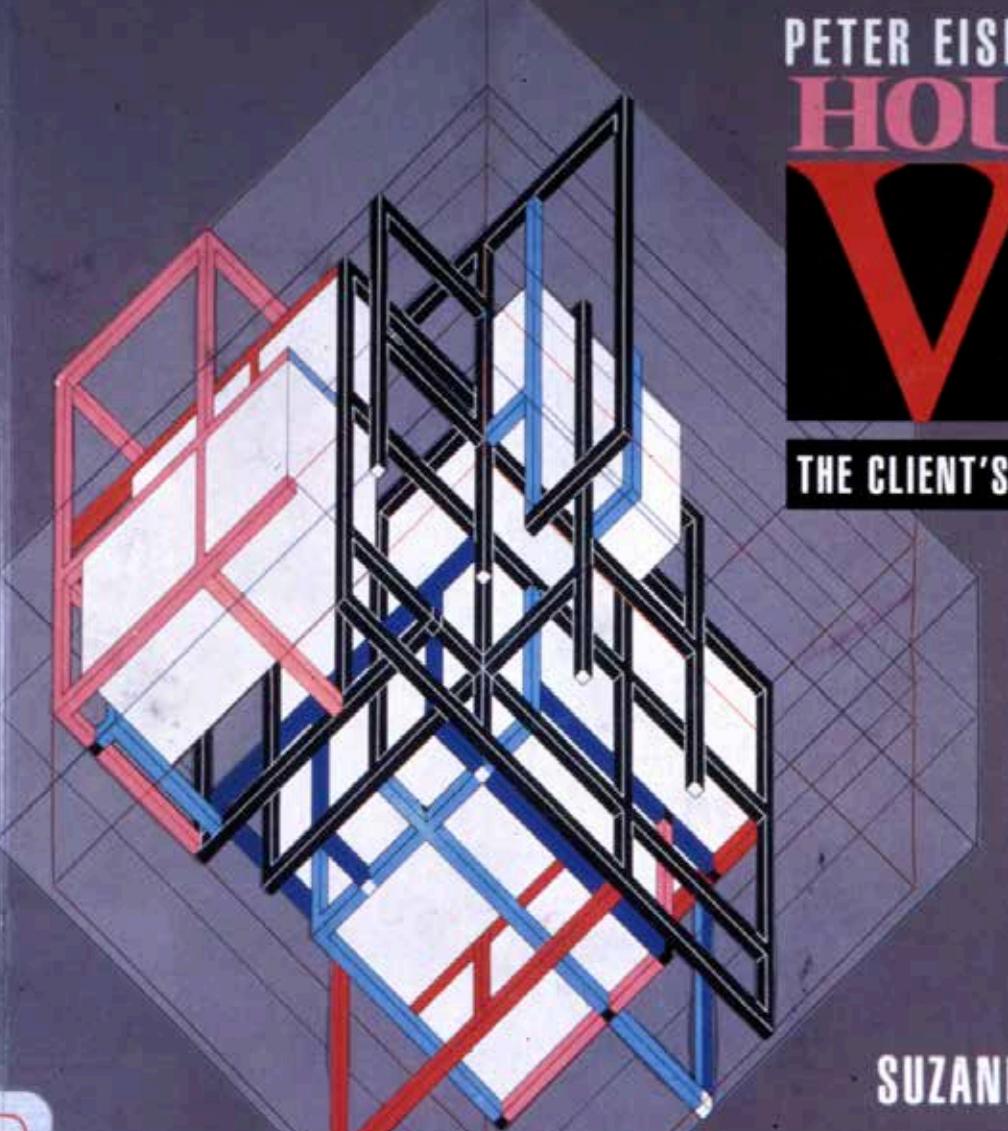
# MICROMEGAS.



# EISENMAN. HOUSE X.



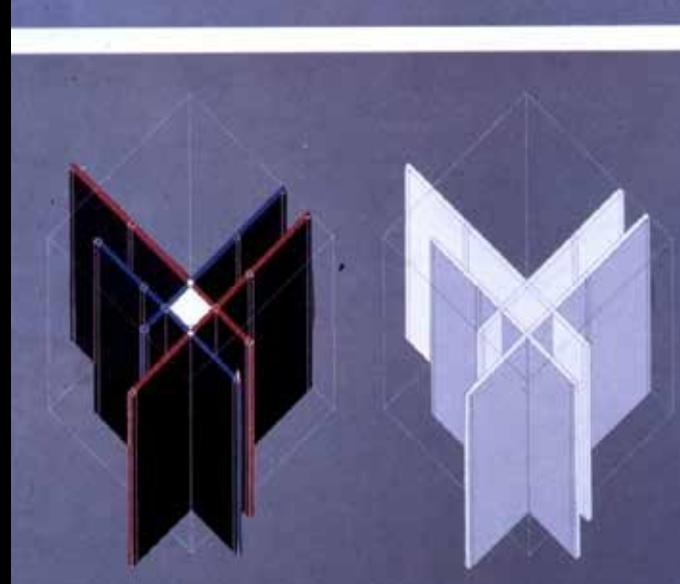
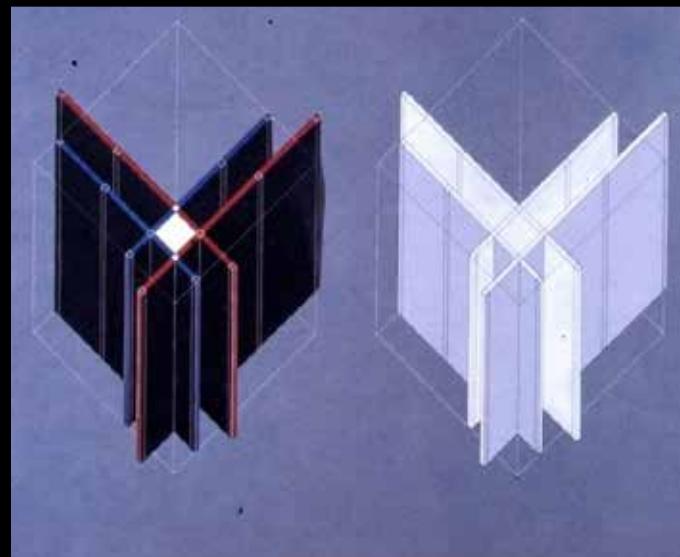
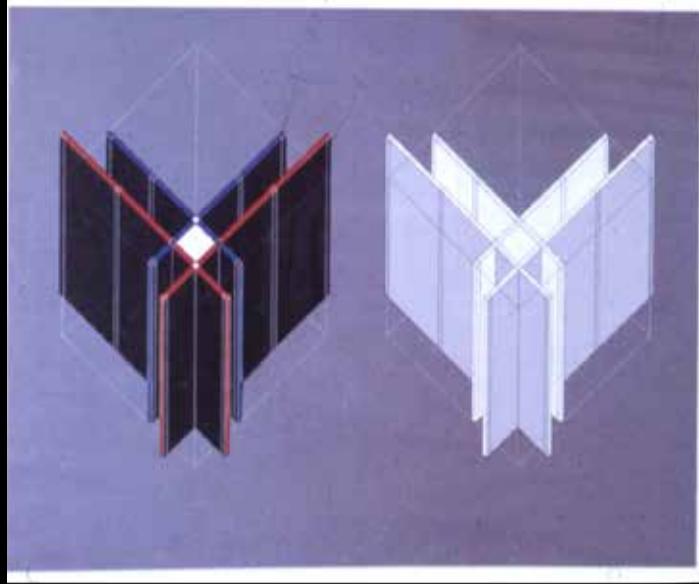
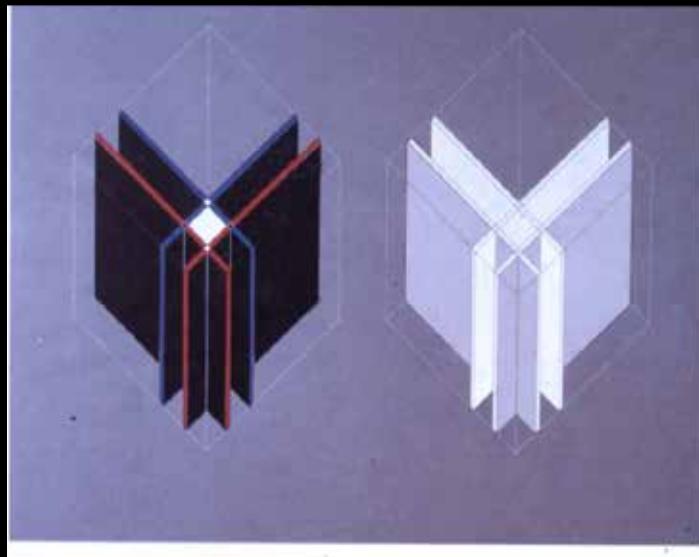


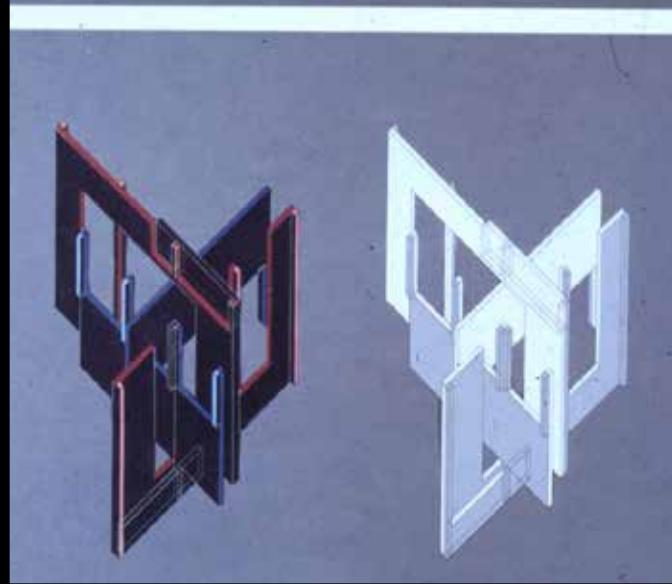
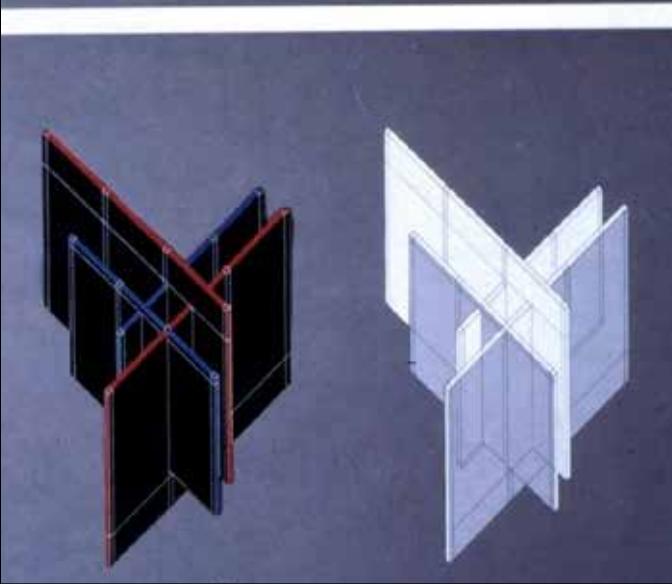
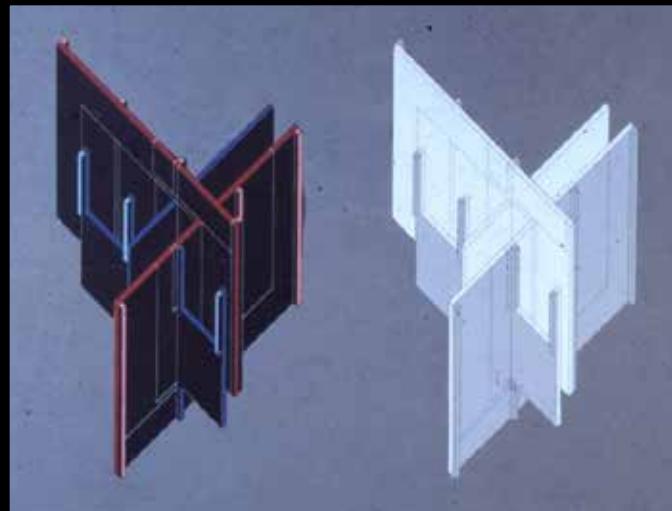
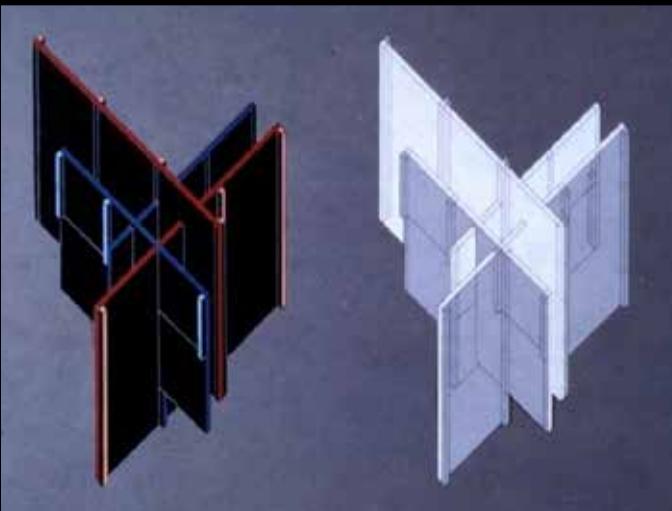


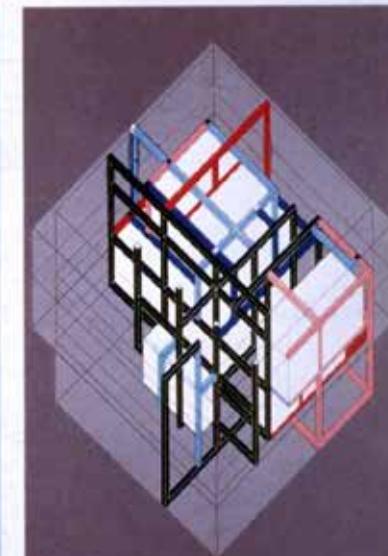
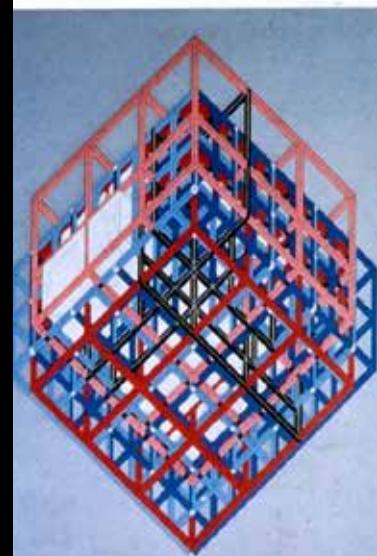
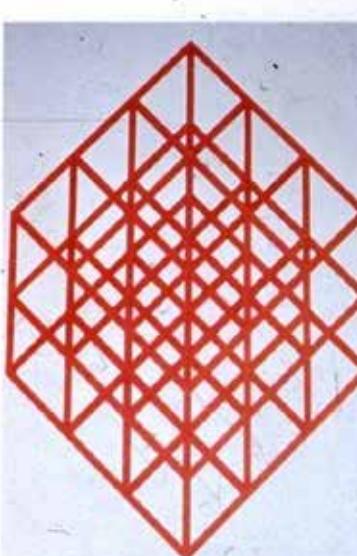
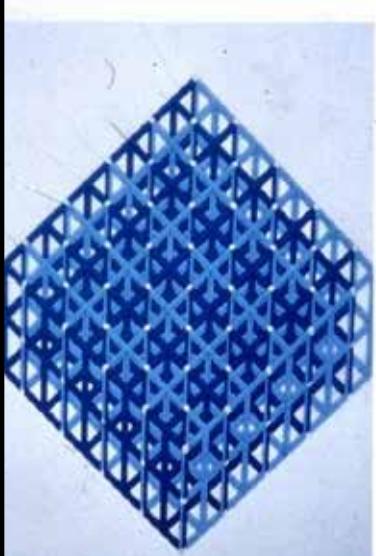
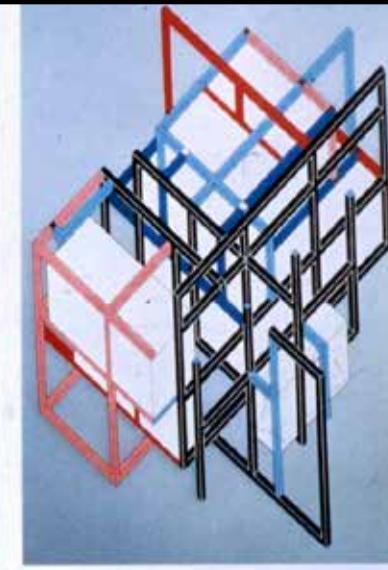
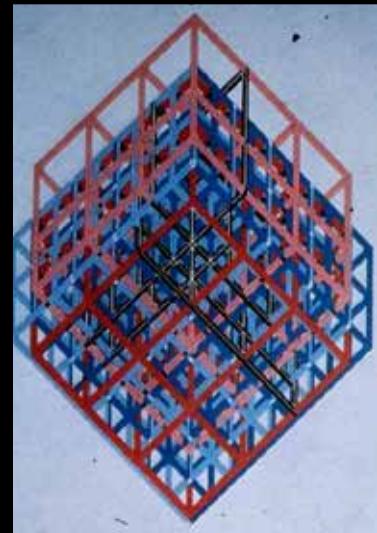
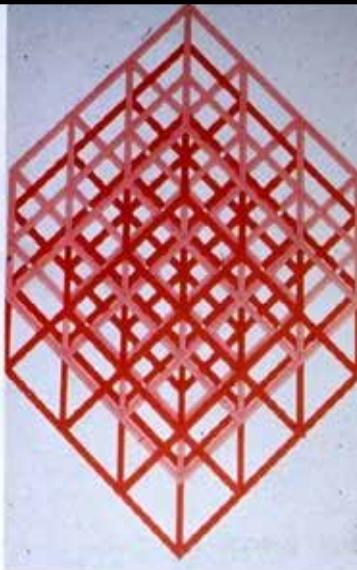
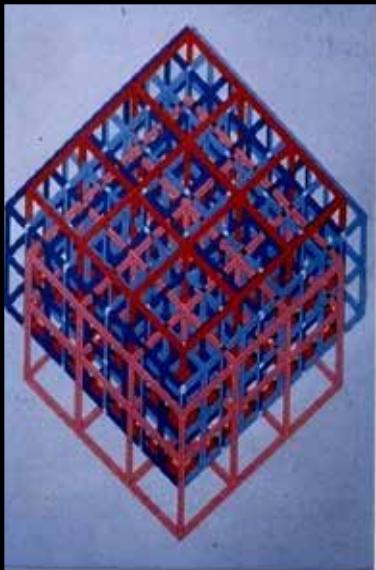
PETER EISENMAN'S  
**HOUSE VI**

THE CLIENT'S RESPONSE

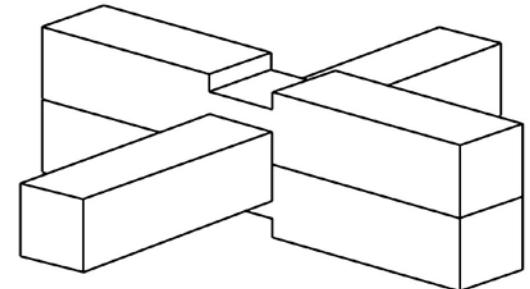
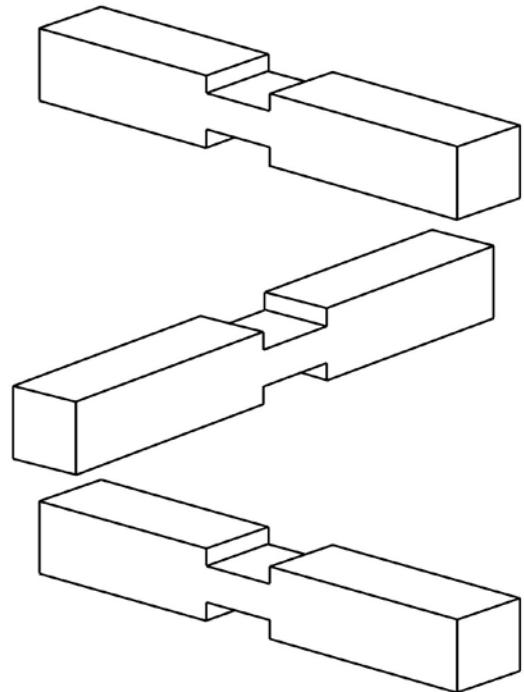
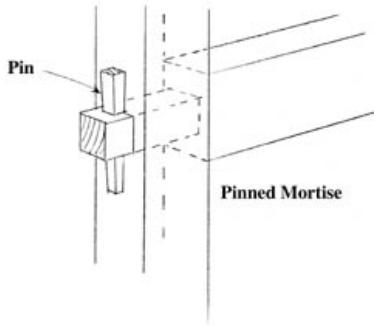
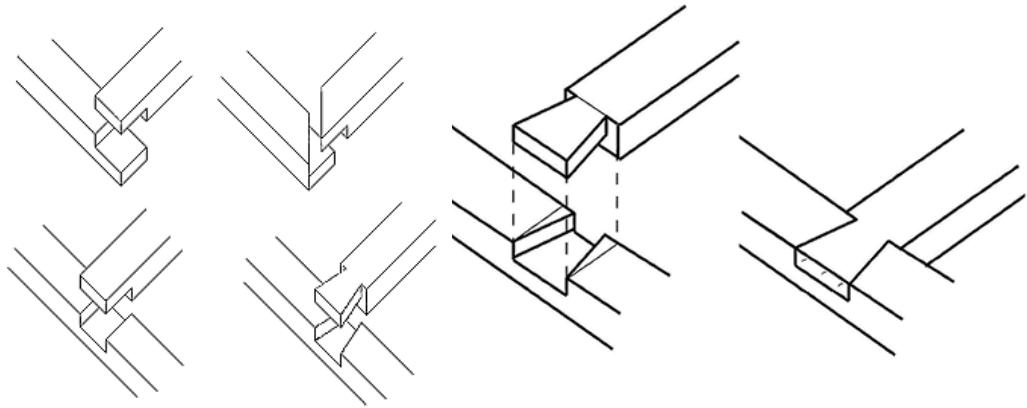
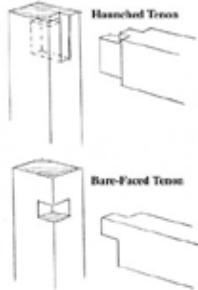
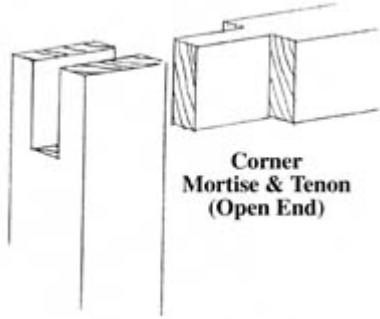
SUZANNE FRANK





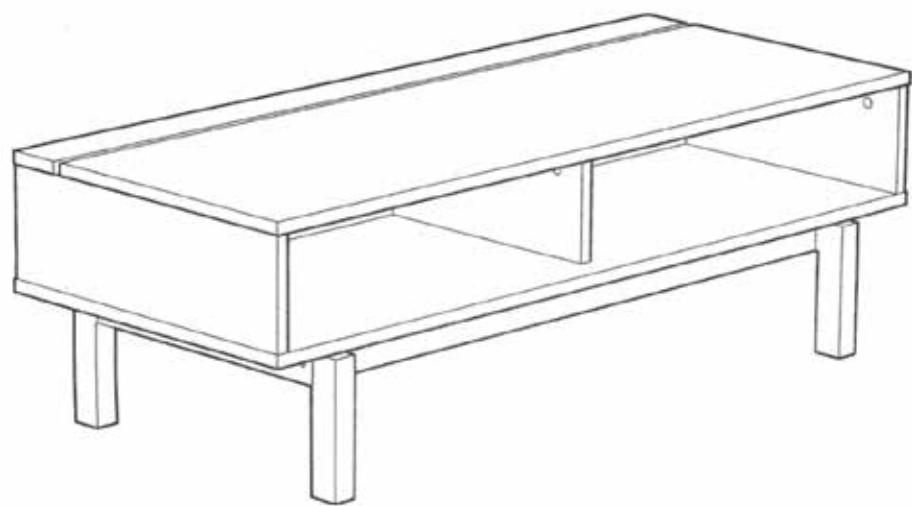


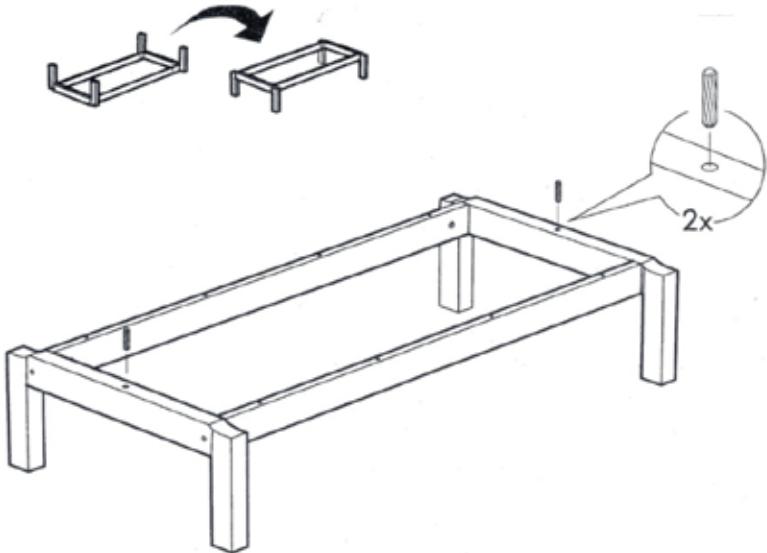
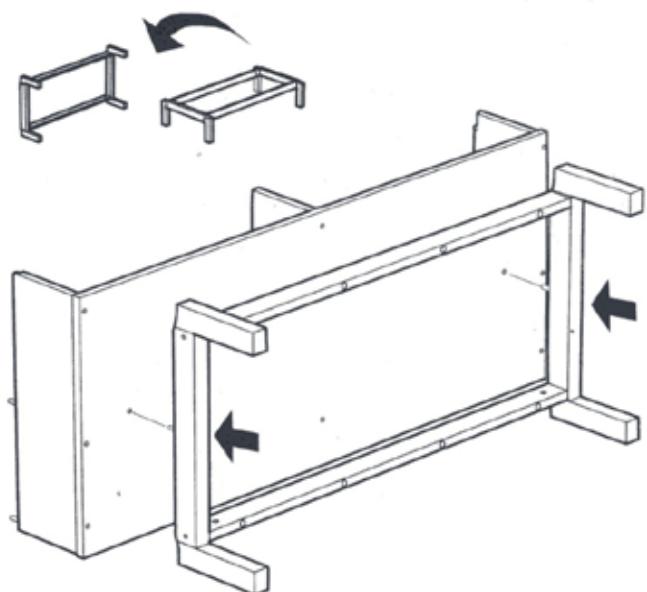
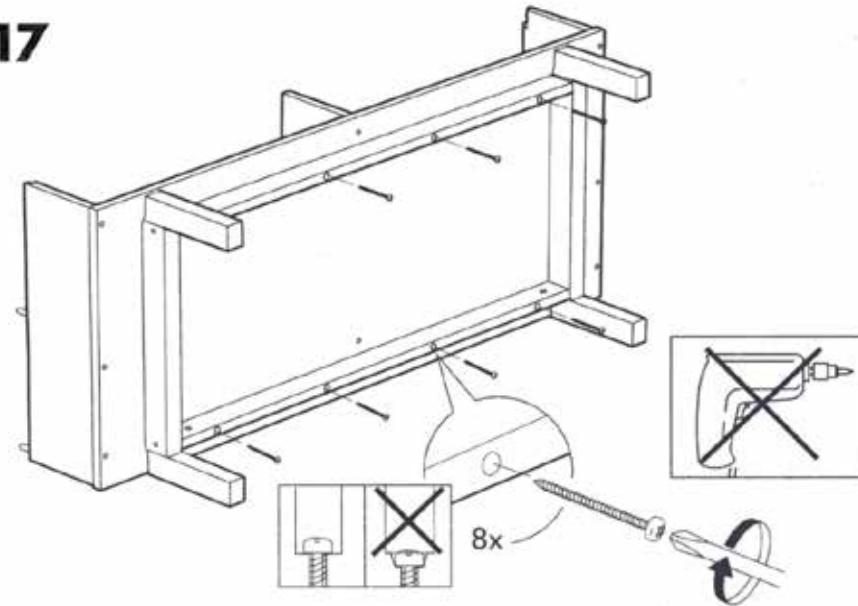
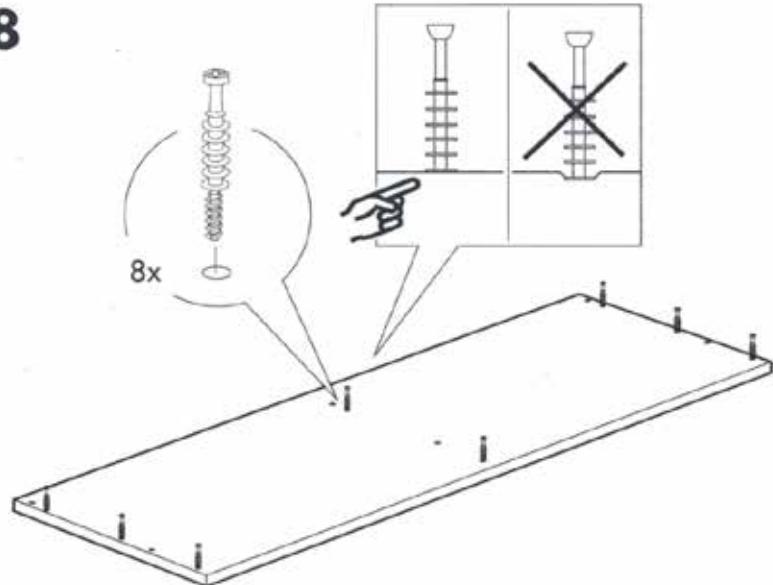




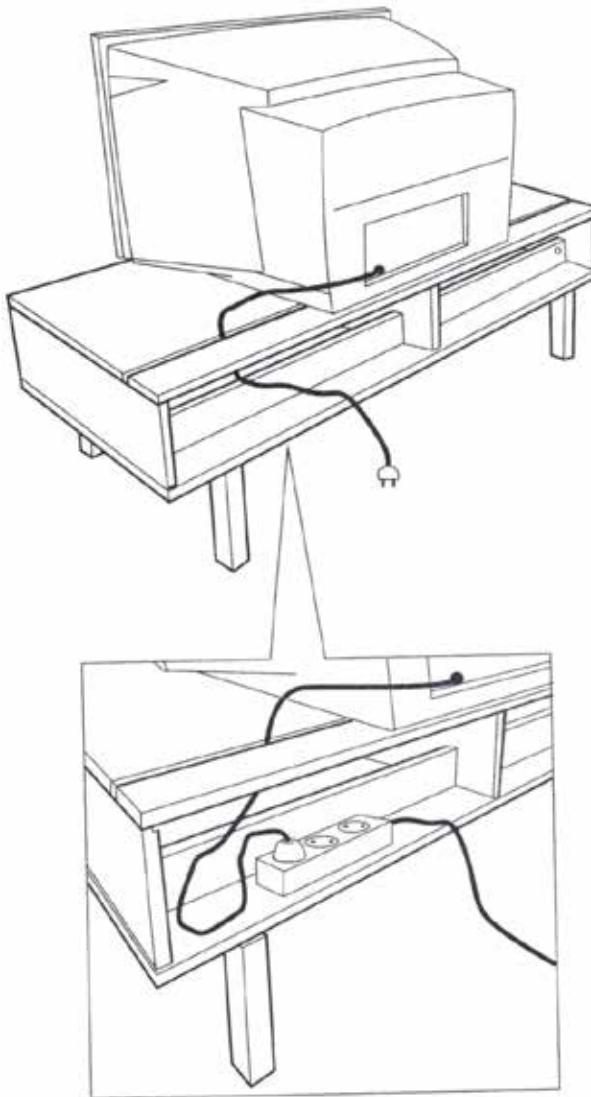
# TIMBER JOINTS

# LIDEN



**15****16****17****18**

**23**





101350

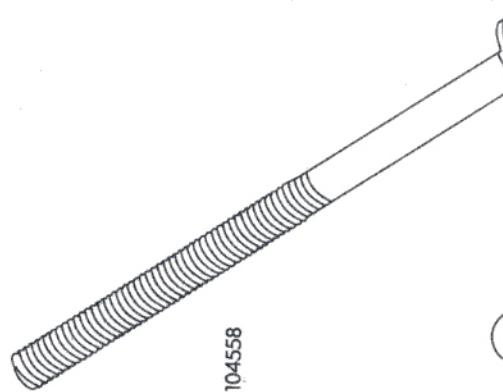
31x



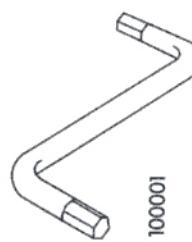
100514

4x

4x



104558



100001

1x

8x



109569



110504

10x



103430

10x



100214

8x



100349

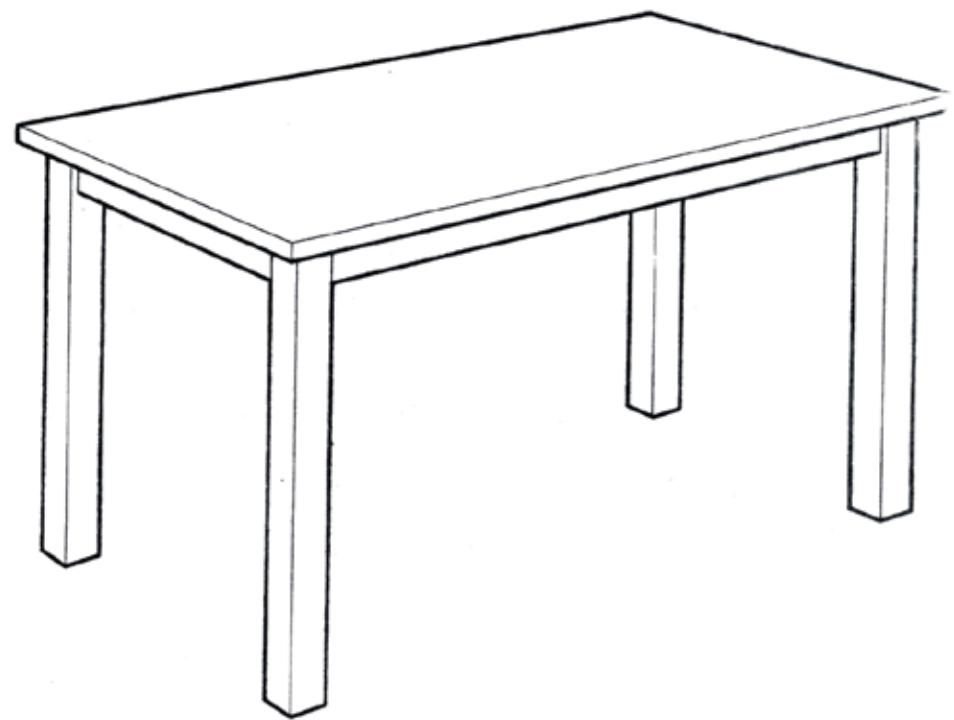
2x



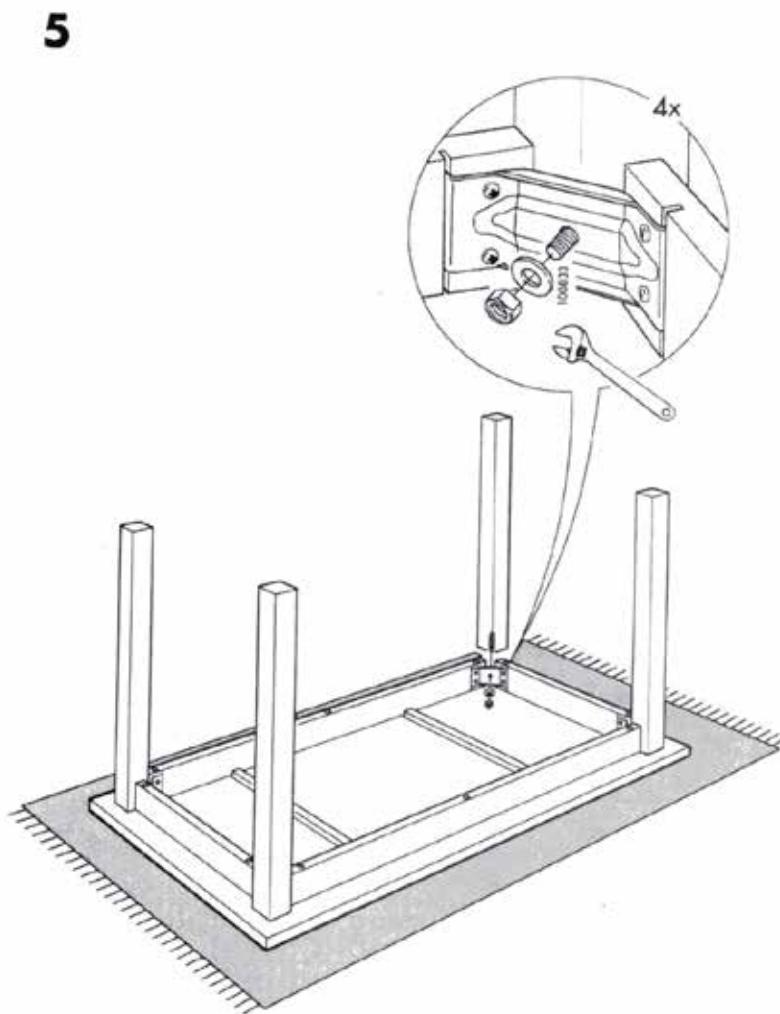
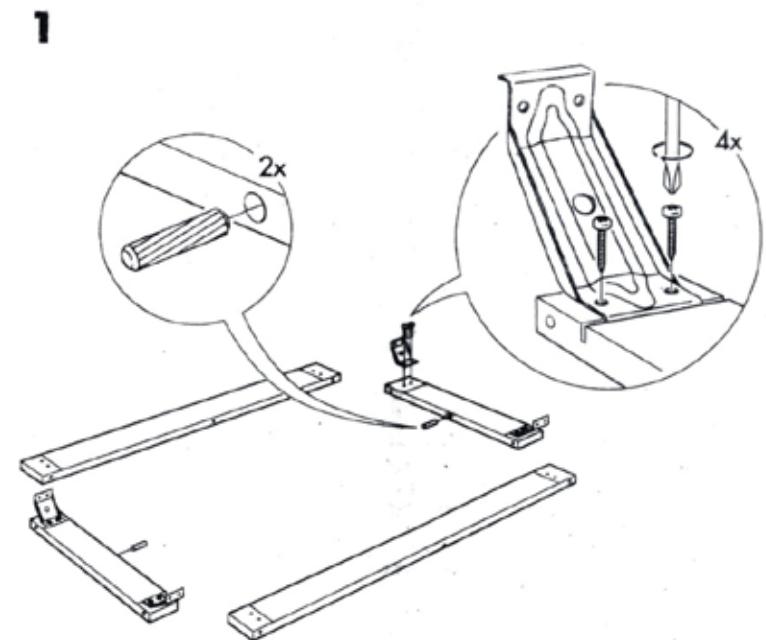
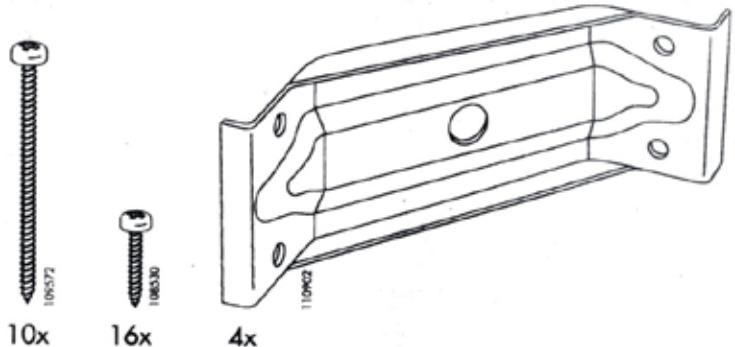
101574

2x

# BJÖRKUDDEN



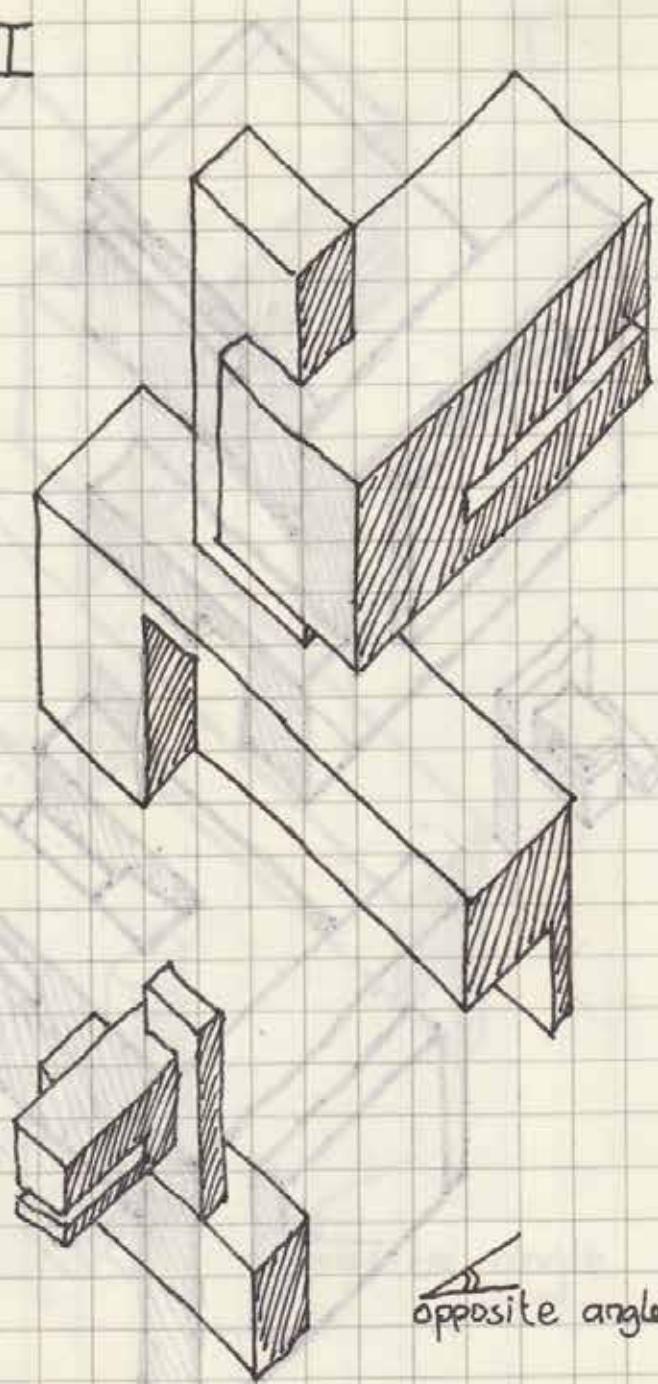
**IKEA**  
Design and Quality  
IKEA of Sweden



# **STUDENT WORK**

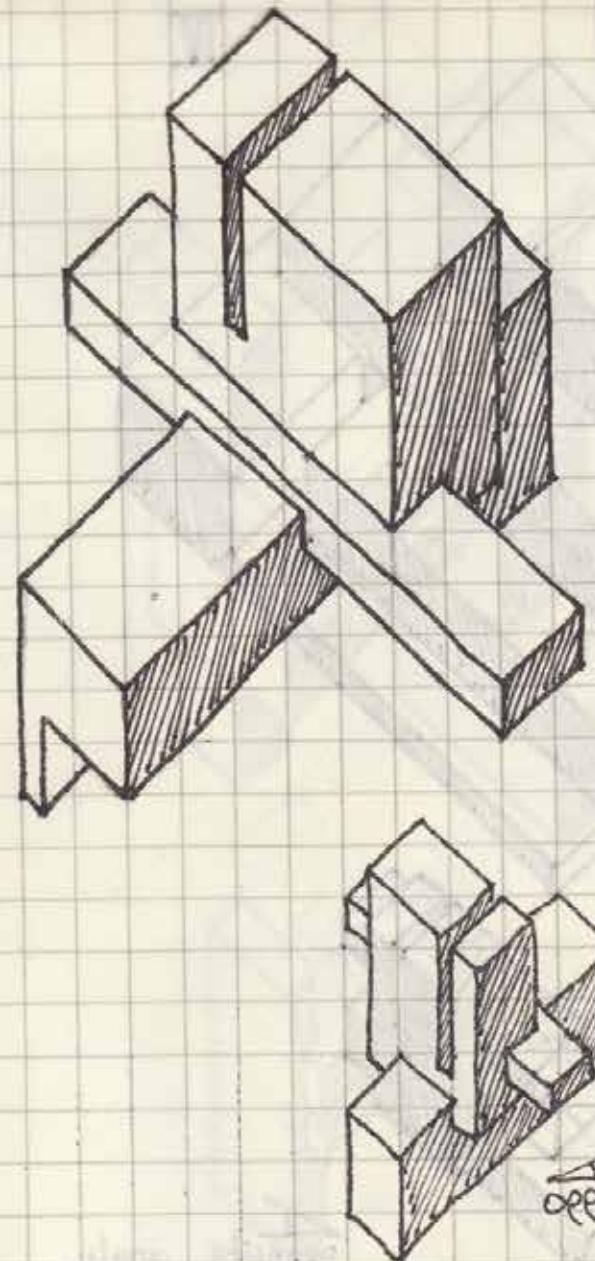
# **AXONOMETRIC DRAWING**

II

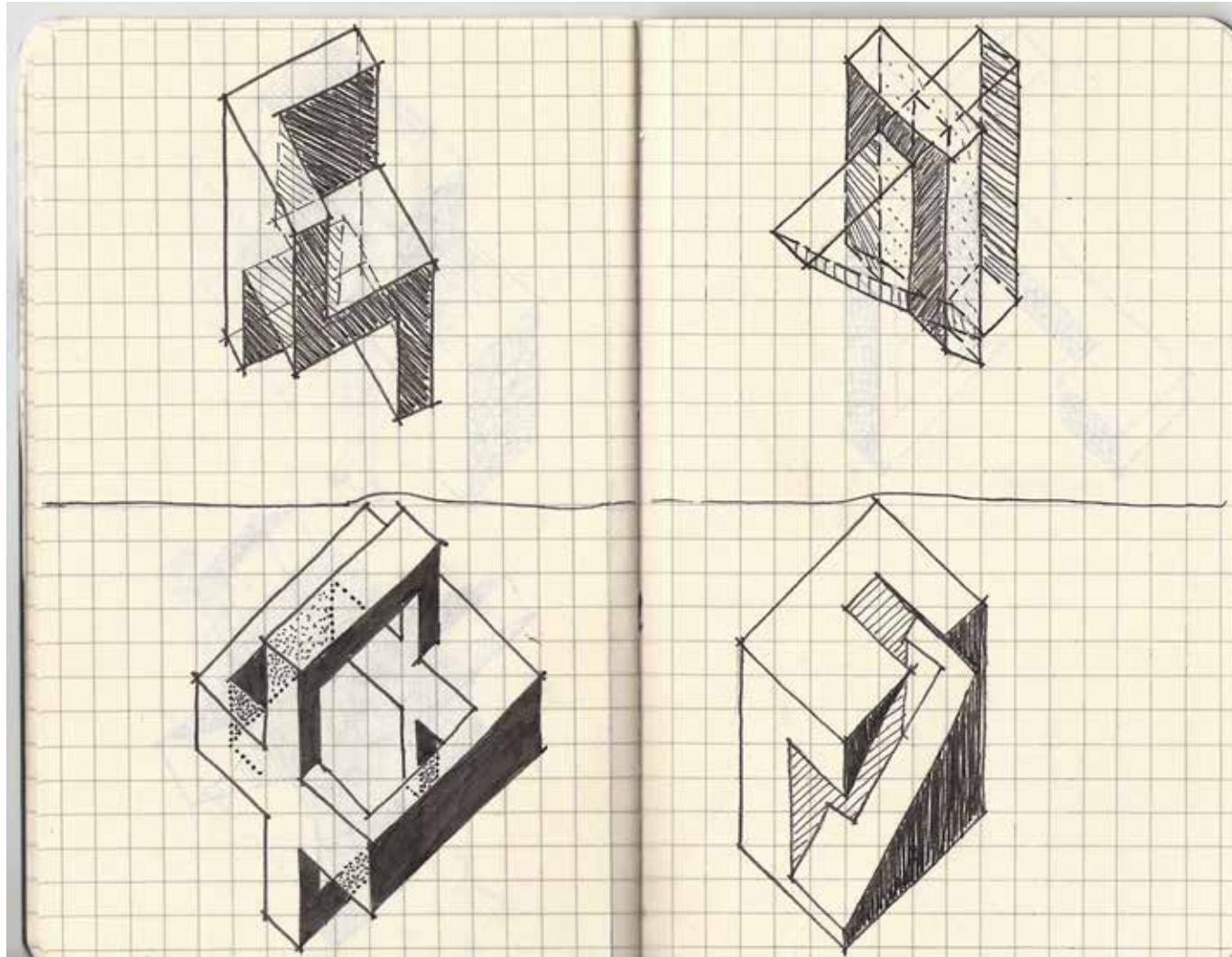


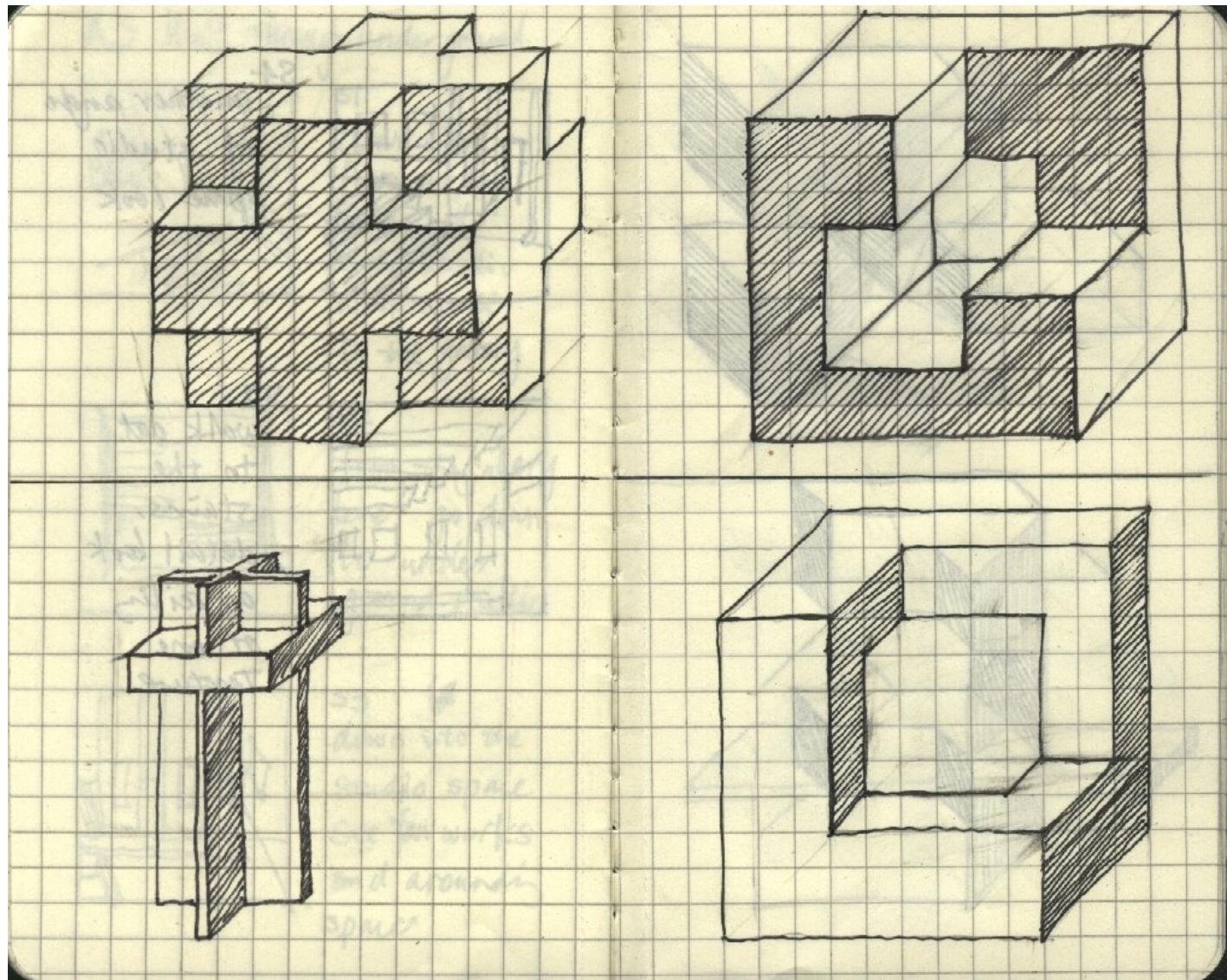
opposite angle.

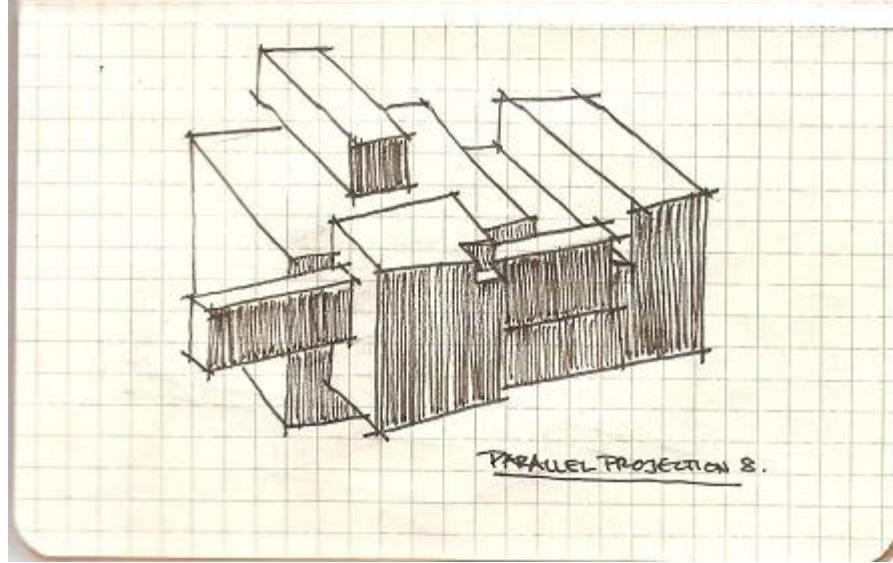
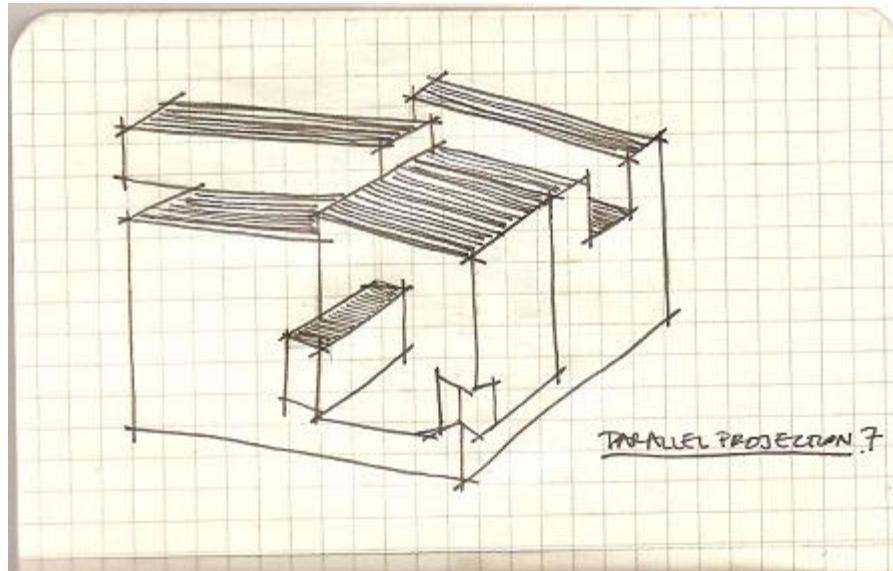
III

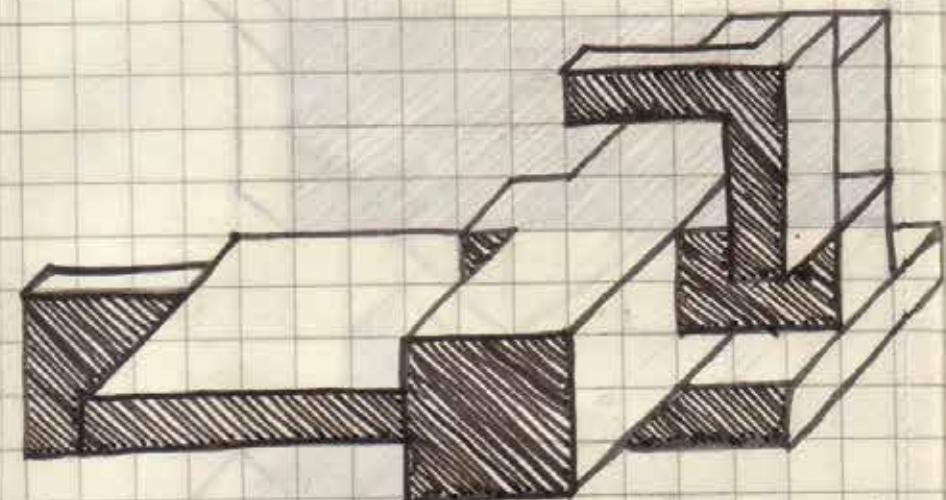
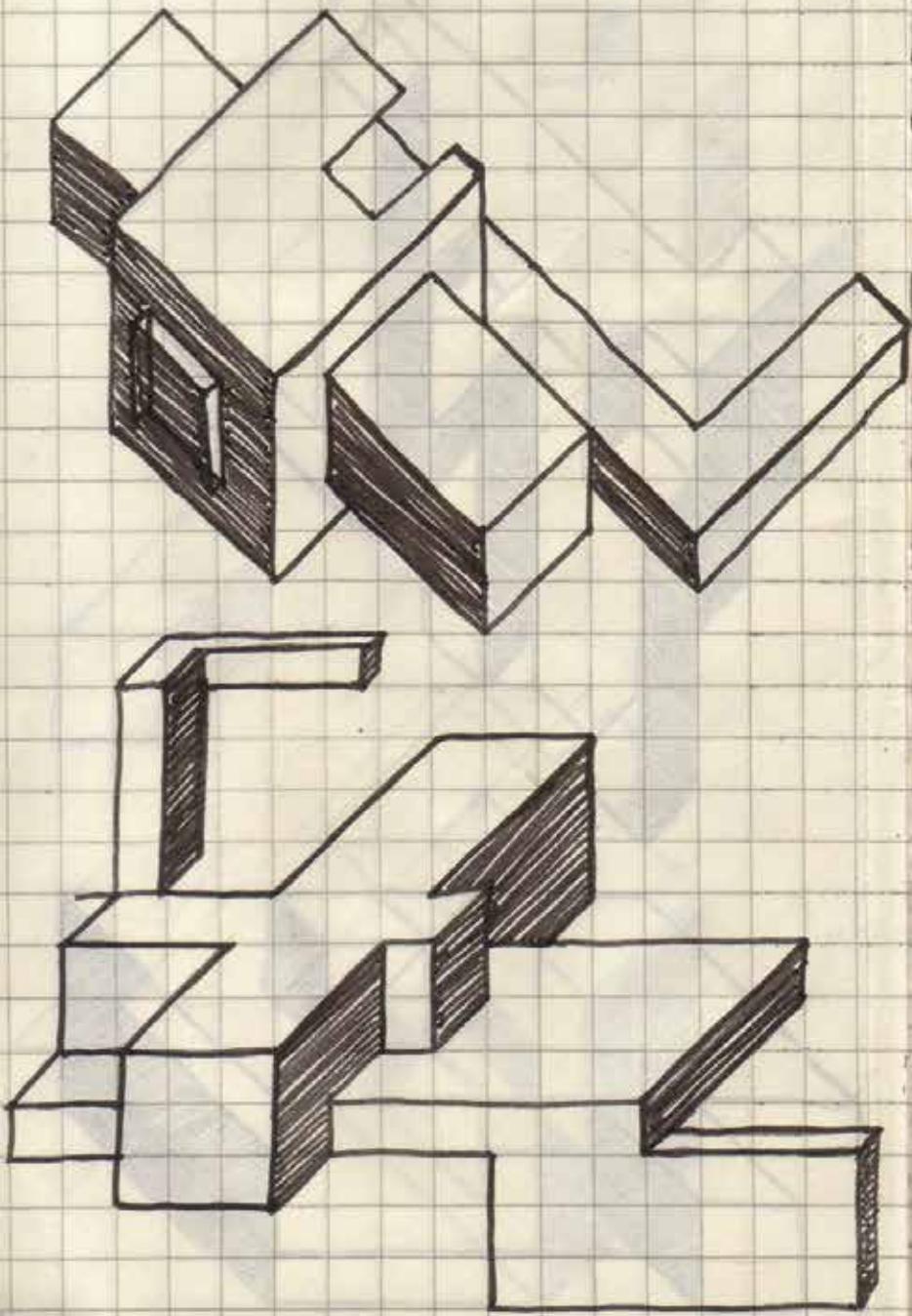


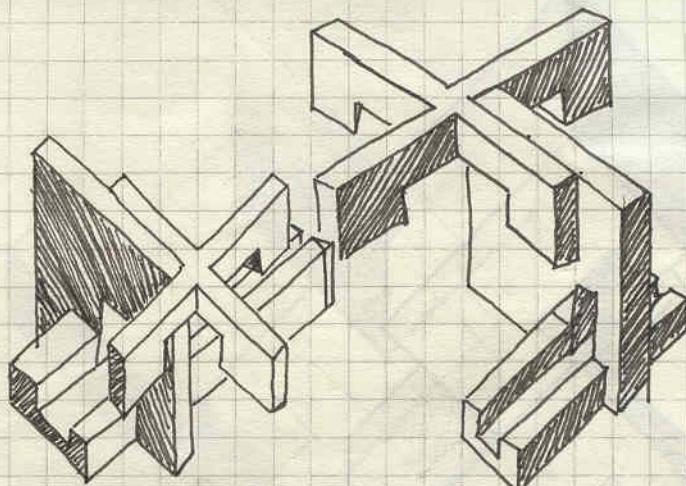
opposite angle.



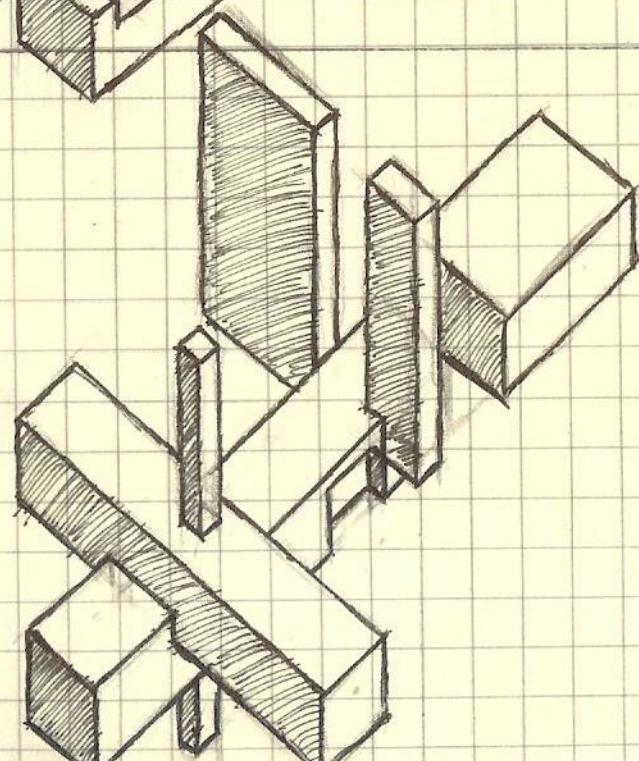
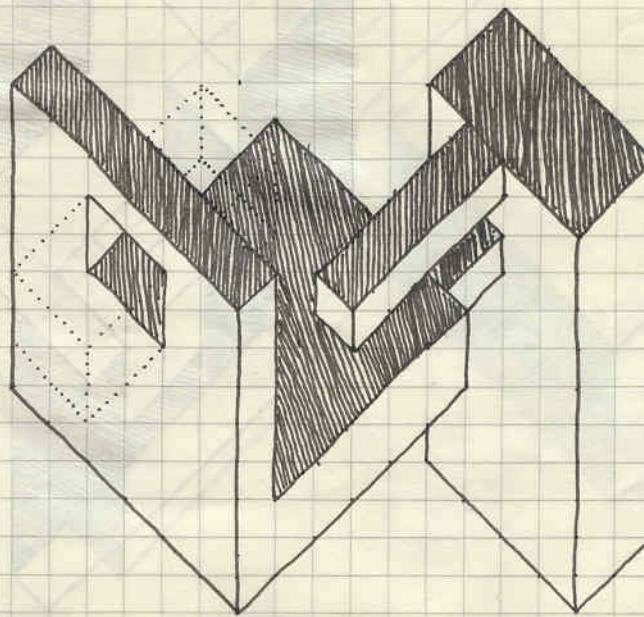
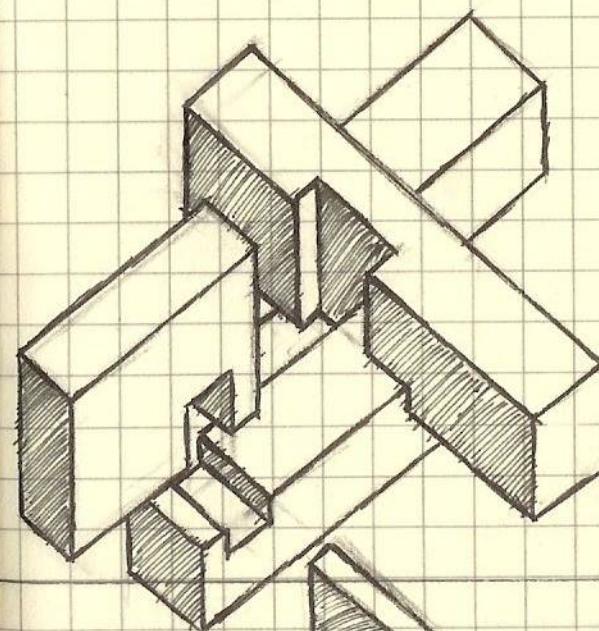


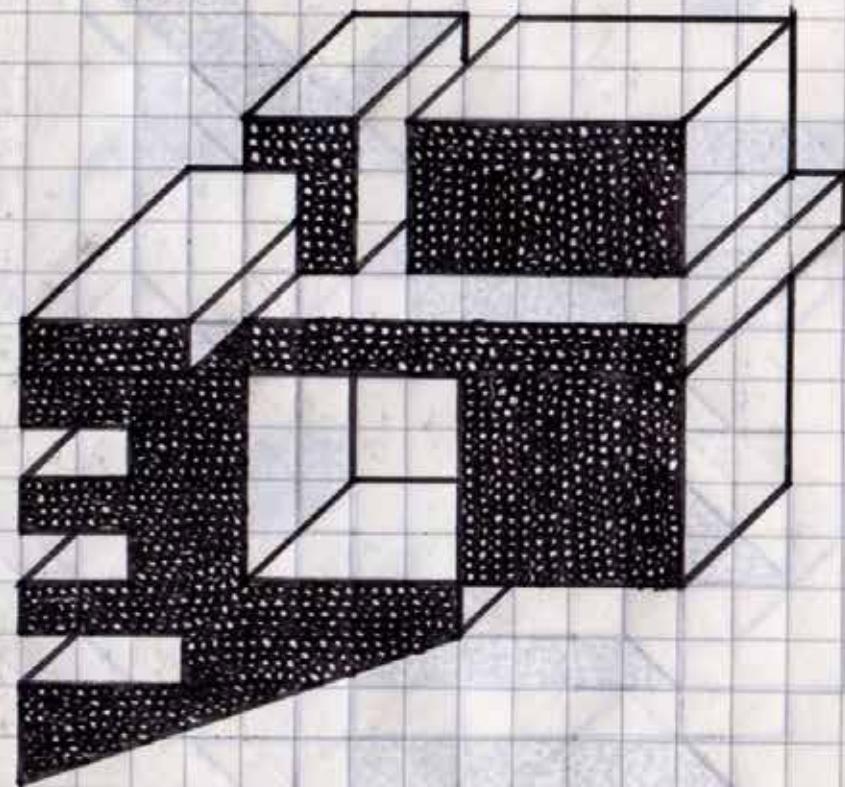
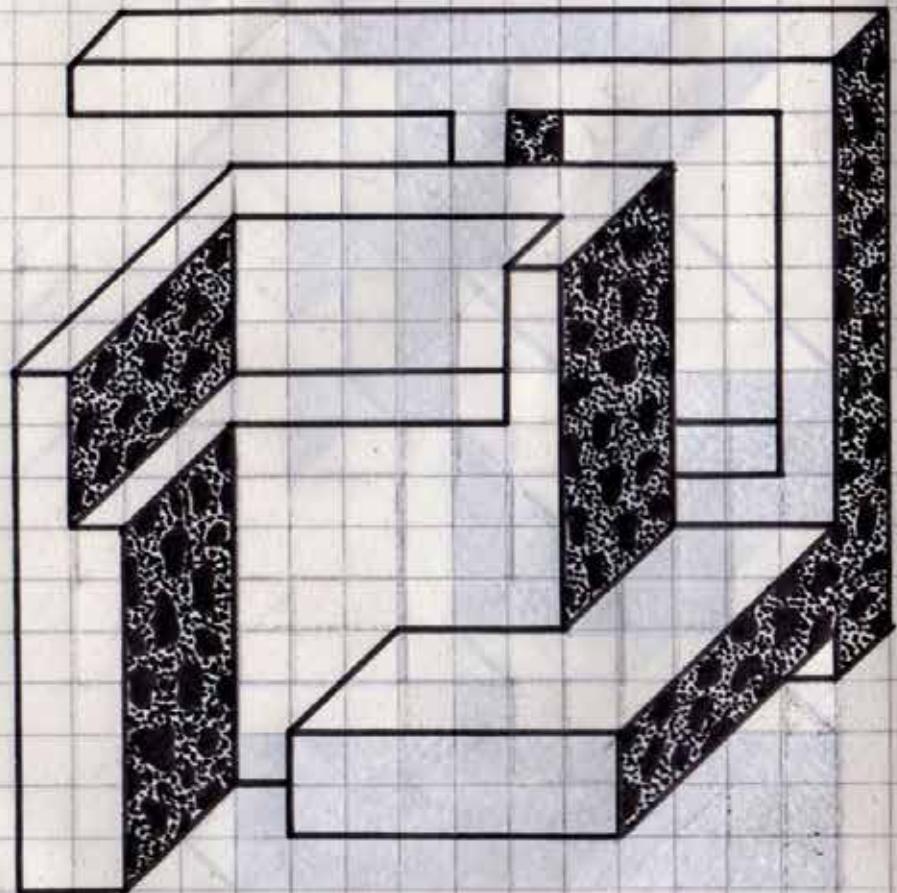


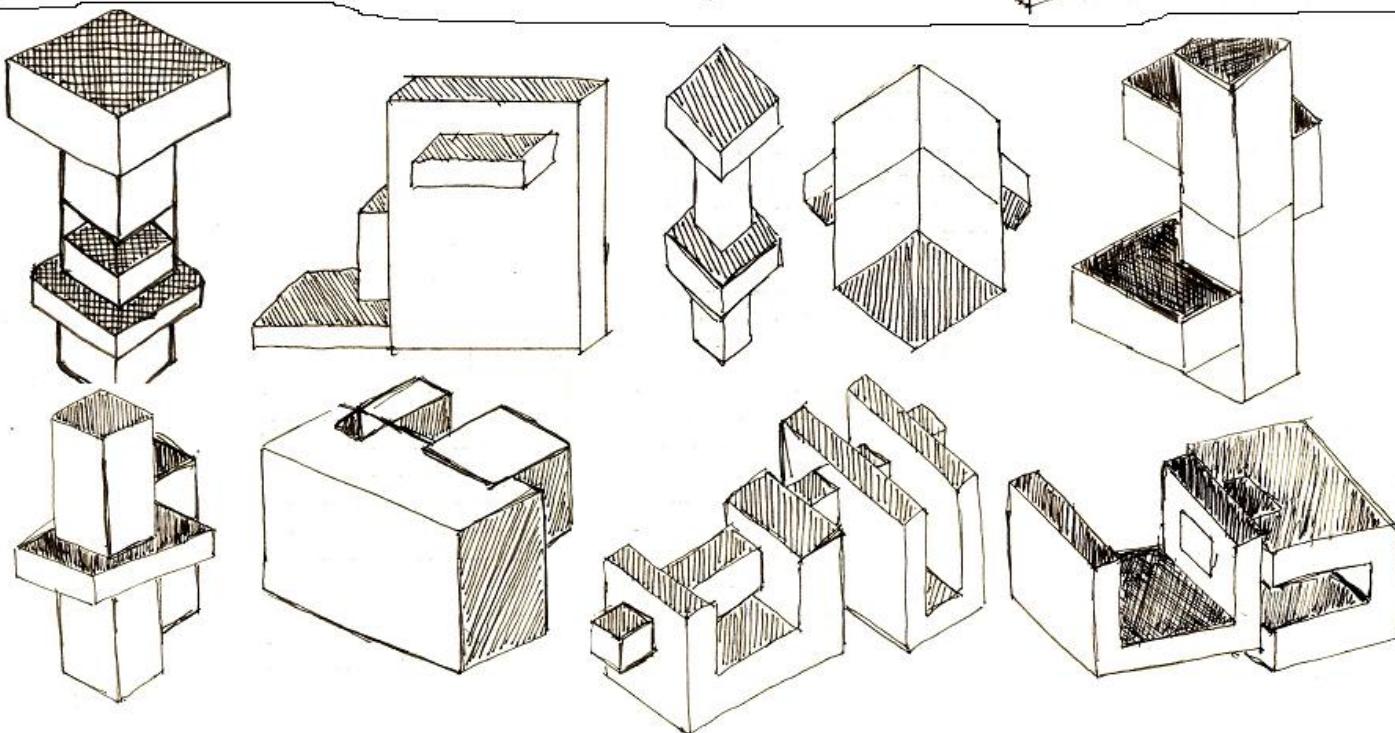
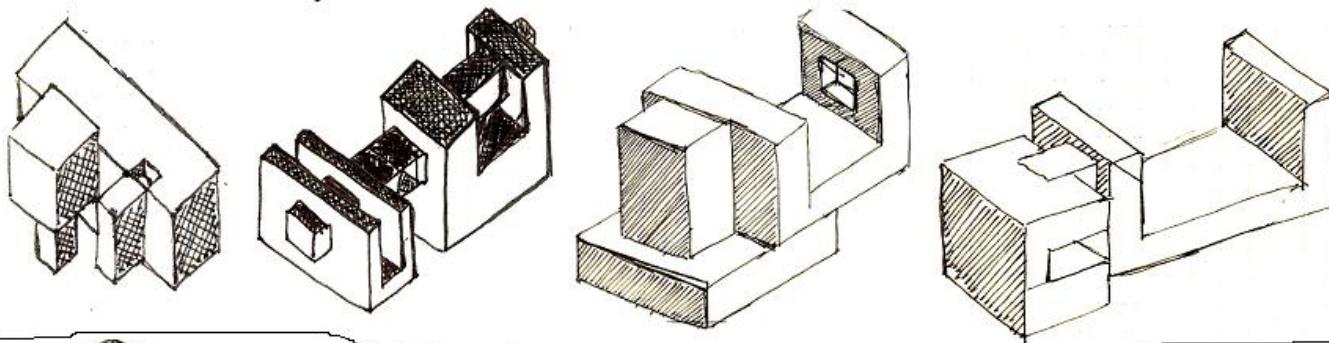
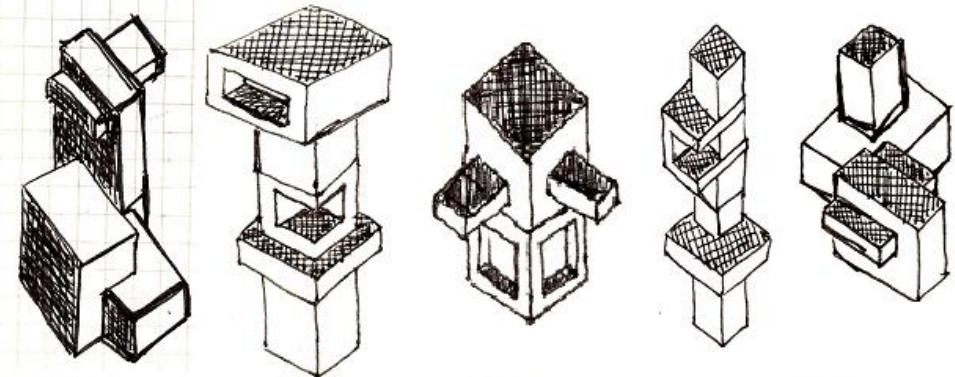


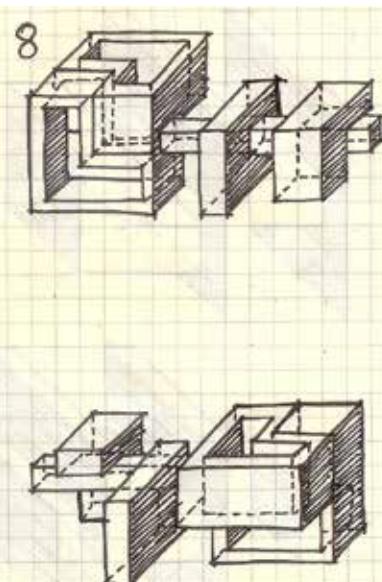
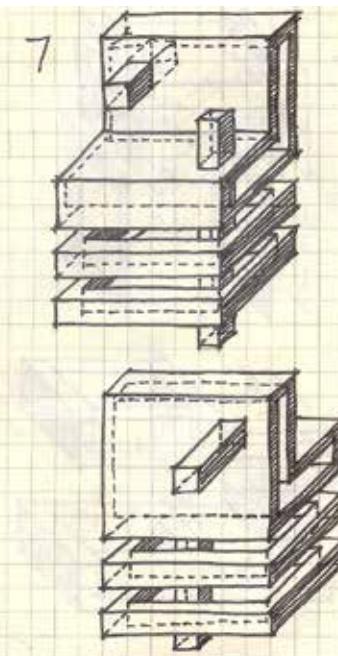
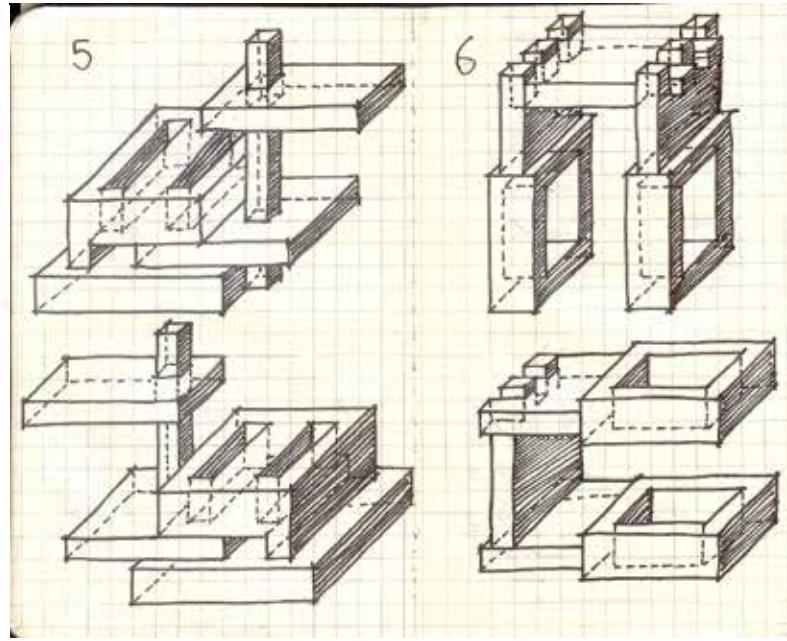
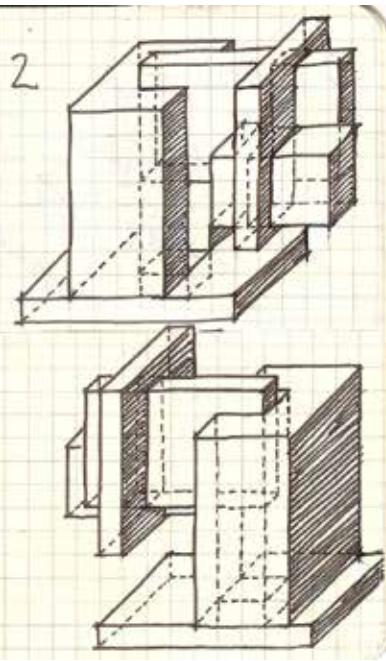
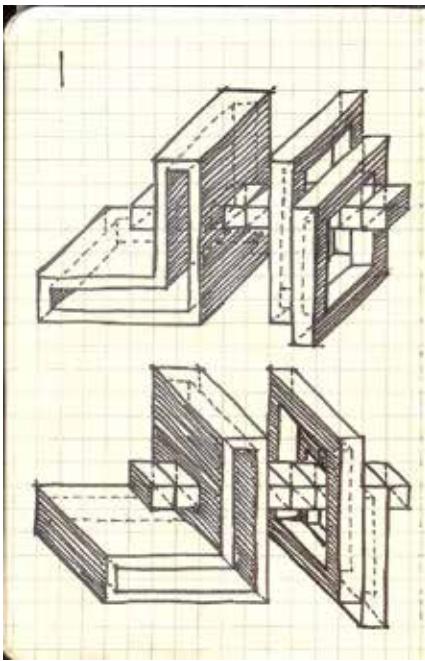


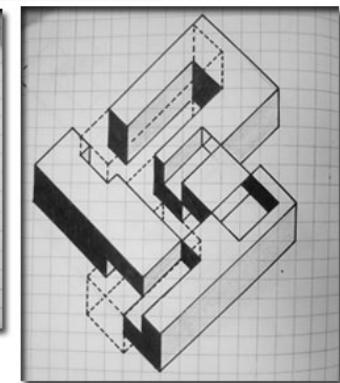
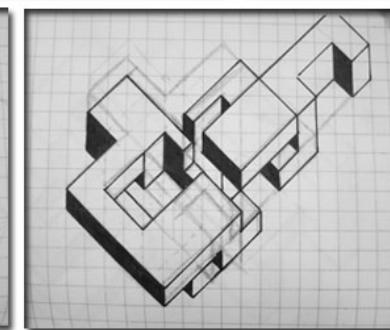
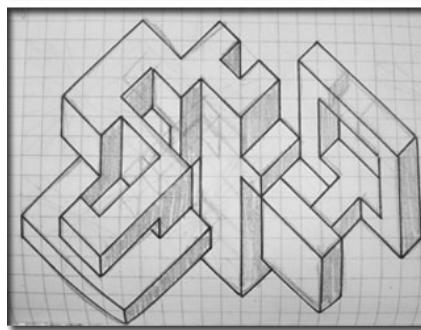
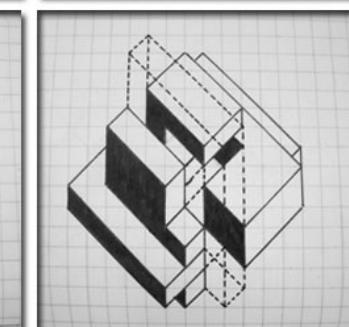
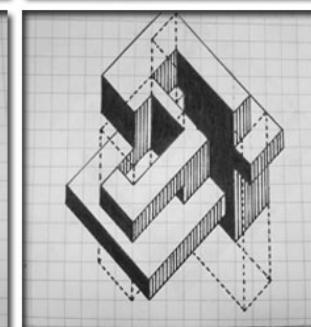
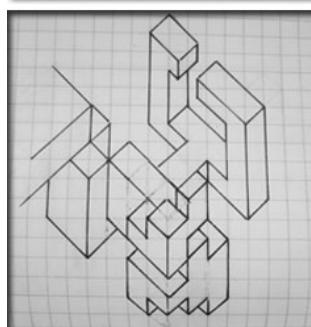
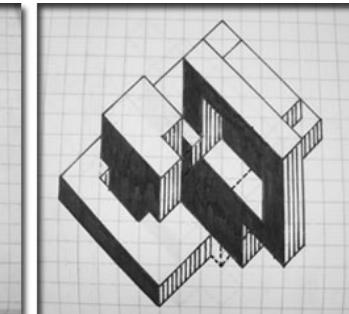
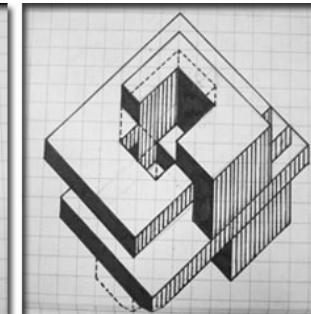
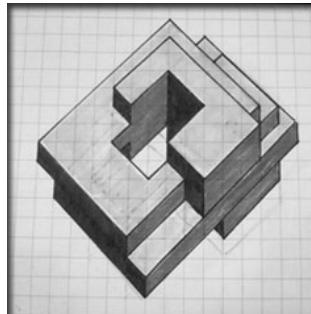
Is too simple the answer ??

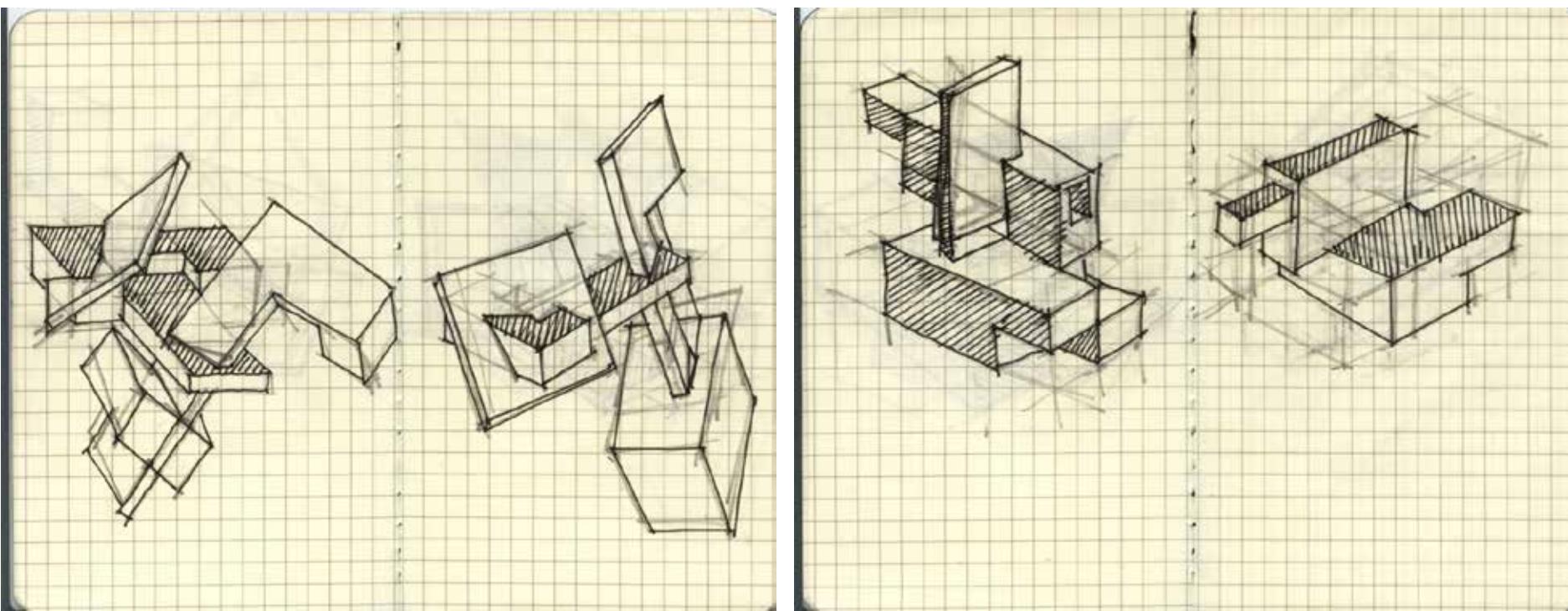




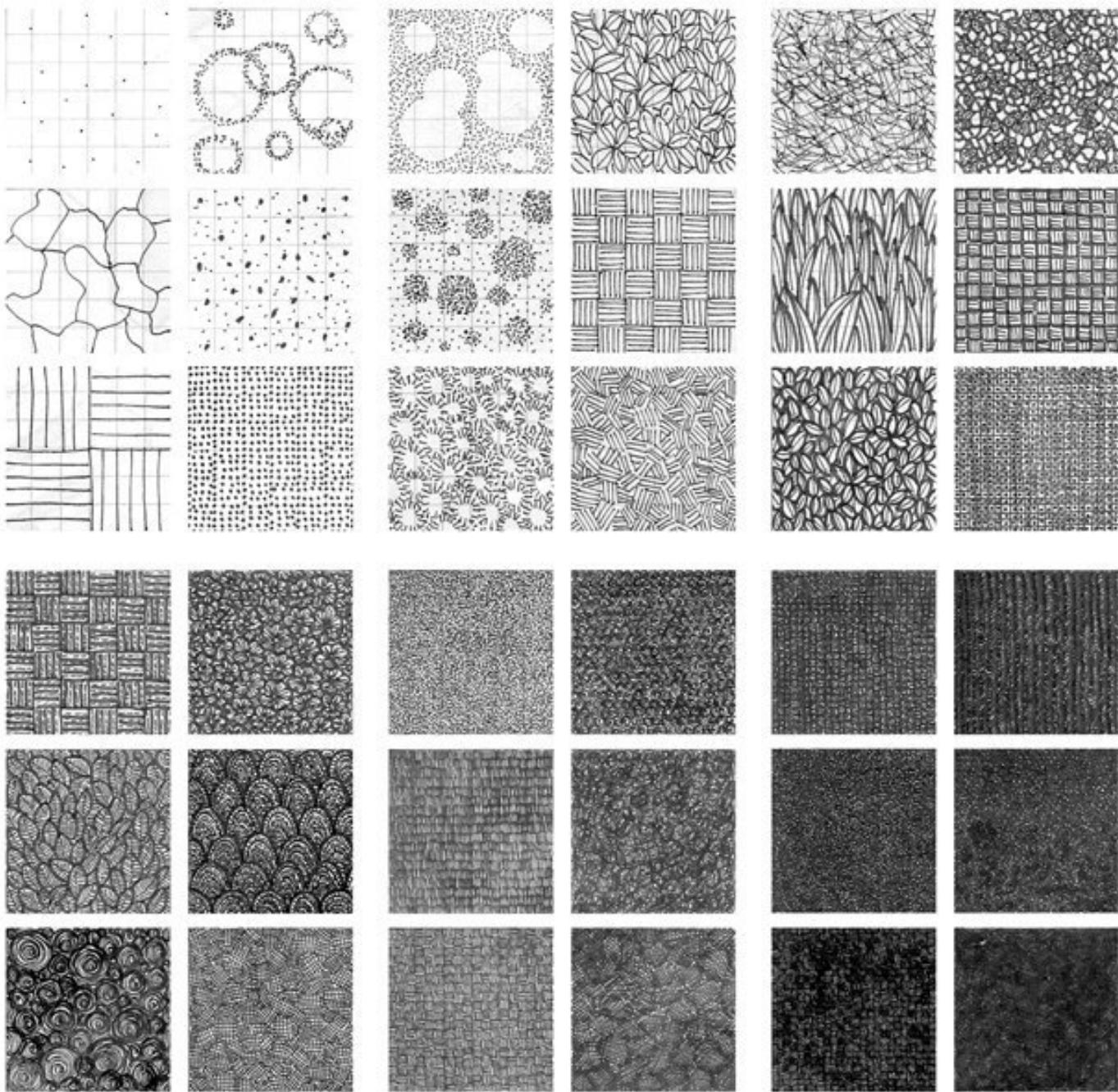


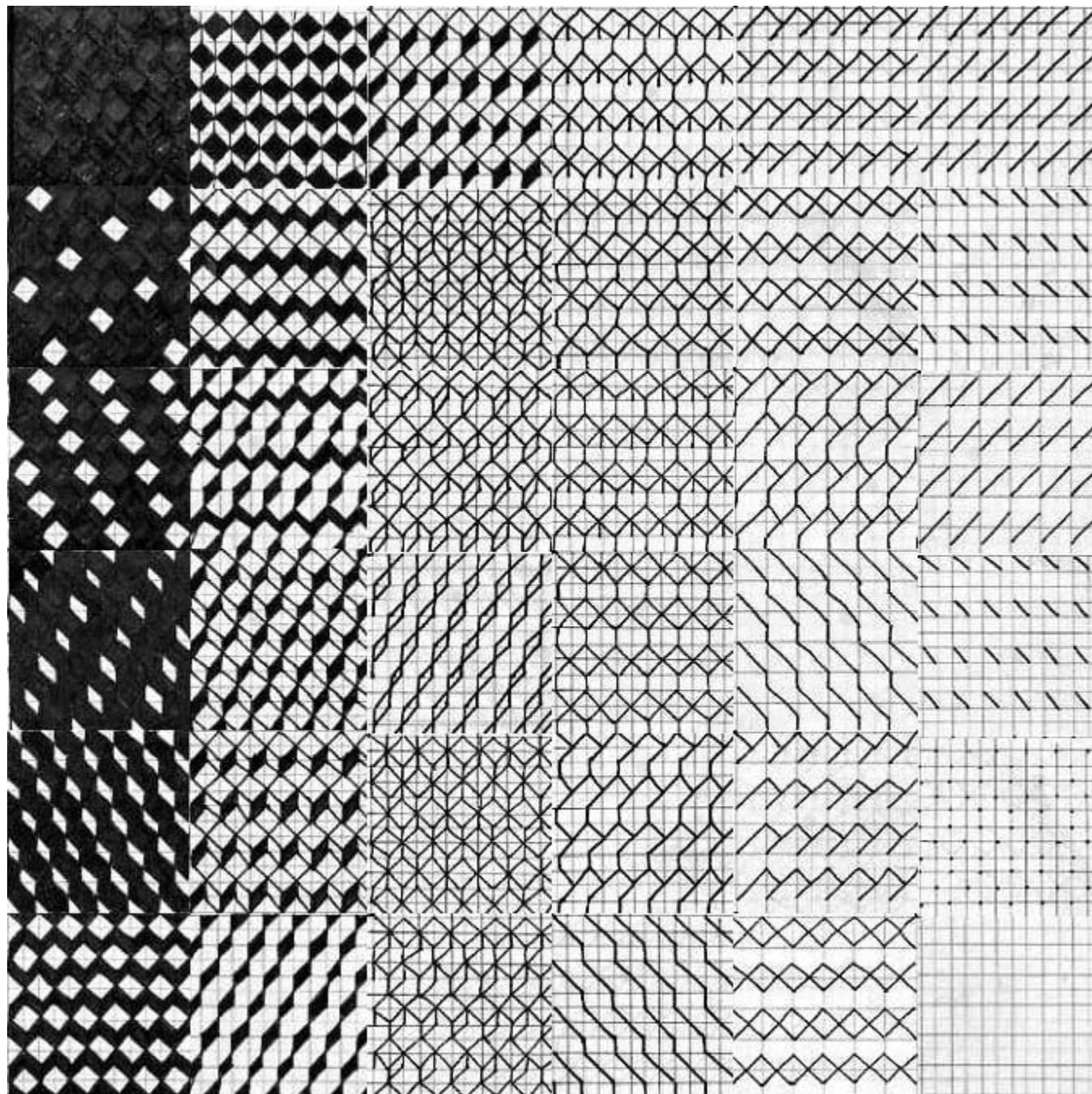


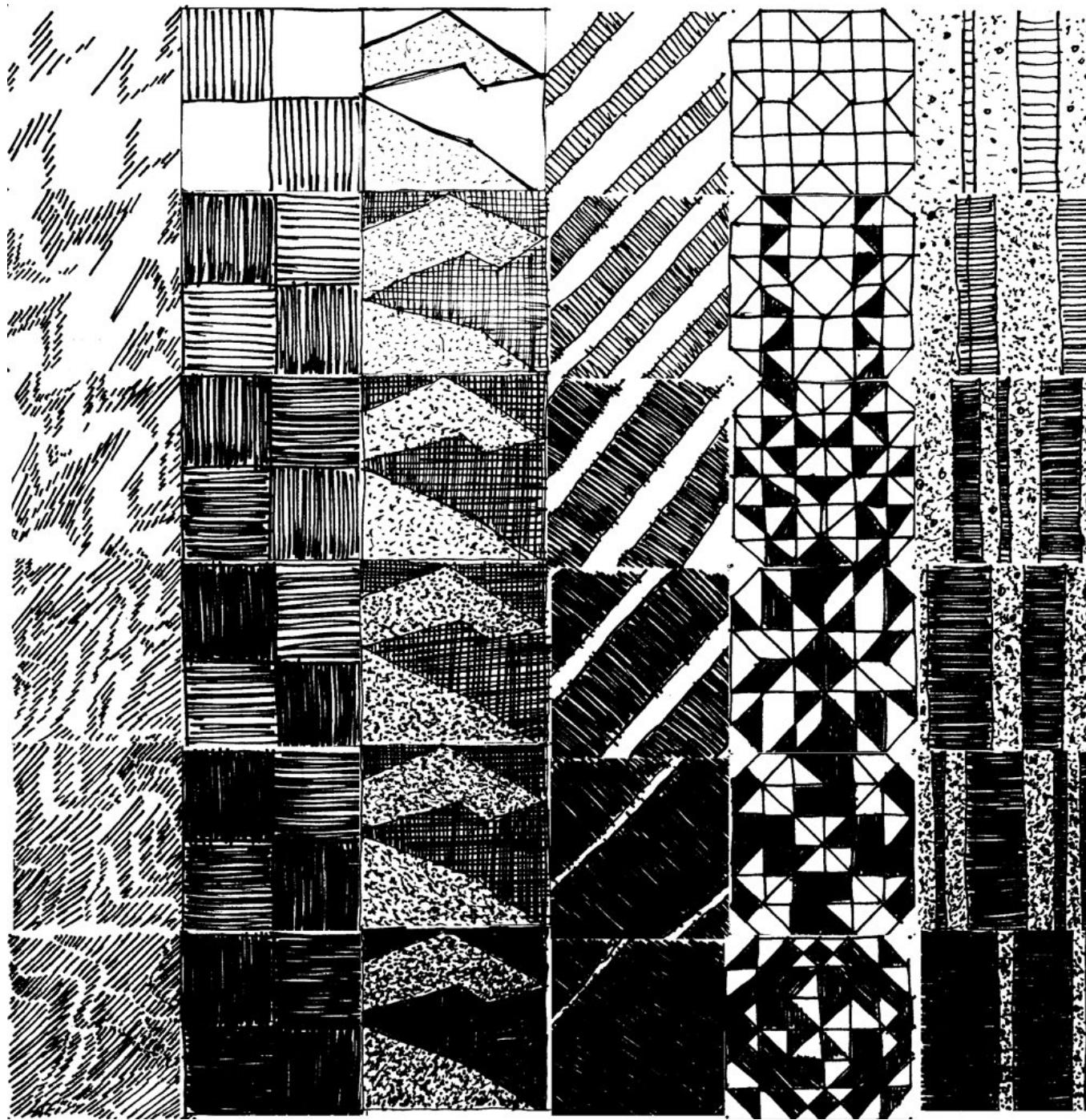




**LIGHT + SHADOW**







**DEMO: CryENGINE3**

**ALL THE FILES YOU NEED ARE HERE:**

Playup: <http://www.playuptools.com/downloads/>

CryENGINE3 Free SDK: <http://www.crydev.net/>

Or Online at UNSW: coursefolders.fbe.unsw.edu.au\DATA\courses\ARCH1101-ArchDes1\Resources\CryENGINE3

Or on the C drive of the machines in the Red Center labs: C:\Program Files (x86)\Electronic Arts\Crytek

# QUESTIONS?