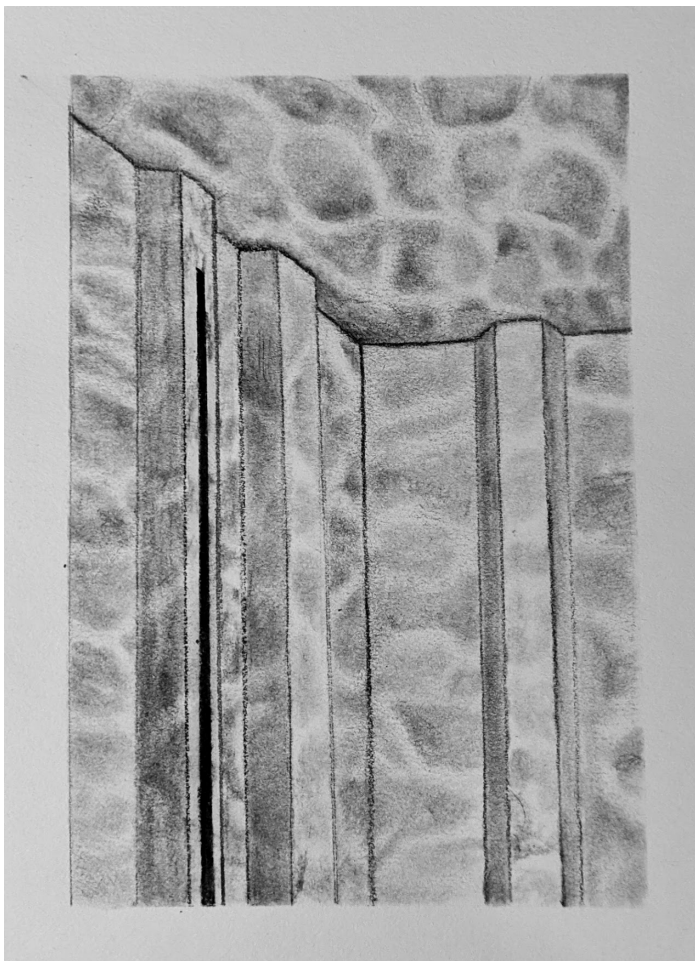


HUMAN SCALE REFERENCE\*\*\*



\*\*\*To show a human scale would have blocked some of the design, so I used only one image of the scale model.



My design process for this assignment started with brainstorming through the investigation of each space type. I looked at images from the internet and in my camera roll to see which space I was drawn to the most. I ended up choosing sacred private and moved from there. I began making some quick sketches and sketch models to figure out how I wanted to manipulate light. I tried to imitate the light reflection that comes off of water onto a wall. I brought these models to our studio but was too anxious to ask for any feedback. Unfortunately I had done the assignment wrong and was building physical structures, not containers. I refined one of my structural models for wednesday and then realized that I had done the assignment wrong once I had finally gotten feedback. Fortunately enough, I was not completely back at square one because I had done some practice drawings and was able to familiarize myself more to the charcoal medium. I ended up making two new sketch models of a container rather than a structure and figured out a new way to make a webbed pattern that makes a shadow that looks like water reflection. For Friday, I began to make a final model out of cardstock based on one of the sketch models. I wanted to contrast the organic shapes of the water shadows with harsh linear and geometric shapes. I ended up folding and cutting the paper to achieve this look and made many sketch models to figure that out. Additionally, I did countless practice drawings to figure out how to draw water light reflection onto a wall. For my final drawings and model I was able to use this iterative process to make a refined result.