



This assignment required a lot of thinking and adapting. Starting with having to adapt our 2D grid systems into 3D models, this took a lot of thought. I had to think about how to make that 2d grid into a physical model that represented the grid. Once the study model was complete, I had to adapt it into a wood model. Wood does not have as much give or bend in the same way chipboard does. It took a lot of time to cut the wood at the correct angles. Although the overall project was time-consuming, I am very happy with the way it turned out. I was able to convey the original grid in my wooden model by incorporating the X-shaped pattern and tertiary length rules I initially implemented. The model, in its final stage, almost reminds me of a spider with the tertiary pieces aligned in a purposeful but unsettling pattern. One thing I struggled with during this project was trying not to make the model too busy. I wanted to use all of my original grid elements without overwhelming the model itself. In order to do so, I did not add as many tertiary pieces as I had planned on so that the model could tell my story without overpowering the primary and secondary pieces. Overall, this assignment was very confusing at first and took me a while to understand exactly what it was asking, but when I stepped back and took a more abstract approach I learned to let the grid system speak for itself.