

Architecture is composed of many elements applied to a space to make it livable, functional, beautiful. Yet sometimes the beauty of architecture can be seen the most clearly when the number of systems and elements involved are reduced. Triangles have played a key role in realizing beautiful architecture due to their strength and versatility. Showcasing triangular structure without being covered by other structural elements is an aspect of this model.

Leading to my final design I went through many iterations of squares, paper models, and pasta models. Through all that, the objective of the assignment slowly became clearer, and I began to understand the ordering systems that are used in architecture ever more slightly. In my final model and drawing set the steps I took involved, rotation, scaling, offsetting, rhythm, and subtraction. First, I rotated my four by four grid by forty-five degrees, and this was to start to create a system of triangles. Next, I offset the inner square that was created by the grid inwards towards the center of the shape. I then added main vertical and horizontal elements of the grid back into place and simultaneously removed any elements that were not necessary for the form to be stable. Finally, I detached the corners of each main diagonal and added tertiary detail in the center of the model to help make the form more simple and easier to understand.

