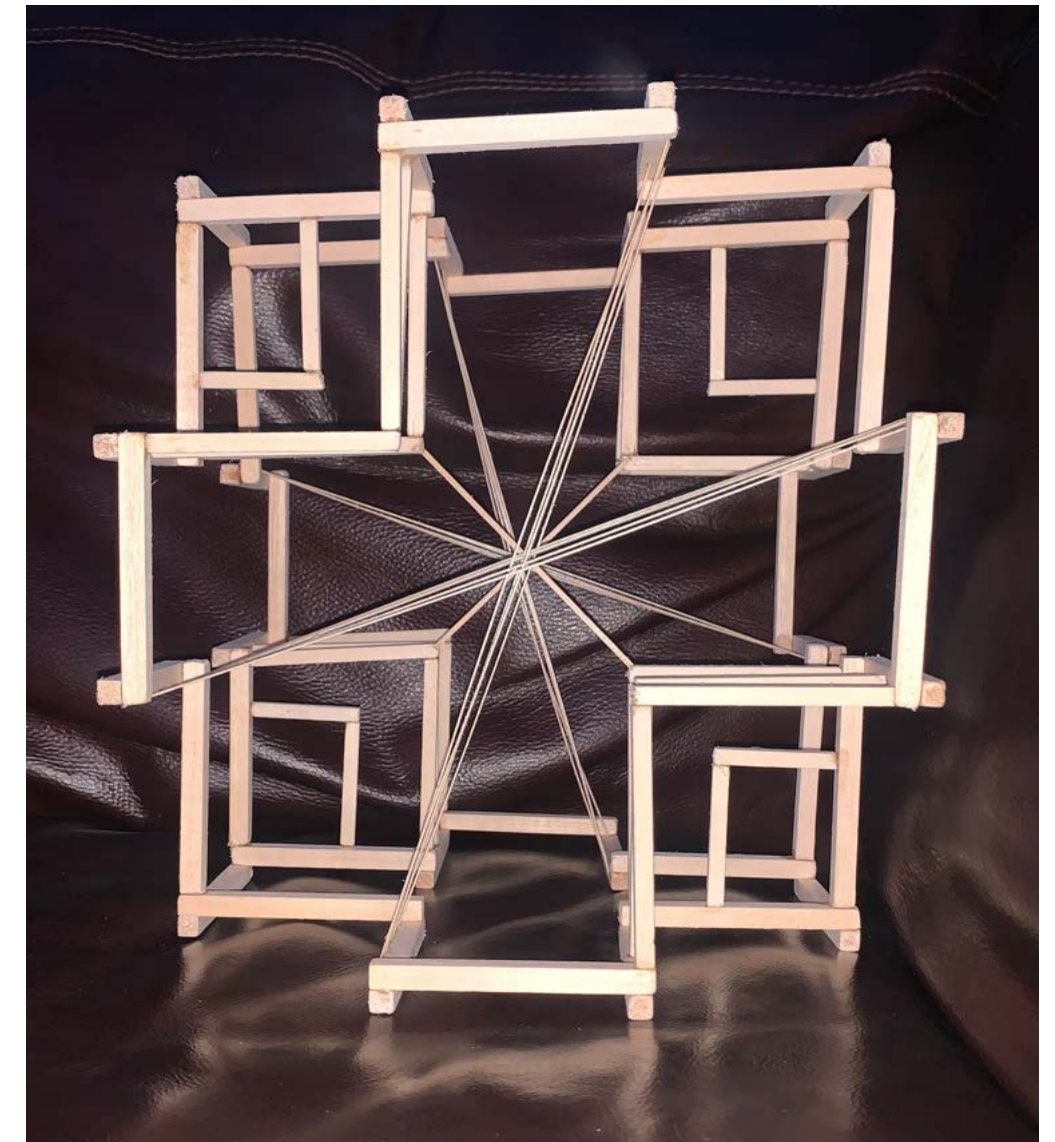
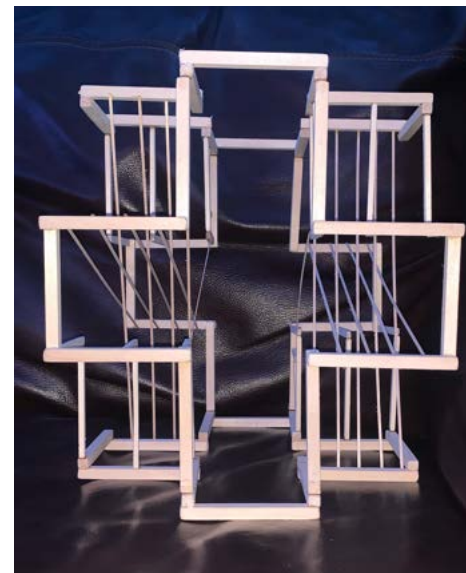
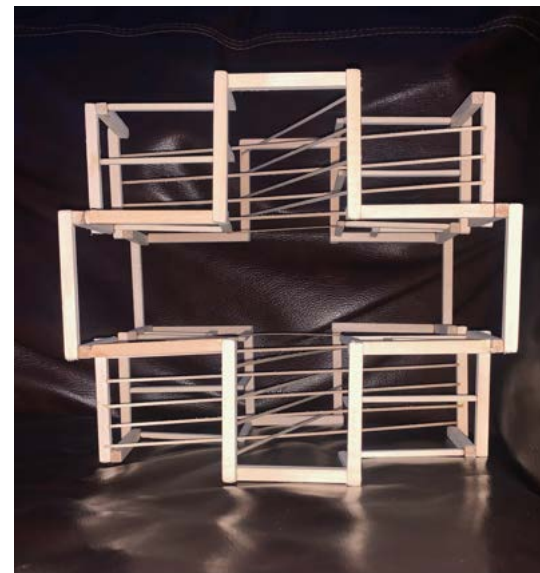
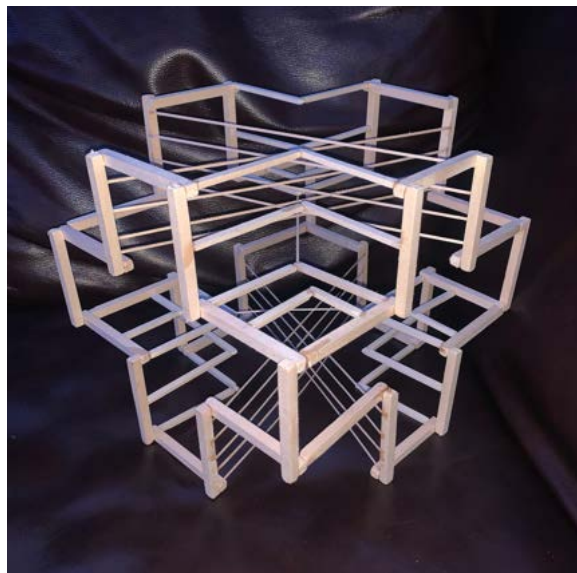
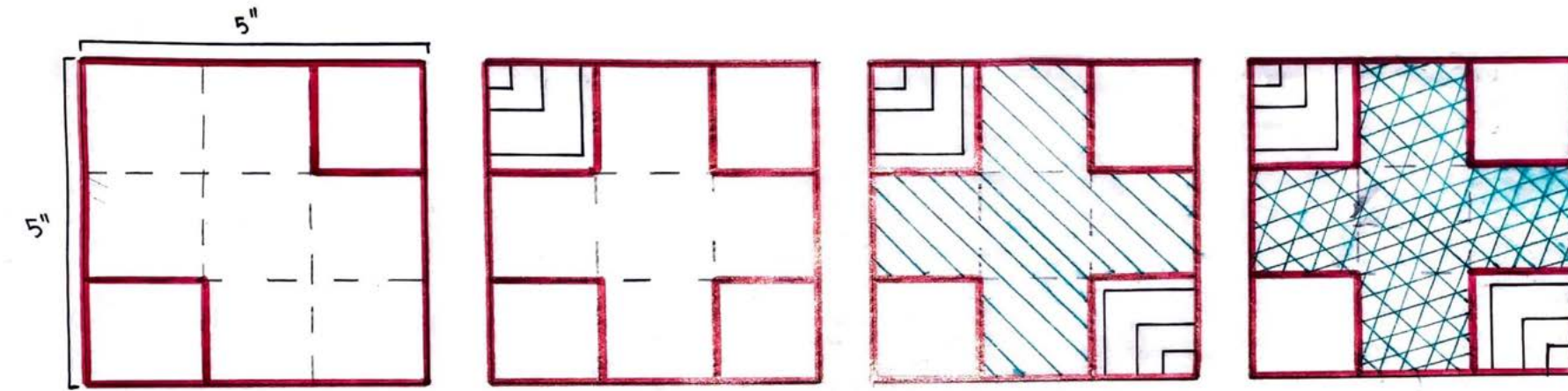




Throughout the process of this project, I learned a lot about symmetry and what it means to truly assemble a system with intention. When first designing this systems on paper, one idea clearly stood out to me and so I decided to stick with the general concept while editing it in subtle ways so that a model could be created from the design without losing its symmetry. While designing this, I started by first using the rule of thirds, and adding the primary elements to enclose the top right and bottom left corners, while also enclosing the entire square. I then rotated this 90 degrees to create a pluss like shape, and added the secondary elements to the top left corner, reflecting this over the origin at a 45 degree angle. When transitioning into the third dimension, the primary elements are viewed as four symmetrical crosses that are connected to create a cube, and the secondary elements stem from this structure to further connect it in every other corner. Going back to the 2D drawings, I then decided to add the tertiary lines at a 45 degree angle, and remove them from all of the corner sections. Lastly, I rotated these tertiary lines 60 degrees both clockwise and counterclockwise while continuing to ignore the corner sections. Transitioning back to the 3D model, I constructed it so that my final 2D drawing could be viewed from the top of the cube, and then this design was reflected onto the opposite side. By doing so, when looking through the cube, each corner becomes viewed as containing secondary elements, even though these elements are only actually constructed in two of the corners. Along with this, the reflection in the tertiary elements allows the cube to seem much more complex with many new interior layers, while at the same time staying symmetrical and not becoming too overcrowded. Even with this reflection from one side of the cube to the other, the tertiary elements all intersect at a centralized point, and continue to fill the cross shaped section of the design without ever intersecting the secondary elements.