



For this assignment, I started off on the wrong foot then kept making mistakes from there on afterward. I did the grid exploration wrong because I was confused then redid it, still a bit wrong but better. After the second grid exploration, I used the one grid 6x6 grid that I did correctly to build my model. For my model, I didn't start with my primary lines because I didn't totally know what I wanted to do with them, so I used my tertiary lines to build 3D pyramids that were represented in my grid. After building the pyramids I then started working on my primaries which I wanted to define my boundaries. I used them to frame the pyramids, while my secondaries represented the more abstract lines in my grid.

My grid had heavy primaries that defined the top edge and the right edge, so for the model, I repeated that on the top and bottom then rotated them. The grid had a diagonal crossing from the upper right corner to the bottom left corner. On the left of the grid was a pyramid of sorts that I ended up making after rotating the grid, and perpendicular lines that went from the upper left corner to the diagonal. On the right of the diagonal were the abstract lines that crossed from the diagonal to the lower right corner. When translating the grid to the model I tried to make the abstract lines a little less sporadic and a bit more organized. I wasn't necessarily happy with the way my grid turned out, but I do like how the model turned around.