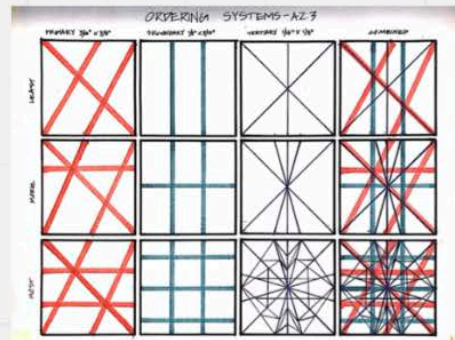
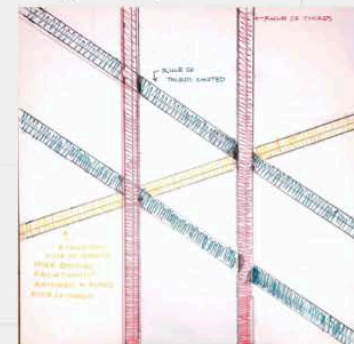


Expansive Keystone

2-D Iterations



Primary Structure Explained



The process of ordering systems to make a visually pleasing assemblage is more complex than I thought. Considering what “rules” and principles to follow became increasingly difficult the more I moved through my project. When I started my final iteration in basswood, it was only then that I understood exactly how all my systems would work together. My primary system has five main lines; two dividing the space **into even thirds**, two dividing the space into even thirds but **shifted up 45 degrees**, and the final line runs through the **“bottom” of the shifted thirds** and top corner of the normal thirds. I knew that I wanted to create a structure that focused primarily on the rule of thirds, so once I created my bottom primary structure I then place my secondary on top. I created a completely normal rule of thirds, but I always doubled the secondary line. This rule was also carried throughout my model. **Primary** would only ever have **one line**, **secondary** would always be **doubled**, and **tertiary** would always be **tripled**. Taking the assignment and terms so literally created a well crafted, visually pleasing model. The model was thought of in terms of a building and how I would craft something in order to divide up space. The **tertiary lines** that were always tripled created more detail and they were also **free to move in any direction**, where as **primary and secondary always had to rely on one another** and had to stack. Without my secondary structure my model would have fallen apart. The structural integrity of the model is not only visually pleasing but strong as well. Additionally, **considering the negative space** that was created was equally important, as it was one of the main driving factors in how I constructed my model.