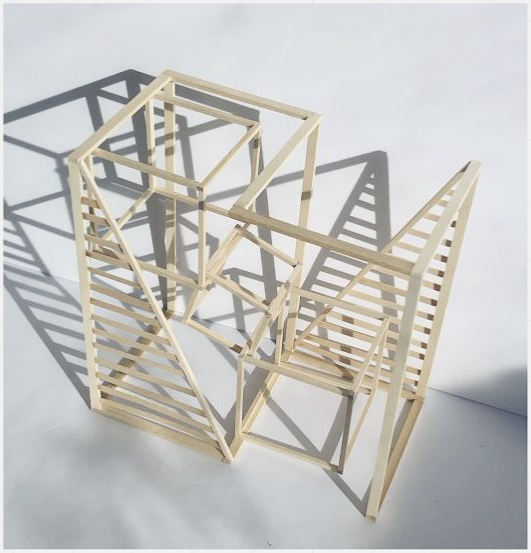

From grid drawing, I constructed an “L” shape as my primary structure. I then added another “L” shape out of secondary lines to the grid, which was flipped 180o. At this point in my grid, I had created a smaller square within the original square-shaped grid. Lastly, I added tertiary elements overlapping each other in the center to create nesting and layering. Transitioning from my drawing to model, I took my “L” shaped figure, duplicated it, then formed a series of primary sticks connecting to each other making a “2”. Because I was working in 3D for my model, I mirrored the “2” and connected both with primary sticks at each vertex. This was intended to create symmetry,balance, and repetition. I then inserted diagonal sticks on both sides of the “2” to make for a more complex model (so not every line runs horizontally or vertically). In the negative space within my model, I played with nesting and layering and decided to interlock three cubes moving up the diagonal support elements. This created rhythm, as I repeated elements for unity. I made the cube in the center smaller to create a more visually pleasing sight, while exploring proportion. At the same time I included hierarchy as the cubes move up, similarly to stairs. Lastly I placed my tertiary elements within the triangular spaces (which are mirrored) vertically spaced evenly to create an “opaque” region where the viewer would have to navigate around the model to explore the beauty within my model.