



## Introduction to Digital Media 2

Carnegie Mellon University  
School of Architecture  
Spring 2011

### Project 4: Hybridized Building Section and Analytical Diagram

#### Overview

For project 3 and 4, the class will be assigned 4 canonical North American Louis Kahn buildings to serve as the basis for architectural analysis and representation. The projects are assigned alphabetically as follows: [A-C] Esherick House; [D-G] Kimbell Art Museum; [H-L] Phillips Exeter Academy Library; [M-P] Fisher House; [Q-S] Salk Institute; [T-Z] Yale Center for British Art. Projects 3 and 4 will require the construction of a digital model of your assigned building. This will serve as the geometrical basis for the various facets of both projects.

#### Description

Using the base three-dimensional model created for project 3, you are to describe your building through two distinct representational methods, a perspectival section and an analytical drawing. The successful completion of these “drawings” will require the use of both raster and vector drawing methods to produce seamless hybridized products. Both drawings must utilize rendering in some form to communicate the quality of light within the chosen spaces. While this section can be cut anywhere through the building, you are challenged with finding the most informative location to cut your section.

#### Goals

Understand the virtual modeling and architectural drawing workflow in Rhino  
Understand how to utilize virtual lighting and rendering to simulate the play of light within a virtual model  
Understand basic V-Ray Rhino rendering techniques  
Create a legible and detailed architectural drawing

#### Resources

Books containing dimensioned drawings of the four Kahn buildings are on IDM2 course reserve in the library.

#### Specifics

Virtual output:	PDF uploaded to Blackboard (page size must be 18" x 24" landscape orientation)
Physical output:	Schedule:
	2.28 Project assigned
	3.21 Project due at beginning of class

#### Grading and Evaluation Criteria

- You will be graded on the following:
- Level of information conveyed through section
  - Manipulation of light through your spaces
  - Rendering and drawing quality
  - Clarity of drawings through use of line-weight, tone, etc.
- Project 2 equates to 20% of the final grade.