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/1/26/15

## **Project 1: TECTONIC SYSTEMS: Marble & Plane**

**Proj.1, ASSIGNMENT 4** (due Fri. 1/30, 1:30pm)

Continue to iterate, improve, refine and strengthen the performance, design, and representation of your marble moving device in models and drawings. Work both in paper and in Rhino, back and forth, constantly assessing, critiquing, and learning from what you made, and applying it back to the various representations. Don't be stubborn; allow your design to change.

Review the lecture from Friday, read the Sekler article "Structure, Construction, Tectonics" again, and think about the architecture we saw on Saturday in Cleveland Akron, particularly issues of form and structure.

Continue to include more "structure" in your project. Remember that structure means "organization" or "order," and often implies a "system" of structural members such as "sticks" or "ribs." These help create a "scaffold" or "skeleton" that can help support the flimsy paper sheets, or define the curved surfaces, or create profiles for spatial definition.

Your Rhino model should attempt to capture the most important <u>geometric</u> principles in your work. Focus on essence and abstract principle, and NOT on "appearance." Be sure your drawings work both in "wire frame" mode, and as surfaces. Consider the overall composition of your paper construction; and also break it down into smaller components, perhaps repeating elements. Attempt to show the "system(s)" in your design, or if it is more irregular, consider "regularizing" or systematizing the geometry so that it can be measured and communicated clearly and precisely. Record not just the shape and configuration, but also the "moves," or folds, or actions performed on the paper. Your model does NOT need to include the entire paper structure, but may only need to focus on the most important generative component, move, or technique.

Your paper construction should orchestrate the three most important criteria of all good architecture, according to Vitruvius: 1) <u>Firmness</u> - the paper construction should be structurally sound and stable (not flimsy or wobbly or tippy). 2) <u>Commodity</u>: the paper construction should perform well and function properly, the marble should move between two points. 3) <u>Delight</u> - the paper construction should be elegant, beautiful, and well crafted, both overall, and in detail. It should be efficient, no extra pieces, nothing missing; the whole should be more than the sum of the parts.

Carefully compose and compile the best views and details of your paper model(s), the best views of your Rhino model(s), and the best geometric diagrams, sketches, process work, and inspiration(s) of your marble moving construction onto two11x17 sheets. Show a lot, but avoid being repetitive. You can show more than one view of your paper or Rhino model if it shows new aspects of your work. Consider using the computer or sketches to show larger or expanded versions of your system and design. Carefully curate the content and composition of your two pages. Balance the amount of process work and diagrams needed to understand the final product. Don't forget to list your name and the class and date. You will be graded based on rigor and creativity of your process so far, but also on the strength of the final submission.

**DUE Fri. 1:30**: Print both 11x17 pages using a color printer, and hang both sheets for all students in the MM320 crit space. Curate the exhibit as a group!

**DUE Fri. 1:30**: Place a single pdf file of both pages on the archpcserver, in the folder: \\archpcserver\Studios\\S15\_48-105\\01 Proj.1 Marble 11x17 Sheets
Please be sure to use the file name: \quad 48105\_\S15\_\text{lastname\_Proj.1\_Marble}

**DUE Sun. 10:00pm**: Work together as an entire class to create a single video that records the motion, sound, and light performances of all 49 marble mover projects in under five minutes. Please post the video to YouTube, and email a link to the entire class through Blackboard announcing it.











