

# SITE IMPRESSIONS

- \* very open, broad views.
- \* Freedom
- \* Peaceful.

Bird's eye view of WENDERHOLM



VIEWPOINT From site. (Edge)



VIEWPOINT From an area further back.



View from top of cliff



The cliff where the treehouse will be built on.



\* Flat Area where the tree house can potentially be built on.

# AIR



\* I WANT TO CREATE THE SENSE OF FREEDOM AND ADVENTUROUS IN THIS SPACE.

Incorporate a balcony that overhangs over the cliff?



## INSPIRATIONS

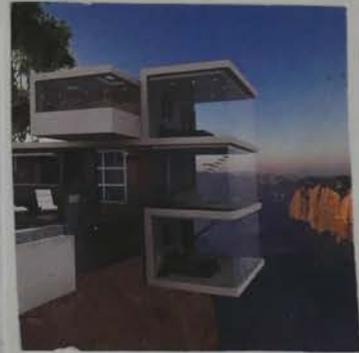
\* OVER THE EDGE



\* Create an over night holiday accommodation for people to have fun and relax in.

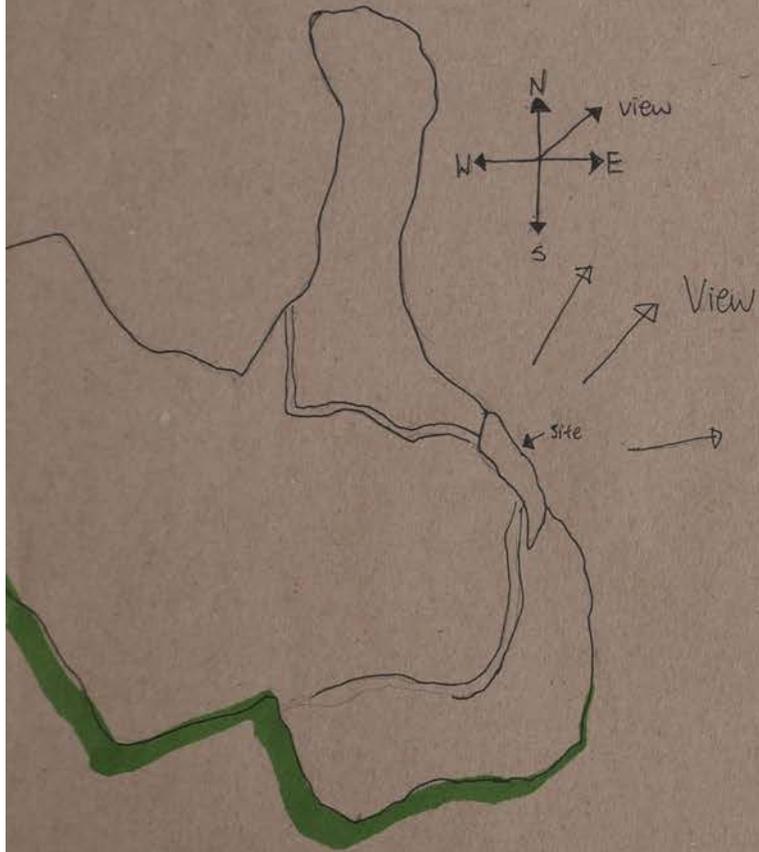


\* ALSO, CREATE A SENSE OF RELAXATION SO PEOPLE CAN FORGET ABOUT THEIR WORRIES WHILE THEY ARE STAYING HERE FOR THEIR HOLIDAY.



\* flowy, free, fluent & open.

# Site Analysis & aspects that I need to achieve.



\* Building facing North East so the building will get the best view and Sun light.

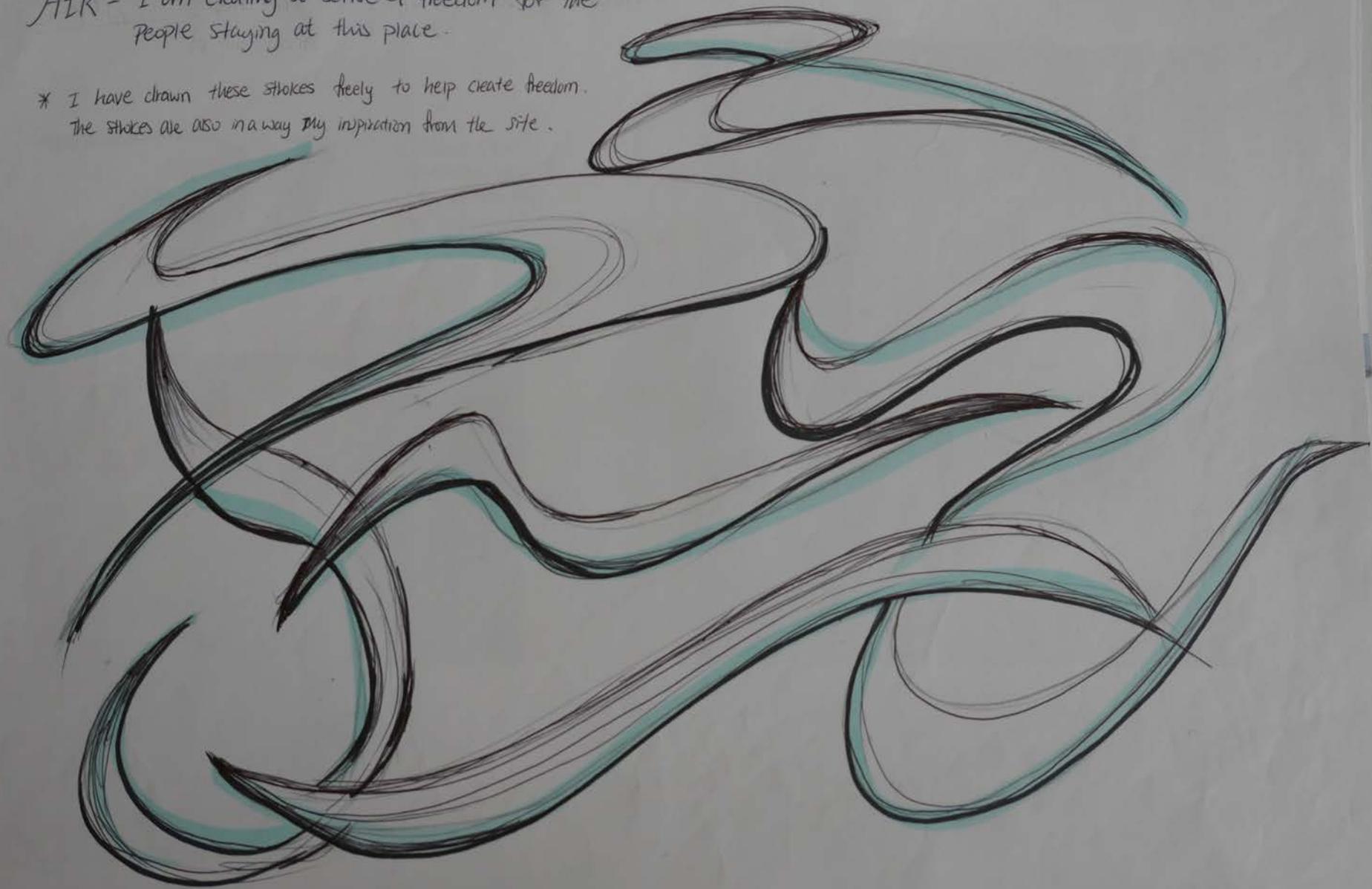


## IMPORTANT FACTORS

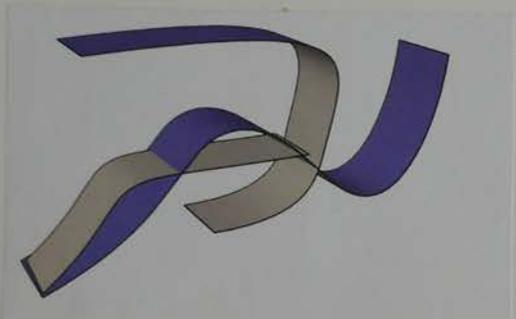
- \* Make sure the building has a sense of freedom
- \* Lead the people to the balcony hence view
- \* Give an unique experience to the people
- \* Create adventurous sense that will make people feel like they are one with out (nature)
- \* Human flow (fluently)
- \* over the edge
- \* Relaxation from worries in daily life.

AIR - I am creating a sense of freedom for the  
people staying at this place.

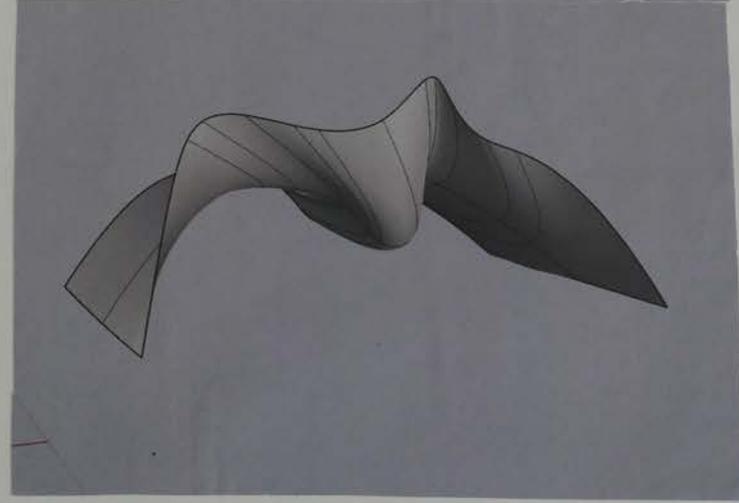
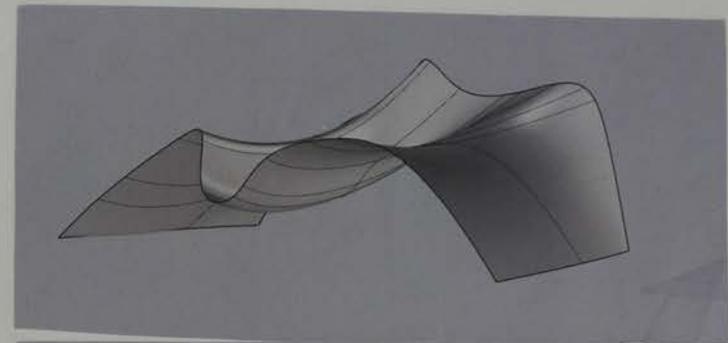
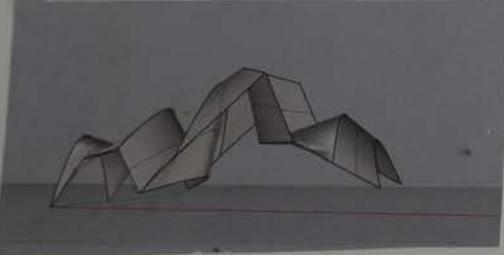
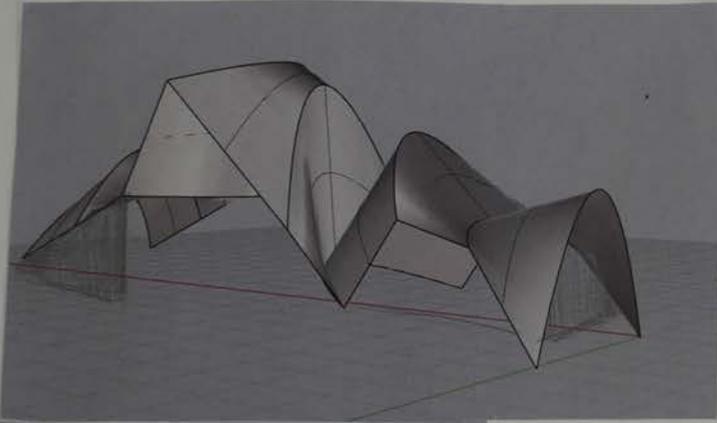
\* I have drawn these strokes freely to help create freedom.  
The strokes are also in a way my inspiration from the site.

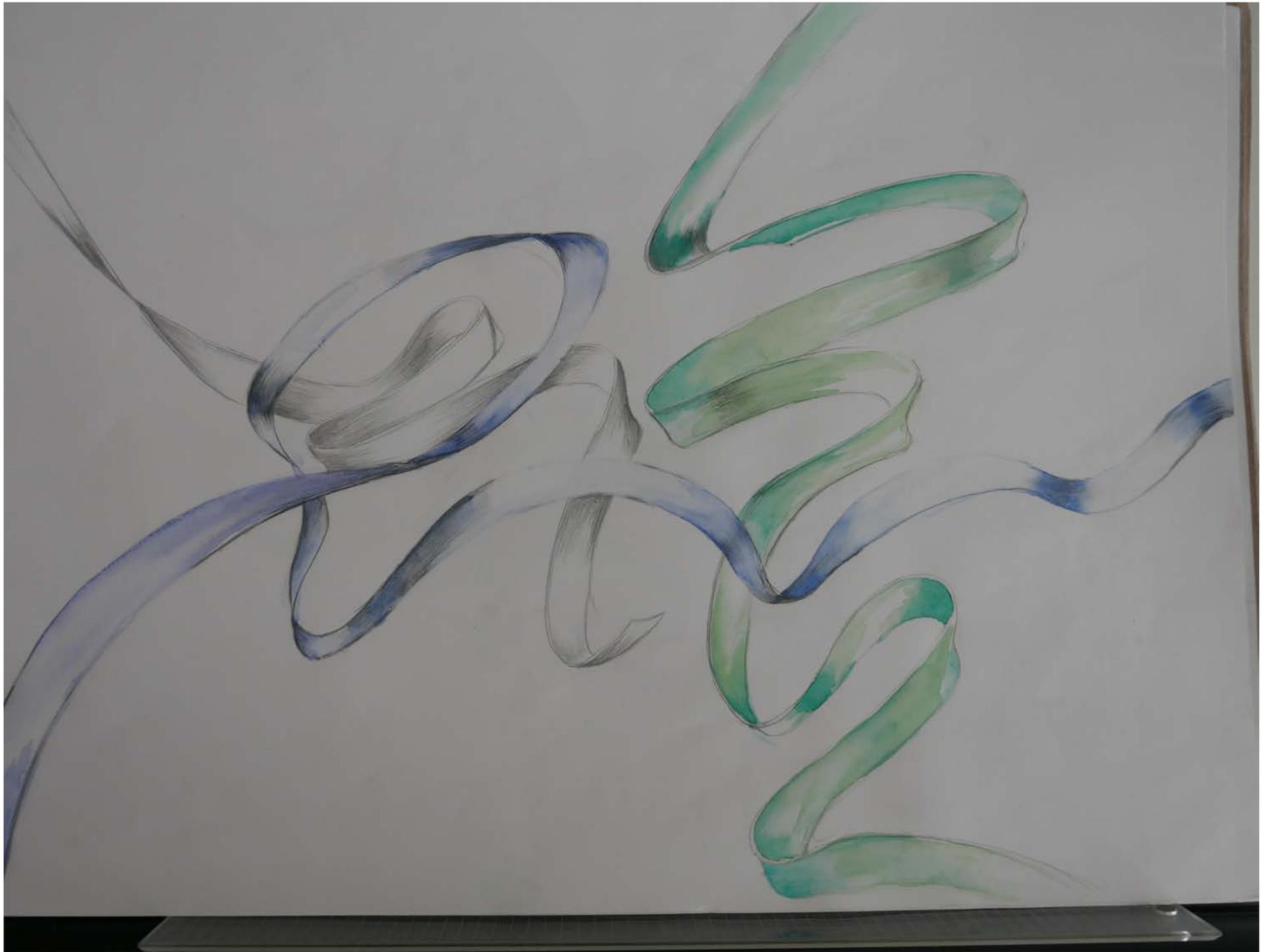


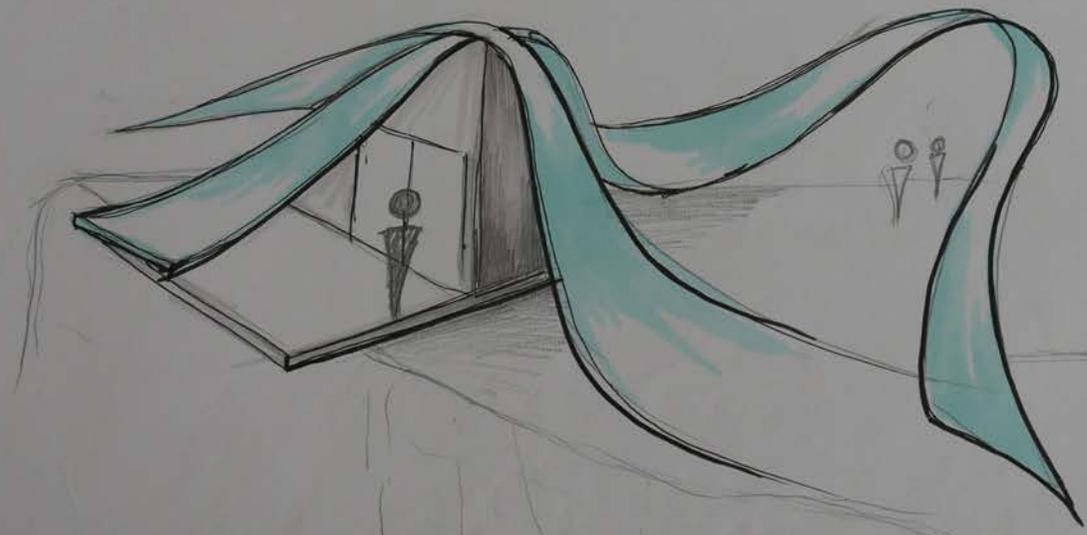
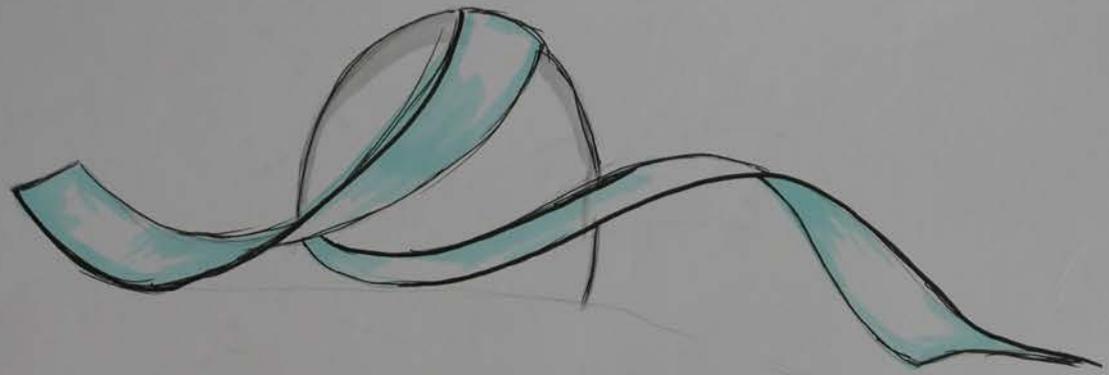
# Exploring on CAD



\*Ribbon like structures are very interesting to explore with.





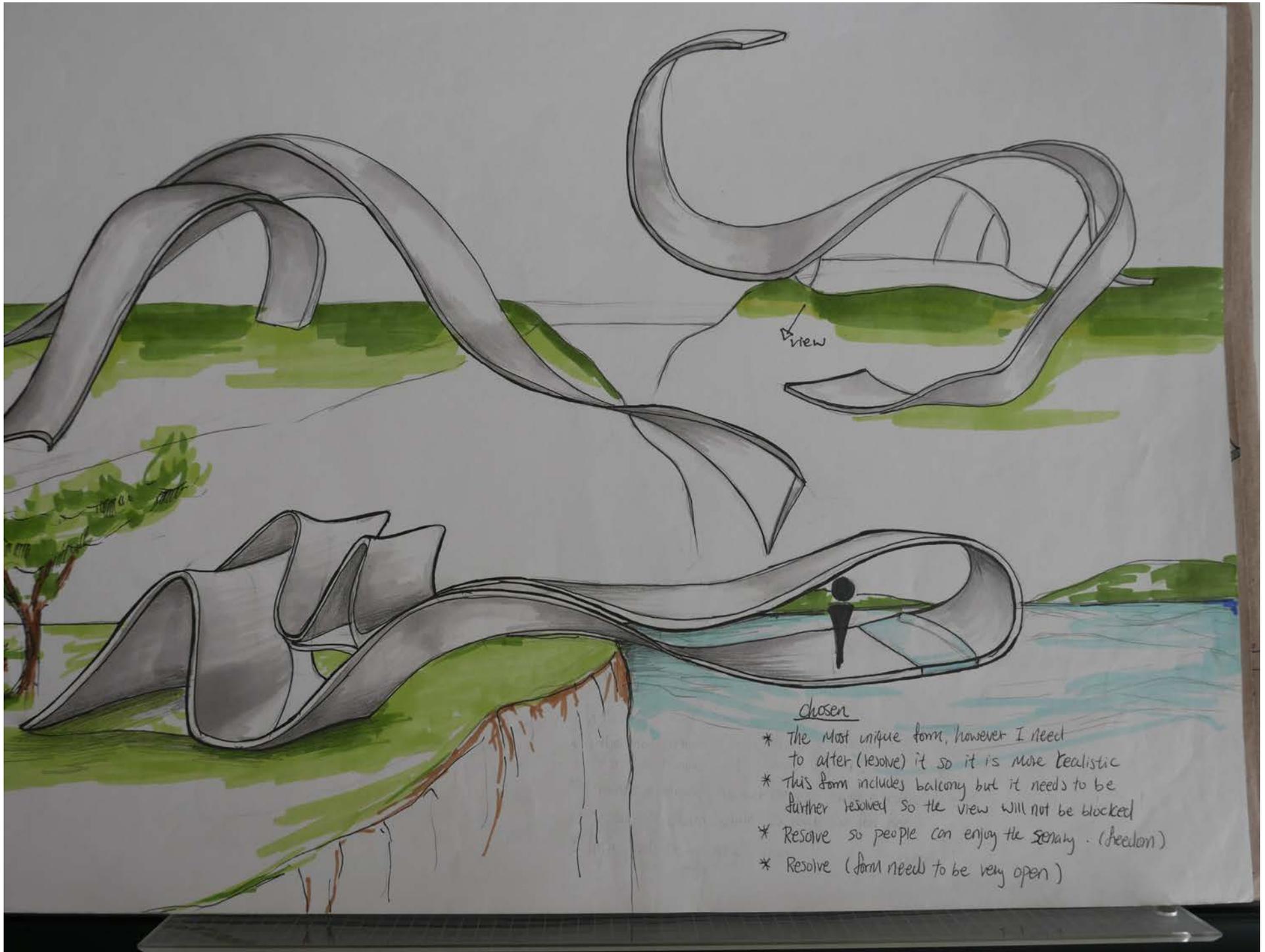




Exploration



elaboration

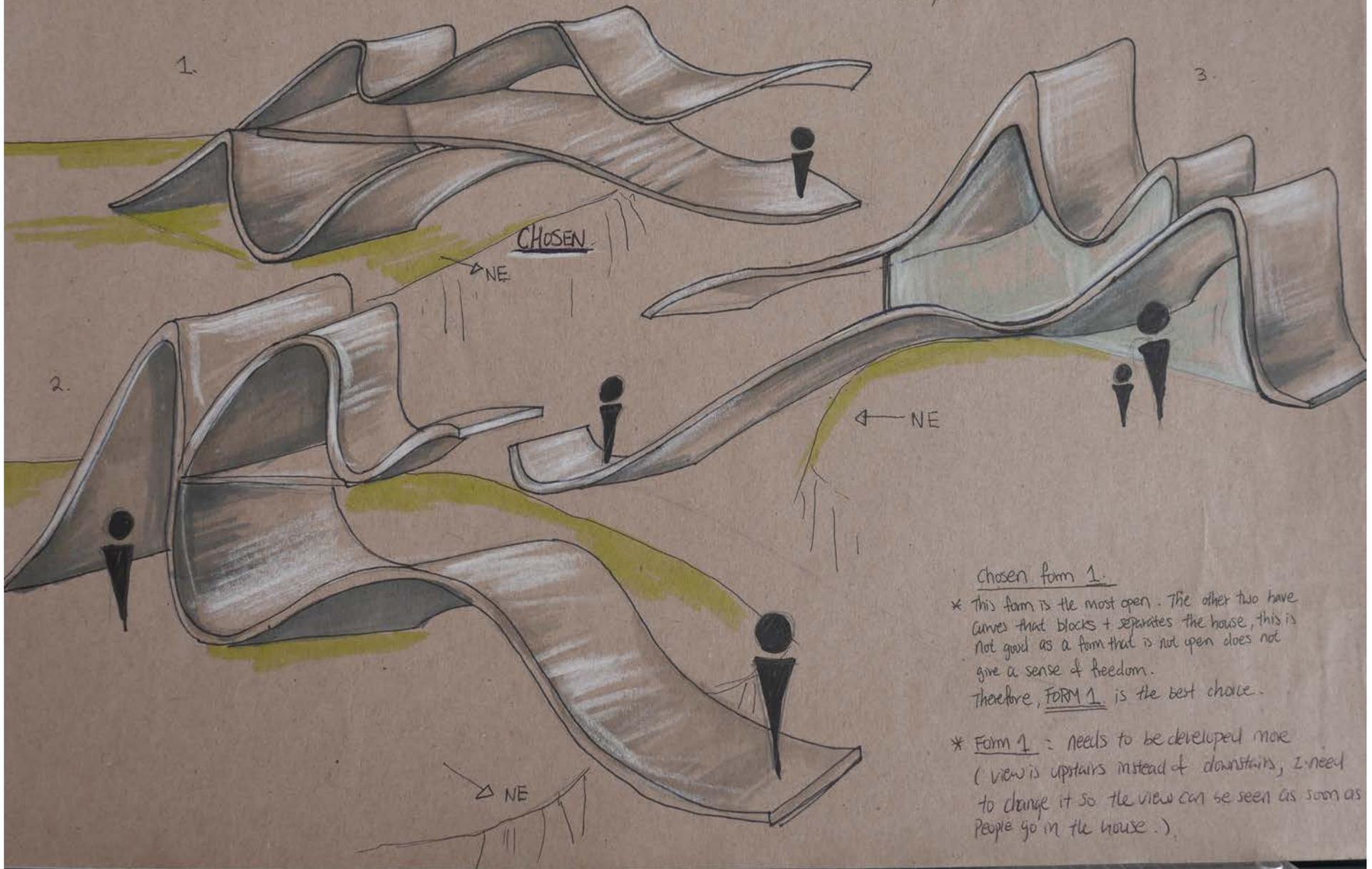


view

chosen

- \* The most unique form, however I need to alter (resolve) it so it is more realistic
- \* This form includes balcony but it needs to be further resolved so the view will not be blocked
- \* Resolve so people can enjoy the scenery. (freedom)
- \* Resolve (form needs to be very open)

Resolving - How can I develop the form further. (More logical) as the form before is unrealistic for people to flow ~~the~~ (walk) through.



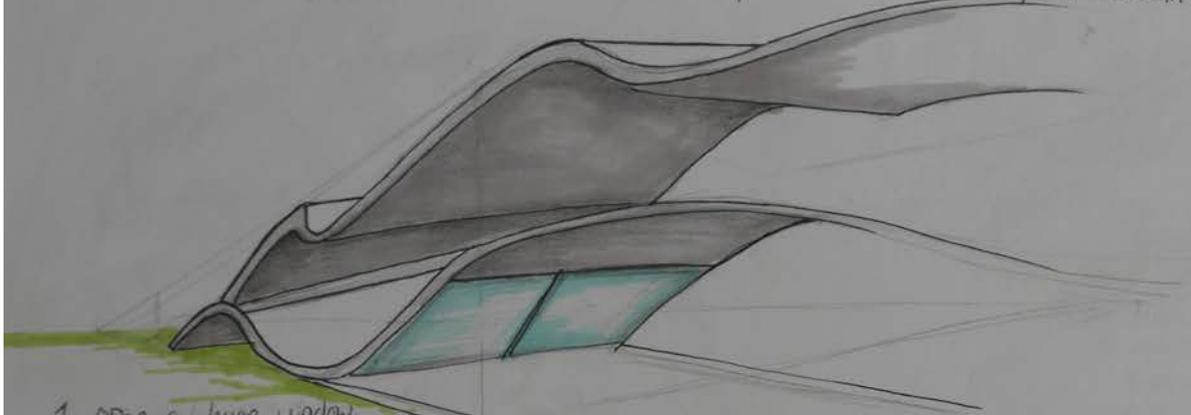
Chosen form 1.

\* This form is the most open. The other two have curves that block + separates the house, this is not good as a form that is not open does not give a sense of freedom. Therefore, FORM 1 is the best choice.

\* Form 1 : needs to be developed more (view is upstairs instead of downstairs, I need to change it so the view can be seen as soon as people go in the house.)

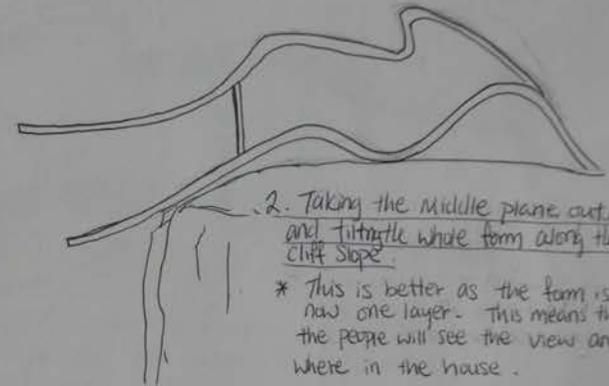
Resolving - How can I make sure the scenery will be the first thing that people see when they get in the house. (Freedom)

\* The form now, entrance is at the bottom floor but the view is upstairs. This is not good as people need to see the view as soon as they enter the house so they can connect with nature.



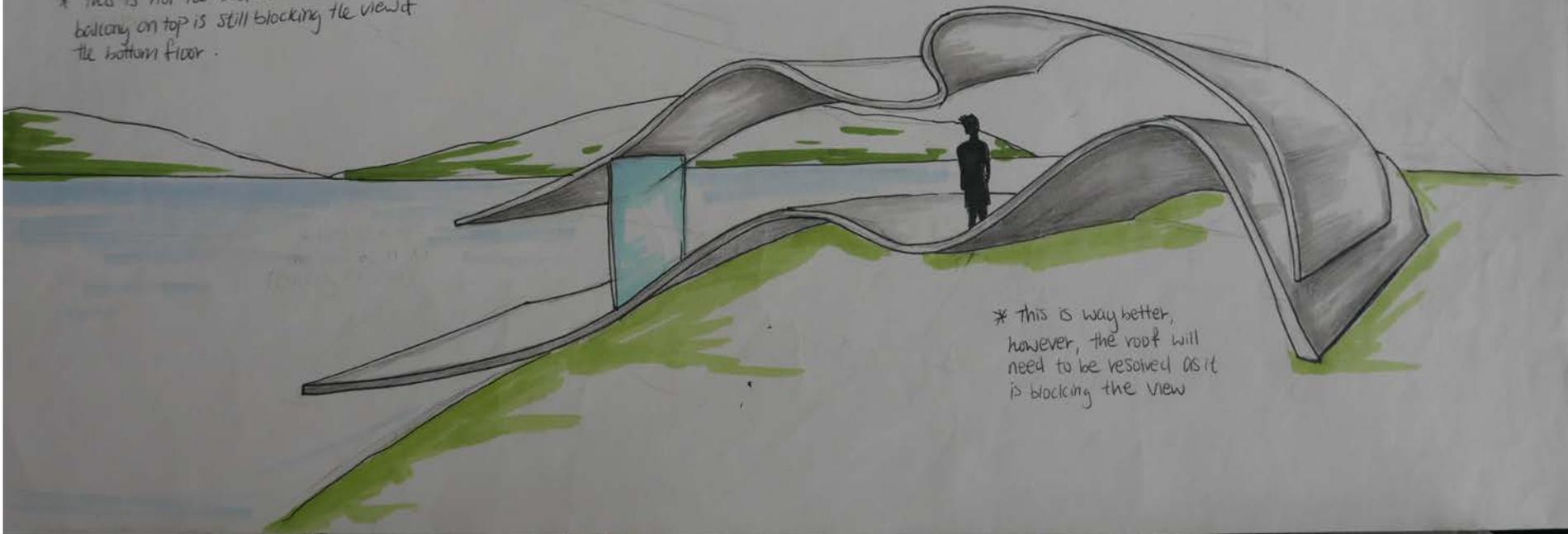
1. Open a huge window at the bottom floor.

\* This is not the best choice as the balcony on top is still blocking the view at the bottom floor.



2. Taking the middle plane cut and tilt the whole form along the cliff slope.

\* This is better as the form is now one layer. This means that the people will see the view anywhere in the house.



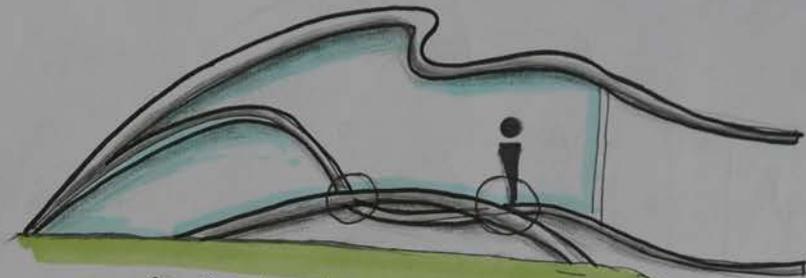
\* This is way better, however, the roof will need to be resolved as it is blocking the view

Resolving - How can I resolve the floor of the form so it is not bumpy.  
- Need to make it easy for people to walk on. (flow through the form freely)



1. Insert horizontal plane.

\* This is a lot better as the floor is now flat. This means that it will be easy to walk on and also mean that the people can see the view without getting distracted by the uneven floor.

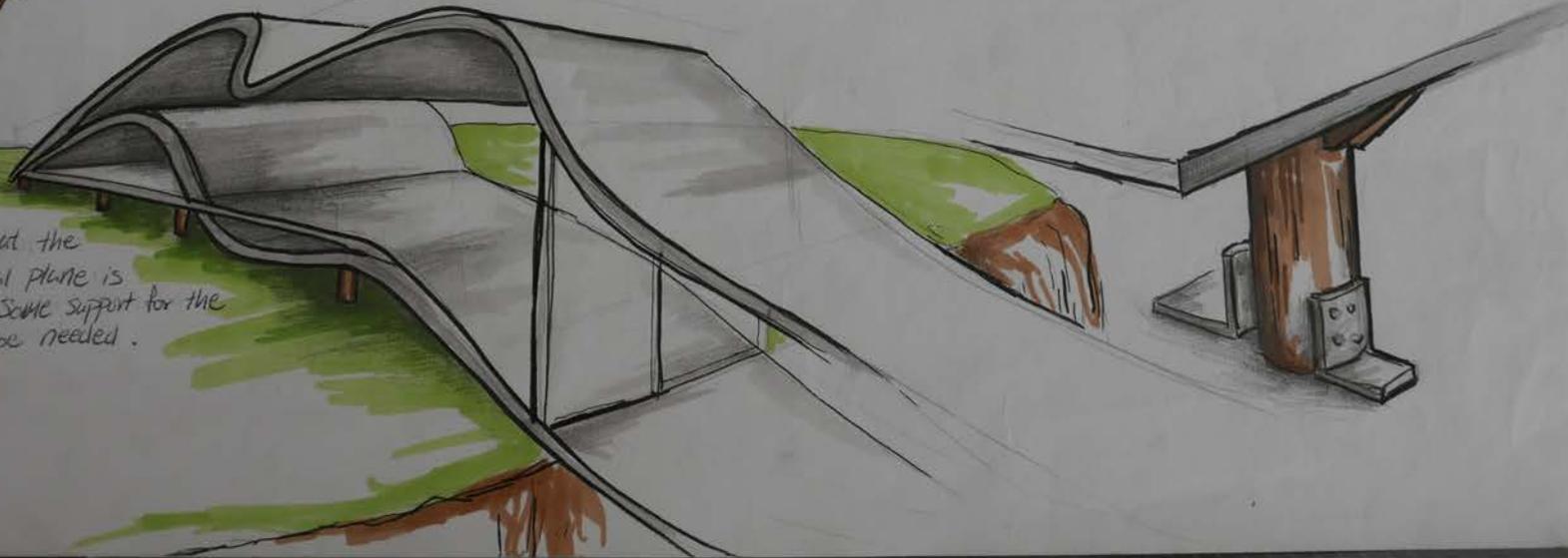


2. Insert another Curve

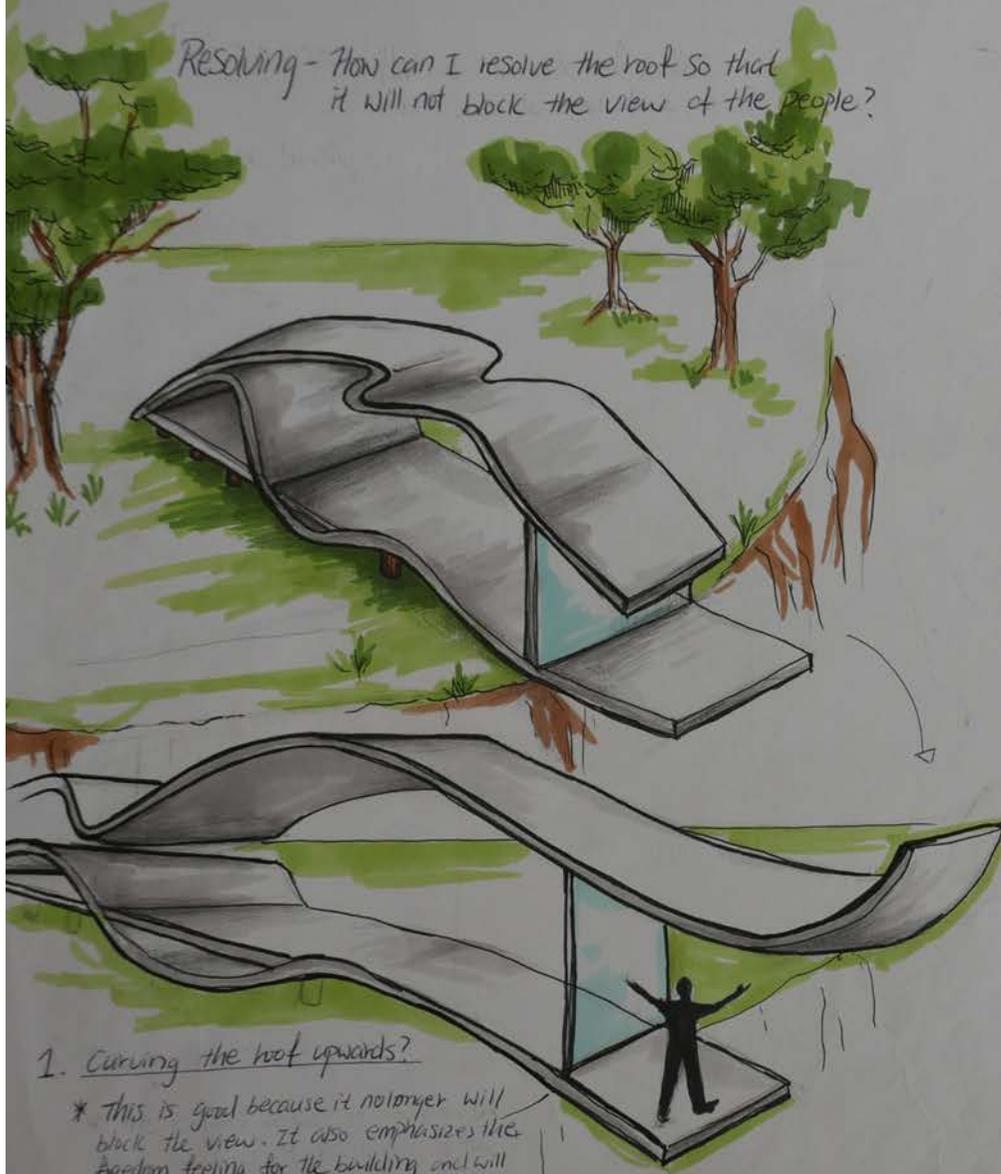
\* Although the surface is now not as bumpy, there are still uneven intersects that will be even harder for the people to walk on.



\* Now that the horizontal plane is added. Some support for the form will be needed.



Resolving - How can I resolve the roof so that it will not block the view of the people?



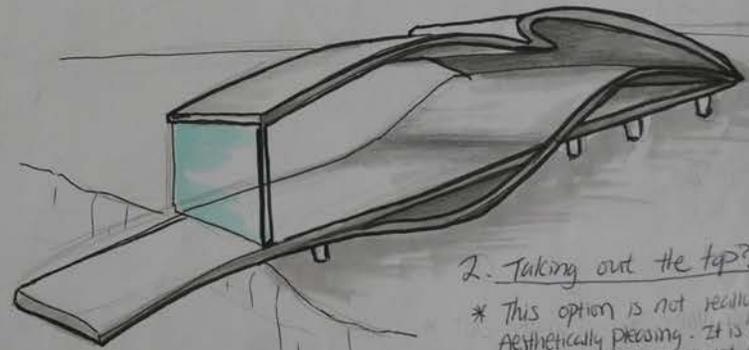
1. Curving the roof upwards?

\* This is good because it no longer will block the view. It also emphasizes the freedom feeling for the building and will still provide shelter so people will not get wet while they are enjoying the scenery.

View is Blocked by roof



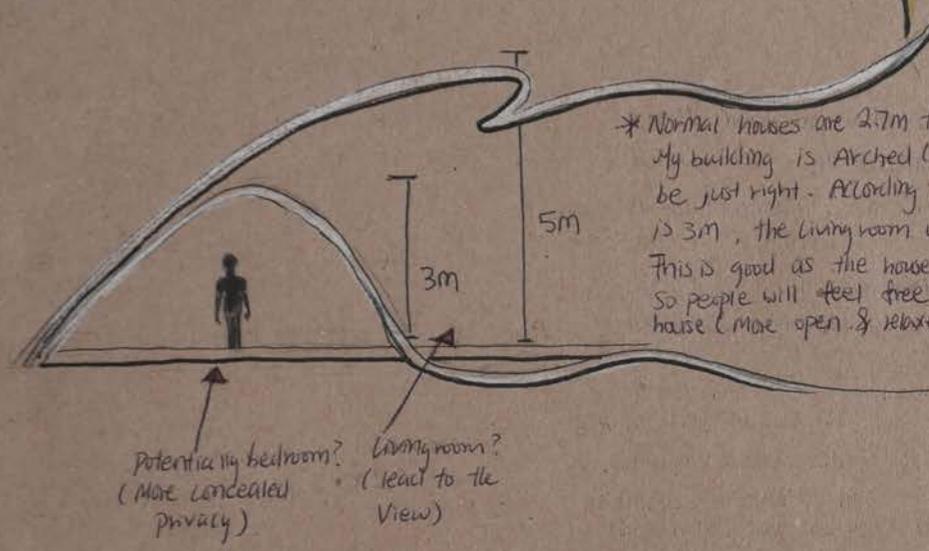
\* The most important element of this house is to showcase the view to make sure the people will feel free and forget about their worries.



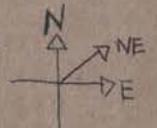
2. Talking out the top?

\* This option is not really aesthetically pleasing. It is also problematic as it will not cover rain, therefore the people might get wet while they are outside.

# Proportion

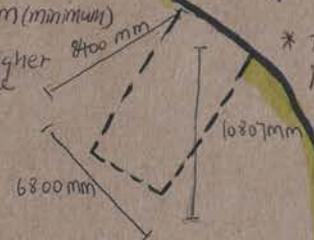


\* Normal houses are 2.7m tall, however since my building is Arched (bedroom), 3m should be just right. According to proportions, if bedroom is 3m, the living room will have to be 5m (minimum). This is good as the house will be generally higher so people will feel free while staying at the house (more open & relaxed.)

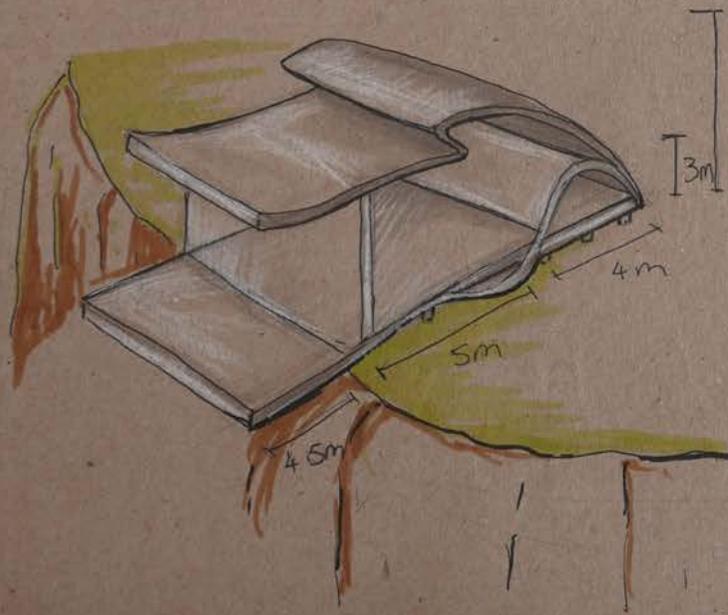
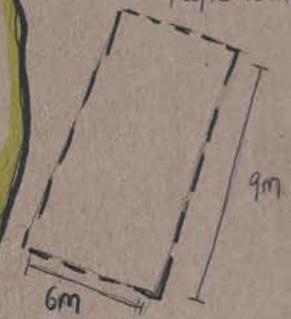


$$\sqrt{8400^2 + 6800^2} = 10807\text{mm}$$

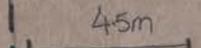
\* The length of the house will have to be less than 10807mm so there will also be space outside for people to move around.



\* Width should be no greater than 6800mm.



\* Overhanging balcony cannot be too long as the structure of the building is not made with too much weight overhanging.

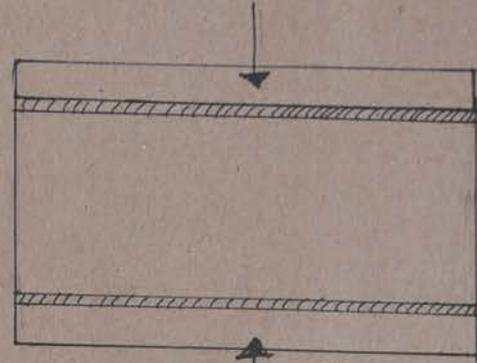


# Resolving - Indoor/outdoor space

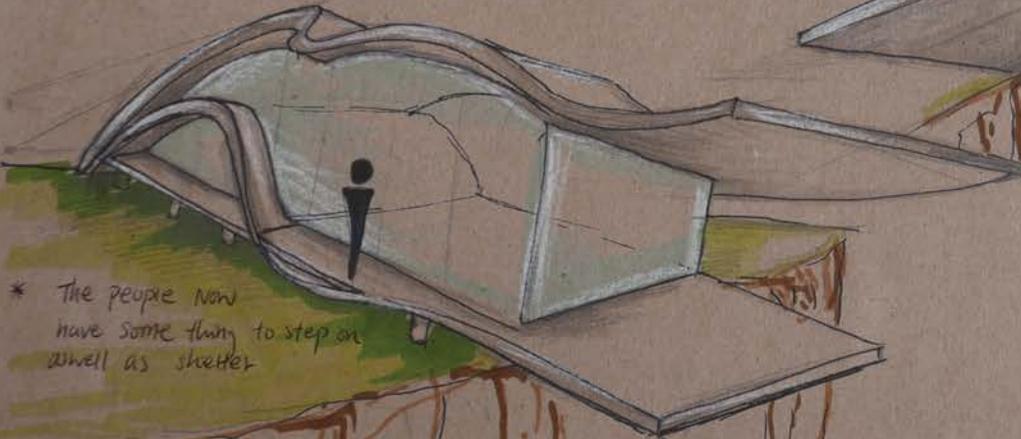
How can I alter the building so people will not be stepping straight on the grass as soon as they step out from the house? (Human flow)



\* Steps straight on the grass once the people comes out from the building. This is not ideal as the human flow from inside to outside is not fluent.



\* Push the two side walls back so people have some thing to step on (platform) as well as shelter.



\* The people now have some thing to step on as well as shelter

Resolving - How can I make sure the overhanging balcony is safe and also allow people to feel free when they stand on the balcony?

1. Glass fence



2. Metal fence



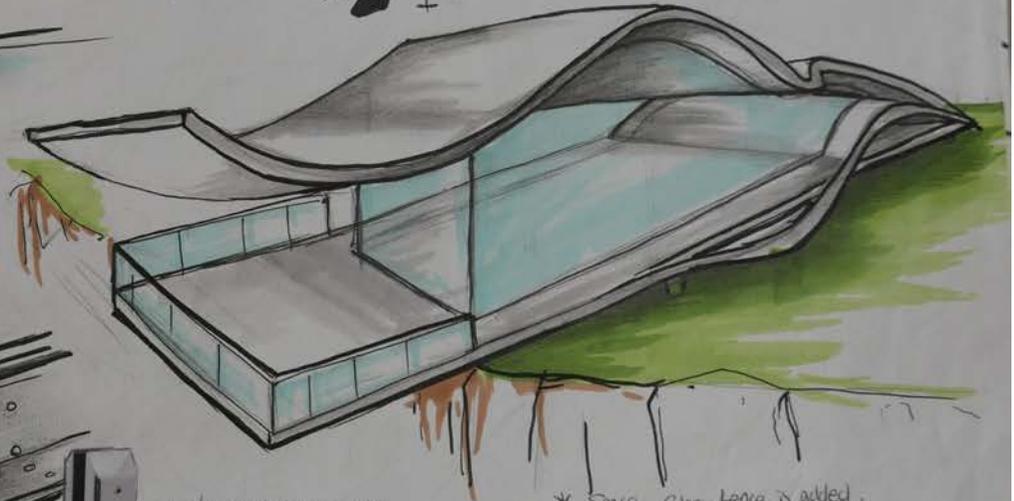
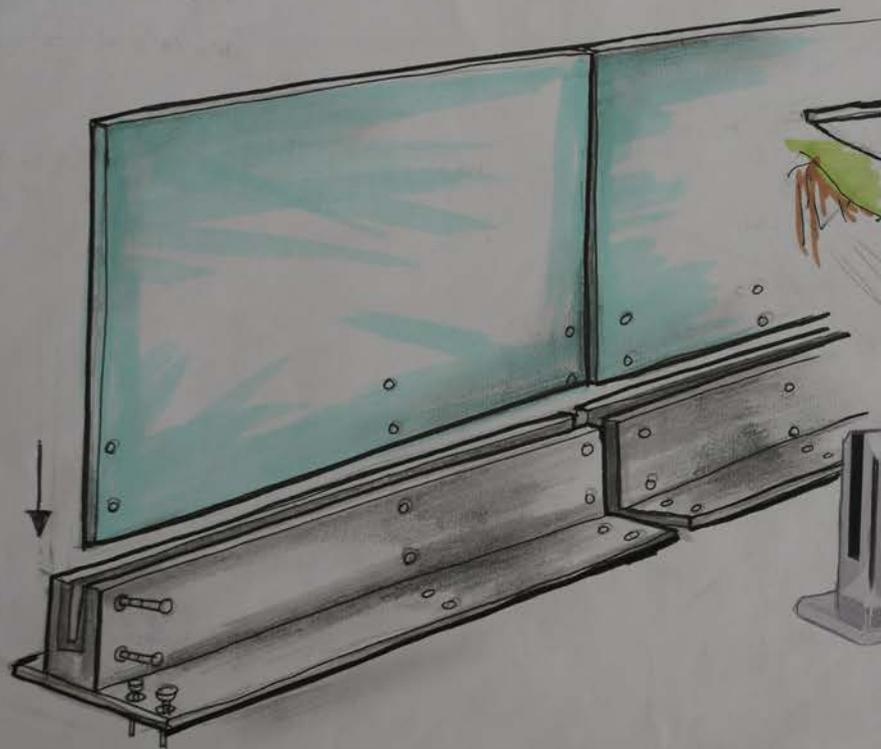
\* Metal fence is not good as it restricts the view due to the poles.

\* Glass fence will be very good as it allows the people to feel like there are no barriers (freedom)



1.3m

\* Minimum height for fences is 1.2m. But for safety reasons, 1.3m is the best.



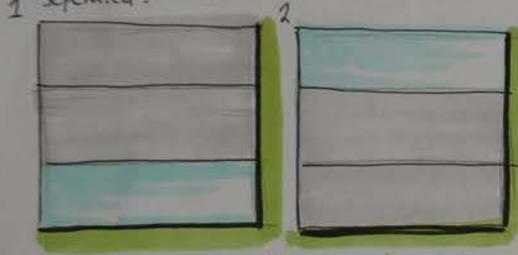
\* These Mini posts are similar system but by extending it longer. Makes sure that there is no gaps at the bottom so the people will not accidentally drop things down the cliff.

\* Since Glass fence is added, Glass floor might also be good to express freedom as people will feel like they are floating on Air.

Resolving - How will the floor of the balcony look like?

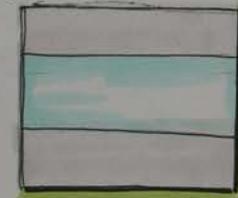
- \* glass floor option?
- \* Create adventurous feeling for the people.

1. Not as good as the glass at the first panel will make the balcony and the house appear separated.

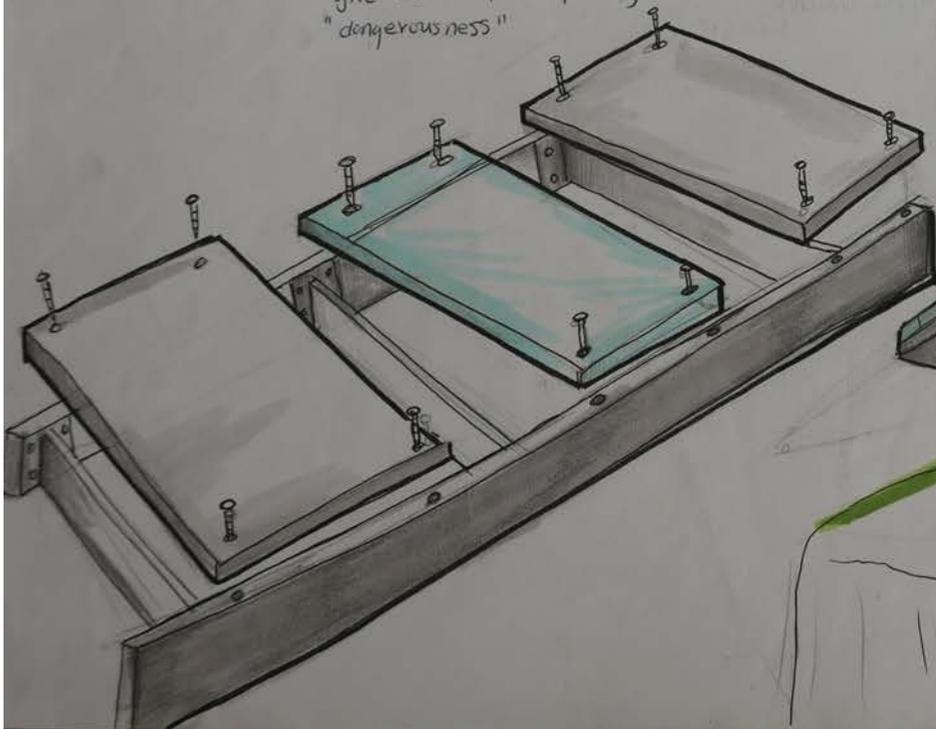


2. Not good as having glass at the end does not give a sense of conquering "dangerousness"

3. The best option as this creates a glass bridge which not only leads the people to enjoy the view (form & balcony) appears as a whole. It also makes people feel good as they conquer the middle piece.

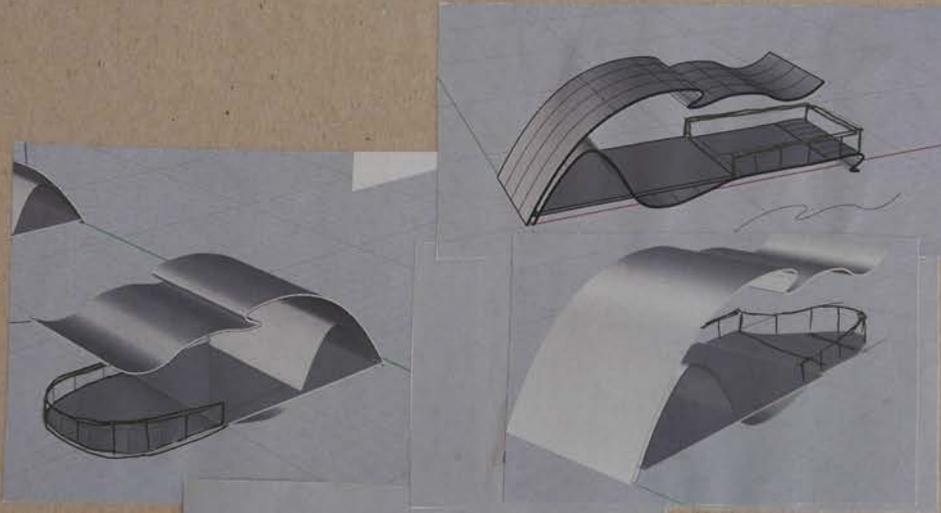


piece.  
(Adventurous)

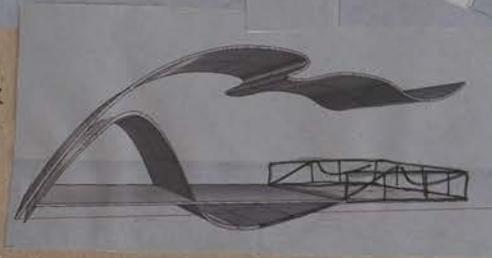


Resolving - How can I resolve the Balcony  
So it fits better with the Aesthetic  
of the Building?

\* This option is not really Aesthetically  
Pleasing, the Curvy part appears weirdly  
Postured.

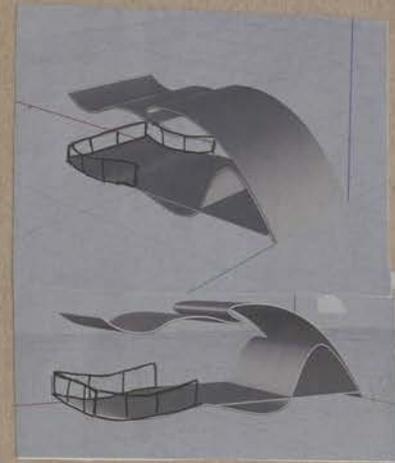


\* This option is not that  
Aesthetically pleasing. The  
Curved Edge is too Symmetrical  
which makes the Balcony appear  
as if it is a cage.



\* This option is too complicated, there are too  
many lines. This makes the Balcony appear  
too busy on the eyes.

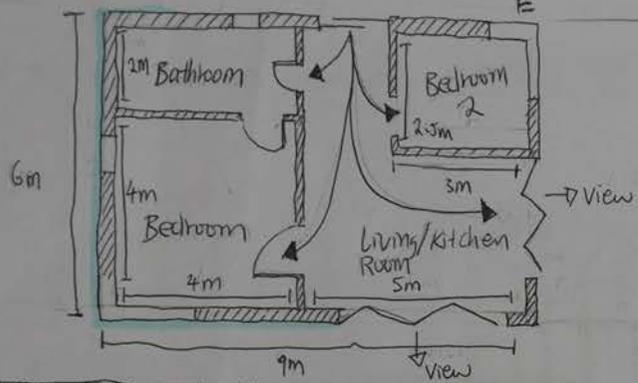
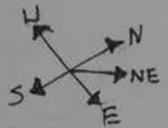
\* This option is better,  
however, the Curved end  
seems like something is  
missing.



\* This option is the better one, the  
Curved Balcony flows with the rest of  
the Curve.

# Interior layout

\* Bedroom & Bathroom should be towards the back of the house (more privacy)

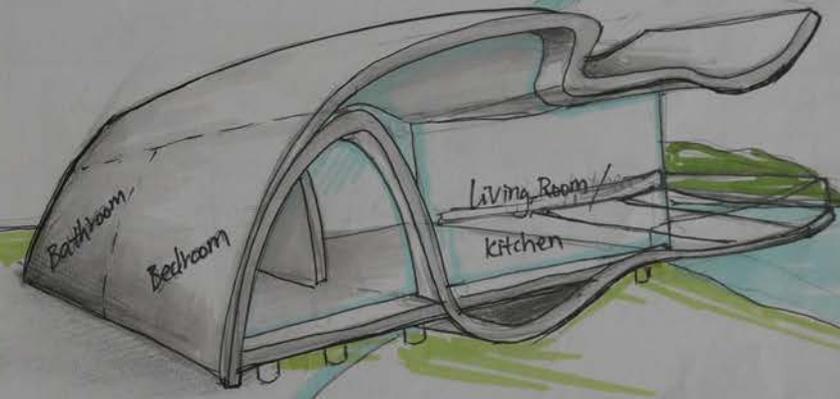


\* Including 2 bedrooms will make the living room and kitchen too small and this will not give a sense of freedom and openness.  
 \* The second bedroom is also blocking the view (when the people go in the house they can't see the view)



\* This layout is way more open and free compared to the first layout as there are a lot of open room for the people to enjoy the view (feel free)

\* open layout (no door for the bedroom makes the flow of the interior very free and fluent)



INTERIOR - Living Room  
 \* Needs to lead the people to the view so they can feel free.

\* There are no horizontal lines stopping the flow of the room, there are only vertical lines leading people to the view.

Good concrete & great lighting materials



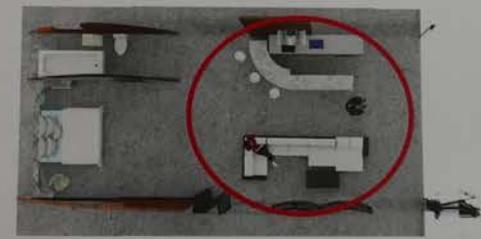
\* Sliding Glass doors are used because once it is folded together, the walls will have no frames therefore Sliding doors are great for making the living room more open.

\* There are lots of Ceiling to floor Glass windows as they make it like that the view can be seen anywhere in the house.

\* Also, The Windows allow great Air flow so the people can connect with the nature outside.

Curve that leads people's eyes to the view

Entrance

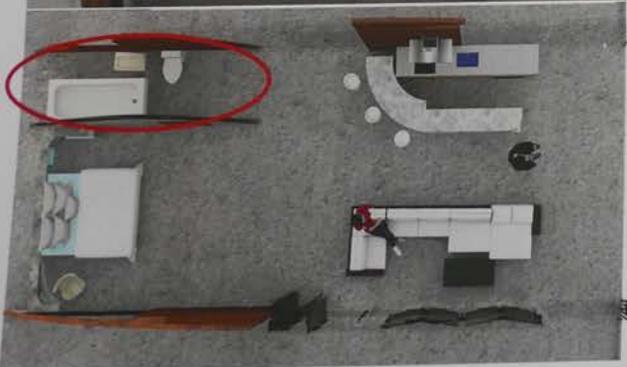


\* Window for Air-flow.  
The windows are quite small to ensure privacy.

\* The layout includes all the bathroom facilities that the people need while staying at the place.

\* Needs to have privacy.  
Therefore I have made the bathroom towards the back of the house.

Interior - Bathroom

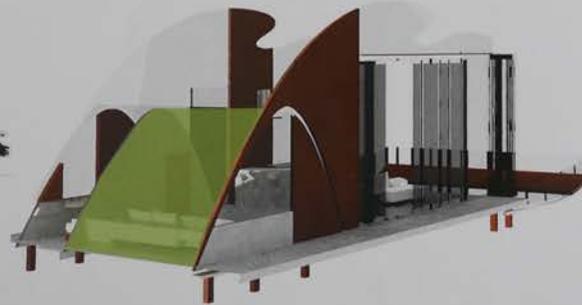
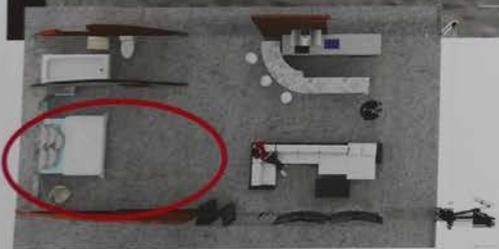




→ The large window allows people to relax while breathing in the oxygen from nature and enjoying the peacefulness.

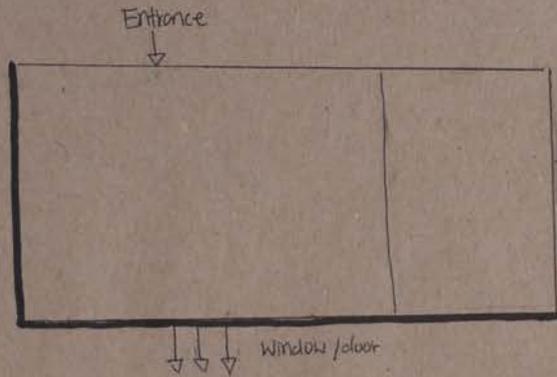
→ "Floating bed" will give an "over-the-edge" feel to the room which matches well with the house.

\* The layout of the bedroom is simple but open.

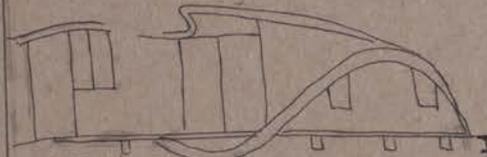


Interior - Bedroom.

Resolving - How the people can get on and off the platform?



↓ = Doors that people can go in/out from the Building.



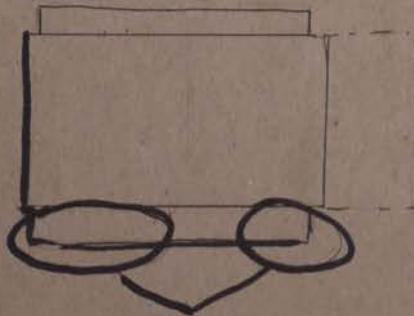
\* Building is slightly lifted up. so I need to refine the form abit so the people can go in without having to take a huge step.

1.



\* Planks along both sides?

View from main entrance



unused space

\* The planks are not really good for wet days as the people might slip off

\* unnecessary materials unused (space that are not needed)

2.



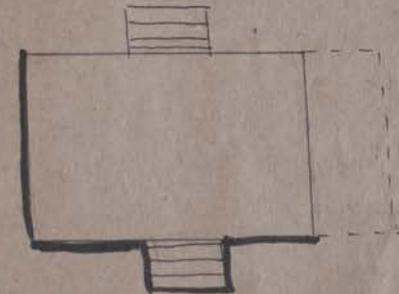
View from East

\* Stairs on both sides?

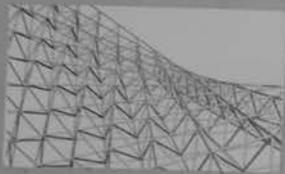
chosen

\* Stairs are also more aesthetically pleasing. It also prevents people from sliding down.

- This option is the better one.



# Resolving - structure



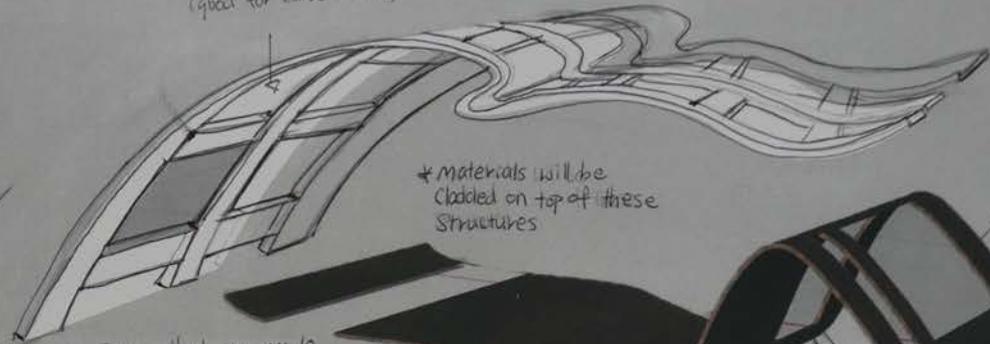
\* Space frame is good for curvy forms, however it is not really ideal for my form because it is too complicated (structure is too big for my building)

\* Whereas, the metal columns are easier to construct and it would well with my form.

(Glass reinforced concrete good for curved forms)



Mounted on the ground

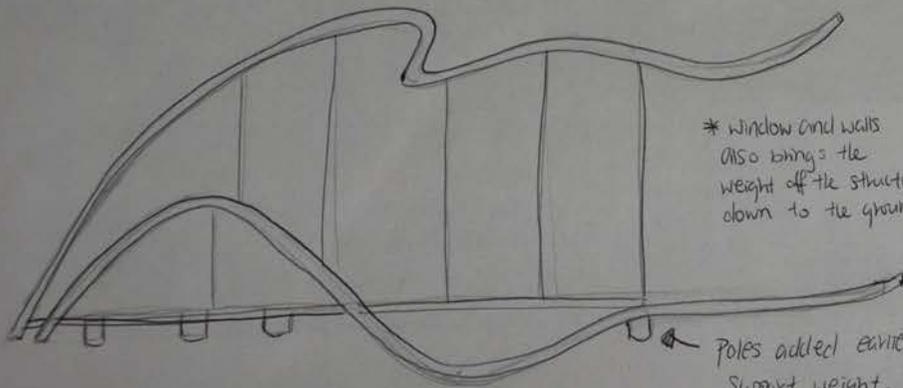
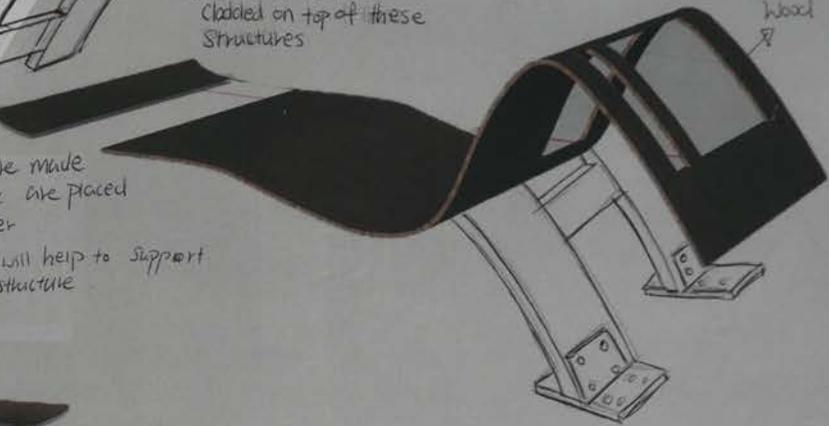


\* Materials will be cladded on top of these structures

\* Bars that are made in to the curve are placed in line together

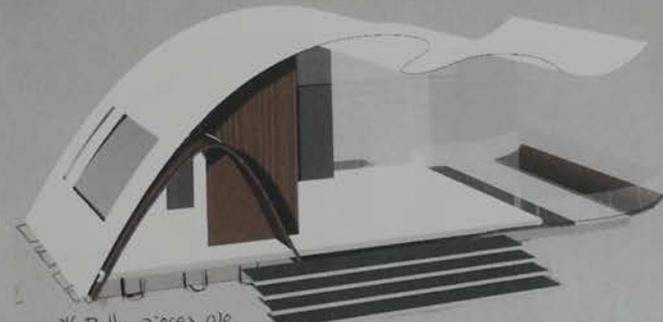
\* Horizontal poles will help to support the structure

Wood



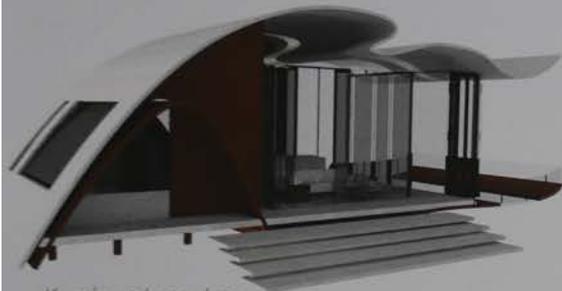
\* Window and walls also bring the weight off the structure down to the ground.

\* Poles added earlier on to support weight.

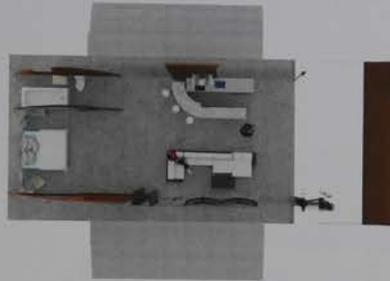


\* Both pieces are mounted on the ground the same way.

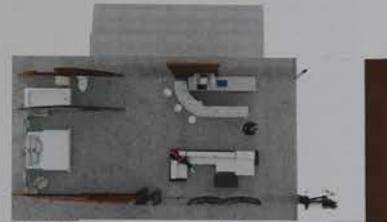
# Resolving - stairs blocking the curve



\* The stairs here are blocking the curve of the building - this ruins the flow of the form

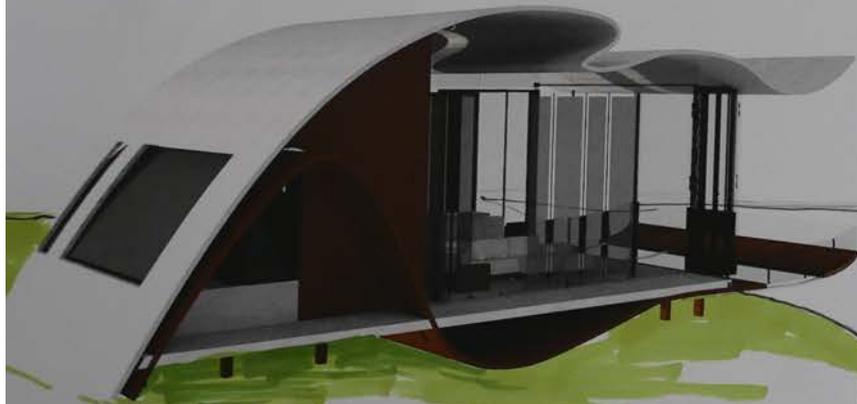


\* Stairs on two side might be too much



\* took one set of stairs out

\* Building after taking out some more stairs so the curve can still be seen



\* Here I took out the stairs on one side, leaving only one set of stairs at the side with the entrance.

\* Doing this will bring back the flow of the building





Final Design



## Final Design Interior



# Final Design

## Balcony



Final Design  
Exterior



## Level 3 91627 (3.30)

### NCEA Design and Visual Communication (DVC) 2018

AS 91627 (3.30): Initiate design ideas through exploration (4 credits)

Achievement	Achievement with Merit	Achievement with Excellence	<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;">Overall level of attainment for 91627</div> <div style="border: 1px solid black; padding: 10px; font-size: 2em; color: red; text-align: center;">M</div>
Initiate design ideas through exploration.	Initiate design ideas through insightful exploration.	Initiate design ideas through extensive exploration.	
<ul style="list-style-type: none"> <li>Use starting experiences and visual communication strategies to <u>explore alternatives and variations</u> to <u>expand design thinking</u>.</li> <li>Ideas are <u>re-generated</u> from alternatives and variations which <u>lead towards</u> design ideas.</li> </ul>	<ul style="list-style-type: none"> <li>Use visual communication strategies and design thinking to <u>analyse and re-interpret</u> design ideas.</li> <li>An <u>emergent train of thought</u> is identified and <u>informs</u> further design ideas.</li> </ul>	<ul style="list-style-type: none"> <li>Use visual communication strategies and design thinking to <del>extend and transform</del> design ideas.</li> </ul>	

**Underlined aspects were used in making judgements.**

**A diagonal line indicates that a specific aspect was either not in evidence or was not shown in enough evidence to reach the appropriate level.**

Pages 1 - 8 introduce the site and the theme of air to create a sense of freedom and space. Variations of shape and form around ribbon like bands that could connect to ethereal abstraction of air currents, and freedom are hand drawn and initially explored using CAD software. Ongoing re-generation of these early shapes is explored into architectural forms and design ideas.

Pages 9 - 16 show analysis and re-interpretation of the design ideas with design thinking connecting to the context, landscape, human spaces, scale, and materials. Pages 20 - 26 analyse and explore interior spaces and use in context of accommodation with more insightful details. There is some design thinking that is informed and touches upon structure of the design and the users access. Pages 27 - 30 summarises the design idea with effective visual communication techniques and the use of CAD software. These pages detail exterior and interior spaces in context with users in a succinct manner.

This submission is a Merit. There is a strong emerging train of thought evident and has informed design ideas that are analysed and re-interpreted in an insightful way. These are not extended and transformed beyond the re-interpreted idea. The visual communication is very consistent with the story telling of the idea. The design marker use is visually dynamic and effective to convey the materials, environment, shapes and material surfaces of the design. The use of CAD software to further detail and present final images creates a successful summation of the design idea.