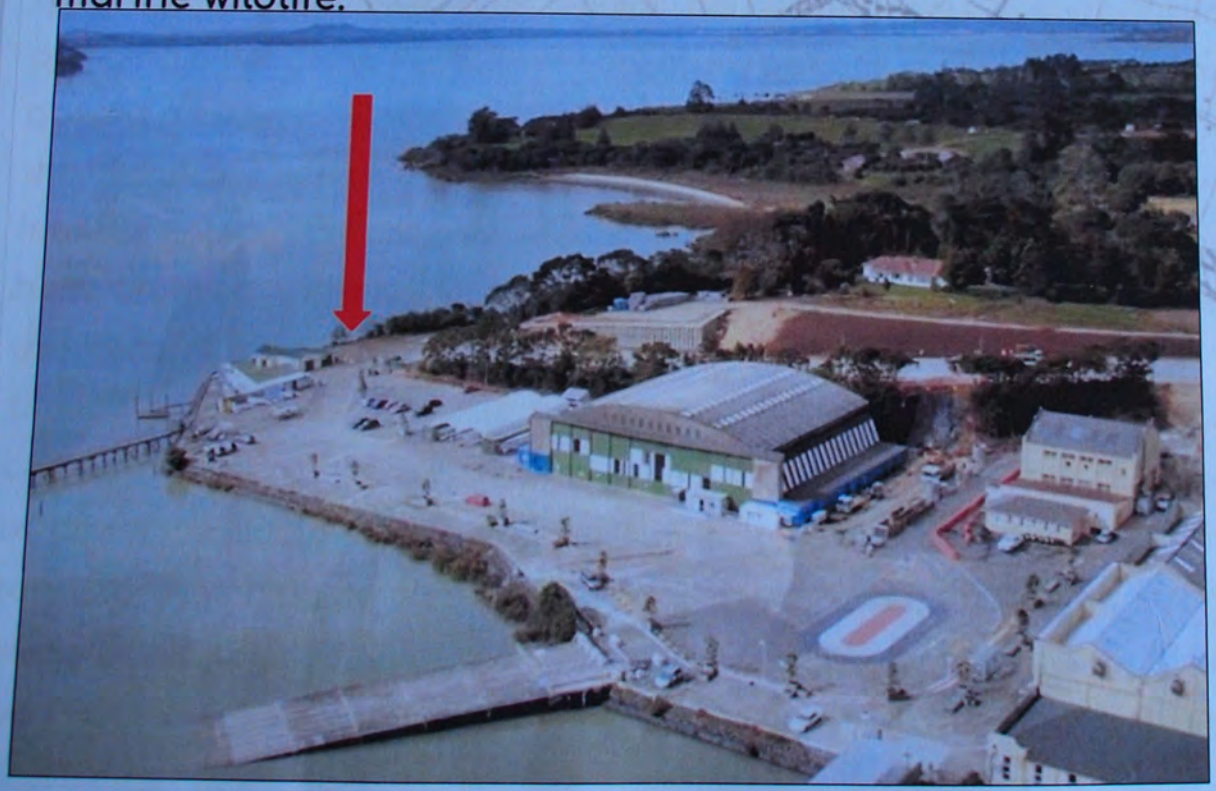
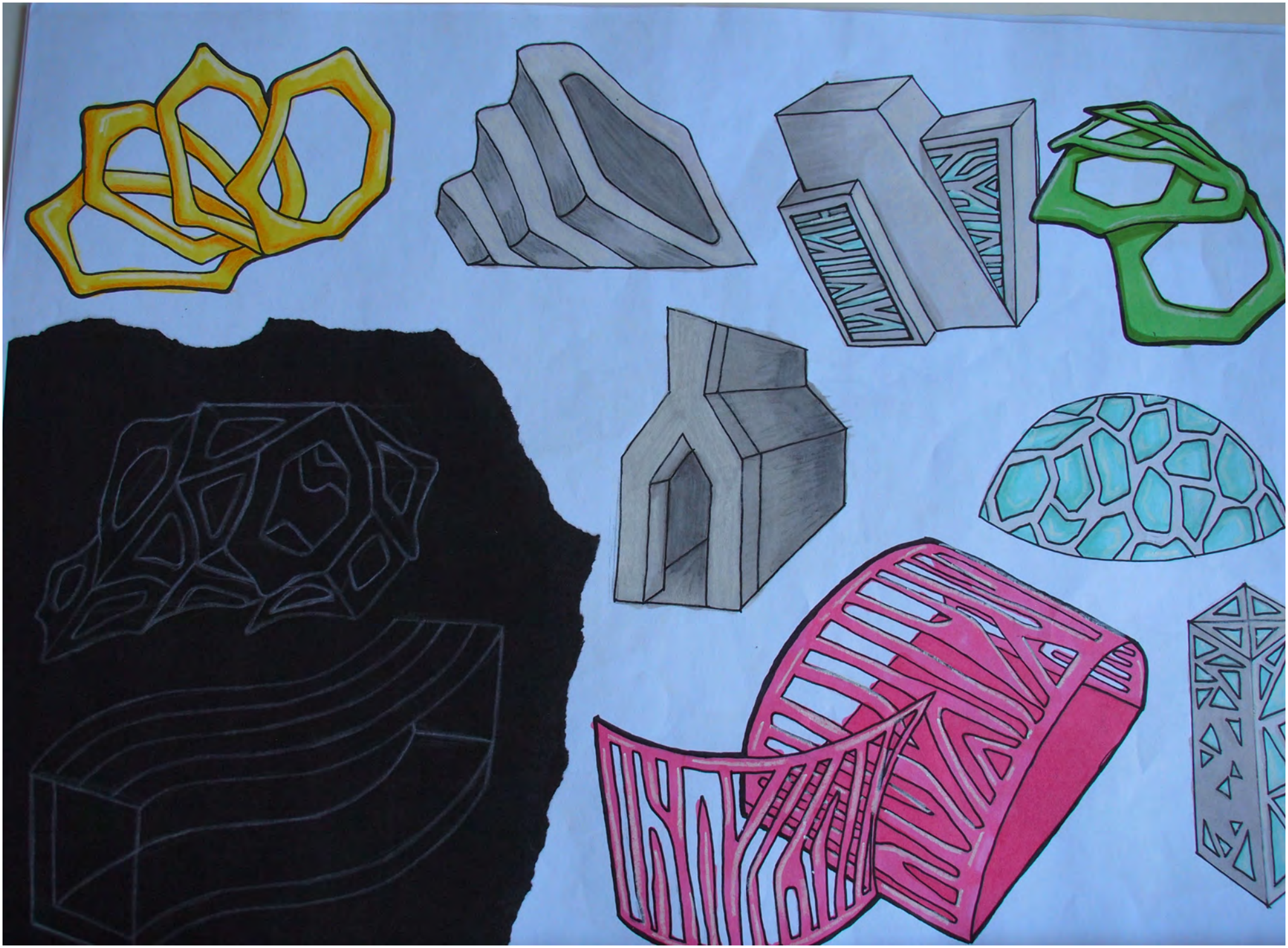
SITE ANALYSIS

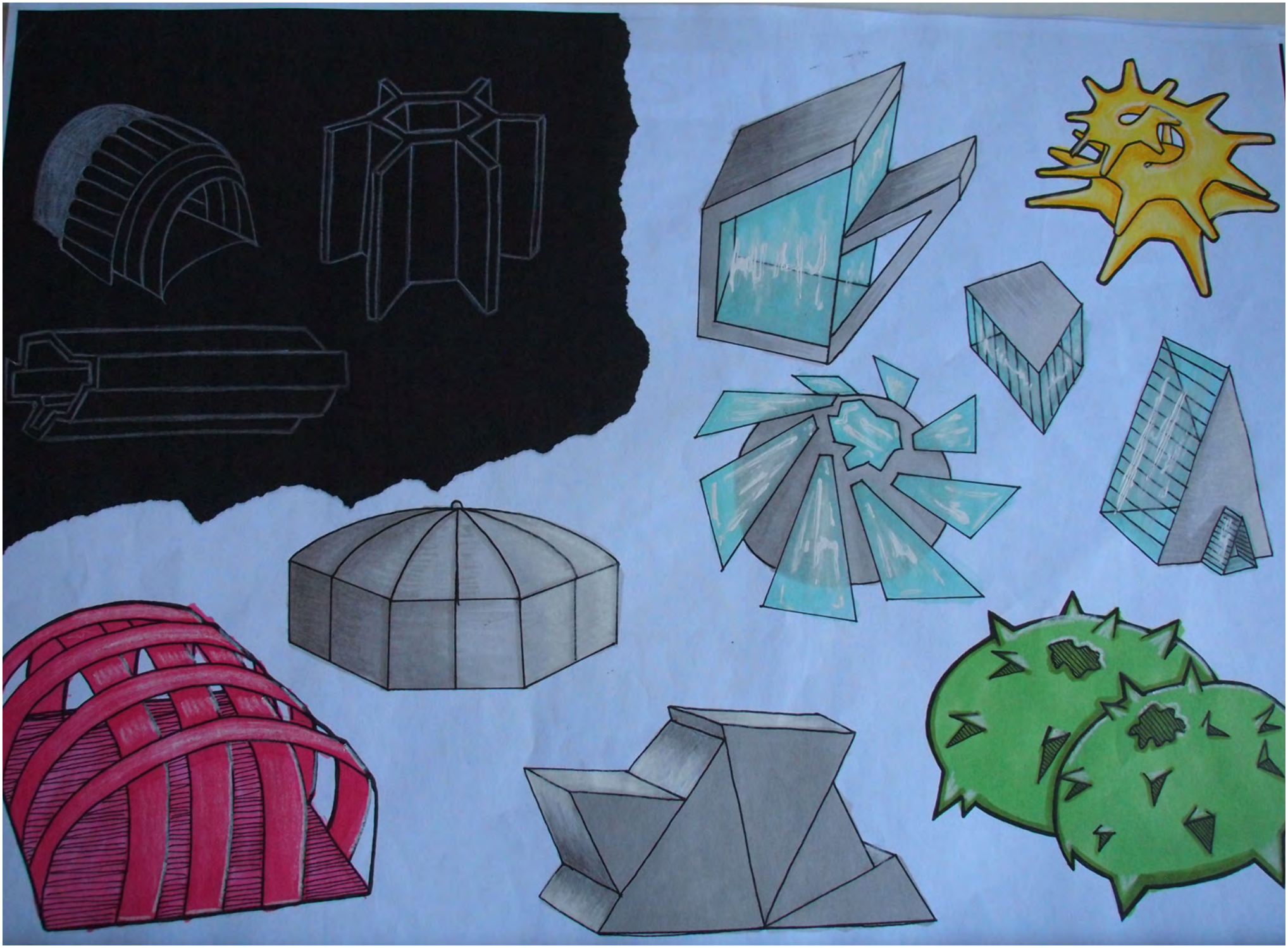
[redacted] is a very busy community with all the new developments and modern houses going up one after another. Because the lifestyle within the [redacted] requires its people to live in a compact space, this requires the design of each building to be similar in shape, layout, size and aesthetic. This means that when it comes to designing a floating structure for my project I will have to take these things into consideration so that my design fits in with the aesthetic of the [redacted] and can be reproduced on a larger scale.

Because my design is about sustainability I will have to look at different ways of producing power for my mini structures eg. power from the mainland, generators, batteries, solar panels etc. I will also need to look at materials as I don't want to disturb any of [redacted] marine wildlife.

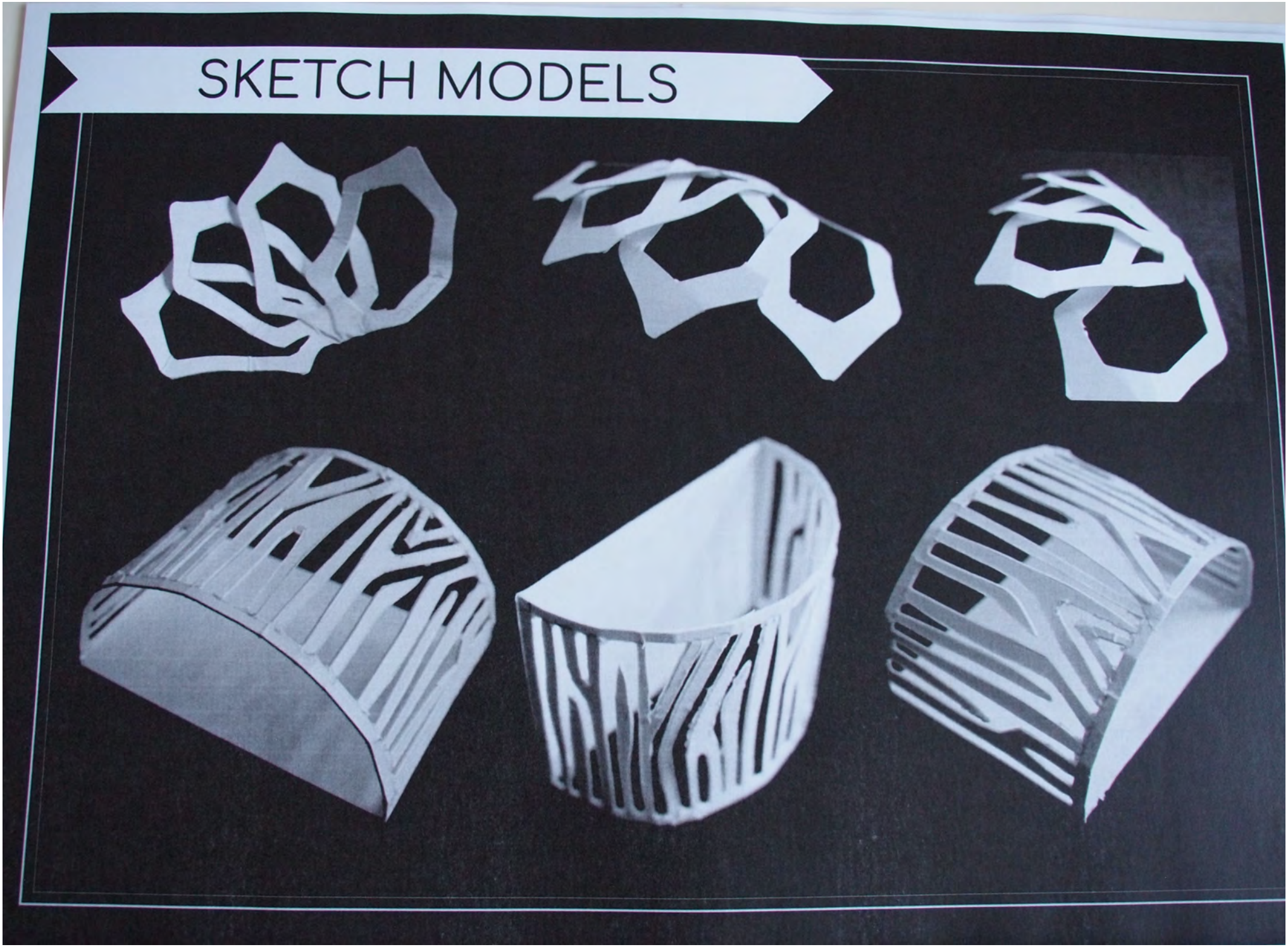


INSPIRATION





SKETCH MODELS



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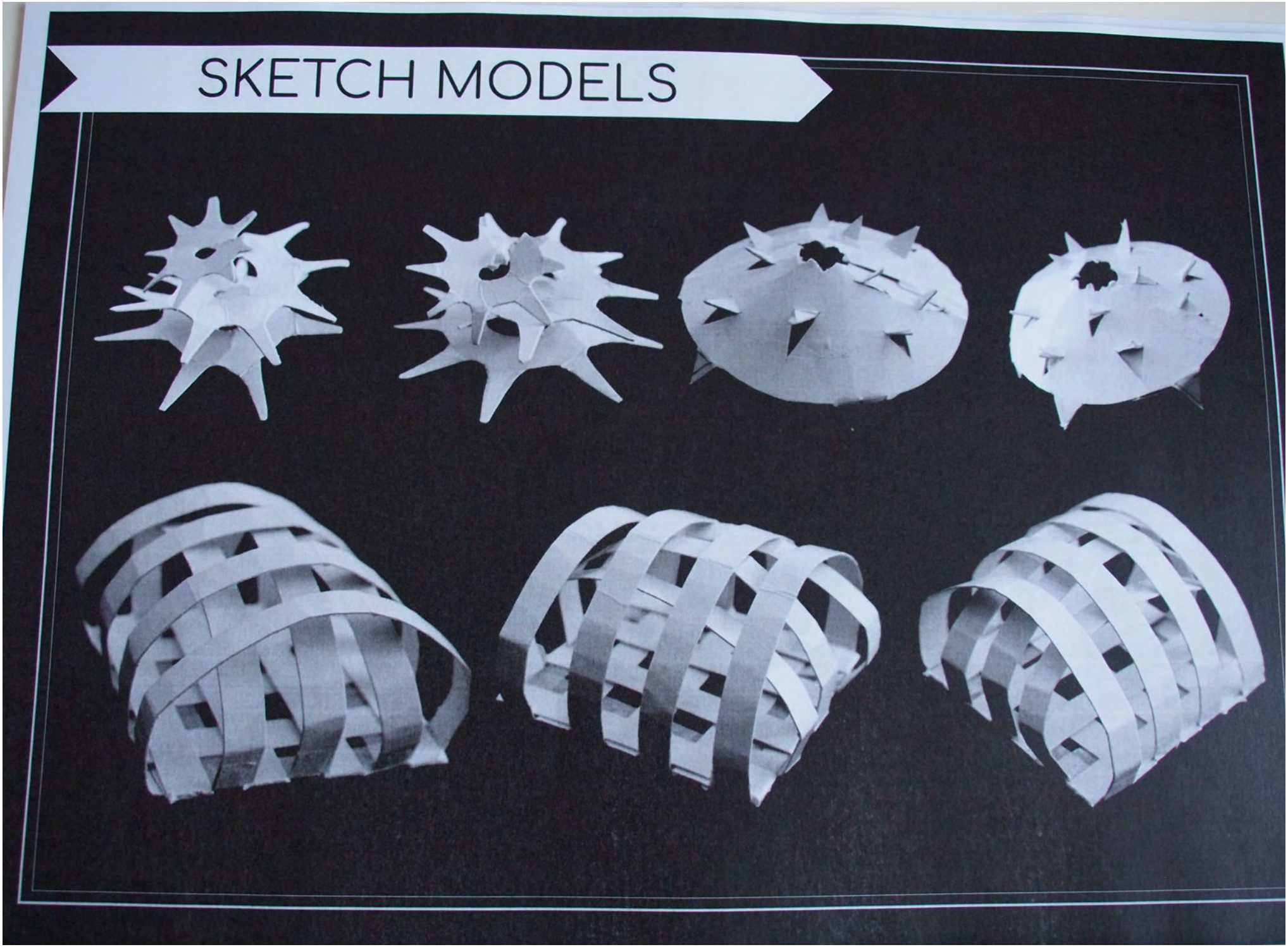
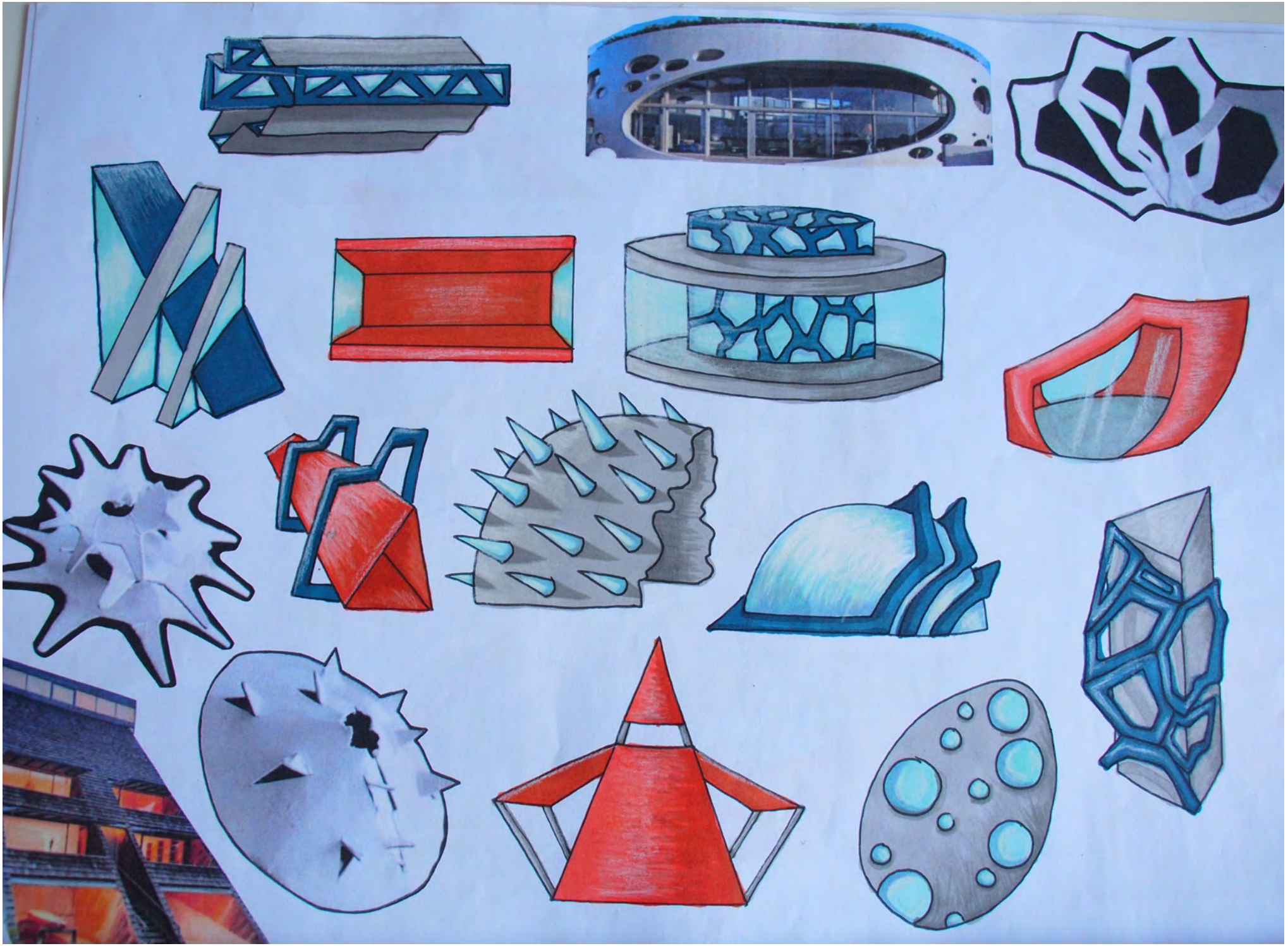
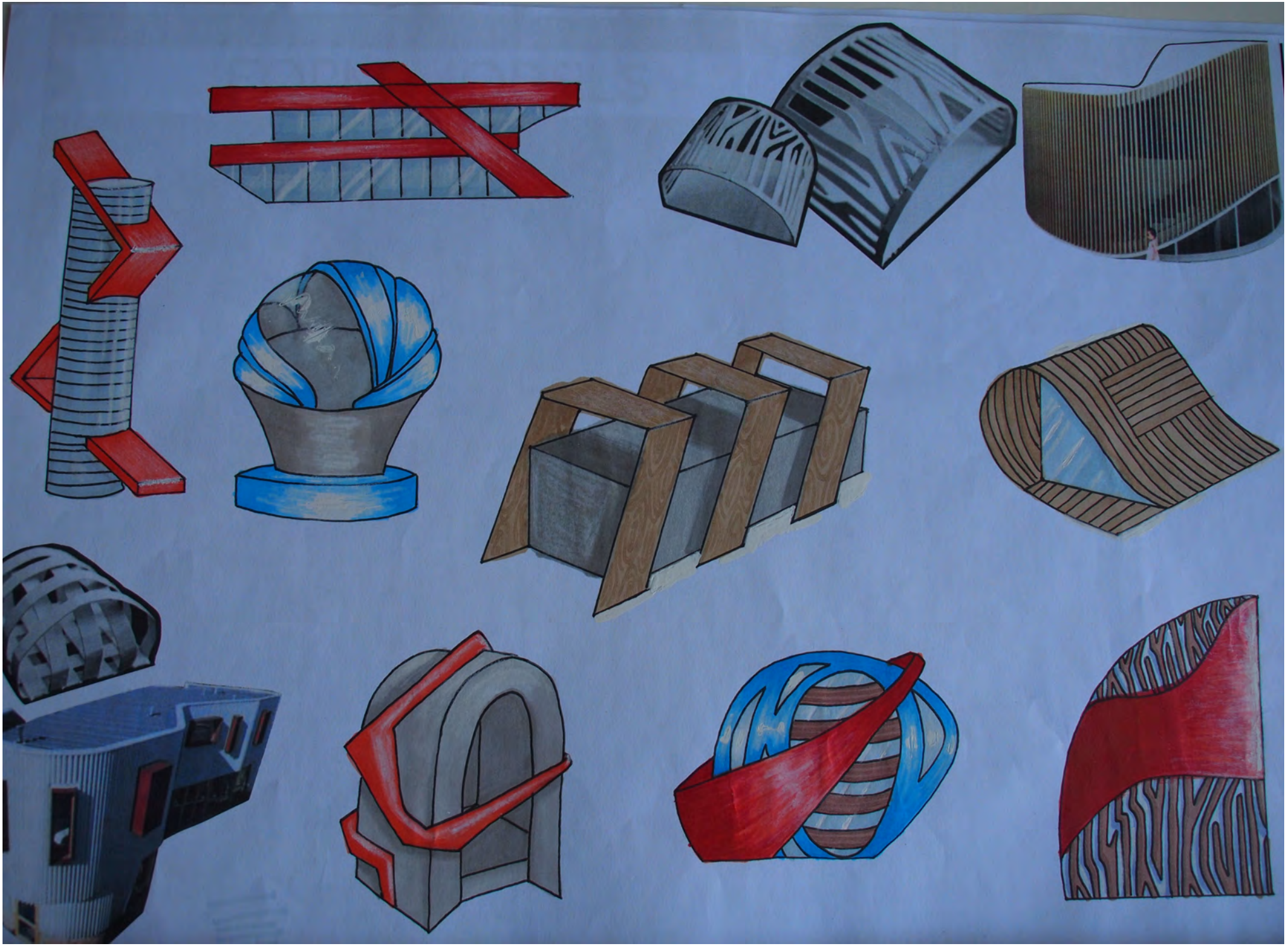
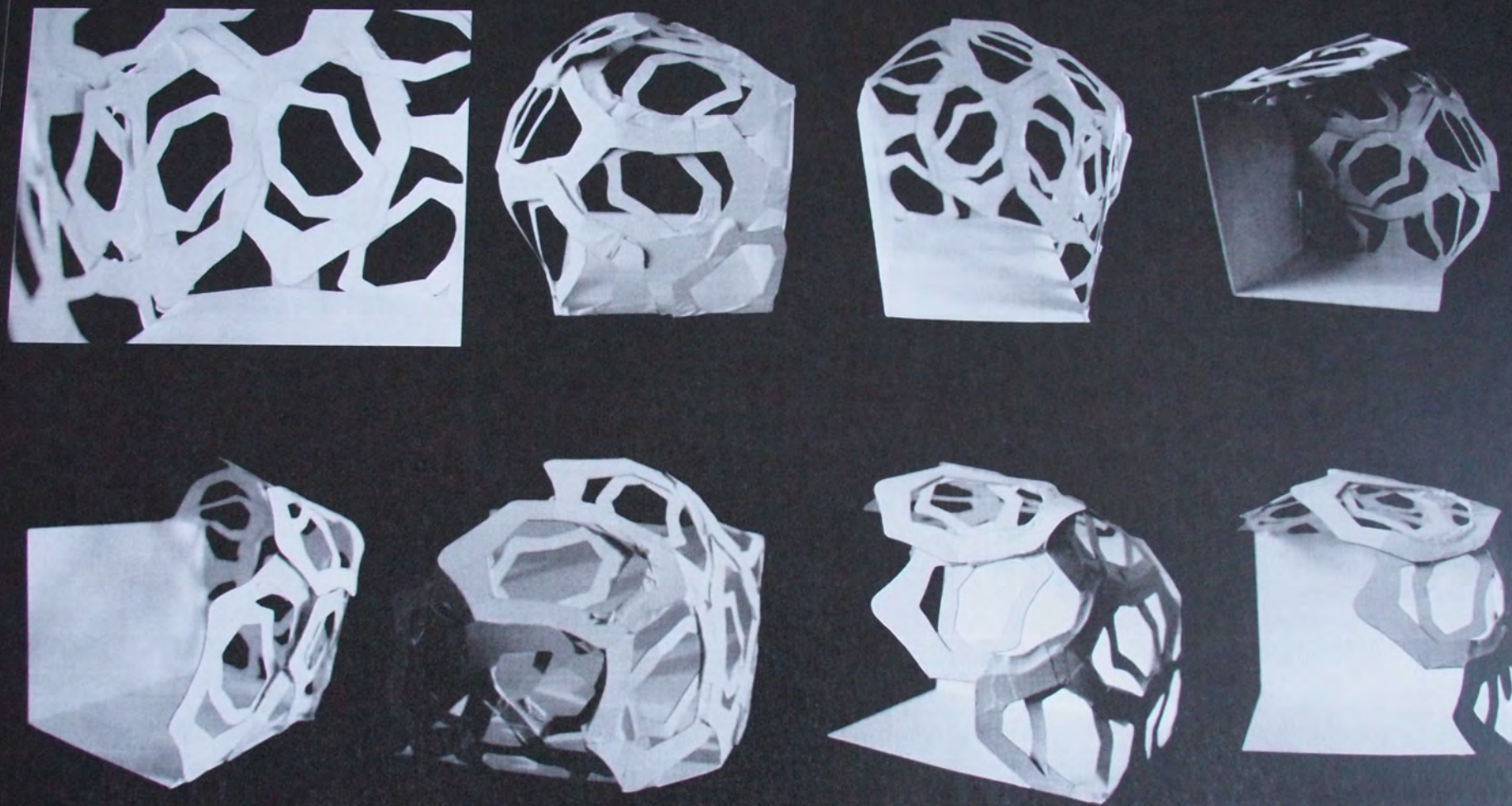


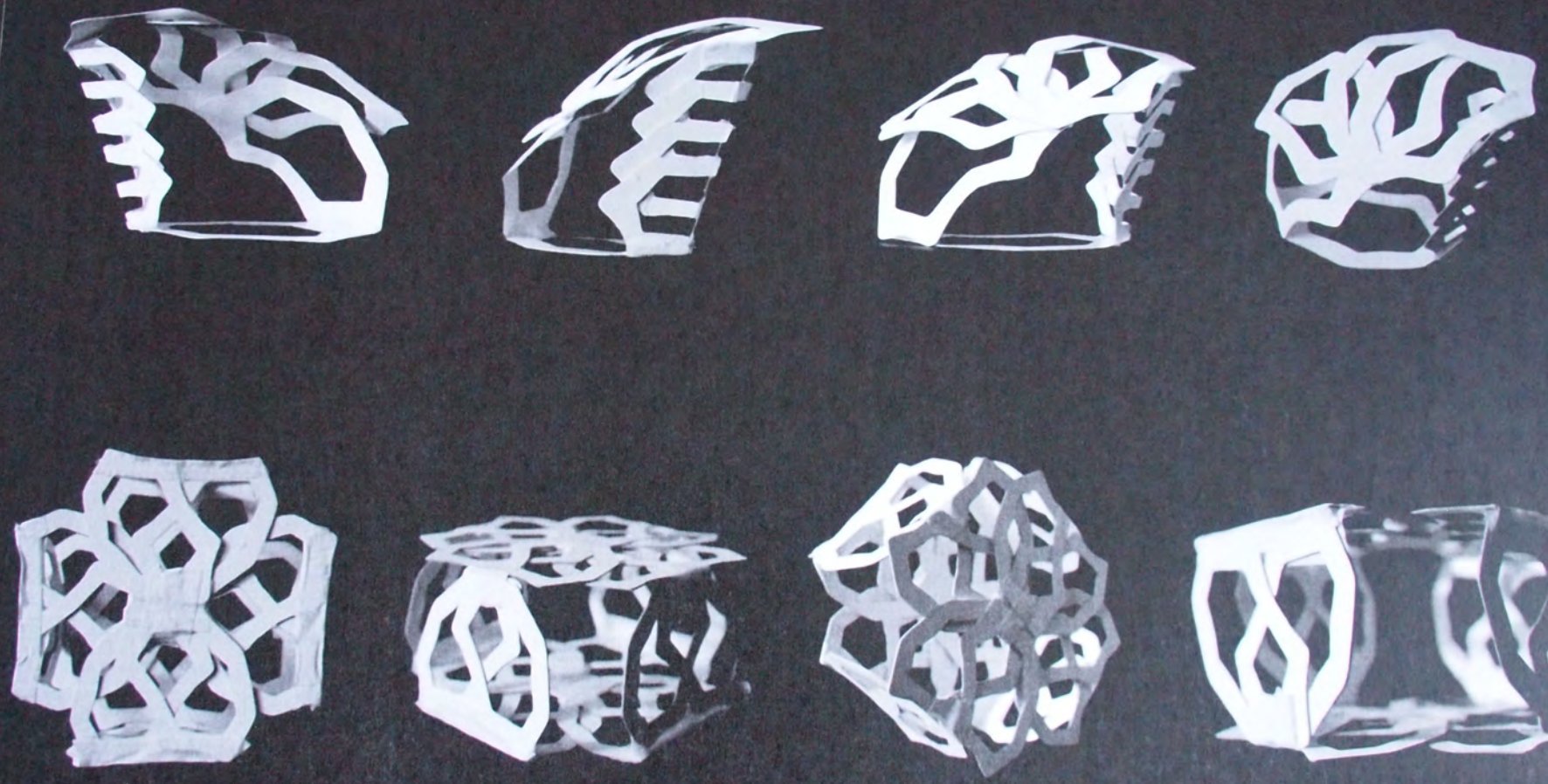




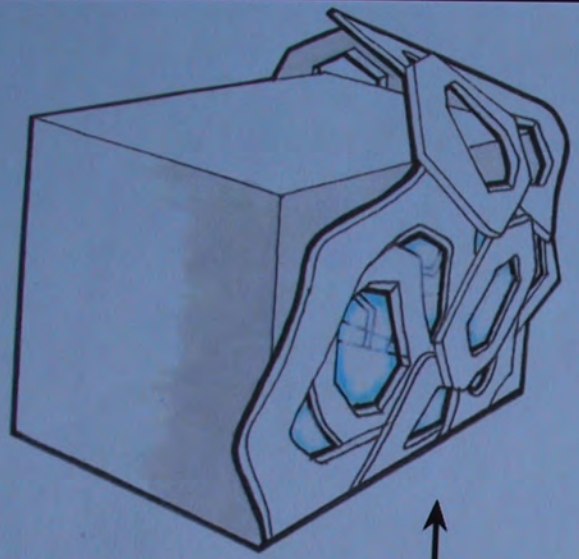
FORM MODELS



FORM MODELS



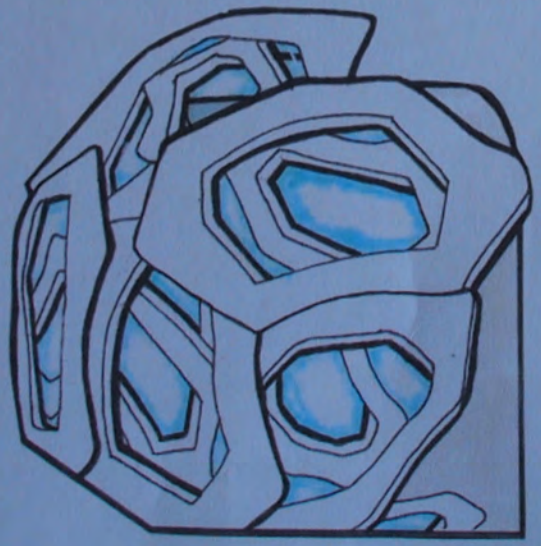
MODEL SKETCHES



This is is a cube shaped design with an intricately designed outer cladding which provides shade and a bit of privacy. Since it has rather large windows

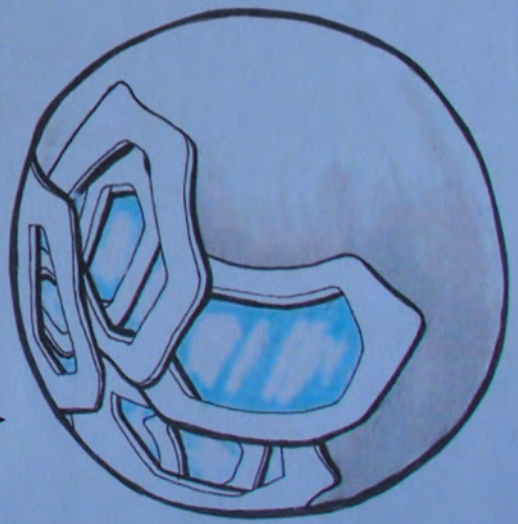
Semi circle shaped structure with triangular cut out windows to provide lighting for a potential lower level as well as shell inspired skylights that protrude outwards.

Similar to the design above this design is half of a semicircle. It has a more geometric design which includes rectangular cladding on the side as well as the shell inspired cladding overlapping the large skylight/side window

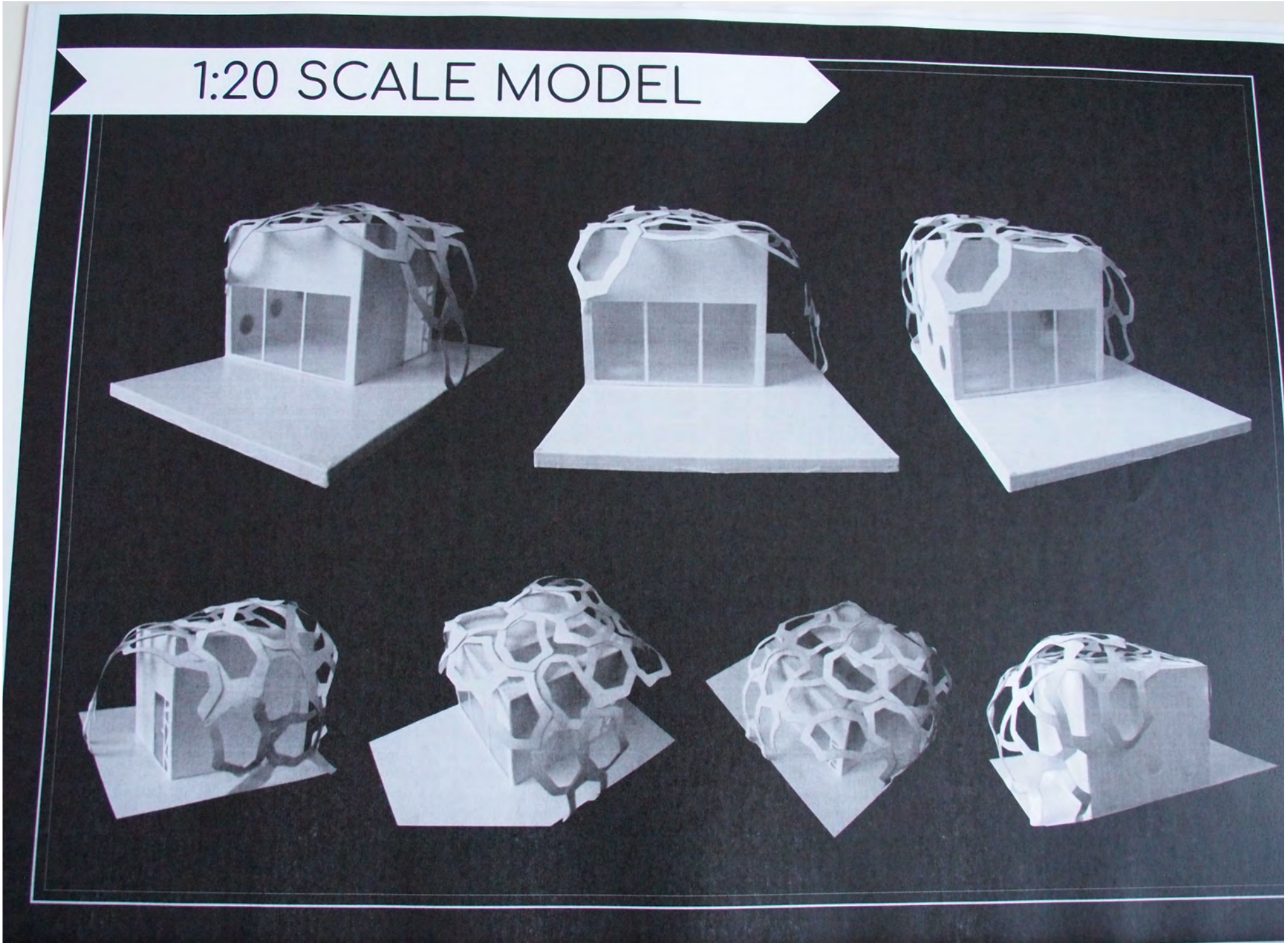


This design instead of it just being cladding it is an actual part of the building these overlapping shapes are the windows.

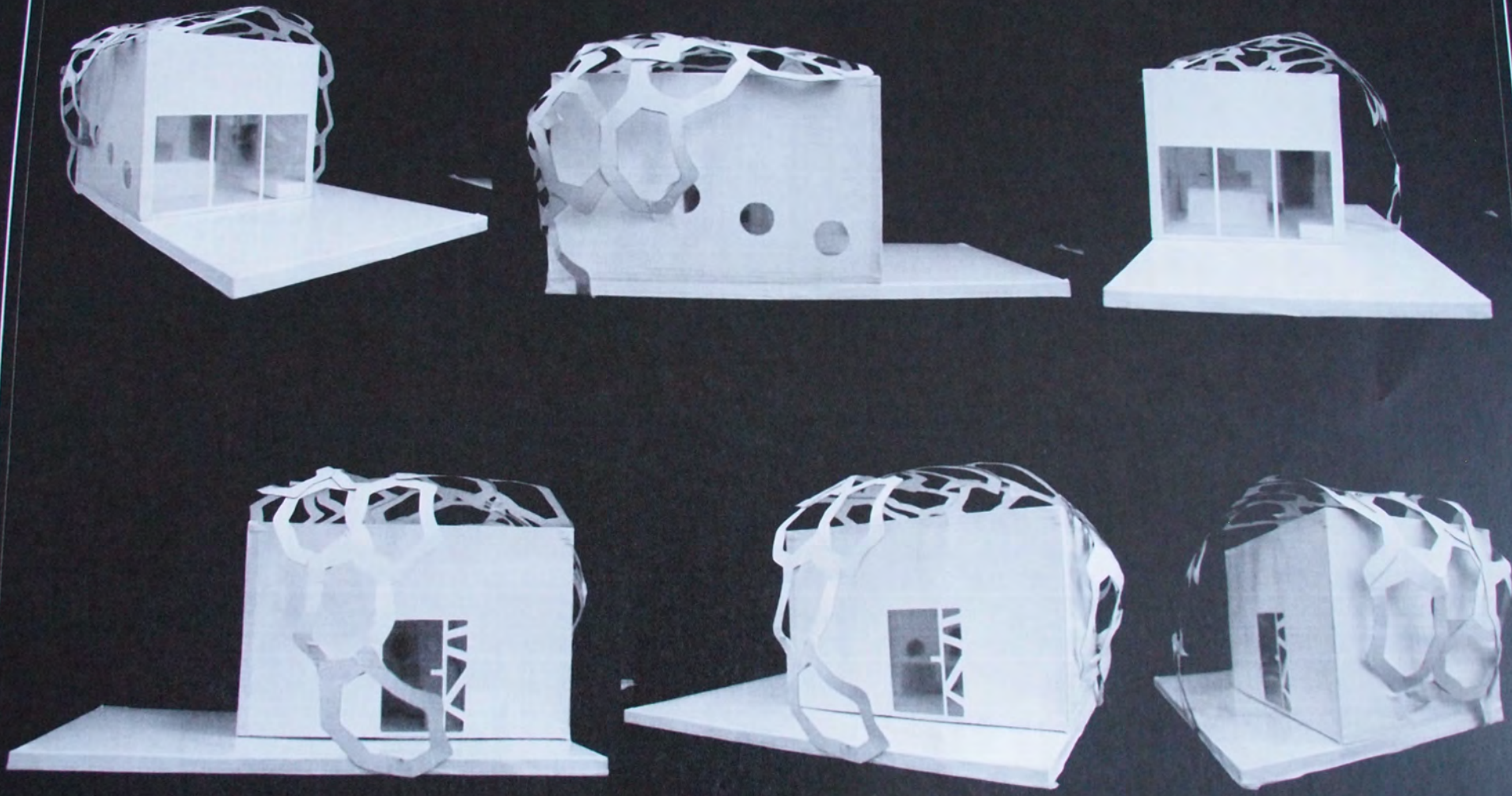
Circular design with glass windows near the bottom so that when this design in floating in the water part of the window will be be submerged kinda like a glass bottom boat.



1:20 SCALE MODEL



1:20 SCALE MODEL

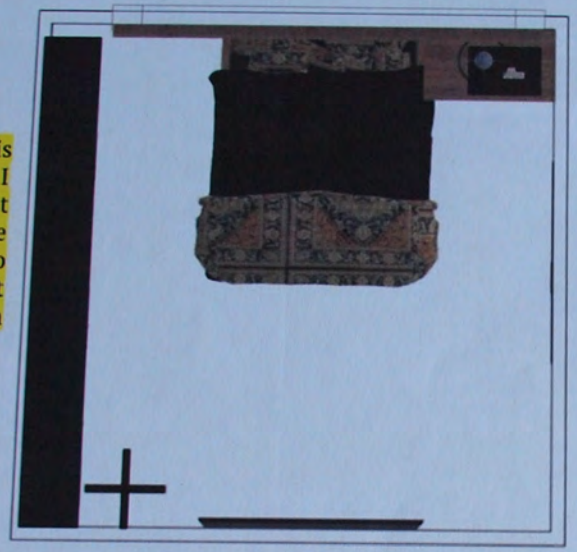


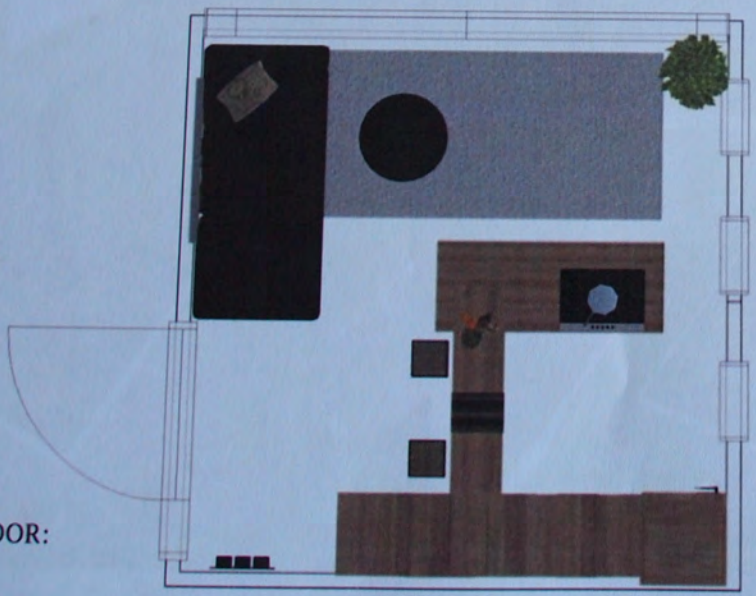
FLOOR PLAN .1

FIRST FLOOR:

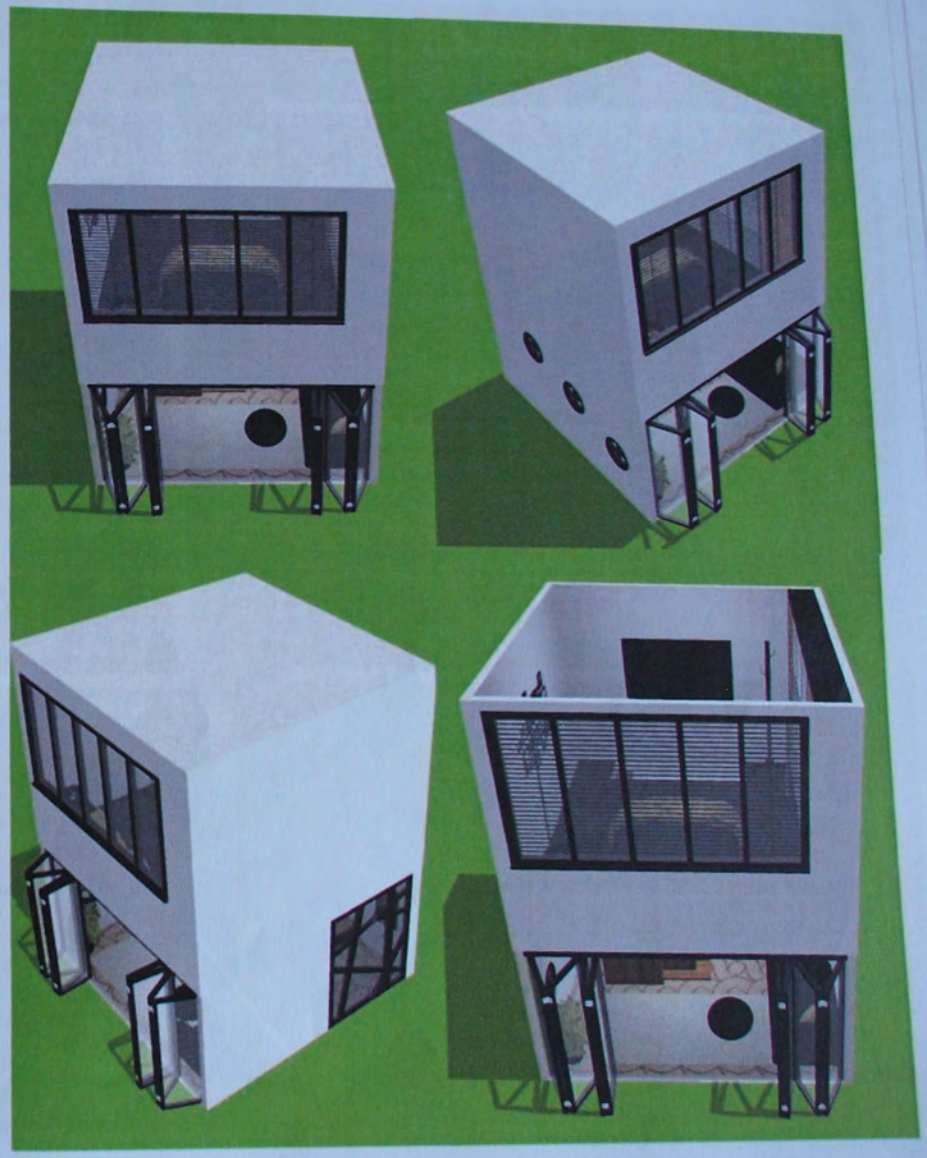
~SIDE NOTE~

There is no first floor it is just a loft for the bed. I make the first floor just to give a rough example of what i was planning to do since there is a limit to what you can do on this software.

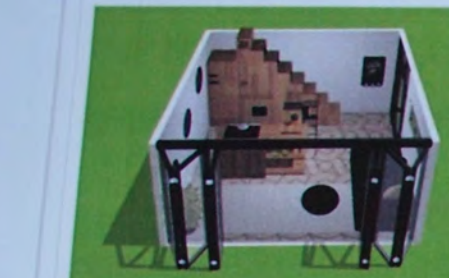




GROUND FLOOR:



FLOOR PLAN .1



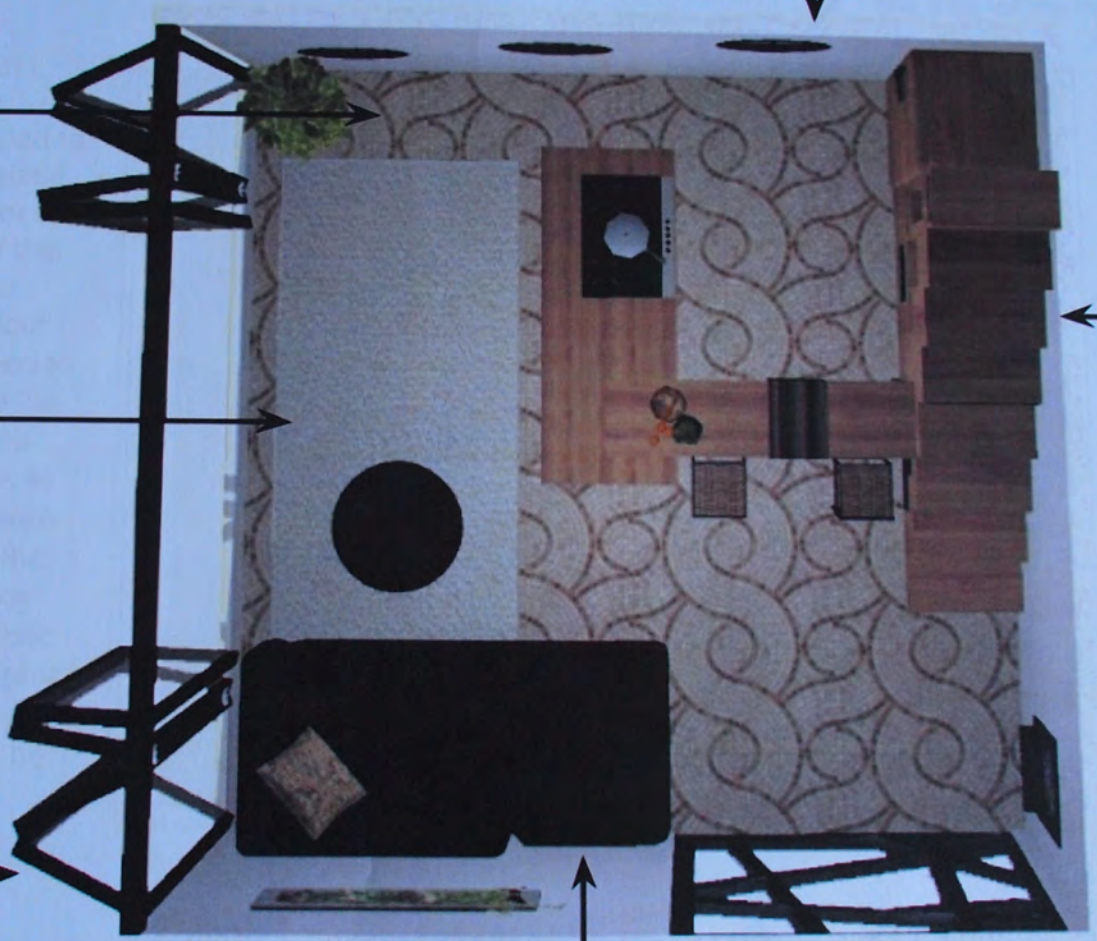
GROUND FLOOR:

FIRST FLOOR:

FLOOR PLAN .1

Small circular windows that vary in height and allow for more natural light into the kitchen.

Tiled flooring to avoid having to store a vacuum since brooms take up less space.



A staircase that has been custom designed to be utilitarian eg. allow lots of storage space for items such as kitchen utensils, devices, shoes etc. As well as the more bulky things like the Fridge and sink so that it is stored away neatly and takes up less wall space.

A rug to help separate the kitchen from the living room without disrupting the open plan design of the space.

Large fold back doors which will lead onto the deck. These fold back doors enable optimal natural lighting and an awesome indoor outdoor flow making the space feel bigger than it is which will appeal to buyers.

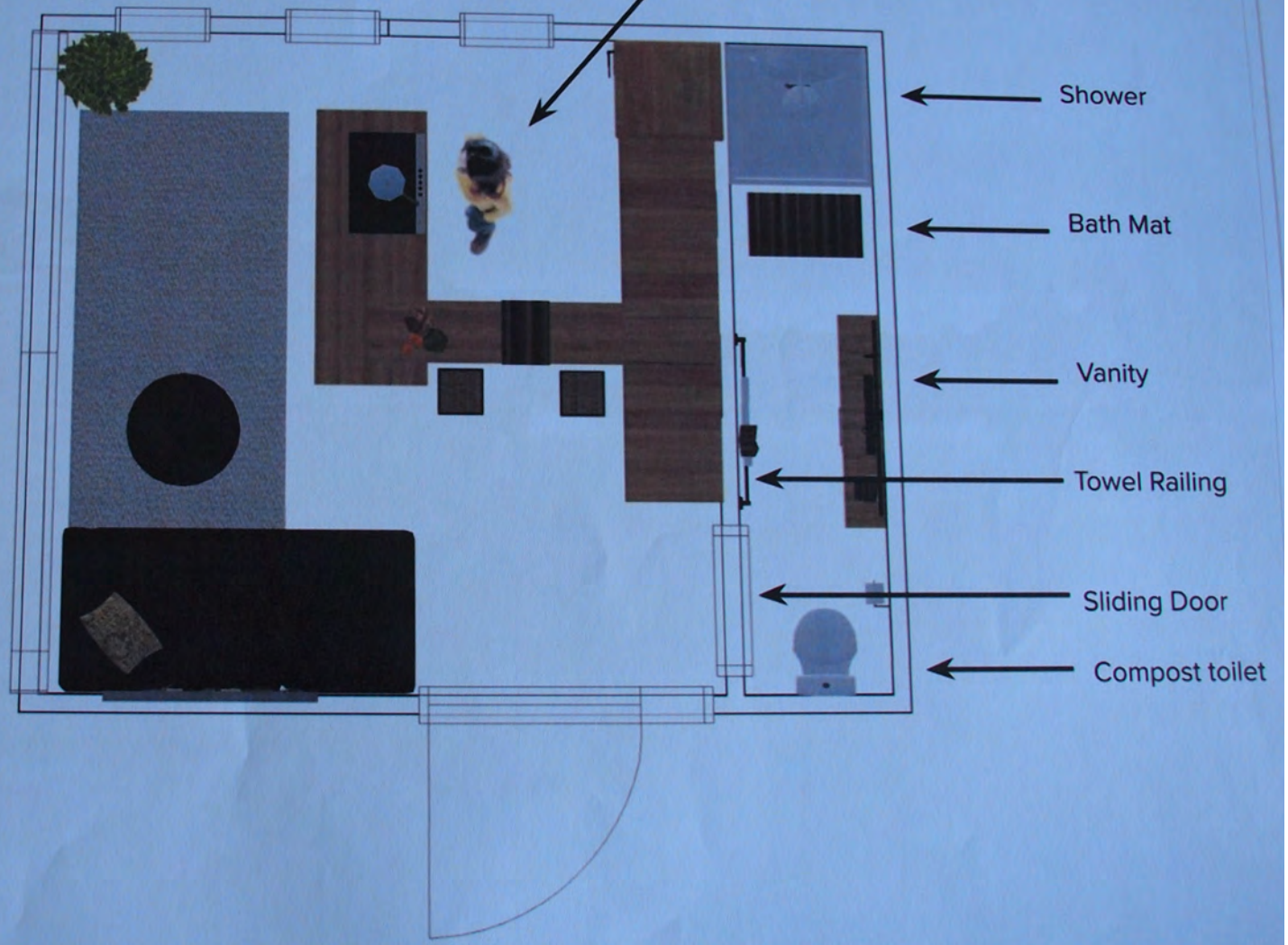
Wooden benchtop connected to staircase which has a cabinet for storage and then an empty gap to store stools eg. a makeshift dining room table for two. I decided to do this in order to optimise kitchen countertop space as well as avoid having to incorporate a dining room table which takes up a lot of space.

Horizontal couch that could double up as a single bed incase of guests.

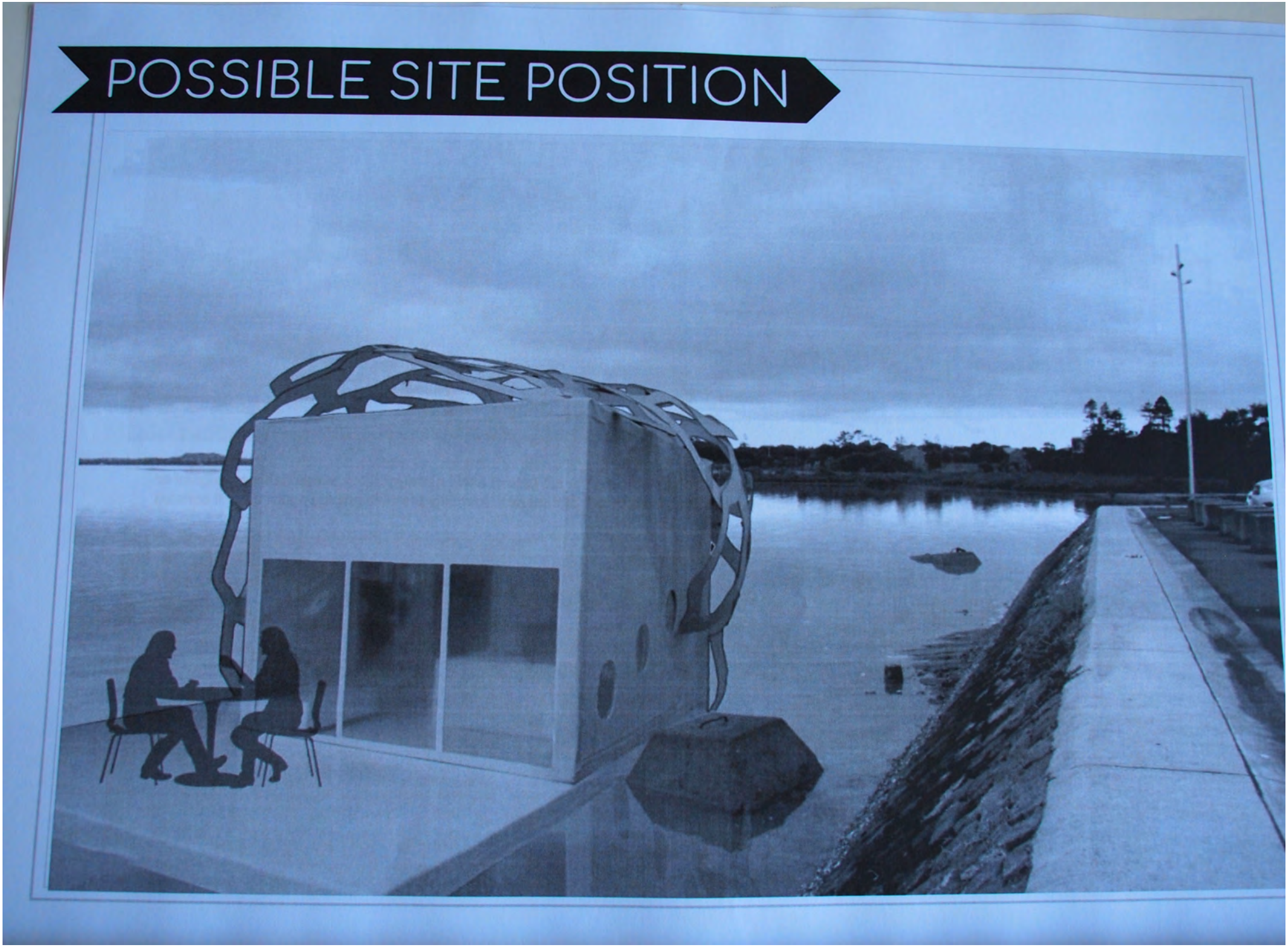
Large feature door that allows lots of natural lighting to come in.

FLOOR PLAN .2

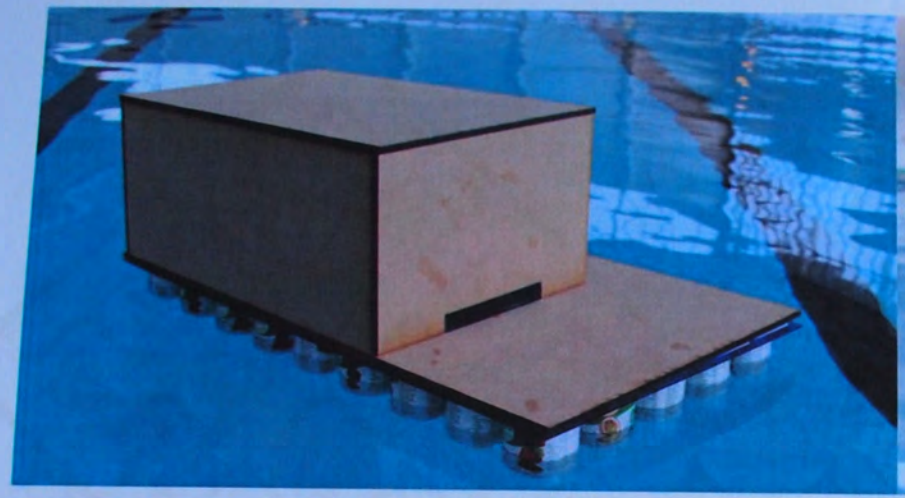
Due to feedback that I received from my stakeholder I have decided to incorporate a modest sized bathroom. The reason for me doing this is because if this structure were to be manufactured throughout new zealand it would need to have a bathroom incase the site that its relocated to doesn't have any access to such facilities. This was also out of convenience for the home owner so that they don't have to use the public facilities nor have to pay rent to use the facilities at say a yacht club that they may be located beside.

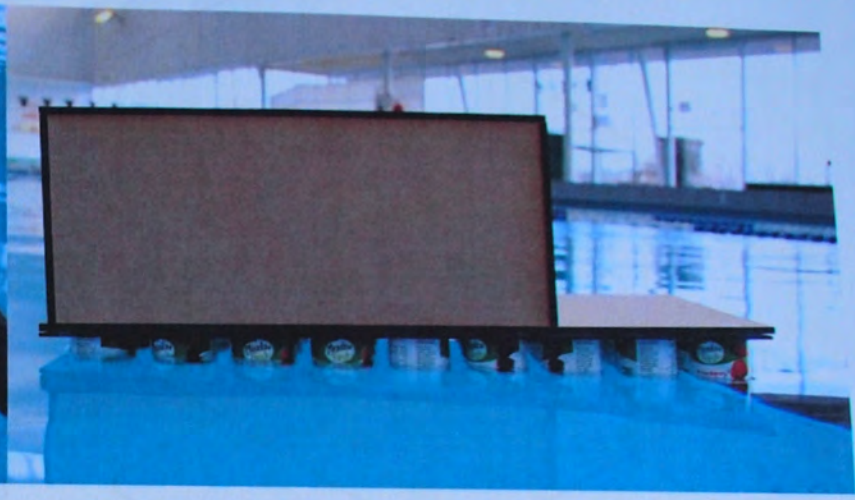


POSSIBLE SITE POSITION

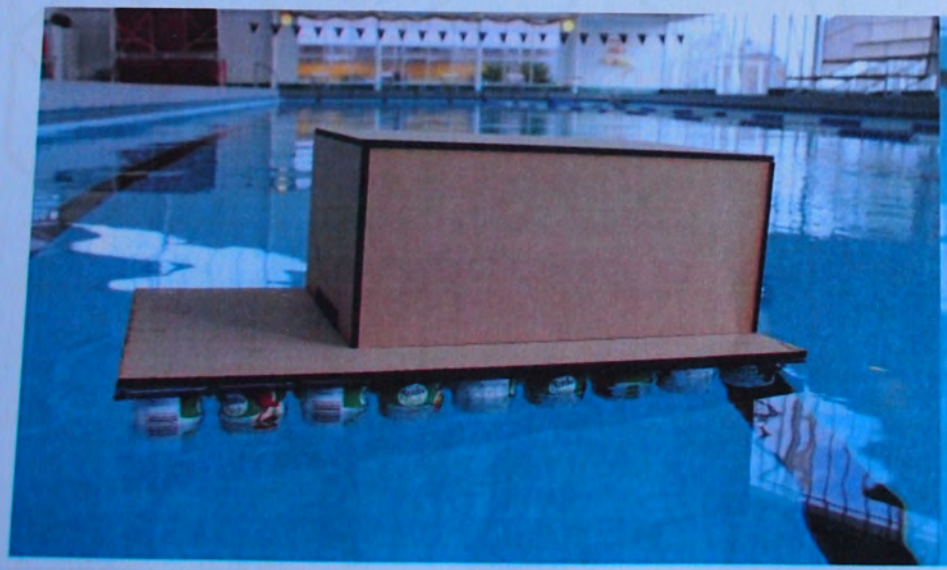


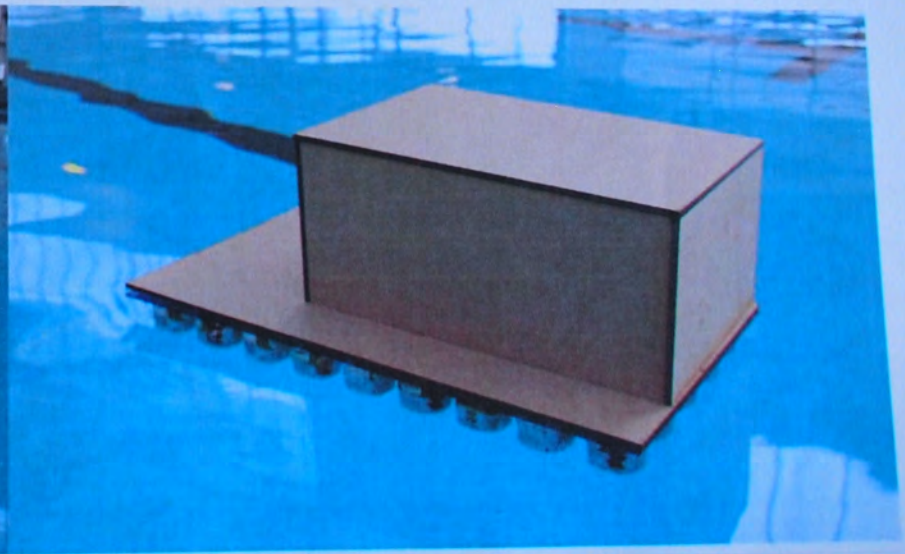
MODEL TESTING



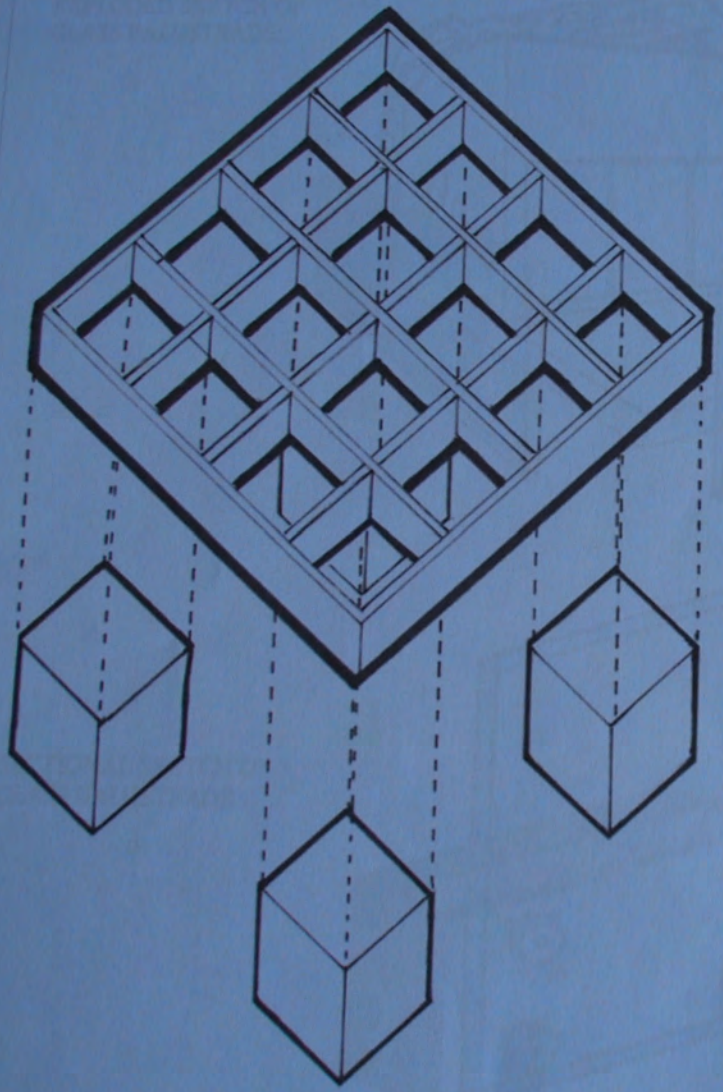


The images provided above are from when I was testing out my practice model to see if It would float. In order to make this model float successfully I had to balance It out through placing different volumes of water into the yoghurt pottles to way down the sides of the deck where the box sitting on top of it isn't.



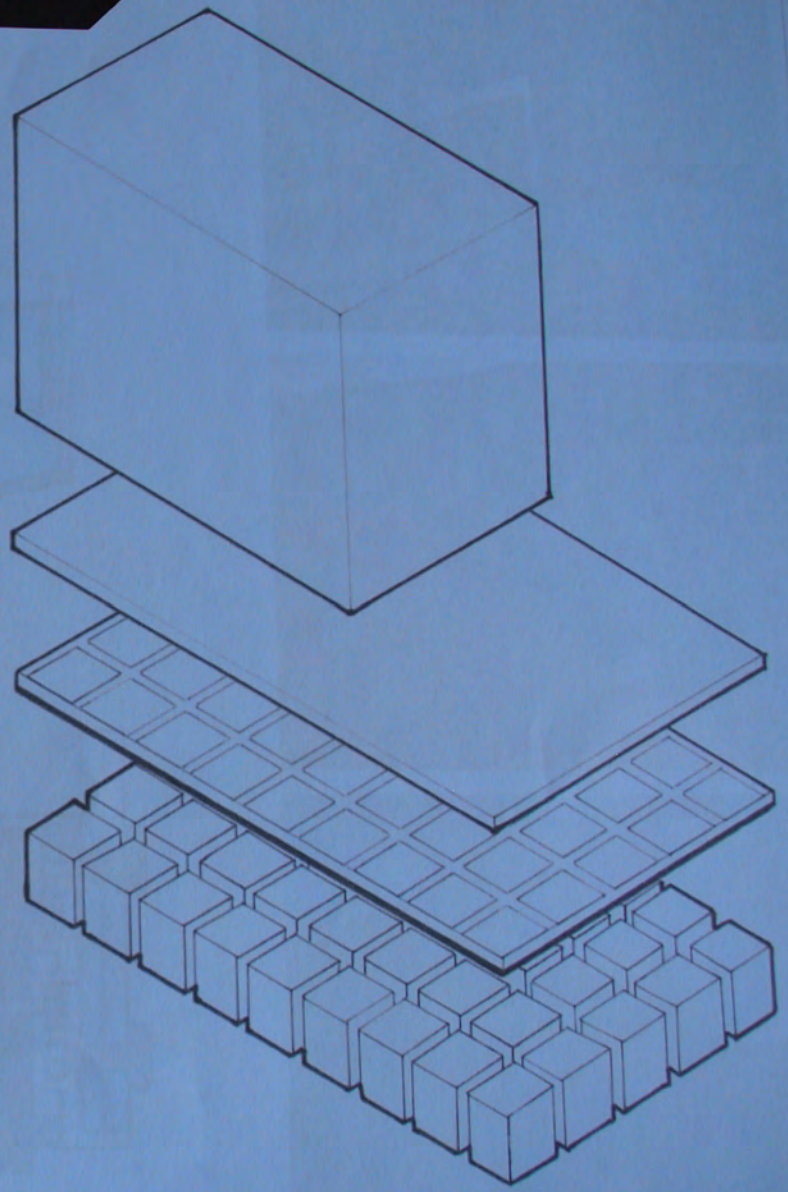


TECHNICAL FEATURES



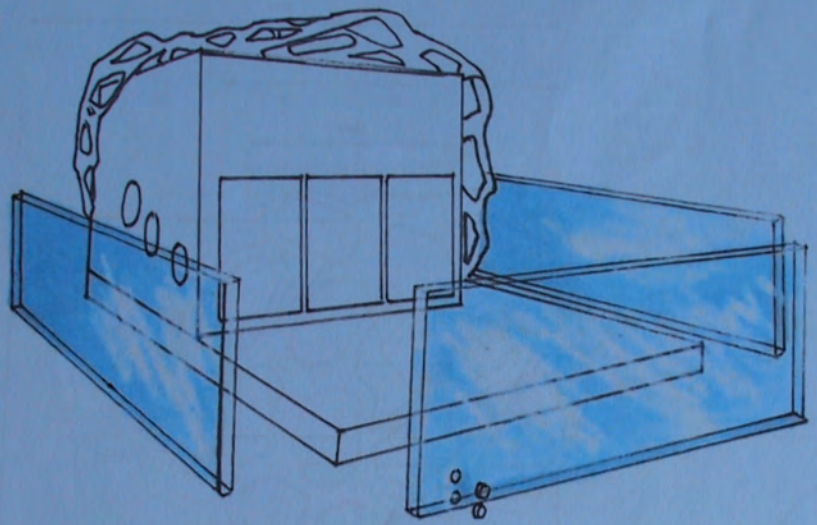
FLOATING MOUNTS

WOODEN FRAME

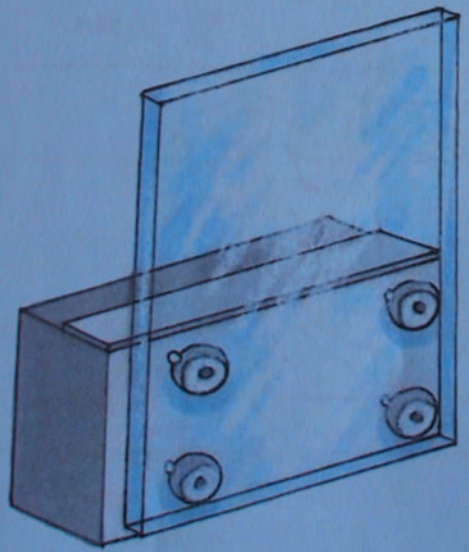


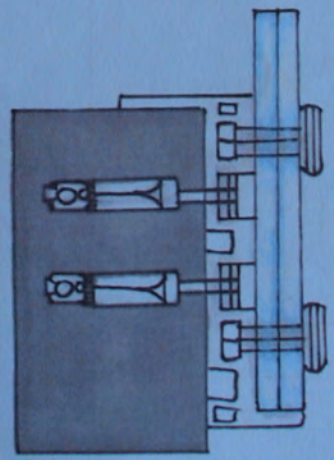
TECHNICAL FEATURES

EXPLODED SKETCH OF
GLASS BALUSTRADE:

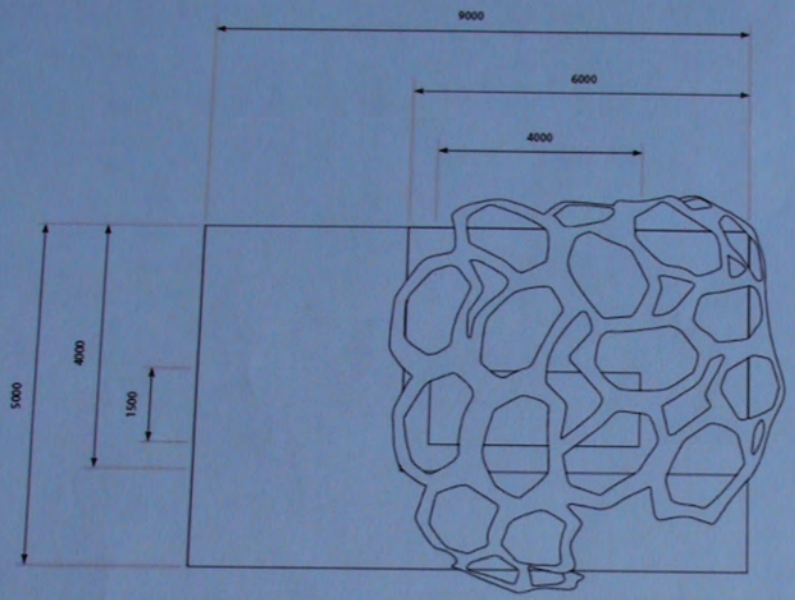


SECTIONAL SKETCH OF
GLASS BALUSTRADE :





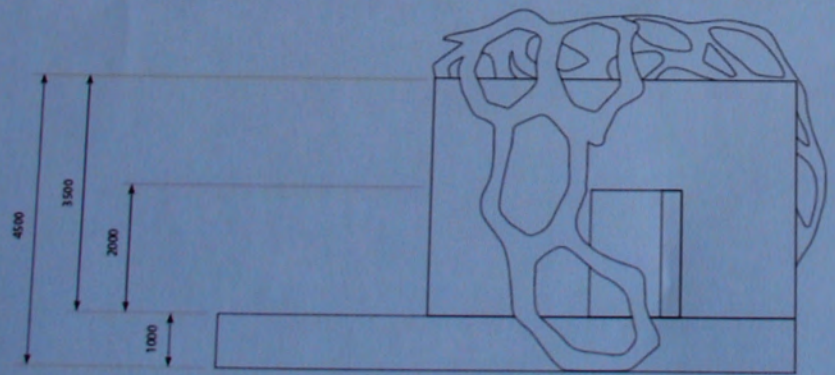
ORTHOGRAPHIC



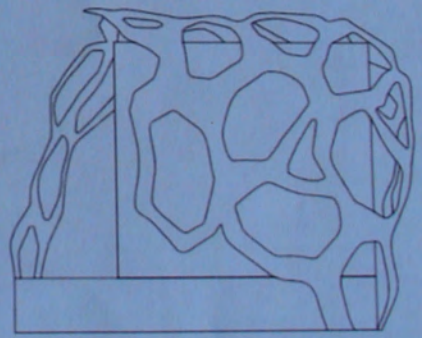
PLAN

HP

VP

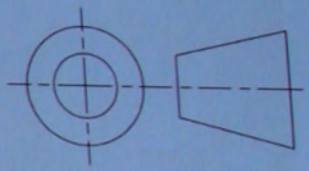


MAIN ELEVATION

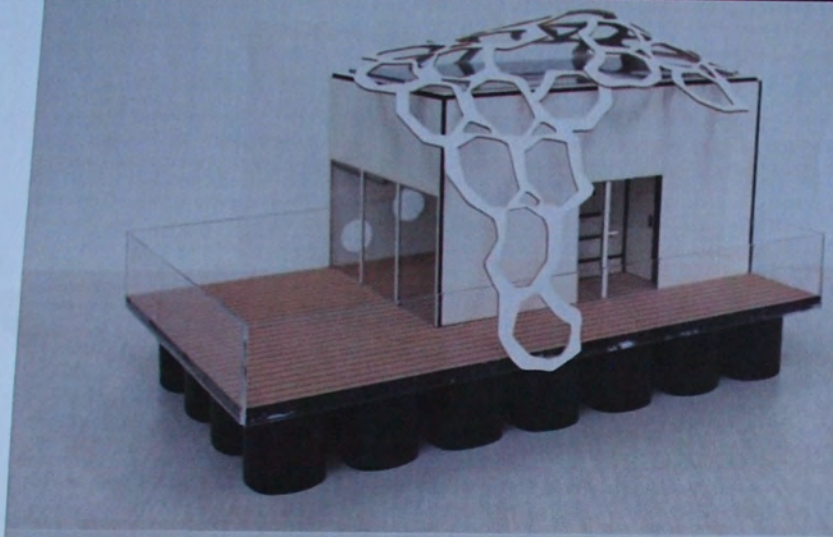


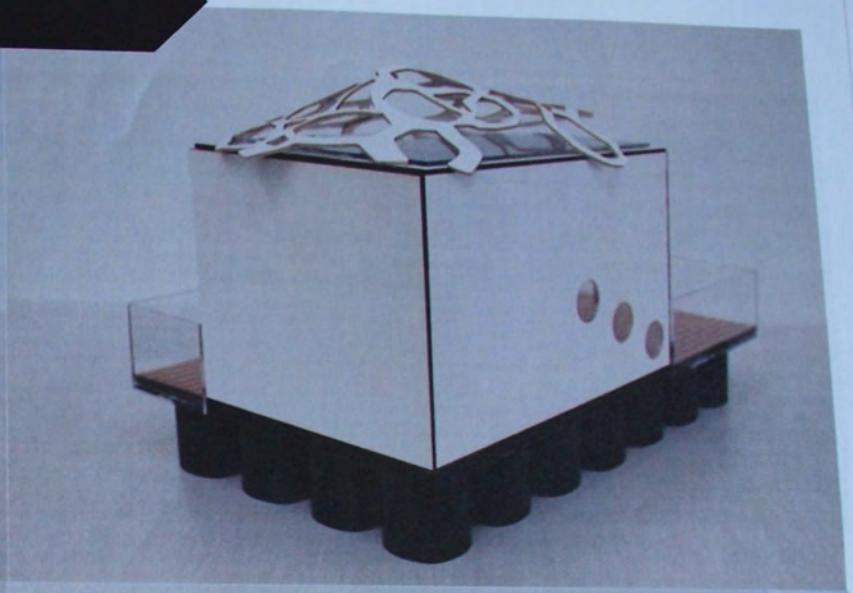
RH ELEVATION

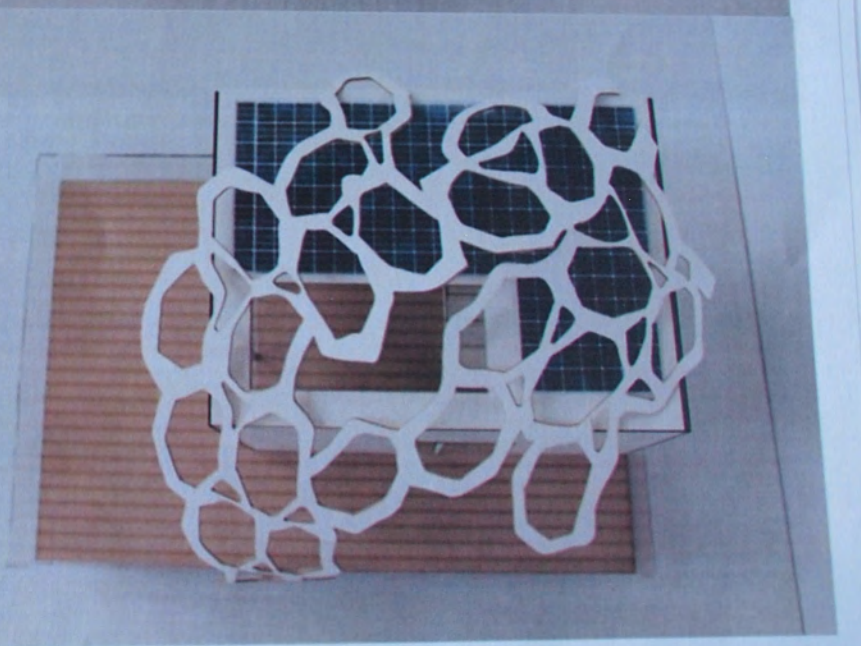
DRAWN BY:
DRAWING TITLE: Orthographic Projection
SCALE: 1 : 20



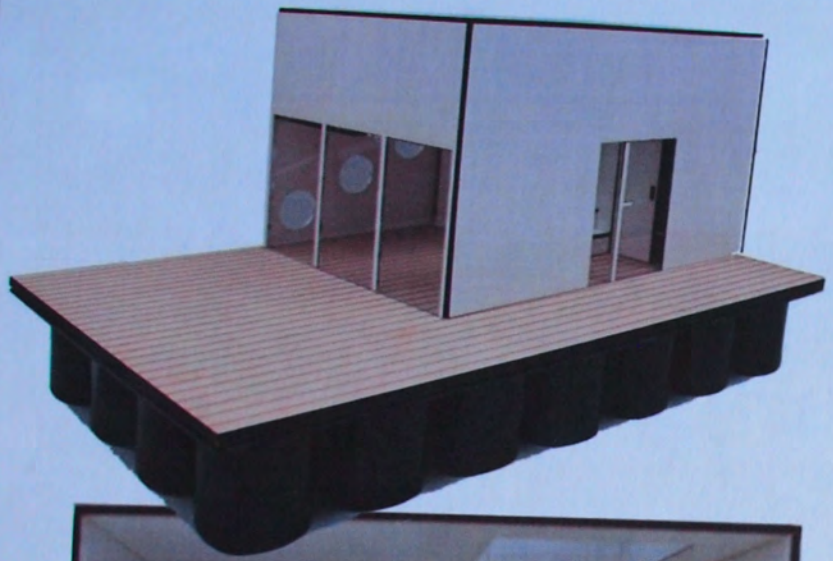
FINAL MODEL

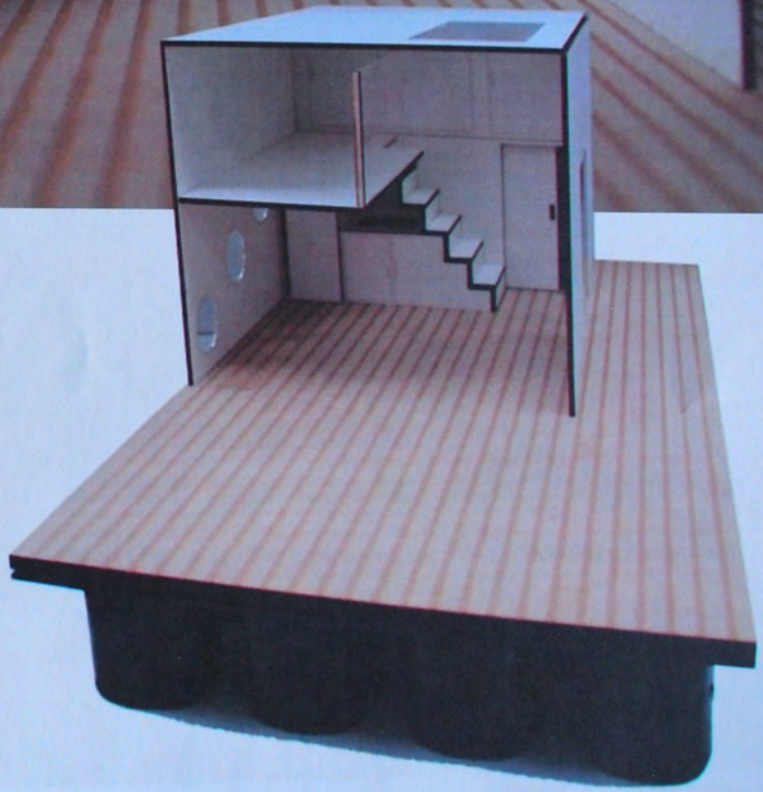






ASSEMBLING MODEL





SUPERIMPOSED MODEL

Assessment Schedule – 2019

Design and Visual Communication: Initiate design ideas through exploration (91627)

Achievement Criteria

Overall level of attainment for 91627	Achievement	Achievement with Merit	Achievement with Excellence
A	*Initiate design ideas through exploration.*	*Initiate design ideas through **insightful** exploration.*	*Initiate design ideas through **extensive** exploration.*

Evidence

Not Achieved	Achievement	Merit	Excellence
No source is material evident. Source material is not interpreted using visual communication strategies or taken into alternatives and variations. Design ideas are not derived from the alternatives and variations.	Use an **experience**(s) to generate **starting ideas**; using visual communication strategies to **interrogate and re-generate** ideas towards **design ideas**. Inspirational sources (**experiences**) are present. These could include mood / inspiration boards, compilation of images, collage, designer studies, modelling, observational drawing, photographs, etc. From inspirational sources, visual communication strategies are used to experiment, play and manipulate shape (2D) and form (3D), exploring **alternatives** and **variations** to generate **starting ideas** • **Alternatives** are distinct, different, contrasting or have divergent shapes / forms. • **Variations** are adaptations, alterations and modified versions of a shape / form. Alternatives and variations are visually **interrogated and re-generated** which lead towards **design ideas**. • **Interrogated and re-generated** refer to the thinking and visual communication of shapes / forms that are re-examined / critiqued, selected, and re-drawn. • **Design ideas** must have identifiable functional and aesthetic qualities.	Use visual communication strategies to analyse and identify an **emerging train of thought** and **re-interpret ideas** to form design ideas. Through the **reinterpretation** of design ideas an **emergent train of thought** is evident. • **Reinterpretation** of design ideas is applying thinking and visual communication that is purposeful and meaningful in its connection to its context. • **Emerging train of thought** is where a theme is developing with a perspective (viewpoint) and direction (intention) in either a functional / aesthetic / contextual or thematic way.	Use visual communication strategies to challenge thinking and **extend and transform ideas** to form design ideas. The train of thought of design thinking is **further extended / transformed**, which challenges and / or moves beyond the predictable design idea. • **Transform ideas** means the design idea has been seen in a new way.

Note: Visual communication strategies may include but are not limited to: abstraction, recombination, repetition, rotation, reflection, simplification, de-construction, truncation, exaggeration.

Achievement Exemplar 2019

Subject	Design and Visual Communication	Standard	91627	Overall grade	A
	Annotation				
	Pages 1–5 have the context, starting experiences of collaged inspiration, and student generated shapes and forms that show alternatives and variations.				
	Pages 6–11 continue to explore and expand design thinking and start to examine more architectural 3D forms.				
	Pages 12–26 take the initial design idea of the tiny house and external decorative facade and re-examine and re-generate it to have more identifiable qualities and function.				
	This submission is an Achieved. It does not show analysis or re-interpretation of design ideas that are needed for Merit. It does look briefly at some technical features. The design idea does not change greatly from the original seen. The visual communication modes selected clearly promotes the design ideas and design thinking.				