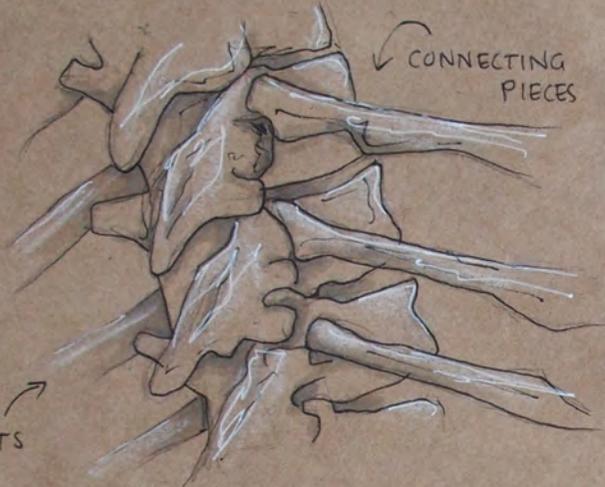


BONE - EXPLORATION

Sourced from a textbook/google

0129364063



JOINTS

WIDE AREAS

BENDS

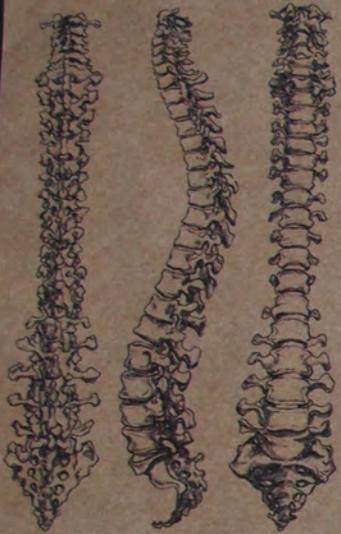


THICK & THIN SHAPES

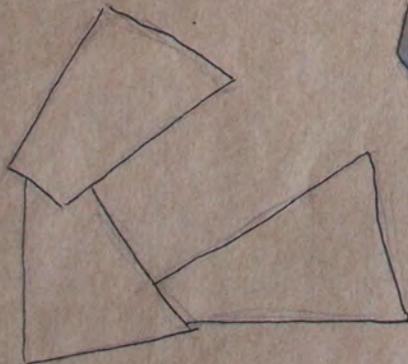


CONNECT TOGETHER (MOVING PIECES) INTERCHANGABLE

EXPLORATION

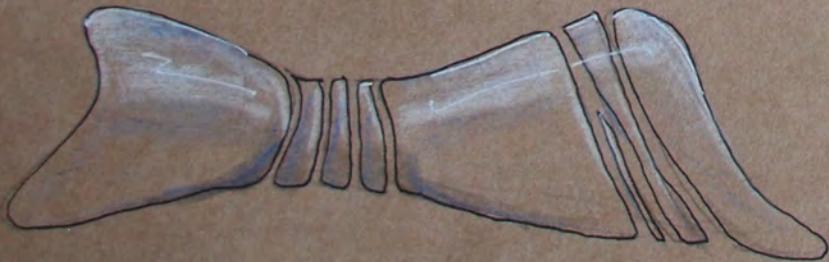
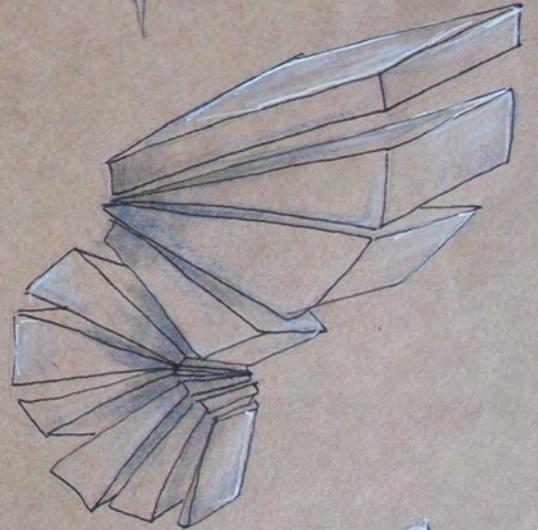
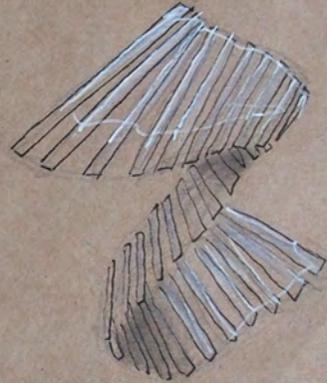
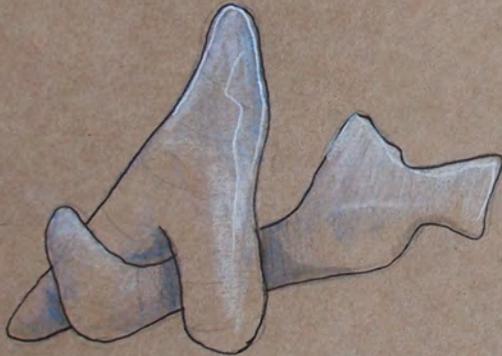


Source Material : spine



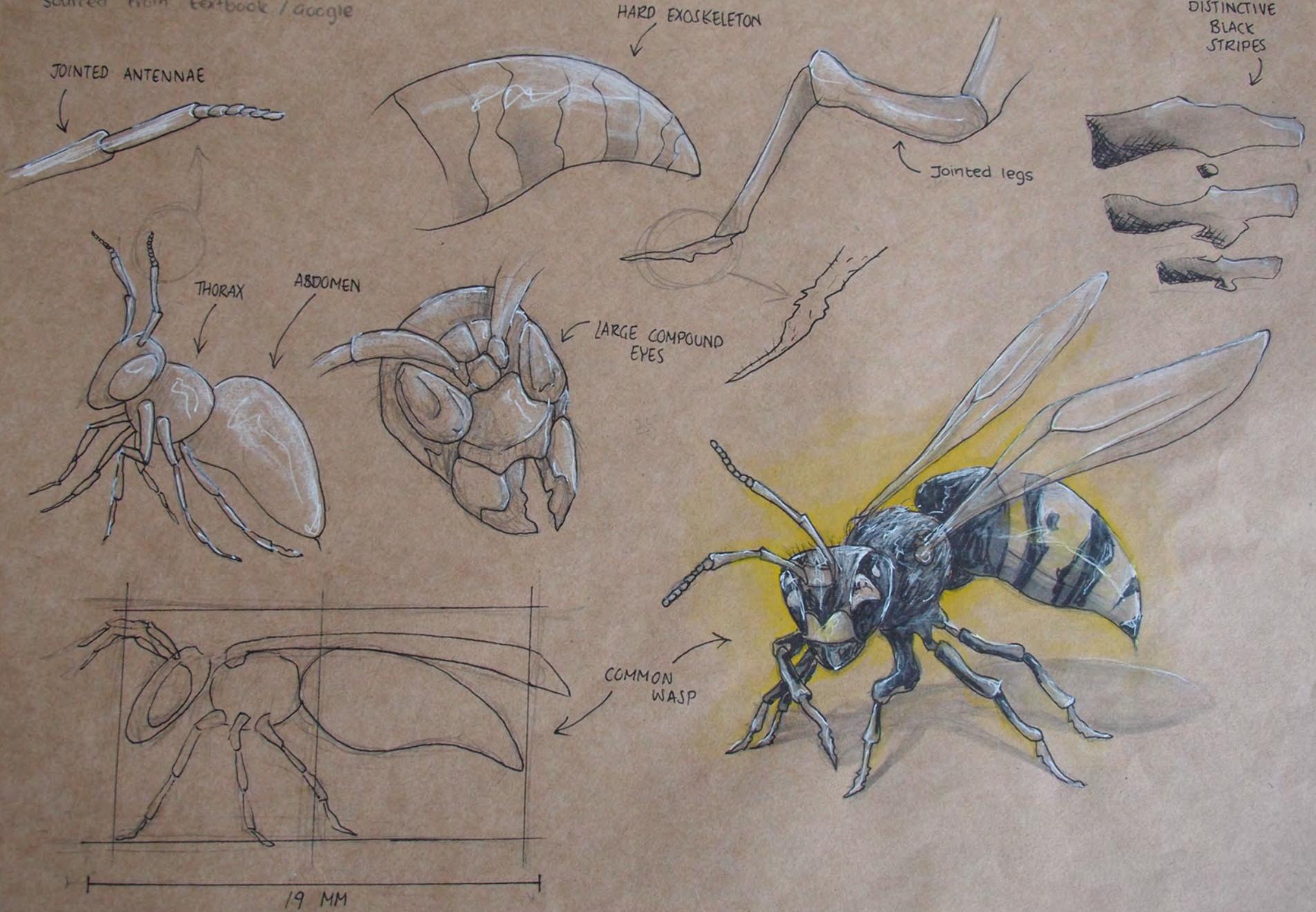
Source Material : Hand

EXPLORATION

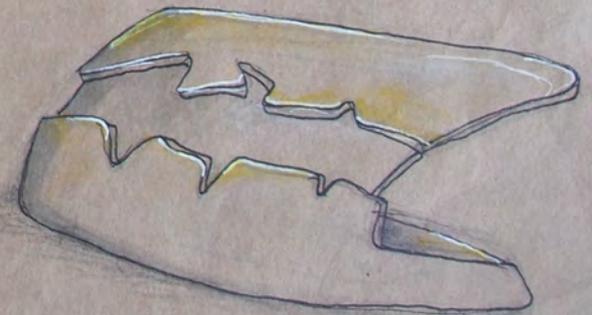
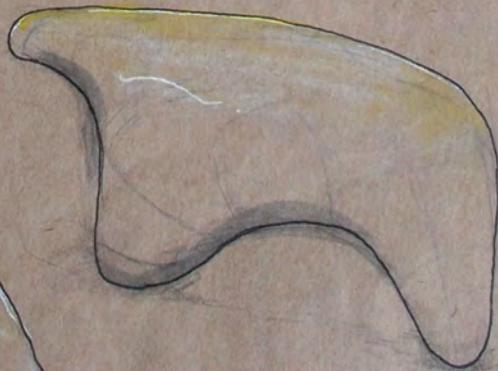
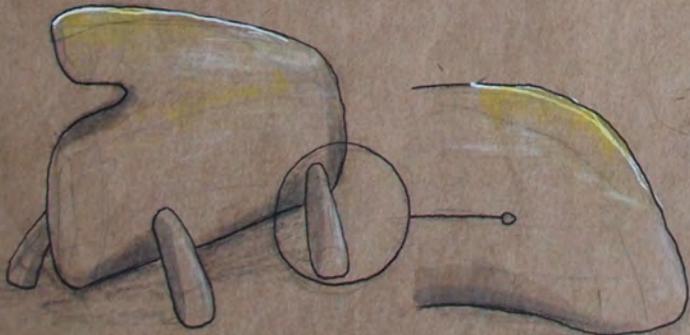
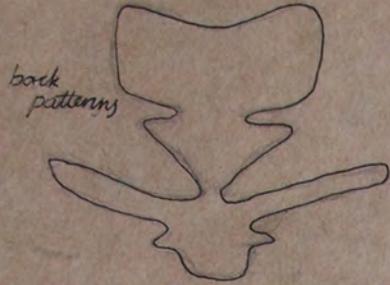


WASP - EXPLORATION

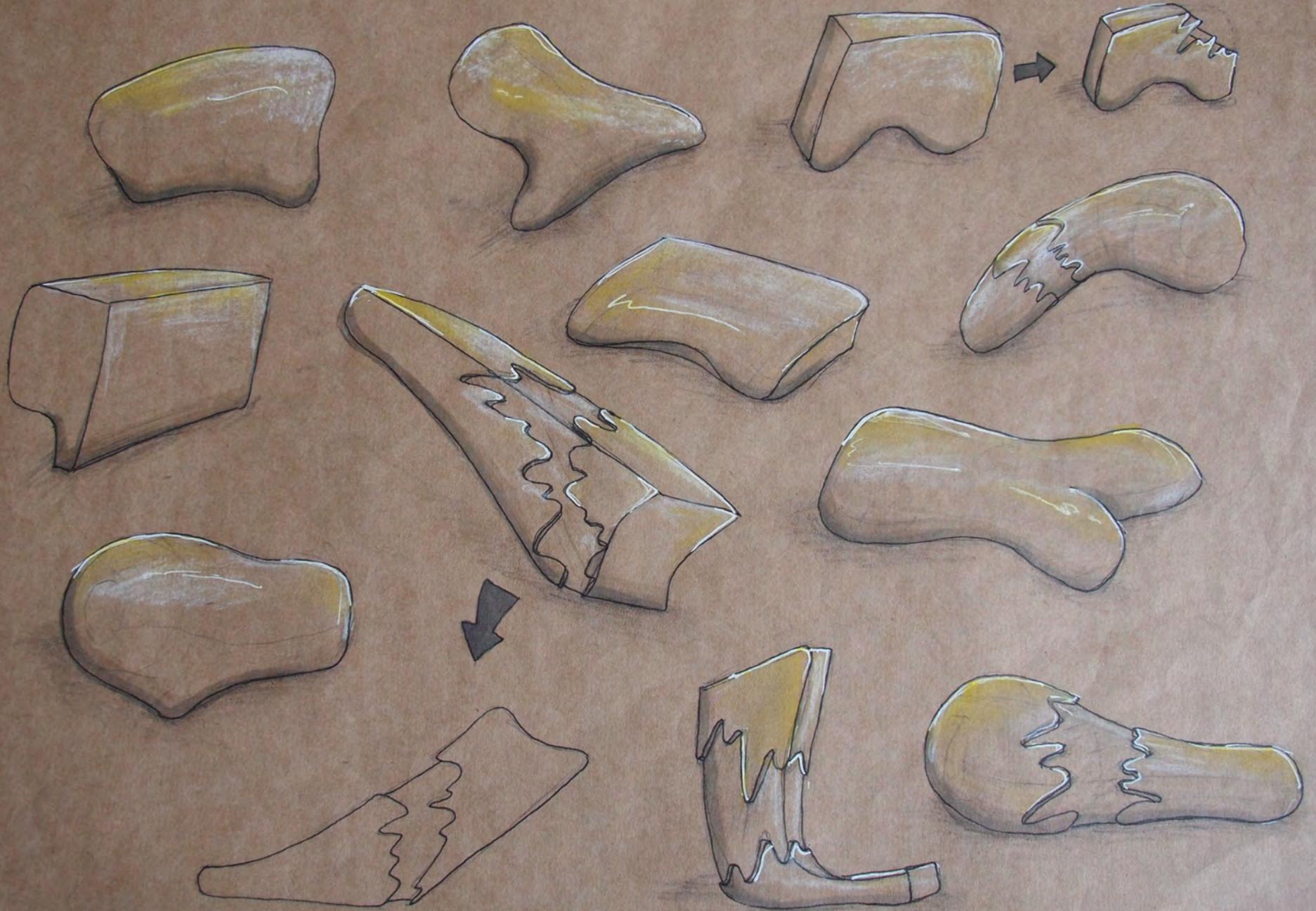
Sourced from textbook / google



EXPLORATION

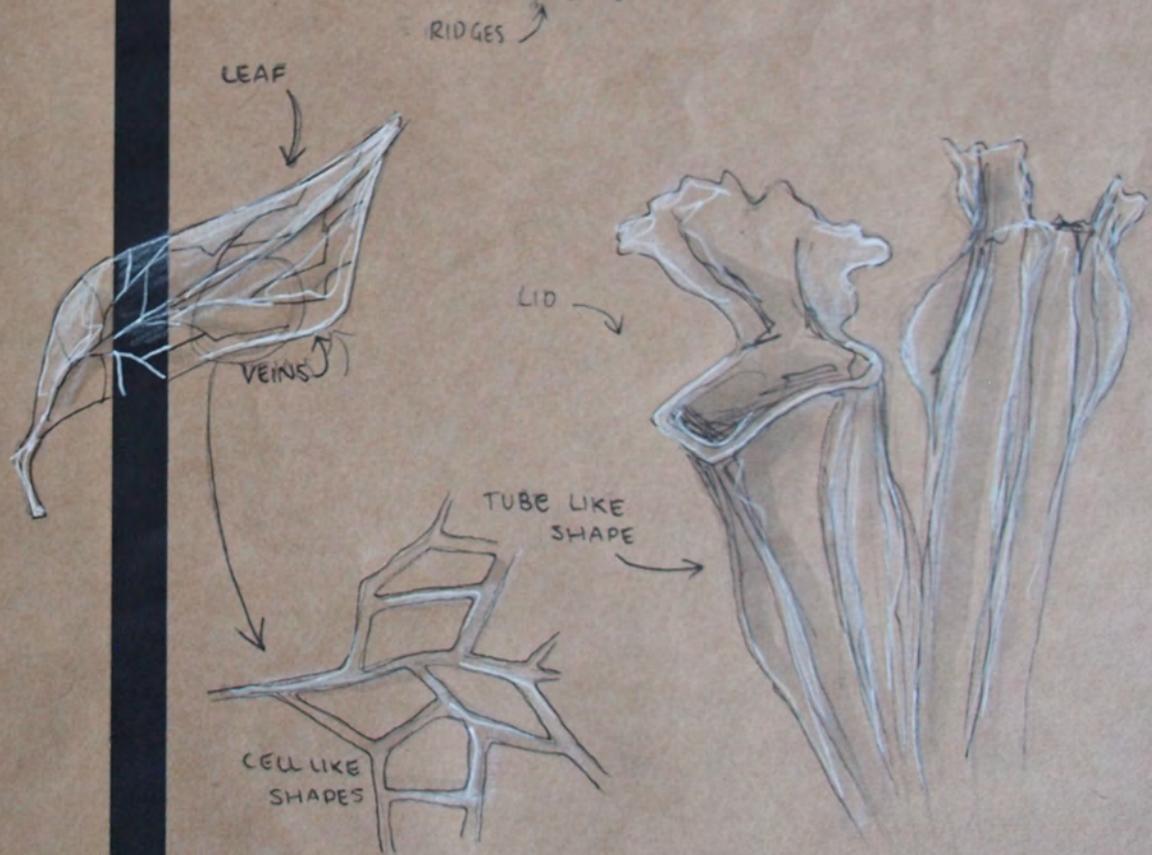
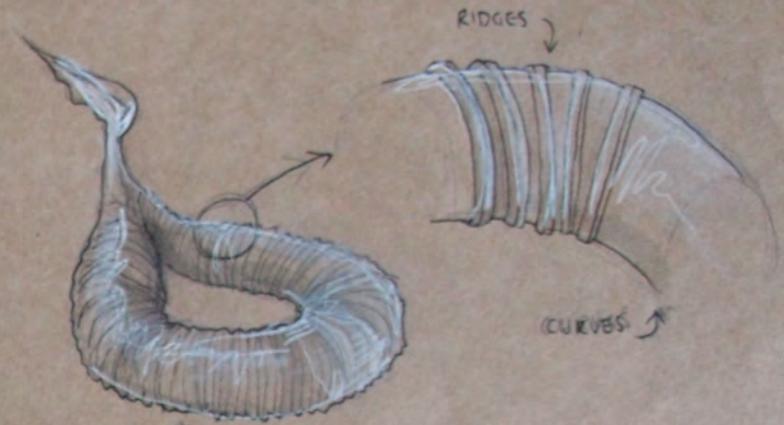
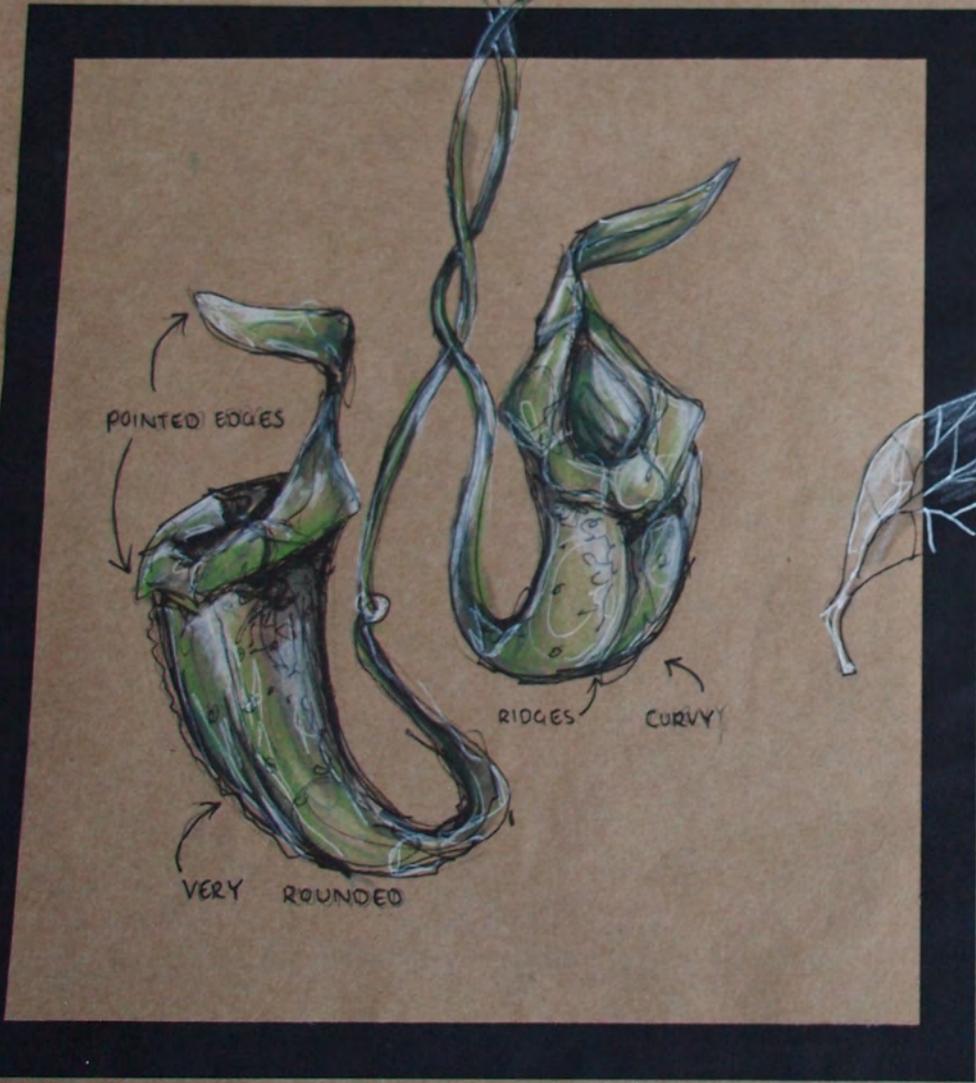


EXPLORATION



FLY TRAP - EXPLORATION

Sourced from textbook / google



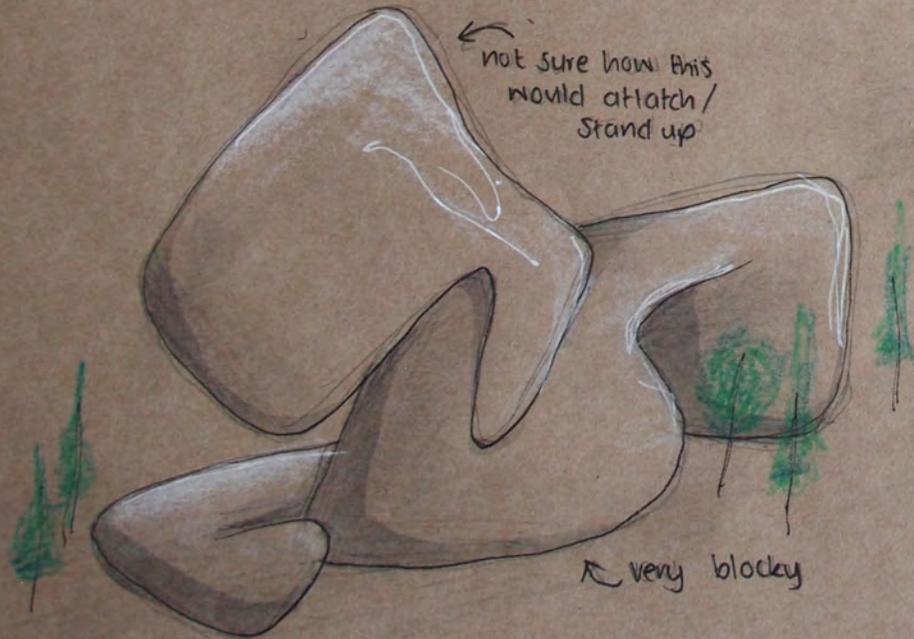
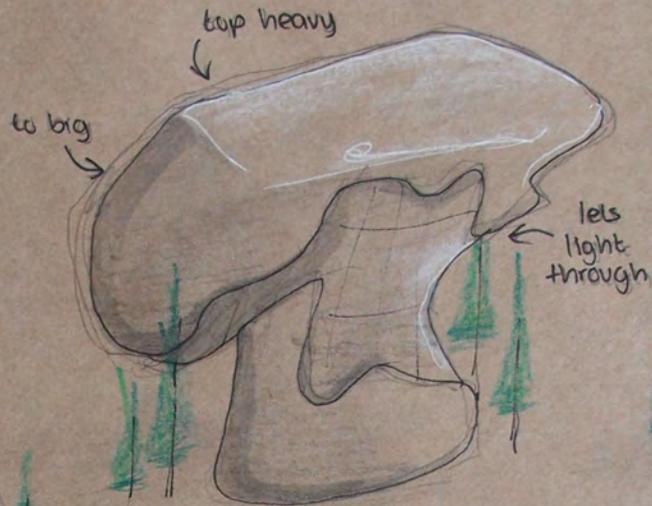
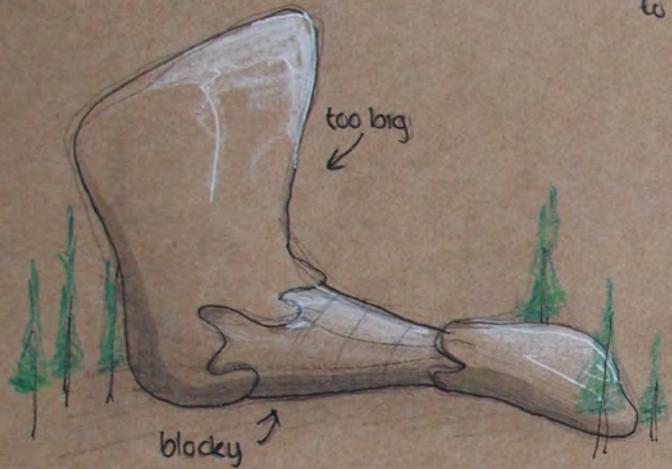
EXPLORATION



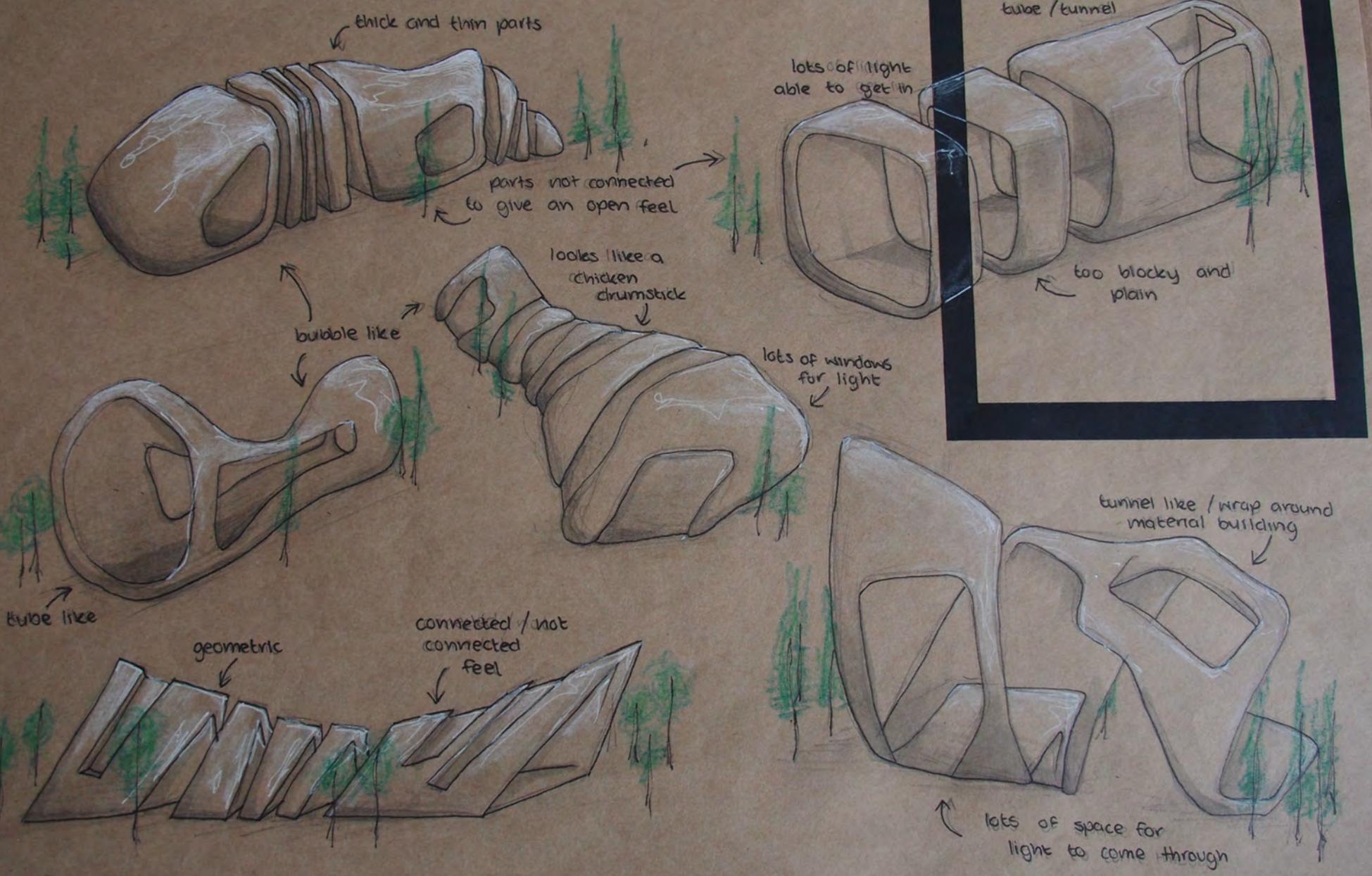
EXPLORATION



INITIAL CONCEPTS



INITIAL CONCEPTS



CONCEPT DEVELOPMENT



geometric

Joined / unjoined

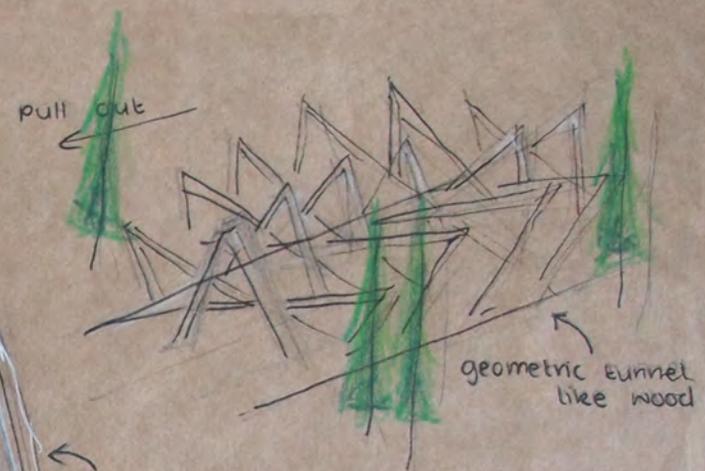


skinner sticks



organic feel

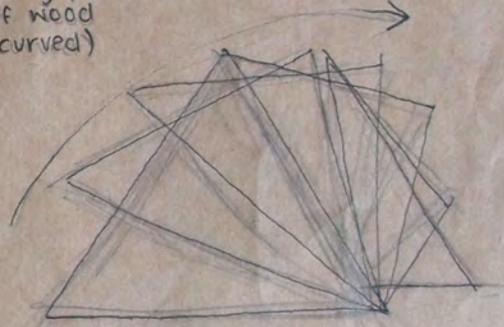
tunnel / tube



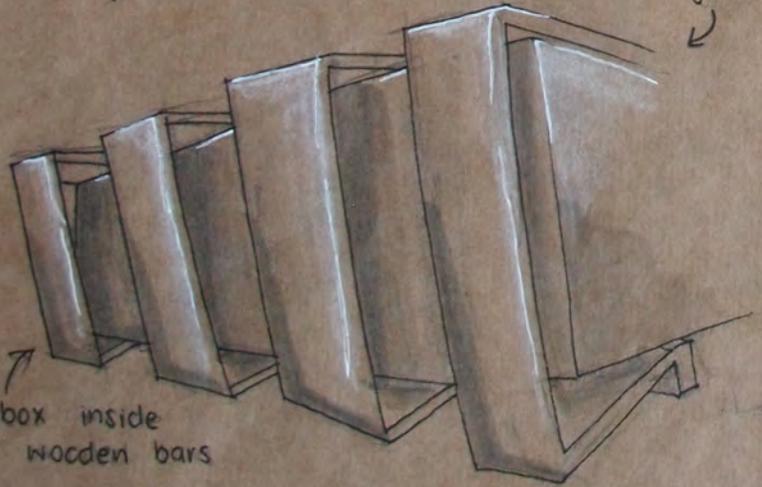
pull out

geometric tunnel like wood

skinny pieces of wood (curved)



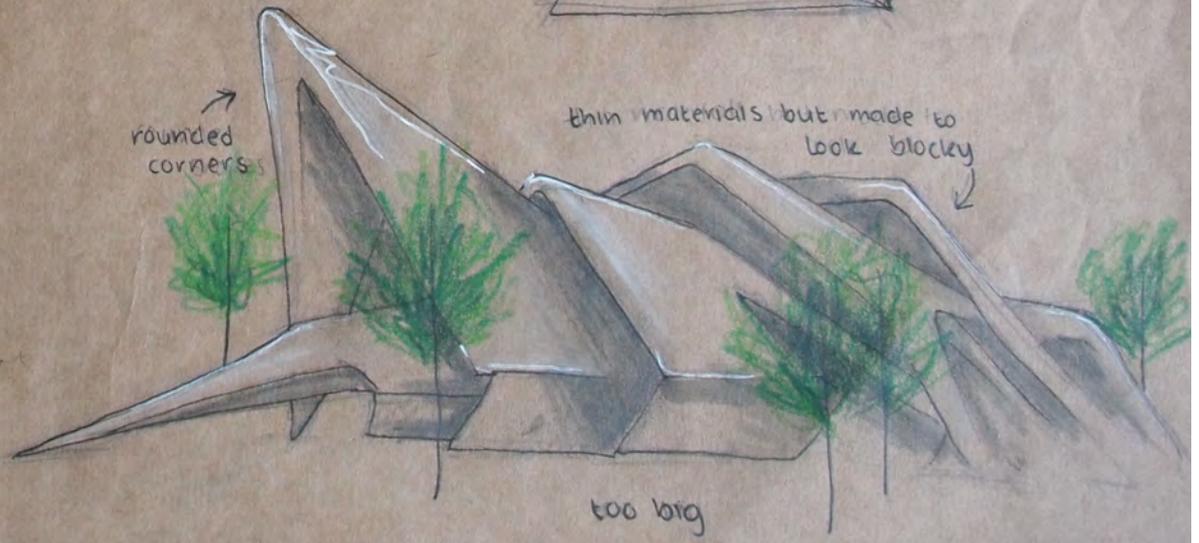
thick to thin maybe



box inside wooden bars

rounded corners

thin materials but made to look blocky



too big

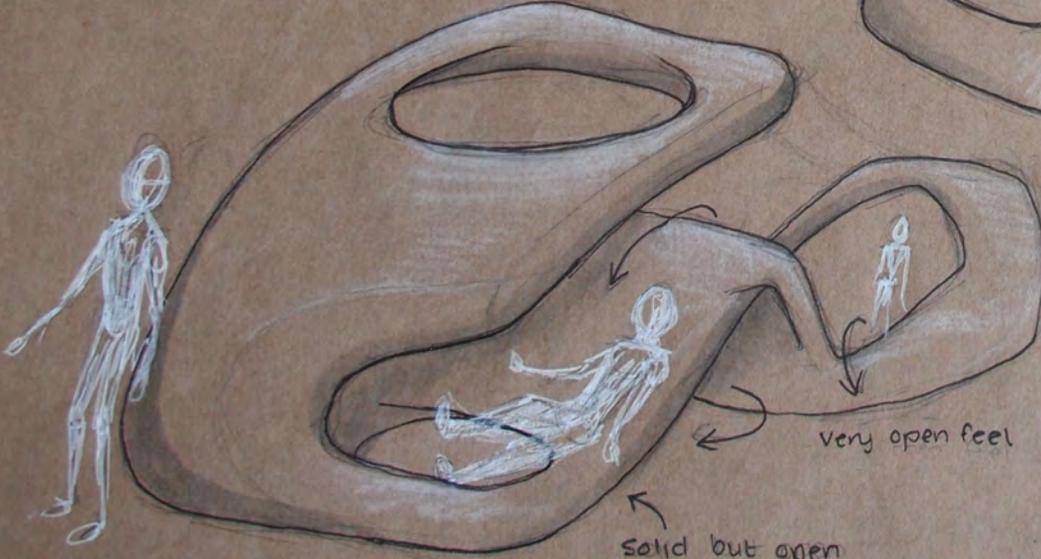
CONCEPT DEVELOPMENT



gaps provide a good source of lighting



- bone like structure
- gaps
- solid in places
- twisted
- connecting pieces

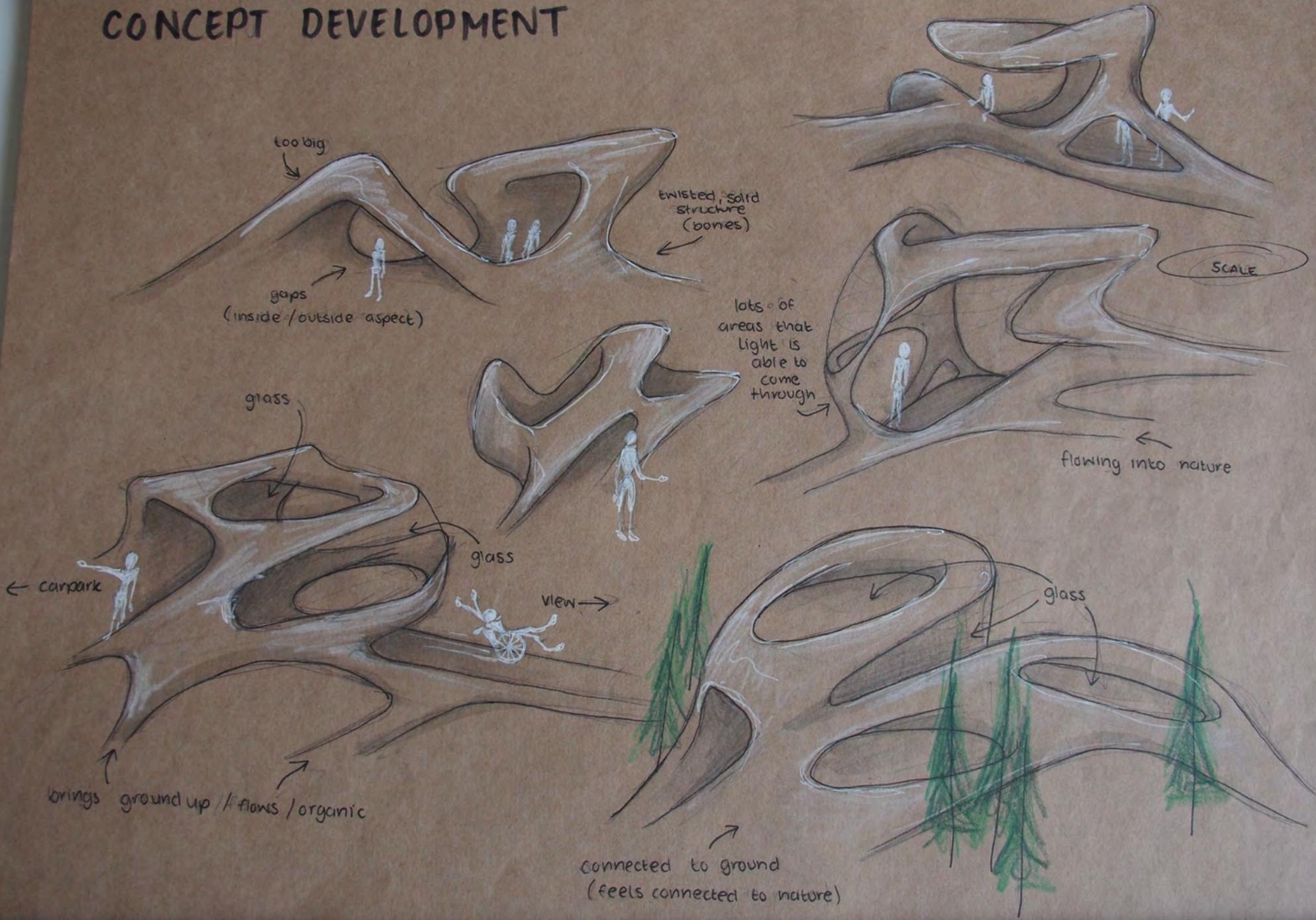


very open feel

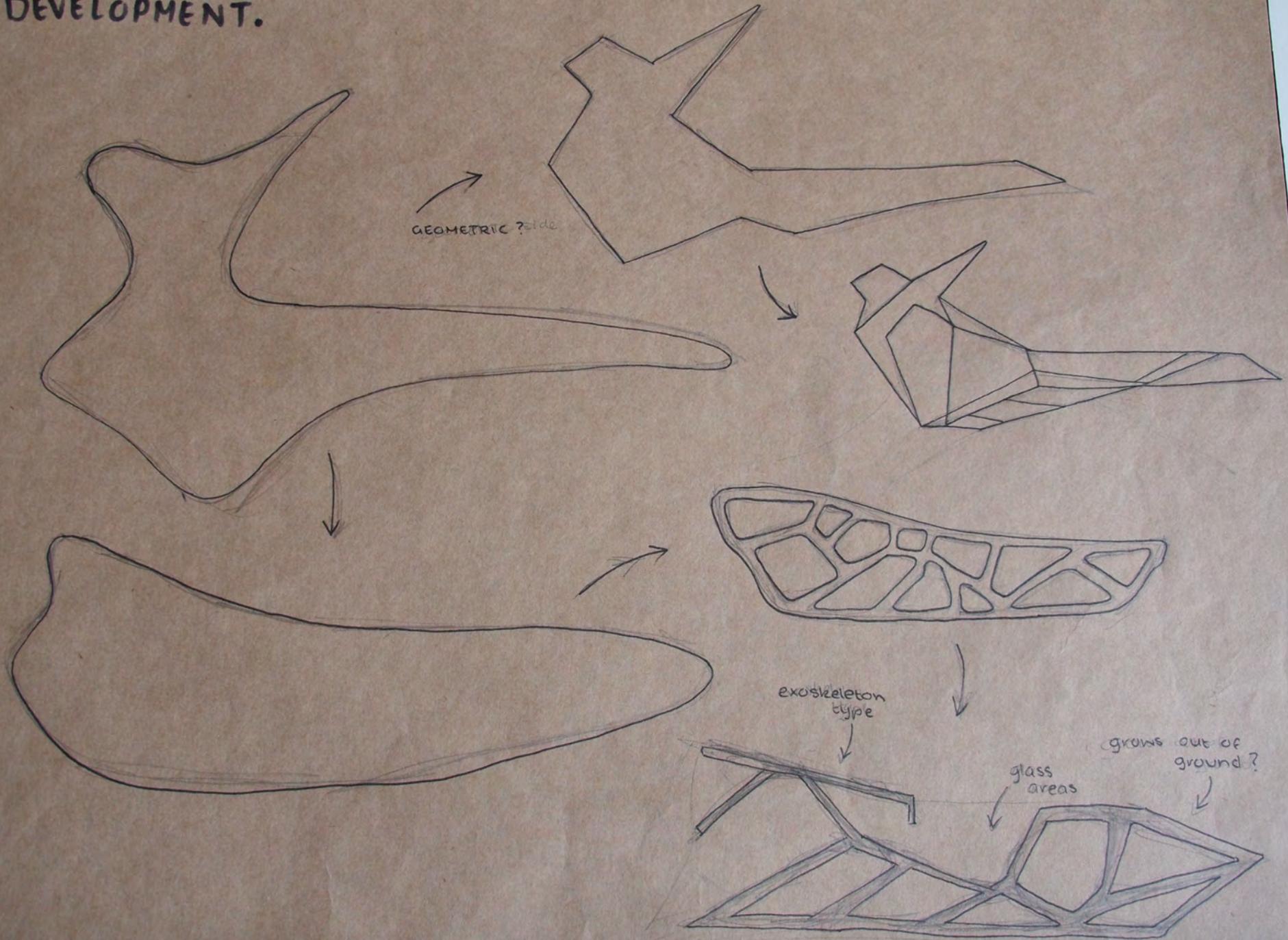


flows into ground (organic)

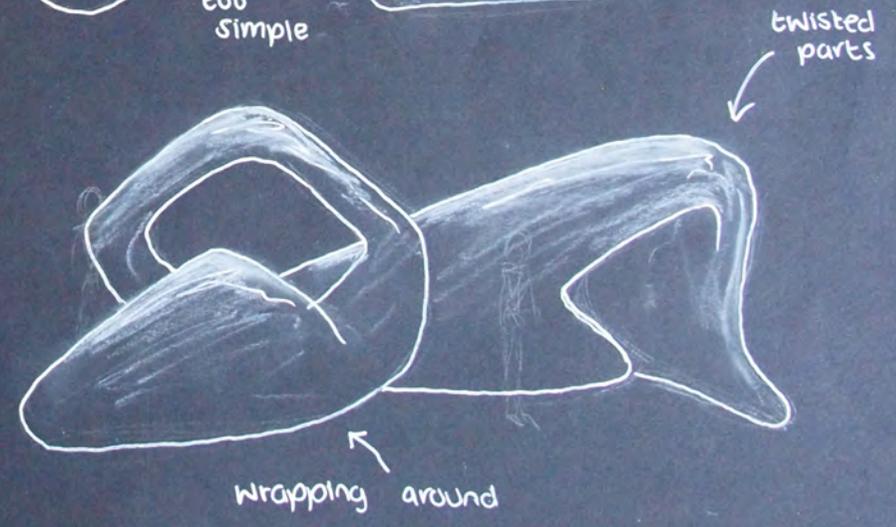
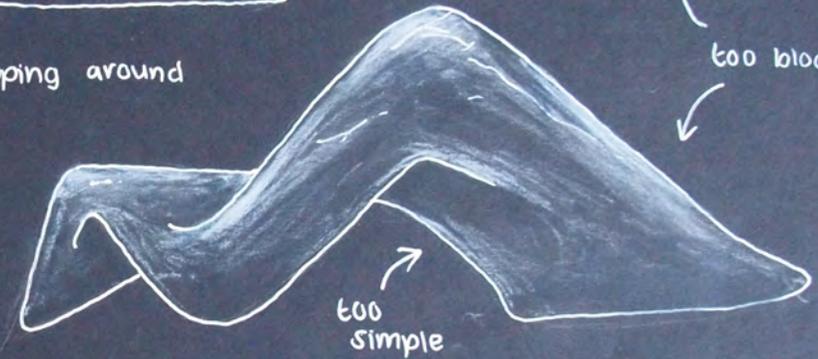
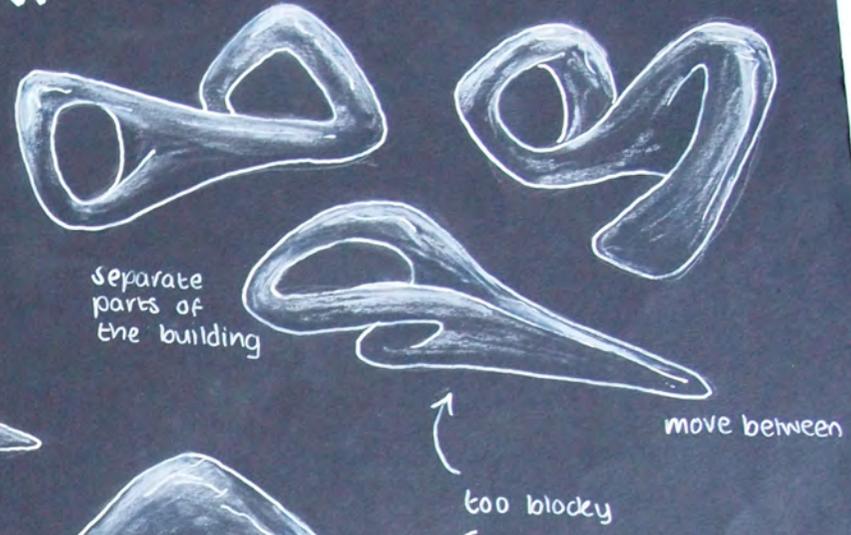
CONCEPT DEVELOPMENT



DEVELOPMENT.

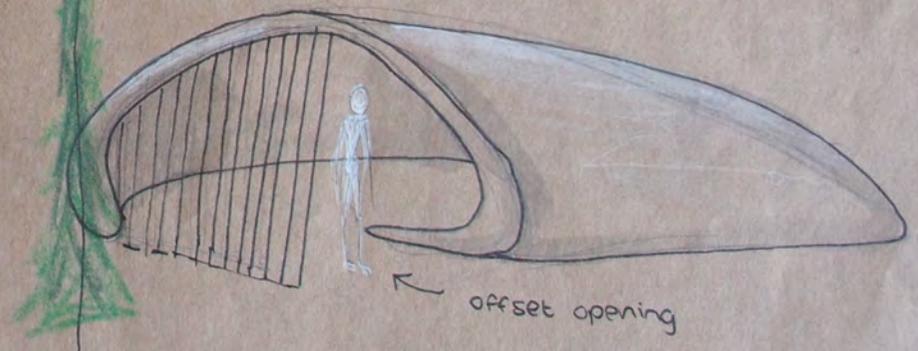
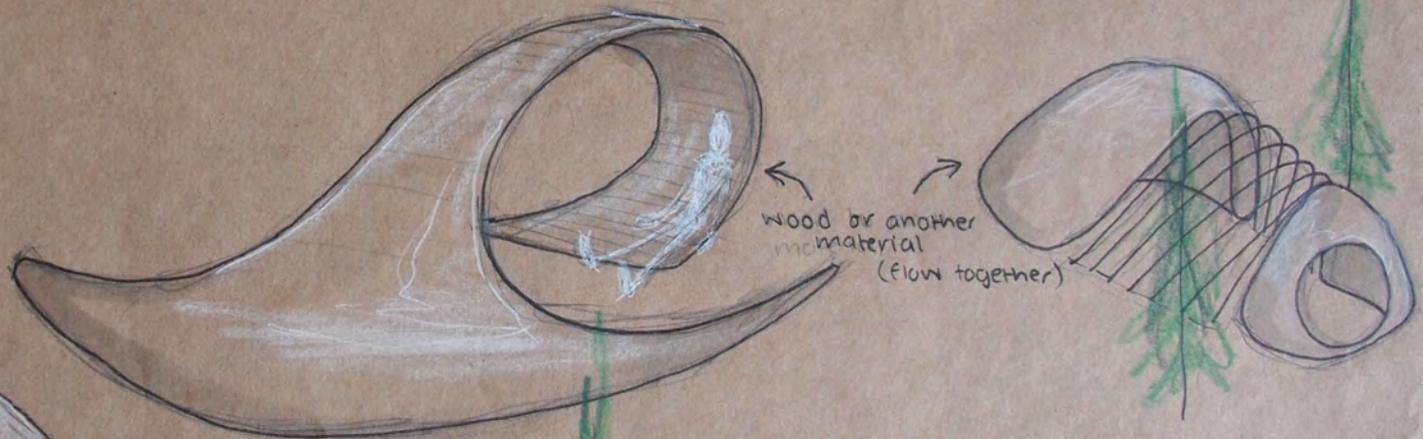
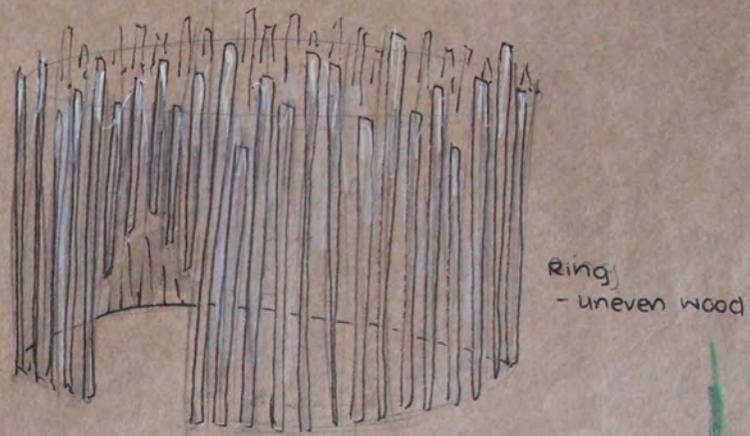
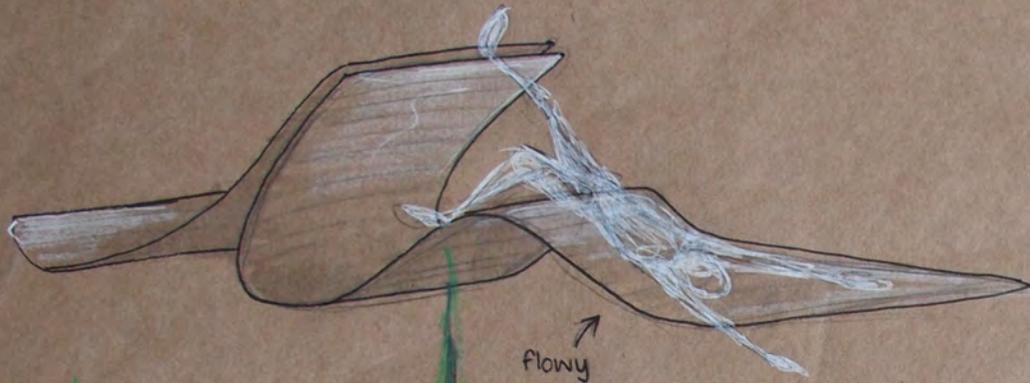


CONCEPT DEVELOPMENT

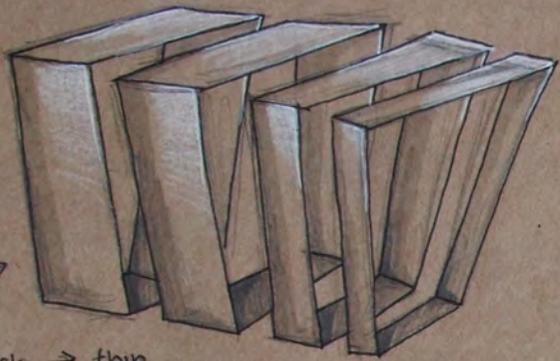


great from views
letting and natural light
into building.

CONCEPT DEVELOPMENT



DEVELOPMENT

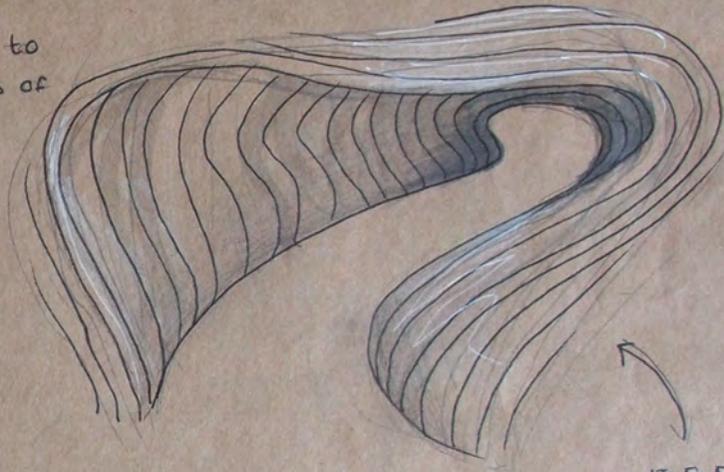


Thick → thin



side ways wood strips

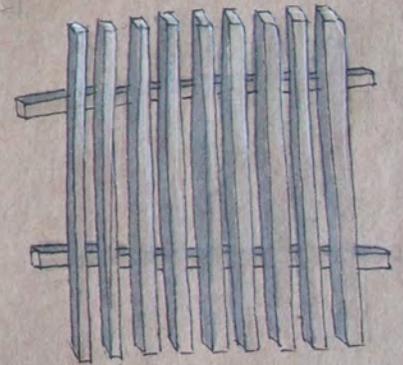
tunnels to connect parts of building



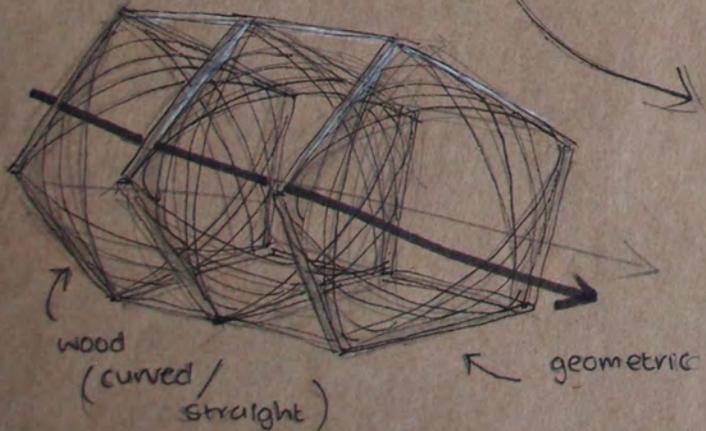
Bent wood (wood)



tunnel



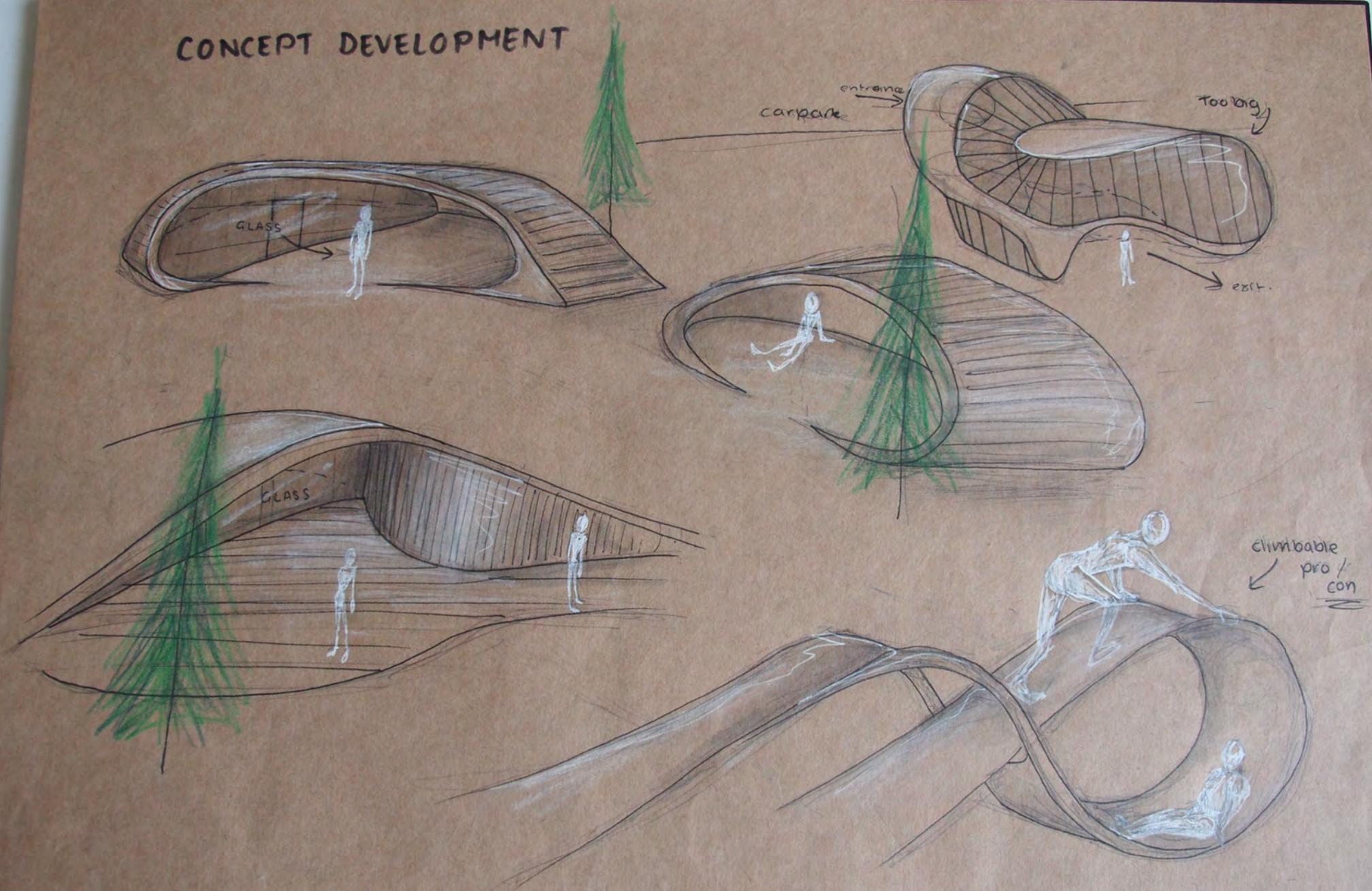
part wood → part concrete



wood (curved / straight)

geometric

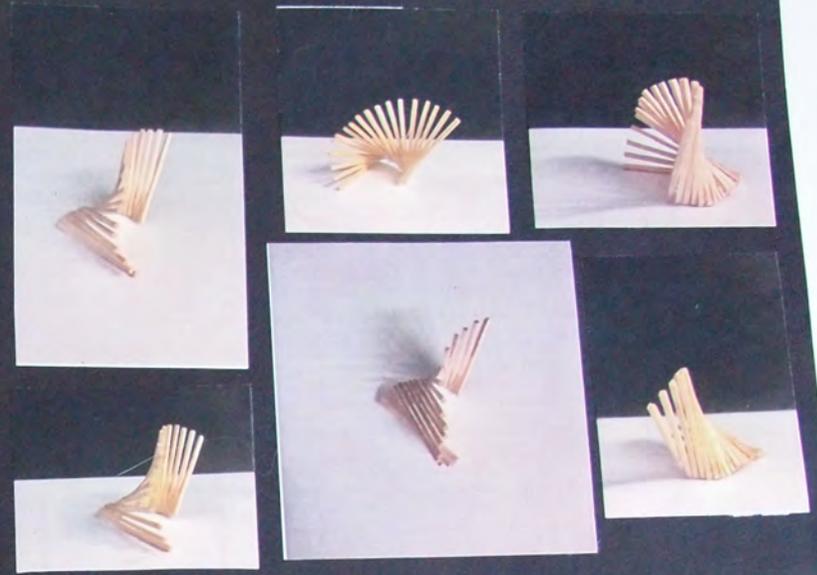
CONCEPT DEVELOPMENT





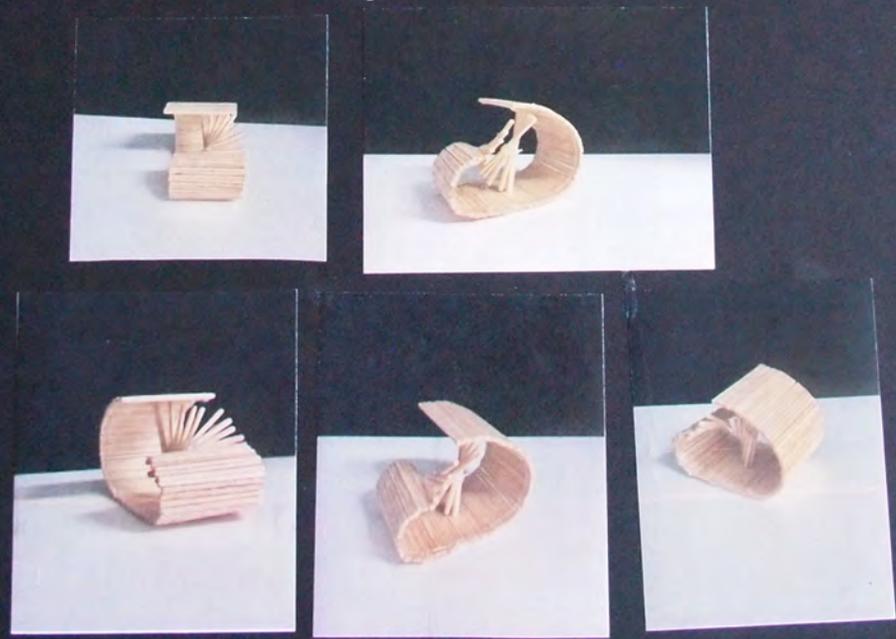
MODEL TWO.

- rounded edges
- wall twisting (wood)
- shows how the wood can curve
- would make a good organic flowing building
- spiraled wood used to divide a space up but still leave an open plan aspect.



MODEL ONE.

- not sure how this works as a building
- shows how to round wood
- could make a good open space and organic area
- possible part of a building.



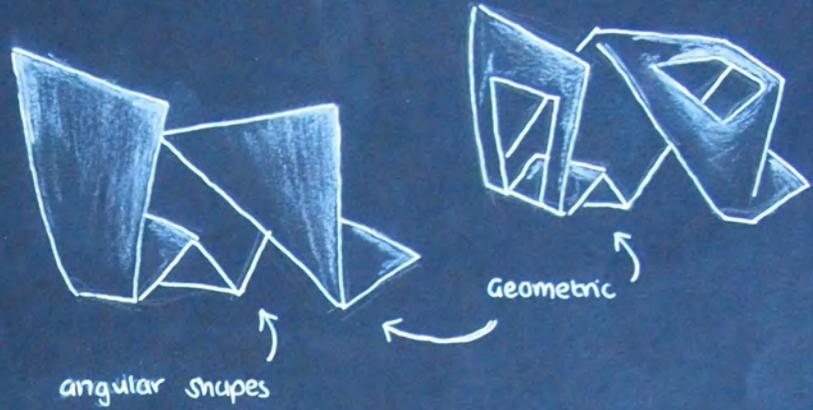
MODEL THREE.

- spiral
- wood connected along one side to create a widening curve
- could potentially be used to divide a space (shown in model one and two)
- walls or seating.

DEVELOPMENT



exoskeleton
body

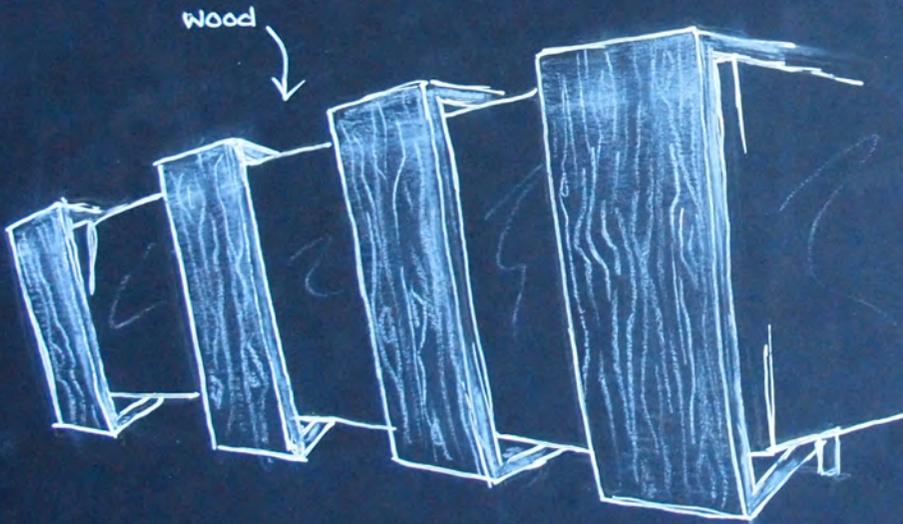


Geometric

angular shapes

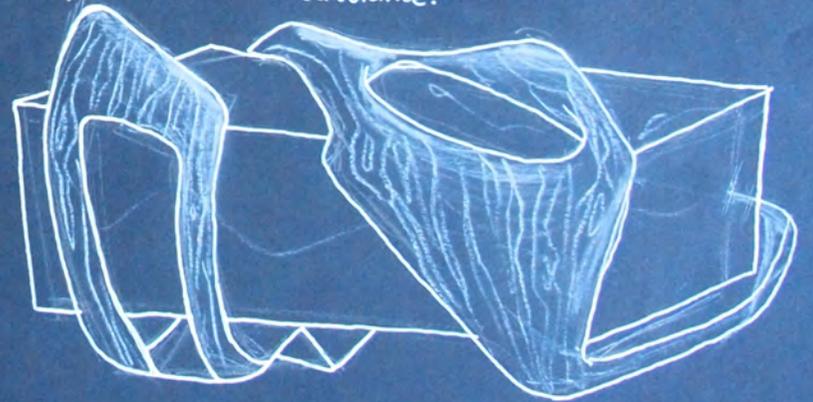


wrap around
wood / some form of substance.



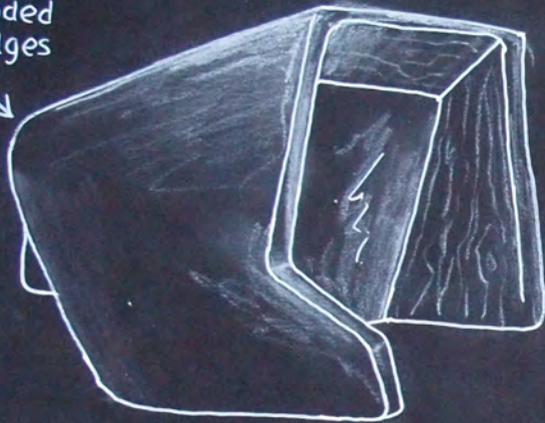
wood

glass tube / box
building with wrap
around wood

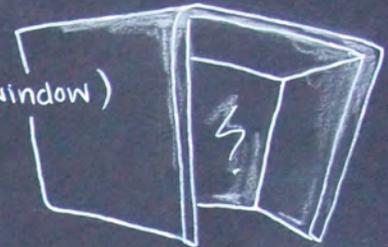
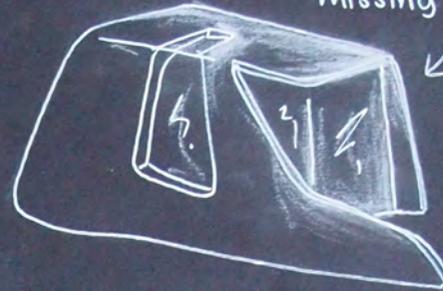


SHAPE OF MAIN STRUCTURE: DEVELOPMENT

Rounded edges



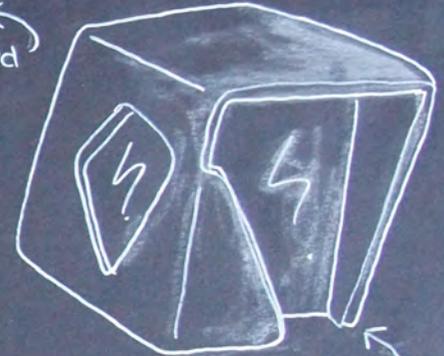
part of wall missing (window)



too simple

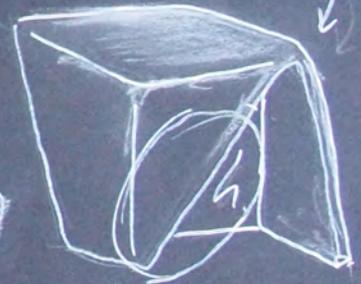
extended

wooden feature



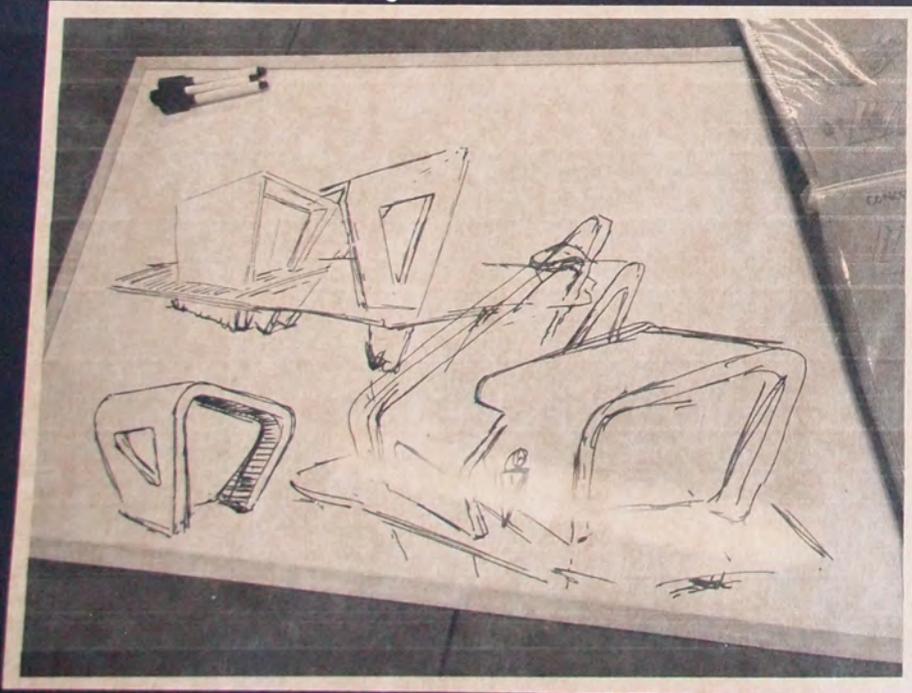
folded aspect

fold edge slightly



fold edge to top
(blades out too much light)

whiteboard designs:





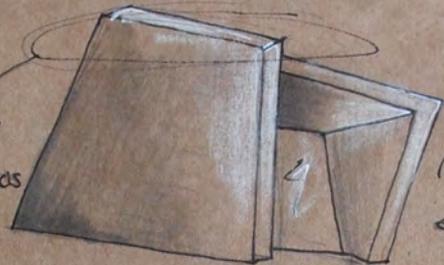
don't like how the wall extends higher



rounded walls



angular windows



connects to other part of building



to big?



High
low



rounded edges and walls to create an organic feel

skylight / roof window to let natural light in



flows into the ground / platform



MODEL OF MAIN STRUCTURE

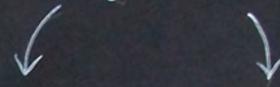
higher at the front of the building



smaller at top than bottom of wall.



angular walls



attached to decking / illusion of it passing through (not shown on models)



wider structure and lower roof at the back of the pod like building



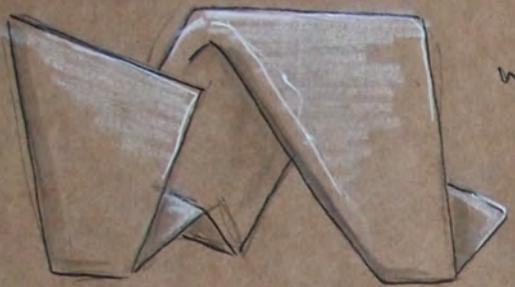
angled walls



↳ angled glass and windows.

straight edges but could potentially be rounded or curved.





wrap around



gives illusion that it loops around.

elevated above the ground

in and out of the ground.

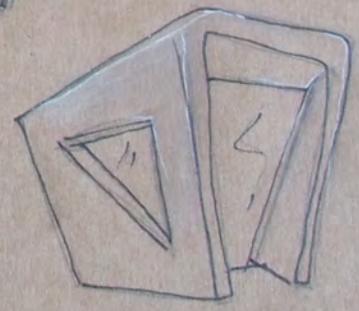
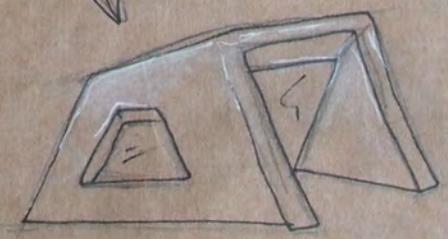


geometric



goes underground

rounded?



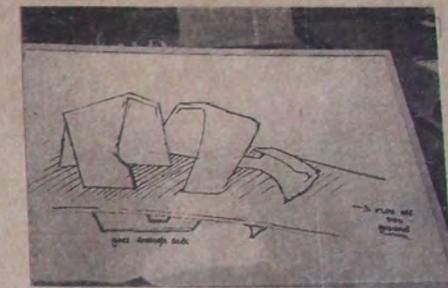
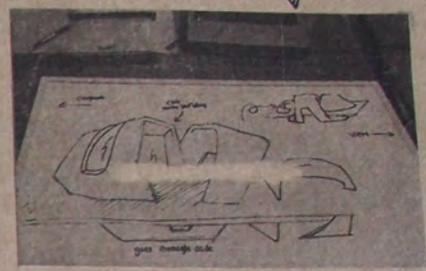
FINAL DEVELOPMENT. - CAFÉ

My aim is to create a suitable design proposal for the DOC site overlooking Lyttelton Harbour. I will be designing a cafe/food bar. Users will have the ability to get their food and potentially sit where they want to on the site. I will need to account for everyone that will be visiting the cafe. That includes positioning bikes stands and dog bowls around the site for users, and accommodating cars in the existing carpark.

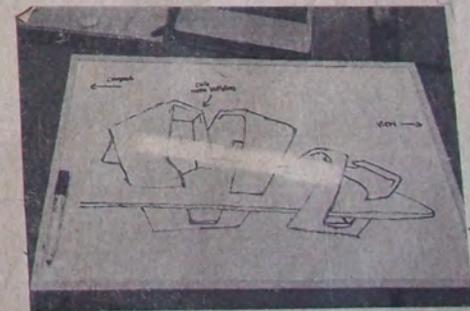
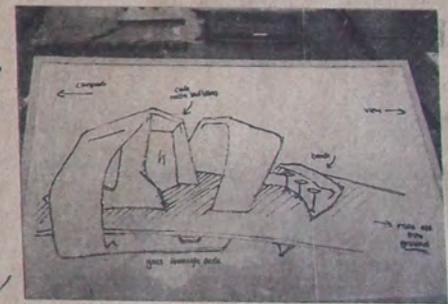
→ Vandalism and abuse to design must be taken into account.

WHITE BOARD ↴

too complex ↴



too complex ↴



[add windows seating + tables]

↳ fold out?



one piece of material wrapping around



illusion that the building is passing through the deck and goes into the ground.

above deck body → cafe' eating area



unsure how someone could sit on this



SEAT?

floating table



make tables and seating attached to the building to prevent it from being stolen

pull out to create seating?



cut pieces off side to fold down

table + chair??

fold down illusion

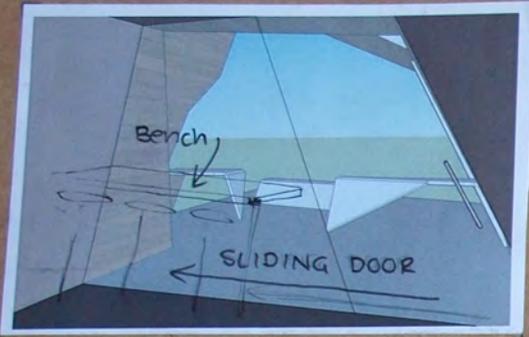


table

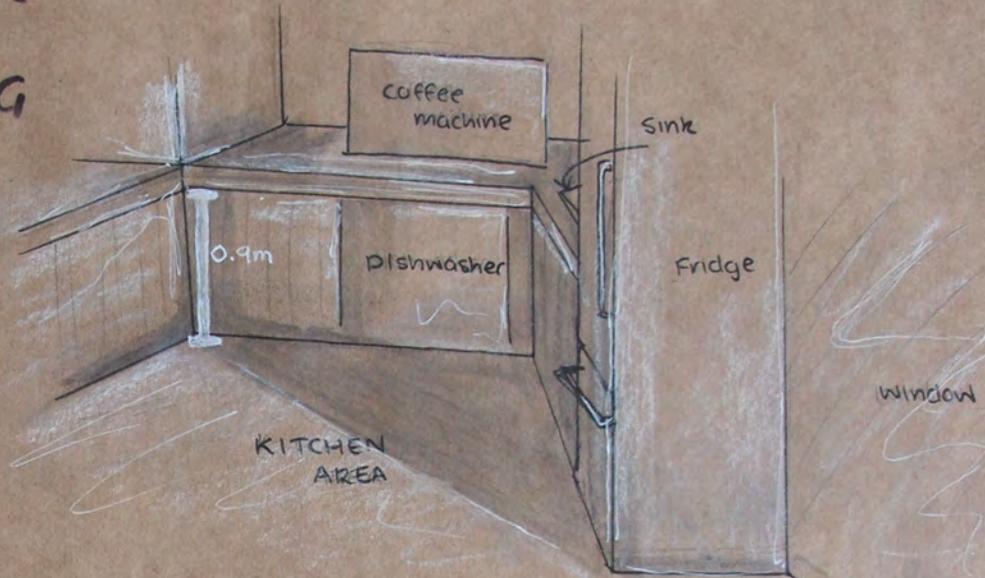
fold out stool



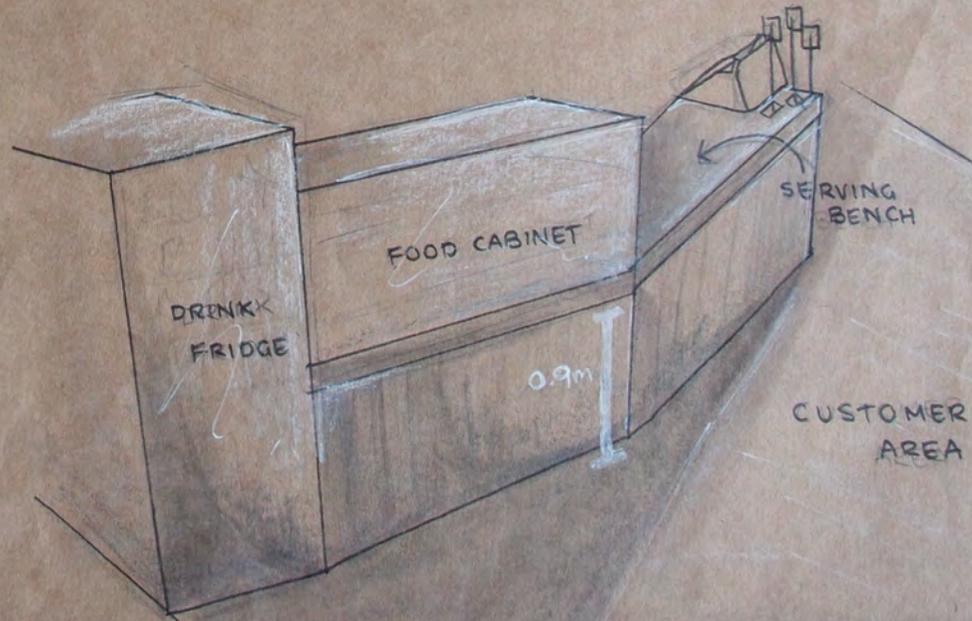
INTERIOR OF BUILDING CAFÉ



LOOKING OUT ON OUTDOOR AREA AND A VIEW

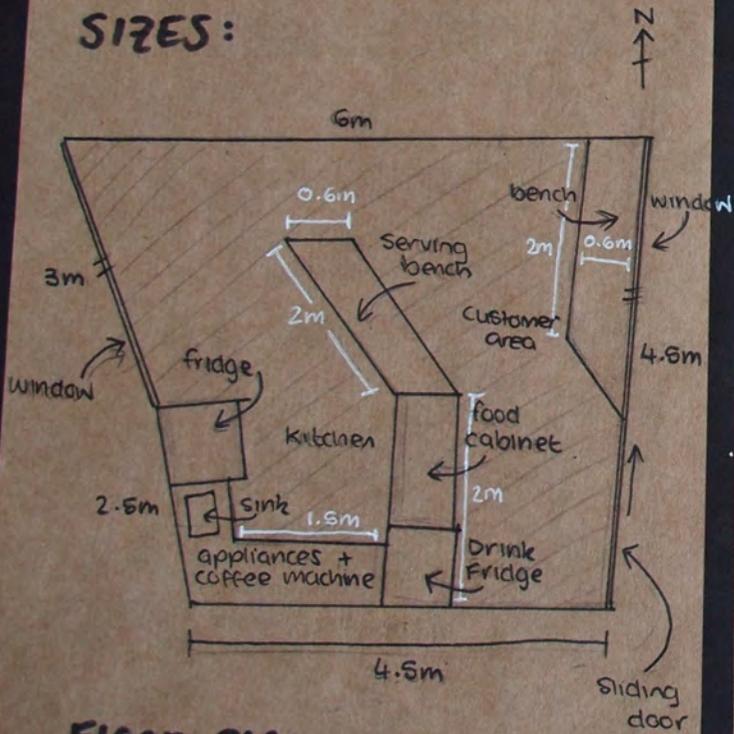


KITCHEN AREA



CUSTOMER AREA

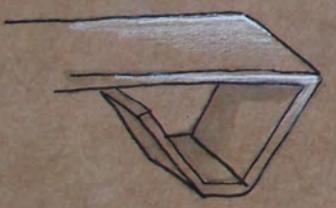
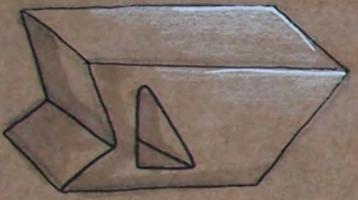
SIZES:



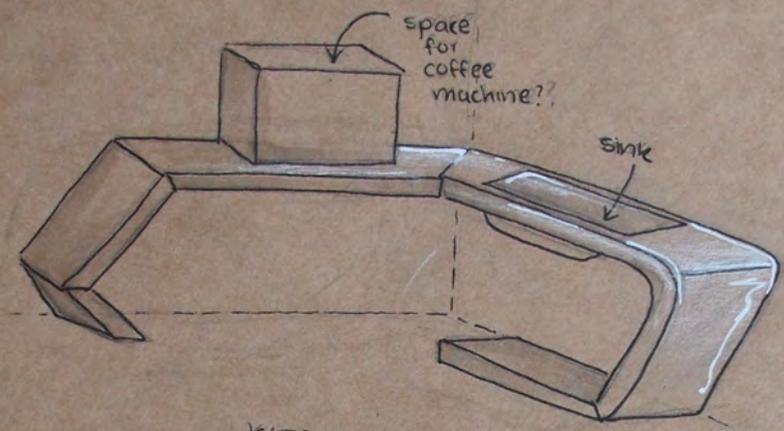
FLOOR PLAN

THEME SUGGESTIONS IN KITCHEN / SERVING AREA

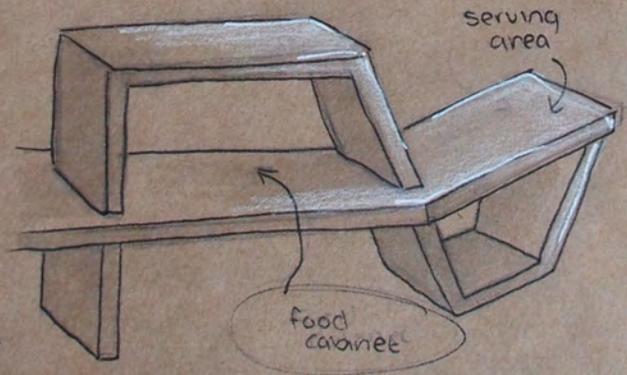
basic cabinet / bench



BENCH IDEAS

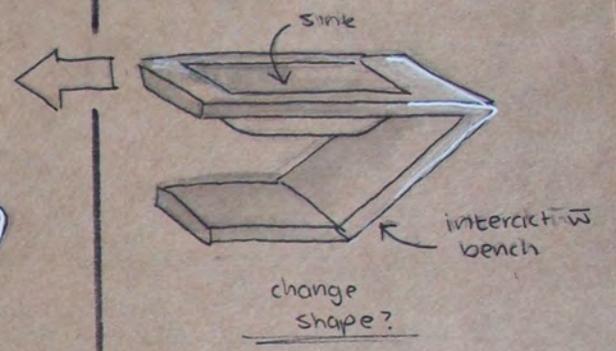


KITCHEN AREA VIEW #1



KITCHEN AREA VIEW #2

APPLIANCE INTERACTION



stylised

↓ shapes mimic building

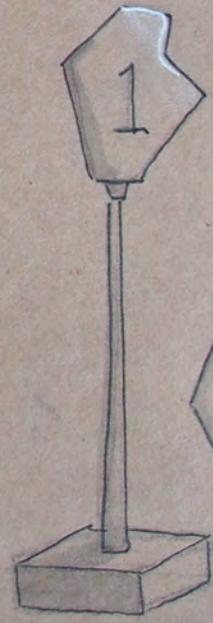
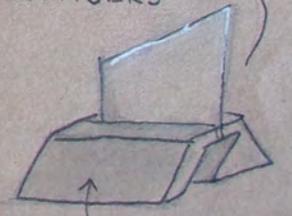
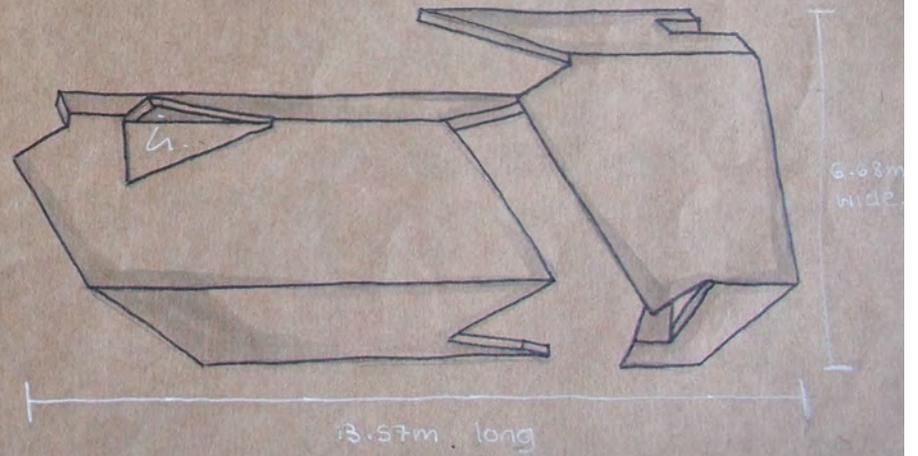
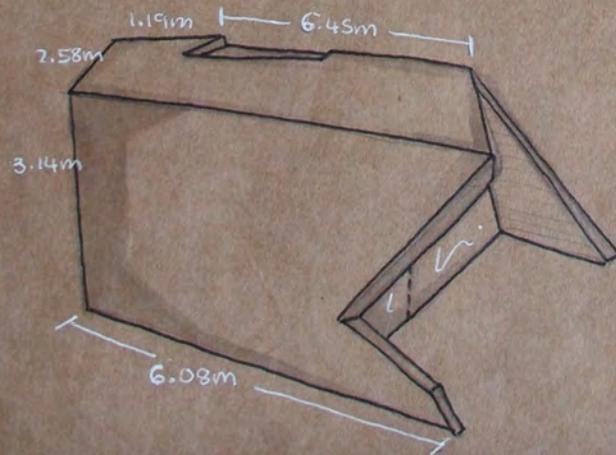
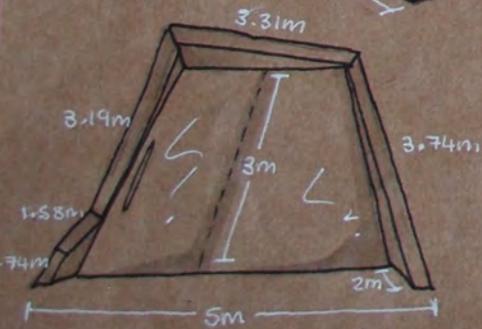
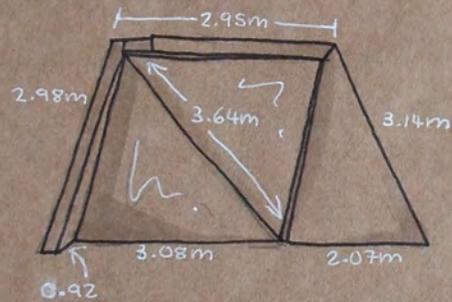
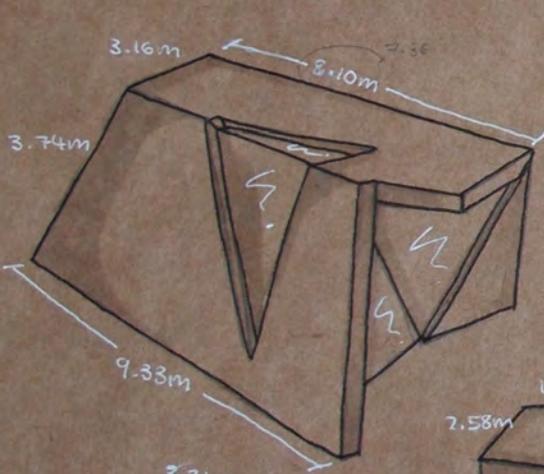
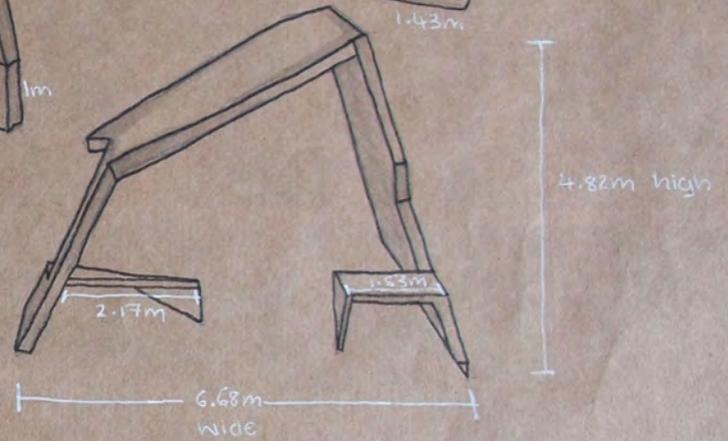
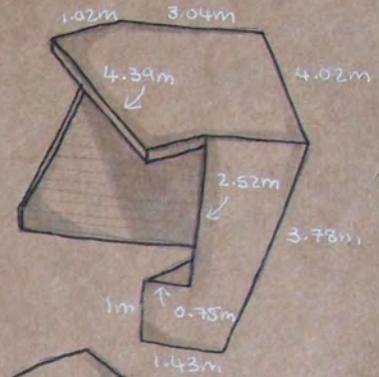
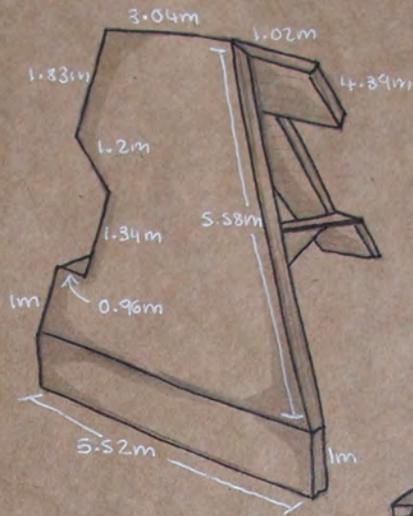
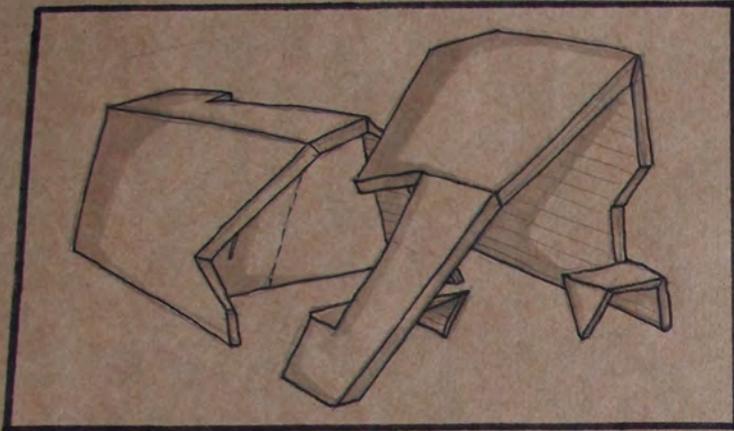


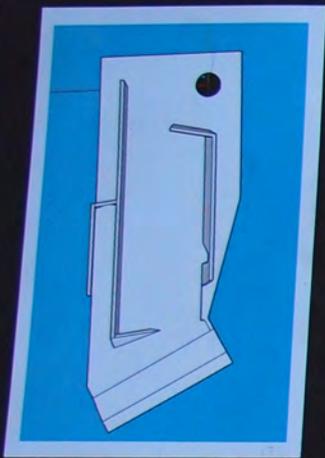
TABLE NUMBERS



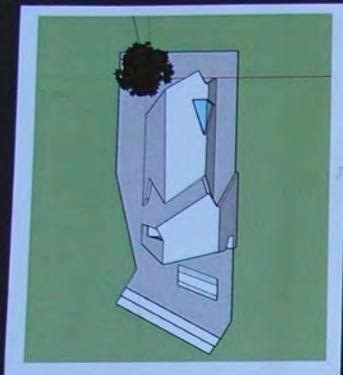
mimics seat.

→ SIZES - STRUCTURE



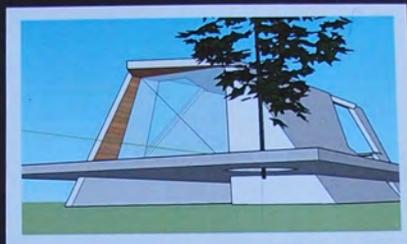


↳ shows the underside of the building and decking.

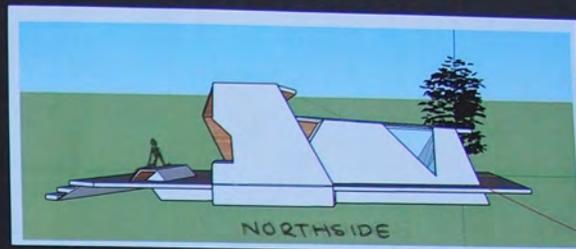


Birdseye view of the entire building / decking design

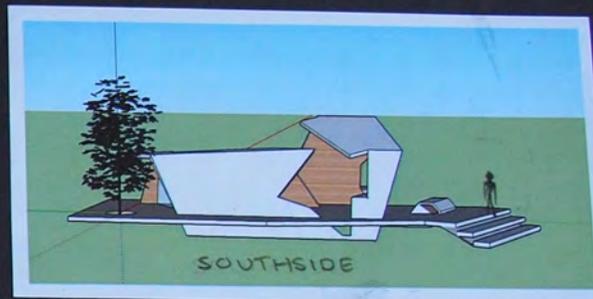
↳ shows how the extended walls meet under the building



WESTSIDE.



NORTHSIDE

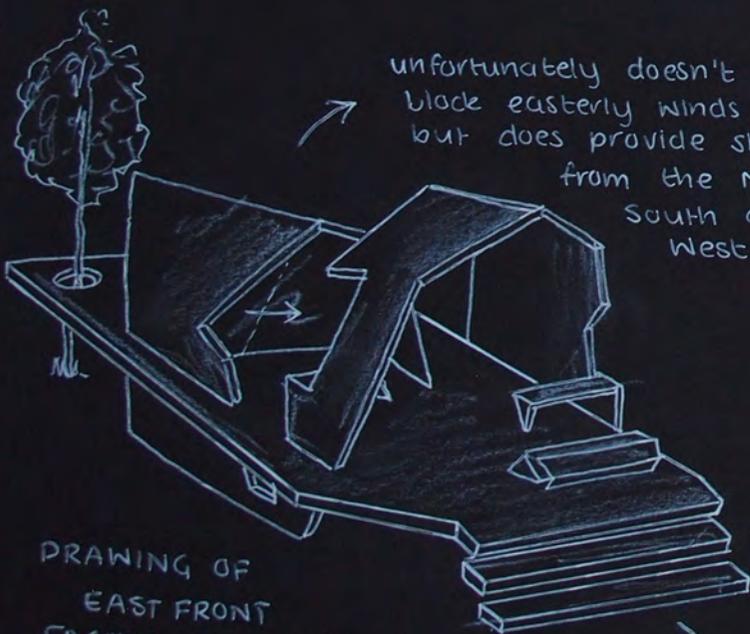


SOUTHSIDE

SKETCHUP DESIGN.

↳ walls of the building extend through the deck and serve as a sort of foundation for the building.

↳ the extended walls will need to be different lengths to fit with the topography of the land (NOT SHOWN IN THE IMAGES)



DRAWING OF EAST FRONT FACING THE VIEW

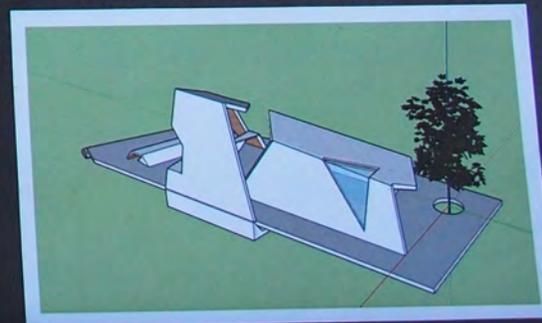
↳ unfortunately doesn't block easterly winds but does provide shelter from the North, South and West.

view

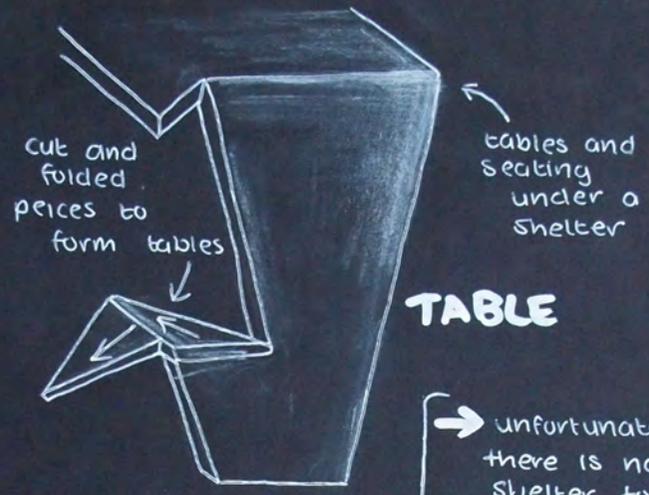
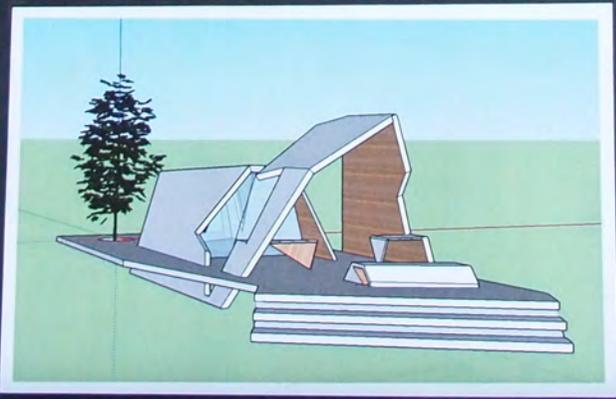
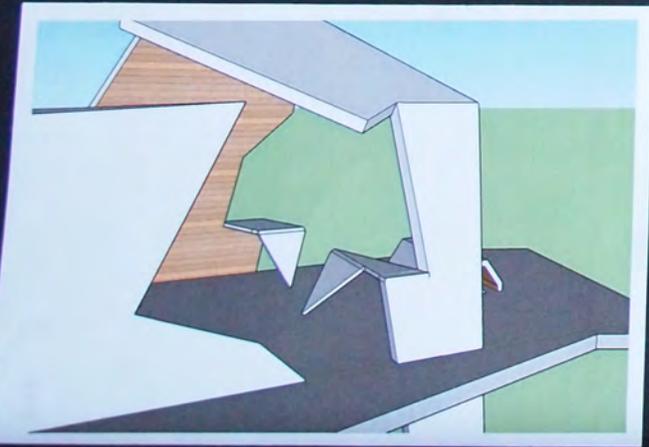
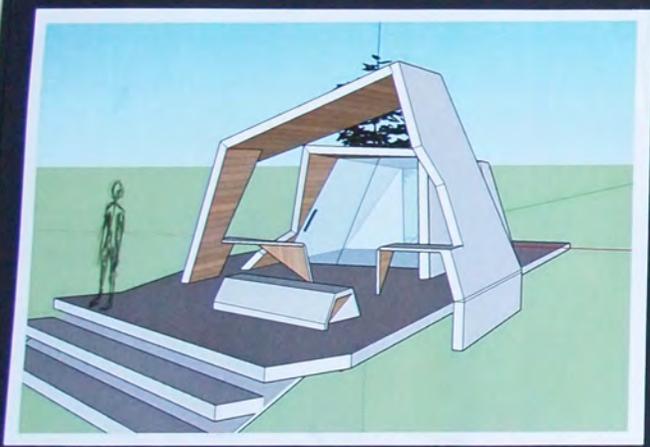
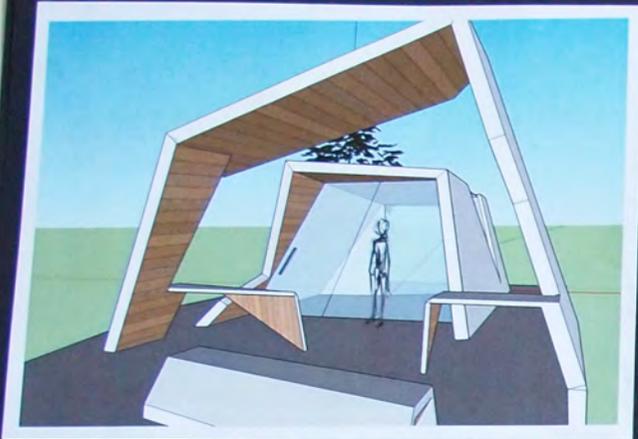
WESTSIDE



↳ shows the back of the building and the skylight / window on the North side of the building.

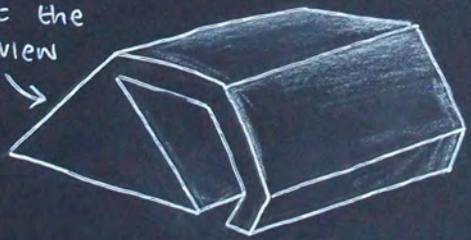


DECKING AND OUTSIDE SEATING/TABLES.



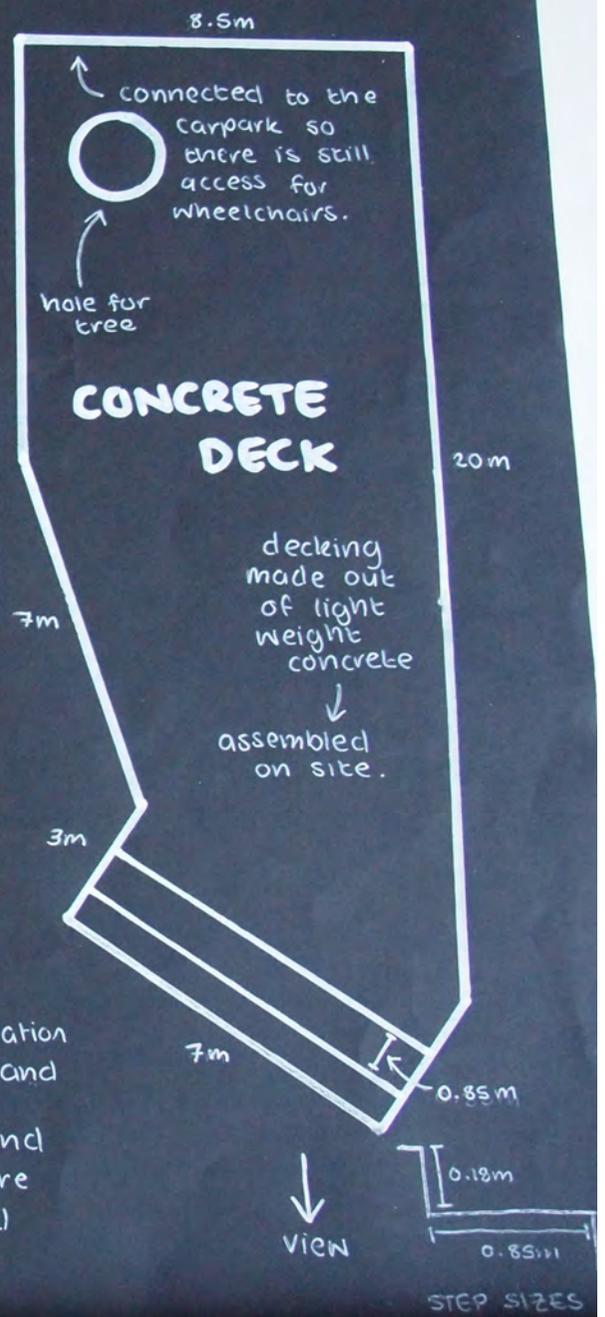
TABLE

Bench seat positioned to look out at the view



SEAT

→ unfortunately there is no shelter to block out the easterly winds due to putting the views first.

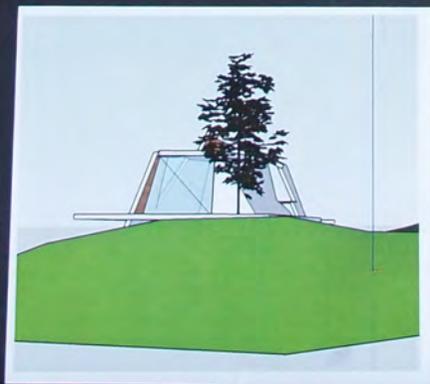
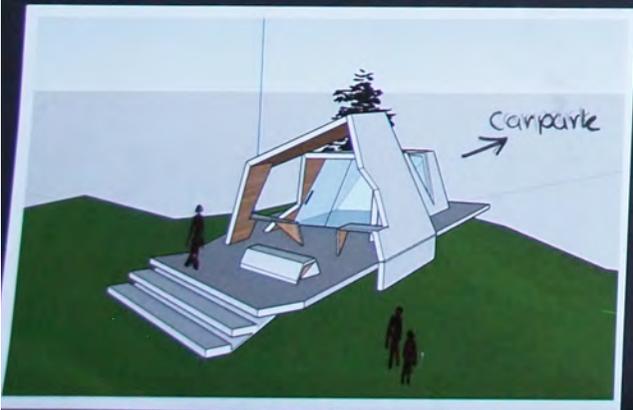
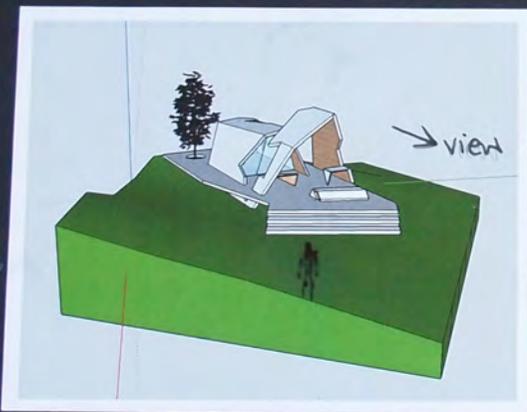
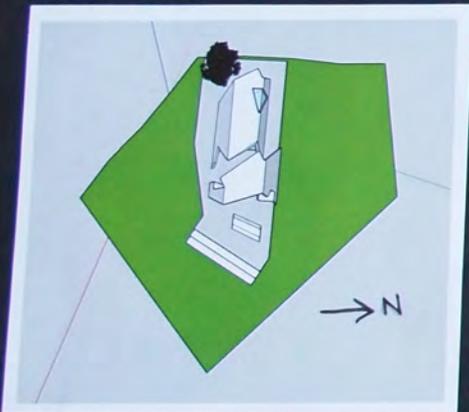


shows elevation of deck and how the seating and tables are attached

FINAL DESIGN - SUMMATIVE EVALUATION.

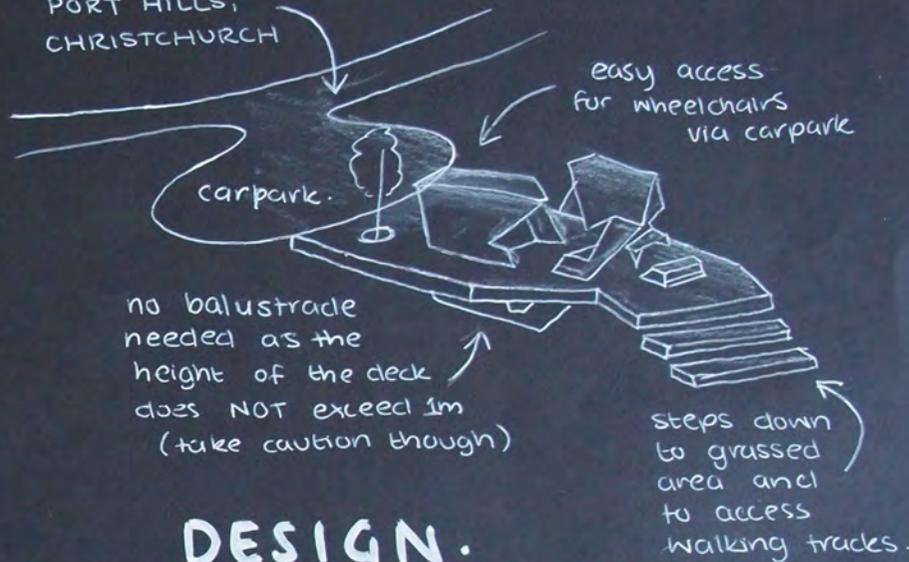
The aim was to present a suitable design proposal for a public ecofriendly area and cafe, situated on a DOC section (which comes with restraints) on the Port Hills, Christchurch. The building was organically inspired to mold and blend with the environment but also stand out. It is made out of lightweight material so it is able to be made offsite and assembled on site. The decking is made from a lightweight concrete, the cladding is mainly fibreglass but also some cedar wood in areas to give a decorative feel. The buildings purpose will be a cafe and will cover the users needs well. There is a possible space on site for a toilet facility in the future.

Birdseye ↘



[orientated towards the view of the Harbour]

SUMMIT ROAD, PORT HILLS, CHRISTCHURCH



no balustrade needed as the height of the deck does NOT exceed 1m (take caution though)

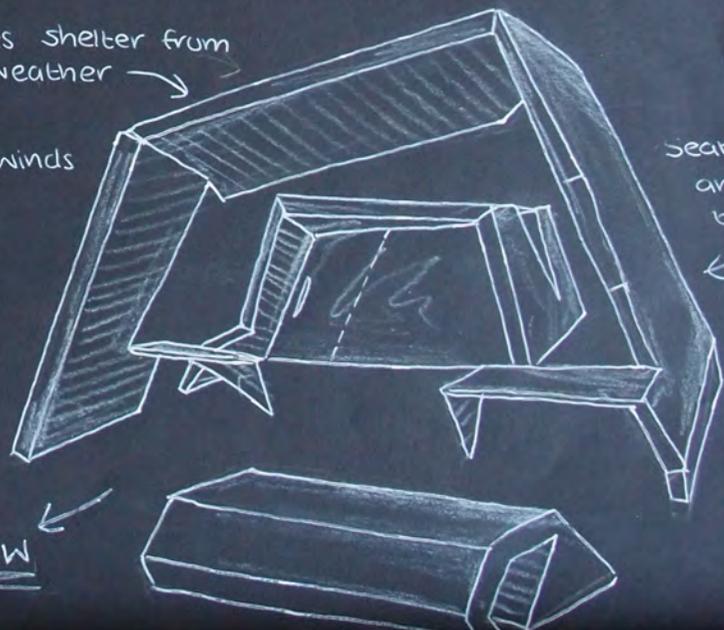
DESIGN.

provides shelter from weather
except easterly winds

view from carpark

VIEW

seating and tables



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
E	<i>Initiate design ideas through exploration.</i>	<i>Initiate design ideas through insightful exploration.</i>	<i>Initiate design ideas through extensive exploration.</i>

Evidence

Not Achieved	Achievement	Merit	Excellence
<p>No source is material evident.</p> <p>Source material is not interpreted using visual communication strategies or taken into alternatives and variations.</p> <p>Design ideas are not derived from the alternatives and variations.</p>	<p>Use an experience(s) to generate starting ideas; using visual communication strategies to interrogate and re-generate ideas towards design ideas.</p> <p>Inspirational sources (experiences) are present. These could include mood / inspiration boards, compilation of images, collage, designer studies, modelling, observational drawing, photographs, etc.</p> <p>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</p> <ul style="list-style-type: none"> • Alternatives are distinct, different, contrasting or have divergent shapes / forms. • Variations are adaptations, alterations and modified versions of a shape / form. <p>Alternatives and variations are visually interrogated and re-generated which lead towards design ideas.</p> <ul style="list-style-type: none"> • 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. 	<p>Use visual communication strategies to analyse and identify an emerging train of thought and re-interpret ideas to form design ideas.</p> <p>Through the reinterpretation of design ideas an emergent train of thought is evident.</p> <ul style="list-style-type: none"> • 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. 	<p>Use visual communication strategies to challenge thinking and extend and transform ideas to form design ideas.</p> <p>The train of thought of design thinking is further extended / transformed, which challenges and / or moves beyond the predictable design idea.</p> <ul style="list-style-type: none"> • 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.

Excellence Exemplar 2019

Subject	Design and Visual Communication	Standard	91627	Overall grade	E
	Annotation				
	Pages 1–10 have the starting experiences of nature and the human form, and extract shapes from these in a playful, organic way.				
	Pages 11–20 introduce recombination of forms in an abstract way and add scale with use of trees and people to generate an emergent spatial thematic. There is re-examination and re-generation of thinking leading towards design ideas.				
	Pages 21–36 explore and reinterpret the design idea with a focused train of thought.				
	There are some details around the user, function, interior space, materials, and scale. The design idea extends beyond the re-interpreted conceptual idea, being clarified in the end few pages. The majority of the design thinking is around the exterior of the idea. This submission is an Excellence. There is a consistent use of visual communication to convey the design thinking. The thematic shows a strong repetitive element and has used visual communication skills very effectively. There is some connection to context though this is not a strength of the submission.				