

CONTENTS

Pages number

03 - ARTIST BEACH COLONY: 'Reincarnation Womb'

04 - Client Research

05 - Verb Exploration

06 - Modelling

07 - Precedents

08 - Deesign Proposals

09 - Existing Condition

10 - Developement

11 - Concept Refinement

12 - 3D Modelling

13 - Final models

14 - Perspective Drawings

15 - Orthographic Drawings

16 - Elevations

17 - CREATURE SPACE:

' Gyroid Soundproof'

18 - Creature Research

19 - Site Analysis

20 - Materials Exploration

21 - Concept Exploration

22 - Developement

23 - Sketches

24 - Site Section

25 - 3D Modelling

26 - Refinement

27 - Orthographic Drawings

28 - Perspective Drawings

29 - BIBLIOGRAPHY

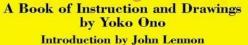
REINCARNATION WOMB

A meditation space for Yoko Ono



Client Research





WITH A NEW INTRODUCTION BY THE AUTHOR





It was really challenging to capture the whole essense of Yoko Ono's abstractive work then communicate it through spatial experience as her work was based mostly on personal experience. However, I was able to enjoy the process as it extends my knowledge in Art history and gain insights to my client artist's view point. I was particularly aspired by her Zen Bhuddism philosophy displayed in her work, I aspired to centralize this aspect of Ono's Avant-Garde work because I find a strong connection to my personal interest. I think this process helped me gain more experience in selecting key interests to focus on in my design practice.

Verb Exploration



Splashing Paints In Slow Motion. Video, 2019. https://www.youtube.com/watch?v=bVx-PFkDf_E.



'To Splash' was my chosen verb as it advocates Yoko Ono's key essense in her work that I find most inspiring, which was to reminnds society to live organically and purely as a newborn infant. I associated 'To Splash' with revitalizing, aiming to promotes Yoko Ono's philosophy of Zen and liberation from socially constructed thinking.

I find it is useful to utilize different media platforms, such as videos graphic inspirations to help forming insightful knowledge about the nature of the verb. By observing and analysing these slow motion videos, I was able to visualize forms and shapes of the chosen verb.



Modelling



Making physical models was the most exxplorative process as it allows many creative ideas to formed just via kinetic experiments. It was an important step to design conceptualization, the natural forming of shapes and pattern helped me study the targeted verb more extensively and to be able to expxlore multiple visual perspectives.



Precendents

Ernesto Neto

The work of visual artists Ernesto Neto and Mariko Kusumoto suggested ideas for the types of materials and forms I intended to communicate through my beach colony design. The soft forms and silky aura expressed by these artists are a strong foundation to help me visualize the verb 'To splash' more physically. By finding existing artwork associated with my design concept, I was able to envision my conceptual ideas more clearly and helped with ideas elaboration.





Sensory Sculpture By Ernesto Neto, image, 2013, https://www.pinterest.com.au/pin/341147740529255043/

Translucent Fabric Wearable Art By Mariko Kusumoto, image, 2020, https://www.pinterest.com.au/pin/177399672810335314/.

Design proposal

It was difficult to decide on which design proposal to focus on, but I was able to view my design concept more objectively by taking feedback from my tutor and discussing with other classmates. I decided to go along with Proposal 1 as it is a more abstractive way to express 'To Splash' via its verticle spatial coverage that mimics the splashinng motion. Moreover, the irrationnal dynamics observed adds intennsity to the interior spatial epxerience.



Proposal 1: 'To splash' is comprised of two motions, 'falling' and 'rising', the information was gathered from my previous modelling process as well as studying the transition of objects from falling to splashing.

Proposal 2: This model was based on the organic form and pattern of splashing post impacts. However, its aesthetic appearance was not as competent as to Model 1 because it diverses away from the key essence of Yoko Ono's abstractive art expression.

Existing Condition

Building the existing condition of the bathing box was the first encounter to Rhinoceros 6 modelling in my design process. It was overwhelming to learn the interface and different functions. I also find it's challenging to idenntify a specific workflow that is most effective and time efficient. However, this process did helped me to gain insightful technical knowledge about the existing condition, which eventually become useful to understand the spatial condition of the targeted contruction, especially when we were not able to visit the site in person.



Developement

Sketching out the different possibilities of my design proposal helped me arrange my concepts visually and brainstorming the generic structure of the interior space inside the bathing box.

Falling

Rising

Density



Concept Refinement





Improvements: I could have used more organic and natural materials instead of industrializeed commercial use materials latex aaand polythylene foam. I could extend my knowledge and experience with materials by visting galleries, exhibitions or even finding materials in nature in future.

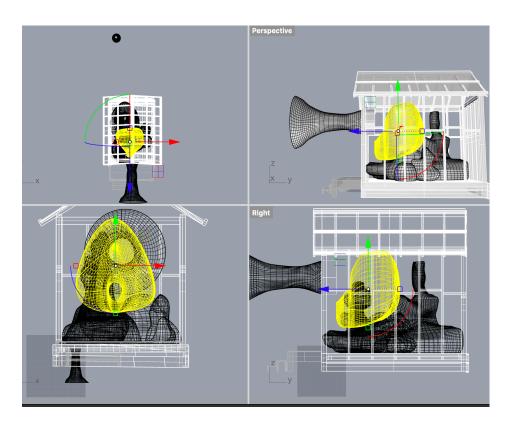
3D Modelling

Initial expxeriments of organic forms on Rhino



Final organic form 3D objects

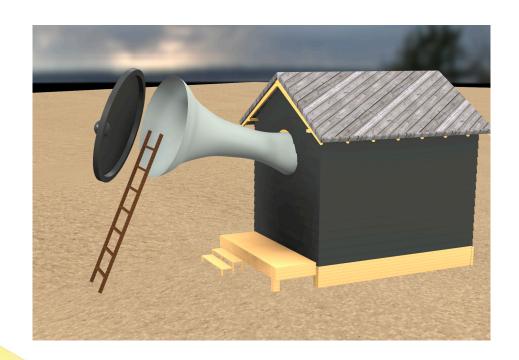




Organic form was achieved using 'Surface from curve network' and 'Rebuild surface'.

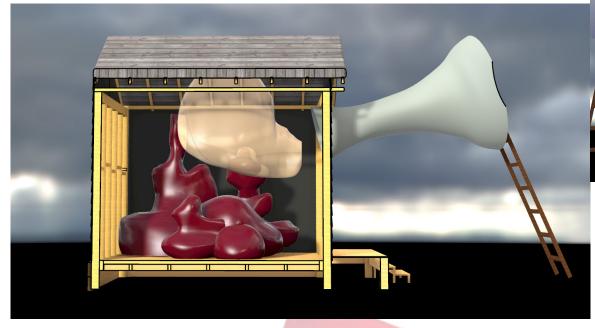
Reflection: The most challenging part of using these commands in Rhino was to get the desired shapes and form. Testing out different curves arrangement and having several tries were helpful to form targeted shapes, but it was time consuming as I was also unfamiliar with the workflow

Final Models





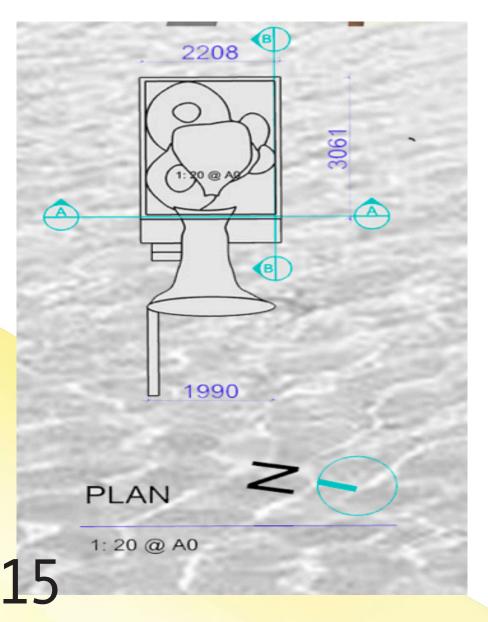
Perspective Drawings





When executing perspective drawings, I find it's challenging to use Place And Target tool in Rhino. The angle of the camera is hard to be located precisely to my desire to capture the right view. This process was really time consuming as I need to adjust the perspective several times.

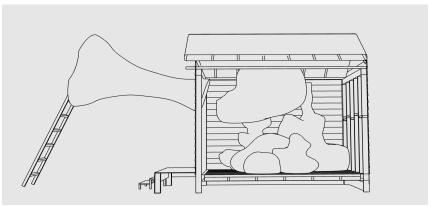
Orthographic Drawings



Improvement: I should use the front view and right view in Rhino to capture section drawings instead of perspective view. The outcome does not seem to provide a parallel orthographic drawing.

I think I need to further reduce the details in my sectional drawings, such as cladding boards.

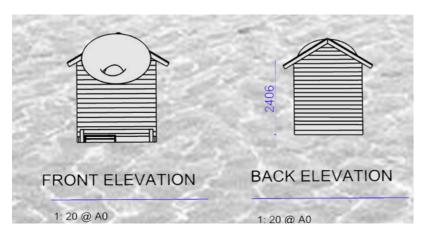


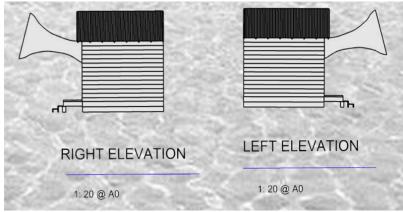


Elevations

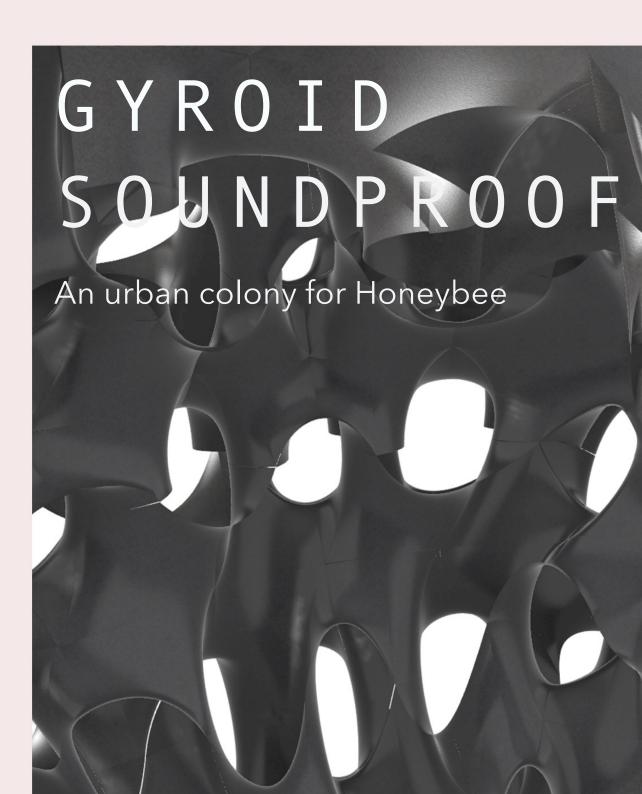
Reflection: the scale used is not very precise and is fluctuating throughout, two of the same elevation orientation do not match.

Improvements: I need to adjust the scale to greater consistency right from the initial process of building existing condition of the bathing box, as some measurements were based on estimations which might have effected the Make2D execution.



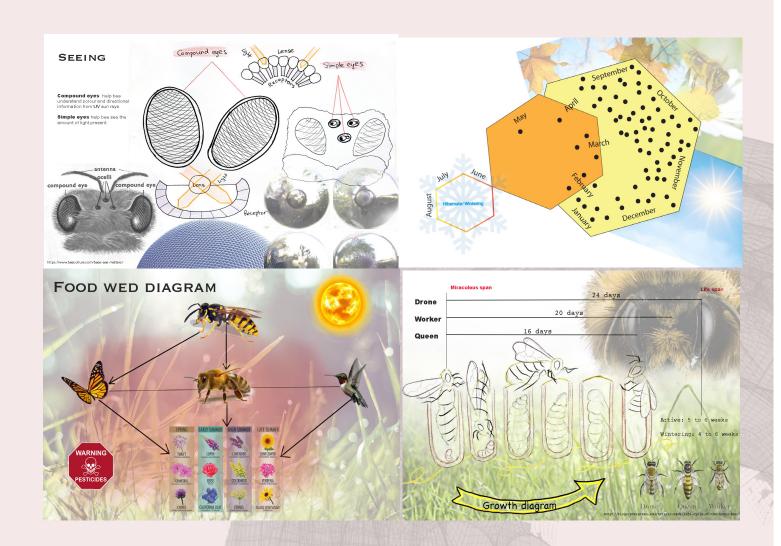






Creature Research

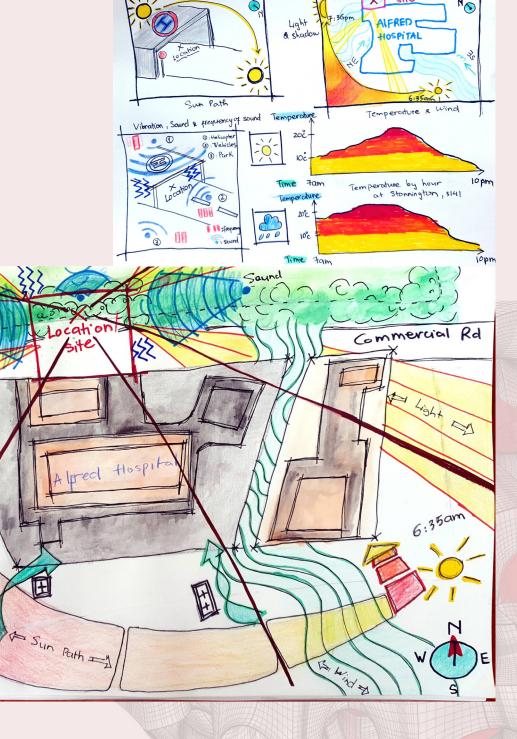
I find it was most difficult to create the Sensory diagram and Seasonnal activity diagram (top left, top right) in terms of choosing the right information to include in the presentation board.



Site Analysis

Reflection: I hand drawn instead of computerizing my site analysis presentation board as it allows me to be more informative and liberated from the restriction of unfamiliarized technology.





Site Materials

Reflection: This process was really experimental as it enabled me to explore the site more in depth and by spending more time on site. Gathering a mixed of materials on site helped me figure out what are the possible materials can be useed for my creature inhabitation design.

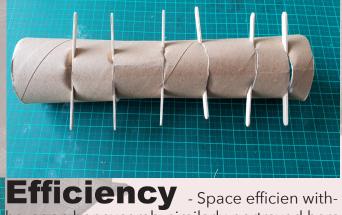






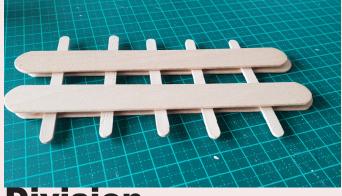


Concept Explorations



hexagon honeycomb, similarly portrayed here with optimal usage of tight space

Circulate - Creating no waste and using sustainable materials



Division - Honey bee swarm has a highly streamlined division of labour

Reflection: This proces was fun to do and is an expressive way to engage kinetic experimenting with ideas exploration.

Developement

Efficient

Reflection: I find that the potential materials used in modelling can inspire the texture, form and shape of my design concepts. Eggs crate was engaged with the idea of biomimetic beehive that I was targeting, due to its soft geometric and hexagon shape.





Conceptual Sketches



Reflection: I should consolidate my concepts and choose a particular direction to focus on. I had a lot of issues with each of my conncept that it led to unecessary expansion of new ideas which further complicated the process.

Site Section

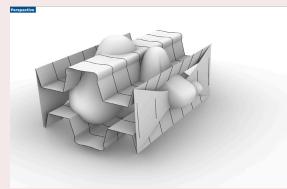


Reflection: I should select a parallel persepctive reference image in the first place instead of choosing a holistic but slanted angle image of the site. However, I was able to capture a suitable image after getting feedback.

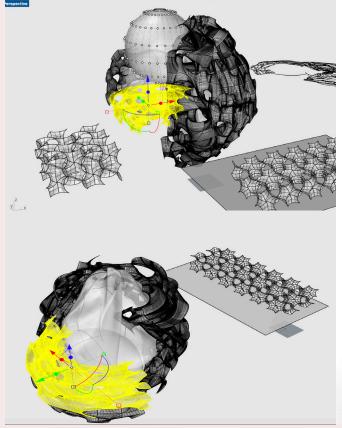
Improvements: I need to include the 3D model in my site section drawings.

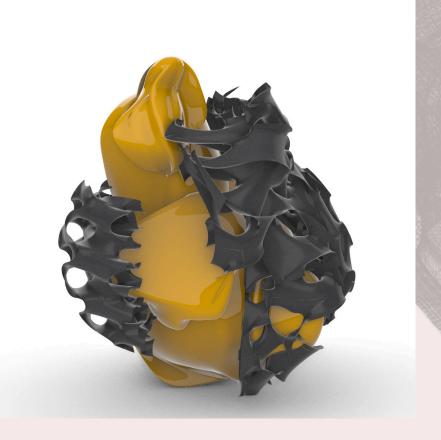


3 D Modelling

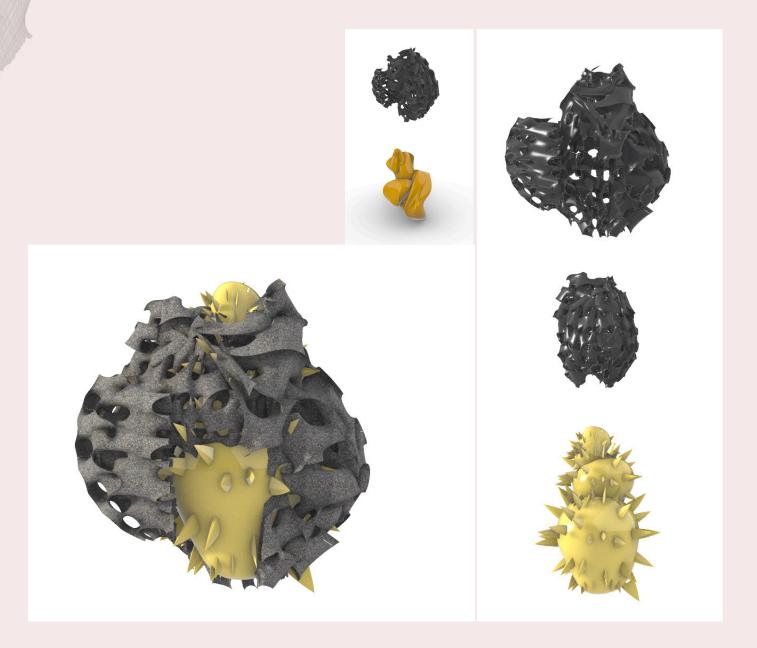


Reflection: It was really helpful to search for the right key words to look for specific instruction Youtube videos on executing specific shapes. Using external sources apart of Archistar also helped me to extend my command options. In this model, I used: Blend Curve (Arc Blend); Flow Along Surface; Surface (Edge Curve); Sphere and Rebuild with Points on.





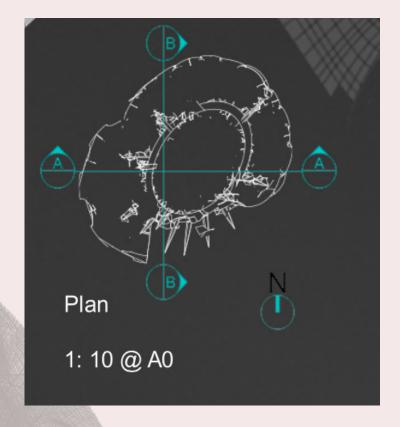
Refinement

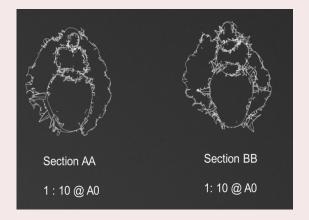


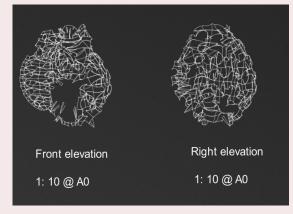
Orthographic Drawings

Reflection: With smaller creature inhabitationn like Honeybee, I should be aiming for 1:1 or 1:10 scale ratio depending on my desired actual measurement for the design model. I struggled to find the best methods to minimize the amount of details presented on my technical drawings.

Improvement: The technical drawings in this project was not particularly acurate, I need to reduce the amount of linework and details in the section drawings.







27

Perspective Drawings



Bibliography

Translucent Fabric Wearable Art By Mariko Kusumoto. Image, 2020. https://www.pinterest.com.au/pin/177399672810335314/.

Sensory Sculpture By Ernesto Neto. Image, 2013. https://www.pinterest.com.au/pin/341147740529255043/.

Splashing Paints In Slow Motion. Video, 2019. https://www.youtube.com/watch?v=bVx-PFkDf_E.