



CAP Spring-Summer 2021
Adam Harper
LA

Table of Contents

CAP 101

<i>Unit 1: Elements & Principles</i>	4
<i>Phase 2</i>	5
<i>Unit 2: Positive/Negative</i>	6
<i>Phase 2</i>	7
<i>Unit 3: Space/Circulation</i>	8
<i>Phase 2</i>	
<i>Unit 4: Site Intervention</i>	9
<i>Written Statement</i>	10

CAP 161

<i>Module 1.2</i>	11
<i>Module 2.1</i>	12
<i>Module 2.2</i>	13
<i>Module 3.1</i>	14
<i>Module 3.2</i>	
<i>Module 4.1</i>	15
<i>Module 4.2</i>	
<i>Module 4.3</i>	
<i>Module 5</i>	16
	17

CAP 102

<i>Digital Media Exercises</i>	19
<i>Unit 1</i>	20
<i>Unit 2</i>	20
	21
<i>Unit 3</i>	22
<i>Unit 4</i>	23
<i>Unit 5</i>	24

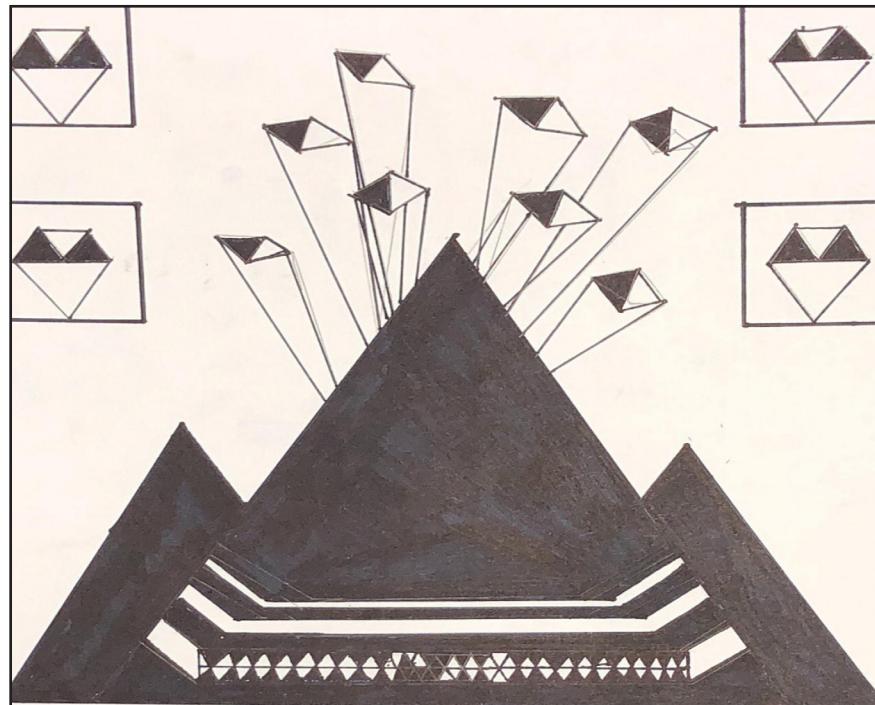
Why I've chosen to pursue Landscape Architecture. . .

Throughout my entire year here at CAP, I was sure to seek out the things that inspired me the most within each venture, as well as staying critical and self aware about my strengths and weaknesses. In general, I often times enjoy dealing with geometric shapes and refined textures over those that are organic because theres comfort in uniformity. What I slowly realized is how dynamic our natural world is, and how infinitely many colors and silhouettes are brought on by a simple change in season. Furthermore, as I learned about more and more notable la and architecture, I began to understand how inclusive and accessible 'great' landscape architecture is, in contrast to 'great' architecture.

I have learned Landscape architecture to be the modern link between humans and nature. I take great interest in making the most naturally beautiful parts of each community, directly accessible to its inhabitants. Not to mention bringing these natural elements to the forefront of urban societies that may currently lack accessible breathers from the hustle and bustle of every day life. Experiencing nature is scientifically proven to do wonders for humans physically and mentally, and my thought process is that if I can create these spaces to facilitate that experience, I can do my part to make the world a better place.

CAP 101: Elements and Principles

Phase 1



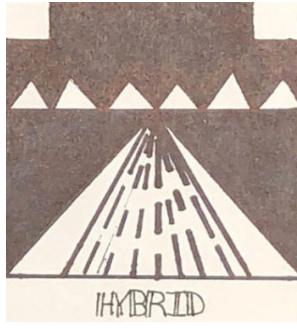
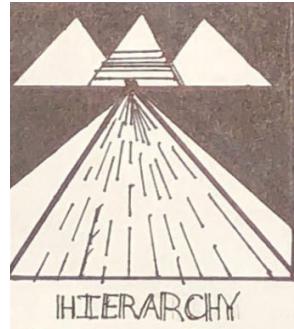
ANASTASIA

BENEATH THE KITES WAFTING THROUGH
THE CANALS IS THE BLOOD, SWEAT, AND
TEARS OF THE WORKING CLASS IN ANASTASIA.
THEY SLAVE OVER THE CITY'S EXPORT
ONLY TO TAKE SOLACE IN THEIR
MINISCULE WAGE AND TIME OFF.

When I was tasked with choosing a passage from *Invisible Cities* by Calvin Italo, I read it straight through to page 12, and found the passage about Anastasia. I read it over and over and the imagery along with the practices of the cities people intrigued me to no end. My interpretation of this text is what led all of my CAP 101 design programs from that point forward.

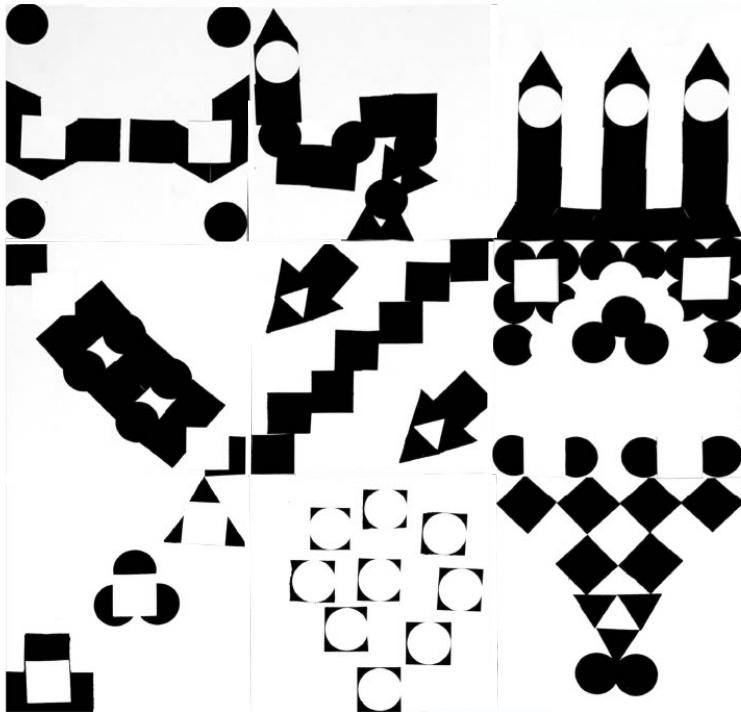
Phase 2

Moving forward from the emblem I created for Anastasia, I generated altered versions each exuding their corresponding principle. This was great practice in committing these principles to memory, seeing as one could not create a synthesis of the principles and the emblem without fully understanding each principle first.



CAP 101: Positive / Negative

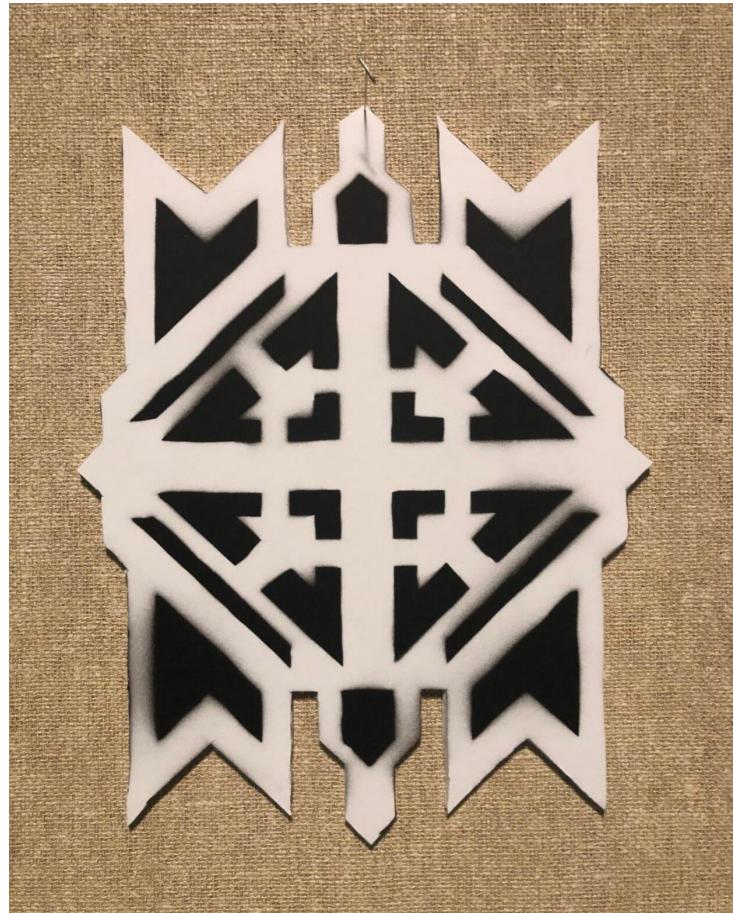
Phase 1



Working with perfect circles, triangles, and squares, we used positive and negative space to represent those same seven principles.

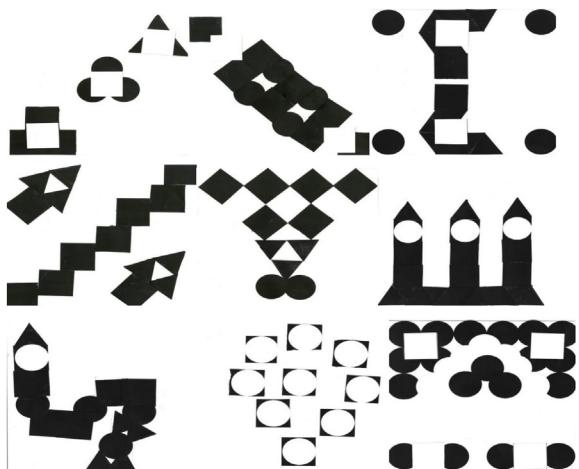
Phase 2

To further our generative design skills, we created a shield to represent our invisible cities. This was my first time creating a stencil and spray painting it, and that alone was a learning experience, although the craft of my lines suffered slightly, I am still pleased with how well I was able to convey the design principles.

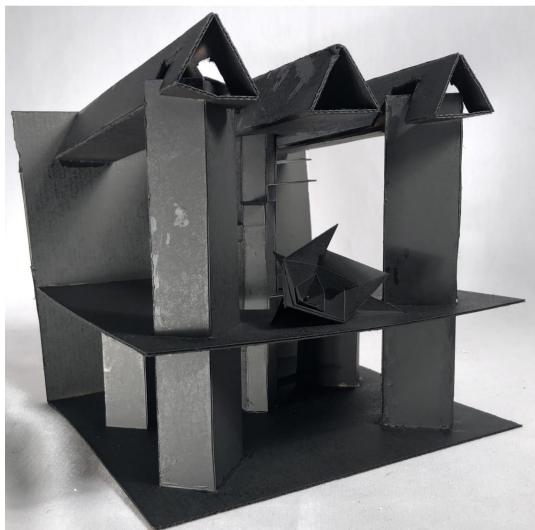
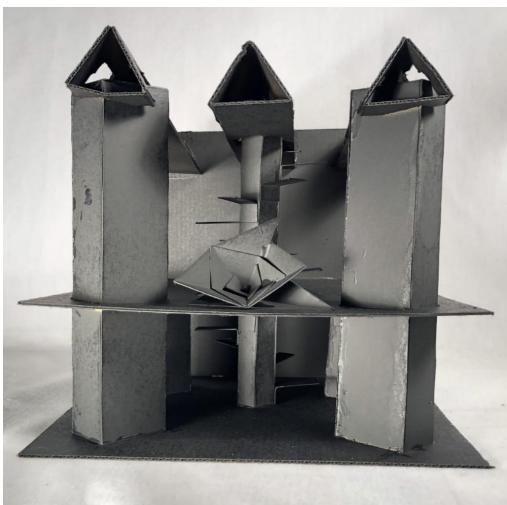
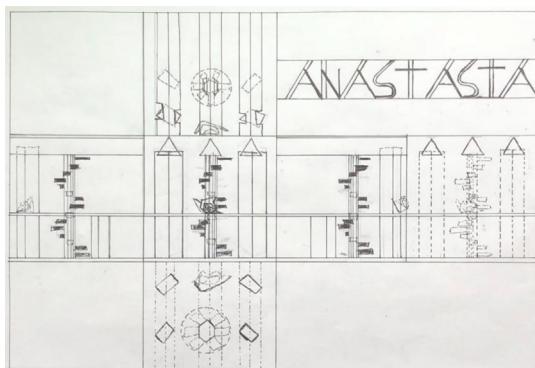


CAP 101: 3-Dimensional Design

Phase 1



Phase 2



To bring synthesis to the design processes we explored in our first three units, we were to create a city layout in plan view with our nine squares. From there we chose our favorite square and duplicated it to create the foldable seen above. We were then to project shapes off of the larger square in order to create a space that could be seen in our invisible city.

CAP 101: Space / Circulation

Phase 1



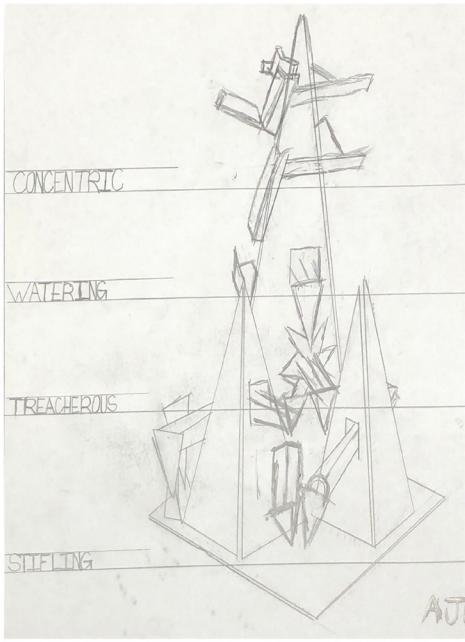
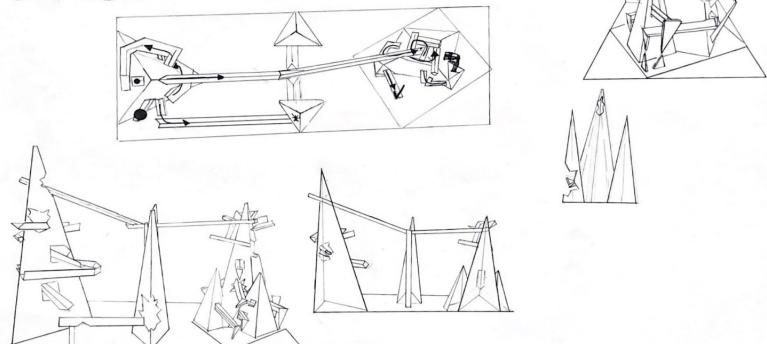
This was my favorite model to design and create in first semester. Analyzing the passage about Anastasia, scouring it for any verbs or adjectives related to movement, and then using those words as a design program for Bing's track. Following through to the second phase, we added Ping into the narrative, Bing's arch nemesis. I then designed and installed an escape route for Bing, inversely, creating a trap for Ping.

Phase 2

BING AND PING'S ESCAPEADE THROUGH ANASTASIA

ADAM HARPER

CAP 161



CAP 101: Site Intervention

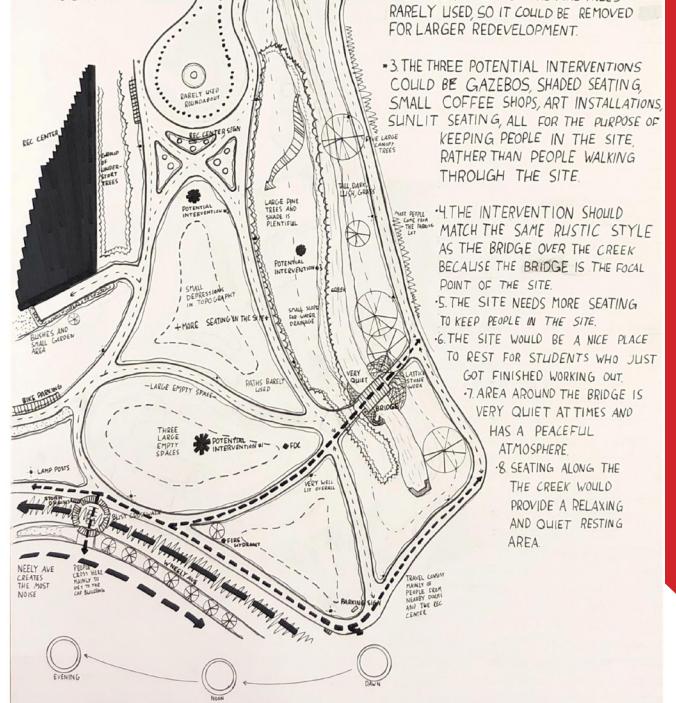
To follow our unit on circulation, we began to learn the ins and outs of a successful site inventory and analysis. This led directly to gaining a further understanding of what it means to respond to your site first when designing a space. This prompted a full scale investigation on the plot of land between the Rec. Center and Worthen's commuter lot just Northeast of CAP. Between gathering and synthesizing information, my partner and I were able to develop a rather professional site analysis to work from. Based off of our analysis, this space always got plenty of foot traffic but sadly, there is nothing there engaging passing pedestrians. My solution to this, was a streamlined bridge, to serve those who need speed, overlooking a cardinal garden, for those with a little more time on their hands.



SITE ANALYSIS

ADAM HARPER & AIDAN CONRAD
CAP101

N↑

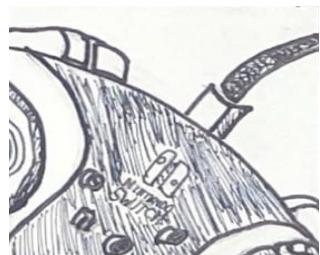
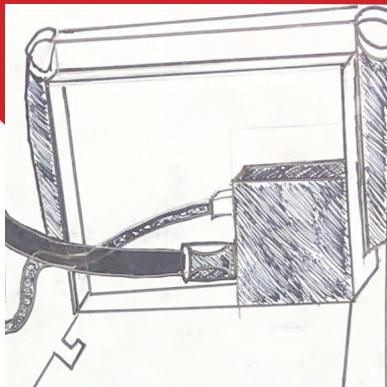


Writing Sample

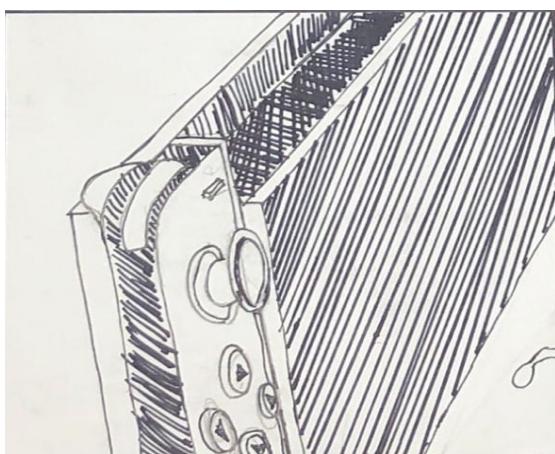
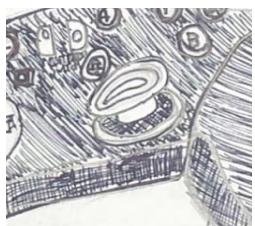
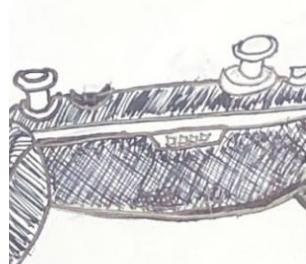
Assn# 10: The Qualities of LA's

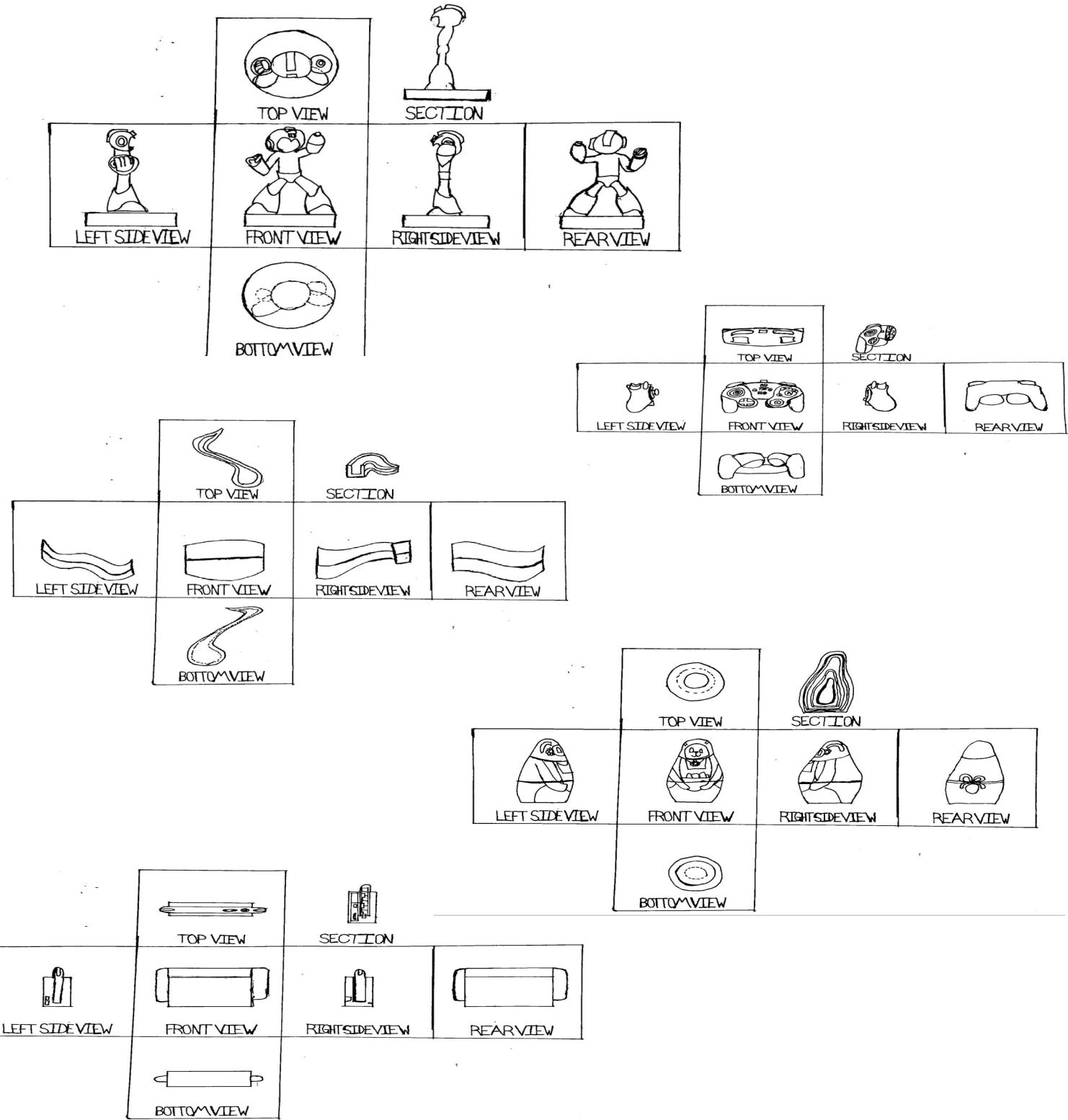
When doing research today, one of the landscape architects that resonated with me the most was Diane Dale. Throughout her years, Diane has recognized the level of suburban sprawl in the United States and believes that we as designers must now pick up the pieces. This thought process is almost verbatim, my reason for wanting to pursue landscape architecture. Diane details her eventual interest in law, driven by her desire to become a land use attorney, and I think her returning to school after 15 years, just goes to show how much she really cares about allocating land appropriately. Not to mention the amount of different energy preserving projects Diane talked about working on.

I believe entire cities could be revamped and cohesively created to optimize our communities for their intended uses. This is so important to me, because I think a truly sustainable future is one in which we stop using natural and limited resources, as opposed to repurposing materials we have already created. With that being said, the unbuilt portion of the world massively outnumbers that which is built. I take more interest in connecting the spaces we have already created, utilizing materials that would otherwise go to waste in the process.



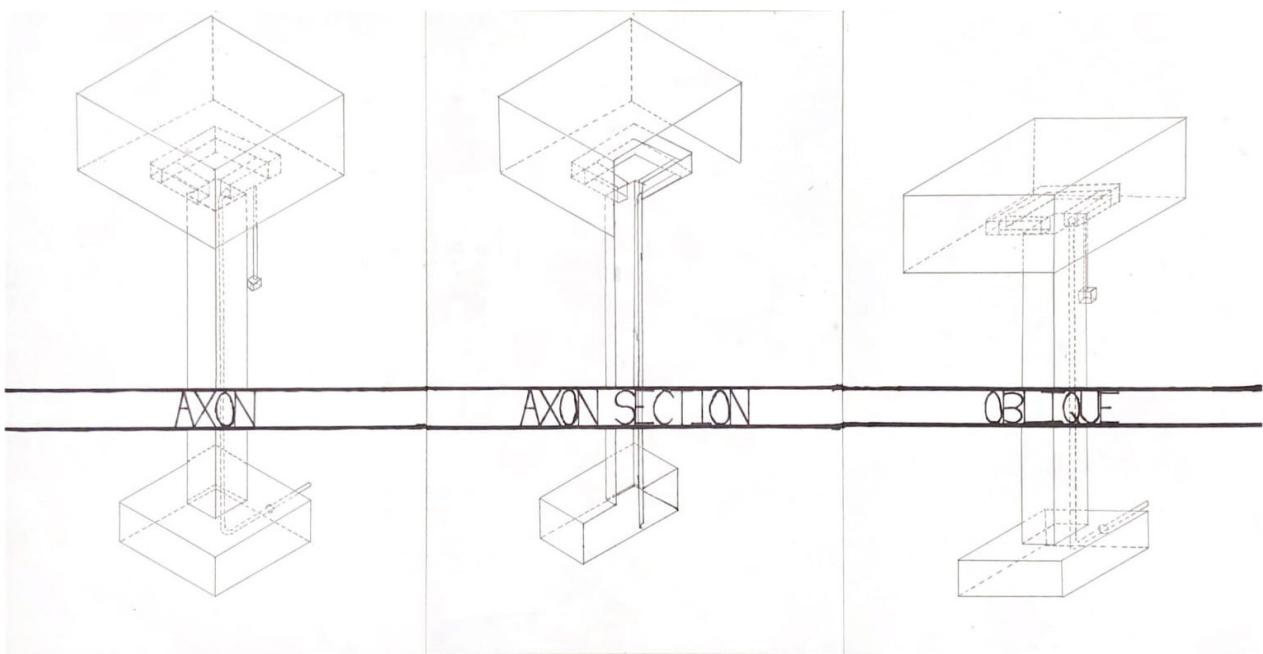
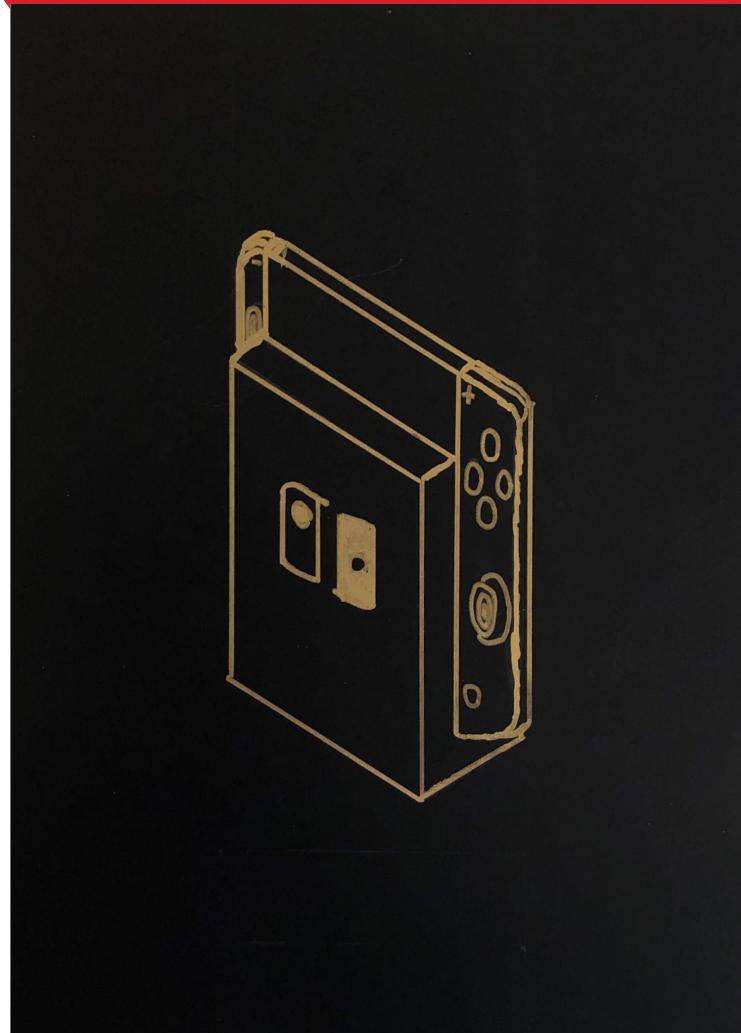
NINTENDO
SWITCH



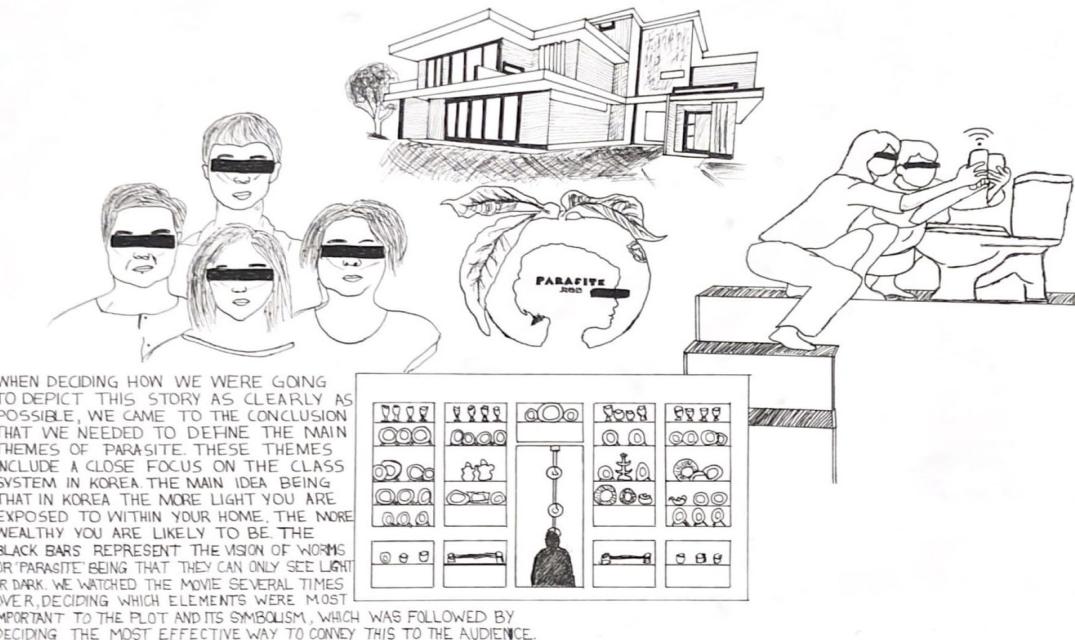


Our introduction to Orthographic views

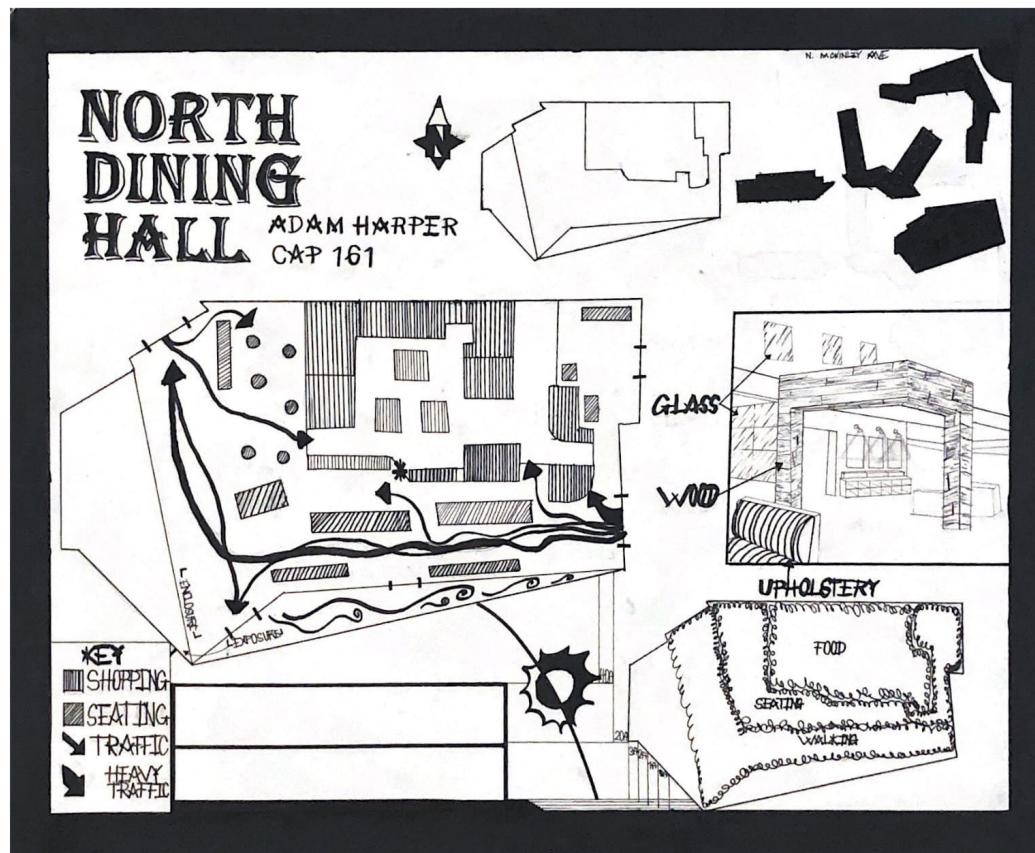
Axonometrics, Obliques, and Sections Oh My!



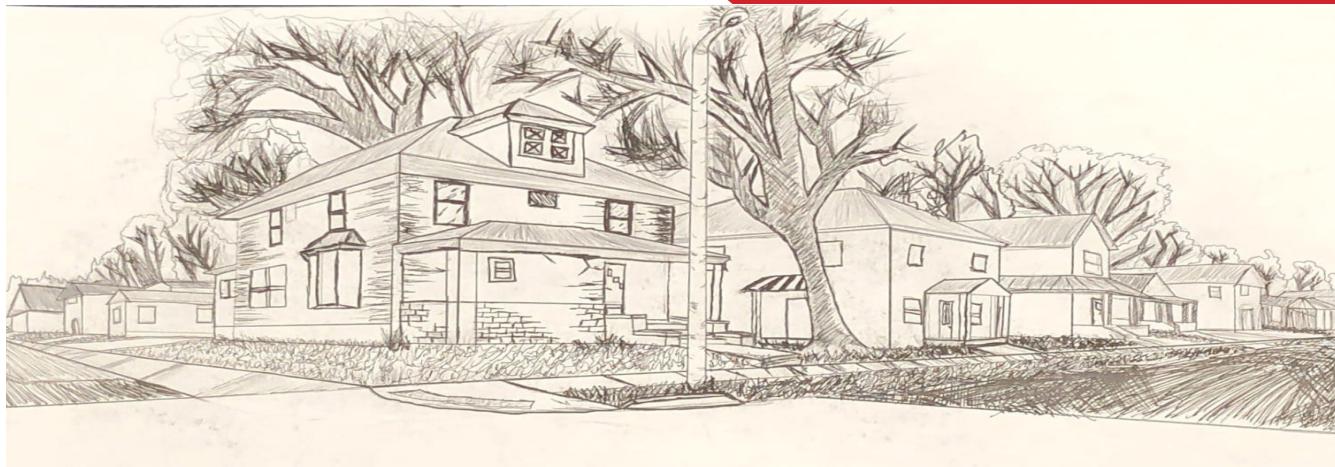
CAP 161: Module 3.1



CAP 161: Module 3.2



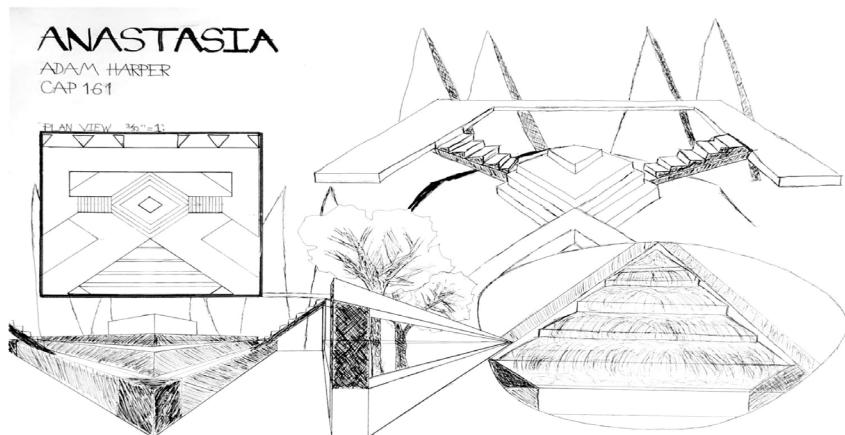
CAP 161: Module 4.1



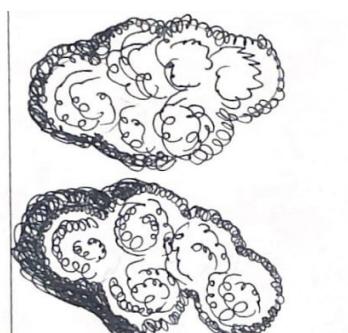
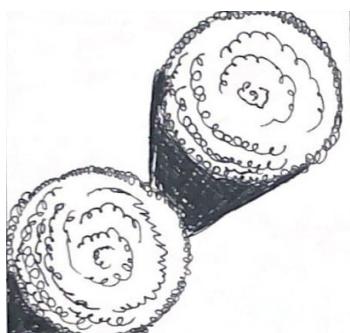
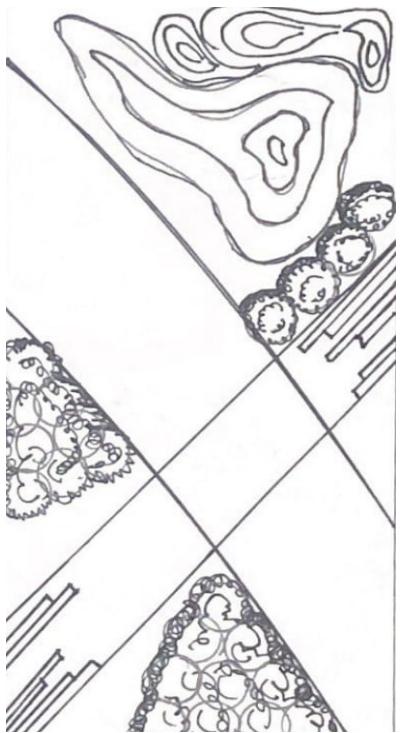
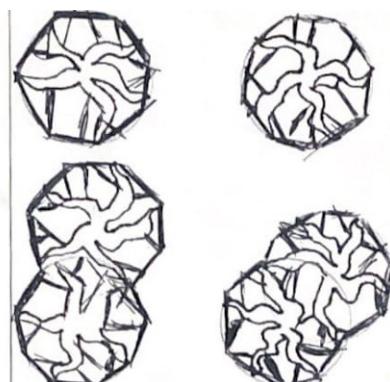
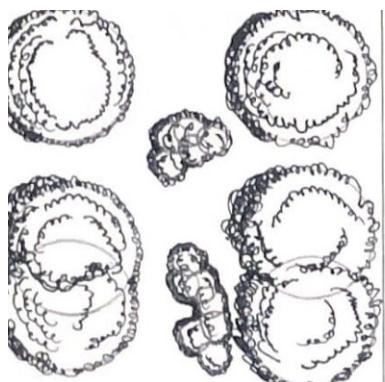
CAP 161: Module 4.2

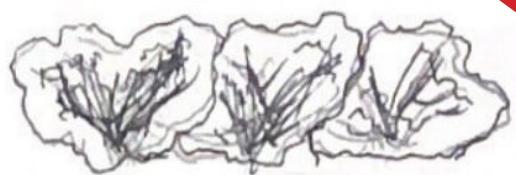
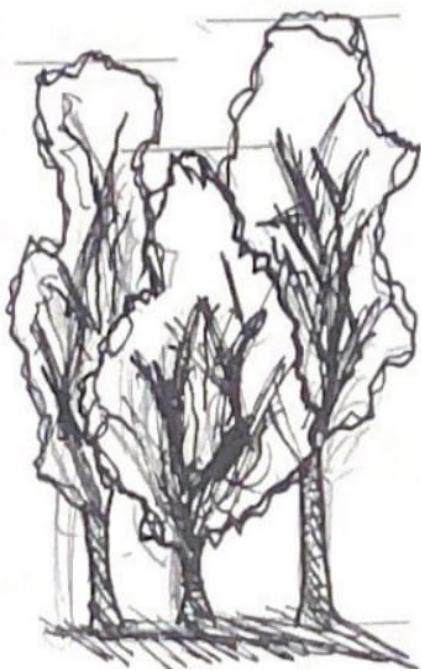


CAP 161: Module 4.3

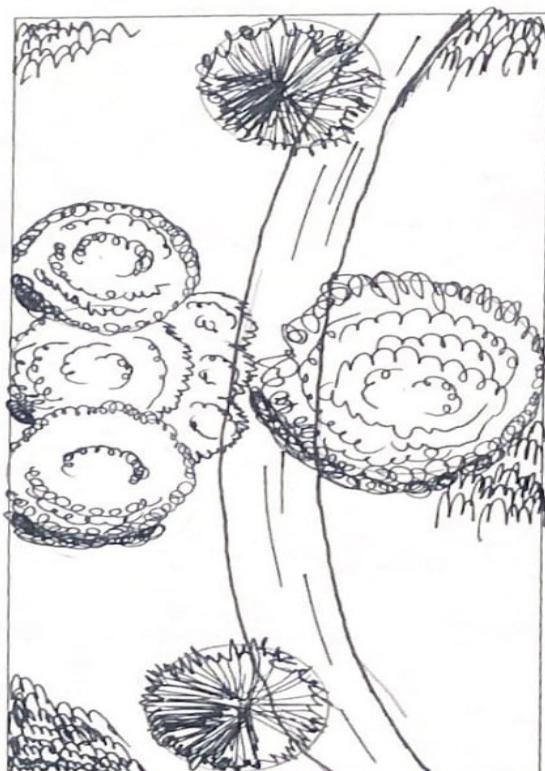
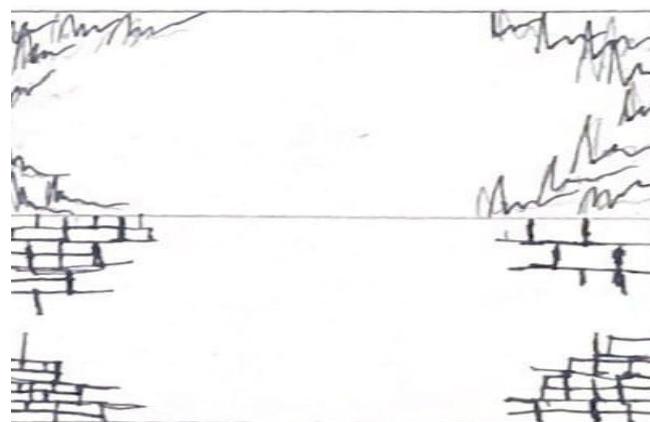


Our introduction to Landscape Graphics was a short and sweet unit, with two different in class demos teaching us the ins and outs of representing different types of landscapes



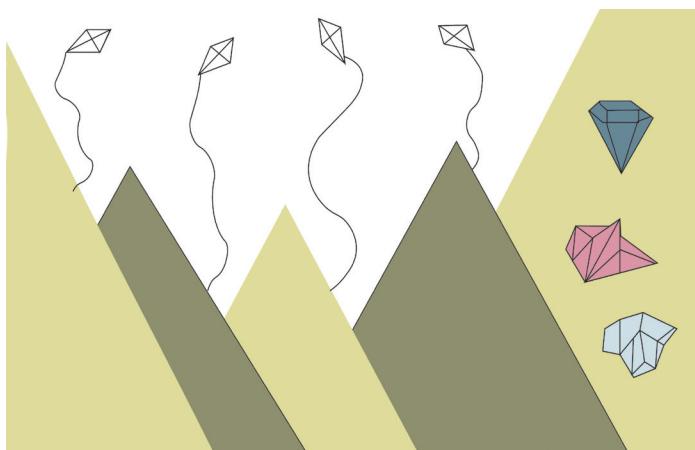
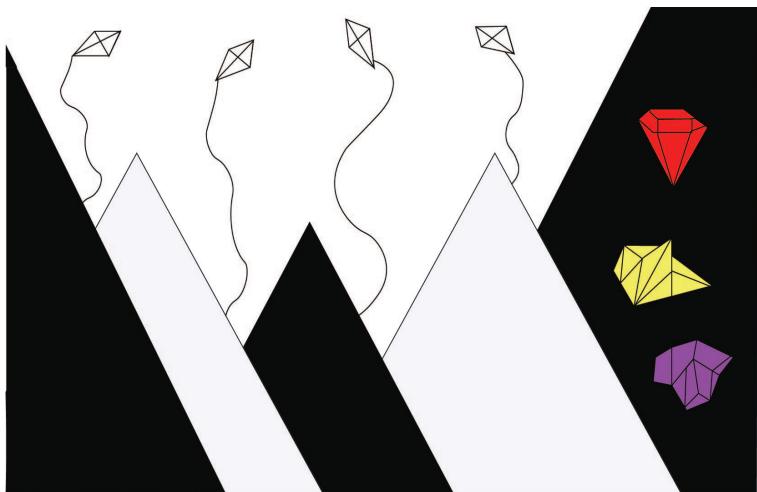


Having finished my second semester now, it's wonderful to see how far my ability to generate these illustrations has come.



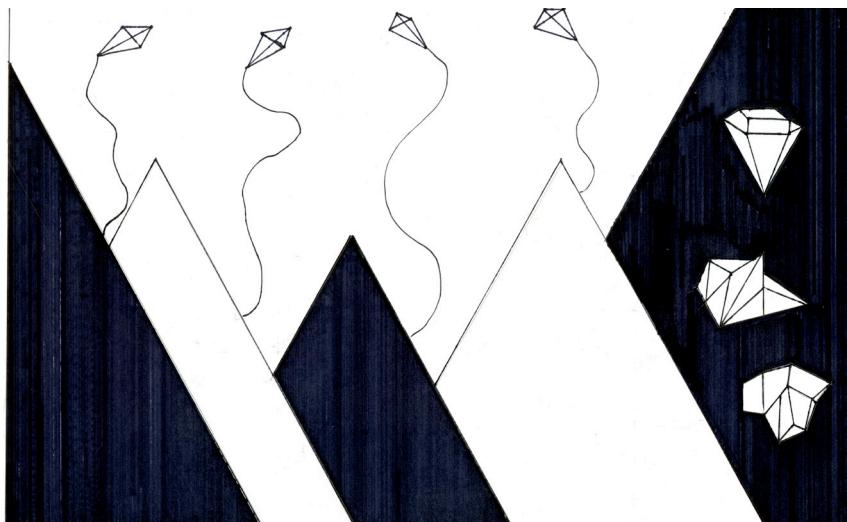
CAP 102
Summer '21

Digital Media Exercises



THAN
YOU!

CAP 102: Unit 1 Emblematic

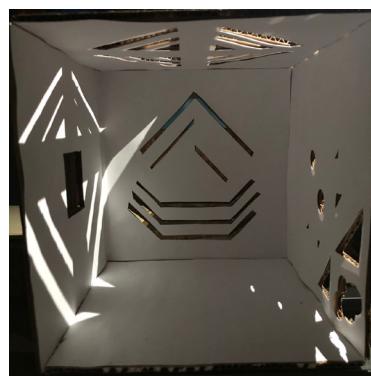


Starting this semester off much like the first, this time we created a flag to represent our city.

CAP 102: Unit 2 Light/Shadow

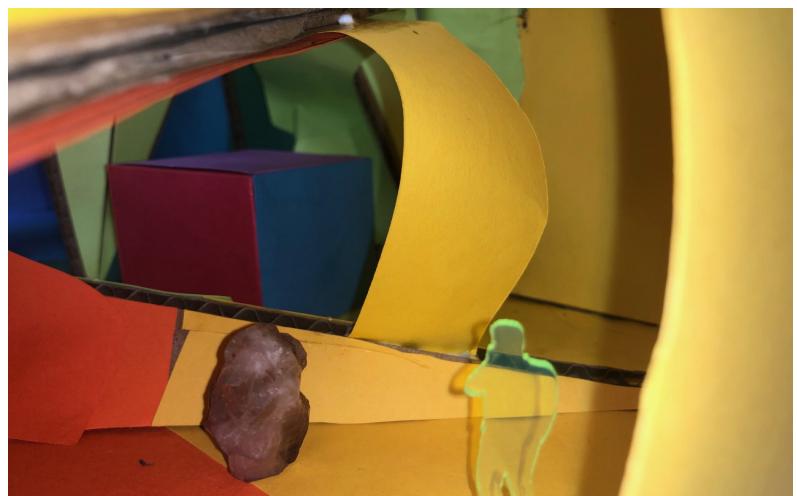
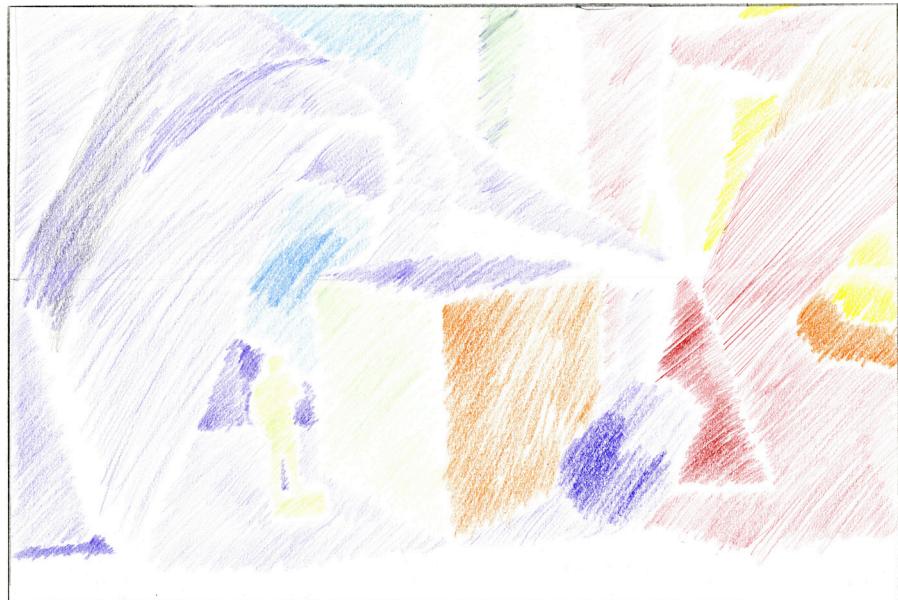


We then moved into a unit about light and shadow, which was my first time experimenting with such.

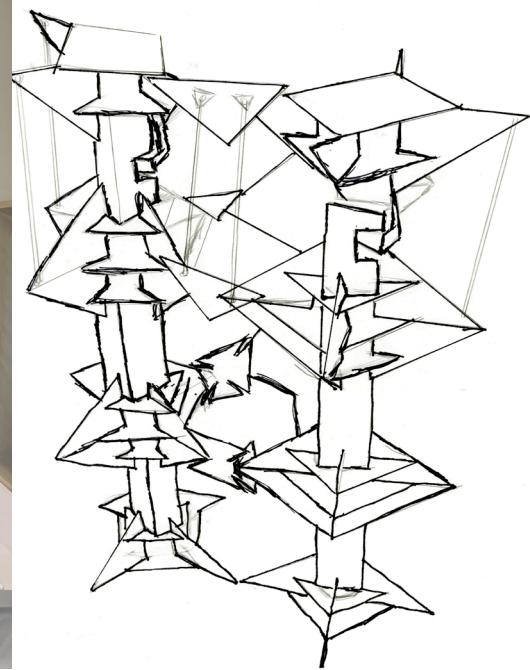




Continuing our exploration of the elements, we then delved into color, its harmonies, and the effects it can have on a space. We were tasked with creating an exhibit, with a separate color space for each color on the color wheel. Then we got to juxtapose our color cube, and our colored object in order to create even more harmonies in the space.



CAP 102: Unit 3 Structure/Assembly



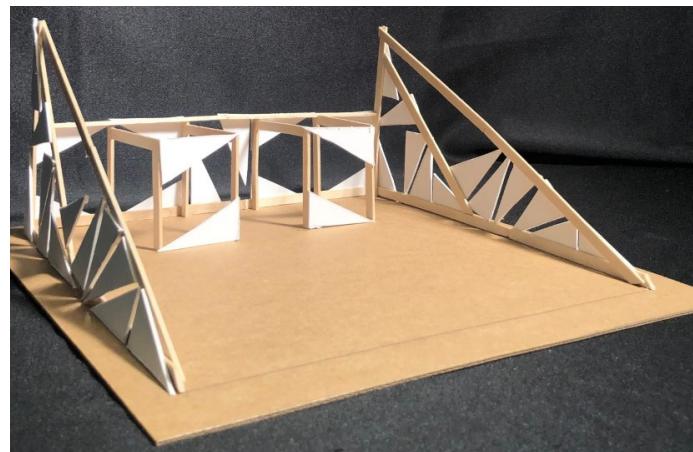
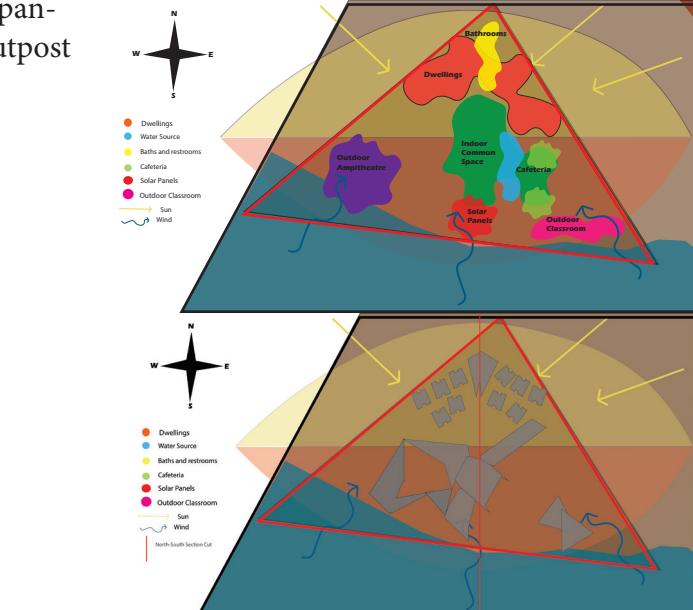
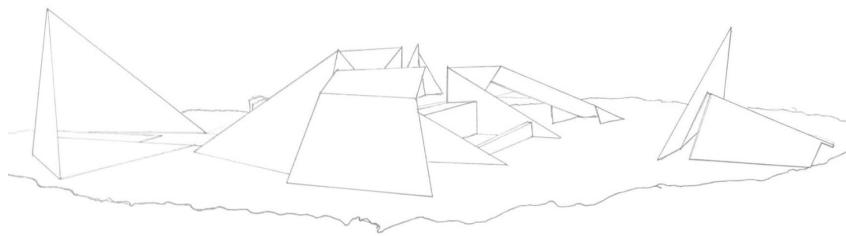
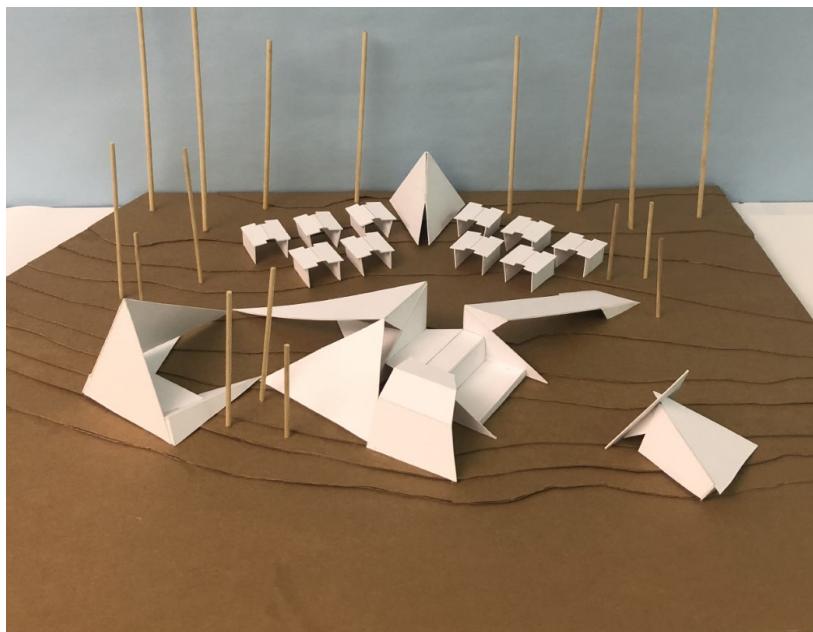
In this unit we made it a point to focus in on modular structures as well as different types of joints in structures. I built modules with shapes taking cues from my invisible city, Anastasia, and imagined I was creating the corporate office that runs the mining city as I have interpreted it.

CAP 102: Unit 4 Natural Systems

Background and Vision Statement

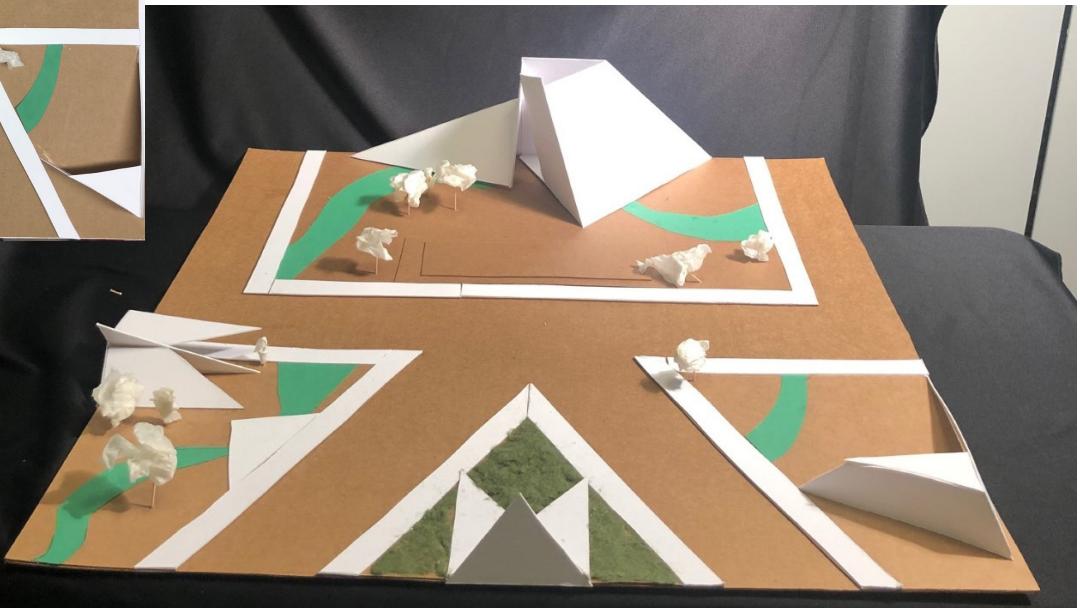
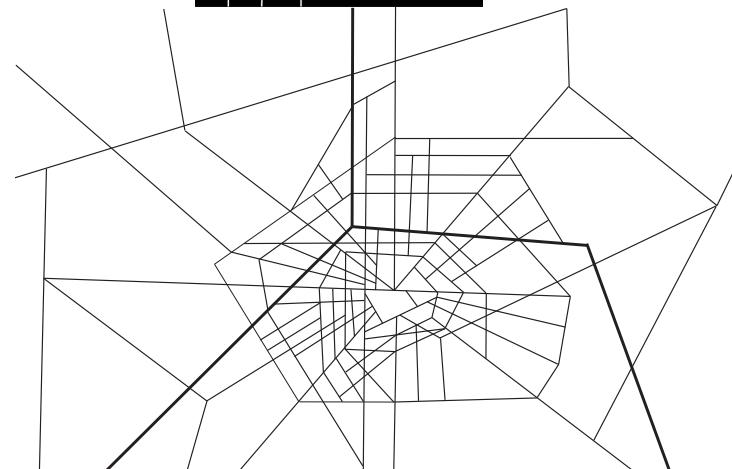
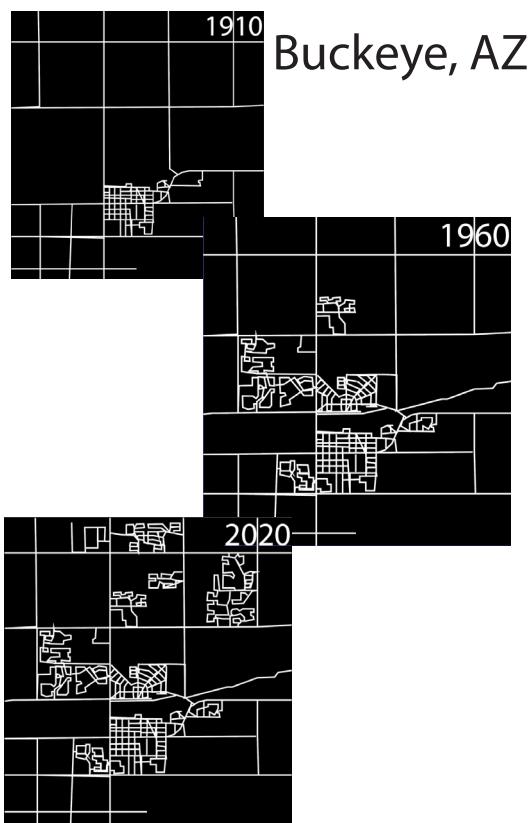
The site I chose to design an outpost for is on the coast of a small island within the Masset Inlet, the only large body of salt water within The Queen Charlotte Islands. These islands are territory of British Columbia and of the coast of Vancouver. These Islands were seized from their native Haida people and have mainly fallen victim to logging since. The islands have recently been properly renamed Haida Gwaii, for their native people and I decided I wanted to design a tribute to those native peoples.

Much of my design program was driven by the common Haida longhouse seen throughout the island's history. The Haida people were known for keeping their privacy in tightly packed fishing villages, and their design of rooms within these longhouses was incredibly efficient. The shapes I used for each individual building were designed to block as much of the heavy wind coming from the inlet side as possible. Whereas by contrast, I tried to leave the side with the towering Golden Sitka Spruce trees wide open. I also optimized a mounted array of solar panels based off the solar path around my site in order to power the outpost as efficiently as possible.



CAP 102: Unit 5 Urban Systems

The first two phases of unit five were research projects, the first of which we chose a product and piece of produce to do extensive research on. Followed by the second phase, which was an in depth research project on both a small and large city within our assigned biome, for which we were tasked with creating figure ground diagrams based off the growth of the city over time. In the final phase, we created urban layouts based off of the five different types of organization, and picked a block to create an activity node on.





The Biggest Lessons I Learned in Capify

*1. There is
never going to
be enough time
in the day.*

*2. If you are
passionate
about what
you do, it will
show.*

*3. If you
aren't trying
your absolute
best, you're
wasting your
time!*

guitar
you!