

***ARCH 1281: DESIGN FUNDAMENTALS 1***

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## ***ASSIGNMENT 01.1: READING TEXTS***

I am attracted to the field of design, and more specifically to the field of architecture primarily because of its functionality factor. The ability to reach out beyond what I as an individual may be able to otherwise accomplish through the field of design is deeply intriguing to me. Ideally my pursuits would lead to a utilitarian field, to, in the words of Saul Fisher, “promote social utility by designing housing for those in need of shelter” (Fisher 2016, 13). Architecture certainly has some of its appeal in grandeur; bold designs, towering skyscrapers, skyline-changing stadiums, and while those architectural objects certainly do fulfill the fantasy of reaching out to many through the pursuits of design, I intend to devote myself to objects that are more intimate in nature.

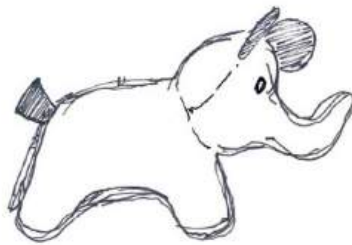
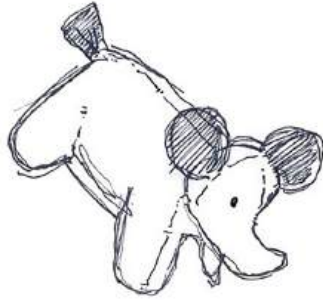
My dream career would be in the field of designing temporary or permanent shelter for those that have been displaced from their residences by some element out of their control. Natural disaster relief, war relief, etc. In this dream I can find the exact elements that interest me in the field of design: the combination of utilitarianism and art that serve as a means to interact with and positively affect the world at large. In the simplest terms, the field of architecture feels, to me, like a concrete, albeit complex way to positively affect the world at large.

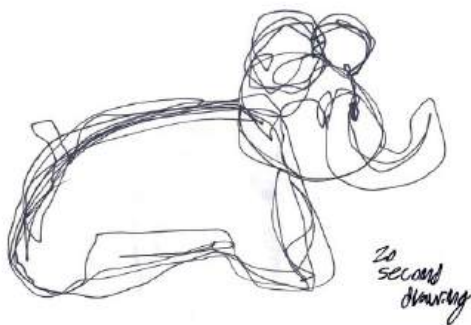
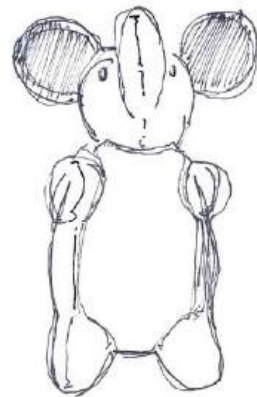
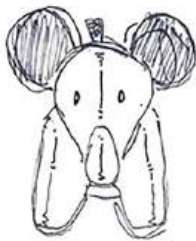
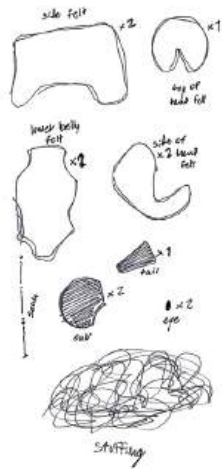
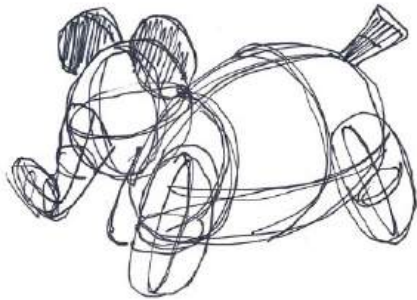
Finally, I love designing objects in a tangible three dimensional space. Currently for me that means pottery and dioramas, but at one point I would be beyond happy for that list to include sustainable, affordable, and community focused housing in the United States.

Fisher, Saul, “Philosophy of Architecture,” *The Stanford Encyclopedia of Philosophy* (Winter 2016 Edition),  
Edward N. Zalta (ed.), <https://plato.stanford.edu/archives/win2016/entries/architecture>

# ***ASSIGNMENT 03.1***

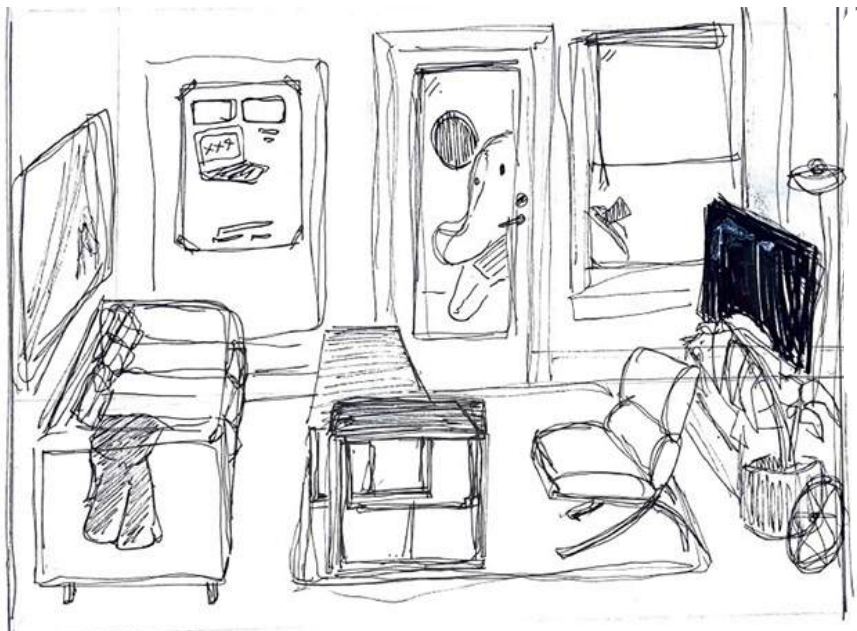
## ***SKETCHING CONCEPTS***





20 second drawing

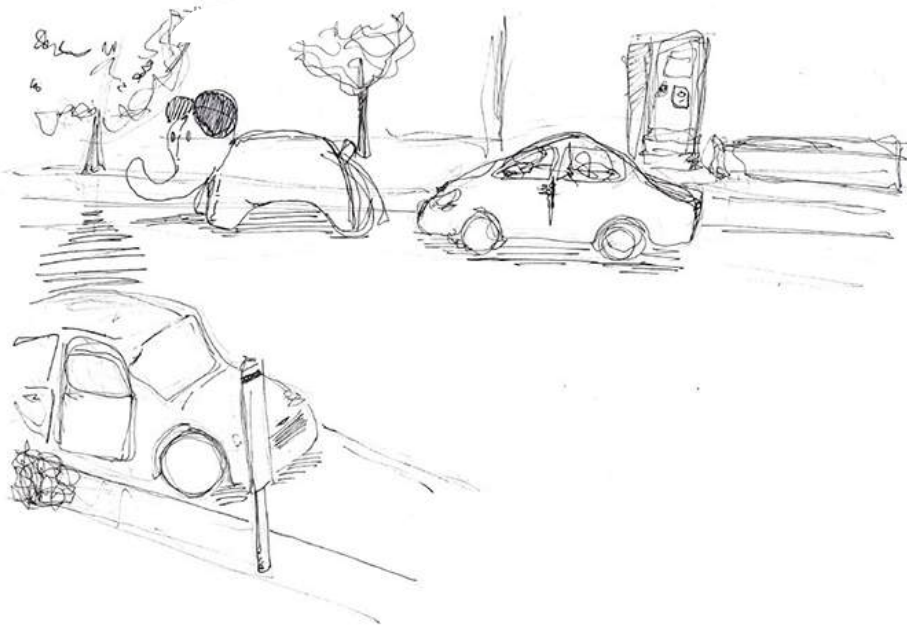




## ***ASSIGNMENT 03.2***

*SKETCHING CONTENT*



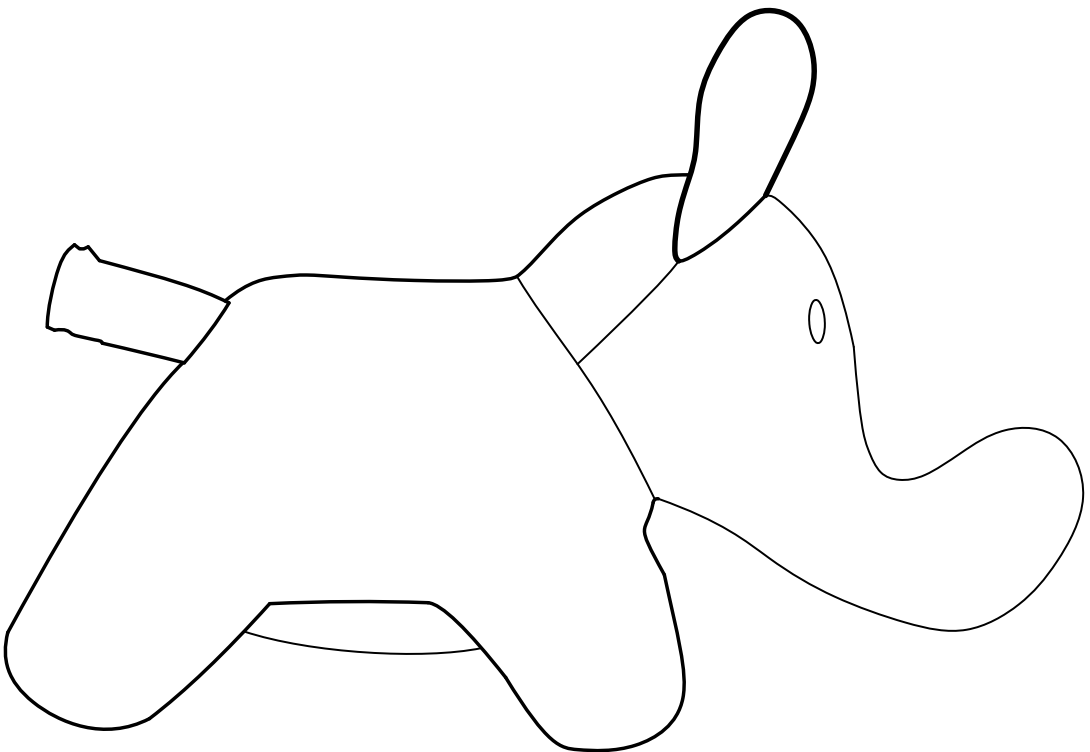
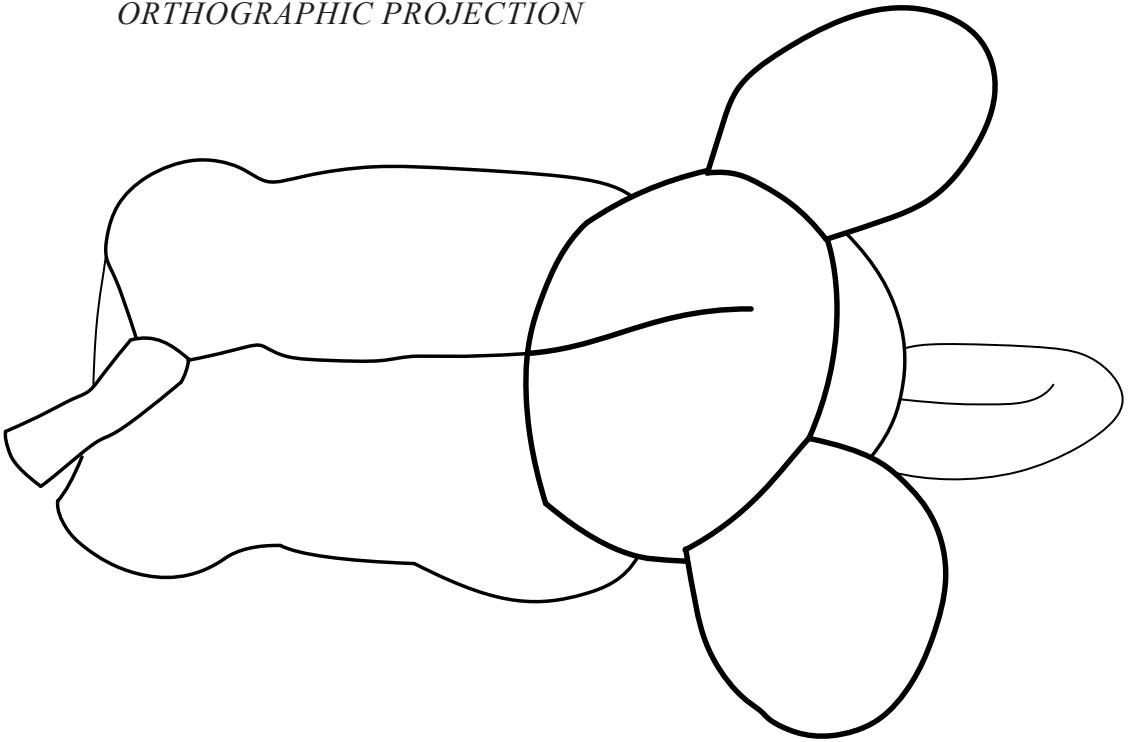


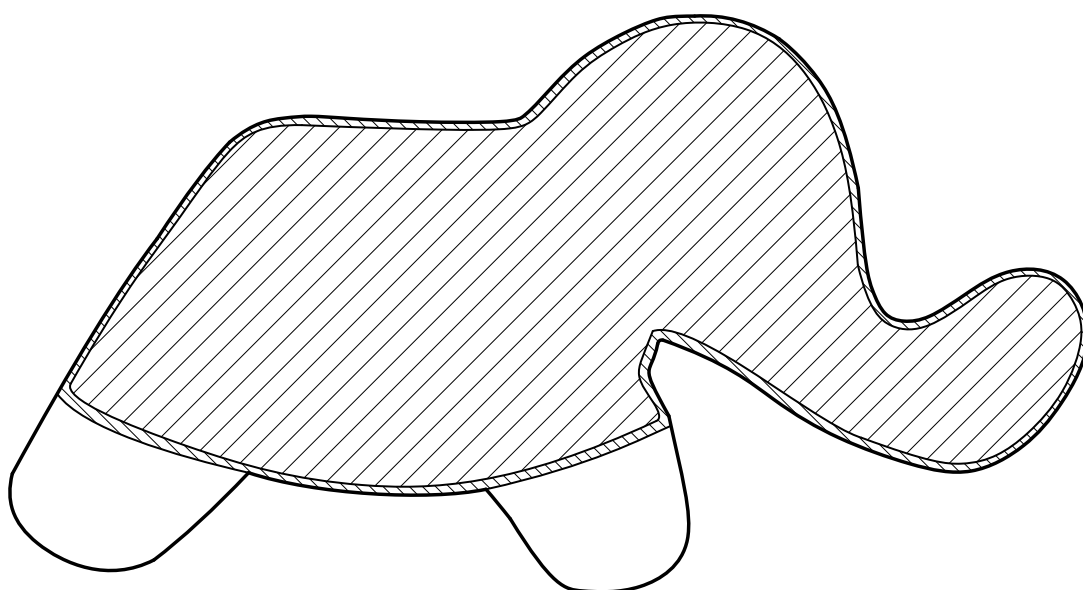
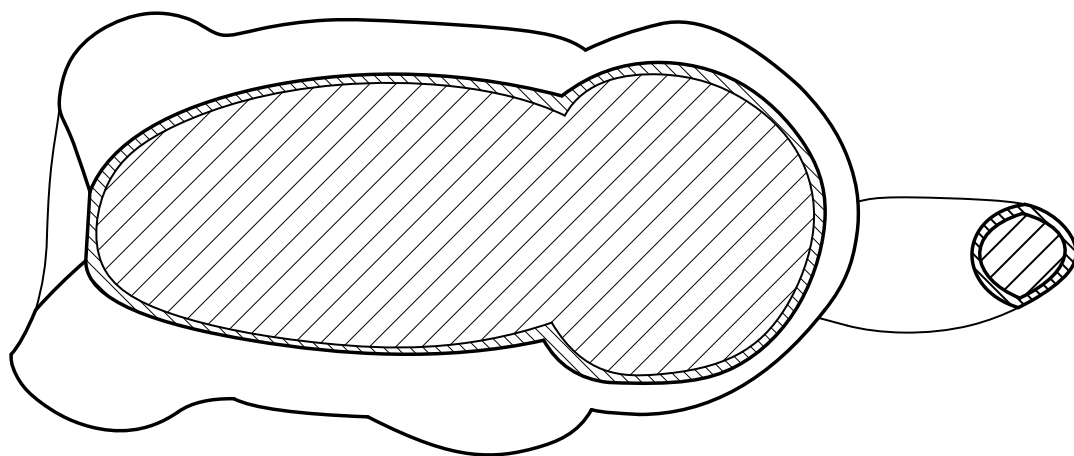


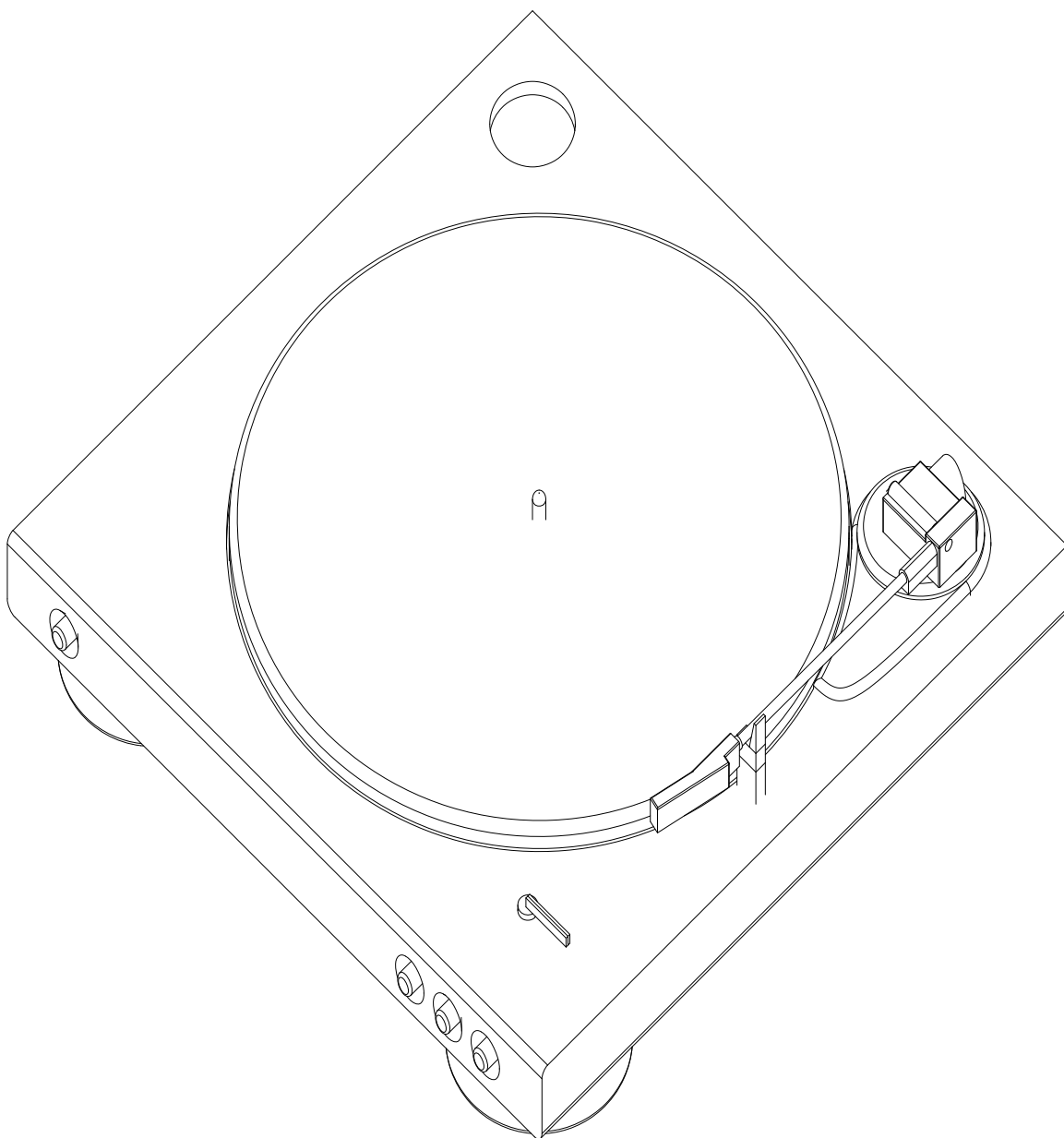


*OBJECT OF INSPIRATION FOR FIRST HALF OF SEMESTER*

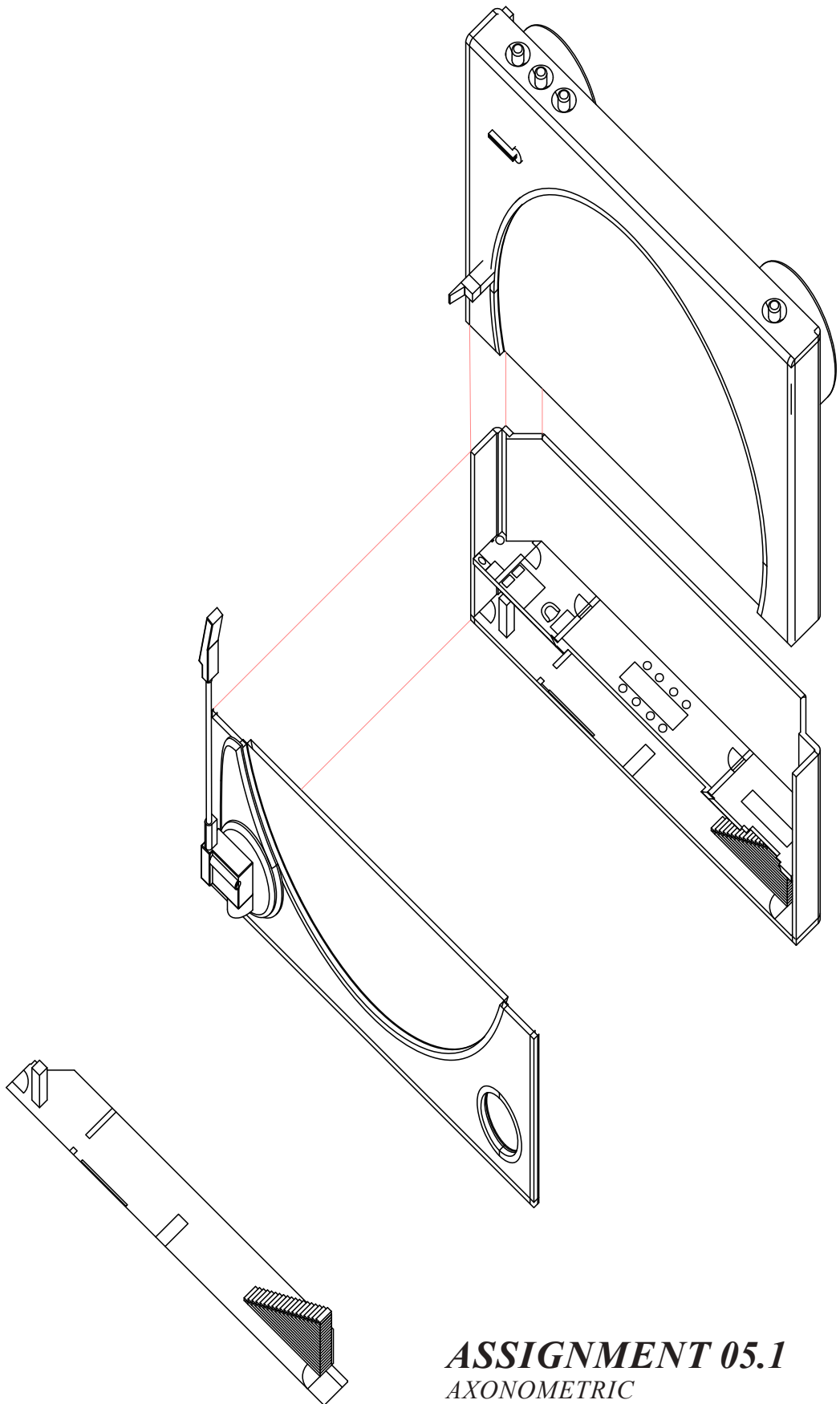
***ASSIGNMENT 04.1***  
*ORTHOGRAPHIC PROJECTION*



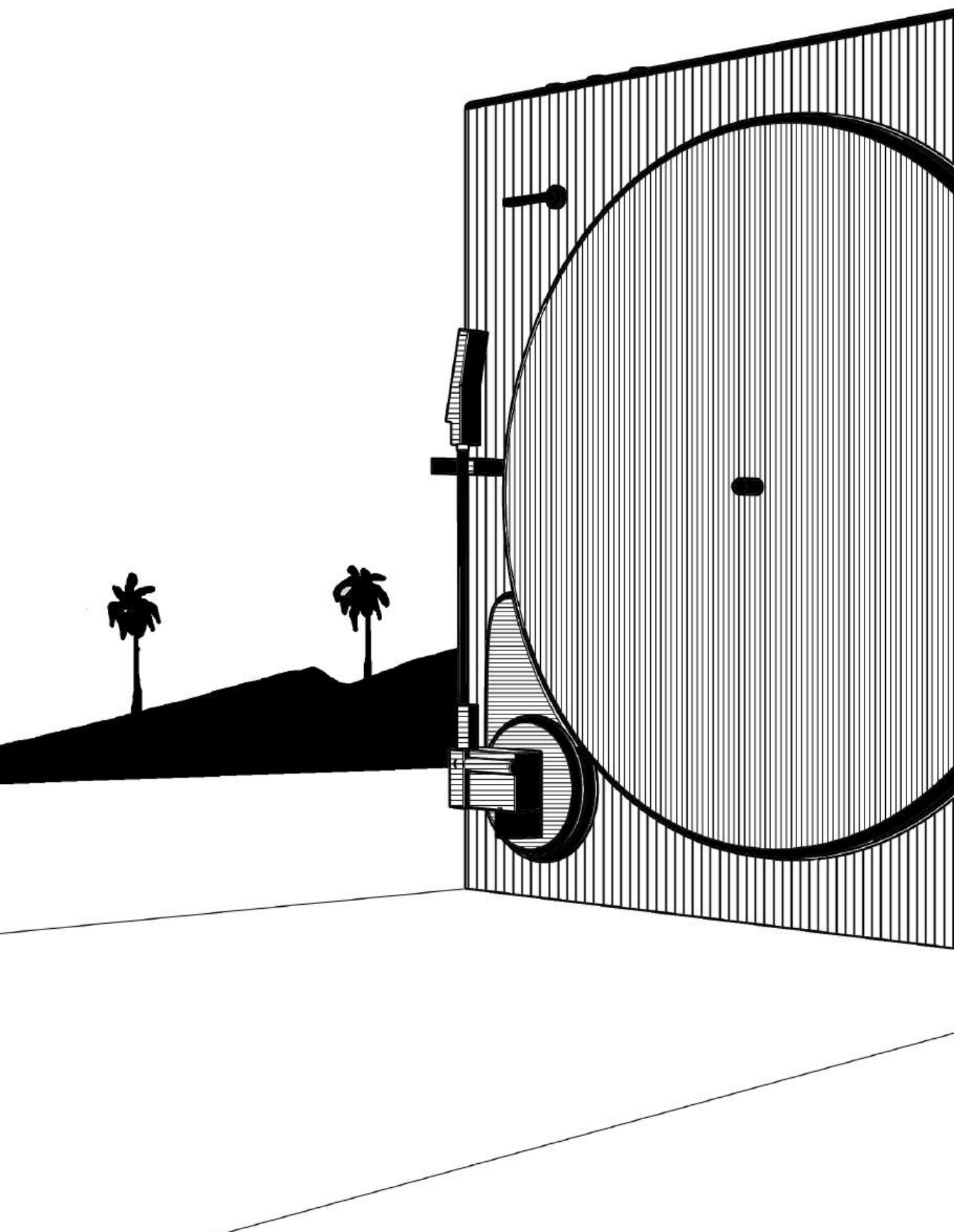




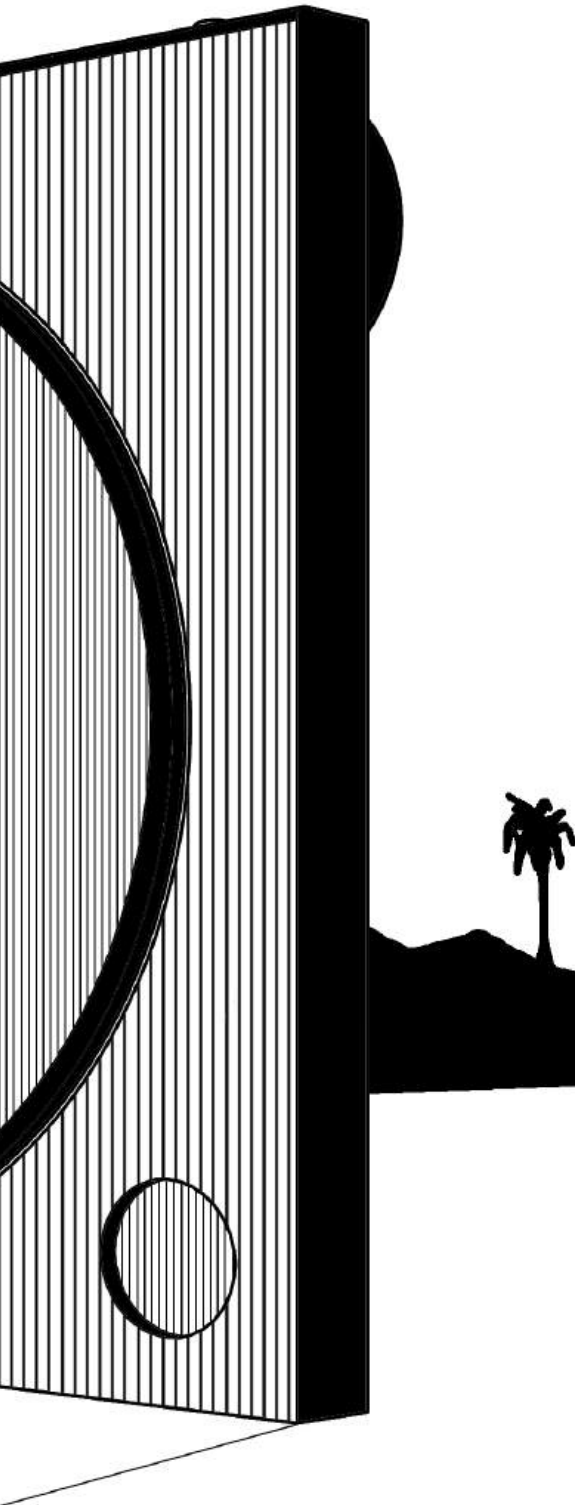
***ASSIGNMENT 04.2***  
*DIGITAL MODELS*



***ASSIGNMENT 05.1***  
***AXONOMETRIC***



*ASSIGNMENT 05.2*  
*PERSPECTIVE*

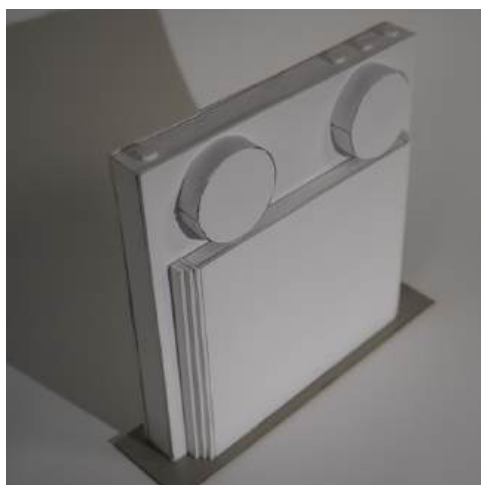
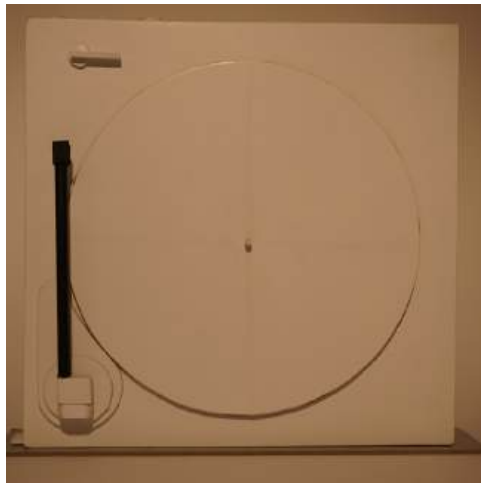


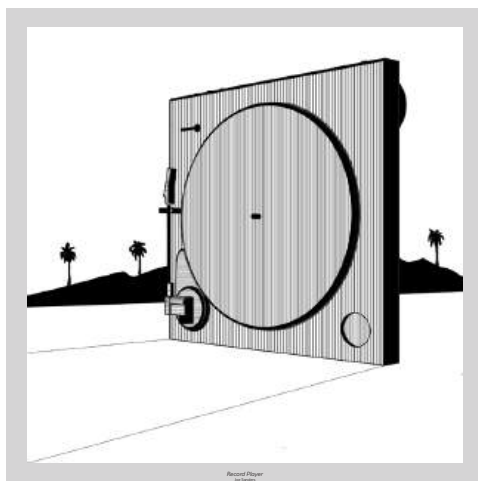
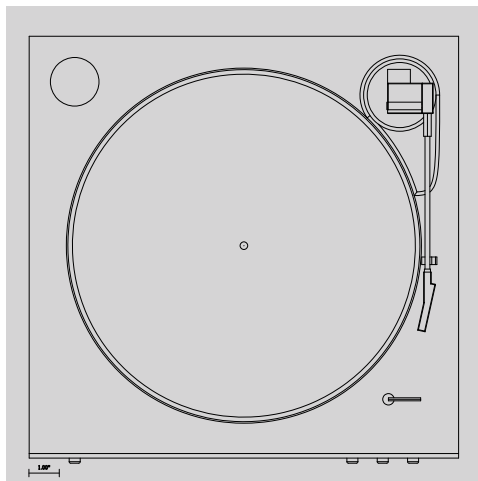
*IN THE STYLE OF JONES PARTNERS*  
*SAN JOSE REPERTORY*



***ASSIGNMENT 06.1 / 06.2***  
*BUILDING MODELS: PARTS & WHOLE*







***ASSIGNMENT 07.1***  
*VISUAL PRESENTATION*

The subject matter depicted in assignment 7.1 is an Audio Technica LP60X automatic turntable. The assignment served as a reflection of the artistic and numeric elements that make up the discipline of architecture. The first method of investigation explored in the assignment is a quick - in reference to the time it took to complete - fairly gestural sketch with non-exact measurements and perspectives. This initial exploration of the object captures it as it sat directly in front of me with the skills I had in the beginning of the semester. While the drawing emphasizes the elements of the object I found to be most important - the front facing facade and record platter, it also fails to accurately capture the object as it truly exists. The rough lines provide ill-defined borders between the object and the white of the page, and the scale and perspective make the object difficult to perceive in reality.

The second exploration of the object is a top-down two dimensional linework of the record player. In almost direct juxtaposition of the initial sketch, the linework provides an accurate depiction of the object as it exists in reality. This work has created its value in its numeric precision, providing the observer with a similar experience to viewing the actual object. This value is emphasized even further when viewing the side-view linework in tandem with the top-view; however, I chose to include only the top-view to create a more complete narrative or through-line focusing on the top face of the object in all three explorations, and better connecting the first and third works. The third exploration of the object is a perspective in the styling of Jone's Partners perspective work for the San Jose Repertory Theatre. This work serves as a combination of the positive elements of the previous two investigations into the object. By using bold single-tone coloration the object is displayed in an artistic and visually distinct manner while still maintaining the measurements that define the object in reality. The repeated lines that almost mimic screentones give the object greater visual interest than if it were left plain but allows for the viewer to focus on the now front facing facade - previously the top-view platter of the turntable. This exploration of the object is both my personal favorite, and the one I believe to be the most presentable to those who are and are not familiar with the methods of exploration and investigation used in this class.

These three pieces together provide a narrative of an object defined by its most interesting features. By focusing on the singular most interesting feature in both exact numeric exploration and more gestural artistic work, these investigations communicate the nature of the object both as it exists in reality and how I chose to represent it digitally. Creating these pieces served as an excellent "tutorial" for working in Rhino, and my workflow and productivity in Rhino drastically improved throughout this course.

## ***ASSIGNMENT 07.2***

### ***VERBAL PRESENTATION***

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