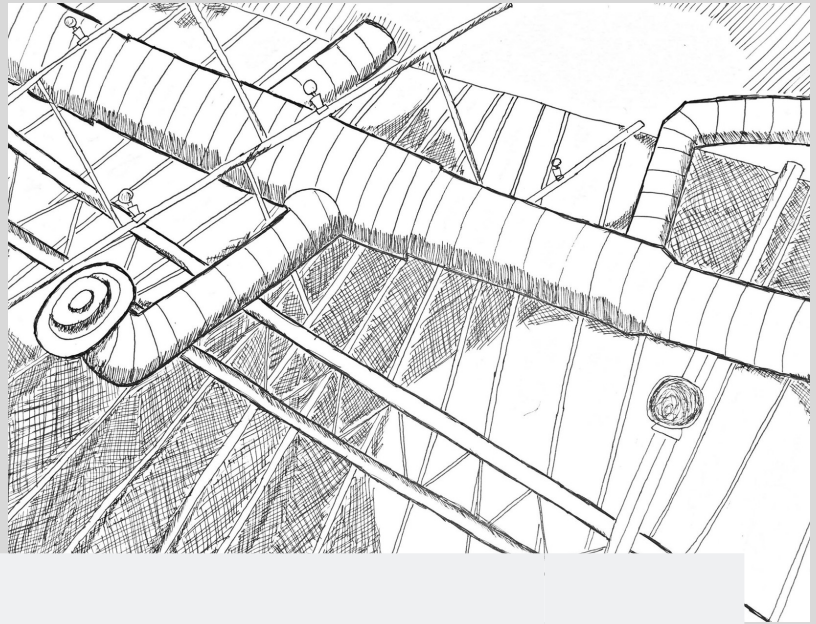


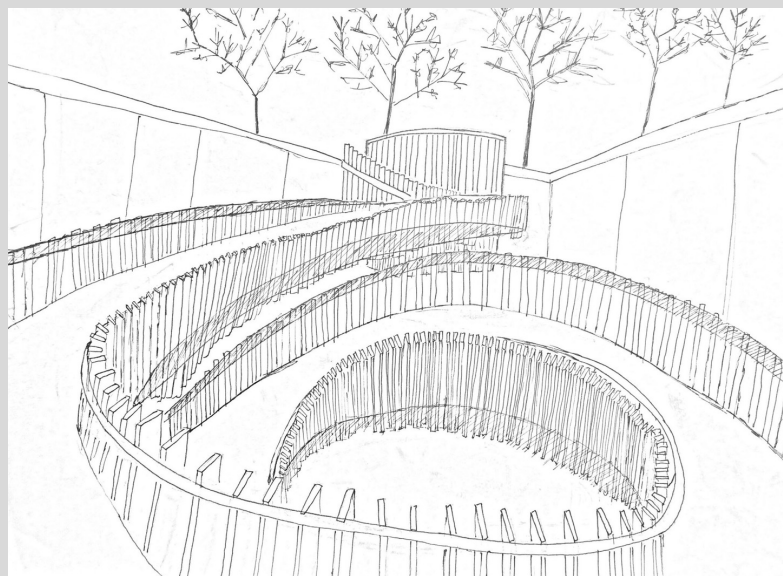
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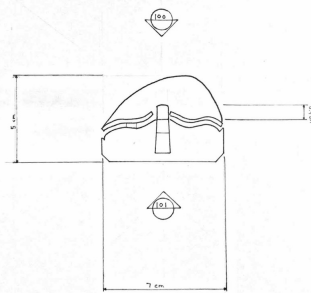
Ryan Shim



The main focus of this sketch was to capture the complexity of a ceiling. With multiple vents and lighting, a ceiling is much more than something over people's heads. The aggressive use of shading represents how the lighting heavily influences a ceiling and that position of lighting is an important factor in design.



This sketch was a challenging piece due to the repetitive railing pattern. Also, the curvature and perspective of the ramp made this sketch a technical demanding piece.



Razer Deathadder

Mouse Design

*RL*

October 1<sup>st</sup>, 2018

RYAN SHIM  
ARCH. ENG

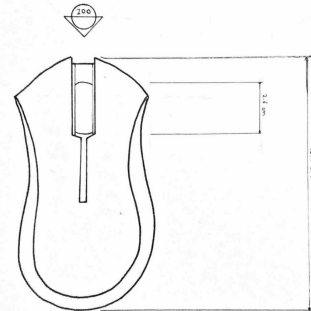
Ryan Shim

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Front View

Scale 1:1

AE200



Razer Deathadder

Mouse Design

*RL*

October 1<sup>st</sup>, 2018

RYAN SHIM  
ARCH. ENG

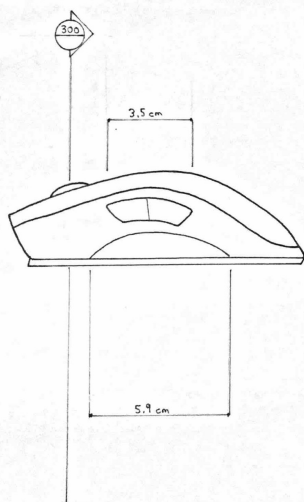
Ryan Shim

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Top View

Scale 1:1

AE100



Razer Deathadder

Mouse Design

*RL*

October 1<sup>st</sup>, 2018

RYAN SHIM  
ARCH. ENG

Ryan Shim

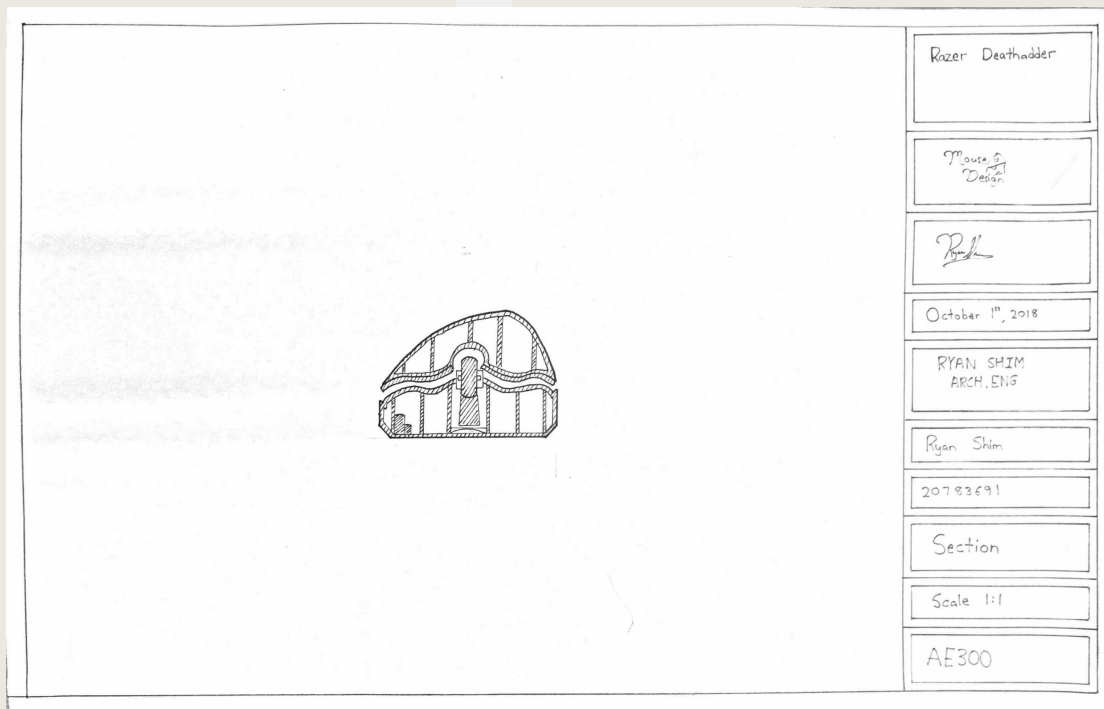
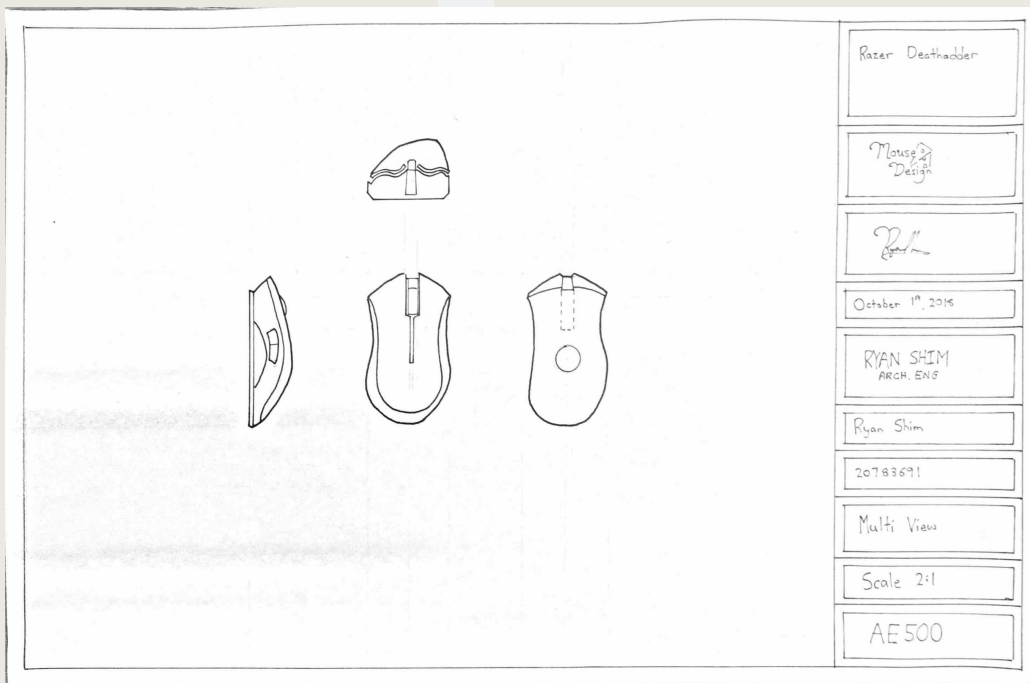
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Side View

Scale 1:1

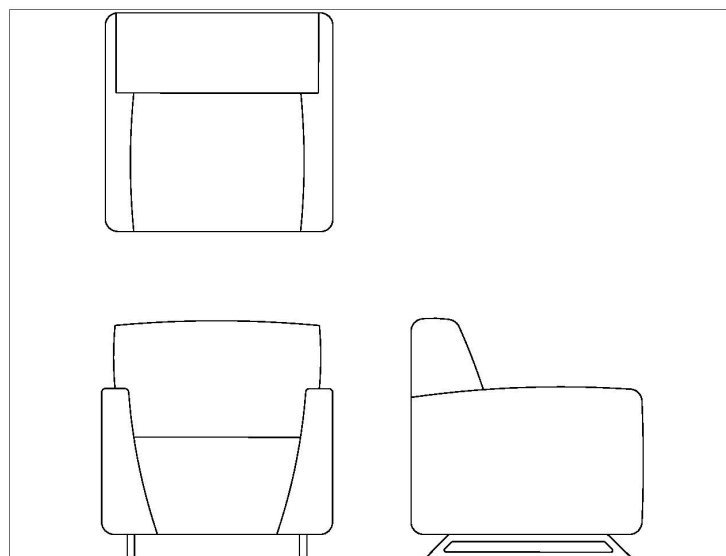
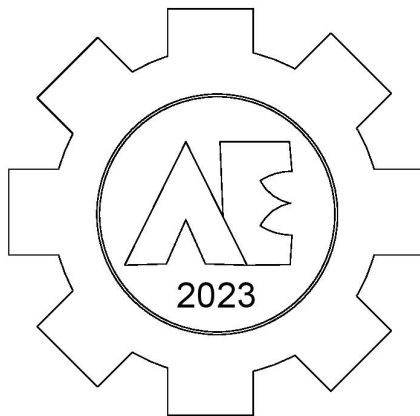
AE201

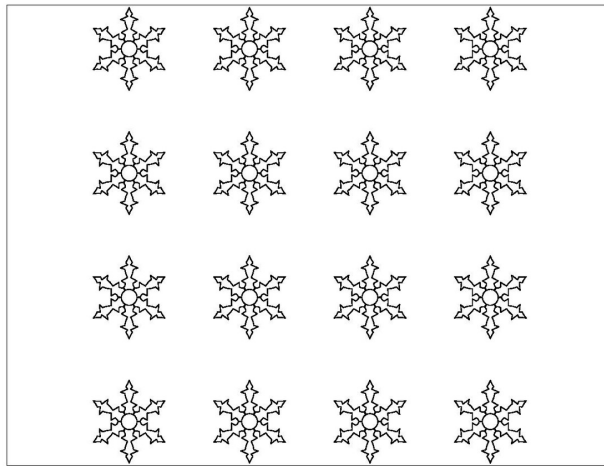
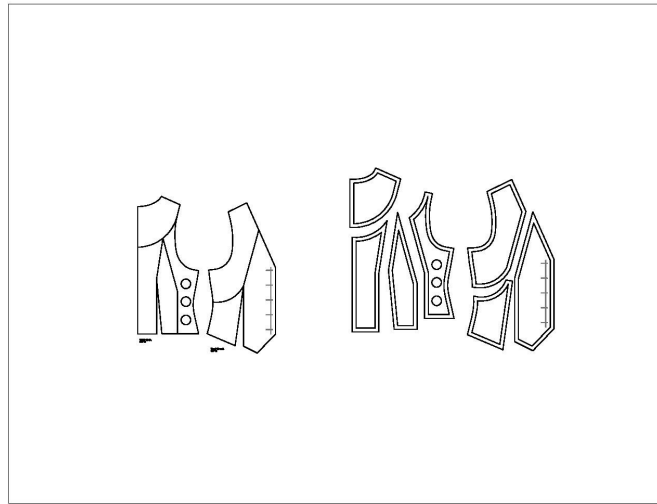
Contrasting sketching, technical drawings had to be precise and accurate to the real life object. Precision was accomplished by precise measurements. This mouse in particular had many curves making it impossible for accurate measurements. Upon analysis, it was found that each curve could be drawn by an arc of a circle greatly improving the accuracy of the drawings



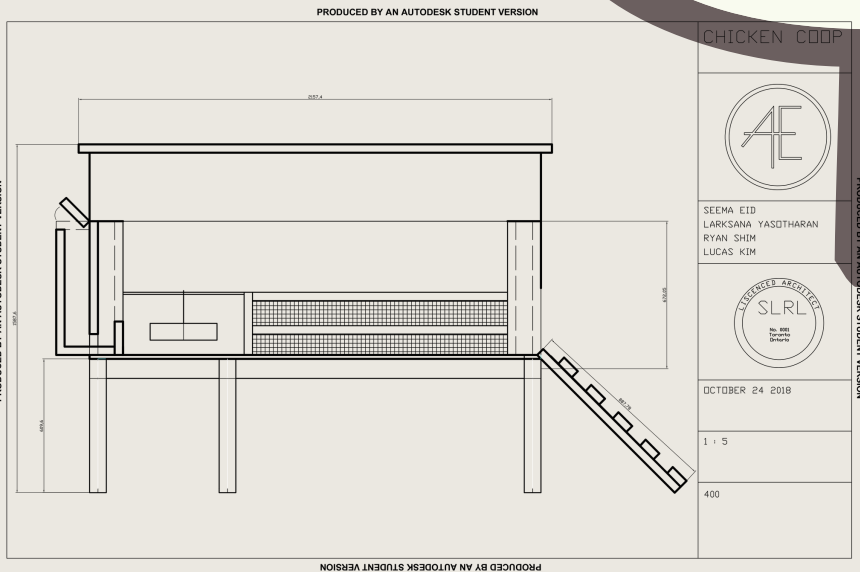
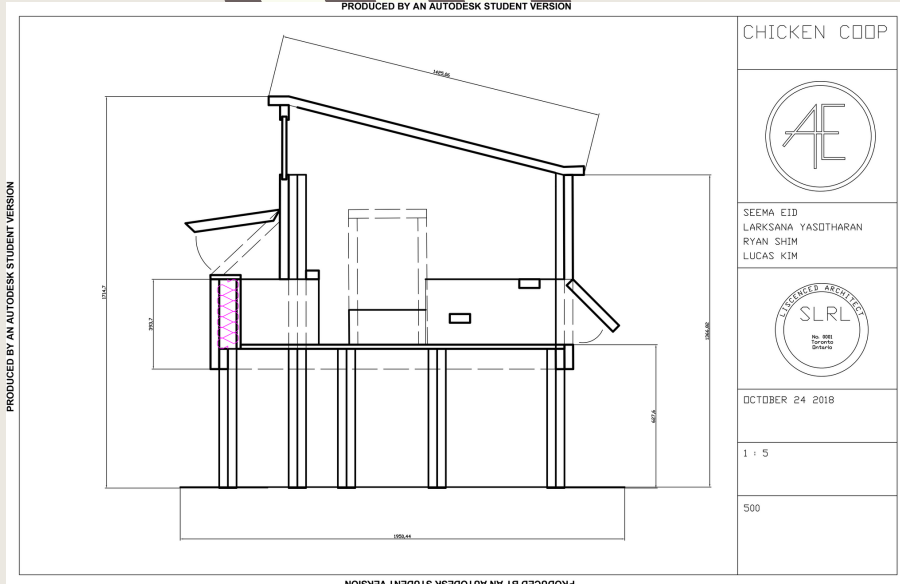
Part of the technical drawings required cross sectional drawings revealing the inner workings of the most structurally and functionally. The multi view drawing gives the shape of the mouse and can be easily visualized in its 3-D form. These technical drawings are accurate representations of the Razer Deathadder mouse.

Using AutoCAD, more accurate drawings were able to be drawn. The orthographic drawing of the couch uses precise computer tools for curves, lengths, and thicknesses. Using this software, a cleaner design is achieved fully represented by the logo that represents Architectural Engineering at Waterloo



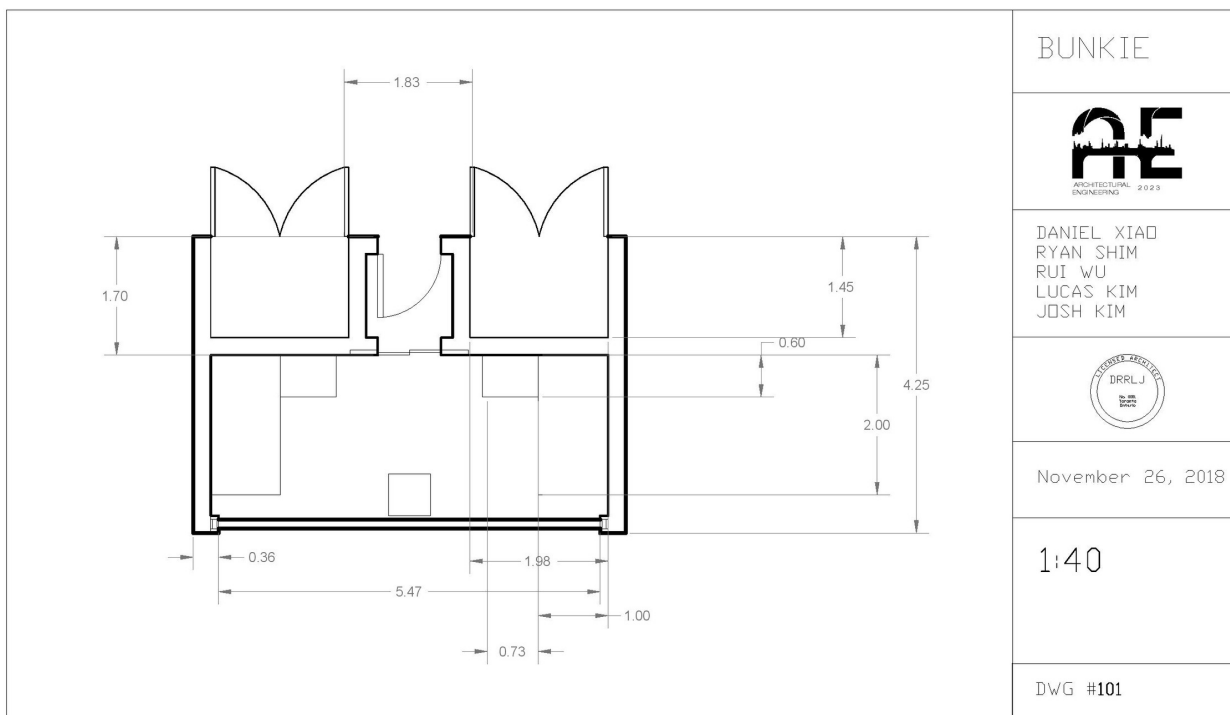
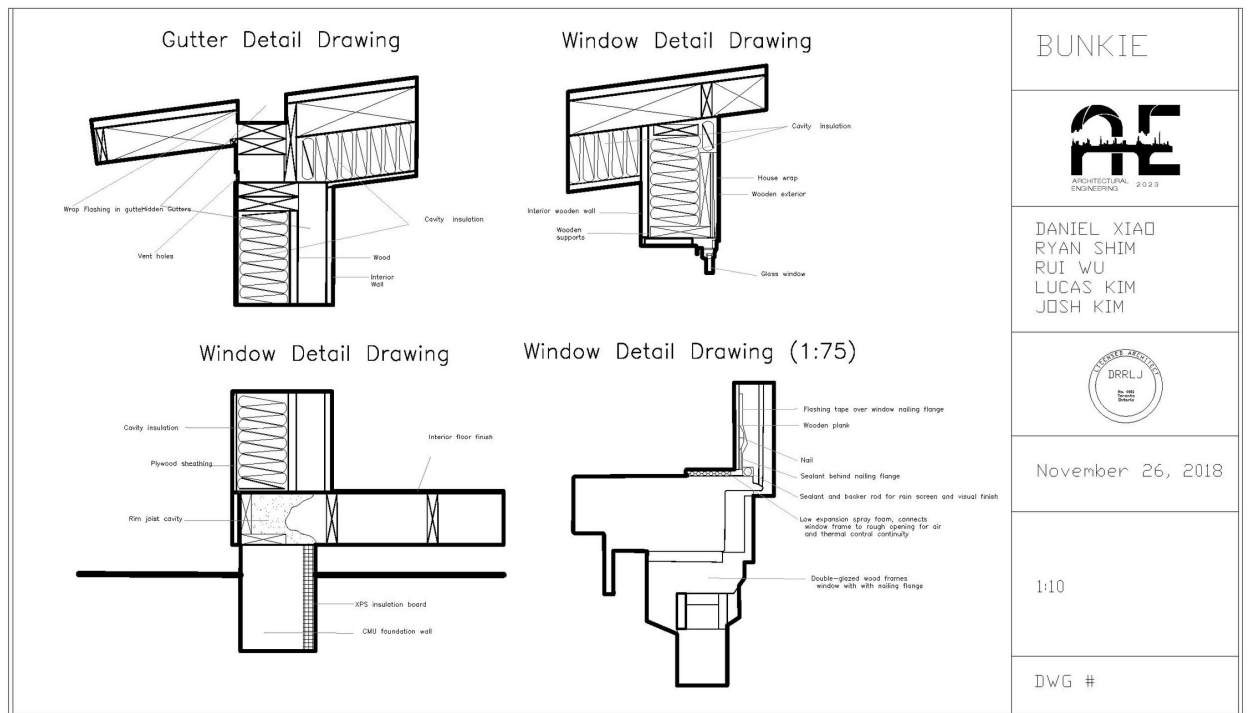


With more experience with AutoCad, more complex shapes and drawings were able to be created. The snowflake for instance is a geometrically difficult shape to produce. Also the parts of a jacket have strange curves with offset lines.



Integrating aspects of design and functionality for chickens, elevation drawings were made to convey the design. Taking into account chicken behavior, and convenience, a unique chicken coop design was devised.





Located in an environmental reserve at Waterloo, the design of this bunkie focuses on symmetry and minimalism. On top of the designs of the floor plan showed, detailed drawing of construction practices are simulated through this project. Complex systems of windows and gutters are shown above.





In addition to drawings for the bunkie, a real life model had to be made out of foam, paper and glue. For a realistic effect, a wooden exterior and interior was added. The model is also built with structural components such as beams and joists.

