

# Journal 2

1/24/25

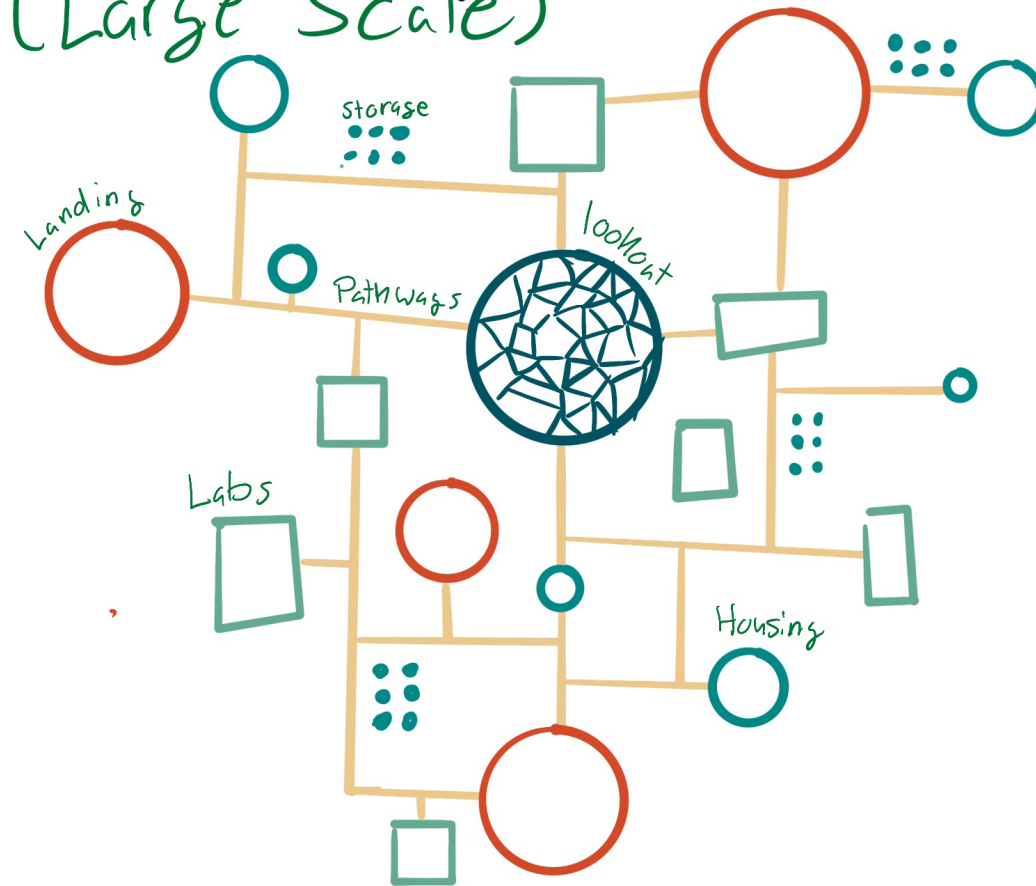
Megan Dalton

With the encouragement in this class to get really crazy, I thought it would be fascinating to design a mars colony. Although this typology is theoretical, many of the concept designs are a series of different buildings arranged with a set logic. I thought it would be interesting to explore how to parametrically arrange a series of buildings based on different rules. If there was time I would love to further develop each type of building.

If I were to just develop the smaller lookout dome, I would want to explore a kinetic facade that could respond to weather conditions. I also think it could be really fascinating to develop the design to the point where the space was inhabitable through VR.

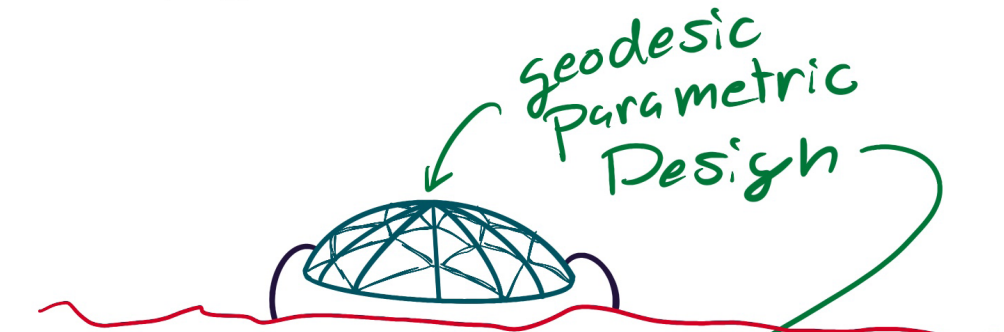
## Mars Colony Ideas Location: Utopia Basin Typology: Cultural

### Parametric Colony Layout (Large Scale)



Come up w/ 6 different simple buildings  
Add rules to determine Placement

### Lookout Dome (smaller scale)



Elevation



Section

How do people Experience Space?

Design that Reacts to weather Data

