**Room 8-20240430 163902-Meeting Recording - Trim**

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It's a nice villa, but it does not correspond with what I just did, I think. Okay, next step. You know, in a moment we're going to go through the essentials because it's important that you say out loud everything you do and blah blah blah, speaking of English, I'm going to be speaking English.

Ooh, blah is looking very fun. Yes, good. In the transcription, I'm going to be distracted by this all the time again.

Okay, next step. Yes, I'm sure I want to go. Ooh, I have a nice building.

Okay, did this look like what I just looked at? Okay, please refer to the information sheet explanation about zoning. Try and find all zone designs. I'm going to read the information sheet now.

Zone designs. My laptop is dirty. Sorry about this.

Sorry. Okay, so let's get started. One of the tasks is creating zone designs.

Zone design. Zone should be as large as possible, so a zone can never be a subset of another larger zone. Zone should be maintain spatial continuity.

You avoid. Zones may not intersect or divide spaces, so only combine spaces. Just for this BSD, two zone designs exist.

Space two could never be a zone by itself, since it's combining. Either one or three always leads to a bigger zone, because it's as big as possible. Okay, try to find all zone designs.

So, first we're going to create a zone. Yay, create more zones. Oh my god, is my building upside down? Yes, it is upside down again.

Okay, then. Okay, there's a lot of information on the screen, so now. Okay, so wait, I was not doing the thinking out loud.

Okay, so I started with doing eight and nine, because nine is a nice edge, and then eight should be included in that, but then also nine could be a space on its own, or a zone on its own, if it is included in the four, five, six module or zone. So, I've created both of those zones. That is everything that can be done on the top floor, I think, because four and five can never be a zone on their own, nor can six, because it can always be part of a larger zone.

So, basically, what I see is that the eight and nine are kind of like two and three in the example sheet, and then four, five, six should always be combined, because there's no reason, I think, to leave them alone when I'm looking at only the top floor. So, I'm going to reconsider these choices when I'm looking in 3D more. I'm just going to see what the button... No, I'm not actually going to see what the button does.

I am going to go ahead and look at the bottom floor, and I'm going to do this from the bottom. Now that I want to look at the bottom, it's very hard to look at it. So, three is this very big space over there, and I feel like it should be part of... No, it doesn't have to be a part of it.

Okay, so I felt like three should always be part of this big square that's on the bottom, but due to the fact that ten is in there, it doesn't really have to be. So, I'm going to say that ten and seven can be a zone. Seven comma ten.

Stuff happened. Okay. Three can just be a zone on its own.

That was what my reasoning just concluded. This image is getting too small. I don't like it.

Can I make you bigger? I don't know. Okay. Ten can also be a zone on its own, if the big square on the bottom is part of it, and then really zone one comma two.

It's very easy to combine, but it should also be possible to be one comma two comma three comma seven. I feel like these are most of the zones that I can make when I'm just looking at a 2D area. I'm going to start making some zone designs.

First of all, I... Oh, this is a lot of information. There's so much. I made so much spaces.

Ah, spaces. Now I'm in zones. Okay.

I am first going to go with zone seven comma nine, because I'm first going to pick some points from the bottom and keep... No, I'm going to keep the bottom the same and then just make the top floor different. One... Oh, I already made a comma. One comma two.

Yes. Answer. You are one zone design.

I still feel like I've included everything in you, and you look the same. Yeah. Okay.

Then I want to create another zone design. This is going to be the seven comma nine, because I've already created those. Now I'm going to go three and four, because that is the other configuration that I had on the top.

Now I'm going to change the ones that I had out on the bottom. Okay. I think I am just staring at my screen for a moment.

I'm not really taking in any information. I am just staring. There's no thinking going on here.

I'm going to try to refocus my mind. Focus, focus, focus. Yes, we can focus.

Okay. I just did seven and nine as use for the bottom, but I'm now going to go ahead and choose the one that uses five in the bottom. Five is going to be my starting point, because that's the weird thingy.

I'm starting at the 10 on it, but it should be as large as possible, but cannot go through space three. That's why that one was very nice to create. Then I need this one that is three.

This is six. Okay. Then for some reason, I'm going to continue like I know what I'm doing.

Five, six, this is an eight. Yes. That is another configuration of the bottom.

Then I have one and two in there. Then I want to create another zone design because I pressed enter. Then five, six, eight, four should be the other one.

I feel like when I just started top and bottom, these should be the zone designs that are possible. Looking at these, I cannot make the first zone design that I made any bigger. There's no spatial continuity when I combine zones.

When I look at the second one, I can also see that there's still no spatial continuity when I combine zones. It's all turned upside down again. I'm just checking my zone designs currently.

Then now I see that for my third zone design, I should have combined zones two and eight. I'm going to create a new zone which combines zones two and eight. Zone two consists out of four, four, five, and six.

Then zone eight consists out of one and two. I made some typos. Enter.

That one needs to be in there. Yes, this is a nice cuboid shape. I'm going to take another look at my third zone design.

It's teeny-weeny because my screen is small. I did not see any other spaces that I should have combined in this. I'm getting slightly distracted by the fact that the shapes or the rooms in the zone designs or in the zones are not the same as the one in the initial building spatial design.

Because there are way more blocks somehow in the zones designs. Okay, double-checking what I did for the fourth zone design. I do not see any double spaces, so I'm now going to delete my third zone design.

That means that my fourth one is now gone over. I'm going to create a new zone design which should at the very least include this new zone that I made. I'm going to rethink again what I needed after that.

If I blue, then I need, I think, what do I need? You are very large. I cannot use that. I cannot use that.

I can use U7, but I do not have a logical reason to only include this 10 or this end space. I, however, do have a logical reason to include the zone that I named 5. Then I need to include 6, and then I need to include the top floor, which is already partially included. I'm just going to include 1, and then I'm going to see that this is indeed a new zone design, which until you make spatial continuity and make zones as large as possible.

Okay, then I'm going to double-check, because now I'm going to look in this direction that I currently have on. That's very hard to look at, so I'm going to do that in my mind and see if I combine 7 and 8, there's a new zone that I can create. Let's see.

7 and 8 are in there. Yes, this creates some new opportunities to create zones designs. This is my starting point, so I'm going to create a new zone design.

I'm going to start with zone 11, and I'm going to use the word chip on the outside, which is zone 7. Then I cannot combine space 9 and 3 into a zone, but I do need both of them, so I'm going to use the separate ones. Because neither can actually be combined to create a bigger zone, so I'm going to only need whatever I need in those zones. There was 4 and there was 6. Now, I feel like I'm still missing a bunch of stuff.

Now that I've combined this 7 and 8 thingy, I'm going to actually delete all this. I need a new zone. I need to combine 1, 2, 4, 5, 6, 7, 8. I'm sorry for the big boom.

This zone, yes. This combines zones 10 and 11. Well, I do think that I need to reconsider all of my zones afterwards.

Okay, we are going to create a new zone design, which needs to start with zone 12. Then it needs to have this 4 and 6 in there, which I already decided in my previous solve process, and it needs to have this space 7. That's it. Okay, reconsidering a bunch of these.

Okay, so this bottom can be a big space. Yeah, and it cannot be made any bigger. That is true.

That one, then create that this makes sense. The first two zone designs are okay. Now, if I start to make ... I'm going to double check.

A zone can never be a subset of another zone. Okay, so that means that my fourth zone design can never be good. Why can it never be good? Because a bunch of these ... I'm going to delete it.

I don't need to question it. I just want to delete zone design number 4, and then 3 and 5 would open. The designs? Zone designs.

Do you have a zone to delete, apparently? Oh, that's a possibility, yes. Because then all the designs where the zone is also go away, because you don't have anything to do with the design anymore. Fair.

That's sad. Yeah. Do you know how to get out of there yet? I'm going to find out again.

Oh, that's sad. Okay. Recreating for zone 4, yes.

Spaces to include. Okay, it's back. Oh, okay.

Let's do this. Okay, I'm getting slightly hysteric. I need a section.

I'm going to take a short break and drink a sip of water. My biggest wound is being taken care of. Okay, we are going to just restart doing this.

Okay, starting. I'm looking back at this 3D build equation. Zones should be as large as possible, so a zone can never be a subset of a large design.

Okay, so I'm going to delete some more zones. No, I am not going to delete some more zones. Yes.

Okay, I am thinking about it. That is, in fact, sort of possible for a zone to be a subset of another zone, because that means that the other zone designs can be larger. Okay.

What do we have left? Okay, we're going to go back to starting with a zone design. The bottom needs to be as large as possible, so we're going to include this zone 9 that I've created, and we're going to look at what we already have at the top. Please move, yes.

So, we did it that way. So, we first need the bottom. We need 3, and what is now 13.

We need to be in there, yeah. We started with the bottom being the biggest, and then this can all be combined into this zone design. I am a bit in a tibio about whether or not I'm interpreting this correctly, because sometimes I feel like a zone can be a part of a zone design, or another zone.

We're going to see. I had at least one more zone design, so I'm going to create that one. First of all, I need to start with zone 12.

Now, we have 7 loosely attached to that, and 3 loosely attached to that, and also zone 13, and we should have another zone design. Yes, no. Oh, this is space 3. Okay, we're going to delete zone design.

This is zone design 4. We're going to create a new one. It's going to be 12, 13, 7. Well, now what are you? Where are you? 6. Are you everything here? Do I have a respawn included? Yes, okay. 12 is in this case the biggest zone that I created.

I start from that point, and then 6 and 7 are loosely attached, and 13 is also loosely attached. Okay, so for my first zone design, this 9 is the biggest one, and then there's two options, which are indicated by zone design 3 and 1. To make this work, then for zone design 2, we started with the biggest zone being 1. 1 is a big zone. It cannot be made bigger, and then 10 is a large subzone.

Okay. I feel like the second zone design is not entirely correct. Yes.

I am not entirely confident that I did that one correctly. Starting with 1 at the top and then 10 all the way going down, because that is still possible. That makes that this is kind of okay, but not entirely.

I'm not totally sure. Can I create something else? Looking back at the initial design, there's no possibility to combine all top floor with the entire bottom floor. Yeah, if once or twice you assign the bottom floor mainly in its entirety, then zones should be as large as possible, so a zone can never be a subset of a larger zone.

Okay. Just because of this stipulation, I'm going to delete zone design number 2. I am doubtful. I have doubts.

Okay. I am confident enough to say that this is okay. My evaluations have been that all of these have a starting point in which a very large zone is starting point.

None of these contain zones that are part of another zone. I'm just going to click on the next step. Yes, I am pretty sure.

Pick one zone design that I want to continue with. Say it loud what you think. Okay.

Oh, they're bigger again. Okay, looking nice. This was some building that was looking something like a villa, so I think I'm going to see that the bottom floor is just one floor, so it's going to be either zone design number 1 or 2, and then I want it to be zone design number 1. I have no real reason why.

Yes, I am ready to continue. From every zone design, a structural design can be made. This time, pick one zone design based on the expected structural performance of the corresponding structural design.

Say out loud what your reasoning is. A structural design is made from a zone design by placing flat shells for the walls at the boundaries, resulting in stiff connections. Okay, so I need the one that has the most connections, I think.

1, 2, 3, 4, 1, 2, 3, 4. Okay, they all have about four zones, but I do not like the ones that have the entirety of the bottom floor in a span, nor do I like that it has to, the one with zone 12 in it, but that's all of them. Yeah, what I do like, people are saying it's so pretty. I am going to go with zone design 3, because I think that the span can be shortened in a way.

This is a design that always has this short span, so that's a possibility for zone design. I'm going to save it, yes. Okay, adapt to BSD to create a new BSD, maximum 10 modifications.

You can do this by adding, moving, resizing, and then the next step you can try to find all these things for your new BSD. Okay, why would I want to change this? Why do I want to change stuff? I do not really have a real reason to change stuff, but apparently I'm just going to change stuff. So, I am going to resize the space.

I'm going to resize space 10, and I'm going to make it bigger, and your new size is going to be 120, no, 123. I'm going to show that 30 is the height, yes. Oh, it's going to go to different now.

I need to move this space, space 10, and the new location of this needs to be negative 120. Okay, so 120, 120, no, minus 60 needs to be minus 120. Zero, I'm sorry.

Yes, a bigger roof. I'm going to call this the roof terrace room, so yeah. I don't know what else I want to change.

Oh, I want to add another change. I want to add a space. I want it to be size, but this is size of 8, not 121, 123.

Oh, sorry. Okay, so the plan is for this space to be kind of like a tower on top of space 8, but it's going to be a large tower because it's going to have the same size. The location of this is going to be 120, zero, 60 because it's going to be on top, and let's hope that that went correctly.

It did. Okay, so the roof terrace is now bigger. I have a tower.

I am very happy. I am hopefully doing this correctly. Let's see.

In this loading, loading, loading, loading. It's meshing. It's solving.

It's meshing. It's solving. Oh, it's definitely not responding.

Okay, I'll be patient. I didn't mean Stephanie. I mean, it is not responding.

Oh, it is responding again. We are back. It said, try to find all zones again.

I'm going to go to create zones. Okay, so the biggest zone designs are again going to be based on this main bottom zone. So now that I've kind of found my groove to it, I'm going to create first only the biggest zones and then biggest zones.

I am going to Oh, oh yeah. Okay, I got distracted by the people next to me. Yeah, Naomi was talking to me.

Oh, yeah. Oh, yeah. Yeah.

Oh my God, it's upside down all the time. Okay, get back. Okay, so my other biggest zone is going to be 7,8,11.

You are looking nice, nicely spicy. Nicely spicy, yes. Okay, Naomi next to me is kind of happy that I was working out, so that's nice.

And then I am going to make this other zone, which is your 1,2,4,5,6,7,8. That's a lot. Then none of these actually includes the space, and so I'm going to create a zone just for space.

10. I also need a zone just for space 9. I need a zone just for space 11. I need a zone just for space 3. And I feel like I'm forgetting a bunch of stuff.

Yeah, I need a zone for space 1,2,3,4,5,6. That was a very aggressive answer. Now I'm going to create some zone designs.

I'm going to start with the first zone to include, and then 1. I am noticing that I'm not entirely completed yet, so I'm going to create a first from the second zone. Then I need this 5 zone, and this 4 zone. I need zone 8, and I need zone 7. And this one seems like it makes sense.

A zone is in a direction as large as possible, and then from there on I've created a zone design with all the largest possible zones in there. Then going for my third biggest space, that one is going to include this 7,6, so 4, so 5, and 7,7. And I feel like it is going okay.

Okay, now I saw that in my first design when I was looking at it, but I still have some options. Yes, I have multiple options. I'm going to create a bunch of new zones.

So first I'm going to create space 8 combined with 11. Then I'm going to create a space 9 combined with 8. And then I'm going to create this one where 4,5,6, and 8 are combined. So 8 has a bunch of options that can be combined in x, y, and z directions, and that is why it needs different spaces or zones.

So I'm going to create a new zone design where I start with my one zone.

I could add that this is not accessible to combine zones or rooms 10 and 7. But I'm not sure if I did that yet in the previous lecture, so, okay, sorry. I'm not sure if I can combine areas 10 and 7, or areas 10 and 7, into a zone.

And we'll start with that, because I feel like it's not really as big as possible. But it is, so. But I don't feel like it.

Okay, I'm just going to do it. I'm going to combine zones or spaces 10 and 7 into one zone. And then I'm going to start building a special design of that.

So I'm just going to see what I need. So I need this zone 13. Then I have, my biggest option is somewhere in this zone 7.

That should be kept for most of the bottom floor. Then, let's see, I need this zone 8. Yes, that makes sense.

I could also use a zone 9. No, I need a comma, too much. And zone 5. Oh, more fingers.

So, I need a zone design, I'm going to do another one, zone 13. And I'm surprised, where did I go from here? This is one of the largest zones I can create from there. Okay, so then I need to get 8 into the mix.

That's pretty big. Then I need to get this zone, where should I go? 7 in the mix. And then I can go the route to zone 10 and zone 6. I now feel that I have created all the zone designs.

Because every greatest direction for every room, every space has a greater direction, where it can be combined into these different zones. I feel like I've combined everything, yes. And take a zone design that you would like to continue.

What do I like about my zone designs? I think I would like to be this new room I installed. Okay, so I've got this tower room installed, which is going to be a big lofty space in my head. So I'm going to combine those, so 1-1-1.

So 9 is almost installed. I also like that this extension room I've created is also part of a larger zone, so it feels very spacious and obviously focused. And you can take everything in it.

So I'm going to go to zone design 6 with these two criteria. Next step, yes, I want to continue. From the original structural design can be made. Let's see, yes, you can.

Which one do I expect? Which is the most intersectional? I think it might be... I want to have the lowest team. In here. Lowest span.

So I don't want anything with the entire surface as one zone. So three out of five are out. And then I would like... Yes, three of the five are out.

Okay, what's next? Okay, the height of this first zone seems a bit problematic. So I'm going to ignore that. Or no, the height of zone 2 is a bit problematic.

So I'm going to ignore that. And then we have 2, 6 and 7 that are still there. I'm not sure how good my zone design 6 and 7 are.

And I feel like 2 has some issues. So I'm just going to intuitively choose 2. What... No, I'm not going to pick 2.

I'm not sure about my zone design 7. But I feel like it has a lot of intersections. And intuitively I'm going to choose the 1. Based on the intersections that I recognize intuitively.

Next step. Yes. How much did you enjoy it? I really liked this puzzle.

Oh, I don't have to say any more.