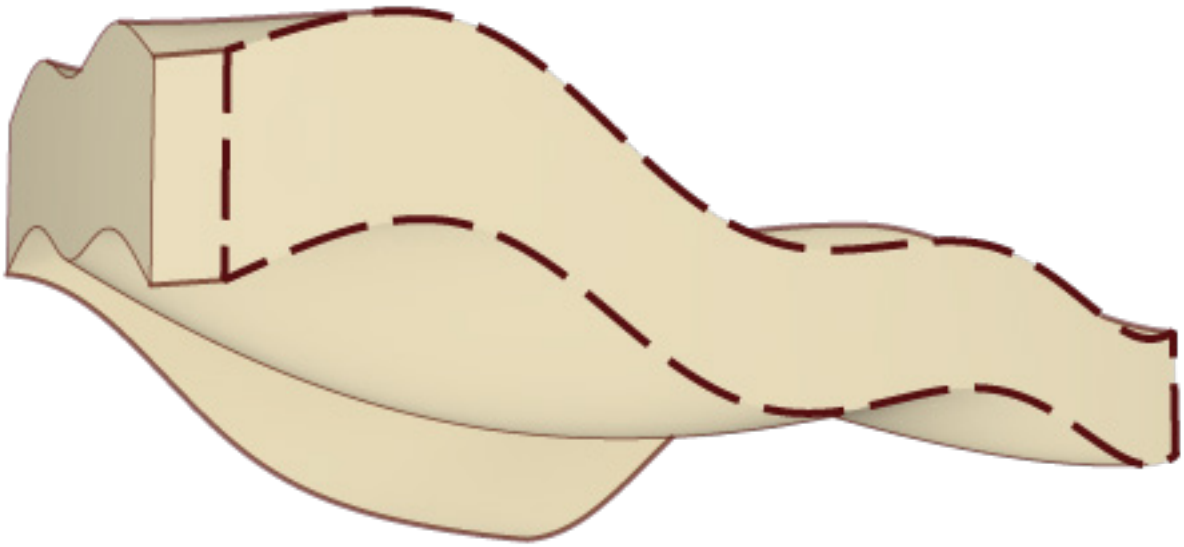
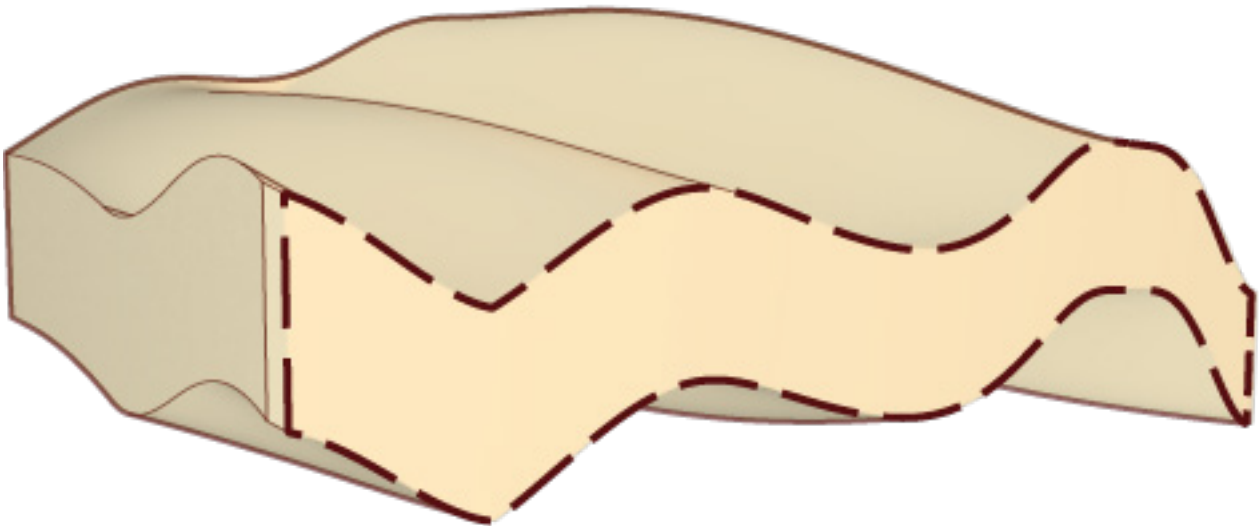


Iterations *progression of the hexagonal module*

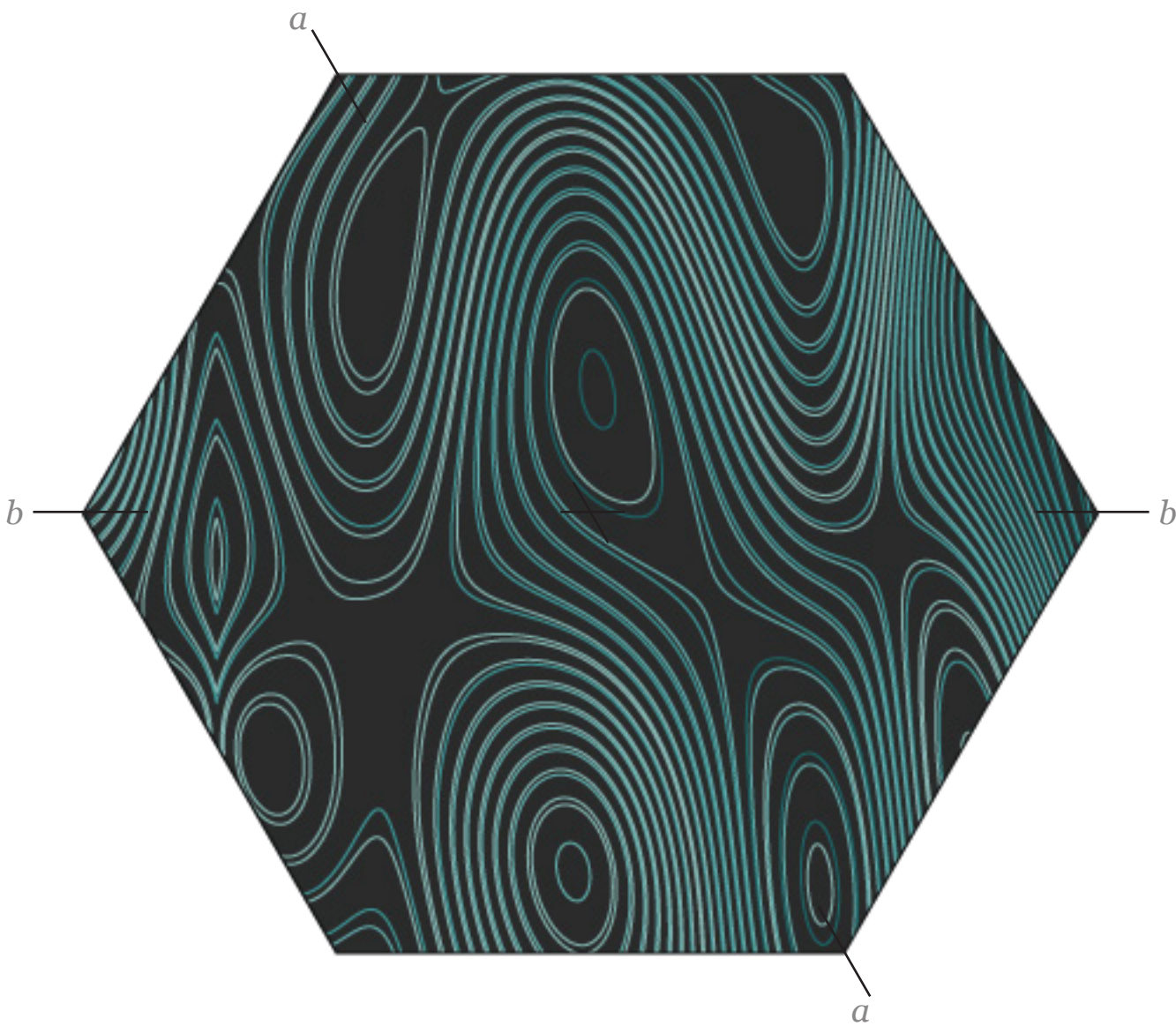
In the beginning, I wanted my piece to resemble a landscape. I wanted hills, valleys, mountains, and possibly even bodies of water. However, after many mistakes I was only able to get hills and valleys into my final piece.



section aa



section bb

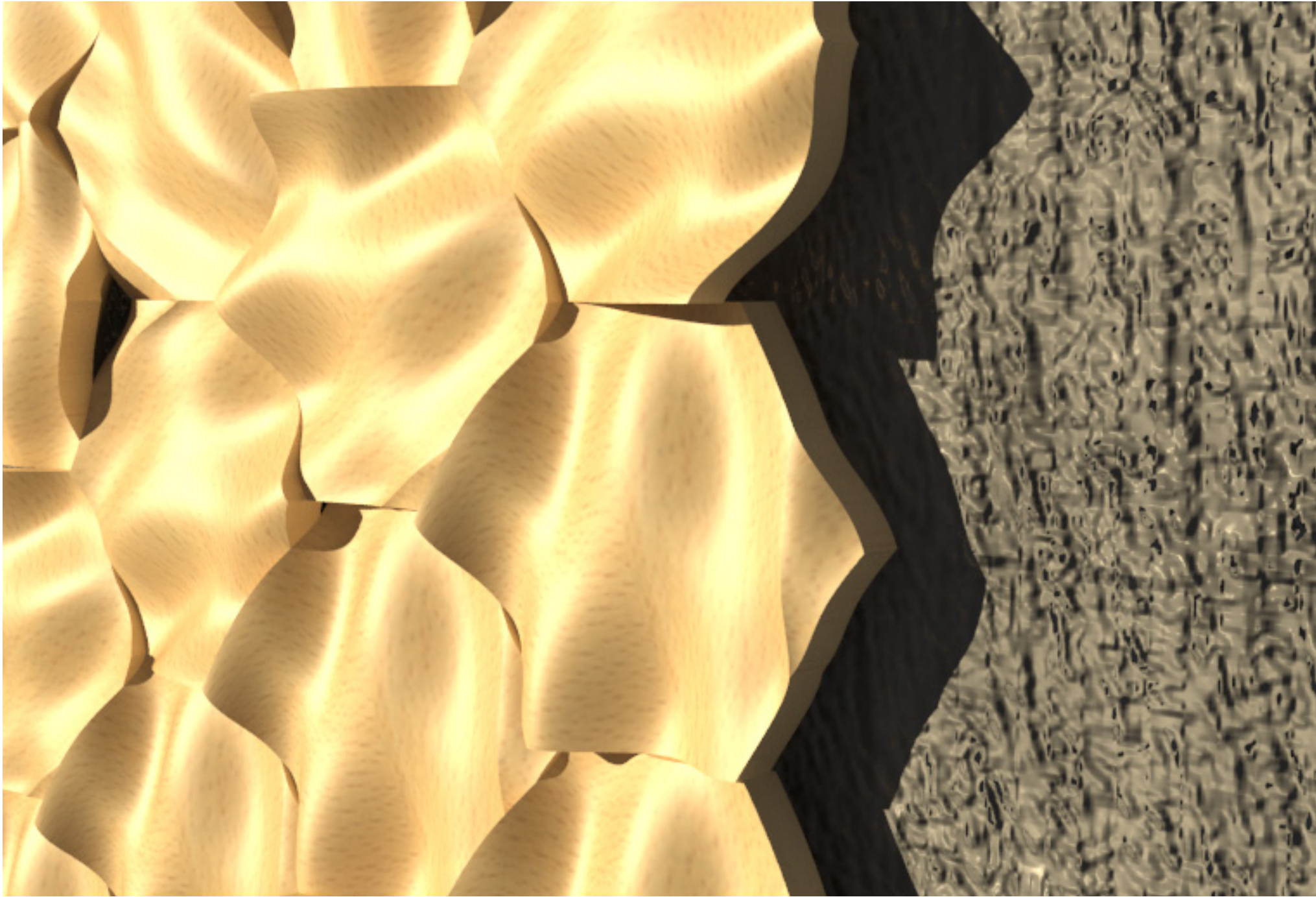
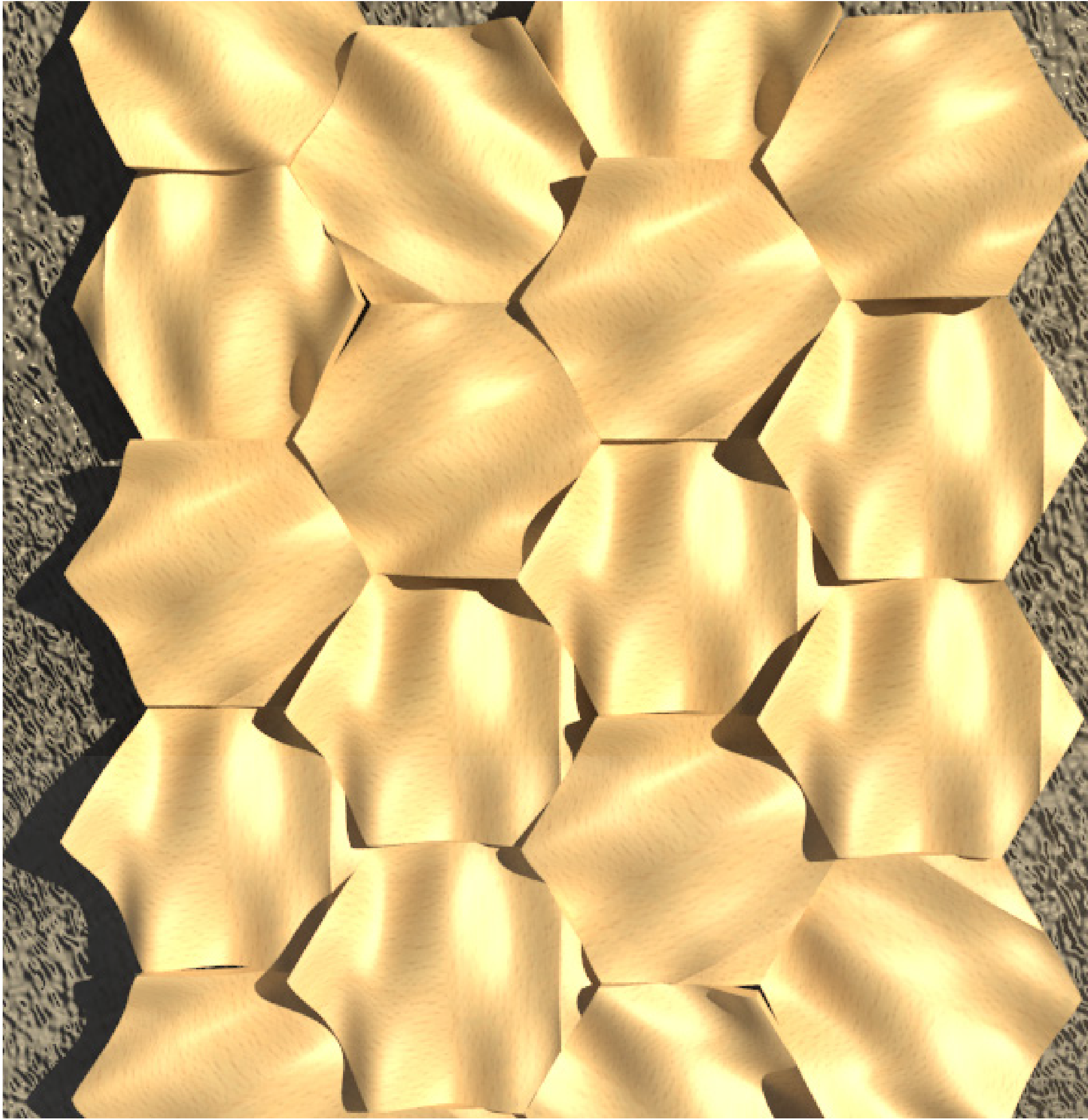


Final Module *full-scale version of tile*



Digital-to-Physical *3D print of the final module*

In my mind, the digital version does not do justice at all. I really like the physical version much more than the digital. It accentuates the depth and rise of our landscape that I was trying to convey in the digital version.



Detail Rendering *materiality in context*

