

This project examines the dynamic nature of built environments, questioning how permanence is merely a perception shaped by spatial and temporal scales. In order to do this, we go through three steps:

Extraction, where we reference an architect and diagram and interpret the buildings, which we then learn the spacial aspects and program. Projection, explore form further, incorporating program and style. Lastly, Integration, an overall completion of the last two steps resulting in a final building overall using the information and skills you've learnt.

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