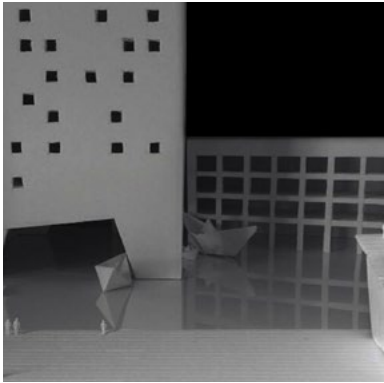


# LAST DAY ON EARTH

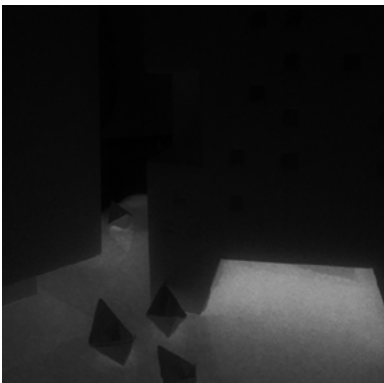
Representation of architectural projects has its own special place in the portrayal of a design idea in order to make it sell-able. *Last Day on Earth* is one such project that questions the boundaries of architecture in today's internet and image obsessed world, where images have been gathered from the internet in order to create an architectural rendering for a public space prior to academically studying the space. One of the main aims here is to look at architecture as not just an inhabitable space, but as something that is capable of changing the mood of its surrounding atmosphere; the aim is not to create an aesthetically pleasing image, but one that depicts a sense of activity. In doing so, the project also questions the idea of a public space in general, while further facilitating the understanding of scale and measurements by merely looking.



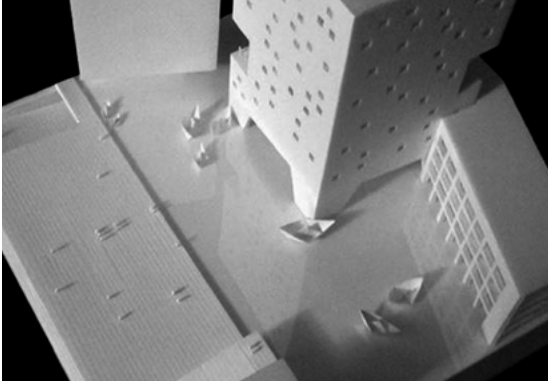
DAY VIEW RENDER: LAST DAY ON EARTH



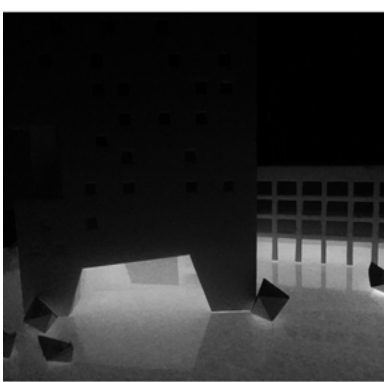
MODEL: FRONTAL VIEW CLOSE UP



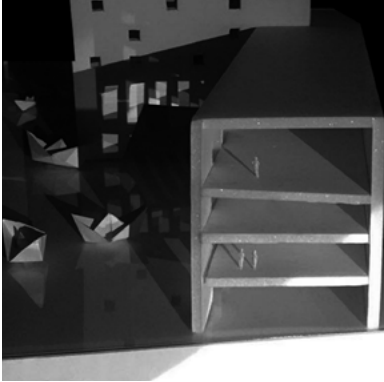
MODEL: NARROW LANE DETAIL



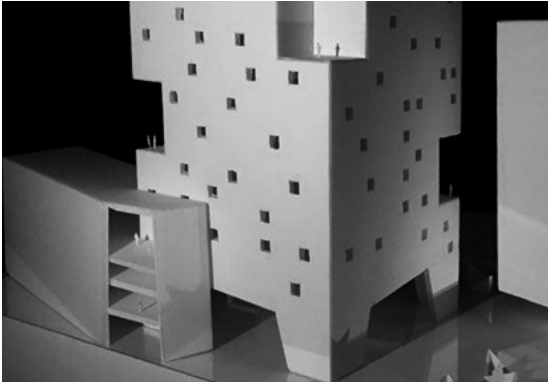
MODEL: AERIAL VIEW



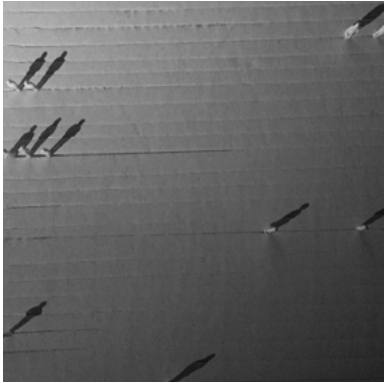
MODEL: MATERIAL AND BOAT DETAIL



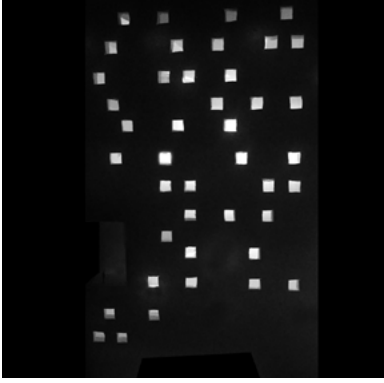
MODEL: SIDE SECTIONAL DETAIL



MODEL: BACK VIEW



MODEL: BOARDWALK DETAIL



MODEL: MAIN BUILDING DETAIL

*Last Day on Earth* (top left image) is the result of putting together images from Google in order to create a dystopian scene through the use of blood red skies and brutalist architecture. Following this process, the remaining images depict details of a 1:200 scale model created using the rendering as the source of information for dimensions.

The collage below depicts a different (night) version of the same image on top left. Through the use of ghostly hues and pre-stormy skies, and the portrayal of a drug deal in the foreground, the night version depicts how the space is capable of having a completely different feel. Depending on the surrounding atmospheres and its uses.

