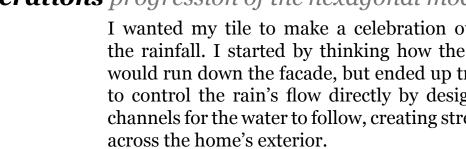
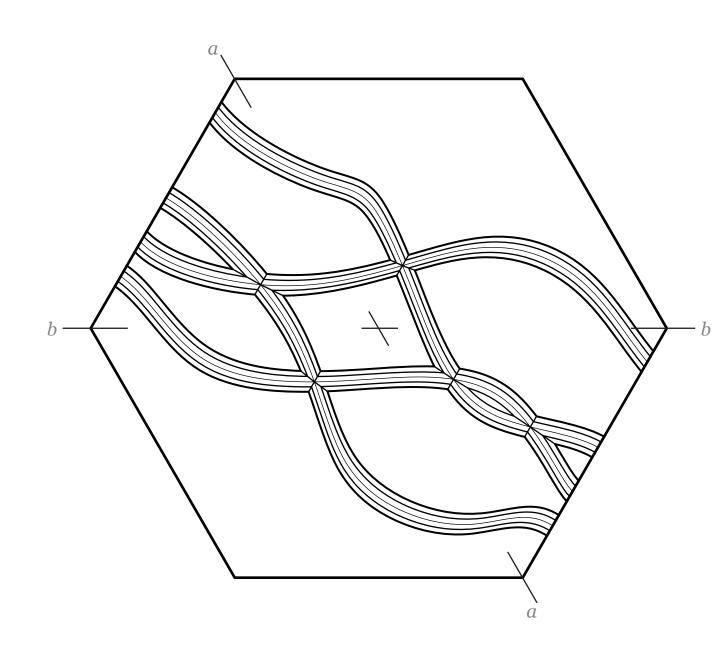
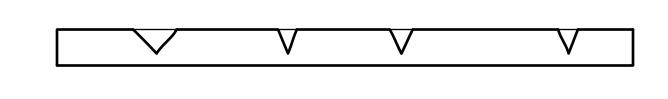
I wanted my tile to make a celebration out of the rainfall. I started by thinking how the rain would run down the facade, but ended up trying to control the rain's flow directly by designing channels for the water to follow, creating streams across the home's exterior.



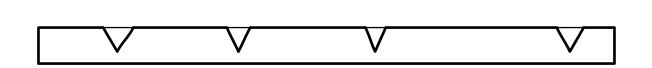




Final Module full-scale version of tile

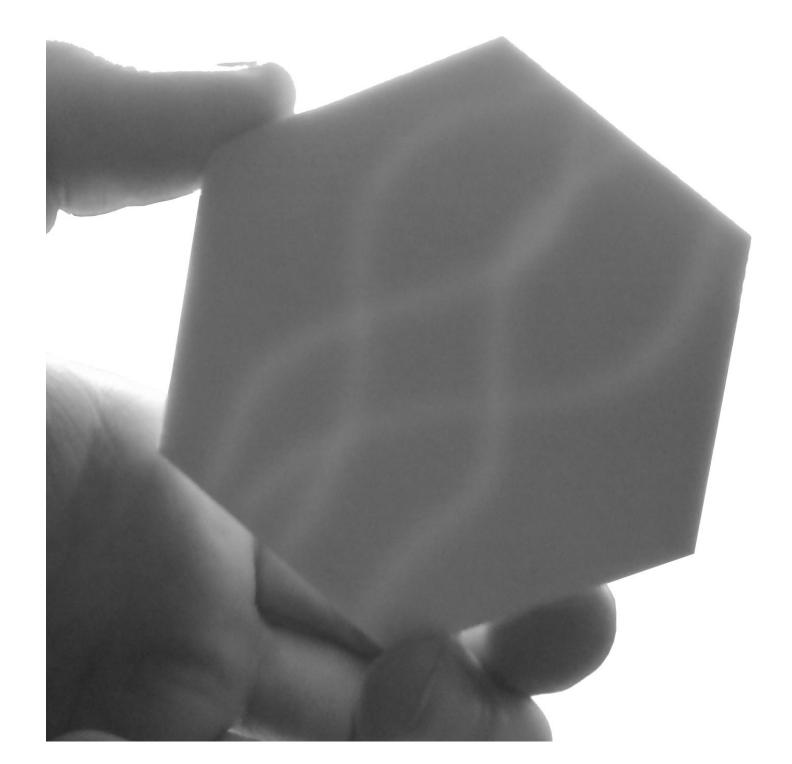


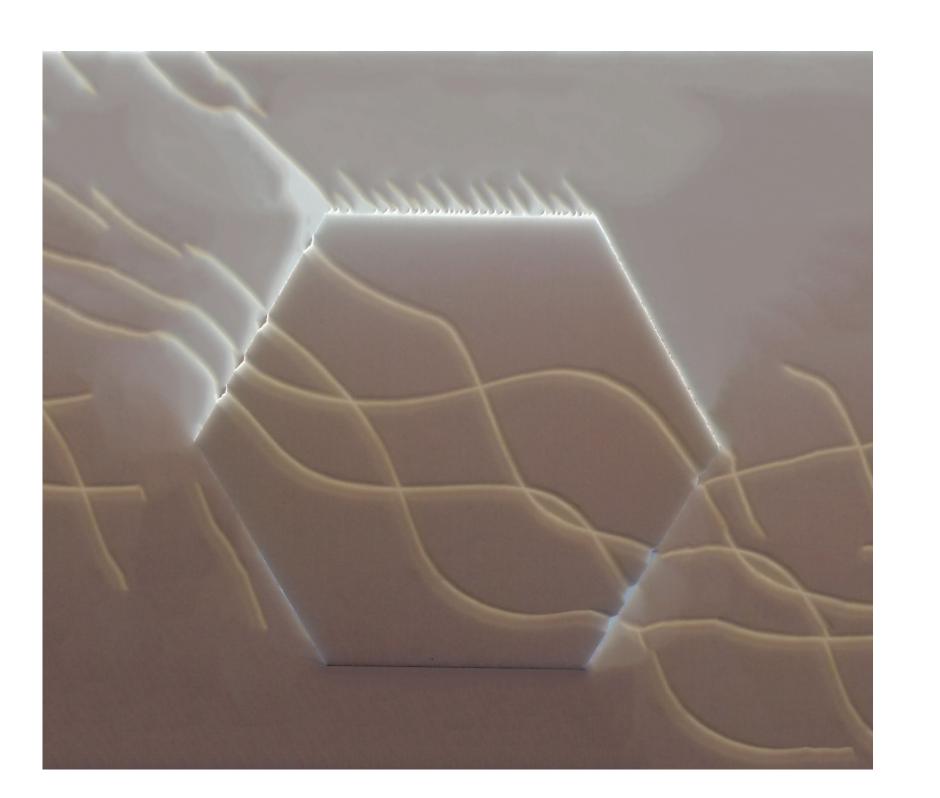
section aa



 $oldsymbol{section}\ bb$







Detail Rendering materiality in context

First Year Studio | Suhrbier and Kachniasc | Spring 2013

