

# nine rooms: a daylighting experiment

## PROJECT:

A three-part exercise to study and test, using both drawings and a model, the effects of various placements of a window on the lighting of a small room.

## GOALS:

1. To develop simple tone and perspective sketching skills.
2. To learn about the effects of window placement on the lighting of simple rooms.
3. To experience the feedback process of proposal-making and review.
4. To practice self-criticism.

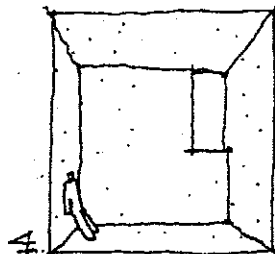
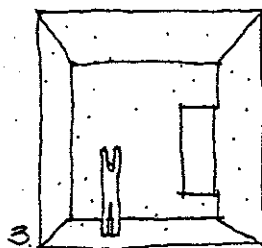
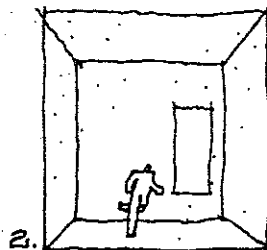
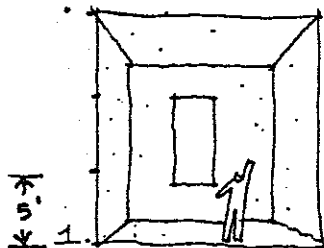
## PART I--DRAWING:

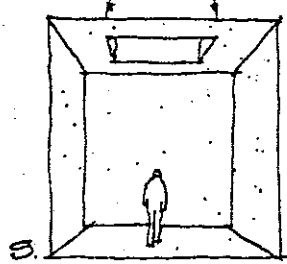
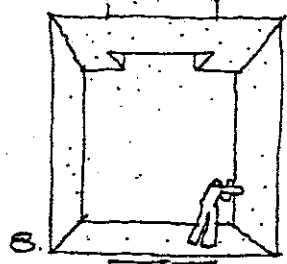
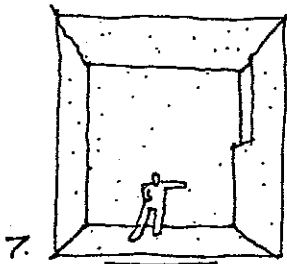
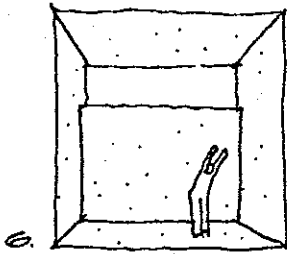
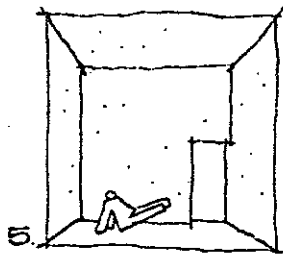
Make a tone drawing showing how you think the light will behave in each of the following rooms:

- 1) assume you are looking north in each case and that the south wall is solid;
- 2) the drawings should be about 5"x5";
- 3) draw in pencil on white layout paper or artist's drawing paper;
- 4) use one sheet;
- 5) take your views at eye level.

## PART II--BUILDING A MODEL:

Build one model to check one of your drawings of the nine rooms. The model should be at least 10" to 12" in the smallest direction and care should be taken in construction so that when you are looking into it no "random" extra light leaks in through the construction joints.





1. Use light grey cardboard. Do not use white cardboard because white cardboard makes the room too bright to see the subtleties of shading.
2. Include at least one person in your model.

PART III--EVALUATION

1. DRAWING: Draw an interior sketch of the room you built. This time sketch the light according to what you see in your model. Take your view at eye level. Take your model outside and face north ... Make sure you see sky through the window and not another building. Use one sheet.
2. PARAGRAPH: Write a one-paragraph description of the congruencies or discrepancies between your original guesses and what actually happened to light in the model. Edit your writing and carefully hand letter it on your sheet with the drawing.

DUE DATE AND FORMAT:

1. Due end of class\* thurs 26 Part I, your initial sketches
2. Due on your own Part II, your model
3. Due mon 30 (at lect) Part III, your analysis sketch (and part I).

\* all of the thurs class will be for work on part I

bring a light line drawing with  
 all the rooms drawn to class thurs so you can begin toning in class

Put simple people into the room doing interesting things like calisthenics.

McGinty 62