

PROBLEM: RHYTHM, TEXTURE AND LIGHT

The project for the next two weeks will be to design an interior space using rhythm, texture and light. To accomplish this you will construct a "light box" to explore the space making potential of these three generators of design.

OBJECTIVE

To investigate the design process using a 3-D model and conceptual diagrams. To move from a concept to a scheme. To develop a project over two weeks with an intermediate critique.

CONSIDERATIONS

1. Construct a box measuring 1'-0" on all sides with one side left open. The depth of the box can vary from 6" to 1'-0". (It will be easier to work on the project with two sides open - wait until the end to close the top.)
2. Using up to 5 cut out cardboard screens or layers set parallel to one another, create a spatial event within the box. You may cut holes in the back plane.
3. The cut-out planes may have a single opening or be cut as a screen with a pattern of small openings, or may be built up by setting strips or pieces of cardboard in a planar pattern. Do not overlap pieces of cardboard within a single plane.
4. Cut openings into the exterior of the box to place light where you feel it should be to enhance your interior "event". Keep in mind the value of rhythm and pattern in defining space. Do not use color.
5. Read "EXPERIENCING ARCHITECTURE" Chapter 8.



