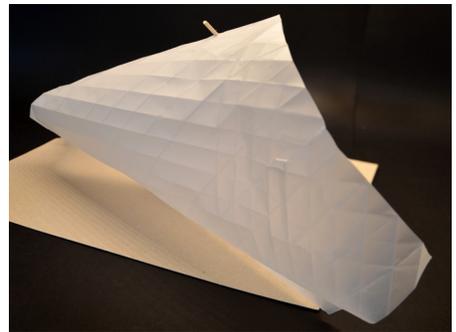
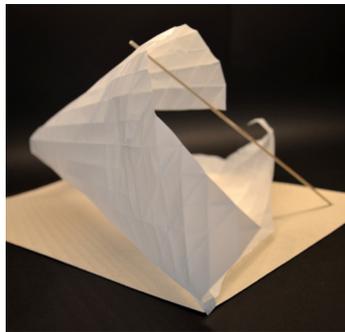
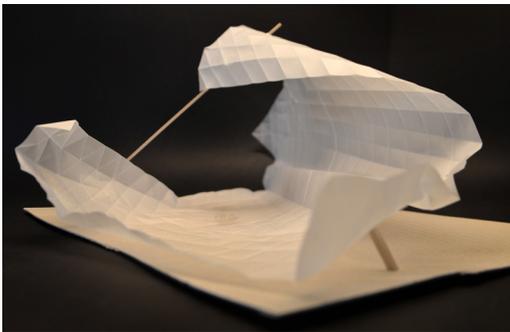
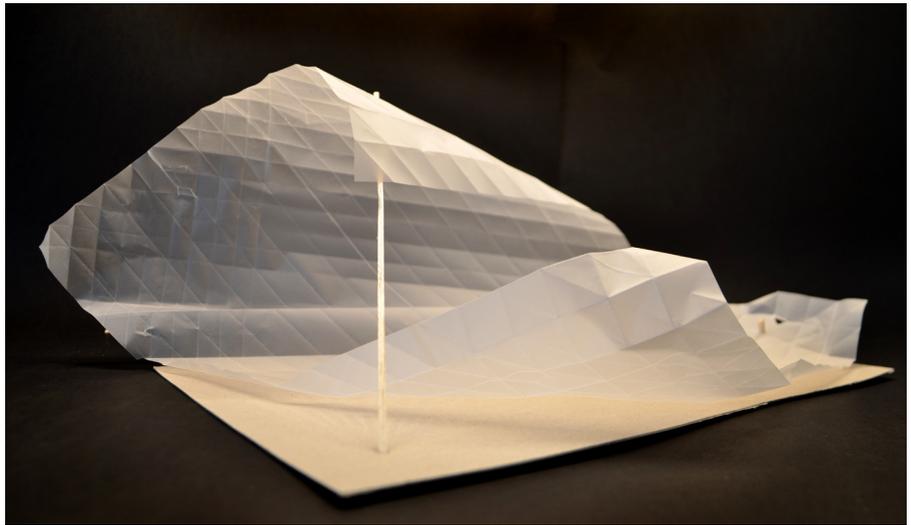


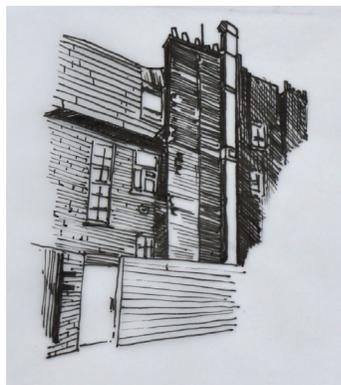
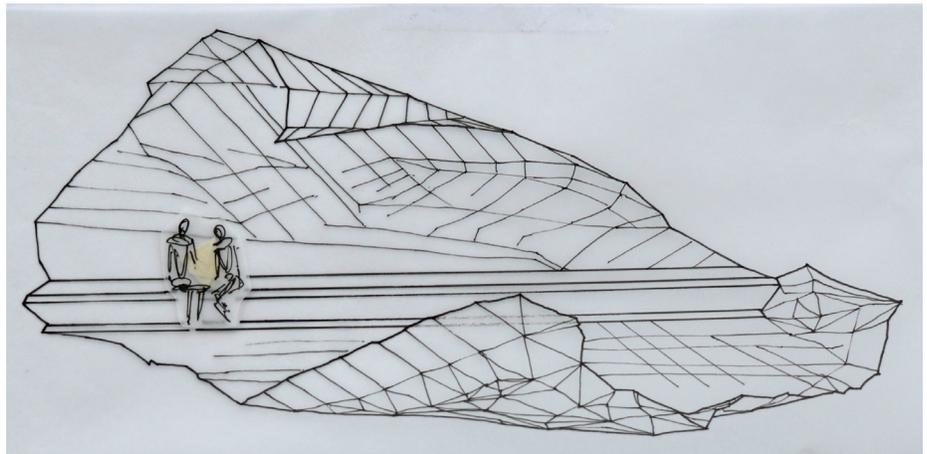
CINEMATIC DWELLING:  
ARCHITECTURE PROJECT  
I. PROCESS

## 1. SKETCH MODEL

One of three sketch models (each was a distinct concept): this one is a 'geometric wave,' functioning as a sculptural centerpiece for a public square.



## 2. IDEA & CONTEXT SKETCHES

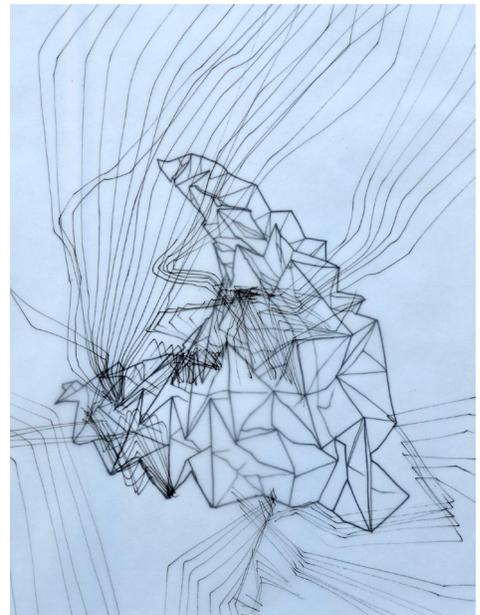
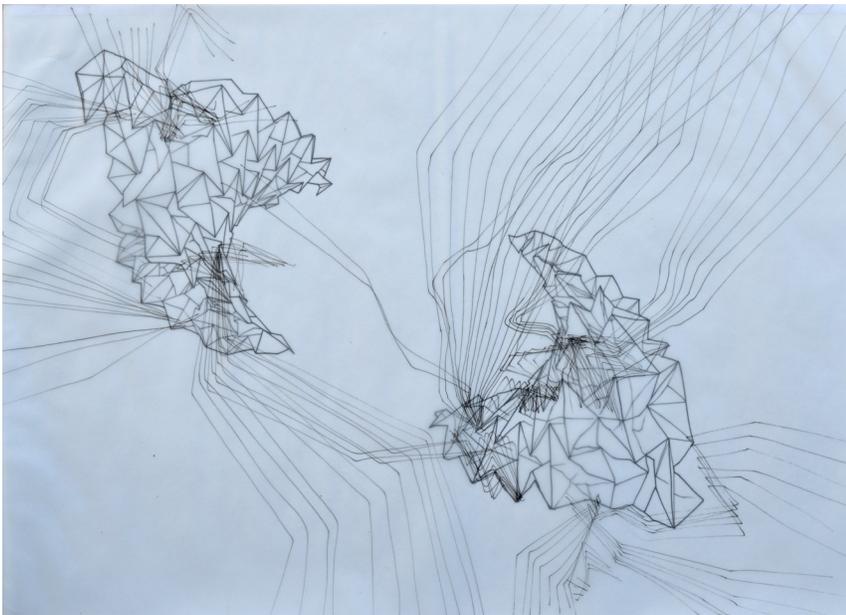
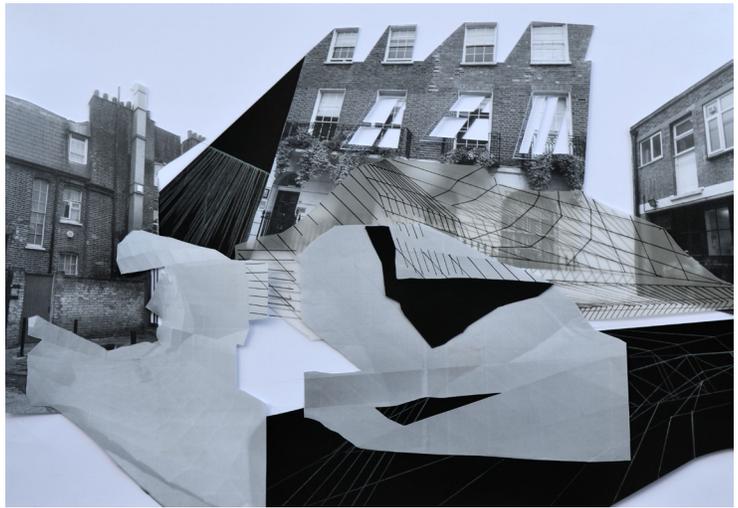


Clockwise from top: 1. Idea sketch focusing on bench and faceted surface, 2. Idea sketch for a re-worked residential facade, 3. Context sketch of courtyard, adjoining wall.

### 3. IDEA DRAWINGS (ABSTRACT)

Right: Collage of wave within courtyard focusing on context and movement.

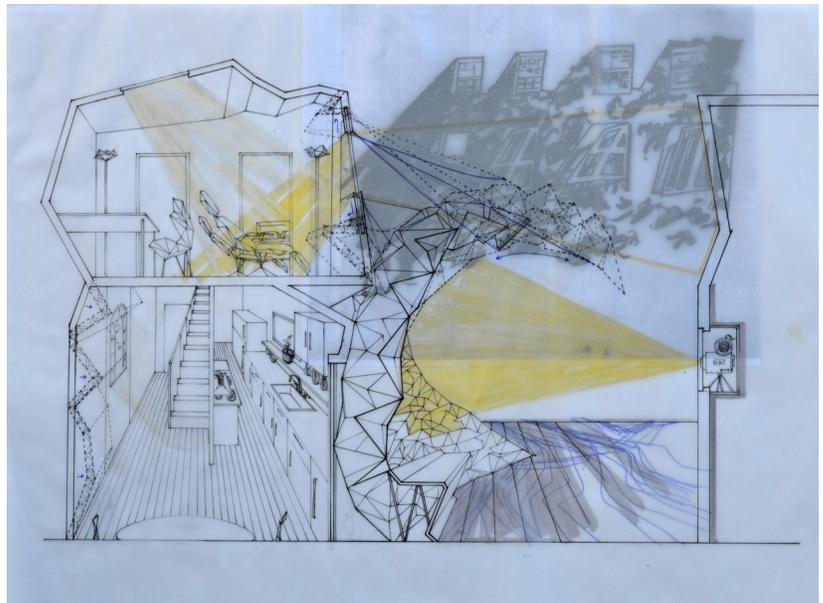
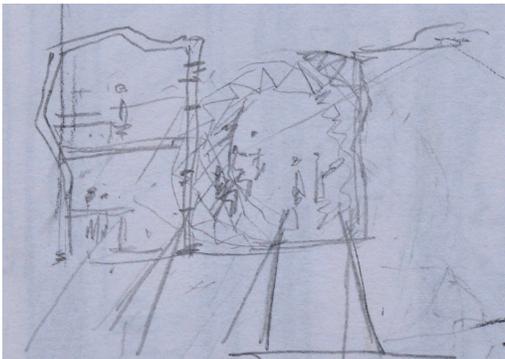
Below: Abstract drawing of curved faceted structures and movement of lines



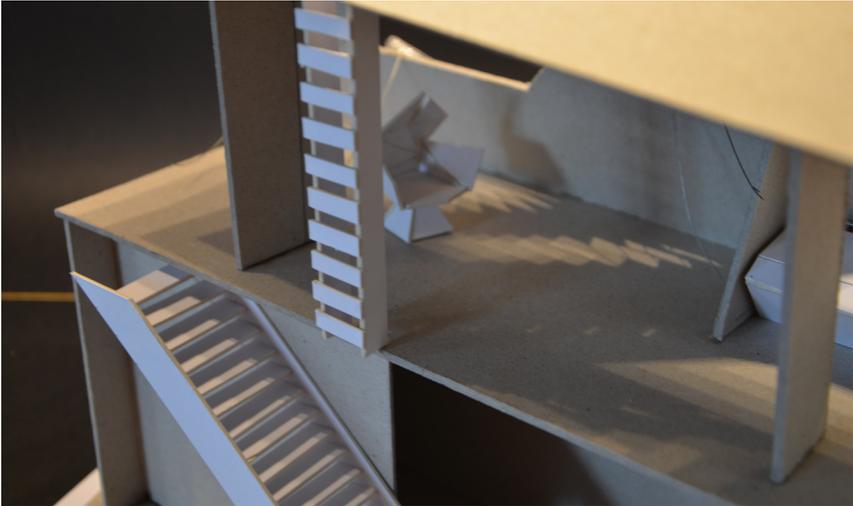
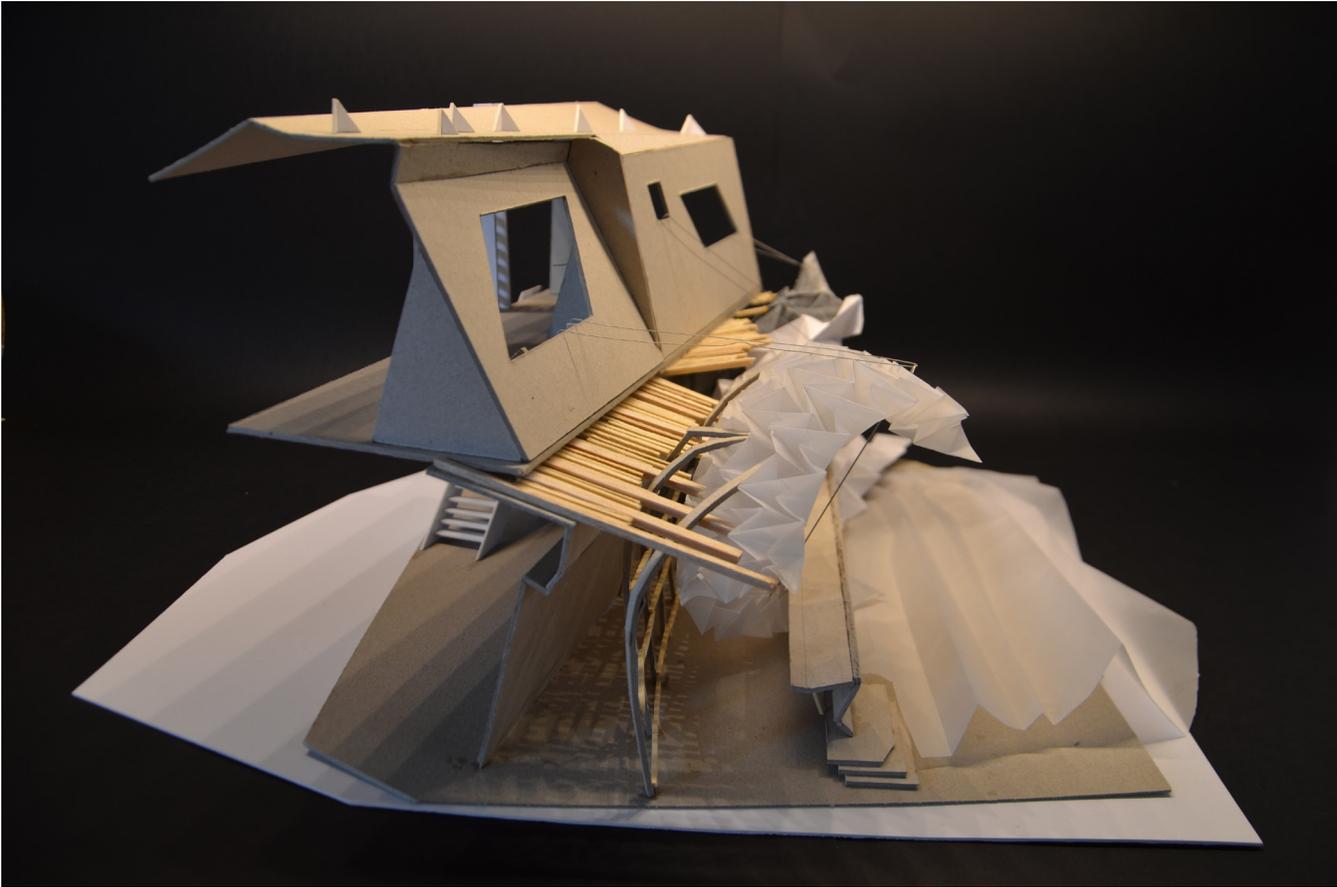
### 4. SECTIONS

Right: Final drawing (technical), section

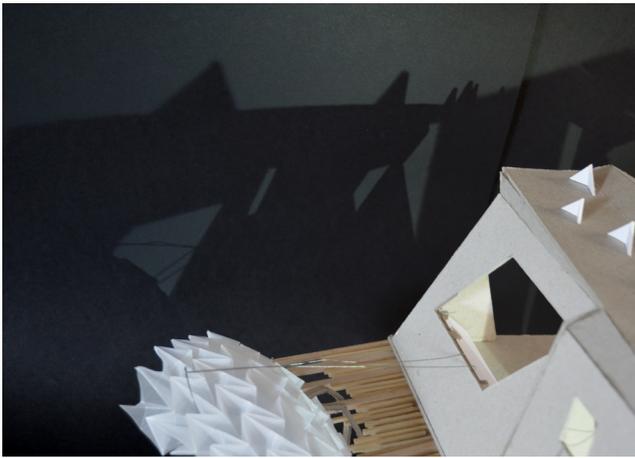
Below: Planning



5. MAIN MODEL



## 5.A SHADOWS



## 5.B 'WAVE' DETAILS

Above: Geometric shadows, potentially projected onto adjoining wall (see context sketches)



Right: Detail of facets (folds) in wave

Below: Contrast in materials – translucent and plastic-like (left), nearly opaque with a mesh cover (right)



## II. FINAL PRESENTATIONS



