RESEARCH

THE THIRD EXIS

PROBLEMS



The starting point of this project is the bad situation of the refugee's living.

Because of the high cost of accommadating them, it become a great problem.

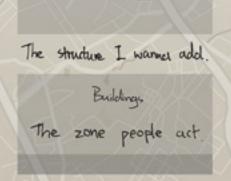


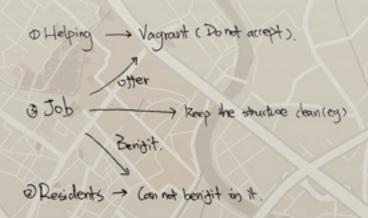
Then I alter it into the living problem of the rover in my city since we do not have the refugee issue.

They are homeless and completely out of the modern socity system.

BASIC CONCEPT



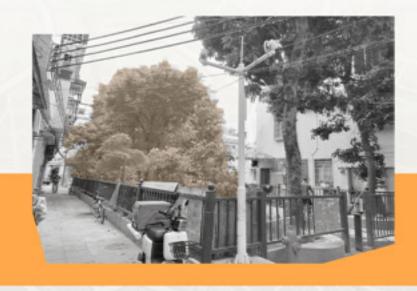




DEVELOP

THE THIRD EXIS

LOCATION



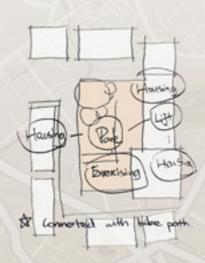


I done a research about the location: a park in an urban village.

I wanna set the park as the point which structures spread out. Also I want to keep the original form.

BASIC FORM



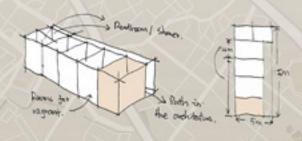


I done a location model to analyze the detail of the site.

Then, I combined the plan and the model and create the basic structure of the architecture.

IMPROVEMENT









I ectract carboard as a factor to design the architecture and use the similar material to design the walls.

FINAL

THE THIRD EXIS

RENDER



I modeled the architecture with using sketchup.

Then I done a collage render in photoshop to shows the sense of the reality.

STRUCTURE





After I design the details and some statistics of the architecture, I model it with using sketchup.

Here are the explosion view of the architecture.

Here are some different view of the architecture, including the iso view and the top view of the whole structre with the form itself and the surrounding.