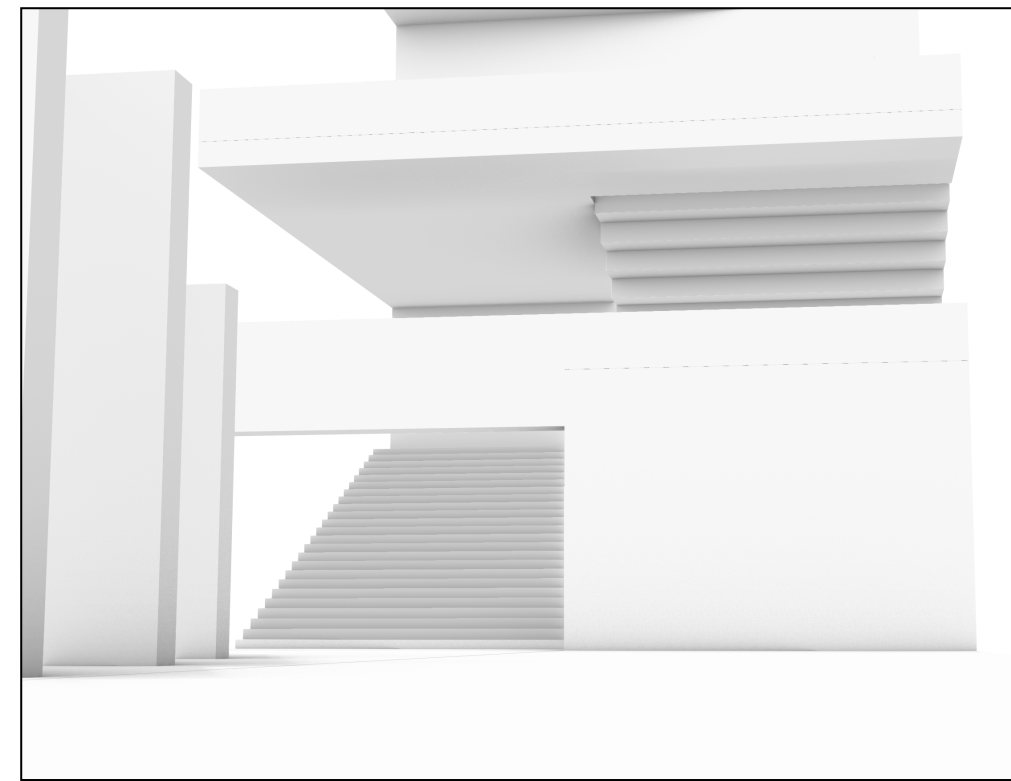
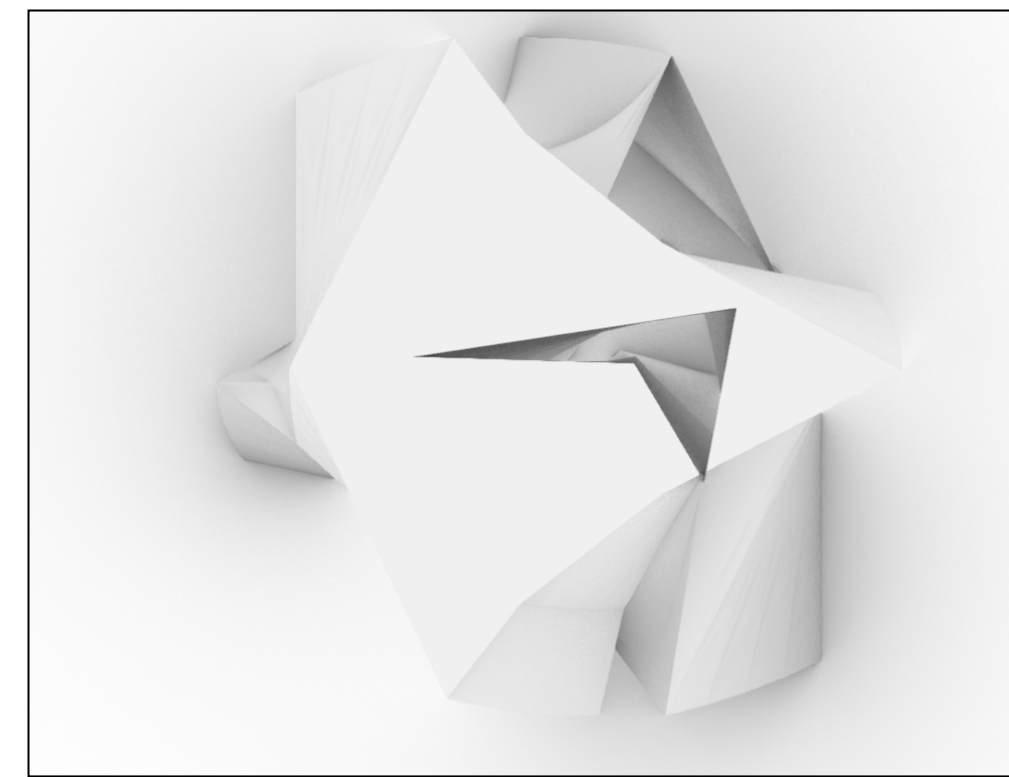




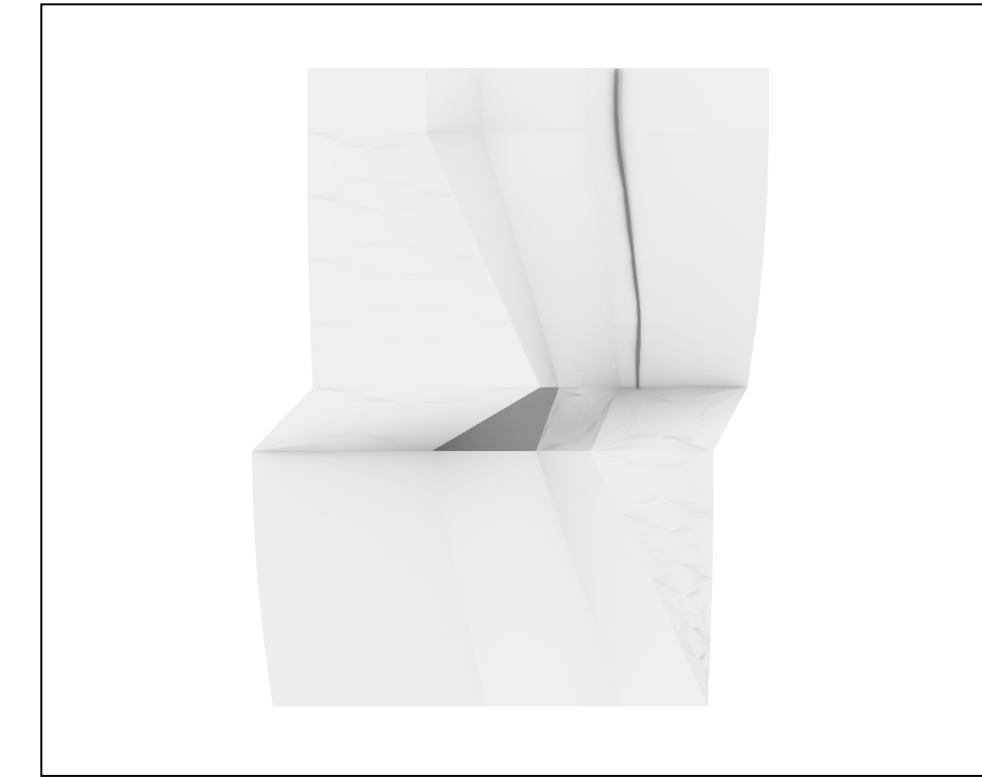
Top View



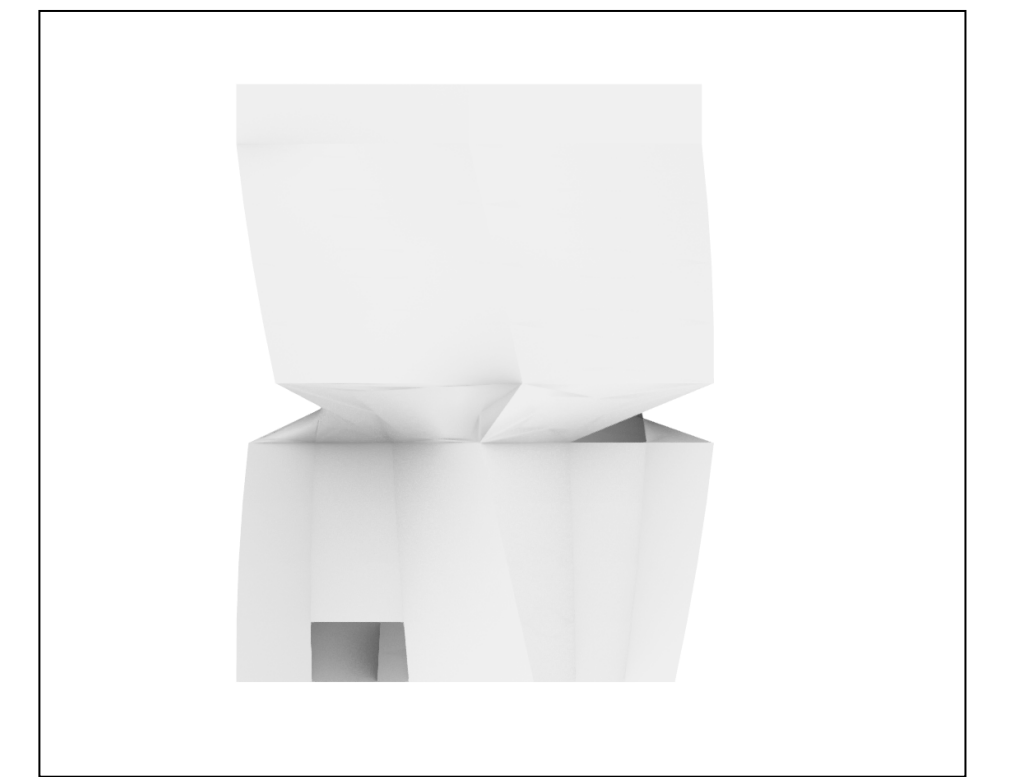
Perspective View



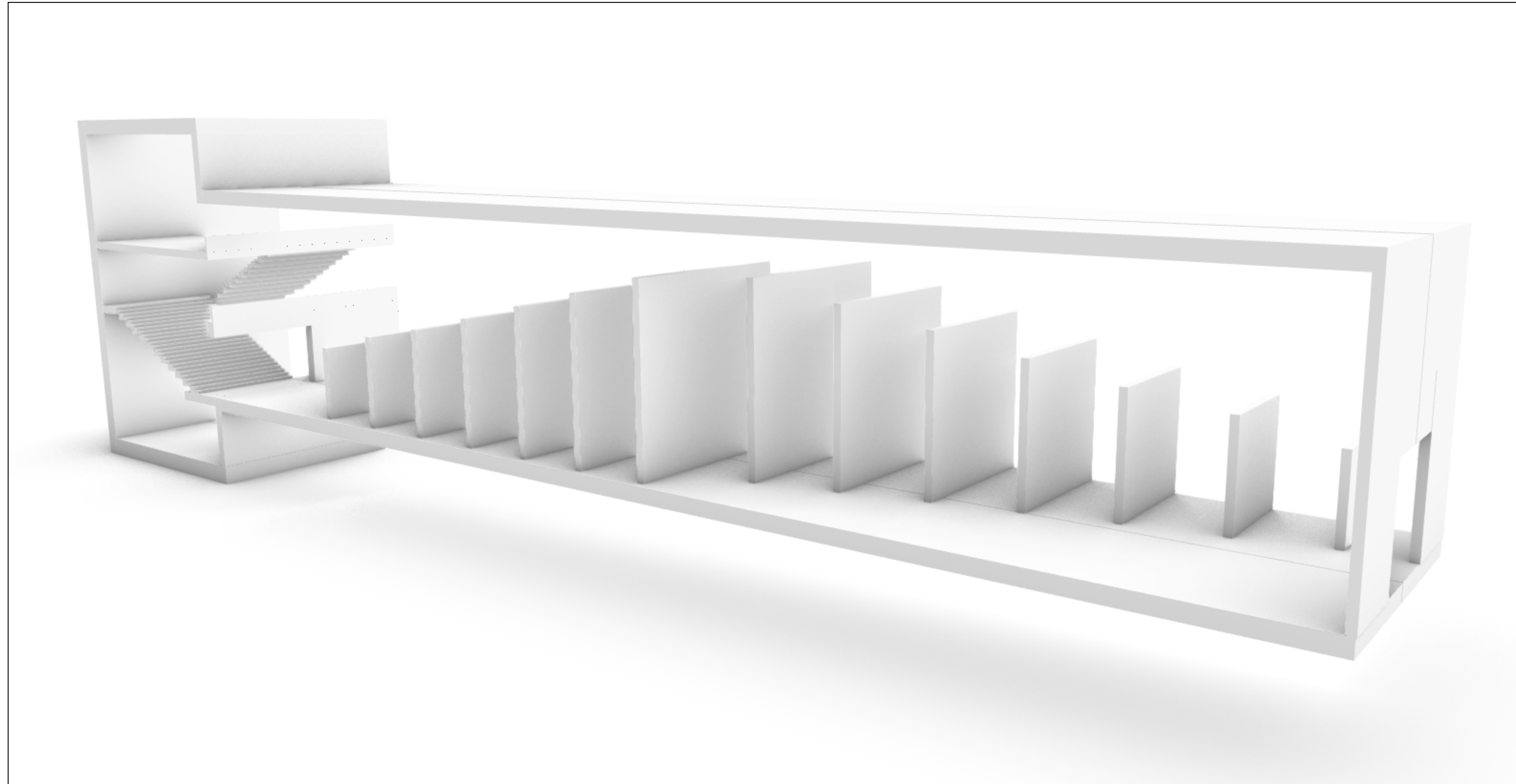
Top View



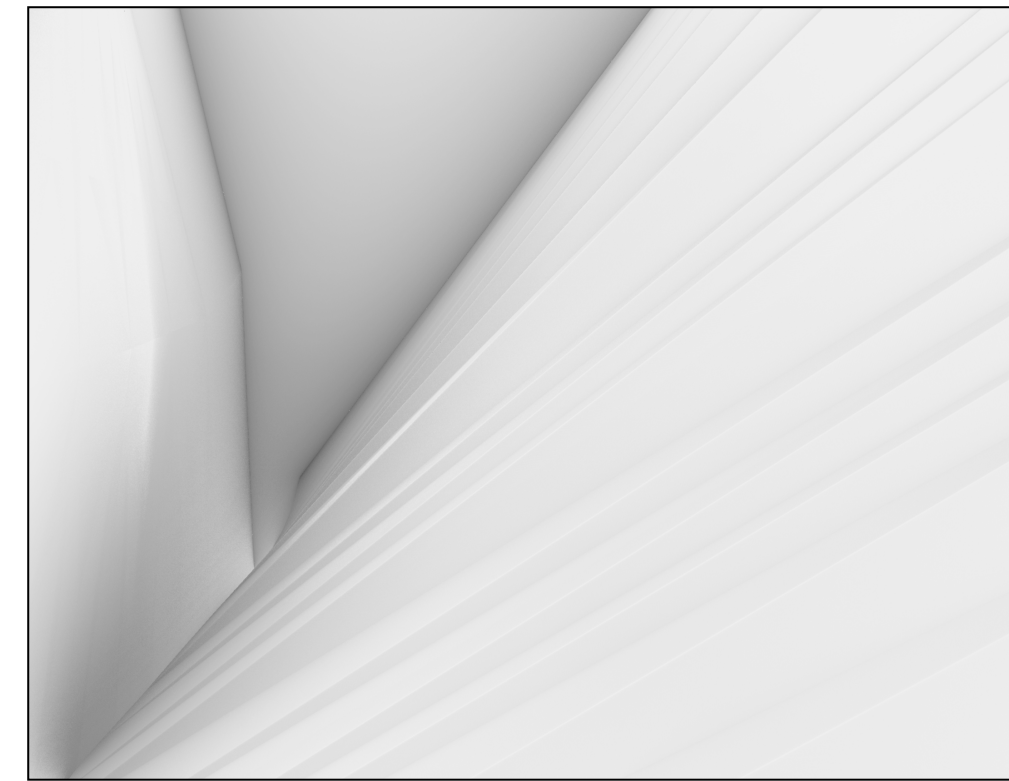
Elevation View



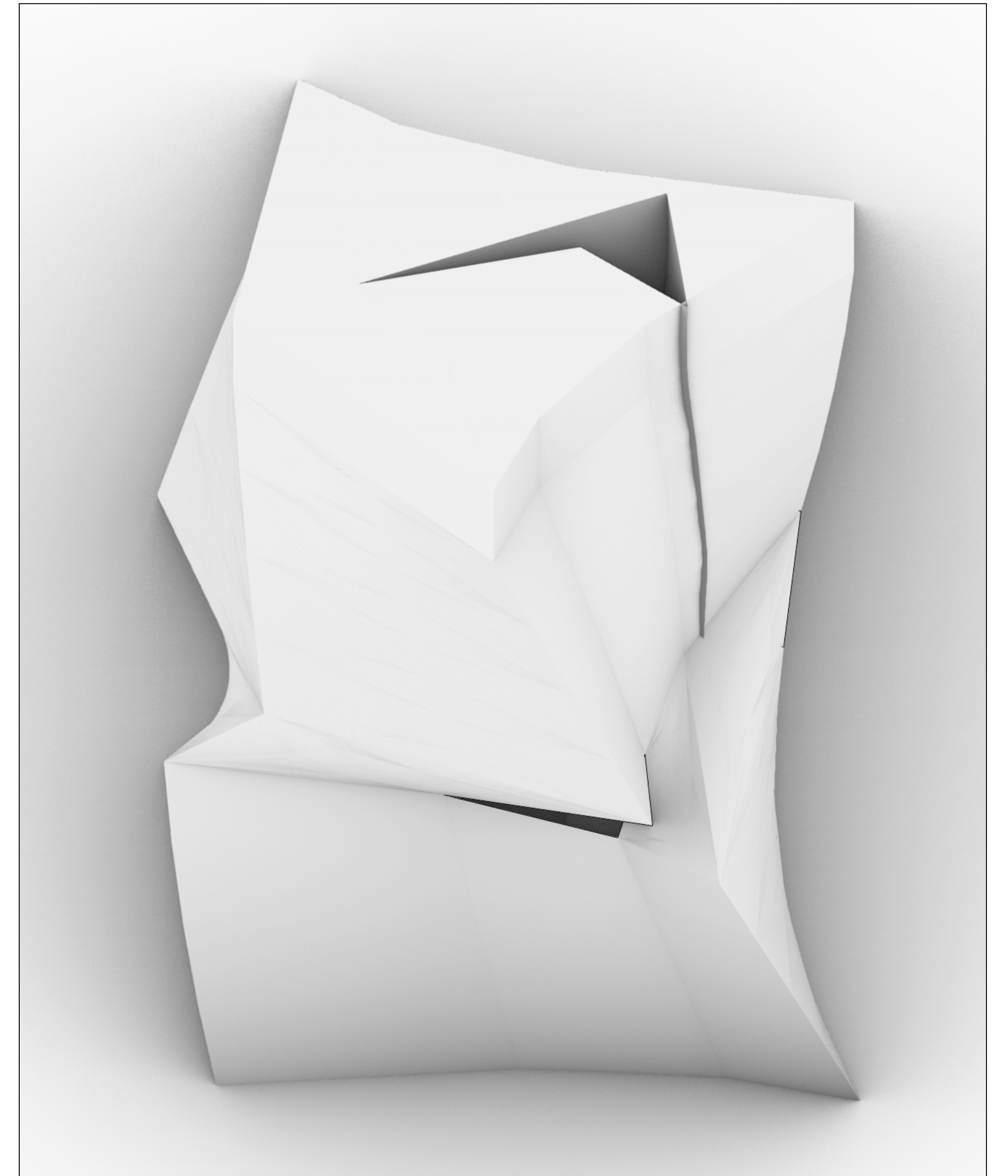
Elevation View



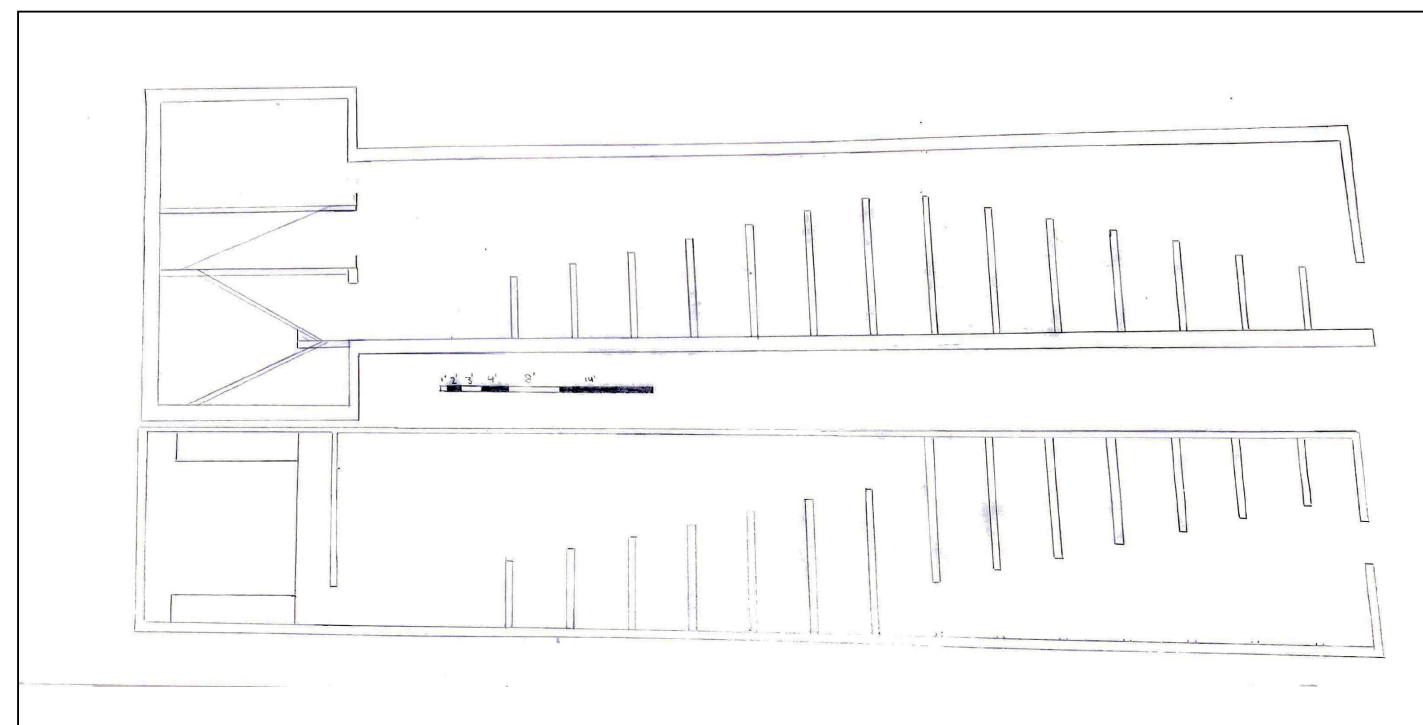
Perspective or isometric Overview



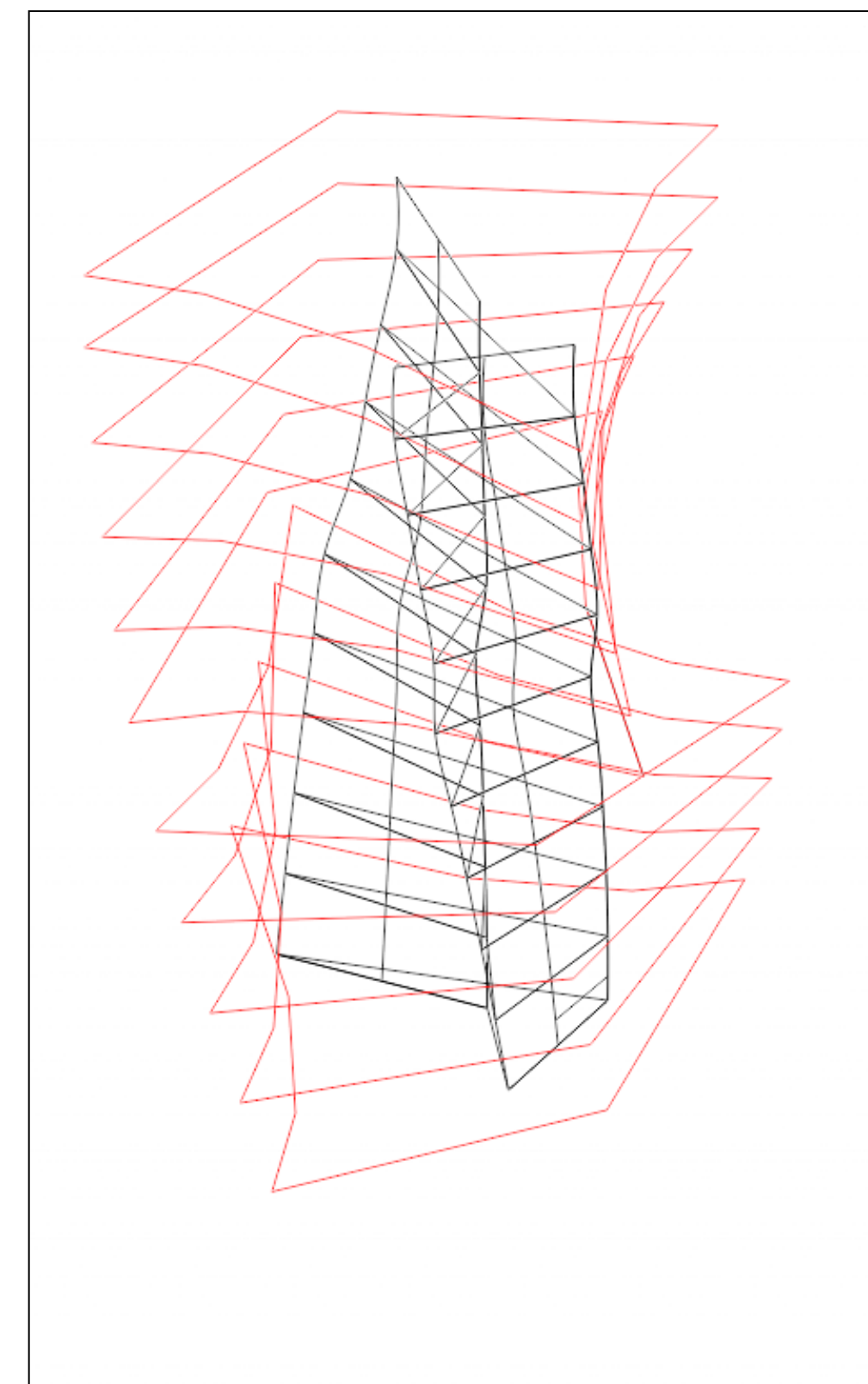
Perspective View



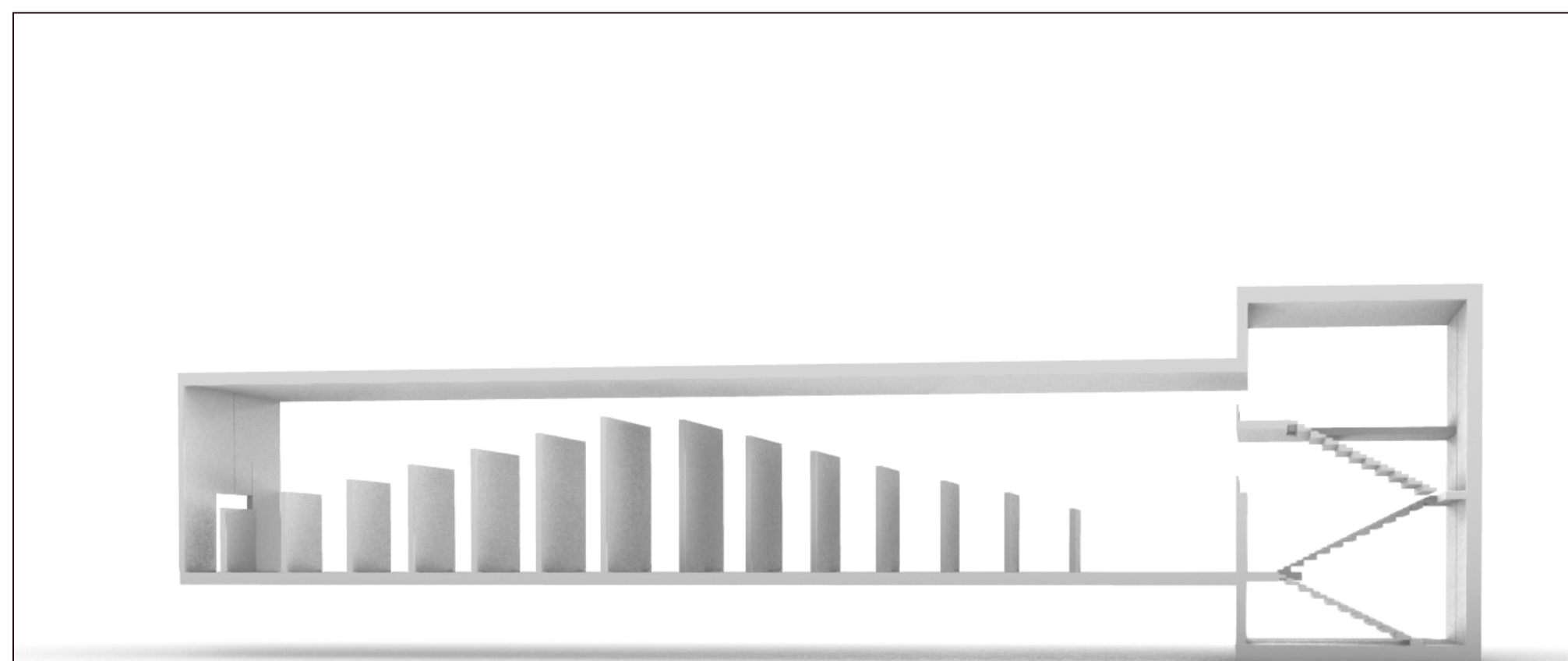
Perspective or isometric Overview



Design Study Sketches



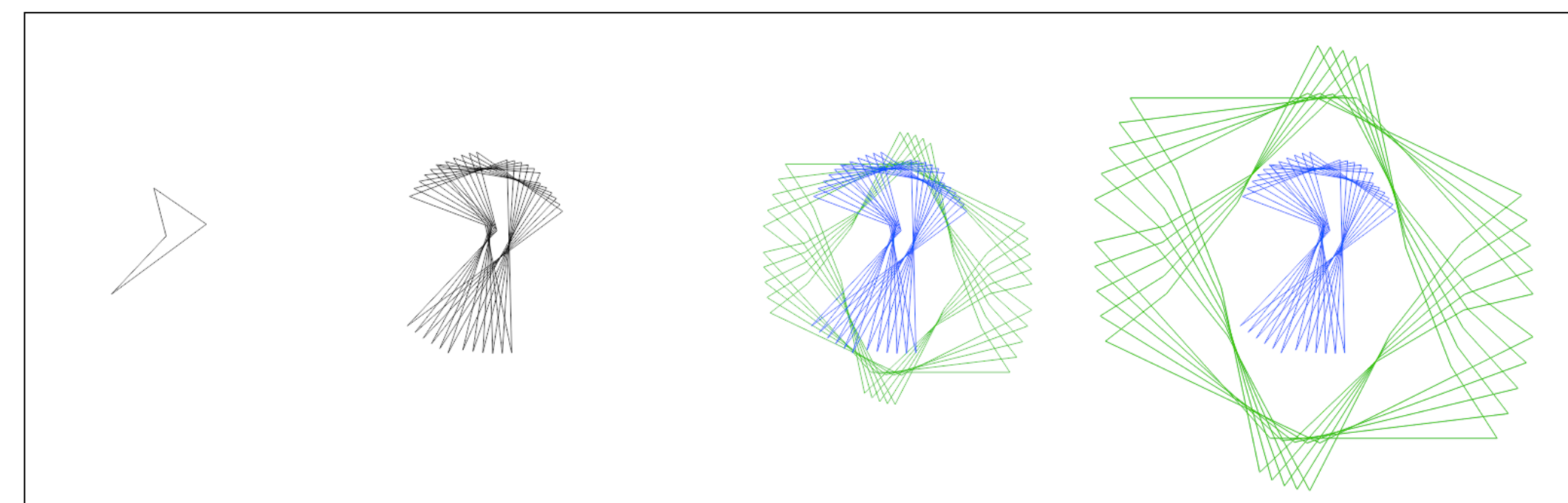
Perspective View



Perspective

### P1: TWO ROOMS

For my Two Rooms project I used the gallerie style for the long room and the labyrinth style for the tall room. The purpose of the ascending walls was to force the viewer to walk a specific path, while the different levels in the tall room offered views of the gallerie.



Step By Step Basic Algorithmic Recipe Drawings

### P2: A TOWERING CONSTRUCT

For my tower I used the rotate tool for the exterior and interior shapes. For 5 of the rotations I moved the shapes 10 degrees. For the interior shape I then shifted the shapes more dramatically. For the exterior shape, after the first 5 rotations I used the mirror tool to flip the shape and then proceeded to shift the shapes in 10 degree increments. I used the left tool to bring the tower together and the extract isocurve tool to cut out an entrance and other spaces in the tower. I liked this design because there was a dramatic shift in shape in the middle of the tower.