



LARC 1510: Basic Design I

Project 3: Experiments in Form

Professor Browning

Fall 2023

Project Due Date: Monday, October 30th (200 points)

Learning Objectives:

- Iterate creative approaches to developing landscape composition
- Understand form and how it influences design
- Apply the iterative design process
- Evaluate design alternatives
- Demonstrate high craft in everything that is made, including models, drawings, and documentation
- Develop effective graphic communication and modeling techniques
- Visually communicate ideas

Step 1: Complete the following readings:

Making Architecture Through Being Human

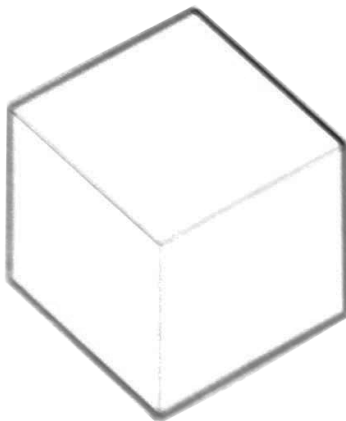
Identity: Pg. 90

Implied Action: Pg 95

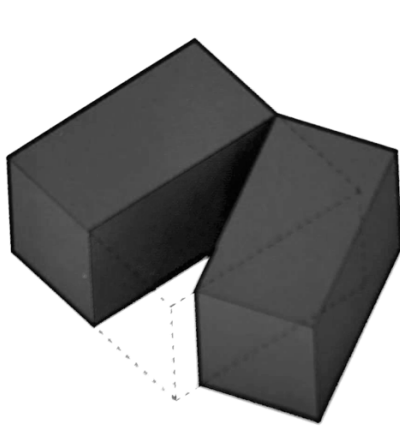
Implied Motion: Pg 98

Metaphor: Pg. 199

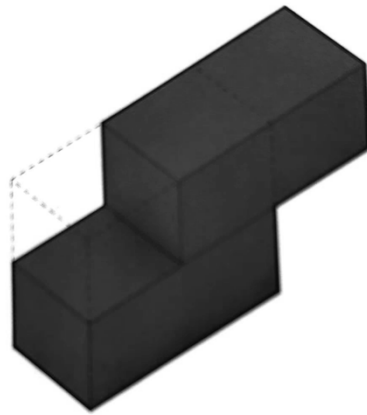
The first step of this project will be to explore manipulations in form. Begin by drawing a cube as shown below.



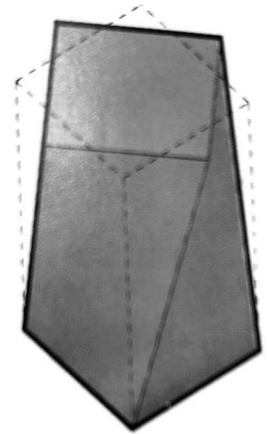
Then, begin to explore how you can manipulate the cube to be reflective of the words below. See examples below.



ROTATE



SHIFT



TWIST

Words:

1. Branch
2. Carve
3. Embed
4. Extract
5. Fracture
6. Interlock
7. Lift
8. Notch
9. Pinch

Create a board that shows the initial cube and the nine word-based manipulations of form.

Step 2: Next you will be assigned one of the following emotions:

- Hope
- Fear
- Calmness
- Desire
- Surprise
- Sadness
- Triumph

Create a word diagram of your emotion using concept mapping.

Step 3: Complete the following readings:

Foundations of Landscape Architecture

The Square: Pg. 75

The Triangle: Pg 207

The Polygon: Pg 237

Step 4: Select one of your words from the cube exercise as a guiding force in your design. Your next step will be to create a series of three individual spaces along a path that portray your emotions using the different forms as the basis for your design (the square, the triangle, the polygon). Each space will have various

scales, characters, and organizations, and the space should evoke your specific emotion. Each space will also include your cube. This can change in scale, etc., but must be incorporated into your design.

Begin by developing three concepts for each form-based space. Draw your designs to scale.

Step 4: In the next step, you will select one of the concepts for each space to further develop. Decide how you are going to connect your series of spaces. Create an illustrative masterplan for this sequence. The masterplan should be accompanied by three sections, three perspectives, and a model. Be sure to include your cubes in the model. All of your drawings etc. should be to scale.

Your final products will include:

- Cube manipulation board
- 1 concept statement
- 1 illustrative master plan
- 3 sections
- 3 perspectives
- 1 model

**All plans should include a title, labeled features, legend, north arrow, and graphic scale. Plans can either be drafted by hand or created on the computer. Utilize APA style for in-text citations and references.

Project Calendar:

		Week 7		
4-Oct	Weds.	Intro. to Project 3; Begin readings and Cube study		Douglas Spencer Lecture: 2:30pm, Lee- 111
6-Oct	Fri.	Complete Cube Study; Begin secondary readings	TGA6_Due; Collaboration in the Profession (11:15 - 12:05)	
		Week 8		
9-Oct	Mon.	Receive Assigned Emotions; Begin Conceptual Designs		
11-Oct	Weds.			
13-Oct	Fri.		TG_A7 Due	
		Week 9		
16-Oct	Mon.	<i>Fall Break - No Class</i>		
18-Oct	Weds.	<i>Pinup; Begin Finals</i>		
20-Oct	Fri.		TG_A8 Due	
		Week 10		
23-Oct	Mon.	<i>Finish Illustrative Masterplan & Renderings</i>	Jacob Lange Workshop (11:15 -12:05)	
25-Oct	Weds.	Work on Model		
27-Oct	Fri.		ASLA Conference	
		Week 11		
30-Oct	Mon.		ASLA Conference	
1-Nov	Weds.	Project 3 Pinup		

General Checklist

- Do you have a concept statement?
- Do all your drawings have a title?
- Do your drawings have a legend, north arrow, and graphic scale?
- Are all program elements and features labeled on your plan and section? If you were not present, could I understand all the elements of your design? (Label, label, label!)
- Have you checked for spelling and grammar mistakes?