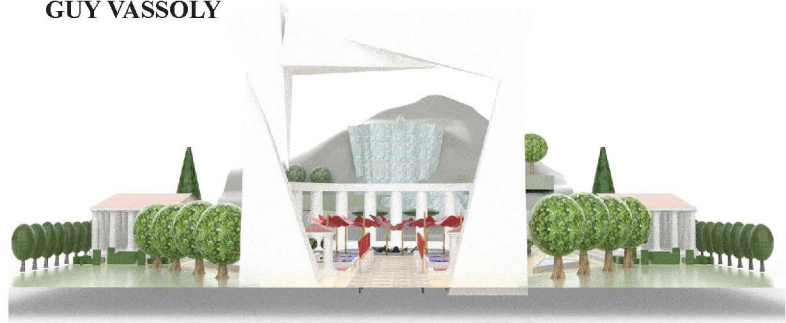
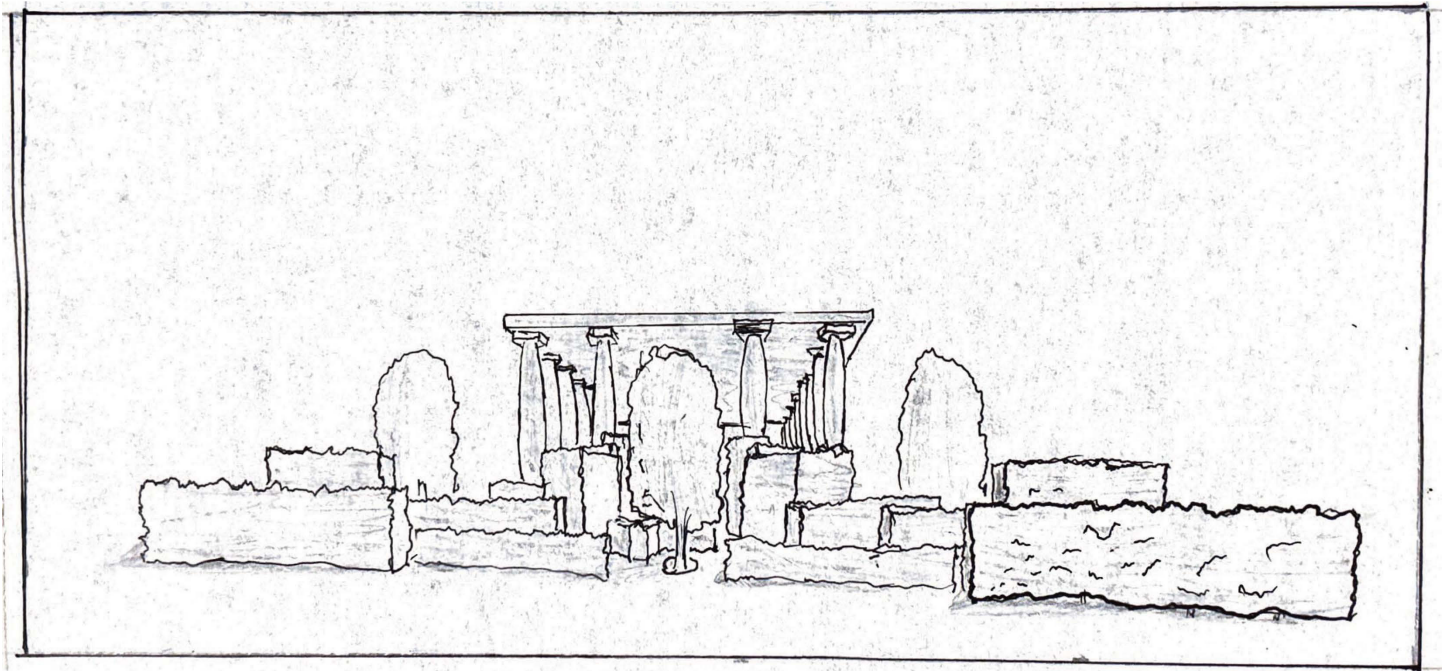
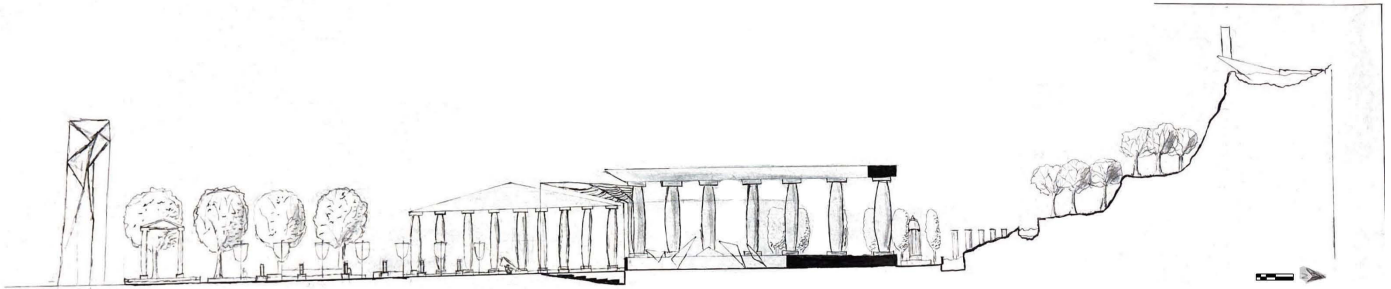
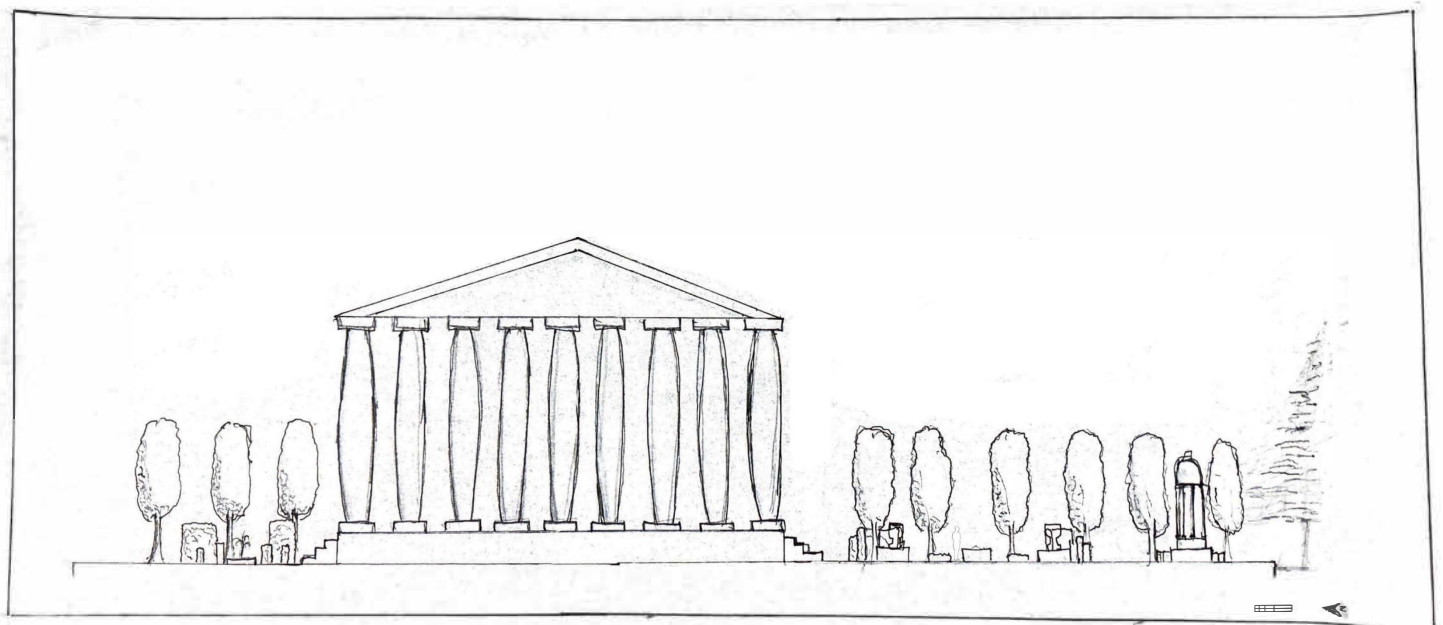
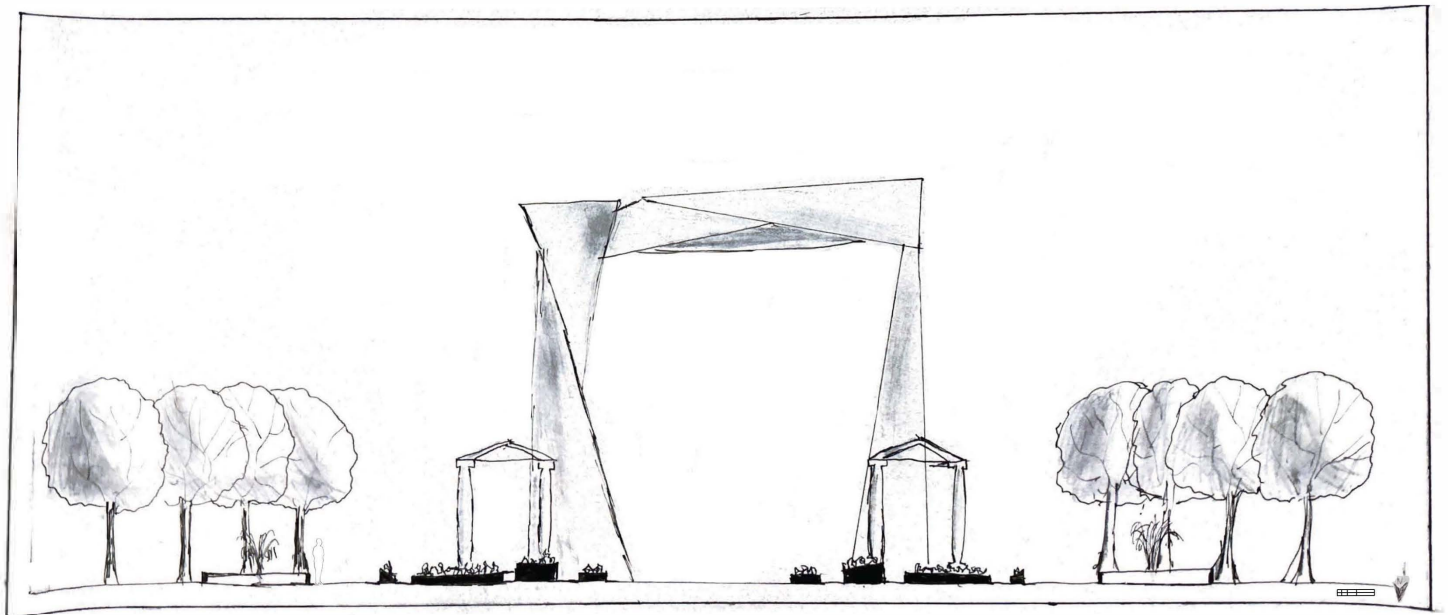


VENI, VIDI. VICI

GUY VASSOLY



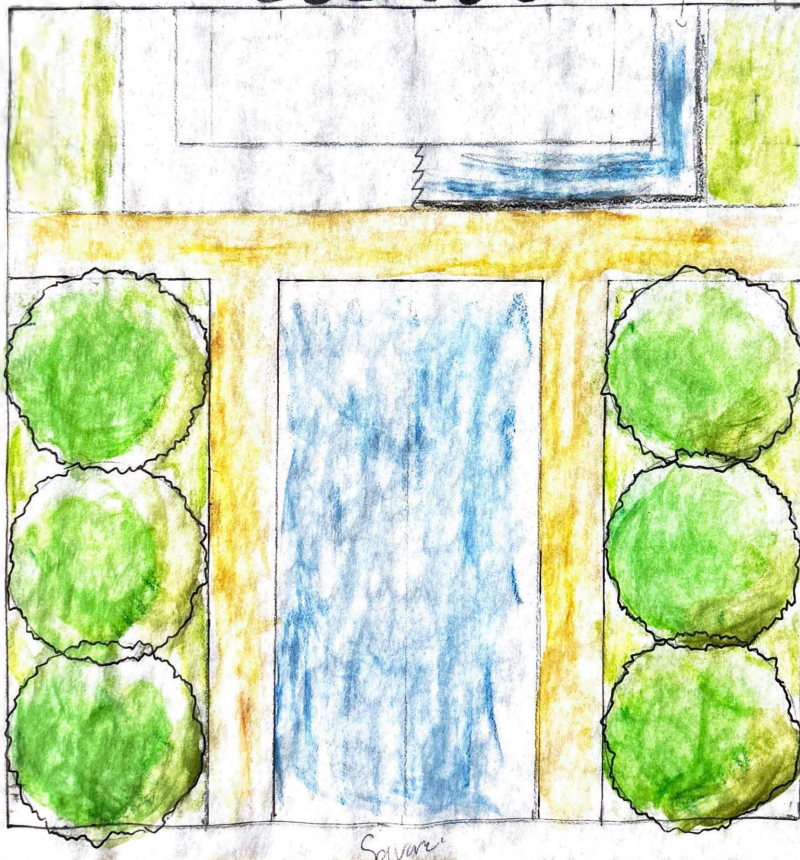


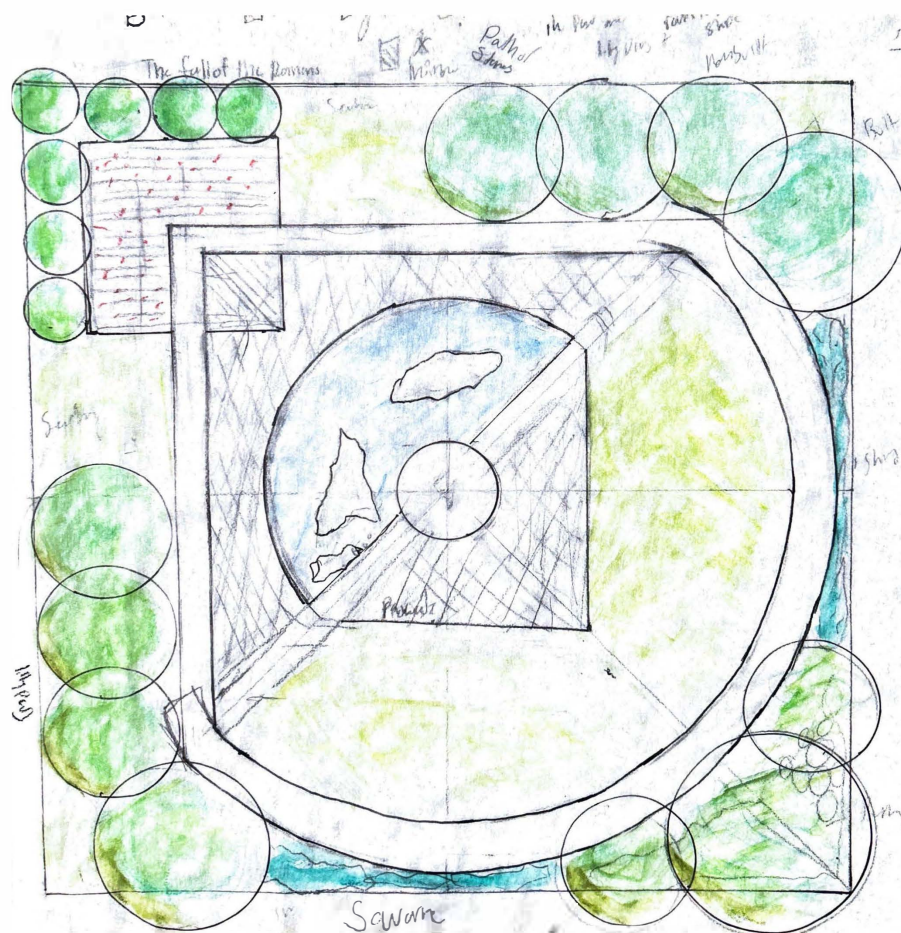


POLYGON 3

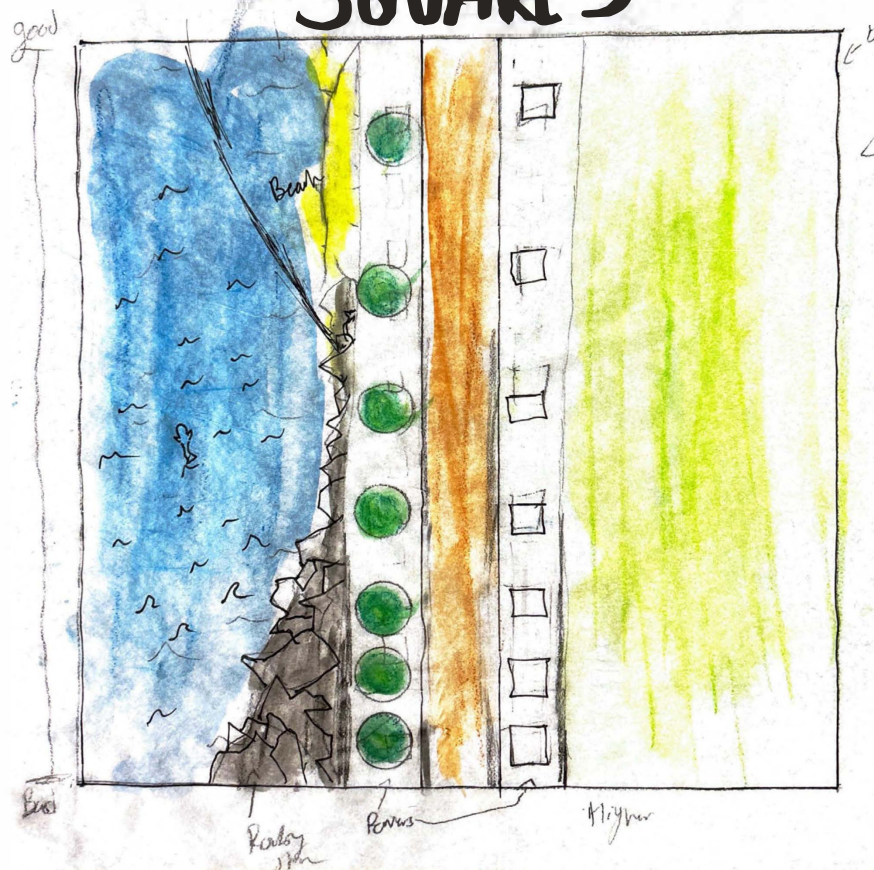


SQUARE 2





SQUARE 3

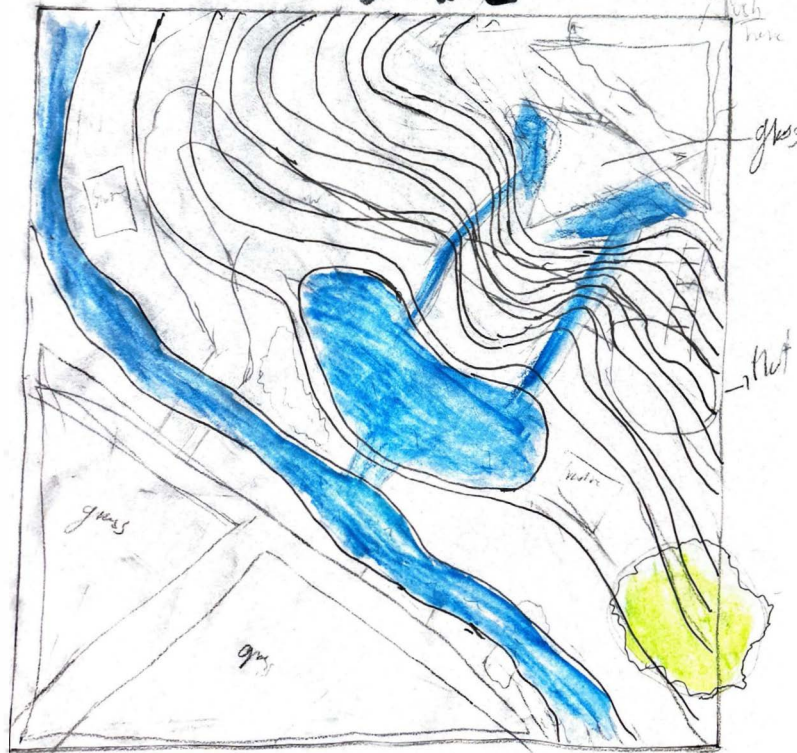


cluster
of trees

POLYGON 2

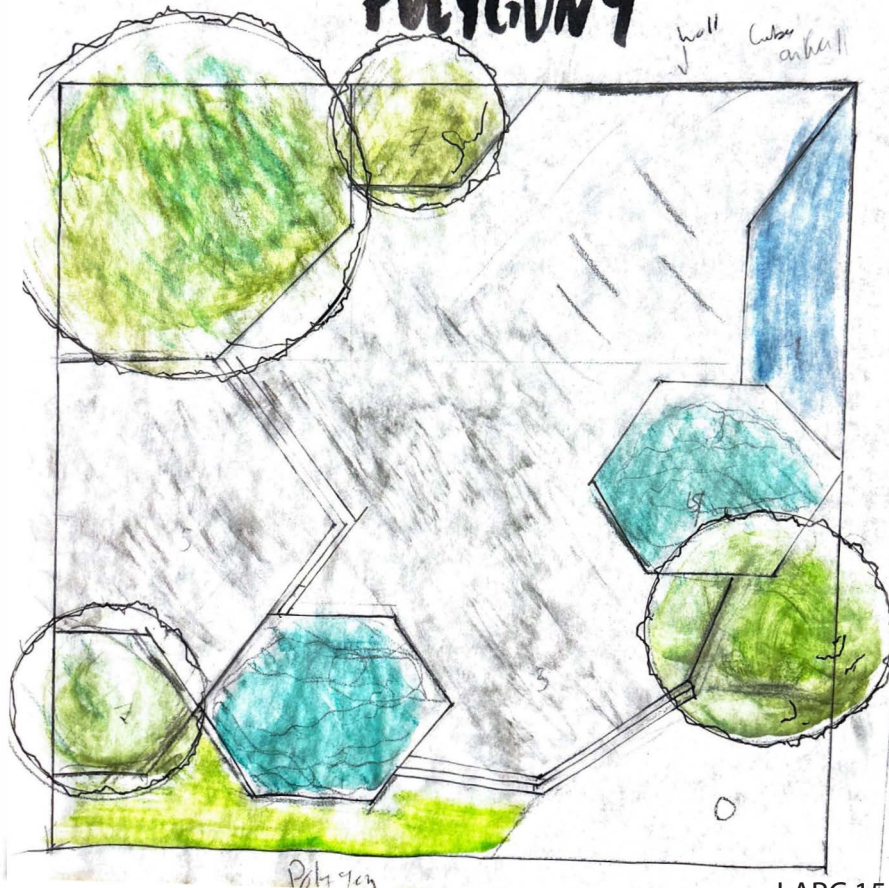
Cave under falls
rock water on the side

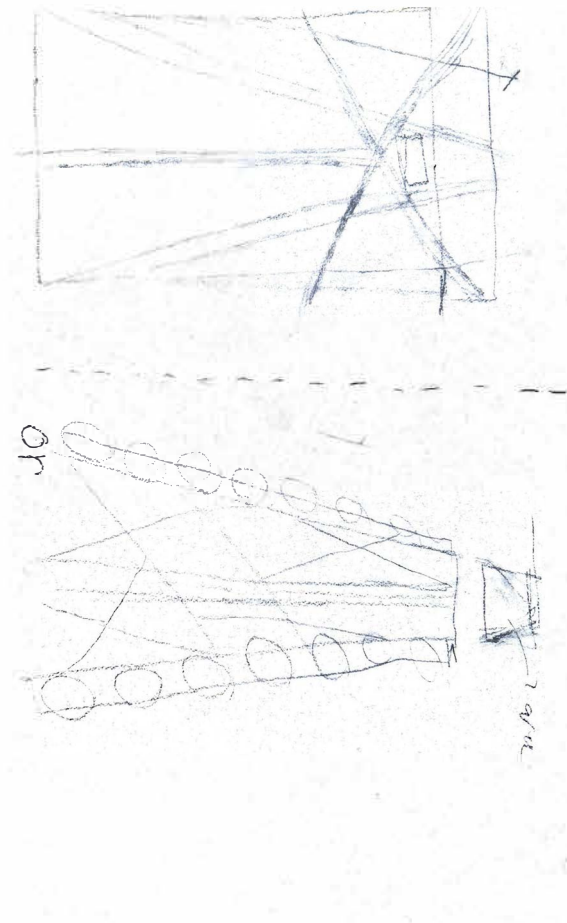
Maybe rock ledges?



POLYGON 1

well
cultural
architect

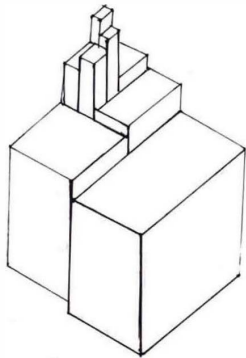
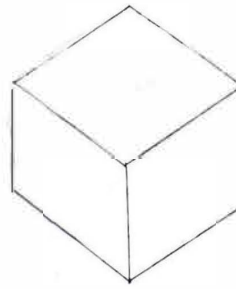




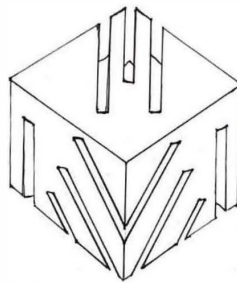
Veni Vidi Vici

How often do you think about the Roman Empire? Me, constantly. This design combines styles from former empires that embody triumph. With large structures situated along a central axis in a symmetrical plan, the design feels larger than life.

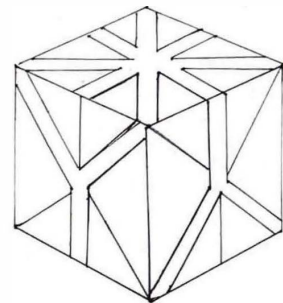
CUBE MANIPULATION



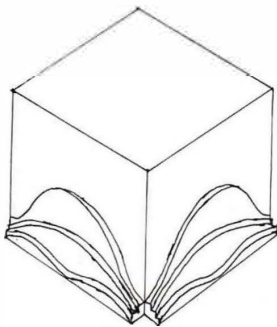
BRANCH



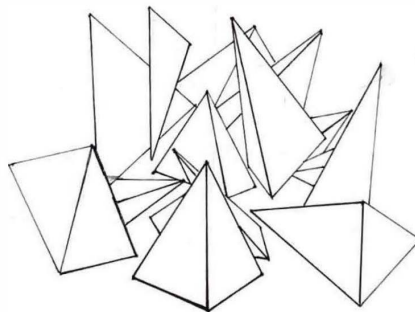
CARVE



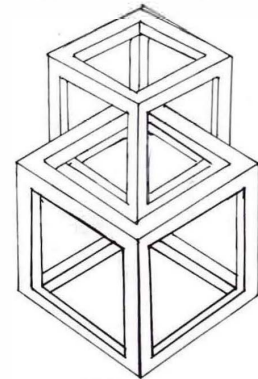
EMBED



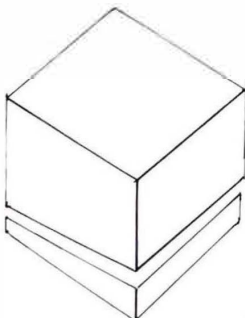
EXTRACT



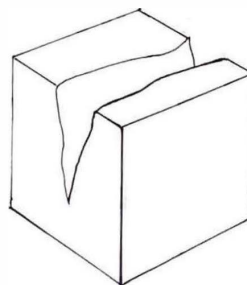
FRACTURE



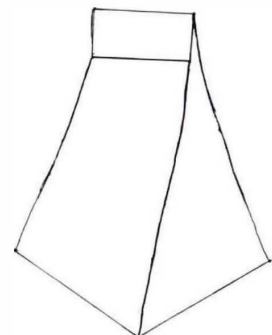
INTERLOCK



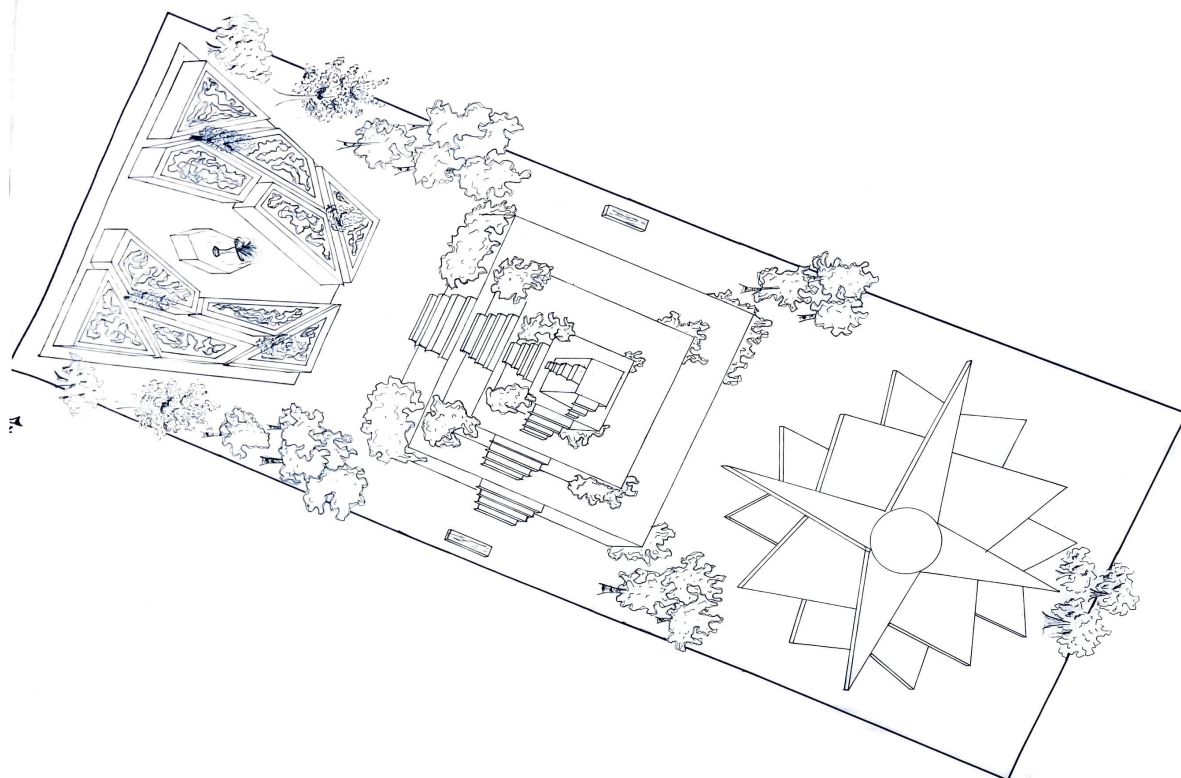
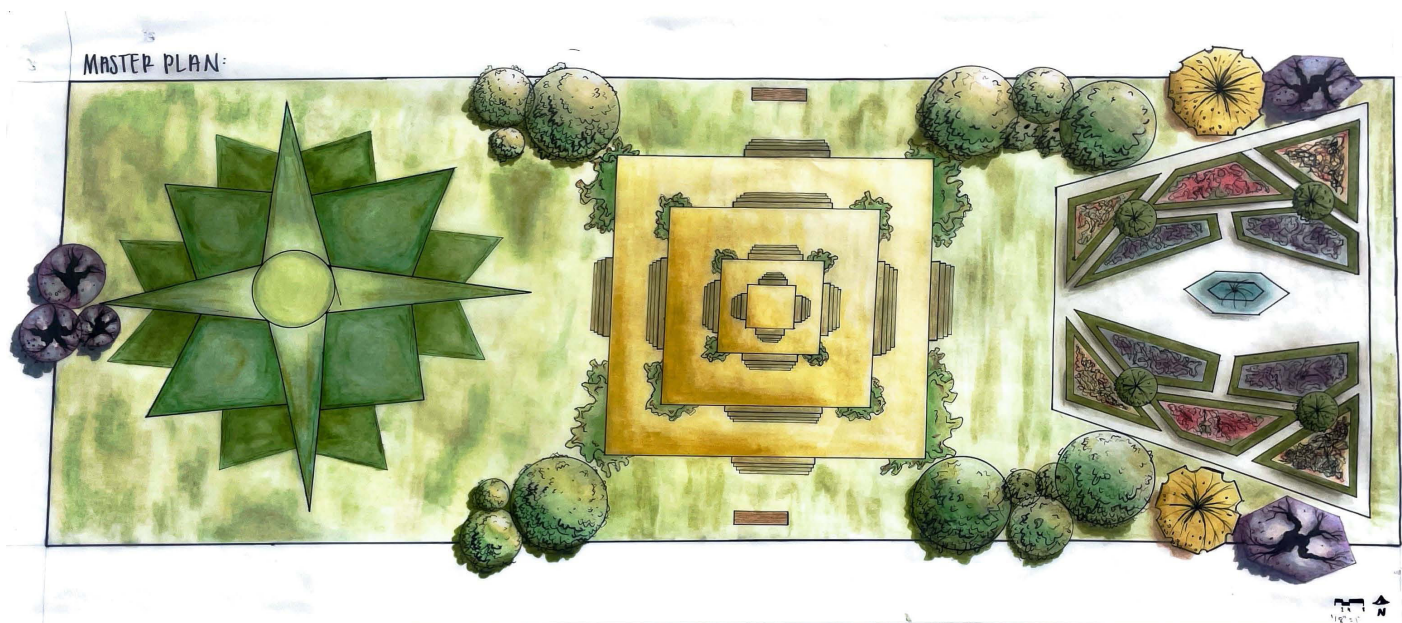
LIFT

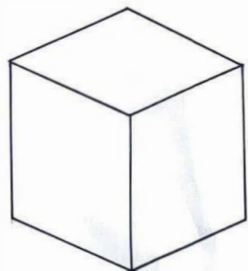


NOTCH

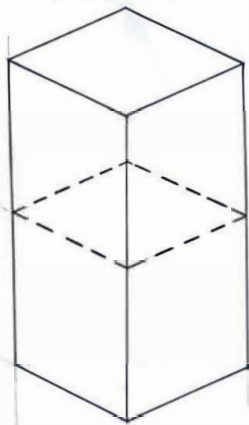


PINCH

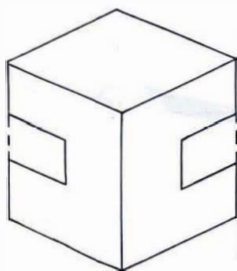




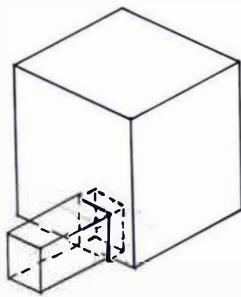
LIFT



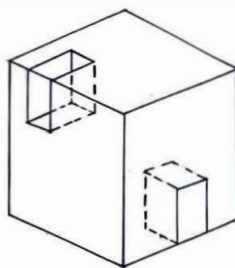
PINCH



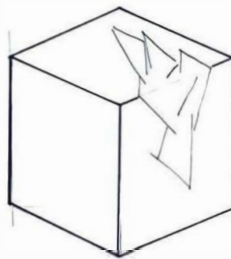
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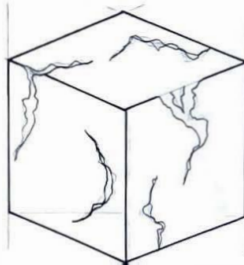
EXTRACT



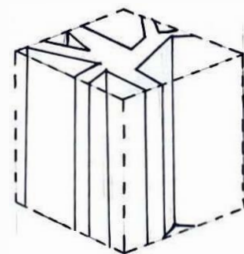
CARVE



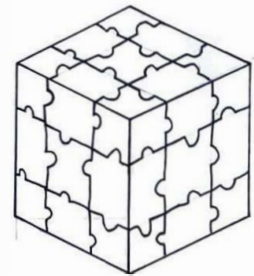
FRACTURE



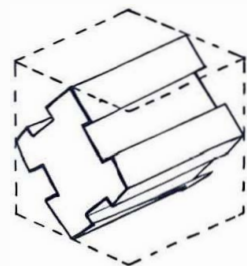
BRANCH



INTERLOCK



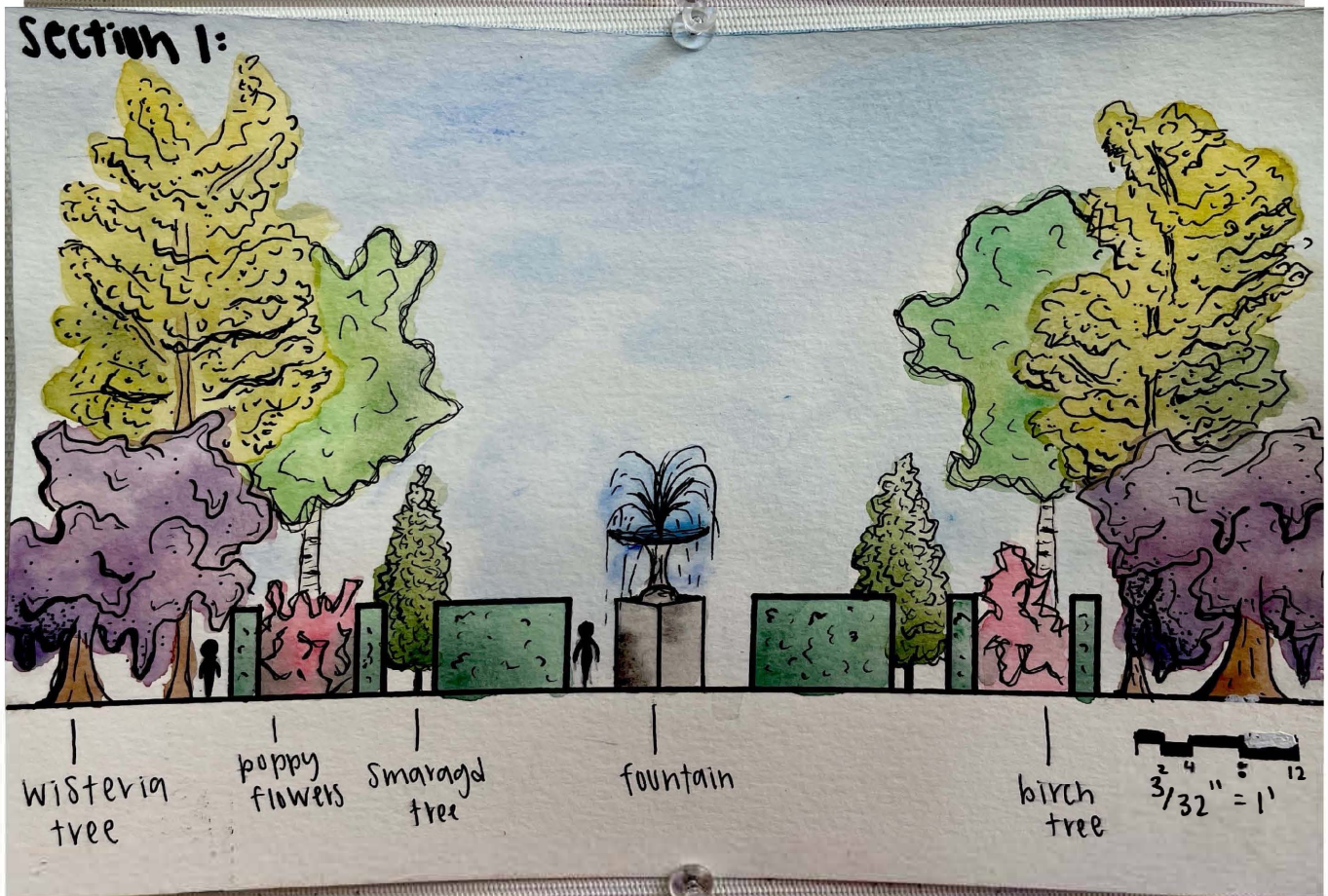
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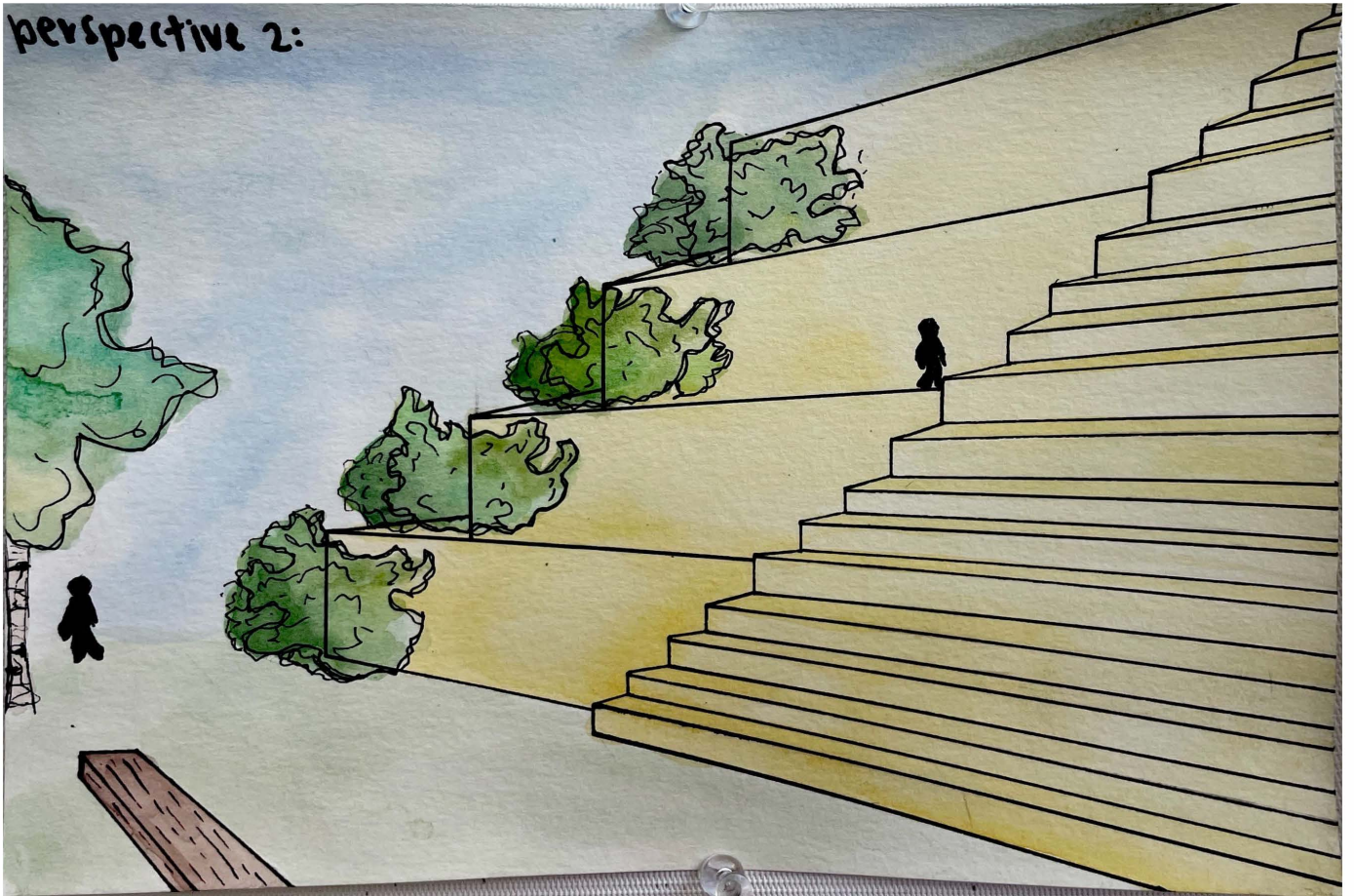
Perspective 1:



Section 1:



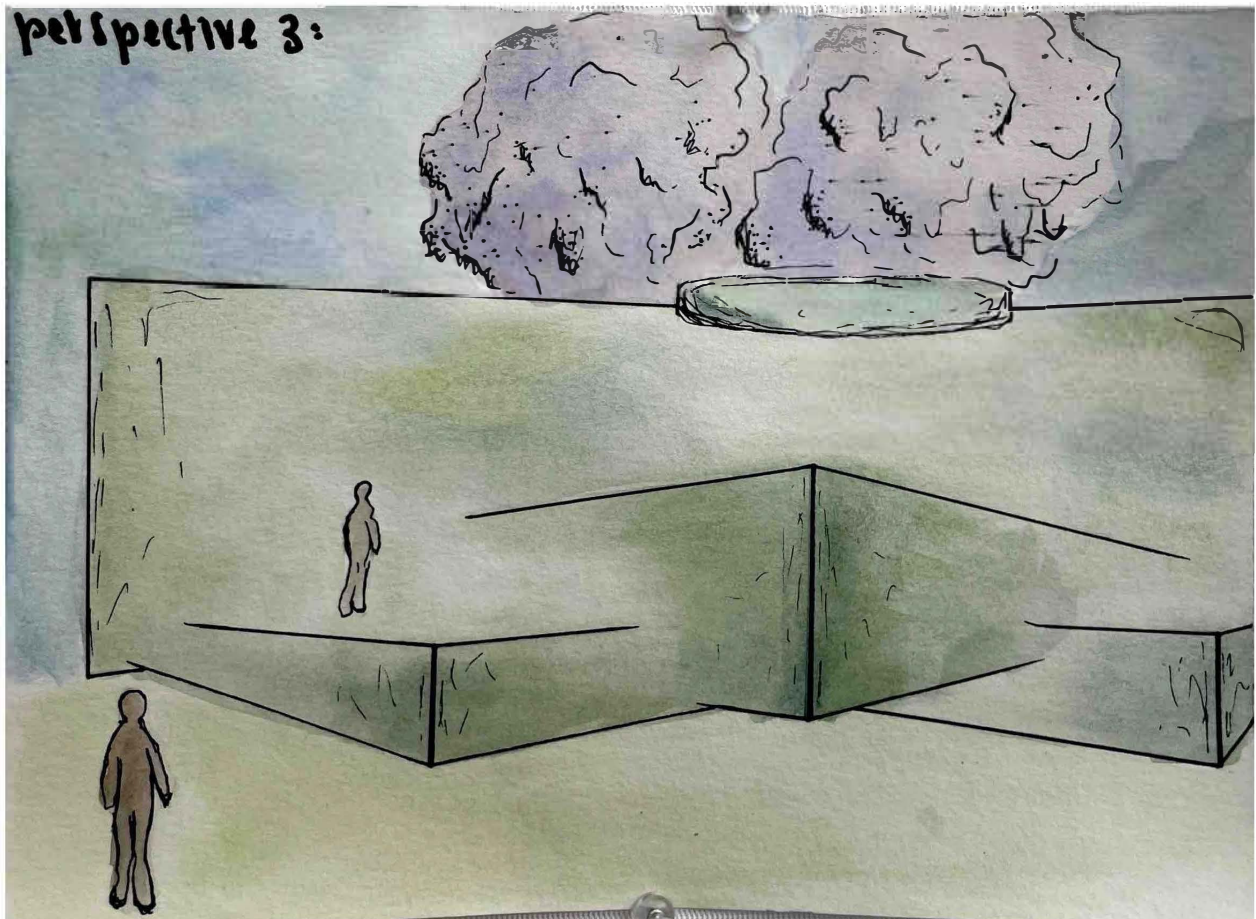
perspective 2:



Section 2:



perspective 3:

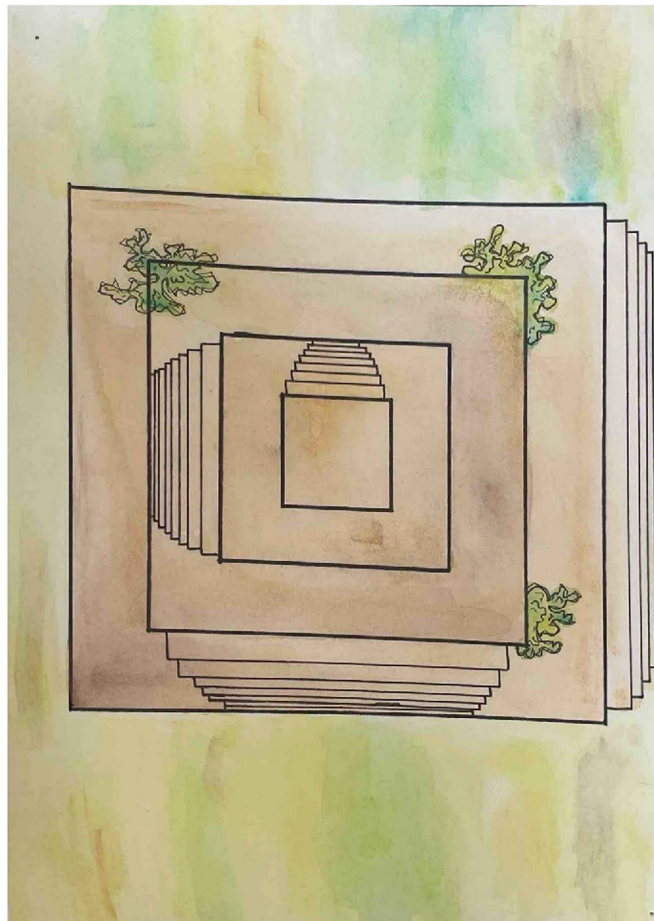


Section 3:



Concept Statement

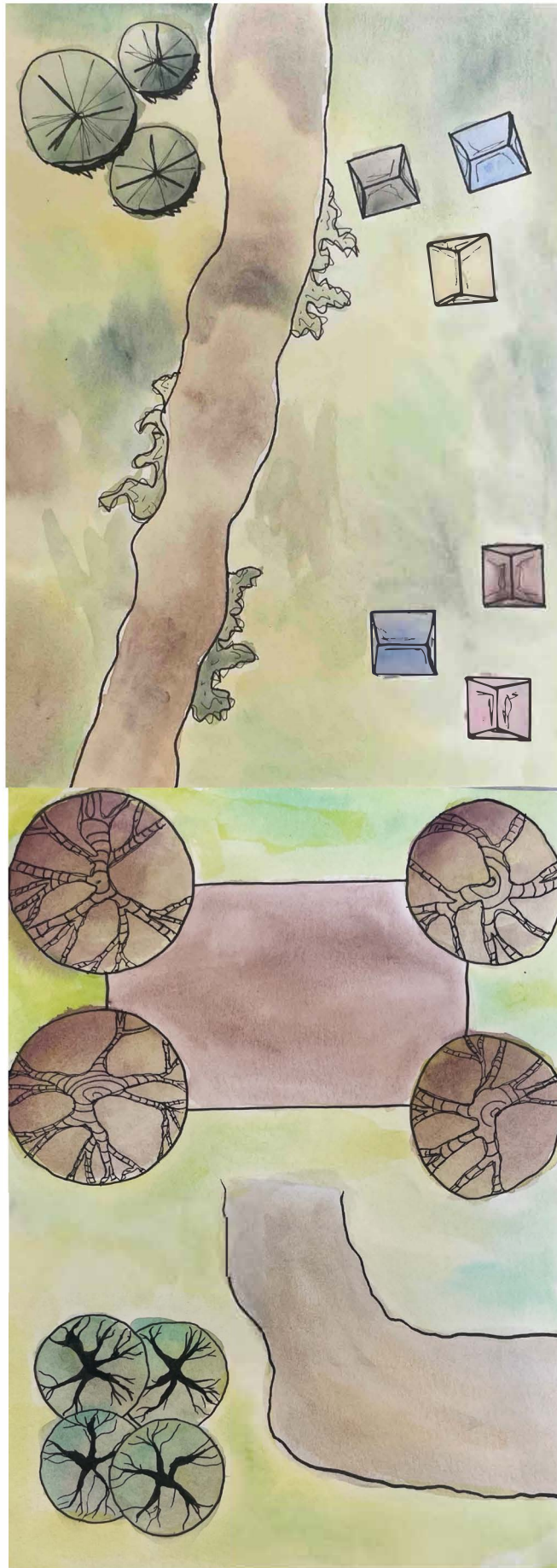
With this project, I intended to represent the emotion hope through forms of squares, triangles, and polygons. I created three spaces to experience all together that are meant to invoke feelings that I felt embodied hope such as the light at the end of the tunnel concept, dreams, and nature. My project is meant for a person to enter through the garden that is more dense and as you move through the space opens up. I also chose to incorporate my cube manipulation lift which is shown through my structures in the spaces as one is lifted up into hope and through its journey.

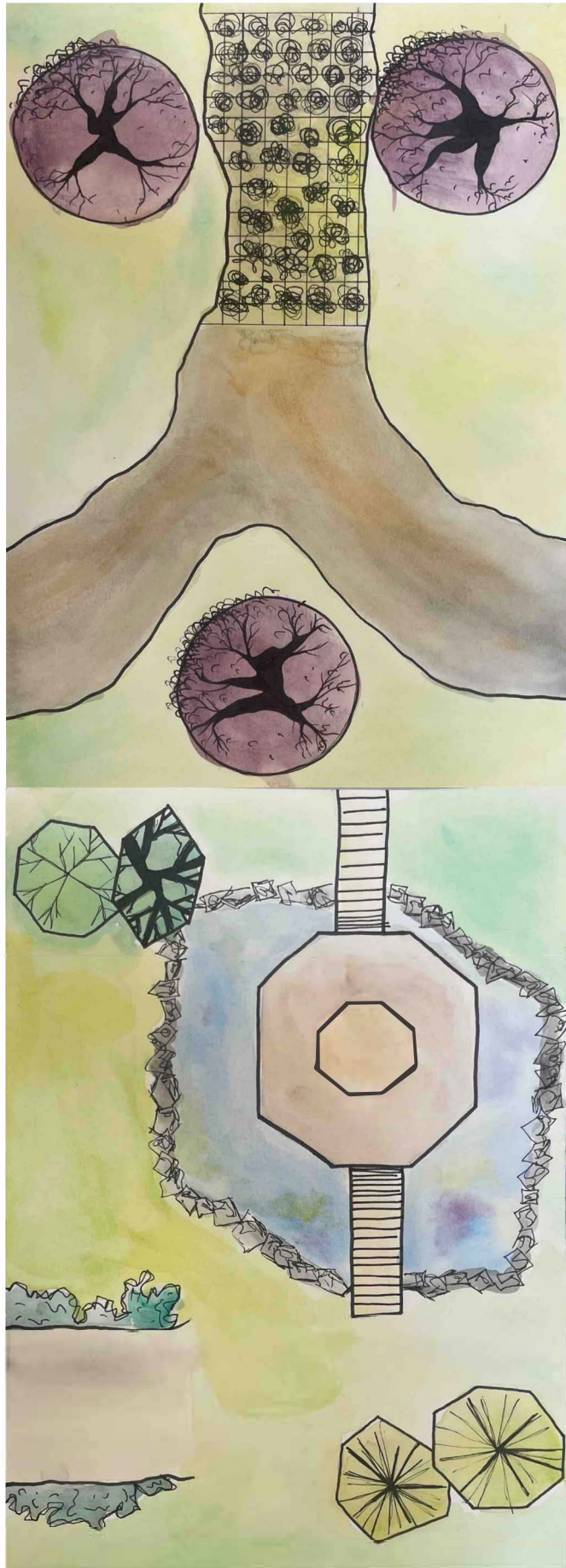




LARC 1510 BASIC DESIGN I
BLA







The Beauty cave

The beauty cave is a series of three rooms within one cave each one being an over exaggeration of what you can see in the real world. The first one being a pyrite cube cave which is fuse gold shaped like a square. Then you have the Crystal room which is a giant crystals mine in a humid room with a pond. The last room is a cliff room with waterfalls and seating area, they also have stalactites and stalagmites which are rainbow colored, the original color of stalactites stalagmites that you see are more of a yellow brown in real life, but this these ones are specifically for a certain ride that I experienced when I was a child, Called Calico mine. The emotion I got was surprise and with these caves I wanted to create the element of surprise through beauty. I know whenever I entered a room and it was absolutely gorgeous I was very surprised by the beauty of it. I also wanted to use the cube manipulation car so that is why I decided to do a cave representing carve.



