

2 WEEK
Monday

Lecture/Tutorials (± 90 min.)

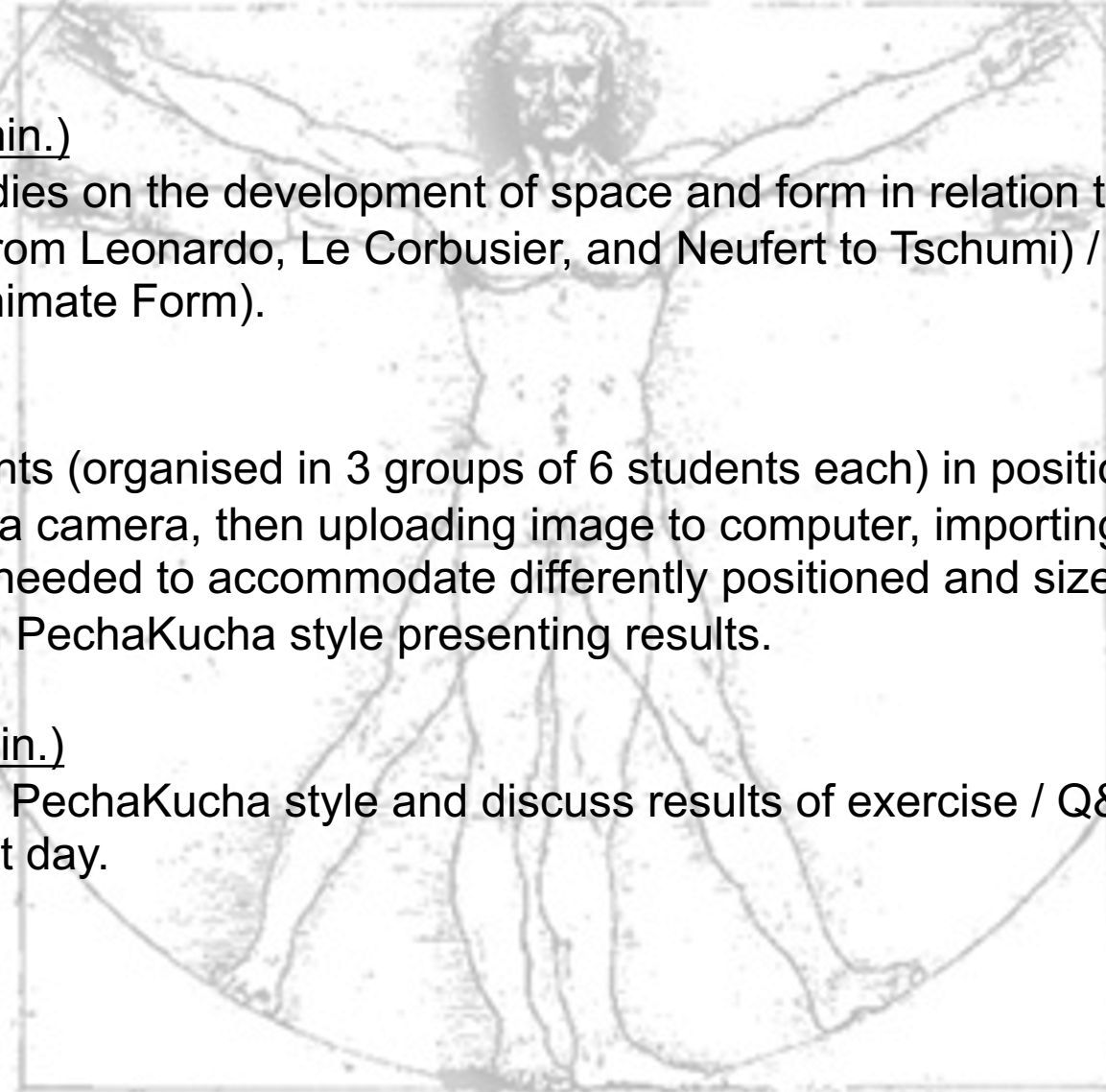
1. Measure of Man: Studies on the development of space and form in relation to human behaviour patterns and motion sequences (From Leonardo, Le Corbusier, and Neufert to Tschumi) / Design approaches (from Diagram Diaries to Animate Form).

Exercise (± 45 min)

2. Measure fellow students (organised in 3 groups of 6 students each) in positions such as standing, sitting, laying down by using a camera, then uploading image to computer, importing in Rhino, and defining scale. Compare space size needed to accommodate differently positioned and sized persons.
3. Prepare PPT-slides in PechaKucha style presenting results.

Seminar/Review (± 90 min.)

4. Present PPT-slides in PechaKucha style and discuss results of exercise / Q&A and discussion on Tutorials and Exercises for next day.



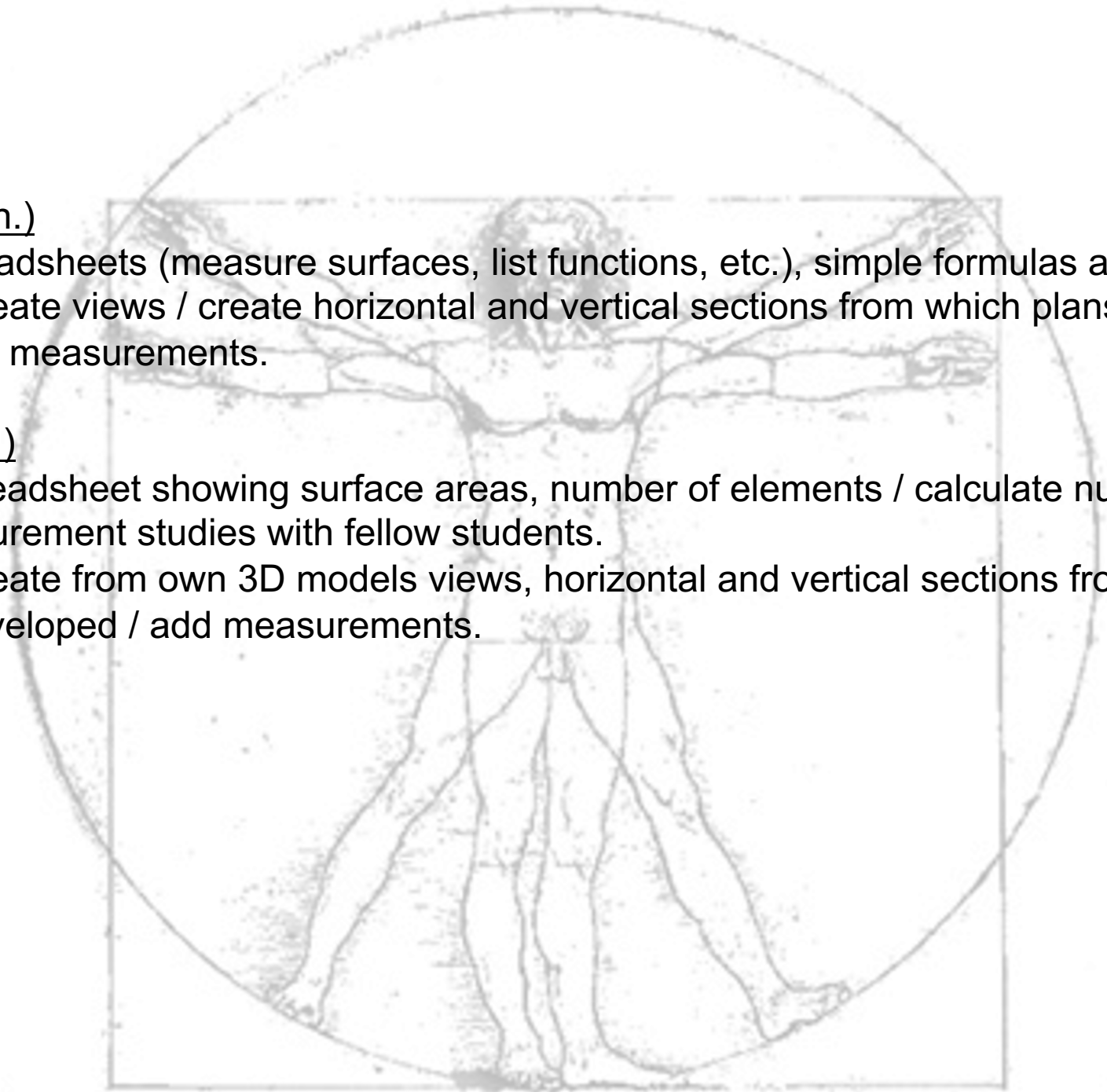
Tuesday

Tutorials (± 270 min.)

1. Formatting spreadsheets (measure surfaces, list functions, etc.), simple formulas and calculations.
2. CAD (2-3D): Create views / create horizontal and vertical sections from which plans and sections are developed / add measurements.

Exercise (± 90 min.)

3. Create own spreadsheet showing surface areas, number of elements / calculate number of max. occupancy based on measurement studies with fellow students.
4. CAD (2-3D): Create from own 3D models views, horizontal and vertical sections from which plans and sections are developed / add measurements.



Wednesday

Tutorials (± 90 min.)

1. CAD (2-3D): Design by altering replica according to parameters such as porosity, transparency, facettation, etc. based on precedents and use of alternative materials such as concrete, wood, etc.

Exercise (± 180 min.)

3. CAD (2-3D): Design/alter own design according to parameters such as porosity, transparency, facettation, etc. as learned from tutorials.
4. Develop concept for own design based on methods and approaches introduced in lectures, seminars and tutorials / Understand design assignment in relation to body, form and function resulting in a new/modified architectural embodiment / Determine the basics of a design task, deriving a space concept with a fixed construction volume for the specific location.
5. Neufert: Architect's Data (read text and prepare PPT-presentation in PechaKucha style organised in 3 groups of 6 students each pp. 1-20, pp. 20- 41, and pp. 42-65).

Seminar/Review (± 90 min.)

6. Neufert: Architect's Data (present 3 PPT-presentations in PechaKucha style and discuss content).
7. Q&A and discussion on Tutorials and Exercises for next day.

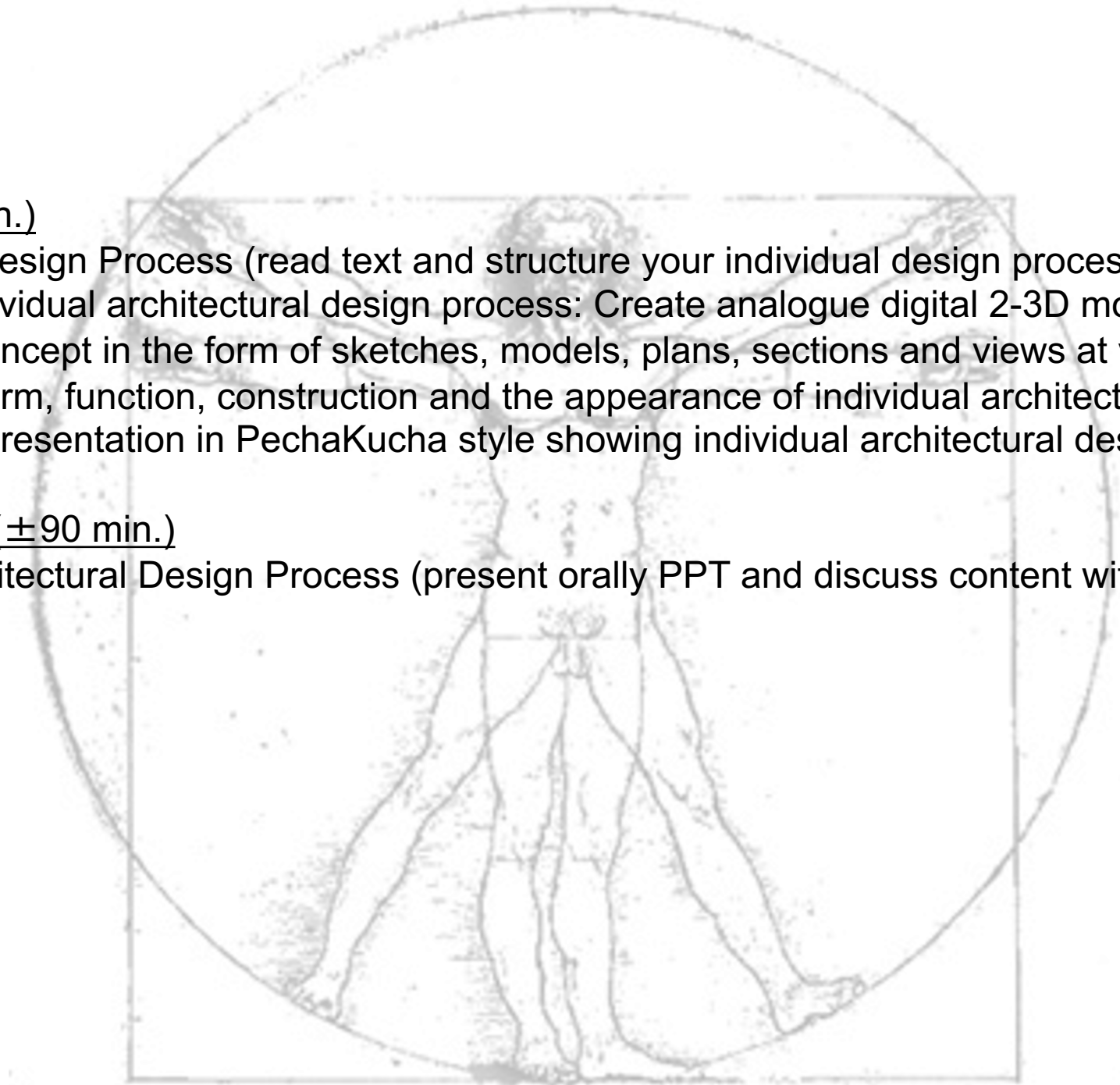
Thursday

Exercise (± 90 min.)

1. Architectural Design Process (read text and structure your individual design process accordingly).
2. Sketch out individual architectural design process: Create analogue digital 2-3D models and representations of individual concept in the form of sketches, models, plans, sections and views at various scales. Design sketchily the form, function, construction and the appearance of individual architectural embodiment.
3. Prepare PPT-presentation in PechaKucha style showing individual architectural design process.

Seminar/ Review (± 90 min.)

4. Individual Architectural Design Process (present orally PPT and discuss content with professor and fellow students).



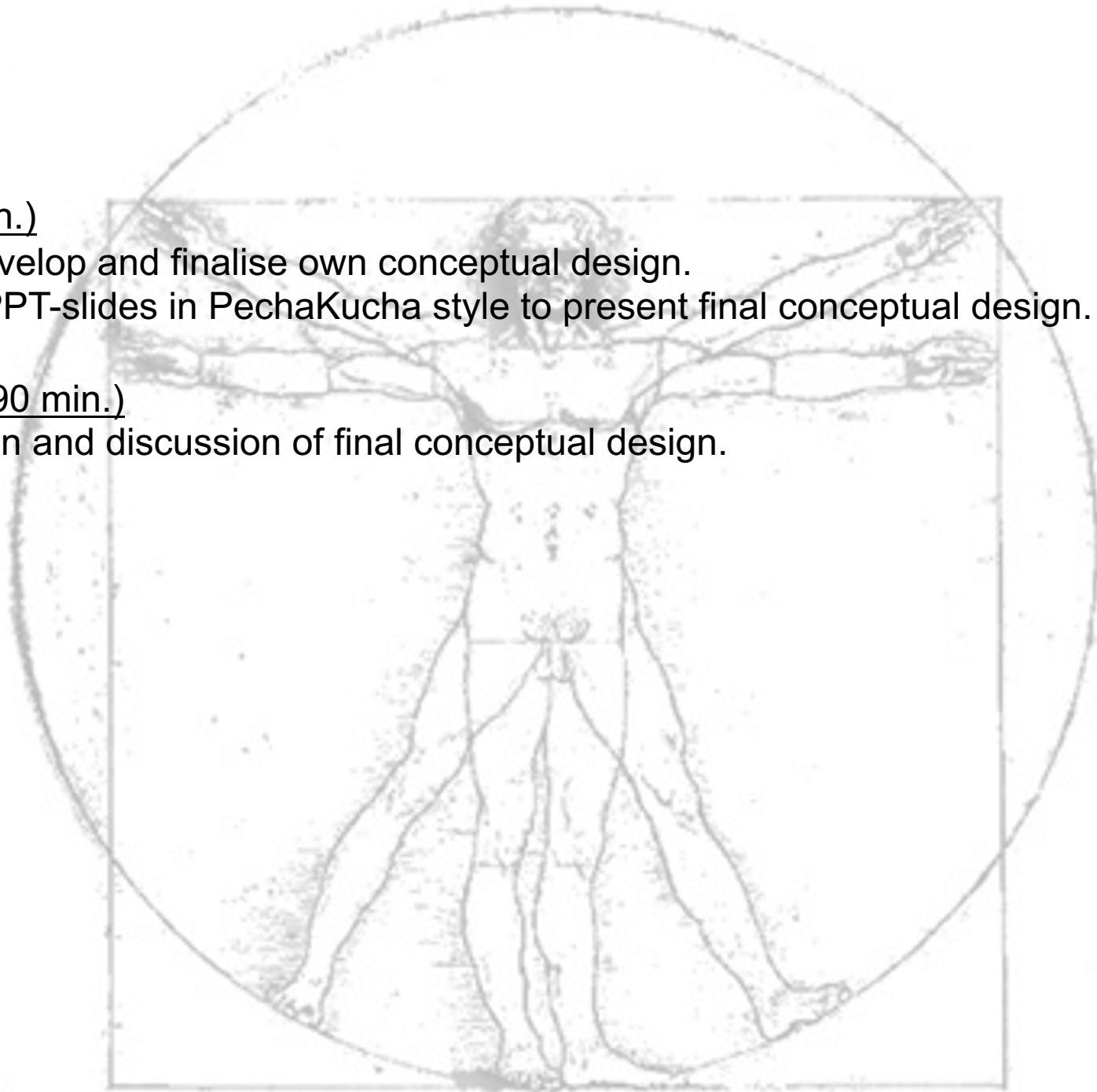
Friday

Exercise (± 180 min.)

2. CAD (2-3D): Develop and finalise own conceptual design.
3. Preparation of PPT-slides in PechaKucha style to present final conceptual design.

Review/Upload (± 90 min.)

4. PPT-presentation and discussion of final conceptual design.

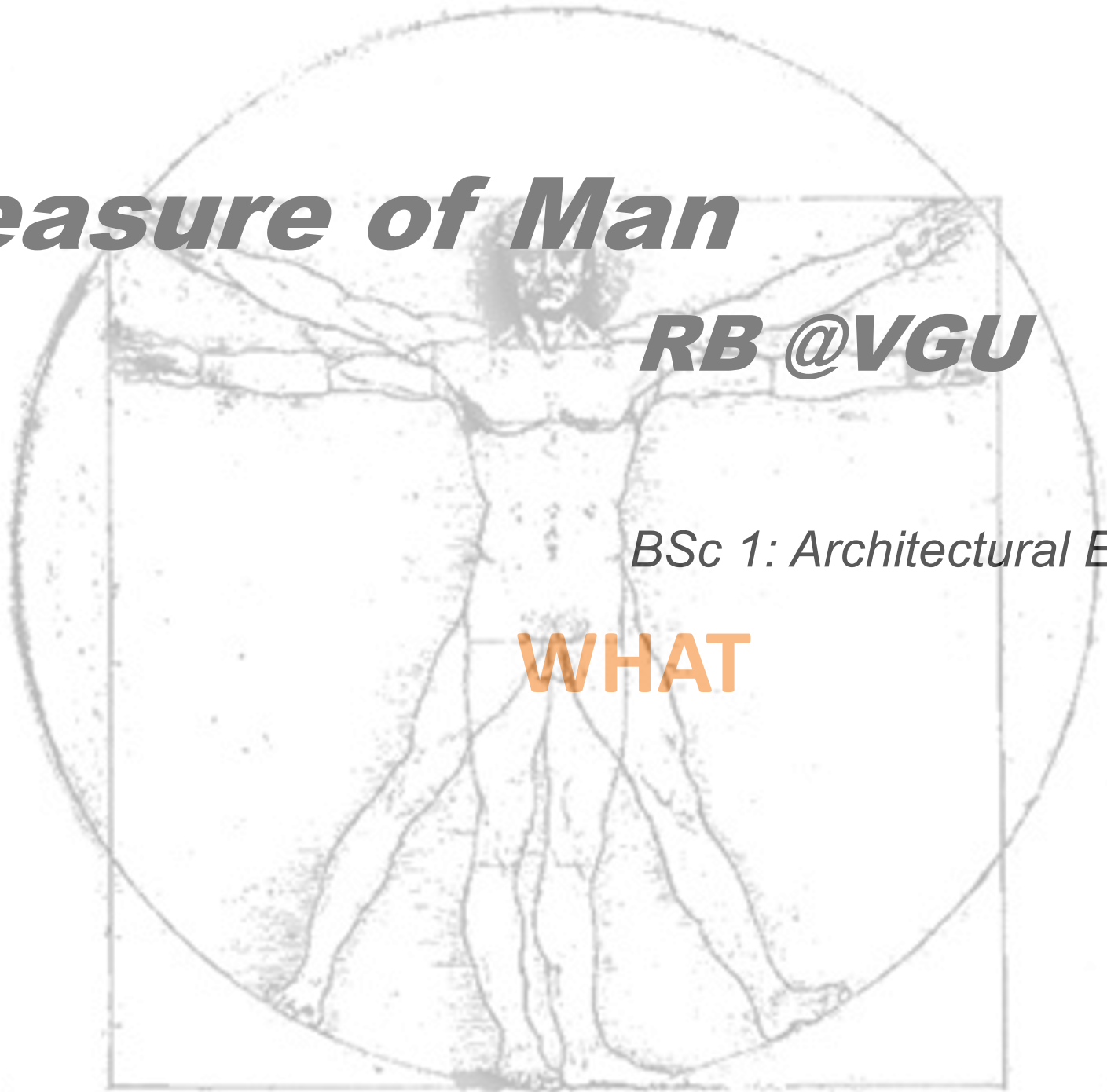


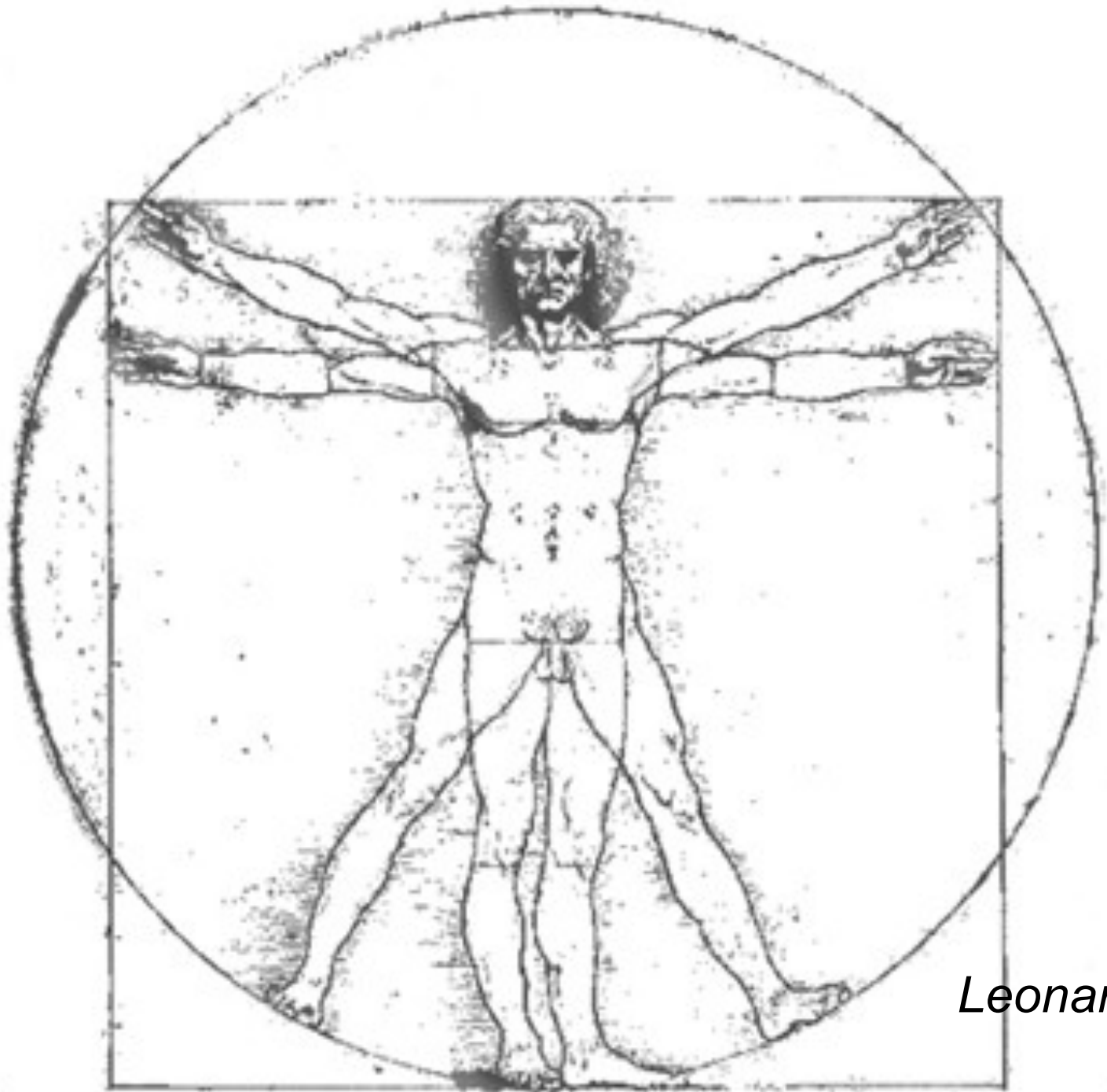
Measure of Man

RB @VGU

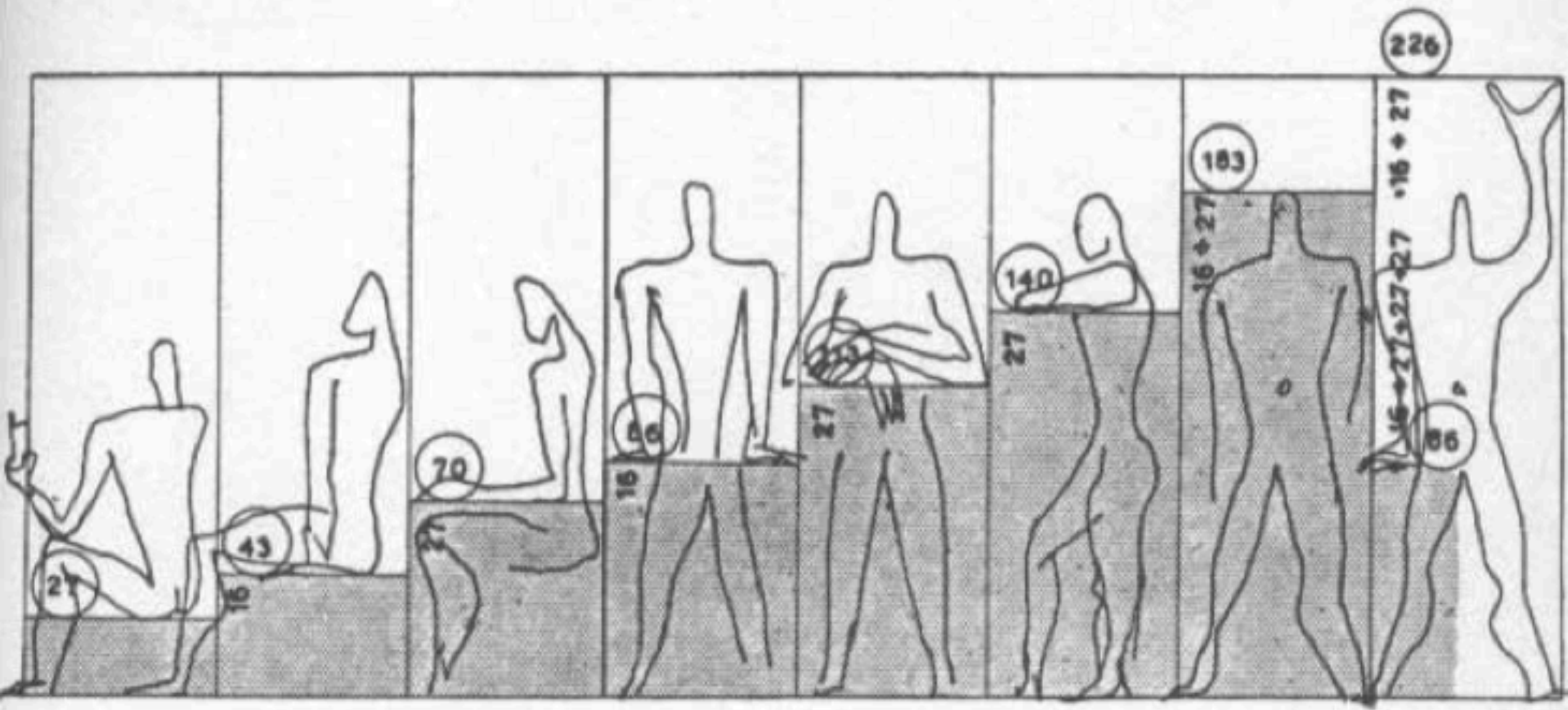
BSc 1: Architectural Embodiments

WHAT





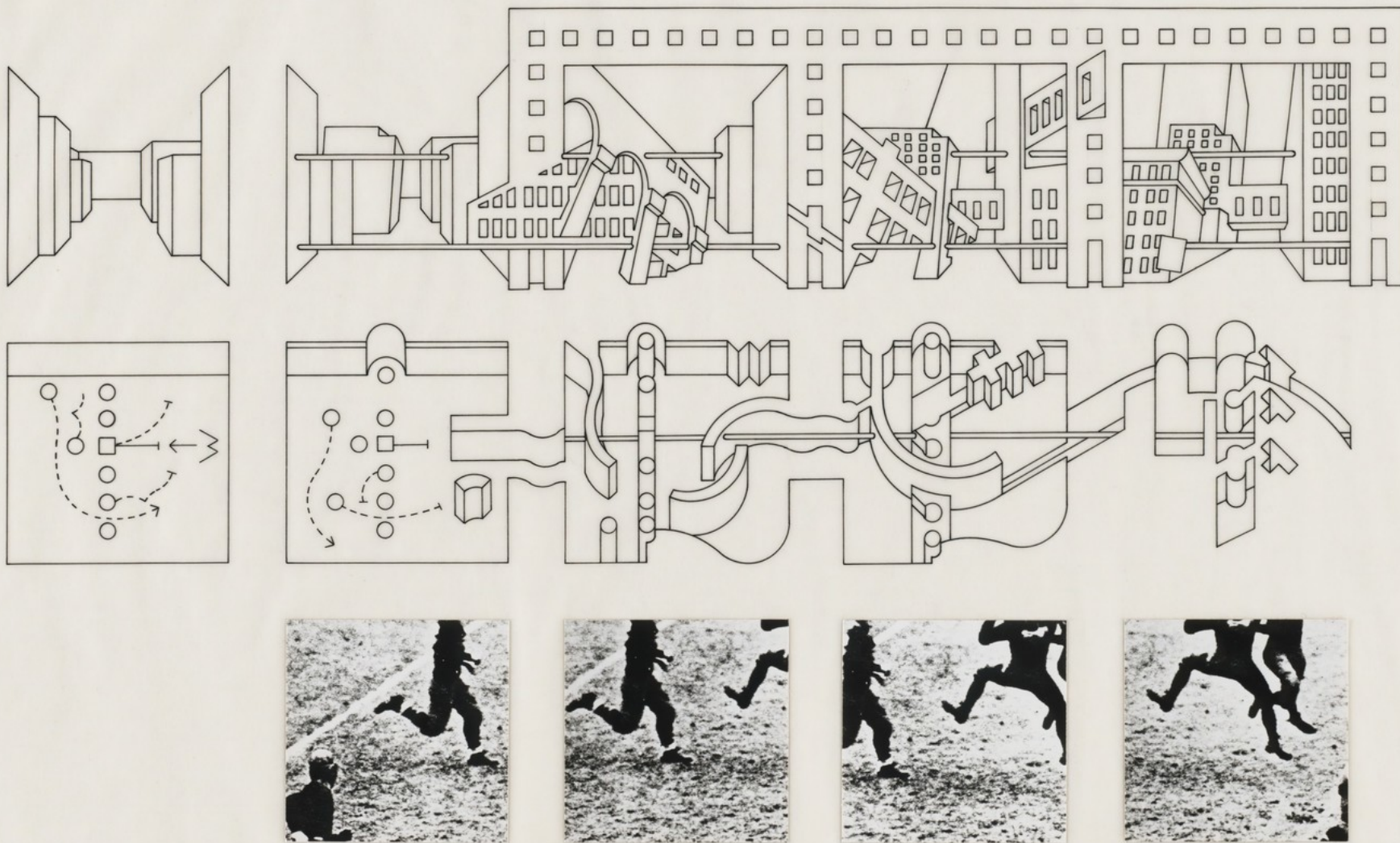
Leonardo da Vinci (1500)



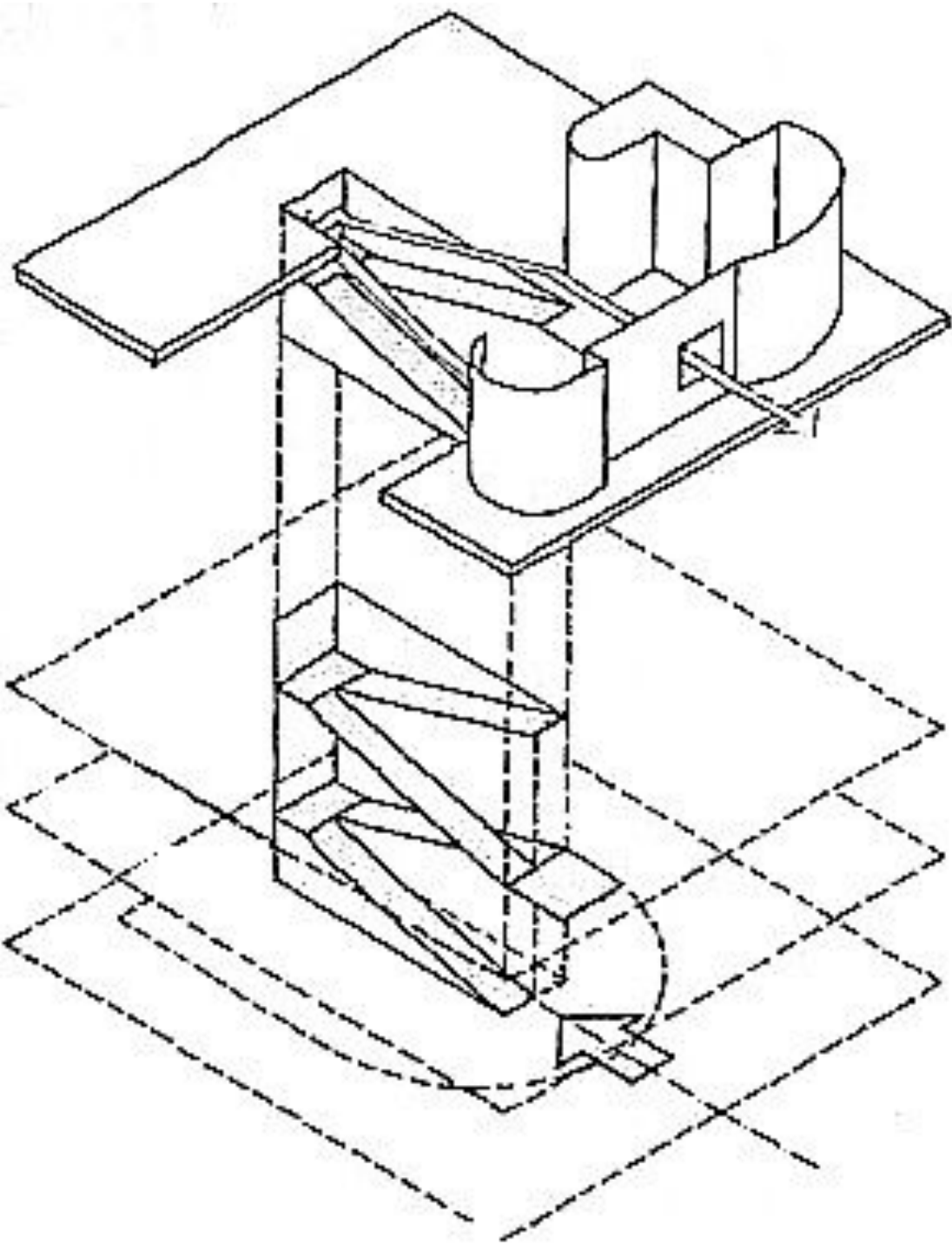
Le Corbusier (1920)



Muybridge (1890)



Tschumi



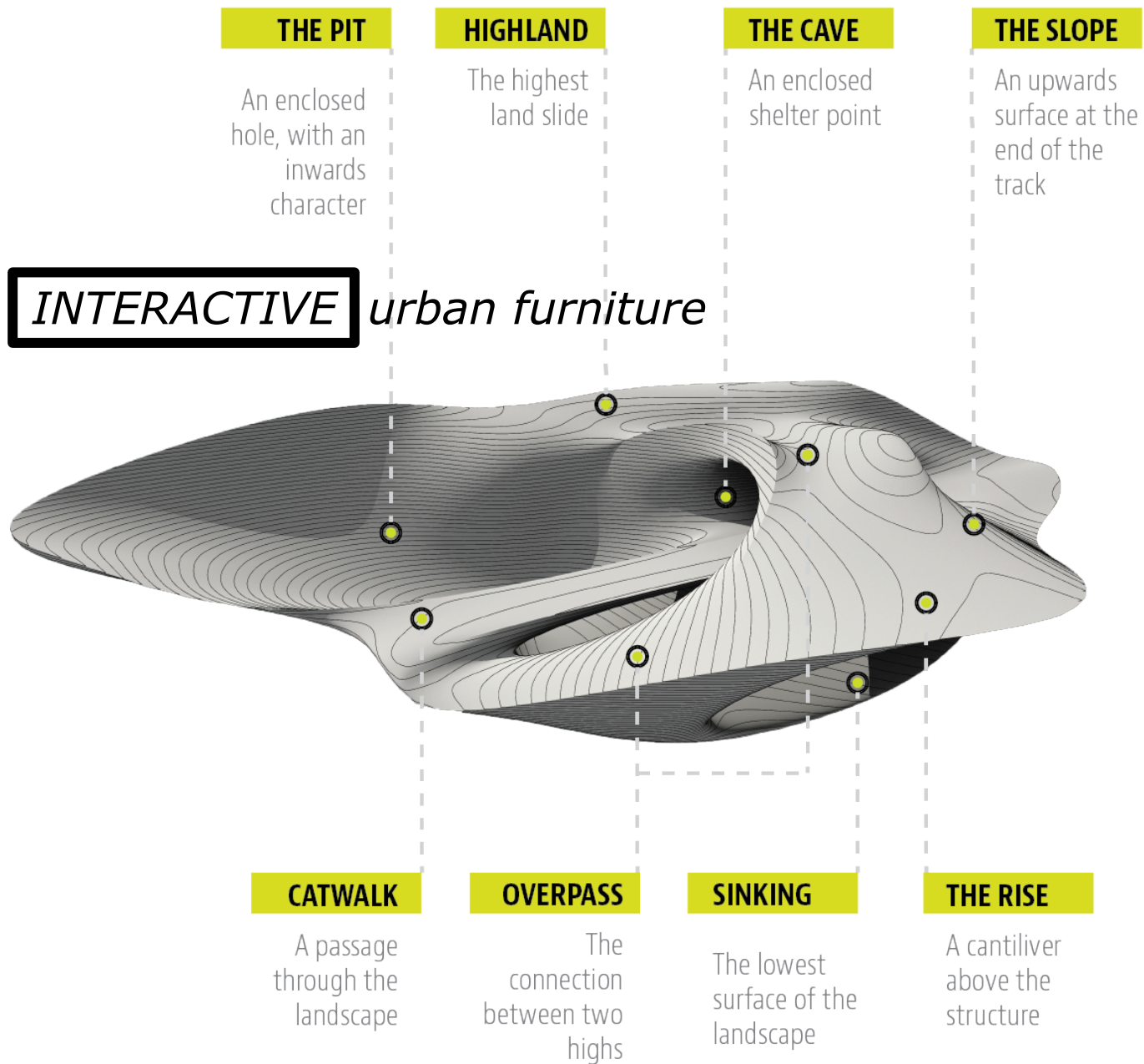
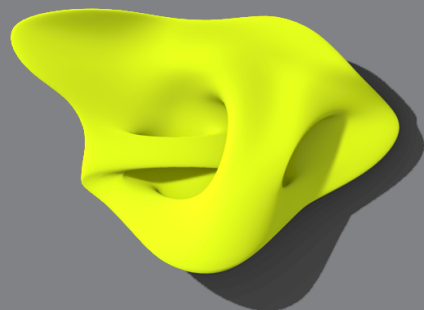
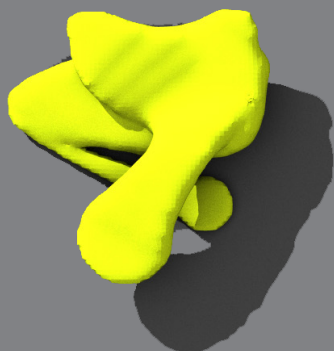
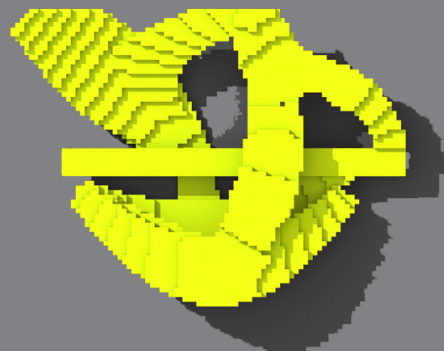
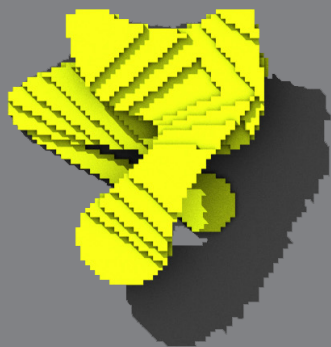
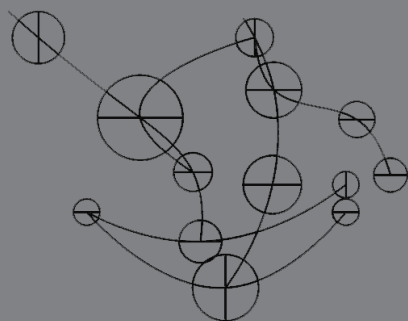
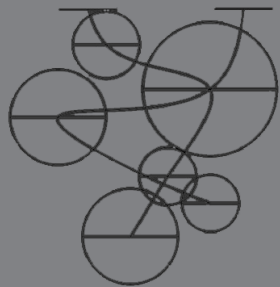
Le Corbusier

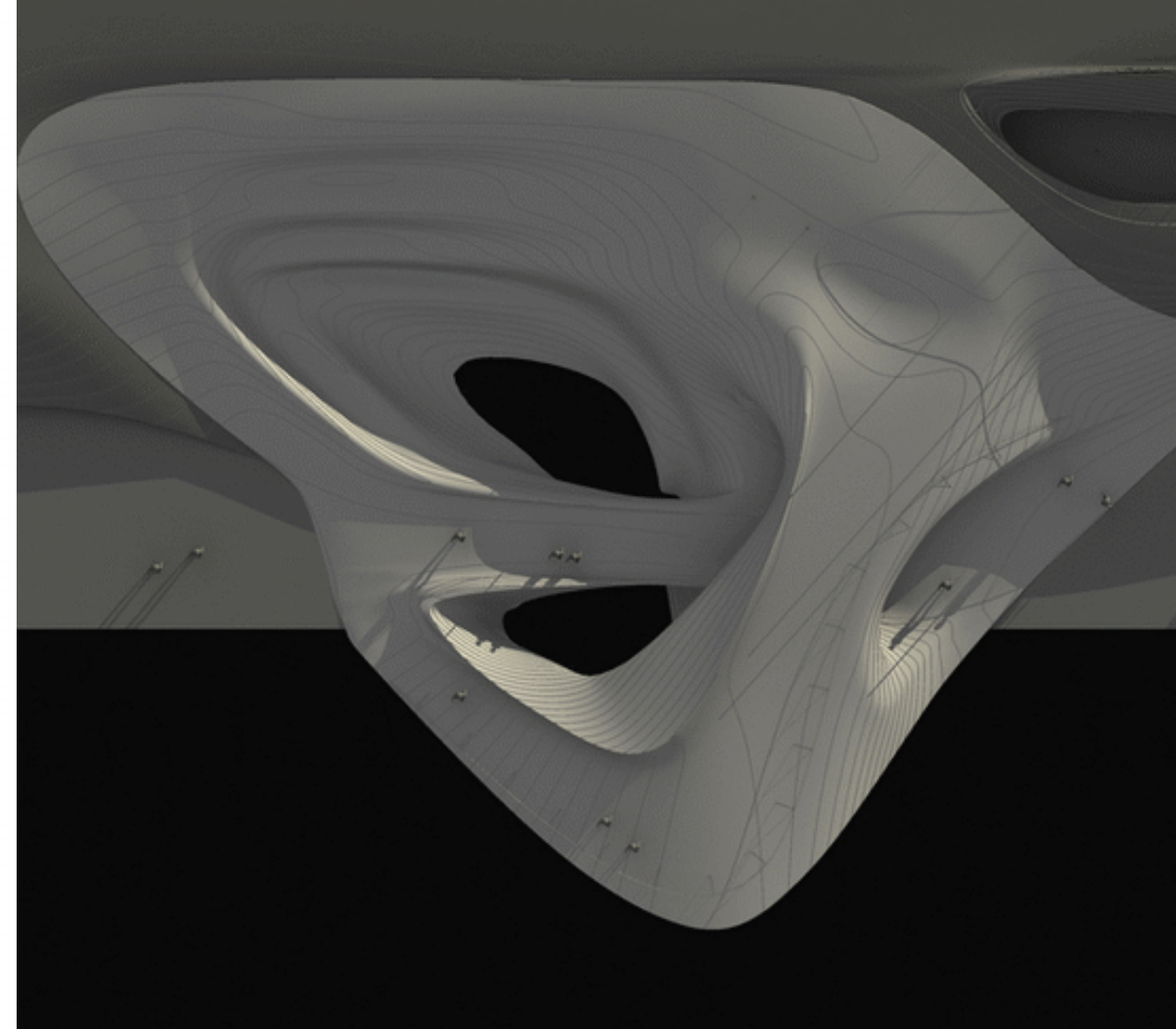
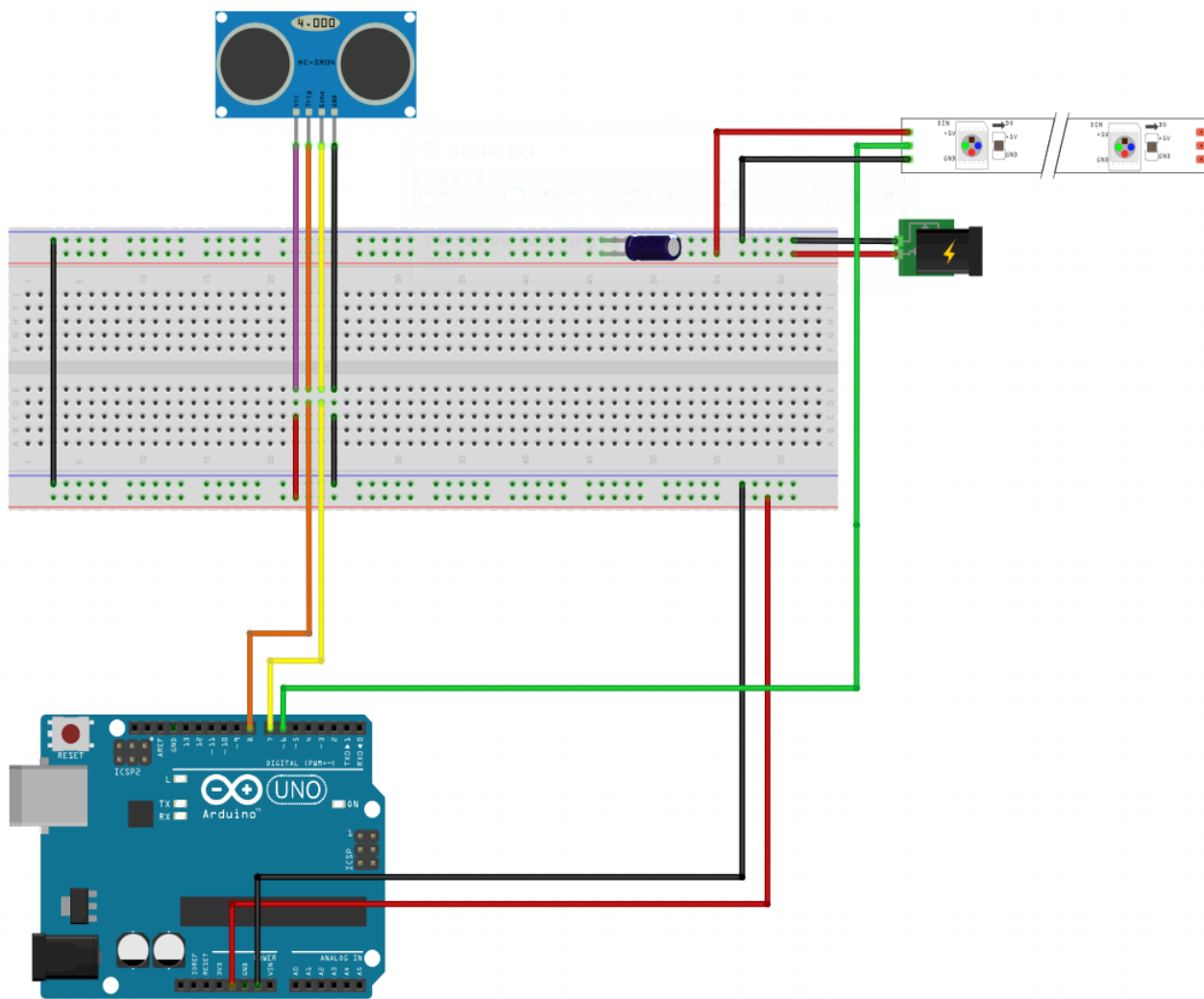


MSc 2 (Urban Furniture)



D2RPA&O (14-20)



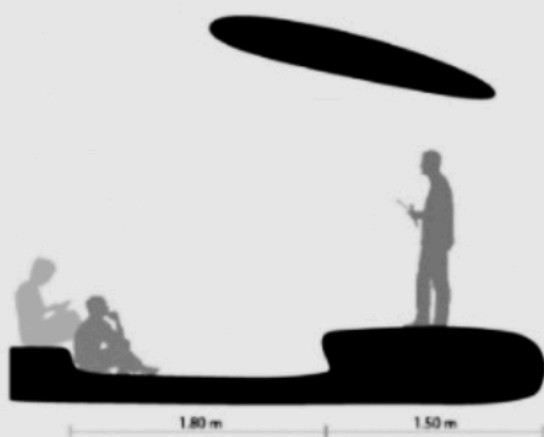


D2RPA&O (14-20)

Fishing



Gatherings



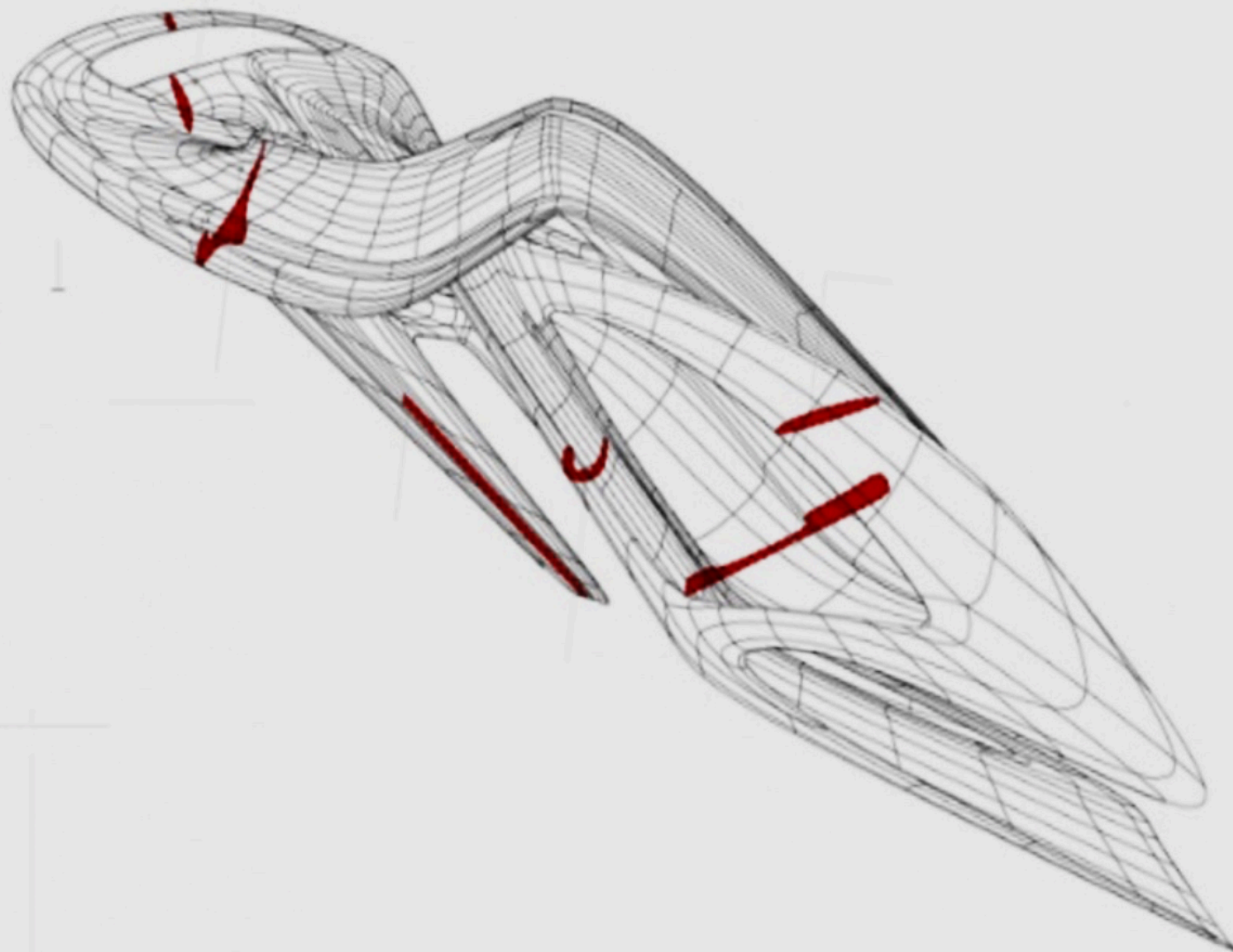
Relaxing



Individual space



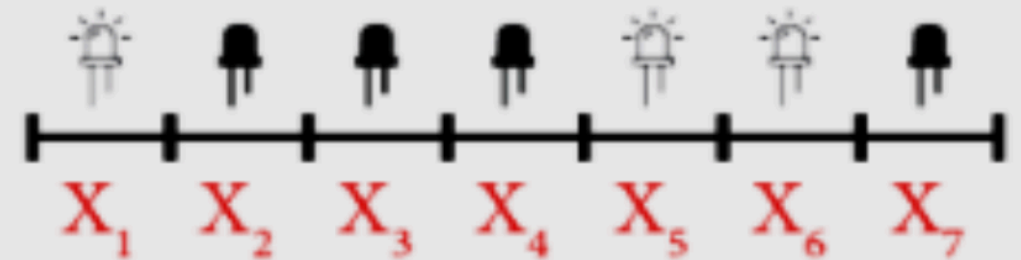
Dogs



D2RPA&O (14-20)

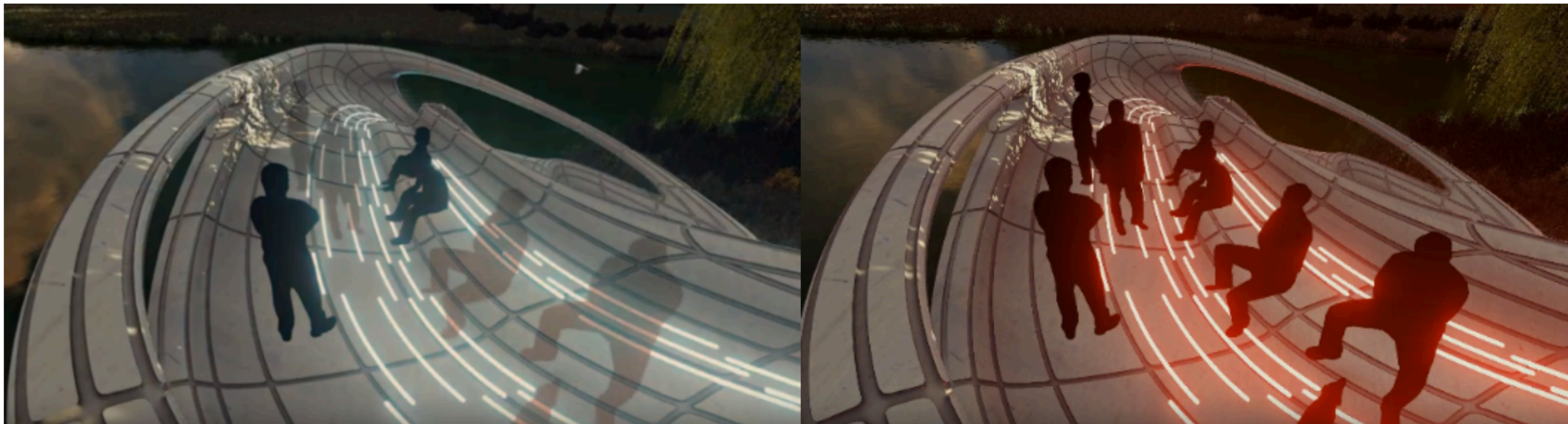


Combined values of sensors in area **Y** (density) = specific LED color

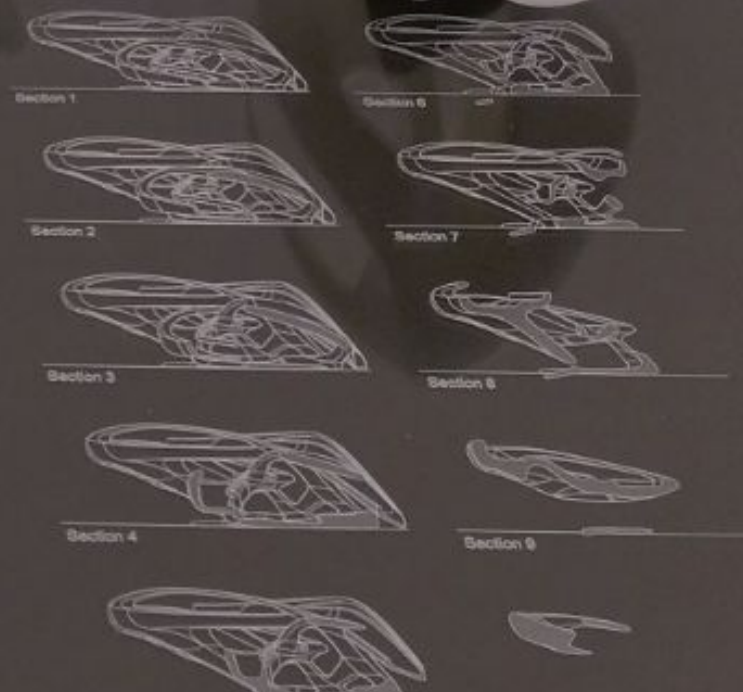
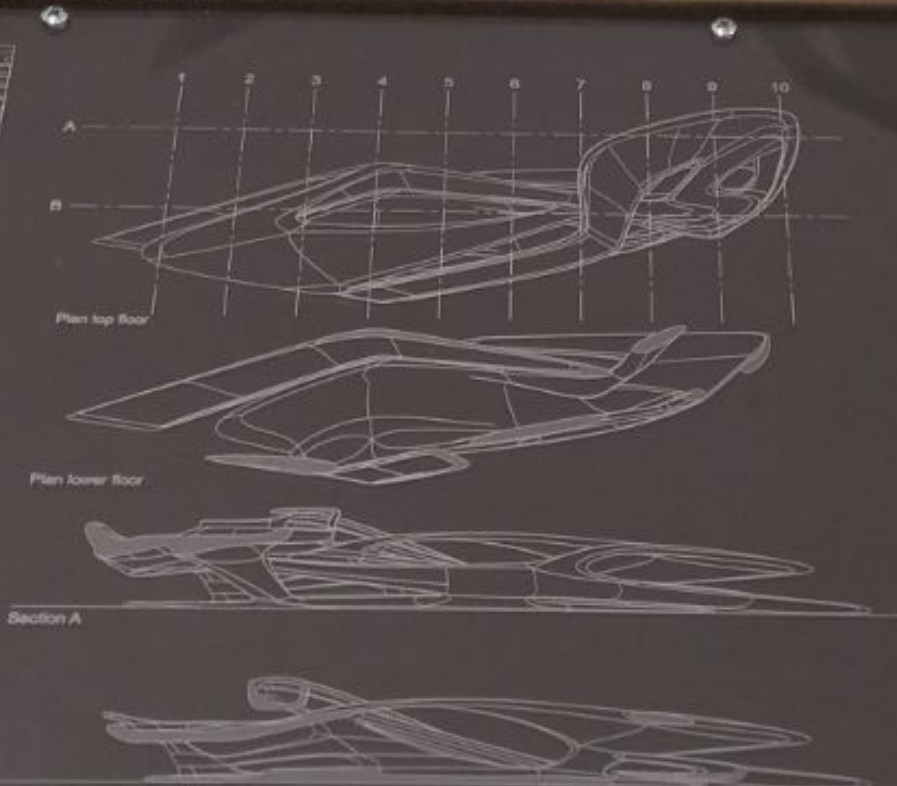


If trigger at X_i is false, then sleep mode = randomly change on/off, brightness and color of LED's.

D2RPA&O (14-20)



D2RPA&O (14-20)



(dis) Connection

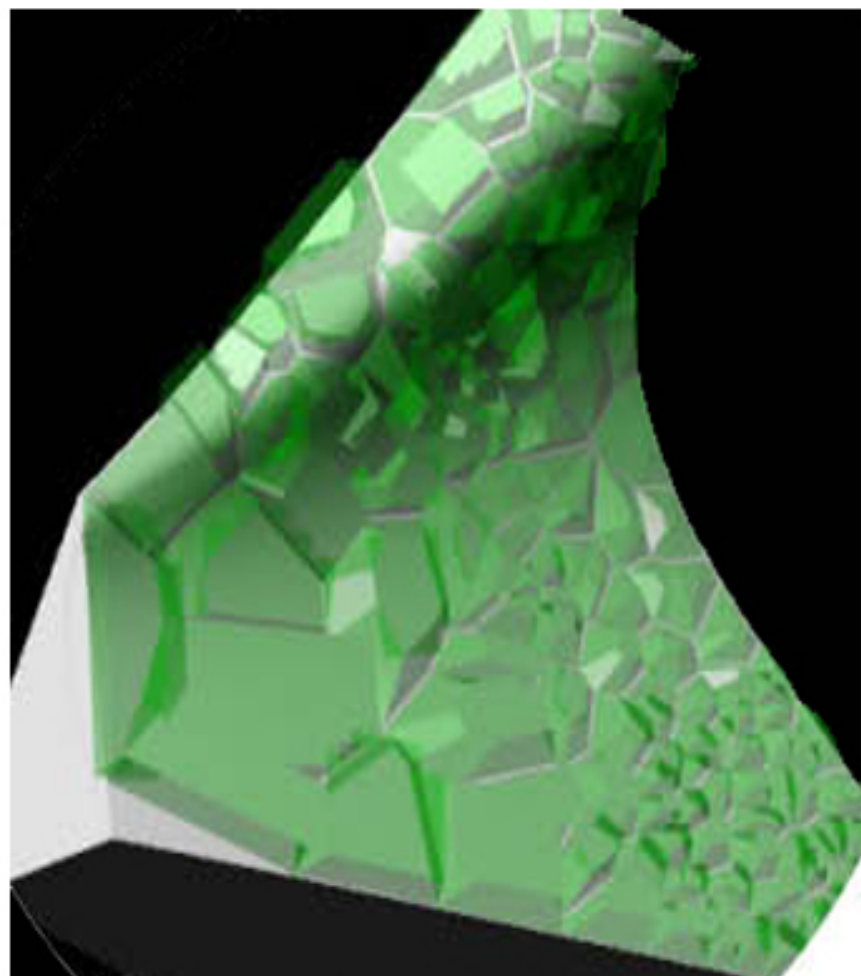
Hyperbody (Kutub Building)
May 2017-2018

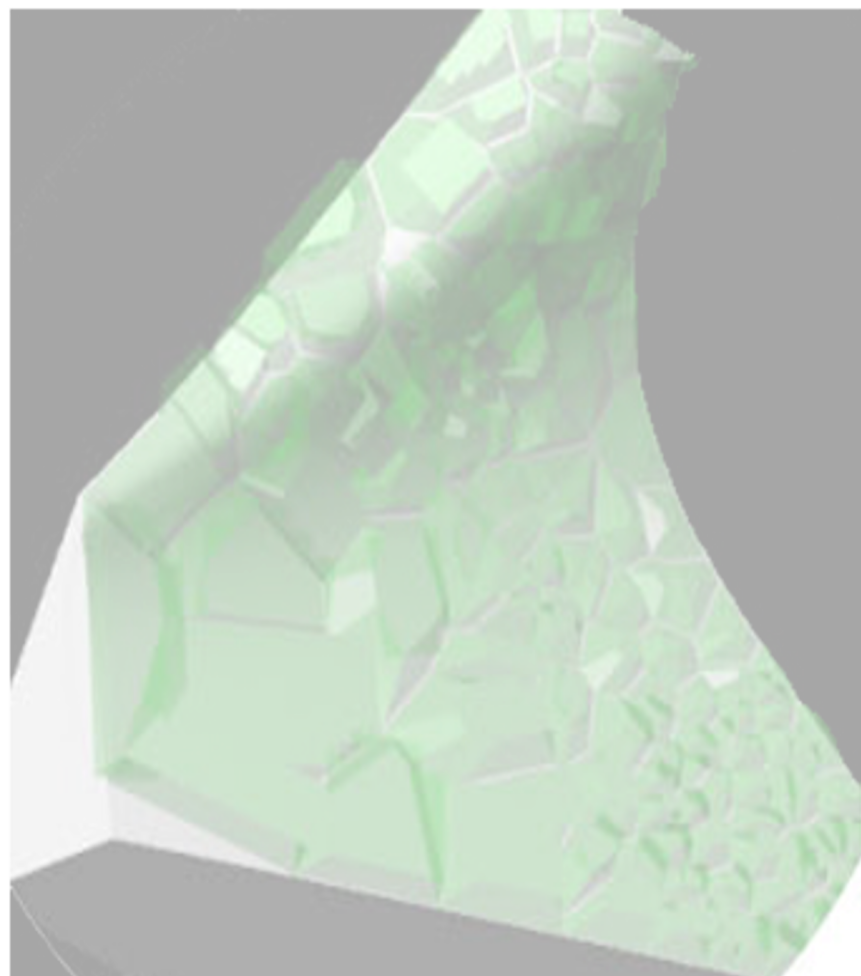
Staff
Vernon Kim
Yasun Hoon
Thomas Sander
Sayed de Tull
Edwin Vennart



(Dis)connection is a research study project in the studio non-standard and interactive architecture in the fall semester of 2017.

The project is located in the Delftse Hout. By analyzing the location it became clear that no clear distinction is made between group and individual activities. The aim of the project was to create an urban furniture which would allow users to appropriate based on collective individual needs, thus resulting in the concept of (dis)connection. We selected a range of activities from individual to collective and in accordance with the qualities of the site. We translated these requirements into specific components and used the geometry to articulate these components. The activities for collective use in space and time, while the activities for individuals result in the and stairs to an upper level. The individuals are disconnected collective by creating horizontal and vertical distance between design emphasizes the creation of distance by fluent lines surfaces. Furthermore, interactive architectural component is to the design according to the tectonic formless. These components will sustain the safety of the visitors, new relationship within the environment. Construction, urban aesthetics will be integrated as one by parametric design articulated by various methods of spatial analysis.





MSc 2 (Student Housing)

