

The 2004-2005 Joint Study Awards

One of the traditions the **form•Z** Joint Study Program and its report have established is the annual awards presented to deserving students for their exceptional work. This year eight awards of distinction and eight honorable mentions have been granted.

THE NOMINATIONS

To qualify for an award, a student should be nominated by the Principal Investigator (PI) of the JS school where he/she is enrolled. In addition to the images, the PI submits a summary description of the nominated project and states the reasons for which he/she thinks the nominated student deserves an award. This year, there were 105 nominees from 58 different schools.

THE CATEGORIES

The nominated projects were divided in eight categories: Architectural Design, Interior Design, Urban and Landscape Design, Fabrication, Product and Industrial Design, Visualization/Illustration, High Schools, and Animation. One Award of Distinction was granted in each category and a variable number of Honorable Mentions.

THE JURY

The selection of the awards was made by five jurors outside of **auto•des•sys**, all experts or theorists of computer aided design. They are listed below, in alphabetical order.

- **Christian E. Allebosch**, Industrial Designer, The Clever Lemon Co.
- **Greg Conyngham**, Integrated CADD Services
- **Kelly Dove**, Editor-in-Chief, Cadence
- **Loukas Kalisperis**, Professor of Architecture, Pennsylvania State University
- **David Wolf**, Architect, Architects Toolbox

JOINT STUDY AWARD WINNERS

THAT ATTENDED THE ACADIA 2005 CONFERENCE



From left to right are:

Mor Rotbart - Award of Distinction in Visualization and Illustration, Holon Academic Institute of Technology, Holon, Israel; **Jeffrey R. Olgin** - Award of Distinction in Architecture, Texas Tech University, Lubbock, Texas, USA; **Genki Harada** - Award of Distinction in Product Design, Tama Art University, Tokyo, Japan; **Sebastian Guevara Sinclair** - Award of Distinction in Urban Design, Pontificia Universidad Católica de Chile, Santiago, Chile; **Dan Tesene** - Award of Distinction in Fabrication, The Minneapolis College of Art and Design, Minneapolis, Minnesota; **James Diewald** - Award of Distinction in Animation, Miami University, Oxford, Ohio, USA; **Po-Yi Lee** - Award of Distinction in Interior Design, Tamkang University, Tanshui, Taipei, Taiwan.

THE PROCESS

The projects of all the nominees were sent to the jurors as Acrobat documents on CD-ROMs that also included animations that accompanied some of the submissions. Names and school affiliations were not included. The jurors returned their selections for the eight awards and grades (0 to 10) for each of the other projects. Selection of a project for an award was considered equivalent to a grade of 15. The grades were averaged and the one project from each category receiving the highest grade was selected for the award. Projects receiving an average grade 9 or higher were selected for the honorable mentions. The jury was also asked to comment on why they selected these particular projects. Their comments are included with the displays of the award of distinction and honorable mention winning projects.

THE PRIZES

All Awards of Distinction are receiving a **form•Z** RadioZity license with one year technical support and updates. They are also invited, expenses paid, to attend ACADIA 2005, where the awards are officially announced. In addition, **auto•des•sys** will wave the processing costs of a 10-seat JS license for the school they attend, for next academic year. Honorable Mentions receive diplomas acknowledging the award.



Institute for Jazz Studies at Fort Adams Park

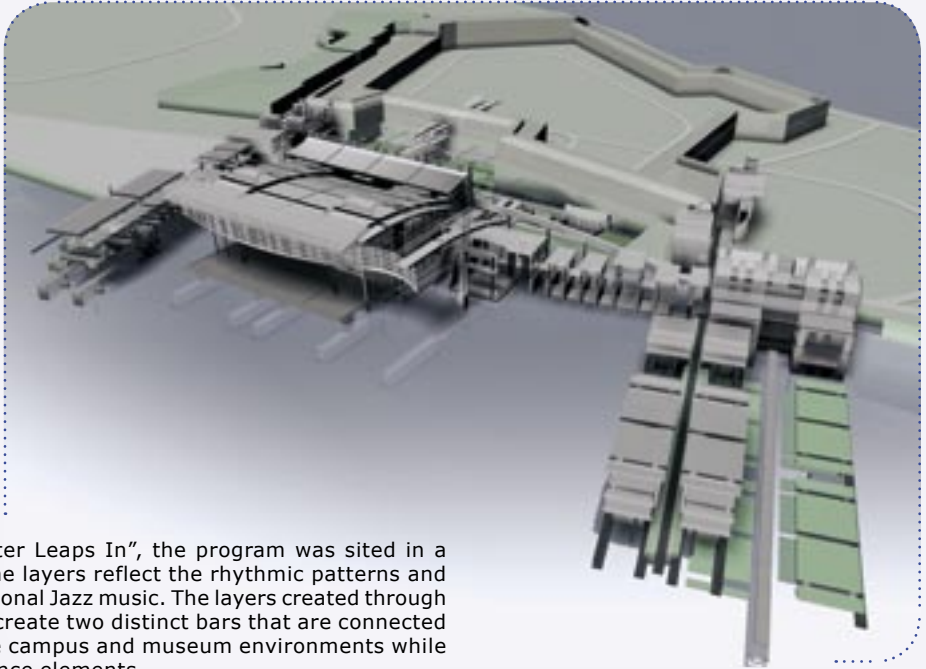
ADVISOR/PRINCIPAL INVESTIGATOR: BENNETT R. NEIMAN

COLLEGE OF ARCHITECTURE
TEXAS TECH UNIVERSITY, LUBBOCK, TEXAS

* SEE THIS COMPLETE PROJECT ON PAGE #46.

SUMMARY DESCRIPTION OF PROJECT:

The diagrammatic analysis of "Lester Leaps In" generated a series of collages and tracings consistent with musical notation and structure. This collage sequence allowed for subsequent investigation of the Fort Adams site. Further analysis of the collage produced layered line tracings that were reconfigured into speculative sections. The spatial relationships found in the relief studies and layered slice models were developed from this series of section drawings. The collage sequence introduced a series of scaled tracings derived from the structure and detail seen in the original diagram. These tracings act as a bridge between the diagram sequence and the sectional analysis. The Institute for Jazz Studies program required the following major components: Campus, Tourist Traps, Performance, Gardens, Plazas, and Transportation.



Through the diagrammatic analysis of "Lester Leaps In", the program was sited in a manner consistent with musical notation. The layers reflect the rhythmic patterns and fluctuations that occur throughout improvisational Jazz music. The layers created through diagrams positioned on the Fort Adams site create two distinct bars that are connected by a bridge element. The two bars house the campus and museum environments while the bridge connects the music and performance elements.



REASONS FOR THE NOMINATION:

This student's studio project exemplified the processes and methods of abstraction as generators of form that were required in this studio. This project reflects a fluid transition from early concept to architectural development. The design elements interact with the historic Fort Adams site, which remains independent, but feels as if it is in a call and response dialogue with the new complex.

Because of the intricacy and complexity of the early analytic collages, the student was challenged by the instructor to learn and employ **form•Z** as the primary design and representation tool. Critical to the project was **form•Z's** ability to synthesize form, allowing for the rapid generation of multiple prototypes, which were evaluated and adapted to improvisational circumstances. **form•Z** facilitated an imaginative expression of form, light, and surface that would not have been readily possible with traditional modeling methods. Through digital modeling, the student was able to constantly change and modify the project without investing heavily into rigid physical models. Rather than working within a confining physical medium, the student worked with flexible media that allowed the design to constantly grow and change over time.

JURY COMMENTS:

This project uses a series of views to carefully provide a visual interpretation of the program while leading the viewer through the design process. The subtle choice of colors in the rendering further strengthens the professionalism in this presentation.

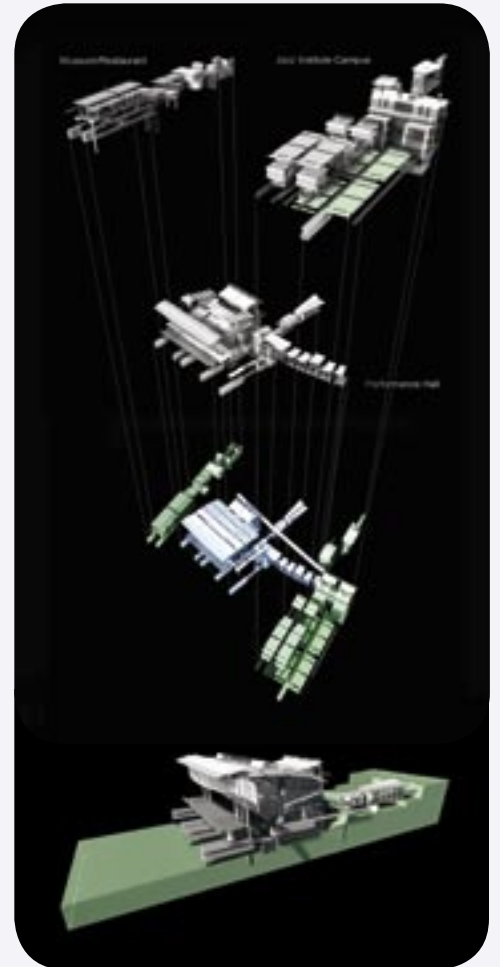
• Greg Conyngham

This is a big architecture project! And the result looks very realistic and achieved. I especially like the integration between land and sea in a very fluid building design. Technical views are readable at a glance and technical building solutions are obvious.

Modeling explains the concept very well. The presentation is clear and the rendered views integrating real life make me feel like I want to assist the next festival or just be there to enjoy a drink.

A very professional work and a very attractive building.

• Christian Allebosch



Indian Ocean Tsunami Memorial



DEPARTMENT OF ARCHITECTURE
CALIFORNIA POLYTECHNIC STATE UNIVERSITY,
SAN LUIS OBISPO, CALIFORNIA

ADVISOR/PRINCIPAL INVESTIGATOR: THOMAS FOWLER, IV

SUMMARY DESCRIPTION OF PROJECT:

The memorial reflects on the lost lives from this horrific event of December 27th, 2004, killing 225,000 persons.

The program for the project includes a reading space for the display of scientific and historical information about tsunamis. Additional spaces include a grand exhibition space, a multi-purpose space, etc.

The project's concept is fracture. The idea behind the building is to have the project's configuration relate to the feeling of destruction and loss that the tsunami caused by developing fractured forms and spaces. The play of light through translucent laminated glass elements and different reflectances on interior surfaces creates a unique experience for the visitor. The structure of the memorial is constructed with tension cables and glass envelope in a seemingly random configuration. The grand space is composed of a series of passageways and a large staircase with large sculptural elements created from the debris created by the tsunami.

REASONS FOR THE NOMINATION:

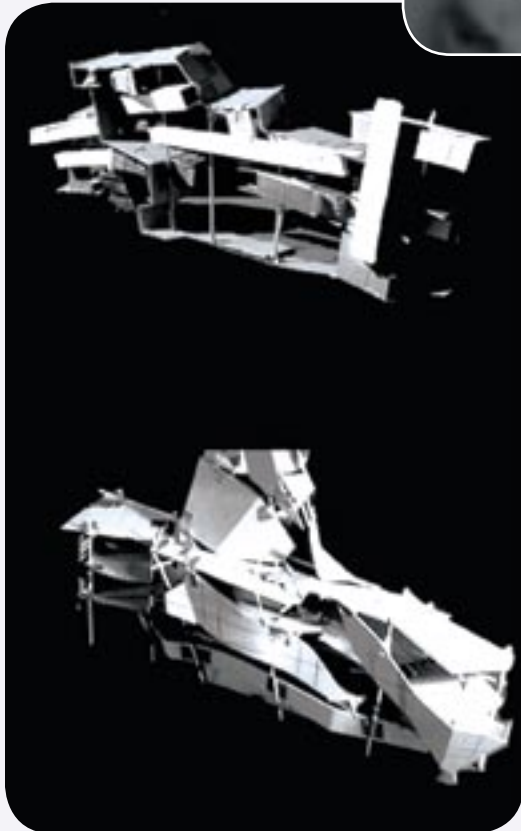
Student's project visibility shows the design evolution via computer models. The development of the project's envelope and interior spaces align very well with the intended concept for the project.

* SEE THIS COMPLETE PROJECT ON PAGE #26.

JURY COMMENTS:

The presentation and the use of media strongly captures the design intention, which is immediately apparent at first impact. The renderings and overall presentation as well as the animation strongly clarify the designer's intentions and clearly convey the appropriate emotion to the viewer. The sense of "fracture" is fully developed in both the presentation and the design. It is a very powerful statement.

• Loukas Kalisperis





Urban Mobility Mapping

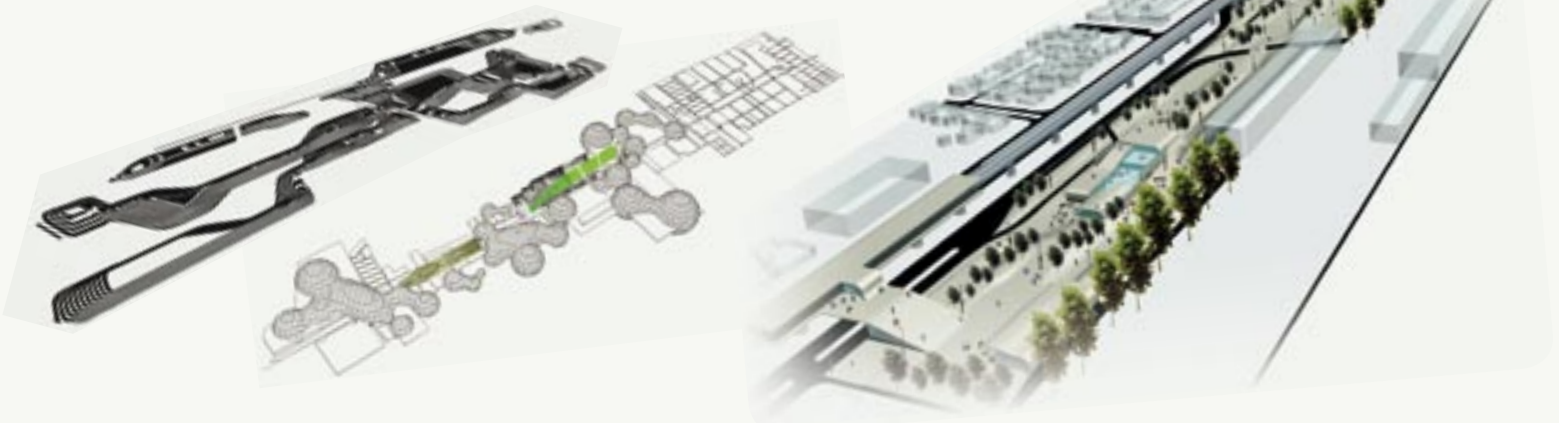
ADVISOR/INSTRUCTOR: SERGIO ARAYA, PABLO SARIC
PRINCIPAL INVESTIGATOR: CLAUDIO LABARCA

ESQUELA DE ARQUITECTURA
PONTIFICA UNIVERSIDAD DE CATOLICA
SANTIAGO, CHILE

SUMMARY DESCRIPTION OF PROJECT:

An exercise in the construction of path extrusions and metaballs. One of the most highly transited avenues of Chile, the Paseo Ahumada, was used as the context for this mapping exercise. By following a number of people and assigning a path to each one, a mesh constructed of individual surfaces is created. On the other hand, metaballs were used as a means of mapping people in a stopped stance. By doing so, and then overlapping the two, a complex mesh is created, alternating paths of movement and buffer zones.

* SEE THIS COMPLETE PROJECT ON PAGE #102.



REASONS FOR THE NOMINATION:

The digital tools here are used as a means of defining the morphology of his project. Tools are used as an abstract means of development and representation, working with flows and particles to define movement and stationary elements within the project.

By working with contours, displacements, and folded sheets, new geometries are created, allowing a smoother interaction between landscape and programme.

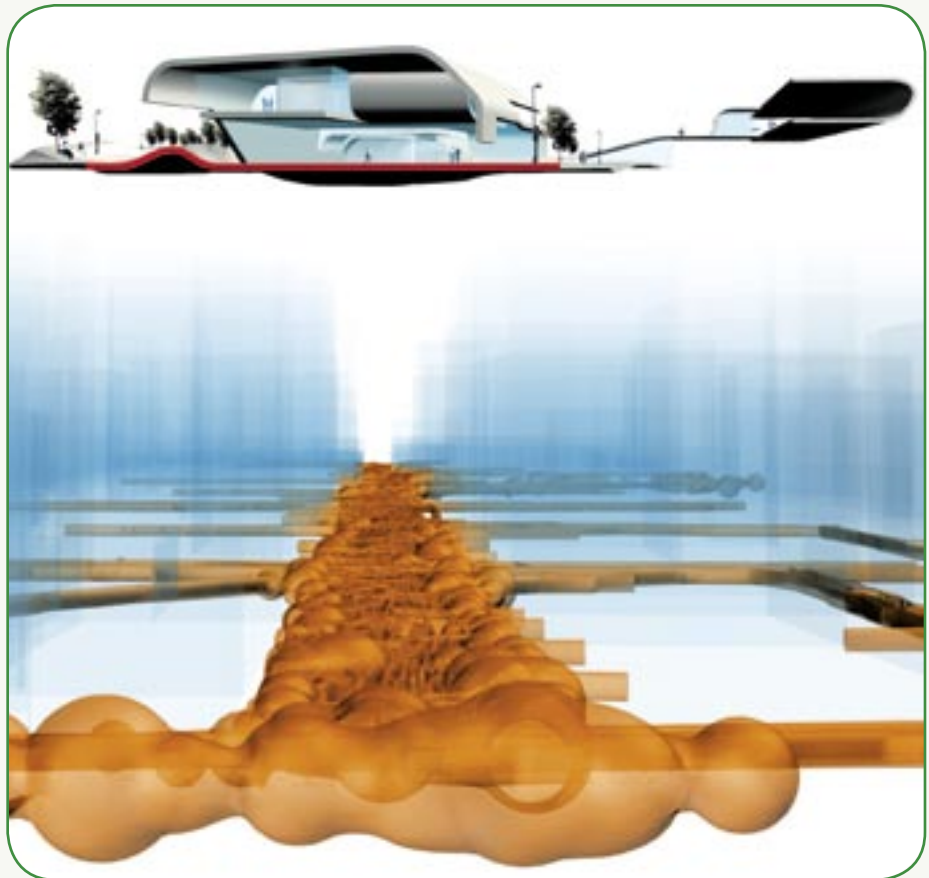
JURY COMMENTS:

Using metaformz to model the nuanced mechanics of urban circulation patterns is an inspired choice. Urban mobility mapping takes that idea from conception and analysis through to an urban design solution that is deduced from these studies. An excellent use of free-form modeling tools to communicate free-form human movement.

• David Wolf

This project is arguably one of the most convincing and appropriate uses of meta-balls in Urban Design. The presentation and the design proposal have a strong delineation of paths while preserving the generating organic system with a clear and convincing use of media. In addition, the contextual presentation is very complete.

• Loukas Kalisperis



Urban Scarring



DEPARTMENT OF ARCHITECTURE
UNIVERSITY OF COLORADO AT DENVER,
DENVER, COLORADO

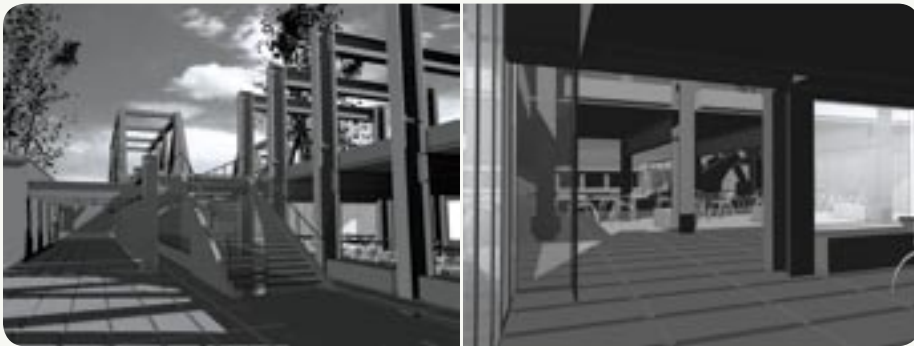
ADVISOR/INSTRUCTOR: MICHAEL HUGHES
PRINCIPAL INVESTIGATOR: SHANE RYMER

SUMMARY DESCRIPTION OF PROJECT:

Scarring results from a process of repair, which unites separate parts/pieces, while simultaneously constructing a visible memorial to the rift. Within the realm of urban intervention, scarring presents a new development model capable of revealing both the history of spatial separation and the process of repair. To begin this process of scarring, a suture is needed as an initial cohesive element. The suture is a foreign intervention and temporary connective device, which enables reconstruction over a period of time.

The site, a series of fragments loosely connected by the linear park system located along Cherry Creek in Lower Downtown Denver, lacks any substantial spatial connection to the surrounding urban landscape. The suture was used as a conceptual and formal device in an attempt to reconnect these separated spaces back into the life of the city while creating a distinct and alternative urban experience. The suture, in the form of a coherent program consisting of cultural and entertainment venues, enables these separate sites to be linked/unified through a series of event spaces to be implemented over time. This insertion of these new event spaces acknowledges the complex sectional quality of the site and weaves new points of connection between the existing pedestrian pathways at street level in Lower Downtown and the lower level of recreational activity (parks, bike paths, and open spaces) existing below street level along the Cherry Creek corridor.

The first event program deployed, and the focus of this project at the architectural scale, will be a new Museum of Contemporary Art.



REASONS FOR THE NOMINATION:

Throughout the project **form•Z** was used extensively to model, explore, and represent the spatial complexity of both the given urban context and the proposed architectural intervention. Modeling the site in **form•Z** at the beginning allowed the design process to evolve from the perspective of experiential inhabitation. This focus on designing from the inside or, more specifically, from the occupant's point of view, enabled the student to engage a subtle exploration of light and texture as a method for integrating architecture into the urban landscape.

JURY COMMENTS:

A very clear and understandable project even if not an easy one to connect all these parts of an existing landscape. The project is so evident that I would really like to see the scaled model. This project is mixing architecture and Urban Design...very good integration!

The modeling in **form•Z** is nothing complicated but very well mastered. The grayscale pers. (as well as pictures of the scaled model) views are not only very well made but add to the simplicity of the design and lead to the essential comprehension for all. A really good and realistic project.

• **Christian Allebosch**

* SEE A MORE COMPLETE PRESENTATION OF THIS PROJECT ON PAGE #322 OF THE CD.

Luis Fernando Calderon, Giacomo Bilz, Luis Pedro Brol, Antonio Arroyave, Rodrigo Cabrera, Carlos Herrera, and Ricky Titus

Master Plan La Auroa

9TH SEMESTER,
ADVANCED DESIGN STUDIO

ADVISOR/INSTRUCTOR: DAVID GARDA
PRINCIPAL INVESTIGATOR: HECTOR SANTAMARINA

FACULTAD DE ARQUITECTURA
UNIVERSIDAD FRANCISCO MARROQUIN,
GUATEMALA CITY, GUATEMALA



SUMMARY DESCRIPTION OF PROJECT:

Proposal of the "Aurora" Master Plan, if the local International Airport relocates its facilities away from the city in the future. All the students worked in the final design proposal, but each one of them had to design different buildings individually.

* SEE THIS COMPLETE PROJECT ON PAGE #64.



Facilities for Relaxation in the Offices

DEPARTMENT OF ARCHITECTURE
TAMKANG UNIVERSITY
TANSHUI, TAIPEI, TAIWAN

ADVISOR/PRINCIPAL INVESTIGATOR: CHEN-CHENG CHEN

SUMMARY DESCRIPTION OF PROJECT:

The original intention of this assignment was to ask students to integrate at least 6 facilities (3 small ones, 2 medium ones, and a large one) into a building, or a street, or a district. Students generated design works through observations and imaginations for interpreting their concepts of "urban nomads". An existing office building in Taipei was chosen for this project, generating a scenario of an office worker's day.

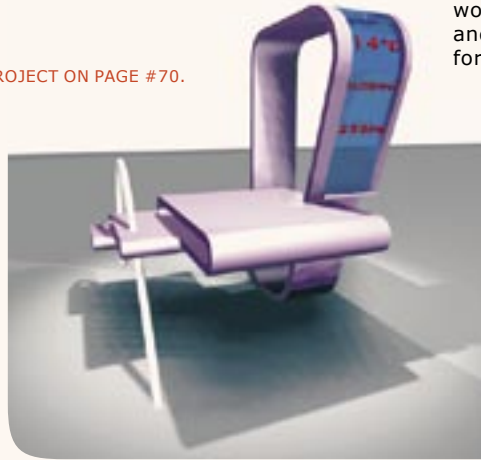
REASONS FOR THE NOMINATION:

This is a very interesting project, the designer - He had his sense of humor. He employed **form•Z** to generate 3D design to express his observation of our daily office life, and his criticism for such a hard-working existence. Excellent use of colors and materials yielded exceptional results for this project.

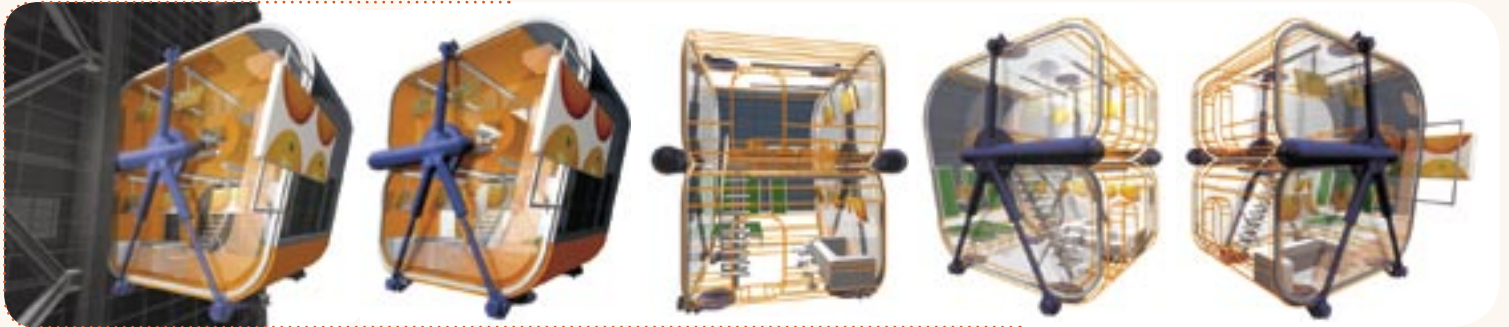
* SEE THIS COMPLETE PROJECT ON PAGE #70.



A regular working day starts.



Take a deep breath and shout before entering the office.



Take a squirt gun and shoot at the subway train.

JURY COMMENTS:

This project exhibits an innovative use of representational techniques to simulate and predict environmental behavior with an excellent multidimensional explanation of the possible solution space. The student submitted an elegant, convincing, and pleasing design presentation with a level of detail that enhanced perception and understanding. This presentation accomplishes an excellent sense of "presence".

• Loukas Kalisperis

This Interior Design demonstrates what a creative Studio session is made for! This student definitely has a very creative mind. And you can feel passion through the models. This student also has a very good sense to express and display his/her designs in a very clear manner through the use of C.G. (in this case form•Z). All forms and functions are evident. Pers. views are very elaborated. I'm not sure I would like to live in such an environment (makes me think of the 5th Element movie). An Interior Designer must be "crazy" before being rational. Nice piece of "madness".

• Christian Allebosch



Designing a Contemporary Art Museum

ADVISOR/PRINCIPAL INVESTIGATOR: TINA SARAWGI

DEPARTMENT OF INTERIOR ARCHITECTURE
UNIVERSITY OF NORTH CAROLINA AT GREENSBORO,
GREENSBORO, NORTH CAROLINA

SUMMARY DESCRIPTION OF PROJECT:

The project involved redesigning the Weatherspoon Art Museum located in the University of North Carolina at Greensboro. The opportunity involved designing a suitable museum environment which will appeal to a wide spectrum of public interests, exploring an appropriate physical definition and public face to an evolving contemporary cultural environment using cutting edge technologies. Investigation on how these technologies change our relationships with museums, art, and one another was to be further examined.

REASONS FOR THE NOMINATION:

The work of this student has been exceptional inspiring other students. In this project she redesigns a contemporary art museum catalyzing it with learning, relaxation and entertainment opportunities around a central atrium space.

The project proposes a Series of gallery spaces, with a range of volumes to accommodate the diversified display requirements of contemporary artwork. Learning environments such as studios, classrooms and media lounges for research and art education are interspersed with the galleries to encourage learning about contemporary art. Social spaces such as a café, are provided to complement the experience, for informal discussion and reflection.

The spaces accommodating these activities derive their volume and orientation from their function infusing the atrium space with dynamism and energy.

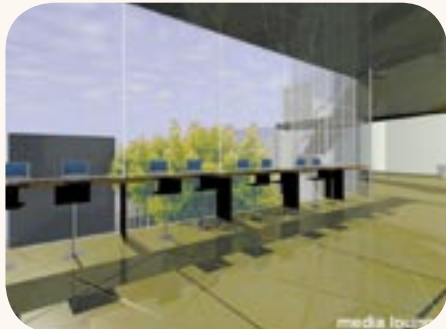
The student uses **form•Z** effectively to reveal the volume, materiality and spirit of the place. The final design is a successful interplay of solid and void, light and shade, and motion facilitated through the use of **form•Z**.



* SEE A MORE COMPLETE PRESENTATION OF THIS PROJECT ON PAGE #416 OF THE CD.



Central Atrium Space



Media Lounge



Cafe



Gallery - third floor



Media Lounge



PRODUCT DESIGN DEPARTMENT
TAMA ART UNIVERSITY
TOKYO, JAPAN

ADVISOR/PRINCIPAL INVESTIGATOR: JOHN LEAVER



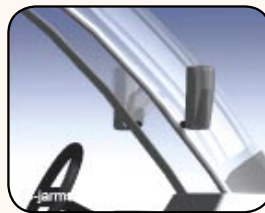
SUMMARY DESCRIPTION OF PROJECT:

Students selected the type of projects that they wanted to model and represent for their final project of the year. This student designed a Motor Bike.

REASONS FOR THE NOMINATION:

Many students chose an existing product to model and render for their final project but this student took it upon himself to design a project that explores the possibilities of motor bikes. One reason for its selection is the effort that went into this project, which resulted in a design and final presentation of high quality.

* SEE ALSO PAGE #127.



The major concept behind the design is that of rounded or circular forms. Its inspiration comes from the circular tire form which is expressed in various parts of the design. The rain guard also follows this theme and this is a desired item here in Japan where the rainfall is considerable, especially during the rainy and Typhoon seasons. Also this student decided to provide some color variation studies to add to the product's selection potential. I feel this project is very deserving of an award.

JURY COMMENTS:

This innovative design for an urban vehicle is a succinct and convincing presentation of the idea as well as the product, within elegant renderings and a convincing level of detail. This is a strong and powerful, yet sensitive, design and presentation.

• Loukas Kalisperis

A spectacular product design that clearly illustrates form•Z's tools in exploring cohesive design through the integration of curved shapes to integrally form the parts. This exploration is further continued with color alternatives for the body and the diagrammatic illustration accompanied by larger detail views.

• Greg Conyngham



Hand Drill

ADVISOR/PRINCIPAL INVESTIGATOR: JOHN LEAVER

PRODUCT DESIGN DEPARTMENT
TAMA ART UNIVERSITY
TOKYO, JAPAN

SUMMARY DESCRIPTION OF PROJECT:

The design of a "hand tool" in which the students selected the type of tool they wanted to design. After research of the desired tool a design was created and developed to fulfill the design requirements.

REASONS FOR THE NOMINATION:

The design of this project and the visualization using **form•Z** are the primary reasons for selecting this project as an award candidate. The research behind the design of this hand drill determined that the gun-held style was a little unstable and difficult to control when beginning to drill a hole. This design locates the center of gravity of the drill motor in the center of the hand which makes it easier to control and aids in higher performance quality. In addition the location of the drill rotation direction switch was placed at the top of the drill making it easier to understand the rotational direction. The final presentation required an exploded view of the parts of the assembly and this project used **form•Z** effectively to accomplish this objective. Its design and computer modeling are of high quality and I feel it is deserving of an award.



JURY COMMENTS:

This one is my favourite. Even if I have some technical points to clear out (but it is already done in my mind!). For a 2nd year student, he/she has the right 'mind' to be a Product Designer. Ergonomy, visual attraction (colors, sensual look, evidence of functions), and tech integration are well mastered. Renderings are what they are made for: comprehension of the model. Anyway, a lot better than all the cordless screwdrivers I have seen on the market! A classic well revisited...and it is not an easy exercise to re-create the wheel!

• Christian Allebosch

* SEE ALSO PAGE #126.





Wasp

ADVISOR/PRINCIPAL INVESTIGATOR: GADI FREEDMAN

INDUSTRIAL DESIGN DEPARTMENT
HOLON ACADEMIC INSTITUTE OF TECHNOLOGY,
HOLON, ISRAEL

SUMMARY DESCRIPTION OF PROJECT:

This beautiful imaging of highly complex organic forms was built with the most current tools, mostly NURBS, to an amazing accuracy and detail. To add to the detailed modeling work, custom made textures were added resulting in a lifelike project.

JURY COMMENTS:

Let me make it clear: I hate wasps and hornets! Nevertheless, when I see a 2nd year student who has mastered nurbs at the level of this project, it has to be seen as a piece of art. Posture, proportions, almost 'life like' images comprise a job very well done. To offer a suggestion, the student might have looked at a real wasp with a magnifying glass to extract more accurate textures, but this would be to further improve the details of an already excellent work.

• Christian Allebosch

This is an excellent demonstration of the possibilities of technology used in the appropriate manner in order to enhance the understanding of the artifact. The project had very sensitive representation of form and detail as well as impressive control of geometry and proportion, especially for a second-year student.

• Loukas Kalisperis

* SEE THIS COMPLETE PROJECT ON PAGE #130.





DEPARTMENT OF ARCHITECTURE
CEGEP DE SAINT-LAURENT
VILLE SAINT-LAURENT, QUEBEC, CANADA

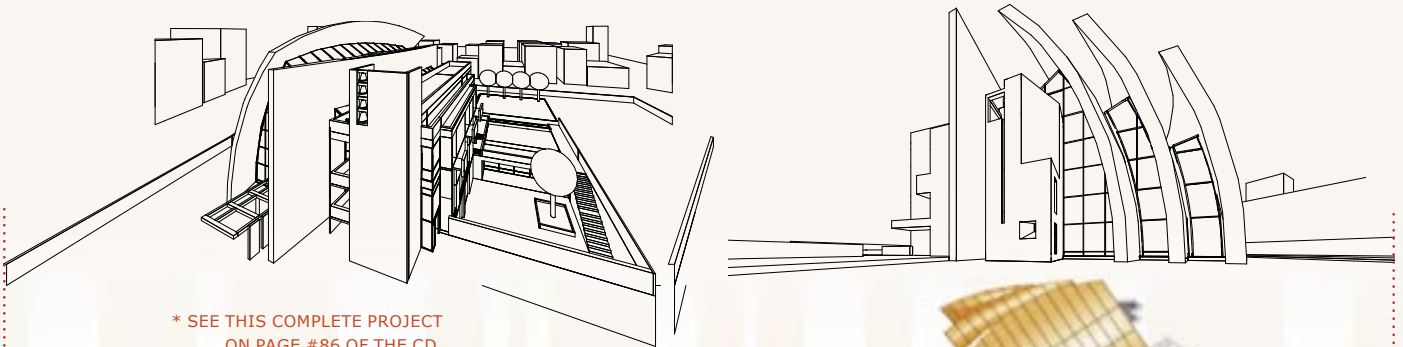
ADVISOR/PRINCIPAL INVESTIGATOR: PIERLUCIO PELLISSIER

SUMMARY DESCRIPTION OF PROJECT:

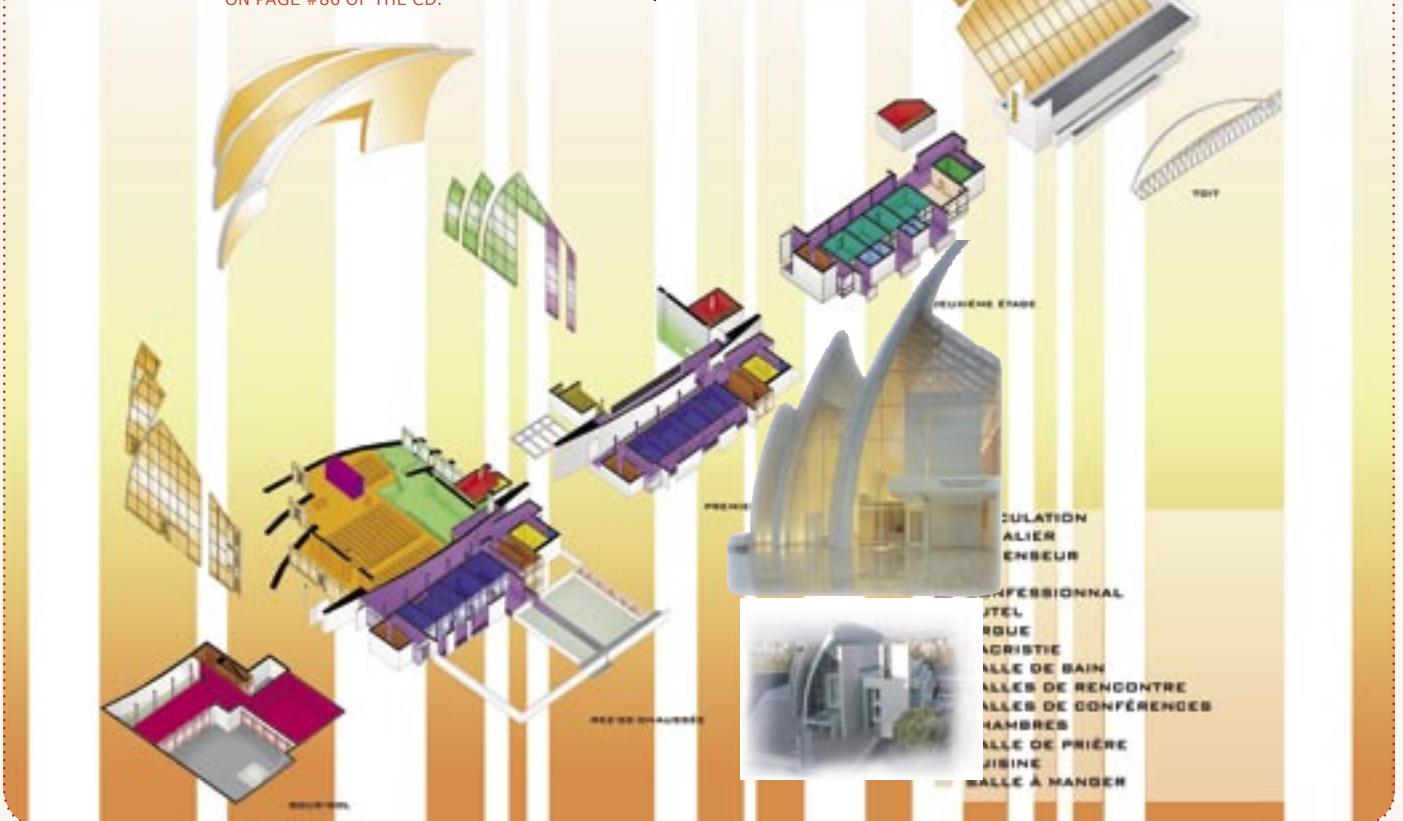
Architectural rendering of the Jubilee Church in Rome (Italy) by architect Richard Meyer.

REASONS FOR THE NOMINATION:

The project has been recreated starting from the architect's preliminary sketches. The 3D project is accurate and presents several difficulties to overcome. Furthermore the **form•Z** animations and the still Photoshop renderings are really good. A very good example of the application's possibilities, the whole project (3D, plans, renderings - traditional & digital - plus the 3D model) has been realized in 9 days by a team of 5 students.



* SEE THIS COMPLETE PROJECT ON PAGE #86 OF THE CD.



- PREMIER
- DEUXIÈME ÉTAGE
- TROISIÈME ÉTAGE
- ISOLATION ALIÈRE
- ENSEUR
- PROFESSIONNAL
- STEL
- ROQUE
- LOGISTIE
- ALLE DE BAIN
- ALLES DE RENCONTRE
- ALLES DE CONFÉRENCES
- CHAMBRES
- ALLE DE PRIÈRE
- DISINE
- SALLE À MANDER



Dan Tesene

SENIOR, ADVANCED SCULPTURE / OBJECT AND THE COMPUTER

Fabrication

Manual Fractals: Fossils

ADVISOR/PRINCIPAL INVESTIGATOR: BRAD JIRKA

DEPARTMENT OF FINE ARTS
THE MINNEAPOLIS COLLEGE OF ART AND DESIGN
MINNEAPOLIS, MINNESOTA

SUMMARY DESCRIPTION OF PROJECT:

This project focused on the concepts of multiples, repetition, sequence and rhythm. As an artist using **form•Z** this student approached the new experience with the idea of exploring the media and process rather than simply utilizing it as a visualization or design tool.

The results were the creation of a series of objects, "Teseneossils", that imply fractal forms but were created without algorithmic formula. An artists look at the complexity of systems and nature.

JURY COMMENTS:

Manual Fractals: Fossils is a very exciting project, underscoring the future direction of 3D modeling by highlighting the power of rapid prototyping. While **form•Z** is a phenomenal tool for rendering and creating images and animations, the long-term implications of the program is not in pretty images, but in rapid prototyping of any object you can conceive. This project displays the excitement of this important direction in 3D modeling.

• David Wolf

The fractal forms of nature and their corresponding urban iterations show the strength of **form•Z** as a tool for exploratory design and analysis. Continuing the exploration of these fractal pathways using 3D prototyping allows the designer an additional path of design investigation that would be complex to achieve through traditional methodology.

• Greg Conyngnam

REASONS FOR THE NOMINATION:

This work, developed over the course of two semesters, and recognized by receiving the Senior Fine Arts Award, reflectS a true artist's incorporation of a new media. Seeing beyond the typical application of 3D modeling to a true means for creation and expression, the student utilized **form•Z** outside of the technical realm and, in conjunction with our rapid prototyper, was able to create astoundingly intimate works that ply the realm of fossil, artifact, nature, and technology.

It was interesting to listen to our algorithmic artists describe the importance of the modern artist having the skills of the programmer then their response when they learned the works were, essentially, "made by hand".

I believe the work speaks to the delicate balance between the individual and technology.



* SEE ALSO PAGE #73.

JUNIOR, FURNITURE & SCULPTURE / OBJECT AND THE COMPUTER

Jesse Gantenbein

Shanty Town

ADVISOR/PRINCIPAL INVESTIGATOR: BRAD JIRKA



DEPARTMENT OF FINE ARTS
THE MINNEAPOLIS COLLEGE OF ART AND DESIGN
MINNEAPOLIS, MINNESOTA

SUMMARY DESCRIPTION OF PROJECT:

This nomination is about the translation of the digital to the real. The exciting element of the use of **form•Z** and rapid prototyping is the adoption of the process as a tool in the creation of the work.



REASONS FOR THE NOMINATION:

I feel that this work is a model for the inclusion of the computer and the use of **form•Z** as an effective tool in the artist's creative process.

I feel the project goes far behind the simple use of a machine to become a commentary on modern technology...not a statement of "good or evil" but rather revealing an understanding of the detachment of technology without the "human heart". At the same time it quips at the "glory" of modern architecture while suggesting the application of the technology to more immediate priorities including sustenance and sustainability.

Jury Comments:

This project proposes an intricate and innovative solution to a difficult design problem. It exhibits the proper coupling of digital and traditional media with implications beyond just representation. I was particularly impressed by the multidimensional transfer of media and the resultant iterations of the designed artifact.

• Loukas Kalisperis

"ShantyTown" contrasts the stark realities of the existence of many populations to the advantages and opportunities of his/her own computer generation. At the same time the work brings an interesting perspective on the generation of "computer architecture", a glance at materials, and an almost ironic humor of the contrast of these differing realities.

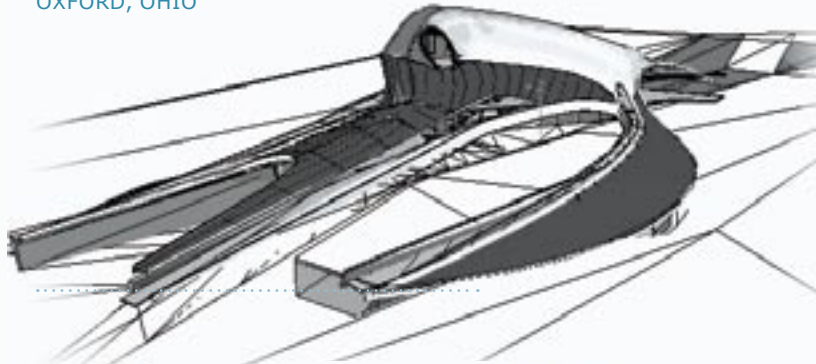
* SEE ALSO PAGE #72



Boathouse at Montrose Harbor

DEPARTMENT OF ARCHITECTURE AND INTERIOR DESIGN
MIAMI UNIVERSITY
OXFORD, OHIO

ADVISOR/PRINCIPAL INVESTIGATOR: MURALI PARANANDI



JURY COMMENTS:

It is very rare that I see good and meaningful camera movements, transitions and effects in a student project; however, in this endeavor the digital cinematography techniques are excellent. This project exhibits an elegant use of media to comprehensively present and explain the design proposal and the designer's intention at all design stages.

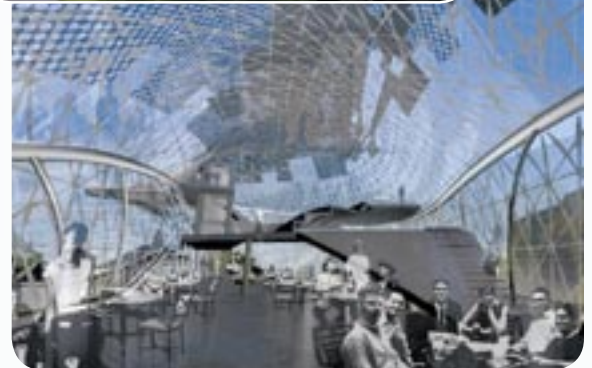


* SEE THIS COMPLETE PROJECT ON PAGE #79.
PLAY THE MOVIE FROM PAGE #158 OF THE CD.

• Loukas Kalisperis

This animation uses a variety of digital visualization tools to fully explain the complete structure, program, spatial characteristics, materials and details. It shows the building as a design presentation and yet also forms a "construction document" to further clarify the full extent of the design.

• Greg Conyngham



Adam Doulgerakis, Miltos Portokalis and Aris Theofilou

9TH SEMESTER, NEW MEDIA IN ENHANCING
PERCEPTION OF SPACE

Escape from Modern Tate

ADVISOR/INSTRUCTOR: ANASTASIA PECHLIVANIDOU-LIAKATA,
STELIOS ZEREFOS, AND TINA MIKROU
PRINCIPAL INVESTIGATOR: ANASTASIA PECHLIVANIDOU-LIAKATA

SCHOOL OF ARCHITECTURE
NATIONAL TECHNICAL UNIVERSITY OF ATHENS,
ATHENS, GREECE

JURY COMMENTS:

While the modeling and textures are rather basic, the animation itself is very good—using strictly form•Z animation capabilities. "Escape from Modern Tate" explains it all, as it asks a question: where is Lara Croft? These students use the camera as if they were doing a movie with modern techniques: with a camera on a shoulder at eye level, walking, running, and stopping to decide whether to run away. There is a very acute sense of rhythm in the scenario. Looking at the animation, you are really involved and you are waiting to see what happens next! Also, the music integration is perfect. This is an apparently very simple (but in fact not that simple) animation in form•Z with a lot of sensibility!

* SEE ALSO PAGE #180 OF THE
CD, FROM WHERE YOU CAN
PLAY THE MOVIE

• Christian Allebosch





le Corbuseir's Domino House

ADVISOR/PRINCIPAL INVESTIGATOR: ROBERT MEREDITH

ART DEPARTMENT
DALTON SCHOOL,
NEW YORK, NEW YORK

SUMMARY DESCRIPTION OF PROJECT:

For the past few years I have refined an assignment based on le Corbusier's Domino house. Students are given a **form•Z** model of the Domino structure and asked to consider le Corbusier's 5 points of Architecture (1. Internal supports; 2. Free plan; 3. Horizontal windows; 4. The free design of the façade; 5. The roof garden). Students are asked to use the Domino model as a catalyst for their own ideas regarding architecture. In this assignment, students seem to both accept and use the 5-point concept to explore the freedom inherent in such a model, or they ignore the structure and camouflage the skeleton.

REASONS FOR THE NOMINATION:

I have recommended this student for this year's Award of Distinction because of his ability to utilize the le Corbusier model by building on the 5 points that develop a strategy for a house. This student has consistently developed modeling skills, and possesses an intelligent sense of design. His attention to detail and specificity in all the elements make this project come to life.

JURY COMMENTS:

The project exhibits a sensitive and compelling representation of materiality, structure, and system. The play of solid and void, transparency and opacity, adds to the understanding of the viewer. The comprehensive representation and level of detail places the design in context.

• Loukas Kalisperis

A very firm grasp of modeling and rendering shows great promise in what the next generation of designers will be capable of. Commendable work!

• David Wolfe

For a high school student – really good work. Architecture is evident from any view. Modeling is clear and well rendered. The interior renderings are of a quality far beyond a high school student's capabilities.

• Christian Allebosch

This model of le Corbusier's Domino house shows the use of digital tools to provide an understanding of design and tectonic concepts of the architect's core points of design. The interior renderings give us a further glimpse of how these points shape the finished volumes for the purpose of the home's inhabitants.

• Greg Conyngham

* SEE ALSO PAGE #551 OF THE CD.

