



# Architectural Composition

COMPOSITION PRINCIPLES &  
COMPLEX COMPOSITION

WEEK 39&40

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8 OKTOBER 2021



# Guiding Theme (Proces)



Reflection:  
Elements

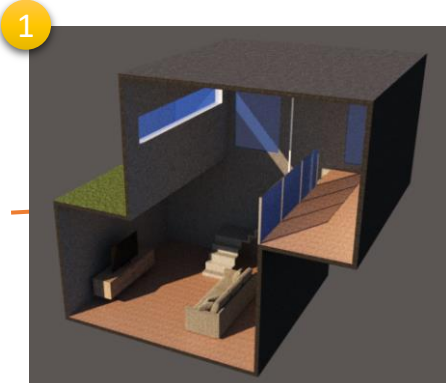
I have tried to make models by using the main forms: square, circle and triangle. I found out that making parallel lines in a space with a triangle roof quite challenging is.

Instruments

It was more easy to provide enough light in a dome than in a cube or a triangle. The view routing and dimension are also quite challenging in a room with a sloped roof.

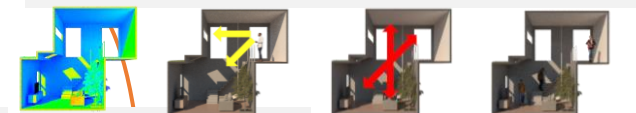
Composition arrangement

The open public space I made (a park) is a central place with paths in four directions. A radial or linear composition or composition with datum has the best routing.

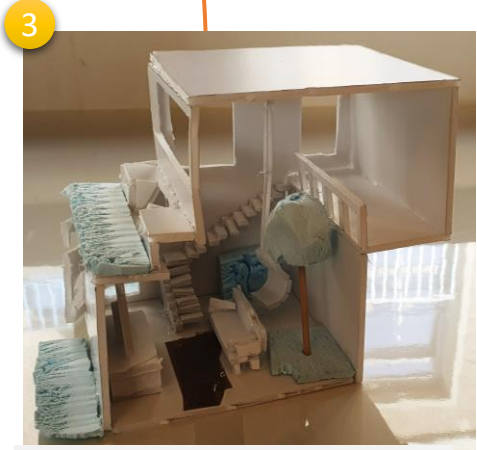


Model 1, before modification

Light, View, Dimension, Routing



Model 1, analysis



Model 1, after modification



Model 2, box in a box



Model 3, parallel lines



Model 3, public spaces, parallel lines



Models, clustered and interlocked



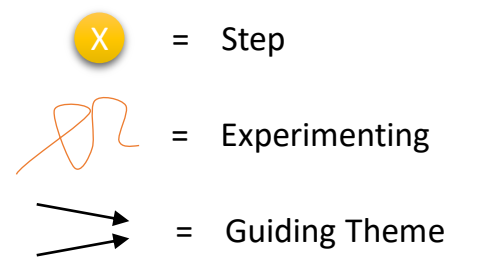
Models, transformation and linear



Models, hierarchy and radial



Models, datum and linear





# Isometric and Orthographic Drawings



2.1 Orthographic Front



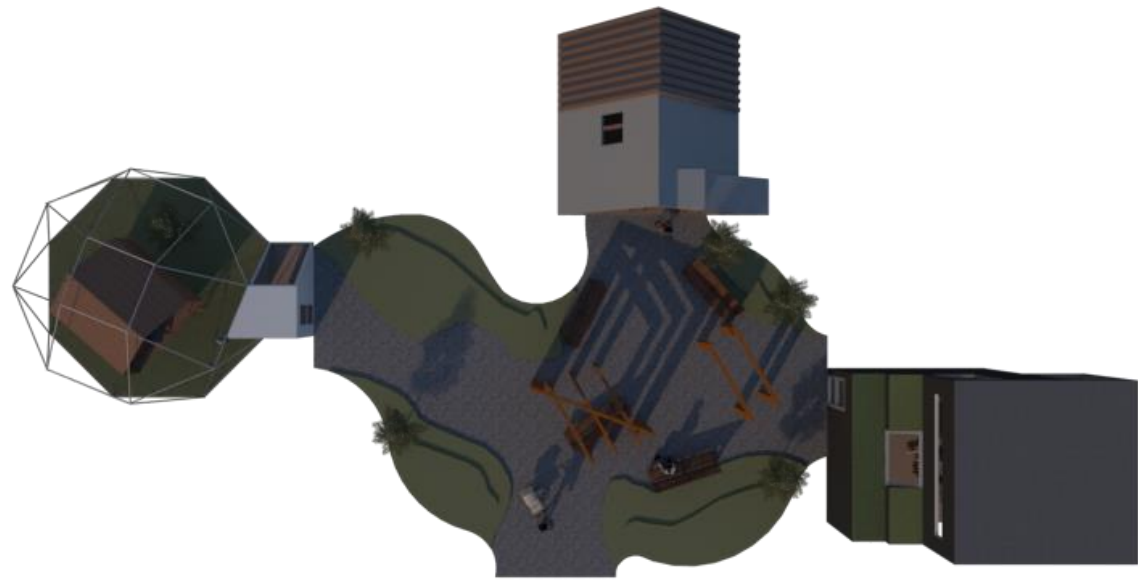
2.2 Orthographic Left



2.3 Orthographic Back



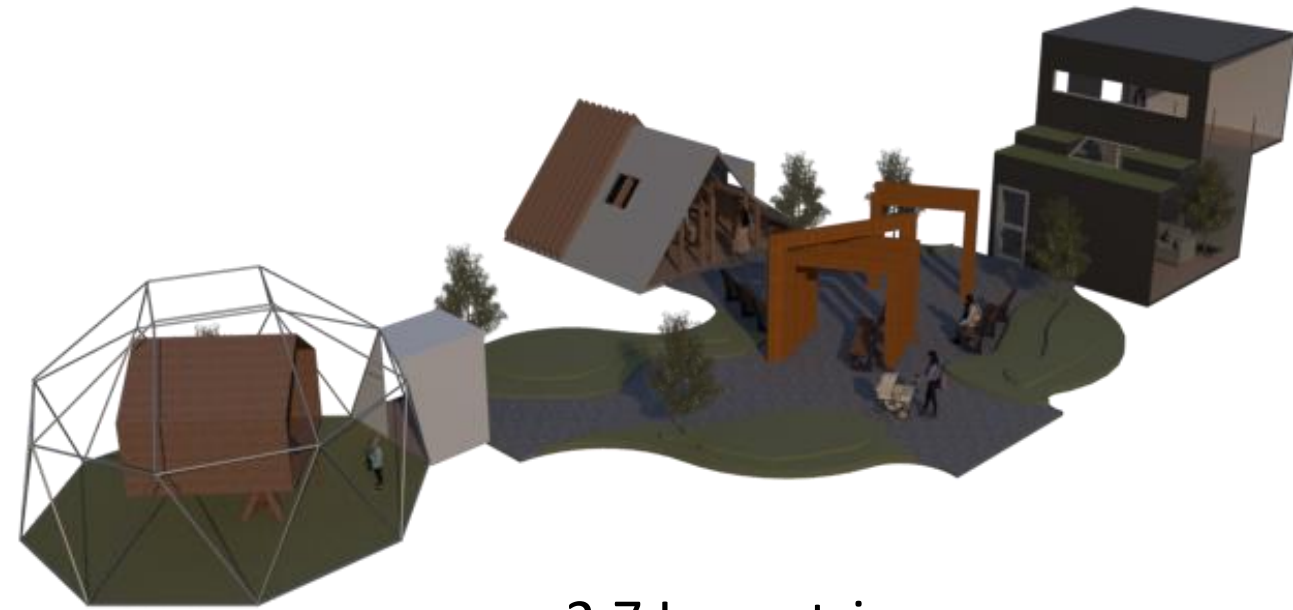
2.4 Orthographic Right



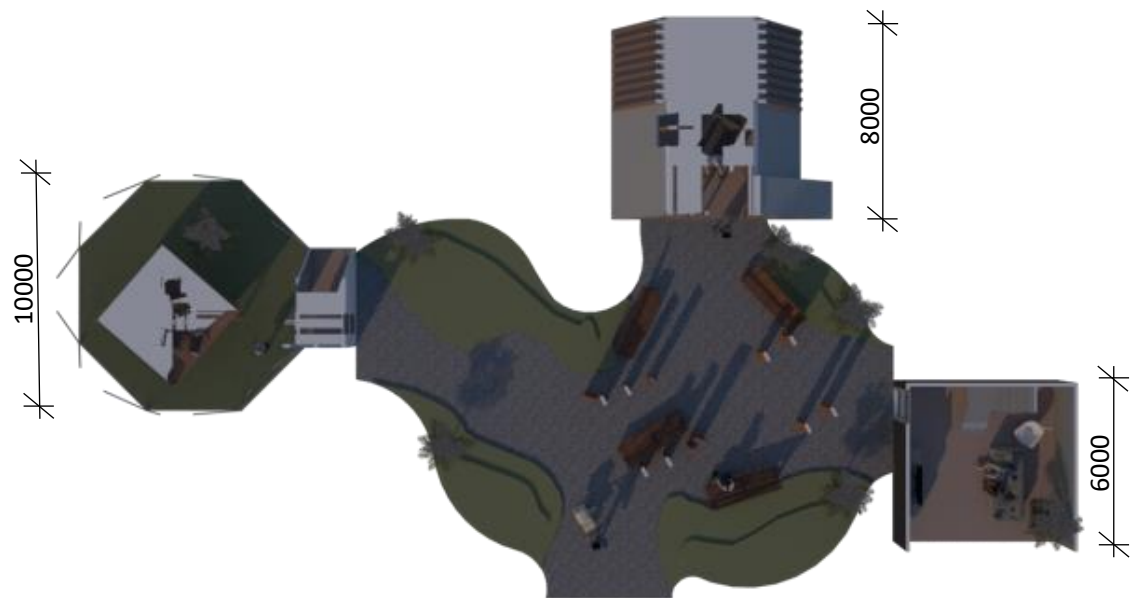
2.4 Floor Plan



2.6 Section 2



2.7 Isometric



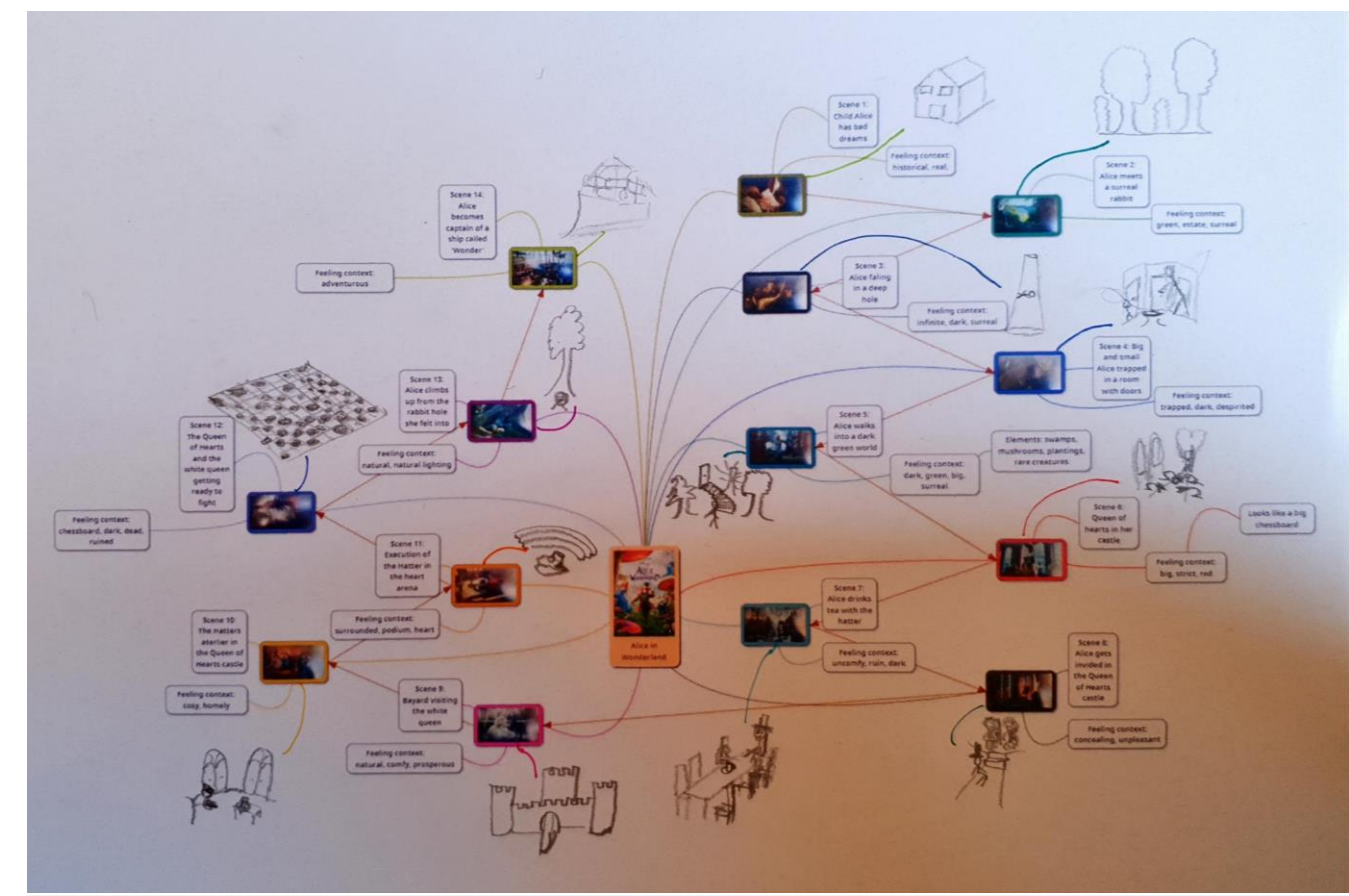
2.5 Section 1



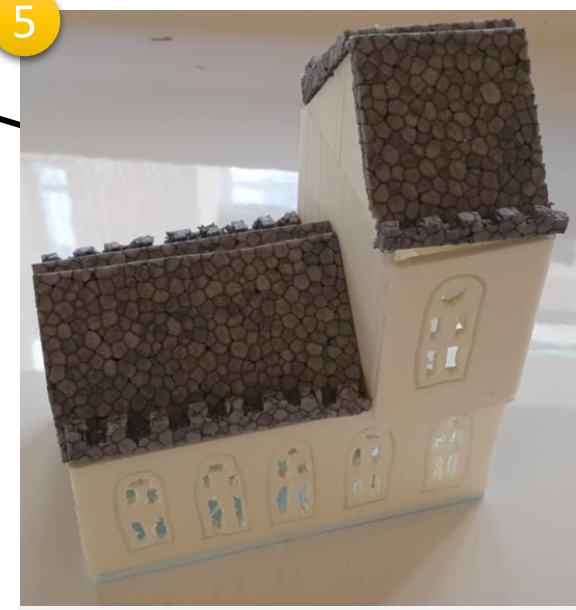
2.8 Perspective



# Guiding Theme (Proces)



Mindmap Alice in Wonderland



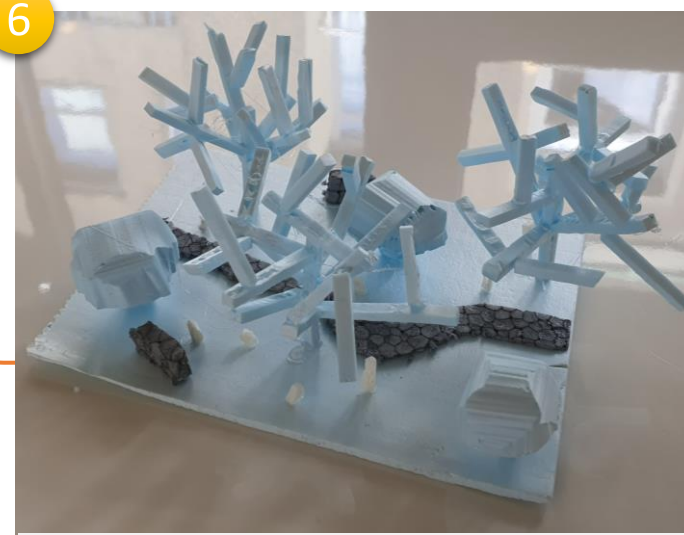
Model 5, feeling: decent, strict



Model 2, feeling: offensive, battling



Model 4, feeling: dilemma, trapped



Model 6: feeling: overwhelming, lost, dark



Composition: hierarchy, clustered



Model 1, feeling: infinite, trapped



Model 3, feeling: comfy, cosy



Composition, linear and datum

## Reflection: Elements

Some of the elements do have a little to much detail. Especially the castle. The castle also does not provide in the main theme of Alice in Wonderland. I worked to much at the context in the movie.


## Instruments

In some of the places is a path present for a routing. Especially in the first model takes into account the light. A small opening with light makes the room look almost infinite. Dimensions are especially used in the castle.

## Composition arrangement

I have chosen to place some elements upside down or stacked to the wall of the castle. This gives the building a playfull appearance.

The main theme of Alice in Wonderland is growing up. In most of the elements are moments of growing up processed. The first model is about being thrown into the deep. The second model is about fighting your fears. The third model is about homeliness. The fourth is about making choices and the sixth is about doing exciting things in life.

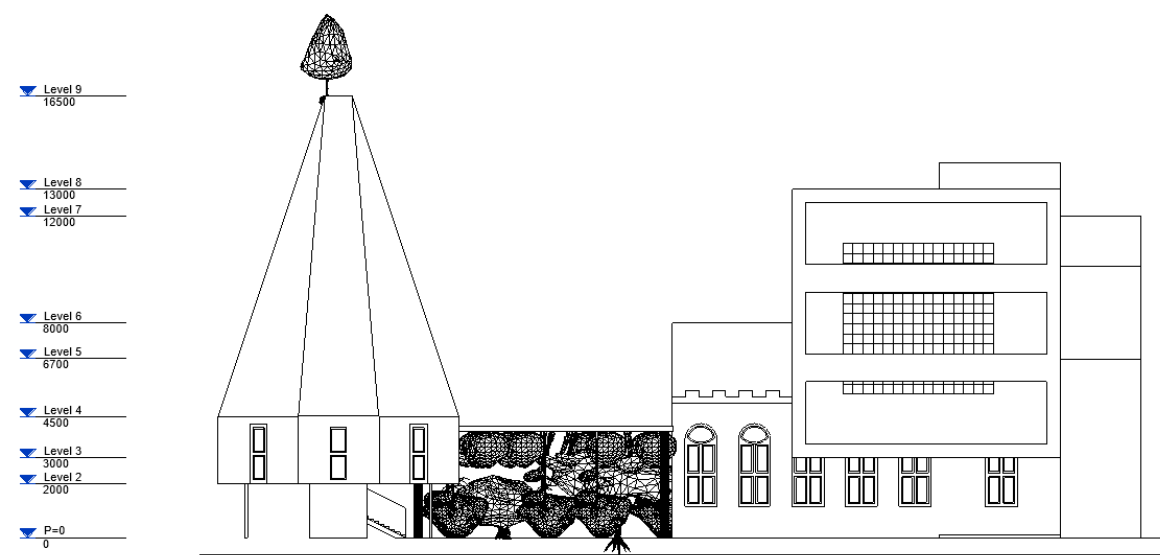
 = Step

 = Experimenting

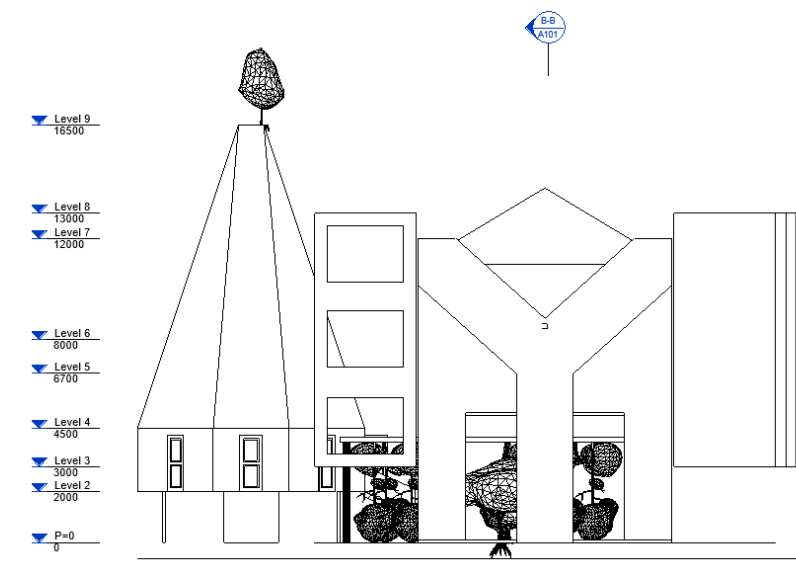
 = Guiding Theme



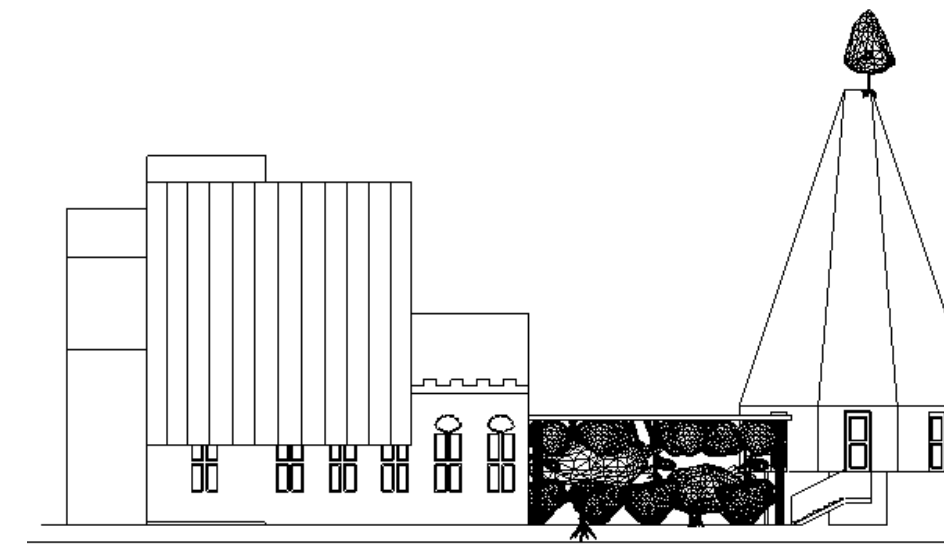
# Isometric and Orthographic Drawings



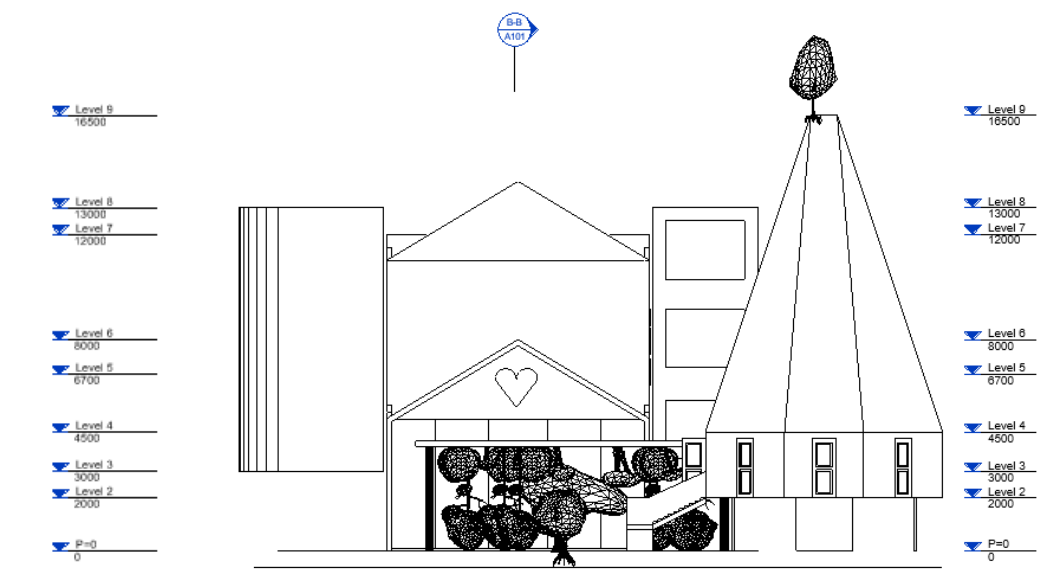
2.1 Orthographic Front



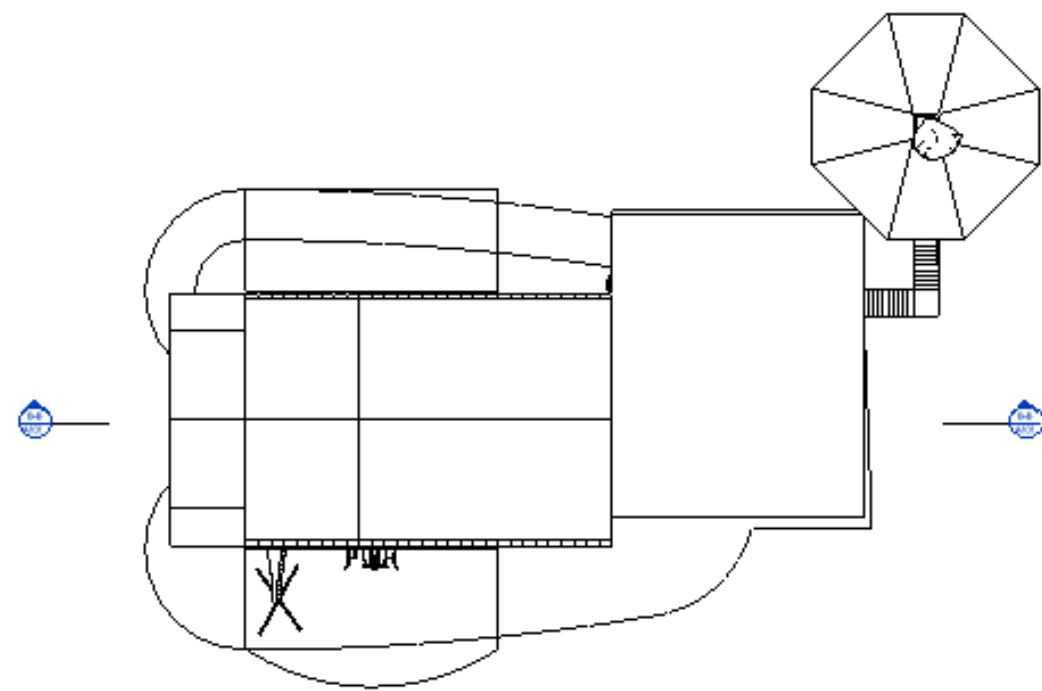
2.2 Orthographic Left



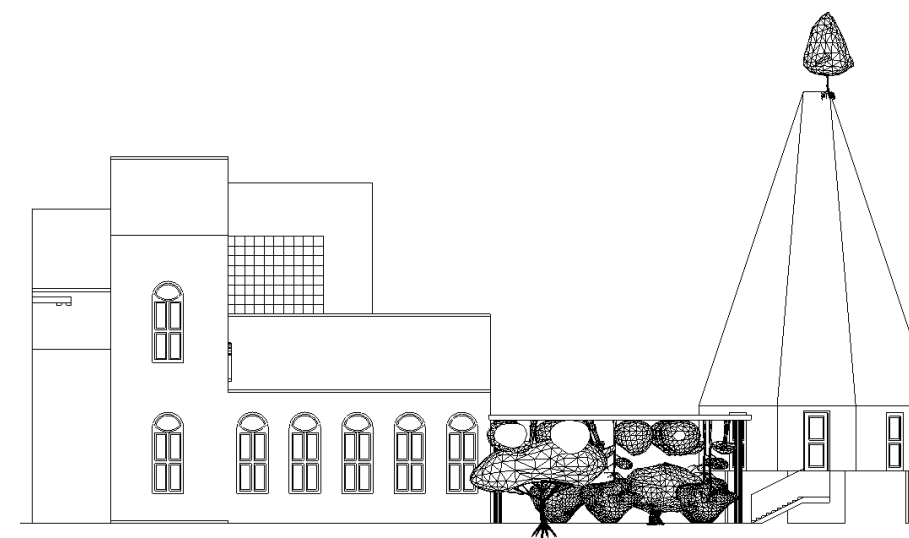
2.3 Orthographic Back



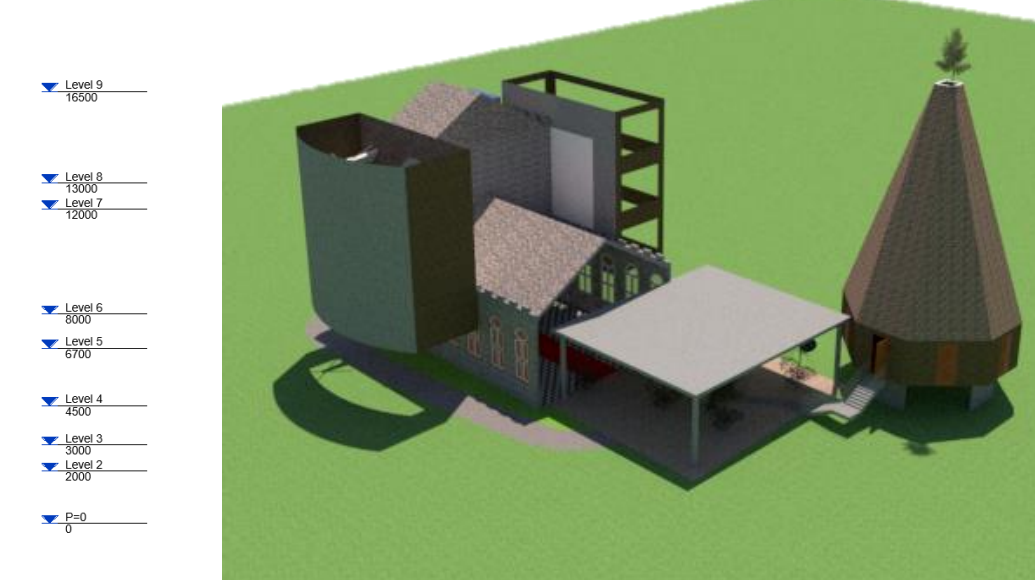
2.4 Orthographic Right



2.4 Floor Plan



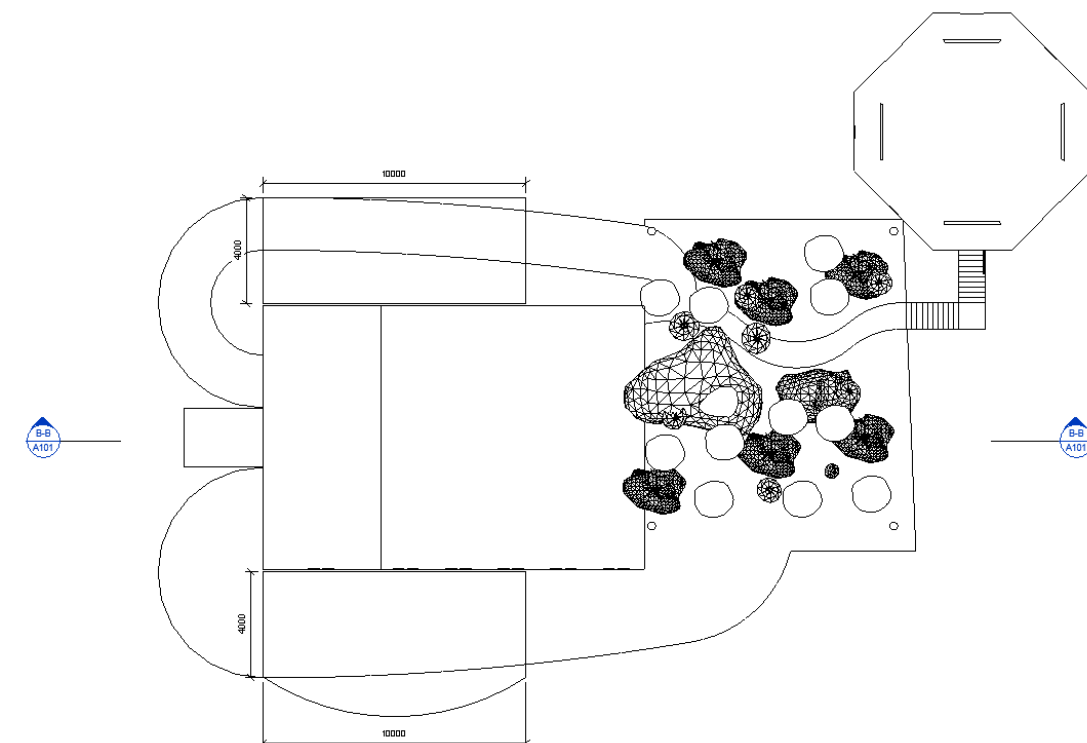
2.6 Section 2



2.7 Isometric



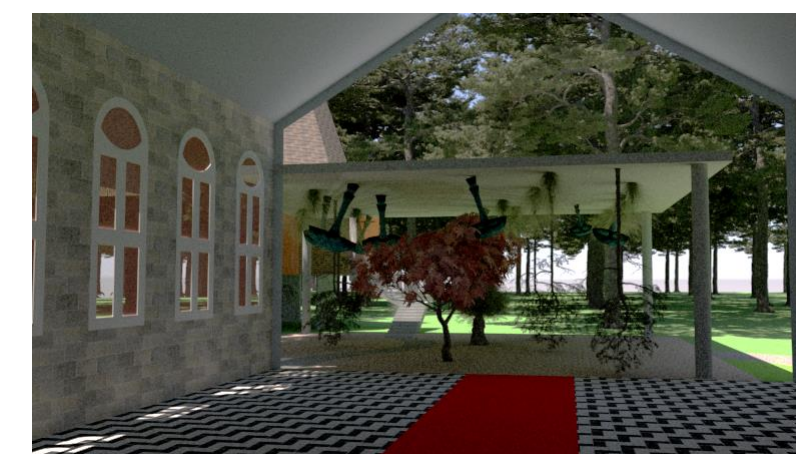
2.8 Perspective 1



2.5 Section 1



2.9 Walkthrough 1



2.10 Walkthrough 2

## Reflection Elements

- Different types of shapes
- As well as horizontal, vertical, as elements upside down

## Instruments

- Few light because of the forest

## Composition

- When you walk through the building you pass the different rooms. Each room creates a different feeling