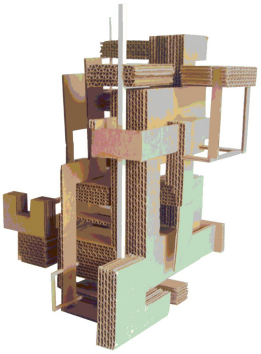
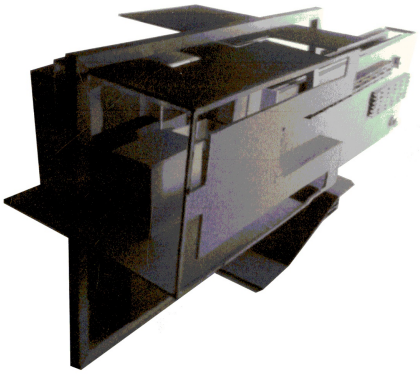
Mack Edward Carter II

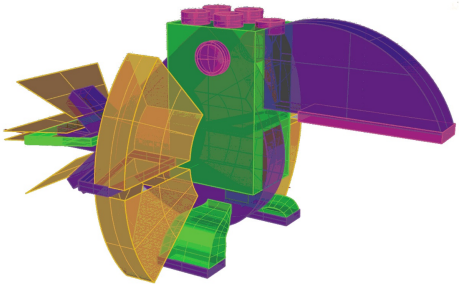
Student portfolio for NCSU school of design fall 2018

Contents

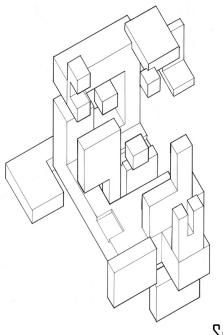
from the University of South FL



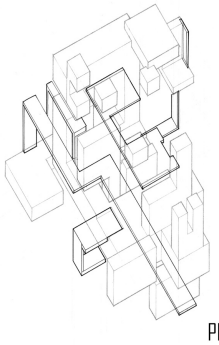




Cardboard Kit of Elements

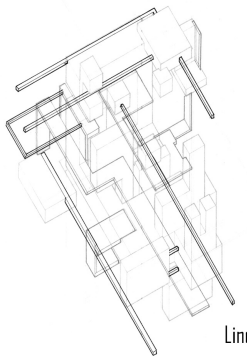


Solids

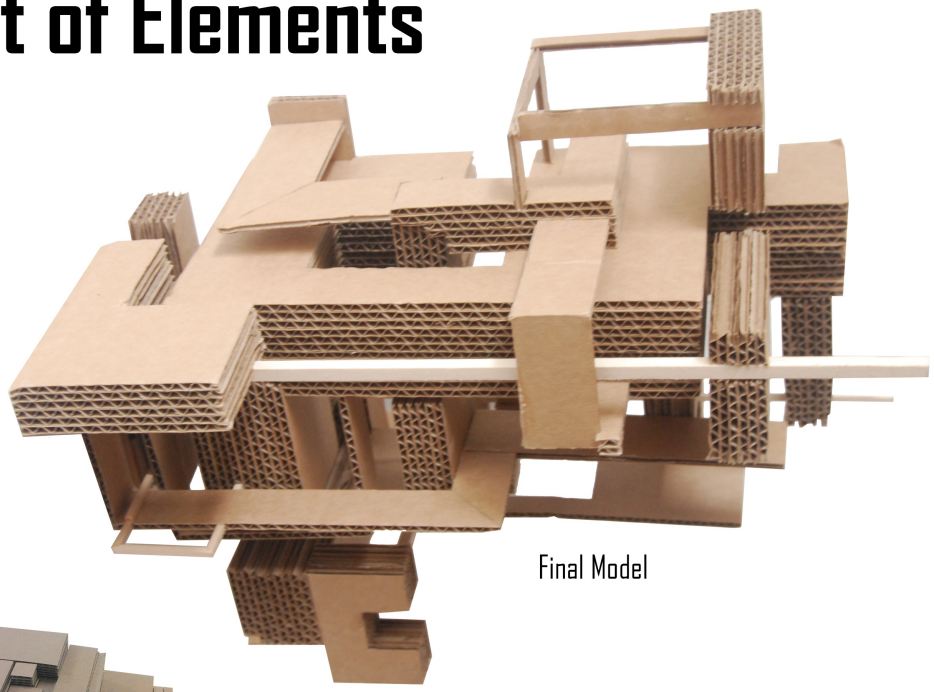


Planes

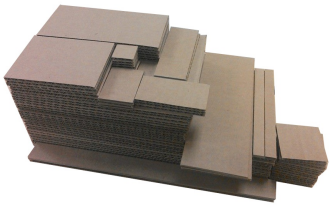
A
X
O
S



Linear Elements

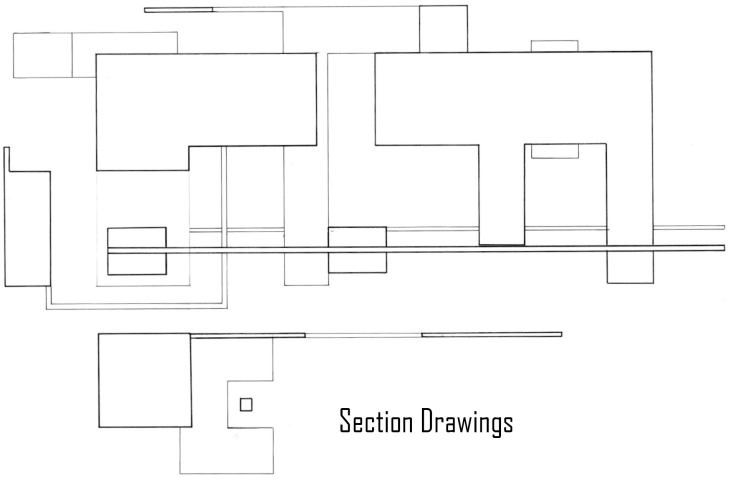


Final Model

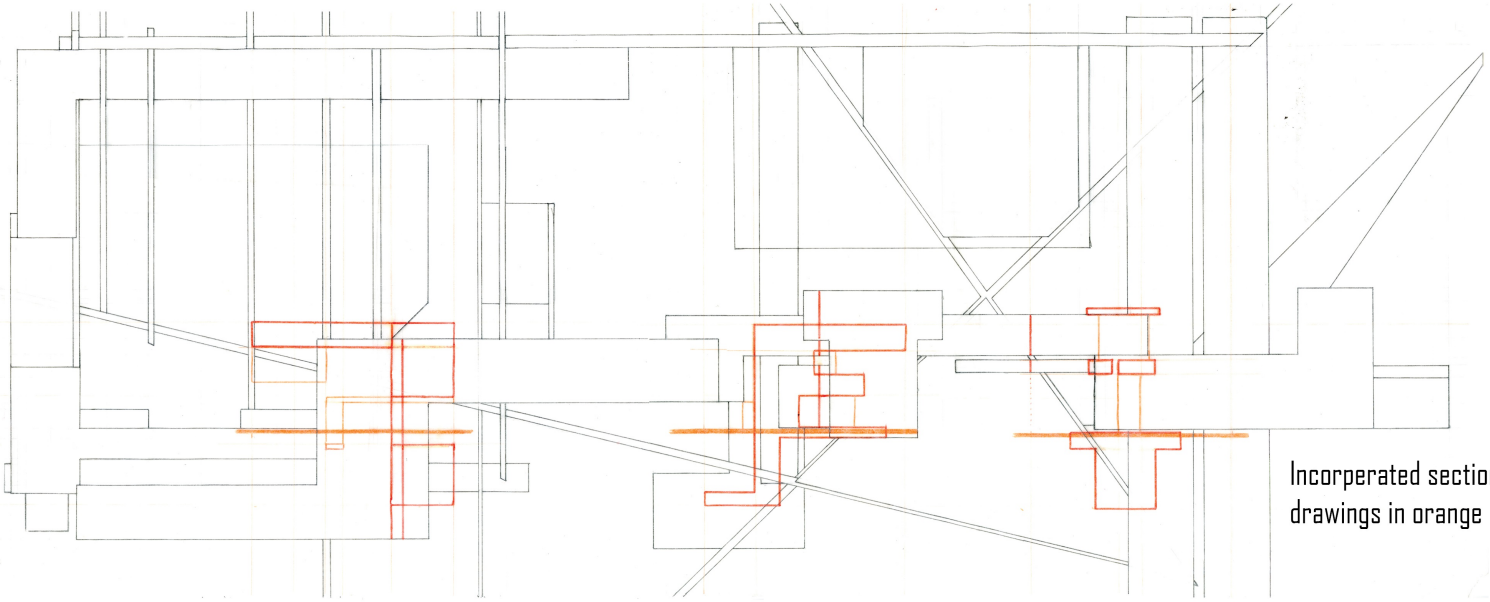


Kit of elements

This project consisted of several elements using shapes that resembled cubes, planes, lineal elements, and a large L-shaped mass. The process models started in a smaller scale, and later were included into the final model due to the larger final scale. Axonometric (Axo) and Section cut drawings were created to understand the relation between space and scale. Finally, additional section drawings were incorporated into a interpretation of a short film to show the relation between concept and design.

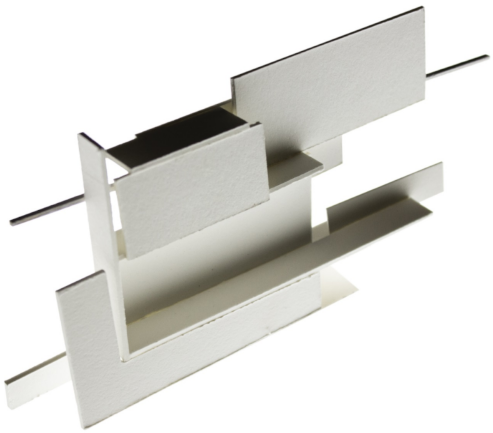


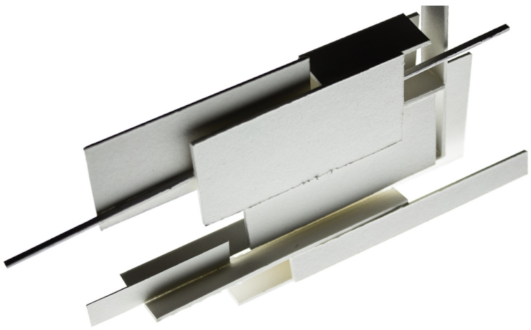
Section Drawings

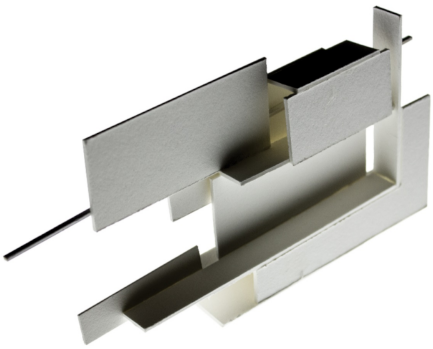


Incorperated section drawings in orange

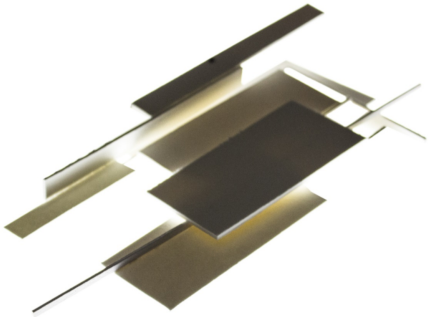
Water Wall

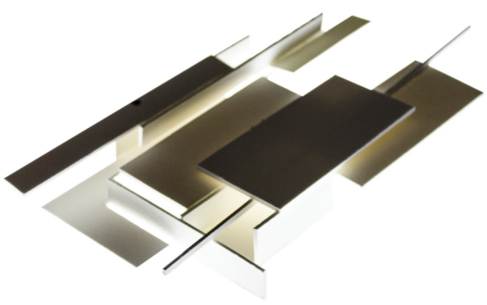




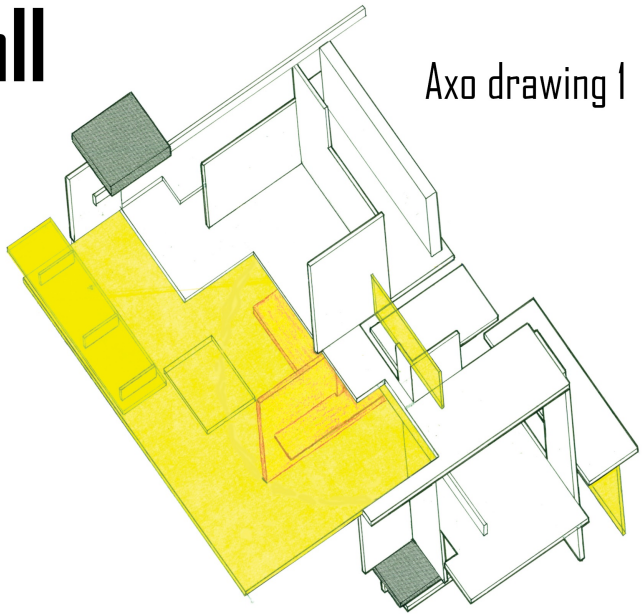


Process models

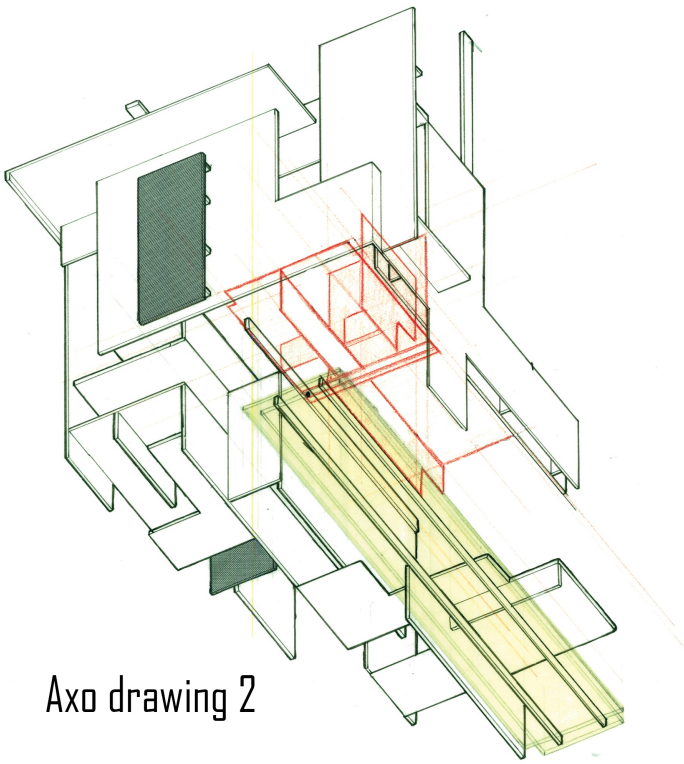




Axo drawing 1



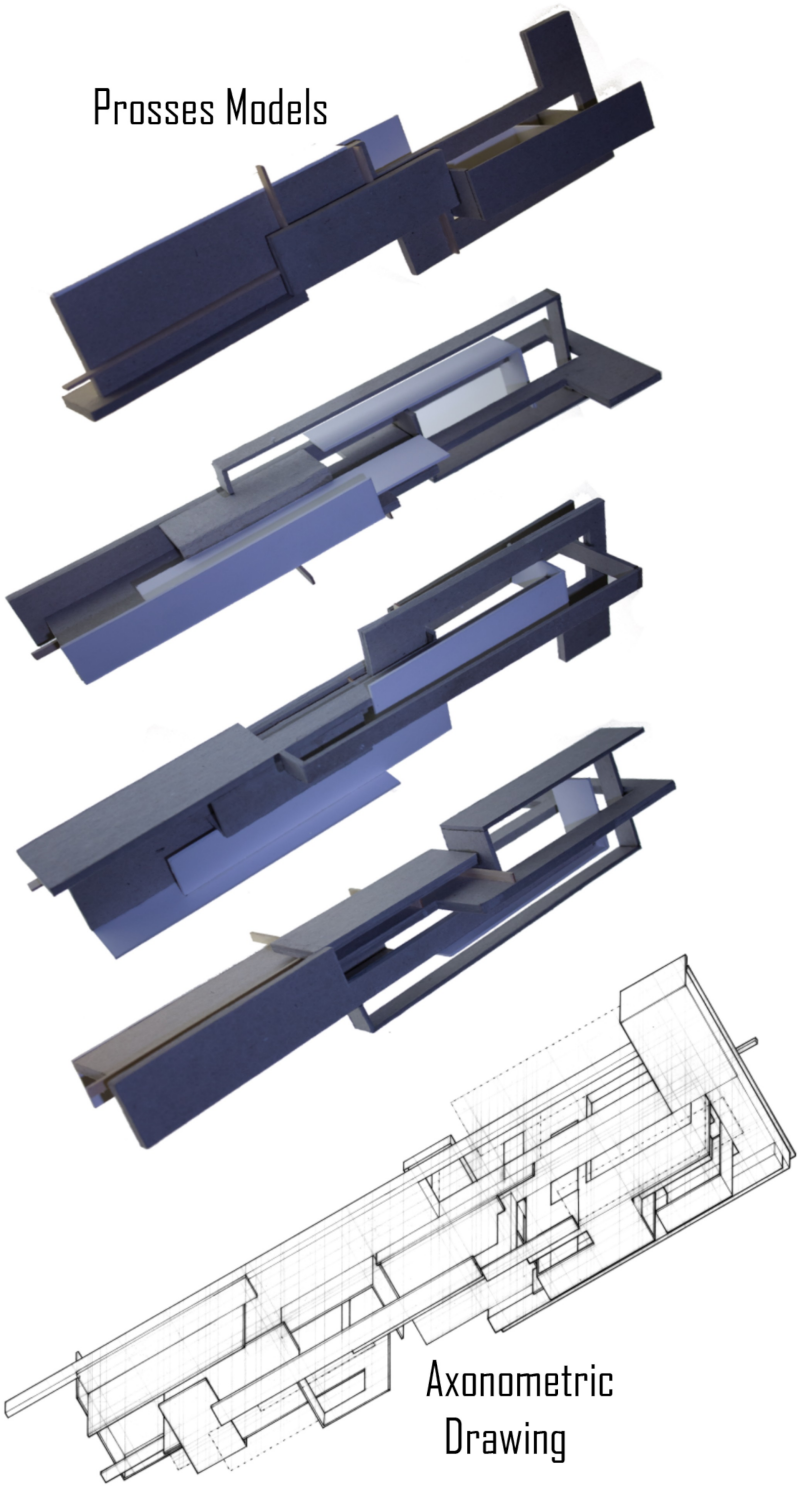
This project aims to help us gain a better understanding of the relationship between space and movement in order to achieve a balance between a dichotomy.
The dichotomy between the two or three walls created open spaces and perfectly aligned objects as well as narrow spaces with tightly compacted objects.
Displayed are 5 process models and Axo models highlighting different areas of projection and enclosure.



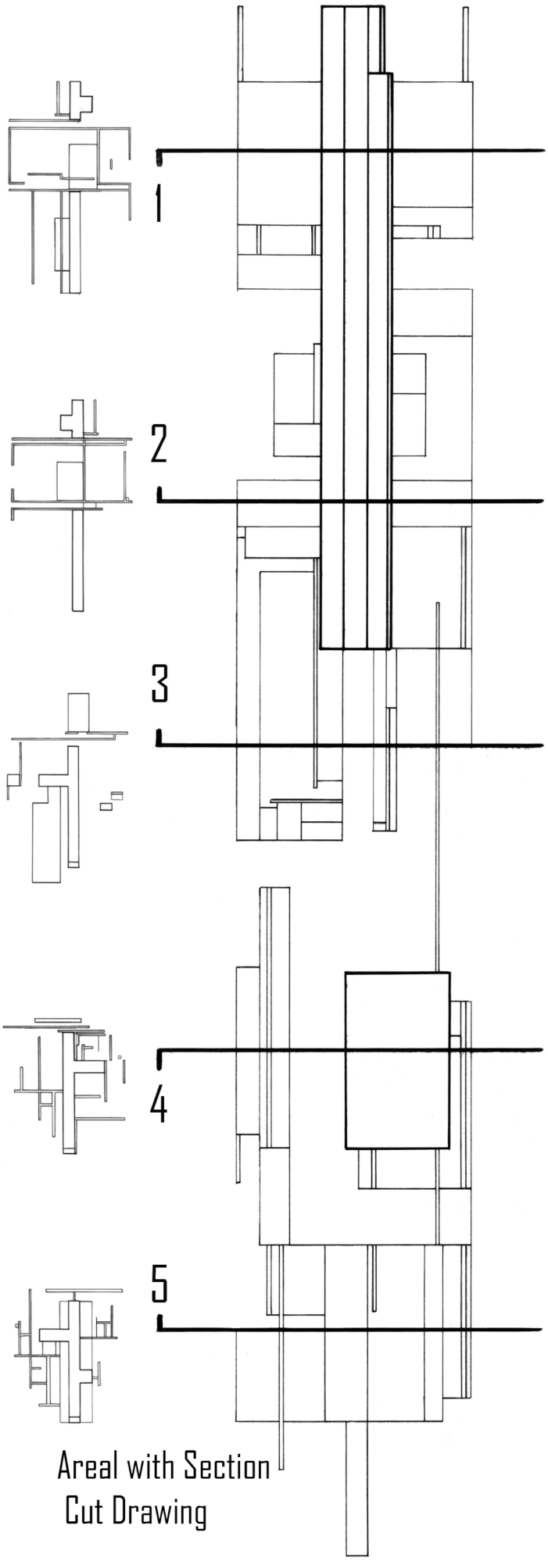
Axo drawing 2

Section and Introspection

Prosses Models



Axonometric Drawing

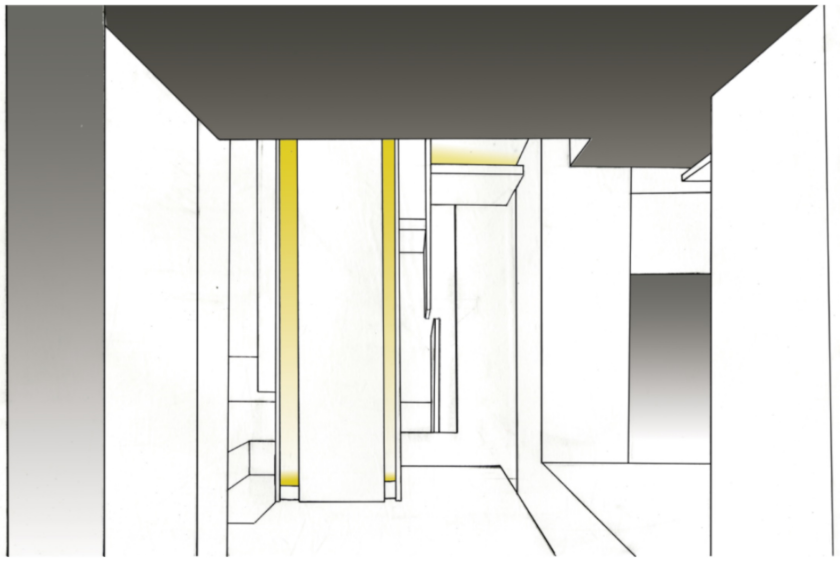


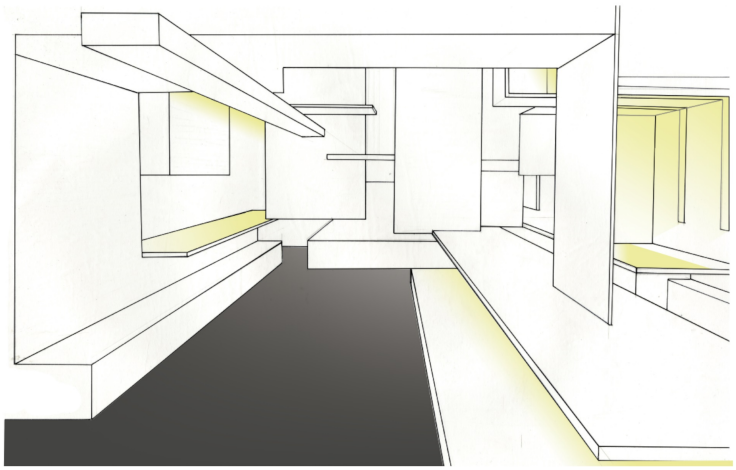
Areal with Section Cut Drawing

Introspection is based on the inward looking of a model through Section cuts and view points. This project required the use of a longer profound model for Axonometric models that required a larger surface area. The adaption of clear plateaus can be seen in the Axo drawings with the use of dashed lines.

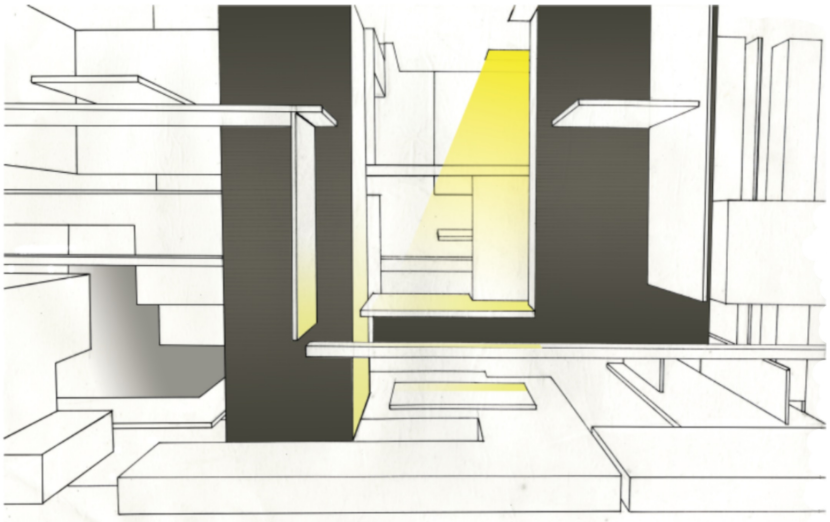
Light Well

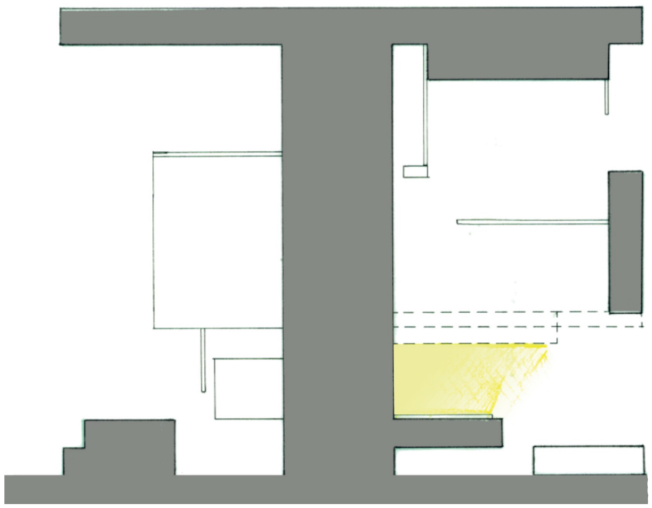
Throughout the model, I focused on maintaining a visible path in which the spectator can witness and follow as they look through the whole model. This path is made by the movement of the program space. As a programmable space moves throughout the place it transitions into different scaled spaces, while also leaving some areas of pause allowing the viewer to stop and view the negative space without any obstructions. There are many indapendant viewpoints which have a visible intersection with another and this allows the areas occupied to tradition smoothly into the next space.



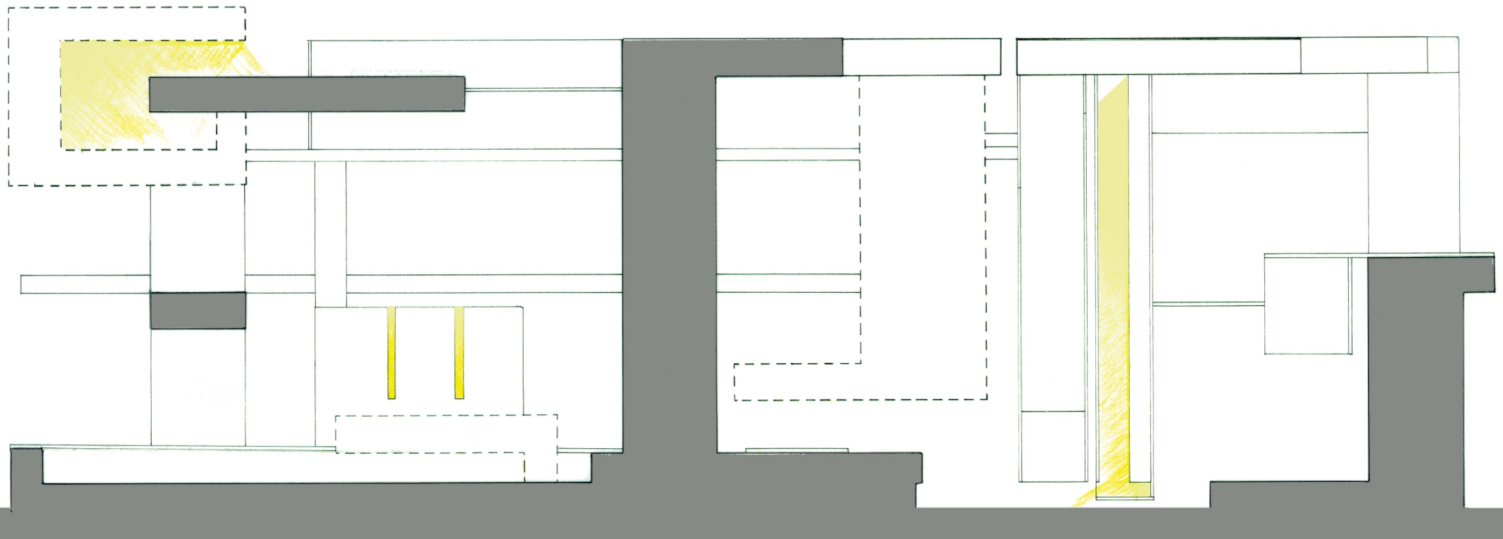


Indapendant Viewpoints

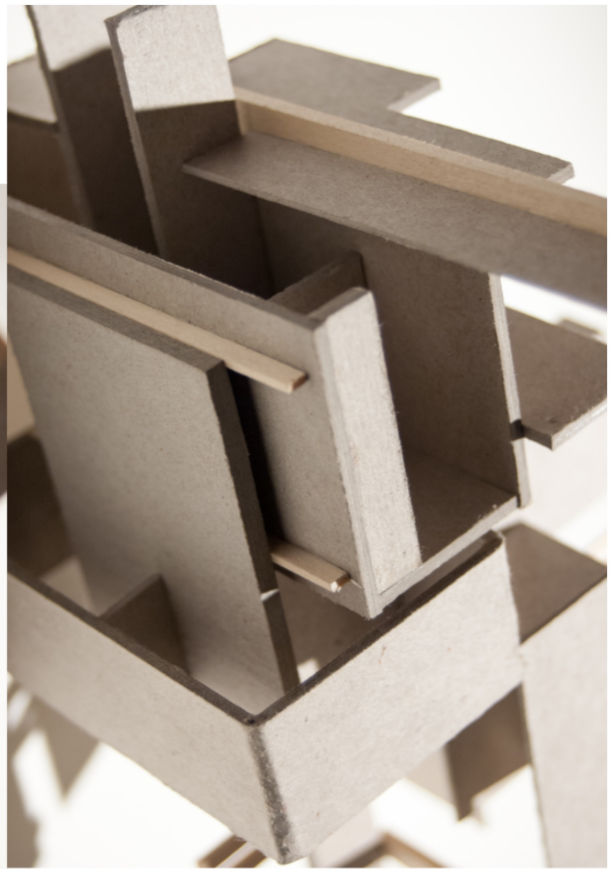




Section cuts

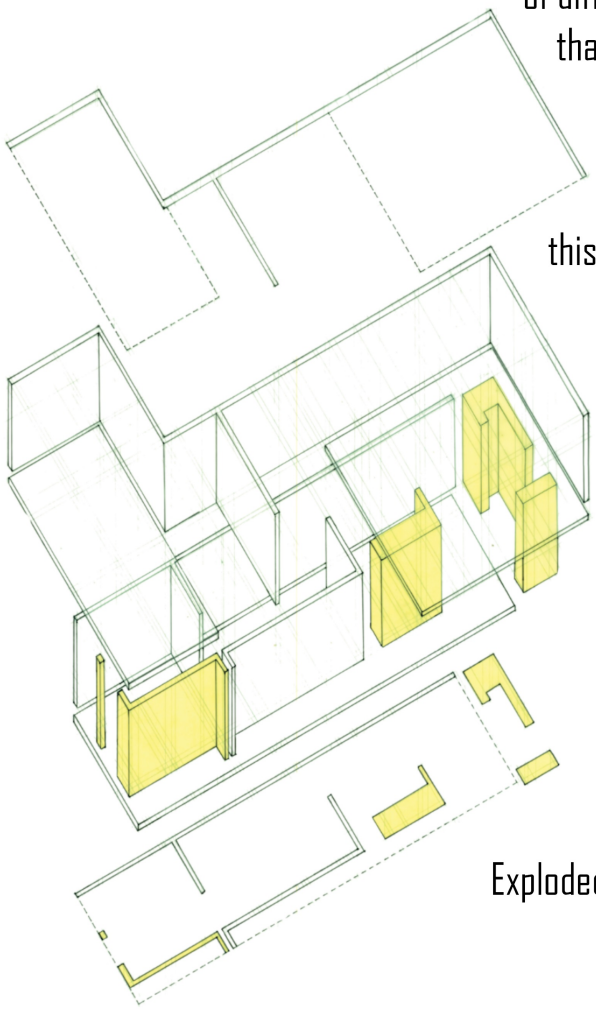


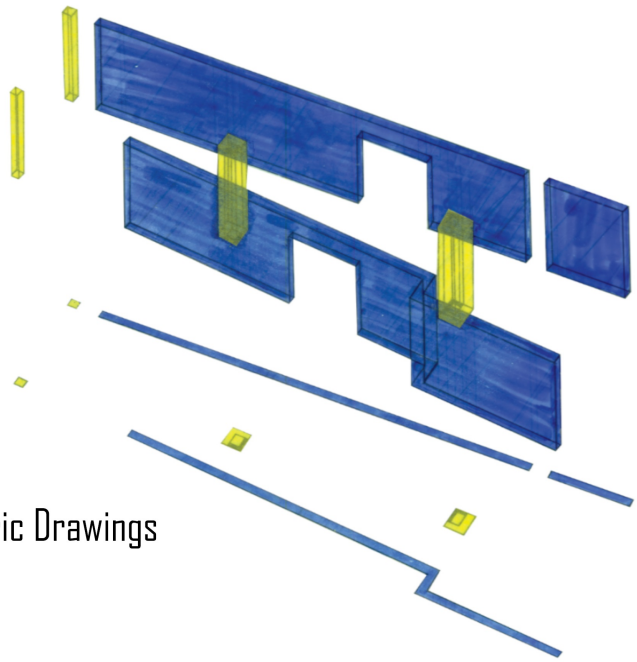
Reflection and Retroflection



Process models

In order to design a model properly one must understand the elements of different scales moving from one point to another. To build a model that recreates the vision of a client or focus on the movements required to transition from levels, chambers, or platforms . As you look through the model you can see movements being completed and turned inwards on to themselves. By passing in and out of walls this convays the feeling of retroflection, while deep interlocking chambers help experience the reflection of self relavance.



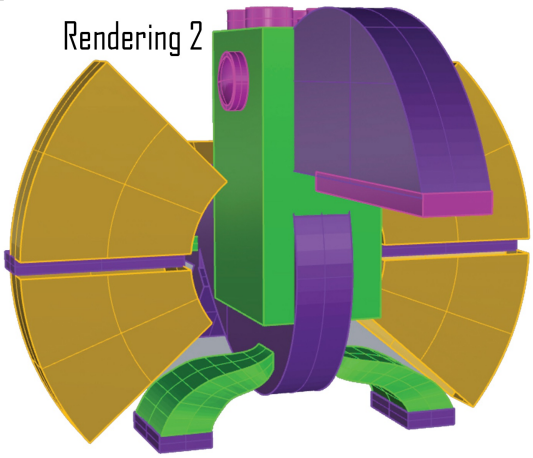


Exploded Axometric Drawings

Rendering 1

Composit photos of LEGO bird for insperation

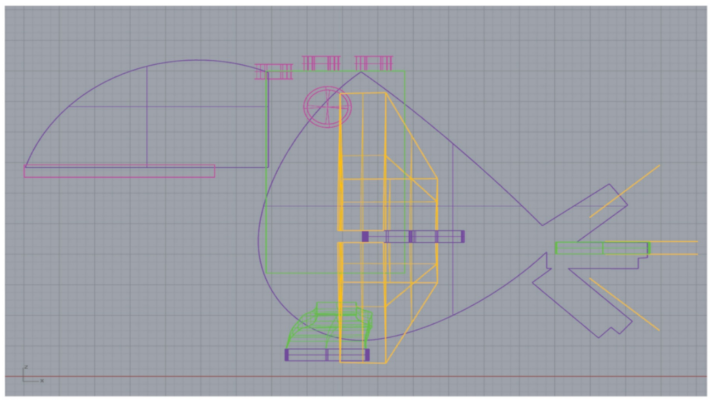
Digital Design



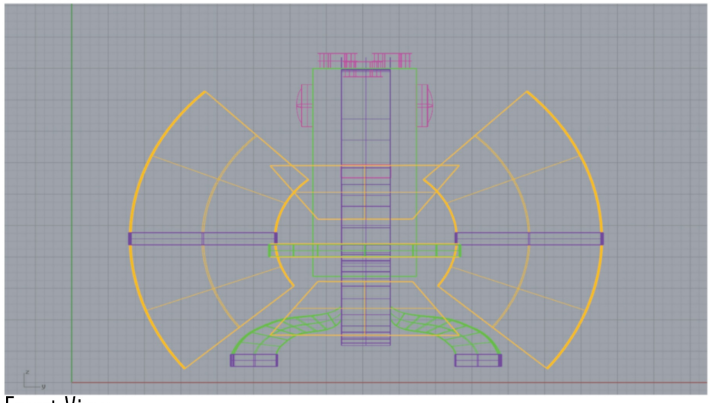
Rendering 2

Modern Architecture requires the use of Digital Design because it allows complex calculations that complete a diverse range of functions and forms to be created with great ease using computer algorithms. In this design I used a small LEGO bird as inspiration to create a completely new organism. After completion, multiple styles of 3D rendering were utilized in different points of view to achieve various effects.

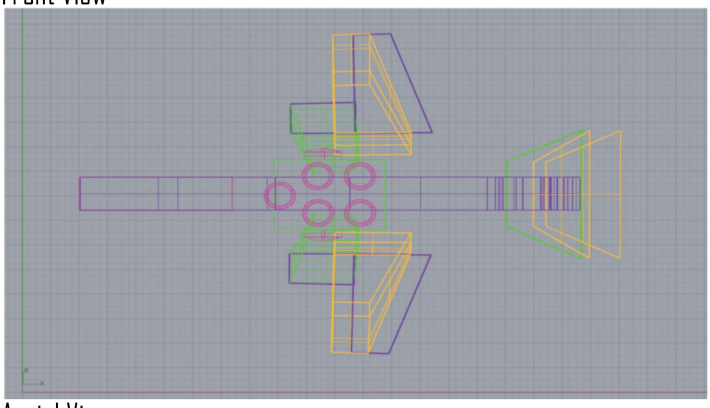
Wireframe Aspect Renderings



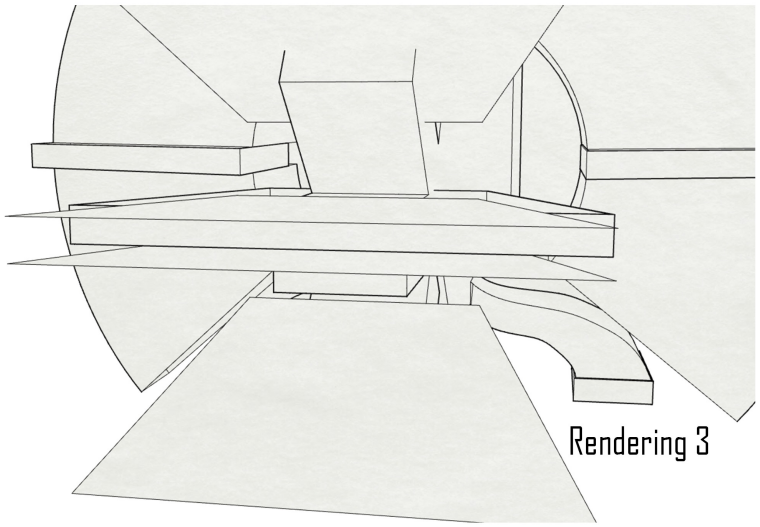
Side View



Front View

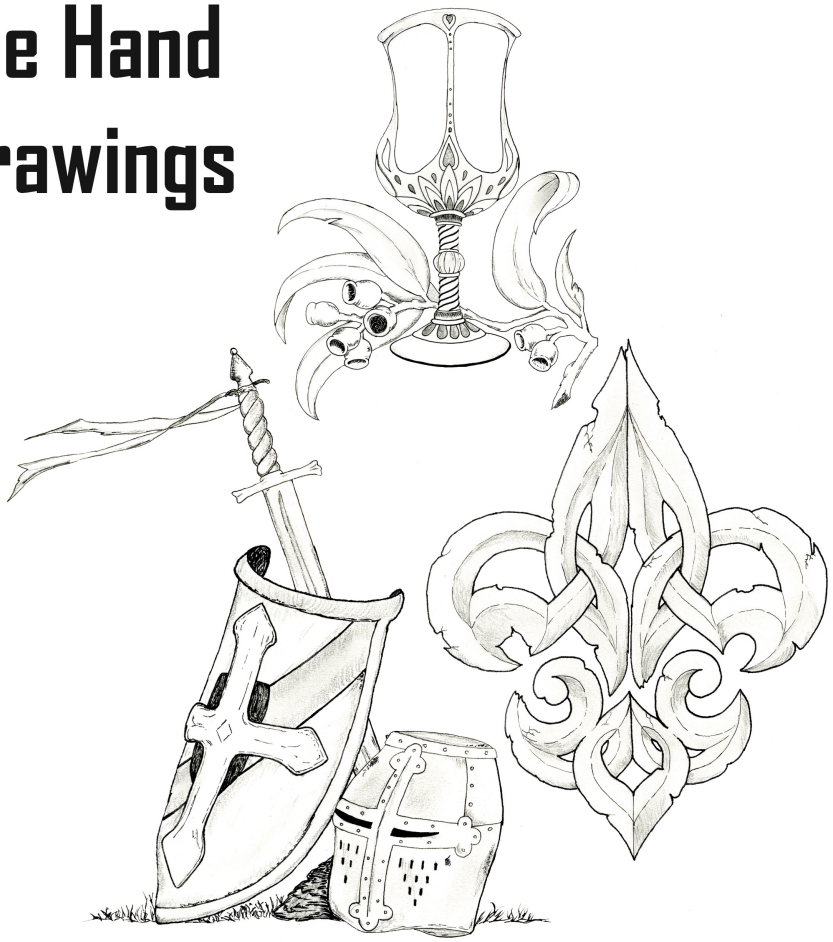


Aerial View



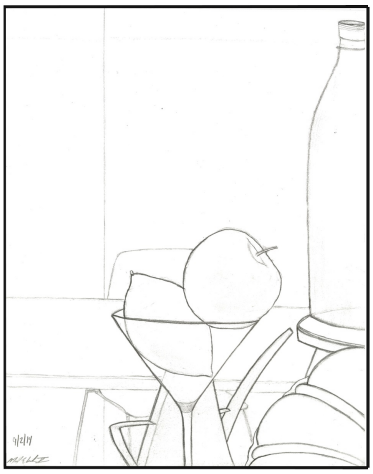
Rendering 3

Free Hand Drawings

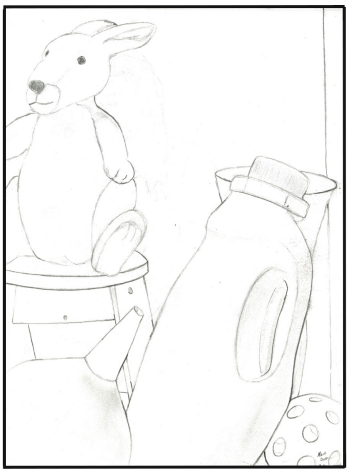


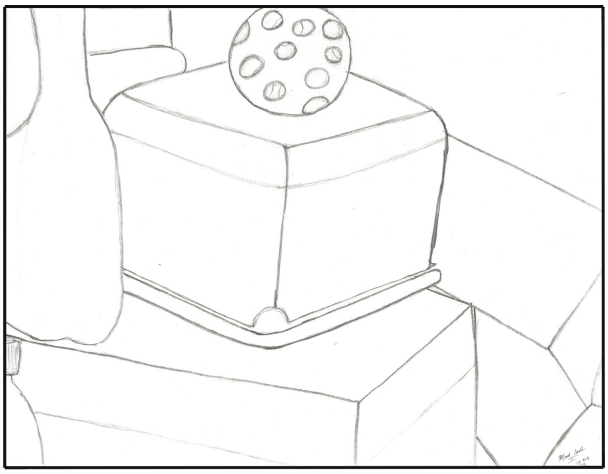
Drawings inspired by Last Knight's Almanac: The Adventures Following King Arthur's Demise

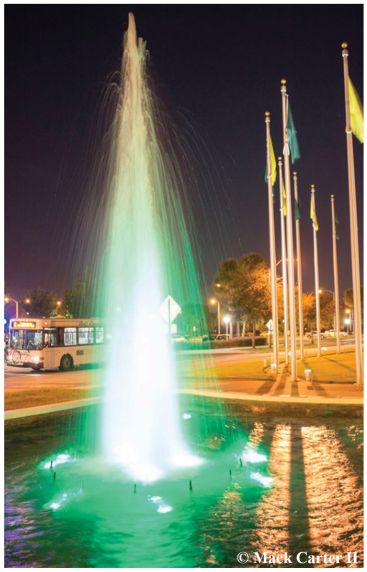
By: Austin Patrick Torney, 2008

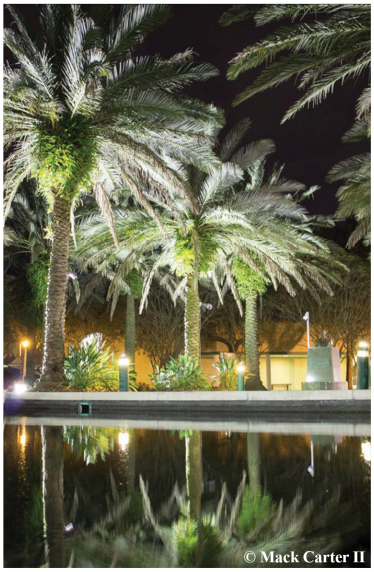


Drawings from symple items placed in front of everyone during class time



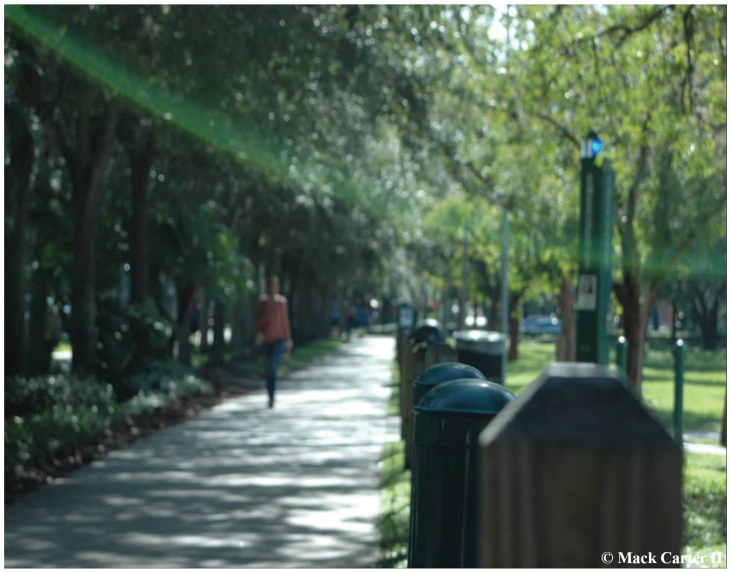






Photography

A good Architect should be well rounded in drafting, drawing, model making, and digital design. They must also be able to capture the environment in which their work may soon reside.



Structural Civil Engineer
U.S. Air Force

My work in the Military has been a huge benefit in many ways from allowing me to see the world, met new people, and learn as I traveled. The biggest influence has been the invaluable knowledge that I have gained in working as a Civil Engineer. The valuable insight will go with me wherever I go and I hope that my vast experience can be expanded here at NCSU.
I know my hard work can be put to good use here and I can't wait to start this new journey. Thank You for your consideration.