

Mestrado Integrado em Arquitectura e Urbanismo

FA-UL 2024 / 2025



GEOMETRIC MODELLING

Choose a painting of geometric abstractionism, like a Malevitch, a Kandinsky or a Delaunay, and use it as a plan view of a geometric object at an architectural scale. This object surrounds an open interior space like an art gallery.

The different shapes, colours and tones presented in the painting, should be interpreted as volumes, bigger or smaller, shorter or taller, which delimited by walls with thickness will constitute an architectural object that will be an exhibition space.

Your interpretation of the chosen painting is free, personal, and non-transferable.

1 - Import the image, in jpg or png format, to your modelling software - AutoCad – and scale it properly, to have architectural dimensions.

2 – Work on your image, defining each one of the volumes that will constitute your architectural object. Start your work with a sketching approach to develop an idea. Consider that at least one of the volumes must be elevated from the ground, to have a stair to get access from it.

3 – After defining your object in the sketching fase, build your model using the modelling commands that you know. Don't forget that the surfaces surrounding the interior space of the gallery are made of material and so they have some thickness. The interior space is mostly empty.

4 – In order to create an interior walk through the space of the gallery, make an entrance and an exit in different points of your object.

5 – Make an aperture in the bottom slab of the high volume to create the access to the stair which you should design.

### VISUALIZAÇÃO TRIDIMENSIONAL

6 – Open your model.dwg file with the visualization software – 3D Max – and work it here giving it colours, textures and materials. You may create light sources to illuminate the scene.

7 – Because your object is an exhibition space, consider 4 or 5 pieces to be placed in the space to be shown. You may choose images of paintings or photos from internet or you may use images of your work. Choose some modelling elements to place as sculptures.

8 – Make a small animation, of 1 min. long (60 s), which allow to have an idea of the walk through your object offers.

9 – The work will be deliver as an A2 or A1 panel with the main images of your work, and the dwg and max files you used to work. The images must have a 300 dpi definition and a size enough to be observed and analised.

THE DELIVERY OF THE WORK WILL BE THE LAST FRIDAY OF THE SEMESTRE, DAY 2024.12.13.

Nuno Alão 2024.Nov