

# critical cyborg

ISSUE DATE \_11/14/18 4.00pm  
DUE DATE \_11/16/18 1.30pm

## sectional model for friday 11/16

### NEW MODEL

Take one of your sections that cuts through the adjacent building and make a sectional model of your structure at  $1/4"=1'$ . Show the thickness of the party wall and the sense of the volumes within the colony and on the interior of the building you are attached to.

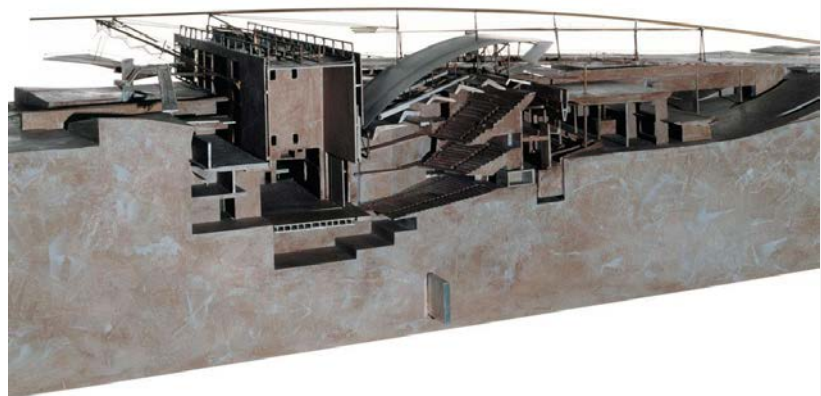
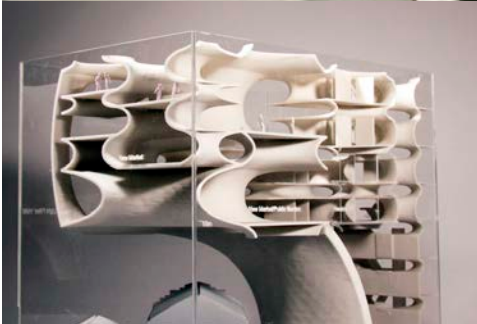
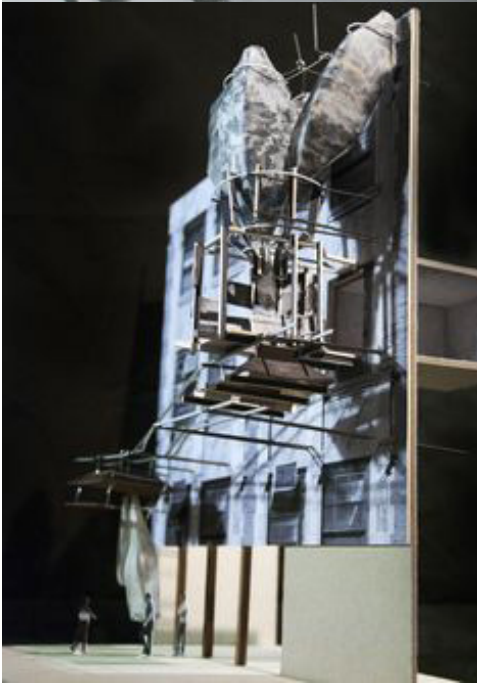
This model can be made from any material of your choice **except foam core**. Make sure you communicate the sense of contrast between the scale and spatial organisation of the inhabitants on both sides of the party wall. Make a single nest/hive/creature and a single human figure to scale.

Remember that there might be an opportunity to make some ground level adjustments for creature protection, access, service or food supply.

The structure should be able to embrace and support the patterns of occupation of the colony. Consider conditions year round as it might be empty in some seasons. Imagine a flourishing creature population developing and how in time the human population might just become the pest in the relationship between species.

### 4 SECTION DRAWINGS

Continue to develop the representation of your design using the four section drawings. Take the advice of your instructor and improve the drawings for legibility and graphic punch Friday.



TOP LEFT 1st yr Bartlett Thomas Cubitt 2010,  
BOTTOM LEFT Jyun Heo, AA  
RIGHT Morphosis, Artspark Performing Arts Pavilion

### DELIVERABLES

A  $1/4"=1'$  scale sectional model of the scheme, cut through party wall.  
Continue to develop the drawings of 4 sections, as instructed.