

**Project 1: Site Performance and Site Interventions****1b: Site Translation**

As we saw in the first part of the assignment, the materials and methods we chose to use to represent something are a design decision. Design is an iterative process and an important part of that process is shifting between media and scale. These shifts allow us to highlight or reveal different aspects of the design and inform how the design is developed. For example, a section drawing offers a different understanding of a project than a model might, yet both need to be consistent with the overall design ideas and language.

In this part of the exercise we will translate the physical models of the site into digital and drawing representations to allow for further investigations.

Select one of your three site constructs, choosing the model that most successfully conveys or allows you to explore your ideas about the site. For some projects, this may involve bringing together ideas from more than one model. Model this site construct digitally using Rhino. How the digital model is built needs reflect ideas about how the physical model is constructed. Digital media, of course, is different from the physical material you used with the site construct models and allows for other techniques of constructing the site to be explored. The digital model should not be a straight replication of the physical model. Similarly as with the physical models, develop a set of rule-based if/then scenarios to translate from the physical model to the digital media. Consider how the logic of the digital media can further reveal or inform the systems/ecologies you have constructed in the site. Keep in mind that you are again not seeking to model how the site looks but how it performs.

Take two sections of the model (one cross-section and one longitudinal-section). Where you choose to make the section cuts is important; select locations that reveal aspects that are important to how you are interpreting the site. Looking at the site in section will reveal new ways of seeing the site both in terms of media and scale.

It is also important to further refine the sections and make design decisions within the section drawing. Taking the cut from the digital model gives you an underlay but you need to develop the section drawing. Refine the architectural language you established in the model. This may mean adding or deleting lines to better explain how the site is constructed. Utilize the drawings as a way of re-presenting the information of the site. In other words, the sections can inform how the site construct model is read or interpreted, rather than treated as a representation of the model. Consider how the section drawings can reveal the if/then scenarios and how the three media – physical and digital models and section drawings - can be used together to explore and describe how the systems of the site interact and shape the site.

Finally, using the developments made from these two additional media, return to the physical model. Build a second site construct model. This model should be a refinement of the initial model because you now have a much deeper understanding of the site and how it performs.

**Schedule**

W	9/9	Intro 1b
F	9/11	Rhino model of site construct
M	9/14	Rhino model and two section drawings (1/8"=1'-0)
W	9/16	Pin-up: Site construct models, rhino model, two refined section drawings, and second iteration of site construct model