



CAD 3D

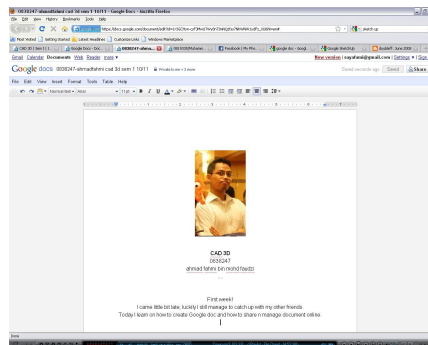
0838247

ahmad fahmi bin mohd faudzi

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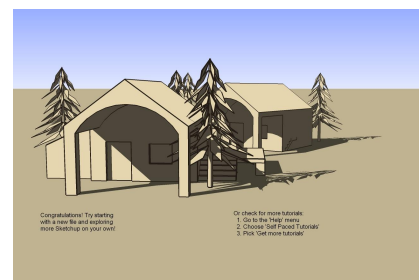
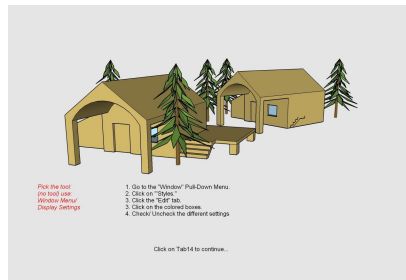
firstweek

I came little bit late; luckily I still manage to catch up with my other friends.
Today I learn on how to create Google doc and how to share n manage document online.

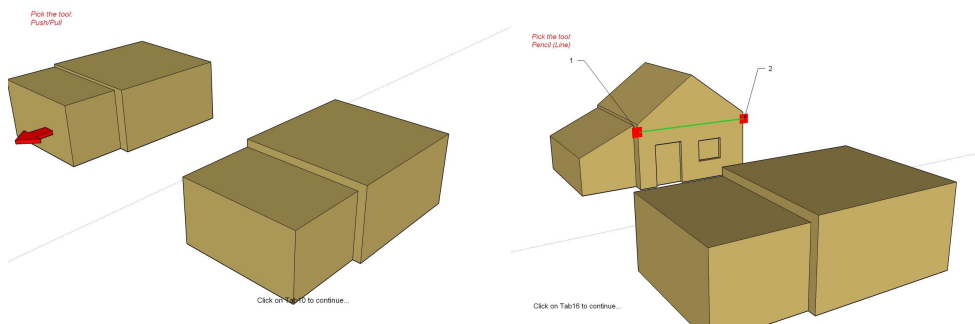


secondweek

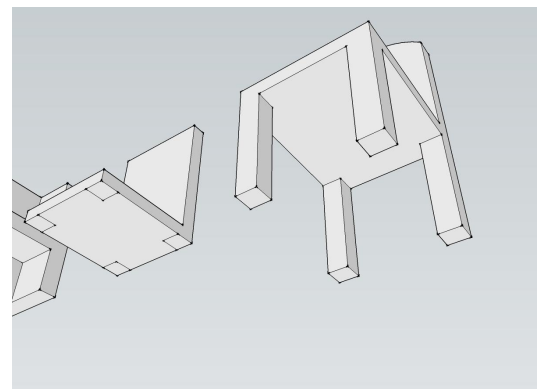
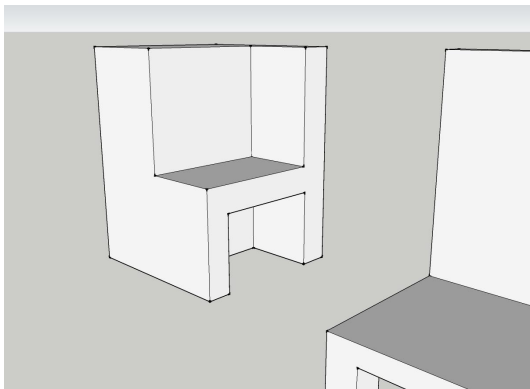
Officially we started the first lesson, by learning each tool and its function.
By using self paced tutorial I managed to construct a simple house in various styles.



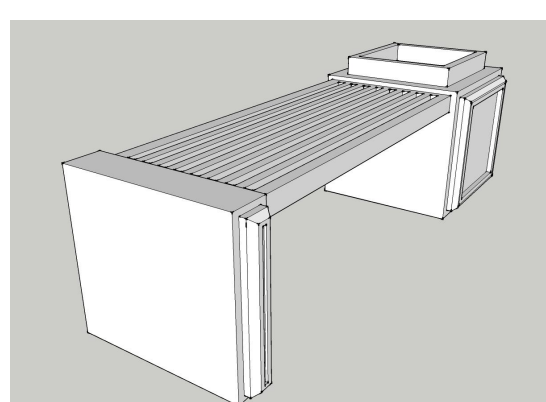
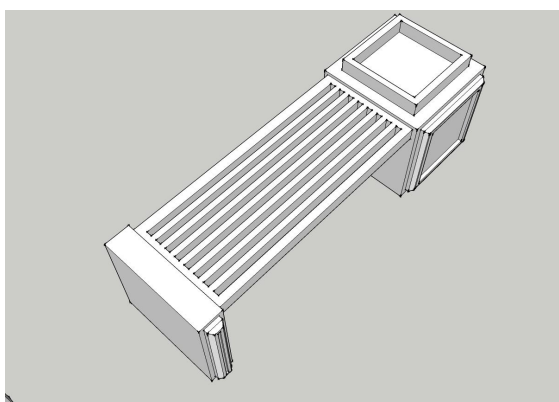
it's very good tutorial for a beginner like me because it show from how to create a rectangle up to casting a shadow.



After that we need to watch a video tutorial on how creating a chair in 2 different methods. As homework for this week, all students got to practice both methods and lastly design a simple chair.



the differences between those methods is on how to create chair's leg
the first method started by create a block but the second method started with a horizontal plane



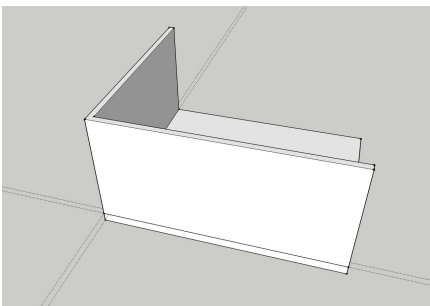
new chair design
its look more like a bench!

thirdweek

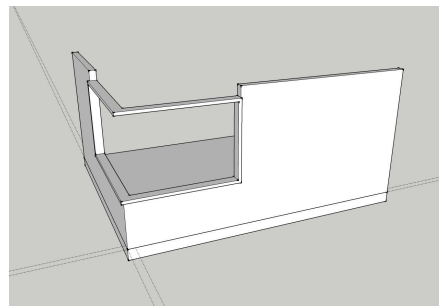
this week I've learn about 'component' and 'group' option. these 2 things are very important because it will make the process easier ,faster and during rendering process. all materials are based from the component.for example, if i didn't differentiate between door and wall. during rendering it will defined as same material.

our first task is to design a [corner window!!]

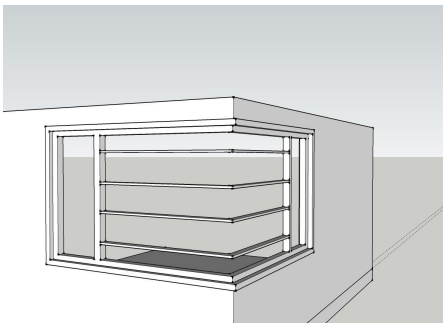
[1] create a corner wall and its floor



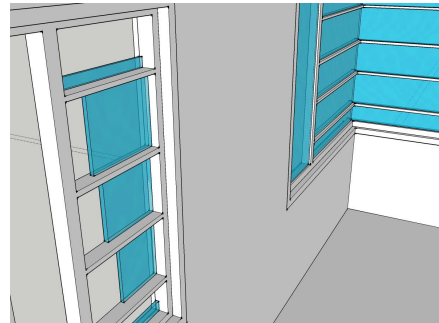
[2] shape the wall to make a window frame



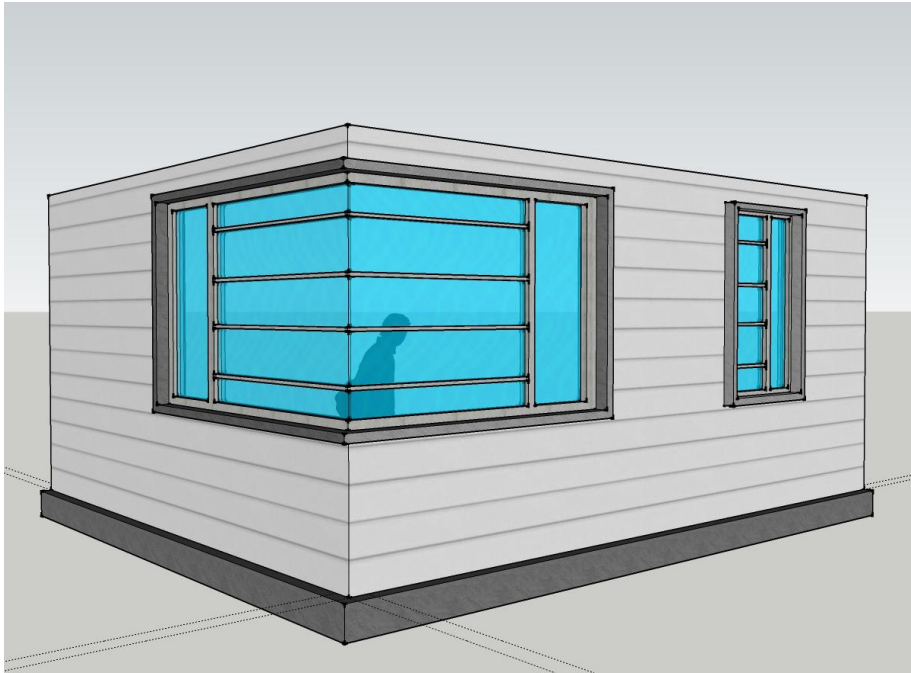
[3] in different group i did the detailing for a window frame



[4] after done in corner window, i did a normal window



first



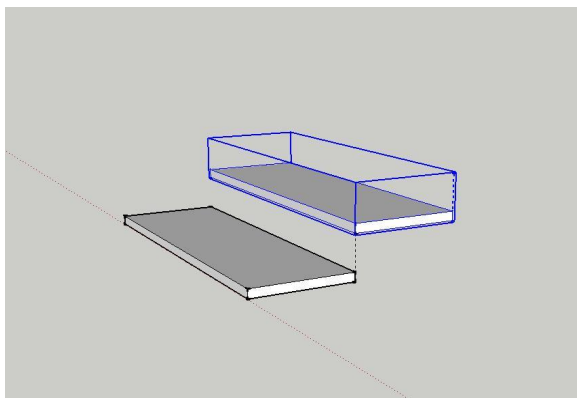
Task..done!

.....

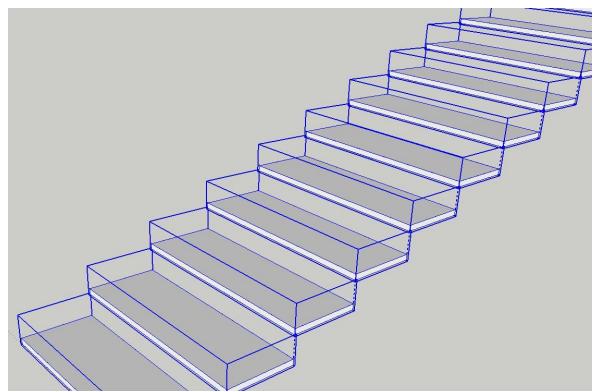
task two [construct a staircase]

after finish task 1 bro taught us on how to construct a staircase. in this exercise i learn the advantages of 'component' option! by changing one component, all other same components are changing too!

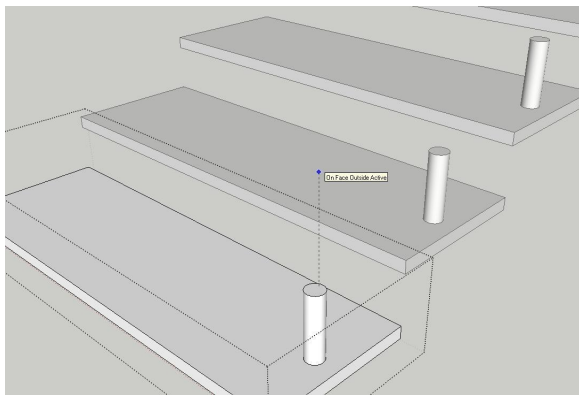
[1] create a rectangular shape component and multiple it by pressing 'm' and holding a 'ctrl'



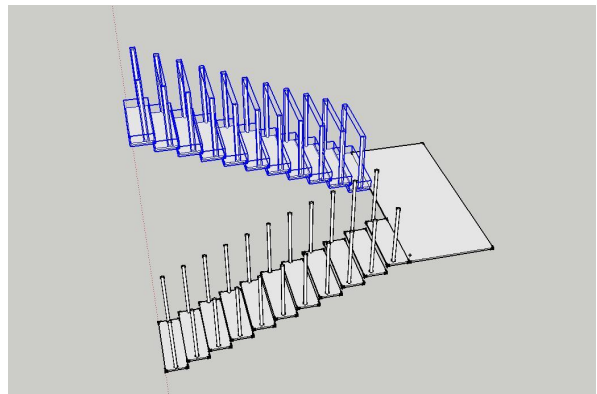
[2] just type '10x' it will easily multiple 10 times



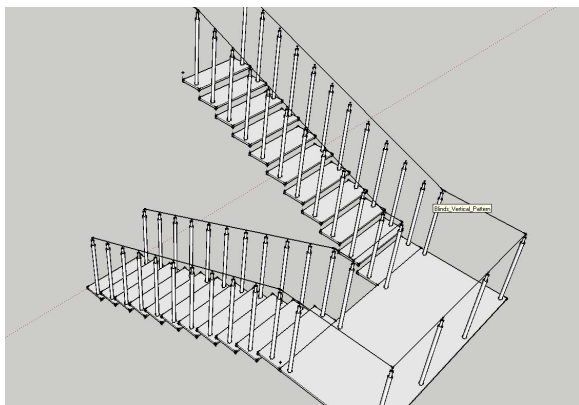
[3] add a new component which is railings.
fast



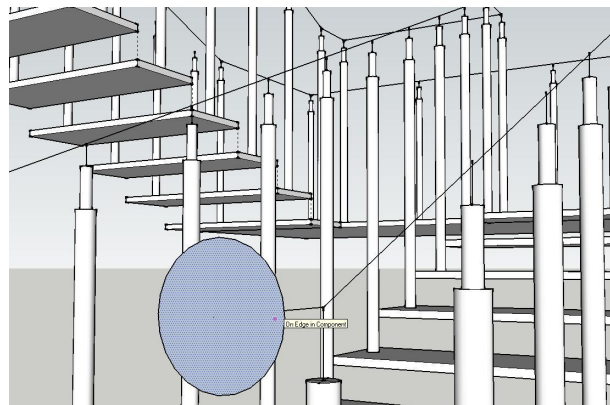
[4] just copy and flip the below part to make thing
and easy



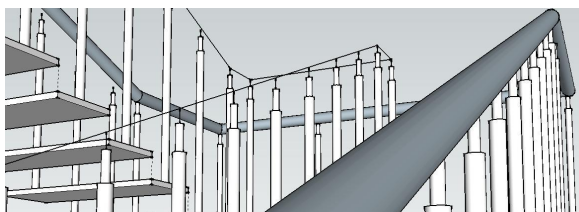
[5] make path for hand rail!



[6] ready with a circular shape for handrail

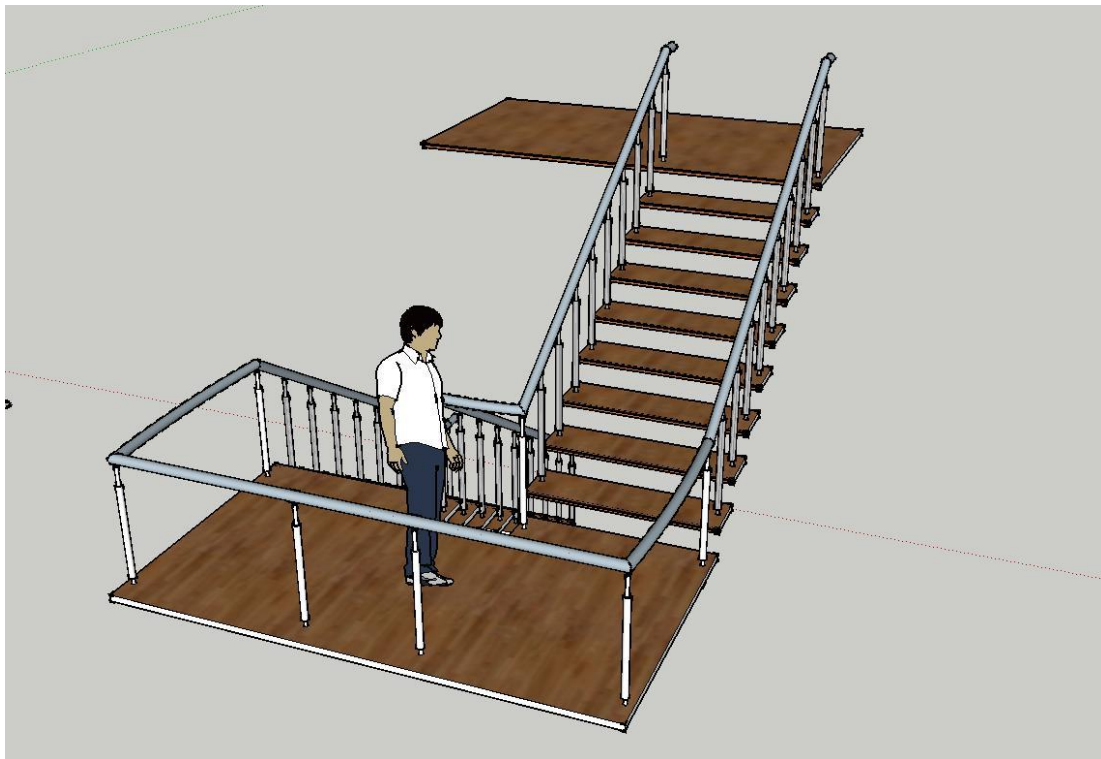


[7] by using 'follow me' tool, hold right
click n follow the path done before



[8] choosing the finishes





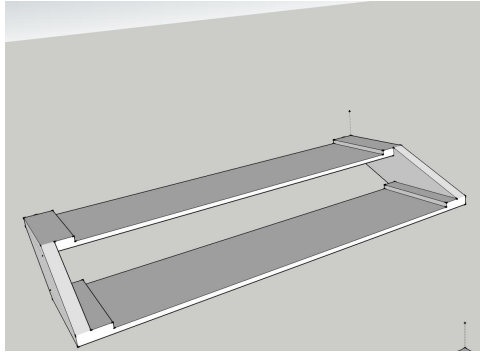
second task.. **done!**

home Exercise.. [new staircase design]

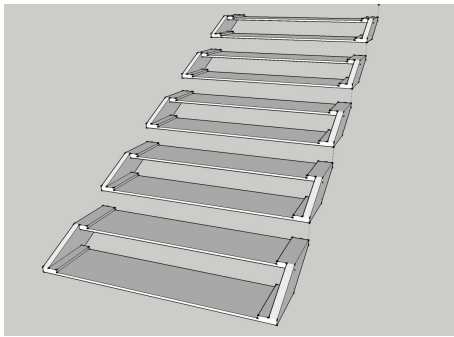
this exercise is to conclude what i have learned before, from creating a simple rectangle untill using a 'component' and 'group' option and also casting a shadow.

[1] design a unique step

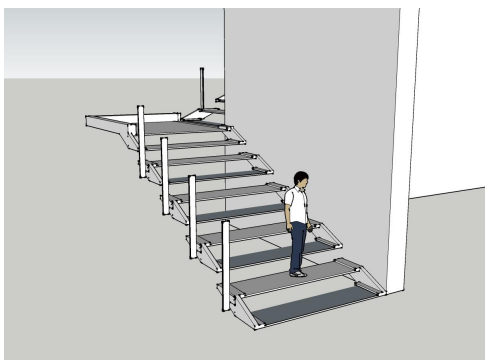
[2] detail up and make it as a component



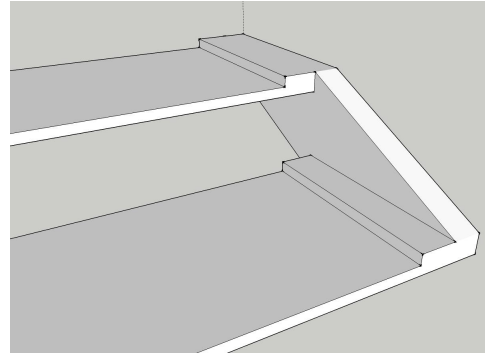
[3] multiply the component by using '5x' command



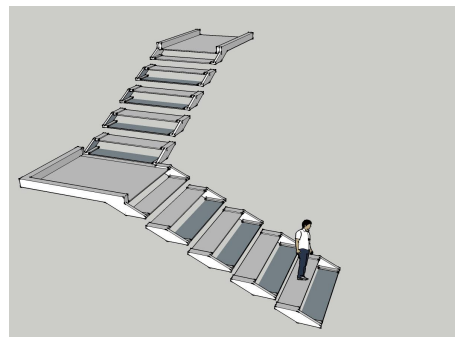
[5] construct a wall to support the staircase and crate new component which is railing



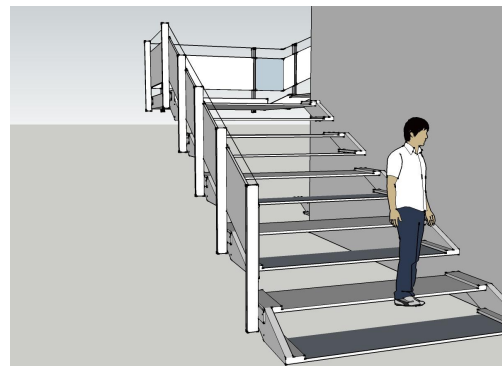
[7] paint the glass with correct materials and it's finished!! .



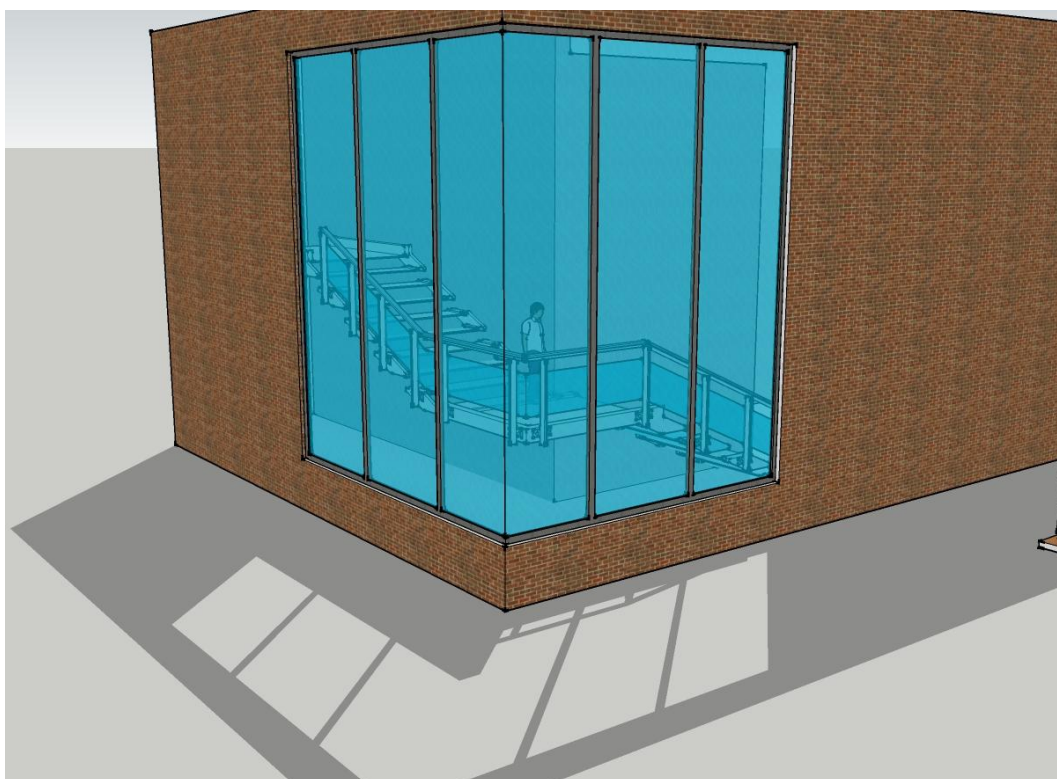
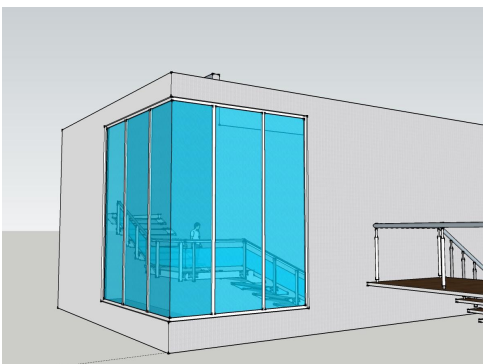
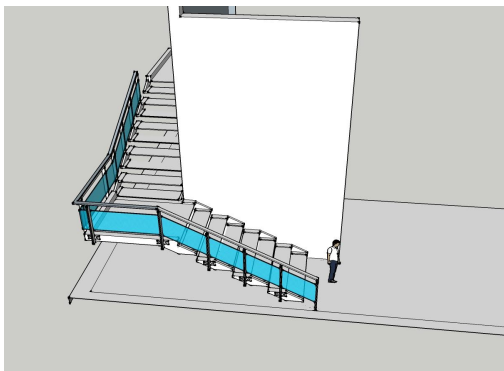
[4] copy and rotate the below part 90 degree by using rotation tool



[6] create a glass panel for railing



[8] then i applied what i've learn in task 1 on how creating the window



home

exercise.. done!

fourthweek

this week we need to find our hometown in google map. then i print screen the map and did little bit editing by using paint. after that just save as jpeg and import it to sketch up.

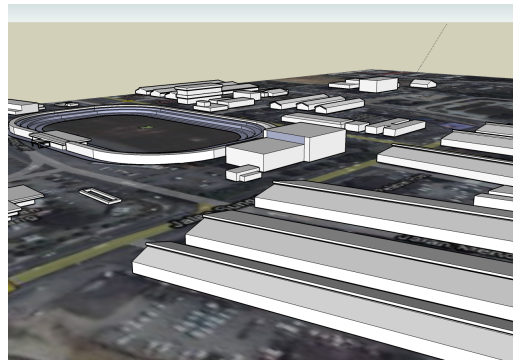
to make sure the map is in scale, i used tape to create a line with 6.2 m width and i choose a double lane road in map and enlarge it until the width of road in map are 6.2 m.

[start to 3d all the buildings in map!!]

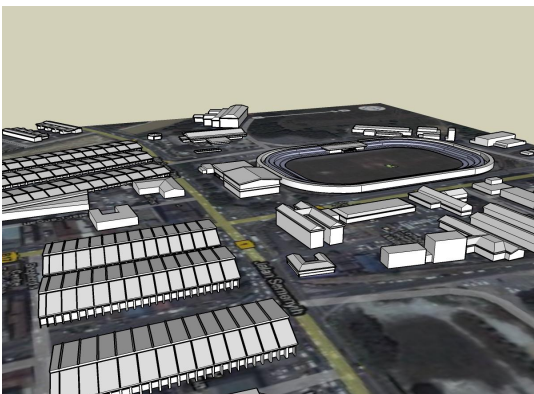
[1] since the alignment of building are not same
i used axis tool to form a new axis



[2] start with a simple massing block



[3] then i detail up few buildings to make it look real and interesting ... **done!**



next task is do a precedent study on architect that i like. i like a simple floor plan, clean and neat design. and i think the most suitable architect is.. **Richard Meire**

this is little bit biography about him.

[1] Meier was born in Newark, New Jersey.

[2] He earned a Bachelor of Architecture degree from Cornell University in 1957,

[3] His carrier started when he worked for Skidmore, Owings and Merrill briefly in 1959, and then for Marcel Breuer for three years, prior to starting his own practice in New York in 1963.

[4] Has been Identified as one of The New York Five in 1972, his commission of the Getty Center in Los Angeles, California catapulted his popularity among the mainstream.

[5] Richard Meier & Partners Architects has offices in New York and Los Angeles with current projects ranging from China and Tel Aviv to Paris and Hamburg.

[6] Much of Meier's work builds on the work of architects of the early to mid-20th century, especially that of Le Corbusier and, in particular, Le Corbusier's early phase. Meier has built more using Corbusier's ideas than anyone, including Le Corbusier himself.

[7] Meier expanded many ideas evident in Le Corbusier's work, particularly the Villa Savoye and the Swiss Pavilion.

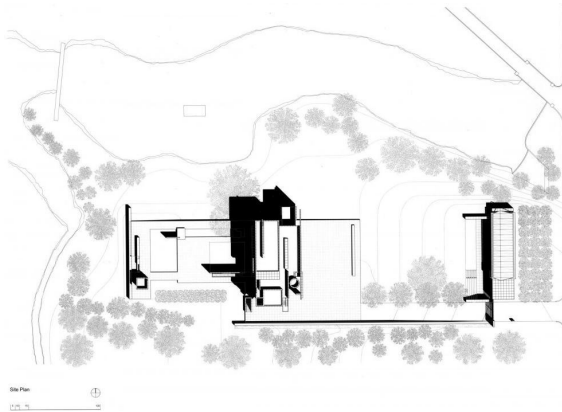
[8] His work also reflects the influences of other designers such as Mies Van der Rohe and, in some instances, Frank Lloyd Wright and Luis Barragán (without the colour)

[9] White has been used in many architectural landmark buildings throughout history, including cathedrals and the white-washed villages of the Mediterranean region, in Spain, southern Italy and Greece.

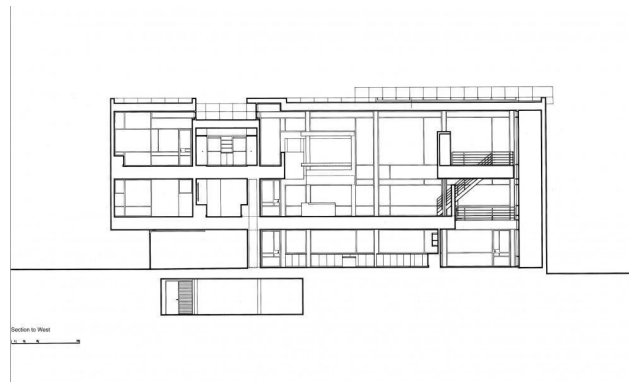
[10] In 1984, Meier was awarded the Pritzker Prize. In 2008, he won the gold medal in architecture from the Academy of Arts and Letters and his work Jesolo Lido Village was awarded the Dedalo Minosse International Prize for commissioning a building.

[11] Meier is also the second cousin of the architect, theorist, and fellow member of The New York Five, Peter Eisenman.

in all his works , the most i like is ..**RachofskyHouse..**



section



site plan

Bookmark



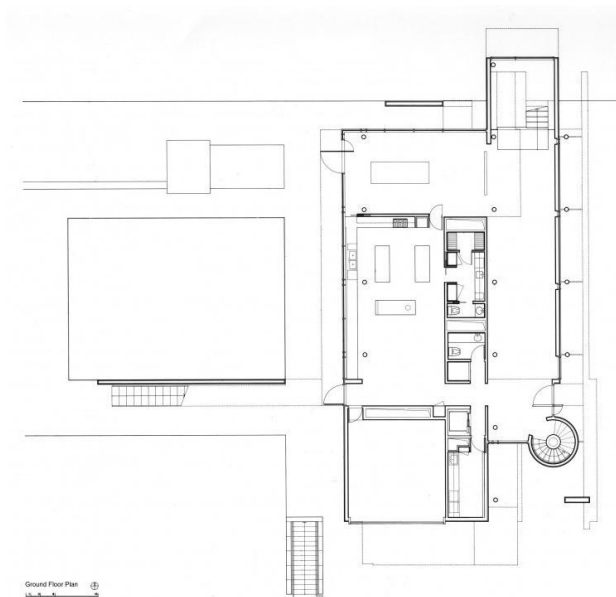
Set in a suburban landscape, this house/private museum is anchored to the ground by a podium faced in black granite that extends both in front of and behind the main body of the building.

The white form of the house hovers on *pilotis* above the podium like an opaque plane, pierced by a number of discrete openings. A succession of spatial layers recedes from this taut surface to accommodate the house's principal volumes. The metal-faced front elevation that shields the living volume gives way on the north and west elevations to taut curtain walls that, together with the opaque front, deflect the interior layered space toward a small body of water to the southwest. Two sheets of water—a reflecting pool and a swimming pool—penetrate the podium at the rear of the house. The swimming pool, plus a cubic pool house and a low wall, effectively terminate the sitework at the western end.

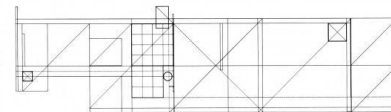
Thus the public stair opening off the gallery foyer leads directly to the double-height living room on the first floor, while the cylindrical private stair ascends to the library on the second floor and the master suite on the floor above. Two separate volumes on the third floor, a suspended study and an exercise room, afford views of the living volume and the garden. All glass walls that are exposed to low-angle western light are protected by electrically operated shades.

Stairs giving access from the swimming pool and to the roof terrace, along with a two-car garage under the guest suite on the south side of the house, complete the symmetrical repertoire. The exterior of the house is clad in white-enameled aluminum panels with aluminum fenestration and insulated glazing.

Two separate stairs provide access to the three floors of the house: an enclosed spiral stair to the south and an open switchback stair to the north. This contrast between private and public circulation is echoed consistently in the organization of the volumes within.



floor plan



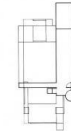
Site Geometry



Geometry



Structure



Entry Circulation



Elements



Enclosures



Circulation

zoning

[casestudy]



unique facade



shadow arrangement



lighting



skylight
doublevolume



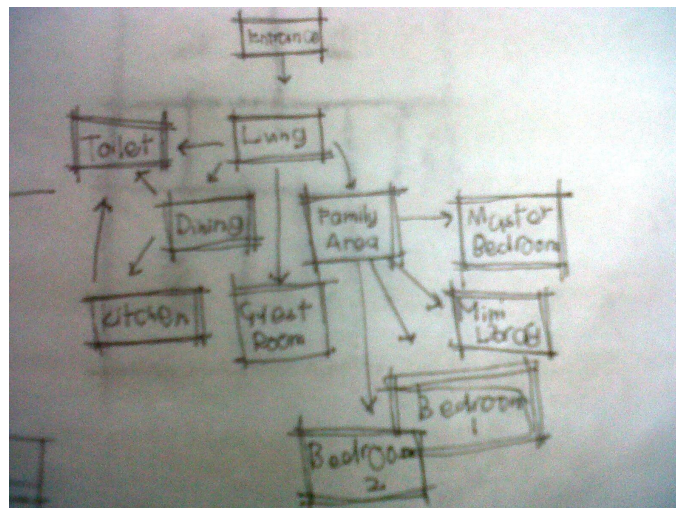
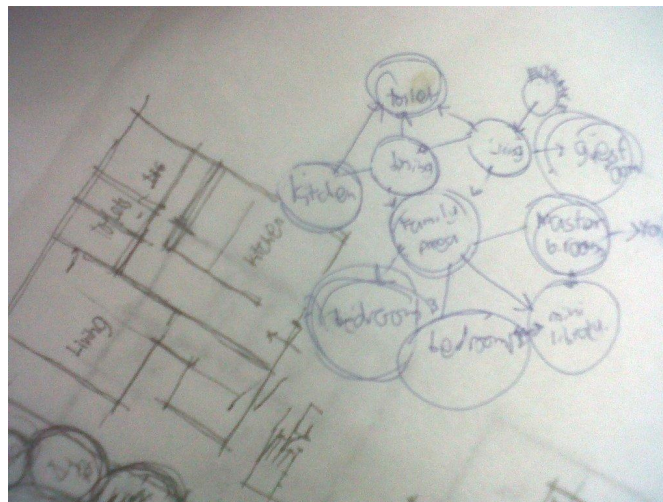
shadingdevice

colourand
mood

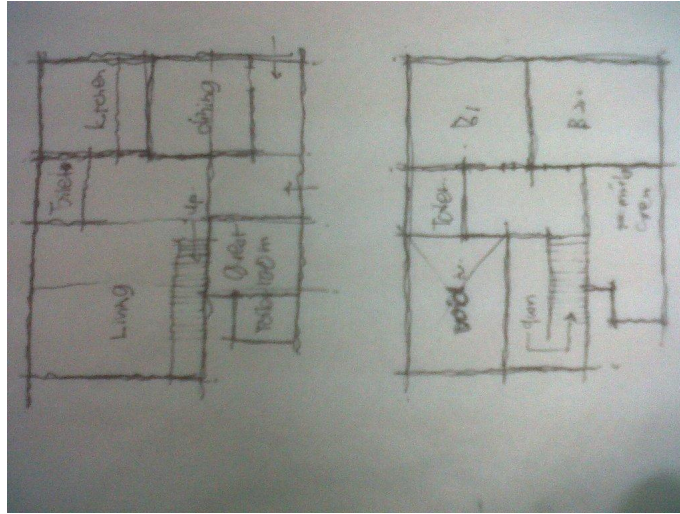
[designdevelopment]

bubblediagram

based on what i learn from my case study. i need to design a simple and modern house.. so i decide to built a simple islamic modern house.. by introduce a courtyard in the middle of my house design..



floorplan arrangement



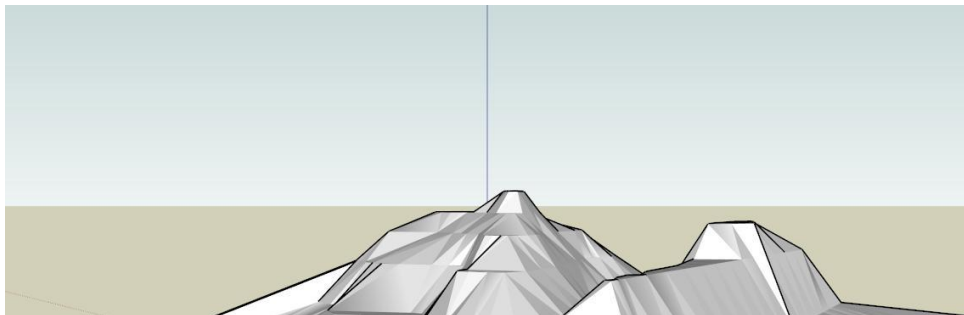
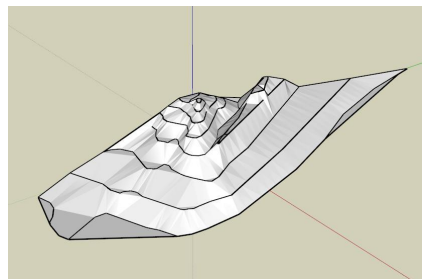
fifth week

today bro taught us on how to create the contour by using sandbox toolbar. but this toolbar cannot be seen in normal toolbar. therefore, to see it we must do some changes in preferences. **windows>preferences>extension> tick the sandbox's box.** And now we can see sandbox toolbar

there are 3 methods in doing it.

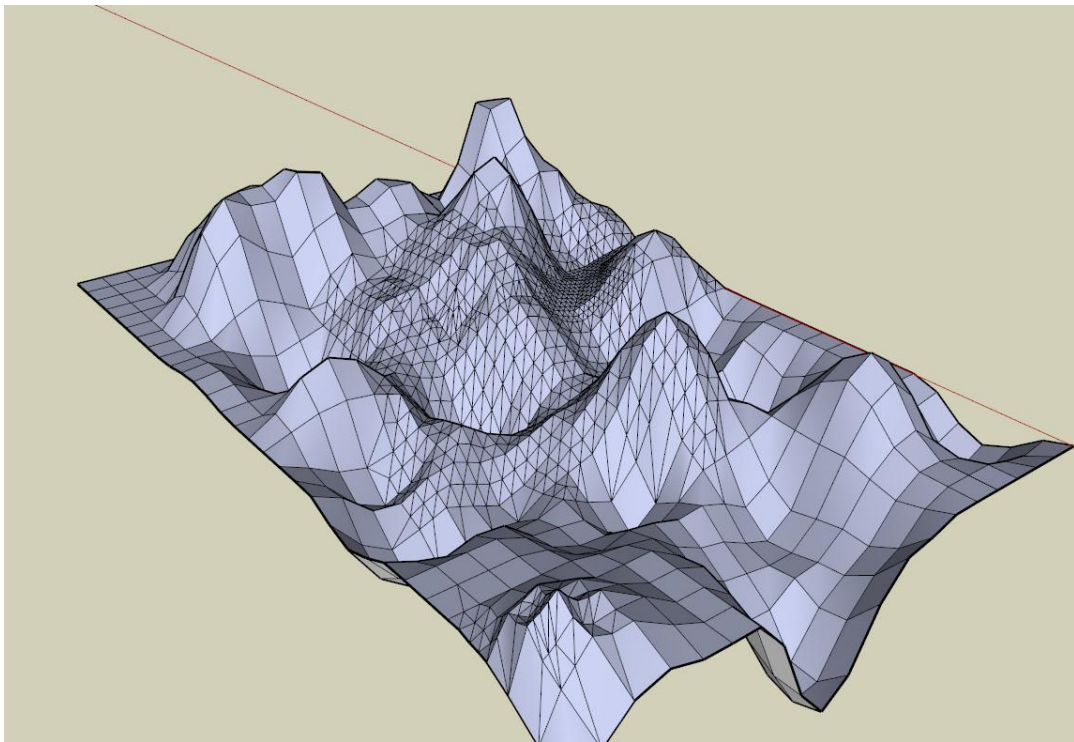
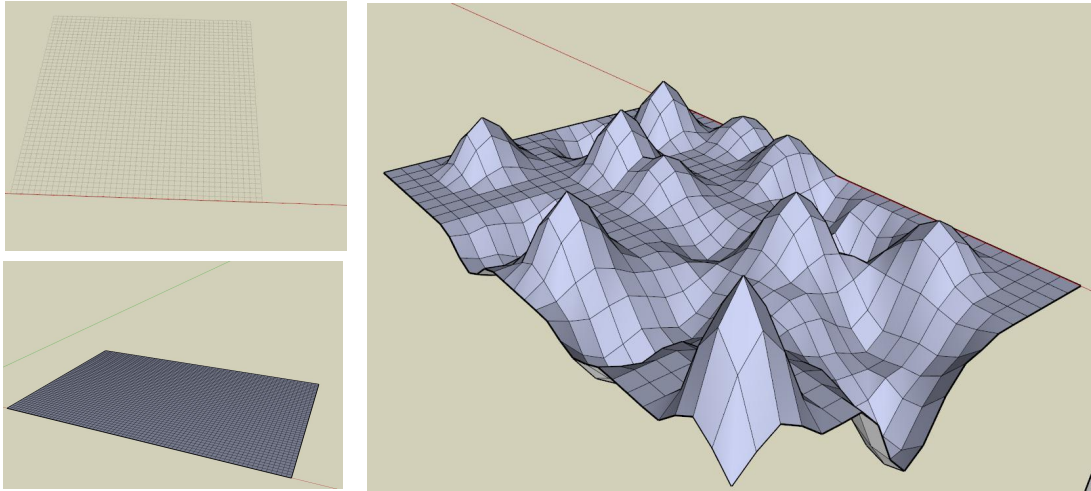
[first]

use a freehand tools to make the contour line such as below



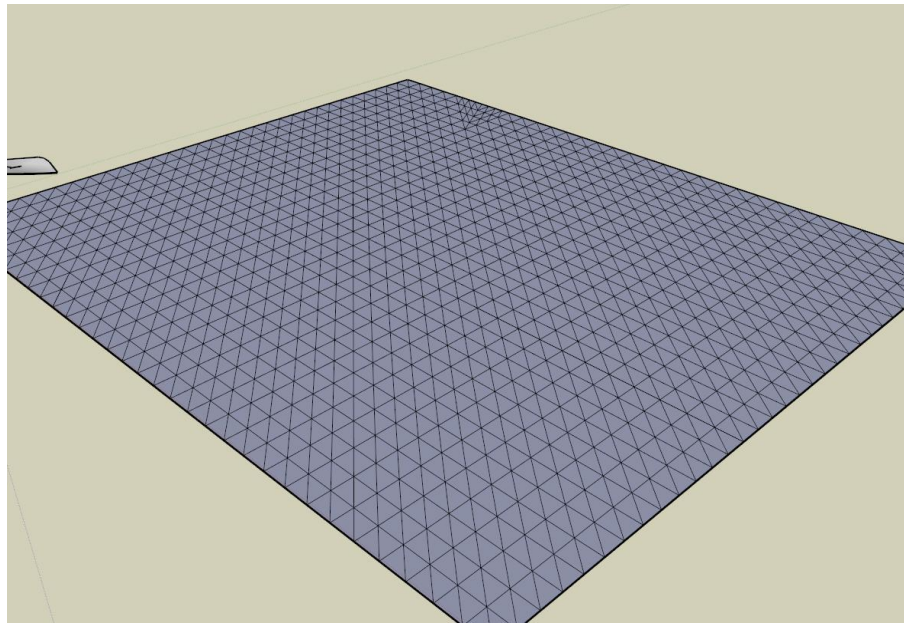
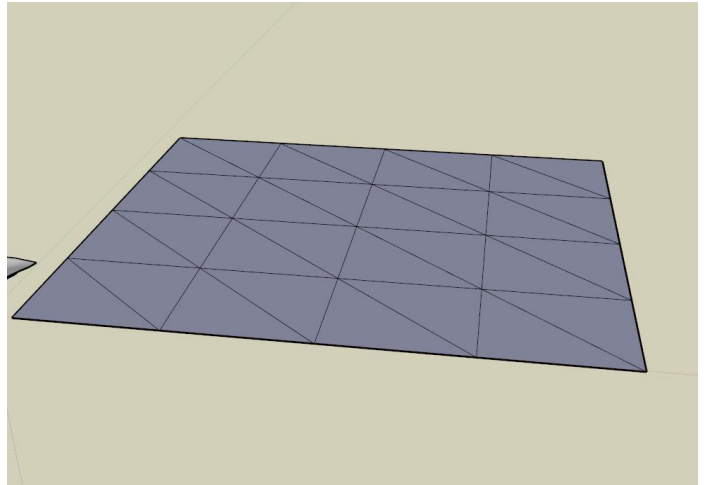
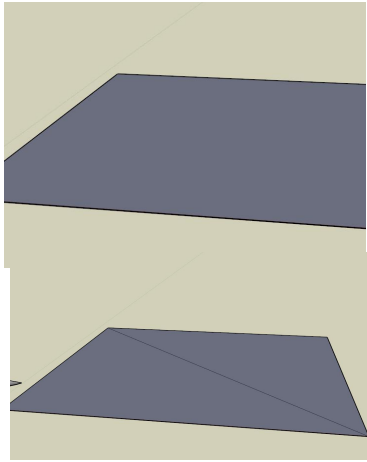
[second]

by using a cratch tool



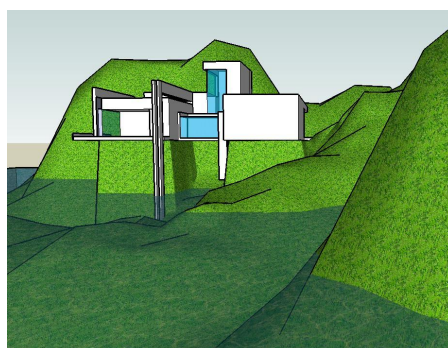
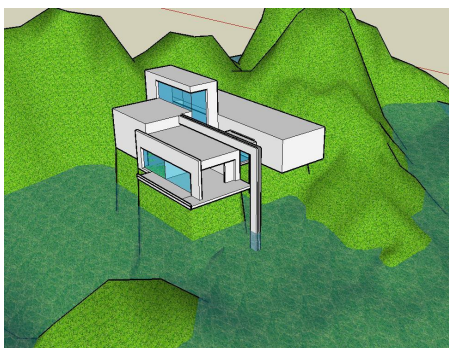
[third]

by using a simple surface and create a simple triangle such as below



after i learn all those methods, i think i prefer to use scratch tool and then apply the smooove tool to make a contour.

after several minutes, i end up with this



sixthweek

this week i learn on how to '3d lize' the building from a picture.. after few minutes on searching my desired building int google image, lastly i found it and save to my comp. then start to photomatch the picture.

during adjusting the grid line , i found that not all picture can be matched. somehow there will have slight different in angle when i start to '3d lize' it~

so after try and error , lastly i found the most suitable picture to be photomatching



after all lines

aligned. . then i start to trace it with pen tool

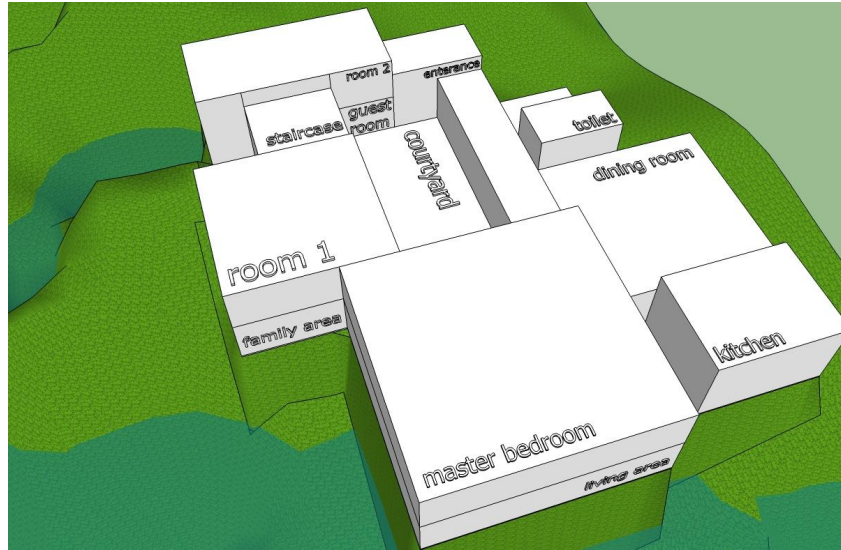


to make my work easier. i change my style to x ray.. so i know that what i do is correct..

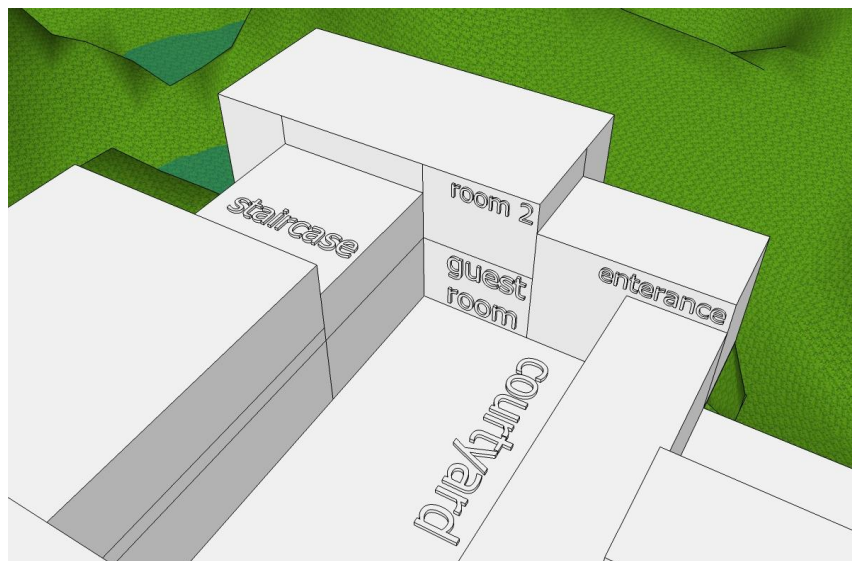


seventhweek

starting from this week we need start to develop our own house design..



so i start to do space planning.

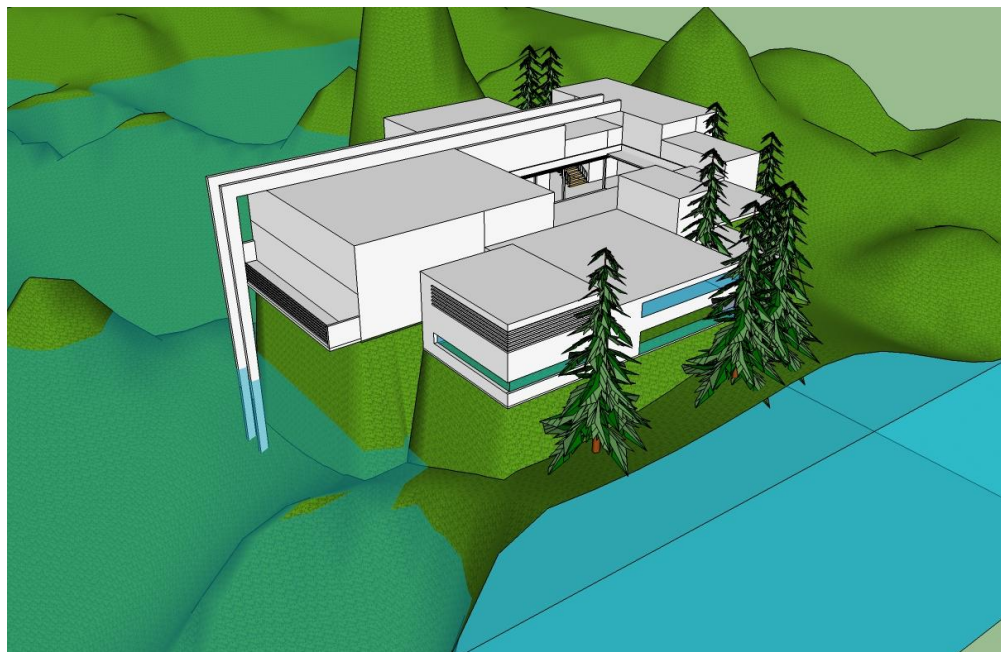


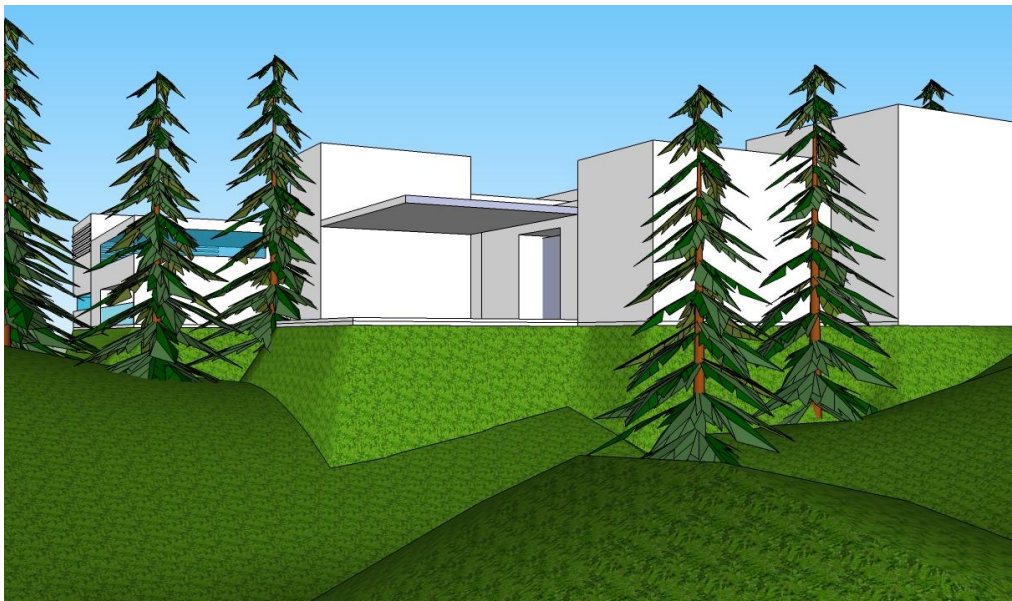
in line with my concept.. there have a courtyard at the middle of my house

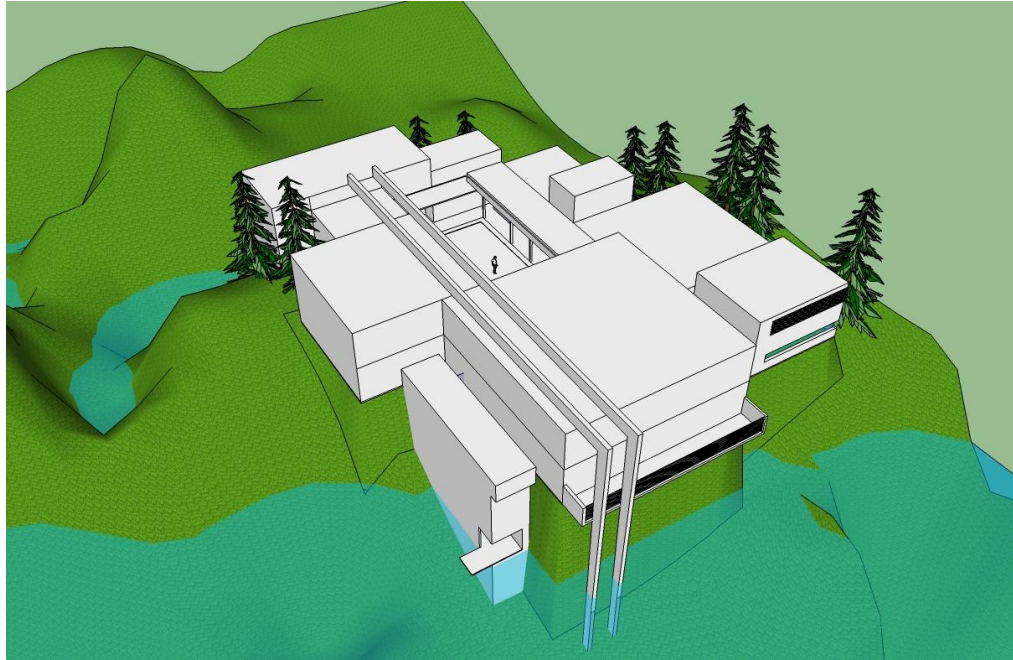


eighthweek

this week we still developing our house..
 bro has go through one by one n give few feedback on our design..







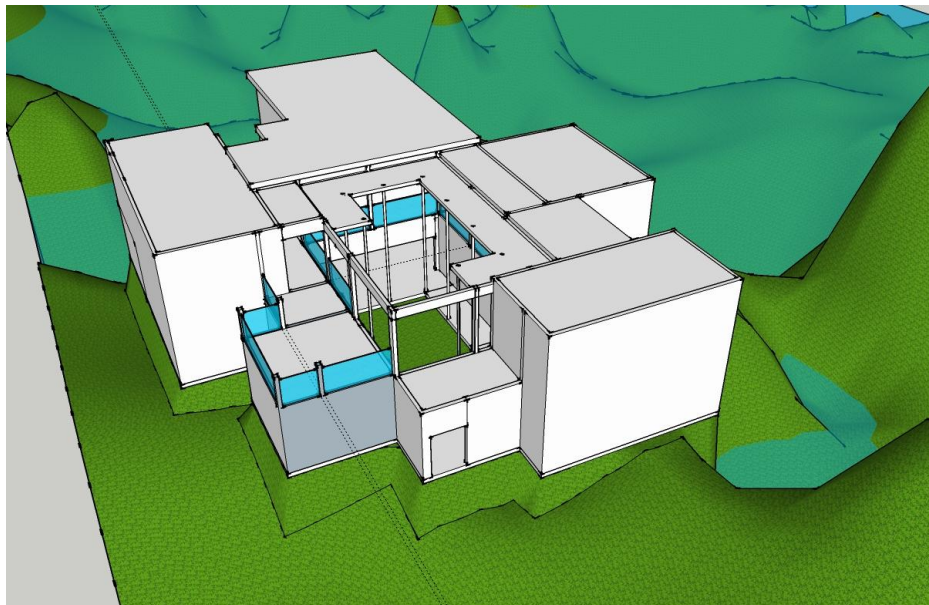
bro said my
design is too

bulk..

hurm.. so i need to rearrange my house.. and do little bit refinement about the size

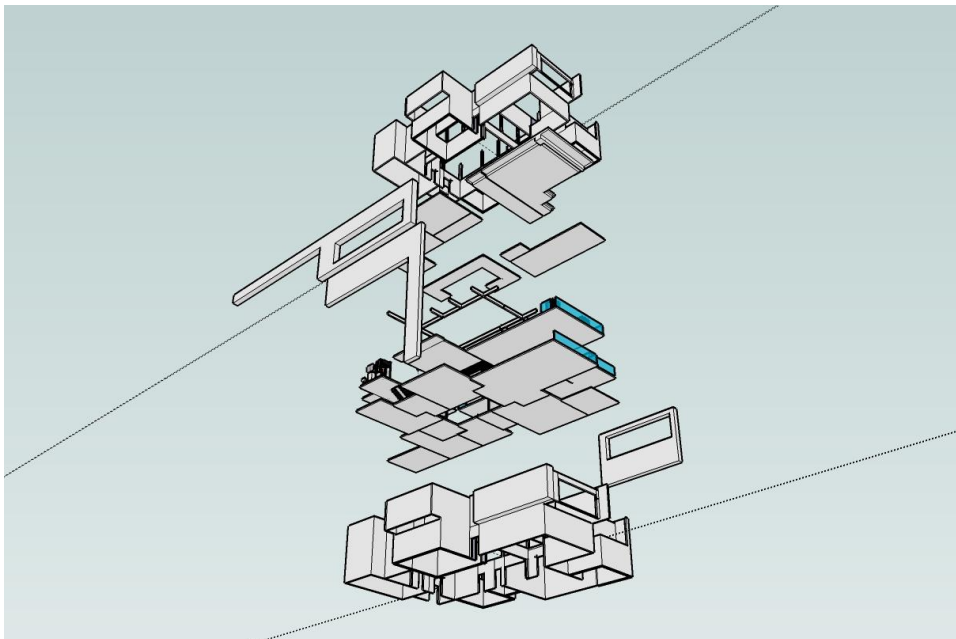
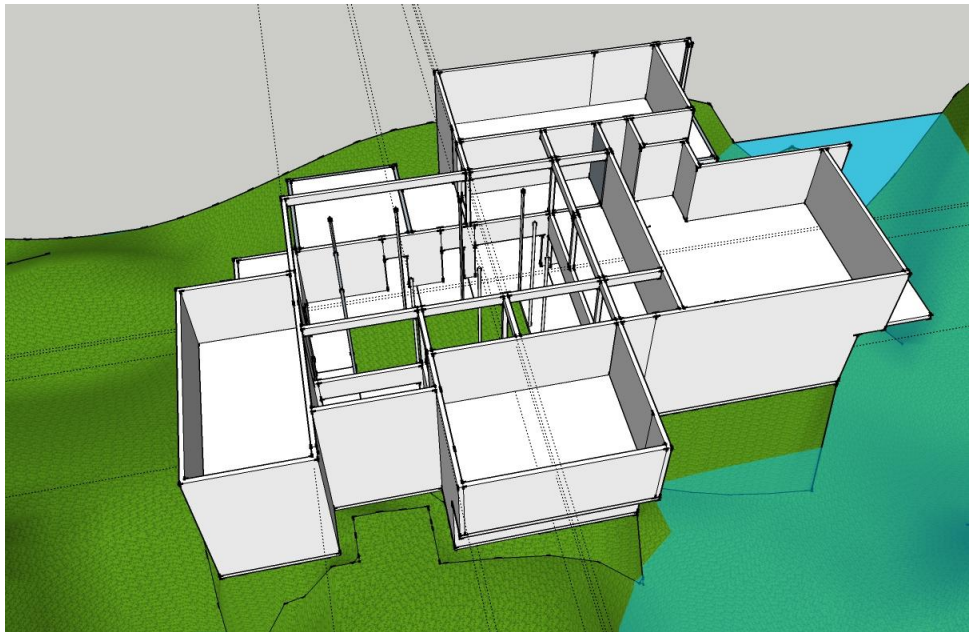
ninthweek

my design
approved..
detail up
but no to
materials
different



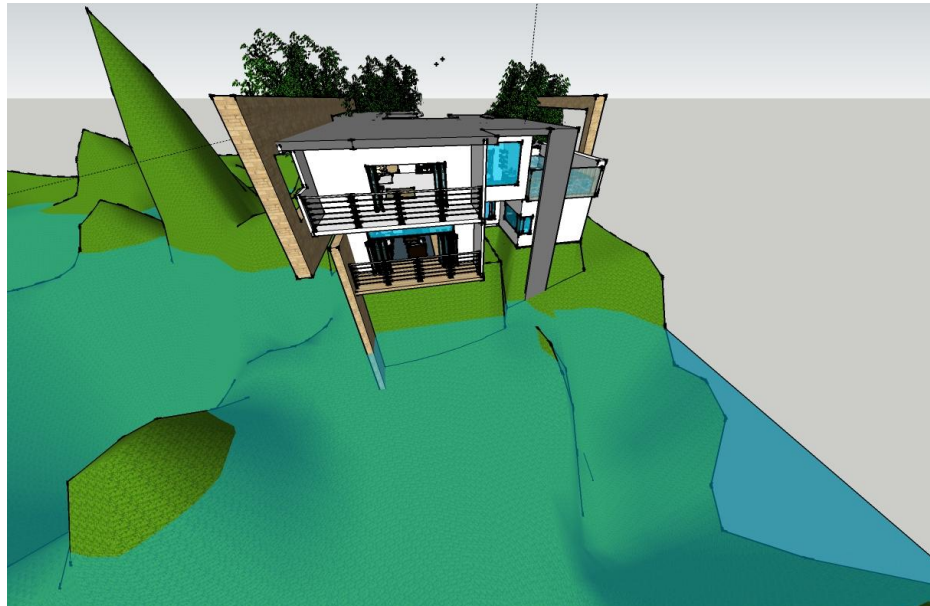
just
n i start to
my design..
forget.. all
are in
group ..

1



tenthweek

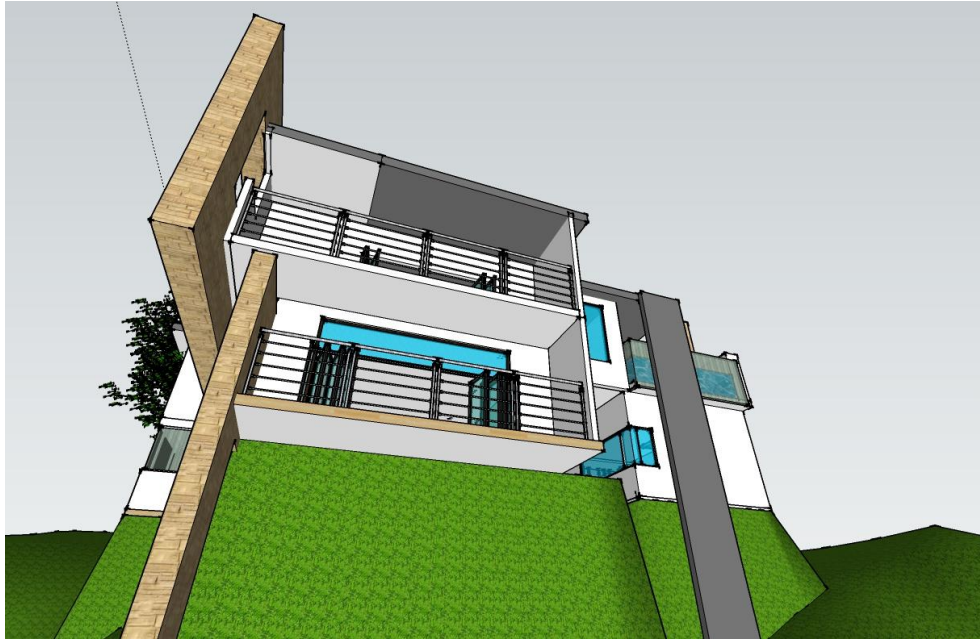
for this week we need to submit 5 scene of exterior and 3 interior..



eye birds view .



view towards pool



view toward main entrance



view towards living room



view
dining area

towards

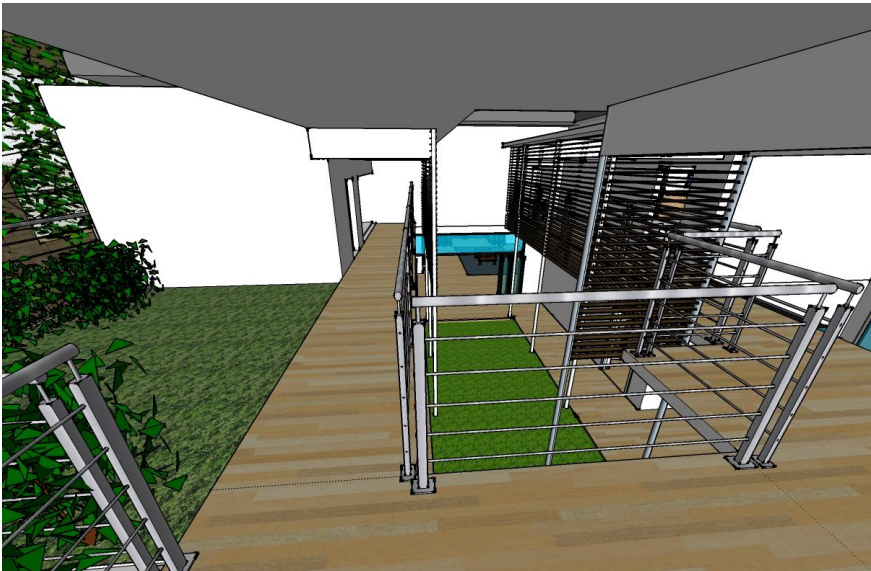




view towards

room

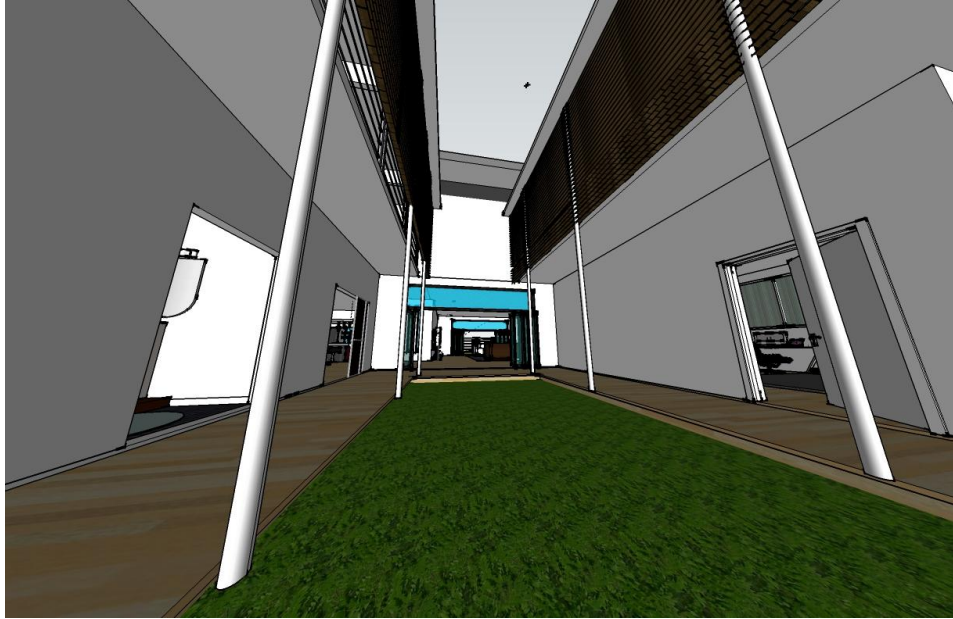
children's



view towards

first floor

courtyard from



view from

towards living room

courtyard

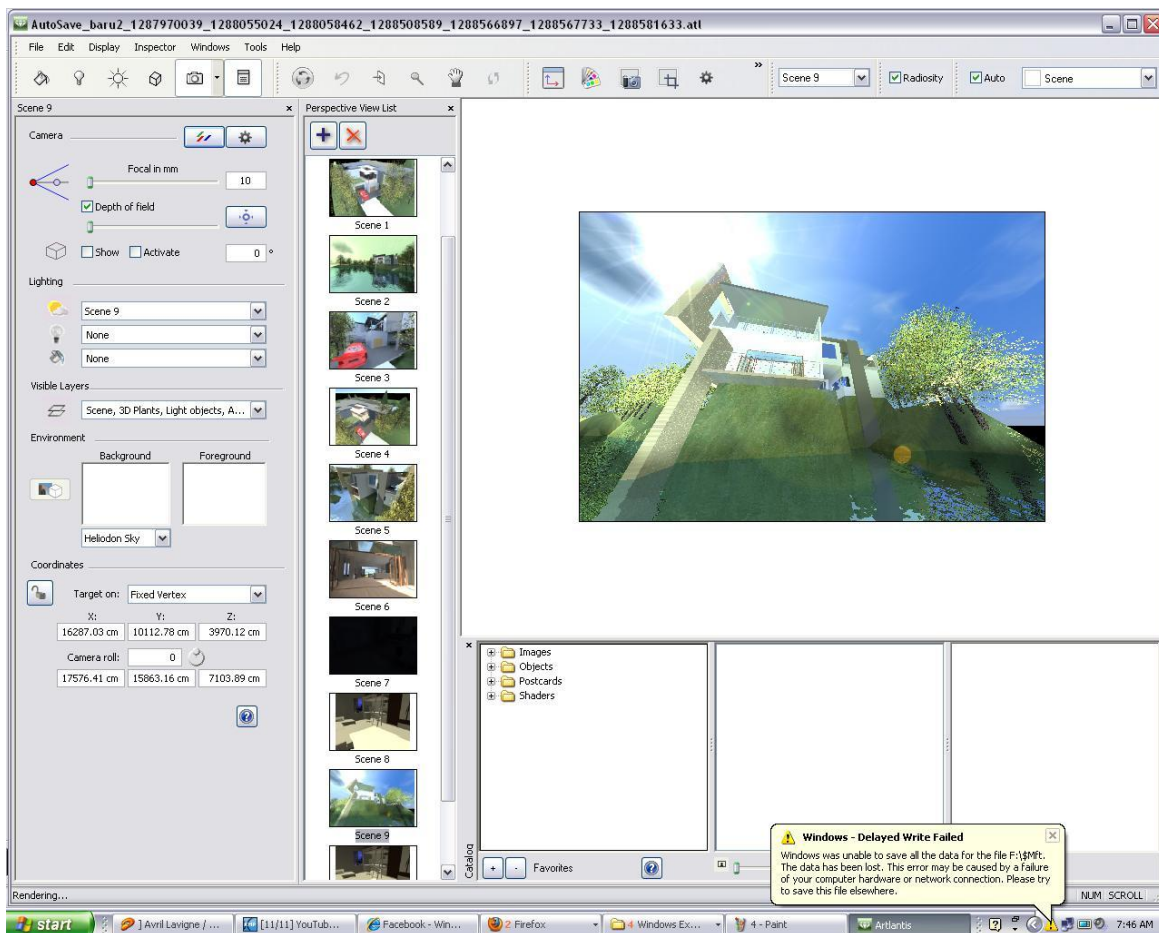


view towards office

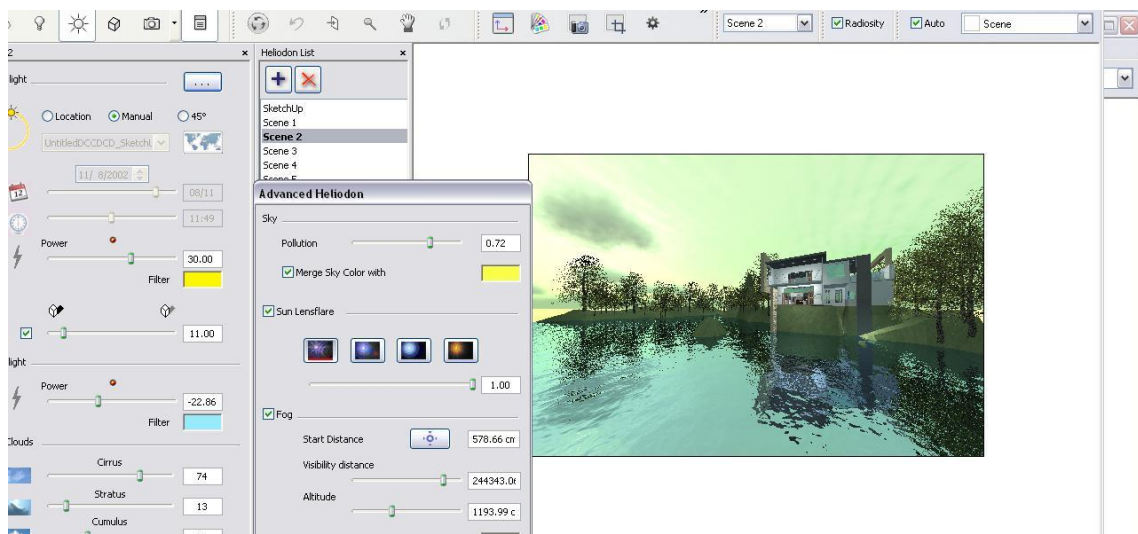
.....

start to learn on how to using artlantis~

eleventhweek



setting for doing sun flare



playing with merging sky pollution to create different mood

lastweek



ARTLANTIS[™]

after try n error..
seek advice from senior..

at last i manage to finish rendering all scene..
since im using evaluate version of artlantis..
the result like below~









thanks god for giving me strength to complete all the requirement given..
thanks to bro suhaimi on what u have taught us.
thanks to my family and friends for support..

may allah bless u all

p/s : from now on.. i'll practise more on using artlantis..