PROJECT 01
DESIGN ELEMENTS

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/
INTRODUCTION TO SPATIAL
DESIGN
DST 30705

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This pattern I created from the image is formed by identifying points in the picture where two lines meet and form an angle in the space. I also included points where curved and organic lines meet in the space to identify even more points.
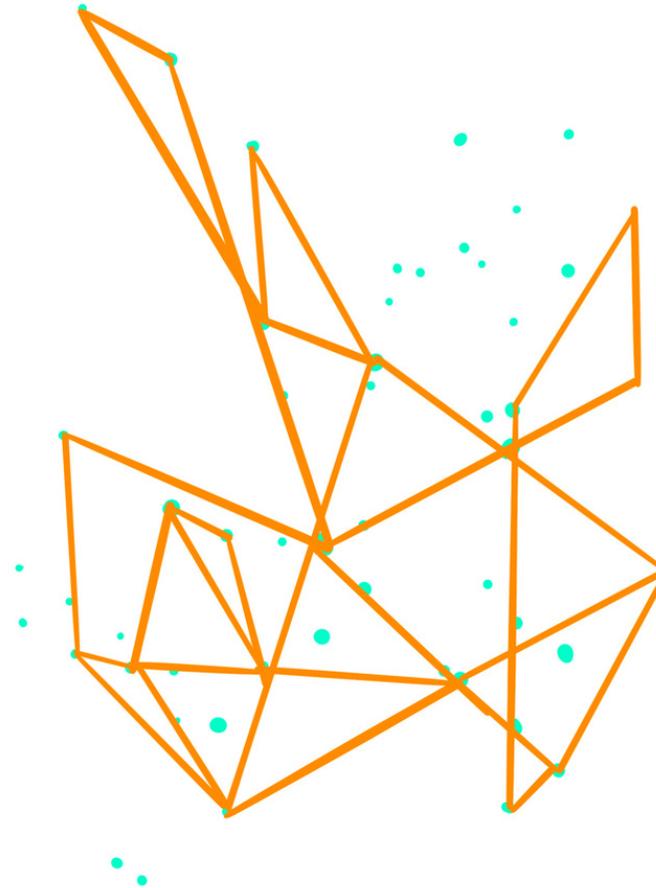
While creating patterns, I have tried to avoid overlapping lines and expand the patterns to create a more interesting pattern, depending on the design.

Initially, my intention for this pattern was to create an image of a bird, inspired by the design of the building which evokes a sense of love for life and creativity. However, the pattern ended up resembling an origami paper crane due to the triangular shapes used, resulting in a surprising effect

DESCRIPTION

- The interior space picture that I have chosen for abstract patterns is a building in northern Spain that was transformed from a small abandoned church and named 'the church of tas'. I selected this building because it presents a sense of vintage and coziness, which provides a unique characteristic to the building. The warm and cozy atmosphere is created by the vintage interior elements, making it particularly striking. Overall, this interior space makes a great source of inspiration for creating abstract patterns

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In this interior space, the points that I identified the most are the windows and the staircase, which are the most prominent features. Since most of the shapes in this image are rectangular and square, I focused most of the points to located in the corners of these shapes to create the pattern

To create this pattern, I randomly selected points and drew lines of varying lengths. I also attempted to make the pattern more unique by extending it with irregular shapes, giving the impression of expansion

In this pattern, the design principle I have focused on is repetition. I have utilized triangles and rearranged them in different places and directions to create a sense of variation

DESCRIPTION

- I chose this picture because of the strong connection to nature. The use of stone in the house's construction and the way the shadows fell through the window presented a natural ambiance that made me feel at ease. The combination of these elements also created a warm and comforting feeling. The picture's natural beauty and calming effect make it an excellent source of inspiration for creating a pattern.

PART 1
IMAGE & PATTERN (02)

In this interior space, the points were mostly chosen from the background to emphasize and focus on the elements in the background.

When creating patterns, I tend to draw irregular but structured lines that resemble a map of a house but with different shapes and angles.

To connect the lines, I usually start by drawing the longer lines first and then evaluate which areas are too large. I then cut or separate those areas in the pattern to create smaller, more proportionate shapes.

Overall, the outcome of the pattern is surprisingly good and gives me the impression of the process of envelope being folded

DESCRIPTION

- This interior space was designed by Gonzalez-Abreu/Alas Architects (GAA), a highly acclaimed architecture and interior design firm based in Coral Gables, Florida. I selected this image because it gives me a sense of calm and warmth due to the color tones present. The image showcases a 'walnut-paneled room' where a combination of classic and modern design elements that can be observed

PART 1
IMAGE & PATTERN (03)

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The pattern created by the interior space of the artist's studio is dynamic, creating a protruding balance that is not too solid. The pattern is designed to create a simple appearance at the top but a complicated appearance at the bottom, making the pattern look more solid.

Since the outcome of this pattern has a dimple-like appearance at the top but appears more complex at the bottom, it creates a sense of balance and gives the pattern a triangular shape.

Overall, this pattern is crafted, with a balance of simplicity and complexity that creates a dynamic and visually appealing design. The protruding balance adds depth and dimension to the pattern, making it stand out and draw the viewer's attention. The triangular shape created by the pattern adds to its visual interest and creates a sense of stability and equilibrium.

DESCRIPTION

- I chose this picture of an artist's studio to create a pattern because it makes me feel comfortable and relaxed. Looking at this room, I feel like I could spend a whole day there doing the things I enjoy. It is a private space that looks peaceful and quiet, where no one will disturb me when I am doing things that I like

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The pattern are referr to involves repetition by forming it using only triangles and rotating them. I have chooses to use Triangles because it is one of the simplest shapes in geometry that can be used to create a different variety of patterns.
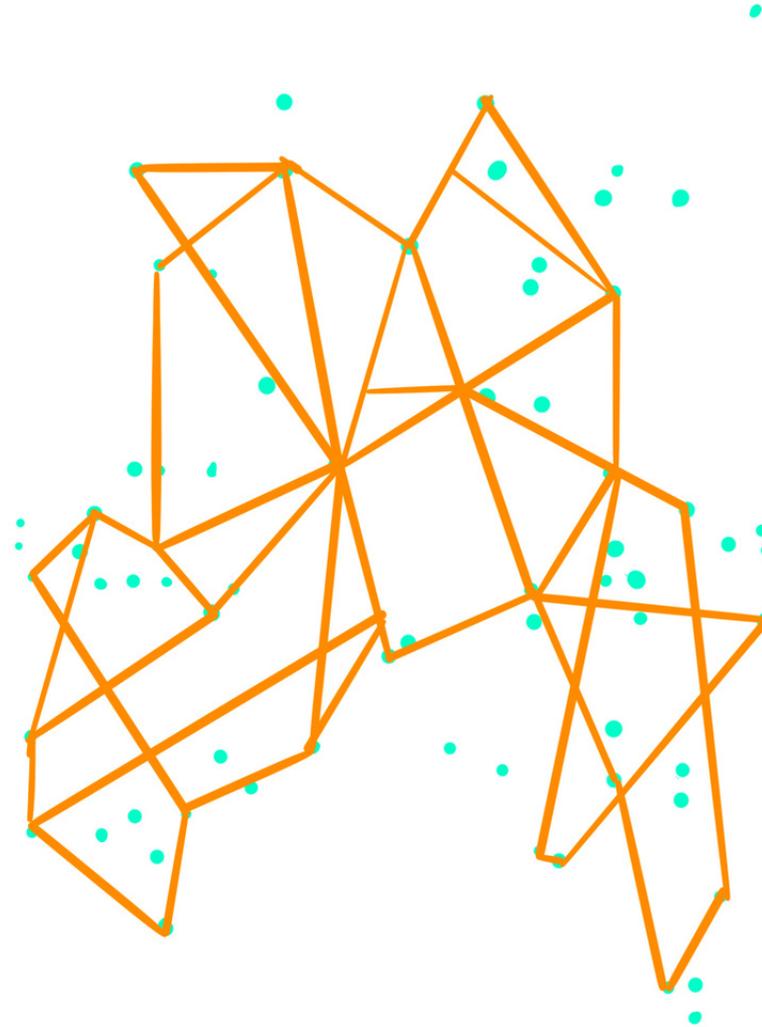
To create this pattern, I have start with a single triangle and rotate this them to a certain angle and place it adjacent to the first triangle. That created a new pattern that are made up of triangles. By continuing rotate and add triangles in this manner it have a out come of this pattern.

Overall, this pattern is created through the repetition of a simple shape and the use rotation to create new patterns .

DESCRIPTION

- This interior space is in District 1, the central urban district of Ho Chi Minh City, Vietnam. Named 'NDC House,' it is made up of clay brick and concrete architectural elements inside the house. I chose this image because of its combination of brick and concrete, which creates a blend of traditional and modern architectural styles. The resulting vintage and modern also created unique and visually interesting effect for the space

PART 1
IMAGE & PATTERN (05)

-

This pattern have show asymmetrical, meaning that it is not exactly the same on both sides.

This lack of symmetry is due to certain parts of the pattern that do not match up with other that create a image that is not perfectly balanced, but rather appears to be lacking in symmetry.

However, the pattern also has a middle point . This point are to creates an elongated shape that resembles a spiderweb, with lines spreading out and expanding from the center giving it a sense of movement and direction, drawing the viewer's eye towards the center.

even though there is lack of symmetry, in the pattern there is still balanced in a way that avoids either side looking too plain or simplistic.

Overall, the pattern may not be perfectly symmetrical, it still has visual interest and balance that make it appealing to the viewer.

DESCRIPTION

- This interior space was built in 2021 by a building company called Kager House Ukraine and designed by Karlikova Architects, an architecture office. Upon viewing this image, I was struck by its natural elements, as most of the objects in the picture are made of wood, and the light source used in the image is sunlight, creating a feeling of being in a forest

MOCK UP MODEL 01 – PROGRESS DEVELOLPEMENT /SKETCH

Pattern use

using pattern 04 as first mock up

To show direction (going up/Going down) for this mock up

lowest point in this mock up

slanting up

slanting down

highest point in this mock up

Planes
opening and closing

planning to create this plane close fully.

Closing planes to create space

Closing planes

Create planes by stick having some space between

3D looking in planes with different ways of creating it (cover fully)
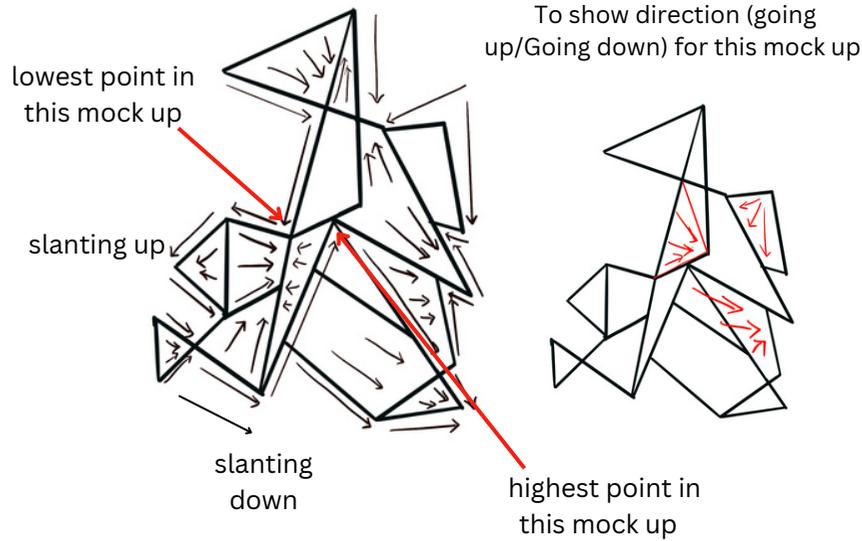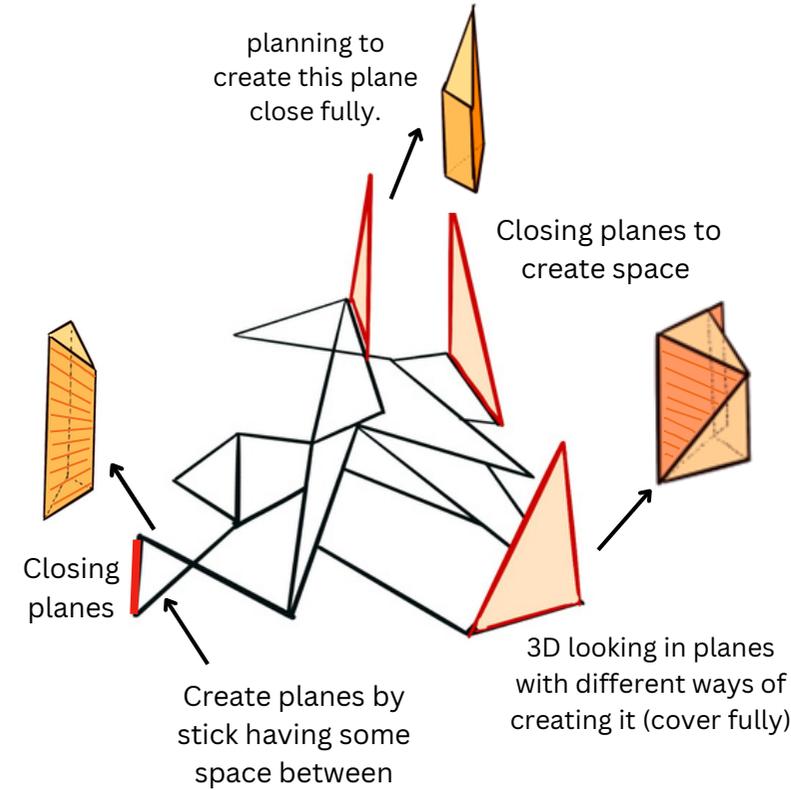
pattern to 3D using stick with different height.

to show how to allocate the stick in the mock up
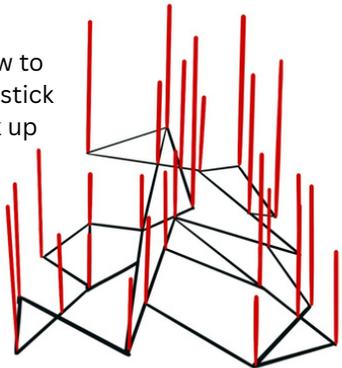
using stick with different height to make the mock up more interesting.
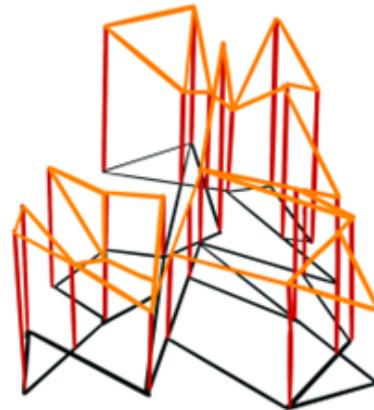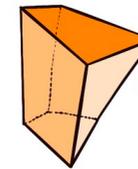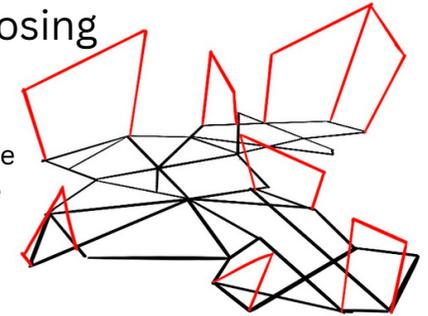
Planes

different height used in this mock up

To create the illusion that a stick is going up and slanting, by positioning the stick to a certain angle

Create planes by adding different hight and width to form a effect of slanting

| 9.5 cm | 7.5 cm | 7 cm | 6 cm | 5.5 cm | 5 cm | 4.5 cm | 3 cm |

**PART 2
PATTERN + MODEL
DEVELOPMENT (01)**
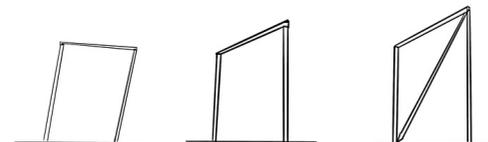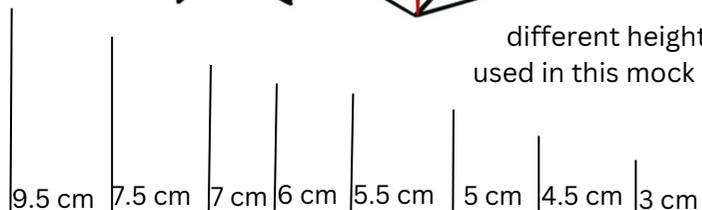
MOCK UP MODEL 01 – PROGRESS DEVELOLPEMENT /SKETCH

Create planes and volume for this mock up

Elaborate Planes

Mock up without planes

FRONT
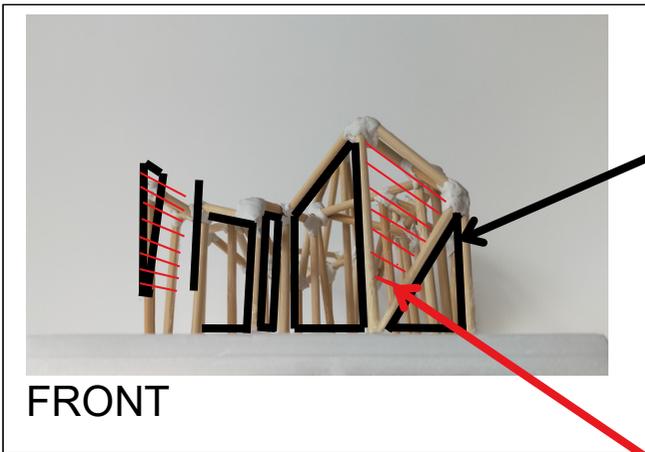
adding planes using white modeling board

BACK

Using Stick and put near to each another but not sticking to together to create space between the stick

LEFT
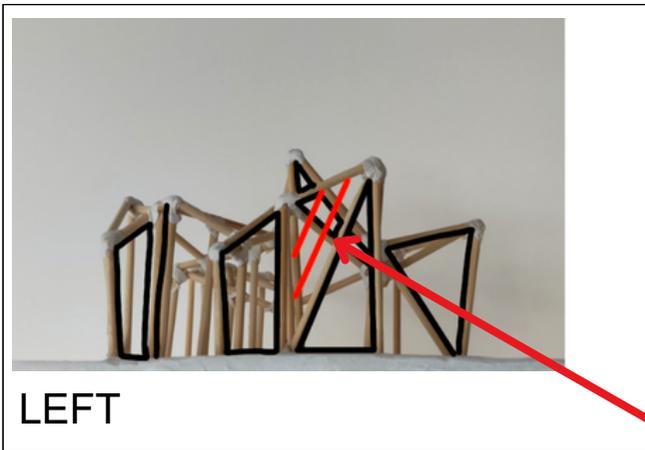
Forming volume using planes to surround

RIGHT

planning on how the stick will be

BACK

FRONT

RIGHT

LEFT

**PART 2
PATTERN + MODEL
DEVELOPMENT (01)**

MOCK UP MODEL 01

Mock up With plane

FRONT

BACK

LEFT

RIGHT

Plan View

Different perspective

**PART 2
PATTERN + MODEL
DEVELOPMENT (01)**

Pattern use
05th Pattern used for this mock up

slanting down

highest point in this mock up

lowest point in this mock up

slanting up
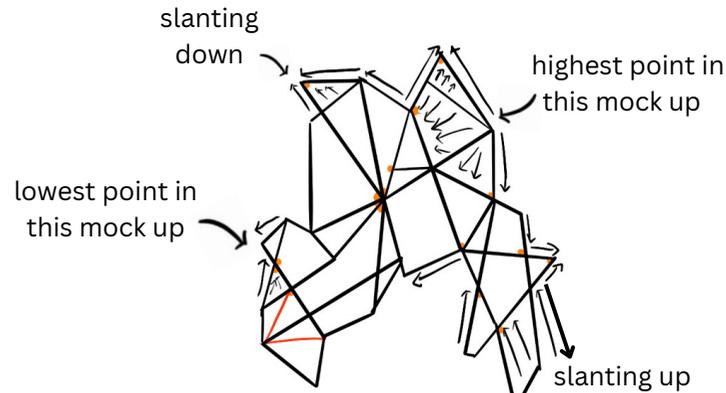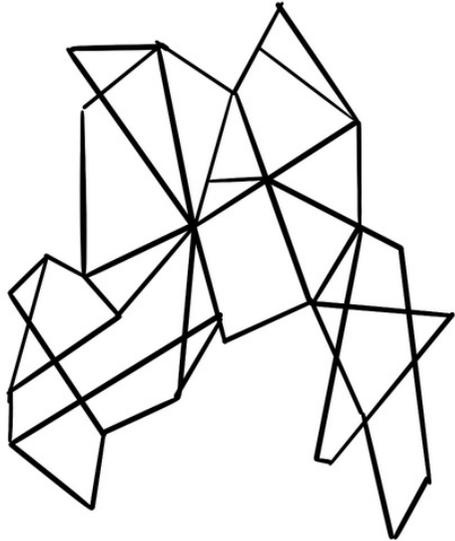
To show direction (going up/Going down) for this mock up

pattern to 3D using stick with different height.
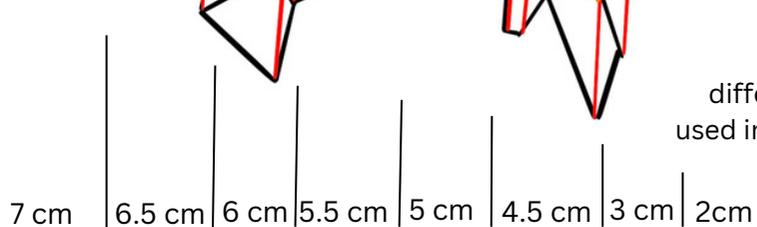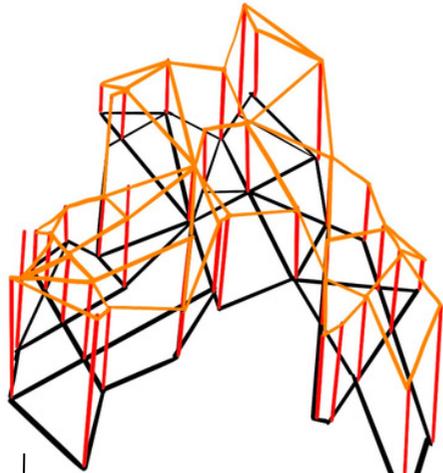
Planning outcome form 05 patten

Creat using different height

different height used in this mock up

7 cm | 6.5 cm | 6 cm | 5.5 cm | 5 cm | 4.5 cm | 3 cm | 2cm

To create the illusion that a stick is going up and slanting, by positioning the stick to a certain angle
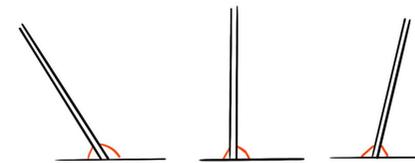
Planes
opening and closing

planning how is the plane going to be

Create placebt using sticky and having some space in between
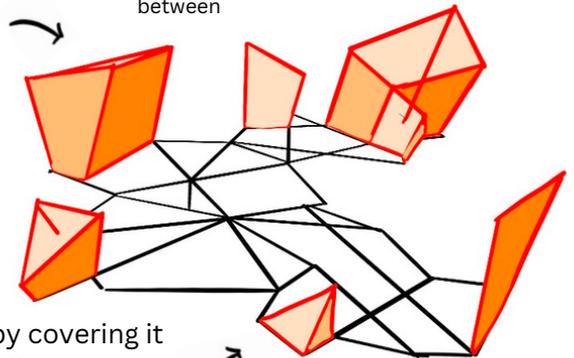
Create plane by covering it up fully
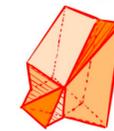
scketch to create the mock up

PART 2
PATTERN + MODEL
DEVELOPMENT (02)

MOCK UP MODEL 02 – PROGRESS DEVELOLPEMENT /SKETCH

Elaborate Planes

Without planes

FRONT
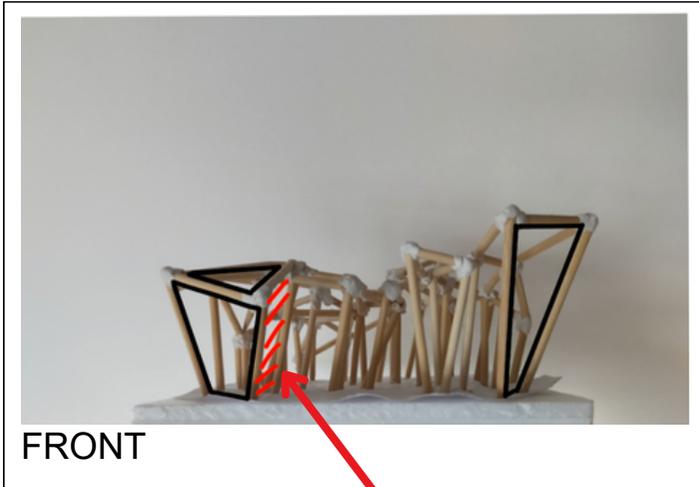
planning to use stick to make it more rich and create more open space for this mock up

BACK
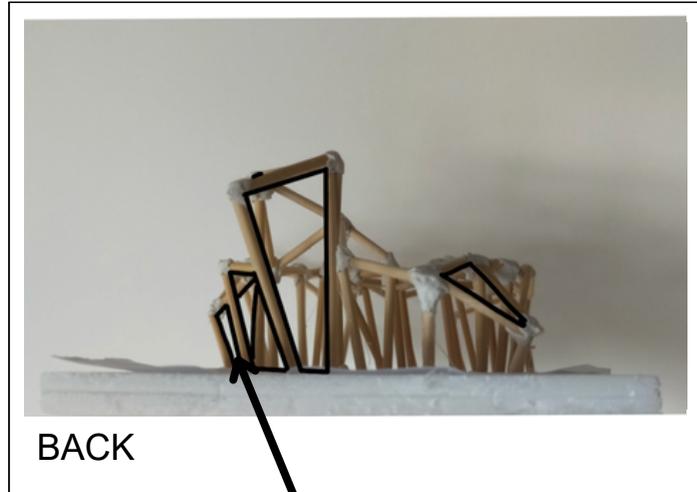
using modeling board to act as planes and create volume for mock up

LEFT

Volume created

RIGHT
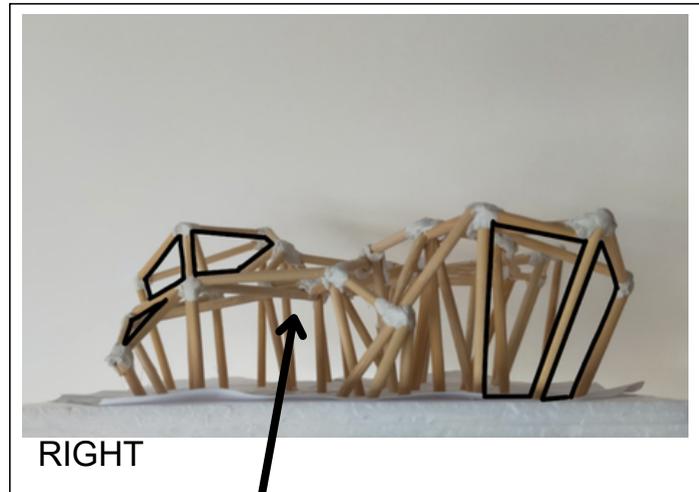
leaving space open and not adding too many elements can create a sense of balance and breathing room in the overall composition

FRONT

BACK

RIGHT

LEFT

**PART 2
PATTERN + MODEL
DEVELOPMENT (02)**

MOCK UP MODEL 02

Mock up With planes

FRONT

BACK

Plan View

LEFT

RIGHT

Different perspective

**PART 2
PATTERN + MODEL
DEVELOPMENT (02)**
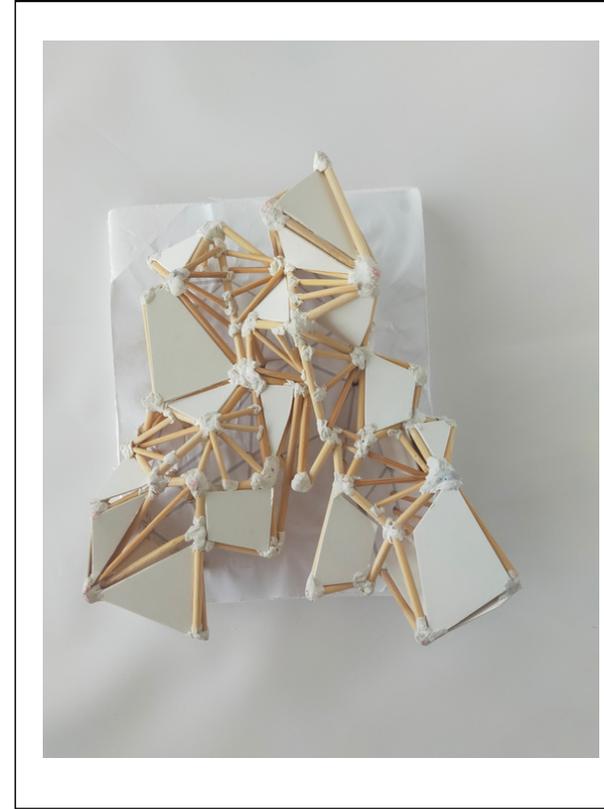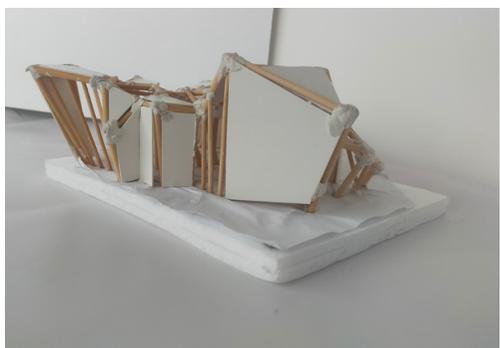
FINAL MODEL-PROGRESS DEVELOPMENT / SKETCH

SOME CHANGES

pattern use for final model
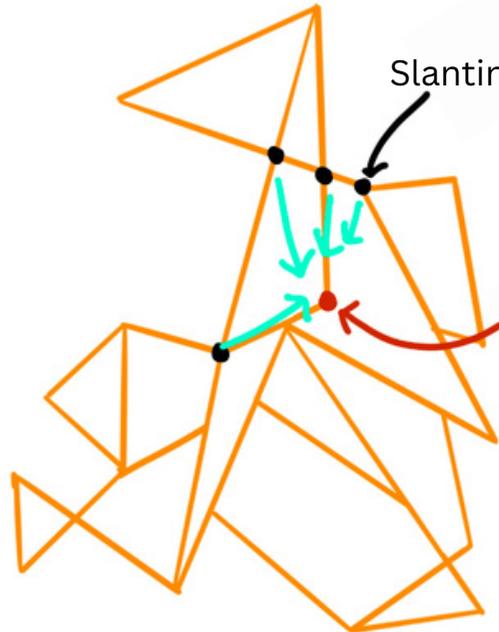
Slanting to center

Highest point in this model is 12cm

| 12cm | 7.5 cm | 7 cm | 6 cm | 5.5 cm | 5 cm | 4.5 cm | 4 cm |

highest point in this model /center

Make the final model taller than the mock up model
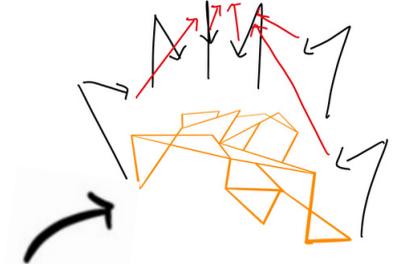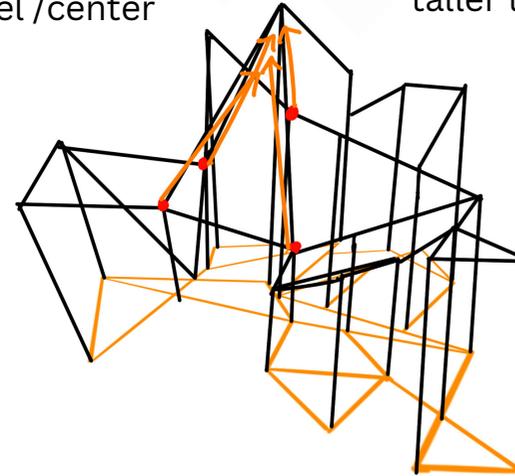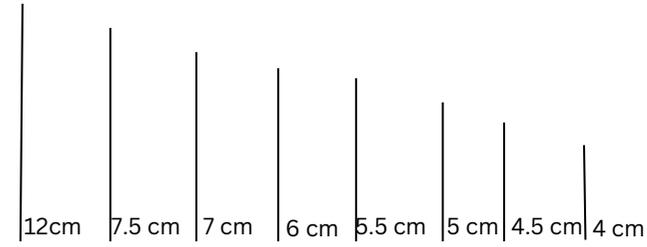
create an image that seamlessly integrates with the surrounding parts of the model and encircles the middle section
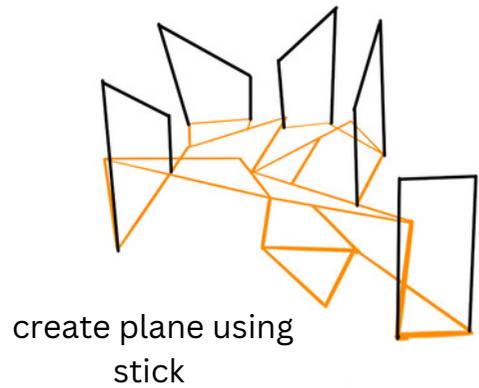
create plane using stick
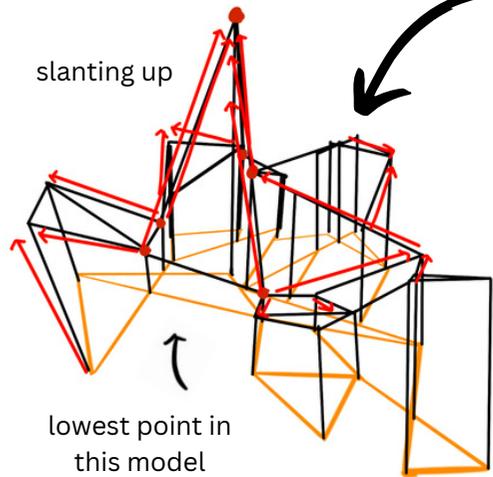
slanting up

lowest point in this model

3D looking in planes with different ways of creating it (cover fully)

Trying to make final model more dramatic by using different height.
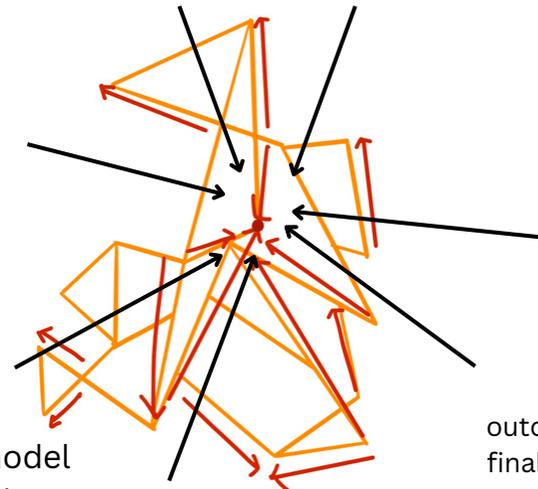
outcome for the final model(how are this model going to be) from top

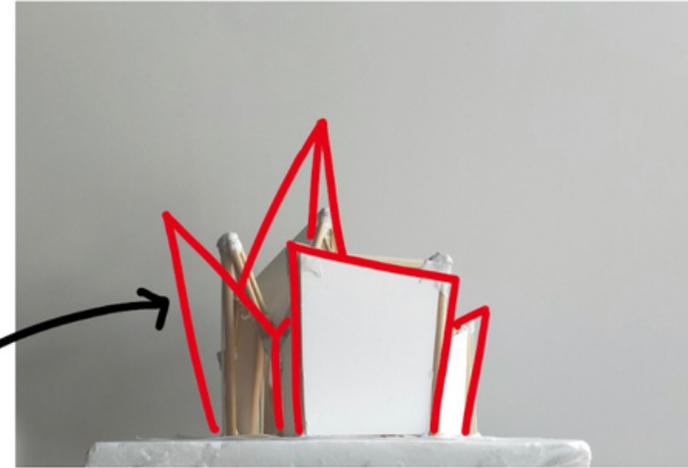up to Down
Down to up

PART 2 FINAL MODEL

FINAL MODEL-PROGRESS DEVELOPMENT / SKETCH

changes of this model from mock up 01

Make it more tidy

to increase its height and add a more pronounced slant to the sides to create a more dramatic and visually appealing effect
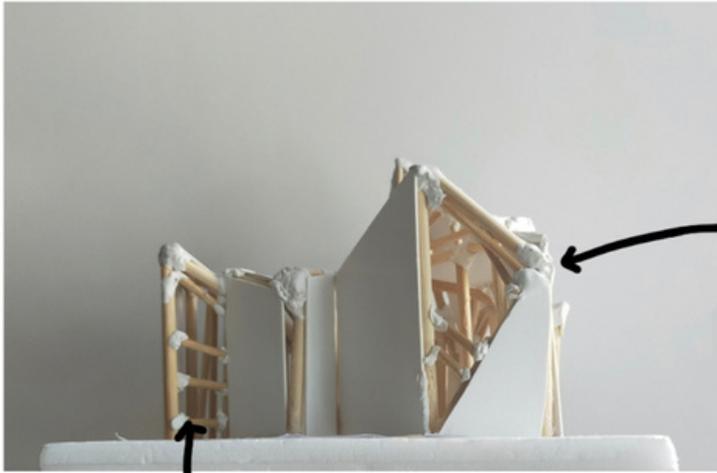
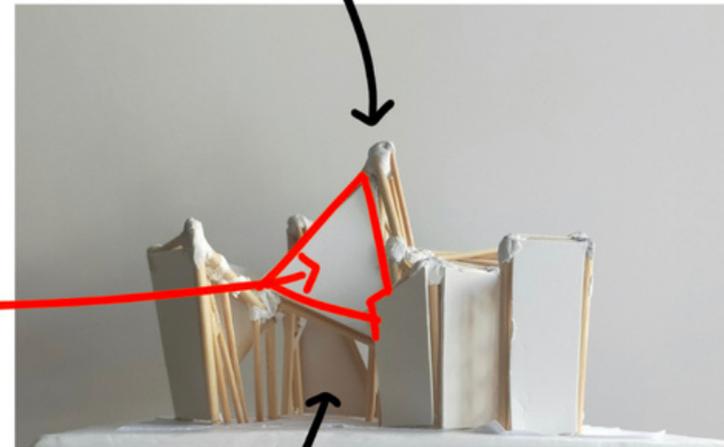Add more to stick to create volume

Locate modeling board at the surrounding

Do not cover too much with modeling board on the top of final model

Change this modeling board to black to make it more interresting.
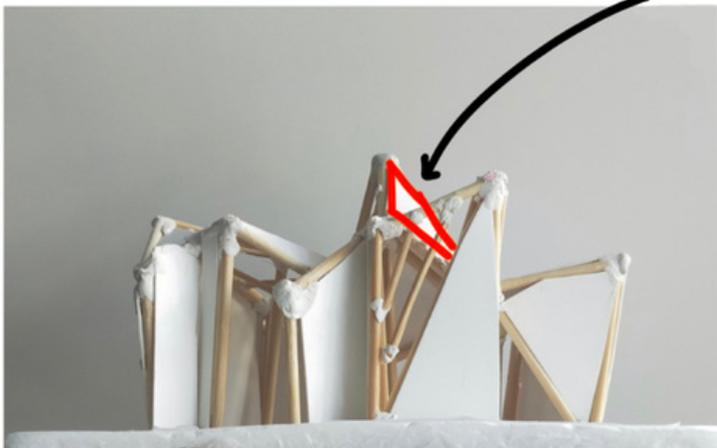
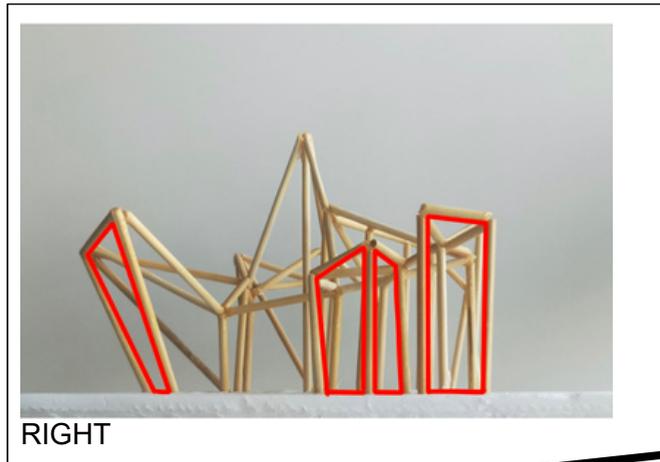replace Modeling board with stick and create a gap between them so that we can look in the model from top.
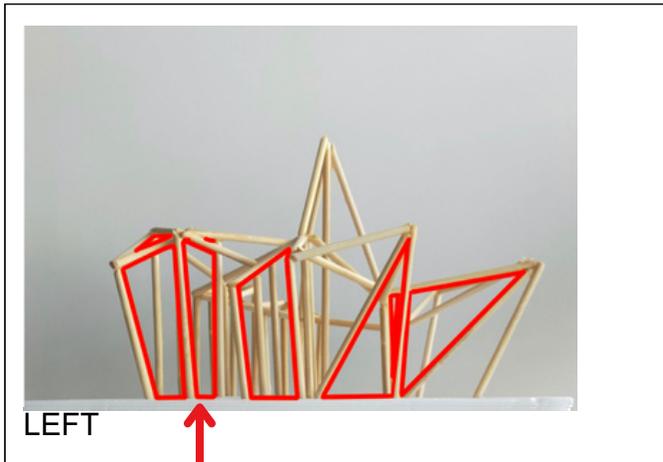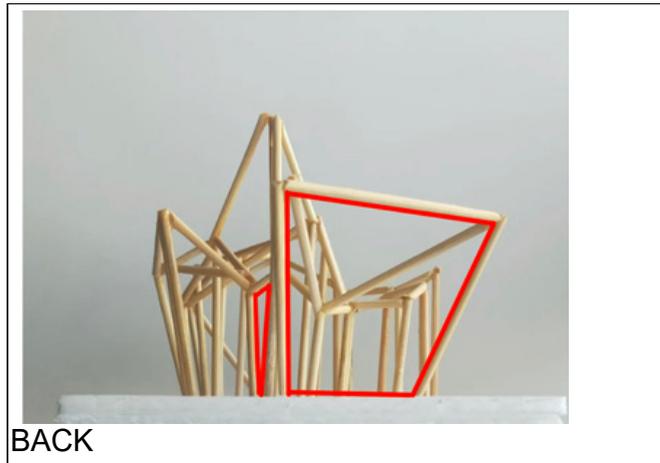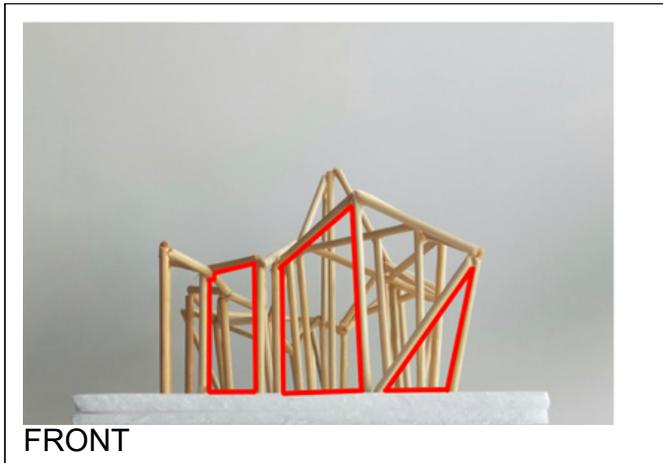
Remain this modeling board

**PART 2
FINAL MODEL**

FINAL MODEL-PROGRESS DEVELOPMENT / SKETCH

Process

FRONT

BACK

LEFT

RIGHT

Putting stick on top instead of modeling board
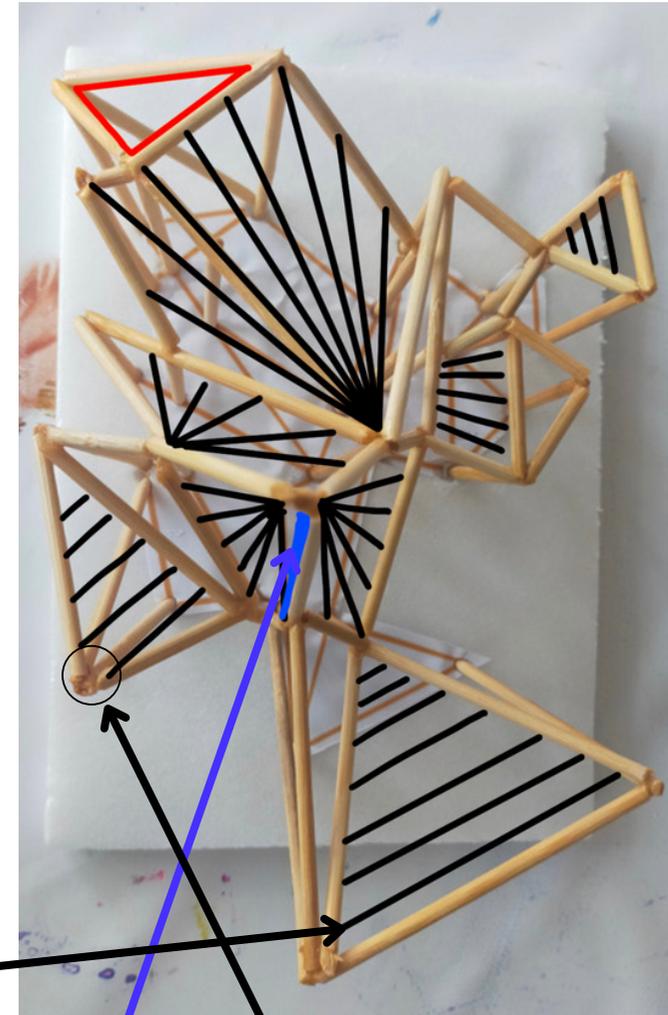
Modeling board locate around the model

The blue line present the black modeling board that is located inside the model. It serves to enhance the model's visual appeal by introducing a contrasting color element and preventing it from looking plain white only.

Stick using superglue so it look more tidy
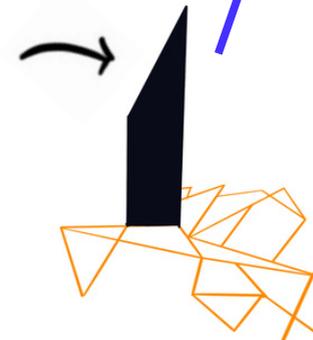
PART 2
FINAL MODEL

FINAL MODEL

Different view

FRONT

BACK

LEFT

RIGHT

Plan View

Different perspective

**PART 2
FINAL MODEL**

Some detail