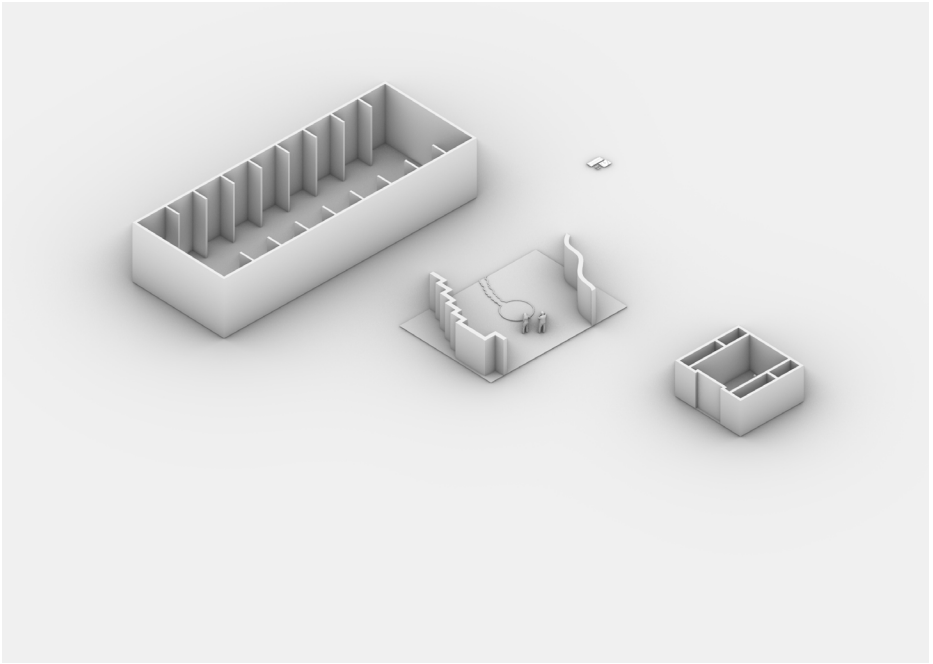


RENDERINGS

GROUP
D



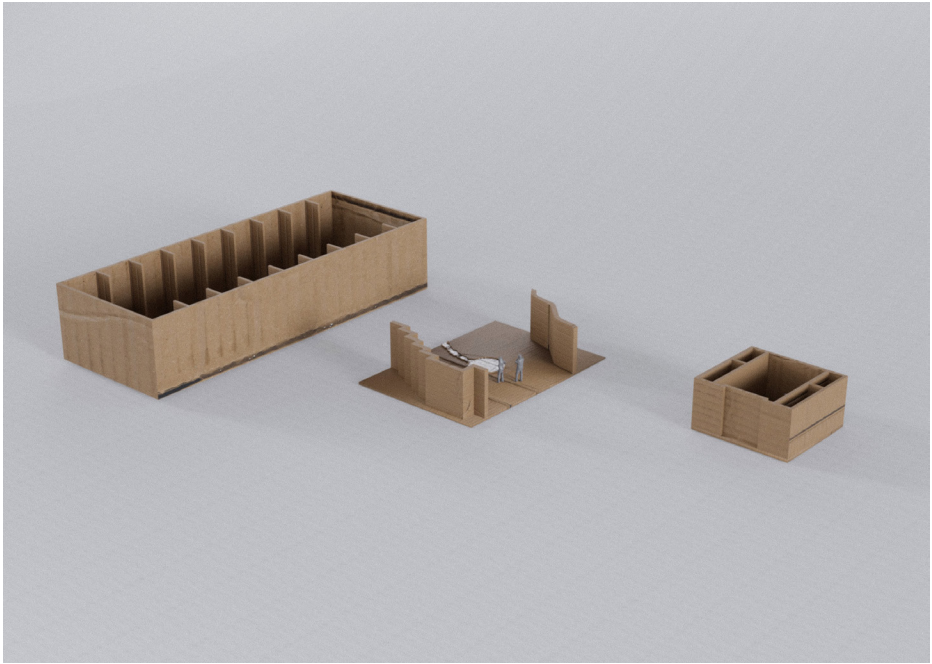
overview:

the basic shapes of segments from the '*fresnoy*' and '*shondai*' plans extruded

we assigned modes of living to each space:

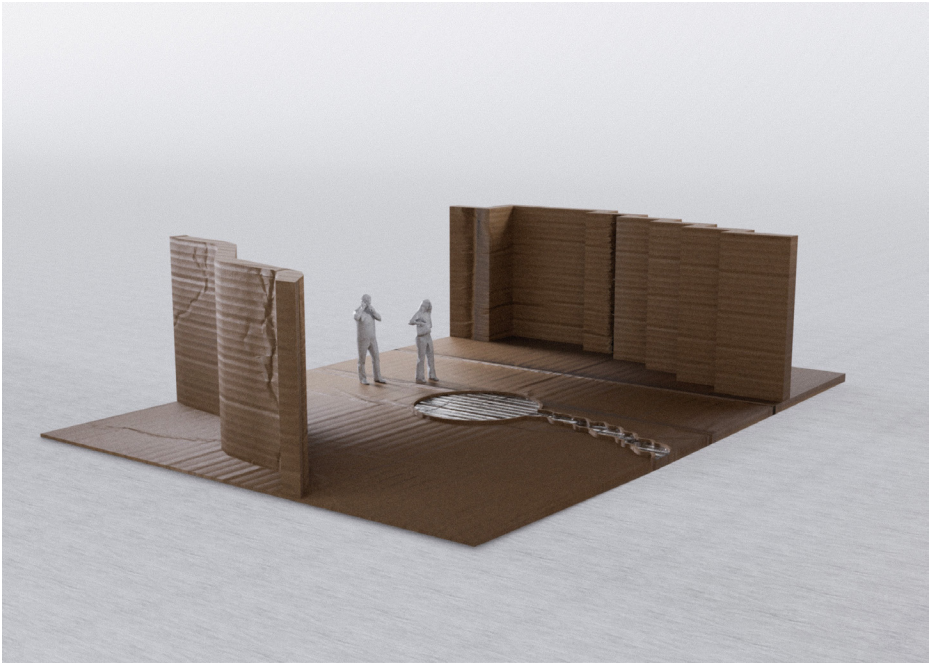
- **appropriation**
- **inhabitation**
- **occupation**

this served as the basis for all our spaces



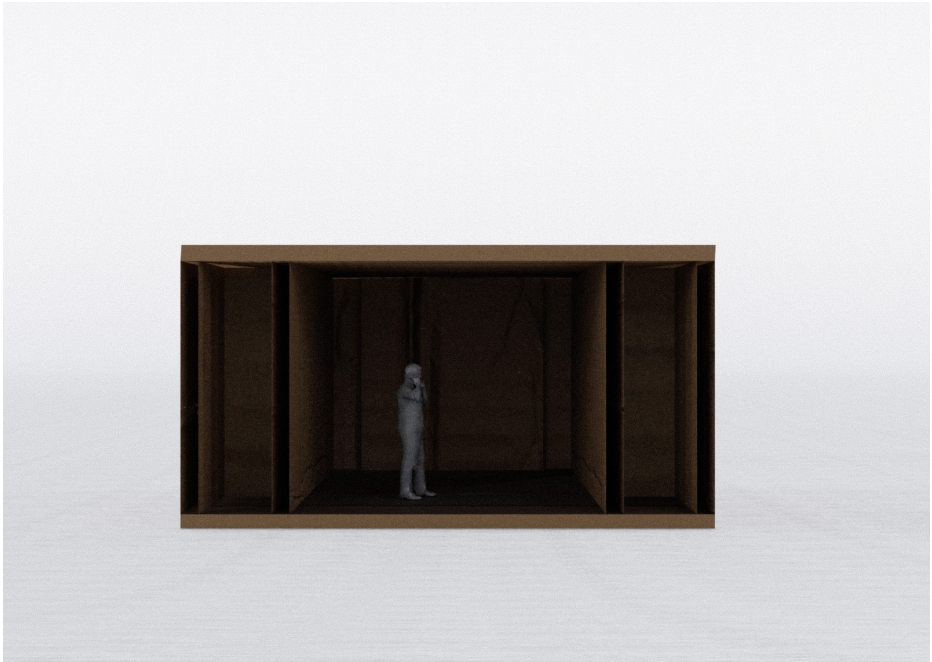
overview:

rendered with a cardboard texture; based on our model building style



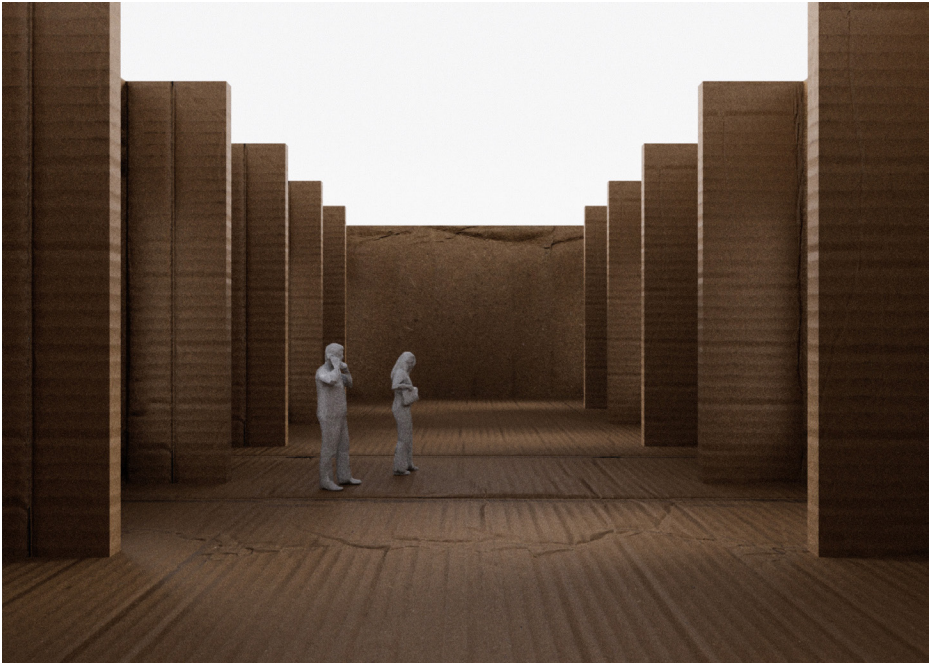
inhabitation:

close up of the '*shonandai*' model render



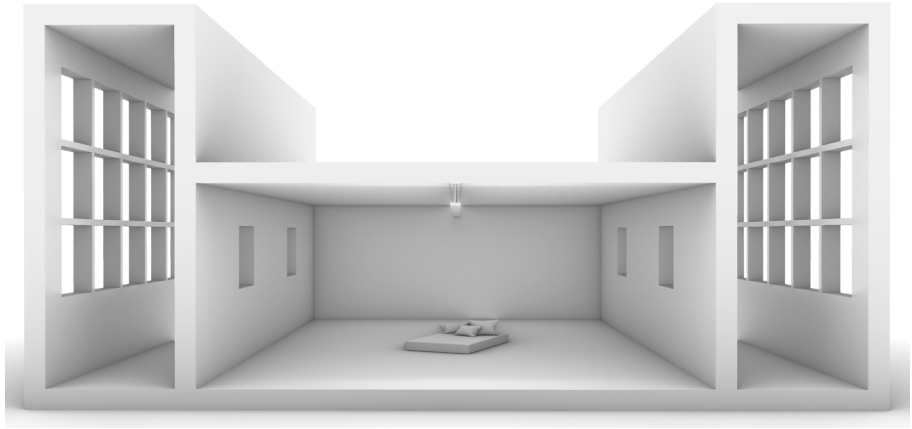
occupation:

close up of the *dark room* model render; a fragment of the
'fresnoy' plan



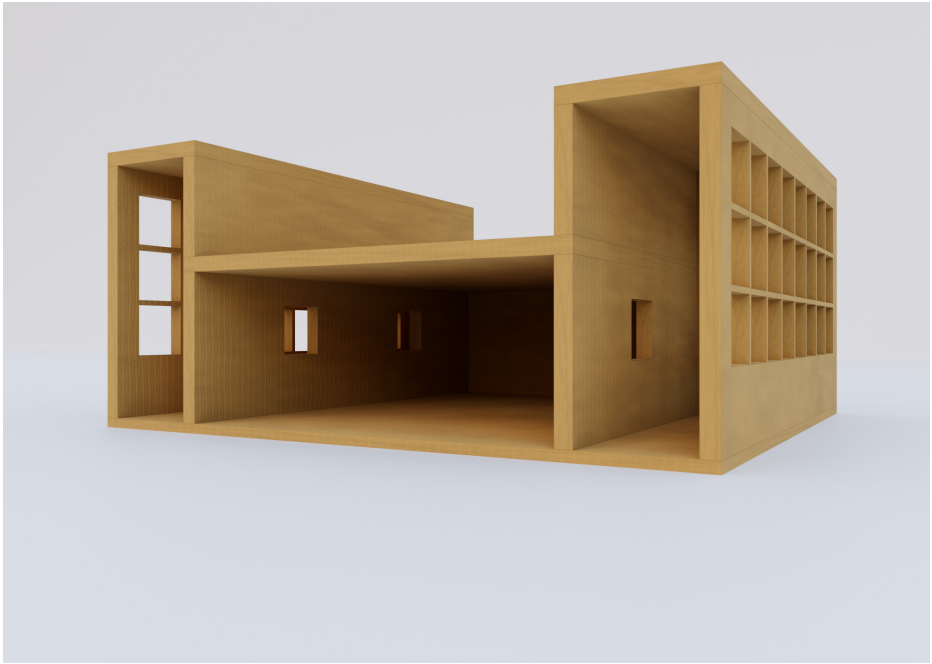
appropriation:

close up of the *hall* model render; another fragment of the '*fres-
noy*' plan



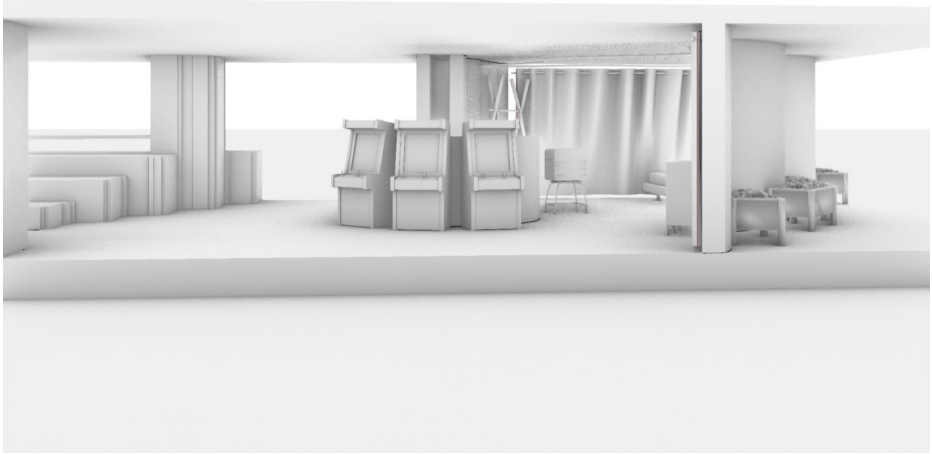
occupation:

the *dark room* defined spacially



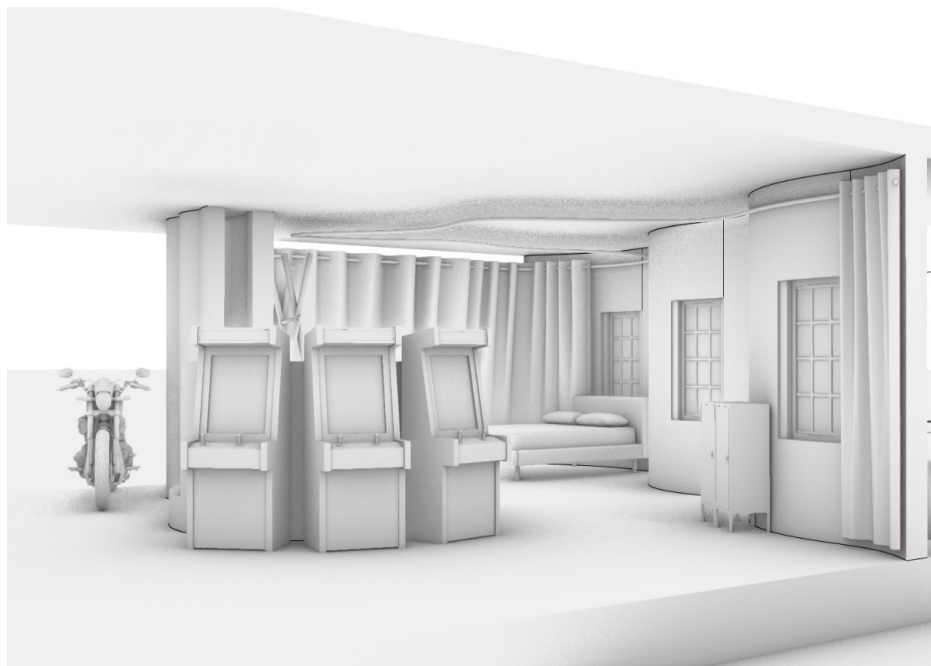
occupation:

a rough estimate what the physical model would look like



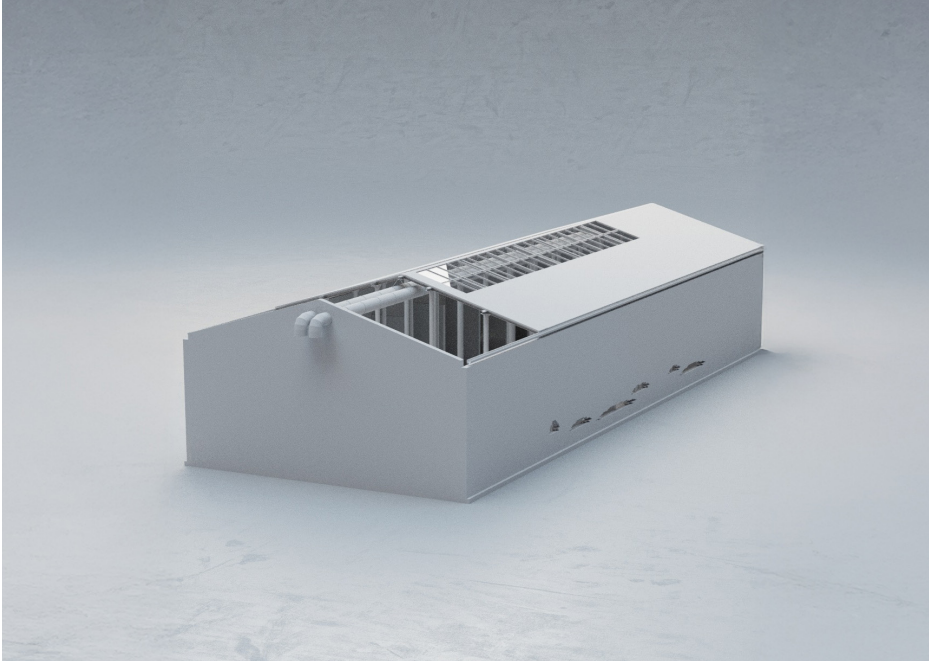
inhabitation:

imagining domesticity in the '*shonandai*' plan segment



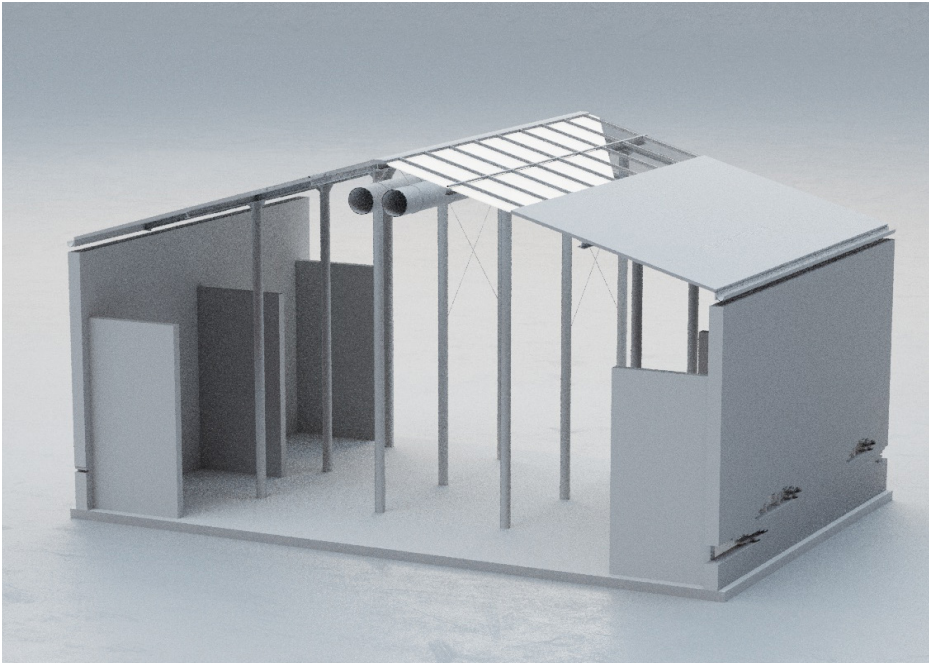
inhabitation:

a closer look inside



appropriation:

imagining the hall based on elements found in the given floor plan



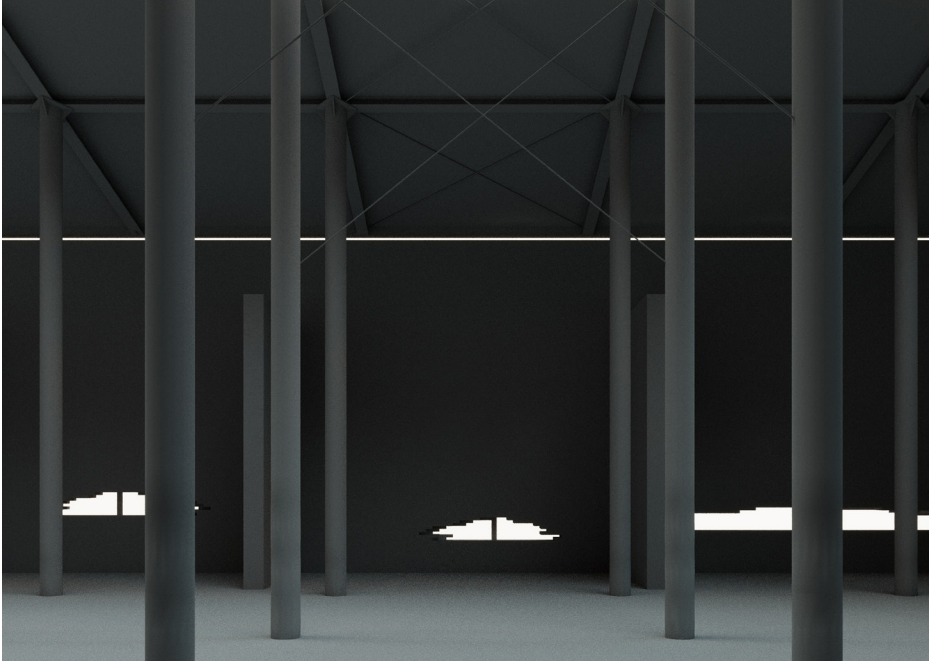
appropriation:

the segment we decided to build in the physical model



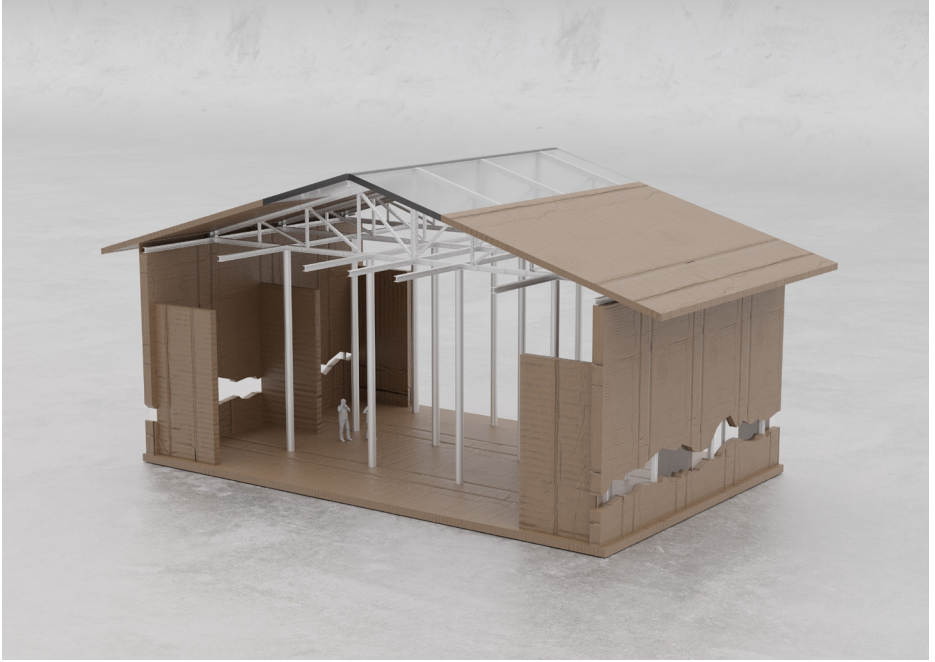
appropriation:

perspective of the *hall's* interior



appropriation:

view of the broken brick wall



appropriation:

imagining what our phisical model would look like