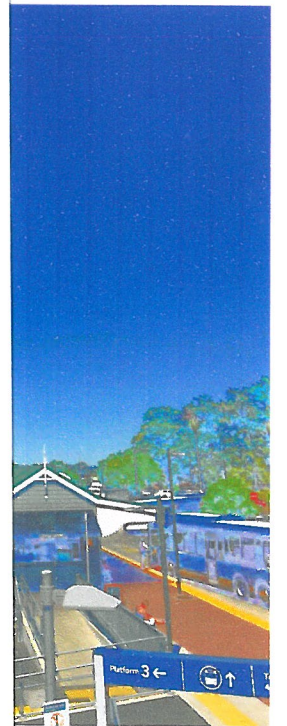
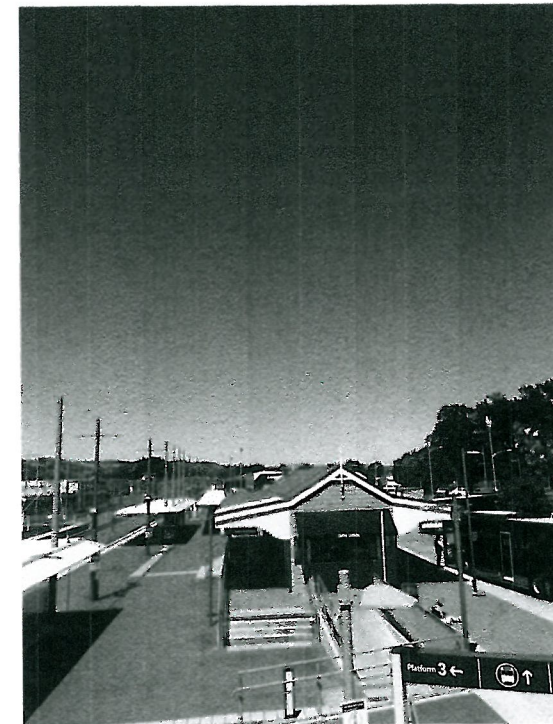
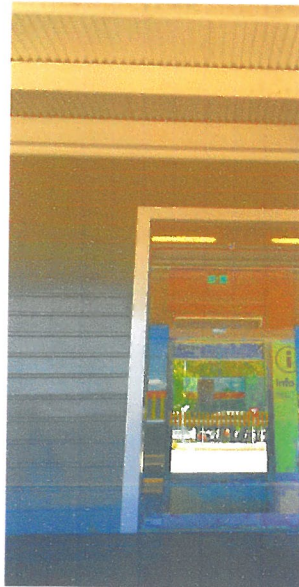
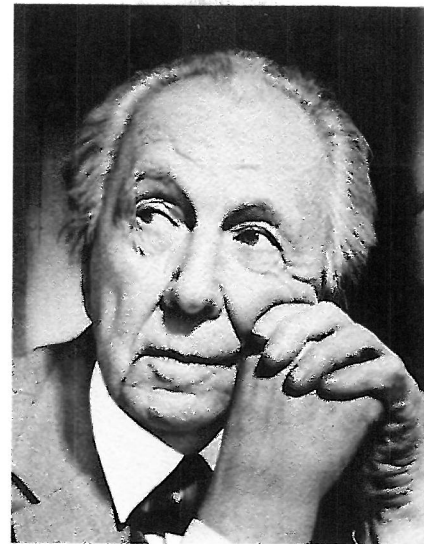


THE EXISTING TRAIN STATION:

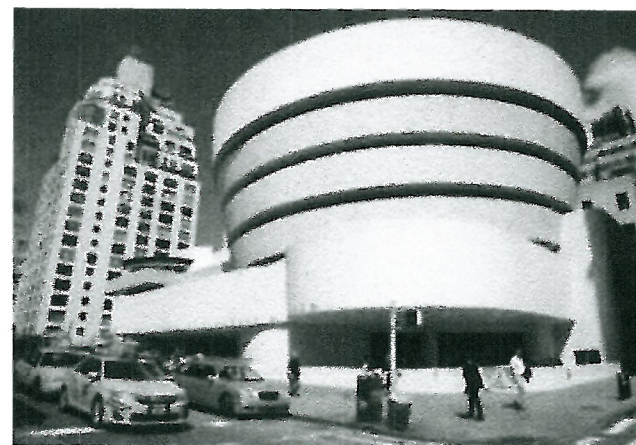
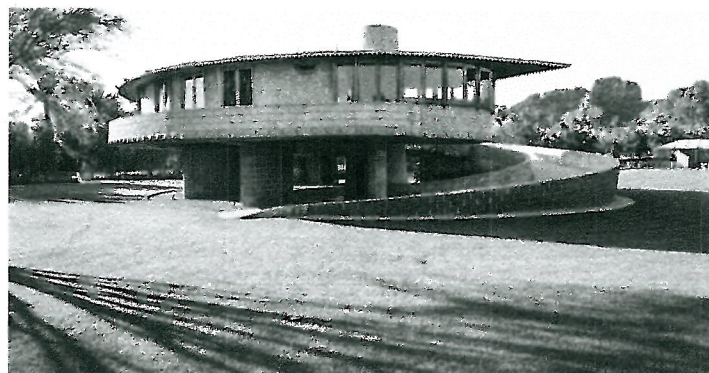
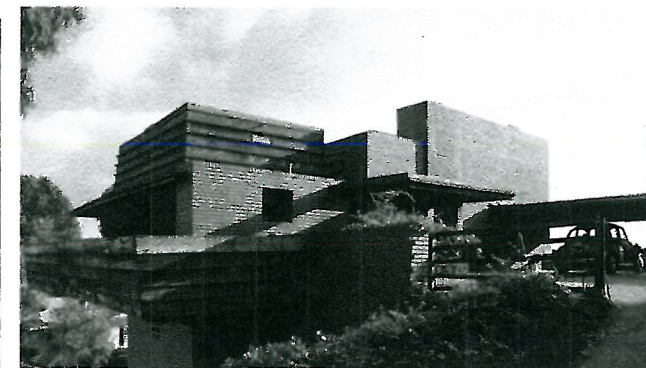
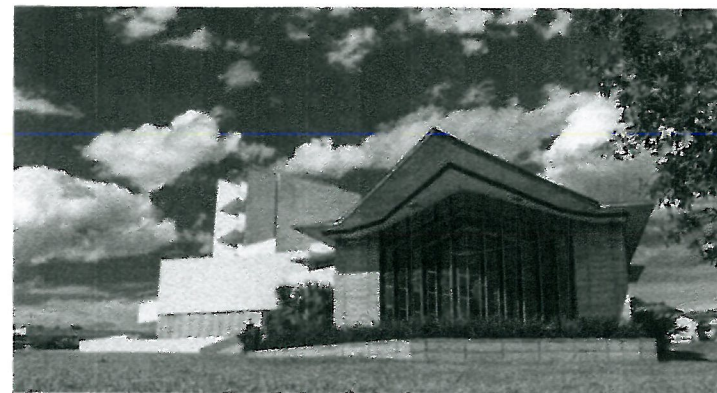
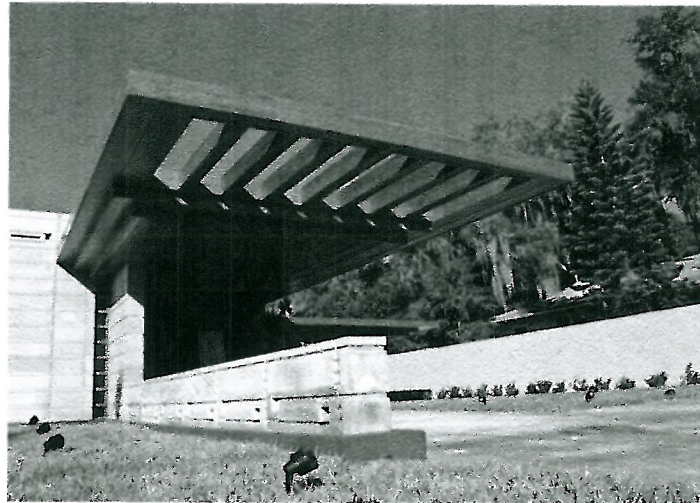


FRANK LLOYD WRIGHT : (ARCHITECTURE INSPIRATION)



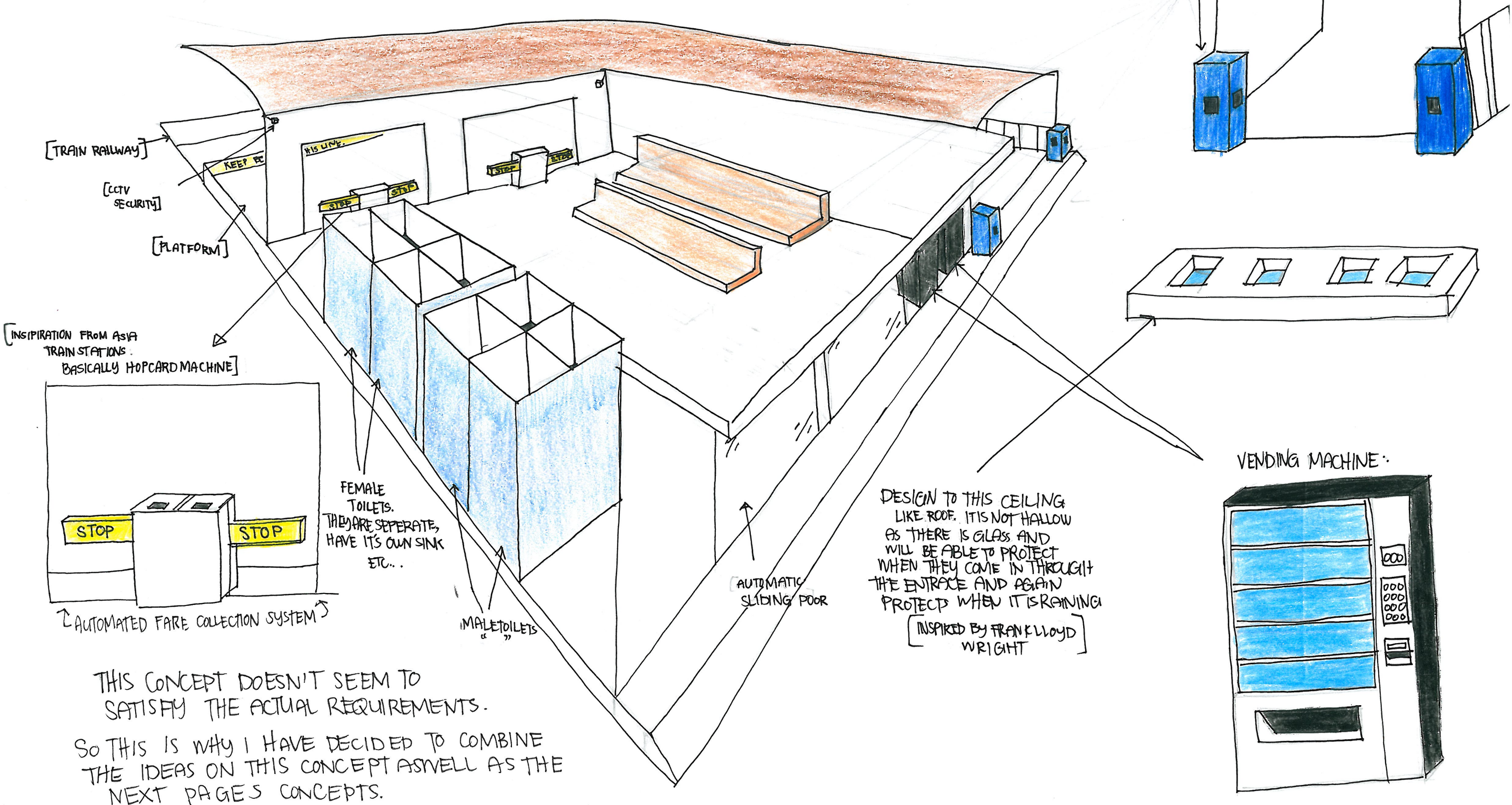
Frank Lloyd Wright is the most famous architect in the U.S. He has designed more than 1000 structures and 532 of which were completed. His appreciation of nature is apparent in his work and it is arguable that no other architect took greater advantage of setting and environment than Wright. Wright first became known for his Prairie Style of architecture which had incorporated low pitched roofs, overhanging eaves, a central chimney and open plans he believed was the antidote to the confined, closed-in architecture of the Victorian era. Wright also found inspirations like, Louis Sullivan, William Morris and Henry David and Waldo Emerson.

FRANK LLOYD WRIGHT'S STRUCTURE'S:

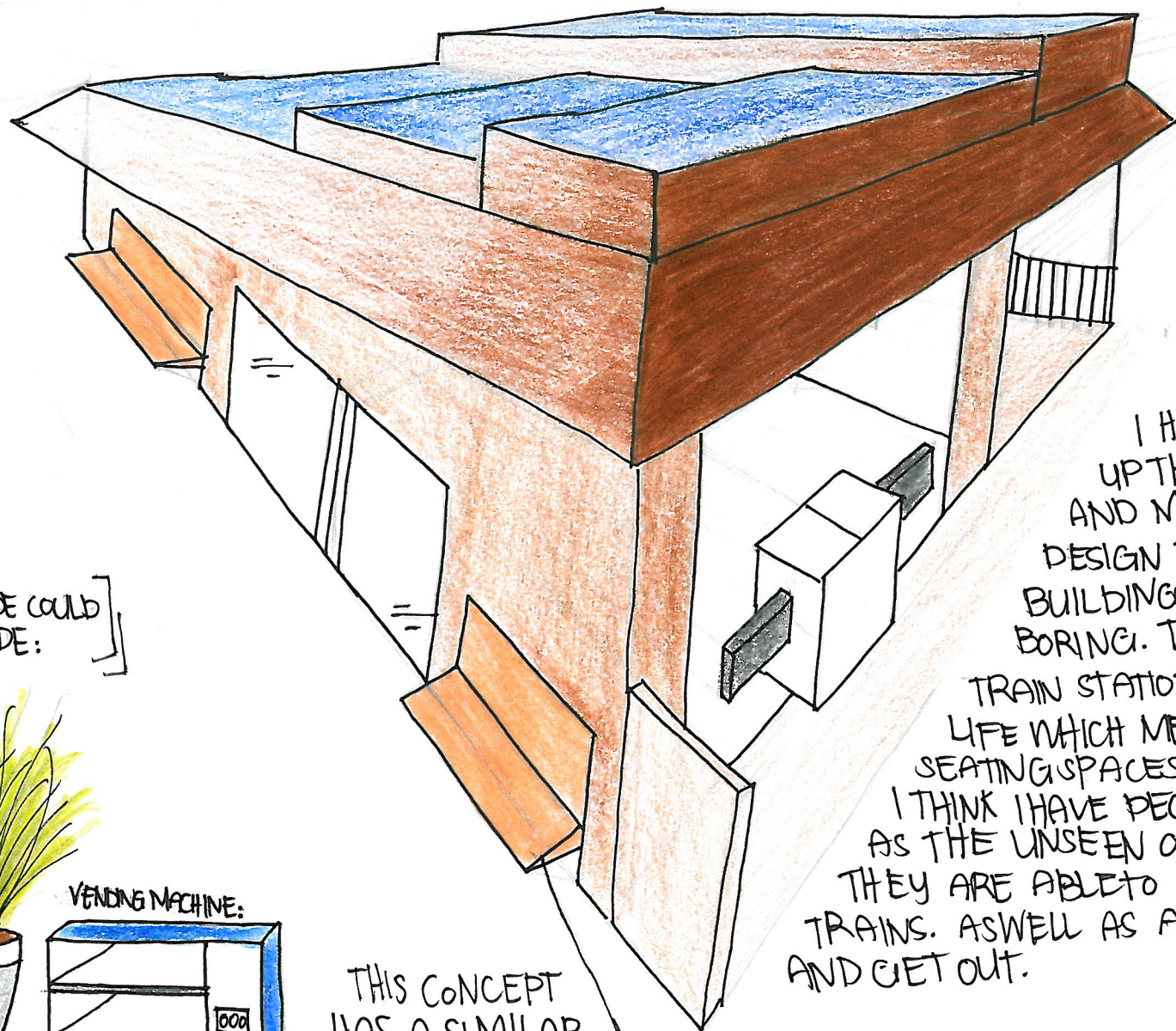


CONCEPT 1:

I THINK IT WOULD BE NICE TO HAVE A BIGGER TRAIN STATION. A BIGGER TRAIN STATION WOULD BE MORE COMFORTABLE AS TOILETS CAN BE INCLUDED, MORE SEATING TO SUIT THE PASSENGERS NEEDS AND A POSSIBLE CAFE OR A SMALL SHOP FOR WHEN PASSENGERS ARE WAITING.



CONCEPT TWO:

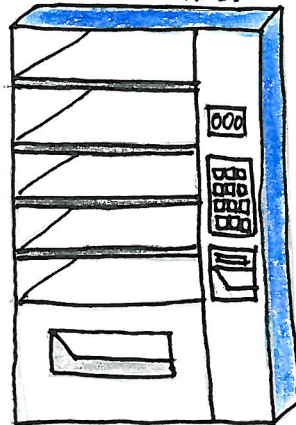


WHAT INSIDE COULD INCLUDE:

PLANTS



VENDING MACHINE:



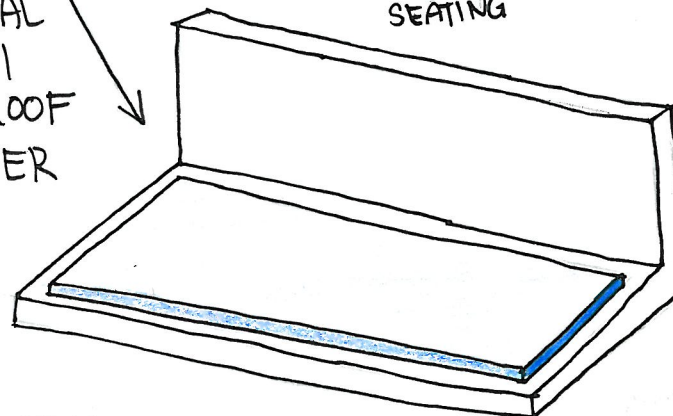
THIS CONCEPT HAS A SIMILAR BUILDING STRUCTURE AS THE ORIGINAL BUILDING BUT I CHANGED THE ROOF AND A FEW OTHER CHANGES.

VENDING MACHINE IS ESSENTIAL, AS IT'S EASY TO ACCESS, AND IF IN A HURRY IT'LL BE QUICK TO GET CHOICE OF SNACK.

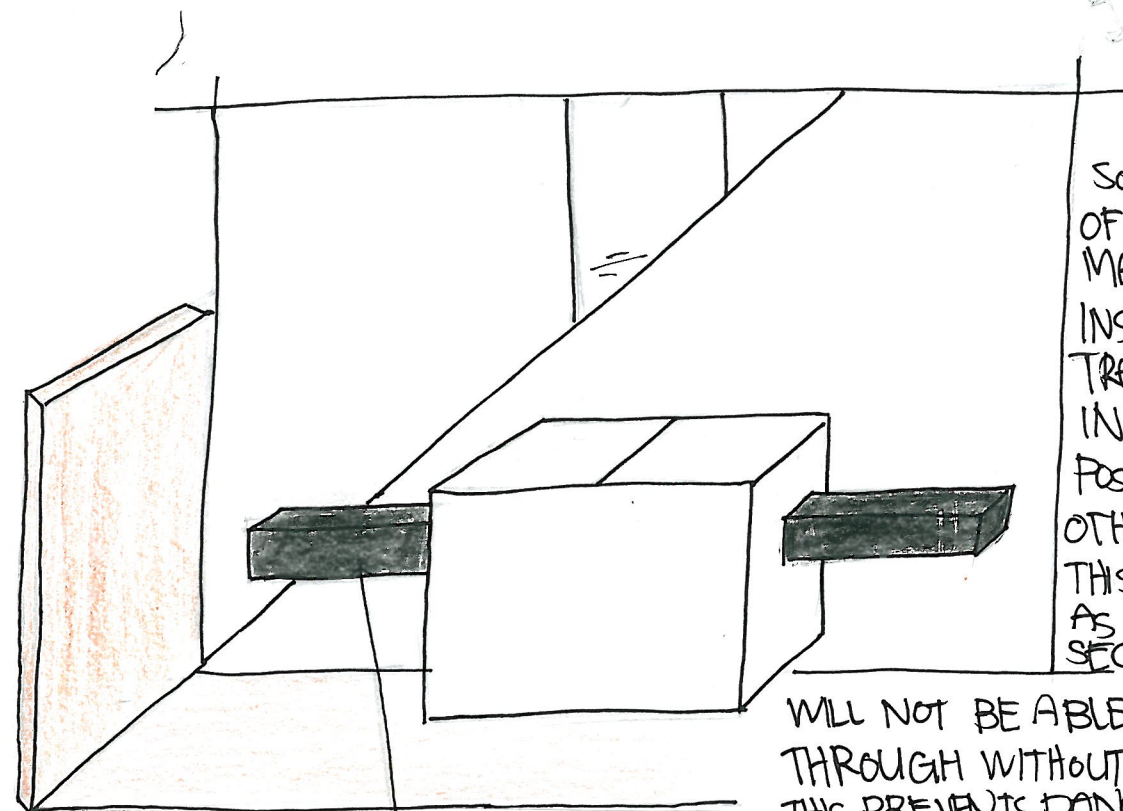
COMFORTABLE PILLOW — GOOD FOR CUSTOMERS COMFORTABLY. SOFT AND NICE TO SIT ON.

THE ROOF IS HOVERING OVER THE SEATING AREAS. THE RAIN WOULD NOT BE BOTHERING THE CUSTOMERS AS THEY SIT OUTSIDE.

OUTSIDE SEATING



I HAVE CHANGED UP THE ROOFING AND MADE A LITTLE DESIGN TO MAKE THE BUILDING LESS PLAIN AND BORING. THE EXISTING PAPAKURA TRAIN STATION IS LONGER IN REAL LIFE WHICH MEANS THERE WILL BE MORE SEATING SPACES. THE DOORS ARE AUTOMATIC. I THINK I HAVE DECIDED TO HAVE THE SIDES AS WELL AS THE UNSEEN OTHER CENTRE WILL BE WHERE THEY ARE ABLE TO ACCESS TO GET TO THE ACTUAL TRAINS. AS WELL AS ADDING PATHWAYS TO GET IN AND GET OUT.



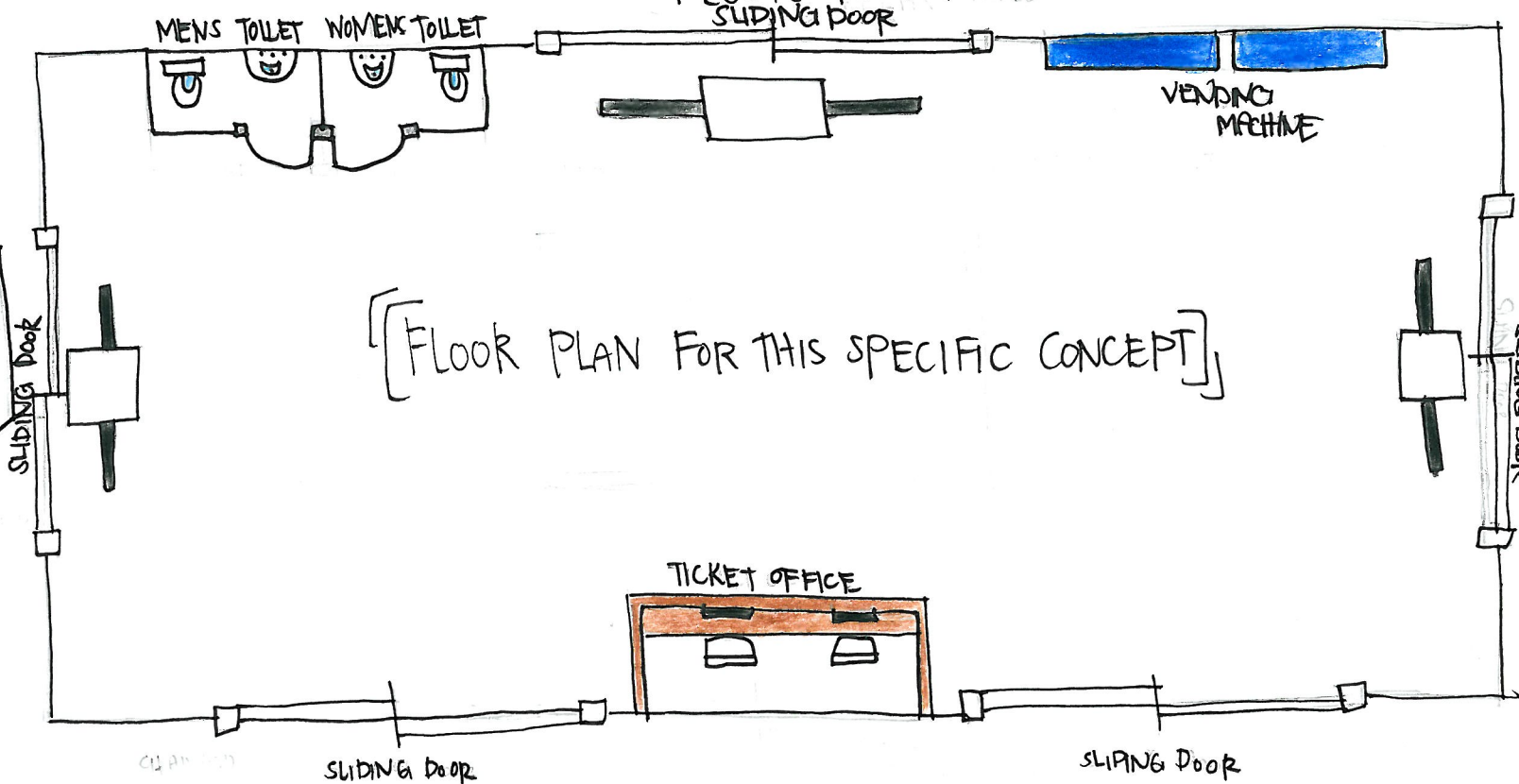
SO THIS TYPE OF HOPCARD MACHINE IS INSPIRED BY TRAIN STATION IN ASIA AND POSSIBLY IN OTHER PLACES. THIS IS GOOD AS IT COVERS SECURITY. YOU

WILL NOT BE ABLE TO GO THROUGH WITHOUT A HOPCARD. THIS PREVENTS DANGEROUS ACTS THAT MAY HAPPEN AND PEOPLE WHO DON'T HAVE A TICKET OR HOPCARD MAY NOT GO PASS.

THESE GATES ARE CALLED "PEDESTRIAN PORTALS". WHEN A HOPCARD IS SWIPED THE "PEDESTRIAN PORTALS"

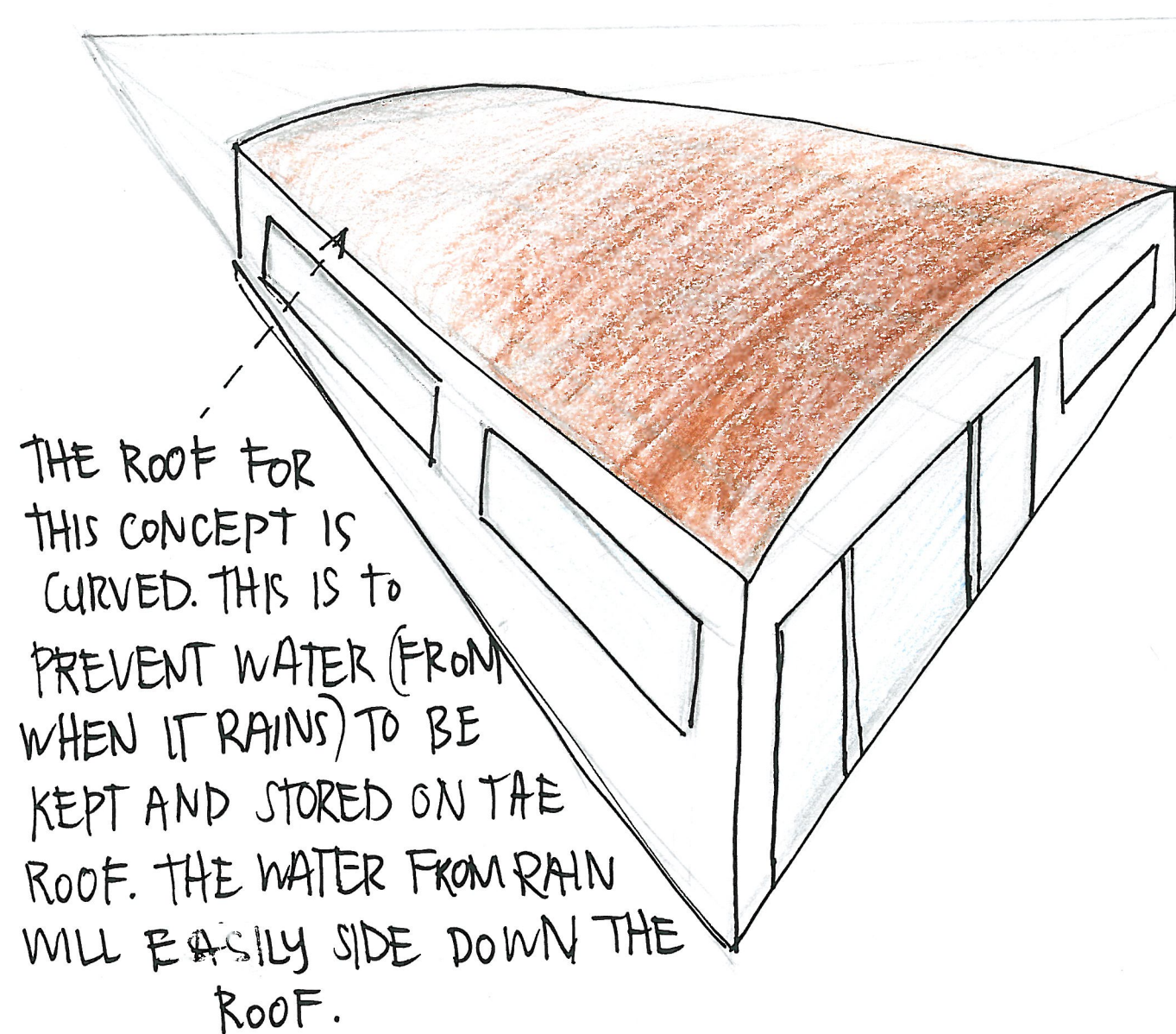
GETS PULLED IN LETTING THE CUSTOMER GO THROUGH ON THEIR WAY TO THE TRAINS.

MAYBE FLOOR PLAN FOR THIS CONCEPT:

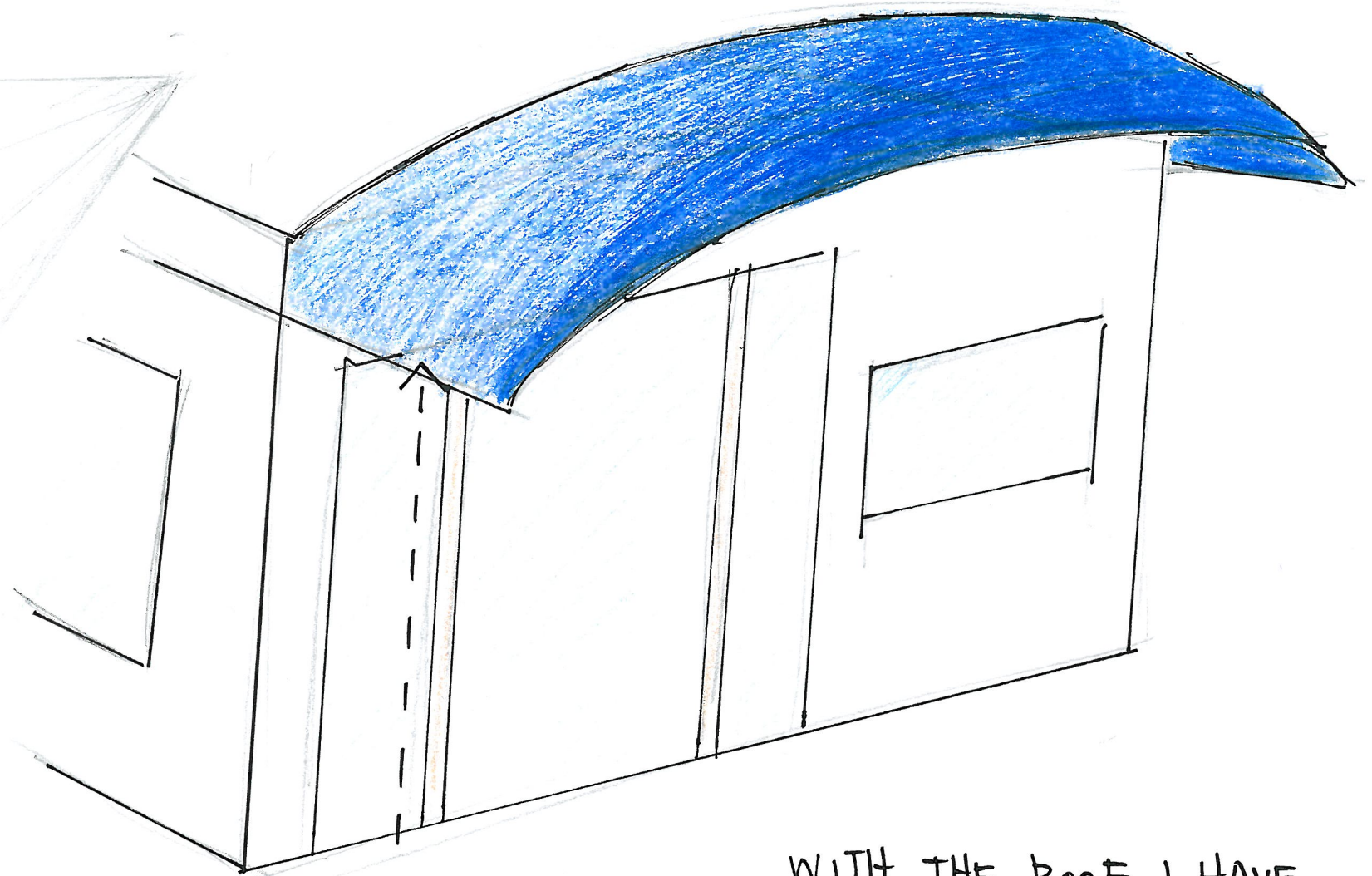


[FLOOR PLAN FOR THIS SPECIFIC CONCEPT]

Concept Three :



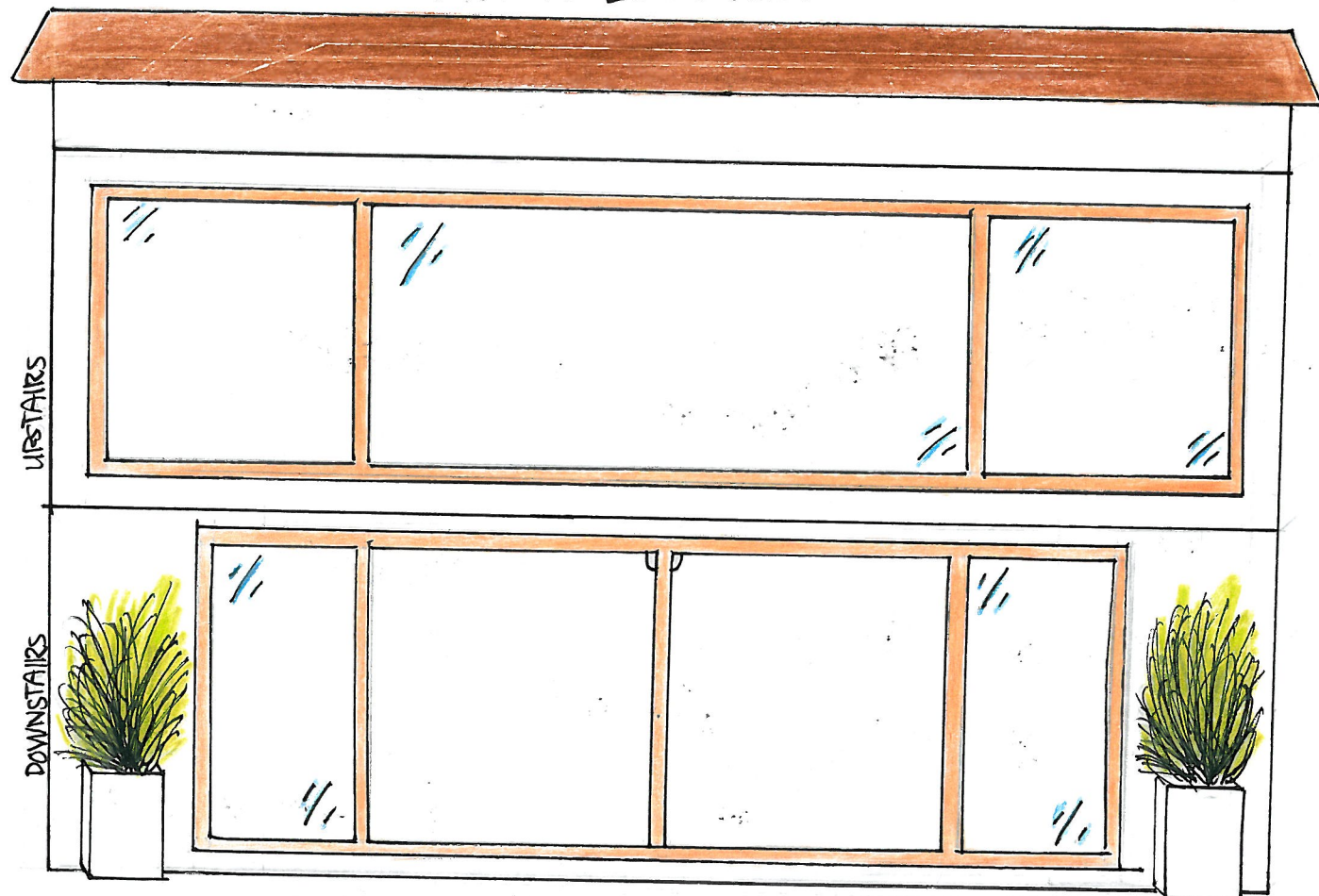
THIS CONCEPT IS GOOD IN TERMS OF THE SHADE BEING ADDED TO THE ROOF. THIS CONCEPT WOULD HAVE A MASSIVE SPACE INSIDE AND CAN ASURE SAFETY. THE BACK DOOR WILL HAVE ACESSE TO THE TRAINS.



- FINAL DESIGN -

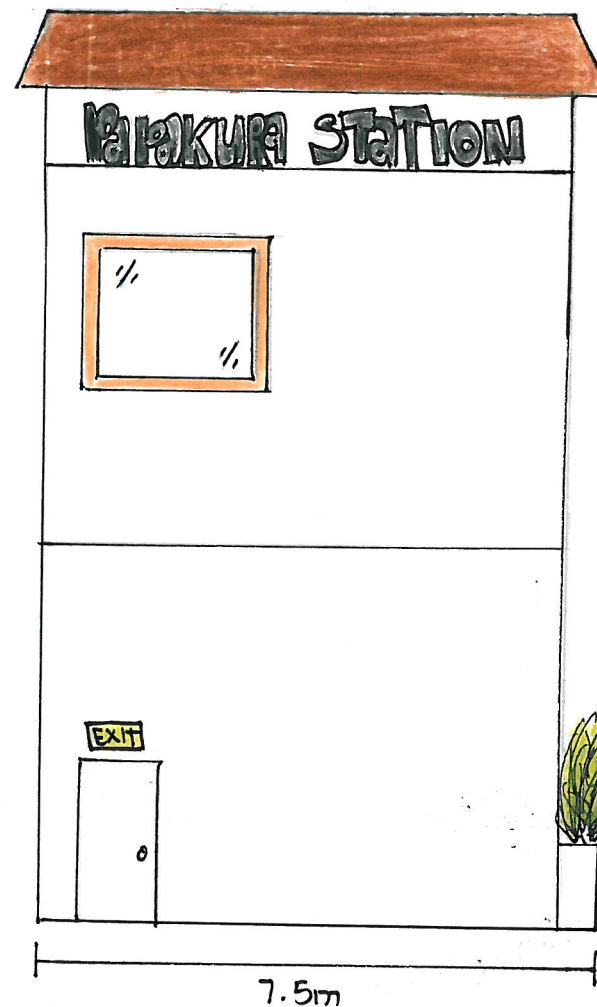
My design is made out of concrete and ideally I have decided the colour to be grey. I choose grey as it is not a loud colour and shows naturally. I have gone through with the idea of adding an upstairs for a more comfortable lounge/area for the customers whereas the ground floor is for of where to get tickets and to be able to access the train area. My roof is going to be brown but will have the solar panels attached to the roof. The materials used for the automatic sliding door is steel, which would have it's colour that is between terracotta and bamboo →

FRONT ELEVATION



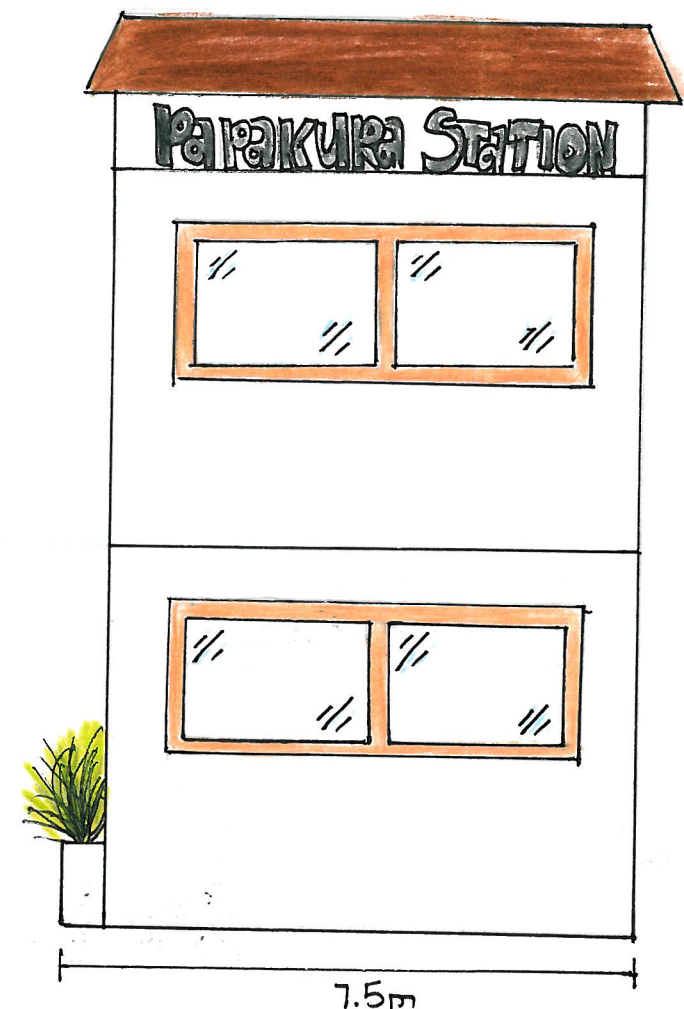
For my final design, I have gone with an automatic sliding door for the entrance. This sliding door is connected with see-through windows. On each side of the sliding automatic doors, I have placed plants. The upstairs building is windows. There is a security camera in front of the sliding door for safety.

LEFT SIDE ELEVATION



[LEFT SIDE ELEVATION: I HAVE ADDED AN EMERGENCY EXIT DOOR, FOR IF A FIRE HAPPENS. THERE IS ALSO A LOGO/SIGN WHERE IT SHOWS THAT THE STATION IS THE 'PAPAKURA STATION'. THERE ARE NO WINDOWS ADDED TO THE LEFT SIDE ELEVATION AS THE ELEVATOR'S WILL BE PLACED ON THE INSIDE AT THE LEFT SIDE ELEVATION.

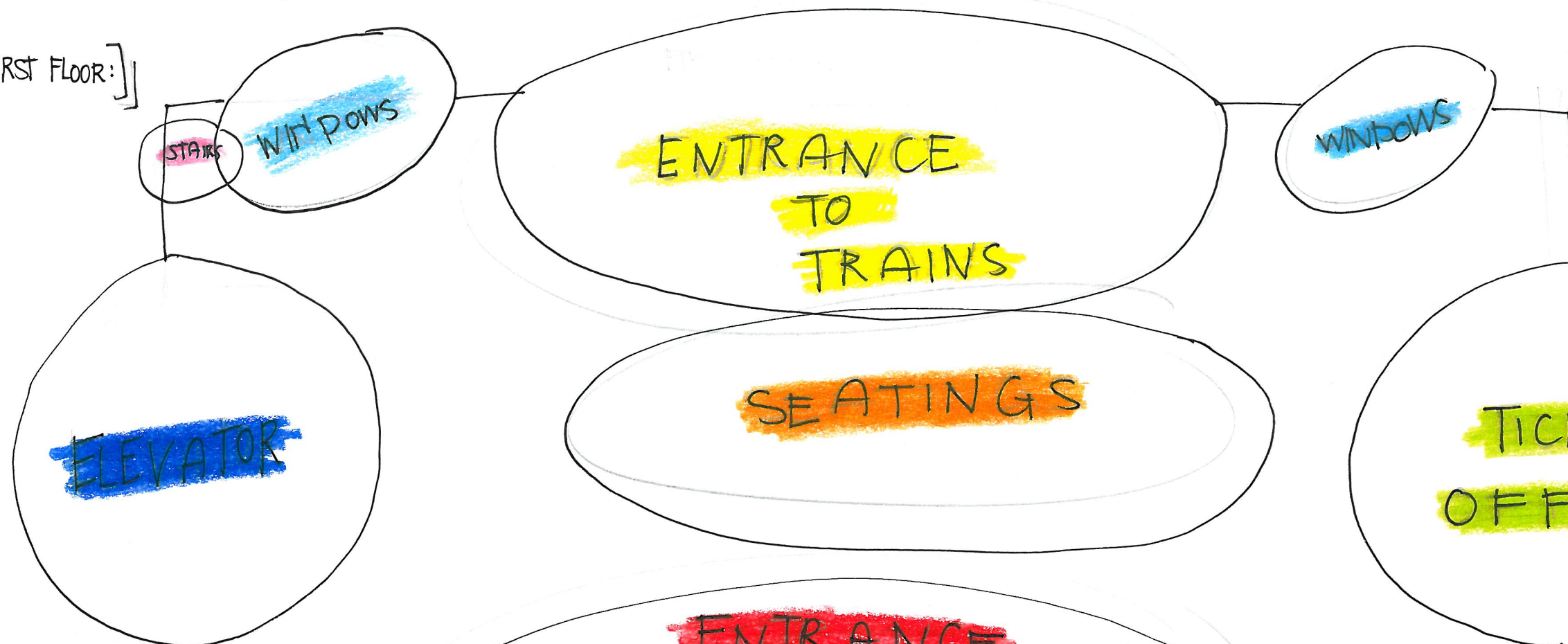
RIGHT SIDE ELEVATION



[RIGHT SIDE ELEVATION: THE RIGHT SIDE ELEVATION HAS MANY WINDOWS AS ON THE FIRST FLOOR, THE INSIDE IS THE OFFICE TICKET/TICKET ADMINISTRATION, AND A WINDOW IS APPROPRIATE. THE SECOND FLOOR IS ALSO JUST A WINDOW AS THE INSIDE IS THE TOILETS. I HAVE ALSO PUT THE LOGO ON THIS SIDE.

FLOOR PLAN: BUBBLE MAP

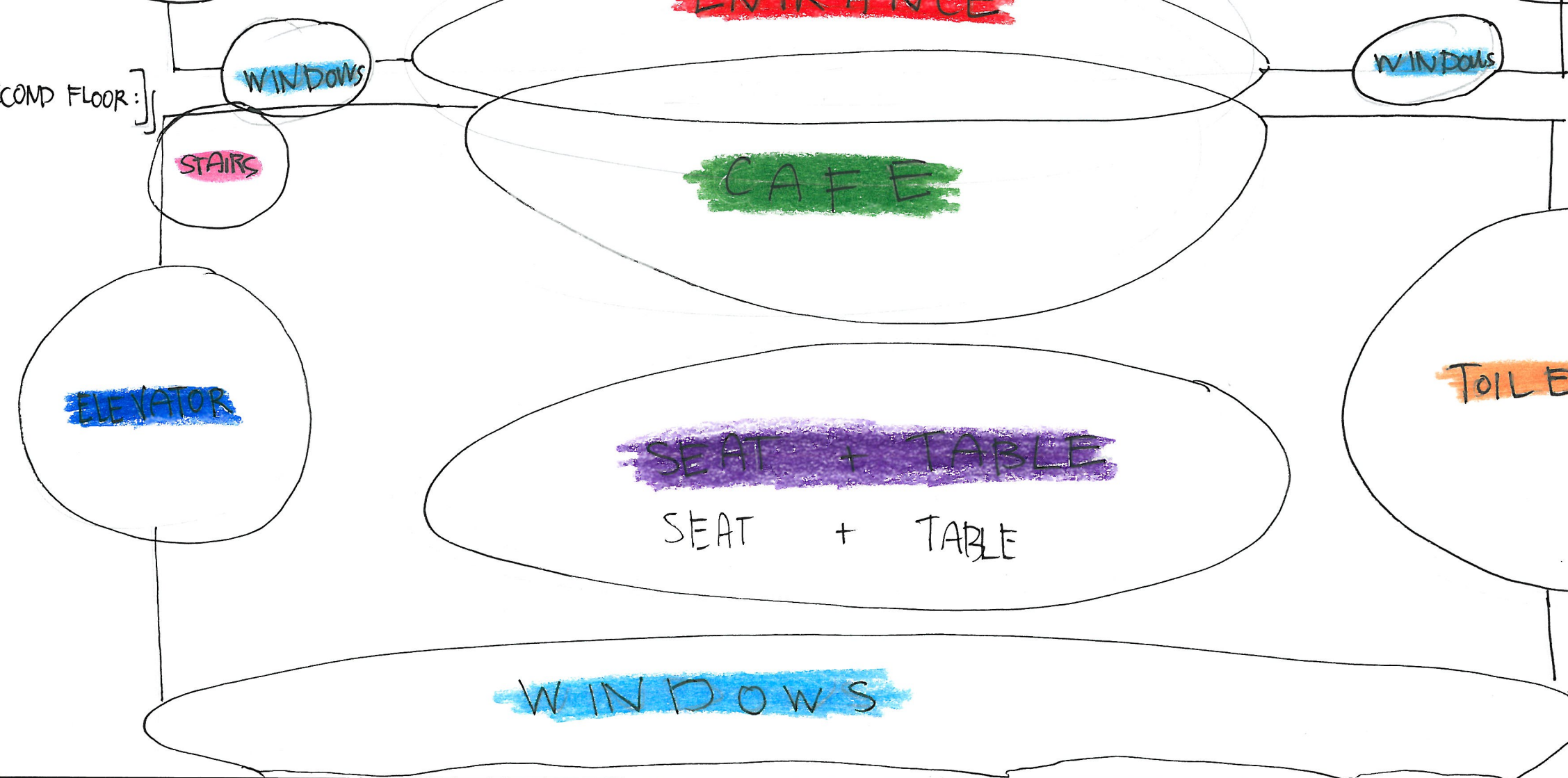
FIRST FLOOR:]



I THINK SINCE WE ARE HOPING FOR COMFORTABILITY FOR THE CUSTOMERS, AN UPSTAIRS REQUIRING A CAFE WITH SEATING AS WELL AS TOILETS. THERE ARE ALSO SEATINGS DOWNSTAIRS.

SINCE I HAVE ADDED AN ELEVATOR TO GET UPSTAIRS, STAIRS ARE ALSO ESSENTIAL IN CASE OF EMERGENCY.

SECOND FLOOR:]

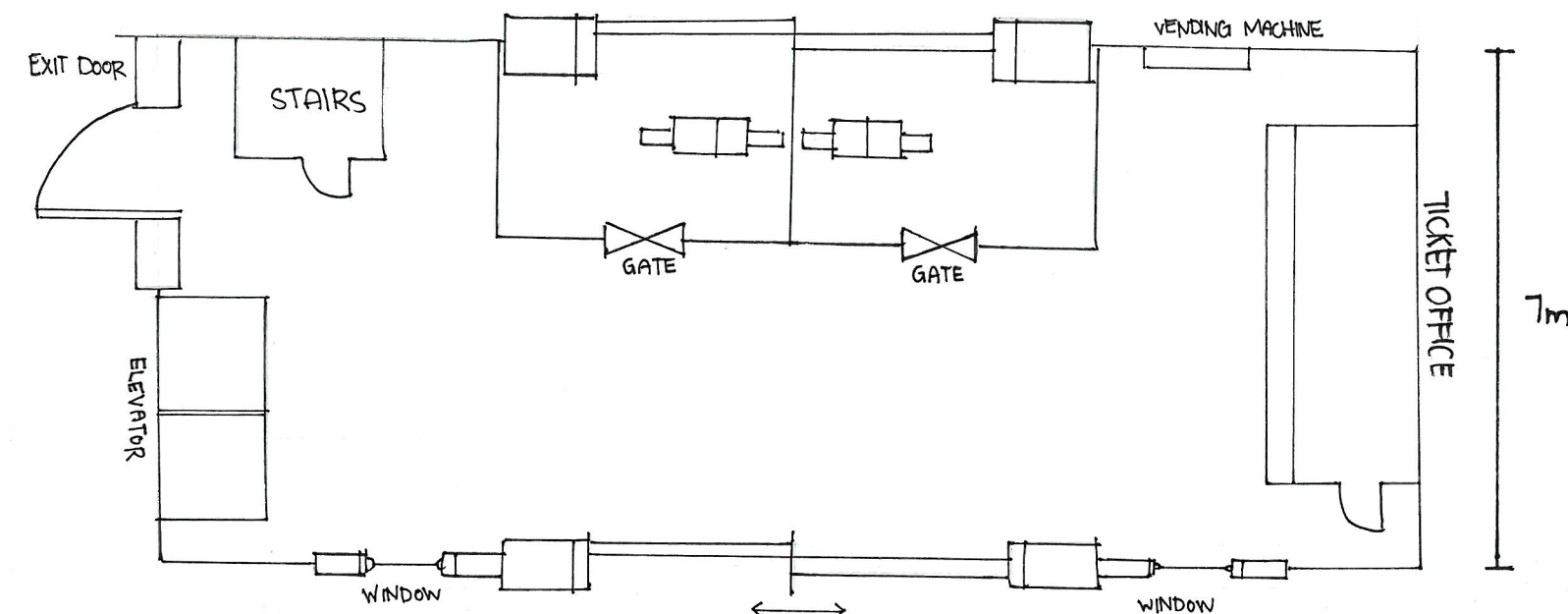


A TICKET OFFICE IS ALSO ESSENTIAL AS NEWCOMERS, ELDERLY ETC... MAY WANT TO GET A TICKET IN A MORE SECURE WAY.

WINDOWS, (SINCE THERE IS A LOT) FOR PEOPLE TO NOT HAVE THE FEELING OF SUFFOCATION.

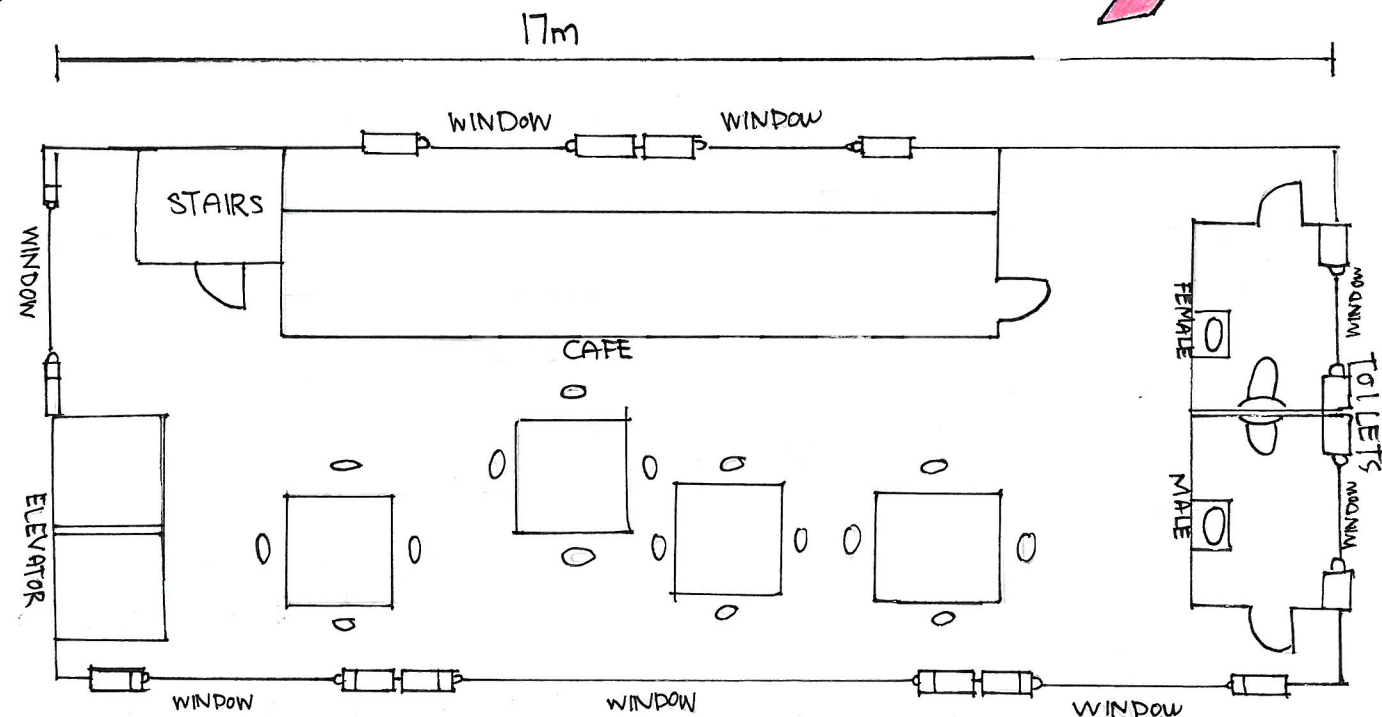
- FINAL FLOOR PLAN -

FIRST FLOOR



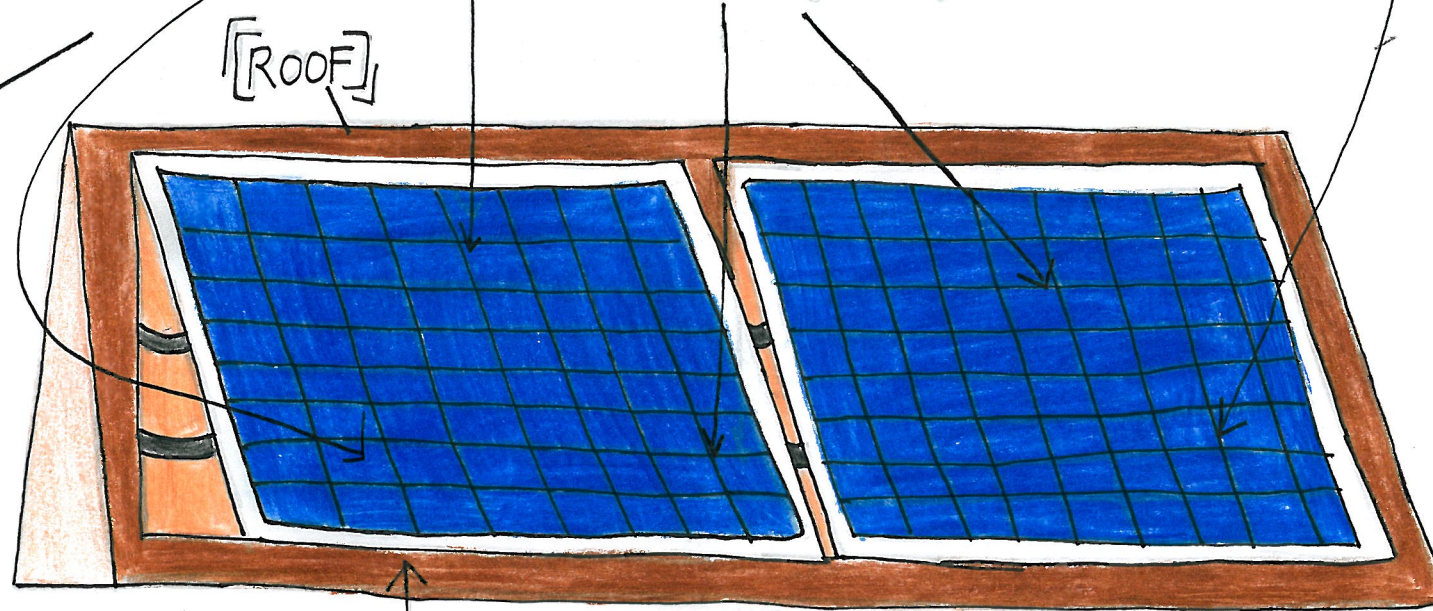
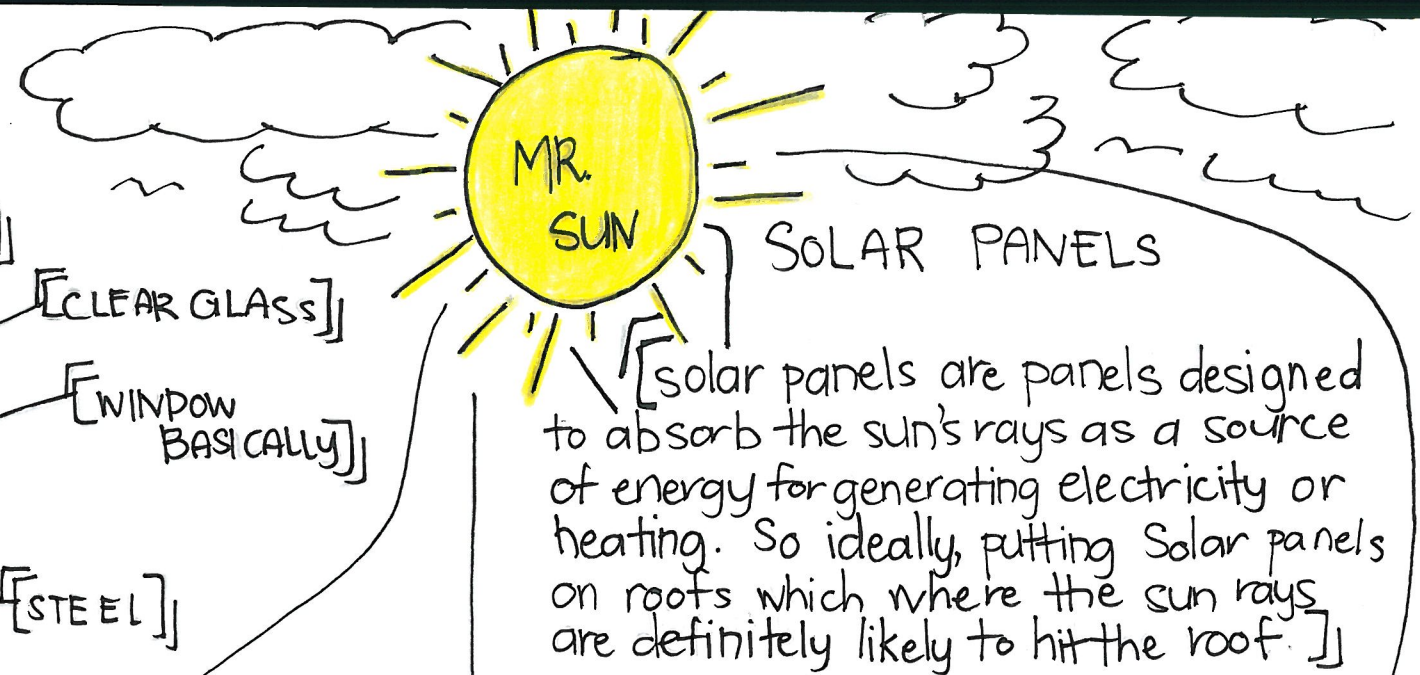
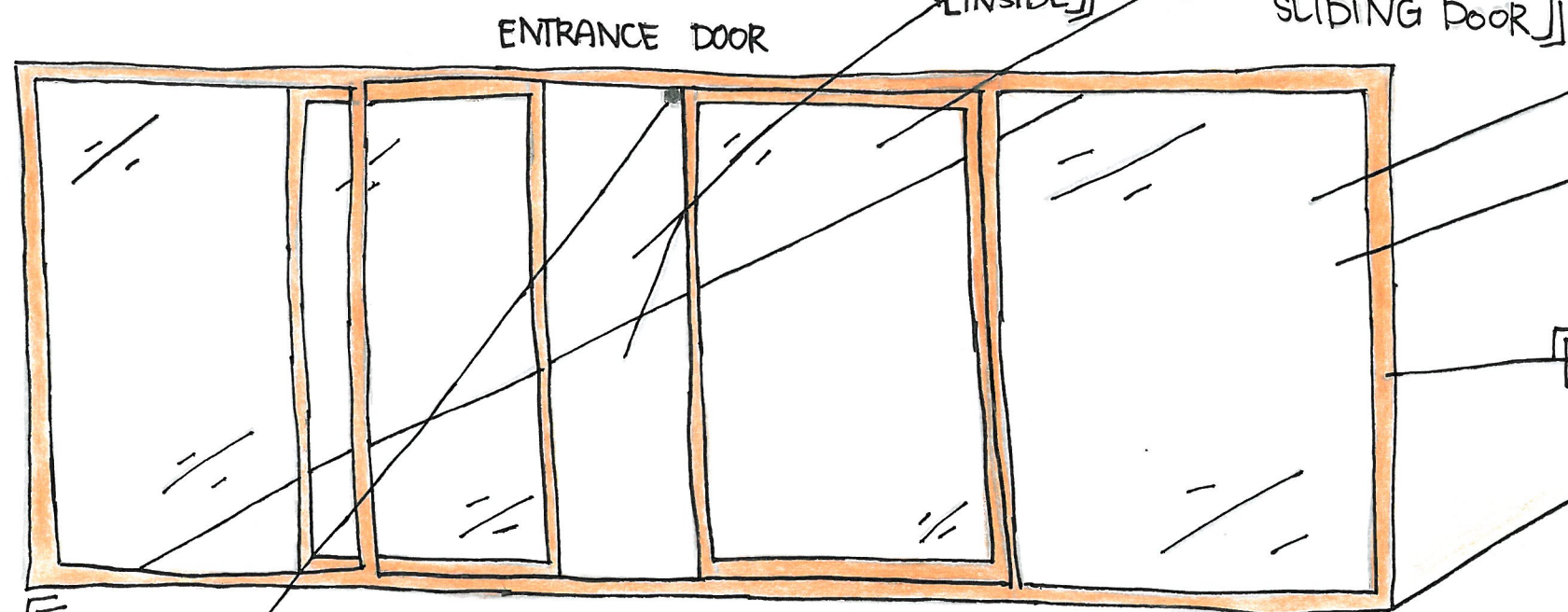
ON THE FIRST FLOOR, THERE ARE ELEVATORS WHICH LEADS TO THE SECOND FLOOR WHICH IS THE LOUNGE FLOOR. THE FIRST FLOOR ALSO HAS STAIRS WHICH LEADS TO THE SECOND FLOOR IN CASE OF AN ISSUE OCCURS THAT WILL PREVENT CUSTOMERS FROM USING THE ELEVATORS. THERE IS ALSO AN EXIT DOOR THAT CAN BE USED FOR WHEN THE AUTOMATIC SLIDING DOOR IS NOT USEABLE. THERE IS A GATE THAT IS BLOCKING THE DOORS THAT LEAD TO THE TRAINS, THIS IS TO PREVENT PEOPLE THAT AREN'T RIDING THE TRAIN, AS WELL AS A FREE HAZARD AFTER THE GATES IT IS THE AUTOMATIC FARE COLLECTION SYSTEM. ONE SIDE IS TO GET TO THE TRAINS, AND THE OTHER SIDE IS OUT OF THE TRAIN AREA. I HAVE DECIDED ON THE DOORS TO BE AUTOMATIC SLIDING DOORS, SO PEOPLE/CUSTOMERS WON'T FEEL LATE. THERE IS ALSO AN ADMINISTER/TICKET OFFICE FOR WHEN A CUSTOMER HAS AN INQUIRY, OR NEED TO CHARGE UP THERE CARD. A VENDING MACHINE IS ADDED.

FOR THE SECOND FLOOR, I HAVE PUT IT AS THE COMFORT/LOUNGE/WAITING AREA. THERE IS A CAFE WHERE PLENTY OF FOOD, SNACKS, DRINKS ETC... IS SERVED. THERE ARE ABOUT FOUR TABLES, INCLUDING SEATS FOR PEOPLE/CUSTOMERS MAY REST/WAIT. THERE IS ALSO A MASSIVE WINDOW THAT CUSTOMERS MAY LOOK OUT AT AND NOT HAVE THE FEELING OF SUFFOCATION. THE TOILETS ARE ADDED TO THIS FLOOR, BUT I DECIDED ONLY ONE PER GENDER WOULD BE SUITABLE. THIS FLOOR INCLUDES THE ELEVATORS AND STAIRS THAT LEAD TO THE FIRST/GROUND FLOOR. THE TWO FLOORS WILL HAVE PLANTS AND PAINTINGS THAT SOMEHOW CORPRATES THE NEW ZEALAND CULTURE.



SECOND FLOOR

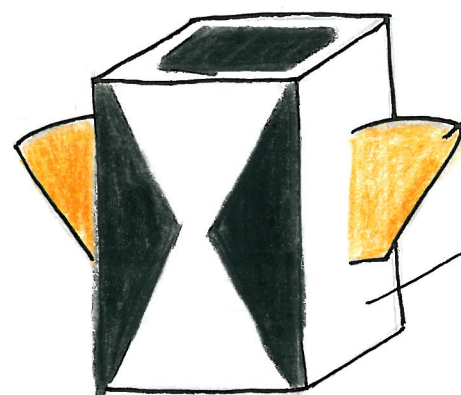
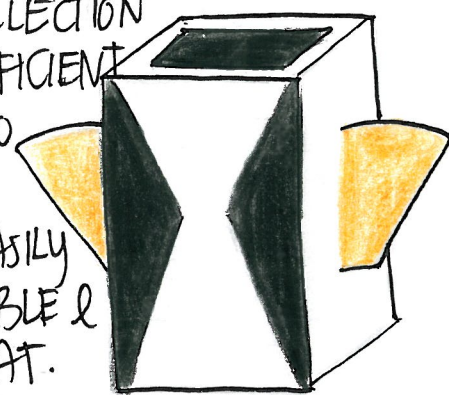
MATERIALS



[SECURITY CAMERA]

AUTOMATED FARE COLLECTION SYSTEM

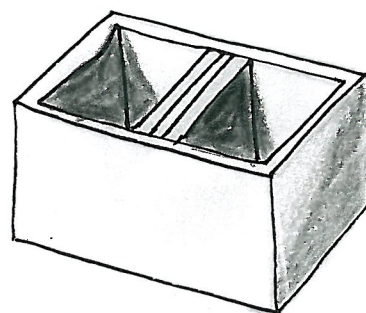
I THINK THAT THE AUTOMATED FARE COLLECTION IS SO EFFICIENT AS IT'S SO EASY TO WORK, EASILY MANAGABLE & IT'S NEAT.



[DOOR/GATE]

[MACHINE ITSELF]

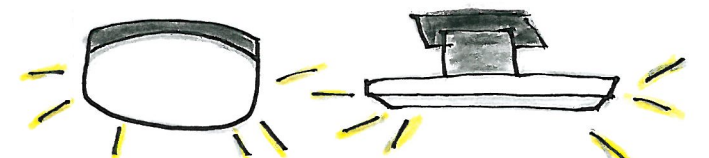
CONCRETE WALL



[CONCRETE WALL]

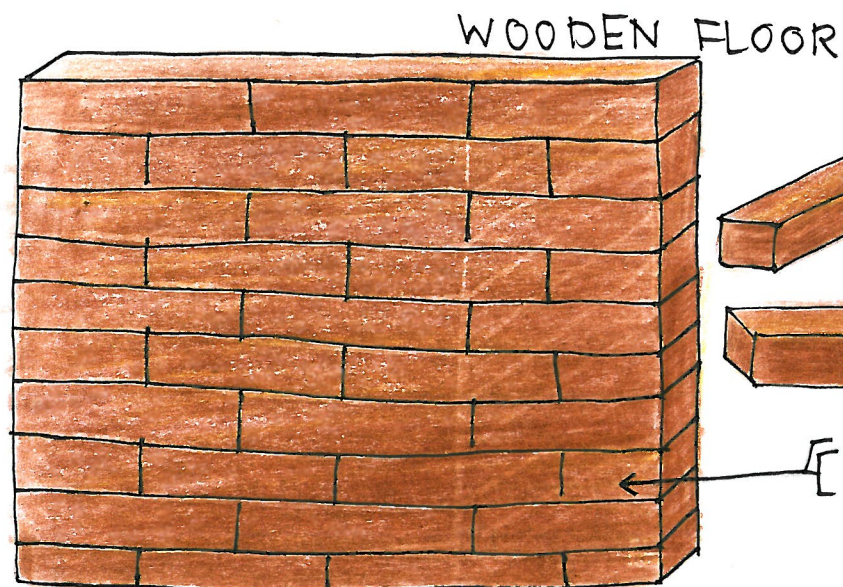
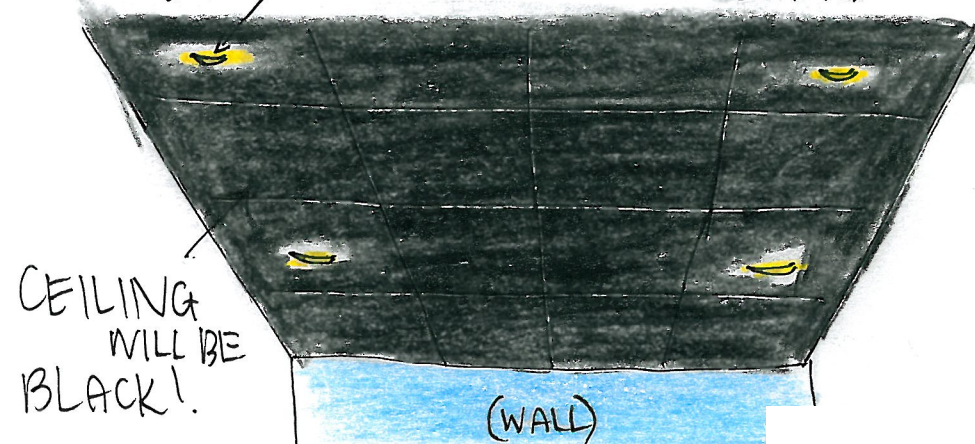
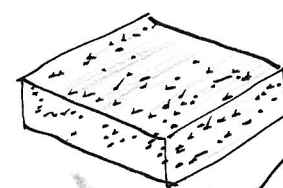
[WALL PAINT (IDEALLY)]

[IDEALLY PREFABLY ROOF COLOUR - BROWN]



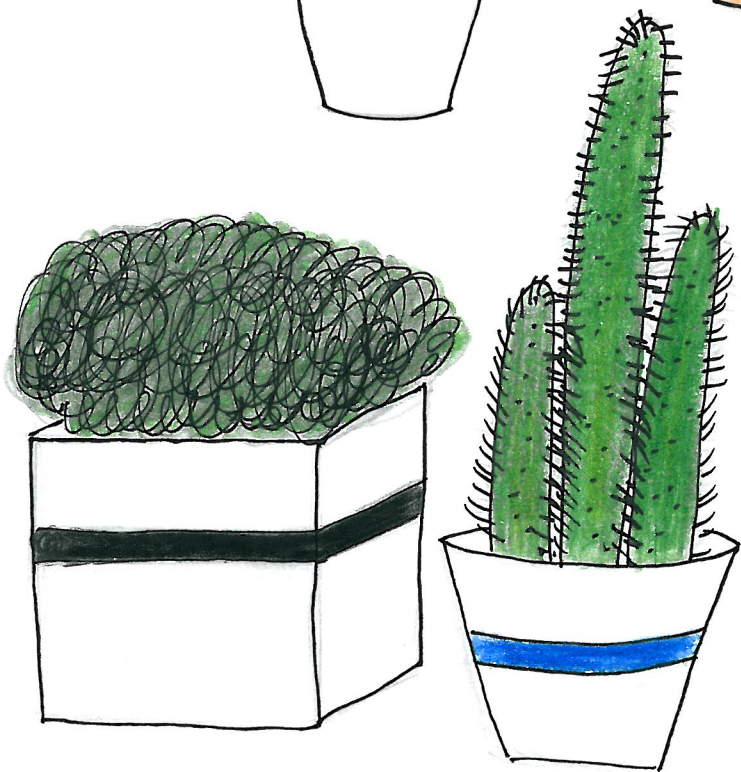
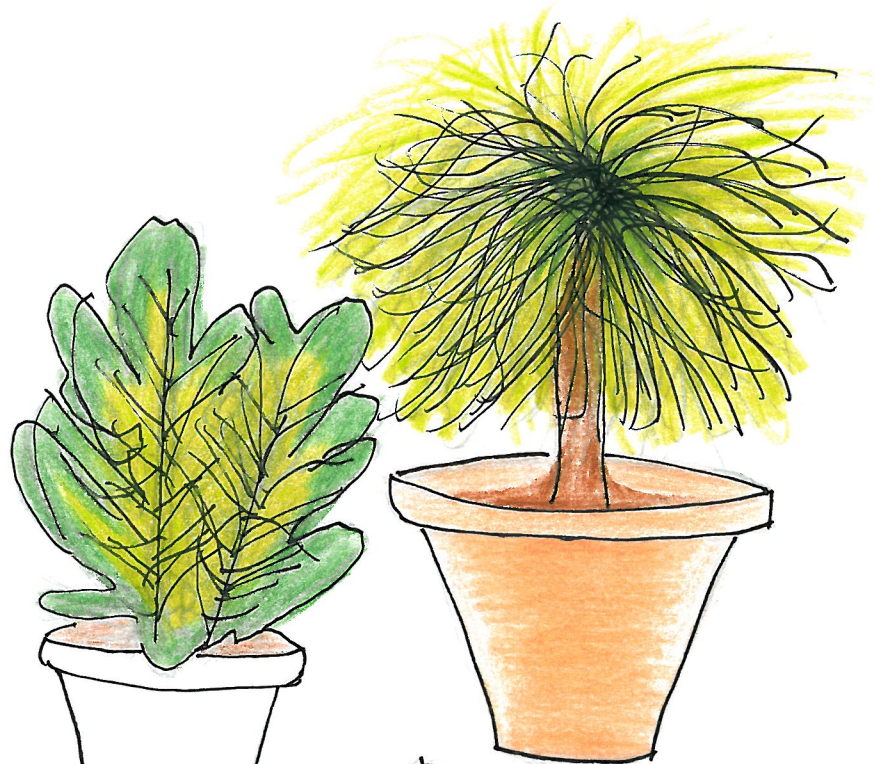
[LIGHTBULB] **[CEILING LIGHTS]**

FIBERGLASS CEILING

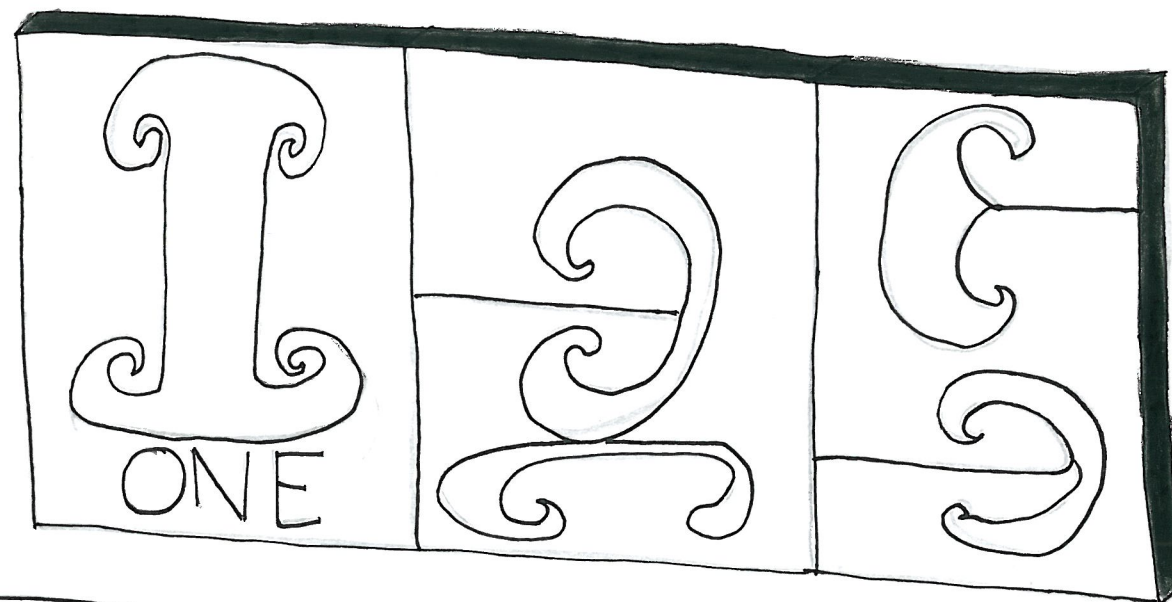
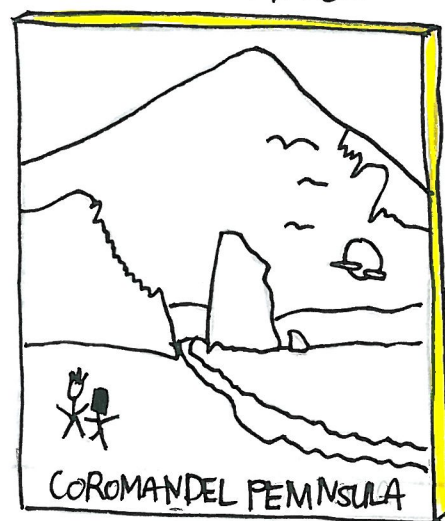


- INSIDE -

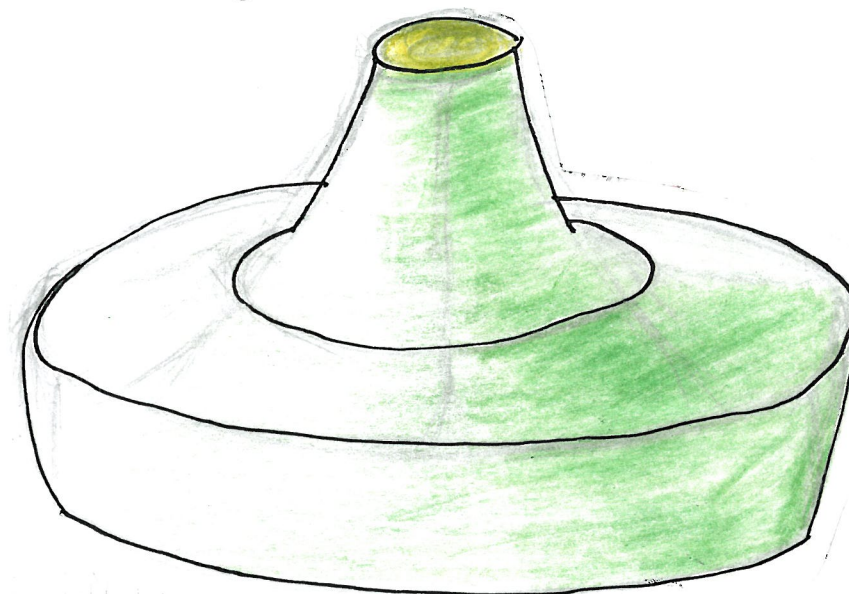
PLANTS



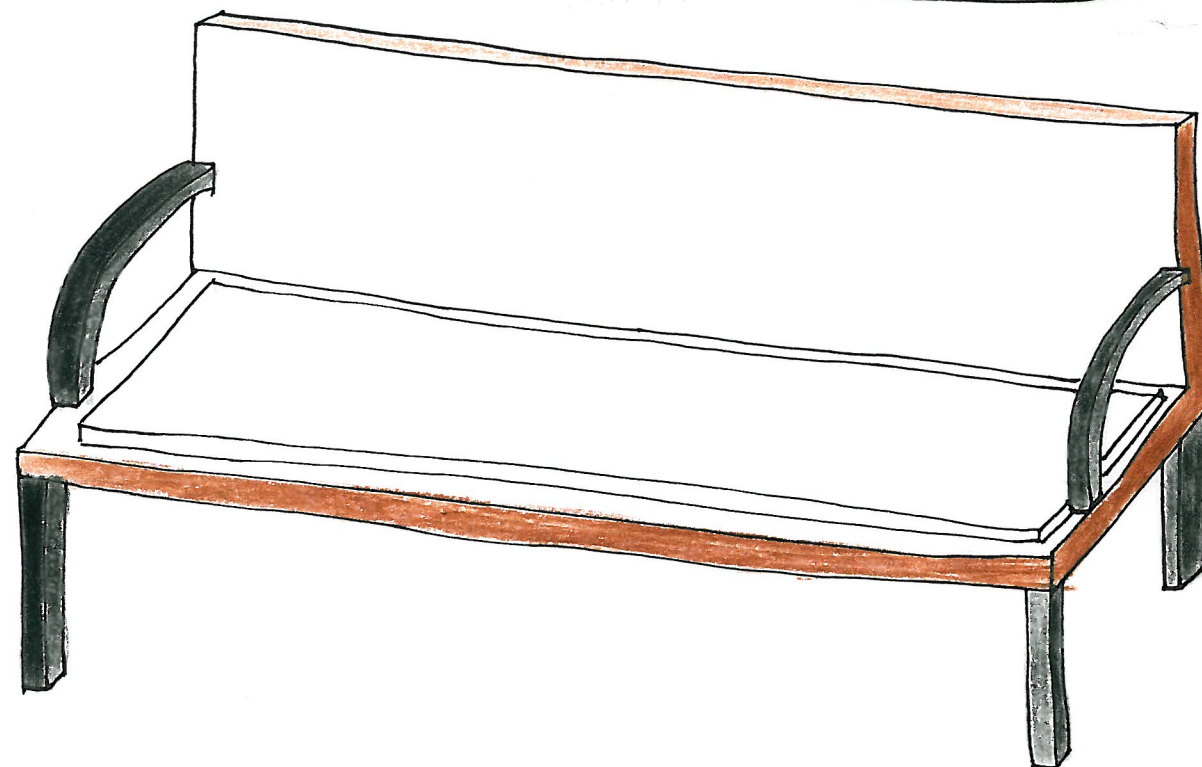
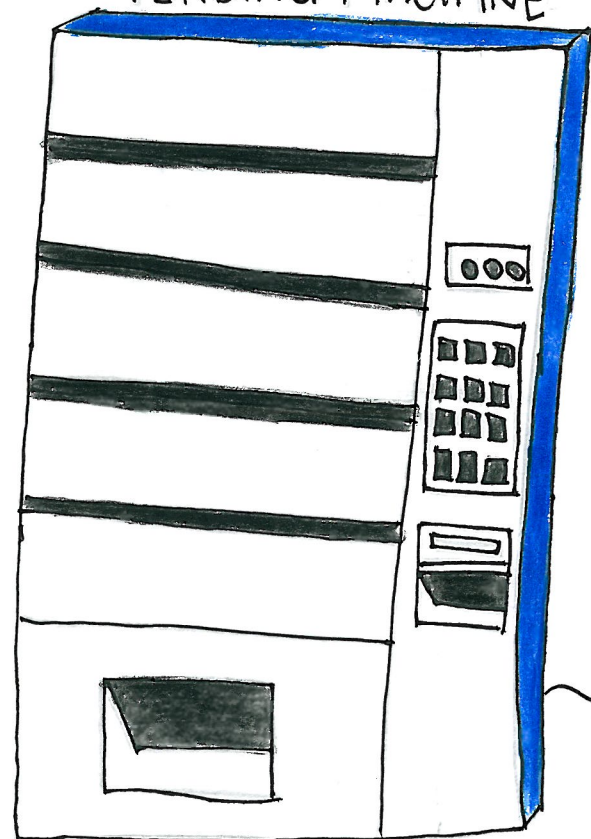
PAINTINGS



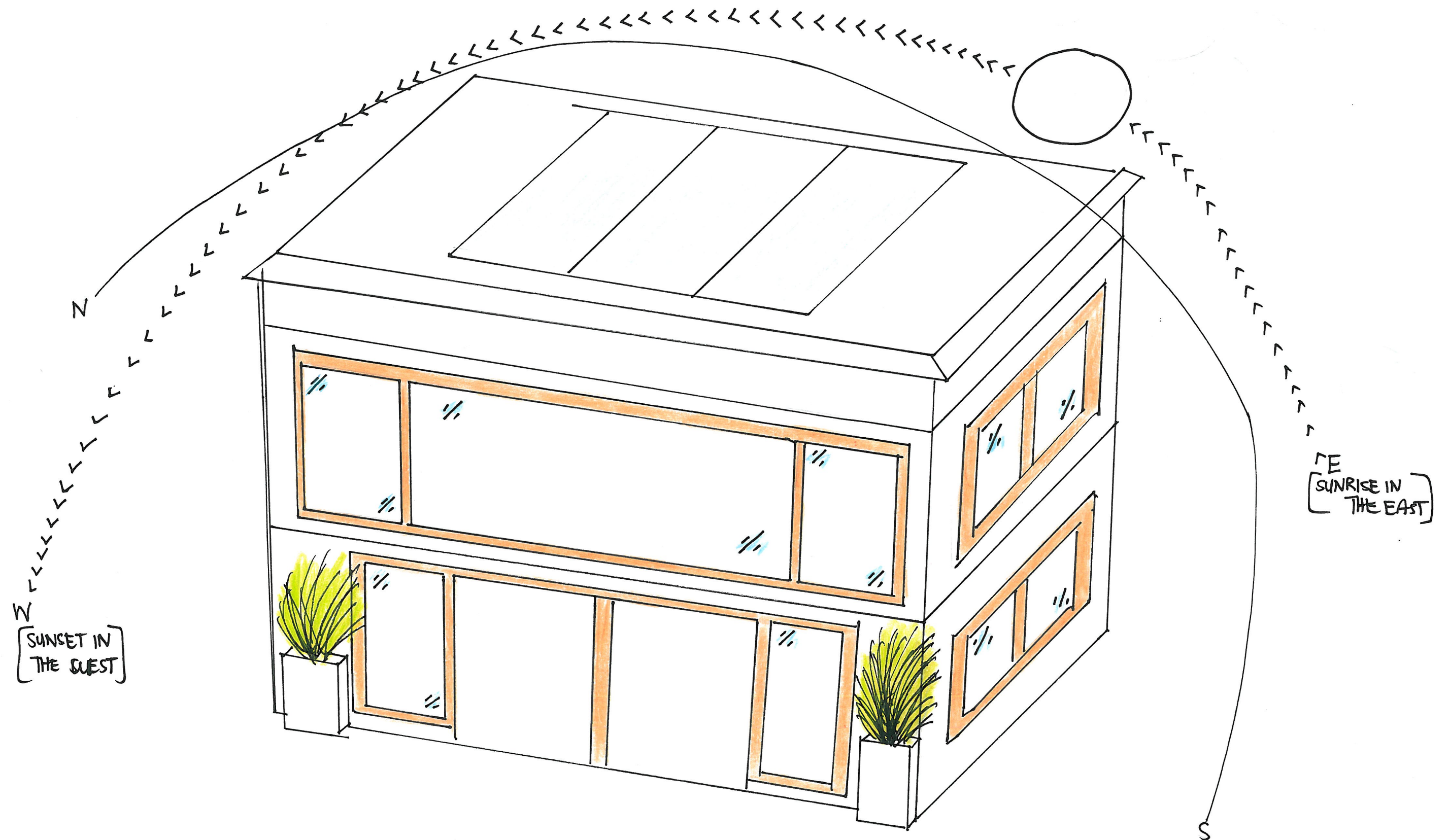
SEATINGS

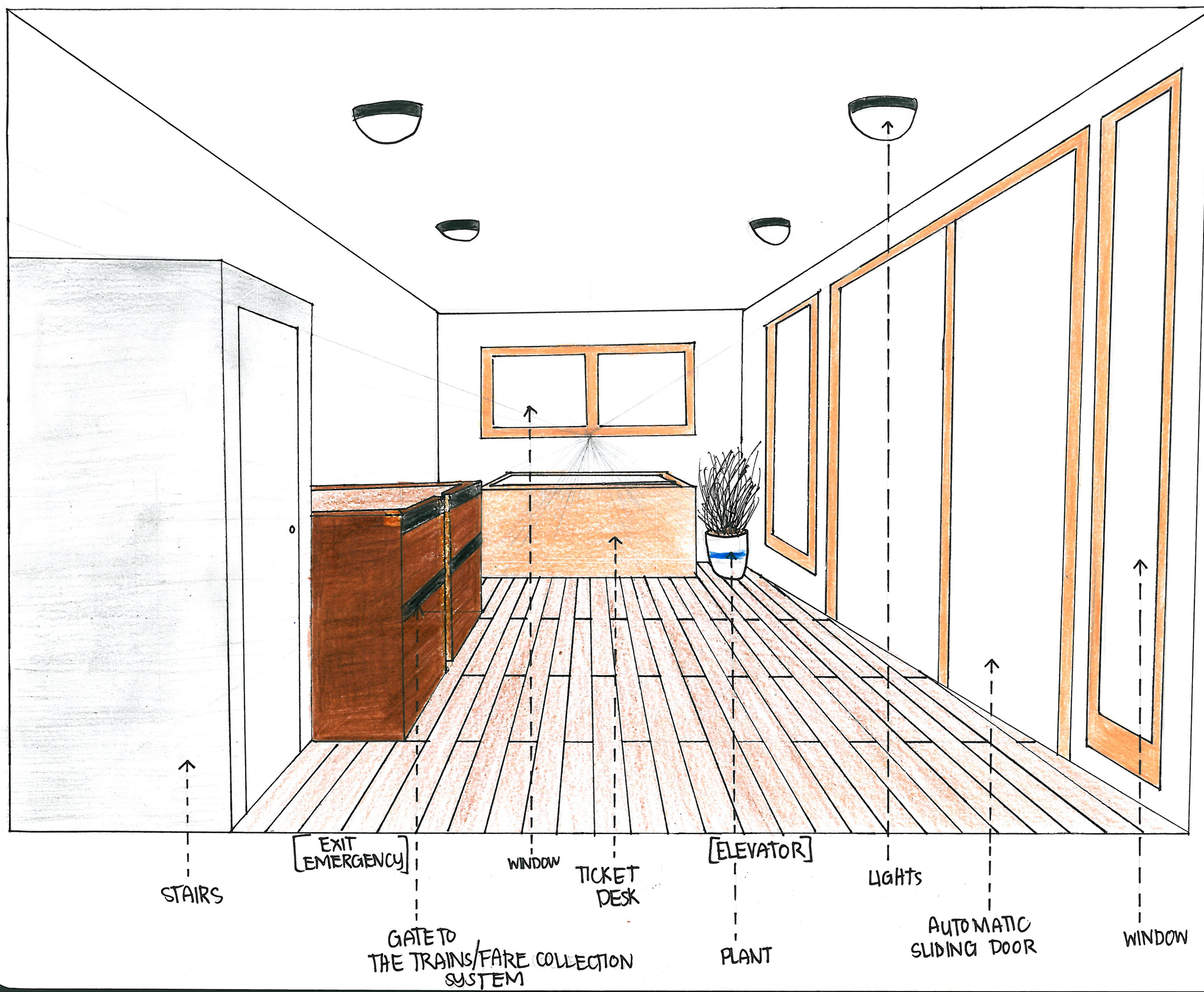


VENDING MACHINE



- SUNPATH OVER STATION -





First Floor One Point Perspective.

I HAVE BASED MY VIEW FROM THE ELEVATOR THIS IS JUST A ROUGH SKETCH TO SHOW HOW CUSTOMERS/TRAIN USERS CAN GO AND WALK THROUGH. I HAVE INCLUDED THE TICKET DESK/OFFICE, ALONG WITH THE STAIRS AND THE LITTLE GATE TO GET TO THE TRAINS.

I THINK MY NEXT STEP IS TO MAKE THE PLACE MORE LIVELY ADD MORE INSIDE PLANTS, PAINTINGS AND ADD MORE SECURITY CAMERAS TO ASSURE PEOPLE'S SAFETY INCASE SOMETHING HAPPENS.

IN MY FRONT ELEVATION, I ACCIDENTALLY PUT UP A STEP TO GET THROUGH THE AUTOMATIC SLIDING DOOR, BUT IN THIS DRAWING THERE IS NO STEP.

Assessment Schedule – 2019

Design and Visual Communication: Use visual communication techniques to generate design ideas (91337)

Achievement Criteria

Overall level of attainment for 91627	Achievement	Achievement with Merit	Achievement with Excellence
A	Use visual communication techniques to generate design ideas.	Use visual communication techniques skilfully to generate design ideas.	Use visual communication techniques effectively to generate design ideas.

Evidence

Not Achieved	Achievement	Merit	Excellence
<p>Visual communication techniques (visual modes and media) are poorly applied or limited in conveying design ideas.</p> <p>Insufficient design ideas shown where aesthetic or functional qualities are not recognisable, not present, or not visually communicated.</p>	<p>Use visual communication techniques to explore functional and aesthetic qualities means examining different design ideas (that could be variations of a single concept or a range of concepts in response to a brief).</p> <p>Explore functional and aesthetic qualities are to be viewed holistically.</p> <ul style="list-style-type: none"> • Functional qualities may include operation, human interface, ergonomics, proxemics, circulation, environmental factors, construction, materials, components, assembly, mechanisms, dimensions, etc. • Aesthetic qualities may include colour, tone, texture, pattern, shape (2D), form (3D), balance, proportion, surface finish, style, etc. <p>Generated design possibilities are different design ideas that are simple alternatives which are predictable, obvious, superficial, or derivations of existing ideas.</p>	<p>Use visual communication techniques to explore in detail the functional and aesthetic qualities of the design.</p> <ul style="list-style-type: none"> • Explore in detail means that design qualities (functional and aesthetic) are clarified through a range (or families) of drawings that show details from different viewpoints. This could include different levels of visual explanation (e.g. overall and closeups, external and internal information, sequence drawings for showing movement, showing design ideas in situ, etc.). <p>Generated divergent design possibilities means design idea variations that are challenging, creative, unexpected, experimental, unusual and / or quirky.</p>	<p>Use visual communication techniques to comprehensively explore the functional and aesthetic qualities of the design.</p> <ul style="list-style-type: none"> • Comprehensively explore means that design qualities (functional and aesthetic) are highly informative and easy to follow. <p>Extended divergent design possibilities show evidence of design thinking that inspires idea regeneration and manipulation (this can be evident in the ideation that leads to the generating of divergent design ideas or the initial development of a chosen divergent design idea).</p>

Note: **Visual communication techniques** could be digital and / or hand drawn (analogue), e.g. sketching, rendering, illustration, instrumental drawing, model making, mock-ups, 3D constructions, collage, overlays, CAD, animation, photography, etc.

Design ideas: Ideas that have functional and aesthetic qualities as opposed to shapes/forms that are essentially sculptural in nature (as is evident in the initial stages of ideation).

Achievement Exemplar 2019

Subject	Design and Visual Communication	Standard	91337	Overall grade	A
	Annotation				
	Pages 1–3 show what the candidate has researched in relation to their design brief. In this case, the pages did not need to have been submitted with the work for this standard as they were not utilised by the work that was assess for this standard.				
	Pages 4–6 show a range of simple design ideas that have been generated for the train station. These pages also provide initial evidence of the candidate exploring their design in relation to the aesthetics (form and colour) and touch on the function of the building.				
	Pages 7–13 provide further evidence of the functional qualities for the chosen design with information about the dimensions of the building, layout and materials.				
	This submission is an Achieved. The design possibilities generated are predictable, rather than divergent. The design work explores and makes decisions about the functional and aesthetic qualities of the design. There is not enough evidence to show that the functional and aesthetic qualities of the design have been explored in detail.				