

*The brief is to design a functional structure which will be stationed in the Hamilton gardens. The purpose of this design will be a PAVILLION. It will include shelter, seating, viewing platform and garden landscaping.

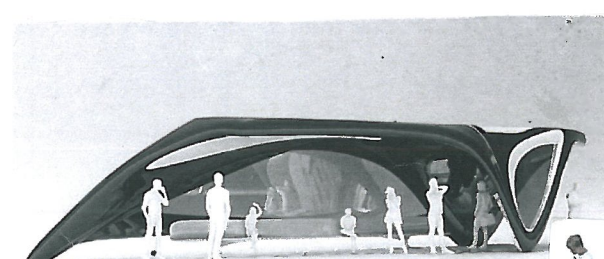
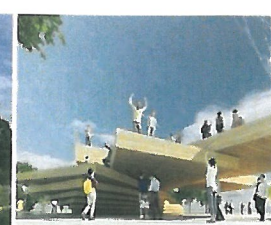
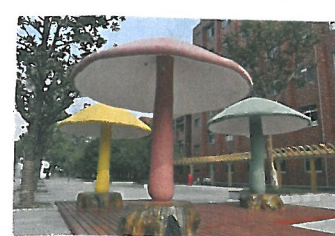
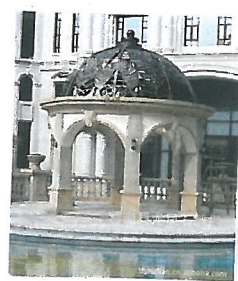
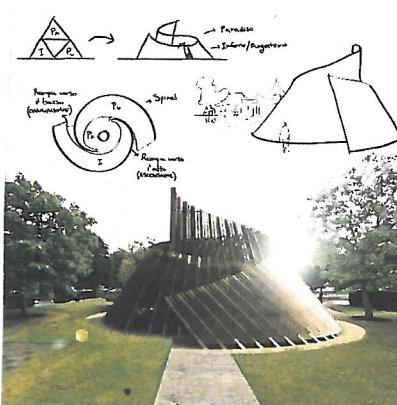
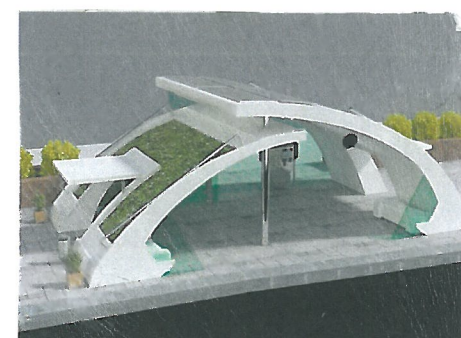
* Considerations:

- Your design should consider the specific requirements of its intended use. You should clearly identify your chosen context for use before you begin developing your design.
- Your design must incorporate modelling techniques. elements and principles
- Functional relating to the context and environment that will enhance the usability.
- Aesthetic elements and principles relating to the context and environment that will enhance the visual environment.
- The immediate environment. (including orientation, weather, views, surroundings, pedestrian access, and indoor-outdoor flow....

*Users of Hamilton garden would want: view, interaction w/outdoors, an aesthetically pleasing design, toilets, viewing platform.

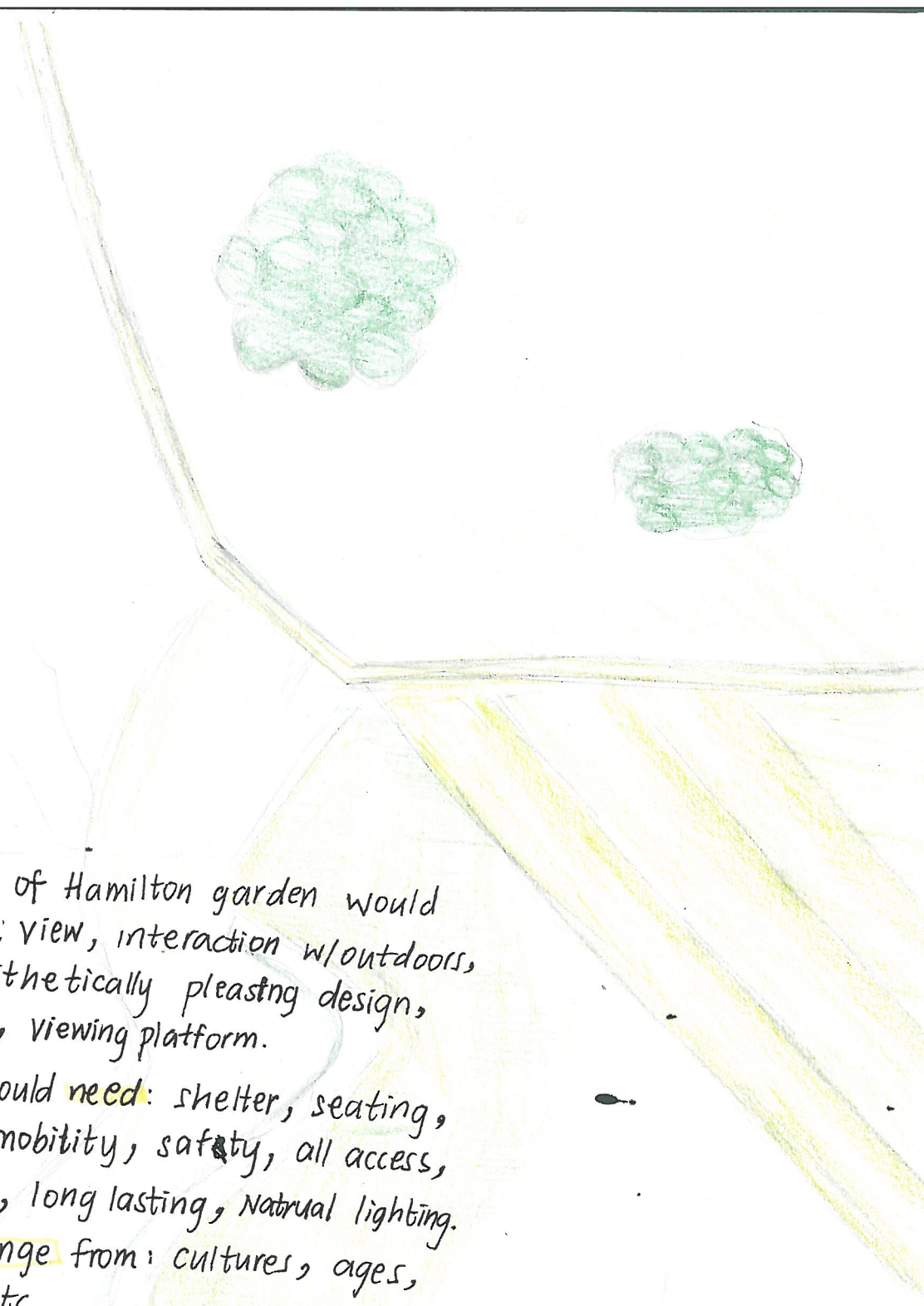
*They would need: shelter, seating, space, mobility, safety, all access, comfort, long lasting, Natural lighting.

*They range from: cultures, ages, group etc.



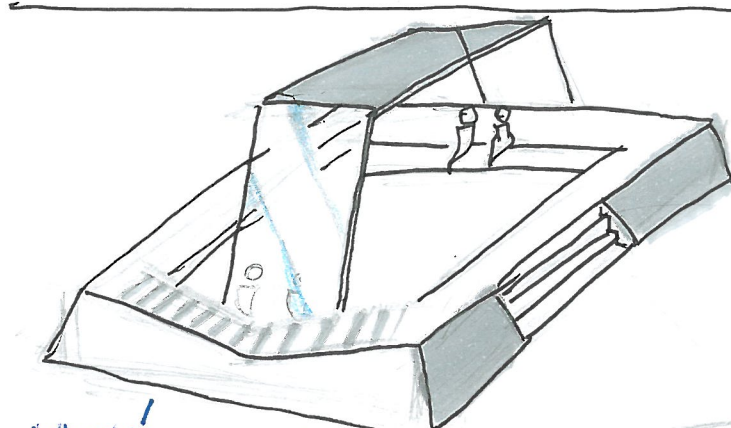
BRIEF

link back
early
planning

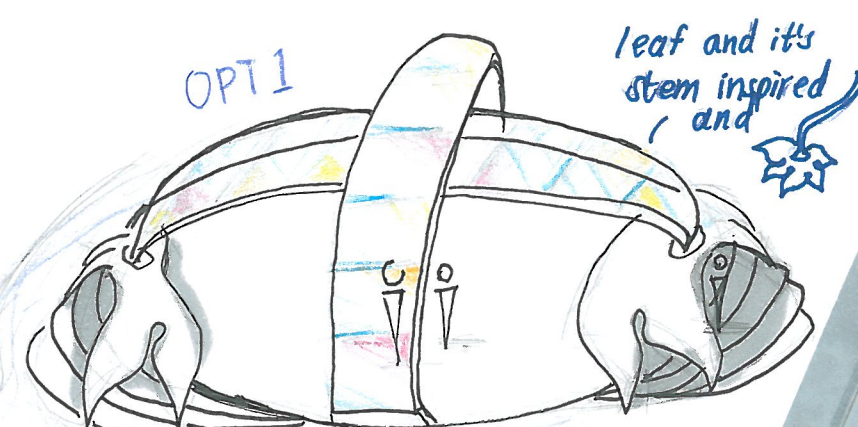


HOW CAN I DEVELOP THE SHAPE & FORM OF MY DESIGN TO BE INTERESTING? FOR THE USER!

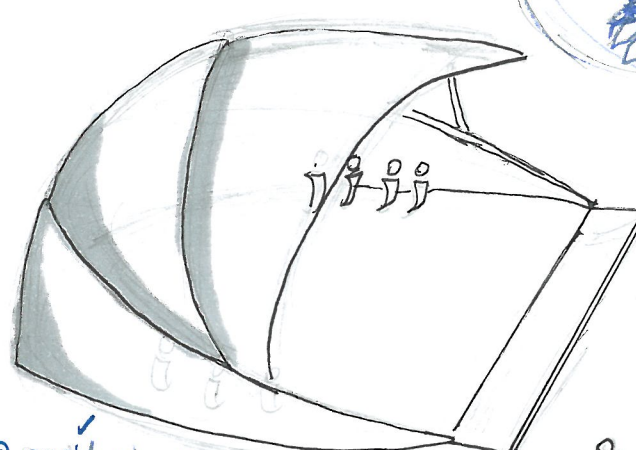
HOW CAN I DEVELOP THE SHAPE & FORM OF MY DESIGN TO MAKE THE SPACE MORE INTERACTIVE? FOR THE USER!



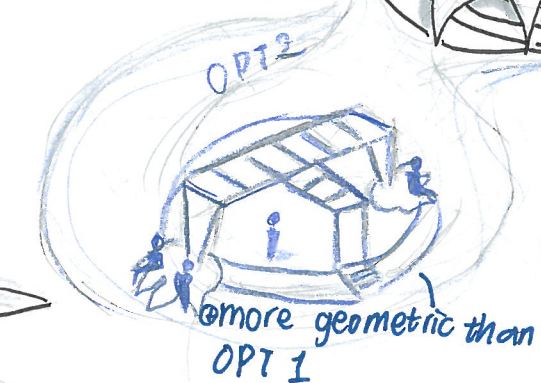
Interesting. No wheel chair access. Interactive. Not enough shelter for rain proof.



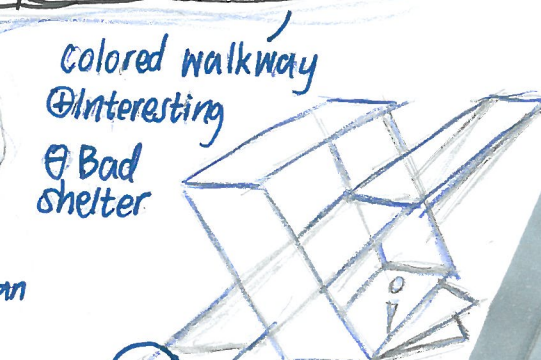
OPT 1
leaf and its stem inspired and



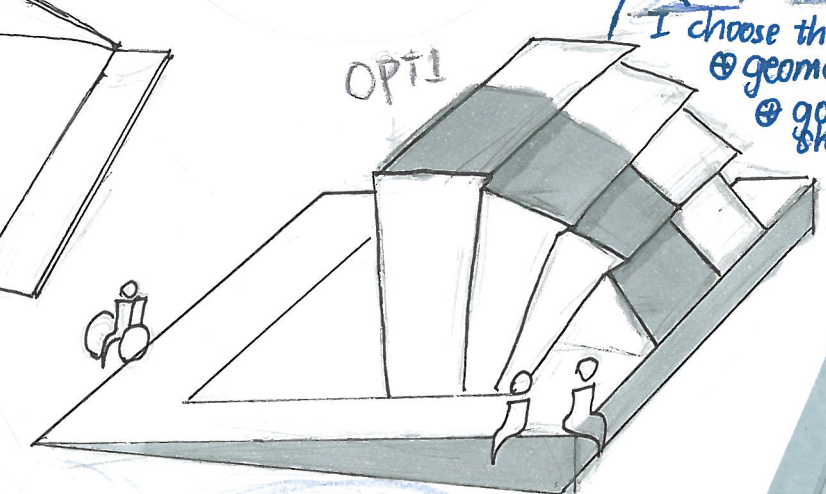
good shelter, but style has many curves, not geometric.



OPT 2
more geometric than OPT 1



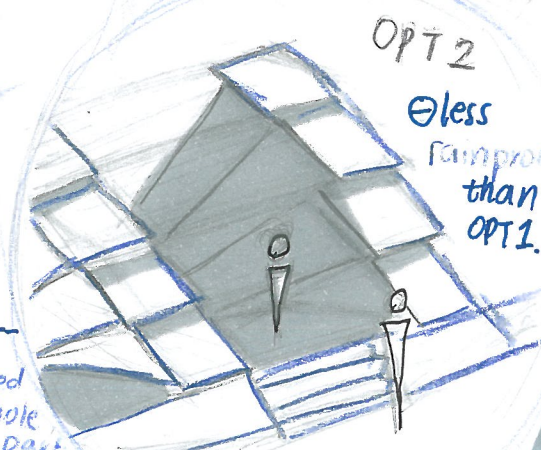
colored walkway
Interesting
Bad shelter



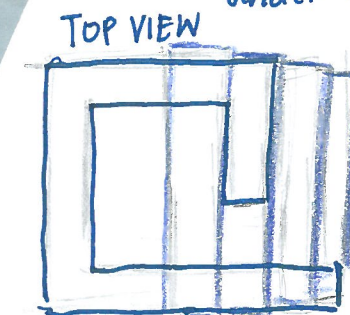
OPT 1
I choose this because
geometric
good shelter



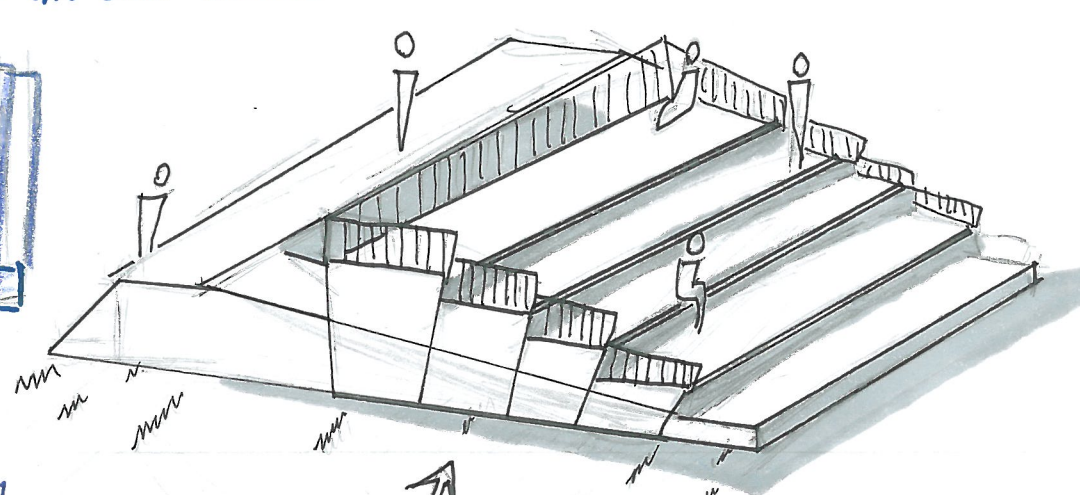
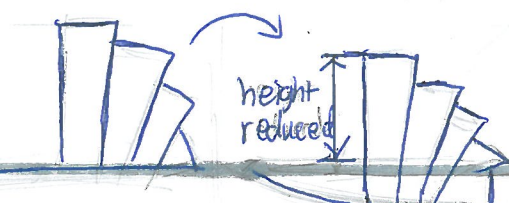
OPT 3
The upper two bars are closed,
more rain proof, more shelter than OPT 2.



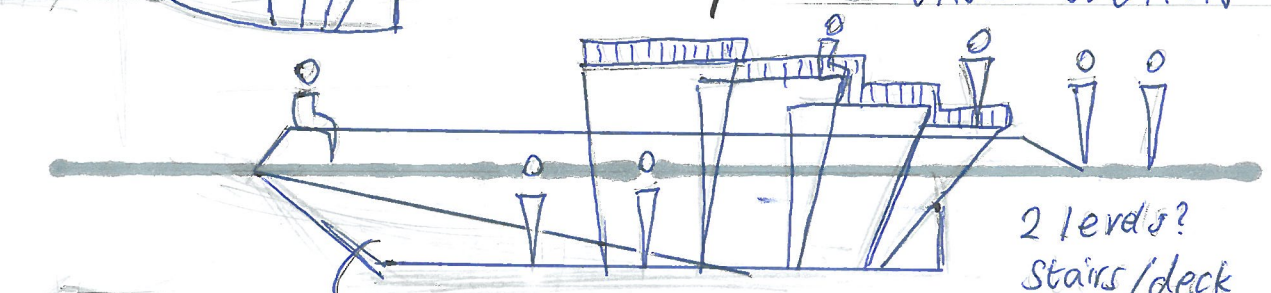
OPT 2
less rain proof than OPT 1.
Removed the whole middle part.
good aesthetic,
another entrance for more flow.



TOP VIEW
Cave into ground?

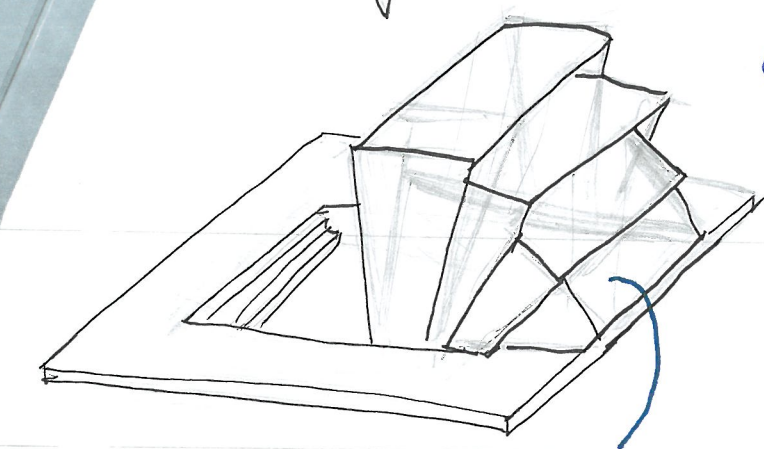


CROSS SECTION

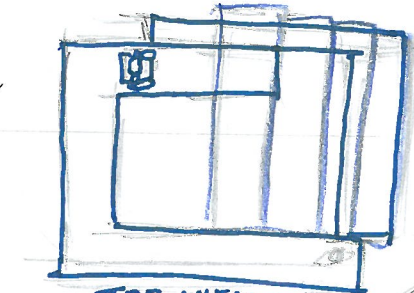


2 levels?
stairs/deck

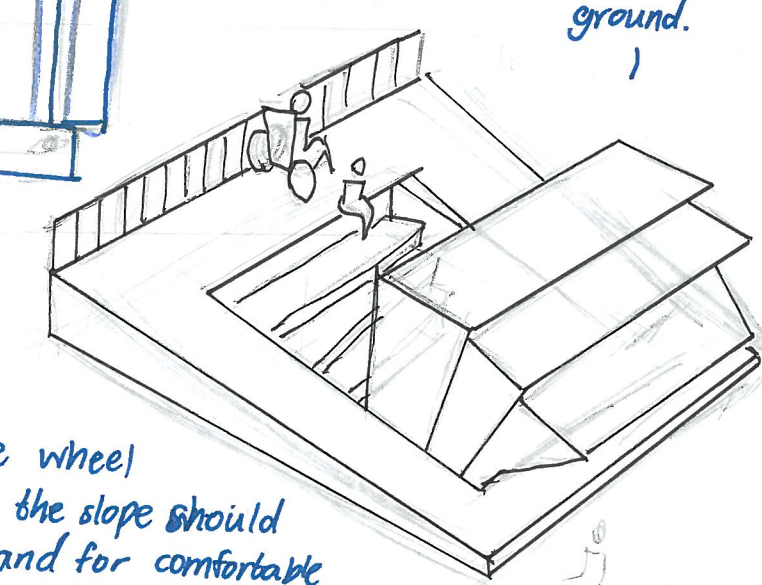
Big slope for wheel chair.



The entrance is removed for maximum rain proof.



TOP VIEW



① However, I think for the wheel chairs access the slope should be reduced and for comfortable space under, the shelter should be higher. For stairs safety issues also need to be considered.

② Therefore I will remove the stair/deck, and keep the formation caved into ground.

DEVELOPMENT 1

INTO MY DESIGN?

into
EVER GREEN LEAF

To interact with the light I decided to put translucent, uncolored patterns on the glass, for aesthetics.

By having patterned glass wall on half of the structure, there will be patterns on the walkway & floor most of the time.

⊕ On hottest time of the day, there will be shadow on the other half.

④ I can make them colored for more fun.

Patterned glass \rightarrow WHOLE CELLING?

④ Shadow pattern for longer time

⊖ But whole glass ceiling
will not provide
shelter on the
hottest part
of the
day.
No.

Some with handles,
some without.
more freedom to
seat.

Individual
seats

seats

Combined together

~~Bench~~

- Deck

- Bars

- Stairs

- Walk ways

Even though glass can reflect patterns on the walkway, the walkway should have its own pattern for rainy days.

plastic made
patterns seen
on evergreen
leaves.

I will have it
all around, ground
like pebbled, this
textured ground
could be walked
on, but may
not be
suitable for
wheel chairs.

glass or plastic patterned concrete.

I choose
this one for
all walkways.

This pattern isn't suitable for walkways but is suitable for bars, and is very aesthetic. made of plastic.

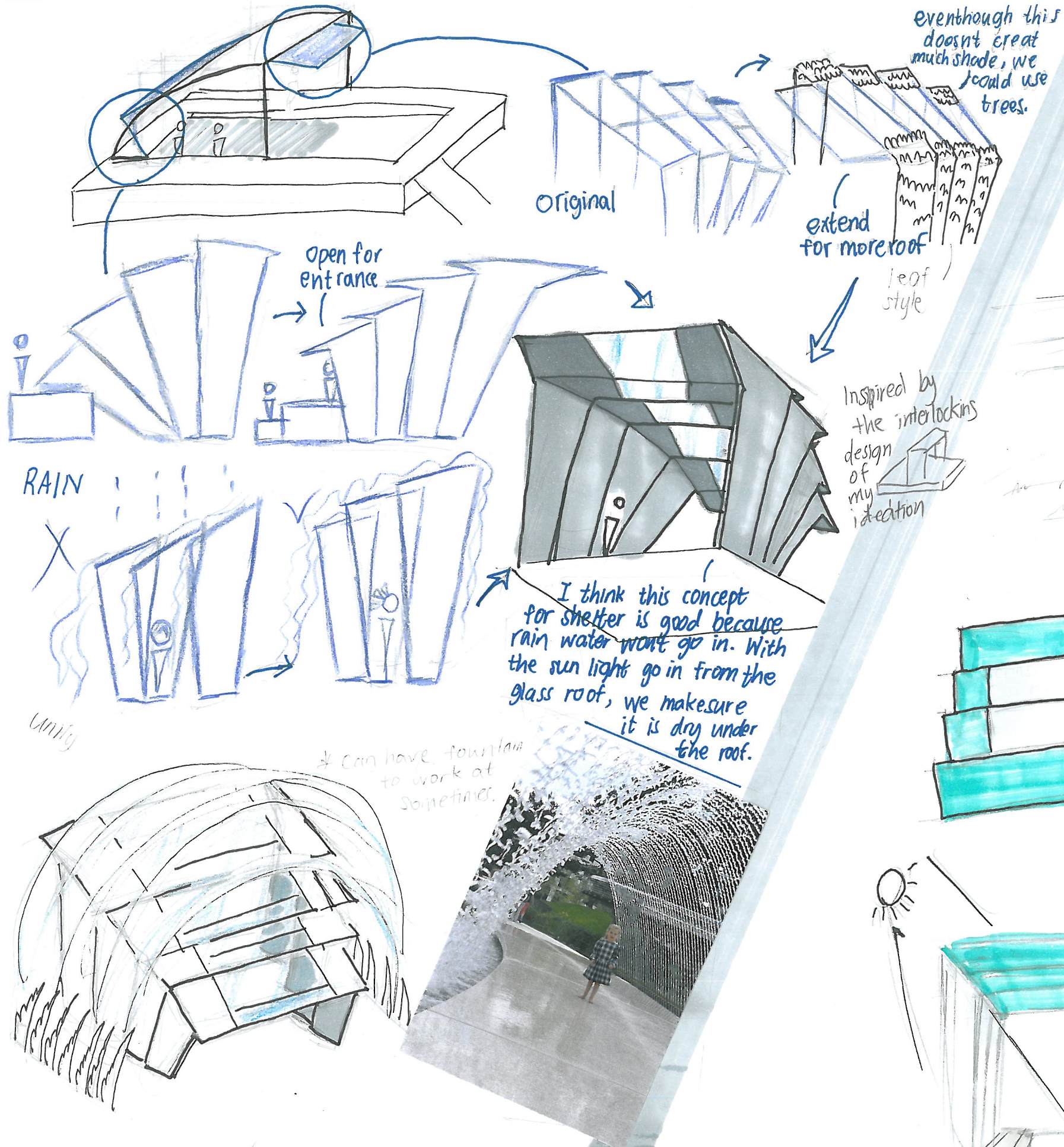
⊕ Symmetrical

The stairs
patterns are
extended to
the road.

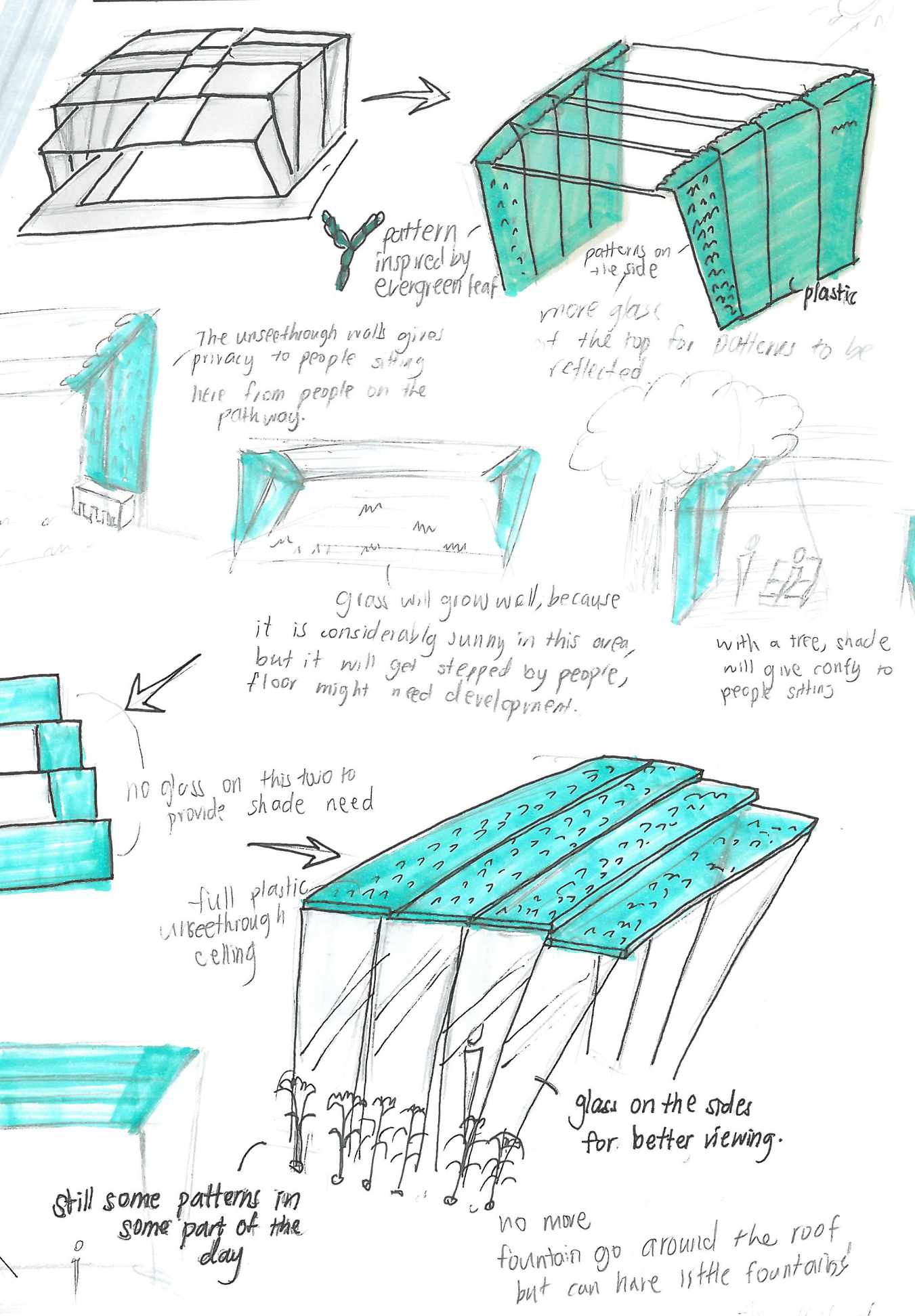
The deck & the ro
the onestair
are being combined
into the leaf shapes.

Development

HOW WILL THE SHELTER BE FUNCTIONAL & MORE INTERESTING FOR THE USERS?



HOW CAN THE SHELTER BE UNIFIED WITH MY PAVILION FUNCTIONALLY AND AESTHETICALLY?



DEVELOPMENT

SHELTER

PATHWAY & GROUND

FLOOR

FOUNTAINS

material
plastic
glass is suitable for aesthetics but will glass be strong enough as a beam?
Research on glass structure
support for glass

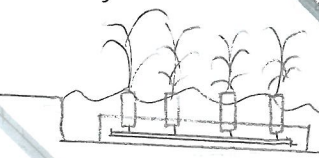


by including the beams, glass is supported and will be suitable.

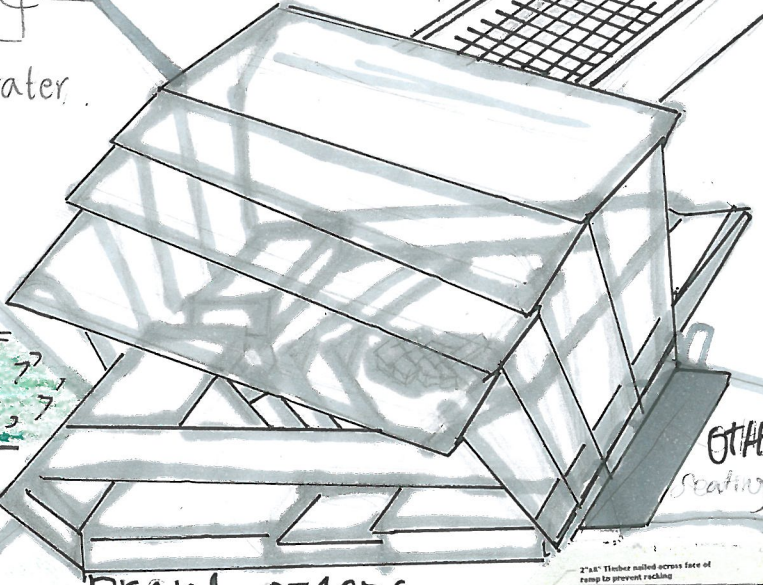
This will support the glass.
glass

The glass walls will go down into ground

electricity



add water



pathways

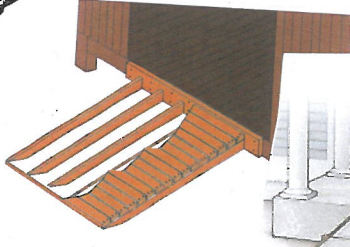
Painted wood structure

Concrete

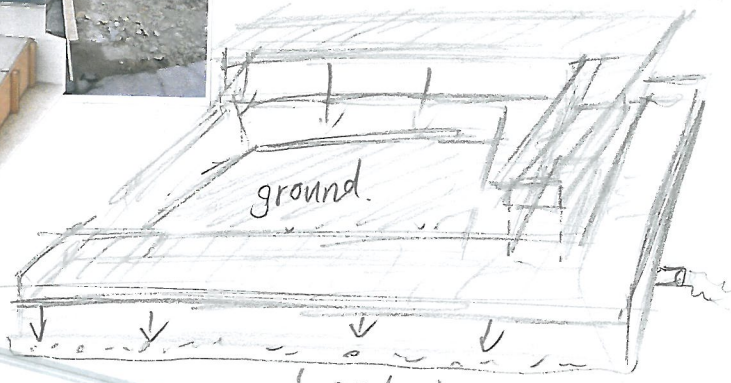
sand

steel wire

I at first decided to use wood for the slopes and pathways, but considering the better durability, I decided to use concrete based flooring. The materials I used are: wood structure, sand, steel wire, and concrete. I figured the wooden slop structure could be use for deck.



land formation

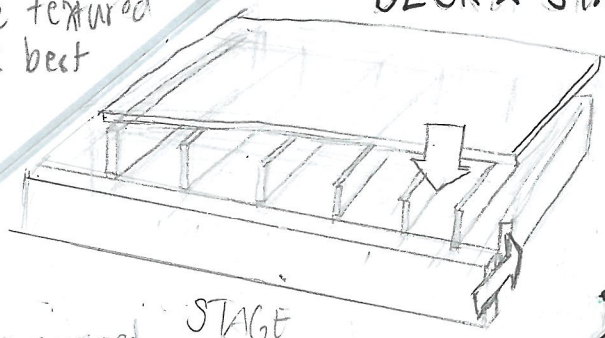


ground

construction sand

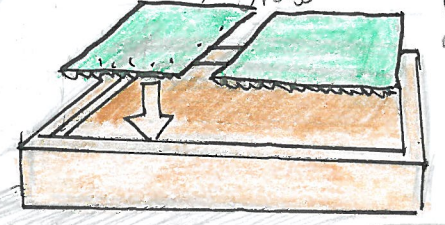
DECK & STAGES

glued on with wood glue.
Acrylic the textured top is best to use acrylic.



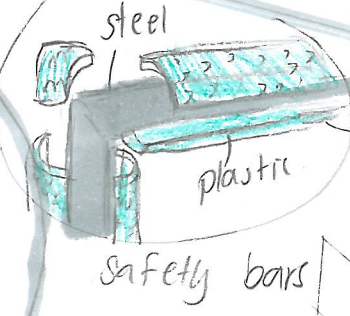
DECK

fake grass



wooden structure used for deck

Timber Shed Ramp Construction

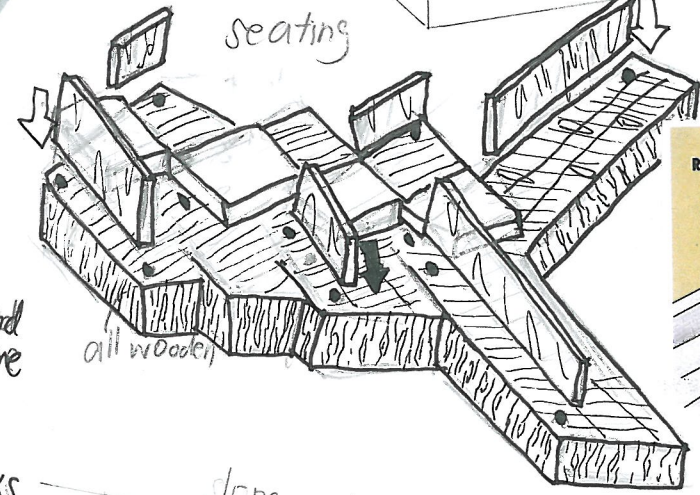


steel

plastic

safety bars

seating



all wooden

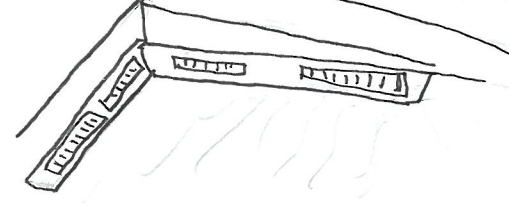
drainage



slope pathway

drainage system

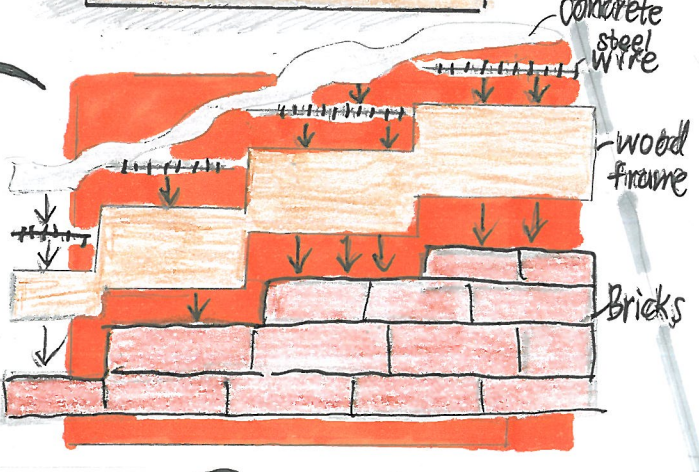
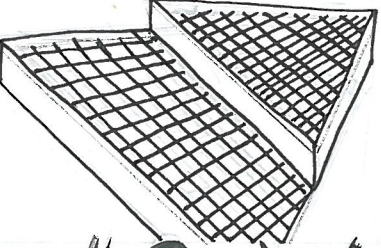
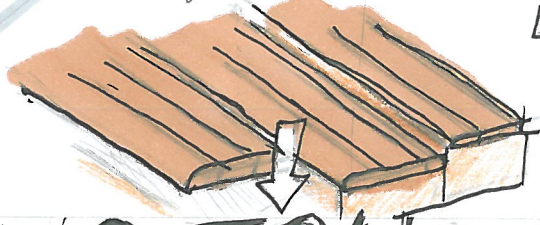
other side



SITTING STAIRS

Basic concret stairs

Wood will be glued onto the concret stairs



concrete steel wire

wood frame

Bricks

CONSTRUCTION & MATERIALS

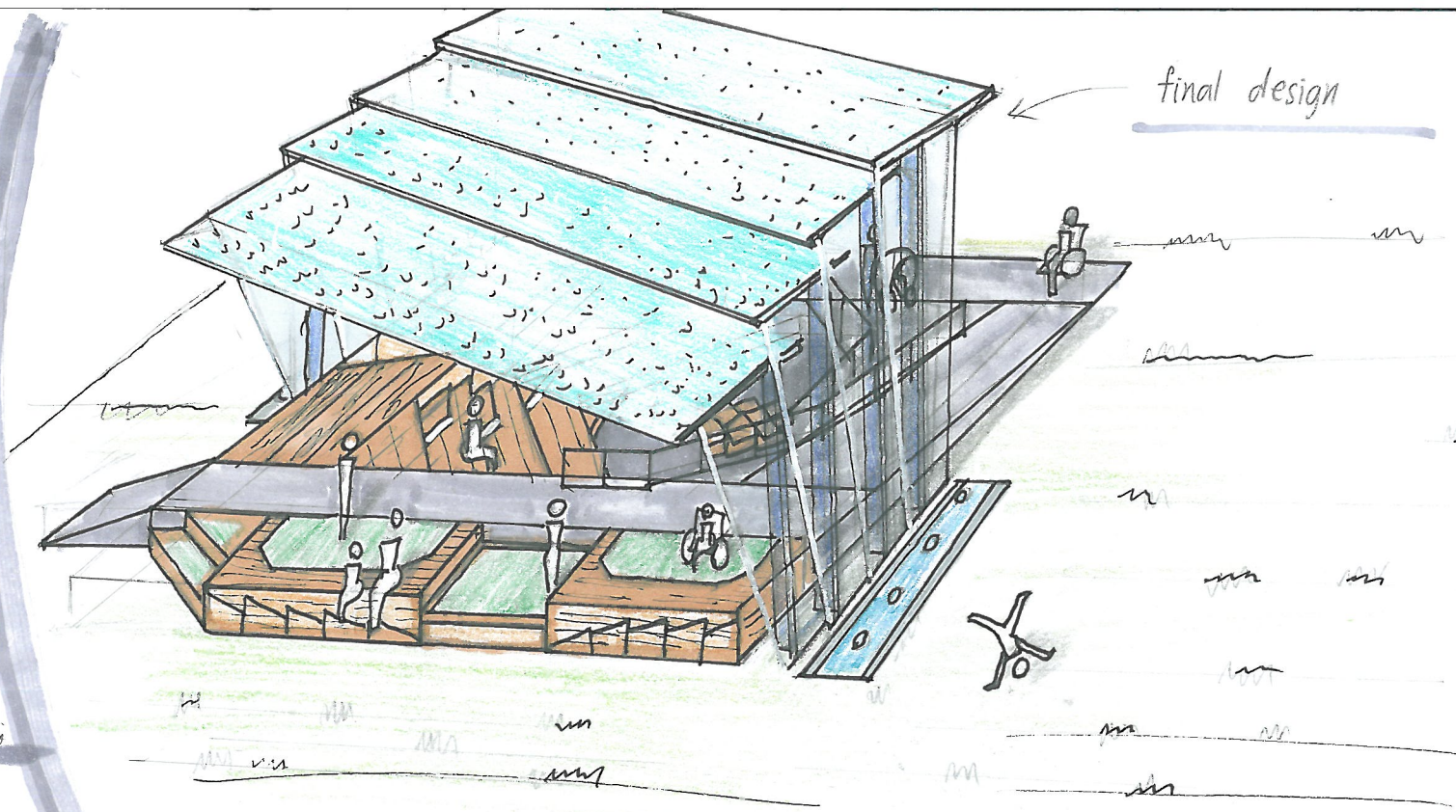
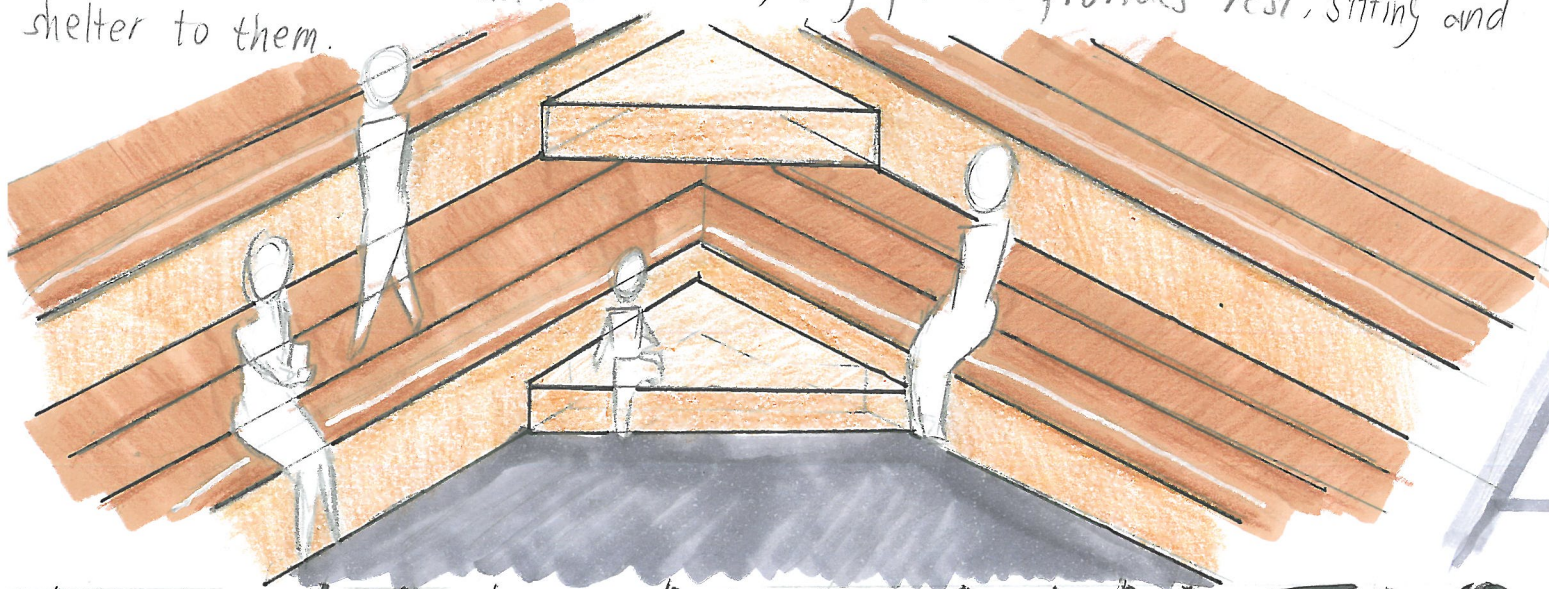
• I have designed a pavilion which will be located in Hamilton gardens. The size is considerably big and it contains seatings, shelter and viewing platform. My design is influenced by shapes from leaves, existing pavilion designs, shapes and sizes, and my model.

• I have ensured to meet each specification in the brief by having no 2 levels; I followed the chosen content by always considering the users needs and wants. I contained comfortable seats, big shelter for seats, viewing platform and garden landscaping; I used functional elements and Aesthetic elements through out the development of my design, by generating original ideas while using results from research;

• The typical aesthetic features of my design are the leaf patterns seen on the seating, shelter, pathway deck and many more. I also included water fountain for aesthetics.

The typical functional features of my design are draining system, materials chosen, usability considered in my development such as wheelchair access and ergonomic.

• My design is suitable in its intended environment - Rhododendron lawn not only because it's size is suitable (garden landscaping allowed) and also because there are more benefits to set the pavilion here than other places such as: people who play in the lawn and when activities are held in the lawn and when people needs rest or shelter from the weather, my pavilion provides rest, sitting and shelter to them.



final design

looking out of the pavilion view.



• My pavilion is interesting for the users. The water fountain

makes it interesting for the users, and also the interesting land formations. The half-level makes the design interactive and interesting for the users. The pavilion interacts with light, as shadows are formed from sun light. The bars adds safety to the half level design, the big turning corner and the curve in the chair makes it more comfortable and safe for the users. My pavilion is successful to be interactive and not successful in simplicity.

• wheelchair can access.

FINAL EVALUATION

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
E	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).

Excellence Exemplar 2019

Subject	Design and Visual Communication	Standard	91337	Overall grade	E
	Annotation				
	On page 2 the candidate explores a variety of divergent forms for the pavilion and begins to evolve the selected design, using both sectional and three-dimensional views – people have been used to provide context and scale.				
	Pages 3–4 continue to develop the design by looking at possible solutions to various elements within the pavilion, with extension of the ideas being seen through the candidate’s exploration of the surfaces, effects of light and the roof sections. Throughout the submission the candidate has shown their consideration of both the aesthetic and functional qualities of their design.				
	This submission is a low Excellence. While the pages are busy, they are highly informative and easy enough to follow.				