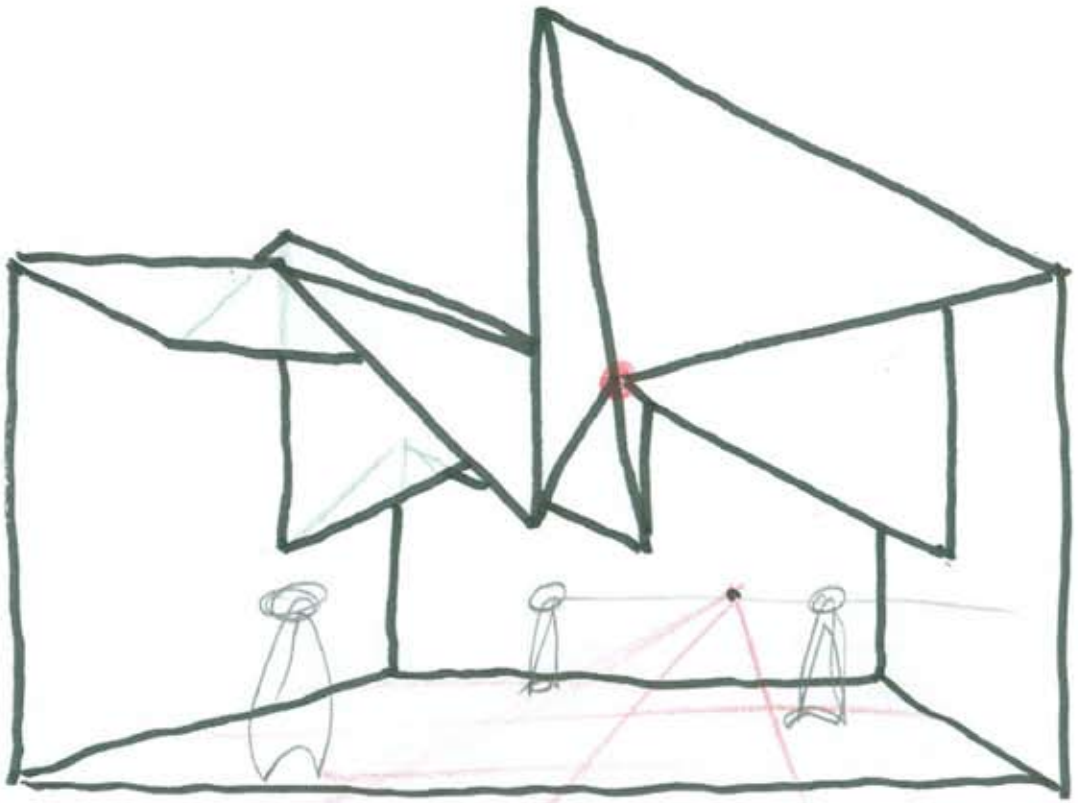


Alice Landberg

320

~~MON~~ WED

APRIL 21

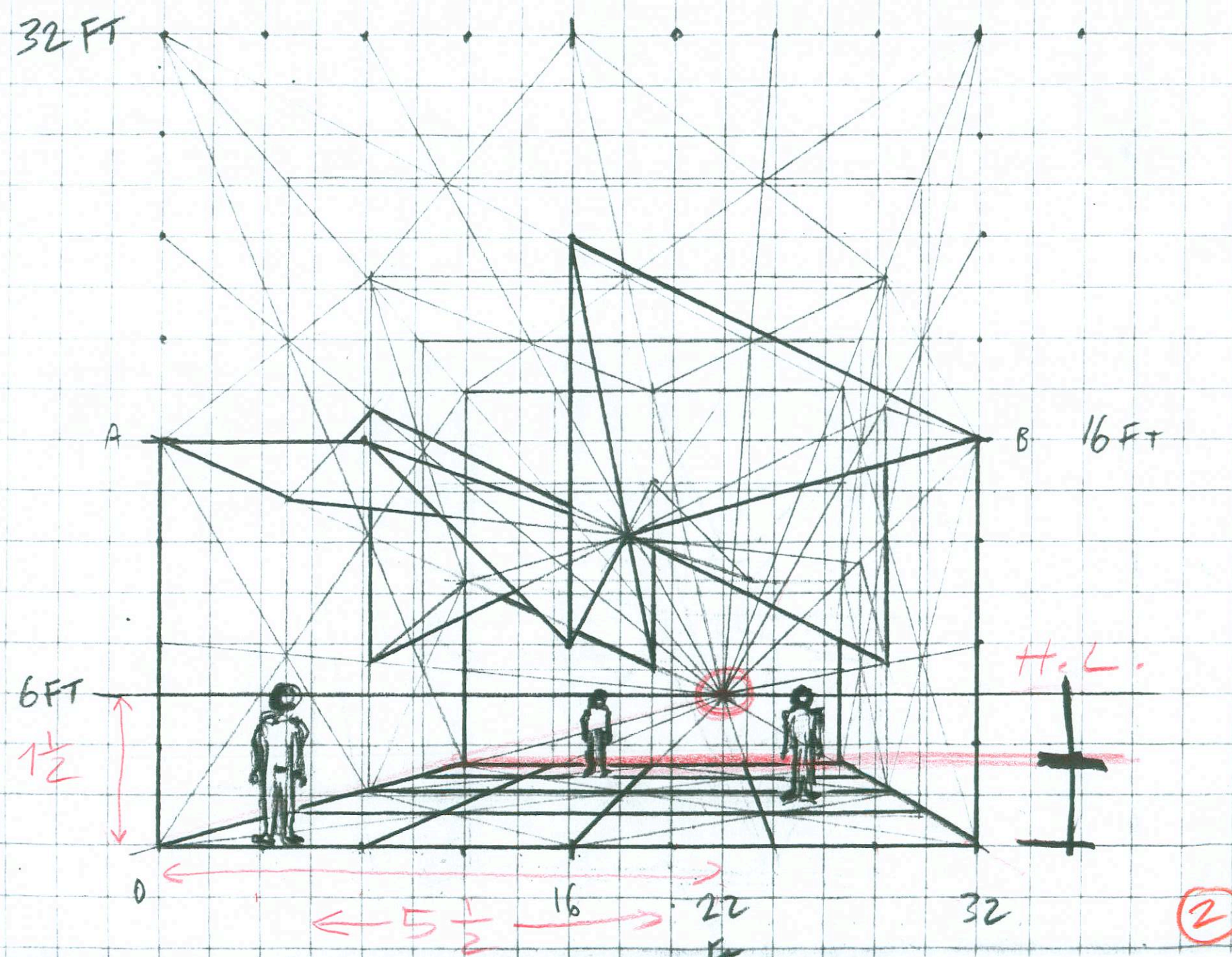
2010

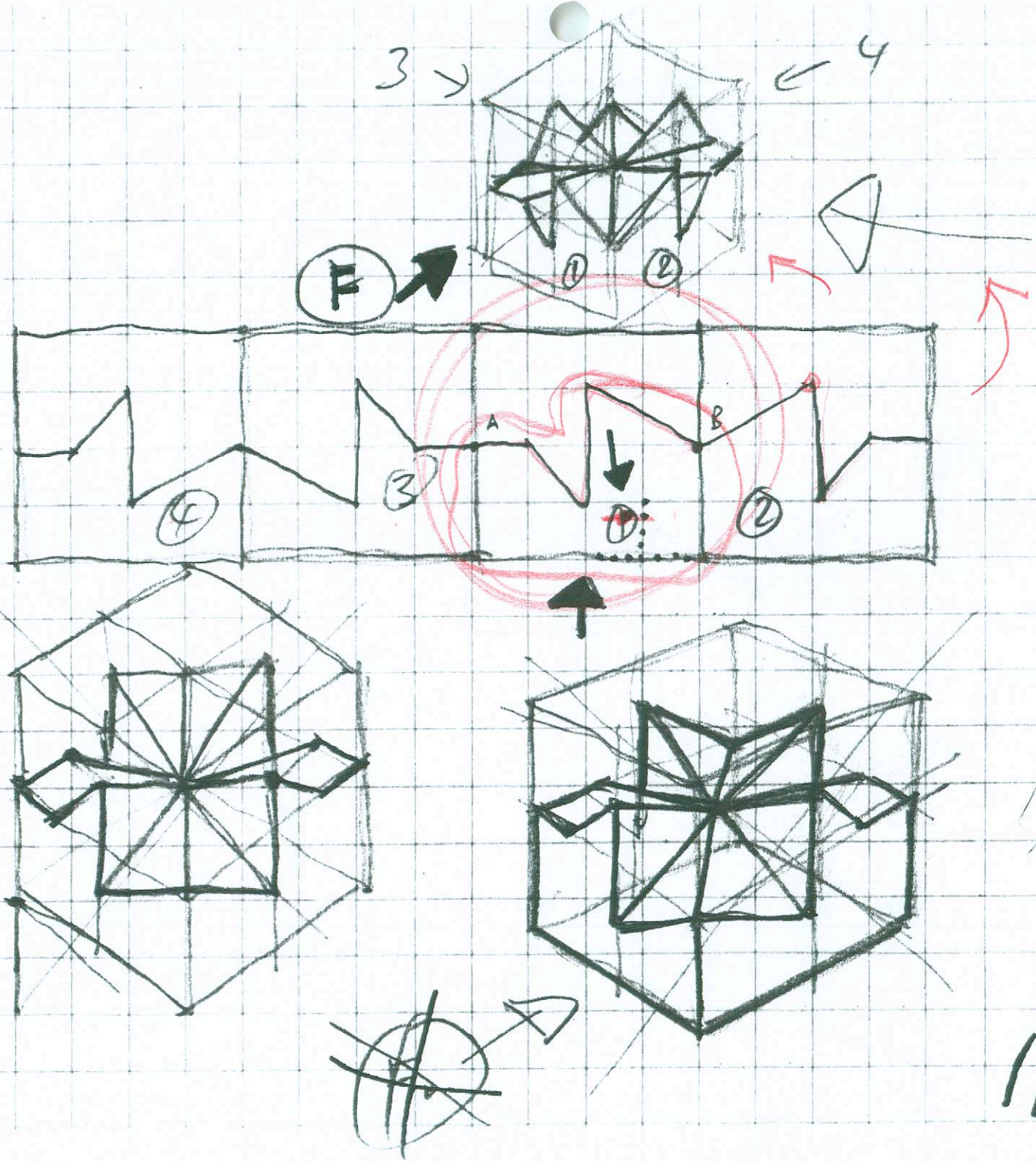
was scheduled for MON. April 19

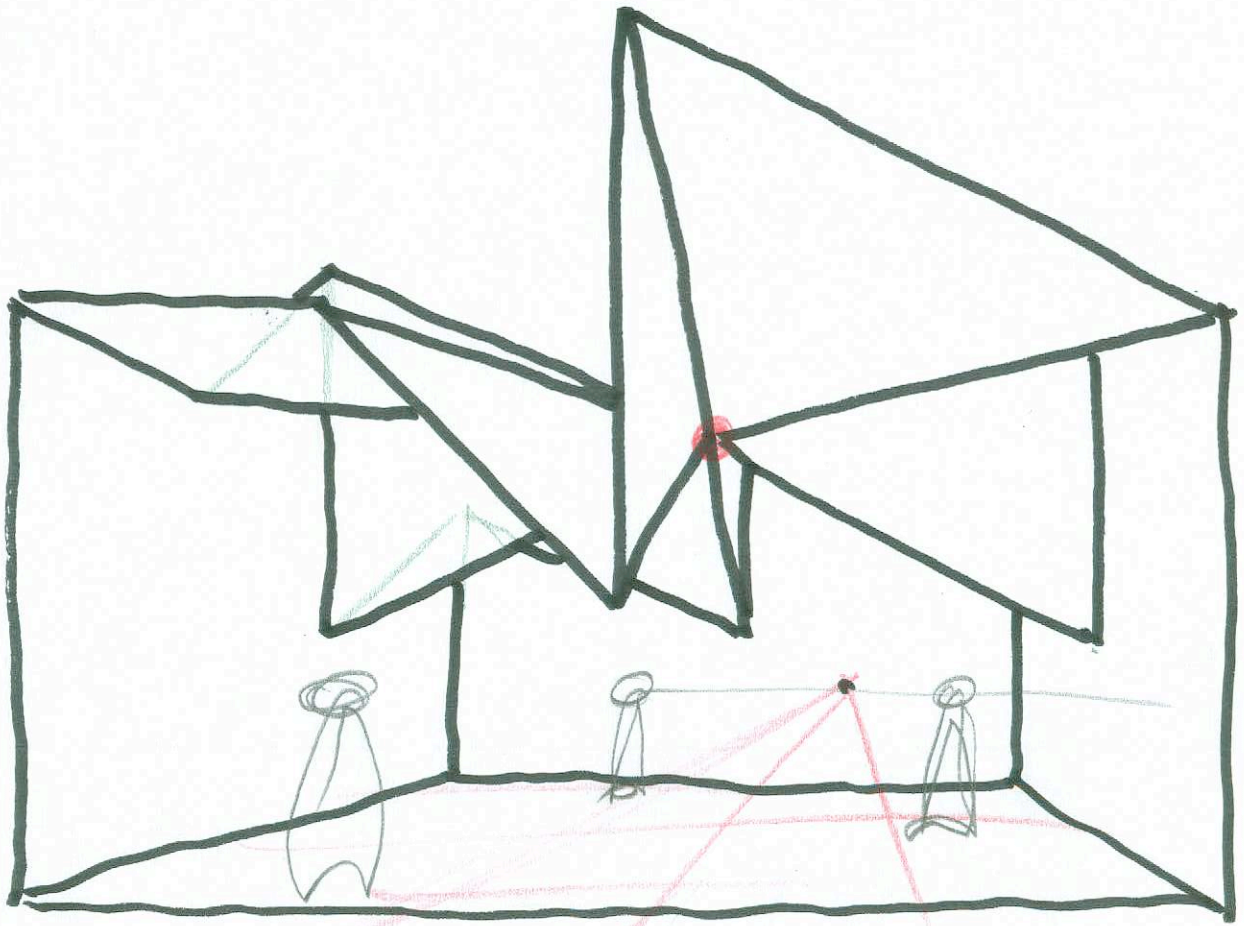
CUBE AS ARCHITECTURE

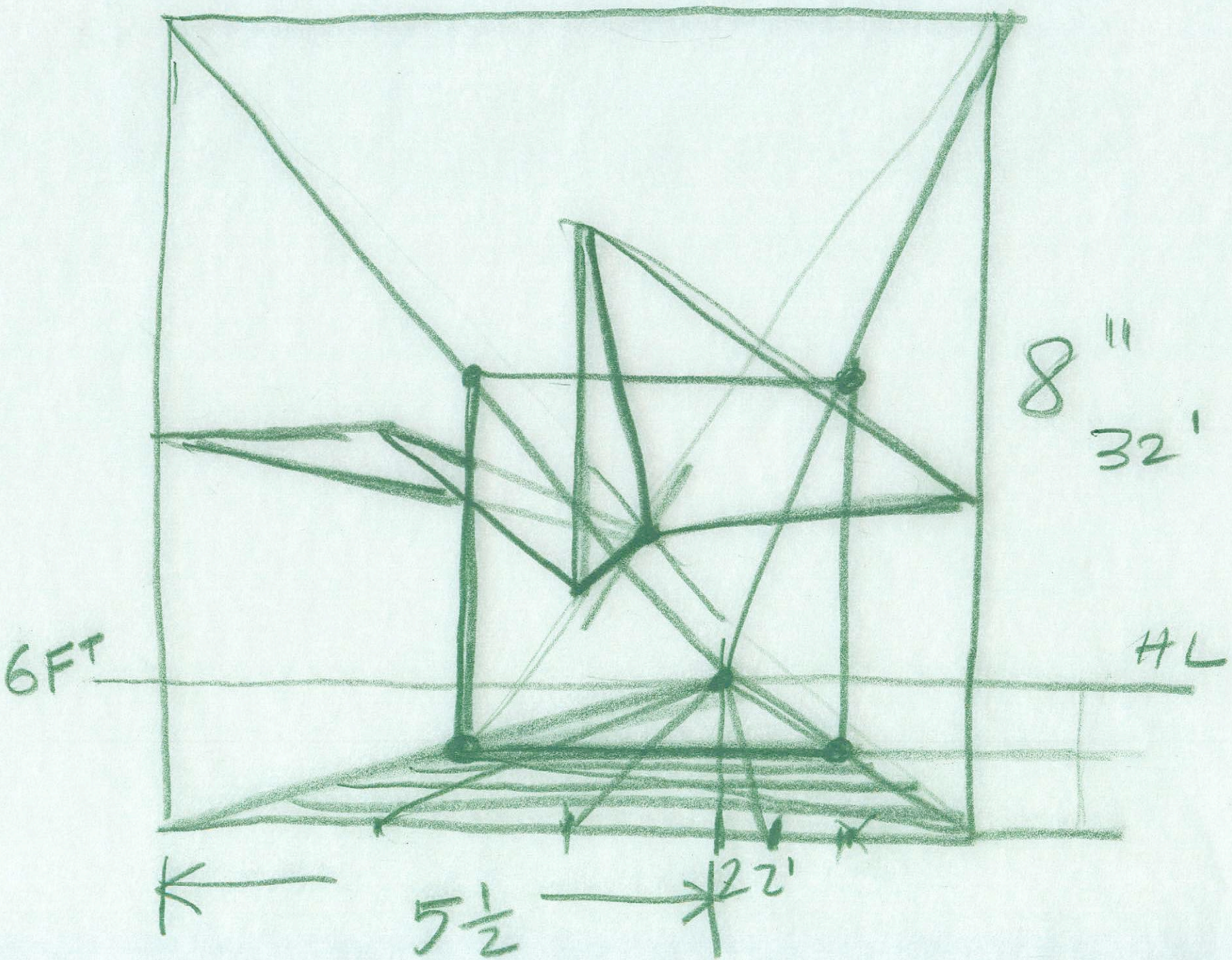
JUMP TO INTRUCTIONS (LAST PAGE)

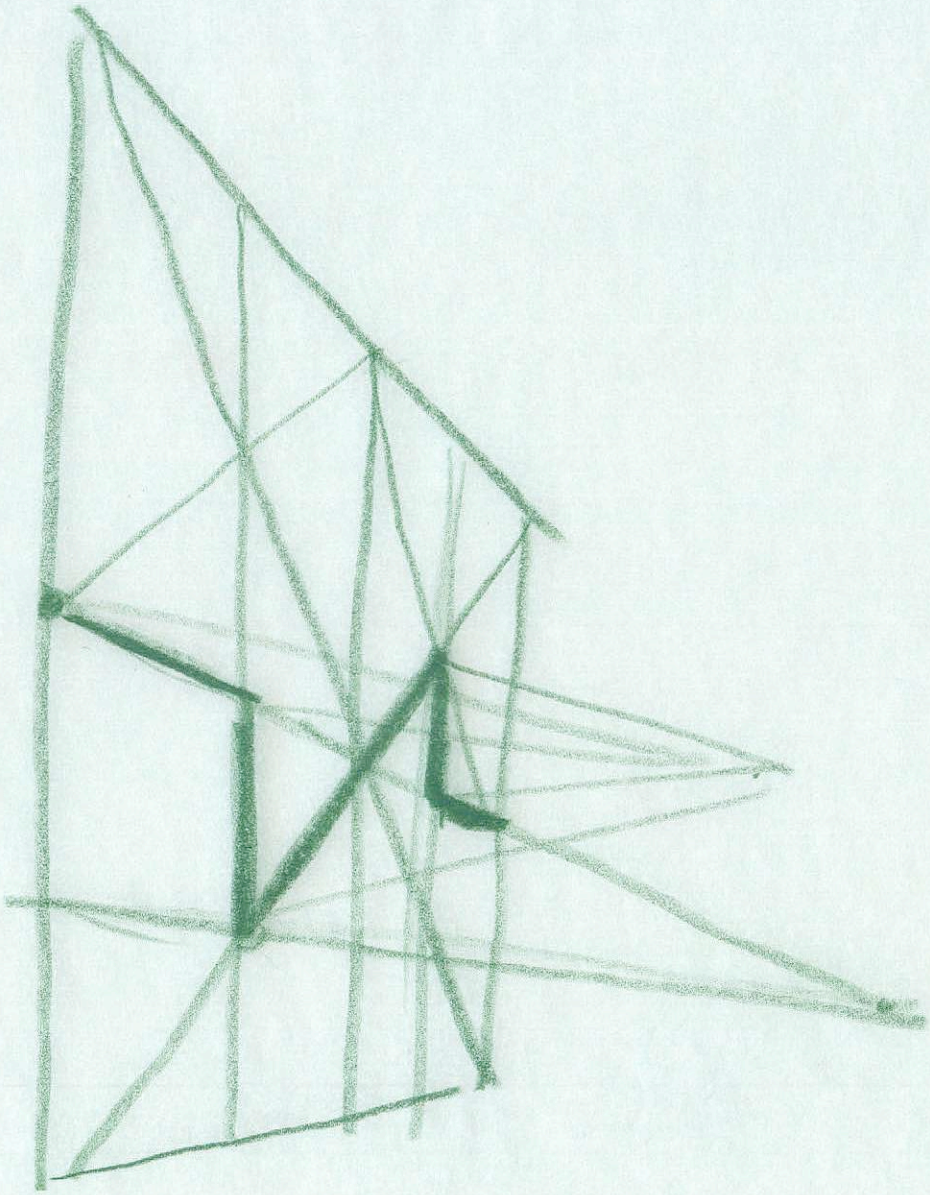
SPRING 2010

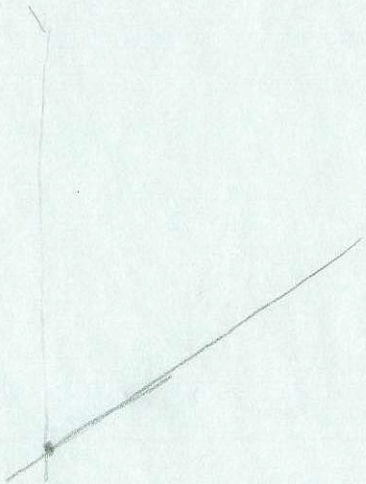

32 FT
A
B
16 FT
H.L.
6 FT
1½
0
16
22
32
5½

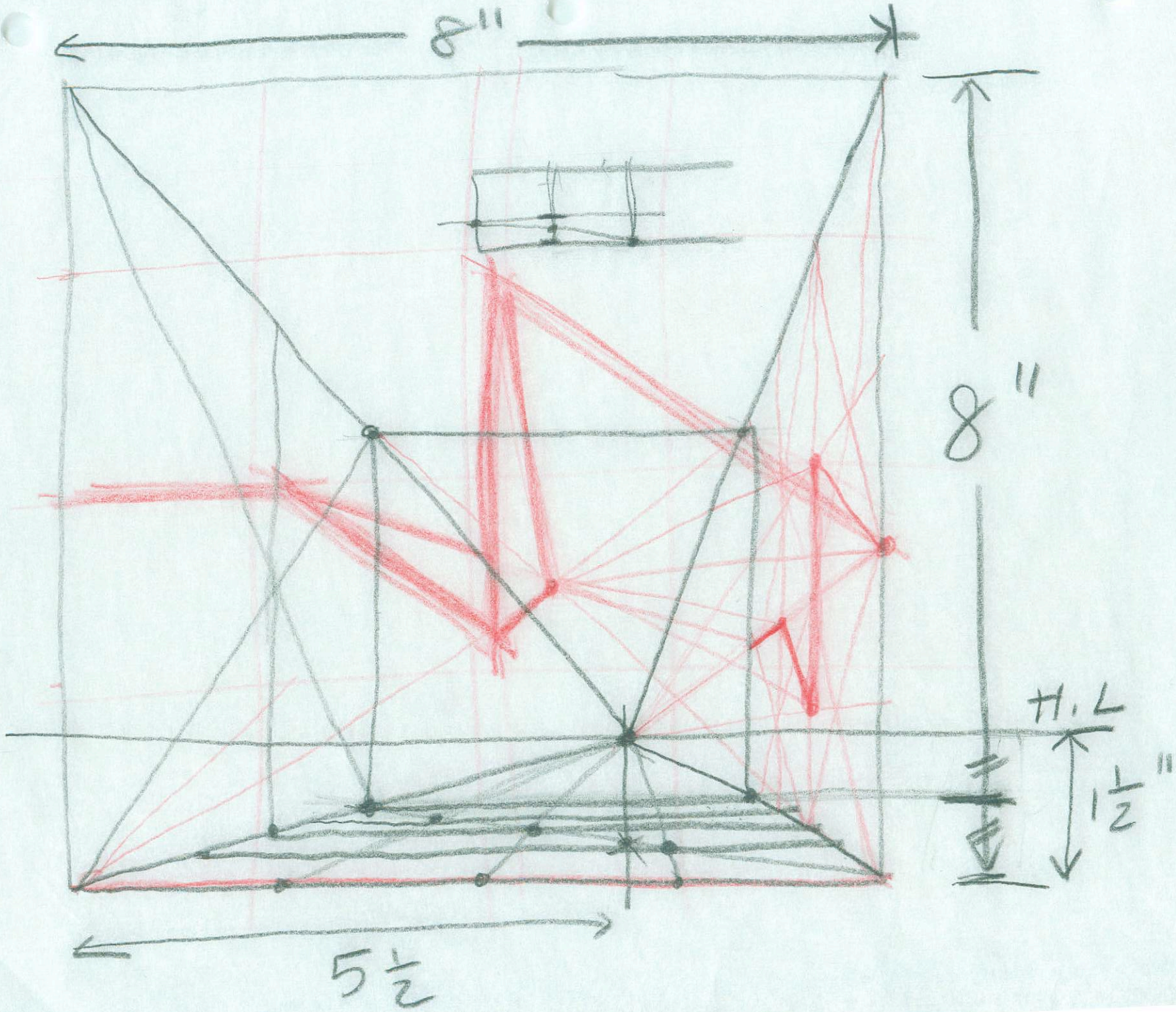

3
4
F
1
2
A
B
4
3
D
2




8"
32'
6FT
HL
5½
22'





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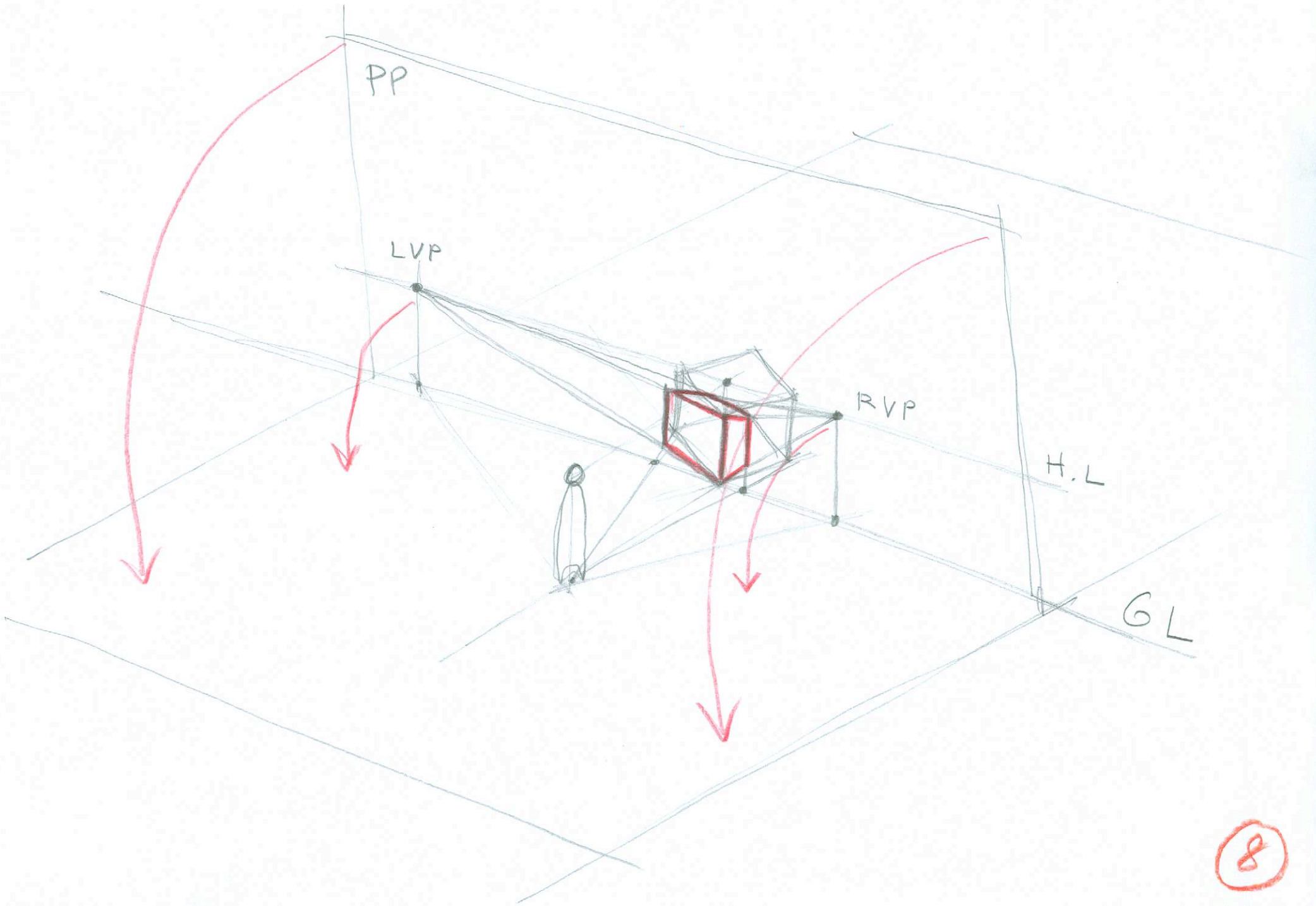
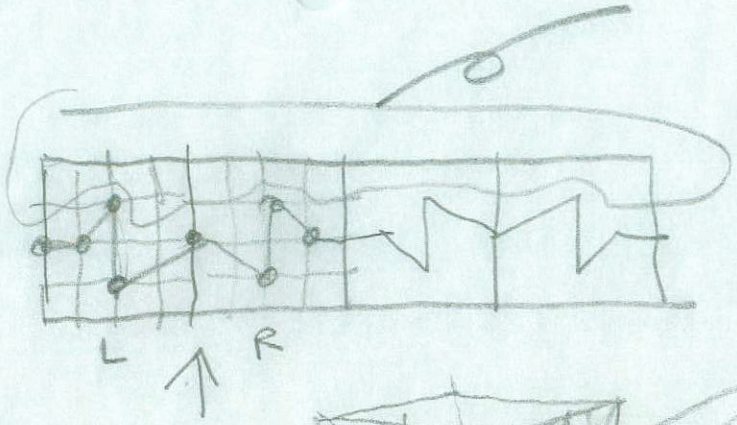
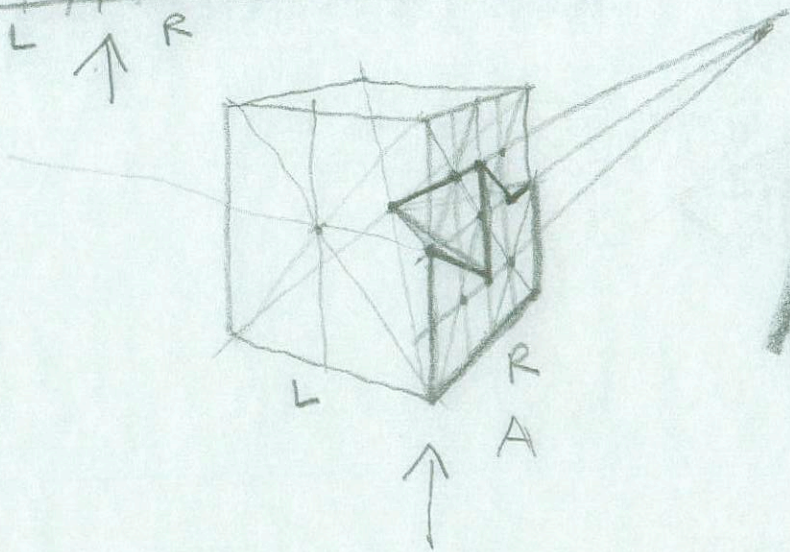
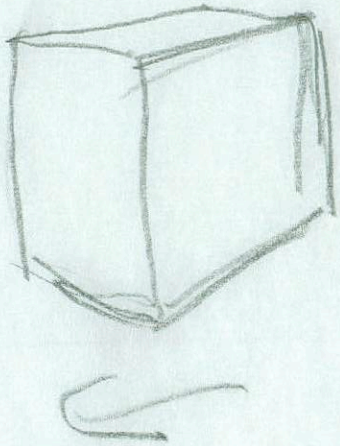



8


L
R


L
R
A



BACK TO FIRST PAGE

Cubic module as architectural environment. Rev. 2019-01-26

Use an existing model of the cube. Choose one side and carefully cut away the front. Leave one edge connected so that it can be re-assembled. Close one eye and look into the cube in the direction of the vanishing point as specified in the drawing. You should be able to "see" the roof and environment pattern as it should be drawn on the page.

DIRECTIONS

1. Draw 8x8 square
2. Establish vanishing point (V.P.) using given dimensions (5.5 across and 1.5 up)
3. Connect corners of square to vanishing point.
4. Establish base of back wall (half of distance from horizon line to ground line.)
5. Where the base of back wall intersects vanishing lines, draw verticals for back wall.
6. Where these verticals intersect top vanishing lines, draw top horizontal line of back wall.
7. Divide front ground line in 4 equal segments and connect points to VP.
8. Draw diagonal on floor. Where diagonal intersects vanishing floor lines, draw horizontals for floor grid.
9. Connect opposite corners of cube (green lines) to determine center of cube.
10. Determine the section of the cube along the four sides using a combination of straight lines and diagonals to find mid- points. everything can be found with intersecting diagonals.
11. Connect ouside section to middle of cube and erase hidden lines.