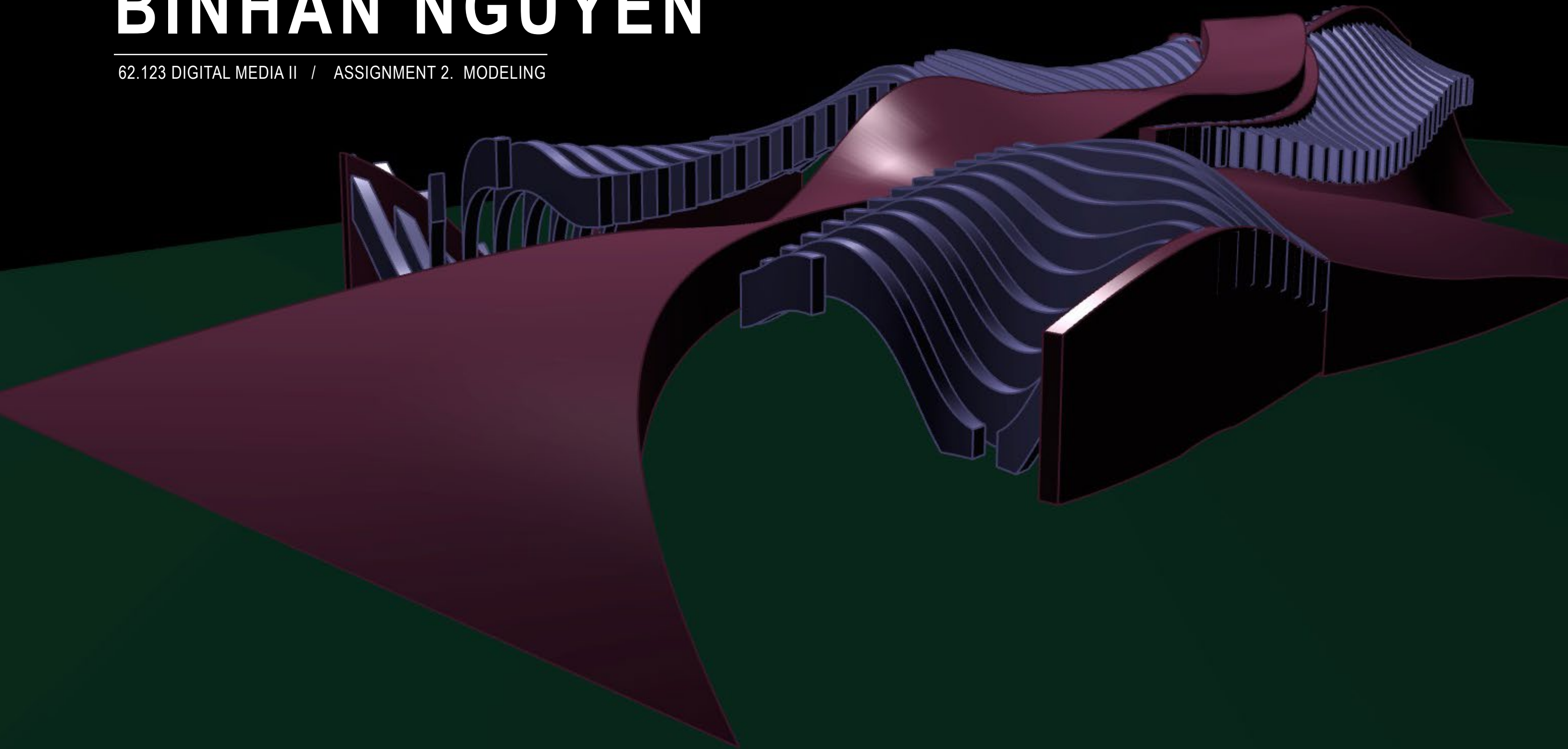


BINHAN NGUYEN

62.123 DIGITAL MEDIA II / ASSIGNMENT 2. MODELING

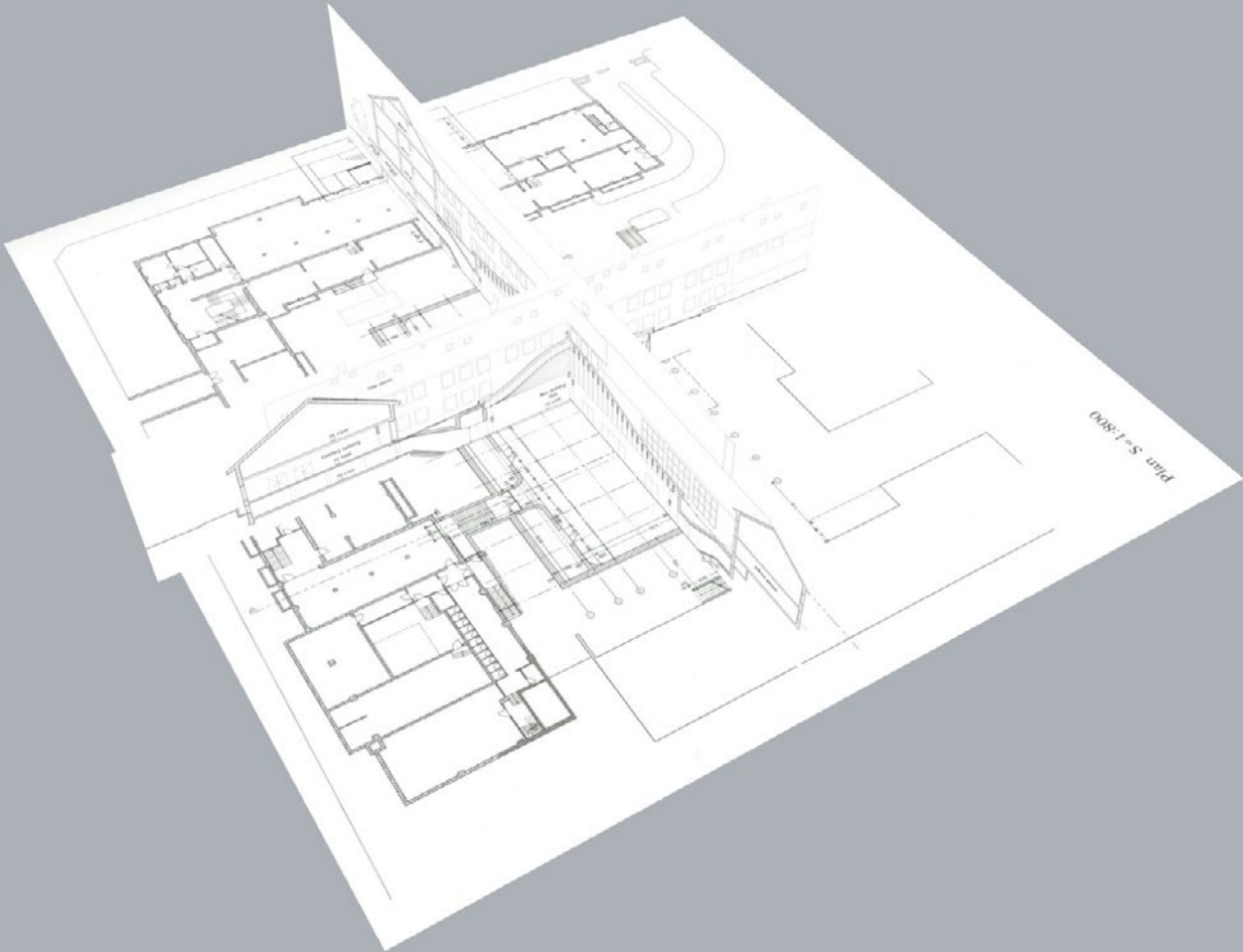




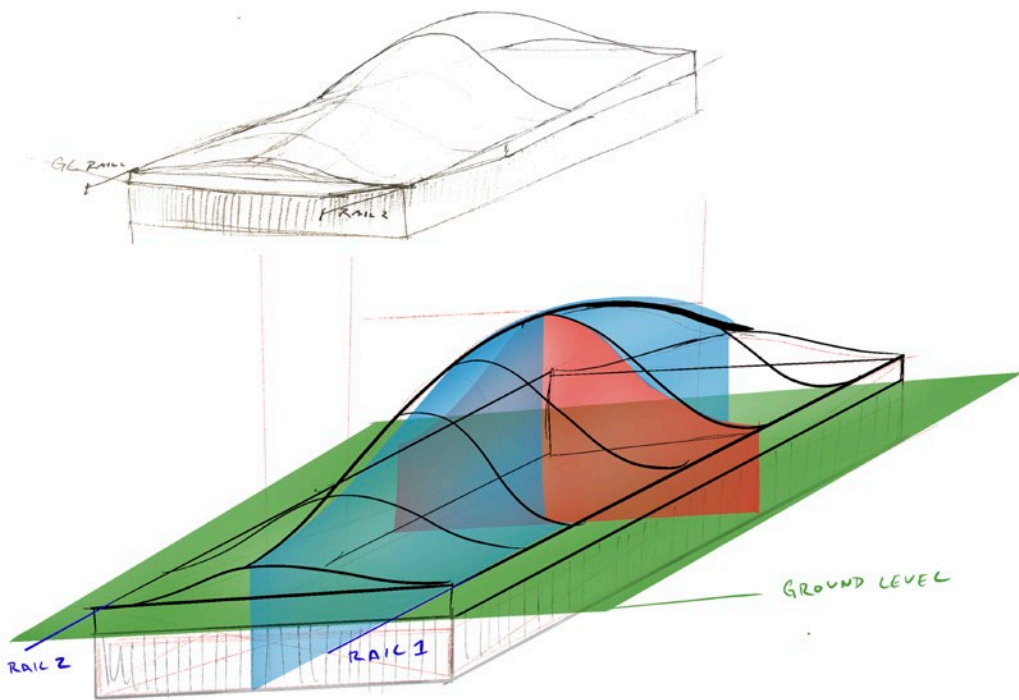
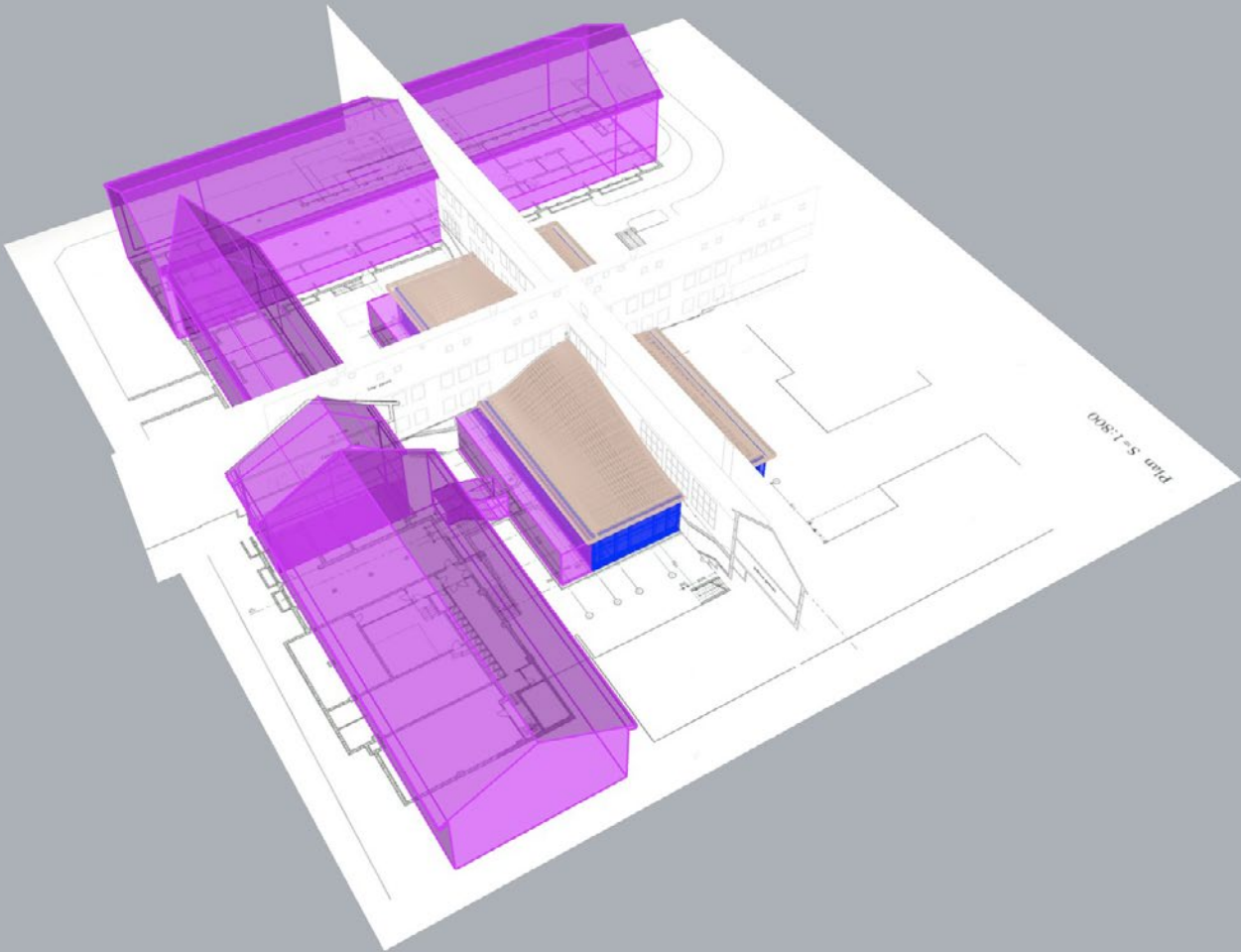
Gammel Hellerup Gymnasium/ BIG (2013)
Bjarke Ingels Group
Hellerup, Denmark

The building is an underground gym with a slatted wooden roof. The roof is comprised of curved wood ribs. The overall shape of the roof is a combination of two curves. One going in the X direction, the other in the Y. The roof also serves as a resting area for those outside of the gymnasium and tables are set on top of the roof to accomodate this. Other than the roof, the interior of the building seems to be predominately constructed with concrete.

1

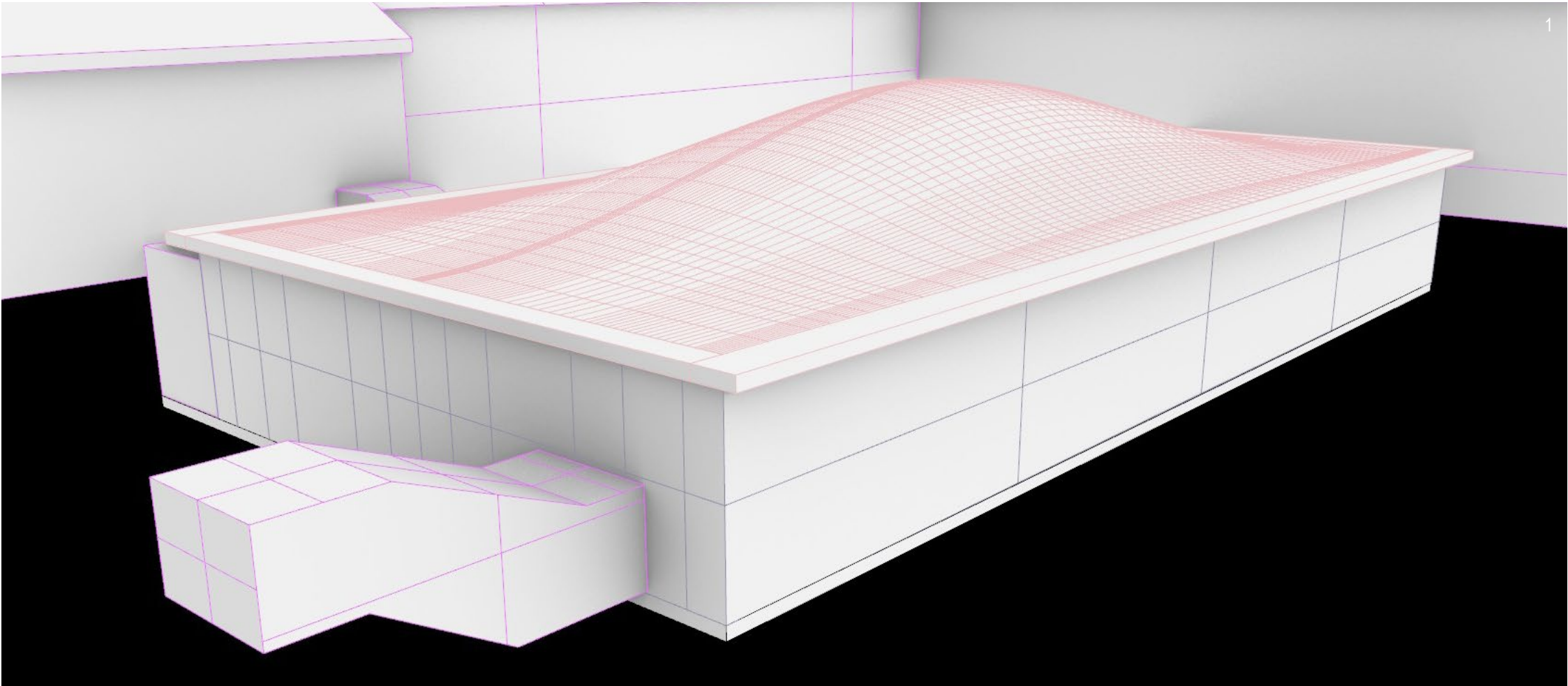


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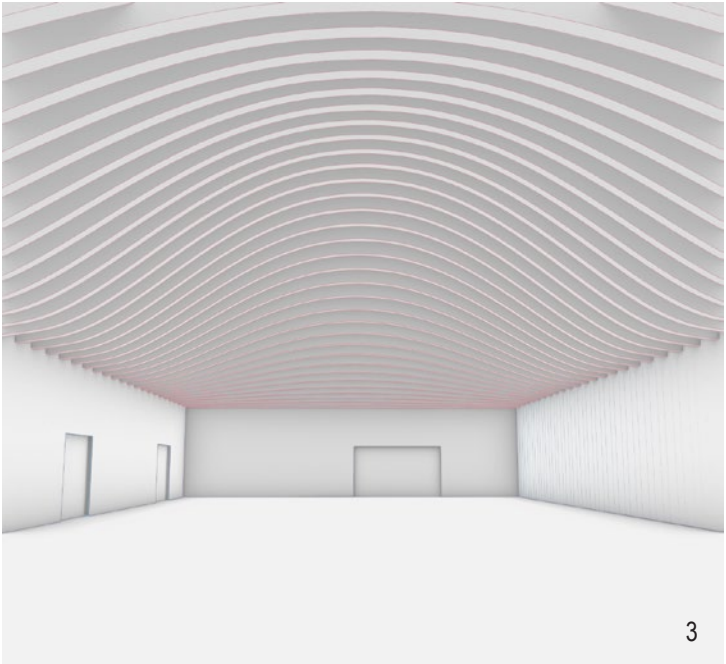
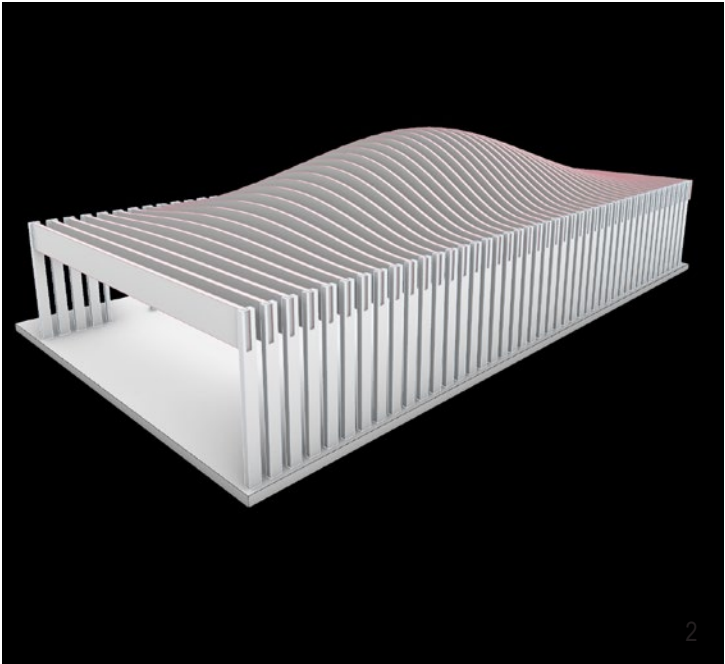


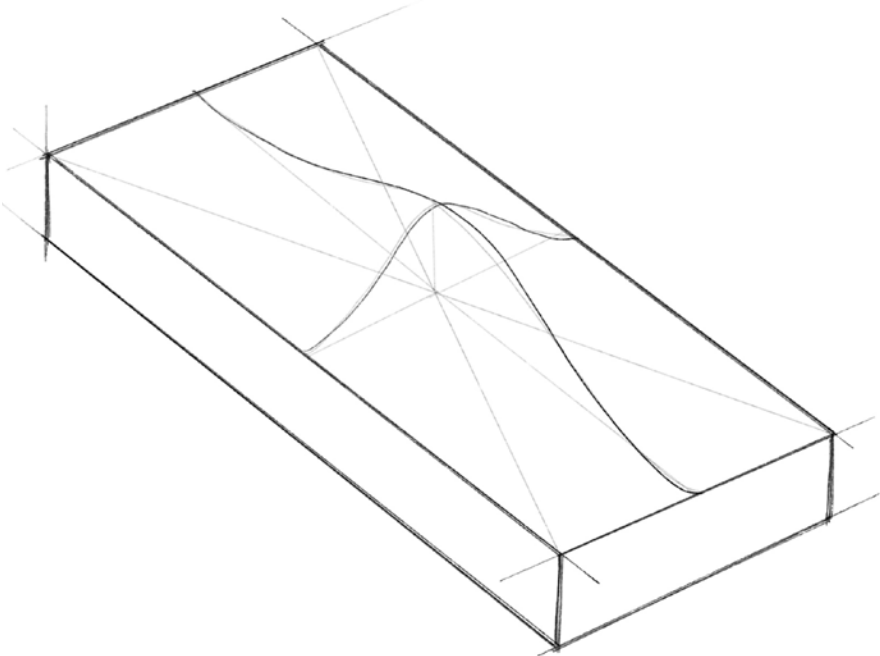
1. Composition of the building, sketch
2. 2D drawing laid out in 3D
3. Massing and structure model

3

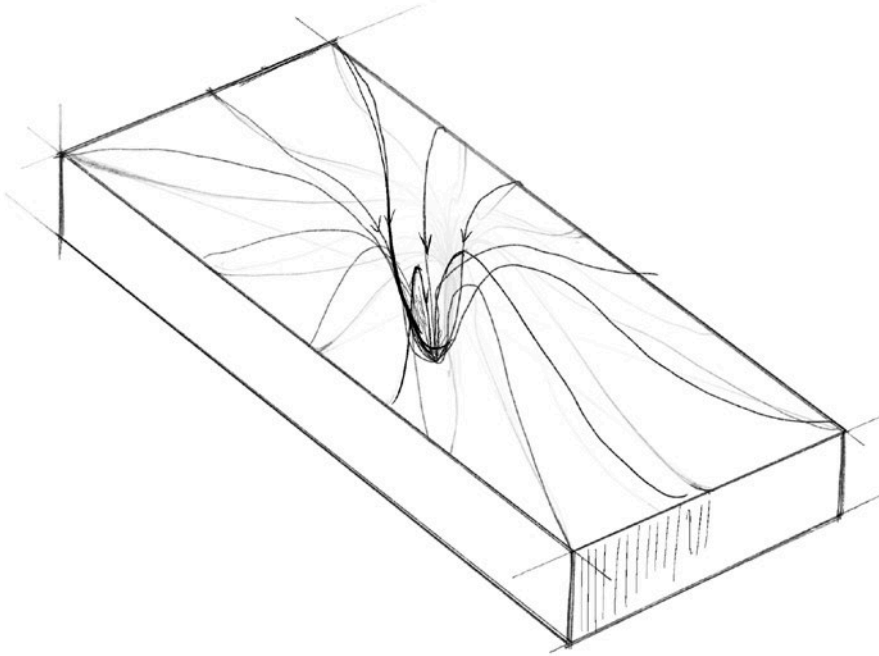


Name					5
Reference/2d	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Roof	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Room Perimeter	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Beam Supports	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Cut Planes	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Roof Cage	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Ground Level	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
New Walls	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
context	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
SKETCH	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
ribs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Ground	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	

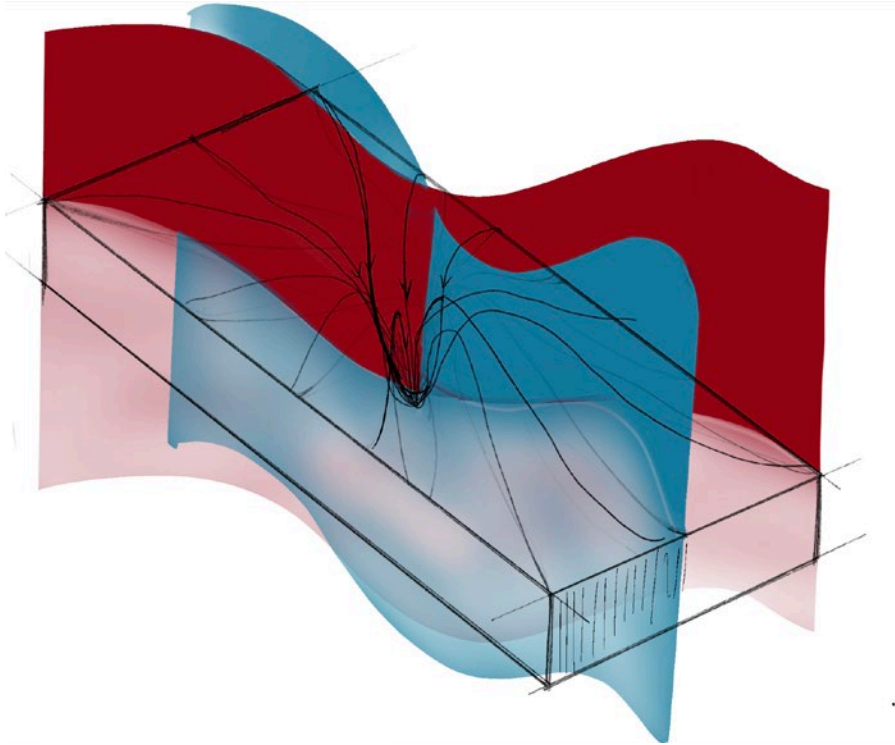




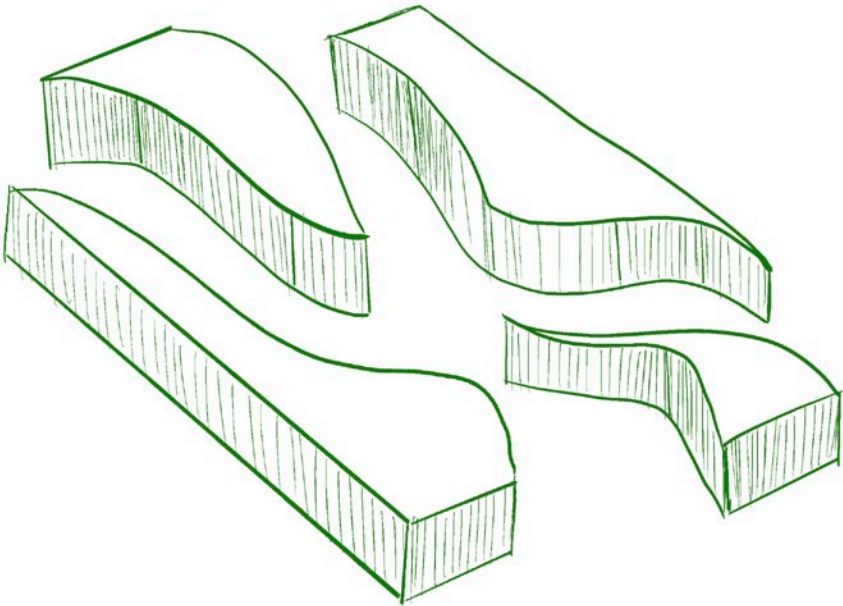
Abstraction of Essential Geometry



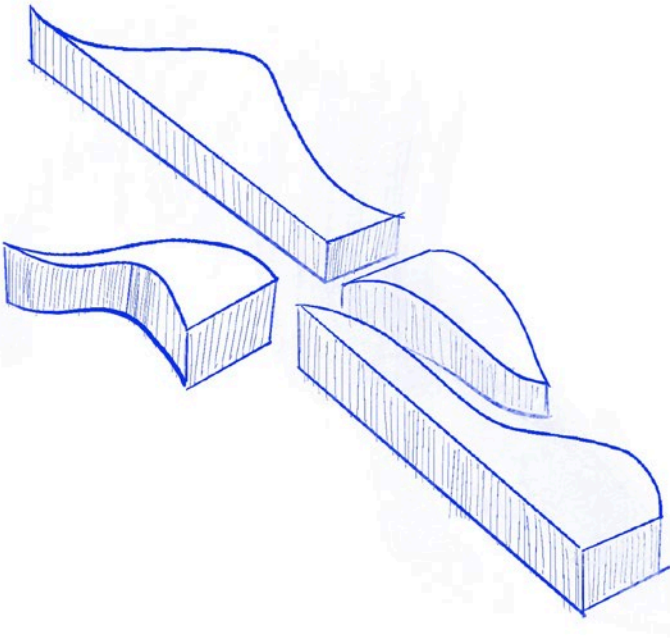
Transform 1 : Dimple



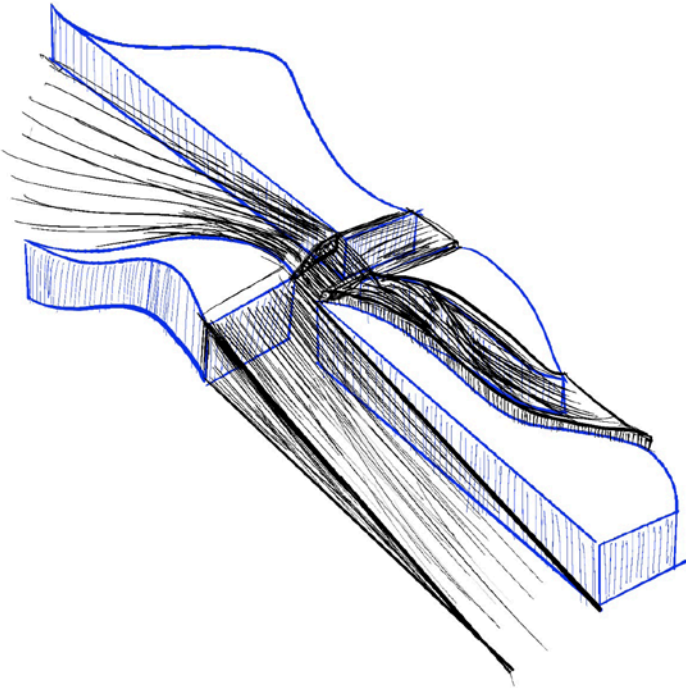
Transform 2 : Cut Cross Sections



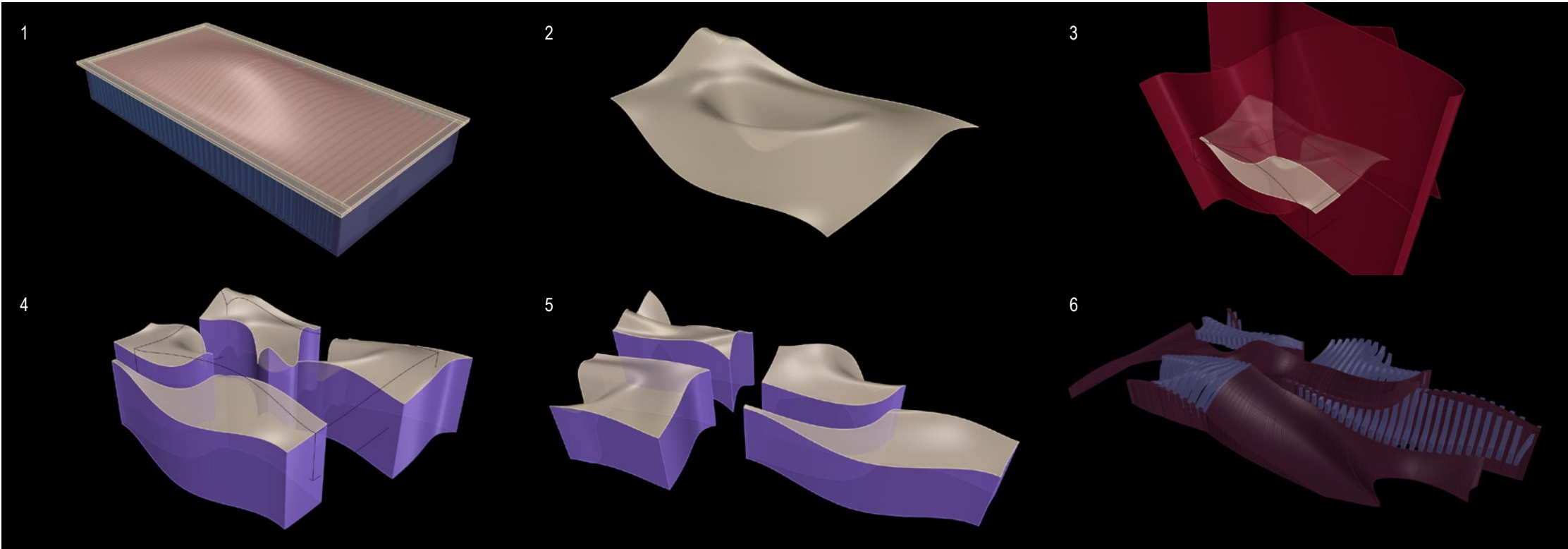
Transform 3 : Separate



Transform 4 : Rotate and Modify



Re-contextualization



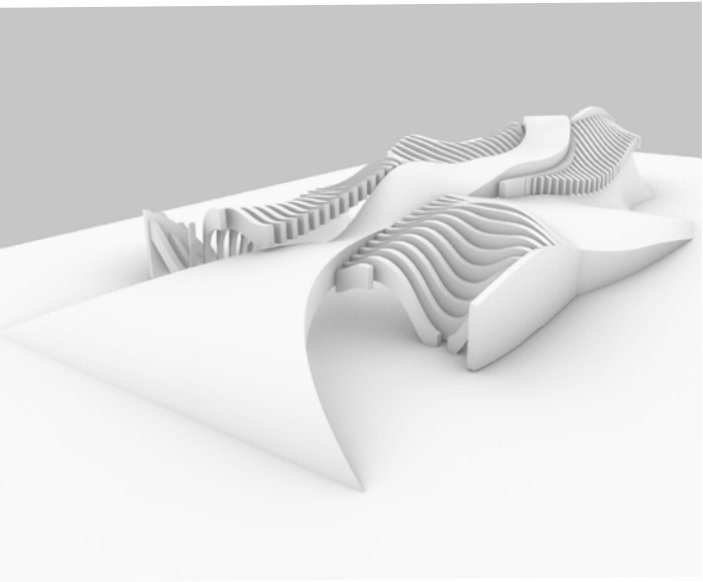
process: transformation
1.abstraction 2.Dimple Modify 3.Cut Cross Sections 4.Separate 5.Rotate and Modify 6.Re-contextualized

For this transformation, I focused on the almost fabric quality of the initial structure. It was interesting to me that the initial structure seemed to use ribs to create movement out of static elements. I wanted to further emphasize this and, in analyzing wind, realized that movement is much more organic than what the original structure presented. In my transformation, I modified the original structure's shape and split it into segments using organic curves. I then rotated and reorganized the structure so that the overall shape followed the nature of a swoosh of wind. In my final transformation, I took away the walls so that the ribs became more of an airy element and added ramps that anchored the whole structure.

The project mainly focuses on the interplay between indoor and outdoor spatial relations. The building does not have a definite interior and the most "inside" location of the structure is exposed to the outside elements. On the other hand, the most exterior spaces of the structure - the ramps - are the most grounded and rooted elements. The surface of the structure also undulates and flows as if it is being caressed by the elements.



Interior view of the final version



Structure System, non-scale