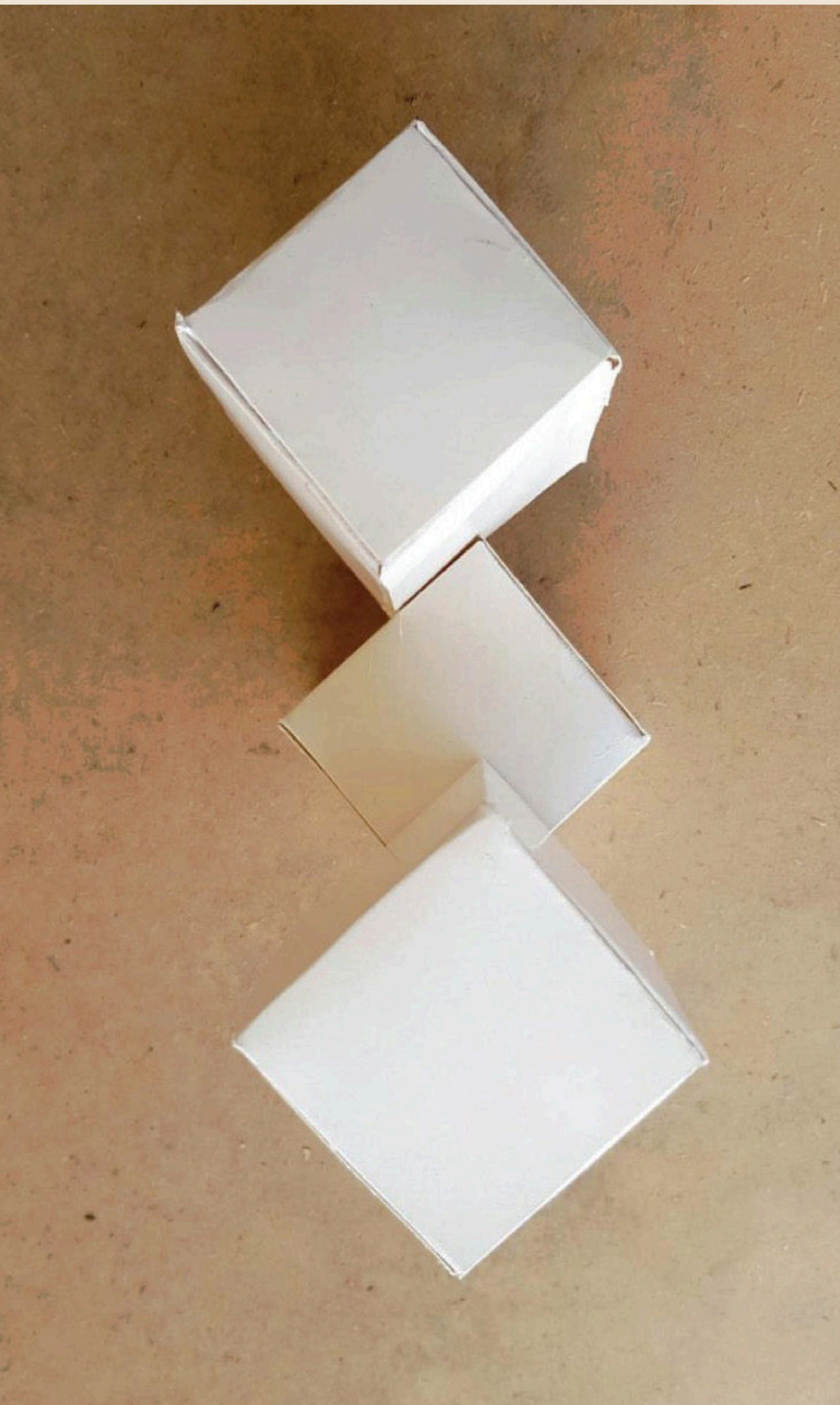
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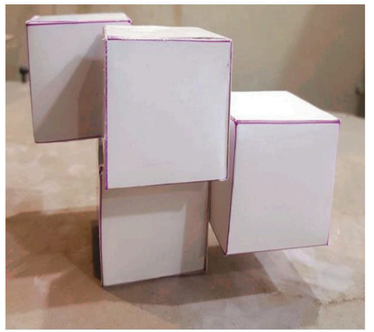
soma figure



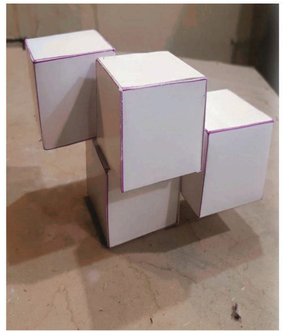
soma figure

1 propose This Soma Figure to be my Final composition as it reveals a lot about the space for instance being organized but being individually differently composed allows the space to act differently not only this but the effect that the cubes on both sides are floating with minimum connection to the middle cubes gives the challenge to balance it too. Furthermore, the stacked cube may or may not support both the side cubes is a mystery to unravel.

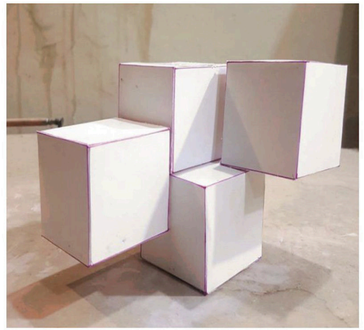
01



02



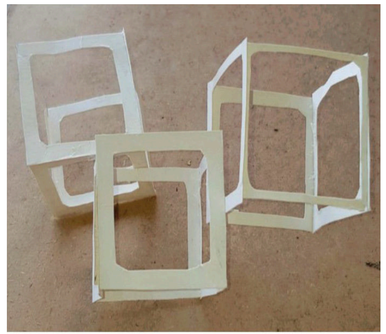
03



open frame

Open frame acts as a skeleton and is giving visual that allows us to find more detailed spaces. I made my open frame from cardboard paper which was giving it a 2D feel but due to the linear nature, it was also allowing it to see from a different perspective. Those openings made from a line stacked on one another were interesting.
So I made this open frame once again with wooden sticks which at first was a challenge but gradually it ended up in a more complex framework which was In my case was a success.

01



02

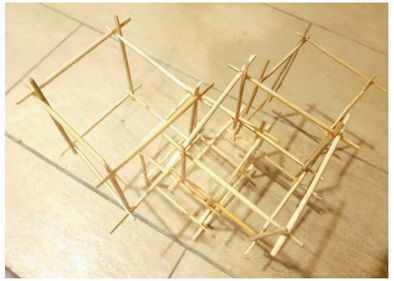


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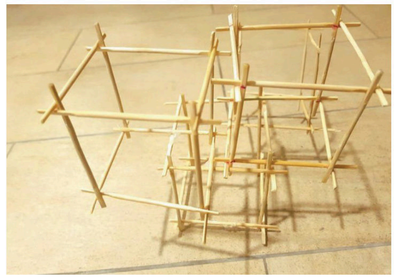


open frame 2

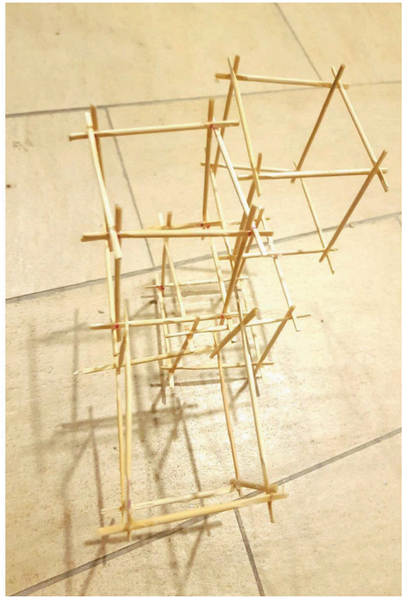
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02



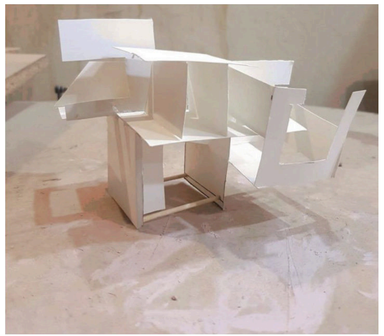
03



planar model

Planar for me are those horizontal and vertical lines or walls that are used in the interior to explain the inner surface of a space. I experimented with it by making sketches and drawing inspiration from the given precedents it gave me a clearer picture of what to do next.
I made a planar model with white walls connected differently according to the knowledge given in the precedent which made the model like a plan without exterior walls in 3d. moreover, I used sticks to show the connection. I also made this with straws as they already have a hollow shape the planar shape was being praised by the behavior of the material. The straw model was difficult as giving shape to such material is complicated. But it also made some good changes as I proceeded.

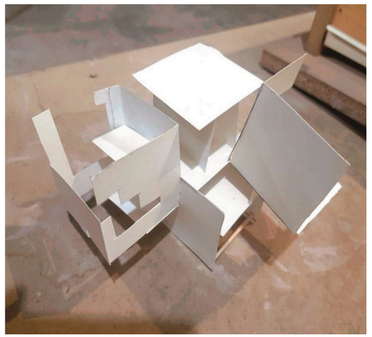
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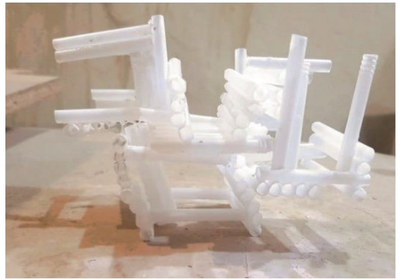


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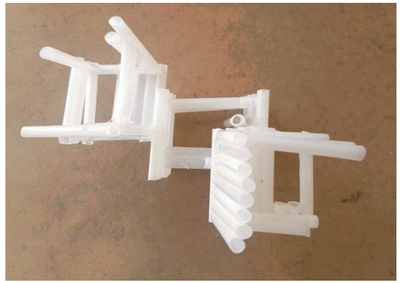


planar model 2

01



02



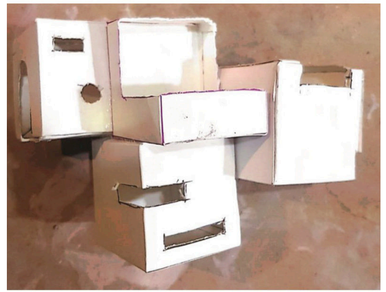
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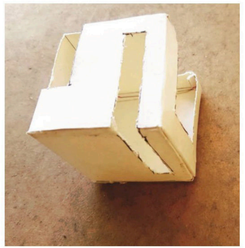
volumetric model

Volumetric is more about the exterior as given in the precedents it is the form that allows the functions to function properly. It is a design language that was in history used for many purposes for example to show power, to exhibit arts and culture to justify existence. I used sketches to study precedents and to develop or unfold a new shape from those ideas I made 4 cubes and individually experimented with their exterior which further merged it to the interior on its own and paved its path towards the model being in a present shape. I also used clay to make a volumetric model as it is used in many techniques for modelling it was risky but after long hours of failure, I finally made what I was looking for the model to be organised in a volumetric model but conveying its elements also.

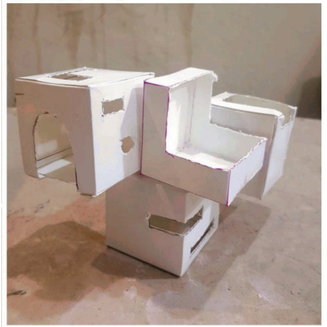
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02



03



volumetric model 2

01



02



03

