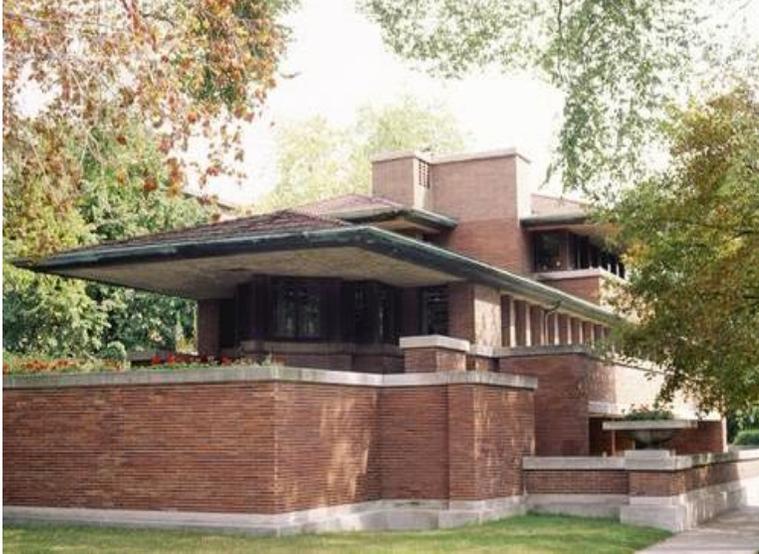


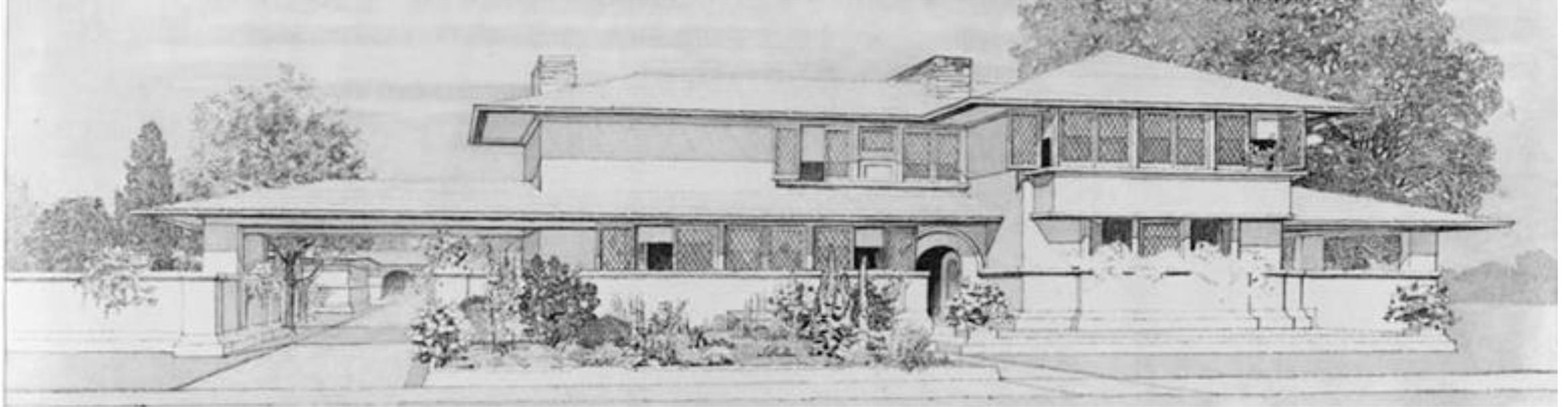
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Candidate number -

Sustained project based on the Architectural work of Frank Lloyd Wright

Isla Williams – 1920 - 30's Architecture





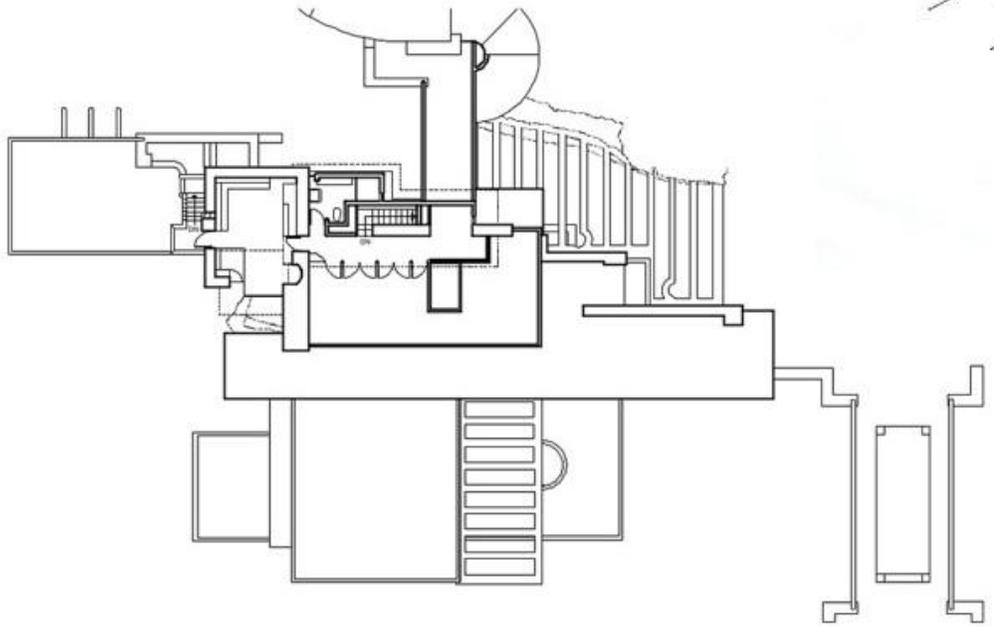
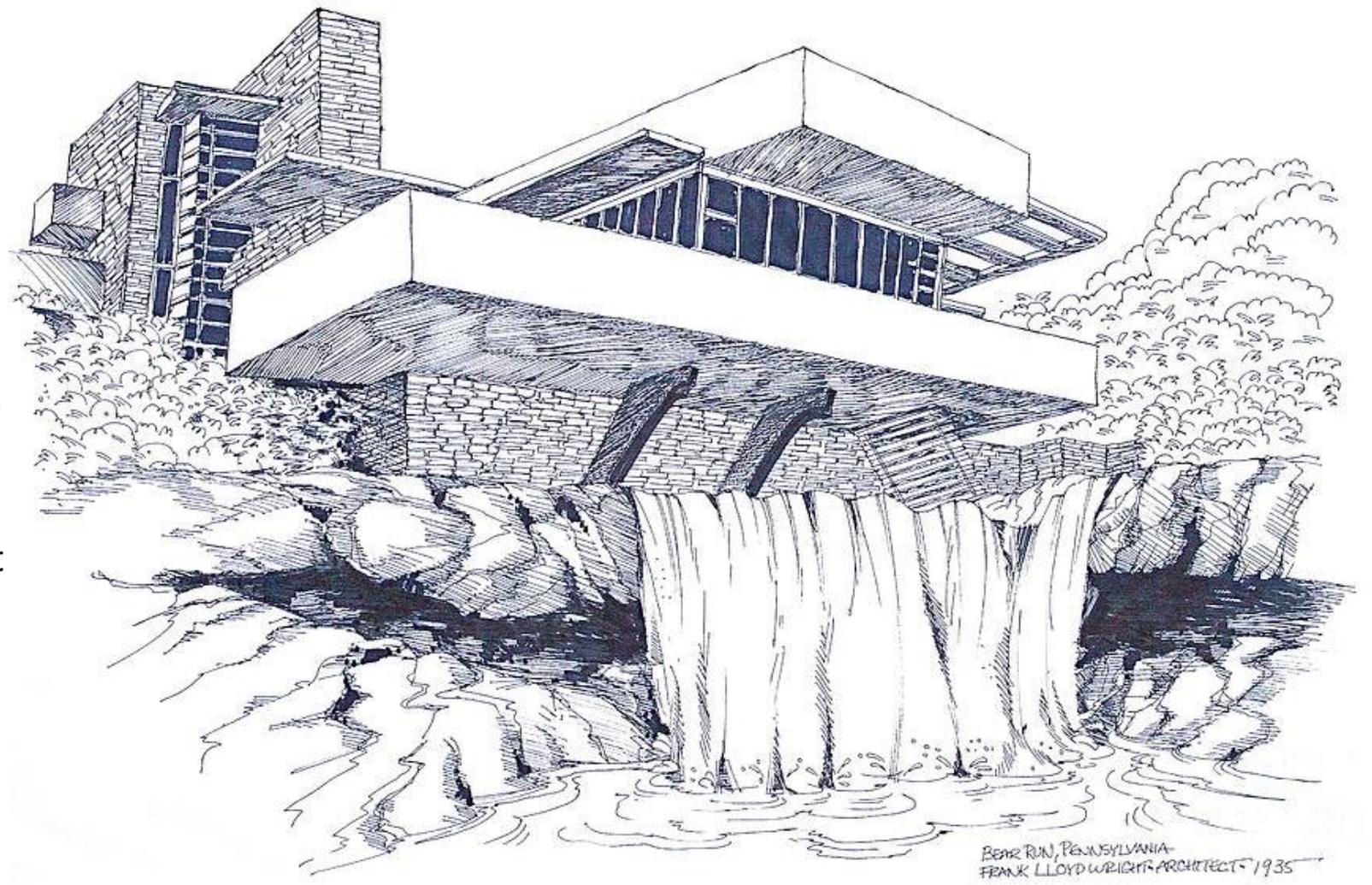
A Prairie House is a 1920 style house that is very popular and is used by many architects in the United States. A lot of famous Architects, including Frank Lloyd Wright, was one of many who's work was massively inspired by this style. The design concentrates on open floor plans, use of local materials and horizontal lines.

Frank Lloyd Wright – Buildings & Architecture



The architect that I am looking at is Frank Lloyd Wright. Although his work is from around the 1920-30's, I was surprised when I saw that the designs that he made looks like something that you would find in this day and age.

The images displayed on the screen show Lloyd Wrights Waterfall house that he built in 1935. The house overlooks a river with a beautiful waterfall that sits in front of the balcony.



The house has lots of different levels which gives the house more of that modern day feel and based on its unique style, it would be easy to spot in a large selection of houses.



Nathan G. Moore – House II

This house appeals to me making it probably my favourite work that Lloyd-Wright has designed. This is partly because the buildings features, including its giant roof, gives the house more of a grand look. I also like the use of different materials such as the colour of the tiles on the roof and how they contrast with the colour of the house.



Carl E. Schultz – House

This house by Lloyd-Wright is my least favourite. This is because the limited materials used make the house look very boring as it all looks the same. The house also would be very dark inside due to the lack of windows which creates a negative atmosphere - as well as the wall around the building which also creates the same effect.

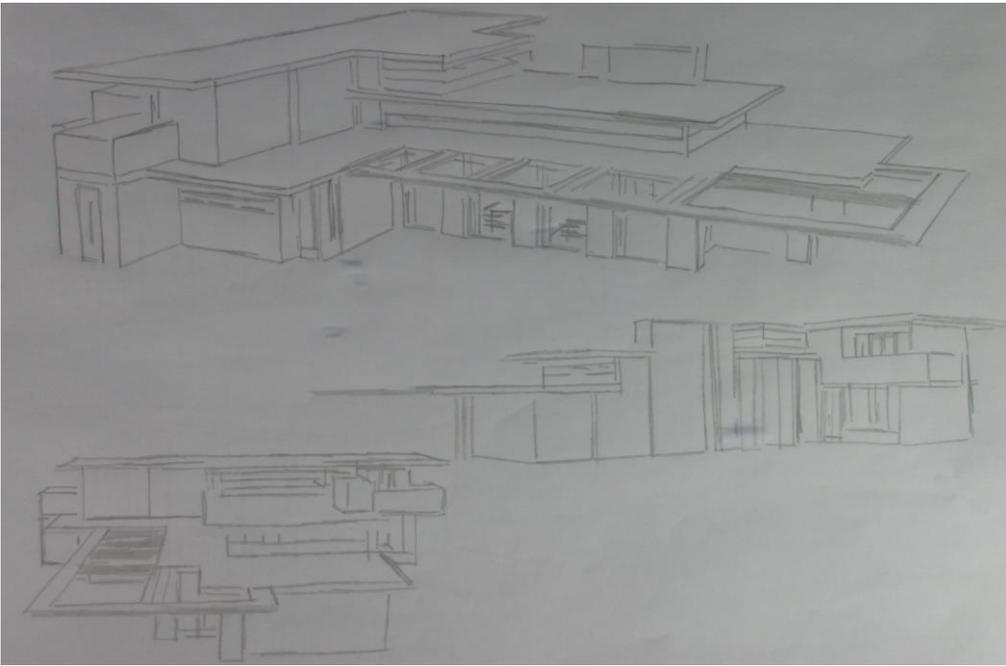
This house, out of every other house that Frank Lloyd Wright has designed, is the house that I have chosen to base my work upon.

The features that attracted me to this house include the use of tiles and wood rather than the standard use of bricks. I also liked the colours of such materials and how they contrast. I think that this really makes the building look modern yet it still displays the idea of it being a Prairie House from the 1920's.

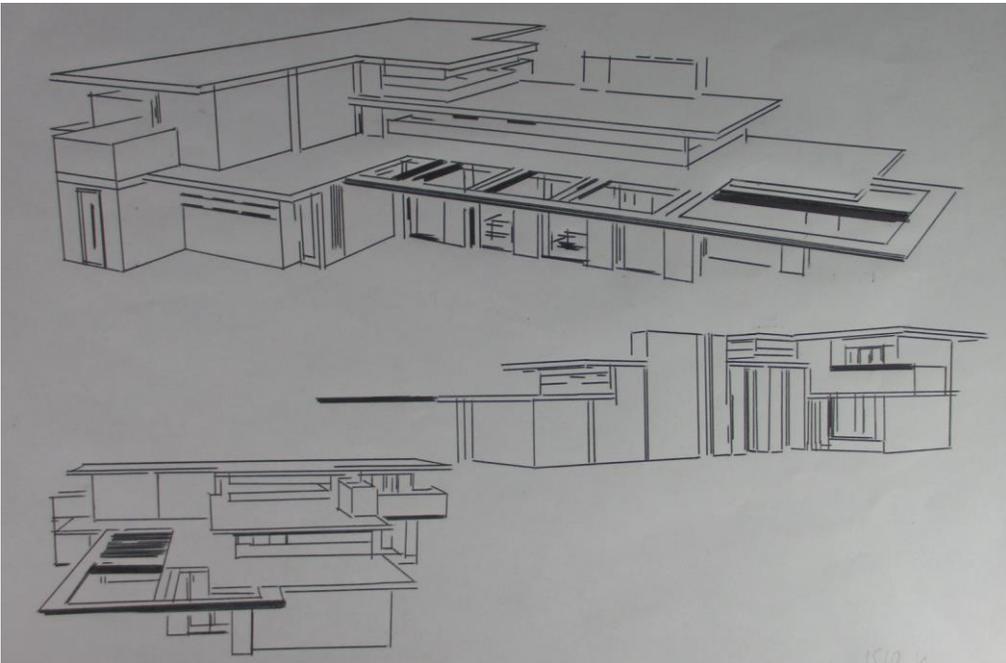


The part of the building that I first look at are the pillars. The pillars stand out as it makes the house look extremely modern yet it is also looks as though as it could be inspired by ancient Roman architecture. The pillars (rather than being round like Roman pillars are) are more rectangular which again makes it look modern.

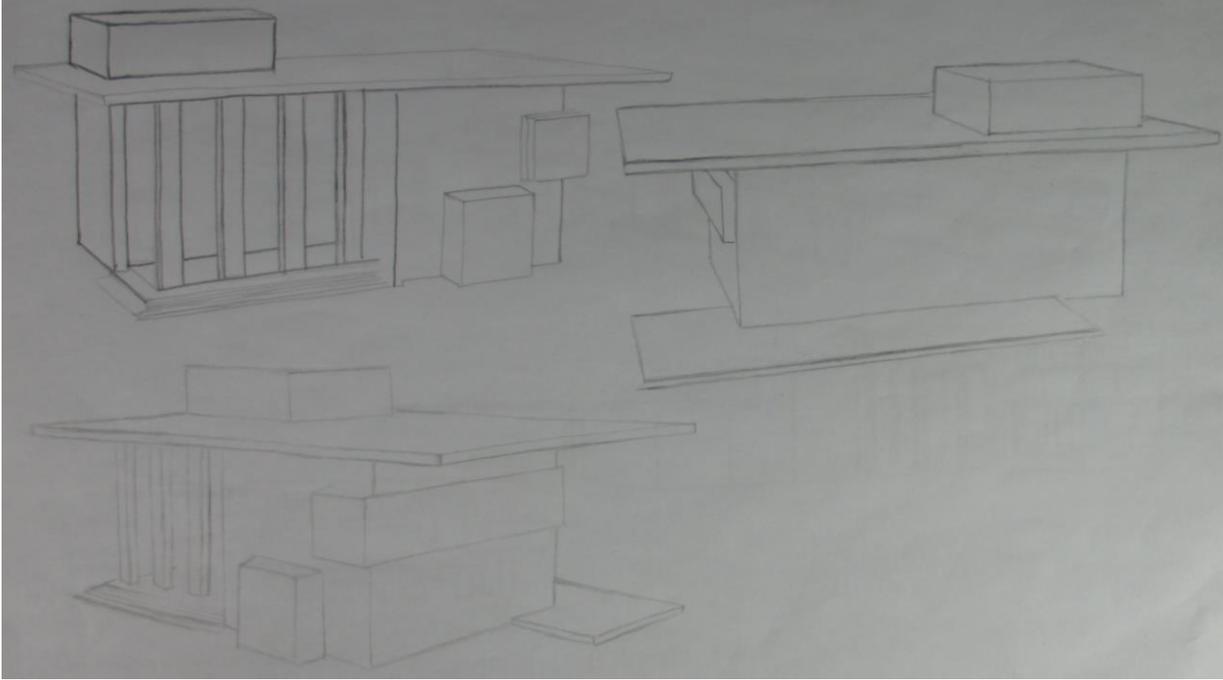
When I create an inspired replica of this design, I would like to copy the wooden parts and also the use of lots of windows.



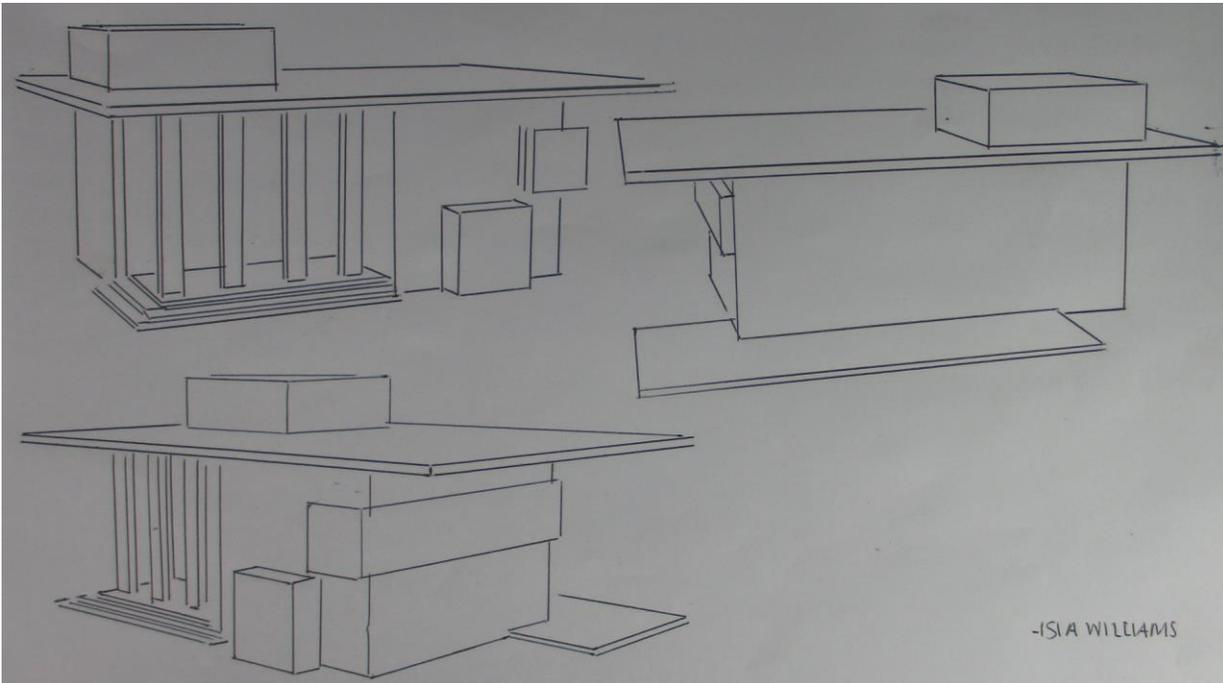
This is a rough pencil drawing of a Frank Lloyd Wright Prairie House. Drawing this meant that I was able to closely identify the intricate detailing of the windows, doors and lines etc. Doing this will help me to recreate similar designs and detailing in my own work when I begin to create my version of the Gordan House on sketchup.



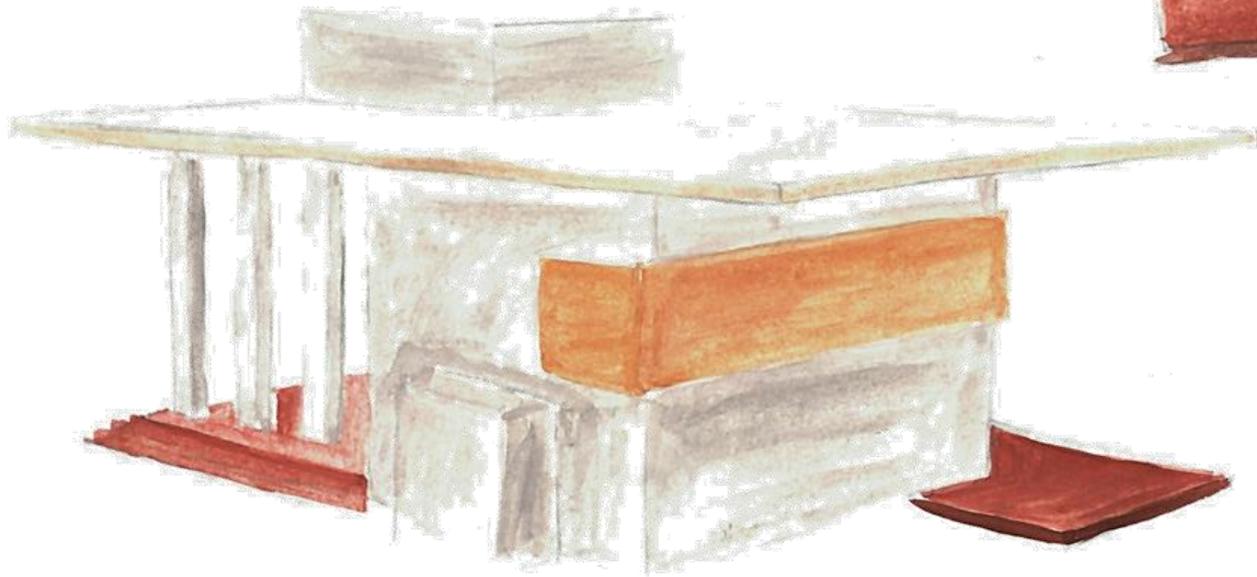
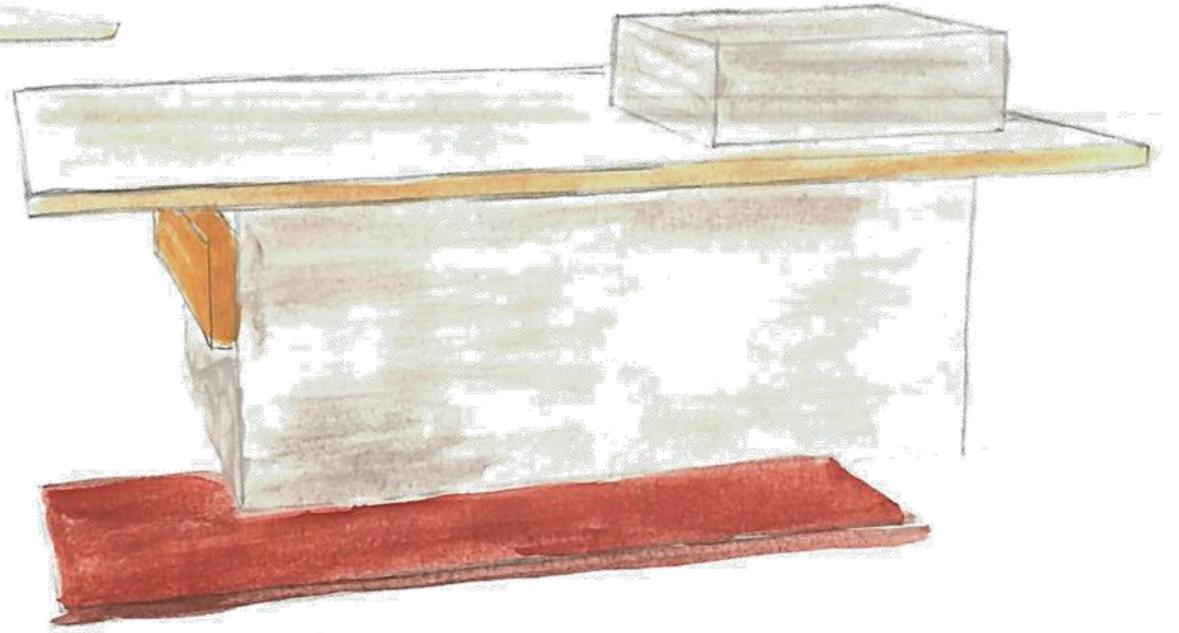
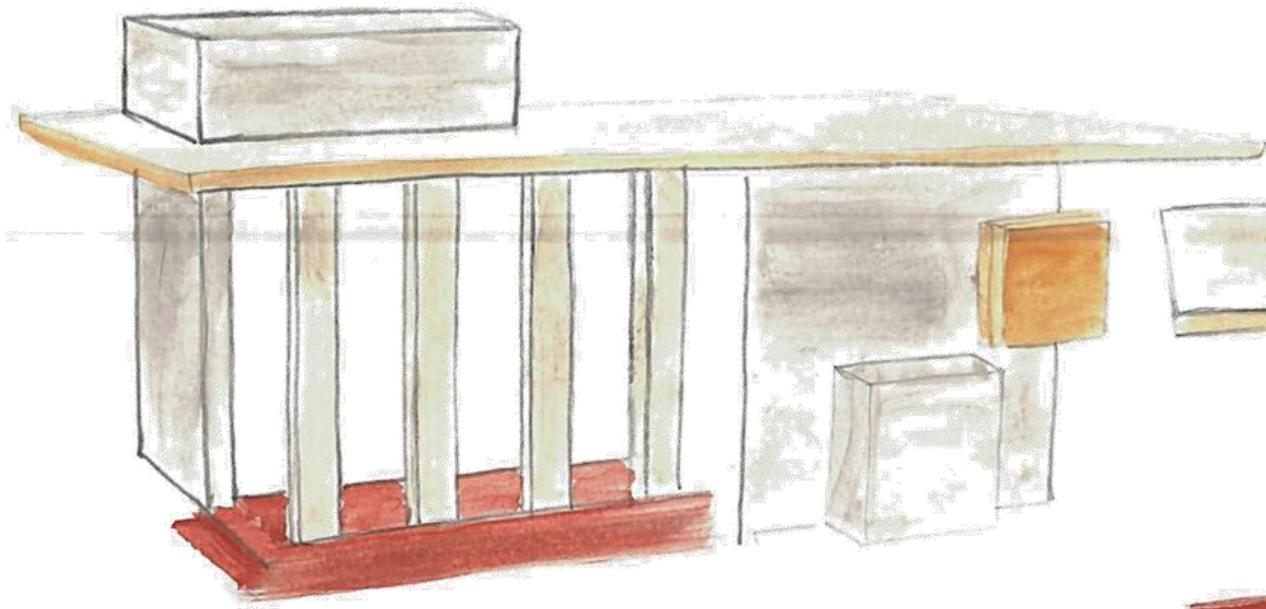
This is a pen and ruler drawing of a Frank Lloyd Wright Prairie House. After drawing this roughly in pencil, recreating it in darker pen made the lines and details even bolder and therefore more clearer and cleaner to look at. This means that it will give me a better understanding to what I should be adding to my own work to make it closer and more accurate to the Frank Lloyd Wright Prairie style house.

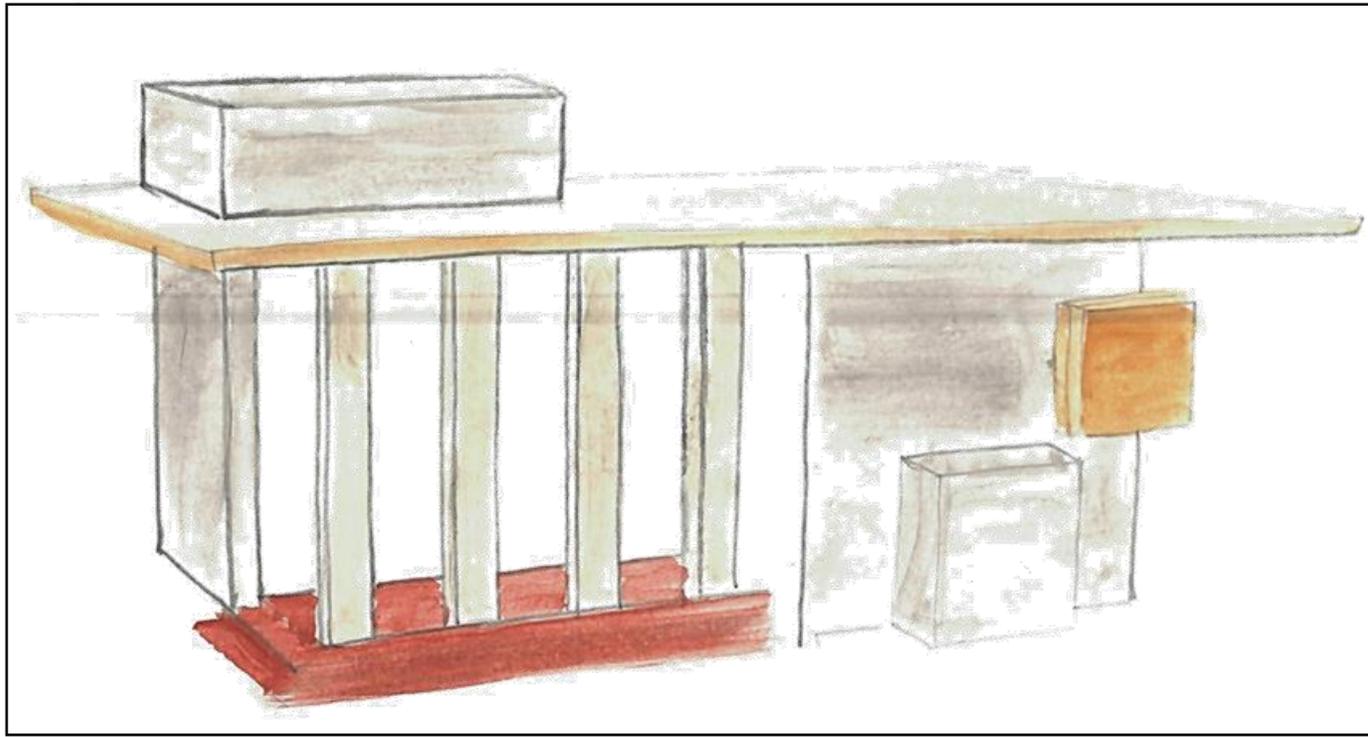


This is a rough pencil drawing of my front, rear and side view of my first Frank Lloyd Wright and Prairie inspired model. This drawing was a free hand sketch of my 3D model that I created in Sketch Up. I think that the drawing is okay but to improve I could add some more details to make the windows more prominent.



This drawing is a rear, side and front view of my first Frank Lloyd Wright inspired model. I have drawn in pen with a ruler making the lines look more clean and bold. Again, I have made the drawing look 3D to show the shape and detail to the house so you can see where the roof overhangs the house.

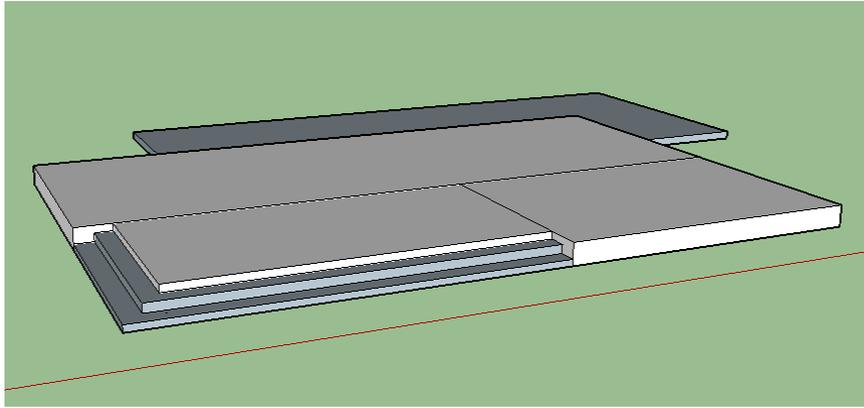




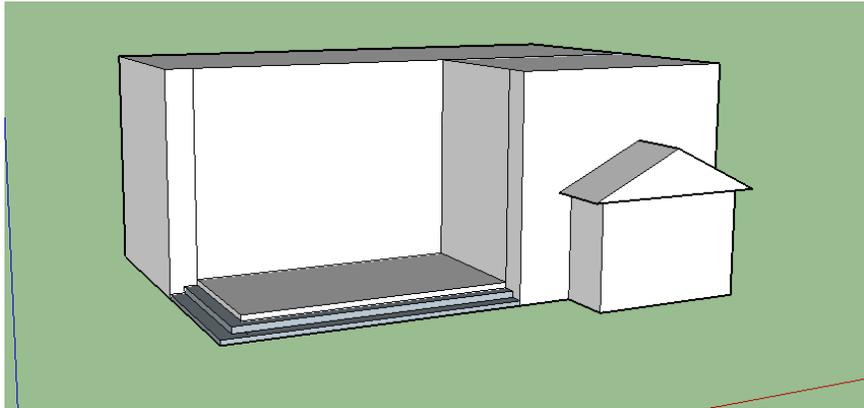
This is my colour study of my version of the Gordon House by Frank Lloyd Wright.

I was trying to show which sort of colours I wanted to use with my version and whether I wanted to use any different colours compared to what the original house has.

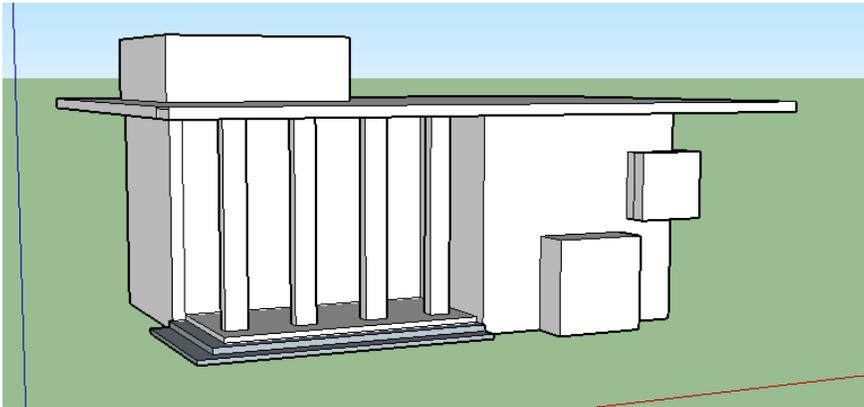
The red represents the red brick tiles that I want to use for the front and back patio. The yellow/orange colour, I used to represent the wooden balcony that goes around the right side of the building. The beige colour used around the rest of the drawing/watercolour I used to mirror the main colour of tiles which I will use on the whole building. This build will have a lot of clear windows so where the windows would be I decided to leave blank.



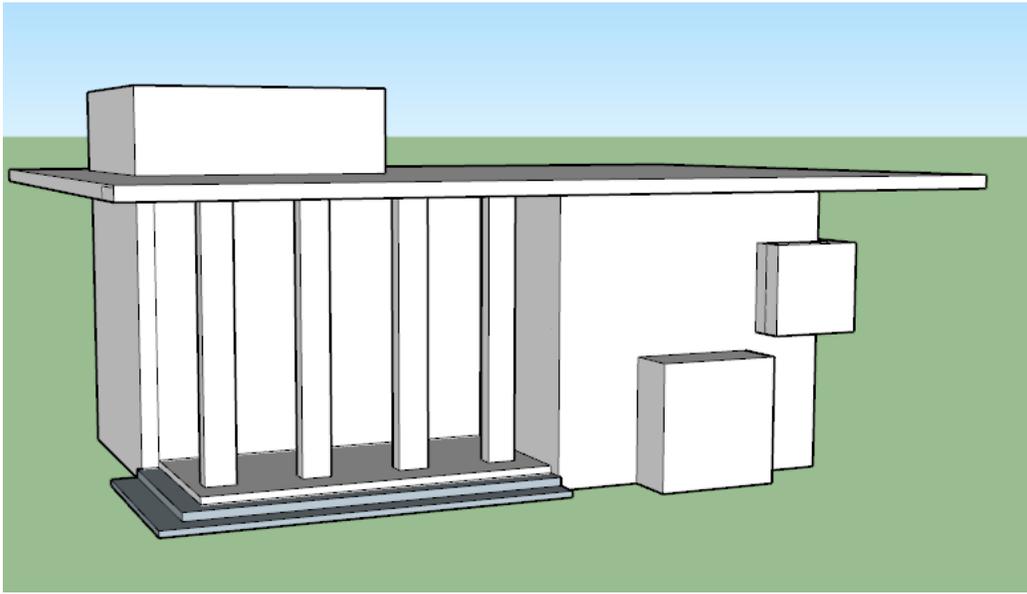
To create this design I am using a program called SketchUp. Sketch Up is designed to create simple shapes (like rectangles, circles etc) which can be dragged out to create 3D structures – this fits well with the architecture topic where we can create buildings with realistic proportions.



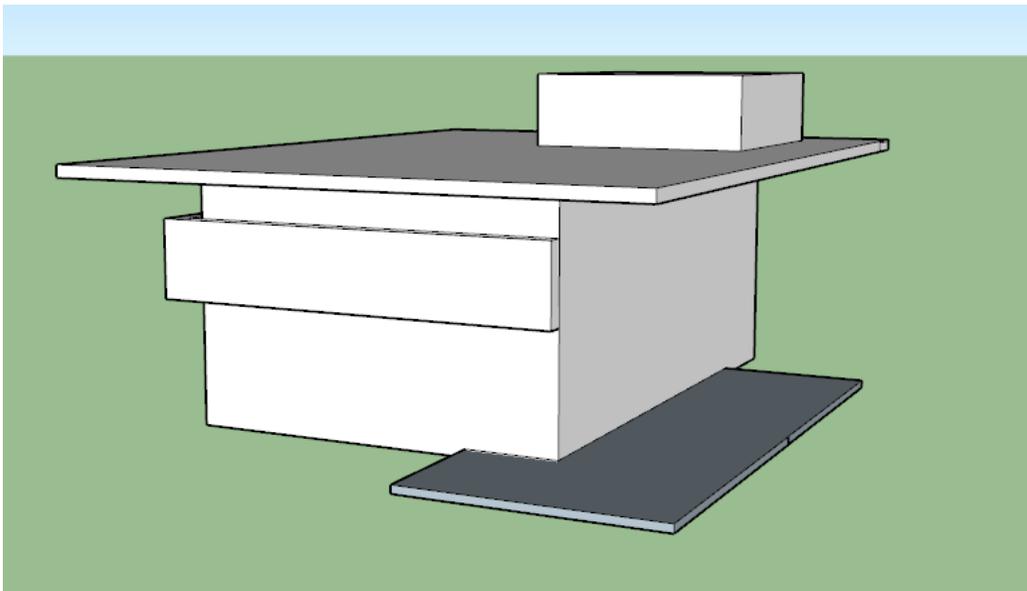
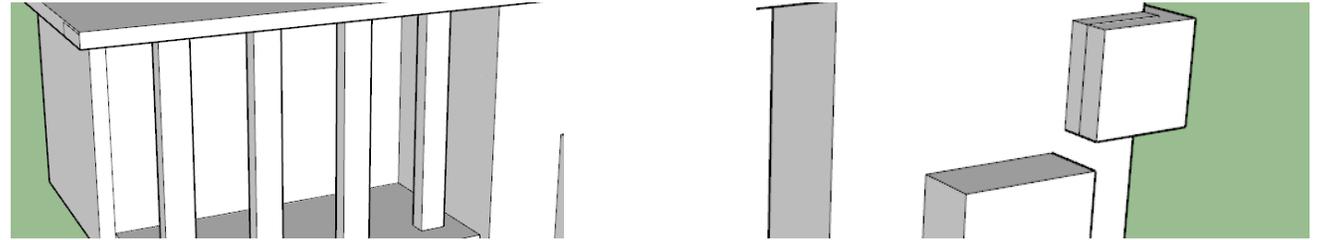
When creating architecture, the best thing to start with is a 2D base so you can get an idea of the lay out of the building (almost like a floorplan). Next, raise the buildings up to make them 3D and use the man as a guide for proportions. Once finishing your design, you can add textures (see page _).



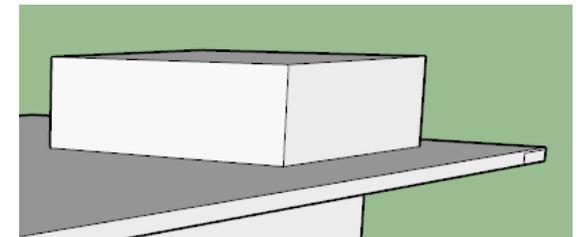
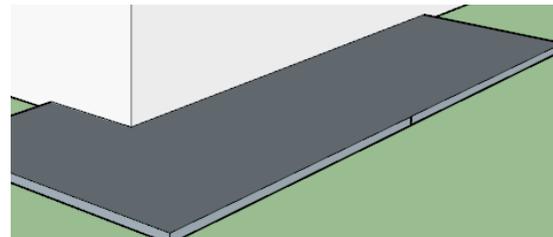
You can also layer shapes, add balcony's and add smaller details like; windowsills and doors and pillars (all of which contribute to the uniqueness and depth of the design and mirror the architecture of the chosen architect).

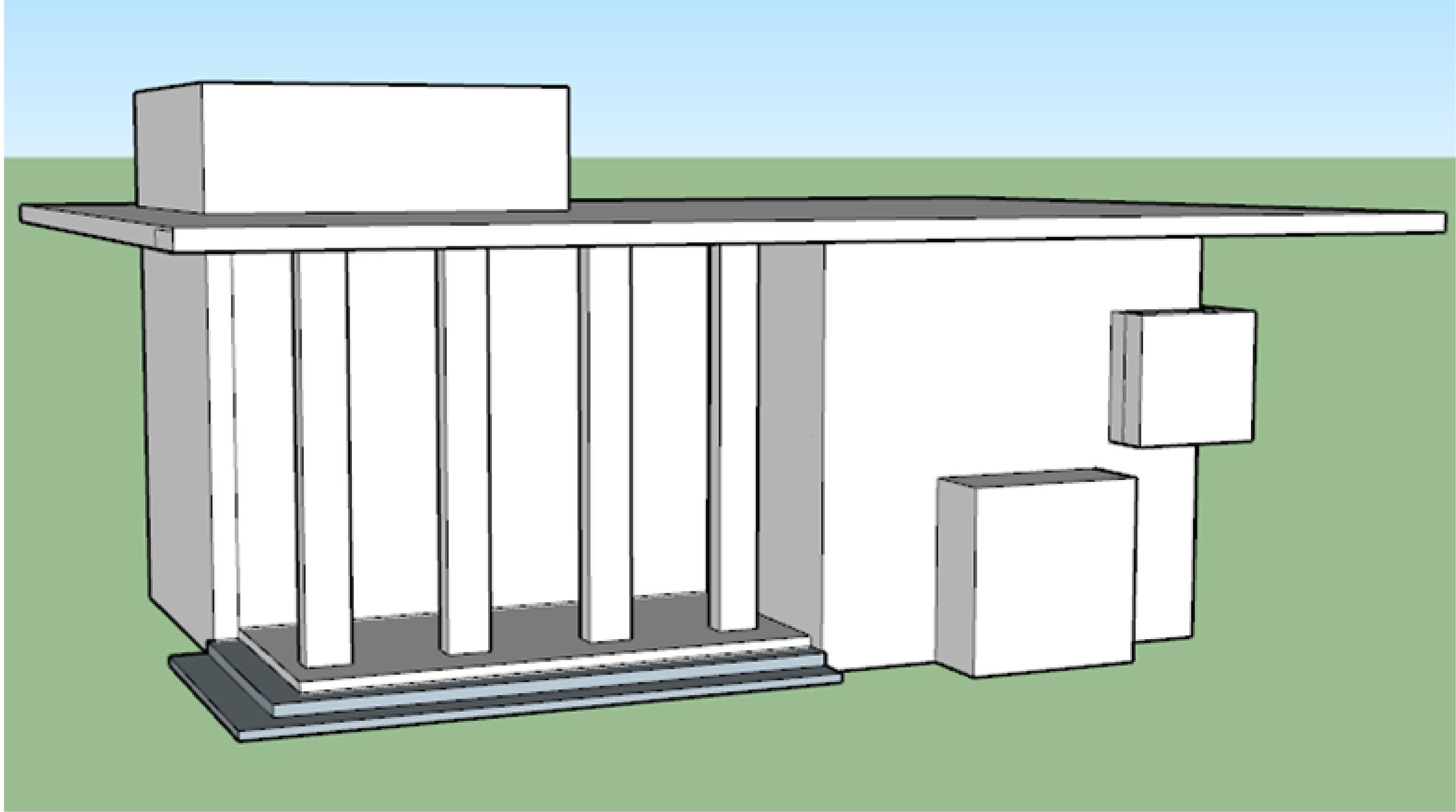


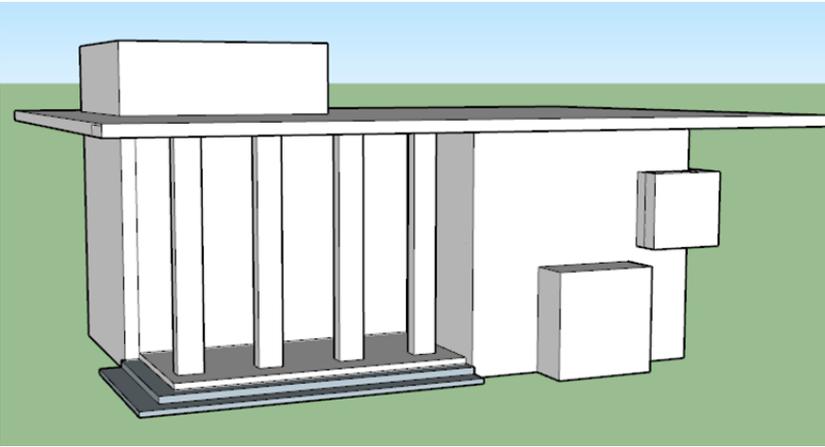
This is the front view of my first model. Here I have included pillars which are featured in the Frank Lloyd Wright, 'Gordan House' that inspired my design. I have also included what should have been a balcony – that again was included in building that inspired my design - but as you can see, it didn't go to plan (therefore I am going to change it).



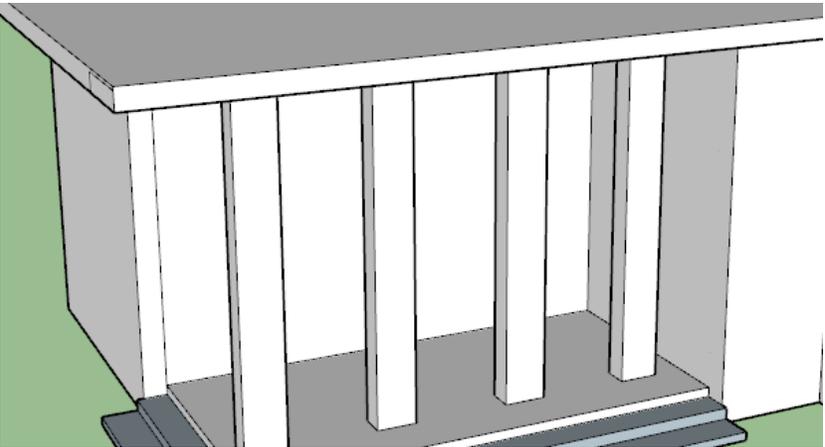
This is the rear view of my first model. I have included a back patio inspired by the 'Gordan House' but after completing it, I realised the shape and proportion wasn't right so in my next design I will change it. I have also included a box on the top which looks really random and like it has no purpose. Next time I will change it so that it looks more like its part of the design.



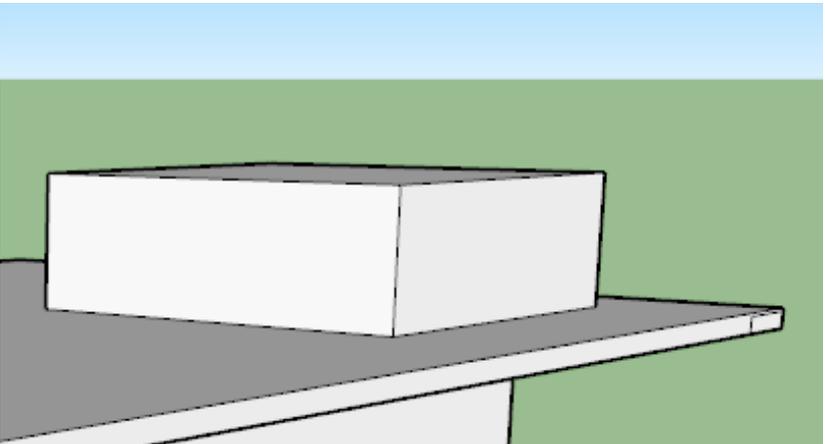




I think that my first SketchUp design looks really poor and it definitely need improving. From this point of view you can see that there is an extreme lack of detail and there are so many parts of it (e.g. the box on the top, and the random block that goes round the side of the building) that have no true purpose and would just be a waste of time and materials.

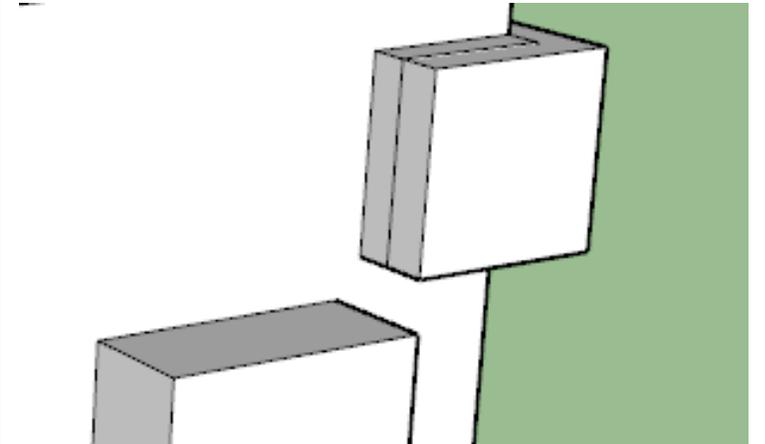
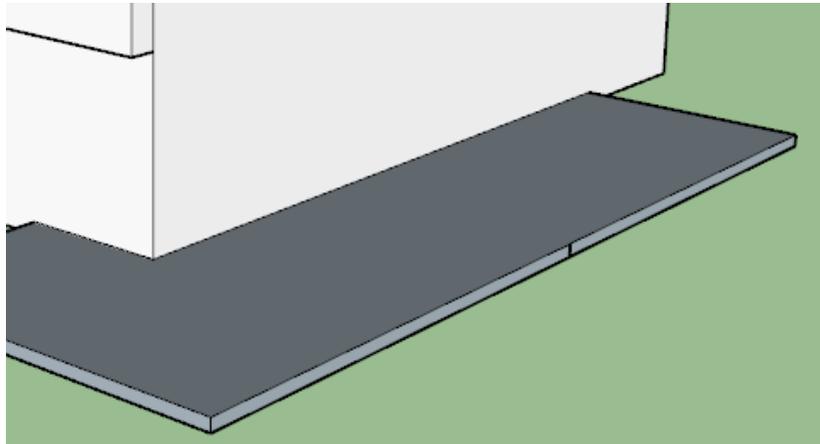


I added the pillars just like the Frank Lloyd Wright house 'Gordan House' which I think looks the most successful – I will be adding the pillars to my more improved version of the building.

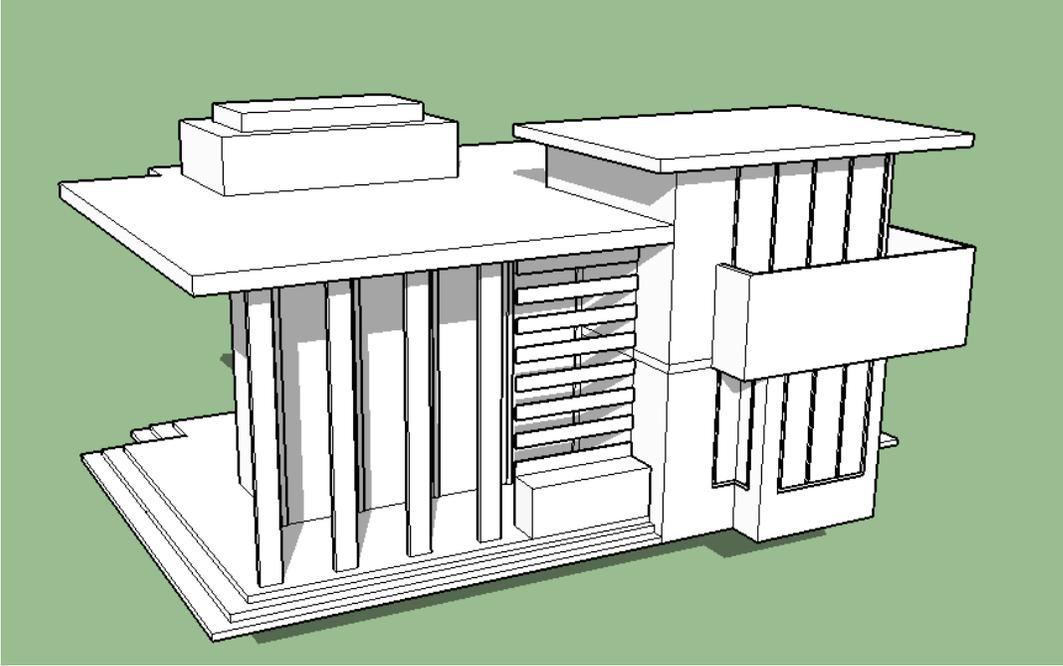


The back of the building has no detail at all other than the back patio which doesn't even have a door to get on. Next time I will improve the back of the building by adding a door and again, some more detail.

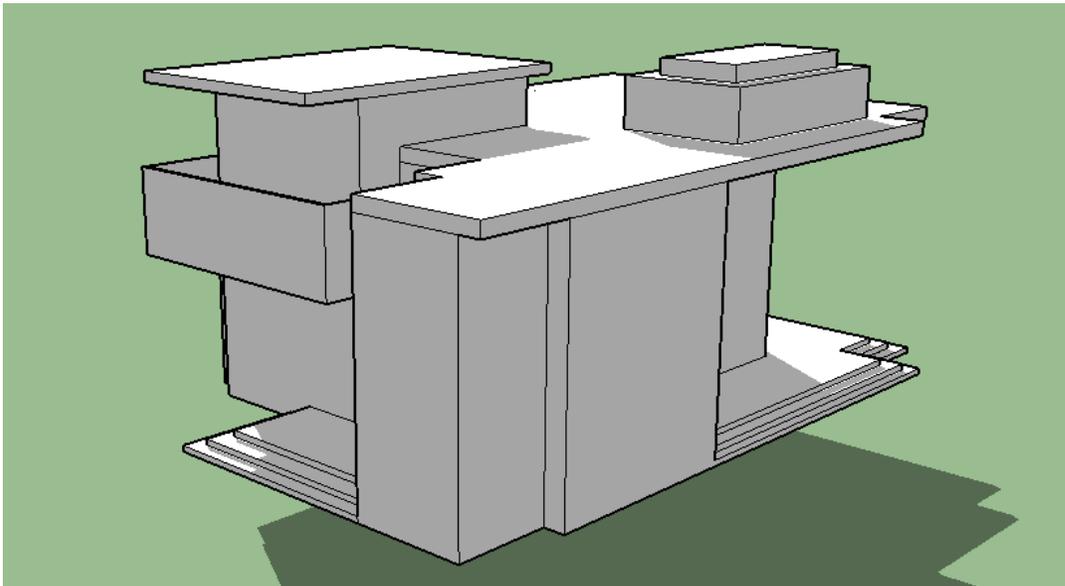
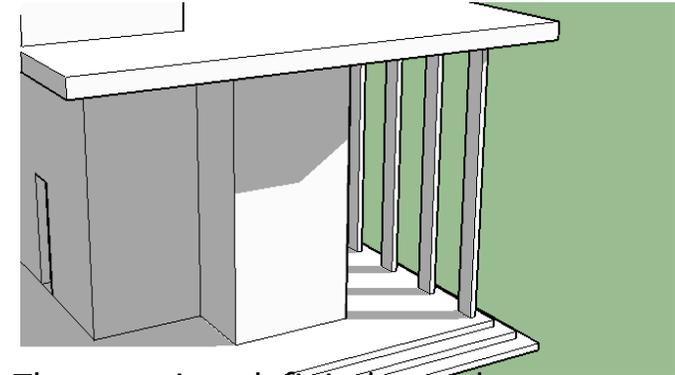
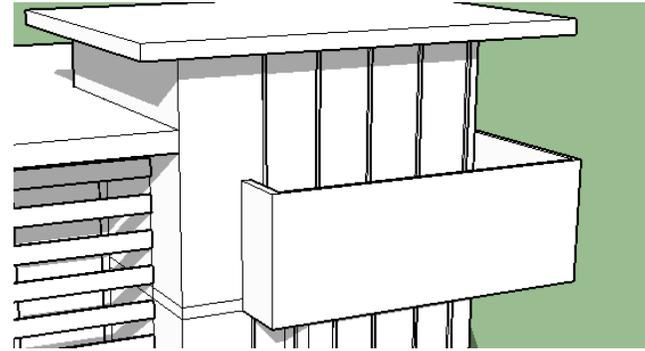
I'm going to add colour to the whole building and a clear texture to look like glass windows and doors.



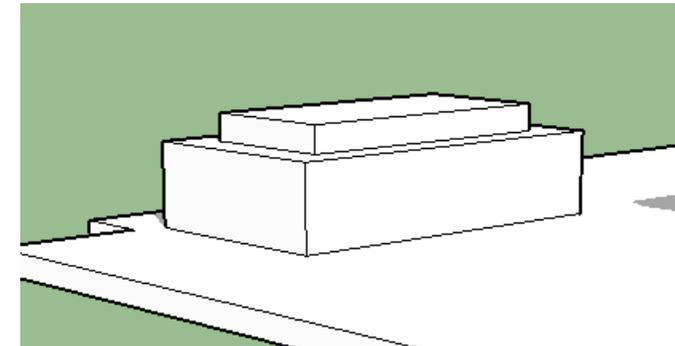
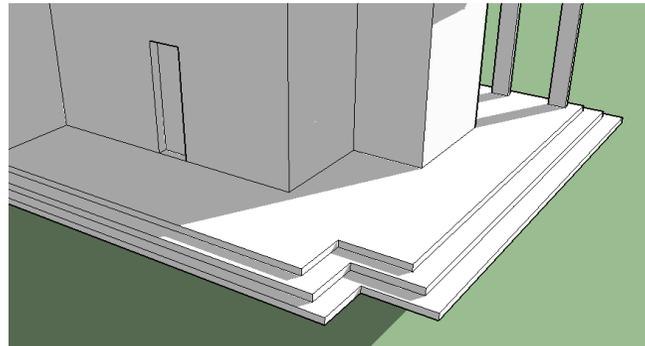
Frank Lloyd Wright – Initial Digital Design

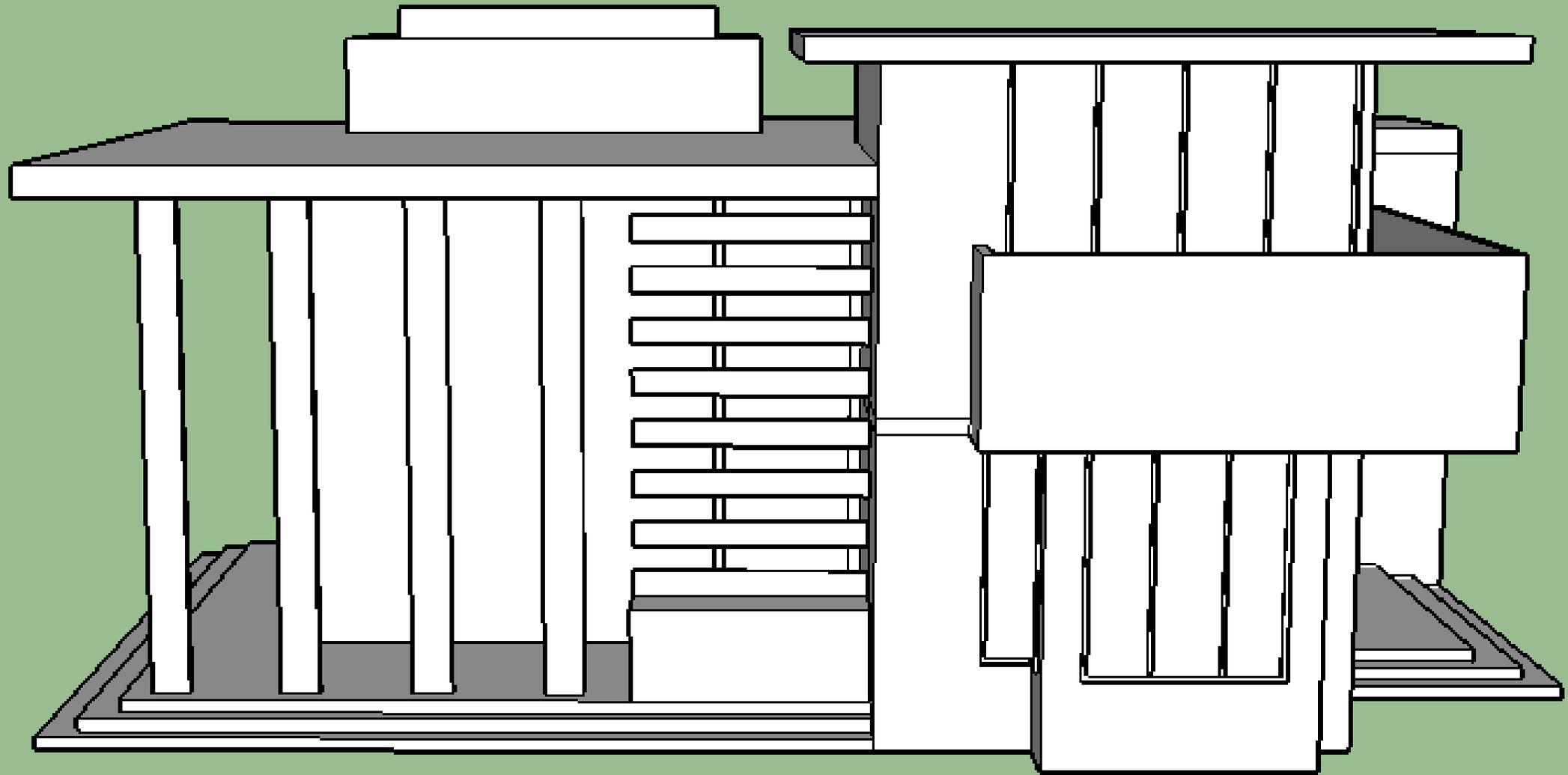


This is the front view of my second (improved) model. I think that this design is a lot better than my first but it's definitely not perfect. I have added a lot more detail (e.g. the windows and the slats) which has given it a lot more dimension, therefore making it look less blocky. In my opinion, the design looks quite squished and some of the proportions are a bit off (for example the pillars) – so to improve, I'll fix those flaws which hopefully improve the overall appearance.



This is the rear view of my second model. The rear view definitely needs more windows or something to make it look more 3D because at the moment it looks very bland and blocky. When I add more textures, I think that it could help improve the overall appearance for it to then look more similar to the building by Frank Lloyd Wright that I've based this on.







Basic Tile



Wood Veneer 01



Cinder Block



Wood Floor Dark



Concrete Stamped Ashlar



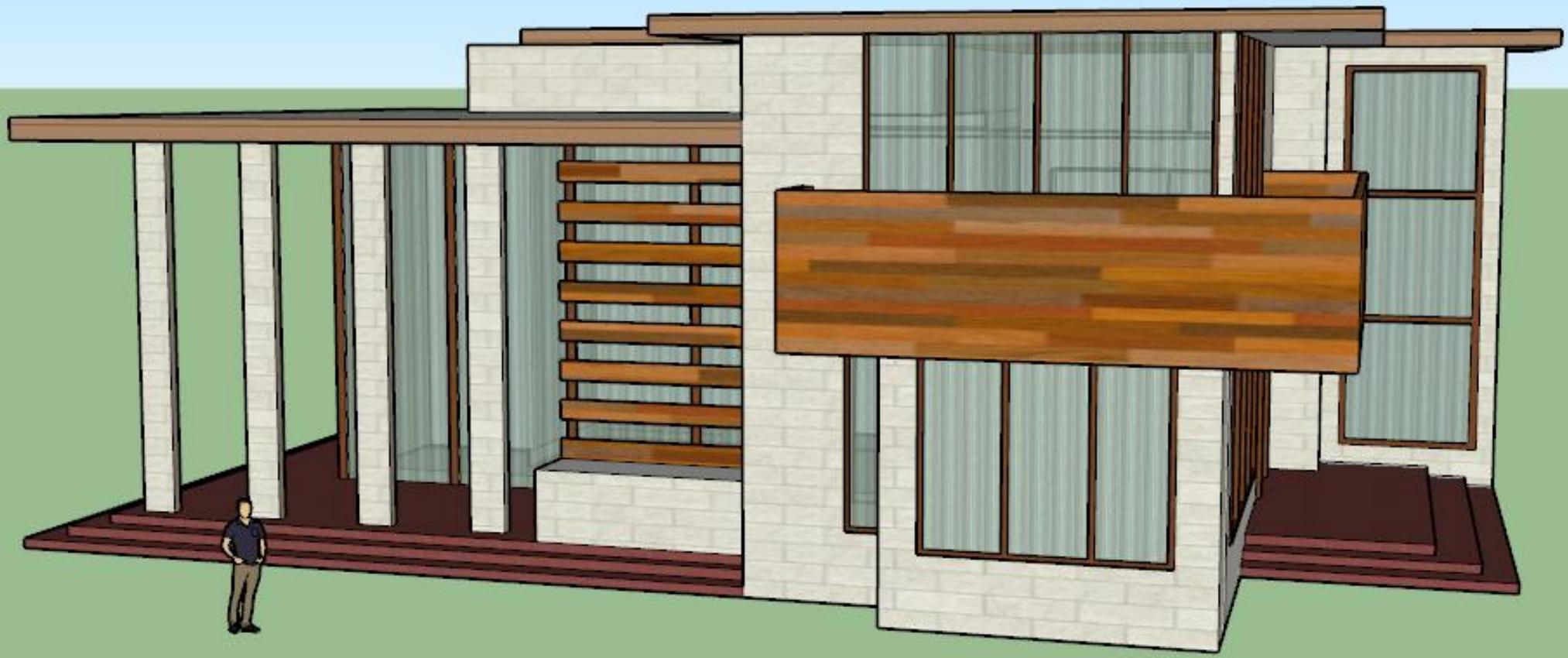
Sketch Up has a feature that allows us to use texture to the models. There are many different textures that can be used. One feature includes, a transparent glass finish that you can add to your windows.

Each of the different textures look quite realistic which adds to the final finish of the building and makes it less blocky.



The texture that was most similar to the walls of the real building, didn't look close enough so I used the edit tool to increase the size of the tile and make the colour a lighter shade.

I am really happy with how similar the cladding looks to the real image because it makes it more recognisable to the model I based it off.



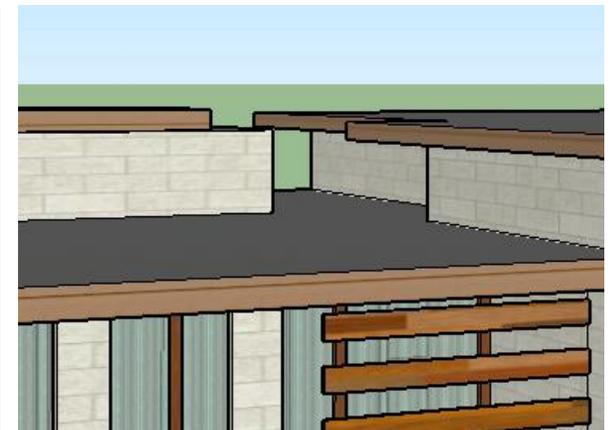
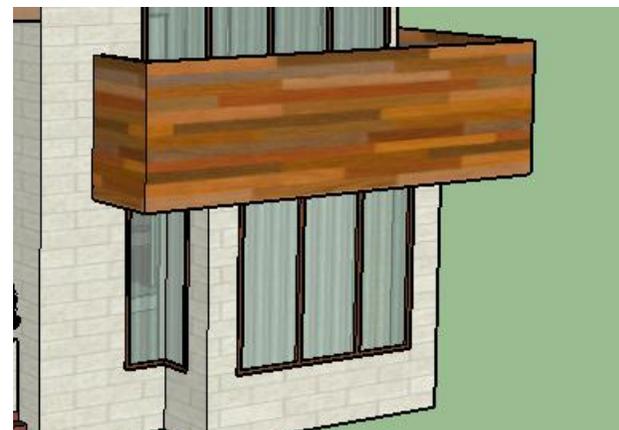


This is my latest and most updated version of my model. It is extremely similar but as you can see, I have raised the back half of the design to be the same height as the front. I have also pulled some of the roof out which made it look even all of the way round. It just goes to show how small changes can make a great deal of difference.



I think that this design has gone really well. It's quite simple but it stands out and is easily recognised. For example, there are pillars which are most common in older buildings whereas, this modern design has incorporated that feature very well.

I think that this design would be more successful if it was a little bit more difficult because it is quite challenging to make it any more interesting. Overall I think that this design was a great success.



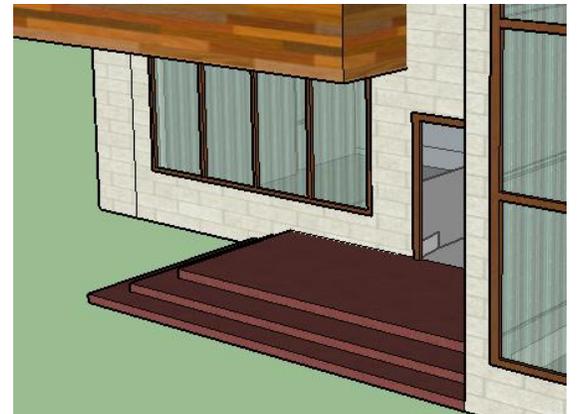
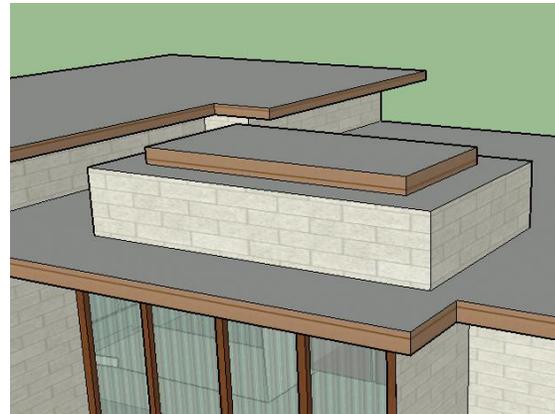




This is the rear view of my second (improved) design. I think that this version of the rear of the model looks the best as I have added more windows to the back. In my original model, I had no windows on the back, however on the front of the model, I had many windows which made the whole design look uneven. I have replaced a door with tall, glass, sliding doors which made it look more modern and grand. I have also added some square, stacked windows on the side of the build which gives it a bit more personality.



I have added a potted plant to the side of the door to give it a bit more decoration. This goes nicely with the wooden door and balcony which gives it more of a natural appeal. It still looks nice and modern with the cream coloured bricks which means it would look great in a modern neighbourhood, however it would also suit a more natural forest environment (due to the wood and the plant).







This design is my overall favourite. The building is a lot longer and bigger which makes it appear more grand. Personally, I believe that the colours/textures that I have used compliment each other extremely well as the lines appear very clean and clear. Overall I prefer the look to my other designs.



I love the stone border around the bottom of the house, I feel like it has created more depth. The border is not the only thing that has contributed to the depth of the design. Some other examples are: the shape of the door on the balcony, the way that the roof is different on both sides of the house and the long corridor to get to the door. I feel like all of these features make my house appear more unique to any other designs.







Compared to the rear view of all of my other models, this one is definitely my favourite. When designing a similar model of the 'Gordan House' by Frank Lloyd Wright, I was struggling to develop the back of the model. However, with this model (the Edmund D Brigham house) I found it so much easier to develop. Although there wasn't a picture of the exact rear view of the model, because the design is so grand, it automatically looks better with more windows and details on the back.

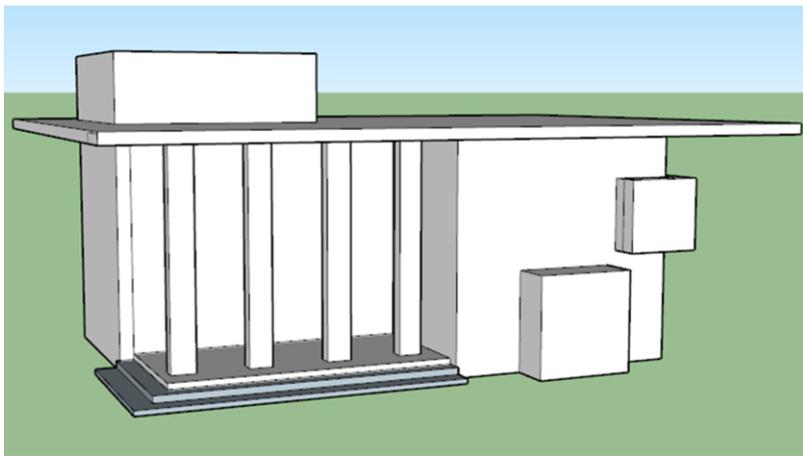


I have included a sort of conservatory area on the back of my build which I imagine to open out into a back porch with a table and chairs. This area is very open which would be great for a family or someone with guests over very frequently as there is lots of space.

Personally, I don't think that much would need to be done in order to improve this build as it looks aesthetically pleasing on the exterior and functionally, it makes a lot of sense.







This design was my first ever attempt at building the 'Gordan House' by Frank Lloyd Wright. The amount of detail that this design lacks is immense. As you can see, I gave up with this design very early on because I realised that the whole build was out of scale and that it was too small. I didn't realise that on the real building, the balcony was a balcony therefore, I just made a random, useless block around the edge of the build and I didn't bother putting texture on it as I planned to restart the whole build completely. The more I built this design, the more I realised how buildings worked and how to use the sketch up app.



This build is my second attempt at the Frank Lloyd Wrights 'Gordon House' which as you can see, is a brilliant improvement to my first attempt. Firstly, I improved the balcony/pointless block, and actually made it a functioning balcony with a beautiful wooden texture which perfectly resembles the texture used on the real build. I added lots of extra details like windows and the wooden slats and potted plants. Overall the design looks way more aesthetically pleasing and it makes lots of sense functionally.



This build is my most recent and favourite build. It's a completely new design (based off of the Edmund D Brigham house) and it is bigger and better both aesthetically and functionally. The textures complement each other really well, there are so many unique and detailed aspects of this design and it has extra details such as a car port and a chimney. Just by looking at it you can see that it is visibly better than all of the other designs. Not only this, but it was actually a lot more complicated to make as the rooves were not flat and they were all different shapes and sizes.



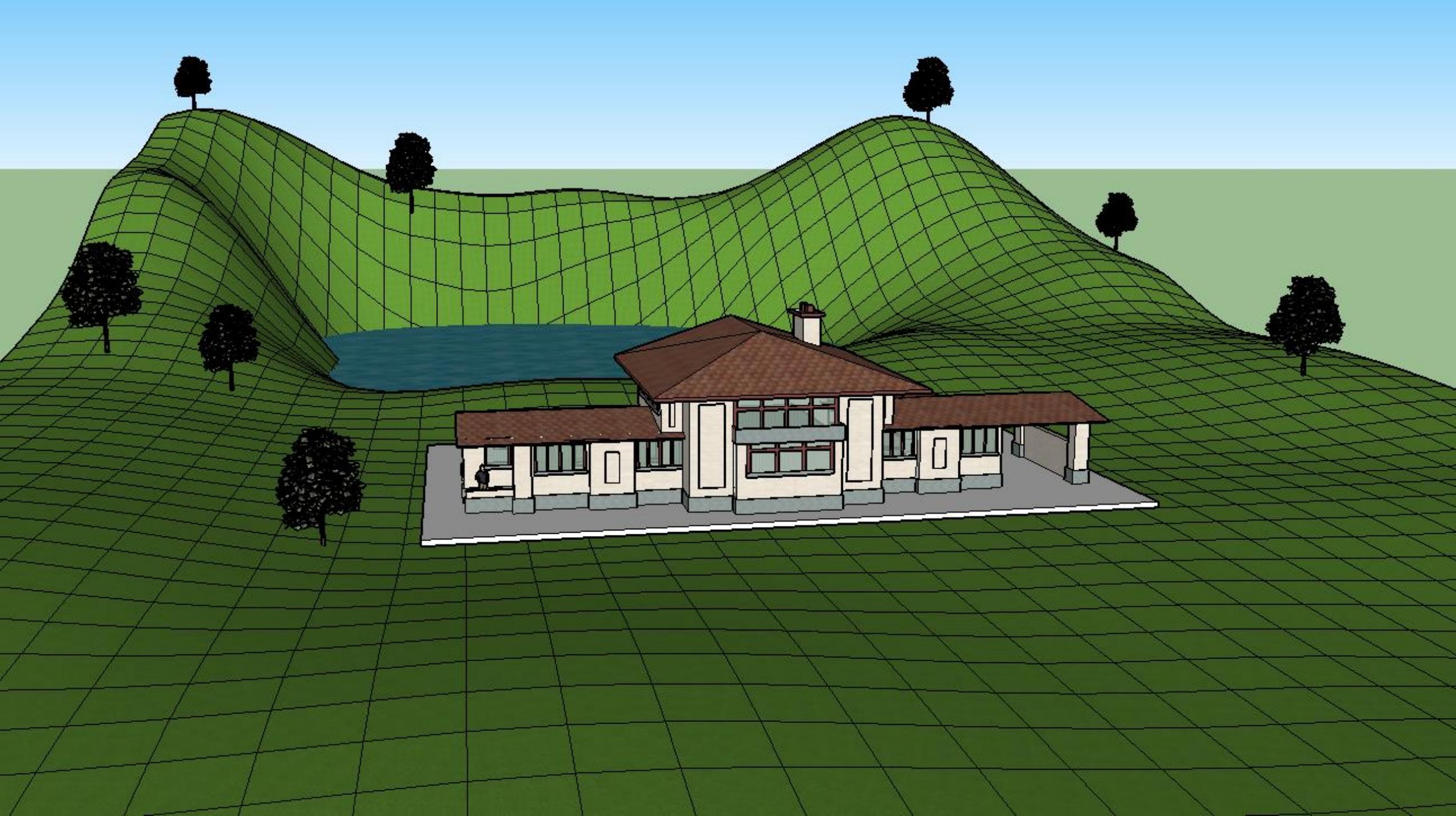


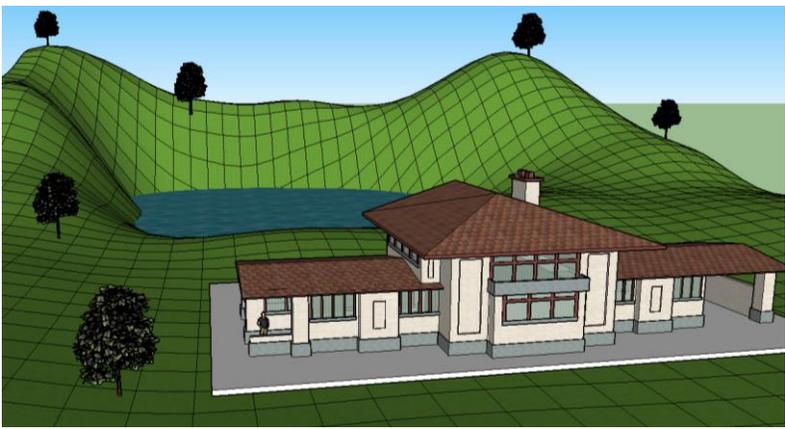
This is a rendered version of the 'Edmund D Brigham' house which now looks so much more realistic. This uses the Twilight V2 rendering plugin along with the SketchUp program. This program allows the model which I have made to appear more realistic by using photographic textures on the structure adding lighting control creating shadows and depth to my build. It also creates textures such as grass and leaves to look more natural. The texture of the clouds and the grass make it seem more realistic meaning that it is easier to see/picture as if it was an actual real life building.



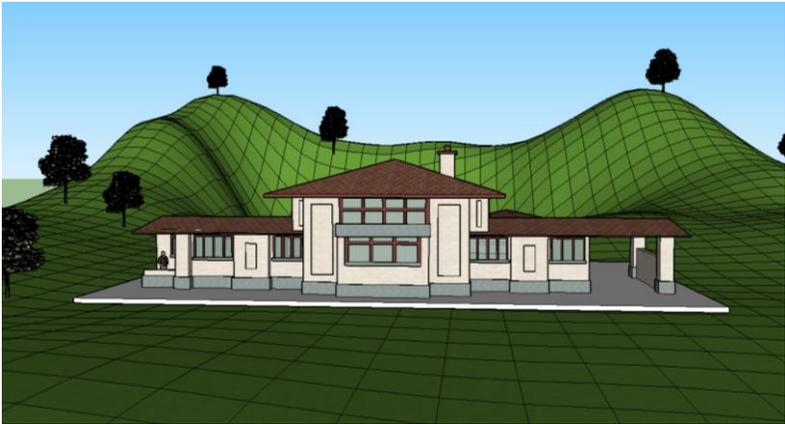
If this was a design for a client to look at, who would be paying to have the design and building made, then this render would give them a better idea of what it would like when it is complete. This render is similar to how new buildings are sold as people can see the building before it's built and then expect exactly this to be their new home or office space.



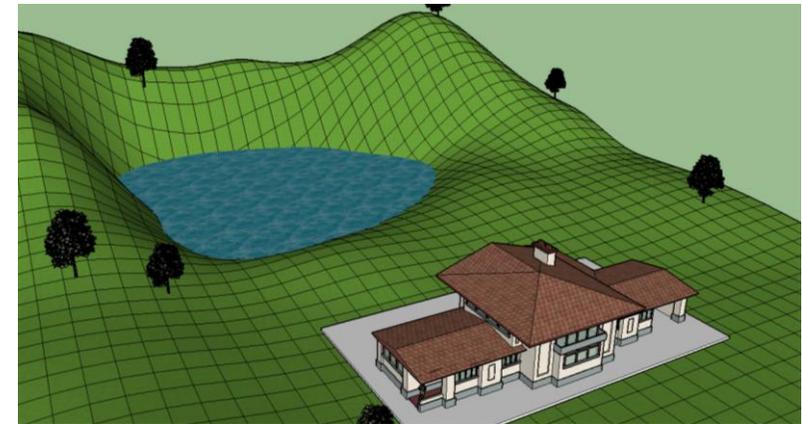
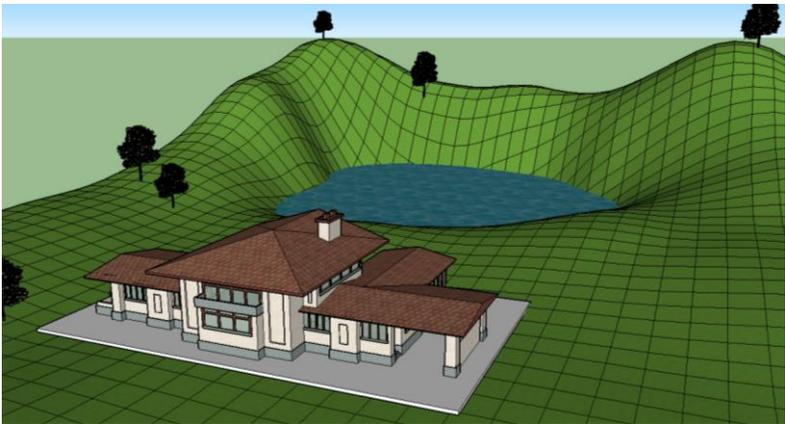




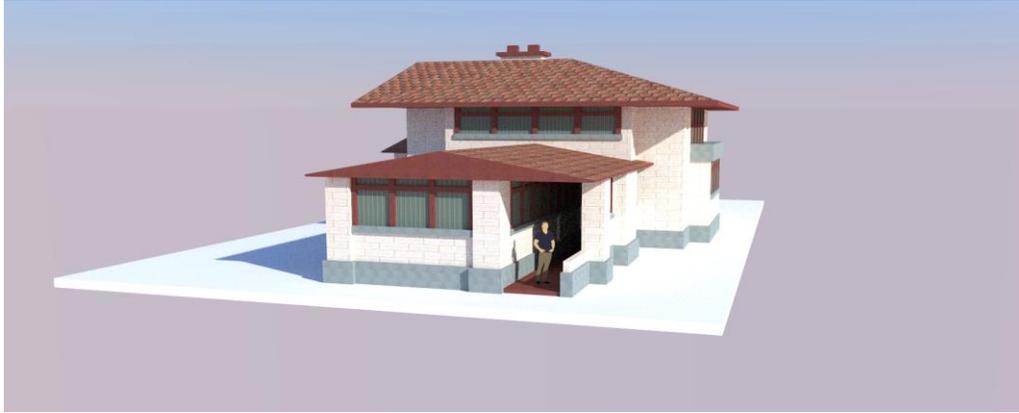
This is my final model with landscape added to it. I have tried to make a very mountainous landscape with a large lake in the middle so that the house seems to be more contained to its surroundings. Frank Lloyd Wright was very much about matching buildings to their surroundings and by adding hills and a lake I think that I have achieved this with my design.



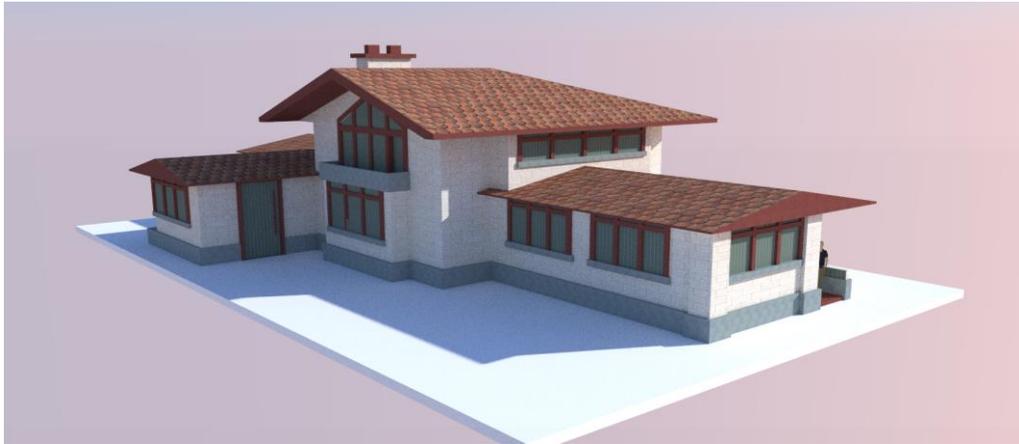
In my mind I have created a concept of a house near a large lake with surrounding mountains – imagine a house somewhere like Whitefish Lake in Montana. I have added a hilly landscape with a large lake in the middle and many trees to show a bit of scale to the work so that the house appears more realistic. It would also show that if someone was to build this in real life, they would be able to get a general idea of what it would look like once completed.

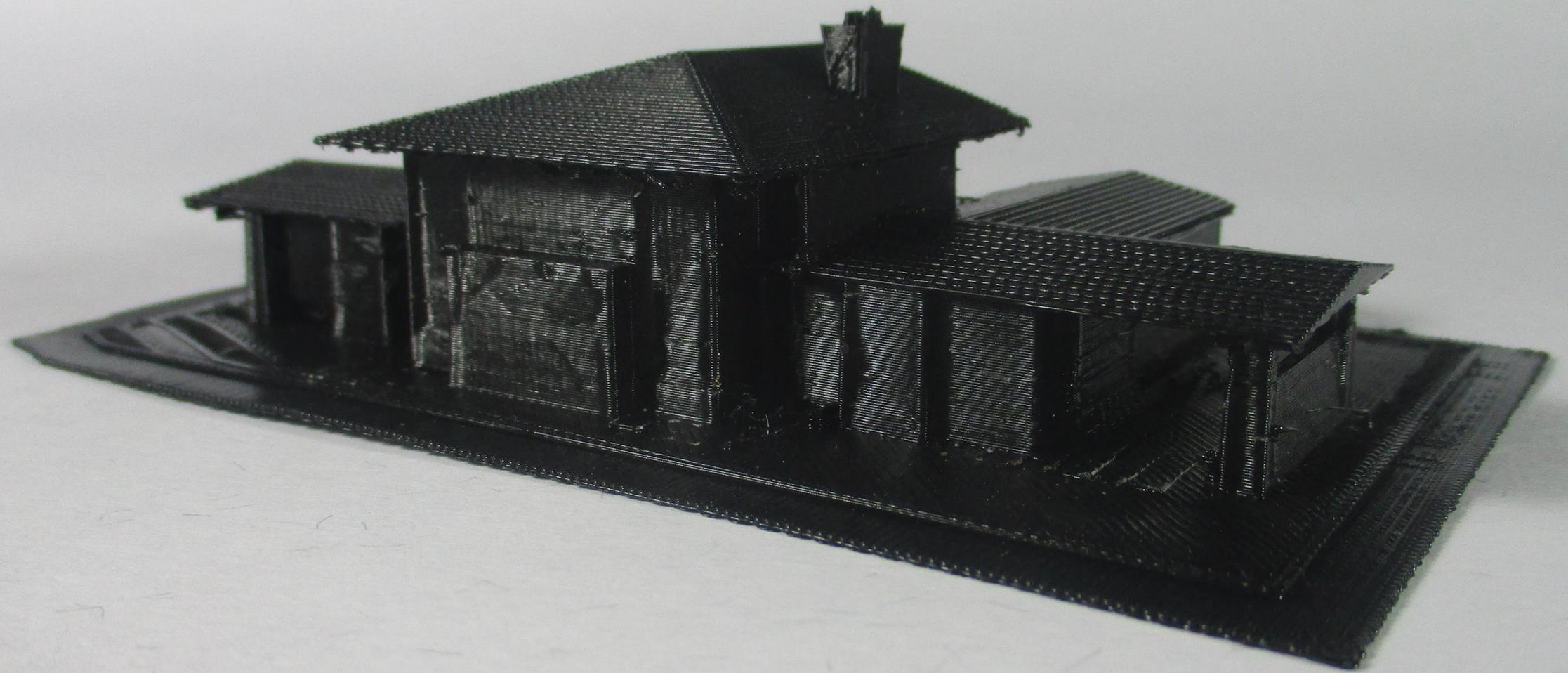


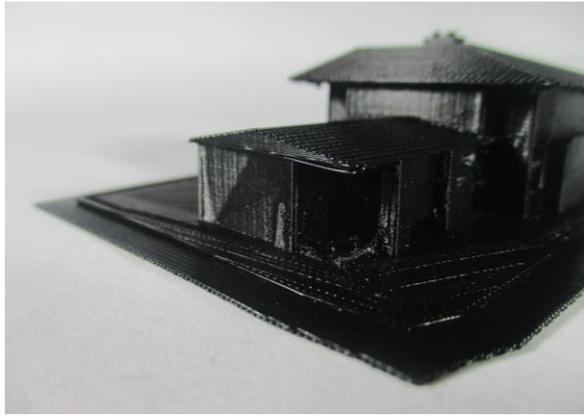




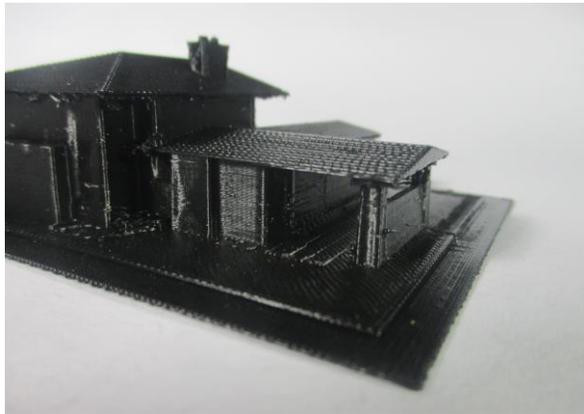
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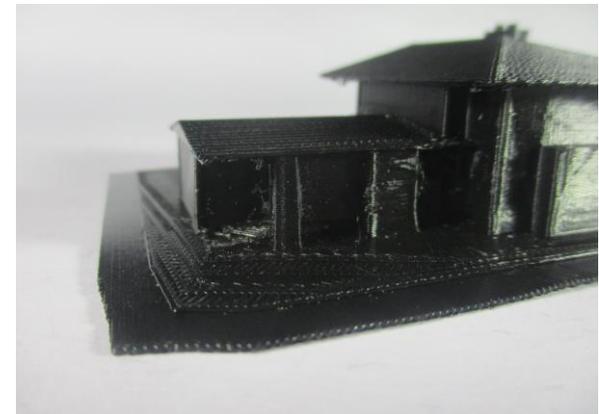
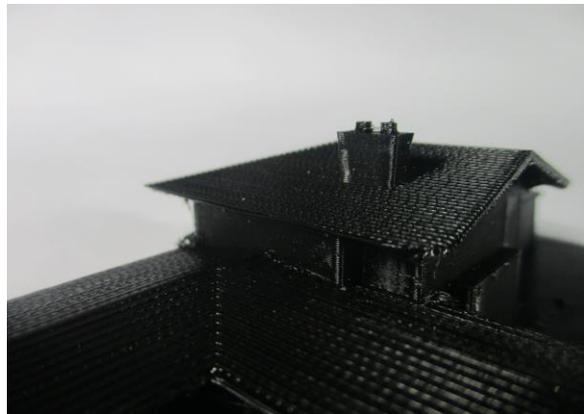
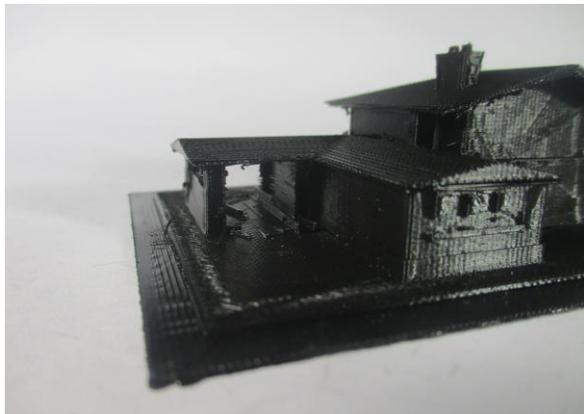


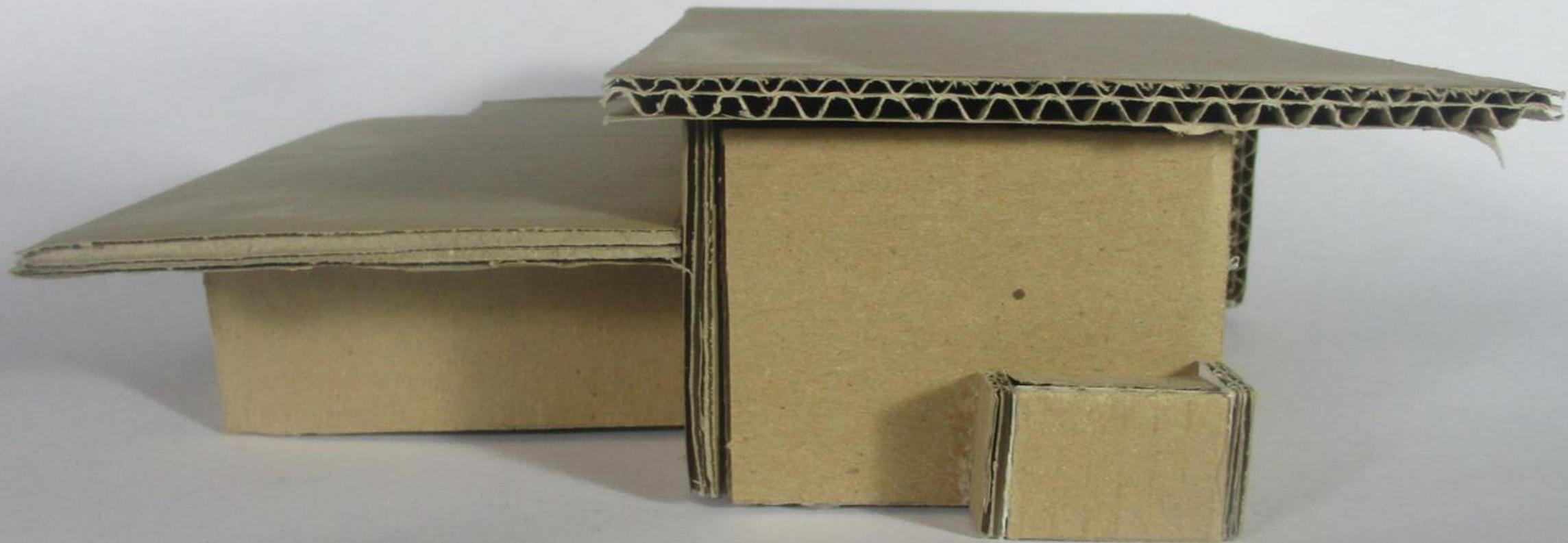
This is my final model after working with a 3D printer. I was able to make a resin material model of my version of the Edmund D Brigham house. This is only a small model (it just fits in the palm of my hand) however it is very detailed. It remains the detail of the chimney and the windows and you can even see the tiny roof tiles. The black plastic looks great and in the light you can see all of the tiny details as it reflects off of the plastic.



I think that this 3D model looks brilliant and its fantastic to see the model that I made on my computer come to life. It also puts into perspective how far I have come in this course considering my first ever design that I attempted to make (which looked awful) compared to now where have developed my ideas and made a 3D version of my favourite design.

A series of buildings like this would look good as a miniature town.



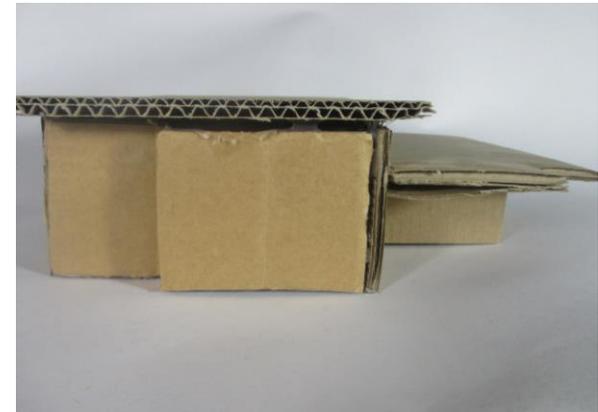
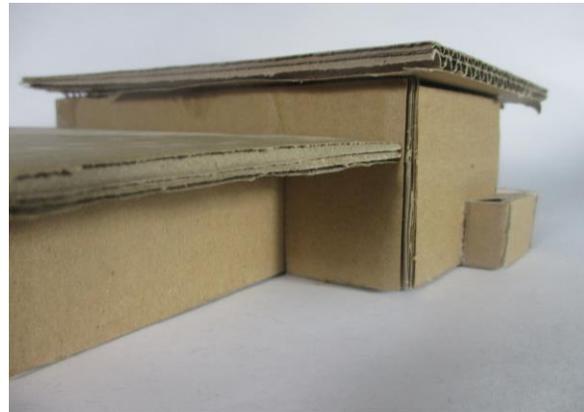




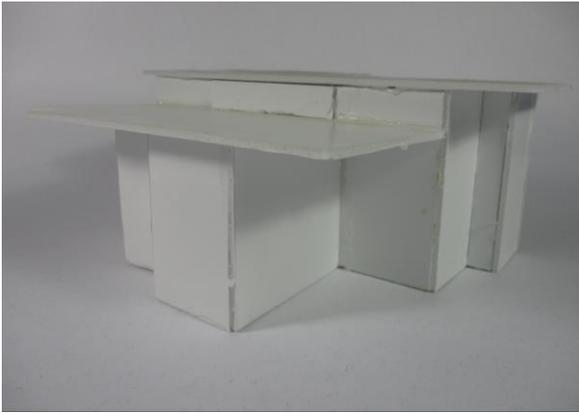
This is my first ever attempt at making a to scale model of my first SketchUp building in cardboard. From the height that the camera was whilst taking these pictures, my building doesn't look too bad. There's definitely a lot of room for improvement as there are some drips of hot glue and some of the cardboard isn't the same height therefore it doesn't connect to the roof. If this cardboard model was an actual large building, it would most likely look to scale from a persons point of view.



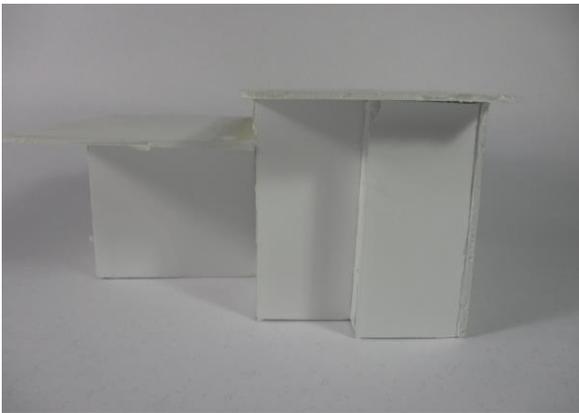
When the cardboard model is in my hand it looks very off scale and as though it is too flat which is mainly due to the flat roof. Like I said above, I think that if the building was big enough then to a real person standing on ground level it would be to scale. From birds eye view, the model looks very flat.



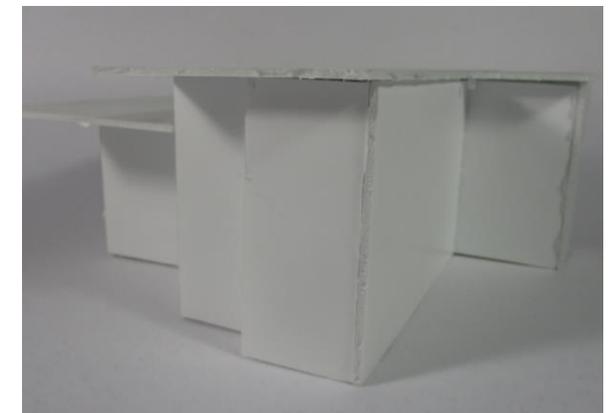
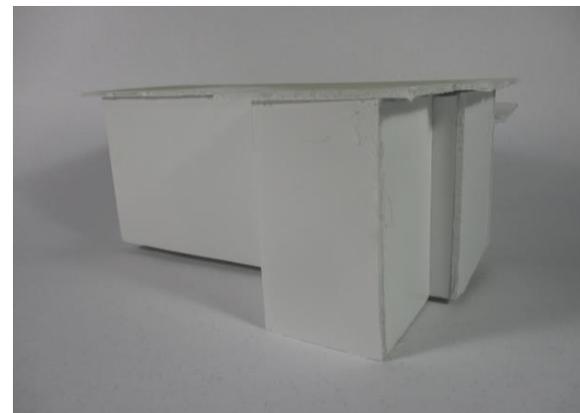
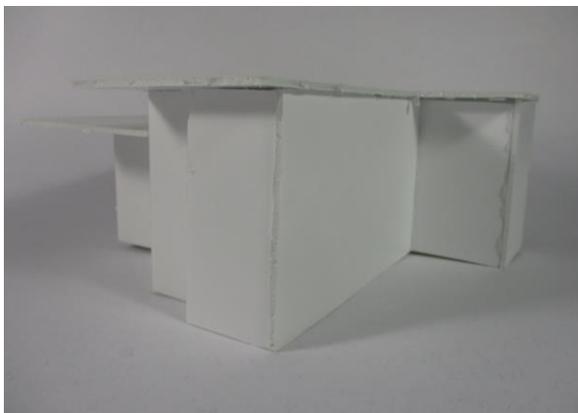




This is my first ever attempt at using foamboard to create a 3D model. The building that I created was of my first SketchUp build. Because I thought that my last build was too flat, I decided to make this model even taller but now the model is even further out of scale and way too tall.



This model is also not perfect because it has a couple of hot glue drips and the roof doesn't completely stick to the building.



I didn't enjoy building this model in real life because there isn't much detail to add. It isn't very interesting to look at either. Next time , I will attempt to build my newer and most favourite model instead which I think will look better as a real life model.





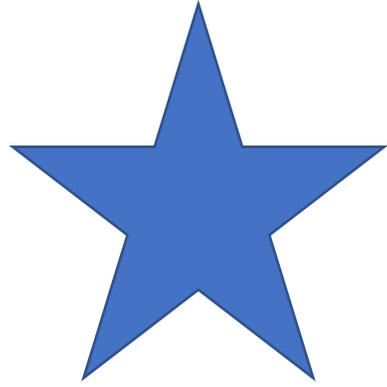
This is my first attempt of my newest 3D Sketch Up model that I build out of foamboard. I'm really pleased with how this foamboard building turned out because all of the dimensions are really accurate.



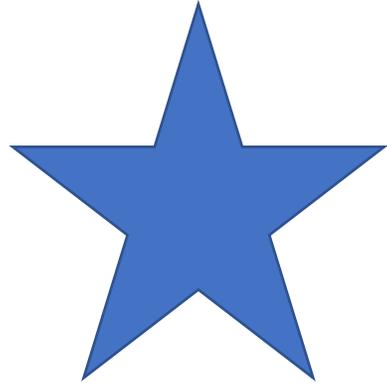
Personally I would have liked this building a lot more if it looked a bit cleaner but since the dimensions look great, I am overall really pleased with the final outcome.



I really enjoyed making this model because there were so many details to add such as the garage, slanted roof and chimney. Its very interesting to look at and its extremely similar (almost identical) to my digital Sketch Up model.



Wooden model



Wooden model