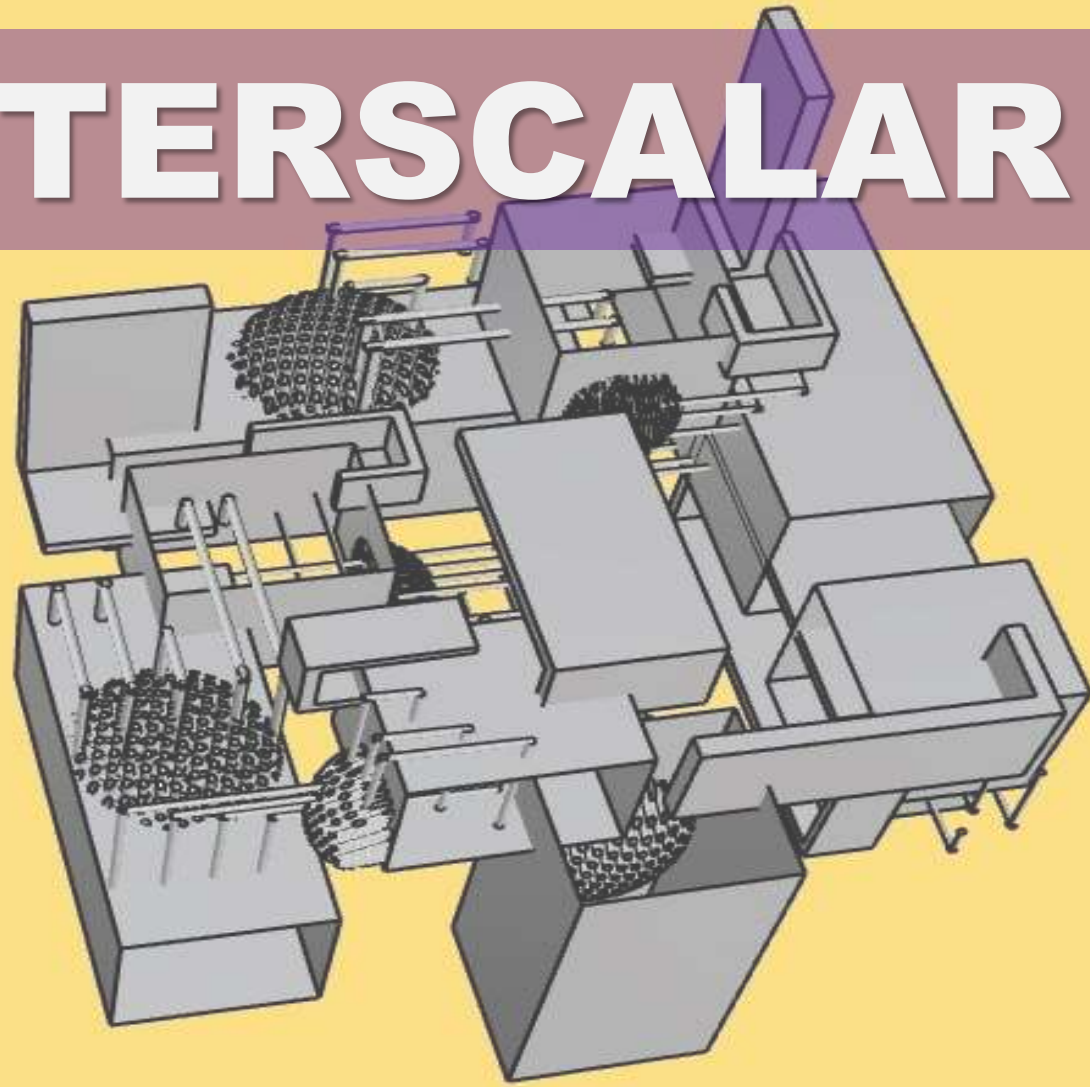


INTERSCALAR



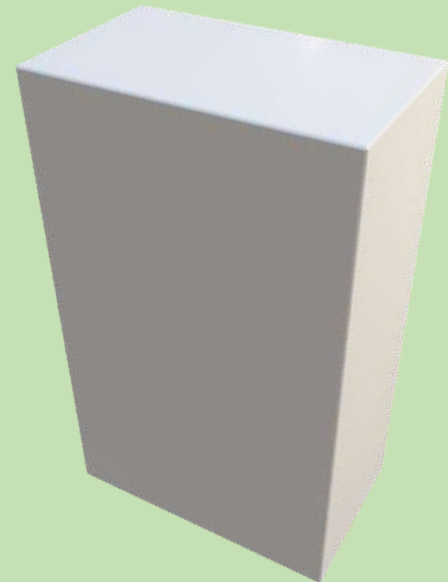
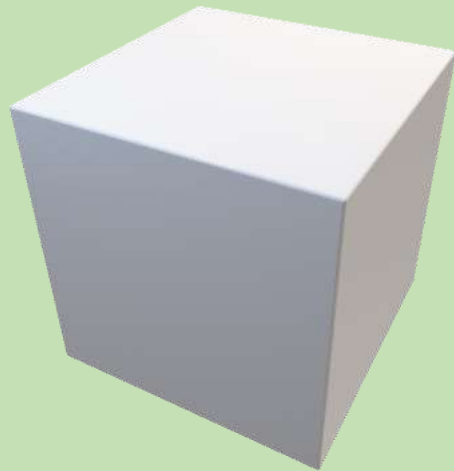
RELATIONS OF VOIDS

ARCH101

BURAK IŞILAK

Elements

- I decided to make my proposal with sphere, rectangular prism and cube.
- Since the sphere has no edges and the others have, I want to benefit from this contrast to create more potential void relations.

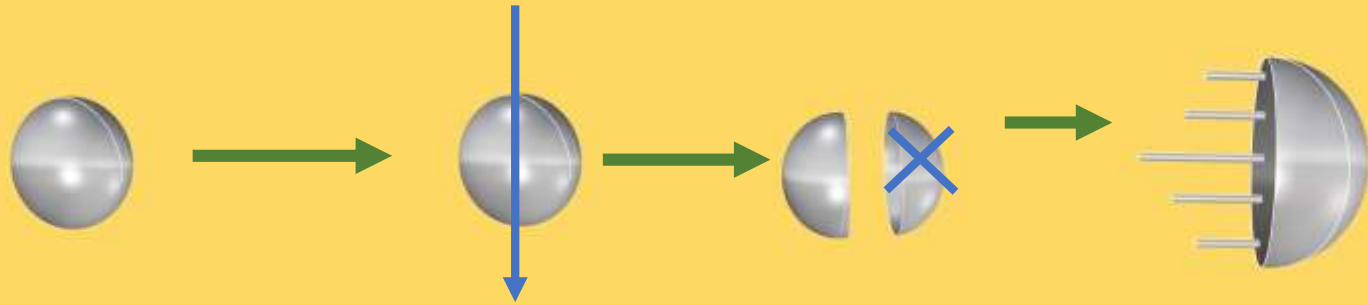


Operation steps for sphere

- At first, when I saw the word “decomposition”, I tried to find different ways to decompose my elements.
- While I was decomposing my spheres, I was not brave too much. That’s why I just make decomposed and want to define the half of it by the help of the linear elements.
- And then, I’ve multiplied number of linear elements. But again, it doesn’t work so much.
- Finally, I decided to create a sphere by linear elements as whole. By doing that, it creates void between other elements and in itself.

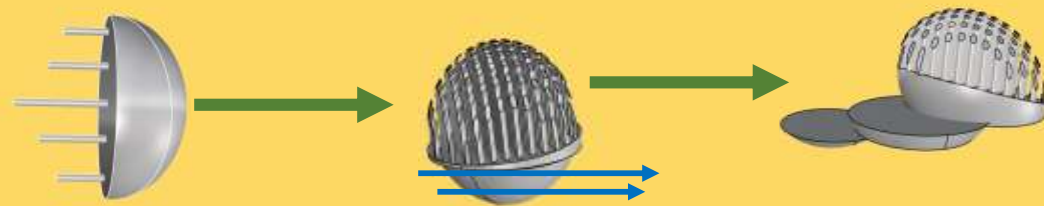
Step by step to the linear sphere

a-Initial idea



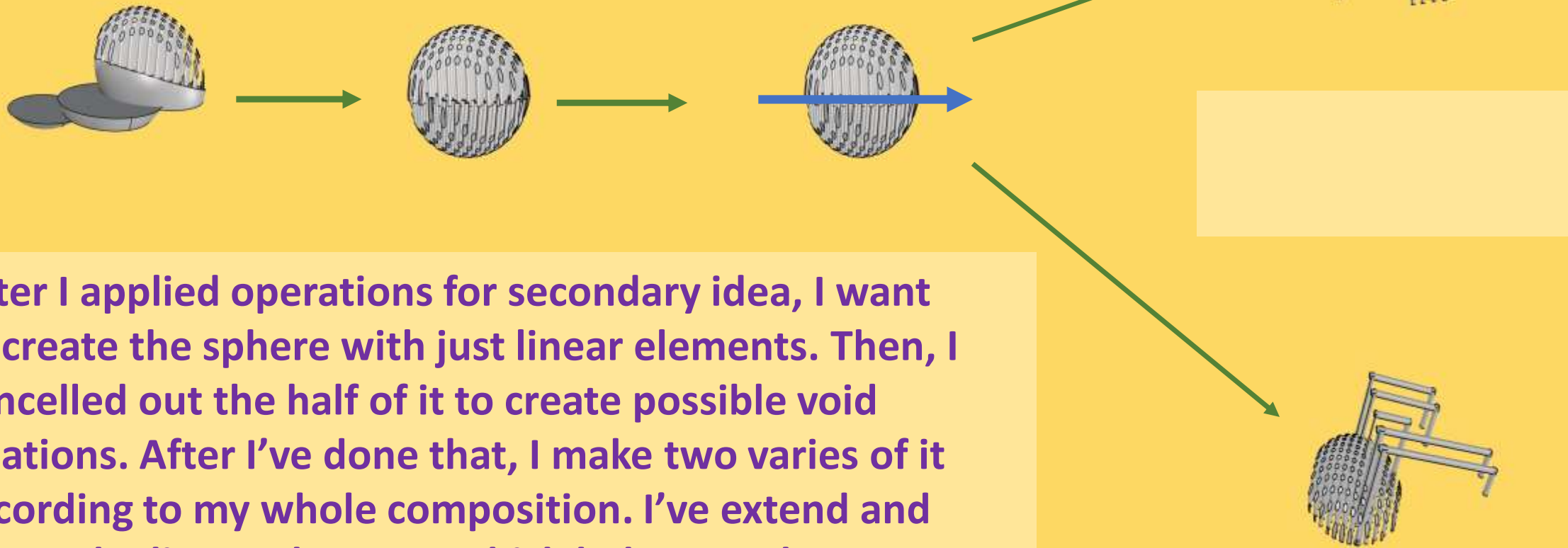
I divided into two and cancelled the half. Then, I arrange and extend the linear elements according to shape of the sphere. The sum gives the idea of mass and linear can be possible at the same shape.

b-Secondary idea



As I said it's not sufficient to define the half by 5 linear elements. I make it multiplied and it can be named "pixelation". Then, I want to make some operations the rest of it such as shifting.

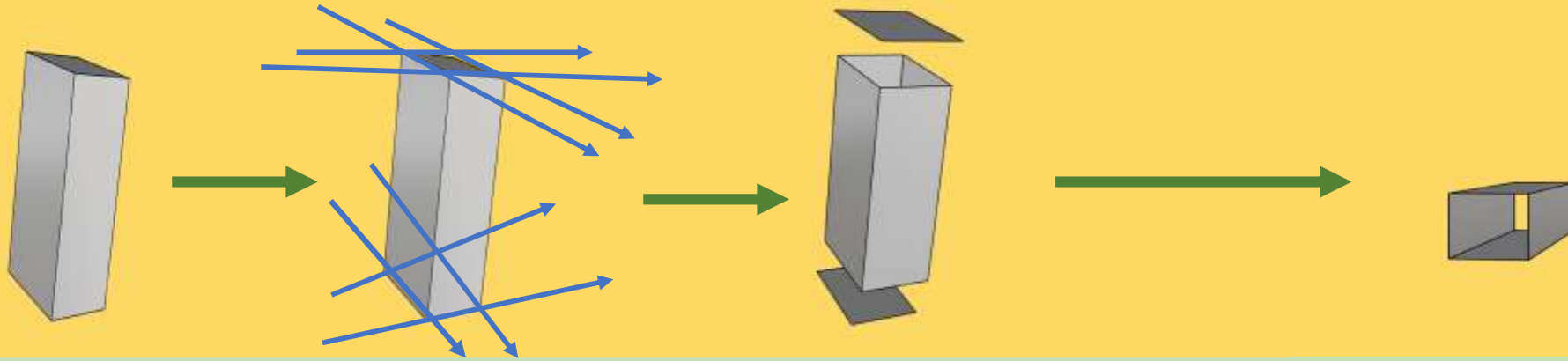
C-Final idea



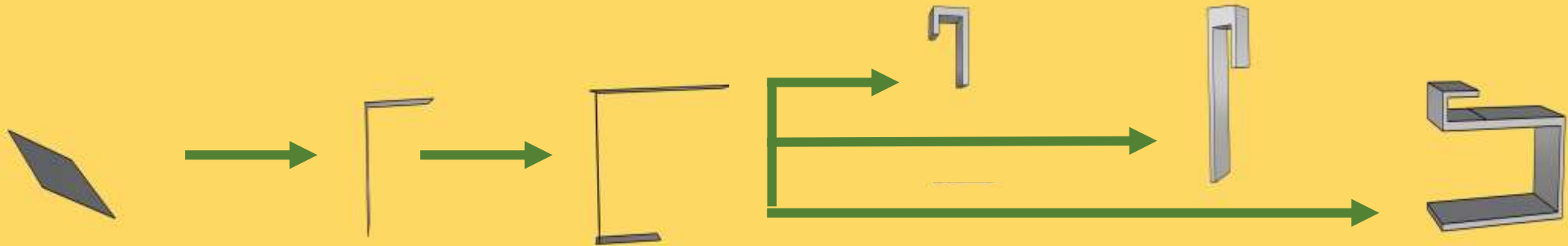
After I applied operations for secondary idea, I want to create the sphere with just linear elements. Then, I cancelled out the half of it to create possible void relations. After I've done that, I make two varies of it according to my whole composition. I've extend and rotate the linear elements which belong to the sphere.

Step by step to the decomposed rectangular prisms

1-



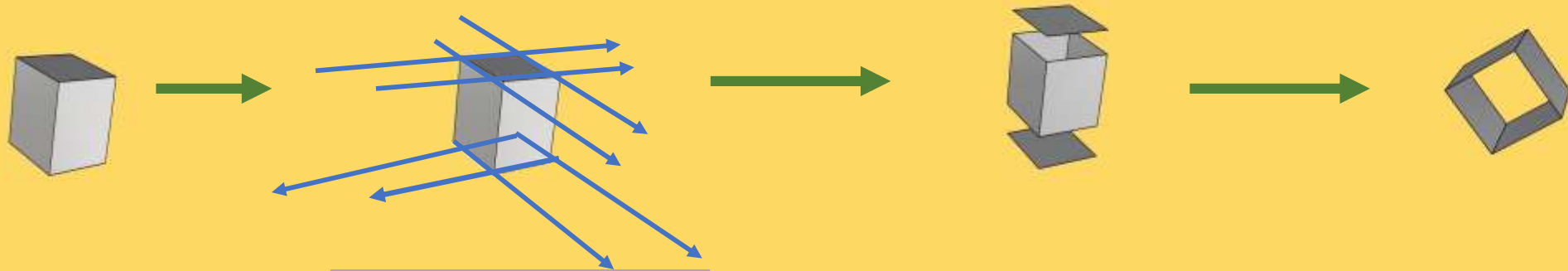
2-



Operations for rectangular prism

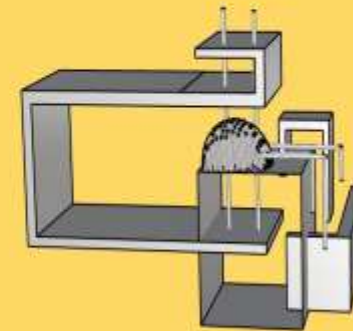
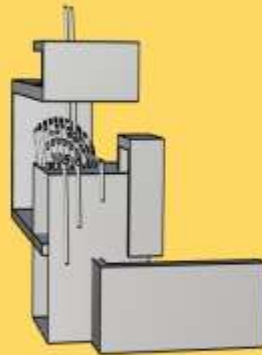
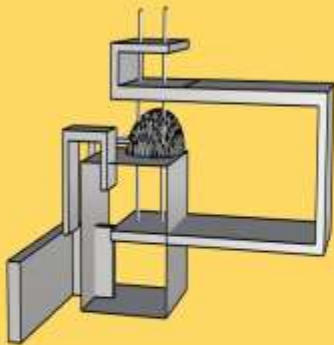
- For the first part, I extracted the opposing surfaces to create voids as well as refer to the enclosure.
- Next, I take the planar element. And then, I folded twice and gave thickness to work with the linear elements of sphere. Of course, it is not only providing that but also aligning other elements and closing whole composition invisibly.

Operation steps for cube



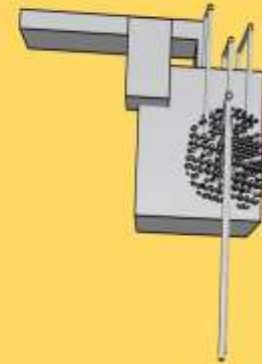
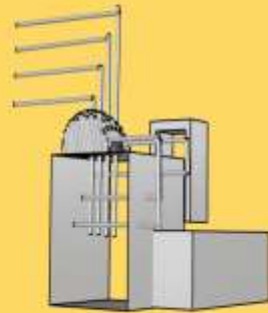
In this one, I left open two opposing surfaces to play role as a connector between other elements and groups. Then, I want to make it clearer for the examination of whole by extracting surfaces.

Group 1



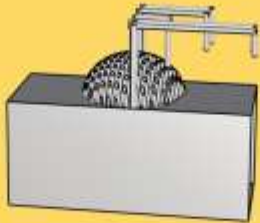
In this group, I aimed to define surfaces in different ways. For instance, the folded small elements is referring the same with the linear framed elements of sphere. Then, I want to use big folded S shaped elements as a connector.

Group 2



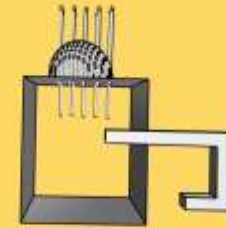
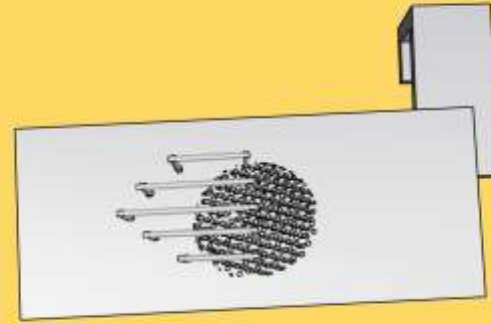
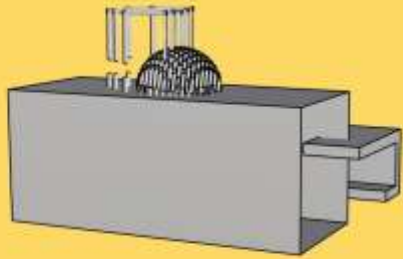
- **This group is variation of Group 1 in terms of roles of the elements. Creating a grid and save the voids in between elements are the main targets of them.**

Group 3



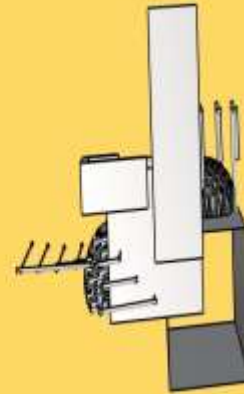
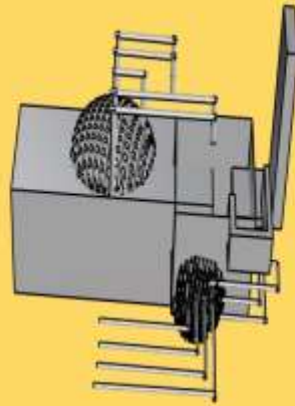
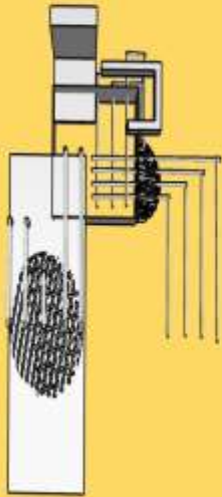
For this one, I tried to pay attention to the alignment between two longer linear elements and void of the cube which intersects at the mid of short side. Additionally, the two linear elements at the back were aligned where the upcoming cube's intersection end. Also, I make it frame with these linear elements by itself.

Group 4

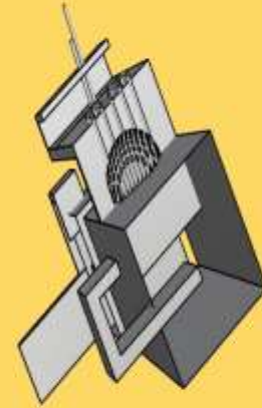
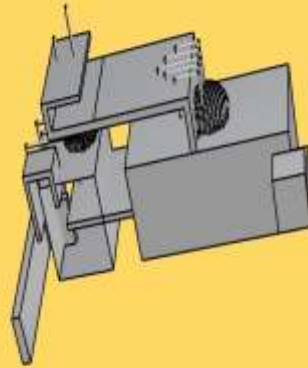
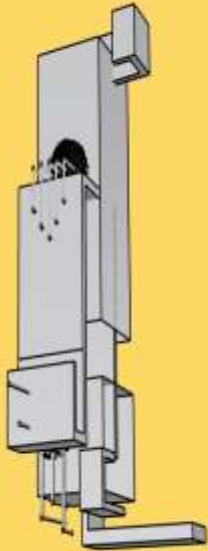


- **This one is variation of group 3 in terms of usage of the linear elements. In this one, rising linear elements define the half of sphere by aligning. Also, it is related to the upcoming part which intersects with big folded S shaped element of Group 1 in terms of the proximity between folded one and linear one.**

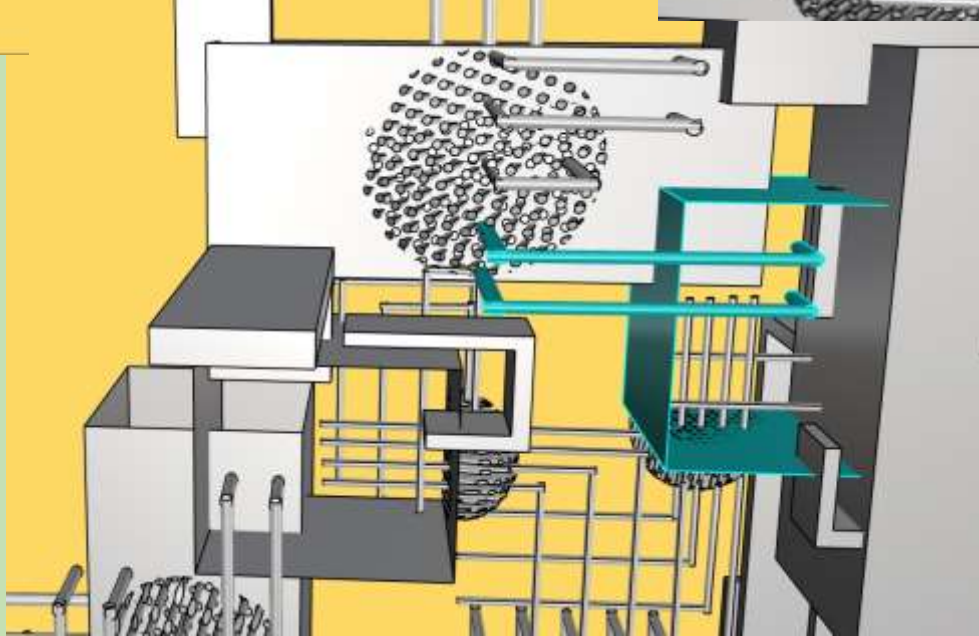
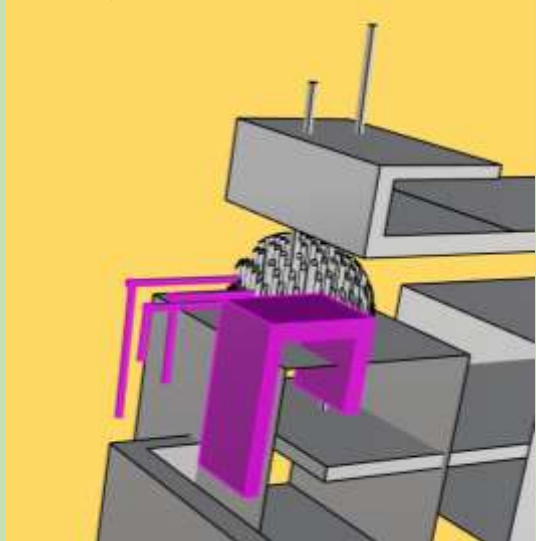
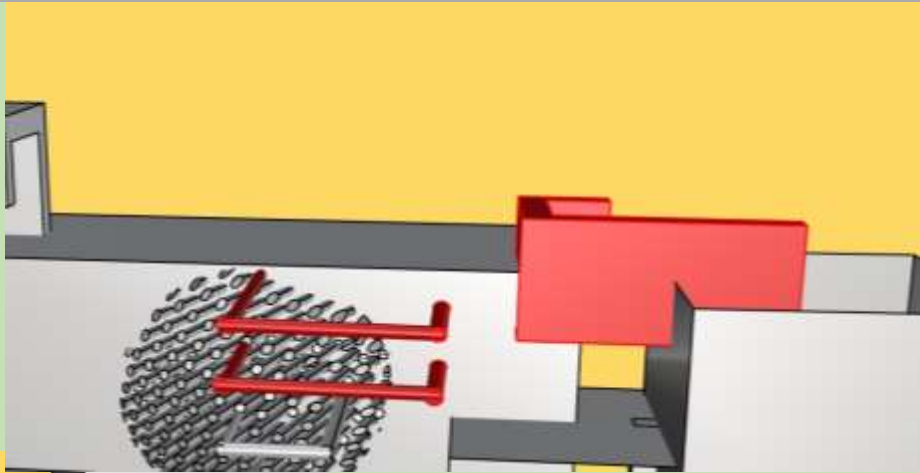
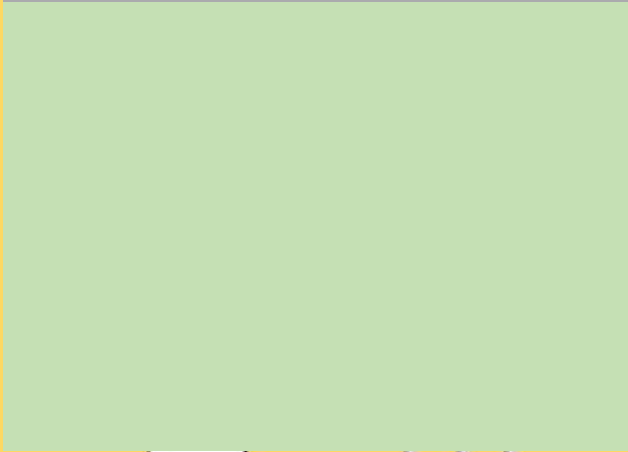
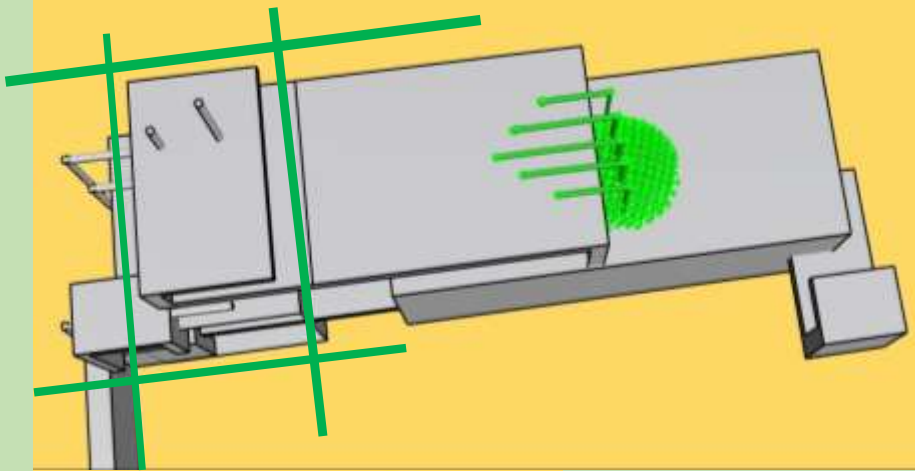
Unit 1



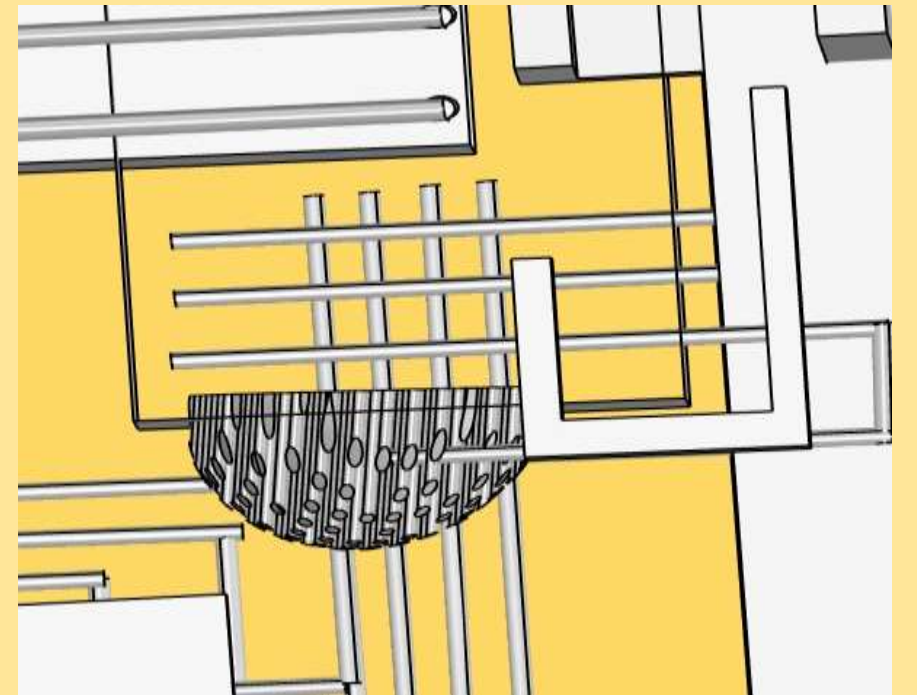
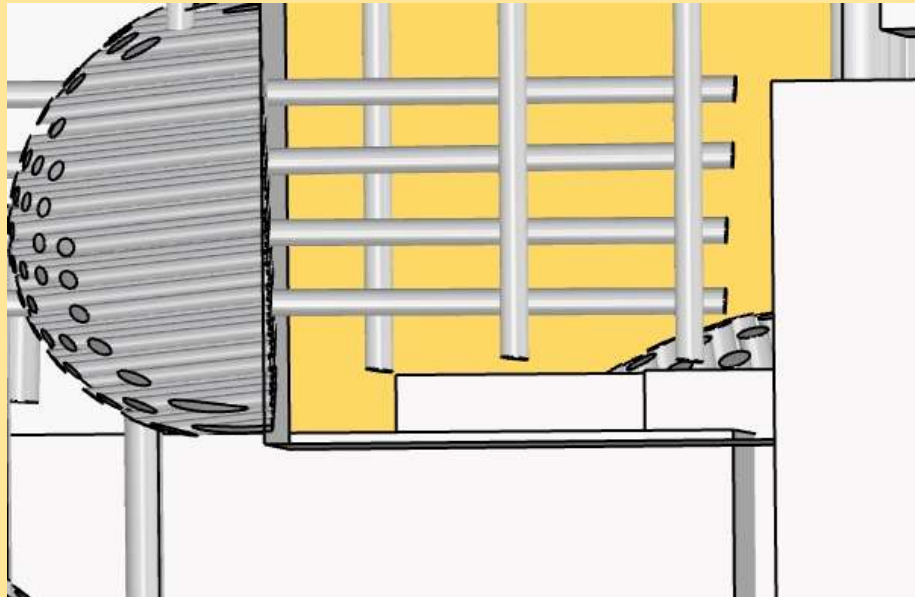
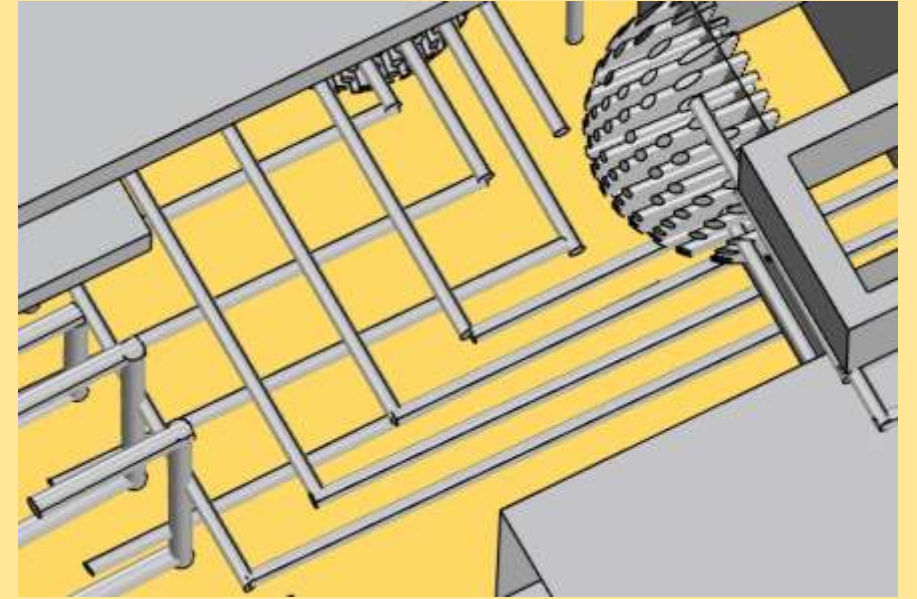
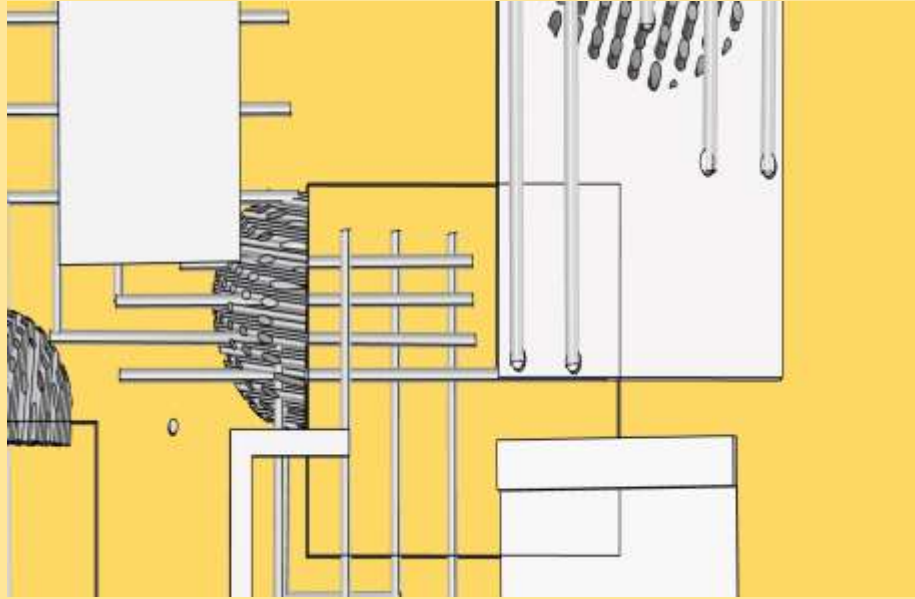
Unit 2



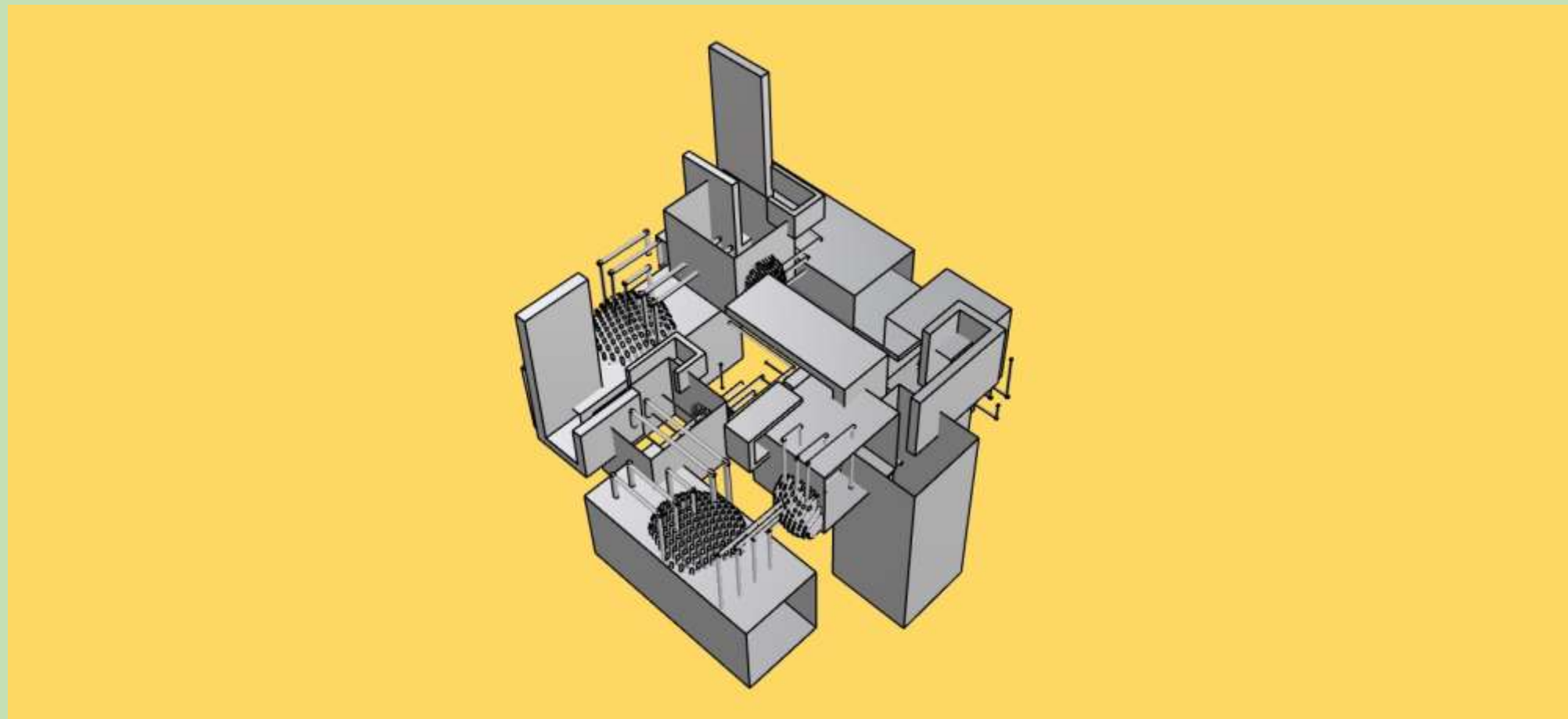
Mutuality



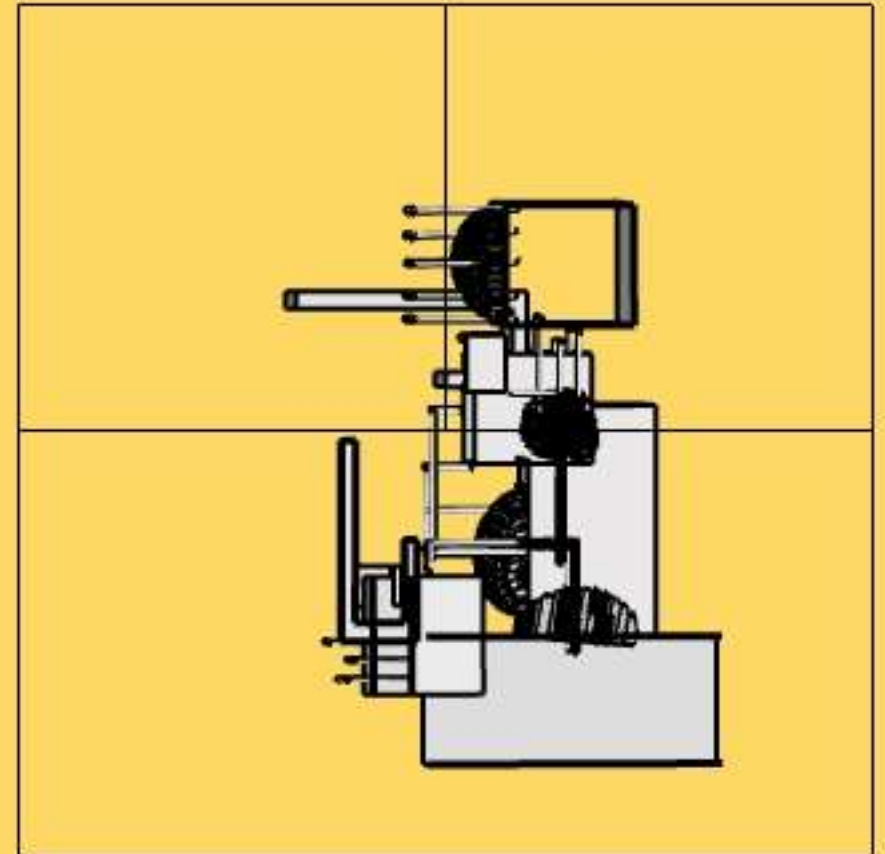
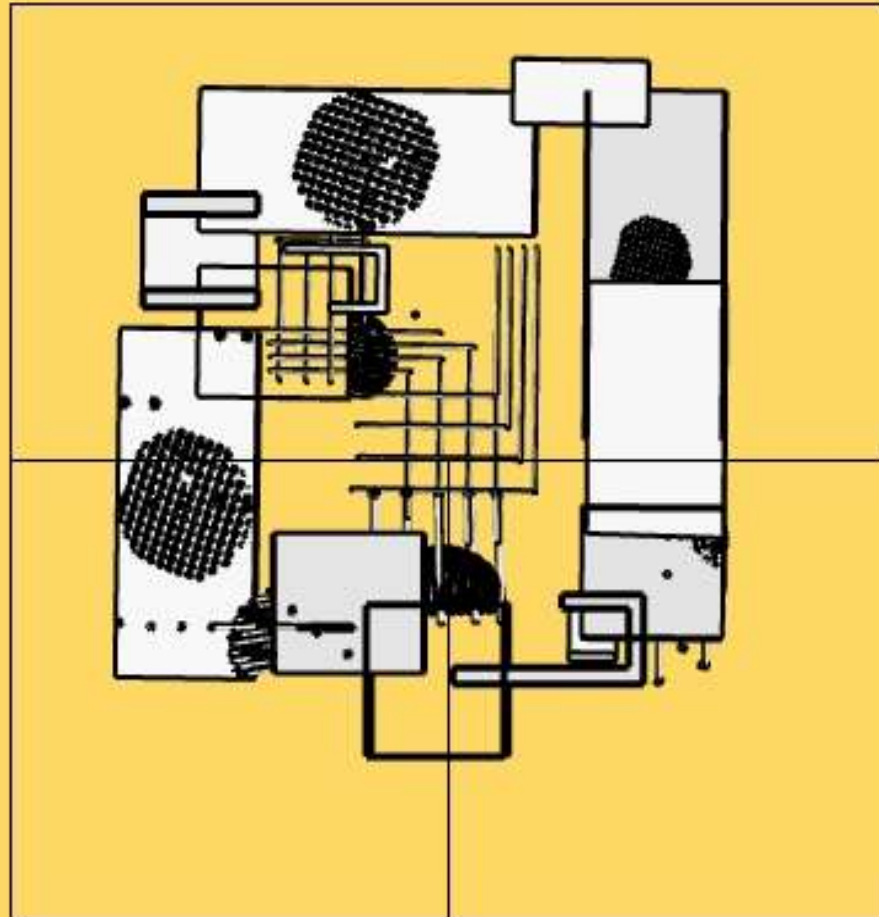
Grid



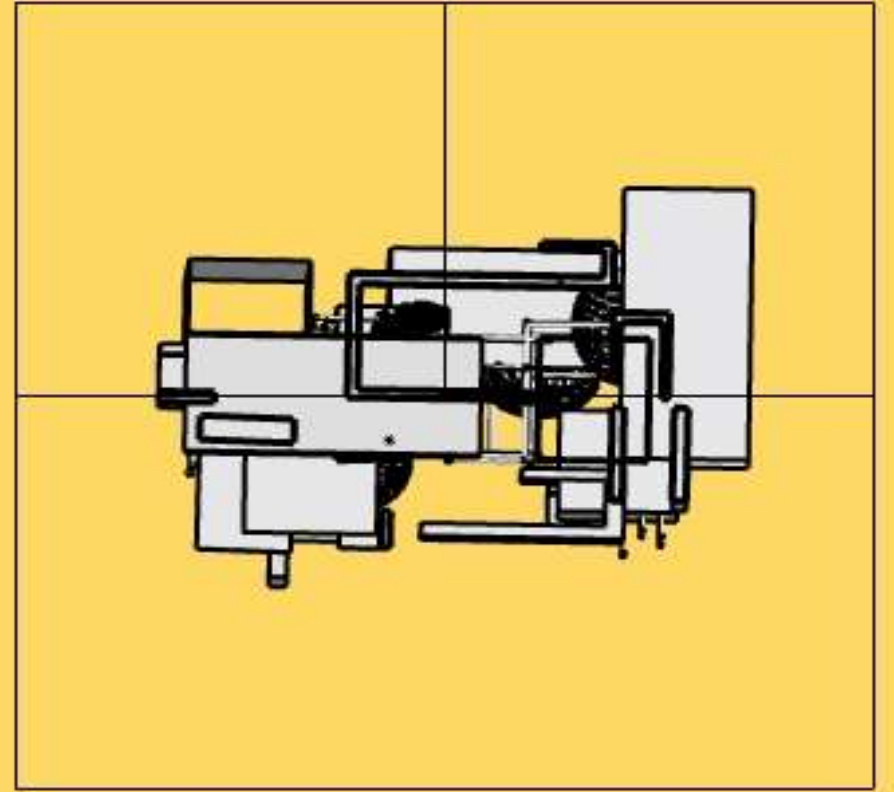
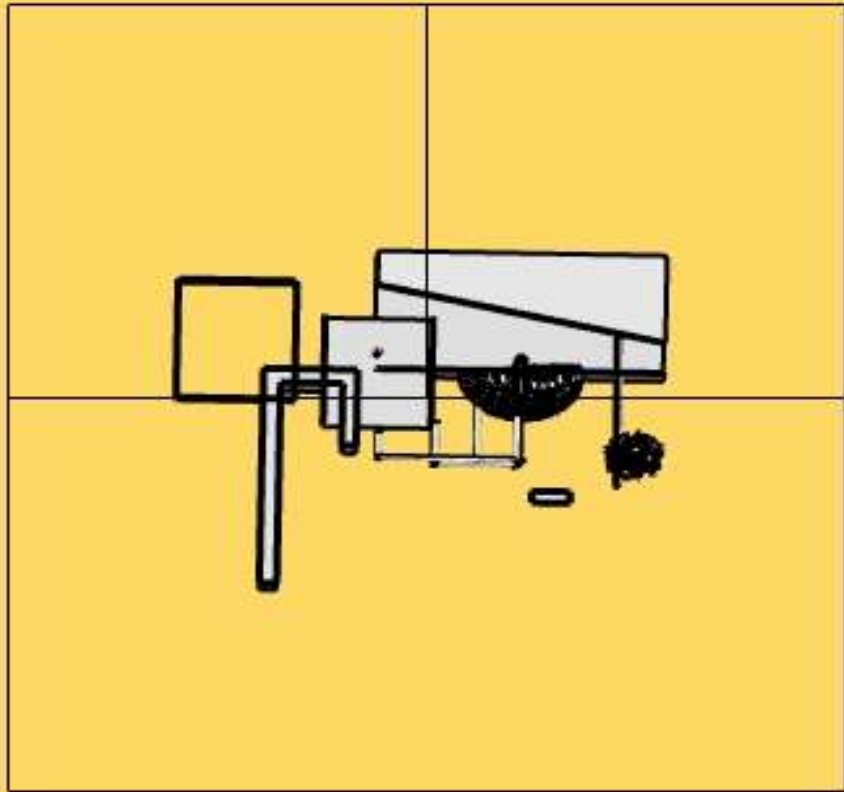
Whole proposal



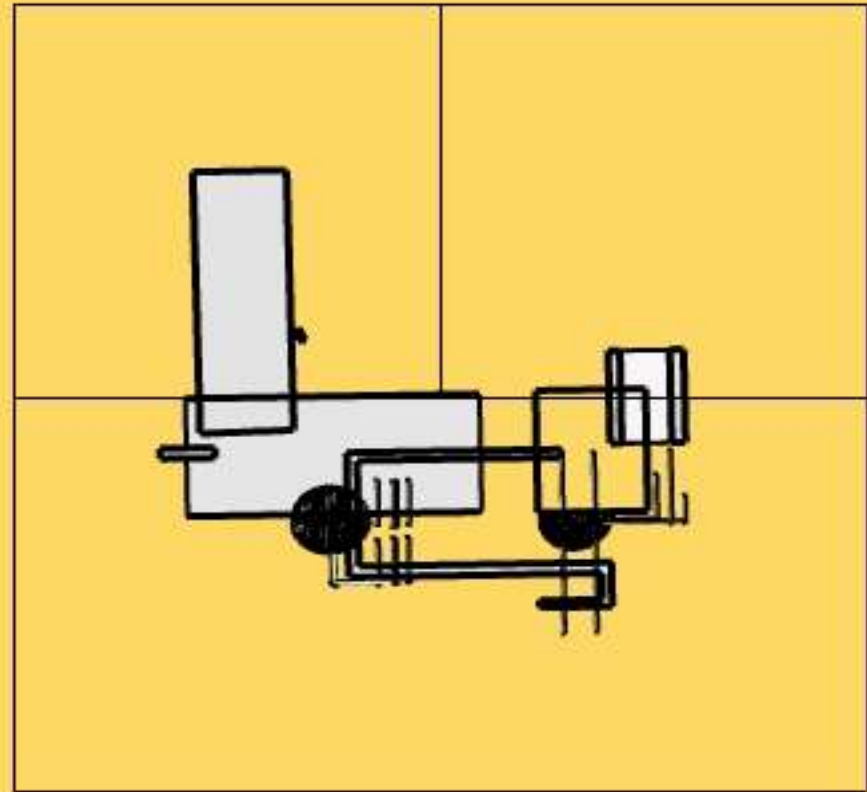
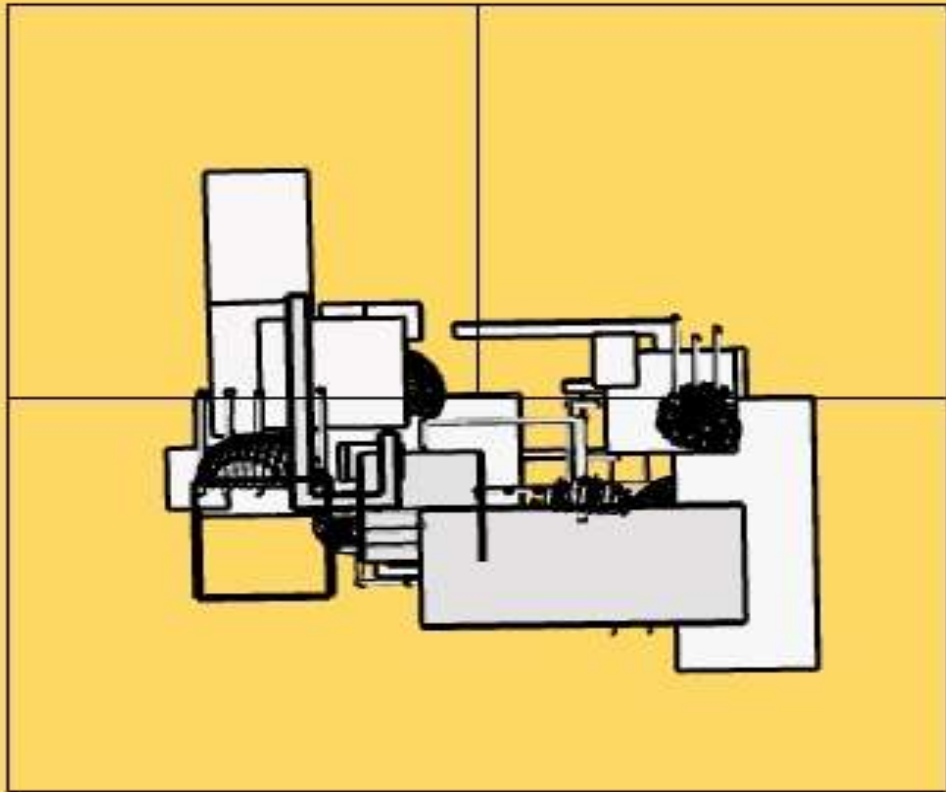
Cross sections



Cross sections

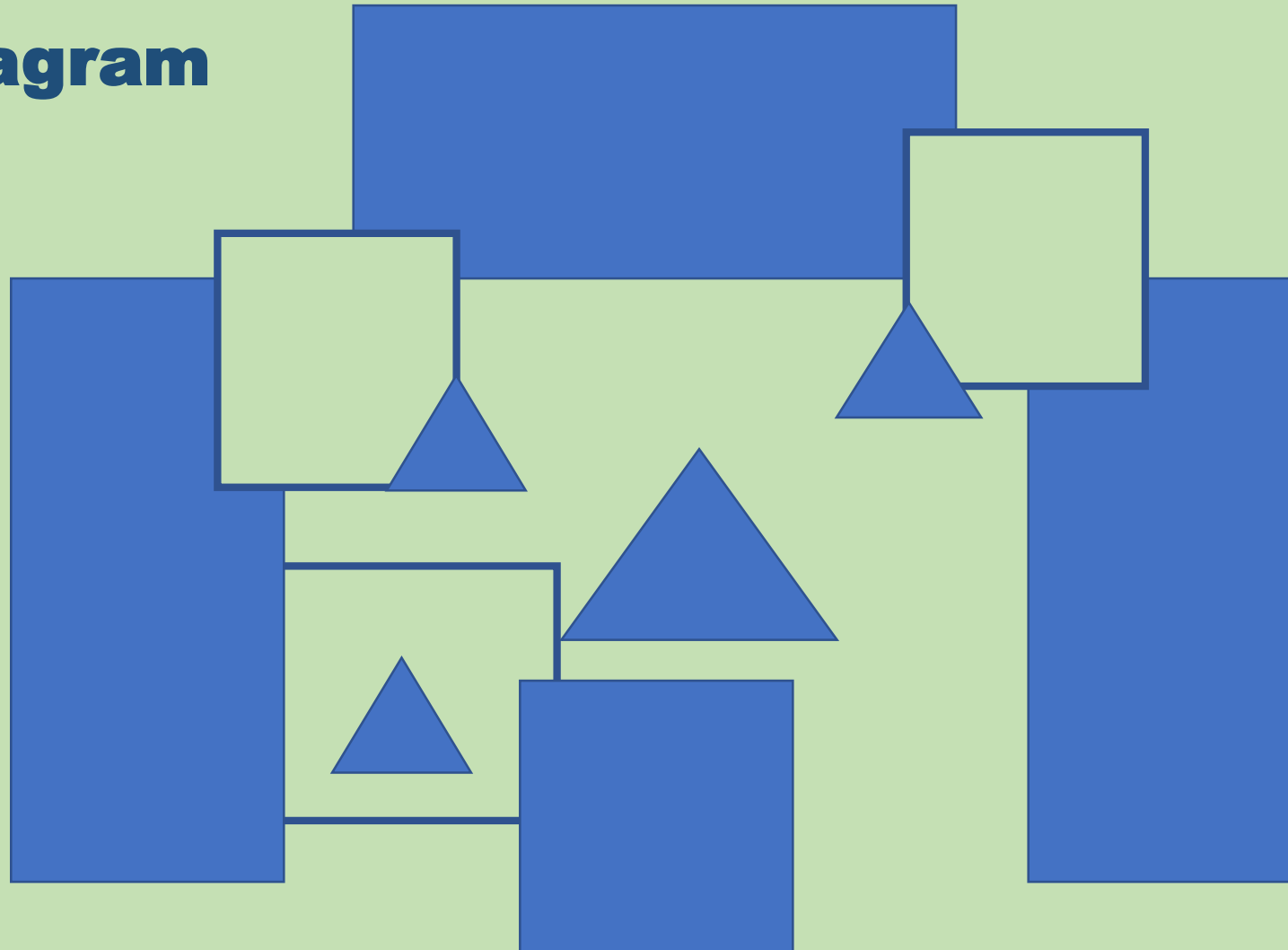






Cross sections



Diagram

- **Void diagram**



-  : Grid void
-  :Void of cube
-  : Void of prism (horizontal)
-  : Void of prism (vertical)

Diagram

- **Main diagram**

 : **unit 1 (horizontal)**

 : **unit 2**

 : **unit 1 (vertical)**

