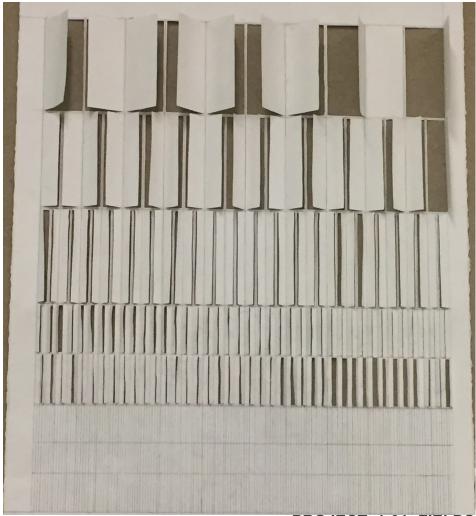


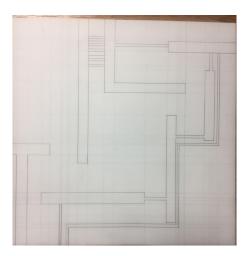
PROJECT 01-02: Geometric Construction of a Roman Temple.

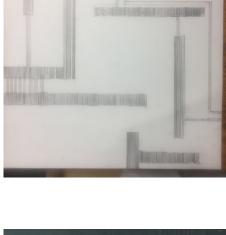
I took a floor plan of a roman temple and traced it using several different geometric construction in order to show the way that people frequented it. I mostly used circles in my constructions because the temple itself is circular. I used triangles, squares, hexagons, and octagons to depict the temple, and the way that i believed people would enjoy it. In the front of the temple, i used the flower of the elements and the flower fo creativity as symbolism for the fact that it took the elements to create the temple, but it would not have been possible without the creativity of the people who designed it.

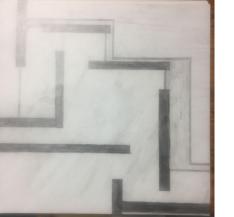


PROJECT 1-01: FIELDS

This is my first Studio project. The goal of the project was to understand what a field is a s well as understanding the steps that it took to make complete a project. We spent a lot of time coming up with different concepts and then deciding on the best idea that also fit within the guidelines behind a field.

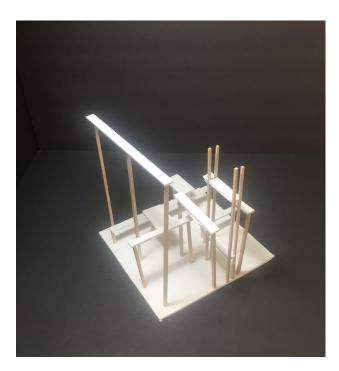






PROJECT 1-04.1: ELEMENTS STUDY

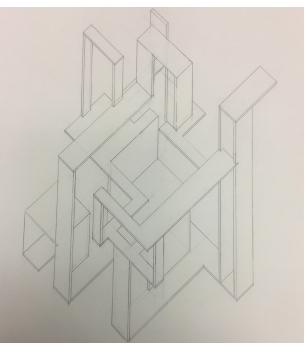
The first part of the project was to take an 8x8 section from one of a large variety of pictures and trace it using three different methods, as shown above. Then I made a low relief sculpture out of chip board in order to show depth from a two-dimensional drawing. I chose to make mine look like a mosaic, as i gave each linetype a different value and broke it up into quadrants, giving each quadrant a different value in order to give it the chosen aesthetic.

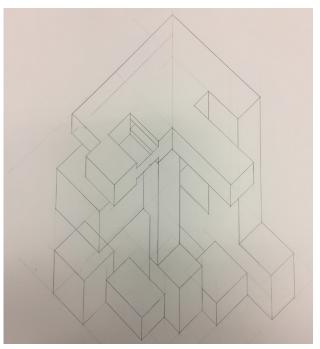


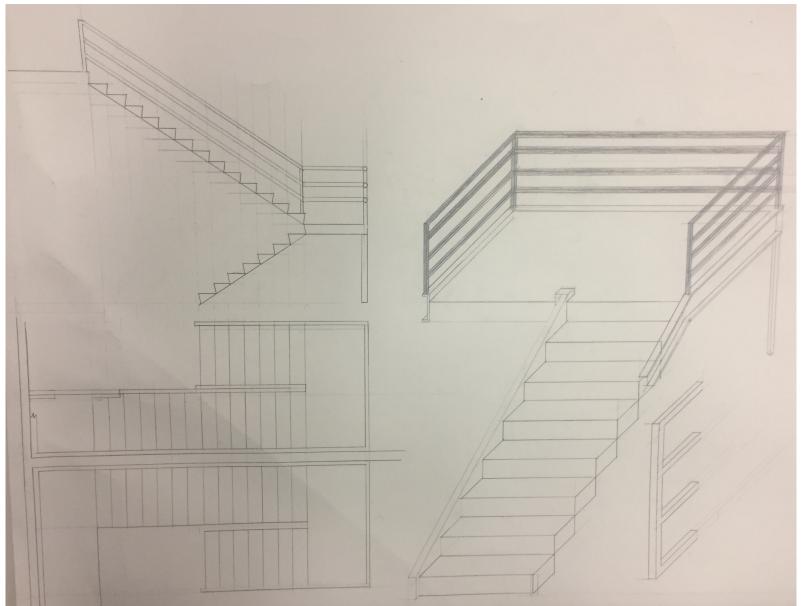
PROJECT 1-04.2: ELEMENTS STUDY 2 The last part of the project was to discover spaces and the three main ways that a space could be made. In order form left to right, are horizontal planes, both horizontal and vertical planes, and volume. For the first part, i chose to show only the main parts of the original drawing, and i raised them based on the original formula that i devised. For the second one, i chose to take the negative space, and again I raised and lowered the pieces based off of my formula. For the last section of the project, i again used the original idea for the project, but instead of using planes, i used blocks to make a space.





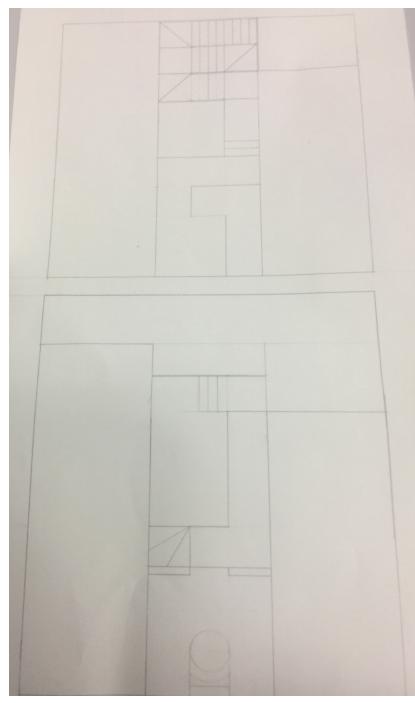


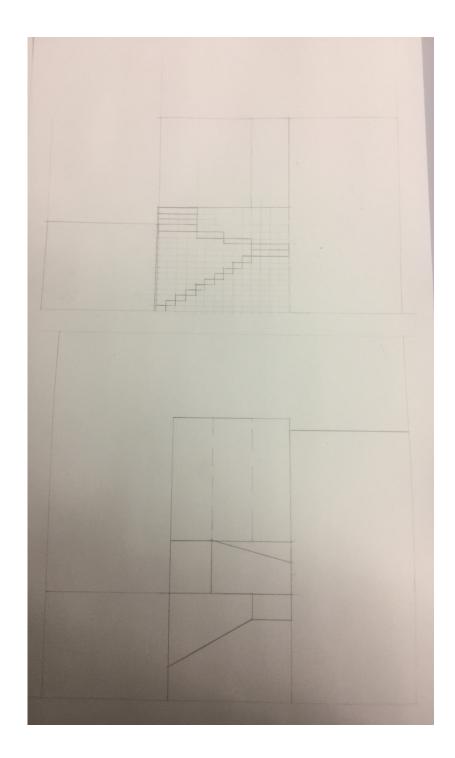




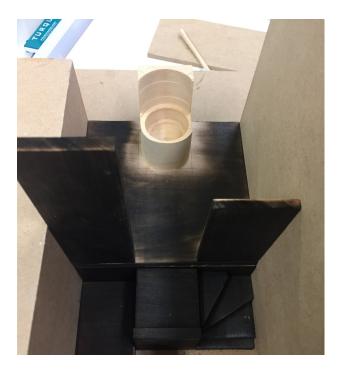
PROJECT 01-05: Stairs

For this project, we studied the machanics and iseas of stairs, as well as prececents. To do this, I chose a staircase on campus to study, and drafted it in multiple details. The staircase I chose is the one in the Metals and Materials Lab, which was designed by Mies Van der Rohe.





Kyle McCoy

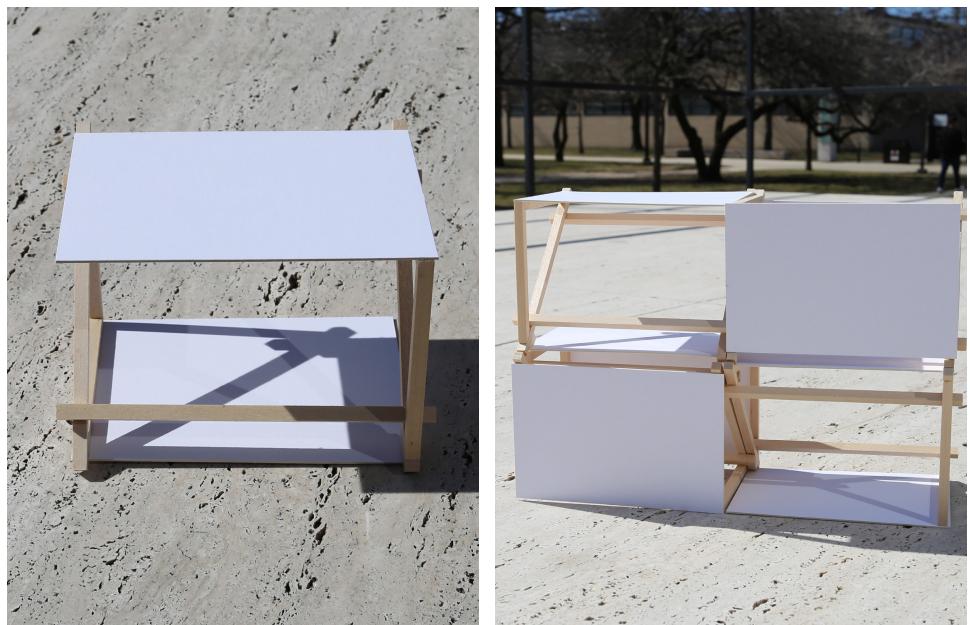


PROJECT 01-06: Stair Space For the final project, i desgned my own space with stairs using a volumes, horizontal and vertical planes. I based the concept of my design off of the four legendary elements, Earth, Water, Wind and Fire. In order to show the elements correctly, i decided to make sure that all of the elements interacted with each other at least once in the space. I charred wood in order to create a fire aspect, I used regular bass wood to mimick earth, i used plexiglass to make a skywalk in order to mimick wind, and a fountain as water. In addition, i used planes to create different spaces and moods within the space.



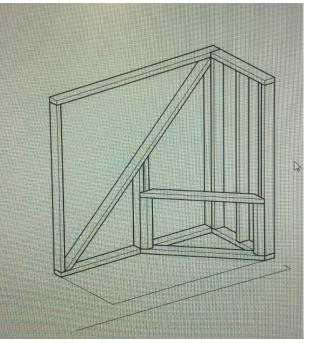






PROJECT 02-01: Charrette

In order to understand aggregation and spaces better, I worked with two classmates to come up with a design thatcould stand by itself or be aggregated. We chose this design, as it was both simple and it could be aggregated in many different and interesting ways.



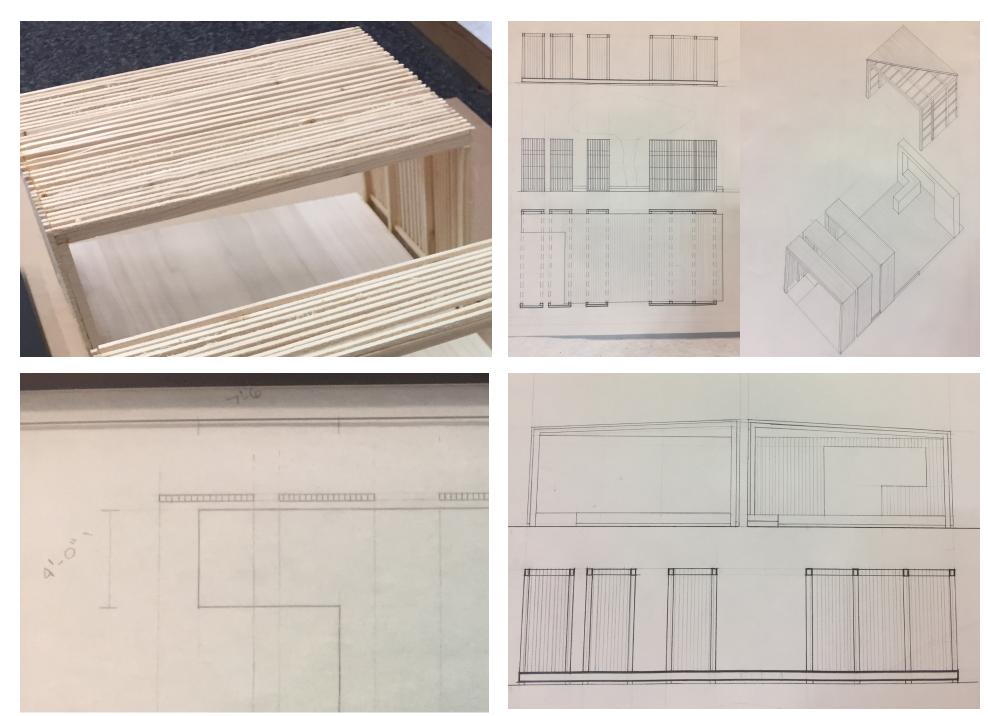
PROJECT 02-03: Crowne Aggregation Project

For this project, I made multiple concept drawings and models in order to find the best idea. After the studio had agreed on a final idea, 16 fll scale models were built and put the Upper Core of Crowne Hall. The first two pictures are a concept drawing and a study model of the jointery that would be used to create the final full scale model. The third picture is of the first scale study model that was chosen by the studio. The last two pictures are of the final model and the aggregation chosen by the studio.









Kyle McCoy









ASSORTED PICTURES AND DRAWINGS FROM 2017



