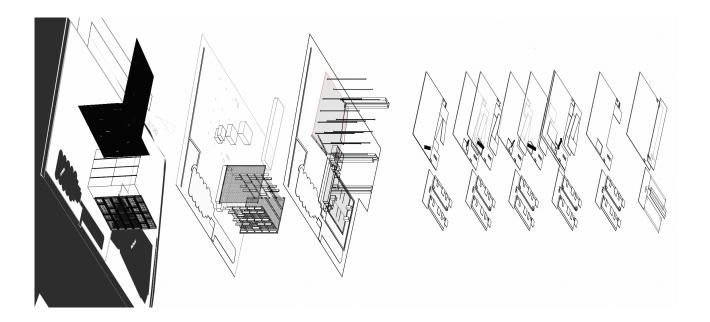
project mapping in architecture

Introduction

In this paper I start my discussion on left over sketches , drawings and illustrations in which each drives a consistent notion in subject matter . I collected four essays in total with subjects as such ; Gaming , Object oriented transit , object oriented land -lot , and project mapping. Each article would expand the subject around feasibly of essence in theories , design practice , and form of imagination. In other words these Illustrations drive a critical thinking in architecture semantic and form finding.

In this paper we define the design drawing methods first . The definition of an **isometric drawing** is a drawing of a three-dimensional shape on a twodimensional surface along a vertical line with at least two identified points. All the horizontal lines of the image are created from the predetermined vertical line at 30-degree angles. The mathematic behind this is the rotation matrices . In linear algebra a **rotation matrix** is a transformation matrix that is used to perform a rotation in euclidean space .

The figure 1. Is the digital rendering initiated at the design development stages for a project with the title of silo park in waterfront Toronto . This type



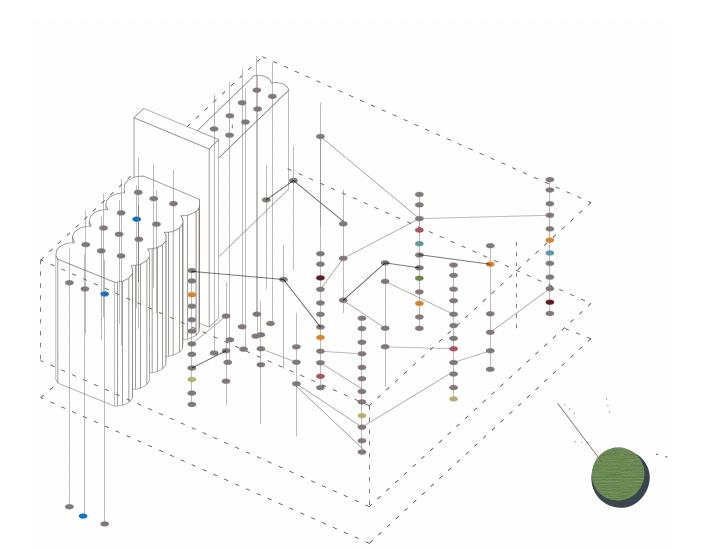
of design methodology hold the design development process and its been developed according to isometric drawing method .

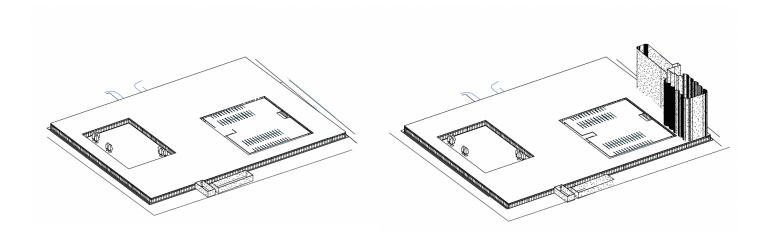
The constructive and deconstructive semantic in architecture language draws by this type of method . This drawing and illustration usually is one of the project requirement. The necessity to resolve the program is defined and illustrate by this type of drawing.

The essay argument two subjective essence in architectural critical thinking . Place making and Place holding in the process of mapping the project .

Project mapping or in the better words in this case isometric views comes as a tool in developing the concept showing the programs and function in spatial planning .

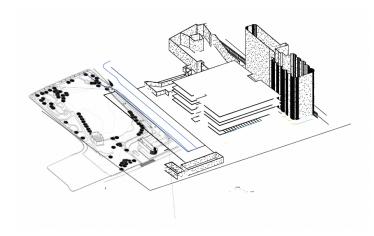
The second isometric drawing which hold the same semantic in architectural language is figure 2.

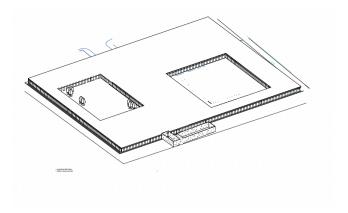




In this diagram the attributes and program functions with the its relation pattern shows place holding and place making in the project concept .

the project takes the steps forward proposing the four isomeric views at the early stages of design each demonstrate the juxtaposition of the two simple form with different surfaces. The final design steps was to create a delicate touch at the grade level of two elevated form. What has been proposed is the public park respecting the footprint of the heritage building on site. The form comes as the viewing platform with different play of the materiality in terms of pattern.





The figure 3. Represent the isometric view on silo park program . The drawing is helping the design development in the way that becomes more manageable in processing the construction documents .

