

Project #3: Architecture

The art of Architecture evolved out of the dynamics of needs (shelter, security, worship, etc.), means (available building materials and attendant skills) and the desire for creative expression.

"Architecture begins where engineering ends."

Walter Gropius



"Architecture aims at Eternity."

Christopher Wren

"Architecture has recorded the great ideas of the human race. Not only every religious symbol, but every human thought has its page in that vast book."

Victor Hugo



"Architecture in general is frozen music."

Friedrich von Schelling

"Architecture starts when you carefully put two bricks together. There it begins. "

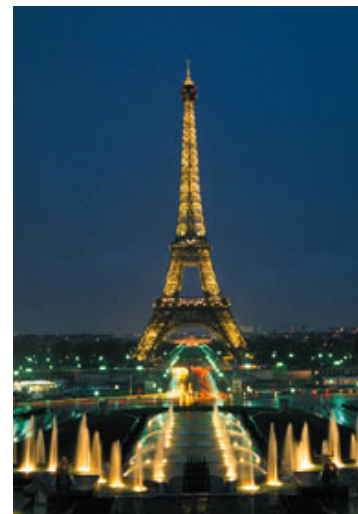
Ludwig Mies van der Rohe

"In my experience, if you have to keep the lavatory door shut by extending your leg, it's modern architecture."

Nancy Banks-Smith

"We shape our buildings; thereafter they shape us."

Winston Churchill



"Architecture is the triumph of human imagination over materials, methods, and men, to put man into possession of his own Earth. It is at least the geometric pattern of things, of life, of the human and social world. It is at best that magic framework of reality that we sometimes touch upon when we use the word order."
Frank Lloyd Wright



Project Objectives:

The object of this project is to model and texture a building or monument and to render a video of a camera fly-around the structure. The structure can be of your own design or patterned after an existing design.

The focus for this project is on detail; showing the viewer the detail of the structure's form, color and texture.

Project Requirements:

- 1- Your architecture objects must have materials applied to them. Some of the materials must include textures (either image or procedural). You can download textures from the "Blender Materials Repository" link on our course site or download them from the web.
- 3- All of the objects in your model must be named (something other than the default mesh name). All of the Materials must be named and all of the Textures (if used) must be named.
- 4- The animation must be at least 250 frames long.

The rendered video should be in .MOV (QuickTime) or .MP4 video format.

The rendered video should be sized to 480 x 360 pixels (This is the Blender DVCPRO HD 720p preset **at 50%**).

The following are some examples of student Architecture projects:

