

Addi Tsirulnik

Mr. Speice

Independent Study and Mentorship

15 February 2019

Discussing the Final Product

Assessment 15 - Mentor Visit

**Mentor:** Morgan Crowder

**Profession:** Project Manager of Healthcare Department at HKS Architects

**Location:** 11625 Custer Rd #130, Frisco, TX 75035

**Date:** 4 February 2019

**Time:** 6:30 - 7:30

### **Assessment**

During this mentor visit, the main goal was to discuss ideas for the final product as well as talk about how to make it come to life. Some advice was also given regarding how to make the final product not only more professional looking, but also how to increase the difficulty and realism of the final product.

For majority of the time focus was made on deciding what the final product should be as well as what to incorporate in this. Due to already creating a project based on domestic architecture through the original work, it was advised that the final product should focus more on the civil aspect of architecture. From this came the idea to create a town square for the ever-growing Frisco, Texas. After deciding this, Mrs. Crowder informed me of the different elements and components that could be added in order to

increase the realism and difficulty of the final product. This included a floor plan, elevation plan, roof plan, and a 3D model. Due to this, it was decided that all four of these elements will be contributing to the finished final product. Some ideas for the types of buildings that should be included were thought up, such as restaurants and theaters. In order to get realistic dimensions of these buildings, average/standard sizes will need to be researched. Something that really helped was when we discussed how to make the exterior architecture more inviting and exciting. Mrs. Crowder came up with the idea that if all the buildings were facing each other then it would create a more welcoming and leisure based environment. However, before deciding what the exterior layout would be it was necessary to discuss the style of architecture that the buildings would be based off of. We went from traditional to modern and decided that a good mix of the two, which is called contemporary, would fit the style of the area and region, but it will also add a newer and more developed touch to an older city.

The biggest area of concern was how to create the 3D model. The materials that were suggested were foam board for the actual buildings, tacky glue, an exacto knife, black and white sharpies, and a metal ruler. In order to create this, a scale will need to be made that will depend on the desired size of the building. Although streets are not necessary, Mrs. Crowder said that adding another layer of the foam board for the streets would add more detail and realism to the model itself. Due to deciding to base the design off of a contemporary style, making the base board black while making the buildings white would give the model a minimalist look while also making the actual buildings stand out more. Contact information of the model creator at HKS Architects was also given to me in case I

wanted to ask some questions to someone that specializes in creating 3D models based off of architectural designs.

Overall, the highlight of this mentor visit was being able to create a base regarding what will be done during the course of creating the final product. Hopefully next week, Mrs. Crowder and I can begin to work on the floor plan.