Architecture & Art

THE FIRST TASTE OF ARCHITECTURE









September 2017 – March 2019

www.myarchischool.org



MY ARCHISCHOOL
Fully supported by CHAN CHEUNG MUN-CHUNG CHARITABLE FUND

& supported by Atelier C for Contemporary Architecture and Art (HK Limited)





To explore the conceptuality and practically, of what people can gain from day-to-day experiences, aestheitcs de ences, which they can apply into their des.

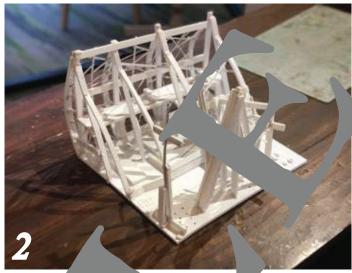
To explore their own inds and prese how they envision the word while discloping thier understanding directions and form, lighting science and form science and scien

With or with a bowledge, we all present differences be how we want our city to be. Our stude yArchischool, are exposed a various lessing teacheriques in both physical and digital design expans hose respective quality will make our function BRILLIAN ART













Leve Basic F per Modeling & Sketching Practice

Paper Models:

- 1) Designing a Chapel
- 2) Designing a Cabin
- 3) Design inspired from Bee Hives



In-Class Model Present on



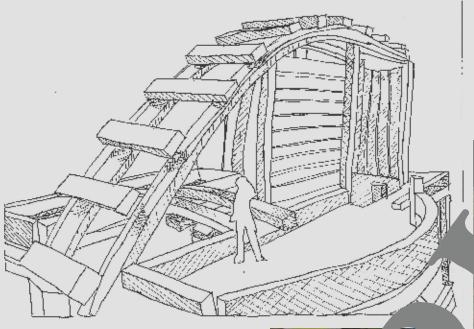
Level 1B: Producing Options





Architectural Program : Paper Model

Student Work
Level 1



Sketching Practice & Individual Paper Models with material variations & Lighting Design







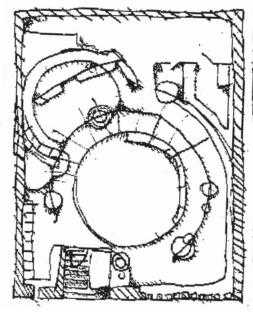
Detail design : Staircase



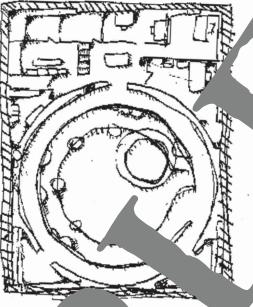
Paper Models:
1) Designing a Stadium
2) Designing a House with a Swimming Pool
3) Designing a Pavillion in a Garden
4) Designing an Aquarium

Architectural Program : Peper Model

Student Work
Level 2



Sketching Practice : Layout Plan & Annotation diagrams

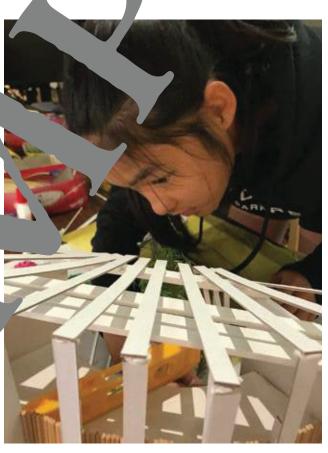


Architectural Moa with addition o landscape features









Paper Model with Texture & Material variation

- 1) Designing a Resort (Waterfront)
- 2) Designing a Cathedral
- 3) Designing a Co-Living Space



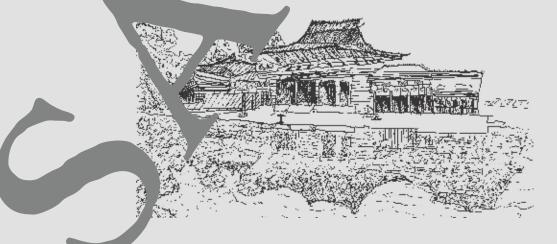
Paper Model wir Texture & Material varia

- 1) Chinese A reginst red Design (Tulou)
- 2) Designing a Resort in Top)
- 3) Designing a resort with sustainble design



Sketching practice: Case studies of respective project





Architecture Program : Paper Model

Student Work
Level 4



Level 1 Loading TEst Strength and Support Testing





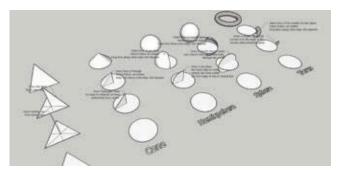
Basic Function Views, Pans, Rotation



Basic Function Move, Rotate, Scale



Basic Functi reating rush yll,



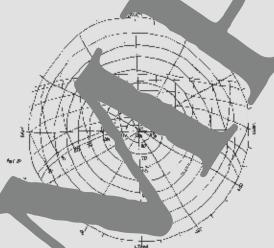
Basic Function Creating 3-Dimensional Shapes





Reading Materials: Suited for specific topics of the month







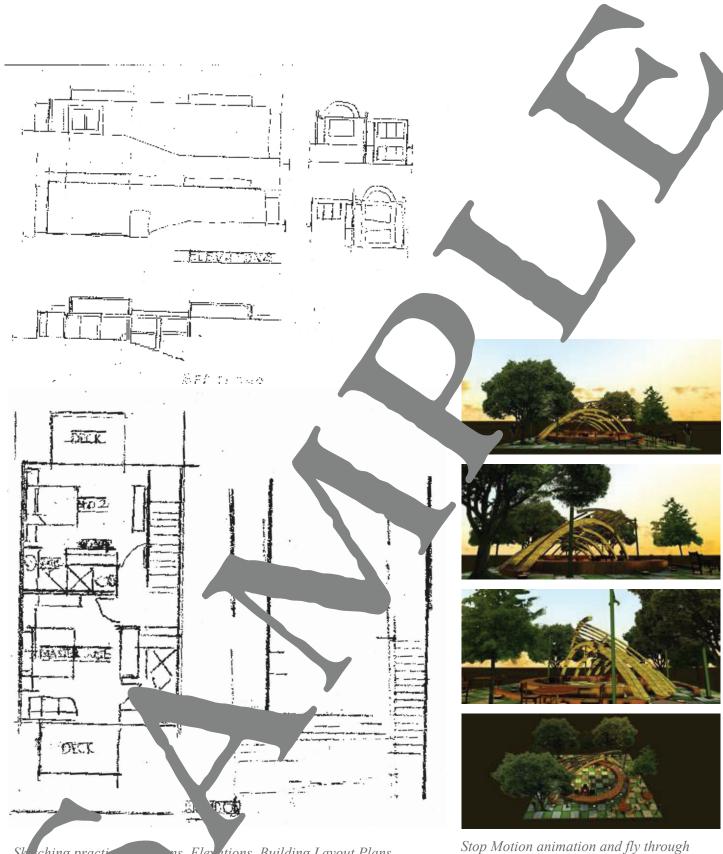
Site Measurement Exercise: MyArchiSchool Studio - Shop 101

Sun Path Study and Analysis





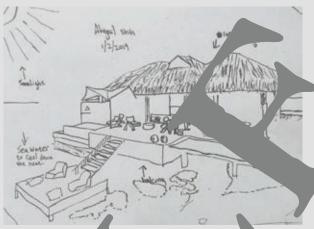
RGB Lighting Input using LightUp in SketchUp

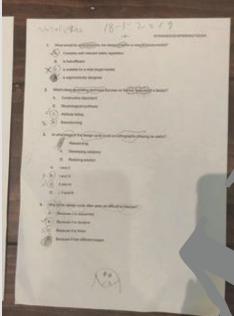


Sk ching practi vs, Elevations, Building Layout Plans

Stop Motion animation and fly through animation for BIM class









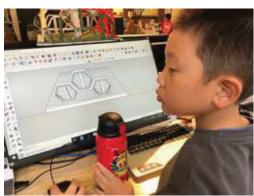


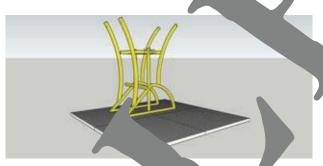


Case Stude and Past Paper Practice

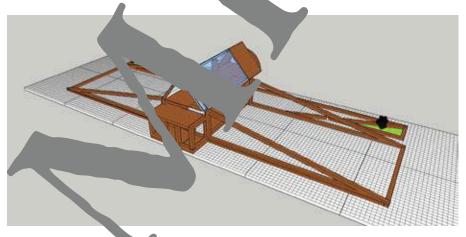
Understanding Sustainable energy design



















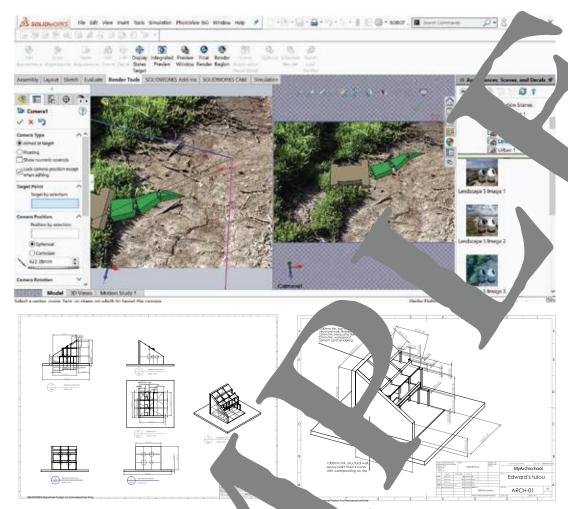




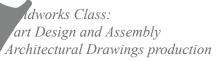




Designing with SketchUp

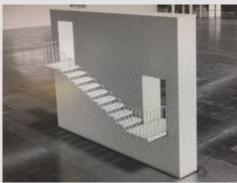












Detail Design : Staircase





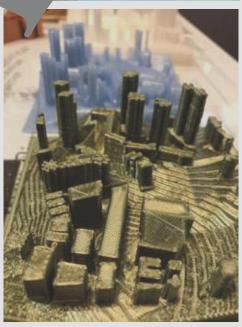




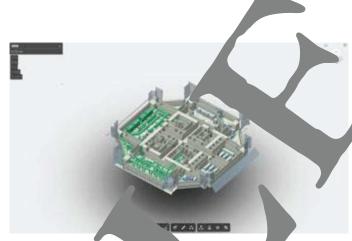




3D Digital Art. City model of Hong Kong Island A Kowloon



3D Digital City : City model of Lantau Island - reimagination of cityscape







Copyright of BIM model belongs to Mr. Wong Sh. of South China University of Technology















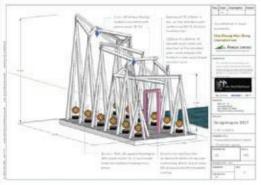




1) School Workshop 2) Public Workshop at ICC 3) Public workshop in DesignInspire 2018 at HKECC

SketchUp model of exhibition stand for DesignInspire 2017









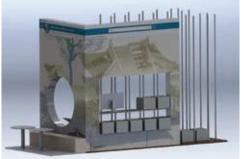












Solidworks model of exhibition stand for DesignInspire 2018







Hong Kong Children Dream Creation Foundation