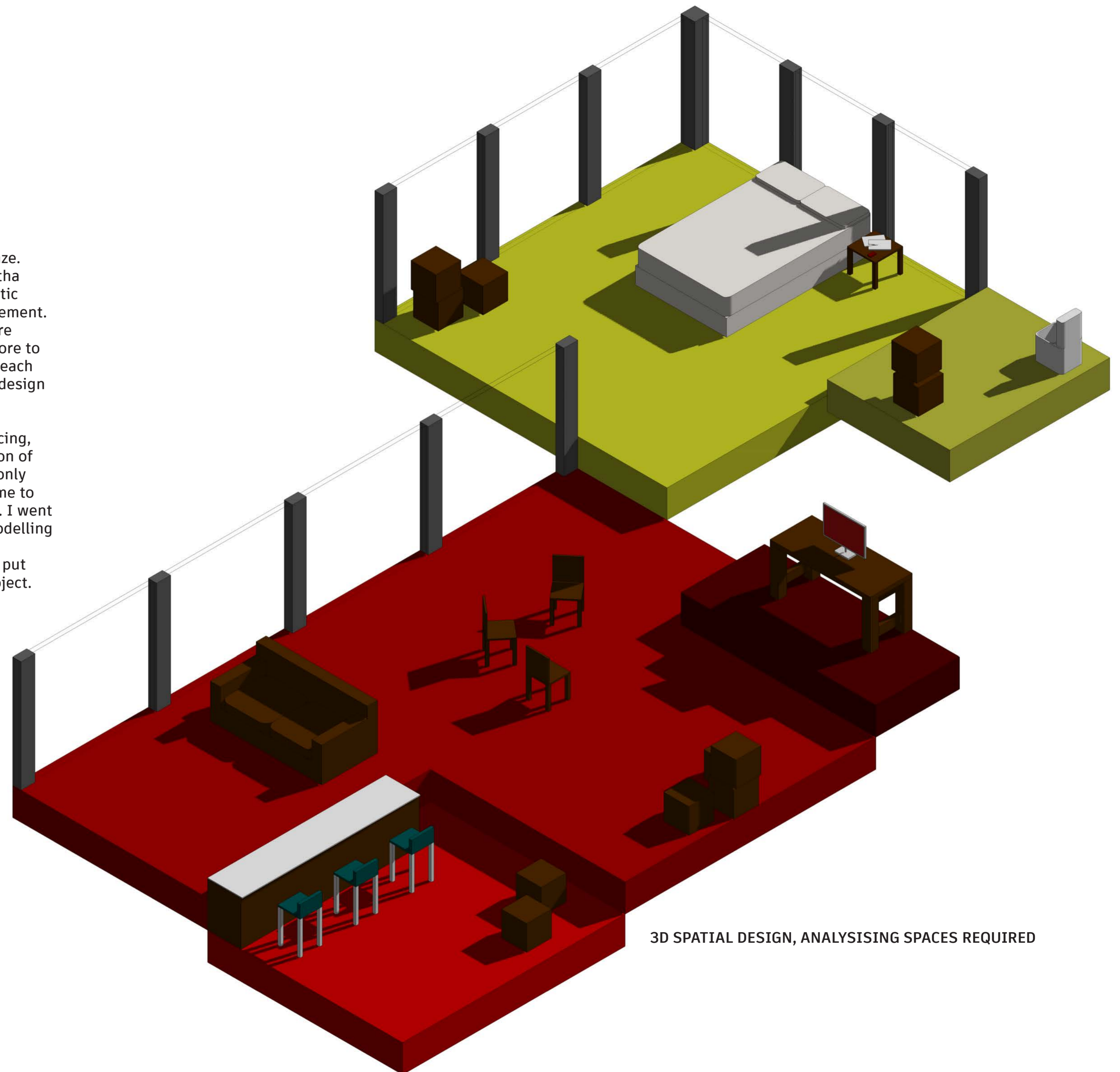


HOUSE FOR HER

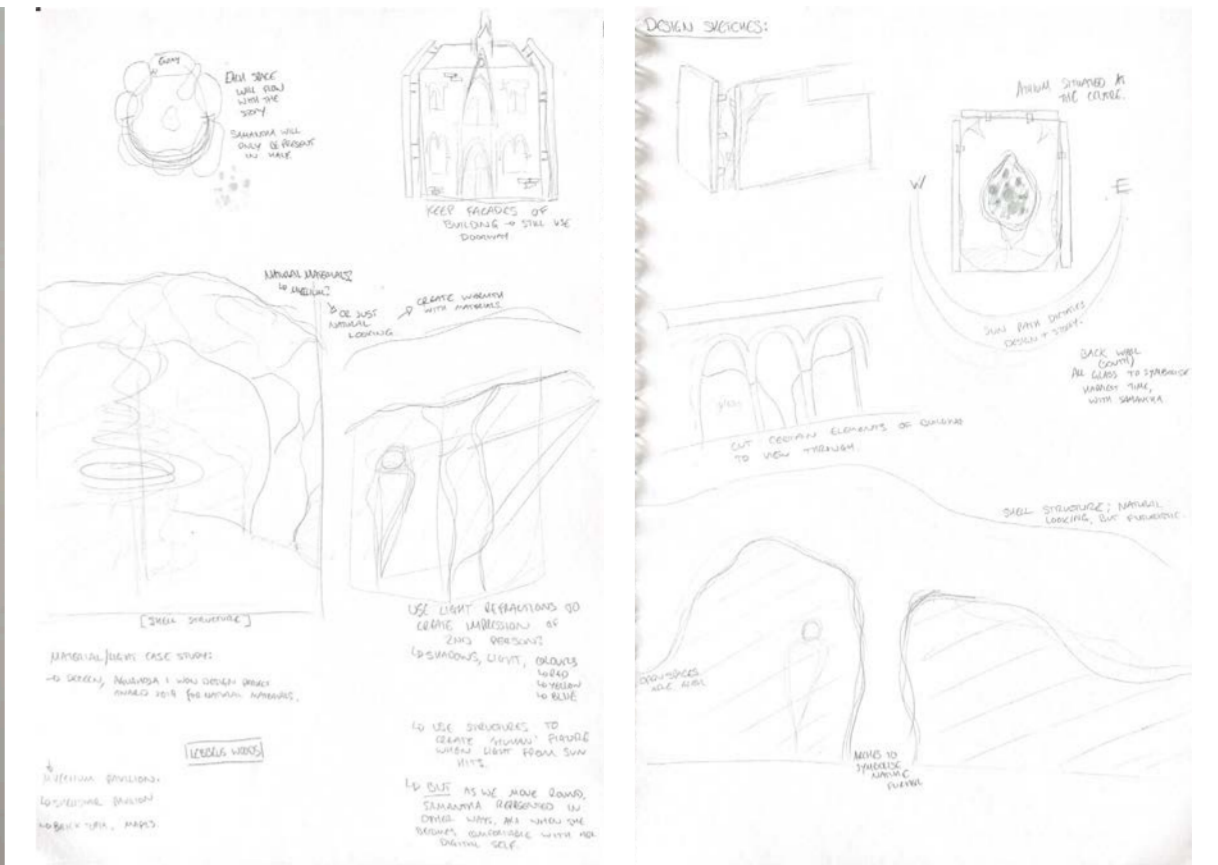
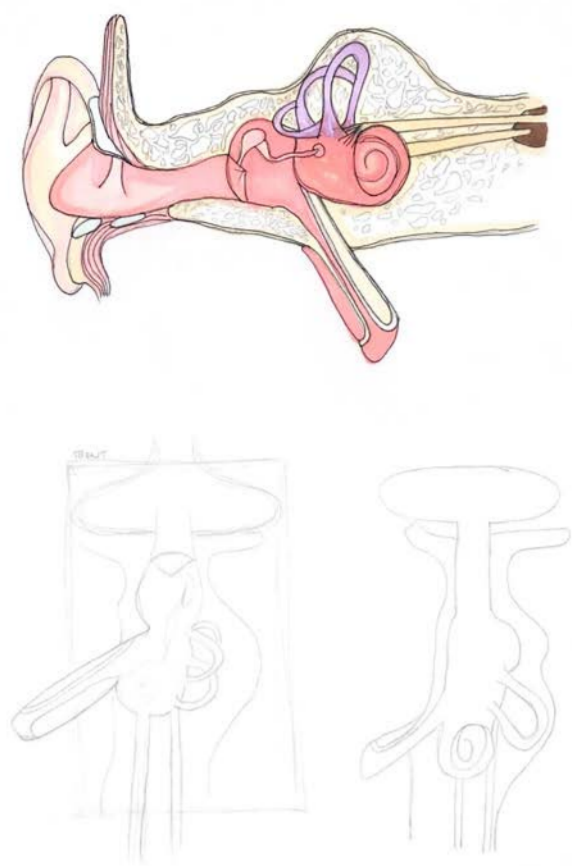
HANNAH PUTTICK
AD676

My project looked into the film Her by Spike Jonze. Through the main characters in the film, Samantha and Theodore, I got to create a futuristic, parasitic element that uses the sun as its' main design element. Throughout the film, Samantha tries to gain more control within their relationship, causing Theodore to become distracted and angry. Though they love each other, the constant power struggle is what this design focuses around.

To do this, I utilised modelling, drawing and tracing, both digital and physical. I think this combination of techniques really helped me to understand not only the film, and the characters but it also allowed me to experiment as much as possible with my design. I went through several design iterations, sketching, modelling and tracing each one, before deciding on a final iteration that I could then work on digitally and put against my site model to check that it fit the project.

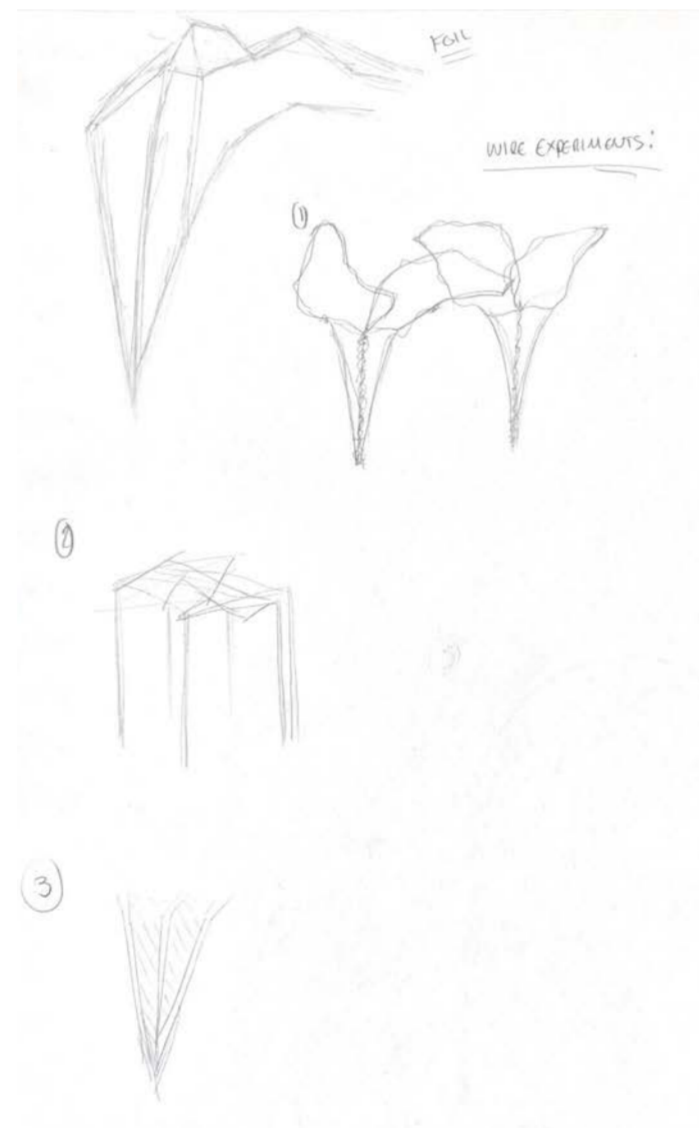
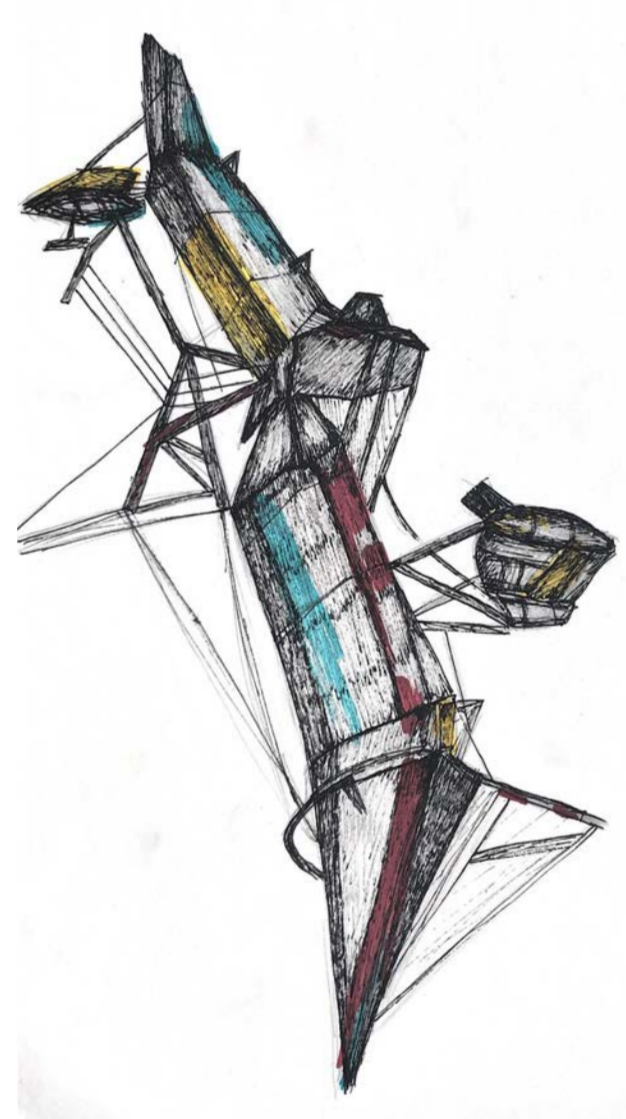


3D SPATIAL DESIGN, ANALYSISING SPACES REQUIRED



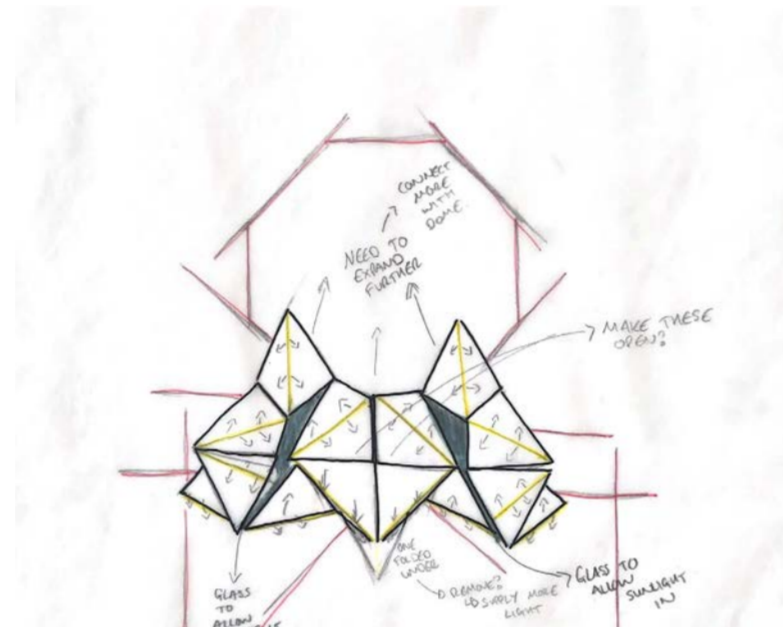
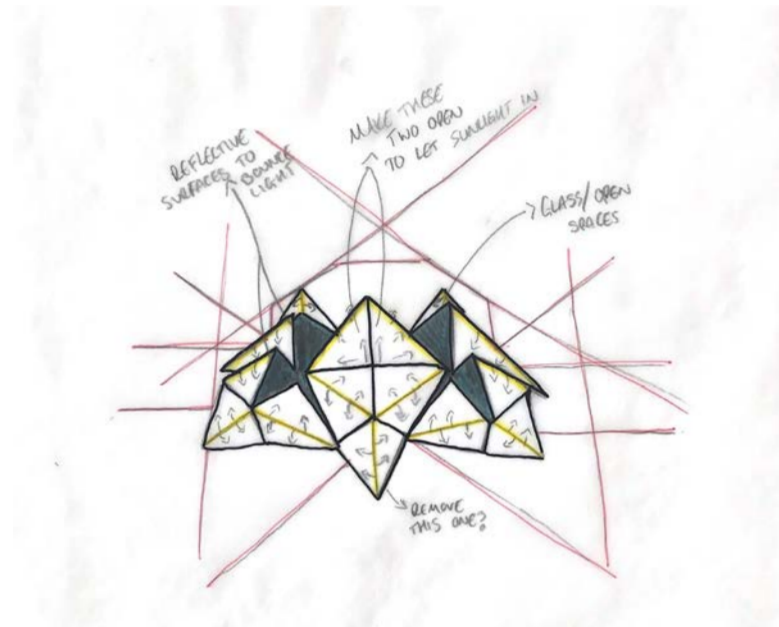
USING THE BRAIN TRACES, A CLAY FLOOR PLAN WAS CREATED

EAR AND BRAIN STUDY, LOOKING AT HOW 'NATURE' CAN BE REPRESENTED

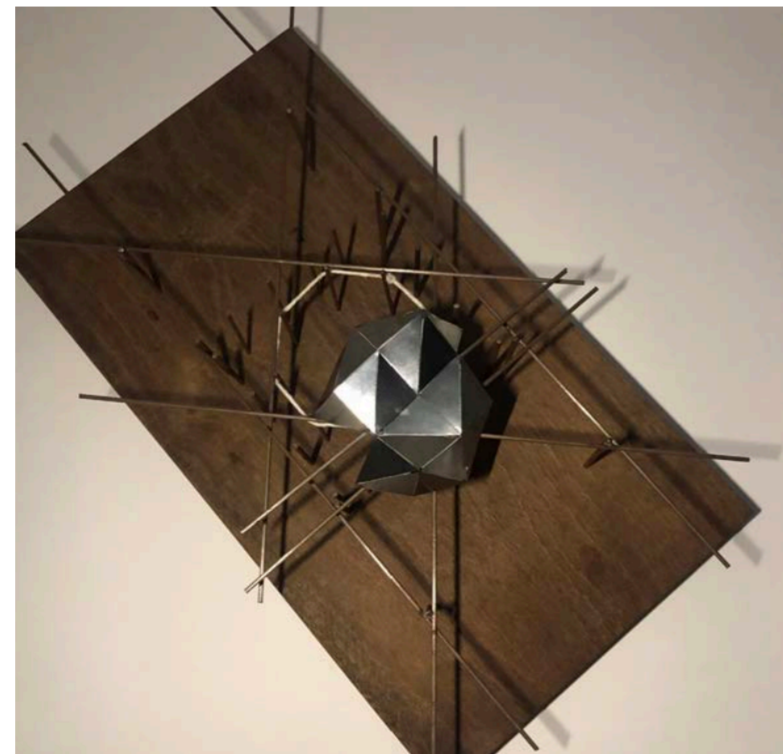
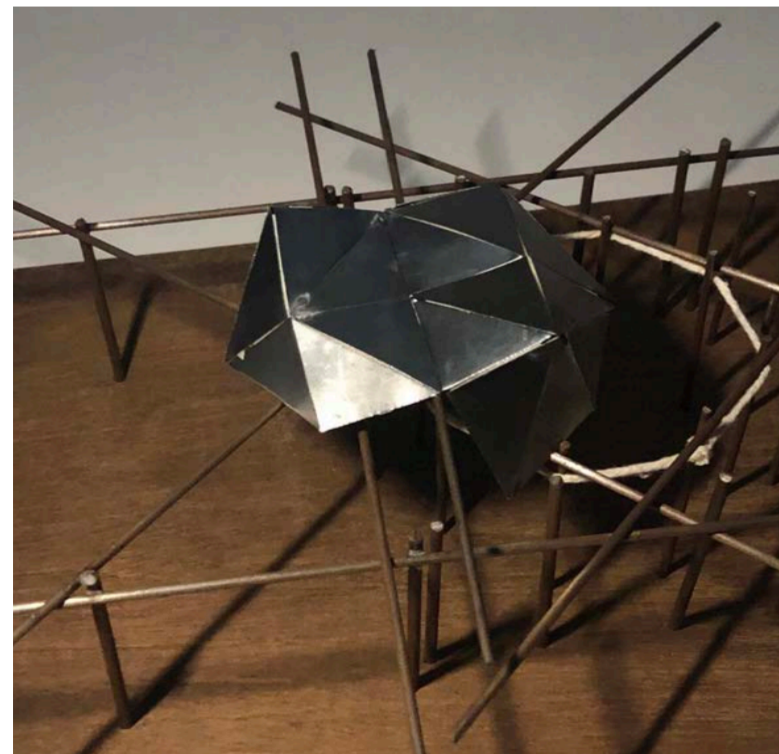


LEBBEUS WOODS TECHNOLOGY STUDY, LOOKING INTO FUTURISTIC DESIGN, TRANSERING THIS TO WIRE MODELS AND CONSEQUENTLY, MINI WIRE MODELS

THE FIRST DESIGN ITERATION INVOLVED FALSE FACADES, VIEWS AND A COMBINATION OF NATURE AND TECHNOLOGY. THE DESIGN REVOLVED AROUND SAMANTHA BEING REPRESENTED BY THE SUN; A THEME WHICH CONTINUED THROUGH EVERY DESIGN ITERATION. THIS IS BECAUSE FINDING A WAY TO REPRESENT AN AI, WHO DOESN'T HAVE A BODY IS VERY DIFFICULT. SO INSTEAD, THE SUN, WHICH REPRESENTS JOY AND HAPPINESS WILL ACT AS HER REPRESENTATIVE, CONSISTENT WITH THE JOY THAT SHE BROUGHT TO THEODORE DURING THE FILM.



TRACES OF SECOND ITERATION TO ANALYSE IMPROVEMENTS TO DESIGN, WHICH CAN BE ADDED TO ITERATION THREE



SECOND AND THIRD DESIGN ITERATIONS, USING AN ABSTRACT WIRE MODEL TO EXPERIMENT WITH FORM

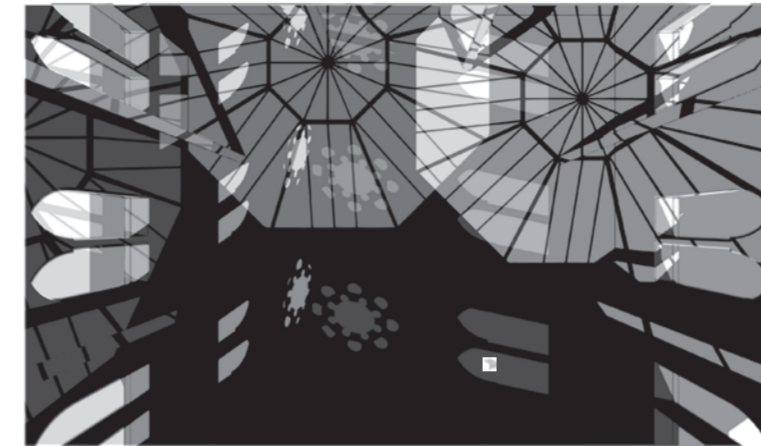
STARTING TO PLAY WITH THE IDEA THAT SAMANTHA IS REPRESENTED AS A GLARE, THROUGH LIGHT. HITTING THEODORE'S TECHNOLOGY, SHE INTERRUPTS HIS WORK, STARTING TO GAIN CONTROL IN HIS LIFE, AS IN THE FILM. THIS DISTRACTION WILL BE FURTHERED BY A MOVING DESK, THAT THEODORE CAN MOVE AWAY FROM THE SUN, BUT HE WILL HAVE TO KEEP DOING SO AS THE SUN MOVES.



9AM, JUNE 21ST

12PM, JUNE 21ST

3PM, JUNE 21ST



OVERLAYED JUNE 21ST



EXISTING SUN CASTS



OVERLAYED DECEMBER 22ND



9AM, DECEMBER 22ND



12PM, DECEMBER 22ND



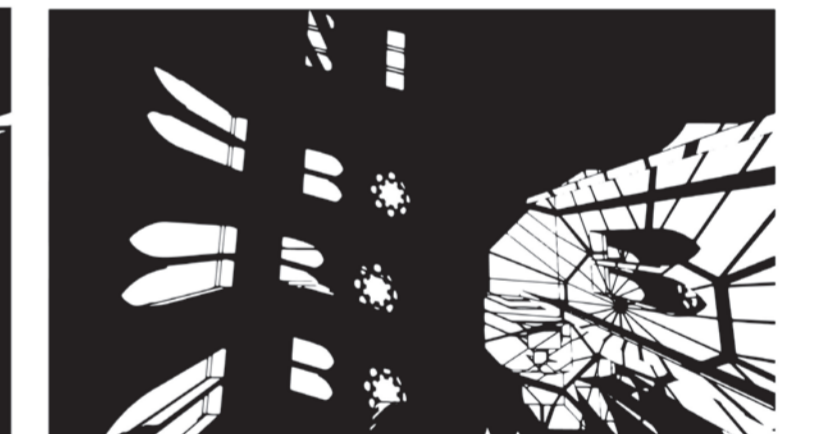
3PM, DECEMBER 22ND



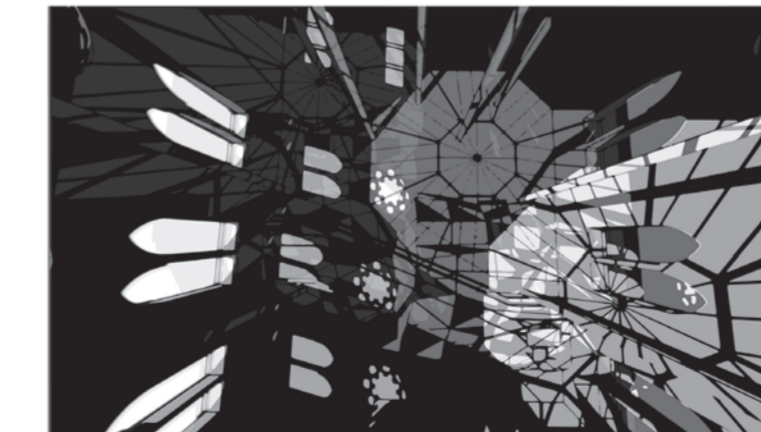
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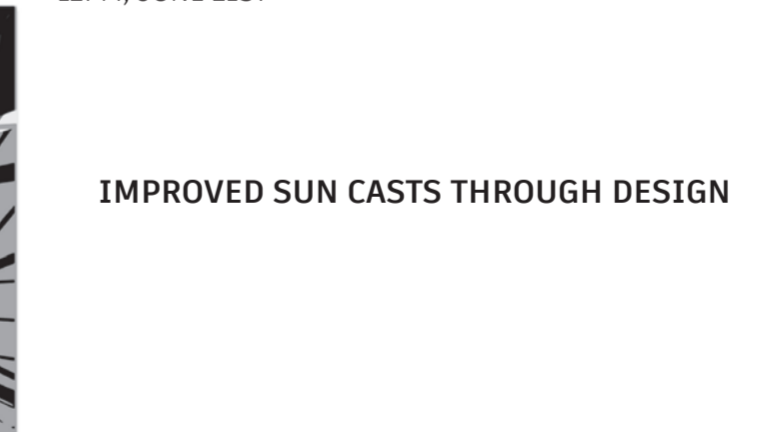
12PM, JUNE 21ST



3PM, JUNE 21ST



OVERLAYED JUNE 21ST



IMPROVED SUN CASTS THROUGH DESIGN



OVERLAYED DECEMBER 22ND



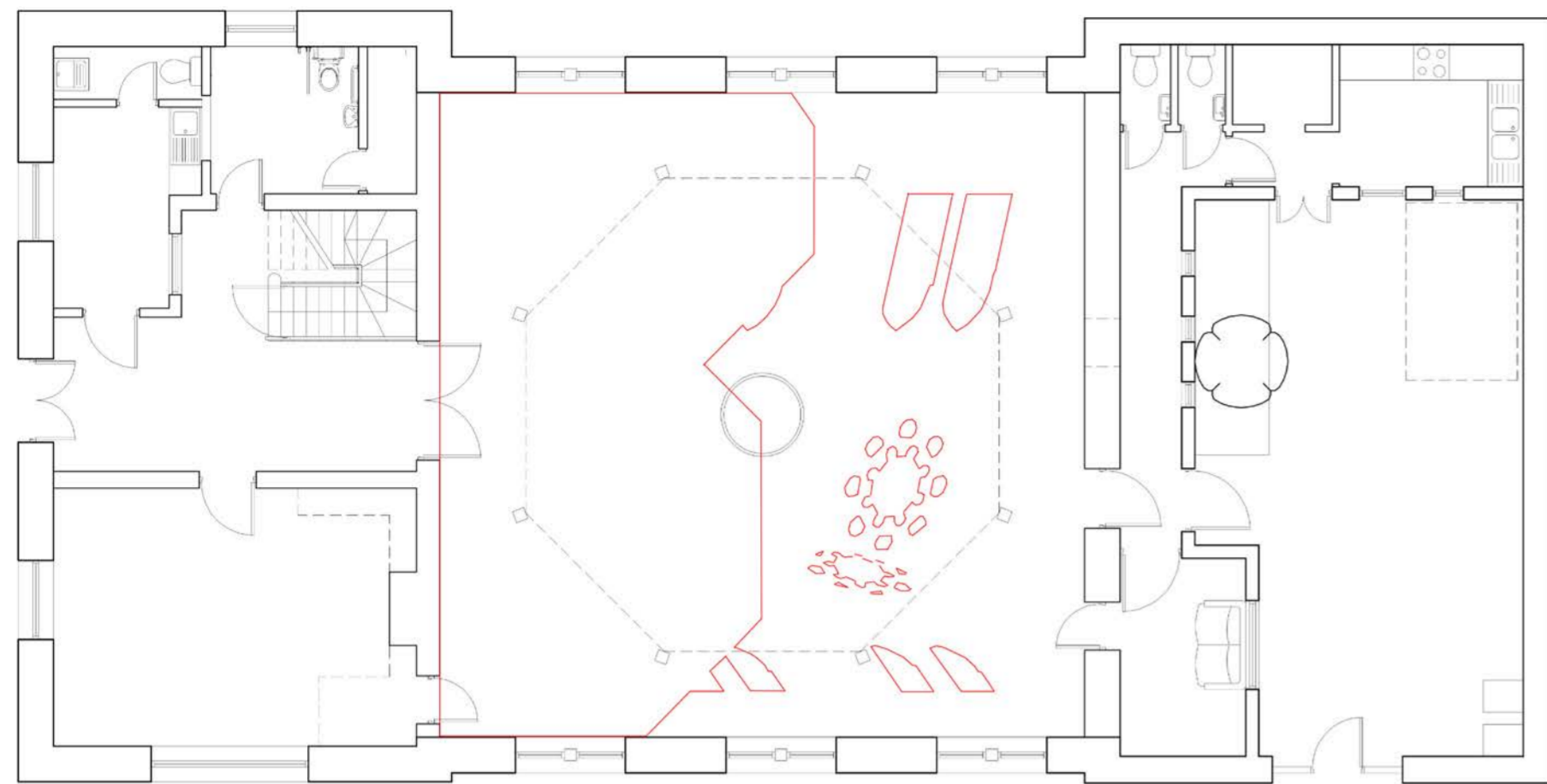
9AM, DECEMBER 22ND



12PM, DECEMBER 22ND

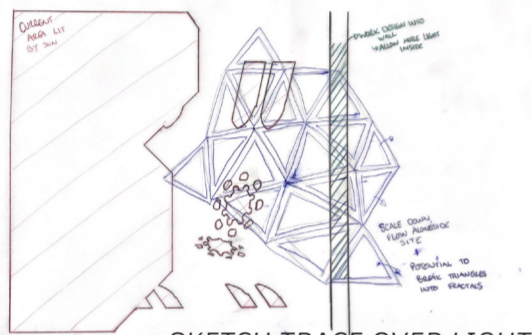


3PM, DECEMBER 22ND

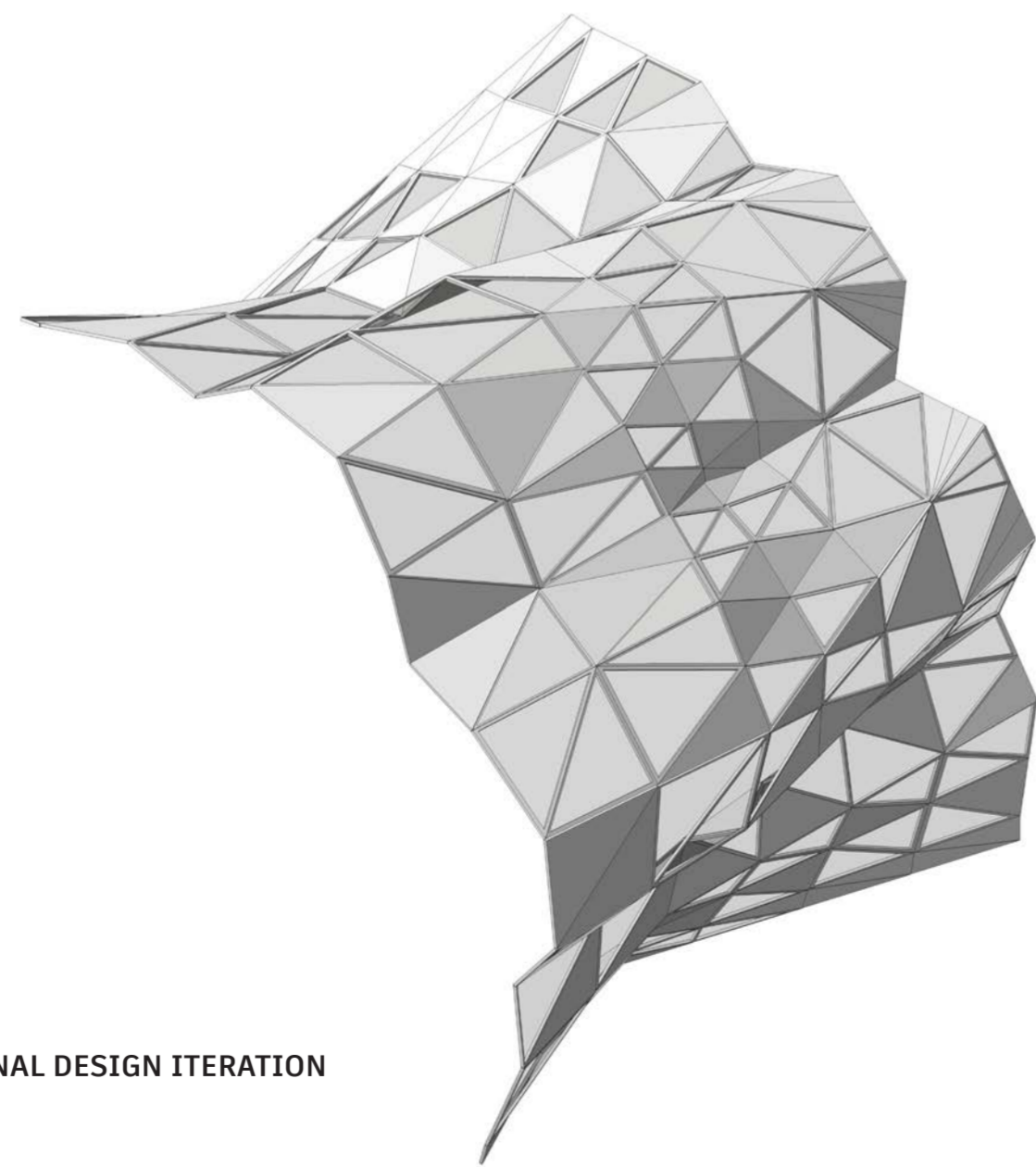


0 1 2 3 4 5m

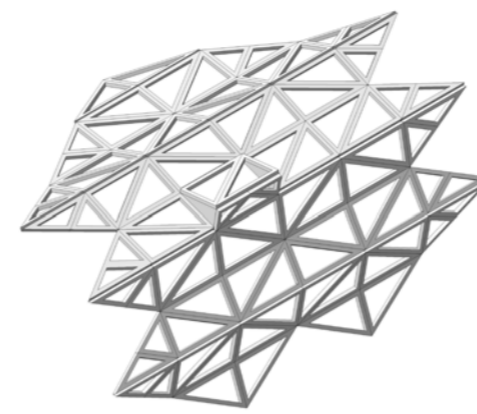
EXISTING PLAN WITH TRACE OF EXISTING LIGHT CASTINGS, 1:100 AT A2



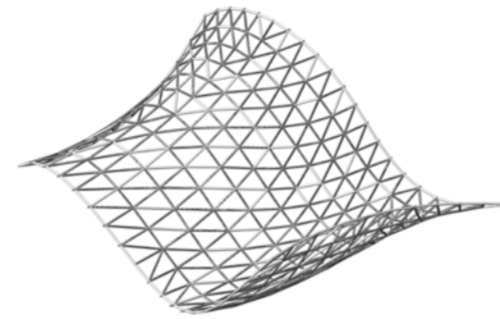
SKETCH TRACE OVER LIGHT CASTINGS



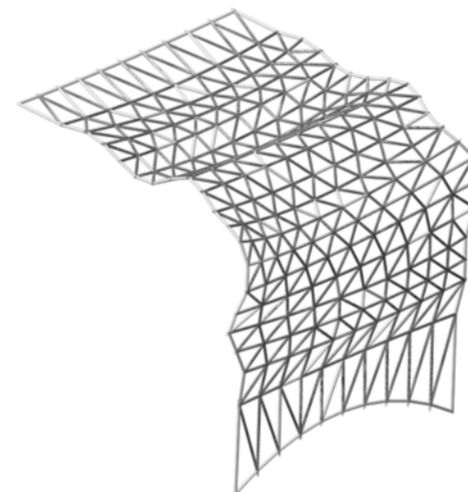
FINAL DESIGN ITERATION



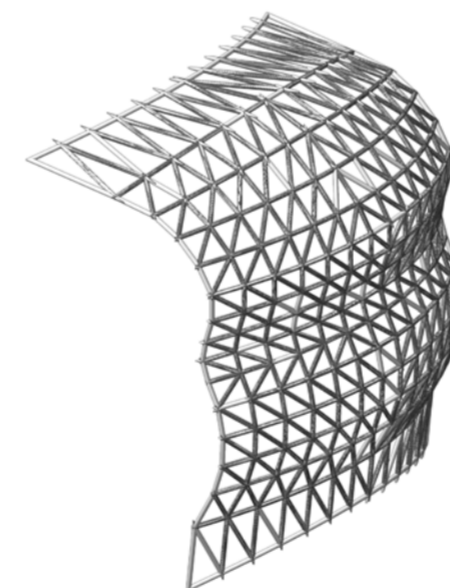
ITERATION ONE



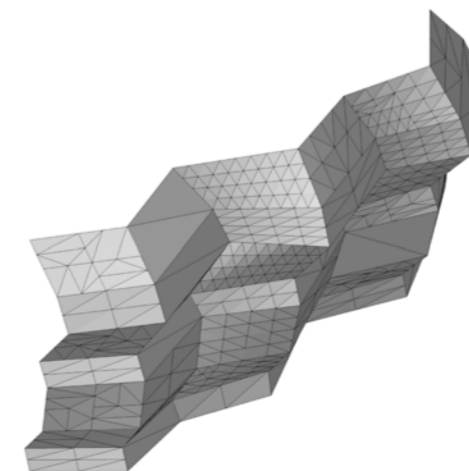
ITERATION TWO



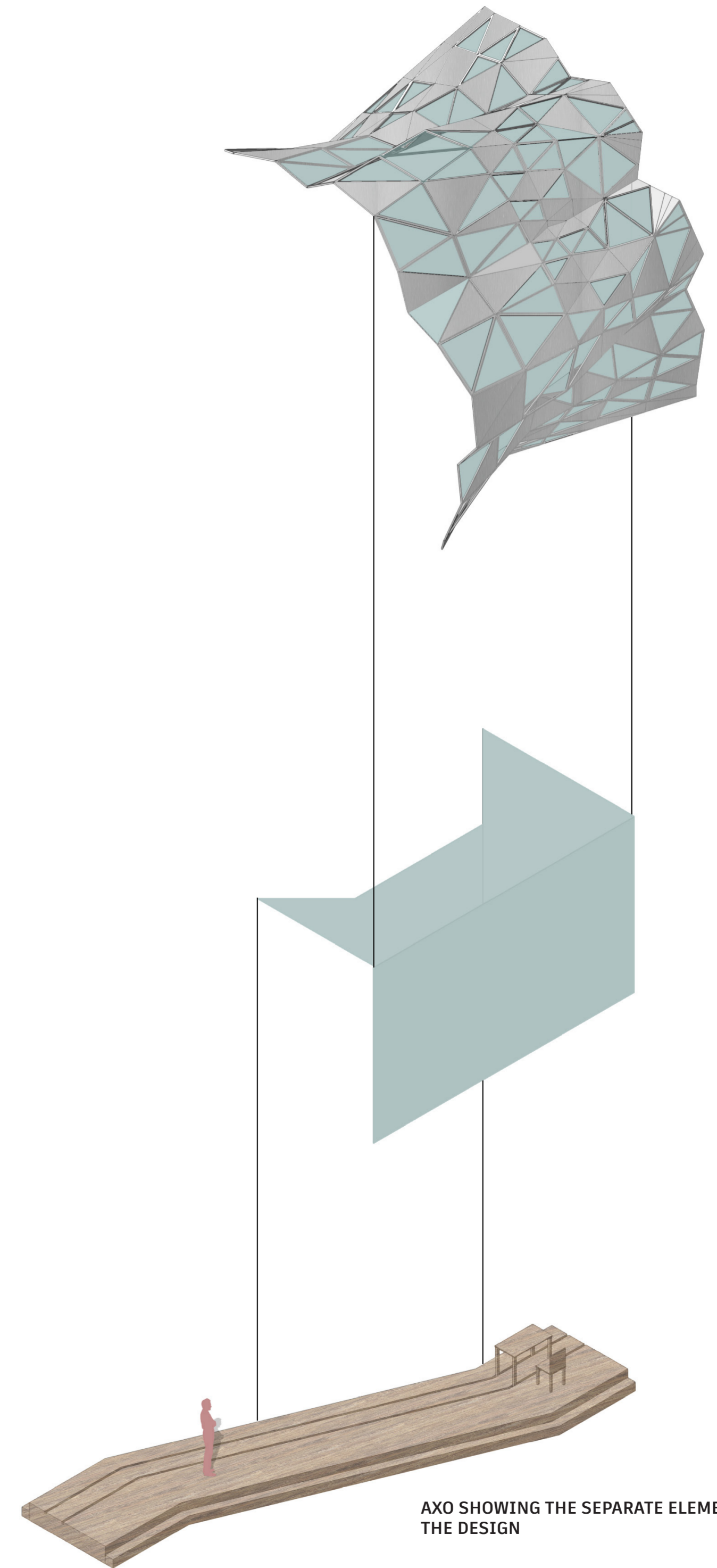
ITERATION THREE



ITERATION FOUR

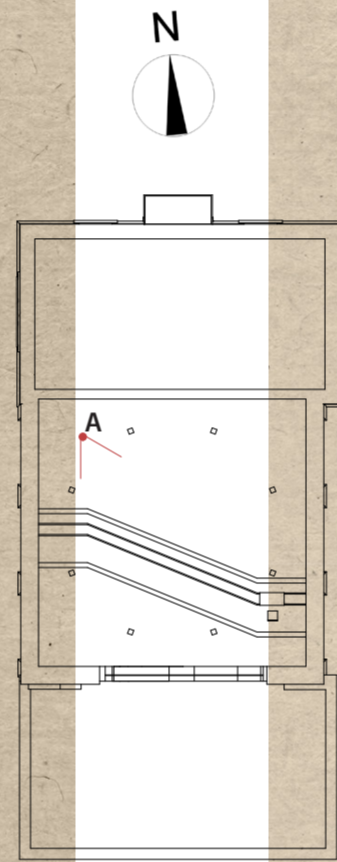
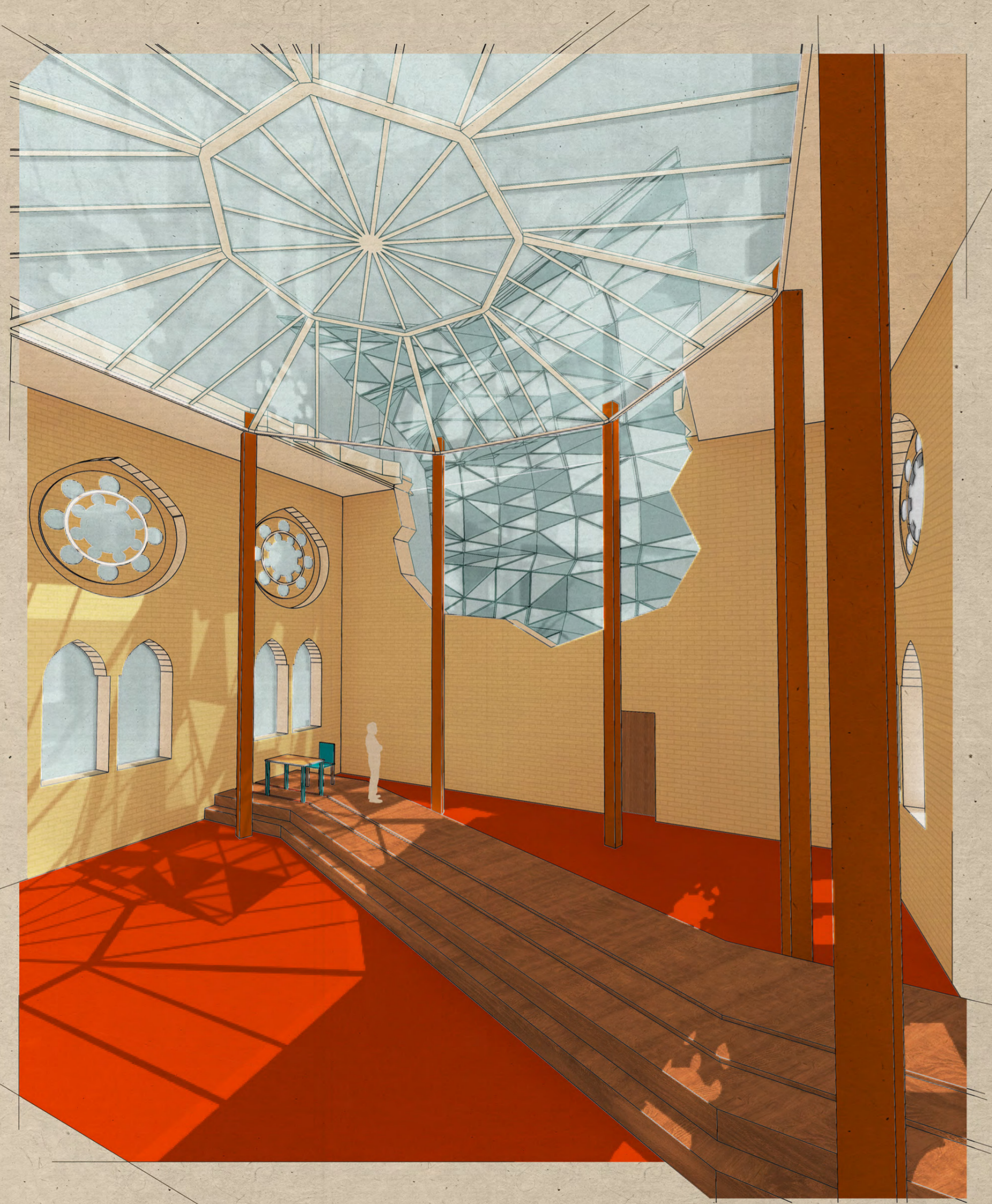


ITERATION FIVE



AXO SHOWING THE SEPARATE ELEMENTS OF THE DESIGN

VISUALISATION A



VISUALISATION B

