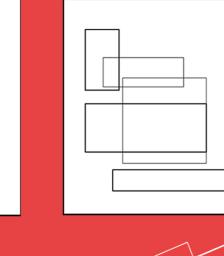
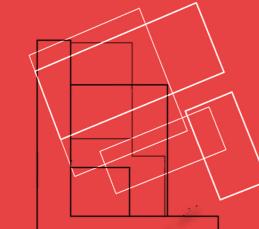


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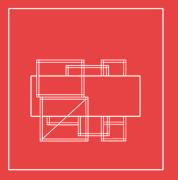
The 3D structure derives from the intentional flexibility of a graphical grid. The site floorplan is analysed and turned into a series of grids based on the architectural aims of Modernism, Deconstructivism and Facadism. The 2D structure is then extruded to inform a spatial structure; allowing the structure to go beyond the grid and forming a deconstructed and functionally questionable spatial.

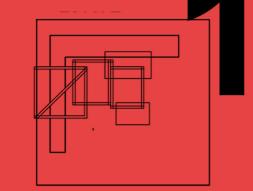
Beyond The Grid and Further Than Modernism

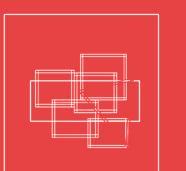


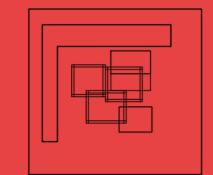


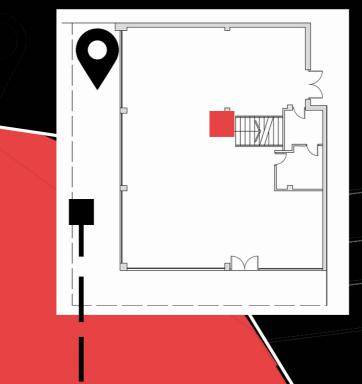
Intersecting

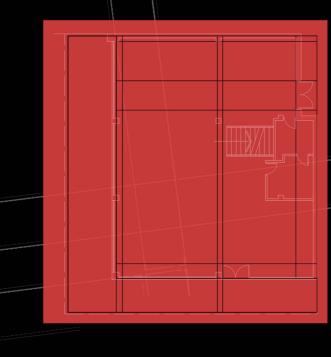


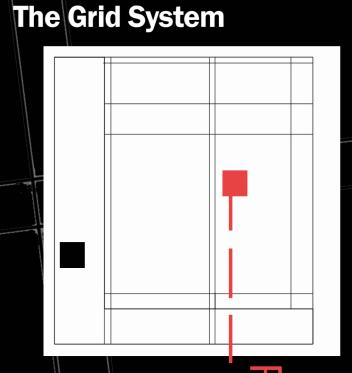












Extruded Relief Panels

**Structural Beams** 

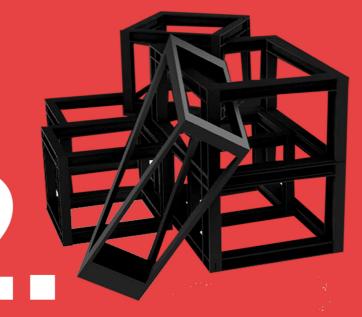
Grid Extrusion Into 2D Graphics

**Conceptual Graphics** 





**Grid Variation** 



## The Predetermined Grid

**Modernist Grid** 

Deconstructing a 3D spatial base that the theory is implemented within, providing the base for spatial thinking and informing facadism. The structure is built up using graphical thinking, latching on and preserving historic building informing facadism and adaptive reuse in Modernism.

## The Predetermined Theory Theory Theory

Flipping The Theory Around

The Predetermined Theory

The Predetermined Grid provides the 3D spatial that the theory is implemented within, providing the base for spatial thinking and informing facadism. The structure is built up using graphical thinking; latching on and deconstructing a historic building.

Spatial Thinking 3D Space

2D Graphics Informina

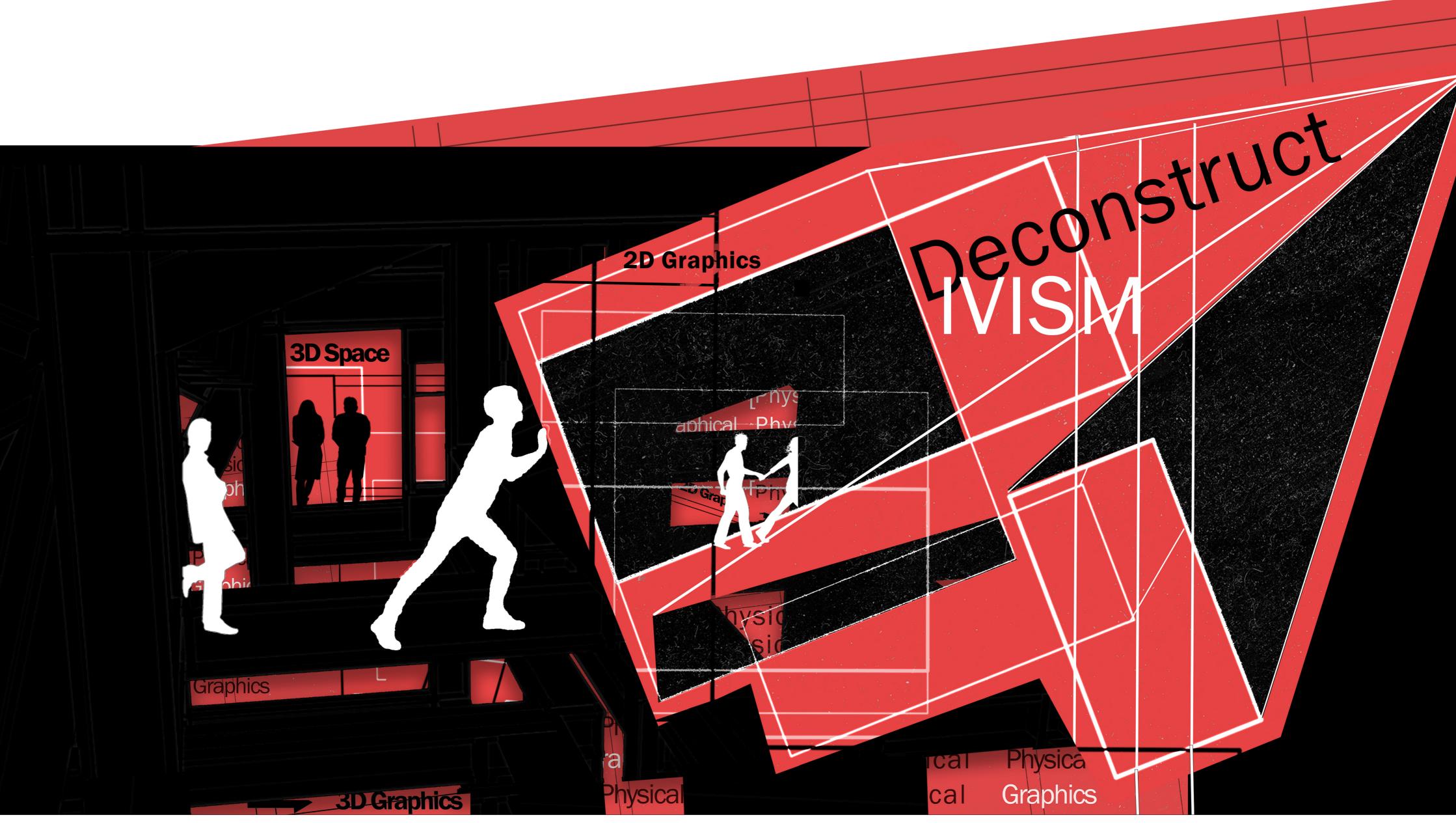
How can a middle ground be found between 2D graphics and 3D architecture?

Can the 2D element unfold and then refold into a new 3D spatial envelope?

The Predetermined Theory delves into the interconnection of graphic design and architecture through spatial thinking informing graphical thinking. Through reacting to previous theories like Alberti's Window, by flipping it around with the final outcome informing a physical, 3D graphic rather than a 3D spatial.

3D Graphics

Graphical Thinking



Multidisciplinary visual - breaking the boundaries of design through the integration of 2D and 3D graphical output. Delving into digital graphics and the collaging of physical screen-prints.