

**SOPHIA GONZALEZ
BROCKETT STUDIO
ARCH 131, FALL 2023
CAL POLY SAN LUIS OBISPO**



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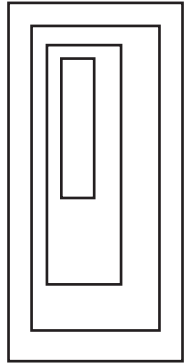
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ABOUT ME

My name is Sophia Gonzalez. Although generic in its nature, Gonzalez has been passed down to me by my ancestors and is my most defining feature.

The eight letters you see on the page might indicate my Hispanic lineage but it does not tell you that my life was shaped by the environment and artists I was raised by. It does not provide you with the knowledge of my childhood in Dallas Texas, or my teenage years in Austin; both of which were incredibly influential in nurturing my love for the built world and my desire to be a more crucial part of it. I have a love for music and art that are shared by people with those same eight letters and have led me to where I am today, a first year in the Architecture program at CalPoly. My name is mine alone, as are the aspects of myself that I hold close to my heart.

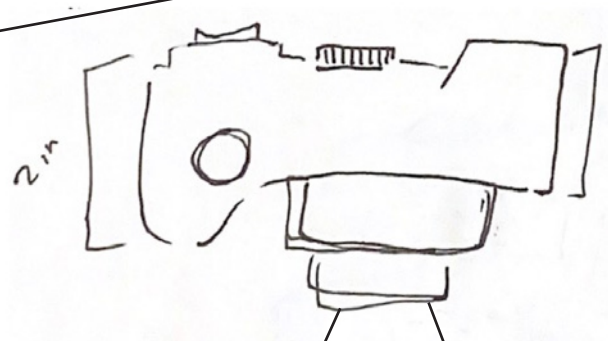




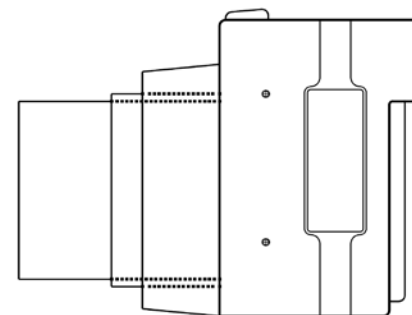
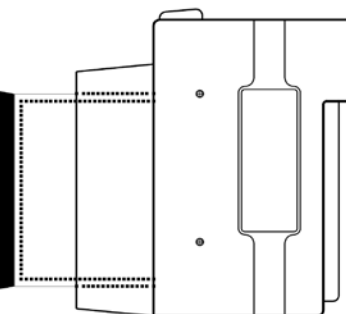
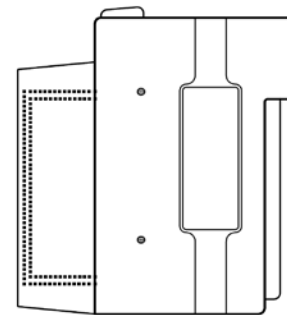
01

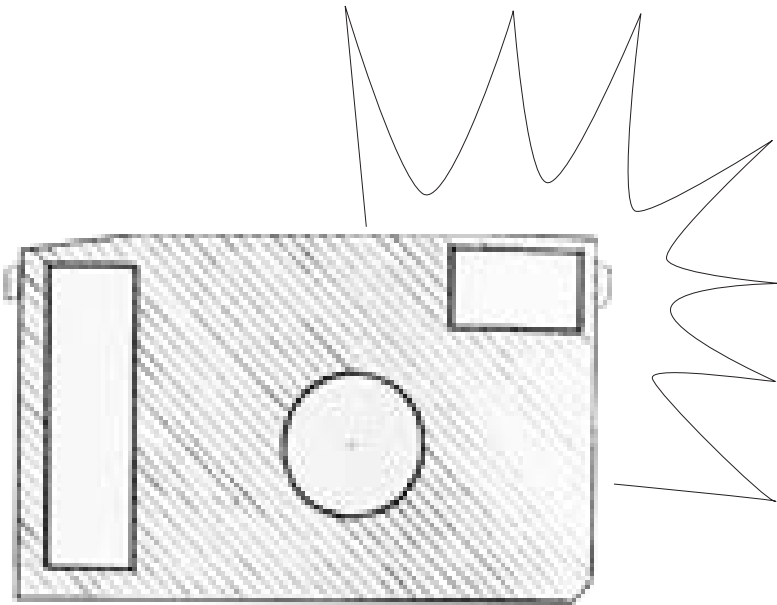
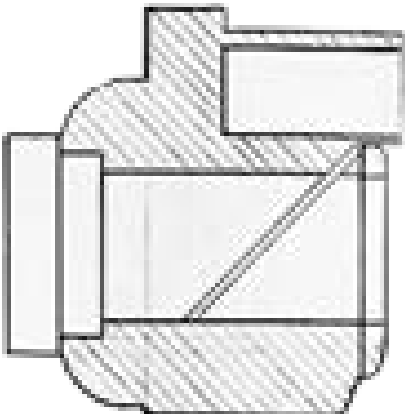
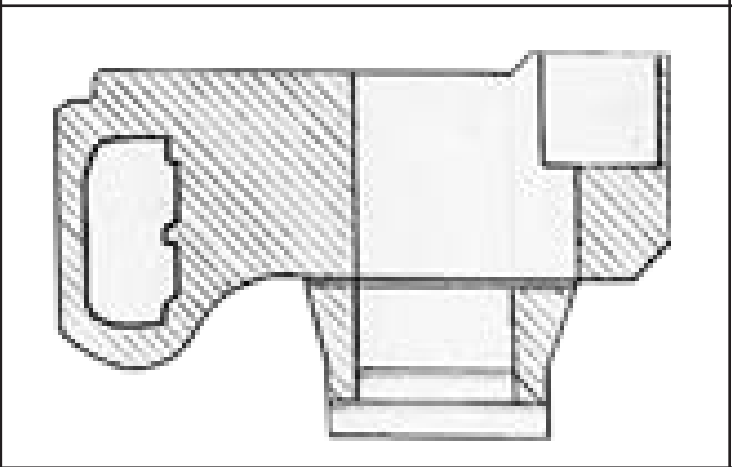
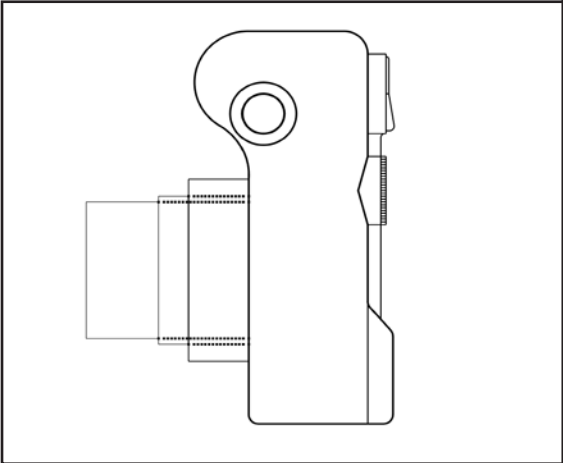
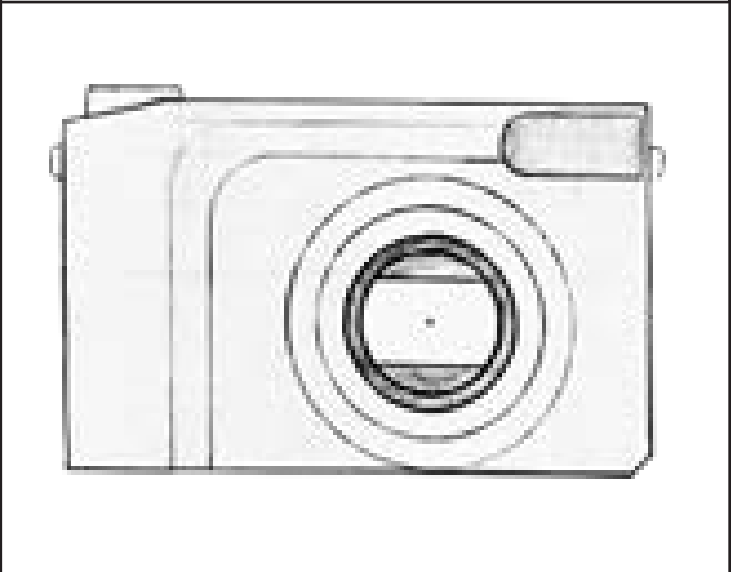
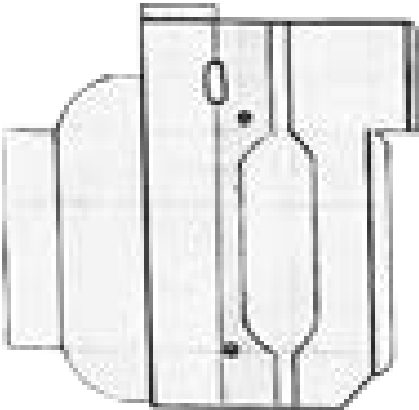
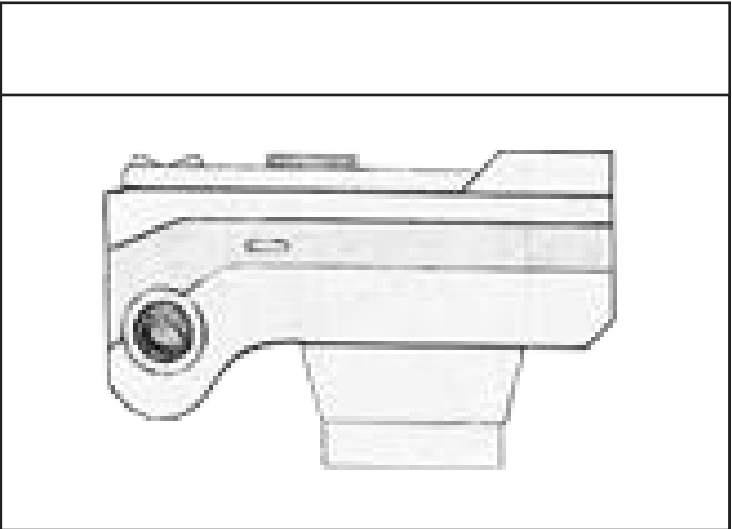
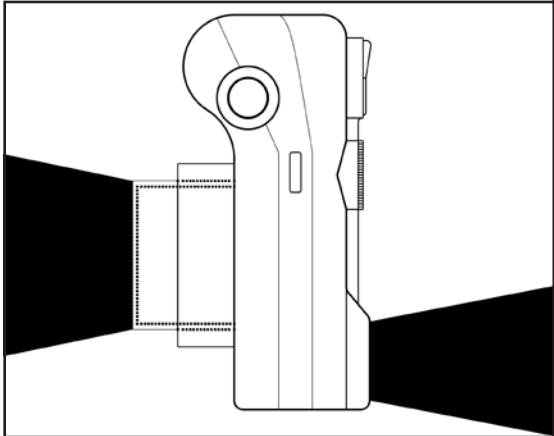
SURVEY

In this project, we evaluated an object and defined it based on its properties. 32 hours of my life were spent measuring, drawing and imagining what the inside of a digital camera looked like. The main function of my object was its protruding lens that expanded when capturing each special moment. My job was to consider the way its mechanisms functioned with one another and how to document them. What does the lens look like hidden from view? What about the aperture? How can I draw it in a way that is understandable to the viewer?



SURVEY



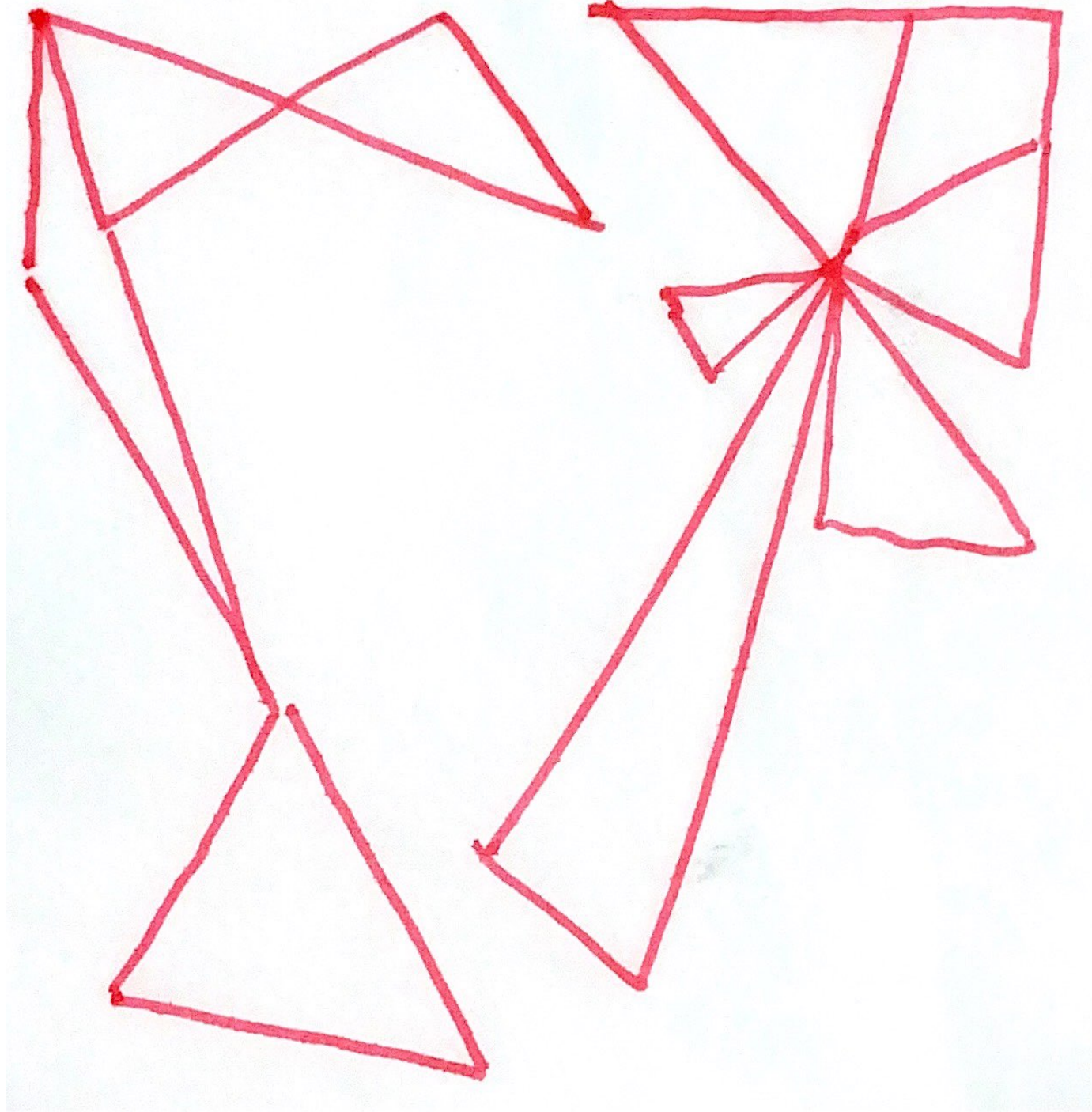


Our goal in this project was to communicate our object through drawings, how their mechanics functioned with one another, and to develop our drafting skills

Above are the 6 drawings of my object, including two sections and one plan

REFLECTION 01

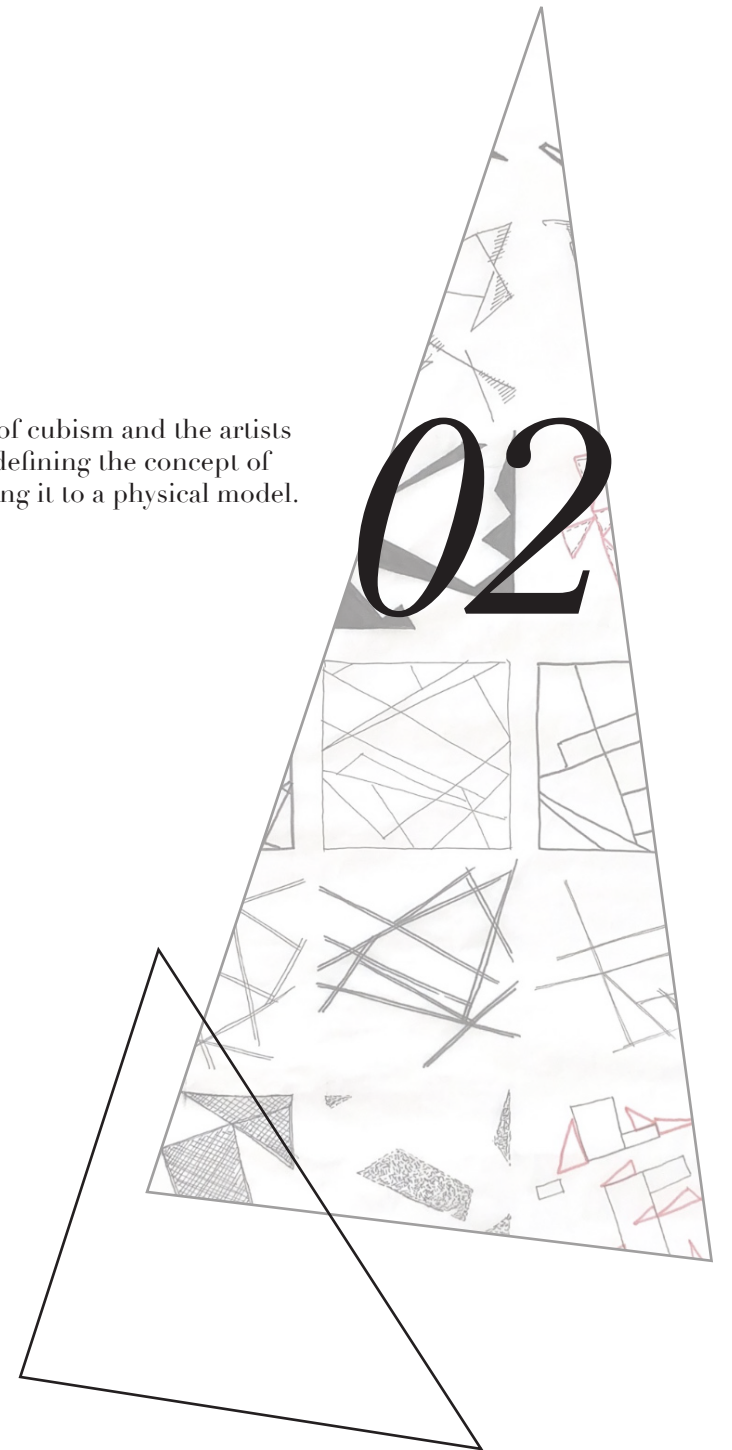
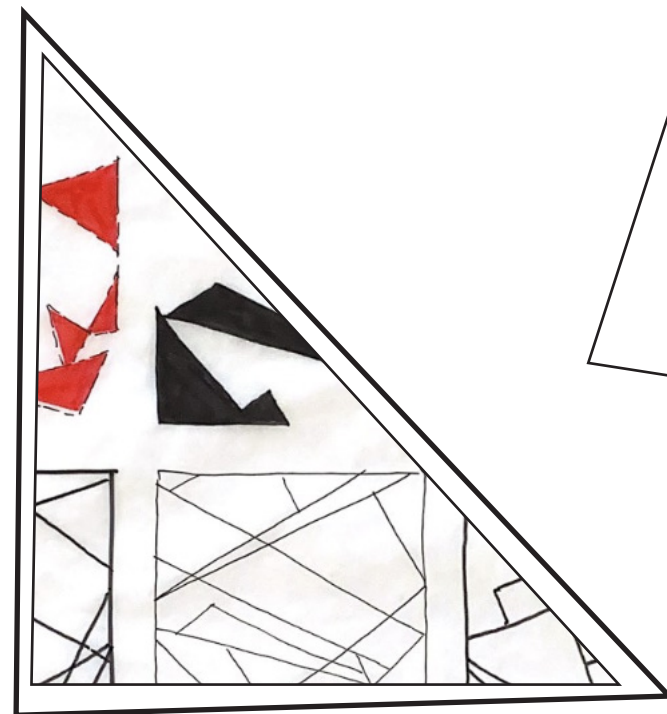
I found this project very important to the introduction and development of my architectural skills. I learned the technical skills of drafting, drawing, using a T-square and rhino. I also had the opportunity to learn about poche, sections, scale and plans



ABSTRACTION

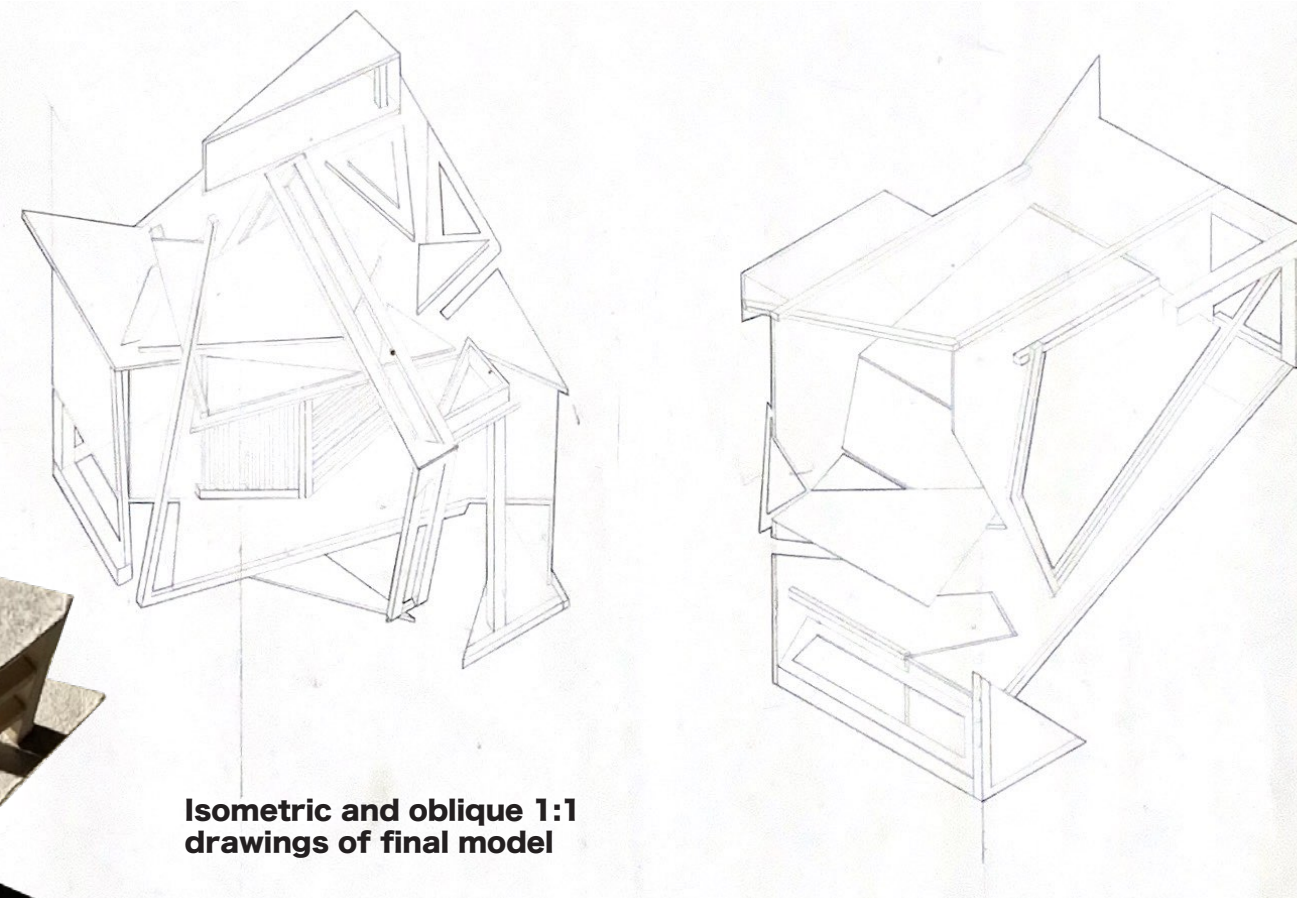
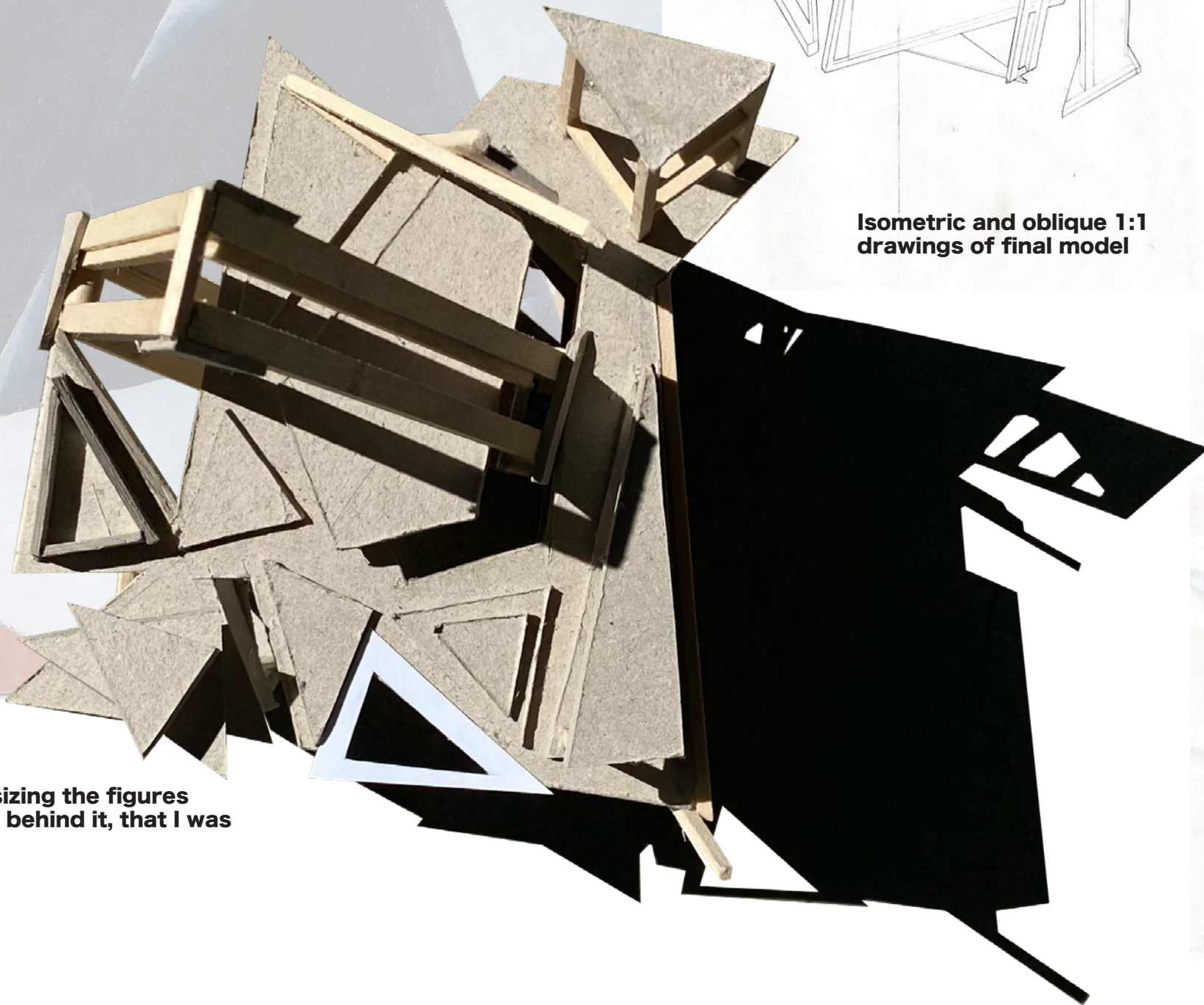
An exploration into the formation of cubism and the artists that made the movement happen, defining the concept of Russian Constructivism and applying it to a physical model.

02

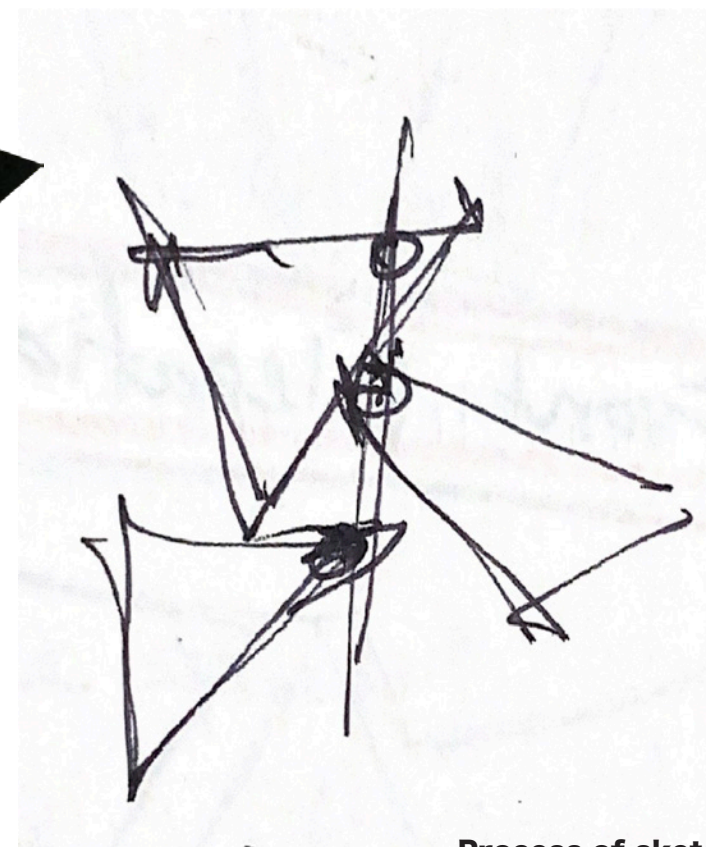




Top view of my final model, emphasizing the figures and pieces that imitate the painting behind it, that I was assigned.



Isometric and oblique 1:1 drawings of final model



Process of sketching and brainstorming aspects of the design



My final model from a different view. In the background are the two other paintings I was assigned. On the left page is a portion of the 99 diagrams I did based on the three paintings by Luibov Popova

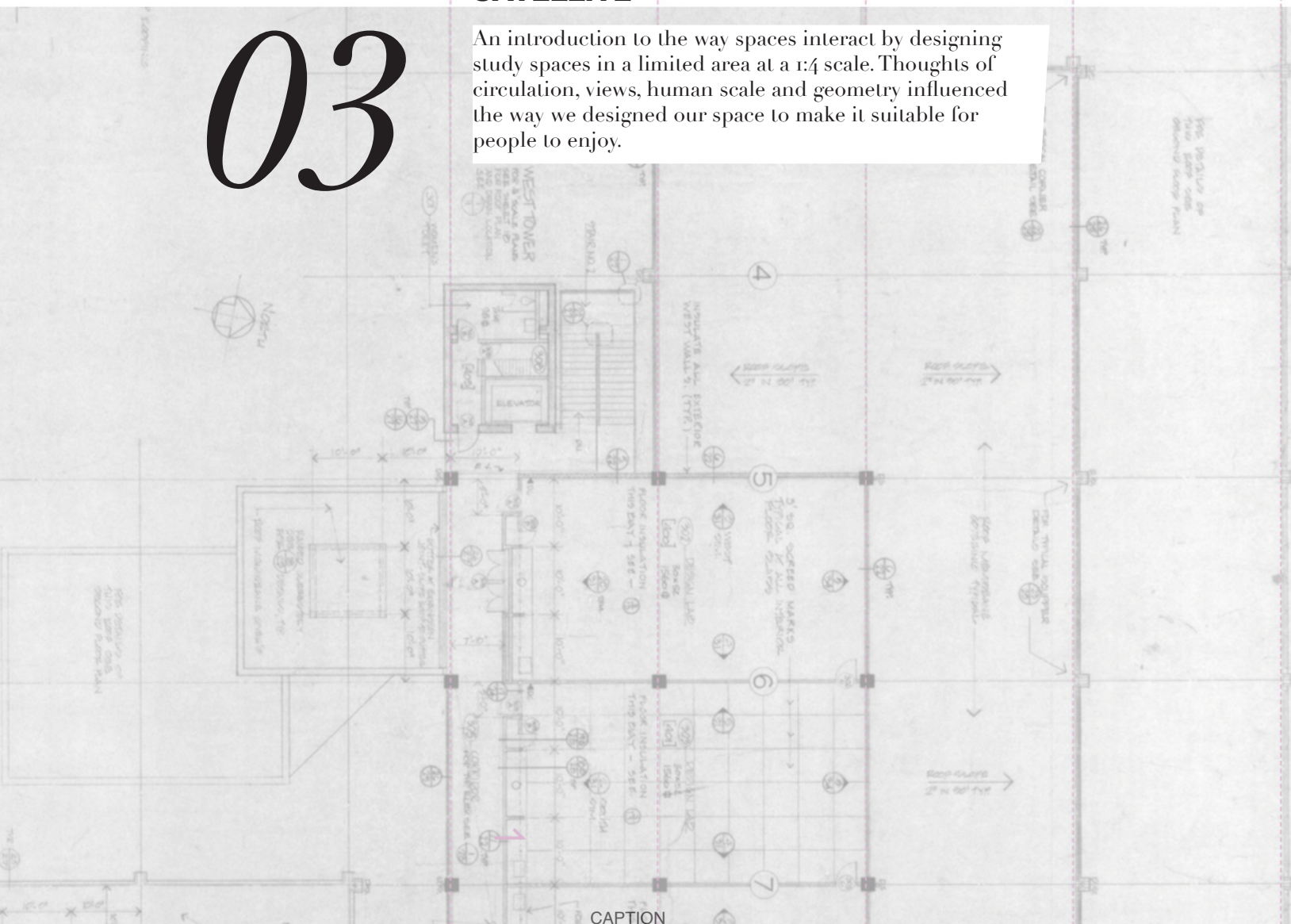
REFLECTION 02

This project was really interesting to me as we dove deeper into the history of different kinds of architecture and the ways we've gotten to where we are today. It was our introduction to model building and using our hands to make the things in our brains. Being able to take a step back once we finished and comparing it with the original paintings made all the work and hours put into this project worth it.

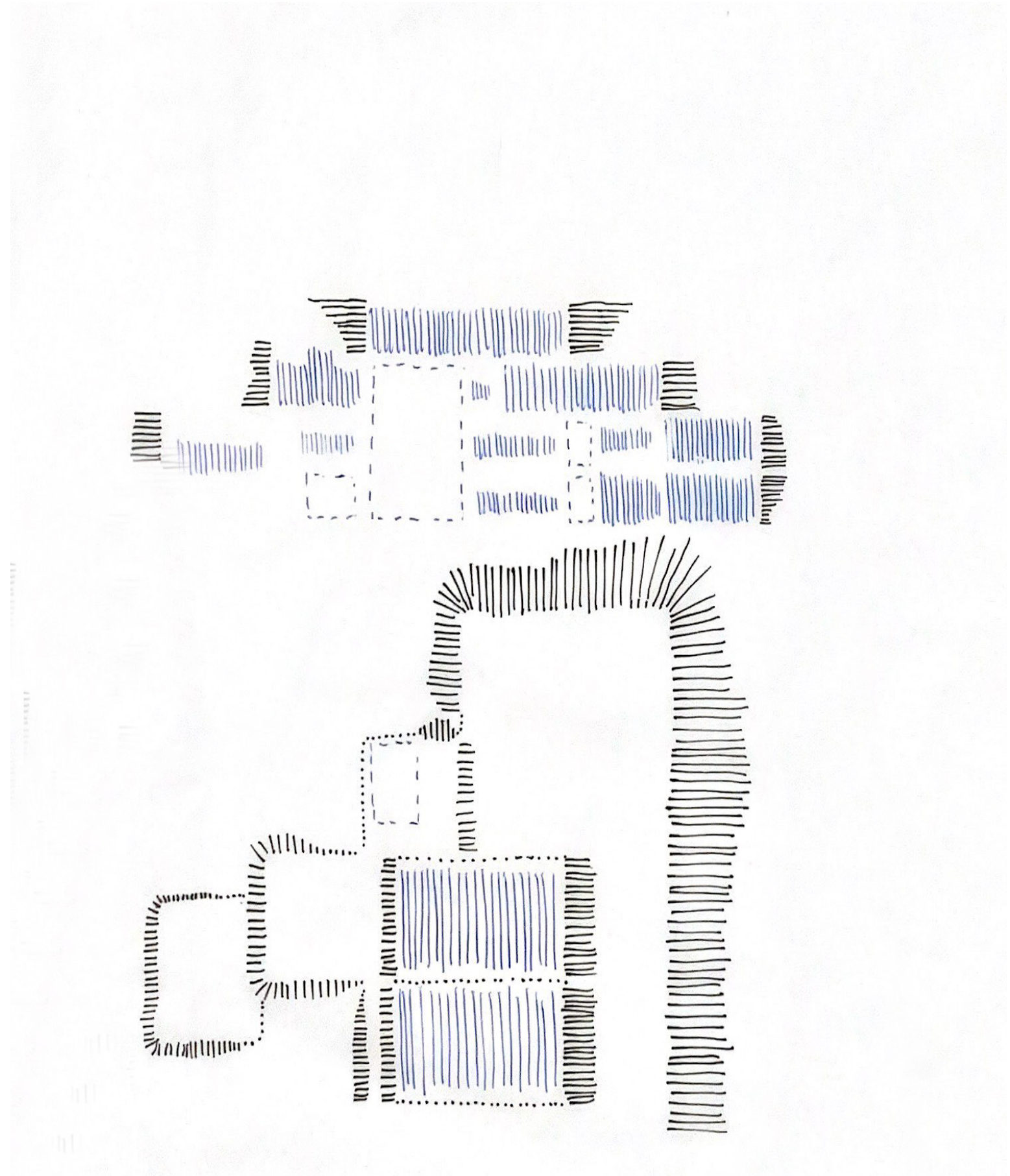
SATELLITE

An introduction to the way spaces interact by designing study spaces in a limited area at a 1:4 scale. Thoughts of circulation, views, human scale and geometry influenced the way we designed our space to make it suitable for people to enjoy.

03

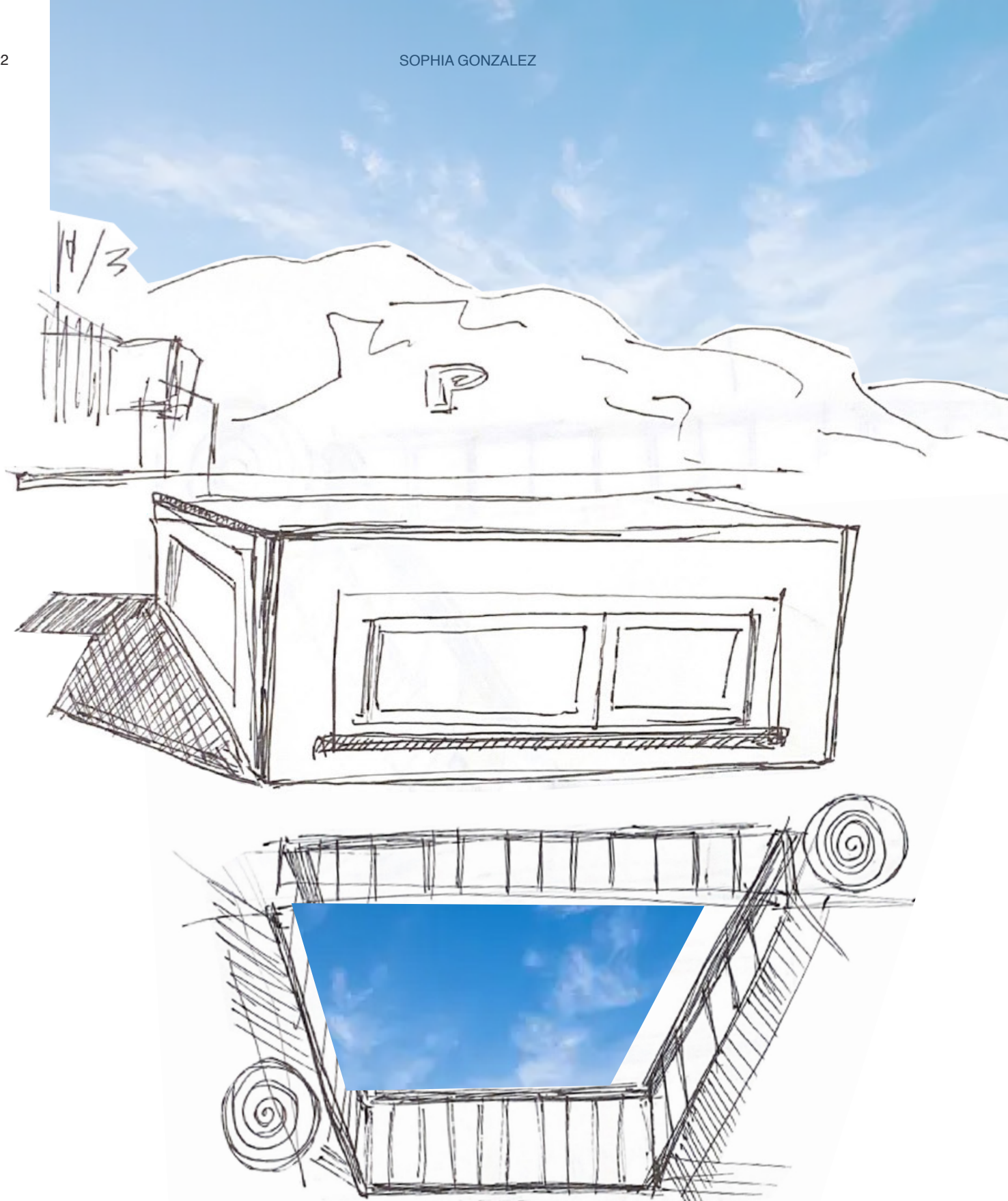


CAPTION



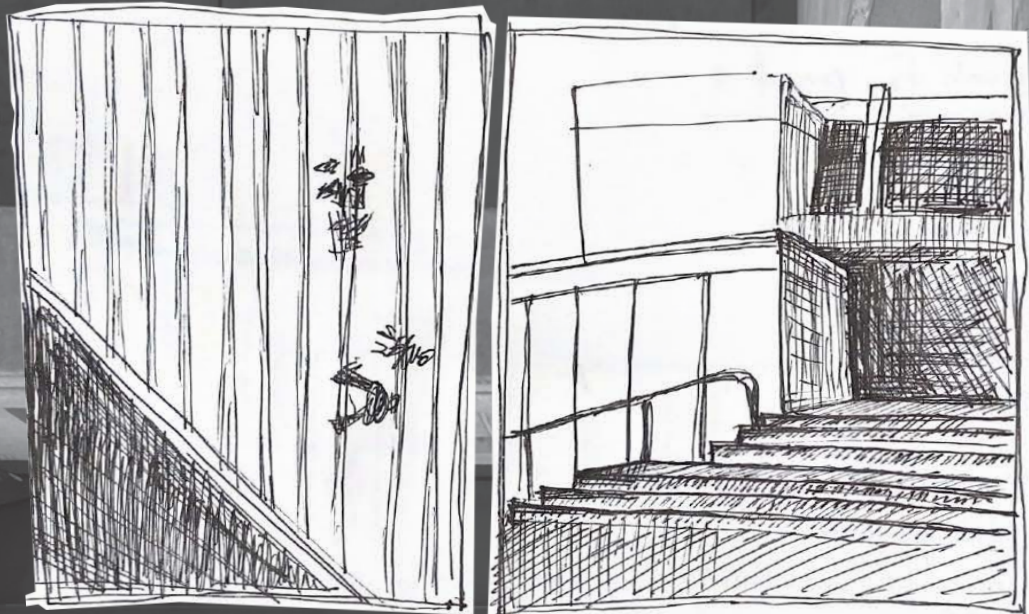


We took pictures of the building itself as well as our site with different ideas in mind (geometry texture, oblique, human scale and frontal) to capture our space in a way that made it easier to design for

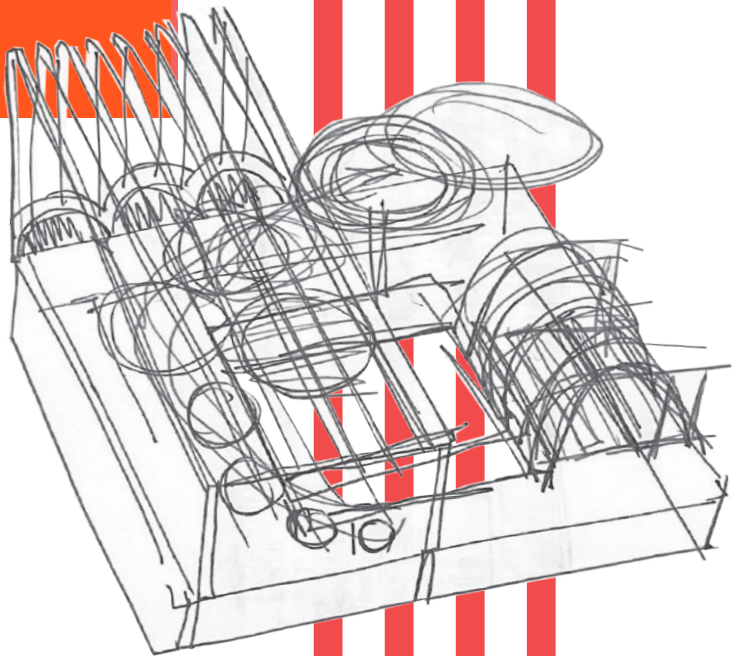
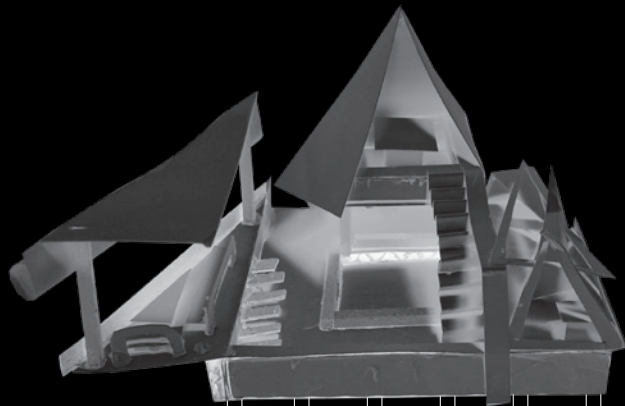
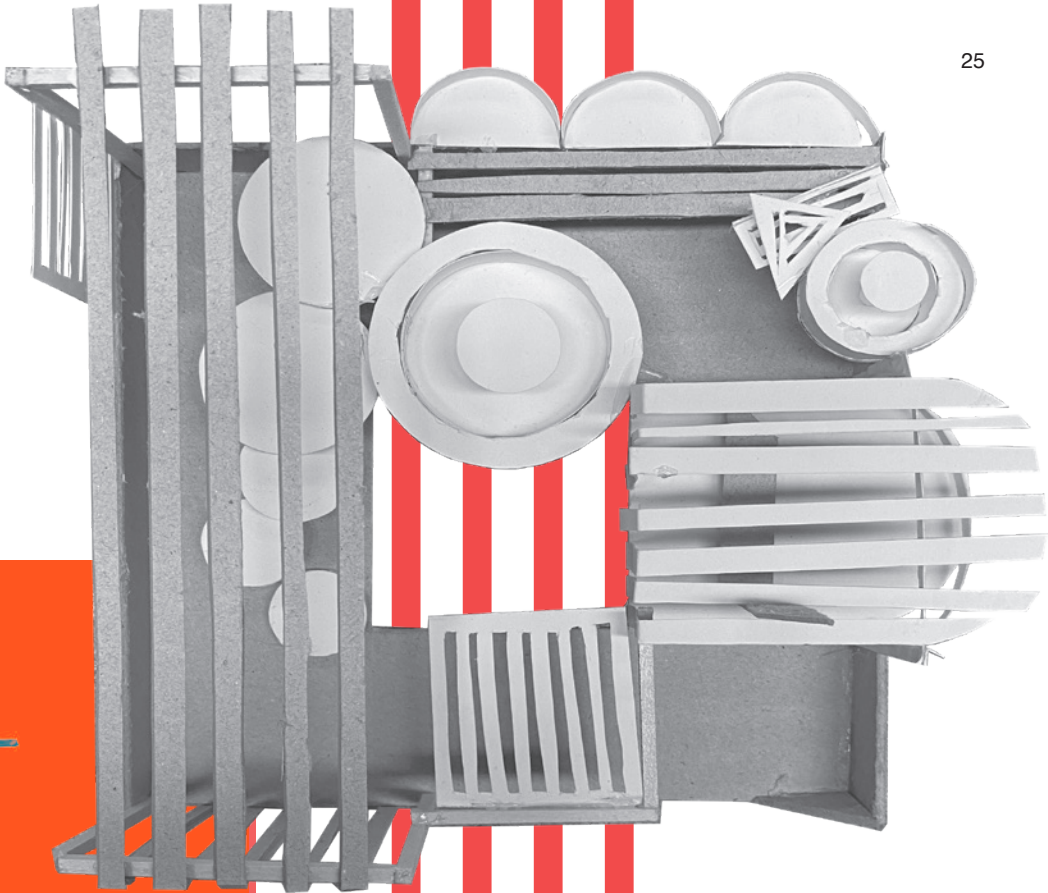
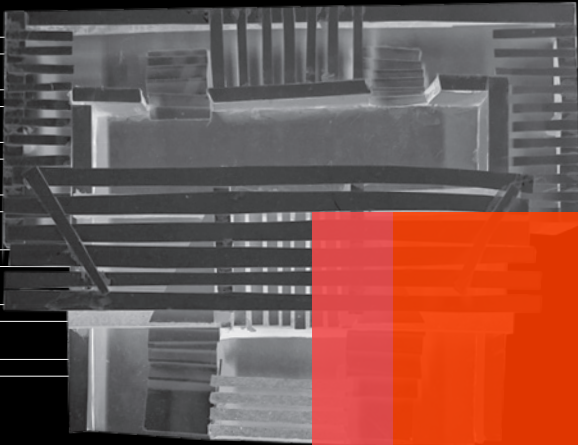


Sketch of the site

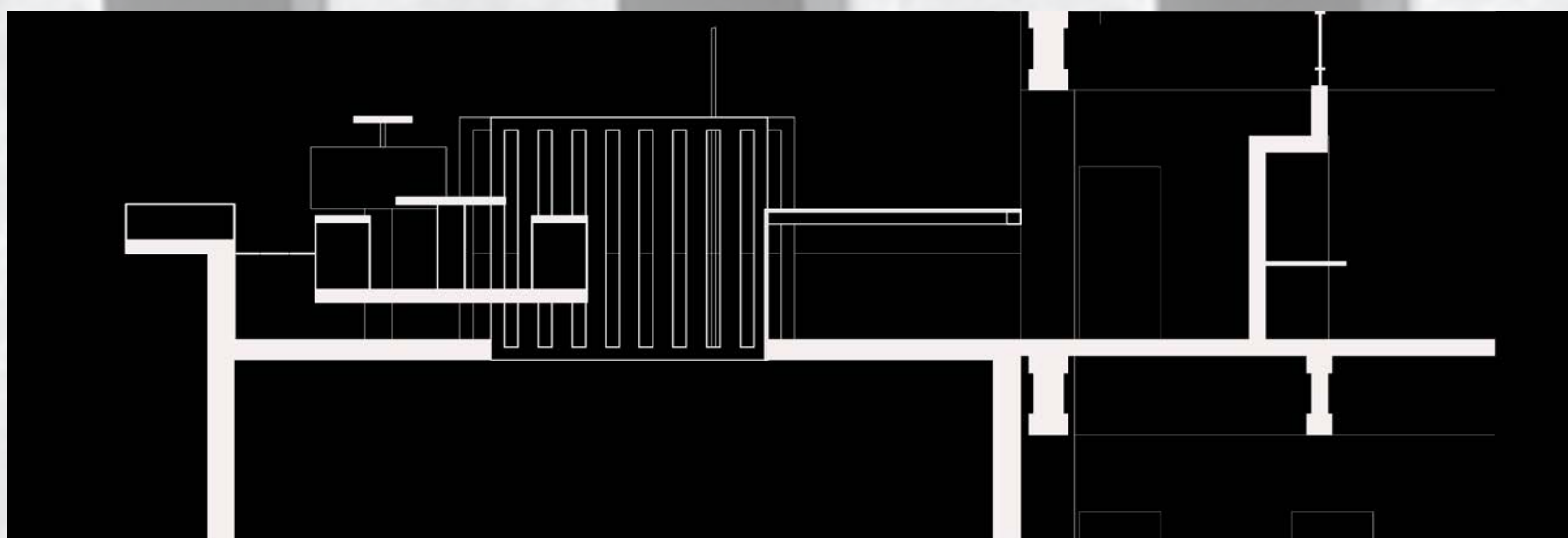
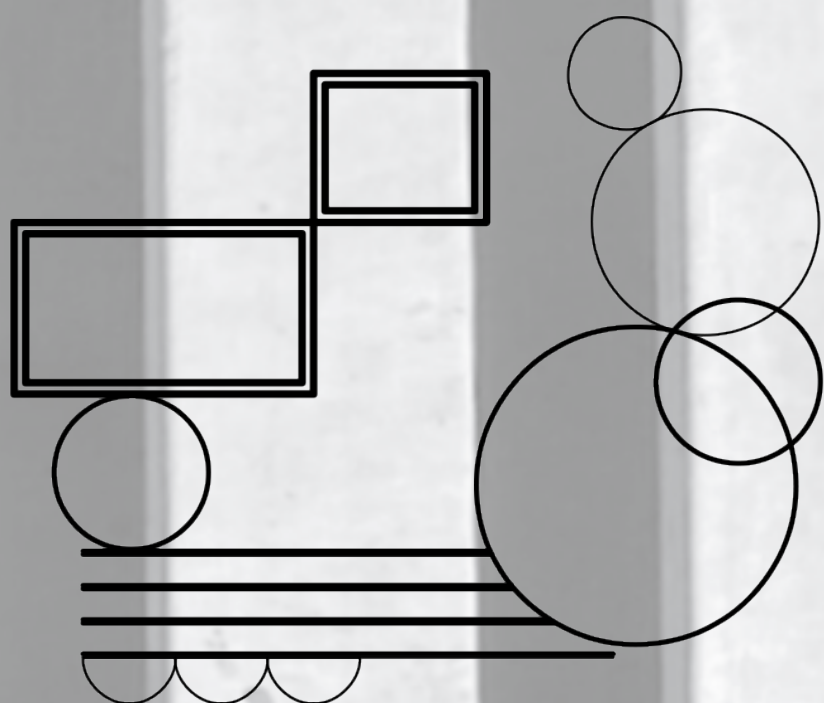
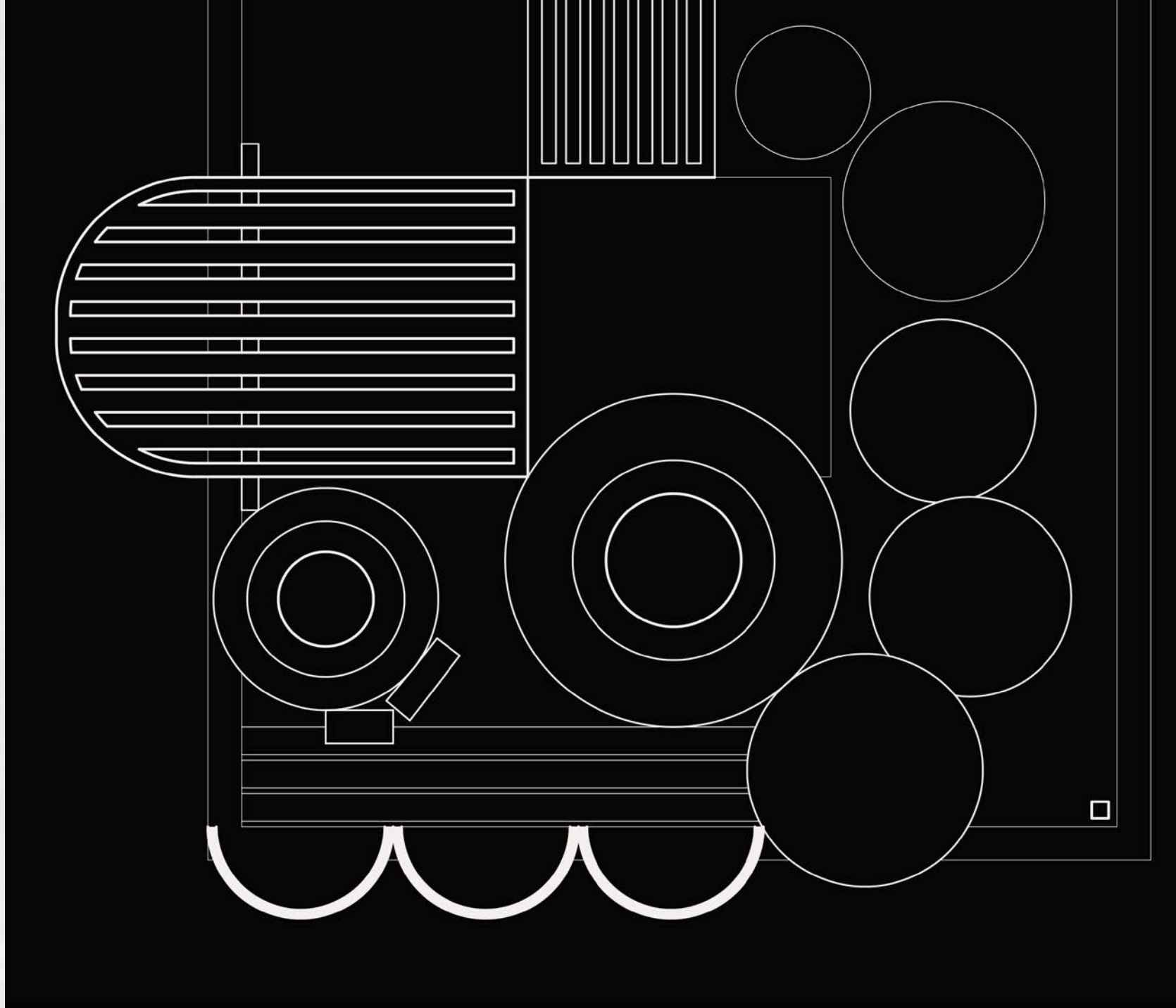
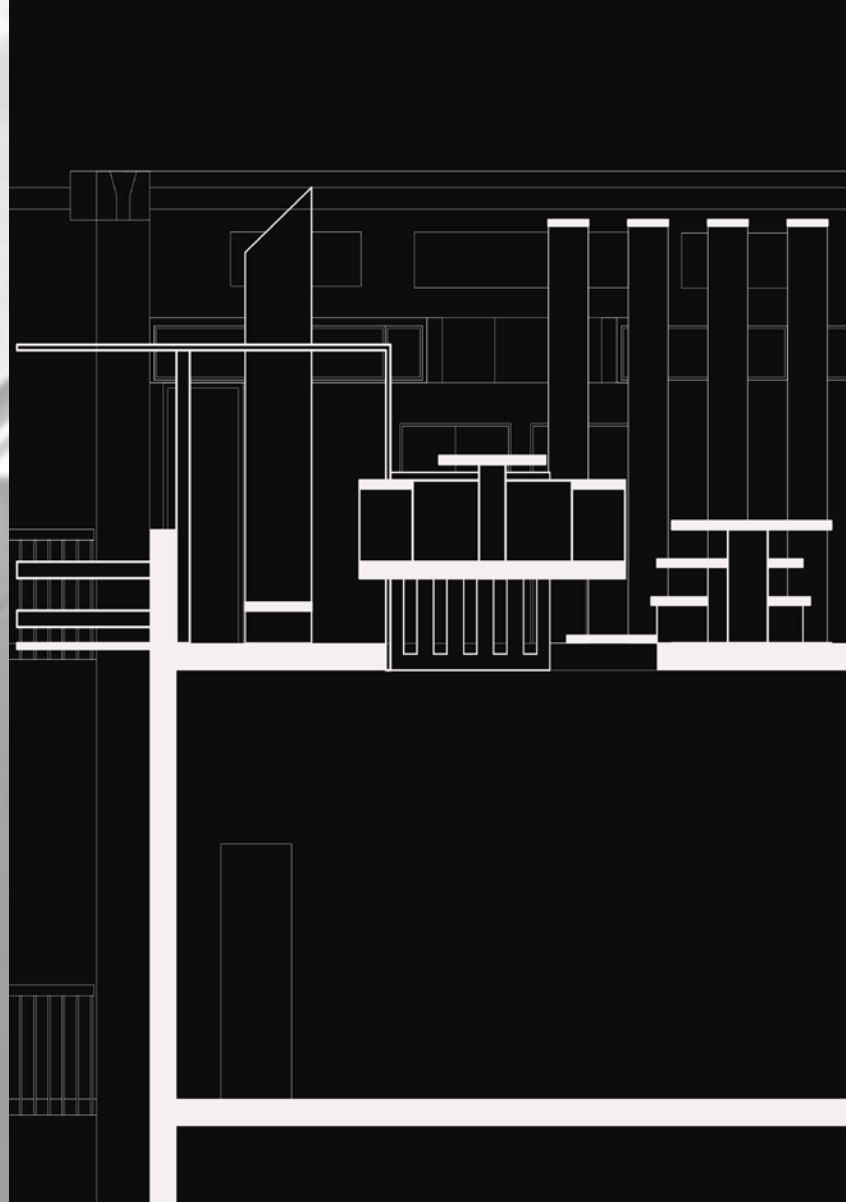
Photo and sketches of the geometries in stairs of Building 5



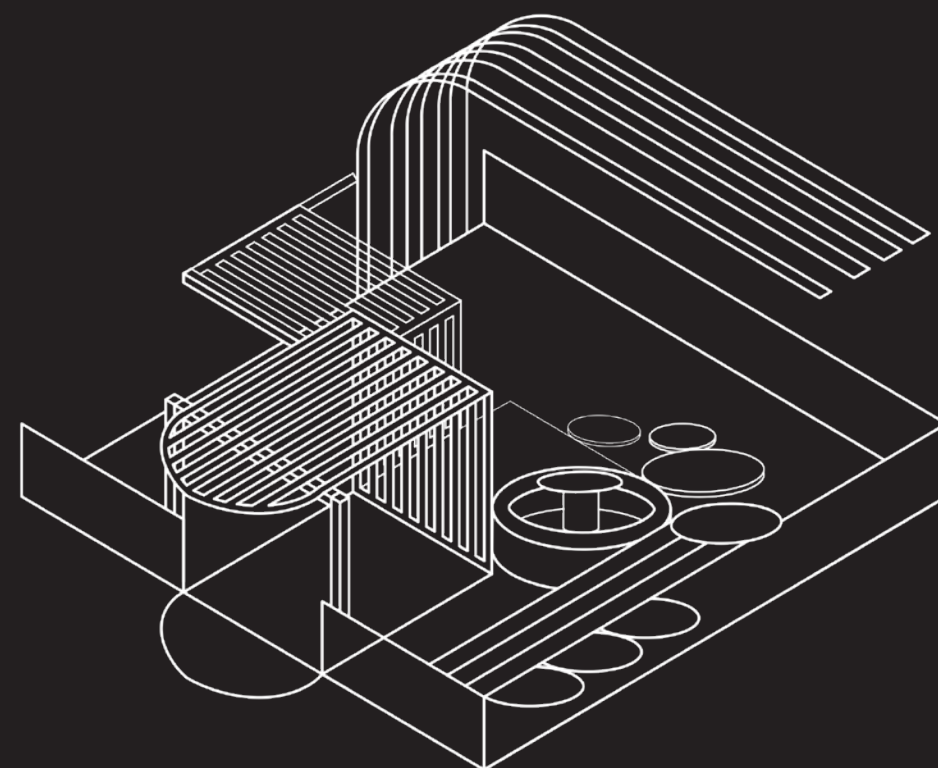
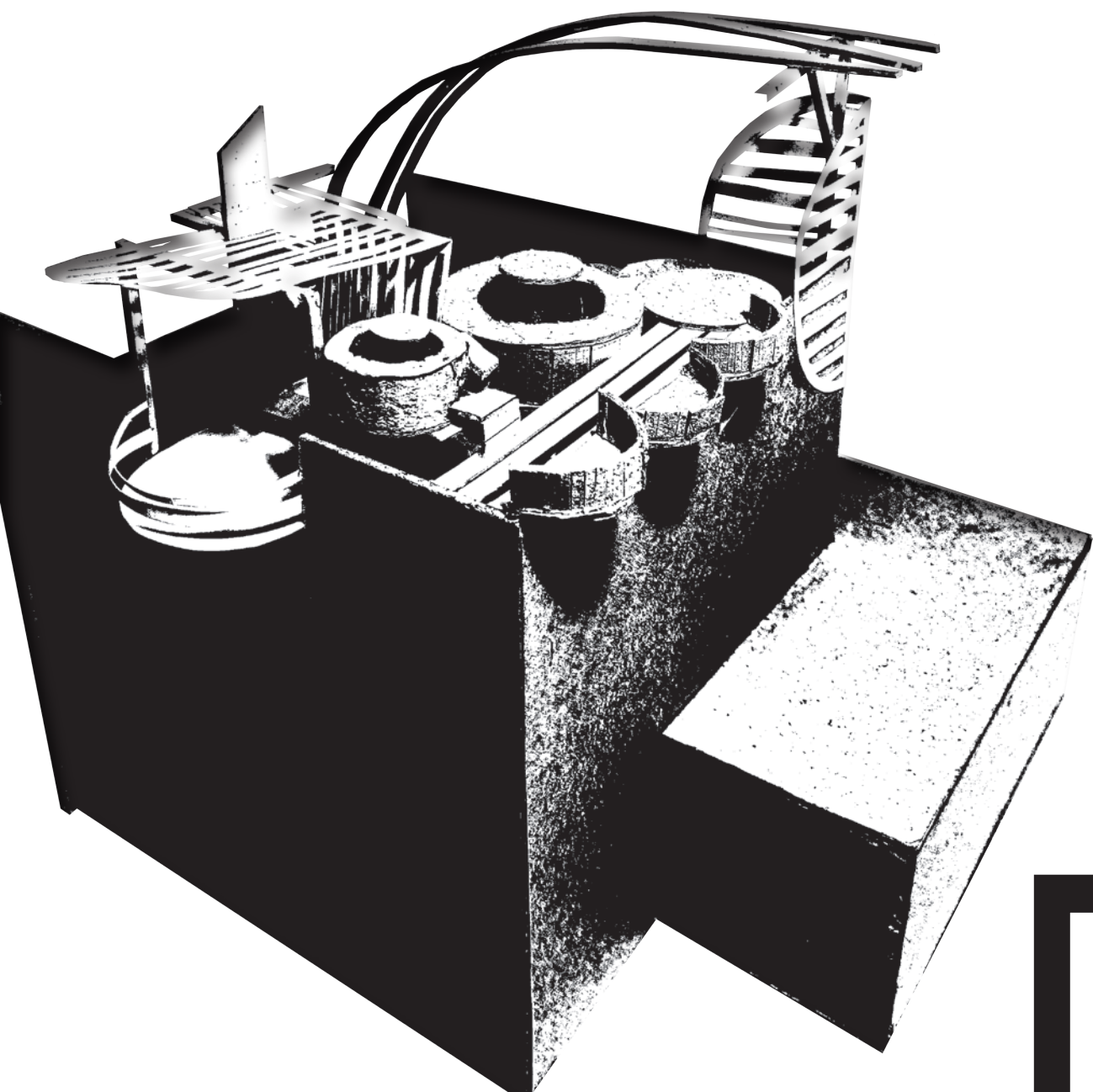
STUDY MODELS



**Rhino
sections
and plan of
my design,
bottom
left is a
diagram of
the design**

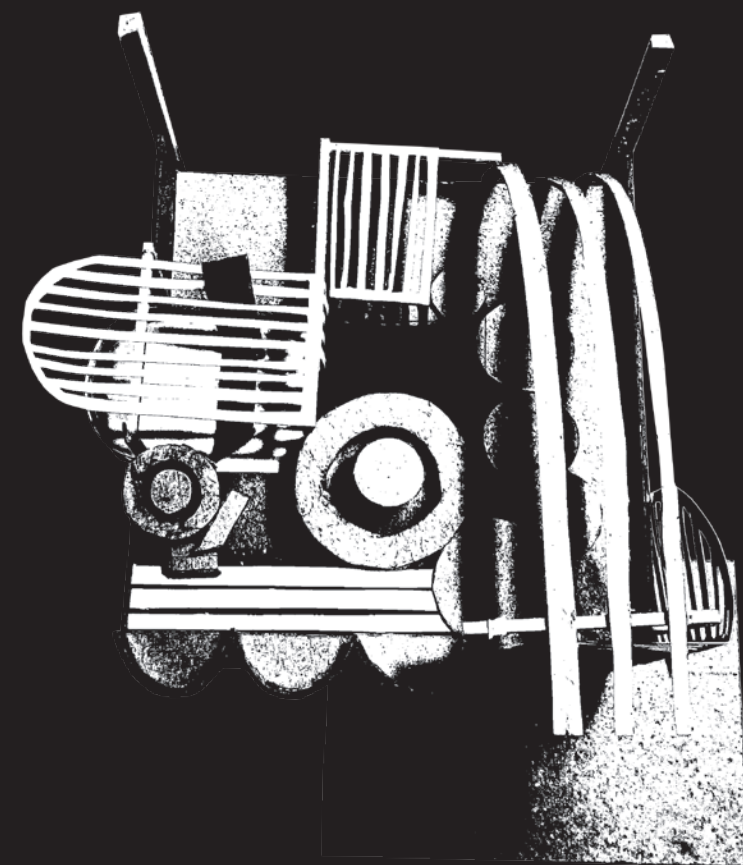


**Final model, includes a study space
for three individuals, a group of four
and an informal meeting area for two
people.**



**Isometric rhino
model**

**Top view of final
chipboard and
basswood model**



REFLECTION 03

END OF FALL QUARTER

This project encouraged us to think about everything we've learned individually and apply them together. How things work together, how art can influence the spaces we exist in, how to build models, how to draw... all came together to create this final project of the quarter.