

UNIT TWO: Whare Paku

Develops
evidence for
EXTERNAL
ASSESSMENTS

AS 91338 v2 (2.31) 4 Credits

Produce working drawings to communicate technical details of a design.

AS 91337 v2 (2.33) 3 Credits

Use visual communication techniques to generate design ideas.

Develops
evidence for
INTERNAL
ASSESSMENT

AS AS91343 v3 (2.36) 4 Credits

Use visual communication techniques to compose a presentation of a design.

DUE: Your design work must be handed in **WEEK 5, TERM 2**

DUE: Your instrumental drawings must be handed in **WEEK 9, TERM 2**

Context:

The town of Levin took an urban survey in 2016. Travellers were the target audience, and they were asked what they thought of our fair town. 80% of people described Levin 'as a paradise, but with not enough public toilets at the parks'. In response to this, the Council has commissioned the design of new public toilets for Playford Park.

Specifications:

- You must draw the site plan of Playford Park
- Have separate sections for different genders
- Total footprint maximum 40 square meters (you will find this is a lot of space), single storey
- Landscaping needs to be considered
- Your design needs to integrate design principles and take into account the environmental conditions (such as conditions of use, user friendliness, fit for purpose, weather conditions).

Project Requirements:

You need to create a portfolio of design work that shows the generation and development of ideas for a Pavilion that interprets and embeds the identified characteristics of your researched famous pavilions and completes all specifications listed above.

In your portfolio you will apply visual communication and design techniques and knowledge to initiate, explore, and refine your ideas. Your portfolio must show the progression of your design ideas and could include visual diaries, sketches, drawings, models, photographs, digital media, display boards, or installations, supported by annotations as required. Creating your portfolio involves three stages:

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1. Initial research
2. Initial ideas + Development
3. Construction detailings
4. Final Design



+Public space, Italy
by unknown architect

1. Initial Research

Explore and gather information on historical and current public toilets;

- What are they used for (only toilets? or other uses?)
- What are the different types of layouts?
- Who designed them? What styles have they used?
- What design principles and design characteristics have been used of each toilet and landscape?
- What inspired the design of these buildings do you think?
- What is Playford Park used for? How are you going to make sure that your design does all the things it needs to?

Some examples of notable Public Toilets:

a) The Trail Restroom

Created by Miro Rivera Architects in a park in Austin, Texas

(go to **Dezeen.com** and search this building)

b) Centennial Park Amenities

Designed by Lahz Nimmo Architects in Sydney, Australia

(search 'The world's 10 best public toilets for 2015 - DesignCurial' on **Google** for this and many more results)

c) Roadside Reststop Akkarvikodden by Manthey Kula Architects

Designed by Manthey Kula Architects in Norway

(go to **Dezeen.com** and search this building)

d) Hut with the Arc Wall

Designed by Tato Architects.

(go to **Dezeen.com** and search this building)

2. Initial Ideas and Development

- Generate a range of ideas using **collages** and **overlays** to create **shapes** and **forms** to produce a starting point for initial ideas. Use a range of media to work into these collages and overlays to render your initial ideas.
- Through further drawings AND Paper modelling explore, refine and review your selected idea (or combination of ideas), with **further research into other where paku designs** carried out as necessary to help you integrate and embed identifying characteristics with your own design ideas in aesthetic and/or functional ways.
- Whilst generating your ideas you need to consider the **specifications** and **function** of the building and landscaping, taking into account the environmental conditions such as conditions of use and the influence of environment (weather) on your design. *This will influence the development of the design, through site location, size scale and proportion use of materials,*
- Refine and review your initial ideas towards a preferred idea. Explain your choices.

Support annotation can be used where necessary, but visual communication techniques and approaches used must clearly communicate your design thinking.

*Thinking about design is hard,
but NOT thinking about it could
be disastrous. ~ Ralph Caplan*

3a. Final Design Sketchup Mockup

a) Produce a scale mockup of your design on sketchup. This will help with your measurements for your Orthographic Drawing. from here, you can laser print a model if you would like.

3b. Final Design Instrumental Drawings

a) Produce a set of related scaled instrumental drawings which explain your final design ideas. These are **'Multi-view Orthographic' drawings**.
(AS 91338 v2 E (2.31) Credit 4)

- Multi-view Orthographic drawings must include a minimum of three views and one of these views must be a sectional view or auxiliary view or true shape or surface development as appropriate to the design brief.
- The drawings must **communicate the shape and forms** of the design along with indicating the functional and aesthetic qualities of your design.

These drawings must meet the accepted drawing conventions including:

- Drawn to a recognised scale with dimensions to confirm the scale.
- Line-types – Construction lines, Outlines and Section lines
- Reference lines
- Projection lines
- Labelled views
- Orthographic symbol
- Correct dimensioning and lettering
- Sectional notation
- Text Layout - Title block with Name, Date, Title and Scale
- Projection planes and lines

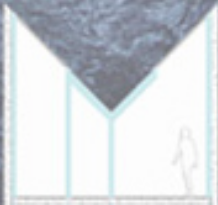
- Reflection lines.
- b) Produce a presentation that communicates the overall feel of the building you have designed. To create this, the design process will be followed, and a final outcome produced that will be shown in the end of

END OF UNIT 2 CHECKLIST

Make sure you have provided EVERYTHING listed here when you hand in this unit!

My project contains the following:

	TICK	DATE
Research on existing the designed Whare Paku		
Initial ideas moodboard - Collage		
Thumbnail initial idea sketches and paper architecture ongoing research where needed		
Chosen Idea (floorplan and basic form)		
Development		
Resolution of Design - FORM		
Resolution of Design - FUNCTION		
Resolution of Design - CONSTRUCTION		
A final design that effectively integrates aesthetic and functional characteristics of a successful whare paku - fulfillment of specifications		
Landscaping		



Assessment Schedule 91338 v2

Design and Visual Communication (2.31) - **EXTERNAL**

Produce working drawings to communicate technical details of a design.

Achievement	Merit	Excellence
I have produced a set of related scale drawings.	Produce working drawings to clearly communicate technical details of a design.	Produce working drawings to effectively communicate technical details of a design.
<ul style="list-style-type: none">• <i>I have produced a set of related scale drawings.</i>• <i>I have used the correct drawing conventions.</i>• <i>I have shown complex visual information.</i>	<ul style="list-style-type: none">• <i>I have produced an accurate set of related scaled drawings that communicate details of a design.</i>	<ul style="list-style-type: none">• <i>I have produced a coherent set of related scaled drawings that communicate details of a design.</i>

**DUE 30th
June, 2017**
- Week 9, Term 2 -

Assessment Schedule AS 91337

Marking Schedule v2 - (2.30) **EXTERNAL**

Use visual communication techniques to generate design ideas.

Achievement	Merit	Excellence
Use visual communication techniques to generate design ideas. • <i>I have used techniques to explore the functional + aesthetic qualities of the design to generate design possibilities.</i>	Use visual communication techniques skillfully to generate design ideas. (As for achieved, as well as) • <i>I have used techniques to explore in detail the functional + aesthetic qualities of the design to generate divergent design possibilities.</i>	Use visual communication techniques effectively to generate design ideas. (As for merit, as well as) • <i>I have used techniques to comprehensively explore the functional + aesthetic qualities of the design to reflect on and extend divergent design possibilities.</i>

Functional qualities should include:

(circle when you have used)

Operation eg: movement & ergonomics / construction eg: material & assembly / size, scale & proportion

Aesthetic qualities should include:

(circle when you have used)

colour / tone / texture / pattern / shape / balance / surface finish / etc

Visual communication techniques should include:

(circle when you have used)

sketching / rendering / modelling & mock-ups / collage & overlays / digital software