

Interactive Architecture Workshop

Exercise_01: Mechanical Motions and Kinetic Typologies **Due Monday Morning**

- Working physical kinetic model + photos + movie posted on the WWW

The point of this exercise is to learn to make scaled mechanical models that can potentially be applied to your project.

The purpose of modeling is done as designers, and not as engineers. Your goal should be to demonstrate your intent. It is important for designers to build upon what exists in fields outside their particular specialty such as in mechanical and structural engineering. The importance lies in understanding such areas to the extent that you can design with them.

Your primary goal is to make a physical **“working”** kinetic model. You have liberties as to scale and your choice of materials. It is important that you think 3-dimensionally when designing your kinetic models and how they might be composed from two-dimensional pieces

Things to consider in making your model:

- The point is not about how it looks, but rather how it works.
- Integrate available mechanical components (Lego gears, pulleys, etc., found objects, and objects from other mechanical objects).
- The key to a robust mechanical model is to keep them simple. Consider that they need to work repeatedly over and over again.
- Consider the source of actuation for your system.