

An Exaggerated Perspective Arcade

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An Exaggerated Perspective Arcade

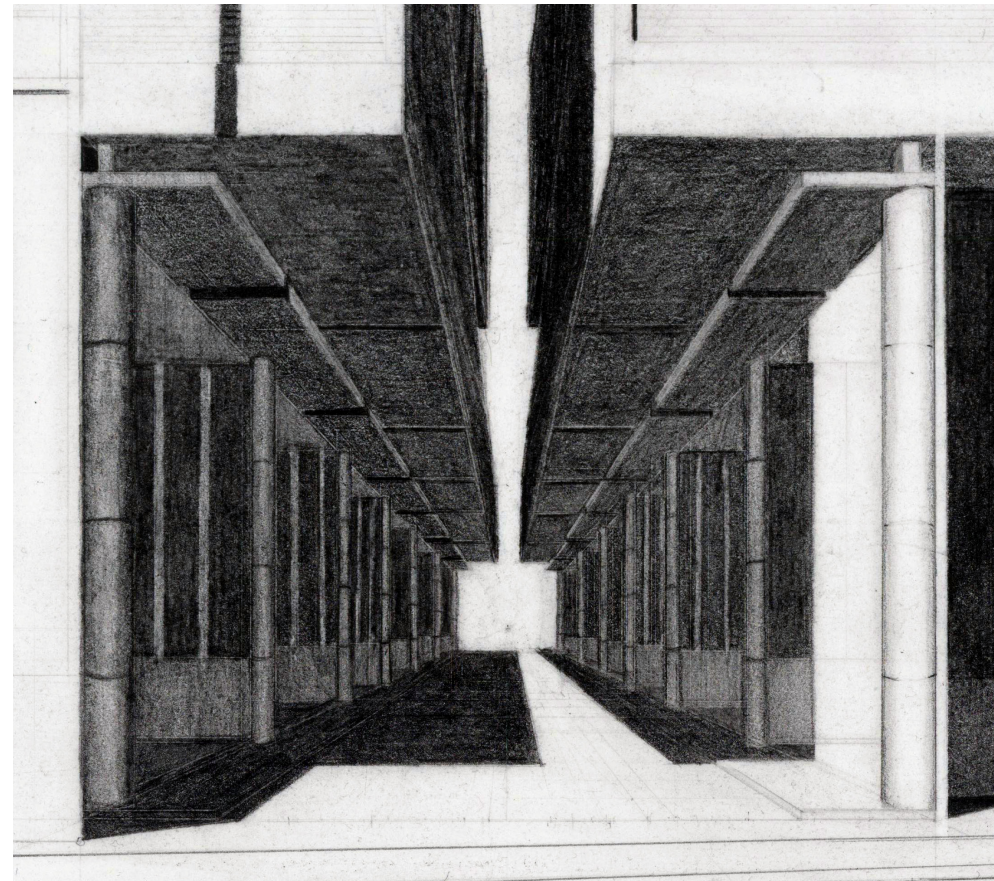
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Abstract

This thesis is an exaggerated perspective arcade. The exaggerated perspective has a vantage point that is placed across the street from the site and is differentiated from the sidewalk. Therefore, the position at which the arcade is optimally viewed is demarcated. Over its one-hundred feet in length, the arcade converges and all the elements within the false perspective diminish in size to support the optical illusion. Constructed perspective techniques and anamorphic perspective techniques are utilized to construct this ideal view of the arcade between the two small buildings.

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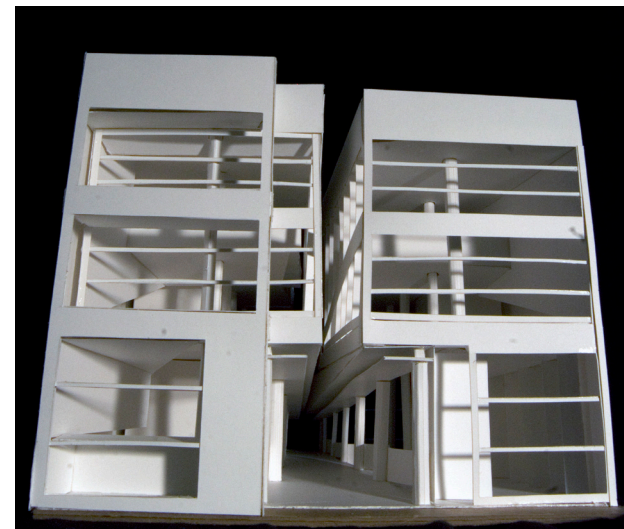
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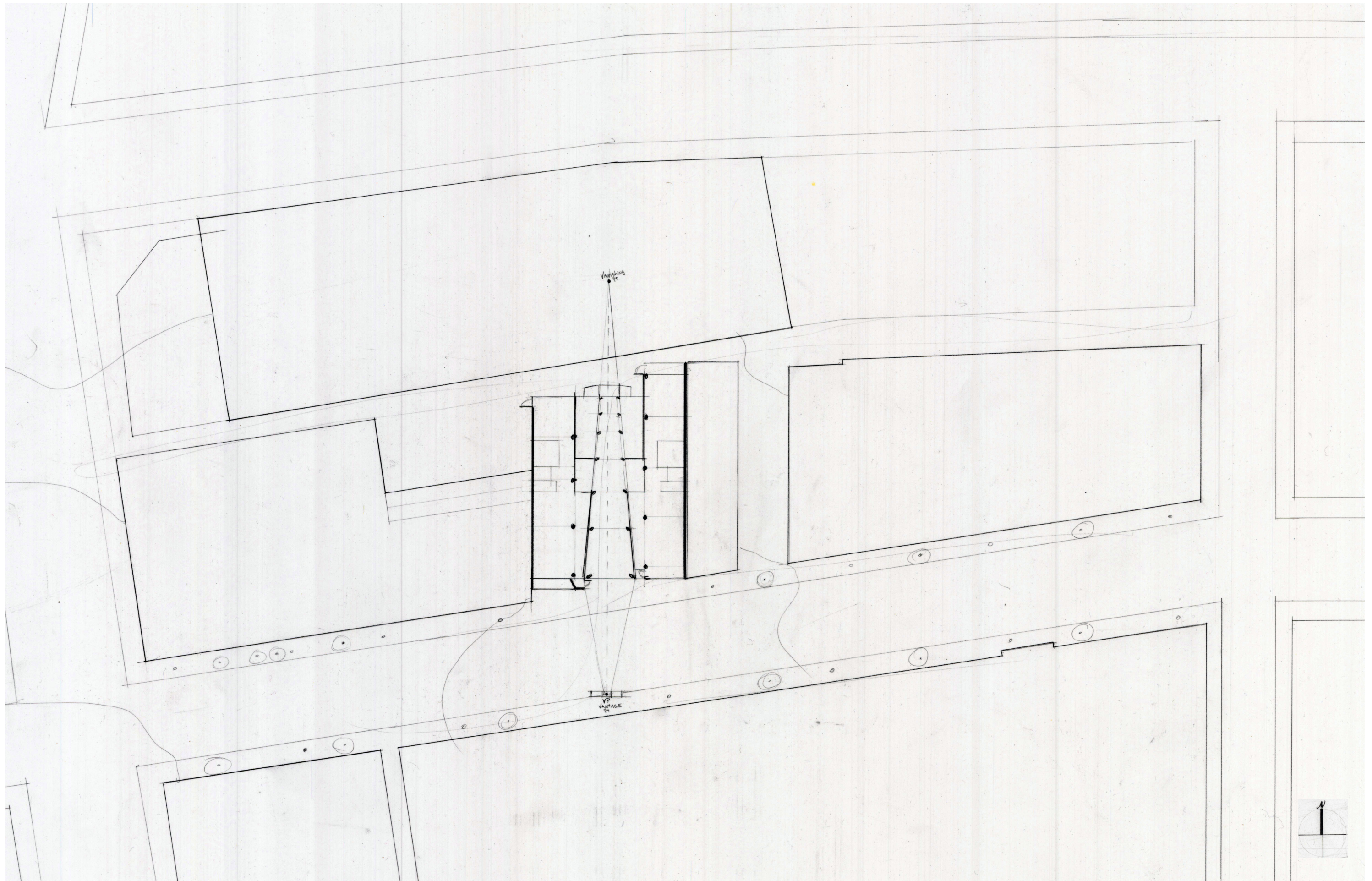
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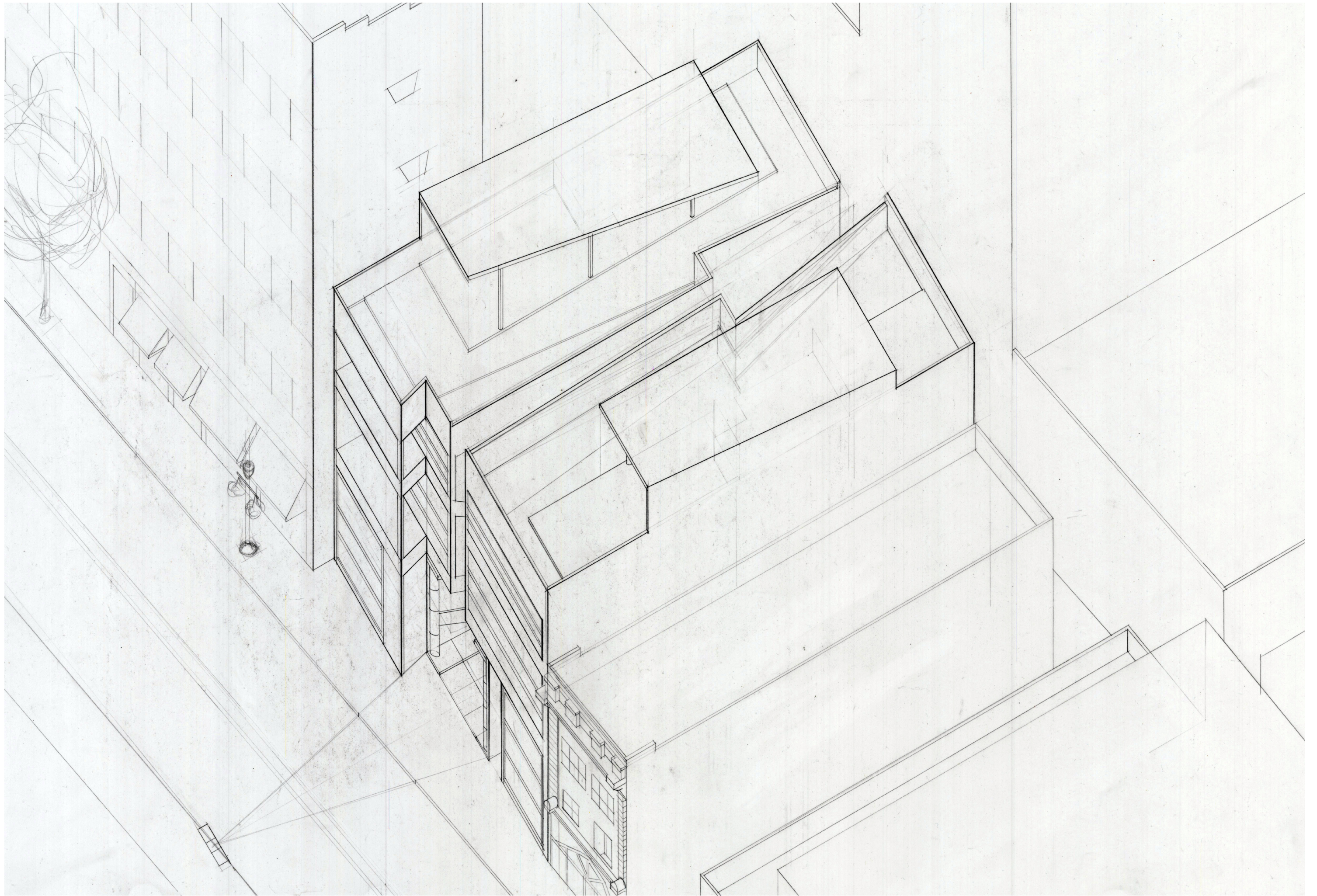
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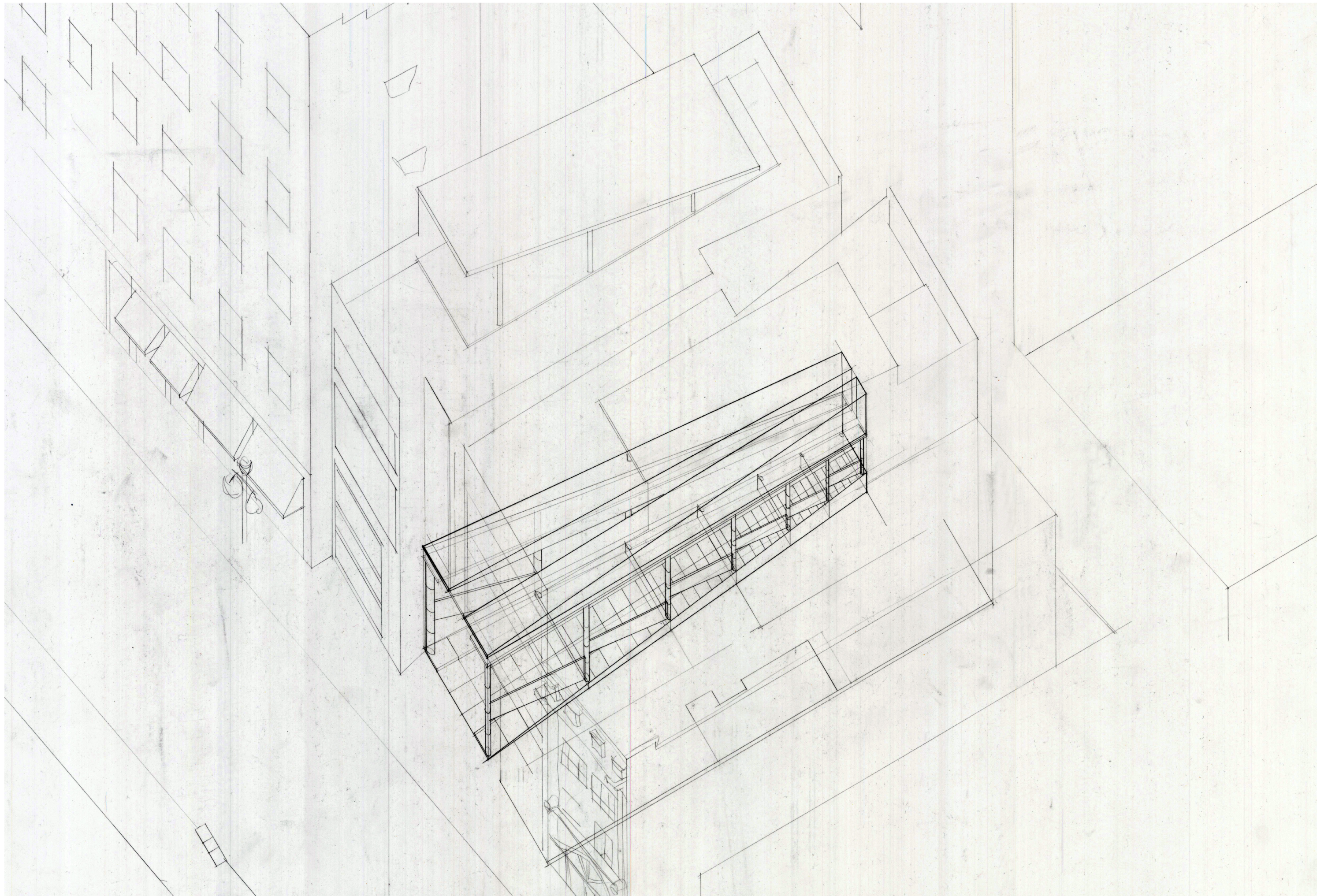
Block Plan

This drawing shows the relationship of the site and buildings to the block and how the site and structures are divided. The vantage point is located perpendicular to the facades of the buildings. The thesis site is on Campbell Avenue, between First Street and Second Street. It measures 75 feet wide and 100 feet deep and is shaped like a parallelogram. The site is divided into three segments, each 25 feet in width and 100 feet in depth. These dimensions are consistent with the existing typology of the small mixed-use buildings in downtown Roanoke. The vantage point for the false perspective arcade is positioned across the street from the site on Campbell Avenue. An arbitrary vanishing point is positioned opposite of the vantage point. Therefore, every element in the arcade is constructed according to its relationship to these two points.



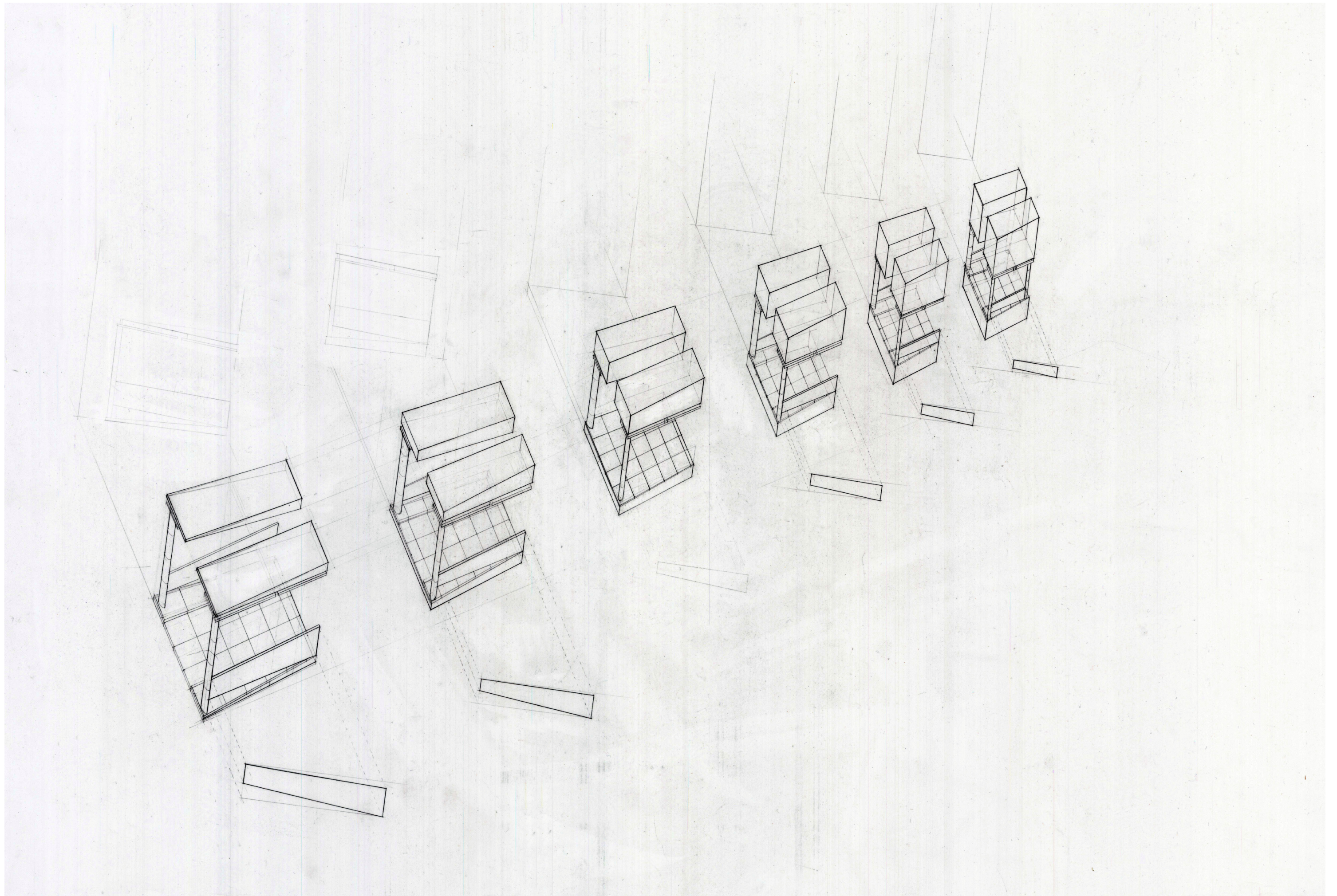
Axonometric

This drawing is an axonometric of the two buildings and the surrounding elements on the block.



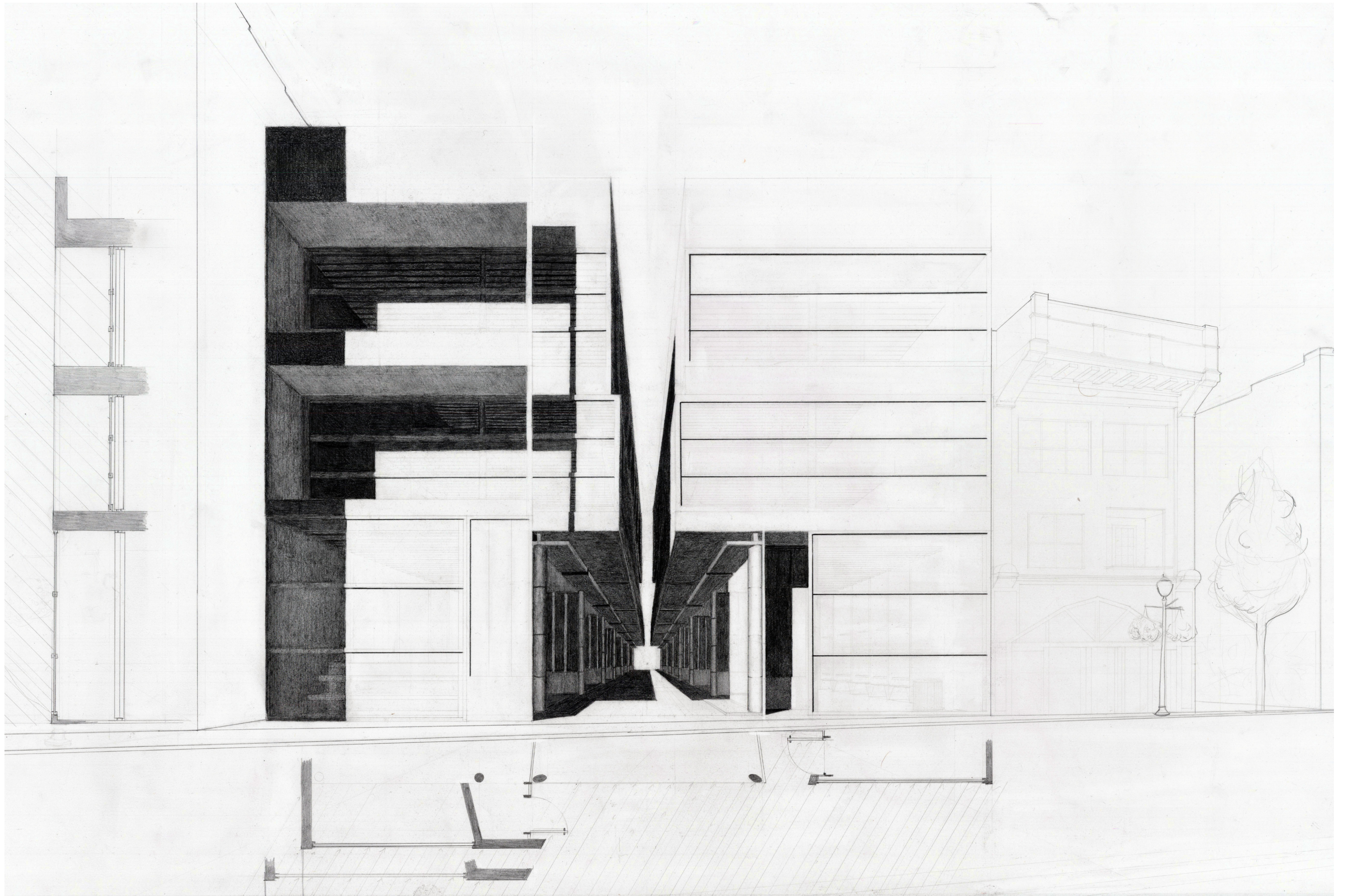
Axonometric of the Forced Perspective

This drawing shows the buildings of the thesis as transparent so that the forced perspective is highlighted and the relationship between the arcade and the buildings is demonstrated.



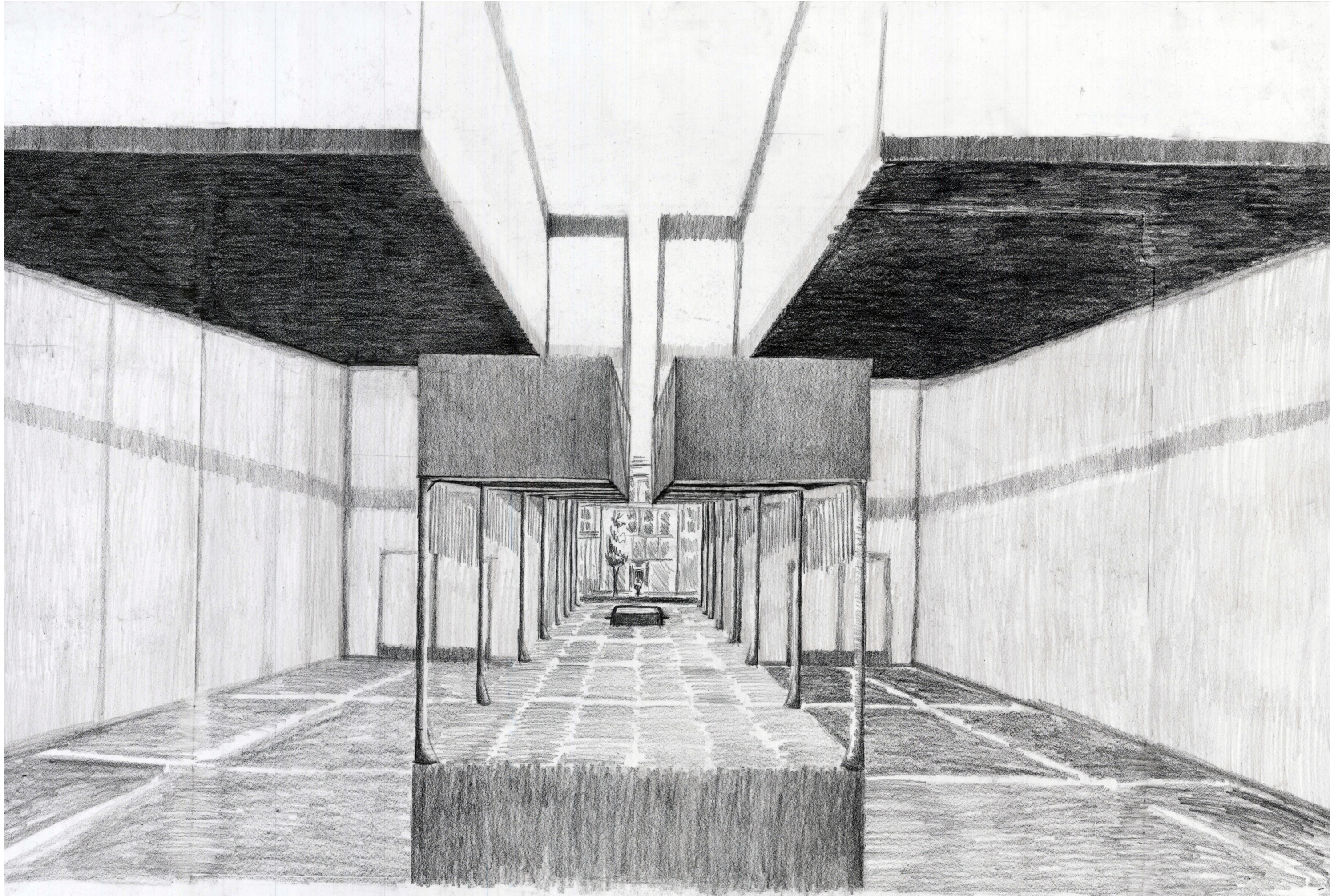
Expanded Axonometric of the Forced Perspective

This drawing shows only the forced perspective arcade. It is drawn divided at the columns in an effort to more clearly demonstrate how the elements of the arcade diminish in size.



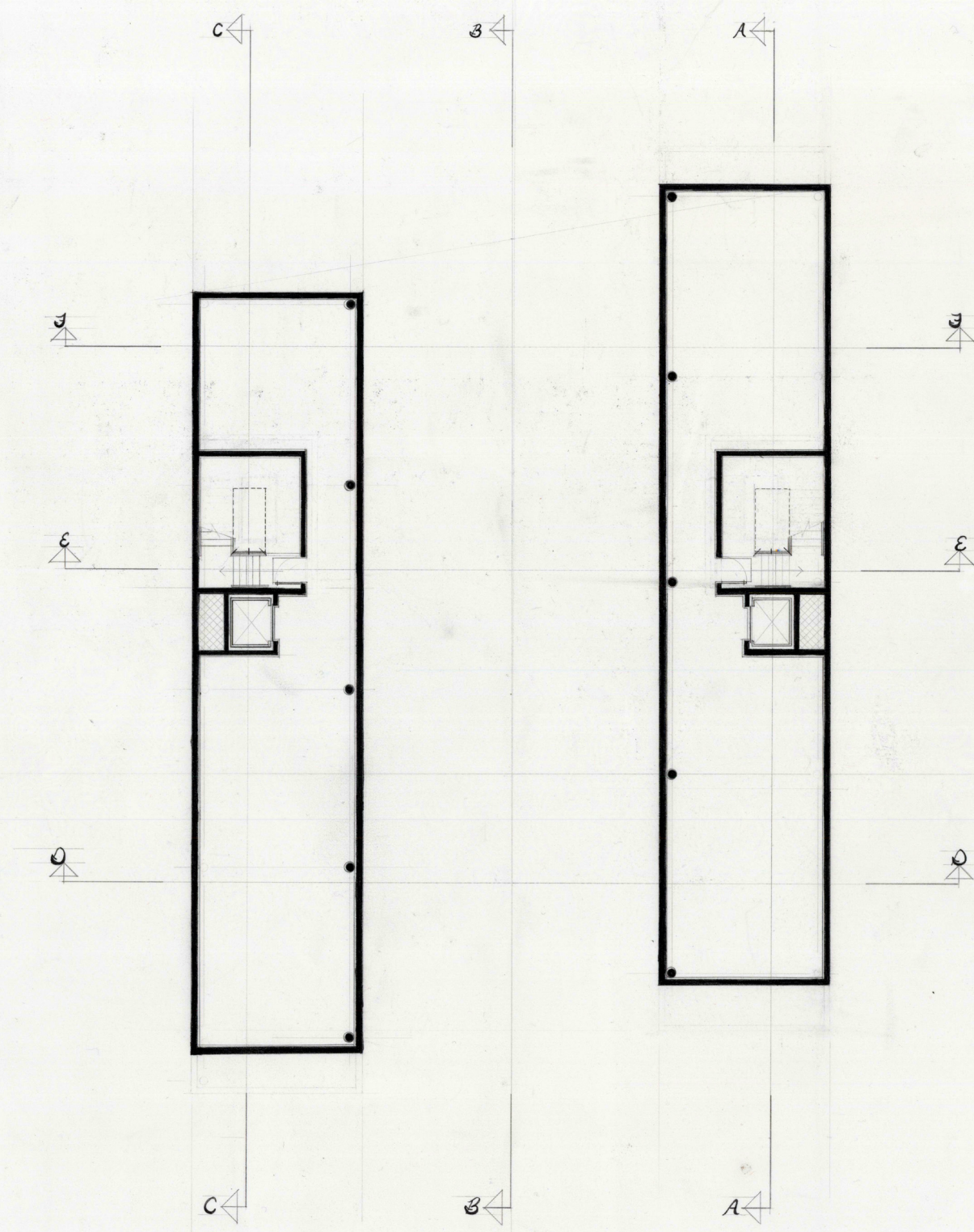
One-Point Perspective

This one-point perspective is constructed with the horizon line at eye-level. This drawing is constructed to show the view of the buildings and the arcade from the chosen vantage point across the street. The drawing is cropped to eliminate the distortion of the buildings that are out of the cone of vision.

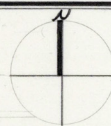


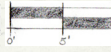
One-Point Perspective

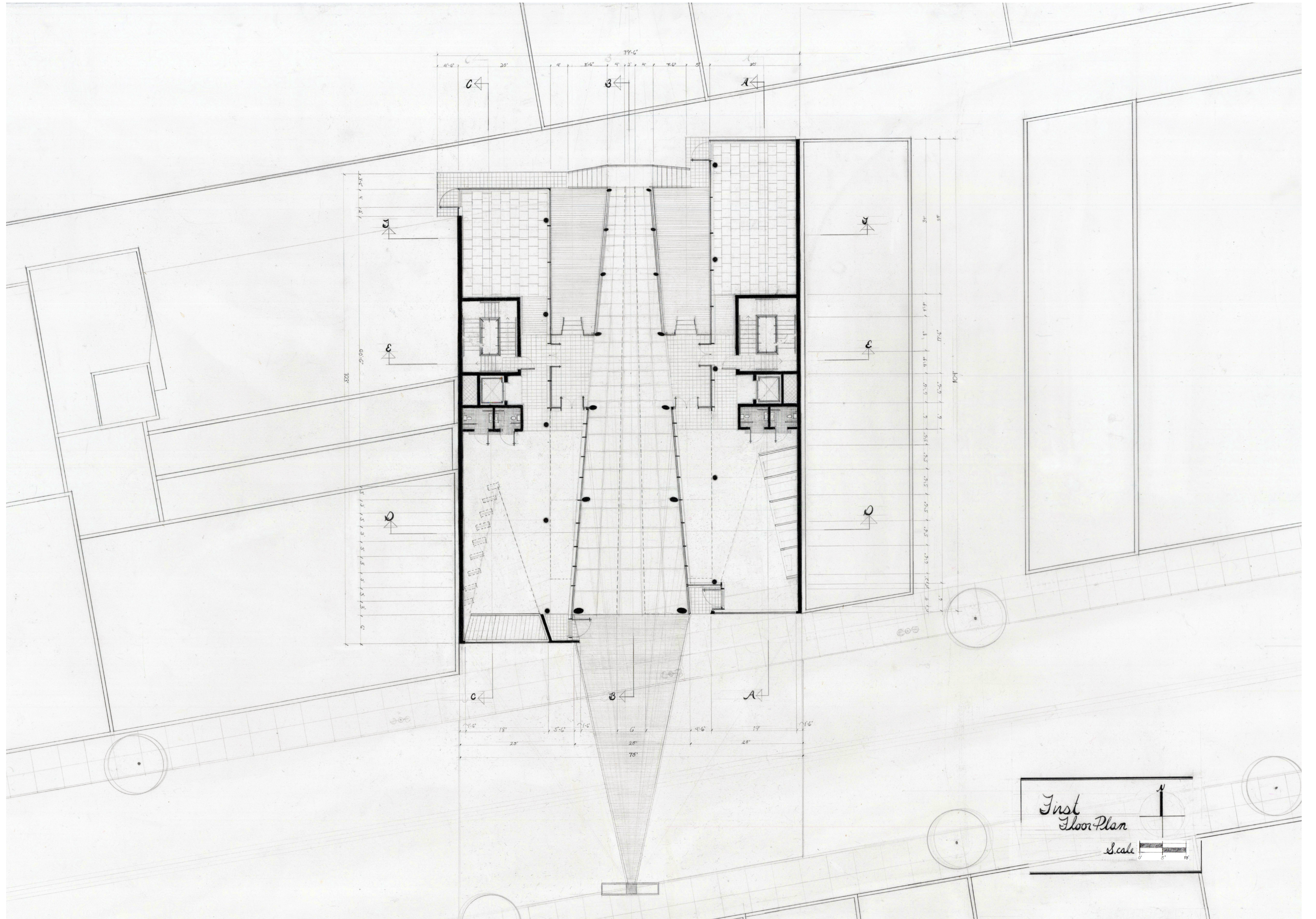
This one-point perspective is a conceptual perspective view from inside the arcade facing the vantage point across the street.

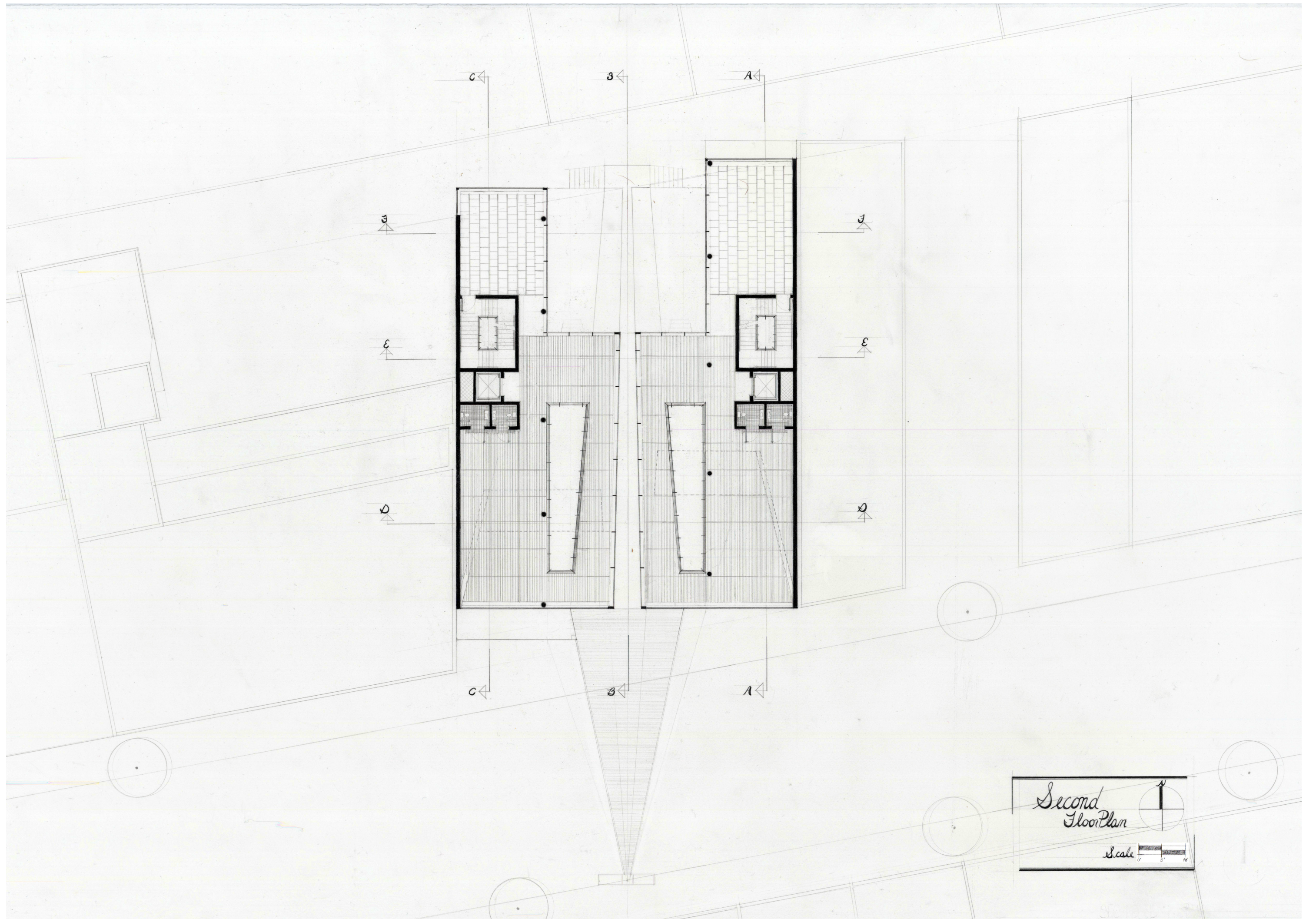


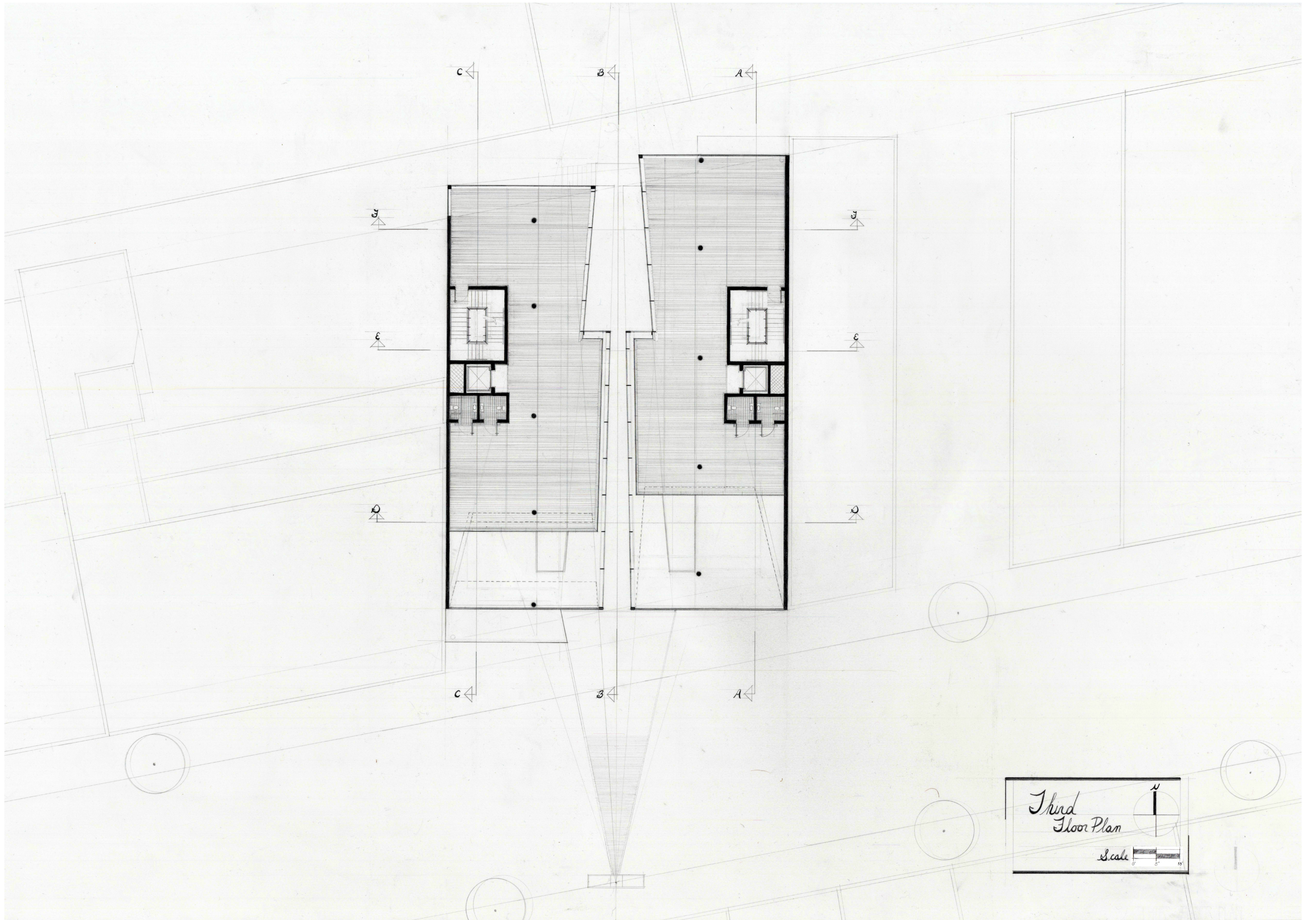
Basement
Floor Plan

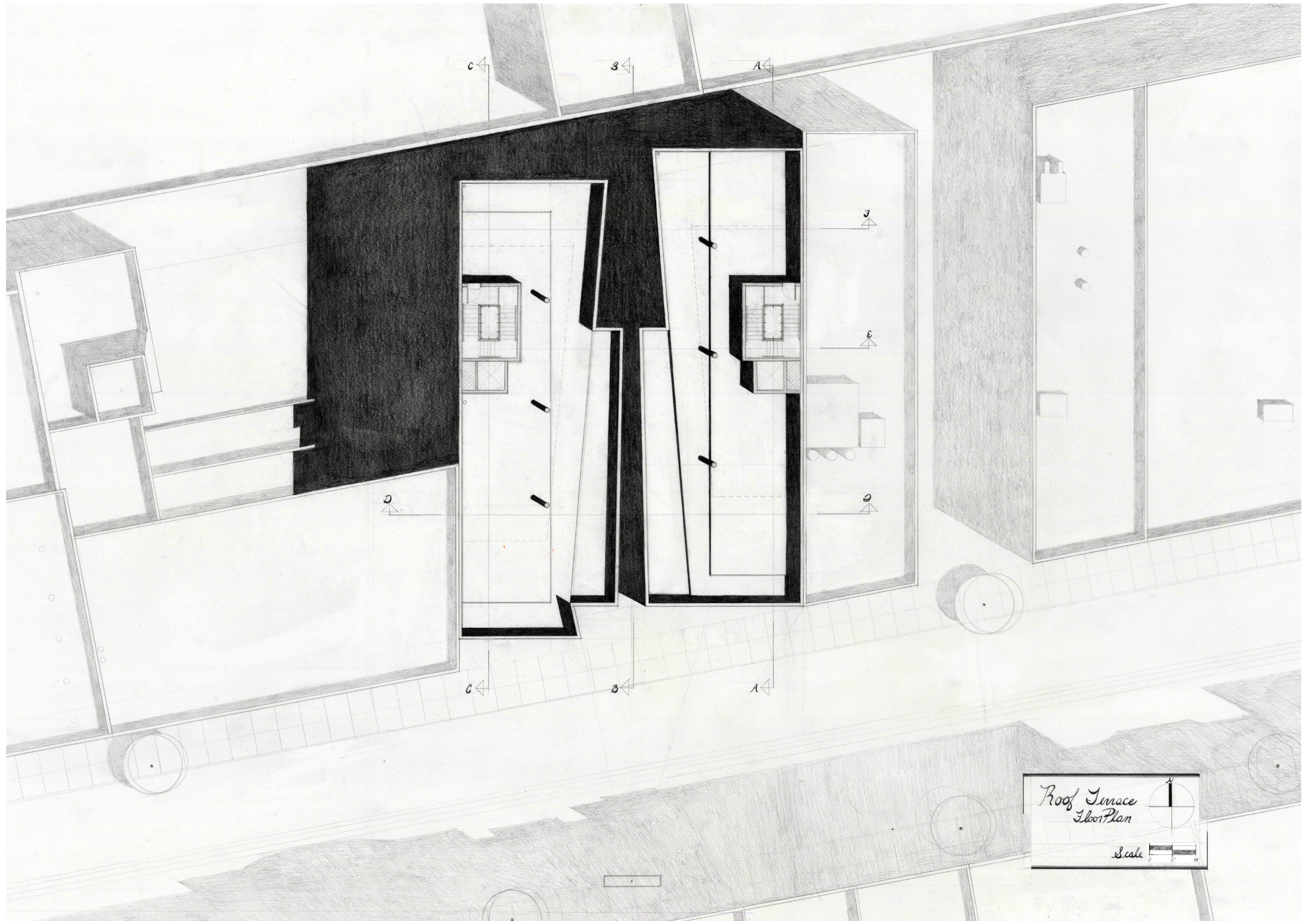


Scale 



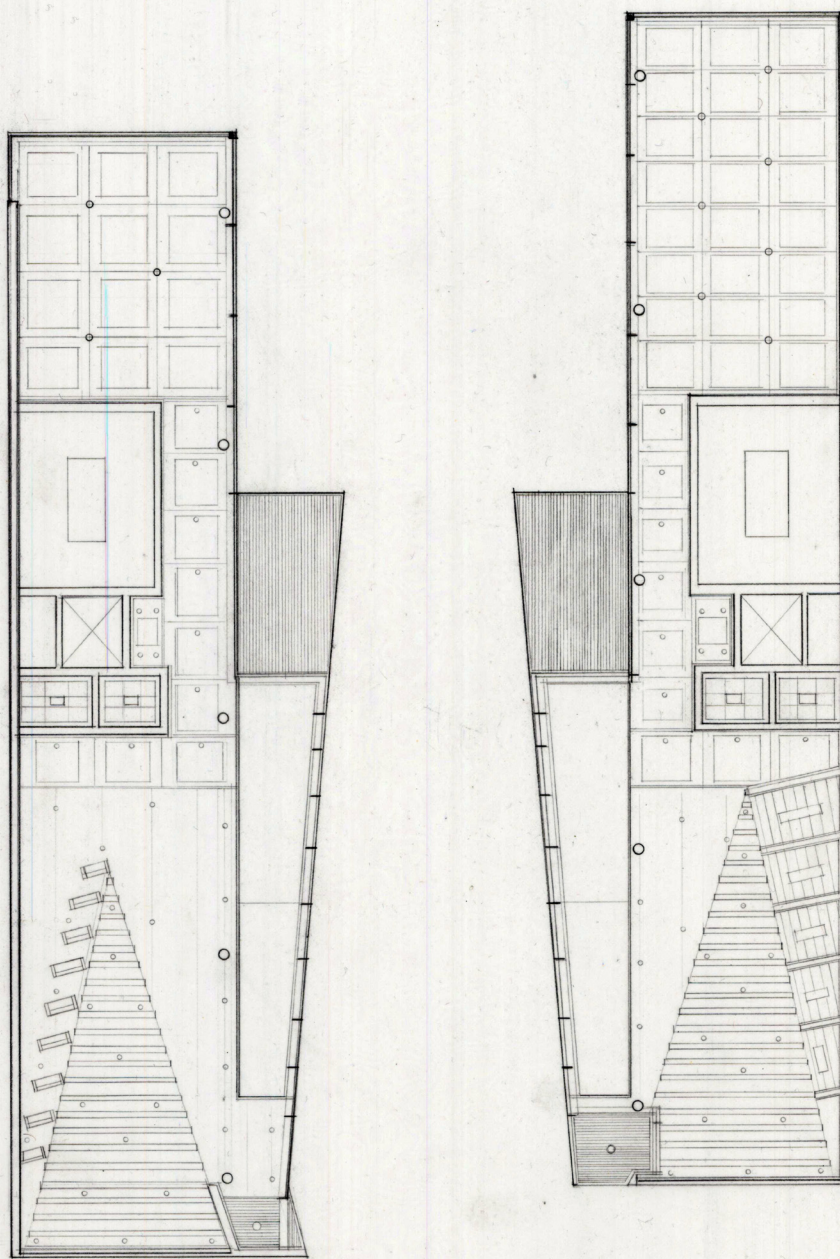




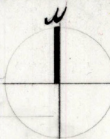


Roof Terrace
Floor Plan

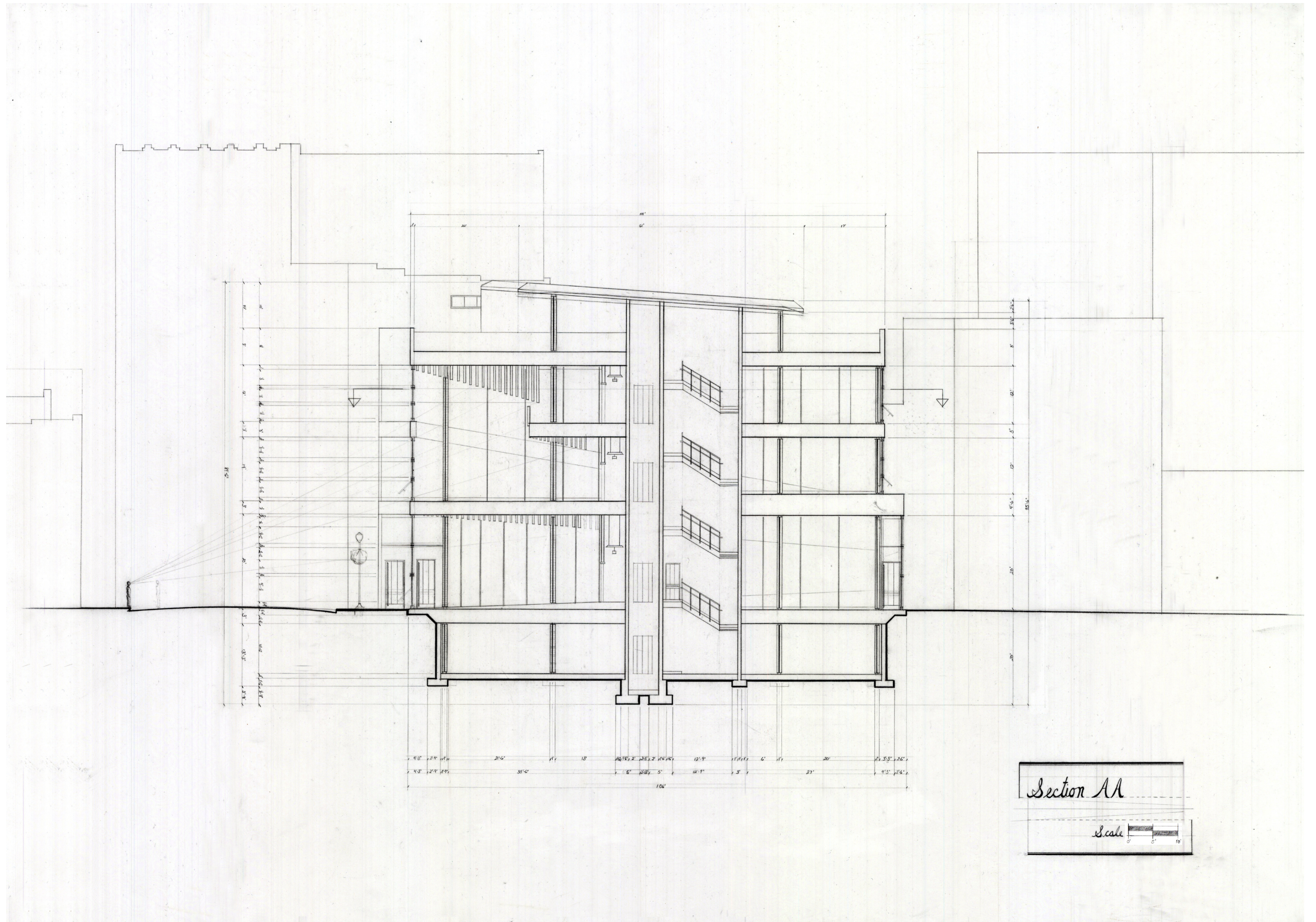
Scale 0 5 10



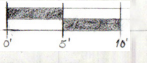
Reflected Ceiling
First Floor Plan

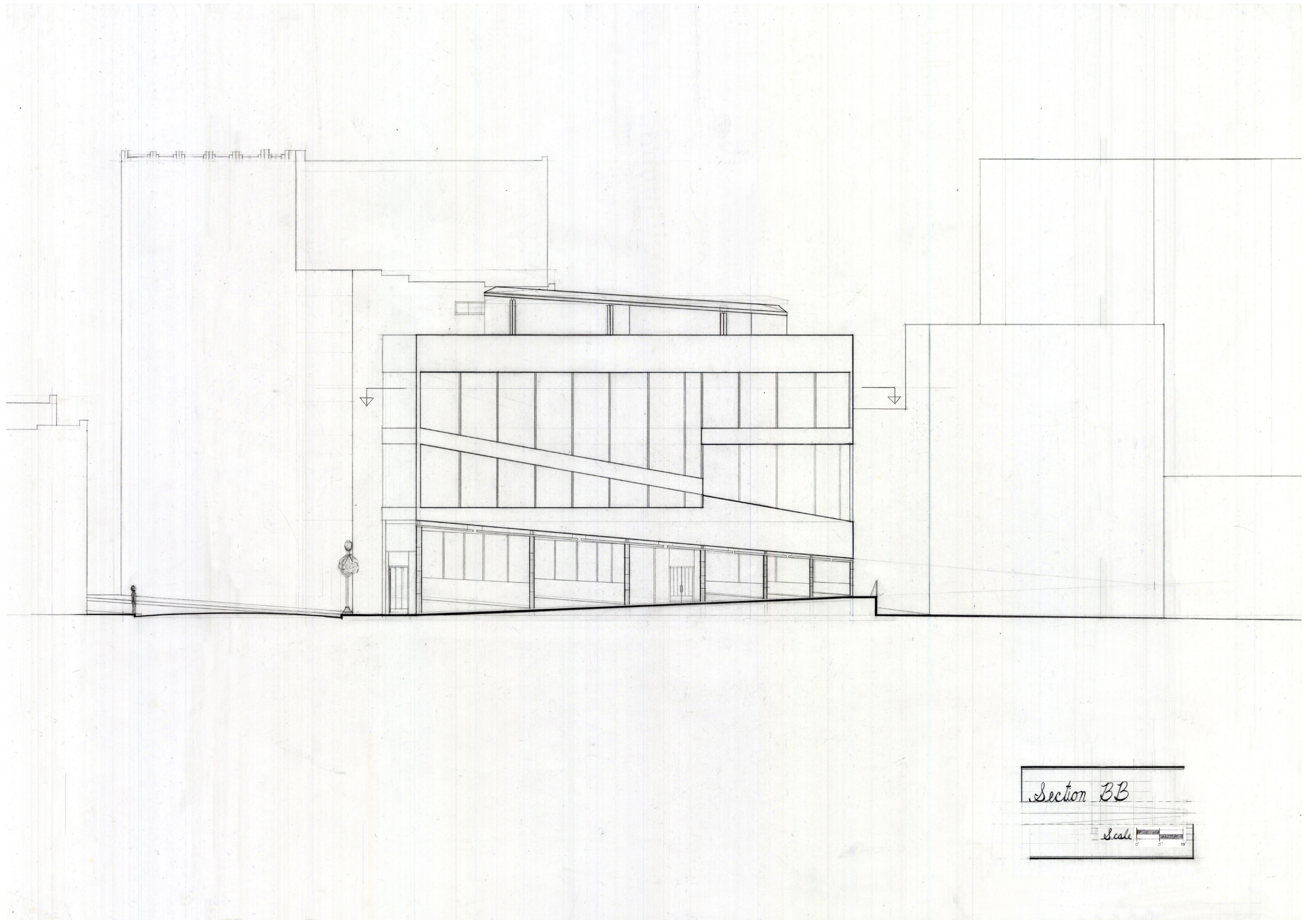


Scale 

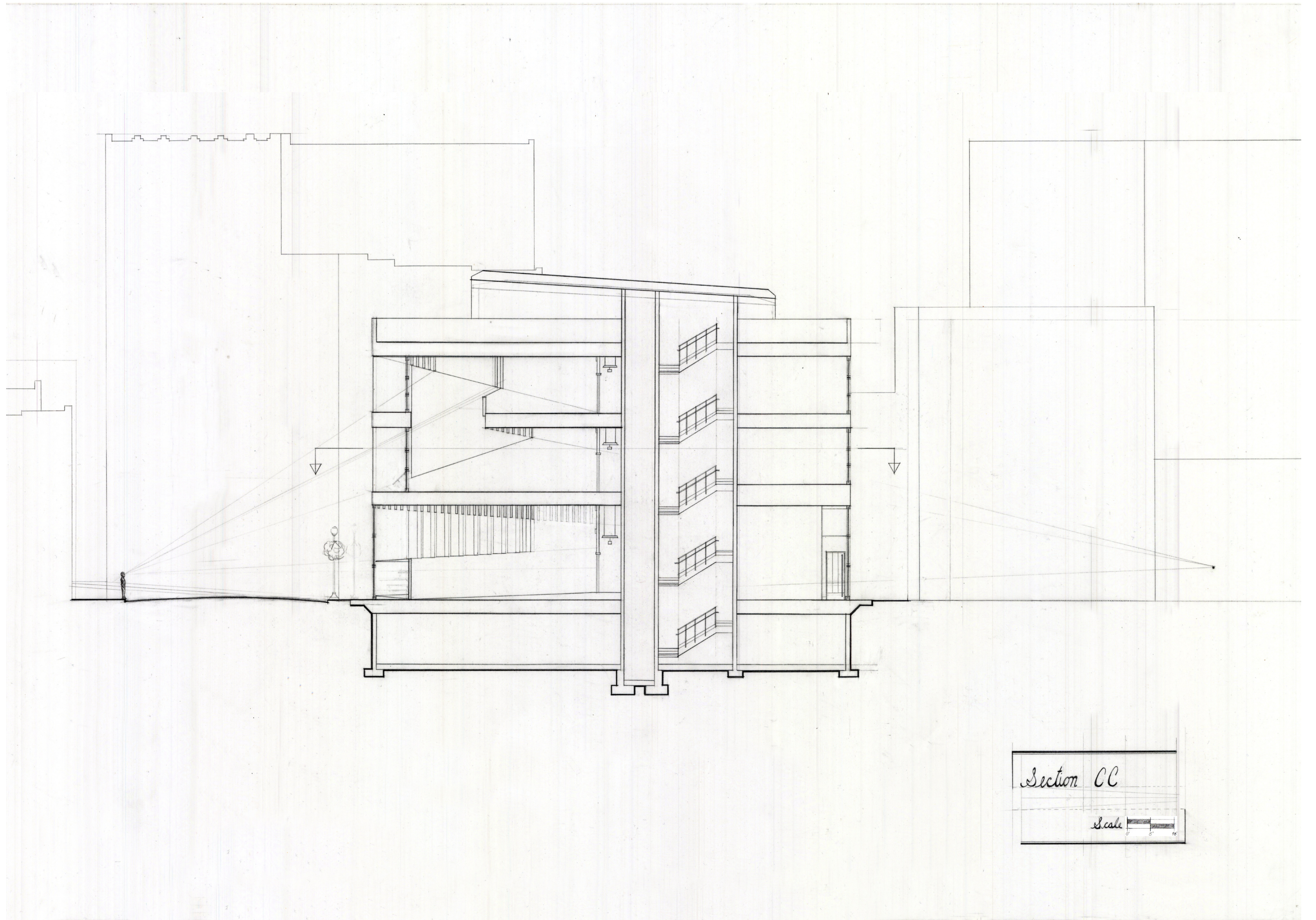


Section A

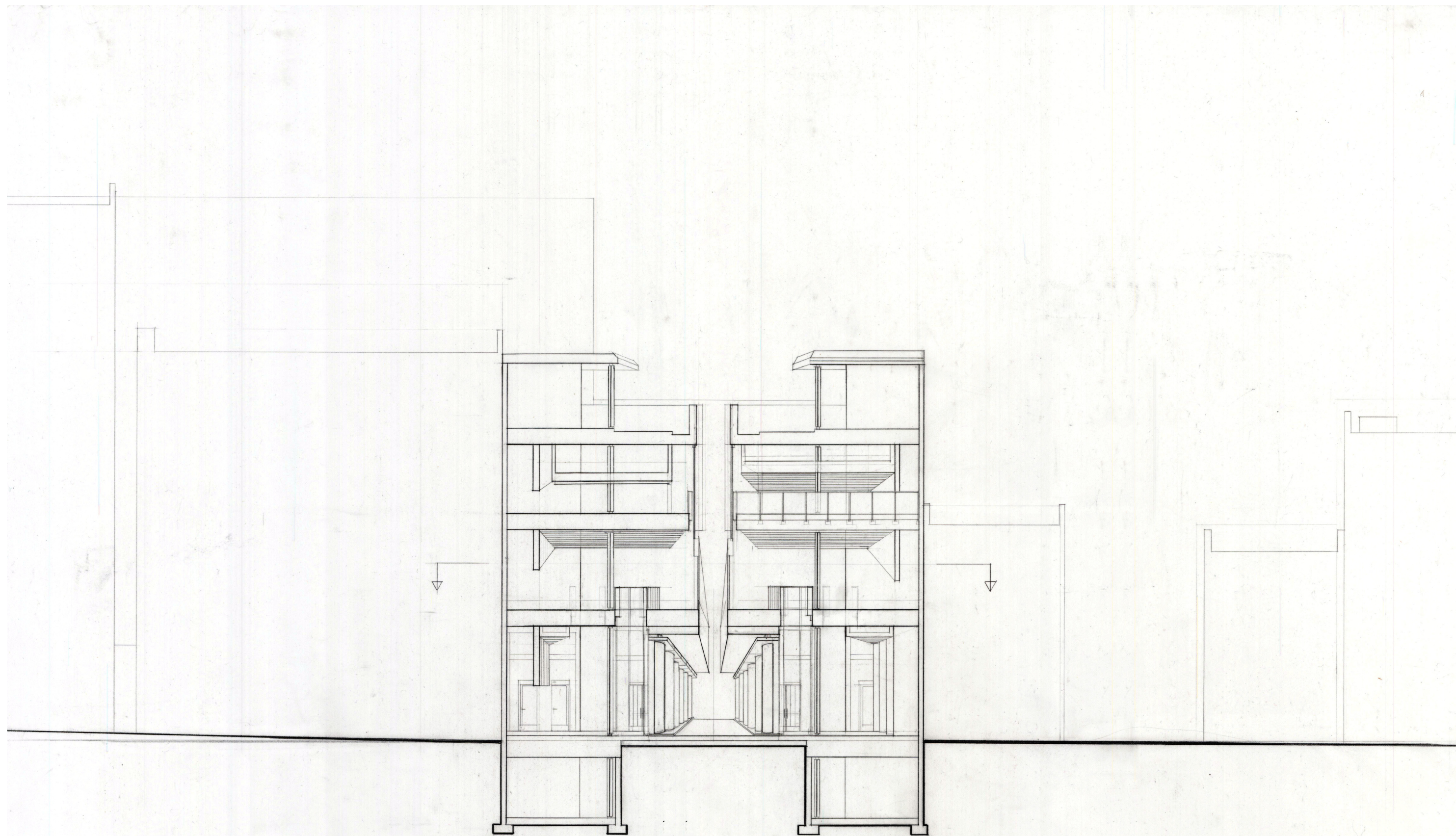
Scale 

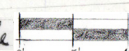


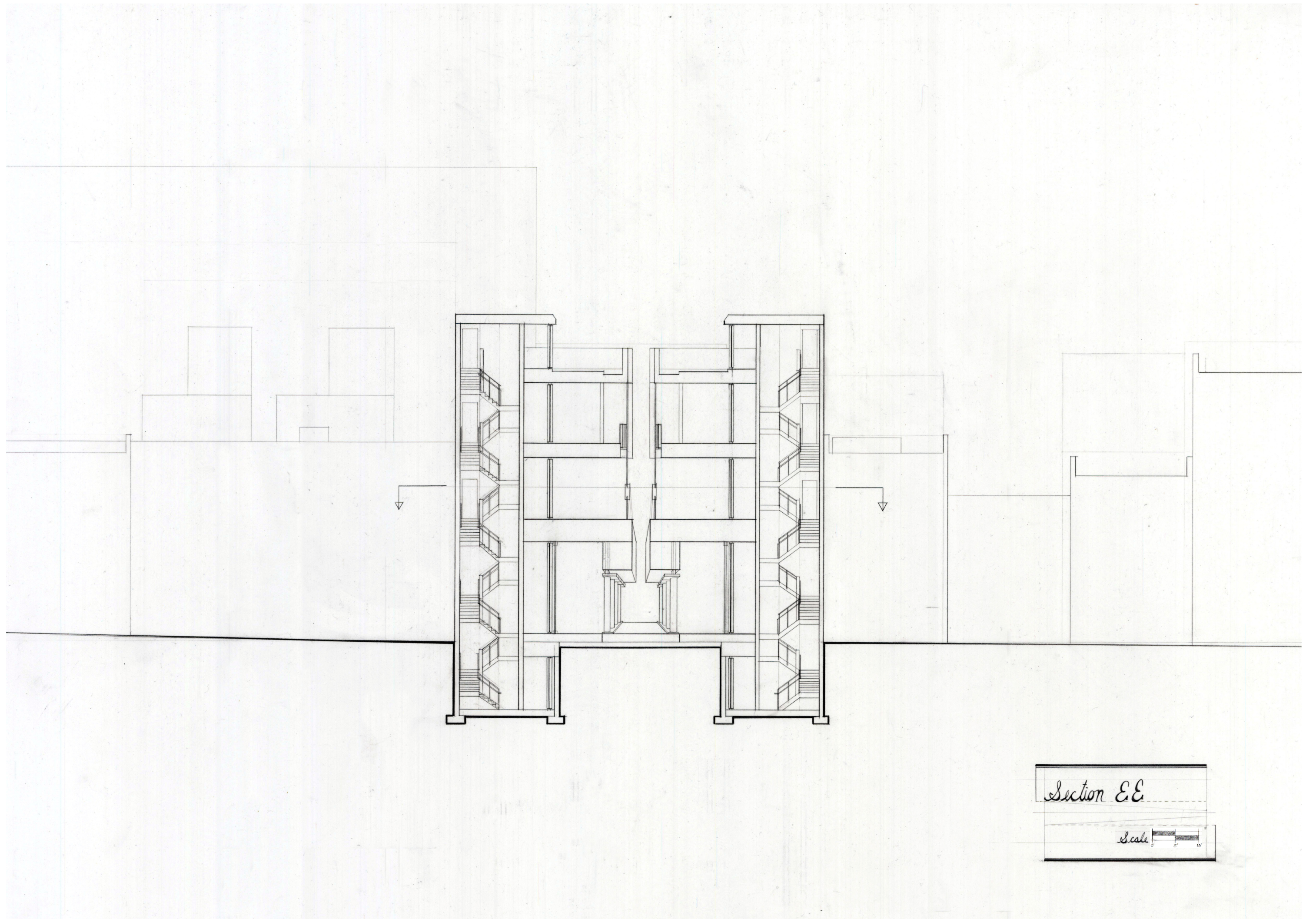
Section BB
Scale 1/4" = 1'-0"



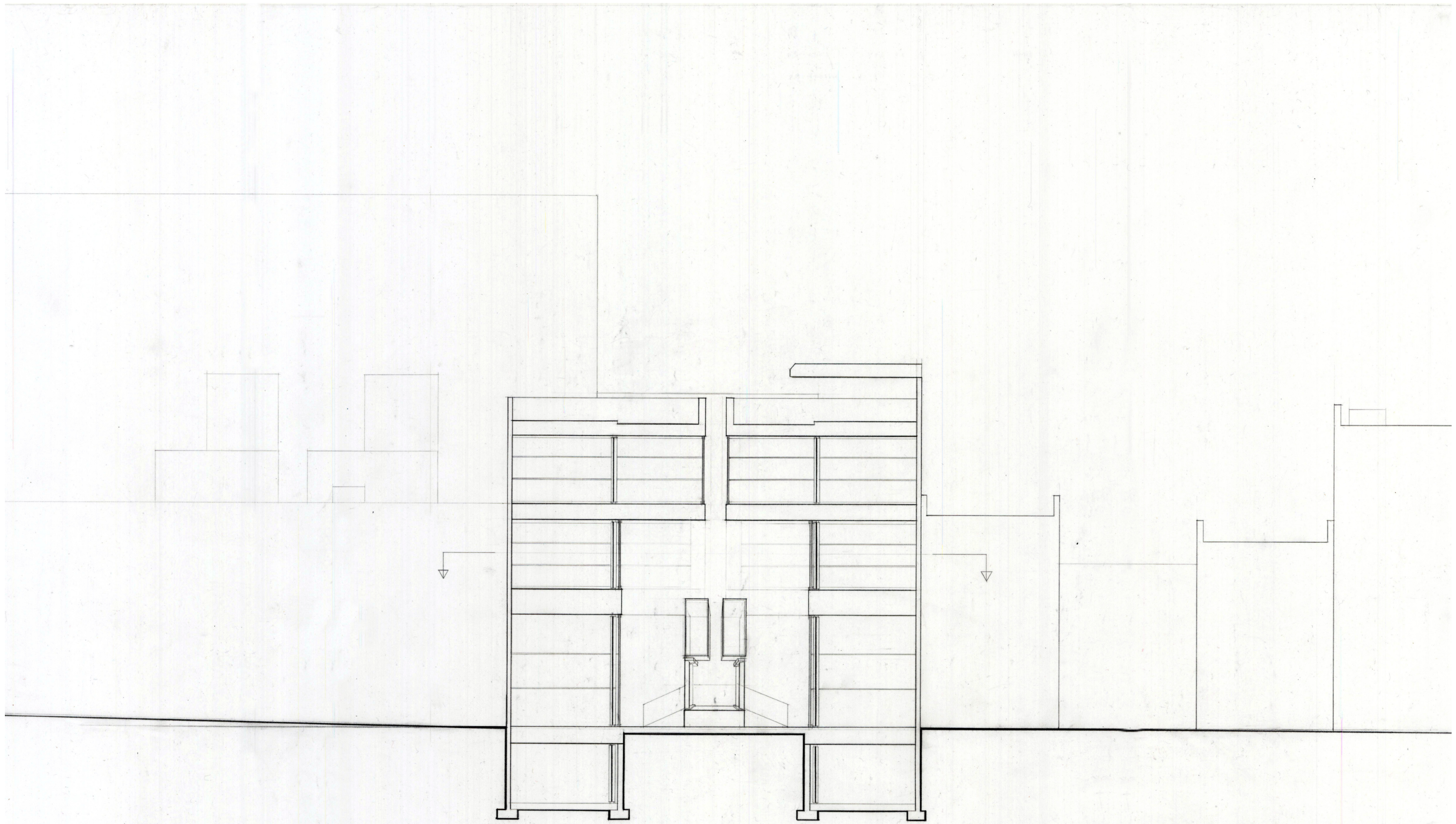
Section CC
Scale 0 5 10




Section DD
Scale 



Section E.E.
Scale 0 5 10



Section FF

Scale 

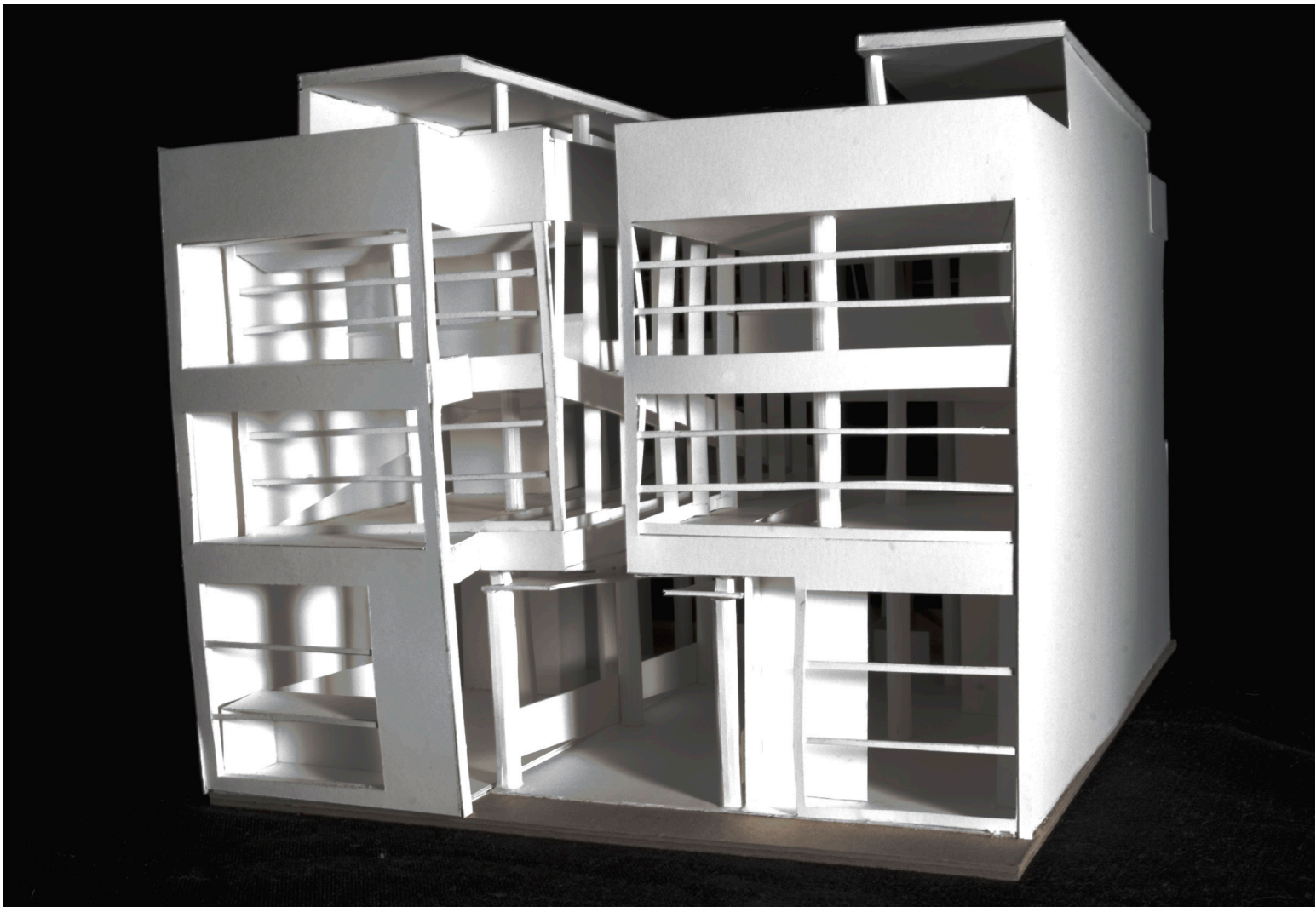


Interior One-Point Perspective

This drawing is of the interior space of the first floor. It is designed as a retail space in the front of the building on the right. It is a view looking toward the north end of the building.

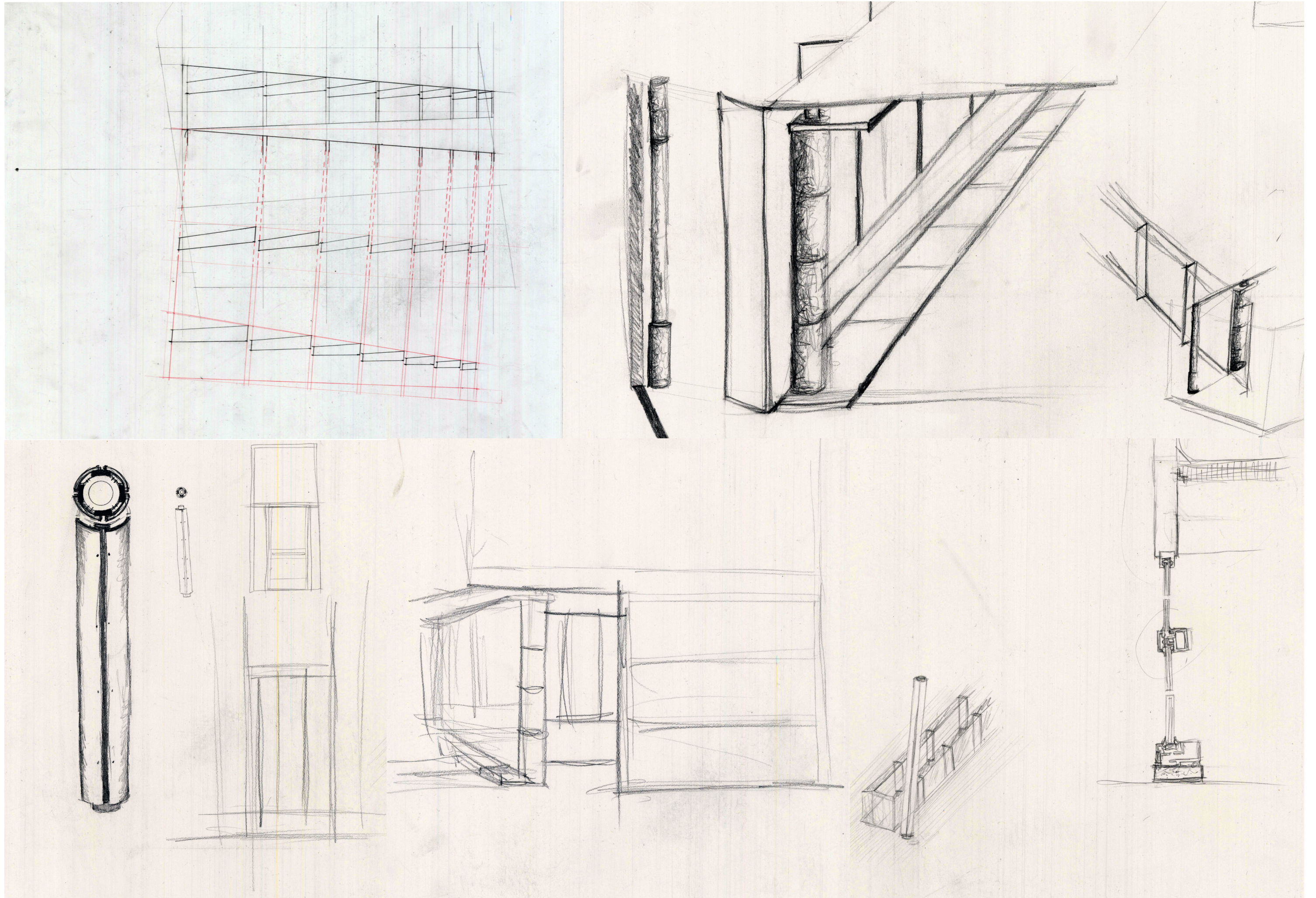


Photographs of the Model

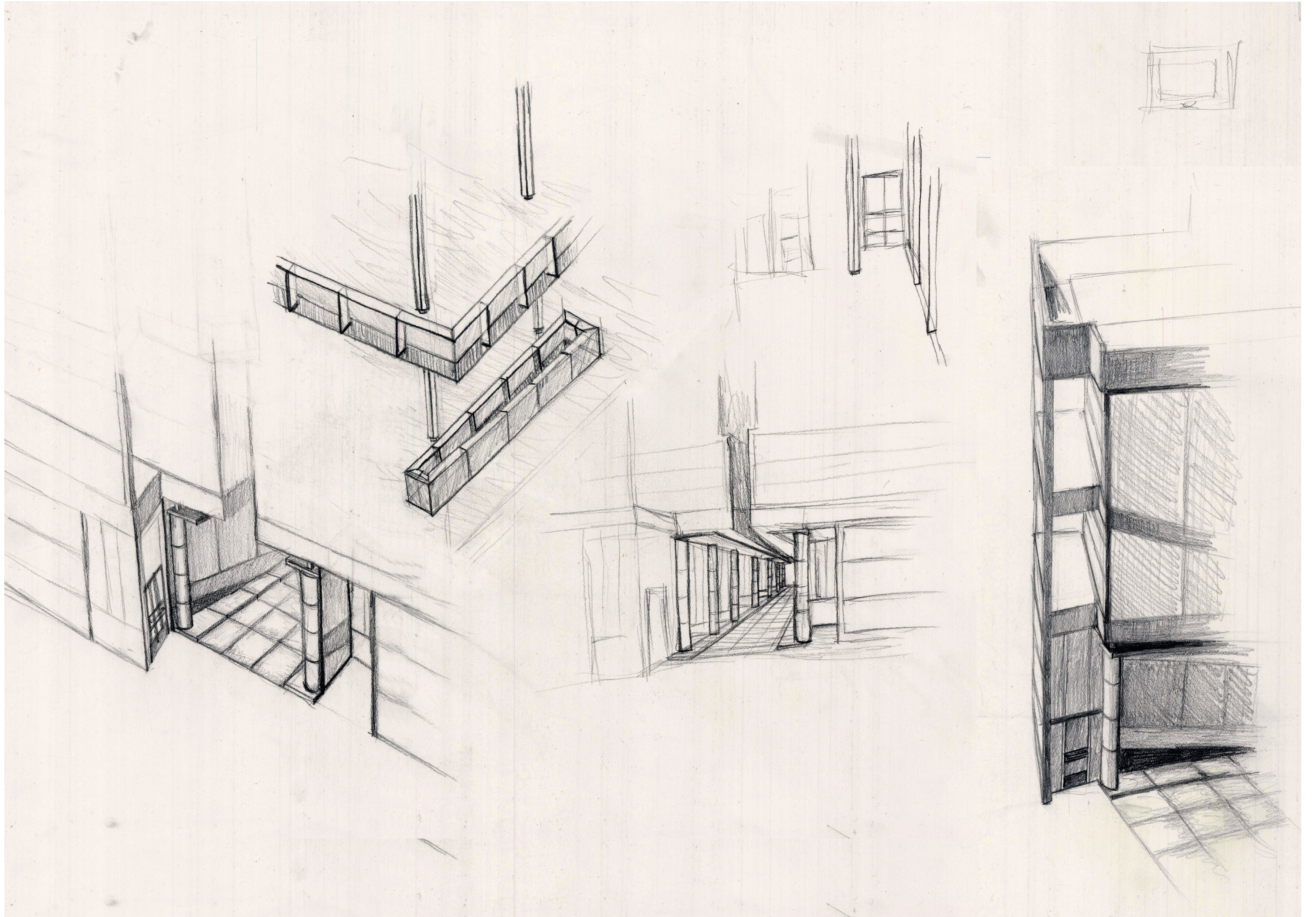


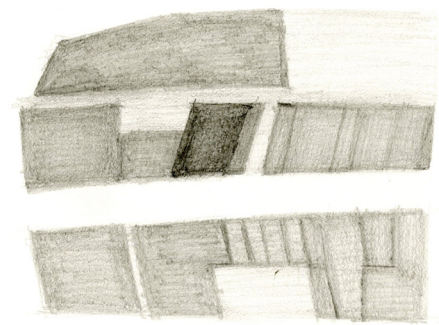






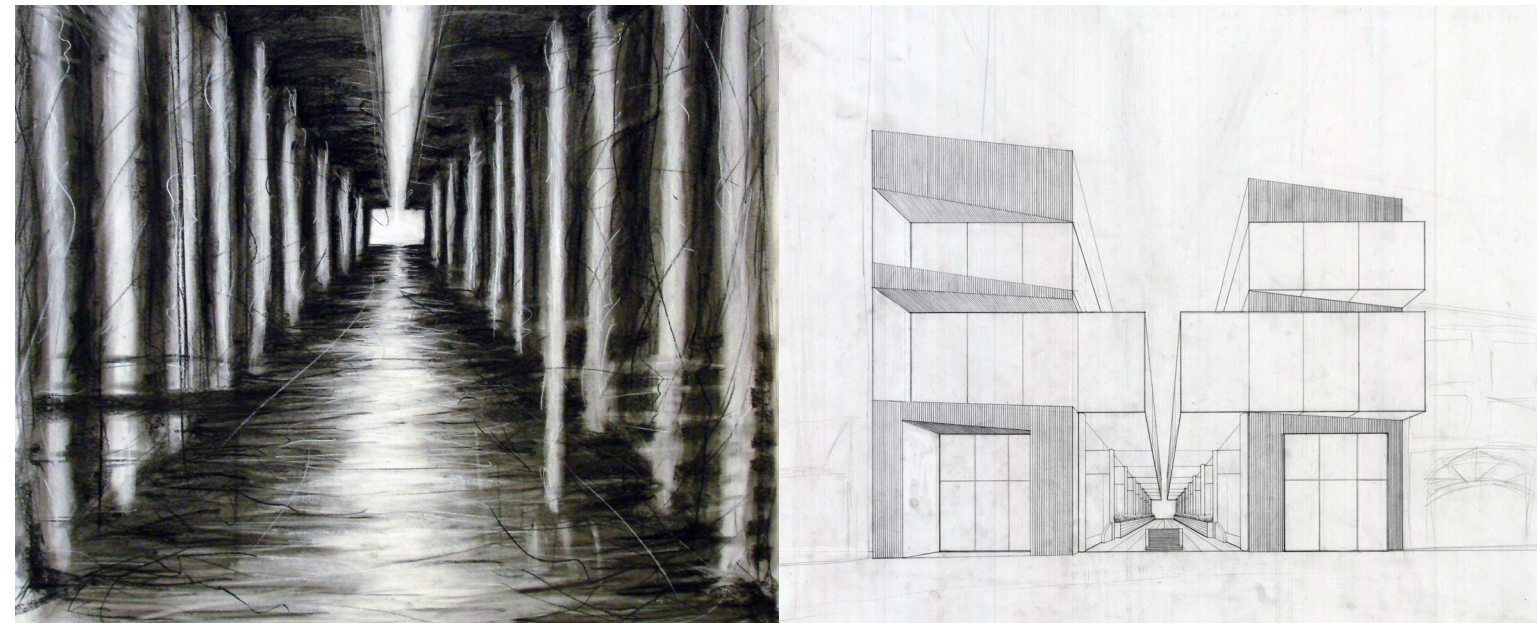
Sketches





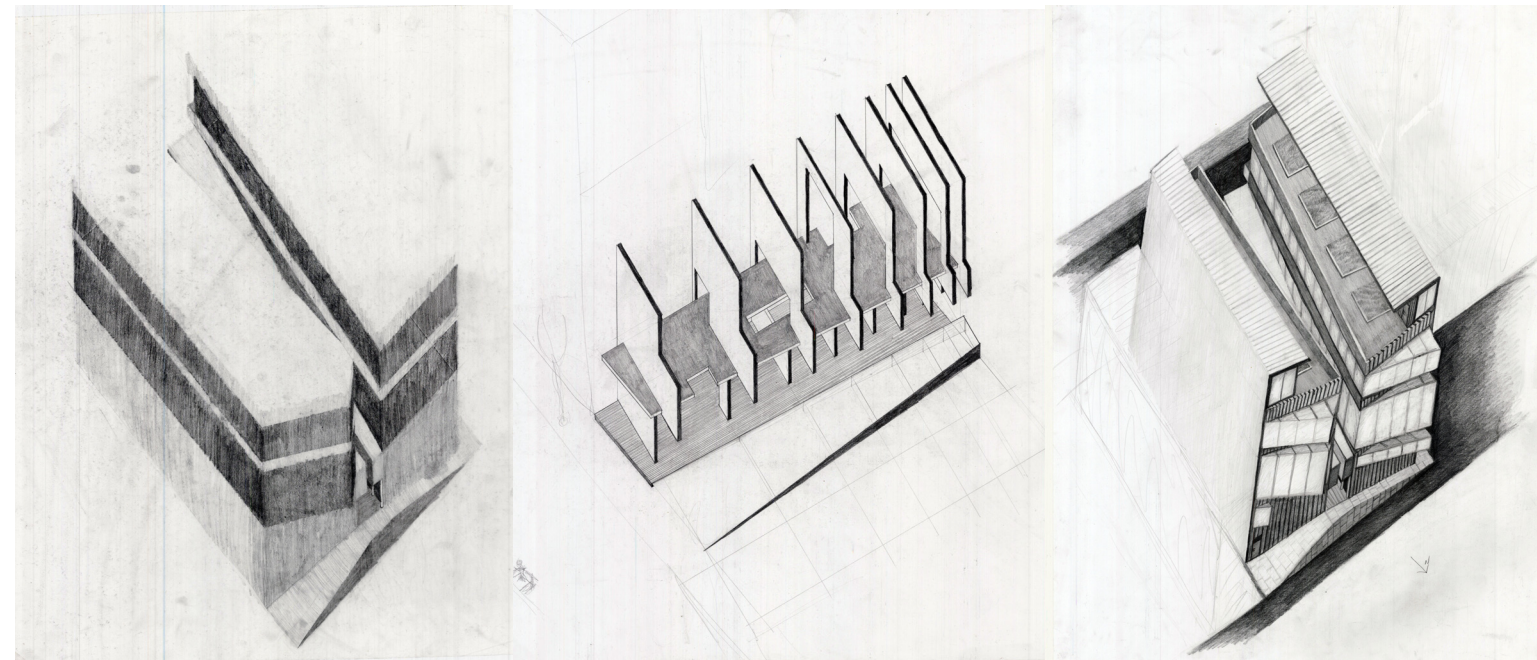
Site Sketches

The site is located in the middle of the block and currently is used as a surface parking lot. The sketch shown on the left is a study of the block. The darkest shaded part in the center is the chosen site. The medium shaded parts are the existing buildings. The lightest shaded parts are the open areas of the block. The sketch on the right is a sketch of the site from across Campbell Avenue at the desired location for the vantage point.

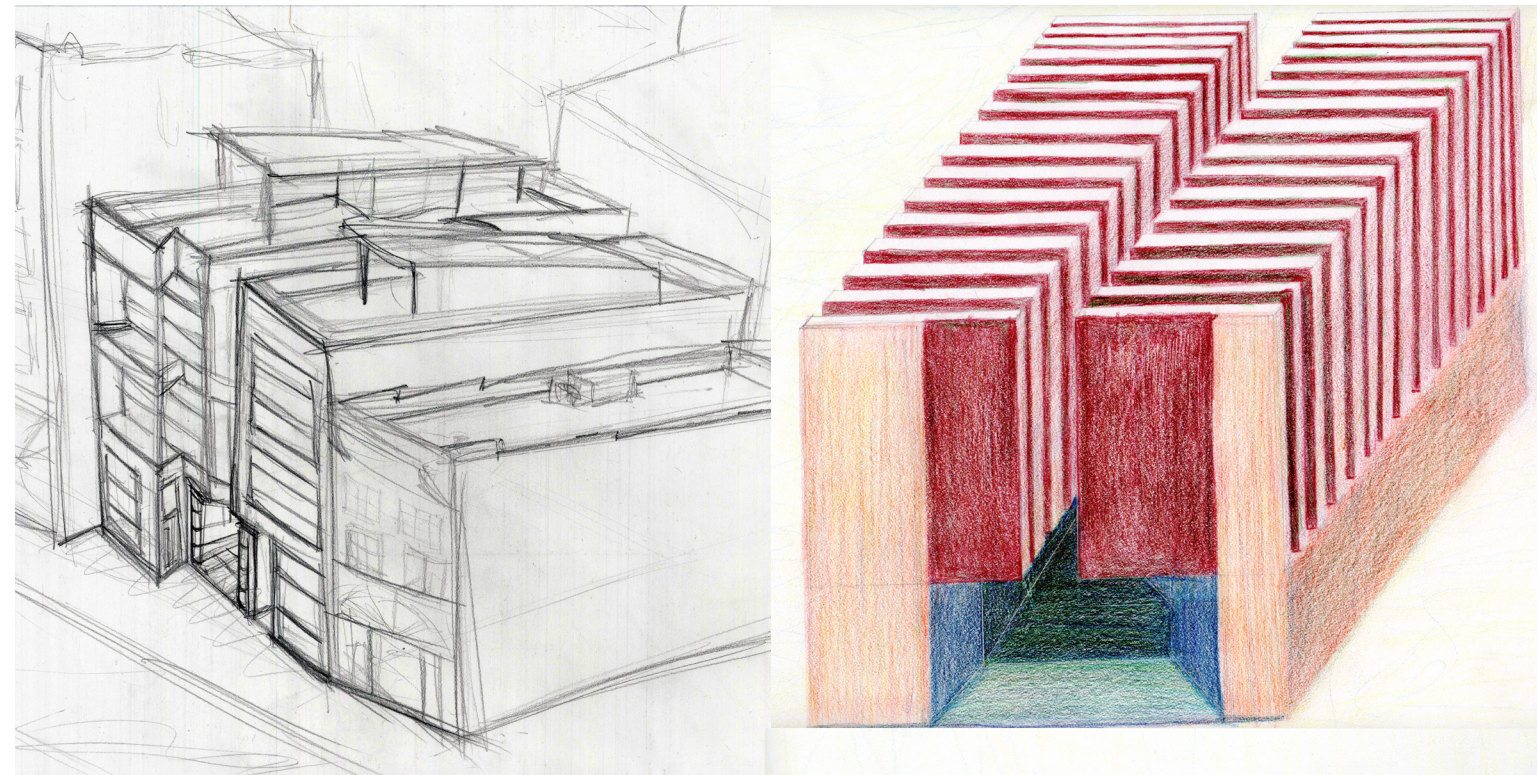


Concept Sketches

From the vantage point, the arcade through the center of the site appears to be much longer than its actual length. Outside of the vantage point, the reality of the conditions creating the false perspective are evident. The two buildings are ordered in a way that the north and south facades have horizontal layering elements. In contrast, the sections perpendicular to the facades are ordered vertically. The two sketches above are concepts of the alley and the buildings as seen from the vantage point.



The sketches on the far left and far right are the result of exercises playing with different possible orderings of the two buildings' exteriors. The sketch in the middle is a sectional sketch exploring the possible vertical layering.



The sketch on the left shows how the two buildings' facades with the horizontal layering are imagined. The sketch on the right is a concept sketch that demonstrates horizontal layering that could occur perpendicular to the buildings' facades.

Acknowledgements

Thanks a lot to everyone.

Specifically, thanks to my committee members (Hans Rott, Steve Thompson, and Frank Weiner) as well as professor Scott Gartner and the Graduate Staff Coordinator Peggy Moles. I also thank my family for their love and support. Thank very much to my friends and colleagues for their advice, support, and comic relief. I could not have done this without the encouragement of my husband, Scott Webber.

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The model and all images—photographs and drawings—were self-produced.