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a series of sectional graphics are created to represent the architectural whole. this thesis is about how a three dimensional architecture is seen and perceived through use of two dimensional graphics. it is about understanding a finished work [the whole] by viewing its individual sectional layers [the parts]. a whole does not exist without its parts, just as architecture would not exist without section. in this case, the section is raised above all other things in order to see the potential of the whole.
contents

title page i
figure one ii
abstract iii
committee approvals ix
keywords x
contents xi
introduction to series i 01
series i - figures two through seven 02 - 07
the design 08
the graphics 09
series ii - figures eight through fourteen 10 - 16
series iii - figures fifteen through eighteen 17
series ix - figures nineteen through twenty five 18
series x - figures twenty six through thirty two 19 - 25
list of figures 26
the idea for this thesis came from the art of screen printing. initially, the project sought to find a way to combine architecture and screen printing. the largest factor that these two art forms have in common is that of layering.

in screen printing, ink is layered upon itself to create a two-dimensional graphic. each layer is printed in a different color, level of transparency, or both. it is a physical method of printing. the maker has complete control over the mixture of ink, the pressure applied to the screen, the position of the graphic on the page, and more. it is time and labor extensive. it forces the maker to divide their intended finished graphic into various layers — they must understand the parts in order to create the whole.

the following figures are just a few of many screen prints created early on. they are considered monoprints, meaning they are unique. each print utilizes the same set of various lines and shapes, but they are printed and layered differently per piece. in this case, all but a small portion of each print is blocked out, in order to focus on the most interesting area.
figure three
figure five
figure seven
much like that of screen printing, one can also think of architectural representations to exist in layers. in order to fully understand architecture, we divide the work into sections. these two dimensional drawings give us a better understanding of how the architecture comes together in three dimensional space.

the architectural design itself is about a layering of space. the forms are kept simplistic and monolithic, so that in section, they appear as graphic shapes. the horizontal sections [plan] and the openings in each vertical section are generated from various proportional grid systems. the design focuses on the sequence of space as the user would progress through it—how paths, views, and elevations change as one moves from point a to point b. in order to stress the importance of the section, the project was placed in an alley, between two fixed walls. this creates a focus on only the vertical [y axis] and horizontal [x axis] sections.
the project is represented in two different graphic methods, both relying on the section.

the first is a digital collage-like series of sections, which show a potential of life. there is a hint at material, site, and use in these images. with materials remaining the same in each, these graphics focus more on user experience.

the second is a screen printed series of sections. these sections are much more graphic. the idea of materials has been taken out of the equation. color is used here to differentiate each layer or section. as the layers are built up on top of each other, we start to see the whole of the architecture come together.
figure eight
figures fifteen through eighteen
figures nineteen through twenty five
Figure twenty six
list of figures

figure one
layering of sectional slices / created in photoshop

series i - figures two through seven
monoprint exploration / three to four layer screen prints

series ii - figures eight through fourteen
vertical section collages / created in photoshop

series iii - figures fifteen through eighteen
horizontal section collages / created in photoshop

series ix - figures nineteen through twenty five
separated sectional slices / screen prints

series x - figures twenty six through thirty two
layering of sectional slices / one to seven layer screen prints