

**Broward Community College**  
Department of Architecture and Design

ARC 2304: Architecture Design IV  
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2006-2007 Winter Semester

<b>Project Final- Part 3 (Collision Model)</b>
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**A Scenario:**

Part 3 involves taking those 3-d conceptual ideas and combining them into one coherent design. The student must start applying architectonic principles to the design.

**Part Three Studio Assignment: due \_\_\_\_\_**

1. Combine all three conceptual models into one, coherent composition. Be careful not to lose the identity of each concept. The model should read as being derived from the conceptual models.
2. Continue to make the identifying elements to the concepts stronger.
3. Use appropriate materials for the models: chipboard, foam core, wood, metals. Try to use a variety of materials to emphasize certain elements. Although the model is not a finished model, use craftsmanship and make it complete.

*Due dates will be given out in class- it is up to the student to know when the assignment is due.*