

## Domesticate me

### Task:

To collect materials locally to domesticate the bridge. The development of design will be based on which material we can get and build with these limited materials and limited time.

### Work:

In the first few days, we went to several shops and factories to find materials. We tried to get every kind of material whatever we can get. We got a big amount of sheets, so then we decided to develop our design with sheet. In the beginning, we tried to make a shelter as a tent by sheet and use the woods as a frame from the bridge. Then we found out that the size of these woods is too long so that the sheets cannot fit the frame. So we changed our plan to use only woods and also use wood for cover. In the beginning of building it, we got few technical problems because of the giant size. Then we just kept fixing our plan to solve the problems. Then we finally found the way to build the structure and built several one as small settlements.

### Learned:

In this supper tens workshop, because of the limited time and material, you are not really able to make a complete design plan then build it, but to make a quick sketch then to try the usability of the material. We have to deal with problems which could happen anytime, plans could change anytime. We have to learn to play by ear. I never use this kind of way to make a design which just has a rough plan and fix it when a problem comes. For me, it's very interesting to learn this approach during this workshop.

### Comments:

I think it's very nice that though the limited time and limited material stimulate the way that I never try. The site is very good for this kind of workshop, we can find materials which are related to the site. But, physically this workshop is a bit of an overload for our bodies due to we have to travel to another city every day.



## Acoustics

### Task:

Learn the knowledge about acoustics and how it function in space

### Work:

We had a experiment in the next door hall which tried to use to sound-absorptions reduce reverb of the space. And how to setup these sound-absorptions to make the biggest effect for the space. And then we tried to improve the acoustics of the meeting space.

### Learned:

Learned about the theory of acoustics. And how it work.

### Comments:

For me, this workshop makes feel inserting due to it's like a review of my high school physics course that I've learn before but almost forgot.

So far, except the installation for meeting space. I haven't have chance to use it.



## Presentation

### Task:

To learn the skills of presentation. At last, we choose six random images to make a s

### Work:

Do several practice for presentation which about the body language, the way we talk, how to face people. At last, we choose six random images to make a story and present for the others.

### Learned:

Learn how to face people, how to release the body, and how to react when problem happen during the presentation.

### Comments:

I think this workshop really help a lot to improve my presentation. In the beginning of the first semester, I really have problem with presentation. Now I'm still get nerves during presentation every time. But I can feel I am much better than the beginning.

## Modeling

### Task:

To make model of our own project of dutch wind-wheel studio.

### Work:

We build a 1:100 wind-wheel Model by wire. And my concept model.

### Learned:

We learn the skill to deal with different materials and how to use many tools in Vincent's studio e.g. auto cutting machine. And how to build a giant model and how to make a plan for build it.

### Comments:

I leaned couple of tricks to make model e.g. to make wire to be straight which is helpful. But it's pity that we spend most of our time in the studio to build the model of dutch wind-wheel which most of us didn't use in presentation. I think it's because to really combine our work in one model which is to much complex and need a complete plan how to fix it all together and need enough time. And in that stage we were still developing our concept so that it's almost impossible to build in one model.





## Film narrative

### Task:

To learn how to use video to tell a story.

### Work:

We learn how to use the adobe program premiere to edit audio, image and video to make a video. We write down our story and record it then collect image and videos as our material base on this story to make the video.

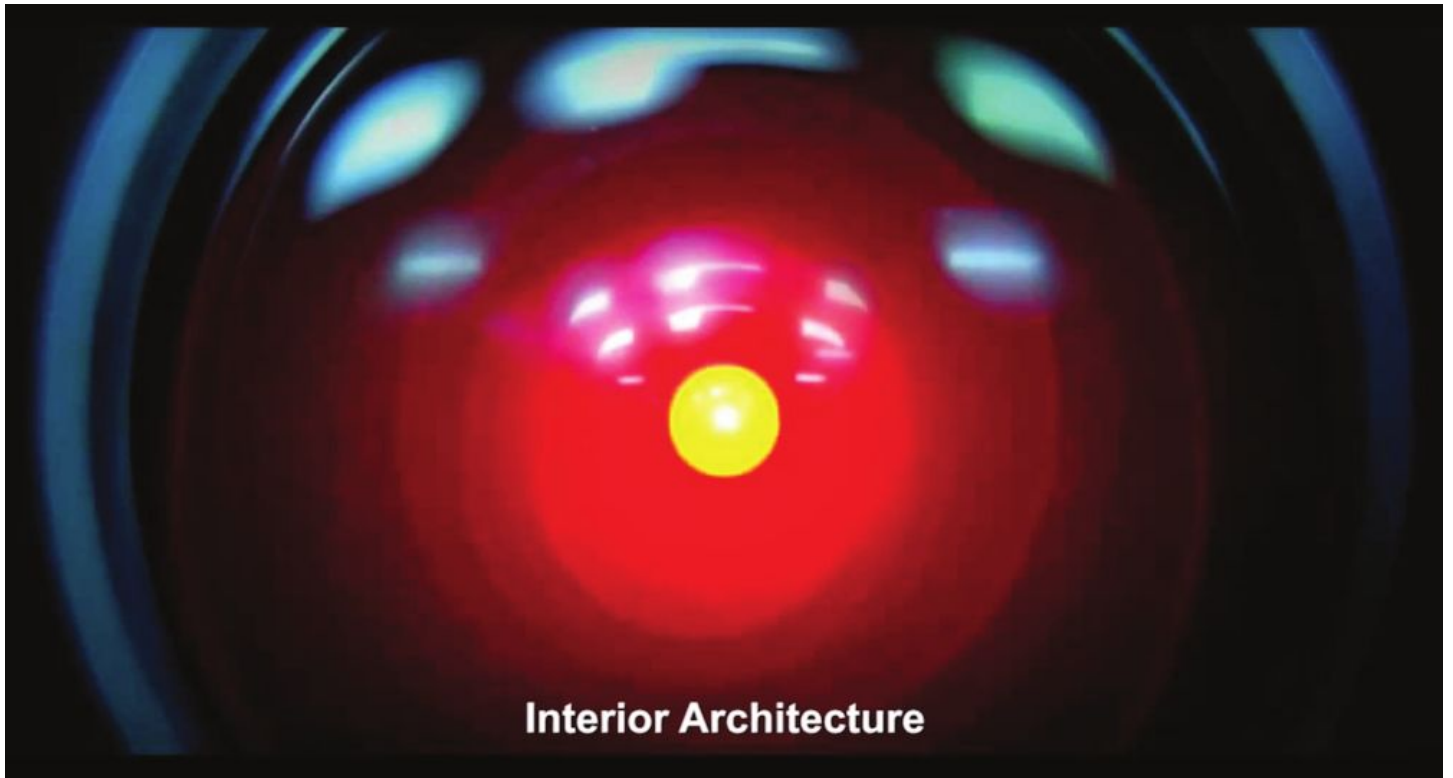
### Learned:

I learned how to make a video to tell story. How to sharpen and make a clear main stream for the story in the beginning. And How should I read this story. To make the foundation of a video. And how important the foundation is for developing a video. And find materials which are not directly present the text but in the other way to relate with text. It leaves a space for audience to think about the text.

And we learned the program adobe premiere.

### Comments:

It's very nice invite Mauricio to lead this work shop. He showed us another level of making a video which not just combine audio, image and videos but showed how to make a clear strategy in the first stage. And to strengthen the final result.



**Interior Architecture**

## What is a concept

### Task:

To learn about concept for space.

### Work:

Listen a short lecture in an artist/architect Jan van Grunsven's apartment.

### Learned:

Learned concept of concept for space.

### Comments:

It is more like a lecture.



## Data-visualisation

### Task:

To present data by diagram.

### Work:

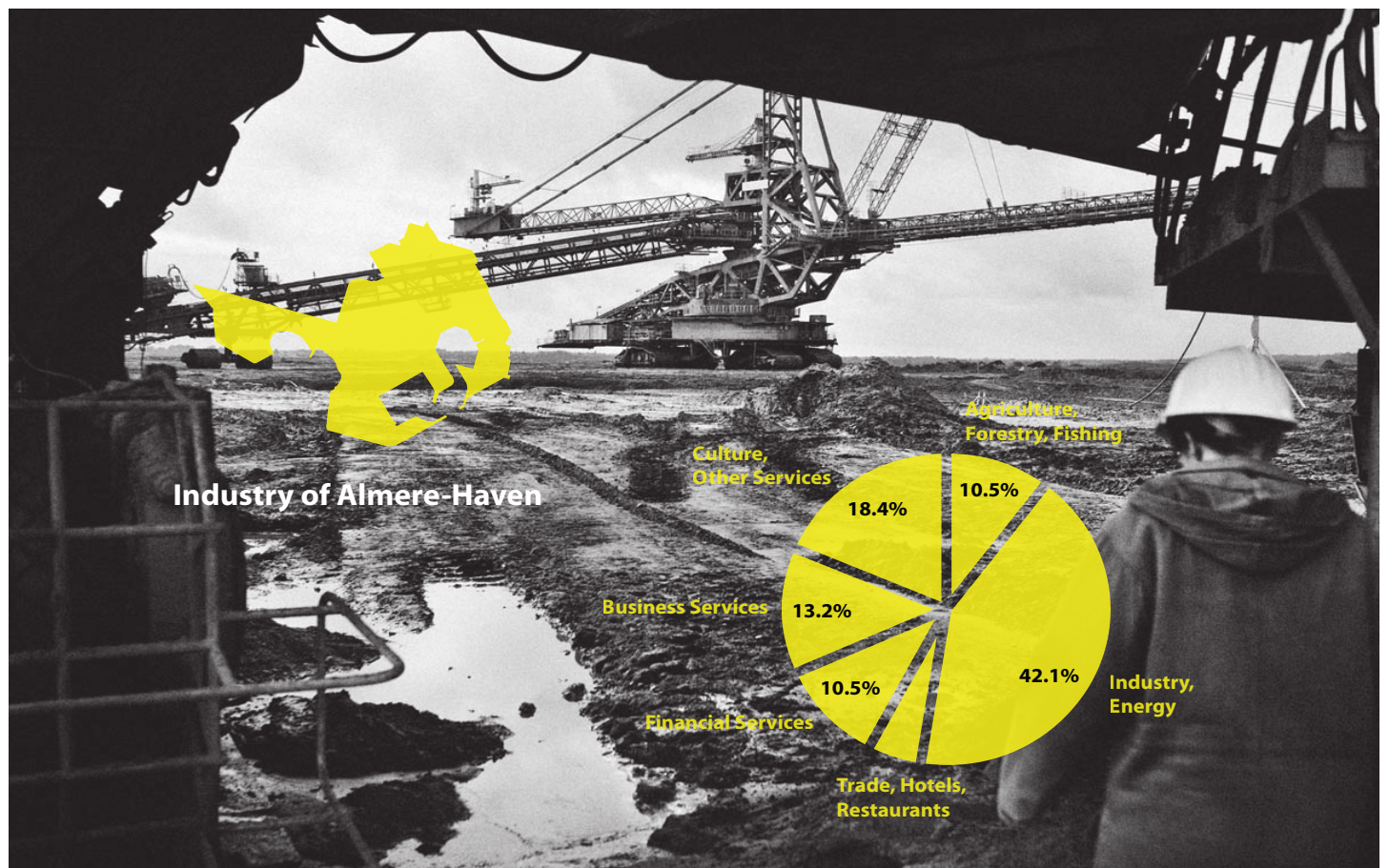
We learned the program QGIS. And learn how to use excel to make diagram by data. In the final we make a diagram of data of Almere.

### Learned:

I learned the program QGIS. And what is the right way and what is not right way to present data as diagram.

### Comments:

This work shop is really helpful for the research of Braambergen studio. I am in the context group for the research book. And I use this program a lot for the context part to collect the data. And it is really good that during the research of studio Gerjan came and gave us very useful advice how to use our research.



## Exploring brussels

### Task:

To observe the phenomenon of Brussels and Dan Haag and present it.

### Work:

In Brussels my group mate bring me to a big street which not allowed car came in in specific time. We try to observe how will people's behaviour change in this street. And back to the Hague we went to the beach site. We walk along almost whole the beach-line and walk as zigzag to see different side of architecture. We saw how big different in a short distant. At last we draw down our observation and organised as a story.

### Learned:

In the last day we had a task to draw our observation in 30 second in different aspect. Through this task to learn how to show our feeling by drawing.

### Comments:

This workshop is nice that we went the other city and cooperate with the student there. We have different view for the city. That is very nice experience for me. But this workshop is too much tens we don't really have time to rest in three days. In the last day when me and my group mate were discussing we can not understand well what we were talking about. It's not because we don't know what you want to do but due to our mind don't work well. My group mate had a horrible headache. He took two painkiller that day. I were worry about him. I think with limit time is good that it push us to create thing maybe we never imagine, but we really need proper time to rest.

