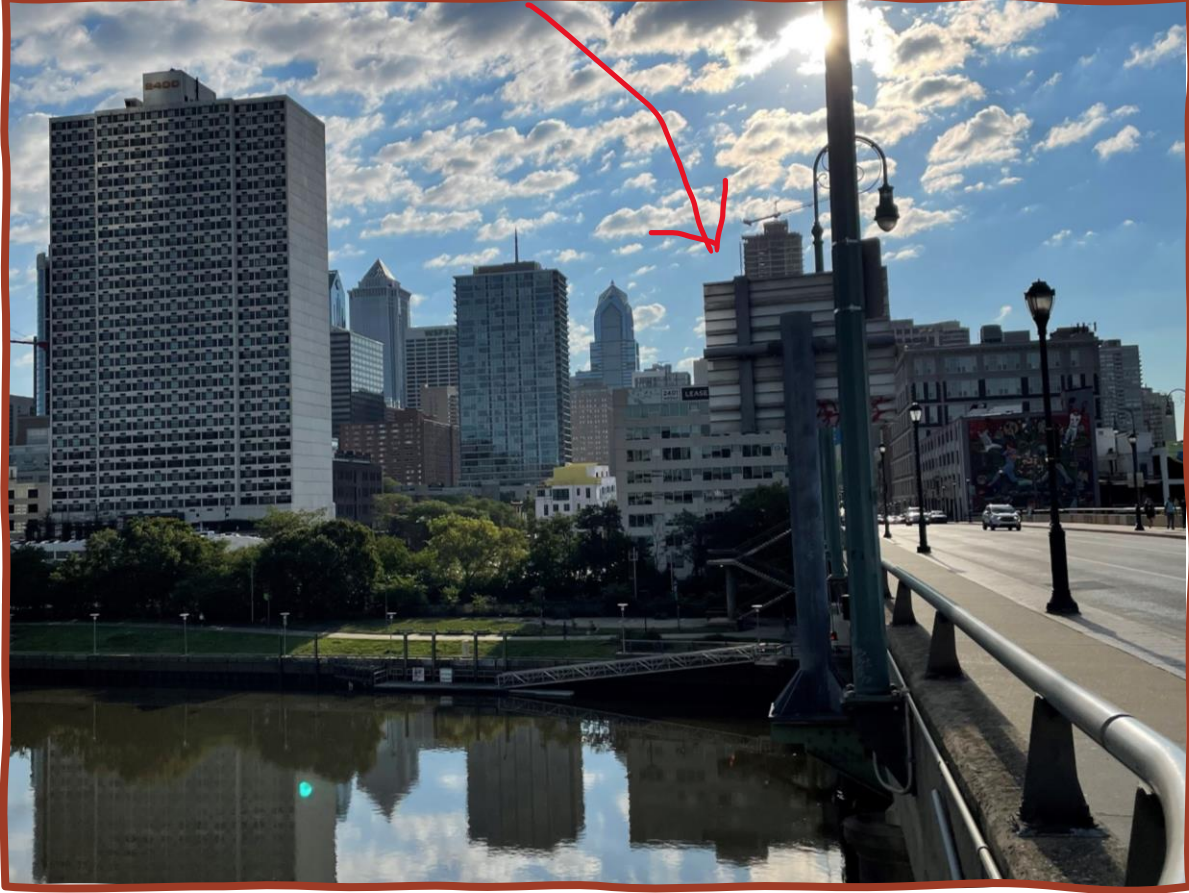


# REPRESENTING SPACES

Tarin Martinez  
 "Spaces in Education"  
 Faculty Advisor: Gary McDonogh  
 Supervisors: Daniela Voith and Isabella Bartenstein

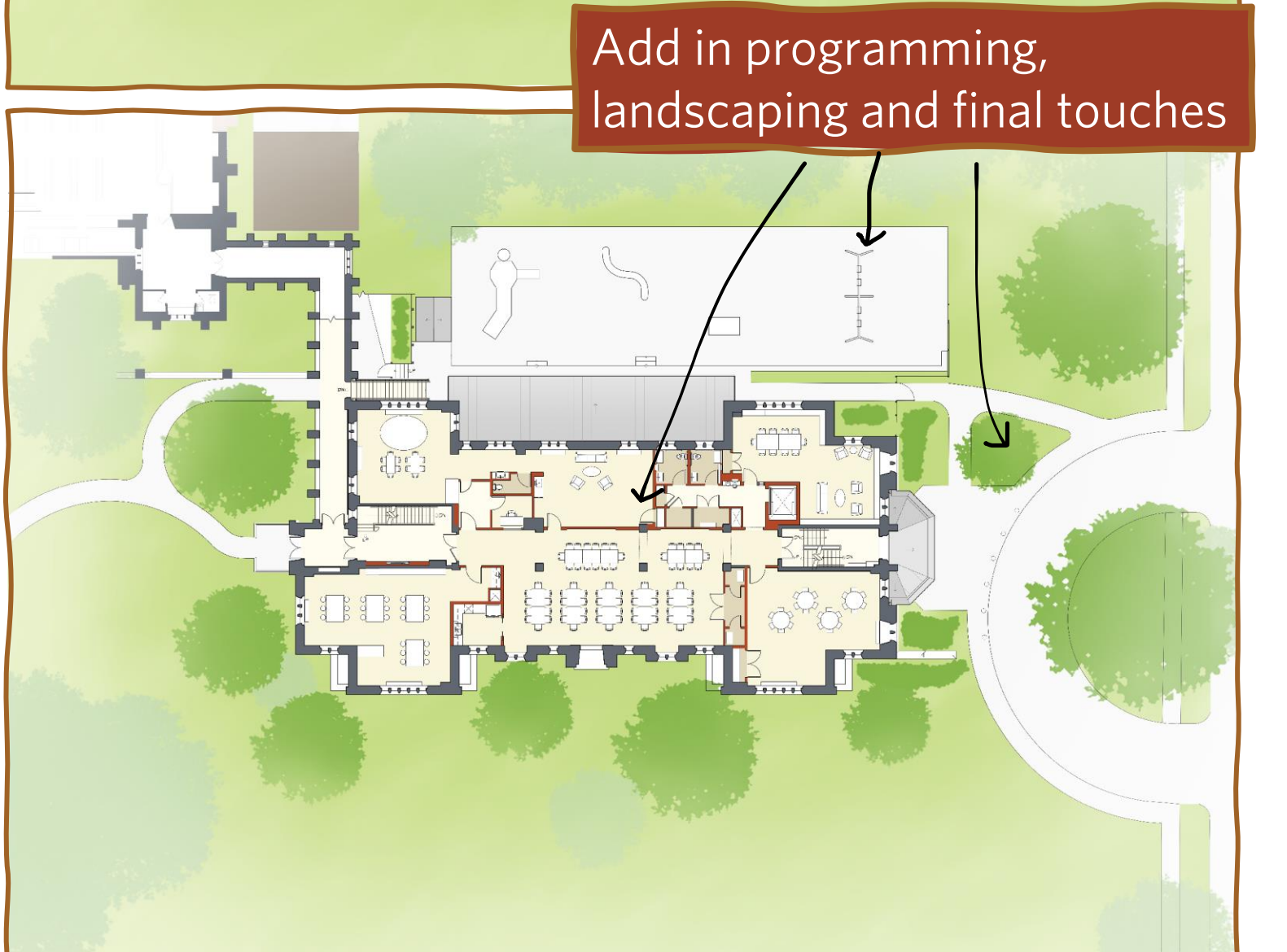
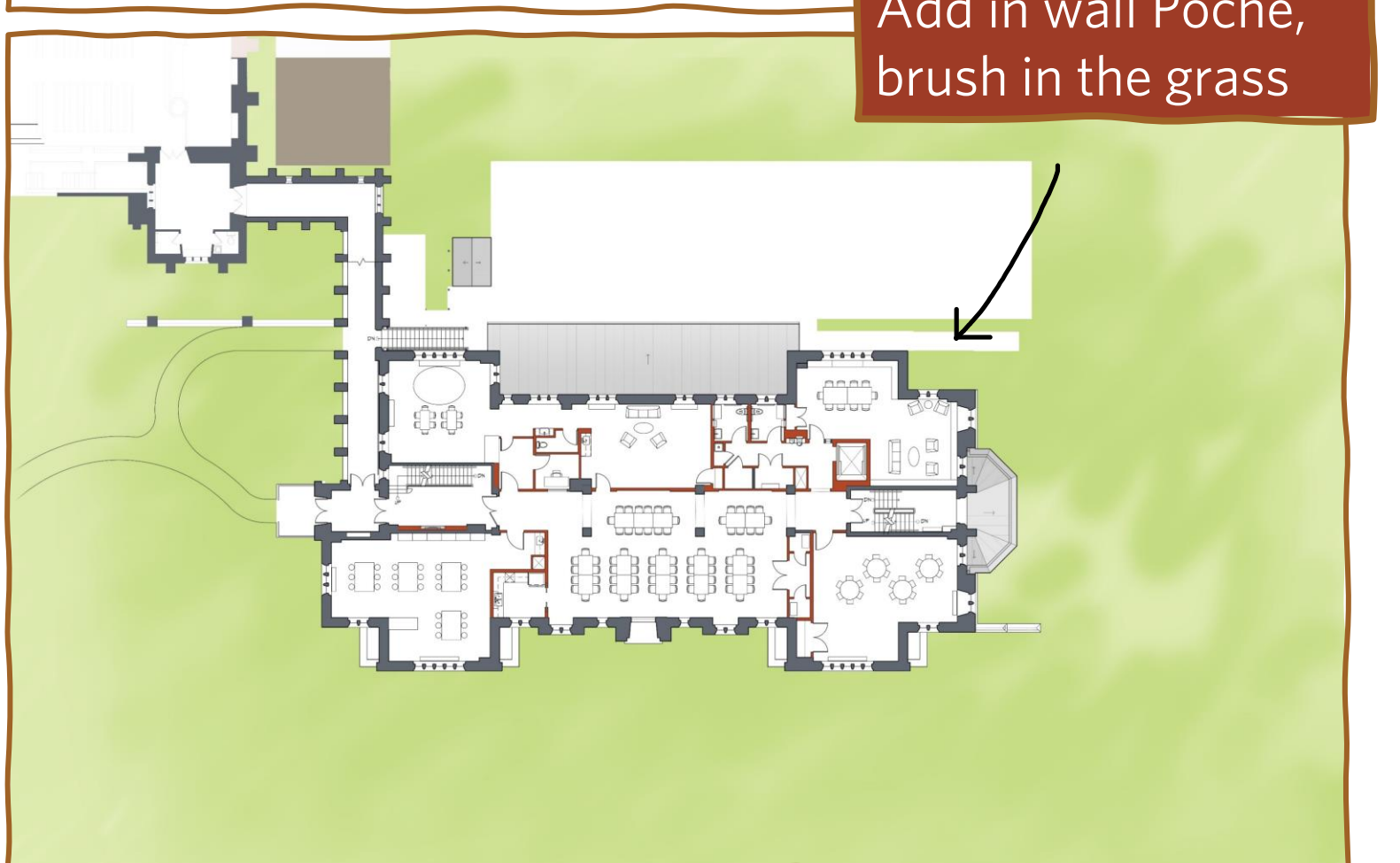
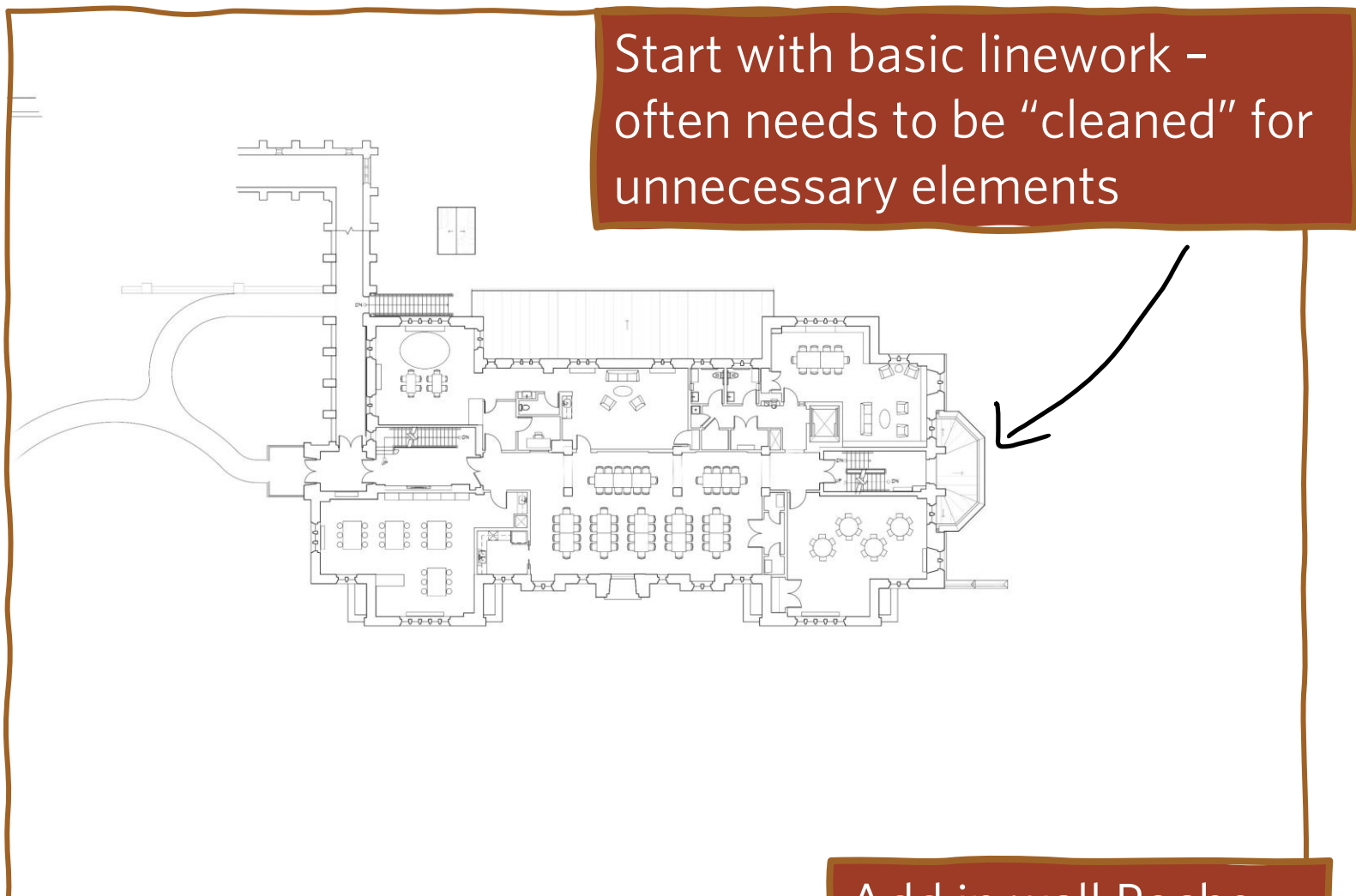
## WHO IS VOITH & MACTAVISH?

VMA provides architecture, planning, interiors, and historic preservation for clients like educational, cultural, religious, institutions. "Our overarching interest in context, tradition, beauty remains steadfast. We firmly believe in the importance of designing the process, the benefit of sustainable architecture & stewardship of the environment, and dedication to craftsmanship."

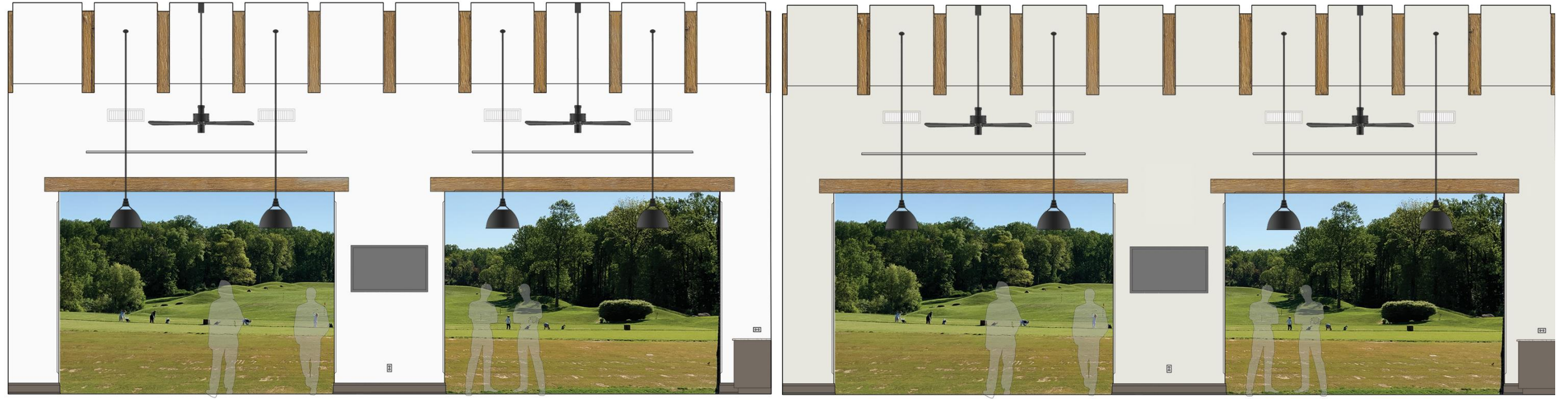


## RENDERING PLANS

- For promotional, interview purposes
- Consider what is most important to be shown for the purpose (will it be for a client, or is it internal? Students or faculty?)
- Render to company standards, such as colors and best practices



## WHAT IS THE INTENDED STORY TO BE TOLD? HOW DO WE BEST VISUALLY REPRESENT THAT?



- Common challenges stem from the discrepancy between the imagined, designed, space, and how to use technology to represent that - creating the "rendering."
- Recently, when rendering an elevation, colors that had been picked out physically via paint swatches were not translating to the screen and printer consistently.
- The result was trial and error - some shades were too dark, bright, or leaned too heavily into another color. All of these impact the perception that a client might have of a space.



## A COLLABORATIVE PROCESS



GN	Grass - in scope landscape	BBOL	Buildings/Site Walls - belonging to owner/ existing
PRIV1	Service Bathrooms, MEP Shafts, Service, Closets	WPN	Wall Poche - NEW WALLS
CIR1	Circulation Hallways, Vestibules	WPE	Wall Poche - EXISTING WALLS
PUB1	Public Classrooms, Meeting Rooms, Dining Rooms, Lounges, Dorm Rooms, Faculty Apartments		

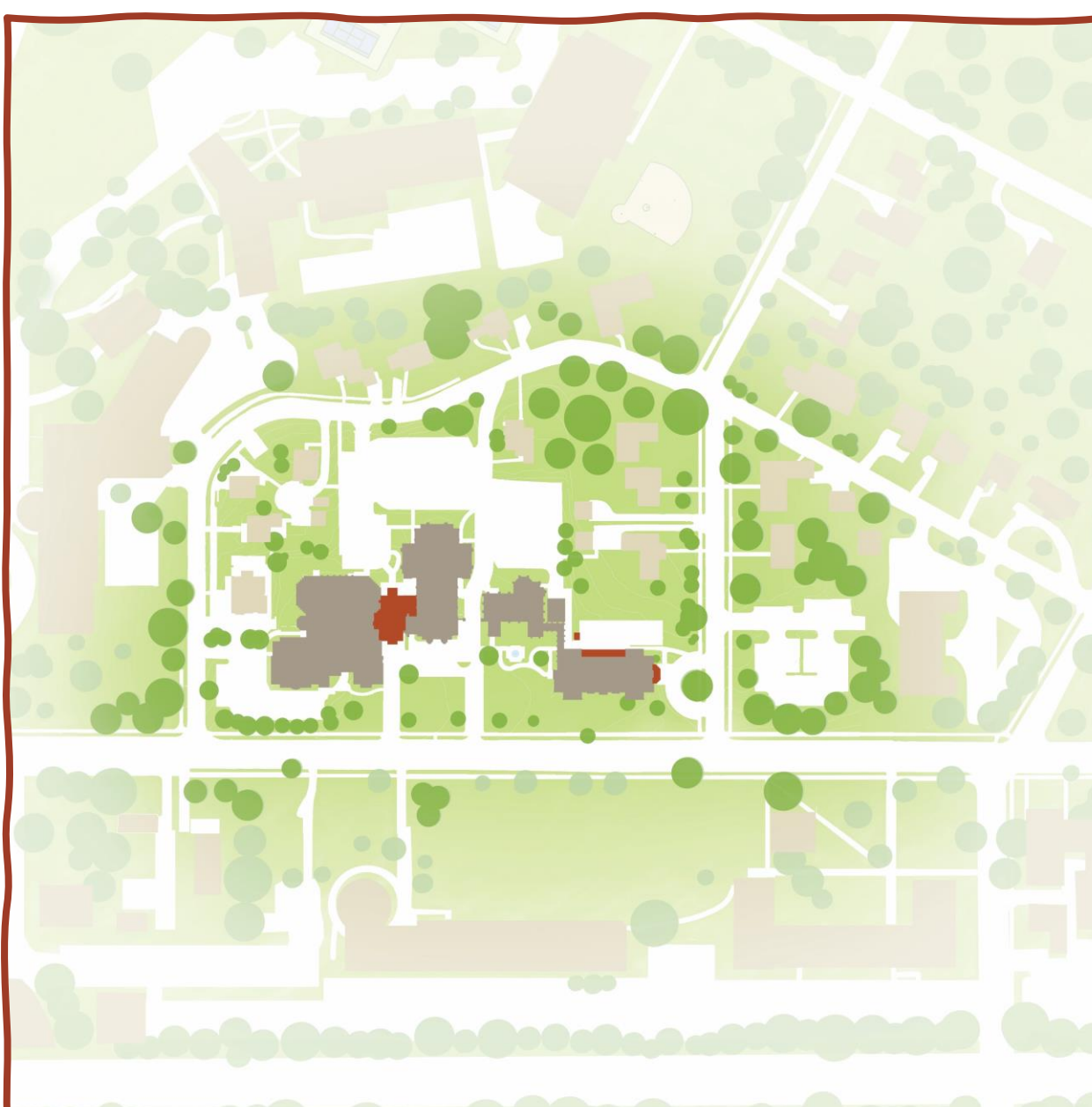
Different programming colors allow the viewer to easily distinguish the function of spaces

- The first pass at rendering a drawing always results in "redmarks."
- This is part of the design process in which an architect marks up the visualization of their project (the rendering, or drawing) and provides feedback
- Can bounce between draftsman and supervisor a dozen times until the final product tells the correct story

### PROGRAMS LEARNED



## MORE WORK SAMPLES



VOITH & MACTAVISH ARCHITECTS LLP  
 Architecture, Preservation, Planning, Landscape, & Interiors  
 voithandmactavish.com

