End of Semester

This morning marked my first and only exam which was Theory of Architecture. In short, it was hell in disguise. Why? Of all notes that I wrote (and what we expect to be questioned), only one of them hit the bullet! That was Le Corbusiers' Five Points of Architecture.

Out of 5 questions (where we were suppose to answer 4), only ONE I really study! I entered the exam hall with high confidence as I am sure I have studied well the previous nights. Okay, that minus Kisho Kurokawas ' Metabolism & Symbiosis, Critical Regionalist, and Robert Venturis' Complexity and Contradiction in Architecture. My lovely lady luck seemed to hate me this time I believe, based on the number of surprises that were shot at me, bullet speed.

- ONE being the number of questions were reduced to only 5 compared to 7 last year while we still need to answer 4 of them,

- TWO being the fact that there are no questions at all regarding my favorite High Tech Architecture, my idol Frank Lloyd Wright (either on his Prairie House, International Style, Fallingwater, Guggenheim), and just li' bit on post-modernism.

- THIRD being when all three chapters that I decided to skip were right there before my eyes!

I was the last to laugh tho, as all three chapters were already asked in last years manuscript and thanks to my short stopover at my studio last night (to bug a few colleagues), I managed to join a short study group dicussing on previous years question manuscripts.

During the two gruelling hours of *bullshitting*, much of the discussion still sticks well in my head.

Stop with this rants. Now Ill start a new topic, which is our Final Architectural Presentation for Second Year of BScArc. In a nutshell, I was quite surprised to know that I did quite well, really. For this final project, we were instructed to design a cafe + gallery within a urban context. As what been written in my friends blog , some of you might already well versed with the two proposed sites. They are located within a stones throw from Central market. My chosen site is currently a carpark next to Pasar Seni Putra LRT station.

Here are glimpses of my presentation board.

{gallery}studio08{/gallery}

For 3D modelling & rendering, I made use of Modo301 . 'Modo? What the hell is Modo?' Most of you will surely ask. Modo is a new 3D software that is designed by the same team that did the award-winning Lightwave3D. What I particularly love about Modo is the fact that it is designed by designers, for designers. Its rendering capability is blazingly fast, and its GUI (graphical user interface) is a couple of leagues above 3DMax (or any other 3D software/any software for that matter). It is neatly done and you can access important commands in just a click away. Really, to any 3D artist reading this, you should give Modo a test. Oh, one important stuff worth mentioning is its texturing ability. My God, my god, my god. Should there is an 'orgasm' for 3D, I am having it now.

To 3D pros, this might sounds funny, yes it is. I am new to 3D modelling & rendering, and in fact, I learn Modo for only 2 weeks, without any proper training. My works till now owed to numerous training videos downloaded from its official site. View this video for a short in-depth look of its interface and texturing stuff.

{youtube}FAbxGEWqeFI{/youtube}

{youtube}AZu5D4Wi3sM{/youtube}

{youtube}8ljf-g3kua8{/youtube}