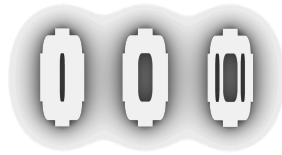


Umbrella

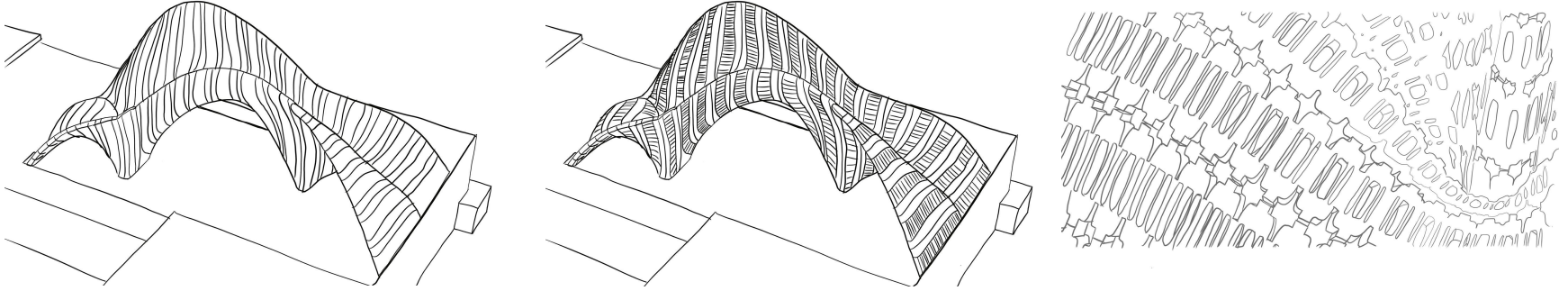


Interior Options Lab: Parametr - 20/SP-INT-481-02

By: Toni/Nor/Ava/QD/Roger

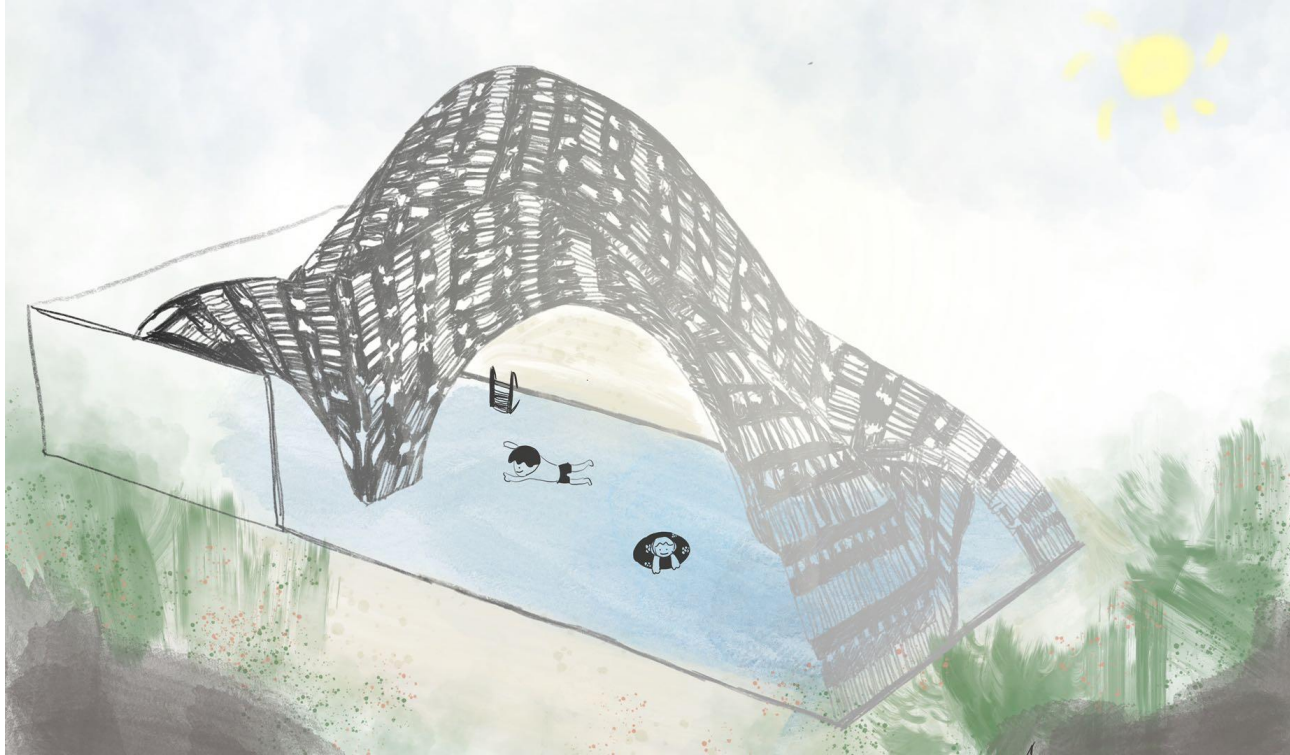
Prof: David Mans

Intro

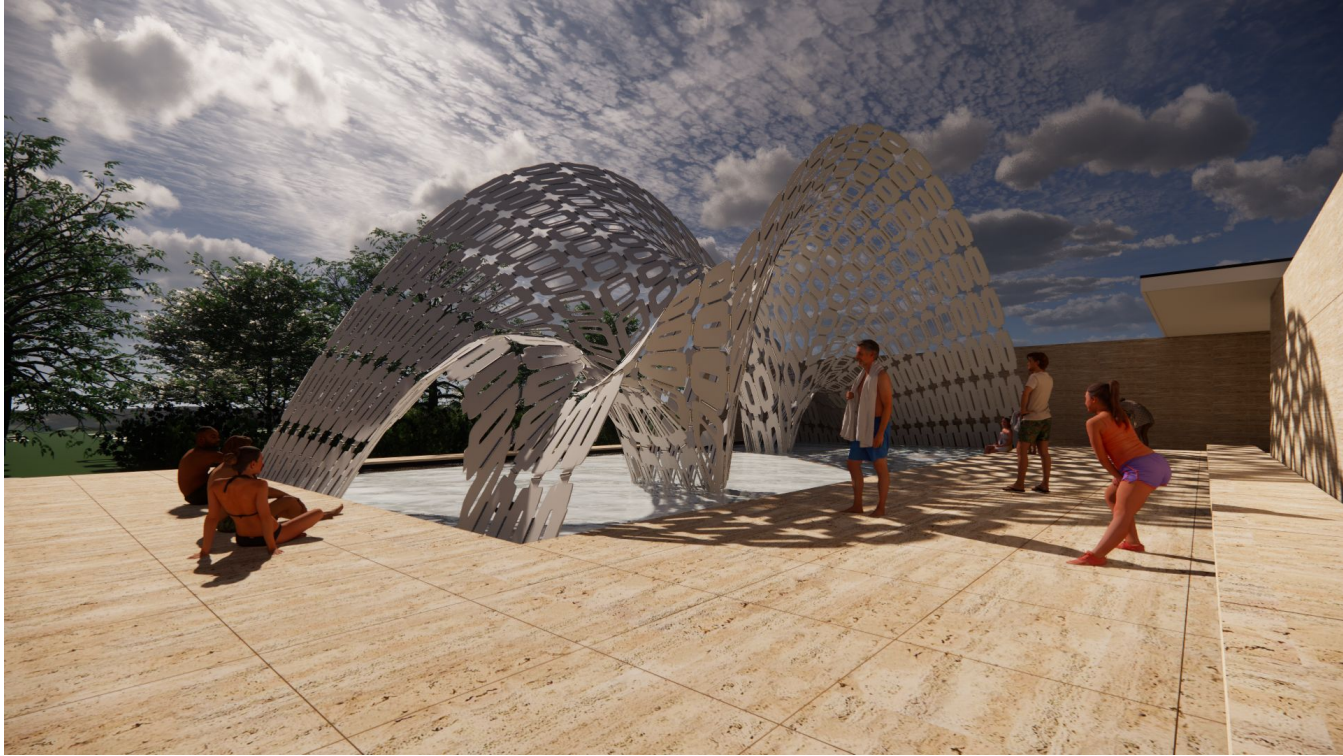


We create an umbrella cover above the swimming pool. The sunlight will go through the negative space on the water surface, floor and wall at different times everyday. It reduces the ultraviolet rays and lets the light go inside at the same time. There are two parts of this umbrella go into the water and separate the swimming pool into three channels. The large umbrella has a strong contrast with the house on the side. It is more opaque and smooth and the house is transition and geometrical. The material of the umbrella is white acrylic and connected by gray acrylic.

Concept Rendering



Rendering



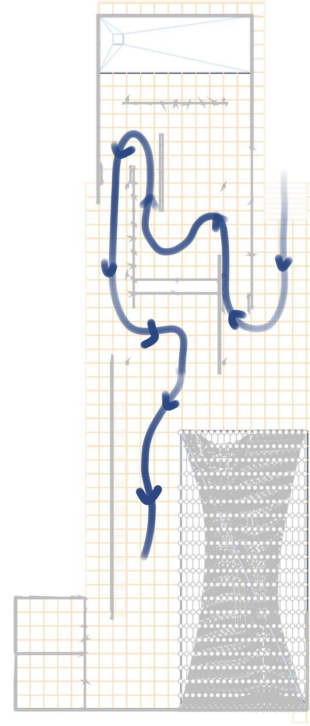
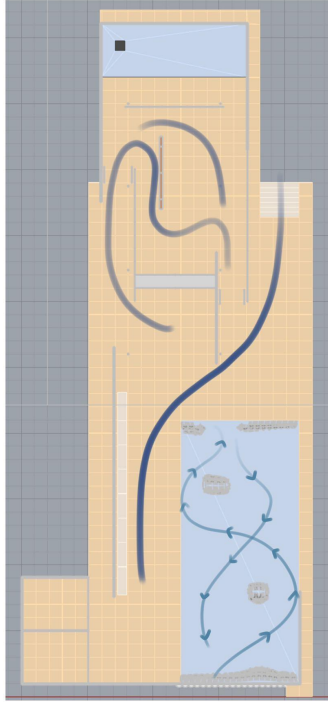
Rendering



Rendering

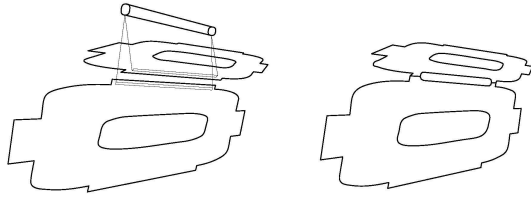


Circulation



Detail

Joint



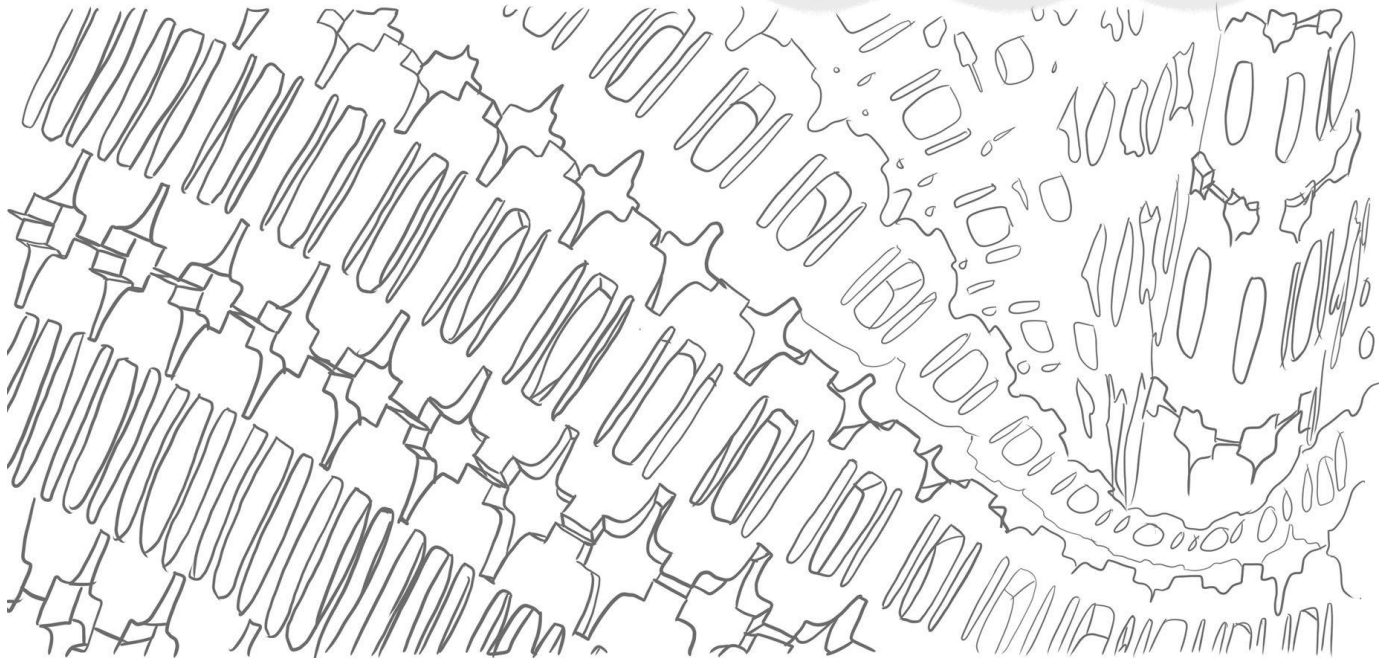
Brep 1



Brep 2



Brep 3



Cut Templates

