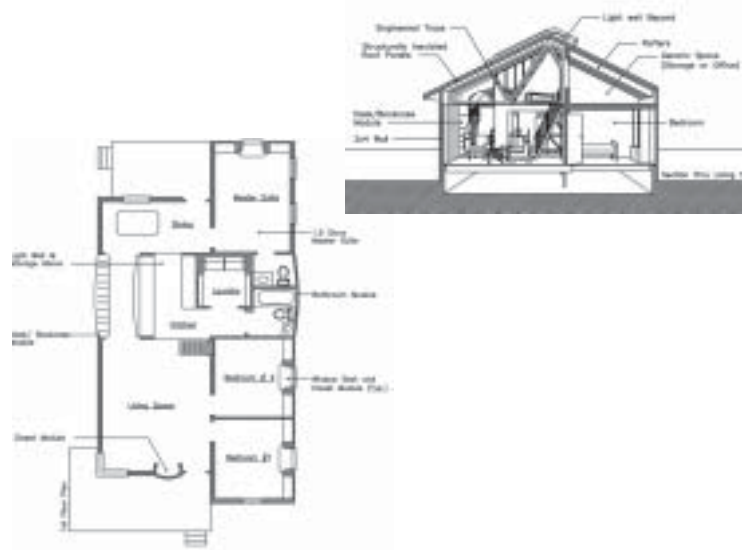


The Intersectional Frame House

This project seeks to unify Habitat for Humanity's mission and existing organization, the late Samuel Mockbee's plan for the social interaction of the architect, and the increased availability of new manufacturing technologies. The resulting design exploits prefabrication's cost effectiveness and ease of assembly. By combining the traditional light wood frame and the possibilities of frames constructed with new technologies, unused space becomes functional storage space and begins to interact with and redefine the linear boundary inherent in a 2x4 stud wall.

Reasons for the nomination:

This project bridges the gap between the abstraction of the computer and the tangible architectural artifact. The student developed a design for a wall/cabinet (a portion of his house proposal) through an iterative, self-referential process of computer modeling and full-scale digital fabrication via a computer-numerically-controlled router. The design is a reflection of form enabled by digital processes, which includes **form•Z** modeling. The overall process required the student to intimately understand the implications of the design in both the real and digital worlds, and both the advantages and limitations of the tools being used.



Honorable Mention