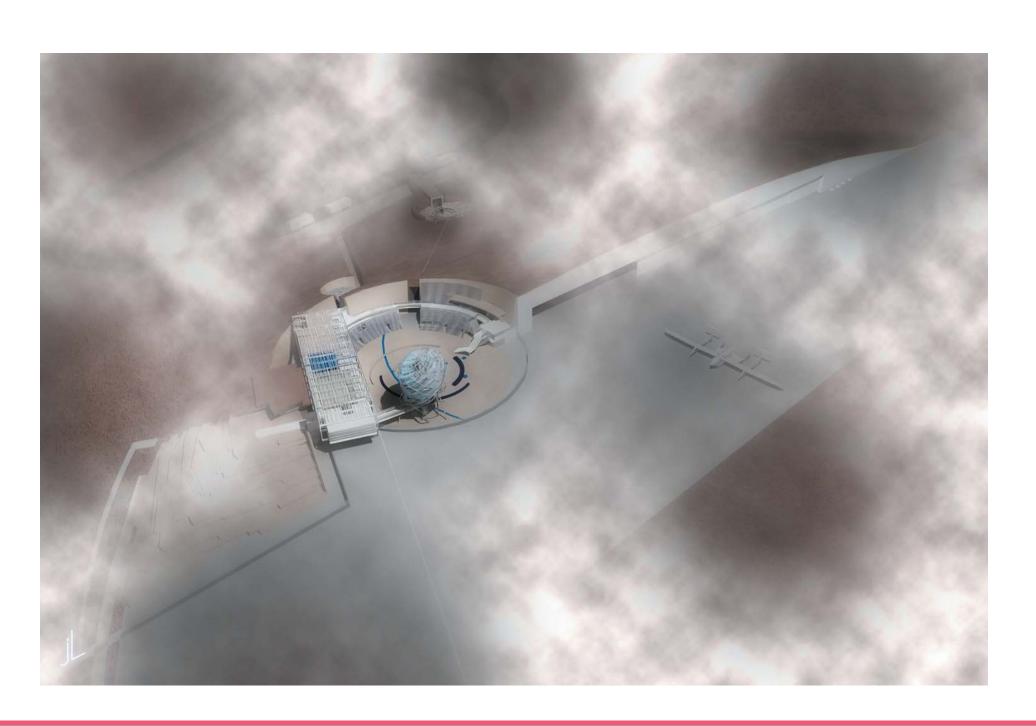


Project Title

Student Name Level Course Advisor/Instructor Principal Investigator Department/School

Spaceport (for Spaceport America, Virgin Galactic)

Jonathan Lim
3rd Year
Cooperative Education
Gensler and Associates
Thomas Seebohm
School of Architecture,
University of Waterloo, Ontario, Canada



Summary description of project:

The intent of the design was to create a "heroes journey" through the New Mexican desert as the future of space travel provides the public with a chance to take off into space. The renderings map the points of arrivals and gathering spaces for both tourists, and potential space travelers. The circulation of the design was designed for multiple users (the astronaut, the tourist, the administrator). The whole circulation of the design was based on our story of the "heroes journey", and at the end of the whole journey, the circulation ends at the OASIS, the space where history will be made as the first public space travelers take off into orbit.

The 3D modeling process included the use of REVIT plans (massings). From there, details were added in **form•Z** using mainly box modeling techniques while Nurbz were seldom used except for the cloud like mission control structure. The fence like structure around the Oasis space was also a nurbz surface formed with thickness and through texture mapping in Max, it became the mesh that it is presented on the renderings. For some details for the cloud structure, Maya was also used. 3D Studio Max's FFD modifier helped with the details of the curtain wall as we modeled a flat version of the curtain wall for the cloud in **form•Z**, and using the FFD modifier, we were able to shape the details along the same curvature of the cloud shape.

The student was working on both the design and the modeling part of this project, which was designed completely in 3D, with one or two sketching sessions.

Reasons for the nomination:

At our school, all students are enrolled in a cooperative education program where students alternate terms of study and work in offices, which is considered an integral part of their education. This project was done on a work term.

While it benefited from the professional input of the office and their consultants, the project would not be what it is without the student's contribution to design, modeling, and rendering. It is a stunning project both in terms of the evocative geometric configuration and in terms of the renderings; both are very appropriate allusions to space travel.

Jury comments:

The renderings have ethereal and other worldly quality to them, which is very apt. **–Mahesh Senagala**

A sumptuous presentation—very beautiful, and the images created support the design. **-Ruth Gless**

