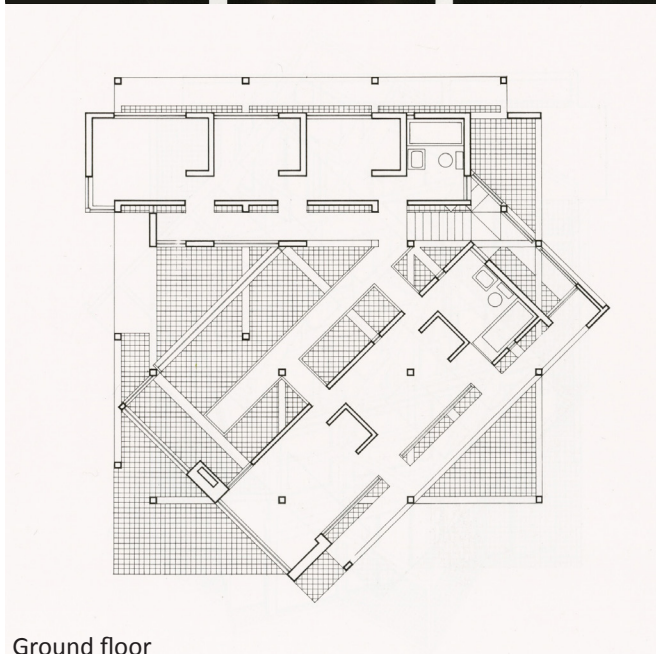
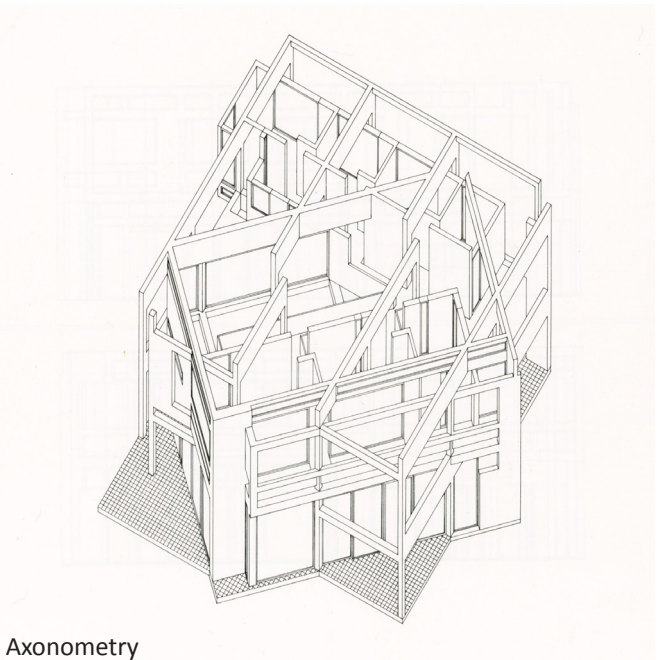
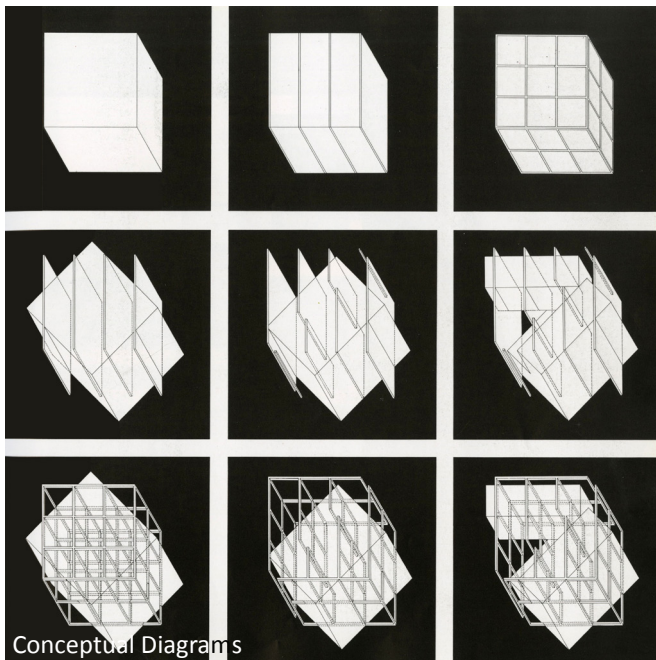




#### Peter Eisenman - House III

The reason why I picked up this project lies behind Eisenman's conceptual idea. His house consists of a composition of simple geometrical elements that are putted together based on a system. This system, like a language, permits an infinite number of variations. Not the house as an end product, but its process is being emphasized. As Eisenman's approach reminds me of the method how we design with computational tools, I want to implement his concept into the parametric design and see how I can modify it. I want to focus on the creation of space by using few simple geometrical elements and try to find a generative mechanism of how to put the elements together in order to reach the best solution.