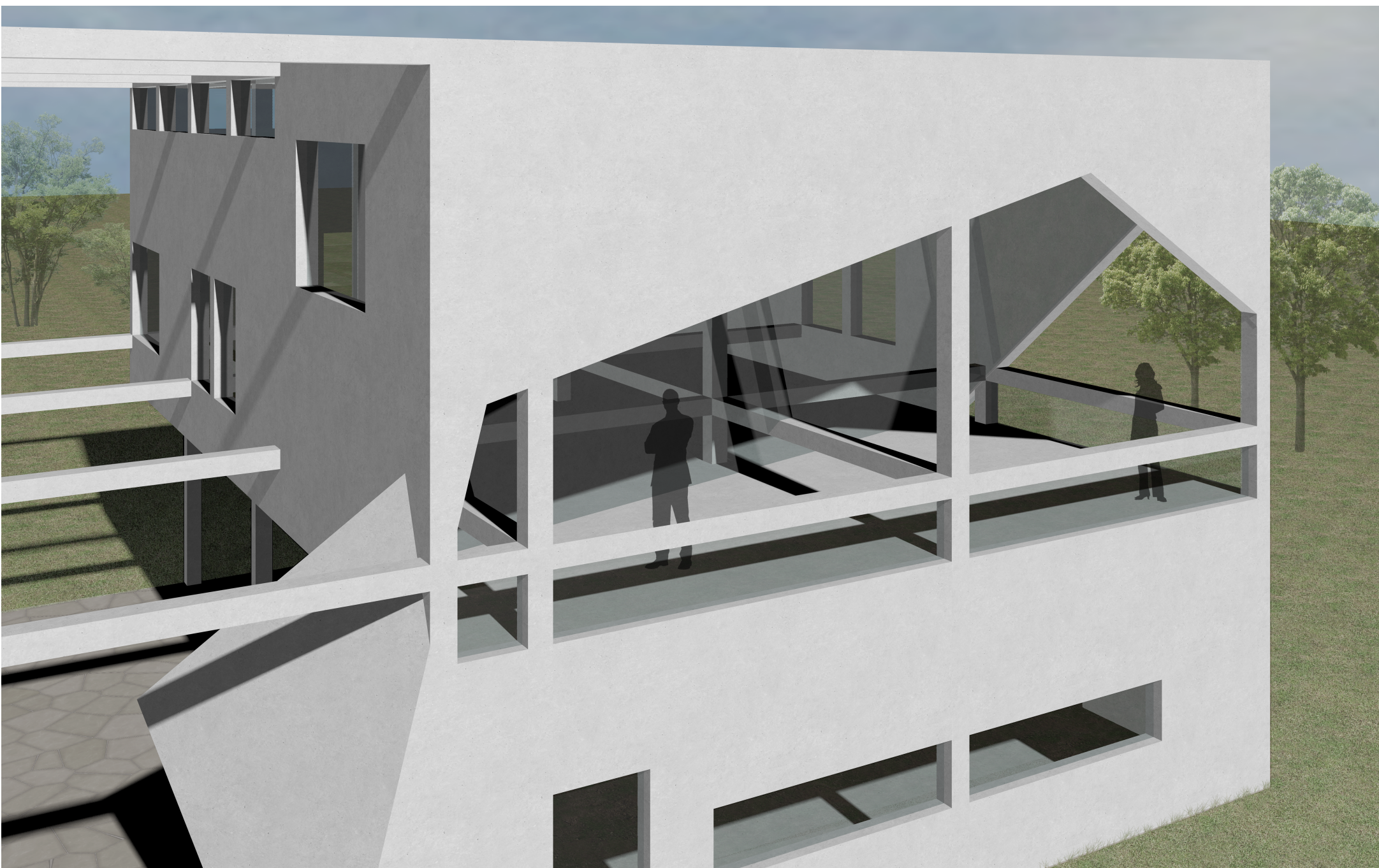
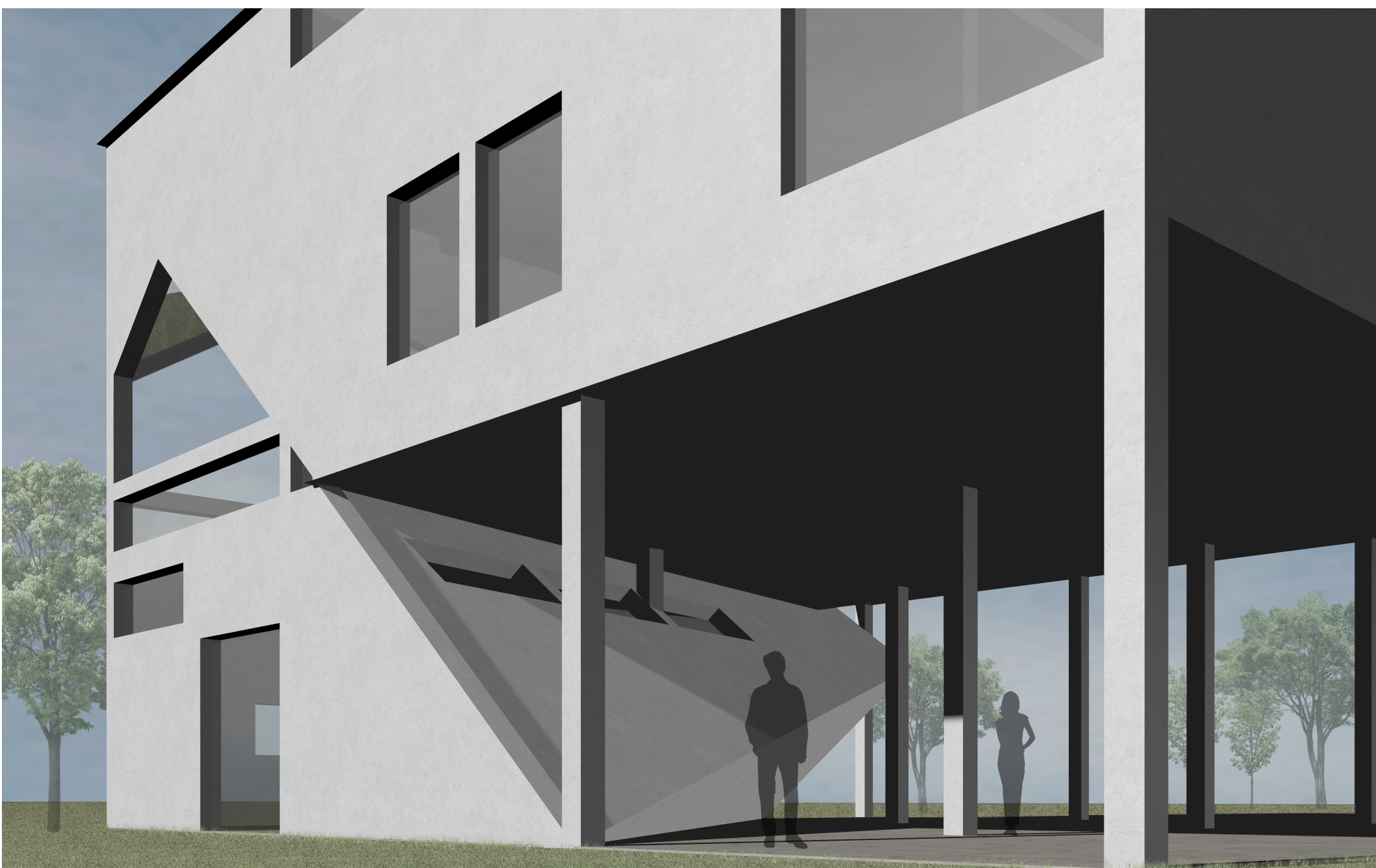




ALTERNATIVE PROPOSAL for PETER EISENMAN'S HOUSE III

House III is the third in a series of private houses designed by Peter Eisenman. Its structure consists of a composition of simple geometrical elements that are put together based on a system that permits an infinite number of variations. Not the house as an end product, but its process is being emphasized. Unlike in the other houses, the elements of House III are rotated differently to each other. My focus lies behind the intersection between the grid and the two cubic volumes. I define the intersection as the generated building volume. Firstly, I want to introduce an alternative solution for House III. The structure of the house arises from a process where the single elements – volume, grid or wall – are shifted and rotated accordingly to each other. Based on these movements and by taking the same structural elements and dimensions of the house, my goal is to generate other compositional variations. In a further step, I introduce an alternative proposal for House III. For this purpose I modify the movements of the elements from a two-dimensional into a three-dimensional process. This means, I move and rotate the elements not only on a flat plane, but I also shift them vertically to generate more complex building volumes. The data structure is based on a multi-agent system. As a starting point, I set up three agents. Each of them represents the same cubic volume that emerged from the grid structure as in Eisenman's House III. The agents move or rotate and create intersections among themselves. While proceeding, the volumes continuously create different intersections. In order to pick up one generated combination for designing a new house out of it, I set up three different evaluations where I compare the results among each other and with the original House III. The flowchart shows the systematic process of my design.

