

# Post Digital Animation

MARY ENGLISH, 01/19/2021

College of Architecture, Design and Construction

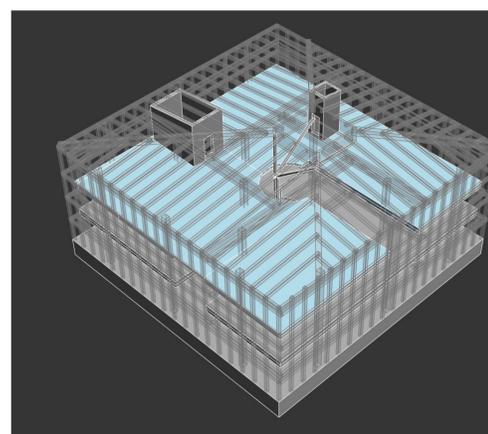
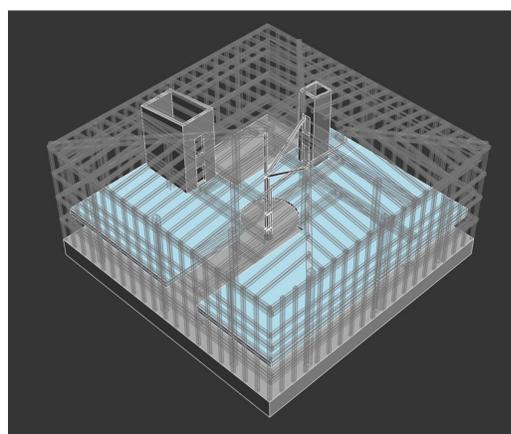
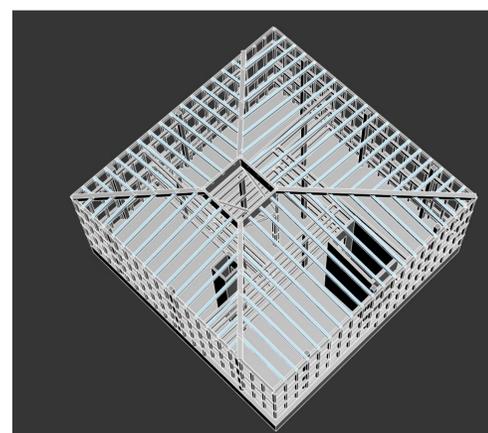
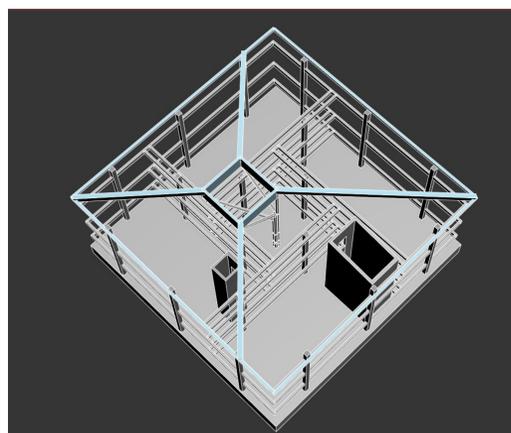
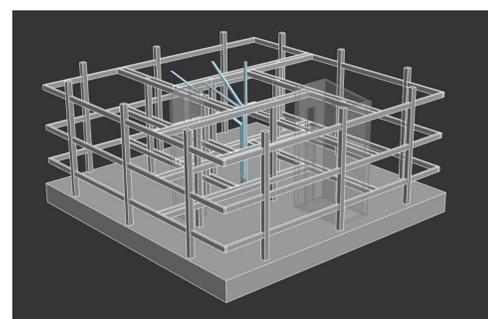
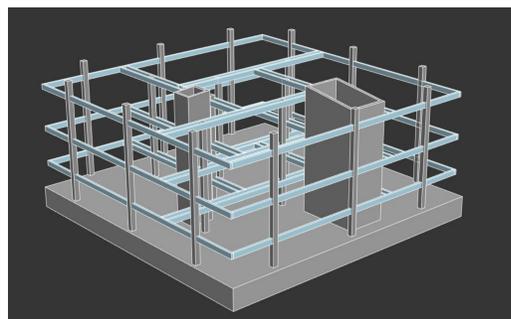
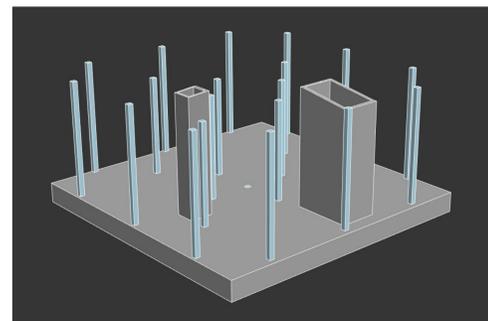
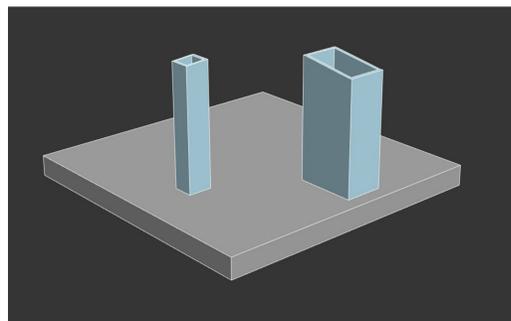
## Abstract

As architects and teachers of architecture we rely on having the drawing that most accurately and effectively communicates our point. The use of post digital animation is more intuitive and effective for many such ideas. The animations are used to explain design through construction details of a built work

## Ideas

Drawing for architects is necessary, is ubiquitous. It is how we study an idea, communicate a design and teach a student. Both in practice and in the classroom, we look for the best drawing to study or communicate an idea or construction detail. When we endeavor to communicate a complex relationship between elements, for example, a well-crafted peel-away axonometric can get quite far at relating how all the pieces come together. But if you take that drawing and allow the layers to become transparent or highlighted or to appear one at a time, the drawing is even more accessible.

A drawing is an abstraction. The author decides what to draw and what not to. The author has in mind the purpose of the drawing and it informs their decisions. There are collections of drawings that through their consistency from one iteration to the next the viewer can make quick comparisons. The consistency also allows the viewers to learn the language and become proficient at reading the drawings. The collections that come to mind are the axonometric drawings in the journal *Tectonica* or the axonometric drawings in the books, "The Details of Modern Architecture", by Edward Ford or the book by Farshid Moussavi and Michael Kubo called "The Function of Ornament". These are ideas that I will explore in this next phase of the research. Having honed the language for the animations, to create a collection or library of drawings (with movement) so consistent that the viewer can become proficient, and the animations can be a tool of efficient communication.



## More Ideas

Digital animations in architecture come with certain expectations. Photo-realistic fly-throughs of a proposed building is far from what I am interested in for this research. What I am working with is much closer to drawings than to more typical architectural animations. The post digital animation has not had the depth of experimentation that drawing has had. The use of color to highlight, transparency to show relationships, sound to punctuate and text to denote are ways to make the animations clear.

Examples of information that benefit from communication through animation: design ideas, massing of a building on a site, the assembly of the building envelope, the relationship of the building enclosure to the structure, the analysis of the structure and passive heating and cooling. In my lecture about Casa Ricarda by Antoni Bonet, animations are used to show how the building modules are both spatial and structural, how the module is assembled, how the module is aggregated, how the Catalan vaults are constructed and how they perform structurally. Communicating through the use of animation is an opportunity to develop a language for communicating technical information in a more engaging and intuitive way.

Frames: Structure Animation of the School in Orsonnens by ted'A Arquitectes. Animation Team Lead: Mary English Team: Destiney Farron

## Credits

- School in Orsonnens by ted'A Arquitectes, Animation Team Lead Mary English, Team Destiney Farron
- Other Animations (in video) Team Lead Mary English, Team: Andreas Fornemark, Trisha Truong, Aubrey Harrold

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