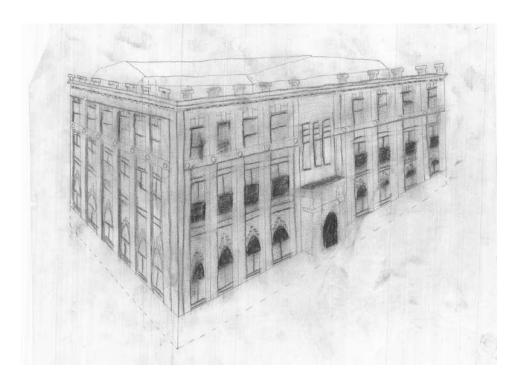


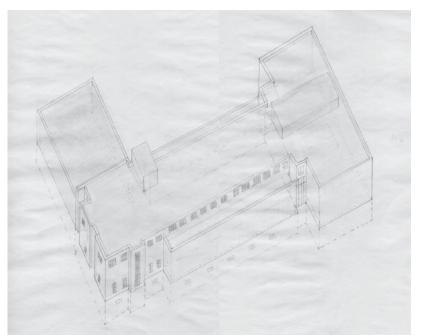
Drawing and Design Portfolio

R.R.S. Stewart

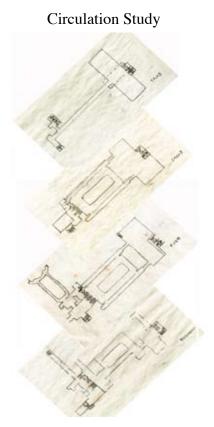








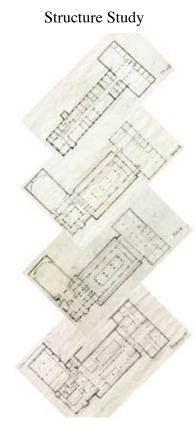
On this page begins an in-depth study I did of the Bell Museum of Natural History for my second drawing class at the University of Minnesota - Twin Cities (UMn). I have included this study in my portfolio because before one can decide how best to preserve a building or adapt it to modern use, one must first understand the building. My study started with exterior photographs and drawings of the building, including details, choosing a detail on the outside of the building to examine its relationship to spaces on the inside of the building, as details can be part of what makes a building significant. Finally, I did an axonometric drawing of the building, putting all of these spaces together. Below are studies of how people move through the building, how it is enclosed, what the main entrance and the entrance spaces to each floor are, how the museum's different spaces are programmed, and what the structure of the building is.

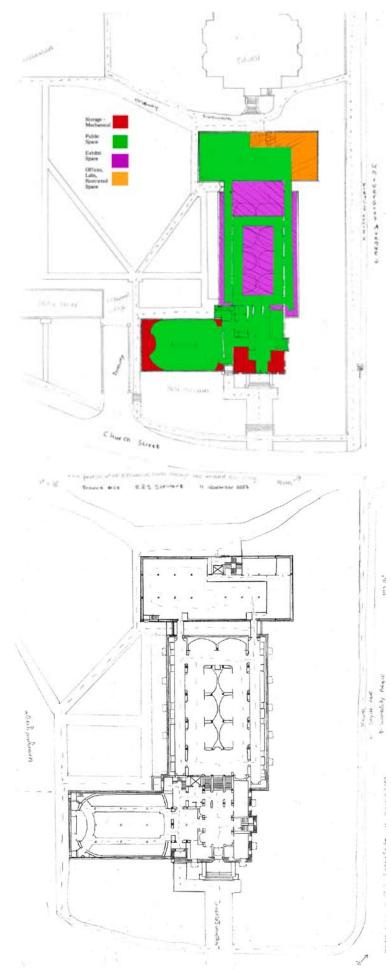


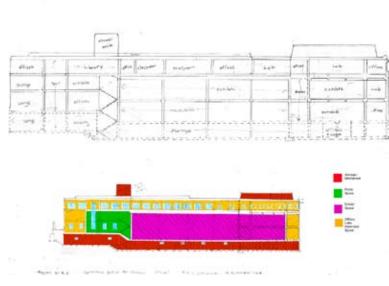


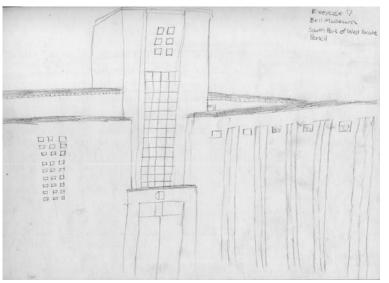






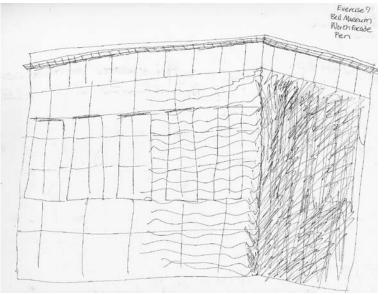


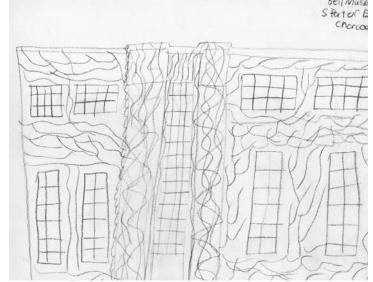


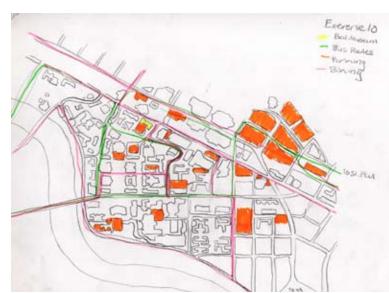


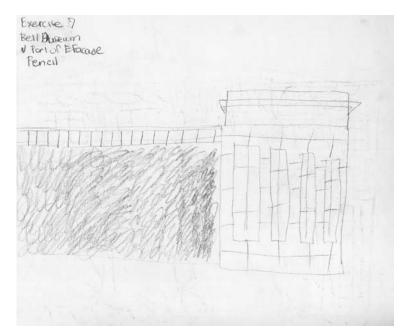


I continued my analysis of the Bell Museum with a plan of the ground floor and a use study of that floor, as well as in section through the building (left and above, Red is storage/mechanical, green is public space, purple is exhibit space, and orange is offices, labs, and restricted space). I also studied circulation around the building (below, the Bell is in yellow, parking lots are in orange, bus routes are in green, and bicycle paths are in pink) and continued my exterior sketches (right).















Site Study, R.B.S. Stewart, 7 April 2004







Site Study, R.E.S. Stewart, 7 April 2004



Site Study, R.R.S. Stewart, 7 April 2004























Although I am more interested in Historic Preservation than the design of new structures, I know that knowing how to design is related to figuring out how to preserve or adaptively resuse another person's design. My final project for the undergraduate design studio I took at UMn was to design a riverwalk, dock, and pavilions for a park along the Mississippi river. Above is a series of photographic studies of the Mississippi river gorge site. At left is the final iteration of my design for this site. Below are three perspectives created in Photoshop by combining drawings and photographs of my model with photographs of the site. I added texture to the models in Photoshop to see what those materials (wood and cement) would actually look like in site and the photographs are to scale with the people in them.





