Assignment 03: Synthesize

In wrapping this project up, the diagrams and models will be developed to a final state and an additional model will bring together elements of each exploration.

[Due to continuing shop safety classes, many studios are currently out-of-sync, so the date for the final pinup may vary from studio to studio.]

The final step in this process of spatial and diagrammatic analysis/exploration is to create a model that contains formal elements from three of the five models you just completed. This new composition is not just a jumble of elements from the source models, but a translation of those models into an all new work (a phrase that you will hear again is that the whole must be greater than the sum of the parts). To assist in this translation, the final composite diagram will be slightly larger than the previous diagram models.

**COMPOSITE MODEL:**

- 6×6×1
- Pinnable to wall, as before
- Material of Chipboard and Newsboard as used previously.
  
  Wildcard material may vary by instructor

**FINAL PINUP:**

To be included in the final pinup for this project sequence:

- Three screenshots each printed on a sheet and paired with the most successful diagram derived from that scene. Each screenshot must be labeled with the game and what kind of spatial representation it is (elevation, perspective, etc). Labels are to be set in a 9 point sans serif font only.
- Three 4×4 diagram models
- Final 6×6 composite model

The final pinup for this project will look something like this: