

Sketch model #1

Legend:

- Dominant (D)
- Subdominant (SD)
- Subordinate (SO)

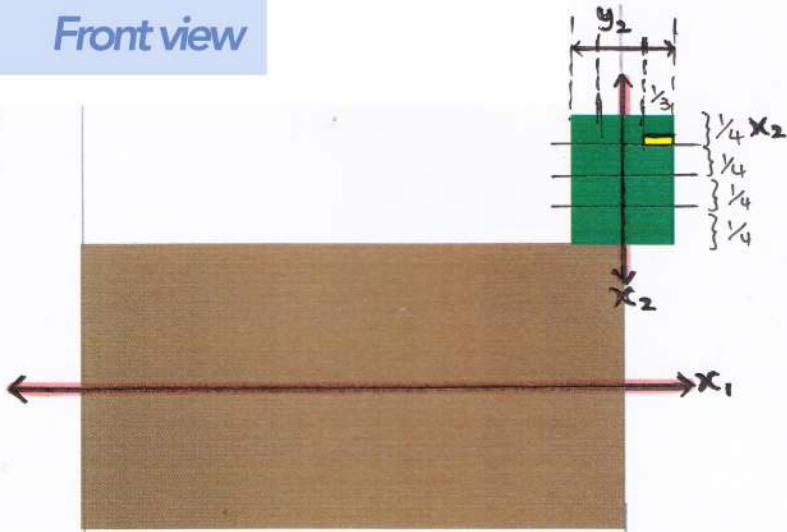
In pink: considerations

X1: Principle axis of Dominant (D) / Y1: Secondary axis of Dominant (D)

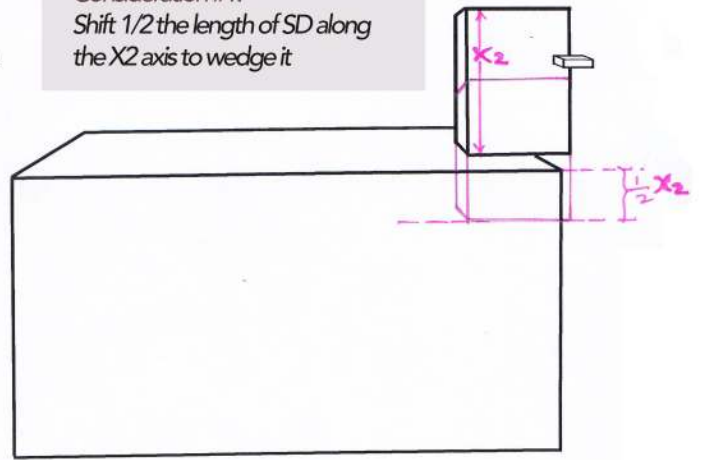
X2: Principle axis of Subdominant (SD) / Y2: Secondary axis of Subdominant (SD)

X3: Principle axis of Subordinate (SO) / Y3: Secondary axis of Subordinate (SO)

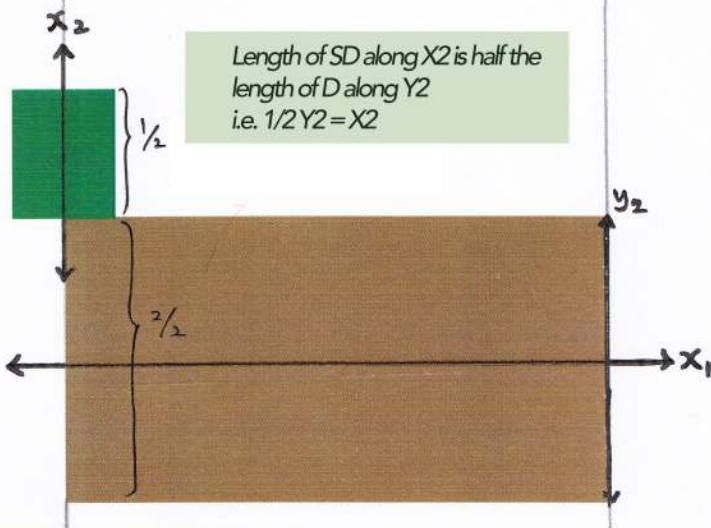
Front view



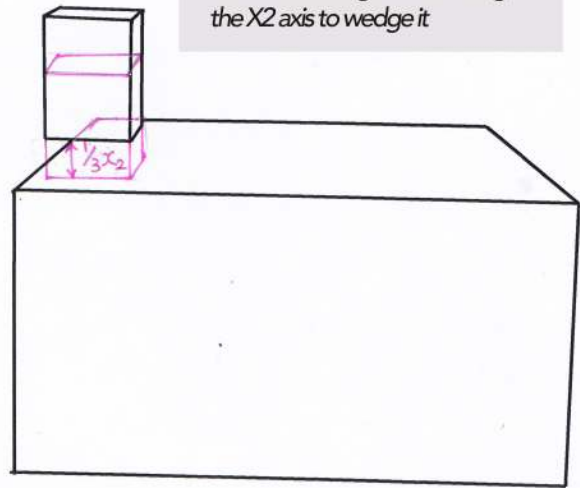
Consideration #1:
Shift 1/2 the length of SD along the X2 axis to wedge it



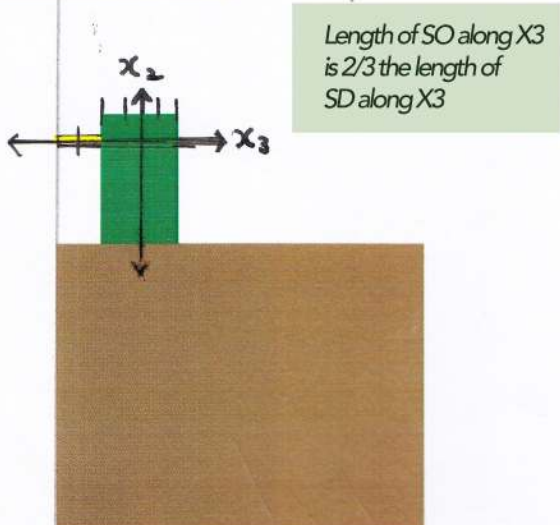
Back view



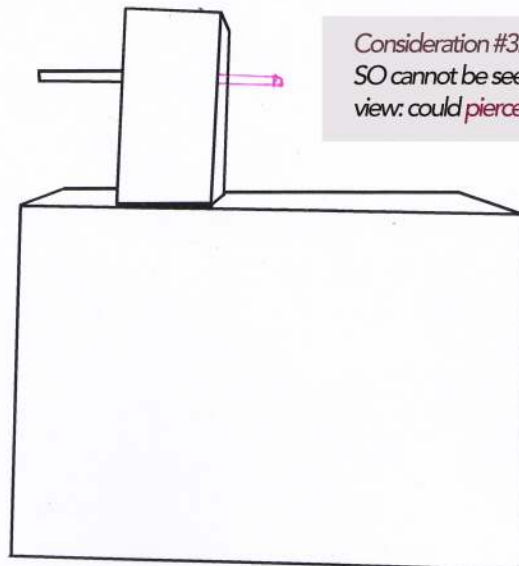
Consideration #2:
Shift 1/3 the length of SD along the X2 axis to wedge it



Side view






Consideration #3:
SO cannot be seen from the back view: could pierce through SD



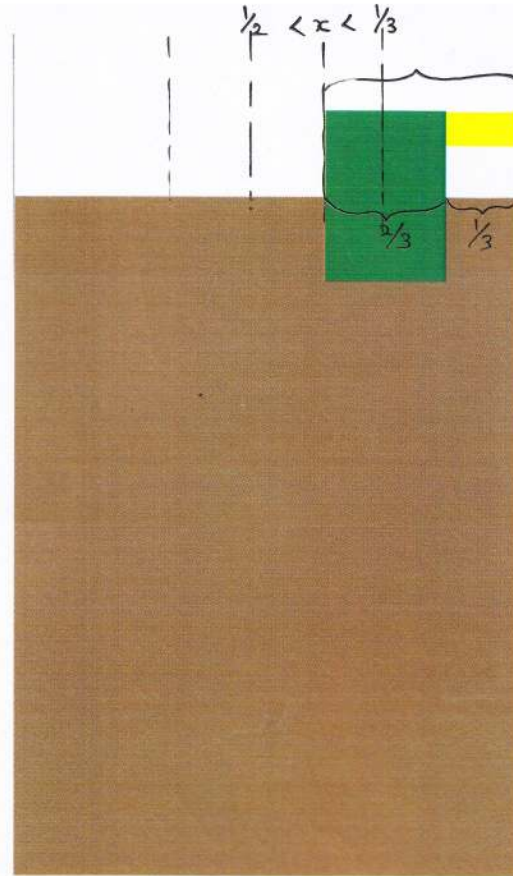
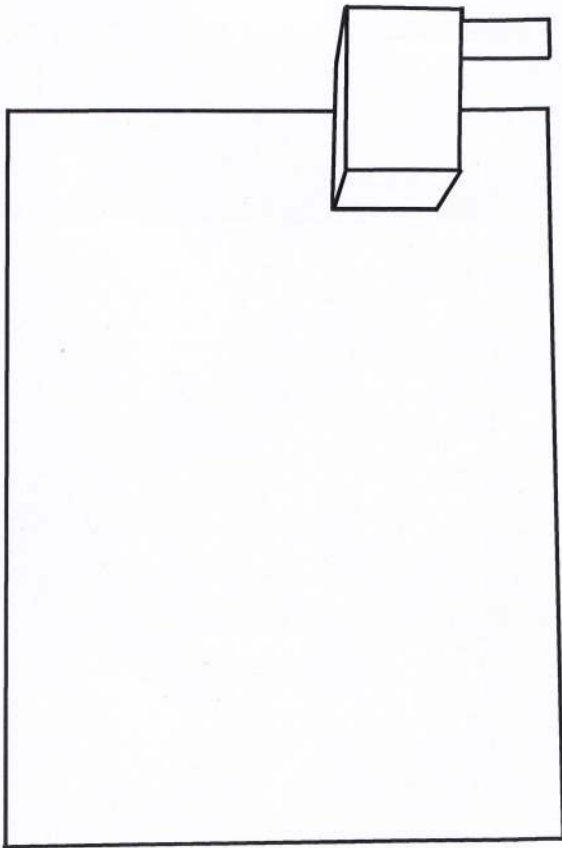
Sketch model #1

Legend:

-  Dominant (D)
-  Subdominant (SD)
-  Subordinate (SO)

X1: Principle axis of Dominant (D) / Y1: Secondary axis of Dominant (D)
X2: Principle axis of Subdominant (SD) / Y2: Secondary axis of Subdominant (SD)
X3: Principle axis of Subordinate (SO) / Y3: Secondary axis of Subordinate (SO)

Top view

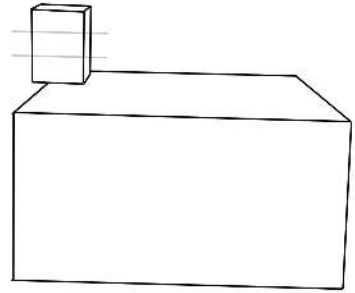


Principle of $1/2 < x < 1/3$,
as well as rule of thirds

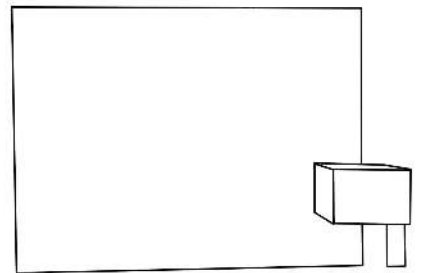
Overall review:

- Wedge SD into D, either $1/2$ or $1/3$ down; $1/3$ seems to be a better choice so that there is no competition between SD and SO from the side view
- Pierce SO through SD so that SO can be seen from back view

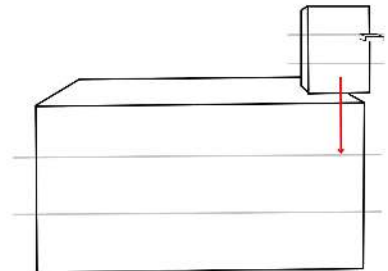
Back view



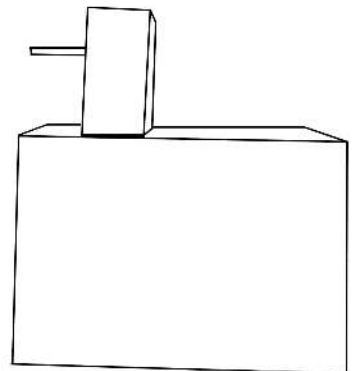
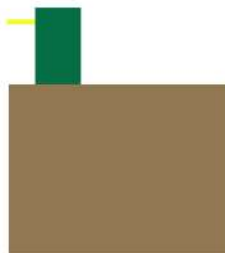
Top view



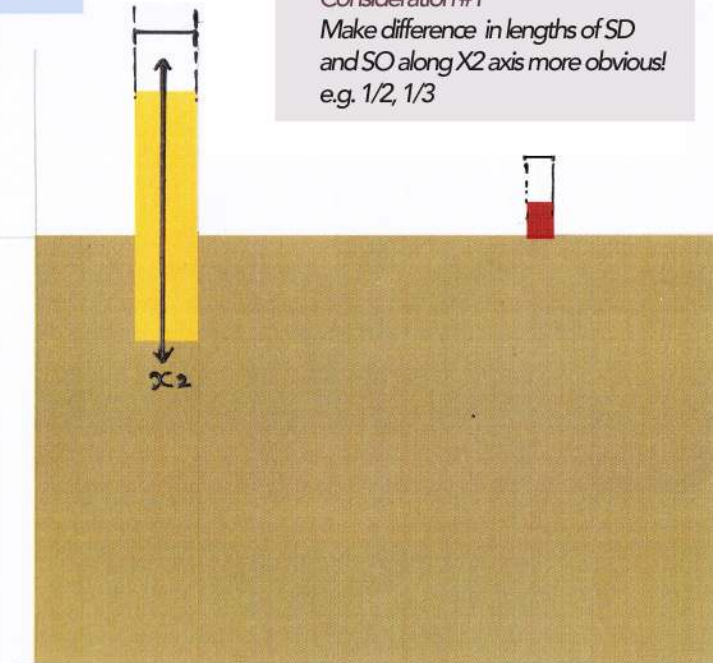
Front view



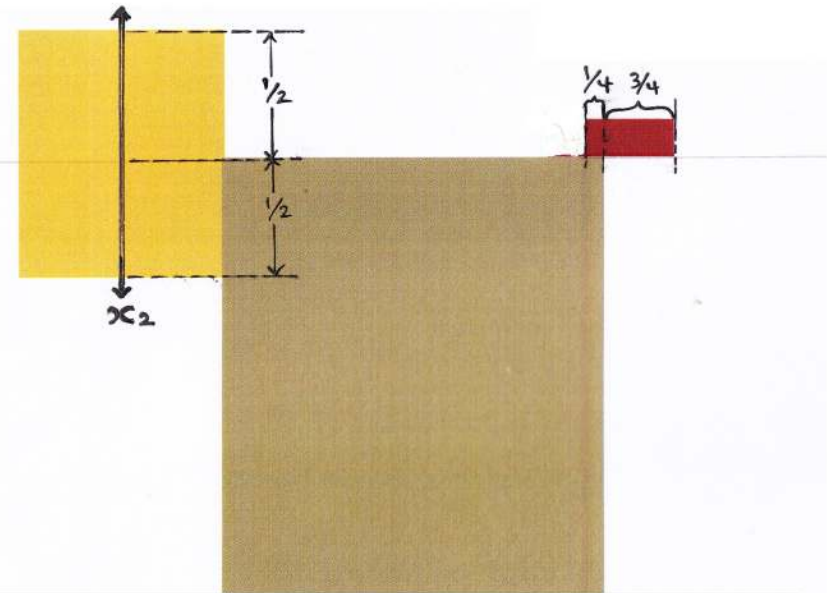
Side view



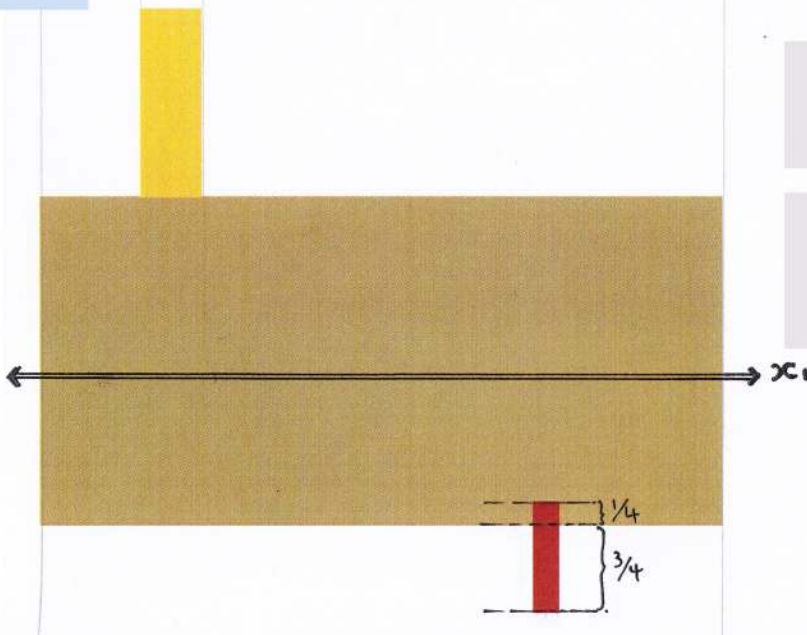
Front view



Side view



Top view



Consideration #2
Slight confusion between SD and SO: make the difference between them deliberate by following rule of thirds, 1/2 or 1/4.

Consideration #3
SD and SO seem to be placed randomly along X1. Some planning and consideration seen in placing SO 1/4 in and SD 1/2 down, but more attention needs to be given to their position along X1.

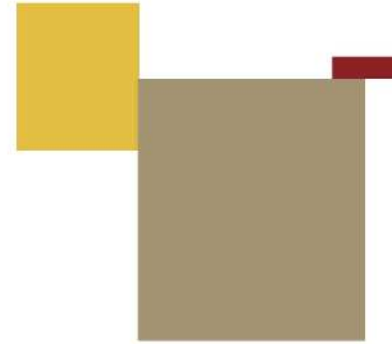
Sketch model #2

Legend:

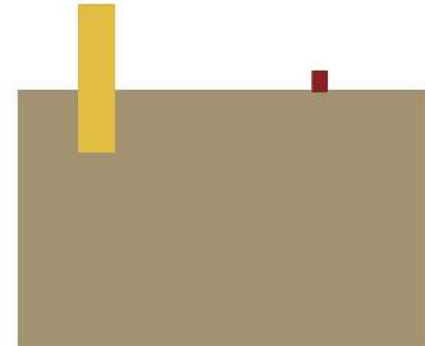
- Dominant (D)
- Subdominant (SD)
- Subordinate (SO)

X1: Principle axis of Dominant (D) / Y1: Secondary axis of Dominant (D)
X2: Principle axis of Subdominant (SD) / Y2: Secondary axis of Subdominant (SD)
X3: Principle axis of Subordinate (SO) / Y3: Secondary axis of Subordinate (SO)

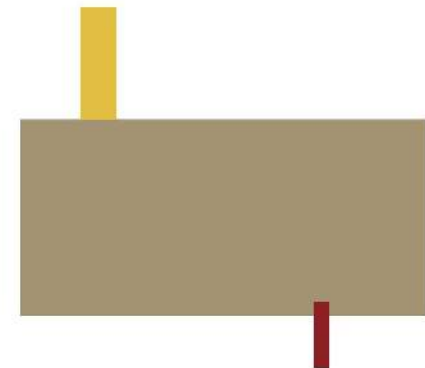
Side view



Front view

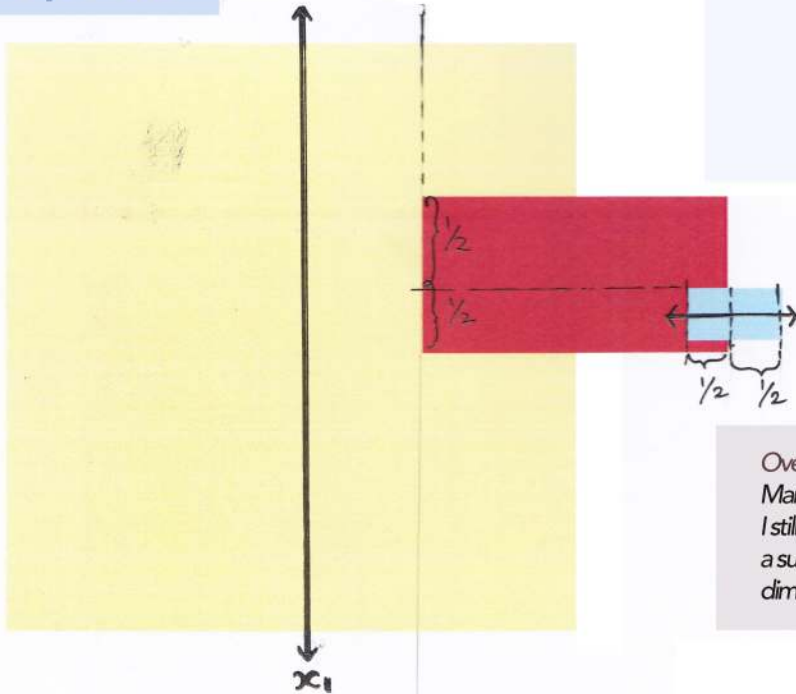


Top view



Sketch model #3

Top view



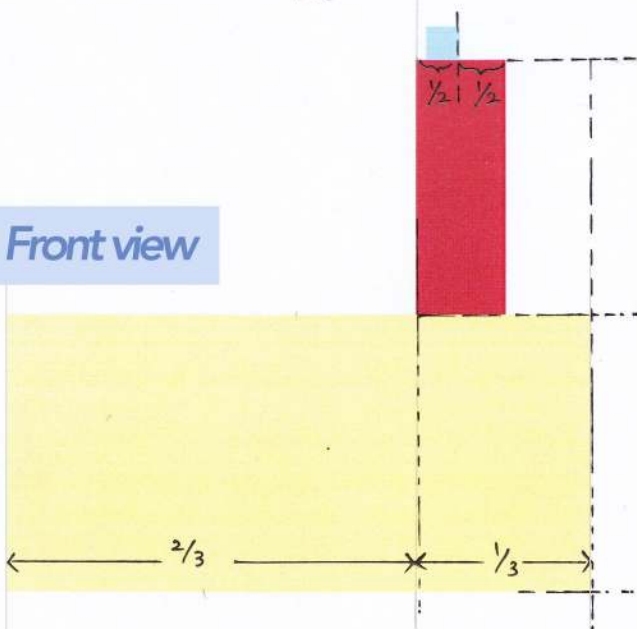
Legend:

- Dominant (D)
 - Subdominant (SD)
 - Subordinate (SO)
- X1: Principle axis of Dominant (D) / Y1: Secondary axis of Dominant (D)
 - X2: Principle axis of Subdominant (SD) / Y2: Secondary axis of Subdominant (SD)
 - X3: Principle axis of Subordinate (SO) / Y3: Secondary axis of Subordinate (SO)

Overall Review:

Many 1/2s and 1/3s used; better, more deliberate choices made. I still wanted to check if any of the sides were of the same length, so a suggestion for myself was to draw out the individual pieces and their dimensions, and compare the lengths to ensure no side is the same.

Front view



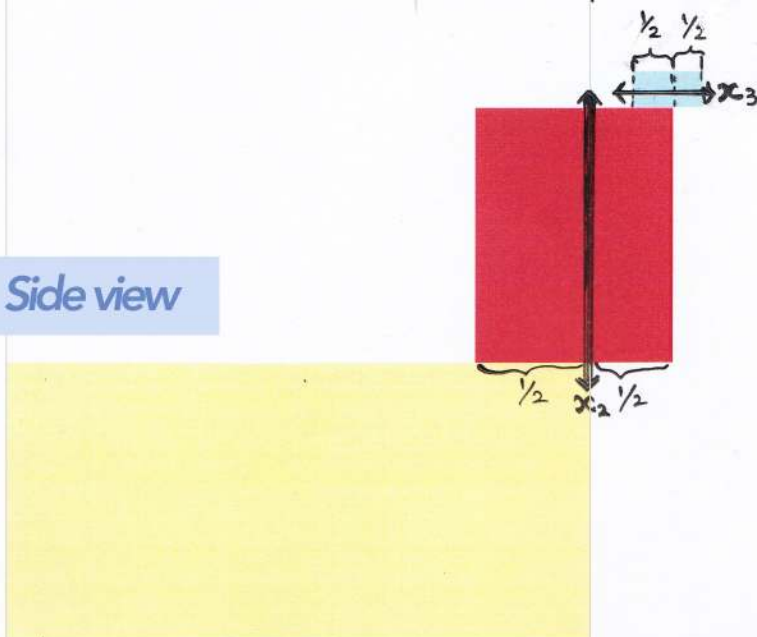
Consideration #1

Lengths of individual blocks need to be more deliberate.

Consideration #2

I feel that the SO would be more impactful standing erect (along the axis of X3) aligned along the current X2, whilst the current X2 would follow the axis of X1 and the current X1 would follow the axis of X3.

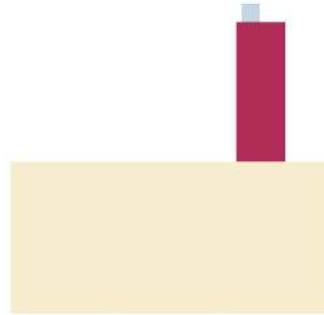
Side view



Side view



Front view



Top view

