Some problems of the light and colour factor in Videosimulation.

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Day lighting lets to reveal 3D plastic imagination of building and architectural form. Being of the main time for perception of architecture, daylight helps to solve two principal questions: volumetric-spatial and coloristic solution. Experience of the work shows, that modelling in the natural light on the earliest step helps to understand chosen design comparatively and to take essential correction operatively. It cause energetic architect’s activity which is related to visualisation and searching of correlation among building parts, also testing different view points and interrelation of in- and out-space. There are various modelling brief-programs. In the town planing modelling there is a unity of design and space idea, also relationship to nature or city environment. Special possibilities of modelling are opening through reconstruction of historic town areas – building-in of new development or detached object in to intricate planning system. Visualisation of existing building allows to get convincing visual connection of old and new in architectural ensemble. Remodelled structures are shown by bearing bulks of architectural objects: bearing-wall structure, consisted of connected flat elements, skeleton building – consisted of line and rod elements. But intricate structure is seen more clear and understandably via videomodelling. As a method of shape creation in the architecture, videomodelling in the daylight plays an important part in the getting of final result.

Until resent time cities are perceive in the day time in common. But science gradual interest to the creative method of building illumination, many building, same times ensembles became almost a symbol of city or even country (for example night Manhattan in New York or lights of Piccadilly street in London). Modern night city doesn’t scare by it’s dark any more, but attract citizens and tourists to illuminated by ads and shop-windows streets. Modelling building in the night time gives a particular visual effect of presentation, which same time are difficult to get in regular project presentation. The main factor of form creating and perception is artificial light – external illumination and internal as well. Today, when a night city had got a second face, an architect became responsible not only for traditional daily image, but for evening too. What
kind building will people see in city? - Gloomy and terrible piece of concrete with small holes of light or may be attracting source of light luring inside? The answer to this question is in videomodelling in the night time.

Comparison of examples through the different type of lighting shows a number of spatial varieties, helping a building to accept individual volume and time characteristic. Building acquires “second face” mentioned before, designs environment and creates power field of space. It is gaining an individualisation of art image, it’s uniqueness. An architect plans epistemological object to the screen of his consciousness, trying to drive model of object in to unity with his live and art experience. It is possible to say, that convincing same time lets to understand architectural decision on emotional level. Severo-Zapadbiy Luch (north-west ray)/Model of student Kolenteeva. We see the model in day and night illumination. Testing the model was helpful for further building-in helped to gain a design puzzle.

Using digital modelling in same cases gives priority in picture processing and getting of light effects, when design proposal is clear and simply enough. It’s suggested us to division of design work on steps. Finally it allowed to architect in his creative process to design a row of new modes, helping to escape from established stereotypes. Staying on the intuitive way of design, architect forms an image of his creation according through the plastic categories. Preliminary design, as rule, is a conceptual model full of conventions, but exactly on this step using of artificial light allowed to know the final direction in the strategy of design. Example of B.Spasskoy. Creating the project, architect has been doing a work via Videosimulation simultaneously. Existing frames of different of different times are been using for building-in model and special effects – in night time though the digital effects and artificial light, in day time for building-in of colour model.

Colour – is a language of space. Designing the human’s scale view by Videosimulation we noted it’s psychological influence, closing to realistic. Spatial influence of colour to environment gave possibilities to design coloristic projects by paying attention to the human scale. Same scientists research works in colour psychology were used. While inserting of different colours for the building lets to rethink not only the coloristic puzzle but the composition of design. Operational colour selection for example may be via optical filters. How it was in case of model of market. Student Procofeva.
Now and then the time factor does not let develop architectural model to digital image properly, and when through the direct 2D pictures building-in to videoframes it’s possible to get preliminary version of video-modelling.

Simplification gives energy and makes creation process free from the routine of mechanical work. On the example of B.Spasskaya we see what for requirement of author it is possible a variant of painting via PC in co-operation with video.

Firstly it’s wanted to spot it in the puzzle such as building-in and coloristic. According to our practice this solution is in the right dependence of the building design. Under difficult volume-spatial decisions technical fusibility is getting harder by creating of masks. On the another side a spot of picture allows to solve same problems related with painting and moving much more quicker, than in other cases.

Our experience in the historic reconstruction area showed how videomsimulation makes testing of spatial and volumetric characteristics more comfortable and convincing. While according from the responsibility of design in historic area and technical possibilities to build-in and to paint were mentioned above it is sure to say about restoration problems, which were prohibited before. For today this is one of the best way of creating townplanning conciseness of architectural youth.

The main motive firstly is making to check of design proposal, while initial concept meets with a real existing town plaining structure. The next step – is a step of coloristic decision, which is less hard work than followed above. The final step in videomodelling in the historic environment is building or building-in of shadows. It’s going on by modelling through artificial light sources and superimposing of frames to existing image. In example of this we see a view from tower bell Astrahan. We see white and painted models are building-in to videopicture. Via videomodelling was possible to get reality of light and shadow projection.

Abstract design on the paper as not better becoming to get a real forms and helping to return sympathy of value to others’ professionalism.