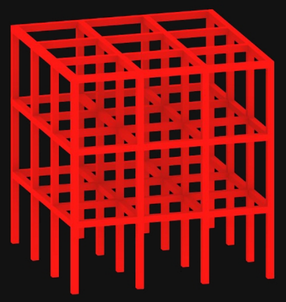
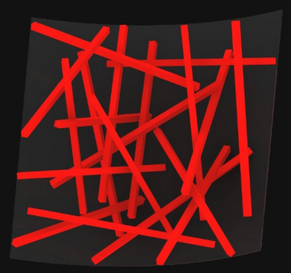
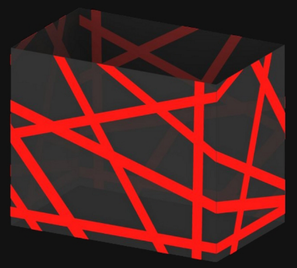


Frame
Simple structural frames are the basis upon which many buildings are designed. This type of frame is self limiting, and only allows for certain design possibilities.

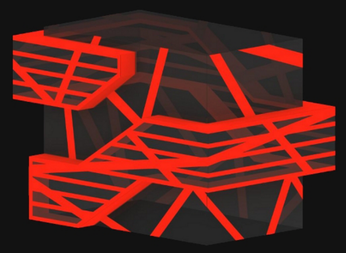
Fragment
In order to not be limited by the grid of the structure, the frame is broken in order to create more options in design.



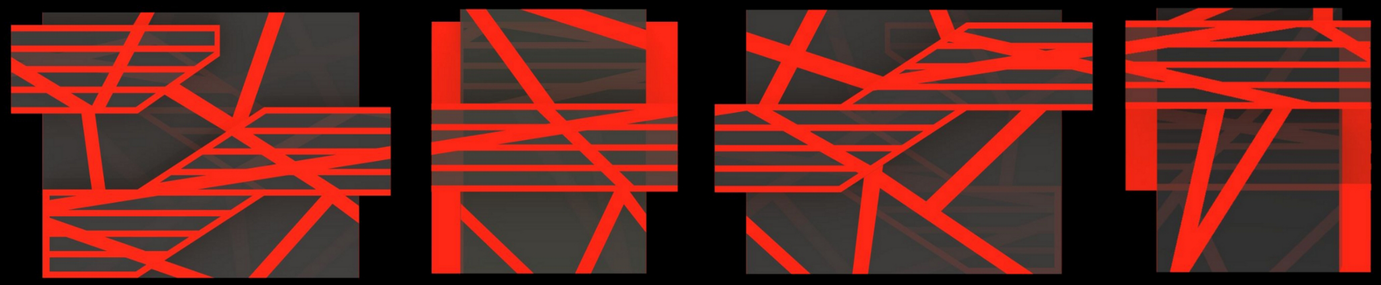
Flatten
The fragmented frame is flattened in order to create a skin. This skin can now be used to create an architectural volume.



Fold
The skin created by the broken structure is now folded and wrapped in order to create volume. This new volume is not limited by the grid that once existed in the frame.

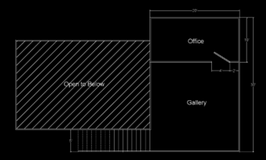


Finalize
The newly created volume is now pulled and given a direction by aligning certain elements. This creates a form that could not have been imagined without looking outside the frame.

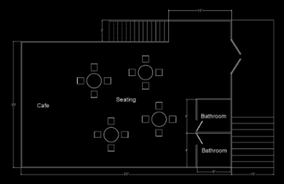


ReFrame
Brian Monetti

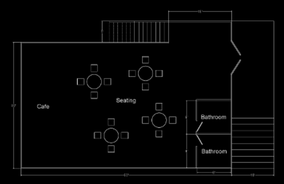
This work investigates the creation of a building by fragmenting a simple frame and folding it in order to create volume, rather than utilizing a standard post and beam structural system. This contrasts the conventional view that buildings are defined by the regularity of the frame. Instead, ReFrame is a building whose volume is created by breaking and wrapping this frame. This use of a surface to define volume allows for an infinite amount of possibilities in form. In order to depict this, the skin of the building was developed from a simple structural grid, which in turn creates a building which would not be possible by the use of standard structural steel methods. This intentionally creates a contrast between what a frame building "should look like" and what ReFrame is. The final form of the building is just one of the infinite amount of designs that could be created using this method.



Second Floor



Ground Floor



Ground Floor