Disruption is all about the concept of disrupting the everyday to bring back something that has been lost. The Cartesian Grid that shapes the city has acted as a flattening force which has hidden the beautiful foothills that make up the Calgary landscape. The Site was chosen based on its emptiness of activity. Because of these aspects, it became the perfect place to revamp and re-utilize it by disrupting the grid and bringing back the landscape. The first step was to grid out the entire site with the same aspect ratio as the grid used for the district. By grabbing a block size and dividing it by 10 to get a pixel size, the entire site was graded out. The architecture was designed as a U to create both a community with the occupants and the public. Using a block with a mixture of 1 bedroom, 2 bedrooms, 3 bedrooms, and public spaces, an initial form was created. This initial form was the mold for the intervention and in so shaping by the rules of the grid which makes up the city, the vertices were then pushed and pulled to create an overall form. The structure is made of concrete to play with the idea of lifting up and delaminating the ground plane to create habitable space. The concrete is transparent to show both imagery of the foothills on the exterior and place privacy and view for the interior. In the end the project disrupts the grid by using the structure of the grid to bring back a form in which the grid has destroyed.
These experience renders were created to show the depth in activity such a place like this could have. It would essentially be an open hill like park, where the city could have events and the architecture can be played on without disrupting those who live within the building. Fall the leaves will be able to be played in, hot summer nights a movie could be played, and in the winter you could sled down the steeple banks.
House of Exposure
Cody Beaudry

The House of Exposure is designed with the goal to allow for the extremely uncomfortable experience of being watched. The concept is based off the idea that homes are meant to be private places. If you oppose the notion of privacy and make the home public, it creates an interesting experience that most homes do not want to give. This home is meant for those who want to try something new and be apart of a privacy experiment. The goal is to question the everyday home.

Exposure House

The Exposure House was a concept created to create a space which induced a need of connection. The entire facade is glass with a unique pattern to create unique lighting and exposure. Standing from the outside you are able to look into the entire house but your vision is skewed by the openings. Fogged glass is used in more private areas such as the bathrooms and the glass floor of the bedrooms. The rest of the house has moments where a subject can be seen through playful artifacts in the walls, staircase and so on. The balcony is a multi-leveled playground of sorts where one can climb and interact throughout and outside the house. The house was meant to be playful and open.
Mandala Wall

The Mandala Wall was created using parametrics. The project was to create something for a room wall that could be built. In this case, it was not a full wall, but rather, the idea instead was built as a frame with centroids to create a grid that is 26 x 14. Evenly rid out the frame with centroids to create a grid that is 26 x 14. Create diamonds around every centroid. Remove centroids to isolate the pattern. Use an attractor point in the middle of the wall to create a field where the length of each side changes depending on its distance to the point. Thicken and Extrude to create final wall.

Each diamond is categorized by a number, and each slit is categorized by a decimal. The decimal for a slit matches the same decimal as the corresponding diamonds slit for connection. All diamonds connect in this fashion. The Mandala Wall was created using parametrics. The project was to create something for a room wall that could be built. In this case, it was not a full wall, but rather, the idea instead was built as a frame with centroids to create a grid that is 26 x 14. Evenly rid out the frame with centroids to create a grid that is 26 x 14. Create diamonds around every centroid. Remove centroids to isolate the pattern. Use an attractor point in the middle of the wall to create a field where the length of each side changes depending on its distance to the point. Thicken and Extrude to create final wall.
The Starfish was created naturally through a matrix. Starting off with a paper sculpture that was 3D scanned, it was put into Maya. From here, it was pulled and push until an overall form was created that had interesting enough components. This then got sent through a matrix where each step the form got stretched horizontally evenly then more geometric evenly. The natural process induced a need for a natural form, which came out was a starfish figure. The form, if hollow, would be an interesting skin for many ideas such as a light, art piece, or skin on a building.
The Diamond Spider Table was created for a project that was to combine sculpture and function. The goal for me was to create a unique end table which consisted of two small shelves and a large top. I started with sketches of the base playing with different leg forms. I came across a zig-zag like pattern that I really enjoyed. I thought if I took this form and made it into a circle I could create a unique stand for a table. In this case it created an octagon. Doing some engineering I used 45 degree angles to attach every piece separately starting at the base and making my way up. The final built piece is shown on the right.
The Female Form

This Project was meant to sculpt a bust of the female body. Working with a live model standing in the middle of the room, the job was to hand sculpt the forms of the body into solid clay. The Clay Sculpture was about 2 feet high and 1 foot wide. Once the clay sculpting was done a plaster mold was done by covering the clay sculpture in a thick layer of plaster. Working out the clay left an empty mold that was then filled with additional plaster. The plaster was hardened and once the breakaway mold came off you are left with a solid plaster model of the female form. Sanding and painting with some rock paint, the final product is left.
The Interactive Cube was a sculpture that was made out of the iterative process of creating. It started off with building four simple frame cubes. With this came numerous possibilities for form making. The one I settled on however was creating a 10-foot tower with the cubes without simply stacking them. By taking every second one and turning it to its point the cubes could be locked together. Without any support the structure could stand and even movement forced to the piece would not make it move.
Perspective Pencil Drawings

2 Point Perspective View Through a Window

3 Point Perspective of Taylor Family Digital Library

2 Point Perspective of a Hallway Intersection

1 Point Perspective of a Hallway

Cody Beaudry
Conceptual Drawings
Ink and Pencil

Layers

1-5-1 Clock

Explosion of Emotion

Tipping Point
The Miniature Workplace

This project looks at individuals interacting in their work places with the tools they use. However, the photos juxtaposed reality. Each image is a scene, framed to show the objects as larger than life. The subject who works with these objects is miniature interacting with these objects to the best of their ability. I started by setting up the scene first and capturing a photo. Using that photo’s light, shadows and angles as reference, I took a separate photo of the individual pretending to act in the scene that was created and using Adobe Photoshop placed that individual into the scene. Matching the colour and light and shadows making it seamless. The project is meant to depict the world that people work in. People spend more time at work during a week then at their home. They spend more time in the work atmosphere then with their families. According to a survey done by the Bureau of labour Statistics, in the American Time Use Survey of 24-54-year-olds in the workplace subtracting holidays out of a 24-hour day an average you spend about 8.7 hours of that day at work, 7.7 hours of that day sleeping, and 7.6 hours doing everyday activities. Meaning you work 67 thousand hours over that 30-year period, equating to 7.75 years of that time working. Subtracting sleep, you live in the world of work more than you do out of it. It really does become the world you live in. These photos are meant to take this idea of your workplace as your world literally. Creating a world for an individual that is their workspace. Why? The idea is to critique the absurdity of time we spend working, if that is positive or negative with the absurd idea of working in a giant atmosphere of our own workspaces. Some jobs people put their lives into because that is what they love. They love working in their work world. Other jobs people hate and only do it because they need to income or that is what they are qualified to do. This project is a mixture of the two.