

KRISTIN HENSLEY

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DESIGN PHILOSOPHY

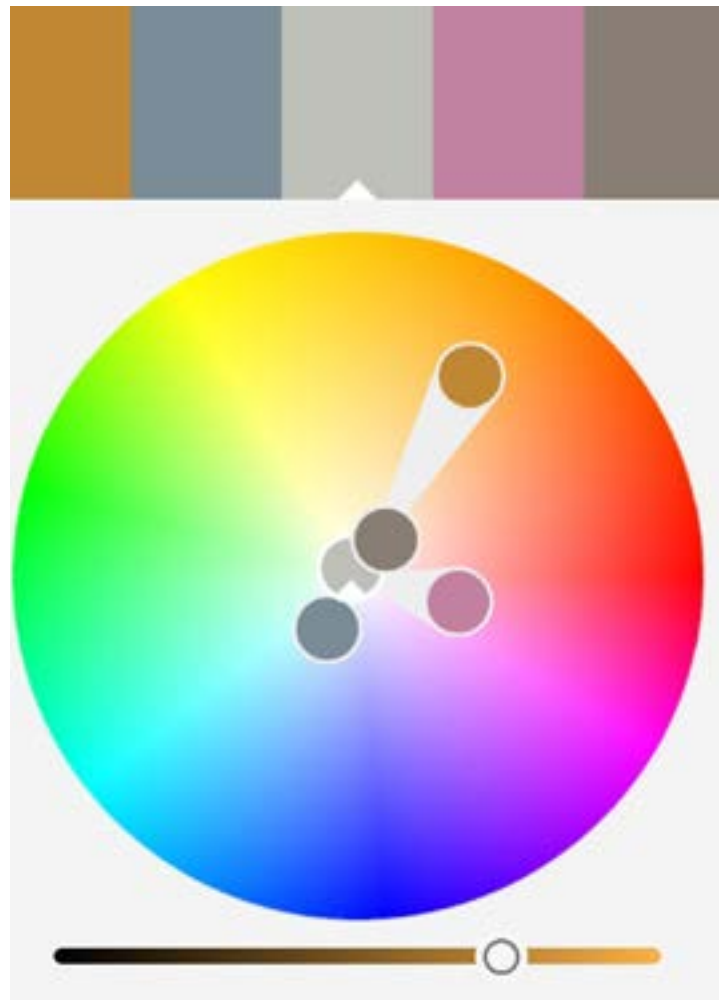
To play a role in creating timeless, eclectic, ethical spaces with the user needs and environment at the forefront. To approach each project with curiosity and recognize the details needed to employ a thoughtful, moving experience

COLOR THEORY

Creating a dynamic pattern using a small section from the original artwork selected from the past 1000 years. Create variations in tints and shades from the full saturation of each color in the original artworks color scheme. This project was an interesting deep dive into color values, tints and shades. I enjoyed using an artwork from history to create a modern composition.



Piet Mondrian, *Oval Composition* 1913-1914



Color Scheme using the original artwork hues



Black Ink and Guache using two rubber stamps for the pattern

COLOR THEORY



Otswald Intensity Chart using tone, shade, and tint of one hue

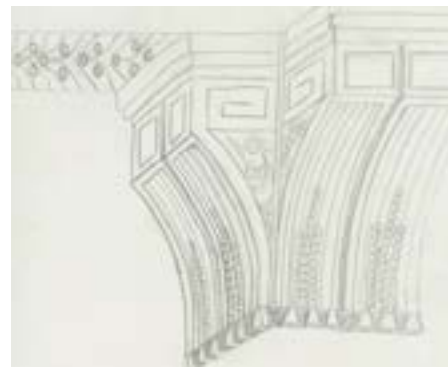


Composition of triadic colors, and neutral temperatures of tints and shades where overlapping



Complimentary Colors and their broken hues adding tints and shades

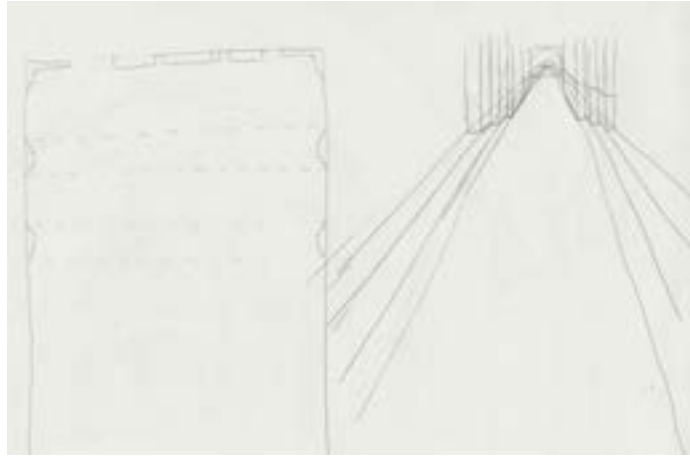
PERSPECTIVE DRAWINGS



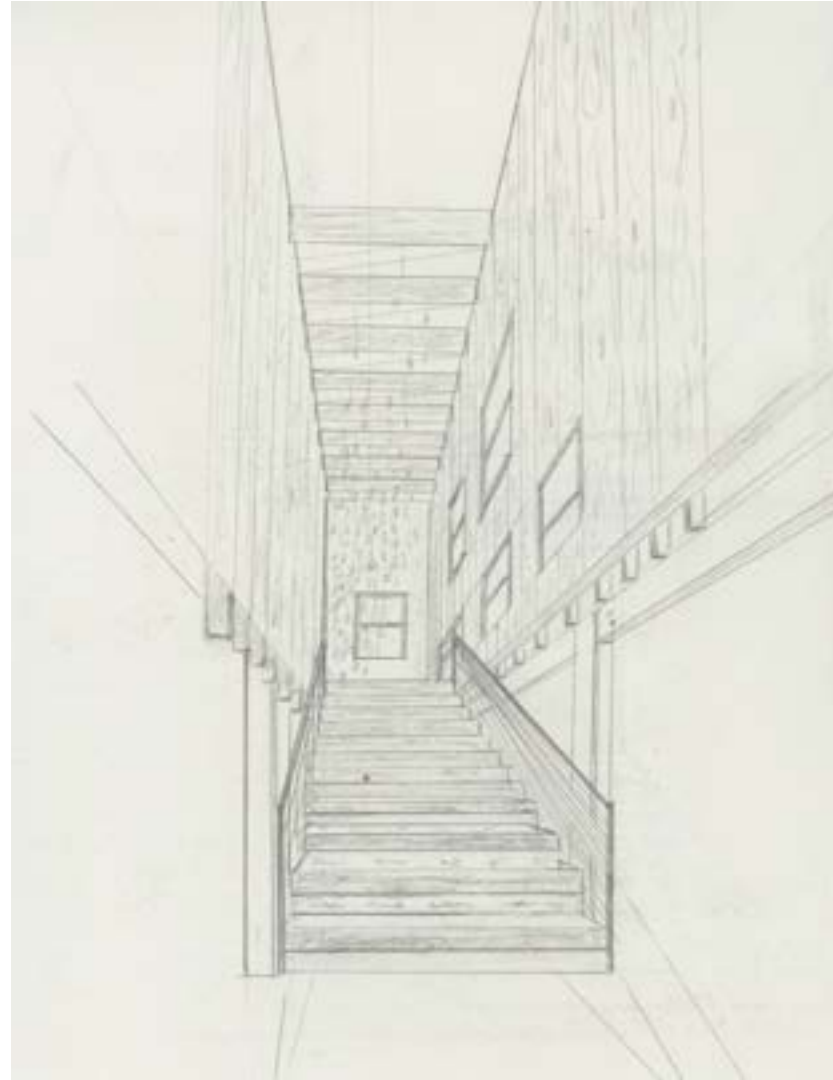
King Street Station, Seattle, WA
June 2017



PERSPECTIVE DRAWINGS



Union Station, Seattle, WA
June 2018



Wing Luke Museum, Seattle, WA
July 2018

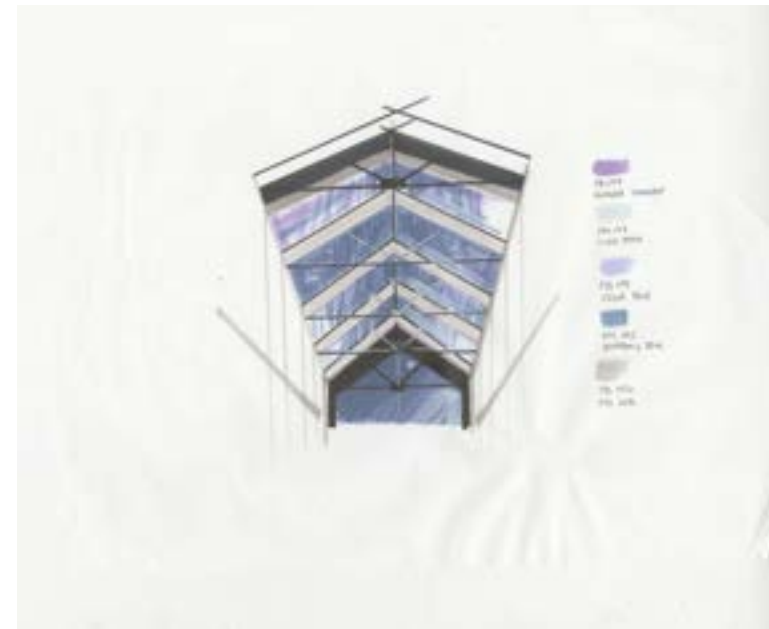


St. James Cathedral, Seattle, WA
June 2018

RENDERING

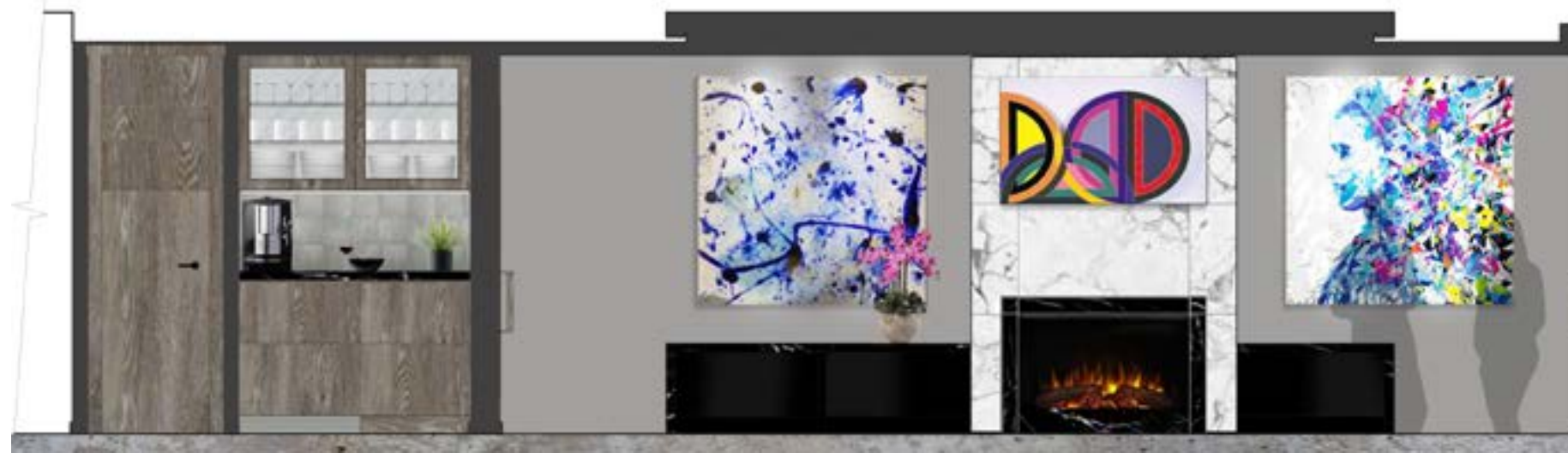


RENDERING



PHOTOSHOP

Residential Elevation



Plan for Rendering

PHOTOSHOP

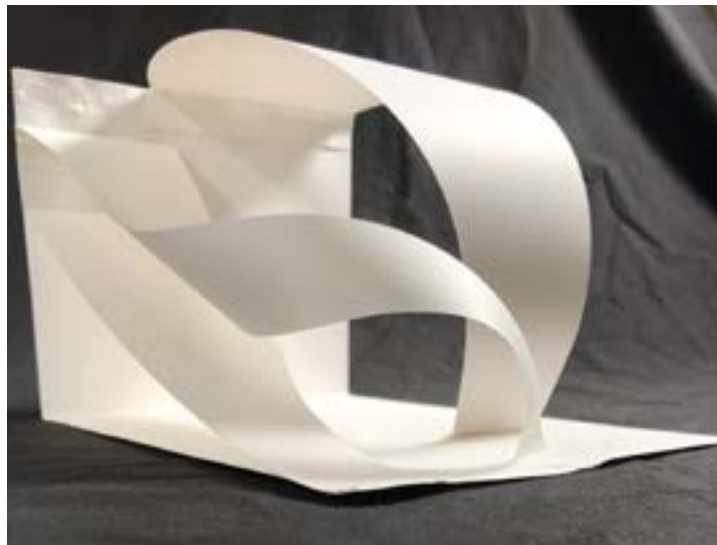


Fantasy Interior Project- Spa Pool Room

Perspective Rendering- Montana Residence



STUDY MODELS



STUDIO I

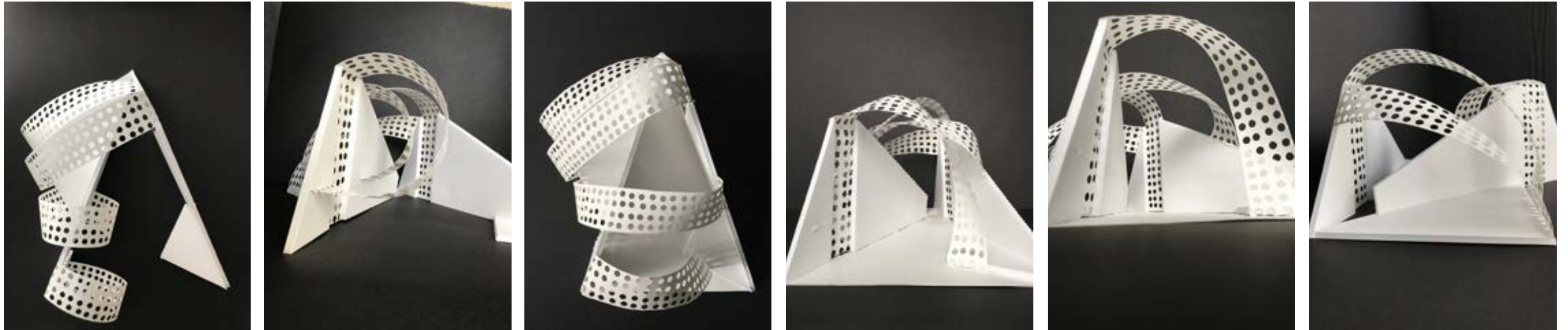
DESIGN INTENT MODELS

creating models based off of a design intent:
EXPOSURE through conceal and reveal

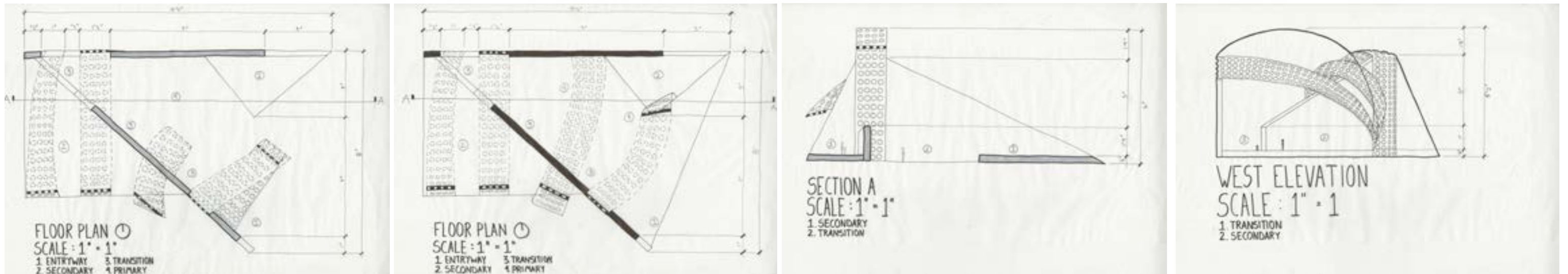
Design intent case study



Study model progression images



Freehand drawing plans. Learning to draw lines without straight edge tools

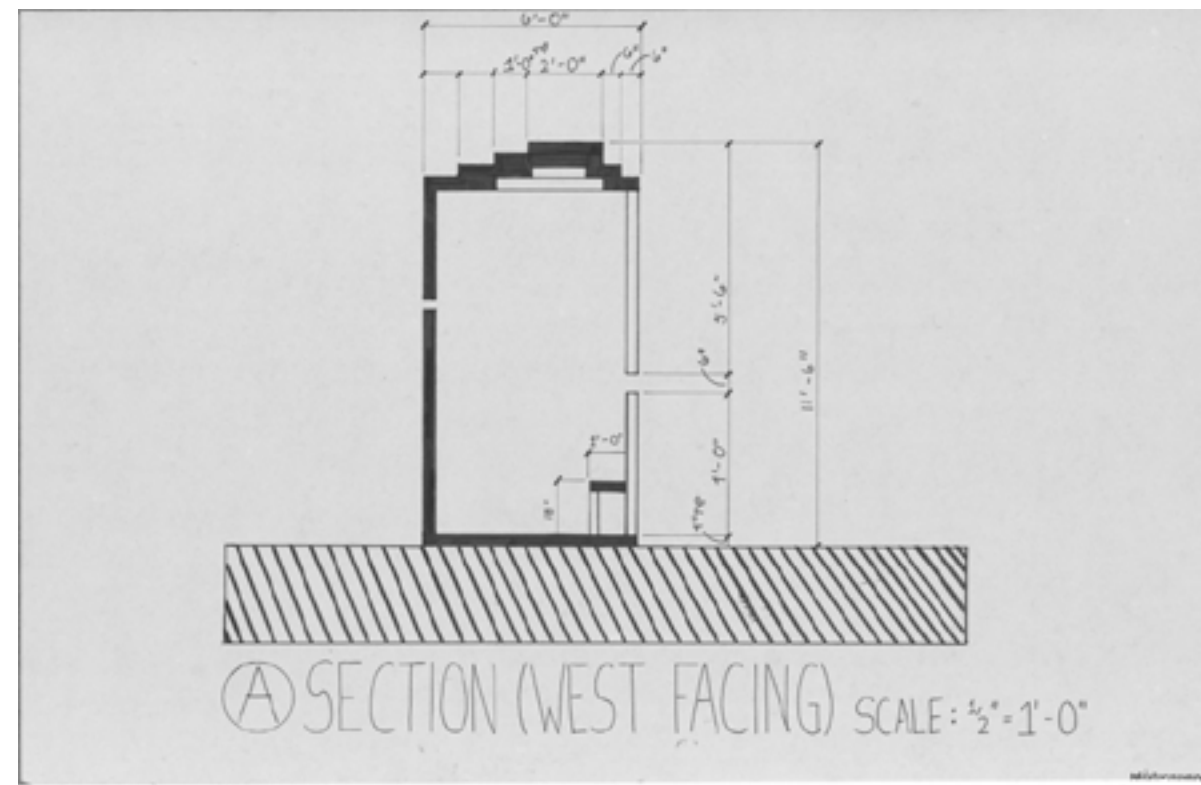
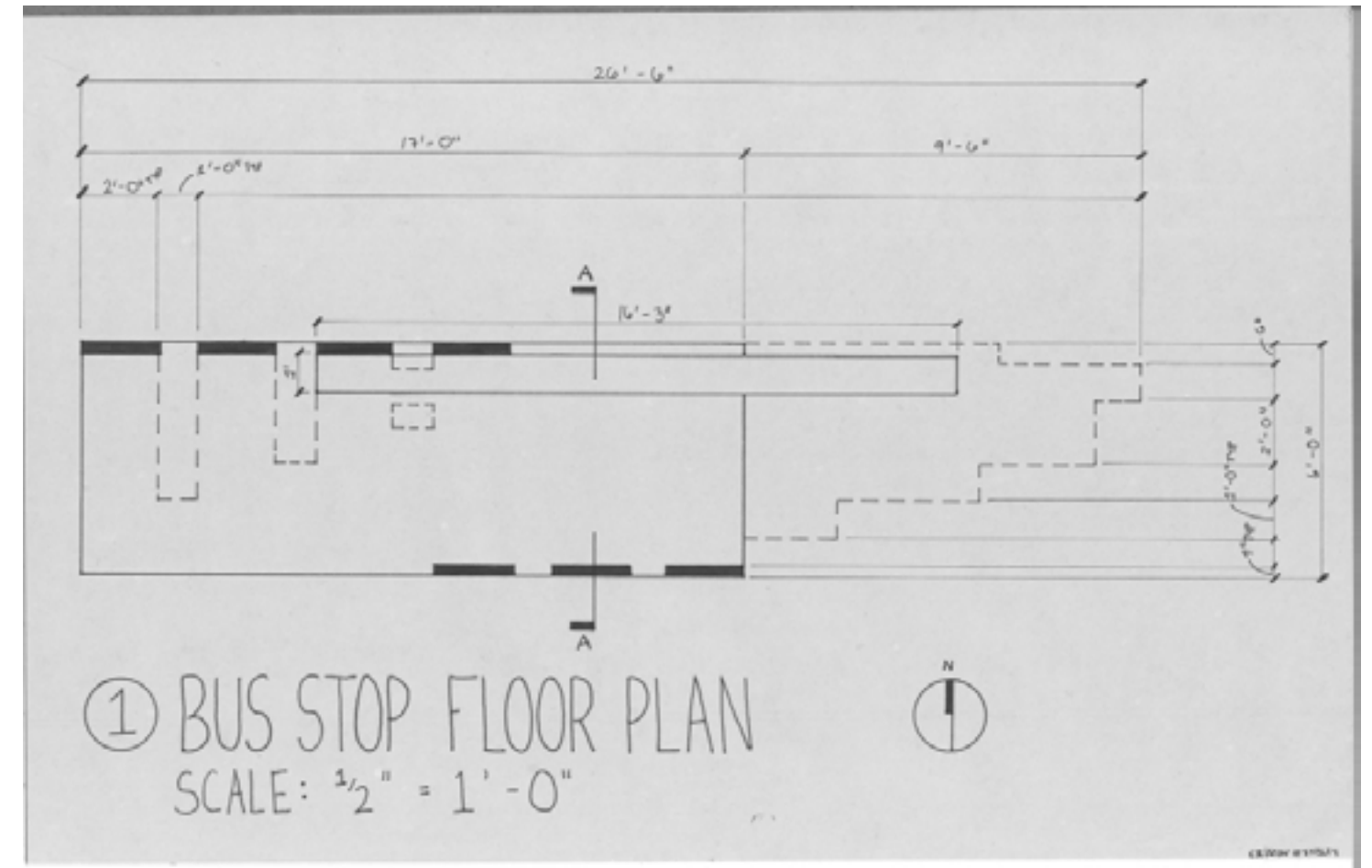


STUDIO II

BUS STOP REDESIGN

designing a space that meets the user needs while waiting for the bus, such as shelter, lighting, seating, bus route updates, trash/recycling

DESIGN INTENT: REPETITION through texture and form



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