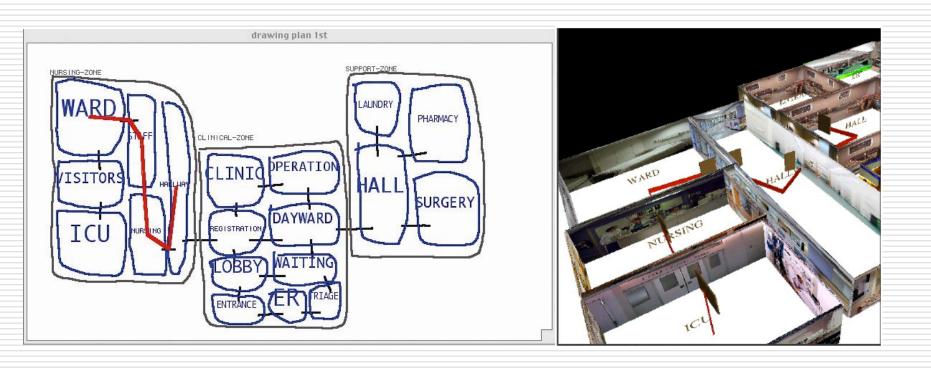
### **Critiquing Freehand Sketching**

A Computational Tool for Design Evaluation

#### Yeonjoo Oh, Ellen Yi-Luen Do, Mark D. Gross



# **Outline**

### Introduction

Reasoning with Sketches

### Related Work

Design Evaluator : Computational Tool for Reasoning with Design Critiques

### Discussion

# **Roles of Sketching**

Reflection-in-Action (Schön & Wiggins) :seeing-moving-seeing cycle

Restructuring & Emergence (Verstijinen)

Visual Thinking and Imagery (Goldschmidt) : Seeing as & Seeing that

# **Reasoning with Sketches**

#### Michael Graves

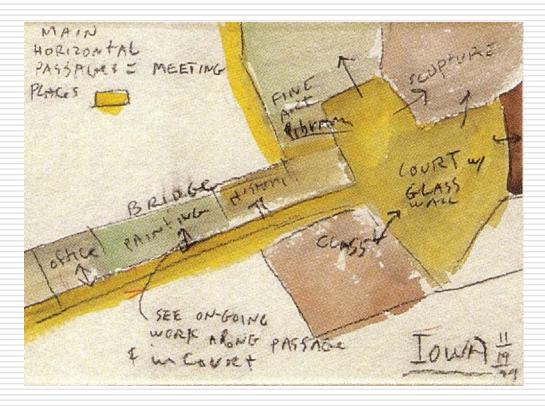
".....record my observations and discoveries"

### **Steven Holl**

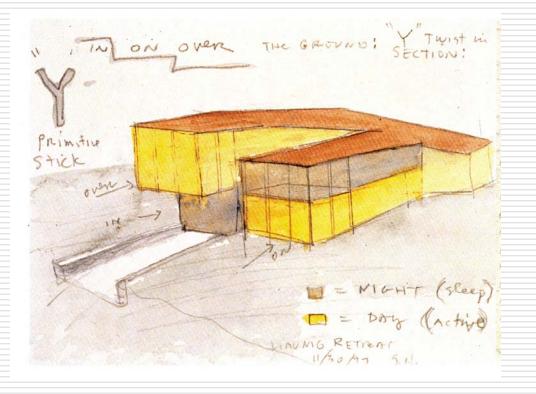
"We made ... concept drawings and perspectives, then we found the tectonics of the curved steel tr uss"

### **Steven Holl's Reasoning with Sketches**

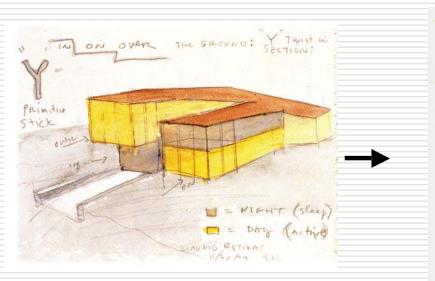
#### **Visual Symbols -** Spaces and Text Labels

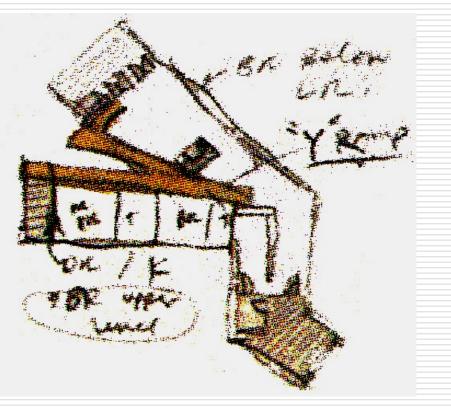


### Spatial Concerns

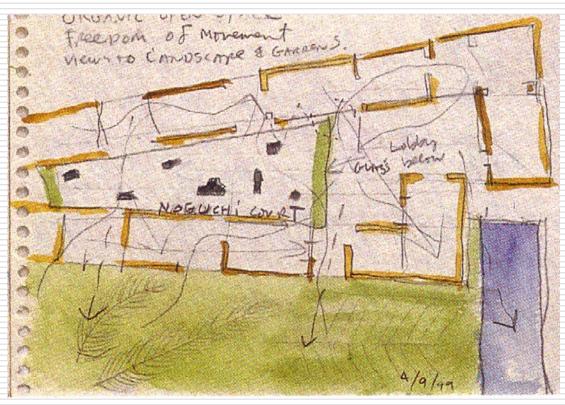


#### Functional Concerns

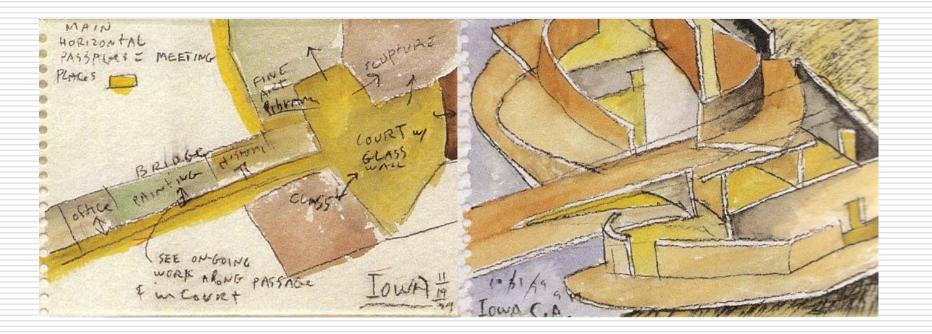




#### Functional Concerns



#### **3D** Visualization



# **Studio Critiques and Reasoning**

#### Desk Crits

- : Reviewers (reframe design problem)
- : Student (transfer/ restructure)

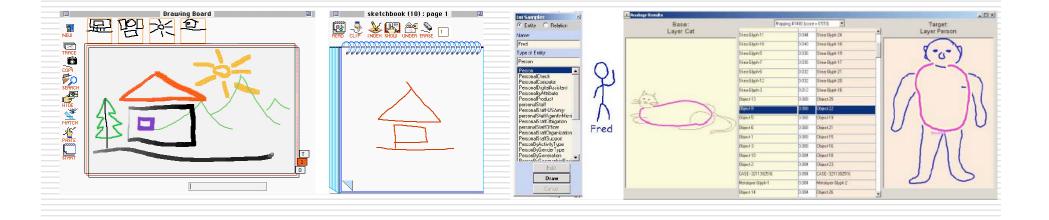


### **Related Work – Spatial Reasoning**

Electronic Cocktail Napki

n

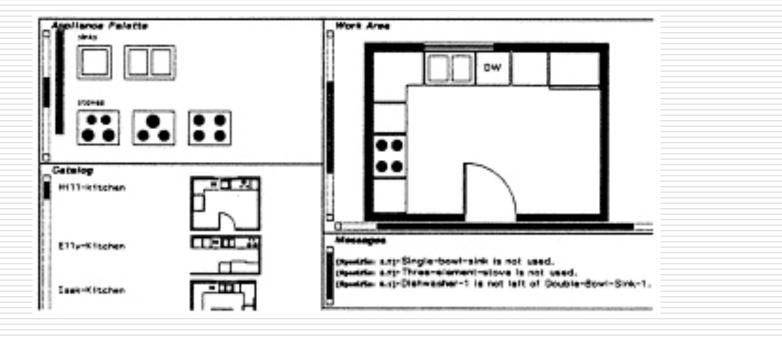
sKEA (Sketching Knowledge Entry Associate)



# **Related Work – Critiquing**

#### KID (Knowing-in-Design)

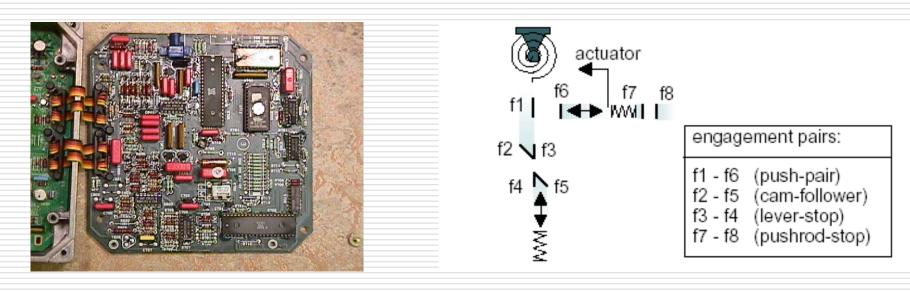
CRACK (A Critiquing Approach to Cooperative Kitchen Design)



### **Related Work – Functional Critiquing**

#### Critter

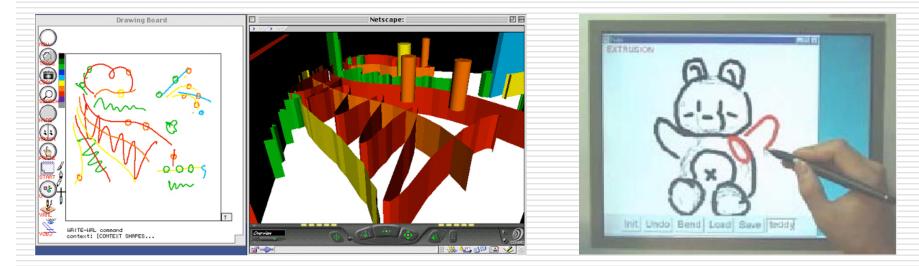
#### SketchIT



### **Related Work – 3D Visualization**

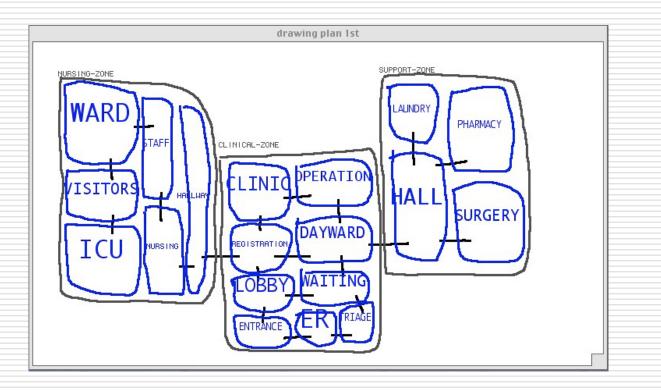
#### Sketch VR

#### Teddy



#### **Related Work**

### Computational sketching environment



Predefined Predicates (Path Rules + Zone Rules)

-Room Sequence Rule (MUST-PASS-THROUGH ENTRANCE TRIAGE ER)

-Adjacency Rule (SHOULD-BE-ADJACENT ER ICU)

-Room Placements Rule (MUST-BE-IN CLINICAL-ZONE (ER TRIAGE CLINIC DAYWARD...))

Displaying Critiques – Textual Feedback

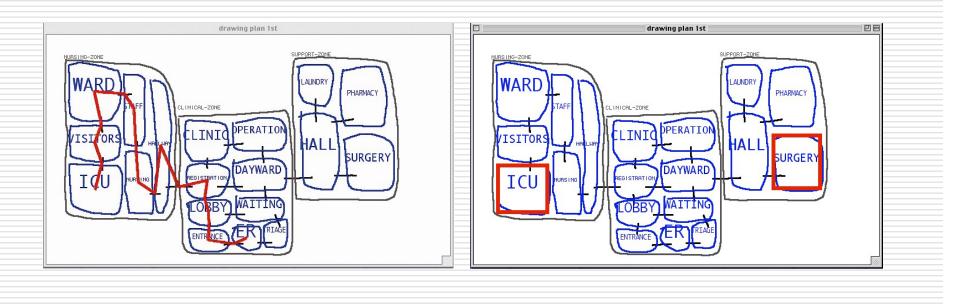
Critic Message

ICU AND ER SHOULD BE ADJACENT, TOO FAR IN THE CURRENT DESIGN BETWEEN HALLWAY TO WARD, YOU SHOULD PASS NURSING-STATION BETWEEN ENTRANCE TO ER, YOU SHOULD PASS TRIAGE

Critic Message

(ICU) SHOULD BE PLACED IN (CLINICAL-ZONE) (INPATIENT-SURGERY) SHOULD BE PLACED IN (CLINICAL-ZONE)

Displaying Critiques – Visual Feedback



### Displaying Critiques – 3D Visualization



# Discussion

Architect's reasoning with drawings

- Design Evaluator- Sketch-based critiquing
  - : predefined predicates as knowledge
  - : text & visual critiques, 3D visualization
- design critiques
  - : provide missing information
  - : trigger new alternatives
  - : reason with drawing about overlooked issue

### Critiquing Freehand Sketch : Design Evaluator

Yeonjoo Oh, Mark D. Gross, Ellen Yi-Luen Do

