



# Background

- Started as Computation Manga
- Potential link to architecture visualization



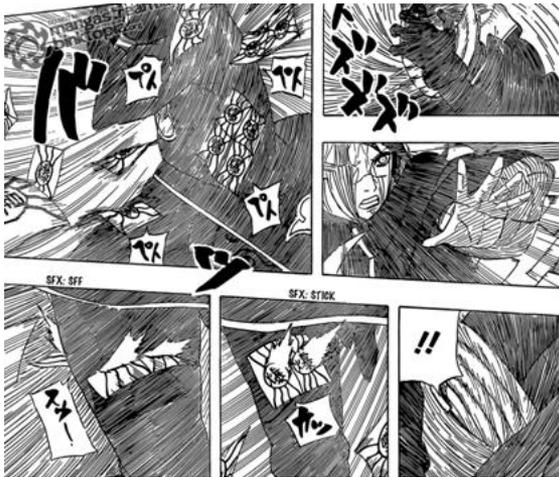
# Manga



- A popular Japanese media
- Unique drawing style
  - Clear line drawing
  - Rich screening

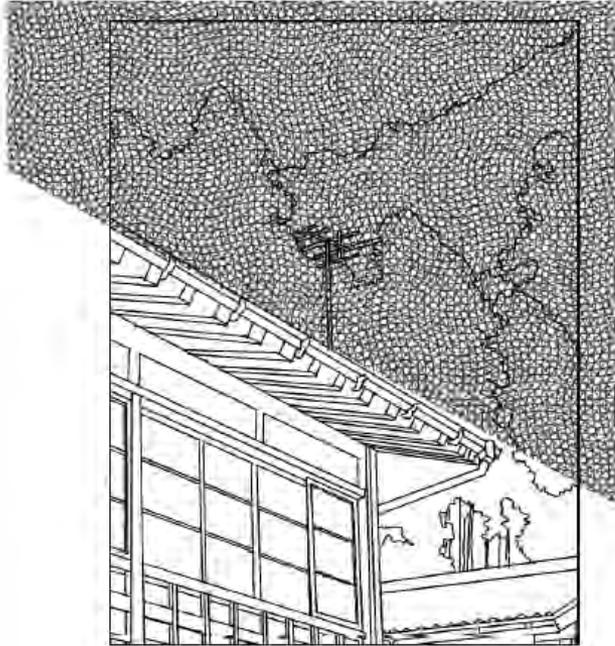
# Creating Manga

- Not just sketching
- Background importance



# Process

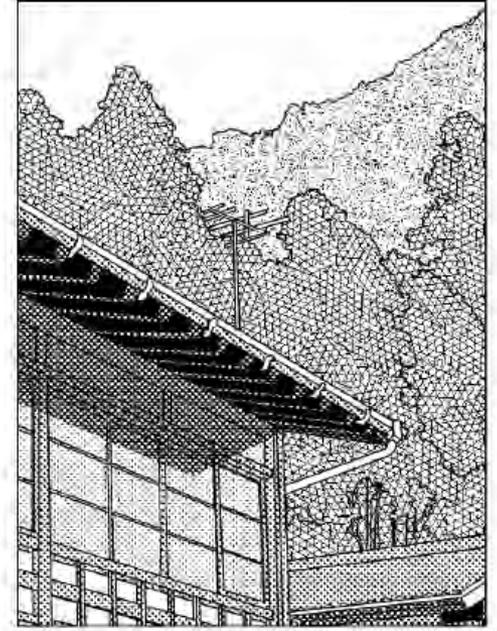
1.



2.



3.



Tedious and time-consuming

# Our Method

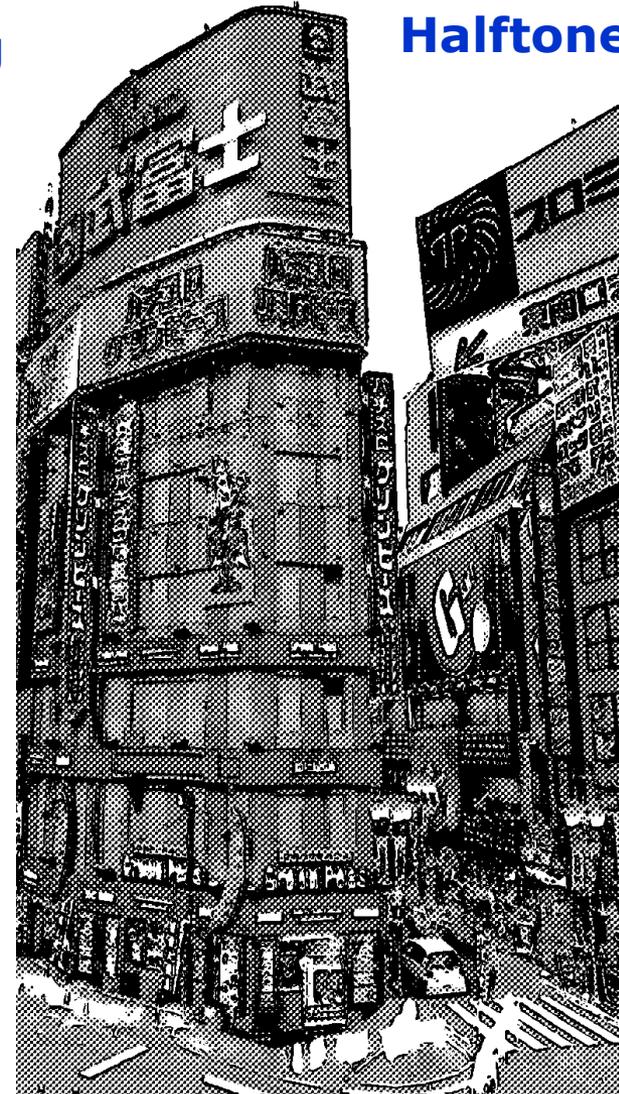
Original method



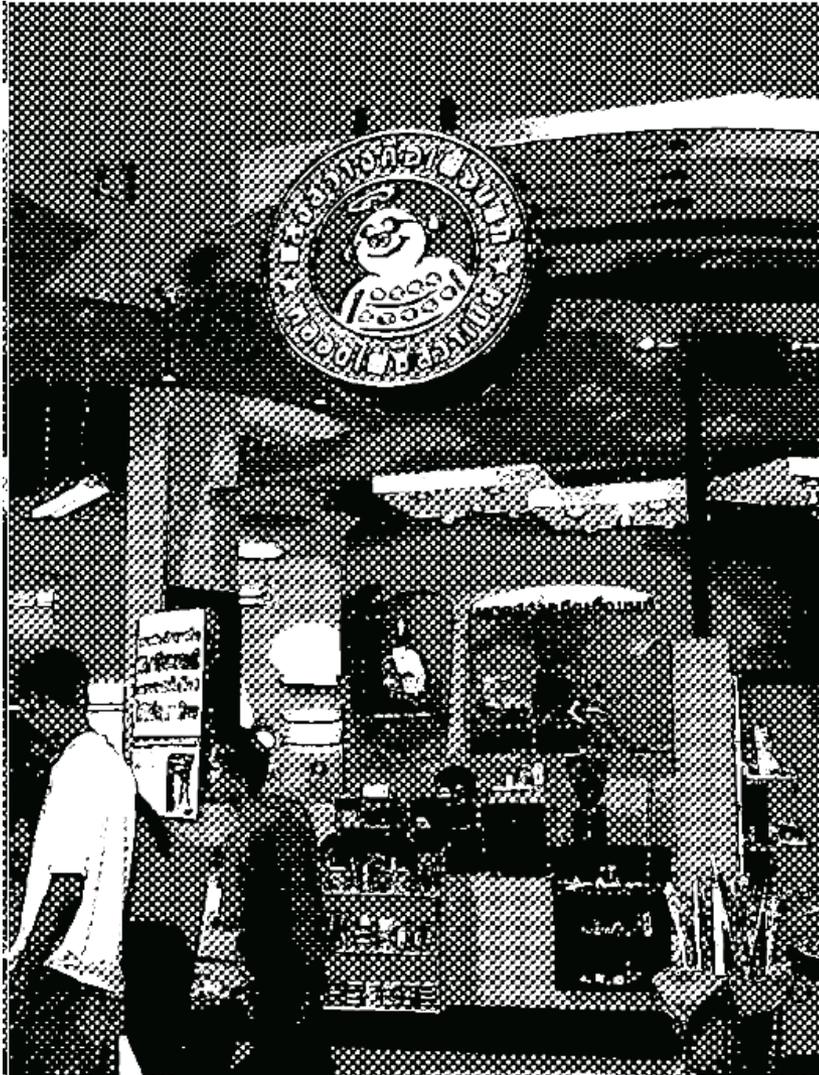
Hatching



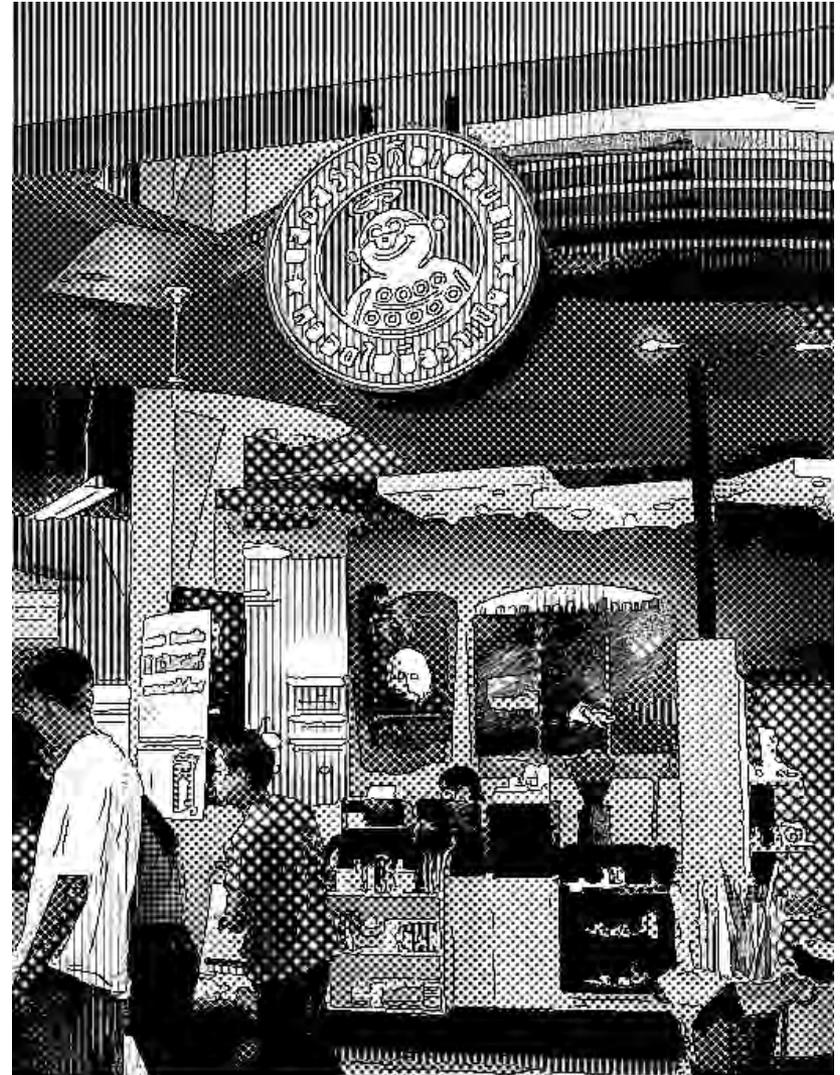
Halftone



# Some more examples



Halftone

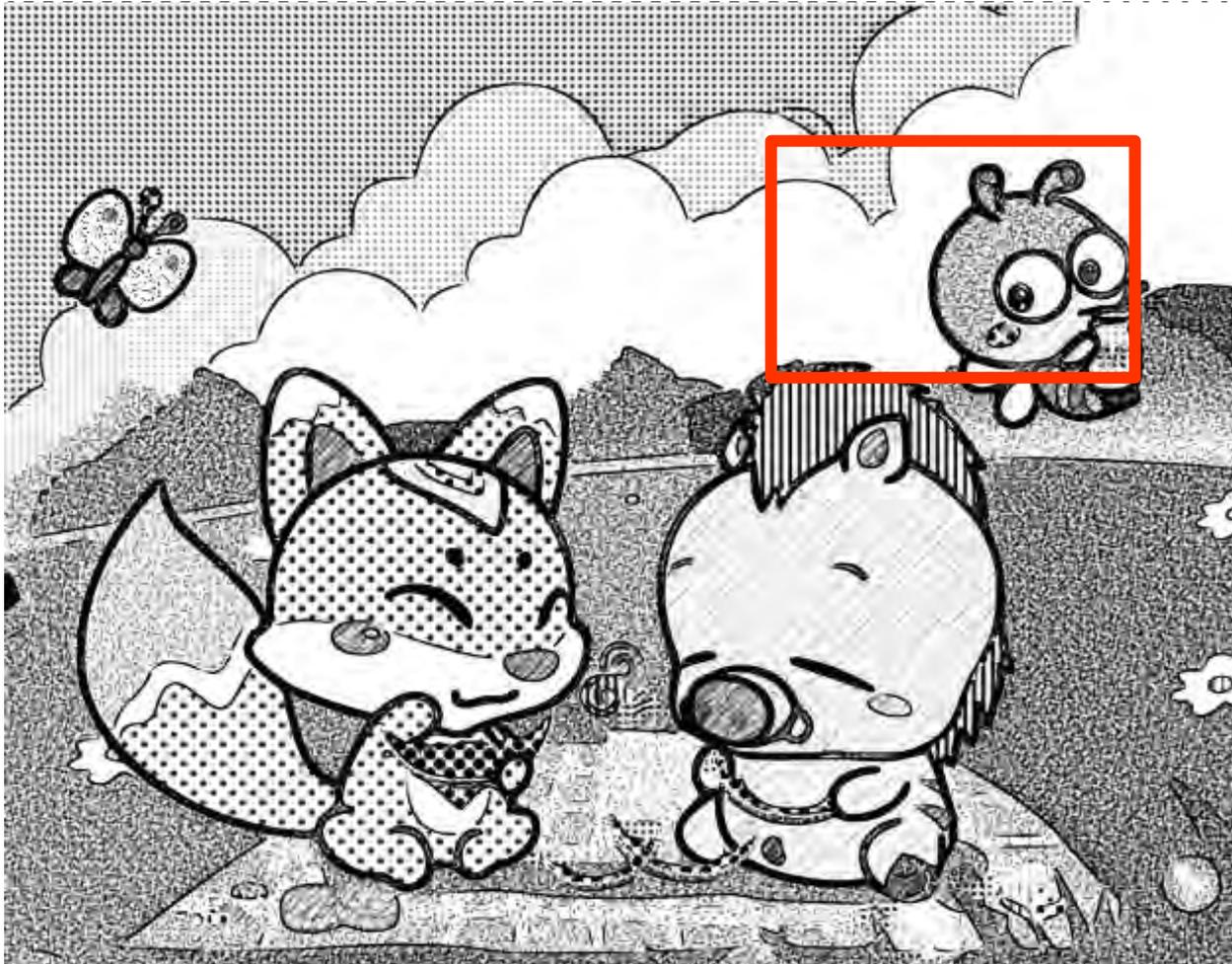


Our method

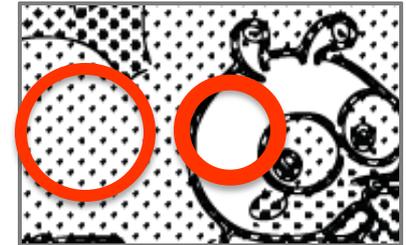


**Outfished**

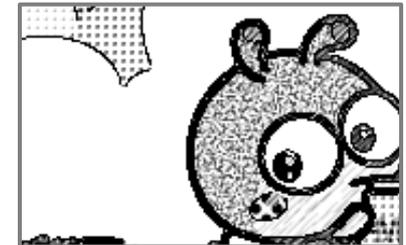
# More Accurate Representation



Original

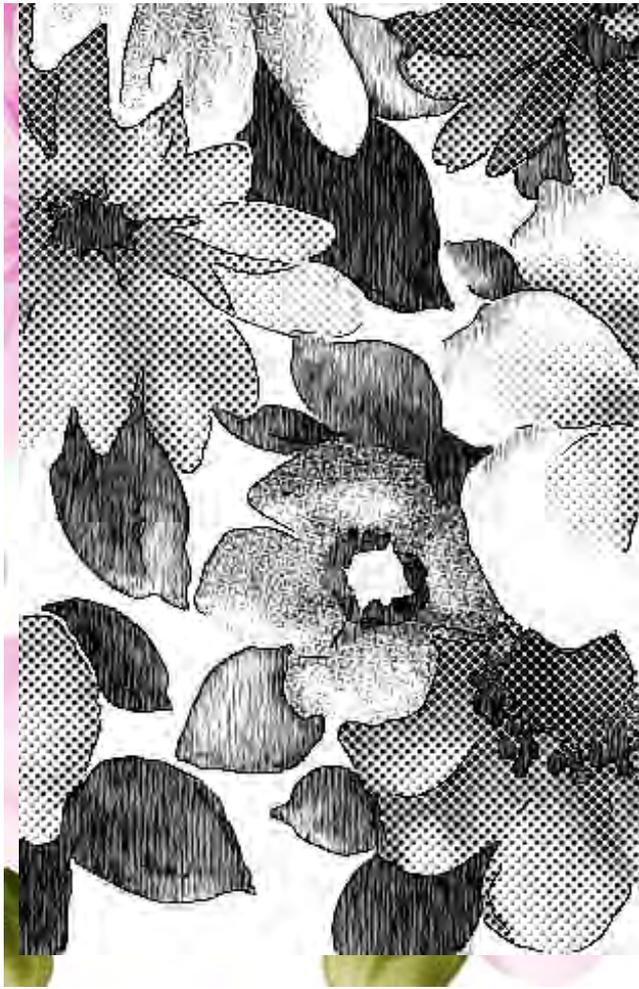


Half-tone Color to Gray C2G



Our result

Half-tone Color to Gray C2G



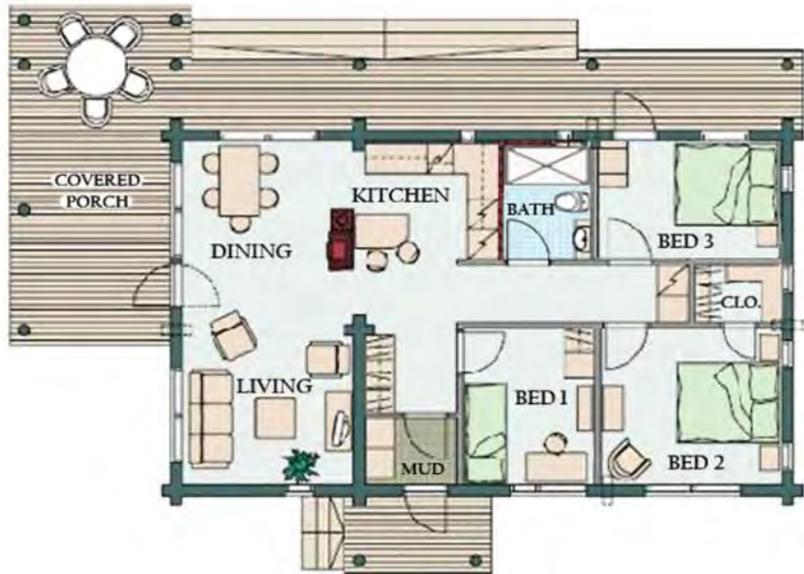
**Our Method**



**Color2Gray**

# Architecture Representation

- Bitonal, non photorealistic are becoming popular
- Provides another realm for representing architecture
- B/w lines and hatching is very similar to our application



Photos from ATRIUM LOG HOMES, LLC



# Architecture Elements

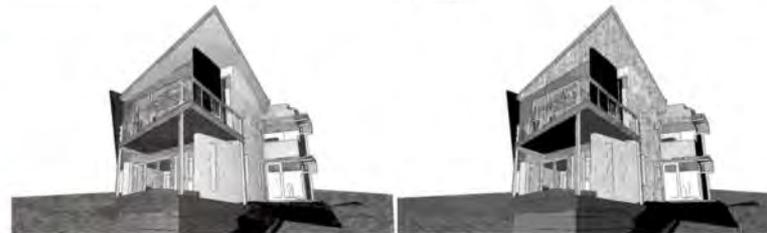
- Architectural elements, properties, functions, or materials are represented by standardized hatches, line-types, -styles, & -widths
- Drawings, sketches, & diagrams can translate architectural spatial concepts better
- Allow the creativity to influence the impression of the design
- Architectural sketch is a mode of visual thinking & communication, which is crucial to a conceptual framework



From Joseph Koslinak's "Desert House"



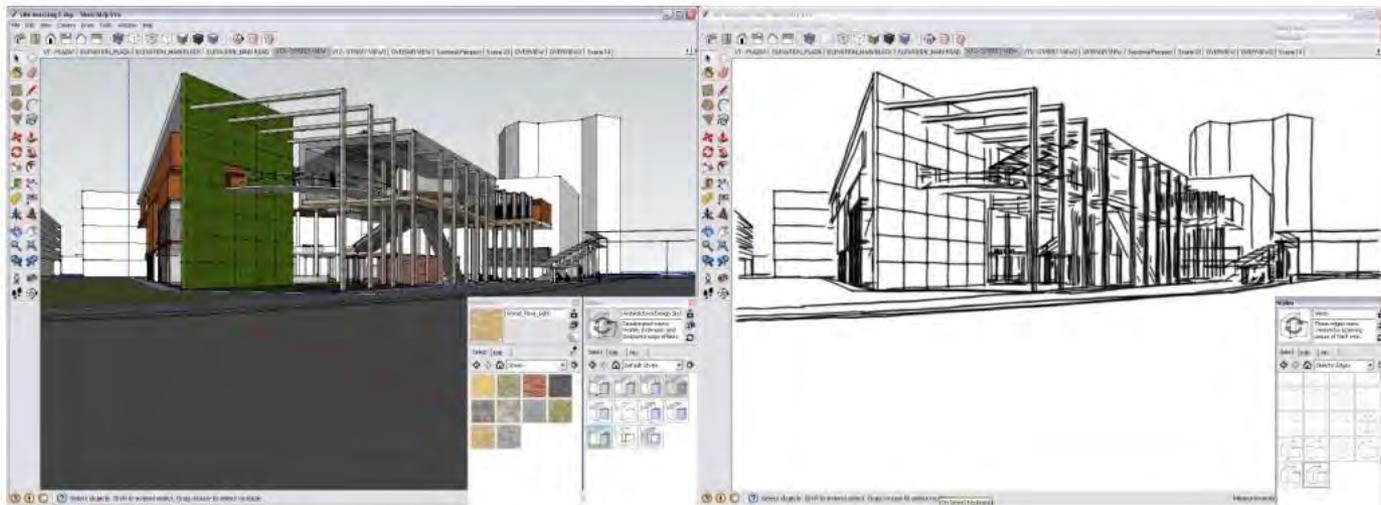
Jeremy Ham's Residence, Geelong, Australia



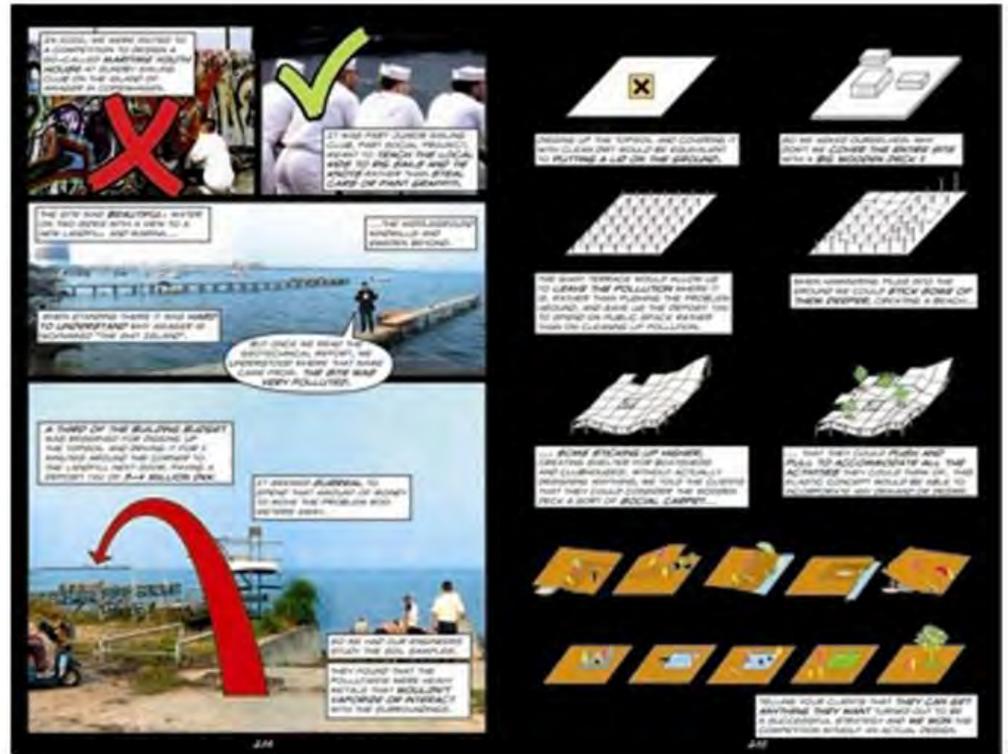
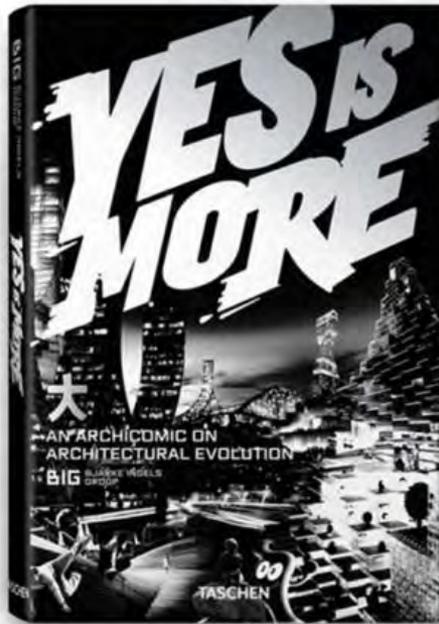
# Comparison



Original image, posterised, HDR, b/w: different effects giving different focus of the design.



SketchUp model with materials added to give a close-to-real depiction –  
– Sketchy image to give emphasis on the architecture itself



- Playful
- Comic font & layout
- Reach a wider audience
- Convey their design ideas & process

# Studio work

- Architectural Narrative
- The new building of the School of Architecture, CUHK, or urban setting of Hong Kong
- 50 students 2<sup>nd</sup> year UG & 30 M.Arch.1 students created an architectural narrative based on manga
- Using Manga-me

Free iPhone App:

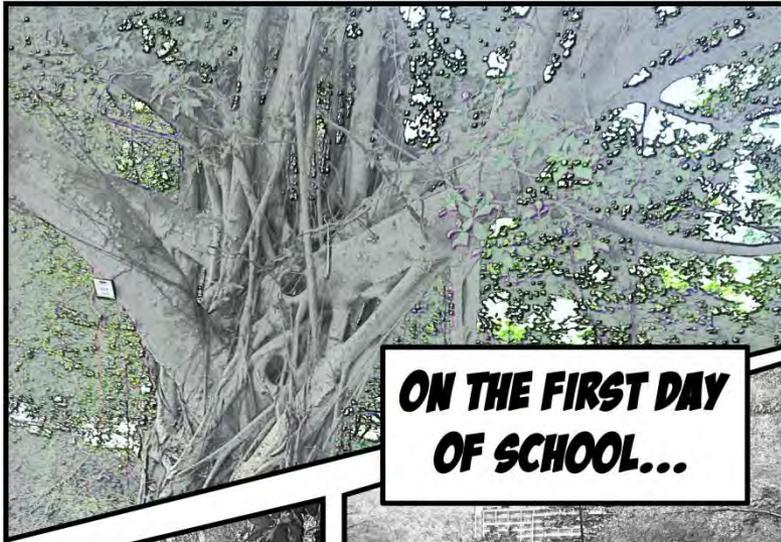


<http://manga-me.tk>



# Results

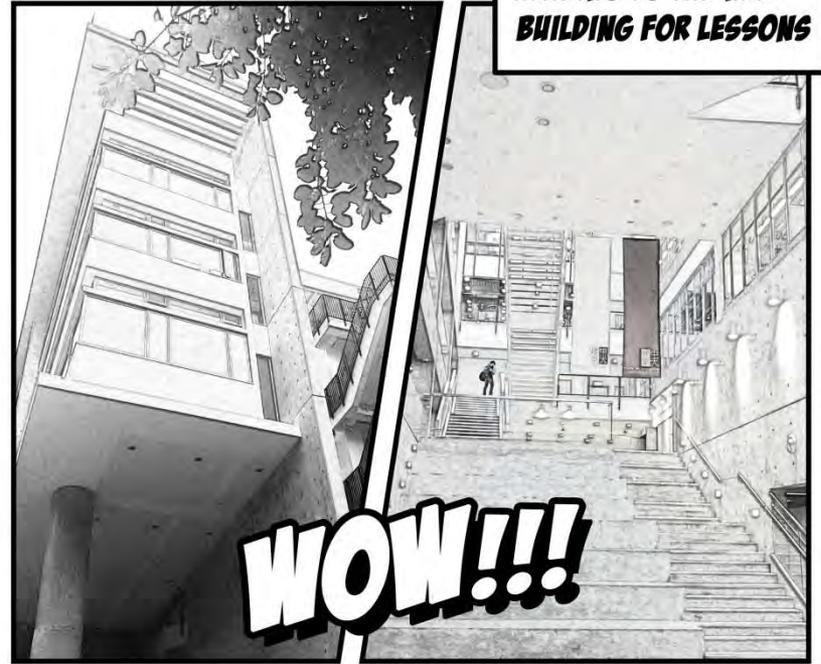
- Novel depiction
- Architectural Narrative
- Design is protagonist
- 4 main categories
  - Journey
  - Walk-through
  - Motion
  - Texture & Tectonics



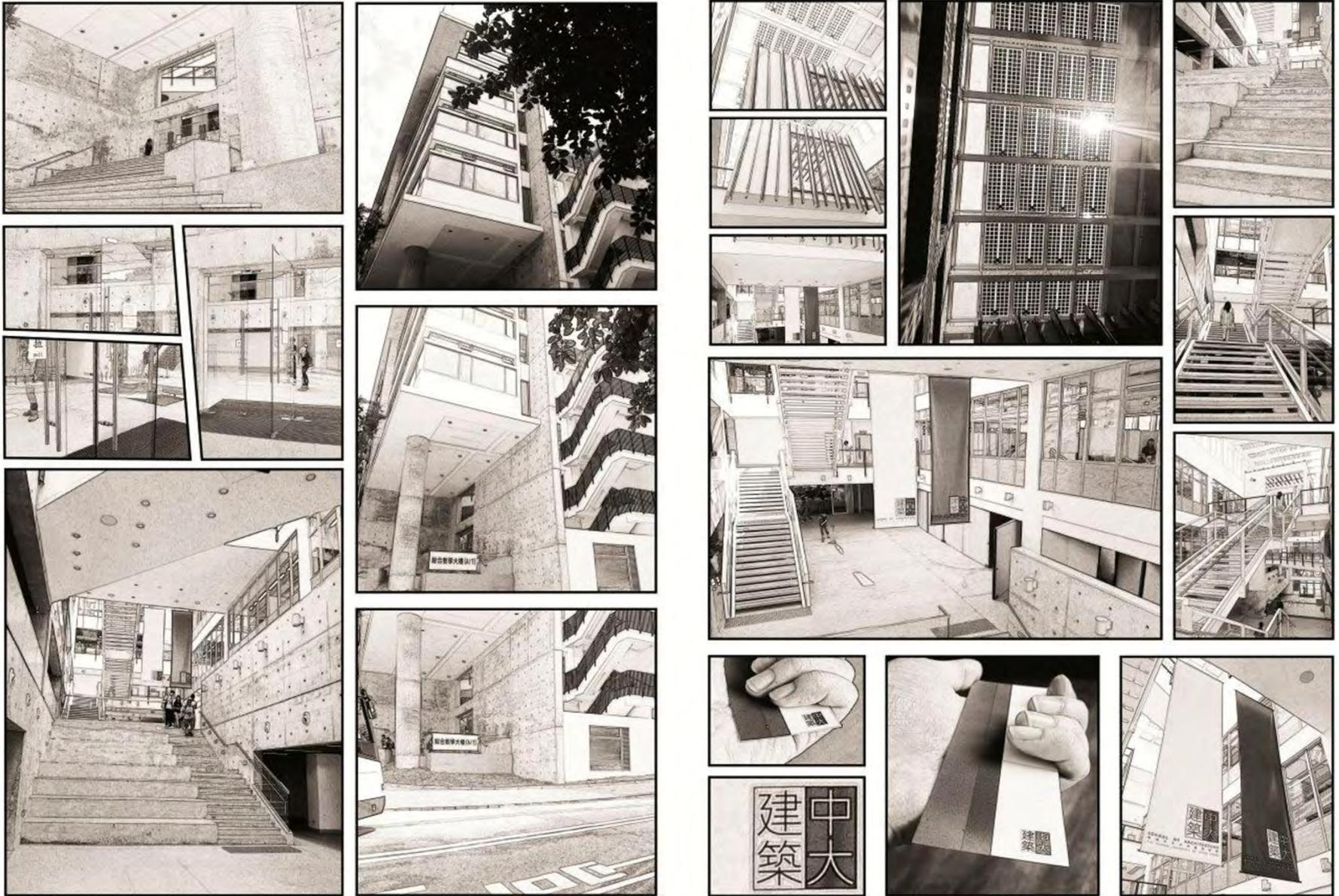
**ON THE FIRST DAY  
OF SCHOOL...**



**HEADING TO THE NEW  
BUILDING FOR LESSONS**



Yau Wing Lam's **Journey**  
Showing her first day arriving to the new architecture building at CUHK



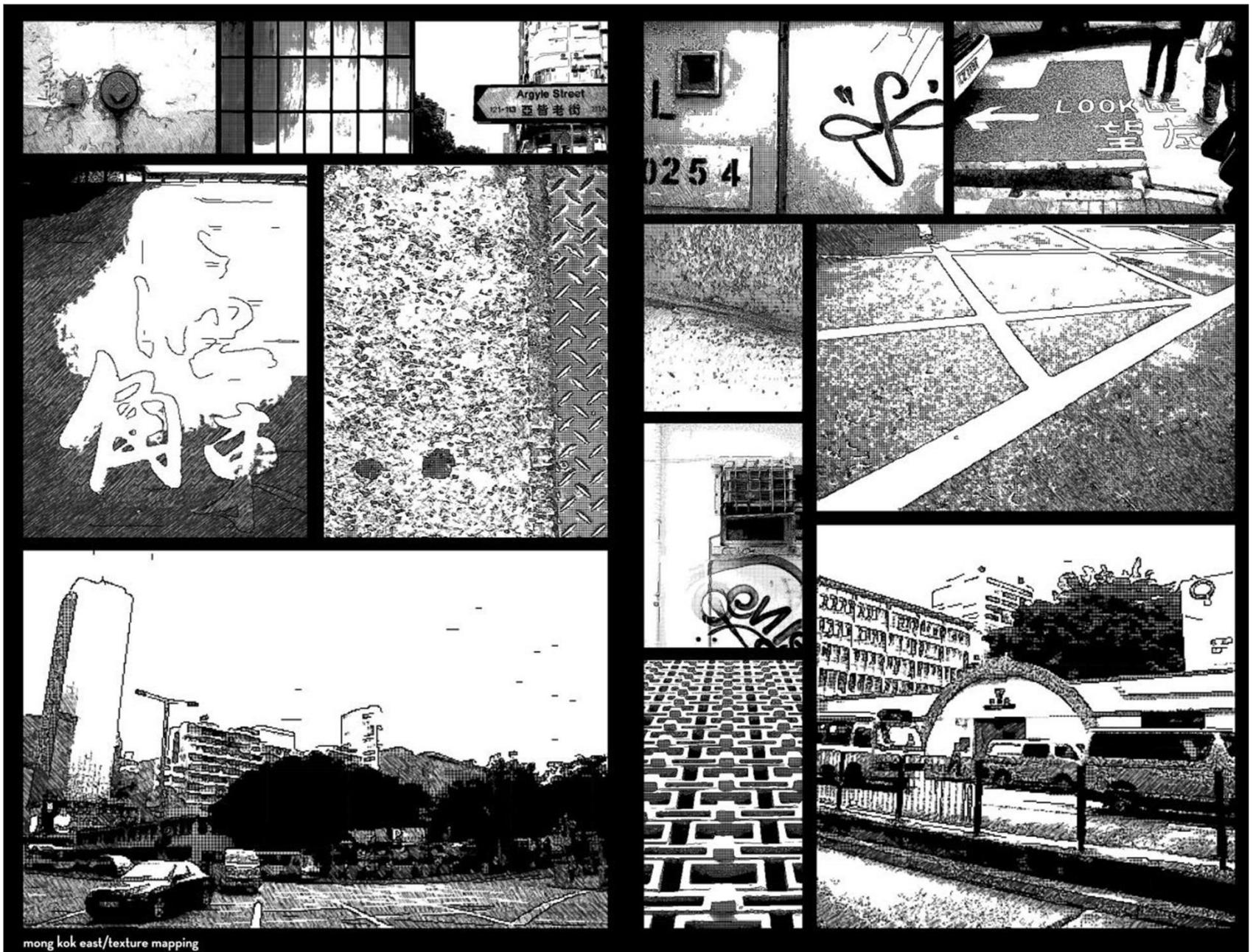
AN ARCHITECTURAL MANGA BY WINNIE TAM

**Walkthrough** by Winnie Tam: Personal path of the AIT-building



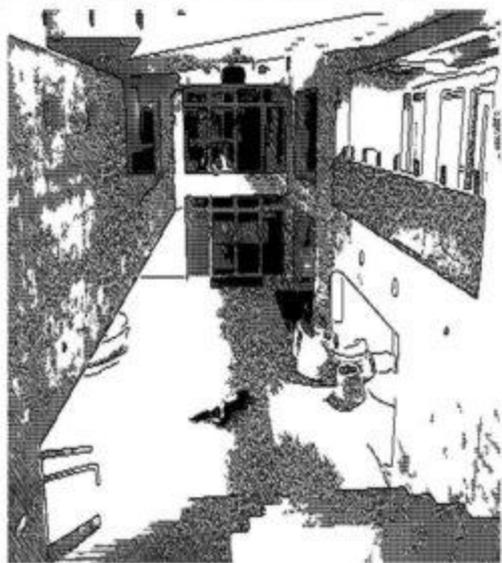
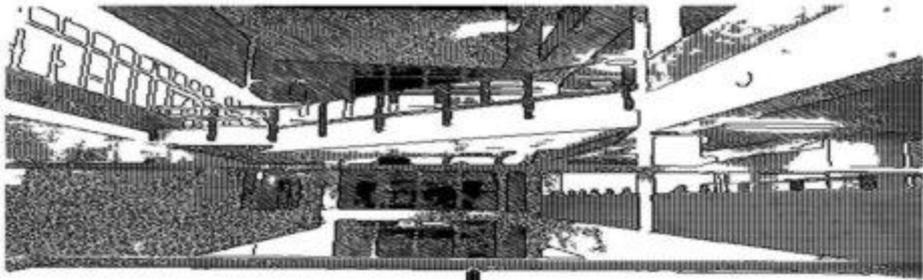
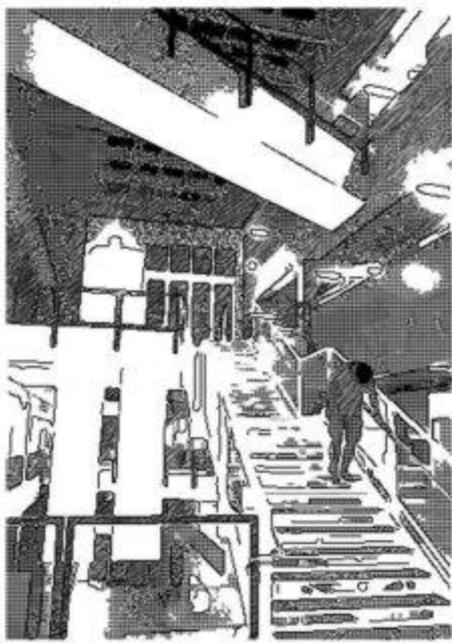
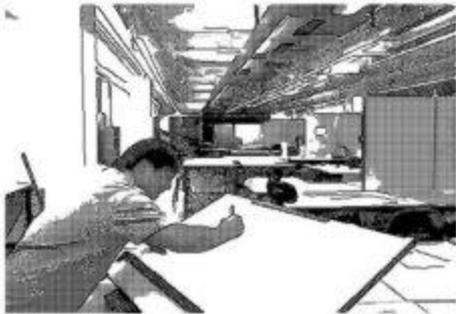
**Motion** by Kenton Sin:

Seemingly chaotic arrangement of city & impact on humans' movements through the streets

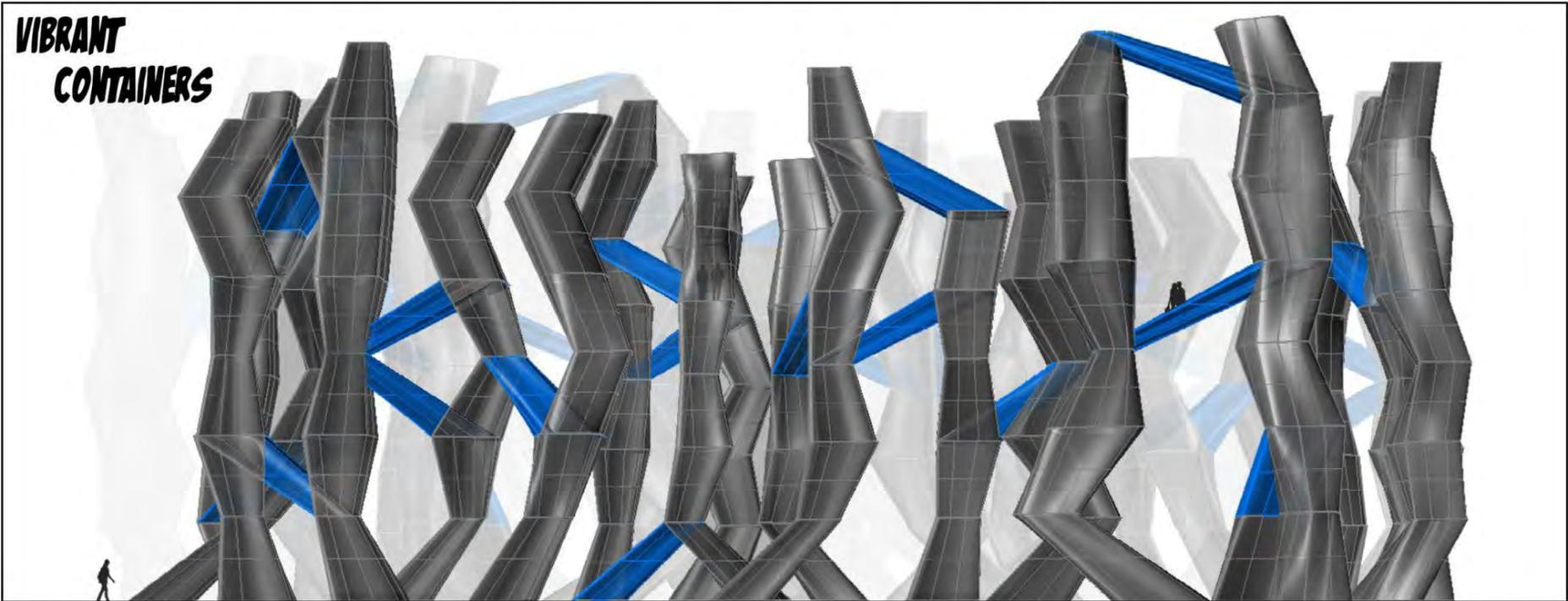
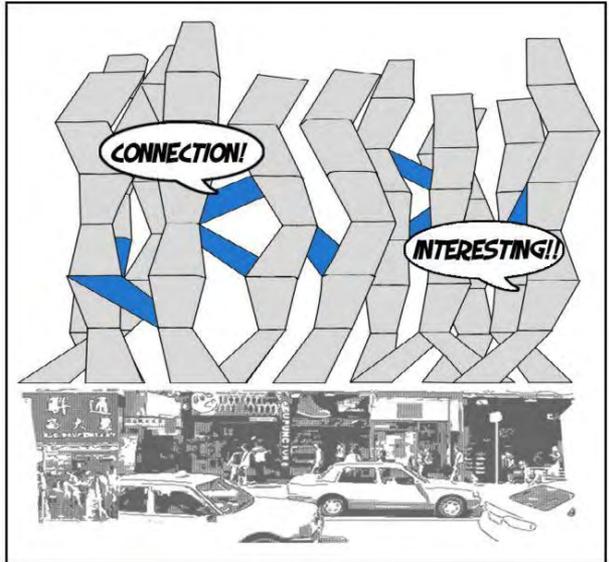
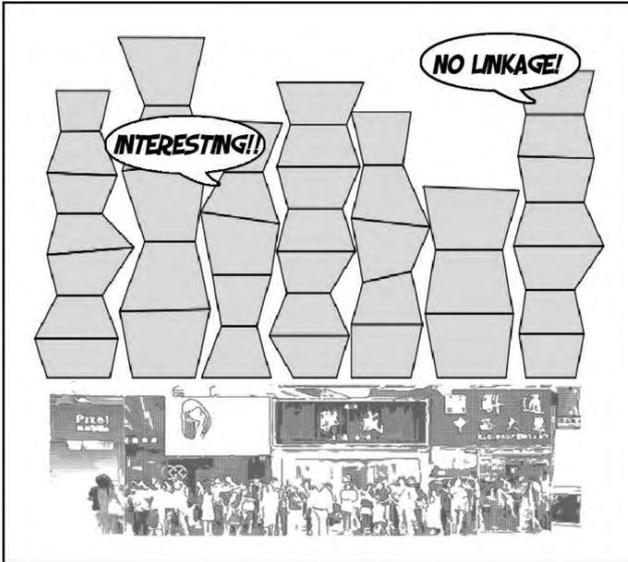
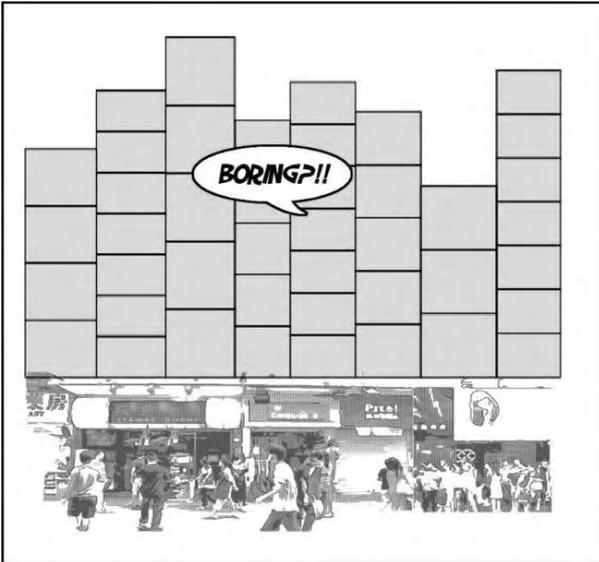


mong kok east/texture mapping

Textures & Tectonics: by Michael Ting







# Future development

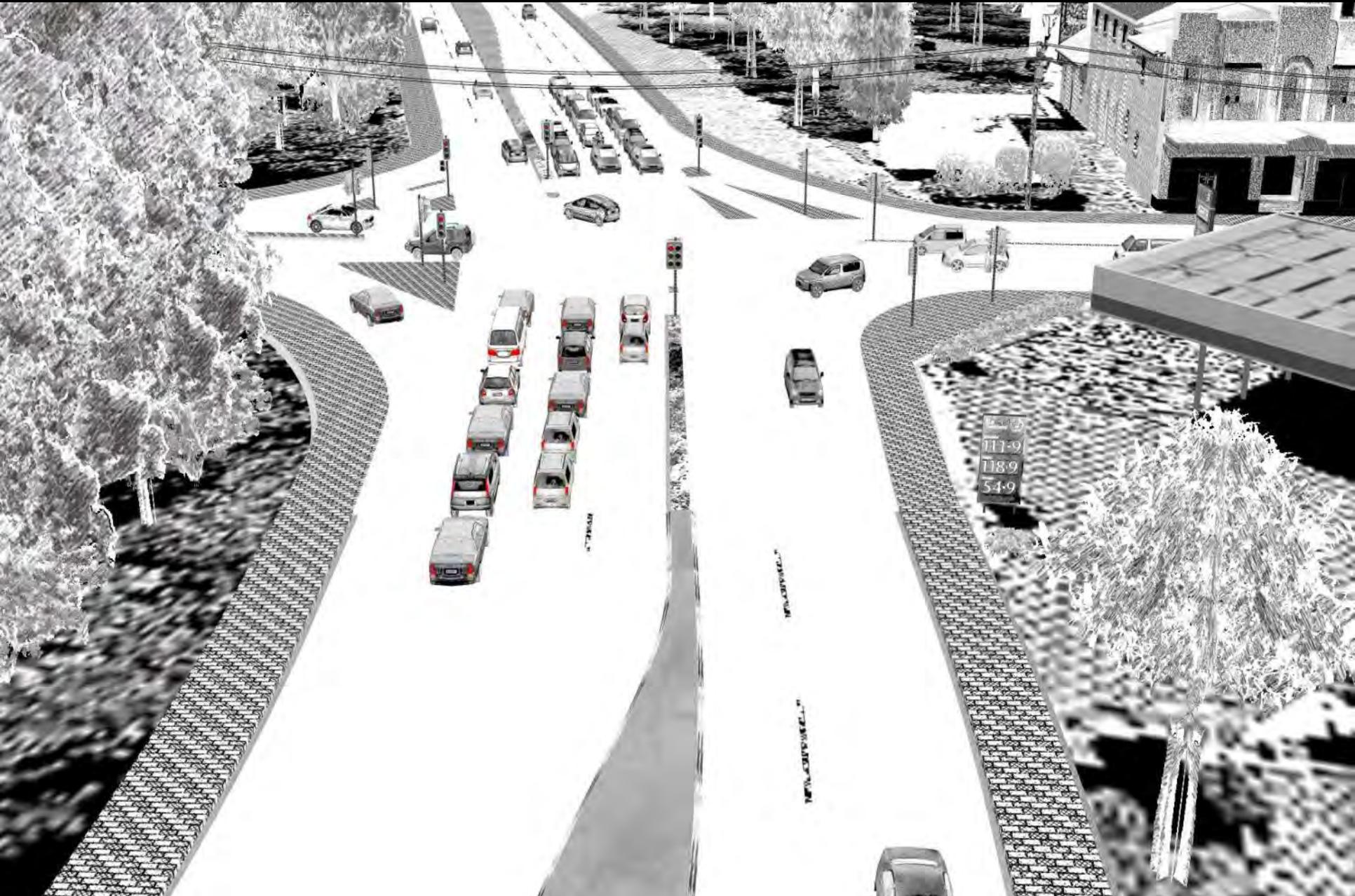
- 3D-manga virtual environment
- 3D-manga rendering

[http://youtu.be/\\_gbywx5ZkU](http://youtu.be/_gbywx5ZkU)



Manga Me / **UC-winRoad**

Life Model







# Digital architectural manga

Prof. Schnabel Marc Aurel  
Sky Lo Tian Tian  
Dr. Qu Yingge

[www.manga-me.tk](http://www.manga-me.tk)

## Poster P15



School of Architecture  
Chinese University of Hong Kong