Architectural Narratives with Digital Manga

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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

Tedious and time-consuming
Our Method

Some artists already employ simple computer techniques, e.g. halftoning, hatching.
Some more examples

Halftone

Our method
Outfitted
More Accurate Representation

Halftone from Color2Gray

Our Method

Original

Halftone to Gray

Our result

Our method
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
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
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\textsuperscript{nd} 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
Yau Wing Lam’s Journey
Showing her first day arriving to the new architecture building at CUHK
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
Textures & Tectonics: by Michael Ting
Future development

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

http://youtu.be/-gbywx5ZkU
Digital architectural manga

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www.manga-me.tk

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