

ARCHITECTURE PORTFOLIO

MONICA BASILI



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ARCHITECTURAL WATERCOLOR DRAWING

SHOE CONTOUR DRAWING

BARCELONA PAVILION

FORM

COMMUNITY GATHERING SPACE

SPATIAL SEQUENCE

INSPIRATIONS COLLAGE

ENVIRONMENT EDUCATION CENTER

ARCHITECTURAL WATERCOLOR DRAWING:

Personal Project
Summer 2019



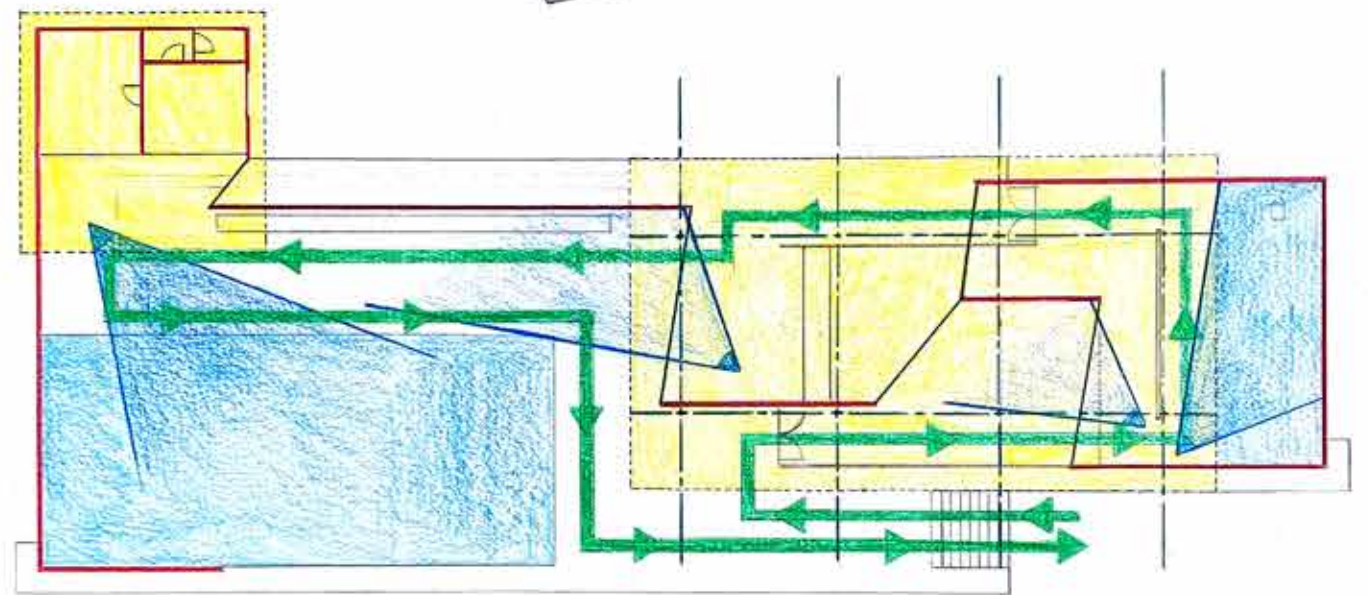
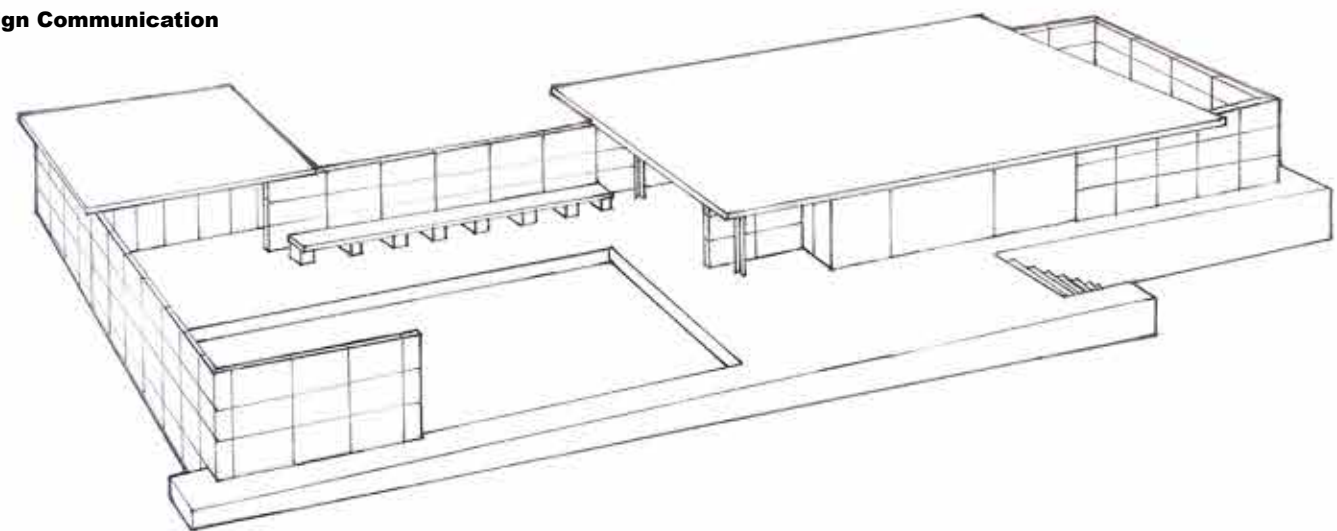
SHOE CONTOUR DRAWING:

Class: ARCH 1121 – Architecture Design Communication
Professor: Karen Pearson
Semester: Fall 2019
Duration: 1 weeks

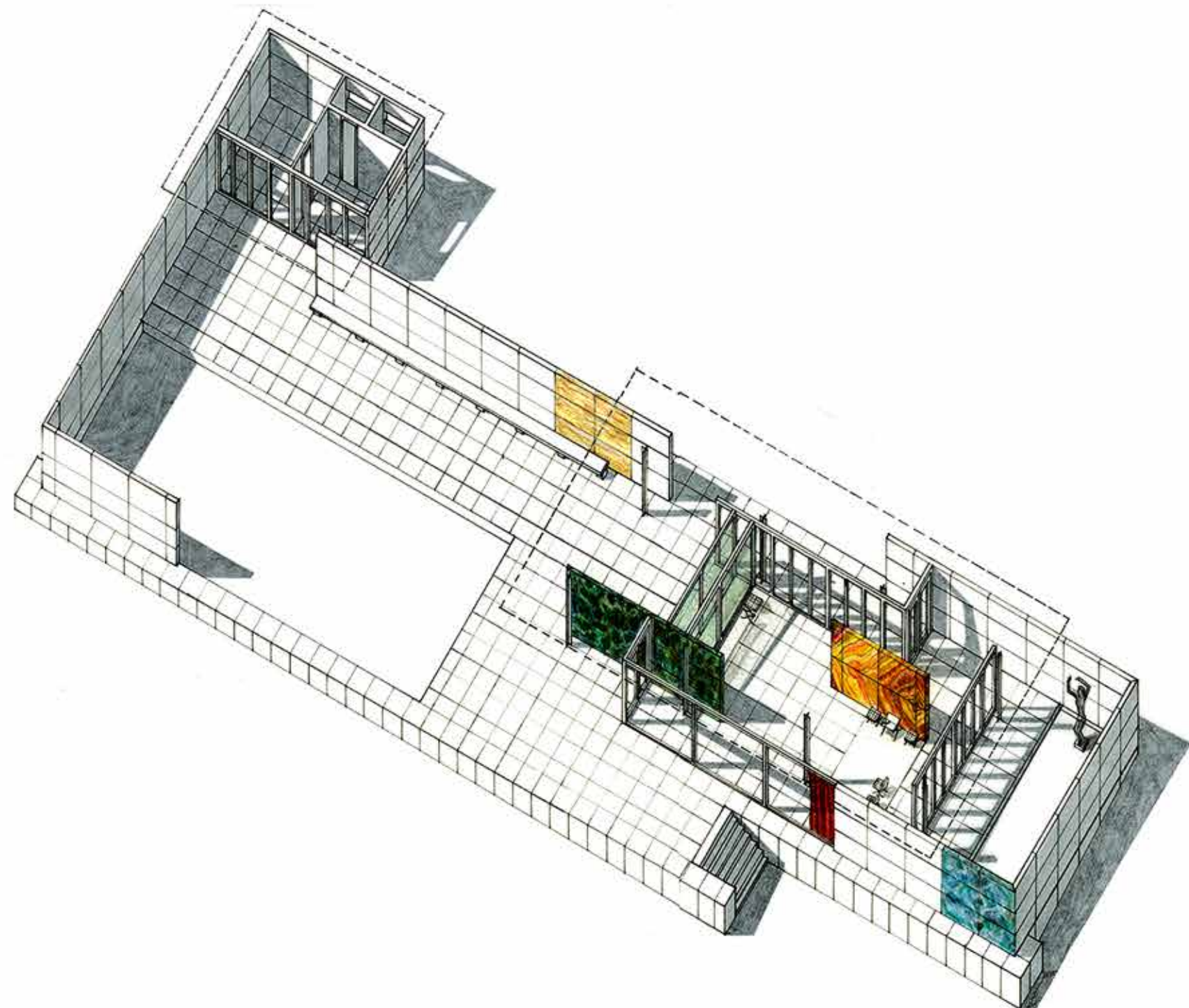


BARCELONA PAVILION:

Class: ARCH 1121 – Architecture Design Communication
Professor: Karen Pearson
Semester: Fall 2019
Duration: 4 weeks



STRUCTURE GRID
SOLID WALL
SOLID ROOF
VOID POOL
CIRCULATION
VIEW

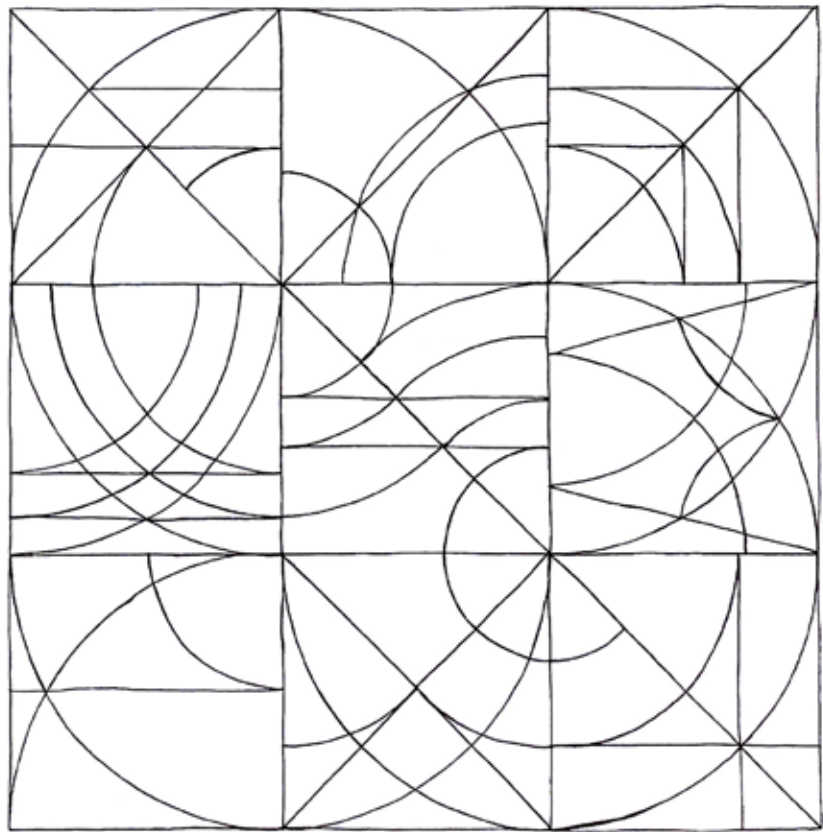


FORM:



Class: ARCH 1131 – Introduction to Architectural Design
Professor: Jane Ostergaard
Semester: spring 2020
Duration: 3 weeks

Project description:
After creating a flat two-dimensional ink line drawing for the Assemblage and Hierarchy project, the goal for the following assignment is to move the two-dimensional drawing into a three-dimensional model. Then draw the full range of values from black to white of the shadows and tone that articulate the three-dimensional form. And finally an acrylic color painting as a personal project to show three dimensionalities using color.



INK LINE DRAWING



MODEL



GRAPHITE TONE DRAWING



ACRYLIC COLOR PAINTING

COMMUNITY GATHERING SPACE:

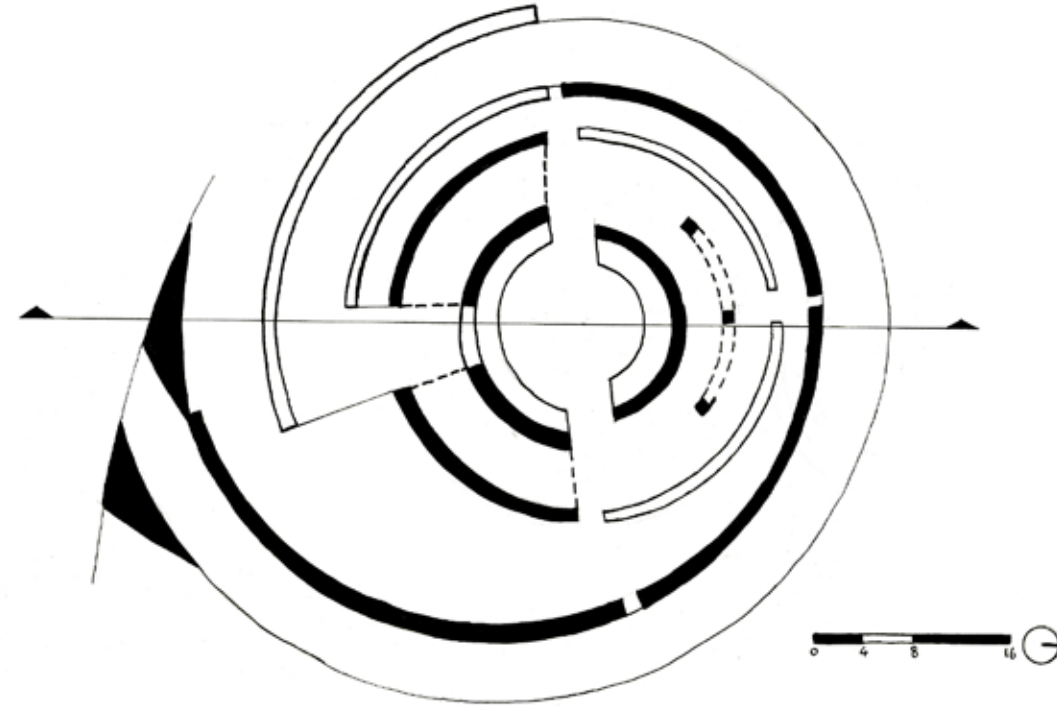
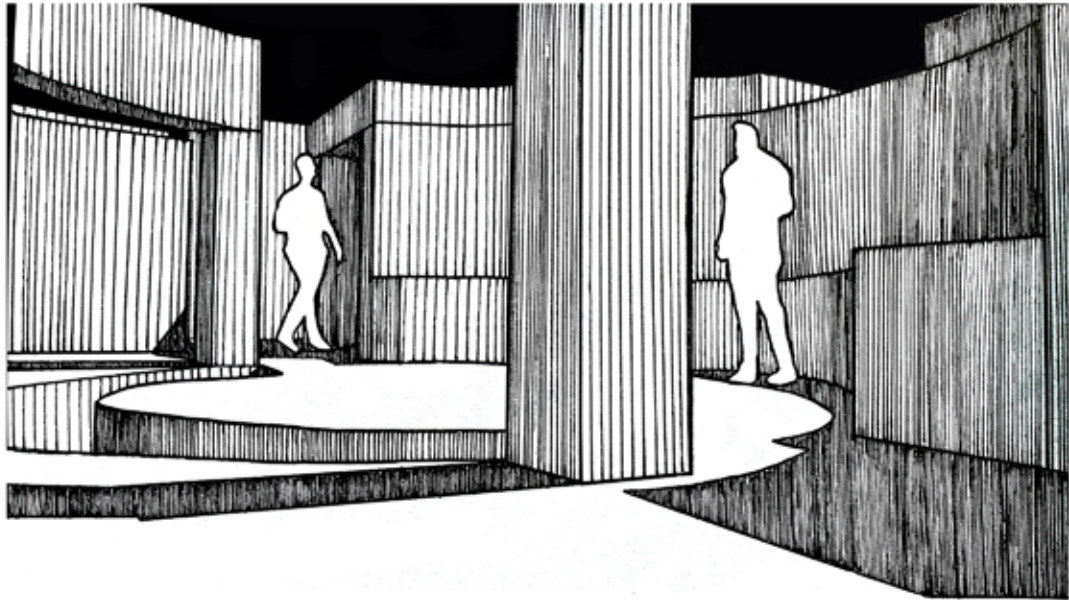
Class: ARCH 1131 – Introduction to Architectural Design
Professor: Jane Ostergaard
Semester: spring 2020
Duration: 3 weeks

Project Description:

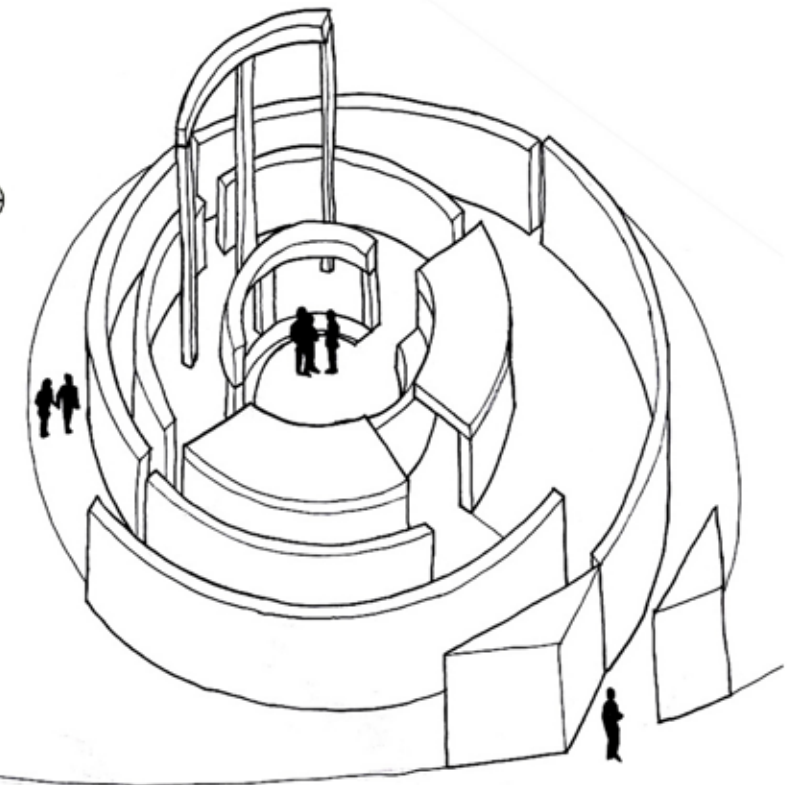
The goal of this project is to design a three dimensional space. It must include an entrance, a path, and a space that can be occupied by a group of people. This space must include at least one of each of the following elements: a column, a beam, a wall, a roof, a solid volumetric shape, and a void volumetric shape.

Concept:

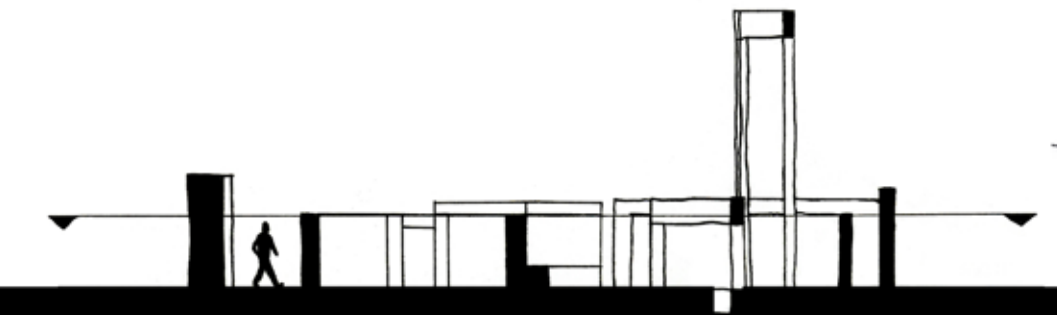
This project explores the idea of how an environment provokes emotions. At the beginning of the path, the visitor is filled with curiosity as they walk through the ominous path with large walls that spiral around the space hiding it from the outside view. But at the end of the path, the visitor enters the circular gathering space that visitors can sit around and socialize, creating comfort and community.



FLOOR PLAN



PLAN OBLIQUE



SECTION

SPATIAL SEQUENCE:

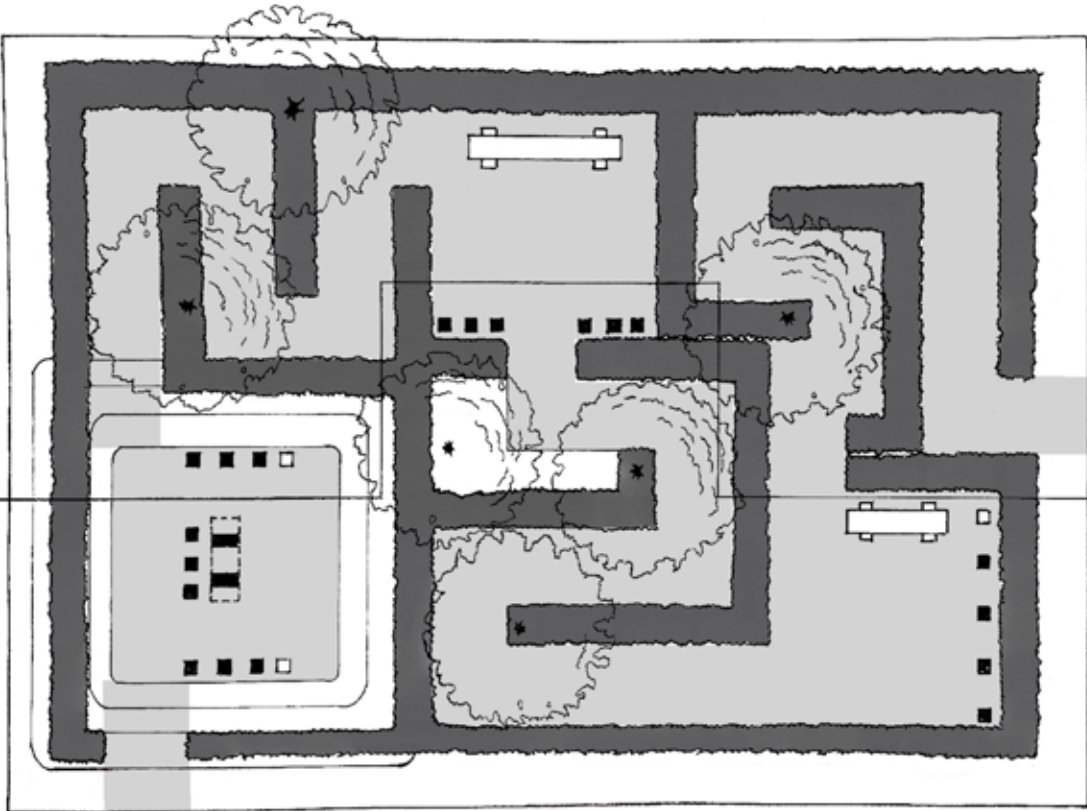
Class: ARCH 1131 – Introduction to Architectural Design
Professor: Jane Ostergaard
Semester: spring 2020
Duration: 3 weeks

Project Description:

The goal of this project is to design a sequence of three gathering spaces linked to each other by a path within a park environment. The design is constructed out of a kit of parts. Each space is designed to be most effective in a different season: spring, summer, and fall.

Concept:

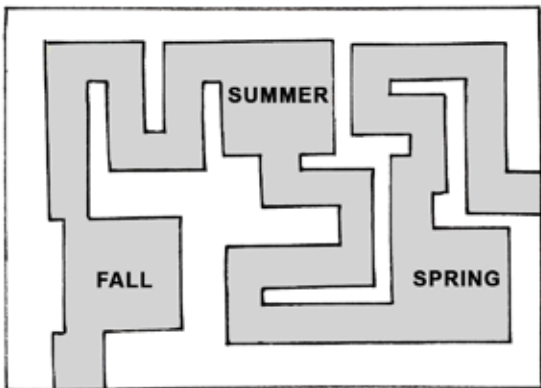
This project explores the idea of a long journey through the seasons. A journey that is filled with mystery and discovery, where the seasons are arranged with a relationship to the sun's path.



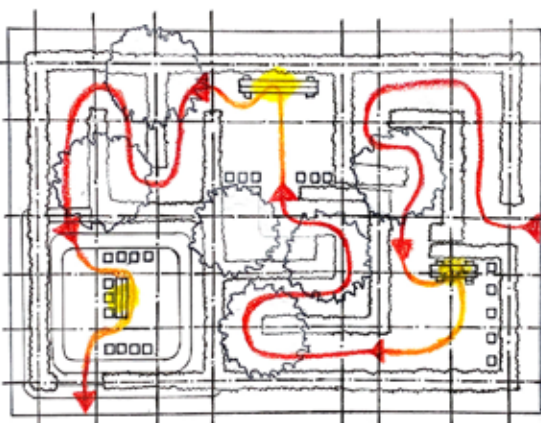
PLAN



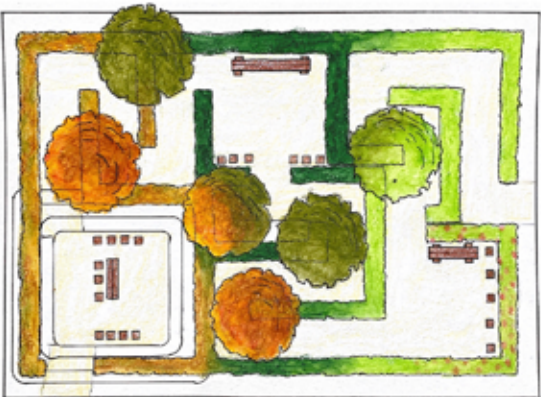
SECTION
SUN AND VIEW DIAGRAM



PARTI DIAGRAM



STRUCTURE AND CIRCULATION DIAGRAM



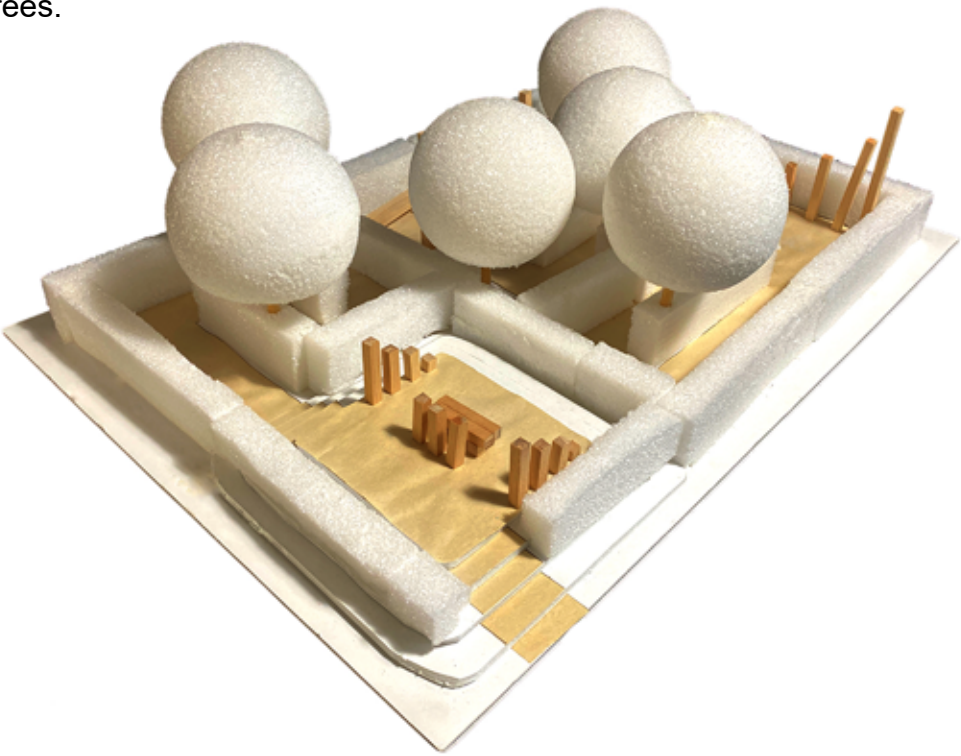
LANDSCAPE DIAGRAM

The path goes through a hedge maze that creates this long journey as well as anticipation for the coming seasons.

Spring is the first space one experiences, located on the east side, as it aligns with the sun rises, as flowers start to bloom. The columns increase in height to follow the movement of the sun's path at the beginning of the day.

Summer is the second space that one experiences in the middle of the day when the temperature is the highest. The columns are arranged to frame the view of the trees that provide shade from the south.

Fall is the third space one experiences. It is placed in the west, aligned with the setting sun when the weather gets colder. The columns are arranged to point to the view in the direction of the colors of the changing trees.



INSPIRATIONS COLLAGE:

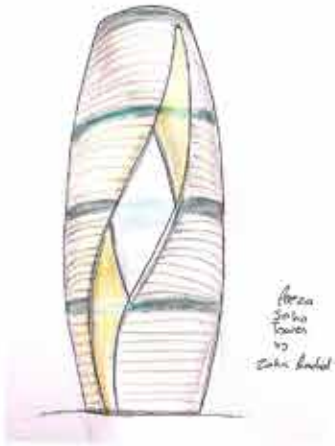
Class: ARCH 2201 – Architectural Design I
Professor: Mark Pearson
Semester: Fall 2020
Duration: 3 weeks

Project Description:
to create a three dimensional composition using things that are inspiring like: sketches, photographs, text, a beautiful material, and a found object.

Concept:
This design is inspired by how in architecture we are able to use simple geometric shapes to create an organic form, and how light can be used as an architectural element



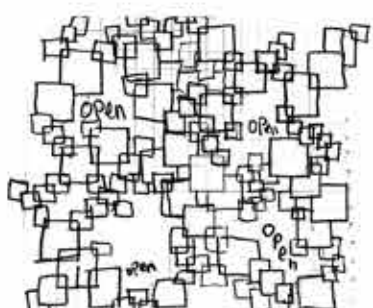
FINAL MODEL



SKETCHES



STUDY 1



STUDY 2

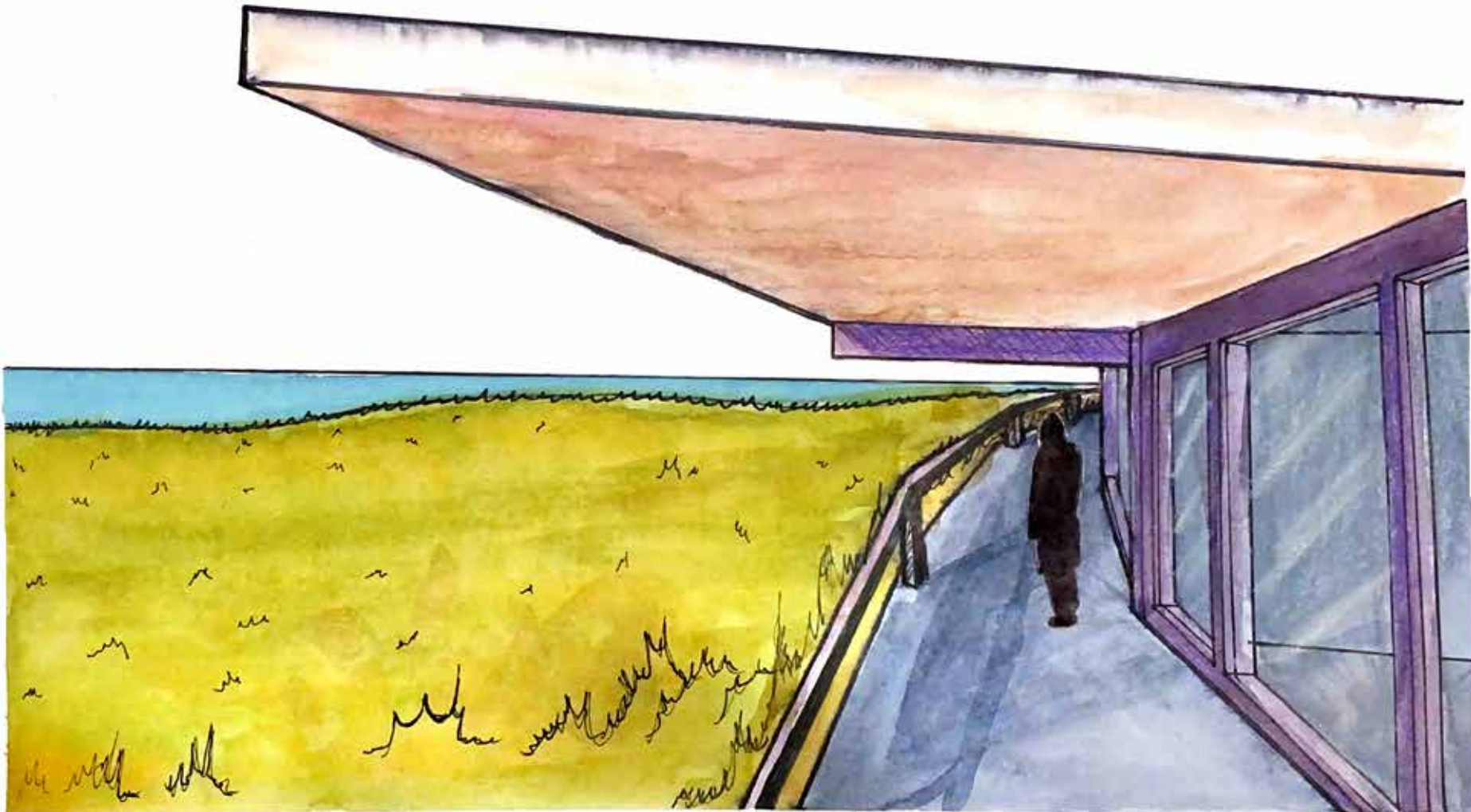
ENVIRONMENT EDUCATION CENTER:

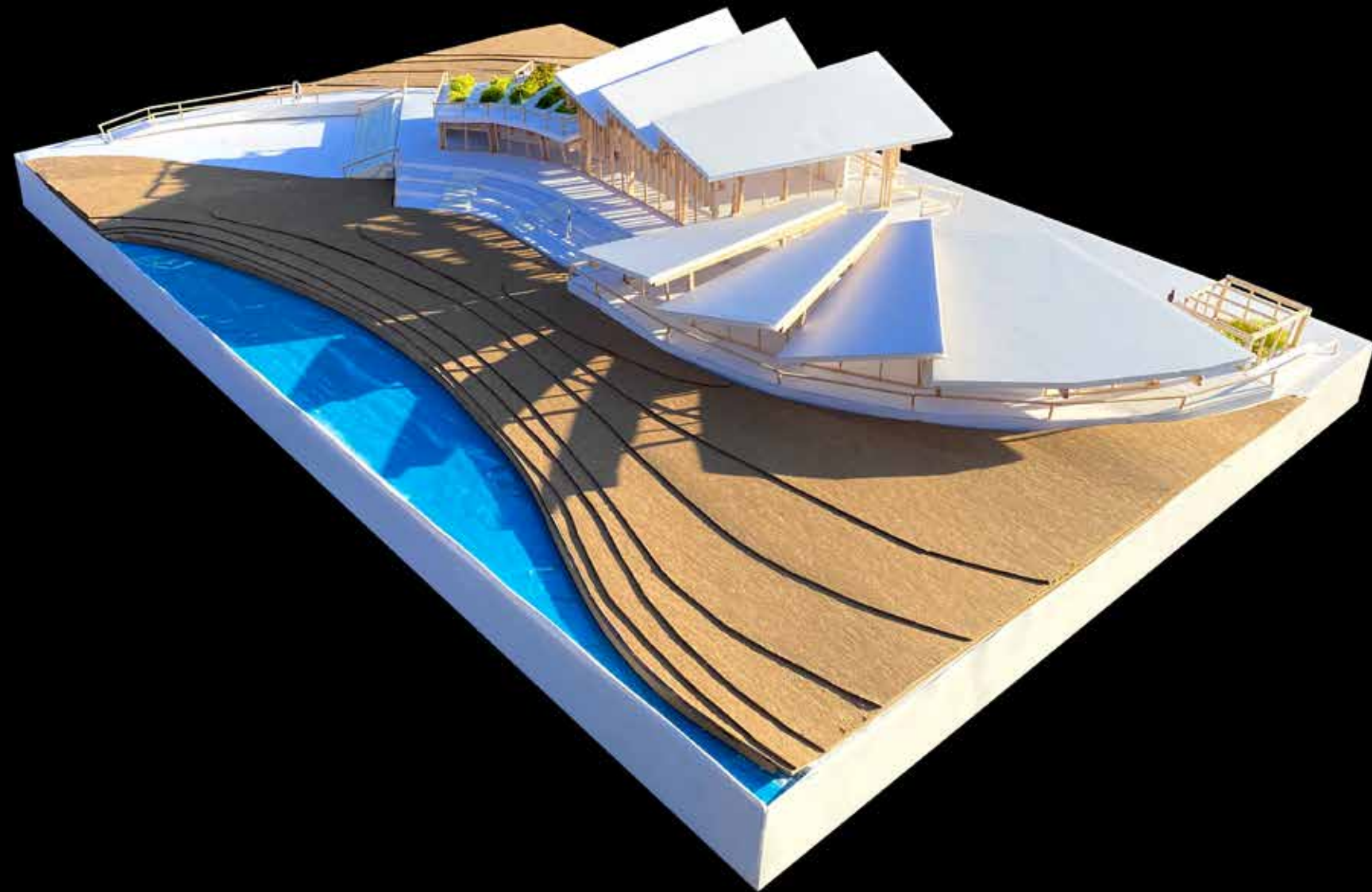
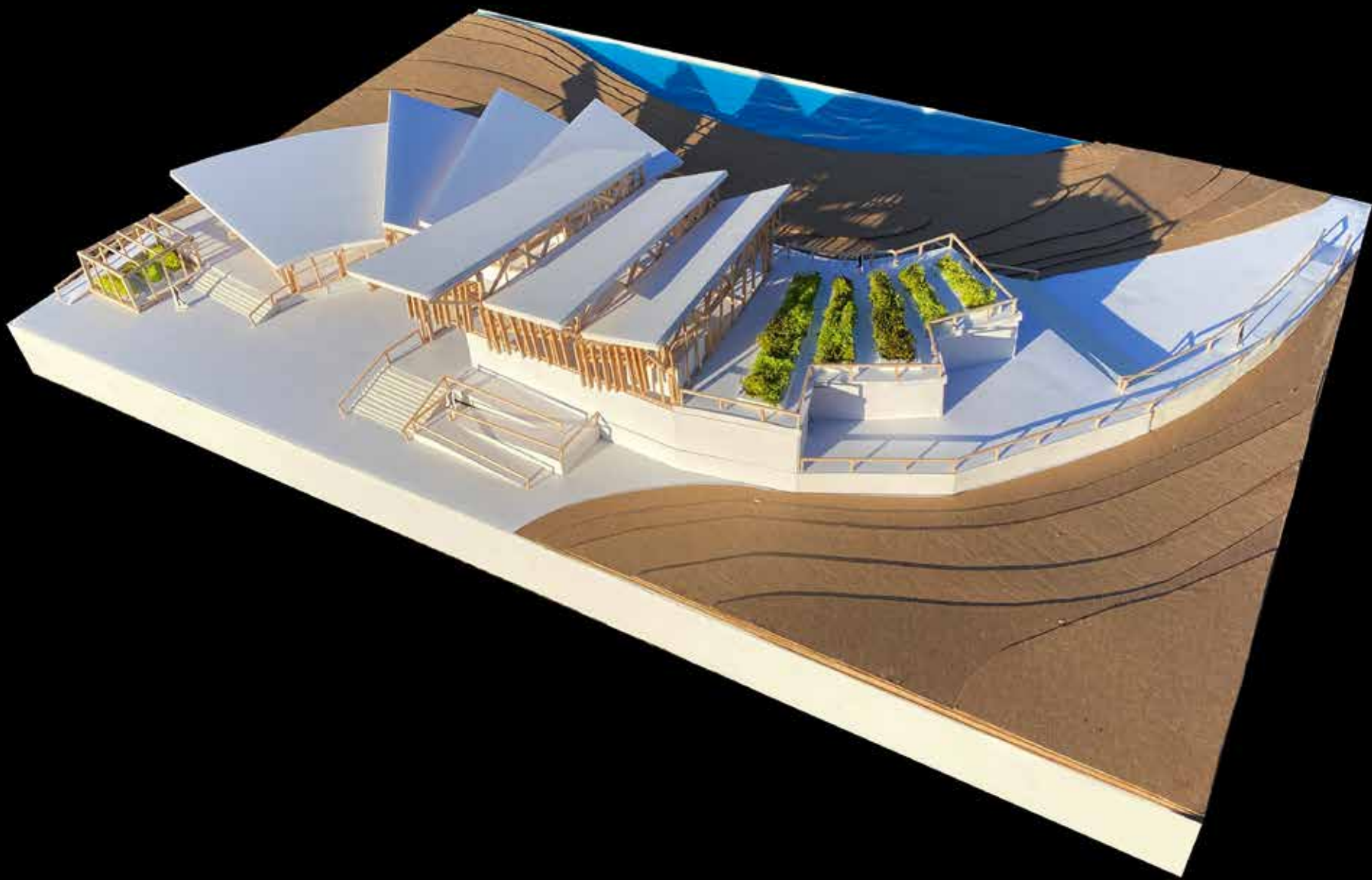
Class: ARCH 2201 – Architectural Design I
Professor: Mark Pearson
Semester: Fall 2020
Duration: 12 weeks

Project Description:
Designing a Prairie Environmental Education Center that will provide educational outreach to the COD community. The project strives to educate visitors about the importance of the region’s natural heritage, as well as physically connect visitors to the prairie landscape itself.

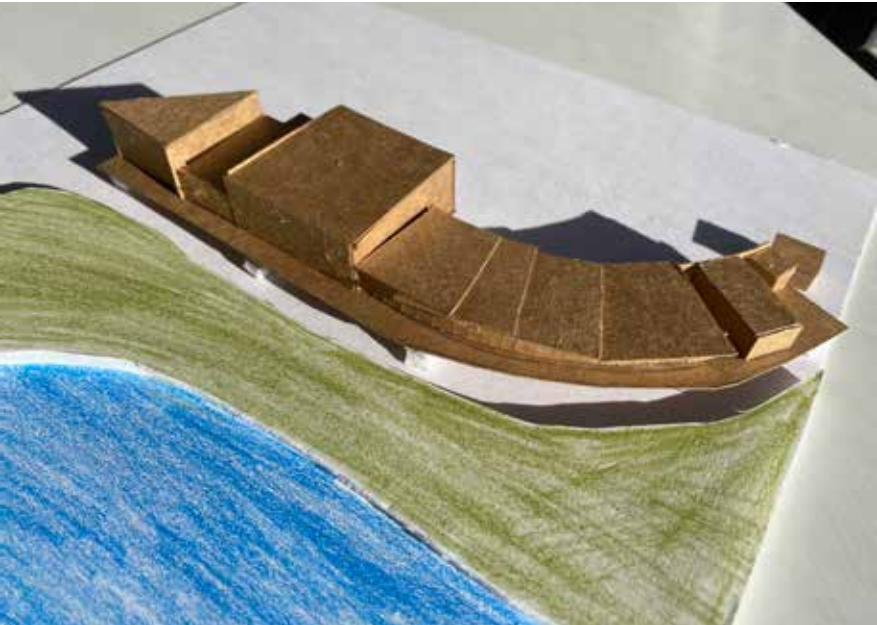


CONCEPT:
To act as a continuation of the trail to maximize the view of the pond. This is achieved by creating an S-shaped form, that mimics the contour line of the pond. The long sloping terrace connects the two ends of the trail to create a continuous panoramic view of the pond and prairie. Thus, creating a strong connection between nature and architecture.

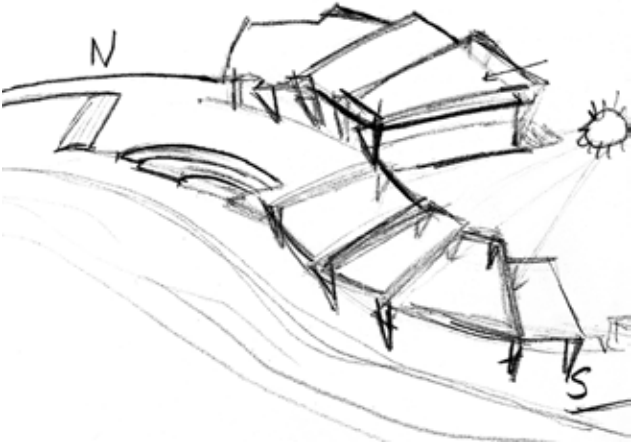




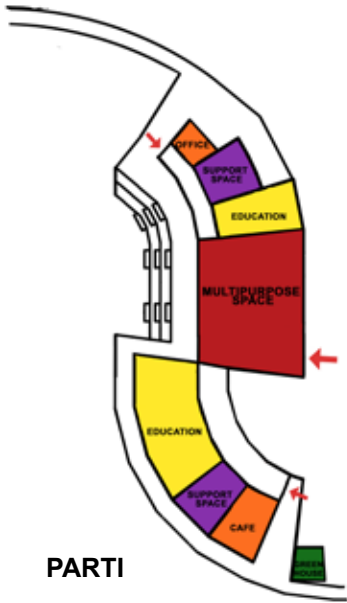
PROCESS



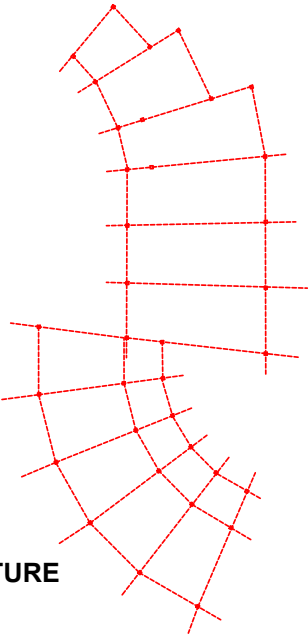
DIAGRAMS



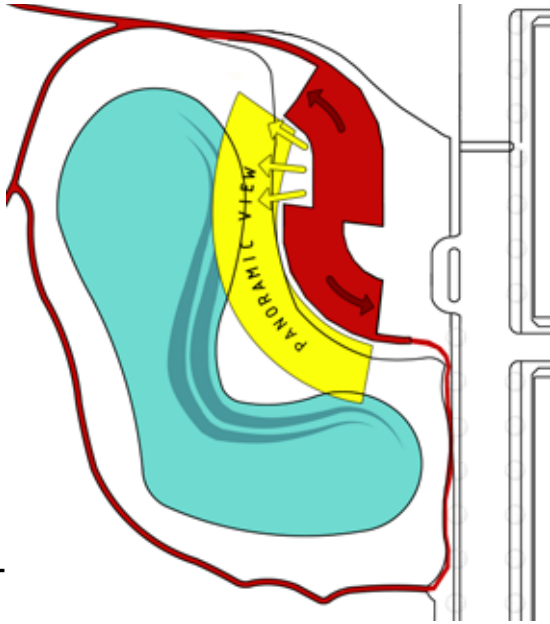
SKETCH



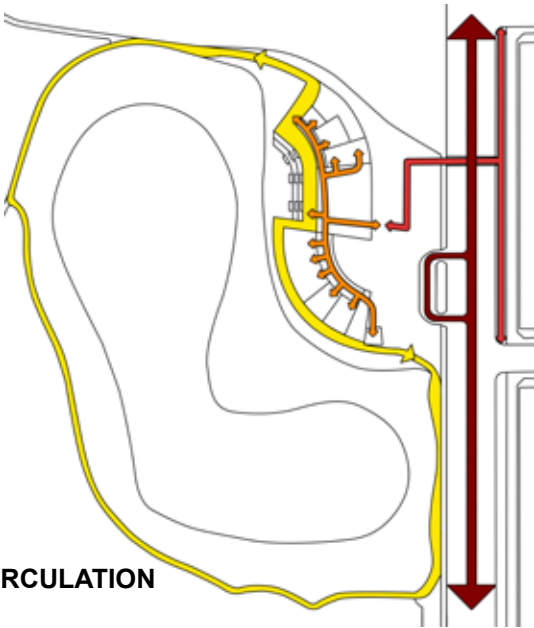
PARTI



STRUCTURE

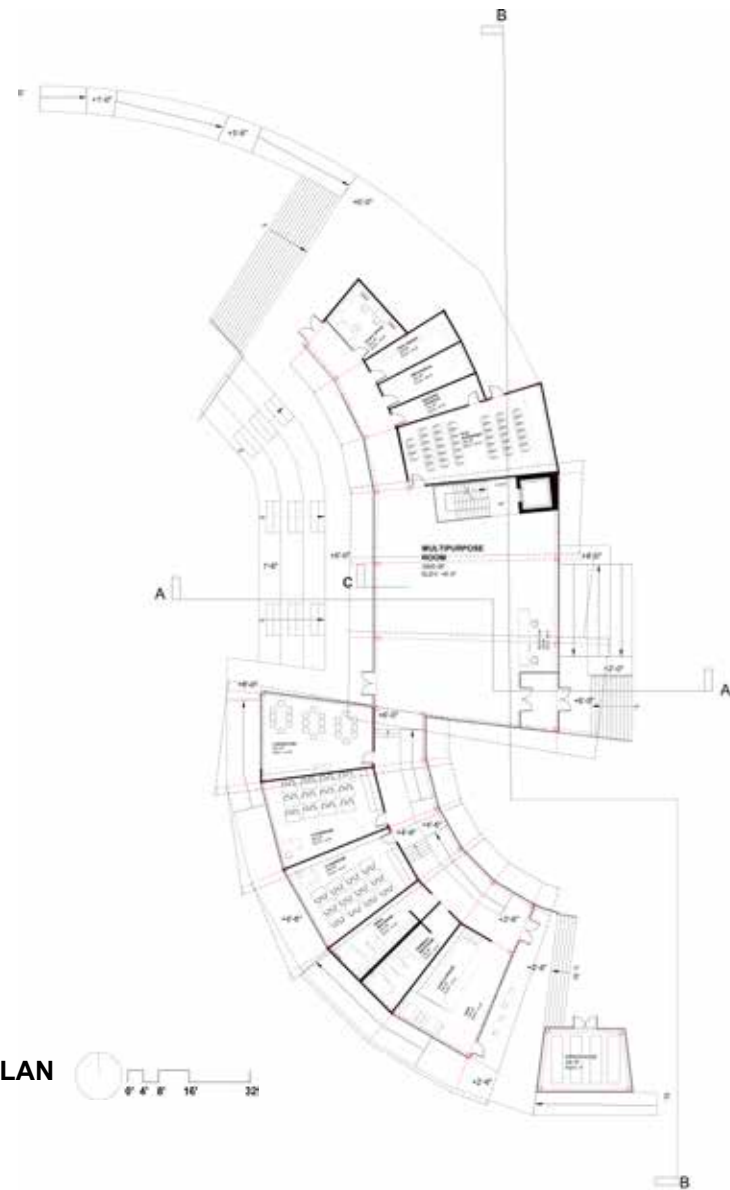


CONCEPT



CIRCULATION

FLOOR PLAN



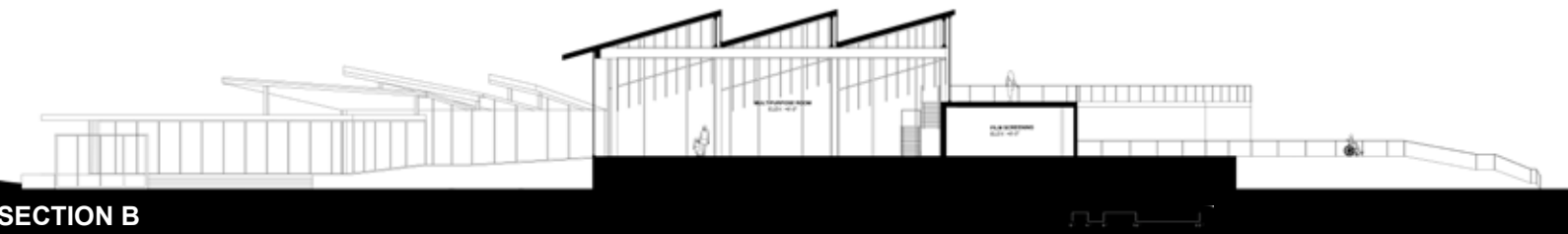
SECTION A



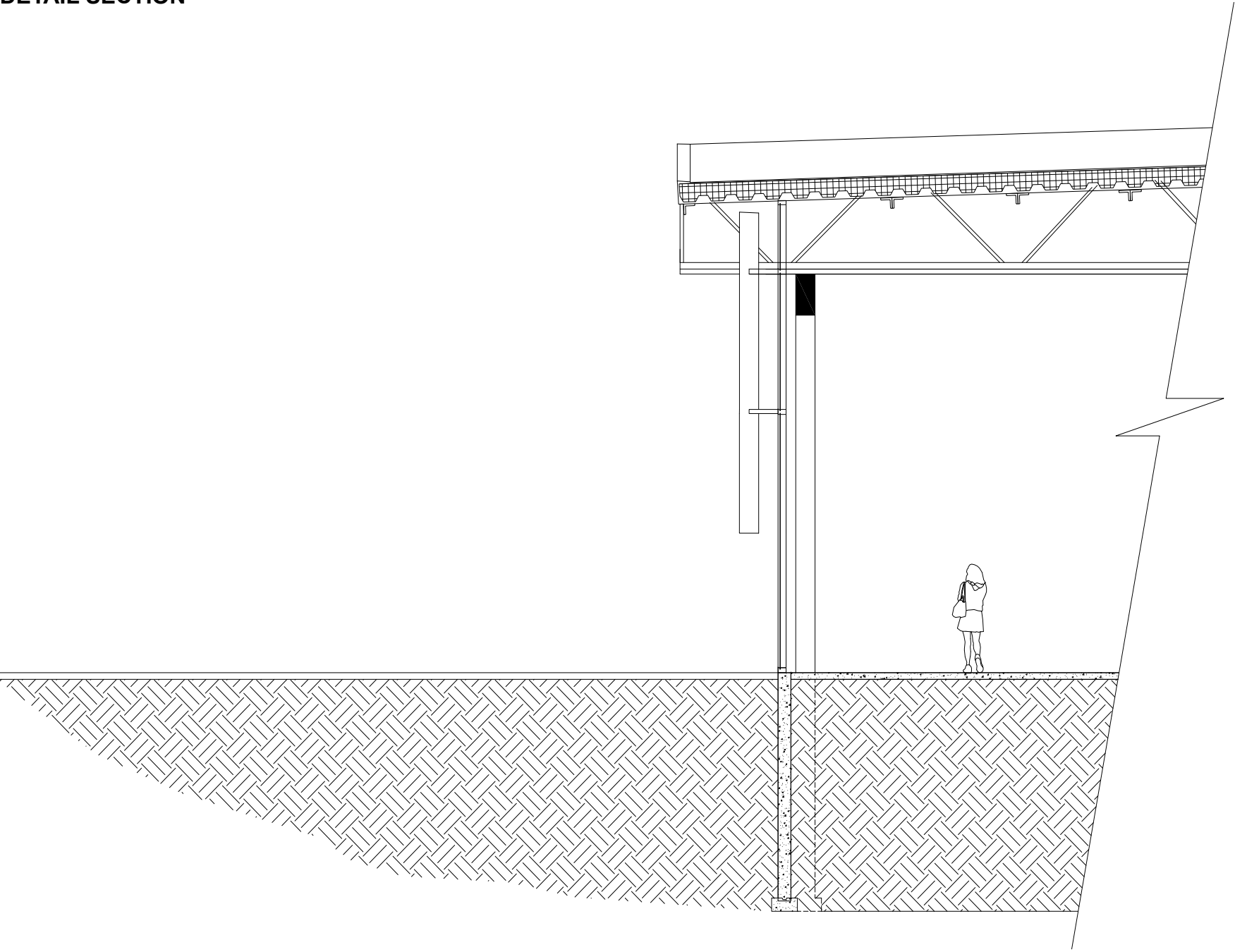
ROOF PLAN



SECTION B



DETAIL SECTION



DETAIL MODEL

