



VASSILIKI DEMAKIS

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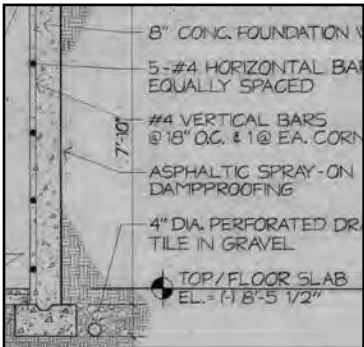
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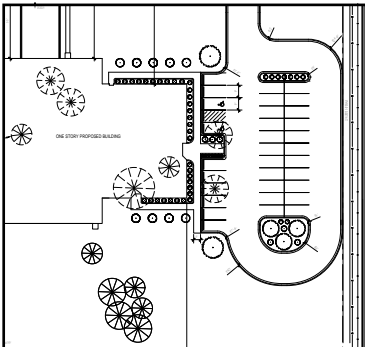
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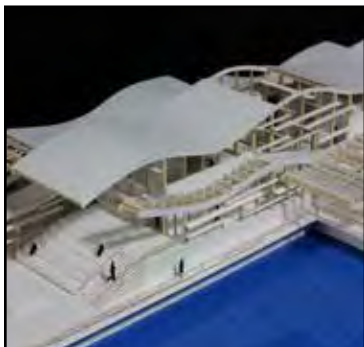
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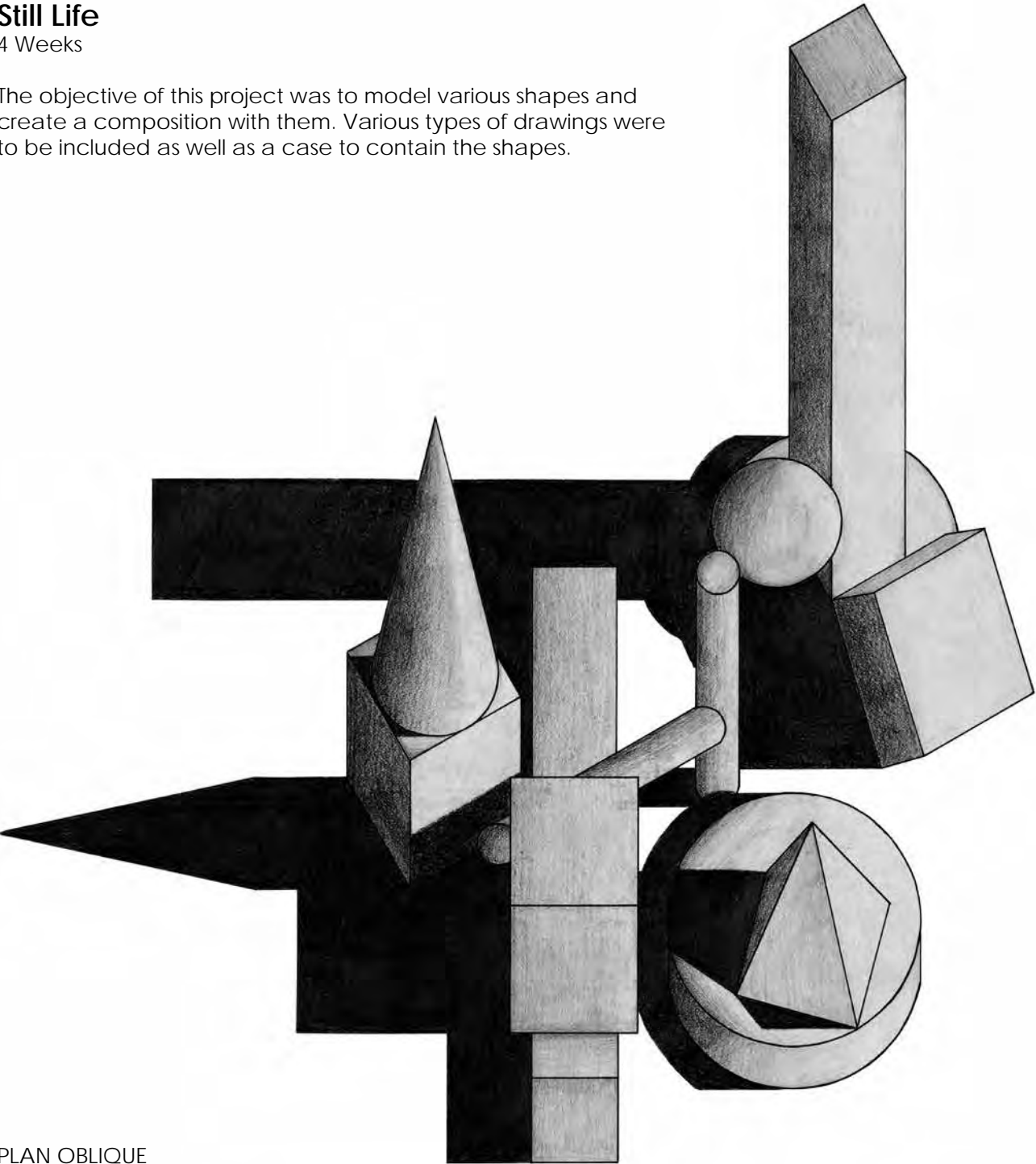


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Professor Mark Pearson

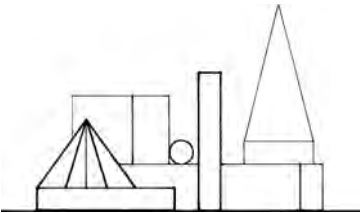
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Still Life
4 Weeks

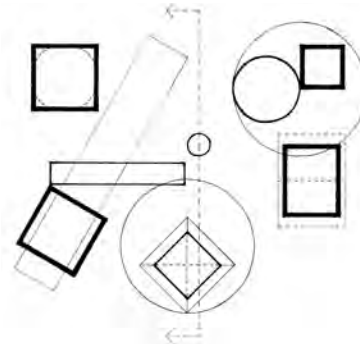
The objective of this project was to model various shapes and create a composition with them. Various types of drawings were to be included as well as a case to contain the shapes.



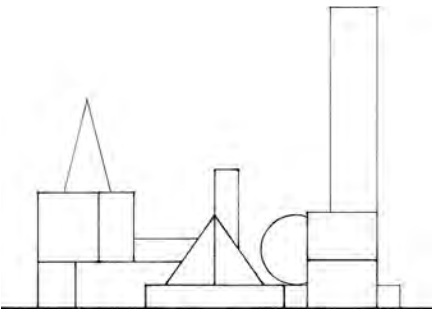
PLAN OBLIQUE



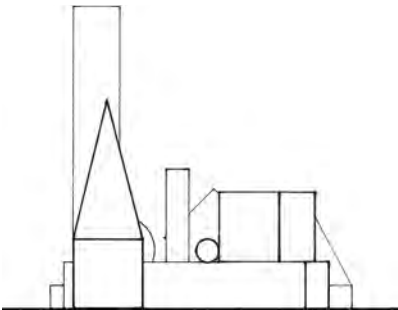
SECTION



PLAN



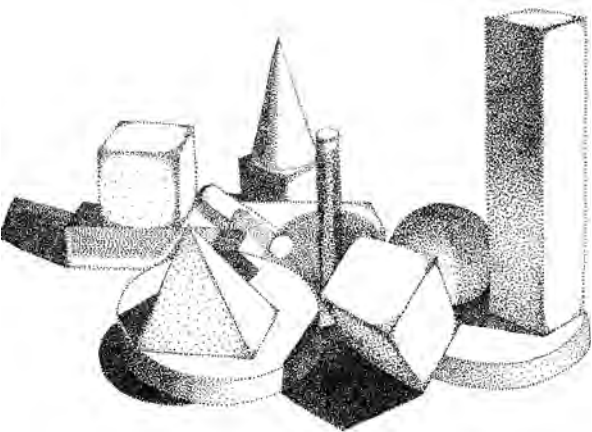
FRONT ELEVATION



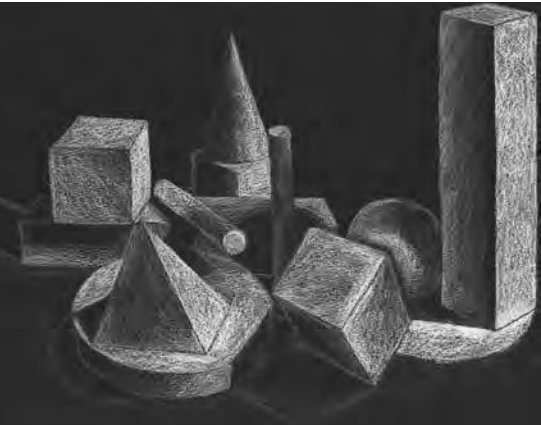
LEFT ELEVATION



CASE



TONES WITH INK

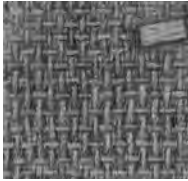
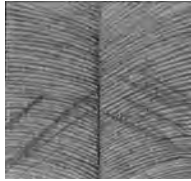
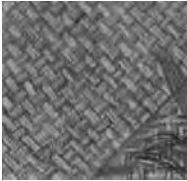
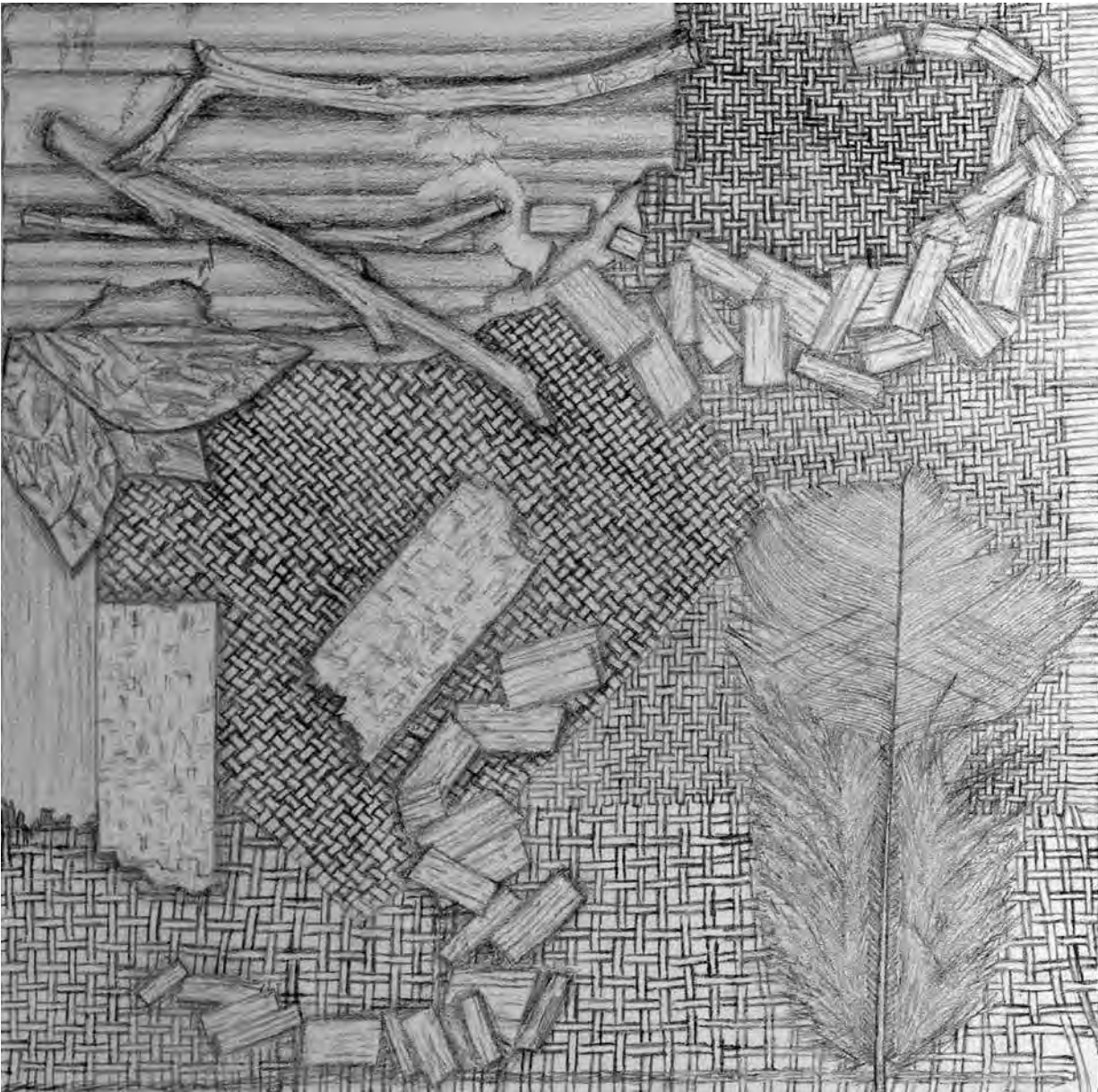


WHITE TONES WITH PENCIL

Texture Collage

1 Week

The objective of this project was to create a composition utilizing mutliple materials and to recreate the image using pencil tones.



Color Theory

1 Week

The objective of this project was to create a monochromatic composition using paint chips.



Contour Drawing

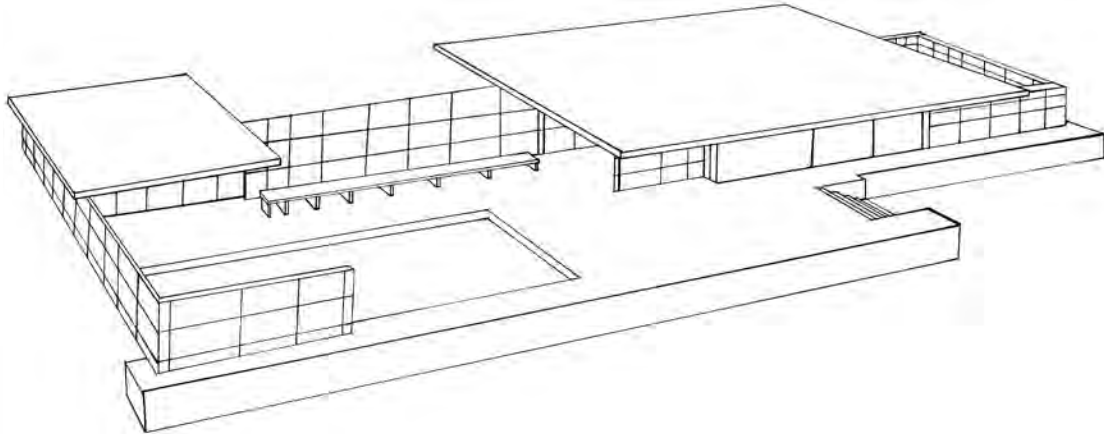
1 Week

The objective of this project was to draw a shoe and its section.

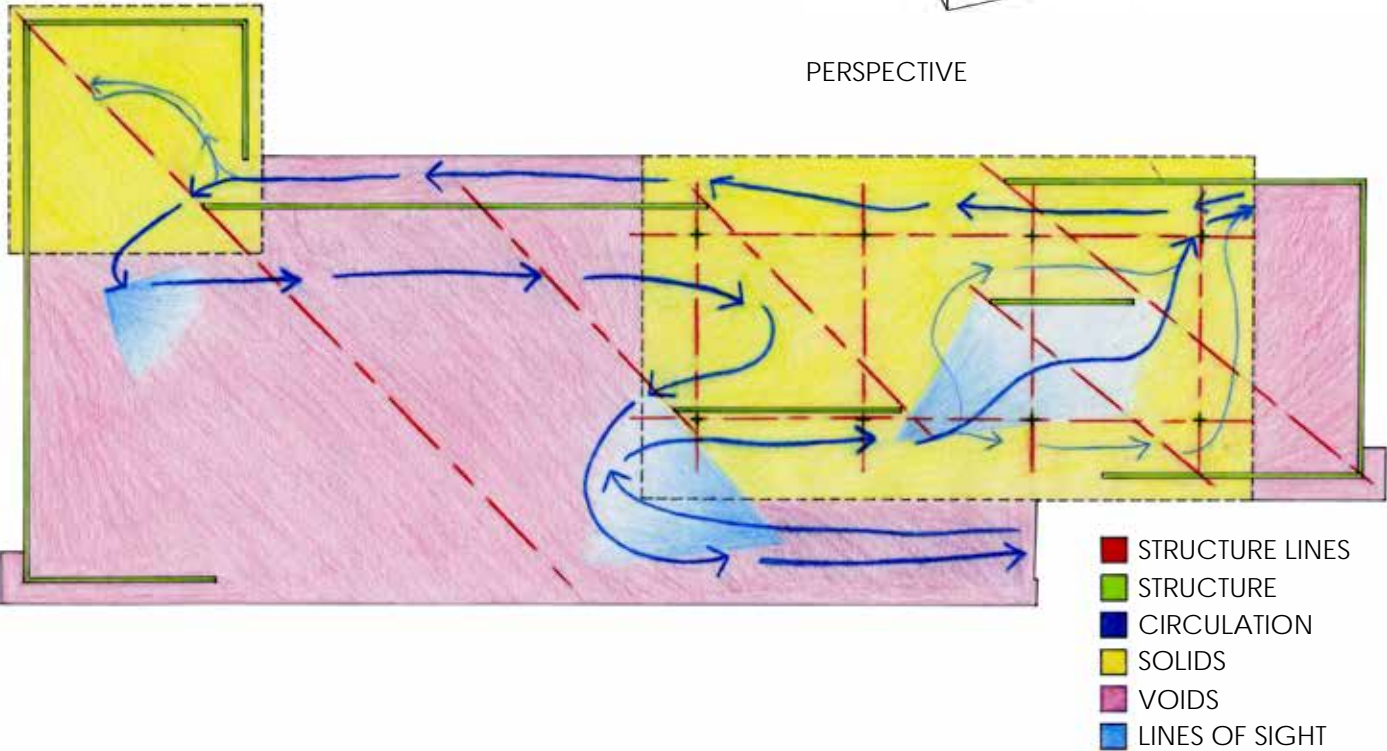


Barcelona Pavilion
4 Weeks

The objective of this project was to recreate Ludwig Mies Van Der Rohe's *Barcelona Pavilion* through various drawings and diagrams to learn about all aspects of the building.

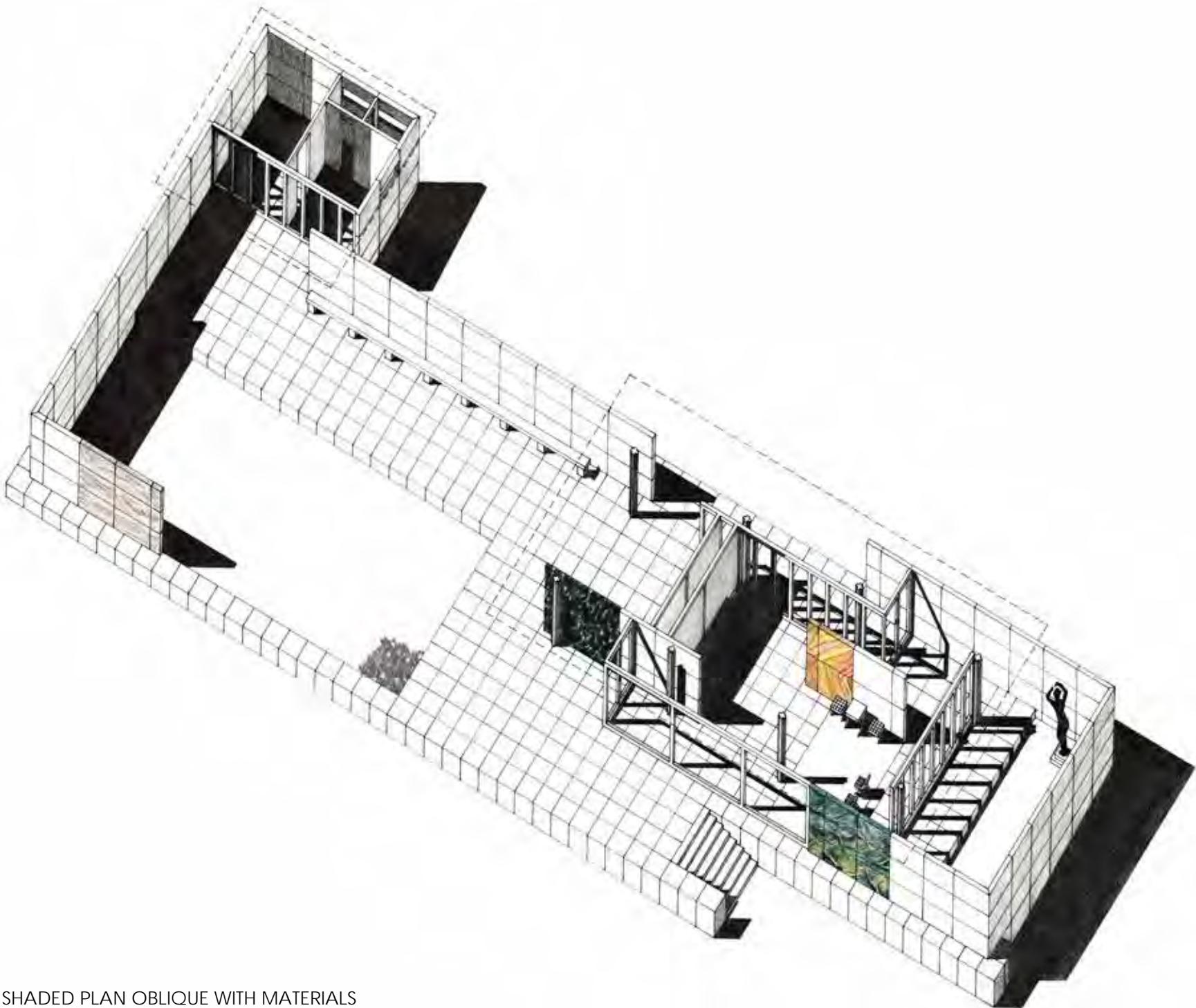


PERSPECTIVE



- STRUCTURE LINES
- STRUCTURE
- CIRCULATION
- SOLIDS
- VOIDS
- LINES OF SIGHT

DIAGRAMS



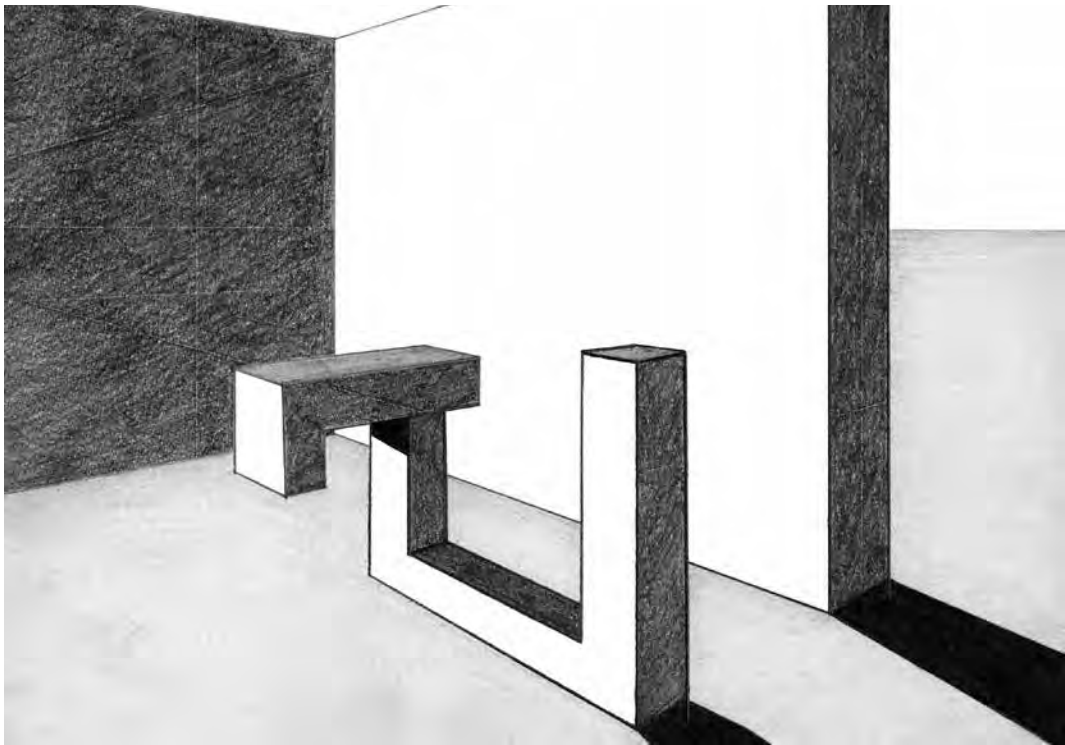
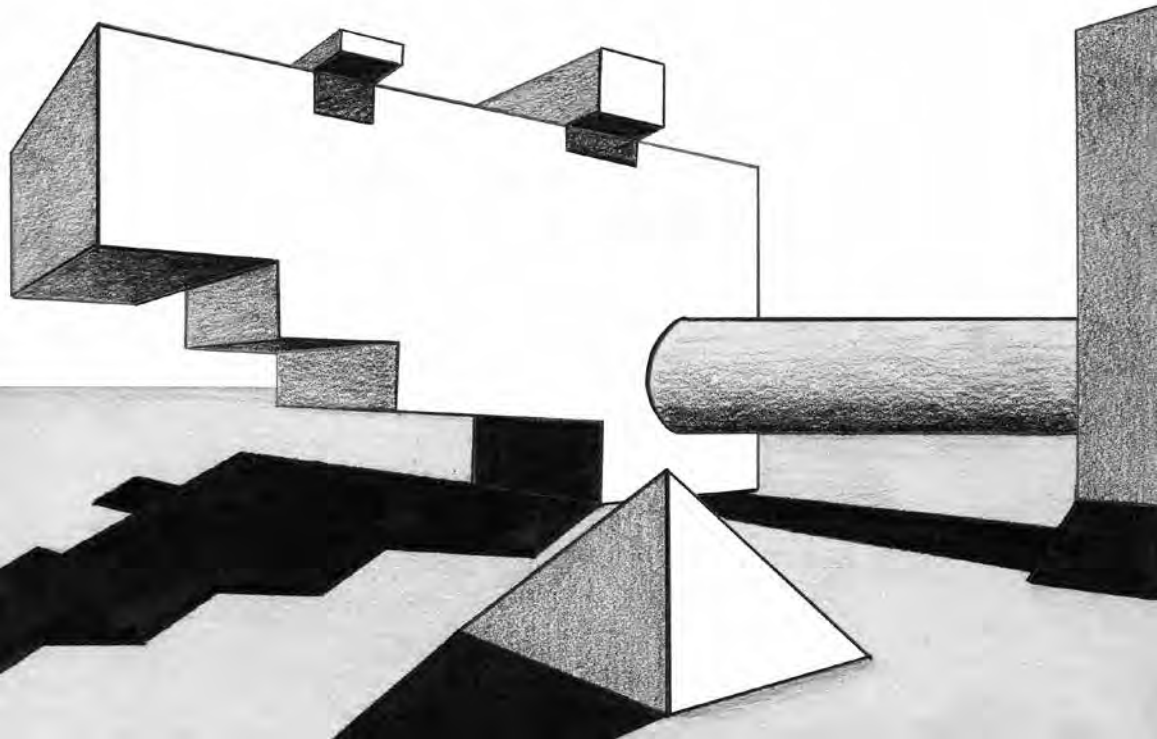
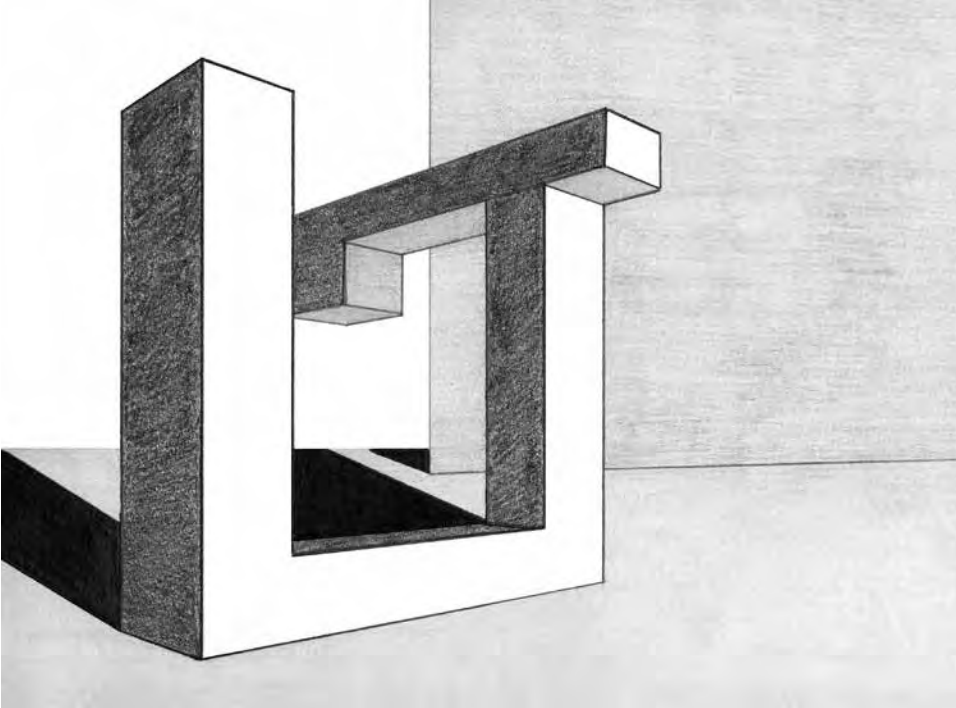
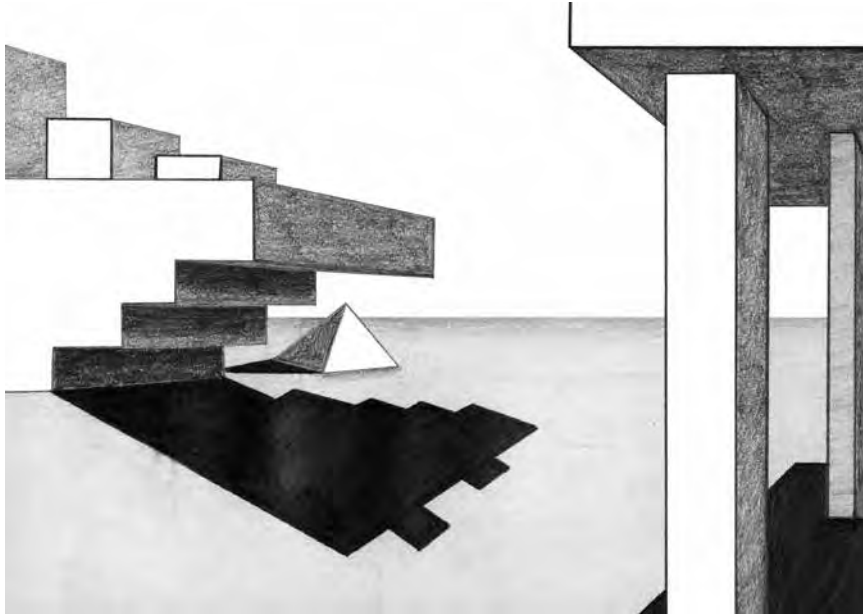
SHADED PLAN OBLIQUE WITH MATERIALS

Perspective Journey

3 Weeks

The objective of this project was to describe a journey through an imaginary environment by creating vignettes in perspective.

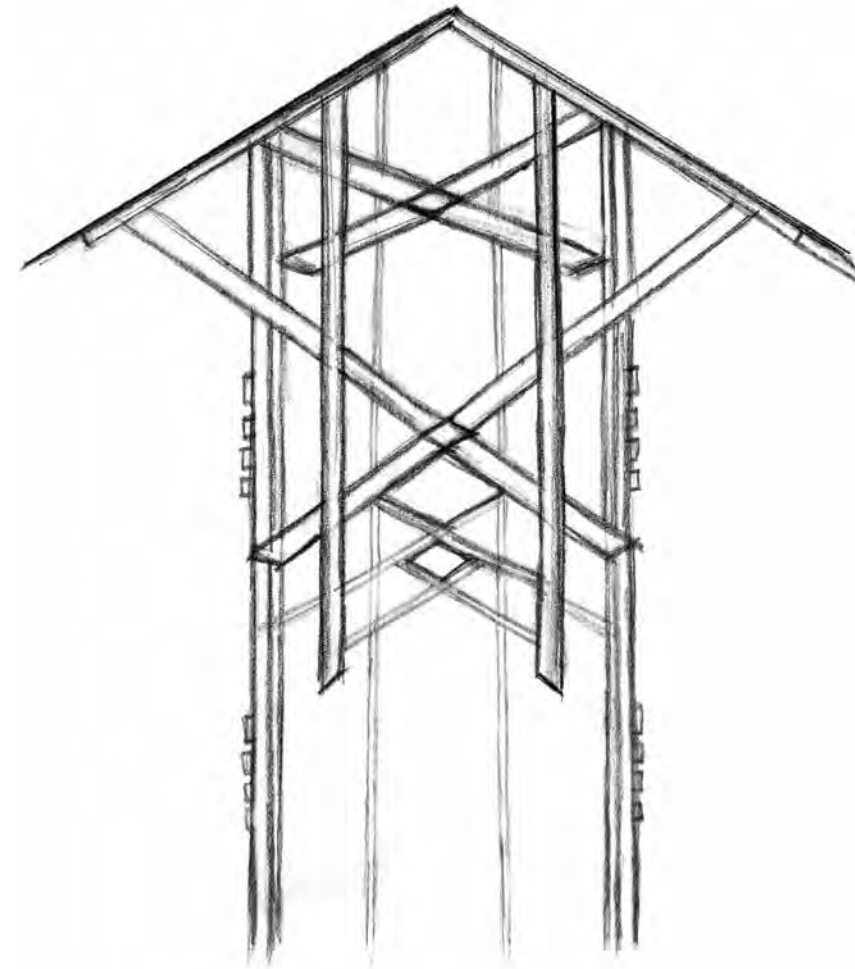
The space was divided into three sections, each one uniquely different in design. A simplistic tunnel design led to a playful, geometric design that was on opposite ends from a linear, enclosed section.



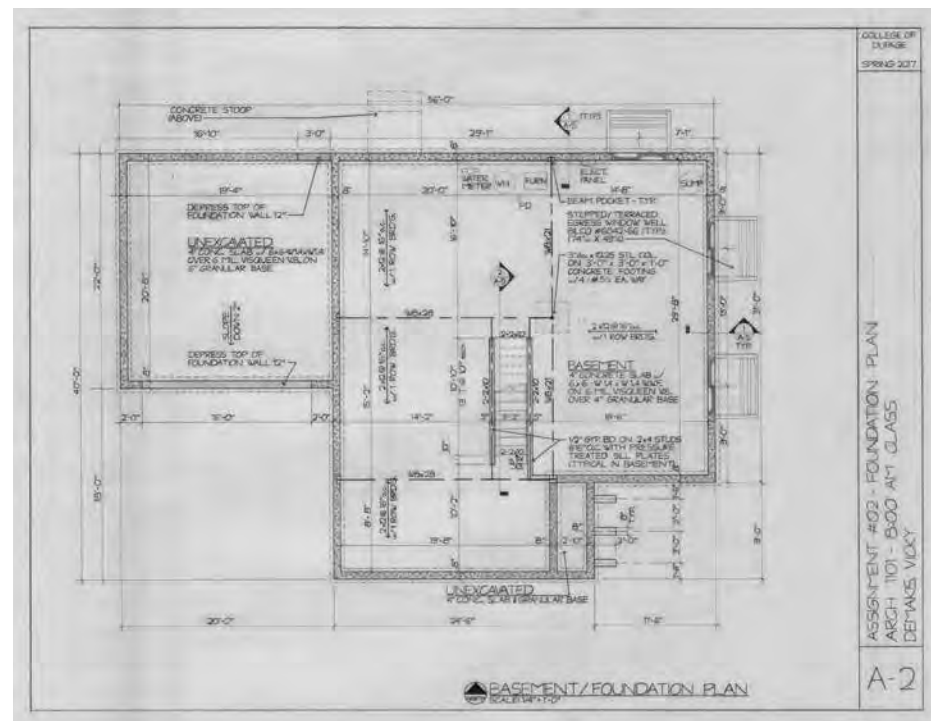
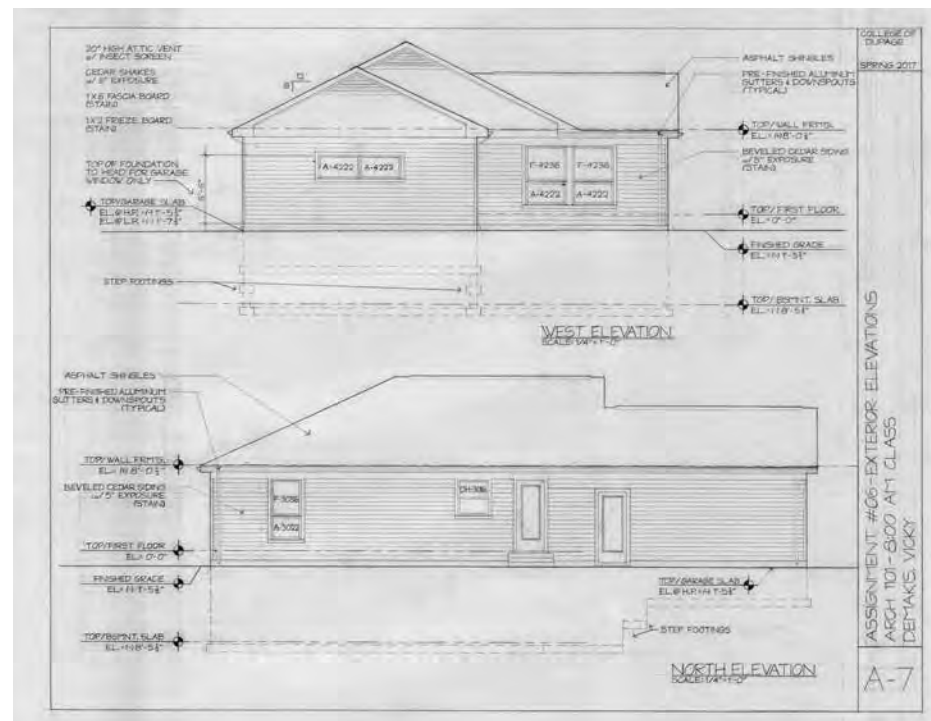
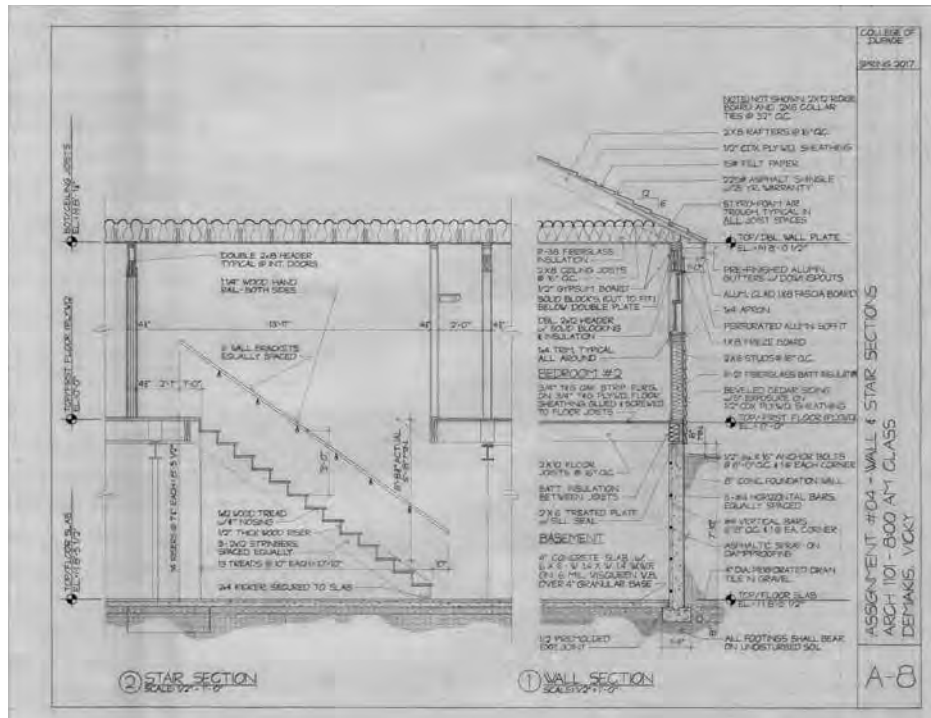
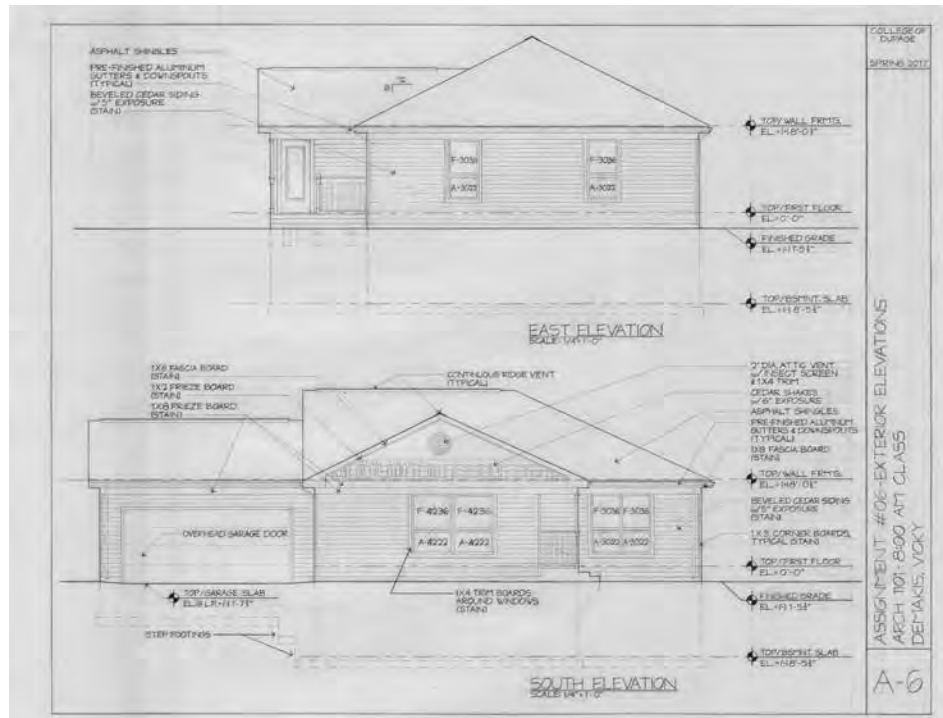
Thorncrown Chapel

2 Weeks

The objective of this project was to research and model *Thorncrown Chapel* by E. Fay Jones.



12 Weeks

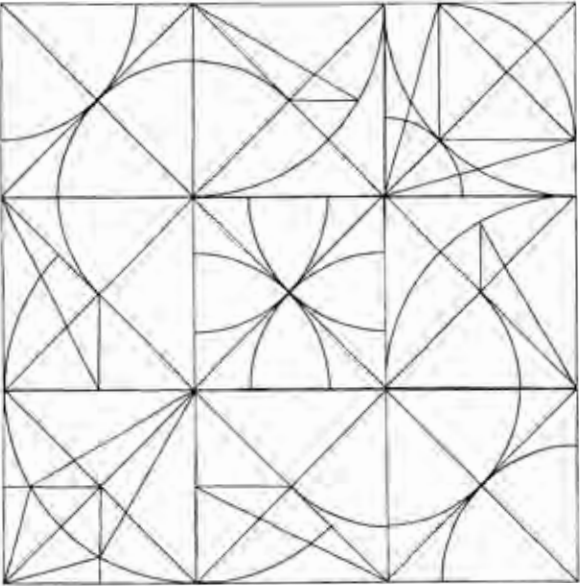


Assemblage, Hierarchy, & Form

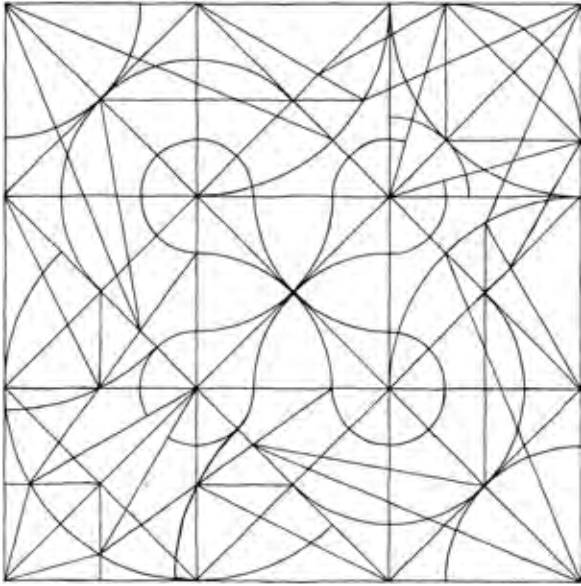
3 Weeks

The objective was to create an asymmetrical and symmetrical design utilizing a set of geometric constraints. A three-dimensional model was created to explore hierarchy and develop shadows from these forms.

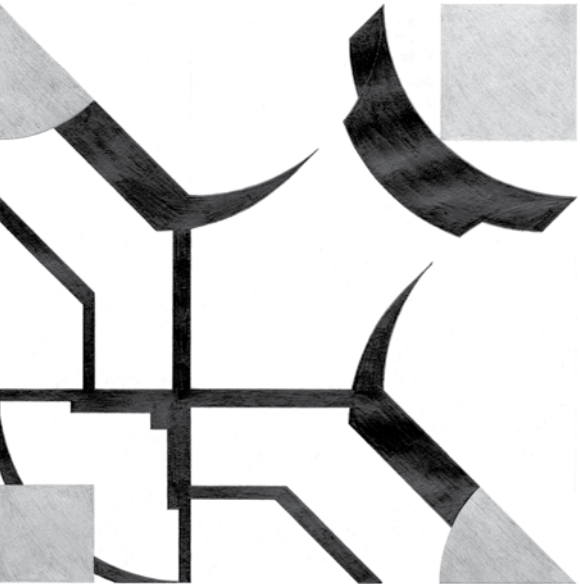
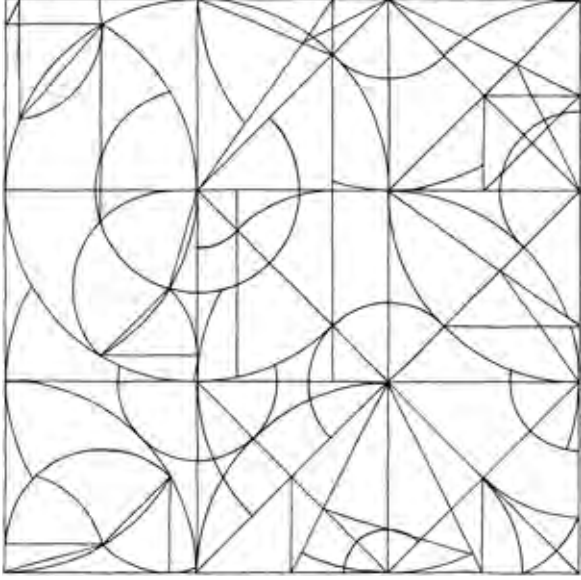
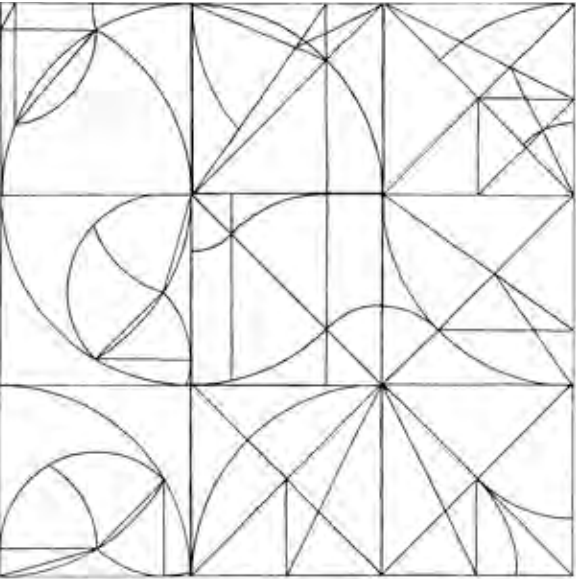
The symmetrical design was a balanced composition of angles and curves. Curves created at all four corners are balanced with angular elements in between. The asymmetrical design mainly used curves which allows the eye to travel around the whole composition. Larger circular elements are combined with smaller ones and are repeated throughout the design.



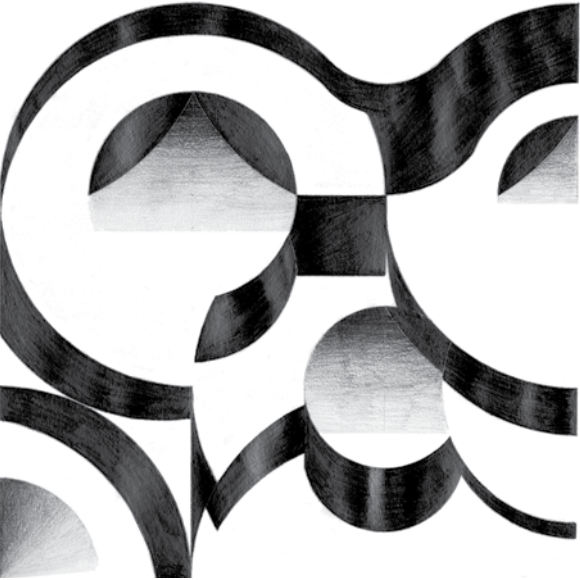
COLLAGE



ADDITIONAL LINES



SHADOWS

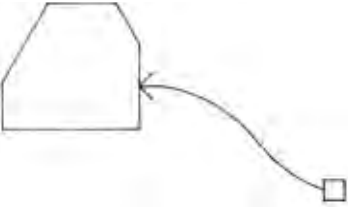


Community Gathering Space

3 Weeks

The objective of this project was to design a space to attract people throughout campus to gather. The design had to incorporate required architectural elements that were simple in material, but could be complex depending on usage.

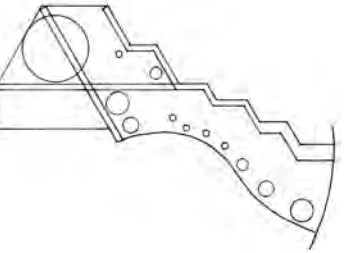
The solution was to create a high-energy and playful space using circular and diagonal elements. Angular walls and circular holes in the ground create an intriguing path that leads to the main gathering space, allowing people to interact with the space as well as people who visit.



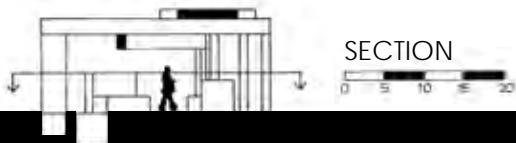
PARTI



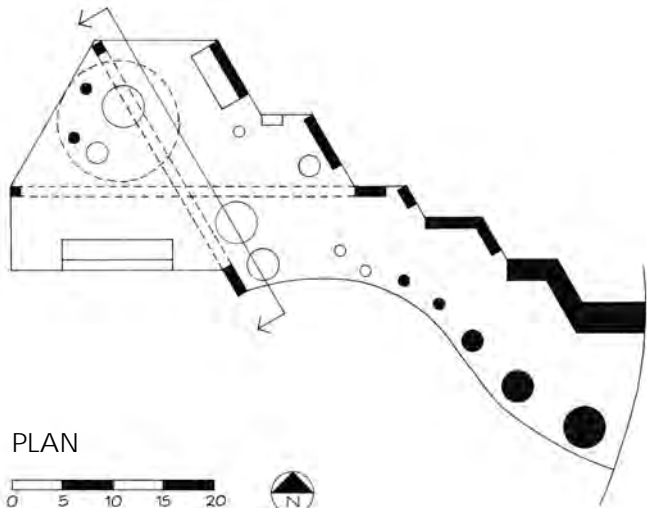
CIRCULATION



GEOMETRY



SECTION



PLAN



PLAN OBLIQUE



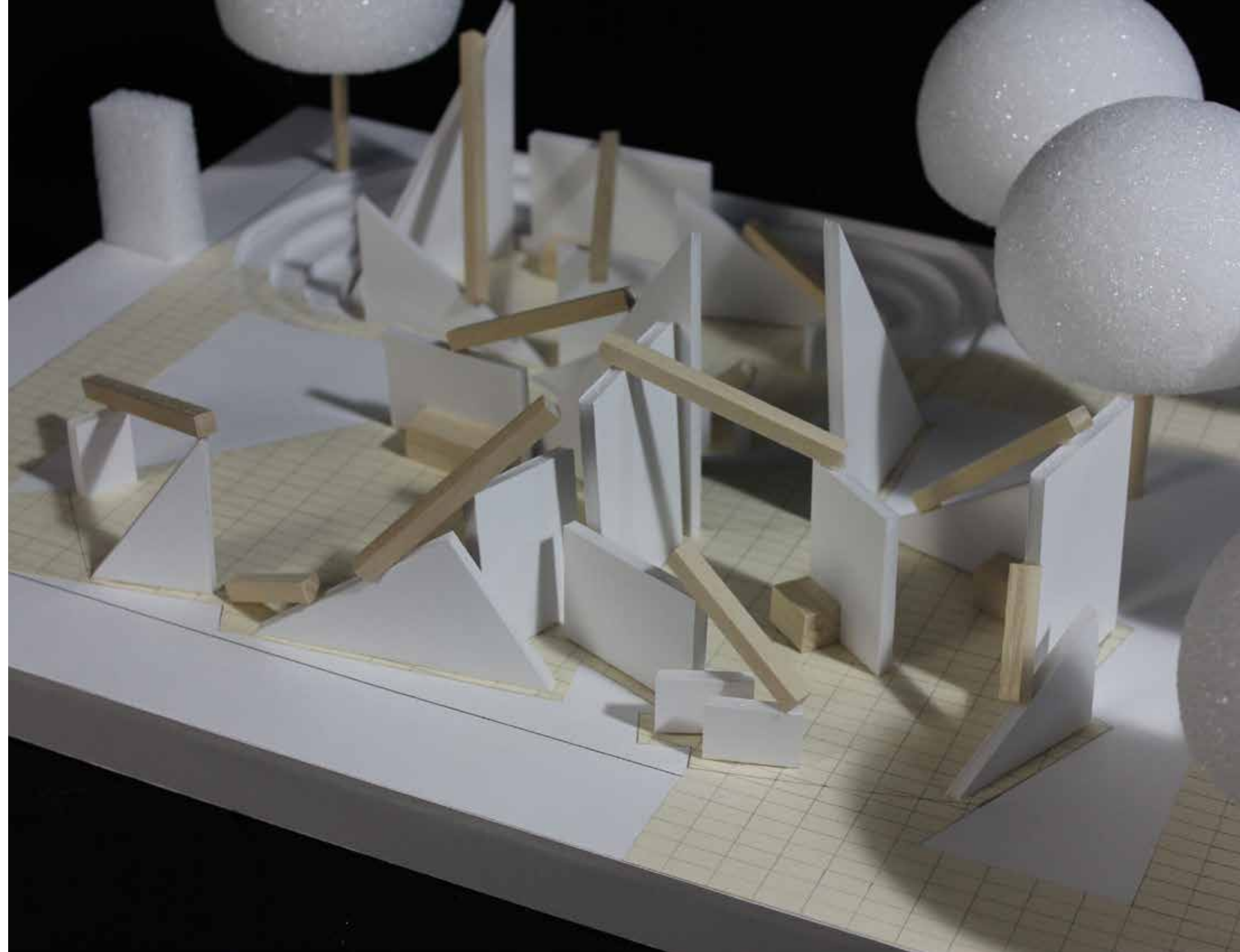
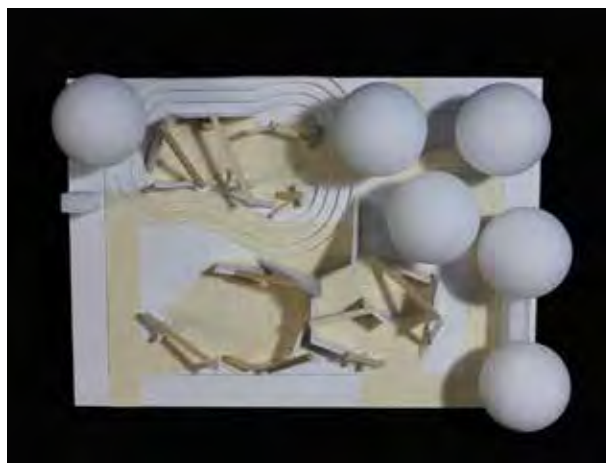
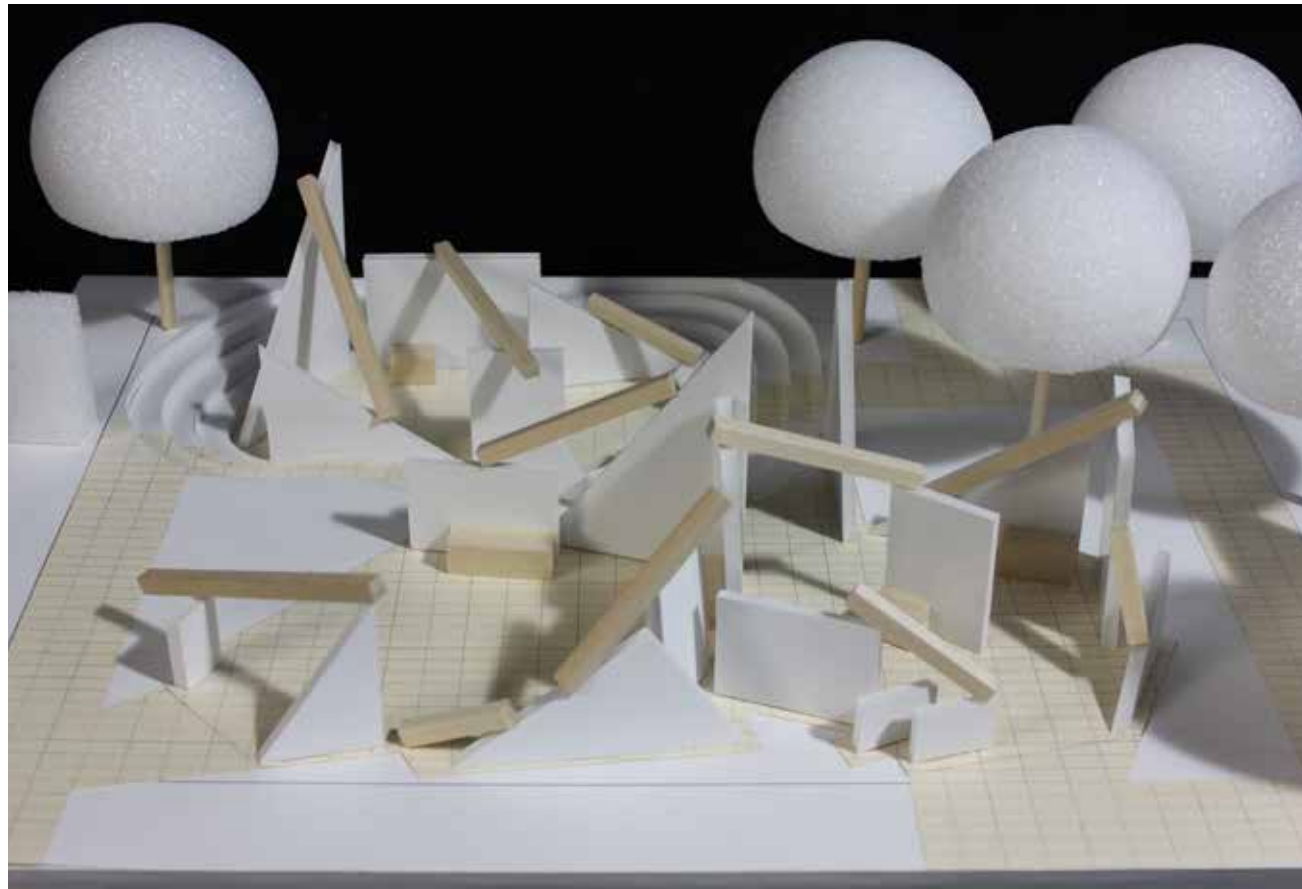
Spatial Sequence

2 Weeks

The objective of this project was to design an outdoor space for Fall, Summer, and Spring. The spaces had to have an overall theme and had to provide seating as well as landscape throughout the specified areas.

The main concept for this project was to have people experience the worst aspects of the seasons. For Summer, the space was open to the west, where the direction of sunlight is the harshest. Seating was also only located in between walls that would bounce the heat off each other. For Fall, wind can be strong, and it generally travels from the north, so a wind funnel was created with walls to take in the wind and funnel it through several pathways. Seating was also located in the areas where the wind is coming from. For the Spring space, rain is a prominent type of weather, so the space is located in a valley where water can accumulate.

The positioning of the walls and the angled positioning of the wood pieces create an organized chaos that visually interacts with the actual chaos of being in the space and experiencing the worst aspects of the seasons.

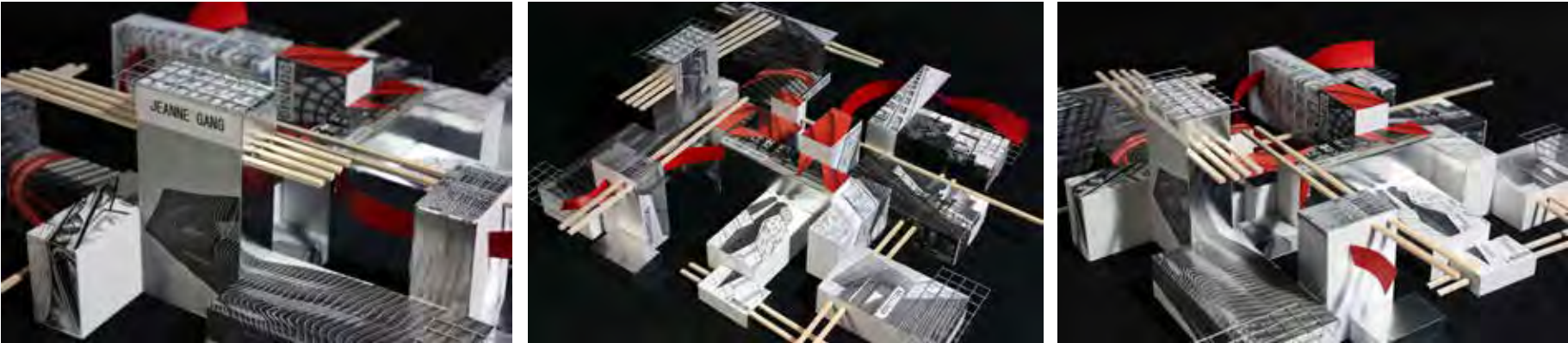
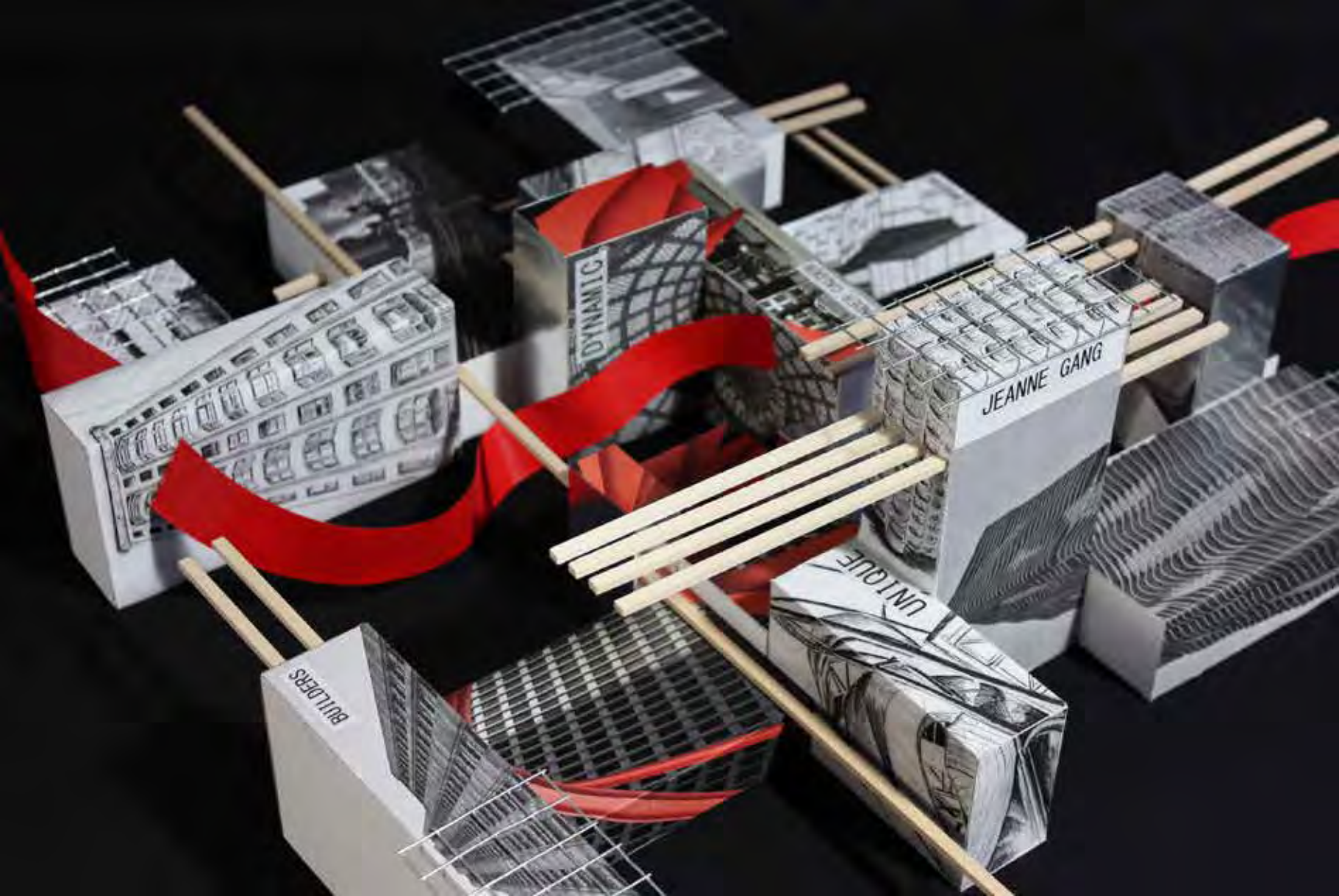
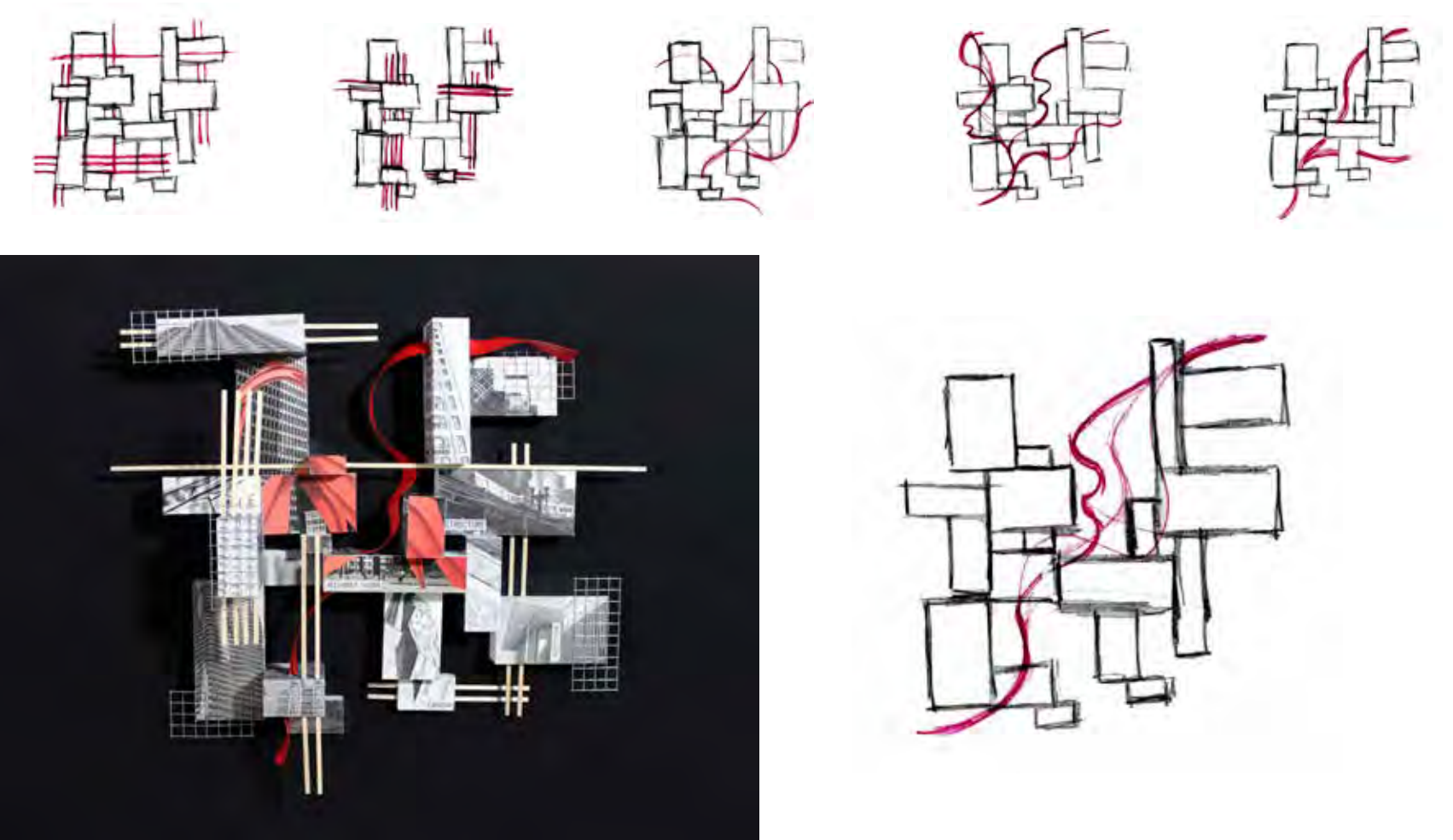


Inspirations Collage

3 Weeks

The objective of this project was to take photographs and create sketches of elements and principles of architecture in Chicago. Using these images, text, a beautiful material, and a found object, a three-dimensional model was to be built from these inspirations.

The solution to this problem was to use Alexander Calder’s *Flamingo* surrounded by Mies Van Der Rohe buildings as the main focal point. These two pieces of architecture separately read as two different elements but when viewed together create a sense of visual balance. In order to capture this feeling, images were wrapped around boxes connected with chicken wire, wood sticks, and sheet metal, representing the grid-like structure of Chicago. A red curve wove throughout the linear elements to signify the moments of organized chaos, showing that there is a balance between structure and dynamism.



Center for Great Lakes Ecology

12 Weeks

The objective of this project was to develop an innovative and thoughtfully designed center to house exhibits, education, and research. The focus would be on sustainability, environmental stewardship, and importantly on educating visitors on water ecology in the Great Lakes region.

To better understand the project, a 1'=1/8" model was developed, as well as a 1'=1/2" detail model and a 1'=1/30" site model. Various drawings and diagrams were also created to further describe the design.

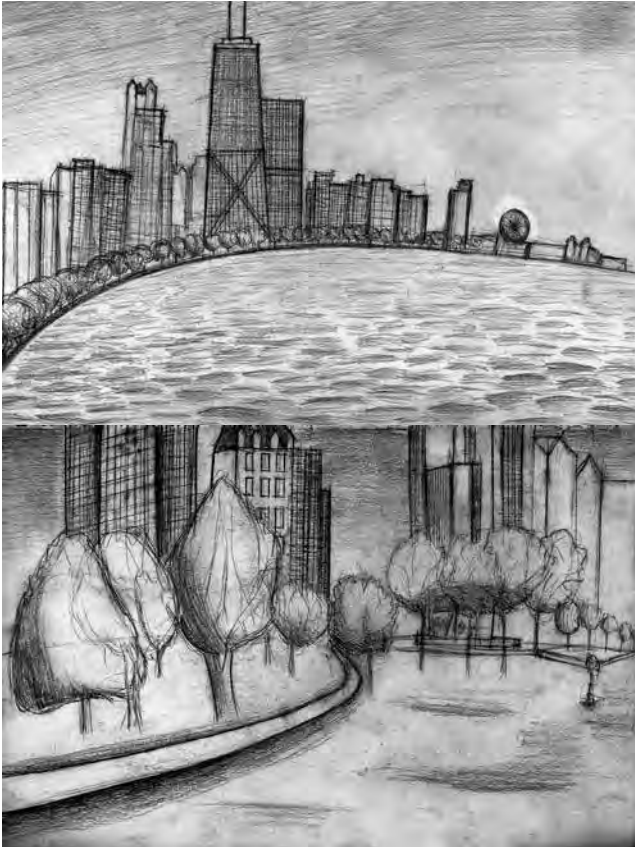
The main concept for this project is the combination of city and nature coexisting with each other. Curved roof forms and a linear, city-gridlike structure positioned partially over the water ignites movement, allowing people to feel the compression and release as they experience the spaces. The close positioning to the water also allows people to move alongside, being fully engaged.



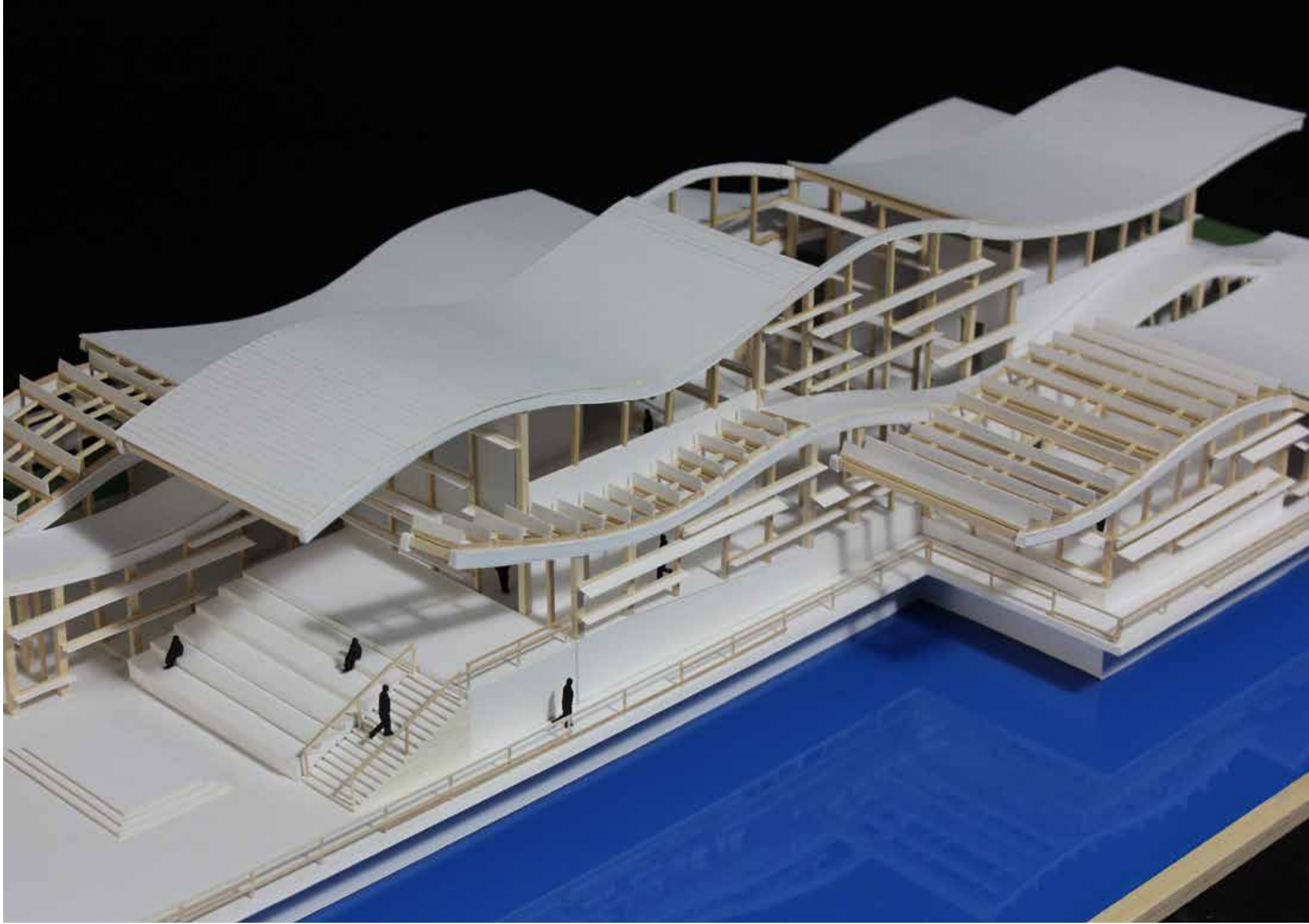
LOCATION: SOUTH OF NORTH AVENUE BEACH - CHICAGO, IL

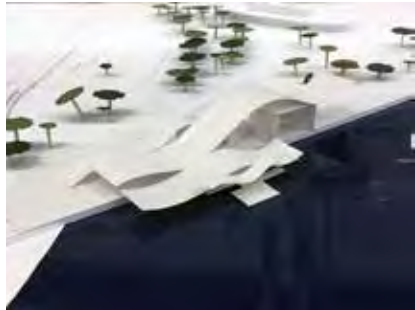


1'=1/30" SITE MODEL

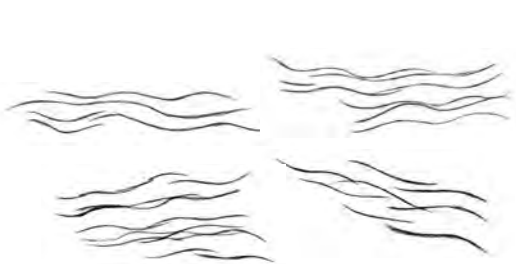


VIEWS FROM SITE

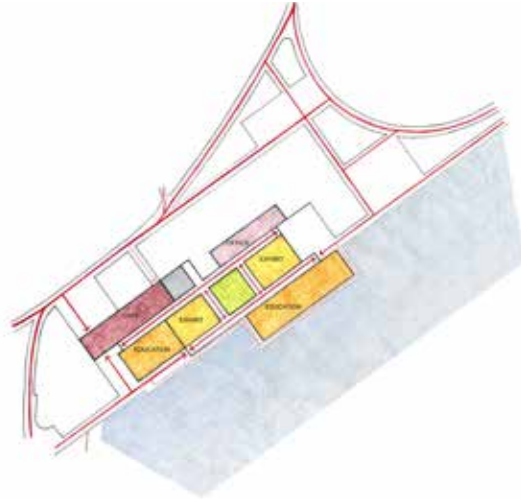




INITIAL SCHEME



CONCEPT SKETCHES



PARTI AND CIRCULATION



STUDY MODELS

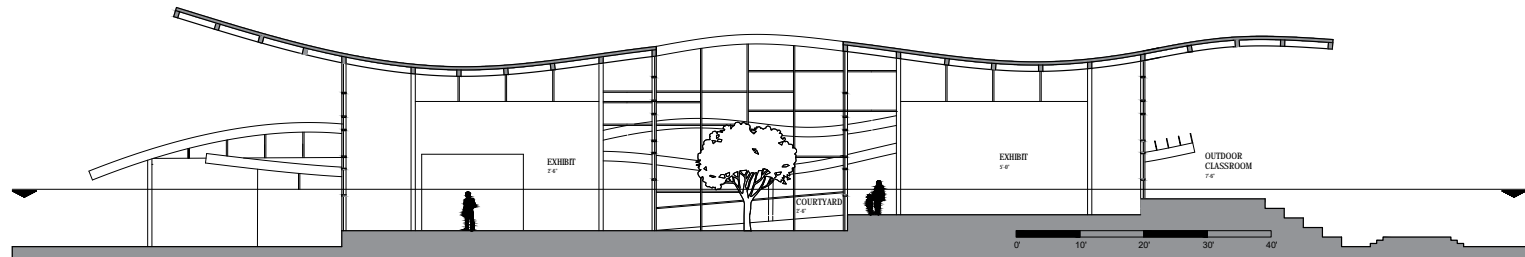


STRUCTURE

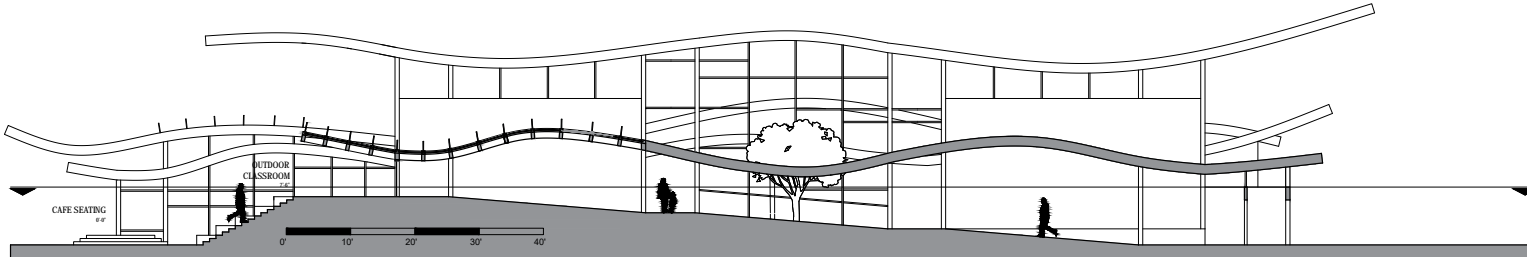


SITE PLAN

SECTION A

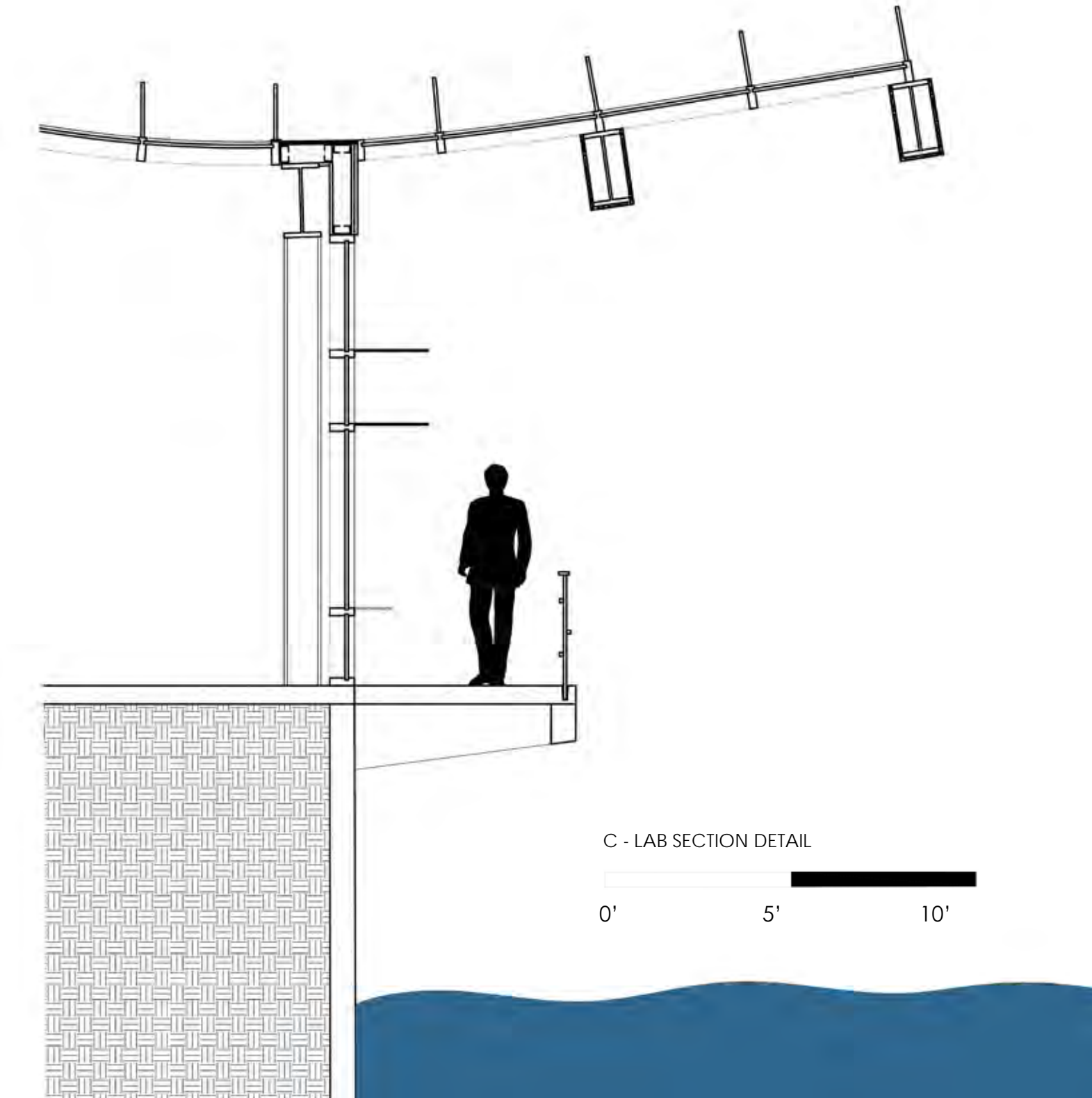


SECTION B

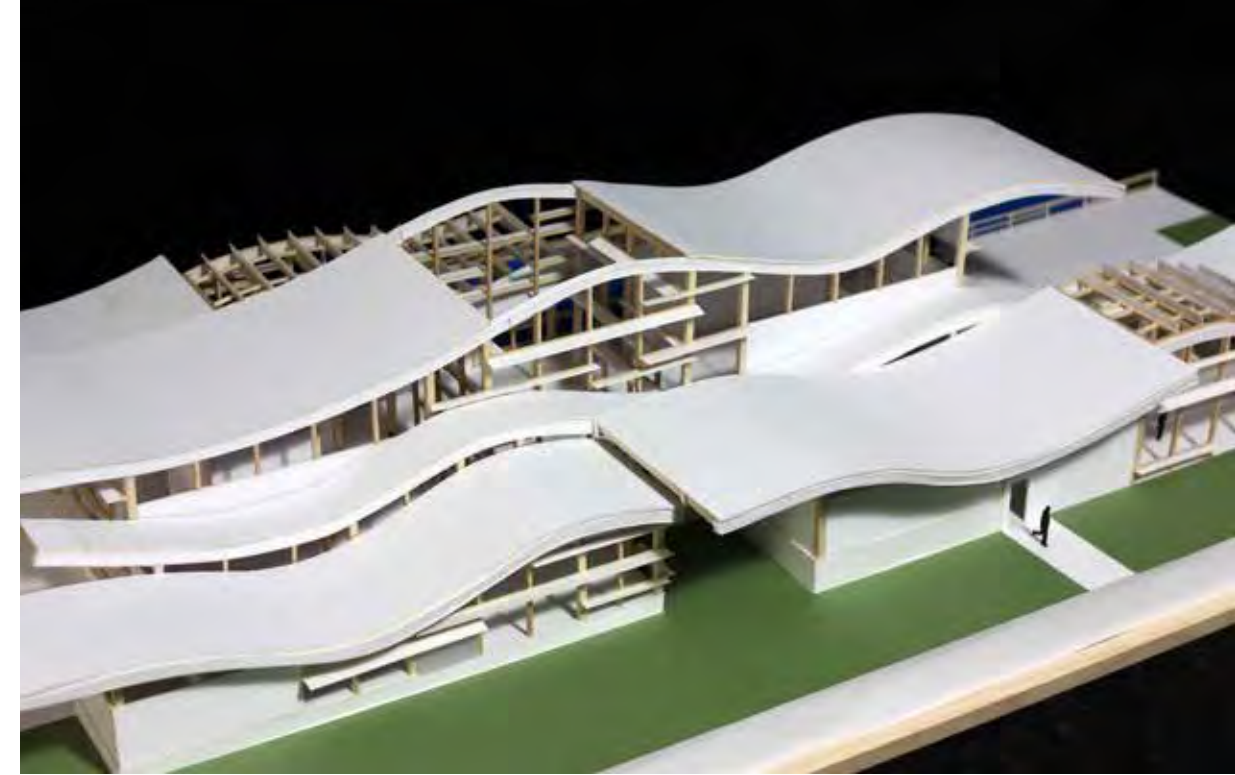




DETAIL MODEL









Spatial Agency
3 Weeks

In a group of four, the objective of this project was to find an underutilized space at the College of DuPage campus and to propose architectural solutions to activate the space. Solutions had to be designed specifically to the space whether interior or exterior.

Our group chose the stairwells in the main building where the stairs lead down to a space about 14' x 14'. Two different solutions were proposed for the stairwell. The first was to have a large seating area that could be used for club meetings and watching films. Acoustical panels that lead up the stairs are both used for a rhythmic design and for sound control. The second proposal was to have the space below be an art gallery for students' work. A large, transparent shelf that goes up also houses students' work and makes it appear as if the work is floating.

Overall, the main idea was to propose several options for the stairwell because the main building at COD has many of them and having each one be unique would allow students to be able to locate where they are in the building and be able to find use in a very small space.



Urban Infill
12 Weeks

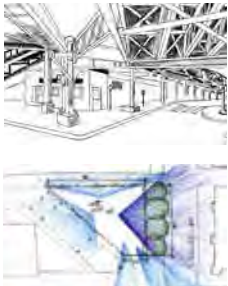
The objective of this project was to design a gallery, studio, and artist’s residence in the River North Gallery District in Chicago. Three pieces of artwork were chosen, and a gallery space had to be designed for each of them plus an installation gallery for temporary exhibits for the artist in residence. The first piece of artwork chosen was a sculpture by Donald Judd called “Untitled.” A large space was designed for the artwork and was hidden from the outside. It is located next to the train so passengers may catch a glimpse of the artwork, but would have to come to see what the people inside the gallery are looking at. The second piece was a cultural artifact of a Burden Basket made by the Pomos, a Native American tribe located in California. The gallery space for this piece was hidden in the back and had a low ceiling to create an intimate space and is small enough so viewers can be up close and experience the small details of the work. The final piece was a painting called “Interchanged” by Willem de Kooning and this piece is in an area with controlled lighting to preserve it and is the first piece people traveling up to the second floor see.

The main concept for the design of the building was plate tectonics. Floor plates were manipulated to act as shifting plates that were lifted up and down to create sublevels within each main level. Ramps and steps leading to each of these spaces created access to terraces on varied levels and overall, created movement. The outdoor terraces gave views to people on other levels and also unified them by providing all of them views to the city. The open atrium in the upper floors created lines of sight to other galleries on other levels and allowed viewers to witness the movement of floor plates as people used the space.

The design for the facade became a series of angled sunshades due to the uneven matching of the floor plates. The large, vertical sunshades give ample shade in one direction, but create a visual hierarchy in comparison to the smaller, horizontal sunshades throughout the exterior. The horizontal shades protect the interior more often throughout the day, but visually contrast with the vertical shades, giving a delicate appearance.



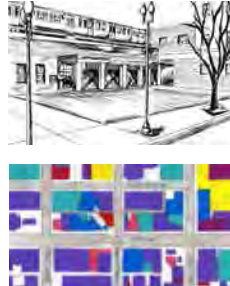
LOCATION: CHICAGO AVENUE
AND FRANKLIN STREET



LINES OF SIGHT
■ ANNUAL-YEAR
■ SEMI-YEAR (WINTER VIEWS)

CIRCULATION
■ AUTOMOBILES
■ TRAINS
■ PEDESTRIANS
■ DIVVY BIKE STATION
■ BUS STOP

SITE ANALYSIS



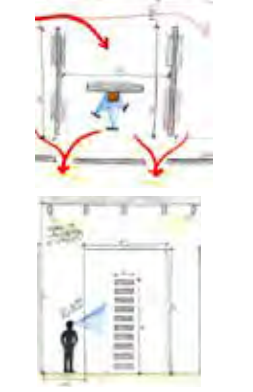
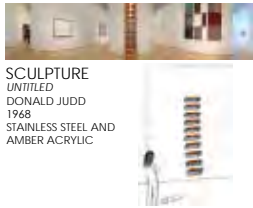
TYPES OF SPACES
(TYPICALLY COMMERCIAL ON BOTTOM
AND HOUSING ABOVE)

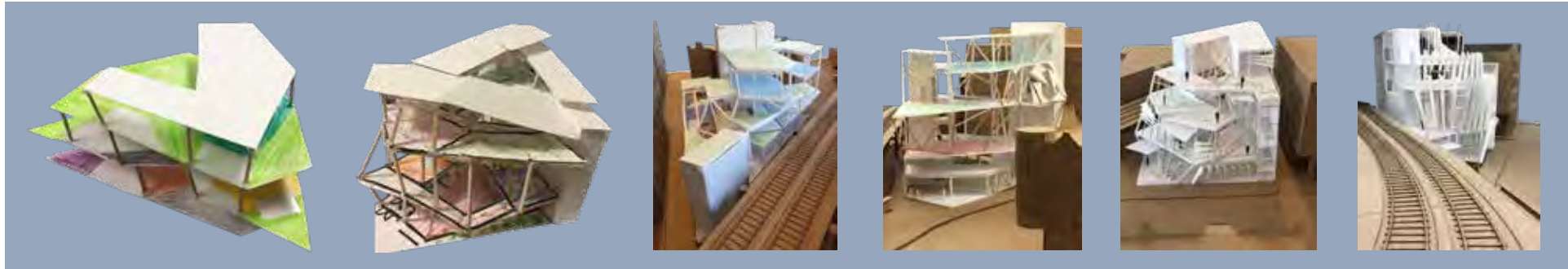
■ GALLERIES
■ SCHOOLS
■ PARK SPACES
■ EATING
■ RETAIL/OFFICE
■ PARKING
■ UNKNOWN/VACANT

NOISE



ARTWORK ANALYSIS





PROCESS MODELS - 1/32"=1' and 1/4"=1'



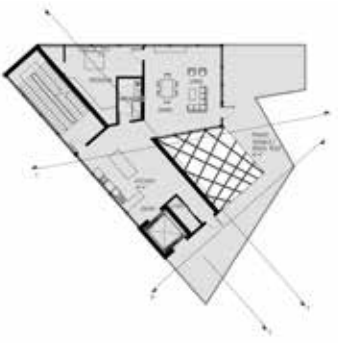
LEVEL 1



LEVEL 2

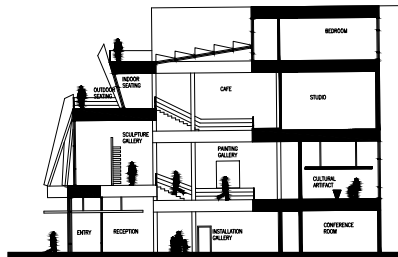


LEVEL 3

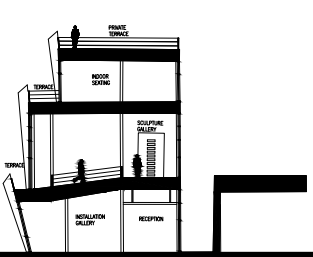


LEVEL 4

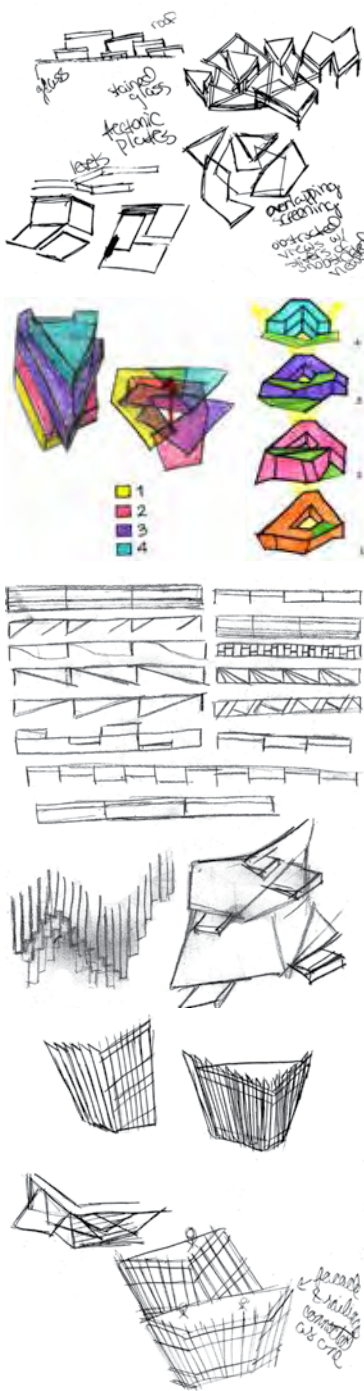
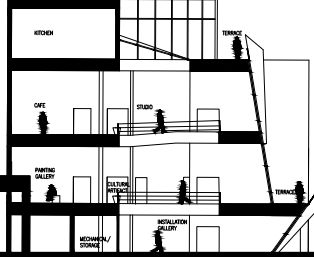
SECTION A



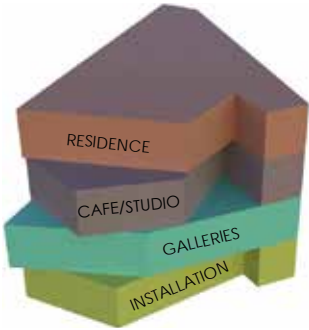
SECTION B



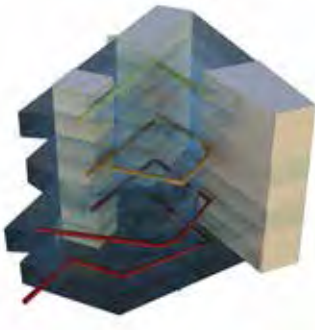
SECTION C



CONCEPT SKETCHES



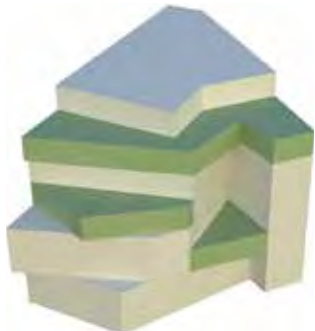
ORGANIZATION



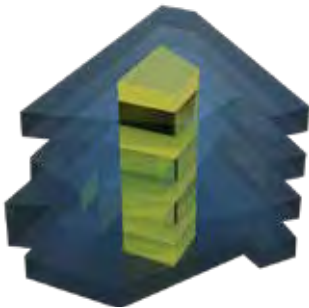
CIRCULATION



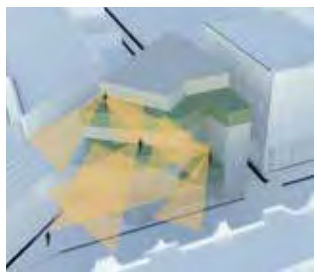
MOVEMENT OF FLOOR PLATES - PLATE TECTONICS



OPENING OF TERRACES CIRCULATING THE BUILDING

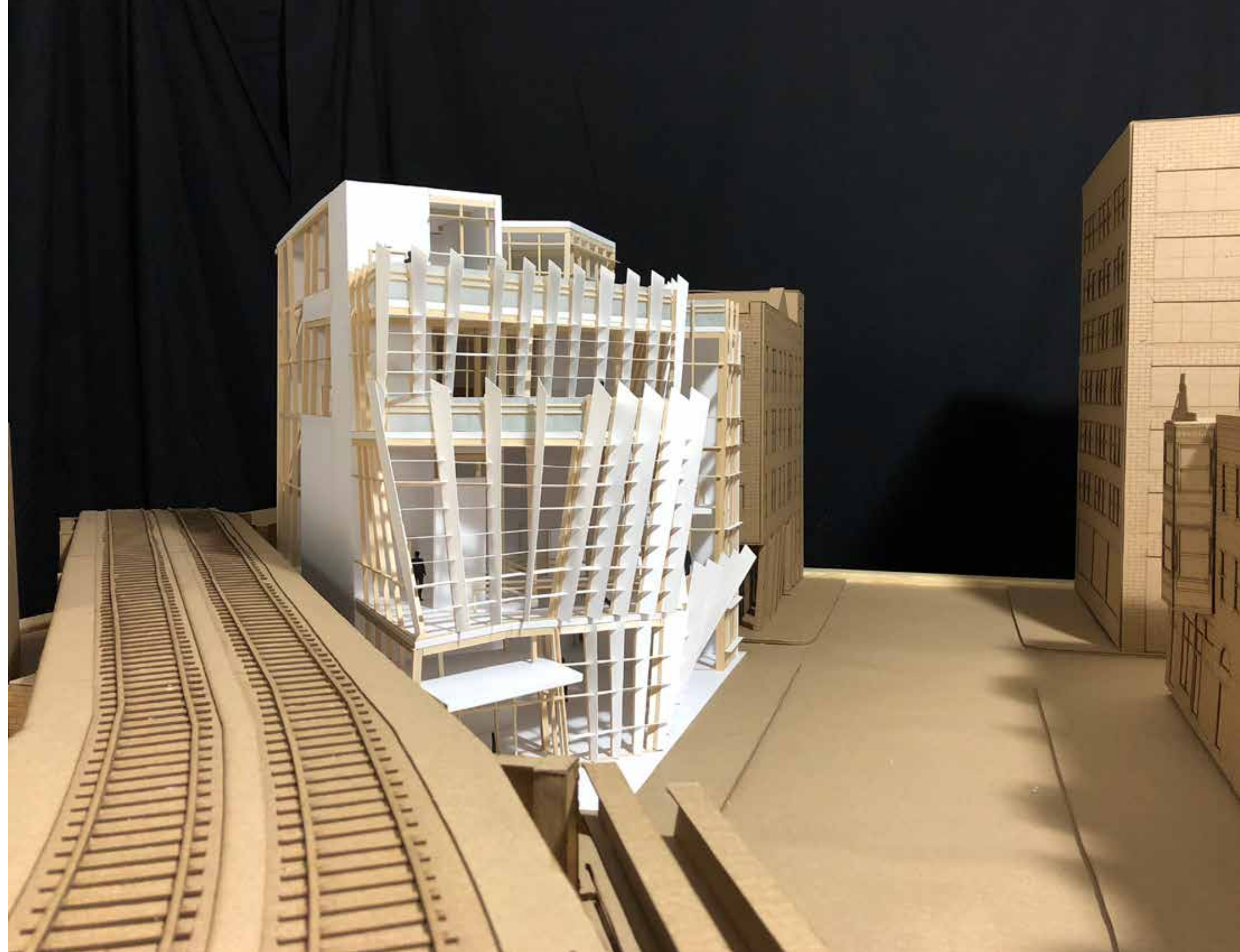
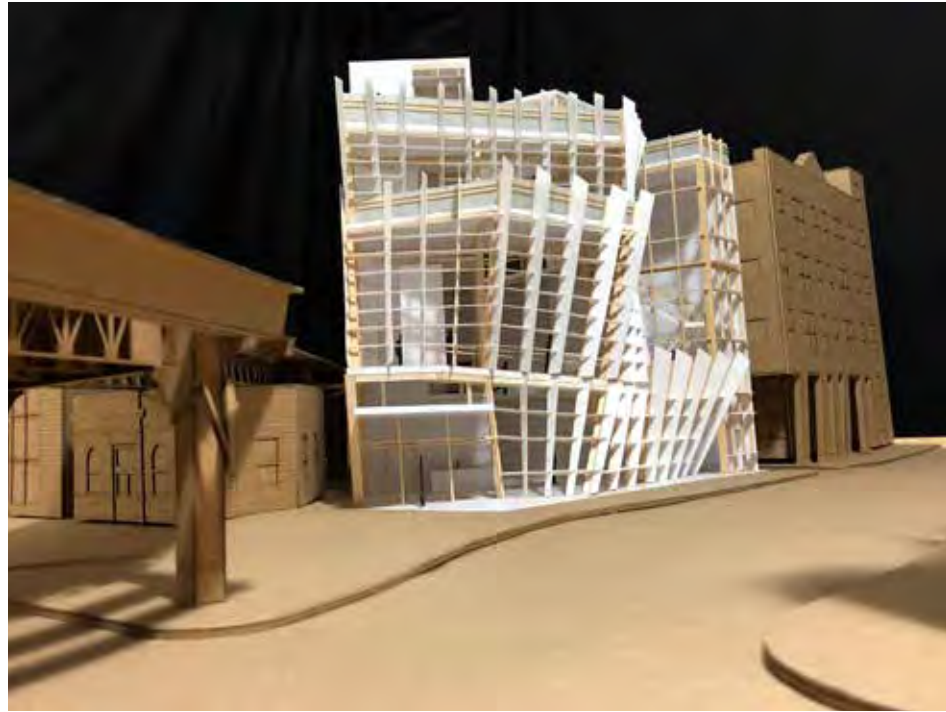


OPEN ATRIUM TO ALLOW SUNLIGHT IN AND GIVE VIEWS TO DIFFERENT LEVELS



GIVING VIEWS AND INTERACTIONS TO OTHER LEVELS THROUGHOUT THE BUILDING AND CITY







Tugendhat Chair and Wine Glass

2 Weeks

The objective of this assignment was to recreate Mies Van der Rohe’s Tugendhat Chair and a wine glass. The goal was also to test out different materials, using the ART Renderer in 3DS Max.



Eames Chair

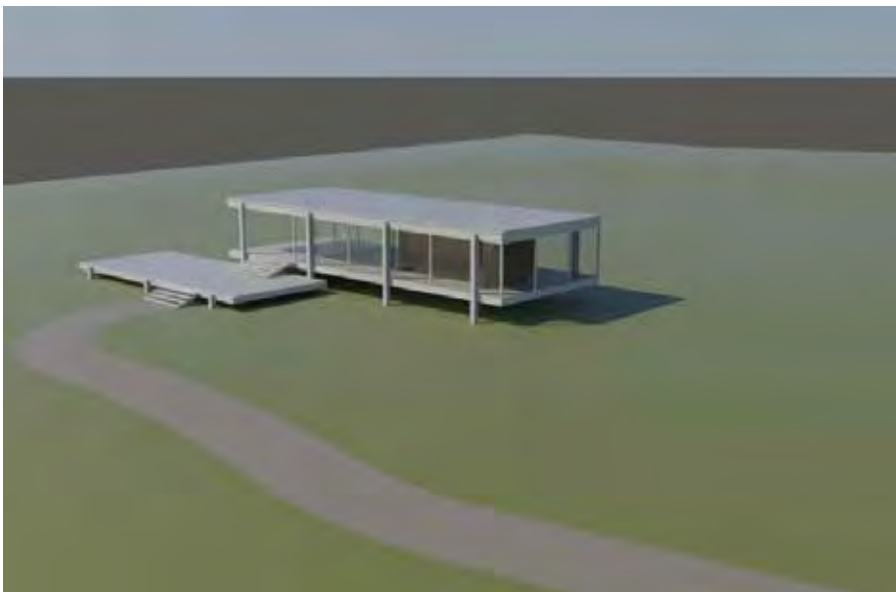
1 Week

The objective of this assignment was to recreate a pre-designed chair using Rhino and then exporting it into 3DS Max to add material and render. The chair was of a design inspired by Ray and Charles Eames.



Farnsworth House
4 Weeks

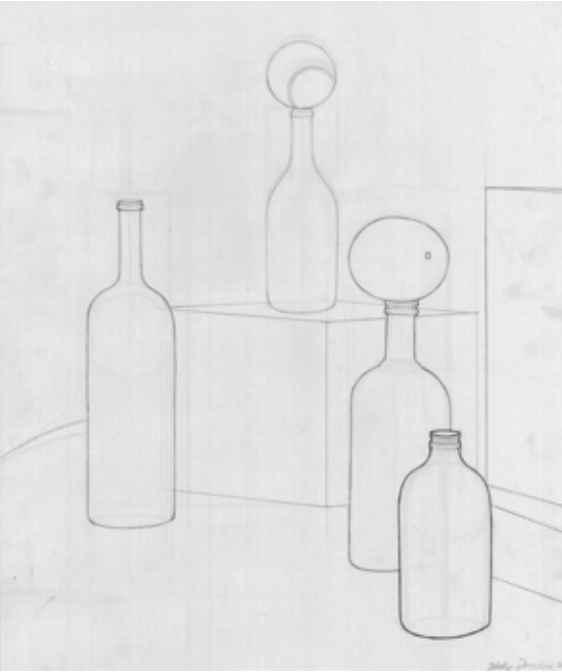
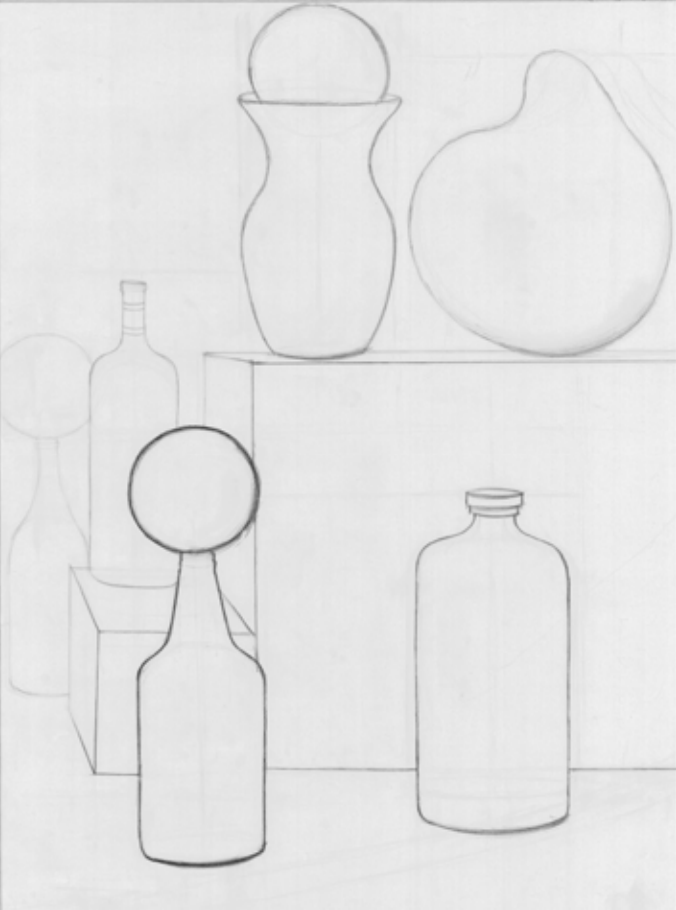
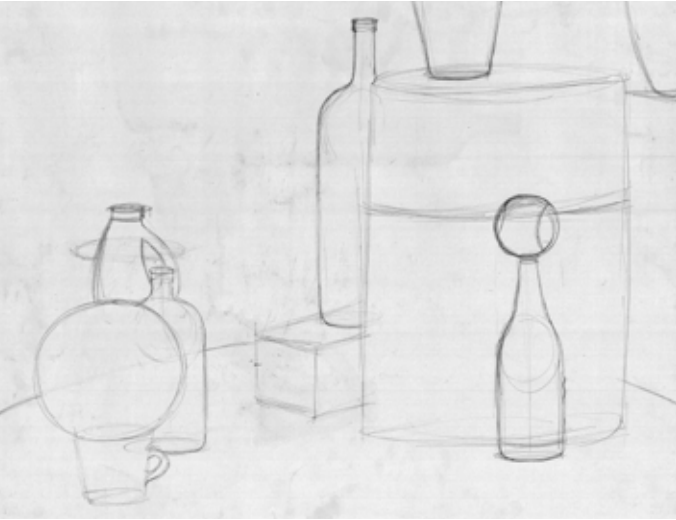
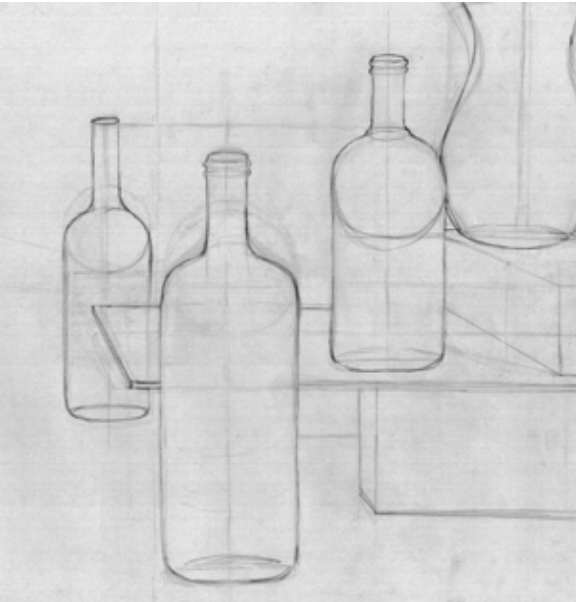
The objective of this project was to recreate Mies Van der Rohe's Farnsworth House in Plano, Illinois. This project used programs such as AutoCAD, 3DS Max, and Google Sketchup, and emphasized the usage of the ART Renderer in 3DS and the VRAY Renderer in Sketchup to further develop rendering skills.



Compositions
3 Weeks

Pencil

16" x 20"





Tea Time

2 Weeks

Pencil

16" x 20"

Flowers

1 Day

Ink

8.5" x 11"

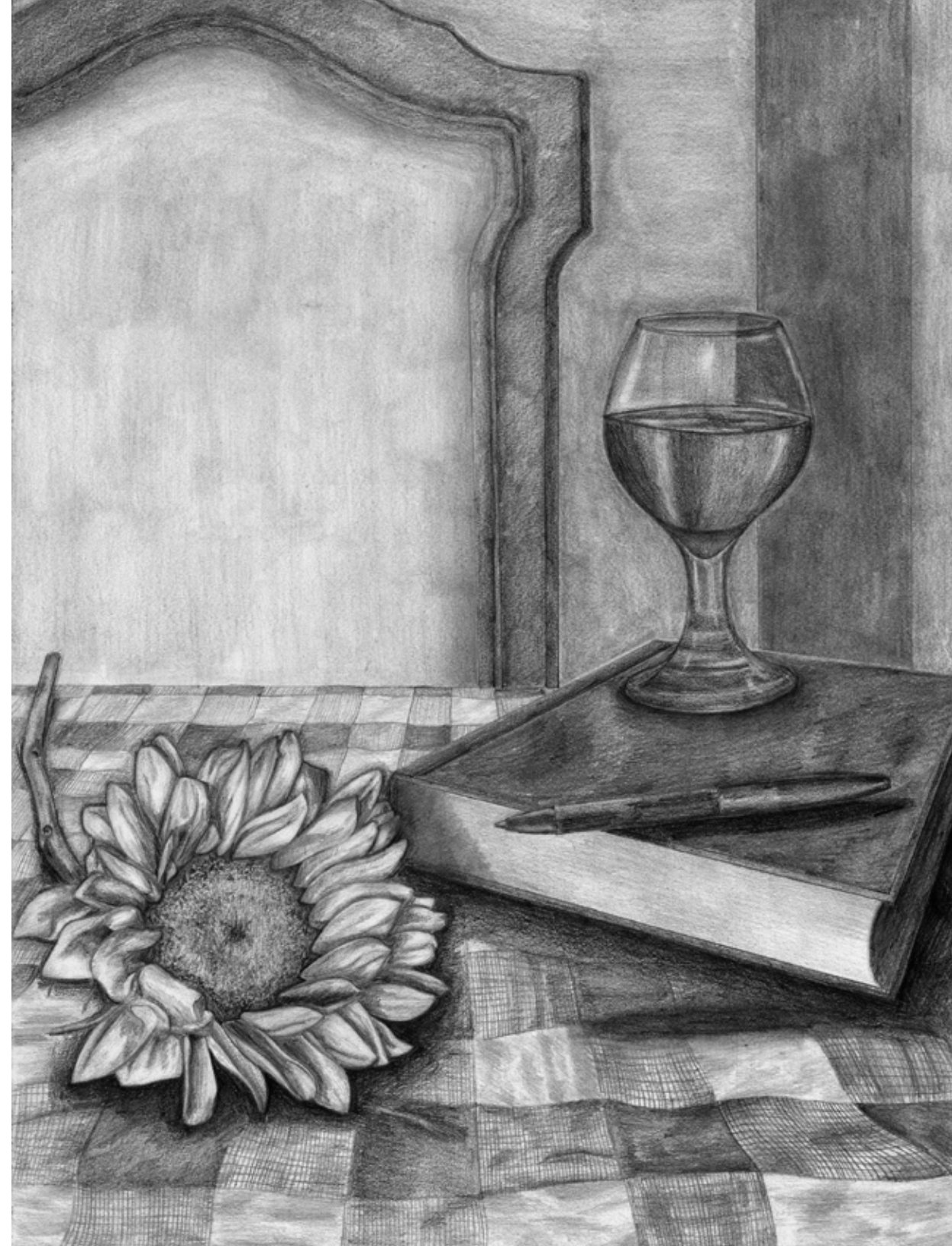


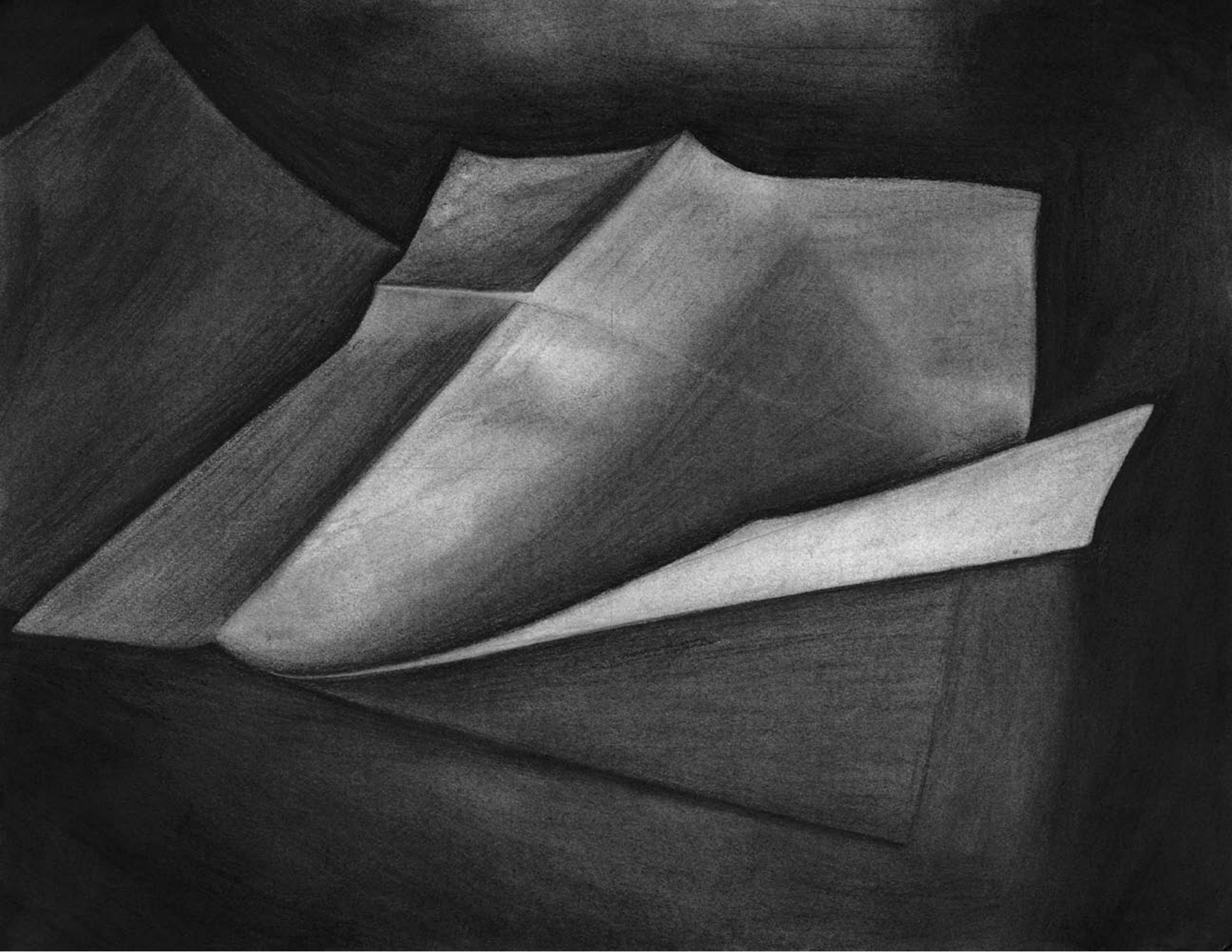
In the Moment

2 Weeks

Pencil

12" x 16"





Folding Paper

1 Week

Charcoal

14" x 18"



Peaks and Valleys

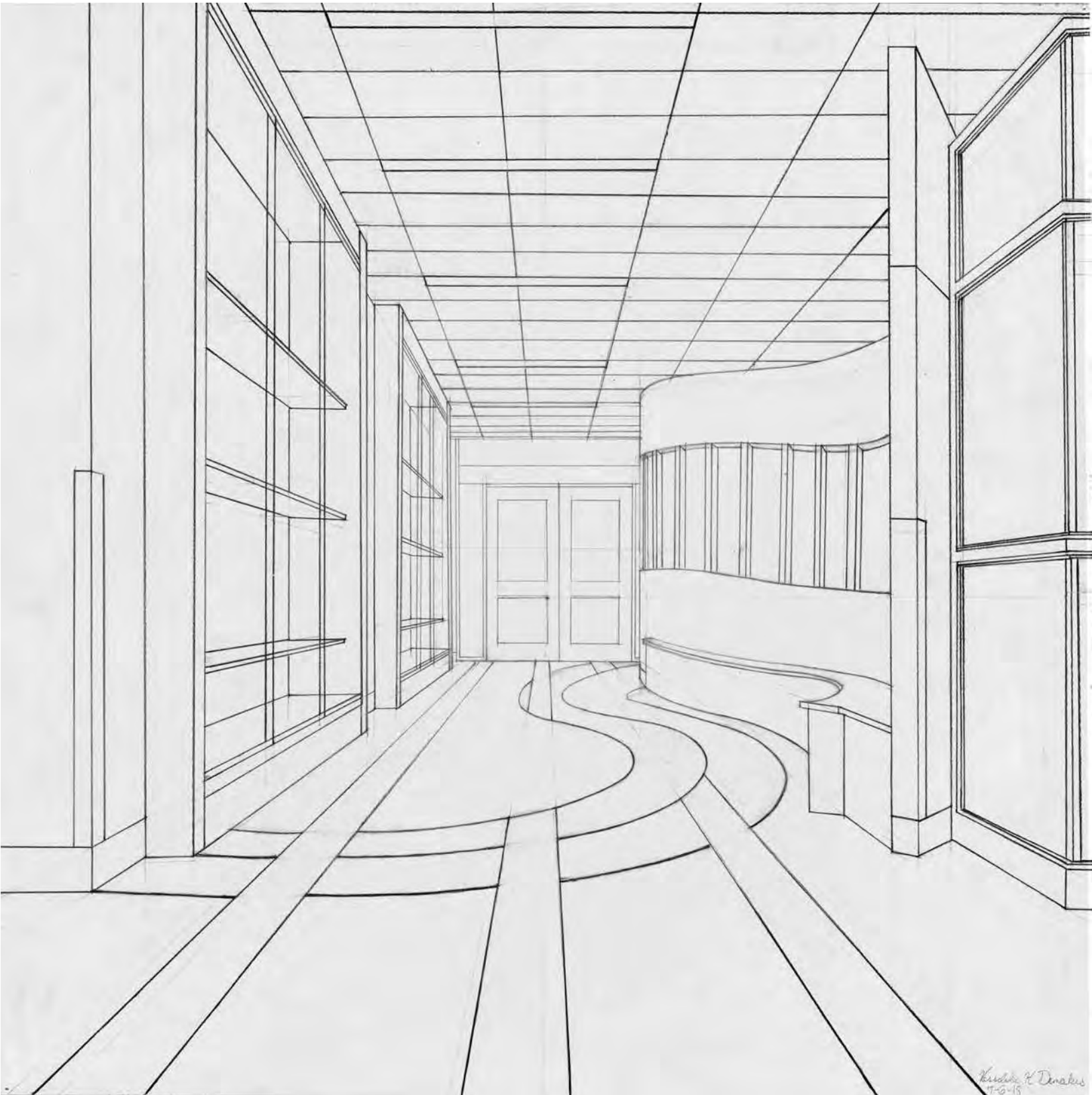
1 Week

Conte Crayons

14" x 18"

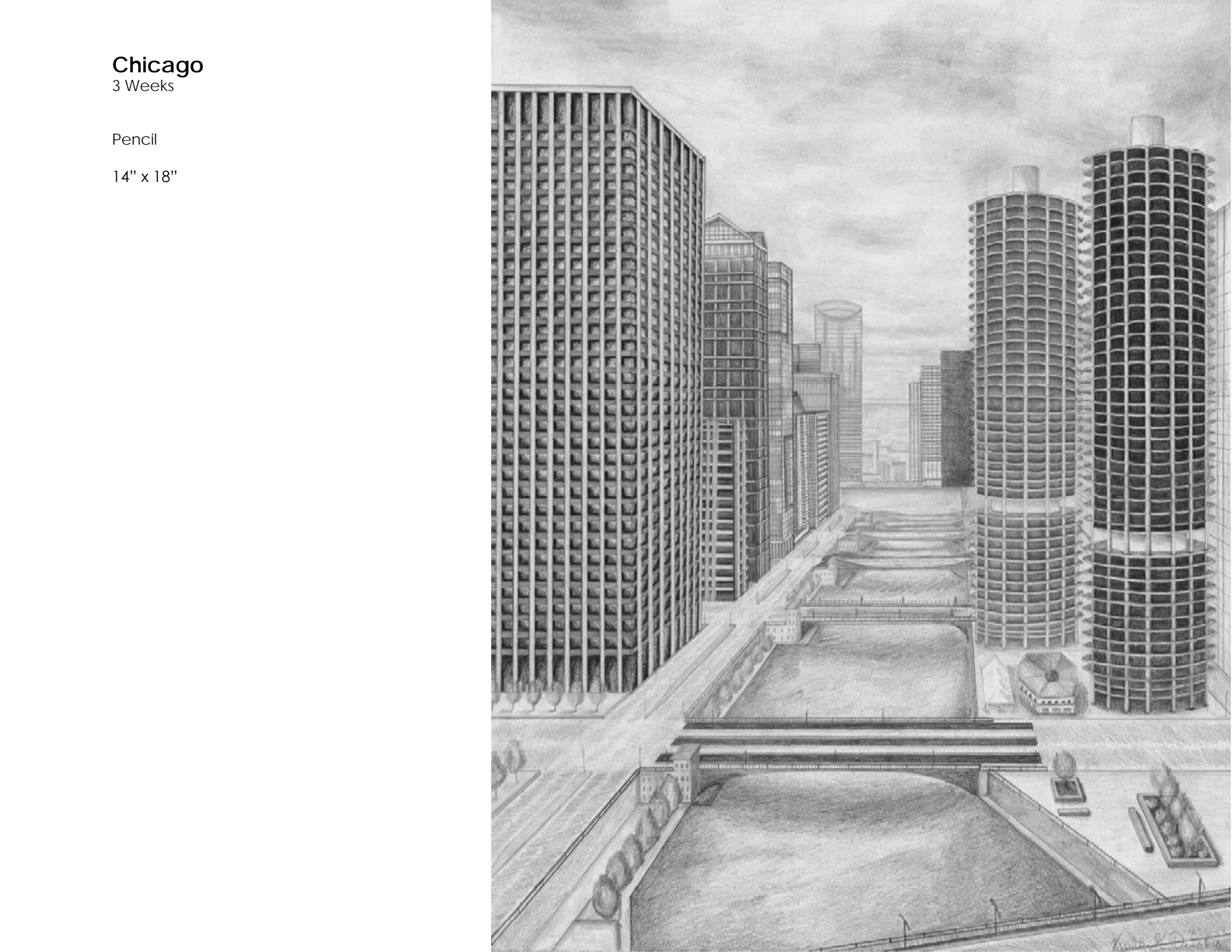
Interior Perspective
2 Weeks

Pencil
16" x 16"



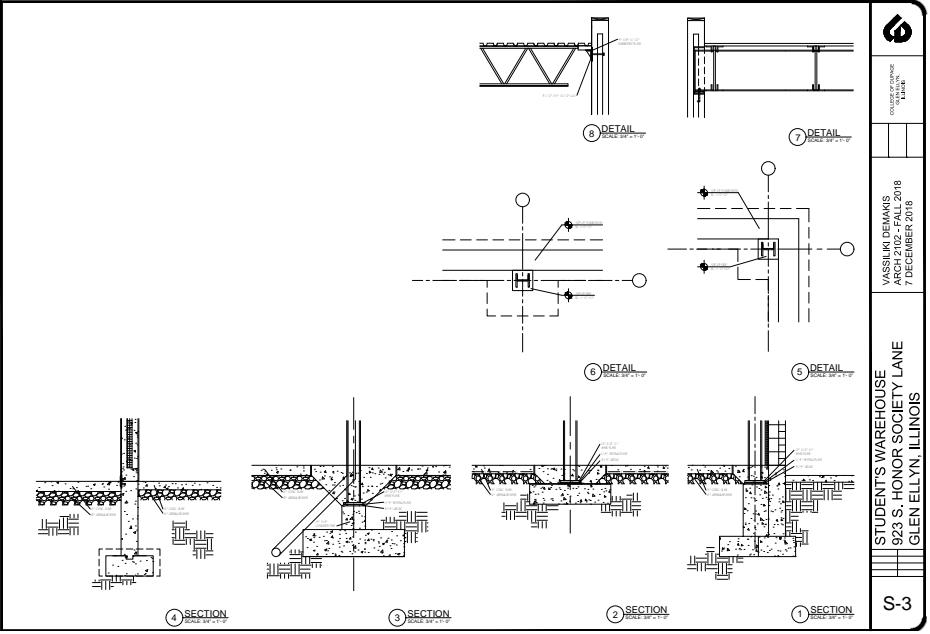
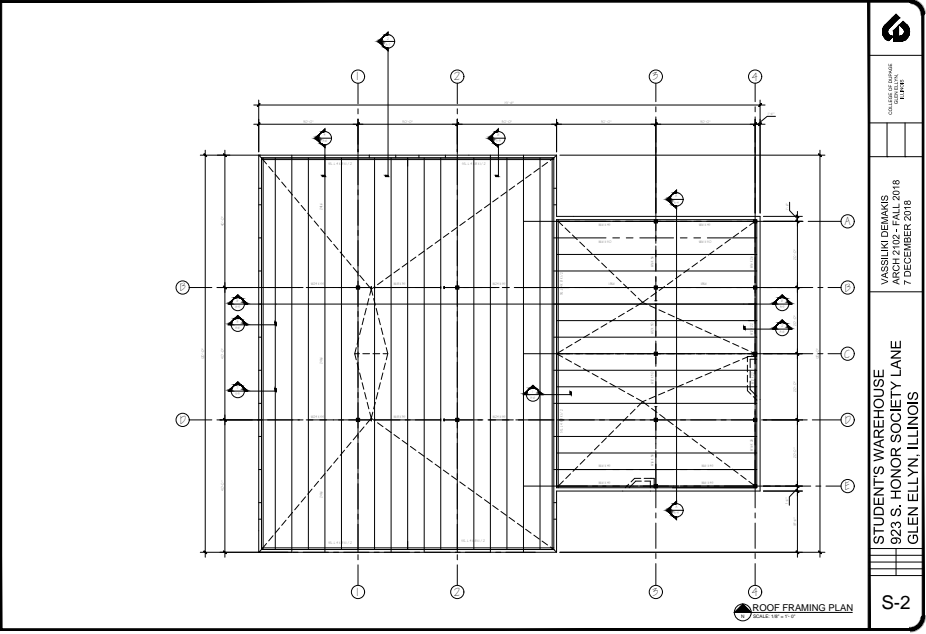
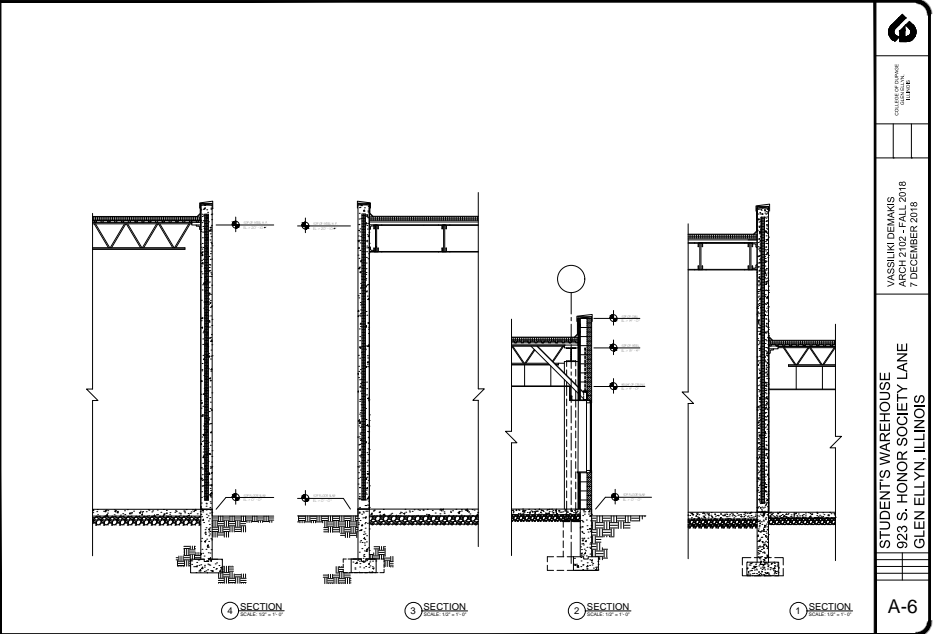
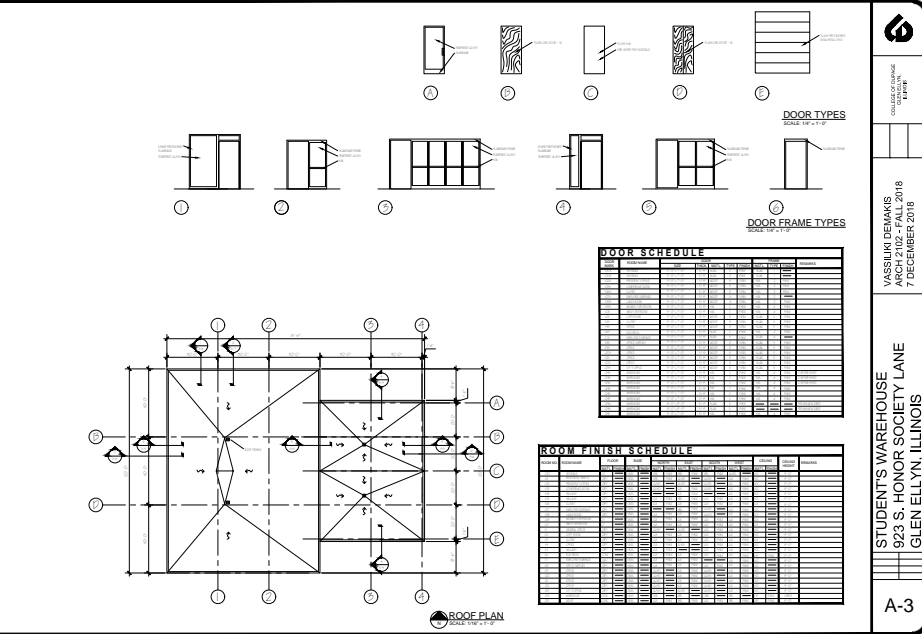
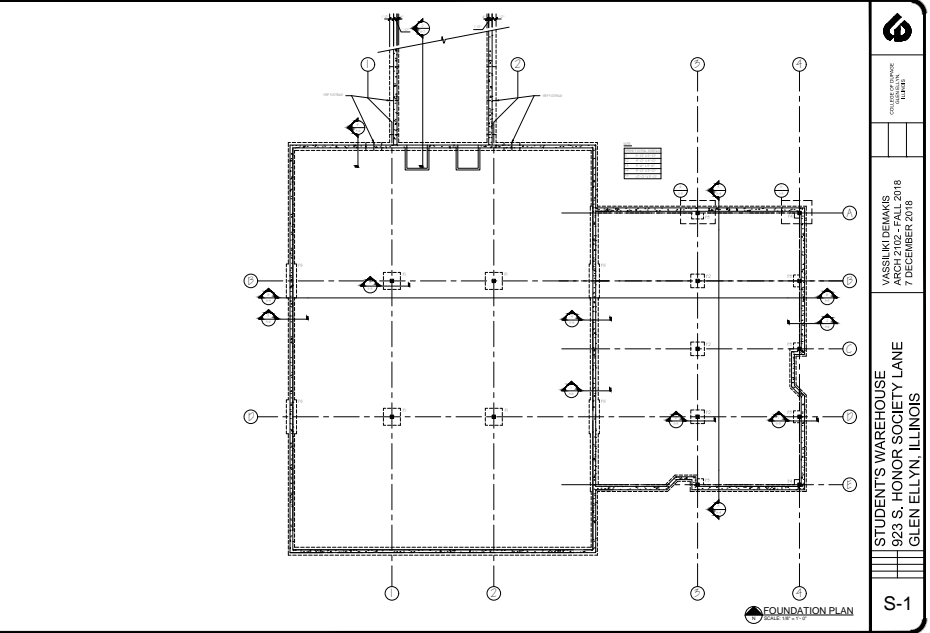
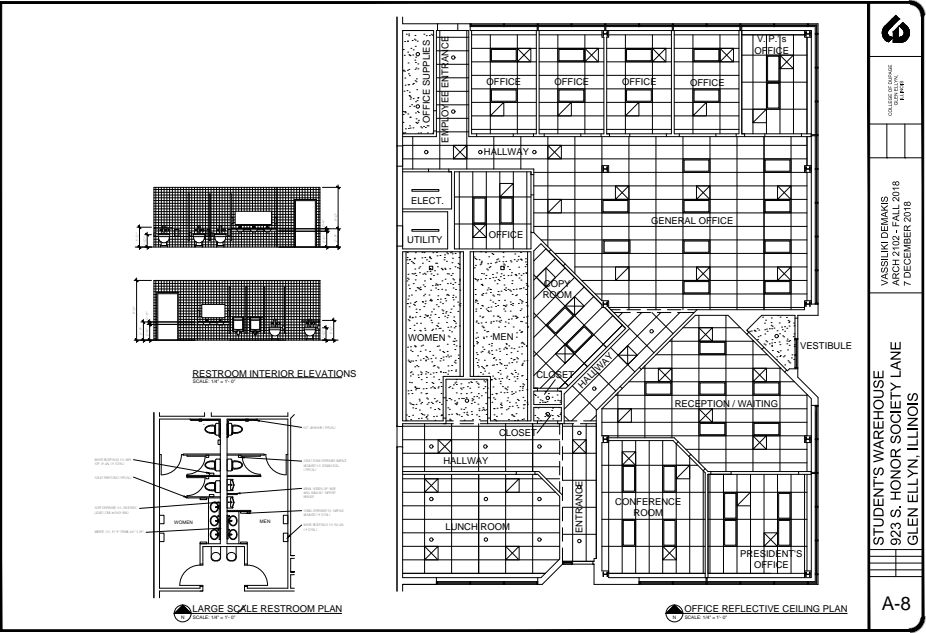
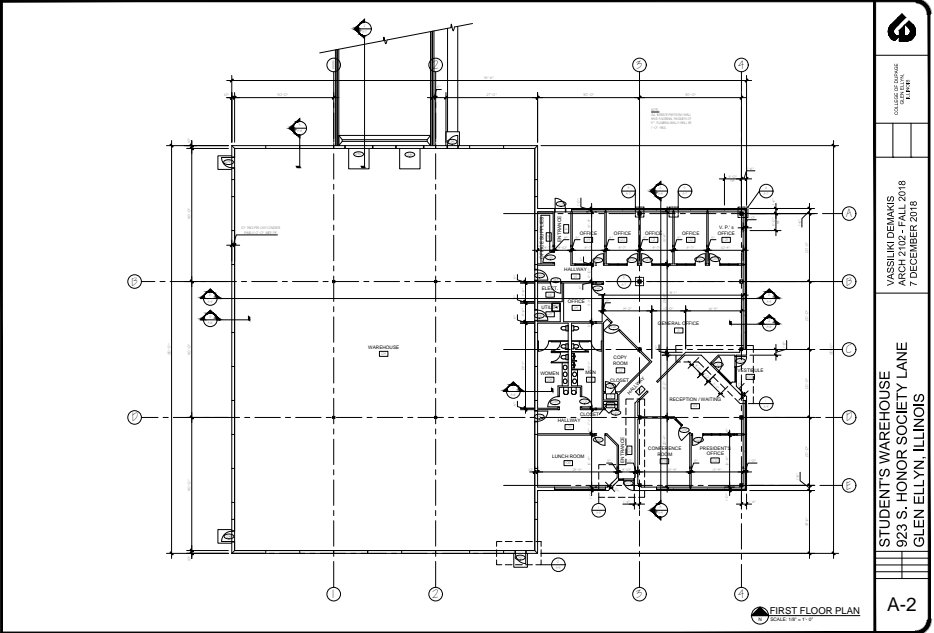
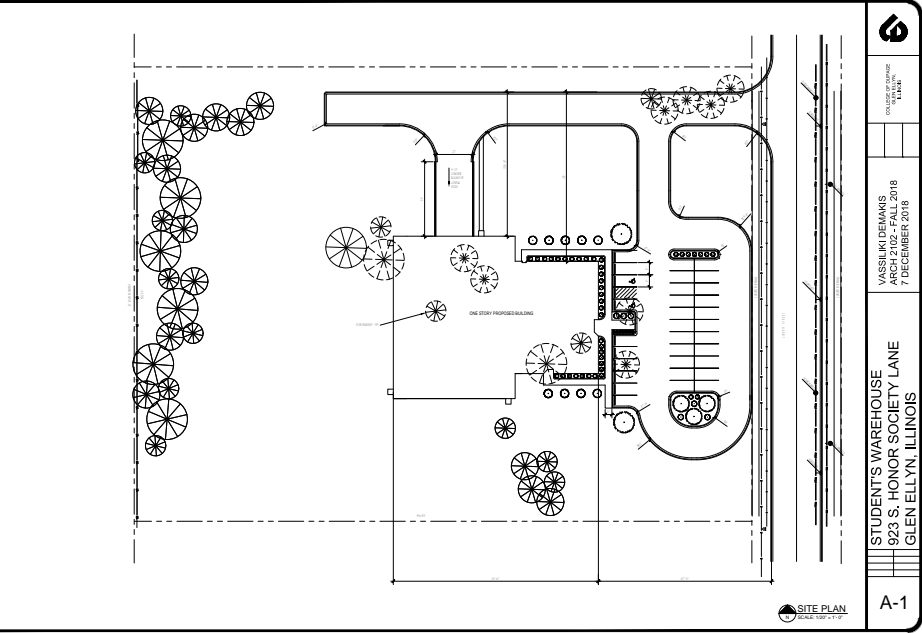
Chicago
3 Weeks

Pencil
14" x 18"



Office/Warehouse Construction Drawings

16 Weeks



Design Build - Prairie Meeting Point & Community Farm Gathering Space

8 Weeks

Over the course of 8 weeks, with a group of 15 students, the goal of this project was to design and build a pavilion that would serve as a meeting point for COD's Prairie Tours as well as a resting place for the COD Community Garden and Fuel Pantry.

Students developed a range of ideas and were communicated both through physical and computer models. Regular presentations to the clients as well as the building code officials of Glen Ellyn gave a real-life experience to building a structure. After each critique, ideas were consolidated, and students formed larger groups, working together to achieve a design that was desirable to the client and was also able to be constructed in the last three weeks of the course.

The final design emphasized a large amount of seating and at multiple levels, allowing people to use the space in a variety of ways. The roof pattern evolved into a series of 1x4s and 1x2s that were positioned above and below 2x4s, making the roof have a delicate, wing-like appearance that provided ample amount of shade to the space.

Taking this course took students through the entire designing and building process that can be expected in the real world of design. Architecture students especially get accustomed to designing in the studio, creating digital and physical models of a structure, so being able to build what was designed allowed each student to gain and strengthen their skills in construction as well as designing for a real client.



PROCESS



STUDY 1: MULTIPLE SCHEMES

STUDY 2: A-FRAME SCHEME



FINAL DESIGN AND MODEL AT SCALE: 1 1/2"=1'







