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ARCHITECTURAL DESIGN COMMUNICATION

Color Composion

Texture Collage

Perspective Journey

Shoe Contour Drawing

Still Life

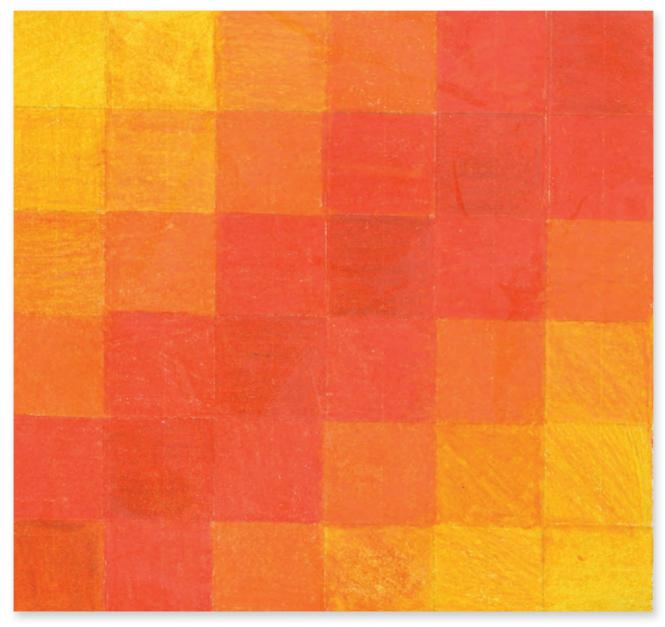
Barcelona

COLOR COMPOSITION

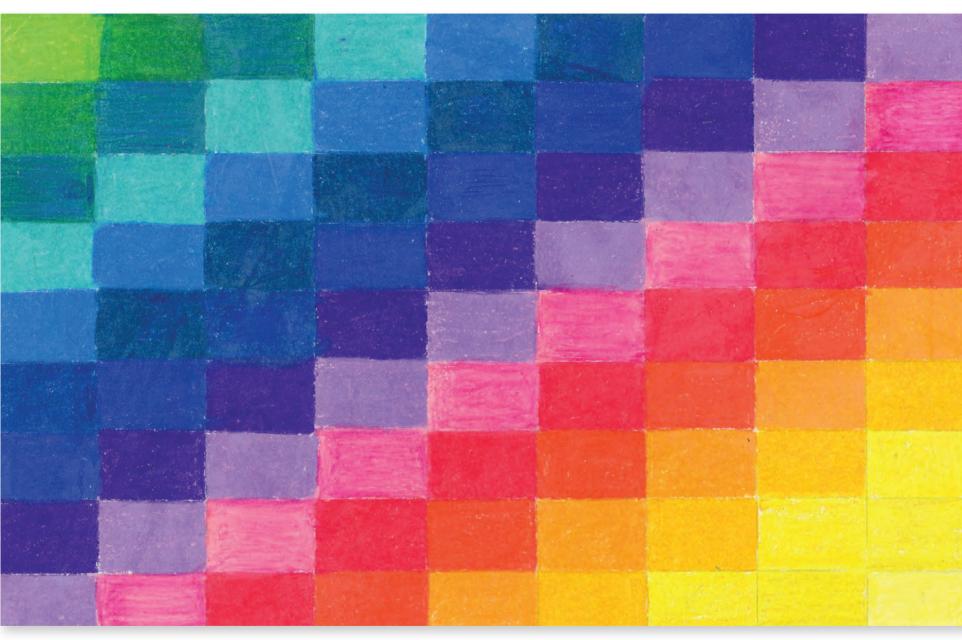
Architectural Design Communication
1 week Project

OBJECTIVE:

Using the color wheel and to study the color monochromatic and spectrum.



MONOCHROMATIC



SPECTRUM

TEXTURE COLLAGE

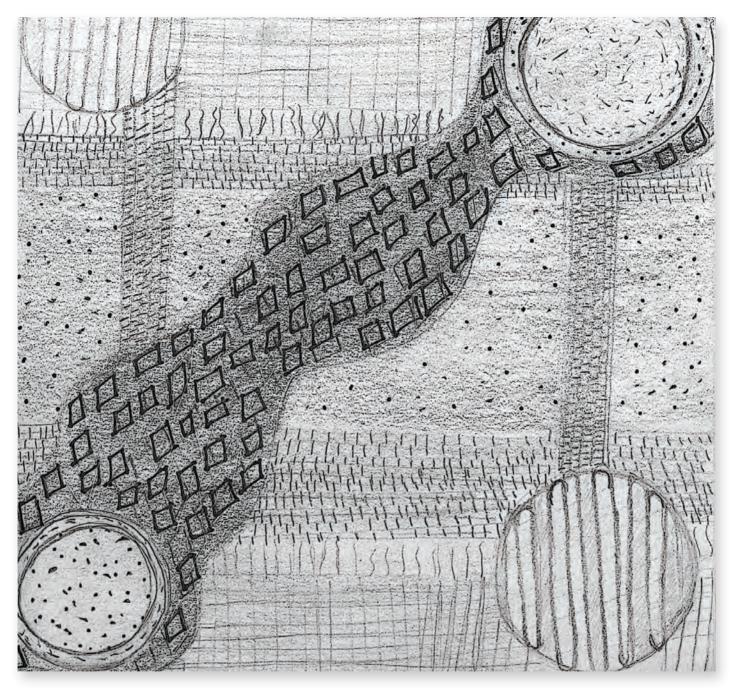
Architectural Design Communication
1 week Project

OBJECTIVE:

To build up drawing skills by using studied materials in a collage then recreated in a hand drawing to strengthing drawing skills.



COLLAGE



SKETCH



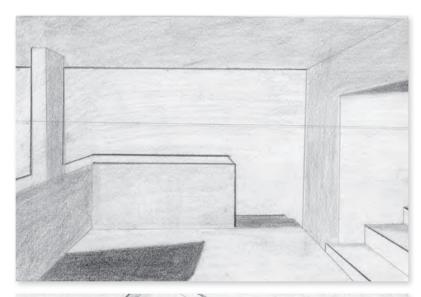
SAMPLES

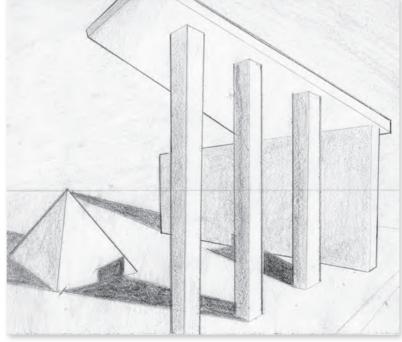
PERSPECTIVE JOURNEY

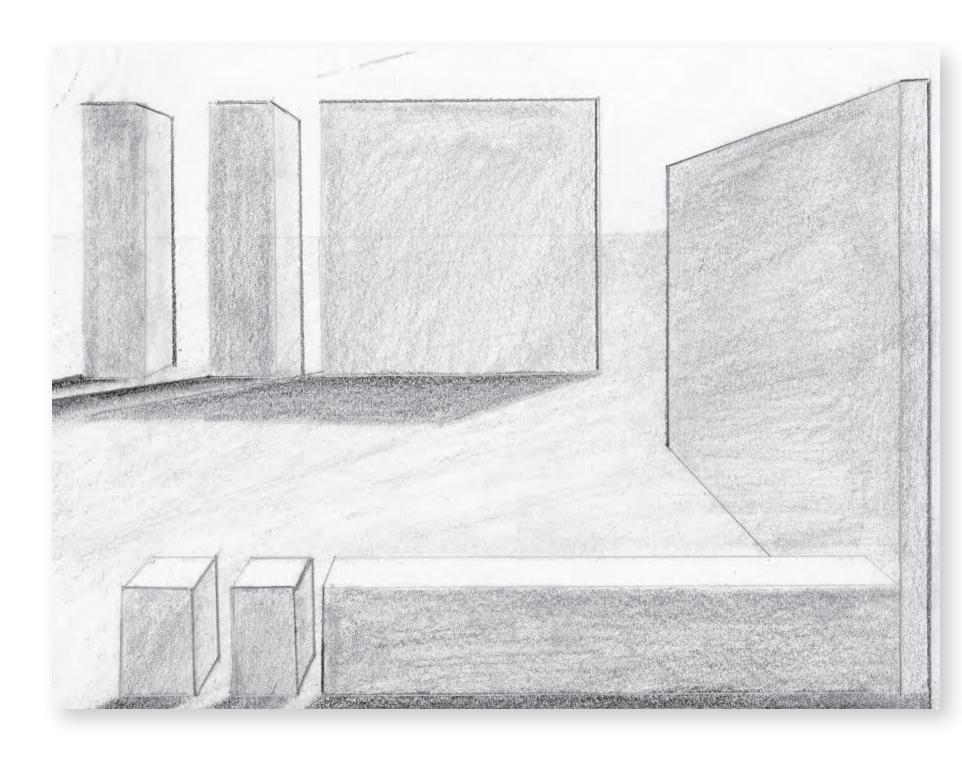


OBJECTIVE:

To create one-point and two-point perspectives of spaces using a simple geometric forms, and to calculate shaddows to understand the relationship between light, shapes, and shadows.







SHOE CONTOUR DRAWING

Architectural Design Communication
1 week Project

OBJECTIVE:

Draw a shoe and itssection using contour lines to develop hand drawing skills.



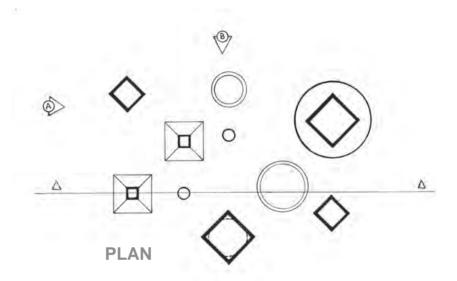


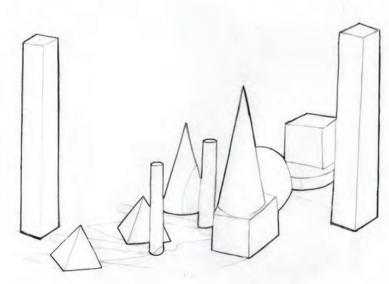


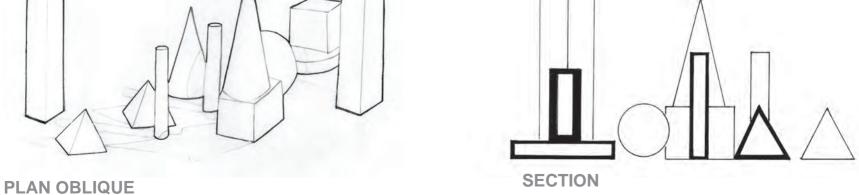
Architectural Design Communication 3 week Project

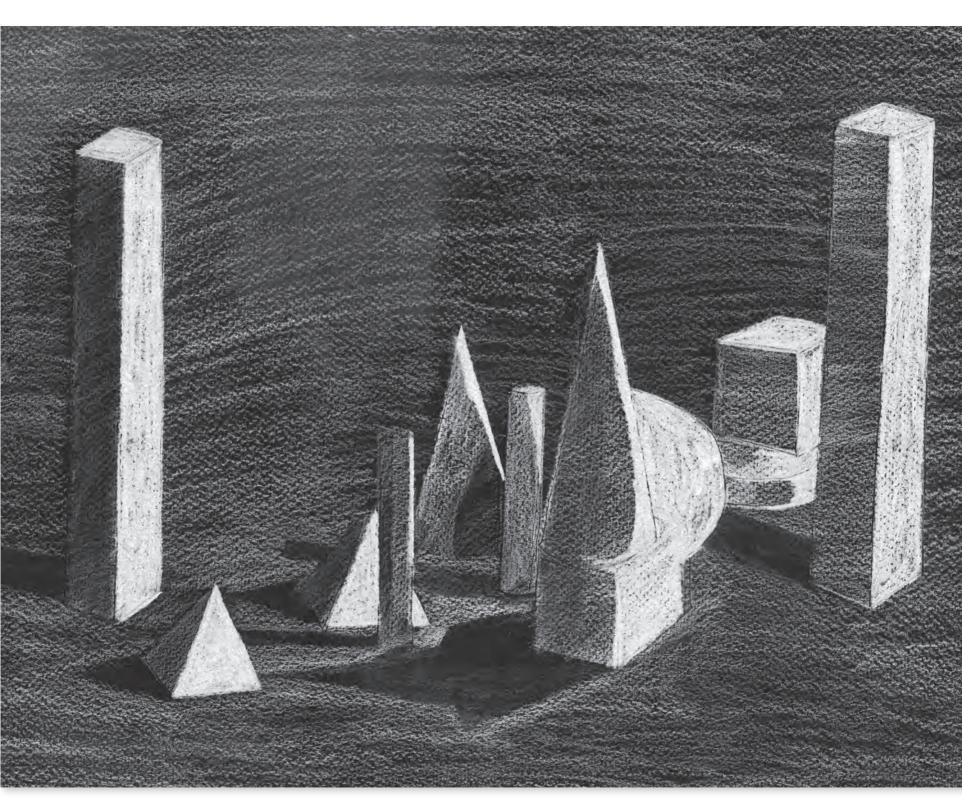
OBJECTIVE:

To practice drafting with accuracy and create orthographic drawings of simple geometric shapes. And to practice tone and paraline drawings.









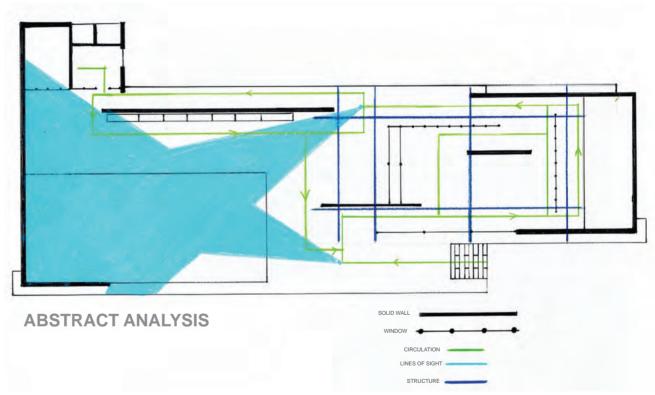
TONE OBLIQUE

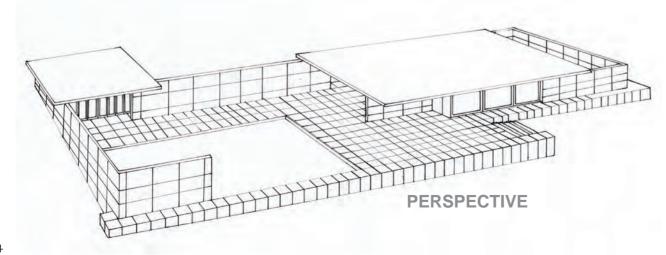
BARCELONA

Architectural Design Communication 3 week Project

OBJECTIVE:

To analyze the space of the Barcelona Pavilion and to understand the structure, views, and the circulation. Also to practice drawing techniques, and finally, to create a perspective view by using a perspective graph. .







INTRODUCTION TO ARCHITECTURAL DESIGN

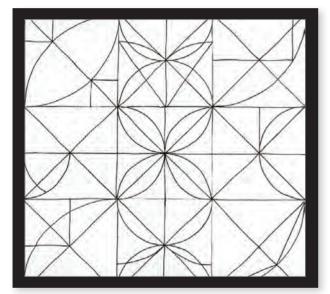
HEIRARCHY AND FORM
COMMUNITY GATHERING SPACE
NATURE OF MATERIALS

HEIRARCHY AND FORM

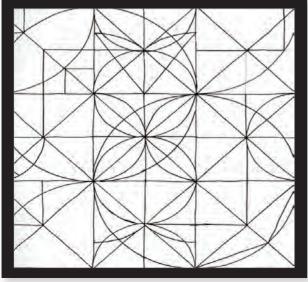
Introduction to Architectural Design 4 week project

OBJECTIVE:

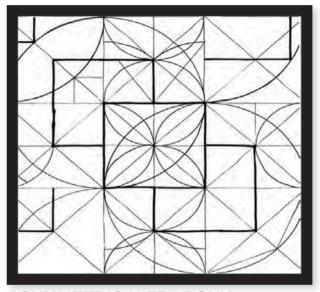
To design several geometric compositional arranged and re-arranged to create larger and more complex compositions. The purpose is to learn how to work through design decisions and come up with several solutions to the design challenge. Once assembled it was to be turned into a 3-D form by extruding shapes and using those extrusions and shadows they cast to define the shapes created.



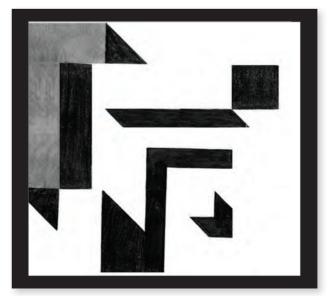
ASYMMETRIC COLLAGE



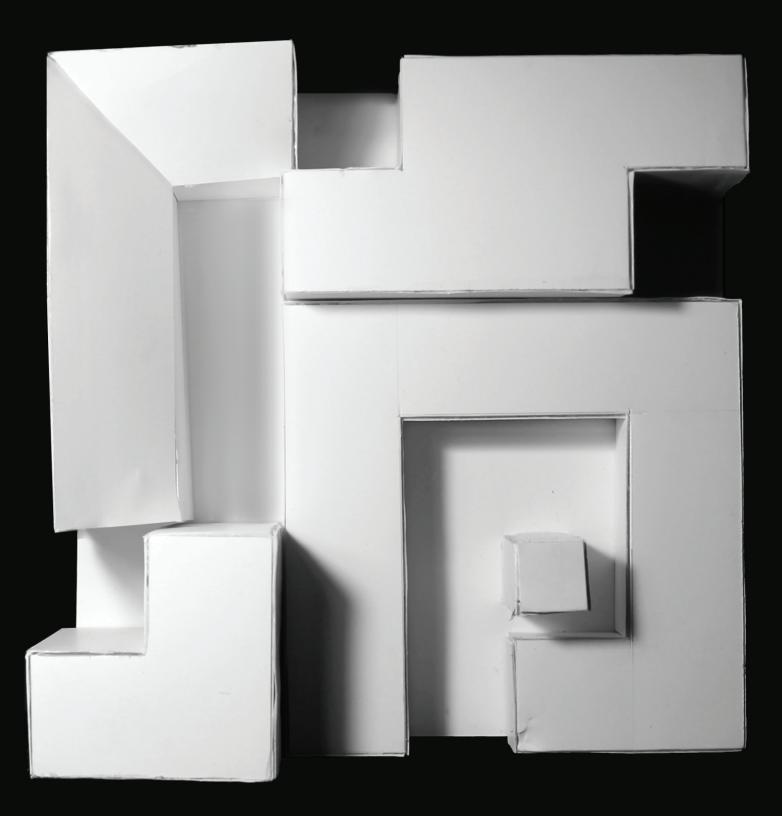
ASYMMETRIC ADDED LINES



ASYMMETRIC HIERARCHY



ASYMMETRIC MODEL



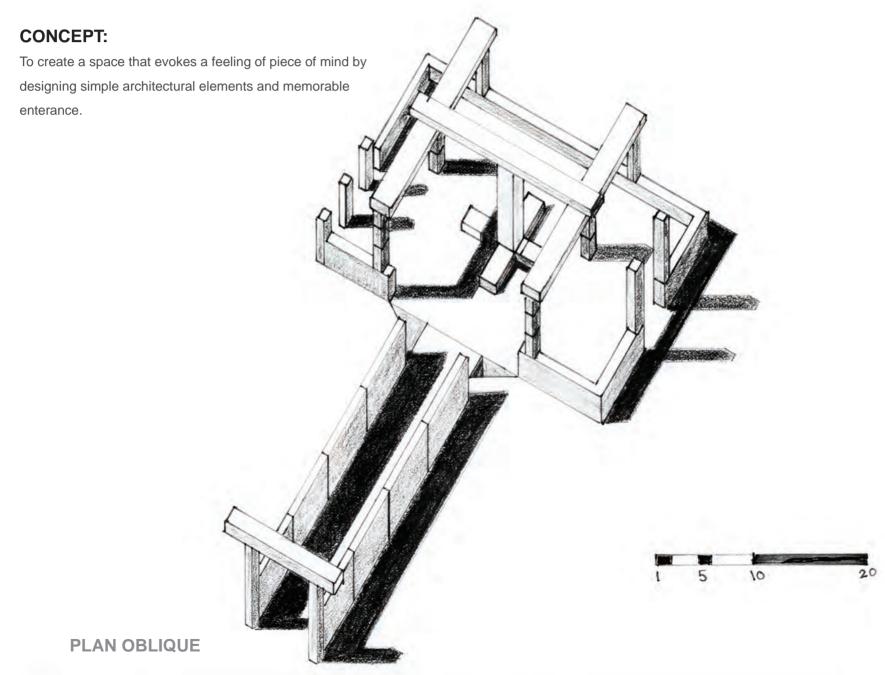
ASYMMETRIC DRAWING

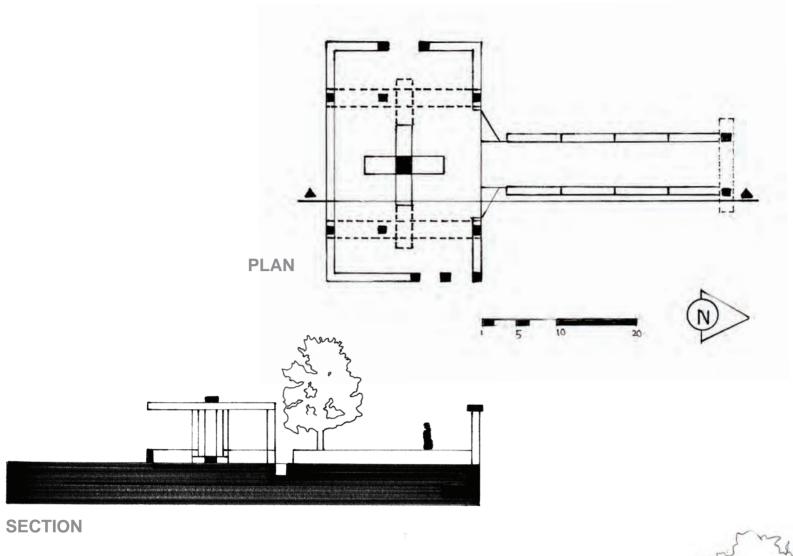
COMMUNITY GATHERING SPACE

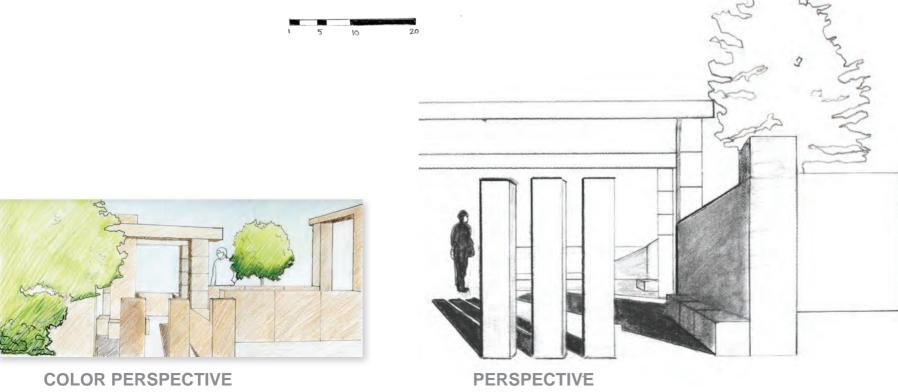
Introduction Architecture Design 2 week Project

OBJECTIVE:

To create a college gathering space to bring students together for a casual meeting or activity.







COLOR PERSPECTIVE

NATURE OF MATERIALS

Introduction Architecture Design
2 week Project

OBJECTIVE:

To study a precedent Building and understand the architect's main concepts.

Creat a full size sculpture representing thr concepts of the building and make a life size model using: concrete, wood, glass, and metal.

BUILDING: Eames House.

ARCHITECTS: Charles and Ray Eames.

CONCEPT:

Charles and Ray set themselves a problem of how to build a house that would not destroy the meadow, and to maximize volume from manimal materials. The design integrated the house into the landscape, rather than imposing the house on it.



CONCRETE



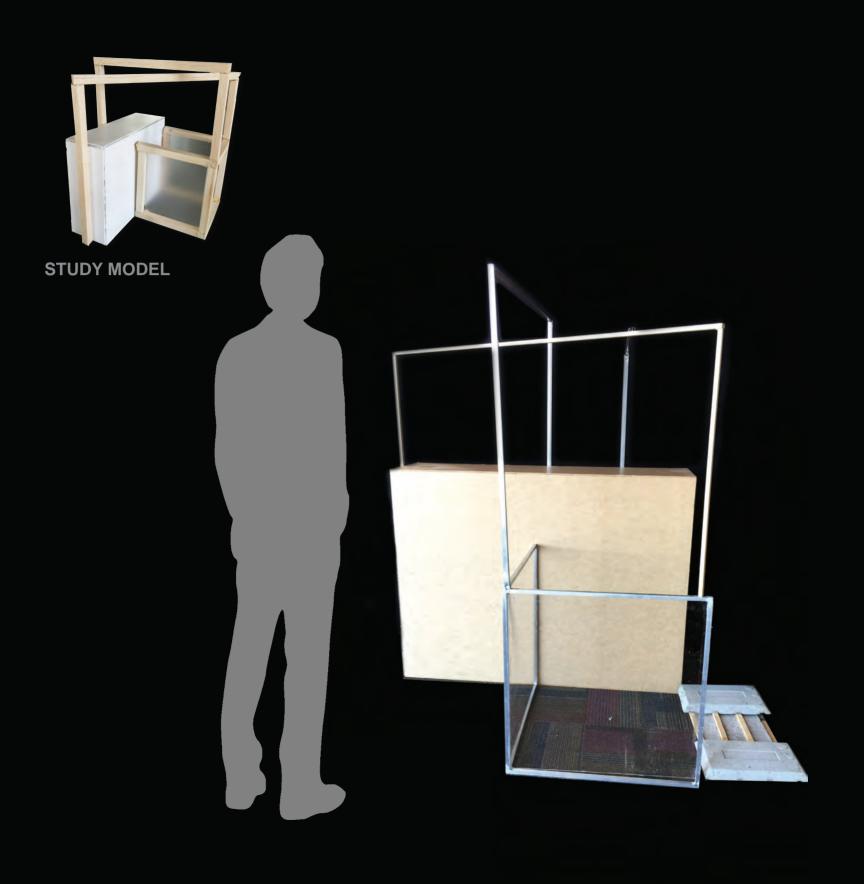
WOOD



GLASS



STEEL



ARCHITECTURAL DESIGN I

INPIRATIONS COLLAGE
GREAT LAKES ECOLOGY CENTER

INSPIRATIONS COLLAGE

Architectural Design 1 3 week project

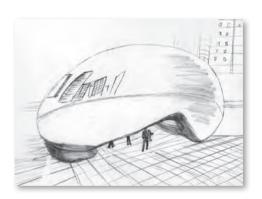
OBJECTIVE:

To create a three-dimensional collage of images, drawings, sketches, and text from inspiration architectural examples in down town Chicago.

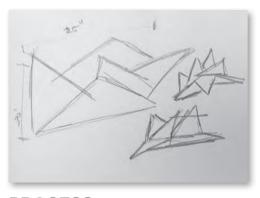
Concept:

How changing technologies and materials would affect architecture.

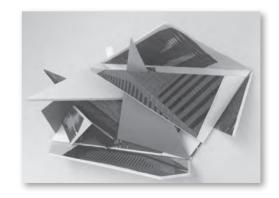




SKETCHES







PROCESS



GREAT LAKES ECOLOGY CENTER

Architectural Design 1 10 week project

OBJECTIVE:

To visit Chess pavillion in Chicago, analyze the site, and design a ecology center. the building must serve the public and provide easy accessibility to the visitors.

CONCEPT:

To explore the interaction between the city and the natural environments. Visitors can cross the bridge from the urban space getting higher in the building to enjoy both invirronments.





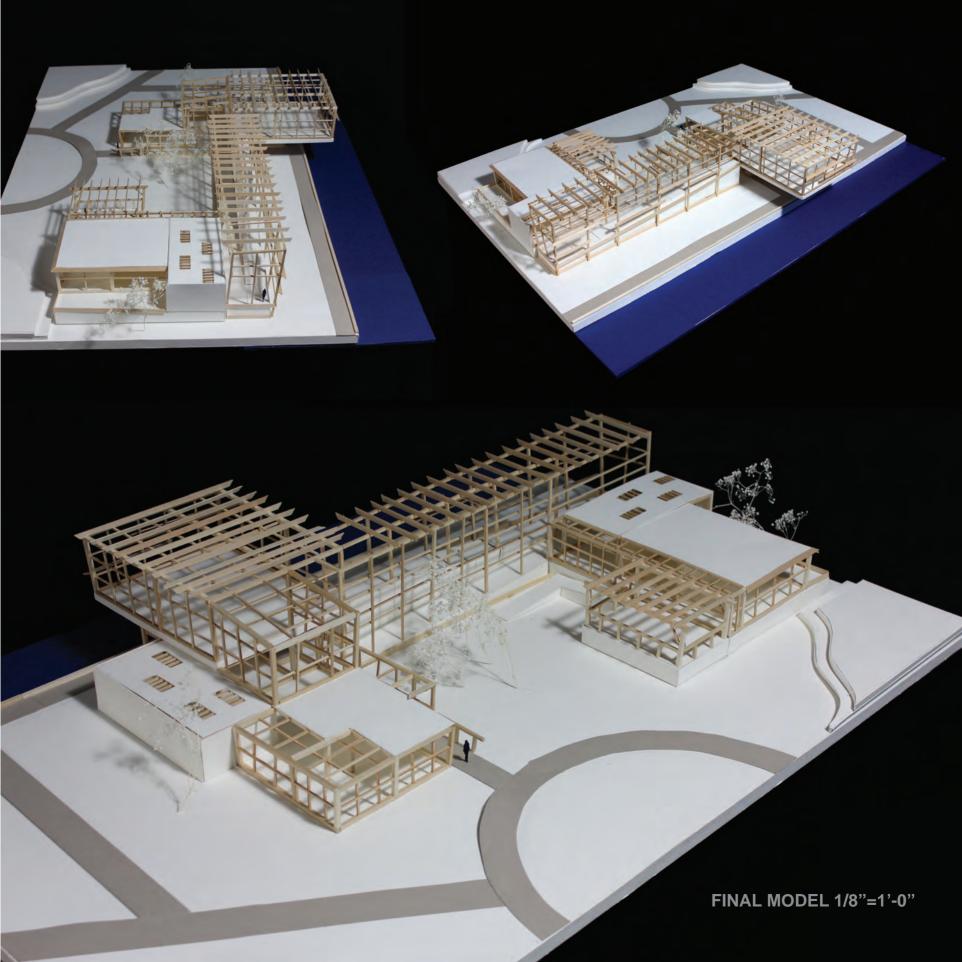


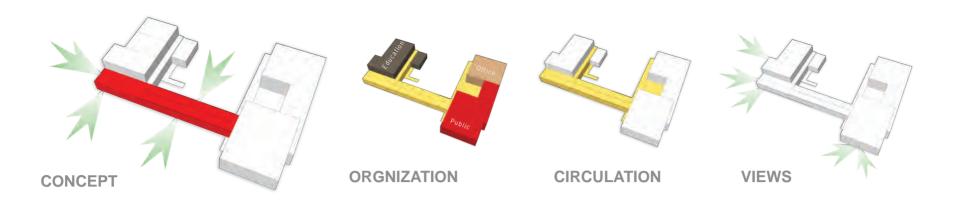


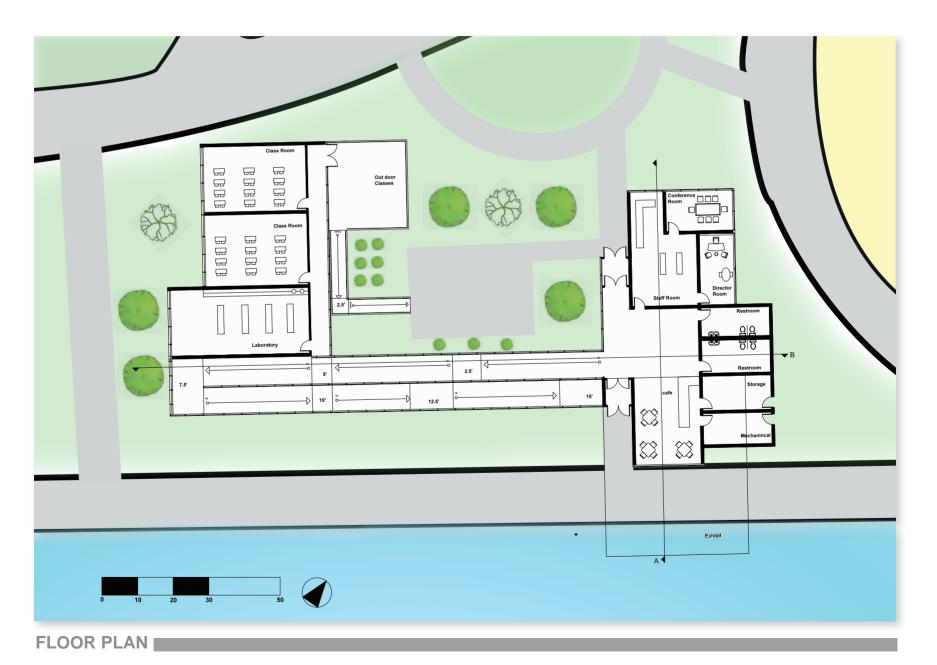


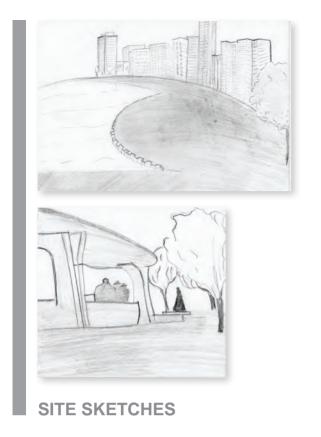
LOCATION

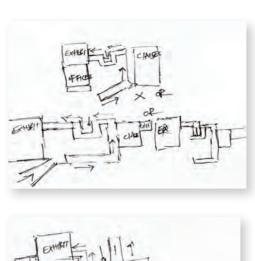
CONCEPT PHOTOS

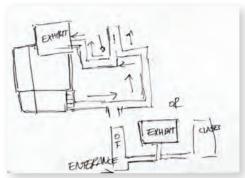










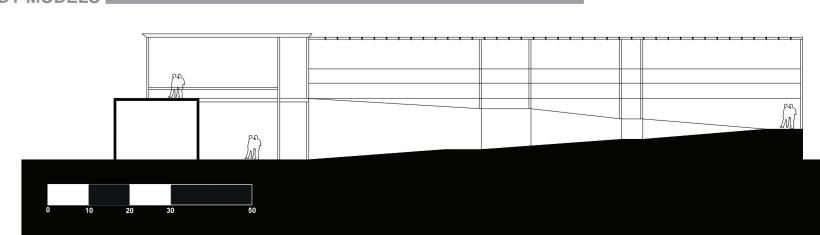


PROCESS

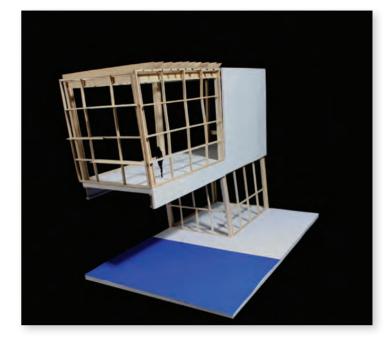




STUDY MODELS

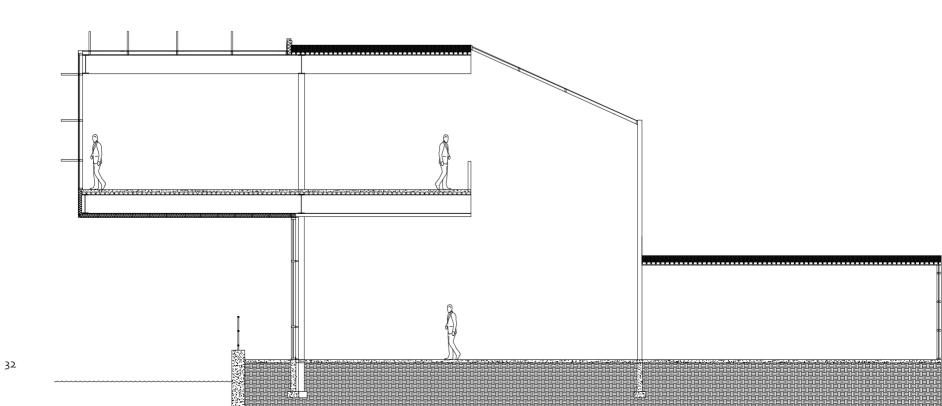


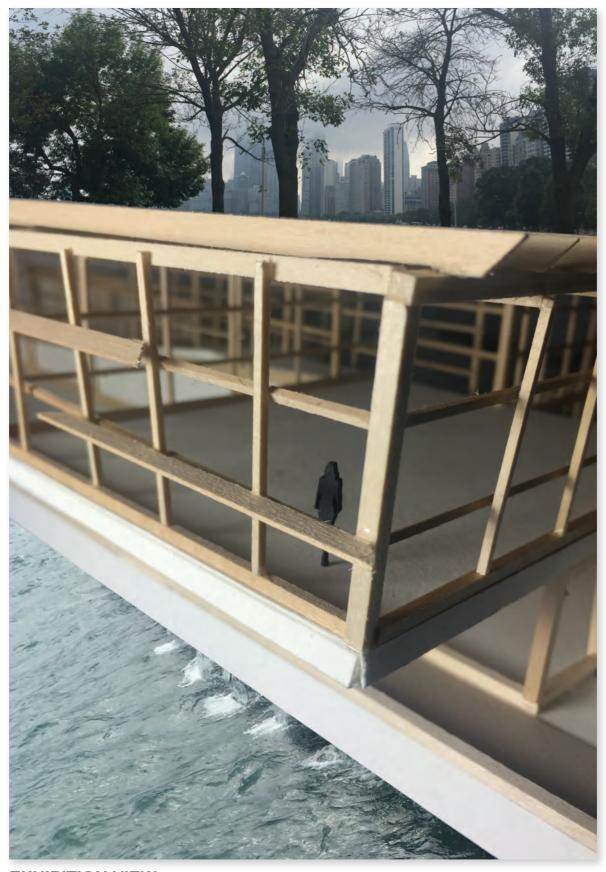




SITE MODEL 1"=30'-0" ■

DETAIL MODEL 1/2"=1'-0" ■





EXHIPITION VIEW

ARCHITECTURAL DESIGN II

LIGHT MODULATING WALL
URBAN INFILL

LIGHT MODULATING WALL



OBJECTIVE:

The goal was to create a dynamic and memorable space inspired by the fluid motion of water. This is accomplished by several 1' by 1', modular, square units coming together to form a wave like form. It is the very modularity these elements, combined with the fluid, organic form they create, that give the wall its sense of light and movement. This sensation is heightened by the addition of metallic sheathing in various shades of blue arranged in a gradient, allowing the wall to change with the movement of the sun, giving the room a different atmosphere at different hours of the day.

PRECEDENTS





Mannisto Church



Nature





Antvorskov Church



Church of Light, Corbusier

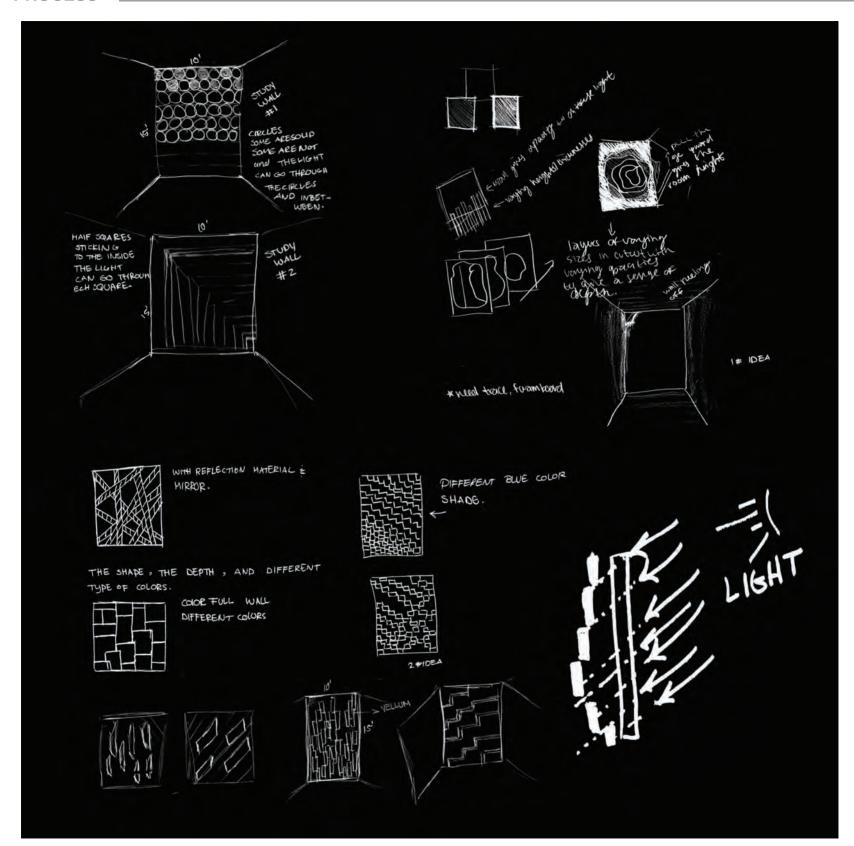




Church



Sateri Housing



STUDY MODELS











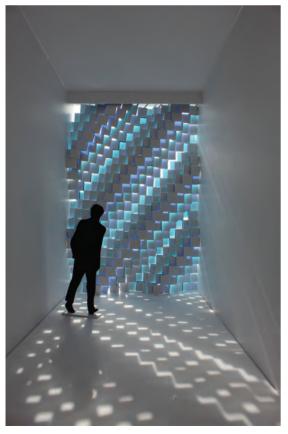




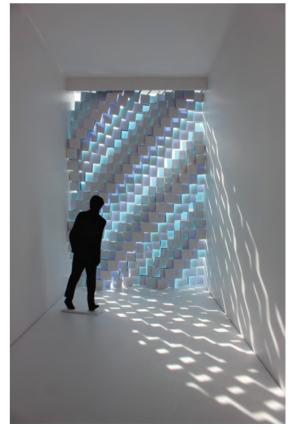




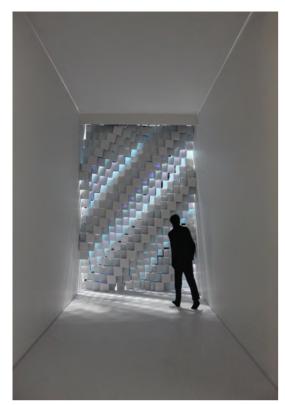




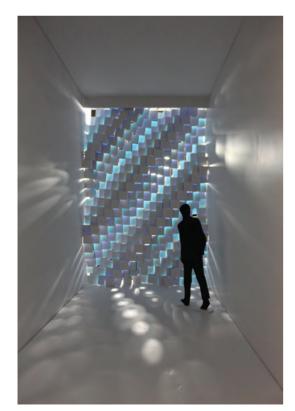




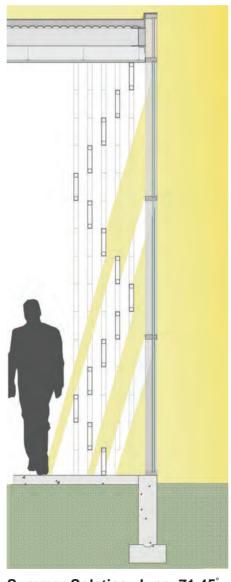
DETAIL PLAN & SECTION



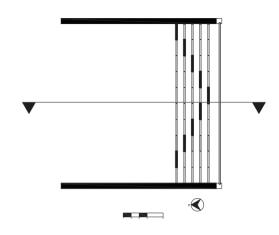
Summer

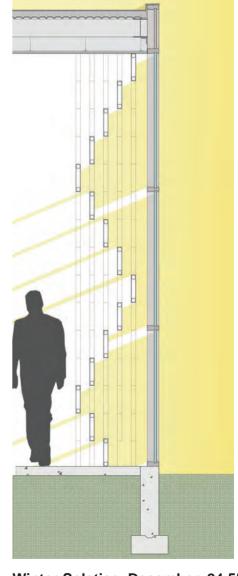


Winter



Summer Solstice, June, 71.45°





Winter Solstice, December, 24.55°

URBAN INFILL

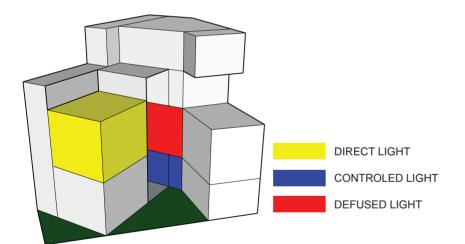
Architectural Design II 8 week project

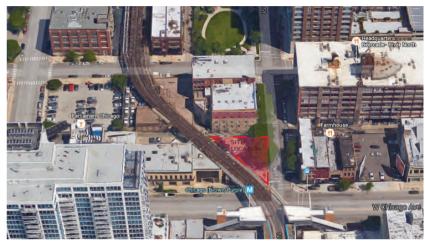
OBJECTIVE:

To design an art gallery in Chicago, the site provides a challenge for its triangular shape and because of its location by the metro. The program had to include a studio, residency and three permanent galleries.

CONCEPT:

To create a series of gallery spaces that modulate daylight, ranging from direct to diffuse and controlled light. Each gallery space is purposefully lit and manages light to suit the use of the space and the artwork contained within.









LOCATION









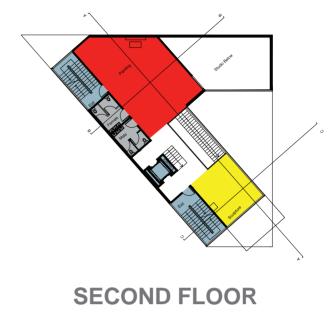


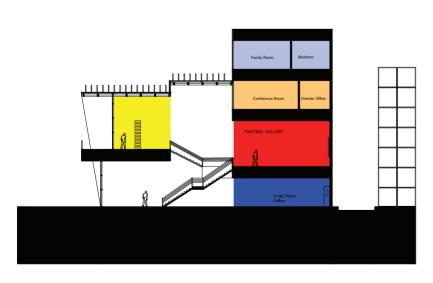


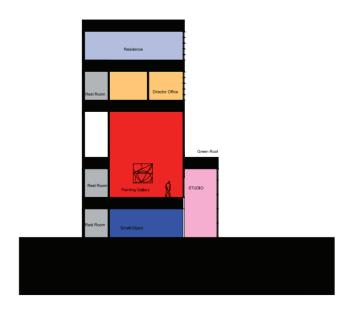


SITE INSPIRATIONS

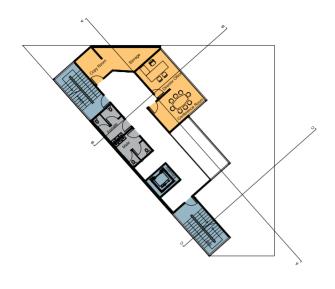






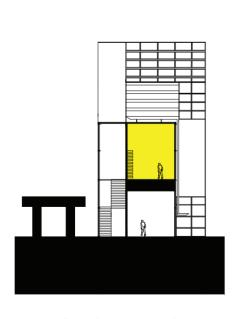


SECTION A SECTION B

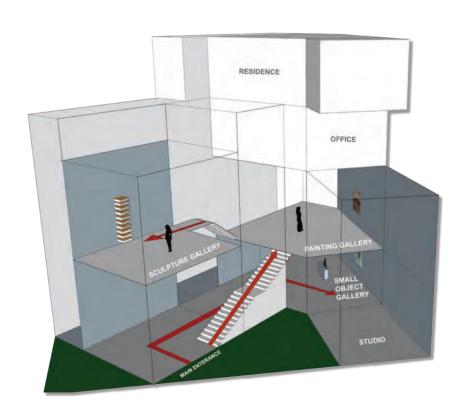


THIRD FLOOR

FOURTH FLOOR



SECTION C

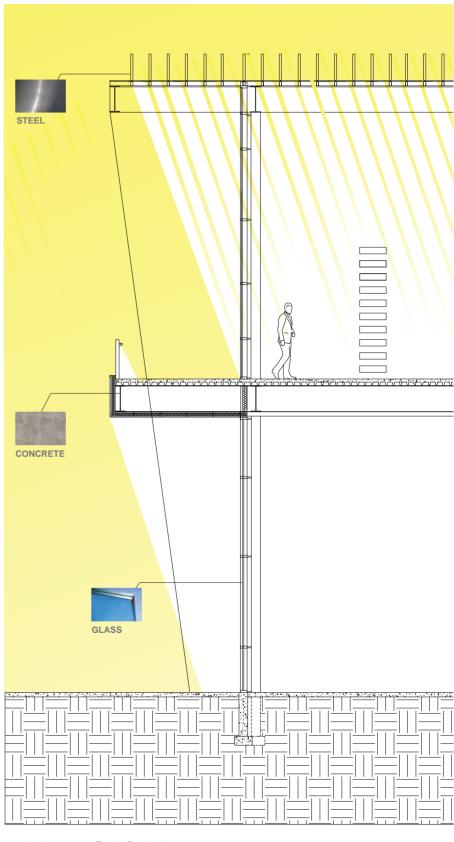


CIRCULATION AND ORGANIZATION









DETAIL SECTION

ARCH 2840

DESIGN BUILD SUMMER 2016

UMBRA 82

UMBRA 82

Design Build 8 week project

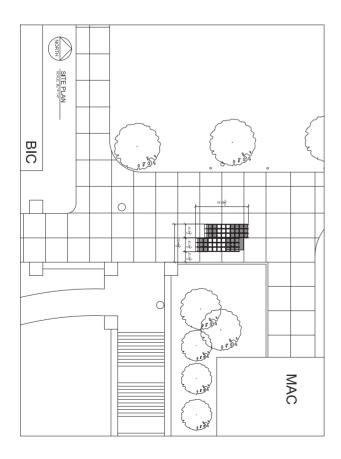


Scan this QR code with your phone's QR code reader to watch a video of Umbra 82

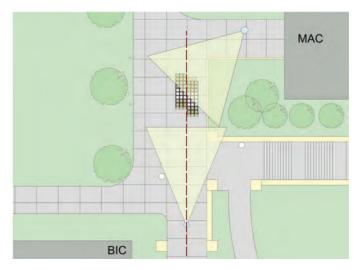
OBJECTIVE:

Done by seven Architecture students, turning our vision into reality by designing, building and installing a gathering space on the Glen Ellyn campus located next to the McAninch Art center. "Umbra" is Latin refers to the shadow, while 82 stands for the amount of boxes in the structure. Designed and created by playing with pattern and variation of boxes spaces, spaced about one and a half inches apart. To feel the movement and the wave from underneath the roof.

LOCATION









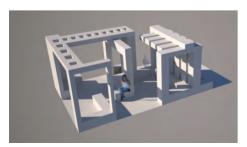
PROCESS



STUDY 1



STUDY 2





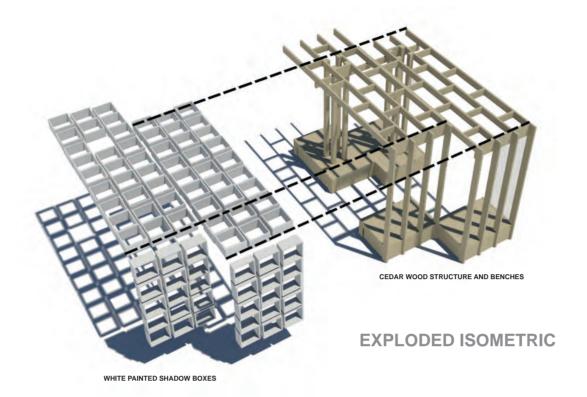




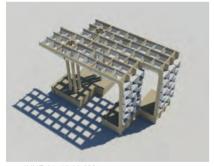
STUDY 5

STUDY 3

STUDY 4



SUN ANGLE DIAGRAM







SEPTEMBER 21, 10:00 AM



JUNE 21, 12:00 PM



SEPTEMBER 21, 12:00 PM



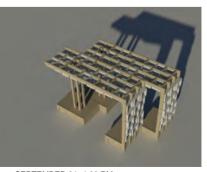
JUNE 21, 2:00 PM



SEPTEMBER 21, 2:00 PM

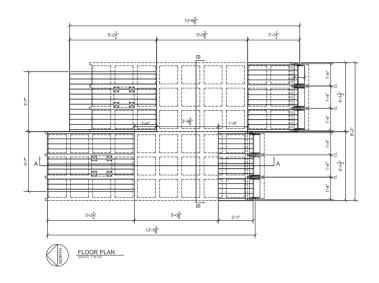


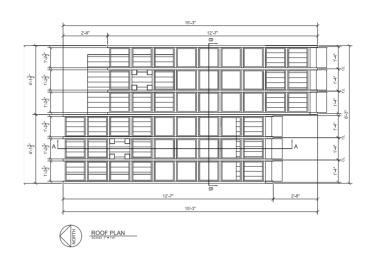
JUNE 21, 4:00 PM



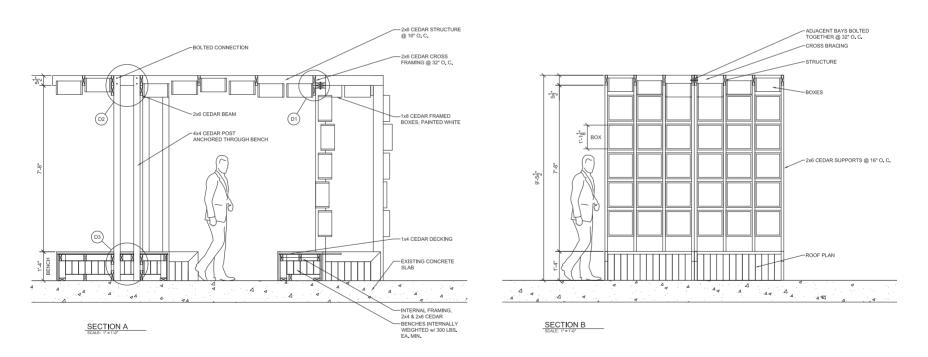
SEPTEMBER 21, 4:00 PM

ROOF PLAN

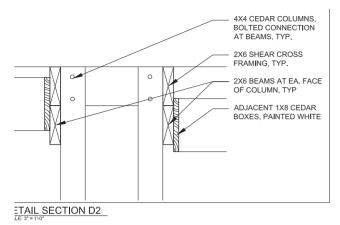


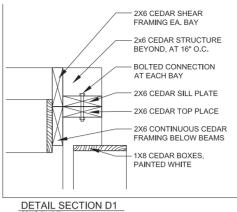


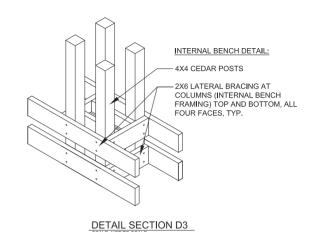
SECTIONS ■



DETAIL SECTION ■







MODEL PHOTOS ■

















Illlinois Instuitute of Technology
Fall Semester 2018

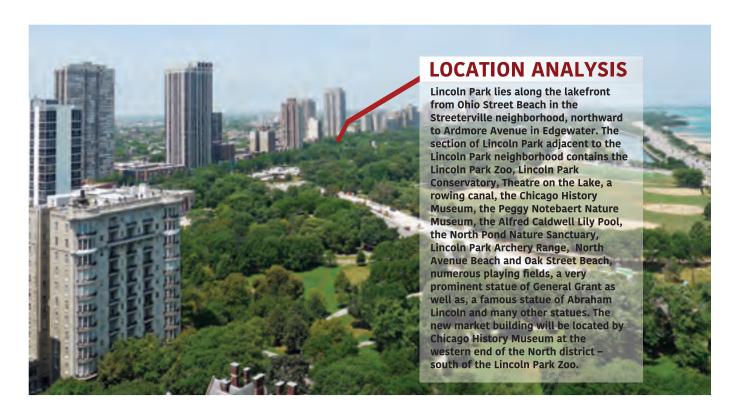
ARCH-305

Architecture Studio

GREEN CITY MARKET HALL

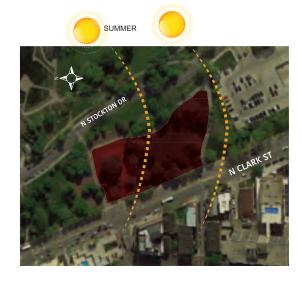
GREEN CITY MARKET HALL

15 week project



LOCATION

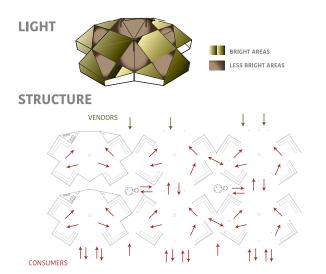
SITE PLAN



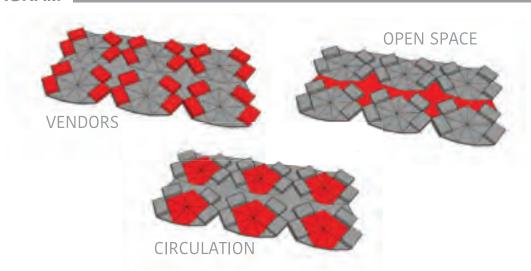


CONCEPT

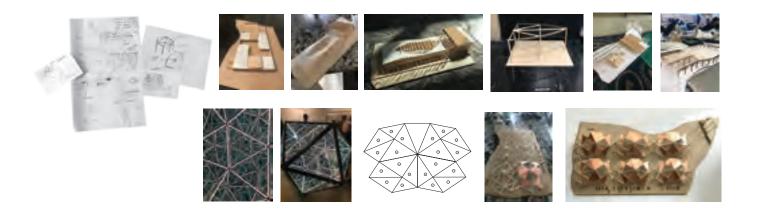
To create an organised market place through the structure elements and the amount of light (brightness) of the space. The Structure elements are the organizing discipline of the architectural space (Market). The geometry is the arrangement of structure and it does regulate the natural movement through the Market. Sky lights create a series of spaces that modulate daylight, ranging from bright areas and less bright areas.

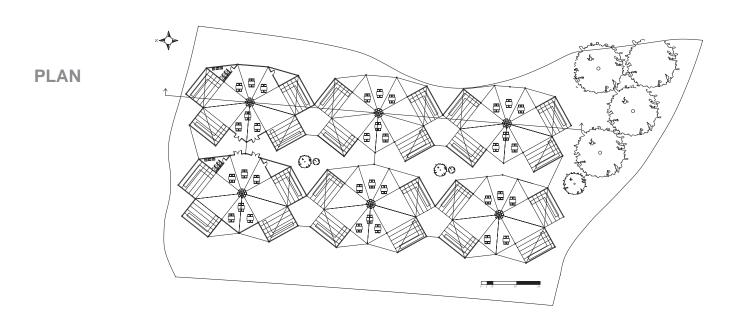


ORGANIZATION DIAGRAM

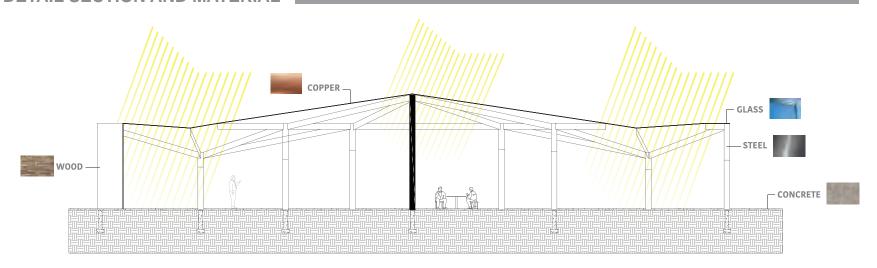


PROCESS & INSPIRATION

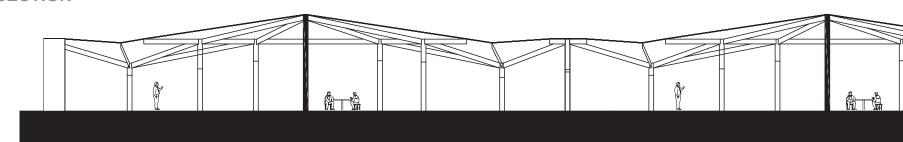




DETAIL SECTION AND MATERIAL

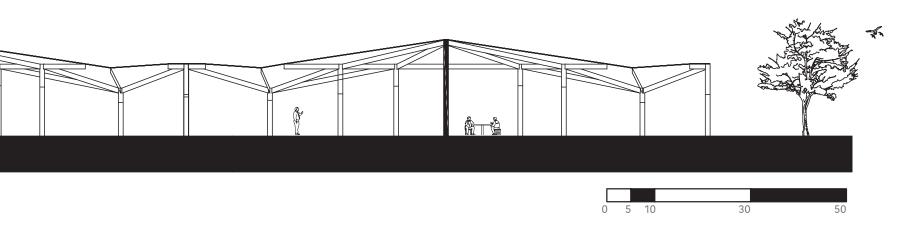


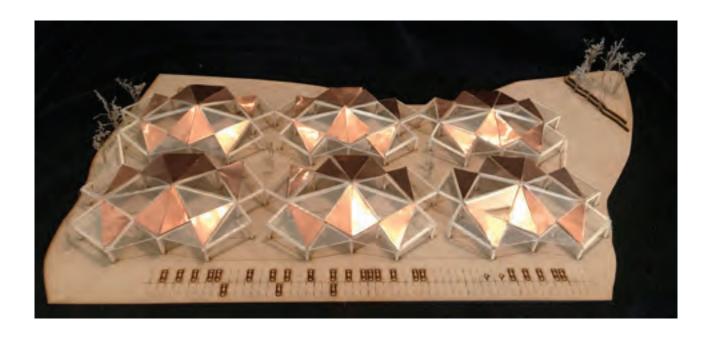
SECTION

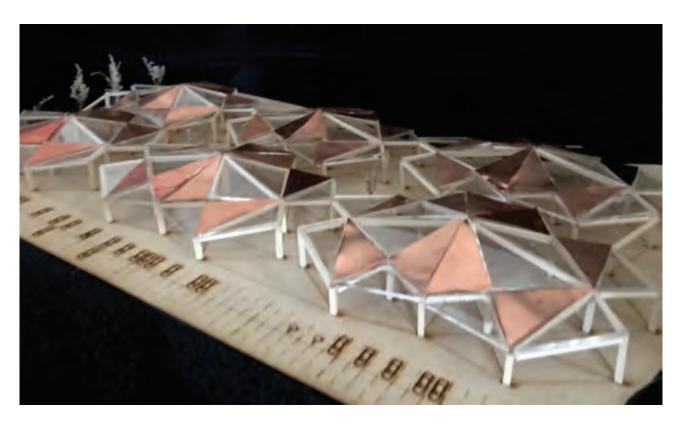


GREEN CITY MARKET HALL

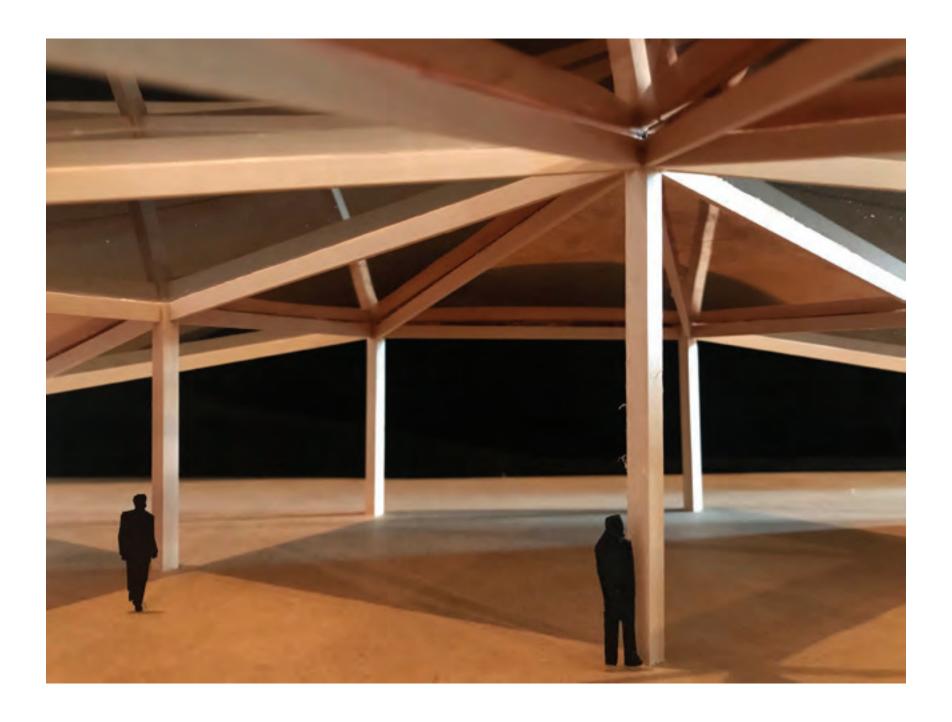


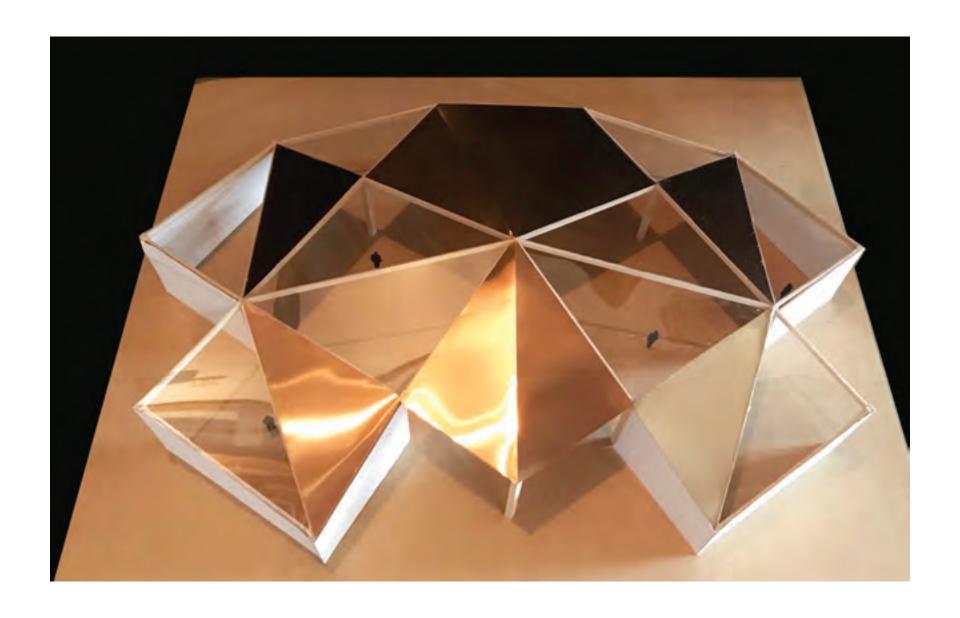




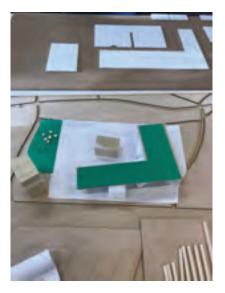






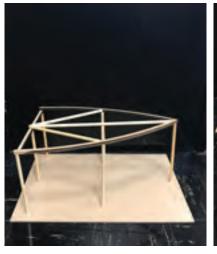






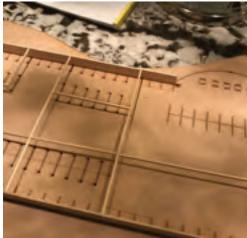






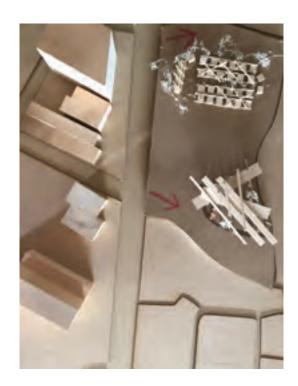














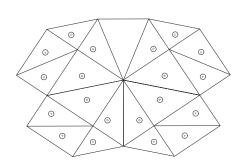


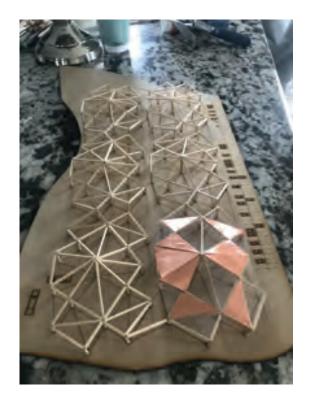














GREEN CITY MARKET HALL

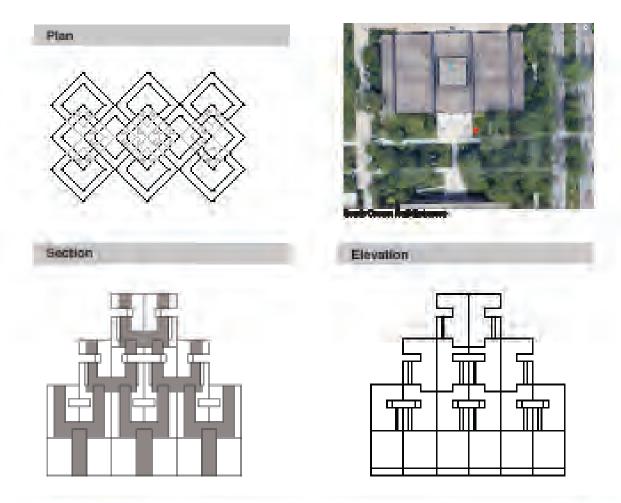
Illlinois Instuitute of Technology
Spring Semester 2019

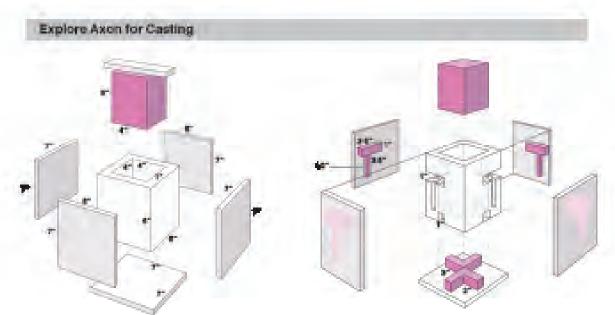
ARCH-306

Architecture Studio

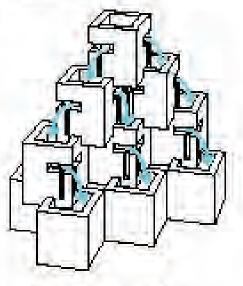
Vessel

Rain is a Megiving resource, that involves land celebrates! implied by the Champagne tower, the Vencel has been designed as a tool for creating as lauting, altructive landscape that celebrate the calculation for the Me.





Weter Flow Diagrams







Process





















MOMA stl

The idea of the design is to create an open, transparent, and lite weight character to the museum. Setting up a dialogue between the structure of the museum and the visitors.

As the structure is spanning from the back to the front of the building, sitting on the edges(beams), to achieve one big open space, and to maximize the flexibility of the space thus to be able to read the space one open space connected with homogeneous beams.

The light is a fundamental element in the project, as it plays an important role with the organizing strategy of the art works. Light also provide the aesthetic appeal to the project and provide the perfect amount for each art pieces depending on its need.

Louise Nevelson Big Black 1963

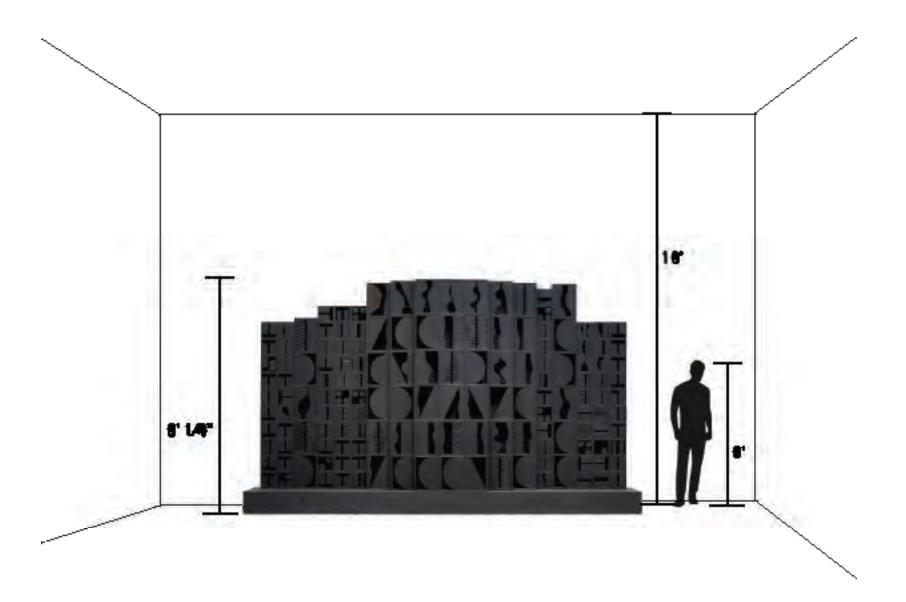
To create this sculpture, Nevelson stacked boxes against a wall and filled each compartment with found wooden scraps including moldings, dowels, spindles, and furniture parts. She then covered the entire assemblage with black paint, both unifying the composition and obscuring the individual objects. She once explained her fascination with the color black: "It wasn't a negation of color. It was an acceptance. Because black encompasses all colors."

Vections

Painted wood

Dimensions

9" 144" x 10" 5 344" x 12" (274.8 x 319.5 x 30.5 cm)



Janet Cardiff
The Forty Part Molet
(A resorting of
"Spen in Alien",
by Thomas Talis 1998)
2004

The audio component of The Forty Part Motet is a fourteen-minute koop: eleven minutes of singing and three minutes of intermission.

A visitor can stand in the middle of the installation and hear all forty voices as they unity into one musical piece or move close to an individual budspeaker for an intimate experience with a single voice.

Liections

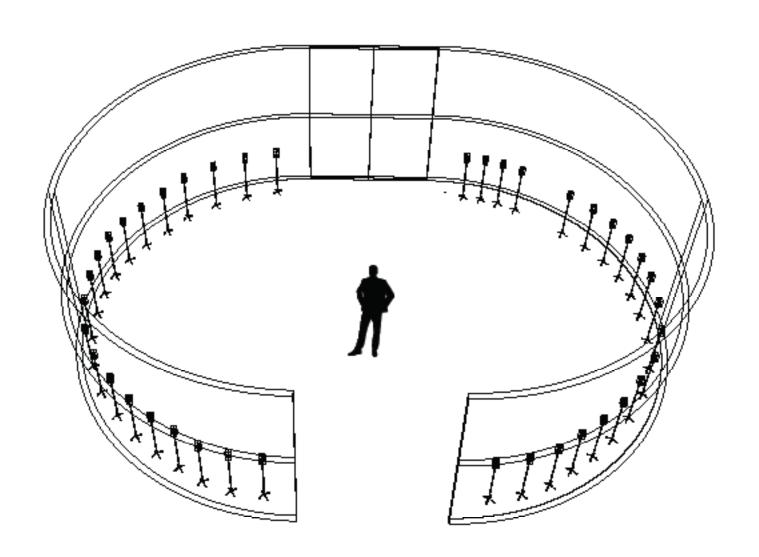
Forly-track sound recording, forly speakers

Duration

14 min.

Musician

Salisbury Cathedral Choir



Olafur Eliasson I only see things when they move 2004

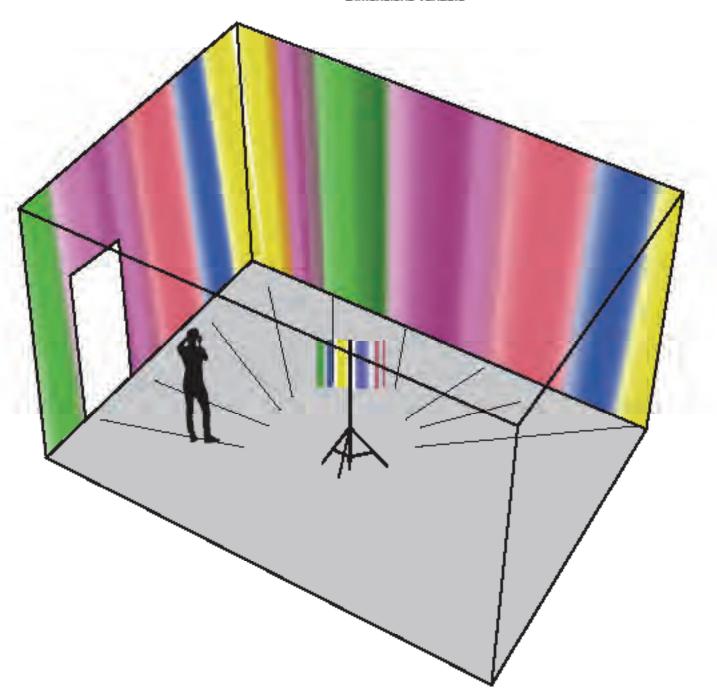
Coloured glass filters are affixed to a lamp placed in the center of a darkened gallery. A motor individually turns the plates, casting a colourful, moving pattern of vertical reflections onto the surrounding walls.

Međium:

Wood, color-effect filter glass, stainless steel, aluminum, HMI lamp, tripod, glass cylinder, motors, and control unit

Dimensions:

Dimensions variable



Nick Cave Soundsuit 2011 Wearable fabric sculptures that are bright, whimsical, and other-worldly. Soundsuits are sculptural costumes enveloping the wearer's body in materials including dyed human hair, sisal, plastic buttons, beads, wire, sequins, and feathers. Soundsuits camouflage the body, masking and creating a second skin that conceals race, gender, and class, forcing the viewer to look without judgment.

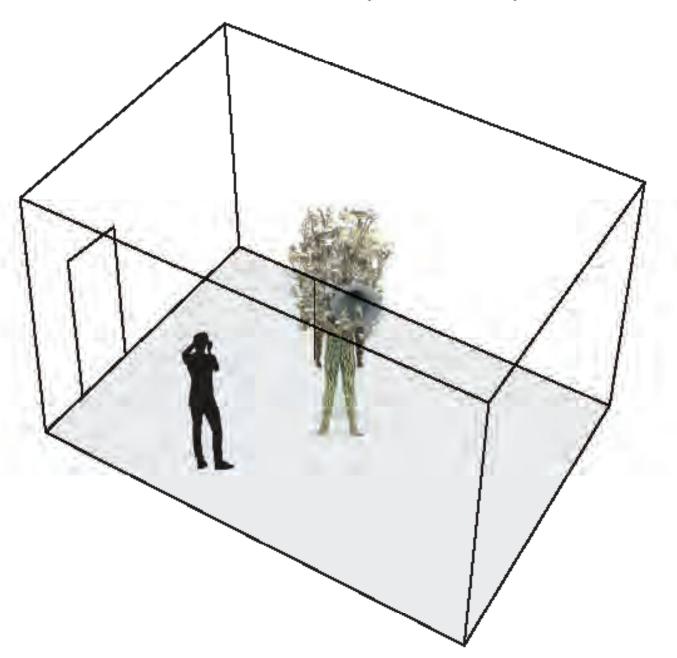
Cave collected a large number of sticks and twigs from the ground and fashioned them into a suit that made sounds when worn.

Medium

Found objects, metal armature, knit head and bodysuit, and mannequin

Dimensions

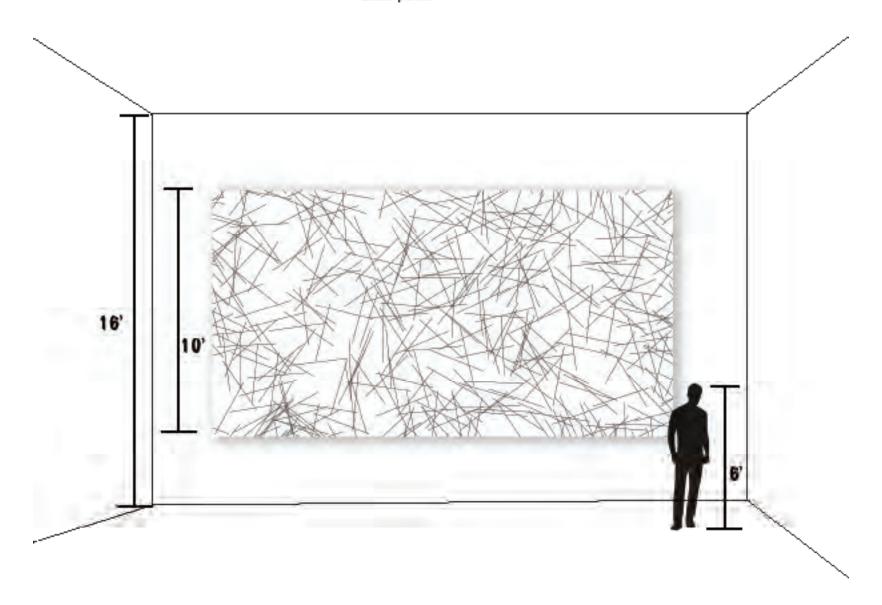
10' 1" x 42" x 33" (307.3 x 106.7 x 83.8 cm)

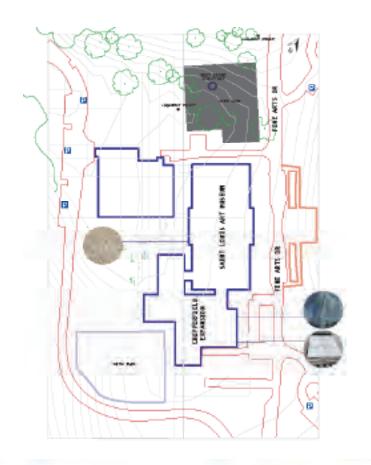


Sol LeWitt Wall Drawing 86 1971 Ten thousand lines about 10 inches (25 cm) long, covering the wall evenly.

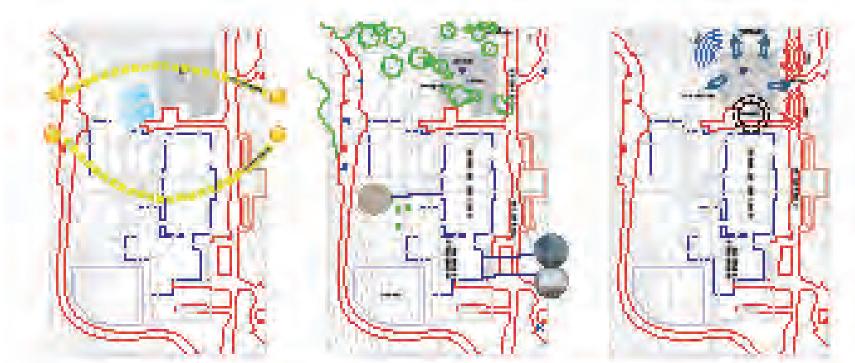
Wall Drawing 86 is the disparity between the simplicity of the instructions and the seeming chaos they produce on the wall. The number of lines drawn here is derived from a traditional Eastern concept that ten thousand is a unit emblematic of all inconceivably large numbers. Lines are applied at the singular discretion of the draftsman, who is instructed only to maintain the length of the lines and appearance of evenness across the surface of the wall.

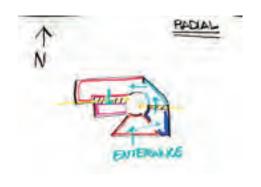
Medium Black pencil

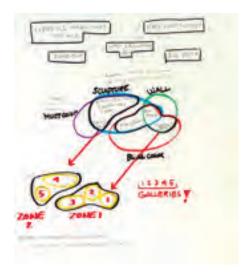




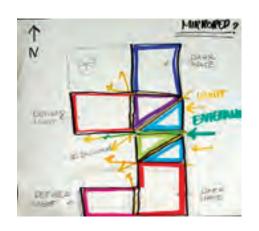


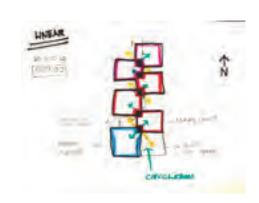


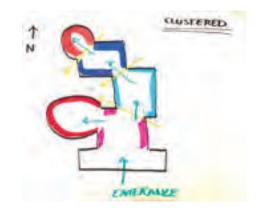


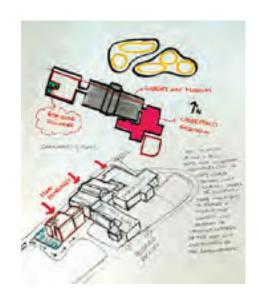




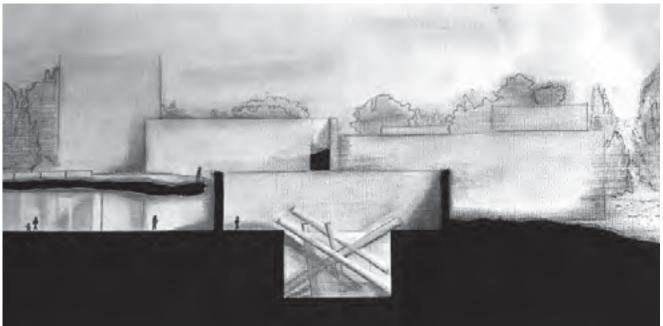




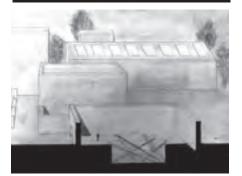












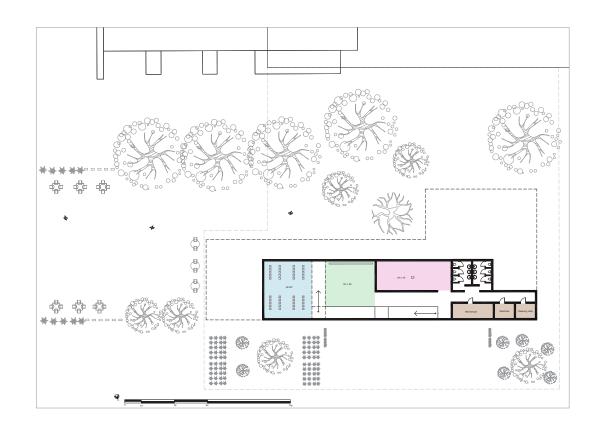




WALL ART

SOUND INSTALLATION

MECHANICAL SPACE



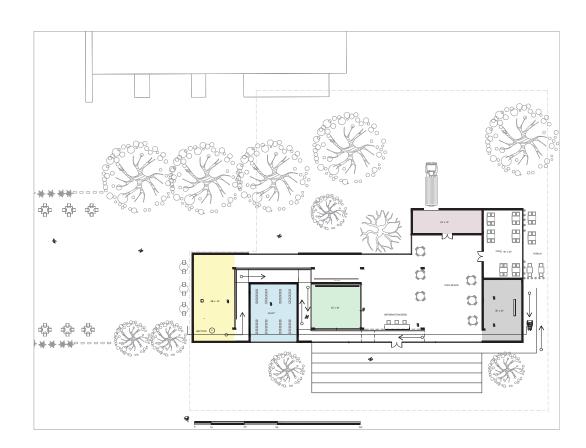
GROUND FLOOR

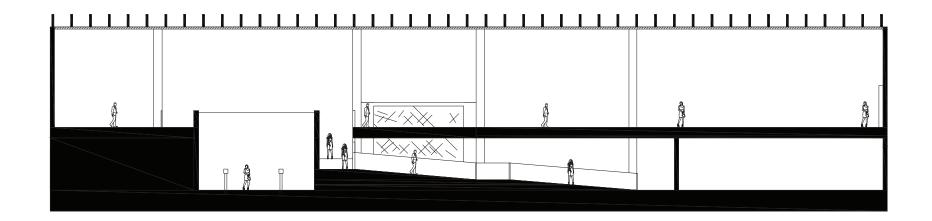
2D ART
WALL ART

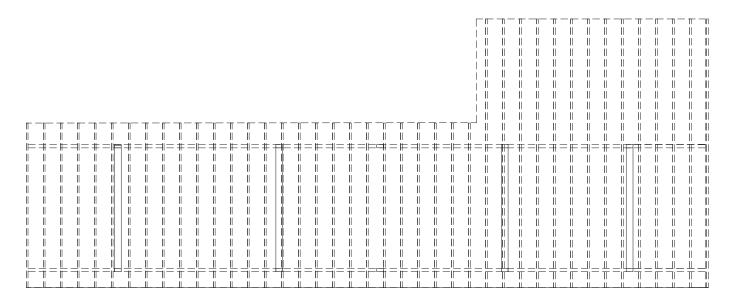
SOUND INSTALLATION

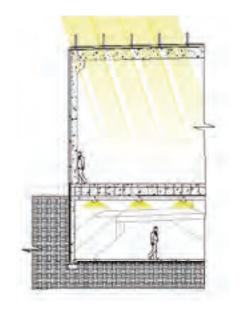
3D ART / SCULPTURE

LOADING DOCK

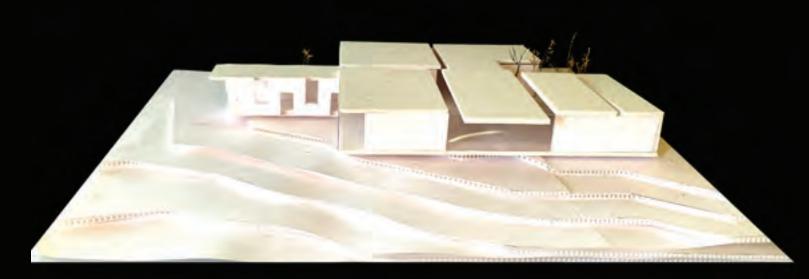


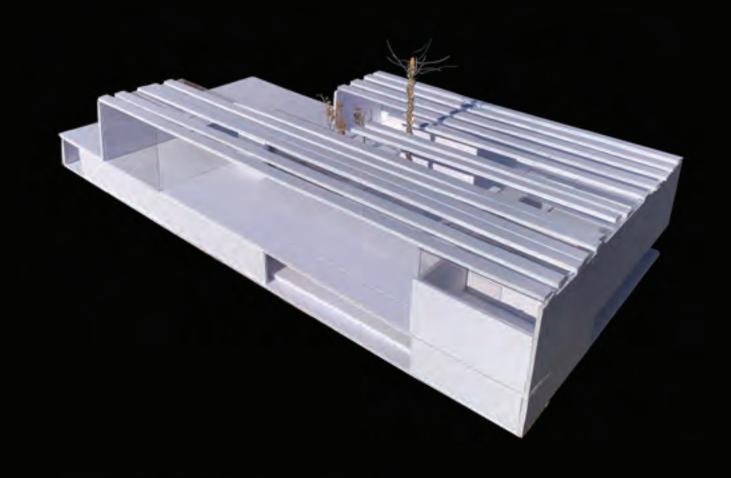






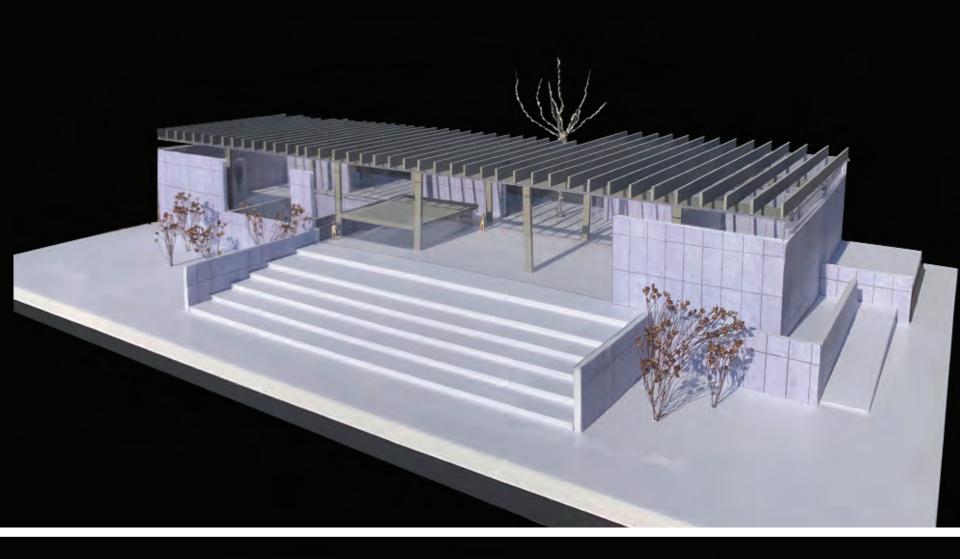




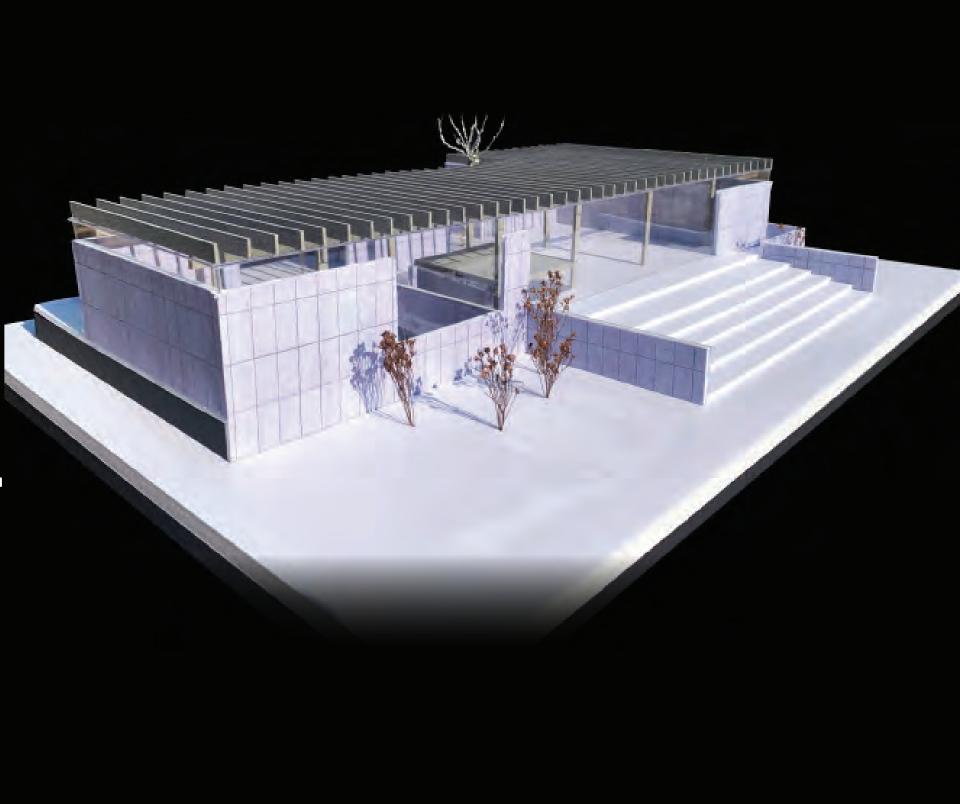












PHOTOGRPHY













