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GRAPHIC DESIGN

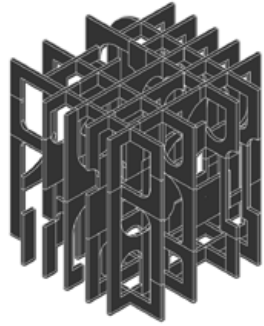
MISCELLANEOUS

ROBOT HOUSE

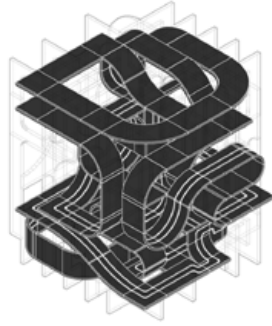
THESIS PROJECT, 2015

The Robot House was designed to attempt to reconcile the programmatic requirements of a factory with an exhibition space where people could explore how products (toys in this case) are made. As a result, the geometry weaves together a structural grid, an exploratory path for visitors, a back of house space for workers, and a path for the machine as it produces the toy.

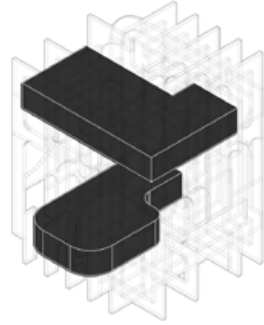




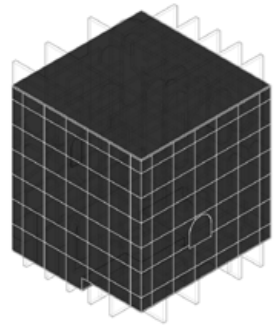
structure



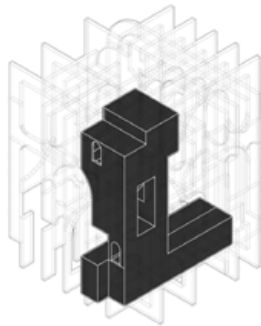
robot path



factory



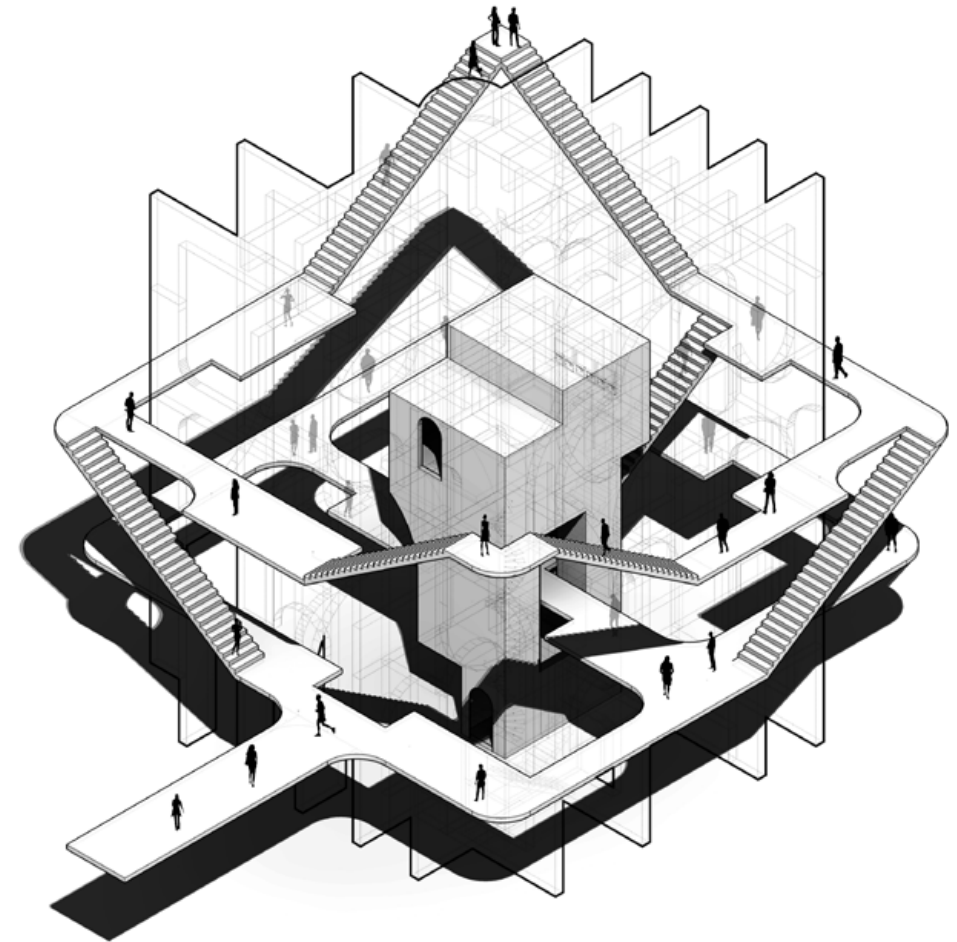
curtain wall



control tower

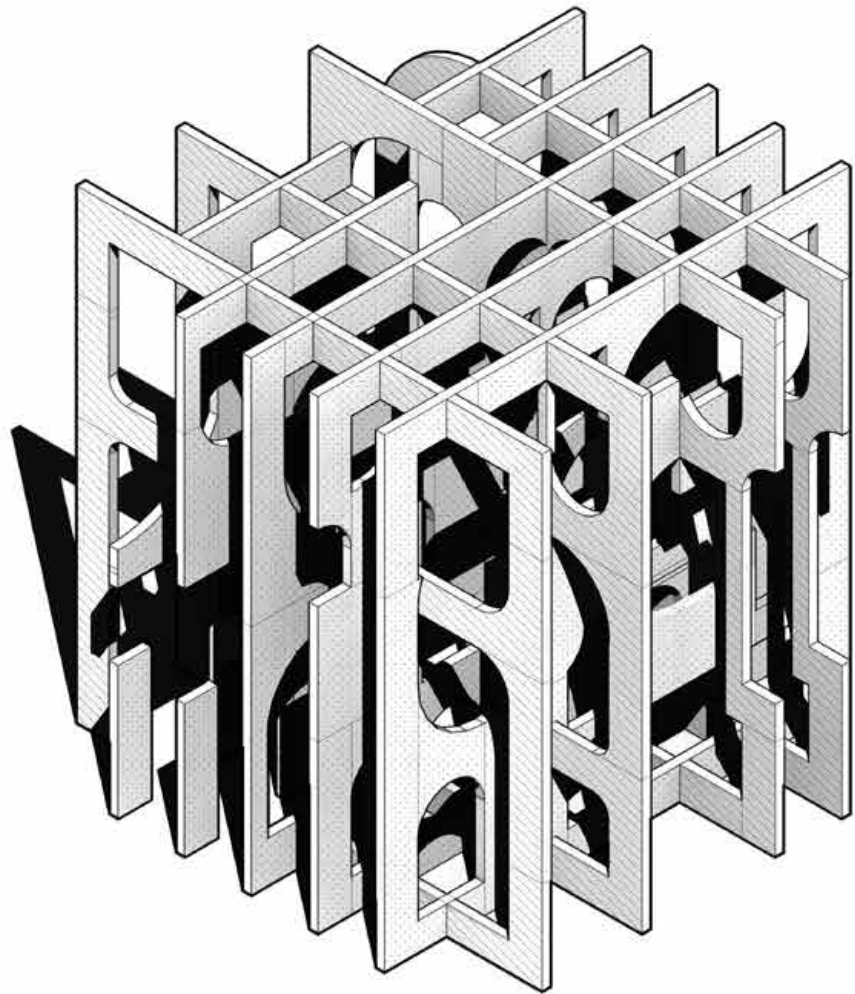


human path

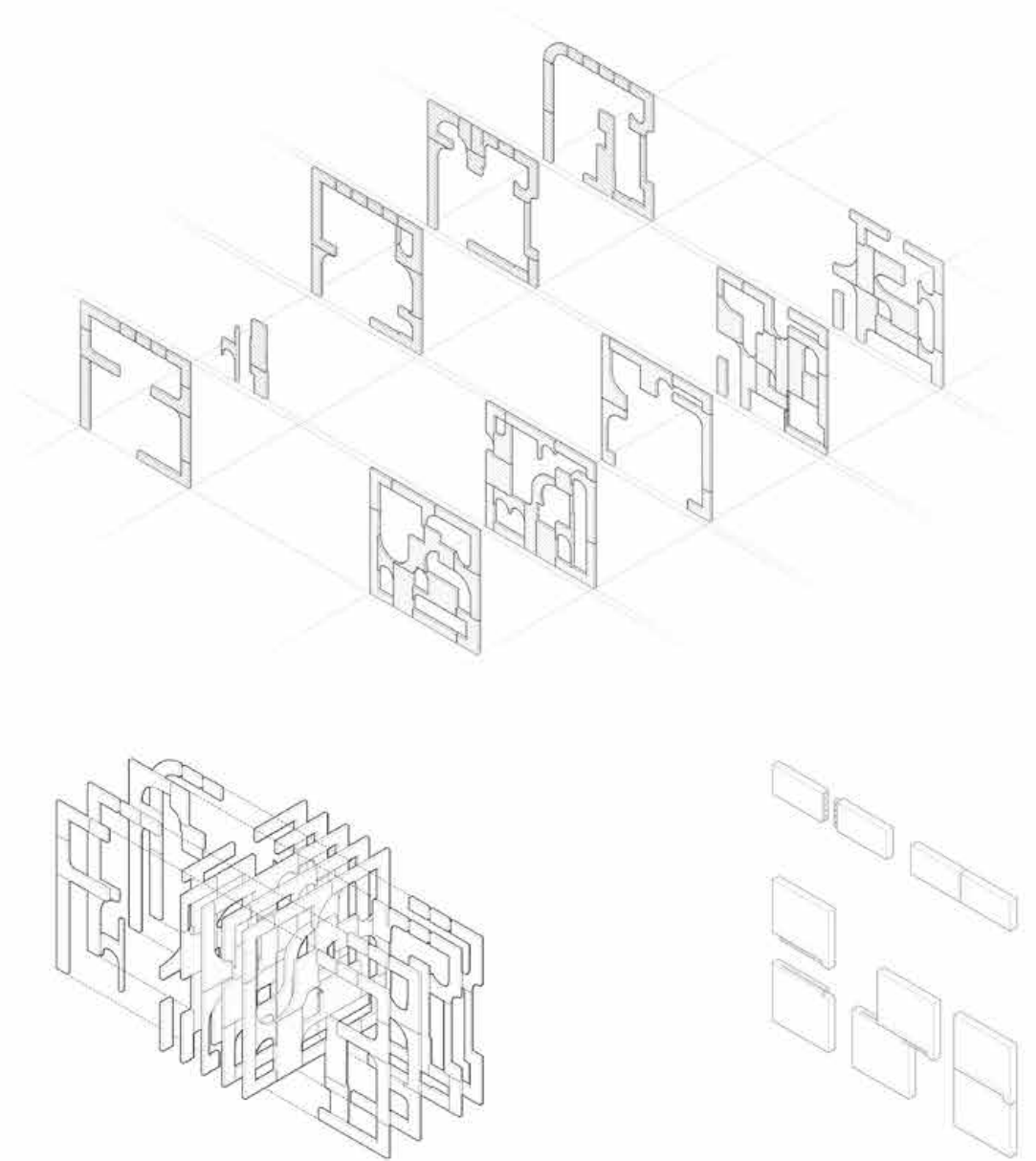


human path

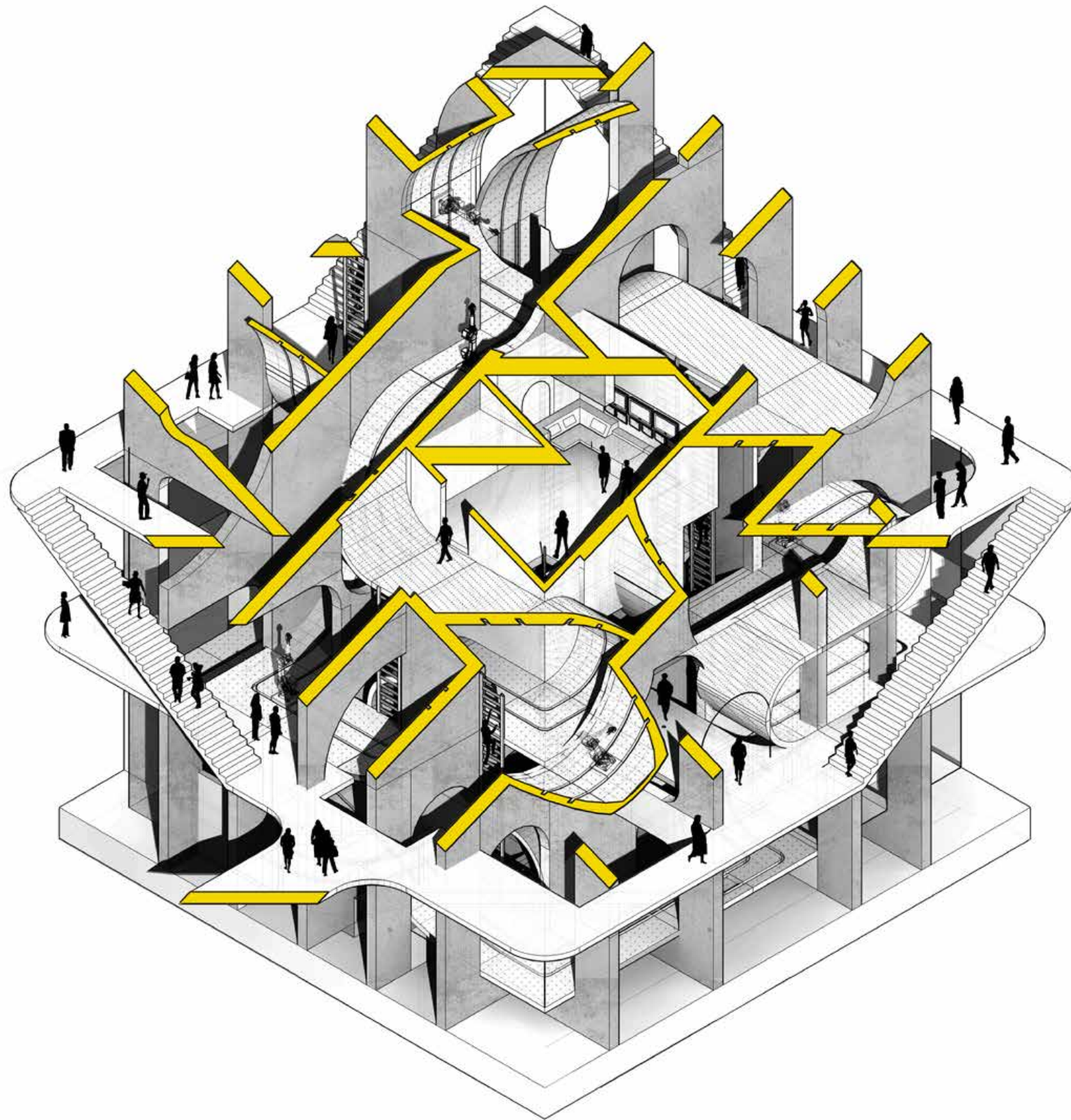
elements



structure



structure assembly

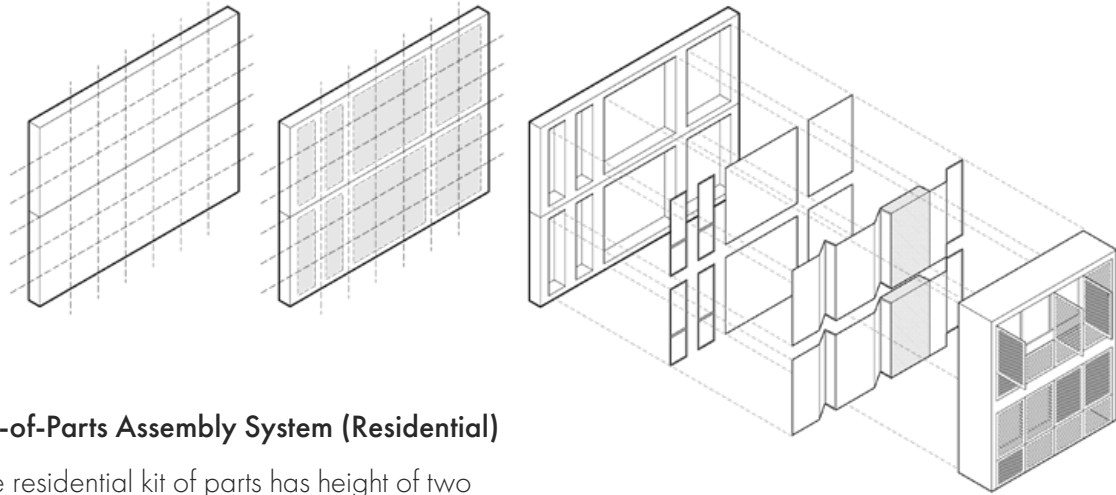


AL WEDYAN TOWN CENTER

5 DESIGN, 2017

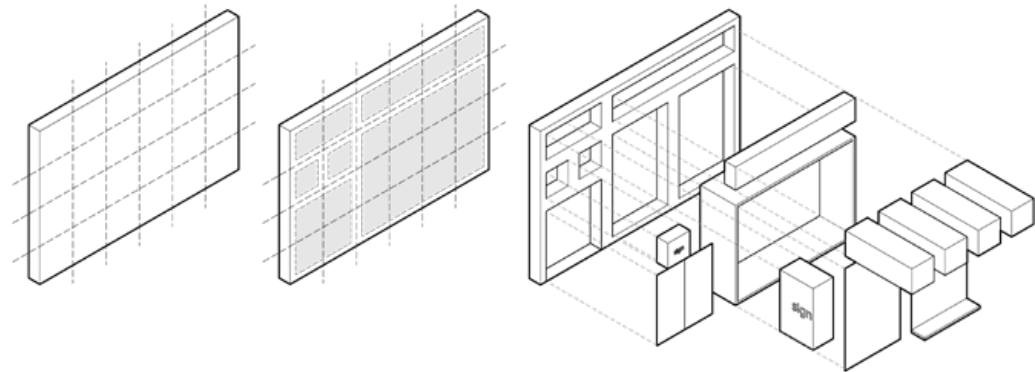
Al Wedyan Town Center was an experiment in using a vernacular, modular kit of parts to give the entire Town Center a cohesive visual identity.





Kit-of-Parts Assembly System (Residential)

The residential kit of parts has height of two floors. The assembly fits into the grid to create hundreds of possible combinations.

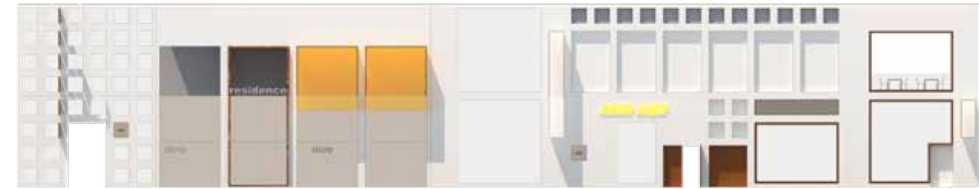


Kit-of-Parts Assembly System (Retail)

The retail kit of parts has the same width as the residential system, allowing for uniformity across buildings. Like the residential system, there are potentially hundreds of retail facades that can be created with it.



Threshold Design



Storefront Design



Arcade Design



Shading Design



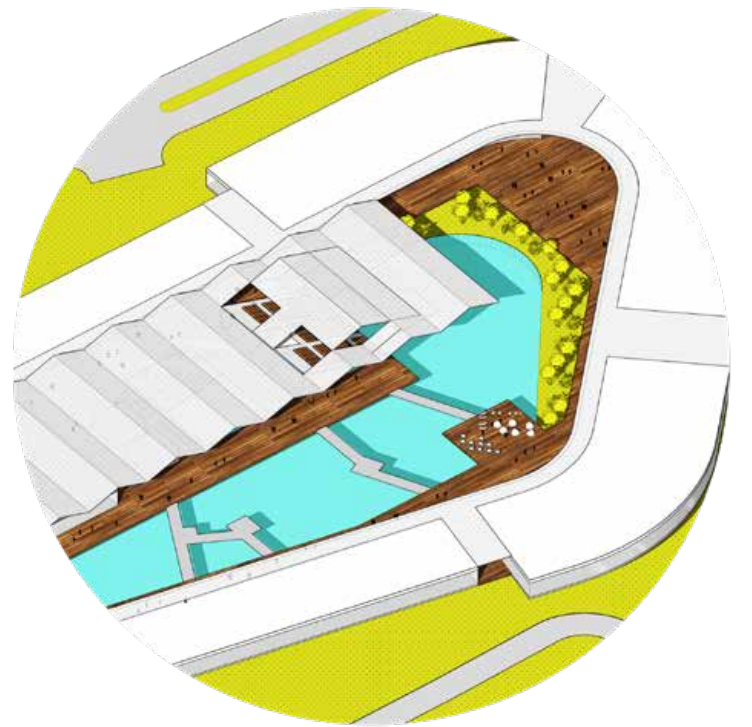
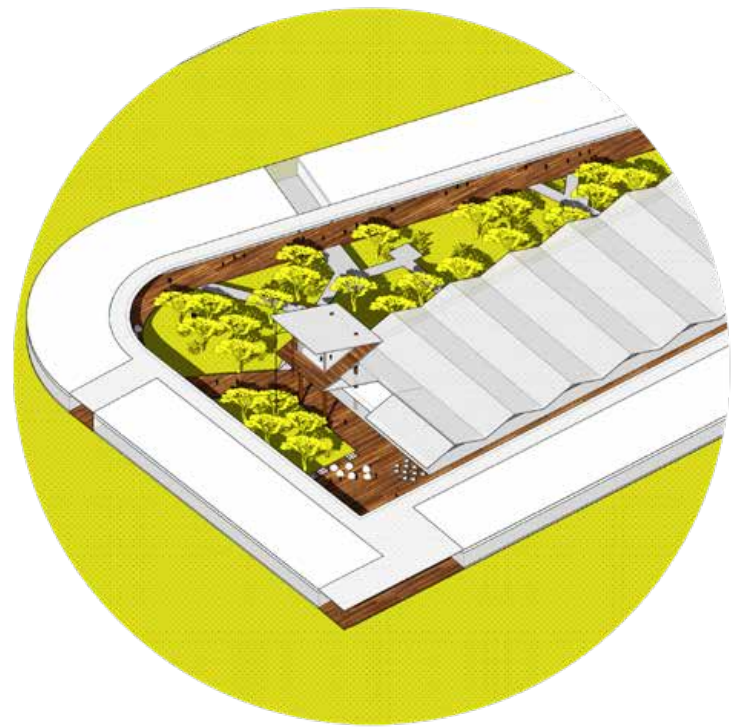
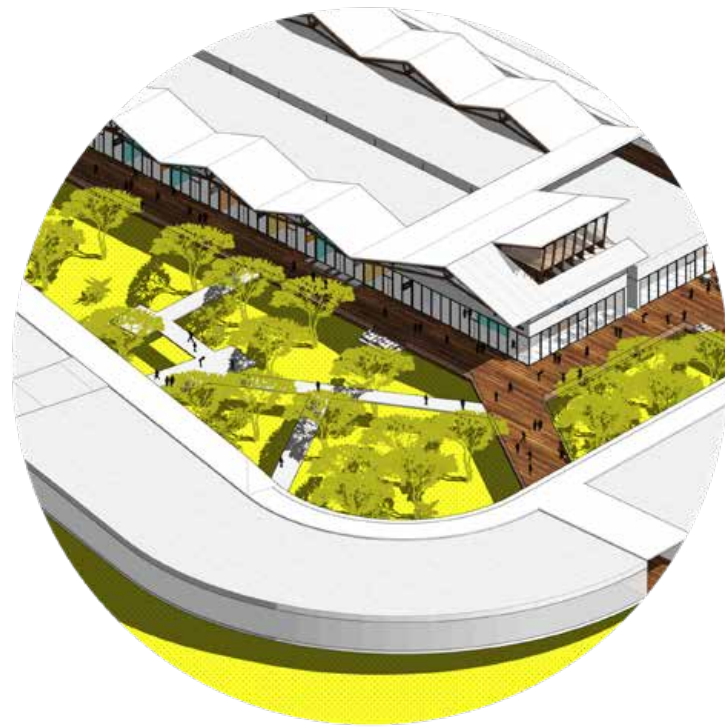


Renderings coordinated with visualization firm

SIMON BANGKOK

5 DESIGN, 2018

The client requested a design for an outlet mall on a rice paddy in the outskirts of Bangkok. The biggest challenge for the project was creating a easily navigable loop while also providing pockets for nature to pop into the project.







01 Main plaza looking towards circulation path



02 View of the primary circulation path



03 View from restaurant on top level looking out



04 View of restaurant / stores from the ground level

AL WEDYAN CENTRAL PARK

5 DESIGN, 2018

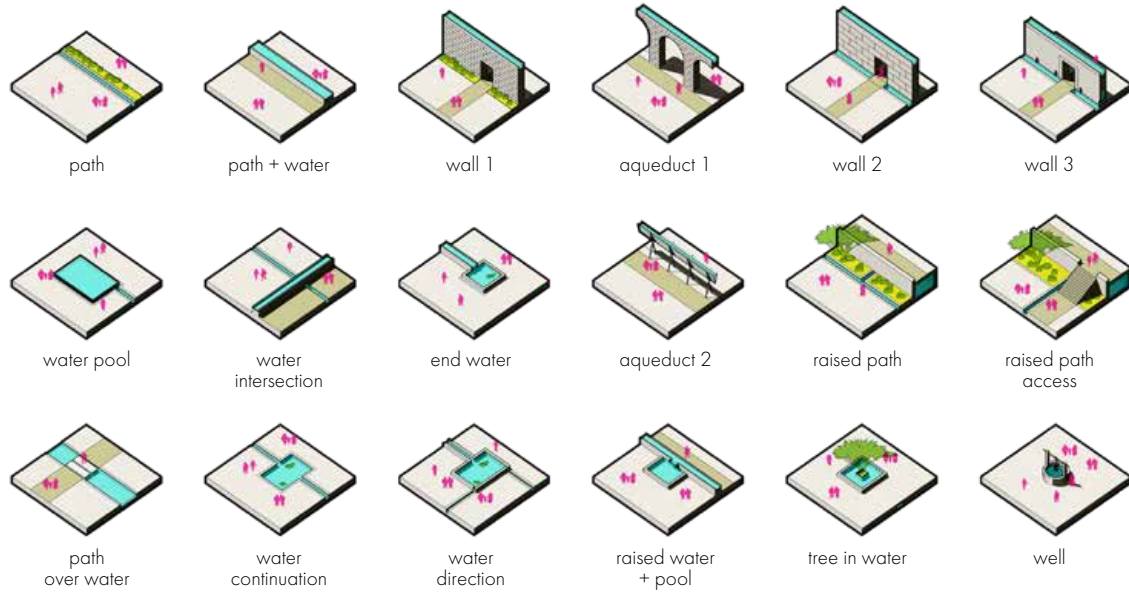
Al Wedyan Central Park was meant to be the primary park for a large multi-use development in Saudi Arabia. Due to the project's desert location we tried to limit the use of water as much as possible. We employed small channels of water as a way-finding tool that would always follow pedestrian paths. This ensured that water was always present in the experience, guiding individuals towards their next destination.

In addition to the use of water, programmatic "Elements" such as playgrounds, climbing walls, restaurants, tree groves, etc. coalesce into larger "Biomes" - themed areas that provide users with a plethora of unique experiences throughout the park. The graphics are structured as "dioramas" - diagrams that showcase the programmatic variety in a playful way.



Elements:

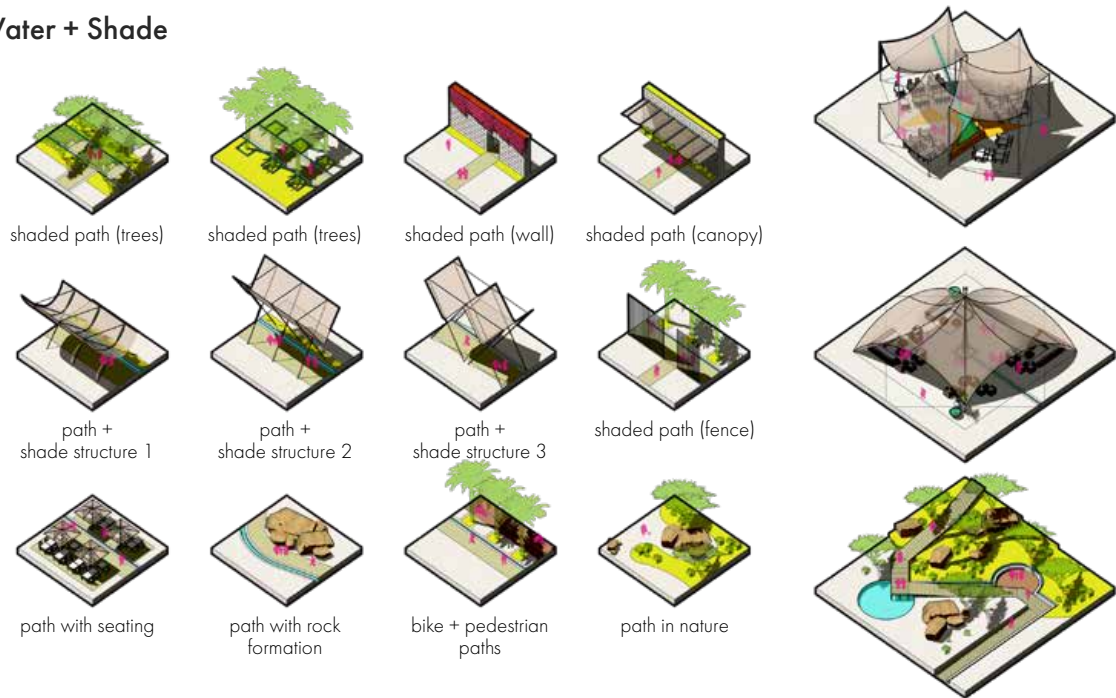
Water + Path



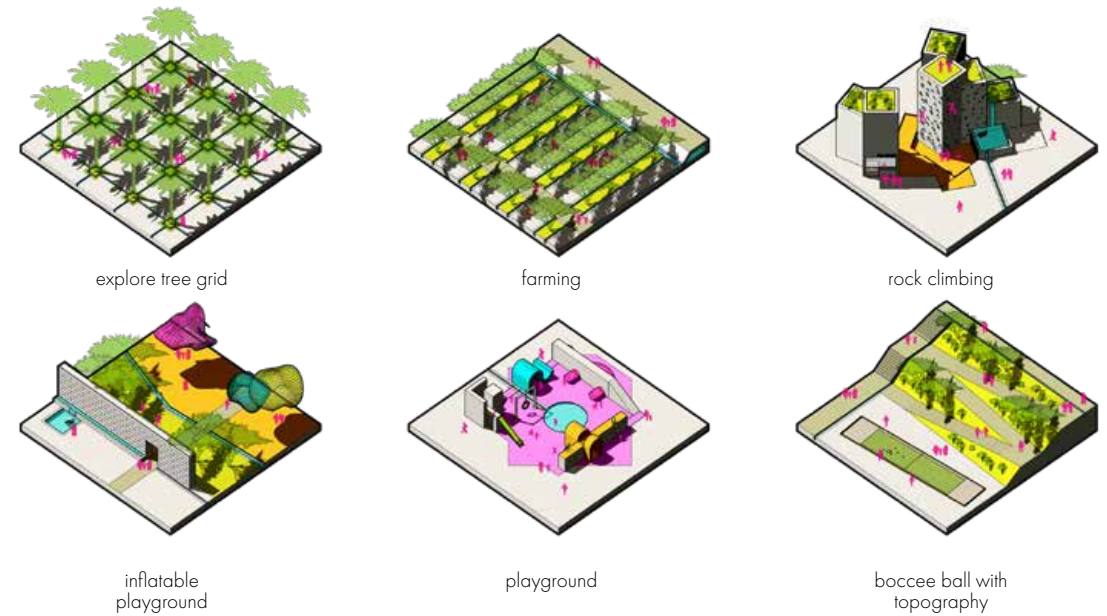
Water Activities



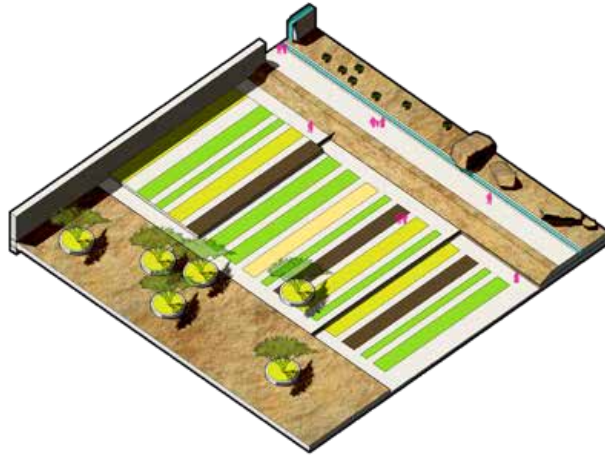
Water + Shade



Activities



Elements (Cont.):
Activities

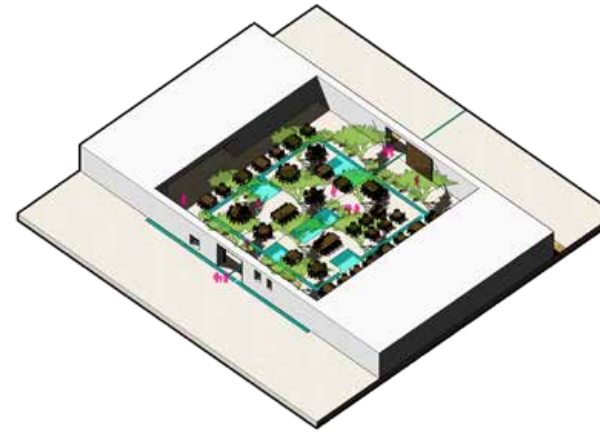


farming +
path

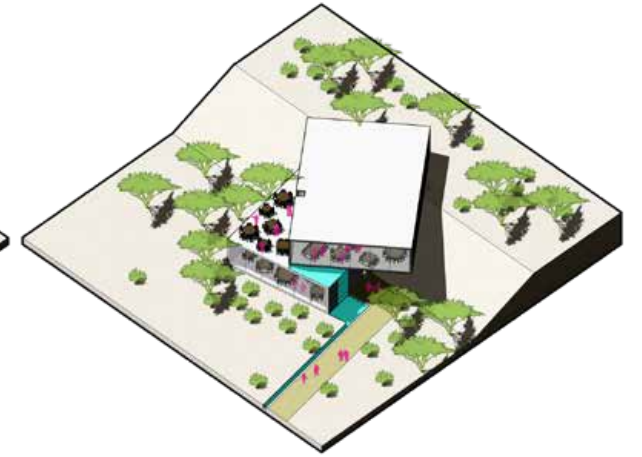


pre-built
structures

Restaurants



F+B
(Contain)

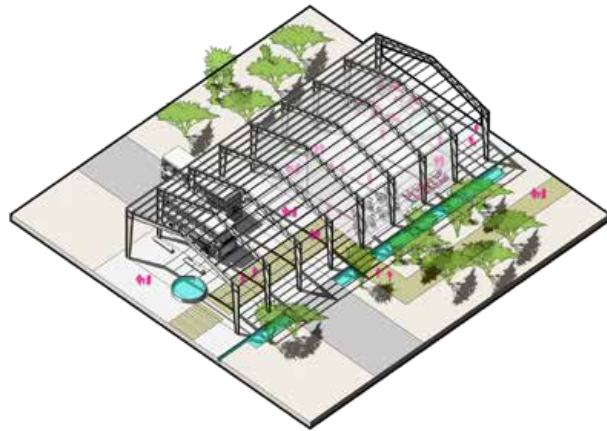


F+B
(Observe)

Transit Modules



valet
stop



shuttle
transit

F+B Clusters

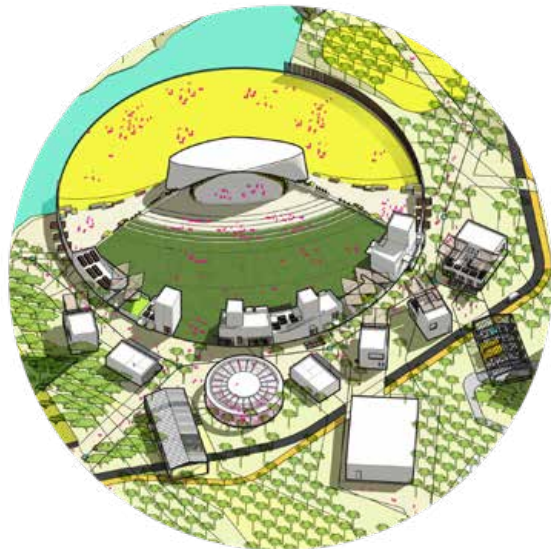
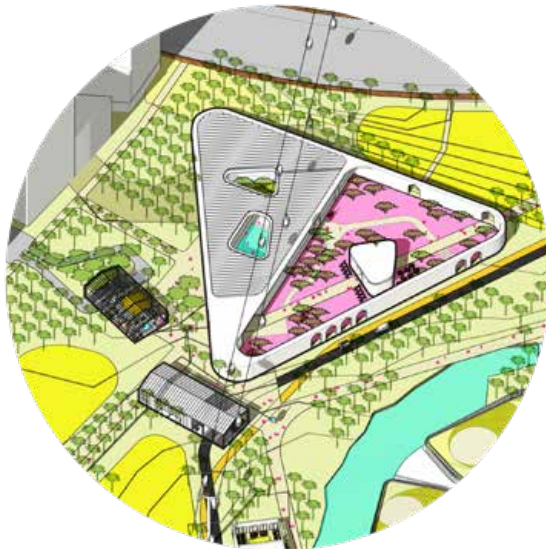
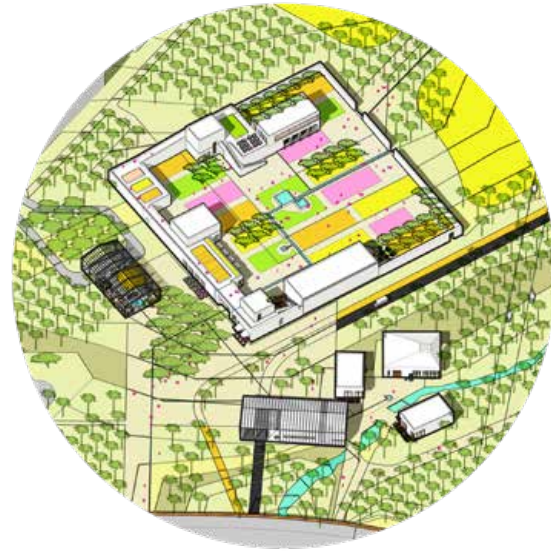
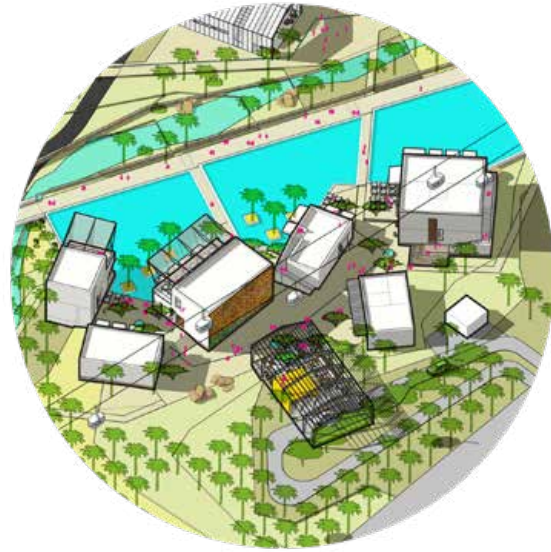


F+B
cluster 01



F+B
cluster 02

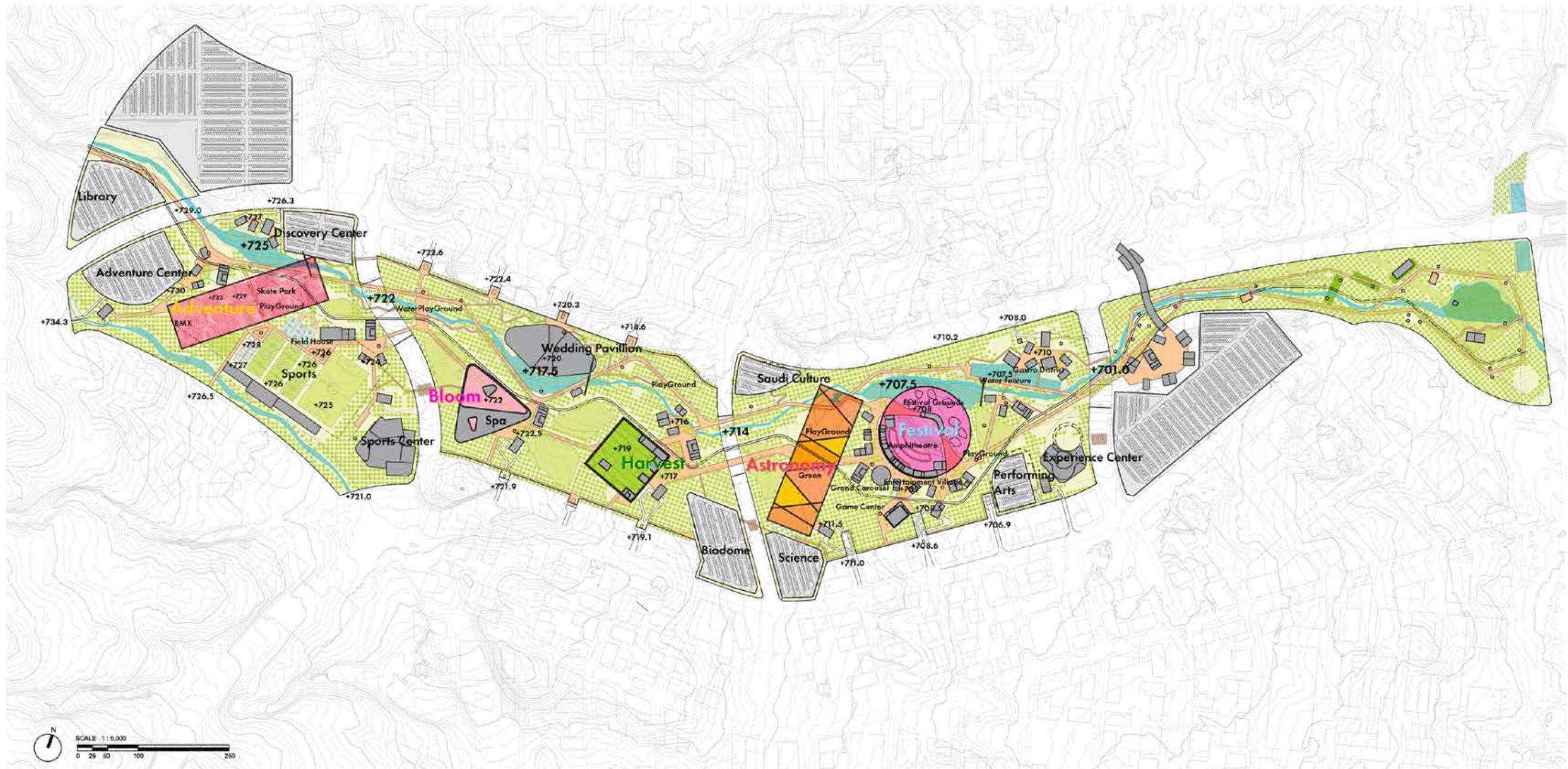
Biomes

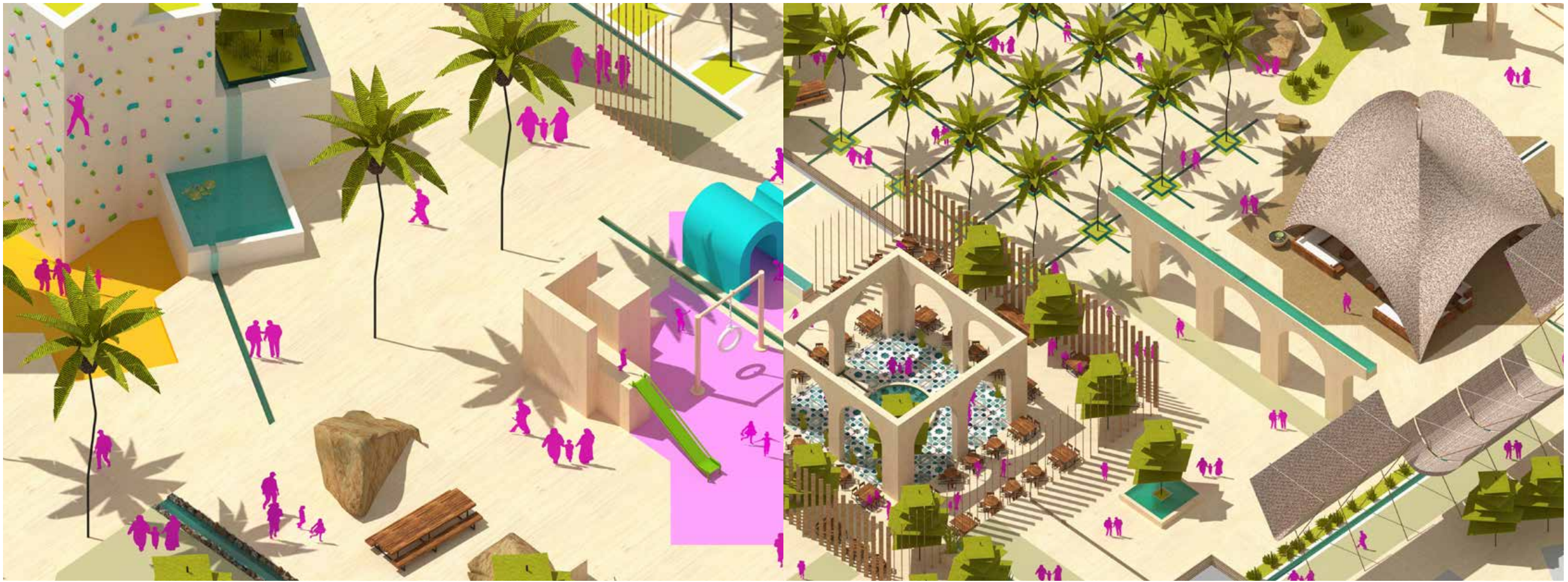


Elements Applied to Biomes

Diagrams show how the "Elements" can be re-used and dispersed around the park as well as fit into separate "Biomes".

Floor Plan





Elements can be swapped in and out to create an highly adaptable programatic and landscape mix.

Shading, water, and planting are used to provide comfort and to tie larger programatic elements together.

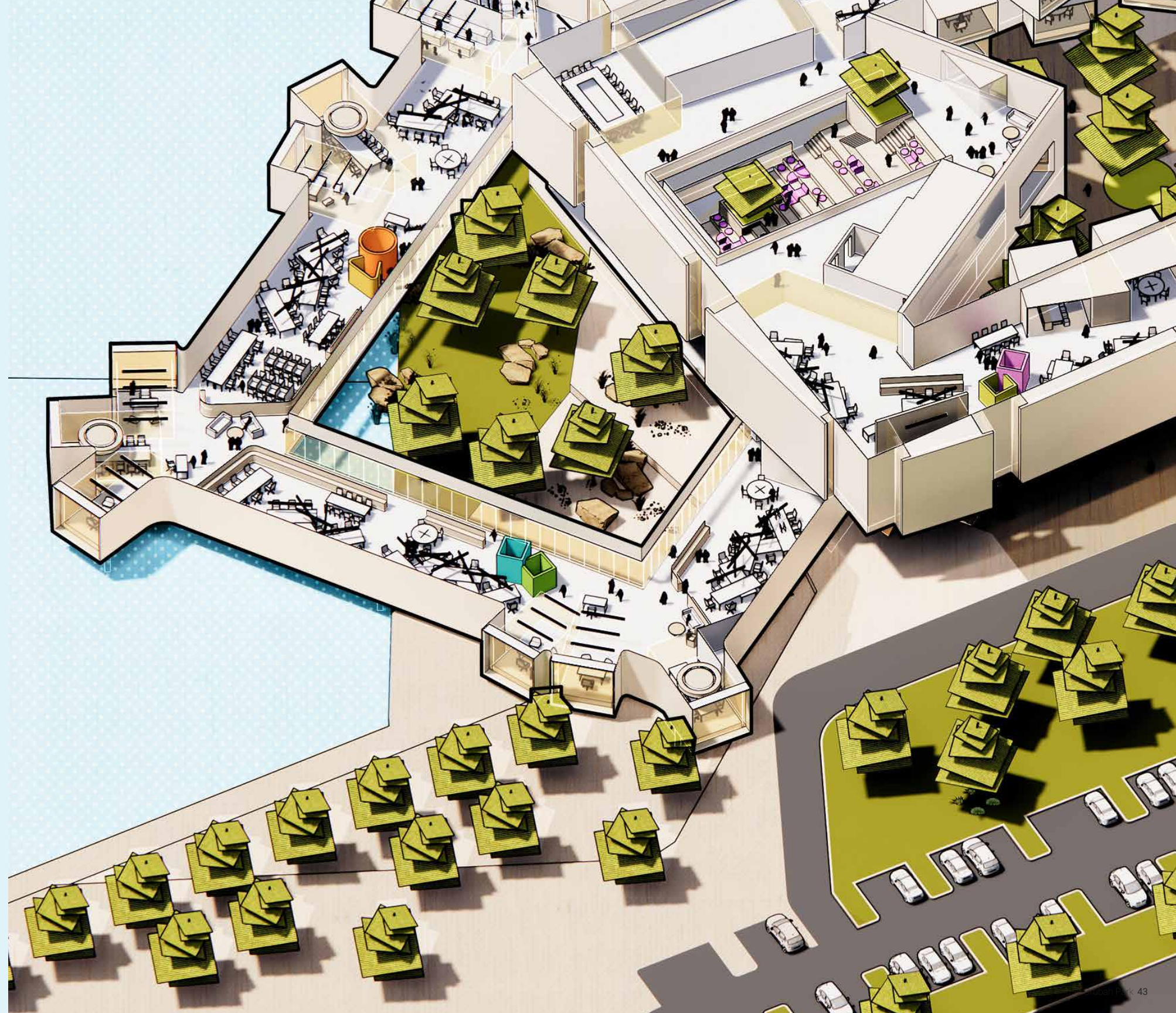
AL URUBAH PARK

5 DESIGN, 2019

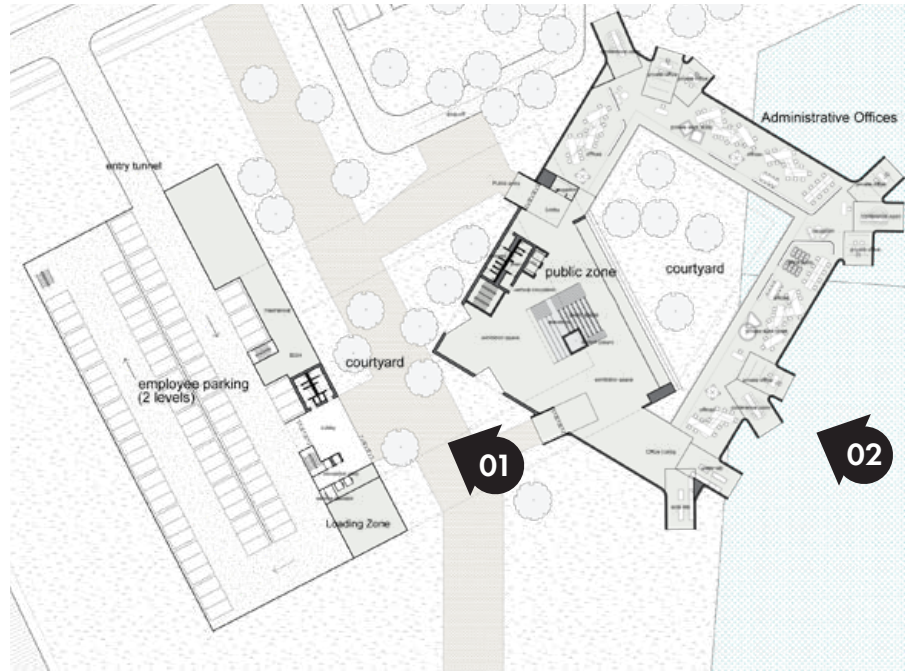
The purpose of this project was to create an office building, and a restaurant space that both prioritized individual wellness and access to green. In Riyadh's desert climate this should be balanced with the wellness of larger societal needs regarding water as a finite resource.

The first, the Green Riyadh Compound, an office building for the Riyadh park department, borrows strategies from vernacular walled gardens. The Green Riyadh compound seeks to demonstrate how old tradition can be beneficial in imagining a new strategy for greening the city.

The second building is a restaurant space that takes on the concept of a fortification on hill. Restaurants are raised above the park with an internal courtyard, which serve a dual purpose of providing shelter from the elements and excellent views of the park.



Green Riyadh Compound



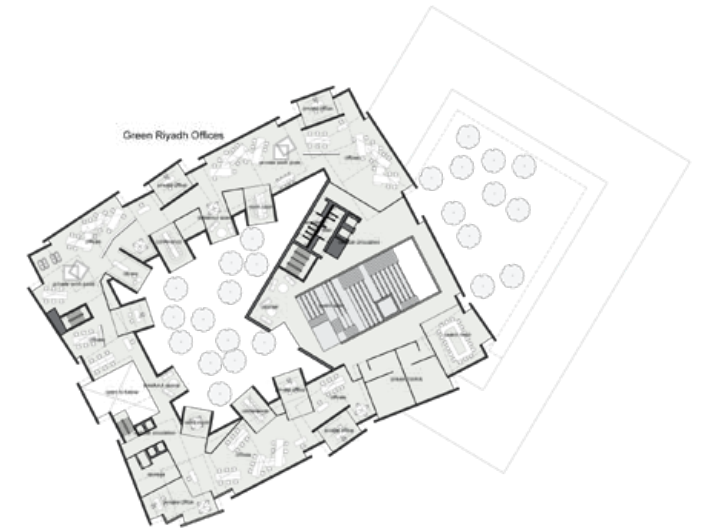
GF Plan

The ground floor plan shows the building's relationship with the site and parking. The GF offices look out onto a body of water.



L01 Plan

The first floor plan features office views into the courtyard as well as a cafe.



L02 Plan

The second floor plan has a similar layout as the first floor. The grand stair/meeting space extends to all three floors.



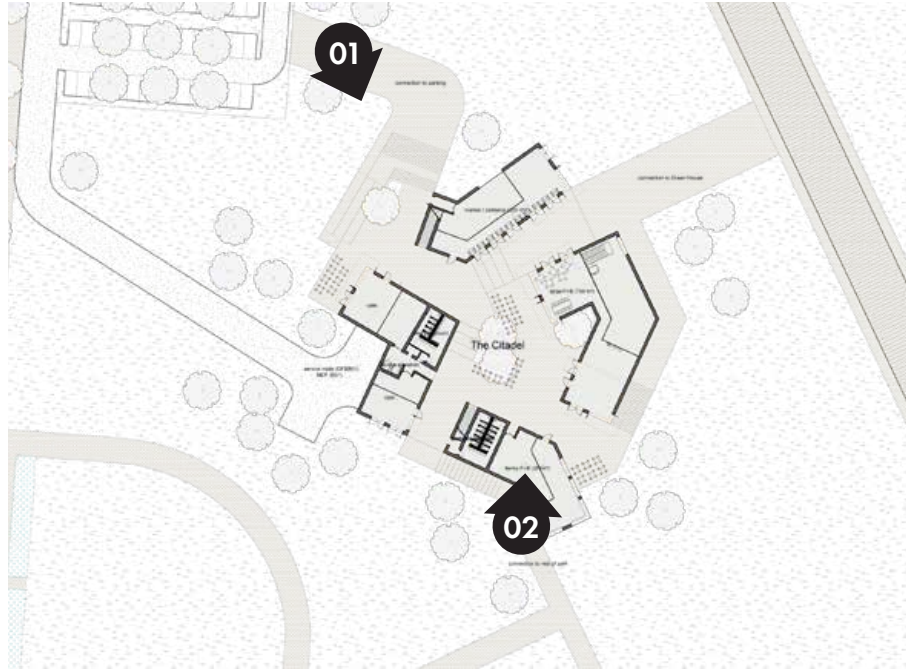
01 View from interior courtyard



02 View of general massing

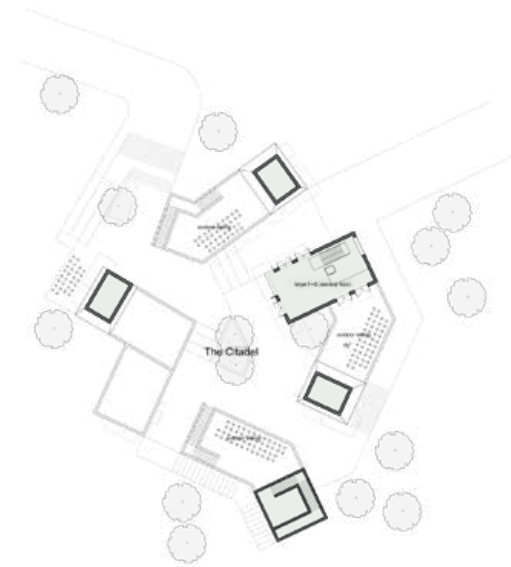


The Citadel



GF Plan

Internal restaurant court links up with the dropoff and other park paths.



L01 Plan

The second floor looks down on the central court and the park beyond.



01 View of citadel from dropoff



02 View of plaza

V-CAPITAL MALL

5 DESIGN, 2019-2020

The V-Capital Mall project featured a two pronged approach. First, there was a push to maintain some of the historical buildings on the site, thus the existing building was revamped to feature a bookstore, club, etc. Second, an entirely new mall was to be built on the site adjacent. The mall design borrowed from the vernacular expression and scale of the neighborhood - the glass cutouts mark that expression quite literally.



Existing Bldg Revamp

New Mall Design

Renderings coordinated with visualization firm



Existing Building - Inside vs Shell

This diagram shows the design approach. The existing shell (pink) remains, while the interior is updated to house a new program.



Existing Building - Use

The program of the building is shown above. A restaurant, bookstore on the top level with a restaurant and club on L02.



Green Diagram

On the exterior the mall was designed around the idea of paying homage to the vernacular,. In the interior the mall opens up diagonally via a vertical circulation that connects the open space on the outside with that on the roof.



Overall Design

The design principles can be seen here.



Renderings coordinated with visualization firm



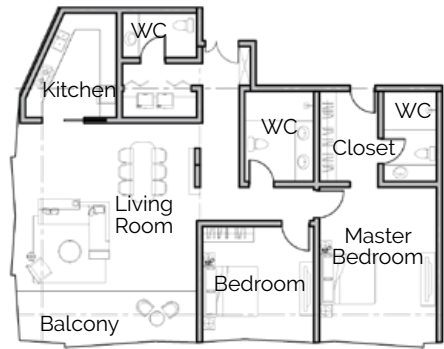
Renderings coordinated with visualization firm

YUEXIU GUANGZHOU

5 DESIGN, 2020

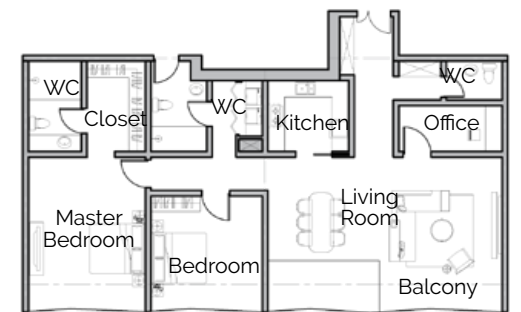
The goal of this project was to create a large variety of different unit types that would slot into two different residential buildings. In addition to planning out the units, there was an emphasis on creating diagrams that showcased the potential vibrancy of the living spaces.



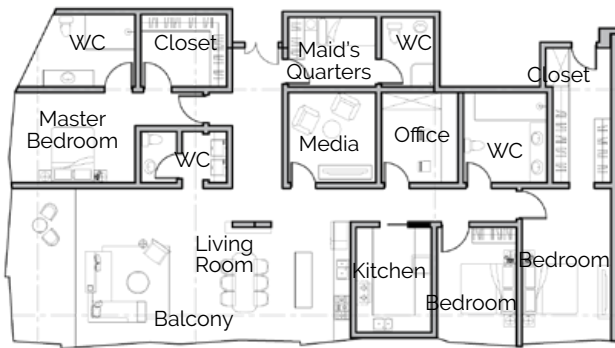


2BR Flat Apartment - Corner Option



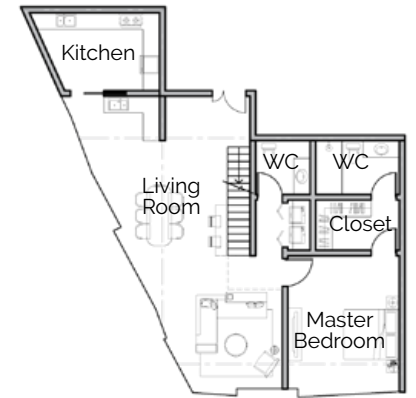


2BR Flat Apartment



3BR Flat Apartment



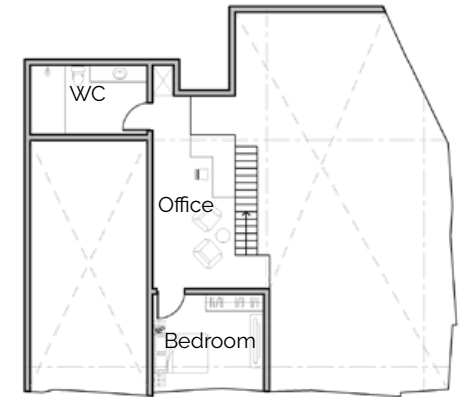
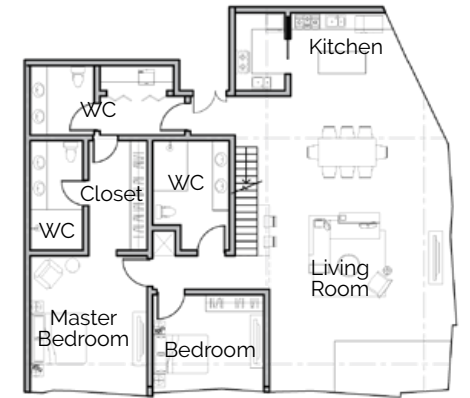


2BR Corner Loft



2BR Loft Apartment

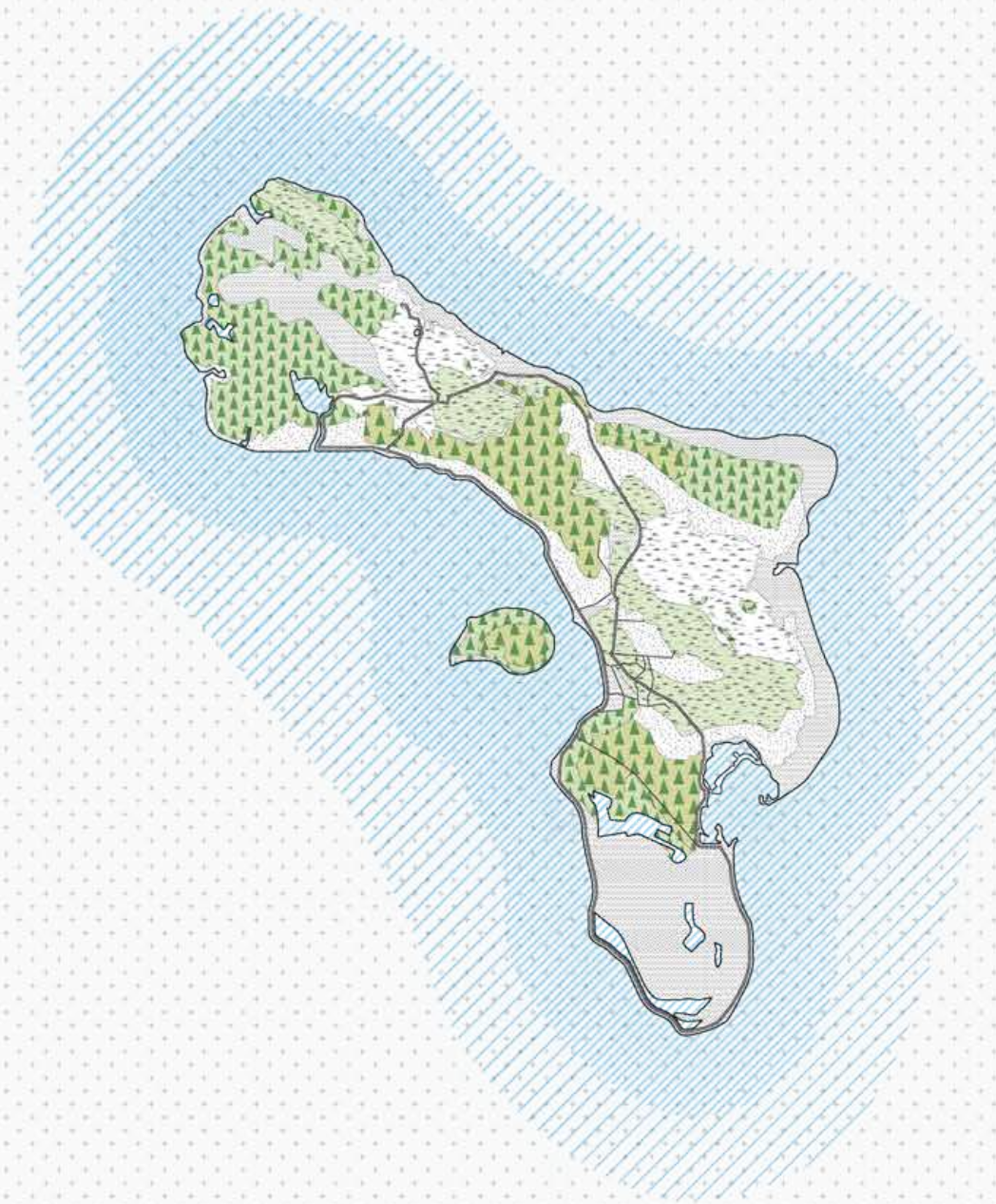




3BR Corner Loft

GRAPHIC
DESIGN
MISCELLANEOUS

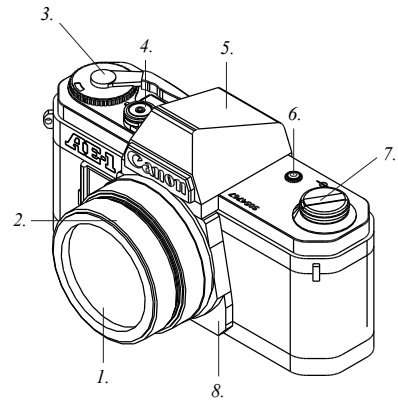
Assorted graphics projects.



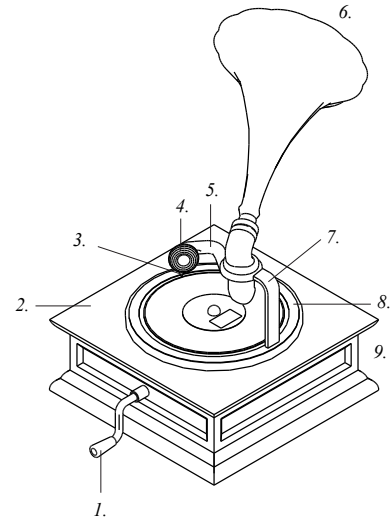
bonaire

12.2019° N, 68.2624° W

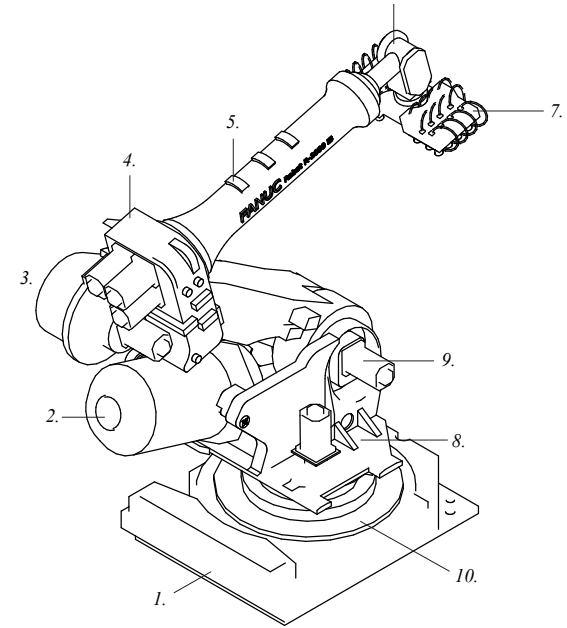
Machines



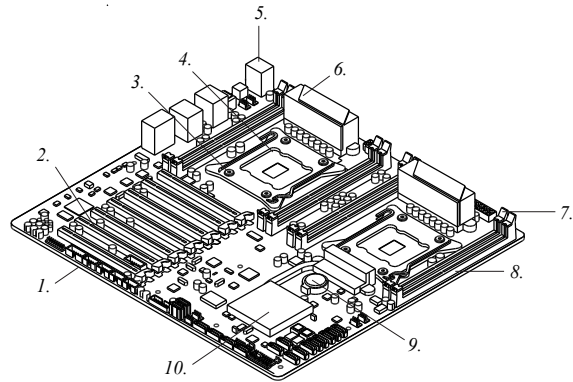
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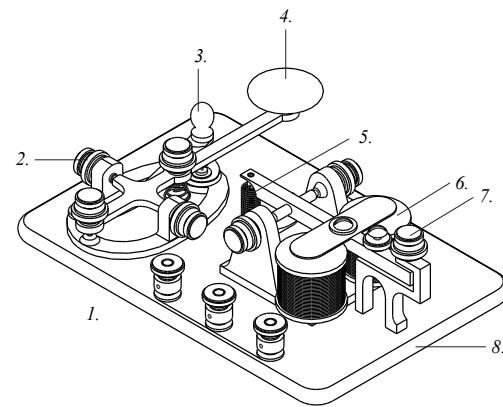
phonograph



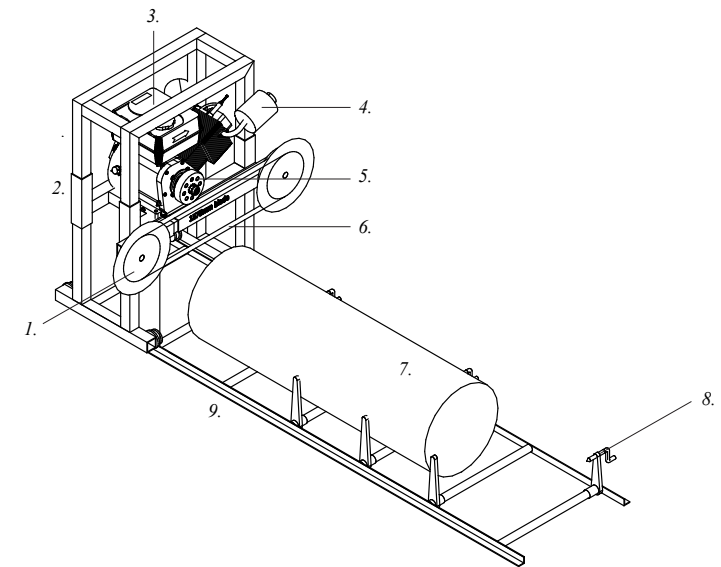
robot arm



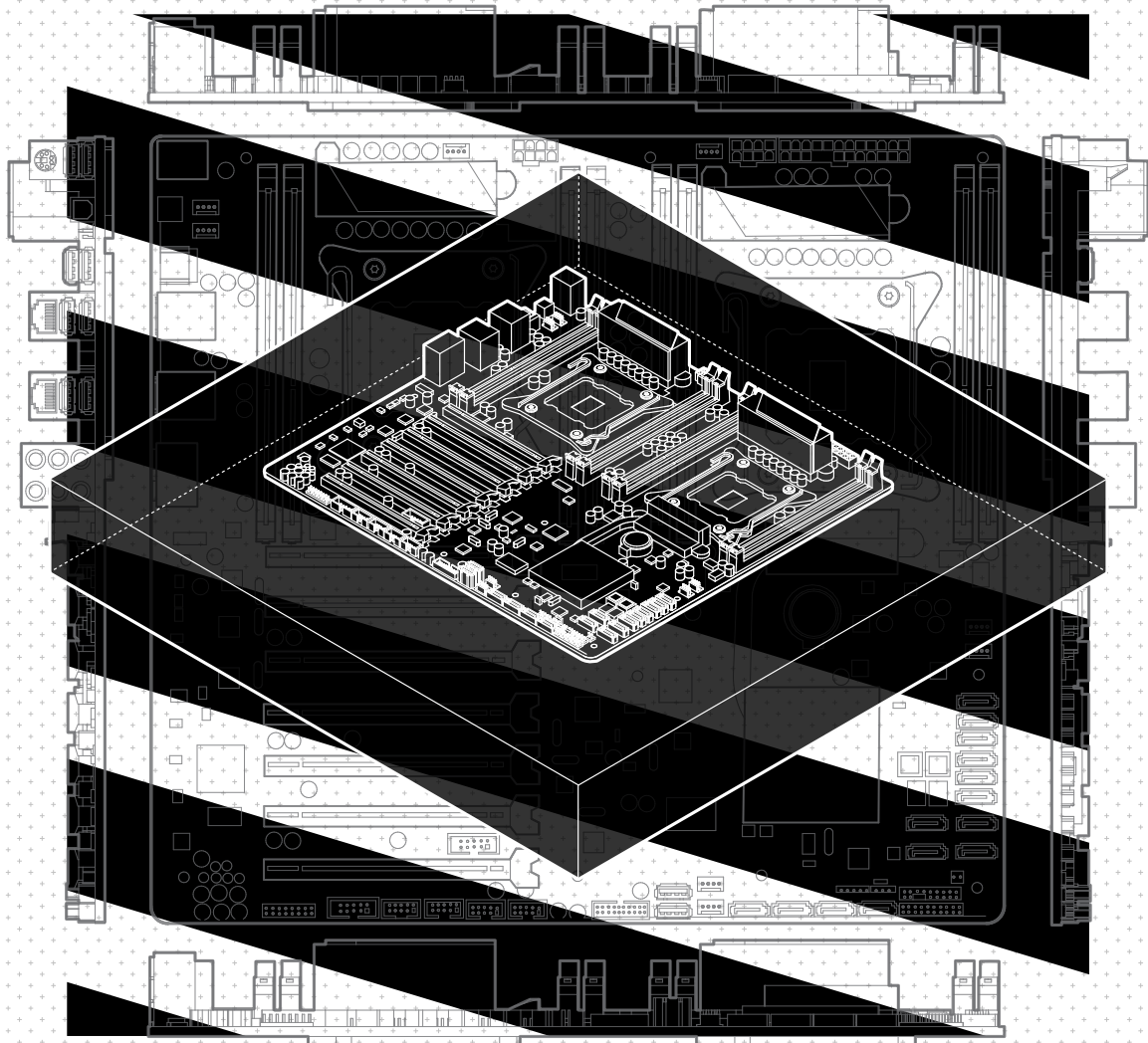
motherboard



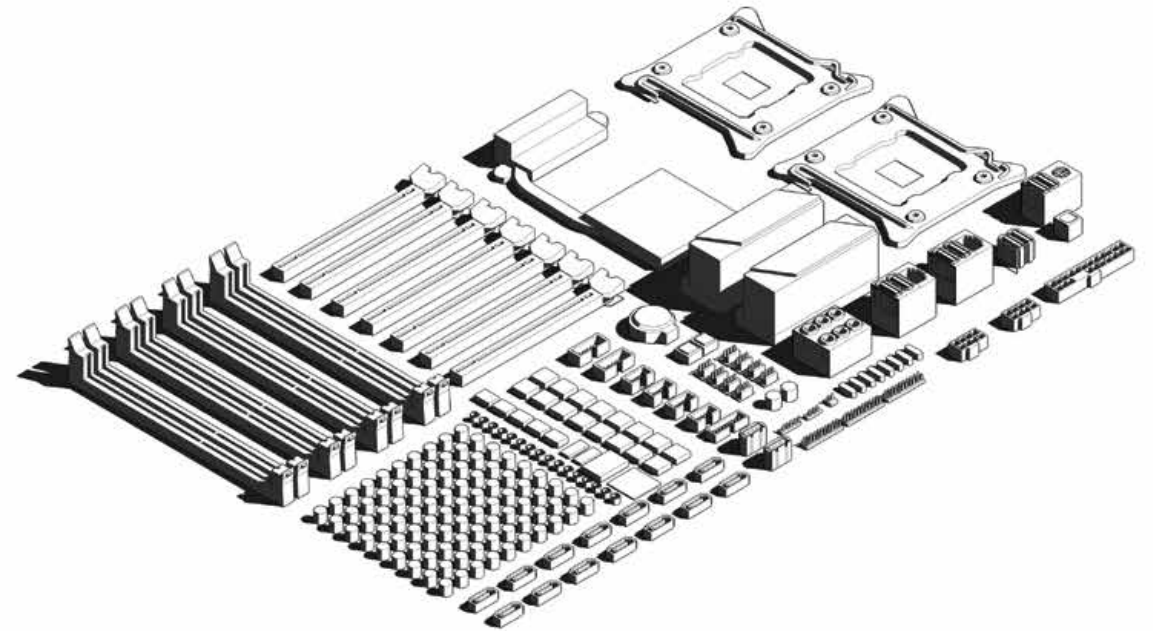
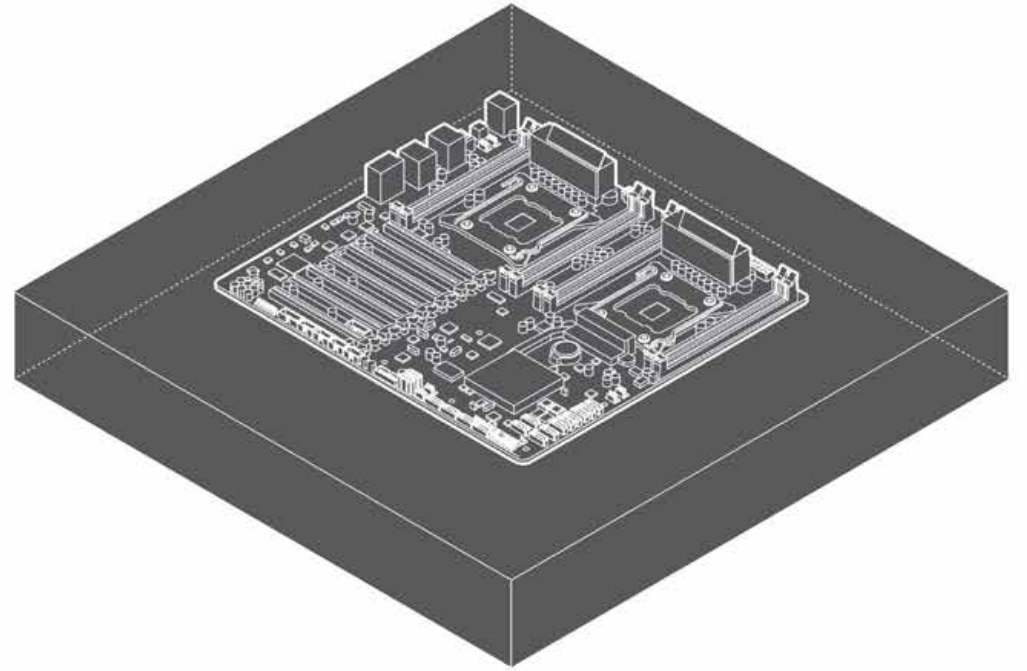
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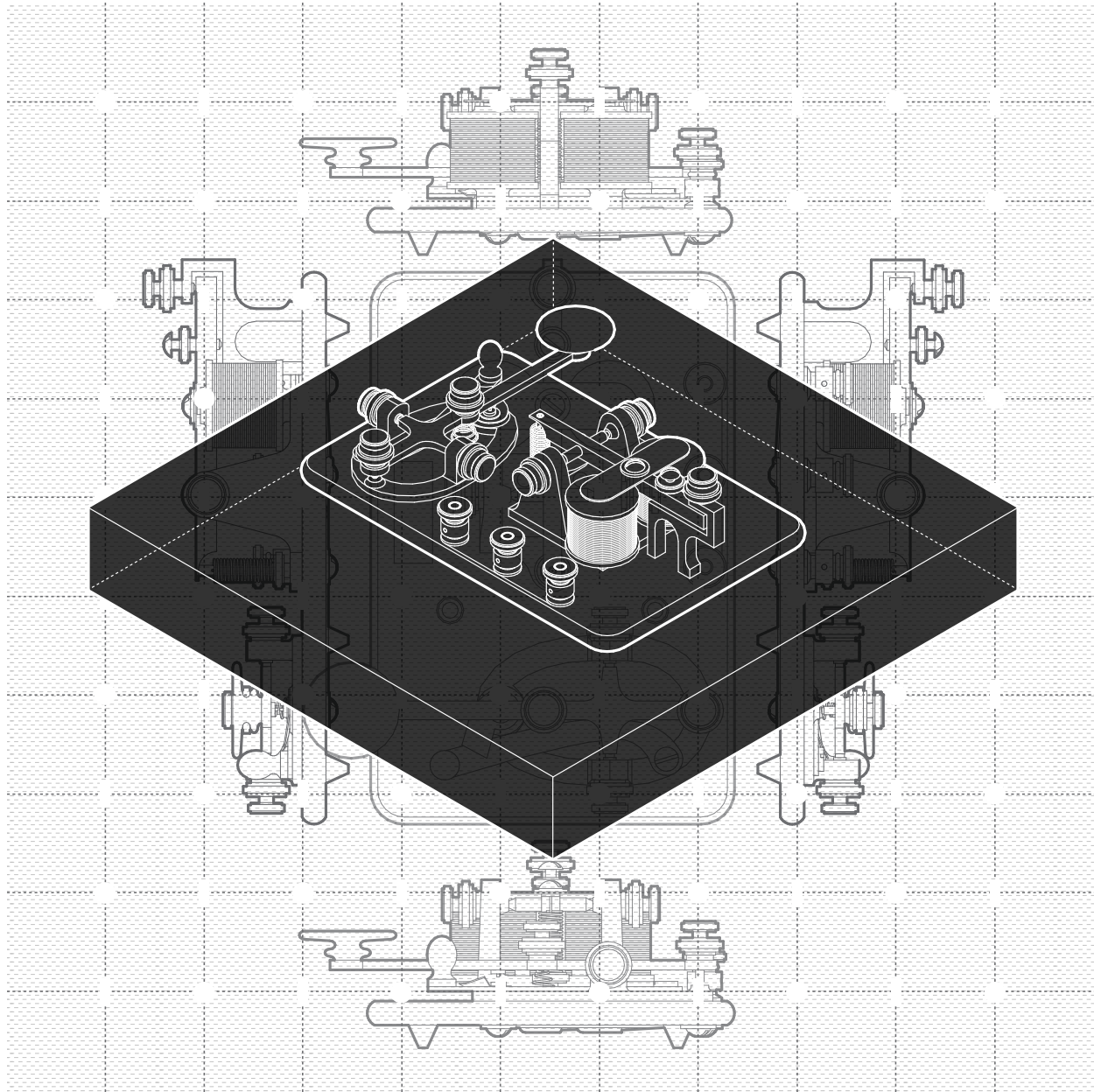
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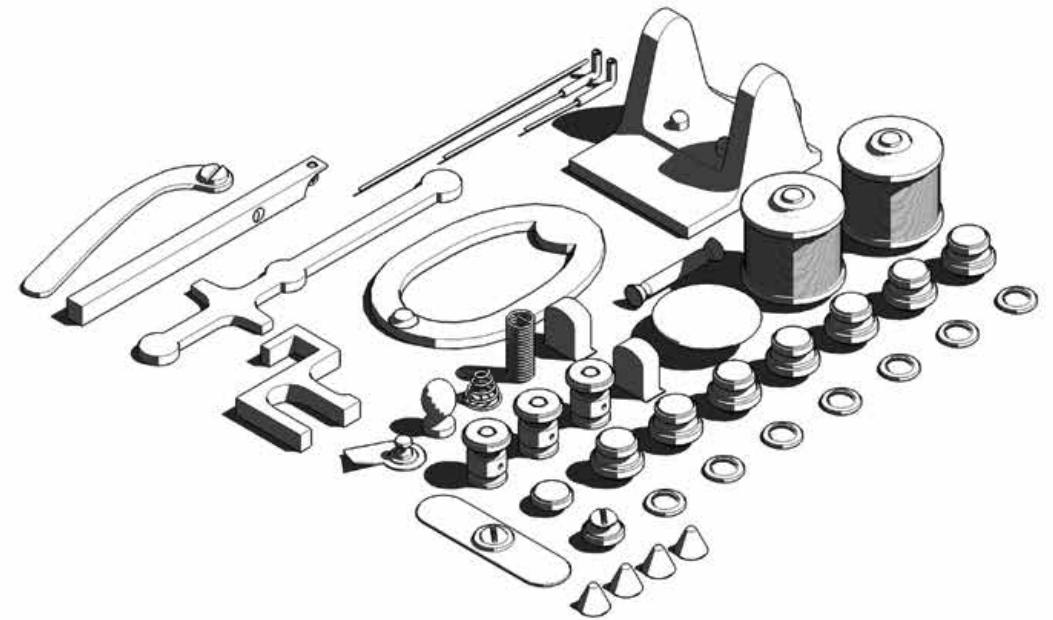
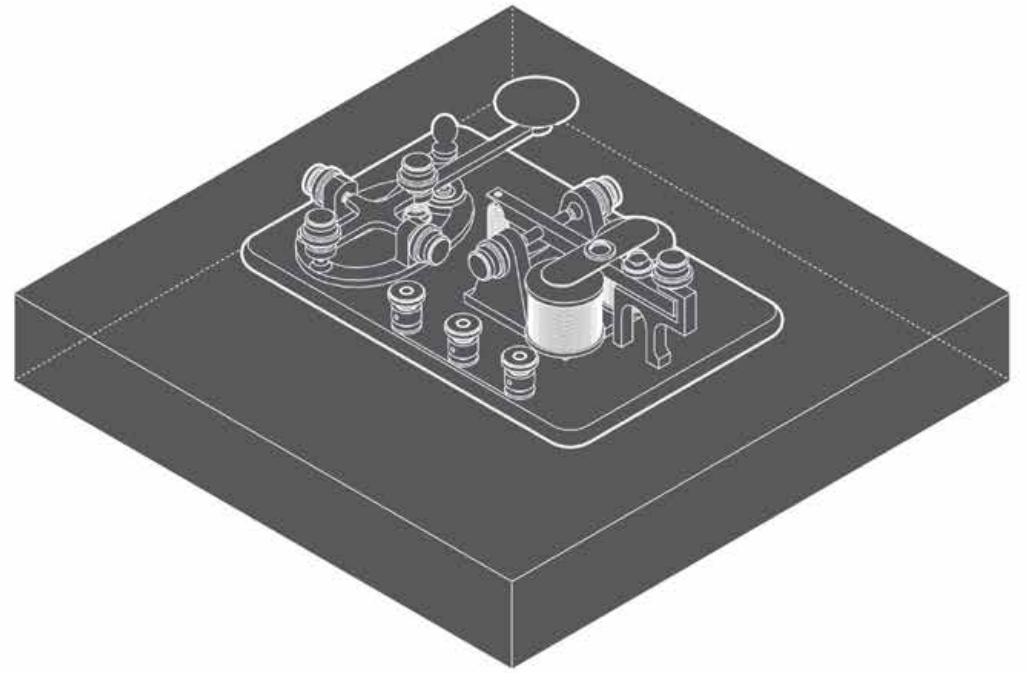
motherboard



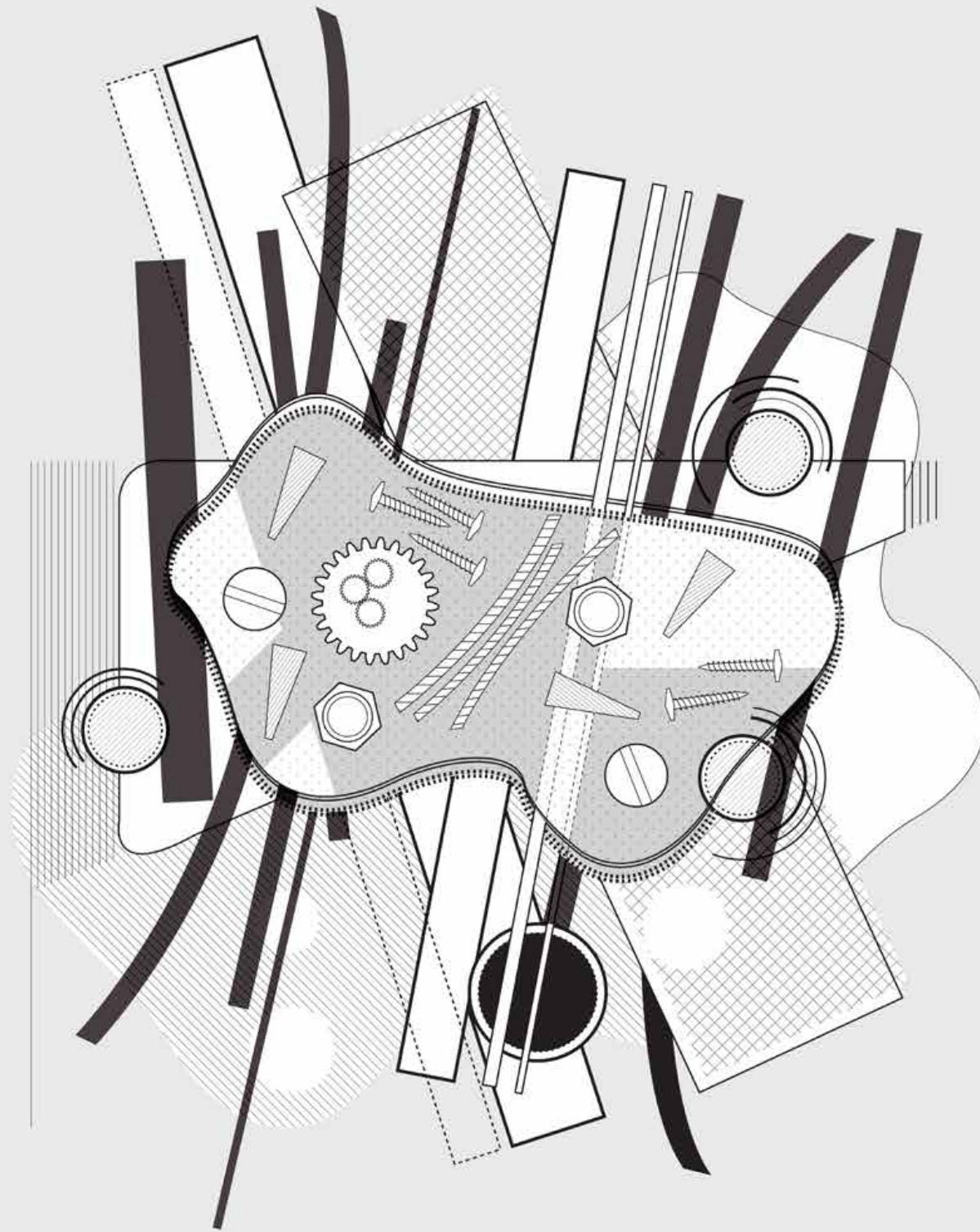
motherboard



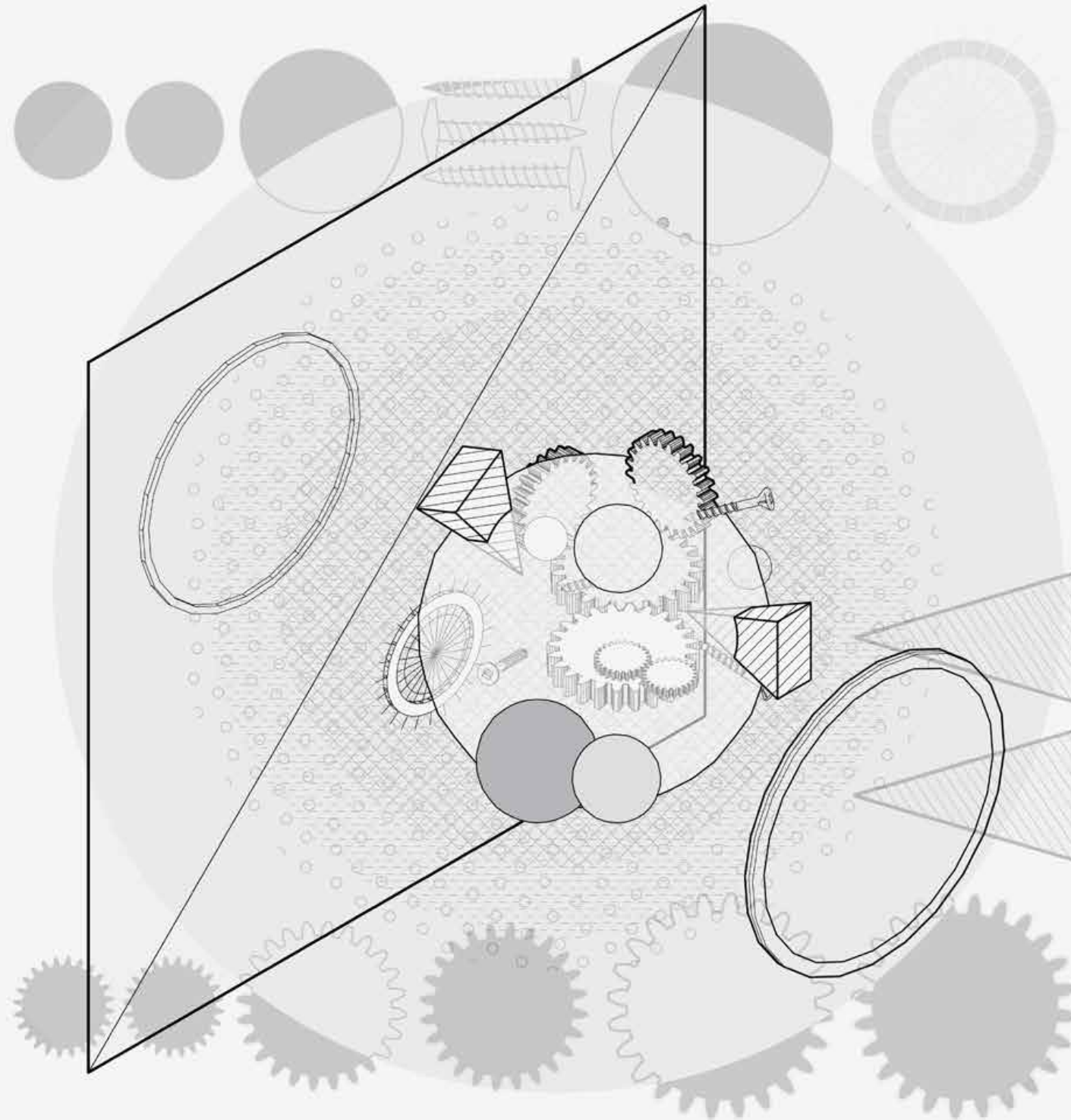
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telegraph

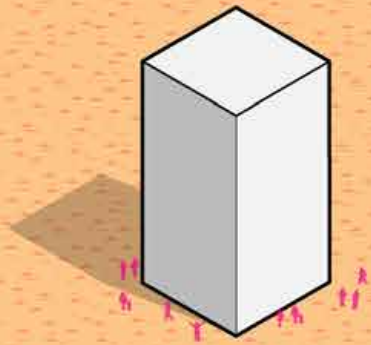


cell +
machine

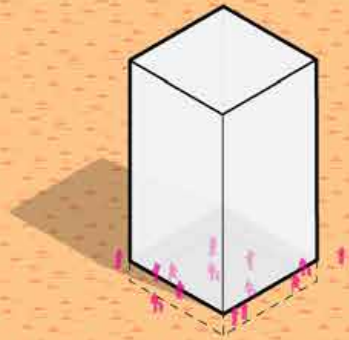


bacteria +
machine

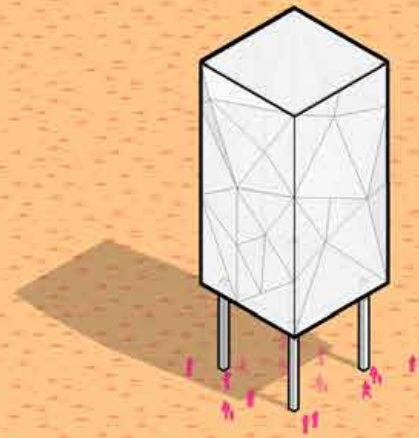
Monolith Types



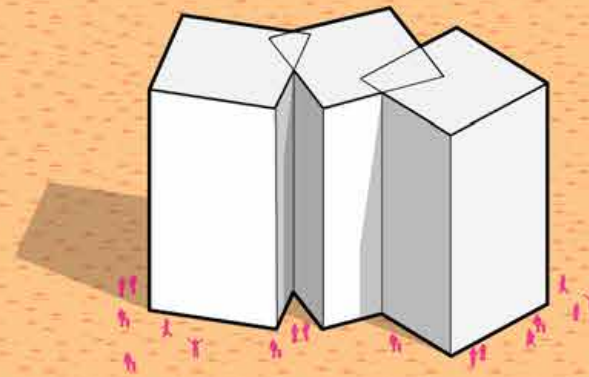
solid



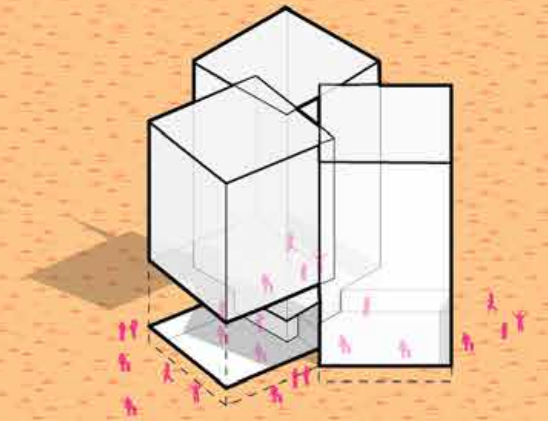
translucent



raised

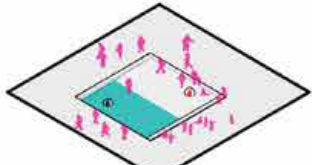


cluster-01



cluster-02

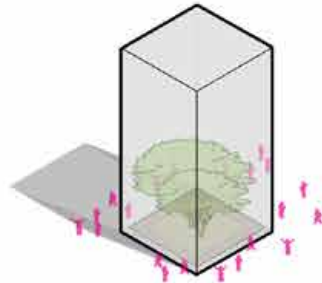
Monolith Variations



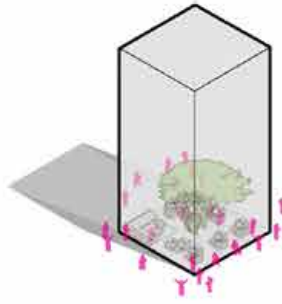
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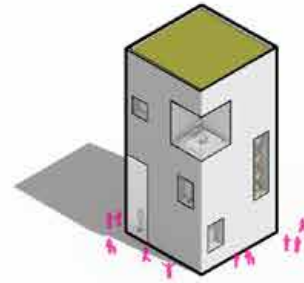
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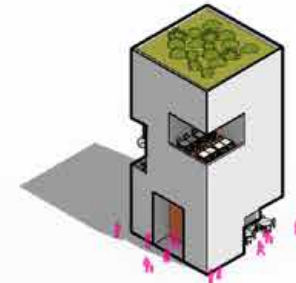
tree-in-a-bottle-1



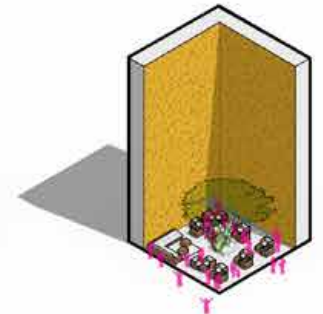
tree-in-a-bottle-2



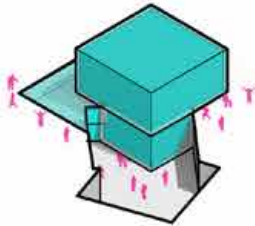
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cutouts



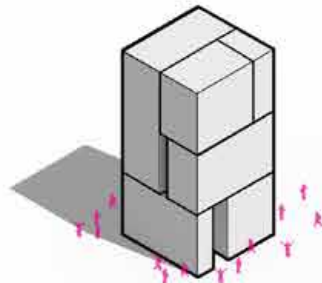
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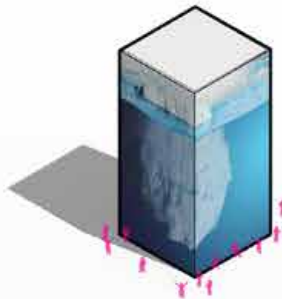
sunken pool



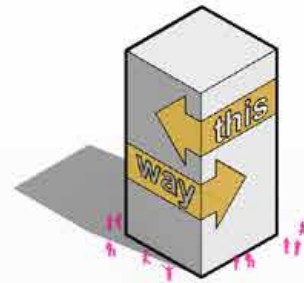
raised green



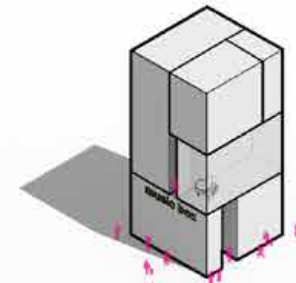
shifting volumes-01



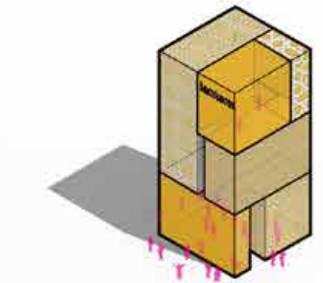
graphics



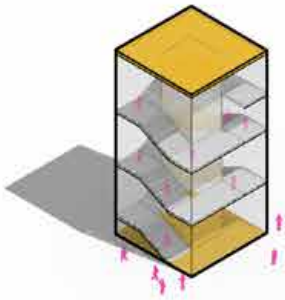
signage



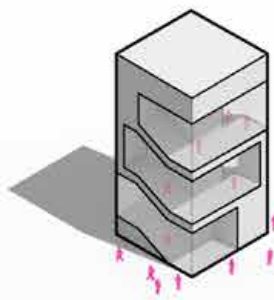
shifting volumes-02



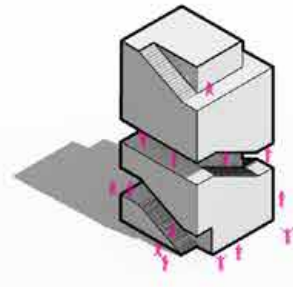
patterns



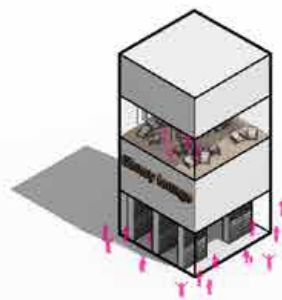
stairs-01



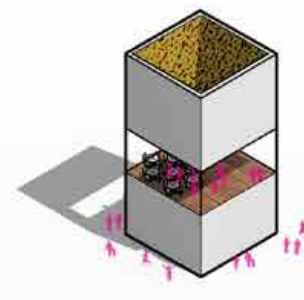
stairs-02



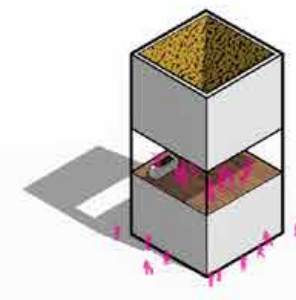
carving



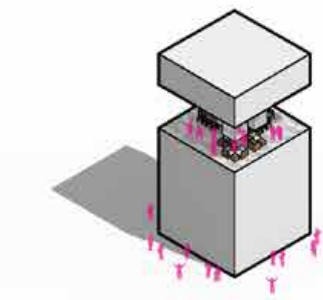
bookstore



restaurant

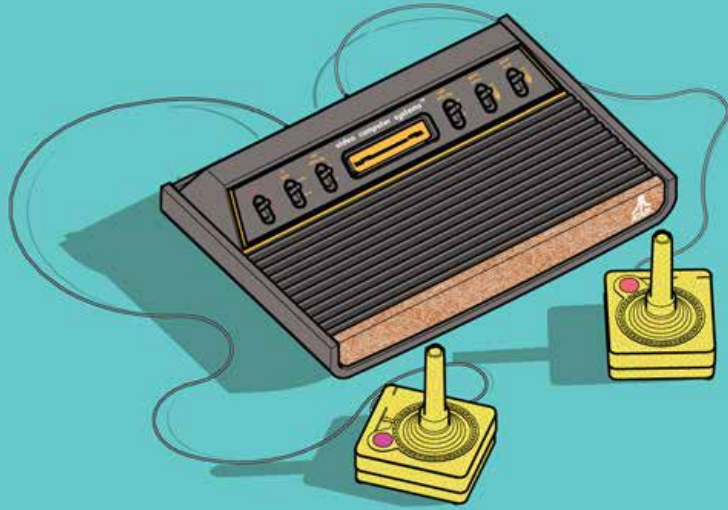


dance club



sushi spot

Products



Products (Cont.)

