

ARCHITECTURE & DESIGN

by

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Comune del Legno



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Preserved Lichen Accents



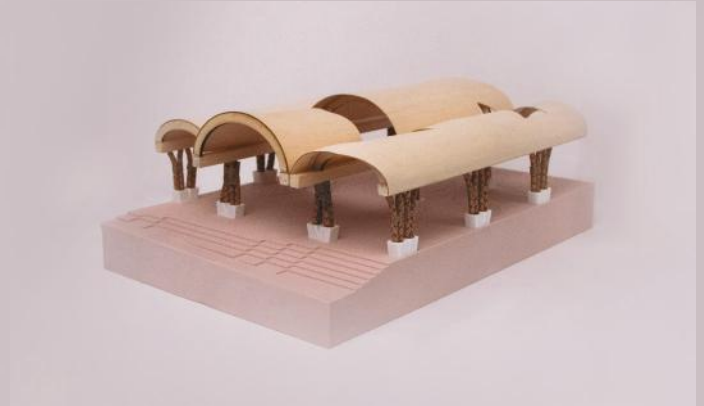




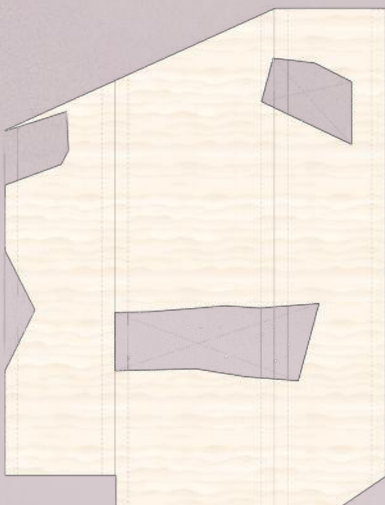
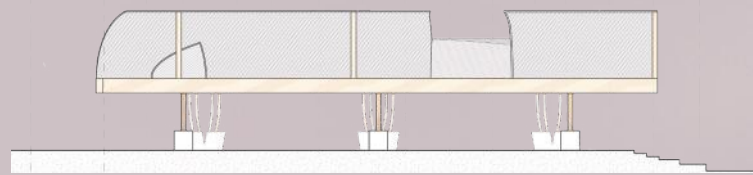
Comune del Legno

Project Proposal for School in Boyle Heights

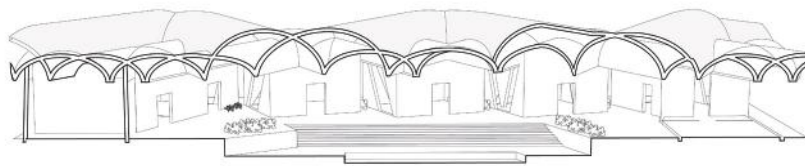
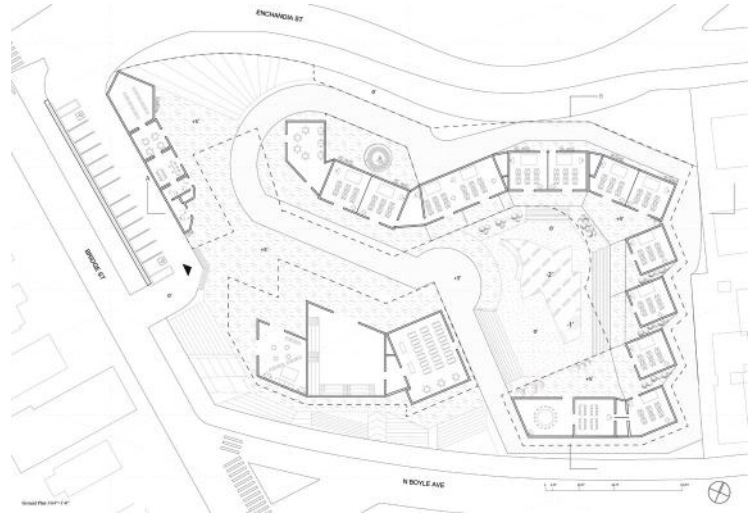
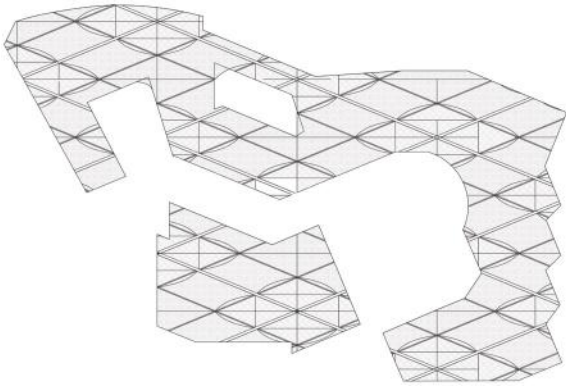
Inspired by the roof structure of the Naples Underground Central Station, This school reinterprets its layered roof into a new undulating design. The project uses curved roof intersections, wood materiality, and shared circulation spaces to create a dynamic learning environment



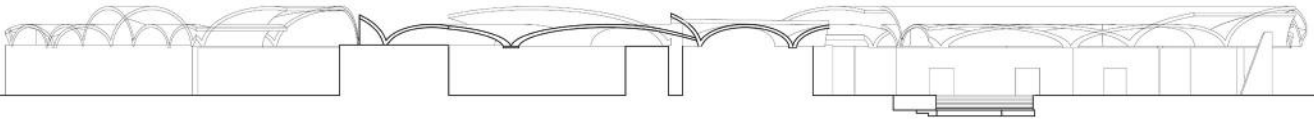
Conceptual model for experimenting with materiality and varying roof forms



Developed Undulating
Canopy System

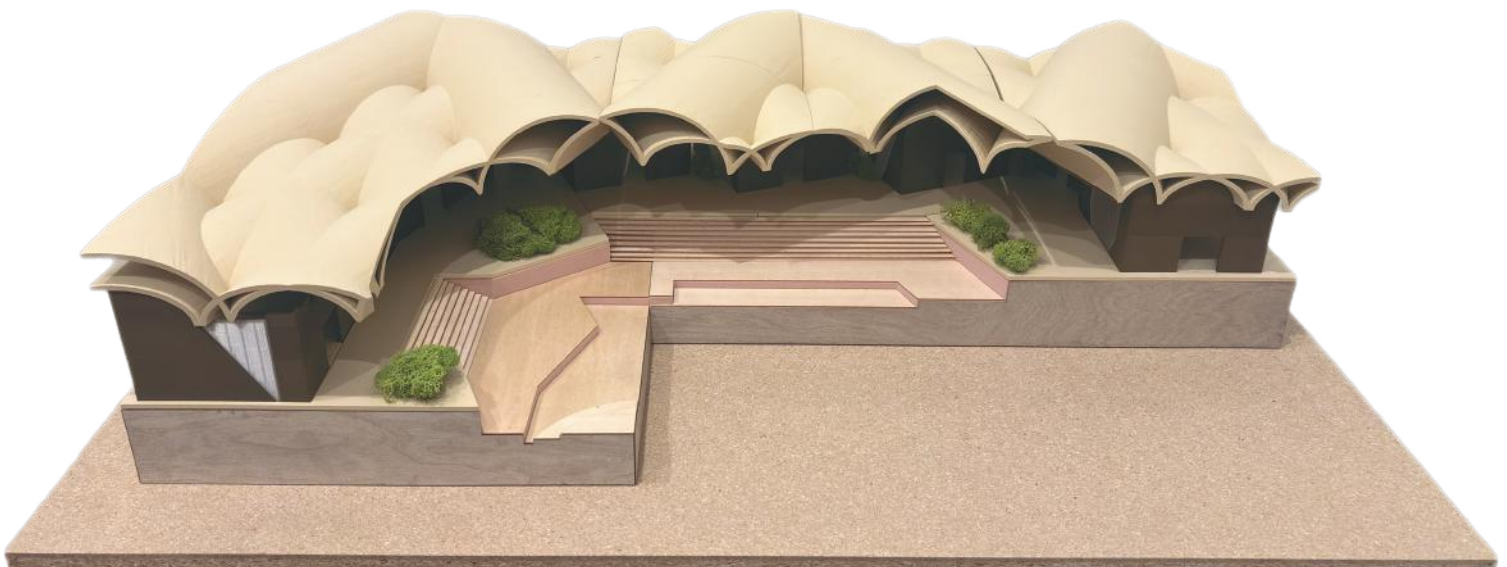


Section B



Section A

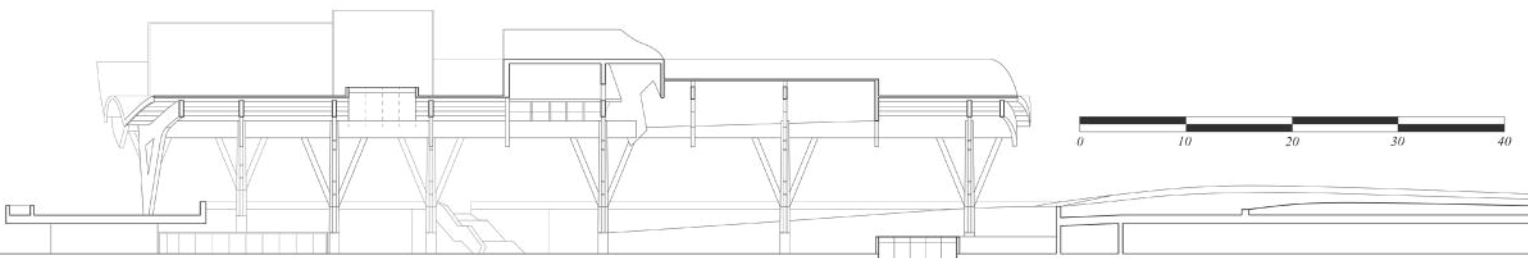
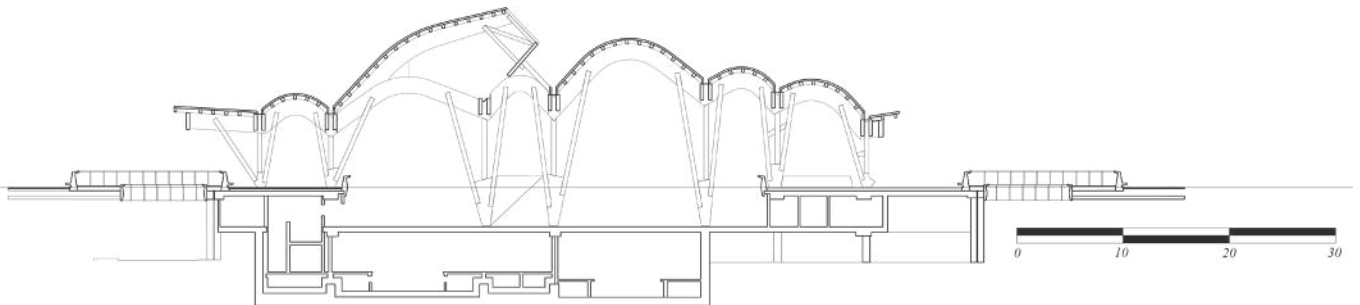
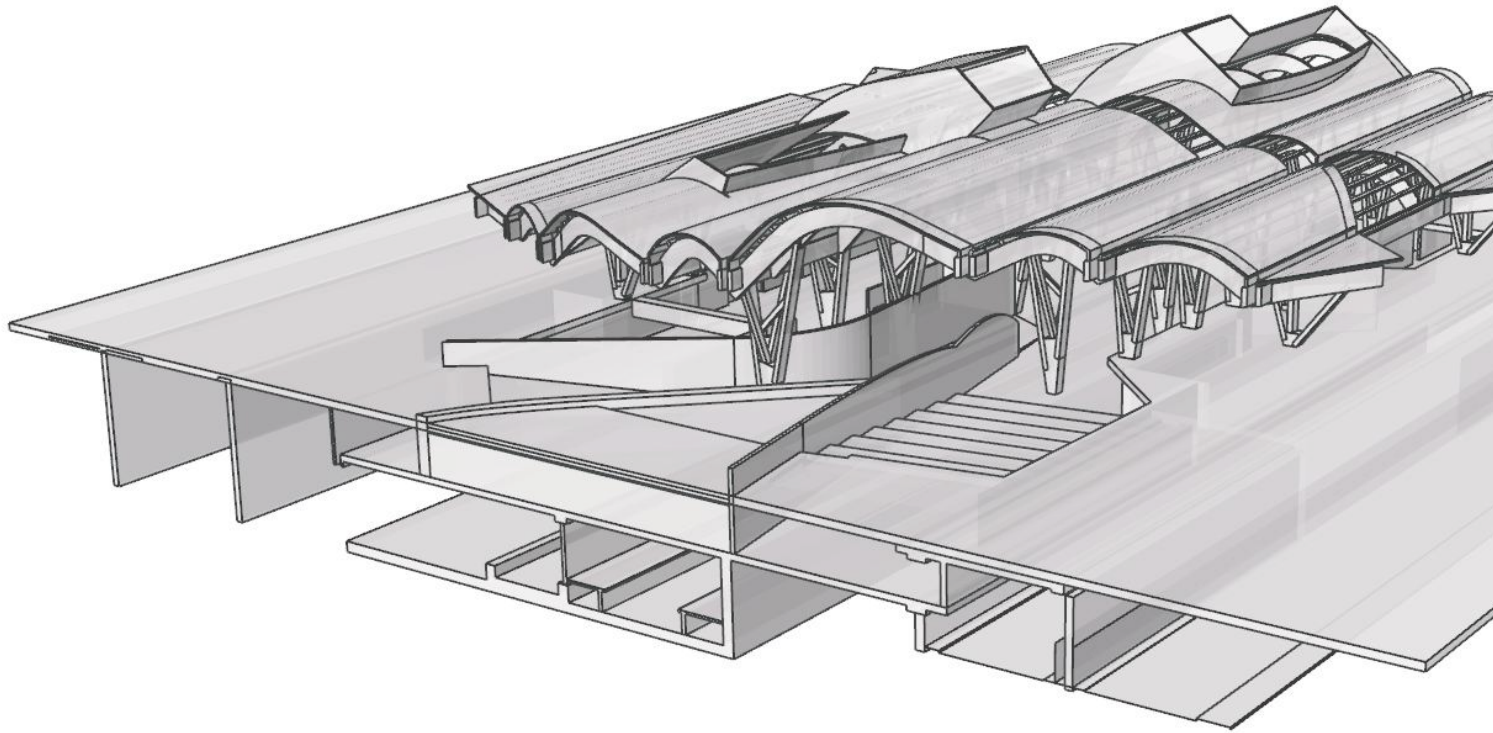
Fully Modular Final Model



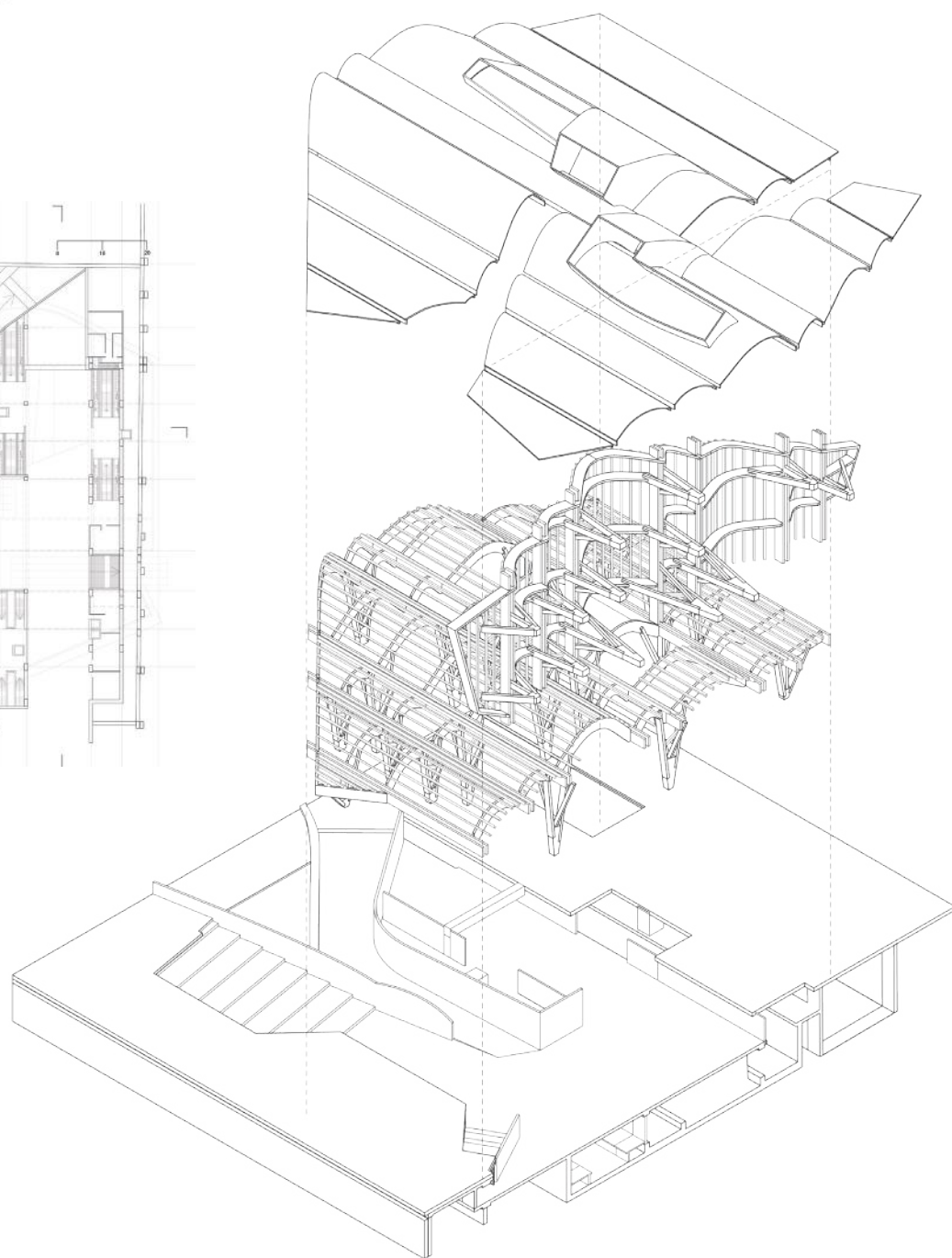
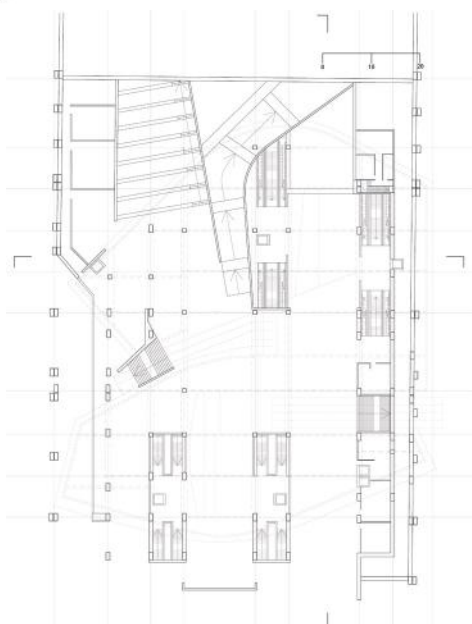
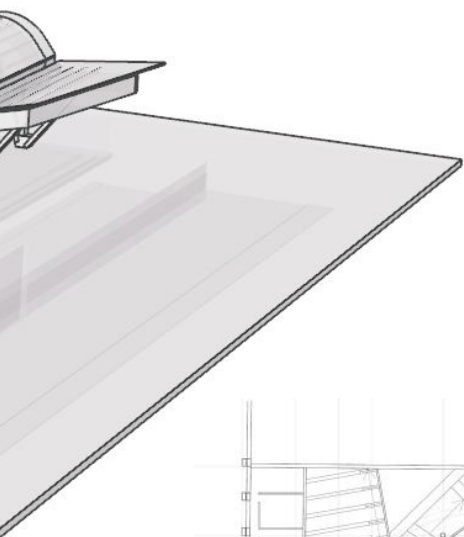
Precedent Case Study Research

Rendered Replica of the Naples Underground
Central Station by Benedetta Tagliabue - EMBT

Collaboration with Wu Keyu - SCI-Arc

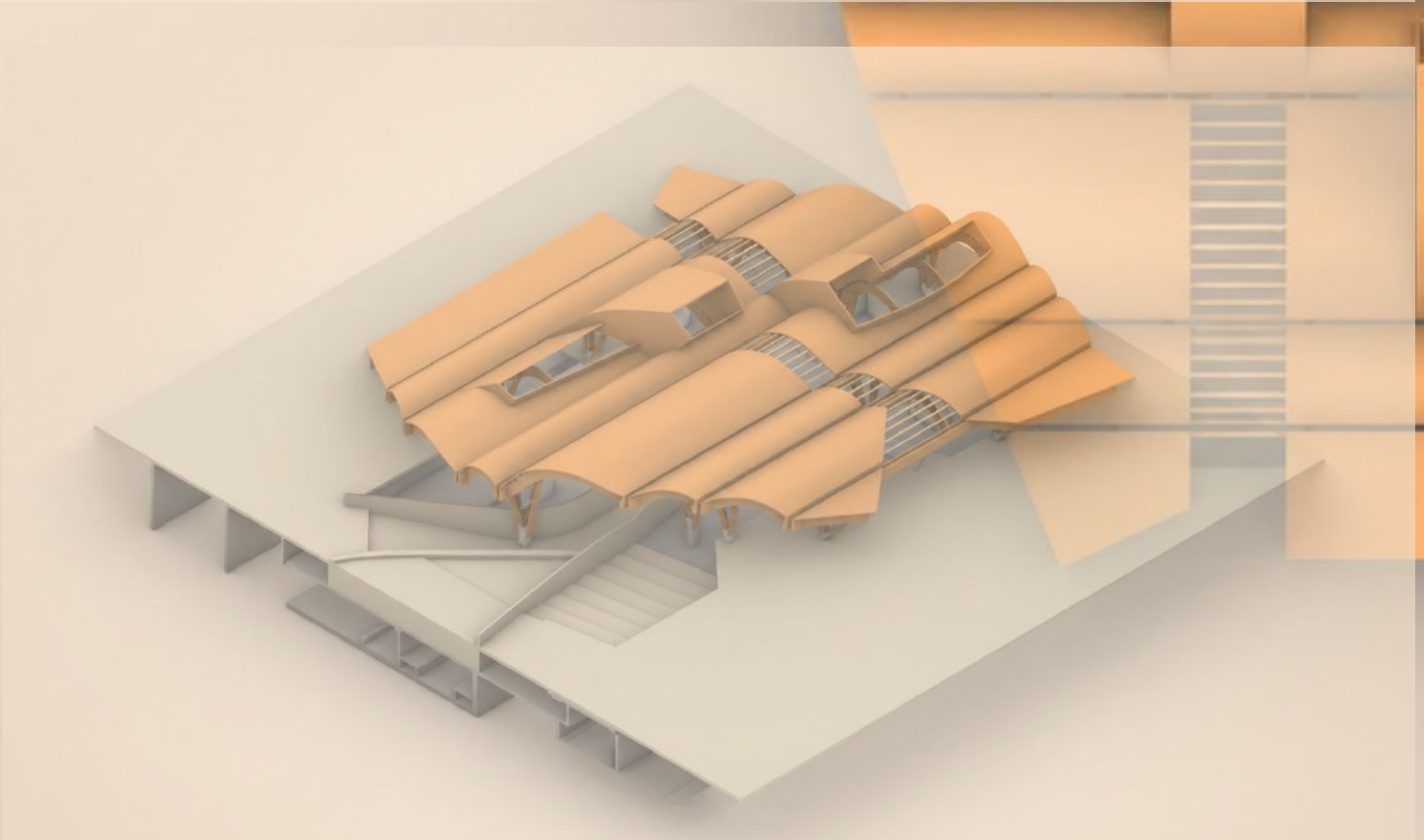
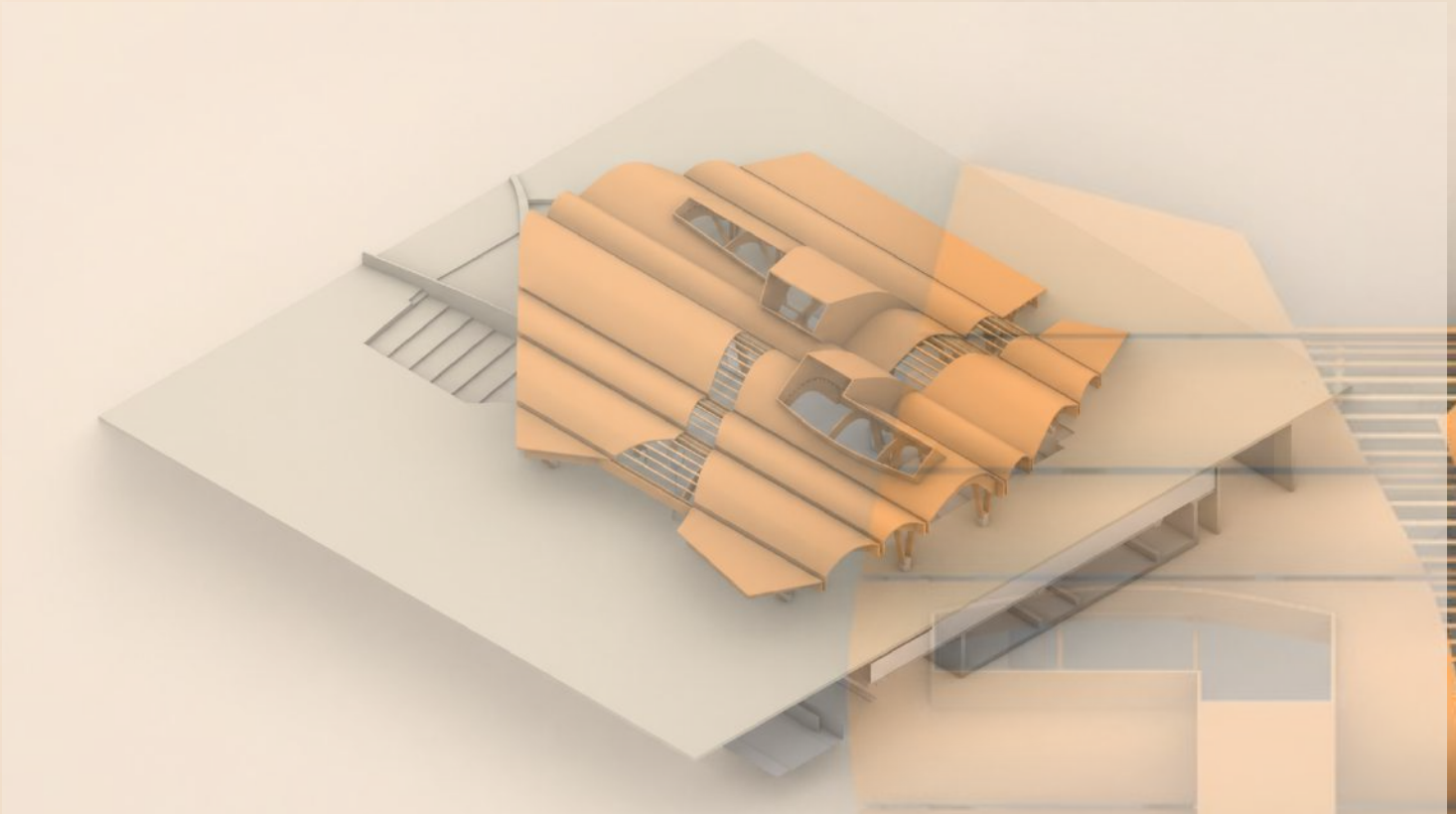


We conducted a precedent case study on the UNCS by EMBT to study its roof structure, spatial organization, and relationship between circulation and public space. Using the project as a reference, We created our own plans & Sectionsto understand its geometry & developed a replicated model which we then rendered

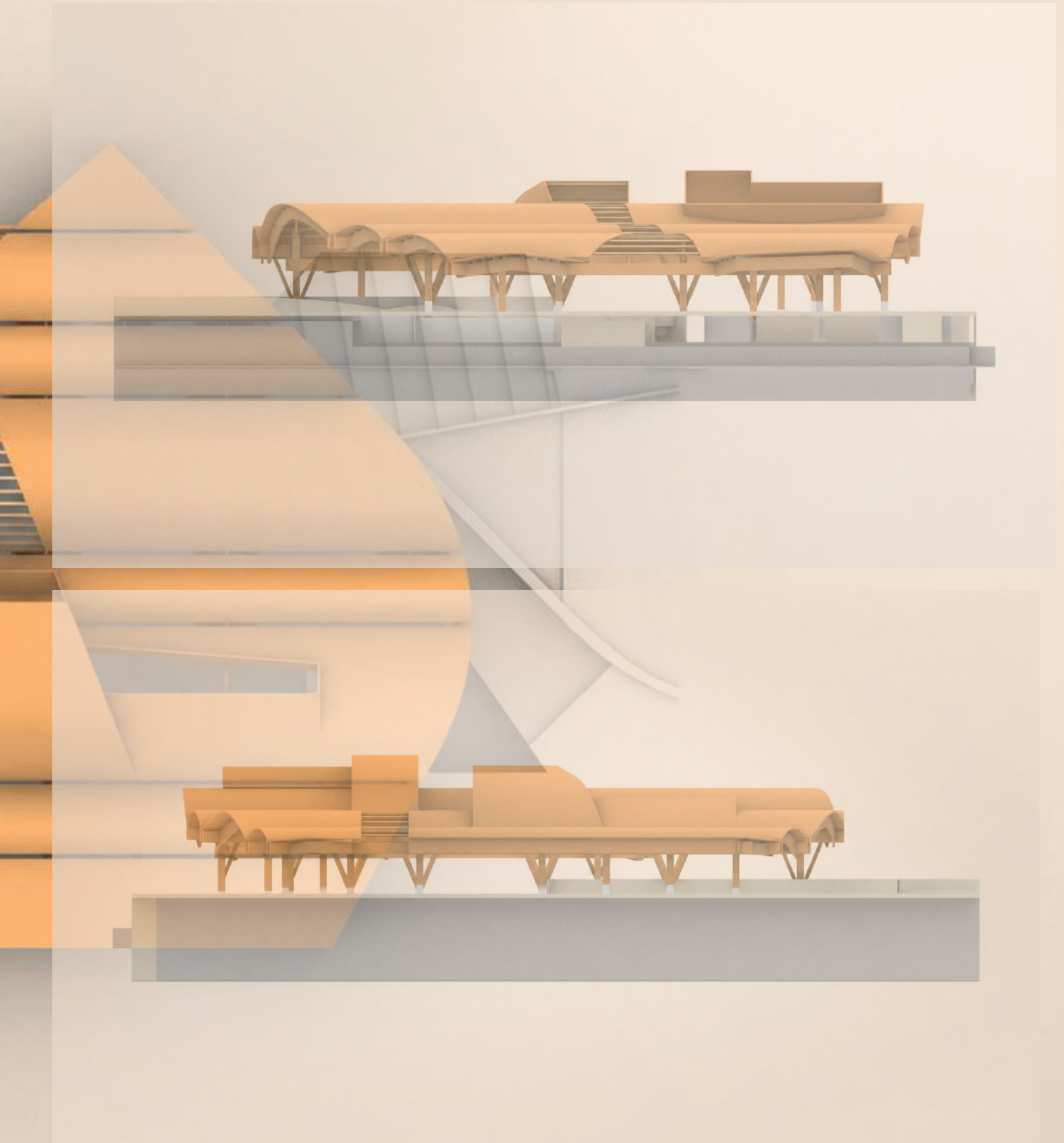


Precedent Case Study Research

Collaboration with Wu Keyu - SCI-Arc



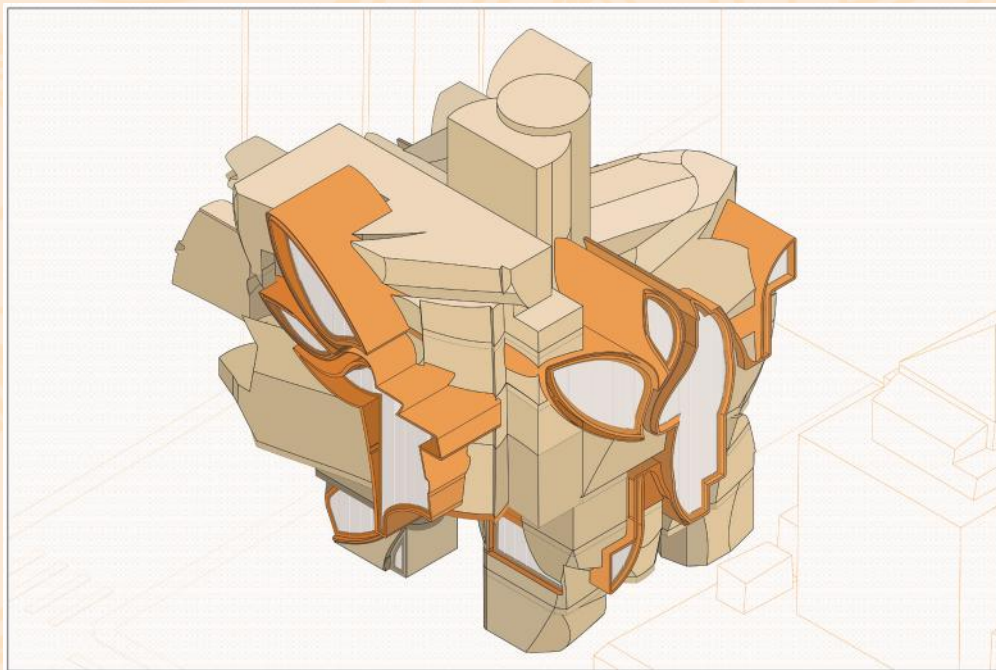
Rendered Views



Arenaceum

Collaboration with Wagdy Ekladios - SCI-Arc

Arenaceum explores the relationship between expressive architectural form, interior athletic space, and environmental performance. The design uses sandy color palettes, large curved window systems, and projected graffiti inspired forms, to create spaces that wind turbines proposed by Joe Doucet occupy



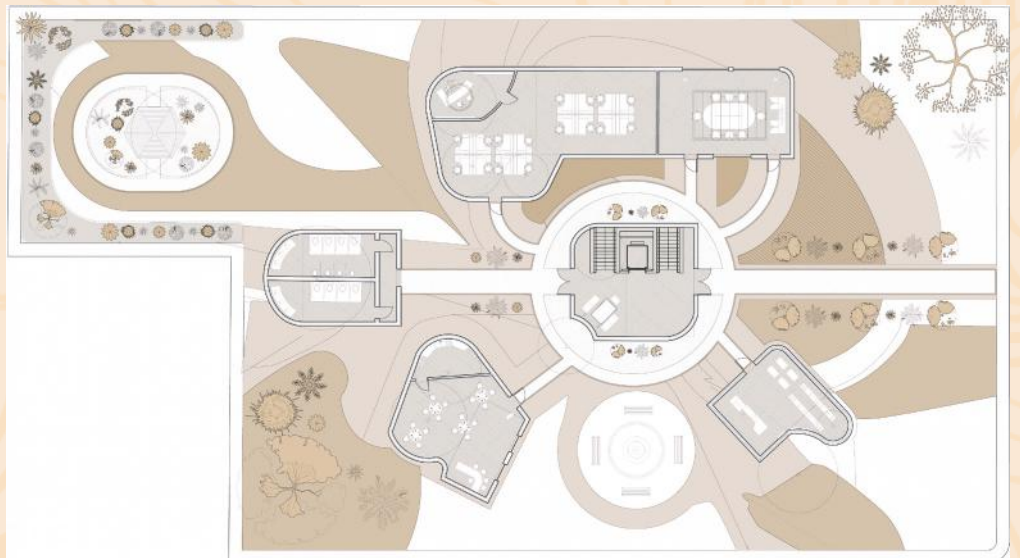
The project integrates wind-harvesting systems into the façade, allowing the building envelope to become both decorative and functional



Conceptual
Section

Unreal Animation

Conceptual
Plan



Dystopyr

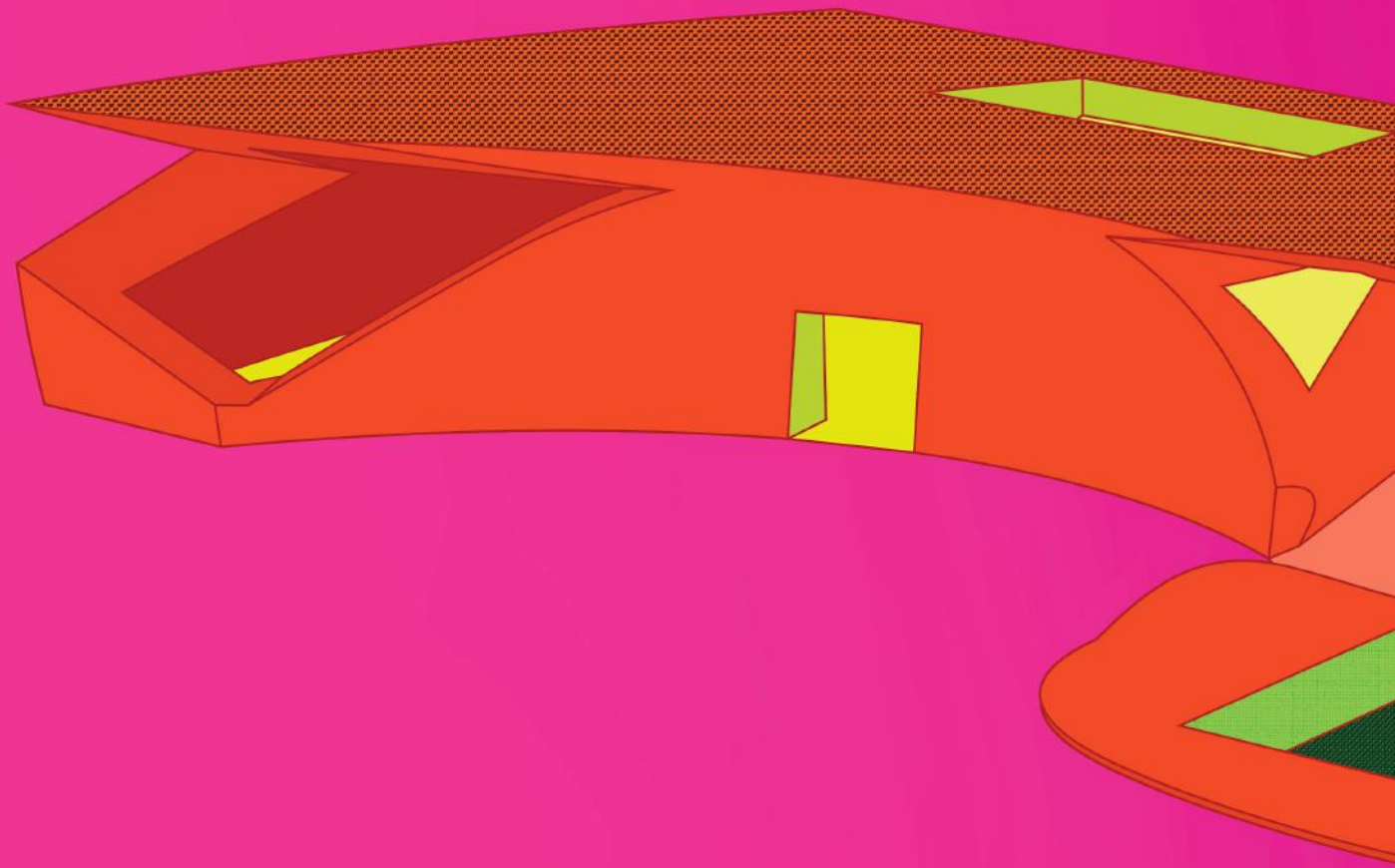
Collaboration with Wagdy Ekladios - SCI-Arc

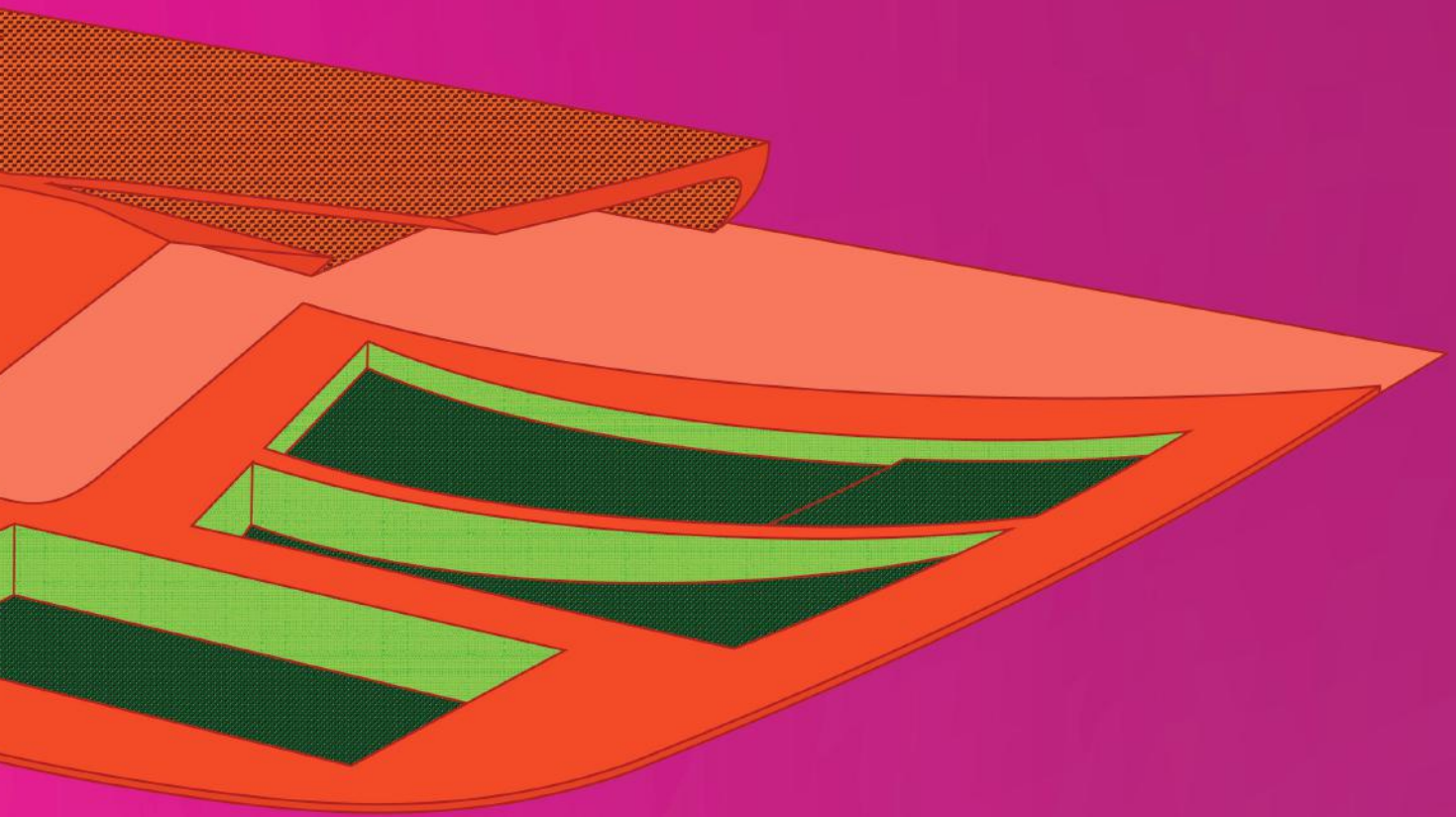
Dystopyr is a recreation and transformation of the Taiyo Kogyo gas station in Japan, developed as a dystopian architectural scene. The project began by replicating the gas station, then deliberately "ruining" it to appear as if the site had been damaged by fire. Through burned textures and a deteriorated atmosphere, the project is experienced as a dystopian scene

Trailer

Olympic Pool House

Located in LA Historic Park



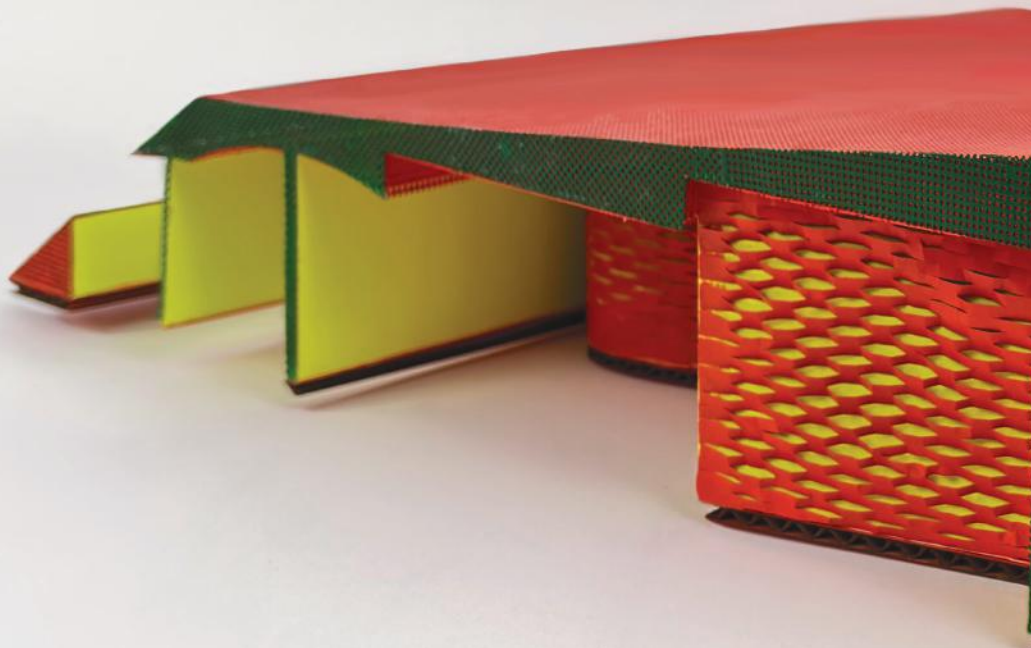


David G. Grogan

Olympic Pool House

Located in LA Historic Park

This project began with an exploration in color theory to find a striking contrast in colors that would be appealing and highlight different aspects in various steps of my project. This would carry on in my design of a public olympic pool and poolhouse that would be situated in the LA State Historic Park. The interior layout was designed to assist in the efficiency for Olympic athletes to enter and exit the building quickly and allowing guests to make use of various amenities in the facility.





Olympic Pool House

Located in LA Historic Park



water line

*Swimming Pool
Section*



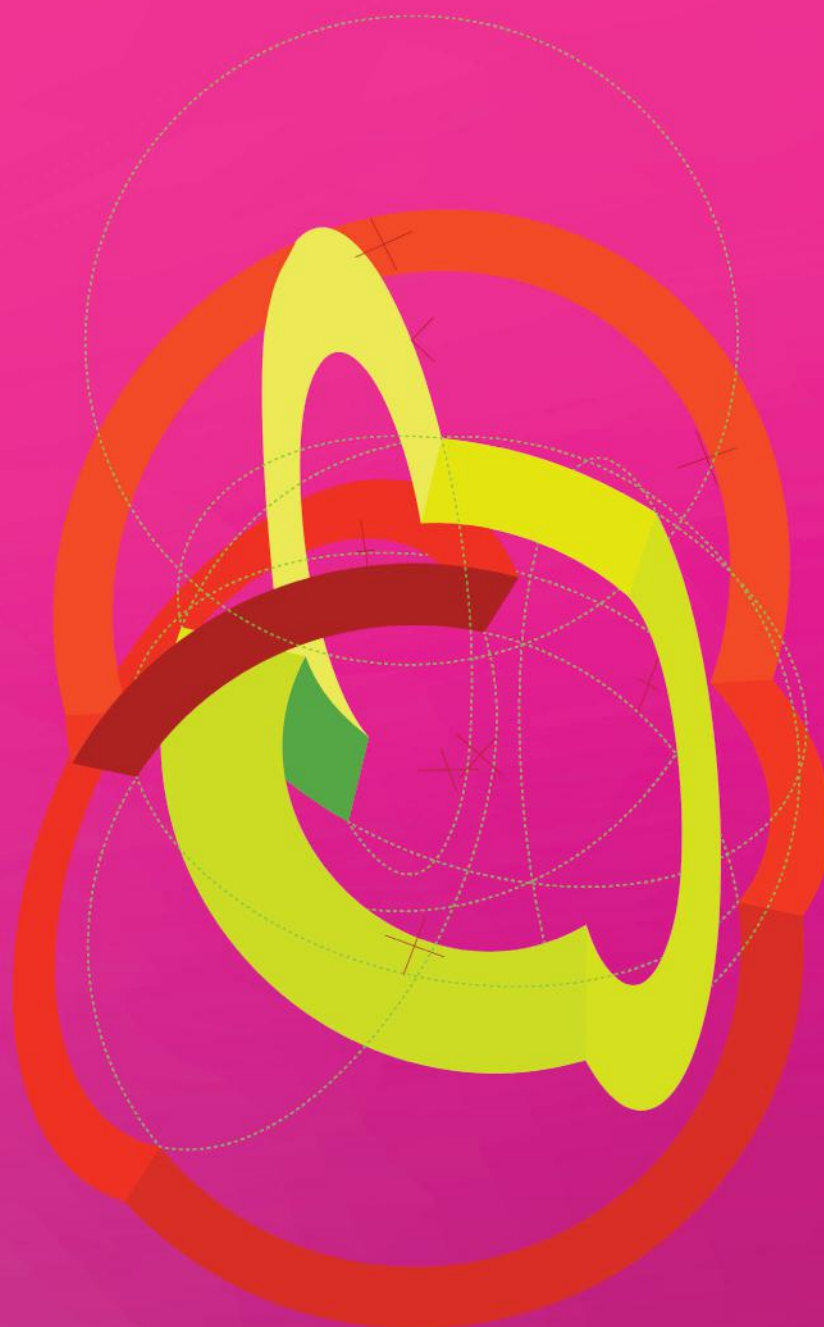
building top

*Pool House
Section*

Olympic Pool House

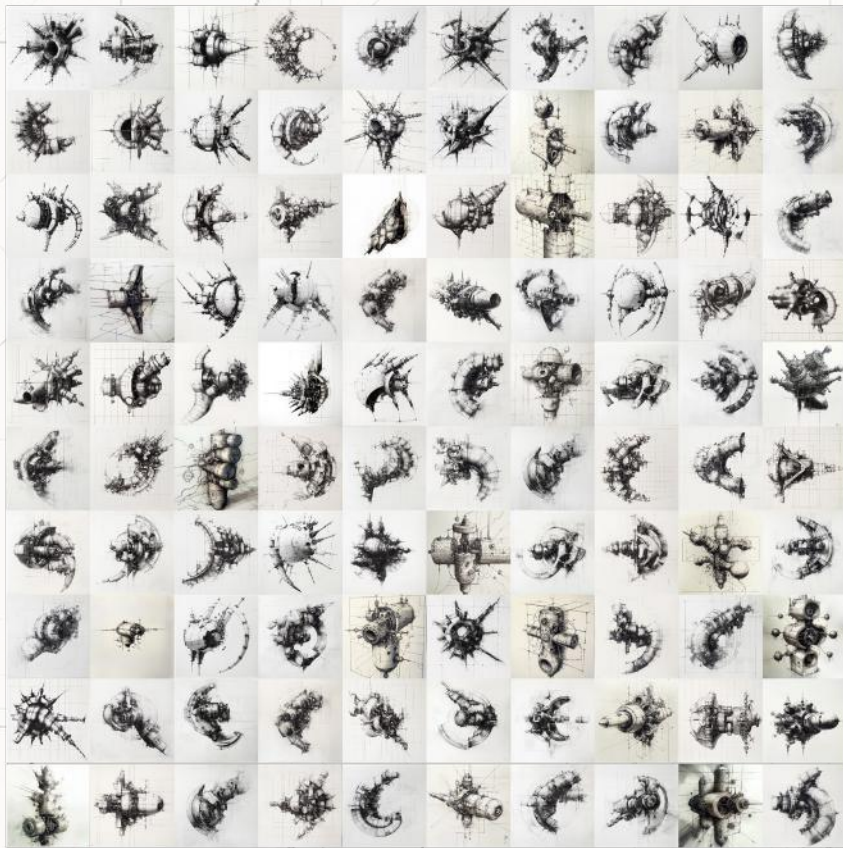
Located in LA Historic Park





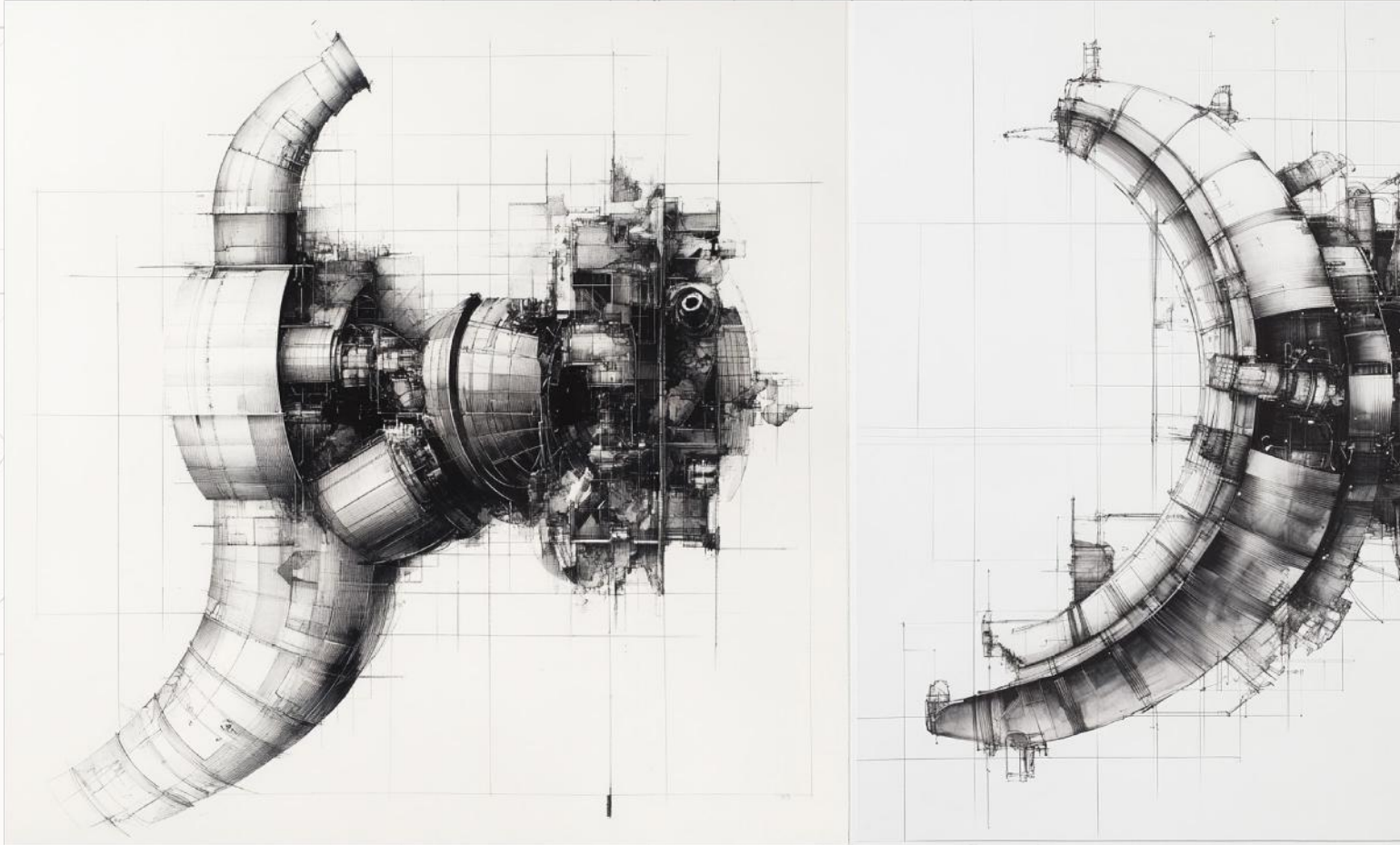
Dürerpunk

Dürerpunk explores the translation of AI-generated imagery into physical models. Inspired by the linework and technical detail of Albrecht Dürer's style, the project developed into handmade models with rough textures, metallic surfaces, and sharp protruding forms. The work combines digital speculation with physical fabrication while using material experimentation.





Dürerpunk



"A FUTURISTIC, INDUSTRIAL OBJECT THAT BLENDS THE SHARP
ANGULARITY OF BRUTALISM WITH THE FLUIDITY OF ORGANIC FORMS.
RESEMBLING A LIGHT BULB OR WATER BOTTLE, THIS OBJECT HAS CUBOID
STRUCTURES
INTERSECTING WITH ROUNDED, ERGONOMIC SHAPES.



