

Capstone: "Hogar"
Milton Reyes
Studio 5
Professor Douglas Crawford



Summary of System Integration

A big focus of this project is the creation of a space that synthesizes many ideas to create something new. It is a twist on existing perspectives within a new context, giving them a new meaning and purpose. Through their distortion and recontextualization I am hoping to create a project that offers a new take on multifamily housing. I am focusing on two distinct movements as sources of inspiration, Suprematism and Punk. In my interpretation of these ideologies/movements, a similarity exists in the achievement of pure feeling and opposition to the status-quo.

This collage borrows imagery from a variety of sources, both related and unrelated to these movements. The center of the collage is an image from the DC punk band Bad Brains on their self-titled album 'Bad Brains'. I wanted to include this image as a representation of shattering standards and giving way for new ideas. On the left side of the thunderbolt are primarily 'cultural images' framed with the front door of my site, used to represent the synthesis of many ideas within this space. On the right is an image from the cover of a book titled 'El Asco', which I interpret as a figure of hypocrisy and lack of internal reflection.

This collage represents DC as a place of intersection for art, culture, and politics. However, something needs to be shattered to create improvement of existing systems and structures. This set of imagery relates to feelings and reflections I have had while living in DC, feelings that are shared by many people who are from this city. Our communities and history are being sacrificed for the sake of 'development' that benefits the capitalist machine.

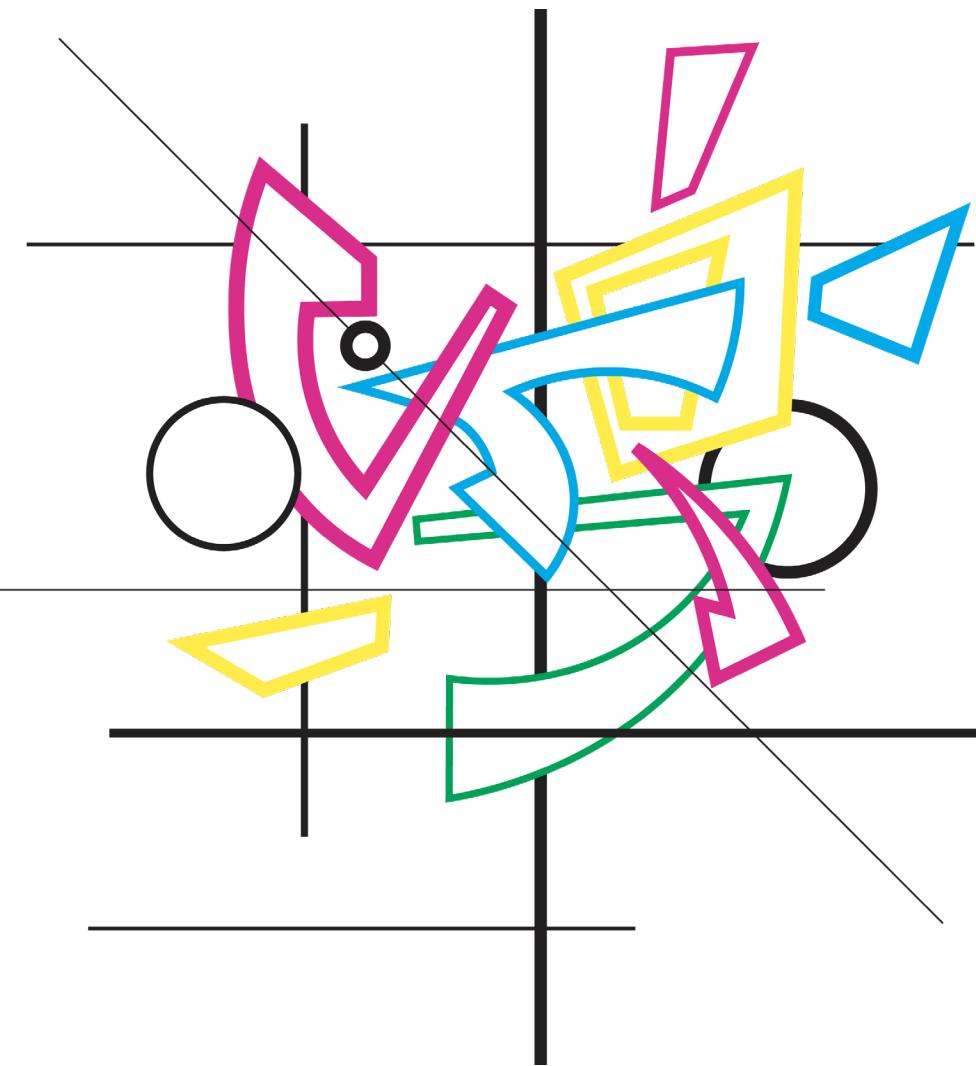


Suprematist Architecture through Redistribution

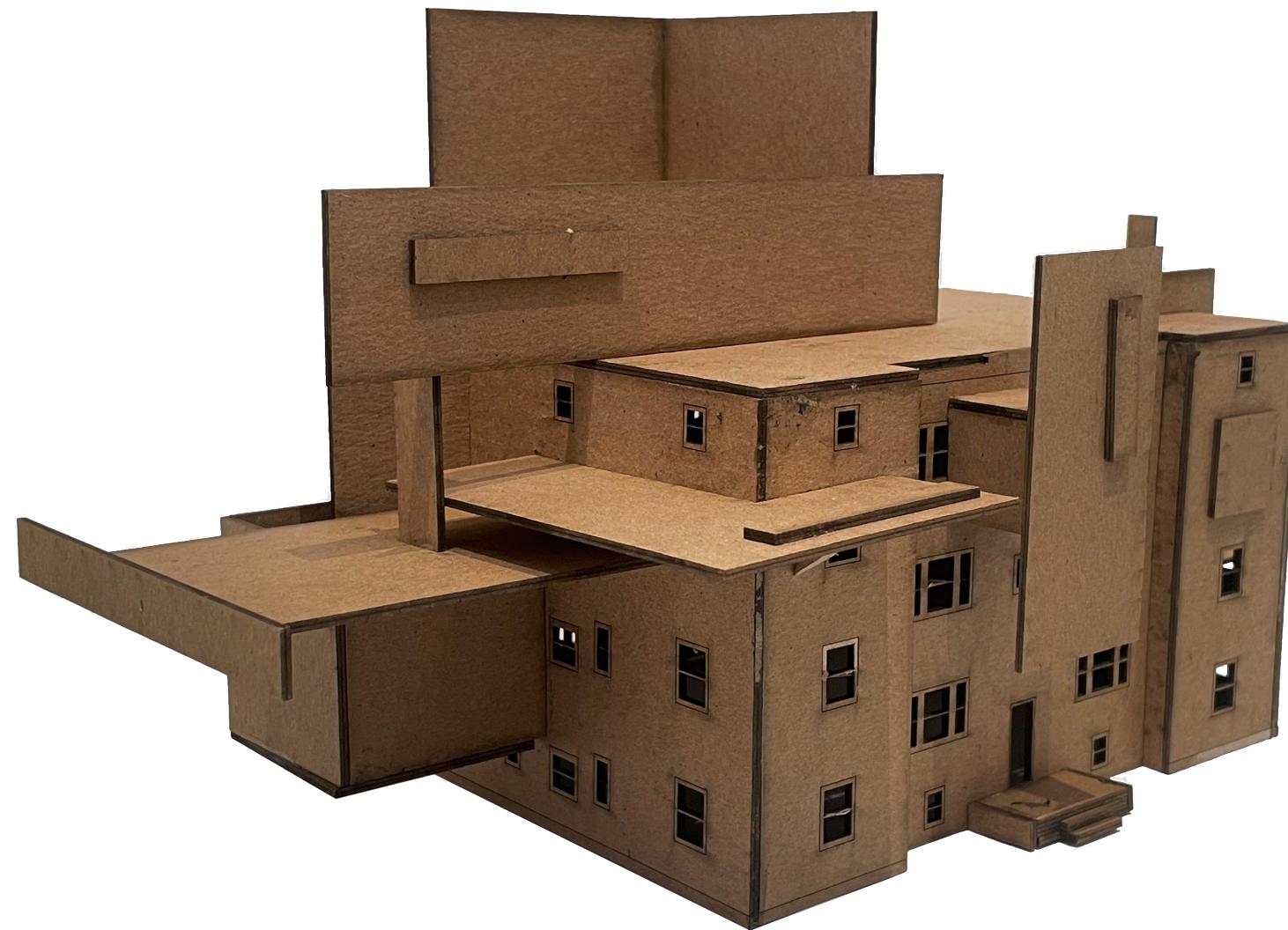
The “non-objective” approach to architecture can only be applied when we rid ourselves of the utilitarian functions of life, functions that cannot co-exist with the world of art (Feena Regenboog, 2021). Suprematist architecture is created as ‘architecture as such’ (Bliznakov, 1976); defined in its **pure form without a utilitarian purpose**. It is the pursuit of beauty through the **pure expression of form**. It is the creation of architecture in order to restructure the urban environment, integrating art into everyday life.

By these standard, architecture that serves the function of life cannot be perceived as art and is instead utilitarian in its conception. This project is a **challenge** to this conception by using a “non-objective” approach in order to create something that blends beauty and celebrates life under one structure. I am looking to mimic and incorporate planar elements, which resemble early stages of suprematism, to further explore and experiment with the creation of space.

My site is a rectangular prism, which is very static and unstimulating by nature. My strategy is the redistribution of volume, essentially going through a process of **subtraction and addition** to create a new form out of this existing prism. There is a focus on using elementary shapes such as circles, squares, and triangles in order to achieve something simple but pure.



Concept Parti



Architectural Model

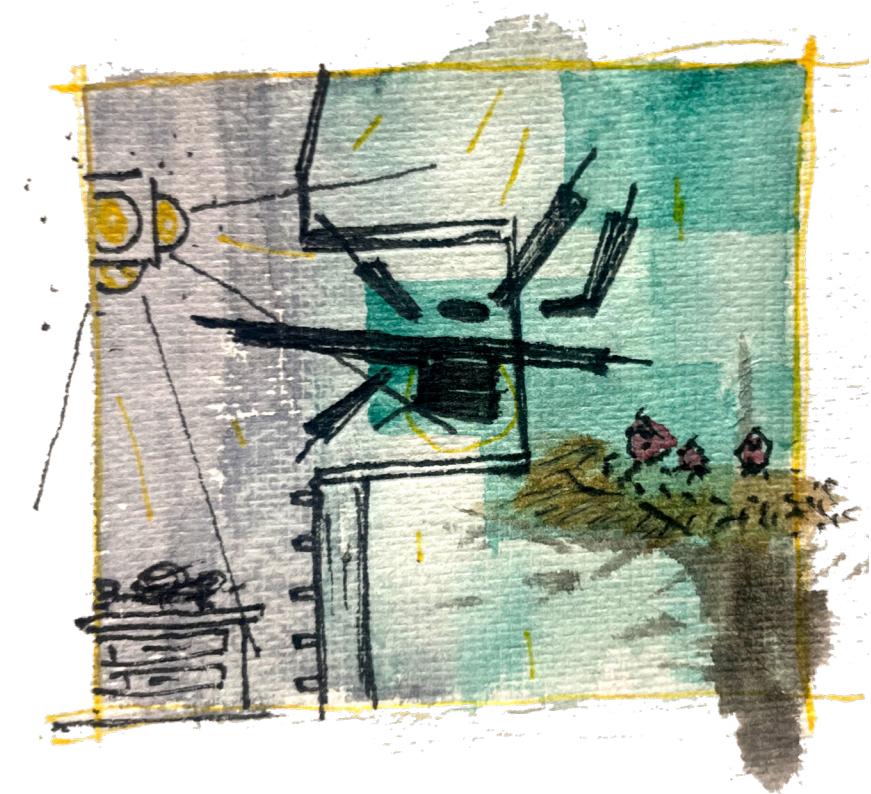
Storyboard



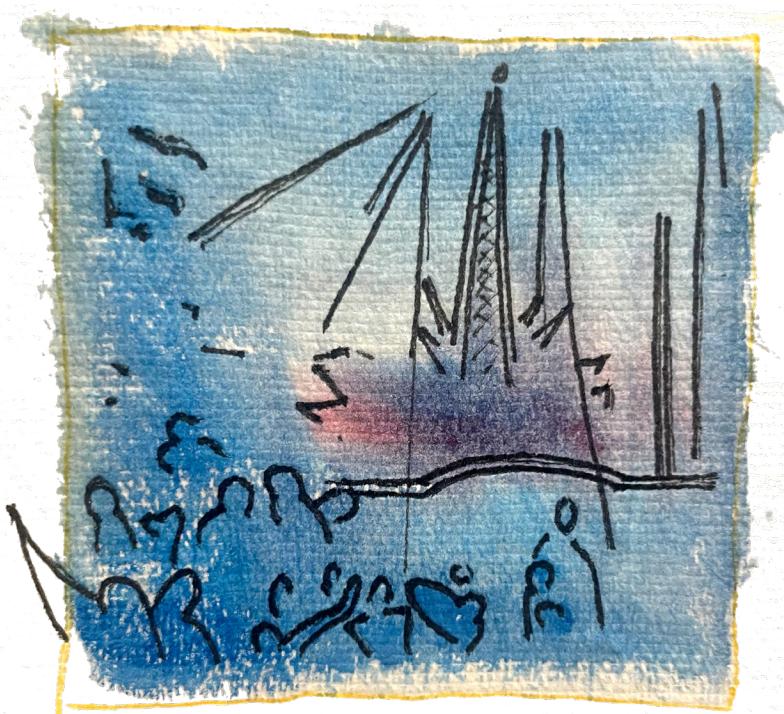
Waking up to Sunlight



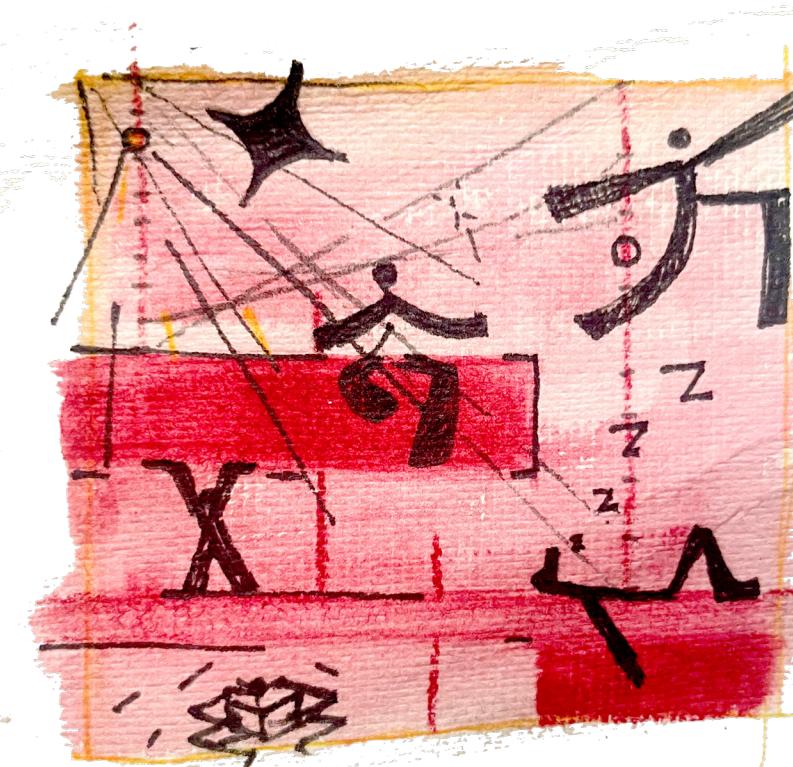
Playing at Different Levels



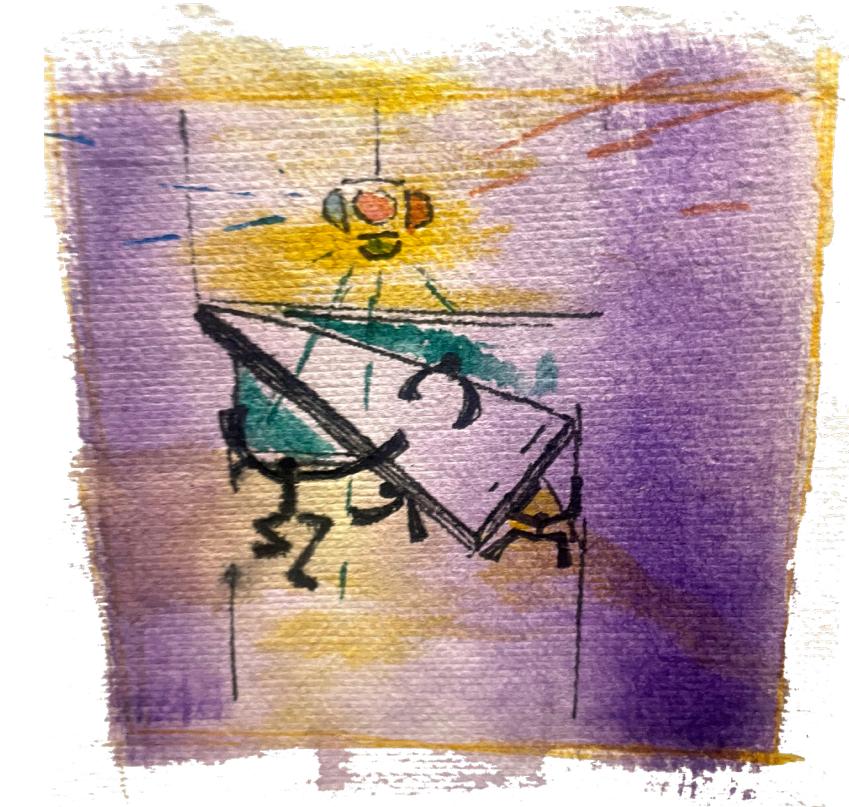
Indoors, Outdoors



Creating Views



Feeling of Living.
Chaos, Focus, Rest.



Obtrusion

Site Analysis



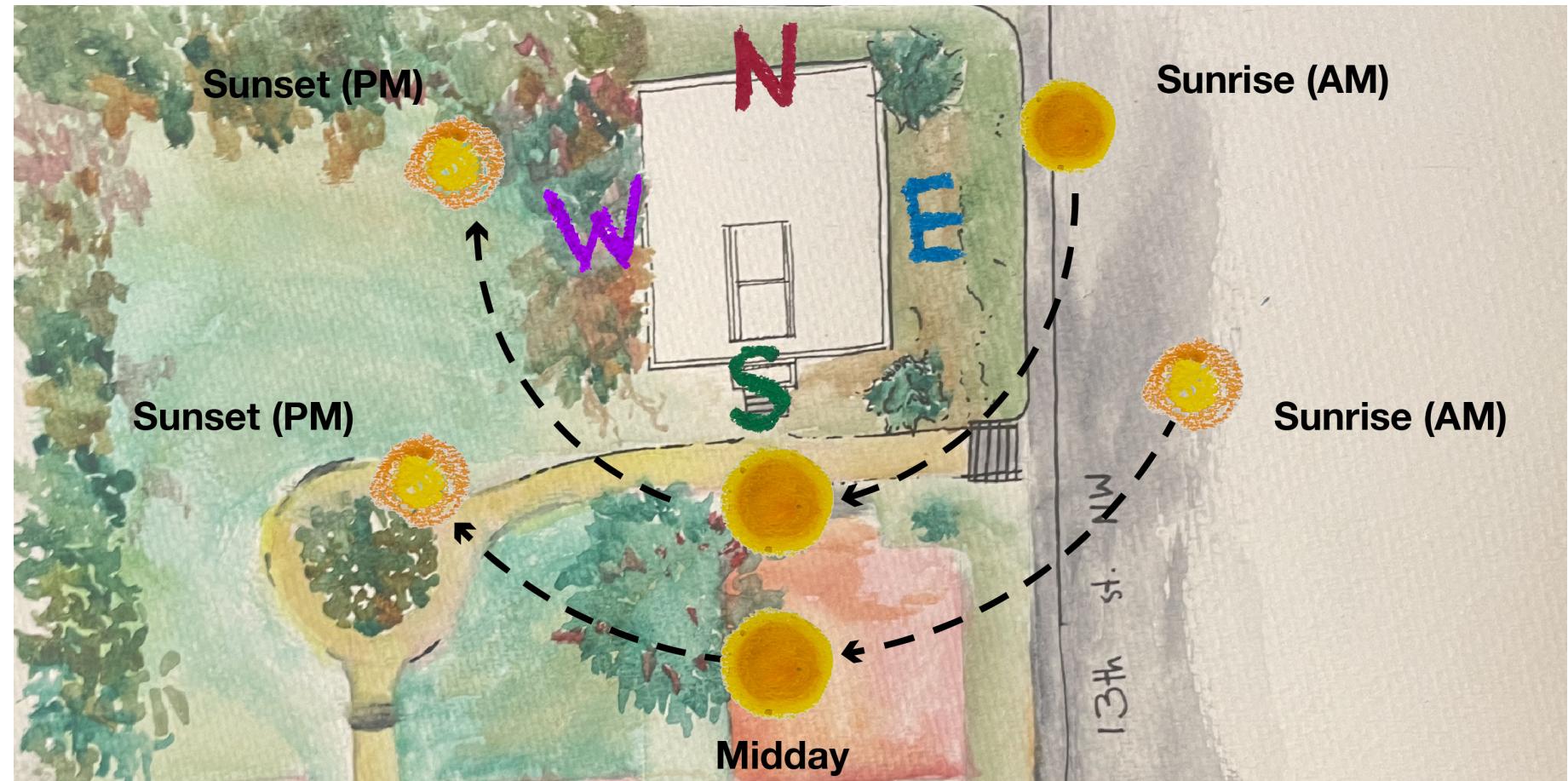
Site Diagram



Front door of site



Courtyard of complex



Sun Path Diagram



East side of building



Courtyard entrance

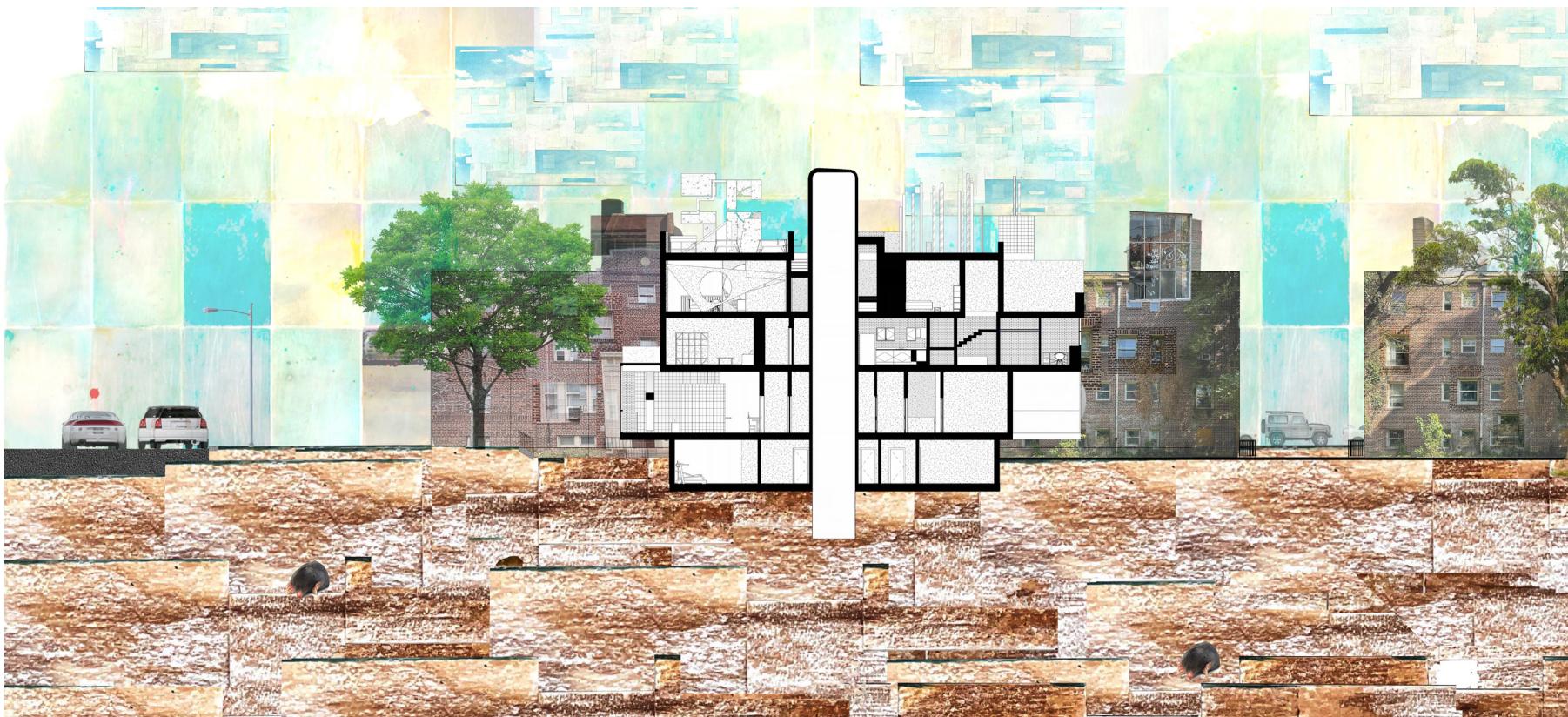


Entrance vestibule

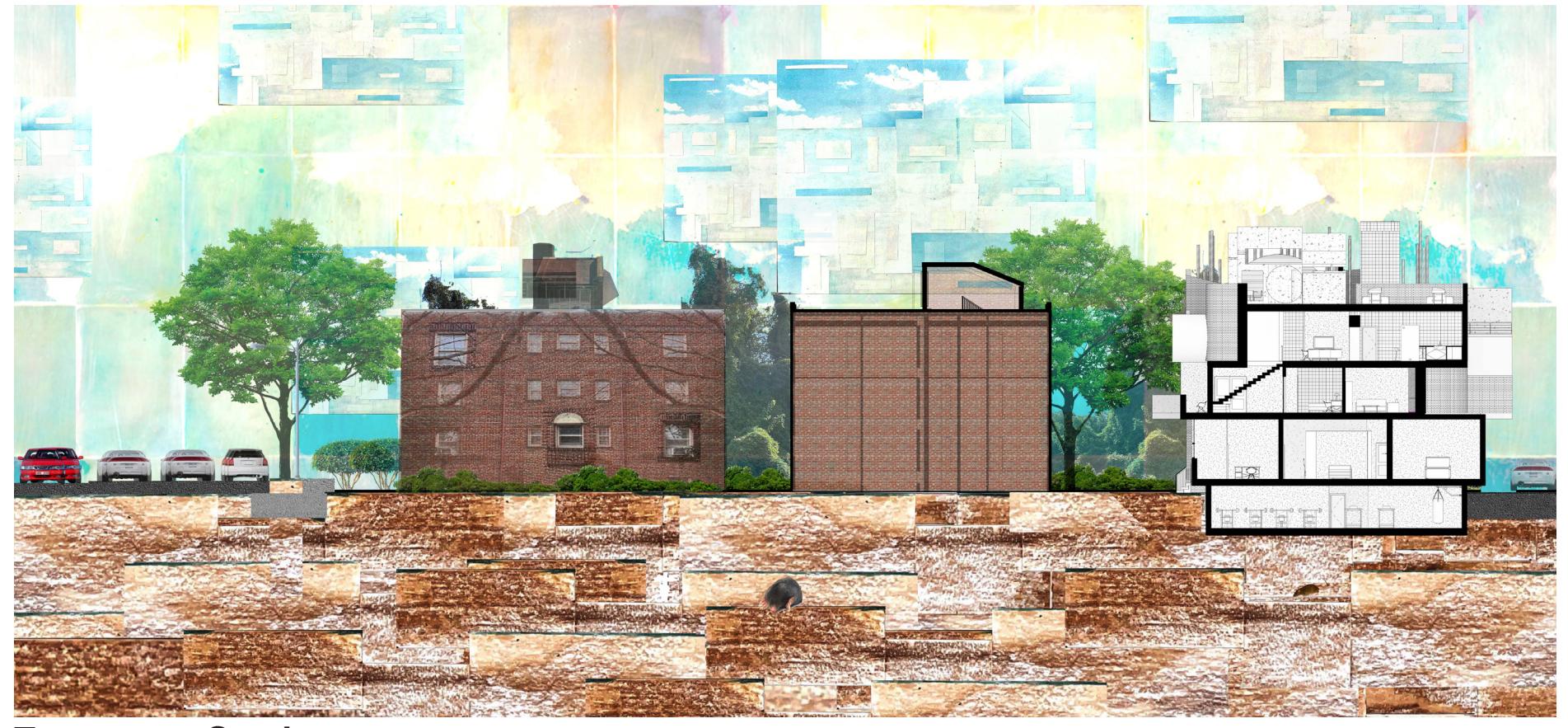


Site Analysis

Site Sections

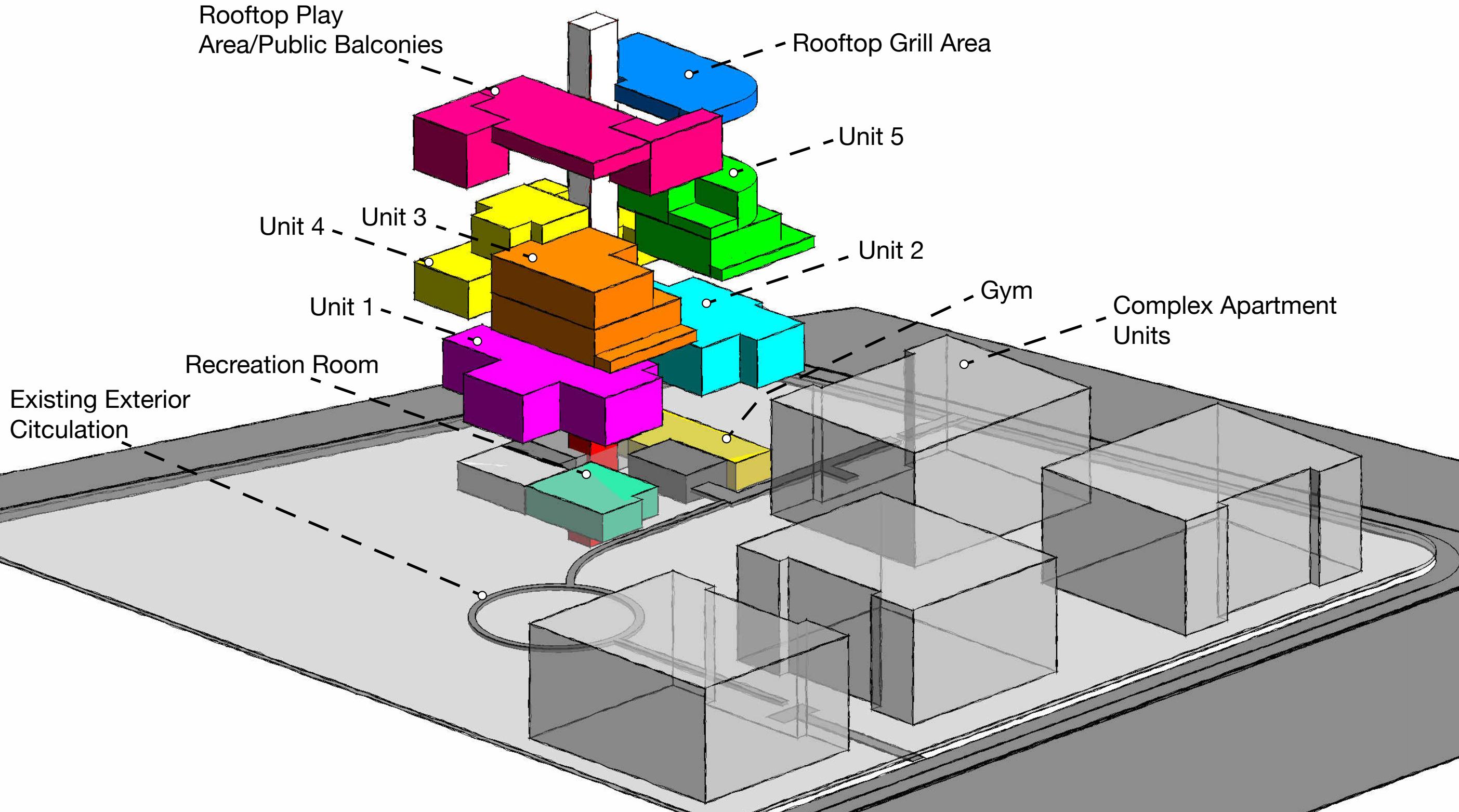


Long Section (NTS)

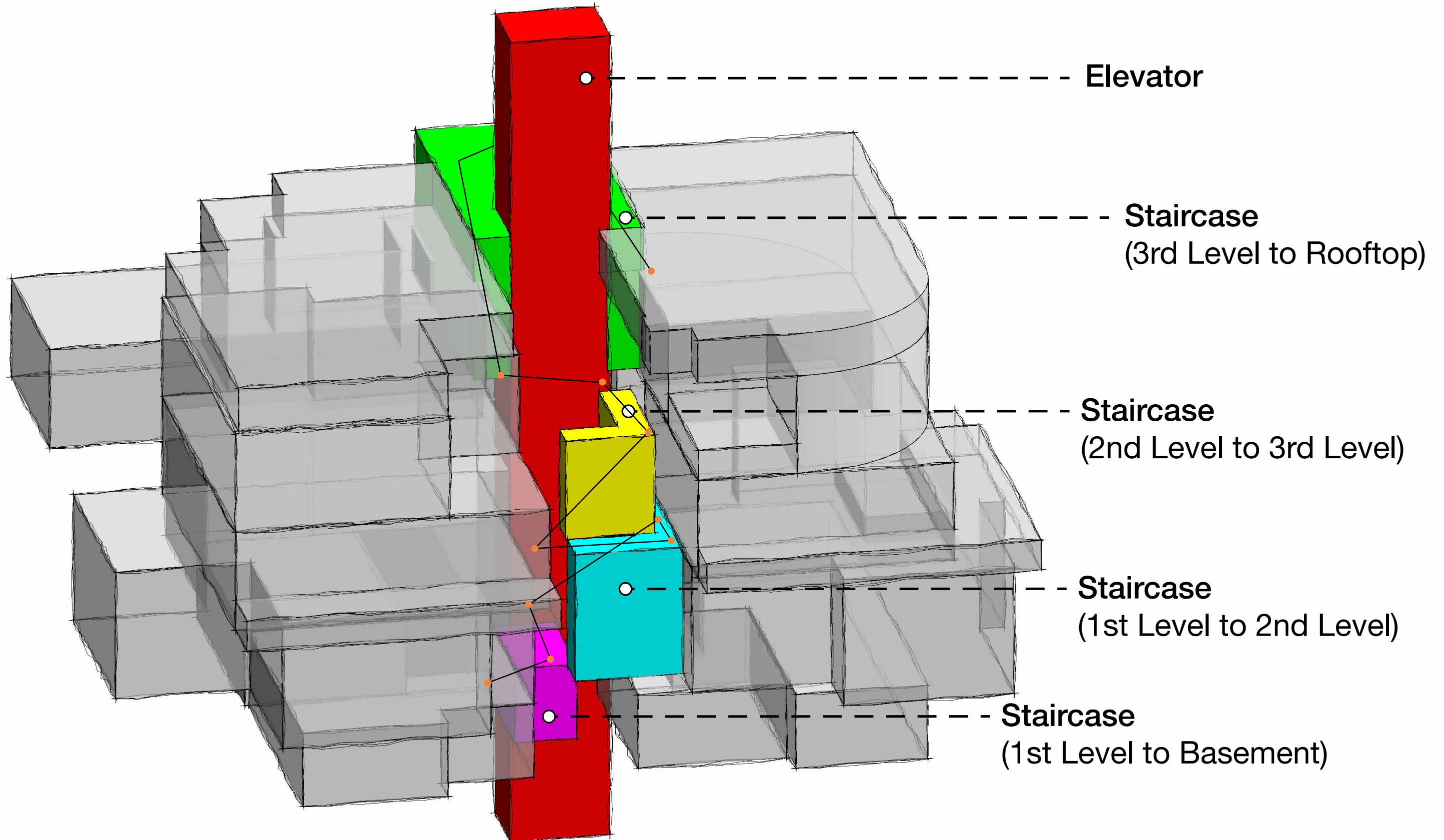


Transverse Section

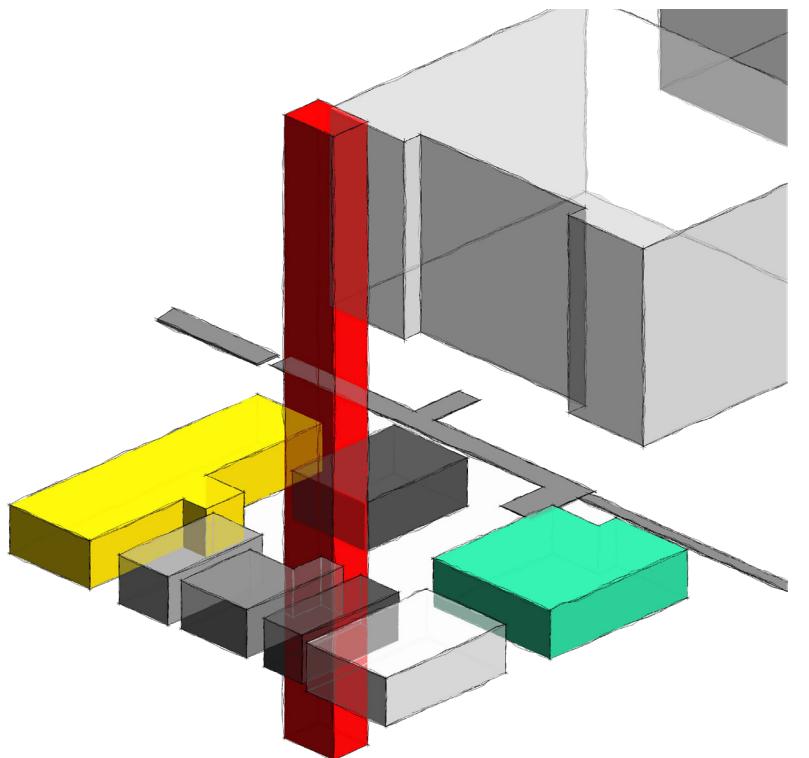
Programming Diagram



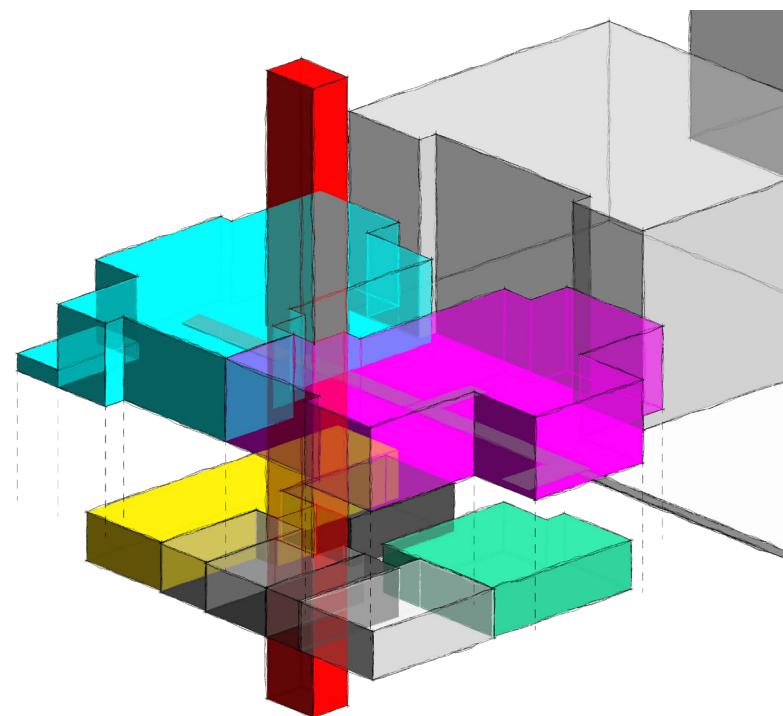
Circulation Diagram



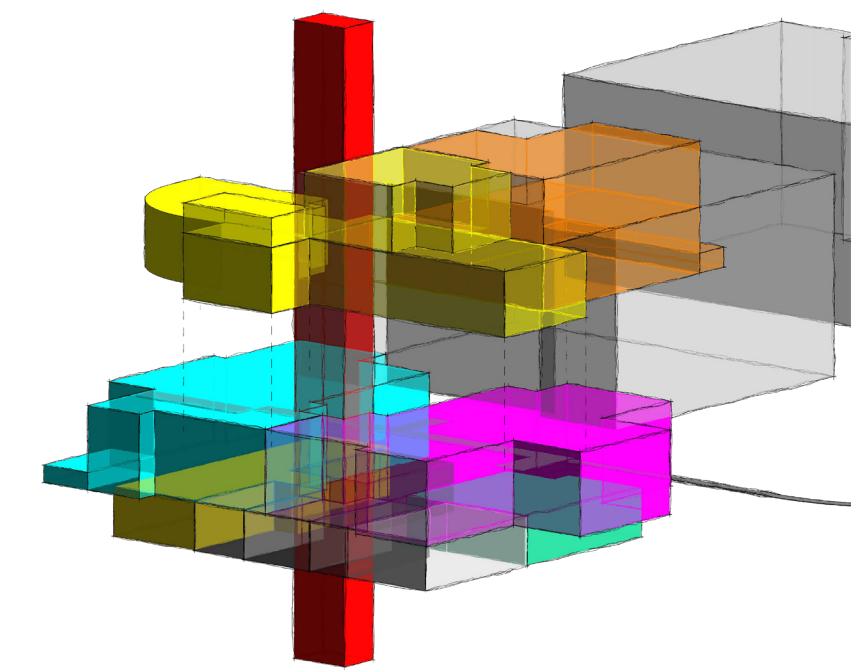
Massing Diagrams



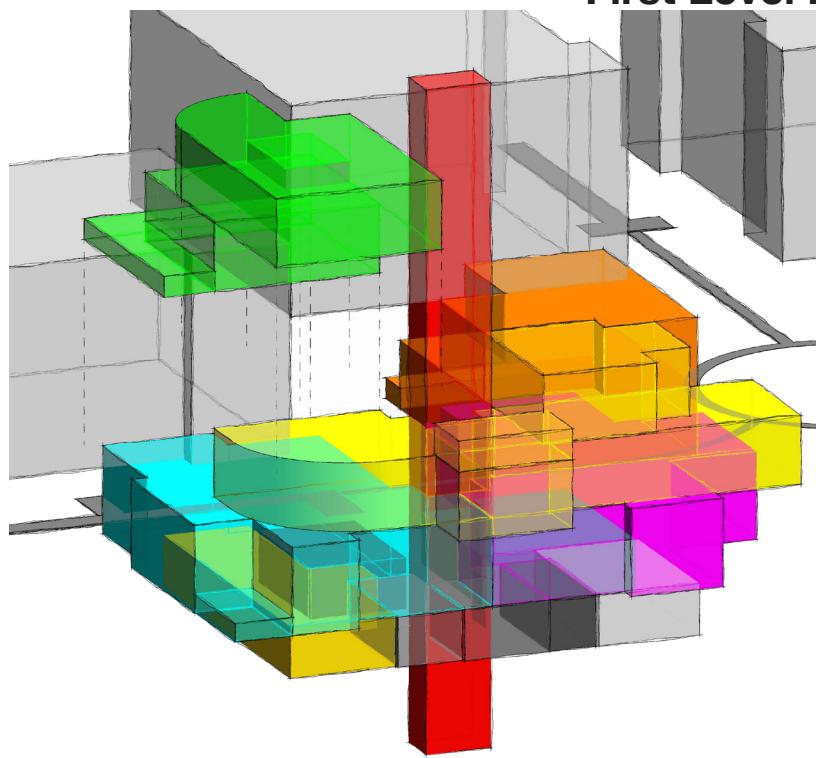
Basement Mass



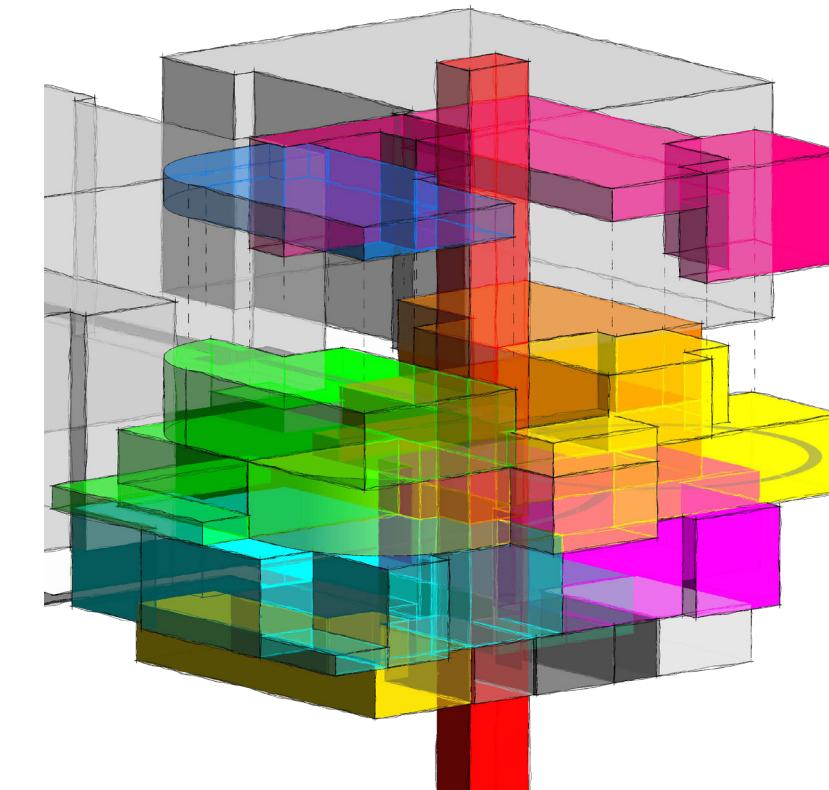
First Level Mass



Second Level Mass



Third Level Mass

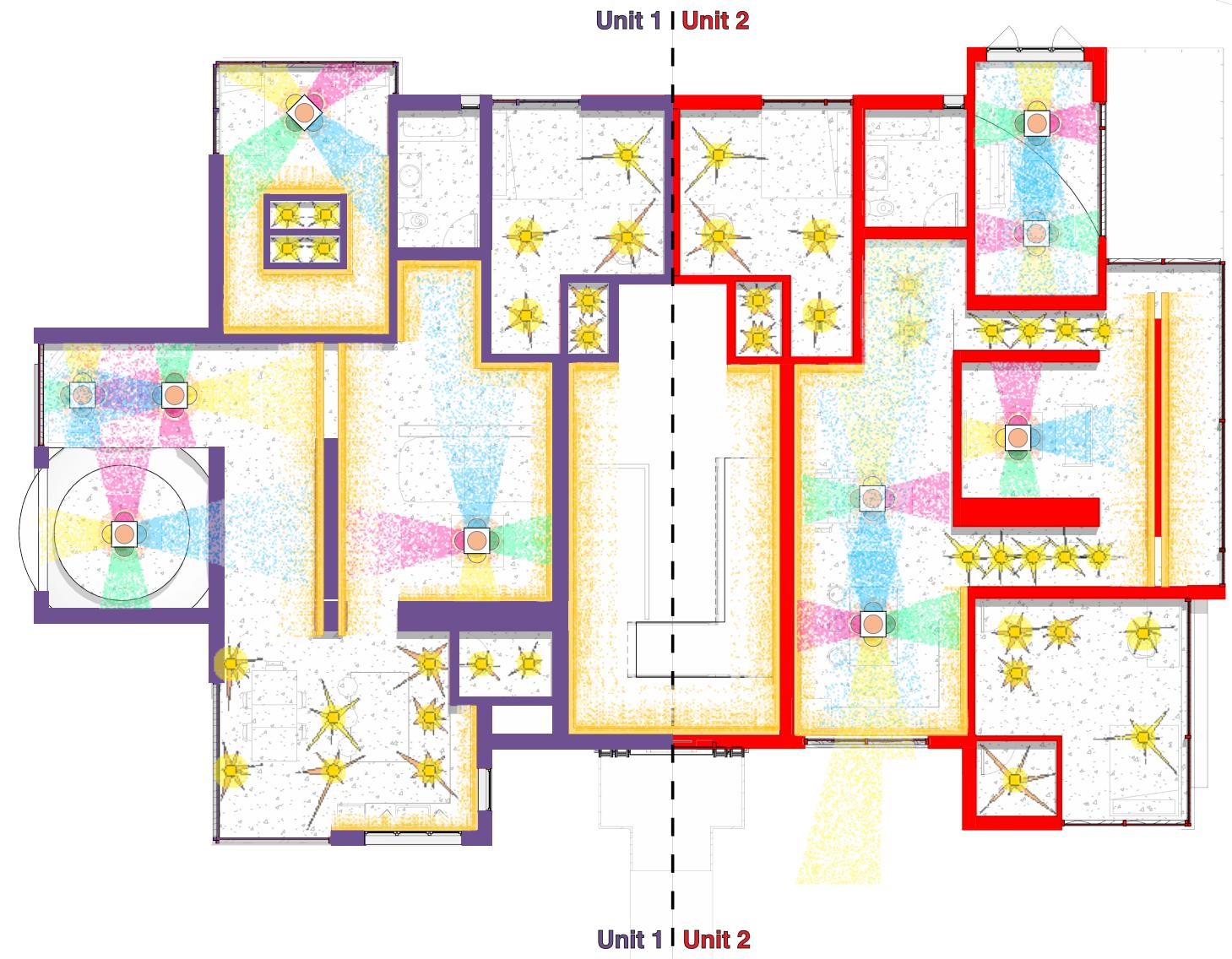


Roof Mass

Level 1 Floorplan

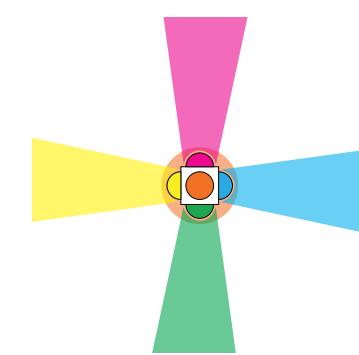


Level 1 (NTS)

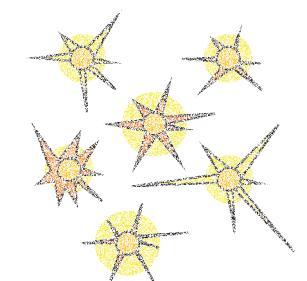


Level 1 RCP

RCP Graphic Key:



Custom Lighting Fixture

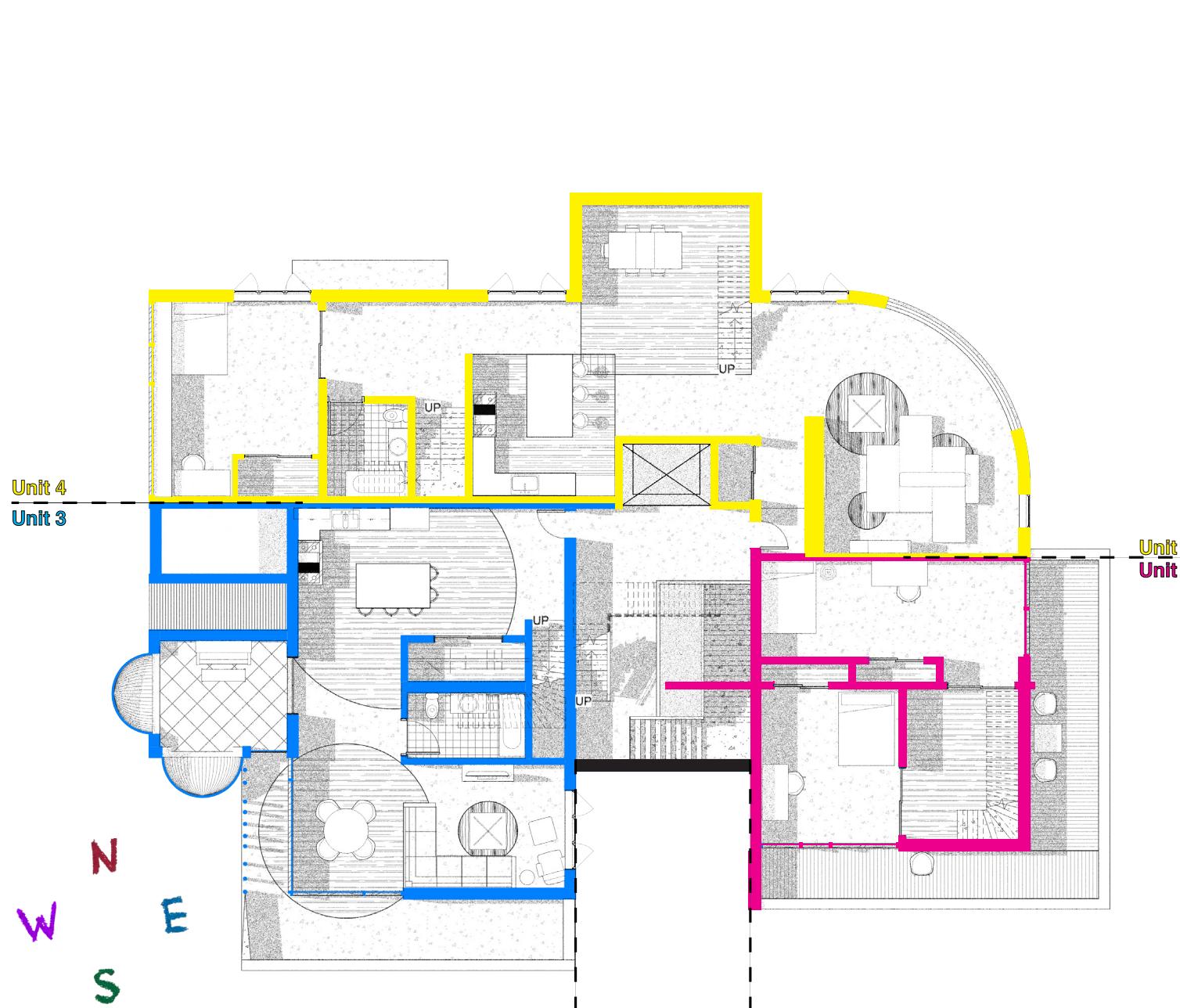


Recessed Can Lighting



Cove Lighting

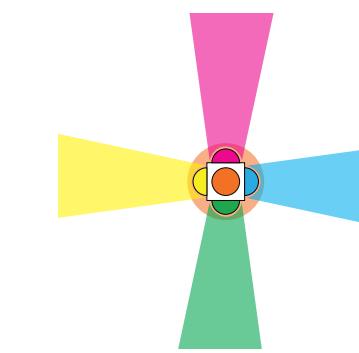
Level 2 Floorplan



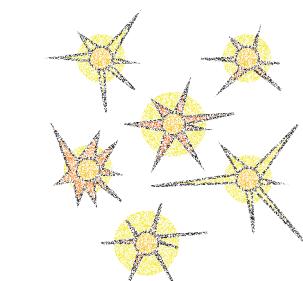
Level 2 (NTS)

Level 2 RCP

RCP Graphic Key:



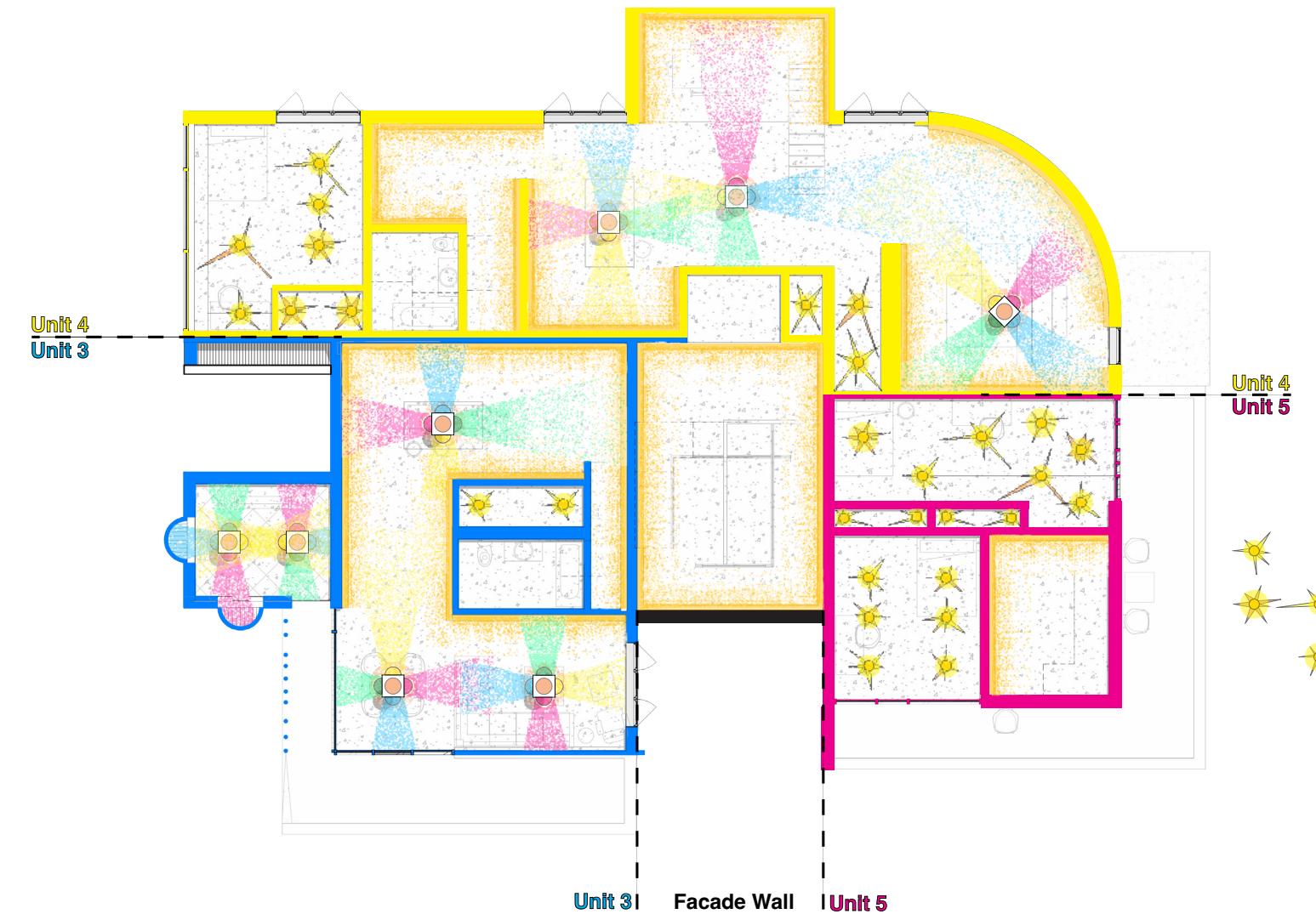
Custom Lighting Fixture



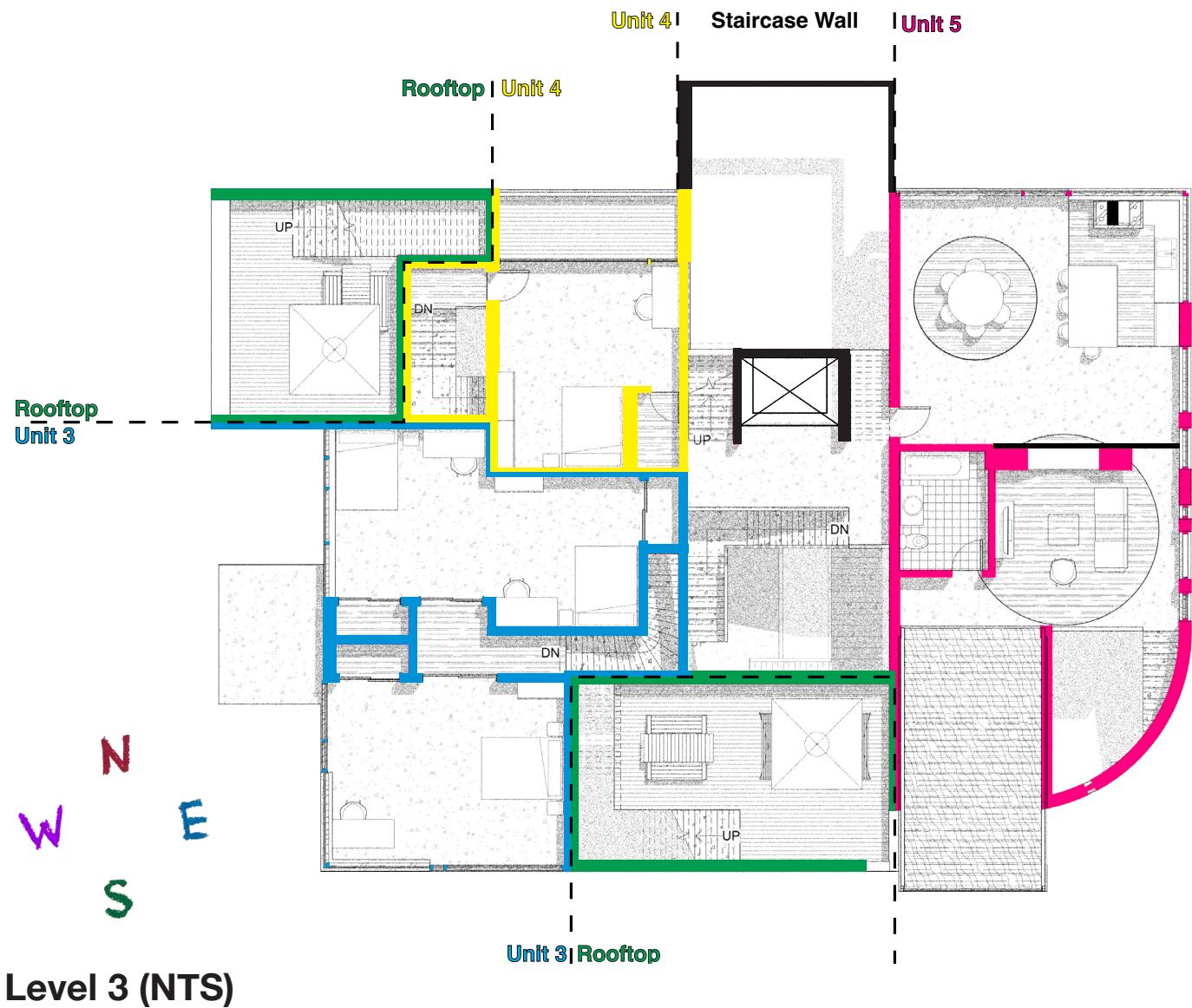
Recessed Can Lighting



Cove Lighting

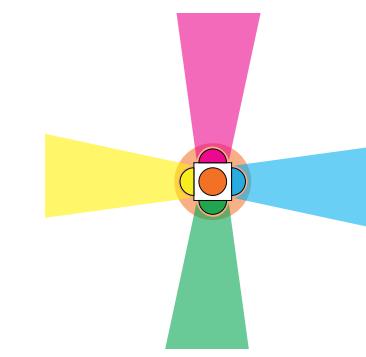


Level 3 Floorplan

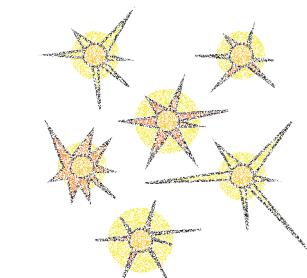


Level 3 RCP

RCP Graphic Key:



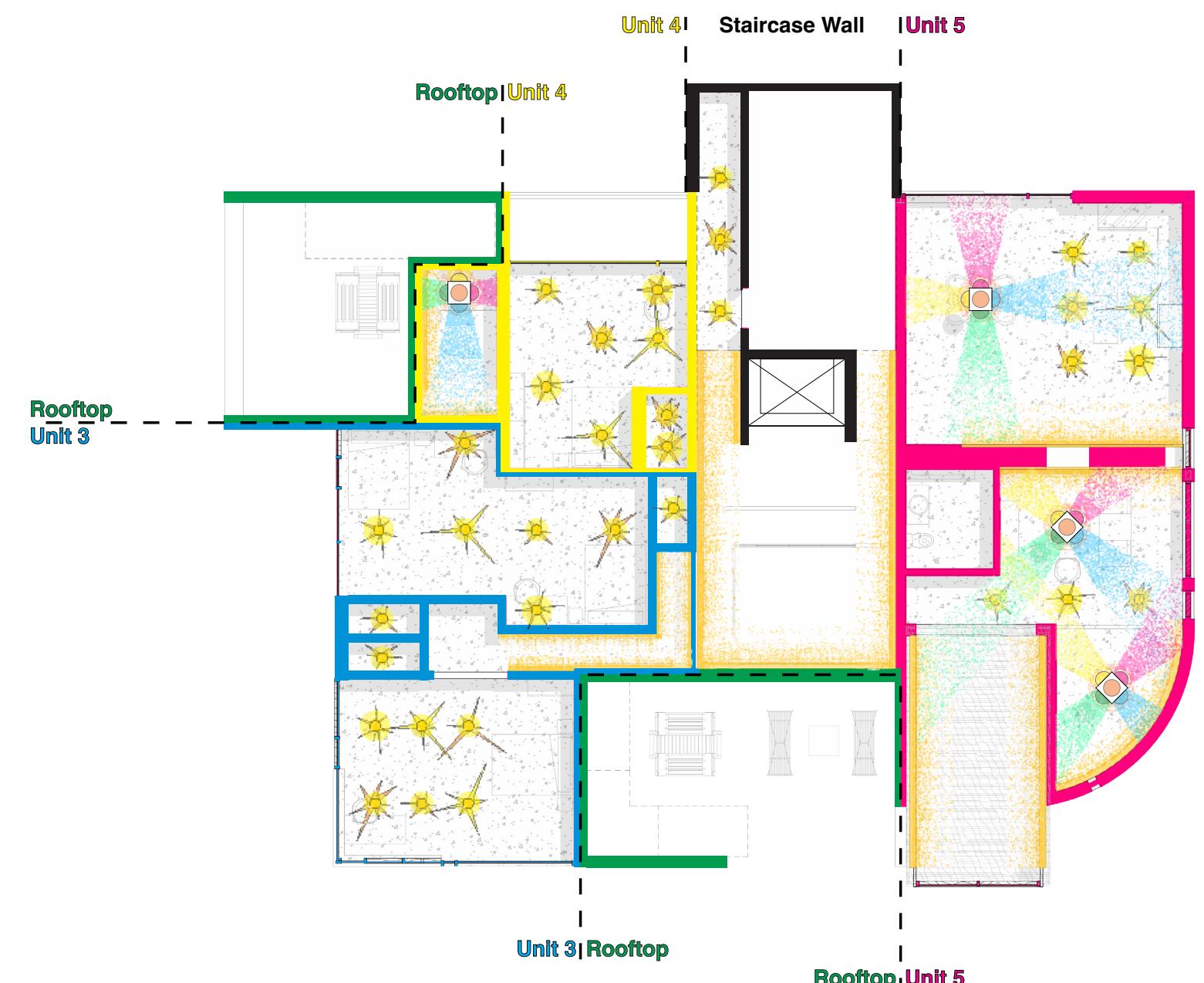
Custom Lighting Fixture



Recessed Can Lighting



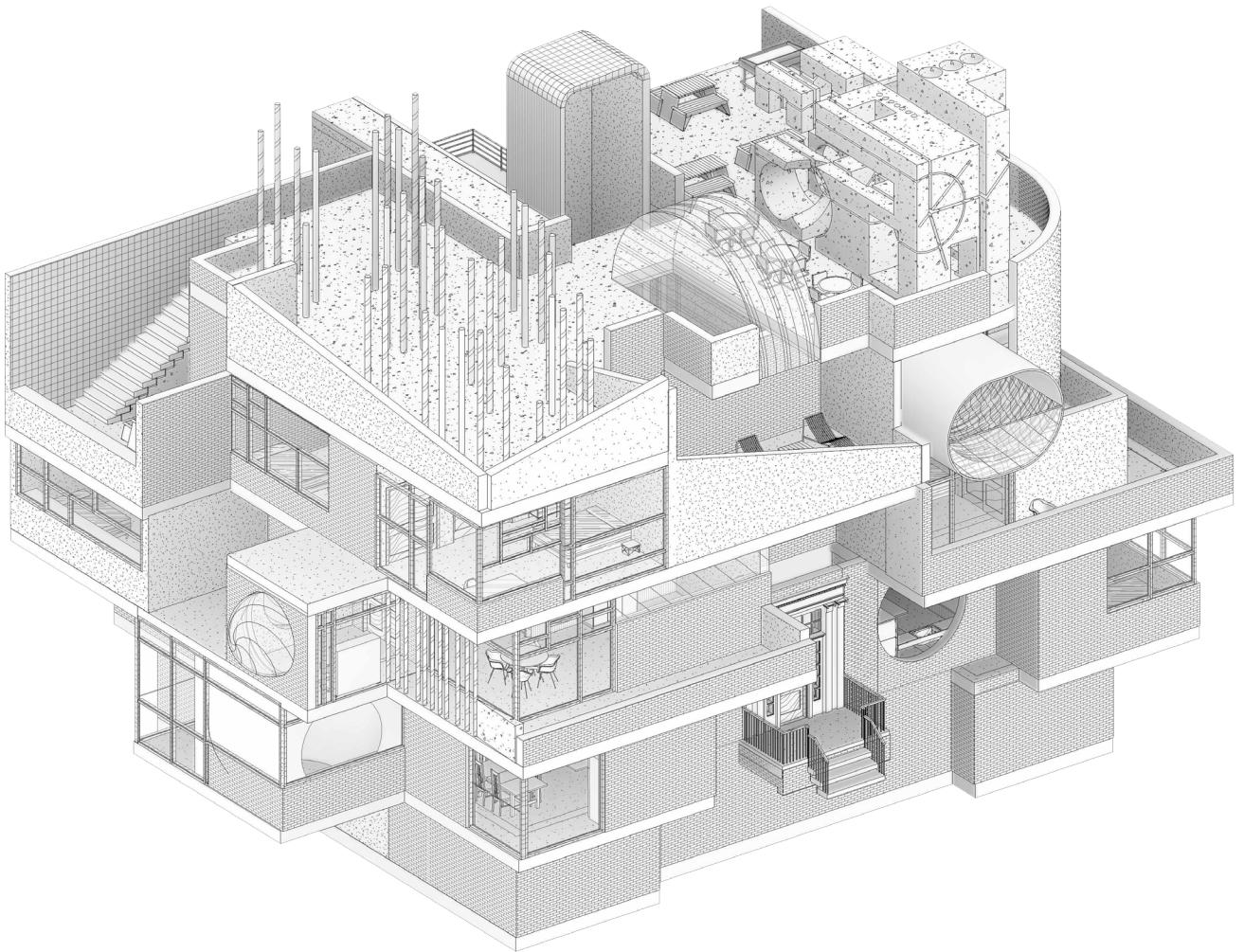
Cove Lighting



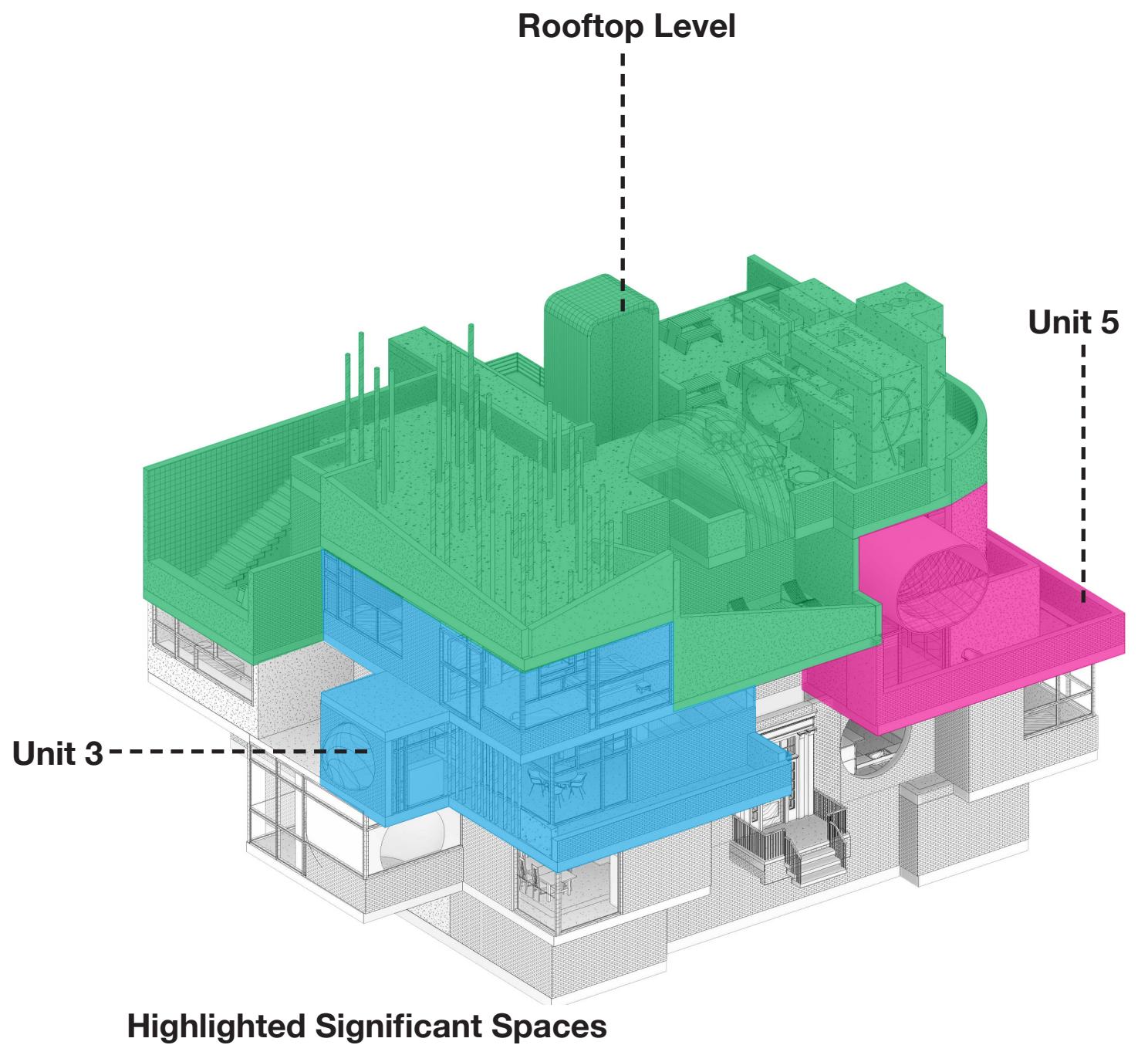
Rooftop Plan



Axonometric Views

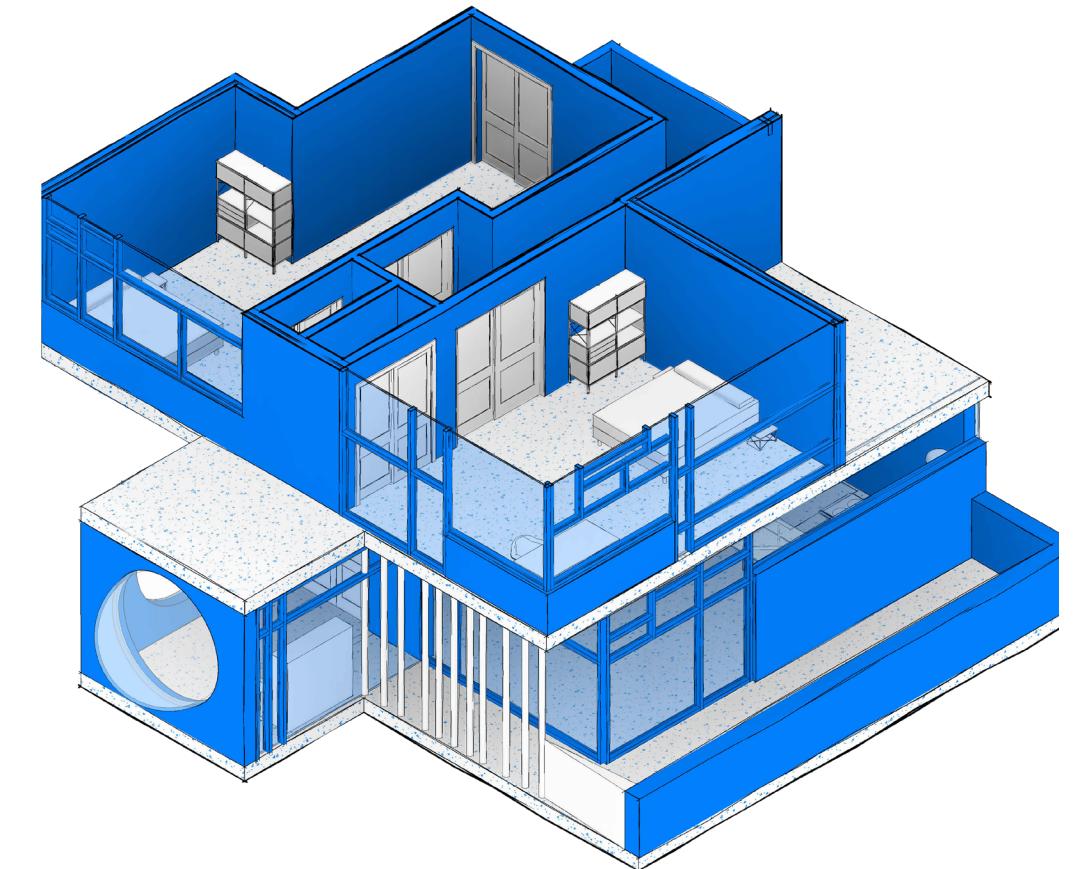
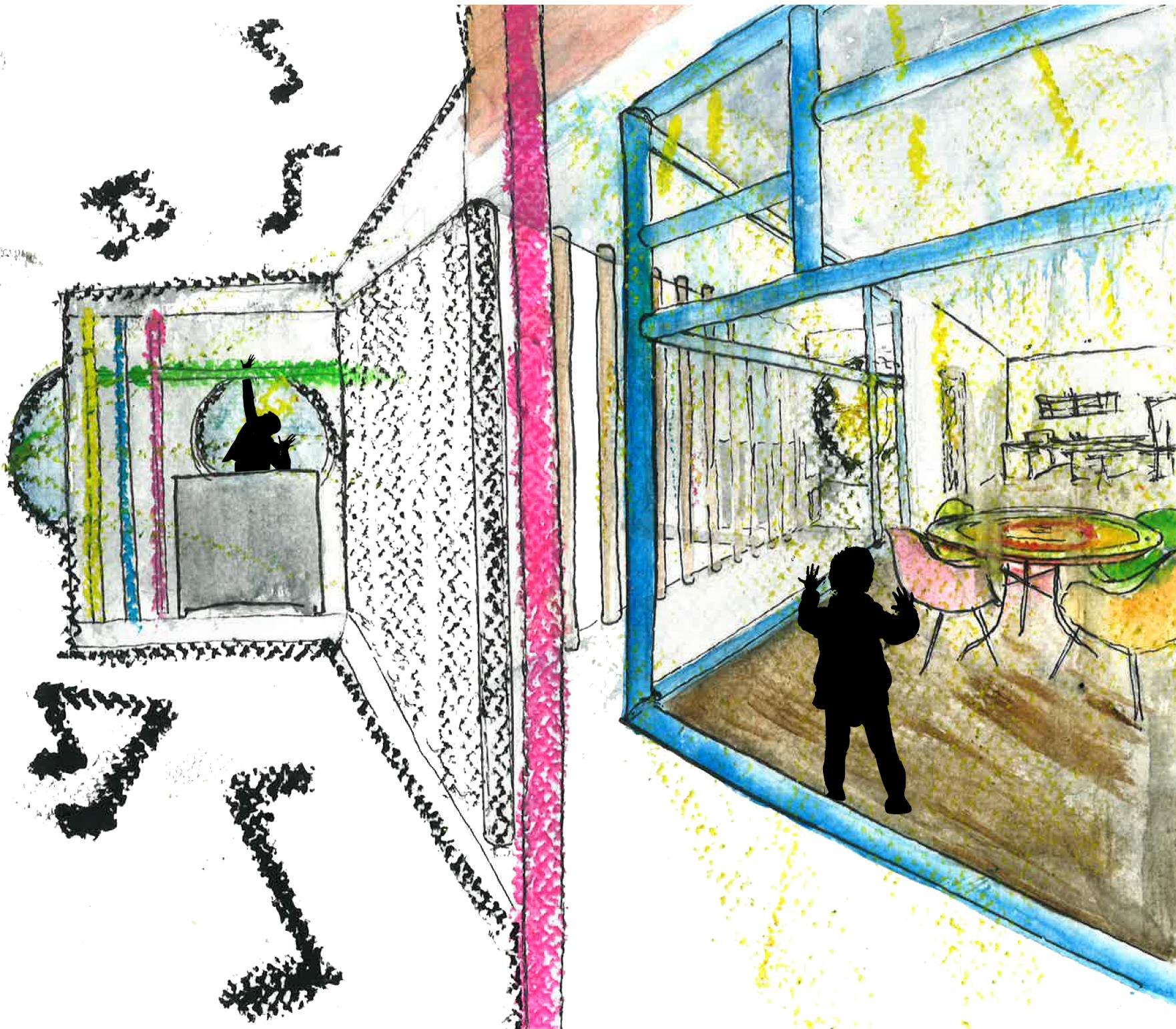


Building Axon



Highlighted Significant Spaces

Significant Space - Unit 3



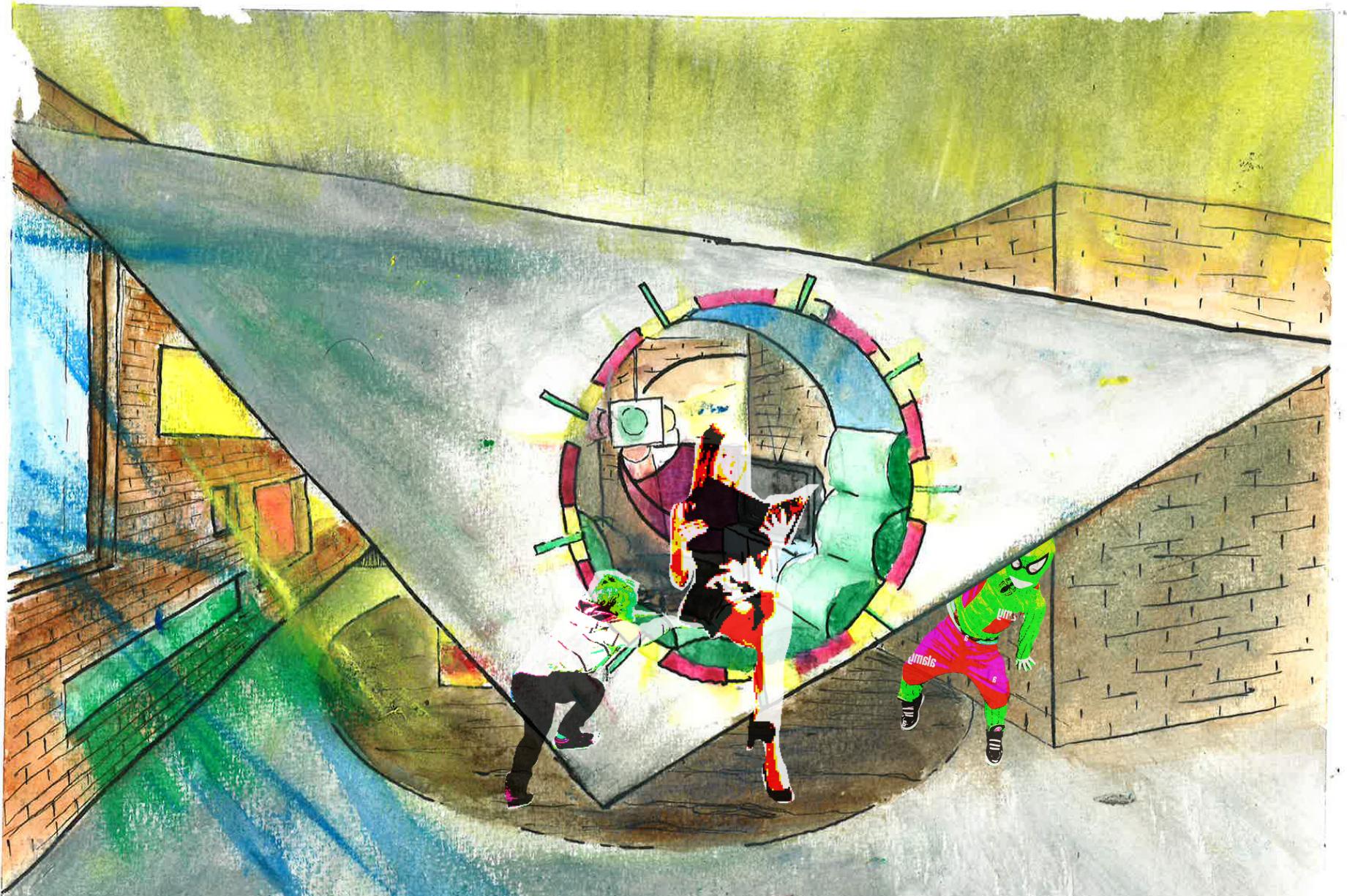
Unit 3 Axon Sections (NTS)



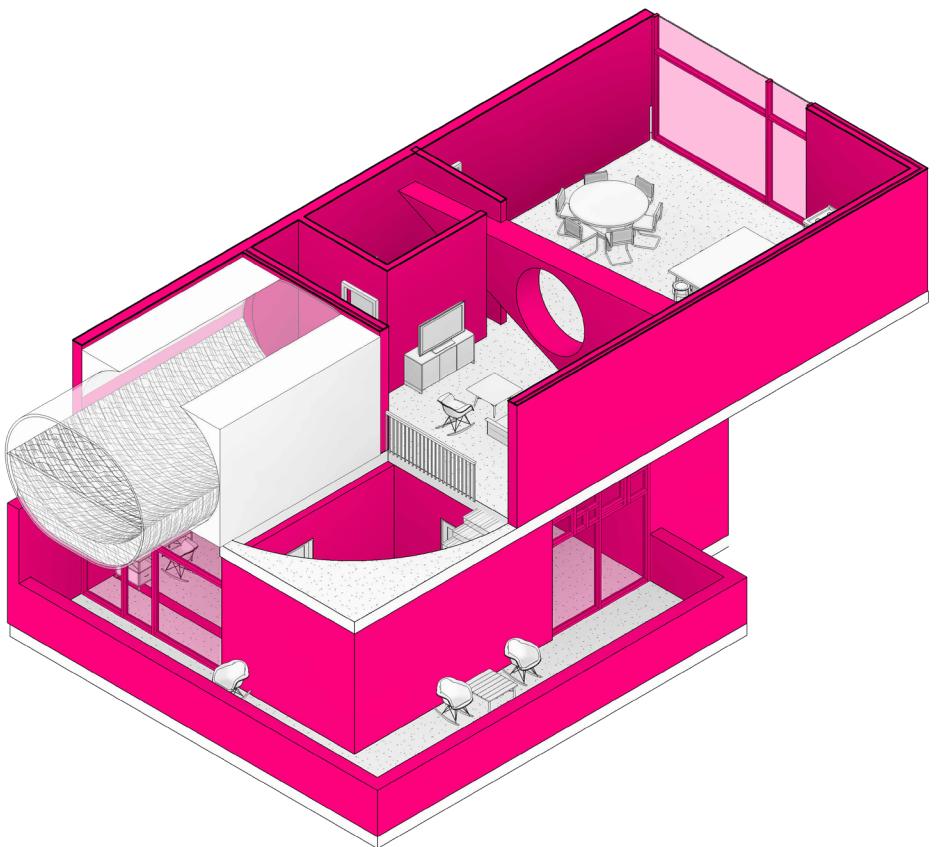
Unit 3 Elevations (NTS)

Significant Space - Unit 3 Palette

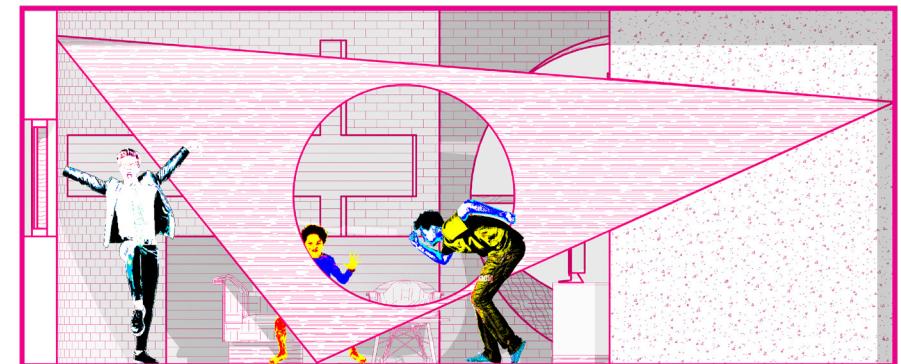
Significant Space - Unit 5



Unit 5 View

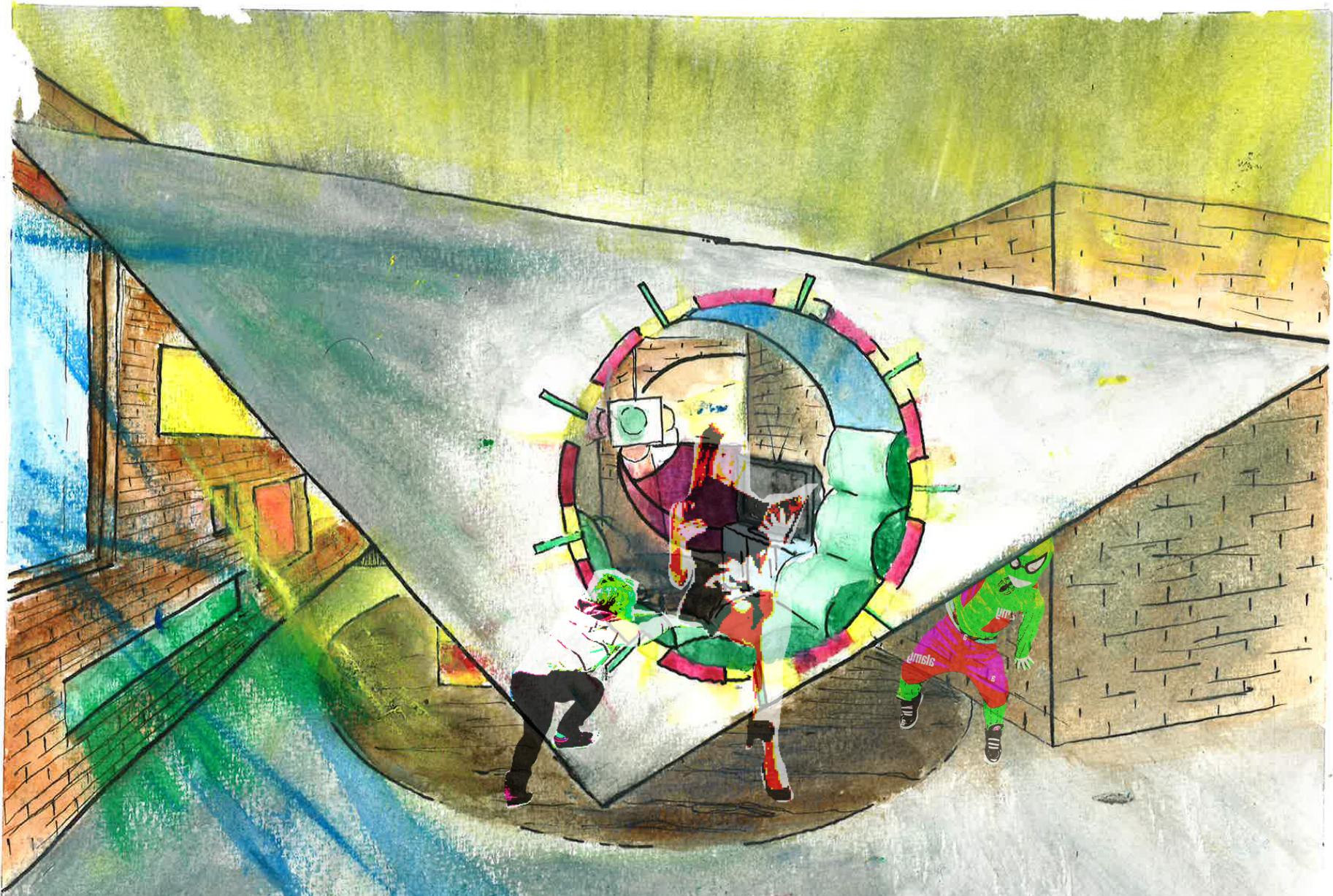


Unit 3 Axon Section (NTS)



Unit 5 Elevations (NTS)

Significant Space - Unit 5 Palette



Unit 5 View

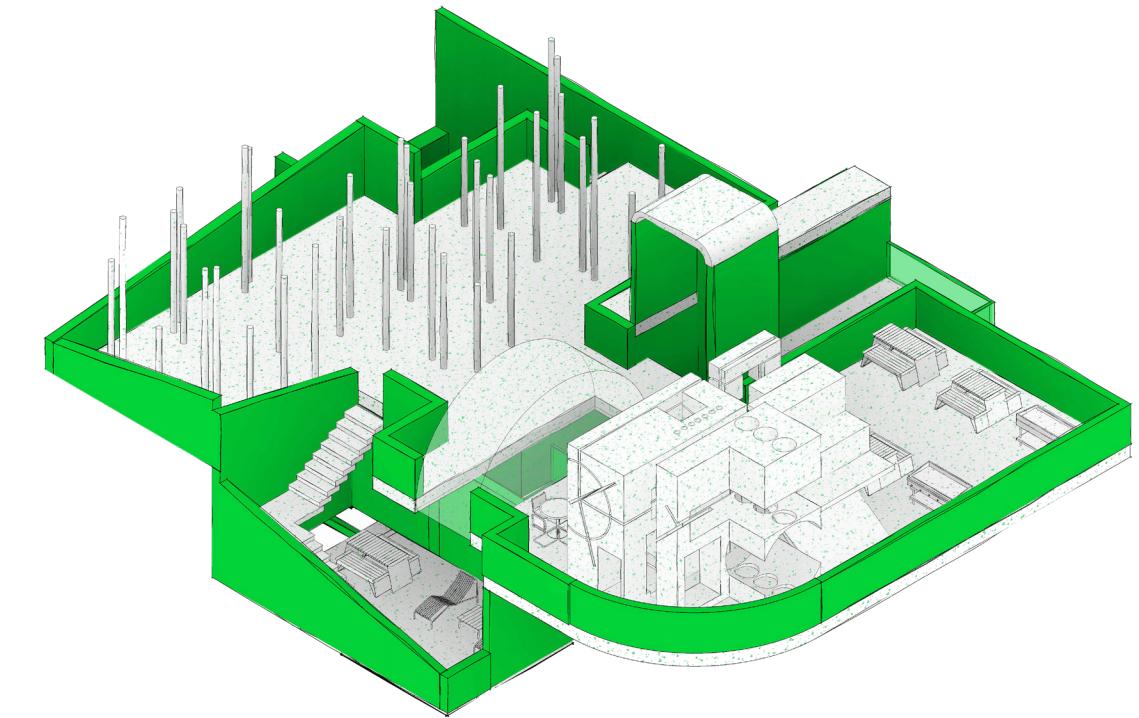


Palette

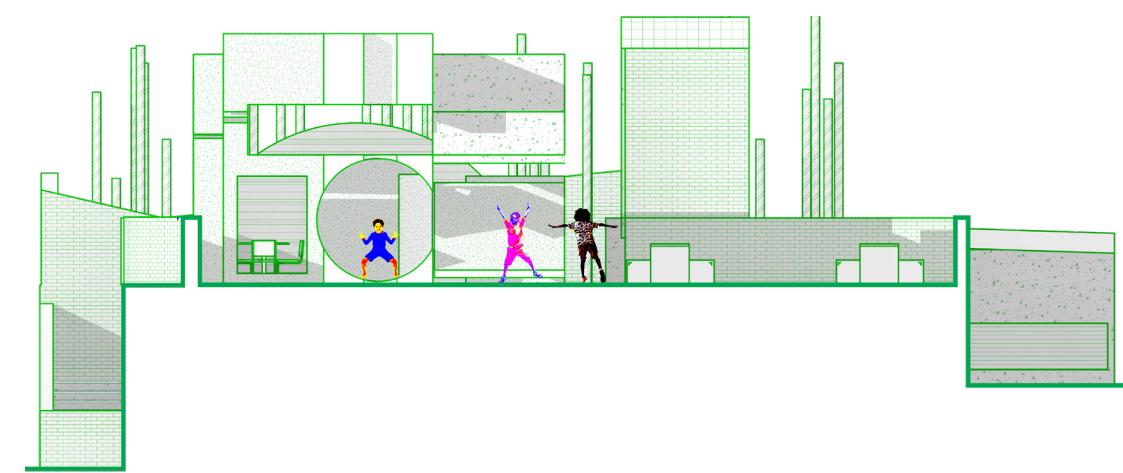
Significant Space - Rooftop



Rooftop View

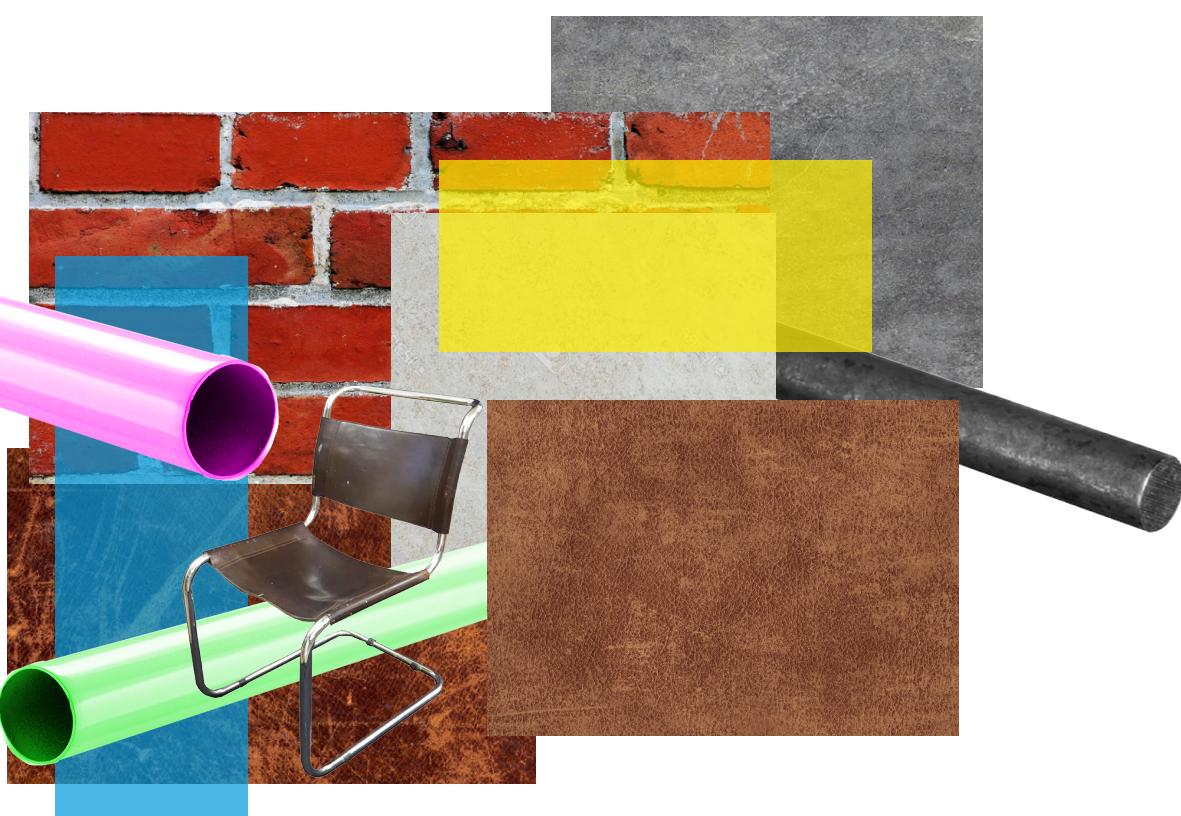


Rooftop Axon Section (NTS)

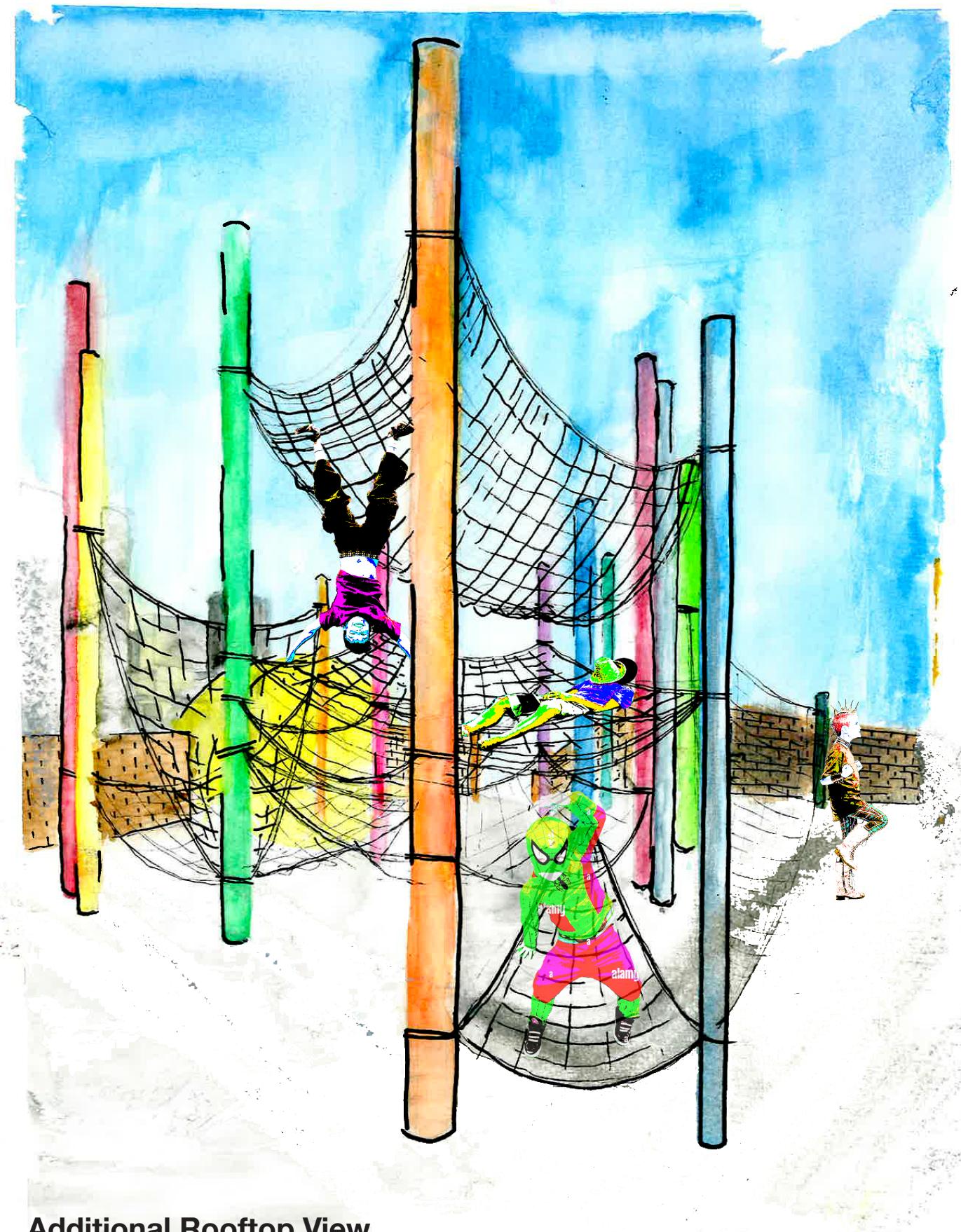


Rooftop Elevation (NTS)

Significant Space - Rooftop Palette



Palette



Additional Rooftop View

HOGARAF



SAF