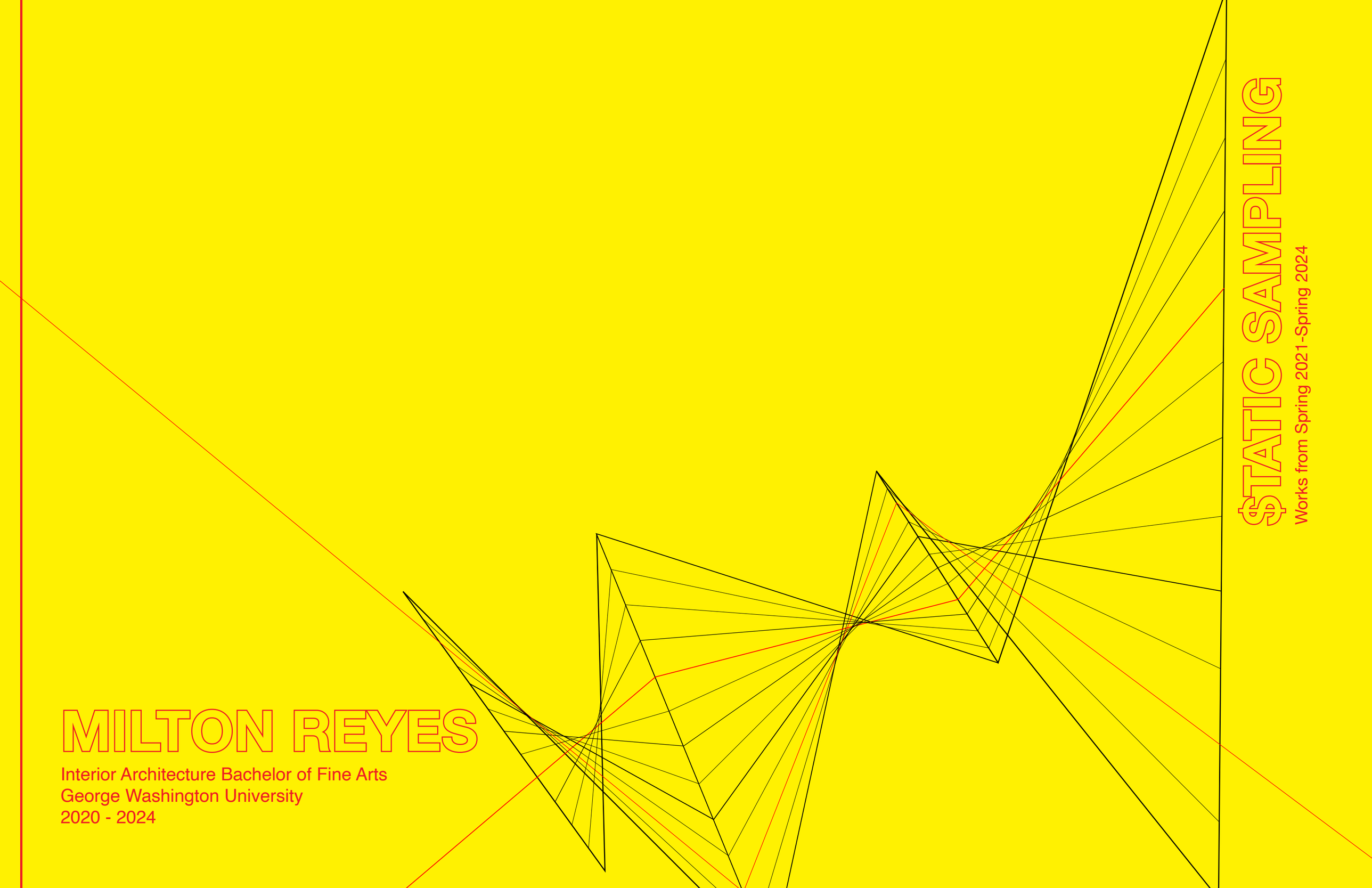
$TATIC SAMPLING

Works from Spring 2021-Spring 2024



MILTON REYES

Interior Architecture Bachelor of Fine Arts
George Washington University
2020 - 2024

TABLE OF CONTENT$

Interior Architecture Projects

- ● Capstone: “Hogar” **pg. 4**
- ●● Juntos CPH: Children’s Social Hub **pg. 12**
- ●●● Futura 2000 **pg. 14**

Model Making Samples

- ●●●● Capstone Conceptual Models **pg. 16**
- ▬ Ethiopian Coffee Ceremony Pavilion **pg. 17**
- ●▬ Screenprinting Installation for NGA Sculpture Garden **pg. 18**
- ●●▬ Pavilion for Contemplation **pg. 19**

Graphic and Visual Works

- ●●●▬ Found Material Collages **pg. 21**
- ●●●●▬ Digital Collaging **pg. 22**
- ▬▬ Screenprinting Project **pg. 23**
- ●▬▬ Acrylic on Canvas **pg. 24**
- ●●▬▬ Sticker Pack - Doodles **pg. 25**

* Symbols on left side are derived from the *Mayan numbering system* and serve as a substitute to the classical roman numerals.

● = 1 ▬ = 5

CAP$TONE: “HOGAR”

Type Residential, Three Story Apartment Building

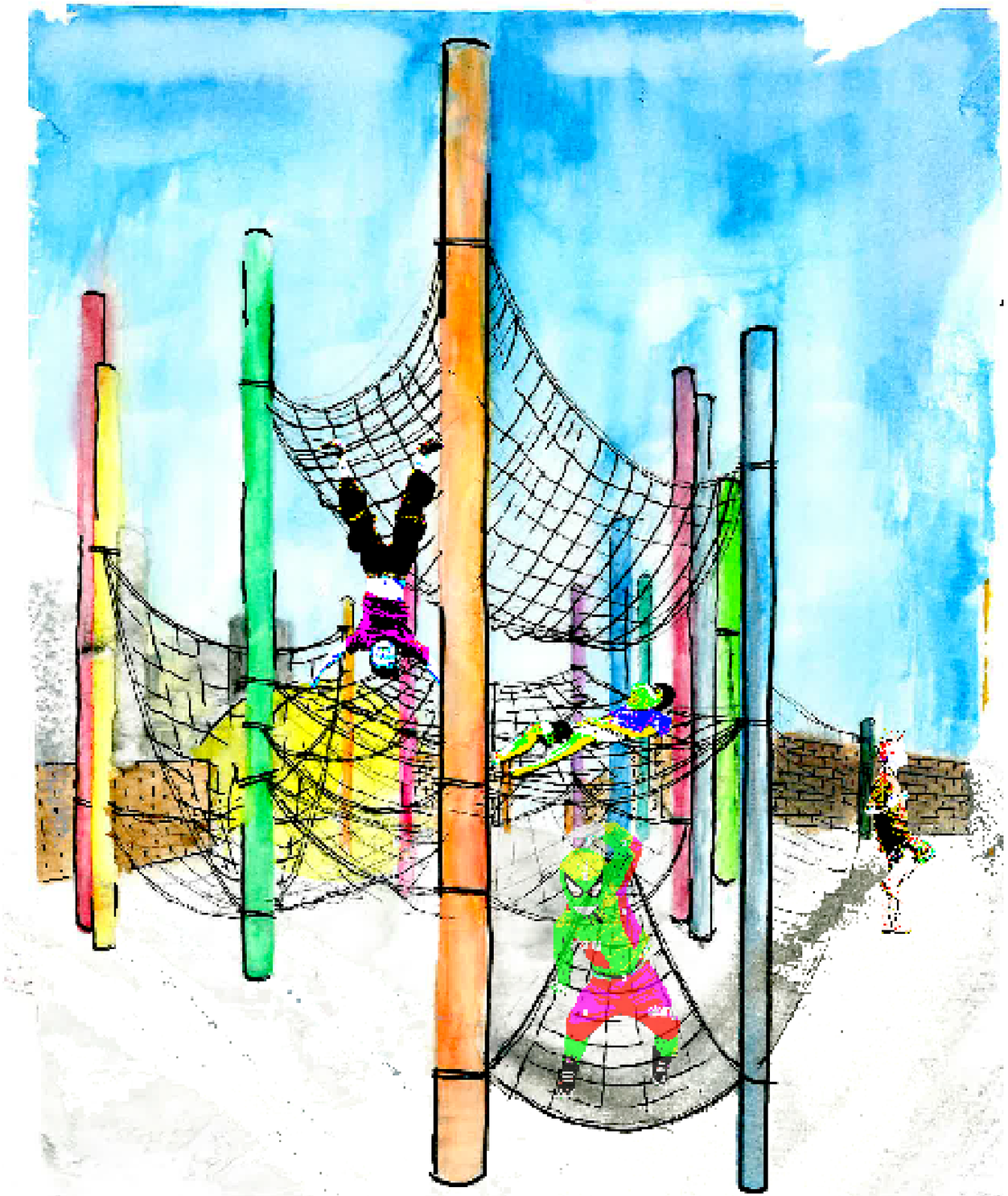
Location Existing Apartment Building (Washington, DC)

Year Spring 2024

Concept Statement

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 percieved 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.



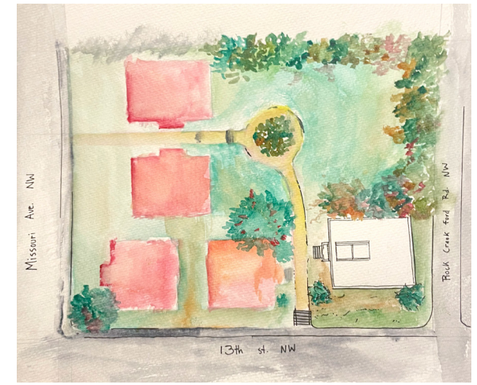
Rooftop Render (Watercolor, Pen, and Photoshop)

Entrance Vestibule (Facing 13th st.)

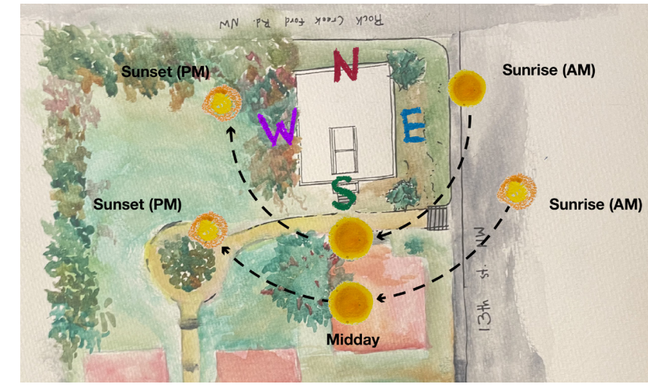
East Side of Building

Entrance Vestibule

Complex Courtyard



Site Diagrams



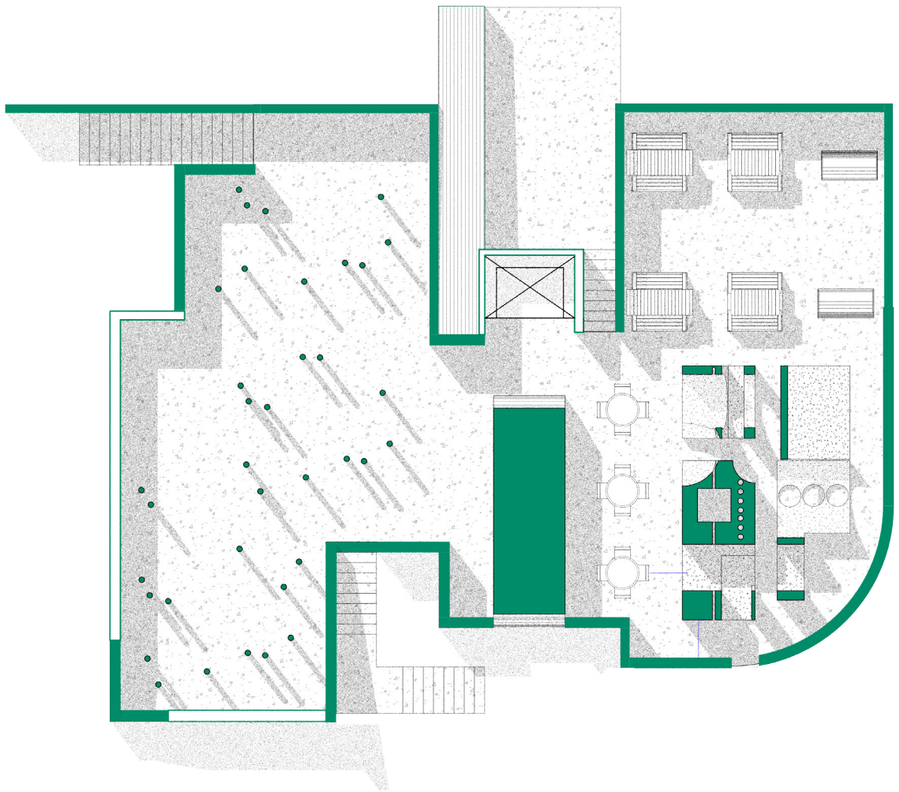
Sun Path Diagrams

Fort Stevens National Park

Historic Military Road School and George M. Lightfoot House

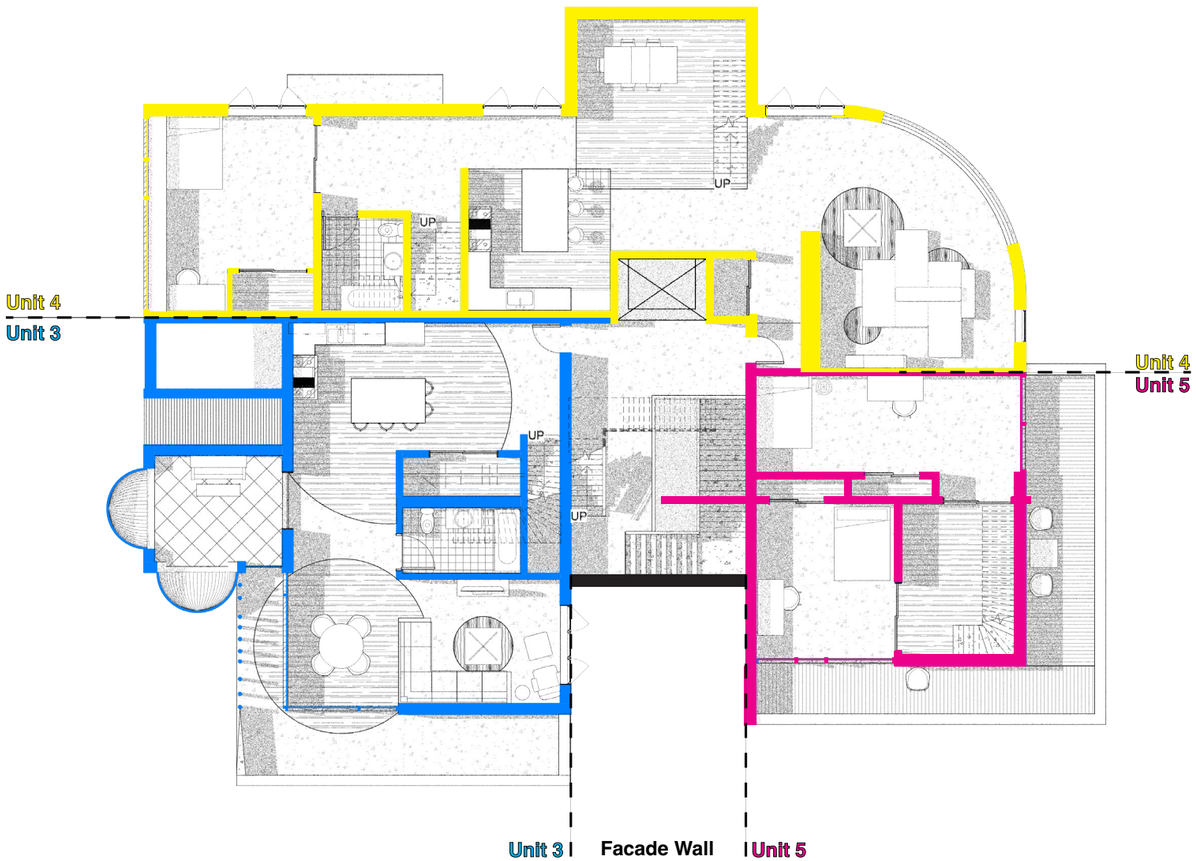
Building Site

Points of Interest

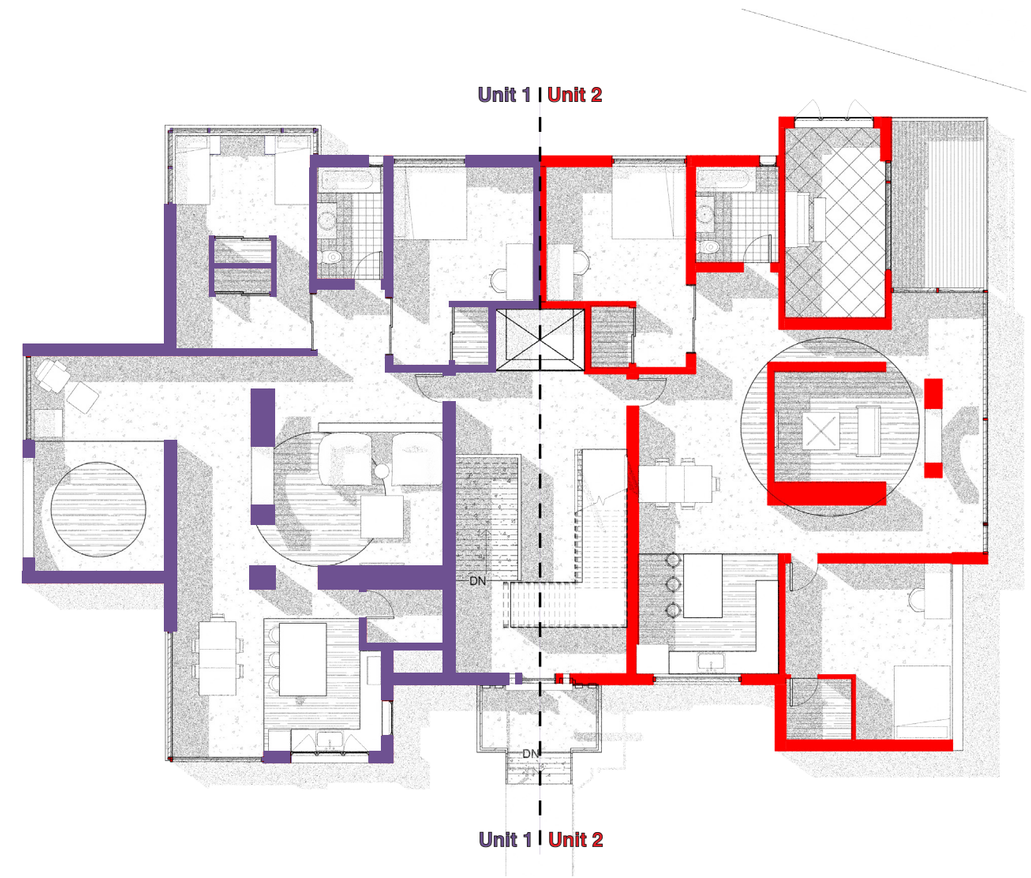


Rooftop Floorplan (NTS)

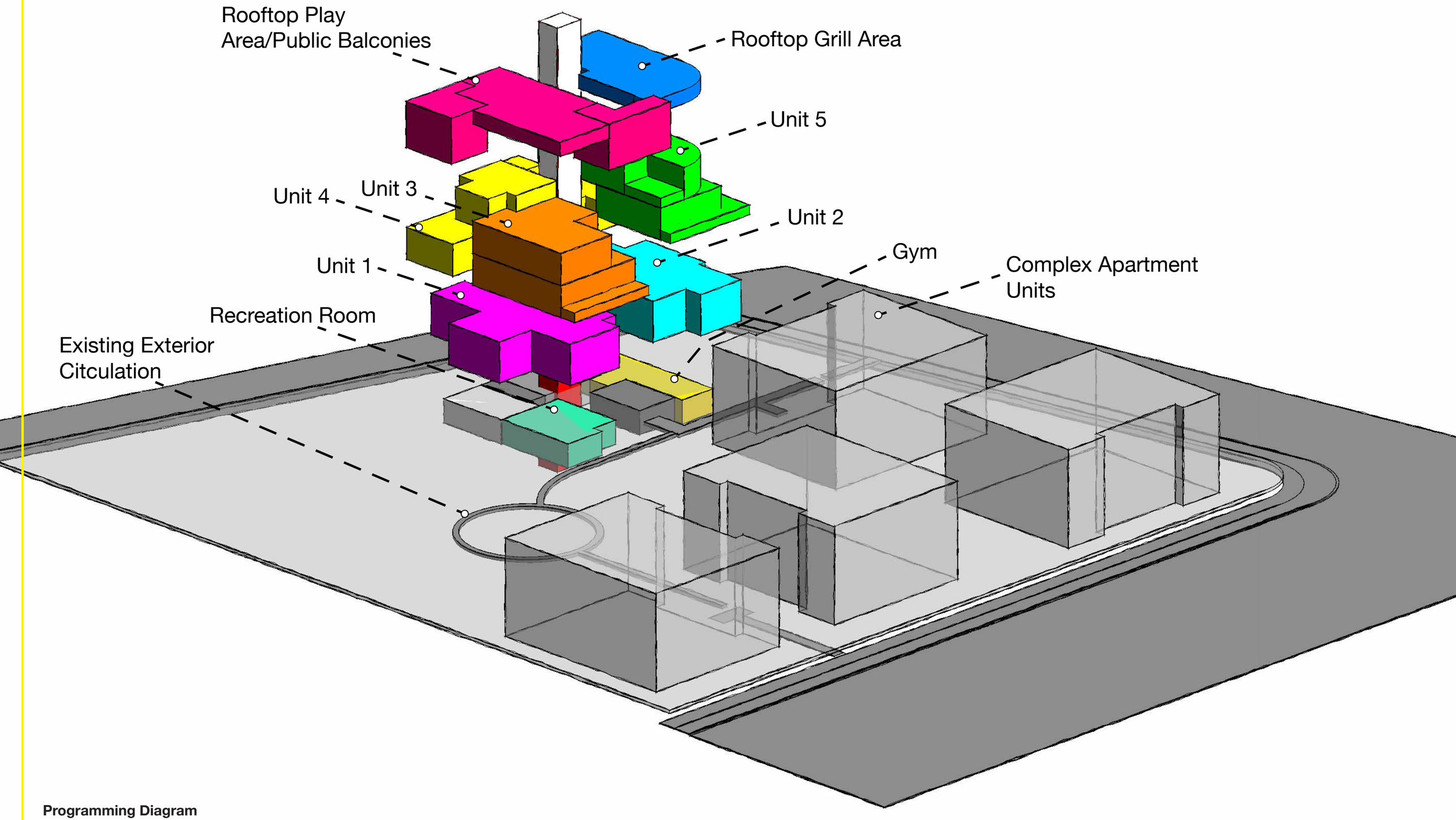
Level 3 Floorplan (NTS)



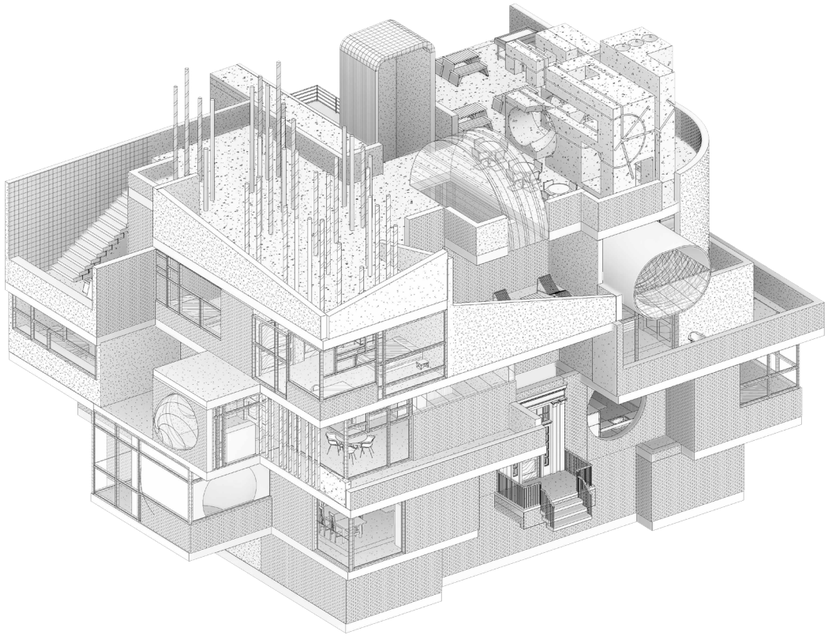
Level 2 Floorplan (NTS)



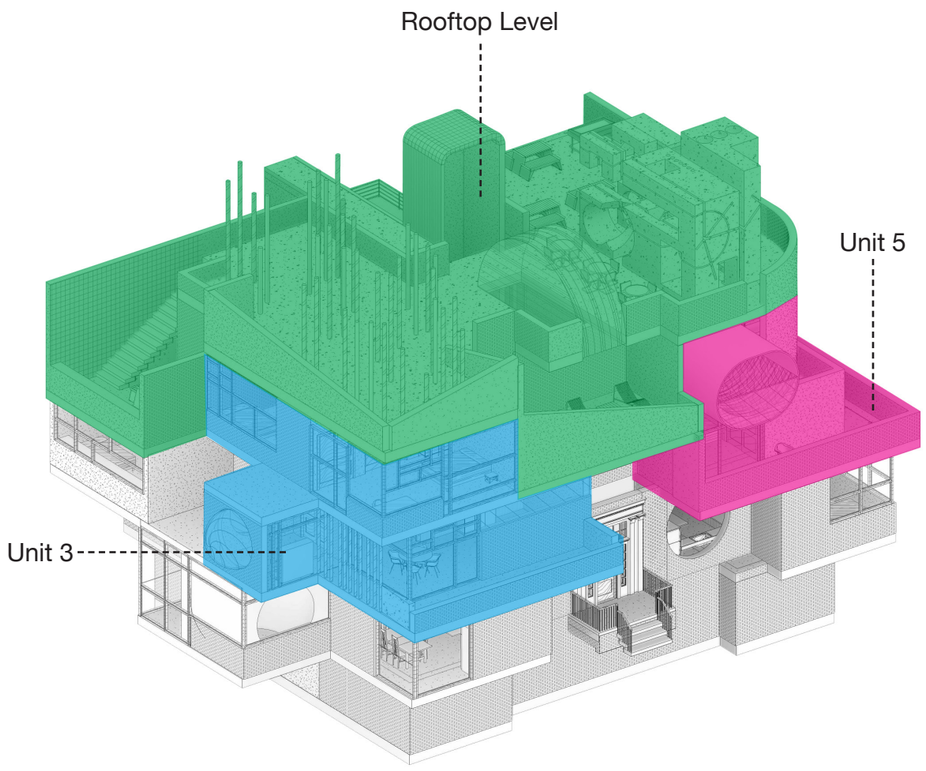
Level 1 Floorplan (NTS)



Programming Diagram

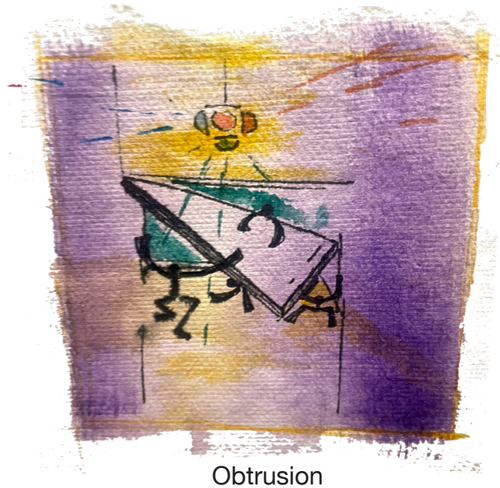


Building Axon

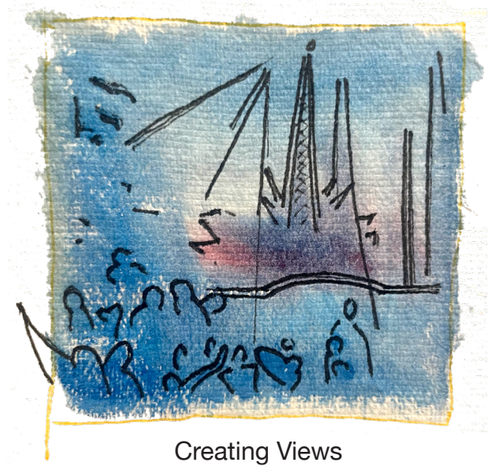


Highlighted Significant Spaces

Waking up to Sunlight



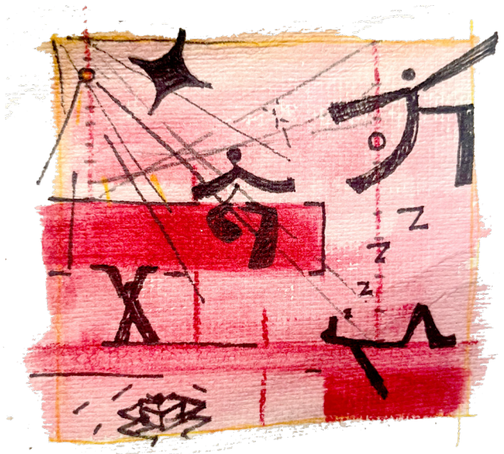
Obtrusion



Creating Views

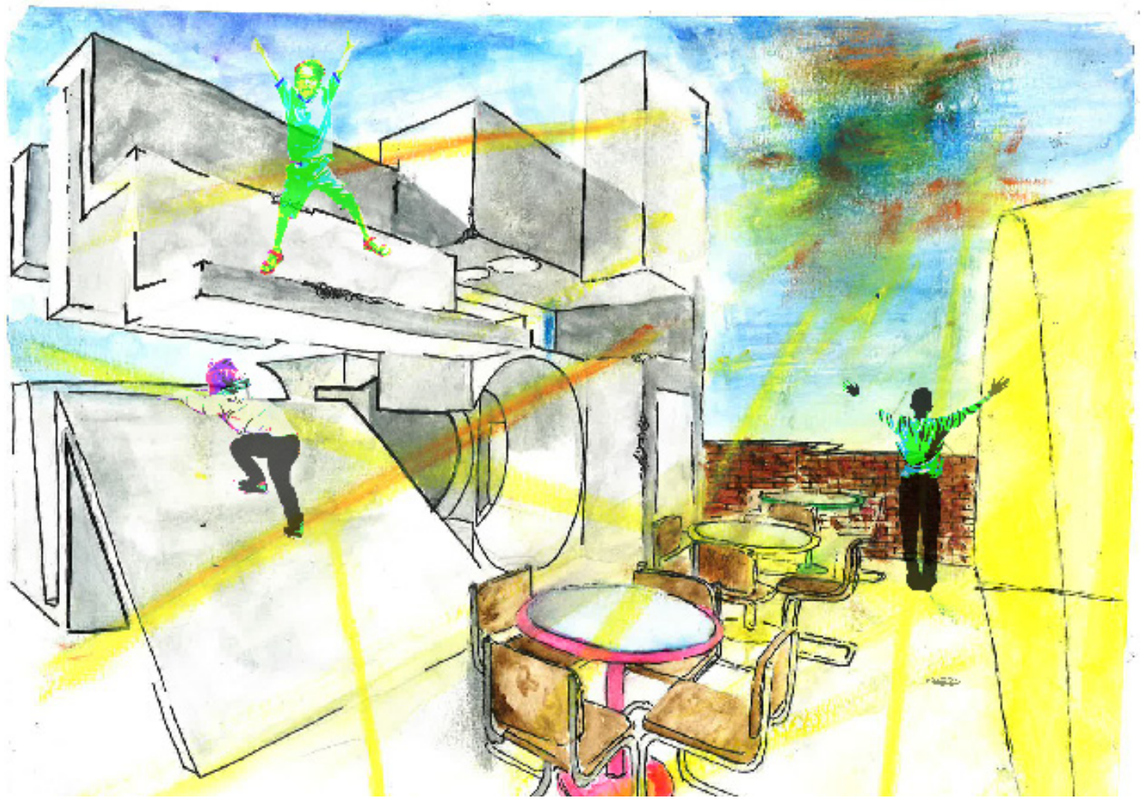
Indoors, Outdoors

Play at Different Levels

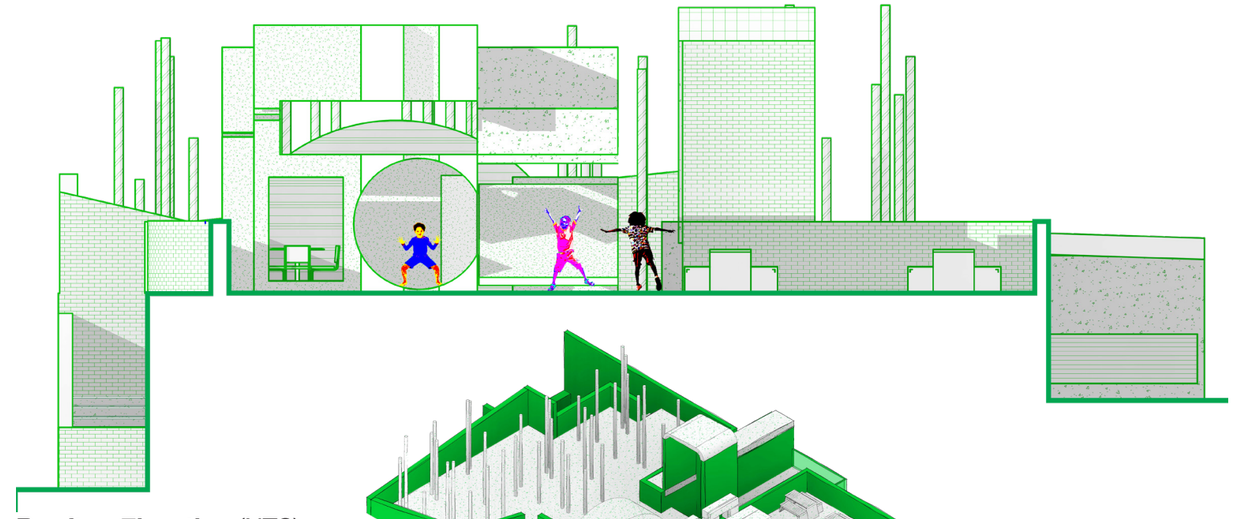


Feeling of Living.
Chaos, Focus, Rest.

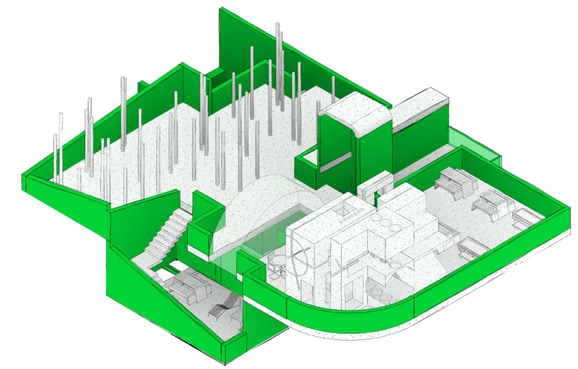
Moodboard Vignette (Watercolor and Pen)



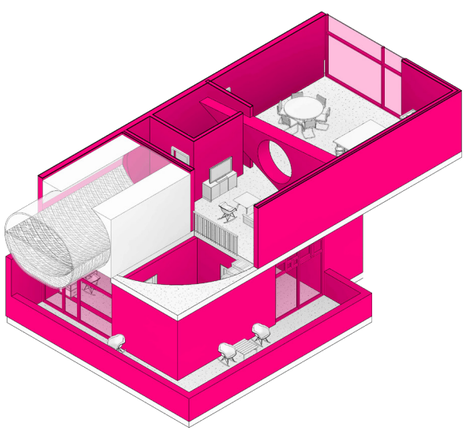
Rooftop Render (Watercolor, Pen, Photoshop)



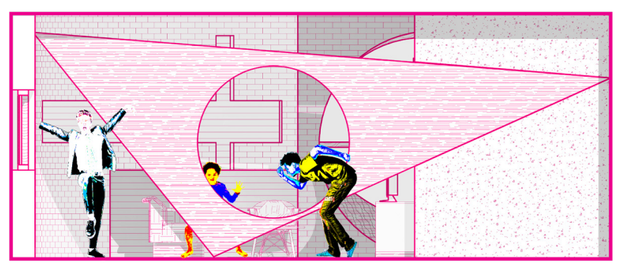
Rooftop Elevation (NTS)

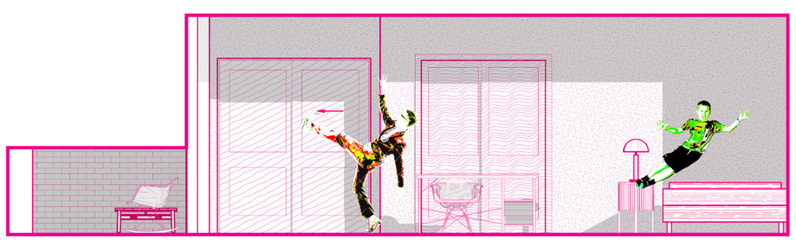


Rooftop Axon Section (NTS)



Unit 5 Axon Section (NTS)

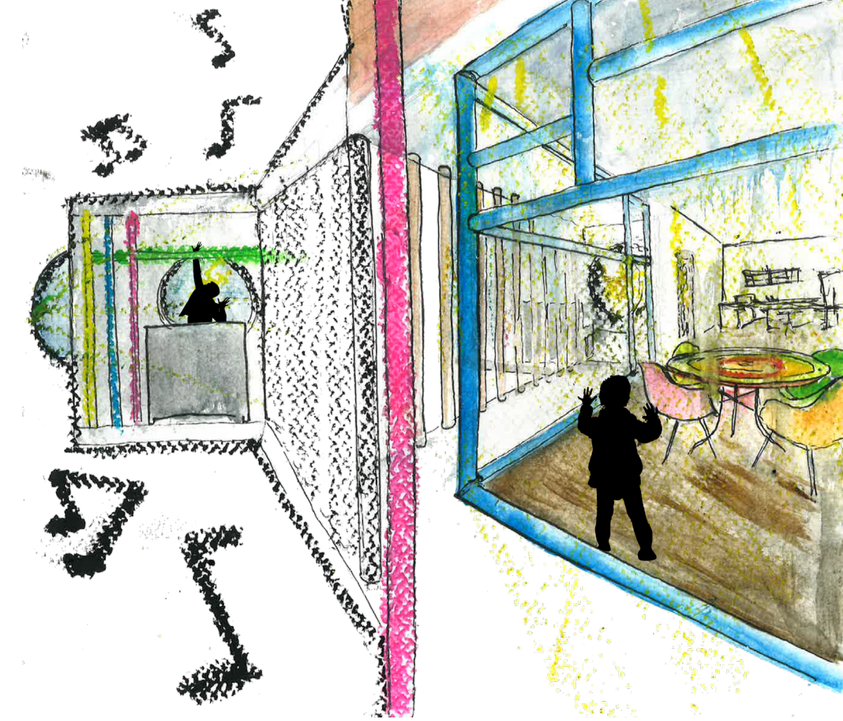




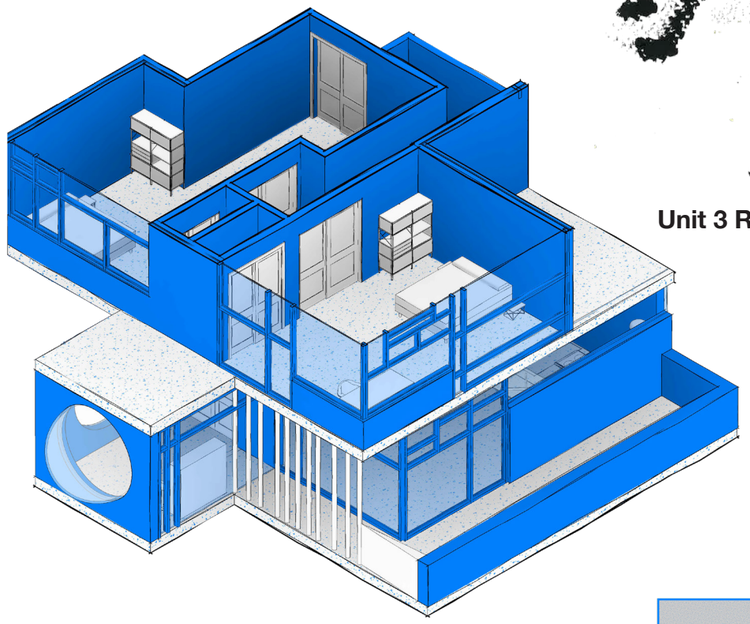
Unit 5 Elevation (NTS)

Unit 5 Render (Watercolor, Pen, Photoshop)

Unit 3 Render (Watercolor, Pen, Photoshop)



Unit 3 Render (Watercolor, Pastel, Pen, Photoshop)



Unit 3 Axon Section (NTS)

Unit 3 Elevation (NTS)

JUNTO$ CPH

Type Recreational, Children's Social Hub

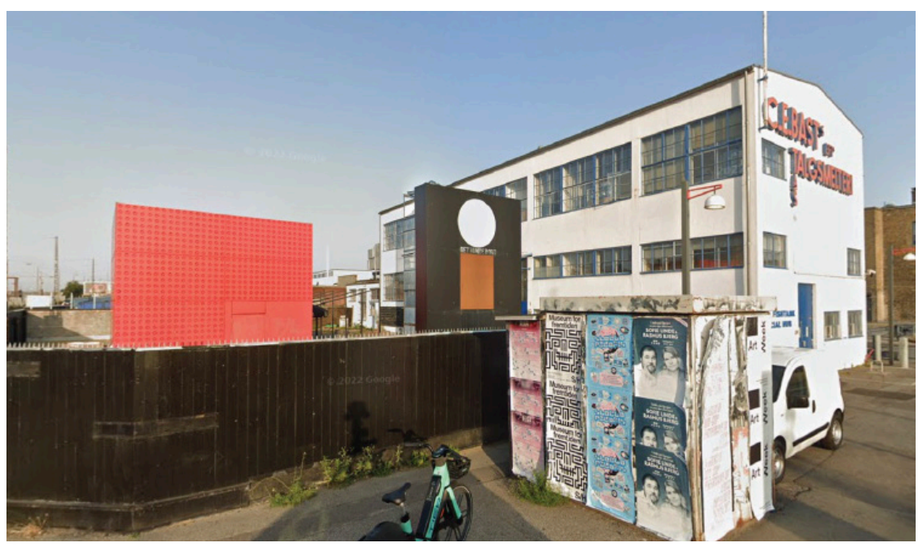
Location Fish Tank (Copenhagen, Denmark)

Year Spring 2023

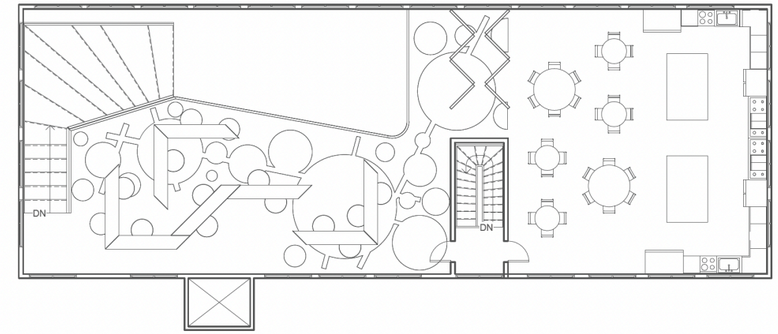
Concept Statement

This project is loosely based on the ideals of the art movement "suprematism", it is born out a **neccesity for change in how we imagine space** and its inate ability to serve as a source of inspiration to the user. Suprematism is an art style founded on the idea of freedom in expression through the use of simple, yet complex, geometric forms. With this project I wanted to translate Suprematism into a contemporary context and apply it to the creation space. Thus, creating something that communicates with the user through the **use of unconventional spaces with a focus on form and interaction.**

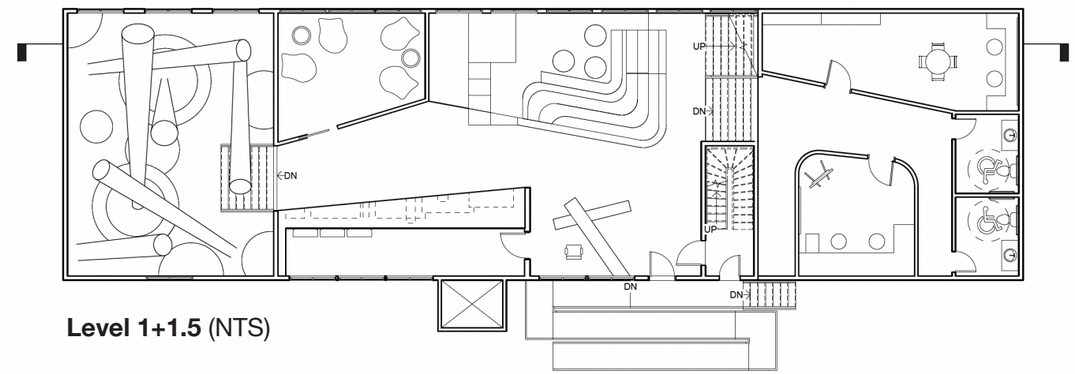
Besides being a project based on Suprematism, **I aimed at creating a child-like sensitivity within the space**. The construction is targetted at a younger audience and it is meant to be a place of play and exploration. The actual program of the space is based on the recreation center system that exists in Washington DC. It allows students and members of the community a common space of reunion. It exists as a 'third place', a space outside of work or home where people are able to engage in meaningful activities. This project is also an example of adaptive reuse within a historical building in the meat-packing district of Copenhagen.



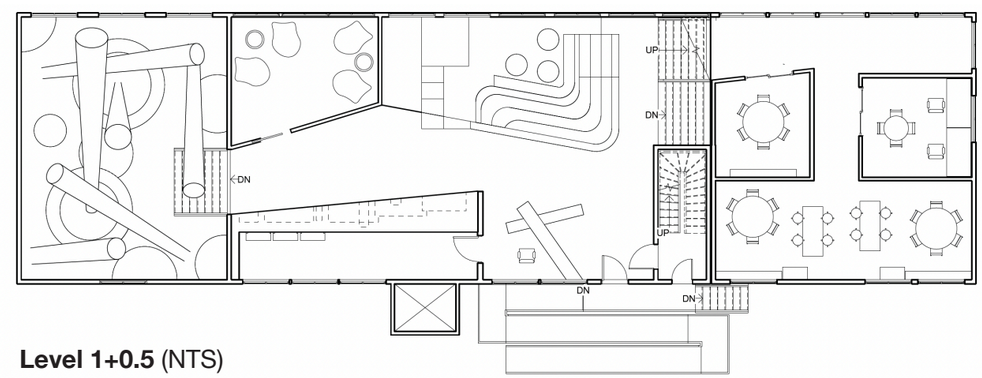
Site Photo (København, Denmark)



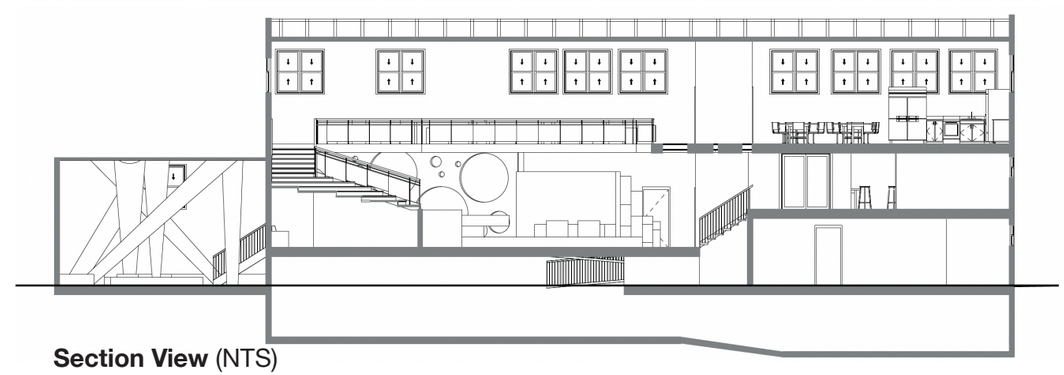
Level 2 (NTS)



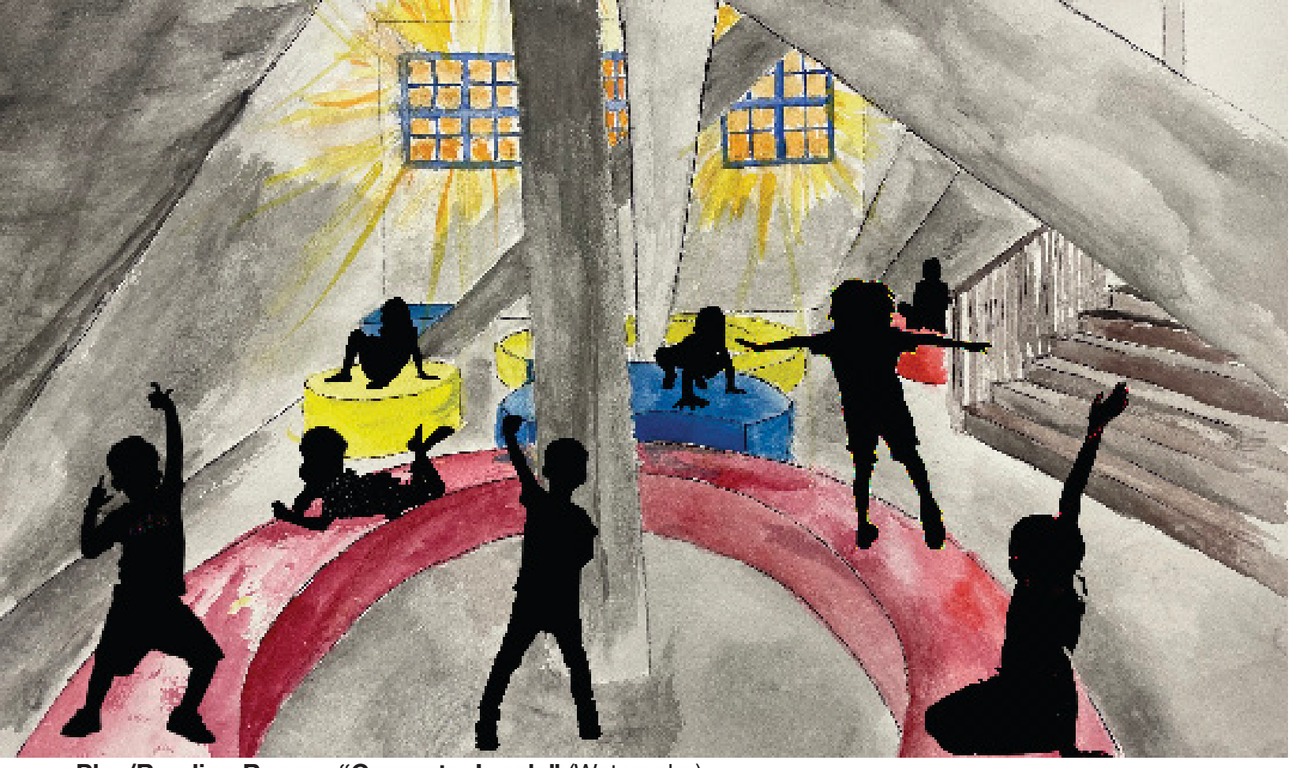
Level 1+1.5 (NTS)



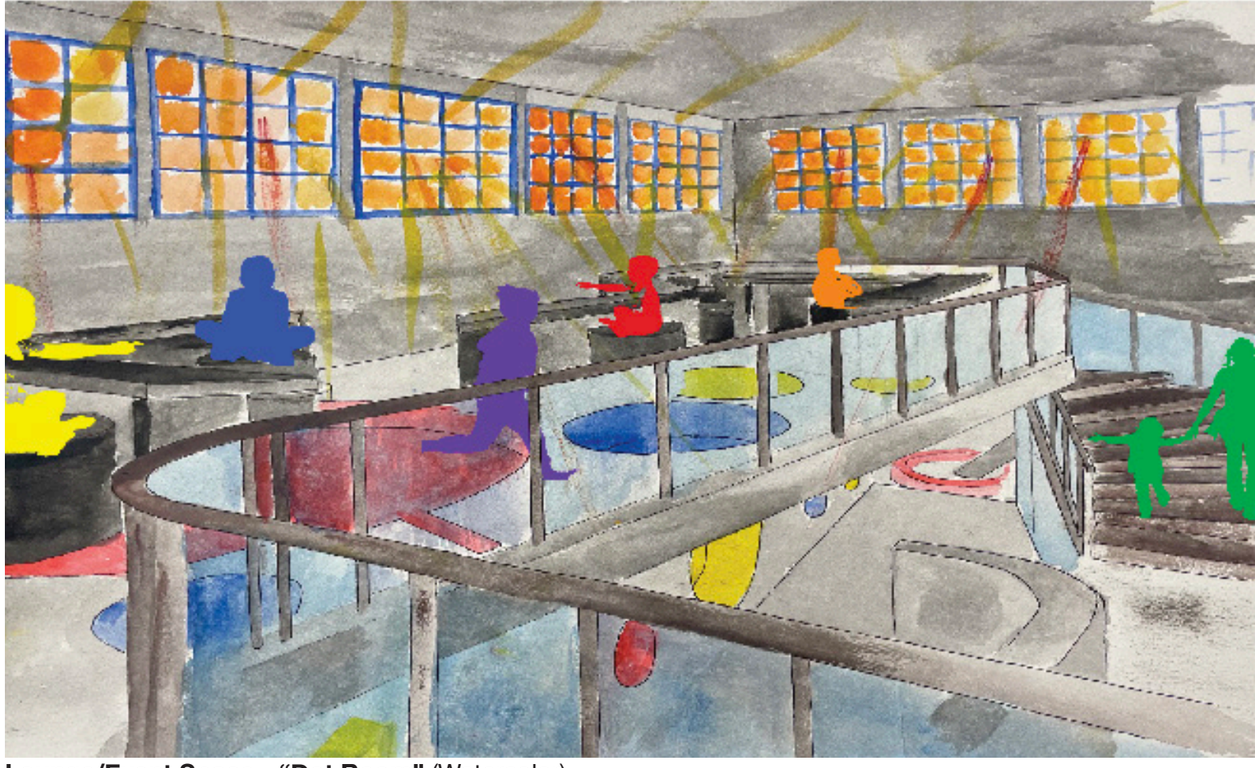
Level 1+0.5 (NTS)



Section View (NTS)



Play/Reading Room - "Concrete Jungle" (Watercolor)



Lounge/Event Space - "Dot Room" (Watercolor)

Conceptual Collage (Digital)

Common Area - "Light Room" (Watercolor)

FUTURA 2000

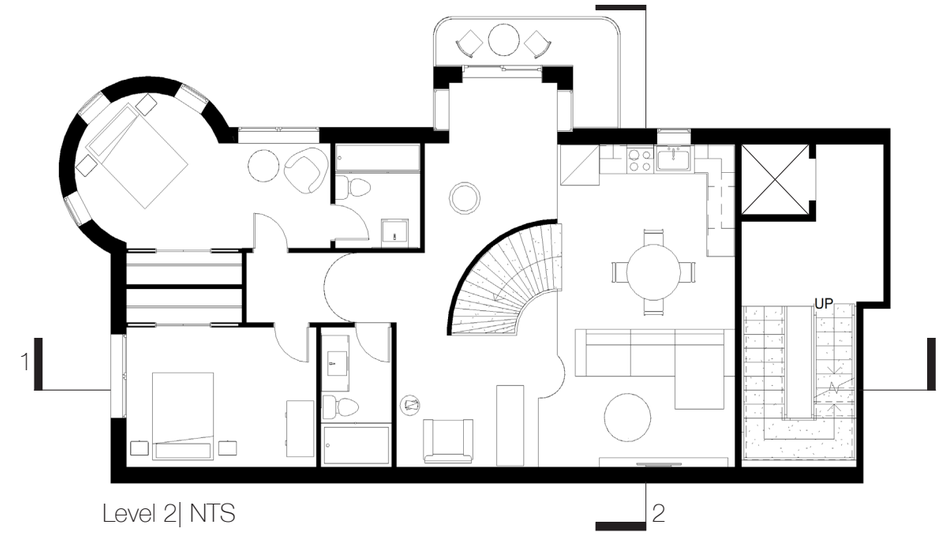
Type Residential, Artist Live-Work
Location Existing Restaurant (Washington, DC)
Year Fall 2022

Concept Statement

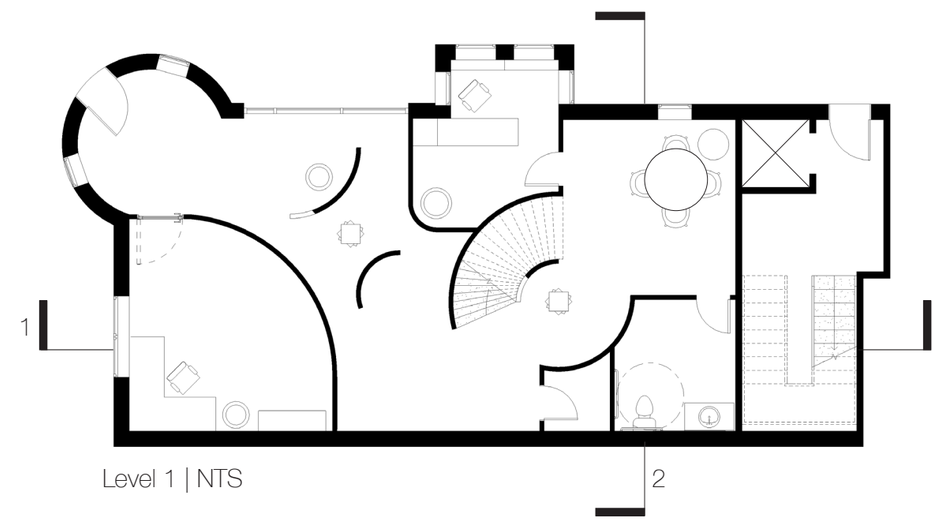
Futura is an American Graffiti artist that started out tagging New York City subways in the 1970s. He set himself apart from in the scene by focusing on abstraction within his works. He is considered one of the pioneers in a movement that helped elevate street art to the status of fine art.

In his work *Inception*, Futura uses a variety of mediums to create an abstract composition. This painting has a perceived intensity due to the use of repeating motifs that are scattered throughout the canvas. The variety in their size and wash allows for an undeniably strong sense of movement. For this project I wanted to the capture the essence of the painting *Inception*, essentially taking a shape/motif and projecting it throughout a space in order to mimic the sense of movement found in the painting.

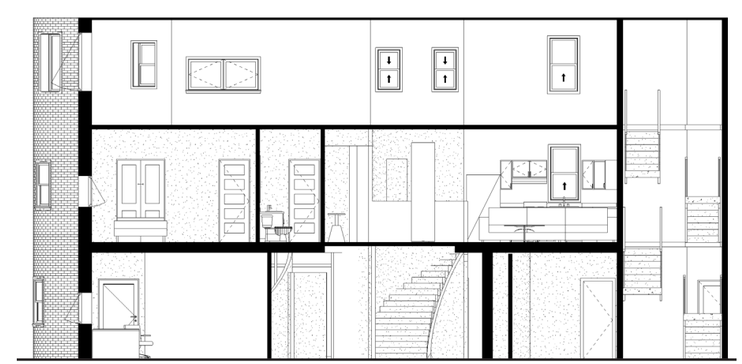
"Inception" By Futura 2000



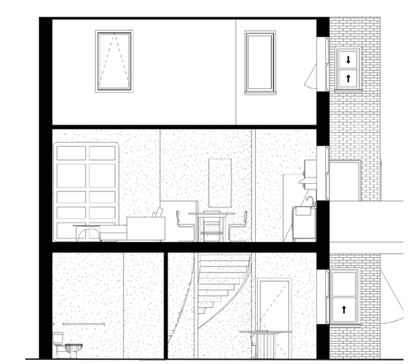
Level 2| NTS



Level 1 | NTS

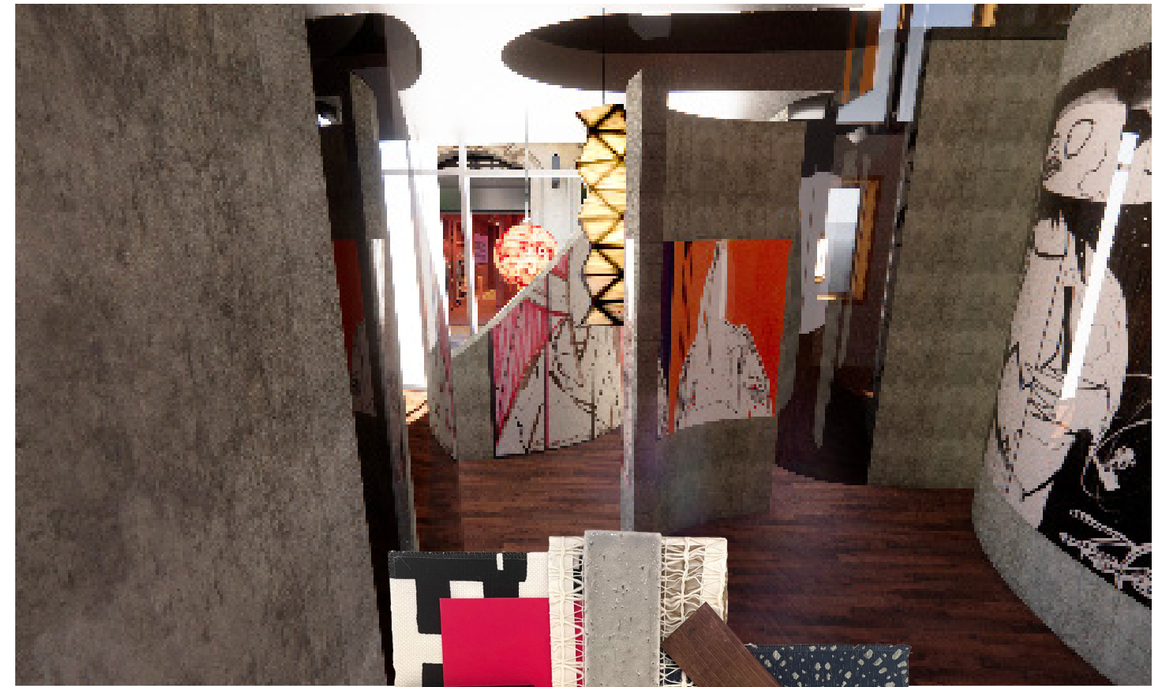


Section View 1 | NTS



Section View 2 | NTS

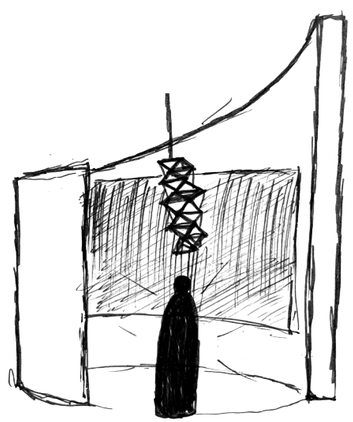
View of Gallery from Artist Studio (Enscape)



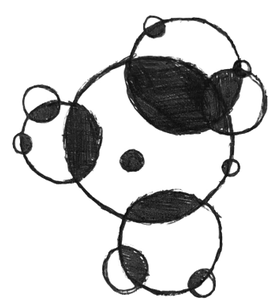
View of Gallery Space (Enscape)

Material Board

Initial Sketch (Marker and Pen)



Conceptual Sketch



Parti

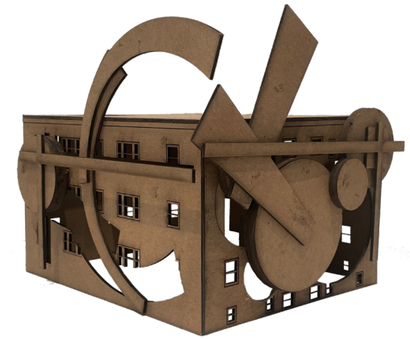
View of Living Space (Enscape)

CAP$TONE MODEL$

Architectural Model

Concept:
"Fundamental" Suprematist Architecture

Suprematist architecture is created as 'architecture as such' ; defined by its pure form without a utilitarian purpose. It was a pursuit of beauty through the expression of form. Under this standard, architecture that serves the function of life cannot be percieved as art and is instead utilitarian in its conception. The intention here is to challenge this idea by using suprematist architecture to create something that blends beauty and celebrates life under one structure. This is done through the use of planar elements resembling early stages of suprematism to explore the creation of space.

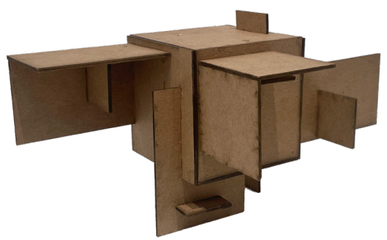


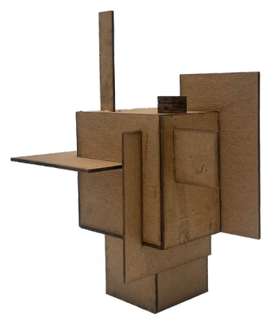
Architectural Model

Concept:
Architectural Redistribution

(Removal, Rotation, Reposition, Restructure, Redistribution)

The site being considered in this project is unstimulating by nature, due to its rectangular and uniform construction. An approach considered is the redistribution of volume, which essentially takes a volume (of a specific shape) from the existing form and places it in a new position. Through the removal and redistribution of such volume a new form is created. This also creates voids within the original form that can be used to amplify the programming or add sqaure footage.



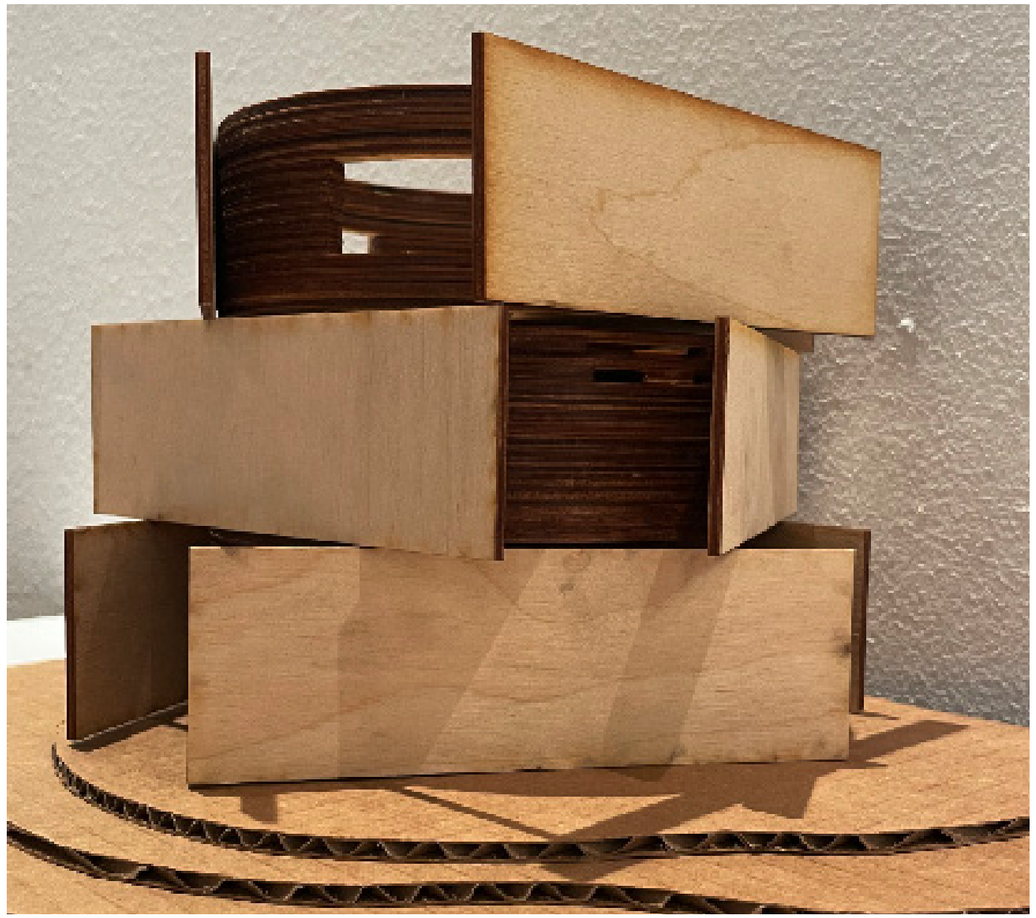


Conceptual Models

Conceptual Models

MODEL MAKING $AMPLES

ETHIOPIAN COFFEE CEREMONY PAVILION

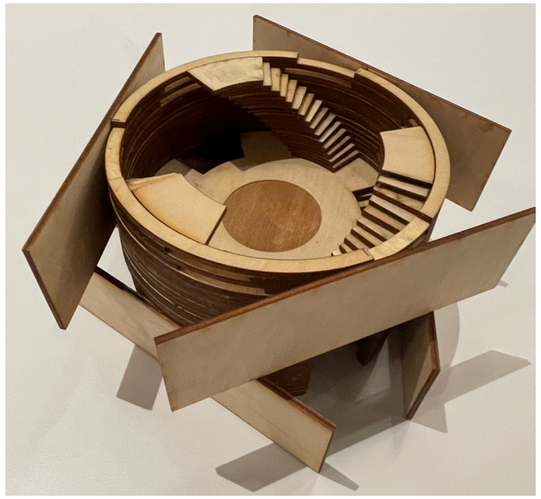


Concept Statement

The Ethiopian coffee ceremony reflects a custom rooted in tradition, serving as a means of bringing people together and transforming the spirit of those that partake in the indulgence of coffee. The model for this project is based on the idea of unity. Emphasizing the unification of people under the umbrella of humanity, overlooking differences that are created through our unique experiences and views on the world.

Level 1

Level 1



Level 2

Level 2

Level 3

Level 3

NGA $CULPTURE GARDEN

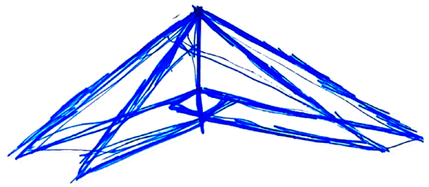
Type Group Project, Screenprinting Installation

Location Sculpture Garden (Washington, DC)

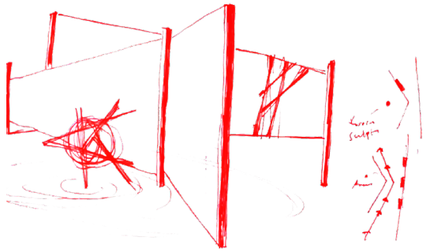
Year Fall 2023

Concept Statement

Something my partner and I noticed was the lack of interaction between visitors and the site. A sort of awkwardness exist in the understanding of how to approach sculptures. We believe the sculpture garden should, in some form, give something to people. An institution of this level should **provide** to the general public and form a memories. This kind of space is a unique opportunity to expose people to the world of art. Instead of the traditonal retail outlet, we are proposing a program within a pavilion centered around the idea of upcycling that allows for people to give an old t-shirt a new life/purpose through the process of screenprinting.

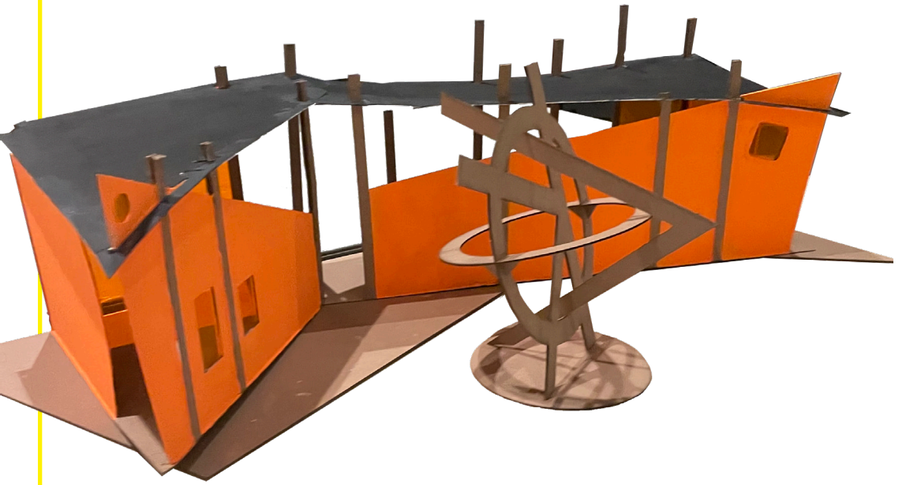


Pavilion Shape Process Sketch



Pavilion Shape Process Sketch

Render of Pavilion in Collaboration with Luke Gilpin



Model of Pavilion in Collaboration with Luke Gilpin

Proposed Screenprinting Design (Imagery from NGA)

Worn T-shirt Before Branding

Screenprinted T-Shirt w/ NGA Branding

PAVILION FOR CONTEMPLATION

Type Pavilion

Location Undisclosed

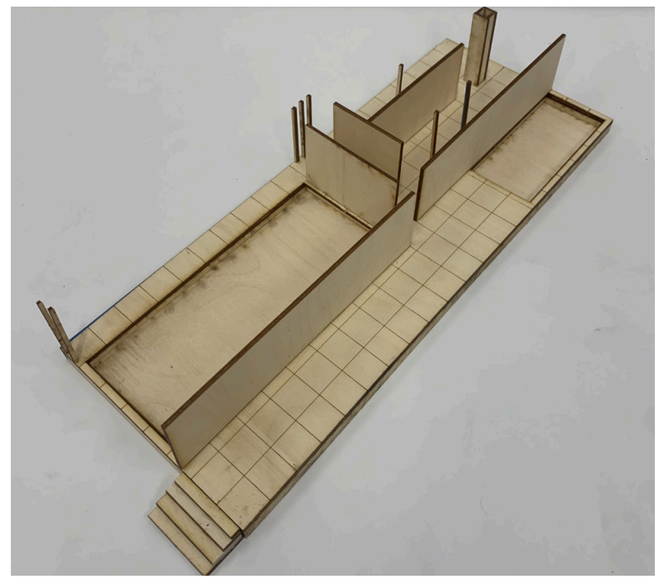
Year Spring 2022

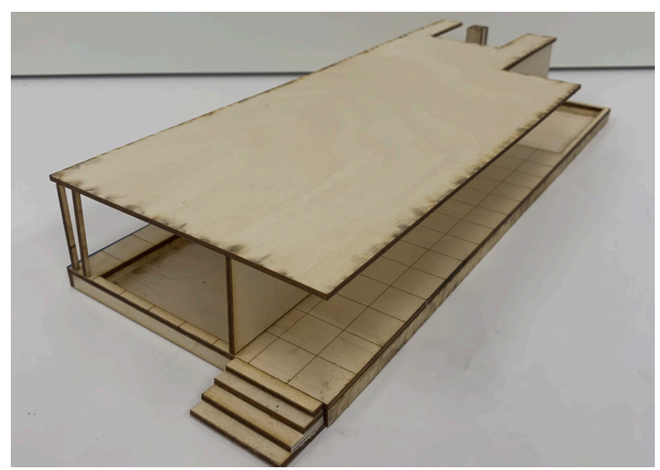
Concept Statement

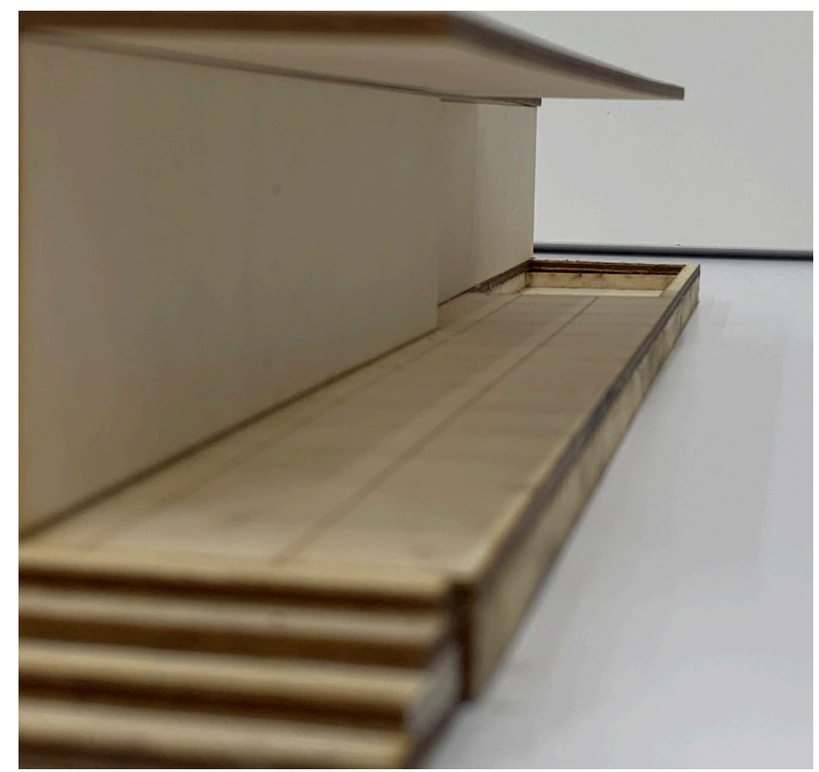
Contemplation is, in the literal sense, the process of looking thoughtfully and or purposefully inducing a state of deep thought. It is a process used to create a sense of awareness and understanding. It requires time and patience. When creating this pavilion, I wanted to focus on the process of contemplation itself. Contemplation begins with an initial objective or reason, something worth exploring. This reasoning is unique and is up to the individual to decide. At first glance it may seem like a linear process. There is always a sense of intent and focus involved.

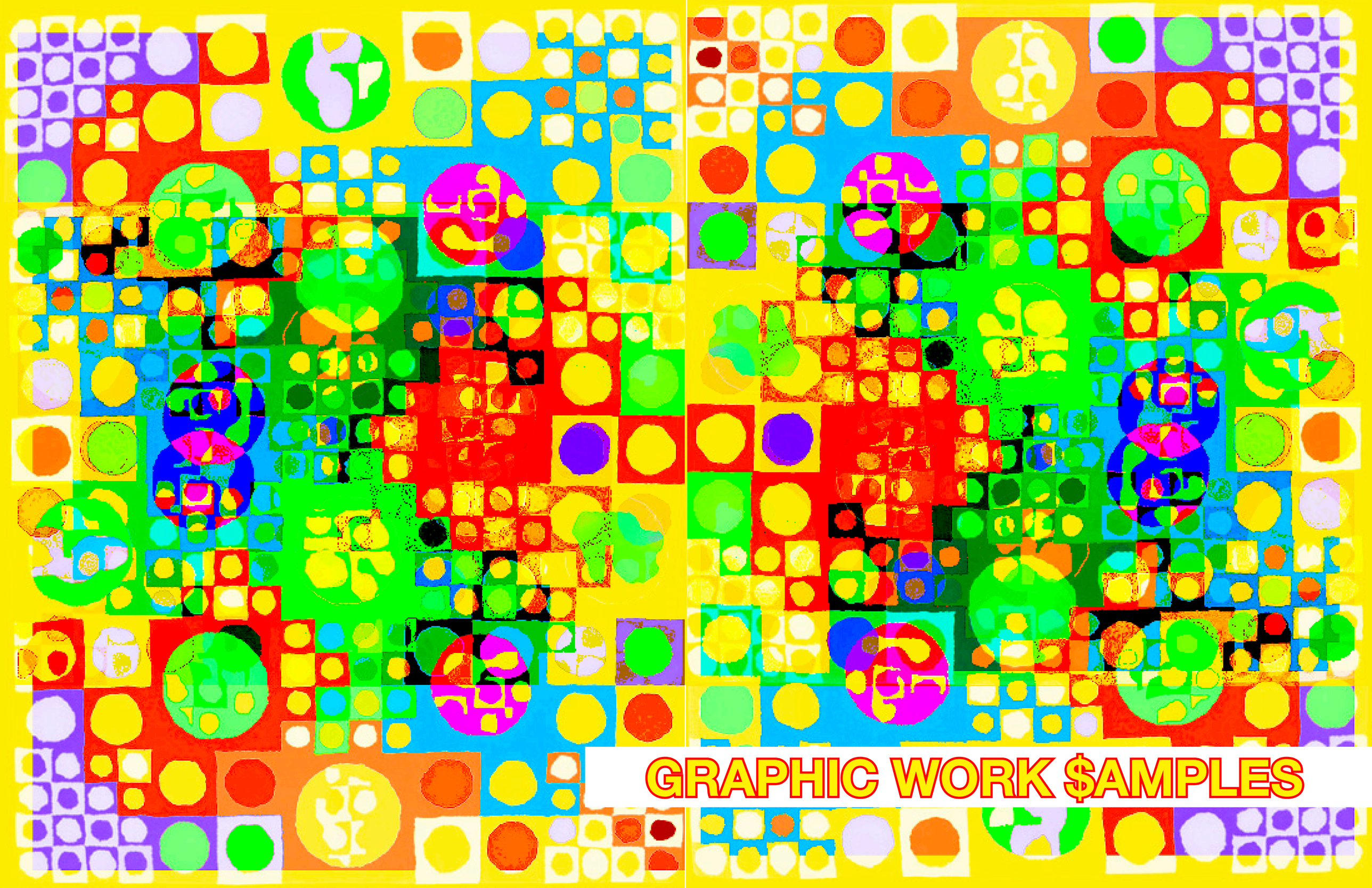
With the entrance of this space, I wanted to mimic this idea of an initial stage where focus is present. The entrance purposefully creates a forced and linear perspective, leading to an exposed reflecting pool at the end of an eighty-foot hall. However, contemplation is not a linear process. It begins with an initial focus but leads to state of exploration and purposeful wandering. It is a process where we are opening ourselves to a multitude of ideas and possibilities. As one begins to navigate through this space they are enticed to walk towards that singular pool.

As the center is reached there is sudden break to this linear form, an abrupt opening that introduces a new way to interact with the space. This opening is meant to draw in the individual and open the space up, allowing for a different form of interaction. A focus of this second area was the idea of creating different points of interest, an attempt to portray this concept of wandering and the exploration of new ideas in a literal sense. There is also this idea of options with the second area, allowing the individual to choose how they interact with this space. This space is meant to be a representation of the process one undergoes during a state of contemplation, beginning with an objective and allowing the mind to explore.



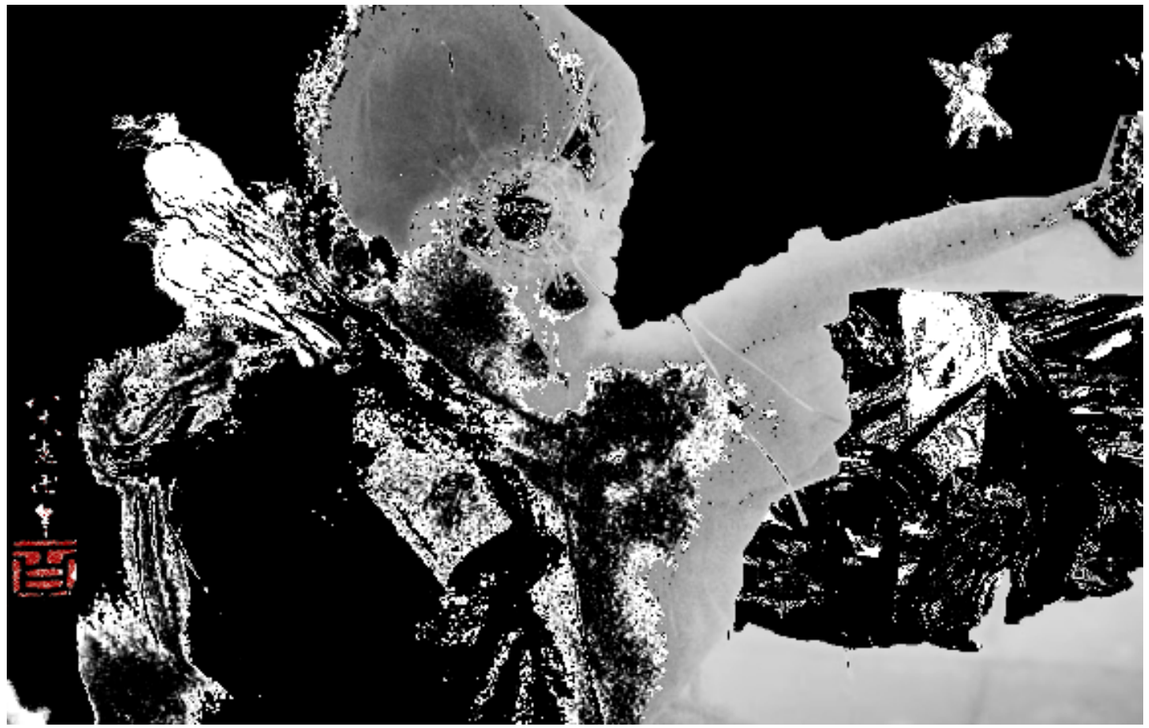




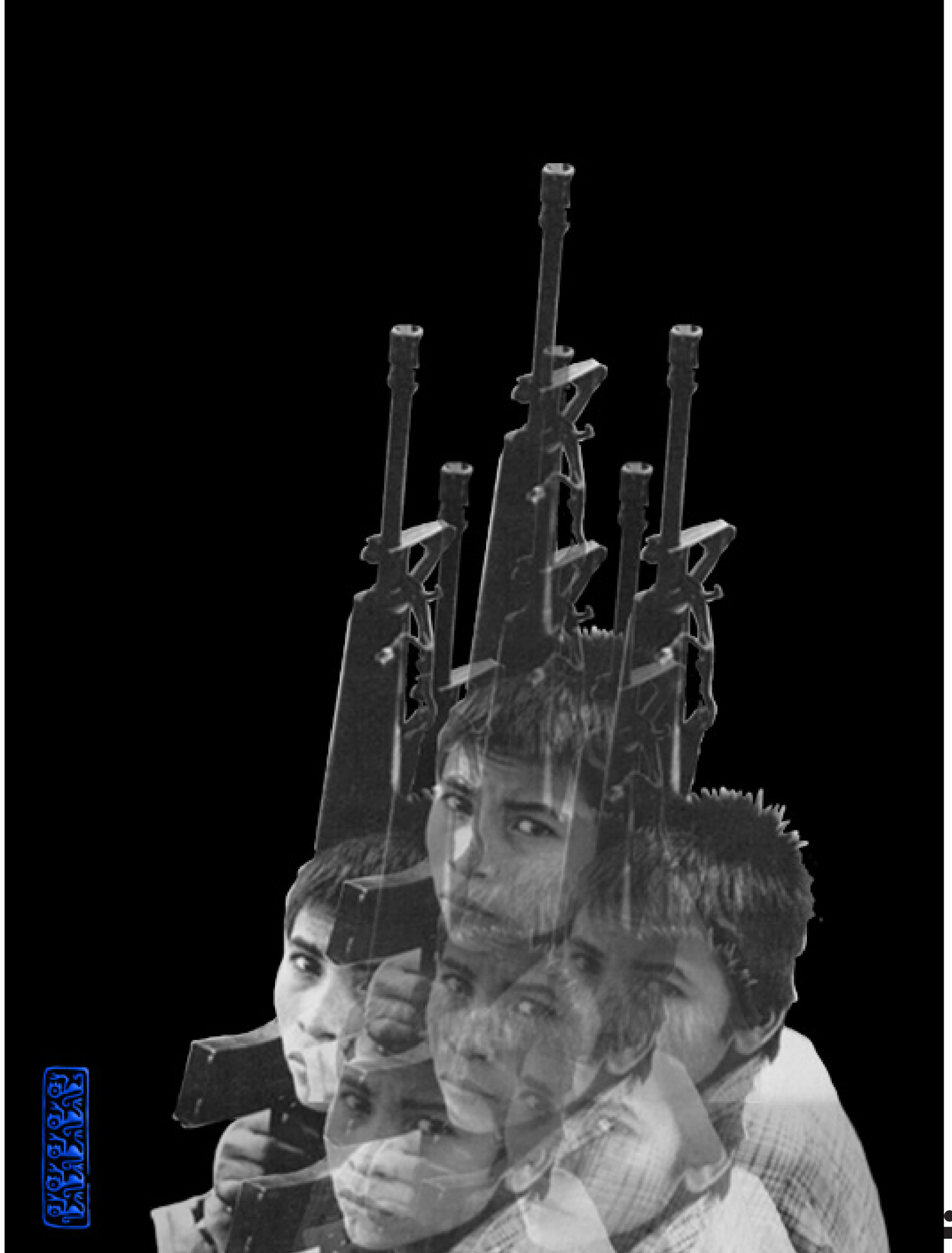


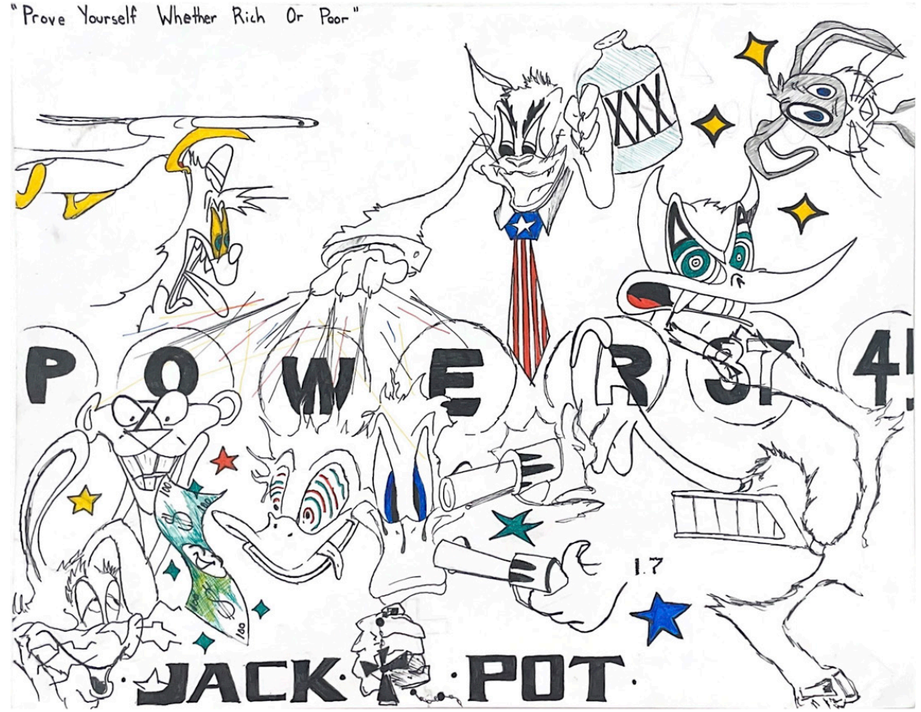
GRAPHIC WORK $AMPLES

Found Materials and Oil Pastel Collages



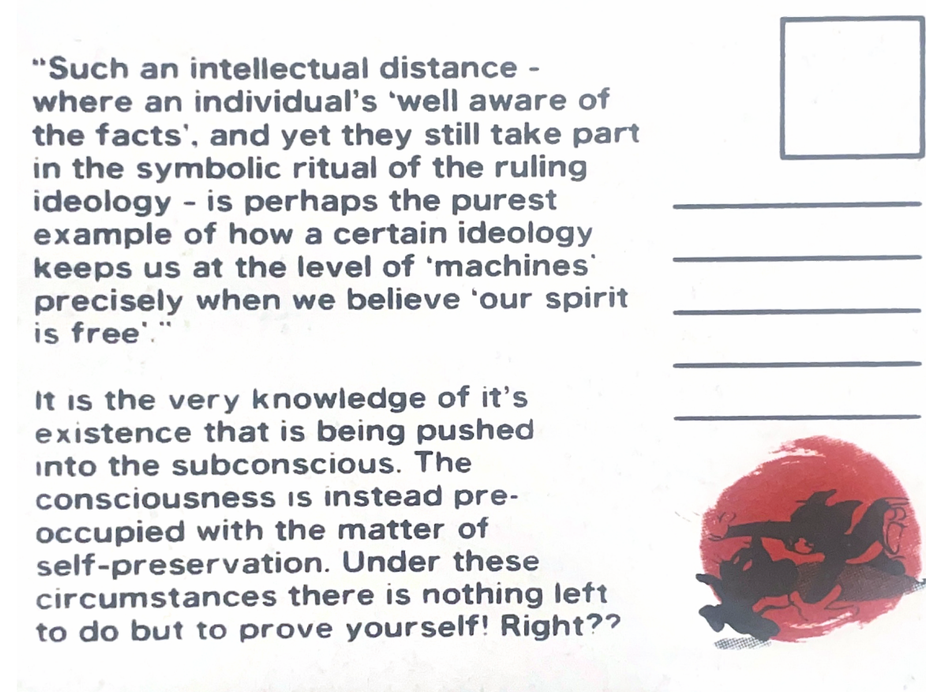
Digital Collaging





Original Sketch for Postcard

Screenprinted Postcard (Front)



Screenprinted Postcard (Back)

Acrylic on Canvas (2023)