

ARCHITECTURAL
PORTFOLIO
BY AMIR MALIK

TABLE OF CONTENTS

<p>Prof. Work Recent</p> <p>LAVC Academic Complex 1</p> <p>Marcella Garden & Ruth Teague Homes</p> <p>LACCD Cesar Chavez AB1</p> <p>UniteS D' Habitations</p> <p>Multiplicity</p> <p>We_Sourceful</p> <p>Streets in the Sky</p> <p>Mat Building</p> <p>Reform Centre for Radicalized Juveniles</p> <p>Re_envisioning of Shahi Mohalla</p> <p>Urban Nomad</p> <p>Main Street</p> <p>Carnival</p> <p>Top City 1</p> <p>Other Projects</p>	<p>Prof. Work Recent</p> <p>M. Arch</p> <p>B. Arch</p> <p>Prof. Work</p>
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LAVC AC1

Project Phase: Concept through DSA Backcheck (100%CD)

Project Typology: Educational

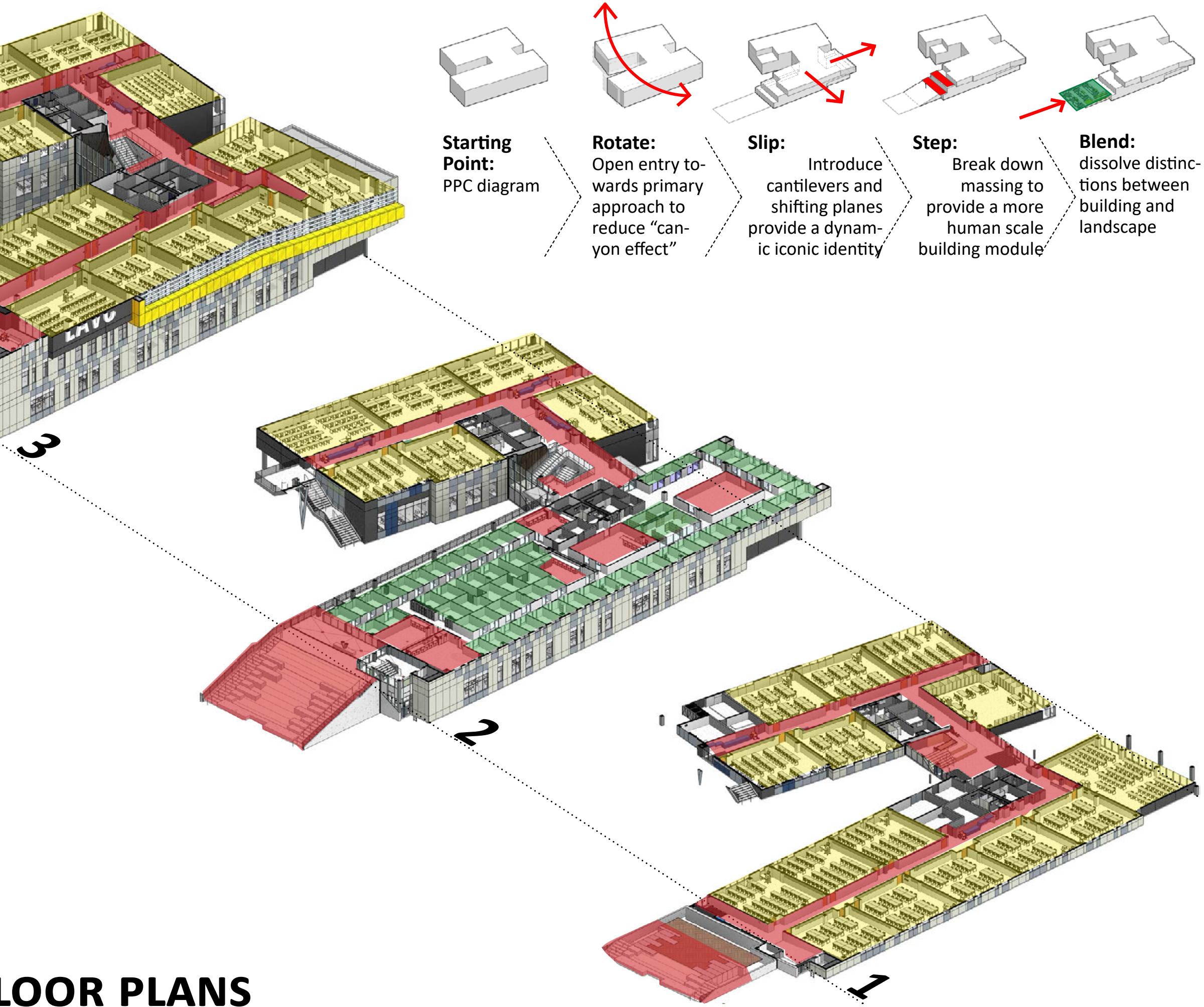
Project Architects: QDG Architecture

Location: 5800 Fulton Ave, Valley Glen, CA 91401

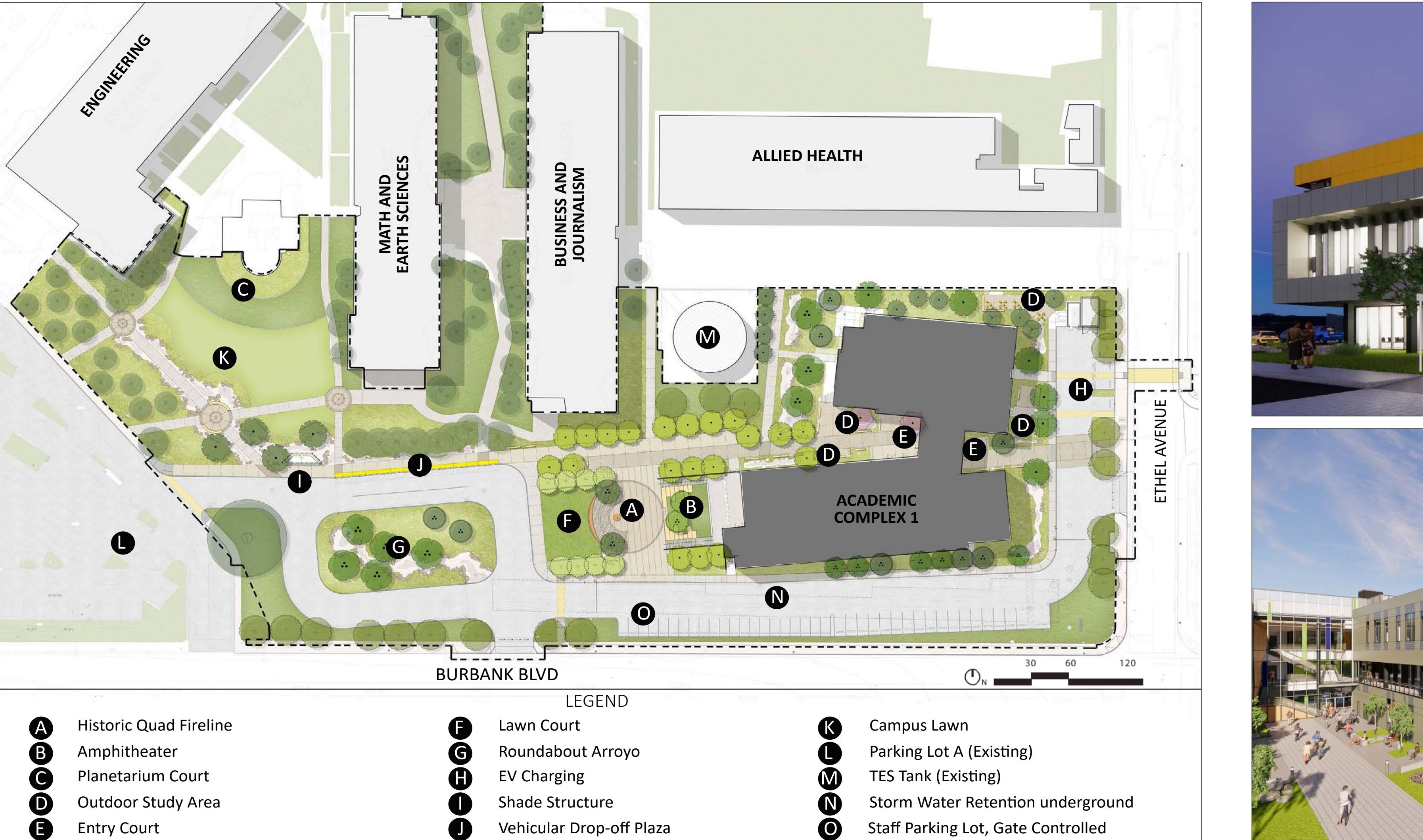
Los Angeles Valley College Academic complex 1. The Program for the project included Classrooms, Computer labs and administrative block for the staff and their offices. The design intent was to create as many collision spaces as possible so that student could have lots of informal collaborative spaces to work on their project and engage. The architecture itself blends into the surrounding/landscape with the introduction of amphitheater on South wing. The project is a Design build project which was led by QDG Architecture and Pankow. Building pursuing LEED Gold. I worked as a Design and BIM lead for the project. Work was produced by Revit and rendering done through Enscape.



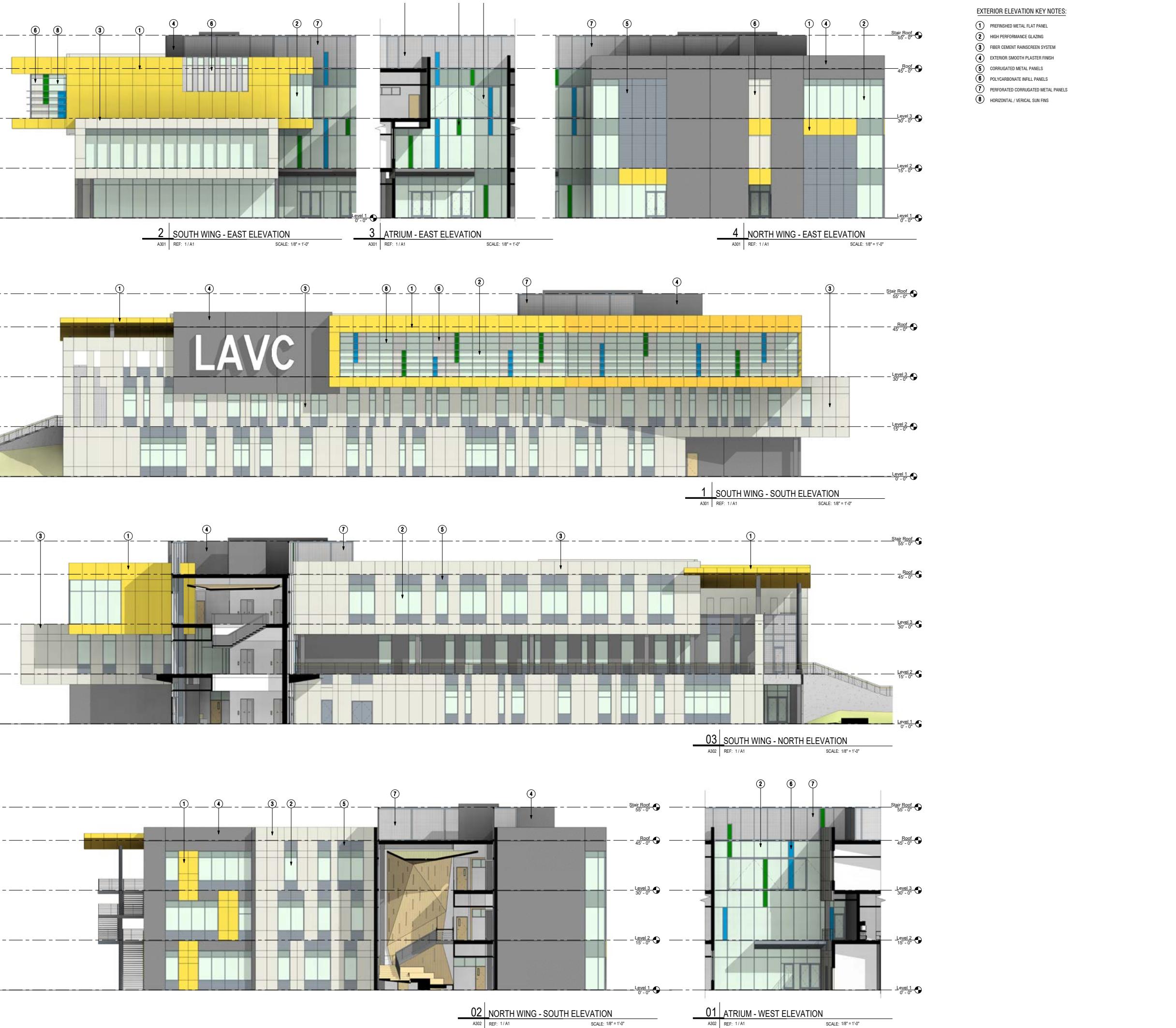
GEOMETRIC ADAPTATION



STACKED FLOOR PLANS



SD PHASE



- SA

CD PHASE

67TH & MAIN



68TH & MAIN

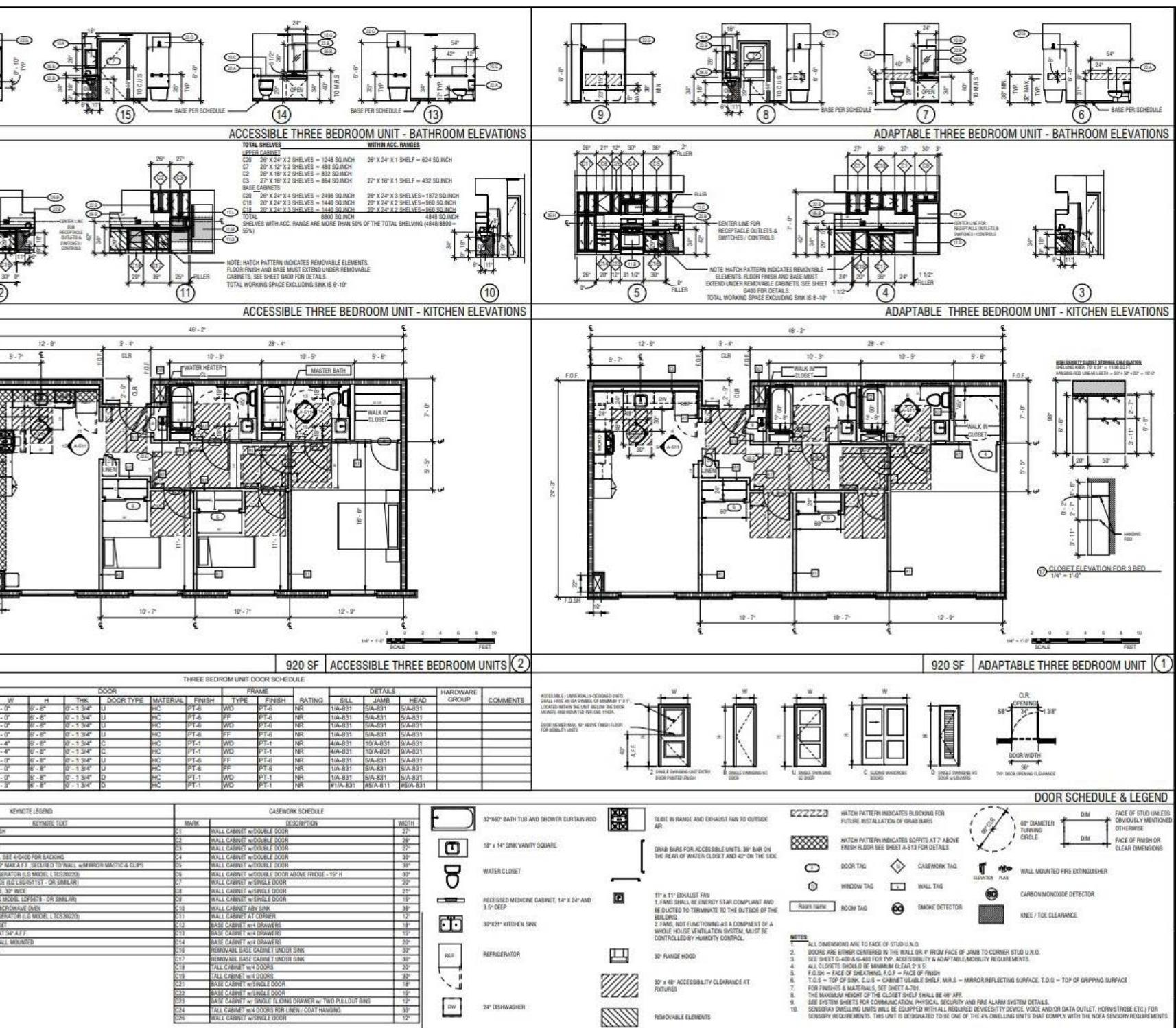
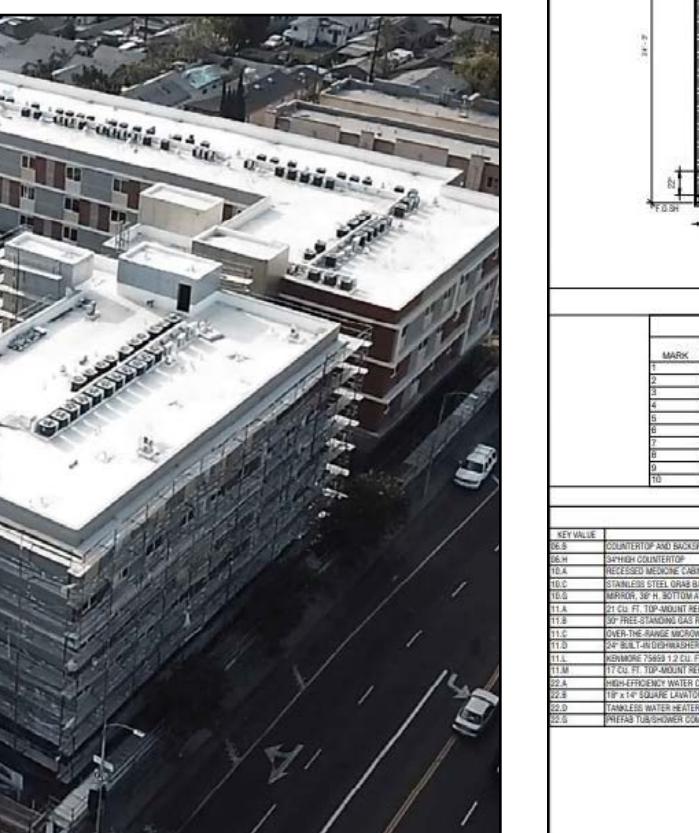


Project Phase: Concept through Construction Admin
Project Typology: Residential mixed use (100% affordable housing)
Project Architects: QDG Architecture
Location: W 67th St & S Main St, Los Angeles, CA 90003

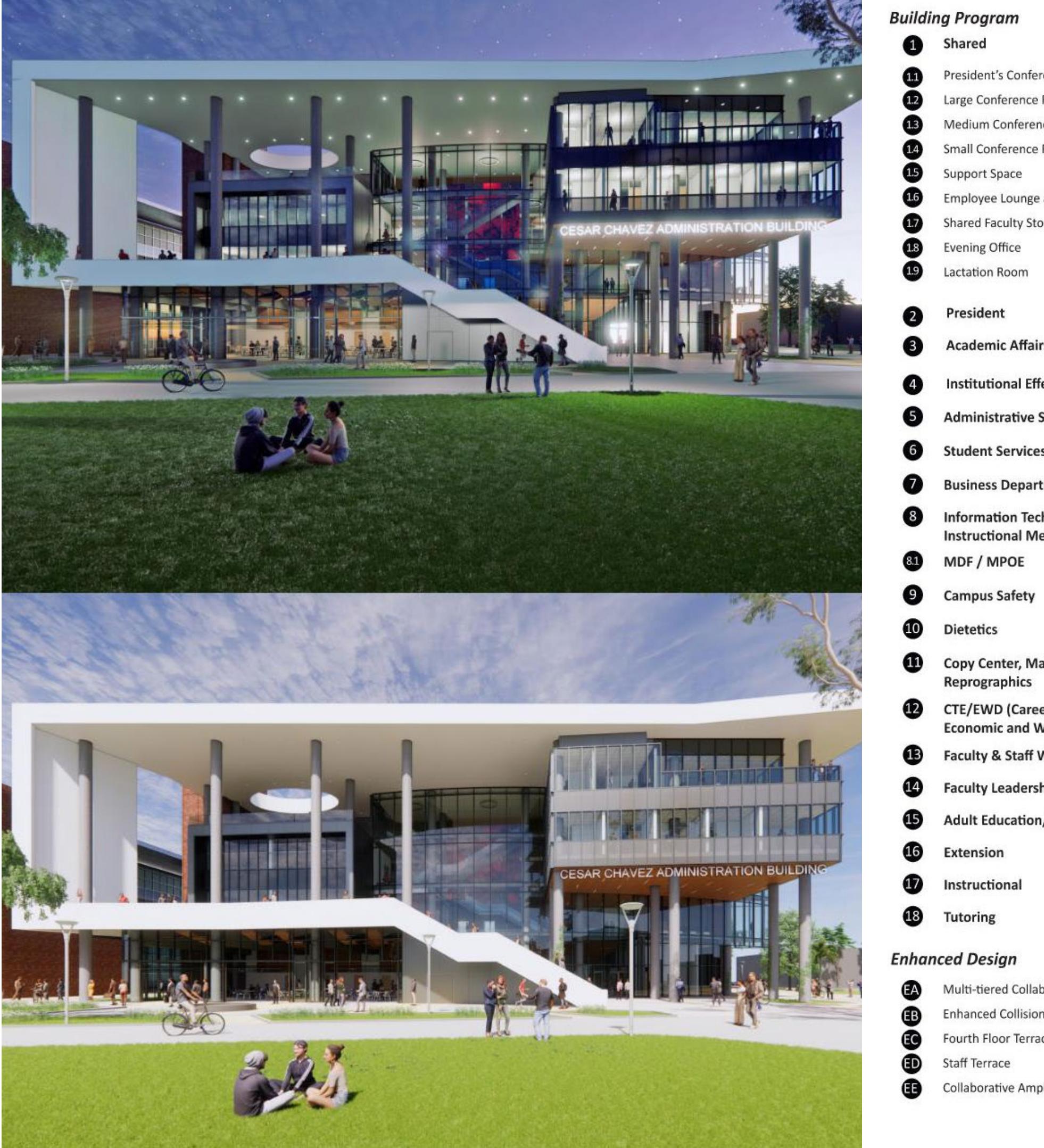
The project overall was two separate parcels but designed in a way to have the similar aesthetic and function as one singular complex. The project included Mixed retail on 1st Level with Type IIIA construction. Studio, 1BD and 2 BD above with Type VA construction. The dwelling units are 100% affordable, project got LEED gold and got approval/grant from NOFA. I took the project from initial design phase to getting all the clearances and Permits from the LADBS. The building is near completion. The work was produced by Revit and Mark ups was done using Bluebeam live session.



At Site (near completion)



LACCD CESAR CHAVEZ AB1



Building Program

Shared

- 1 President's Conference Room
- 11 Large Conference Room
- 12 Medium Conference Room
- 13 Small Conference Room
- 14 Support Space
- 15 Employee Lounge and Break Room
- 16 Shared Faculty Storage/File/Work Room
- 17 Evening Office
- 18 Lactation Room

President

Academic Affairs

Institutional Effectiveness

Administrative Services

Student Services

Business Department

Information Technology/ Instructional Media Center

MDF / MPOE

Campus Safety

Dietetics

Copy Center, Mailroom, and Reprographics

CTE/EWD (Career Technical Education/ Economic and Workforce Development)

Faculty & Staff Workforce Lab

Faculty Leadership

Adult Education/Non-Credit

Extension

Instructional

Tutoring

Enhanced Design

EA

EB

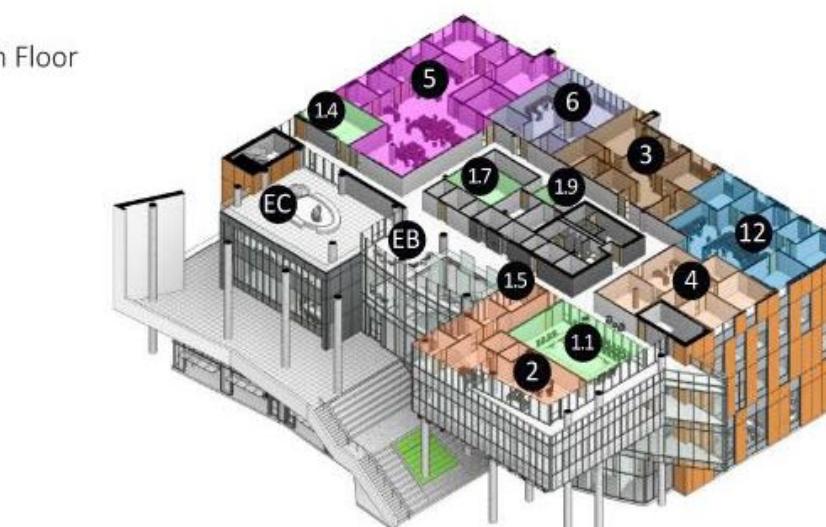
EC

ED

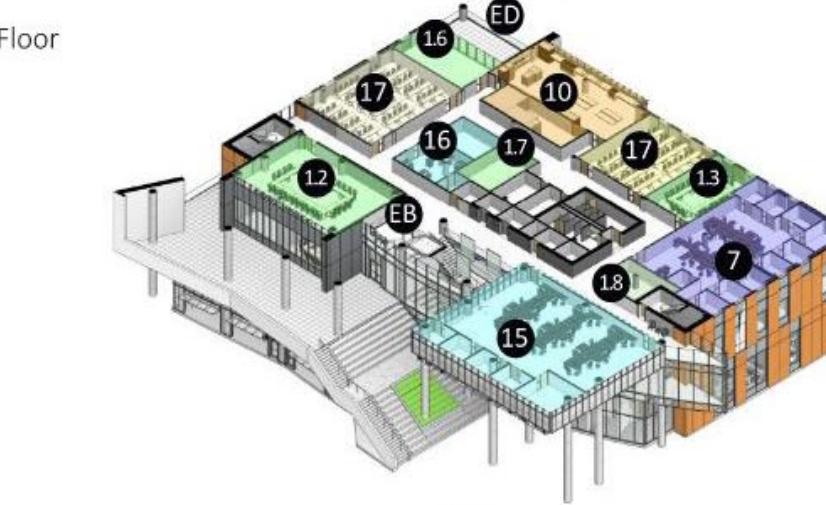
EE

- Multi-tiered Collaboration Hub
- Enhanced Collision Spaces
- Fourth Floor Terrace
- Staff Terrace
- Collaborative Amphitheater Hub

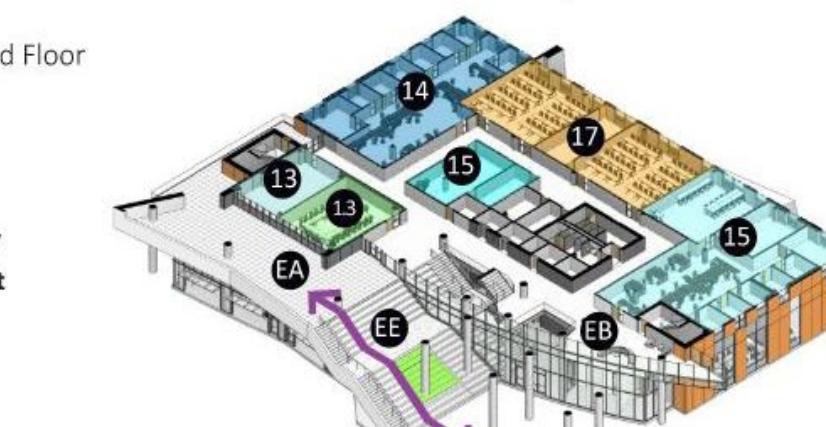
Fourth Floor



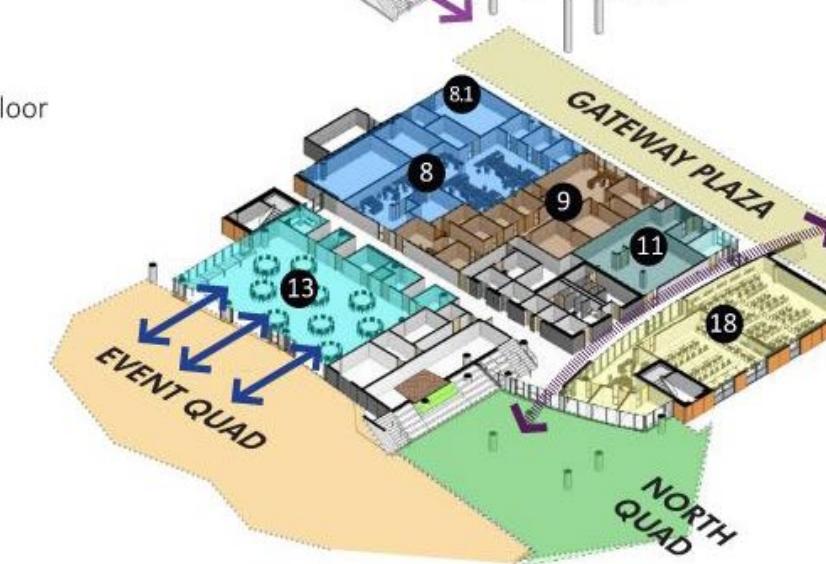
Third Floor



Second Floor



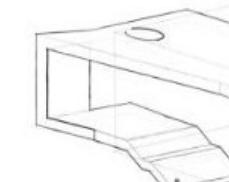
First Floor



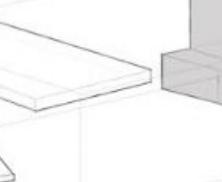
BUILDING SCALE

The function of the building is paramount. This includes current needs with consideration of adaptation to accommodate the trajectory of technological and spatial trends in education and the workplace. The building must translate complexity in a user-friendly manner through intuitive organization and supported with building systems that will provide a long life with minimal maintenance and embody sustainable values.

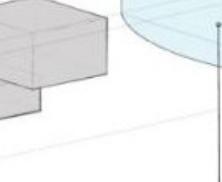
Front Porch



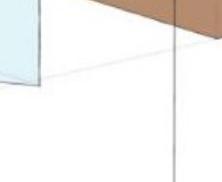
Program



Circulation



Program

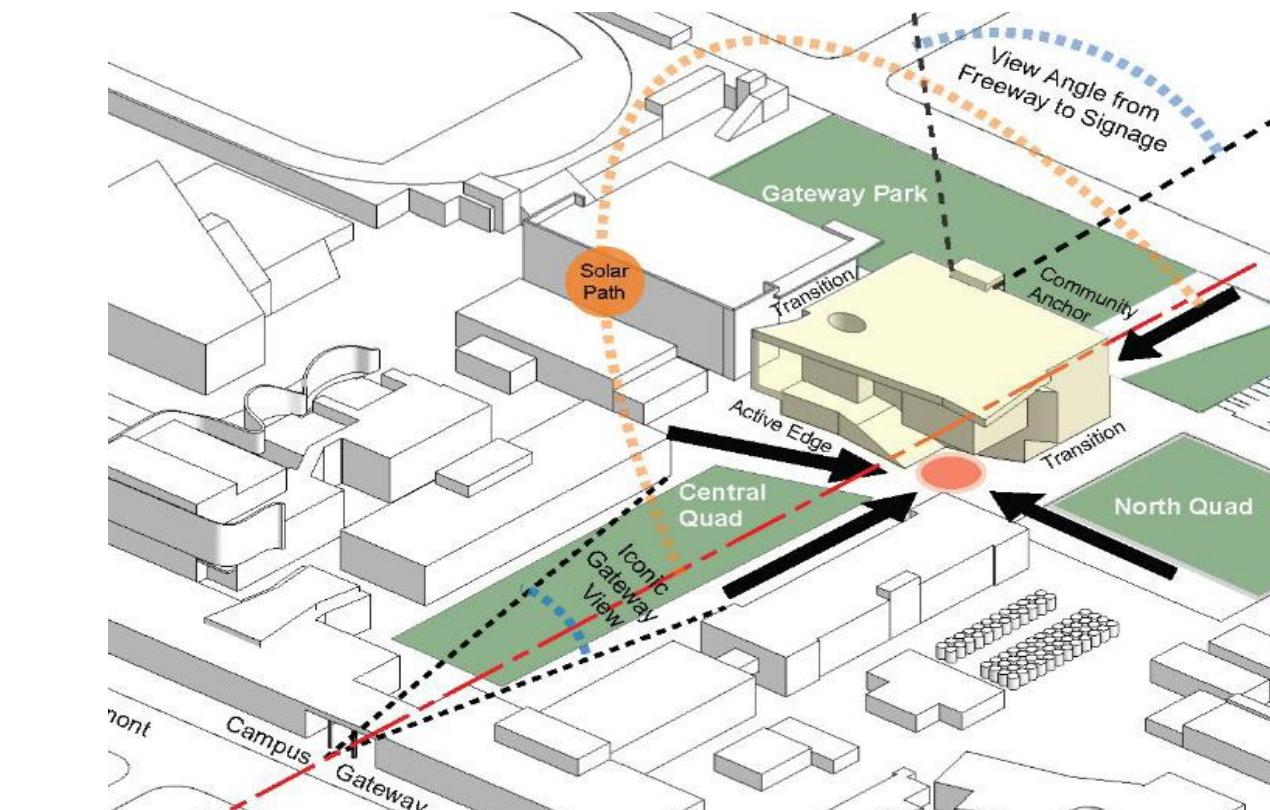
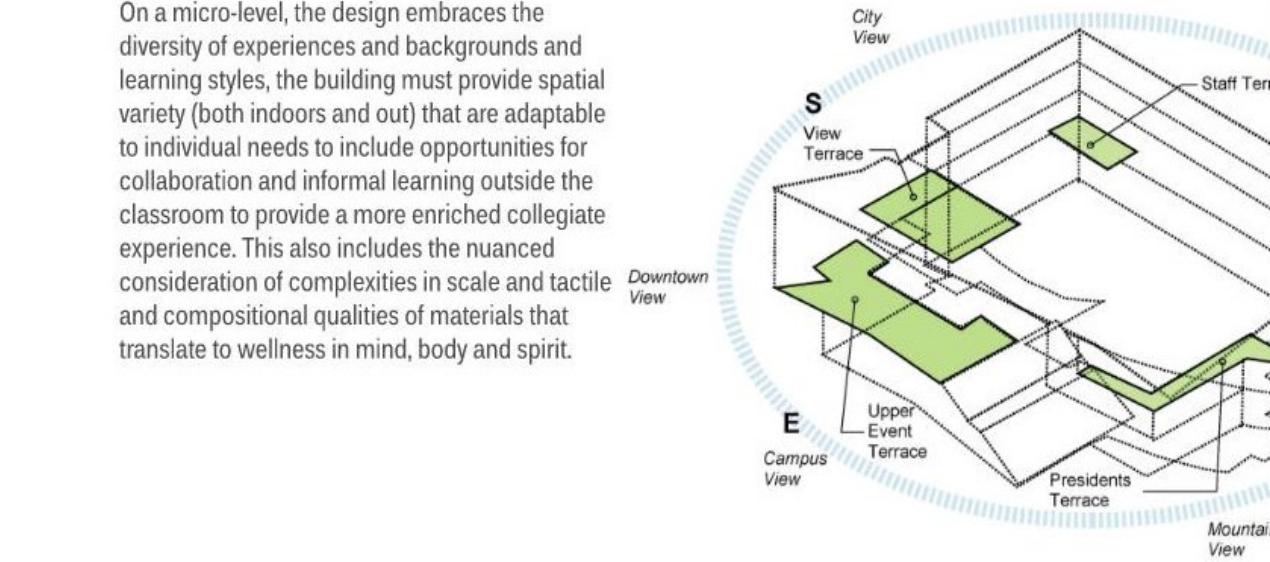


Back Porch



HUMAN SCALE

On a micro-level, the design embraces the diversity of experiences and backgrounds and learning styles, the building must provide spatial variety (both indoors and out) that are adaptable to individual needs to include opportunities for collaboration and informal learning outside the classroom to provide a more enriched collegiate experience. This also includes the nuanced consideration of complexities in scale and tactile and compositional qualities of materials that translate to wellness in mind, body and spirit.



Project Phase : Concept Phase Design competition
Project Typology: Educational
Project Architects: QDG Architecture
Location: 855 N Vermont Ave, Los Angeles, CA 90029
.....
Design proposal to District LACCD. The project was shortlisted and was in the final 2 candidates. The building mass was lifted from the ground to create more permeable walk-through. The project was in the center of the campus thus creating a primary armature to run across the building 1st level.



S, M, L, XL

UNITE'S D' HABITATION

Project: Collective Dwelling
Project Typology: M. ARCH+2 Thesis
Project Architects: Amir M Malik
Location: NA

Unite' D habitation is taken as a precedent for the thesis. Through thorough analysis, the positives from the building is being taken as a guideline for new design, such as Golden section, modular man as a scale, donkey path vs human way, interlocking, Roof Garden etc. Whereas, the shortfalls of the project have been accommodated by the new design solutions such as an Independent interlocked mixed used module, Streets in the sky w/ connection to outside, Eyes on the streets and the mitigation of dead spaces, Stack (Concrete) + Plug in (Steel) Structure, Flexible size of commercial/retail and building as a whole, Private to Public distinction and finally weaving into an urban fabric with different context and requirements.

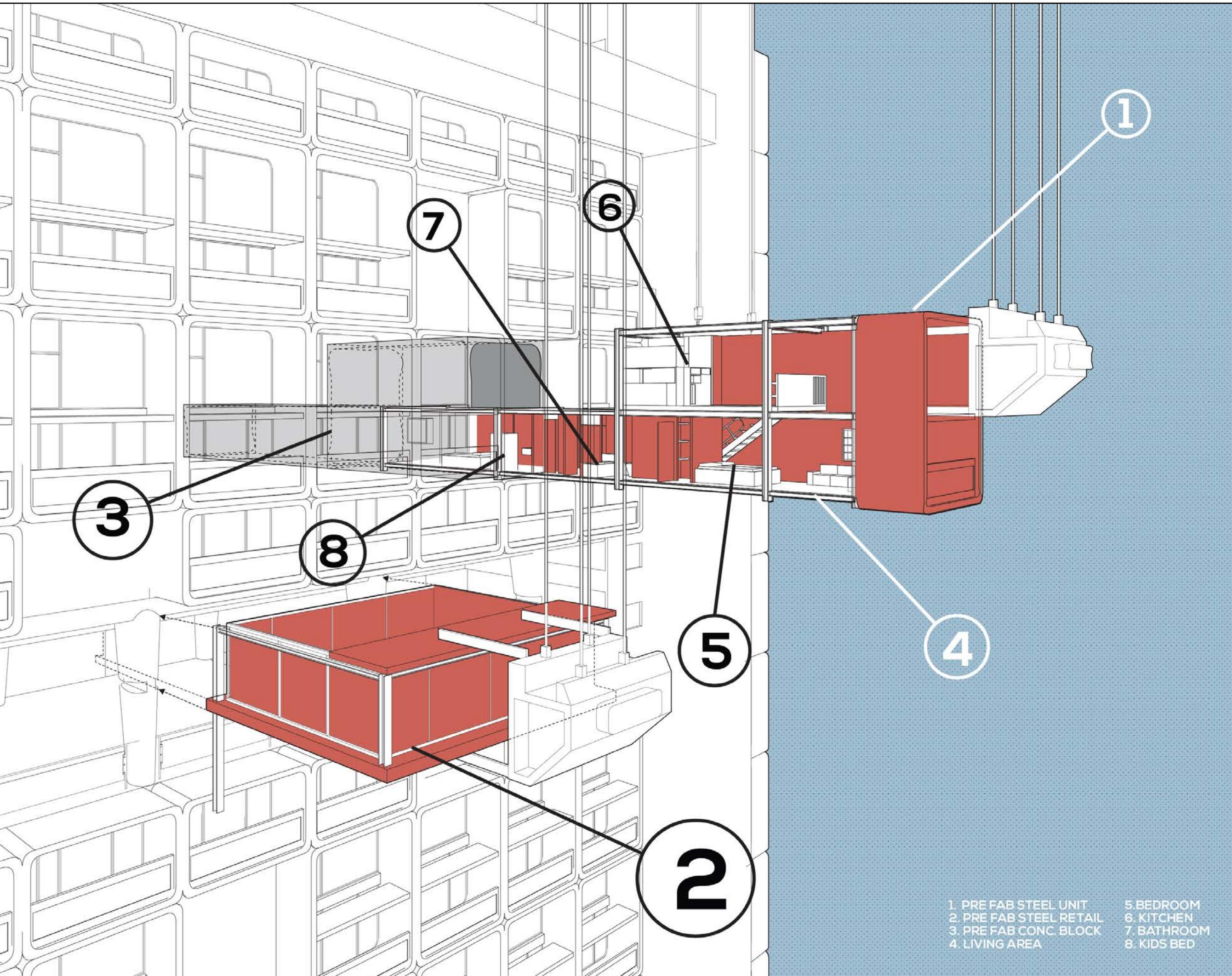
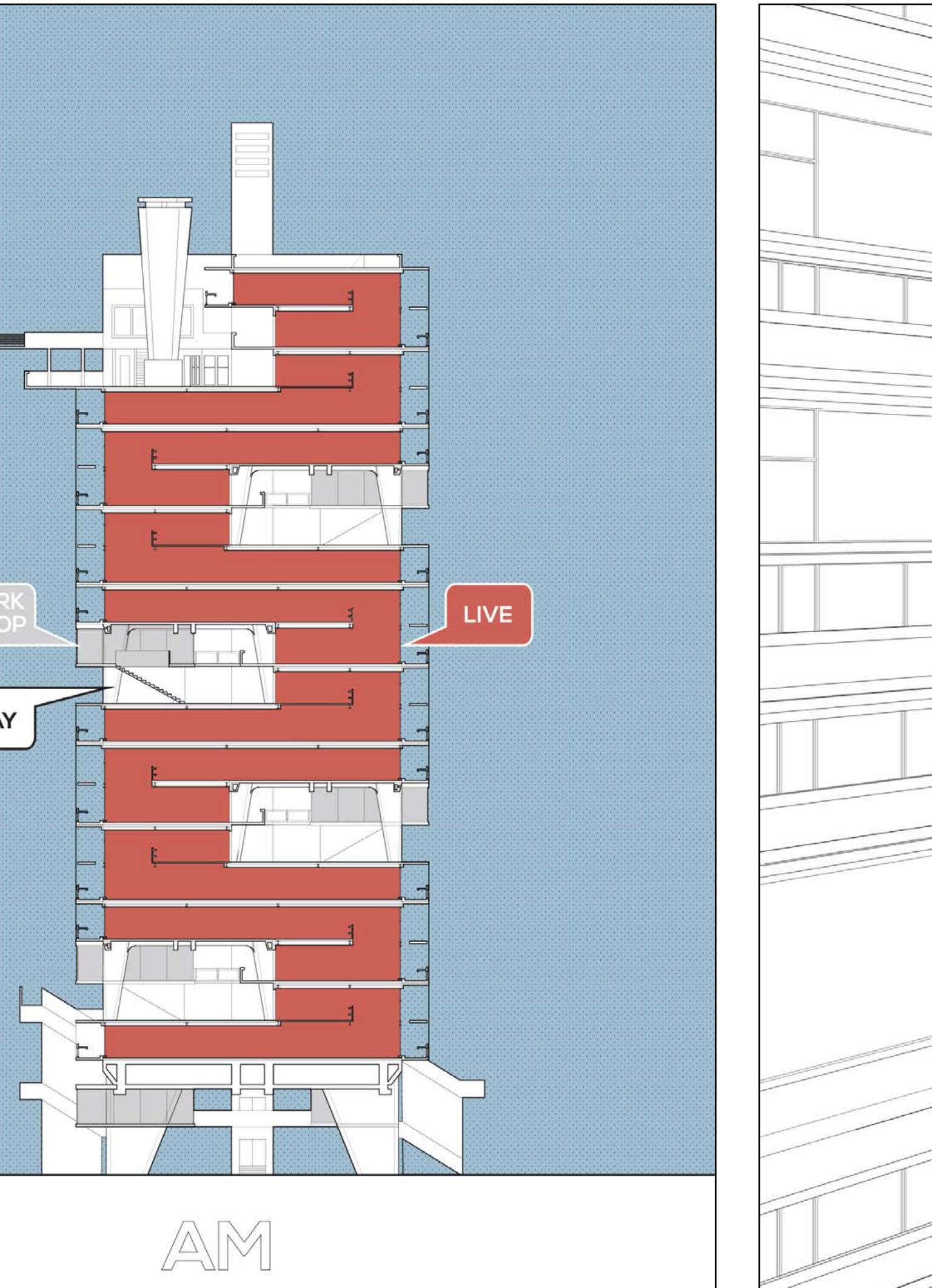
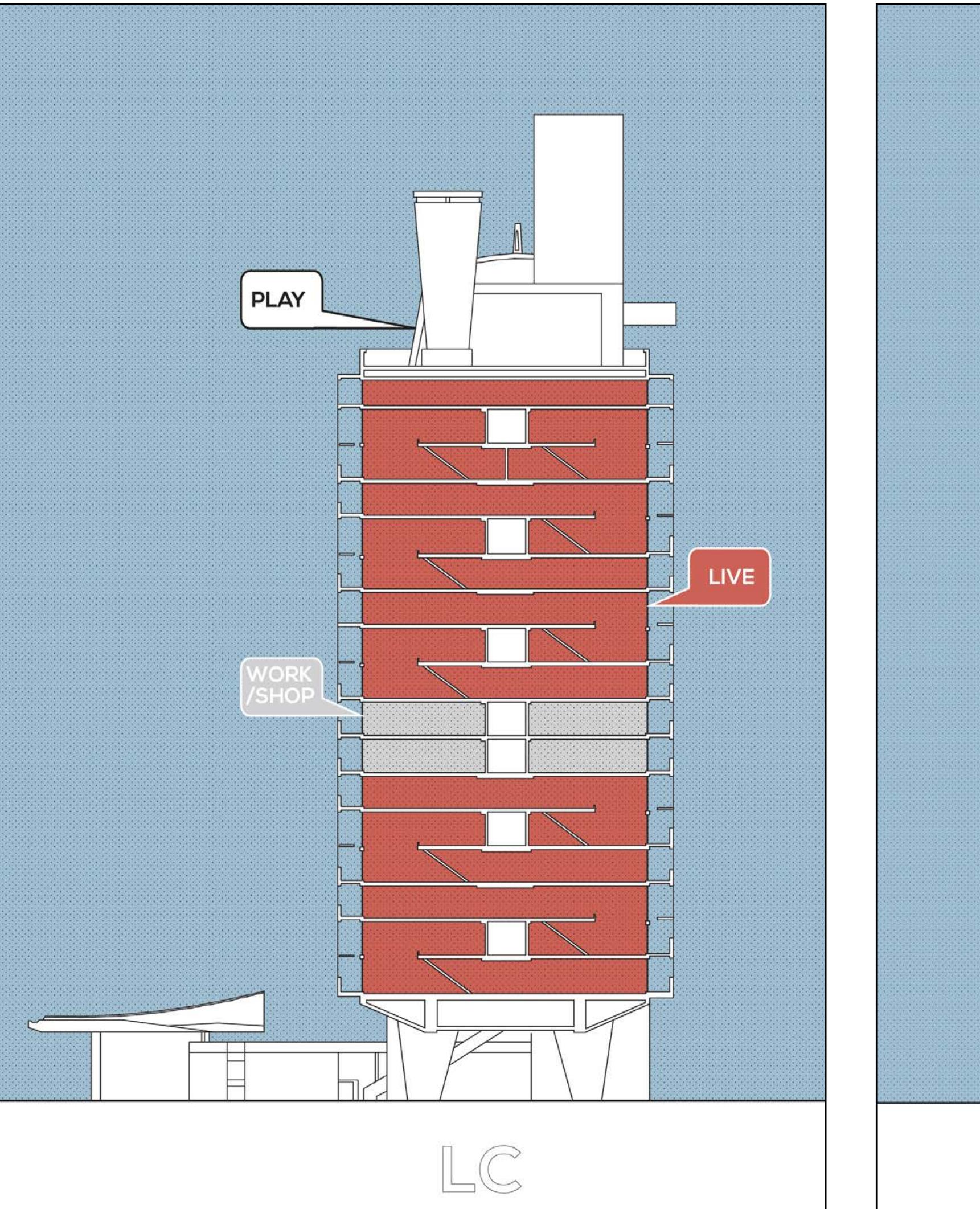


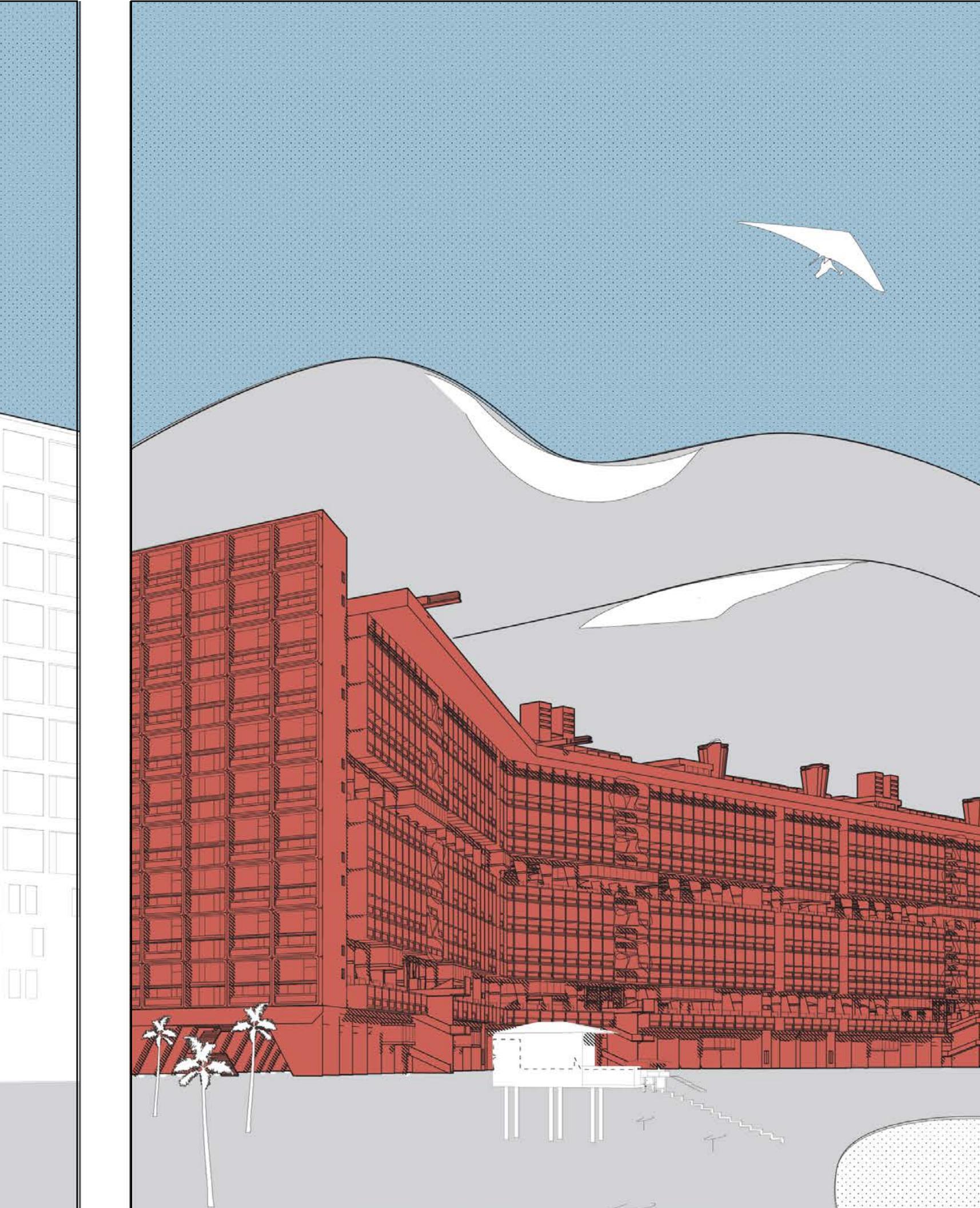
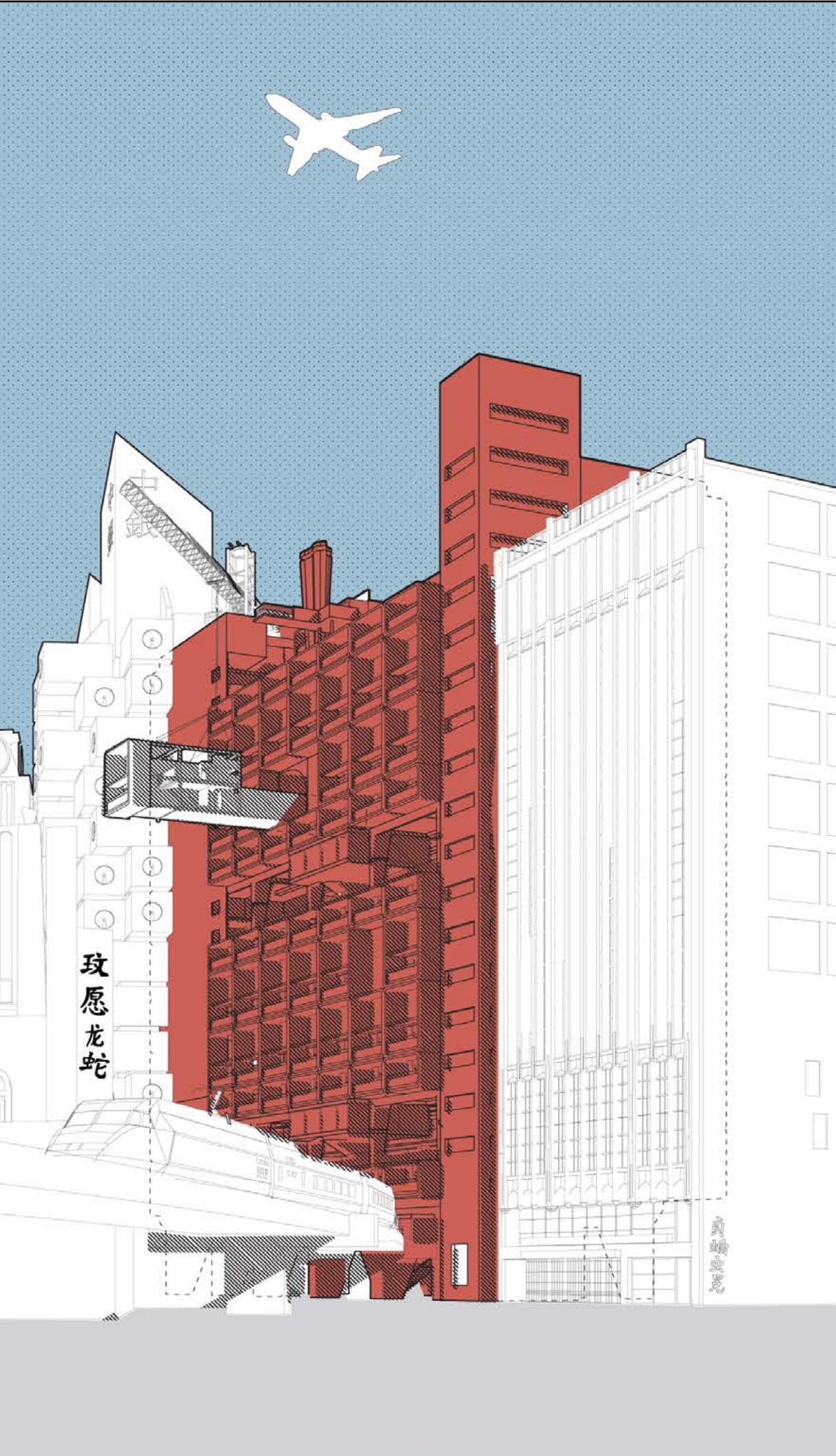
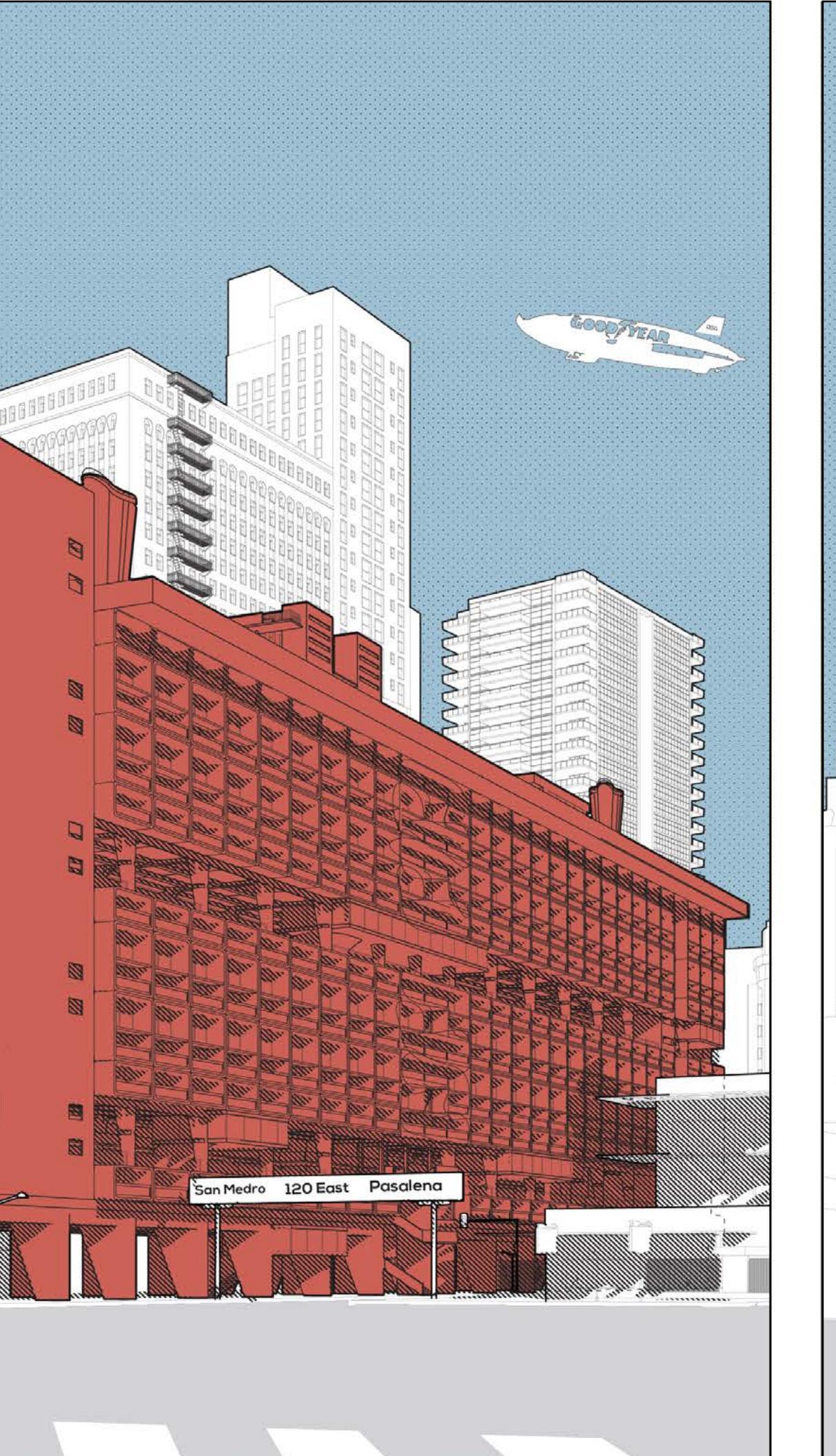
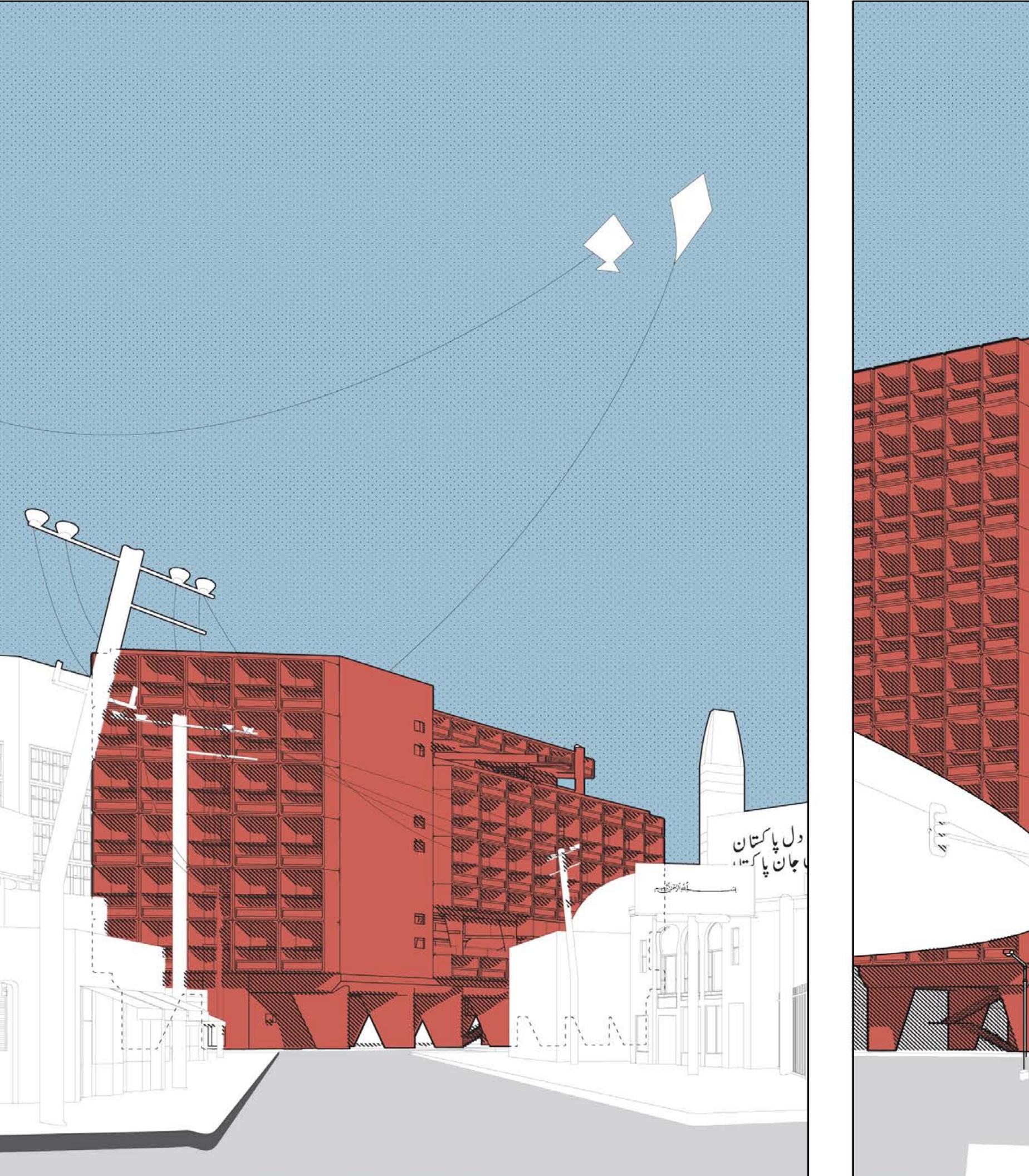
S

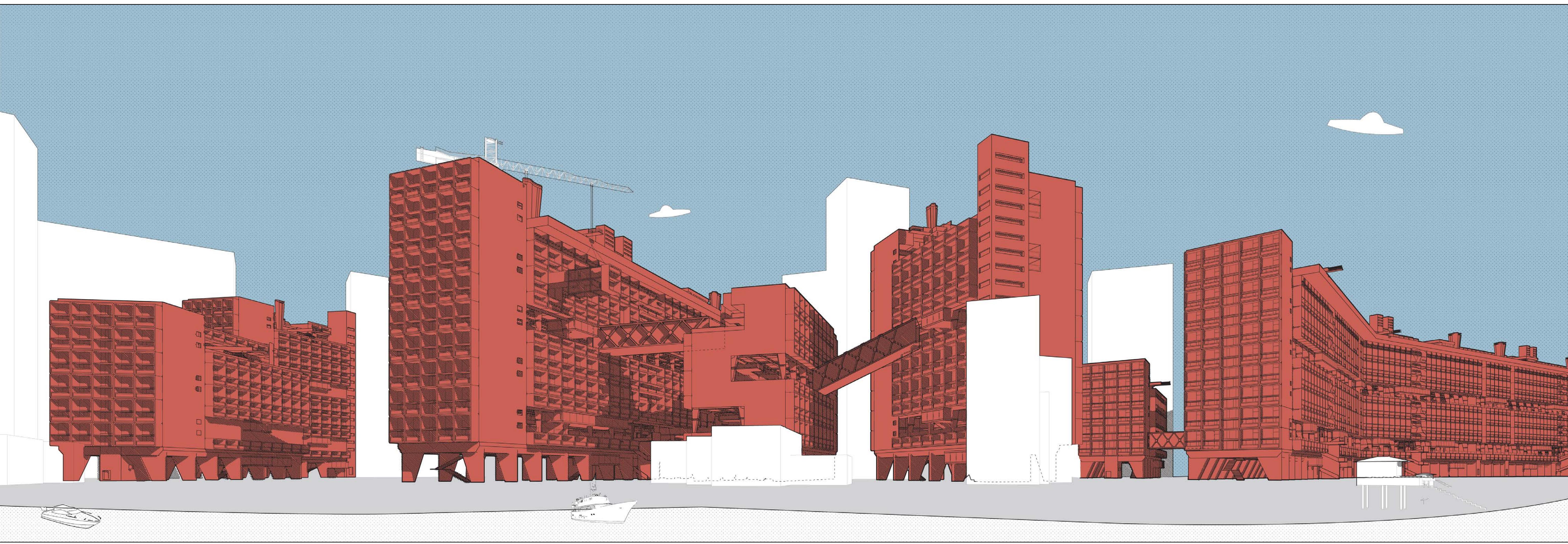
M

L

XL



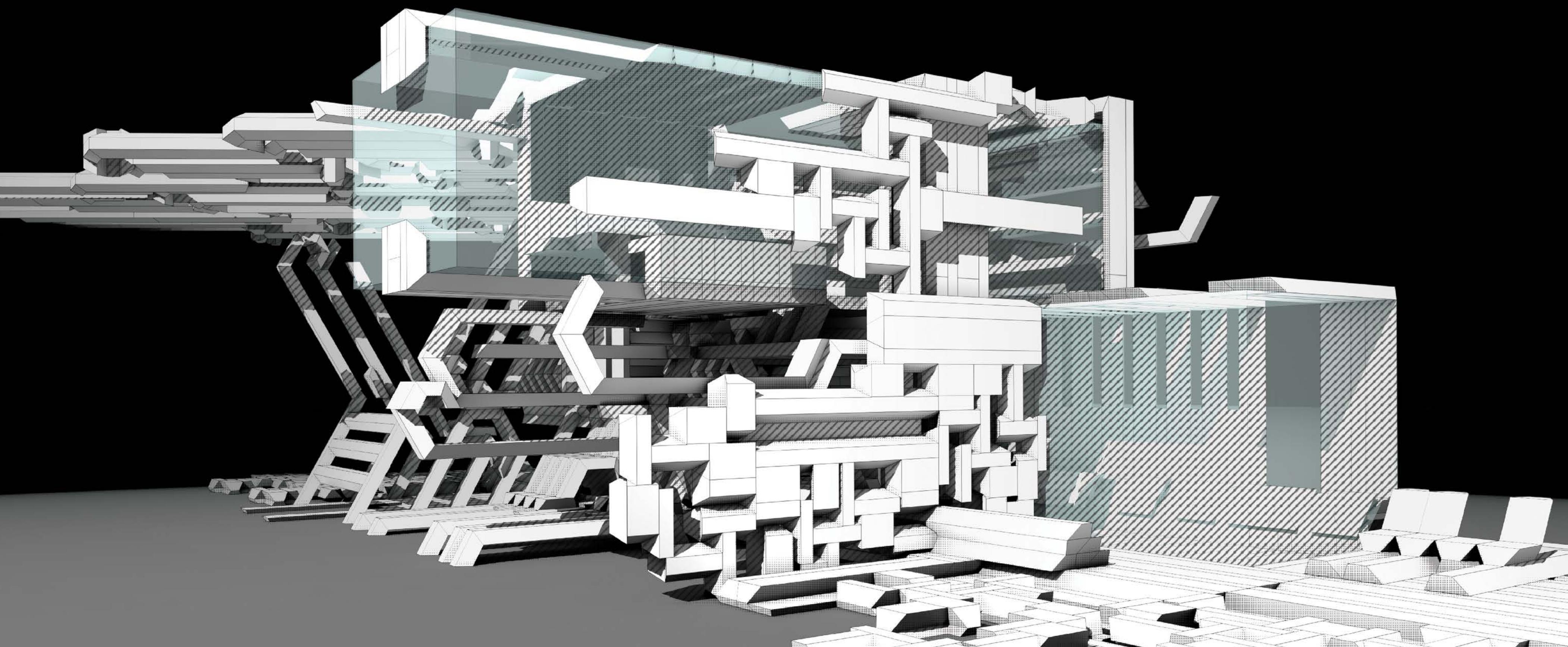


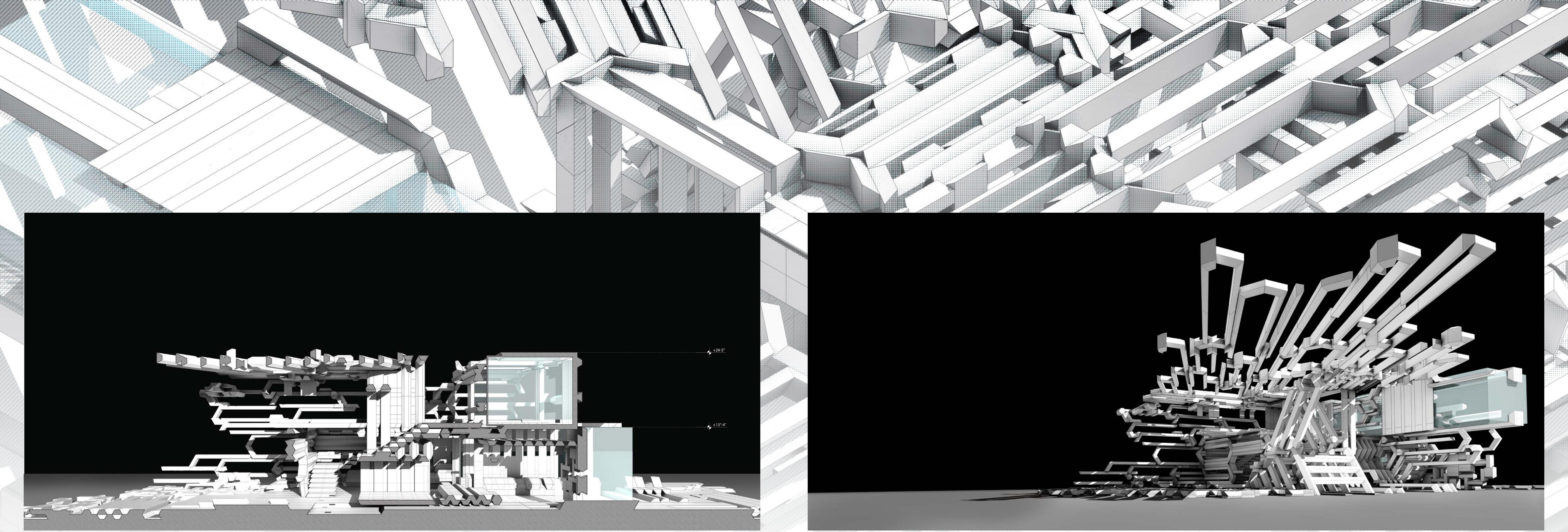


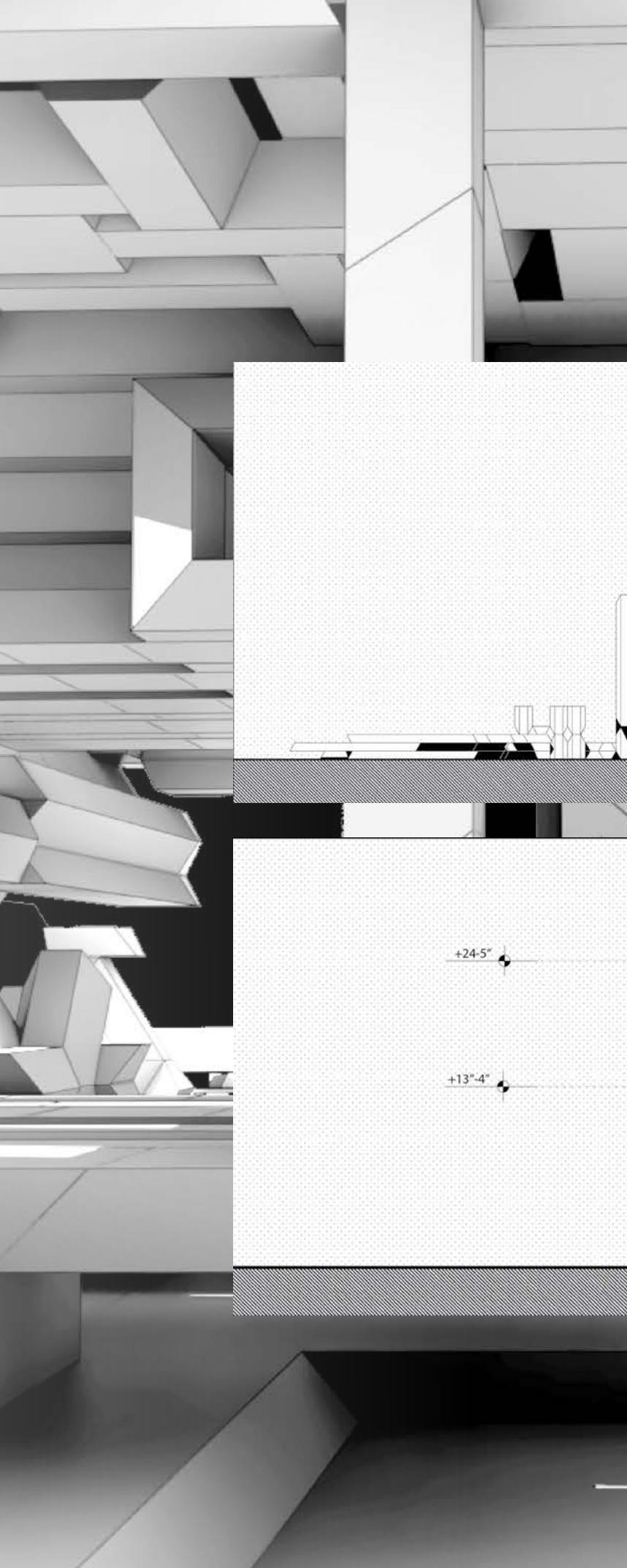
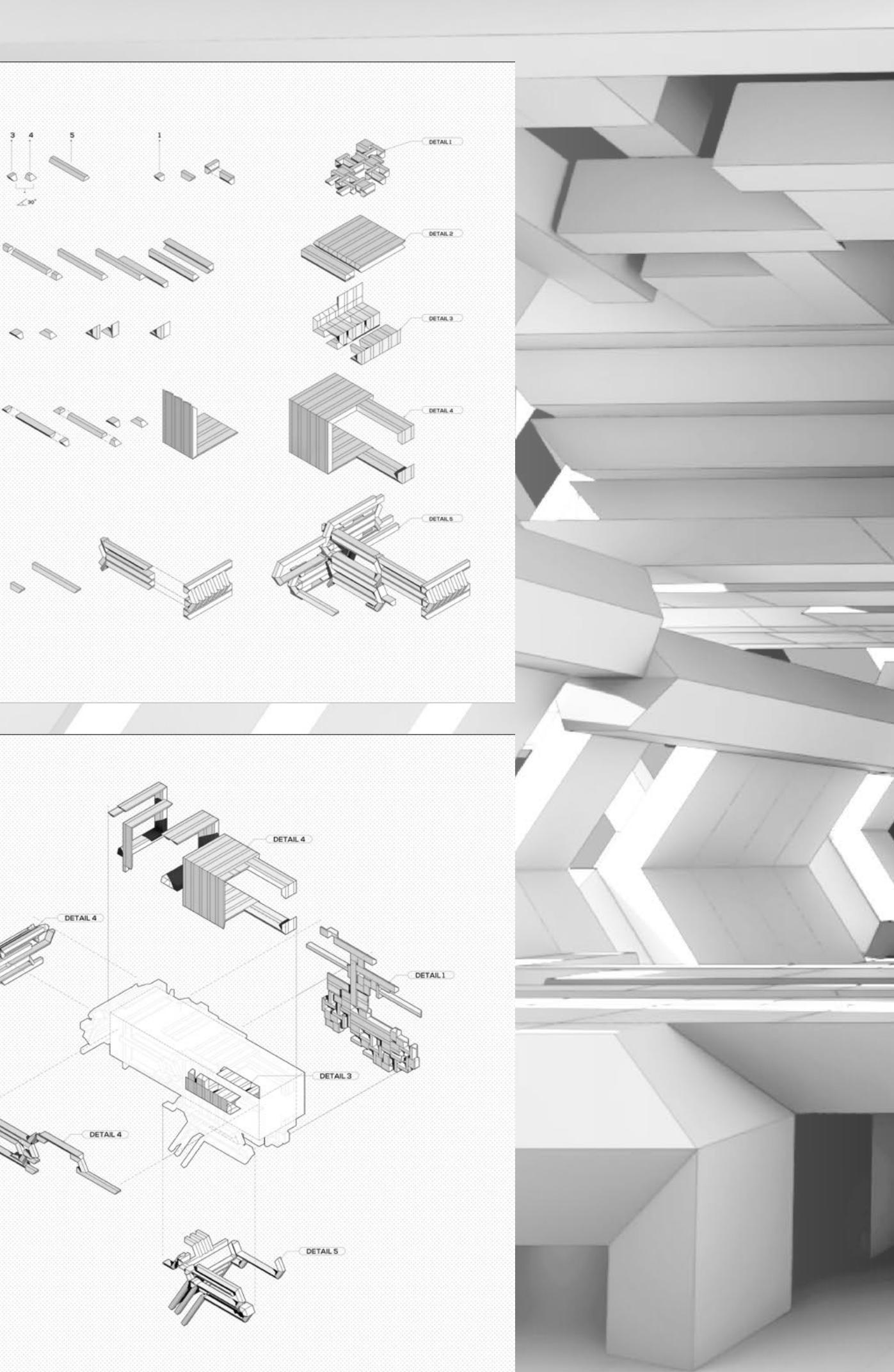
MULTIPLICITY

Project : Single Family Unit
Project Typology: M. ARCH+2 3rd Semester
Project Architect: Amir Mahmood Malik

Working along the Idea of Discrete Architecture and generating codes and basic algorithms to design a single unit house with a modular system which could be further multiplied into multiple houses or forms. The project was based on exploration of different modules, granularity and their potential to make a space in different manners according to their users. The project fluctuated between reality and abstraction at the same time, giving us an idea of what could be, in the near future.







WE_SOURCEFUL

Project : Architectural Board Game
Project Typology: M. ARCH+2 3rd Semester
Project Architects: Amir M Malik, Celina Hong, Samarth Syal, Nehal Mohtashemi
Location: Site-less

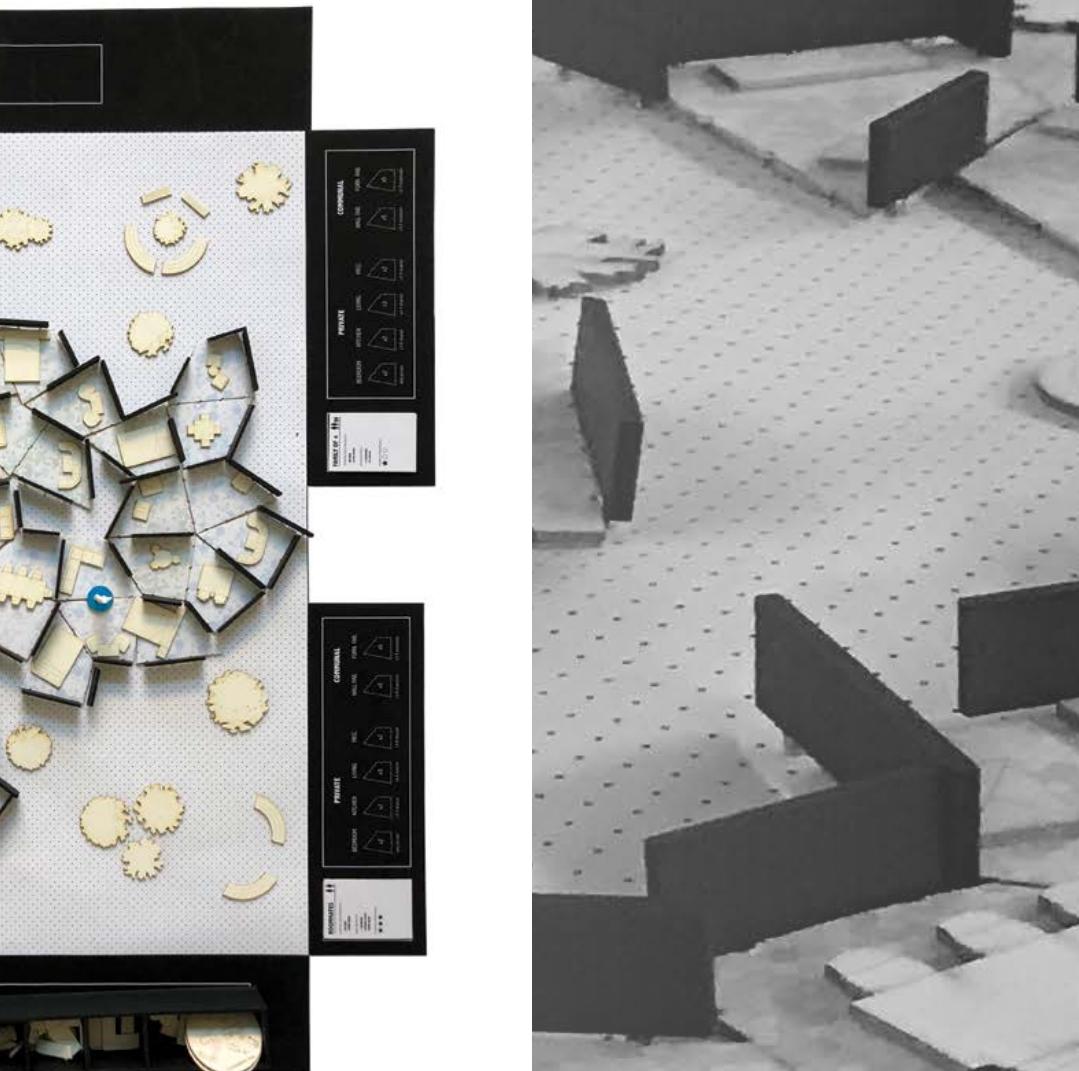
The Board Game was an initial step before designing a single family unit. It is based on a community which is self sufficient and using its own resources (in the form of labor and skill) to run a fabrication lab and design their own houses. Board Game was an exploration that allowed us to understand how we can set simple variables or sets of rules for us in design and by changing the algorithm, while using the same elements, we can achieve a new complex and unique answer to different situation in our hand.



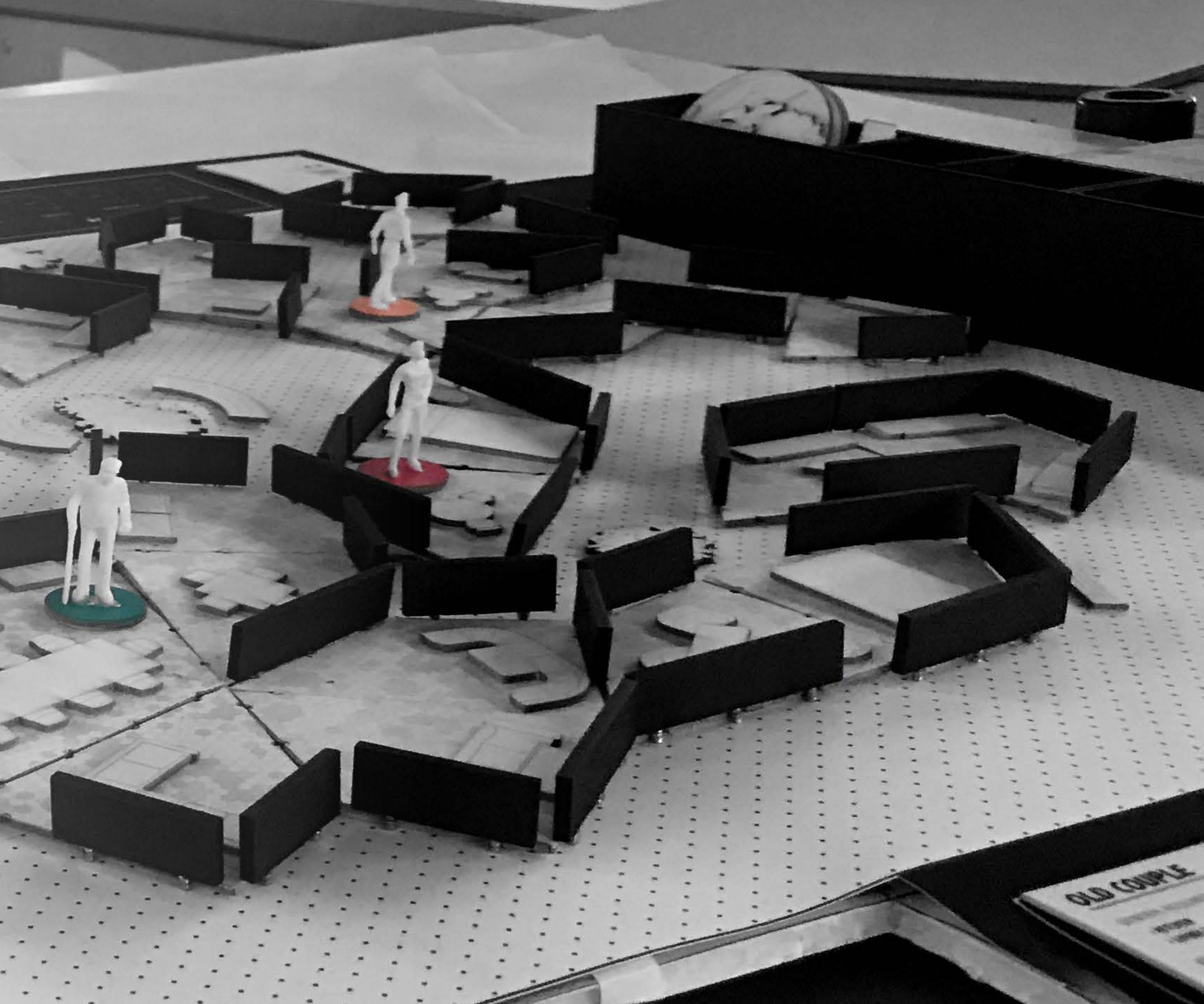
1 | DETACHED



2 | HETEROGENEOUS

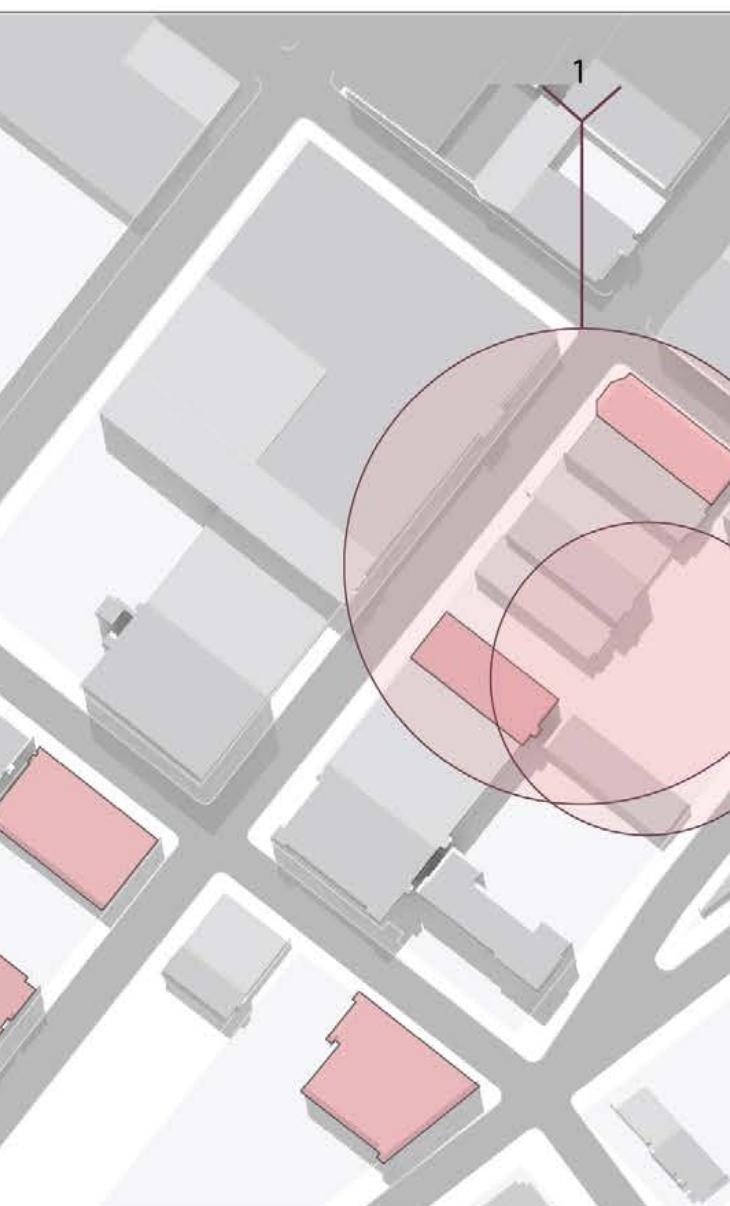
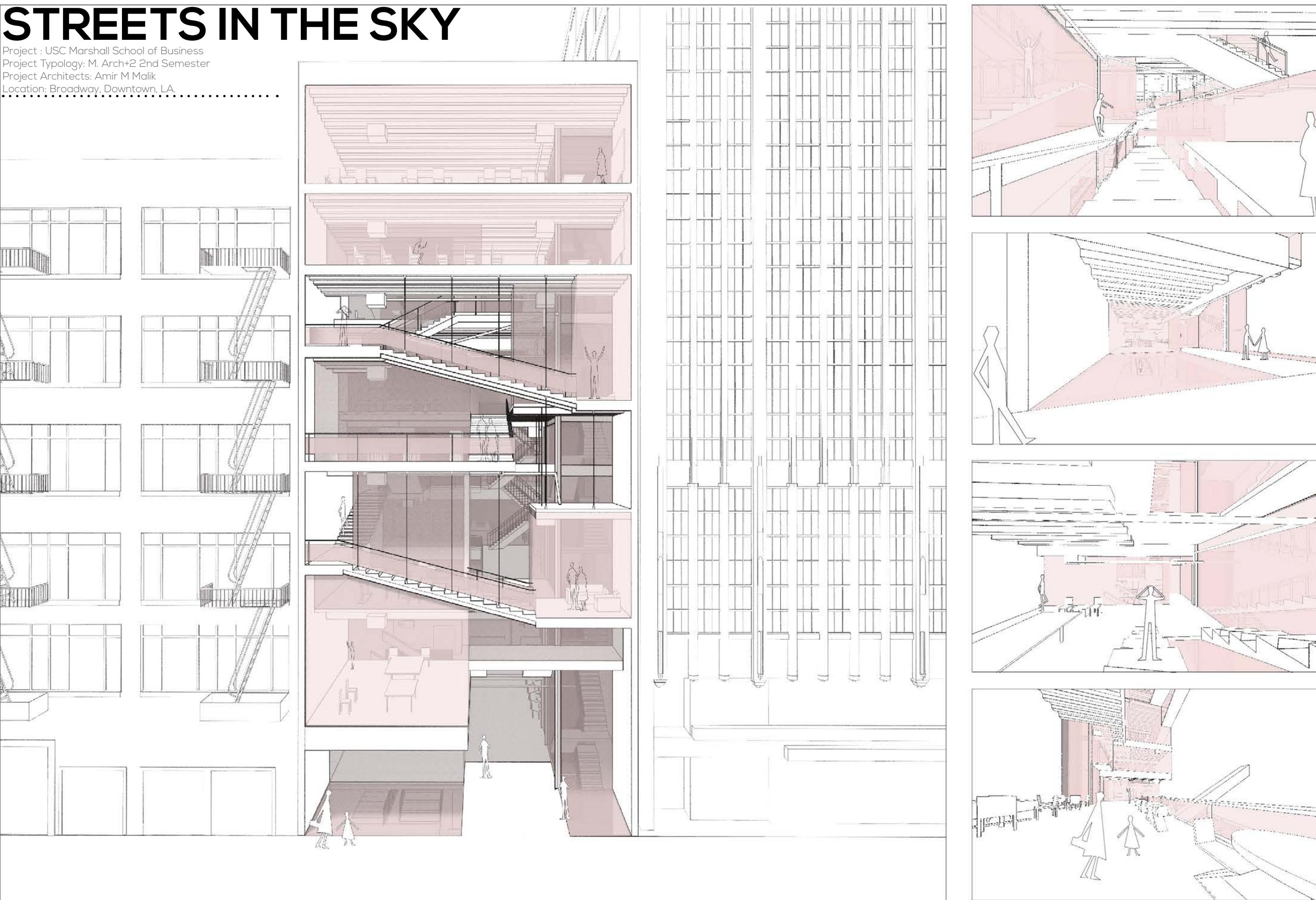


3 | AMALGAMATED



STREETS IN THE SKY

Project : USC Marshall School of Business
 Project Typology: M. Arch+2 2nd Semester
 Project Architects: Amir M Malik
 Location: Broadway, Downtown, LA.

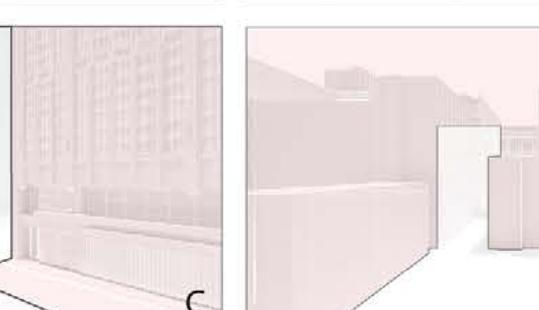
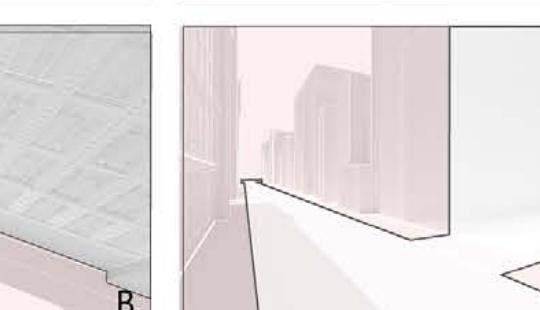
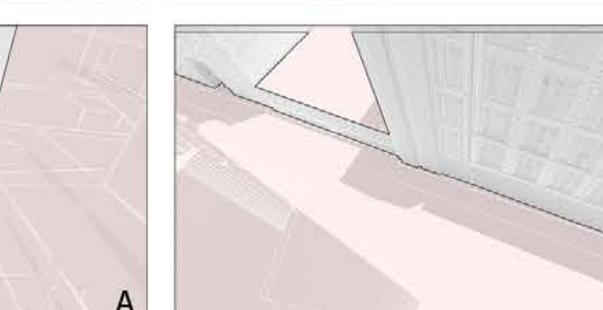
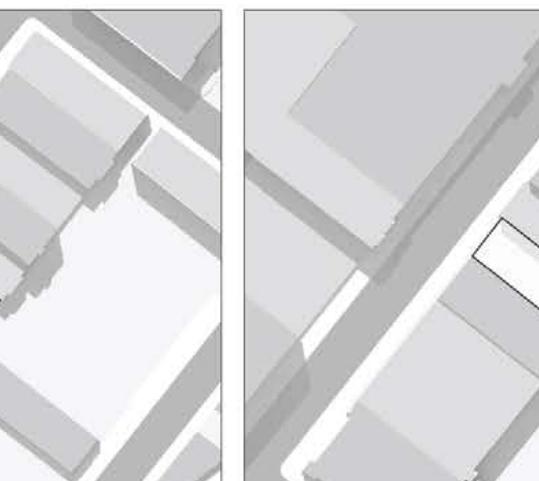
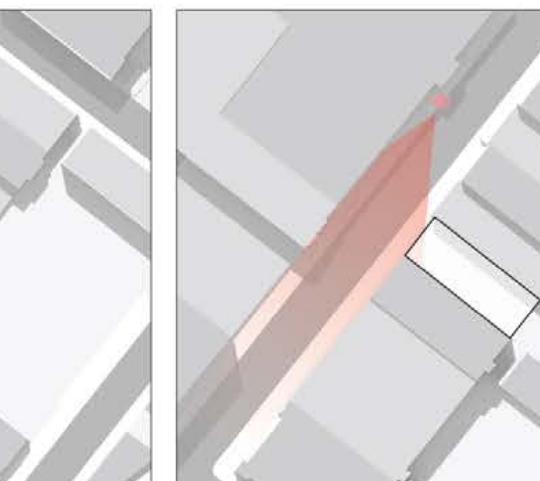
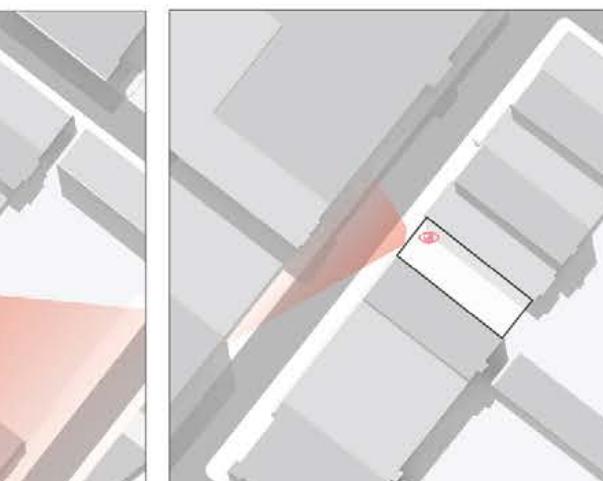


A. Parking Space at the back creating dead Space at night also creates an opportunity to expand view from the site and connect it with the South Spring St. This Allows the shipment and delivery trucks to access the site directly from the rear of the building through back alley without disturbing the front entrance.

B. Comparing Back to the Front of the building, the views are limited and blocked by the front commercial building with the height of 124' and Beaux Art Style. The building on the extreme left is a mixed used building with Art Deco Style. Offers no transparency and no connection to outside context. Accessed only during day time and no activity after that. This will create an unsafe passage for Students to walk around, with no eyes on the site.

C. Site Offer 50' Front. The Narrow form of size will require the program to be placed vertically upward in order to create a Dialog with the surrounding context. To work as a mediator and create connections between different group of users at different period of time. In Contrast, the Front lane provides Theaters which are active during night time after 7 pm.

D. A view from the Spring Street facing the rear of the buildings of Broadways. Blocked by the concrete walls which alienates and disregard the back side. This create opportunities for mishaps since it provide no surveillance.



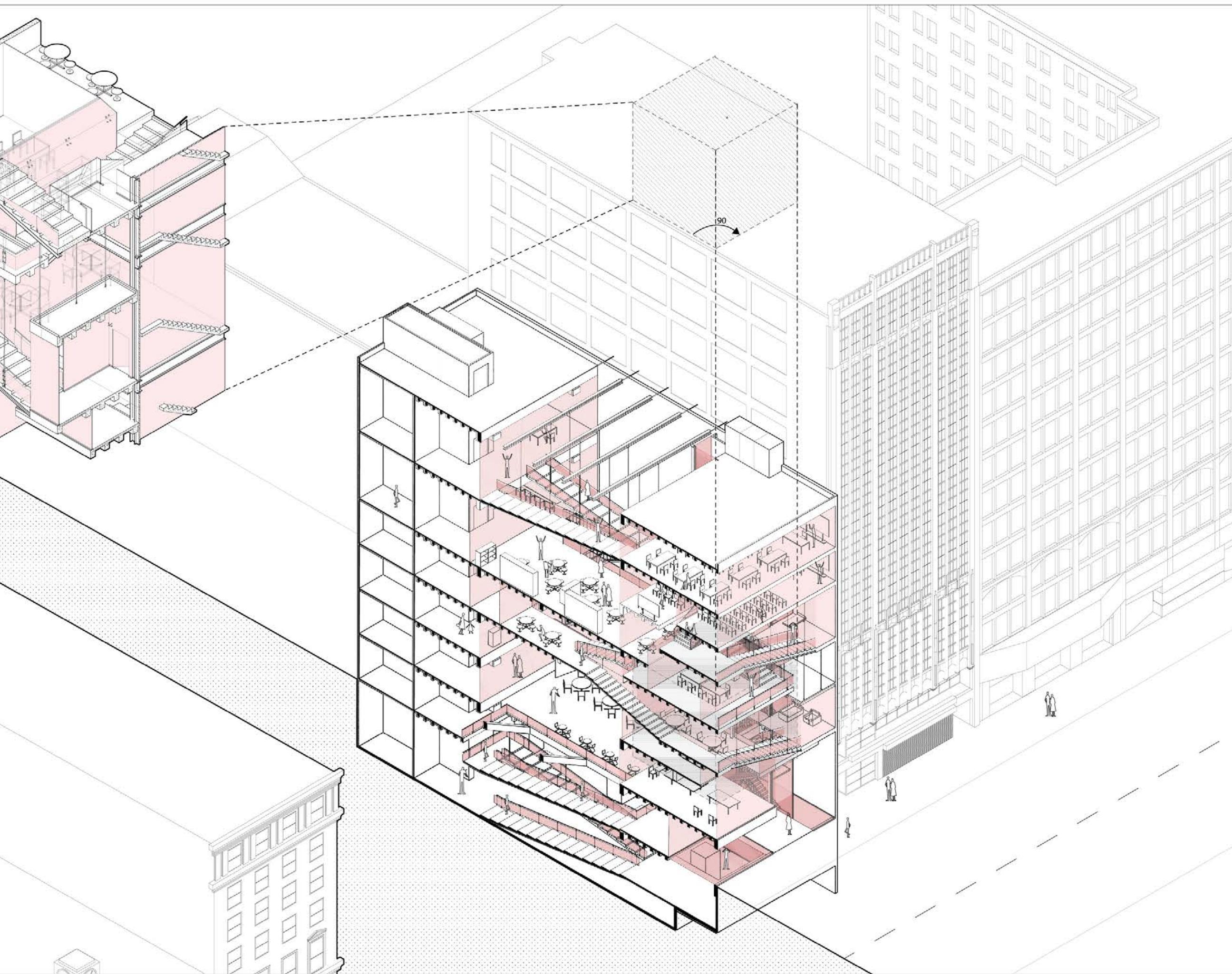
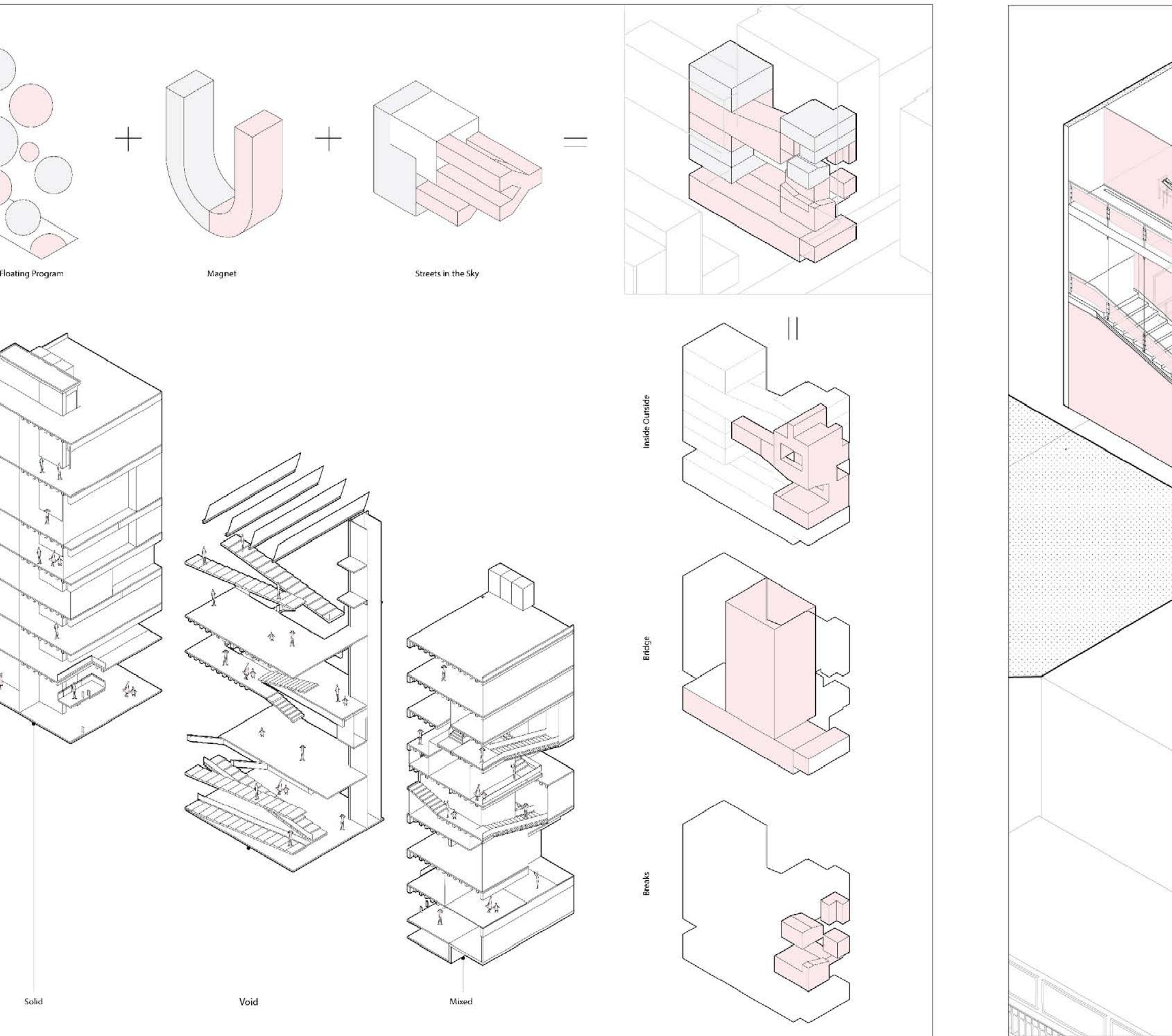
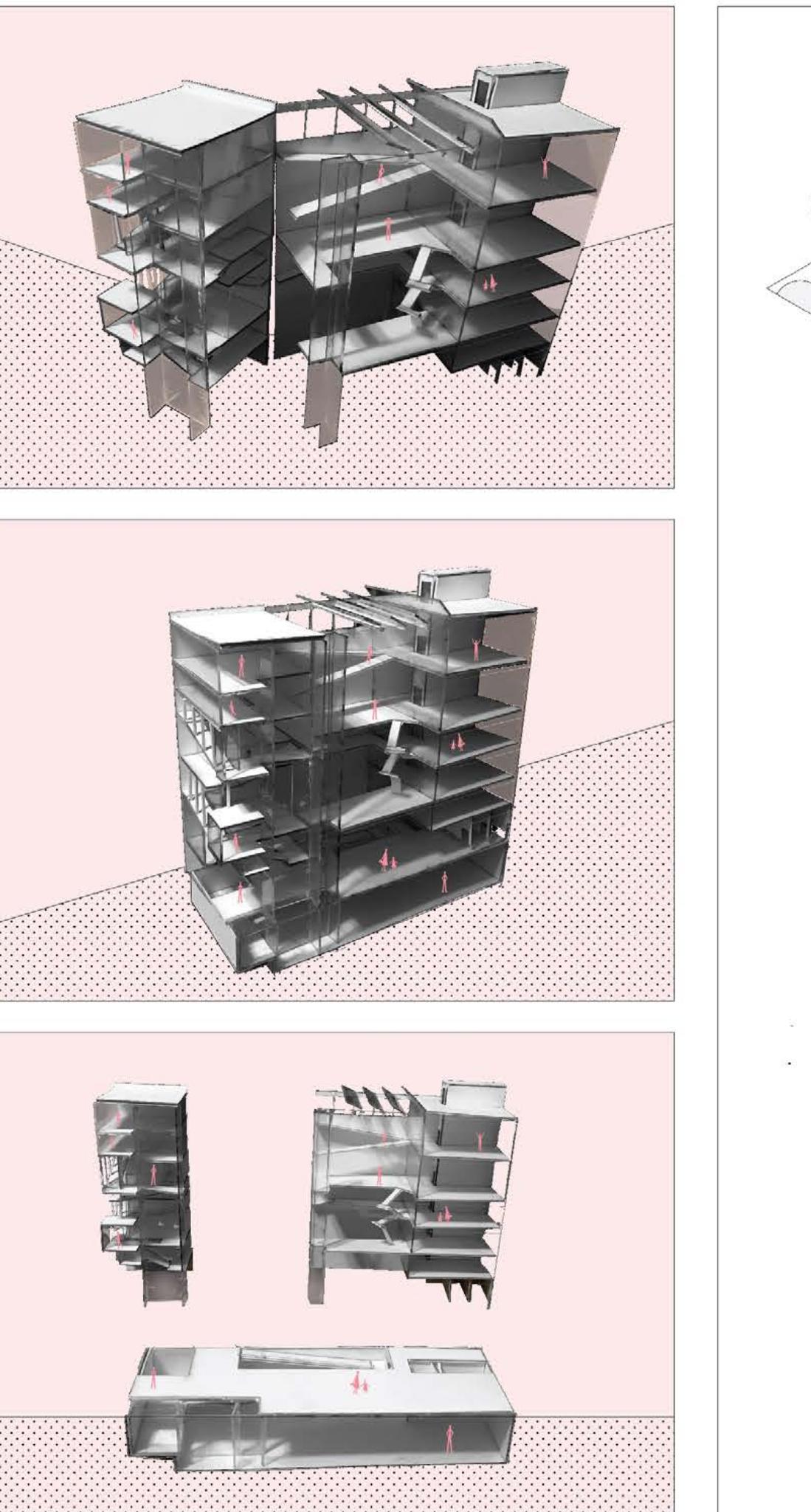
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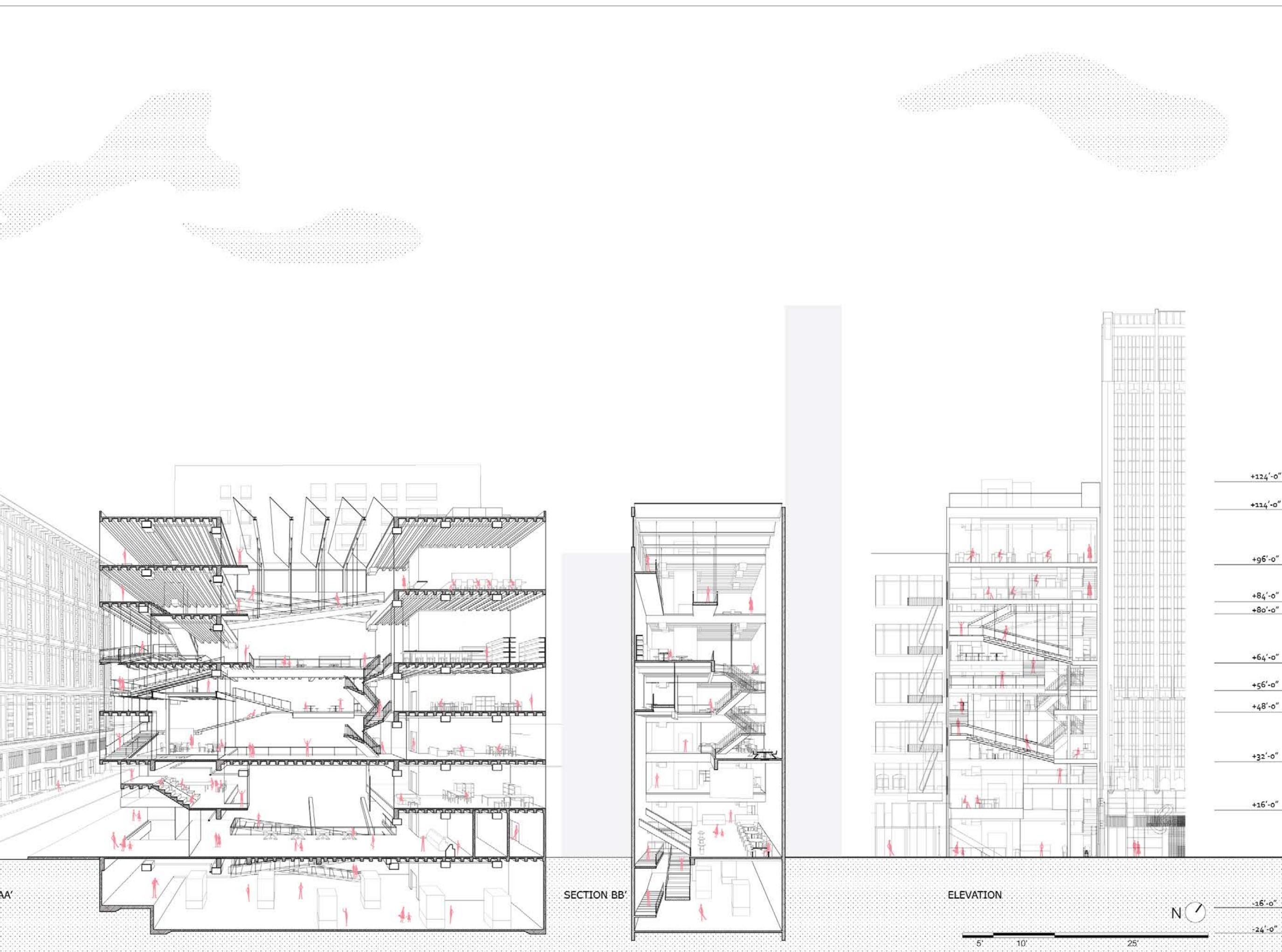
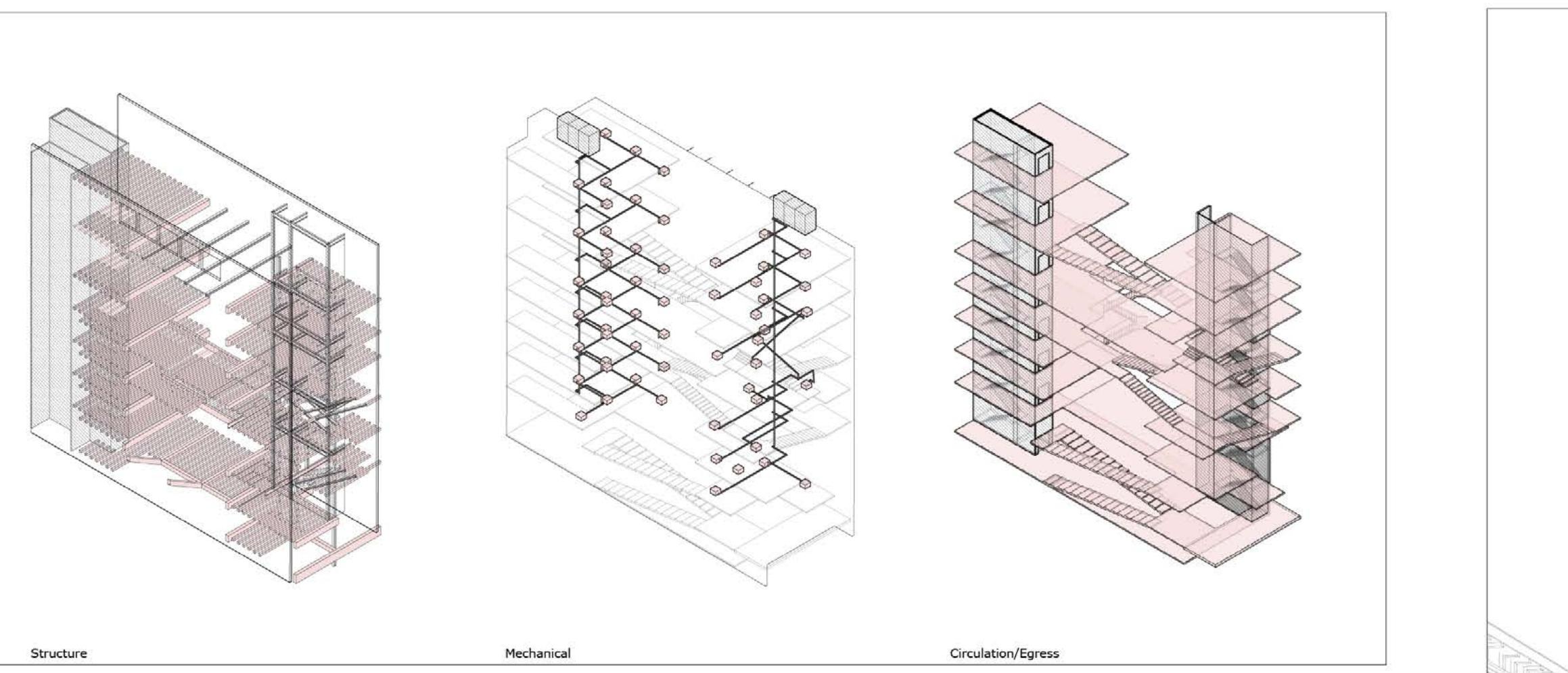
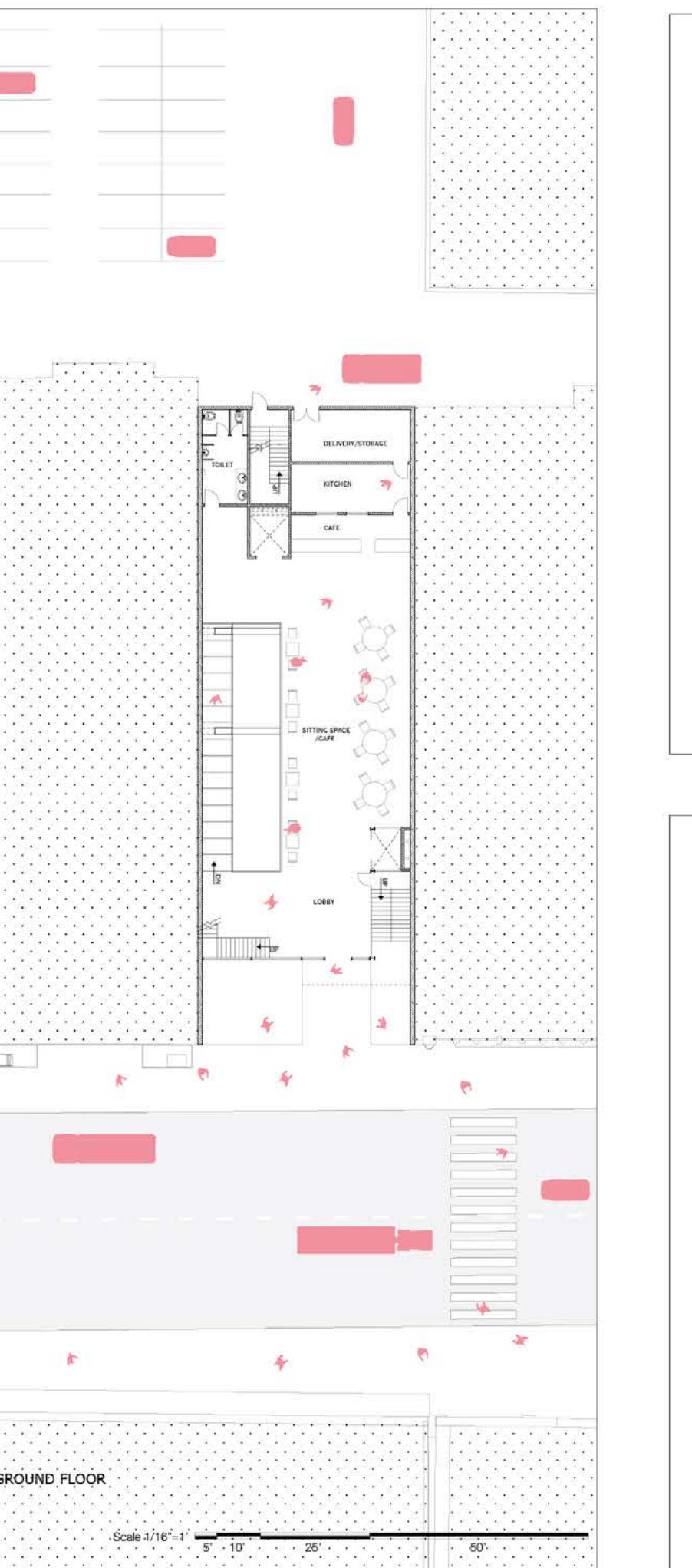
B

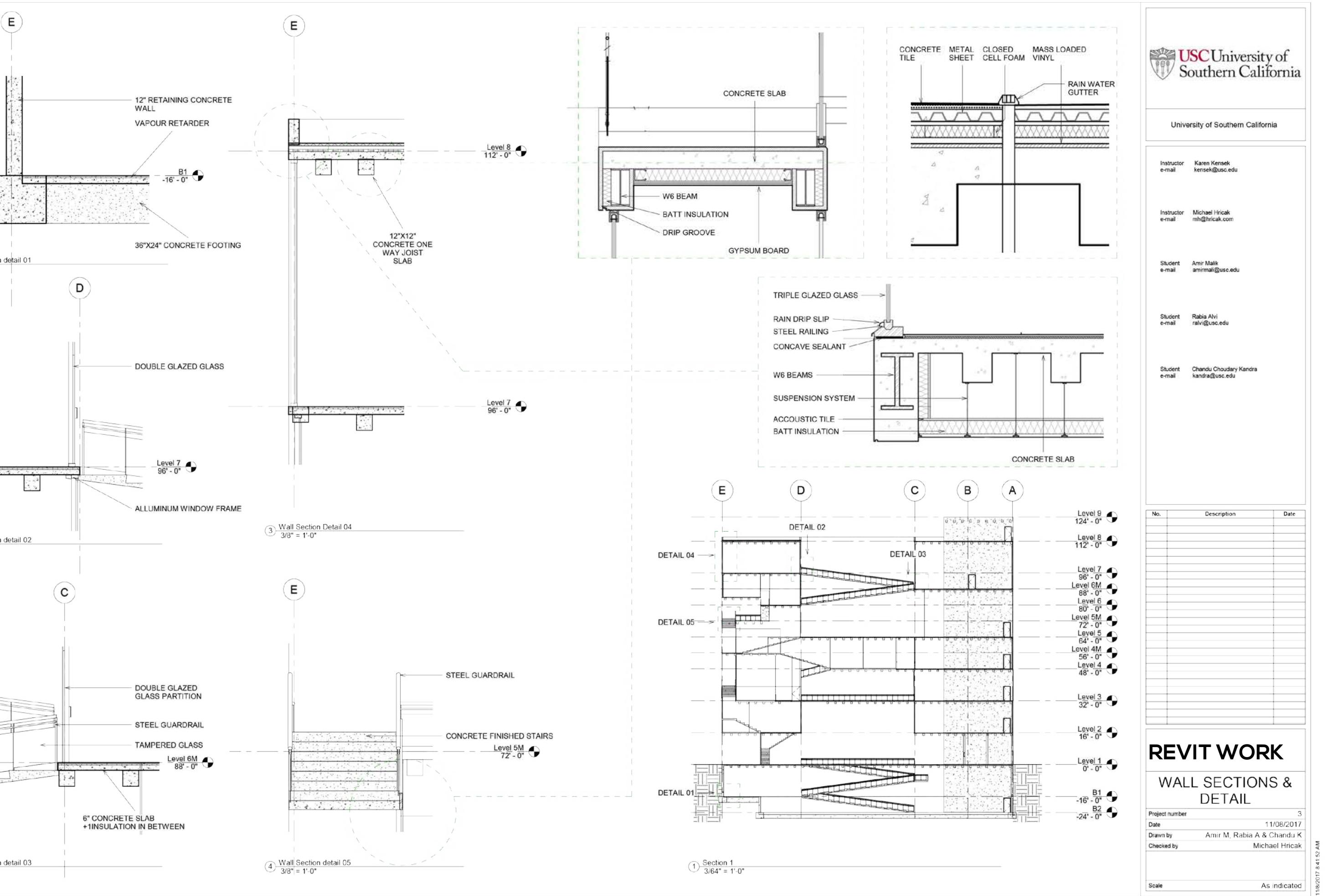
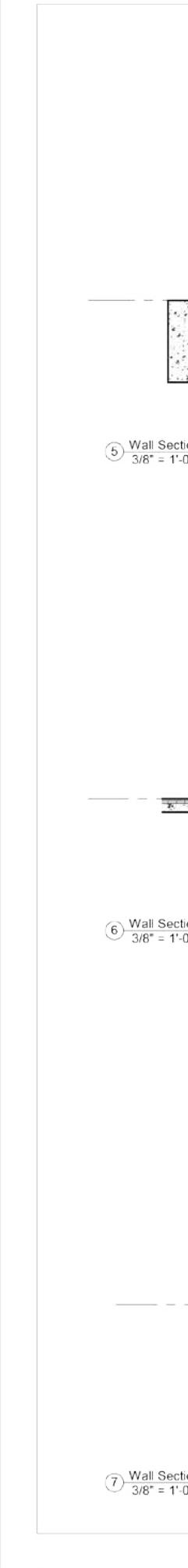
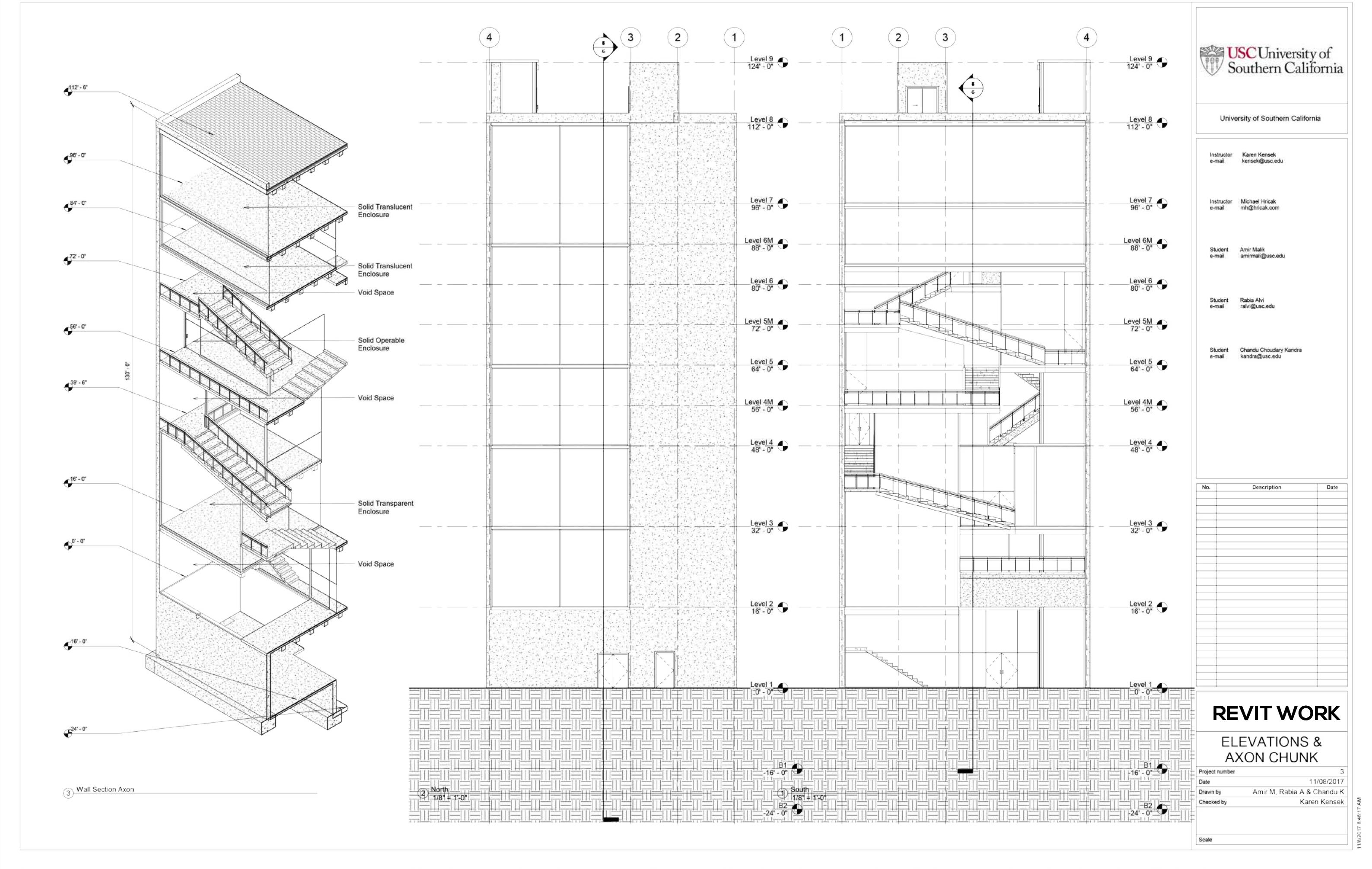
C

D

Project Description: Project is based on the idea of having Interactive Streets not only on the ground but in the sky. Making a space with opportunities for activities to happen by using mixed use and interchangeable programs throughout the day, to keep the streets lively and interactive. The site also provided us with following interesting analysis, which helped in making the vertical streets successful and to make Students feel comfortable to walk in and around the building.



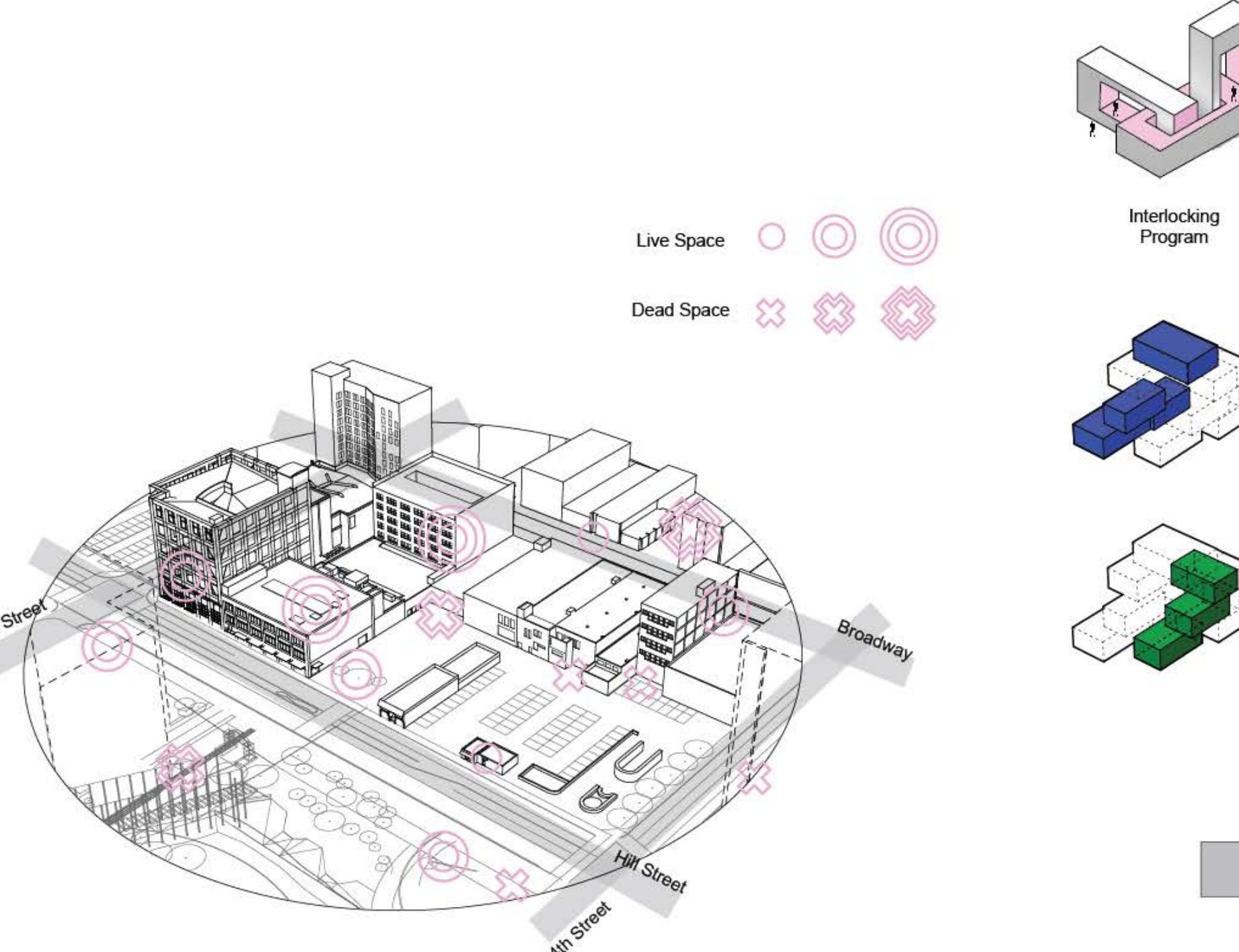




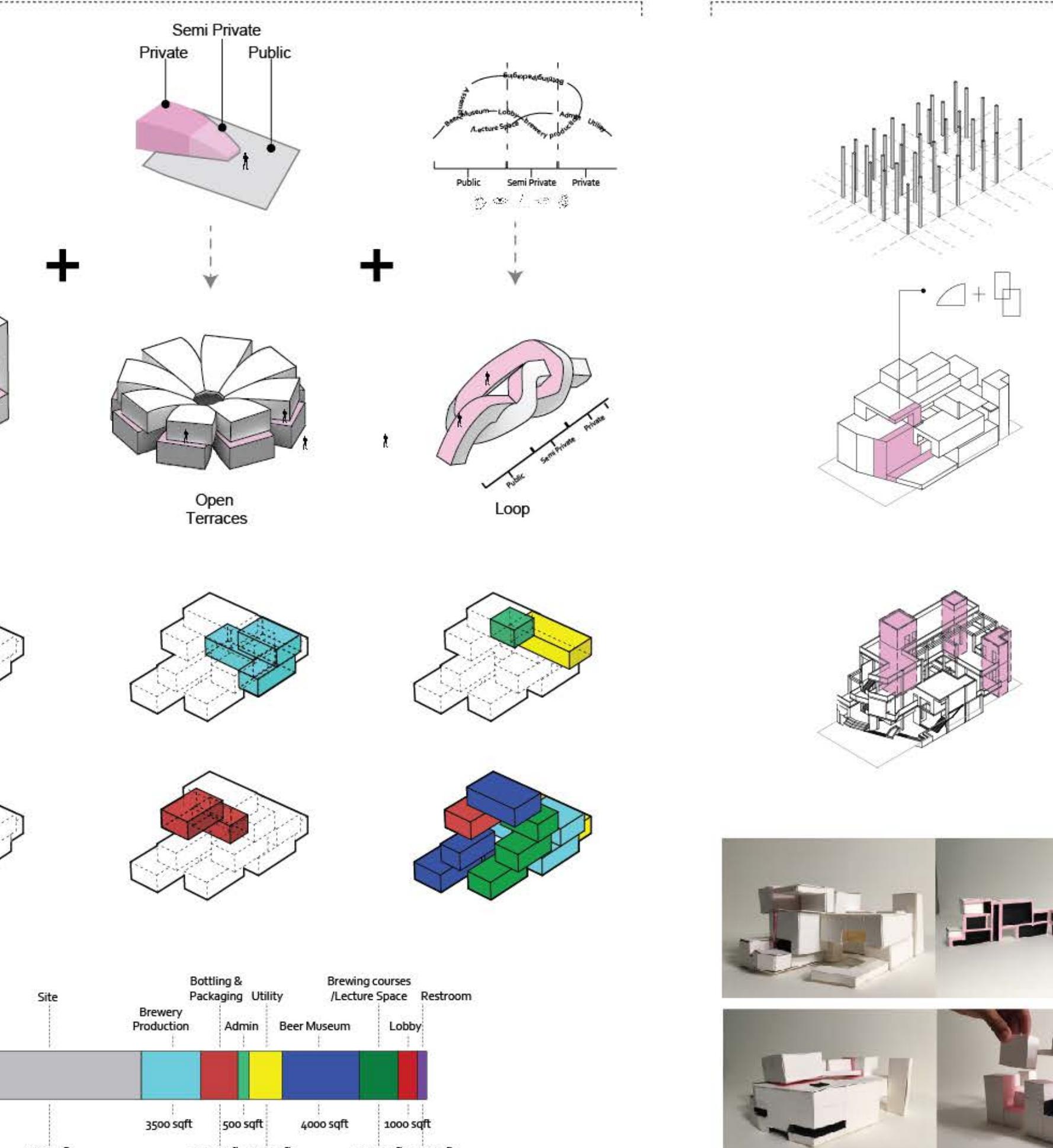
MAT BUILDING

Project : Brewery
Project Typology: M. ARCH+2 1st Semester
Project Architects: Amir M Malik
Location: Grand Central Market, LA.

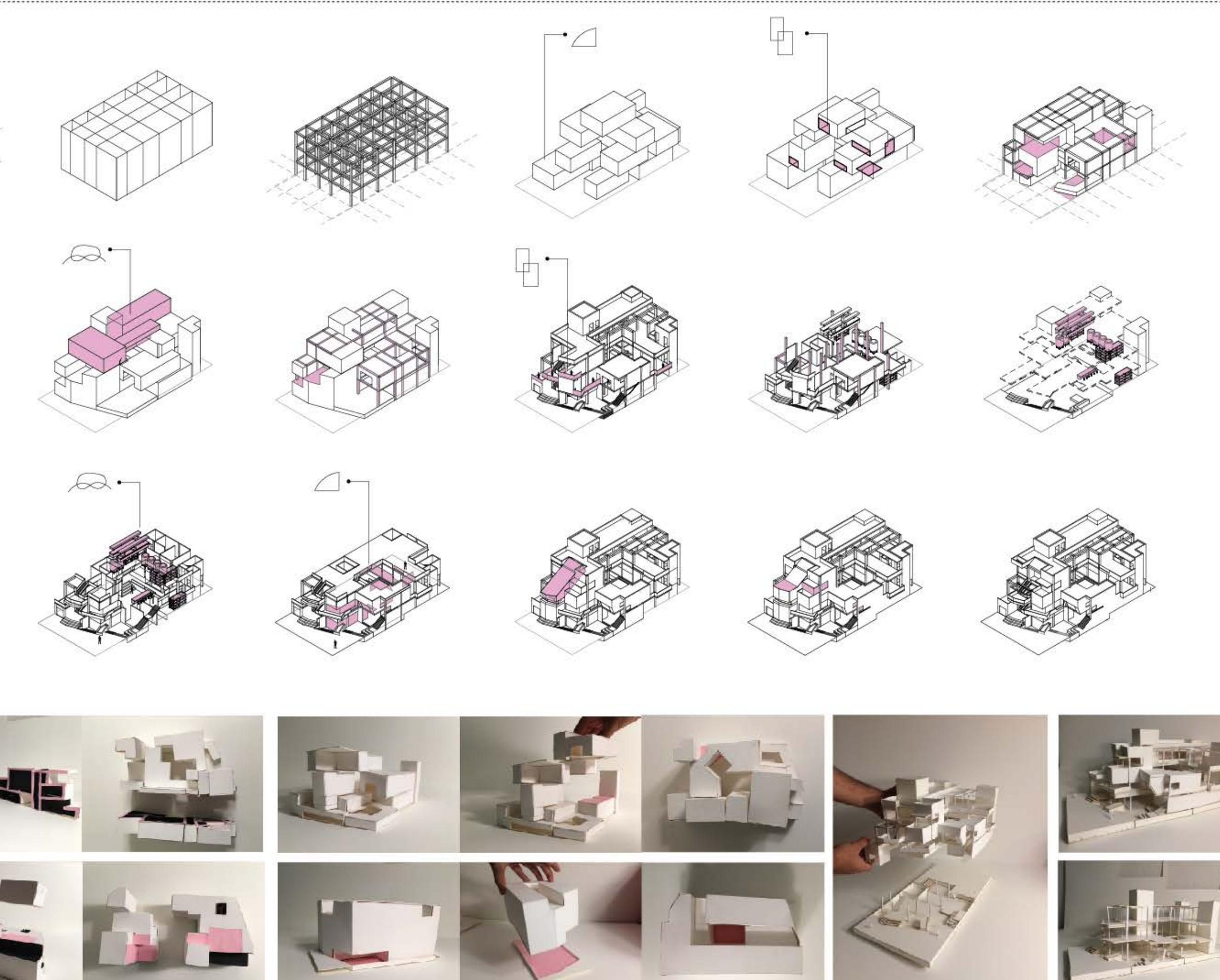
The Project is a Brewery placed on a very rich historical site of Downtown, adjacent to Grand Central Market. The area has gone through ups and downs of time and it has two extreme ends of activities. One highly live area and the other, a complete dead spaces. The site lacks the transitional spaces in between. The development in Downtown LA is happening fast, without the consideration of local condition, the development are leaving a huge vacuum between the developed and undeveloped land, which results in insecure neighborhood and sidewalks. Through architectural tectonics the transition from one end two another, the transition can be soften by designing the spaces in between.



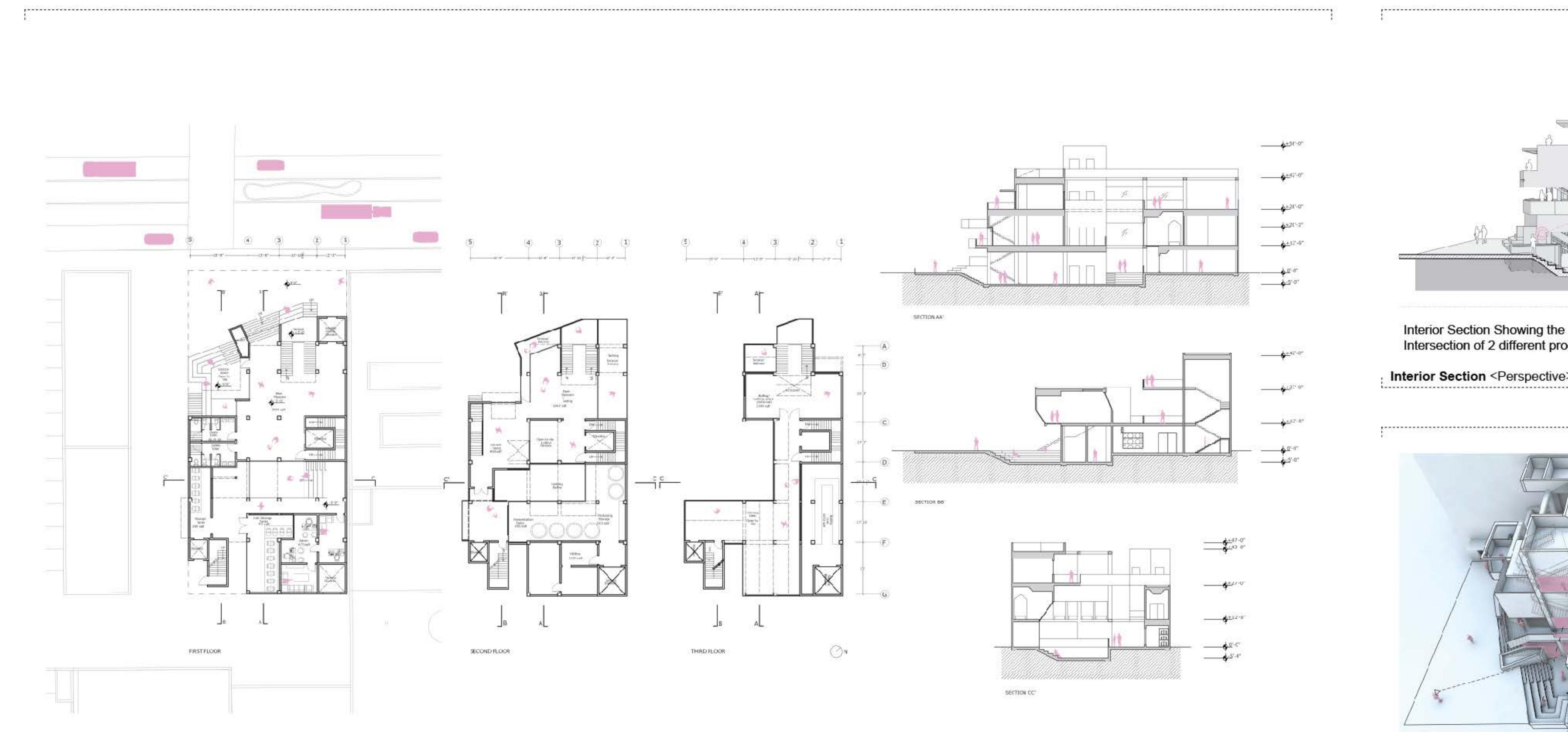
Site Axon



Syntax Formation <part vs whole>

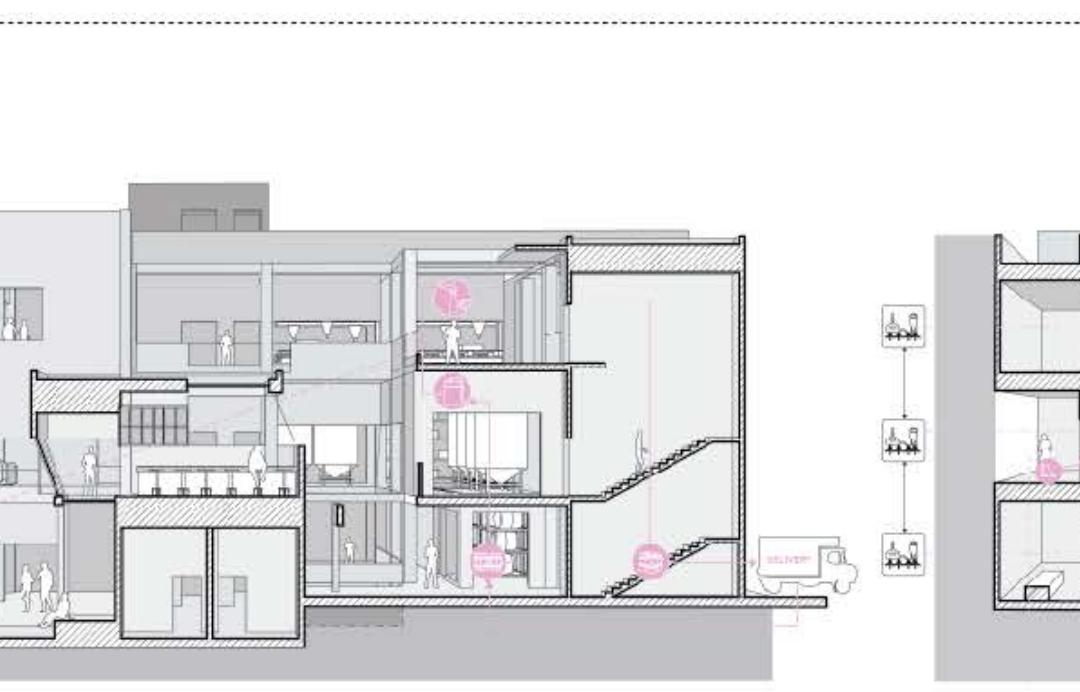


Design Process <Axon/Models>



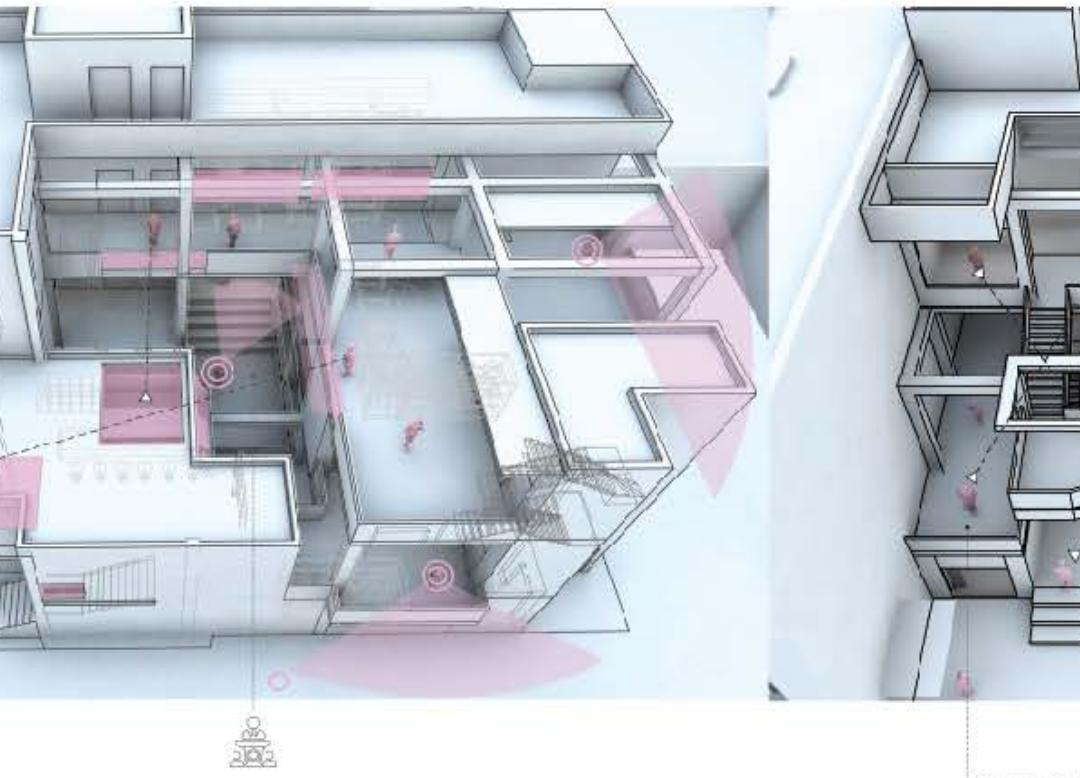
Grid line Showing the Structural Grid of Steel Framing and In between gypsum Board walls with Insulation between them. The design is open to future changing as it provide affordance and change of space and program.

Plans & Sections



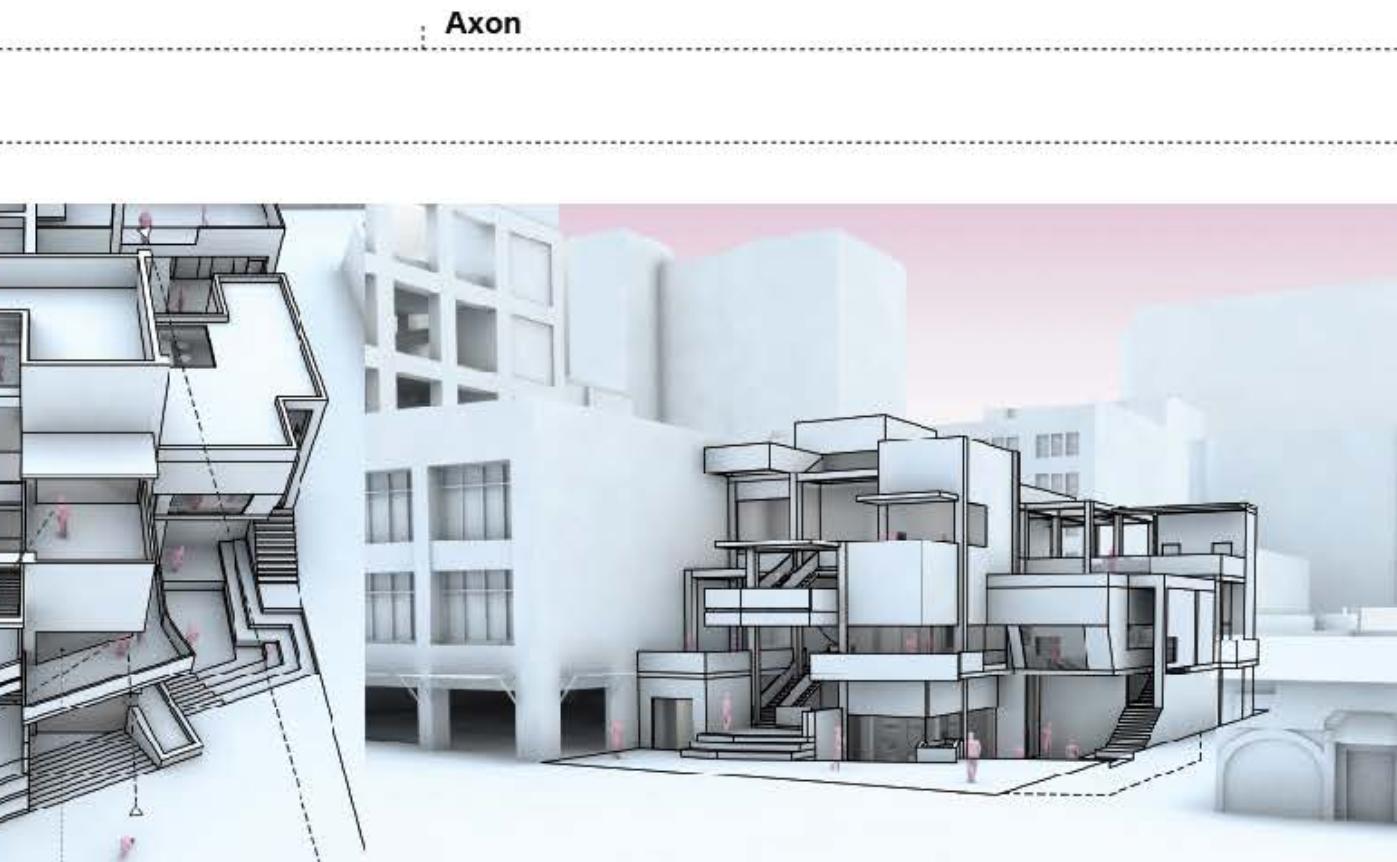
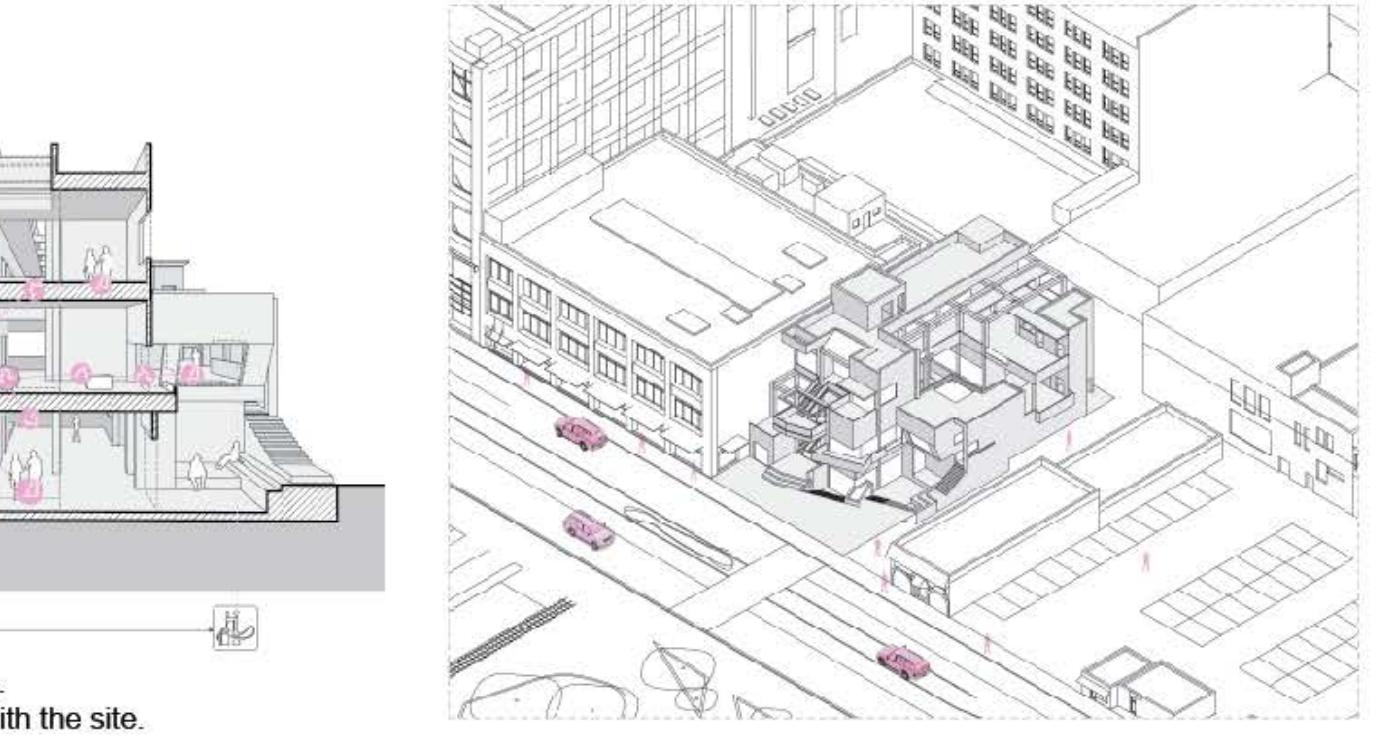
Interior Section Showing the Interconnected relationship between different program as Semi Private looking into Public.
Intersection of 2 different programs to create space more lively and interconnected. Axon Shows Spatial Relationship with the site.

Interior Section <Perspective>



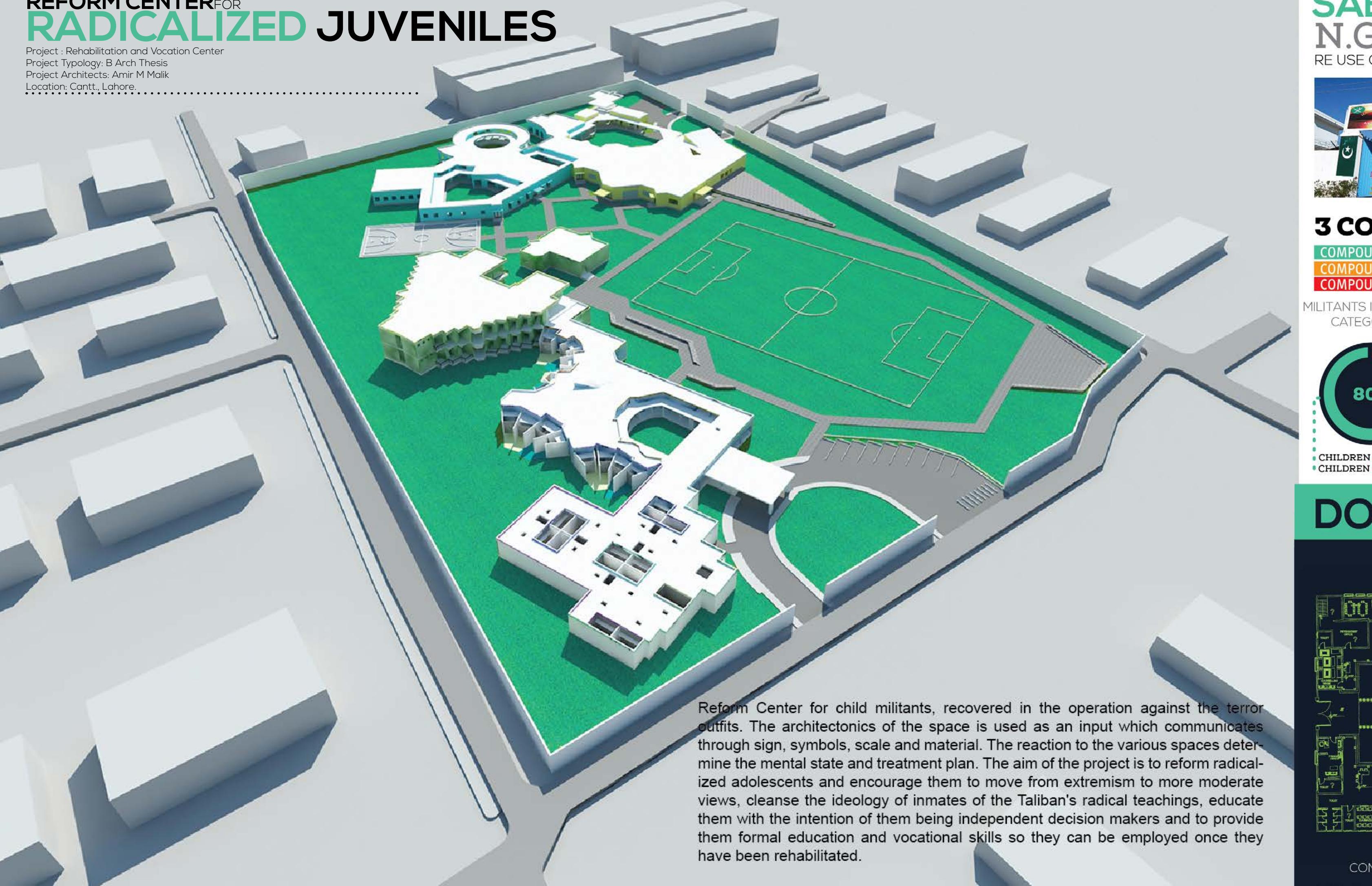
The porous Nature of the Design Generates the loop of connection, which create sense of connectivity and security. Also provide Transitional Spaces as One moves from One space to another with smooth transition.
Visual connection to outside eliminates the chances of dead spaces

3D Renders



REFORM CENTER FOR RADICALIZED JUVENILES

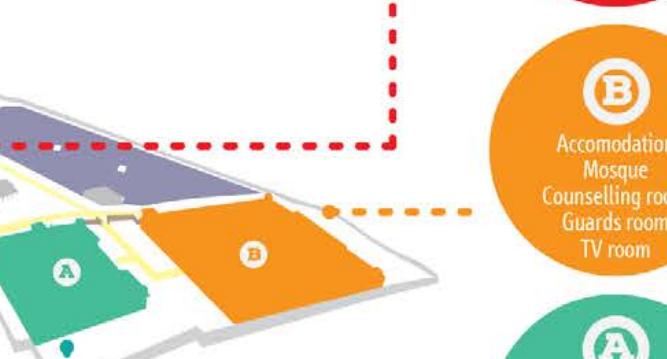
Project : Rehabilitation and Vocation Center
Project Typology: B Arch Thesis
Project Architects: Amir M Malik
Location: Cantt., Lahore.



Reform Center for child militants, recovered in the operation against the terror outfits. The architectonics of the space is used as an input which communicates through sign, symbols, scale and material. The reaction to the various spaces determine the mental state and treatment plan. The aim of the project is to reform radicalized adolescents and encourage them to move from extremism to more moderate views, cleanse the ideology of inmates of the Taliban's radical teachings, educate them with the intention of them being independent decision makers and to provide them formal education and vocational skills so they can be employed once they have been rehabilitated.

SABAQON (NEW DAWN) N.G.O = S.W.A.T.

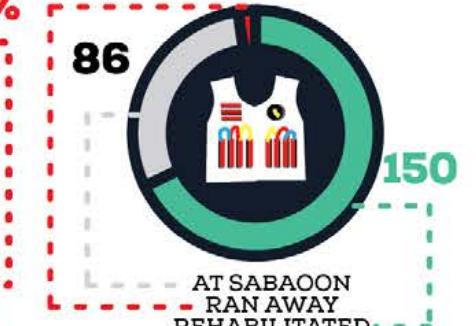
PUNJAB VOCATIONAL TRAINING CENTRE (PVTC)
RE USE OF AN OLD BUILDING



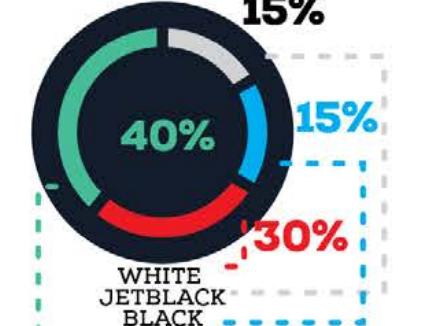
3 COMPOUNDS

COMPOUND A	LOW RISK
COMPOUND B	MED RISK
COMPOUND C	HI RISK

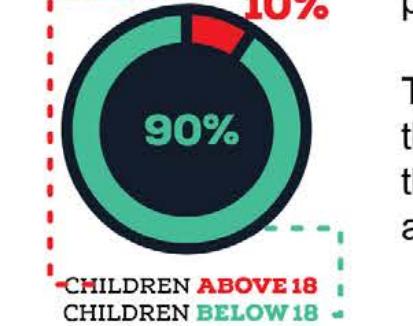
MILITANTS IN HI RISK CATEGORY



NO. OF CHILD MILITANTS AT SABAQON

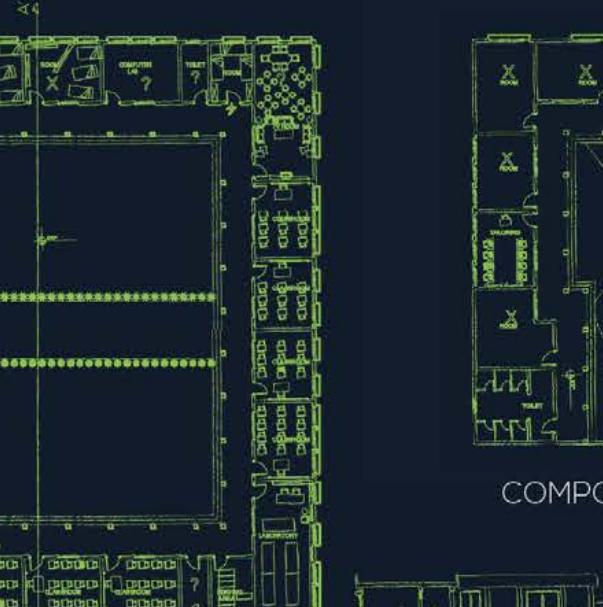


% OF MILITANTS WITH RESPECT TO MENTAL STATE

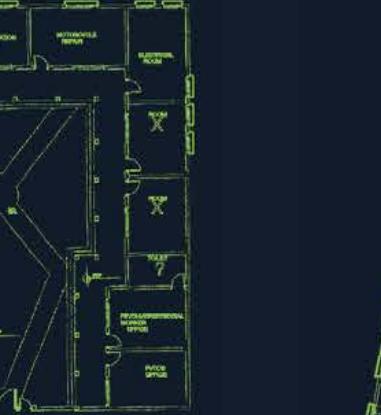


SUICIDE ATTACKS

DOCUMENTATION

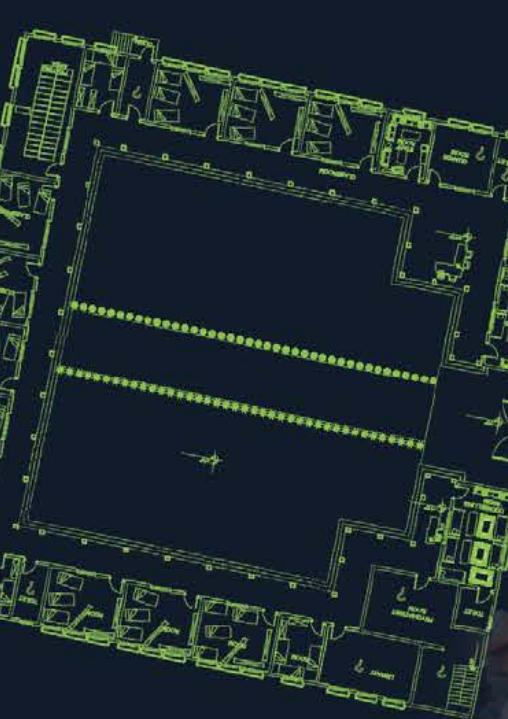


COMPOUND C PLAN

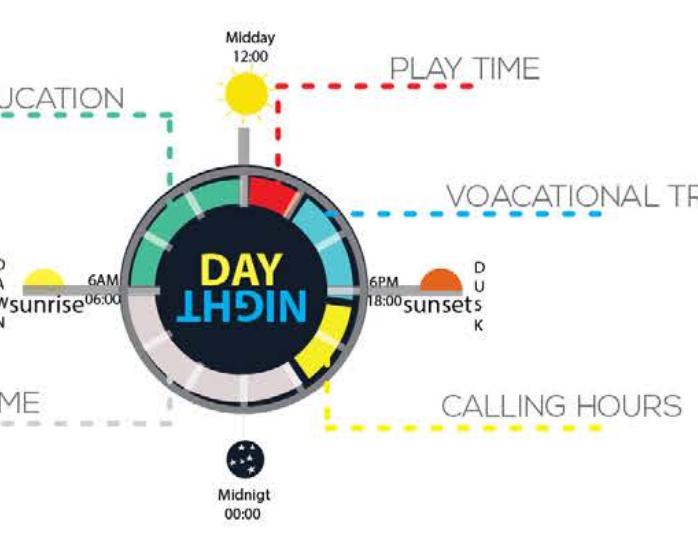


COMPOUND B PLAN

SECTION AT AA'



COMPOUND A PLAN

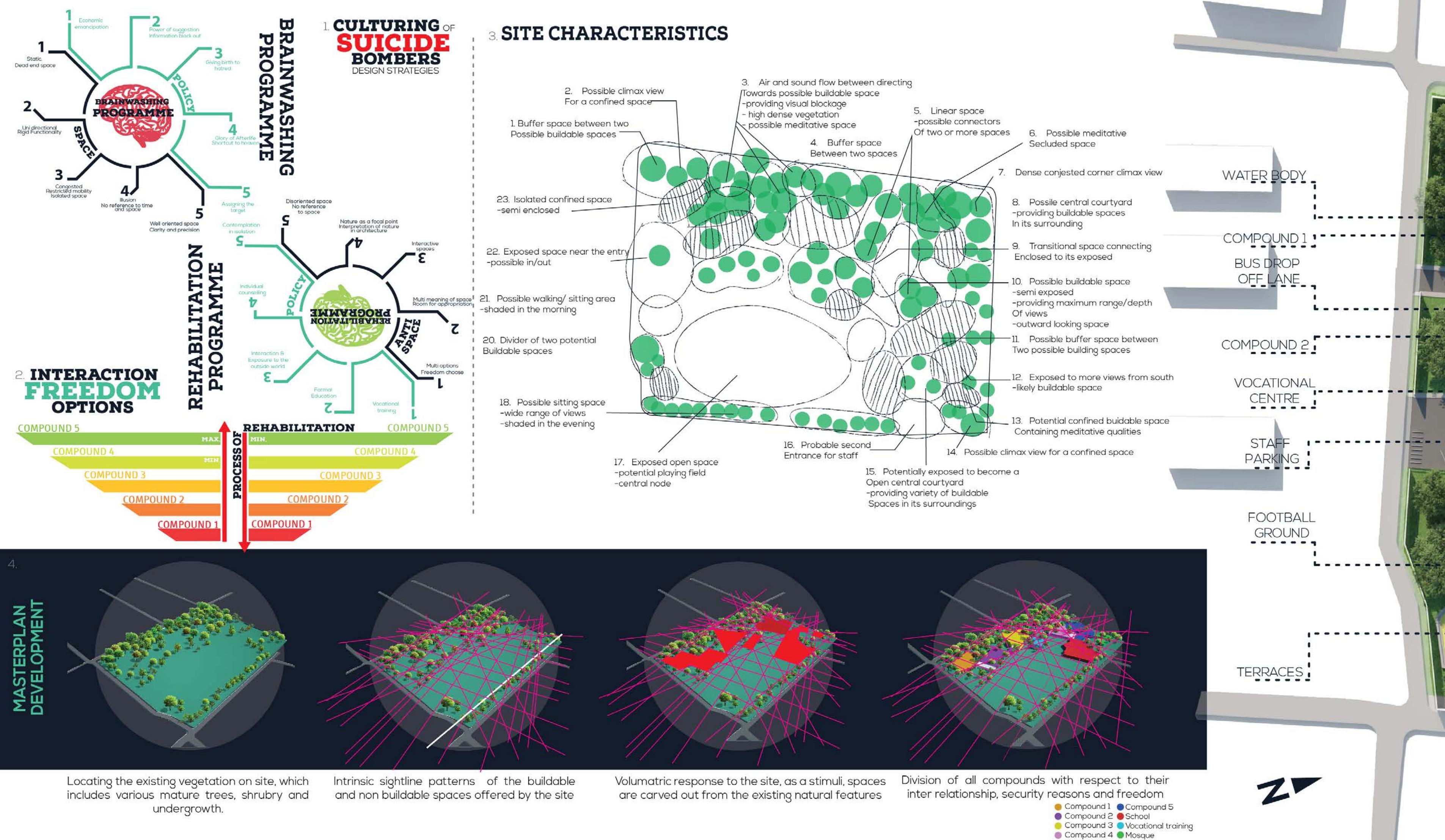


DAILY SCHEDULE CONCLUSION

Problem with current rehabilitations system: A confined space required for high risk children. The interaction and overlapping of the program among the children is leading towards slow rehabilitation process. All spaces are providing similar quality for children with different sets of mental state.

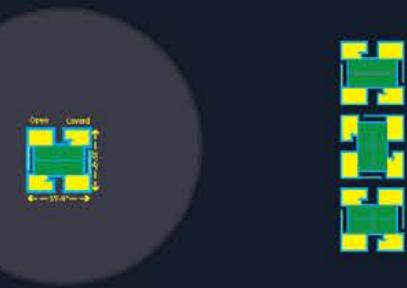
To communicate effectively we first need to understand the cultural phenomena of these child militants. To undo the preaching of Taliban's preaching design, through architecture and its program, should provide the exact opposite spaces and program.



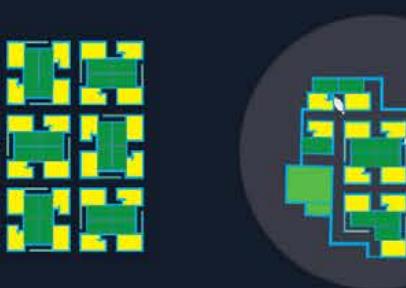


INTERNAL SPACE DEVELOPMENT

COMPOUND 1



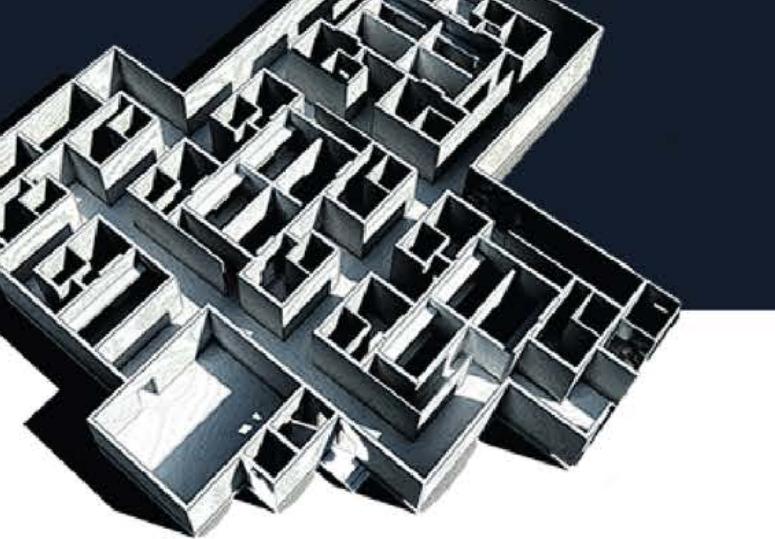
Initial Form



Square module

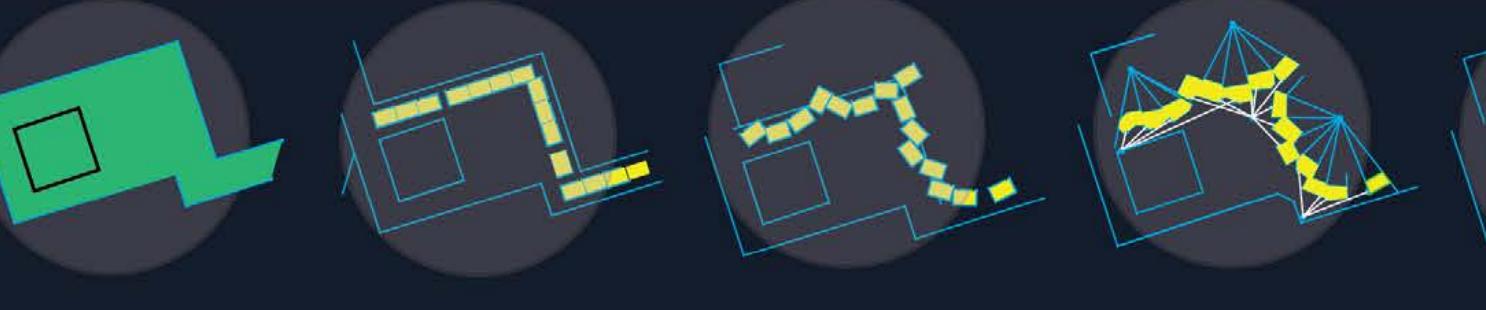


Repetition of module

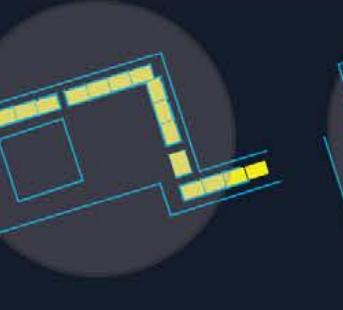


Final form

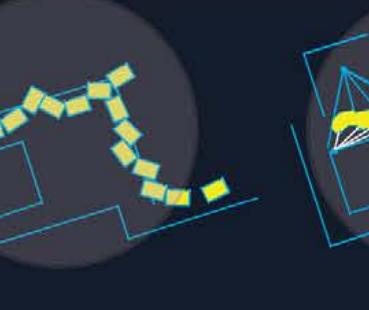
COMPOUND 2



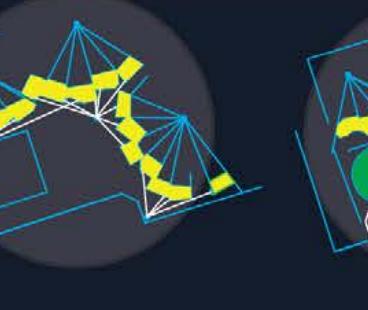
Initial Form



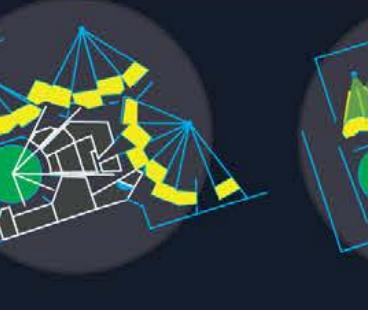
View for meditation



Depth of View



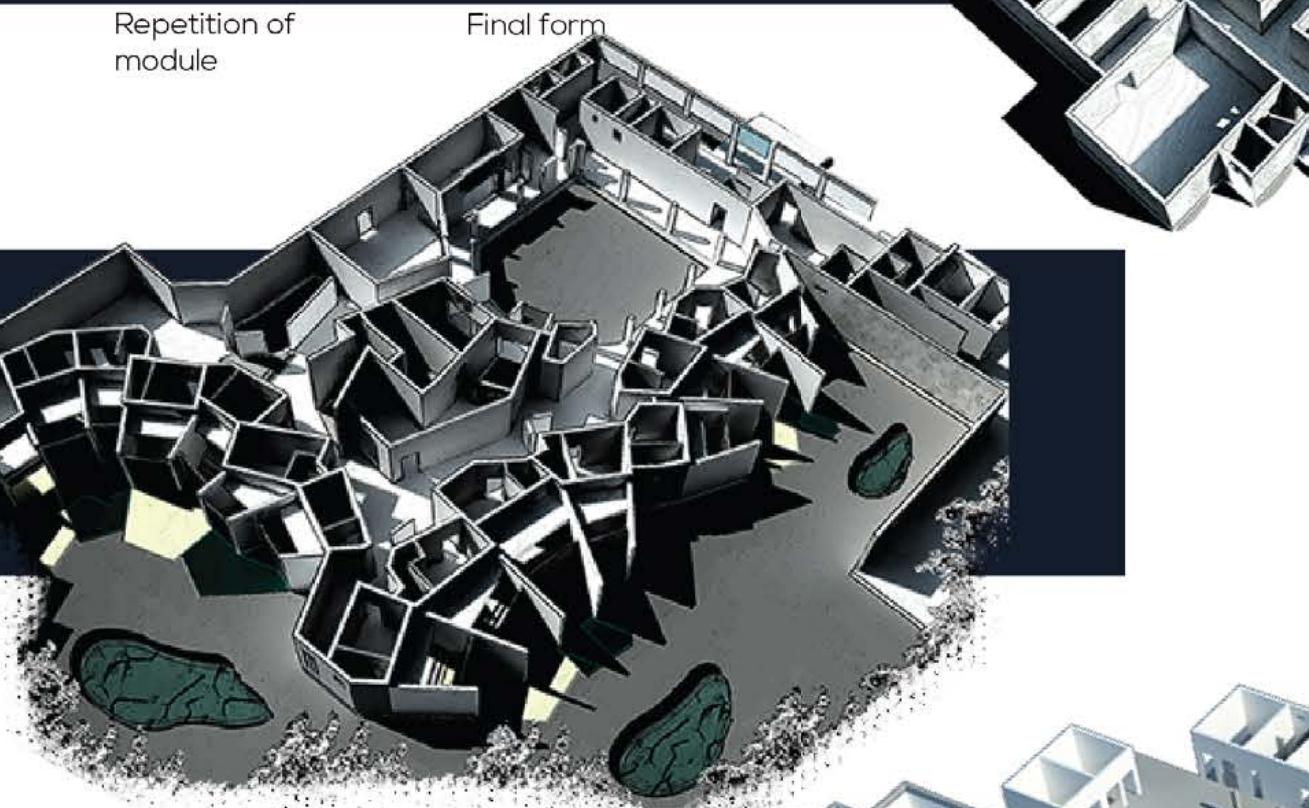
Focused view



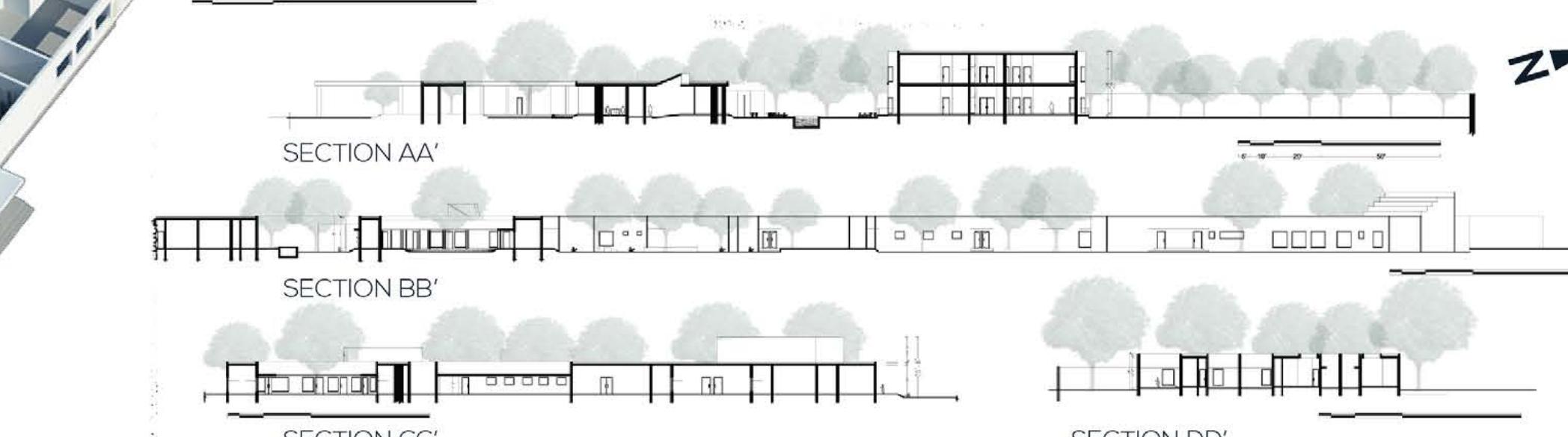
Internal geometry



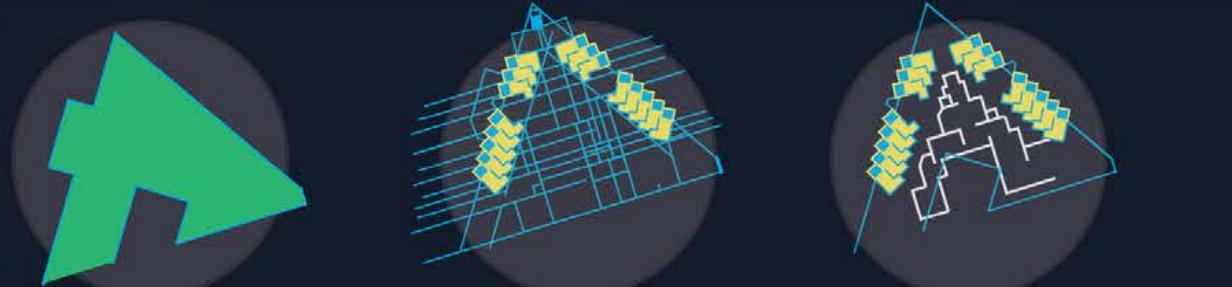
Final form



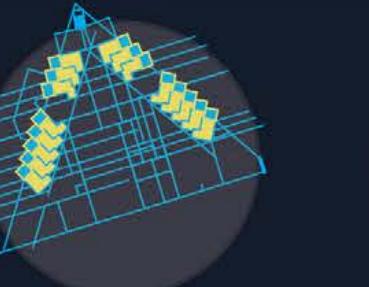
PLAN AT 4'
GROUND FLOOR



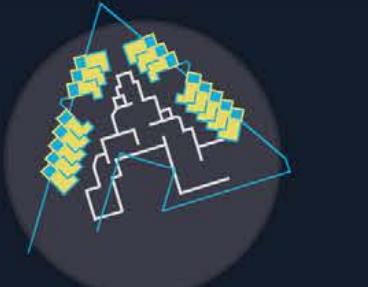
COMPOUND 3



Initial Form



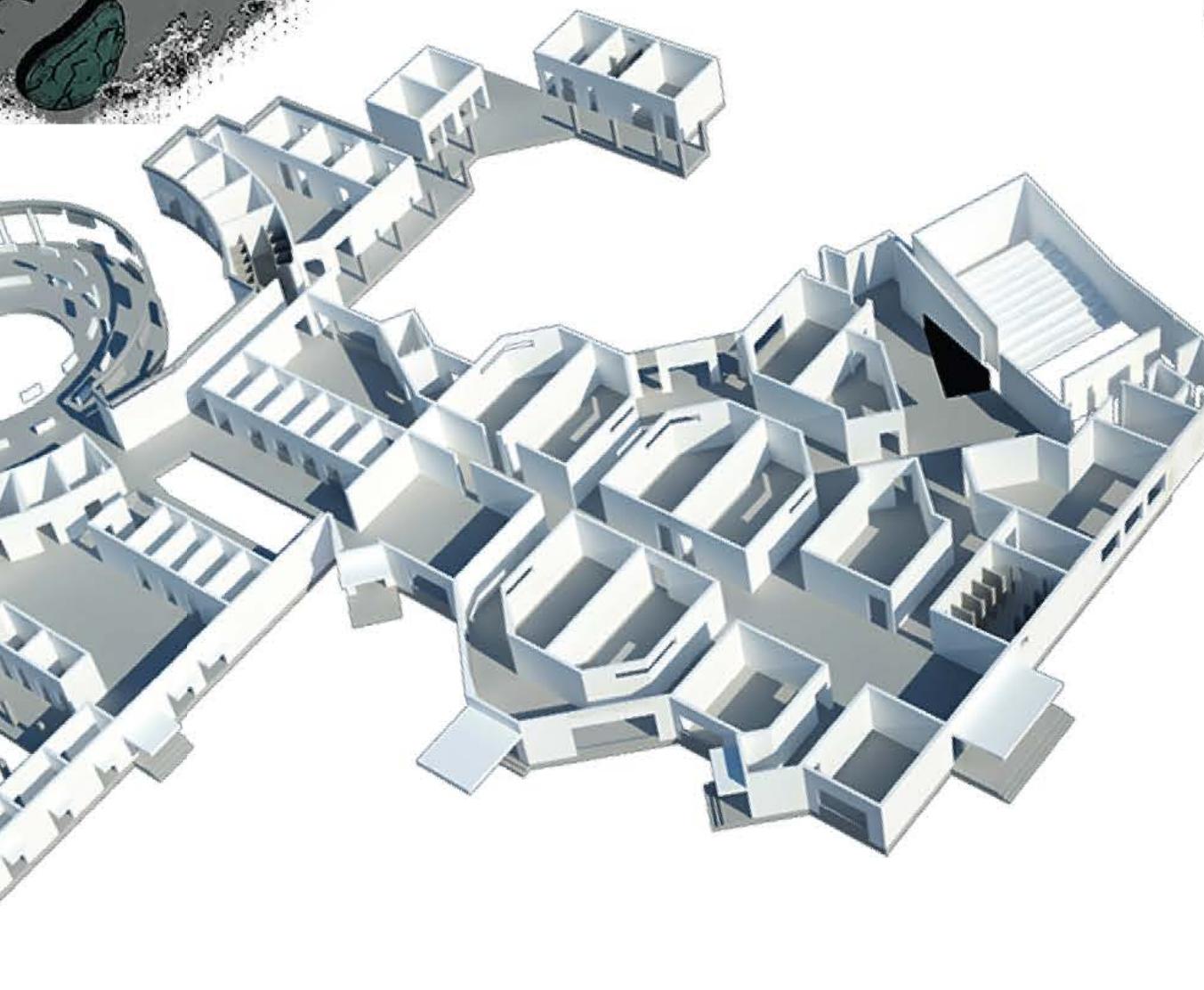
Grid Exploration



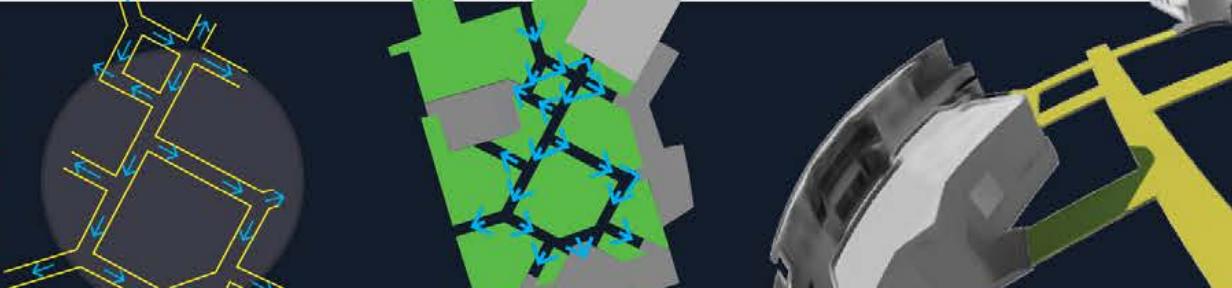
Interlocking of spaces



EDUCATION
ADMIN BLOCK
COMPOUND 4



EVALUATION



Evaluation Space



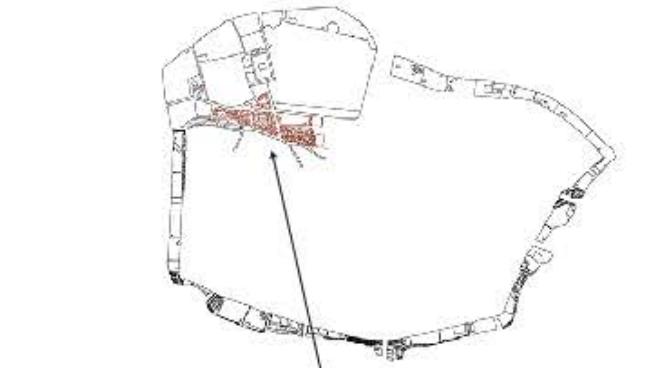
Central node
Multi option



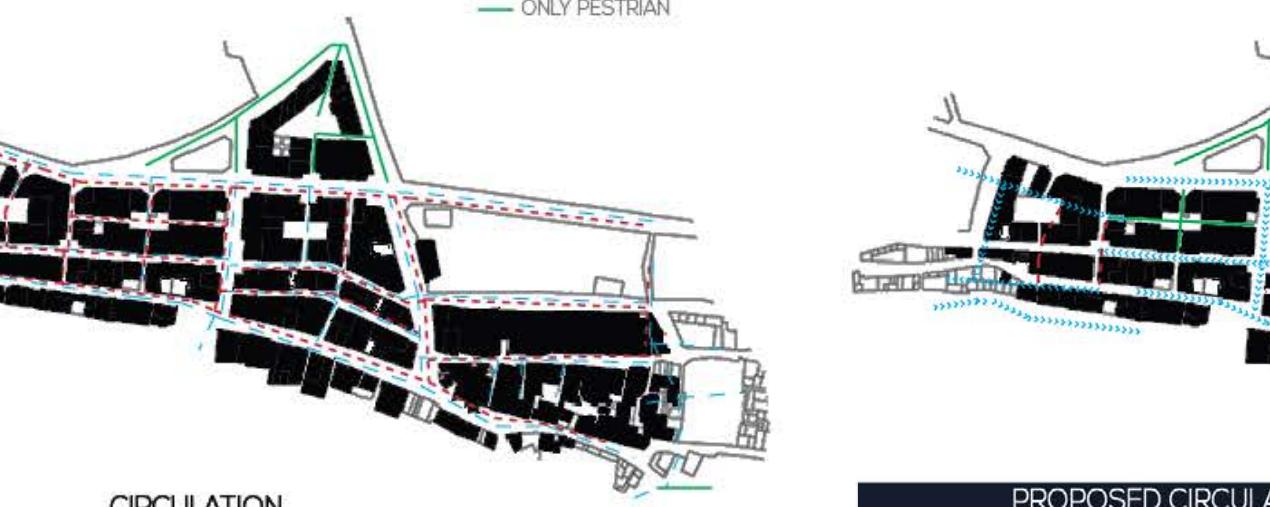
RE ENVISIONING OF SHAHI MOHALLA

Project : Urban Interventions
Project Typology: B Arch Studio 4
Project Architects: Amir M Malik
Location: Shahi Mohalla, Lahore.

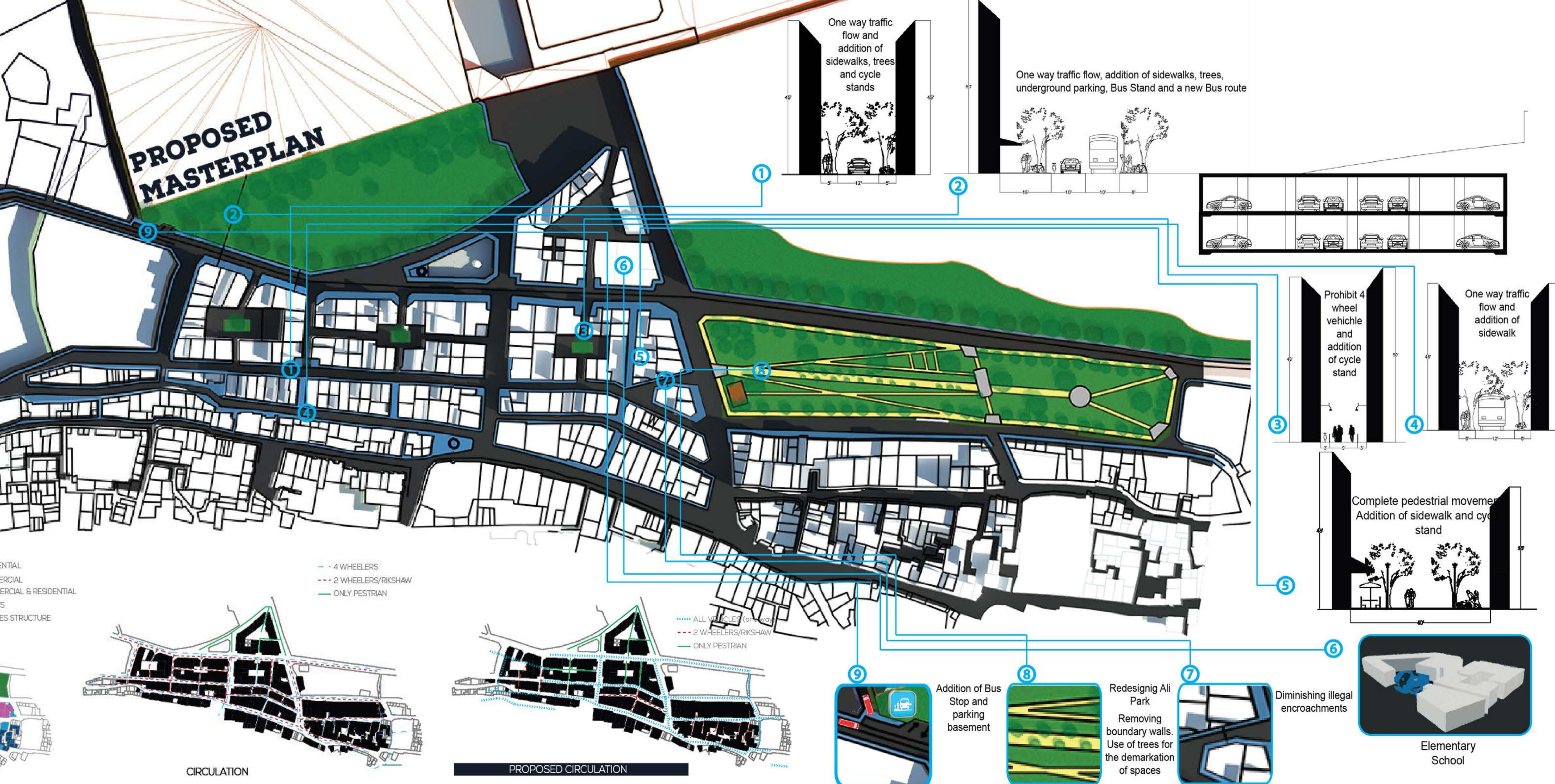
Shahi Mohalla, located in the Walled City of Lahore is one of Pakistan's oldest and historical place. The area is an unplanned congested land with Illegal encroachment over time without governance have caused major problem, but at the same it has become the Identity of the place. Essential Interventions are proposed which include new circulation, elimination of problematic encroached areas. The Urban site also helps understand the Catalyst within the weave generating good communal living in narrow streets. Although on the contrary less physical and visual access generating unsafe and dead spaces in Ali Park.



SITE ANALYSIS

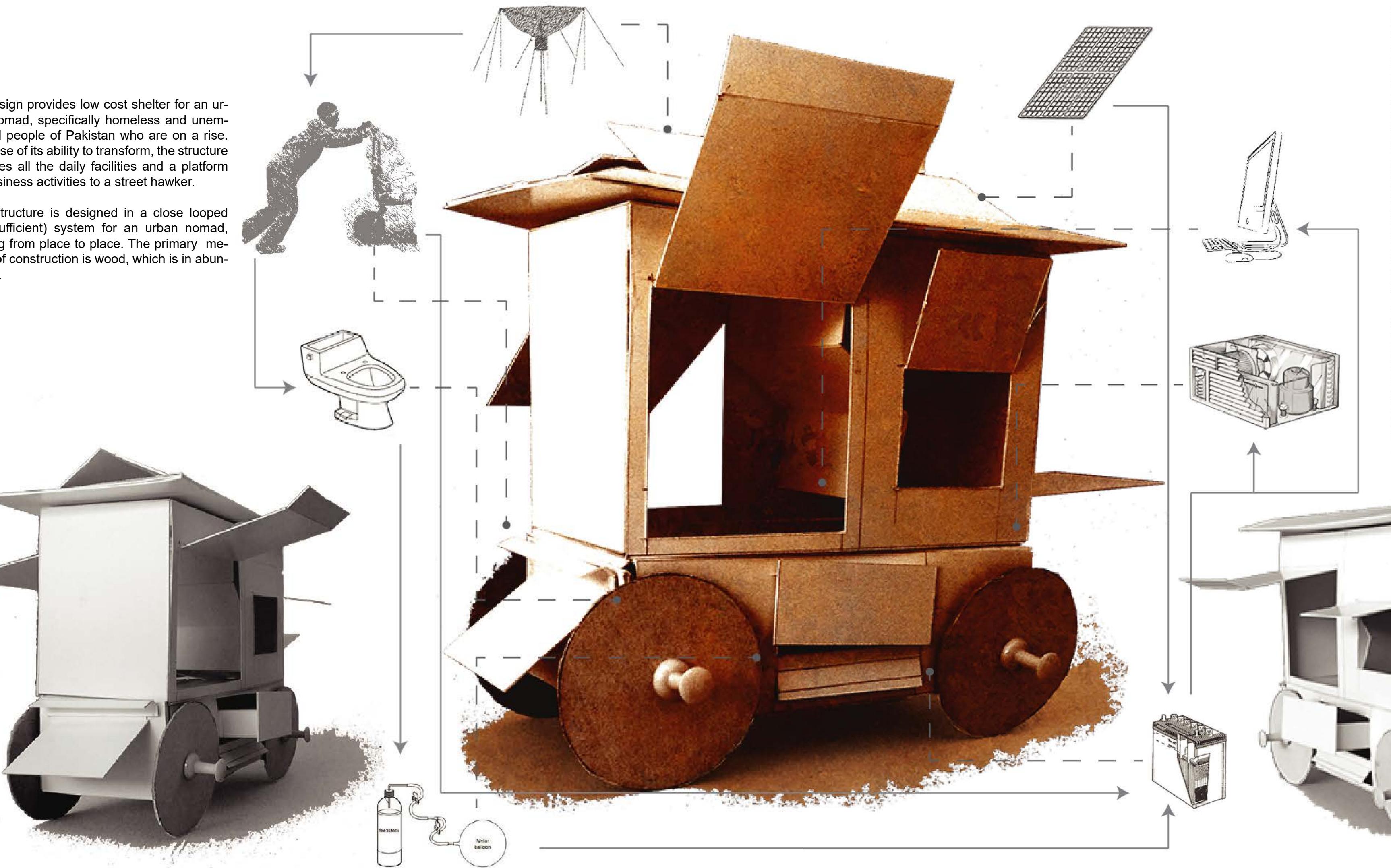
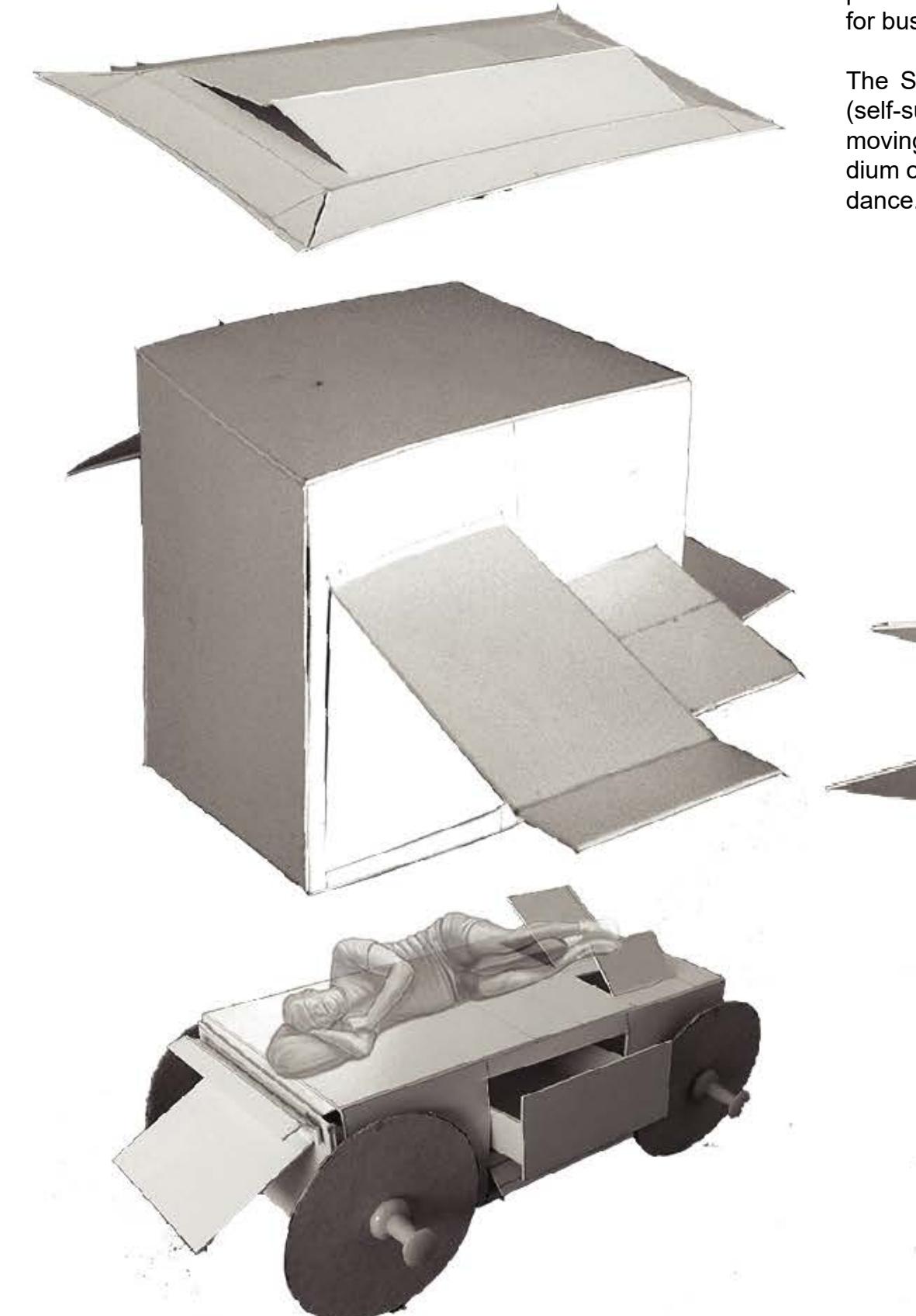


PROPOSED CIRCULATION



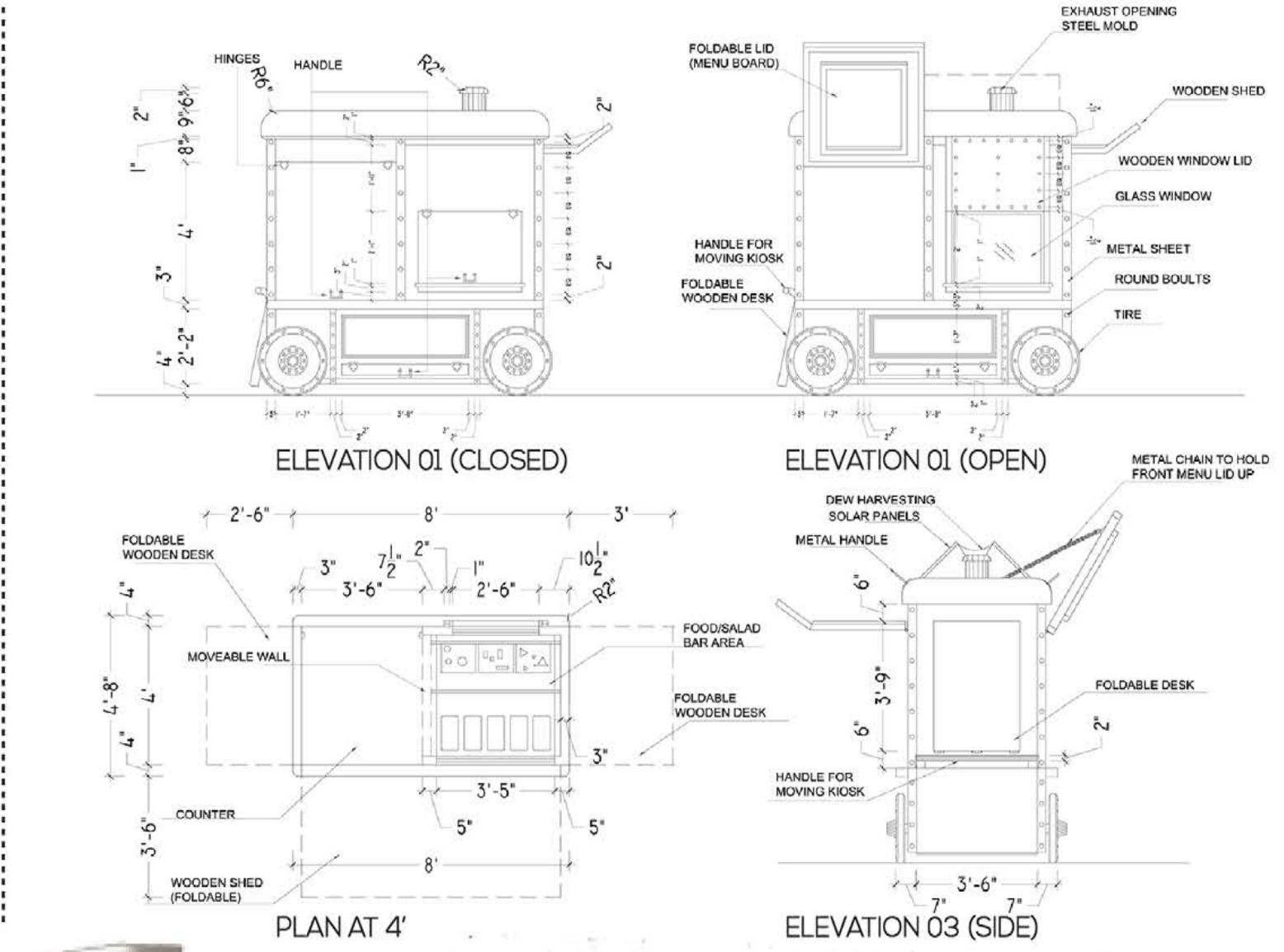
URBAN NOMAD

Project : A self sustaining Pod
Project Typology: B. Arch Studio 1
Project Architects: Amir M Malik
Location: Site-less



My design provides low cost shelter for an urban nomad, specifically homeless and unemployed people of Pakistan who are on a rise. Because of its ability to transform, the structure provides all the daily facilities and a platform for business activities to a street hawker.

The Structure is designed in a close looped (self-sufficient) system for an urban nomad, moving from place to place. The primary medium of construction is wood, which is in abundance.



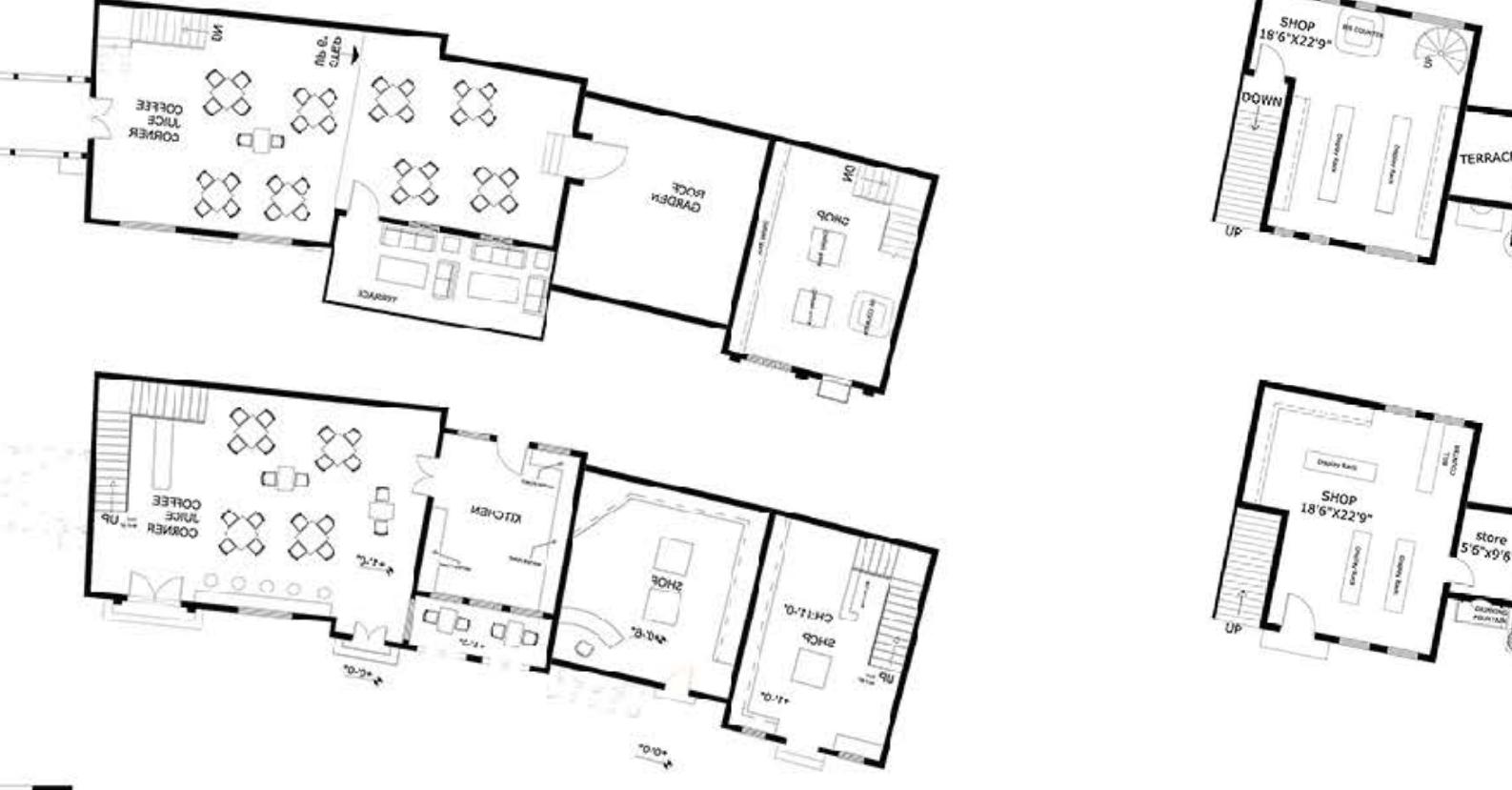
MAIN STREET

Project : Main Entrance Street for Theme Park
Project Typology: Professional work
Project Architects: Amir M Malik
Supervisor: Isbah Hassan
Location: Bahria Town, Karachi.
Complete Design, 3D Modeling, working drawings and Rendering

Main Street is a part of a larger Amusement Park. Design, inspired by the magical world of "Agrabah" and "1001 nights", is a journey from real world to a fantasy land. Despite the illusion of fantasylan and impracticality, each building contains various shops or café.

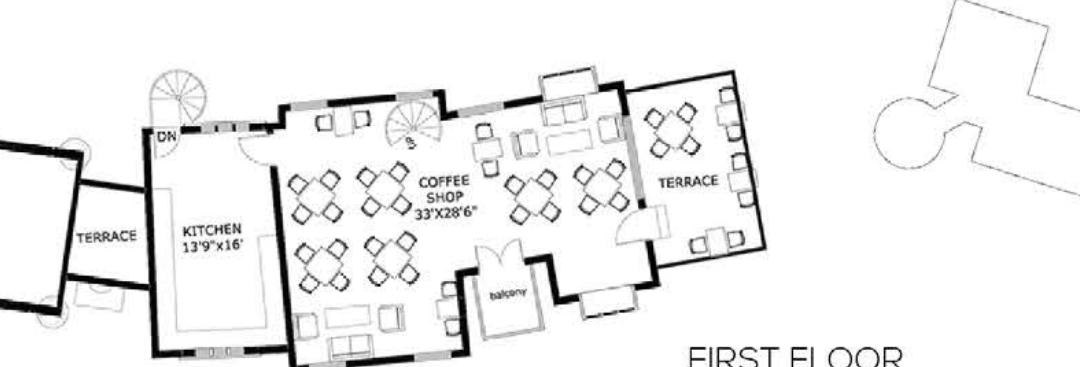


INITIAL PROPOSED ILLUSTRATION



FIRST FLOOR

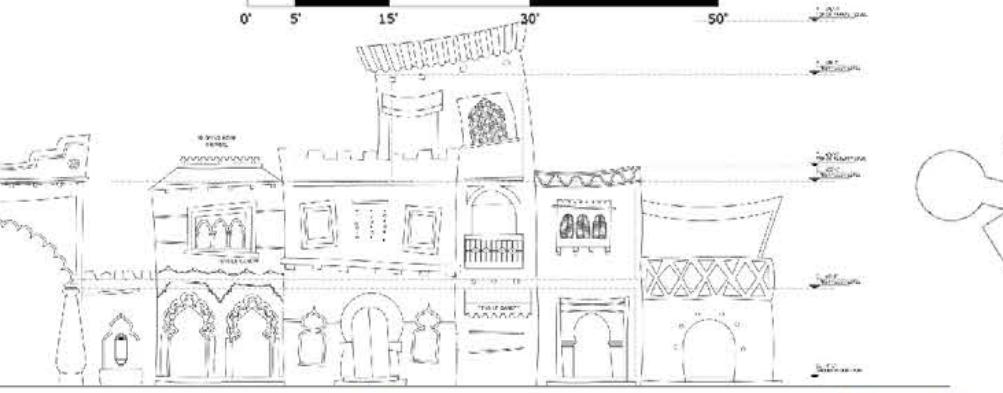
GROUND FLOOR



FIRST FLOOR



GROUND FLOOR



SECTIONAL ELEVATION



CARNIVAL

Project : Waiting Sheds
Project Typology: Professional work
Project Architects: Amir M Malik
Supervisor: Isbah Hassan
Location: Bahria Town, Karachi.
Complete Design, 3D Modeling, working drawings and Rendering

Set in Bahria town Karachi Amusement Park, Carnival is one of its 4 themed areas. The challenge was to amalgamate the local architecture with the fun side and colors of circus, which is a major part of the carnival area.

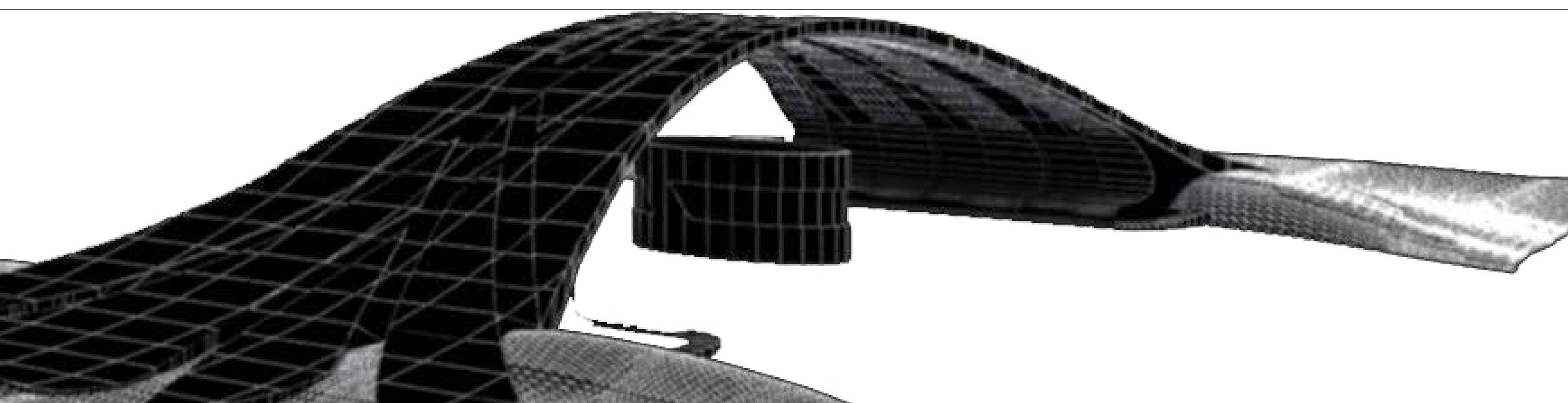
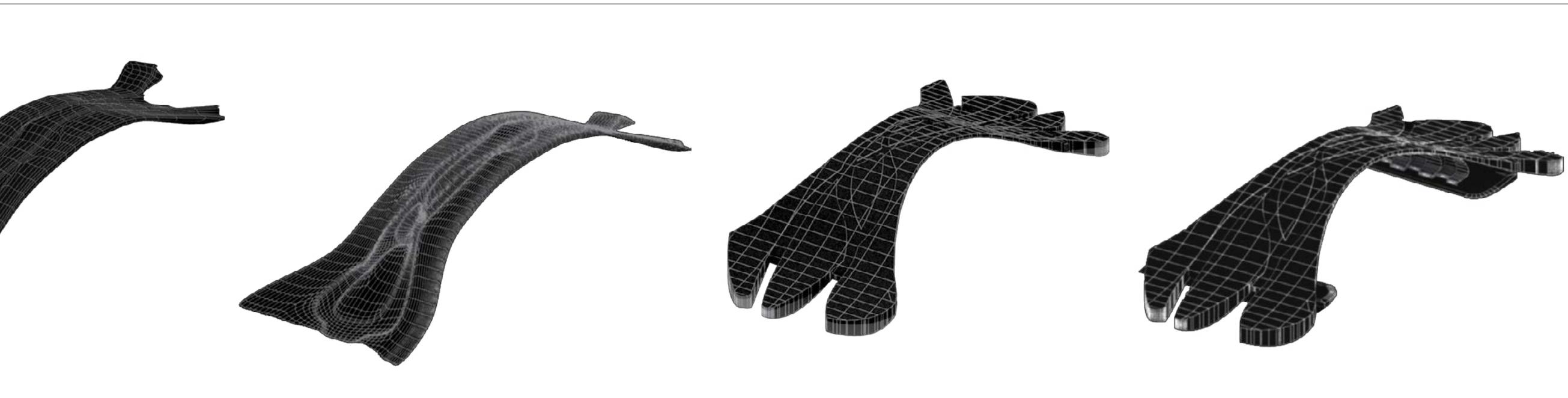
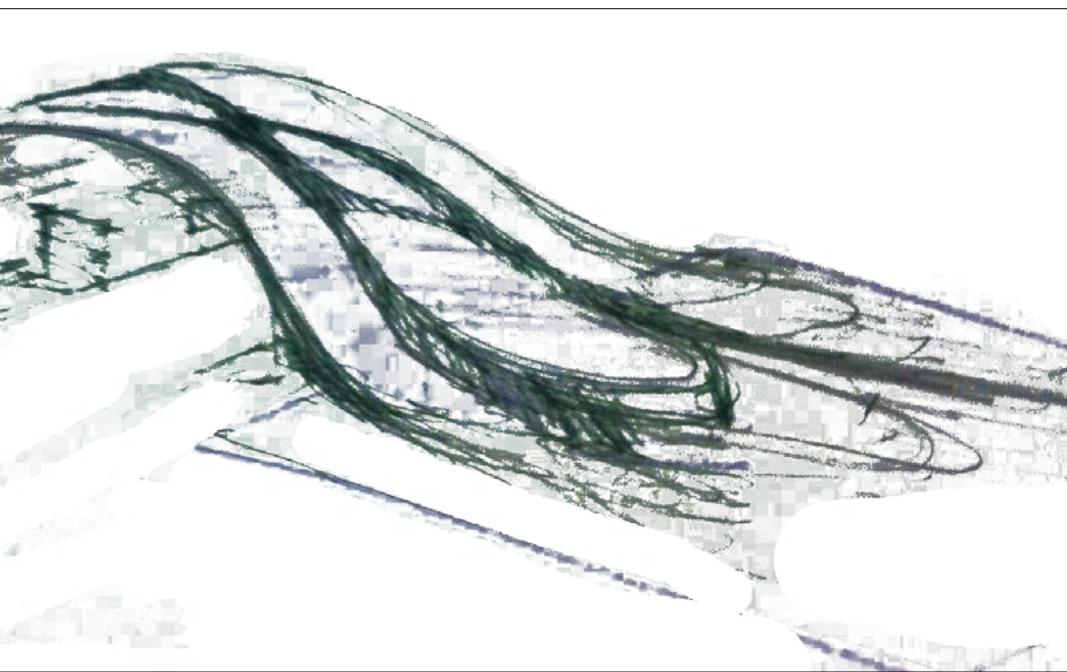
The initial sketch for the gate was further simplified due to economic reasons but the elements from the first sketch were influential in the making of the street lamps for the area. The design of street lamps is inspired by the concept of "Jack in the box", adding sense of mystery and humor into the design.



TOP CITY 1

Project : Main Entrance Gate
Project Typology: Professional work
Project Architects: Amir M Malik
Supervisor: Umar Khan Kaakar
Location: Islamabad
Complete Design, 3D Modeling and Rendering

Top City 1 Housing Society, Pakistan's first Eco friendly housing scheme, aiming to minimize its footprint and the negative impact of its building on its environment by working on green architecture design. Society also proposing the biggest pedestrian and car free zone in Pakistan. The designing of its Main Entrance Gate is a representation of its overall goals as it depicts the emphasis wilderness and its natural growth from its site.



OTHER PROJECTS

Project : Interior and Exterior Designs
Project Typology: Professional work
Project Architects: Amir M Malik
Supervisor: Umar Khan Kaakar and Isbah Hassan
Location: Islamabad and Lahore
Complete Design, 3D Modeling, Drawings and Rendering

These are the sample of some of the professional work I did under my one and a half year of professional experience. The work is diverse in nature, as it has Interior design, Renovation of existing buildings and new design for a site. The work includes Detail drawings, Design and site supervision. I have experience of working on residential and commercial buildings.

