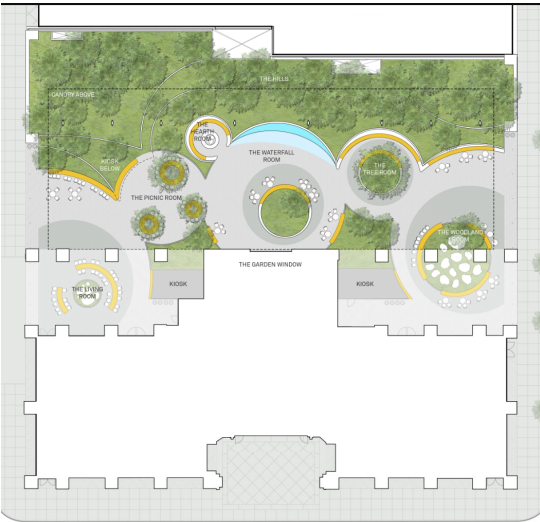
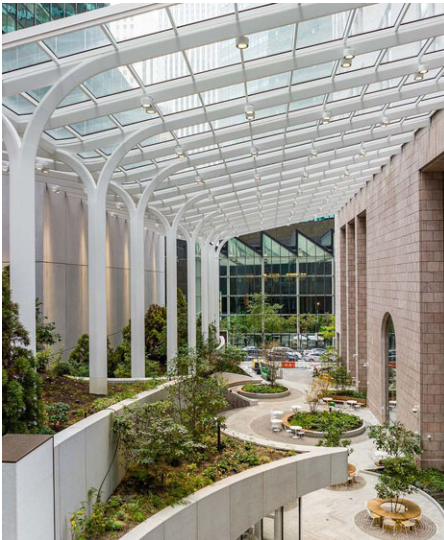


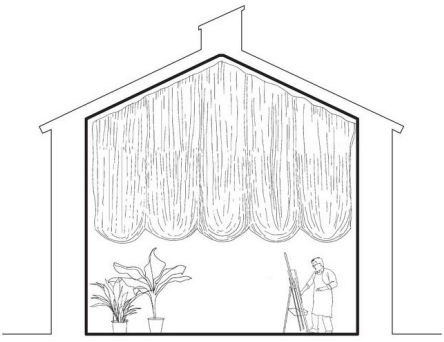
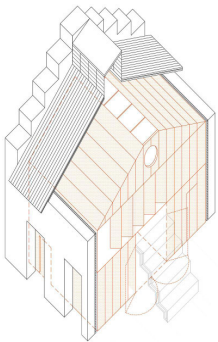
Architectural Interests

Project Representation

Something I have always been interested in is the different methods of architectural representation. From hand-drawing, to photo-realistic renders, to physical models, how you choose to tell the story of the project affects your jurors', and clients', impressions of your work. Deciding on a visual style for a project is a time-consuming yet (in my opinion) worthwhile step in every project. For example, some projects may be better explained in a detailed paper model and abstracted drawings, like the SalazarSequeroMedina project, while others are more difficult to imagine without photo-realistic renders, like Snohetta's adaptive reuse project transforming a portion of a New York City office building into an urban garden. This thought is probably a bit too abstract to have much relation to this class, but it was the first thing I thought of.



550 Madison Avenue Garden by Snohetta: Render, Photo & Partial Plan (Left to Right)



Adaptive Reuse of the Matadero de Aranjuez by SalazarSequeroMedina: Cut-Away Plan Oblique, Section, & Model Photo (Left to Right)



ARCH 565 Play Structure Draft Render (Twinmotion)



ARCH 551 Project 2.3 Review Collage Render

Landscape Design: Modeling & Rendering

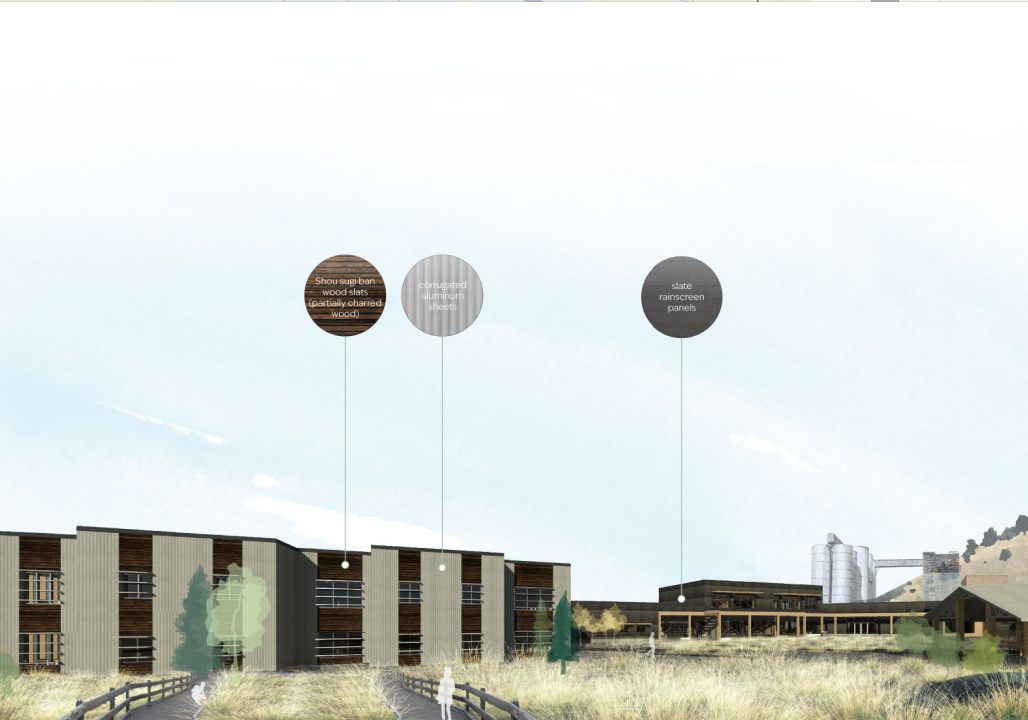
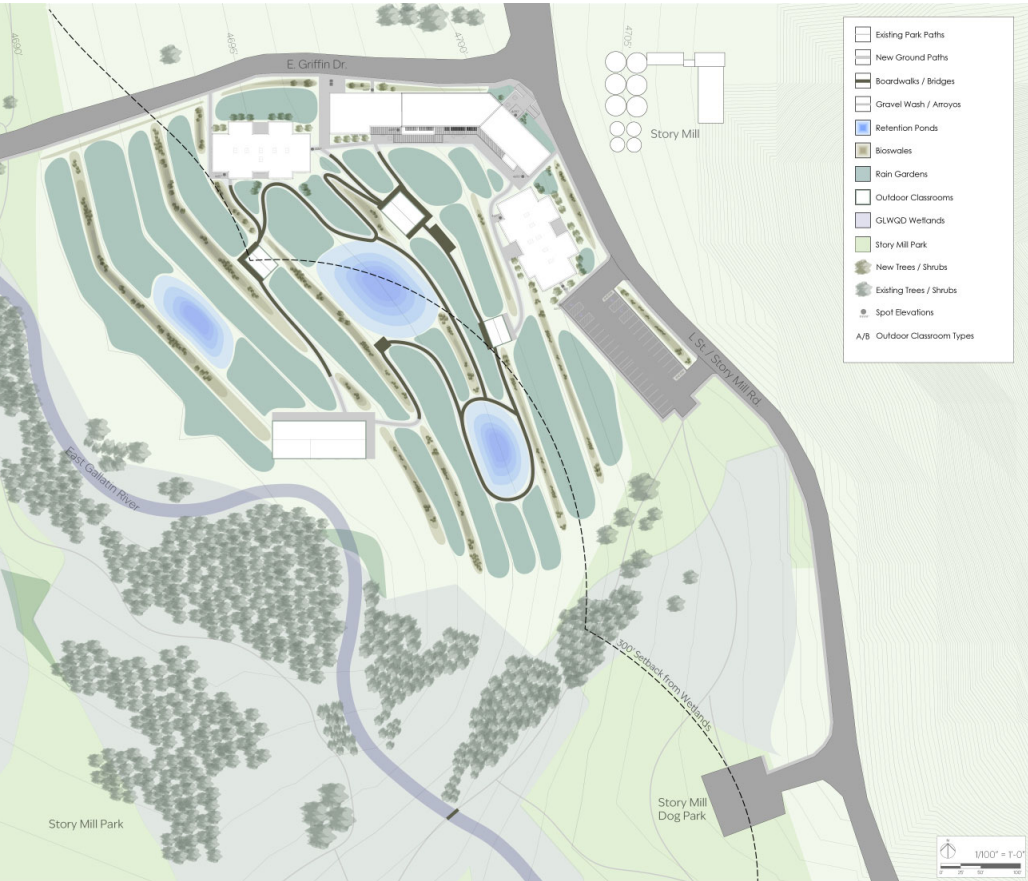


Minghu Wetland Park by Turenscape, Lupanshui, China, ongoing project



Minghu Wetland Park by Turenscape, Lupanshui, China, ongoing project

One topic that I have always been interested in but have never executed very well through digital means. Last semester, my 558 project included an ambitious site design, but trying to model and do collage renders of the system of bioswales, rain gardens, and retention ponds proved to be quite difficult. We never truly found a good way to edit a site surface in either Rhino or Revit, at least not to the level we were aiming for, so I think this would be an interesting avenue to explore more. The precedent above is the closest example to what the site design for my 558 project was supposed to look like, with very specific vegetation, depths of water, earthforms, and other features.



Site Plan & Collage Render from my ARCH 558 Project Last Semester