



PORTFOLIO

Interior Design



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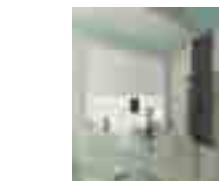
7-Residential



8-High-End Residential



9-Home Group



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SCHOOL

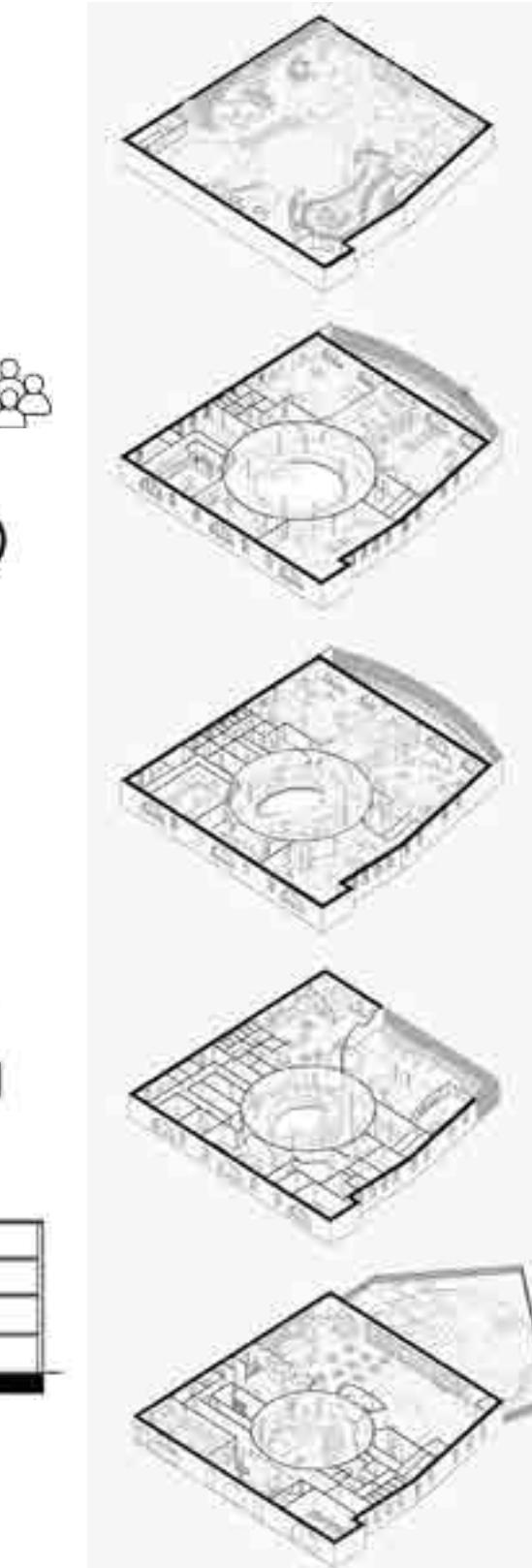
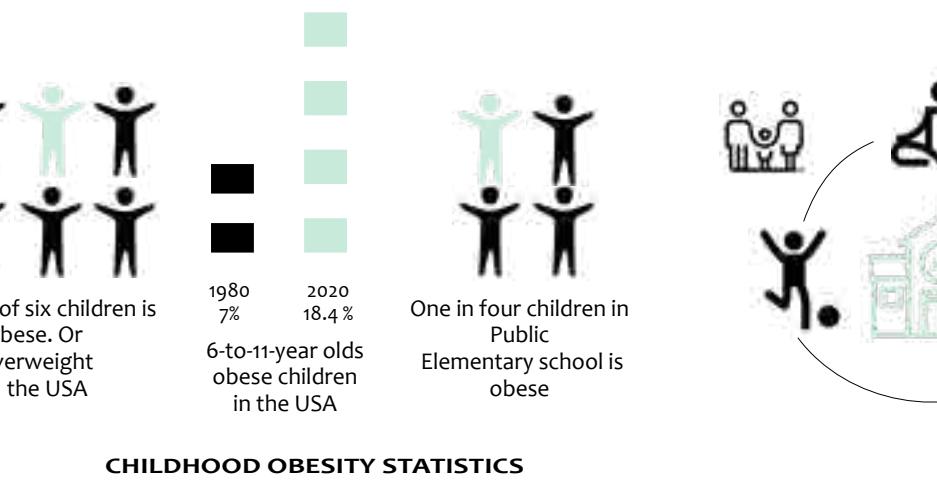
PROJECT DESCRIPTION: The objective was to design a Charter Elementary School model addressing health risks associated with rising childhood obesity rates. Students are encouraged to learn healthy habits through three component interventions: Physical Activity, Healthy Nutrition, and Behavioral Therapy. The school will involve the family in this effort and will encourage the community to participate in various events.

LOCATION: The Fordham Height Bronx location was chosen due to its higher obesity rate, its disadvantaged neighborhood, its community environment that inhibits active living, and its lack of healthy food accessibility.

USERS: The main primary users are students from First to Fifth grades, and their caregivers. Students' parents need support and also play an important role in the mission of the school.

SPATIAL ORGANIZATION: The building is half public on the first floor allowing access to the community for farmers market, and supermarket and the Auditorium and events. All the rest is semi public and open to both children and parents". The circulation happens in the center of the building.

CONCEPT STATEMENT: The space reflects the students' journey of growth and the cognitive development milestones that they will experience through learning repeated healthy routines for the development of strong healthy habits.



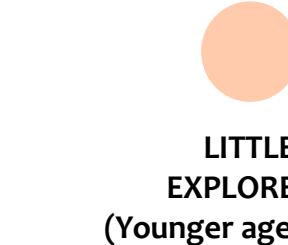
STAIRS ACTIVITIES



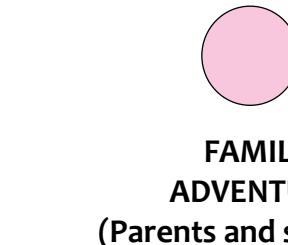
INTERACTIVE WALLS ACTIVITIES



4th Floor



3rd Floor

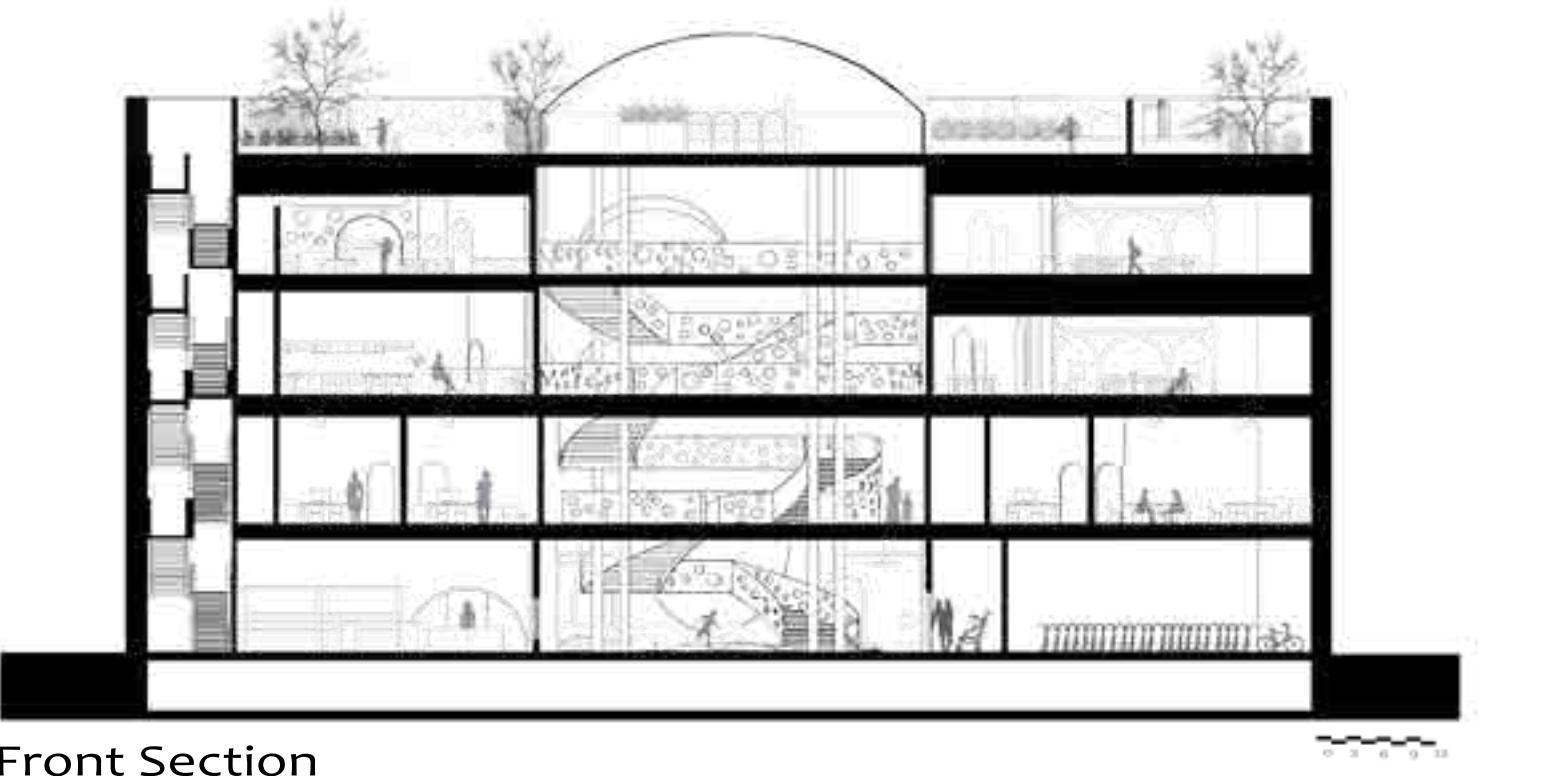


2nd Floor

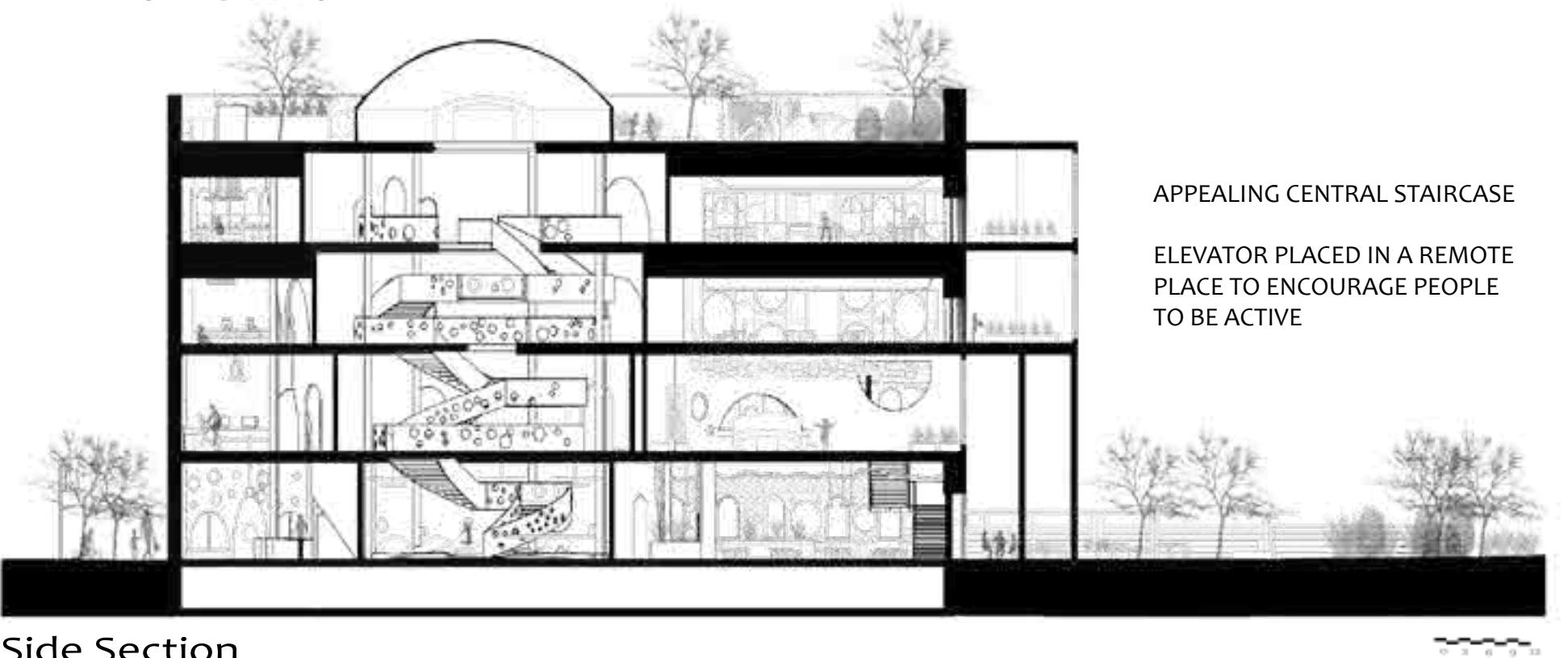
INTERACTIVE ACTIVITIES AND TOUCH SCREENS IN THE CENTRAL CIRCULATION

IN STAIRS' LANDINGS, SCREENS

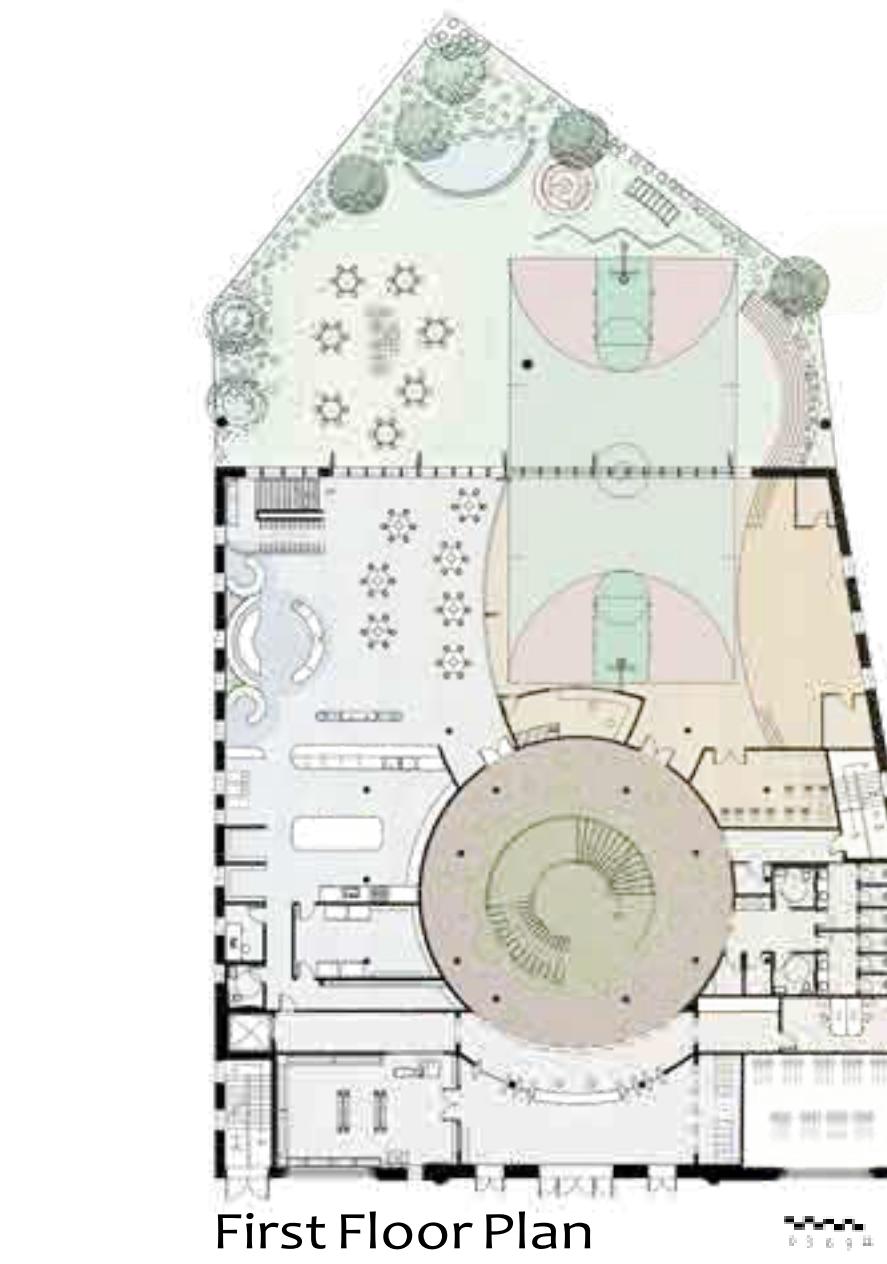
IN CENTRAL CORRIDORS
(4 INTERACTIVE ACTIVITIES ON EACH FLOOR CHANGING EVERY MONTH WITH A DIFFERENT FOCUS DEPENDING ON THE FLOOR)



Front Section



Side Section



First Floor Plan

BIKE STORAGE, AND FARMER'S MARKET ACCESSIBLE FROM THE FAÇADE WITH A RETRACTABLE GARAGE DOOR

ADJACENT CAFETERIA/ GYMNASIUM AND AUDITORIUM TO OFFER FLEXIBILITY OF LARGE EVENTS WELCOMING FAMILIES AND COMMUNITIES

INDOOR AND OUTDOOR CONNECTION



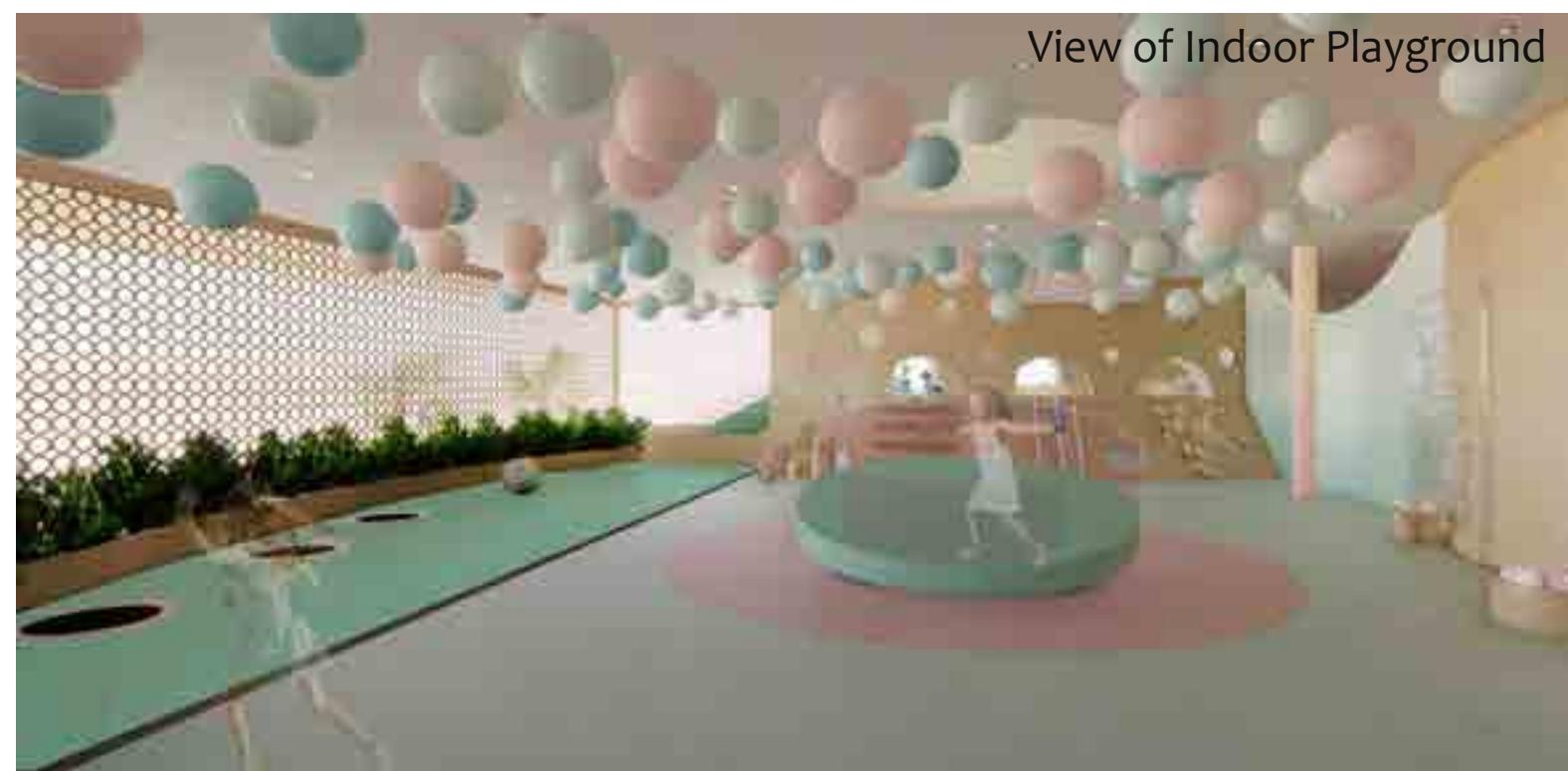
Second Floor Plan

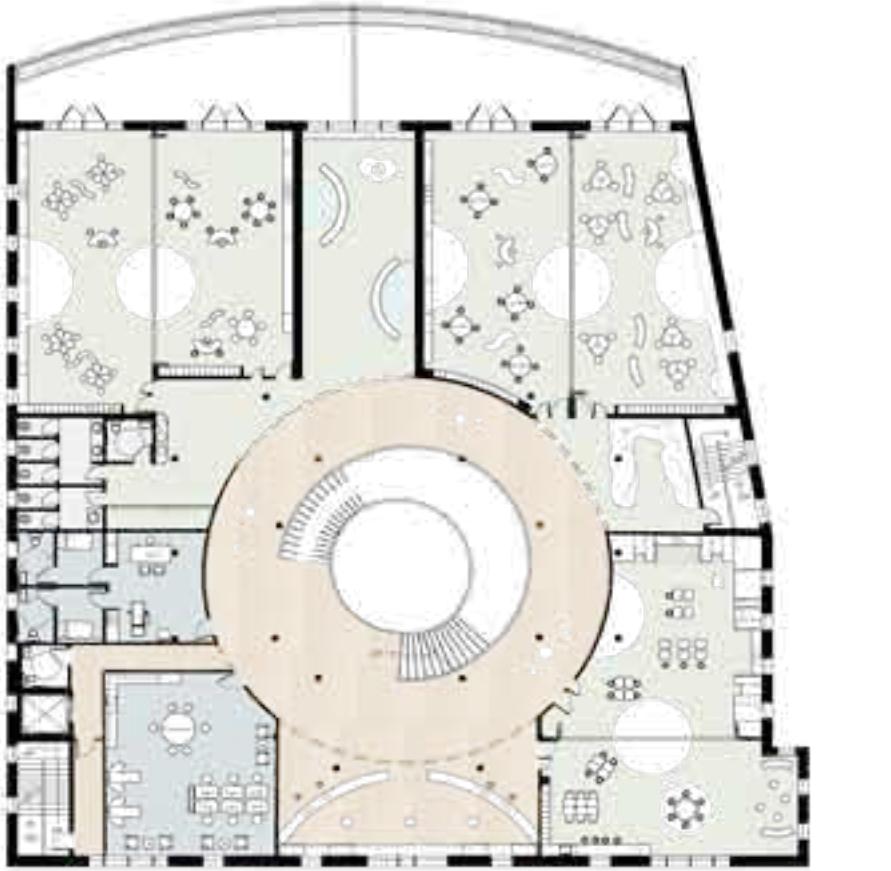
MEDICAL OFFICES FOR PARENTS TO FOLLOW UP ON THE HEALTH OF THEIR CHILDREN

CENTRAL AREA WITH INTERACTIVE ACTIVITIES TO ENJOY IN FAMILY

DIFFERENT COLOR SCHEME THROUGHOUT THE BUILDING DEPENDING ON THE FUNCTION OF THE SPACE



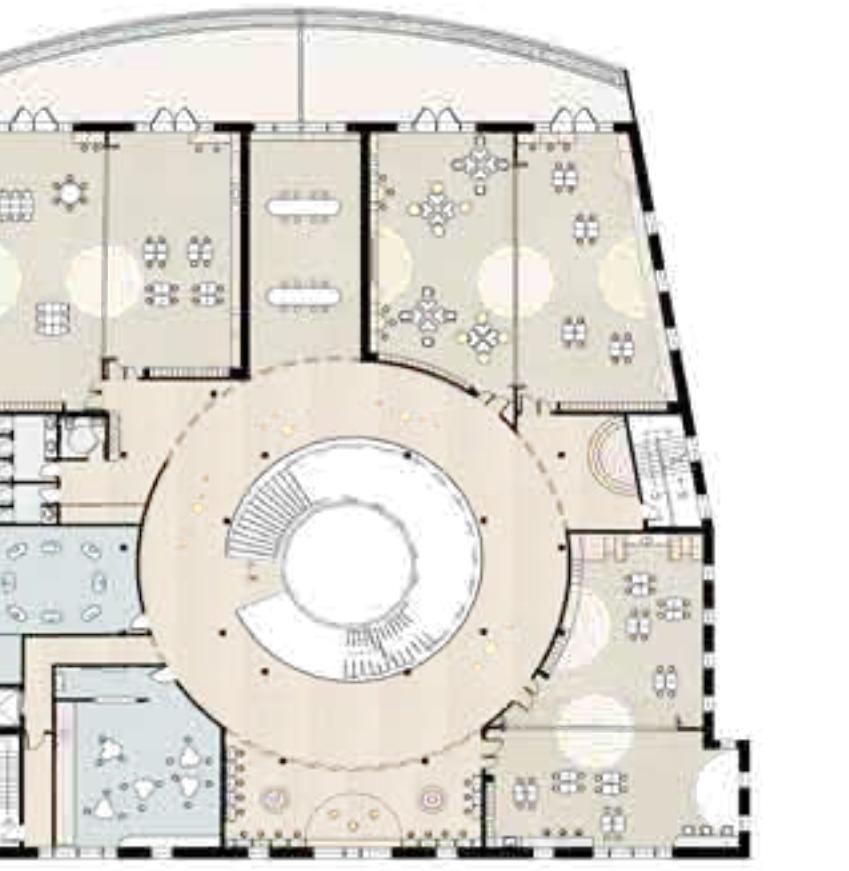




Third Floor Plan

THE THIRD FLOOR IS FOR THE YOUNGER AGE GROUP:
FIRST TO SECOND GRADES

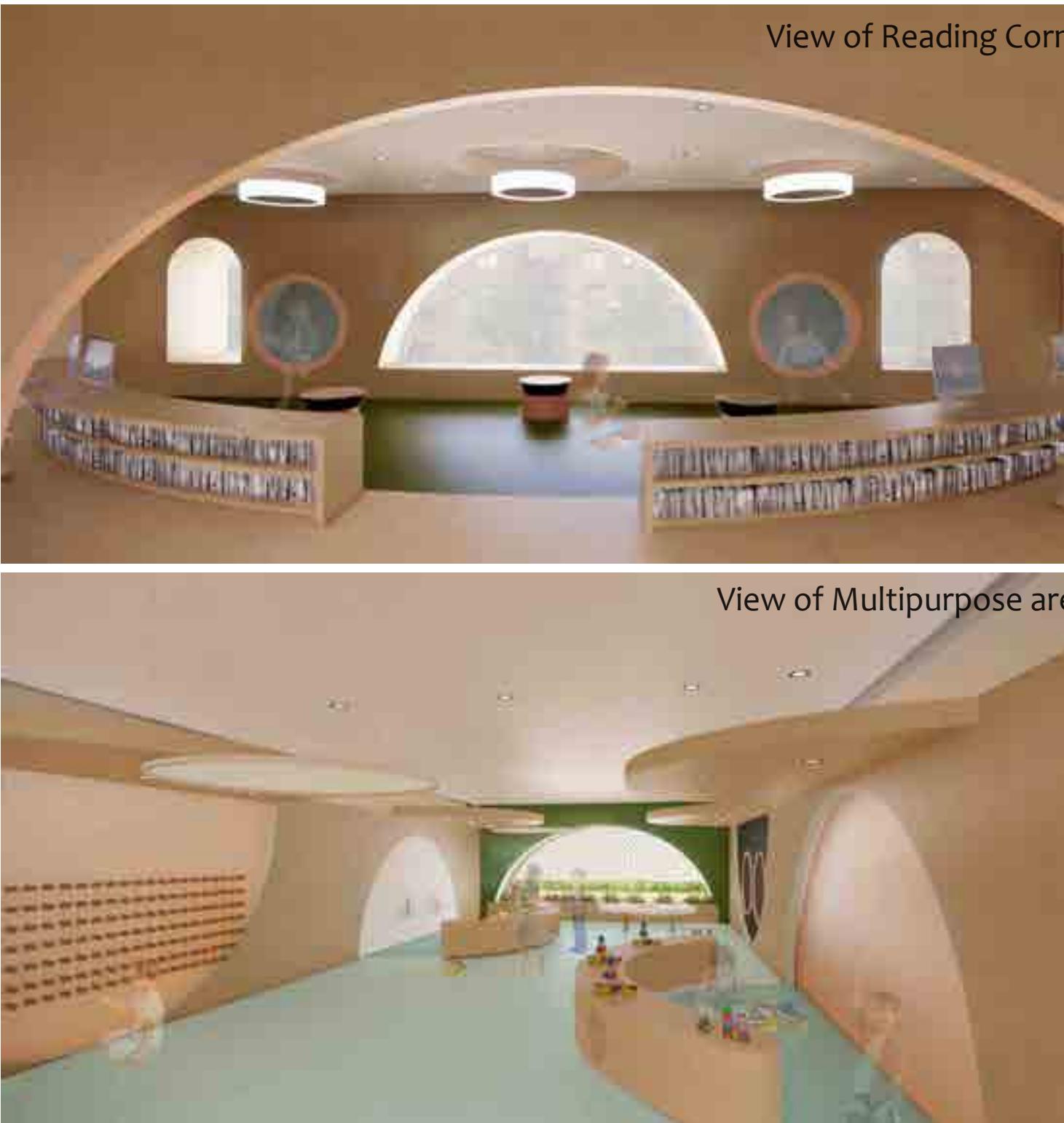
THIS AGE GROUP LEARN BY OBSERVING AND
PRETENDING PLAY



Fourth Floor Plan

THE FOURTH FLOOR IS FOR THE OLDER AGE GROUP:
THIRD TO FIFTH GRADES

THEY ARE MORE ABLE TO UNDERSTAND DIFFICULT
CONCEPTS AND CAN FOCUS ON STEM PROJECTS BASED
LEARNING ACTIVITIES



View of Reading Corner



View of Multipurpose area



View of Creative Room



View of Multipurpose area



MOVABLE, FLEXIBLE AND HEIGHT ADJUSTABLE FURNITURE

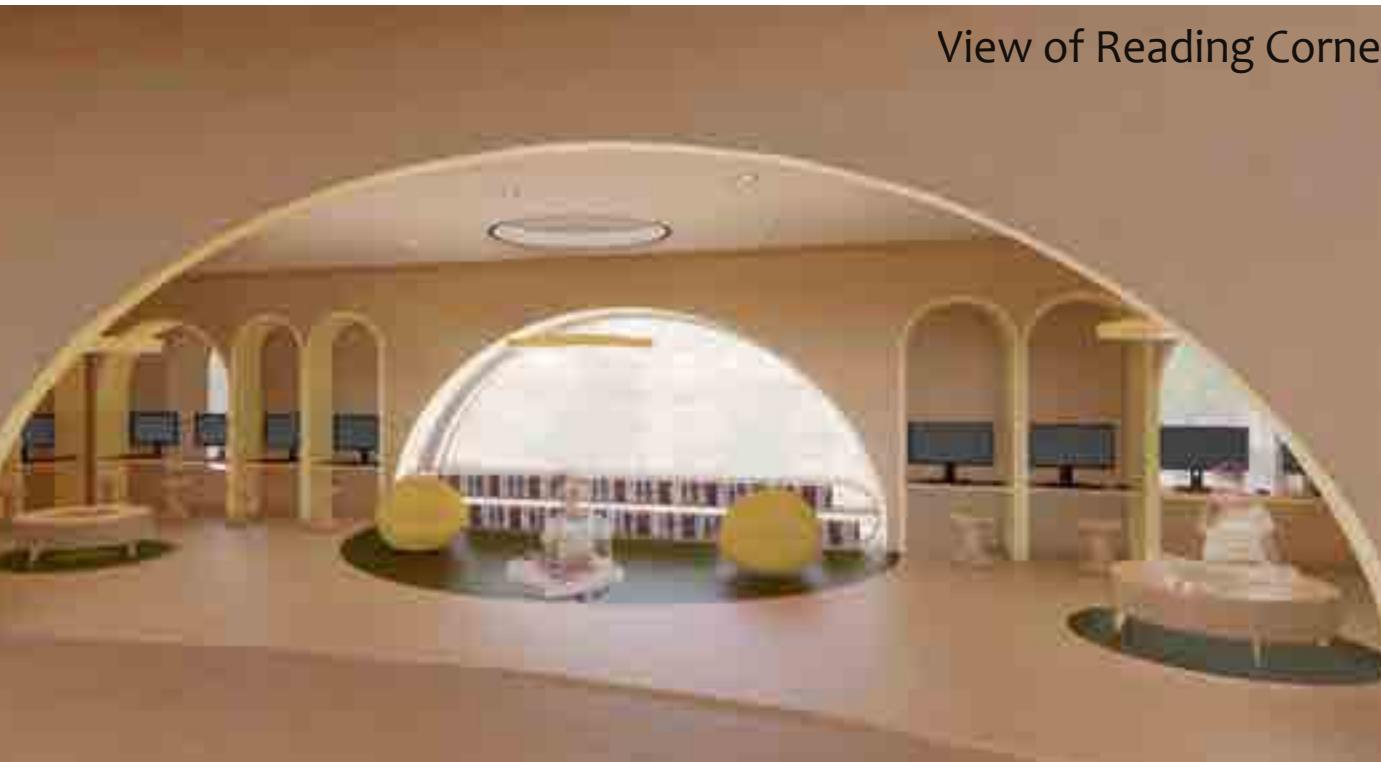
ACTIVE SEATINGS: WOBBLE STOOL, YOGA BALL, BOUNCE CHAIRS

NOOK TO WORK ALONE, AND/OR WORK IN GROUP

IN AND OUT CONNECTION WITH TERRACE OF OUTDOOR
PLANTING



View of Classroom



View of Reading Corner





Roof Floor Plan

OUTDOOR AREA IMPORTANT FOR CHILDREN

ROOFTOP ENCOMPASSES DIFFERENT ZONES

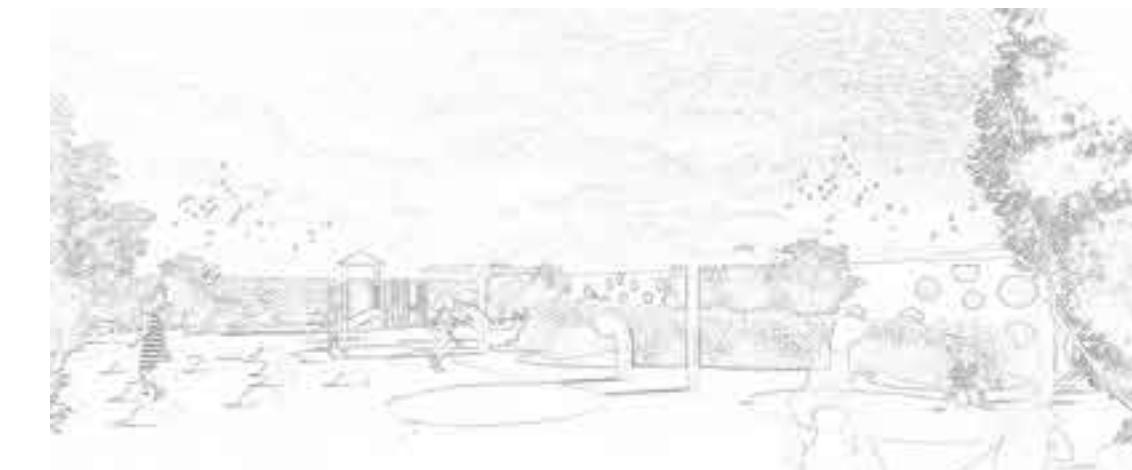
A SCIENCE GARDEN WITH COMPOSTING STATION, AND SOLAR PANELS TO
UNDERSTAND MORE ABOUT ENERGY USAGE AND THE GREEN ENVIRONMENT

A CHICKEN COOP

SONATA GARDEN/ THEATER AREA



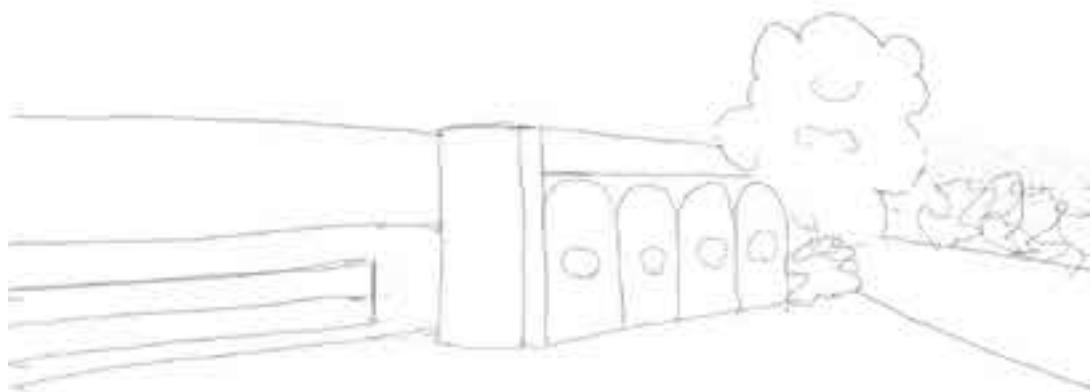
View of Outdoor Garden



FOR FAMILY TO ENJOY PICNIC / FOR ART AND CRAFTS

BERRY TREES FOR EASY GRAB SNACK TIME

THE GARDEN CREATES OPPORTUNITIES FOR CHILDREN
TO DISCOVER FRESH ORGANIC FOOD, AND BE BETTER
STEWARDS OF THE EARTH



AUTISM CENTER

PROJECT DESCRIPTION: The objective of the project was to design an autism day center responding to the lack of facilities for autistic children over 18 years old. The center focuses on teaching daily life skills to help them transition to a more independent life style. A central core has been created that will act as a point of reference for the individual and enables them to assimilate information each time. The space is zoned between high and low stimulus areas. The presence of transitional zones helps the users recalibrate their senses as they move from one level of stimulus to another.

TWO HALLWAYS CIRCULATION WITH A CENTRAL CORE FOR ORIENTATION.

DIFFERENT COLOR DOORS TO INDICATE DIFFERENT ACTIVITIES

Zoning Diagram: High & Low Stimulus Zones

- High Stimulus areas; these spaces require a high level of alertness.
- Low Stimulus or "high focus" areas are where tasks like speech therapy, one to one instruction and general classroom tasks take place. These spaces require a high level of concentration.
- Public areas such as reception and private areas such as offices for staff and restrooms.



Wayfinding and color blocking are important element in the space. Materials were selected for their natural, biophilic and acoustical properties. The choice of color minimizes the amount of visible stimuli. Indoor air quality, thermal comfort, natural daylight and safety were important components taken into consideration.

CONCEPT STATEMENT: Routines and schedules are important for autistic people, and these notions helped inform the design, and the space planning process.



Floor Plan

LOCKERS AND SCHEDULE ROUTINE BOARD WITH INFOGRAPHICS TO REMIND THE LIST OF ACTIVITIES AT THE START OF THE DAY AND CLOCK TO LOCATE THE TIME

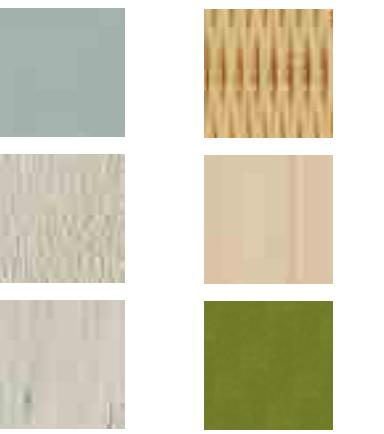
TO RESPOND TO AUTISTICS' SPEECH LANGUAGE LIMITATIONS, TECHNOLOGICAL ASSISTING DEVICES AND PICTURE-BASED COMMUNICATION SYSTEM IS PLACED IN HALLWAYS AND ON SCHEDULES TO COMMUNICATE (PICTOGRAMS)



View of Reception



View of Week Schedule



ENVIRONMENTALLY FRIENDLY FEATURES: OPERABLE WINDOWS FOR NATURAL VENTILATION, LOW-FLOW FIXTURES FOR WATER SAVINGS AND HIGH-EFFICIENCY EQUIPMENTS FOR ENERGY SAVING, EXTERIOR LOUVERS AND LIGHT SHELVES

BIOMIMICRY DESIGN: ORGANIC SHAPES REMINISCENT OF A LEAF

NATURAL AND SUSTAINABLE MATERIALS AND FURNISHINGS

CRESTRON QUIET MOTOR TECHNOLOGY

COFFEE STAND AND BAKE GOODS SHOP, AND WEEKLY FARMER'S MARKET:
TO GAIN INDEPENDENCE AND SELF ESTEEM BY ASSISTING CUSTOMERS THEMSELVES



View of Reception



View of Multipurpose Room



View of Bakery/Kitchen



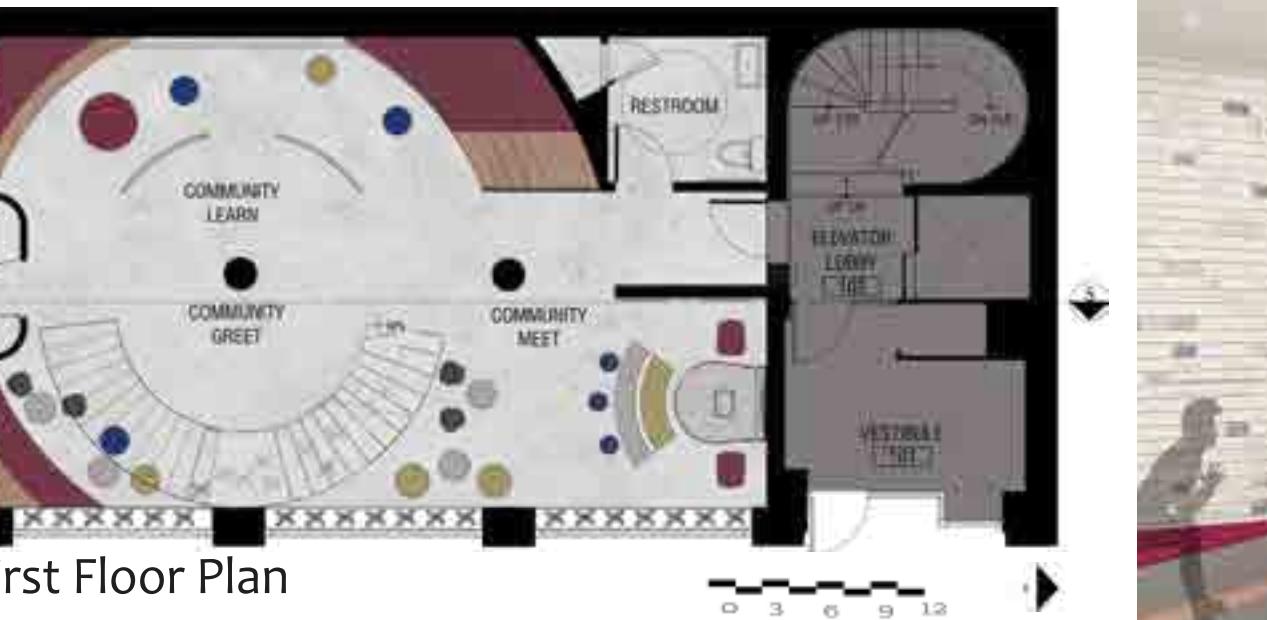
TREADMILL WITH PELOTON PROGRAMMING TO EXERCISE WITH A CALMING VIEW OF NATURE

GARDENING BENEFIT: SELF ESTEEM OFFER POSSIBILITIES FOR AUTIST TO SELL PRODUCTS OF THEIR WORK

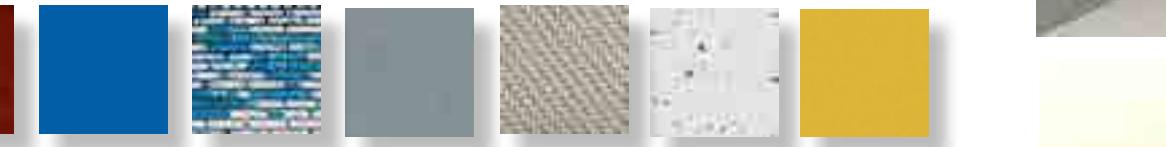
SHARED SPACE

PROJECT DESCRIPTION: The objective was to design a vertical learning studio and an exhibition space offering architectural and design solutions for obesity issues. The space creates a walkable and mobile environment, and gives solutions to ensure optimal performance of physical activity. Proper circadian rhythm is encouraged through lighting, good indoor air quality, appropriate thermal comfort and acoustical comfort. The choice of furniture is an important component to encourage active seating.

CONCEPT STATEMENT: The “ripple” concept is based on the idea that one action leads to another action. If People were taking baby steps everyday towards healthy habits it will be easier for them to exercise, and then continue their path to a healthy life style.



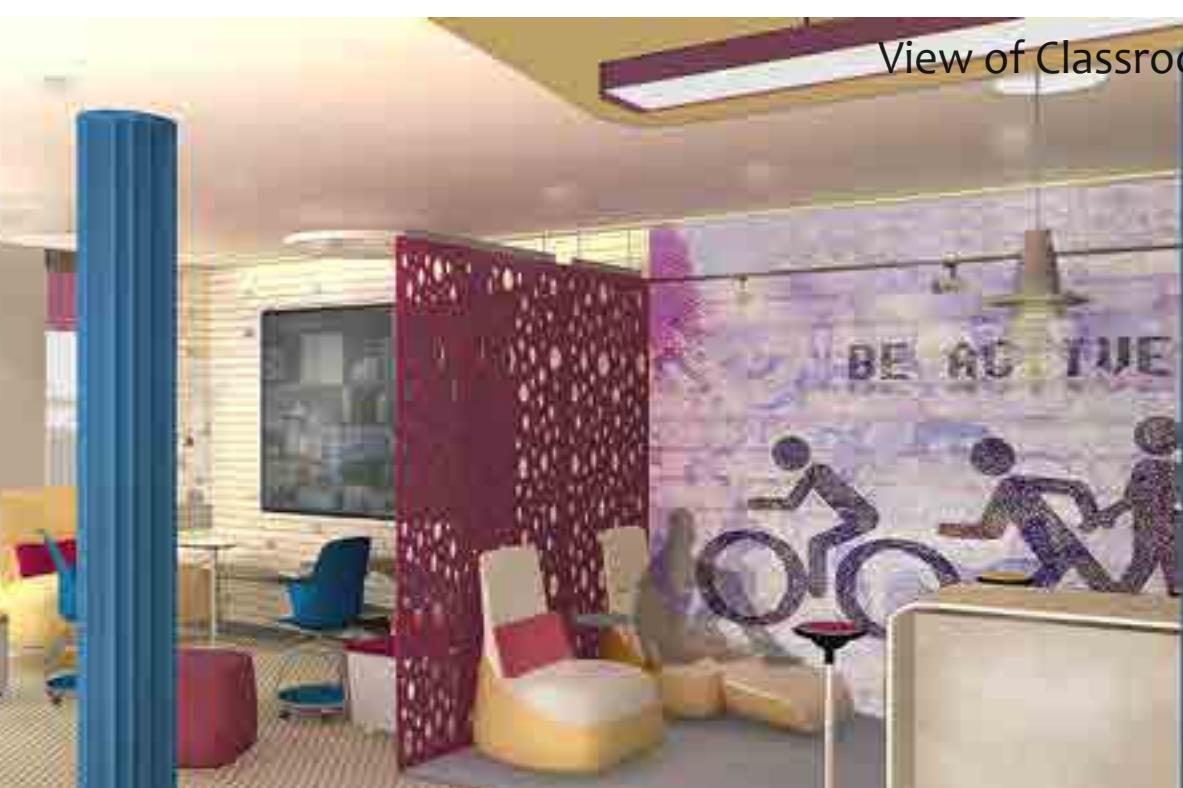
First Floor Plan



Second Floor Plan



View of Exhibition Area



View of Classroom

- ACTIVE DESIGN PRINCIPLES
- VARIETY OF SEATINGS
- WIDER CHAIRS (30 TO 40 INCHES WIDE)
- STANDING DESKS
- ACTIVE DESIGN SIGNAGES
- WATER REFILLING STATION PLACED IN STRATEGIC PLACES
- NUTRITIONAL INFORMATION
- INTERACTIVE WALLS AND TECHNOLOGY



- ENERGY EFFICIENT:
 - LOUVERS
 - LIGHT SHELVES
 - UV STICKERS
 - MOTORIZED SHADES

- INDOOR AIR QUALITY:
PLANTS: FICUS SNAKE, PEACE LILY

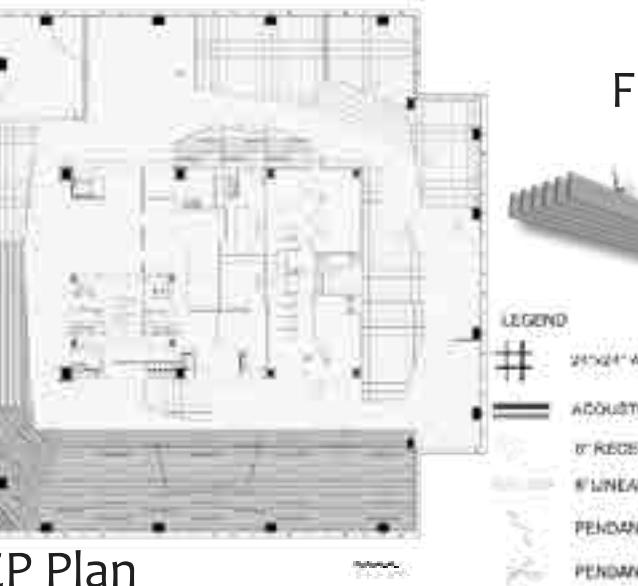
- THERMAL COMFORT
RAISED FLOOR SYSTEM

OFFICE

PROJECT DESCRIPTION: The objective was to design the office of a research company developing memory implants.

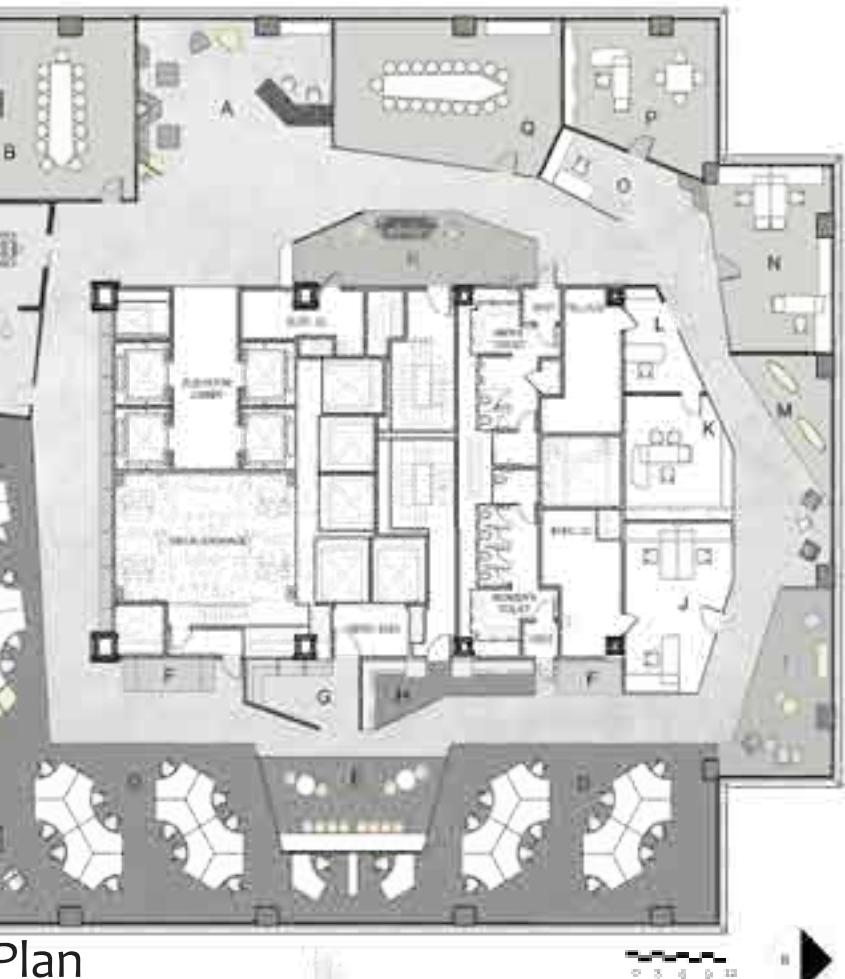
SPATIAL ORGANIZATION: Client-facing and employee-facing areas are separated. Private offices located around the core of the building, while the open areas around the shell of the building to allow the presence of natural light to every users. The layout of the space contains the different departments of the company and scattered various lounges, informal meeting and resting areas to allow effective employees work flow.

CONCEPT STATEMENT; Symbolizing the fluid connections between neurons in the brain, the design reflects the continuity and the patterns created when memories are formed. The incorporation of unexpected elements within the design mimics the act of implanting a foreign object within the brain in an effort to improve one's health. The color yellow was utilized to evoke the company's logo.

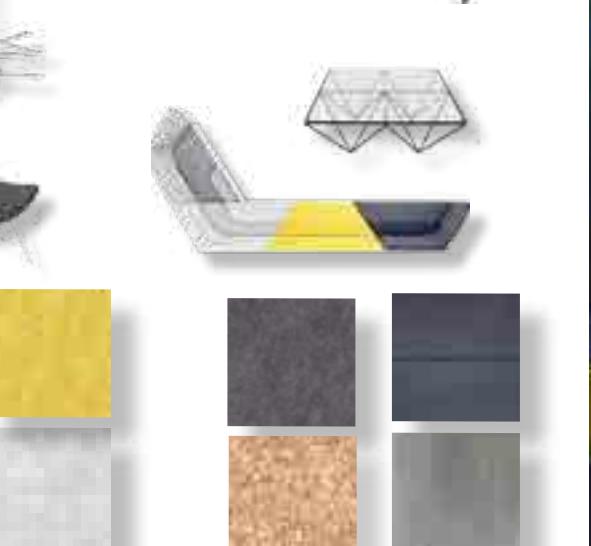


RCP Plan

LEGEND	
A:	Reception Area
B:	Research Conference Room
C:	Research Lab / MRI
D:	Workstations
E:	Cafeteria
F:	Phone Booth
G:	Copy / Mail Room
H:	Kitchen
I:	Lounge Area
J:	Accounting
K:	CFO
L:	Secretary of CFO
M:	Serendipity
N:	HR
O:	Secretary of CEO
P:	CEO
Q:	Conference Room
R:	Digital Area



Floor Plan



View of Reception



View of Reception

OFFICE DESIGNED TO STIMULATE CREATIVITY, COLLABORATION AND COMMUNICATION WITH VARIOUS AREAS SUPPORTING DIFFERENT ACTIVITIES:

OPEN WORKSTATION/ BENCHING, CONFIGURATION TO WORK ANYWHERE

LOUNGE AND SERENDIPITY AREAS, RECREATIONAL ACTIVITIES/ LUNCH AREA

PRIVATE BOOTHS



View of Conference



View of Kitchen



View of Laboratory



View of Cafeteria

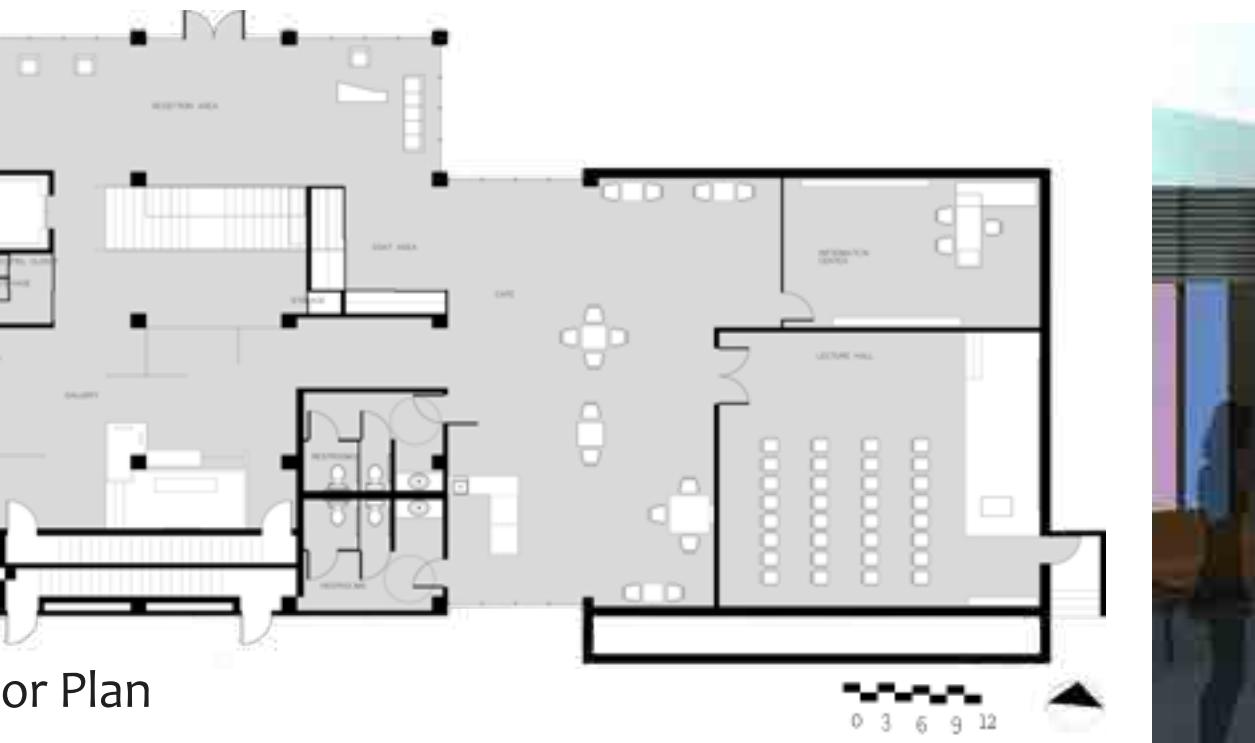
NONPROFIT

PROJECT DESCRIPTION: The objective was to design a space for the non-profit organization Teach For America to showcase their mission to the public. The space also contains classrooms open to teachers, a library for members, office space and two apartments available for out of state guests and speakers.

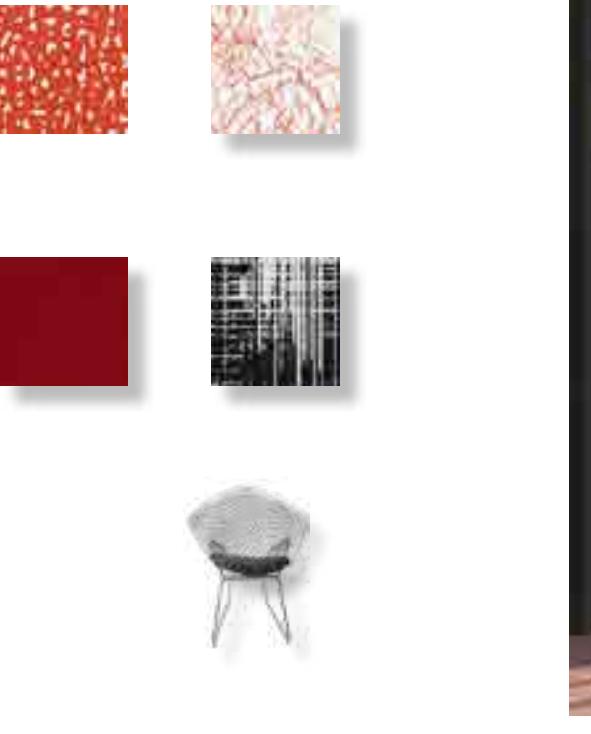
CONCEPT STATEMENT: The design of the space reflects the non-profit's two core values of equality and diversity and was inspired by Piet Mondrian Composition's painting. The design incorporates various walls thickness, height, different line weight, ceiling height.



Section



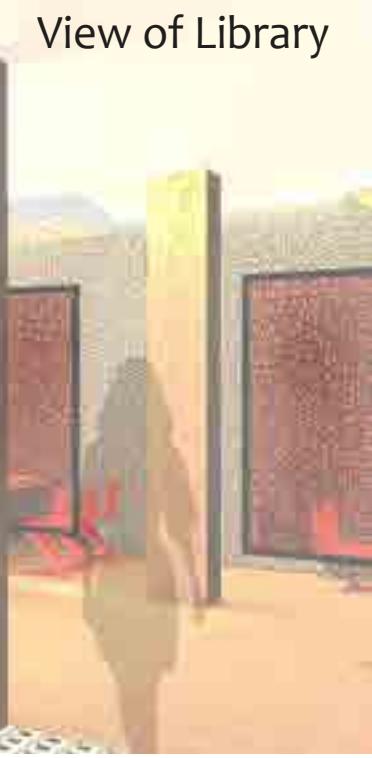
First Floor Plan

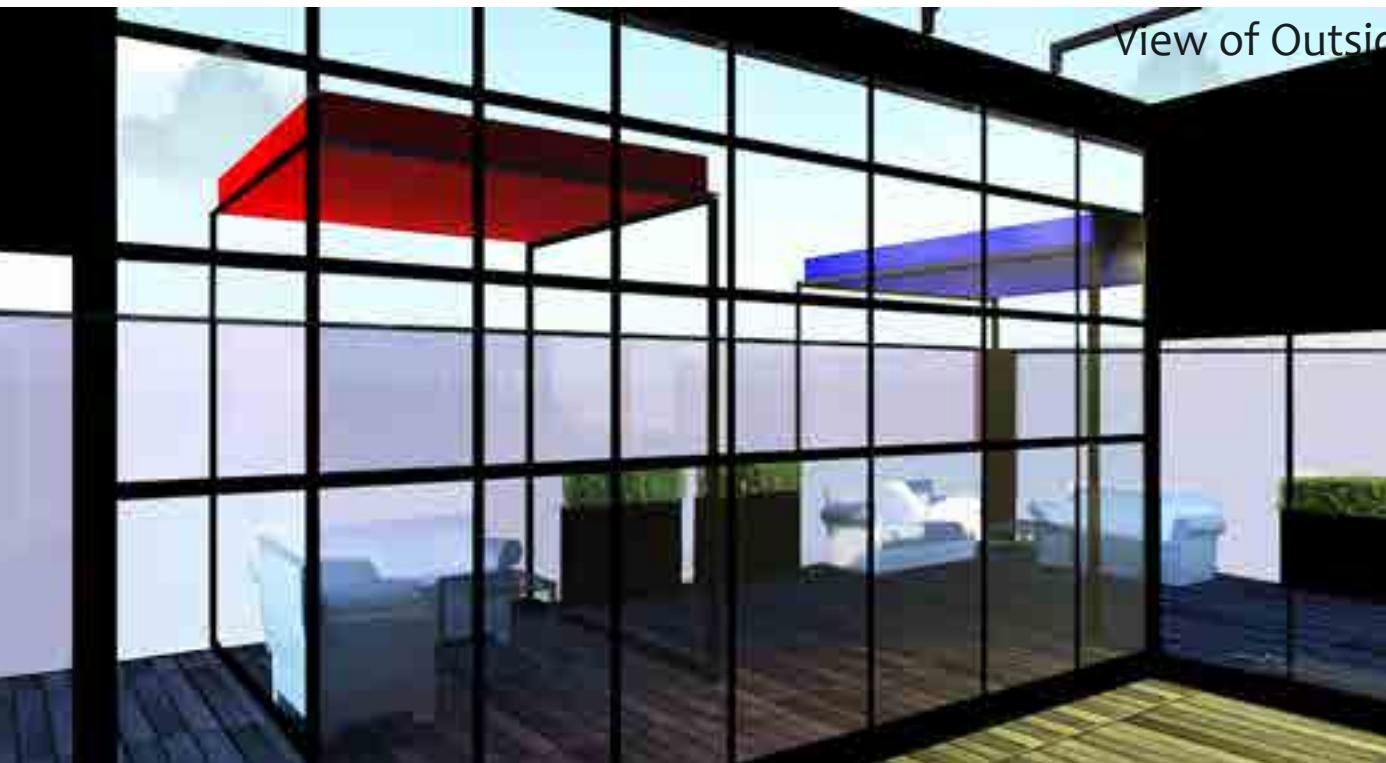
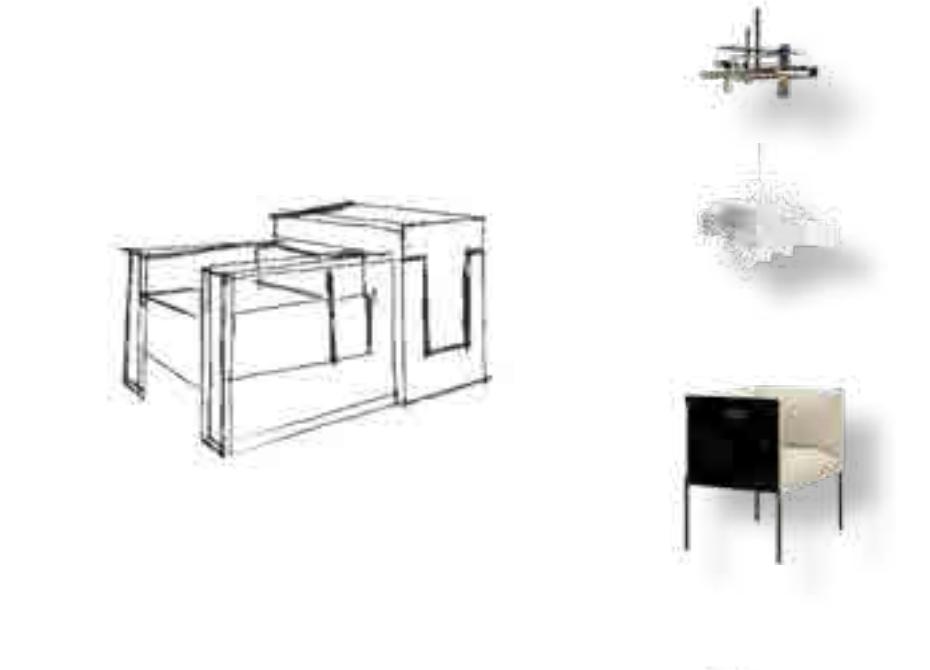


View of Reception



View of Cafe





LINE IS AN IMPORTANT DESIGN ELEMENT IN THE SPACE
SMALL, BIG, CONTINUOUS AND INTERRUPTED RECTILINEAR LINES
GRID PATTERNS

RESTAURANT

PROJECT DESCRIPTION: The objective was to design a French restaurant in Chelsea market to attract clientele at all times of the day.

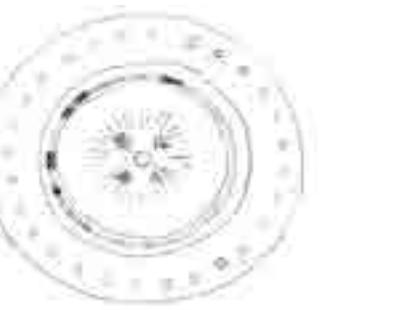
CONCEPT STATEMENT: The chef believes that travel is the key to developing a cuisine to the highest standards. Water is the means through which travel is realized, and the movement of the waves transports the secret ingredients of the refined cuisine the restaurant is offering



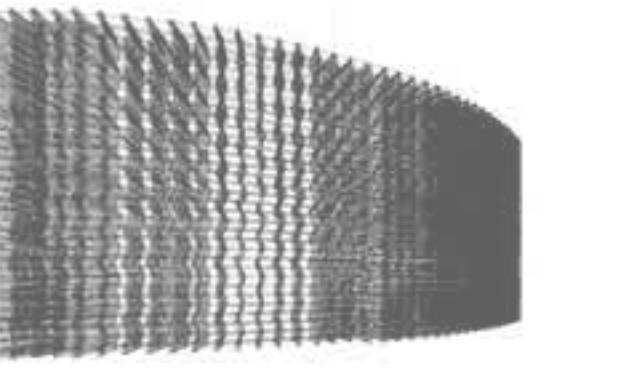
TWO DIFFERENT ACCESS DOORS:

1. ENTRY FROM MARKET DURING THE DAY
2. ENTRY FROM THE STREET FOR DINNER (MORE EXCLUSIVE DINING EXPERIENCE)

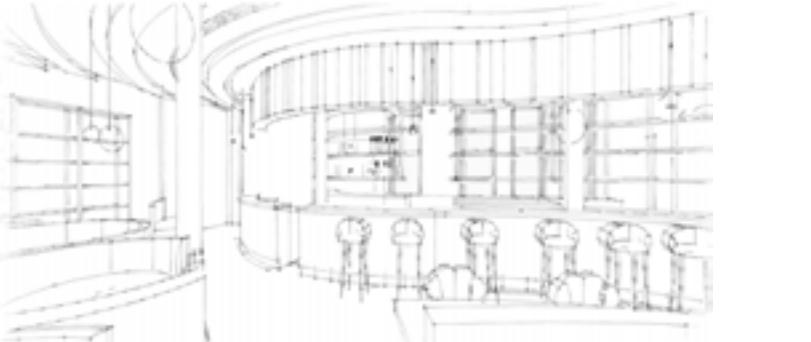




CEILING MEDALLION DESIGN MOTIFS
INSPIRED FROM THE OCEAN



WINE RACK PARTITION CREATING WAVY MOVEMENTS



View of Brasserie



View of Dining Area



View of Dining Area



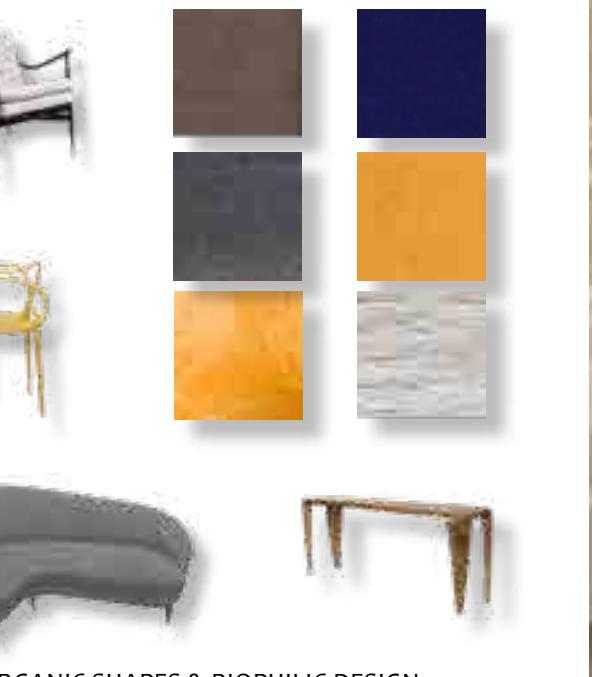
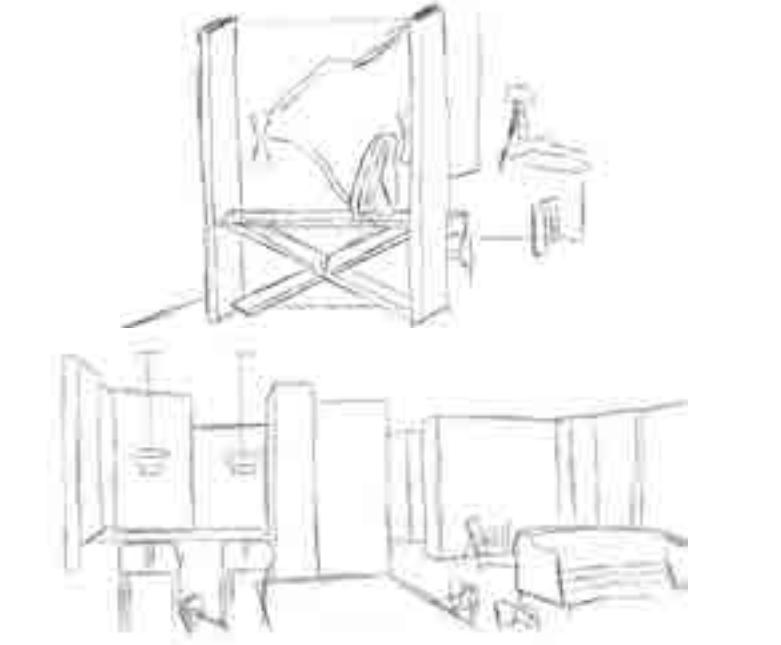
View of Dining Area

RESIDENTIAL

PROJECT DESCRIPTION: The objective of the design was to create a residential space that conforms to client aspirations and needs. The design encourages natural daylight and takes into consideration thermal and acoustical comfort.

- Raised Flooring system
- Acoustic wall panels

CONCEPT STATEMENT: The space incorporates nature with the use of natural materials and biophilic components.



ORGANIC SHAPES & BIOPHILIC DESIGN



View of Living Room



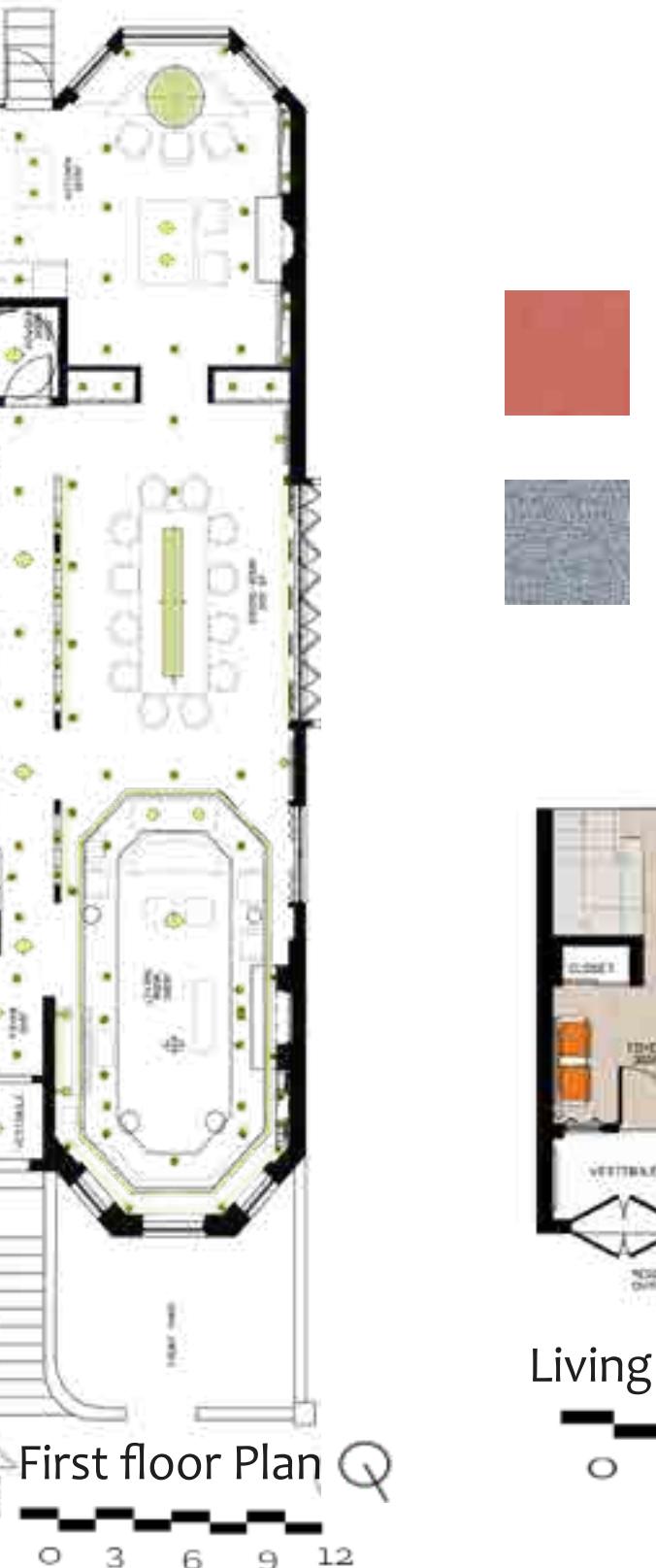
Elevation of Living Room



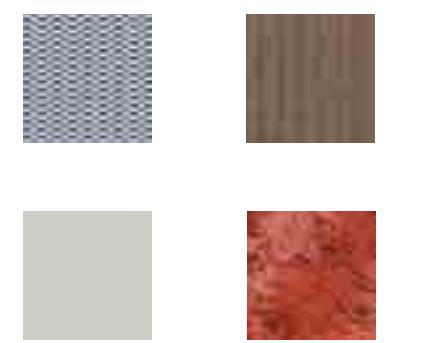
HIGH-END RESIDENTIAL

PROJECT DESCRIPTION: The objective of the project was to design a high-end residential space that responds to the eclectic style of the family. The family moved their residency from a rural area to an urban one. The family encompasses the parents, children and grandparents. The design is meant to create a space that satisfies different generations style.

CONCEPT STATEMENT: The design reflects the family's journey and the family branching out into a new space.



First floor Plan Q
0 3 6 9 12



Living Room floor Plan Q

0 3 6 9 12



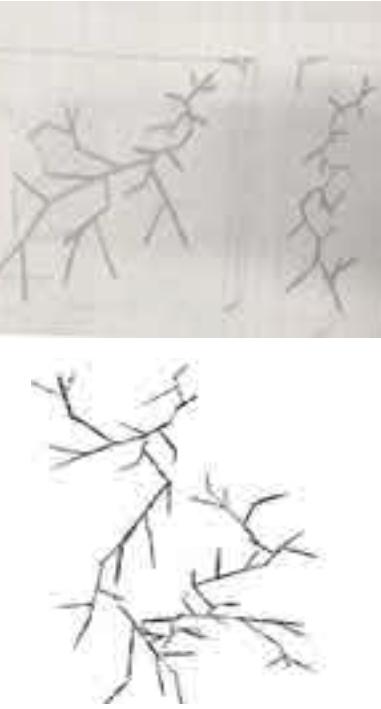
View of Living Room



View of Living Room

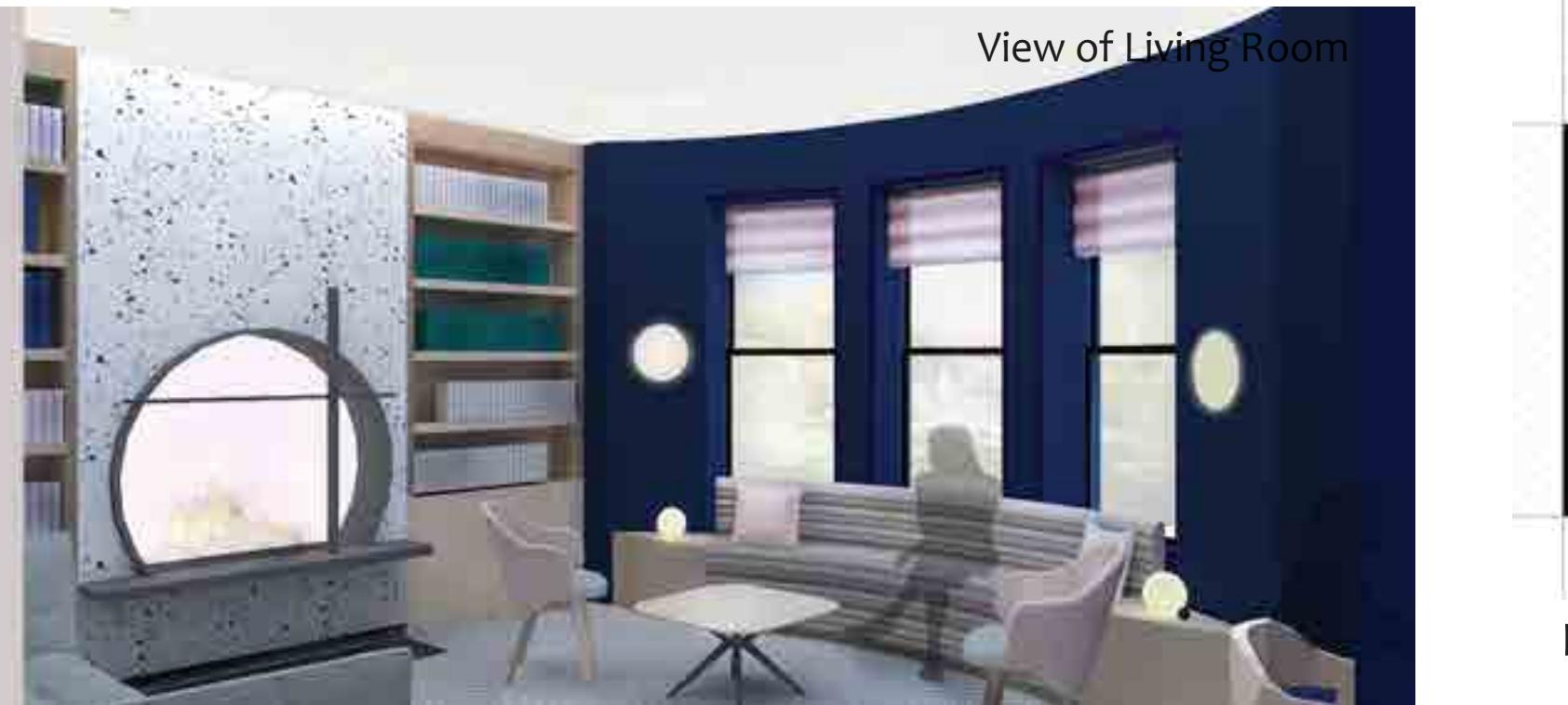


WALL PARTITION DESIGN
SEPARATING THE HALLWAY
AND THE LIVING SPACE
WITH OPENINGS TO LET
THE LIGHT COME THROUGH



HOME GROUP

PROJECT DESCRIPTION: The objective of the project was to design a space for women coming from a substance abuse rehabilitation center and who need a short term place before transitioning to their future lives. Residents are constantly encouraged to get involved with activities offered at the supportive home and in the community. Communal spaces are meant for residents to spend time with each other and visiting family members.



View of Living Room



Floor Plan



View of Kitchen



View of Dining Room

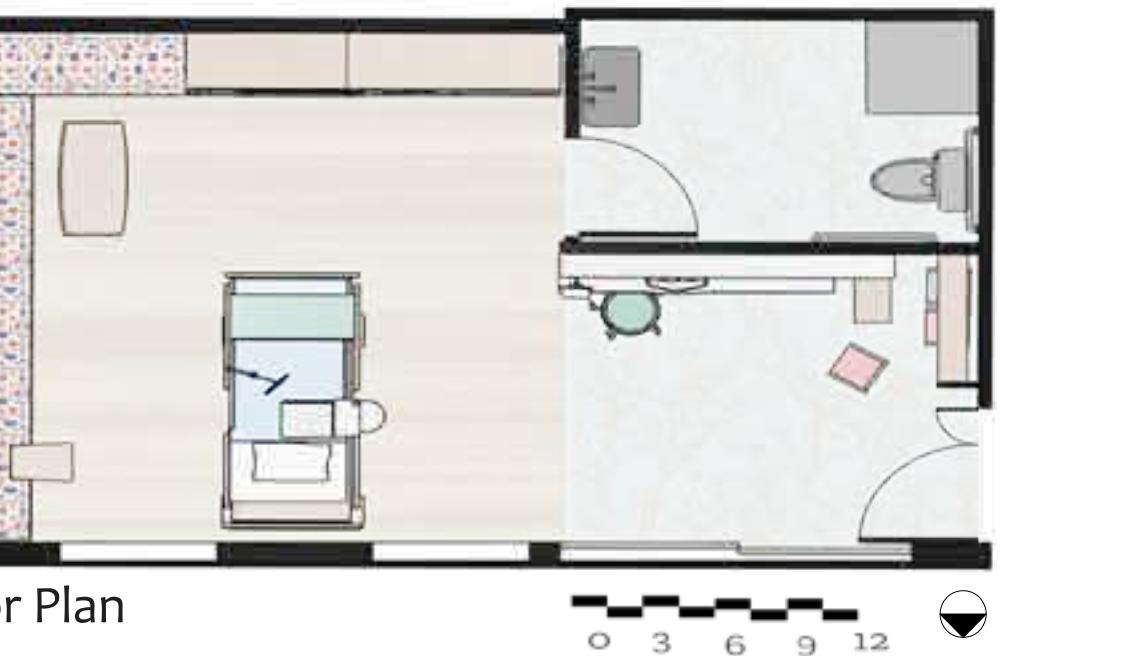
HEALTHCARE ROOM

PROJECT DESCRIPTION: The objective of the design was to create a healthcare room for children needing post surgical brain procedures. The patients need to stay for 3 to 5 days during which caregivers monitor and run tests. The experience of brain surgery for young patients and their parents is a real emotional roller coaster, and the hospital is a welcoming space that is adapted to the needs of its users.

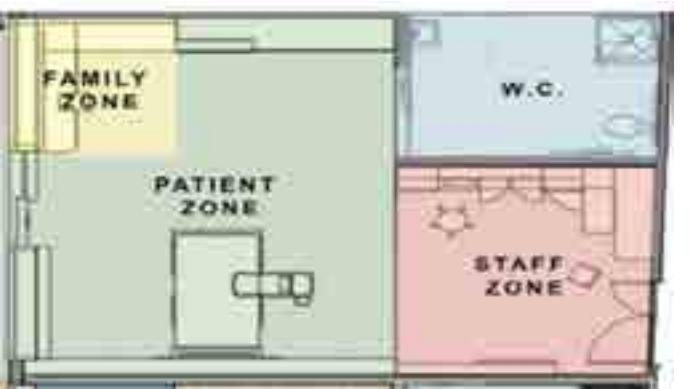
The main goals of the project were to:

- Optimize Staff Productivity and Efficiency
- Promote Quality Care and Safety of Patients
- Encourage Family Centered Approach
- Decrease Young Patients' Anxiety
- Create a Contaminant Free Environment

CONCEPT STATEMENT: The patient's gradual improvement is reminiscent of origami in which pieces of shapes are folded to achieve an elaborate whole.



Floor Plan



SPACE DIVIDED IN DIFFERENT ZONES:

A FAMILY ZONE TO ALLEVIATE THE CHILD'S ANXIETY

A FOCUS ZONE FOR MEDICAL PERSONNEL

A STAFF ZONE WITH A CORNER TO GENERATE SEAMLESS COMMUNICATION BETWEEN THE STAFF AND PARENTS WITHOUT DISTURBING THE CHILD PATIENT



View of Parent/Medical Corner



View of Family and patient's zone

SHOWROOM

PROJECT DESCRIPTION: The objective was to design a showroom displaying the company's products (Tiles made out of paper) and showcasing the endless possibilities of design through its various patterns and color options, and demonstrating solutions for the product's acoustic property. The hexagonal shape of the product is reflected in the ceiling, furniture, and ceiling fixture design.

The design of the space reflects the multi-faceted aspect of the materials and their different potential applications.

The use of sustainable materials such as bamboo flooring, and the cork ceiling responds to the goal of the company to recycle paper. The neutral tones and muted pastels of the materials were intentionally applied to give all life to the products.

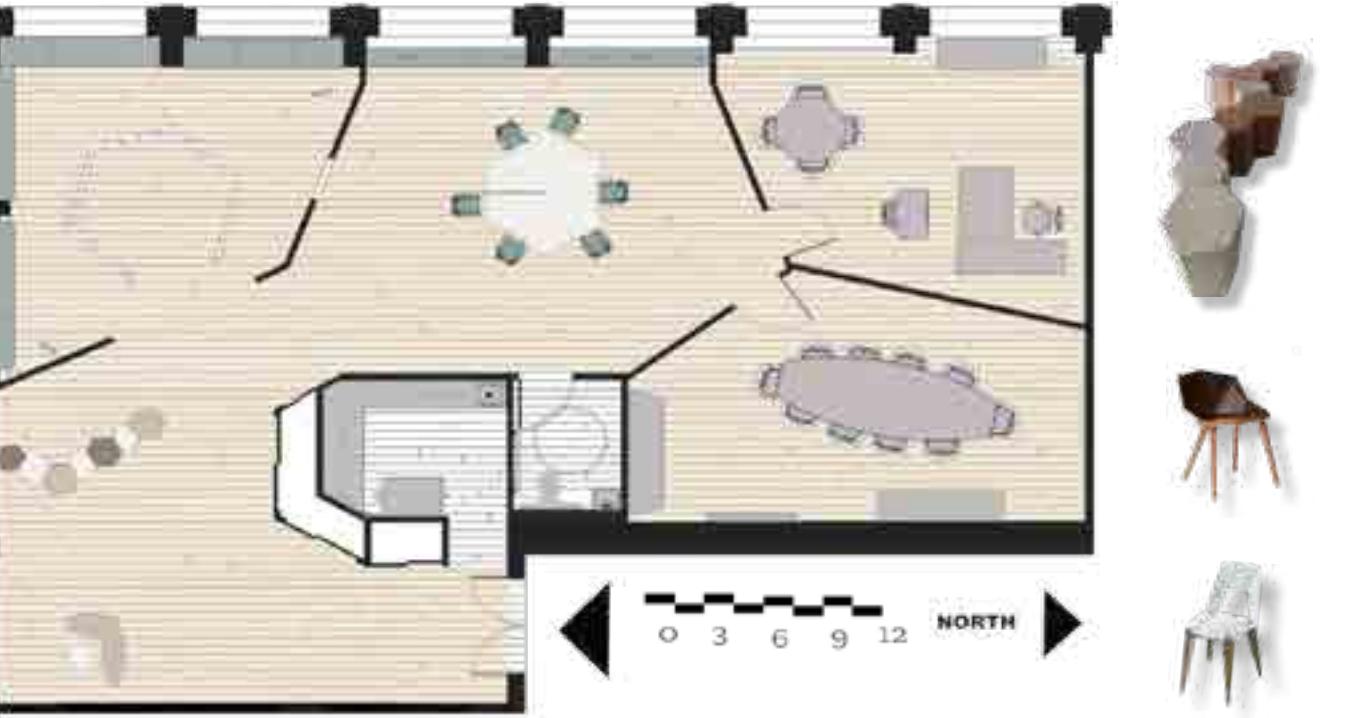
ENTRY WALL DISPLAYING
DIFFERENT PATTERNS AND
COLOR DETAILS OF THE TILES



HEXAGONAL
SHAPES DESK

PARTITION DISPLAYING TILES
DESIGN ON BOTH SIDE AND
POSSIBILITIES OF PIVOTING THE
TILES

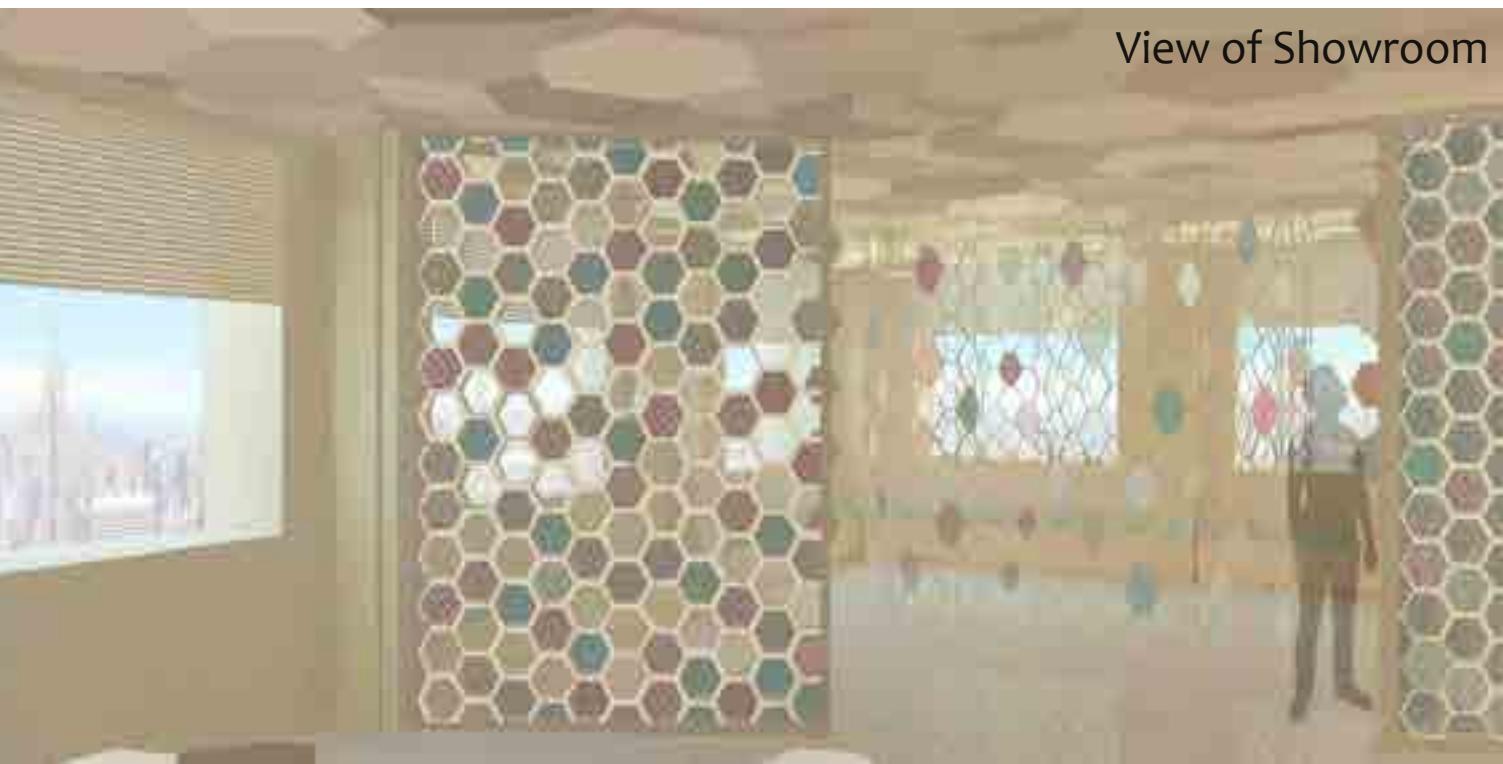
THE DESIGN DEMONSTRATES
VISUAL AND ACOUSTICAL
FUNCTIONS: AESTHETIC DESIGN
WHILE OFFERING PRIVACY AND
NOISE REDUCTION



Floor Plan



View of Reception



View of Showroom



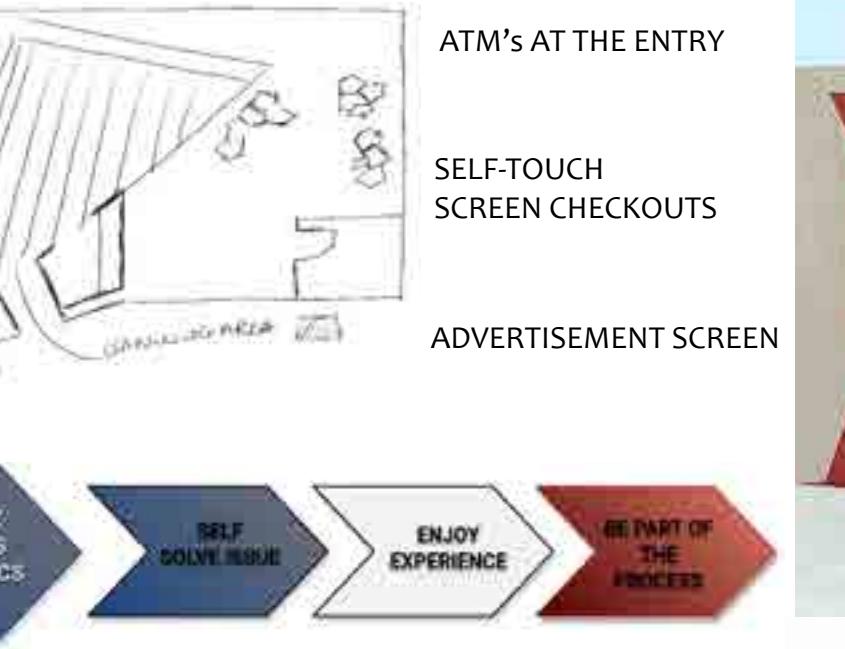
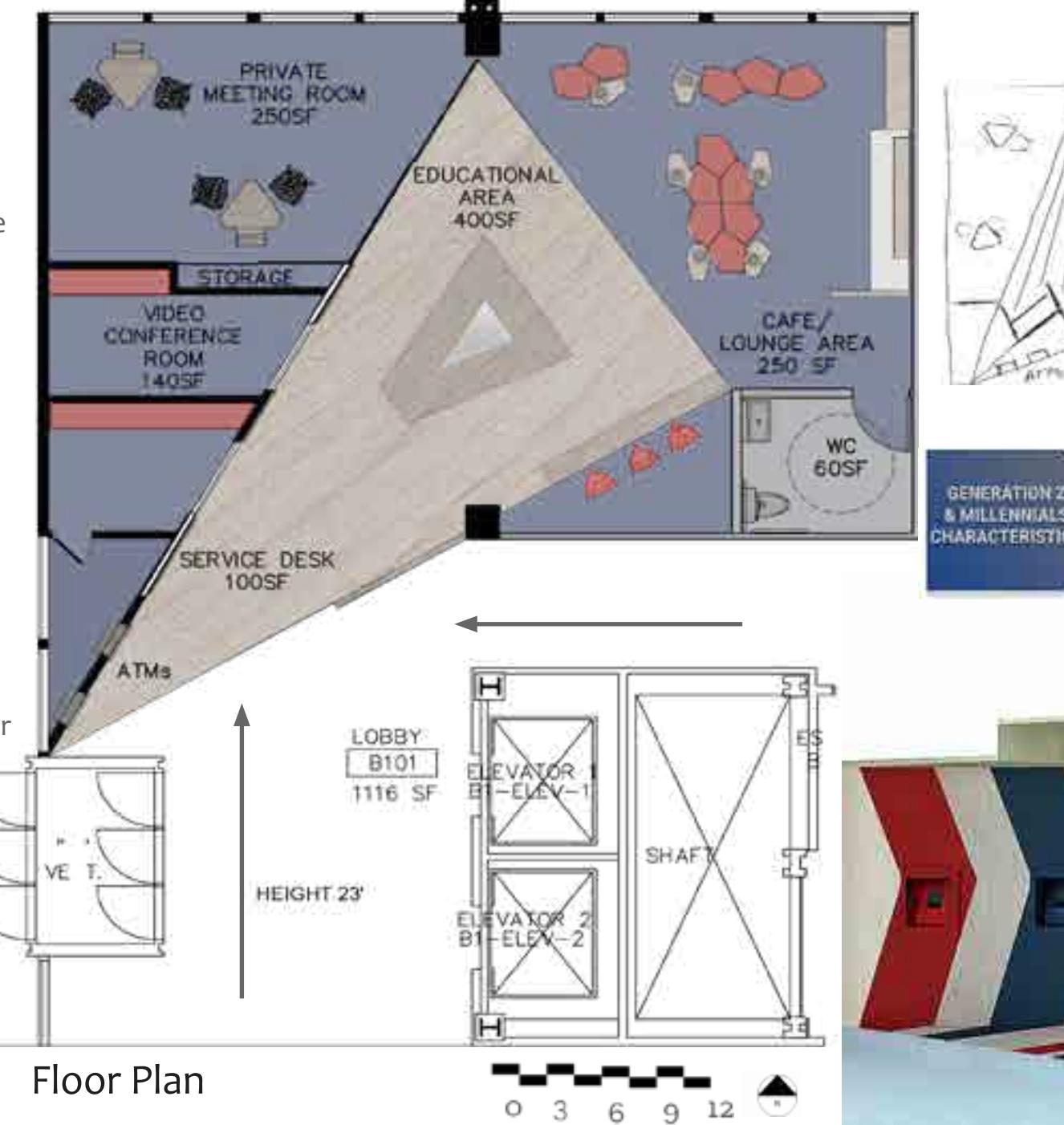
View of Sales Area

BANK POP UP

PROJECT DESCRIPTION: The objective was to design a bank branch pop up inside a student campus to attract future clientele. The layout of the space and the 3D design is meant to reflect this dynamic journey, and encourages the students to follow the different steps necessary to be successful. The triangle section contains the journey that a student would take.

The Floor Plan Layout is meant to attract clientele from both sides of the educational facility. The main triangular shape represents the center of the bank activities Narrower to wider shape path to symbolize the brighter knowledge the students will acquire to empower them in their financial journey. Triangle and arrow shapes add to this dynamism.

CONCEPT STATEMENT: The design translates a dynamic journey of financial choices and decisions that will empower a student towards a successful financial destination.



View of Pop Up



View of Entry Area

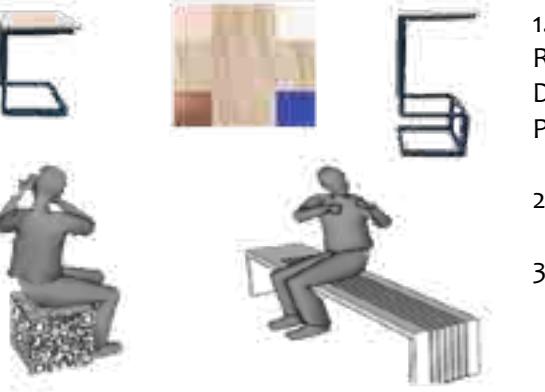


RETAIL POP UP

PROJECT DESCRIPTION: The objective was to design a pop up space where artists could display their artistic contents through different mediums with the help of QR codes.

The space uses QR code shapes to create the layout of the space and the design of the interior space. The first floor demonstrates how to use QR codes to see the artists works within the space, as well as offers workshop events.

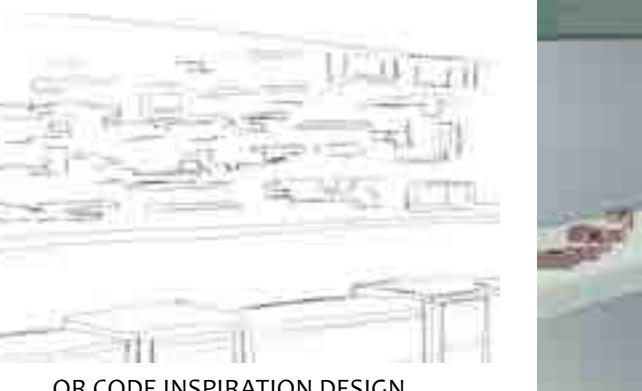
CONCEPT STATEMENT: The concept explores how identities intersect and are enriched with the use of QR Codes.



1. CREATE CONTENT VIA BLOGGING, AUDIO RECORDING, PODCAST, VOICE THREADS, DIGITAL STORYTELLING, VIDEO AND MUSIC PERFORMANCE
2. UPLOAD CONTENT VIA QR CODE
3. SHARE CONTENT WITH NEW VISITORS



QR CODE DESIGN
REPRESENTING NY GRID MAP



QR CODE INSPIRATION DESIGN



Floor Plan



View of Demo Area



View of Workshop Area



View of Workshop Area

RETAIL

PROJECT DESCRIPTION: The objective was to design a space for teenage girls to learn programming. The space addresses the lack of programming education in public schools, and the under representation of girls in computer science.

The space is accessible to members to learn programming. It is divided into 4 spaces: the learning and presentation area, the brainstorming area and the making area.

Students are left independently to resolve their work problems, and to initiate group activities. The design allows a flying instructor positioned in the center for occasional help.



View of Brainstorming Area



Floor Plan



View of Modeling Area



View of Kitchen Area

Thank
you