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Languages:

Spanish (native); fluent in English (B2-C1) and German (C2)

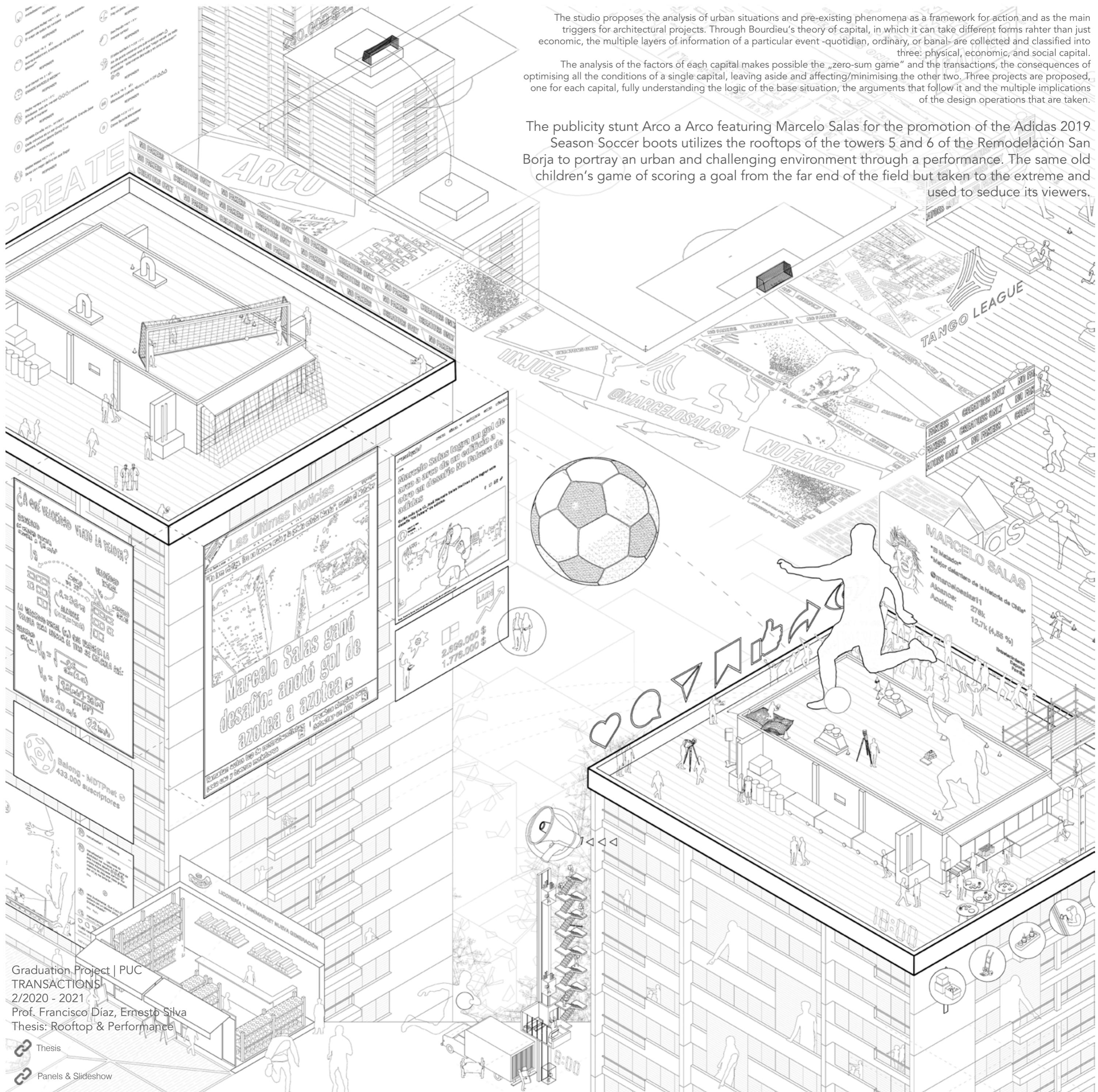
Software:

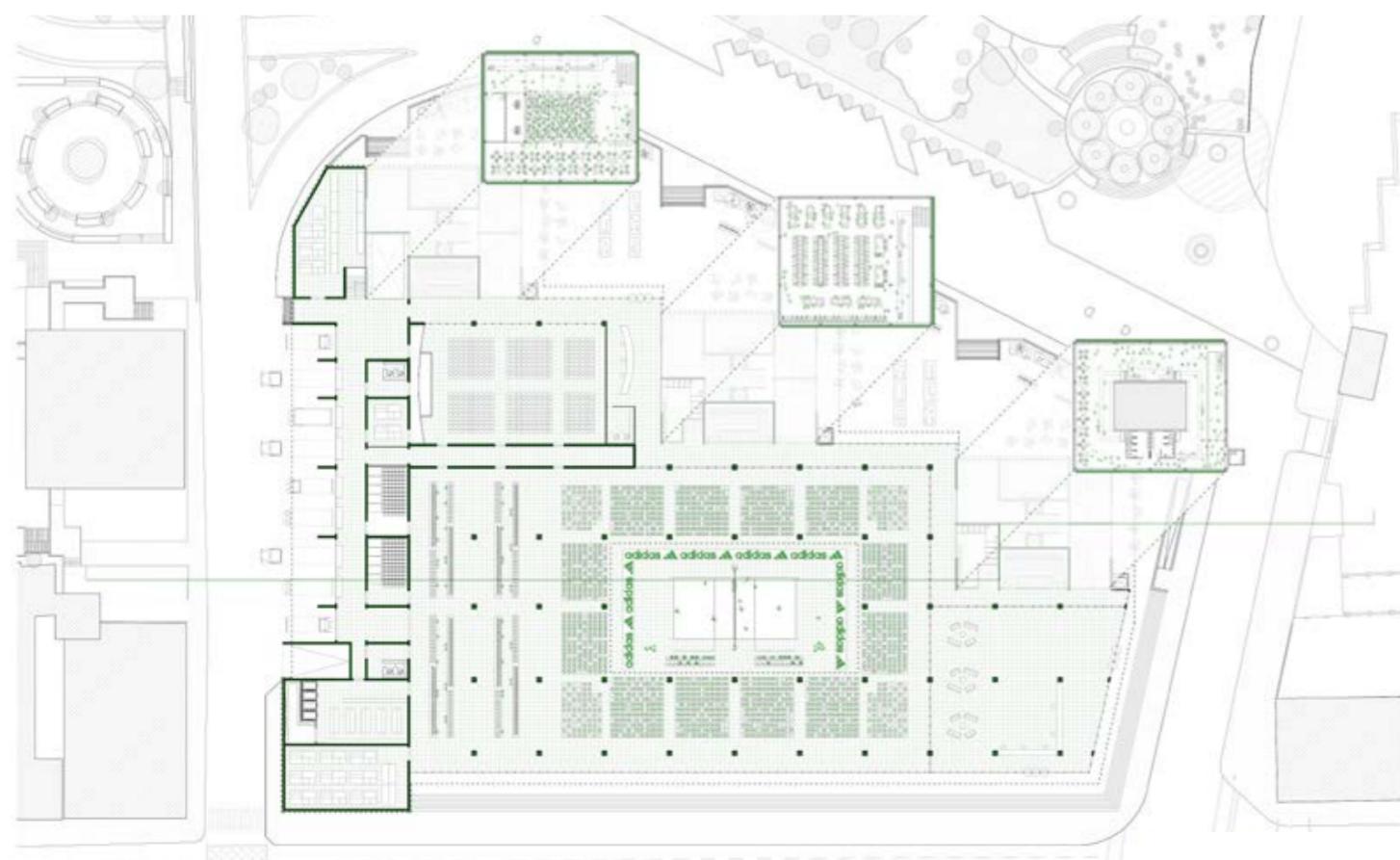
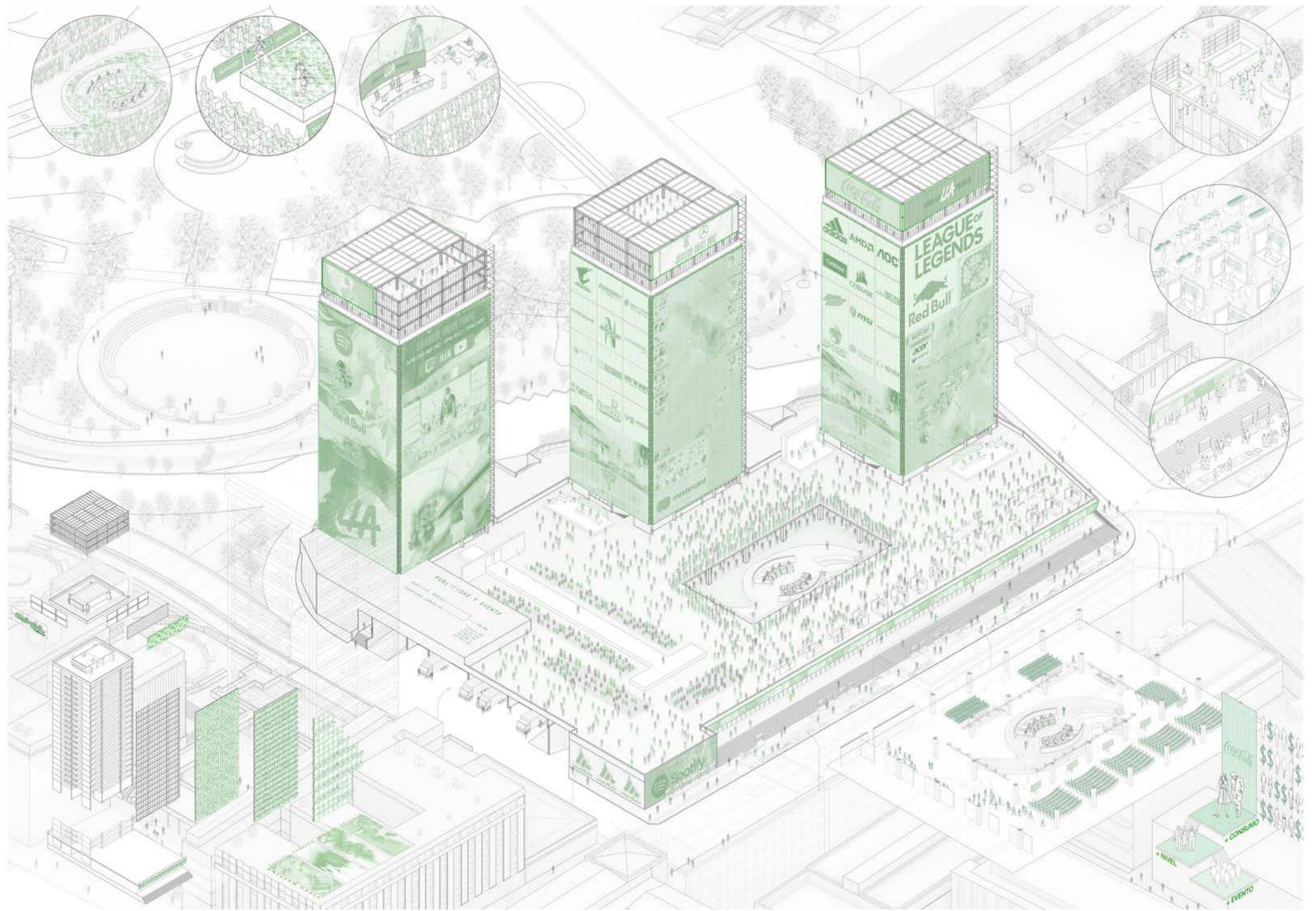
AutoCAD, Rhinoceros + GS, Adobe CS, MS Project, Revit (BIM), 3dMax, Vray, SketchUp, MS Office

Drive 

Website 

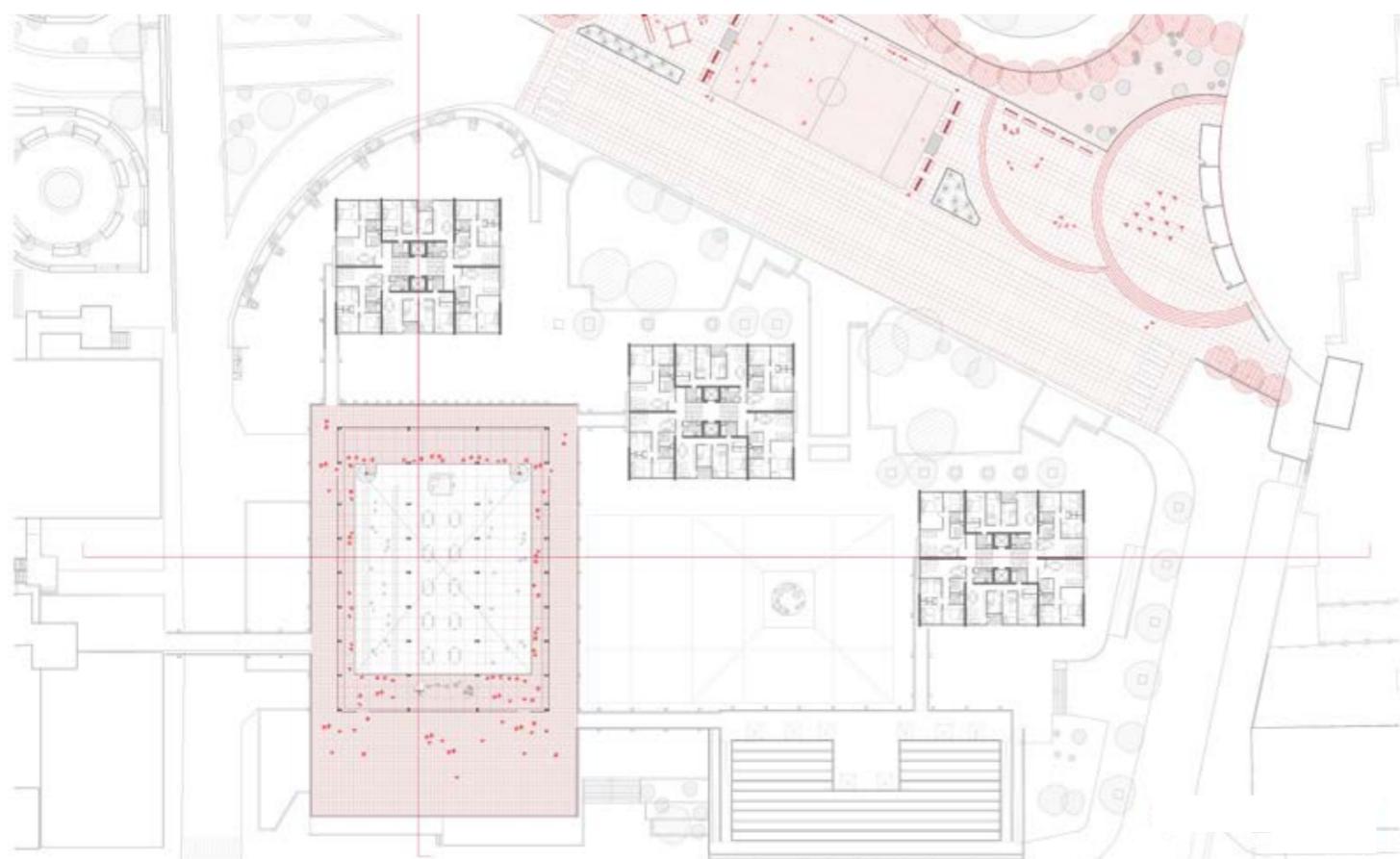
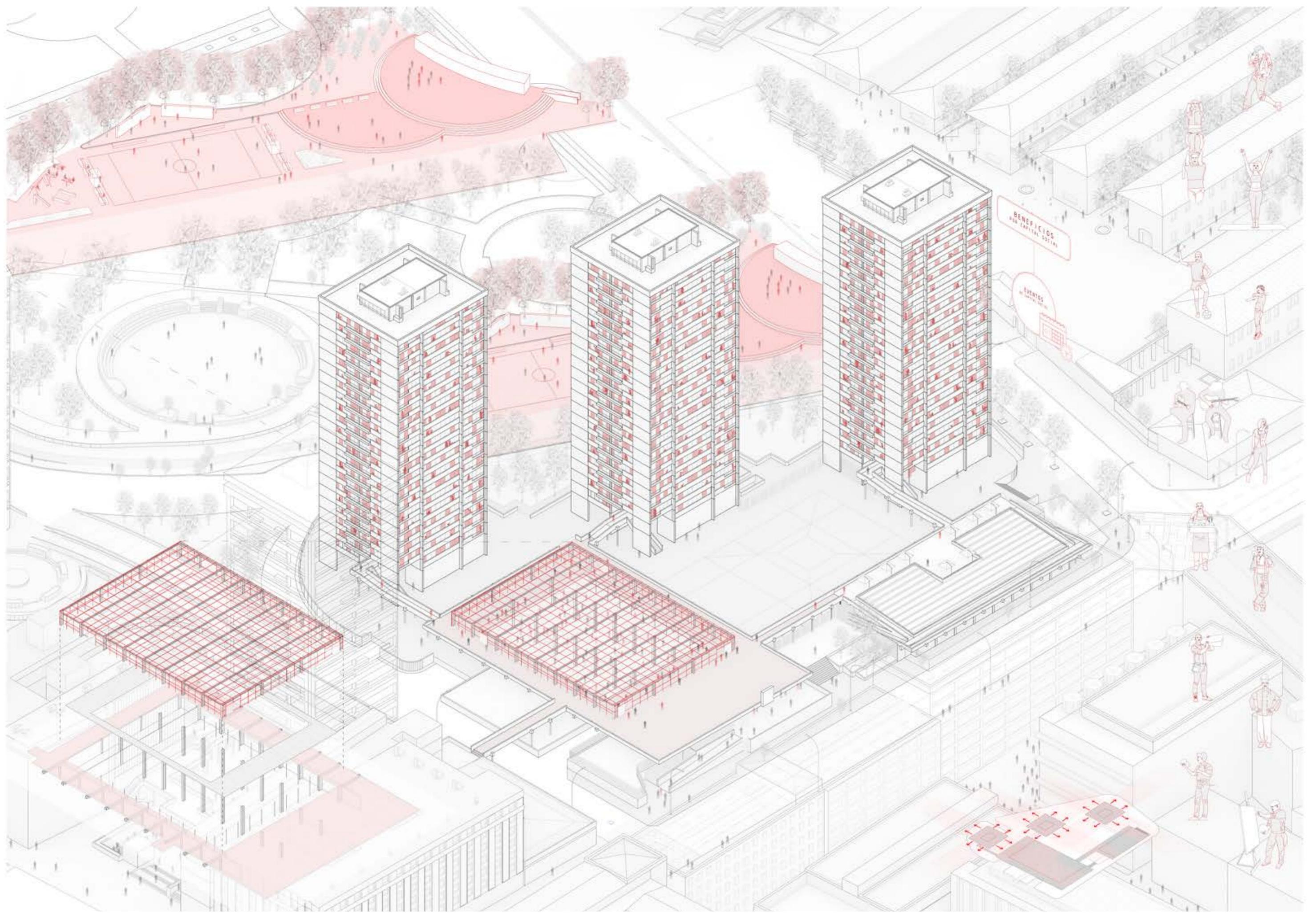
CV 





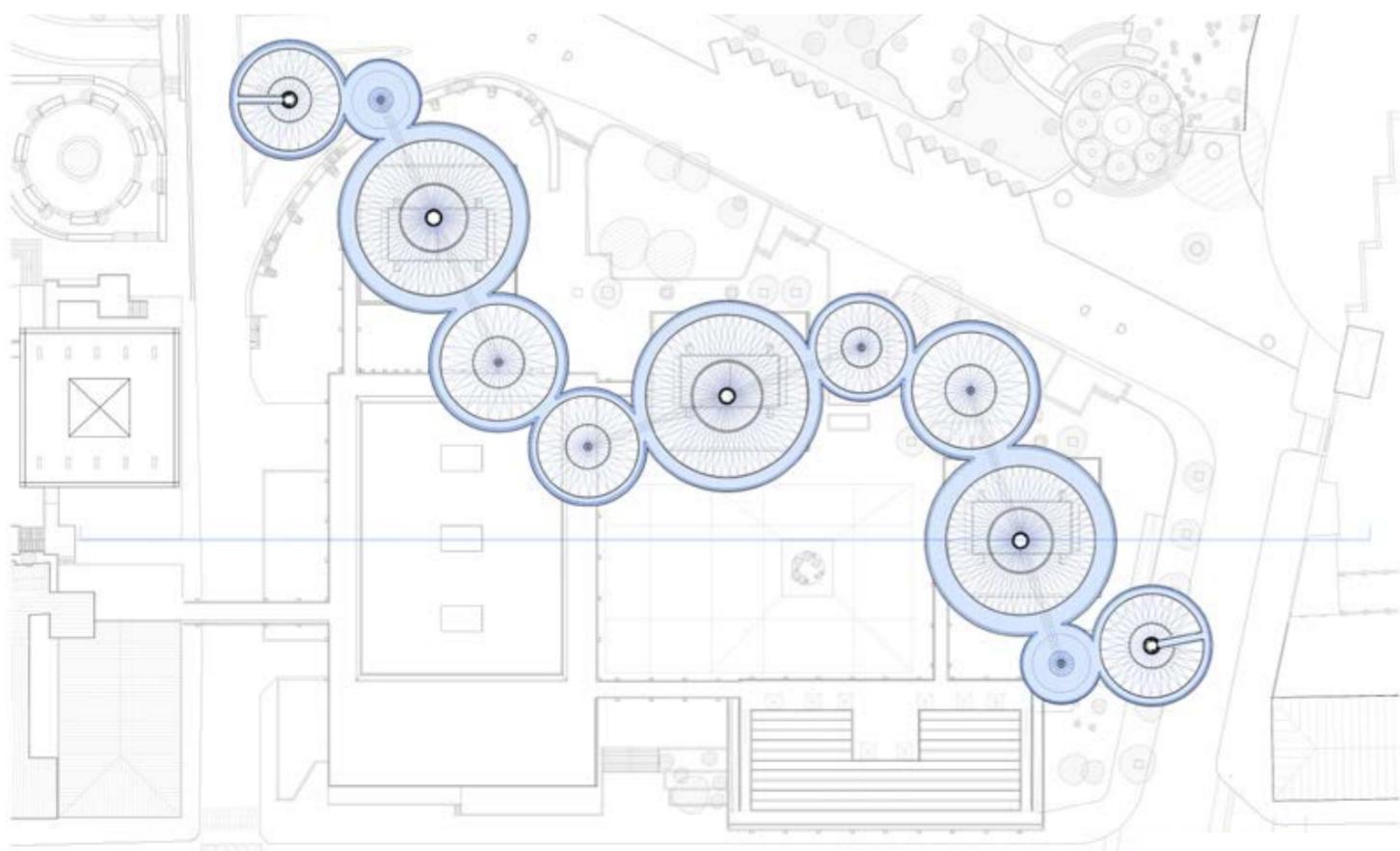
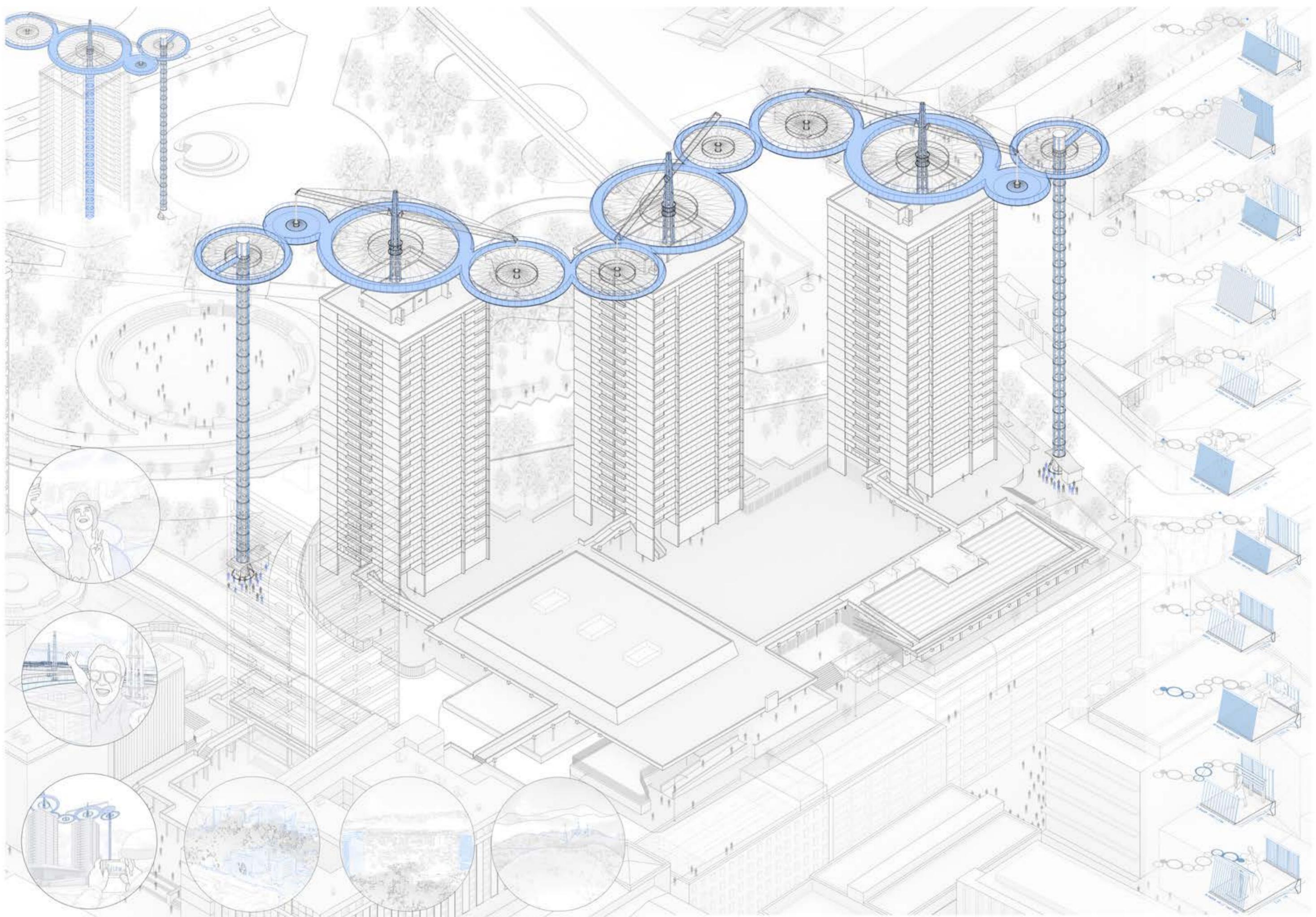
ECONOMIC: The project proposes a total conversion of San Borja's surfaces to profitable spaces that allow the realization of face-to-face consumer advertising events. It is the sale of services and exhibition that achieves profits, therefore, it has to be as attractive as possible. The event center is proposed on 3 different levels of profitable space, creating a space from advertising and information saturation. At ground level, an open floor with great flexibility for different types of events and configurations. A large central void allows to create a direct relationship with the second floor. Immediate and permanent coverage of the event and advertising is achieved by using all the vertical surfaces of the block and towers. Thus, advertising strategies are fragmented in different media and objectives. Above all, the location of San Borja in the heart of the city must be emphasized. Finally, on the rooftop, private events, the top floor of the „event ladder“. Thus, a high consumption program is conceived, encouraging people to go up to an exclusive venue for other exclusive events, better entertainment and more consumption.





SOCIAL: The project proposes to create an infrastructure for organizing recurring events that foster the development of social capital. The residents of the towers not only did not participate in the Adidas ad but many of them were not even aware of its existence. Thus, a reminiscence of the conflict: "they didn't ask me, they didn't tell me, I didn't hear about it". This results in zero social capital being generated: something that came, happened over our heads and left. Rather than reverting this unique event and limiting the conditions of the towers to an economic profit and urban views, the project proposes an agenda and infrastructure that ensures events in San Borja always within visual reach of everyone. The location of the towers and their apartments coincide in two specific focal points, the only points of connection from where, if and when an event would be held in San Borja, all its users could find out about it and, eventually, decide whether to participate or not. Thus, two types of periodic events are planned, one for each side of the towers: events of a receptive nature and events of coexistence through daily activities. San Borja is not the main stage, but the central booth from where to watch all the plays.





PHYSICAL: The project aims to harness the potential of San Borja as a stage. A structure of cranes and rings will be created, utilizing the towers as mere supports and highlighting the various landmarks and views of the city. This creates a tour and different viewing points around the towers. The height and panoramic view of the towers will be accentuated, as well as the disconnection between what happens at the viewpoint level and below in the building, a unique feature of the Adidas advertisement. The arrangement of the circles will be based on both their program and structure. The path width, transparency of elements, and height will vary depending on the urban landmark they are located on, ensuring a unique experience each time.





Exterior Photomontage.

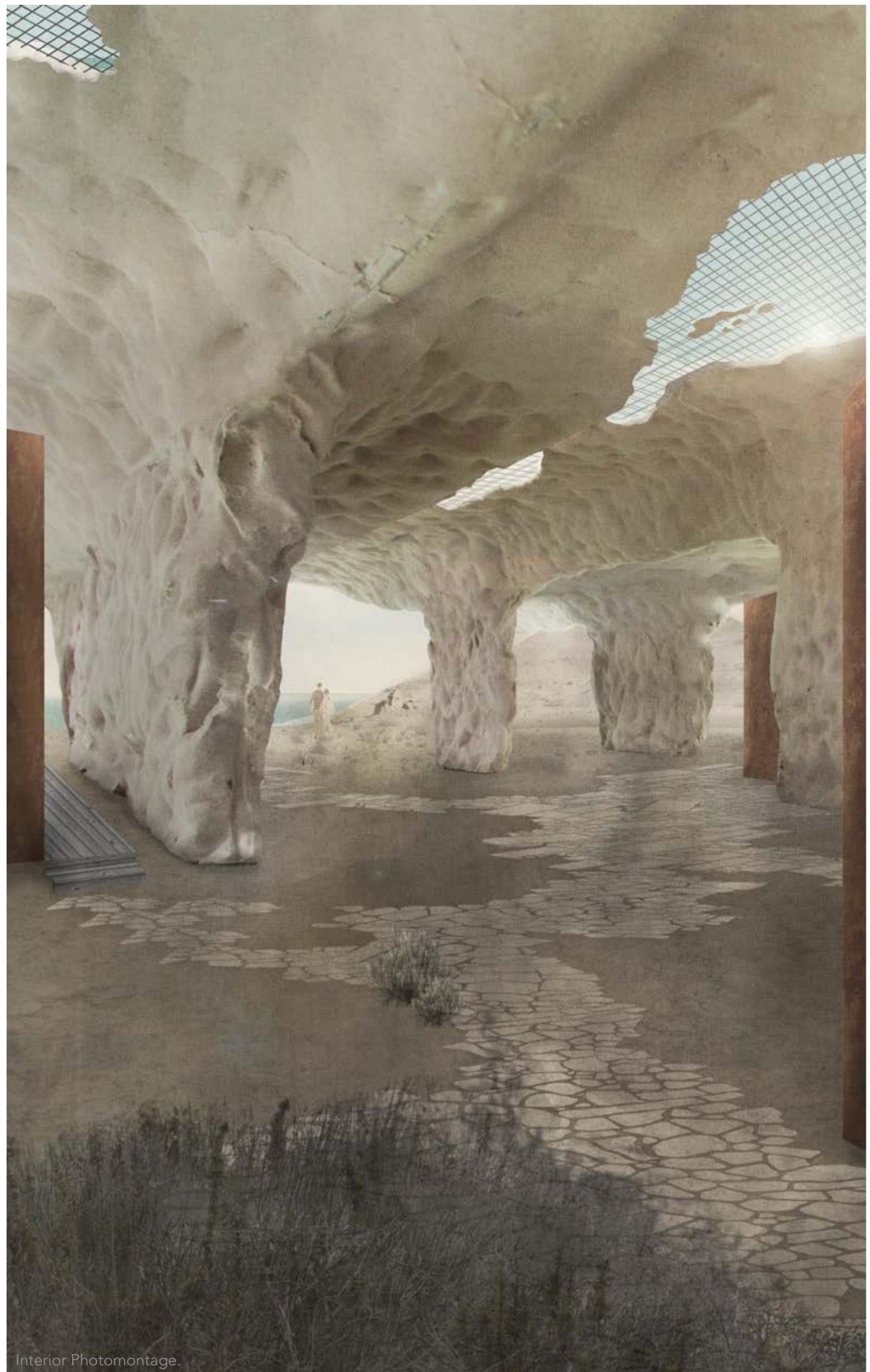


Upper Level Floor Plan.

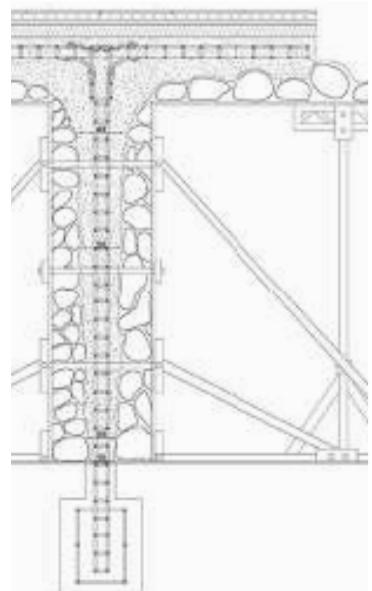
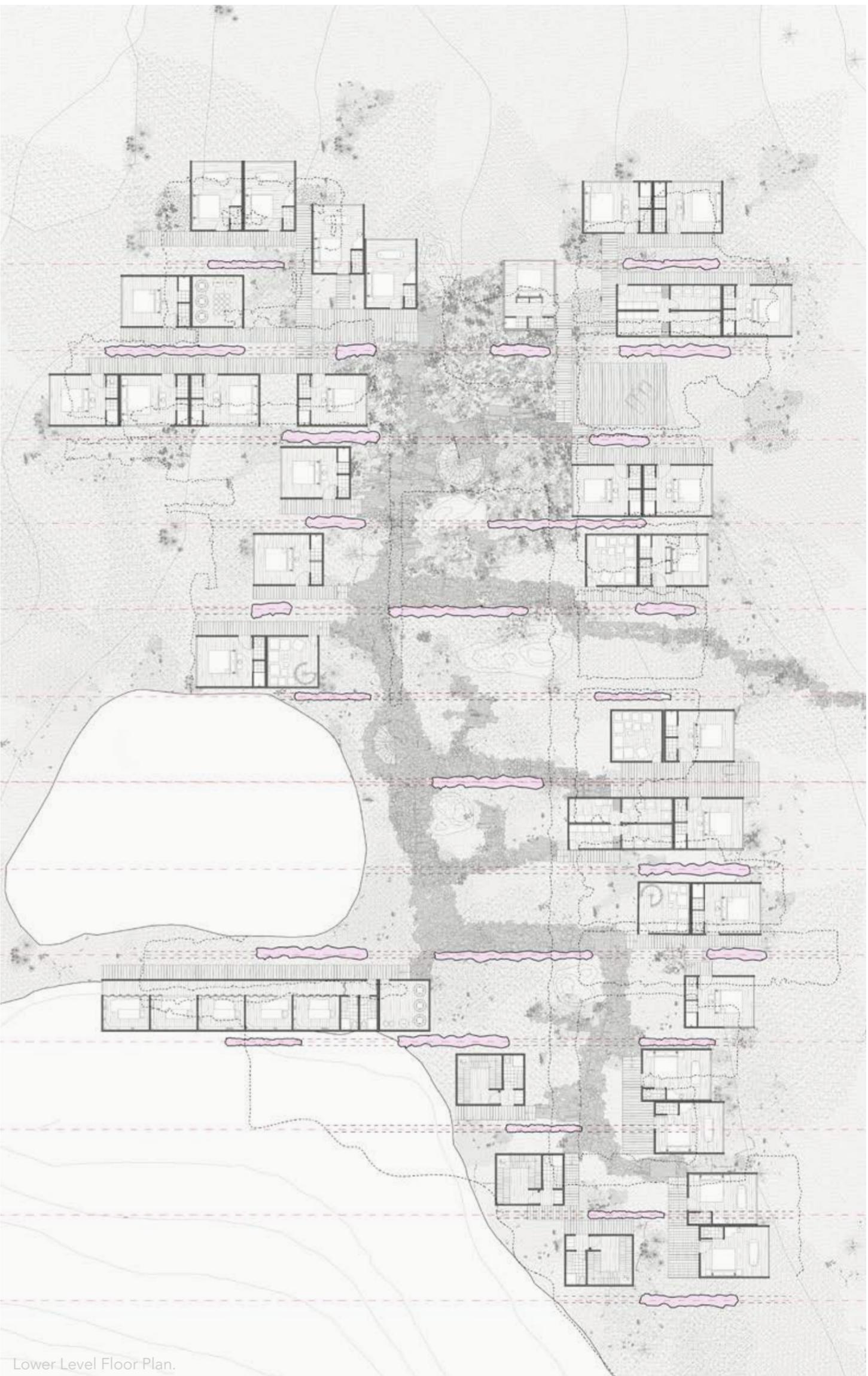
A Hotel for Chungungo

An experience of dissimulation is presented. With a rough, almost careless texture, the hotel complex in Chungungo opens up into small openings through which light enters in a broken way, creating a faint chiaroscuro. The geometry is clear and orthogonal, yet it remains hidden behind low-definition organic forms, only occasionally revealing itself.

It stands as the only saturated piece amidst its surroundings. On one side, mist and a grey sea. On the other, a fog envelops an opaque, arid landscape.



Interior Photomontage.



1.

A construction proposal for a full slab unit (floor and wall) is based on previous material experimentations. We aim for an organic and recognizable texture that is smooth and continuous. An ordinary formwork is proposed, but with stones on its outer slabs. A piece of fabric will be used to separate the recently poured concrete and the stones, thus meeting the specified aesthetic and functional desires.



2.

For the 1:25 physical model, the V-shaped beam sections and walls are molded in an expanded polystyrene sheet. The pillar size is exaggerated since it will later be covered with stones and a thin fabric. Regular 20 mm garden pebbles are used.



3.

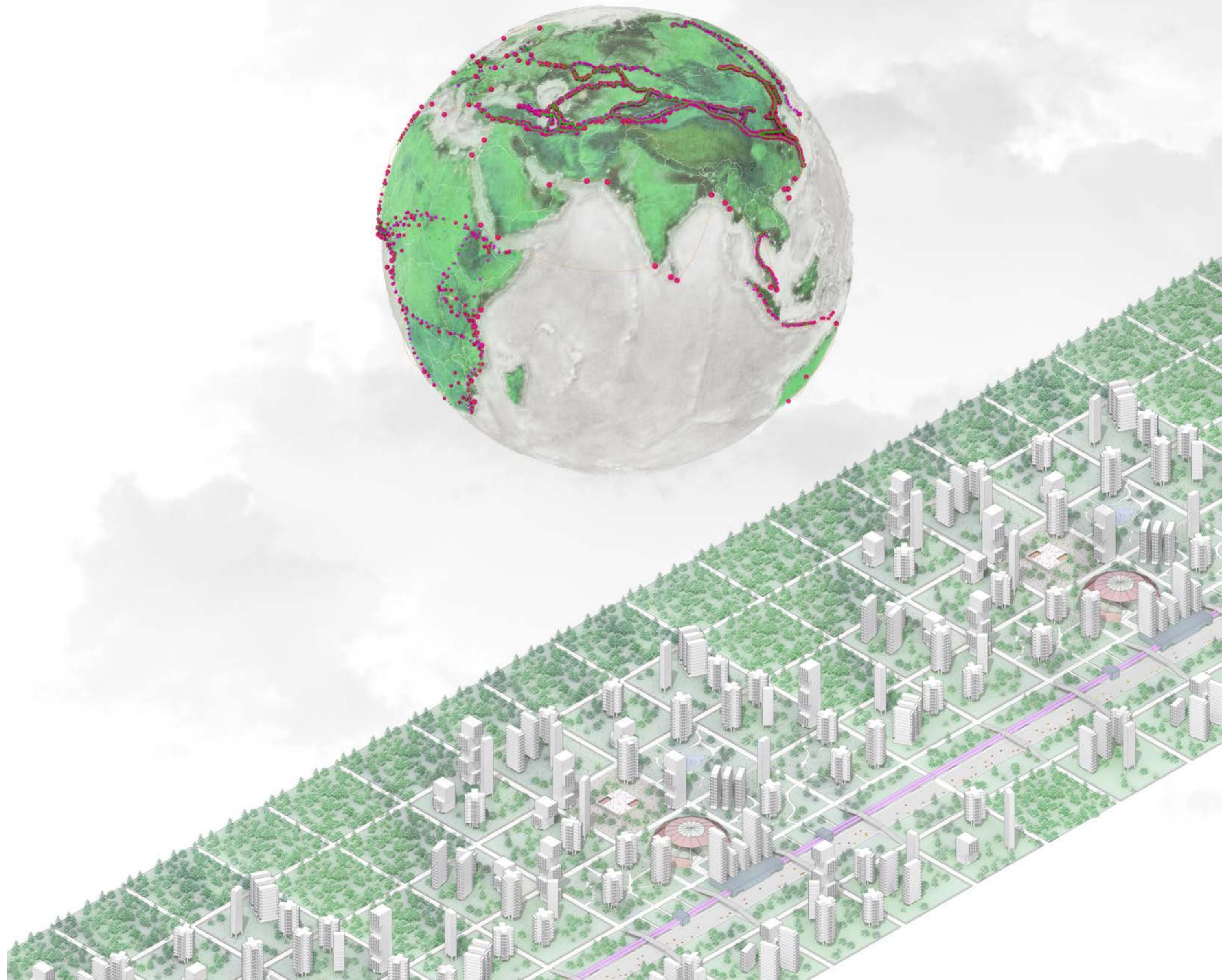
Mesh and twisted wire are placed as a frame to provide more rigidity to the model and facilitate its later transport.



4.

Finally, plaster with pink pigment is poured, and cloth bags filled with more stones are strategically placed at key points to create openings in the slab.

URBAN STREAM

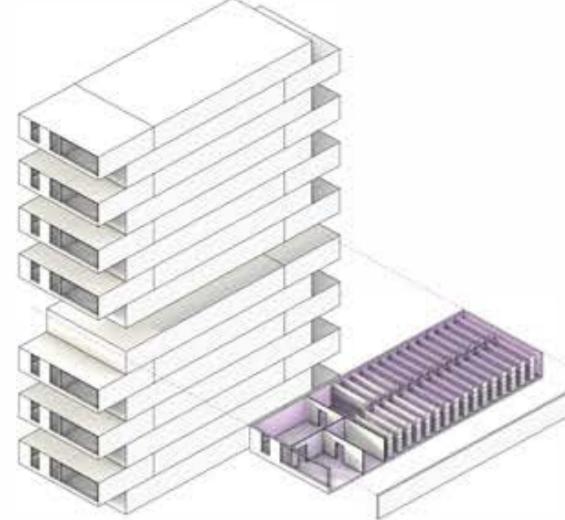


Städtebau II | TUB
SUPPLY CHAIN URBANISM III
2/2019 - 1/2020

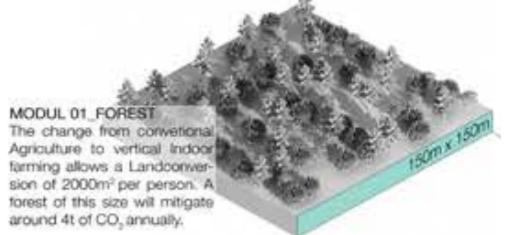
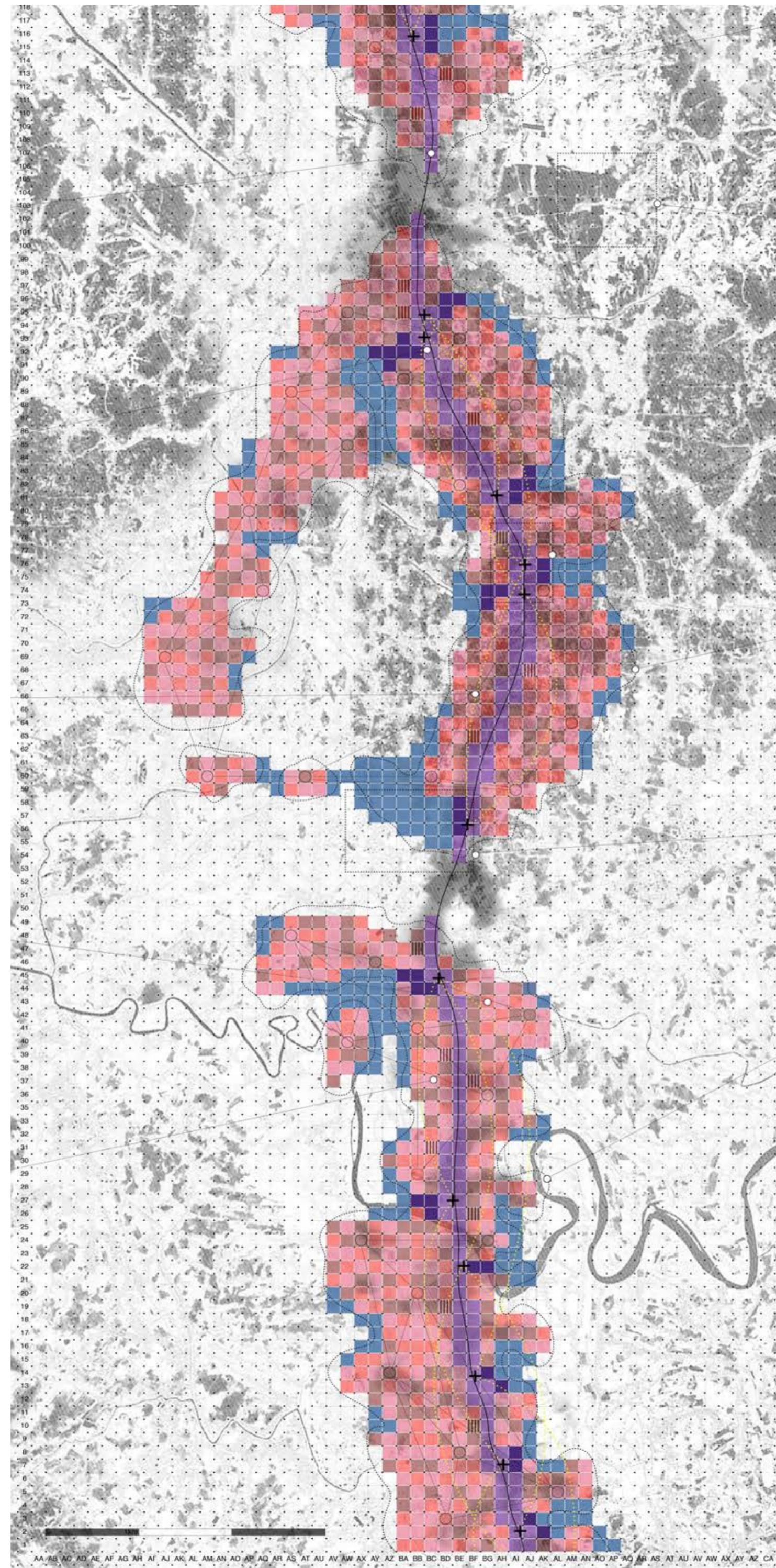
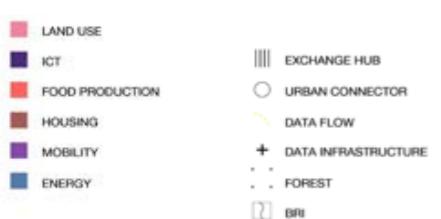
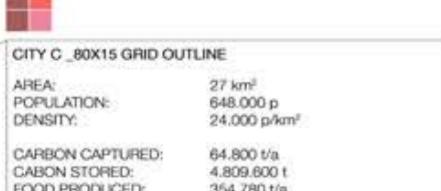
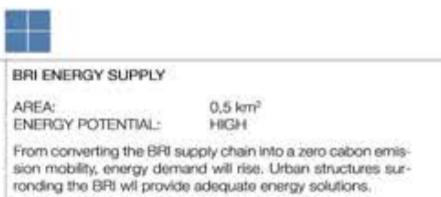
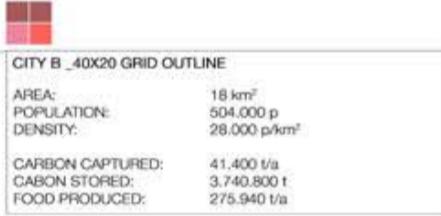
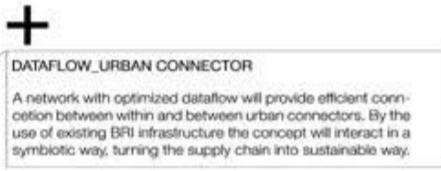
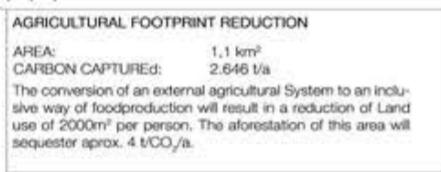
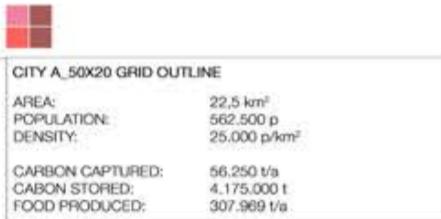
Prof. Raoul Bunschoten, Moritz-Maria Karl
Partners: Johannes Belz, Qingqing Hu, Felita



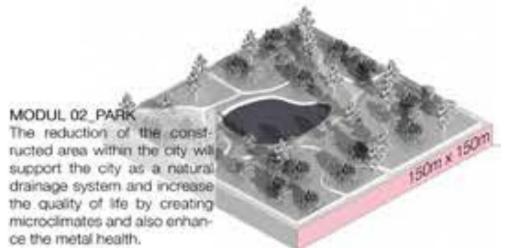
The Belt and Road Initiative is poised to reshape the world's economy. It not only offers an opportunity to further globalize and connect diverse cultures and societies but also to implement a market system and new routes that prioritize environmental sustainability, which our planet urgently needs. Therefore, it has the potential to become the primary conduit for future economic activity. However, achieving this vision will require supporting infrastructure to transition into a zero-carbon emission supply chain. By creating a symbiotic urban structure alongside the main roads, the exchange of goods, services, and information can become more efficient, while also making reforestation a feasible endeavor. We propose shaping the growth of cities alongside the Belt and Road infrastructure in a mutually dependent manner.



BLOCK TYPE A
The building block achieves an independent solution for home farming with the use of modern farming methods and optimized spatial arrangements. One BLOCK TYPE A is calculated to house 2 People with 60 m² of living space and 250 m² for urban food production.



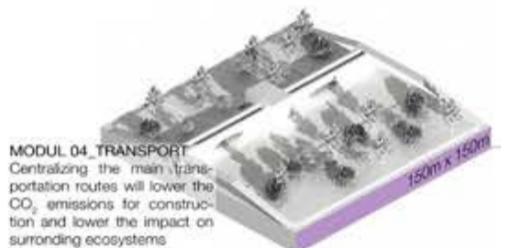
MODUL 01 FOREST
The change from conventional Agriculture to vertical Indoor farming allows a Landconversion of 2000m² per person. A forest of this size will mitigate around 4t of CO₂ annually.



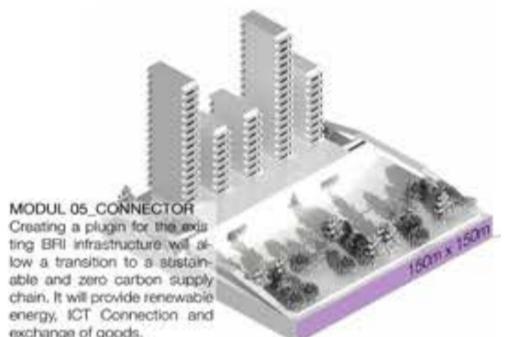
MODUL 02 PARK
The reduction of the constructed area within the city will support the city as a natural drainage system and increase the quality of life by creating microclimates and also enhance the metal health.



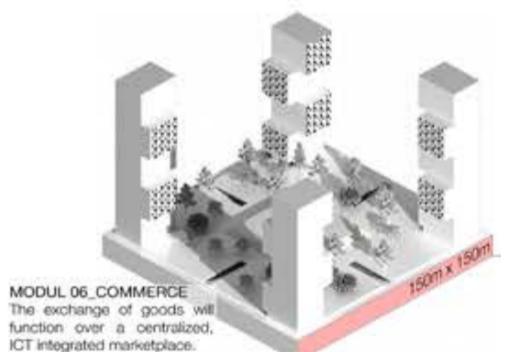
MODUL 03 INDUSTRY
A small supply chain for necessities will reduce CO₂ emissions caused by transportation and will increase local economy.



MODUL 04 TRANSPORT
Centralizing the main transportation routes will lower the CO₂ emissions for construction and lower the impact on surrounding ecosystems.



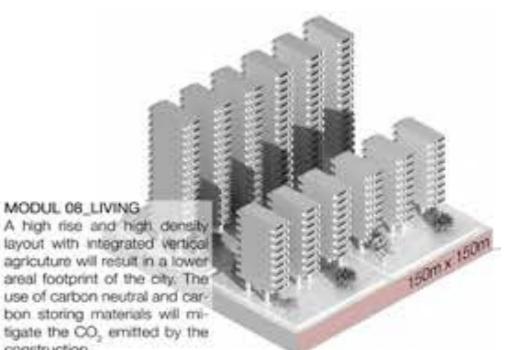
MODUL 05 CONNECTOR
Creating a plugin for the exiting BRI infrastructure will allow a transition to a sustainable and zero carbon supply chain. It will provide renewable energy, ICT Connection and exchange of goods.



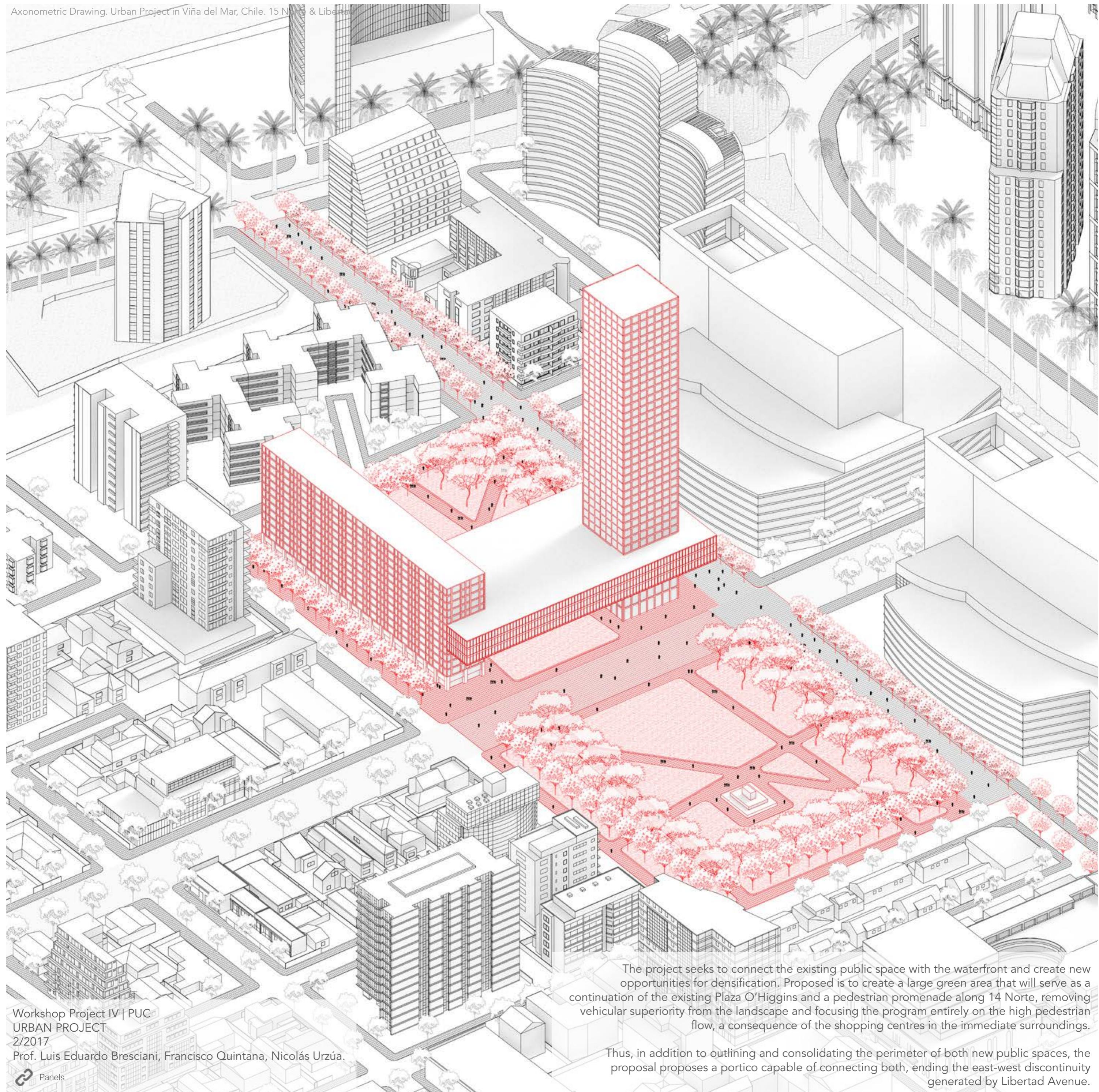
MODUL 06 COMMERCE
The exchange of goods will function over a centralized, ICT integrated marketplace.



MODUL 07 LIVING
A high rise and high density layout with integrated vertical agriculture will result in a lower areal footprint of the city. The use of carbon neutral and carbon storing materials will mitigate the CO₂ emitted by the construction.



MODUL 08 LIVING
A high rise and high density layout with integrated vertical agriculture will result in a lower areal footprint of the city. The use of carbon neutral and carbon storing materials will mitigate the CO₂ emitted by the construction.



Workshop Project IV | PUC
URBAN PROJECT

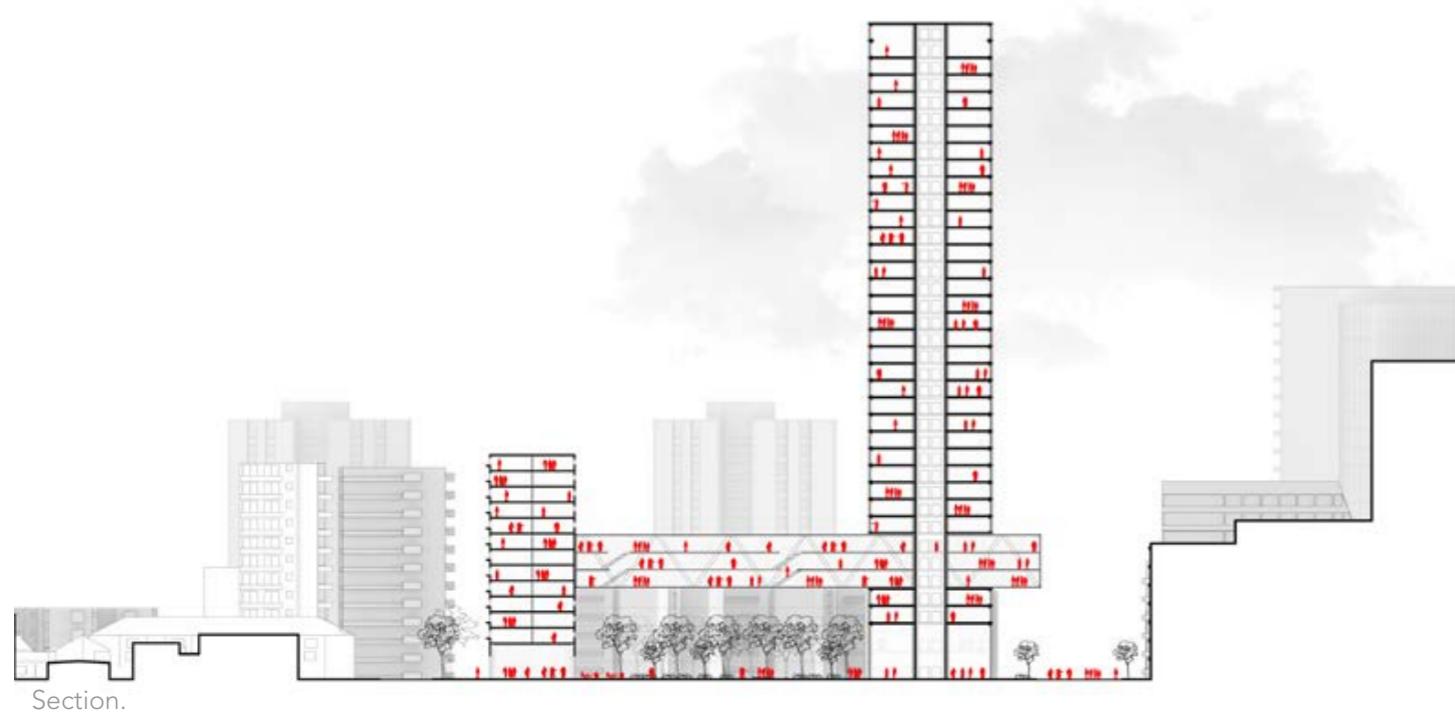
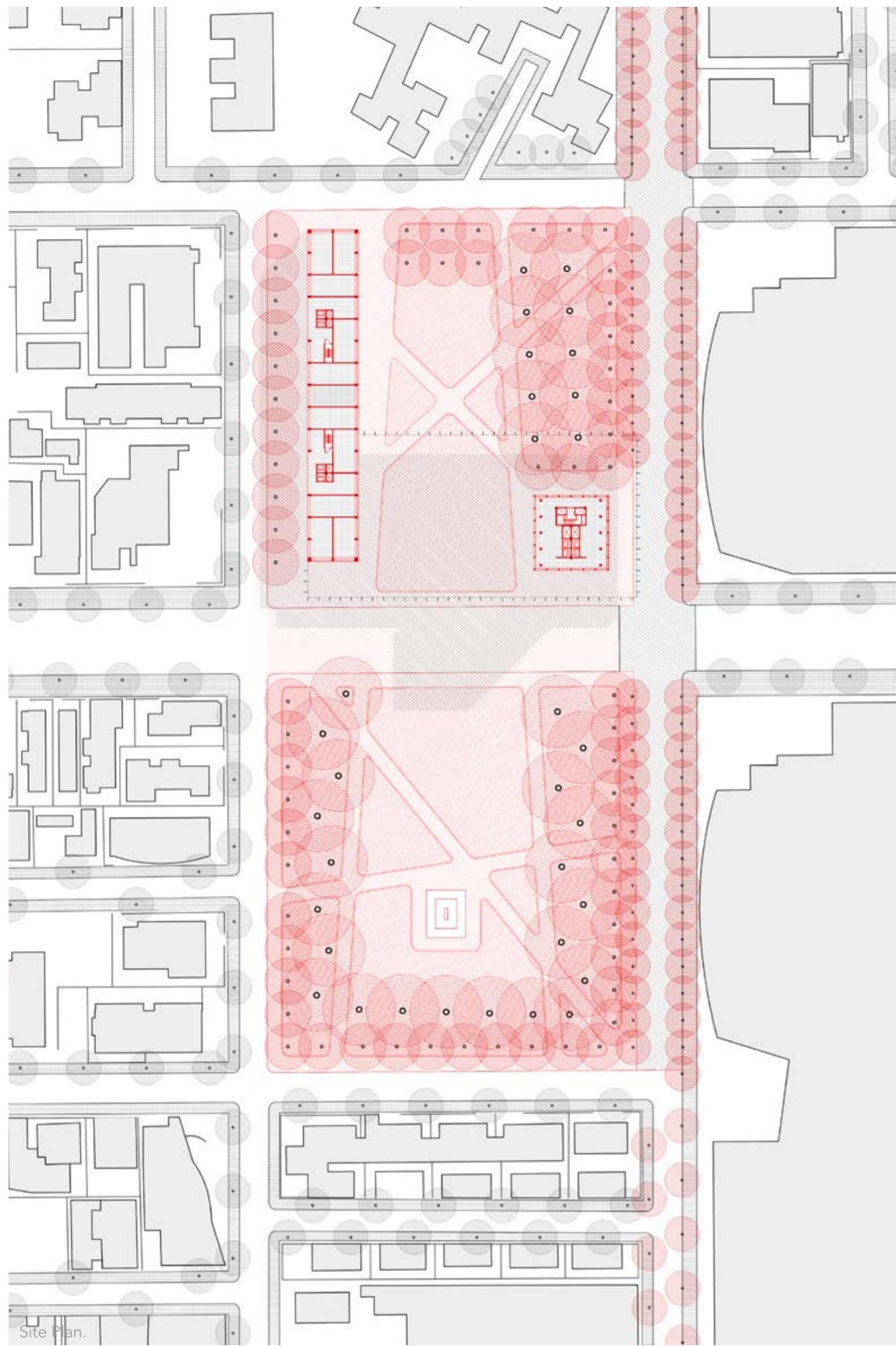
2/2017

Prof. Luis Eduardo Bresciani, Francisco Quintana, Nicolás Urzúa.

Panels

The project seeks to connect the existing public space with the waterfront and create new opportunities for densification. Proposed is to create a large green area that will serve as a continuation of the existing Plaza O'Higgins and a pedestrian promenade along 14 Norte, removing vehicular superiority from the landscape and focusing the program entirely on the high pedestrian flow, a consequence of the shopping centres in the immediate surroundings.

Thus, in addition to outlining and consolidating the perimeter of both new public spaces, the proposal proposes a portico capable of connecting both, ending the east-west discontinuity generated by Libertad Avenue.



A BEDTIME STORY

Through skeletons of trees, mature light poles, tired sidewalks and wrinkled streets, some old buildings peek out. All lined up to perfection, they wait like completely serene and attentive soldiers to any superior mandate in order to resume their march. The dehumanized humans, focused only on the tiny glow of their hand, ignore everything around them.

The mission to be accomplished was by no means an easy task: how to cheer up and bring back joy into the lives of this atypical gang and its members? The solution came one day, piece by piece. It decided to stand next to the listless square, right where an old building used to stand, which, cramped with waiting, asked for eternal rest.

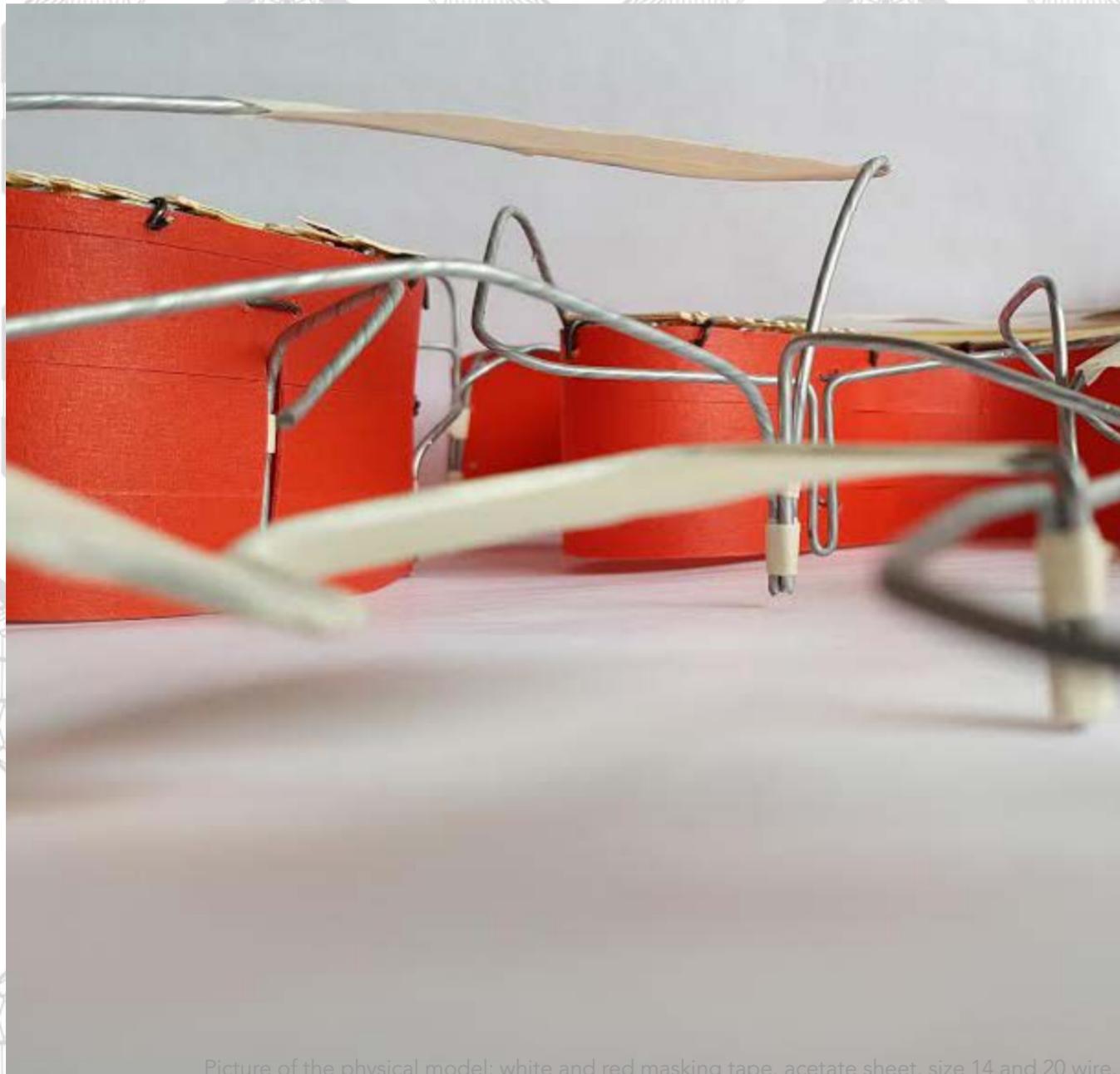
At first, it was somewhat strange, as no other building liked such an intrusion and disgrace in its ranks. The squadron, solid and impenetrable, presented for the first time an opening. From the floor, great pillars rose that, like branches, climbed upward in search of their precious, life-giving light. Their movements were unknown but strangely recognizable and familiar. Hanging from them,

A spa in Recoleta, Santiago de Chile. A story -bedtime story- will be written, to be read in the final crit. The studio proposes to understand the problem of the matter in architecture as the result of design operations that have at their core the desire to build a certain quality of environment, defining the experience of the individual who inhabits it.

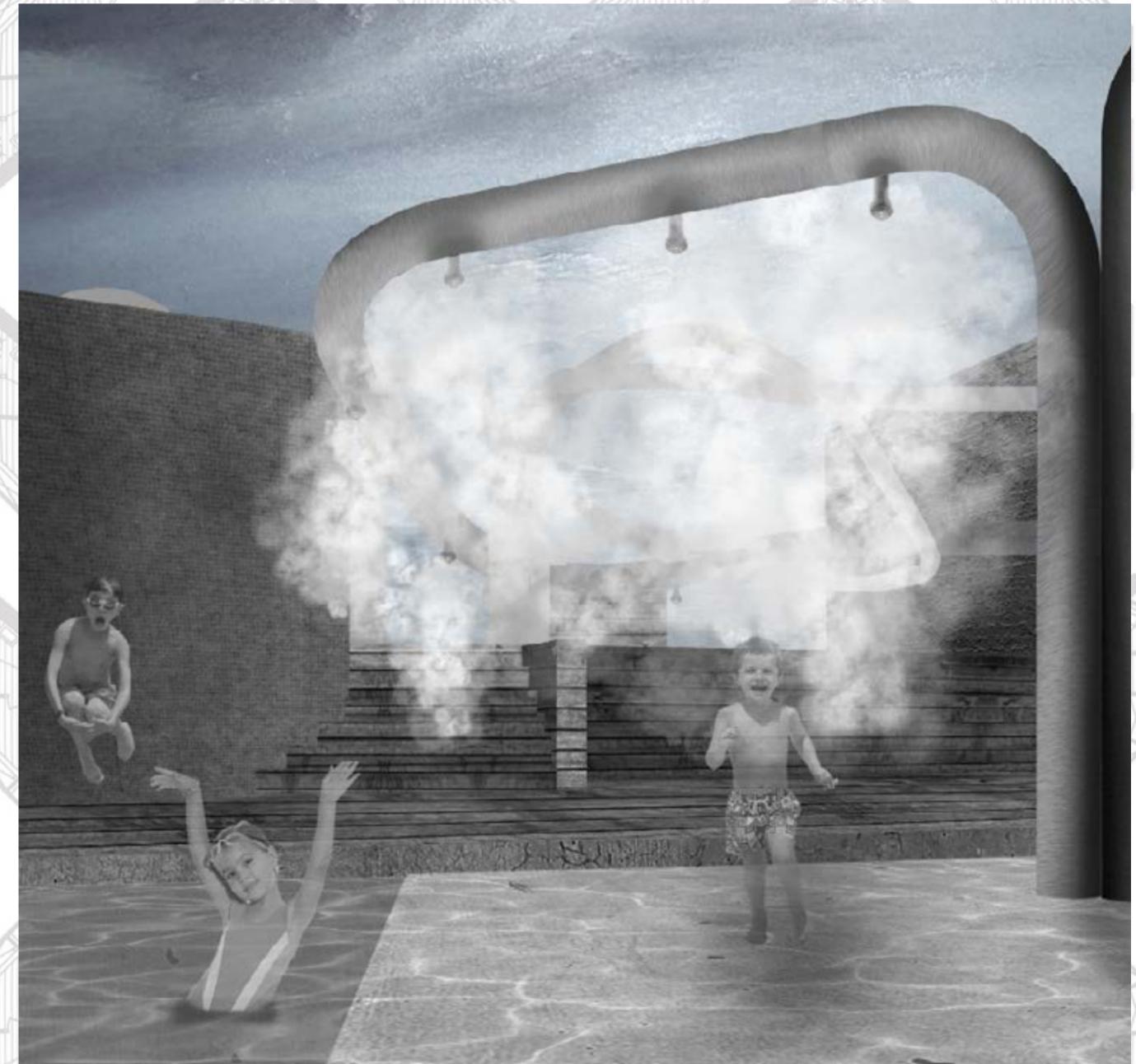
large red canvases fell to the ground, forming spaces - amusing spaces - always ready to invite enjoyment within them. The small mismatch between their heights and choppy lighting made every window in the neighborhood jealous. Even Light and Shadow arrived as guests of honor. They were placed, creating a beautiful mosaic of opacities on the floor, like the one created by a very leafy tree in the best of its springs.

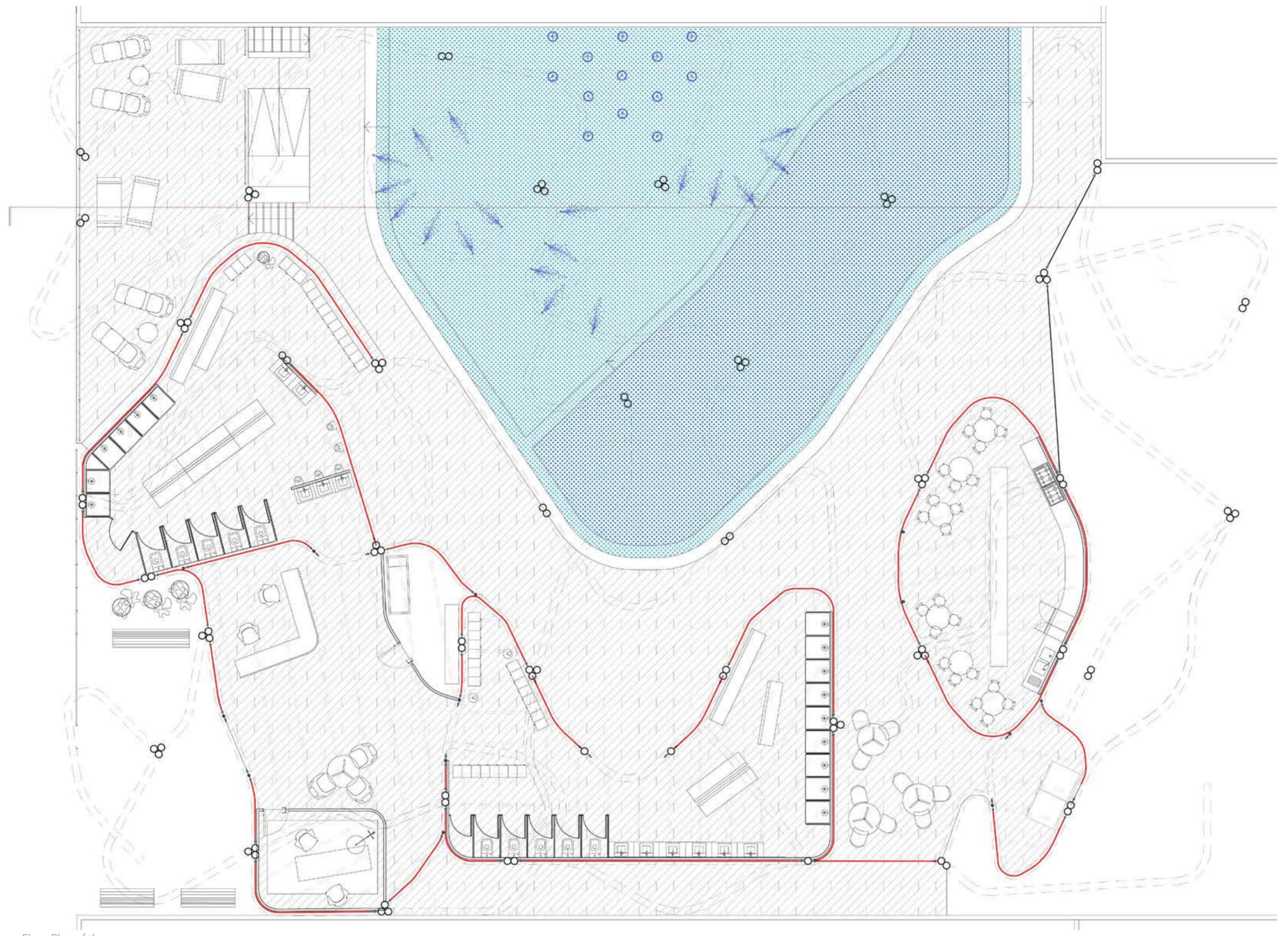
The news of the new building spread from hand to hand and then by word of mouth. No one wanted to miss it. Beyond breaking the mold and revolutionizing the neighborhood, the solution became its new representative. Through the gray and reddish shadows, drops of water, earthly clouds, and some puddles, laughter, gossip, joy, enthusiasm, passion, children, and adults all came together again.

The neighborhood developed a new urban buzz, claiming that the clear-up was never going to come again.

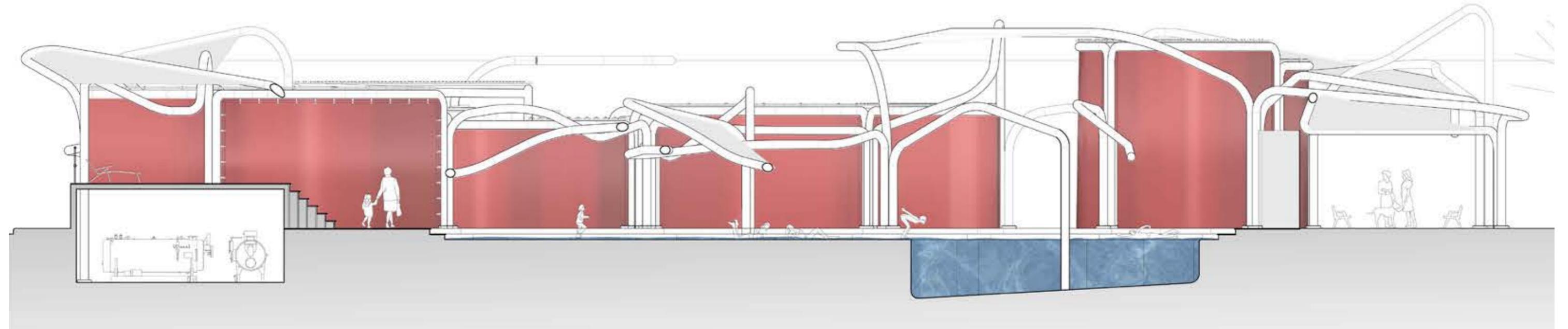


Picture of the physical model: white and red masking tape, acetate sheet, size 14 and 20 wire.



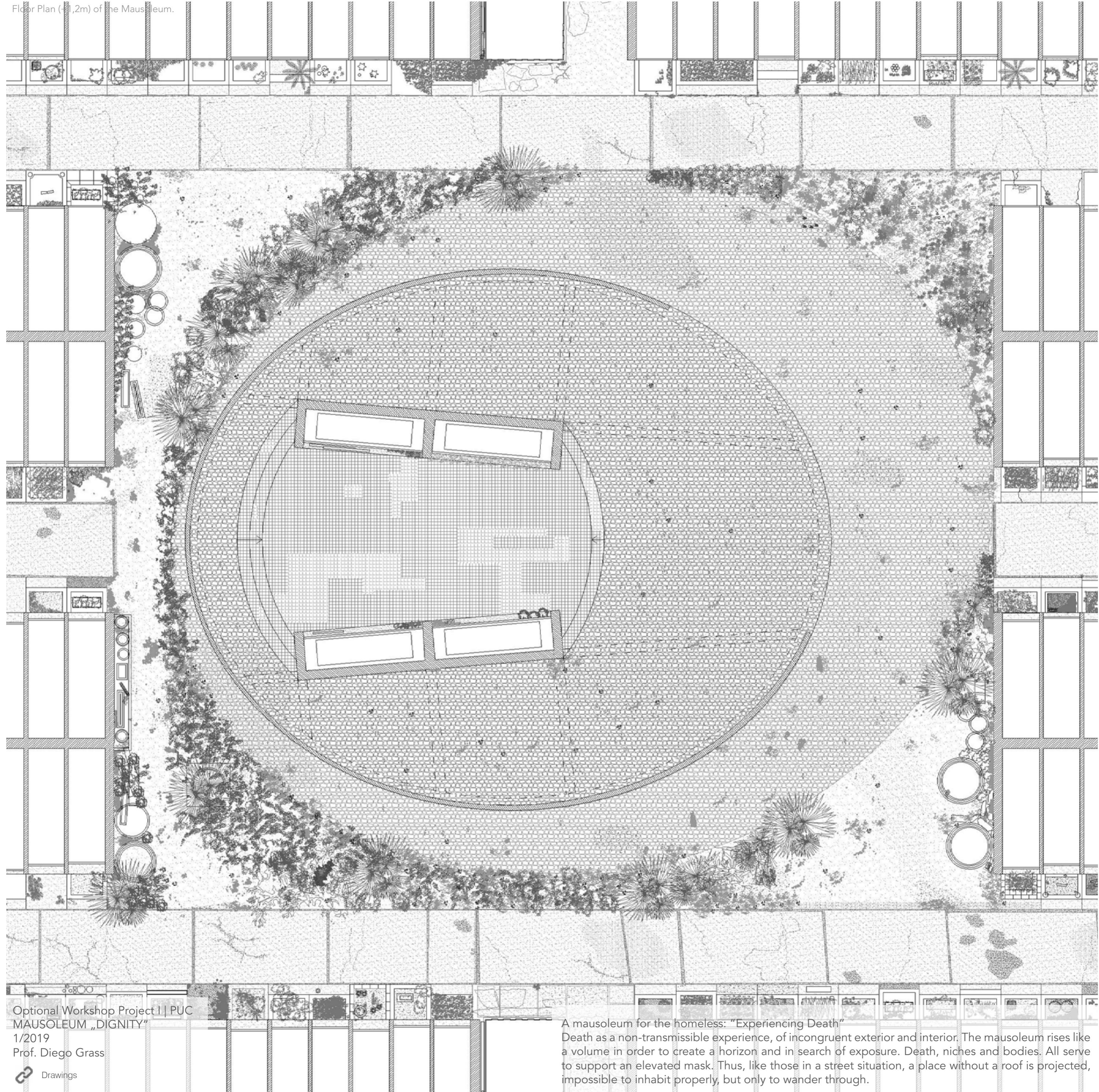


Floor Plan of the spa.



Longitudinal Section of the spa.

Floor Plan (-1,2m) of the Mausoleum.



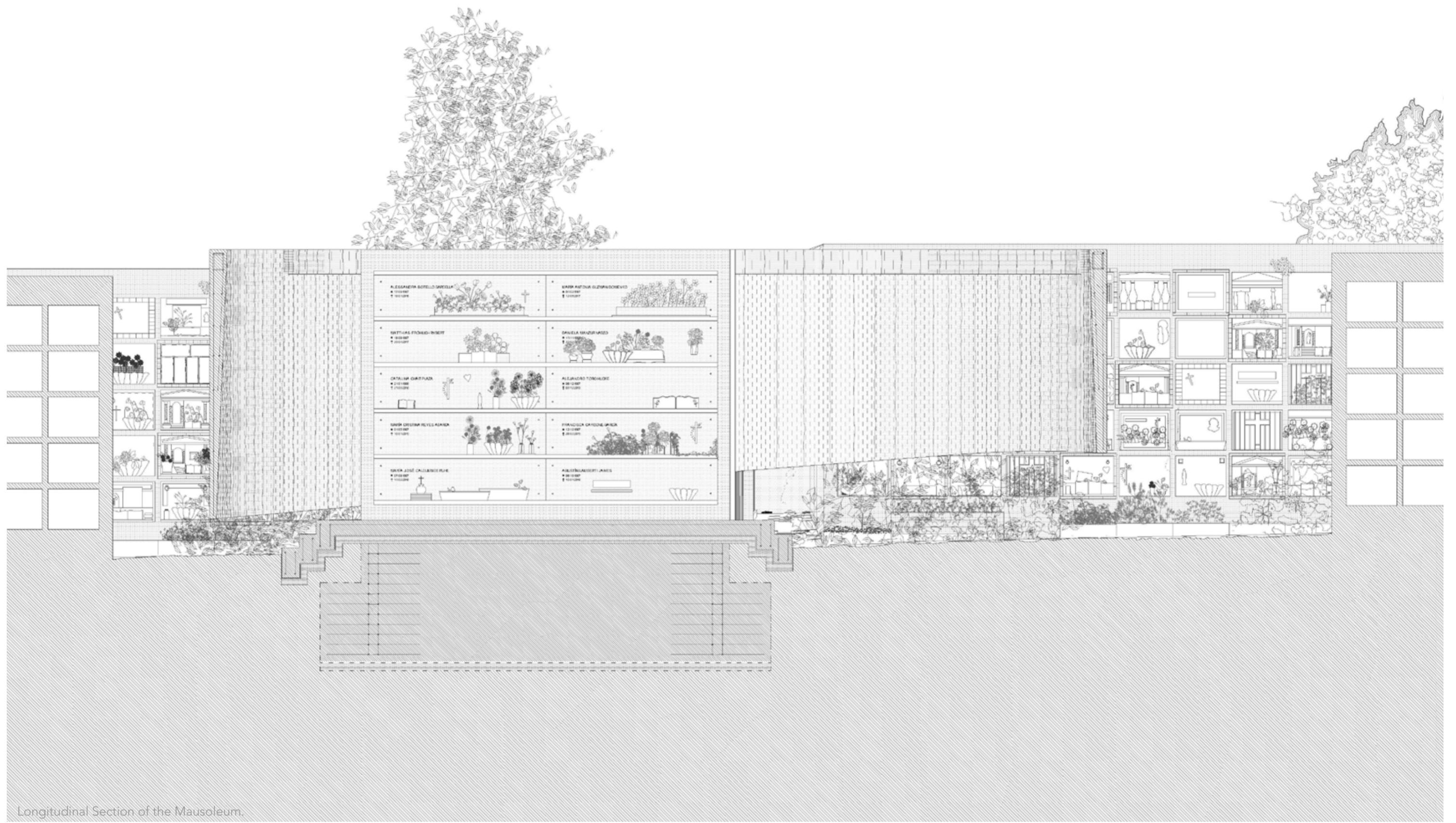
Optional Workshop Project I | PUC
MAUSOLEUM „DIGNITY“

1/2019
Prof. Diego Grass

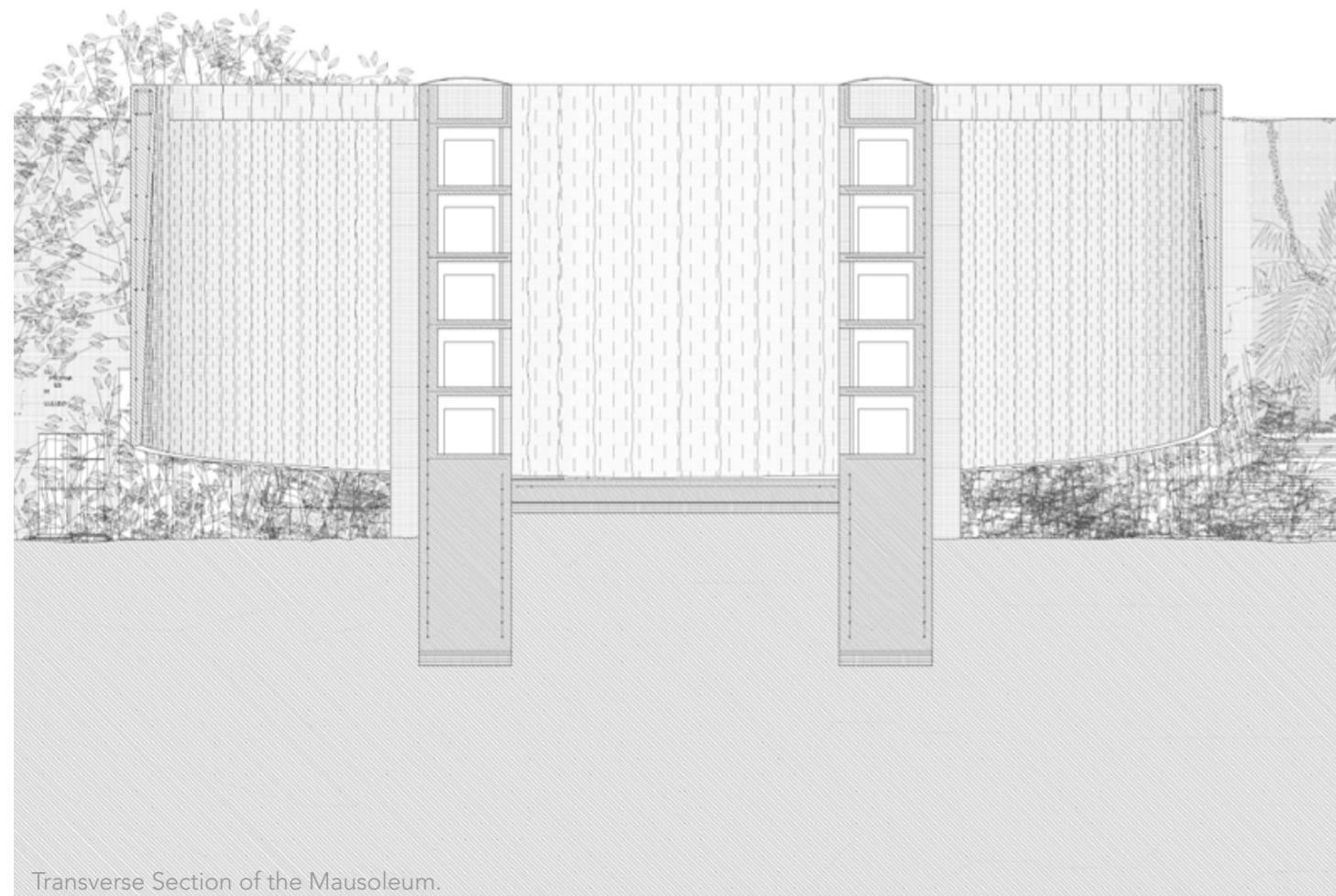
Drawings

A mausoleum for the homeless: "Experiencing Death"

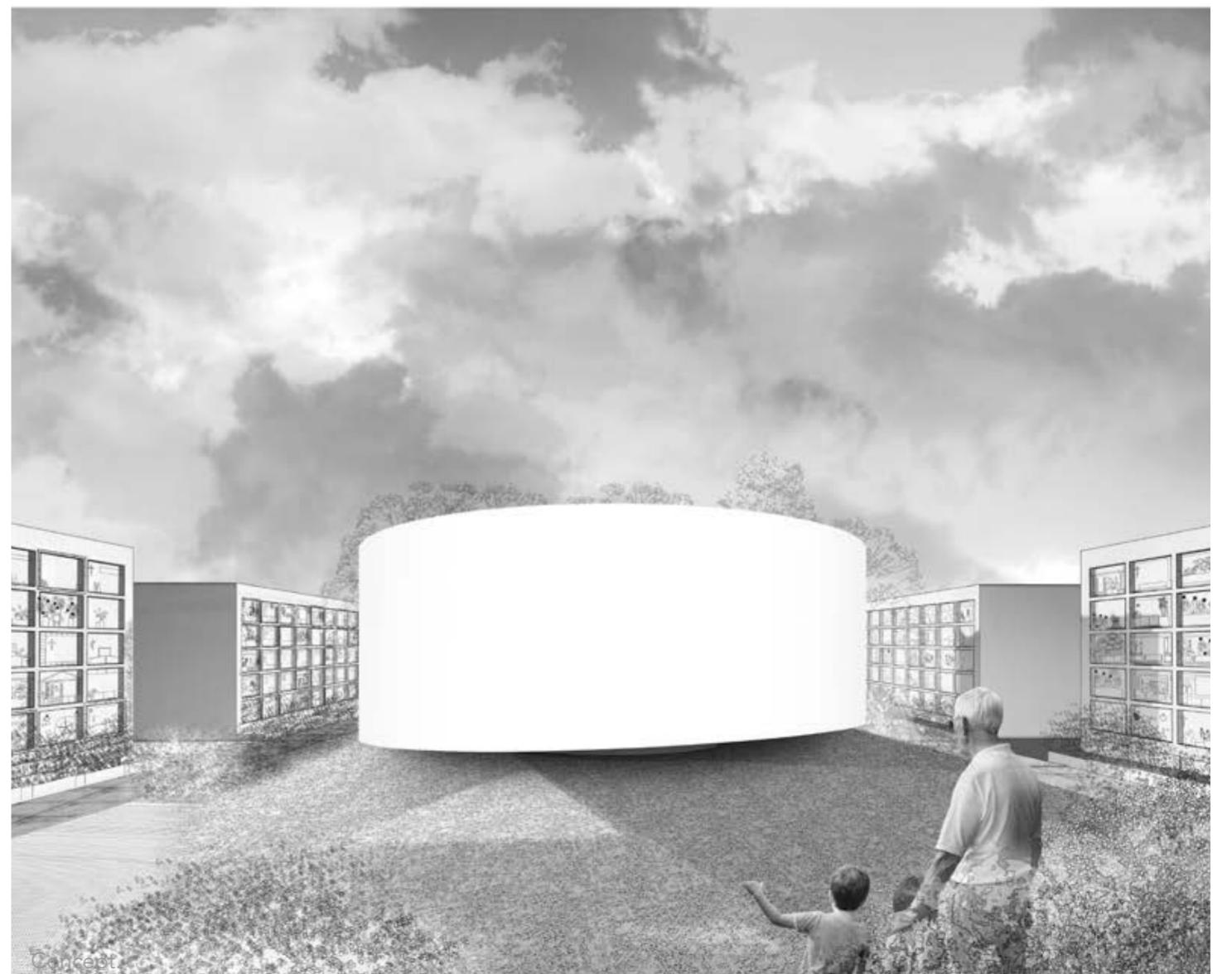
Death as a non-transmissible experience, of incongruent exterior and interior. The mausoleum rises like a volume in order to create a horizon and in search of exposure. Death, niches and bodies. All serve to support an elevated mask. Thus, like those in a street situation, a place without a roof is projected, impossible to inhabit properly, but only to wander through.



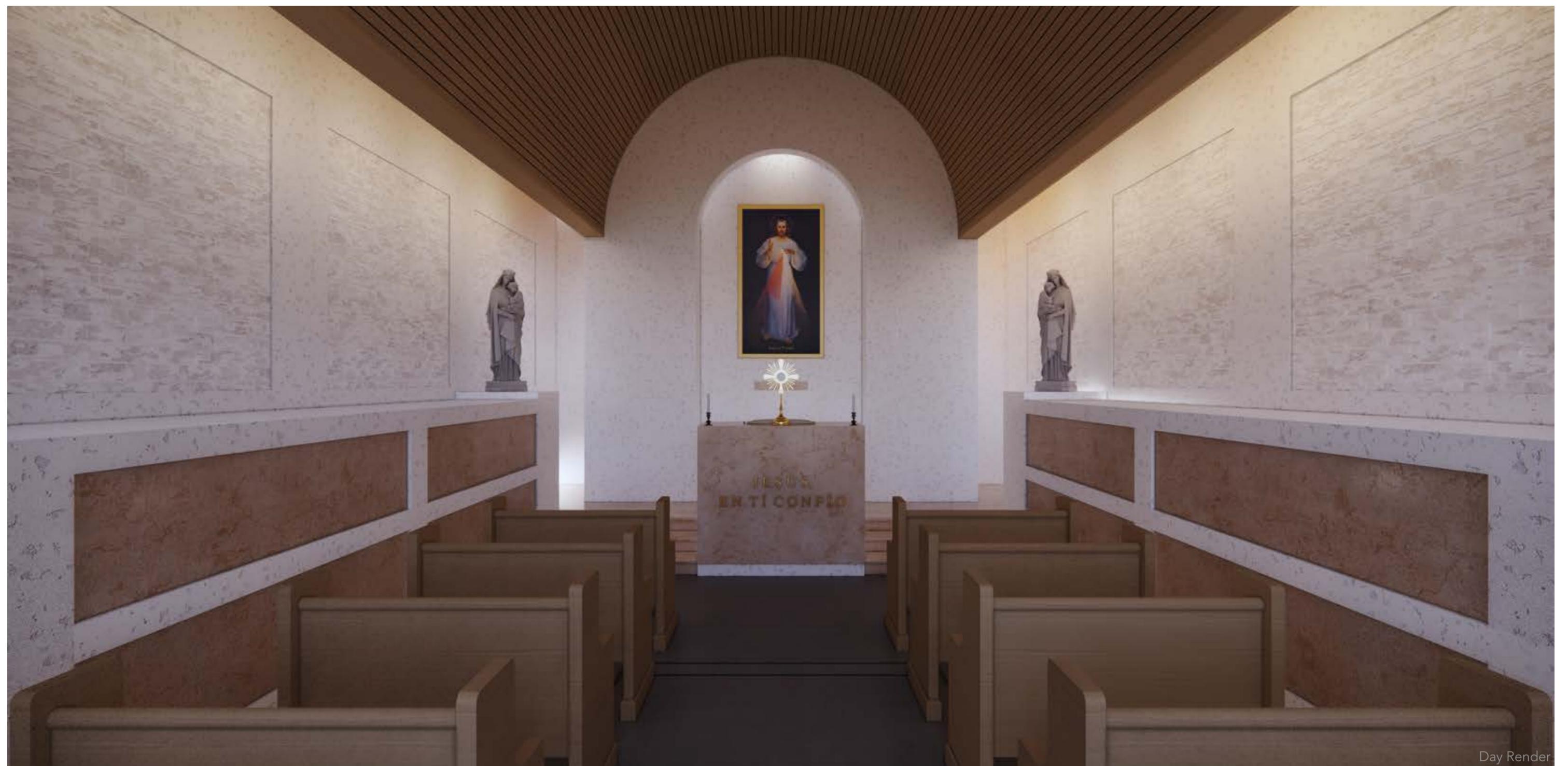
Longitudinal Section of the Mausoleum.



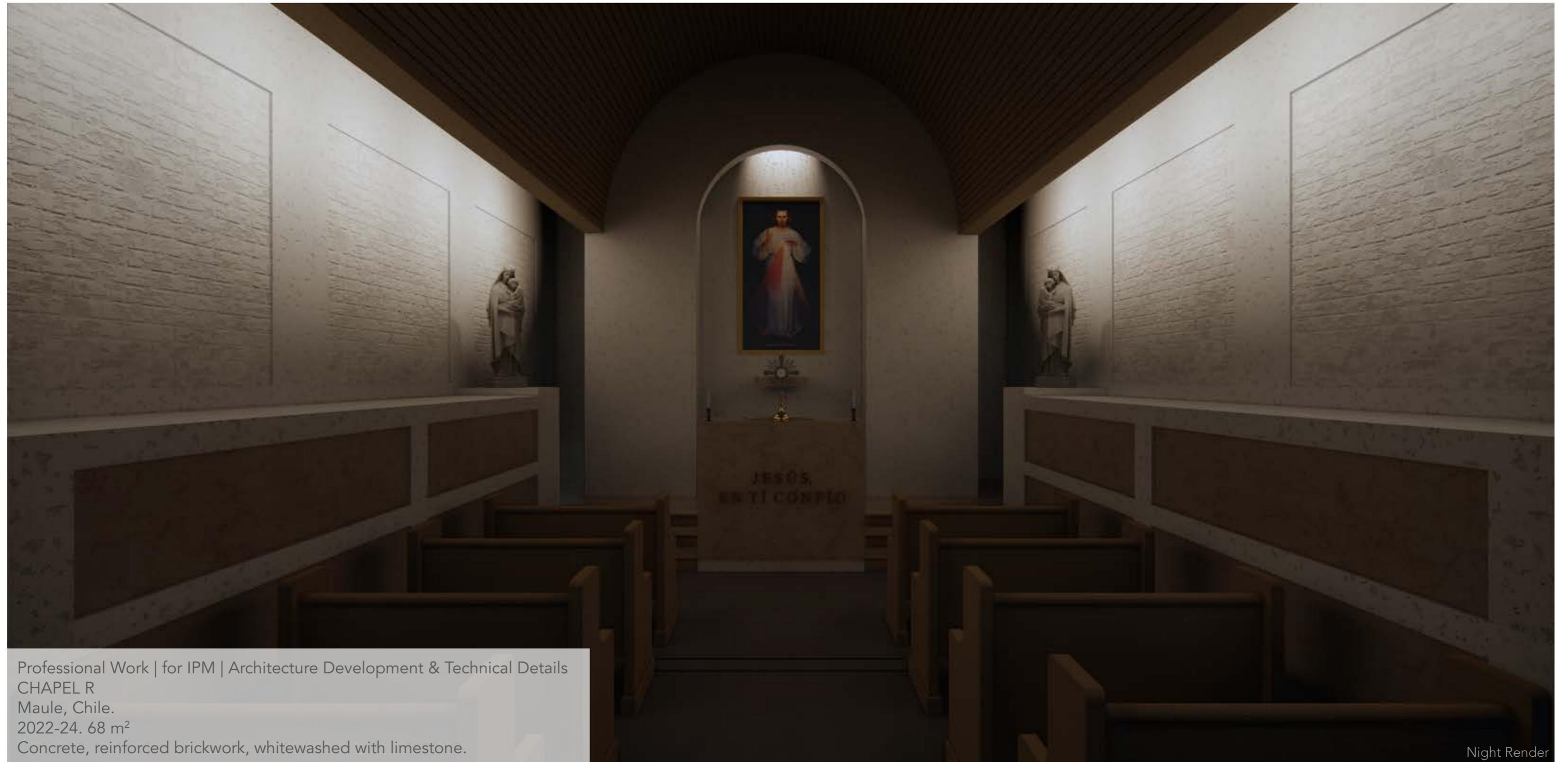
Transverse Section of the Mausoleum.



Concept

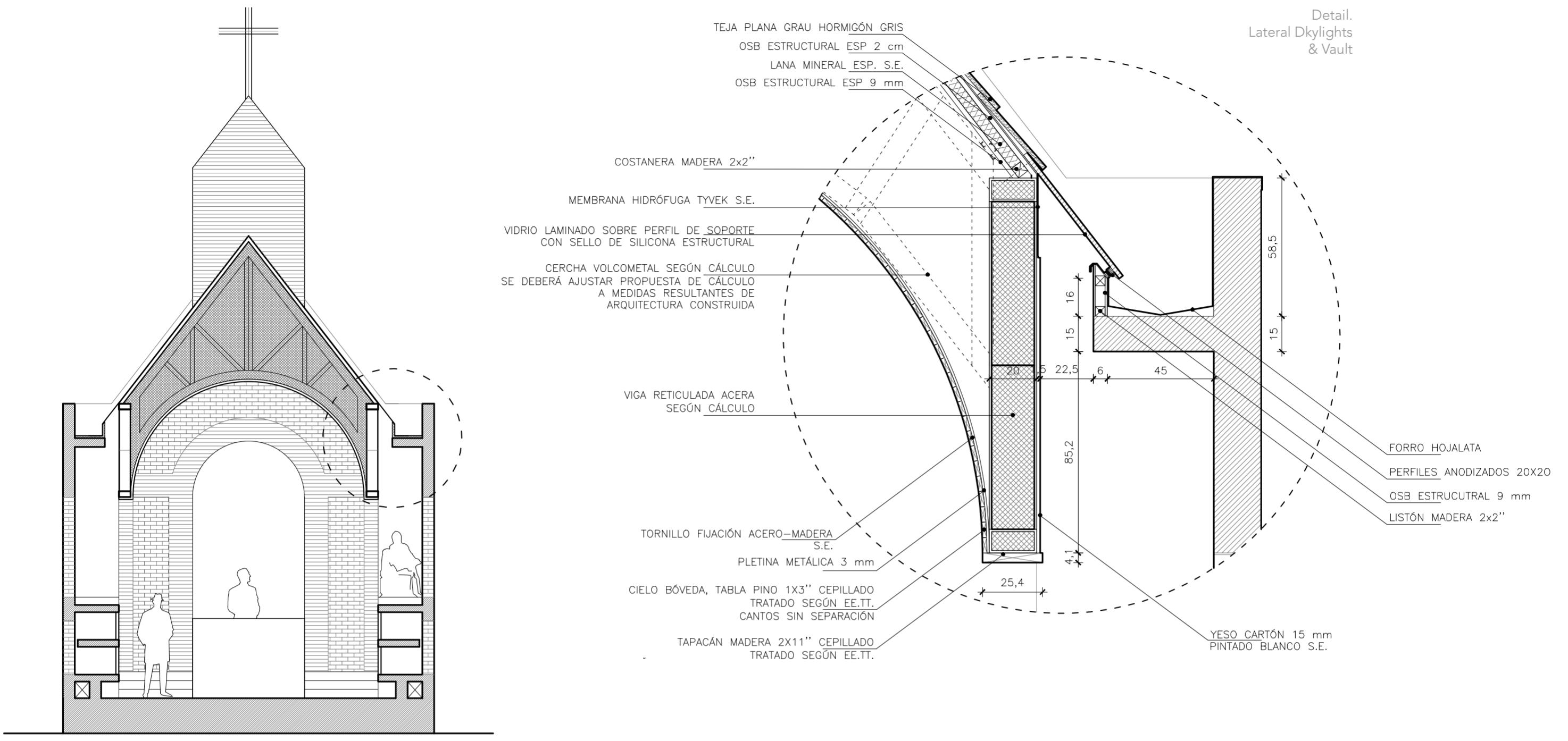


Day Render

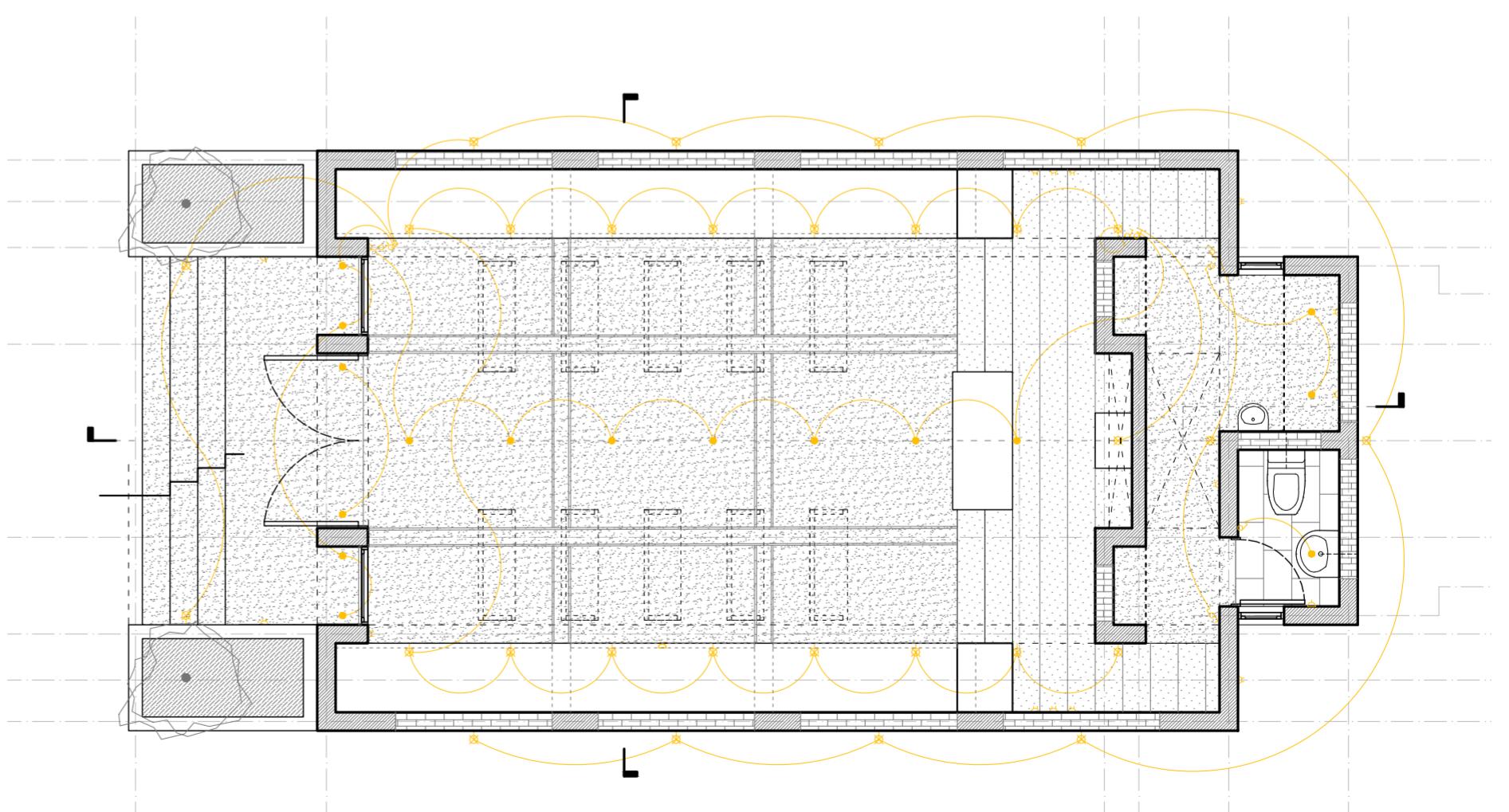


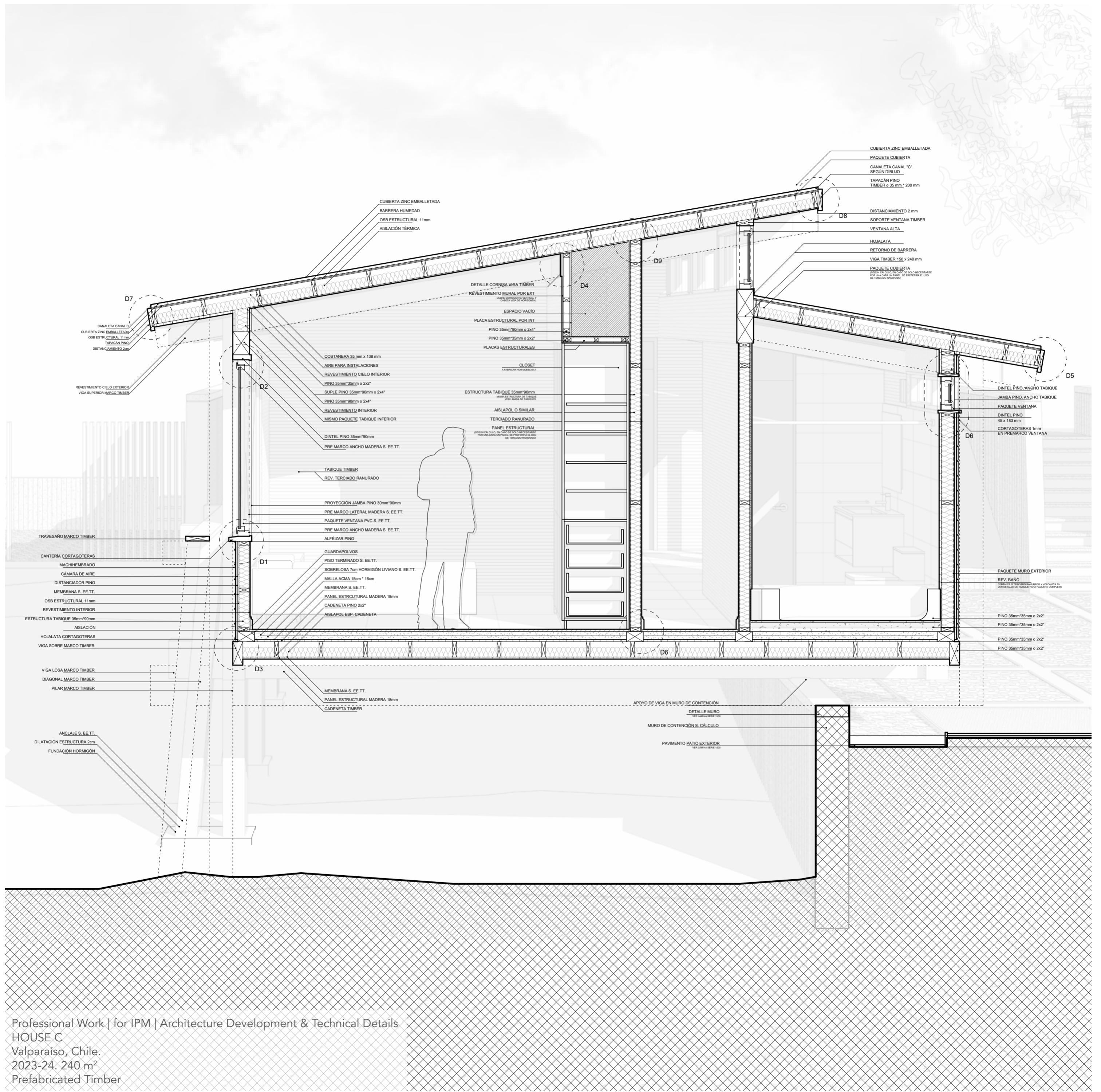
Professional Work | for IPM | Architecture Development & Technical Details
CHAPEL R
Maule, Chile.
2022-24. 68 m²
Concrete, reinforced brickwork, whitewashed with limestone.

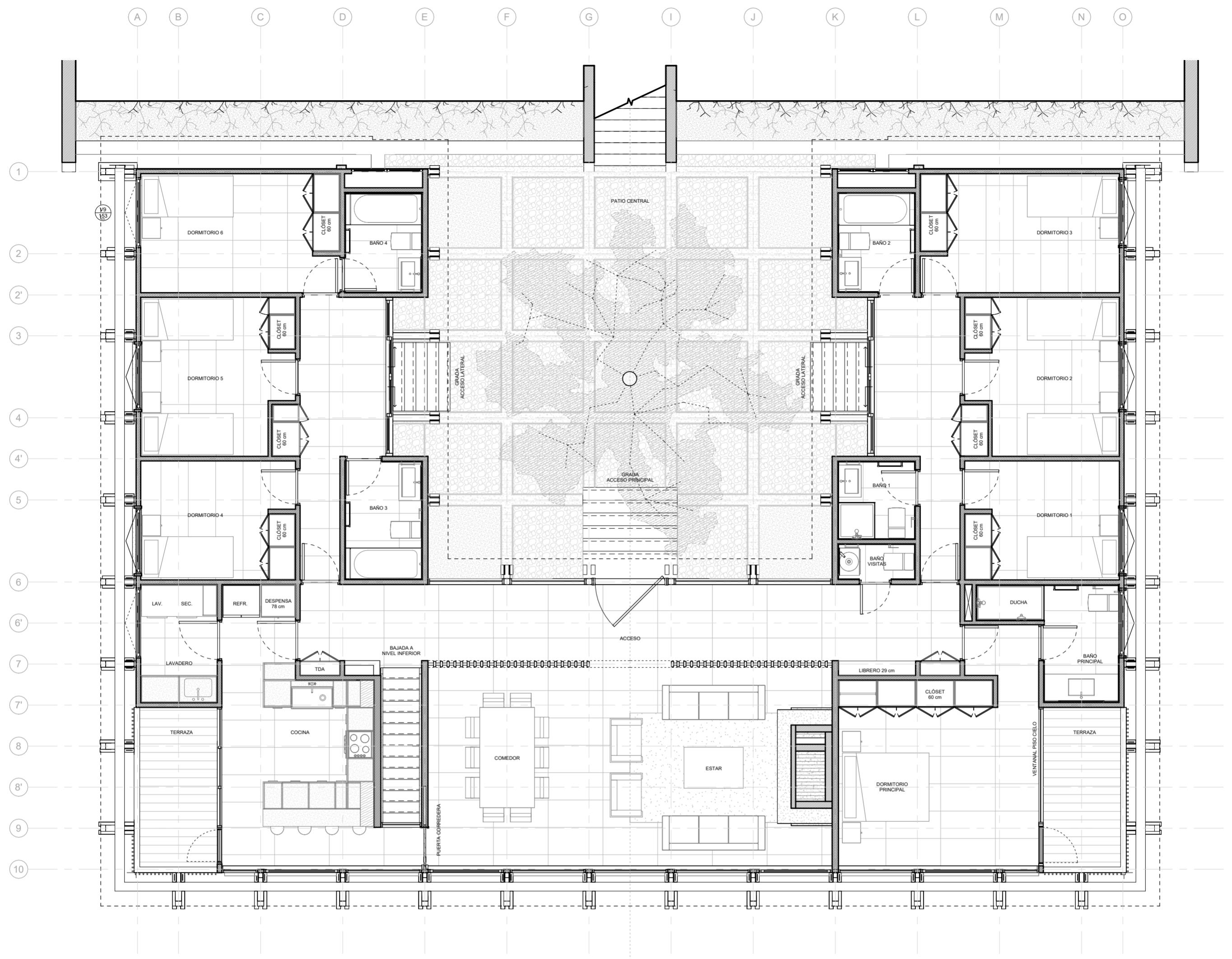
Night Render



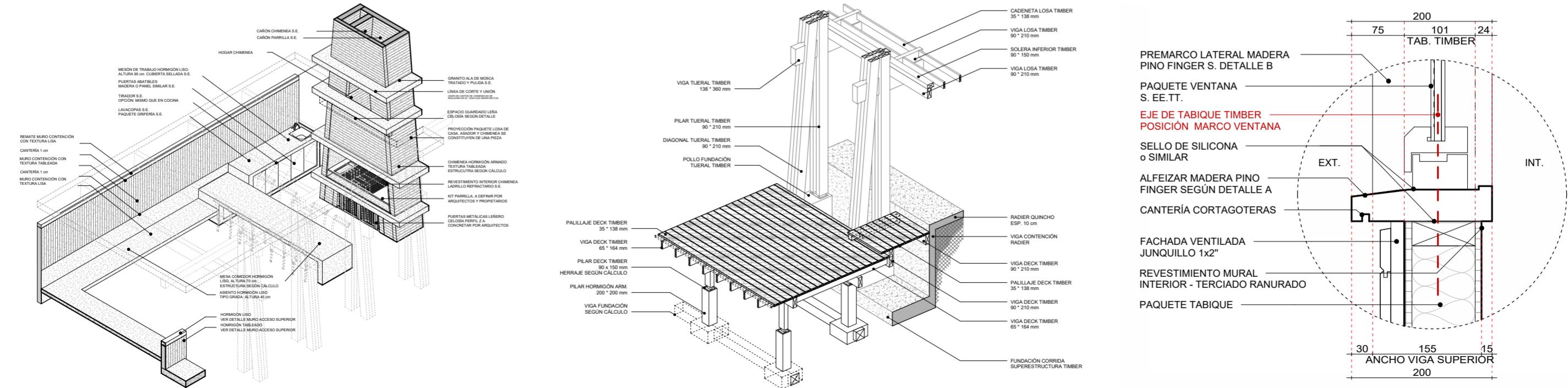
A chapel for a village cemetery. The client requests a space for prayer that, in addition to its sacred function, allows for the exhibition of a copy of the painting Divine Mercy. A picturesque design with a contemporary reinterpretation was chosen. The facade incorporates classical elements - a semicircular arch, a triangular finial, and a tower- without ornamentation. No windows are included; instead, passive light enters through skylights, creating a solemn and secluded atmosphere: one over the presbytery and others along the nave. The upper vault, clad in wood, conceals the light source.







Preliminary floor plan



Barbecue area detail 1:50

Deck detail 1:25

Detalle 1:5 Ventana

