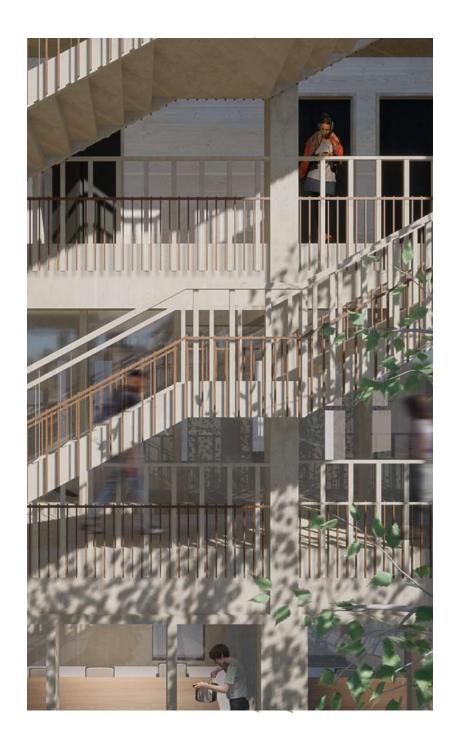
jiaxin he



Portfolio

Computational method in architecture

2022/2023

content

Projects from work experience

Projects from academic

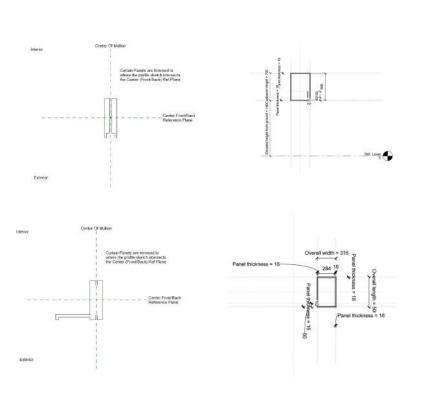
Extracircular

REVIT MODELLING

Type: Commerical Site: London

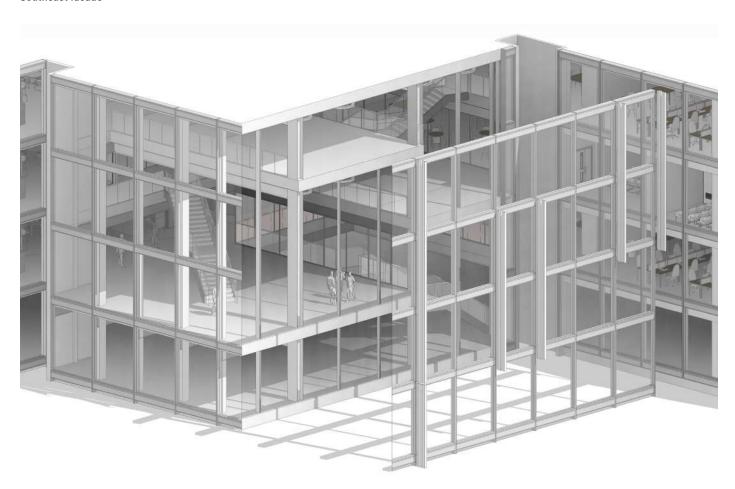
This was the first Revit project I worked on in my work experience; I started the entire project from scratch. With little knowledge of the software and helps from colleagues, I began the project by learning the building profile through its atrium and analysing the facade system. Creating my first parametric family was undoubtedly challenging, but the time was worth it as it allowed more flexibility for any iteration after the initial design. One of the other benefits of Revit modelling is that it exposes flaws and faults in a building's plan before it is built. As a result, the risks associated with errors and weaknesses can be mitigated before they occur. Architects and builders would be able to remedy mistakes, saving time and cost. This way, it will reduce the environmental impact.







Southeast facade



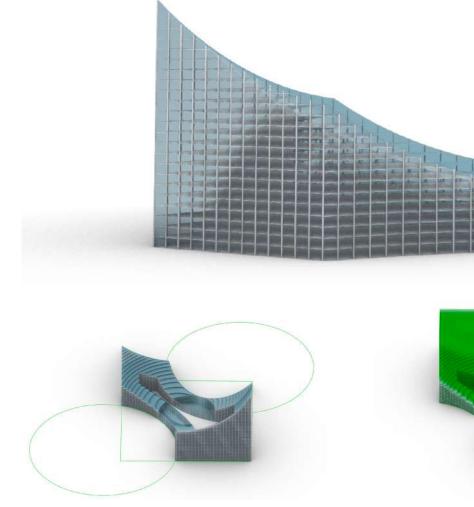
Southeast facade exploded partially

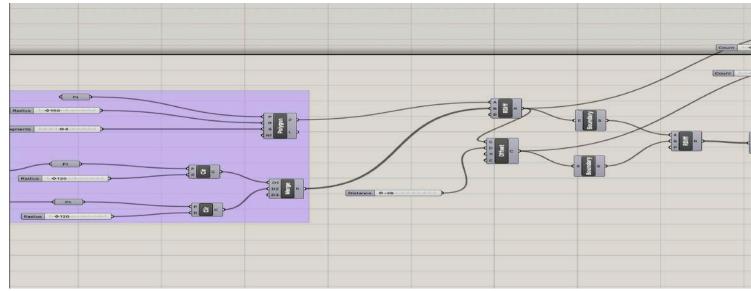
PRECEDENT STUDY CITYLIFE MILAN

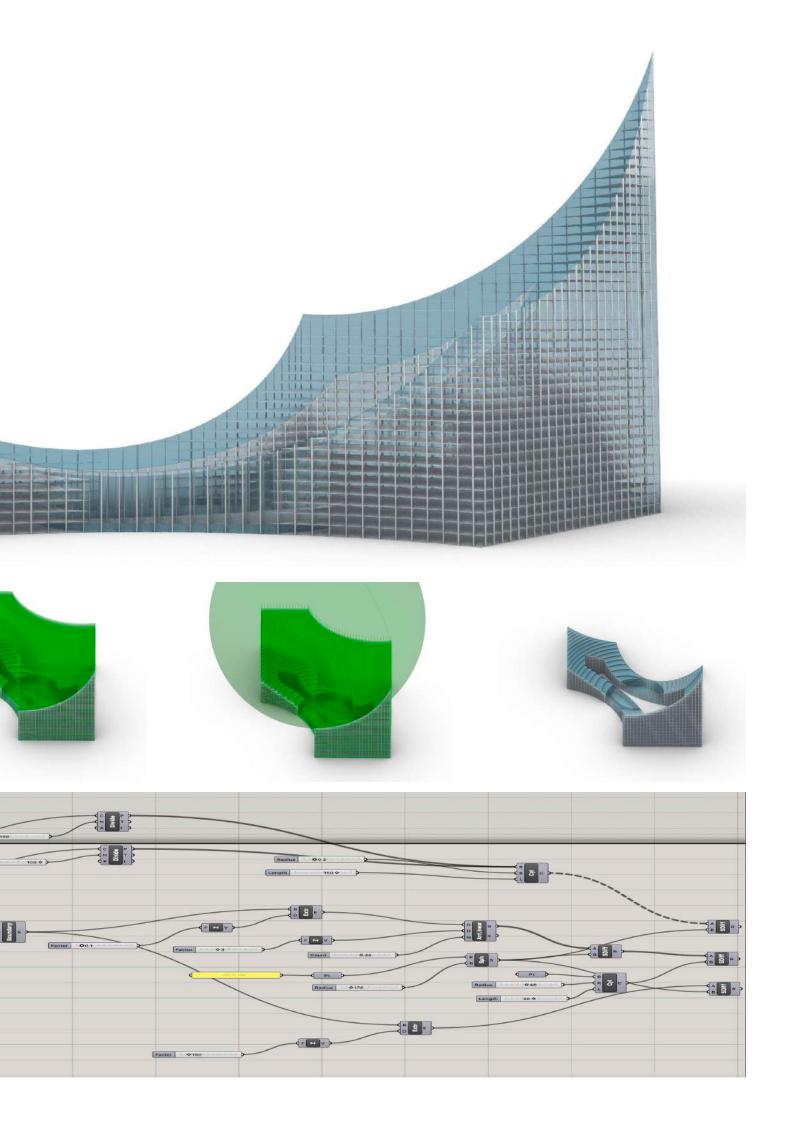
Type: Mixed use Site: Milan

I enjoyed the design of Citylife Milan (Portico), as it blurred the boundary between indoor and outdoor, public and private and indeed, its unique form. Therefore I thought it would be an excellent opportunity to make a parametric model with grasshoppers to experience the design principles and learn them simultaneously. During the process, I realised the advantages of adapting parametric modelling and visual programming; one encapsulates frequent tasks, whereas the other gives a more direct response to the user.

Nonetheless, a parametric model also allows for extremely fast iterations, whereas in the traditional way, such as CAD, everything has to be redrawn continually through manual performance. Drawing manually repetitive things is one of the tasks algorithmic design tries to avoid. This leaves the designer more time to generate different possibilities.







THE DIVNATION THE PILGRIM RESPITE

Type: Residential

Site: Santiago de Compostela

Concept

Saya park, done by Alvaro Siza, is the inspiration for the divination: the Pilgrim's respite. "In architecture, the route surprises." The respite has then been conceived from a stair that links between the R.de Bonaval and Run de San Pedro (two streets at different levels) and juxtaposes the two in close proximity to create a distinctive spatial experience: connection to light and wind; in this case, it would let pilgrims received the soul of Santiago de Compostella.

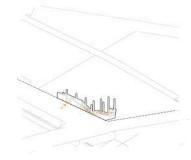
Design strategy

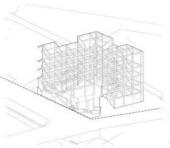
"Architecture takes root in a site, and the site makes architecture real. I believe every site, whether it sits in a natural landscape or an urban context, must possess certain energies with its existence". These energies could be uncovered from its landscape. The divination is composed of a verandah as circulation between two walking streets. The loggia of divination fuses inside and outside, allowing pilgrims to have direct access to the conservation area of Santiago.

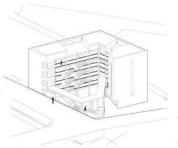


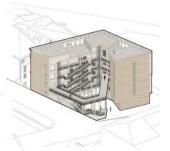












TELEGRAPH BUILDING BELFAST

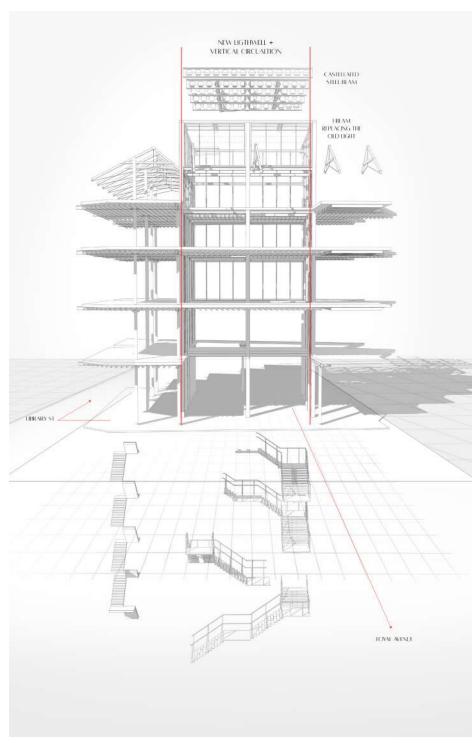
Type: Cultural Site: Belfast

Introduction

The proposal facilitates social interaction to urge and nurture discussions and debates for the ongoing development of the local community. The project reinforce the theme of Adaptive Reuse, ensuring the future does not suffer from the destructiveness of the past.

Concept

It intended to establish a memorable journey by creating a new vertical circulation that links the existing and proposal spaces and events that engage by; this is accomplished by combining old and new structures plus atmospheres created natural light, materiality, textures, patterns and indoor and outdoor thresholds





MARS SWEET MARS

Competition: Mars Calling: Sketch The Future **Type:** Habitaion

Site: Mars

Partners: Hasan Uddin, Paolo De San Jose

Concept

To imagine. Imagining. To image. Mars is a place beyoWnd our human sight, a place so far away, yet we strive to reach it. The challenges coincide with how we humans look at normalcy. These things affect us physically and psychologically.

Introduction

The concept illustration aims to tackle such issues with the priority being location. Despite Mars terrain, valley conditions would play best to shield the settlement but also present easier access points to resources like underground water reservoirs and useful elements. Being locked away underground and coming out for daily tasks would eventually infringe on our mental state. Being shielded with the topographic conditions we get to enjoy the outside world, respecting our minds 'Normalcy'.

