

TEODORA BABATA.²⁰⁰³⁻²⁰¹⁰

TEODORA BABATA

architecture portfolio 2003-2010

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I am a graduate architect. I completed my Masters in Architecture in 2009 at University of architecture and Urban Planning “Ion Mincu”, Bucharest, Romania.

I made my first steps towards architecture by moving from a small town in the mountains to Bucharest in 2003, when I started my first year of studies. For the first time I became a part of the fascinating world of architects, where we are taught how to “create” space.

In the autumn of 2005, I have arrived in Marseille, where I studied for a year, as an exchange student. It is there that I had the chance to discover and “touch” the modern architecture that I had learned about in my first years in the architecture school.

In pursue of the work of the great architects, modern and contemporary, I began traveling to France, Spain, Italy and Switzerland. It was in this way I began to understand Corbusier’s passion for light and colors, Mies van der Rohe’s work with material and shape, Gaudi’s madness, and the constant preoccupation of the contemporary architects for innovation in terms of shape, structure, use of materials and urban dialog.

I have been working for the last three years in a major architecture firm, in Bucharest, first as a student and then as an intern architect. That experience brought me closer to the reality of the designed project and its implications on the design process and on the team work.

My journey in architecture continued in Canada, in the summer of 2010. There, I got captured by the “new world” and its culture, with skyscrapers shaping an urban figure different from what I was used. It gave me the feeling that I was so small and yet able to get closer to the sky.

Experiences in my life constantly mold and evolve my understanding and disposition as a designer, and they always make me think and see, from different perspectives, how light, material, shape and surroundings work together and can model a space for people.

I want to believe that every new assignment would give me the opportunity to bring, throughout my individual experience, a new and unique approach to the project.

This collection of works represents the first stage in my journey of becoming an architect.

CENTRE FOR CHOREOGRAPHY



- 1_main entrance
- 2_lobby
- 3_spectacle hall
- 4_dance studios
- 5_bar
- 6_foyer
- 7_stage
- 8_administration

The figure is the profile of the project, not its shape. It is responsible for the project integration in the territory. The folding of the substance gives birth to small or big spaces, open or closed, light or dark, which look at the sky or become the ground, spaces where quantity is secondary to quality.

The beginning of the project was to imagine the trajectory of the two main subjects: the dancer and the spectator; their routes can develop independently but always meet in one place – the stage. So the project started at the interior, and it developed like a journey, discovering the architectural program. The relation between ground and sky is always present and sometimes created, adding artificial elements.

The architectural scenario is complex: passing under a slab that rises towards the sky, letting the light pass, in order to guide you to the main entrance; meanwhile, the ground mounts, the slab descends, the light invites you to follow it above; spaces floating while other strongly linked to the earth; a gangway along a wall allows the exterior to come in.

There are spaces which communicate only visually, but which can challenge you to imagine the possible routes that can connect them.

The stage is dark and mysterious at the beginning, but later, the movement and emotion of the dance lights the encounter point of the two characters.

It's a dynamic project, which transforms itself every moment, and which, probably, will never be completed..

- 1_AA' cross section
- 2_acces floor plan
- 3_theatre floor plan
- 4_BB' cross section



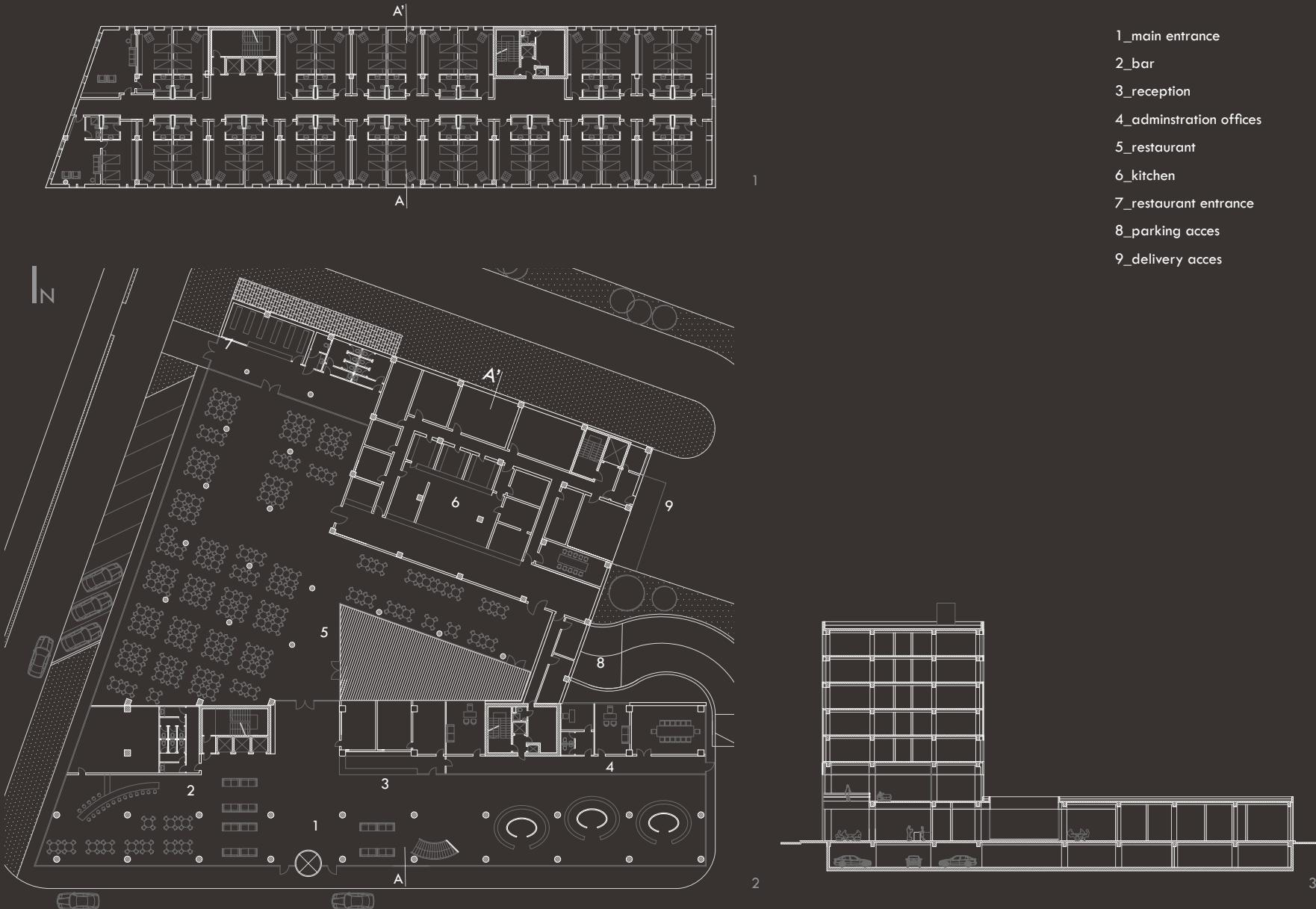
2006 centre for choreography_marseille, france
Studio Arch. Pierre David, ENSAM

URBAN HOTEL



A_street veiw
1_accomodation floor plan
2_ground floor plan
3_AA' cross section

Adapting itself to the site's characteristics, the building has two volumes; the main volume, containing the accommodation, is aligned to the main street and it becomes a strong signal in the local urban area. The second one, horizontally orientated, taking the local building height, is the ground floor. Its compact layout organization of the specific facilities permits the free circulation and use of the lobby space.



CALEA VICTORIEI CULTURAL CENTRE



- 1_Calea Victoriei view
- 2_AA' cross section
- 3_1st floor plan
- 4_2nd floor plan
- 5_3rd floor plan



The most important characteristics of the site area were the historical importance of the street (Calea Victoriei), the heritage building on the plot and the big trees that should be a part of the new approach to the project.

The project's request was to design a cultural type of building and to create a relation between the new building and the old existing building.

Taking that into consideration, the position and shape of the volumes were carefully designed in order to respond to the surroundings and to avoid destroying too many trees.

The perception of the building from the main street is very important: as you enter the site, you pass under a horizontal volume (the restaurant) and you find yourself into a beautiful garden with old trees, from where you can see through the glass facades the two most important objects floating – the multifunctional room and the ramp of the art gallery.

The old building contains the administration offices and it is connected to the new building at the second level through a glass box.

The building is rather closed to both streets and opens itself towards the garden and the old building.

02 academic work

1_library entrance

2_expo galer

3_main entrance

4_book shop

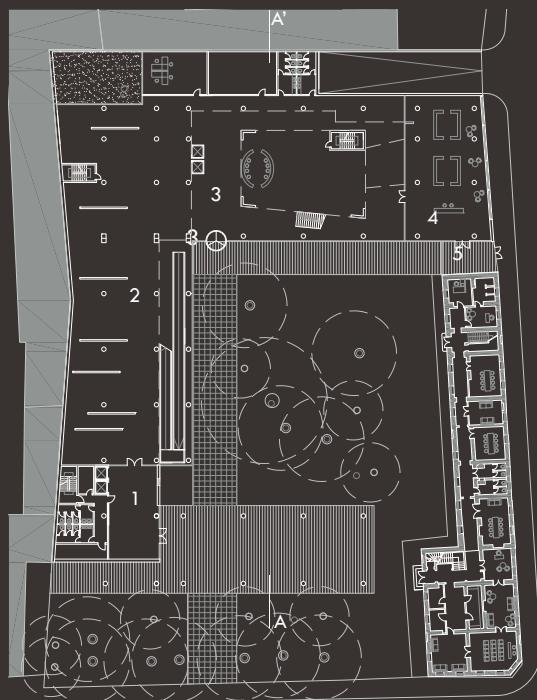
5_historic building - administration

6_restaurant

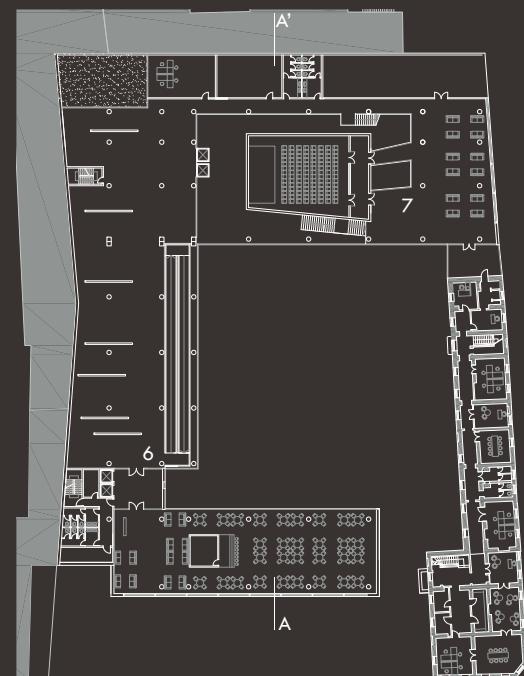
7_multifunctional room

8_library

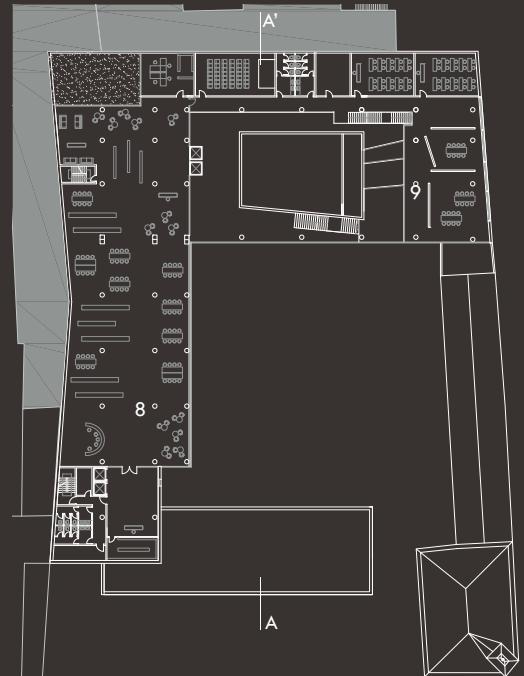
9_workshop



3



4

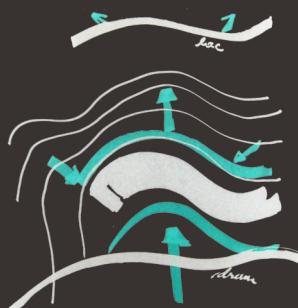


5

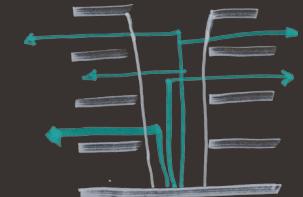
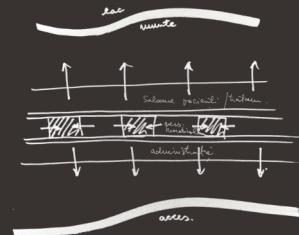
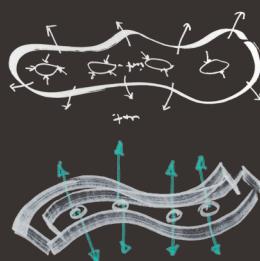
NEUROLOGICAL REHAB CENTRE



A



B



Located on the north-eastern Romania, at 4 km of the Potoci Village, the Neurological Rehab Centre is the only one of its kind in that part of the country. The land is a slope that descends towards the lake, leaving on its highest point the road access.

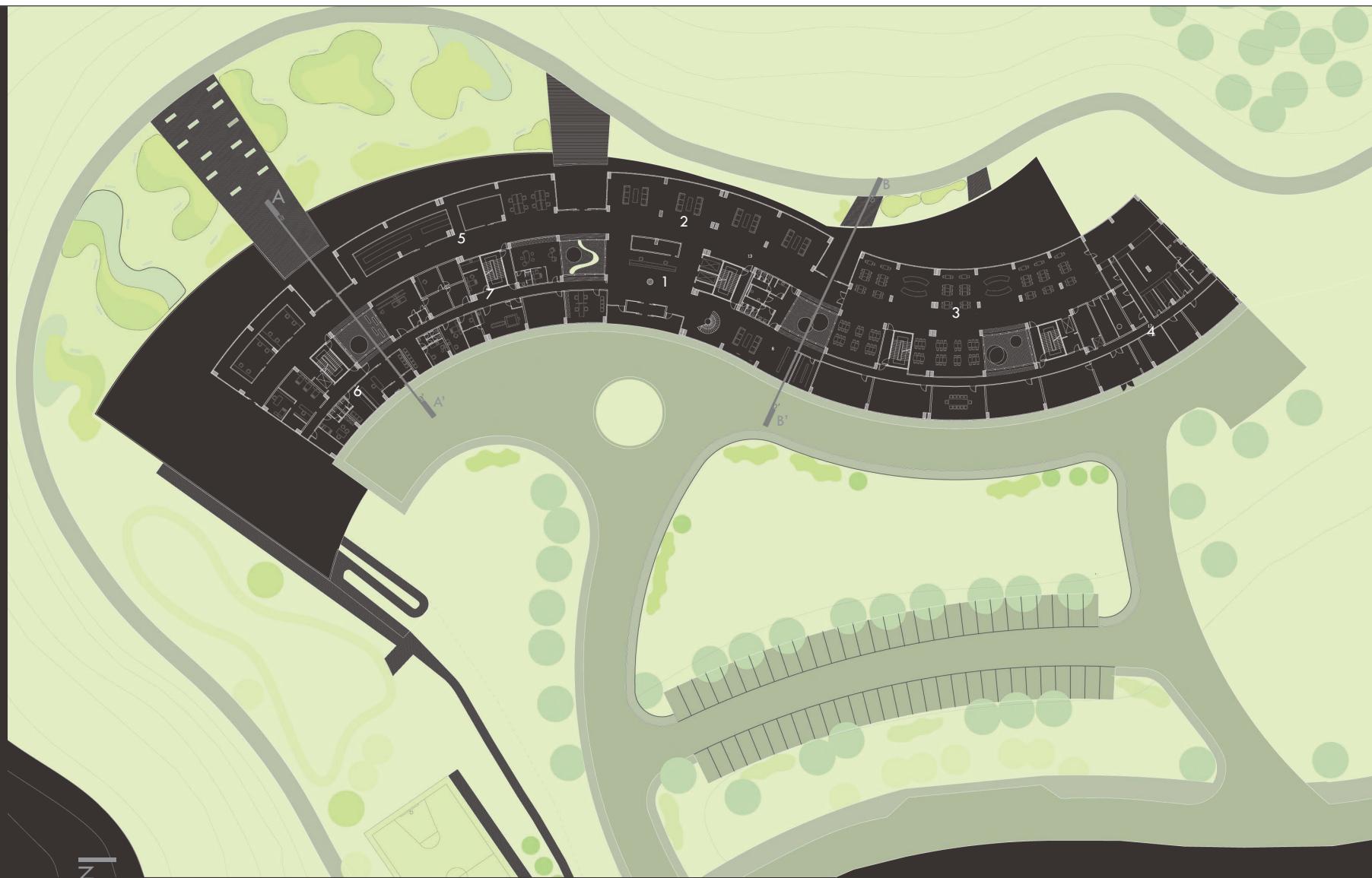
The Rehab Centre has a capacity of 90 beds and it provides medical services to patients who are suffering from brain and spinal cord injuries. The program contains an intensive care unit, an emergency unit, analytical and imagining labs, research labs, a restaurant, meeting and relaxation spaces, an indoor pool and exercise outdoor space, administration offices, and accommodations for medical staff and visitors.

The main concern of the project was how to create a strong therapeutic relationship between the patients and the landscape – the mountains and the lake.

The functionality of the structure is strongly influenced by the moods and the needs of the patient. The layout organisation follows a scheme with three layers: the first layer – the patient's – has direct contact with the major landscape (patient rooms, treatment rooms, meeting spaces). The second layer belongs to the medical staff and it is oriented towards the interior courts, while the third layer, which contains the administration offices, the medical and research labs and the accommodation, is connected to the village landscape.

The layout of the patient and treatment rooms and common spaces, as well as the landscape design, reflect an intimate relation between the patient and the landscape, relationship that has been shown to enhance healing process.

N



1_site plan

2_groundfloor plan

A_north east view

B_concept drawings : orientation of the shape and functions
towards exterior landscape, interior courts, horizontal layers.

- 1_main entrance
- 2_waiting area
- 3_restaurant
- 4_kitchen
- 5_recreational area
- 6_emergency unit
- 7_imagistics labs



A_garden view_lake facing facade

interior. exterior

patient. nature

healing. landscape



B_terace view_lake facing facade

form follows landscape

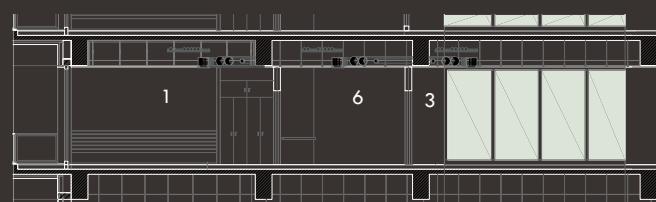


1_AA' cross section
 2_BB' cross section
 3_ward floor plan
 A_patient room
 B_patient room detail

1_patient room
 2_patient toilet
 3_doctor's cabinet
 4_interior court
 5_patients' relaxation room
 6_ward corridor



A



B



2009 neurological rehab center _potoci, romania
diploma project with Prof. Arch. Zeno Bogdanescu,

AQUA CITY



A_site view

Situated near Bucharest, "Aqua City" is a luxurious residential development on the shore of the Snagov Lake.

The goal of the project was to create a high-density -low rise housing area, respecting and catalyzing the natural virtues of the site.

The generating factor of the spatial organization is the artificial water channel that transforms the existing peninsula into an island. This way, the inner zone of the site gets views and access to the water. There are three types of dwellings: lake houses on the shores, channel-houses with private boat garages – the last two containing modules of apartments on two levels, one on top of the other, adapted at the slope of the terrain, and multi-storey villas in the remaining central zone.

A tower functioning as heliport, restaurant and nautical club is placed at the forefront of the site, acting as a landmark for the entire region. There is a two level underground parking garage under the central area.

Renewable energy is one of the major issues upon which the project is focused. Additionally, emphasis was placed on the reuse of materials; the earth from the excavation for the water channel will be re-used on site to elevate the shore and middle areas. Local vegetation will be used to enhance the quality of public and private space.

03 professional work



B_canal view

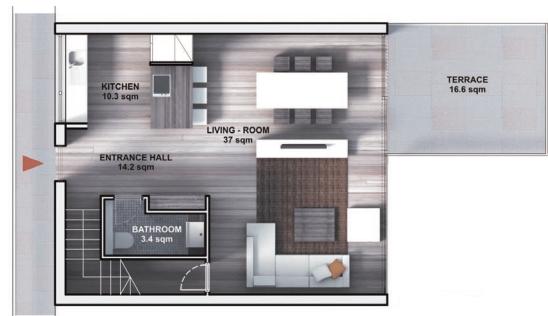
Project Phase: concept

Site Area: 49 800 sqm

Project area : residential: 52 083 sqm

parking: 24 287 sqm

AQUA CITY



A_apartment interior

B_apartment interior

1_acces level plan apt. 2A

2_acces level plan apt. 2B

3_2nd level plan apt. 2B

03 professional work



4_cross section apt. 2A &2B

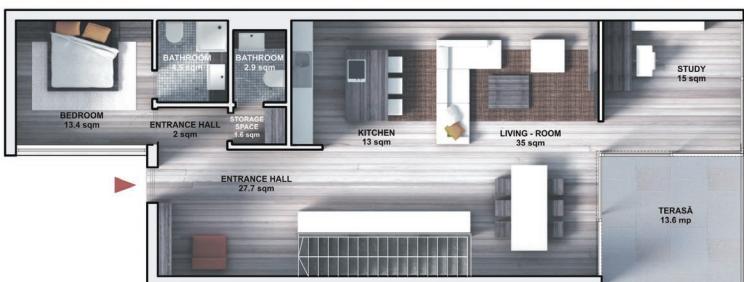
5_cross section apt. 1A &1B

6_acces level plan apt. 1A

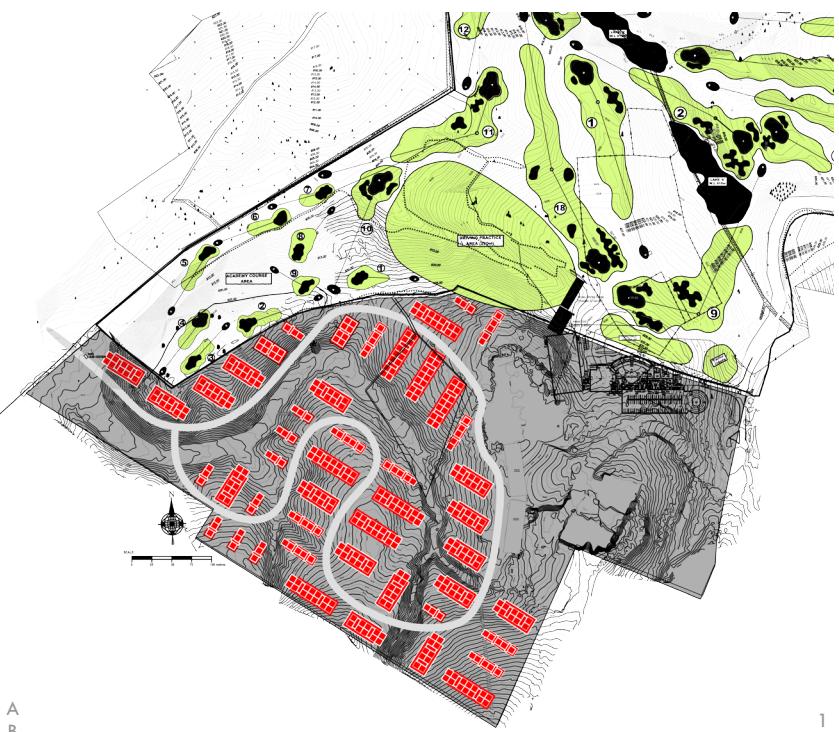
7_2nd level plan apt. 1A

8_acces level plan apt. 1B

9_2nd level plan apt. 1B



POIANA BRASOV HOUSING



The development area is situated in a natural landscape, in a very beautiful mountain region.

The concept of the project was to superpose an orthogonal grid of buildings on the landscape curves, creating a very dynamic composition. The units are composed of modules of 8m x 8m, that can be assembled on the horizontal as well as on the vertical, into different types of apartments.

There are five types of units, each unit respecting the concept model of assembly of modules; one circulation node can serve, on the same level, two apartments, which can contain from one up to four modules. There are apartments that can be accessed from outside of the building. Every unit contains open parking spaces on the aces level.

In the vertical composition, the shape of the unit is influenced by the verticality of the landscape.

Project Phase: concept

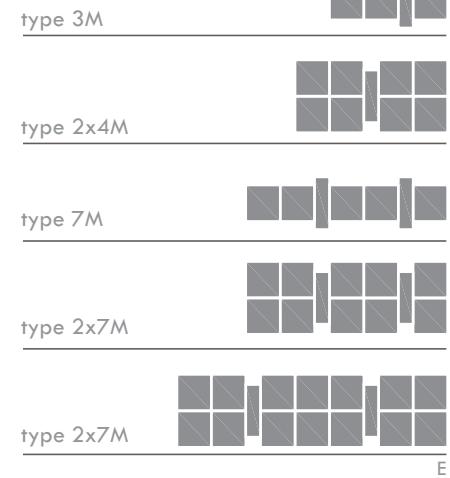
Site Area: 200 000 sqm

Project Area: 106 137 sqm

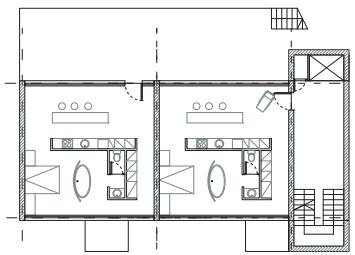
03 professional work



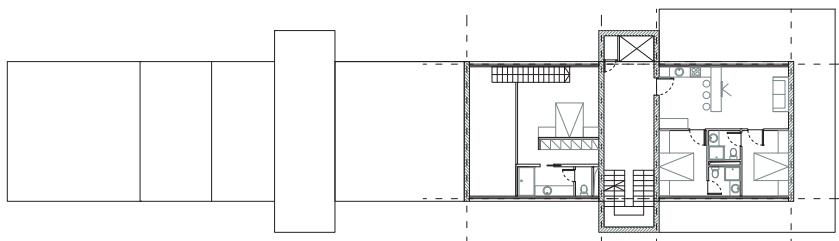
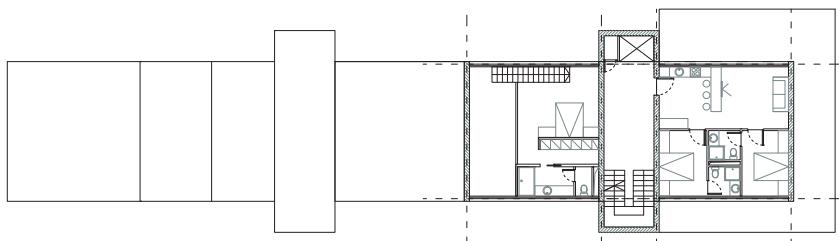
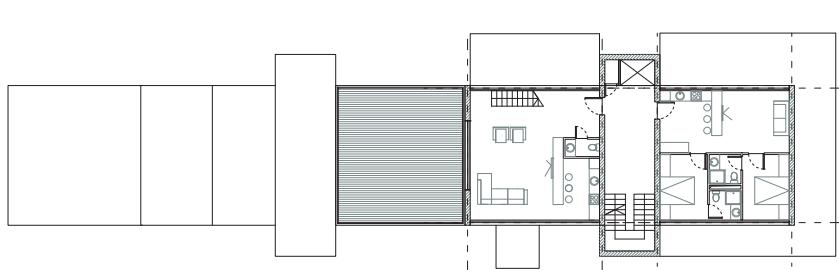
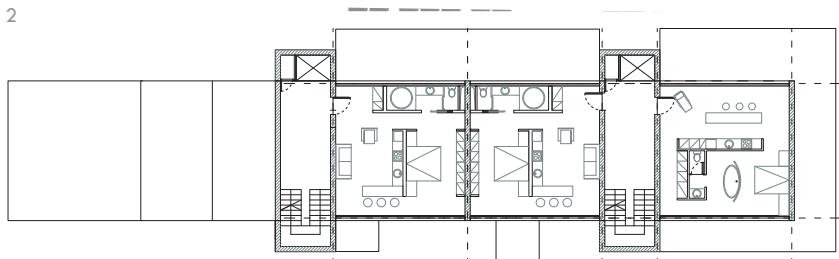
C D



E



- A, B_unit 7M
- C_unit 3M
- D_unit 2x7M
- E_types of units
- 1_site plan
- 2_unit 7M floor plans



SIBIU_CITY HALL DEVELOPMENT



The City Hall of Sibiu intended to develop the site located on the limit of the fortified town into a commercial and residential area. The project's response to that request was influenced by the characteristics of the site (orientation, neighborhoods, altitude). The developing area is divided into two sides by the main street; the south side, which is at a smaller altitude than the north side, is developed as a multiple functional area : the residential one - the block on the back of the site, aligned at its neighborhoods, an office tower enters into a complementary relation with the tower across the street; the commercial area creates a layer below the street level, with galleries and interior courts visible from the pedestrian platform, and above the street level, it rises into individual buildings. The north side of the street has the same commercial development, with its platform at the park's level. The two sides are connected by two underground parking levels.

Project Phase : concept

Site Area: 15 720 sqm

Project Area: 45 000 sqm

Parking Area: 41 600 sqm

03 professional work



A_site view

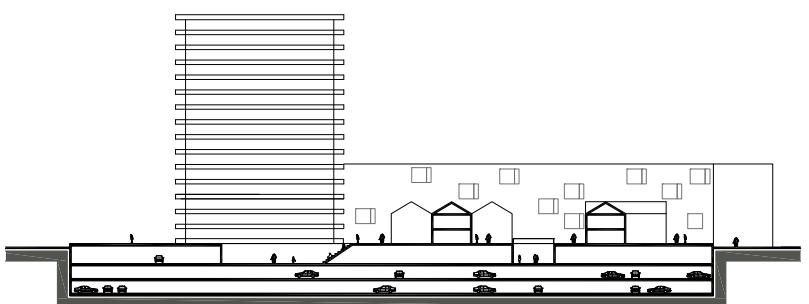
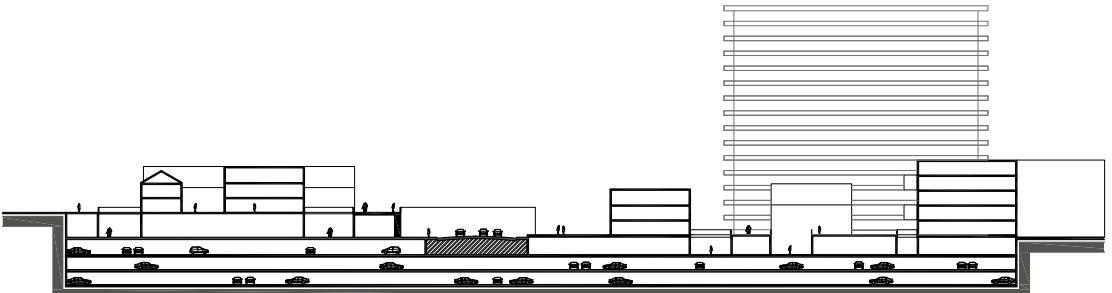
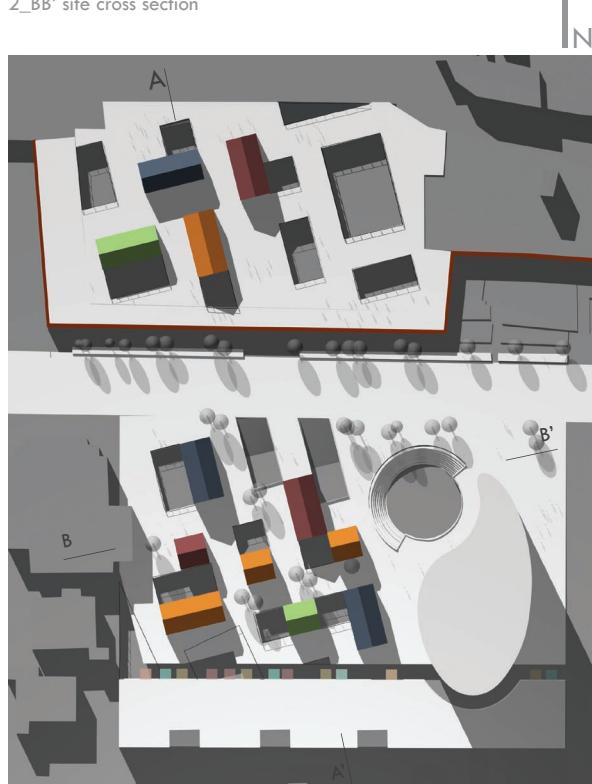
B_site area

C_town view

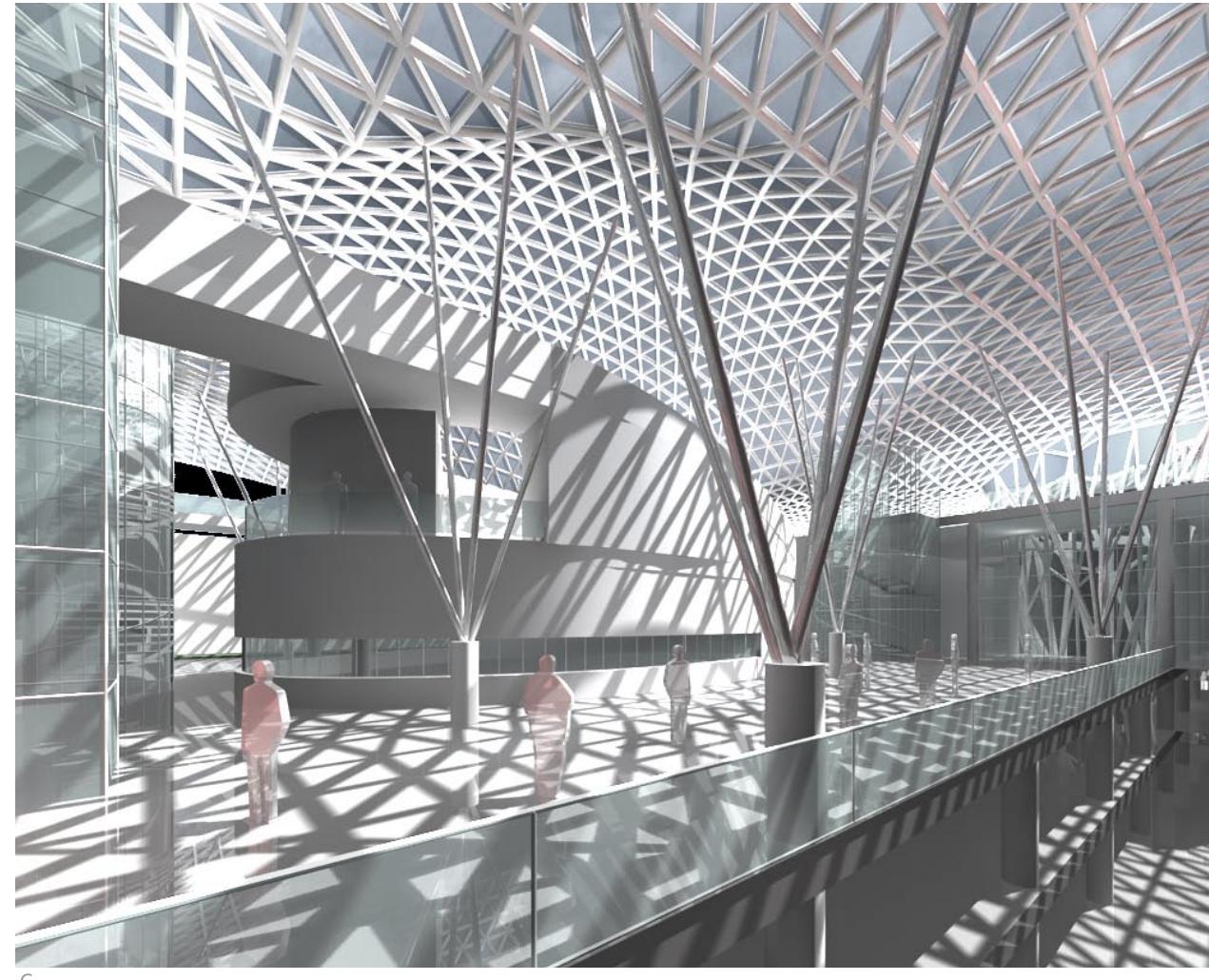
D_site plan

1_AA' site cross section

2_BB' site cross section



SIBIU _CONFERENCE CENTRE



The building was conceived in order to establish a relationship with the old wall of the fortified town and to create a covered public space in the medieval historical center of Sibiu.

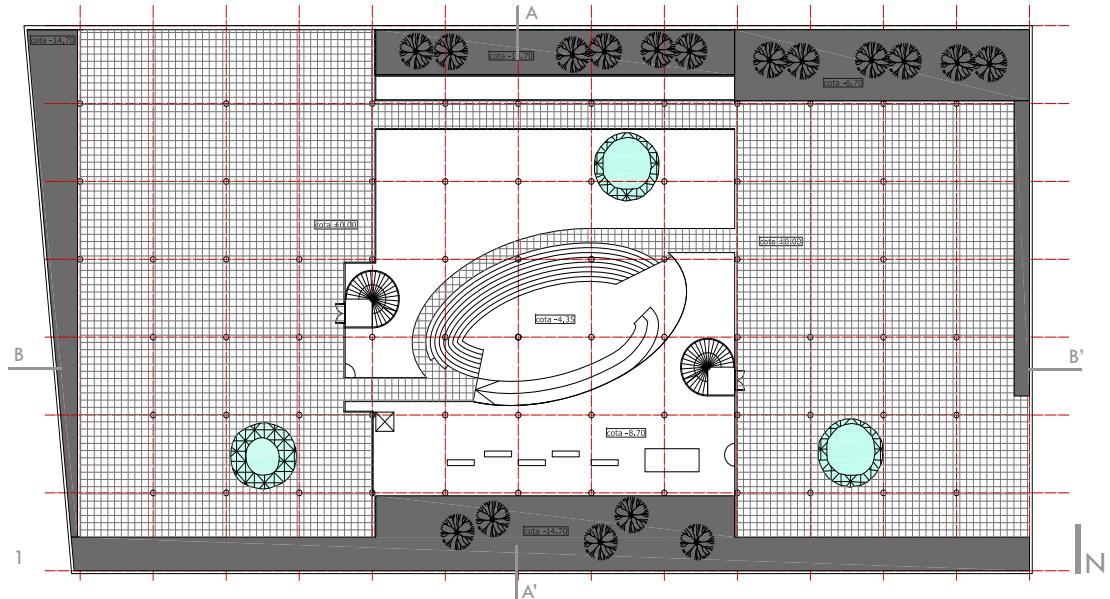
The idea of the project is to have different public layers on the vertical structure of the building: the first one is at the upper level – the covered platform and the access, the middle one contains two multifunctional rooms, four conference rooms and a restaurant ; the last one has two parking levels.

The chosen solution offers the project a space with natural light and ventilation, and at the same time an interesting way of handling different levels of the site (the park – access level and the street).

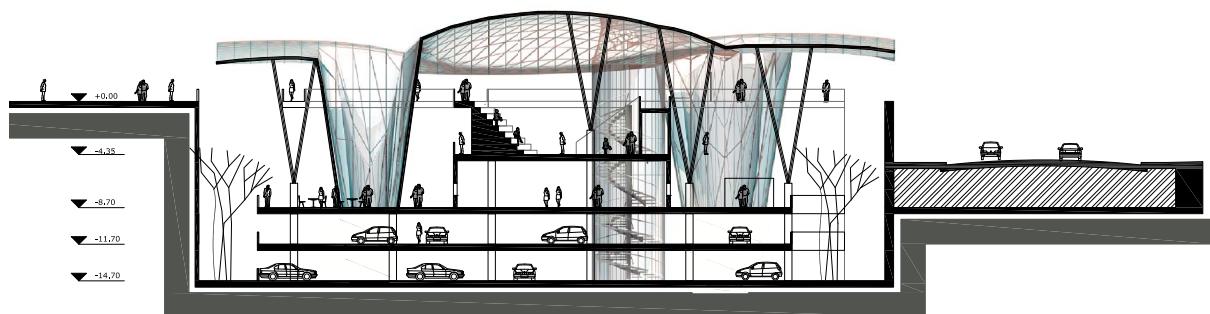
Project Phase : concept

Site Area: 5 100 sqm Project Area: 6 780 sqm Parking Area: 10 460 sqm

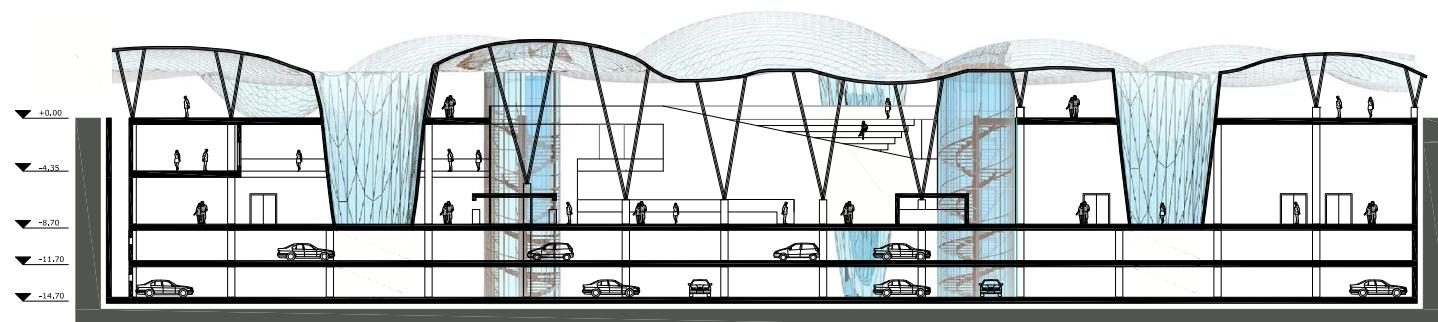
03 professional work



A_site area
 B_entrance view
 C_lobby view
 1_upper floor plan
 2_AA' site cross section
 3_BB' site cross section



2



3

GRIGORE MORA 24

The site is located in a protected area with heritage buildings. The new building has to respect and adapt to the urban area regulation in terms of height, land use and materials.

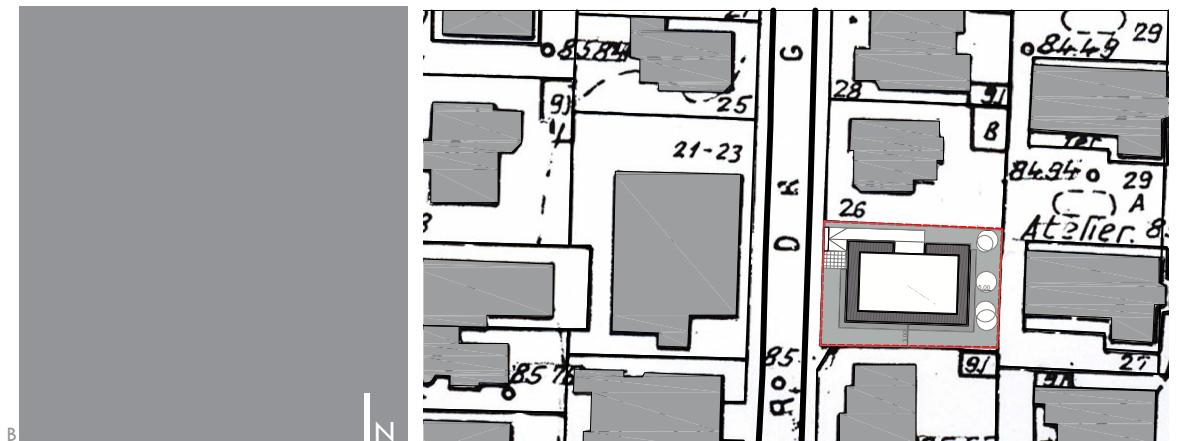
Developed on four floors above the ground level, two basements floors and a semi basement floor, the building contains six apartments, one studio and a penthouse at the last level.

The exterior shape of the building is a result of the dialogue between the interior space, light and neighborhoods.

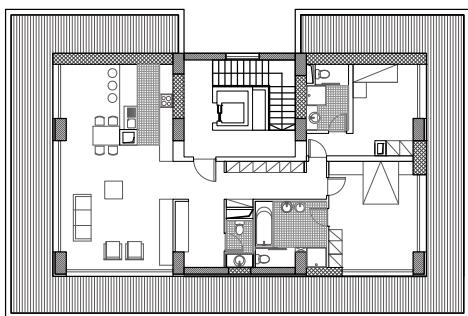
Project Phase: concept

Site Area: 597 sqm

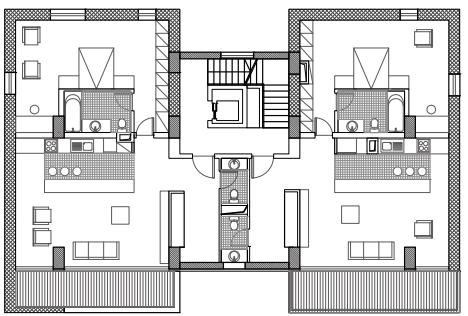
Project Area: 2331 sqm



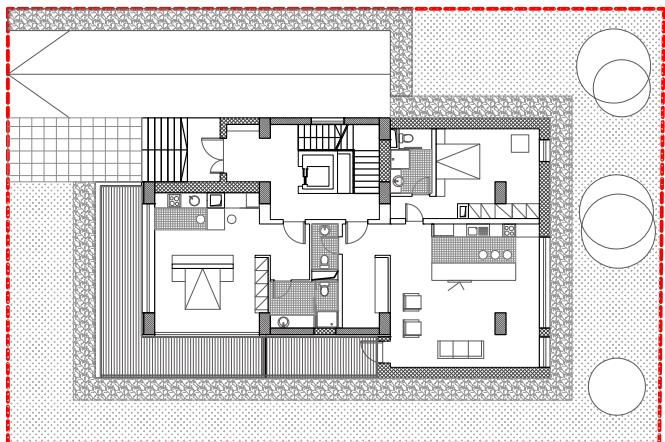
03 professional work



3



2



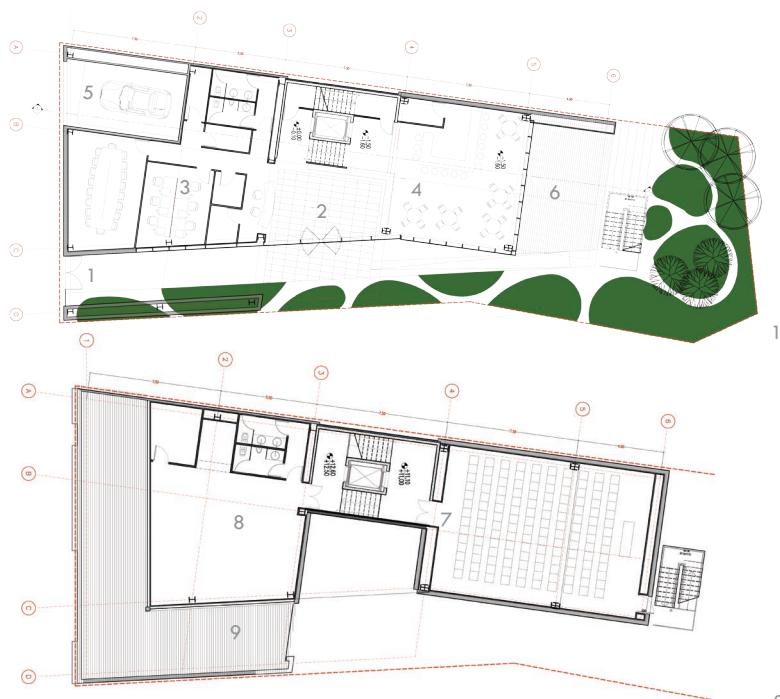
1



UCMR - ADA



03 professional work



The building contains the main offices of the Copyright Association of Romanian Musicologist and Composers Union.

The shape and position of the volumes of the building are influenced by the urban coefficients of the plot, its alignment and building height, and at the same time, by the functional organization of the layout (the position of main offices, circulation node and auditorium).

The green façade concept (the main façade and the interior court facades) adds to the project and to the close urban area a distinctive feature, and also an improvement to the interior quality of the space.

Project Phase: concept

Site Area: 564 sqm

Project Area: 2020 sqm

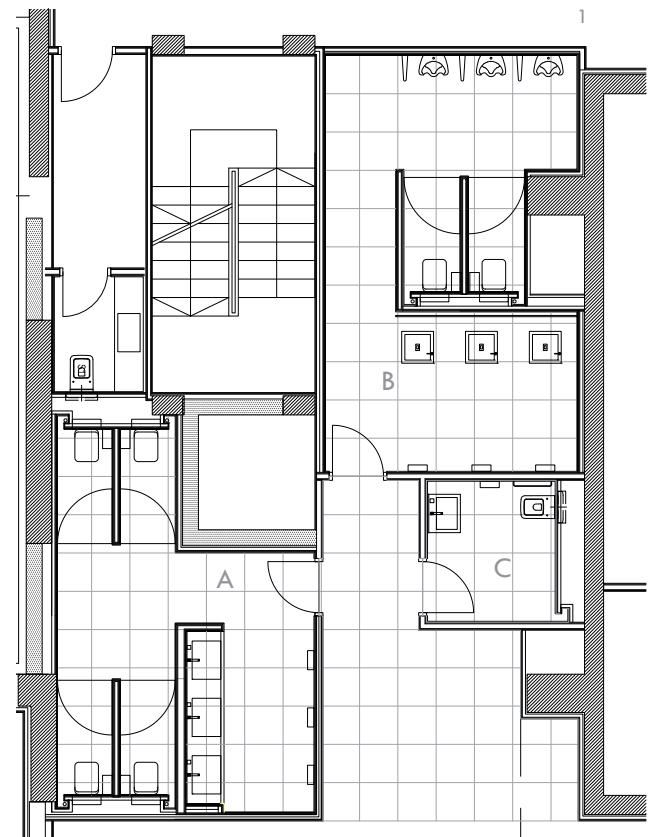
SILVER MOUNTAIN_CLUB

The resort development at Poiana Brasov includes a luxury entertainment area (casino, spa and restaurant).

The concept of the restaurant restrooms is gender related; each room has a different layout and a different concept of the washbasins.

Project Phase: in progress

Restrooms Area: 49 sqm



03 professional work



APT. B16_SILVER MOUNTAIN GREEN RESIDENCE



A



B

A, B_living area

C, D_bedroom area

E_main bathroom

1_acces floor and living plan

2_bedroom floor plan

The one bedroom apartment is located in the Building B in the residential area of the Poiana Brasov Green Residence. The layout of the apartment is slightly changed from the original one. The main concern was for choosing the right materials and colors for the client's needs.

The maple wooden floor gives certain warmth and reduces the contrast between the white glossy furniture and the green painted walls.

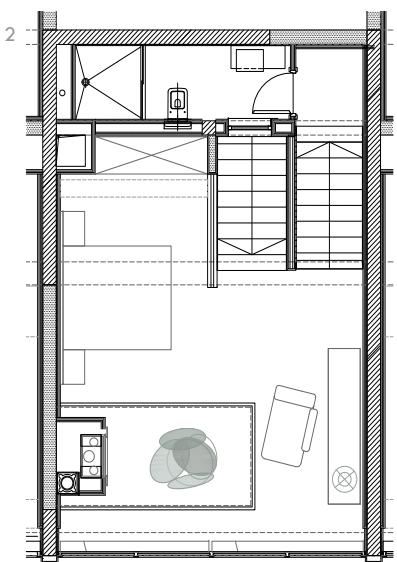
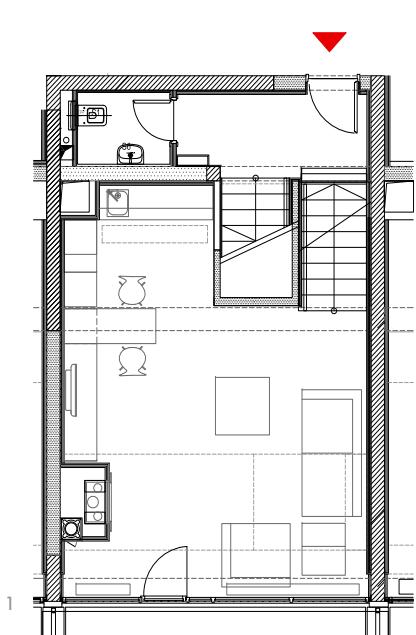
Project Phase: in progress

Apartment Area: 104.3 sqm



E

03 professional work



BUZESTI OFFICE BUILDING



A

The concept of the lobby is related with its perception from the street level and the relation between the interior private space and the exterior public space. The outline of the ground floor is considerably pulled back from the exterior perimeter of the building façade, creating a sheltered exterior space.

The curved shape of the glass façade describes intimate exterior spaces and, at the same time, the interior private space becomes more open to the street level.

The lighting ceiling is part of the lighting building concept and it creates an interesting contrast with the dark blue natural stone floor and the titanium cladding of the circulation node.

Project Phase: concept

Lobby Area: 210 sqm

A_acces view

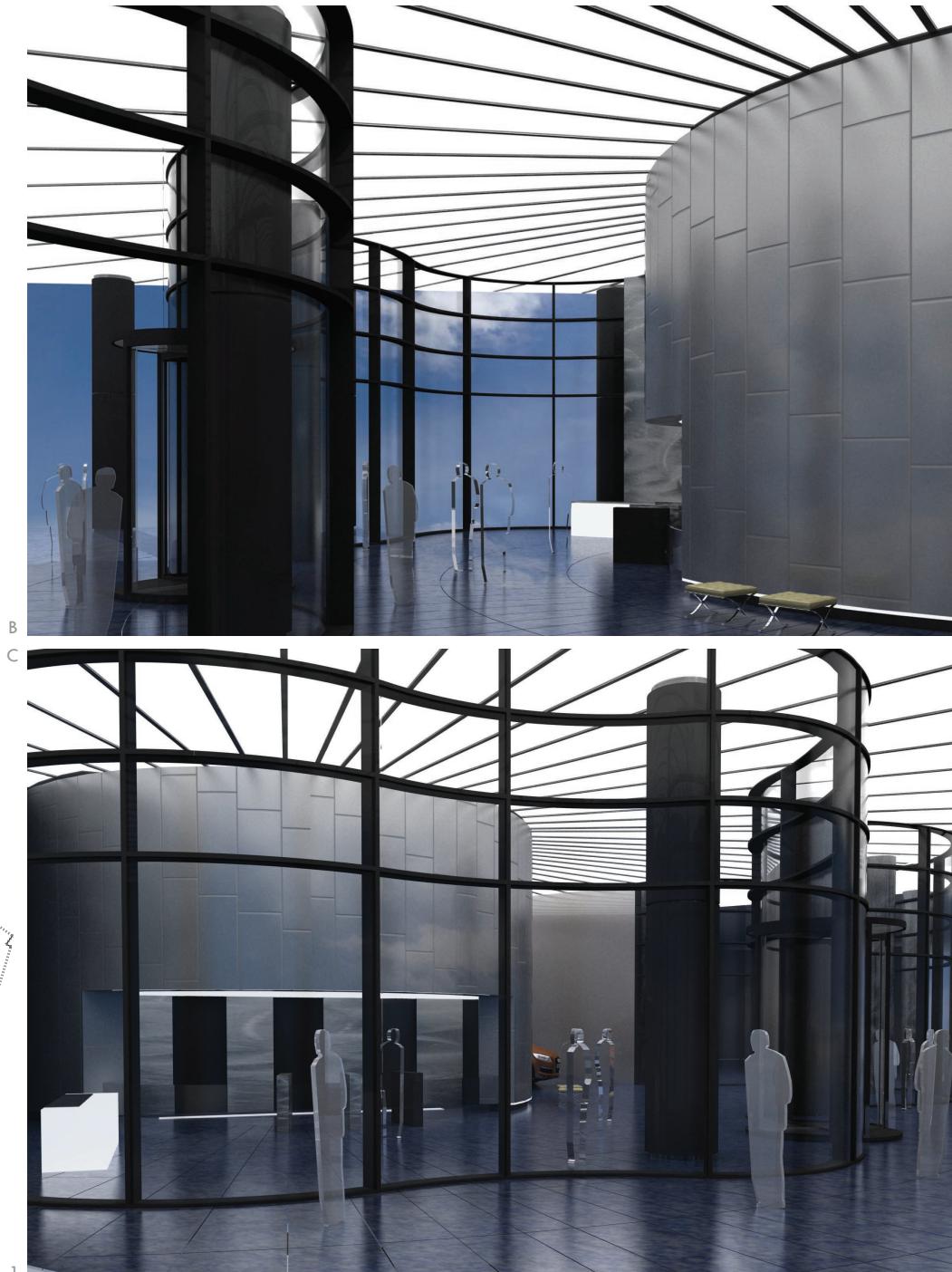
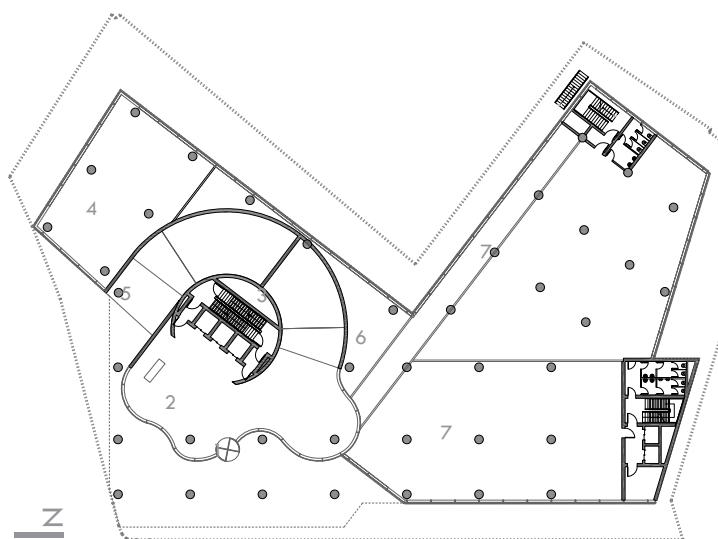
B_lobby view

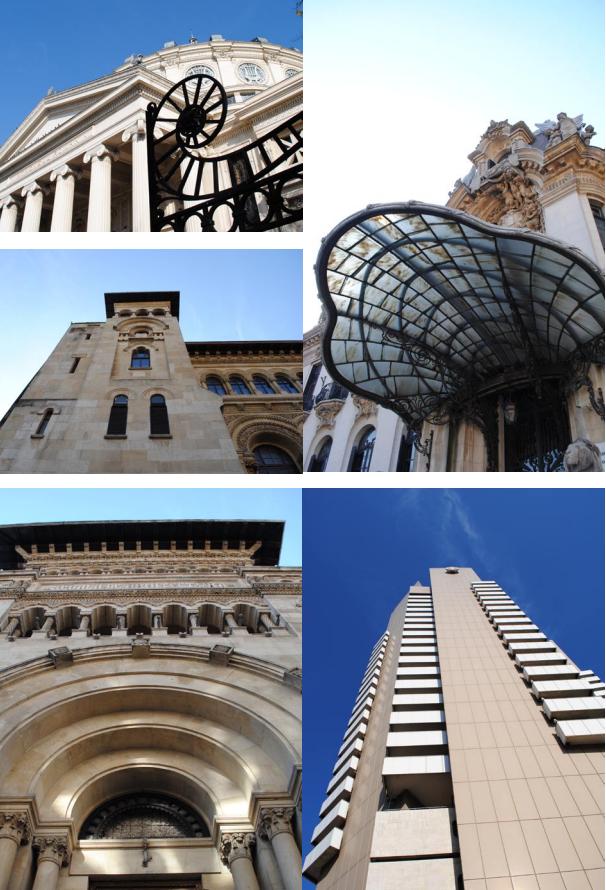
C_street view

1_ground floor plan

03 professional work

- 1_main acces
- 2_lobby
- 3_car showroom ramp
- 4_car showroom
- 5_parking access
- 6_gallery
- 7_commercial space





first step
history
enthusiasm



bucharest

vertical city
expression
functionality
concrete



marseille

strasbourg



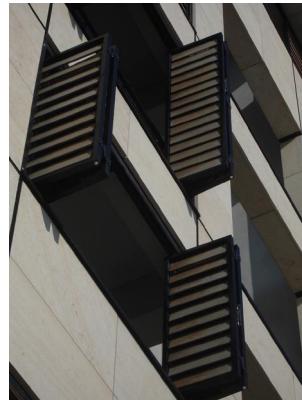
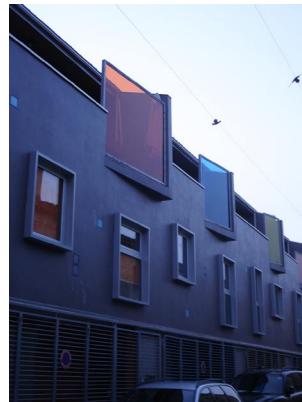
geometry
concern for detail
shading



aix-en-provence



bordeaux
lyon

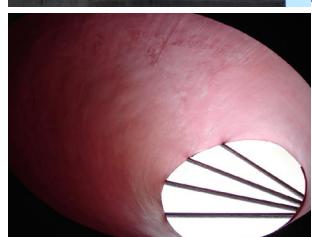


04 my journey in architecture

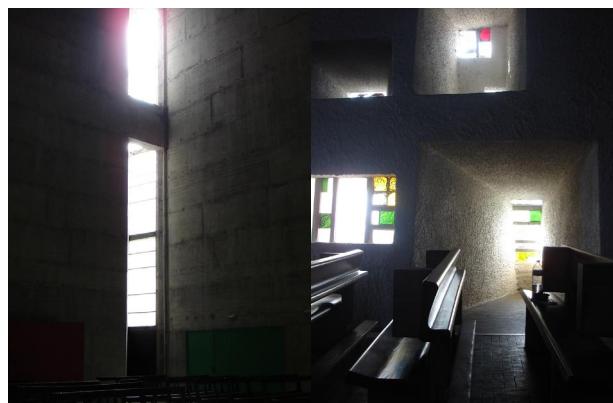
europe



eveux-sur-arbresle
rochamps



shape
material
urban space



light
silence
color

bilbao
san sebastian



genova



return to the
water



concern for detail
facade concept
tectonic



basel



2003-2006



dream
ambition
simplicity
structure
innovation
dynamics
spectacle



barcelona

04 my journey in architecture

europe

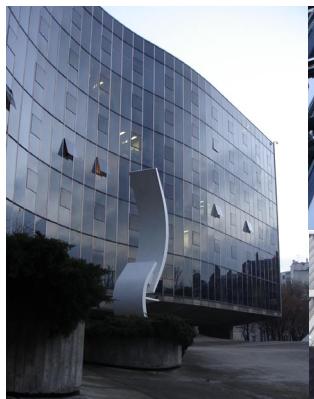


paris

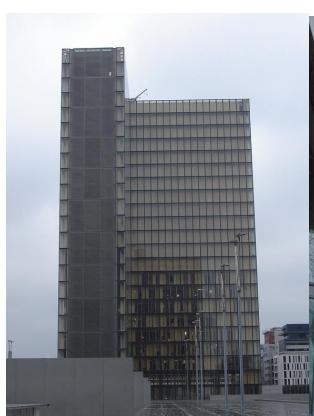


brussels

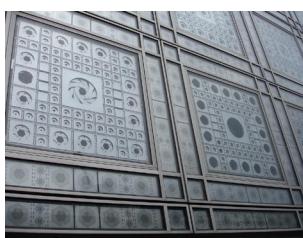
art nouveau



detail

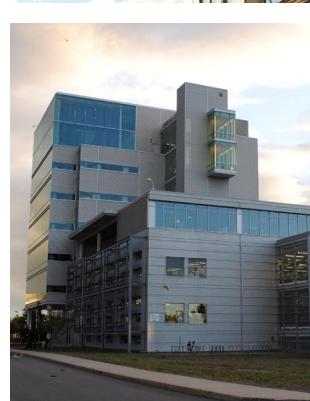
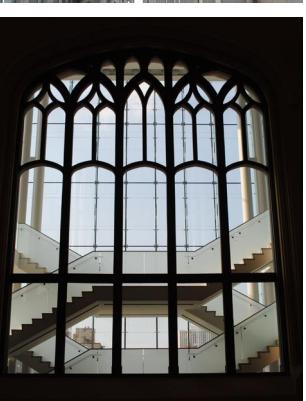
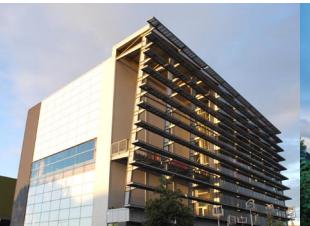


culture
pride
history
technology
symbol
international



budapest

montreal

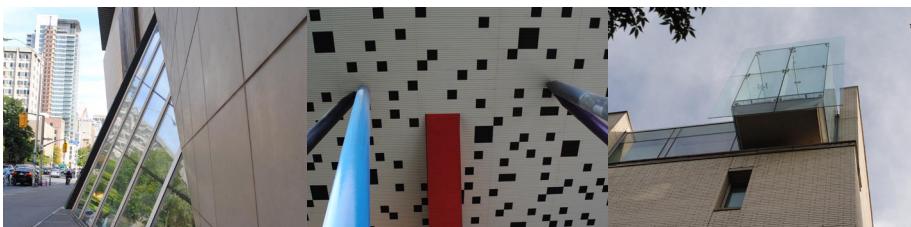


04 my journey in architecture canada

skyscrapers
new world
memory
diversity
surprise
old and new
nature
performance
opportunity



toronto



kingston

TEODORA BABATA

teodora.babata@gmail.com

interests

joining a team of professional architects where I would have the opportunity to continue to develop both technically and creatively as a design architect

work experience

2009 - present	INTERN ARCHITECT - WEST GROUP ARCHITECTURE, BUCHAREST, responsibilities included : building and interior design concept, general plan, working set of drawings, specifications and construction documents for building permit, design work coordination for architecture, structure, MEP and HVAC, fire regulations, detailed design, building survey; Photoshop and presentation drawings, 3d modeling, renderings, photography, freehand sketches, handcrafted model making, research, developing layout and design parameter for expositions, translations	ROMANIA
2007 - 2009	STUDENT ARCHITECT - WEST GROUP ARCHITECTURE, BUCHAREST,	ROMANIA
2006 (july-august)	INTERN - DIRECT INDUSTRY - ARCHIEXPO, MARSEILLE,	FRANCE

languages

english	- fluent
french	- fluent
romanian	- mother tongue
german	- beginner
spanish	- basic notions, very good comprehension
italian	- basic notions, very good comprehension

05 curriculum vitae



education	2009	MASTERS IN ARCHITECTURE - UNIVERSITY OF ARCHITECTURE AND URBAN PLANNING ION MINCU BUCHAREST,	ROMANIA
	2006 - 2009	UNIVERSITY OF ARCHITECTURE AND URBAN PLANNING ION MINCU, BUCHAREST awarded scholarship for merit	ROMANIA
	2005 - 2006	ECOLE NATIONALE SUPERIEURE D'ARCHITECTURE MARSEILLE LUMINY, exchange student in the SOCRATES ERASMUS european student mobility program	FRANCE
	2003 - 2005	UNIVERSITY OF ARCHITECTURE AND URBAN PLANNING ION MINCU, BUCHAREST awarded scholarship for merit	ROMANIA
	2003	graduated NATIONAL COLLEGE PETRU RARES, PIATRA NEAMT	ROMANIA
exhibitions	2005	Trophées des Lumières de Marseille, Unité d'habitation Le Corbusier	FRANCE
	2006	Théâtre Gyptis – scenography project, Marseille	FRANCE
certifications	2010	Romanian Green Building Professional Certification	
computer skills	drafting modelling graphic processing	AutoCAD Architecture 2009 3DS MAX 2009 + Vray, AutoCAD Architecture 2009, Google Sketchup, Archicad Adobe Photoshop CS3, Adobe InDesign CS3, Adobe Illustrator CS3, CorelDRAW Microsoft Word, Excel, Powerpoint	
personal skills	creative, enthusiastic, efficient, solution - orientated person, capable of working under pressure multitasking with close attention to detail good team player with strong communication and social skills		

