



A d e l i n e L i

// Design Portfolio

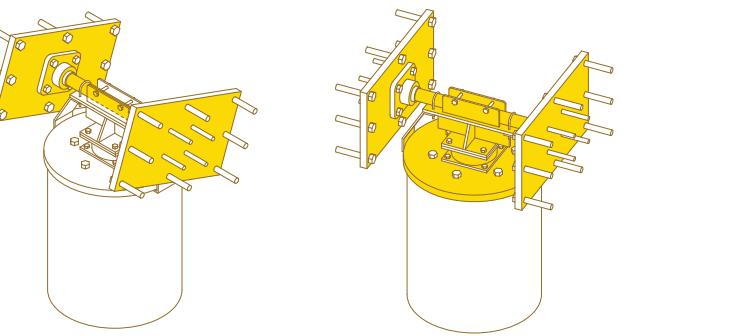
TABLE OF CONTENTS	<i>Scoot Over</i>	6
	<i>To Scale</i>	6
	<i>Me, Myself, and Sky</i>	1
	<i>Looking Out, Looking In</i>	2
	<i>Dark, Medium, Light</i>	3
	<i>Composition of Desire</i>	5
	<i>Precedent Drawings/Studies</i>	5
	<i>Contact</i>	6

Scoot Over

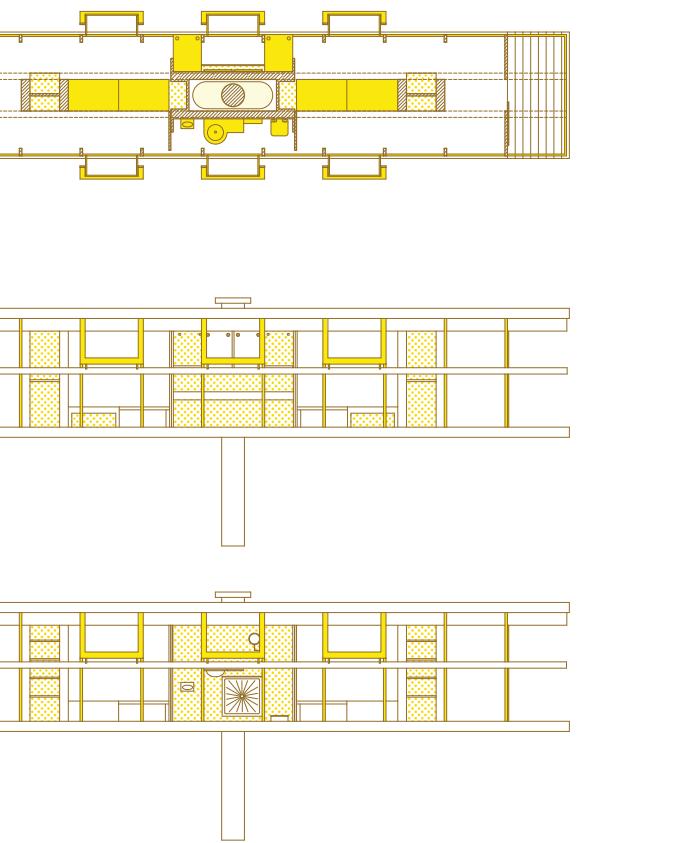
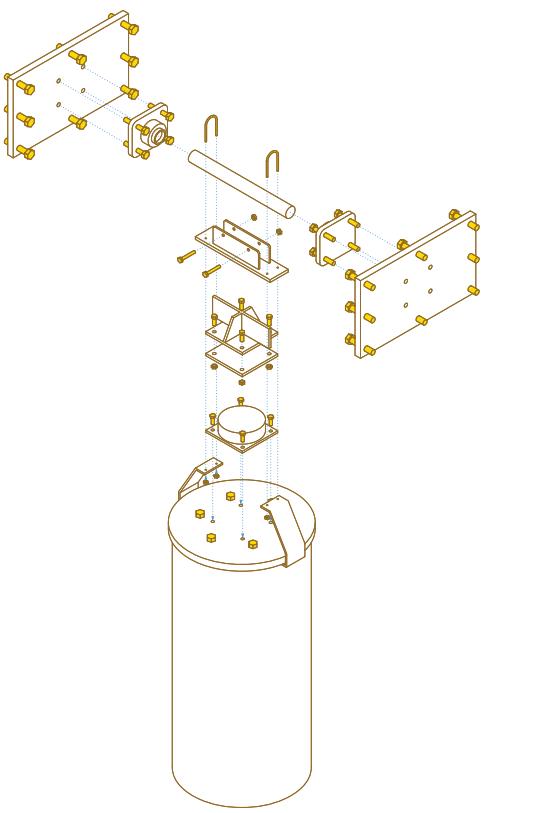
Architectural movement has traditionally been designed to take on the role of servant. Moving panels on windows filter light, houses that pivot toward the sun capture and store solar energy, rotating restaurants offer diners a panoramic view of the city. These movements are judged based on its functional and aesthetic qualities.

Scoot Over is an experiment that attempts to challenge this role. A simple sliding motion has the potential to break our habits, invite us to pay attention, and compel us to be actively engaged in participating in our environment and with each other.

That movement can step beyond its role as servant is perhaps what makes movement architectural.



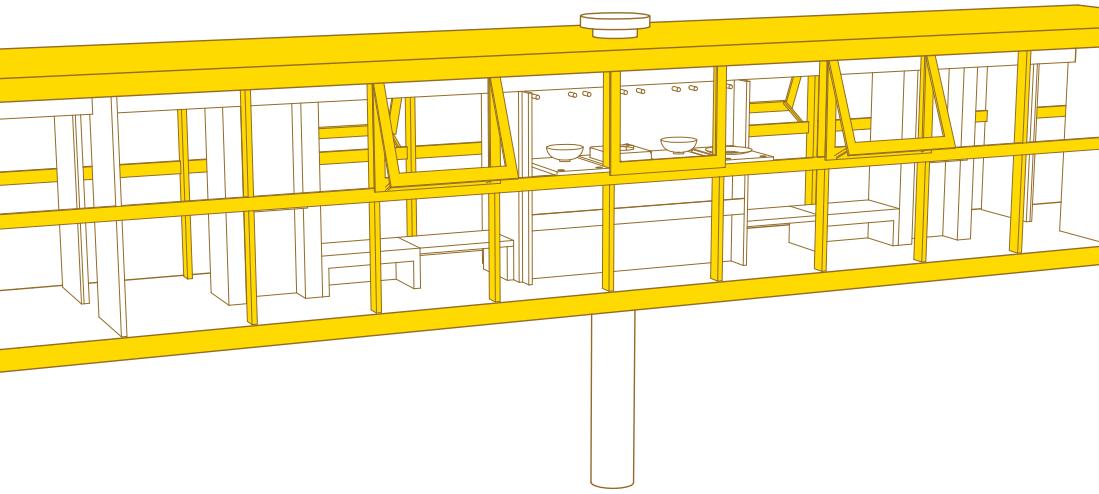
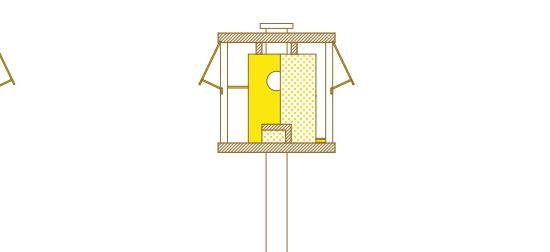
// Precedent Diagrams

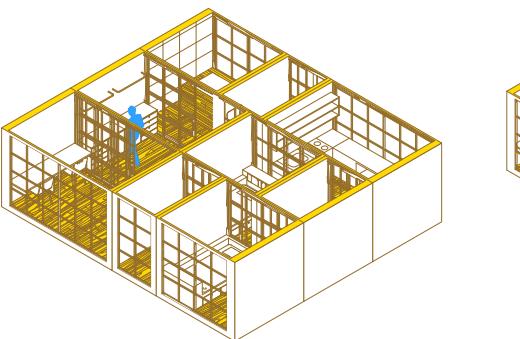


// Precedent Description

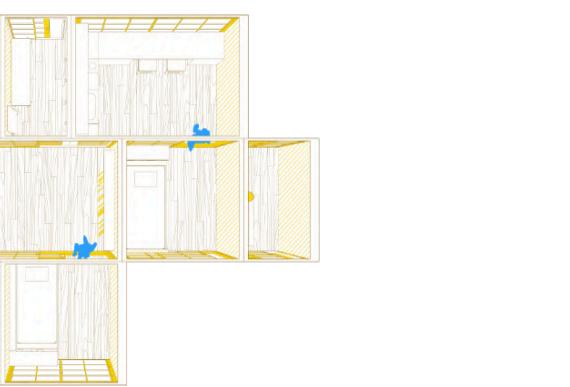
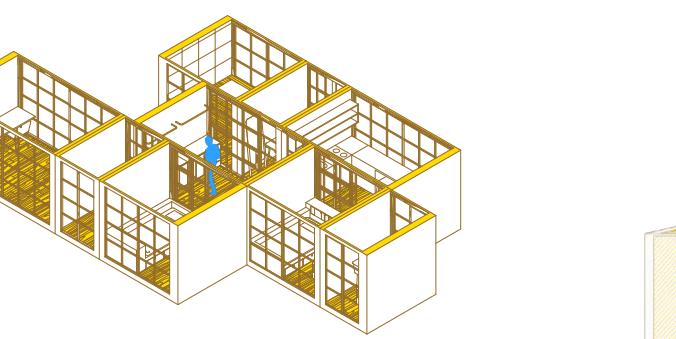
Precedent Study: ReActor House

- Designers: Alex Schweder, Ward Shelley
- Program: Small residence for two as performance exhibition
- A house hung on a hinge and rotates with influence from wind and its users

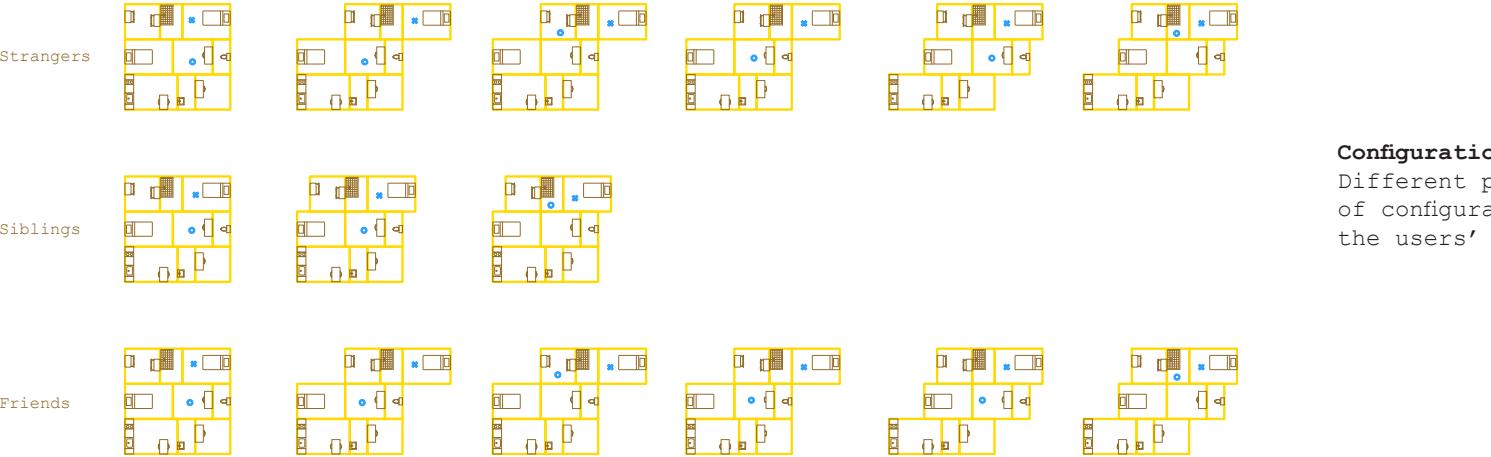




Sliding Motion



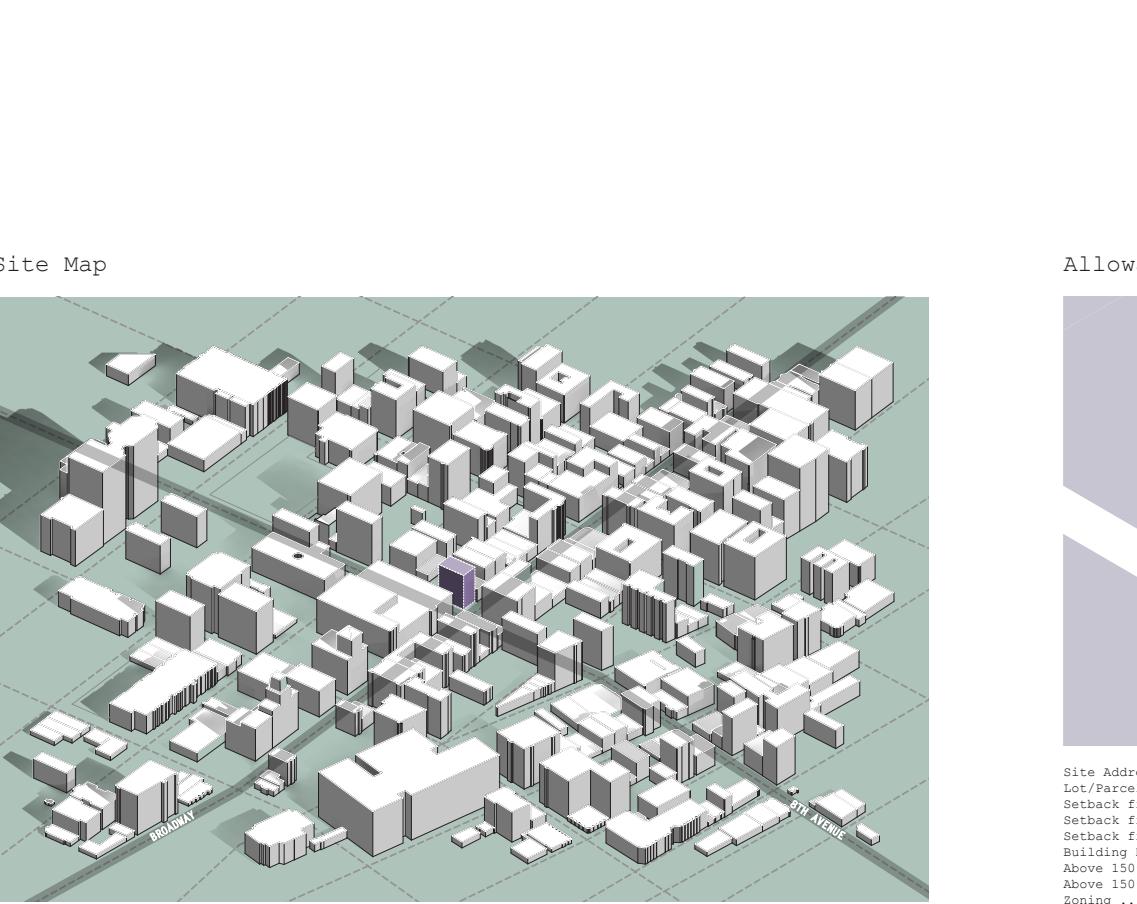
Materiality



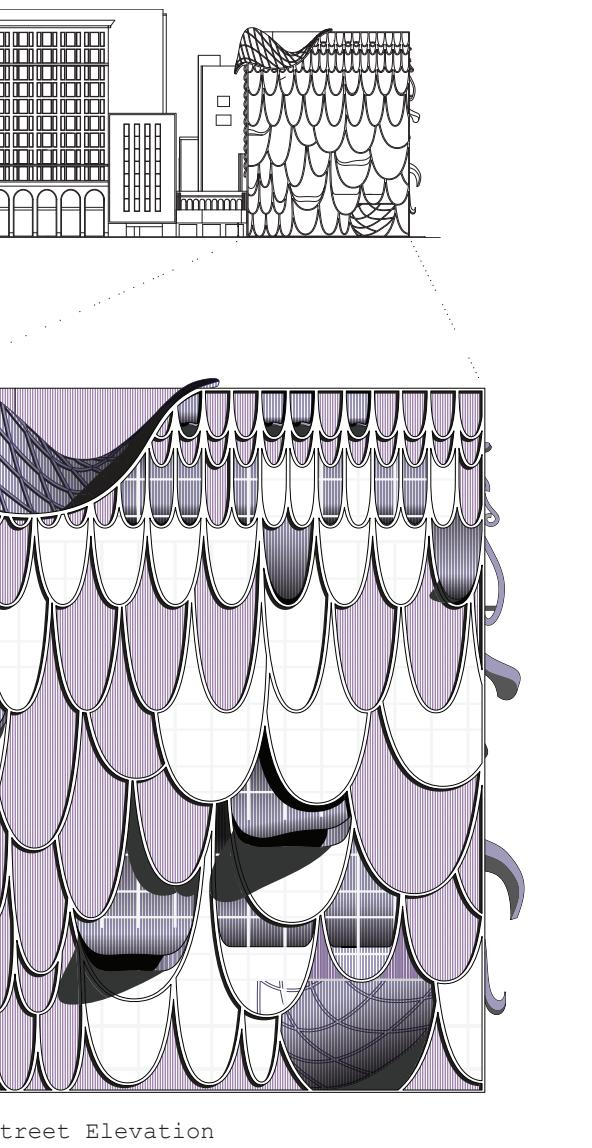
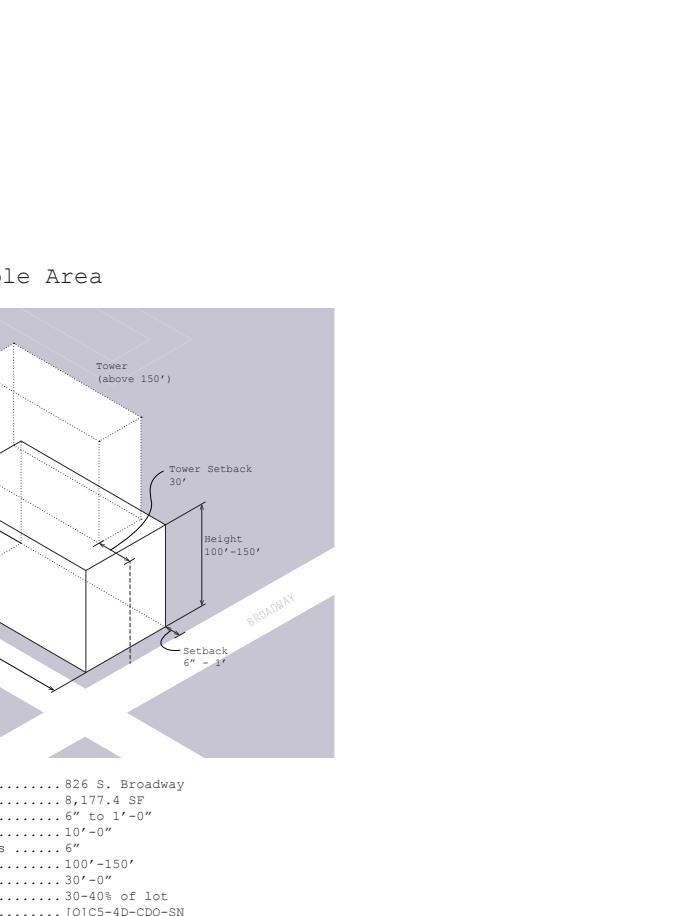
To Scale

A satellite campus project for the USC Marshall School of Business that aims to promote social networking and facilitate the exchange of information.

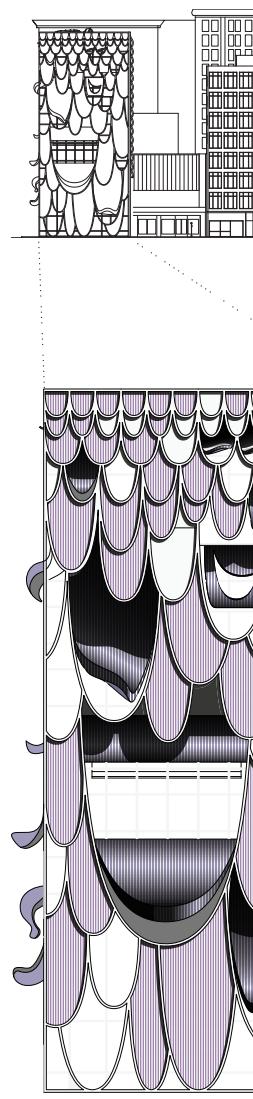
The "scale" is the main geometry used in this project. Surface transformations create spaces that encourage social interactions and volumetric manipulations form the programmatic spaces for information processing.



// Drawing Description



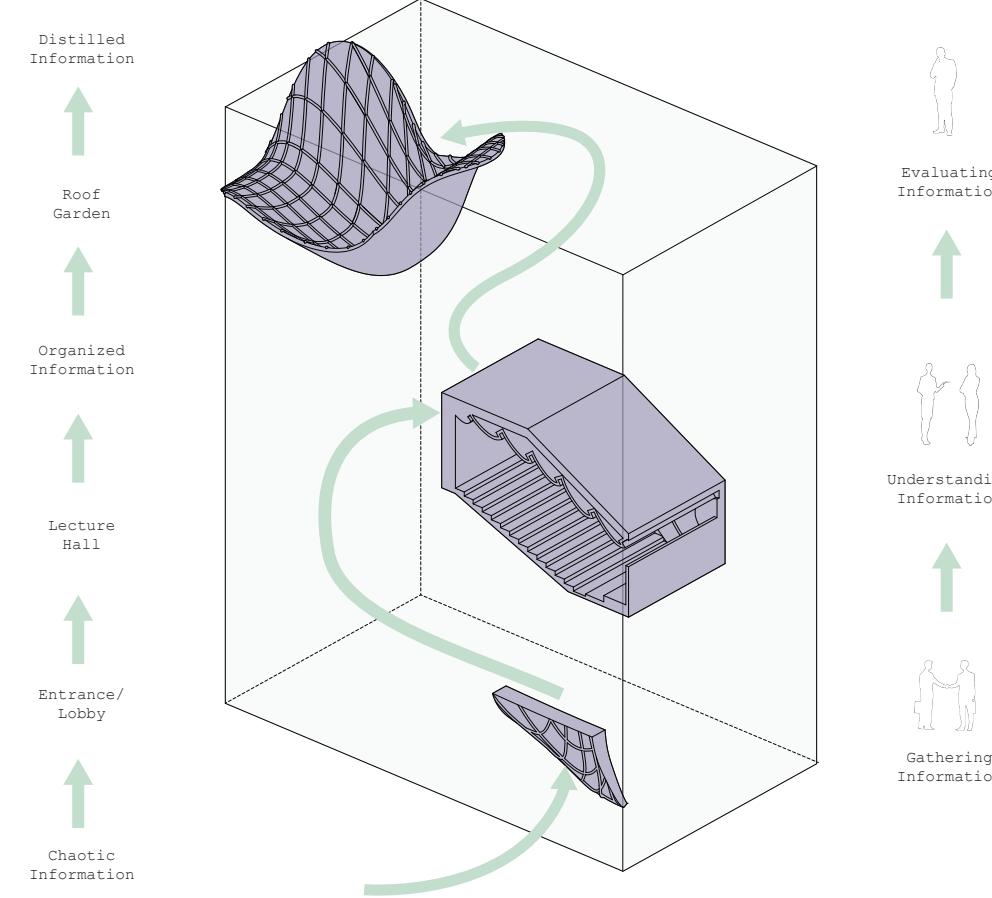
// Drawing Description



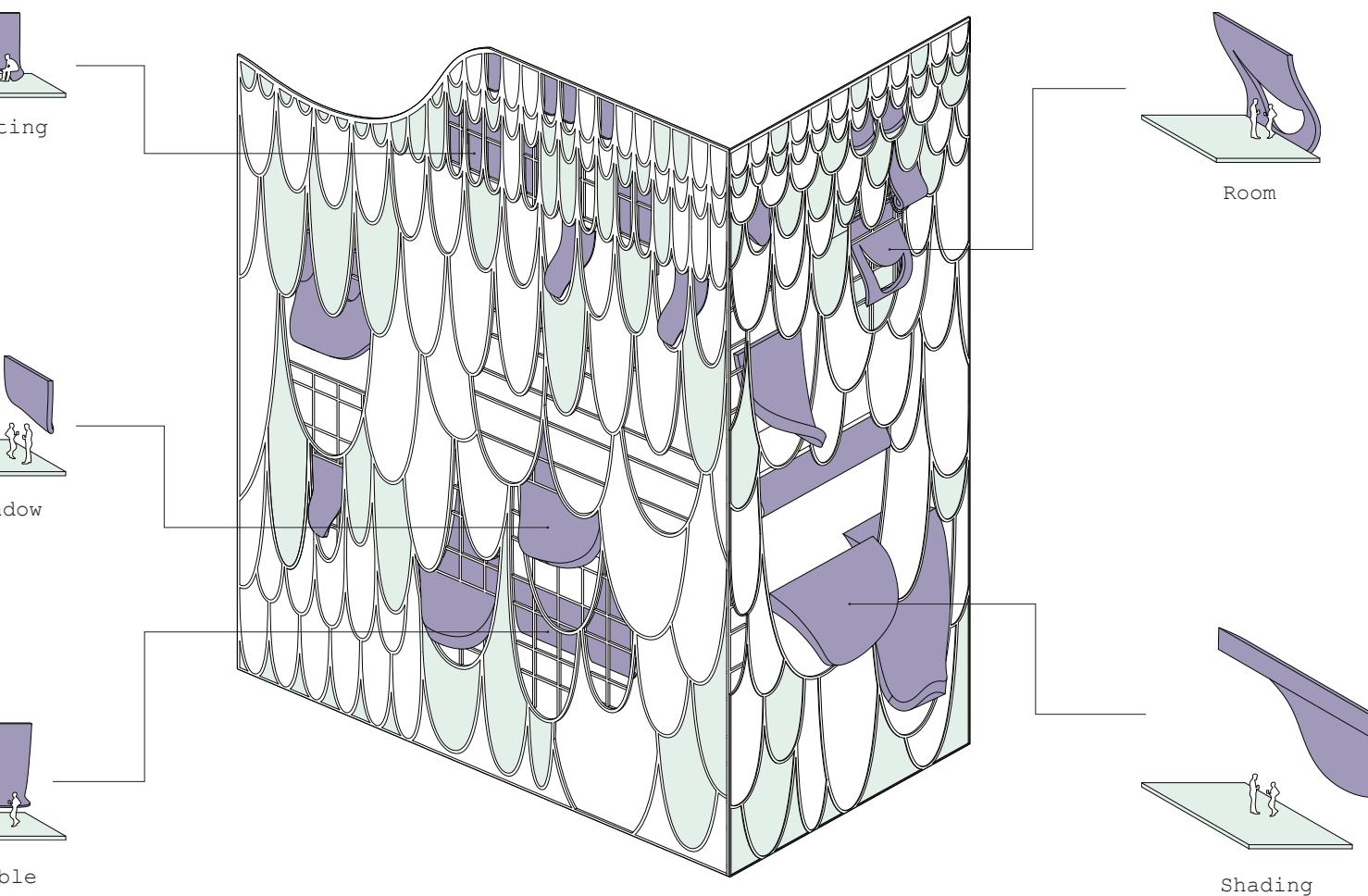
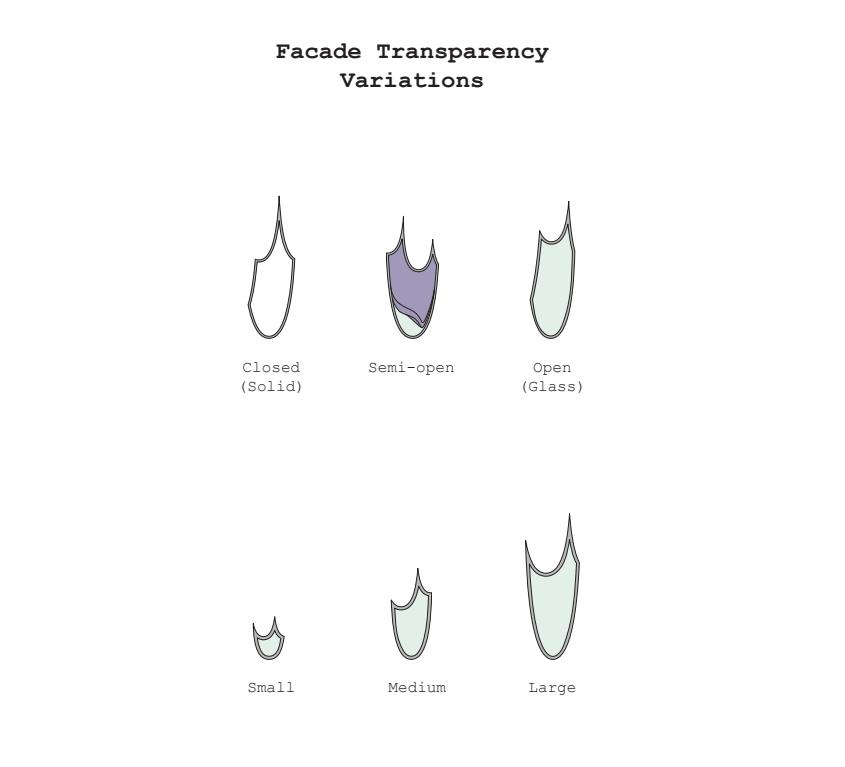
Site:
826 S. Broadway, Los Angeles, CA
Project Objective:
Satellite Campus for USC Marshall School of Business

The exchange of information is one of the major aspects of business.

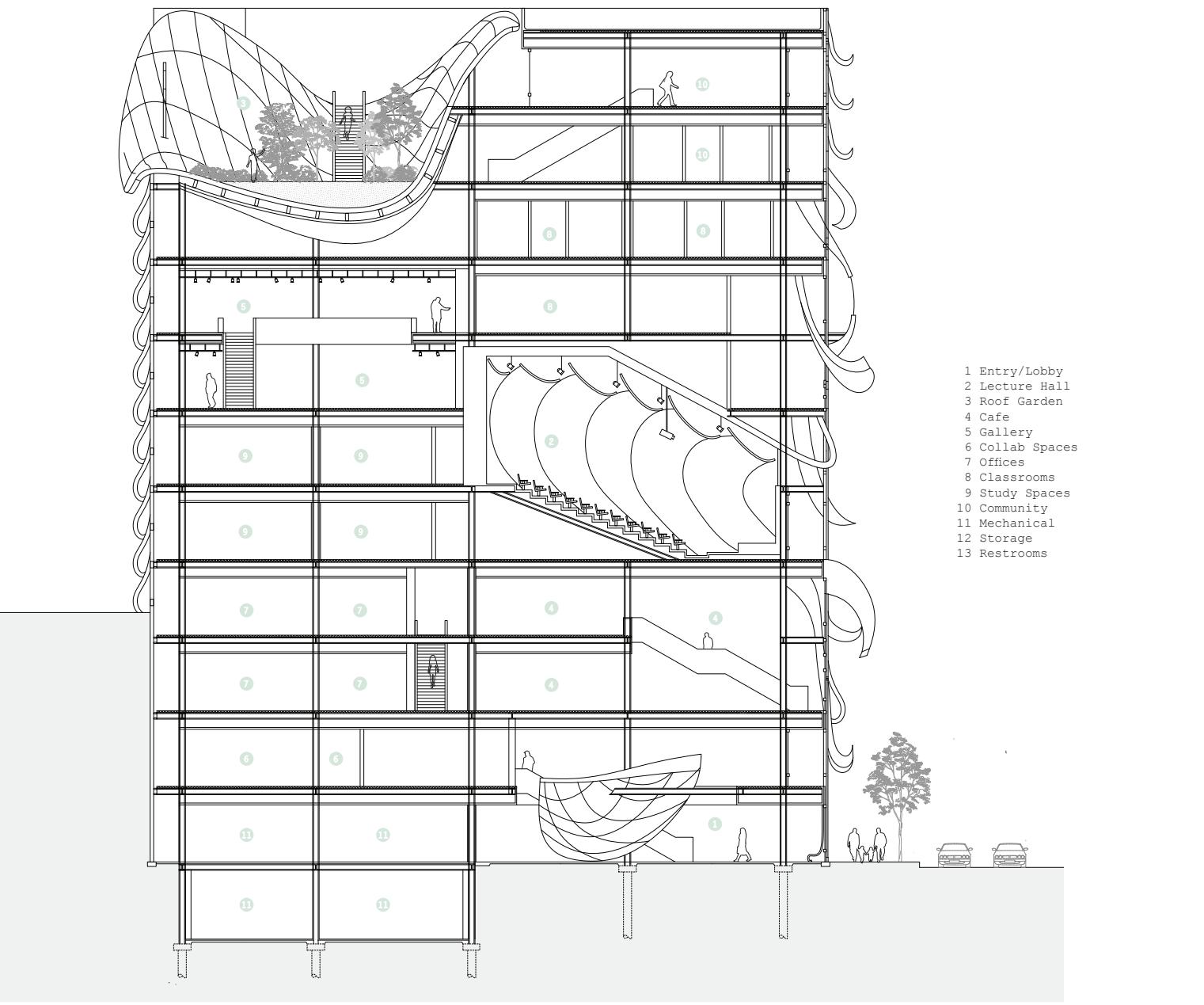
With this in mind, the order of spaces is arranged accordingly to best facilitate the exchange of information and the facade is manipulated to encourage social activities.



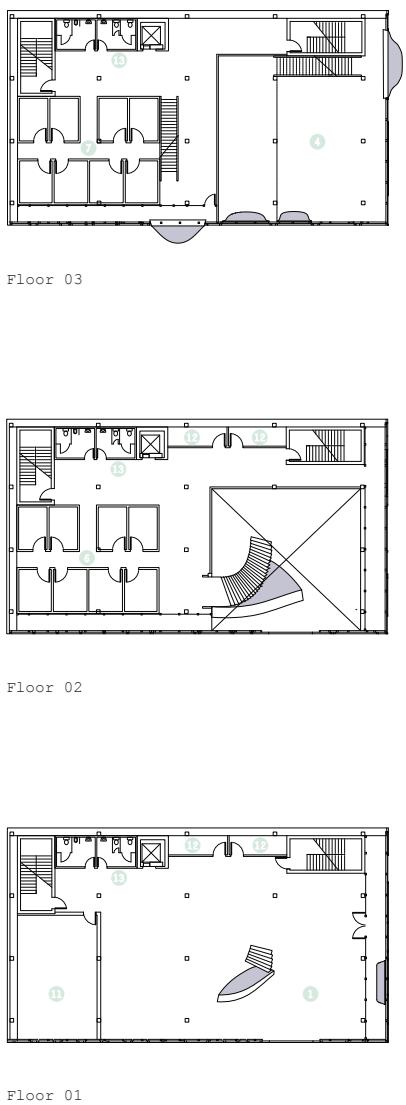
// Concept: Information Processing and Facade Transparency



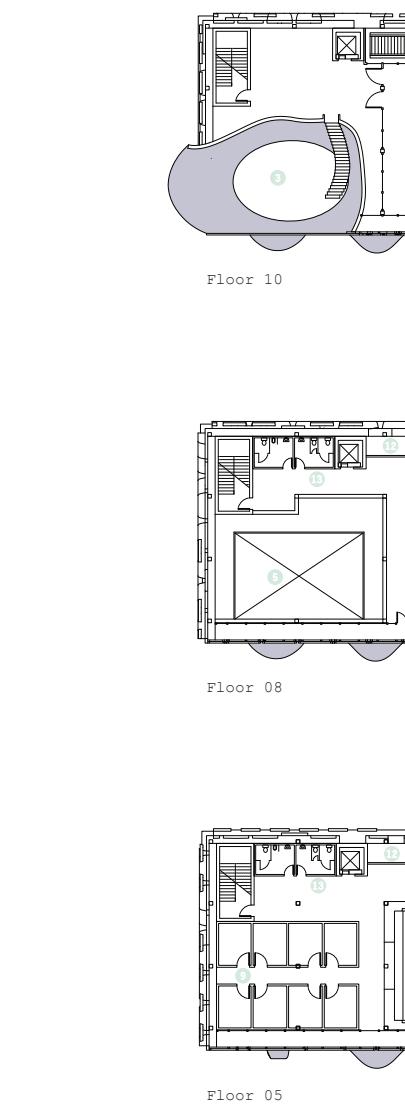
// Concept: Spacial and Performative



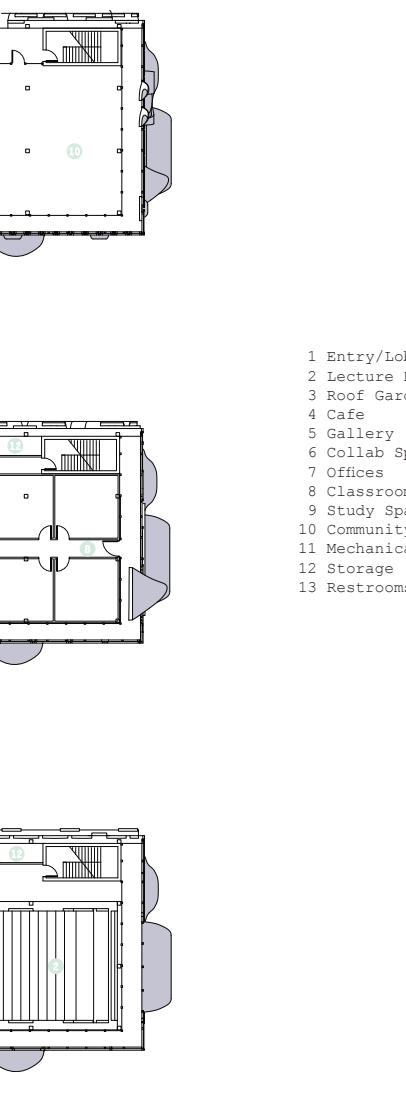
// Representative Section



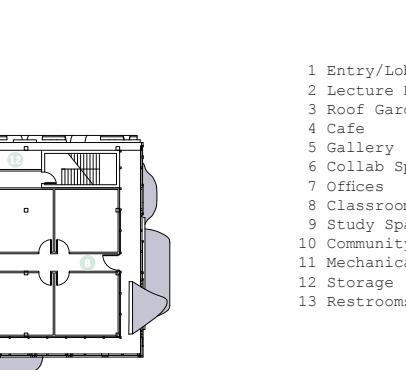
Floor 03



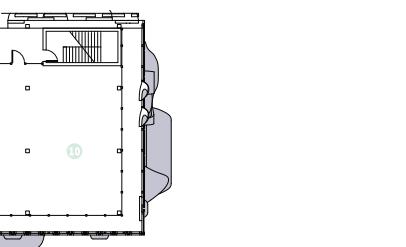
Floor 02



Floor 01

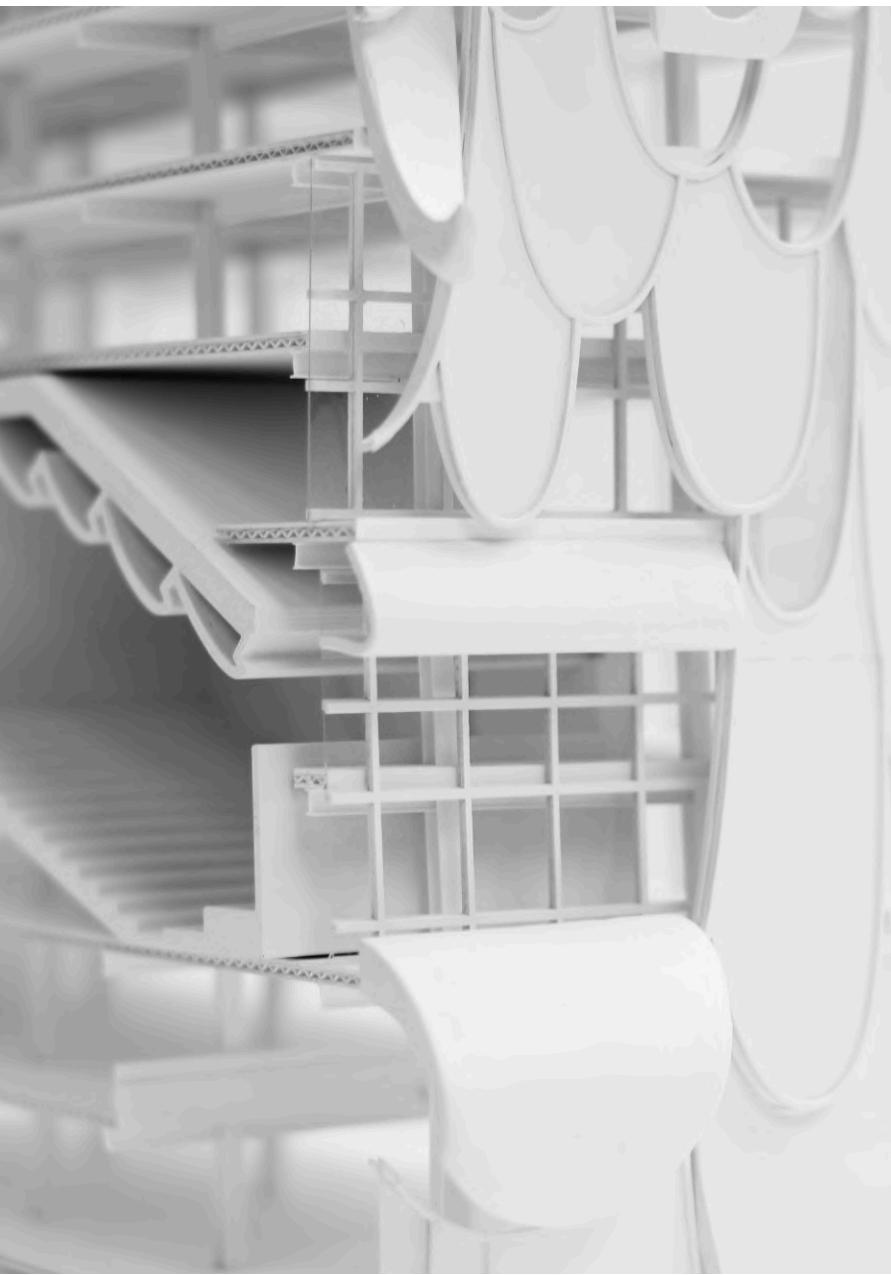
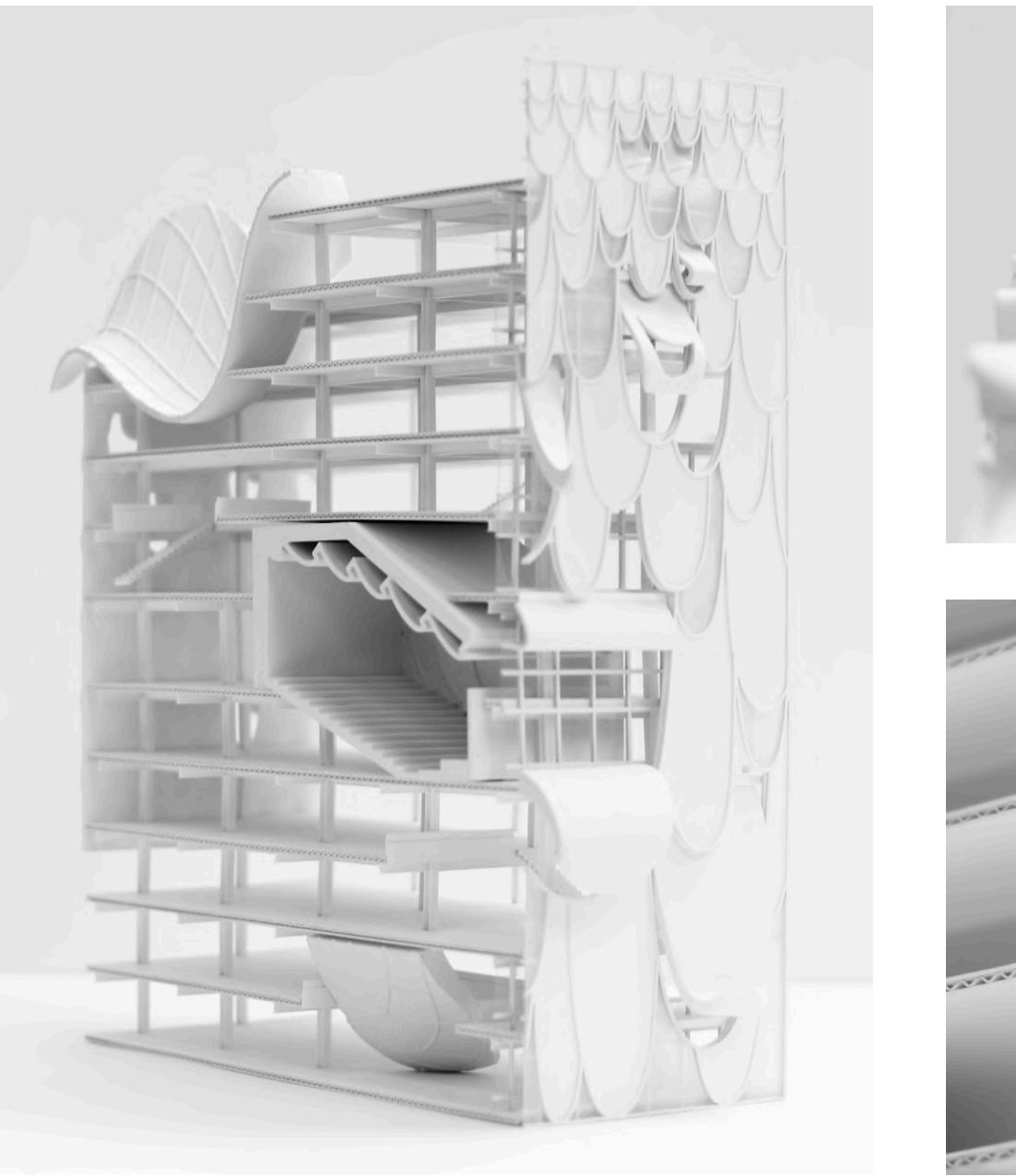


Floor 08



Floor 10

- 1 Entry/Lobby
2 Lecture Hall
3 Roof Garden
4 Cafe
5 Gallery
6 Collab Spaces
7 Offices
8 Classrooms
9 Study Spaces
10 Community
11 Mechanical
12 Storage
13 Restrooms

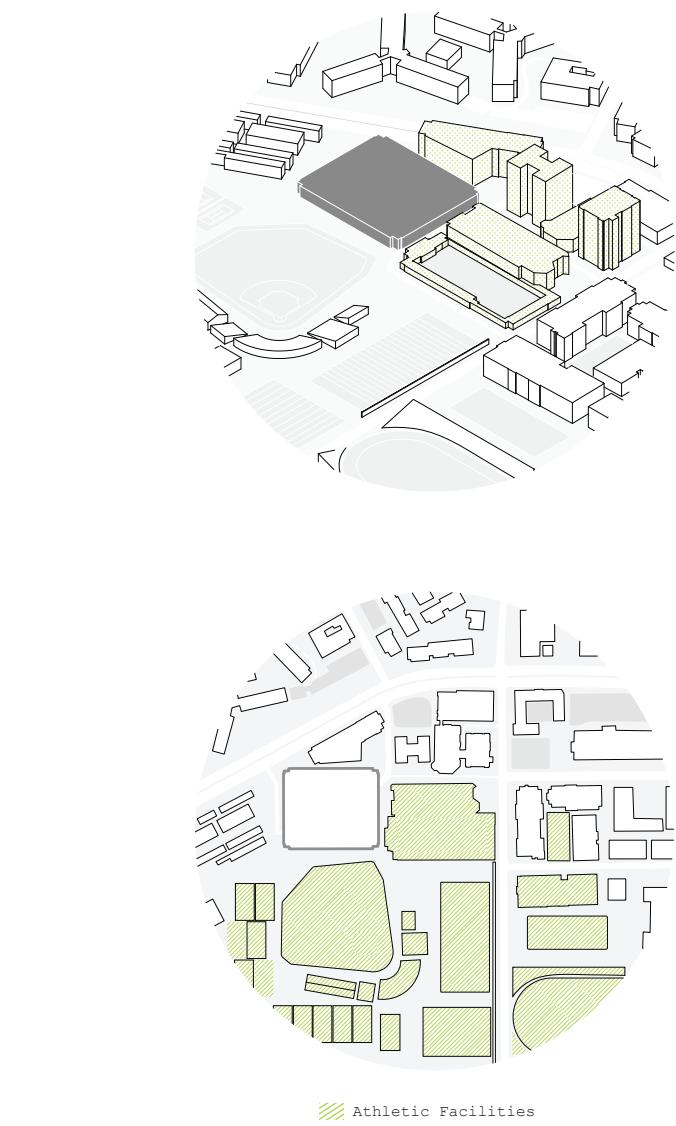


Me, Myself, and Sky

Amidst the frustrations and tensions of the school work environment, this parking structure intervention offers a quiet place for escape. The modules in this project create a relationship between the user and the sky. Accompanied by the sky, the user will experience solitude without isolation.



// Site Plan



// Site Analysis

Site:
USC Campus Parking Structure B
Project Objective:
Parking structure intervention

The site, Parking Structure B, is located in the northwest corner of USC campus. The area is relatively peaceful and the adjacent buildings that tower over PSB visually secludes it from the rest of campus.

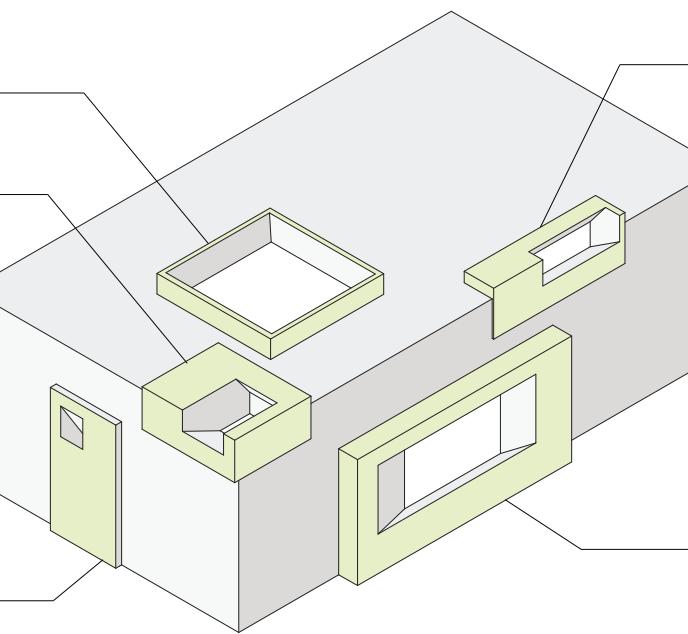
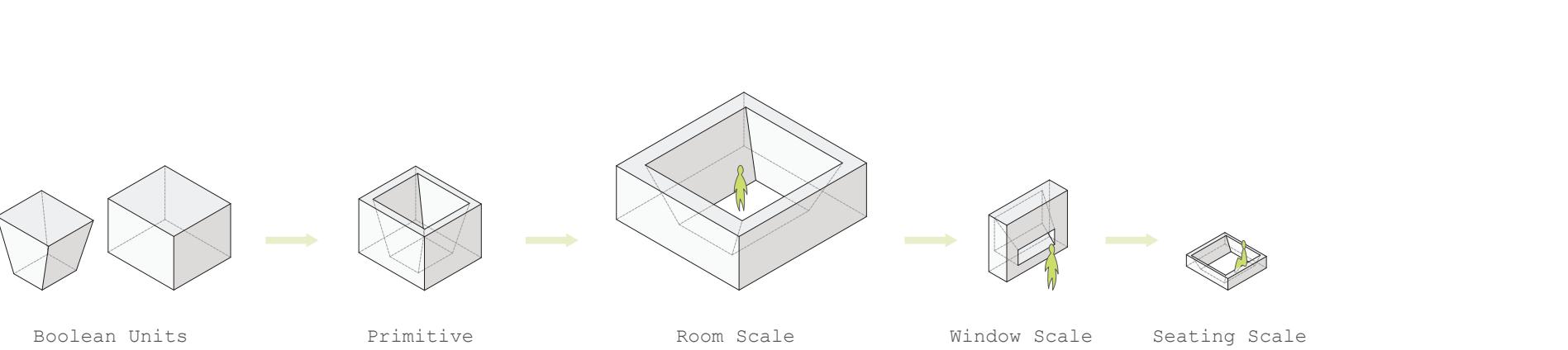
The majority of the surrounding structures are athletic facilities, but there are no places for nurturing mental health. Taking advantage of the naturally quiet environment, I have programmed my PSB intervention as a quiet space that can be used as a quick getaway during the day or a relaxing place to recharge after a long day.

Site Conditions

- Tall adjacent buildings
- Secluded from campus
- Peaceful and quiet

Surrounding Building Usage

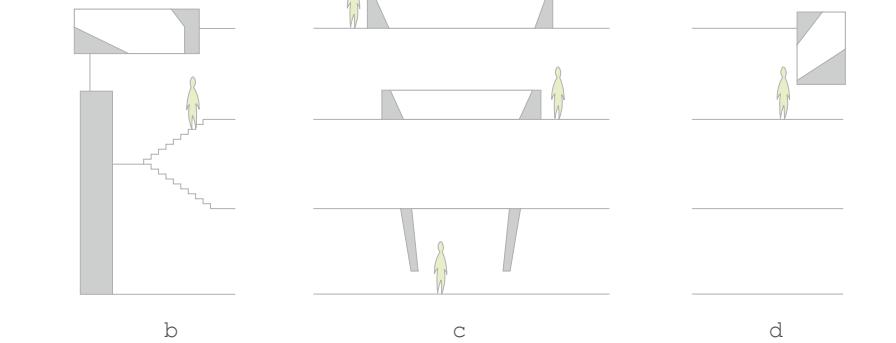
- Athletic facilities
- Student Health Center

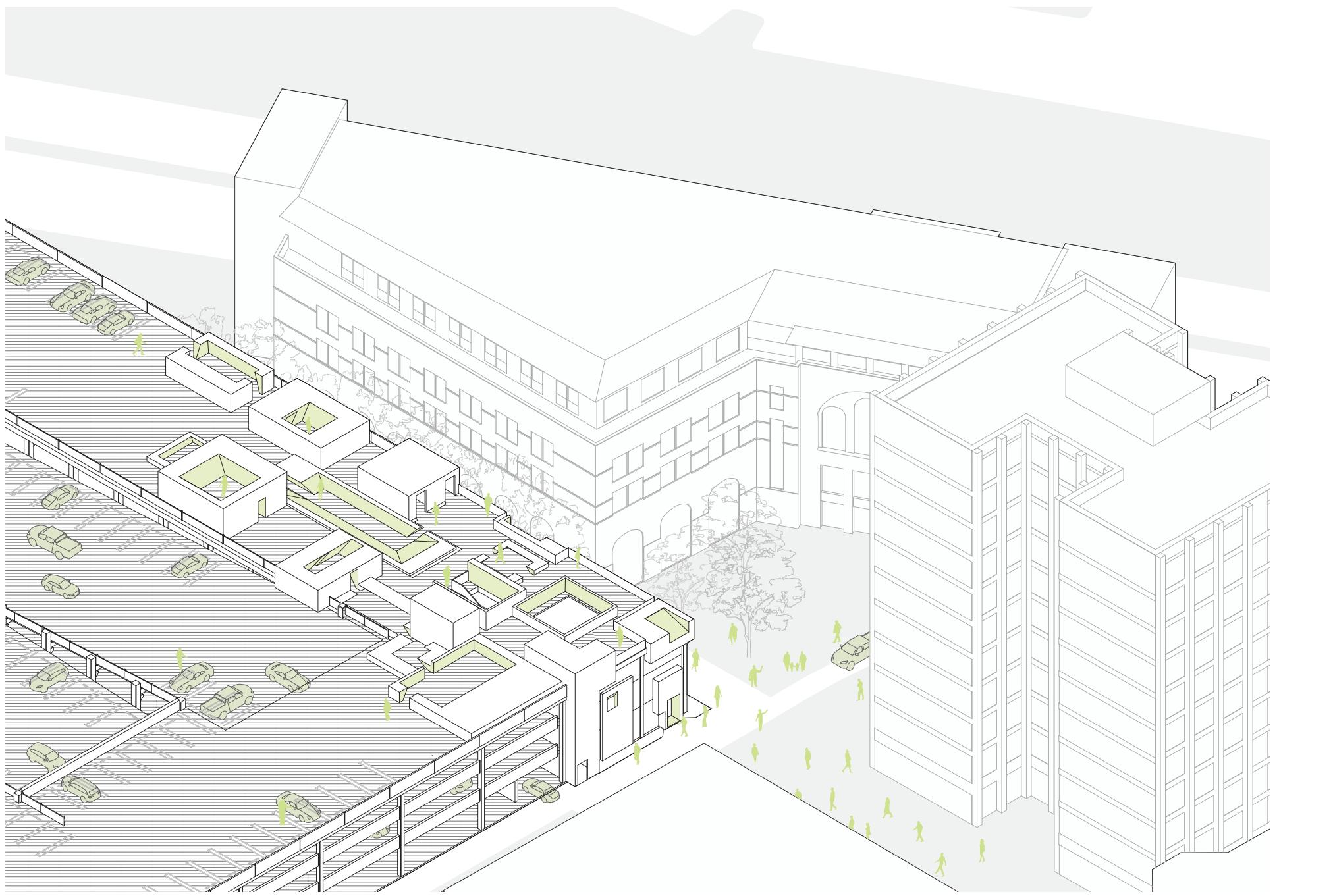
**Approach**

In this project I am interested in creating a relaxing atmosphere by using only strait-edged volumes.

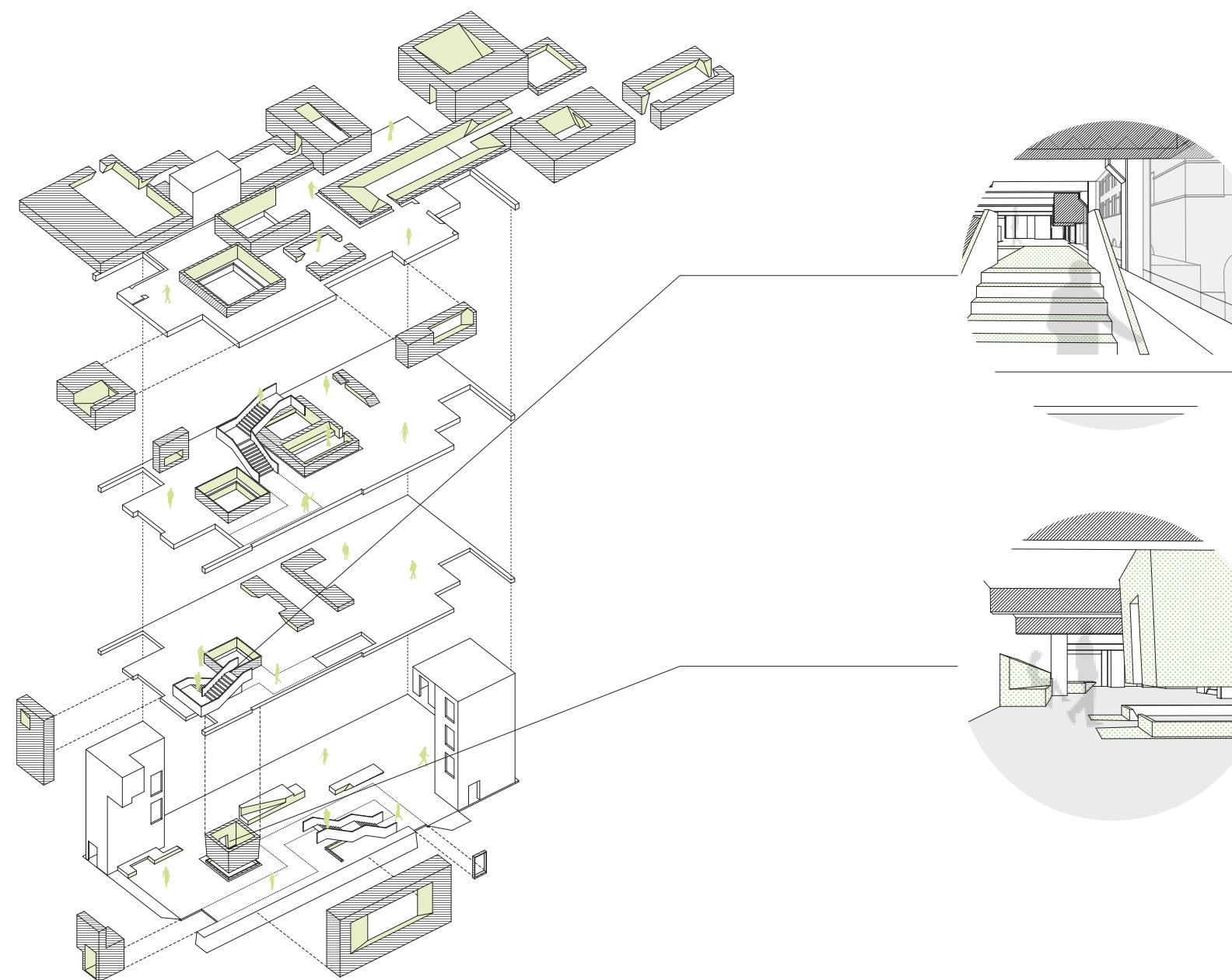
Each primitive is a cuboid, while the space within is in the form of a truncated pyramid. Using scaling as the primary operative, the primitives transform from rooms to apertures to furniture.

The degree of canting within each element generates different types of experiences. The furniture will become bench, chair, and even bed. The apertures will frame different parts of the sky. The rooms will offer varying levels of openness to the sky.

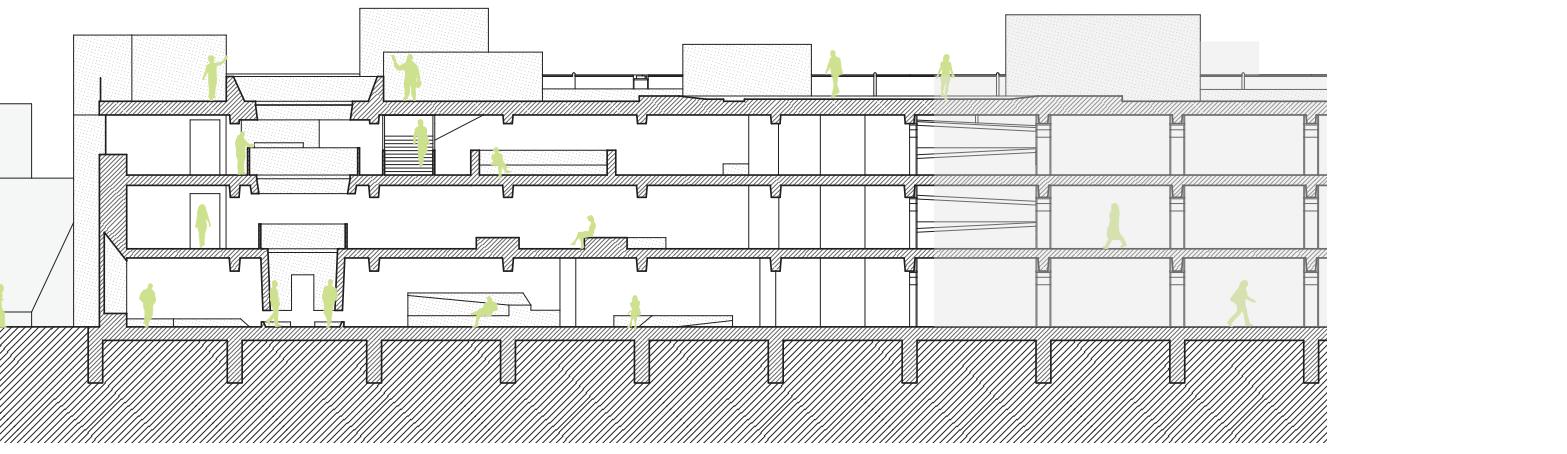




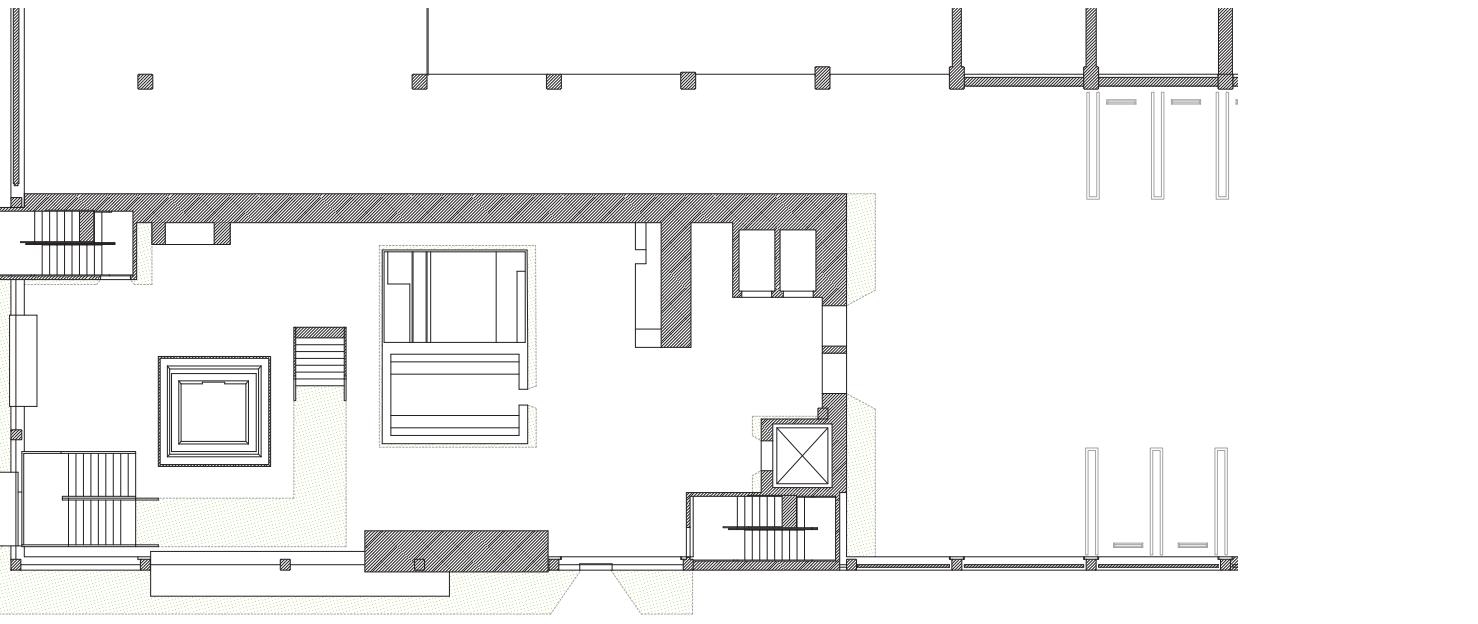
// Isometric Drawing



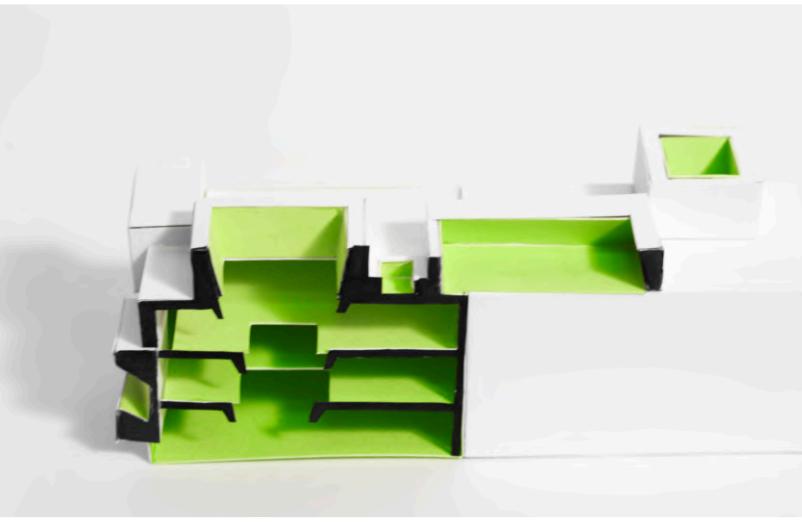
// Exploded Diagram



// Projected Plan & Section



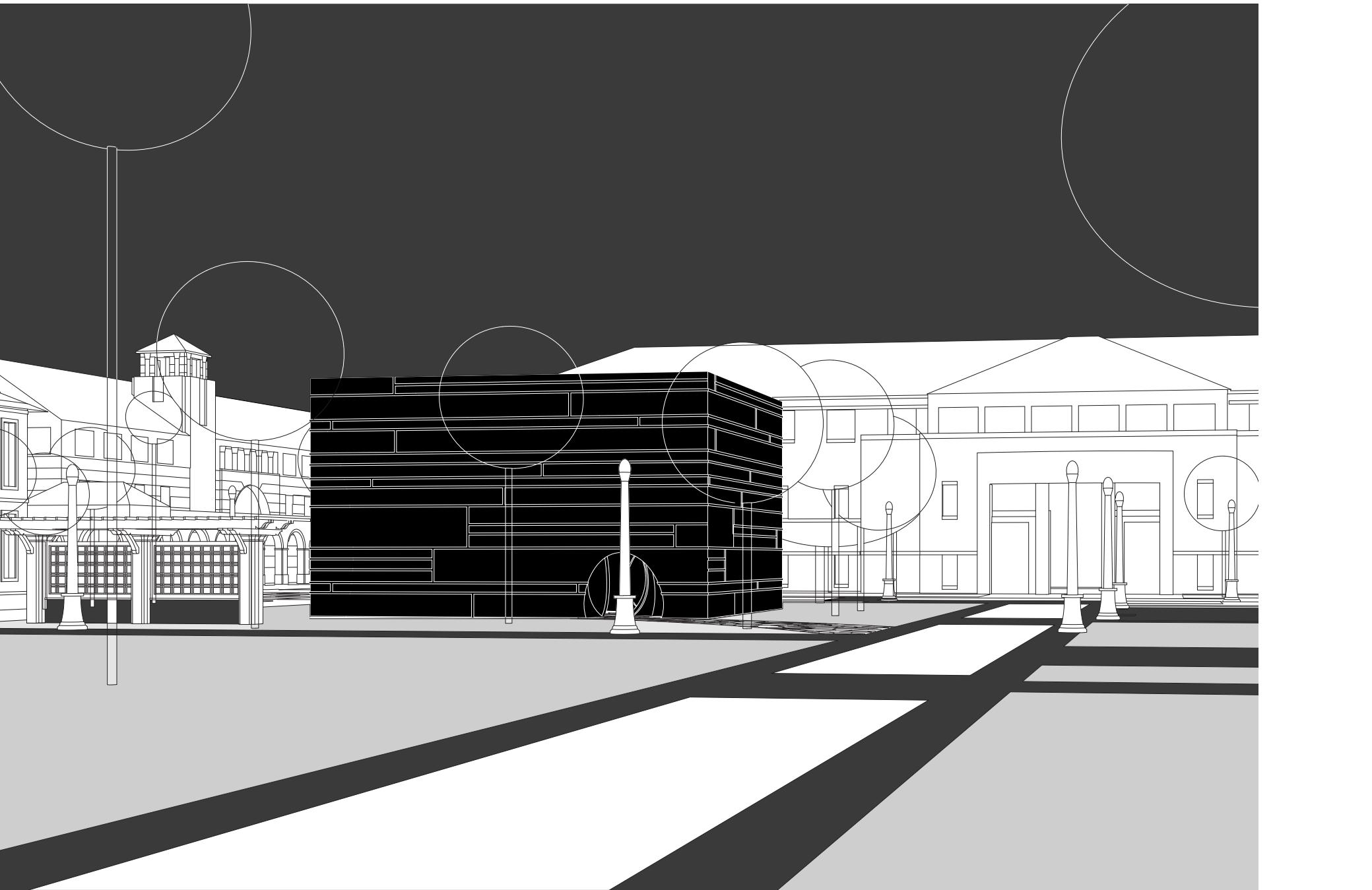
// Model Photos



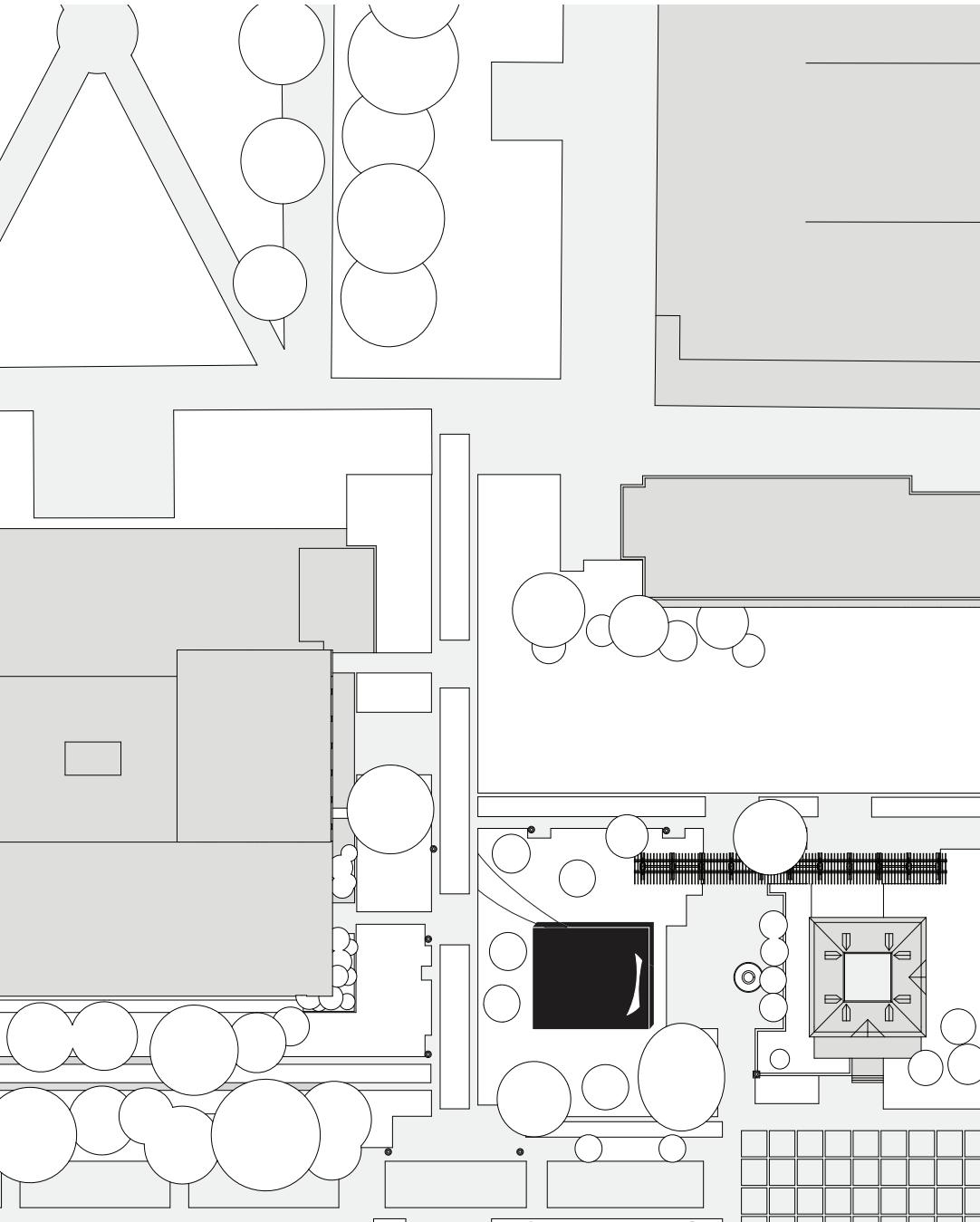
Looking Out, Looking In

A non-sectarian chapel project that offers a cool, dark, quiet environment amidst the warm, vibrant, and bustling Los Angeles.

This chapel physically attempts to employ Venturi's ideas of contradiction between the outside and the inside. The rectilinear exterior of the chapel reflects the orthogonality of the site while the interior lining gradually dissolves symmetry by exploiting the asymmetrical and symmetrical properties of the ovoid. In a more abstract sense, *Looking Out, Looking In* symbolizes extrospection and introspection.



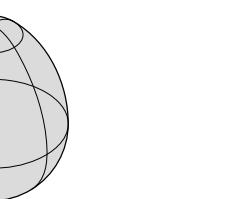
// Perspective



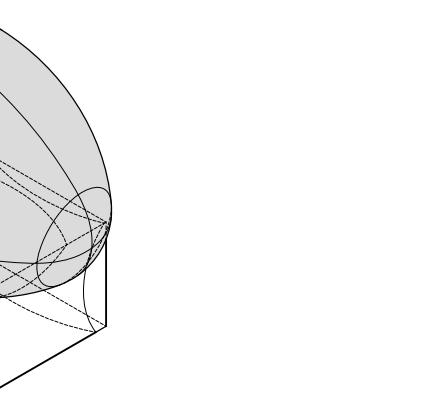
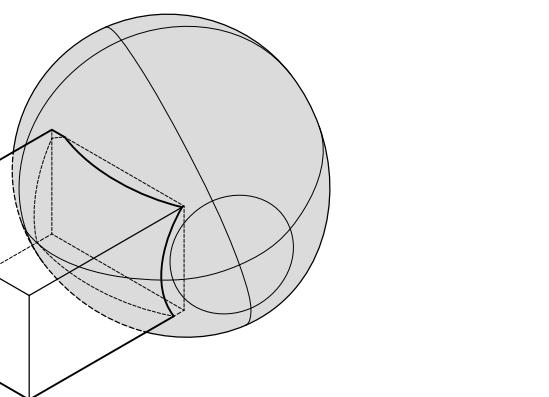
// Site Plan

Site:
USC Campus Argue Plaza
Project Objective:
Non-sectarian Chapel

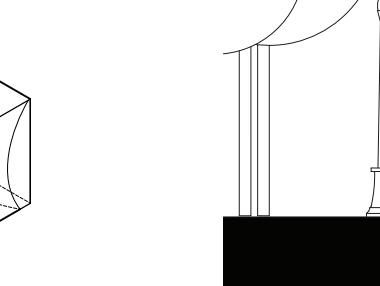
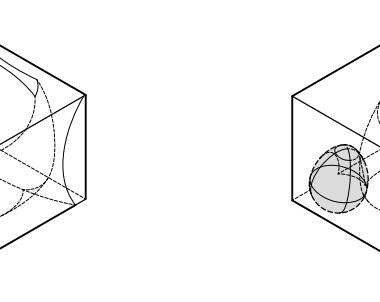
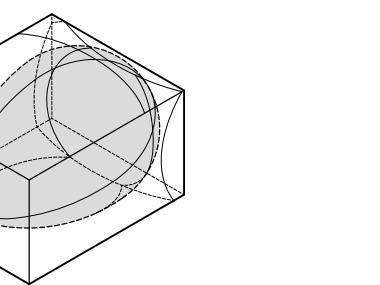
Primitives:



Boolean Split:
Convex Walls



Boolean Difference:
Concave Volumes



// Boolean Diagrams

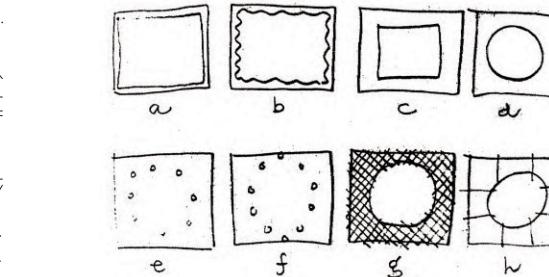


// Projected Plan & Section

Approach

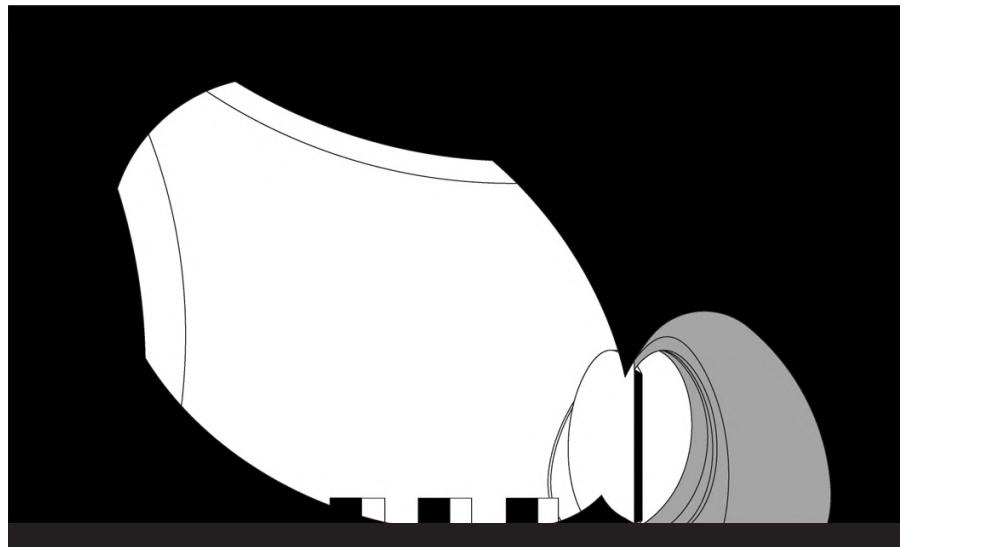
The process of creating space by subtracting ovoids and using ovoid surfaces comes from Venturi's ideas of contradicting linings between the inside and the outside.

Ovoids are an interesting shape because it can be both symmetrical and asymmetrical depending on the reference axis. This means that space created by this shape can feel symmetric or asymmetric.

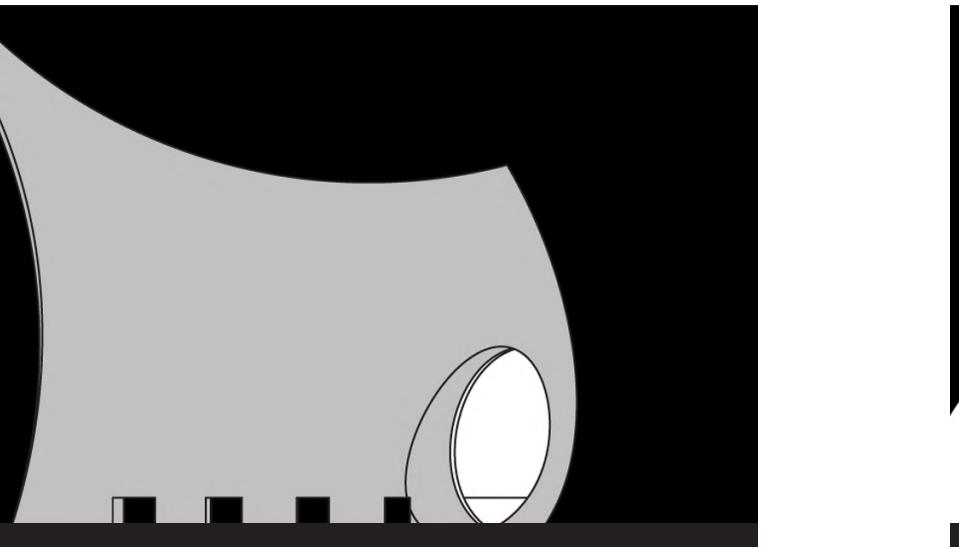


Contradiction between the inside and the outside

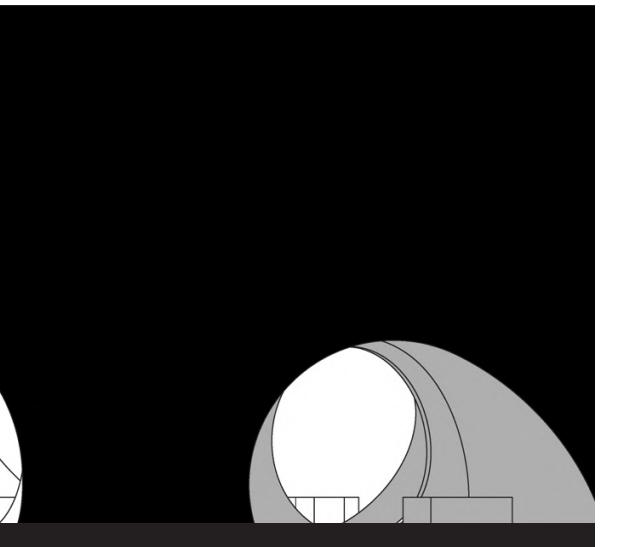
Plan Diagrams
Ref: R. Venturi, Complexity and Contradiction



Entrance



Main Chapel

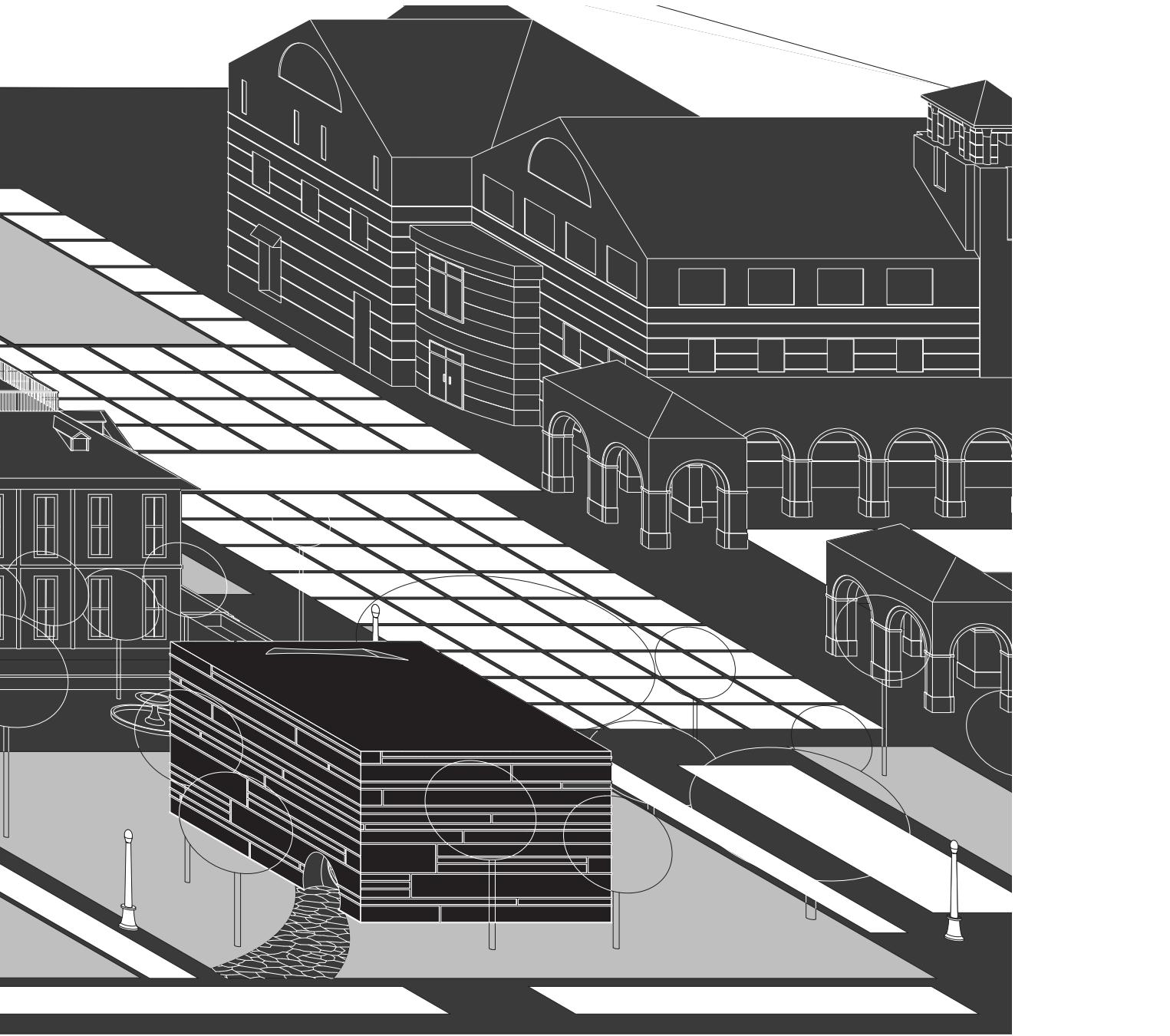


Side Chapel

The **entrance** is where the user transitions from the outside to the inside. The ovoid form, booleaned on a symmetrical axis, is introduced to the user.

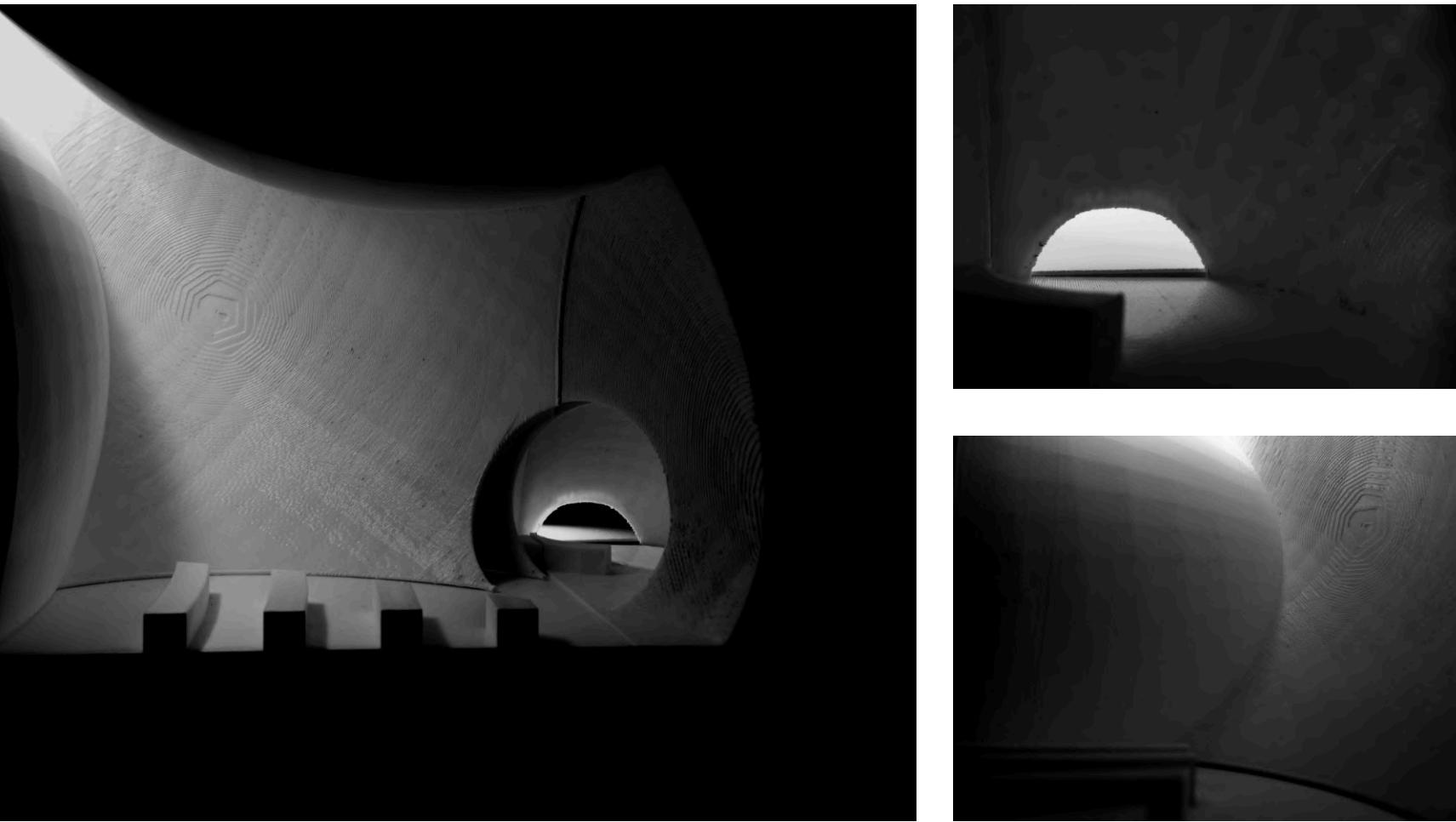
The skylight in the **main chapel** space directs attention up and serves as a focus point for extrospection. The convexity of the ceiling and wall simultaneously pulls the gaze toward the light and pushes the body away from the opening, creating an effect of surprising light.

Similarly, the floor-level window in the **side chapel** serves as a focus point that helps ground attention during introspection. The low ceiling creates a sense of intimacy and privacy while the concave walls confine entering light within the space.



// Oblique Drawing

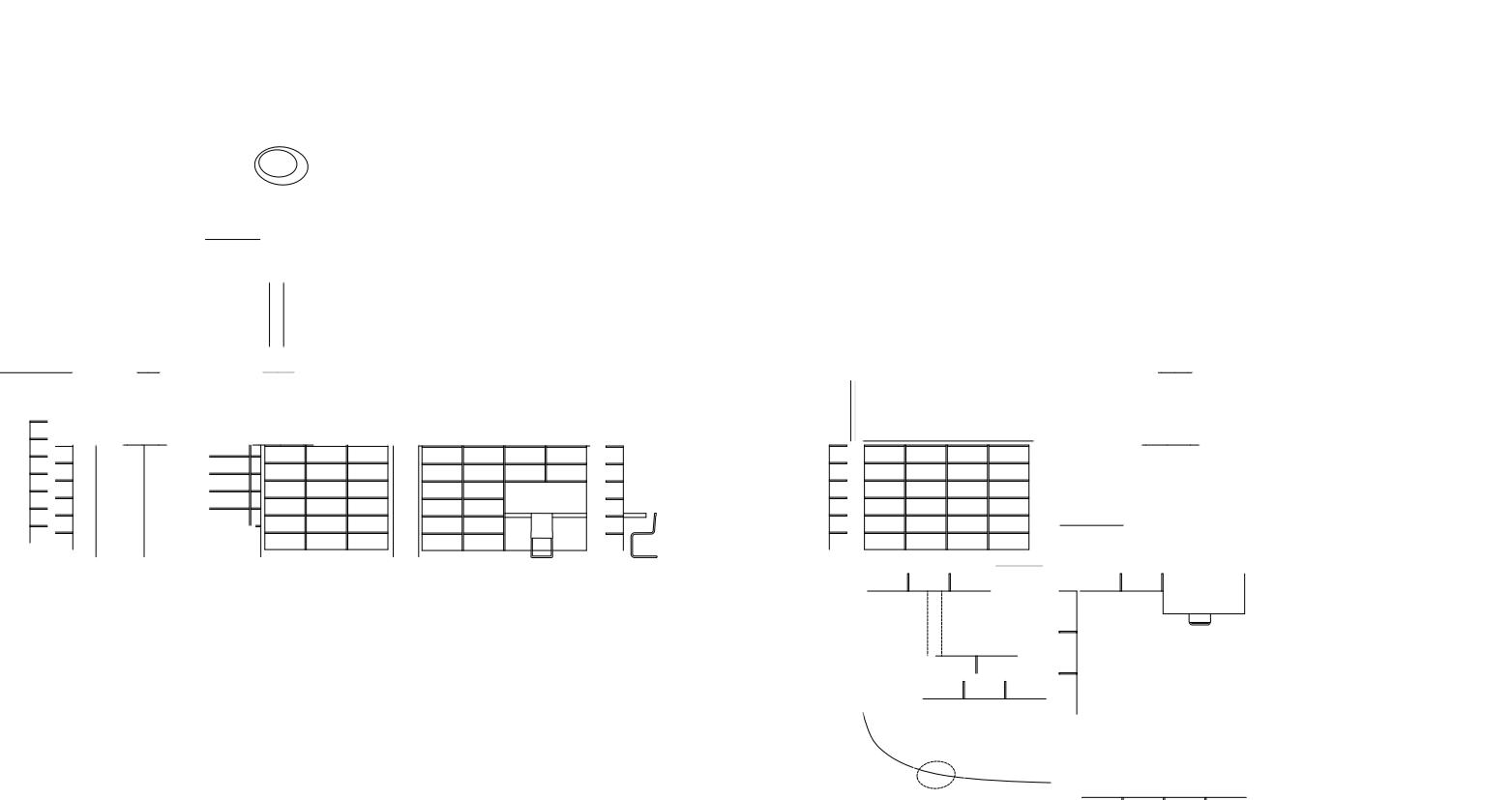
// Model Photos



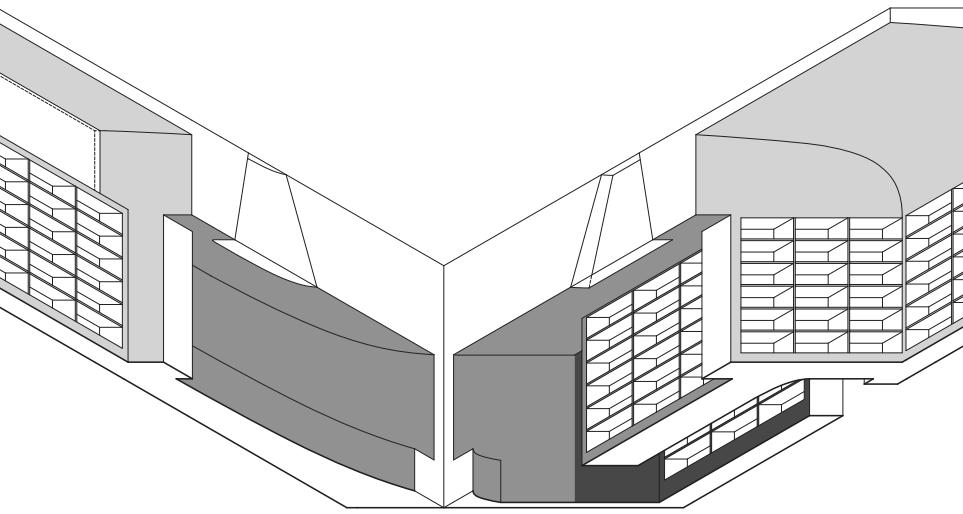
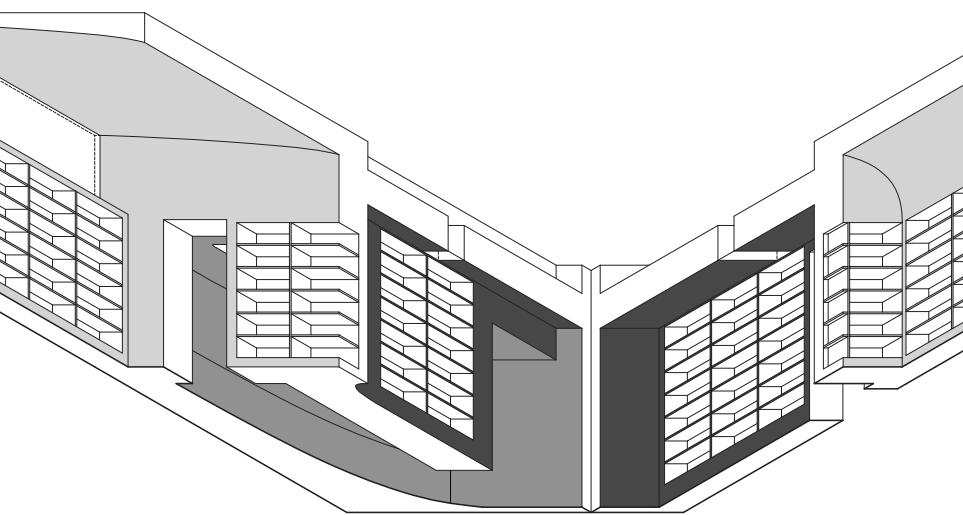
Dark, Medium, Light

A procession from darkness to light.

By adjusting the volumes of each room and using different types of openings and curved surfaces to modulate natural light, the user experiences first a dark narrow space, then a dimly lit intimate space, and finally a bright open space.



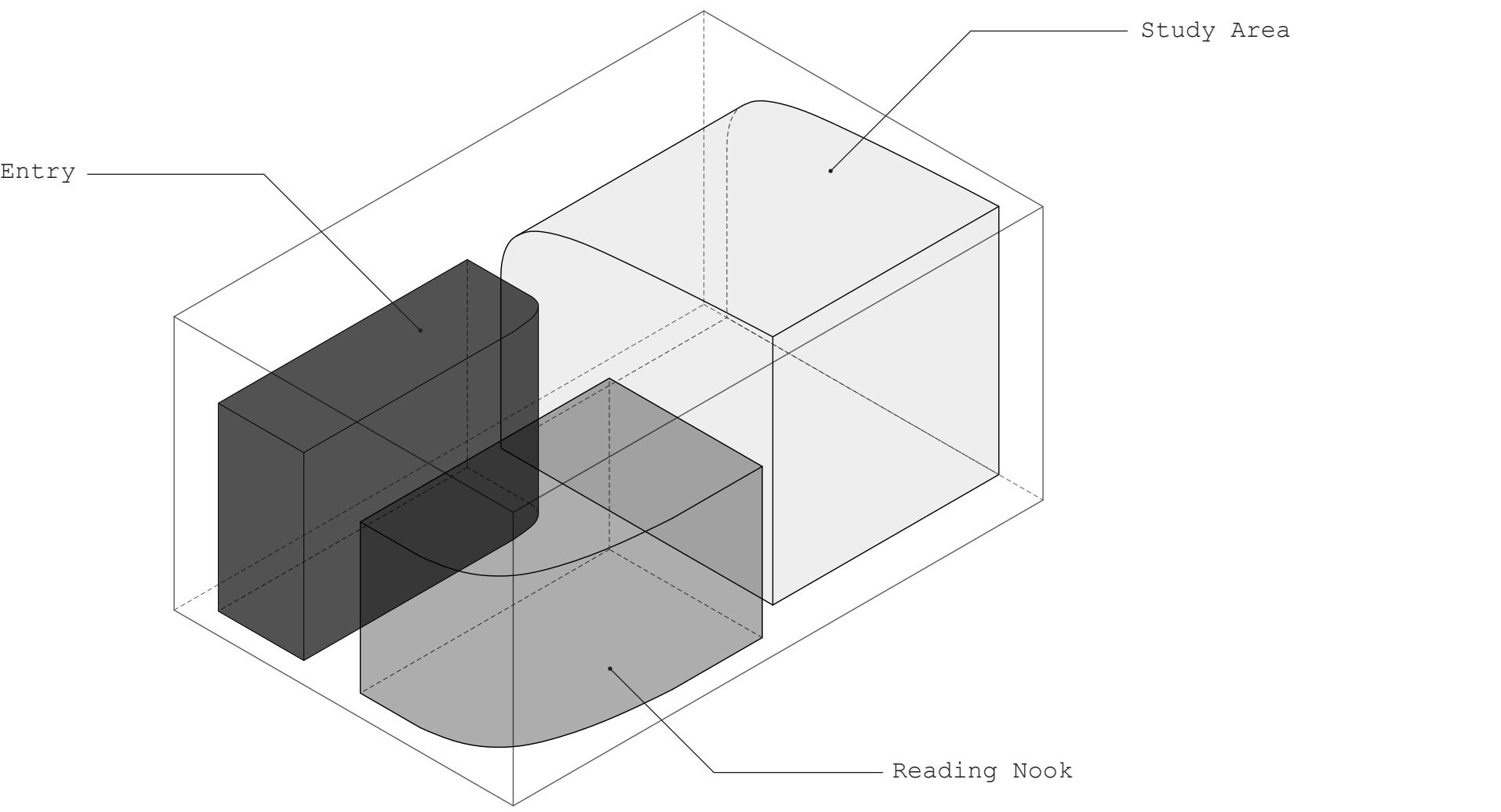
// Unrolled Section



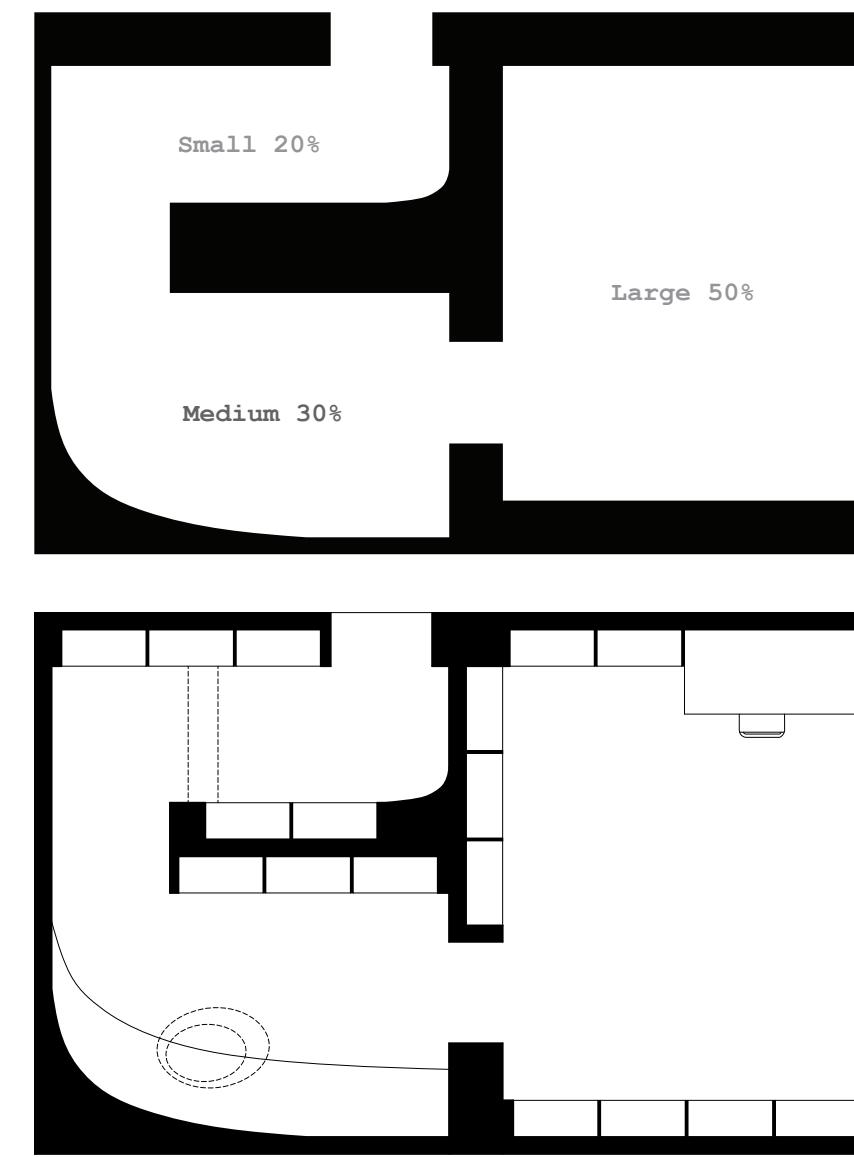
// Clamshell Section Obliques

Project Program:
Library and reading room

This project focuses on looking at and experimenting with openings (in particular the skylight) and curved surfaces to modulate light. The objective of this project is to design a private library space used for storing books, reading, studying, and other related activities.



// Spatial Diagram



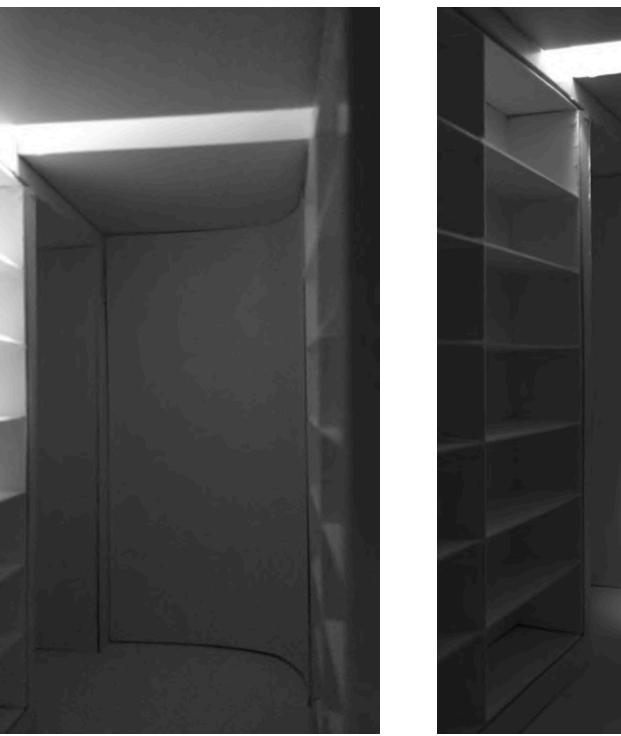
// Plan

This library aims to take the user through a procession from darkness to light as they move from room to room. By adjusting the volumes of each room and using different types of openings to modulate natural light, the user experiences first a dark narrow space, then a dimly lit intimate space, and finally a bright open space.

One opening that lights up each room to help create and emphasize a certain atmosphere.



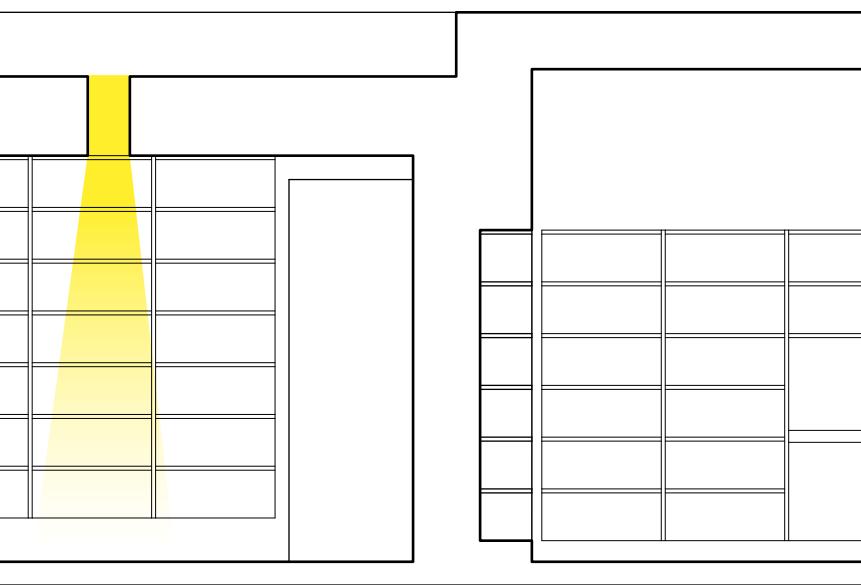
09:00



12:00

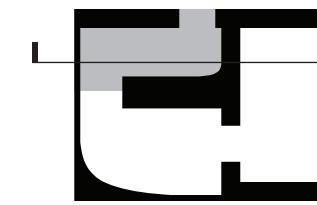


16:00



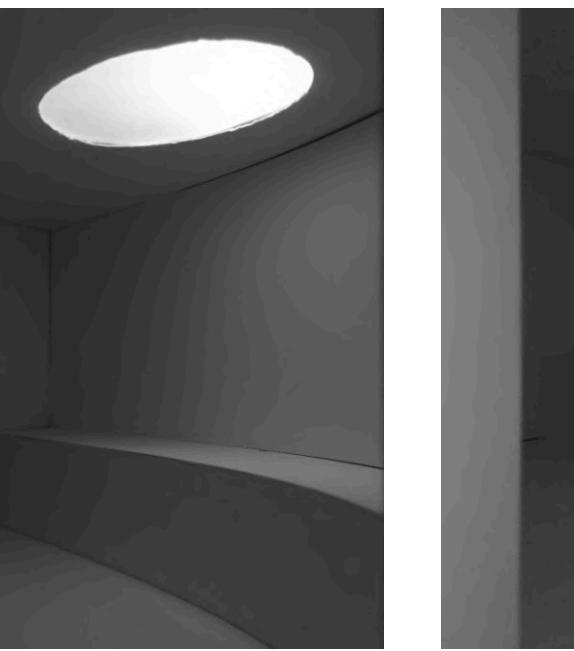
Entryway

- Dark
- Narrow
- Cast light

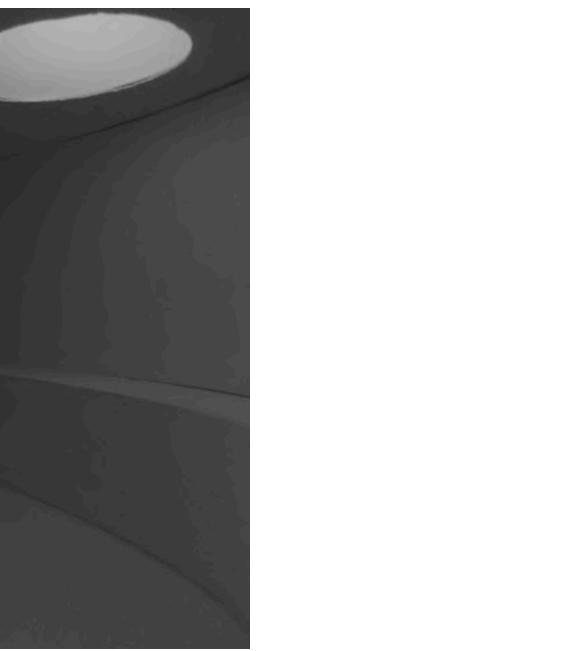




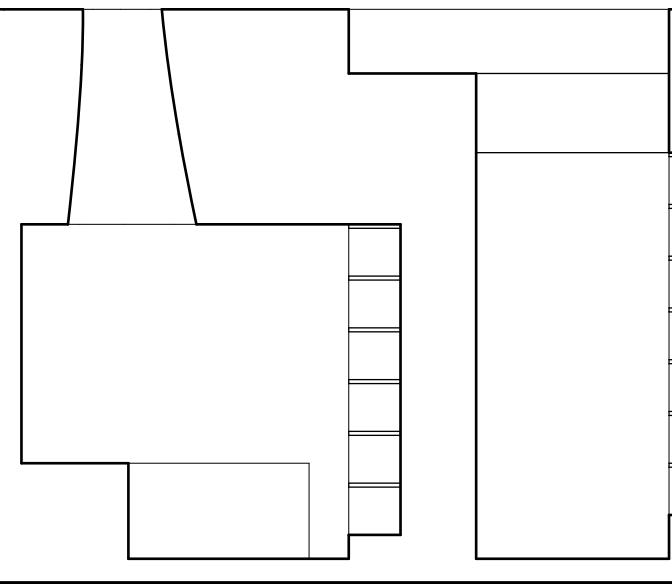
09:00



12:00

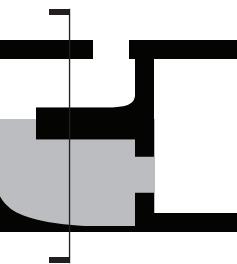


16:00



Reading Nook

- Moderately bright
- Intimate
- Diffused light





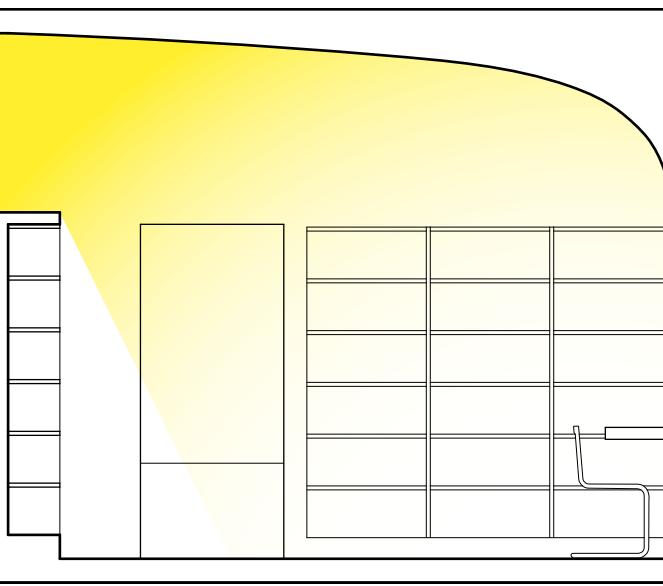
09:00



12:00



16:00



Study Area

- Bright
- Open
- Reflected light



Composition of Desire

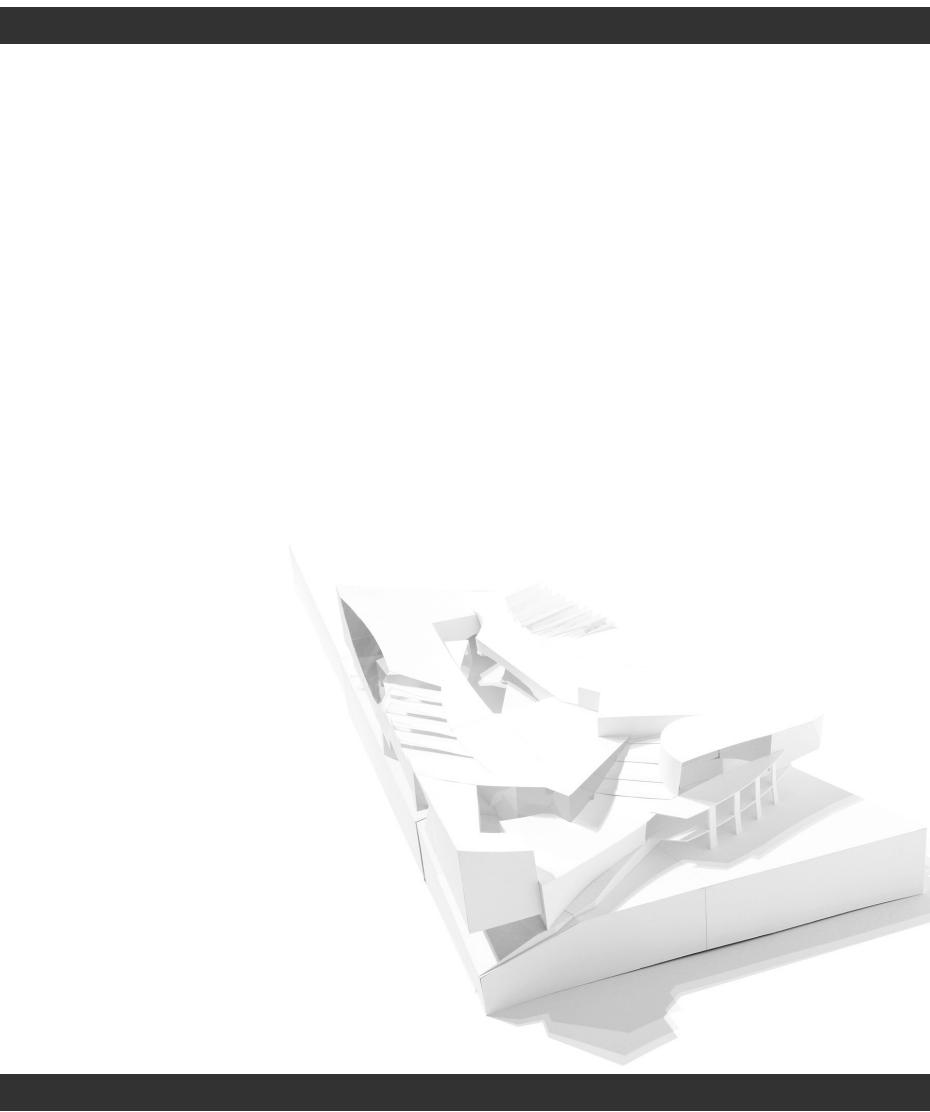
What does the object desire?

A 3D composition project that explores the ambiguities of spatial geometries and the desires of objects to be seen.



Project:

A 3-dimensional layering of space and the revelation of geometries through transformation.

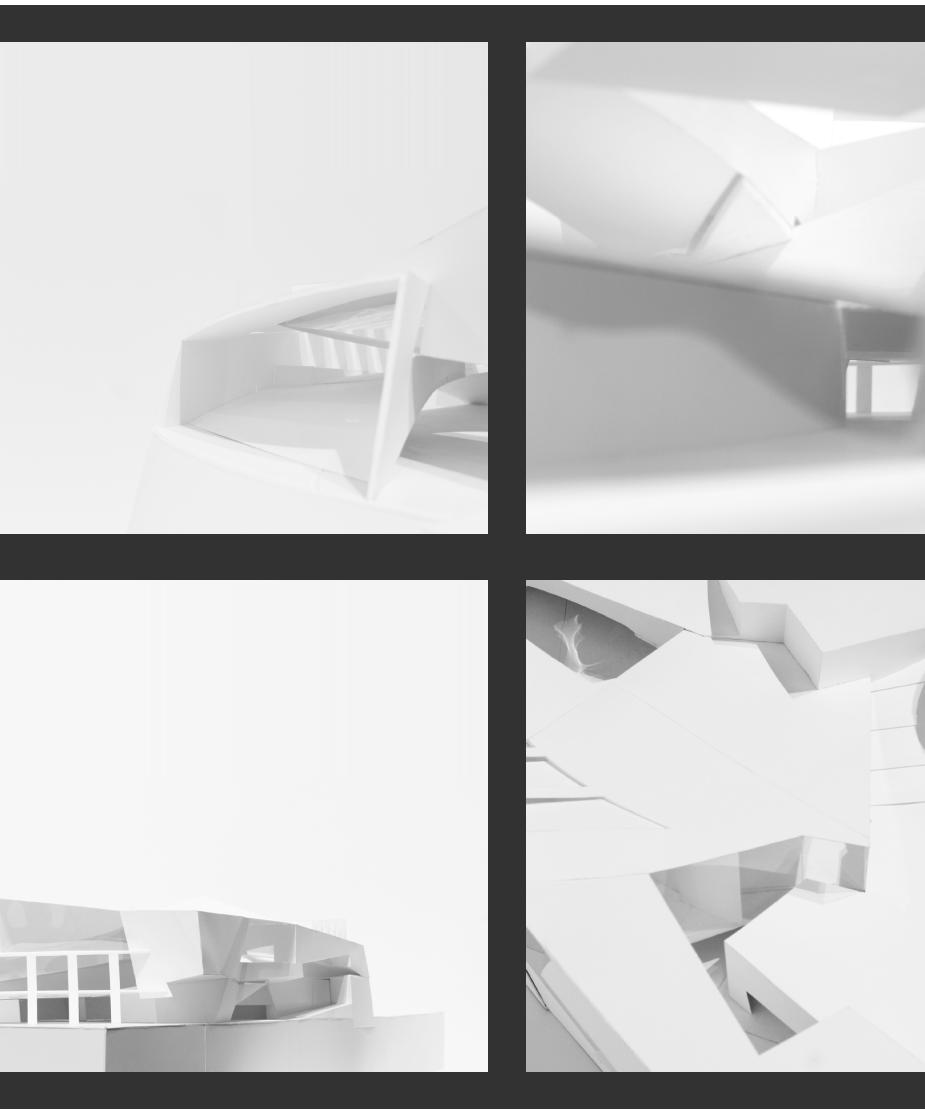
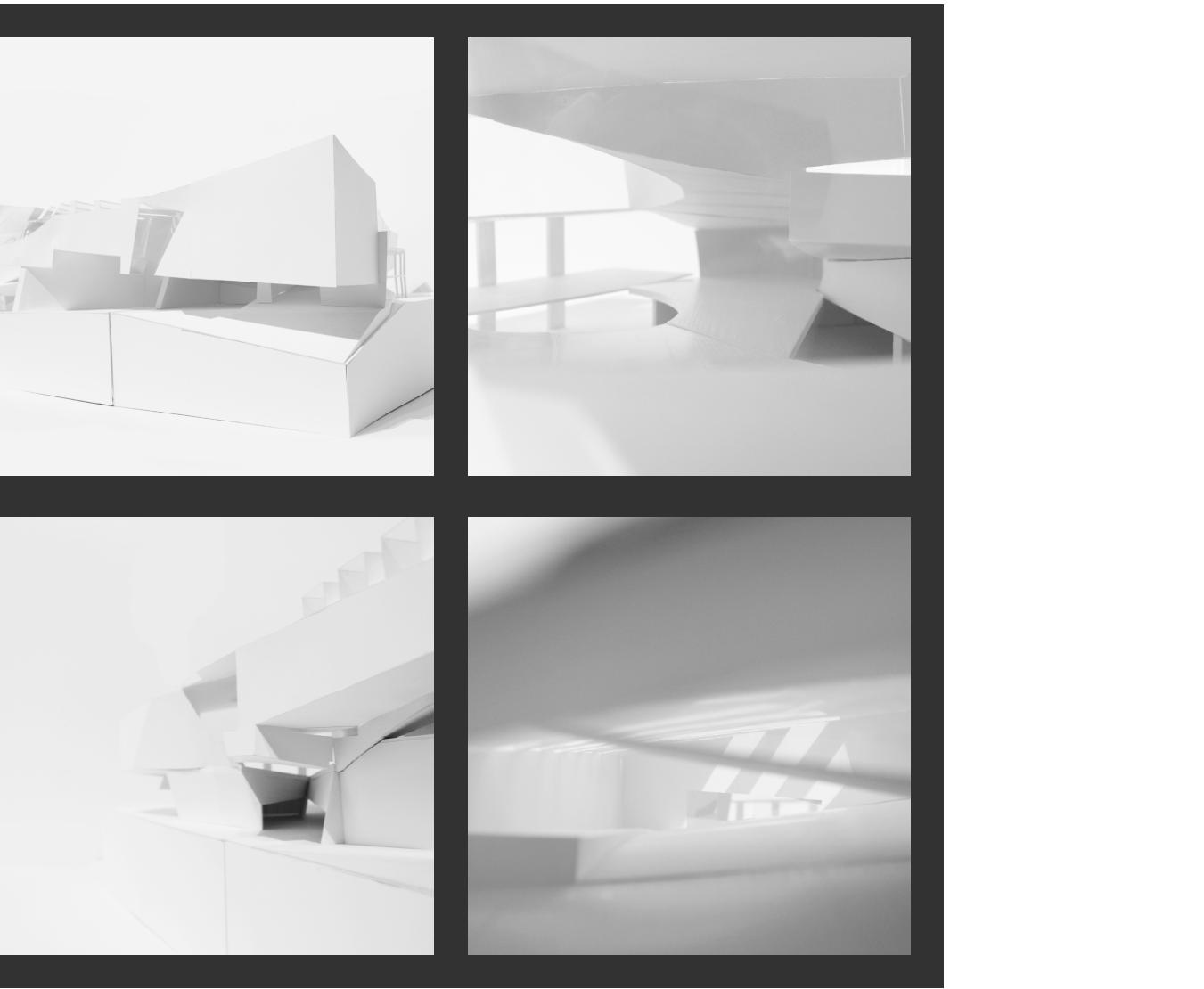


Concept:

A 3-dimensional layering of space and the revelation of geometries through transformation.

Project:

Objects concealed within another that want to be seen tries to leave traces of themselves. Similar to how dotted and dashed lines in drawings represent hidden items, obscured objects in this project present themselves in different forms. What presents itself as solids will disappear and reintroduce themselves as voids, textures, and even edges of other objects.

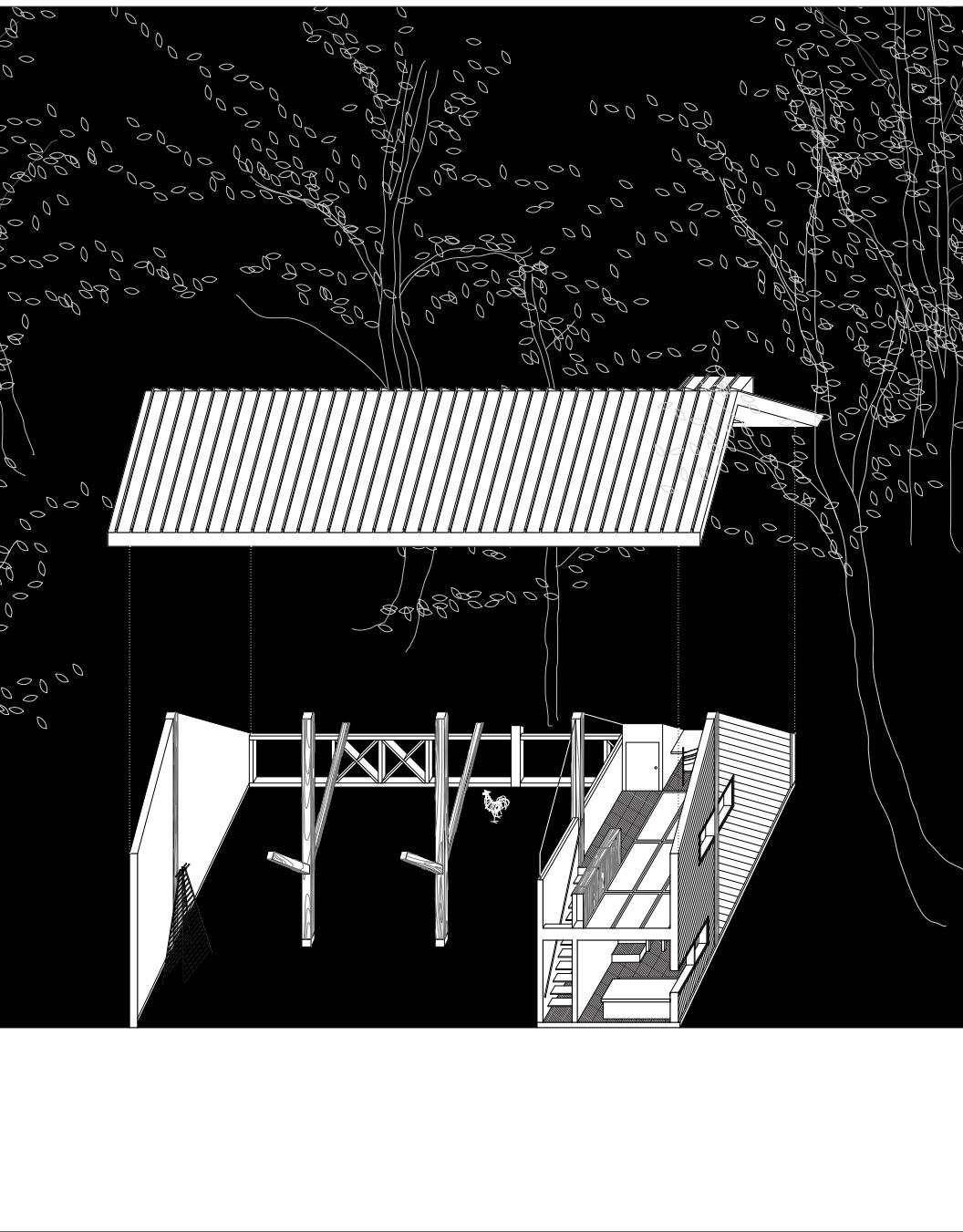


Precedent Studies

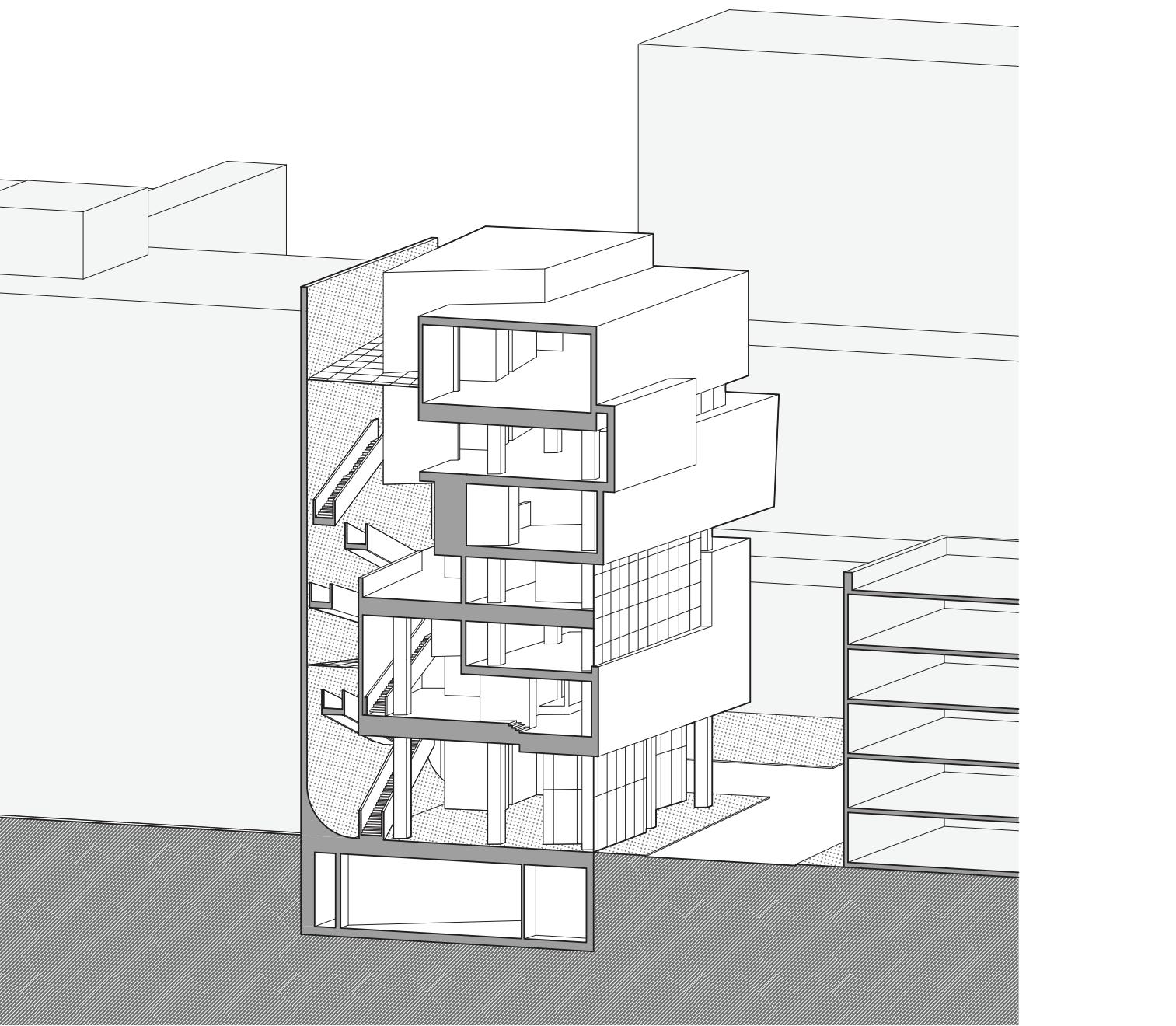
Studies and drawings of precedents.



// 0° Oblique



// 0° Oblique Section



// 3D Section



// Concept Diagrams

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Phone: 1.808.232.8631