

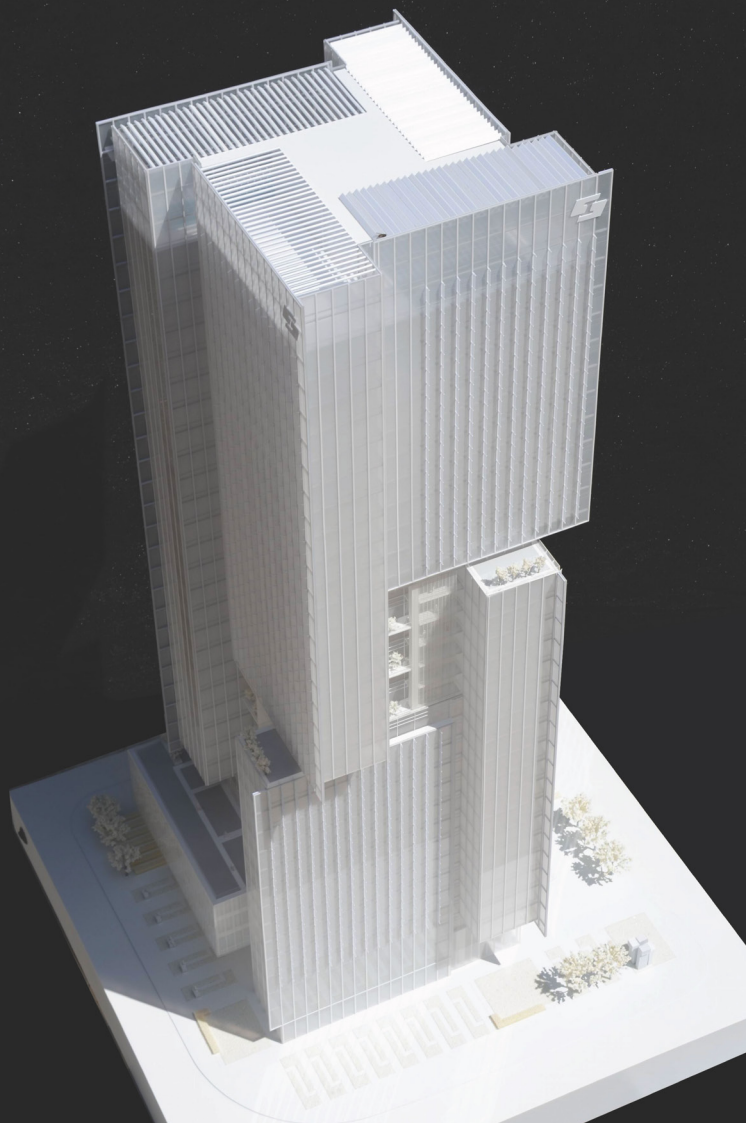
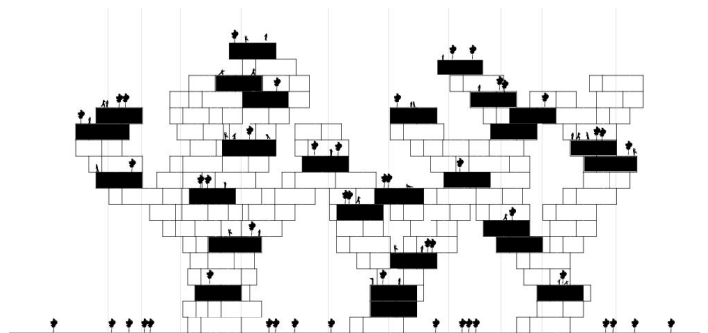
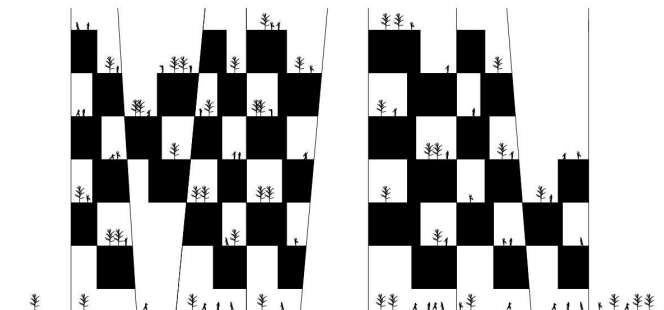
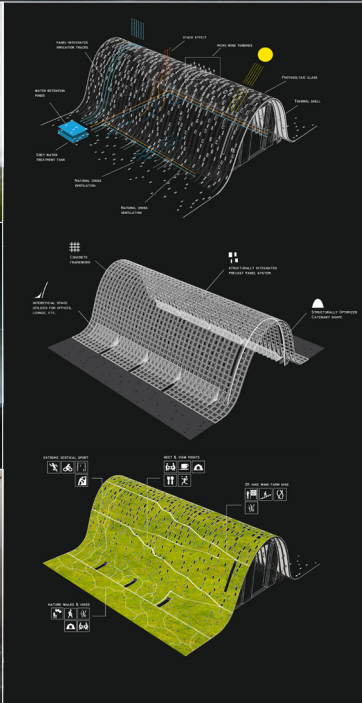


Joshua Parker

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B.S, Electrical Engineering, University of Washington
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始于基本形体
start with basic plot



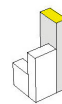
叠加图案或格局
overlay pattern to generate form



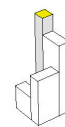
生长 1
grow 1



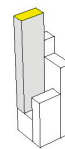
生长 2
grow 2



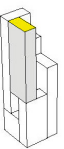
生长 3
grow 3



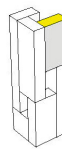
生长 4
grow 4



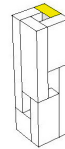
堆砌 5
stack 5



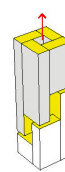
堆砌 6
stack 6



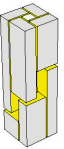
堆砌 7
stack 7



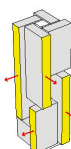
堆砌 8
stack 8



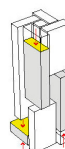
创造螺旋上升的空中花园
lift up creating spiral sky garden



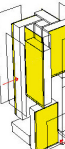
分离体块
explode mass



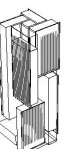
最大化的自身遮阳
maximize self shading



为大堂、观景平台和对外合作交流区创造挑空空间
create voids for lobby, terrace, and external cooperation and communication area



植入“生态屏风”
apply ecological screening

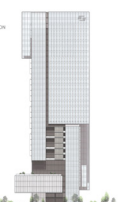


完成
finish

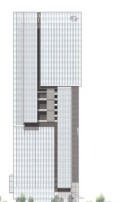
东立面
EAST ELEVATION



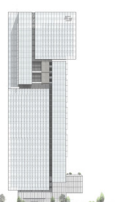
南立面
SOUTH ELEVATION

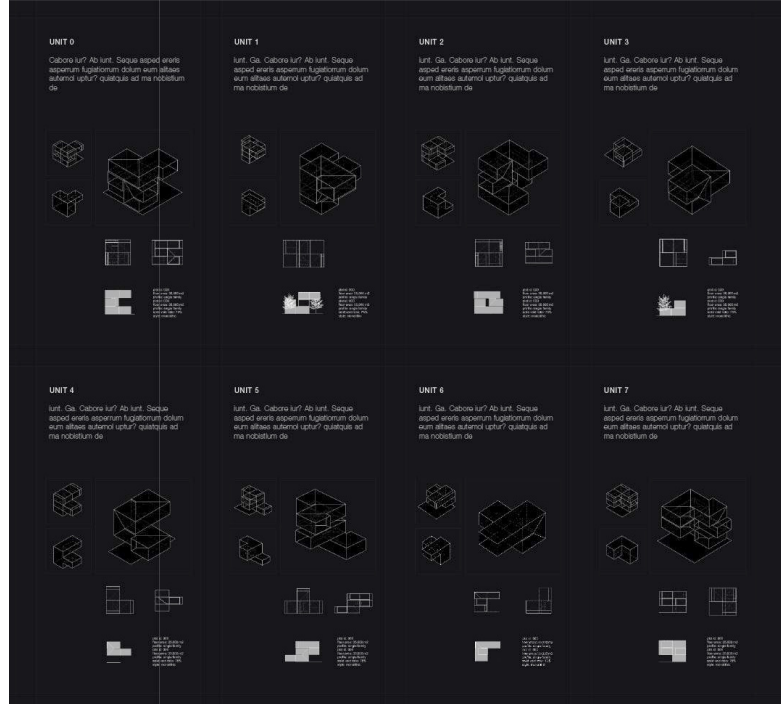
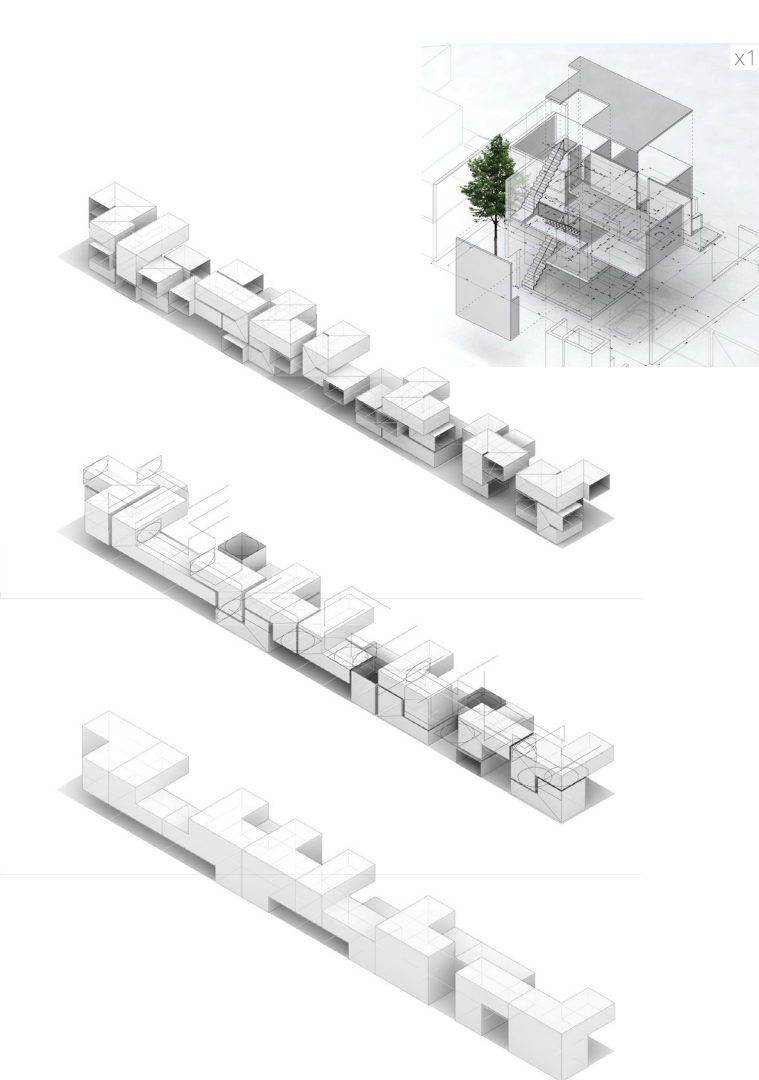


西立面
WEST ELEVATION



北立面
NORTH ELEVATION





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Joshua Parker is an architect and researcher specializing in computational design and interaction. He is currently a senior designer at Aedas and founder of SML, a multi-disciplinary consulting practice in Beijing which provides design services, creative decision support and training in critical application of computational systems and methods. He has worked extensively with OPEN Architecture in Beijing on building and urban scale projects that employ generative and associative methods of computational form-finding, and served as project architect for competition-phase design of an airship hanger, exhibited in SZHK Bi-City Biennale of Architecture & Urbanism.

Joshua received an M.Arch degree from Syracuse University School of Architecture (SUSOA), where he served for three years as Graduate Teaching Assistant for Computer Aided Design and Advanced Building Systems. Prior to that, he studied Electrical Engineering and Computer Science at the University of Washington and received outstanding capstone project award for his work in embedded computation. He has also participated in international workshops, most recently at the Institute for advanced architecture of Catalonia (laaC), where he worked on the NetworkedCITY project, an installation that combines physical computing, data visualization and real time computation. Joshua's research interests extend to development of interactive media and visual communication platforms for inclusive and computationally-mediated design.

