

rowenaipsilanti
SELECTED WORKS 2011-2015

parahyangan residences

under construction | bandung, indonesia
october 2011-june 2012

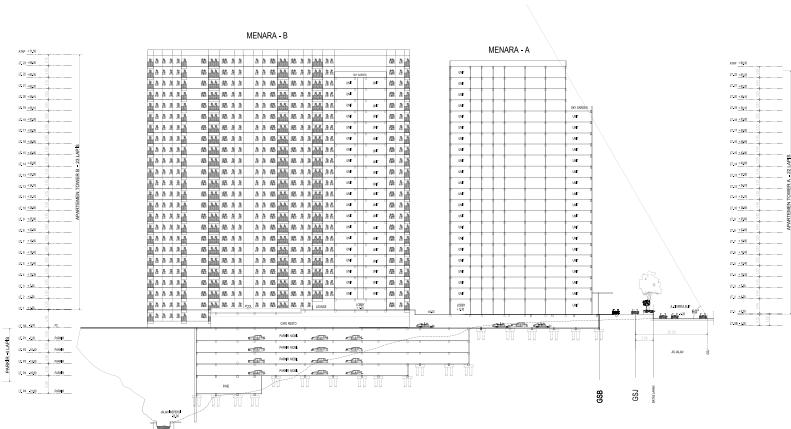
In this project, I designed an apartment together with my team intended mainly for, but not restricted to students.

Strategically located near two known public institutions/universities, the apartment is designed to be simple and modern. It has two towers and features vast natural and man-made green environments to promote its function as a living and study space for a diverse range of students. The front tower is more exclusive and upclass. Facilities include infinite and lagoon pools, with pool side cafe and cafeteria facing the valley at the back of the structures, gym, courts, and shops to accommodate the needs of its users.

(published on www.parahyanganresidences.com)



Exterior View (above), Plans (top right),
Longitudinal Section (below), Infinite Pool View (bottom right)



palembang center point extension

design phase | palembang, indonesia
november 2011-june 2012

In this project, we designed an addition to an existing shopping mall in the city of Palembang, Indonesia. The addition is much larger than the existing mall and accommodates high-class entertainment center. The design adopts the "Super-Block" concept and Green design with a wide variety of programs and green parks on each level. The challenge of the design is to keep the existing sport center at the center of the shopping mall visible and exposed to the street, but can still utilize as much land as possible for commercial development.



Aerial View of the Shopping Mall Extension



Site Plan



Superblock Concept



Ground Level Plan



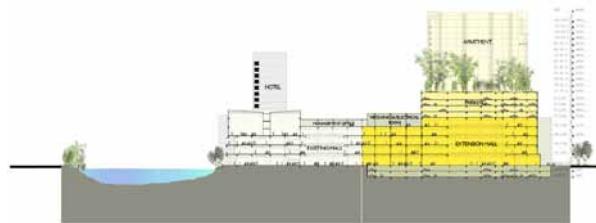
Level 3 Plan



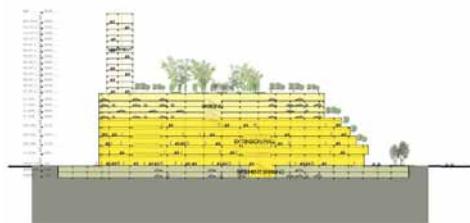
Parking Level Plan



Rooftop Plan



Longitudinal Section



Cross Section

redo glass house

unbuilt | new canaan, ct

september-december 2012

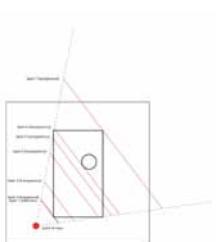
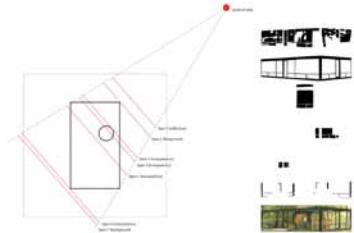


Building up my deep interest in the “Layering of Views” in the precedent Glass House by Philip Johnson through my series of analysis of the house, this project is a total adoption of and a new design built upon the past.

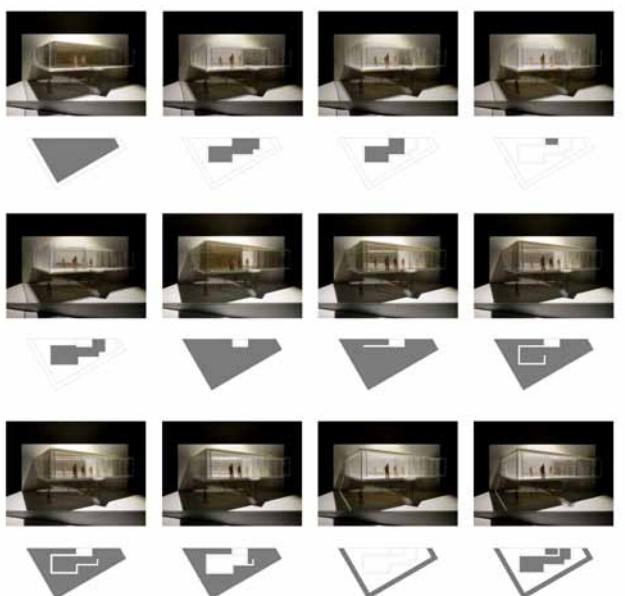
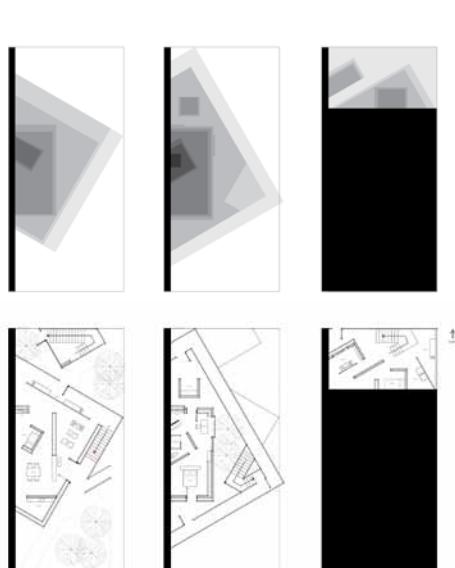
My analysis of light and layering of views in the Glass House was being taken further into designing a new architecture that incorporates both the ideas of light, reflection and transparencies of glass to create a layering of spaces.

This project has an objective to rearrange previous conceptions in the service of originating new ones.

Exterior View



Layers of View in Glass House diagram Plans



Layers and Lighting Studies



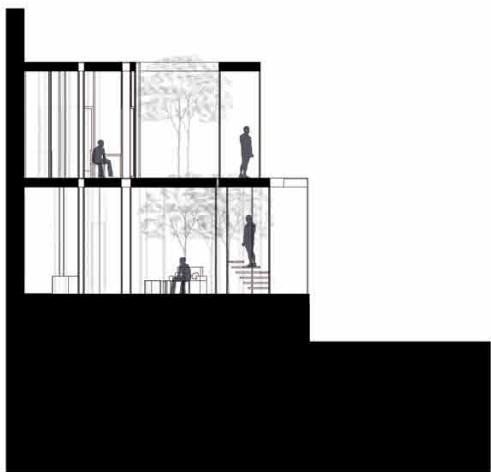
Frontal View



Interior View

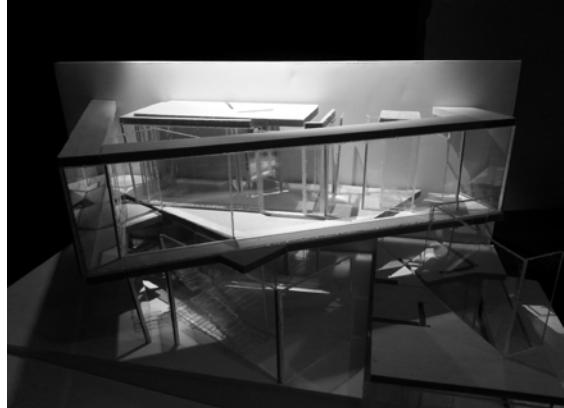
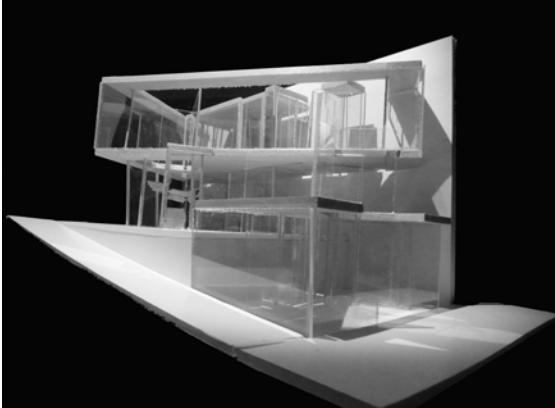
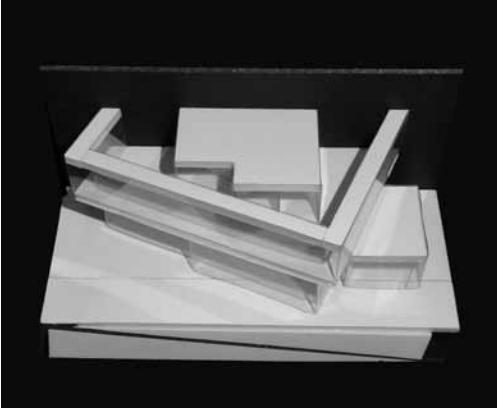


Longitudinal Section



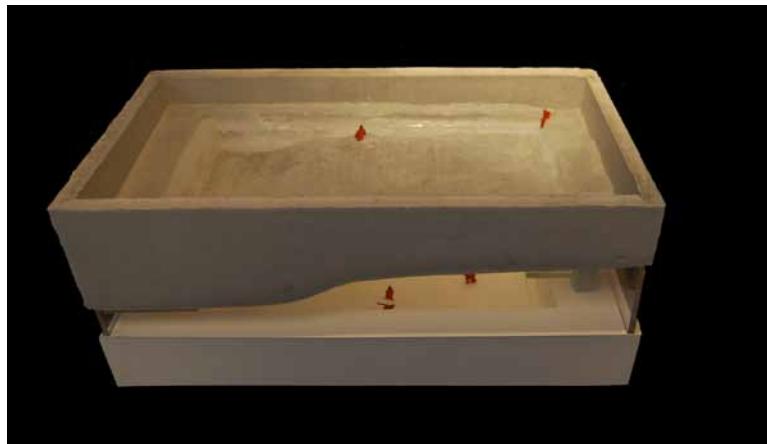
Cross Section

Study Models



occupy a pool
unbuilt | ann arbor, mi
january-april 2013

This project is about re-programming an interior test site that is paired with a modeling technique focusing the design efforts through a particular approach to material and spatial concerns, leaving room for individual translation and invention in support of my design concepts. The site is an olympic pool in the Central Campus Recreation Building located in Ann Arbor, MI, and I re-programmed the space to accommodate a performance in the space. The pool is flipped vertically and floating above the emptied original pool, which now functions as a performance space. The wall of the new pool was a cast of rockite and the water was represented by casted soap which allows light to penetrate through.



event balloon

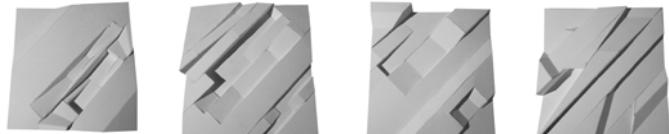
unbuilt | detroit, mi

january-april 2013

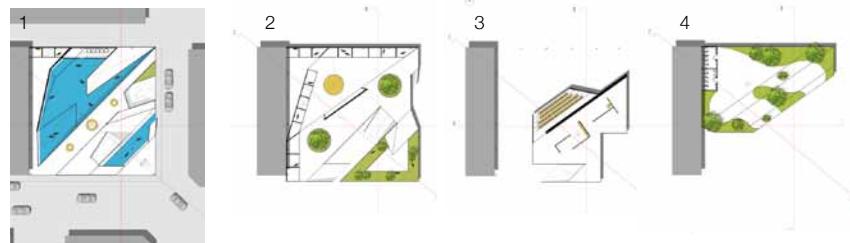
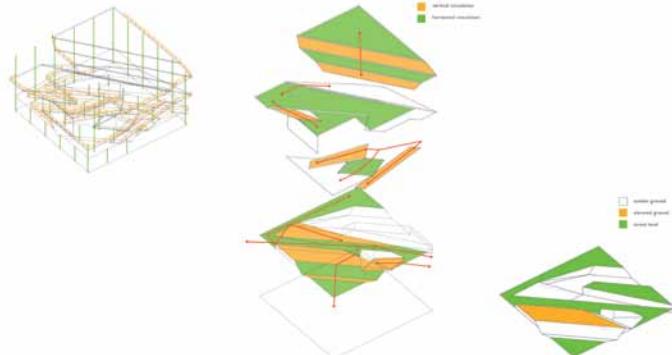
This project asked to design a museum on an existing parking lot site in the Pittsburgh Strip District. The idea is about archiving as much types of events (objects, performances, and moment) as possible. In order to achieve this objective, the building design used the concept of inflatability of a balloon, in which different programs can be loaded into and taken out from the building. The plans, sections, and the massing studies focused on the initial partis, which are characterized with diagonal grains on the plan to utilize the corner condition of the site and a stack of undulating surfaces in the section which are connected together and create a variation of voids that can hold changing programs.



Exterior View

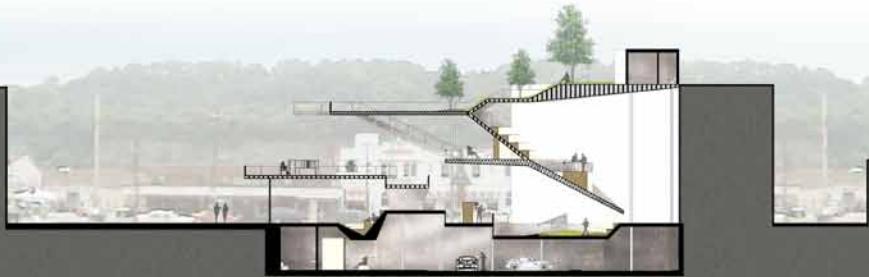
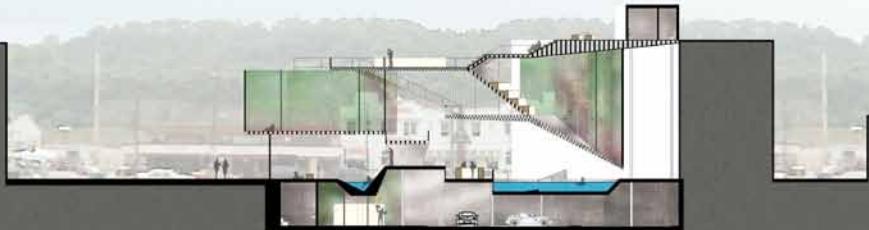


Ground Design Studies (above),
Building Structure, Circulation and Level Diagram (below)

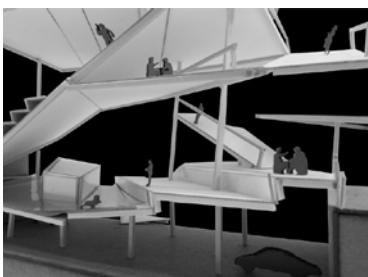
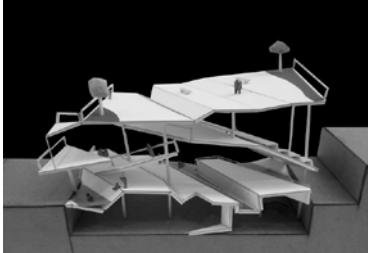
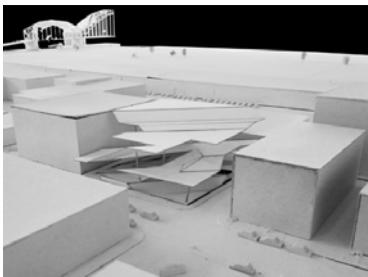
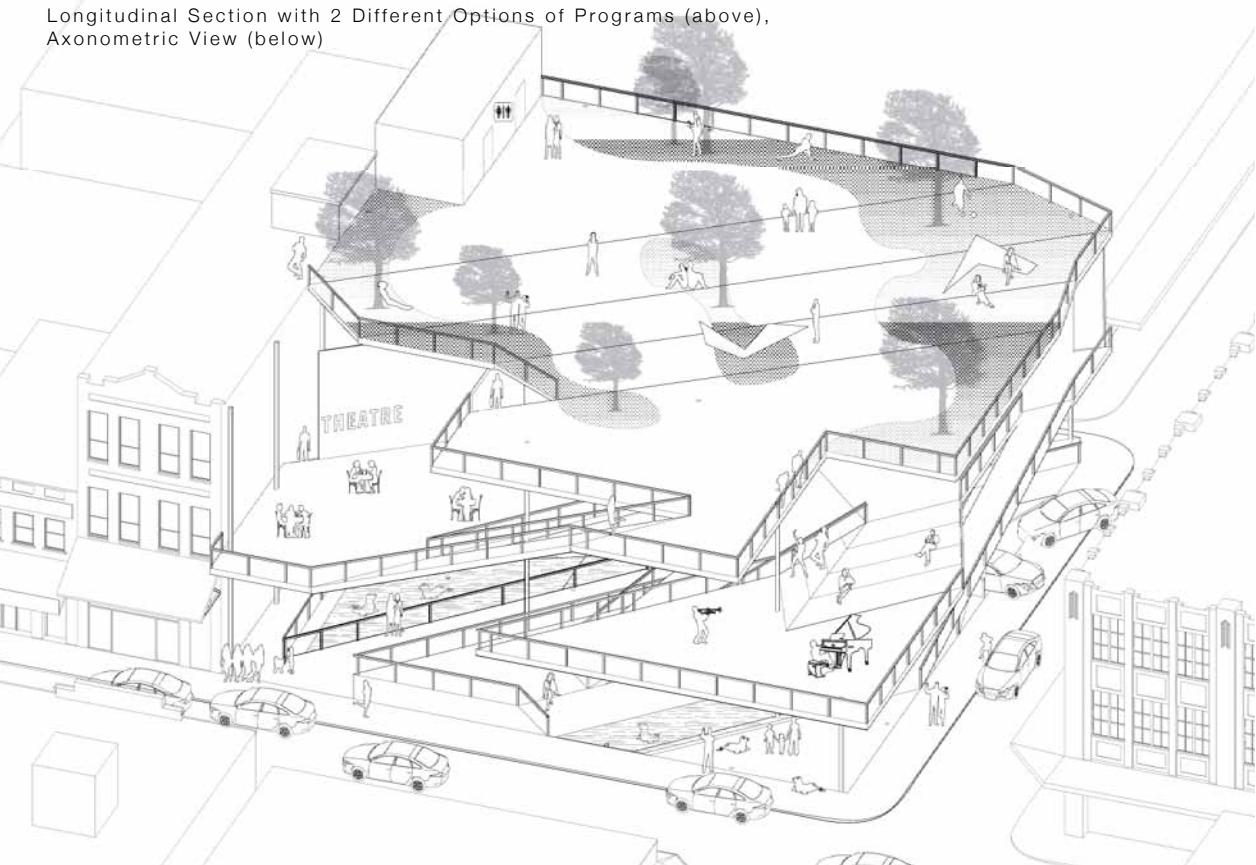


Plans with Flexible Programs: (1&2) Animal Archives, (3) Theater Balcony & Gallery, (4) Relaxation Garden (above); Interior View (below)



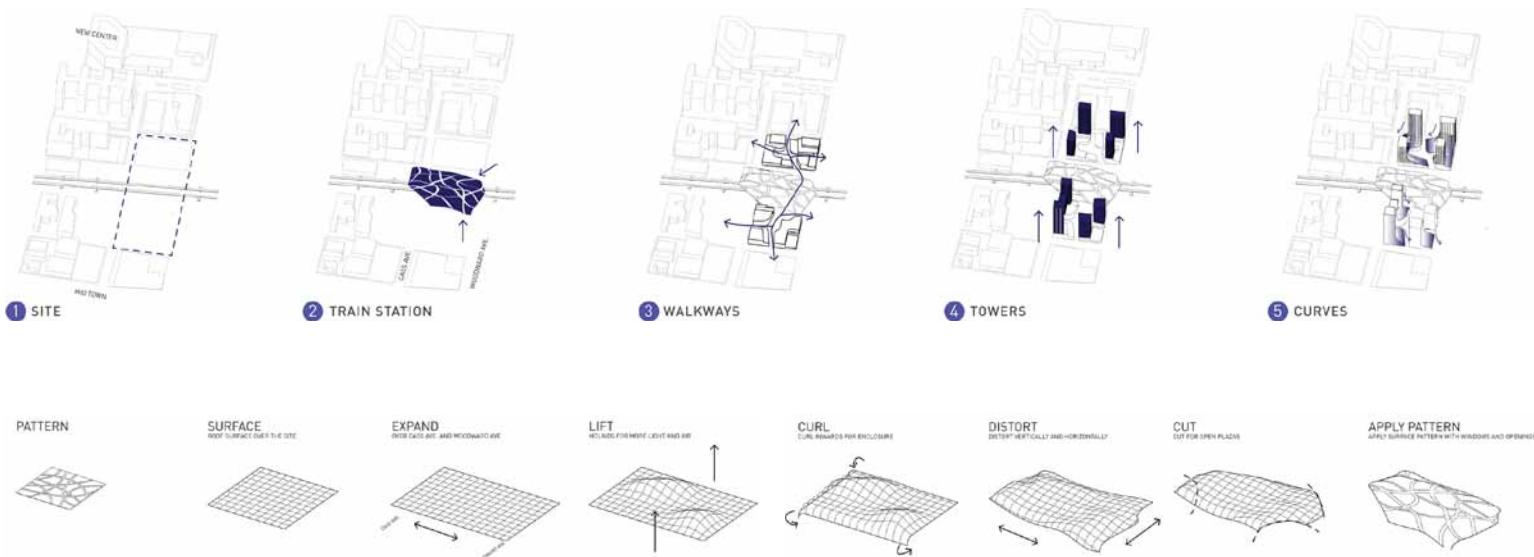


Longitudinal Section with 2 Different Options of Programs (above),
Axonometric View (below)





South Block View (Offices) Looking Towards the Train Station

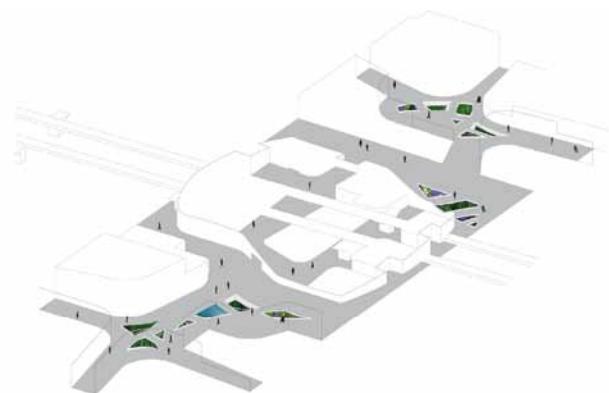
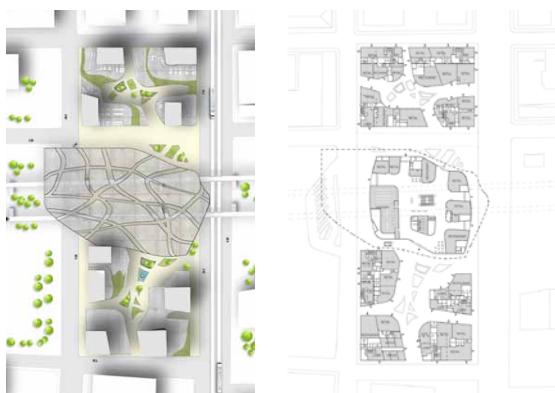
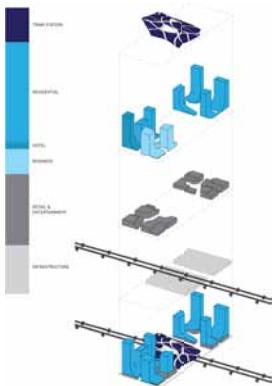


Design Process Diagram (top) and Train Station Roof Design Process (bottom)

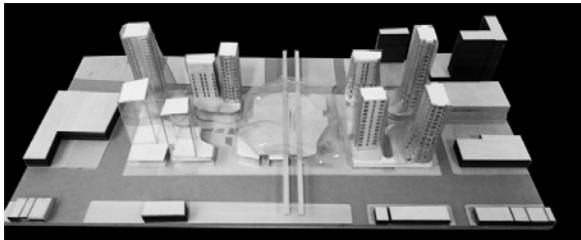
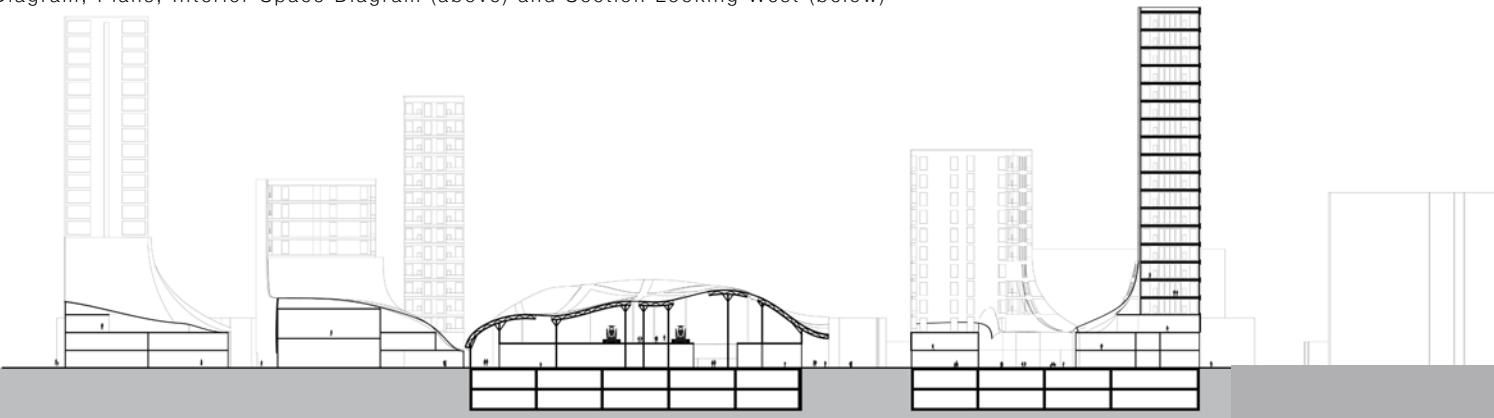
Situated between major urban spaces, the NEXUS acts as a link between Chicago and Toronto, New Center and Detroit and within the site. It utilizes the transit hub as the center and nexus between the regions as a catalyst and stem for people to connect with each other.

The NEXUS is designed for pedestrian friendly walkways and transportation centers for commuters, residents and visitors. Reacting to the existing site conditions, the NEXUS creates a flow within the block for pedestrians and cyclists. Through a meandering central axis, the architecture curves to suggest a flow around the site and the spaces in and around buildings.

The street side is perforated with entrances that welcome pedestrians into the spaces within.



Layers Diagram, Plans, Interior Space Diagram (above) and Section Looking West (below)



Birdseye View (left),
North/Residential Block View and Model (above)

activate the fringes

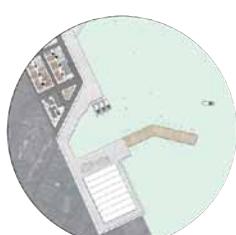
vca competition | mumbai, india

january-july 2014

The 2014 Vertical Cities Asia Competition focuses on urban connectivity. The teams were challenged to provide holistic and integrated solutions for a competition site in Mumbai, India, to 'connect' residents to amenities such as clean energy, clean water, fresh air, efficient transportation, as well as facilities for work, live, learn and play.

(published on

<http://www.verticalcitiesasia.com/?q=archive/2014>)

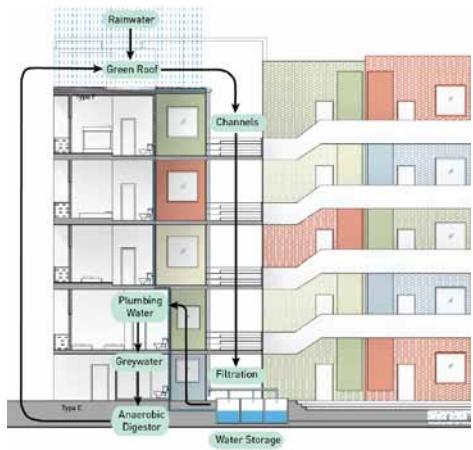
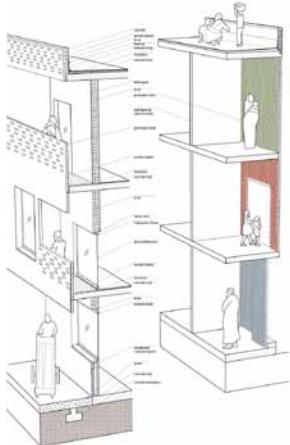
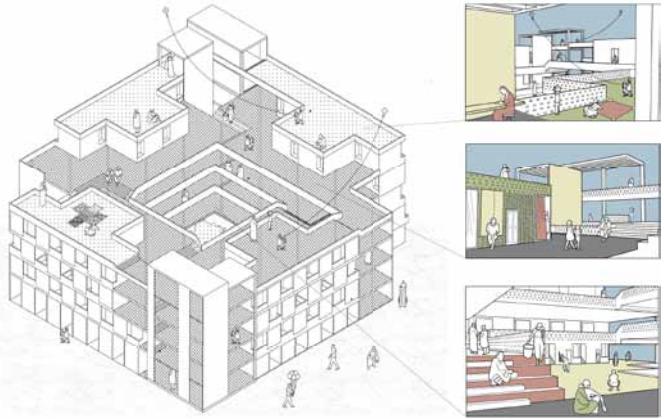


Aerial View (top)

Process Diagrams and Site Plan:
Activate-Connect-Intervene: Ferry Terminal,
Fishermen's Docking, Recreational Waterfront,
Railway Station, and Housing Intervention (left)

Views of Fishermen's Dock, Ferry Terminal (above)
Site Section (below)



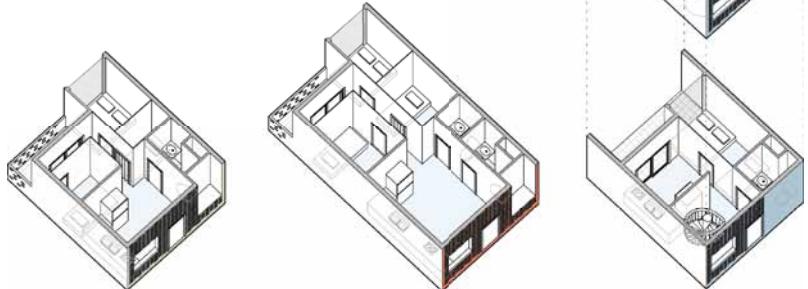


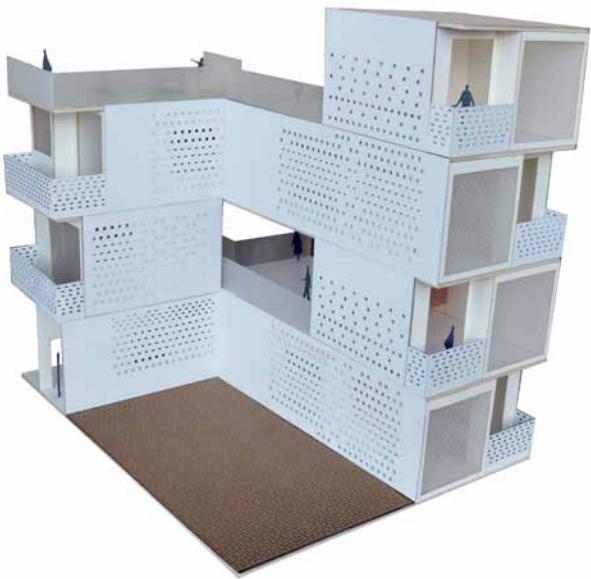
Housing Design with Shared Open Spaces, Low-Budget Masonry Construction, and Water Recycling Sustainable System (top)

Customizable Housing Units (below)

Exterior Facade Design with Screens and Universal Look and Interior Facade Design with Perforated Bricks and Color Customized Units (right)

Housing Elevation (bottom)





Model Photos of Facade, Single Aggregation, and Multiple Aggregations



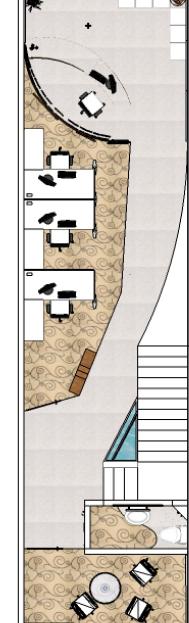
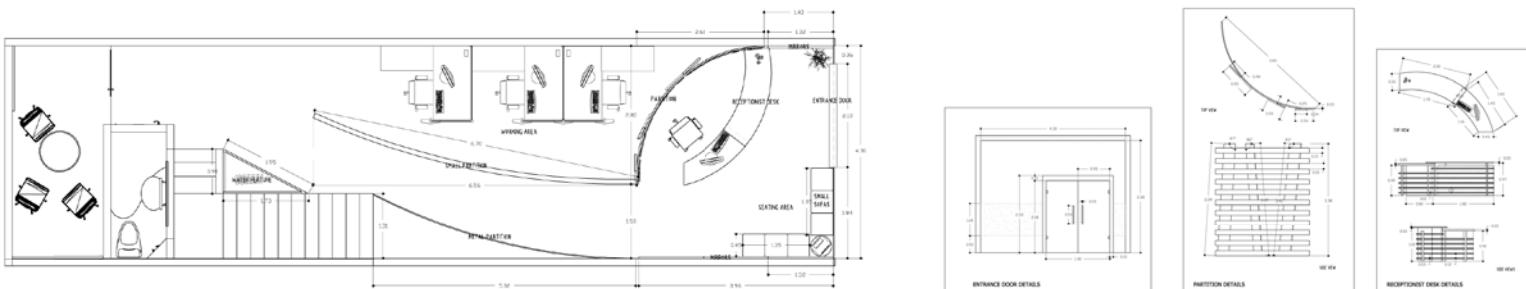


tax consultant office interior

built | jakarta, indonesia

march - december 2012

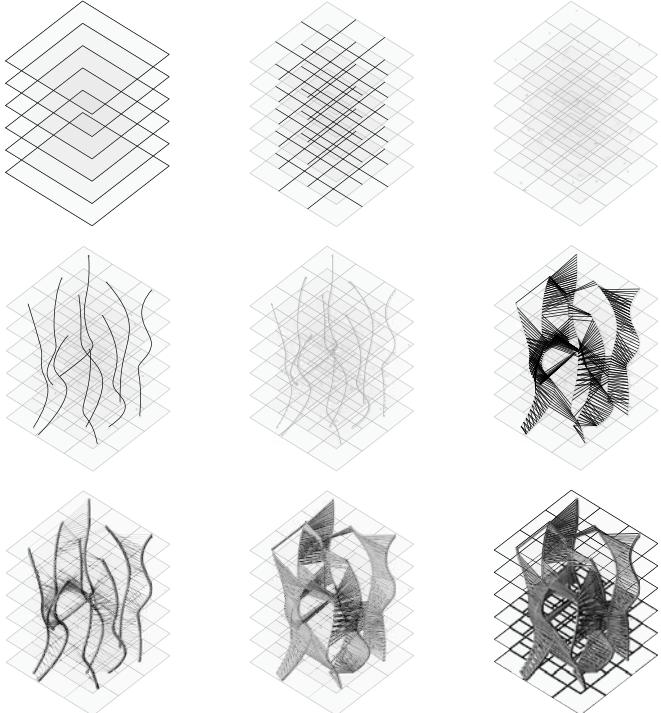
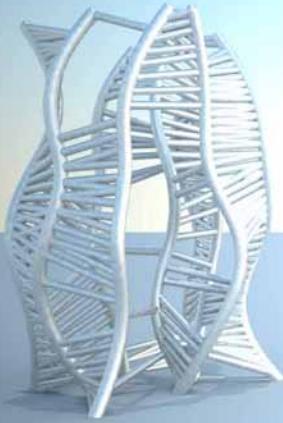
This is an interior design project that I did for a tax consultant office space. The client needs a renovation to its first floor office space to accomodate multi-programs of front desk (guest space), additional work space for the employees, and a client meeting room within the size constraint of its 53'x14' floor space. The use of porous and transparent partitions adopt the concept of visual connection to establish a continuous flow through the space while maintaining the privacy of each distinct program.



transfigured _ dna

python programming

september-december 2014



In this project, I explored techniques and logics of variable assemblies through iterative research methods that integrate scripted computation strategies and scale model fabrications.

The entire process of designing the Rhino object employed

Python codes, starting from generating planes, gridlines, points, connectors, and pipes along the generated lines. The assemblies derived from stick material.

```
import rhinoscriptsyntax as rs
import random as rnd
import sys

class Layer:
    # Initiate static variables.
    layer_height = 20
    grid_size = 25

    def __init__(self, level, num_grid_x, num_grid_y):
        # e.g. (0,0) -> PointXYZ, (1,2) -> PointABC, etc.
        self.level = level
        self.grid_id_to_point = {}
        self.num_grid_x = num_grid_x
        self.num_grid_y = num_grid_y
        rs.AddLayer("gridlines")

    def get(self):
        z_coordinate = self.level * Layer.layer_height
        origin = (0, 0, z_coordinate)
        point_on_x = (self.num_grid_x * Layer.grid_size, 0, z_coordinate)
        point_on_y = (0, self.num_grid_y * Layer.grid_size, z_coordinate)
        planes = rs.PlaneFromPoints(origin, point_on_x, point_on_y)
        # rs.AddRectangle(planes, self.num_grid_x * Layer.grid_size,
        self.num_grid_y * Layer.grid_size)

        def add_random_point(x_grid_index, y_grid_index):
            point_x_min = x_grid_index * Layer.grid_size
            point_x_max = point_x_min + Layer.grid_size - 1 # -1 to make sure it's
            below that number
            point_x = rnd.randint(point_x_min, point_x_max)

            point_y_min = y_grid_index * Layer.grid_size
            point_y_max = point_y_min + Layer.grid_size - 1
            point_y = rnd.randint(point_y_min, point_y_max)

            point_z = self.level * Layer.layer_height

            rs.CurrentLayer("gridlines")
            # rs.AddLine((point_x_min, point_y_min, point_z), (point_x_min,
            point_y_max + 1, point_z))
            # rs.AddLine((point_x_min, point_y_min, point_z), (point_x_max + 1,
            point_y_min, point_z))

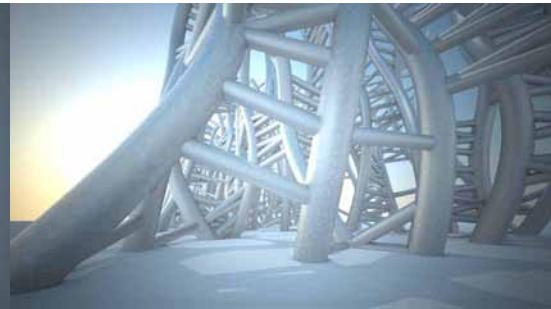
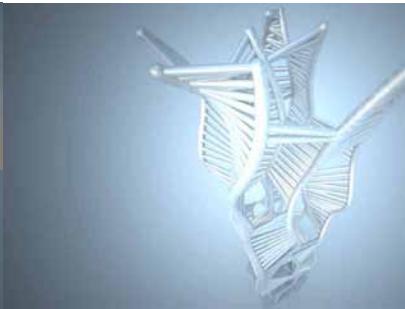
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            point_y_max = point_y_min + Layer.grid_size - 1
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            point_y_max + 1, point_z))
            # rs.AddLine((point_x_min, point_y_min, point_z), (point_x_max + 1,
            point_y_min, point_z))
```



radiusapp design (concept and user interface)
september-december 2014

Human beings are intelligent and social in nature. Rather than blocking their access, we should instead serve them with the content they should know. **radius** is designed to address this issue. Unlike other social medias which contents are driven by friends and follows, **radius** focuses on local news and events that matter and related to them. The application features location detection, simple and easy information sharing, information-type filtering, and conversation between users with similar interests.

