

# Portfolio

**Thomas Provost**

water/etc / 2008-2021

# Portfolio



## Thomas Provost

water.etc / 2008-2021

The following projects were completed over the last twelve years under various circumstances:

academic, collaborative, curiosity, etc.

The work is theory-driven and fun in execution,  
featuring a healthy mix of reality and dream.  
My focus is often representative methods and  
communicating appropriate atmosphere.

On context: the larger narrative exists outside of  
what is merely being displayed.

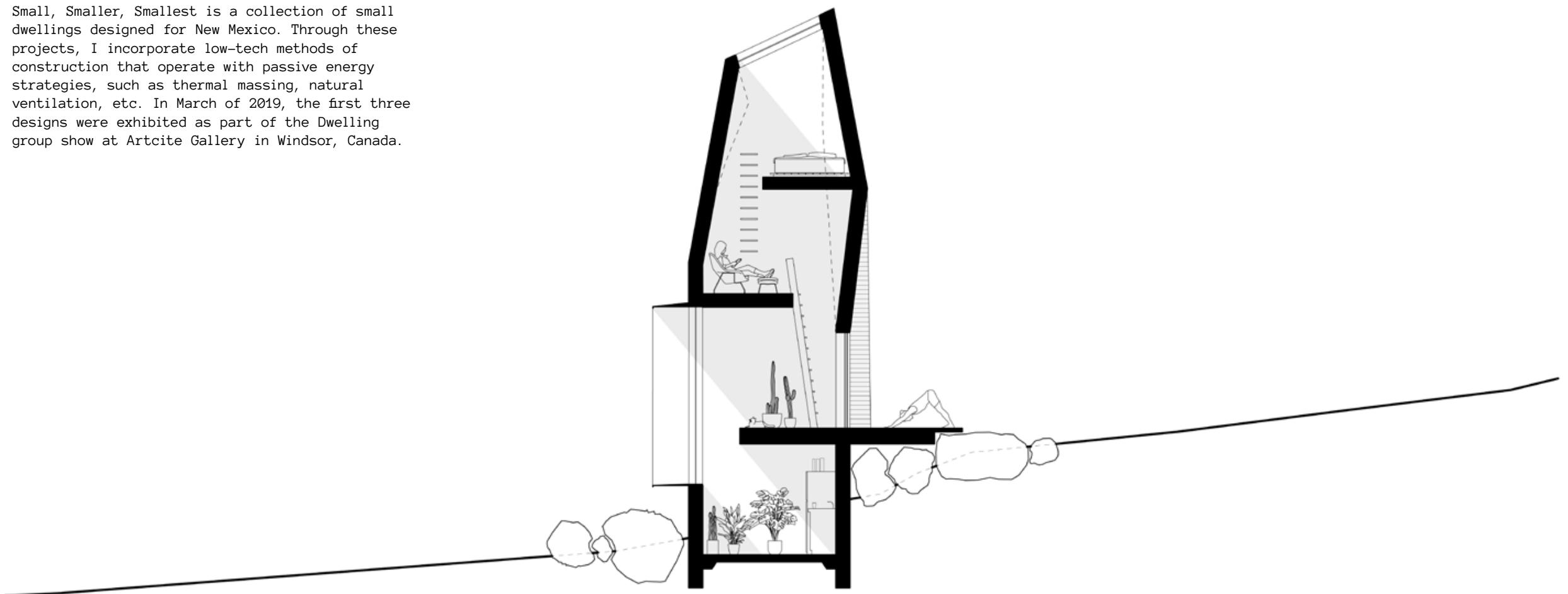
# Small, Smaller, Smallest

WATER.ETC

Water.etc

New Mexico / 2018+

Small, Smaller, Smallest is a collection of small dwellings designed for New Mexico. Through these projects, I incorporate low-tech methods of construction that operate with passive energy strategies, such as thermal massing, natural ventilation, etc. In March of 2019, the first three designs were exhibited as part of the Dwelling group show at Artcite Gallery in Windsor, Canada.



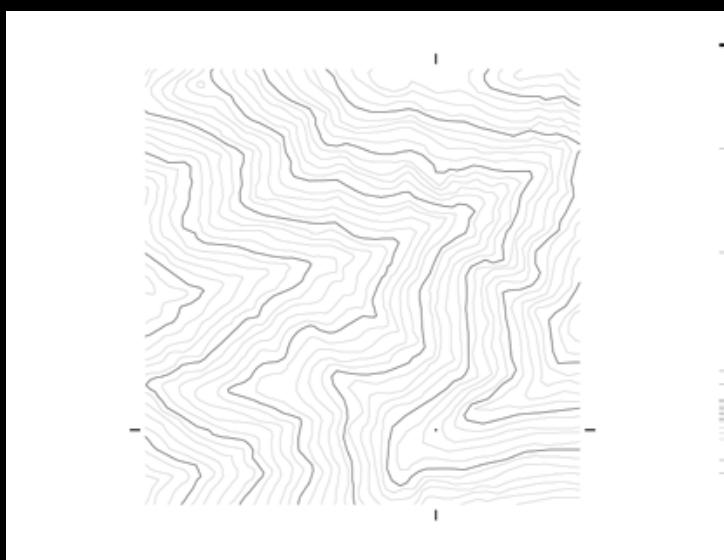
SMALL, SMALLER, SMALLEST

DATE	REVISION	TP
2019_01_01	Initial Review	TP
2019_02_22	R2 - Design Development	TP
2019_03_26	Revised for "Dwelling"	TP

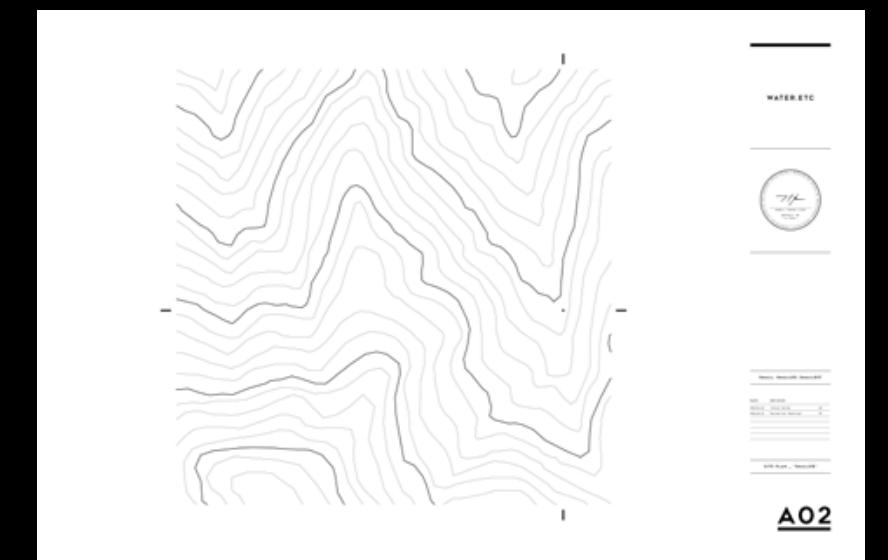
SMALLEST - N/S SECTION

1 SMALLEST - N/S SECTION  
A09 1/4" x 17-6"

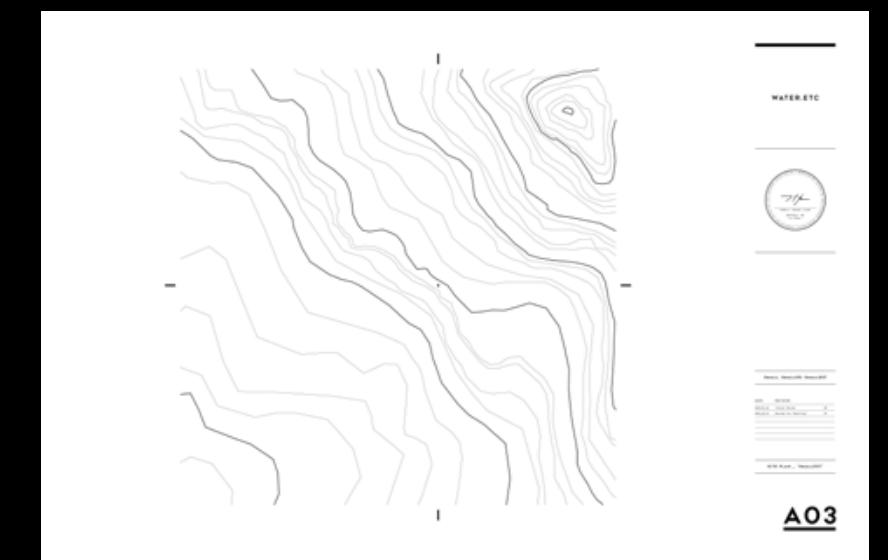
A09



A01



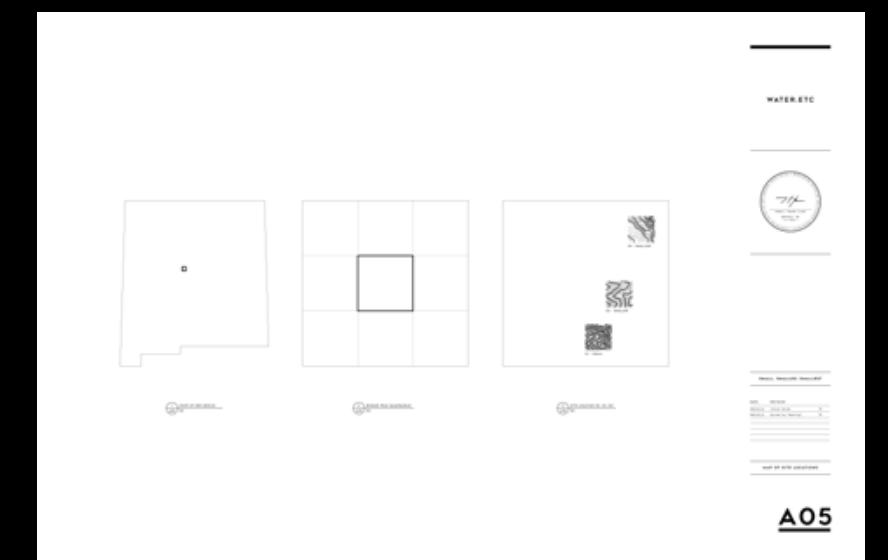
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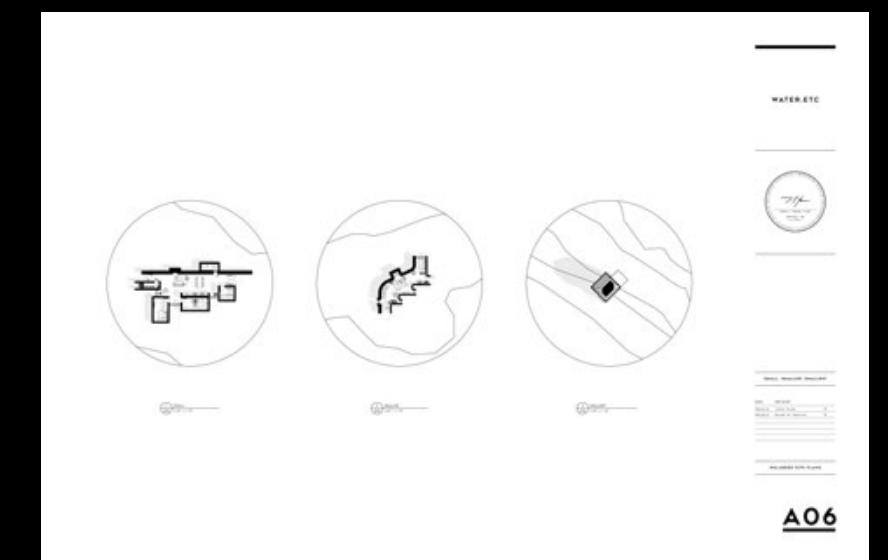
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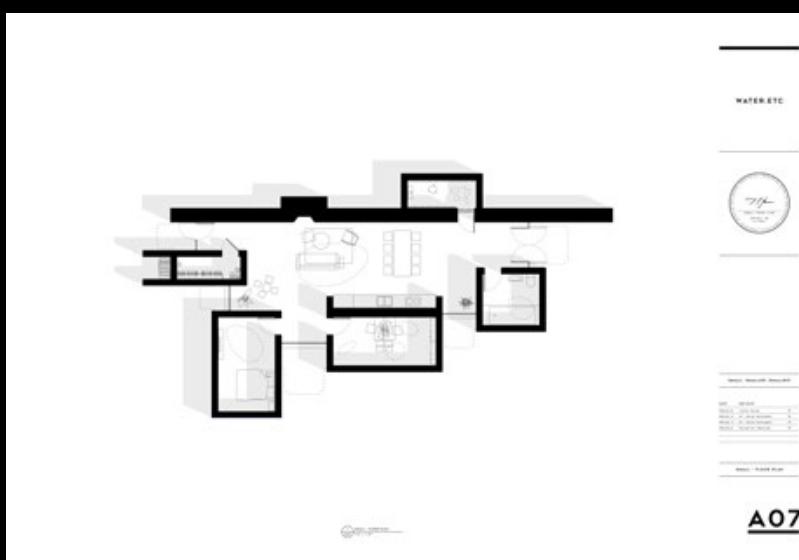
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A05



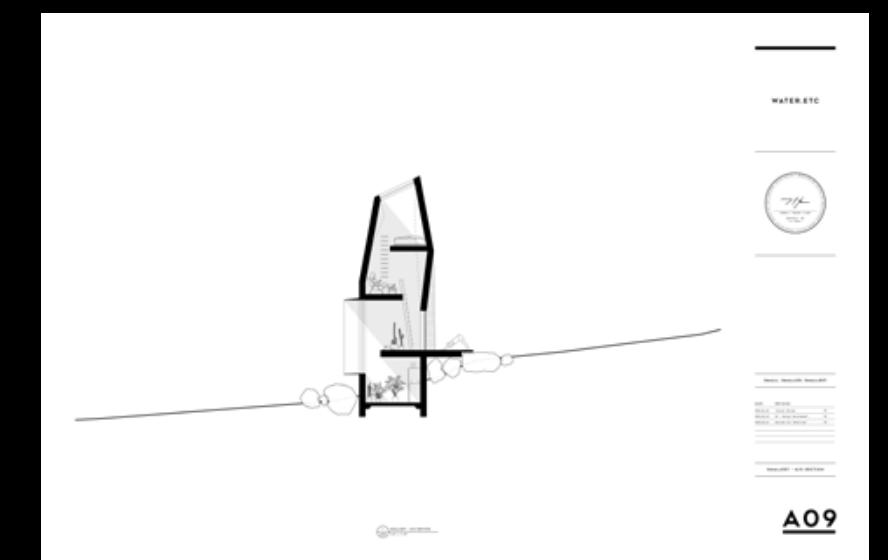
A06



A07



A08



A09

# Atlas of Epic Proportions

**Professor John Mueller**  
UDM SOA / 2012–2013

Atlas contains drawings for projects at the scale of the Earth; enigmatic traces of humanity in the spirit of the Anthropocene. Included in this portfolio are the following works:

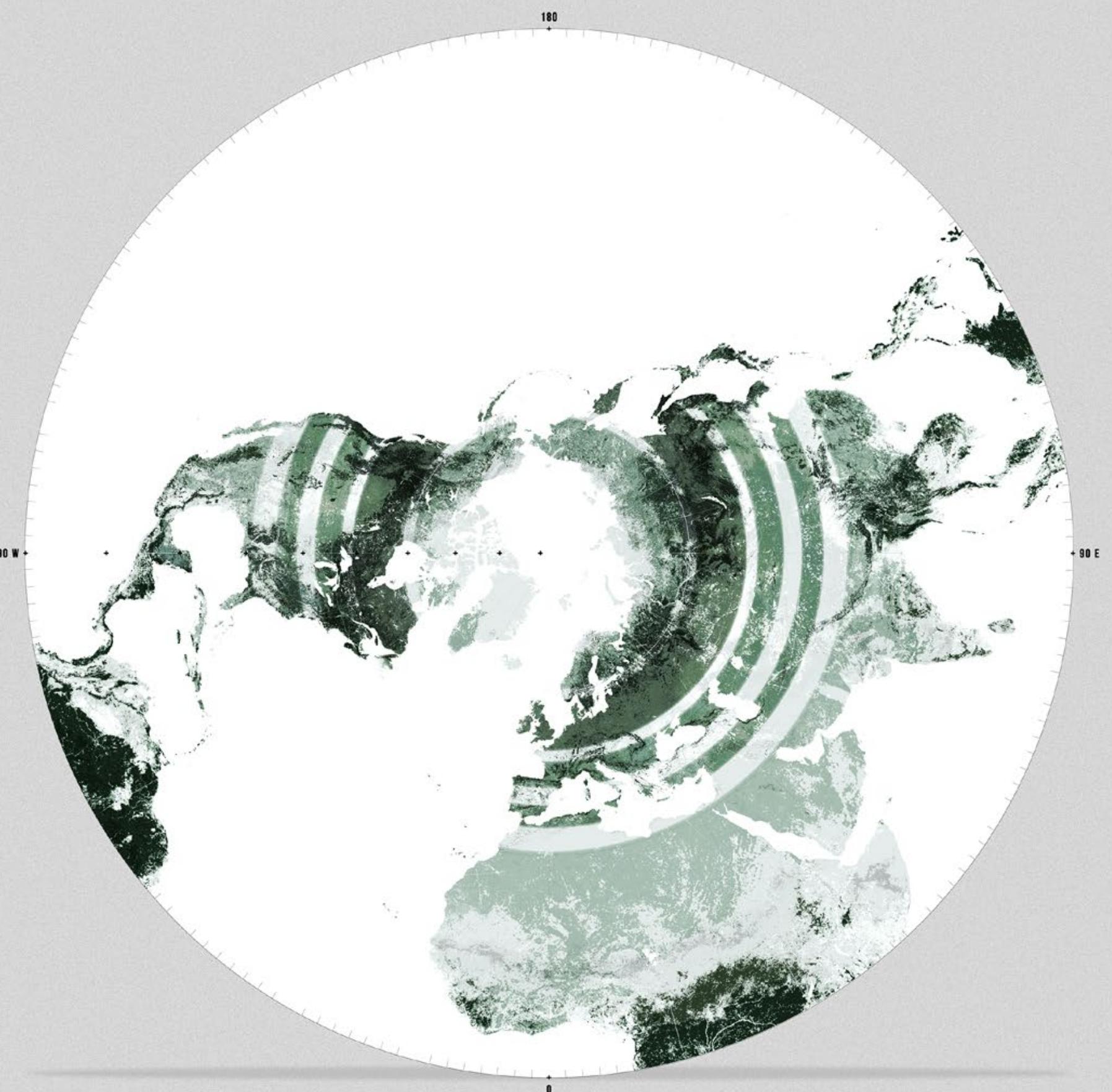
- 1) Northern Hemisphere Republic
- 2) Antipodes
- 3) Infinity Columbarium
- 4) Lake Erie Device
- 5) Rewilding Structures
- 6) Moon, 4000 CE

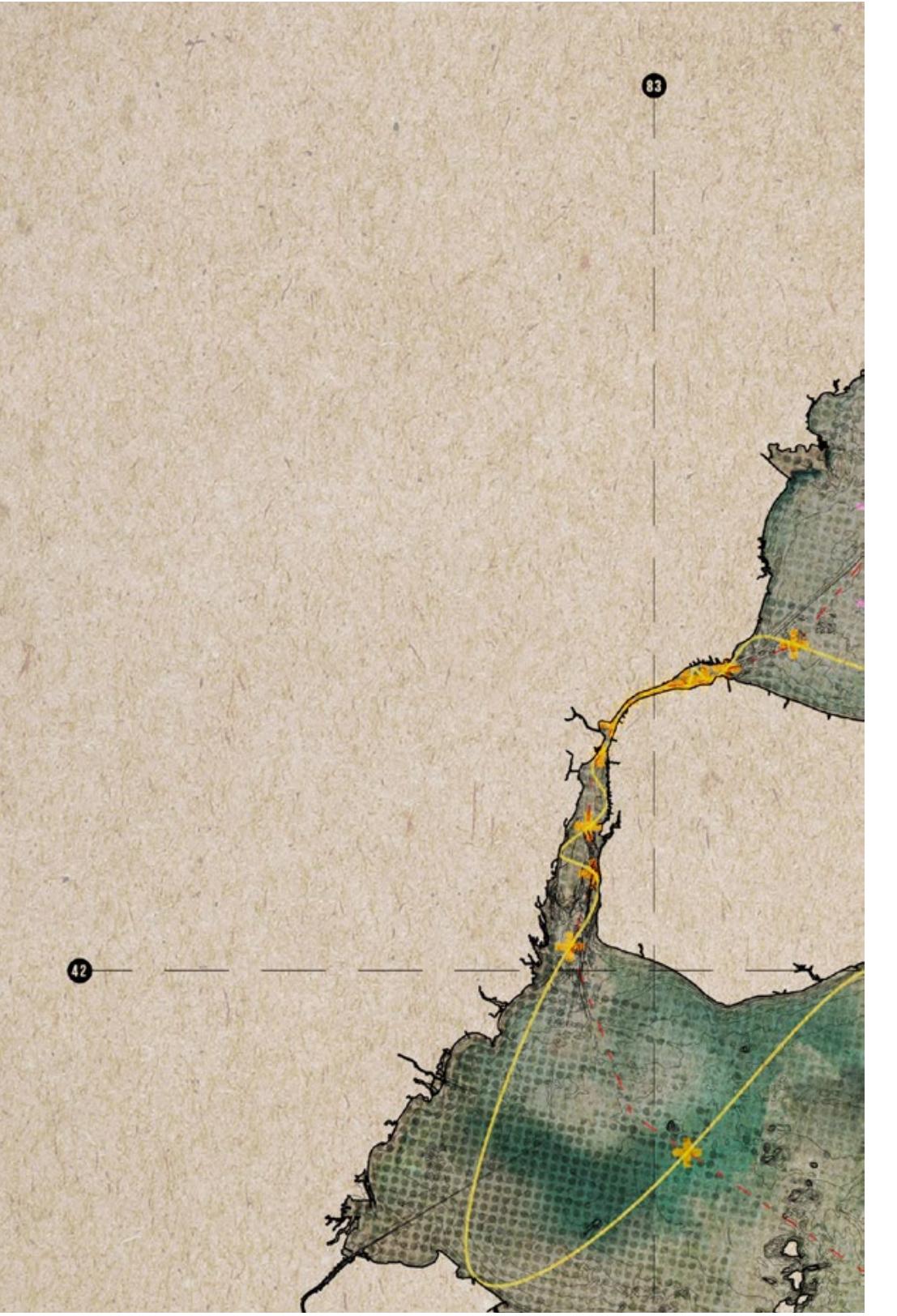
“Wow!”  
– Reed Kroloff

“I bet you don’t have a lot of friends”  
– Theaster Gates

## NORTHERN HEMISPHERE REPUBLIC

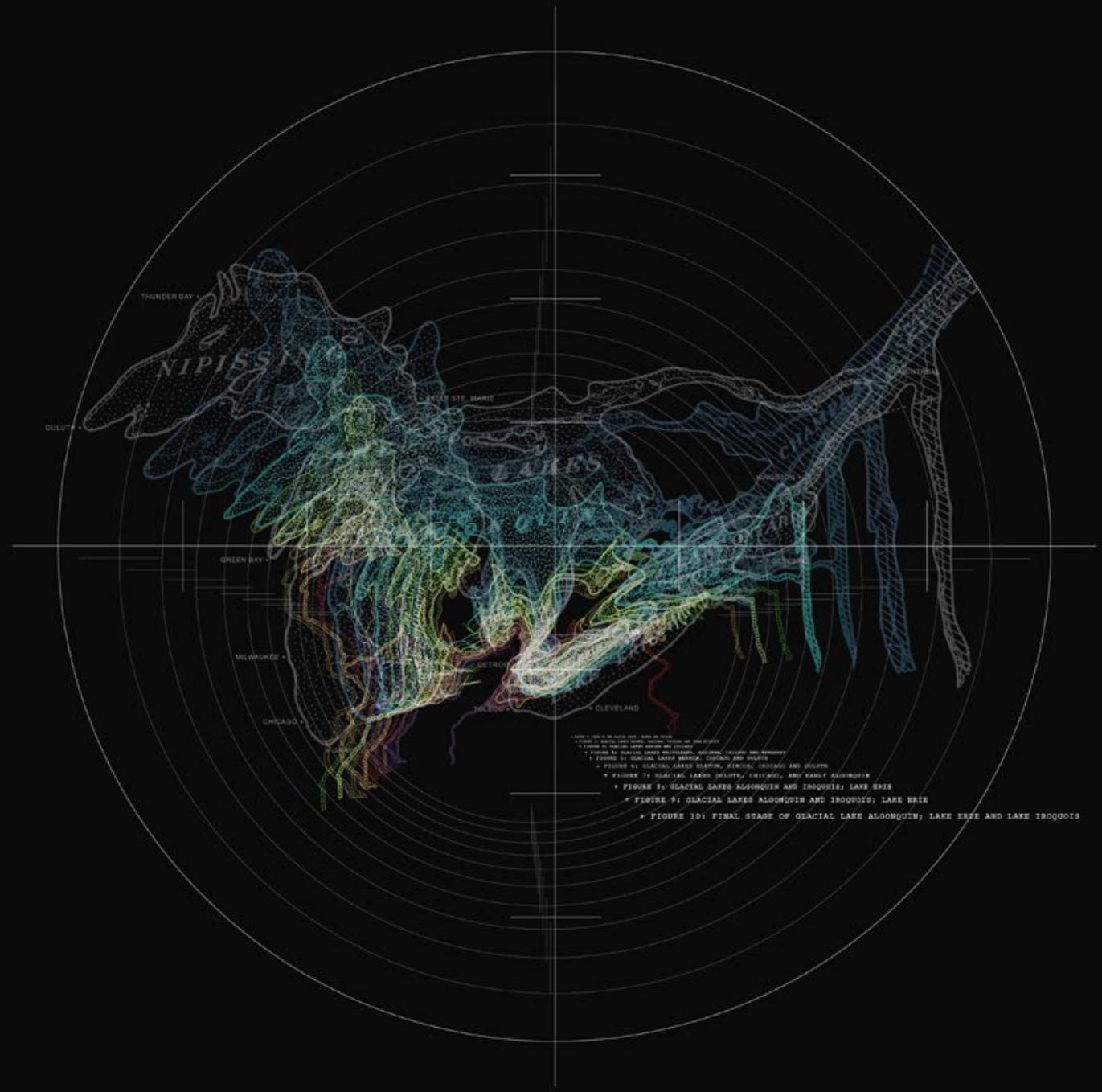
Plan for a geopolitical state limiting continuous urbanism between specific latitudes, contrasted by re-wilding efforts. The polar inhabitation of the Northern Hemisphere projects an outward image of Earth as striking as the original blue dot.

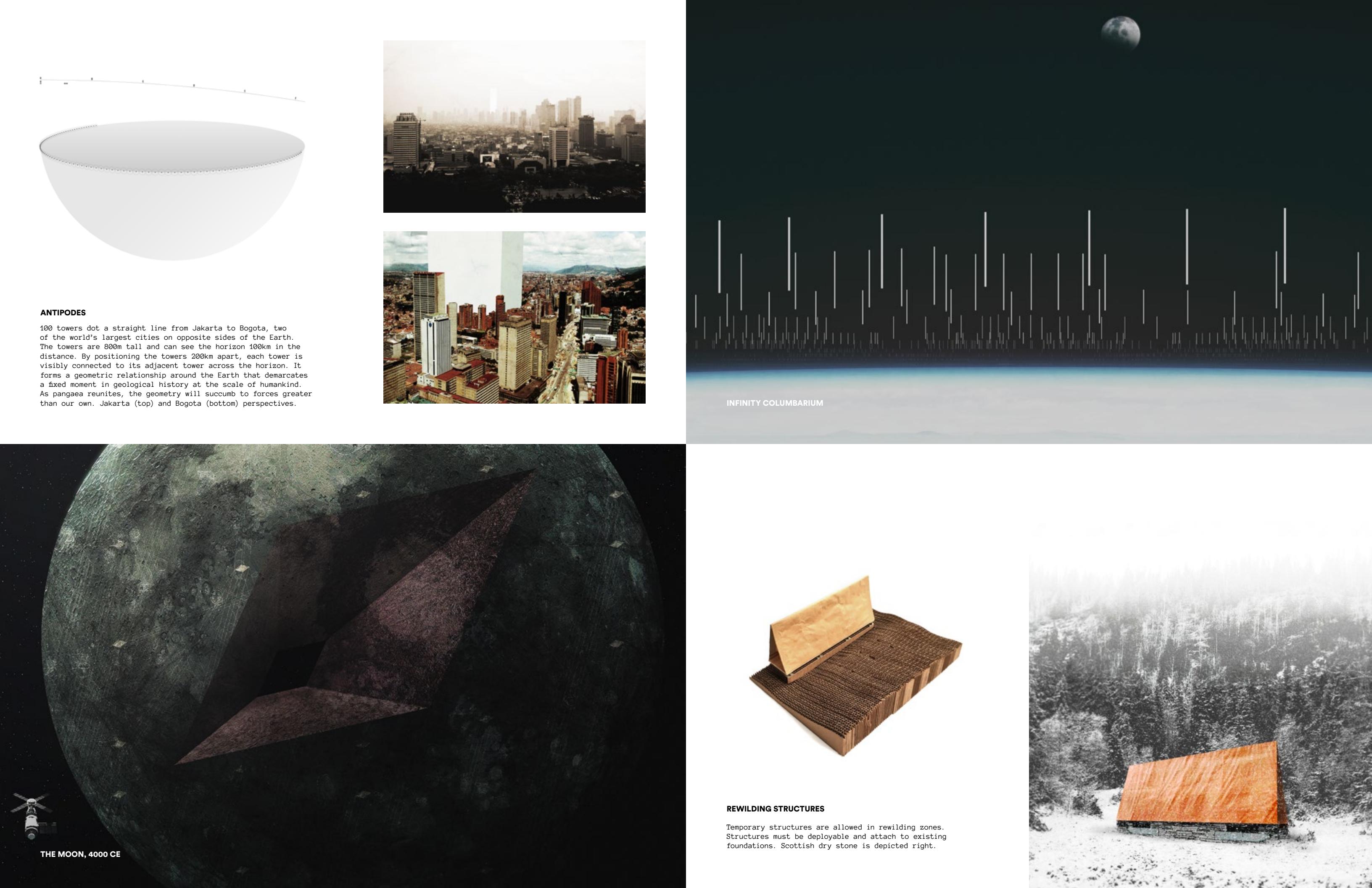




#### LAKE ERIE DEVICE

A strategy to demarcate the existence and figure of Lake Erie as we enter the anthropocene. The device structure is a sinuous landbridge oscillating between the geopolitical border between Canada and the USA.





#### ANTIPODES

100 towers dot a straight line from Jakarta to Bogota, two of the world's largest cities on opposite sides of the Earth. The towers are 800m tall and can see the horizon 100km in the distance. By positioning the towers 200km apart, each tower is visibly connected to its adjacent tower across the horizon. It forms a geometric relationship around the Earth that demarcates a fixed moment in geological history at the scale of humankind. As pangea reunites, the geometry will succumb to forces greater than our own. Jakarta (top) and Bogota (bottom) perspectives.



INFINITY COLUMBIARIUM



REWILDING STRUCTURES

Temporary structures are allowed in rewilding zones. Structures must be deployable and attach to existing foundations. Scottish dry stone is depicted right.



THE MOON, 4000 CE

# 826 Detroit

## LAAVU

Detroit / 2015

Role: Design & Visualization  
Scope: Drawings  
Team: Noah Resnick, Tom Provost

826 is a non-profit organization dedicated to improving literacy in children and youth. It also provides programming opportunities to schools and has a small retail footprint.

Building upon the success of 826 Robot Supply in Ann Arbor, Michigan, Detroit was chosen as the site of the 826 Robot Factory located in Eastern Market. I was approached by Noah Resnick to collaborate on the retail design and provide visualizations for fundraising efforts.

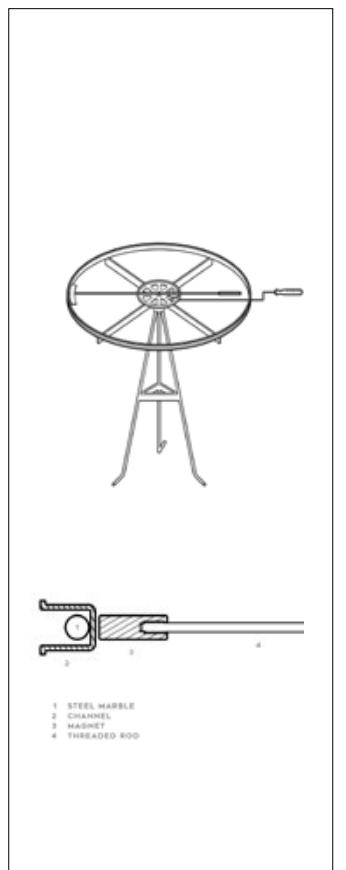
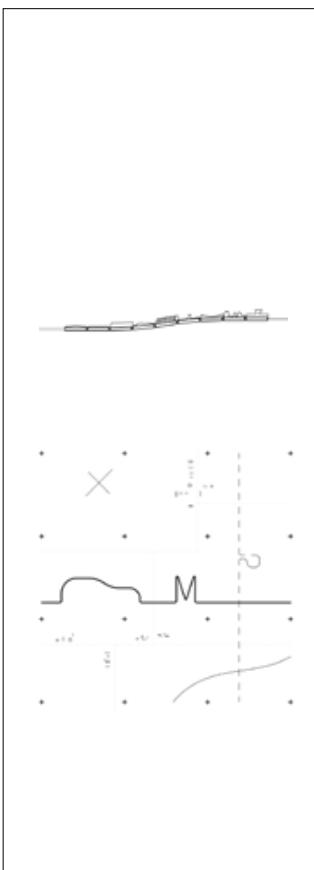
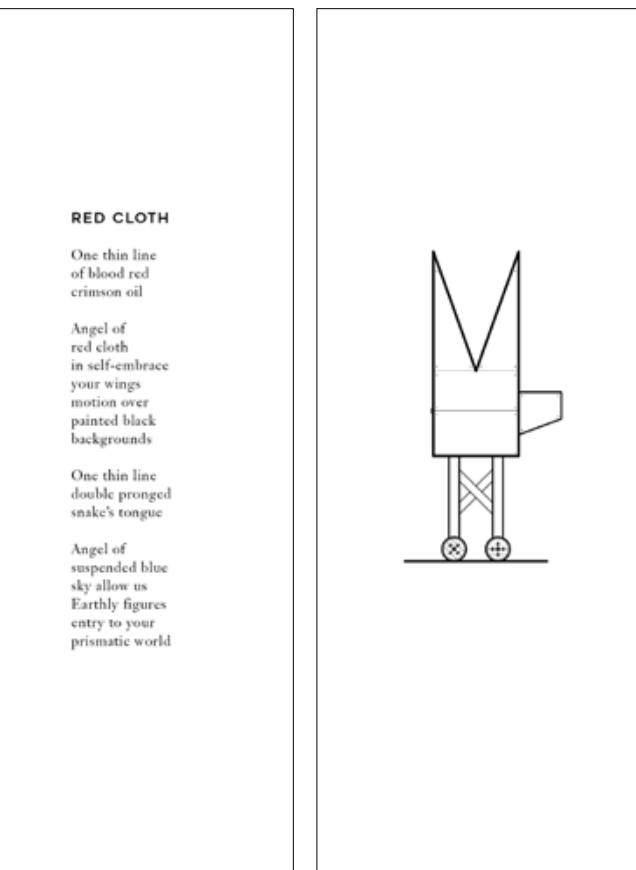
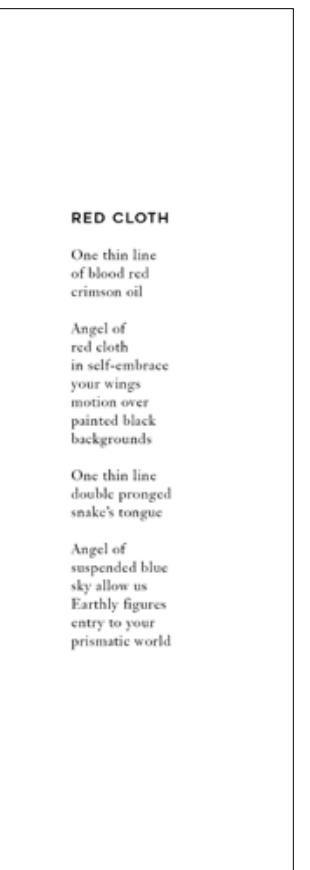
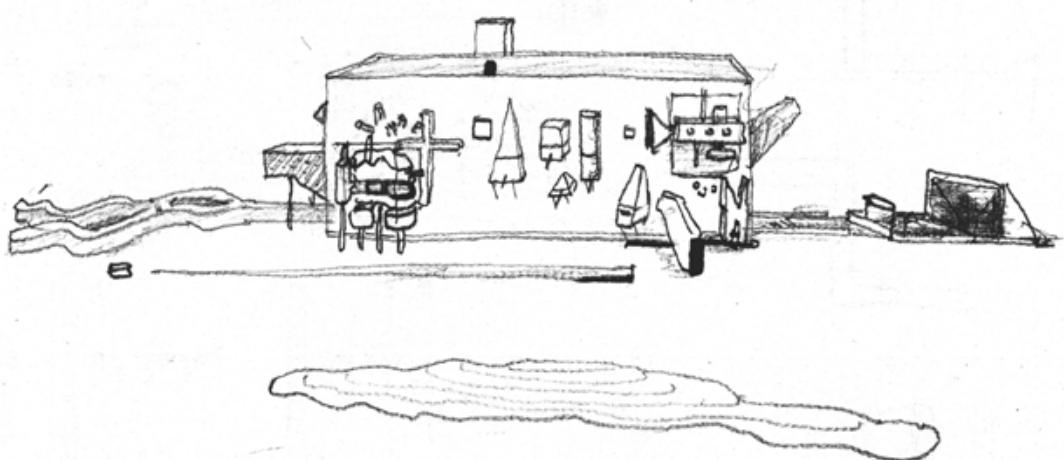


# Cathedral

**Professor Alberto Perez-Gomez**  
McGill University / 2017

My research project focused on one of Hejduk's last works, Cathedral. I consulted the Hejduk archives at the Canadian Centre for Architecture weekly to absorb his drawings and notes from the project in pursuit of some understanding. I was granted two-hours of access to the wooden model at the CCA storage warehouse in Montreal.

Throughout this effort, I wrote poems, documented particular aspects of Hejduk's drawings, collections, models, and notes, and worked through my own visions of theoretical projects. I assembled these into a small green book, titled Cathedral. I am sharing three poems and four projects from that collection that I inserted between chronology, anecdote, and observation.



# 707PX

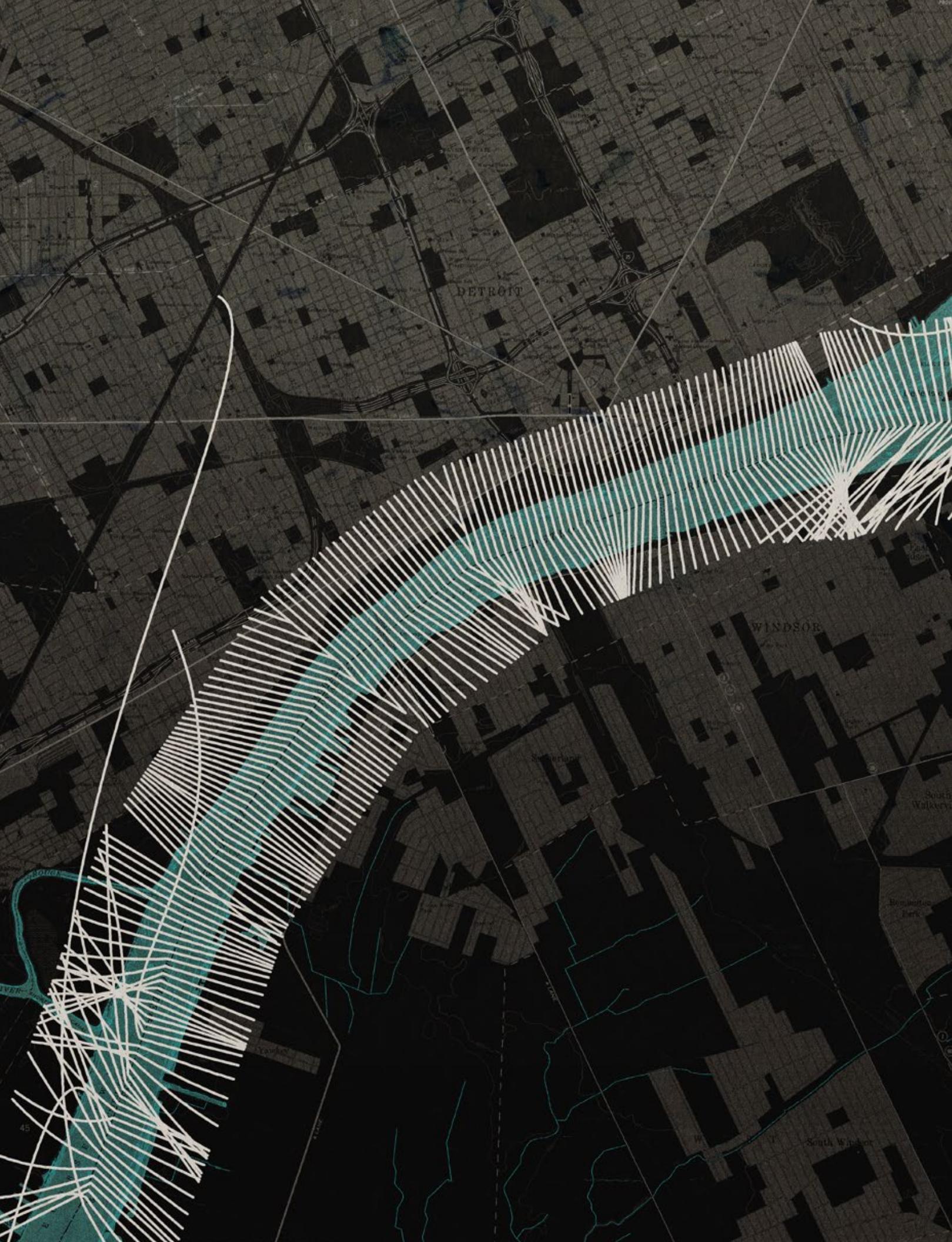
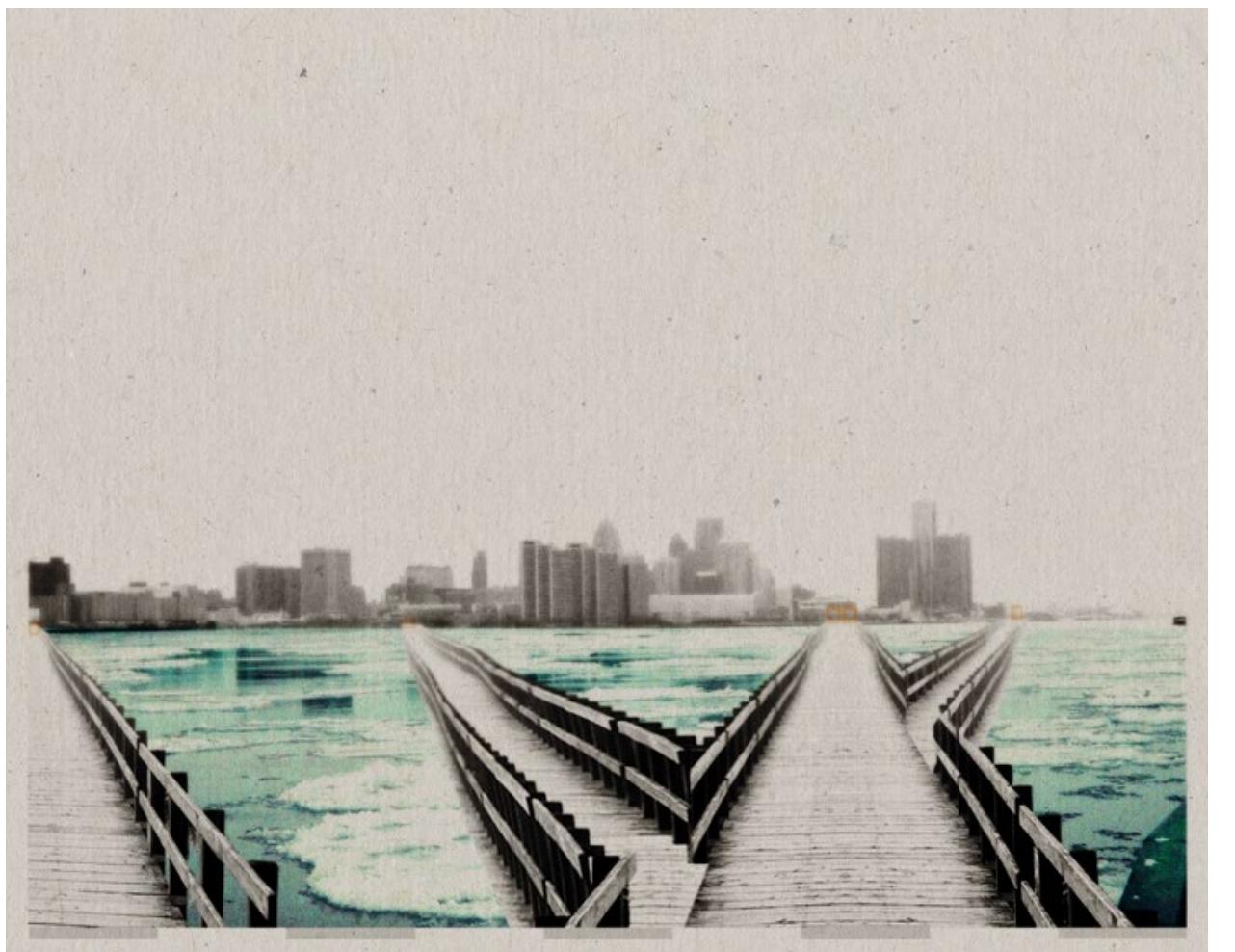
## Water.etc

Windsor & Detroit / 2011+

Role: Design & Visualization  
Scope: Drawings, article  
Team: TP

My plan for 707 border crossings between Windsor and Detroit was initially a collaboration with artist collective Broken City Lab, who were working on "how to forget the border" through a number of projects. Our first take was a series of tunnels and tubes beneath the Detroit River.

The idea evolved over time, first for BCL's publication, then as an article in the journal Dichotomy 18. 707PX deconstructs the shape of the river's edge and reorients it using the geopolitical border as a datum. This project would instigate a later project titled Lake Erie Device.



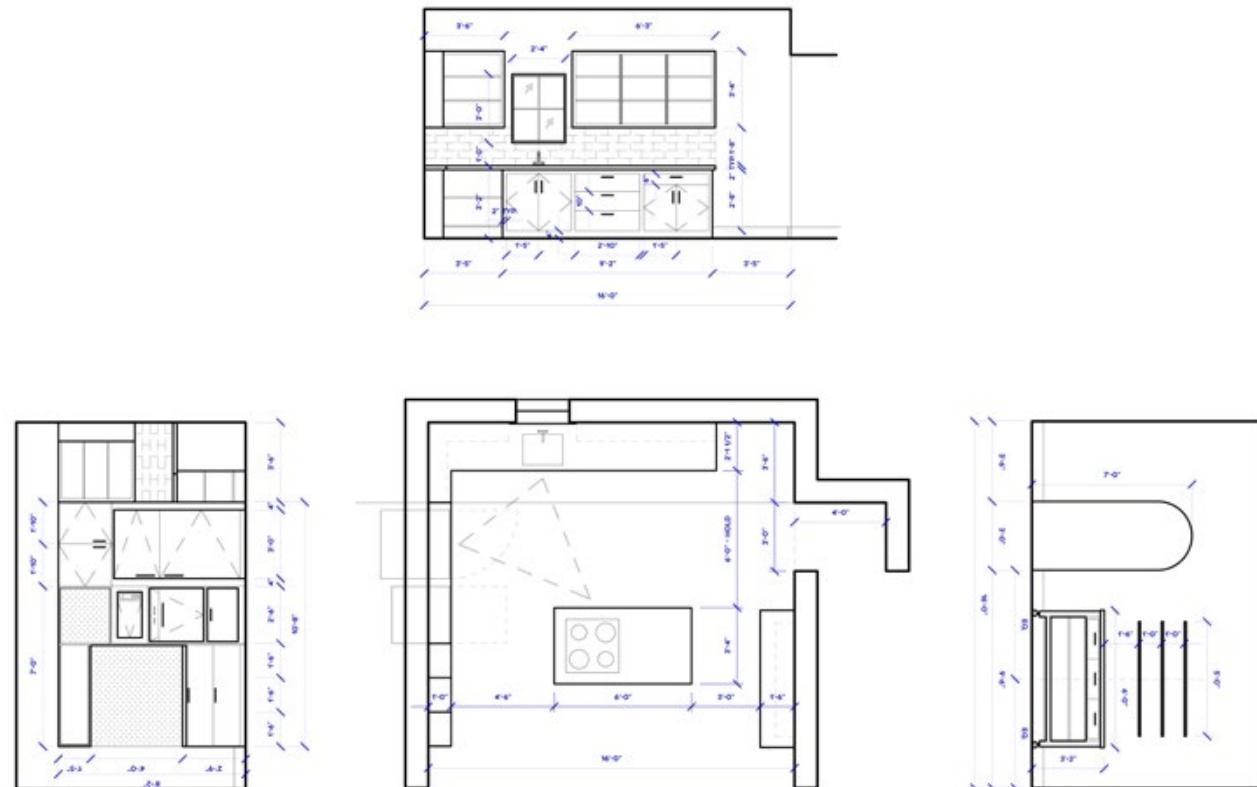
# It's Suppertime!

## Water.etc

Toronto / 2017

Role: Design  
Scope: Drawings, Typography  
Team: Tom Provost, Karlyn Koeser,  
Rebecca Petro

It's Suppertime! is a Viceland production featuring celebrity chef Matty Matheson. I collaborated on the design of the kitchen, including shop drawings. Theme: "Rosanne" meets "Parkdale" (Toronto).



## iHeartRadio & Nintendo MMVA Lounge

**Water.etc**

Toronto / 2018

Role: Design & Visualization  
Scope: Drawings  
Team: Oleks Bilychuk, Tom Provost

The Much Music Video Awards are a televised, annual red carpet music video award event held in Toronto. Oleks approached me to collaborate on this space with a weekend turnaround.

The Lounge acted as a backdrop to the event and served as an intimate space to conduct interviews and other content sponsored by Nintendo and iHeart Radio.

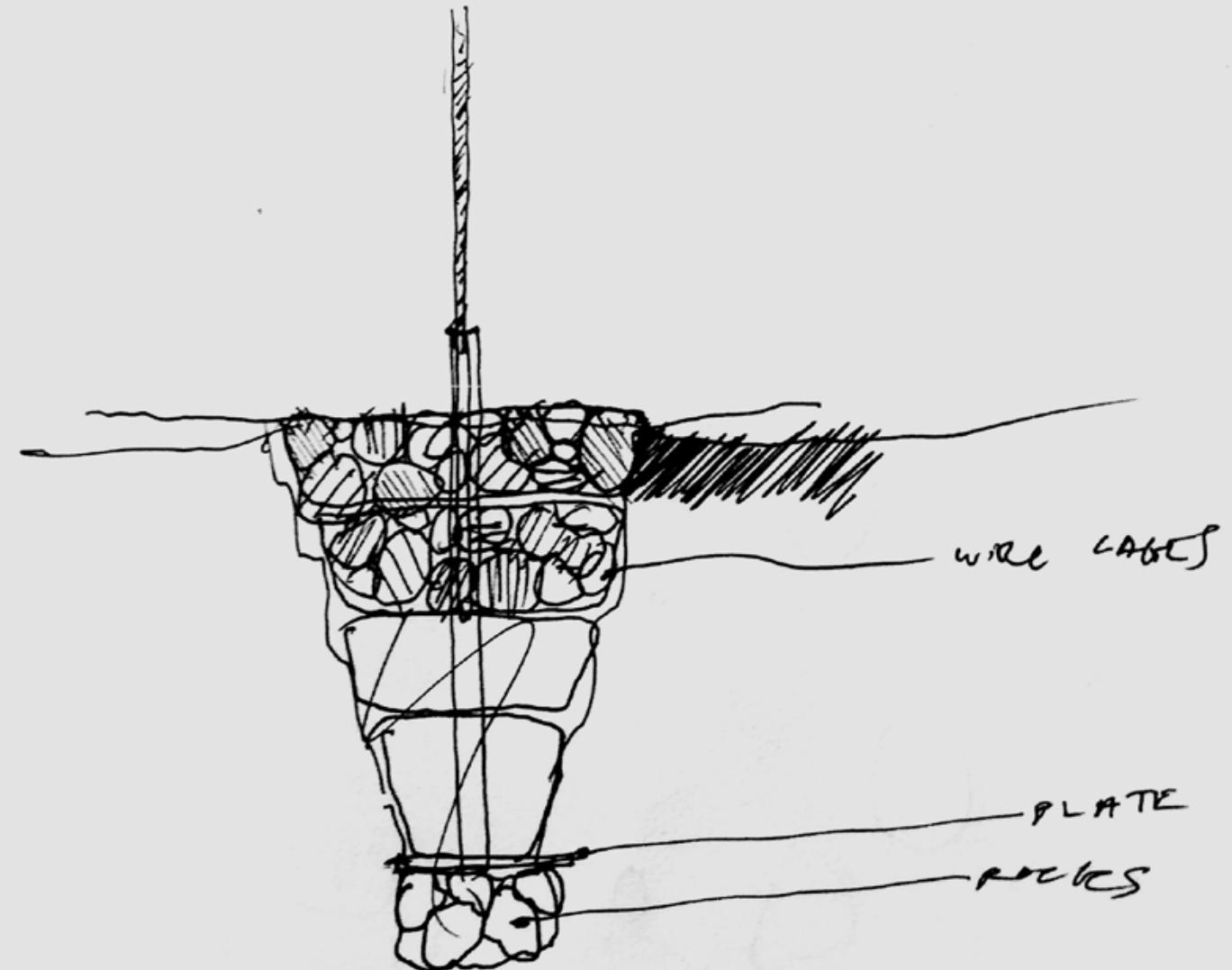
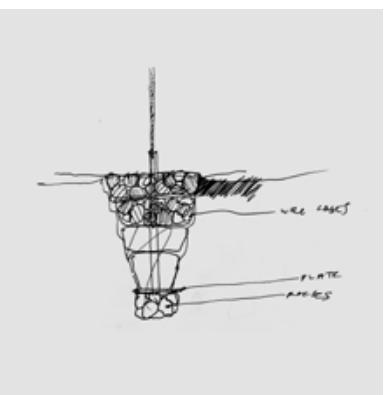
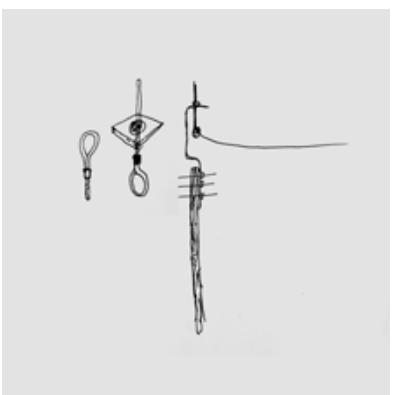
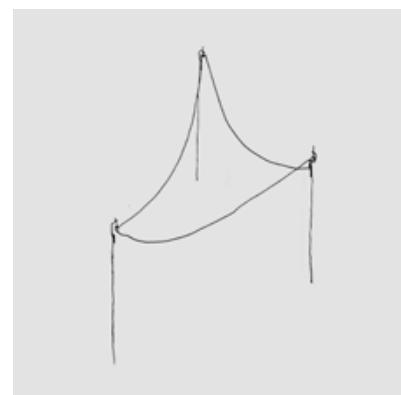
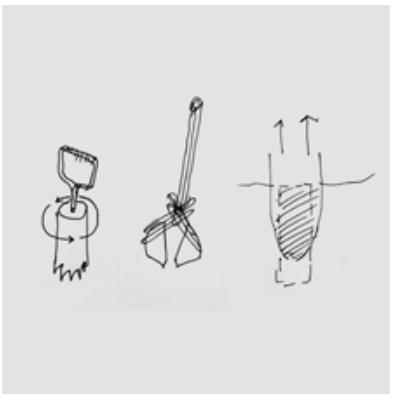
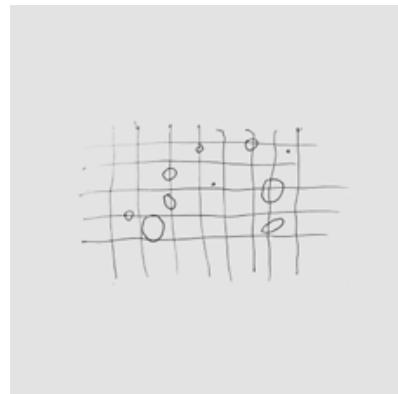


# Jardin De Jeu Prudent

**Water.etc**

Quebec / 2017+

The Garden of Careful Play  
carefully stows away the cut of the earth  
& places rocks in its void  
& threaded rods rise from its new strength  
& wire hangs from mechanical assemblies  
& gravity pulls thin on suspended form  
& carefully we play.



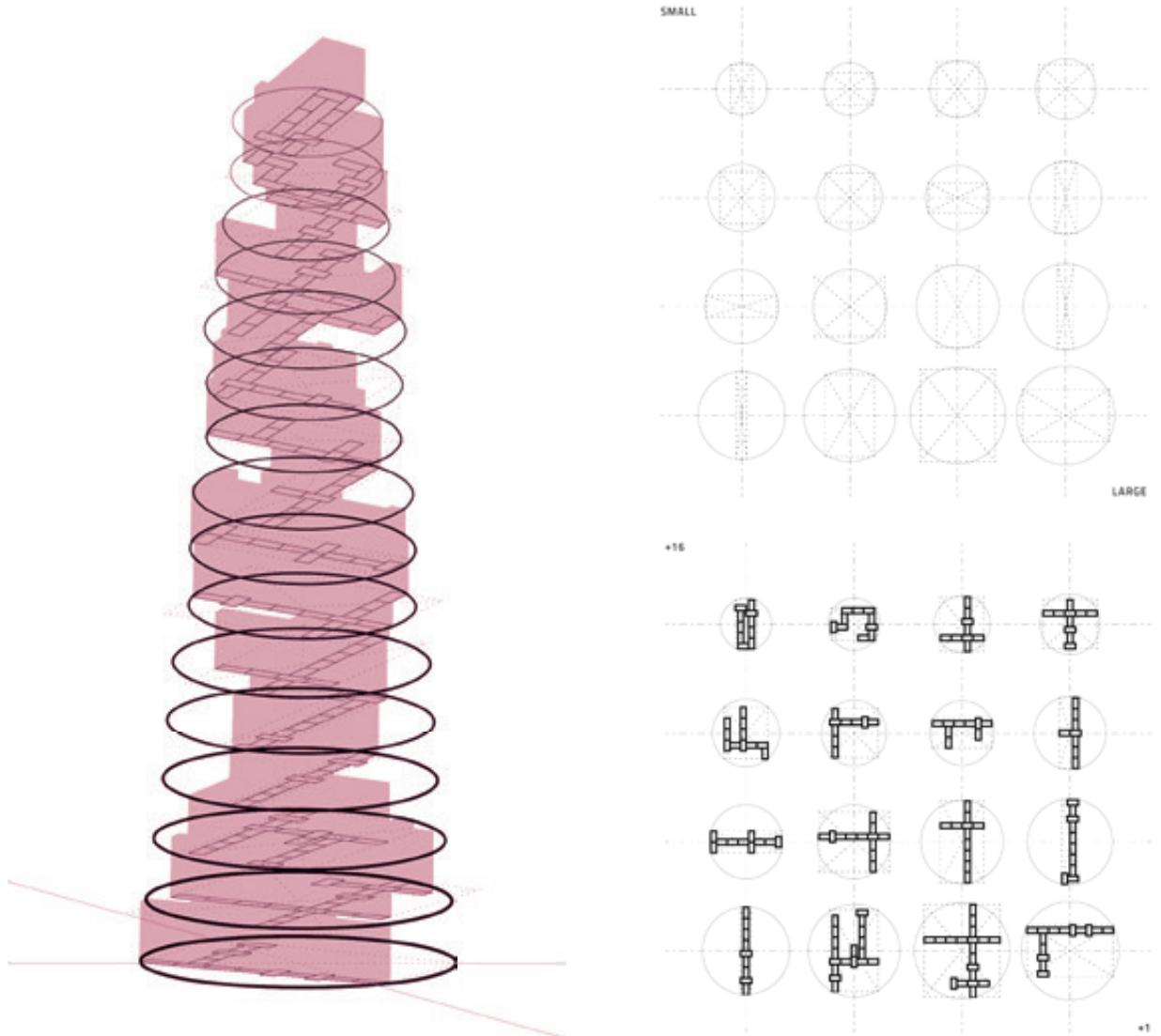
## Maison Domino

**Water.etc**

Europe / 2012

Role: Design & Visualization  
Scope: Drawings  
Team: Tom Provost, Judah Zakoar

While playing sixteen games of dominoes at the now-defunct Milk Cafe (an appropriation from *A Clockwork Orange*), I recorded the winning combinations in my sketchbook. Some time later, I drew up the shapes and arranged them by area, enclosing them with a circle of best fit. The resultant tower of stacked shapes in order of size is made rigid with large steel cross-braces.



# Columbarium

**Professor Gilbert Sunghera, SJ**  
UDM SOA / 2012



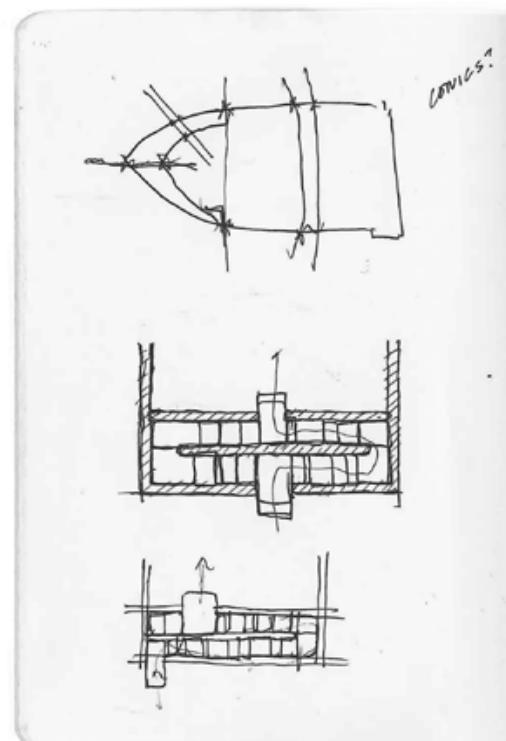
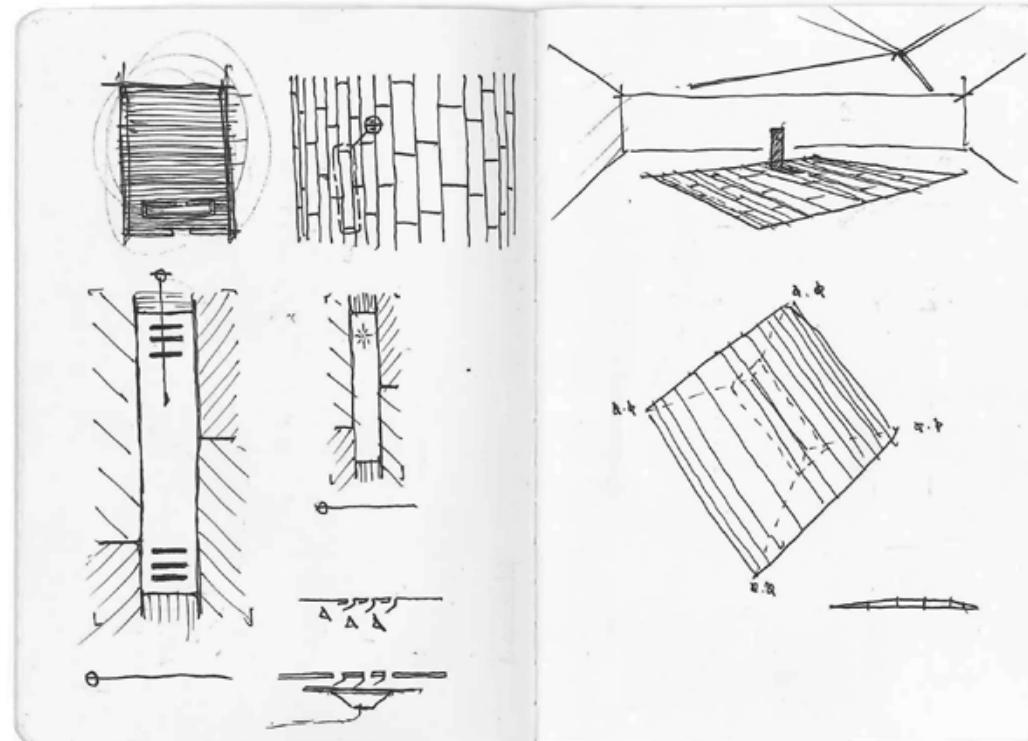
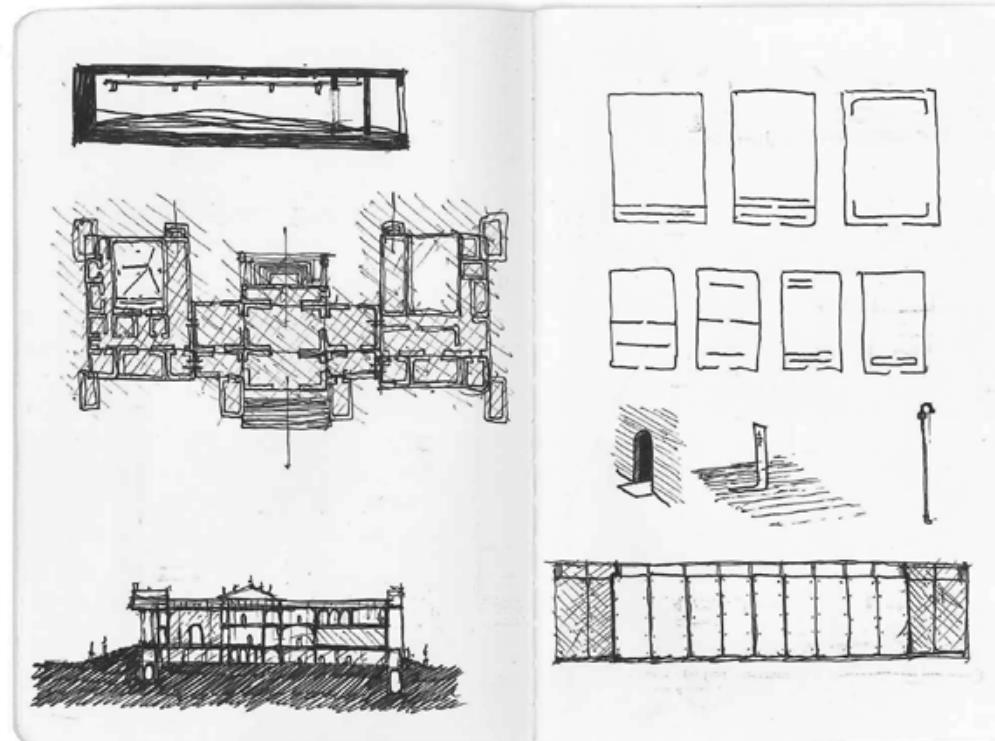
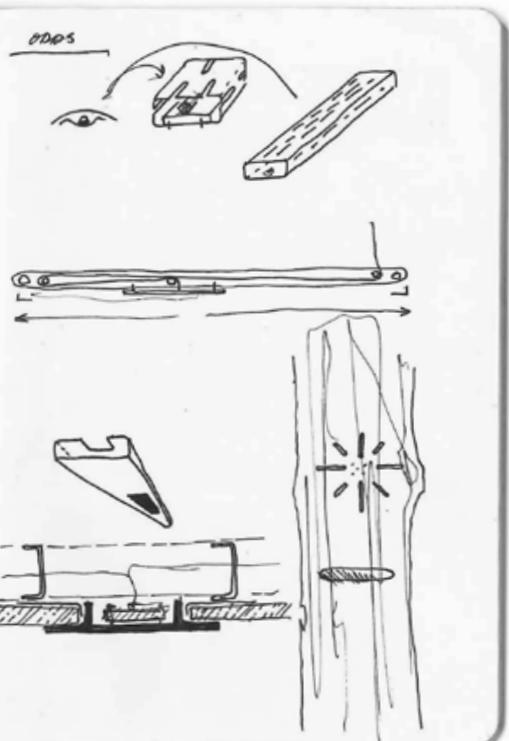
## Exhibit A

### Water.etc

Vienna / 2014+

Role: Design  
Scope: Drawings, Planning  
Team: Tom Provost

Sound/space installation for a large dark, baroque room. A perpetual work-in-progress. Drawings show light fixtures, hidden speakers, labyrinth plan, and folded steel platforms.



# **Professional Portfolio**

**Thomas Provost**  
2021

# Professional Portfolio



**Thomas Provost**  
2021

In this abbreviated collection of work, I am sharing projects completed with various employers in addition to private commissions and collaborations.

I have worked for Studio NORTH Architecture (Buffalo), VFA (Toronto), Rossetti (Detroit), Hariri Pontarini Architects (Toronto), inFORM Studio (Detroit), and HKS Architects (Detroit). I completed my AXP hours required for licensure and am finishing my ARE examinations.

## Proto Cabin

VFA

Ontario / 2018

Role: Design & Visualization  
Scope: Pre-fab residential / SD  
Team: Tom Provost, Vanessa Fong

Proto delivers high-end residential design using pre-fabricated systems as well as a proprietary steel structural system with no site waste. Typologies include new builds and renovations designed for urban infill and Ontario's growing cottage market within a 3-hour radius of Toronto.



## Aperture House

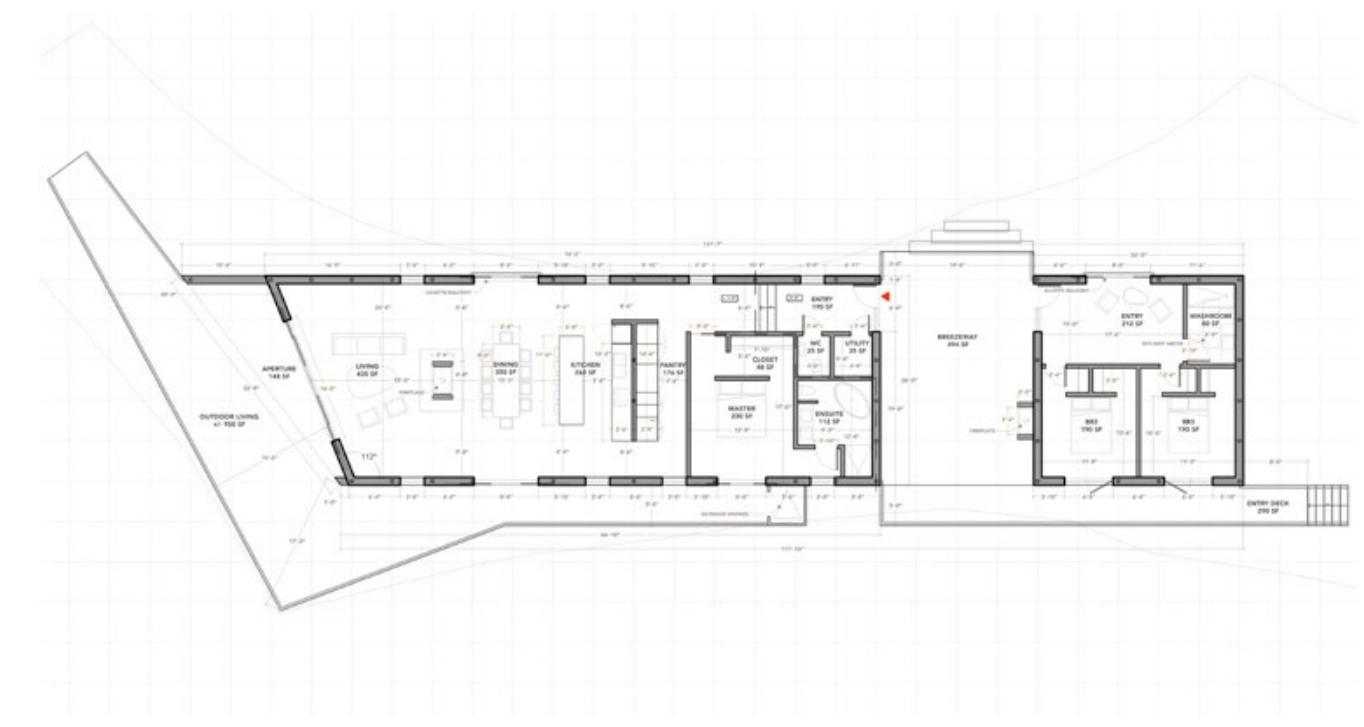
VFA

Toronto / 2017–2018

Role: Design & Visualization  
Scope: SD to DD  
Team: Tom Provost, Vanessa Fong

Sited on a picturesque peninsula in Lake Muskoka, Aperture House makes the most of its location to capture sunsets and long views down the lake through large cedar apertures. Singular and monolithic in volume, the house bridges two high-points on uneven terrain.







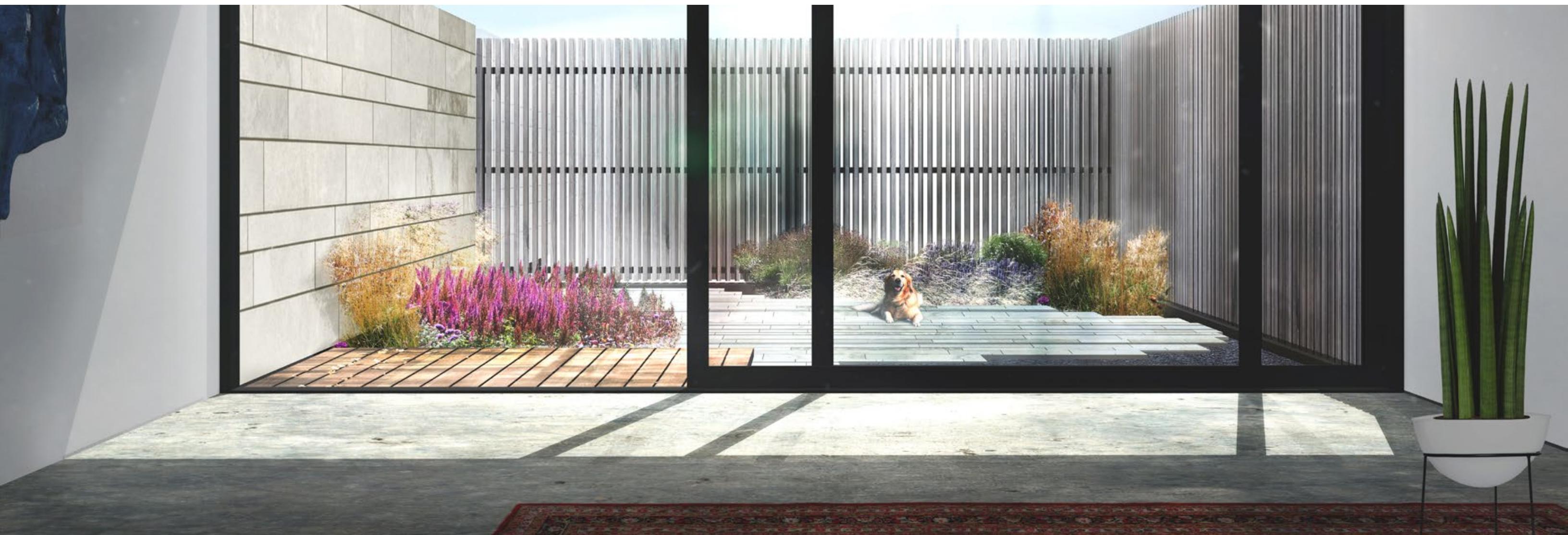
## Proto Remodel

VFA

Ontario / 2018

Role: Design & Visualization  
Scope: Pre-fab residential / SD  
Team: Tom Provost, Vanessa Fong

Proto delivers high-end residential design using pre-fabricated systems as well as a proprietary steel structural system with no site waste. Typologies include new builds and renovations designed for urban infill and Ontario's growing cottage market within a 3-hour radius of Toronto.



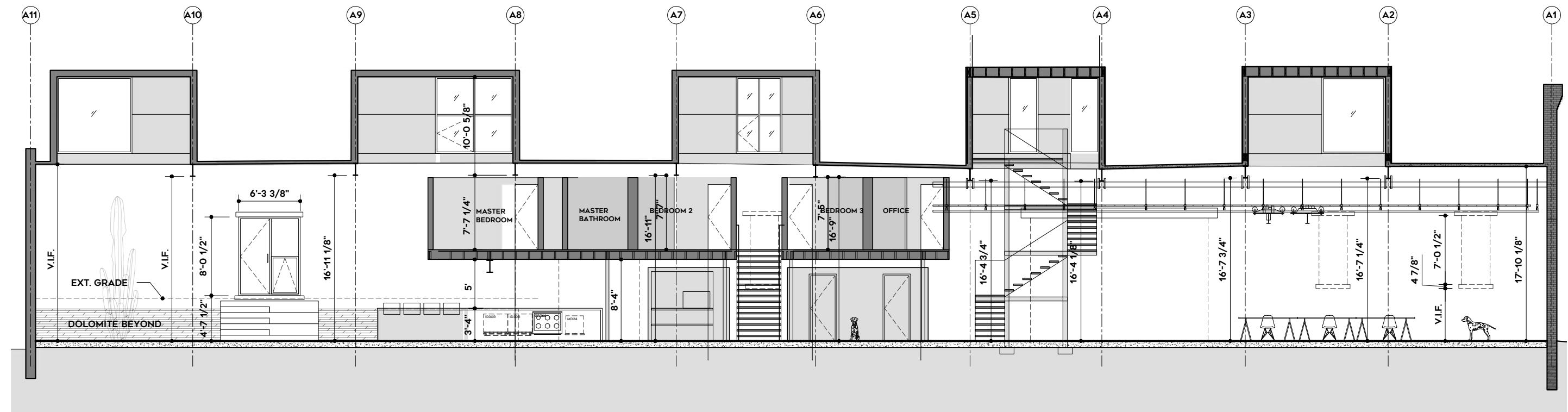
# 18 Essex

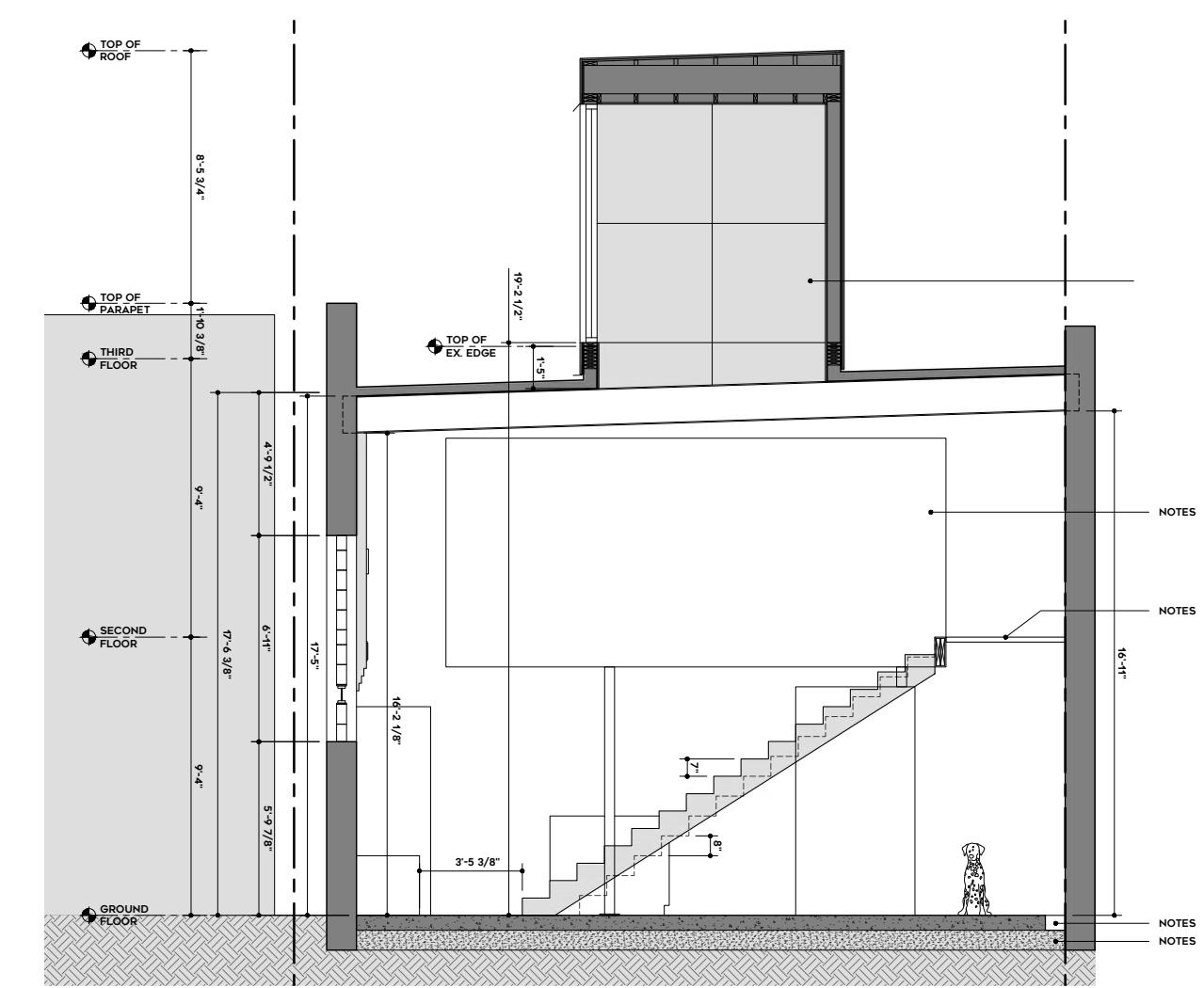
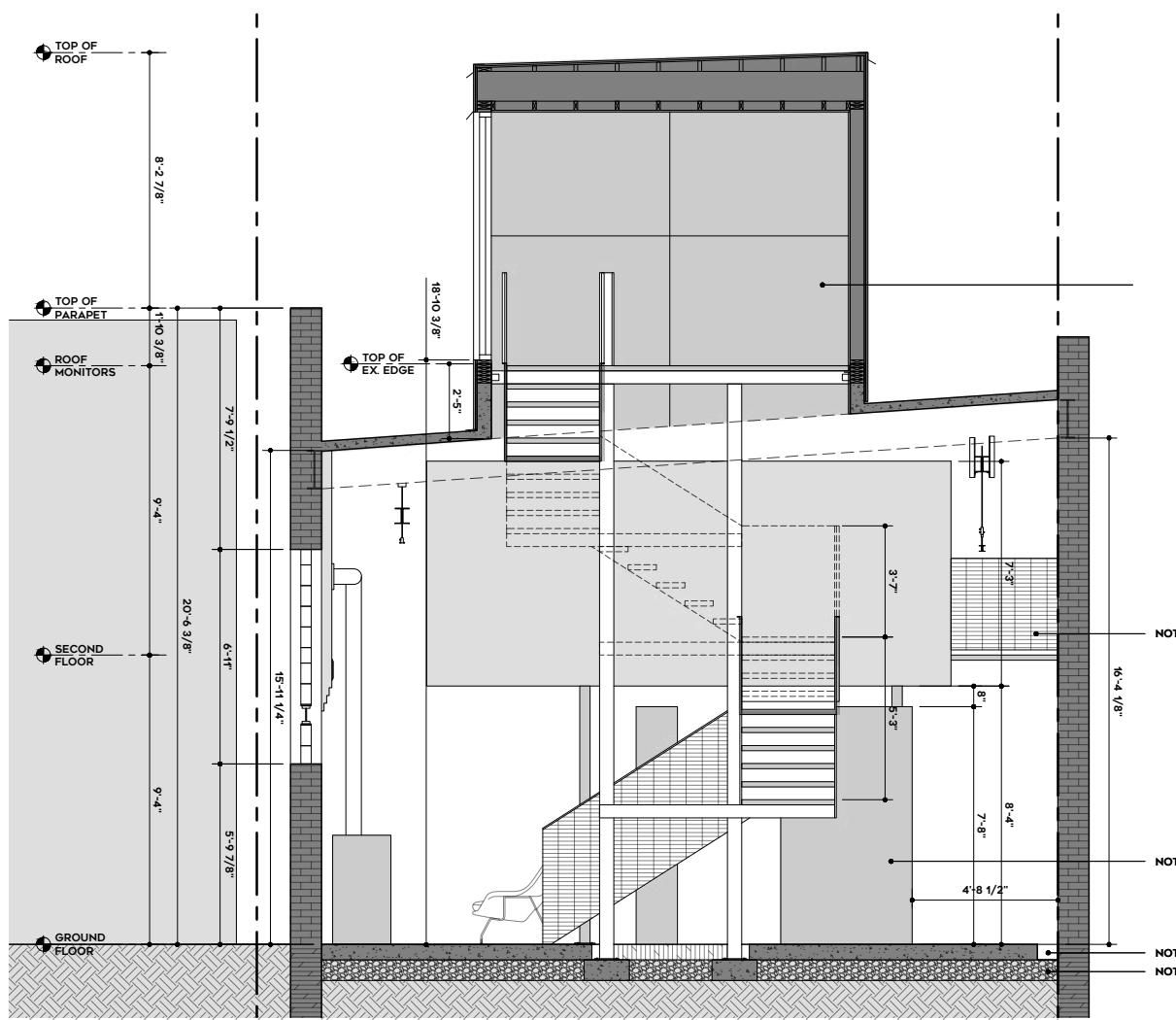
**Studio NORTH Architecture**

Buffalo / 2019

Role: Design & Documentation  
Scope: SD to CD  
Team: Tom Provost, Chris Romano

18 Essex is one slice of a former municipal cold-storage facility in the Five Points neighborhood of West Buffalo. I worked with Chris Romano, architect and owner, to conceptualize, design, and document a bespoke residential design to be inserted into the warehouse skeleton. The design is configured around five grand light-wells that bring light down into the flexible open spaces.





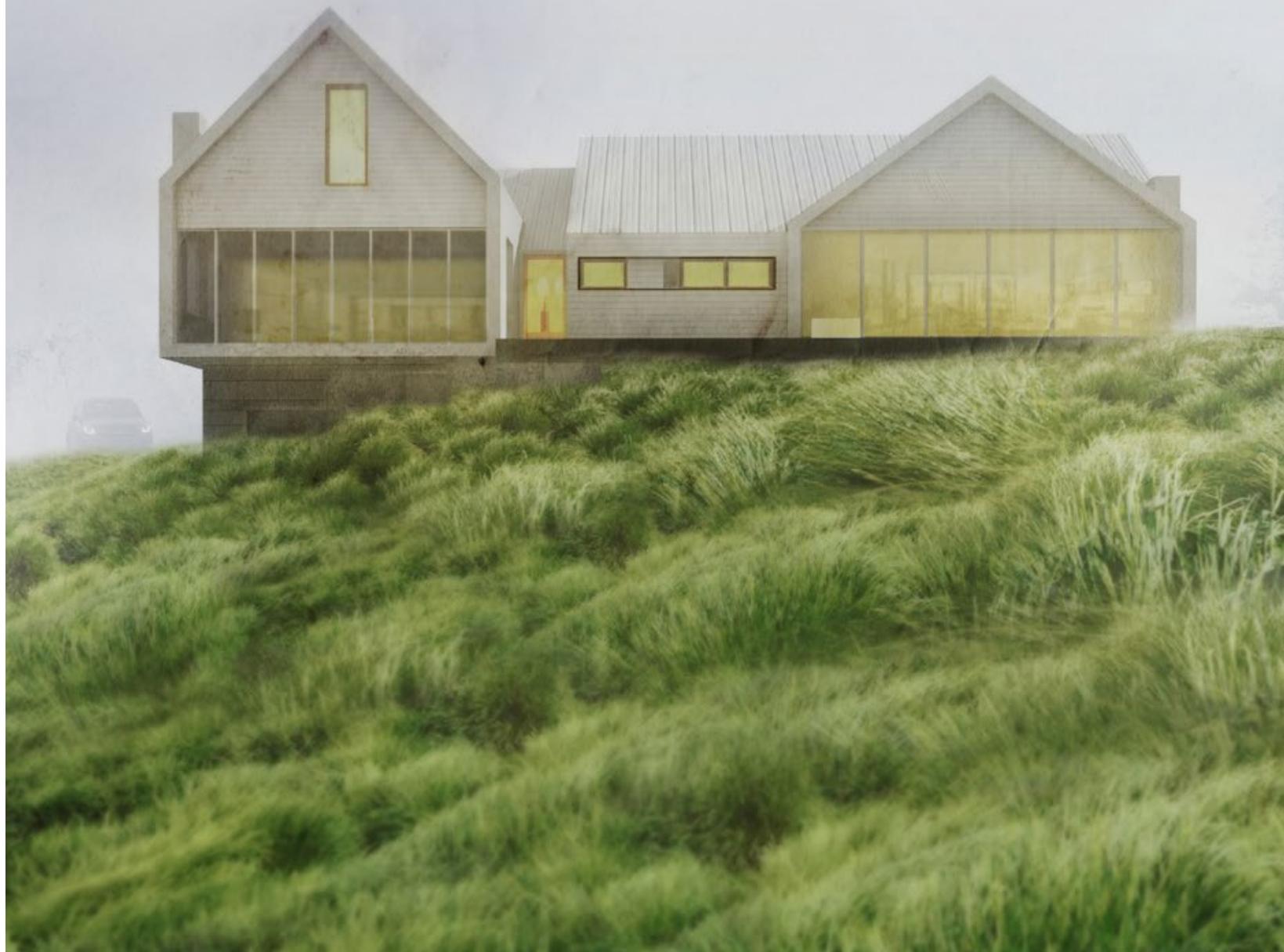
# Port Hope

**VFA**

Toronto / 2017–2018

Role: Design & Visualization  
Scope: SD to DD  
Team: Tom Provost, Vanessa Fong

Sited on a slope facing a large private pond, the Port Hope house is both a renovation to an existing cottage-style home as well as a significant addition. Over a few months, the design proposal morphed from a hard contrast between old and new toward a subdued regionalism.



# Titletown

## ROSSETTI

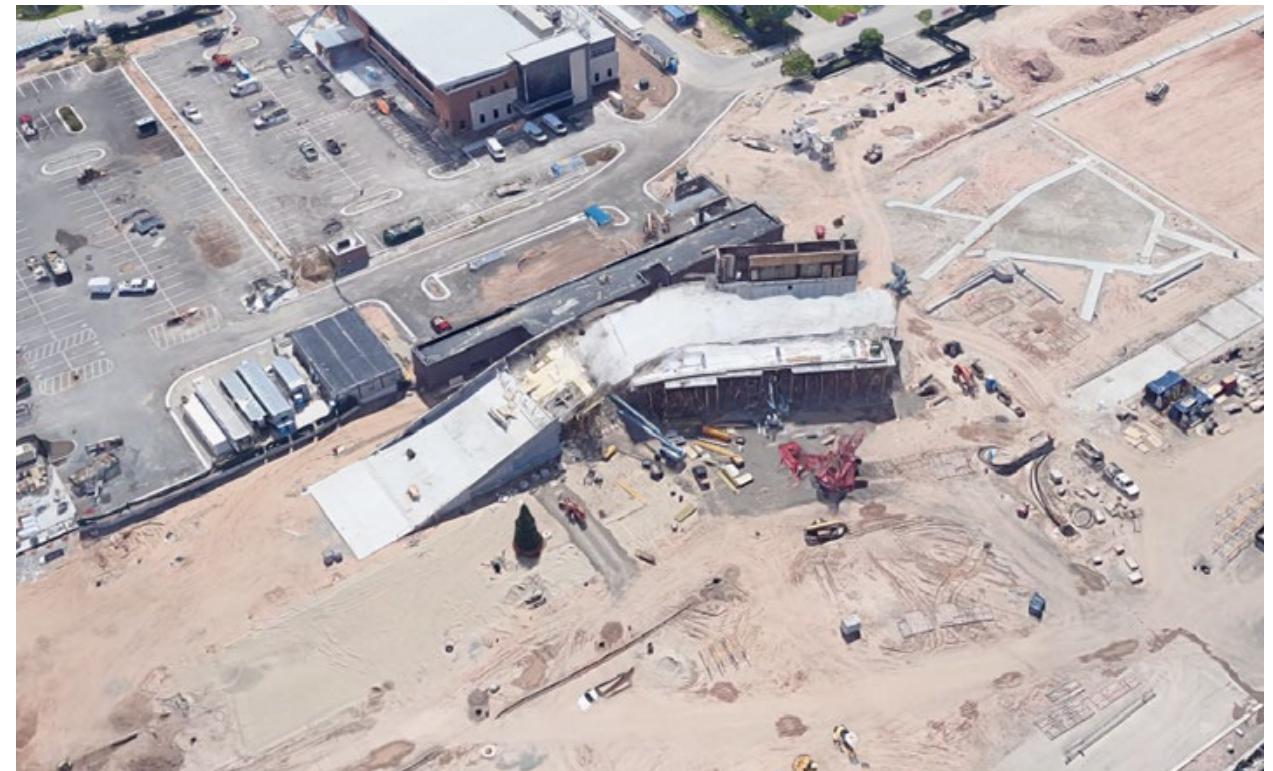
Green Bay, WI / 2015–2016

Role: Design, Modeling & Visualization  
Scope: Masterplan, SD, DD  
Team: Jon Disbrow, Matt Rossetti,  
Tom Provost, John Bigtacion,  
Mike Shea, Chris Pine

Titletown is a large event space adjacent to Lambeau Field in Green Bay, Wisconsin supporting year-round programming. We developed the public space in collaboration with landscape architects Design Workshop (Chicago) working on a phased project scheme with phase 1 focusing on the Ariens sledding hill building, a skating rink, and services building. I was responsible for the building design, modelling, rendering, and visualization from conception to DD.



01 / Rendering by Tom Provost.



02 / As captured on Google Earth.



03 / Photograph copyright ROSSETTI.

## Steller Field

**ROSSETTI**

Bowling Green, OH / 2015

Role: Design & Visualization  
Scope: Drawings  
Team: Tom Provost, Matt Taylor

Baseball, of all the major sports, needs to be played in an outdoor setting that captures nostalgia and conjures great memories. The extreme weight of history and tradition in the game of baseball is often perceived as its Achilles. When designing the identity for Steller Field at BGSU, I considered how history could be played out in the most contemporary way. The requirements for the project were quite simple: design a new fence and increase foul territory, new bullpens, plan new sports lighting to NCAA specs, a new seating arrangement with possible expansion, new washrooms and concessions, and design a new arrival experience including a masonry gate.



# Rivereast

## ROSSETTI

Detroit / 2015–2016

Role: Design & Visualization  
Scope: Masterplan, SD  
Team: Matt Rossetti, Jon Disbrow,  
Tom Provost, Divya Kapuria

Confidential urban design project to create a new neighborhood on Detroit's post-industrial riverfront. Renderings by Tom Provost.



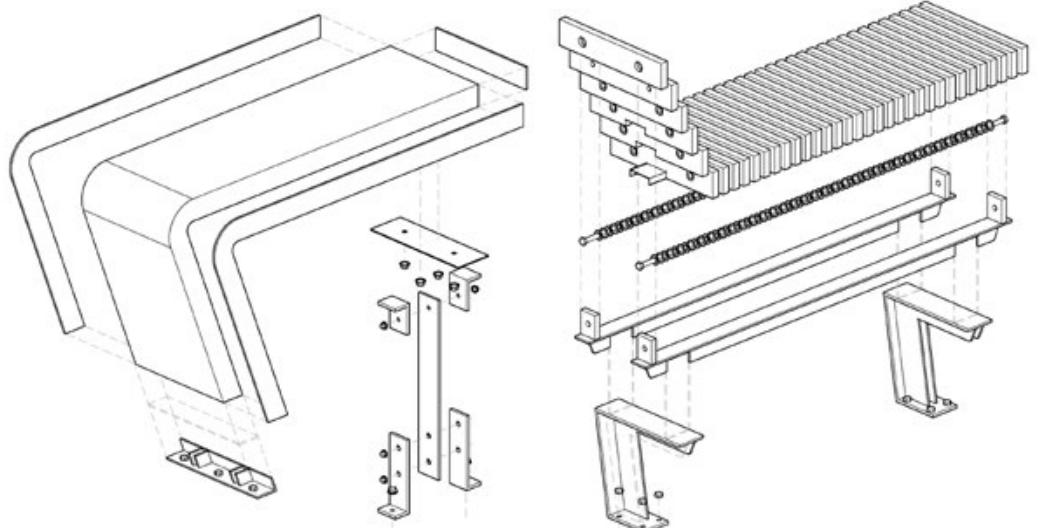
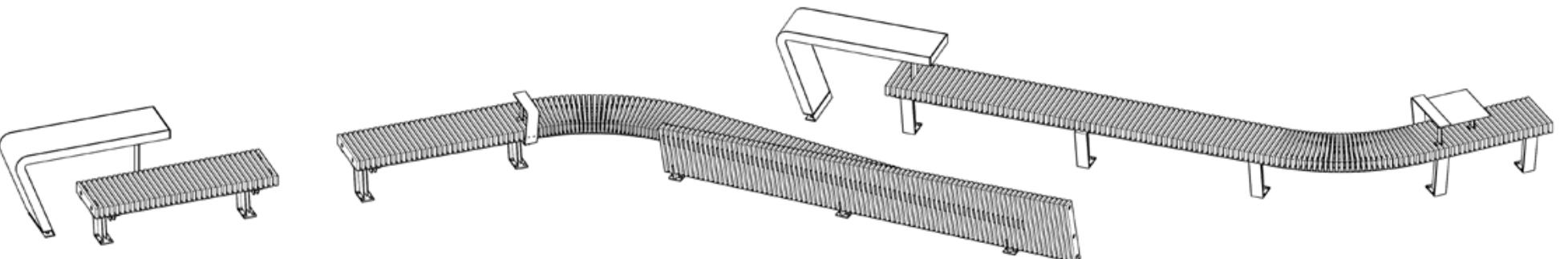
## Providence Benches

### inFORM Studio

Providence, RI / 2013

Role: Modelling, Documentation  
Scope: Drawings  
Team: Tom Provost, Cory Lavigne

Over the course of one month, I meticulously modelled and detailed wood and steel benches for the Providence Pedestrian Bridge. Each steel leg was specifically measured across the curve of the bridge surface to reduce possibility of shimming. Ipe wood dimensions were tuned to the desired radius for the bench curve.



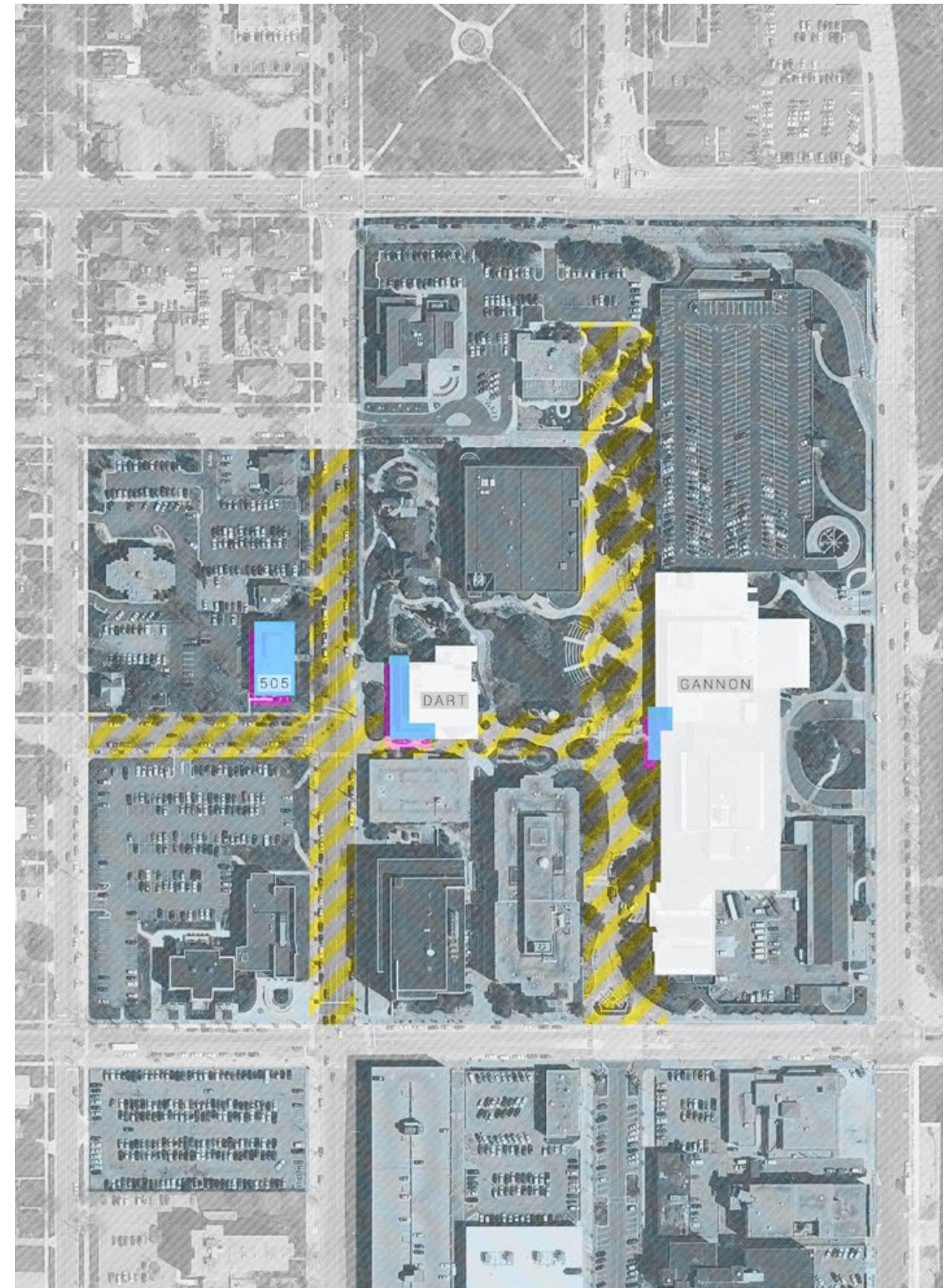
# Lansing Community College

## inFORM Studio

Lansing, MI / 2013

Role: Masterplan, Visuals  
Scope: Drawings  
Team: Tom Provost, Cory Lavigne

inForm prepared a wayfinding masterplan tying three potential renovations together. Dart would house a renovated school of art and design while Gannon housed the student center and administration offices. I worked on the redesign of the entryway to the Gannon building as well as overall diagrams and visuals.



# ARCHQ

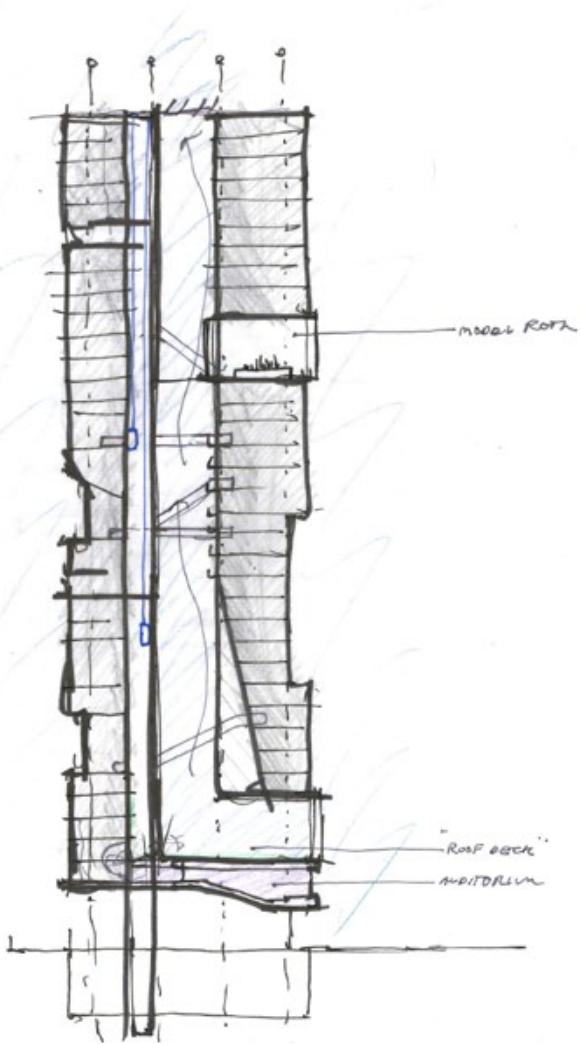
## ROSSETTI

Chicago / 2015

Role: Design, Modeling & Visualization  
Scope: Masterplan, SD  
Team: Tom Provost, Tony Giacco,  
Divya Kapuria

This project was a finalist in the Chicago Biennial Design Competition (ChiDesign) featuring a jury with David Adjaye, Monica Ponce de Leon, Stanley Tigerman, and Billie Tsien.

"Built upon the Ghost of Mies, ARCHQ is at once subtle and dramatic; tuned with classic restraint and clarity familiar to early skyscrapers, and an exercise in the spectacular. The narrative is in the section, as four distinct institutions stack vertically with shared, public space stitching them together. A void at the core of the structure allows natural light to flood the interior; bridges and protruding learning-spaces provide social exchange." Rendering by Tony Giacco and Tom Provost. Sketches by Provost.



# Munhak Stadium

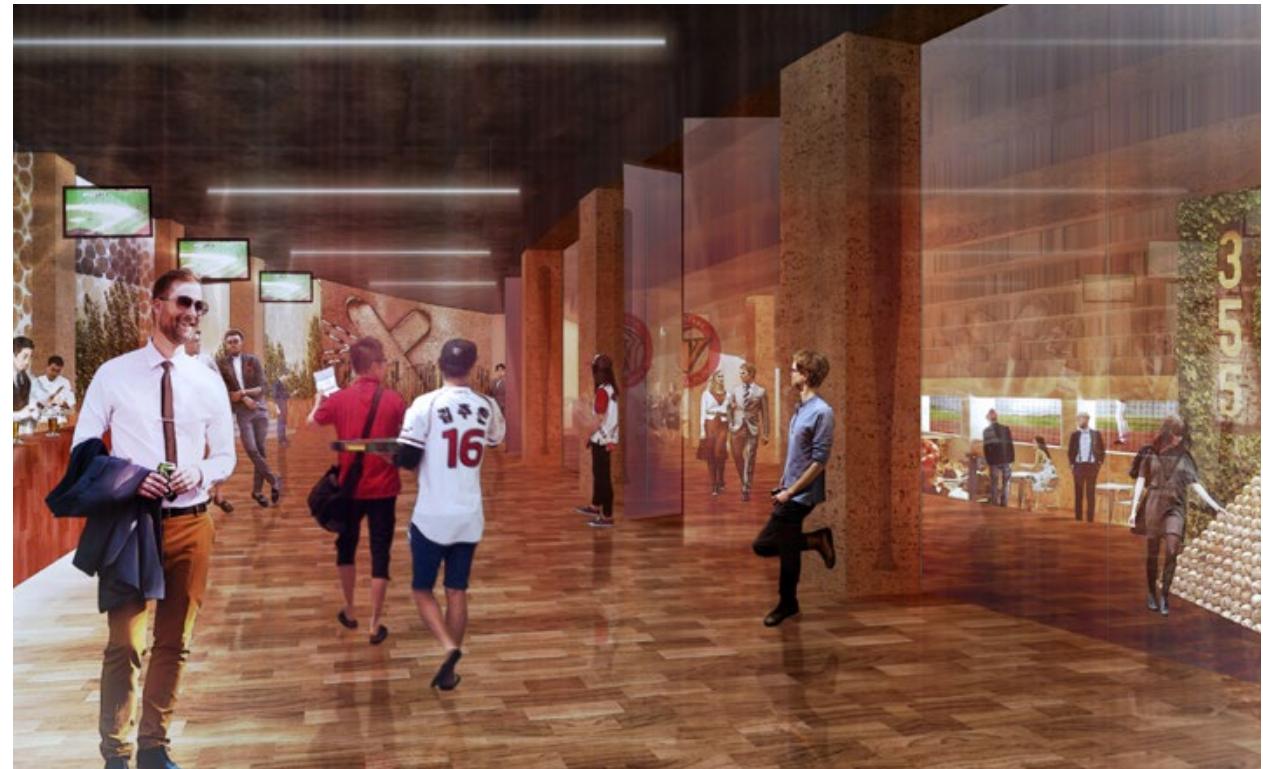
## ROSSETTI

Incheon, SK / 2014–2015

Role: Design, Modeling & Visualization  
Scope: SD  
Team: Sunghon Jung, Tom Provost

The Munhak Stadium renovation is a simple programmatic move to re-configure washrooms and concessions to allow large openings between the on-field action and the concourse.

The Hall of Fame design provides a wayfinding and graphic backdrop for the main floor concourse. Below the lower deck, a lounge for reserve seats features two tiers of seating that have a view at ground level from behind home plate.



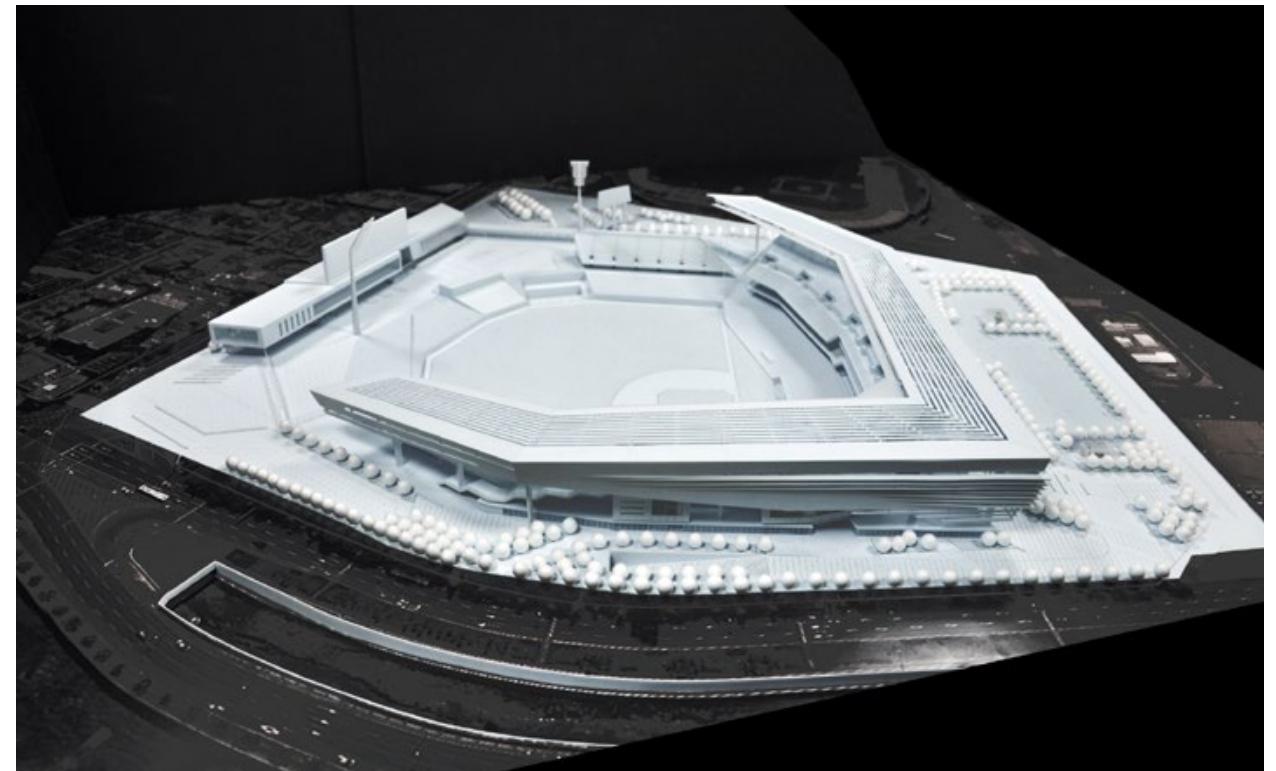
# NC Dinos

## ROSSETTI + Heerim

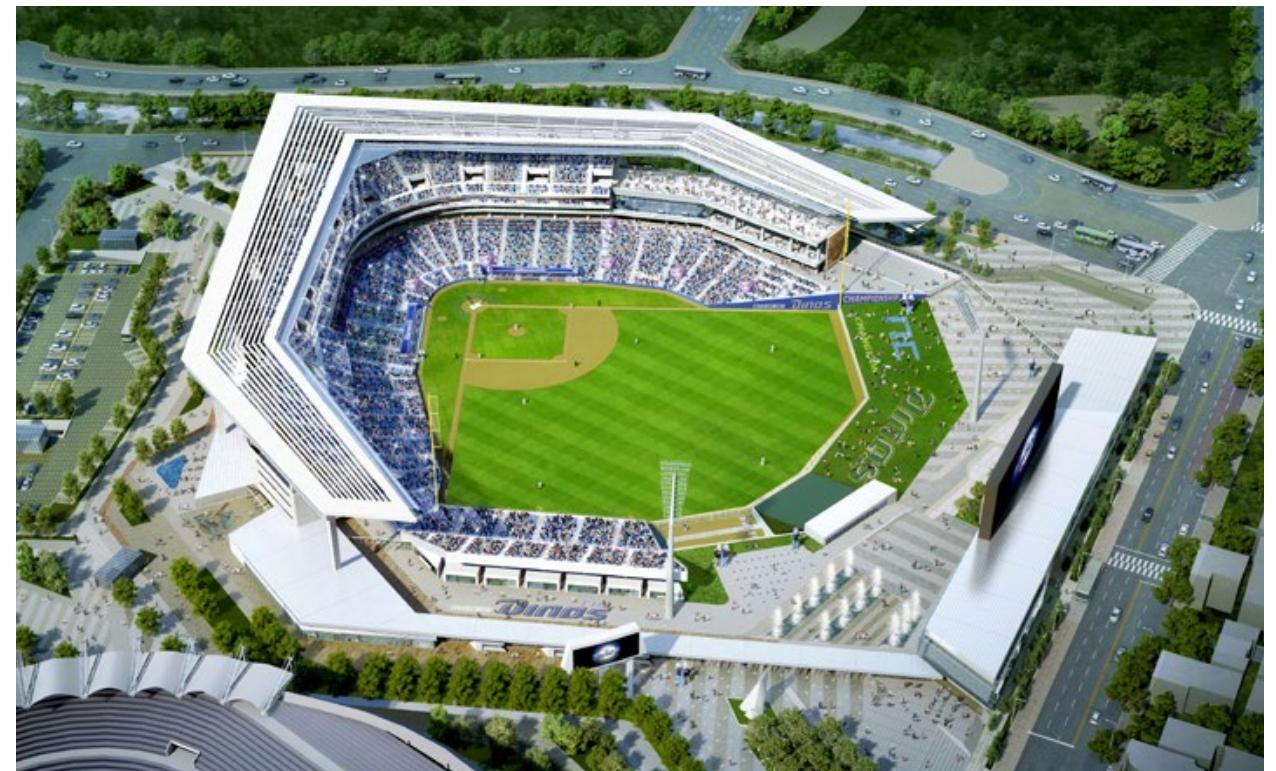
Changwon, SK / 2015

Role: Design, Concept  
Scope: Masterplan, SD  
Team: Sunghoon Jung, Tom Provost,  
Joe Donelko + Heerim

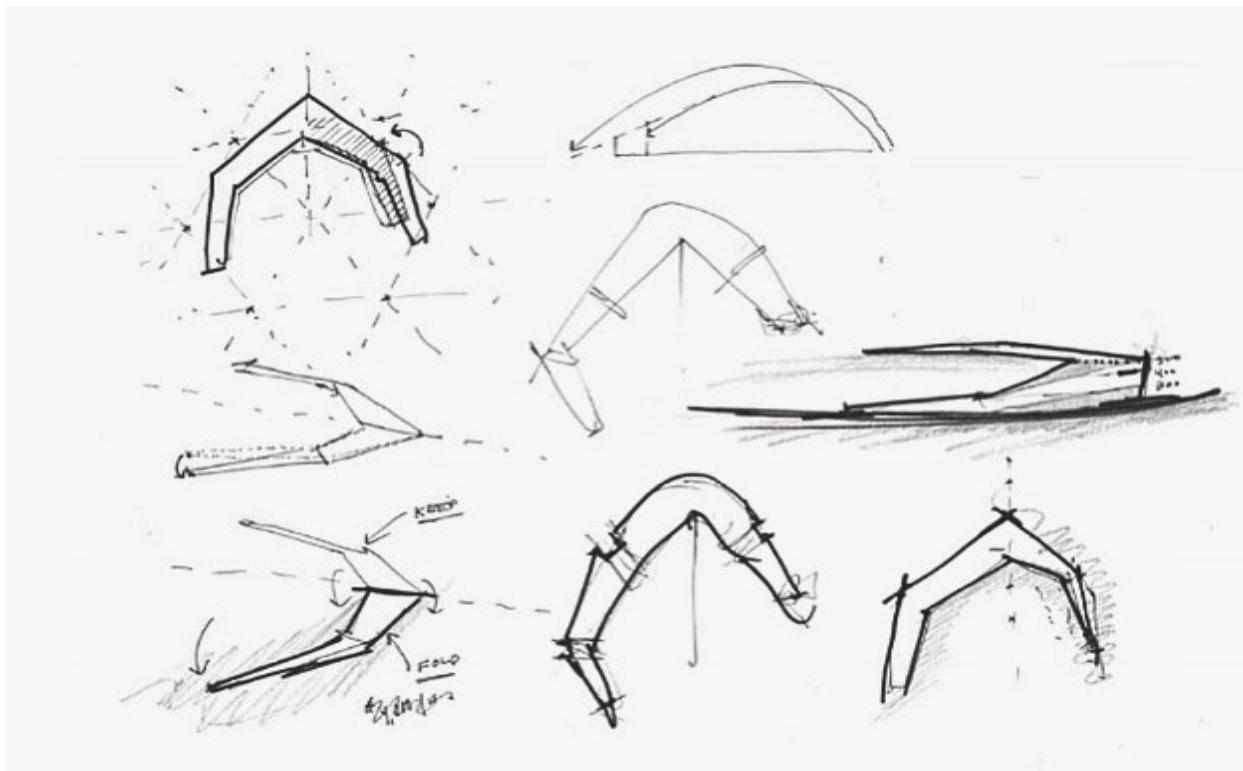
With Korean architecture firm Heerim, Rossetti led the concept and design phase for this round-the-clock competition project. Our proposal was for an iconic urban park. My role was research and development, overall form and site integration, as well as developing baseball-specific features.



03 / Model by Heerim.



02 / Rendering by Heerim.



01 / My original sketches of the asymmetrical bowl.

**Thank You!**

**Thomas Provost**  
2021

[www.t-provost.com](http://www.t-provost.com)