

Architecture Portfolio

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Personal Mission Statement

My aim is to deliver an authentic and aesthetically pleasing design, that employs materiality and a design process in a unique and creative manner.

My personal goal is to provide architectural and design services in context, while continuing my experience and knowledge in the use of BIM (Building information Modelling), while maintaining my organisational, time management and teamwork skills. I aim to develop and provide extremely strong and rewarding interpersonal client relationships.

Personal Commitments and Strive

- To contribute to creating innovative and creative design solutions, that responds to the client's request and budget.
- Providing clients and colleagues with high-quality plans, sections, and visualisations in a timely and prompt manner.
- Delivering ethical, honest, and respectful relationships with client and colleagues.

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Academic Work

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House of Pisces Design

Programme | Culture
Status | 3rd Year Architecture
Location | Plymouth
Year | 2020

House of Pisces is a fishing cultural centre, exploring and responding to the various contextual aspects of Plymouth's West Sutton Harbour area, through an educational, creative and interactive spatial experience.

Leisure

The Restaurant is community driven, providing local opportunity, for local food, sustainable fishing while supporting the local economy. The ethos of farm to table and locally grown foods provides a sense of pride and community economy while creating employment opportunity and encouraging innovation.

The bar is a great way to socialise and try new things with friends and family. The auditorium is a visual way to experience cooking by professional chefs. Influencing all the senses.

Education

Culinary schools are a good way for people with little or no experience to learn the art of cooking fish. It is a unique way for people to socialise while learning new skills surrounding fish.

The fishing school and excursion, teaches guest within the building valuable information about the Plymouth sound, sustainable fishing, health benefits and the various ways to catch fish.

Shopping

The fishmonger is a community portal that provides fresh seafood.

The fish shop provides a unique experience for customers, educating them with all their fishing needs, while contributing to the identity of Plymouth as a place of entrepreneurship and economic development.

The group's masterplan 'Quay Connections' ethos is based on the FabCity manifesto and Plymouth sound marine park community programme. The group strategy and drivers are heritage, tourism and education.

The project utilises the harbour space while creating various atmospheric, haptic and spatial transitional spaces from inside to the outside, creating a flow of private to semiprivate outdoor spaces for the enjoyment of visitors to 'Quay Community'.

The multi-generational users complete multiple fishery objectives within the building, including education, leisure and retail therapy, creating a tourist and community-based programme.



Visualisation

The various visual renders are completed through Autodesk Revit and Adobe Photoshop, showcasing and representing how the fishing cultural centre will be represented in reality. Each visual represents an alternative angle of House of Pisces.

The importance of materiality is utilized within the visual's timber, creating a calming tone while the limestone brick walls on the ground floor presents homage of historical heritage of the area. The cobblestone pavement coincides with group's ethos of a pedestrian friendly community while continuing with the urban environment.

Sections

The numerous sections reveal the internal and external materials and textures of the building, this allows the surrounding buildings to be represented while revealing the relationships between the different parts of the buildings that are not apparent in the plan drawings.

Section 1



Plan: Level 0



Section 2



Section 3



Floor Plans

The multiple floor plans of House of Pisces represent the dimension and spatial relationship between program, classes, and fixtures.

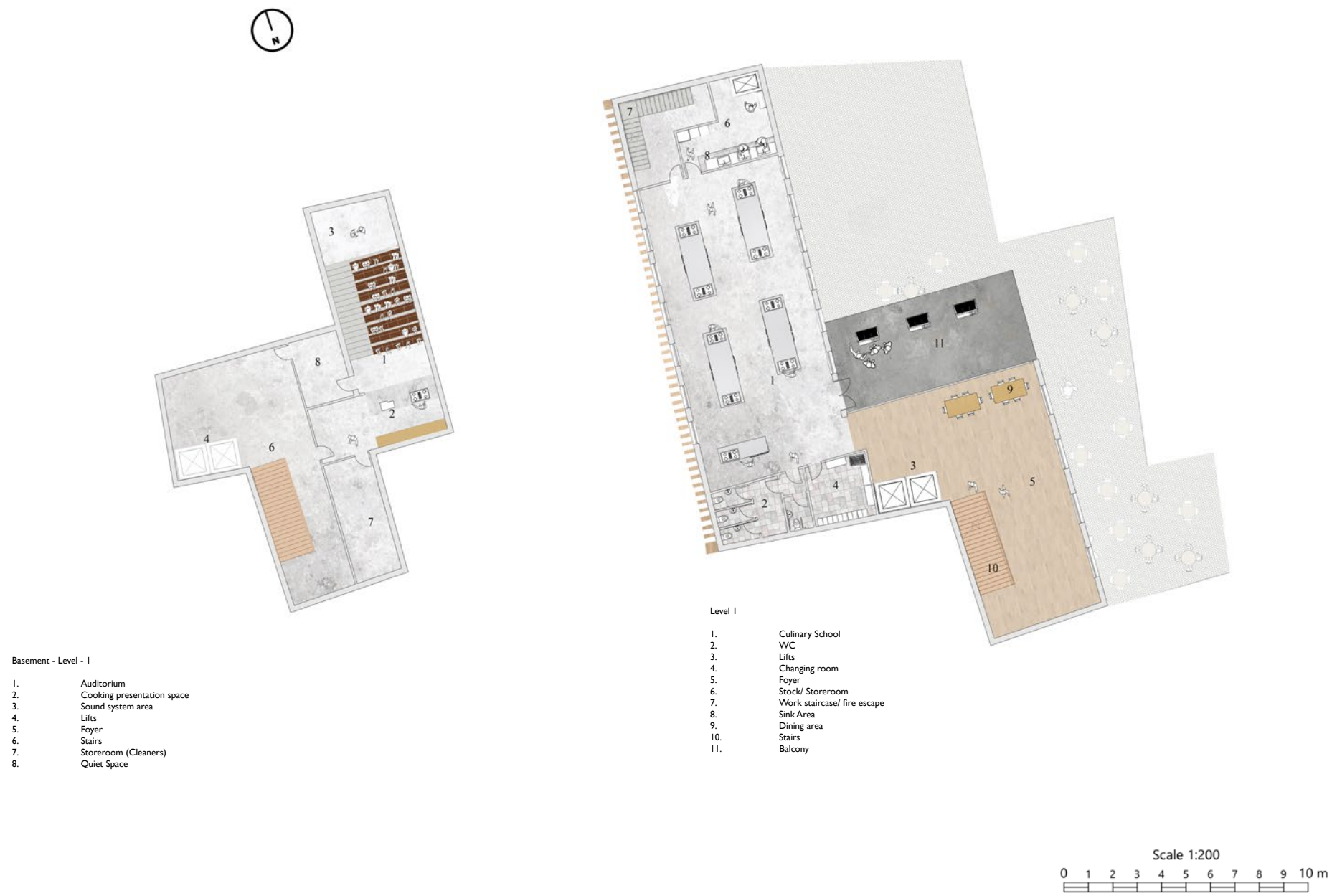
The project is based on a fishing cultural centre, exploring, and responding to the various contextual aspects of Plymouth's West Sutton Harbour area, through an educational, creative, and interactive spatial experience.

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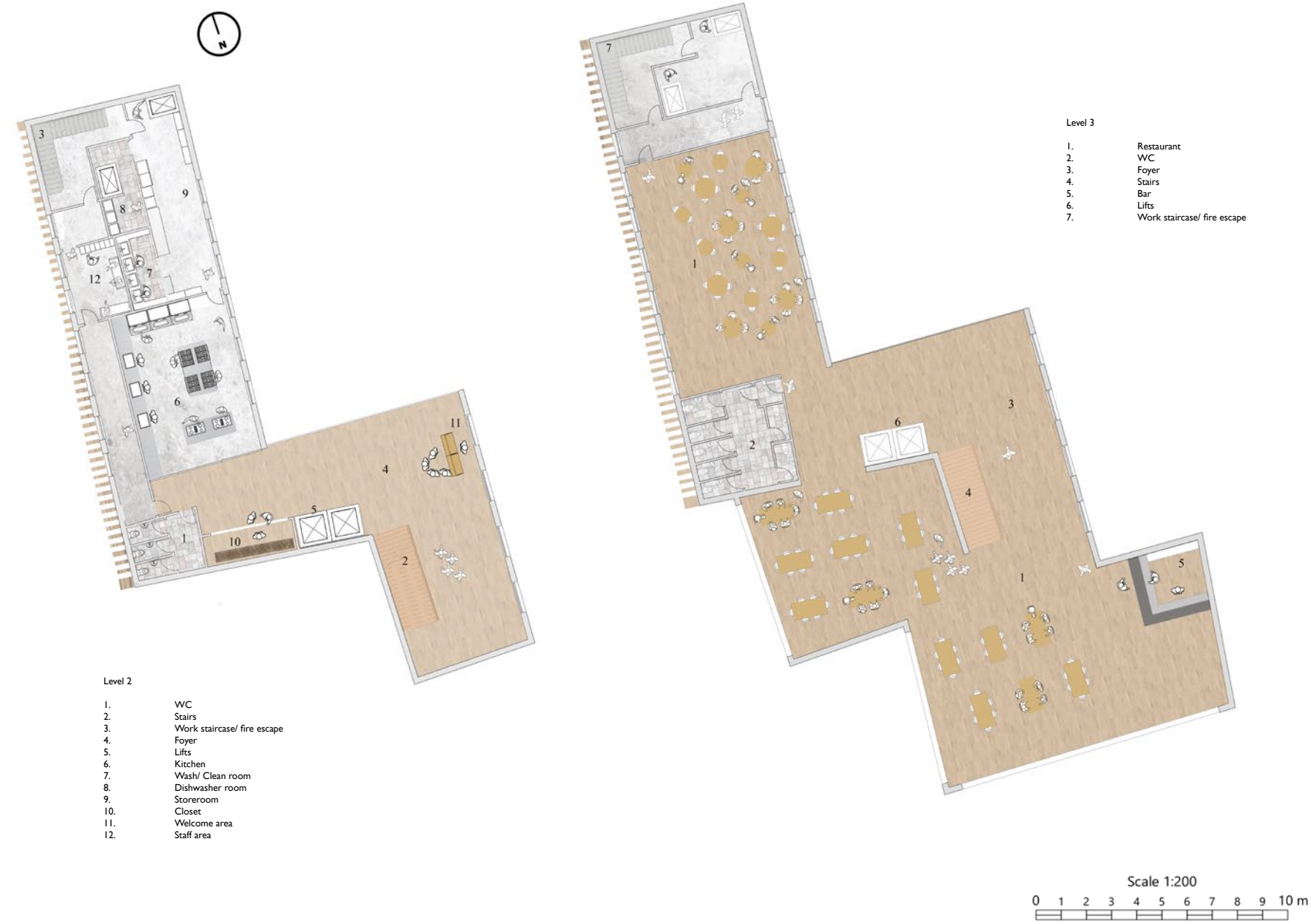
Floor plan: Level 0
Scale 1:200 at A3



Floor plan: Level -I and Level I
Scale 1:200 at A3



Floor plan: Level 2 and Level 3
Scale 1:200 at A3



House of Pisces

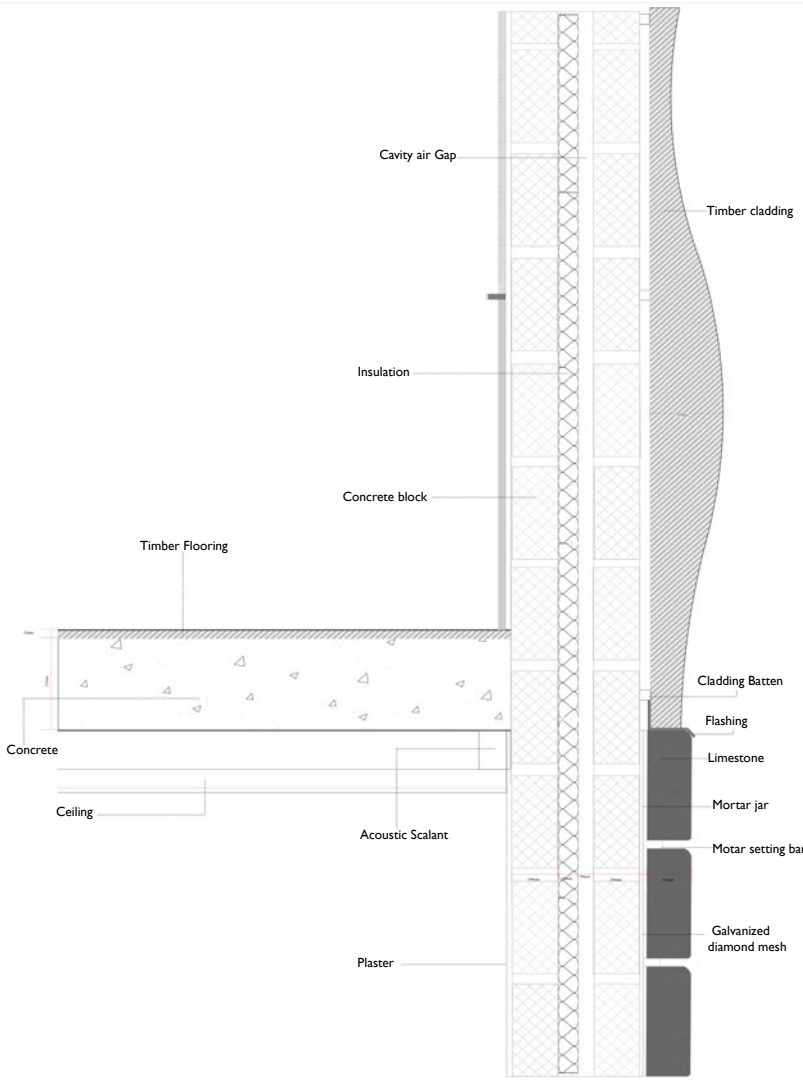
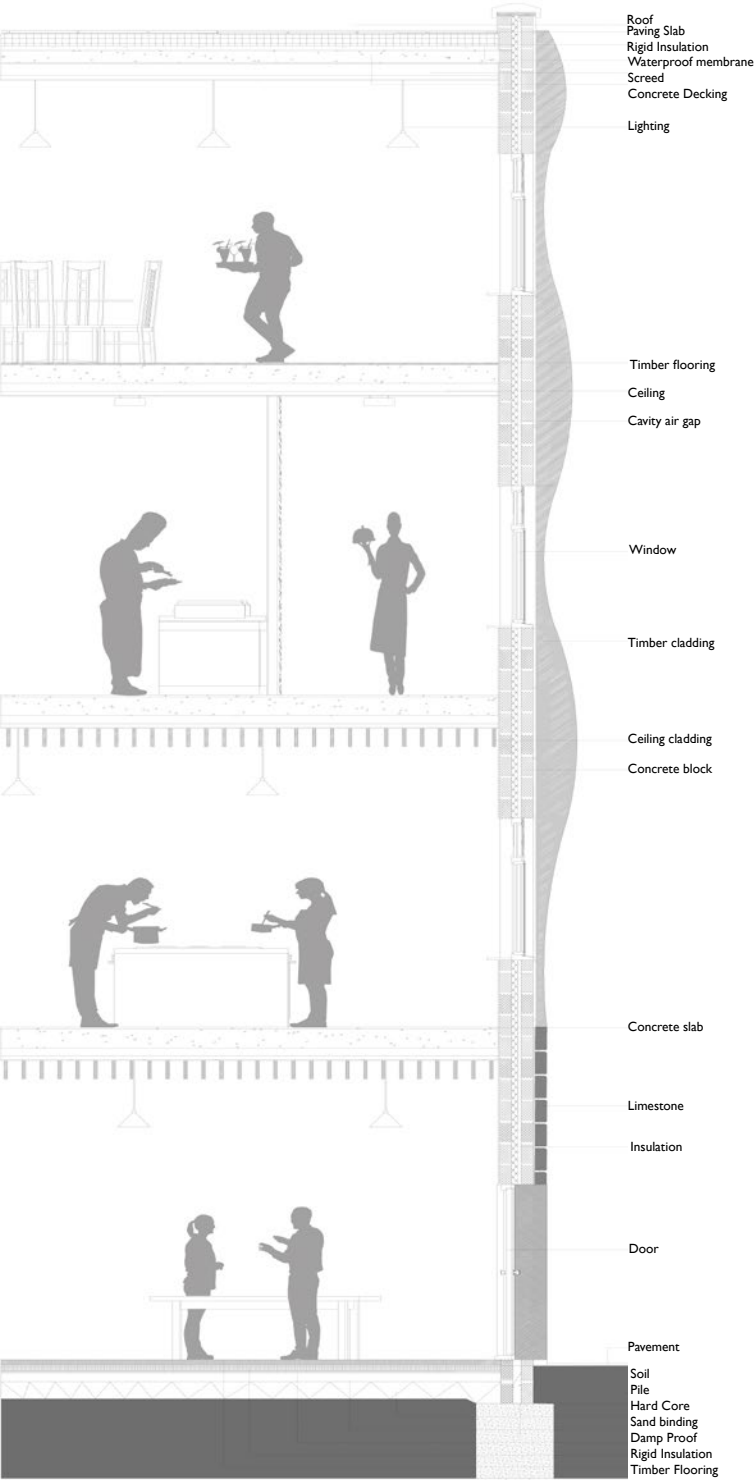
Technical Drawing

Programme | Culture
Status | 3rd Year Architecture
Location | Plymouth
Year | 2020

Details

The detail technical drawing is a clear guidance for construction. My technical drawings communicate the detailed vision of House of Pisces. The purpose of technical drawings and details is to provide a clear description of the important parts of the building construction. Clearly showing materiality and process on a practical level.

The vertical timber cladding is a dynamic and aesthetically pleasing with many health benefits. Creating natural light while increasing productivity within a building. The cavity gap allows drainage behind the cladding while avoiding insect infestation. Through design requirement the function of the cladding is to provide weather resistance and rainscreen. Thereby providing a secondary weather protection. The limestone wall relates to the historical element of the area providing an aesthetically pleasing element and context.

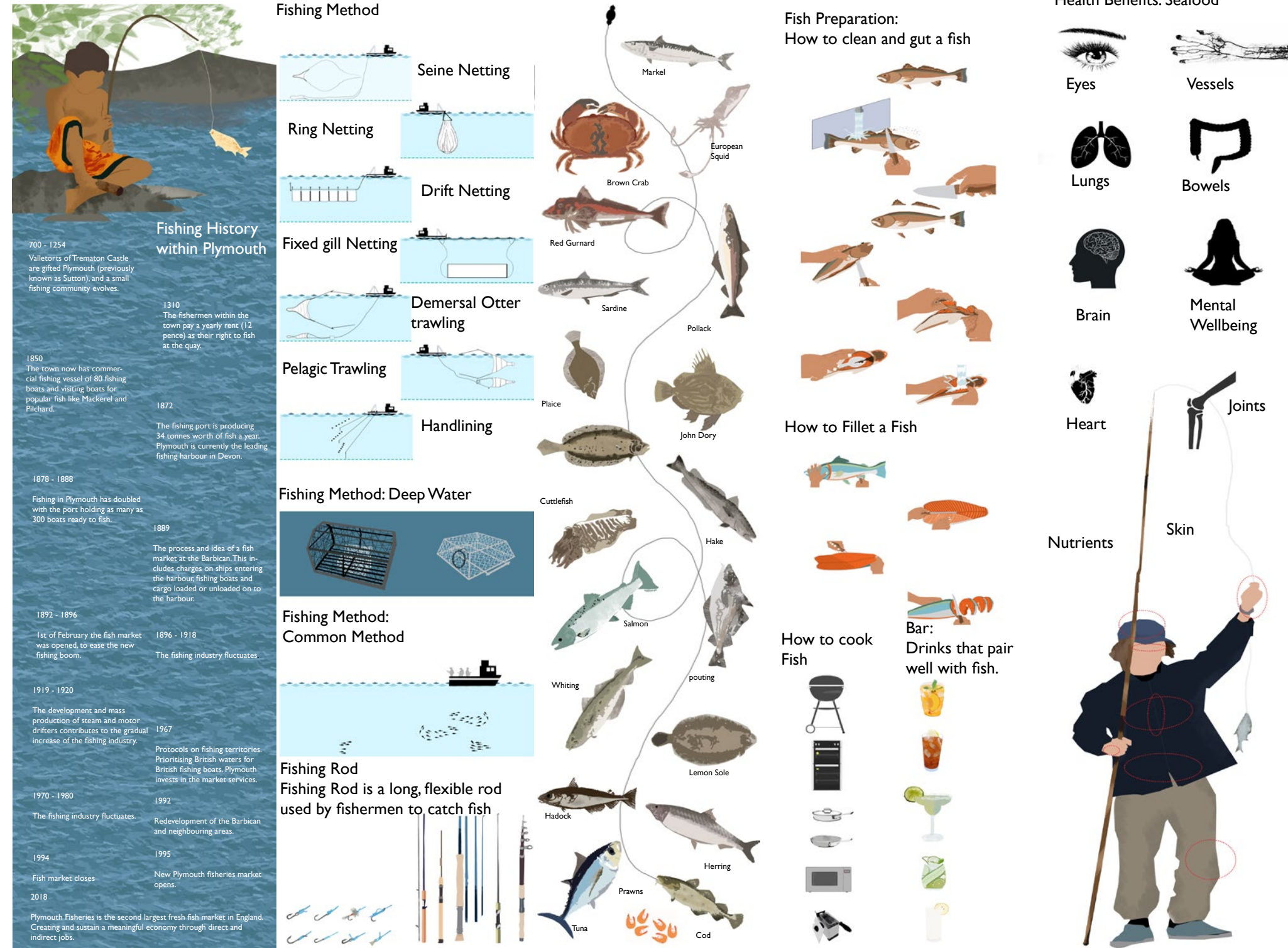


House of Pisces Research

Programme | Culture
Status | 3rd Year Architecture
Location | Plymouth
Year | 2020

Building Programme Research

The programme is an experimental and educational community-based project, that brings various age groups together through skill of fishing and fish objectives. Research is an important part of architectural process and design. It assesses the characteristic of the environment and context while exploring if the programme is feasible. I researched the fishing history of Plymouth, how to fish and various methods to fish sustainably. How to prep, clean, fillet and cook fish. The health benefits and information of fishing, create a bridge within the community's overall health.



Namaste Studio | Sanity Plots Design

Programme | Health | Wellness and Wellbeing
Status | 3rd Year Architecture
Location | Plymouth
Year | 2020

Visualisation

Namaste Studio and Sanity Plots are Wellness and Wellbeing Centres that takes on a holistic and open source philosophy ethos from the Fab City and Future Parks manifesto.

Located on the Plymouth Stonehouse, the local community is a derelict and deprived area, with continuous increase in mental health deprivation. This has contributed to the theme of the project and its key ideology.

The programme offers a safe place for those who are suffering with mental health issues. The access to green space, benches and pond within a heavenly urban environment, creates a sense of serenity. Yoga provides a breathing and healing element that is inclusive and social. The project is run by a Wellness and Wellbeing App that provides access to digital mental health awareness community within the local area.

The strategy, through the design process is to provide a safe space for those struggling with mental health. Using natural materials and purposeful lighting creates an ambiance through the architectural experience.

Namaste Studio and Sanity Plots creates a positive and influencing input into the community, collaborating with various local collaborations that spread awareness on mental health, while providing a haptic architectural environment.



Namaste Studio | Sanity Plots

Structural Framework

Programme | Health | Wellness and Wellbeing
Status | 3rd Year Architecture
Location | Plymouth
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Line Drawings

The axonometric drawing shows the relationship of the structural system and technique.

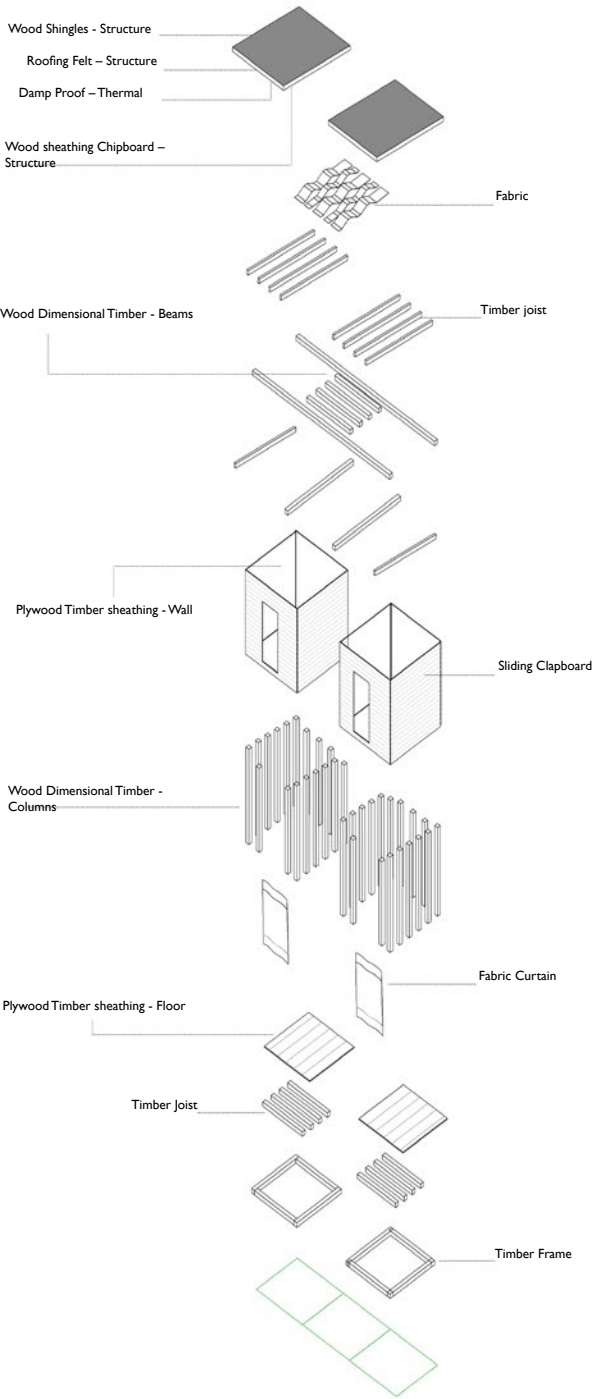
Materials:
Plywood Timber
Roofing Felt
Damp Proof Sheet
Fabric
Yoga mat

Technical Development

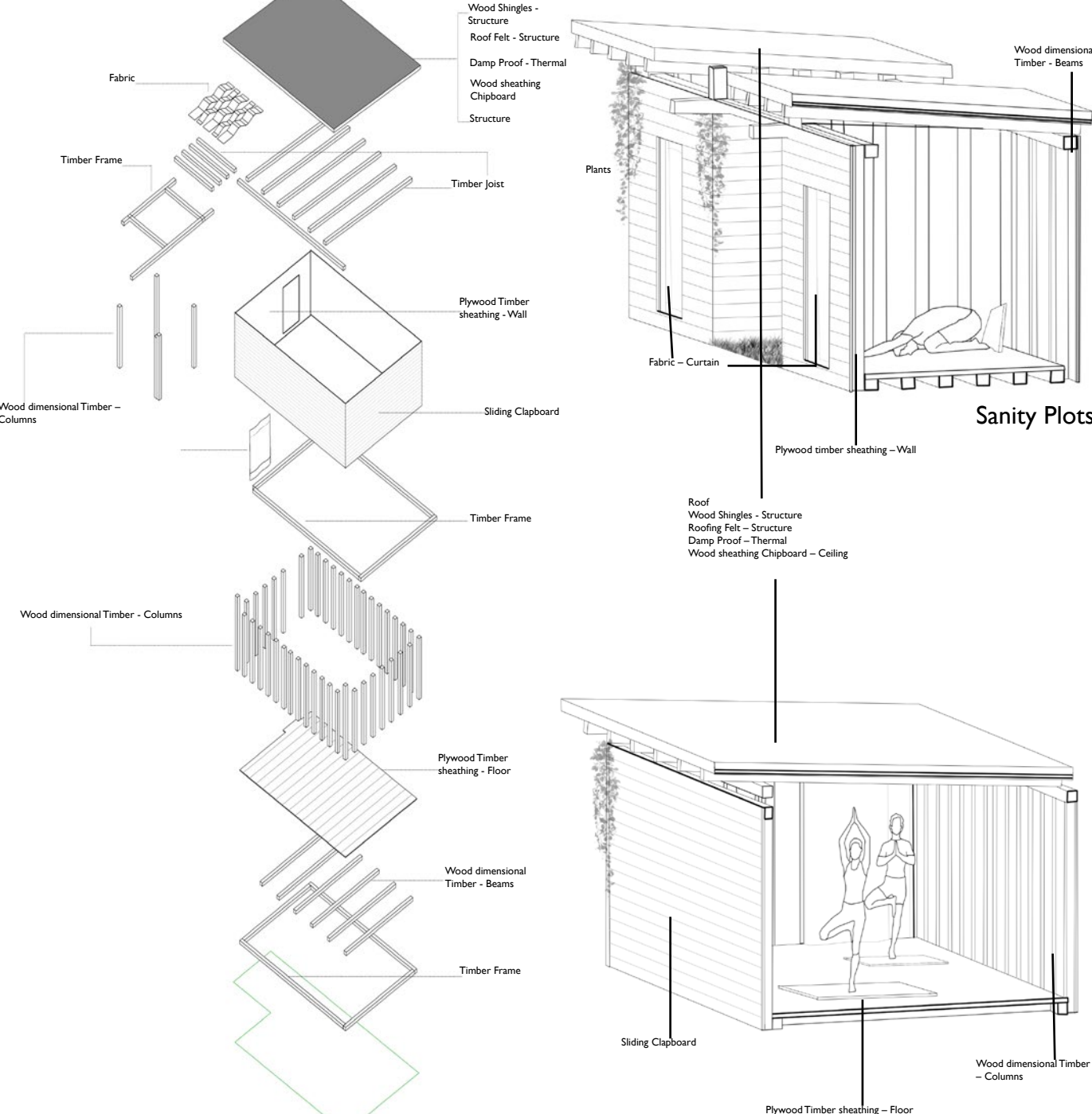
The building priority of the building is to create a calm tone and space for meditation and yoga. Soothing natural colours like wood textures deliberately kept bare and seamless finish that flows through the entire space.

Soft natural light flows through top of the building, through the columns and structural roof beams to create a peaceful space. Due to the modesty of the wood textures it allows the users to create a personal space.

Sanity Plots



Yoga Studio



Yoga Studio

Namaste Studio Design

Programme | Wellness and Wellbeing Centre
Status | 3rd Year Architecture
Location | Plymouth
Year | 2020

Collage

Namaste Studio: The Stonehouse Wellness and Wellbeing centre is a safe haven and a consistent form of escapism for the life mental, emotional, spiritual and physical problems for all age group. The increase awareness of the nation Mental health has provided an opportunity for consistent fluidity providing a place to get help. It is considered helping hand back into society. The various collage explains the programming of the building and the objective that we fulfilled by the various occupants within the building.

Collage

Programme Collage



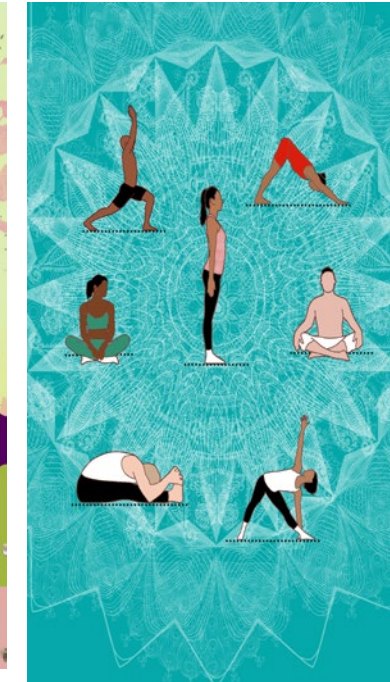
The Programme collage represents what's going to happen within the building. Through bubble diagrams and balloon illustrations. The bubble diagrams represent space planning and organization. The balloons represent the people within the space.

Mental Health



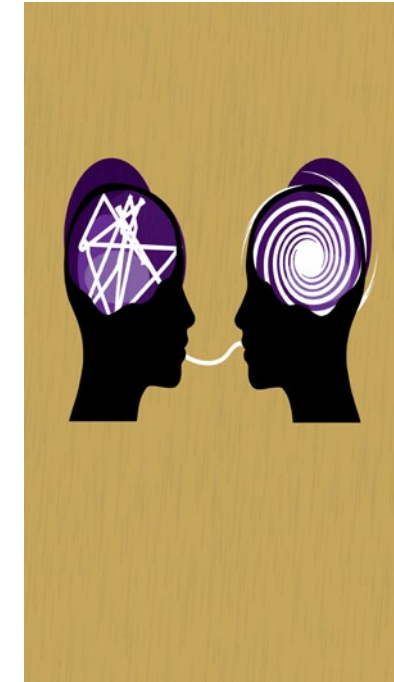
Mental health is emotional, psychological, and social well-being. It affects how we think, feel, and act. It also helps determine how we handle stress, relate to others, and make choices.

Yoga



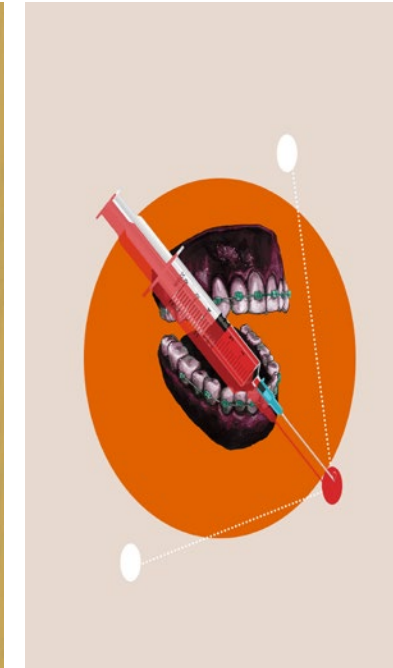
Yoga therapy is a form exercise that concentrates on postures, breathing exercises, meditation, and guided imagery to improve mental and physical health.

Therapy



Hypnosis therapy/ Hypnotherapy treat the root causes of mental health issues such as depression, anxiety, PTSD, and addiction in a relaxing and Hyper focus way.

Medical service



Mental health nurses are responsible for planning and providing support and medical and nursing care to people who have a range of mental health issues. Mental health nurses support people with issues ranging from anxiety and depression to personality and eating disorders or addiction to drugs or alcohol.

Namaste Studio Models

Programme | Wellness and Wellbeing Centre
Status | 3rd Year Architecture
Location | Plymouth
Year | 2020

3D Model

The purpose of Wellness and Wellbeing centre is to provide a helping hand back into the community for now and the foreseeable future. Mental health is still not taken seriously even though 26,200 people in Plymouth are estimated to be suffering from common mental health problems.

Namaste Studio: The Stonehouse Wellness and Wellbeing centre is a safe haven for the local community.

Massing Model

The casting massing model was done with clear resin. I decided to cast the inside of Namaste Studio: The Stonehouse Wellness and Wellbeing centre instead of the outside as a metaphor to mental health. You cannot see mental health, until you open up. The same way you can not experience a building until you go inside it.

Moulding and Casting

Moulding is the process of manufacturing by shaping liquid or pliable raw materials using a mould or which has been made using a pattern or model of a final object. Casting is a manufacturing process in which a liquid is injected or poured into a mould to form an object of the desired shape.

Helping Hands Sculpture is a metaphor for providing a helping hand back into the community



Plymouth VR Museum Design

Programme | Culture
Status | 2nd Year Architecture
Location | Plymouth
Year | 2019

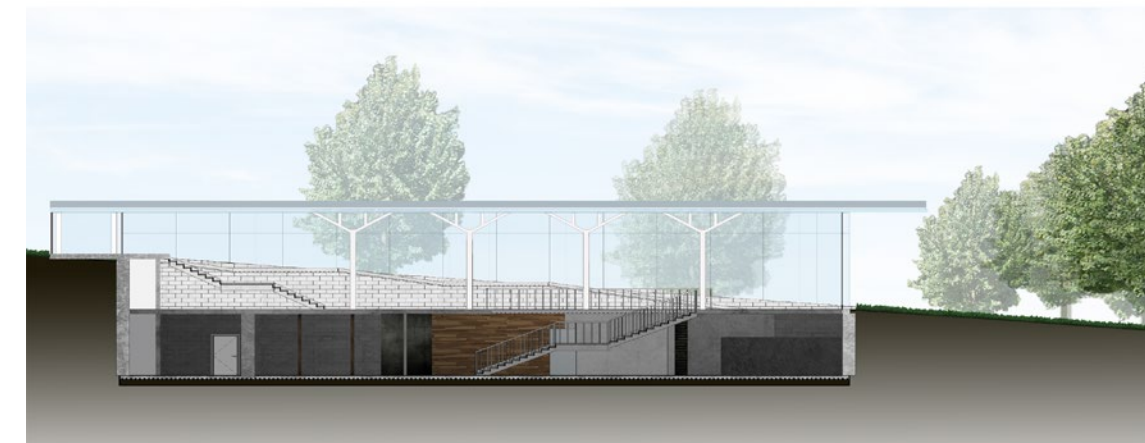
Sections and Visualisation

Plymouth VR Museum is part of generative architecture creating future tradition through socially and financially sustainable urban hub.

The thematic of the building is based around technology and culture. Plymouth VR Museum is a multi-reality museum which educates generations of locals and tourist on the history of Plymouth, creating a community ethos while contributing to the local economy, through revenue.

The design strategy is to design a building that is immersive, represented through structural tree shaped columns, creating similarities between the outside environment while providing transition between the internal and natural environment.

Plymouth VR Museum is a cultural centre that considers and educates the tourist and locals on the history of Plymouth.



Plymouth VR Museum

Context

Programme | Culture
Status | 2nd Year Architecture
Location | Plymouth
Year | 2019

Contextual Mapping

The research and context of urban Plymouth provides key information on potential users structural and environmental information that provides a clear foundation for design process. Analysis can be used to inform a design framework. Context analysis influences and determines architectural style and building materiality. It highlights the positive and negatives of the site through the urban and natural environment. Topography informs the buildings development and responds to public space and natural surroundings.



Site Context

- 1. Centrally located
- 2. Close proximity to multiple amenities like shops, employments, education and parks
- 3. Surrounded by residential developments south east and west.
- Appropriate for residential use and futurist uses for visitors.



Man-made landscape

- 4. Terrance house
- 5. Post-war housing
- 6. Flats and car park
- 7. Marine lavatory



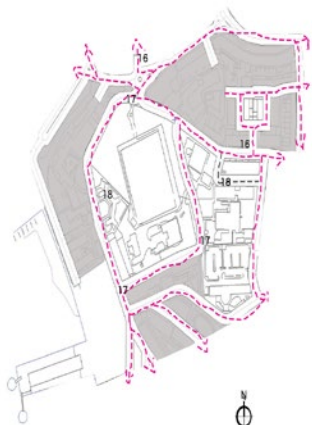
Nature

- 9. Landscape
- 10. Greenspace
- 11. Private gardens



Natural landscape

- 12. Topographic lines
- 13. Site located in central costal area
- 14. Contour lines showing natural and manmade features.
- 15. Slope from north to east.



Human Context

- 16. Site lines leading in to town centre
- 17. Multiple site access
- 18. Opportunity for community movement and circulation



Human and Financial Context

- 19. Bus stops and services
- 20. Site is a 25 min walk from train station
- 21. Multiple service and storey car parks
- 22. Multiple A and B roads leading to other local towns and cities
- 23. Shop
- 24. restaurants

Plymouth VR Museum Model

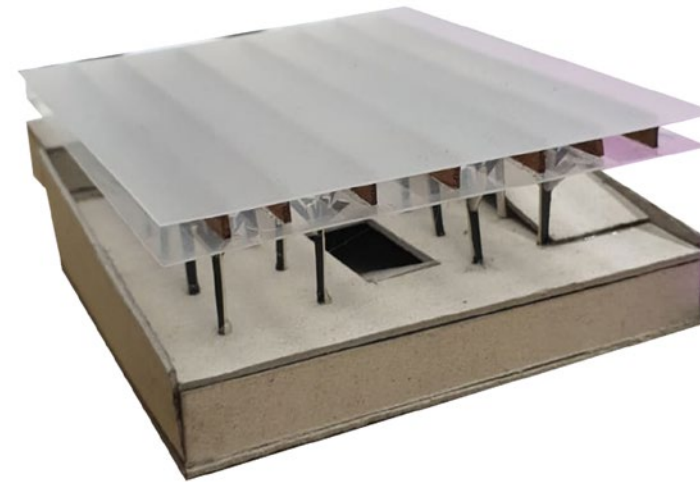
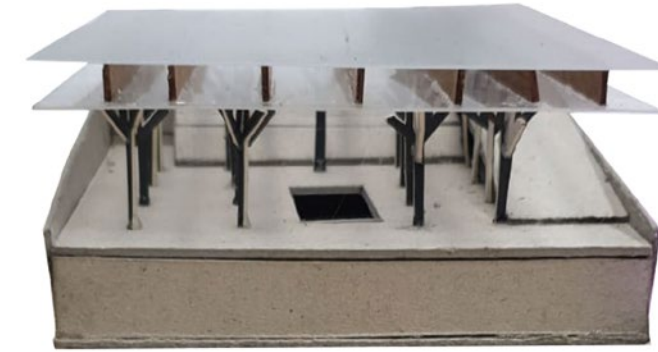
Programme | Culture
Status | 2nd Year Architecture
Location | Plymouth
Year | 2019

3D Model

The group model is located within the Plymouth Millbay, using a laser cut, waffle system to support the topography.

The card-based laser cutting final model, was developed by the whole group to showcase our personal project. Plymouth VR Museum is part of generative architecture creating future tradition through socially and financially sustainable urban hub.

The tree shaped structural columns and glazed ceiling roof is clearly represent through the model.



Group Model



West Hoe Housing Design

Programme | Housing | Multi-Generational
Status | 2nd Year Architecture
Location | Plymouth
Year | 2018

Visualisation

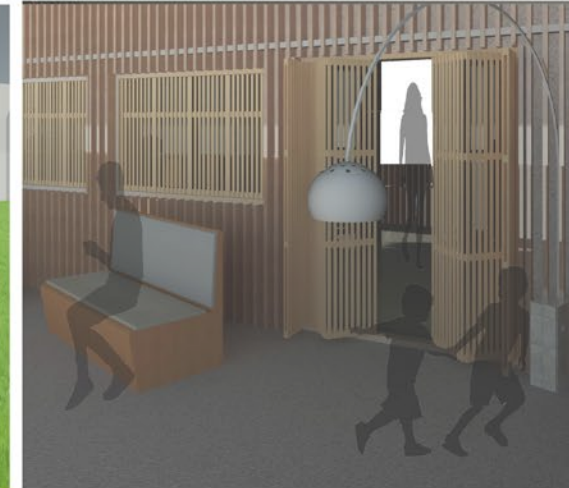
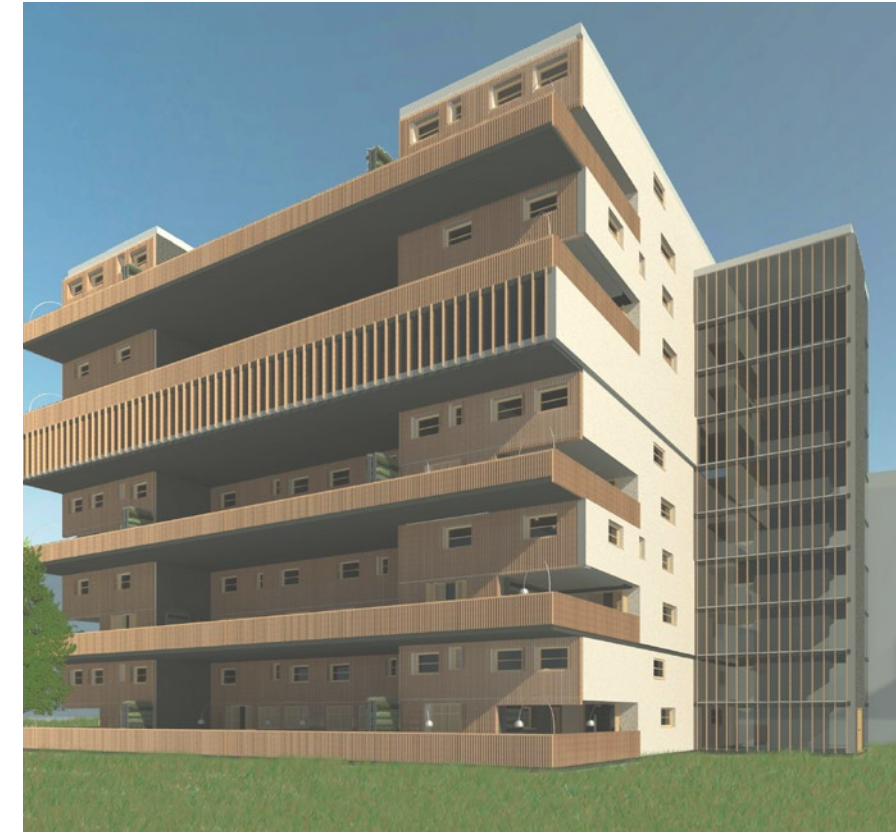
West Hoe Housing is a domestic matter project curating flexible and aggregate housing for pensioners, creative professionals and young families within the West Hoe of Plymouth.

The multi-generational project addresses the concerns of boundary and housing conditions by exploring the notion of domestic spaces.

Cladding and Louver design processes were decided through a group discussion. Due to its various façade advantages it is durable, naturally produced, versatile and economically efficient.

The importance of domestic spaces within housing is providing a private domain that has internal communal zoning, while acknowledging the gradual transition between public and private of the building area and general public space.

West Hoe Housing is a community-based project brining a multi-generational theme and ideology back into Plymouth.



Dartington: Big Tent Construction

Programme | Community
Status | 2nd Year Architecture
Location | Plymouth
Year | 2019

Dartington: Big Tent

The Dartington: Big Tent is a seasonal competition project within Dartington Totnes TQ9 6JS. The aim was to come up with a design that was completely unique and extraordinary.

The year worked together to construct the seasonal shelter gaining practical hands on building experience, with trained expertises in wood work and construction.

