

Portfolio

Yilun Sun GSAPP Columbia University

PROFESSIONAL WORKS

- 1 Vanke Real Estate Co.**
Designer & Researcher & Project Planner
- 2 Pelli Clarke Pelli Architects**
Architectural Designer
- 3 gmp von Gerkan, Marg and Partners Architects**
Urban Designer;
- 4 URBANUS**
Urban Designer & Researcher

ACADEMIC WORKS

GRADUATE WORKS

- 1 Rethink The Boundary**
Design for neurodiversity and accessibility
- 2 Disassemble The Met**
Make art a part of public life
- 3 Membrane Sucker**
Design for neurodiversity and accessibility

UNDERGRADUATE WORKS

- 1 Reprogramming The Countryside**
Tea Culture Tourism Center -- Production, Processing, Exhibition, Enjoyment
- 2 Reprogramming The Countryside**
Tea Culture Tourism Center -- Production, Processing, Exhibition, Enjoyment
- 3 The Innovation Commune**
Complex of Maker High-Rise Office
- 4 Learning In Between Nature**
The Elementary School Design
- 5 Juxtaposition**
The Renovation of an Urban Village While Defending Gentrification

PROFESSIONAL WORKS

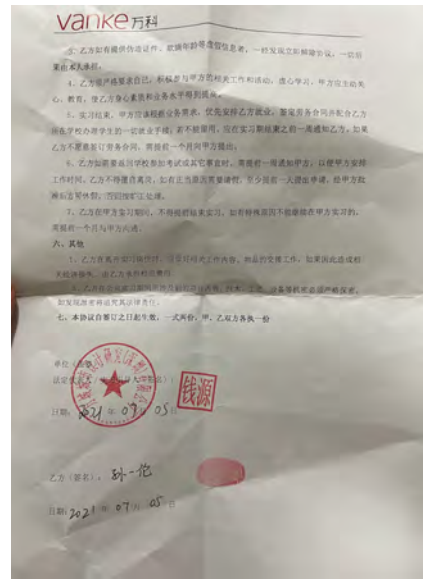
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- **URBANUS**
Urban Designer & Researcher



Vanke Real Estate Co. | Designer & Researcher & Project Planner; Jul 2021 - Aug 2021 (2 months)

My Contribution:

- Created detailed 3D visualization such as floor plans, conceptual renderings, elevations, and 3D architecture for report meetings to persuade stakeholders to implement the plan.
- Organized and coordinated with design firms and government departments. Contributed to master planning, environmental design, and visual branding design of the renovation of old towns



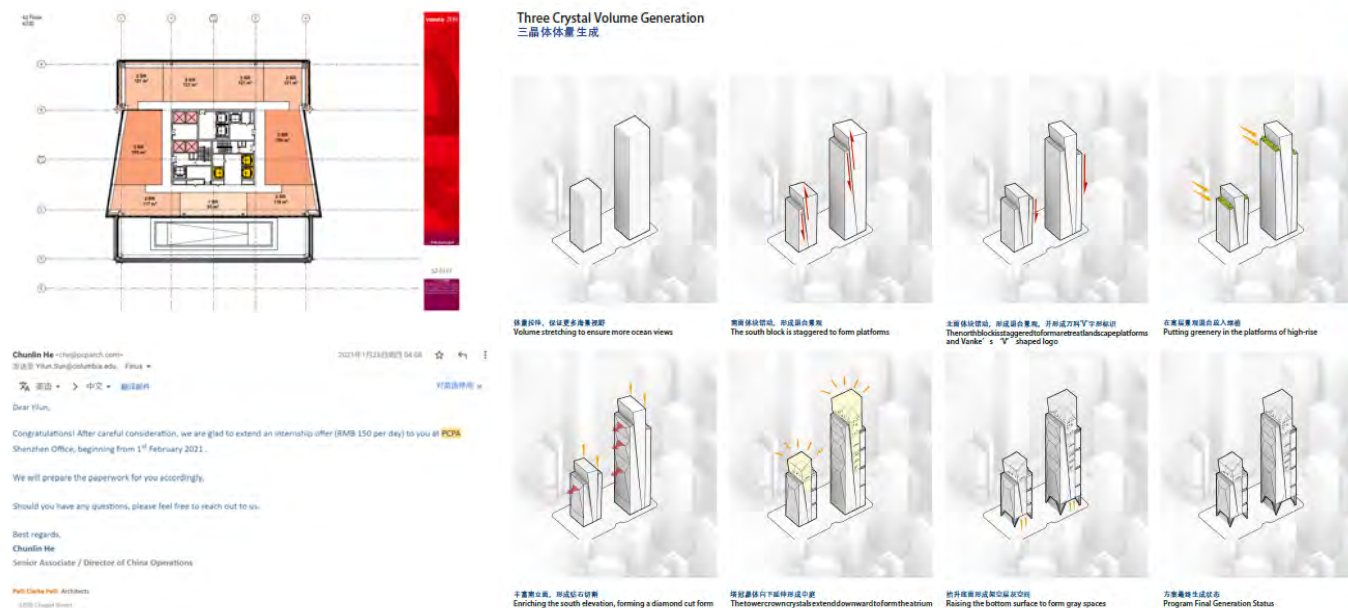


Pelli Clarke Pelli Architects | Architectural Designer; Feb 2021 - May 2021

My Contribution:

- Accomplished the entrance and lobby design of headquarters of Vanke in Shenzhen by Rhino, Enscape, Photoshop, illustrator, and Revit.
- Contributed to finished environmental, spatial design, visual storytelling, and Analysis illustrations in high-rise competition team.

Outcome: Top 3 with Foster and SOM in the High-rise competition. (Defeated Zaha, kpf, mad)



PROFESSIONAL EXPERIENCE - 3



gmp von Gerkan, Marg and Partners Architects

Urban Designer; Jun 2020 - Aug 2020 (3 months)

My Contribution:

- Created the conceptual design of the nodes in the urban design which was adopted as the main concept.
- Contributed to in two urban design competitions such as modeling, making master plans, perspective, elevations.

Outcome: We won together with OMA for Chendu urban design competition



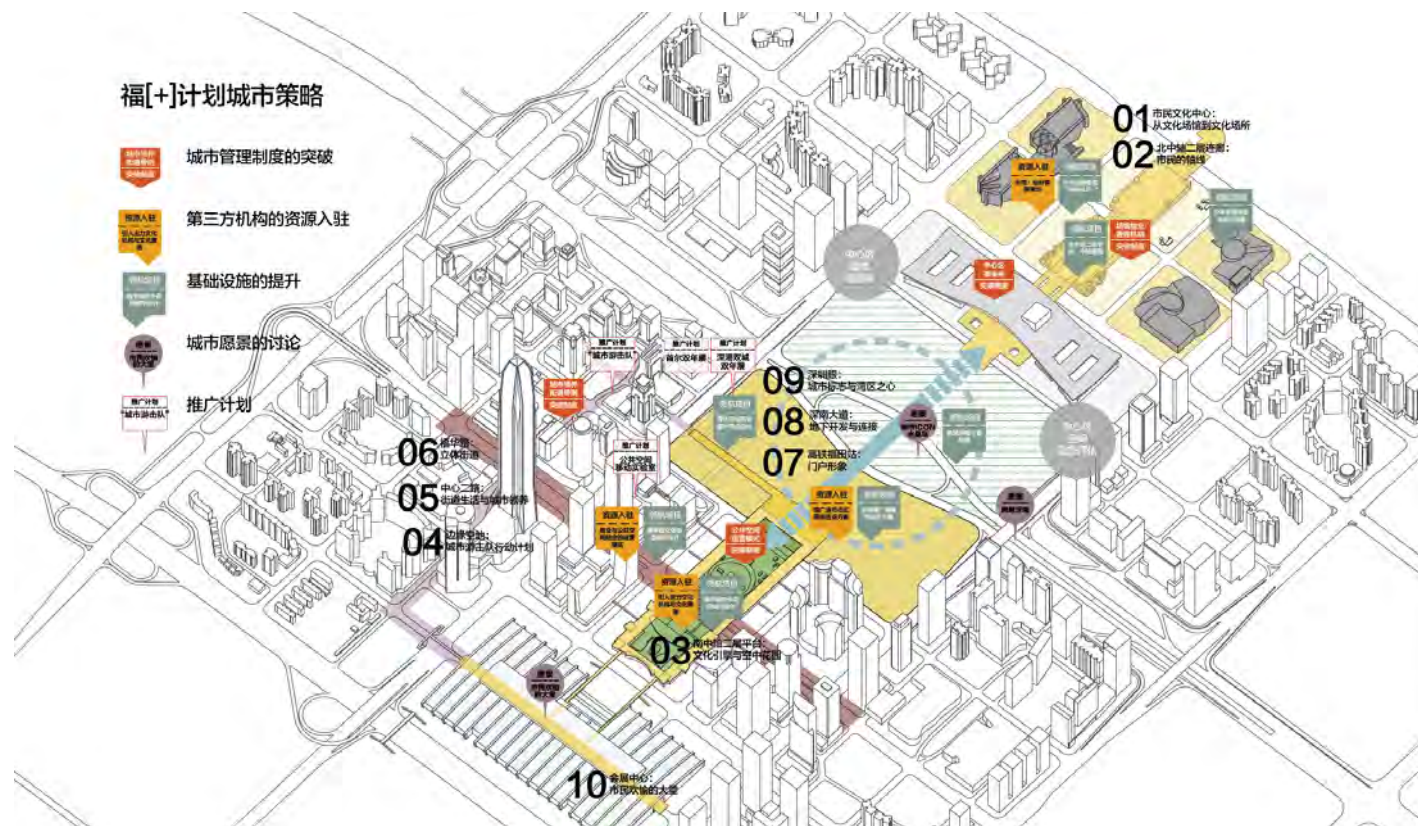


URBANUS | Urban Designer & Researcher | Jun 2019 - Aug 2019 (3 months)

My Contribution:

- Proposed integrated solutions to improve the vitality of central business district in Shenzhen by analyzing of city policy, comparing different urban development strategies and Interviewing with the public.
- Accomplished models and drawings to represent this project.

Outcome: The project was successfully approved by the government leaders and exhibited at the Korea Biennale.



ACADEMIC WORKS

GRADUATE WORKS

- **Rethink The Boundary**
Design for neurodiversity and accessibility
- **Disassemble The Met**
Make art accessible
- **Membrane Sucker**
Design for neurodiversity and accessibility

1 Rethink The Boundary

Individual Work - Columbia GSAPP Studio VI
Advisor: Bryony Roberts

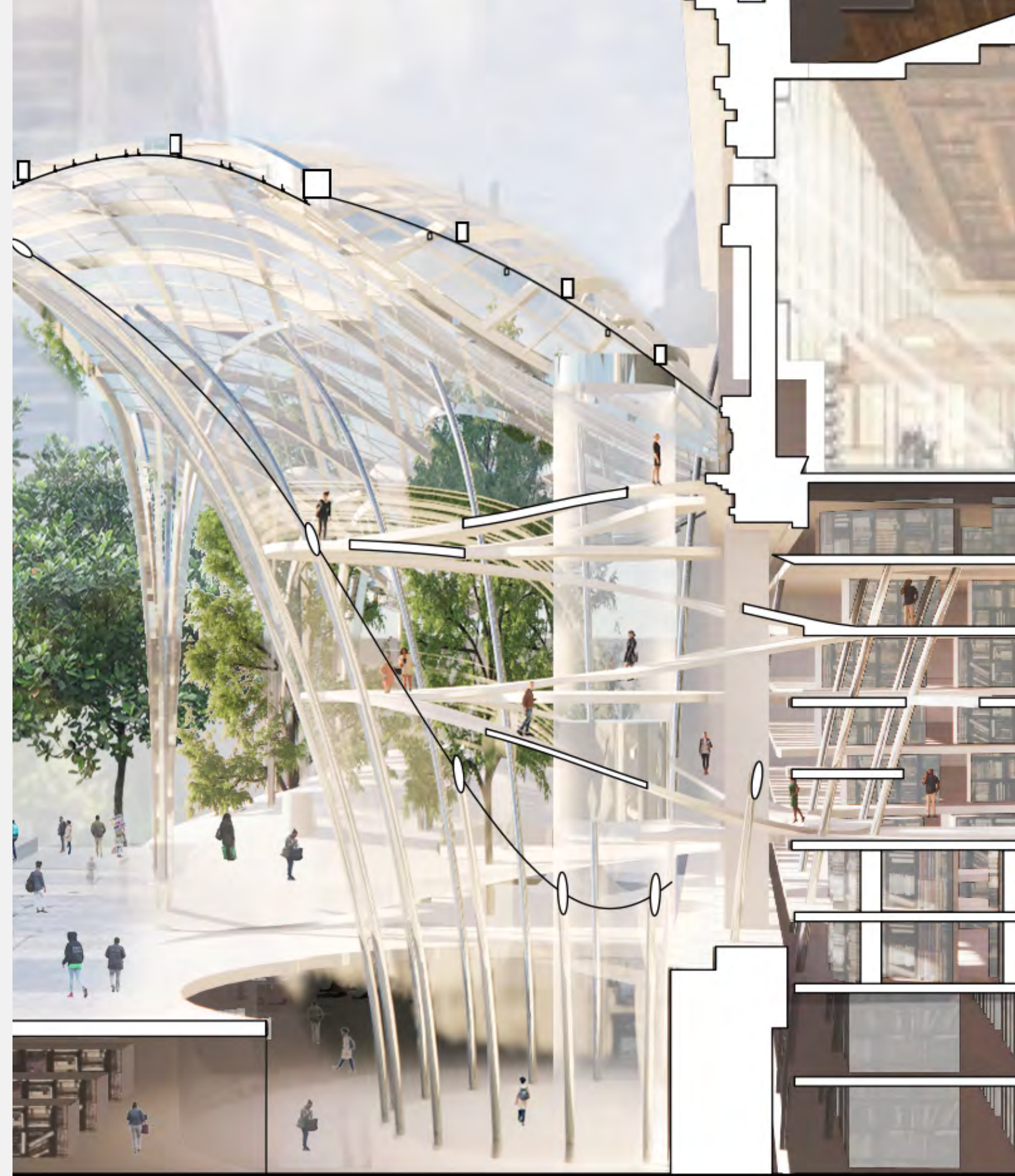
How to make public space accessible for everyone?

Design for neurodiversity and accessibility

Do designers design vibrant public spaces that work for everyone? This design questions that idea.

Humans are neurodiverse and have completely different understandings of what makes a public space comfortable. For autism, a vibrant public space is too loud for them, too rich in perfume, and over-observed.

Design for accessibility means giving people the right to choose. This design uses the sites of the New York Public Library and Bryant Park to re-imagine public spaces with different sensibilities, allowing people with different neurodiversity to find the right public space.



First prototype : Moveable Cocoon Filter

To help people with different sensitivities adjust to the feeling of public space, I created a cocoon, a filter.

By changing the position and size of the hole, I could adjust the sensory stimulation. Therefore I can be comfortable in any environment.

This inspired my following design.



Comfort space for autism



Section View
Lying: Meditation Version 1



Section View
Lying: Meditation Version 2

Site: Bryant park

Bryant Park is one of the most successful parks in New York. It offers an alternative sensory experience to people in the noisy city.

However, I found a lot of interesting contrasts and conflicts in it. This inspired me to find the possibility of creating new sensory experiences.



Comment From The Park User

'Overall I fell like it was not a park more like a yard in a prison with constant rules' -- Visitor Alex

'Too many tourists and the security is intense. It is hard to enjoy the park itself without being watched constantly.' --Visitor Alonso'



Three Main Problems At Bryant Park

01

PROBLEM

Separation of library and park

02

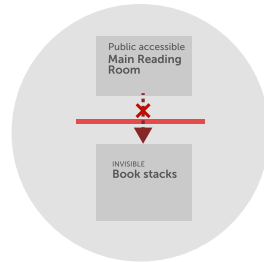
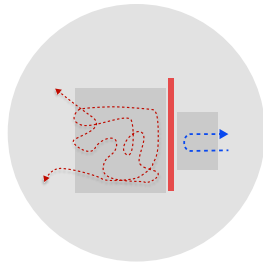
PROBLEM

Hard to accessible to books

03

PROBLEM

Cannot adapt to various sensitivities



02

PROBLEM

Hard to accessible to books

The second conflict is hard to access to books even though it is a library.

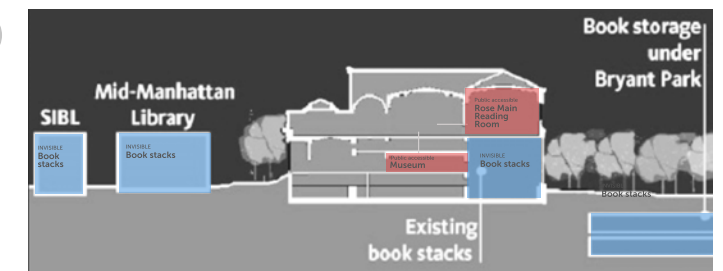
Although the library has a large collection of books, people need to ask staff to pick for them. People may give up to read books because of this effort requirements.



VISIBLE PART
The grandiose Rose Main Reading Room



VS



INVISIBLE PART
Large and distant non-open bookshelves

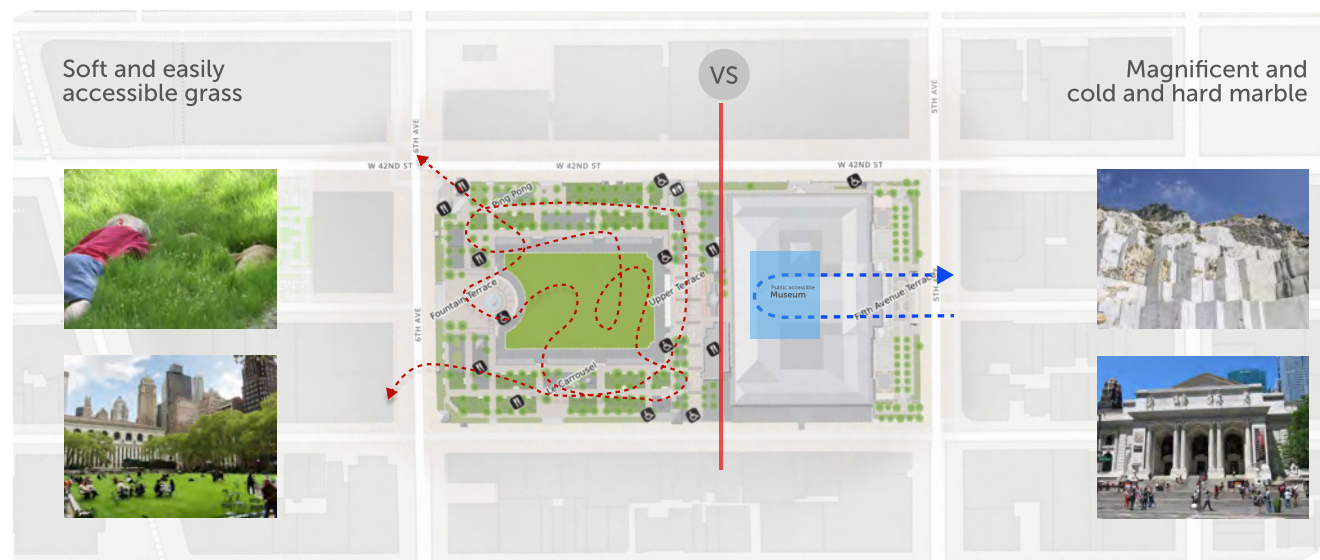
01

PROBLEM

Separation of library and park

The first conflicts is about the fragmentation of libraries and parks. The park and the library have two different material feelings, and different user groups.

Although park and the library are next to each other, it still have an invisible boundary. If you walk from the reading room to the park, it will be a time costing journey. You may end up to give up cross the boundary.



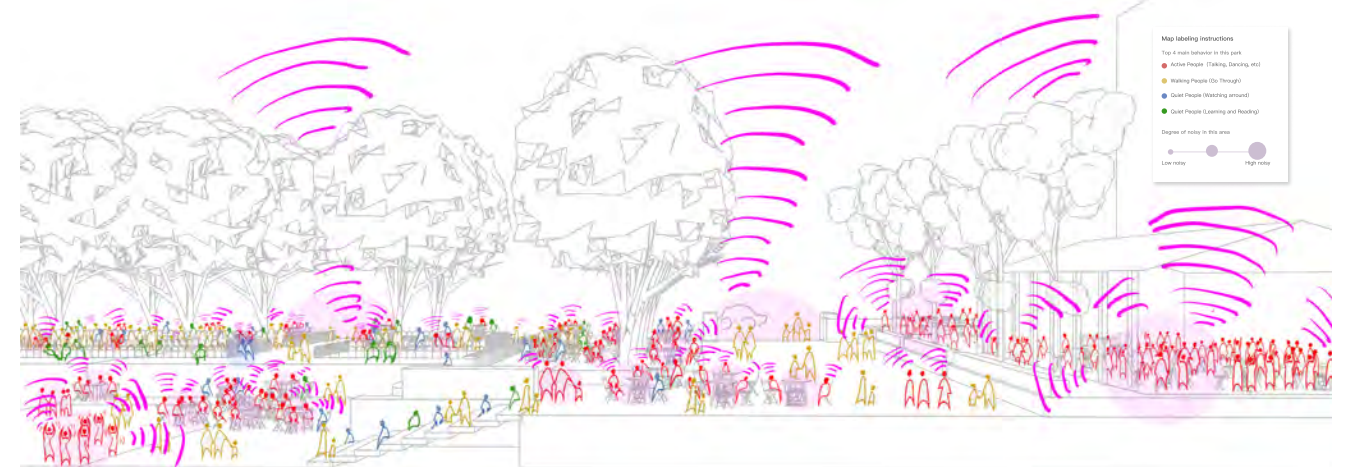
03

PROBLEM

Cannot adapt to various sensitivities

The third conflict is the park unable to provide a diverse sensory environment.

Many people come to the park and find a quiet place to relax in the noisy city. However, according to Google Comment, many people complain that parks are too noisy to help them relax.



Problem Finding From User

Comment From The Park User

46% of visitors complain the price of shops and cafe are more expensive than other place.

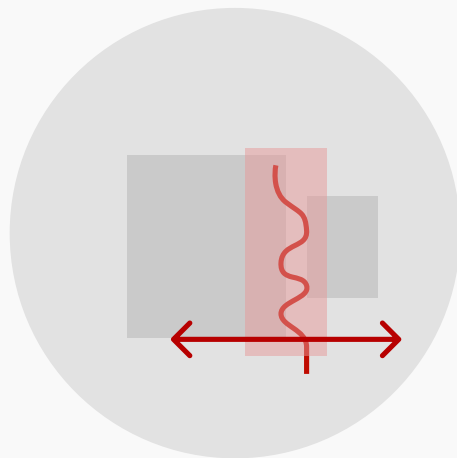
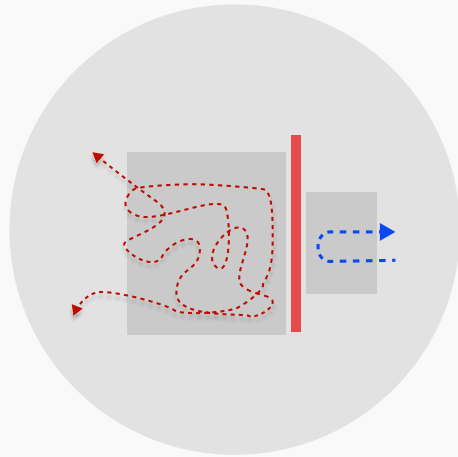
33% of visitors complain the park is too crowded and noisy and they cannot enjoy and relax.

12% of visitors complain there are too much rules and they are always being watched by security and tourists, making them feel like a prison.

"Overall I feel like it was not a park more like a yard in a prison with constant rules" — Visitor Alex

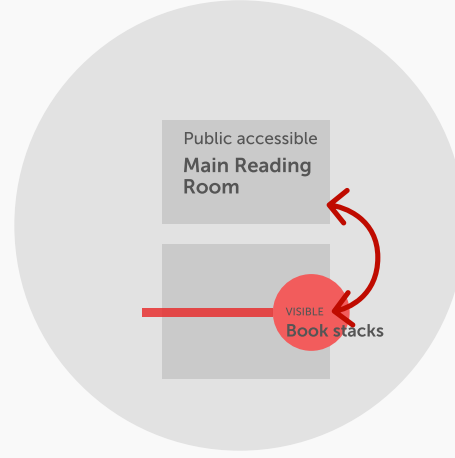
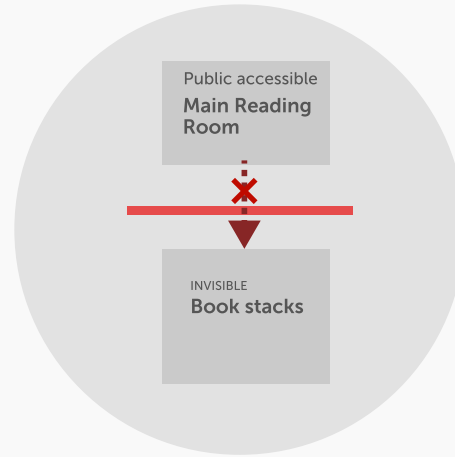
"Too many tourists and the security is intense. It is hard to enjoy the park itself without being watched constantly" — Visitor Alonso

Three Main Problems At Bryant Park



01

Connecting streets,
parks and libraries



02

Make books visible to
inspire people to borrow
and read them



03

Provide reading spaces with
different experiences to suit
different personalities

01

Design Strategy

Connecting

The first strategy is to create a connection



Main Gate
at Fifth Av



Lobby

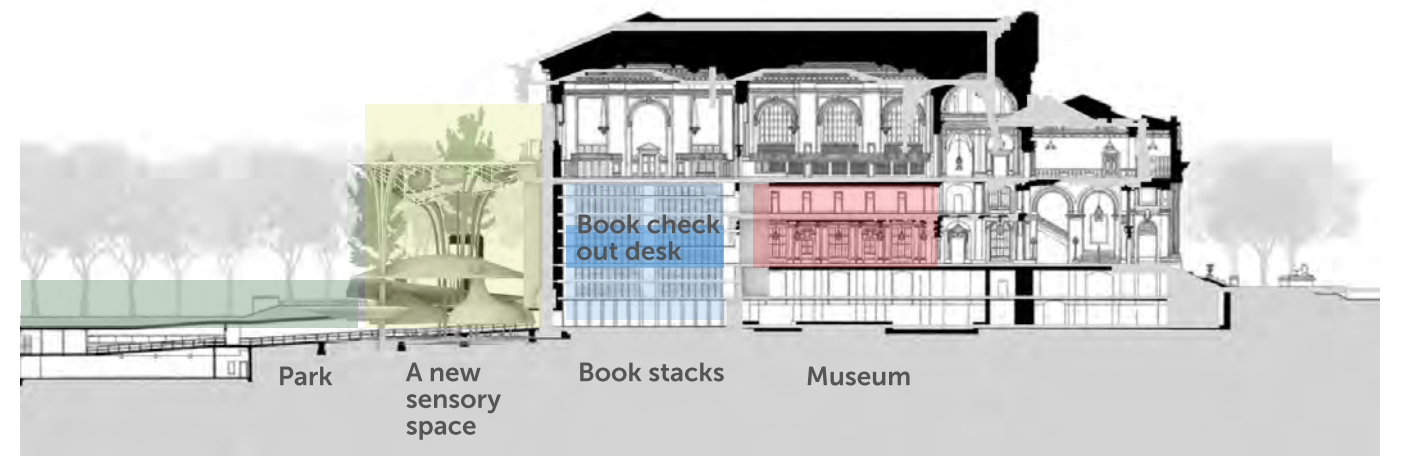
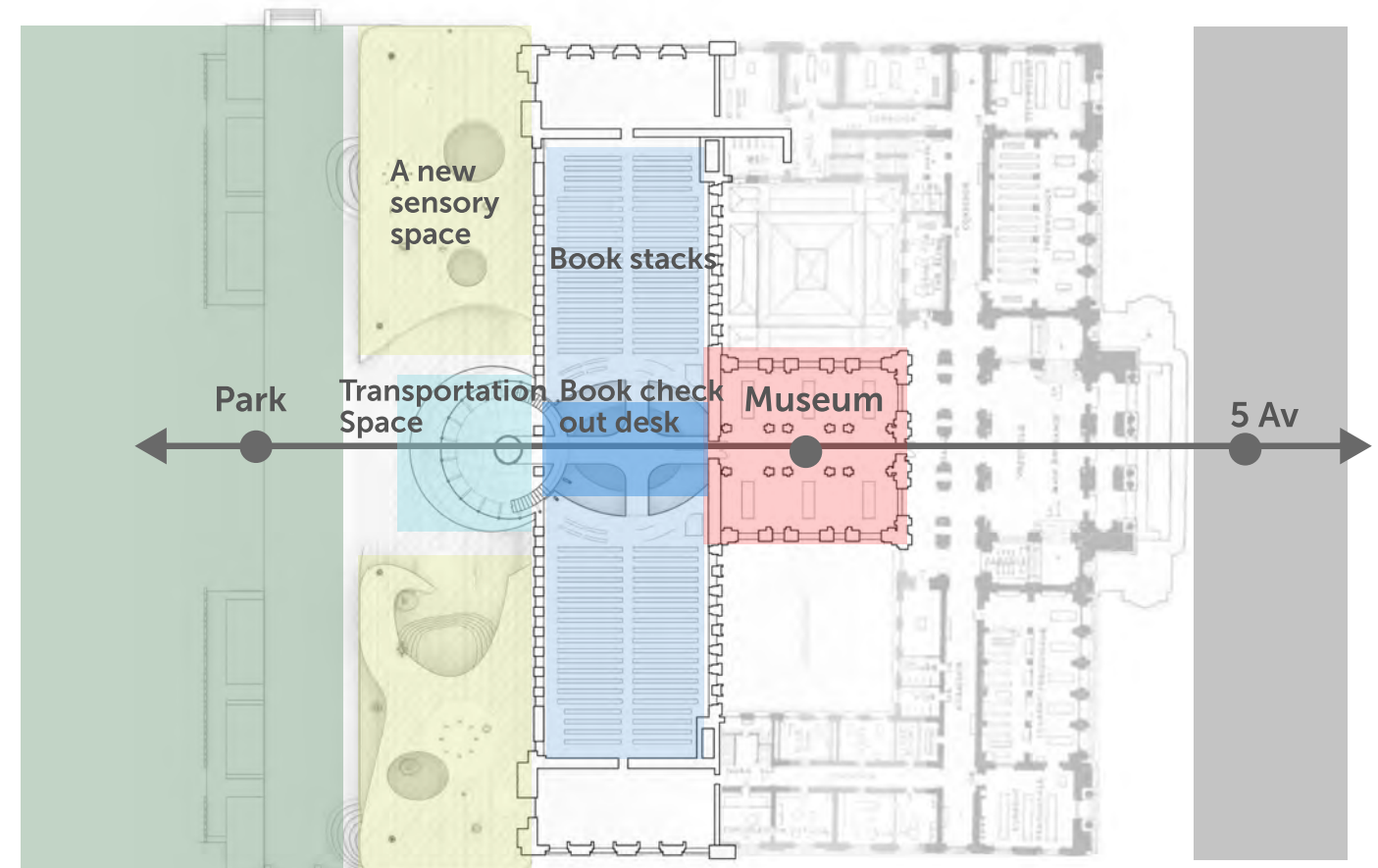


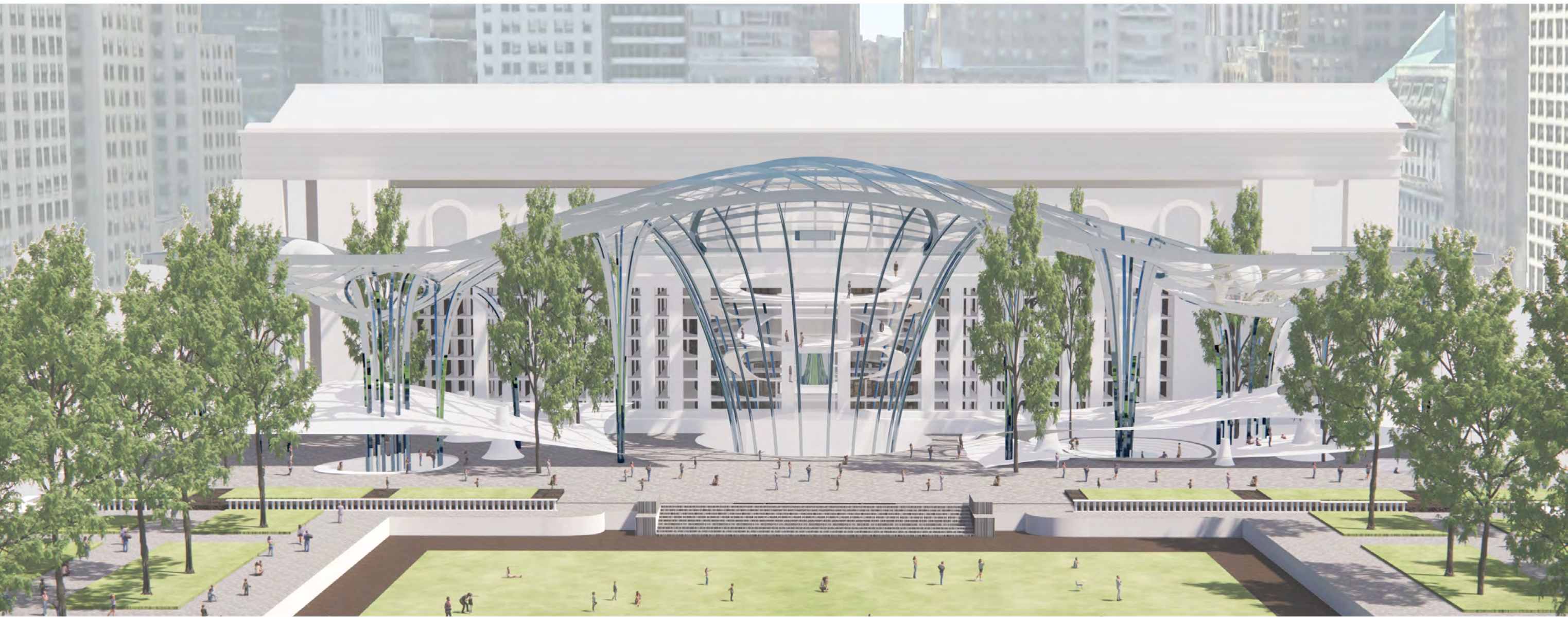
Museum in
Library

Book check out desk
Bookshelf

A new
sensory
space

Park





Front View

02

Design Strategy

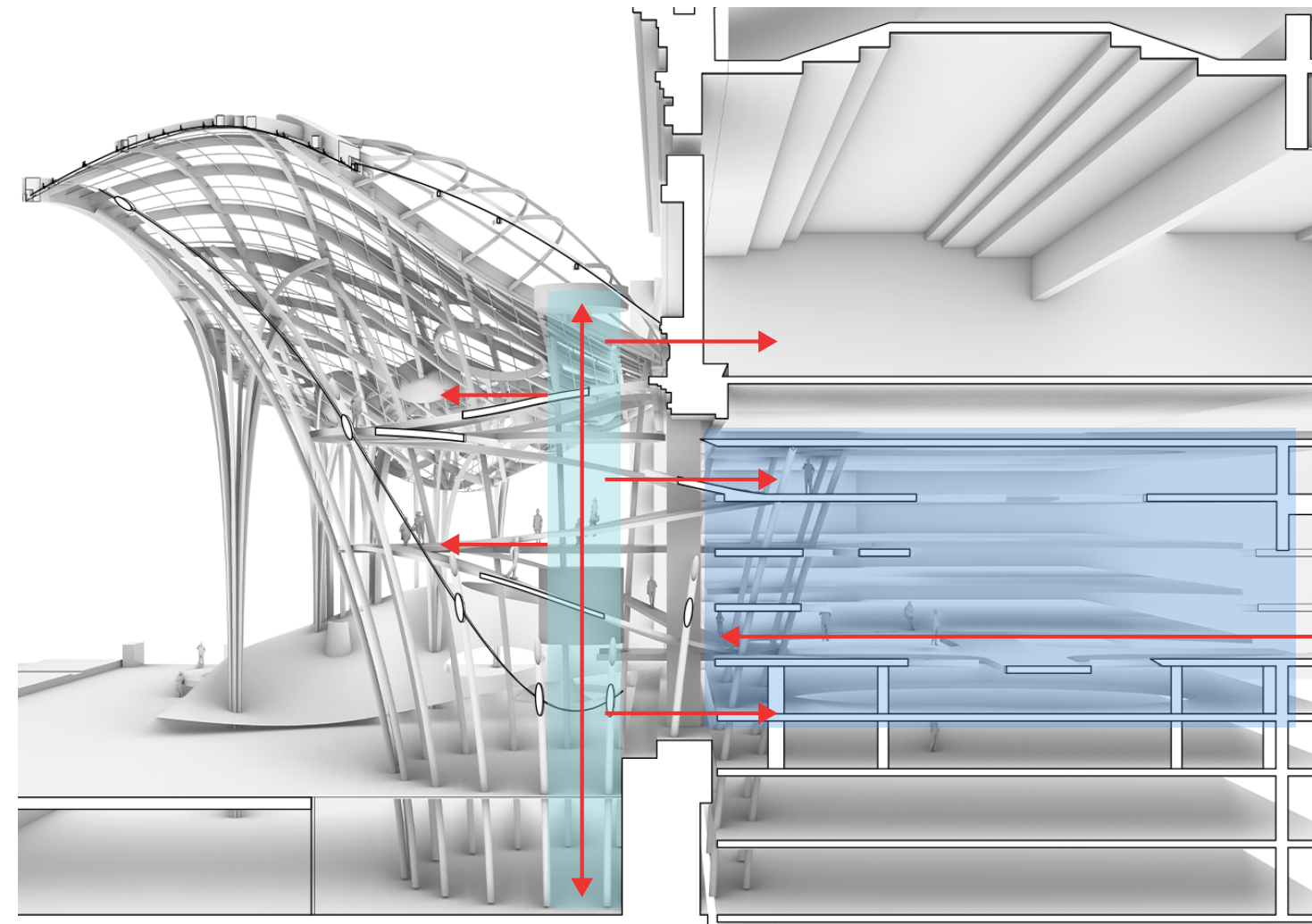
Making Books Visible

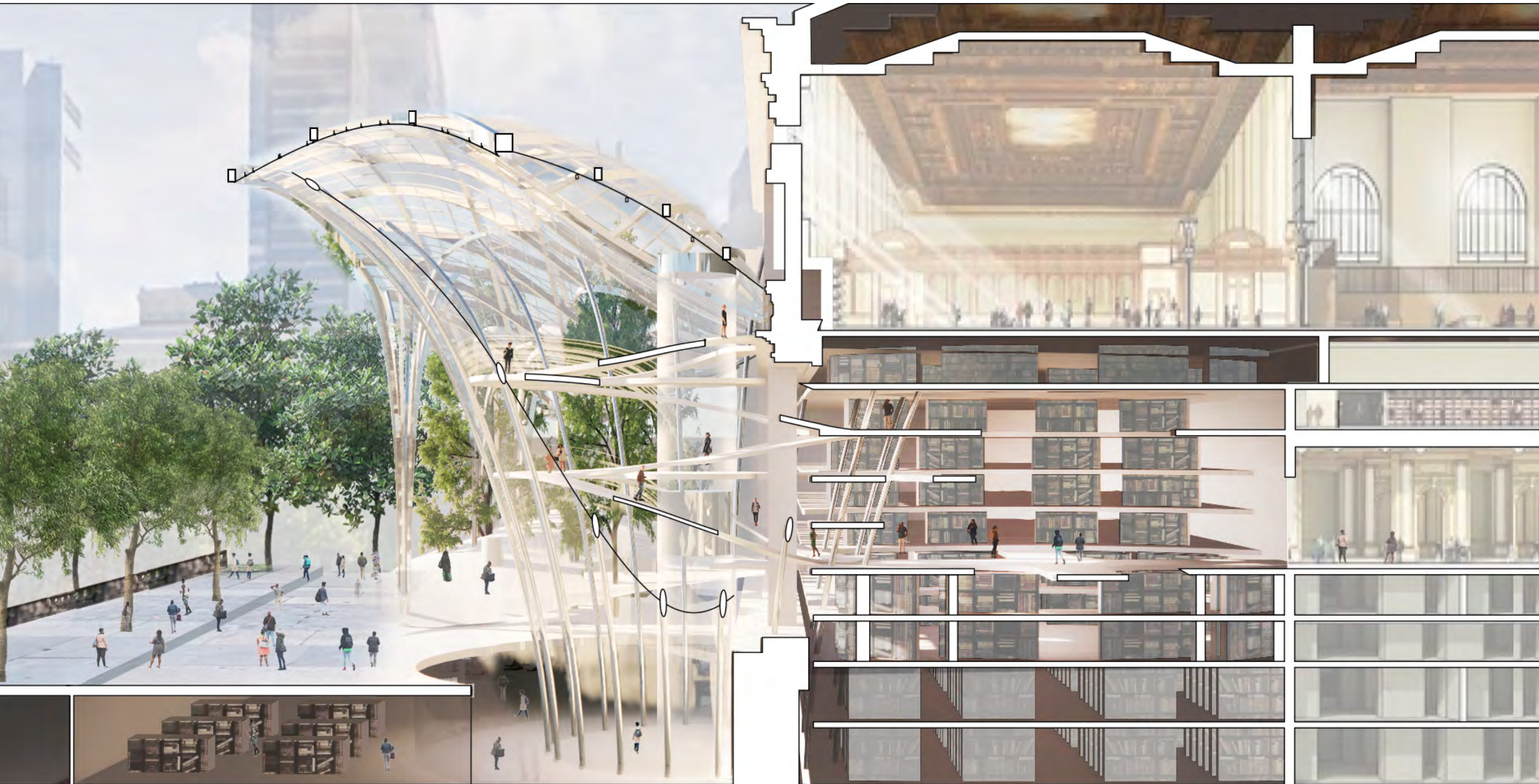
The second strategy is making books visible. People can easily grab the book and start to read .

Then people can go through the transportation space to new sensory spaces.



Books stacks & Books check out desk





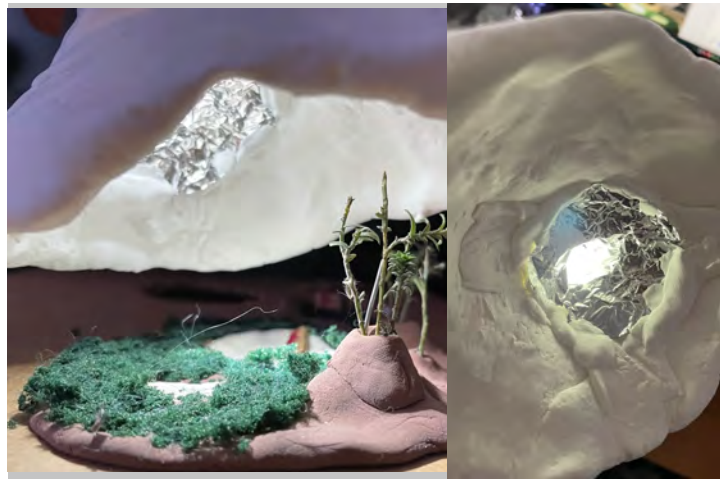
Section



F5-6: Cocoon Meditation spaces



F1 : Reading Park & Bryant Park (Need to check out books)



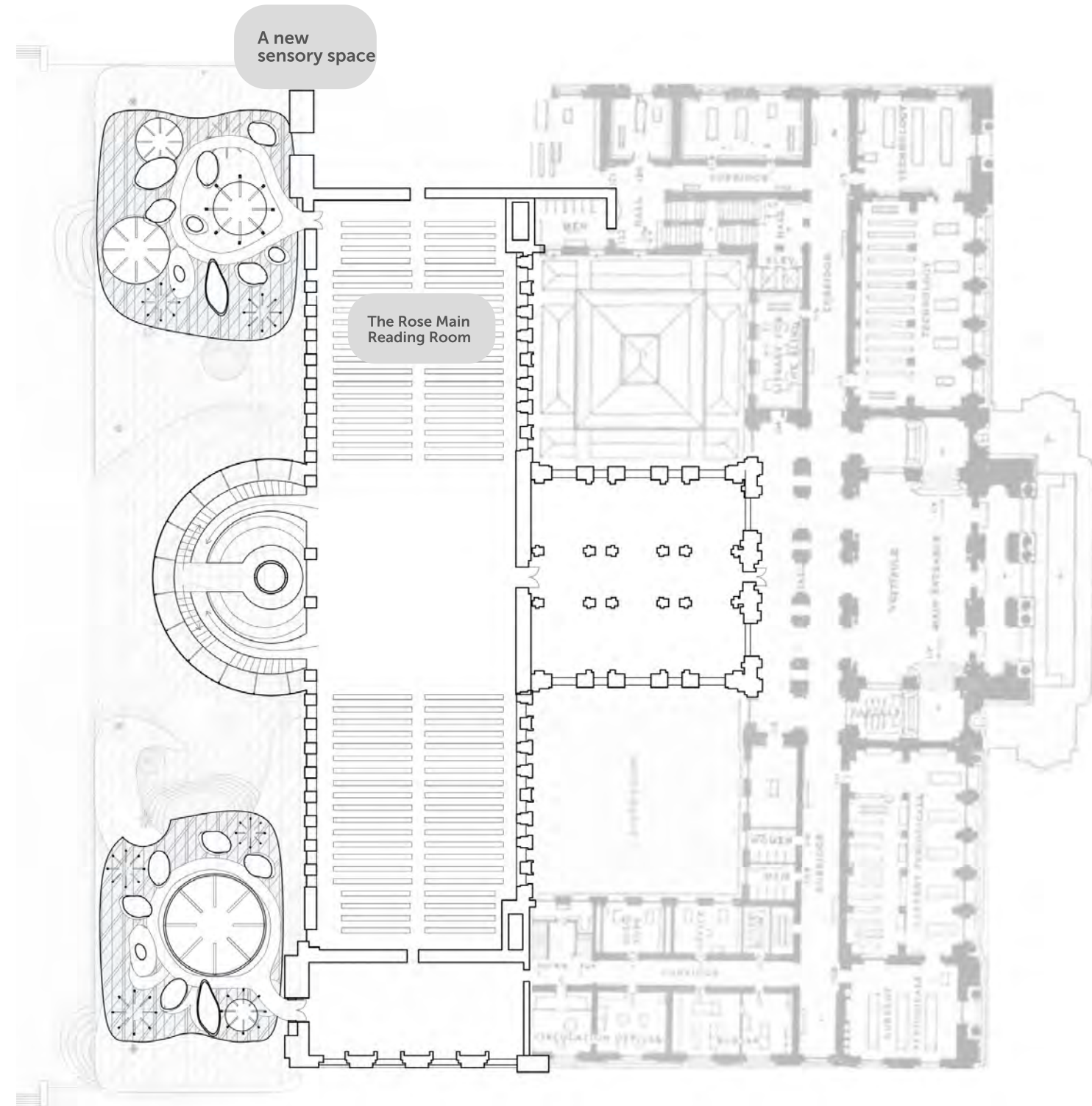
- F1 : Soft sensory Meditation spaces



F5-6: Cocoon Meditation spaces

The cloud-like cocoon reading space is in the top. This space is designed for these people who want to be quiet and alone.

Cloud



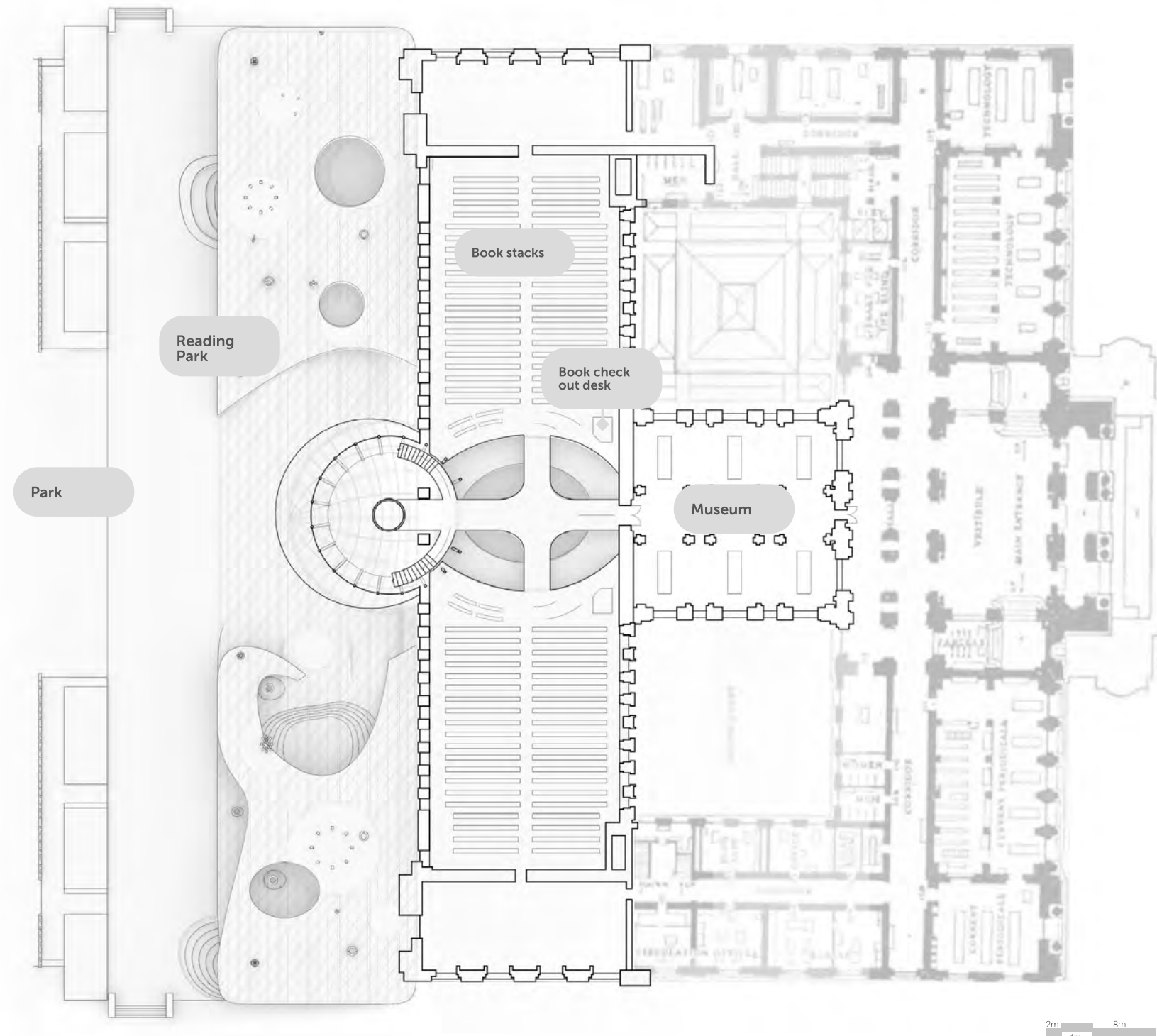
F5 Plan: Meditation spaces



F1 : Reading Park & Bryant Park

The valley-like waving relaing space this close to first floor. This space is designed for these people who want to be active with their friends and famaily.

Valley

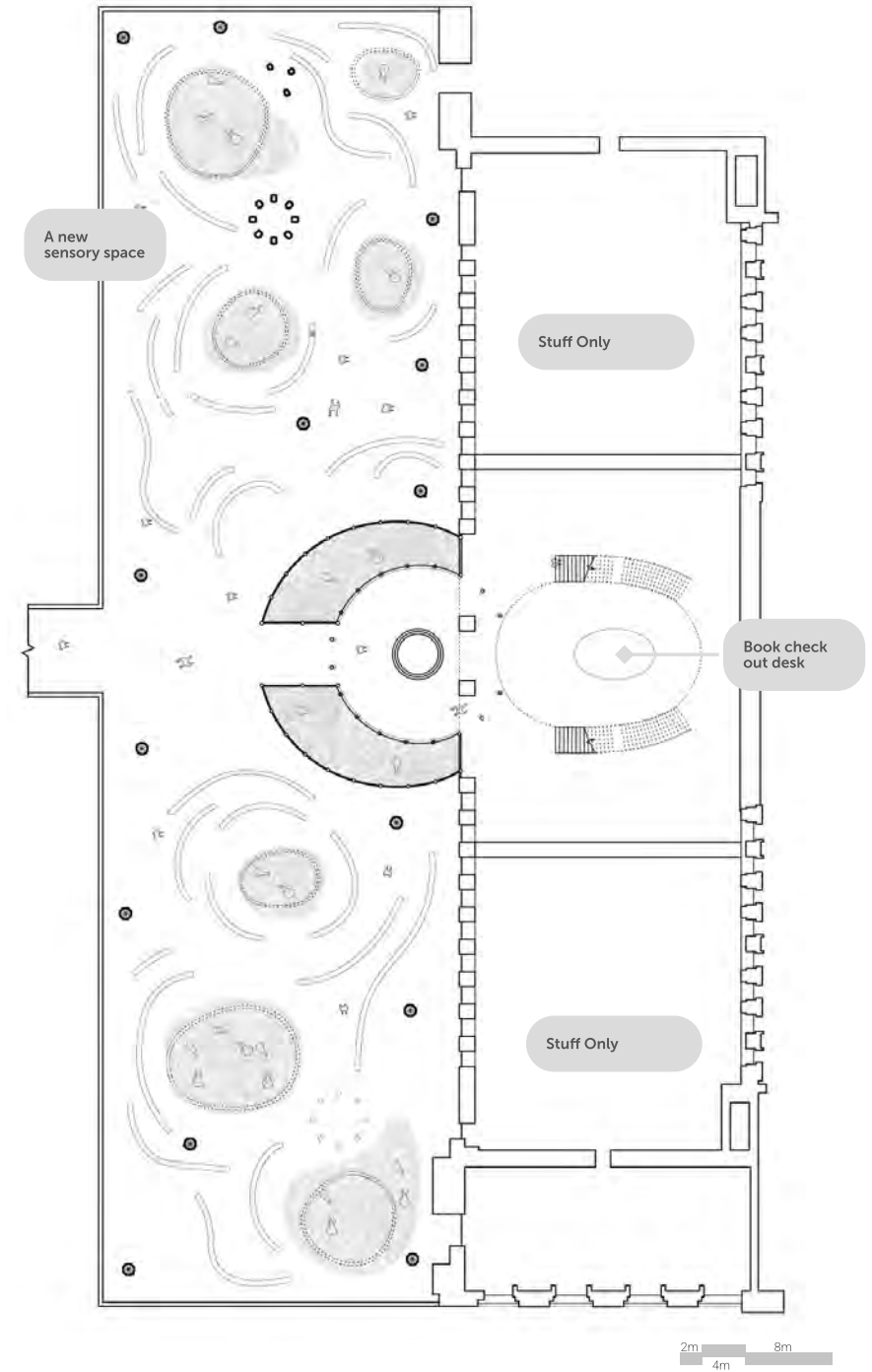
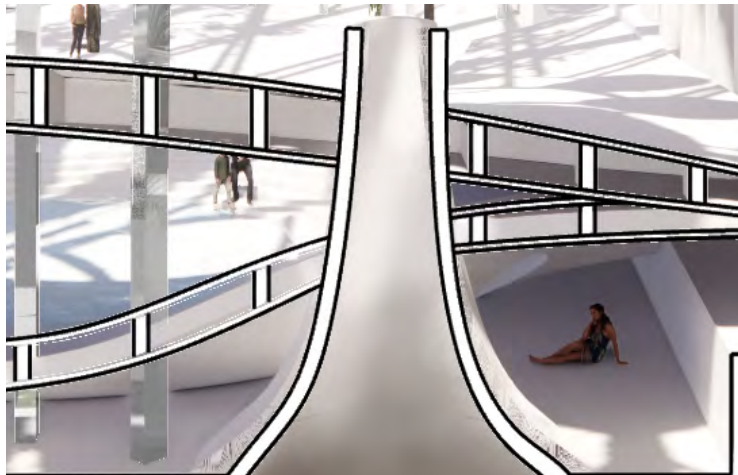
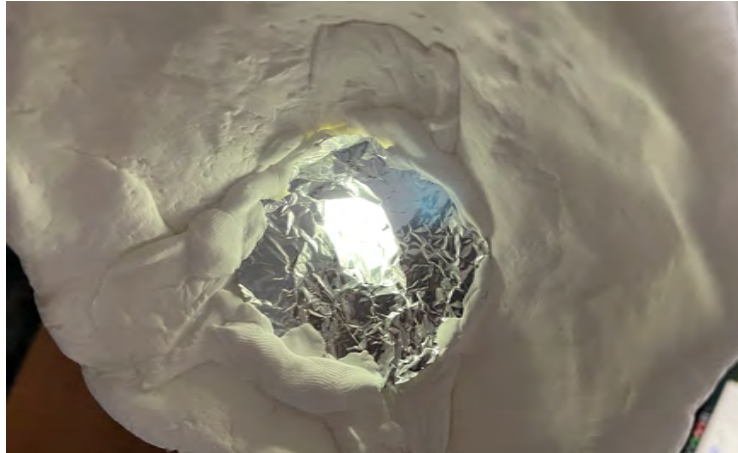


F3 Plan: Reading Lobby

F1 : Reading Park & Bryant Park

The meditation reading space is underground. It's closer to nature and provides a soft touch like a lawn. This space is designed for quiet interactive activities.

Lawn



- F1 Plan: Soft sensory Meditation spaces

2 Disassemble The Met

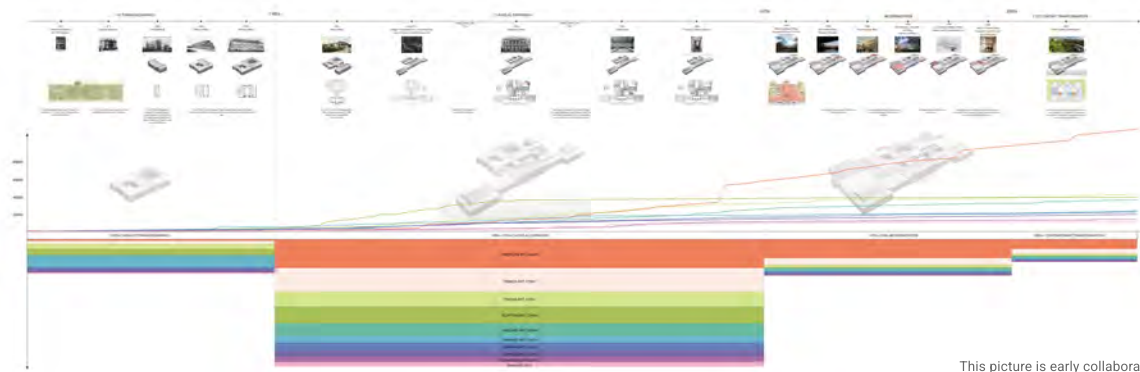
Individual Work - Columbia GSAPP Studio VI

Advisor: Juan Herreros

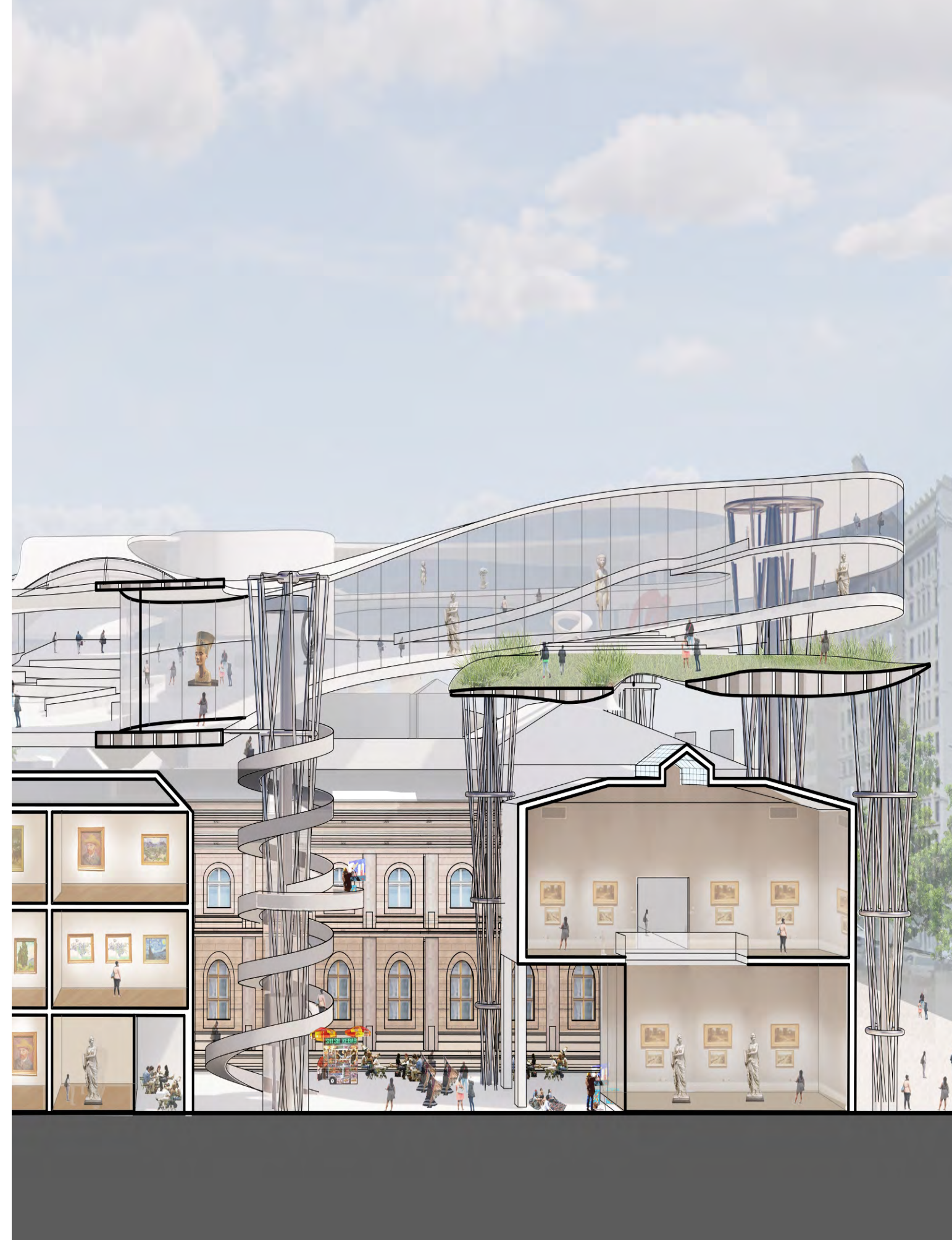
Can artwork be part of public life?

Bridging the gap between the public and artwork

The Met is one of the largest museums in the world. As the met has been expanded throughout history, one addition after another has gradually made it larger and larger in size. Huge volume brings public accessibility problems. The program aims to make artwork a part of life by redesigning the Met Museum.



This picture is early collaboration work:
Made by Mingxun



Functional problem: Physical and psychological inaccessibility

Political Problem: Lack of community connection



Revenue & Expenses



Changing of admission policy

Making public unable to access

Payment decide by public

Start to charge Out-of-Towners Full-Price Admission

Outcome ?

the museum's board of trustees adopted a Sunday closing policy on the grounds of religious beliefs, which was interpreted by New Yorkers as discriminatory against the general public because there was no such thing as a double day off and the working class only had Sunday off, which meant that the general public had no time to visit the museum.

1899, open for everyday except Wednesday

January 4, 2018 the Met Will Now Charge Out-of-Towners Full-Price Admission

There are two main issues, functional and political problems.

Inaccessibility is its functional problem.

First, Museums are overwelling by tourists. Everyone need to wait for a long time to enter the museum.

Secondly, The museum's towering, cold stone materials make art feel cold and inaccessible. The public always needs to make a deliberate time to visit a museum, not just a casual visit. People also don't think of the museum as a place for friends gathering.

Third, although the Met is located in Central Park, people cannot visit the Met from there.

Finally, because the Met is so large, it is easy for people to get lost inside and to tire out visitors.



It also face a political problem .

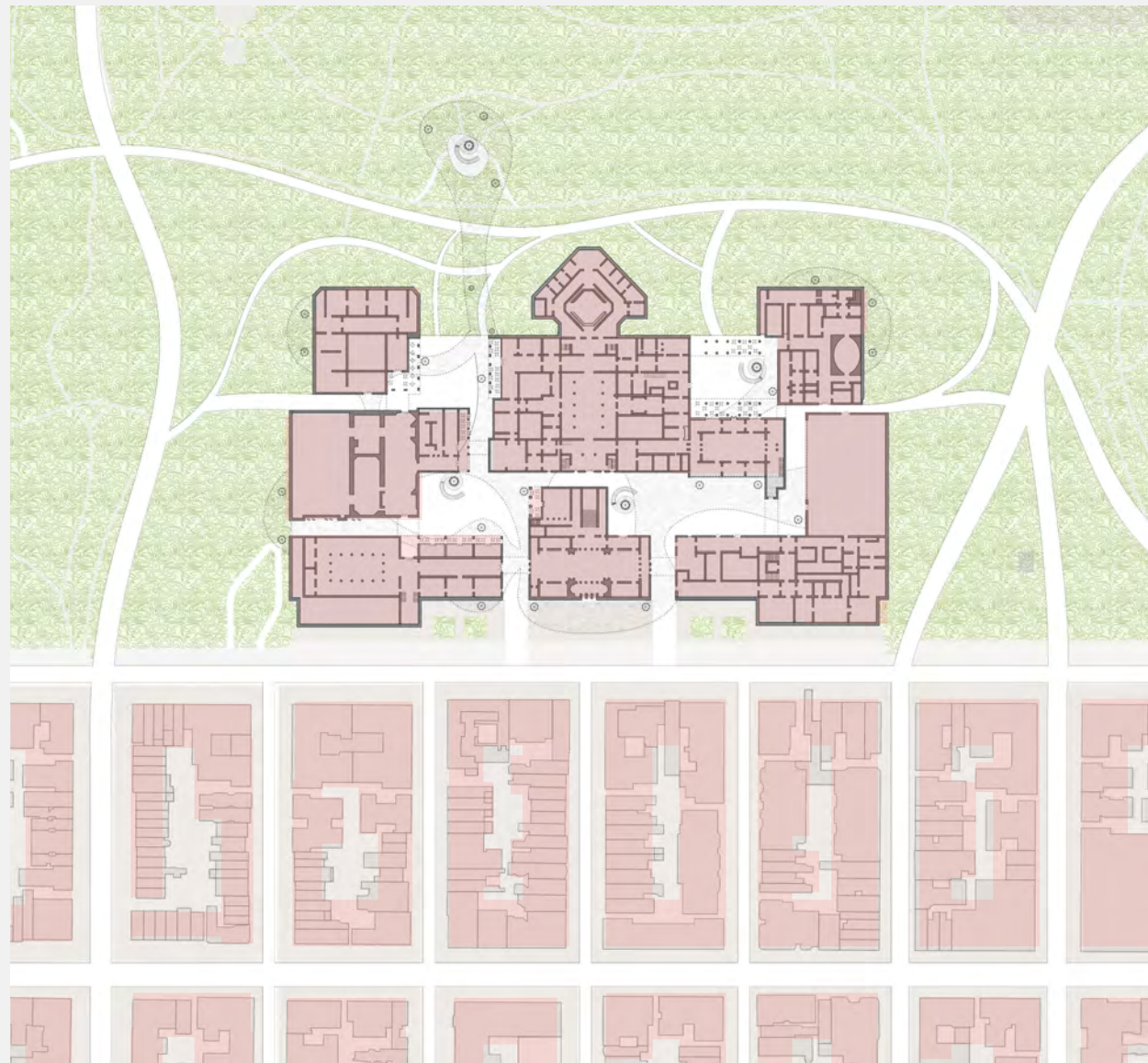
For many years the museum's finances were mainly donated by the wealthy. So the museum has given a lot of prestige to the rich and invited them to events. However, these events are not open to residents.

Residents don't fell emotional connection with the Met and are unwilling to donate the museum.

Solution 1 : Dismantle the Met

First, to improve accessibility, I chose to dismantle the Met according to its history. Reducing the Met to a normal size.

I made this decision because the Met has a unique history of expansion; and because it is at the intersection of the city and Central Park. So this strategy could only work for the Met.

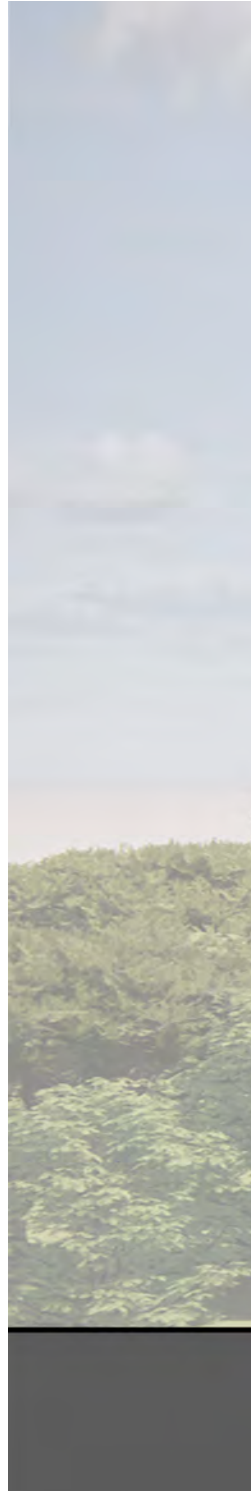


Various cracks were created during different periods of expansion of the Met. These cracks currently serve as corridors, squares and temporary exhibition halls.

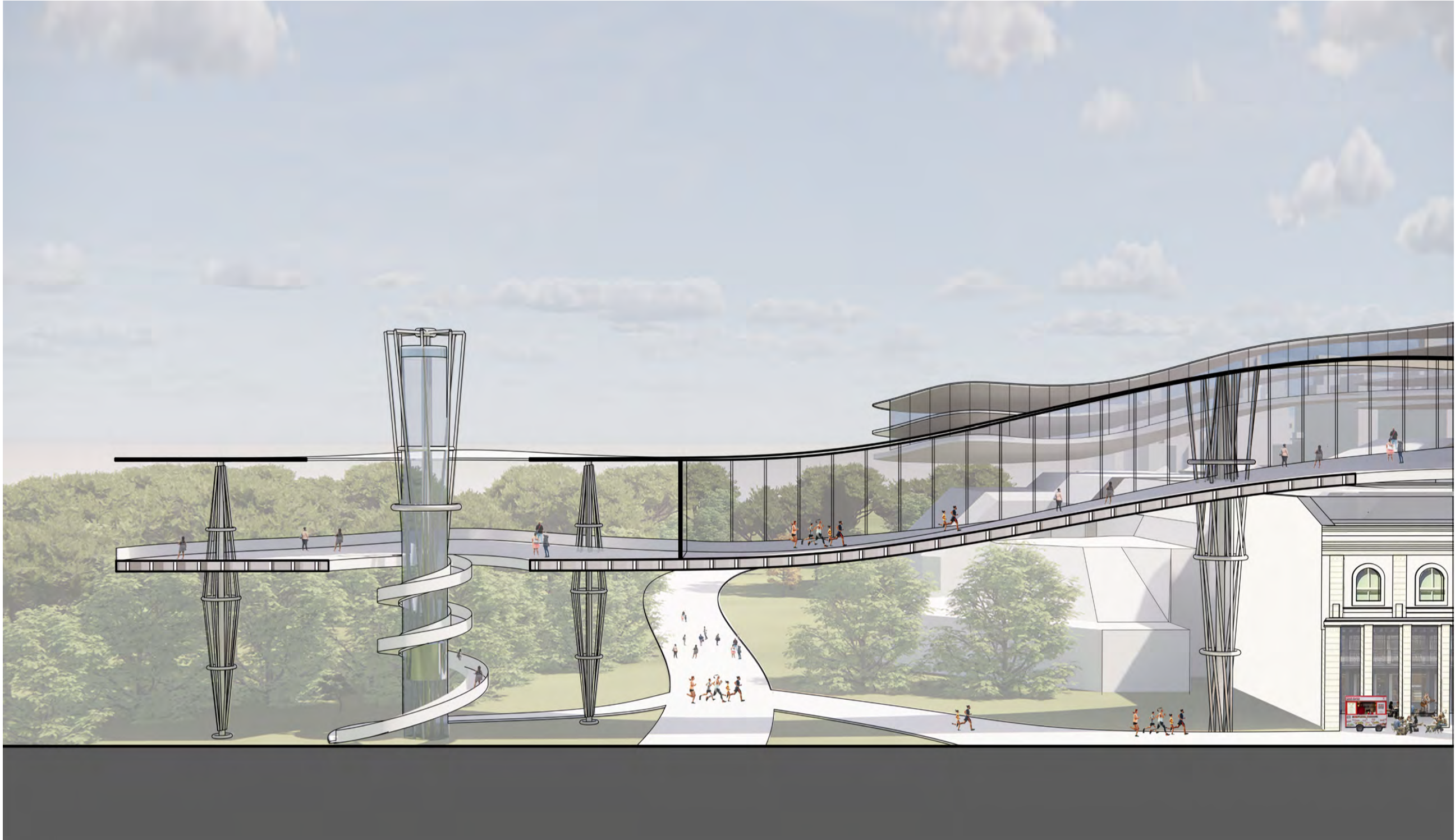
I removed these cracked glass tops and expanded them into streets and plazas. In this way, streets and parks can be connected and people can easily enter the Met from the park or the city.



In this way, streets and parks can be connected and people can easily enter the Met from the park or the city.



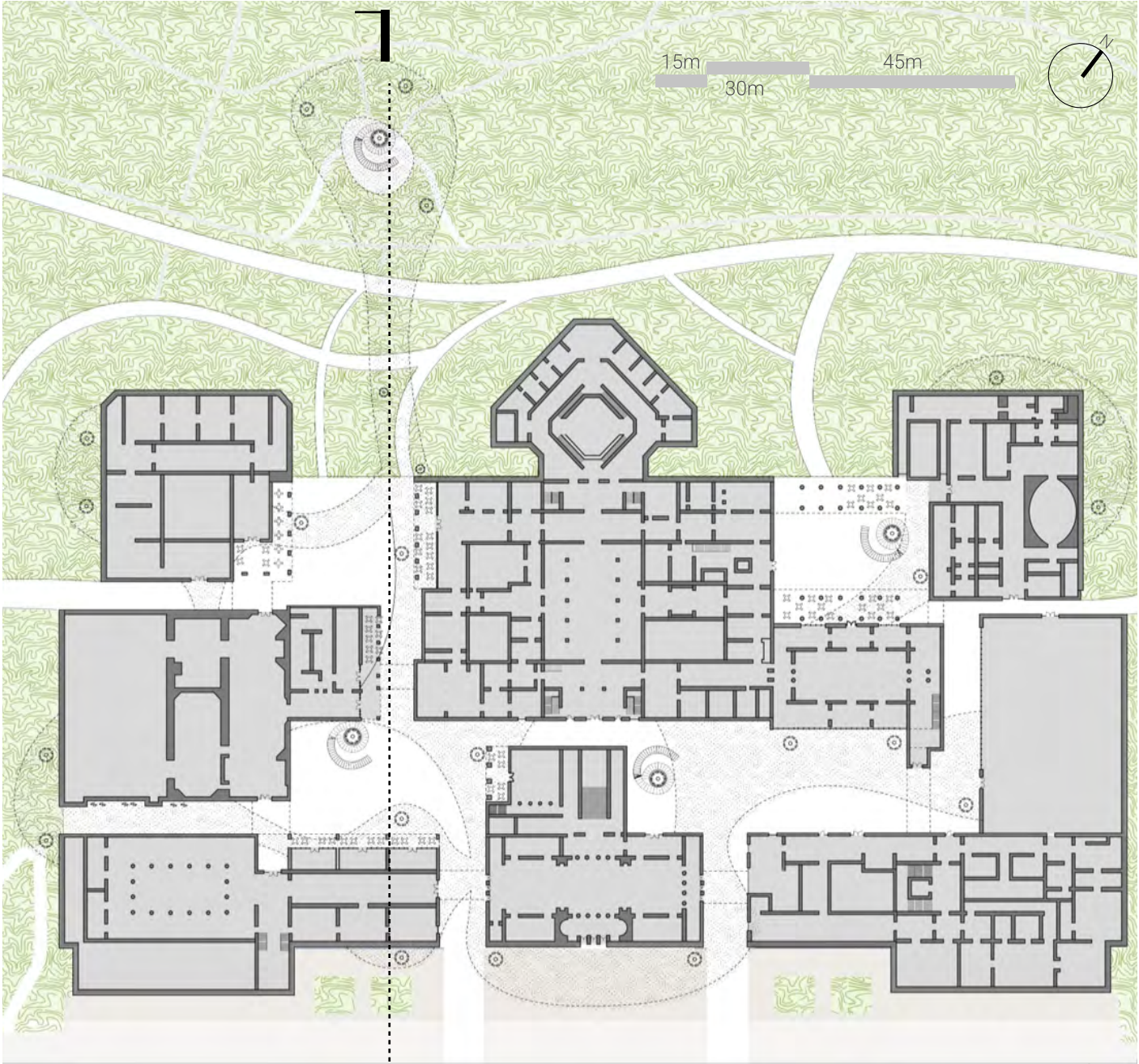
When the entrance to the Met becomes a street, people don't need to wait in long lines at the entrance to get in. Instead, people can enter the Met at their own pace, whether it's while running, while shopping, while meeting friends, etc.



In addition, New York is known for its streets and diverse culture. These new streets and plazas can host different cultural events and small businesses.



The exhibits in the museums provide an official cultural perspective, while the activities of the different ethnic citizens in the plazas provide another unofficial view of culture.



F1 Plan



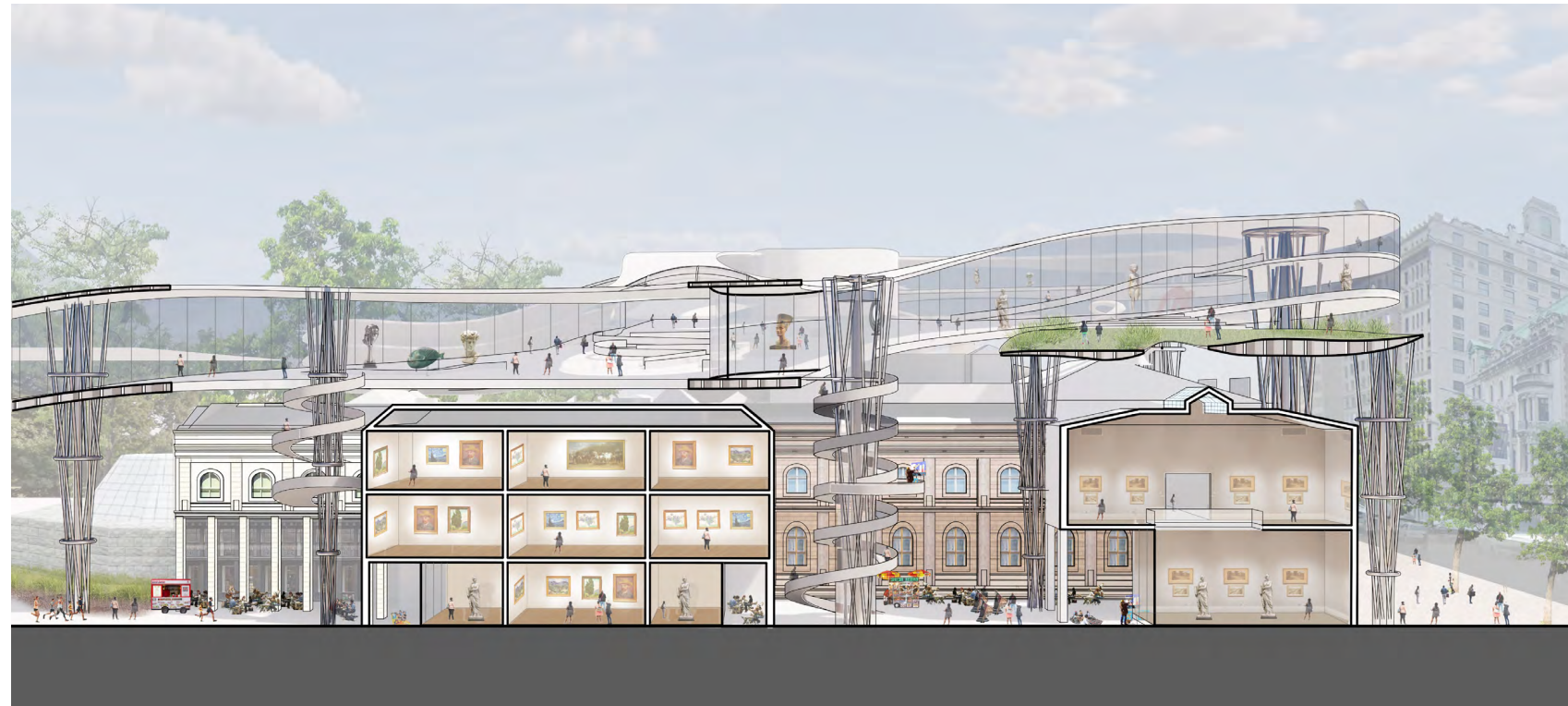
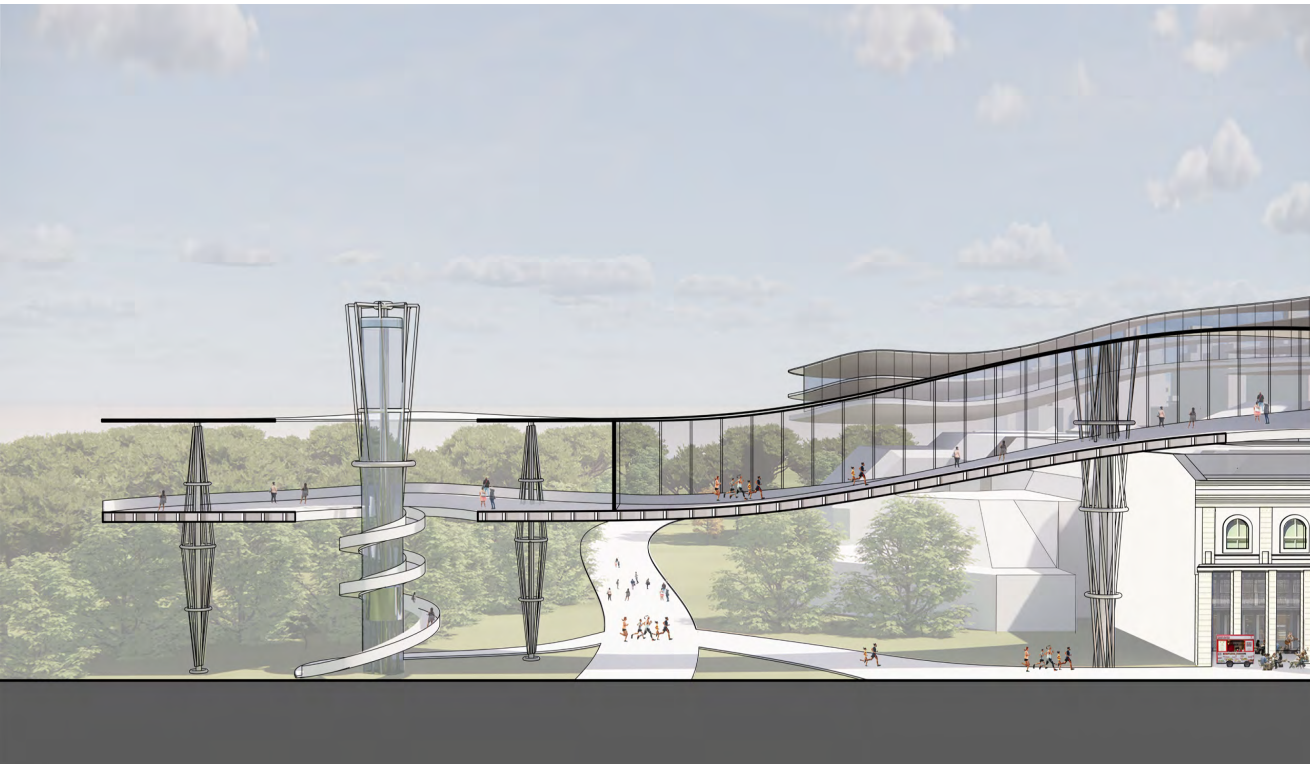
Second, to provide more public space and to improve the connection between the Met and citizens. I expanded several floors on top of the Met.

First of all, it serves as the Met's new lobby, which quickly helps people get a bird's-eye view of the Met's layout before choosing which galleries they want to visit. People will thus not get lost.

Secondly, several aerial sculpture gardens are interspersed between the traditional exhibition rooms, allowing people to rest and relax outdoors while visiting

The expanded space has a flexible space layout to respond to future exhibition needs. It can also provide more space for public activities, such as: reading room, discussion space, workshops, etc.





This is the new Met, a new building and cultural institution with a close relate to public. I believe that the mutual dedication between the museum and the citizens will contribute to the development.

3 Membrane Sucker

Individual Work - Columbia GSAPP Studio IV
Advisor: Marc Tsurumaki

What is quarantine of nature and society?

The project is a story about uncertainty

Buildings' envelopes act as a method and media to separate the public from the natural environment and bigwigs? In this condition, people have to continuously consume energy and working crazily to support 'comfort life'. However, it will lead to uncertainty both in the environment and society.

By creating a new kind of 'membrane', I want to break this inequality between human and nature, as well as different social class.



ACTION I: Original-high price (expansive)

New York, a gathering place for billionaires.
The landscape of New York City has become a good real estate market.
Therefore, when 432 Park Avenue was built, it became the most valuable apartment in NYC.



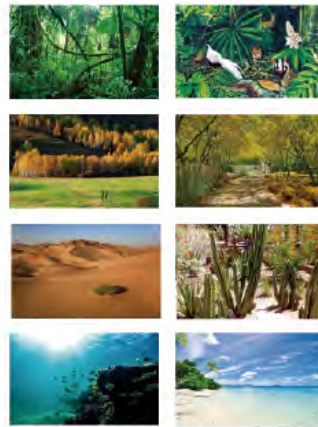
ACTION II: Decline - price down



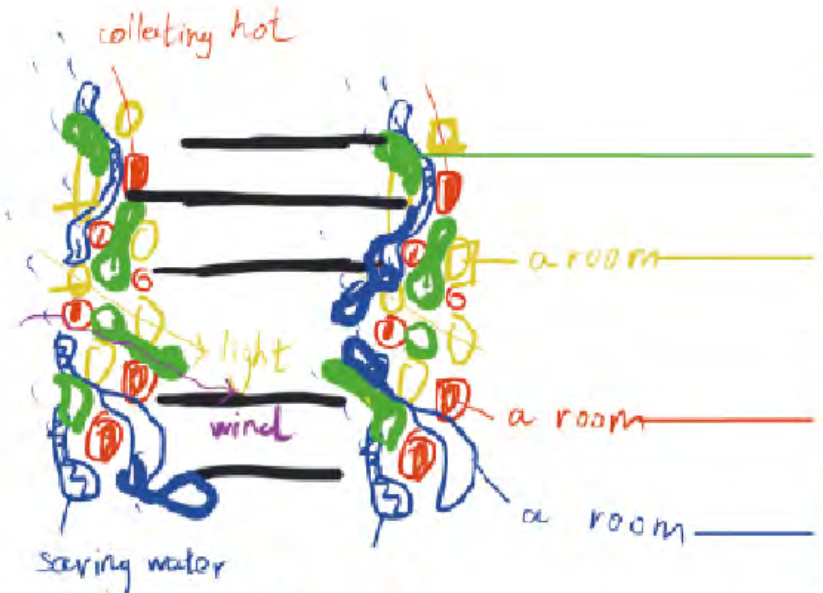
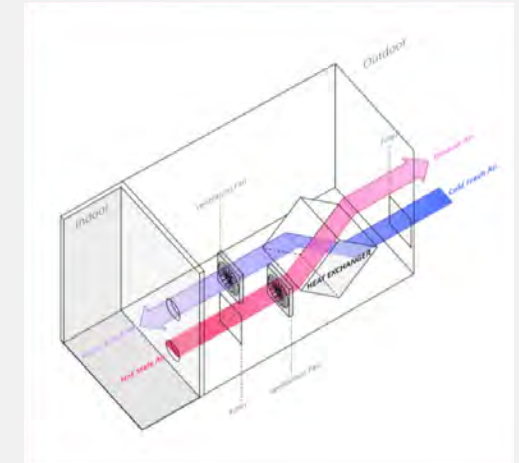
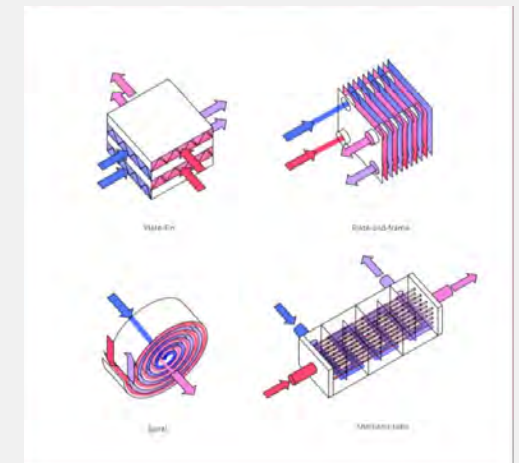
ACTION III: Intervention - value is increasing



Since buyers come are from all over the world...

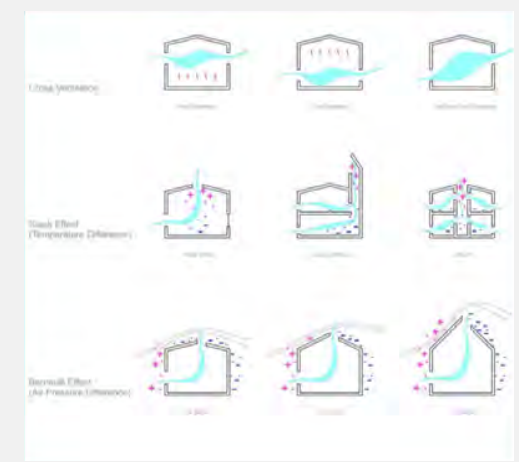


...which means they come from different climate zones, and they would have preference...

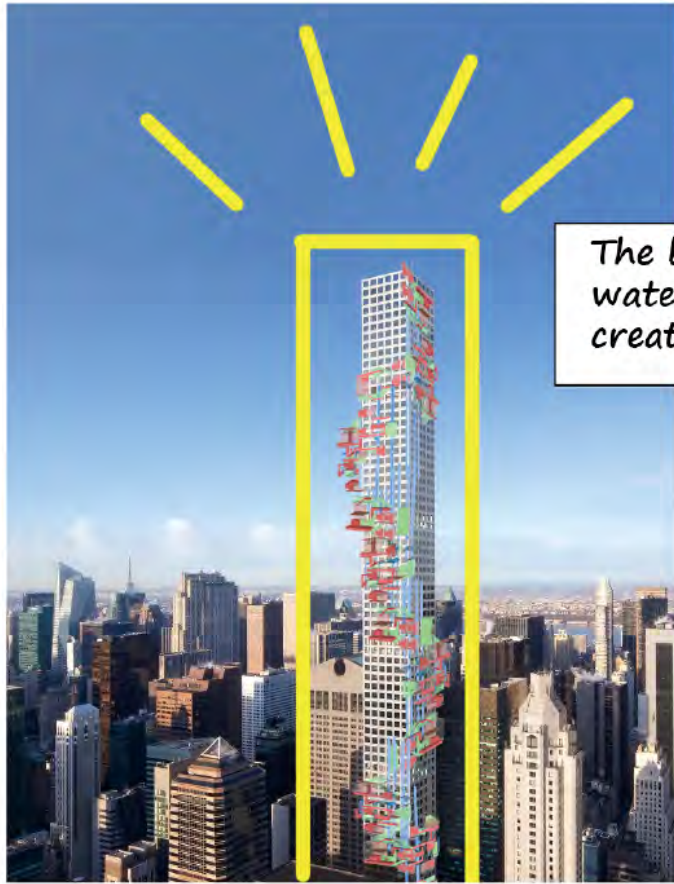


...So, we removed the original facade..

...and added a layer of allopatric green houses chosed by ther buyer..



reference study of heat exchanger inside house

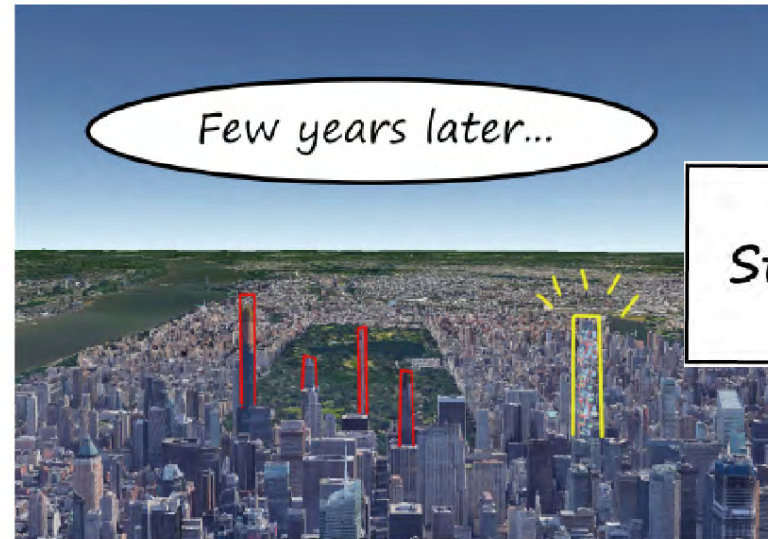


The building The new envelop could collect water, the wind, the heat and use them to create different microclimate.

Terefore, plants from all over the world could able to live in there, creating unique gardens in high level for billionaire buyers. Therefore their luxury apartments could remain its value.



ACTION IV: Rewilding - price down



Few years later...

Strange things happened..



Servants reported that there are a lot of animals suddenly appear in apartments..



Billionaires :

'I cannot kick them off, otherwise, otherwise the public will think that I am abusing animal. What should I do?'

NGO :

'How about donate your apartments? We will change them into public garden, because you rarely live here, and the animal things will consume your money and energy.'

'You could obtain naming right of these gardens and the reputation of the publics.'

Billionaires :

'Sounds good,ok'



ACTION V: Transformation - price up



Luxury Apartment



Public Garden



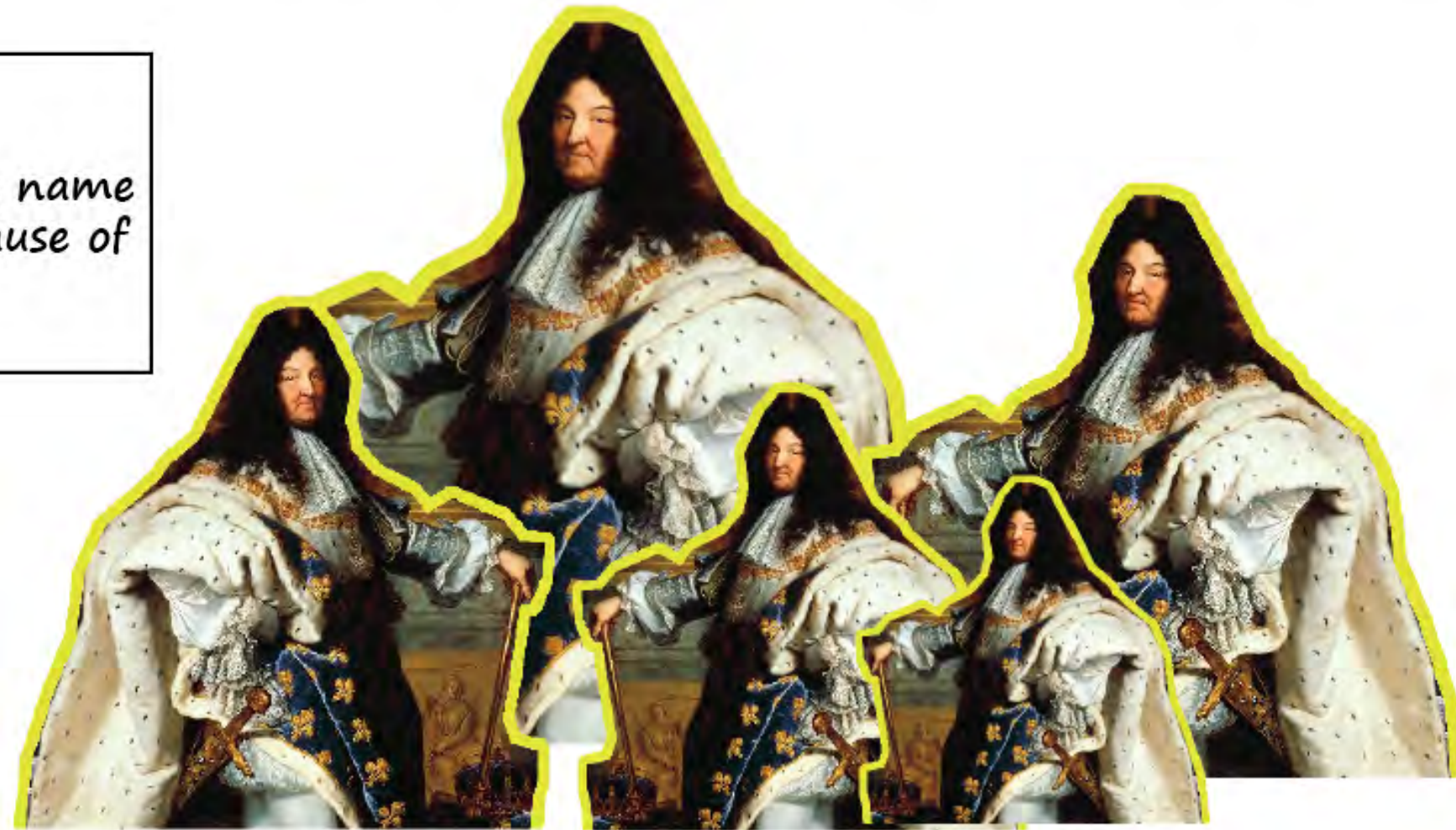
Therefore,
This is how
the 'Membrane' Sucker work

Billionaires :

'What a valuable apartment!'

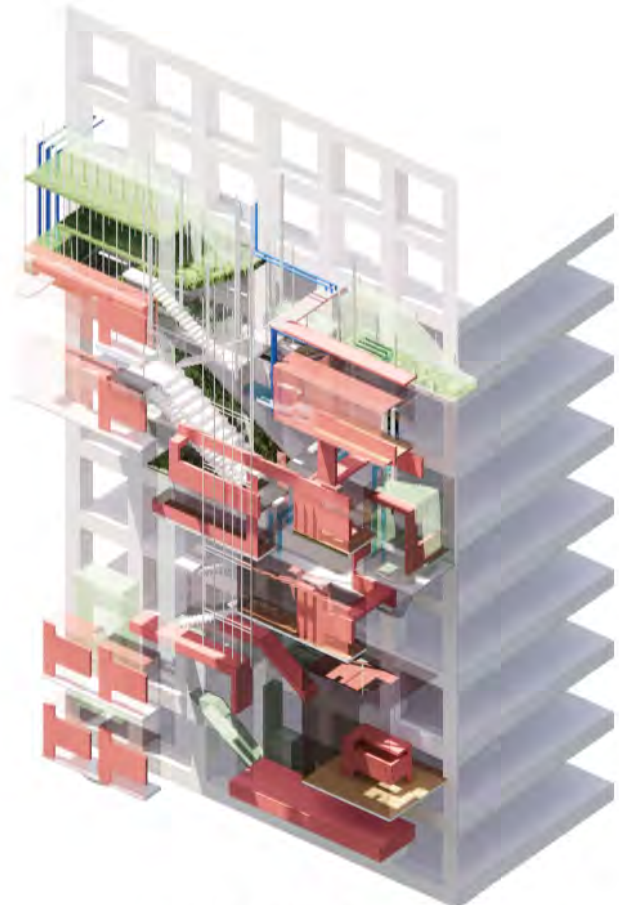
Billionaires :

*'Eereyone knows my name
and respect me because of
my donation'*

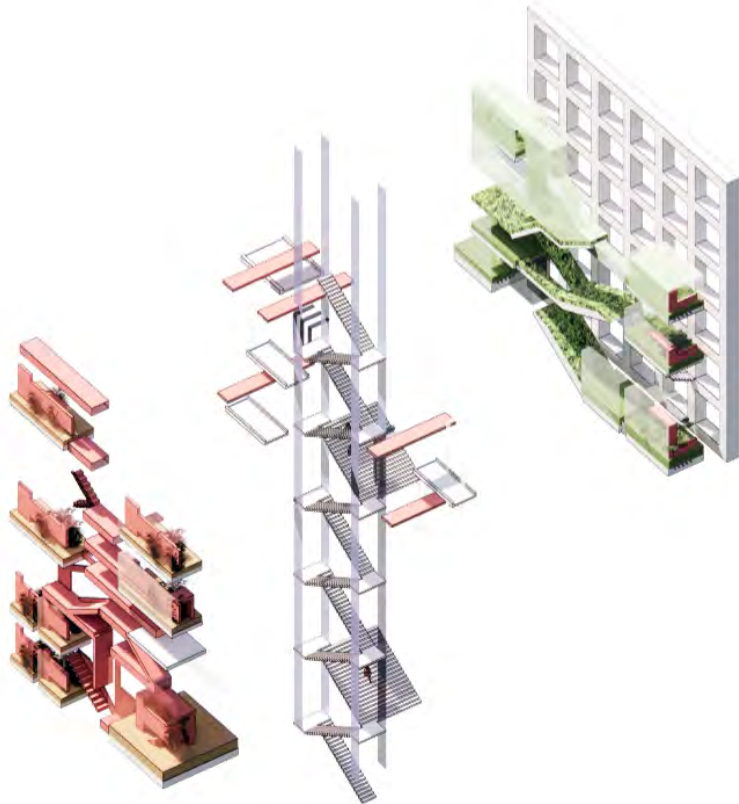


Horizontal Distribution Logic of Membrane Sucker

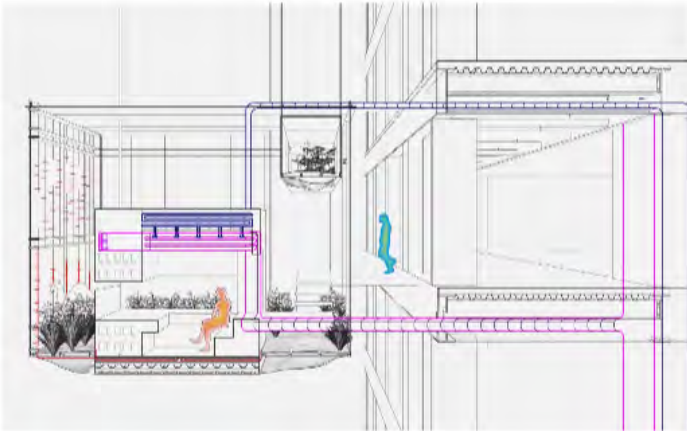
The project is a story about uncertainty



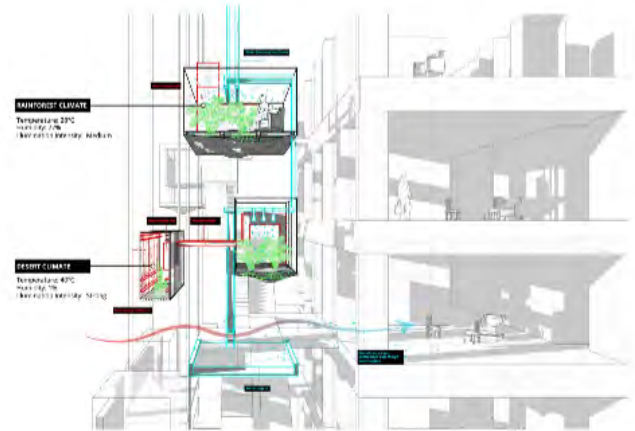
Porosity



Layer



Channel



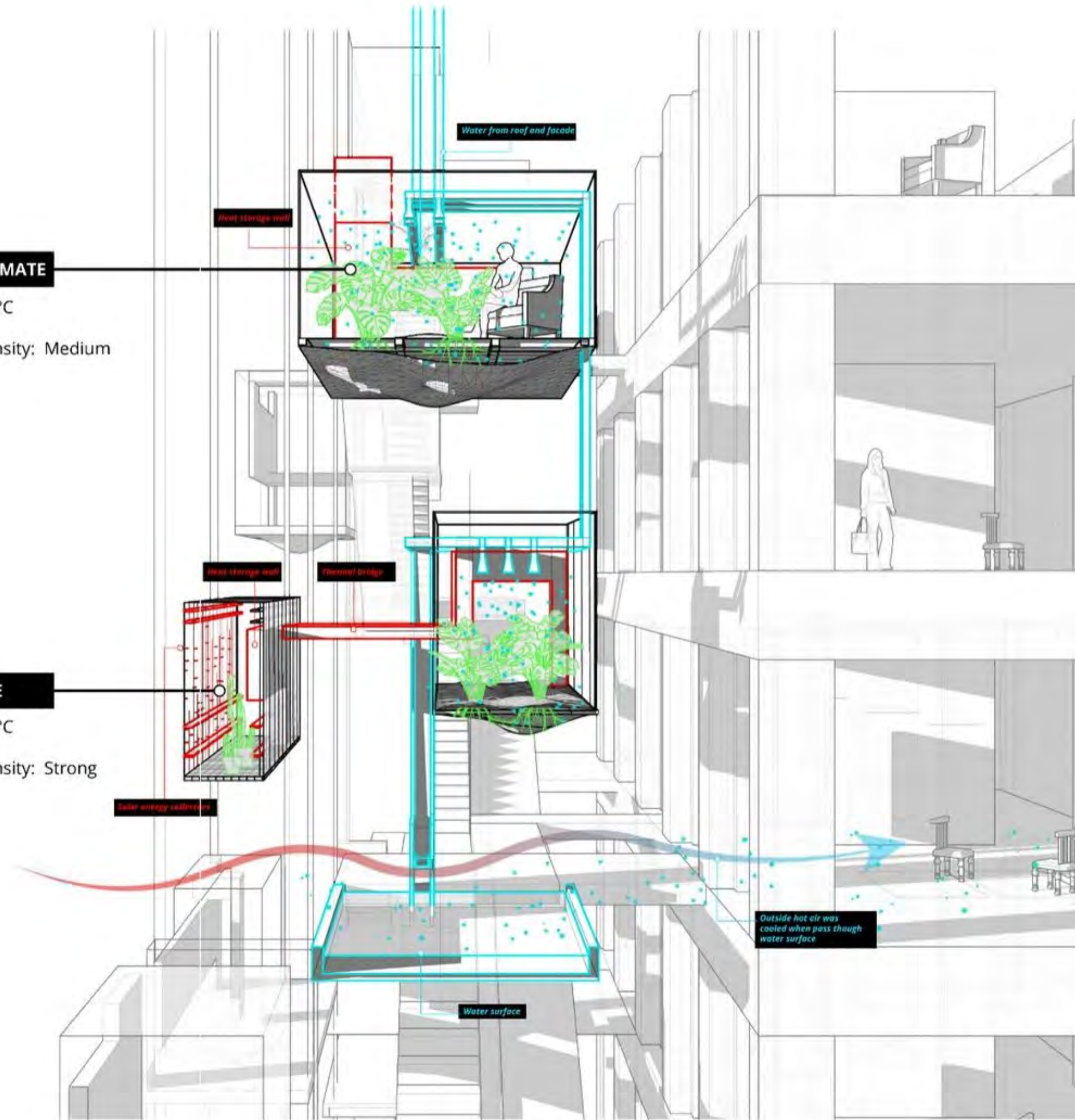


RAINFOREST CLIMATE

Temperature: 28°C
 Humidity: 77%
 Illumination Intensity: Medium

DESERT CLIMATE

Temperature: 40°C
 Humidity: 1%
 Illumination Intensity: Strong



Outside hot air was cooled when pass through water surface

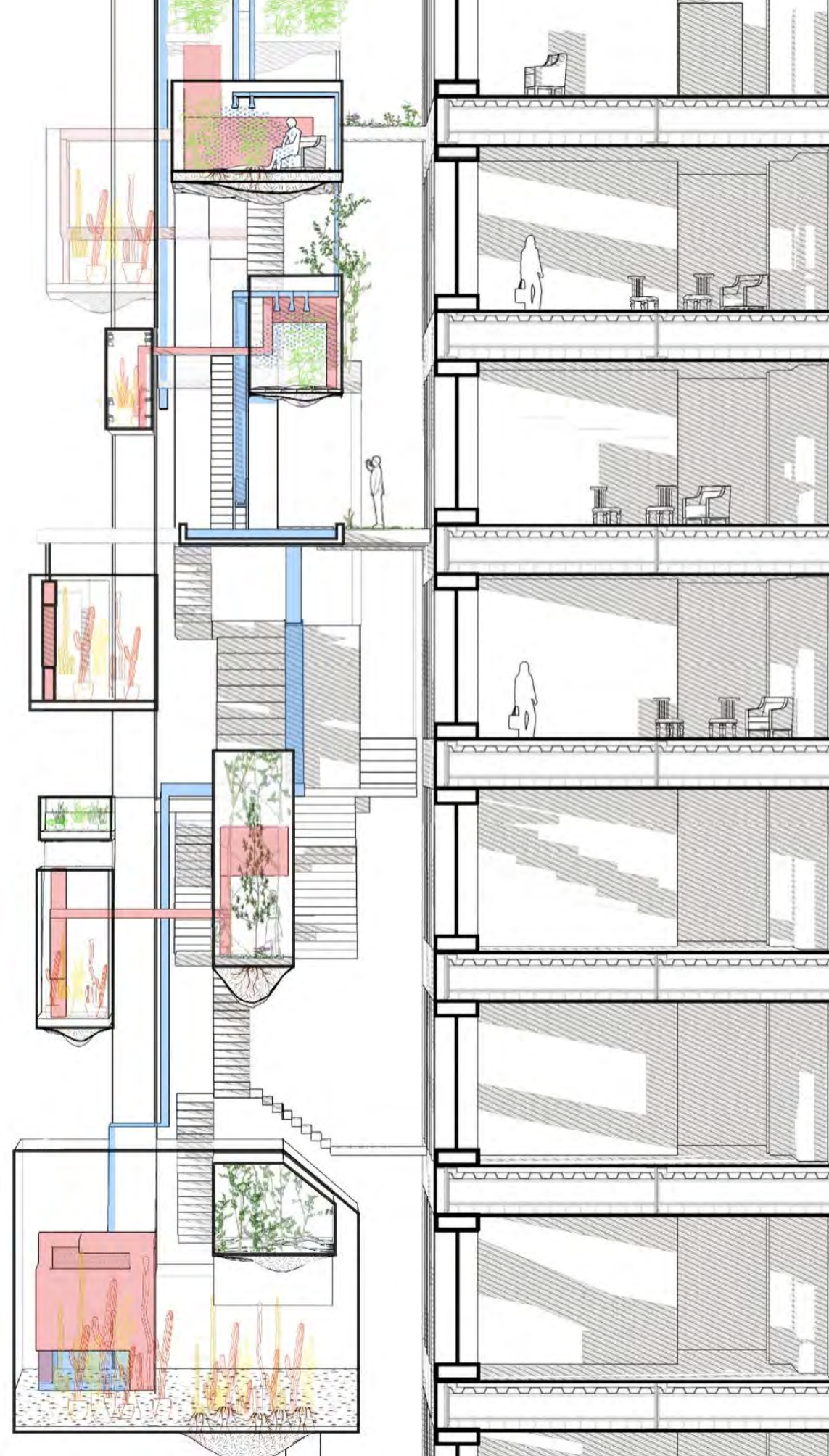
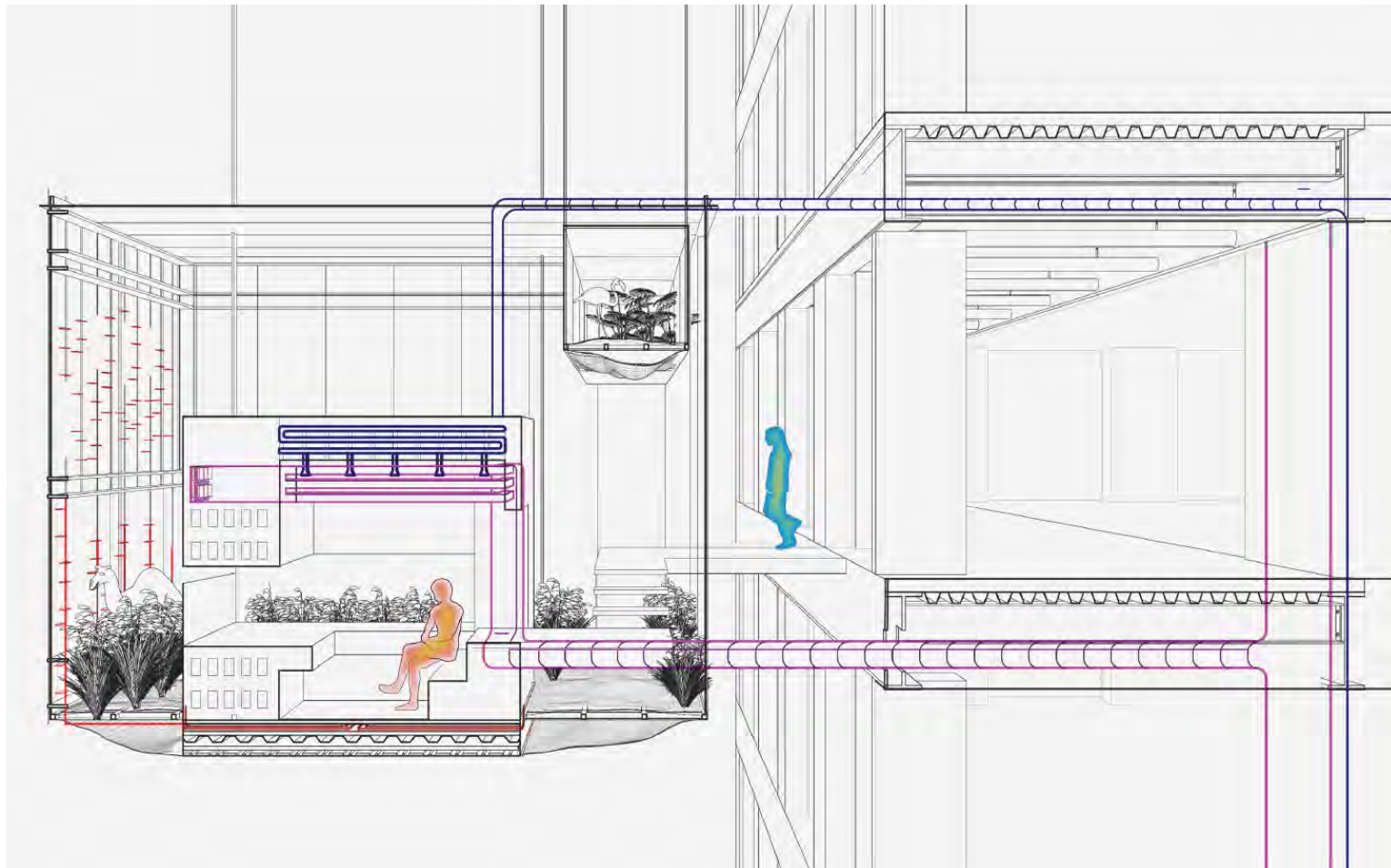
Water surface

Water from roof and facade

Plant storage wall

Thermal bridge

Solar energy collection





ACADEMIC WORKS

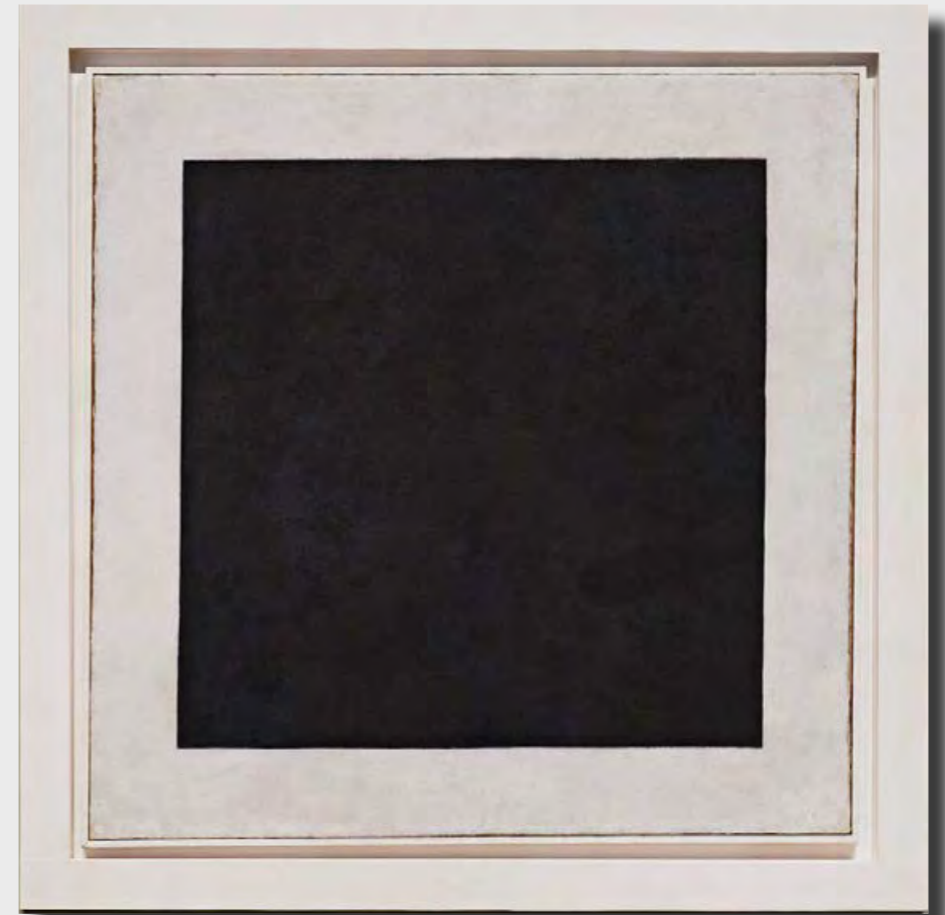
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The Renovation of an Urban Village While Defending Gentrification

1 REPROGRAMMING THE COUNTRYSIDE

Tea Culture Tourism Center -- Production, Processing, Exhibition, Enjoyment

*Individual work
Graduation Thesis Design for Architecture Degree;
Shenzhen University; 2019 Spring semester
Instructor: Jiawei Chen(SZU), Yi Qi(SZU)
This project would not show in my transcript now,
but its grade can be shown in 2020 June
after I graduate from my first biotechnology degree.*



Malevich's 'Black Square'

BLACK

WHITE

OR

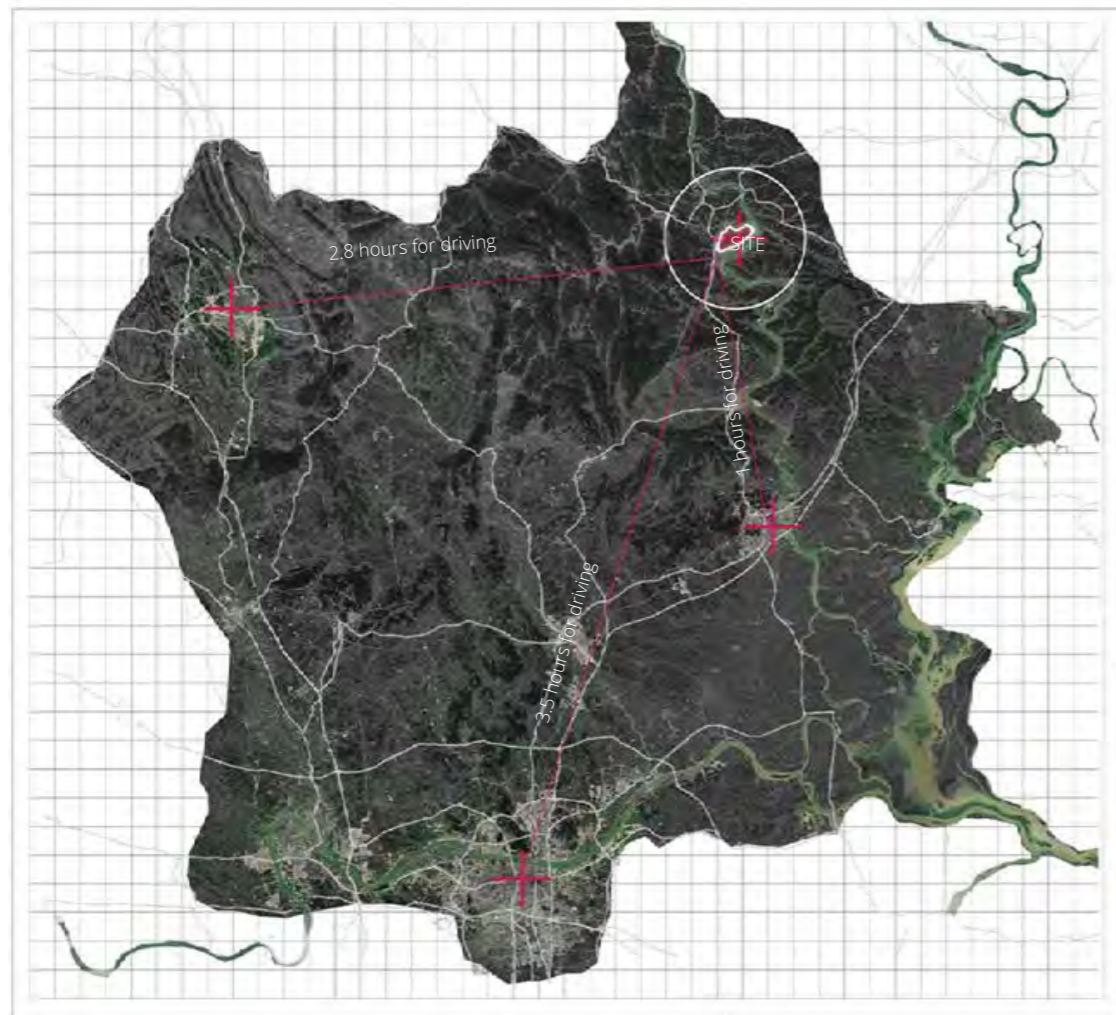
SOMETIMES GRAY, TO BLACK OR WHITE

*I like elements which are hybrid rather than 'pure,'
compromising rather than 'clean,'
distorted rather than 'straightforward,'
'ambiguous rather than 'articulated,'
perverse as well as impersonal,
boring as well as 'interesting,'
conventional rather than 'designed,'
accommodating rather than excluding,
redundant rather than simple,
vestigial as well as innovating,
inconsistent and equivocal rather than direct and clear.
I am for messy vitality over obvious unity.
I include the non sequitur and proclaim the duality.
--
<Complexity and Contradiction in Architecture>*

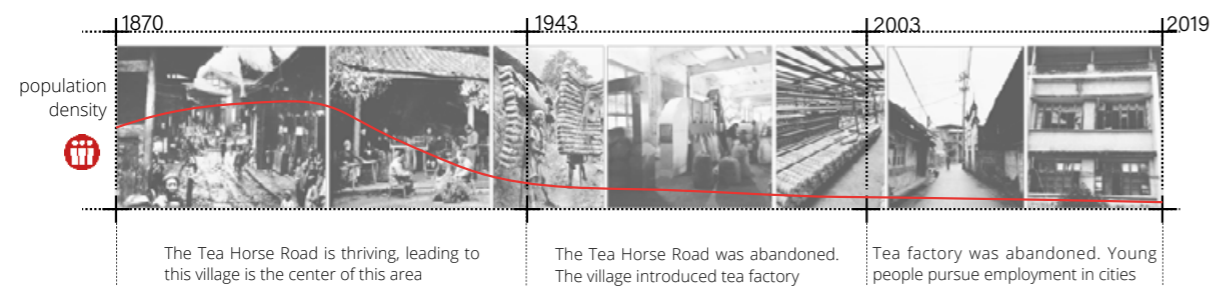
The Decay of the Ancient Tea-producing Village

Jiangnan village is located on the riverside that is four hours' drive from downtown. Hundreds of years ago, This was the place where tea was made and be transported by river to the ancient Tea-Horse Road and finally sold all over the world. But after the war and the development of the coastal cities, the ancient tea-horse road was gradually abandoned.

Economic growth starting in the 1990s attracted many young people from rural areas to pursue employment in cities. Rural areas are now confronting a shrinking and aging population and the lack of the income from industry, which threatens the landscapes of rural villages. **How can we propose architecture in such a context?**



The village is far away from cities



Algorithm Analysis for the Countrysides's Future



Incomes only from farming alone are low



population continues to migrate to big cities



The countryside will continue to shrinking and decay

The government introduced business capital to attract tourists



Gentrification. Losing local residents and cultural.



The old towns becoming increasingly resemblance, losing its characteristic, leading to fewer tourists and thereaore capital is withdrawn.

DEAD END

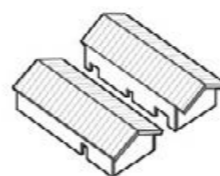
Reprogramming the Countryside by an 'Oxymoron' Way

In the base, I chose the following houses. Although their original program is representative of tea culture, they were all about to be abandoned (or have been abandoned) because they could not generate enough income. The intervention of the architect reprogram those houses, leading to a mix-use program which balanced tourists and local inhabitants, thus creating more value.



ORIGINAL

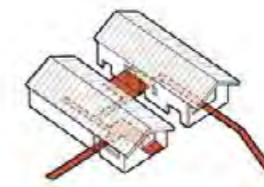
Tea Factory



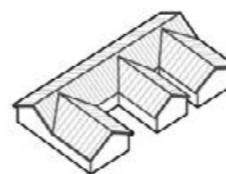
+ Exhibition

AFTER CHANGE

Tea Produce exhibition

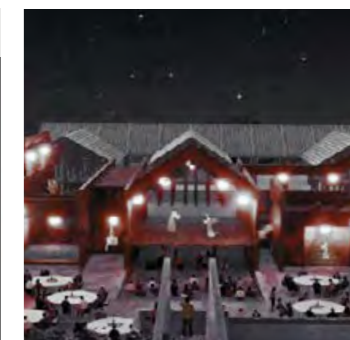
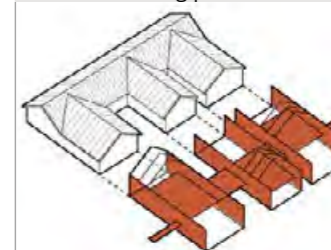


Historical Building

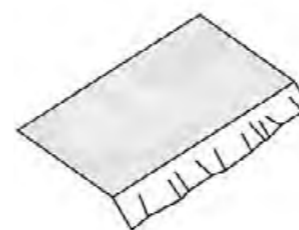


+ Enjoyment

Tea Culture Stage & Viewing platform

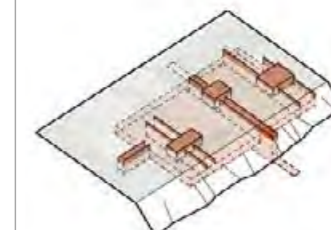


Tea Field

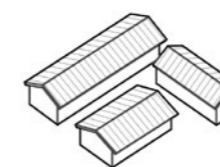


+ Exhibition

Tea Museum under the field

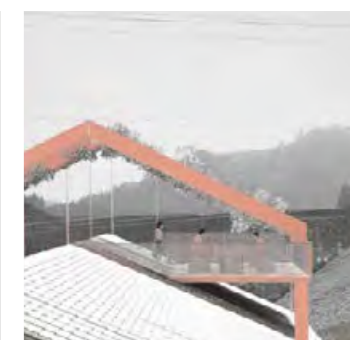
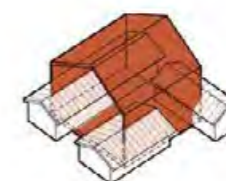


Abandoned house



+ Enjoyment

Teahouse



Is it a new sustainable case ?

that could **both** maintain the original people **and** keep growth of economy?



I prefer 'both-and' to 'either-or'. A valid architecture evokes many levels of meaning and combinations of focus: its space and its elements become readable and Workable in several ways at once.
<Complexity and Contradiction in Architecture>

A Kind of 'Oxymoron' Way

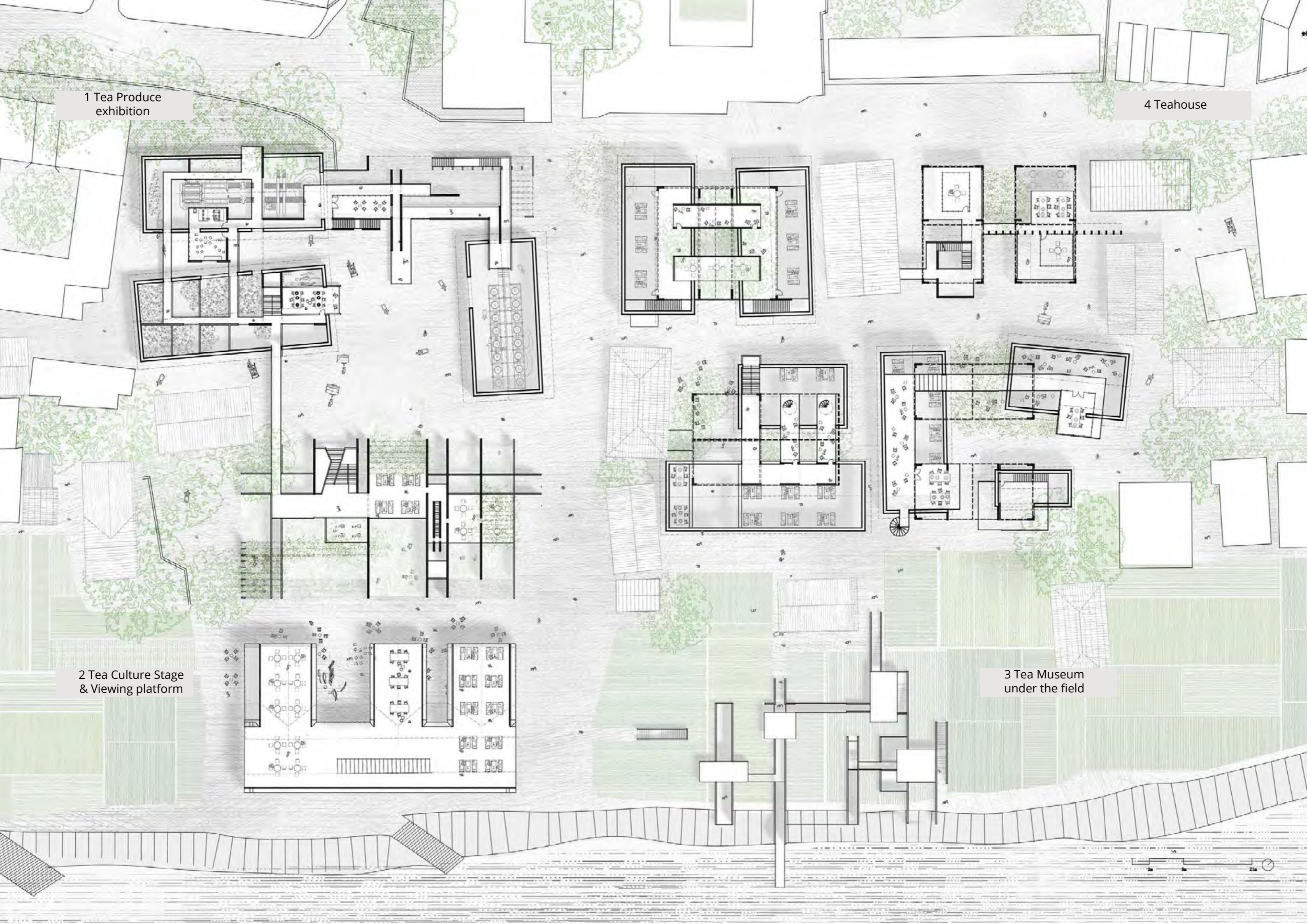
Tea producing history regarded as a new form of capital that can be optimized by bringing new values into the process of tea production and engages multiple associations behaviors between local inhabitants and tourists.

1 Tea Produce exhibition

4 Teahouse

2 Tea Culture Stage & Viewing platform

3 Tea Museum under the field



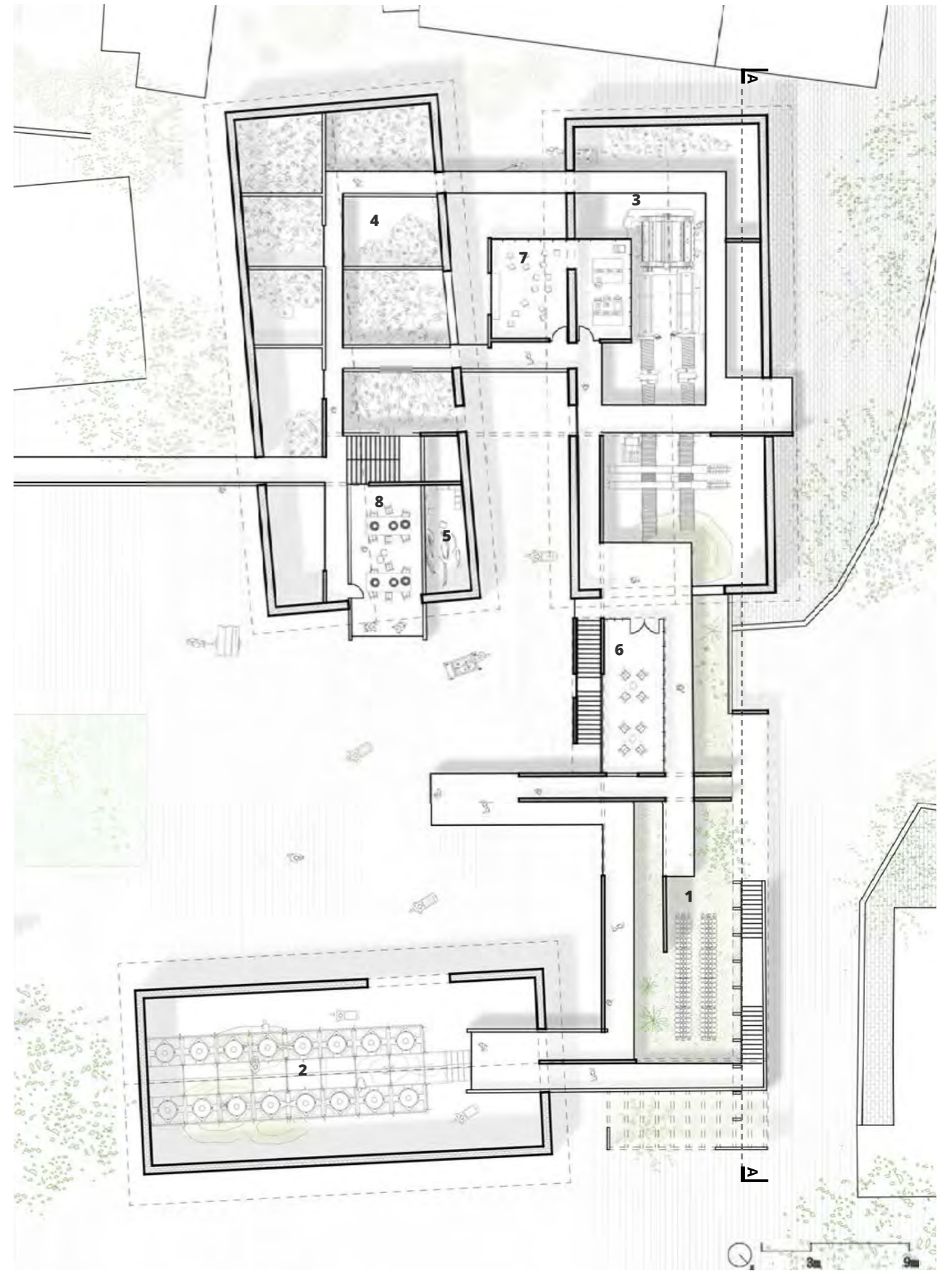
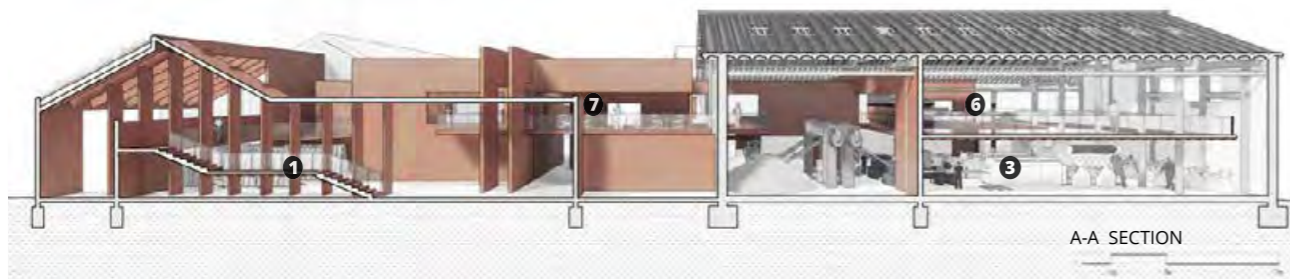
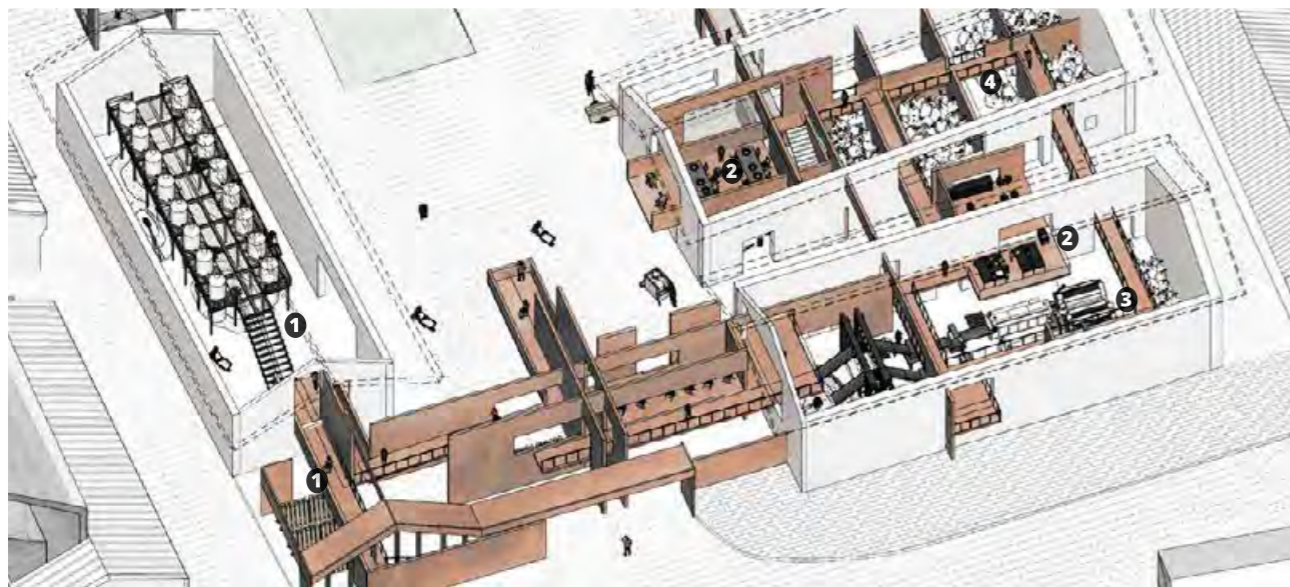
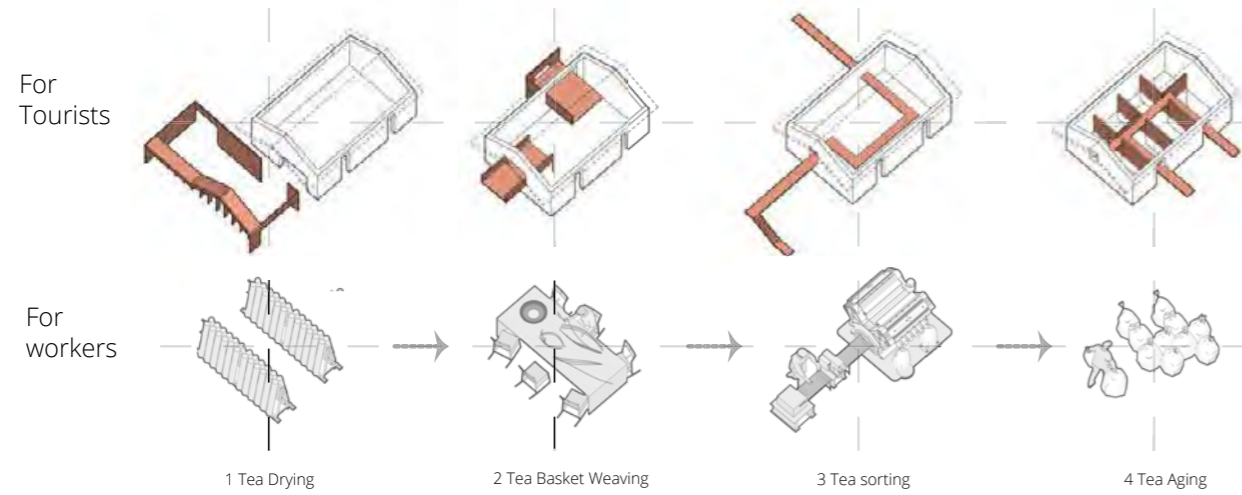
Tea Produce Exhibition

Go Through the Tea Factory



These houses were originally tea factories. But such small private factories are declining because of limited profits. My strategy was to take a tourist path through the interior of the factory so that tourists could see the tea production process. Meanwhile, in some parts of the second

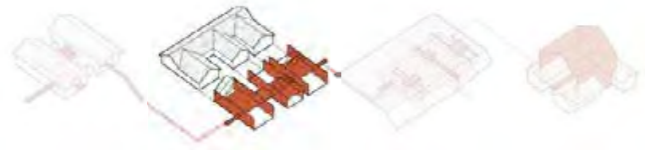
floor, there are some lecture room or workshop that allow tourists to learn and experience about tea producing. By this strategy, local people not only could be maintained the original factory, but also can obtain profits from tourists.



For Tourists: 1. Tea Drying 2. Leaf Maceration 3. Tea sorting 4. Tea Aging 5. Bamboo basket
For Local Workers: 6. Tourist reception lounge 7. Tea making guest lecture hall 8. Tourists experience workshop

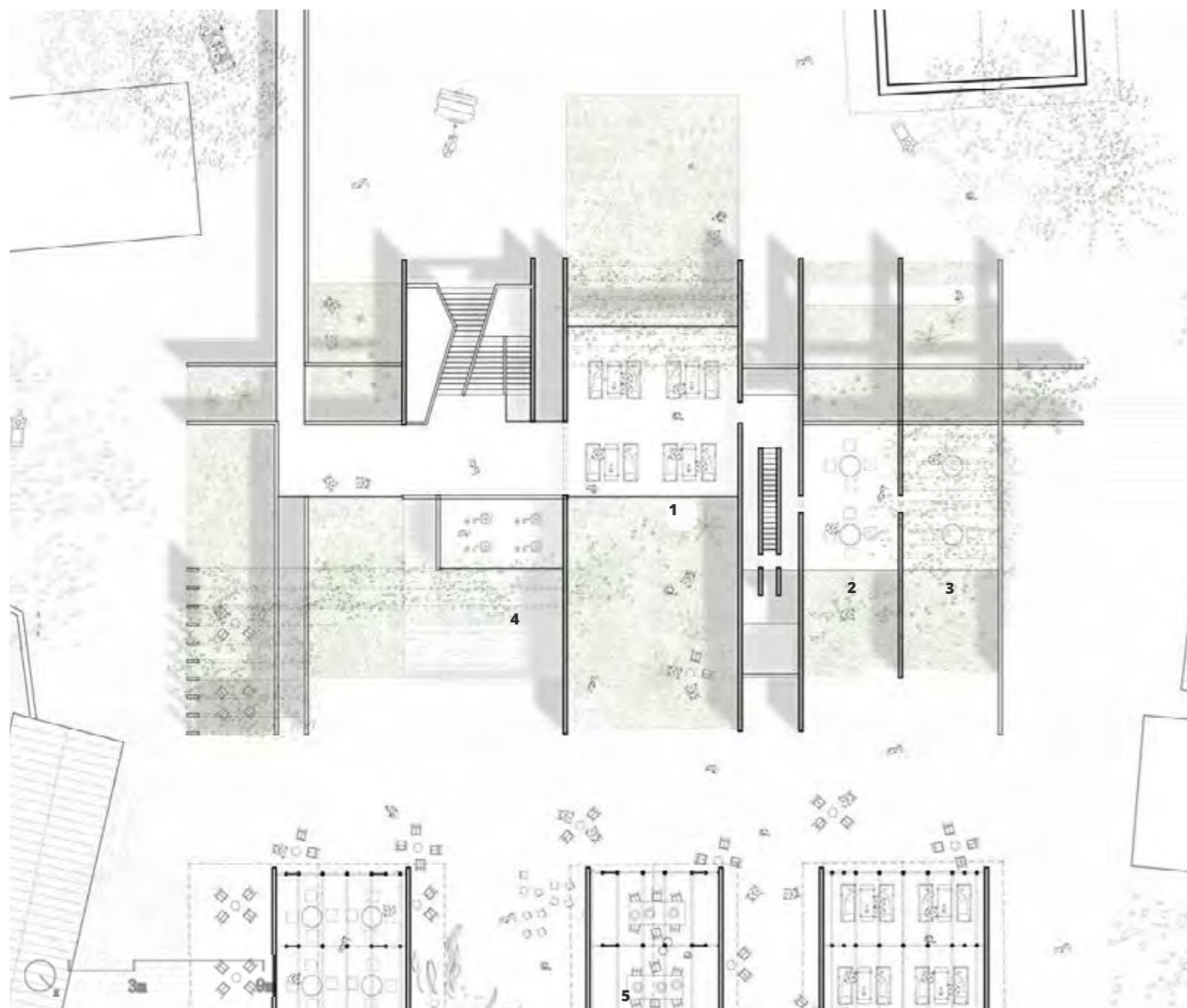
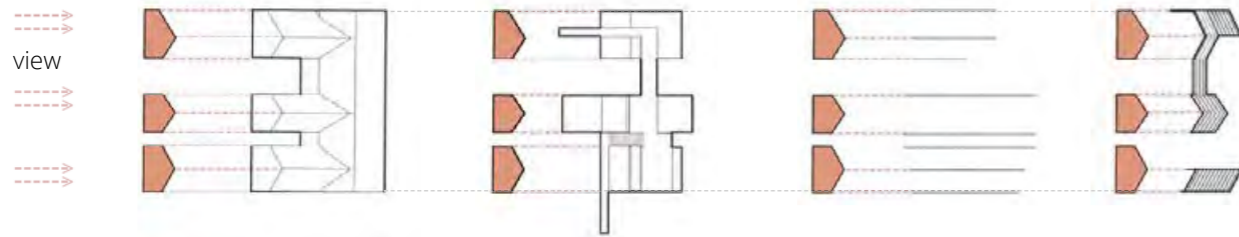
Tea Culture Stage & Viewing platform

Historical Building as a Scenery

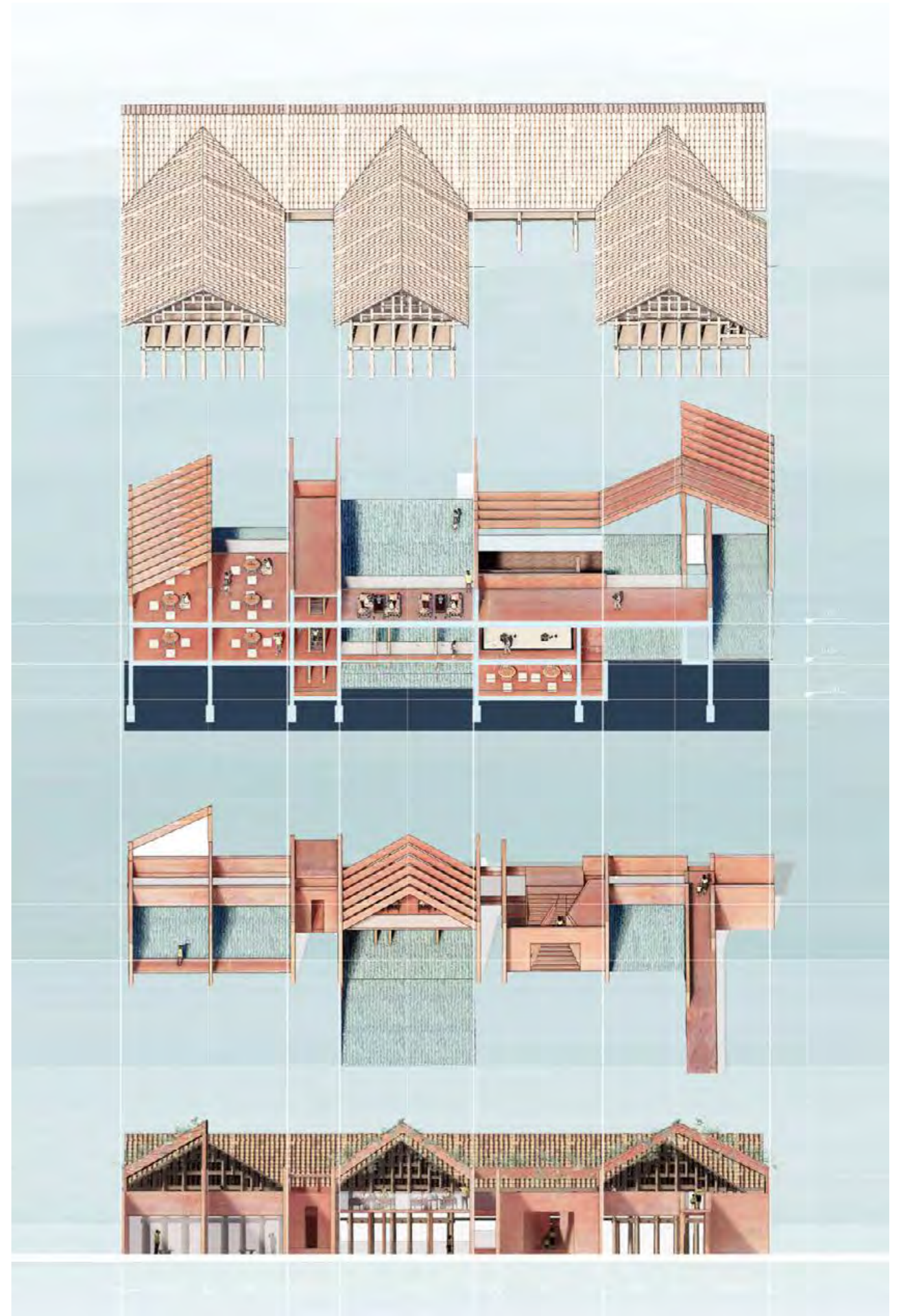


Because the the protected historical building itself cannot be changed, so my strategy in this area is to create a building like a stage, making the protected building as a scenery of the stage.

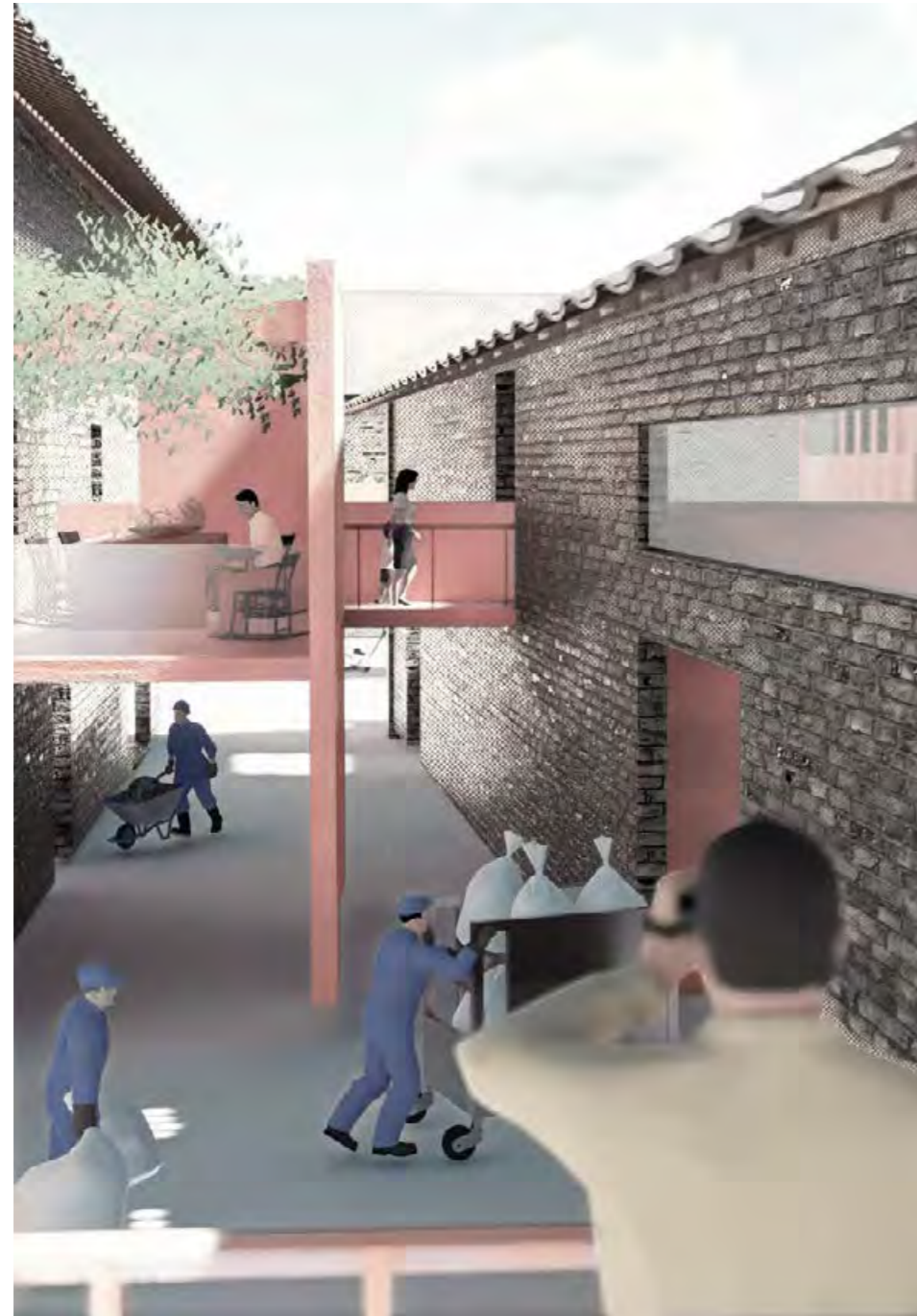
In the most of daily time, this building could act as a tea house having a great view of appreciating the historical building. What most interesting is that people who drinking tea and play mahjong seems like performers in the eyes of the opposite tourists.



1.Tea House A 2.Tea House B 3.Tea House C 4.Tea Art Stage 5.Original Historical Building



Tea Produce Exhibition



Tea Culture Stage & Viewing platform

There is different a way to use it in large celebrations. The floor in the central area can be partially lowered, and the sloping lawn becomes a natural stage seat, turning it into a place for large gatherings. In this circumstance, historical building is a scenery.

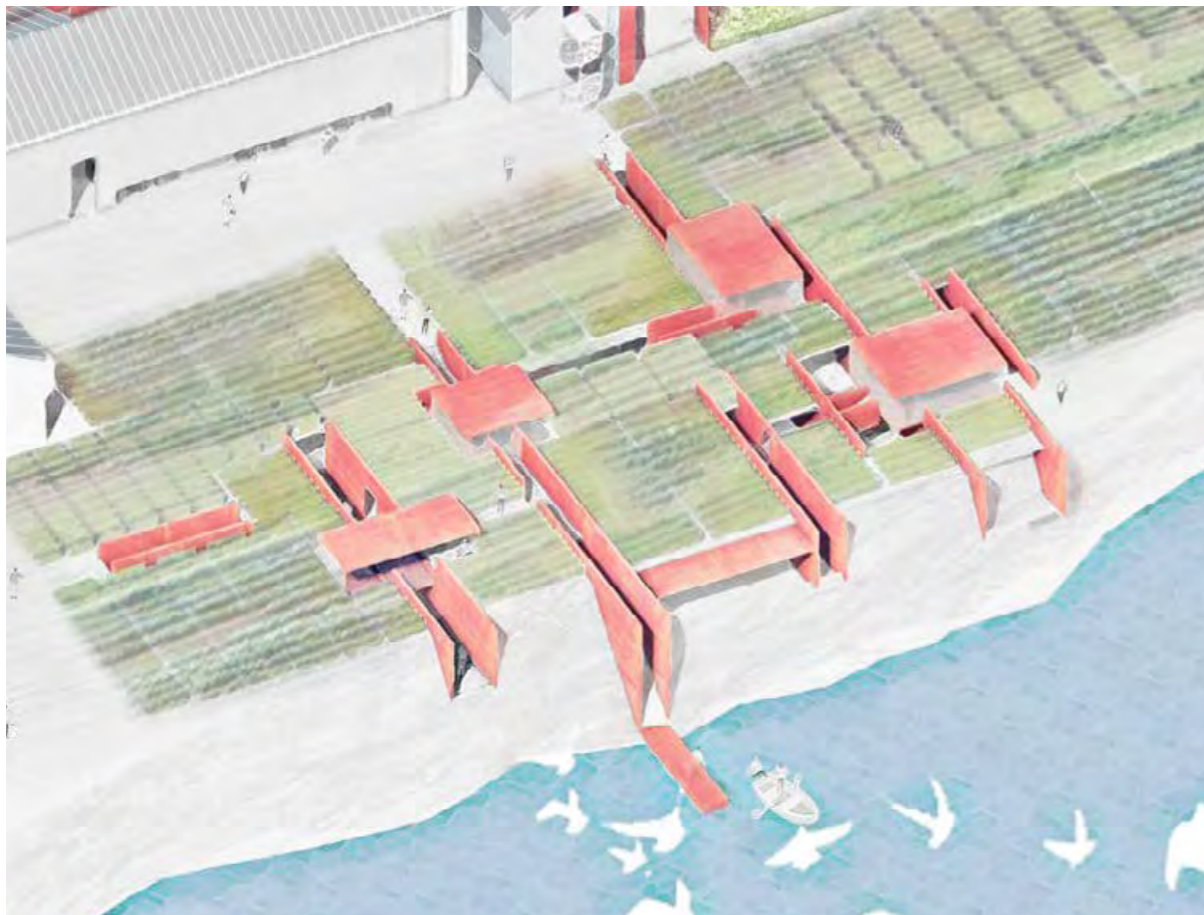
Tea Plant Museum under the Field

Dive down into the tea field



This area was originally tea fields. The strategy is that putting the whole tea plant exhibition under the tea field while putting some semi-underground tea house between fields, making people submerge themselves into nature.

The small split between tea houses and fields could allow the natural light into the exhibition space. The larger gap becomes the garden where people can enjoy the river bank scenery during the exhibition. Such strategy could preserve the original fields while serving tourists.



Putting a Museum under the field



The small split could allow the natural light into the exhibition space



Putting tea house between the field

- 1. Exhibition space
- 2. Tea house
- 3. Path that connect different tea house
- 4. Administrative office
- 5. Grade

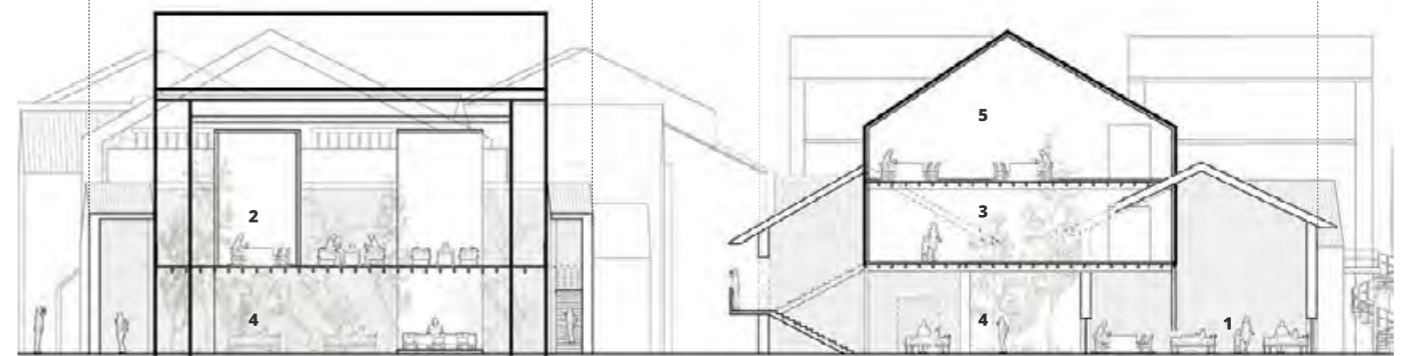
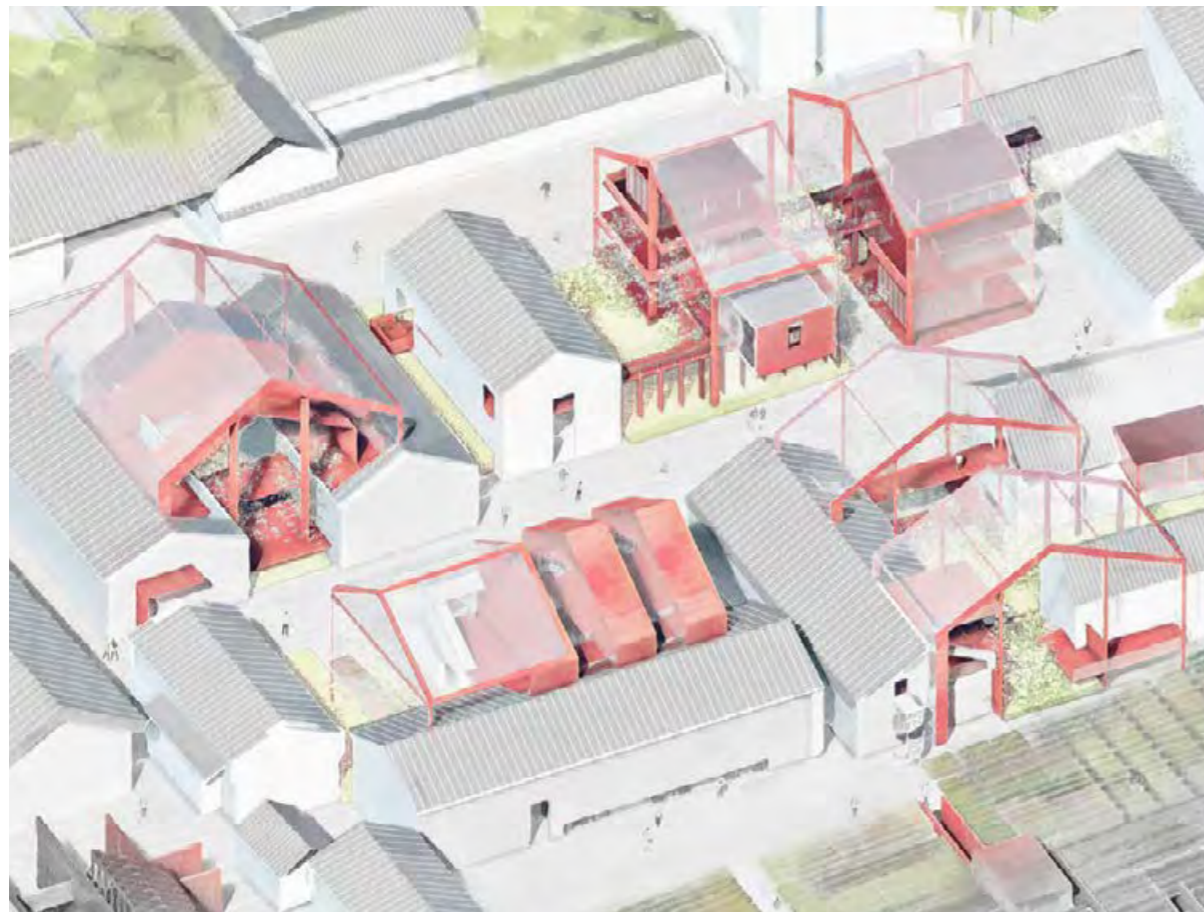
A-A SECTION

The Tea House

Gathering those old houses

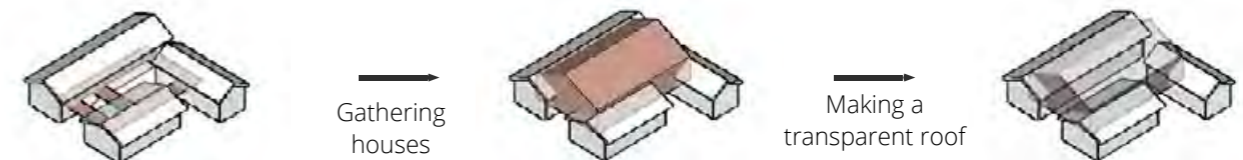


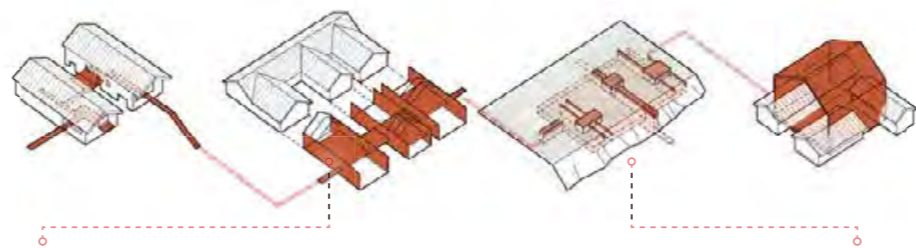
In this area, there are many traditional houses that have been abandoned after residents leave, which are usually small and dense. My strategy is put them together with a roof, creating the tea house space with blurred boundaries and closeness to nature.



B-B SECTION

1.Tea house in the first floor 2.Tea house in the second floor 3.Bridge connected different houses 4.Garden 5.Tea house in the third floor





SPRING
Tea Produce Exhibition
 Tea Picking, Water-Removing,
 Packing, Basket Weaving

These houses were originally tea factories. My strategy was to take a tourist path through the interior of the factory so that tourists could see the tea production process. Meanwhile, in some parts of the second floor, there are some lecture room or workshop that allow tourists to learn and experience about tea producing.



SUMMER
Tea Culture Stage
 Enjoying Tea Culture Ceremony
 around historical building in Summer

Because the the protected historical building itself cannot be changed, so my strategy in this area is to create a building like a stage, making the protected building as a scenery of the stage. What most interesting is that people who drinking tea and play mahjong seems like performers in the eyes of the opposite tourists.



AUTUMN
Tea Museum under the Field
 Enjoying Tea Between Autum Field
 Visiting Tea culture & plante exhibition

This area was originally tea fields. The strategy is that putting the whole tea plant exhibition under the tea field while putting some semi-underground tea house between fields, making people submerge themselves into nature. The small split between tea houses and fields could allow the natural light into the exhibition space.



WINTER
Tea House
 Enjoying tea at Greenhouse
 Garden in Winter

In this area, there are many traditional houses that have been abandoned after residents leave, which are usually small and dense. My strategy is put them together with a roof, creating the tea house space with blurred boundaries and closeness to nature. Therefore, people can enjoy tea in greenhouse even in cold winter.

2

THE INNOVATION COMMUNE

The Complex of Maker High-Rise Office

*Individual work
Architecture Core Studio in Shenzhen University, 2016 Fall Semester
The Most Distinguish Senior Studio Project in SZU
Instructor: Yi Qi(SZU), Ning Li (SZU)*



Stakeholders' Conflicts Analysis In The Site

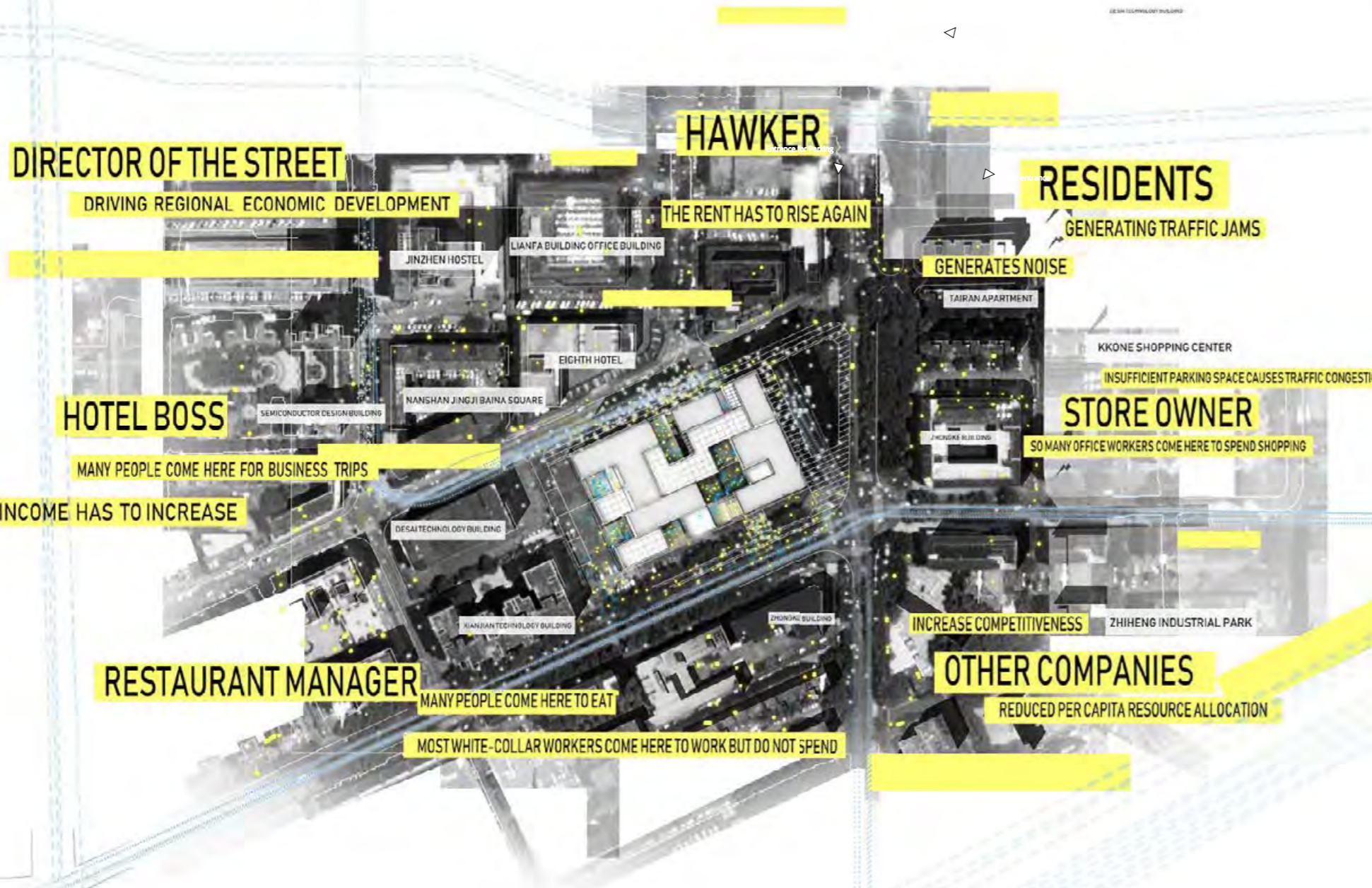
PUBLICS

Residents from the nearby neighborhood usually dislike the idea of building a traditional high-rise, because it take place the original green land, block the light and wind, as well as lead to gentrification in the nearby community.

WORKERS

On the other hand, the employees working in the traditional high-rise was suffered from lacking freedom and inspiration, because they just like a prisoner fixed in their seats, leading to a poor creativity and low efficiency.

Is any new solution could resolve those *conflicts?*



SEALING



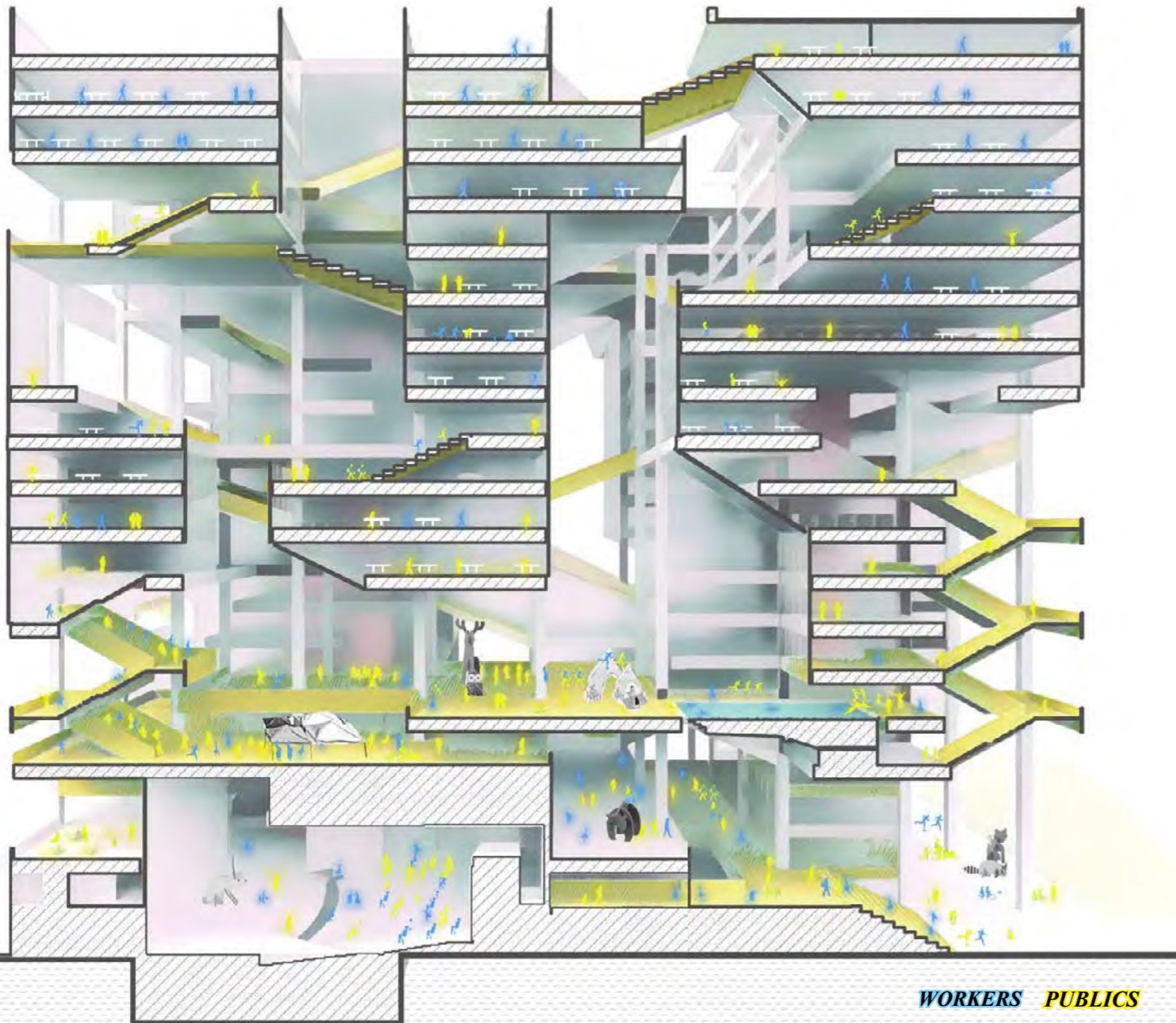
Glass is the Saran Wrap Of Usual High-Rise Offices

The high-rise offices as a type of architecture has its common program. It stand in isolation from its surroundings. The age of the tall building as a single iconic piece of sculpture, standing in isolation from its surroundings, is coming to an end. Designers have a responsibility to ensure that these permanent urban structures engender a future-oriented urban in response to everyone's right to the city,

Eliminating a Couple of *conflicts*

Are residents consumers or creative?
Is Residential community the end of innovation or the front?

OPENNESS

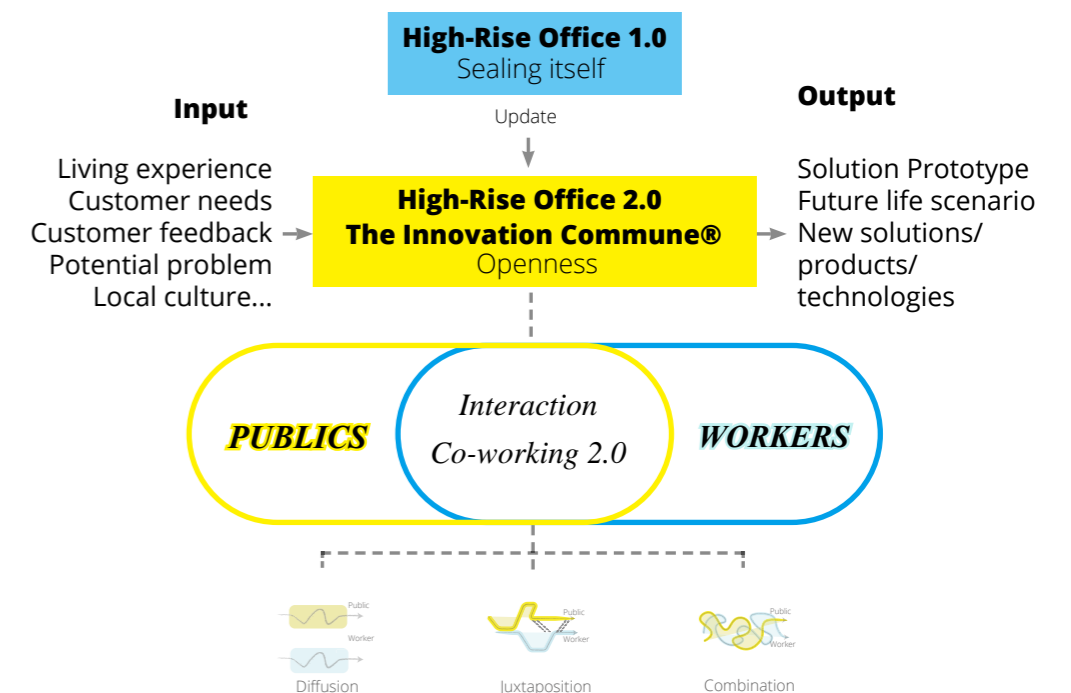


Public space: the birthplace of innovation thought

'Agora as a *public space* was the center of citizens' life in ancient Greek. People gather here, purchase goods, exchange needs, talk about politics, debate philosophy. Therefore it is the birthplace of western democratic and innovation ideas.'

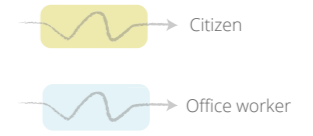
A successful creating process is bring about by collecting fresh ideas emerging from life, and forging them into start-up success, which means intervention of public is essential.

Community as laboratory for future life

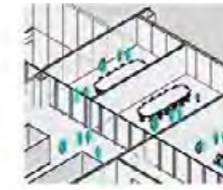




Diffusion



The traditional office

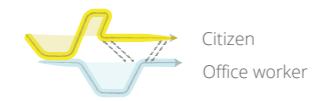


Conference center



Game Area

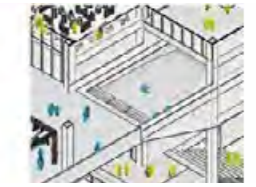
Juxtaposition



Kitchen



Road show



Ladder office



Corporate display and retail



The speech area



Office for small group

Combination



Fitness room



Civil square



Garden



Restaurant



Creative bazaar



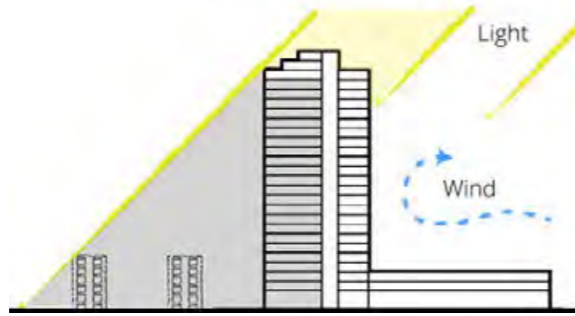
Bar

Usual High-Rise

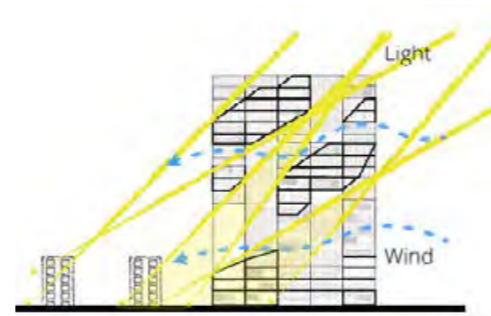
The Innovation Commune®

CITY SCALE

Allowing light and wind pass through



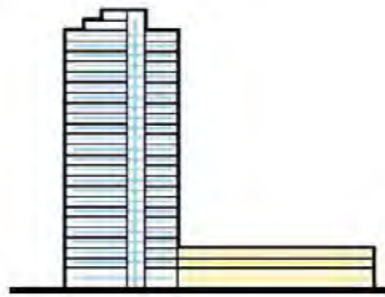
Blocking the light and wind



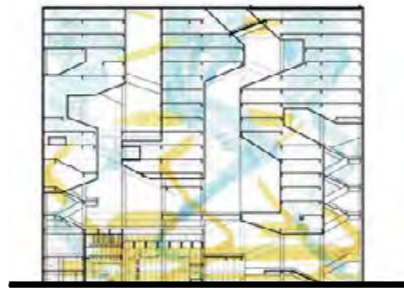
Allowed light and ventilation

BUILDING SCALE

Connecting public space from land to air



Limited public space



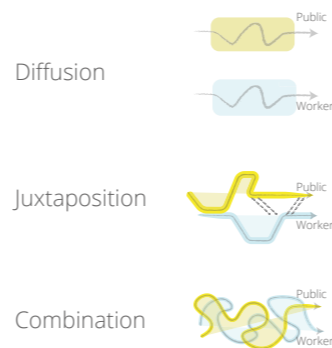
Multiple types of public Spaces

PLAN SCALE

mixing different crowds



Only one kind of plan;
No Public involved



Three different plans;
Three different Relationships



To bring up interactions between the makers and the public, this project questions the cliché of visual transparency and direct accessibility with a radical programming model. Enclosed offices and open public terrains are juxtaposed, forming three different kinds of connections between workers and the public, thus lead to different moments of encounters.

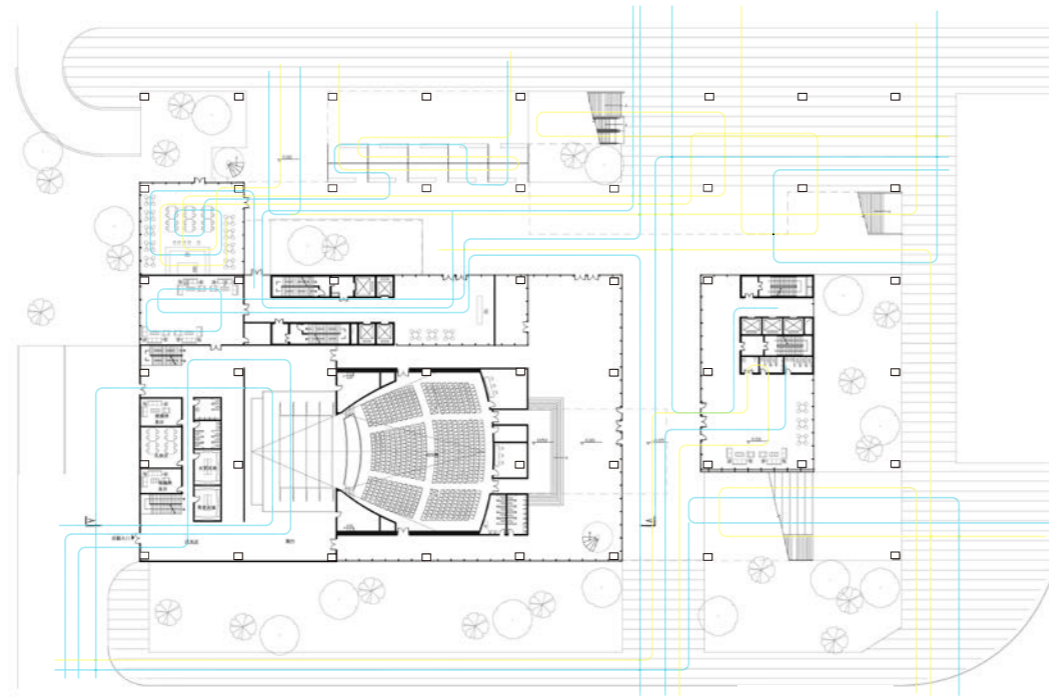
PLAN SCALE REPROGRAMMING

Mixing workers and citizens in three kinds

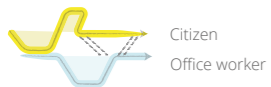
Combination



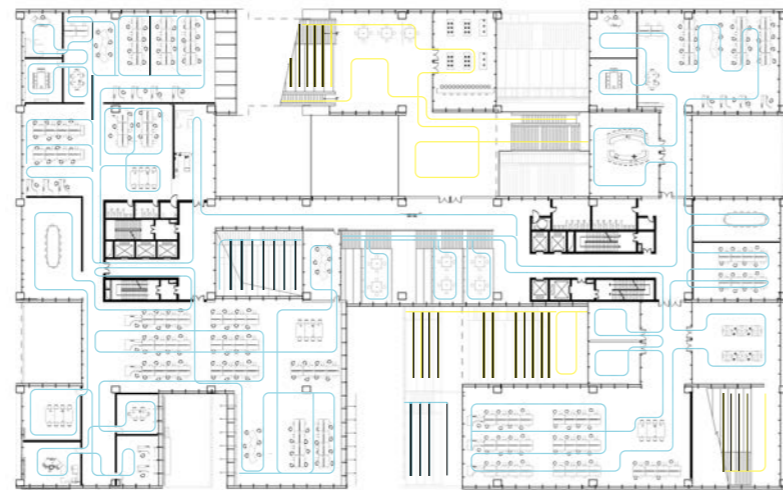
Low-level



Juxtaposition



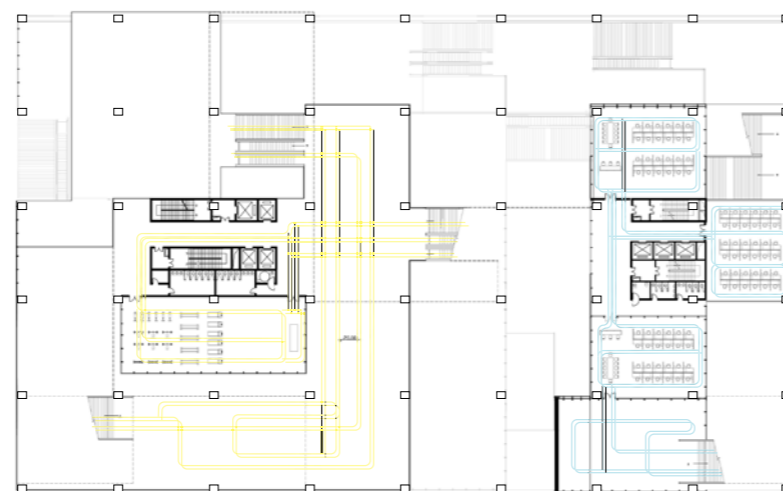
middle-level



Diffusion



High-level



To bring up interactions between the makers and the public, this project questions the cliché of visual transparency and direct accessibility with a radical programming model. Enclosed offices and open public terrains are juxtaposed, forming three different kinds of connections between workers and the public, thus lead to different moments of encounters.

3

LEARNING IN BETWEEN NATURE

The Elementary School Design

Individual work

Architecture Core Studio in Shenzhen University, 2016 Spring Semester

The Most Distinguish Junior Studio Project in SZU

Top 100 of Archirookies National Award for Architecture Students

Instructor: Jiawei Chen(SZU)



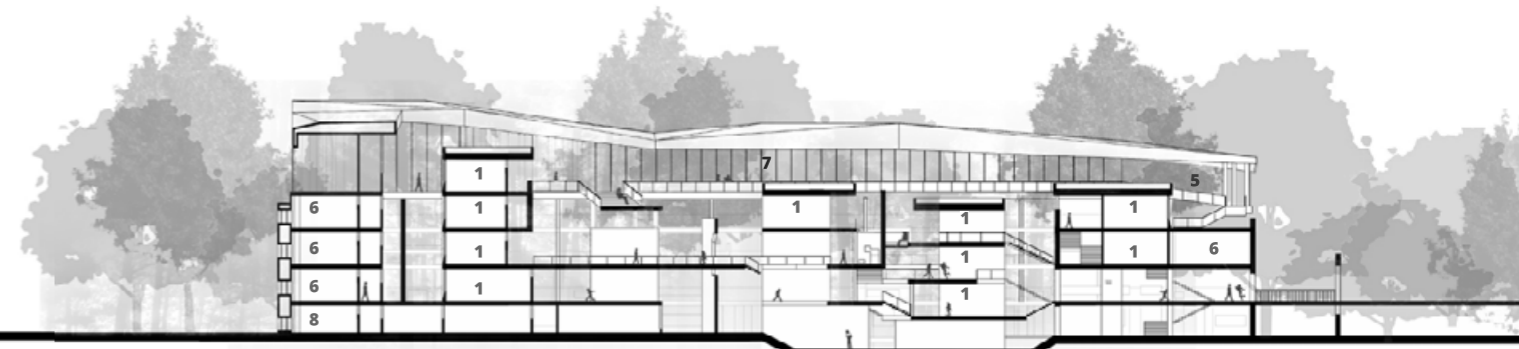
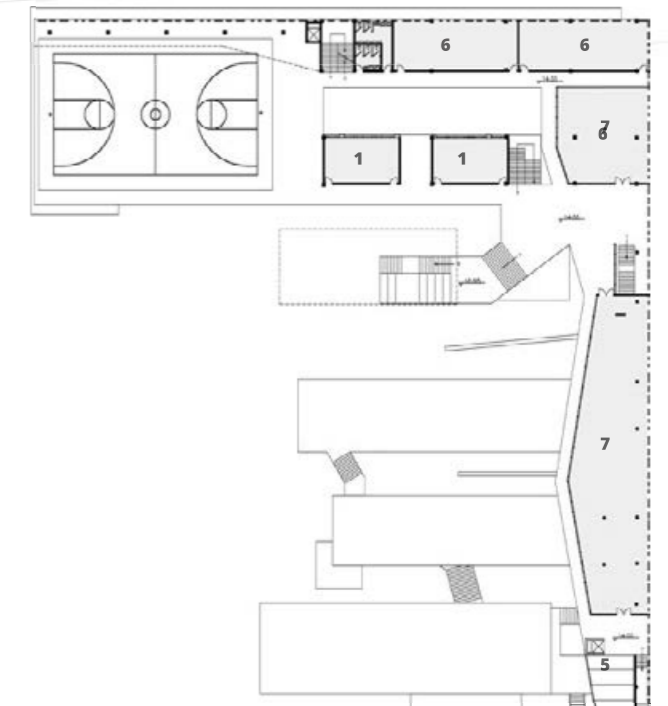
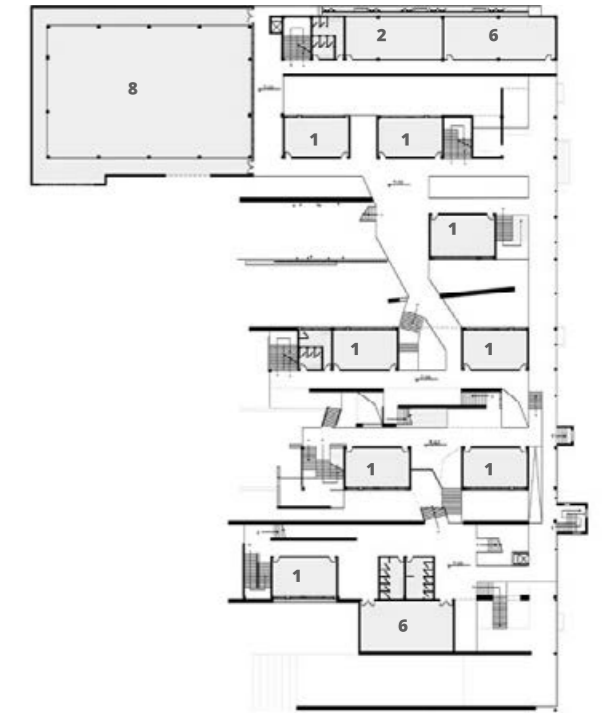
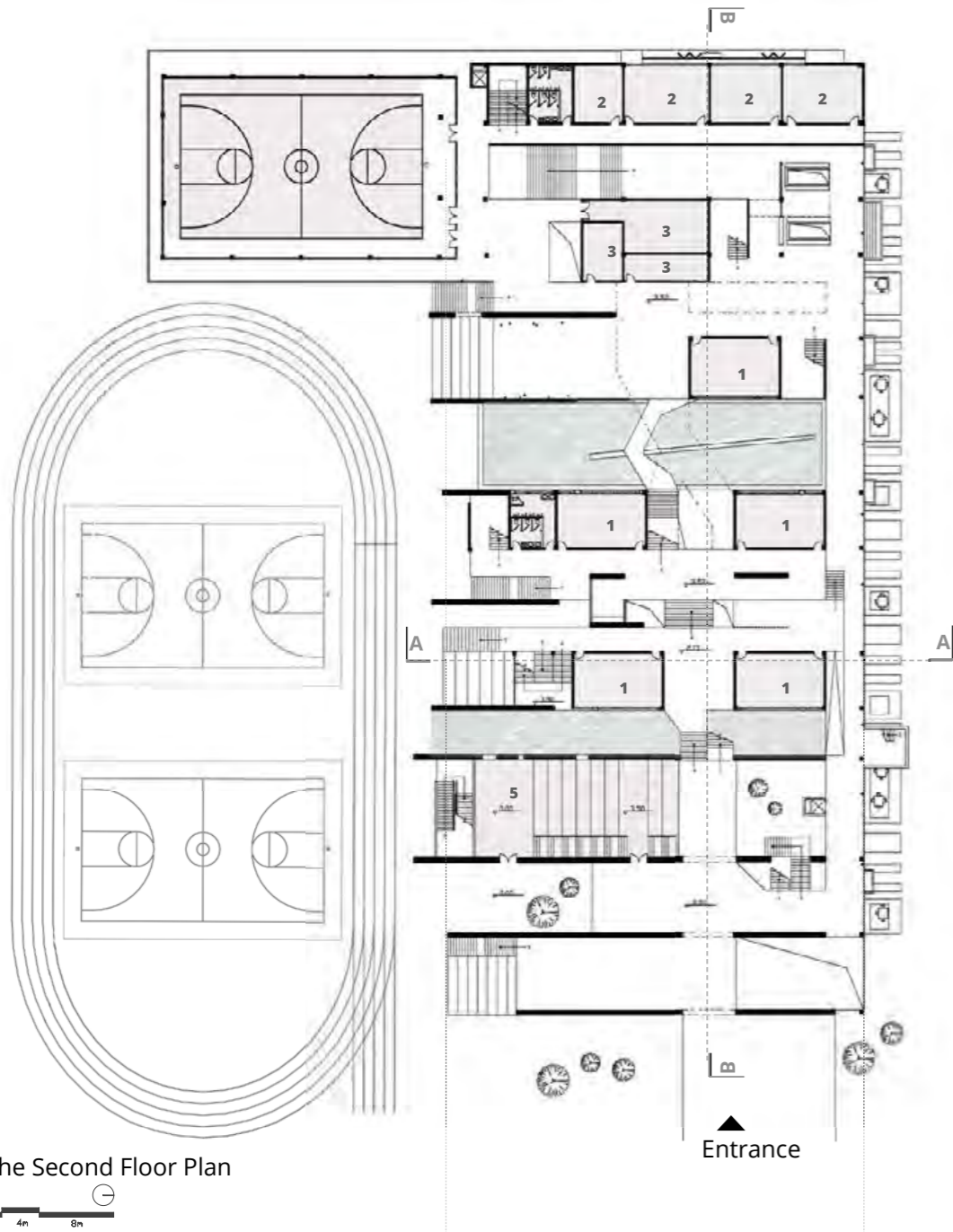
Pine Trees by Hasegawa Tohaku

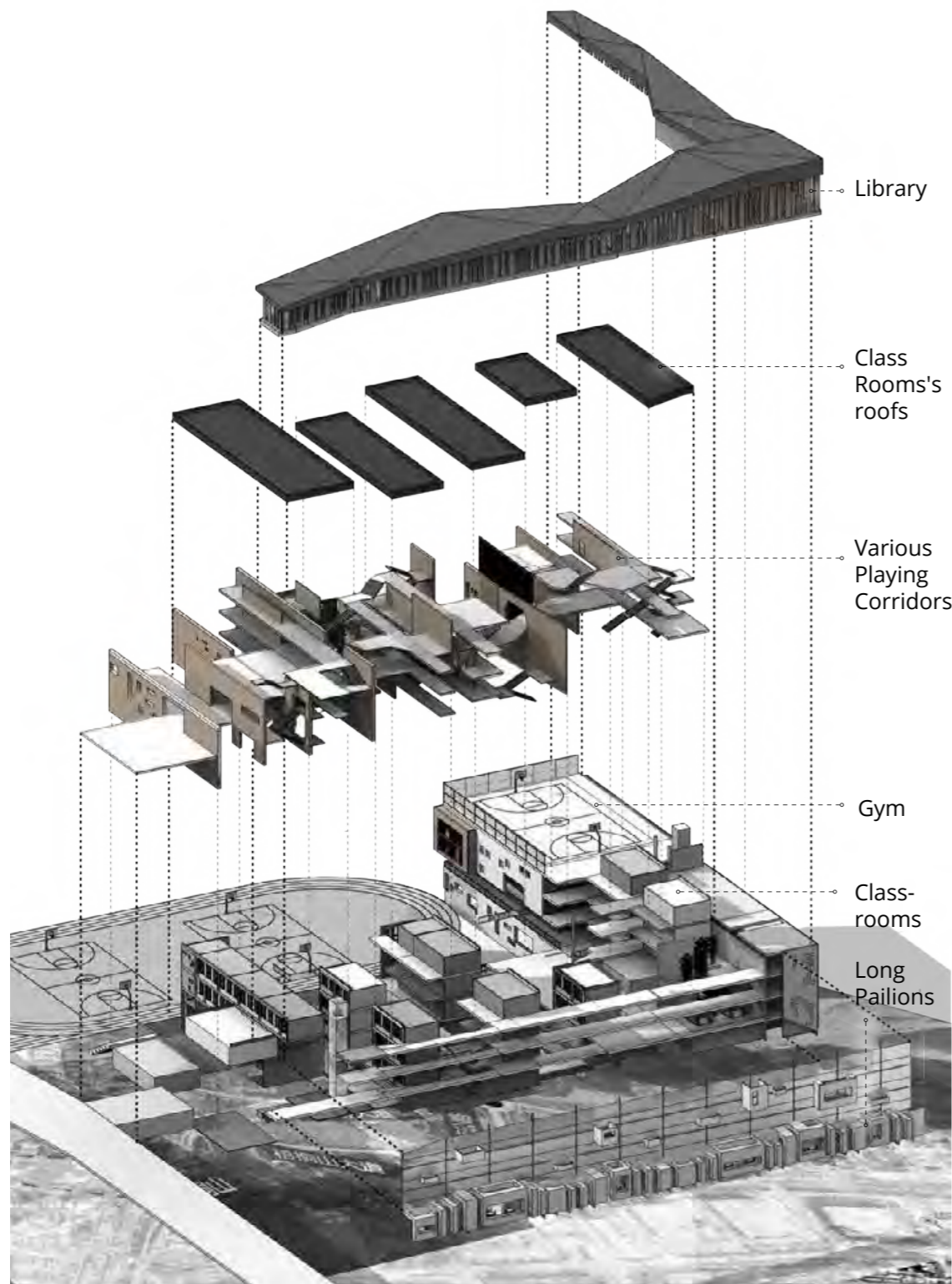


WALLS: Creating playing area & Allowing nature comes in

The combination of walls between class rooms can separate the traditional monotonous corridors into different parts-- from large to small, making children can find suitable and comfortable size of spaces for themselves.

1. Classrooms 2. Teacher offices 3. Equipment room 4. Storeroom 5. Lecture theatre 6. Laboratory 7. Library 8. Dining hall 9. Gymnasium





ENTRANCE

The Entrance is a bridge acrossing green spaces, in analogy with the entrance in traditional Chinese garden



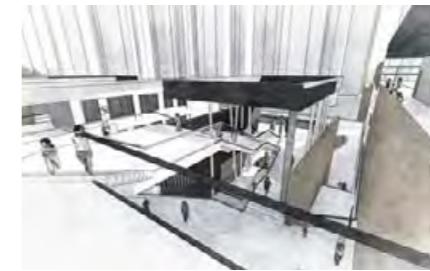
WATER CORRIDORS

Corridors over the water, connecting different classrooms in analogy with the bridge corridors in traditional Chinese garden



ROOF CORRIDORS

Corridors in the air, connecting different classrooms, waving with buildings, like the path of mountains



HID-AND SEEK CORRIDORS

Expanding corridors into different big and small part. Children can play hid-and seek during short break time between two class.



PLAYGROUND

Two basketball court and two hundred track allowed children paly and run freely.



LONG PAVILION

A lot of small pavilions connected together, providing a serious small room for discussing and having a rest.



4 JUXTAPOSE: THE SURVIVAL OF URBAN VILLAGE

The Renovation of a Urban Village While Defensing Gentrification

*Individually rework in 2019 (Keep concept from my part and rework every picture)
Originally collaborating with Kevin MacNichol(GSAPP-M.arch 1)
Crediting to Kevin's keen observations as an outsider,
we could be able to find the most interesting characteristic in my city where I grew up.
Then, I could be able to develop this idea.*

*GSAPP X Studio Workshop in Shenzhen, 2016 Summer
Instructor: Adam Frampton (GSAPP)Lindsey Wikstrom(GSAPP)*



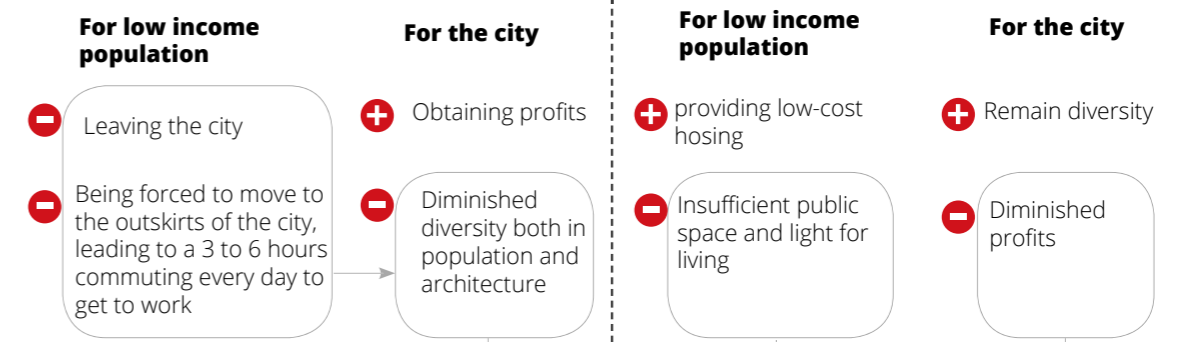


Shenzhen is a immigrant city. Due to the limited income, people who just arrived this city usually rent apartments in urban villages, a kind of old town dotted in the city, which did not be urbanized.

As a result of the development of the surrounding area, the government want to destroy Baishizhou urban village for building more profitable high-rises, which give rise to some arguments about the future of urban villages.



Stakeholders Analysis for of Urban Villages



HOW TO MAKE IT SURVIVE?

In order to survive, Urban village needs to fix thoes negatives by...

1. Adding public space for urban village residents
2. Making profits for the city
3. Defensing gentrification, still providing low-cost hosing

Remaining diversity



As Jane Jacobs says that *'the diversity is the base of a city's vitality.'* **The most important value** of urban village is that it not only can keep an architecture diversity in this city, but it also **help provide a kind of social equity** which means everyone in this city can find an inch for himself, by providing low-cost housing for low-income people, **making the city socially sustainable.**

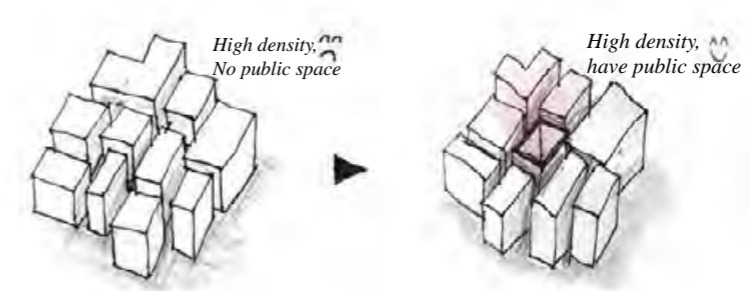
Considering those positive and negative effects, we need a new solution to achieve those contradictory goals.



Shenzhen's incredible economic success has yet to be matched by a deeper civic maturity. This proposal turns Baishizhou into a theater district. Existing structures are hollowed out, creating much-needed public space and exposing daylight to the darkest apartments.

SOLUTION

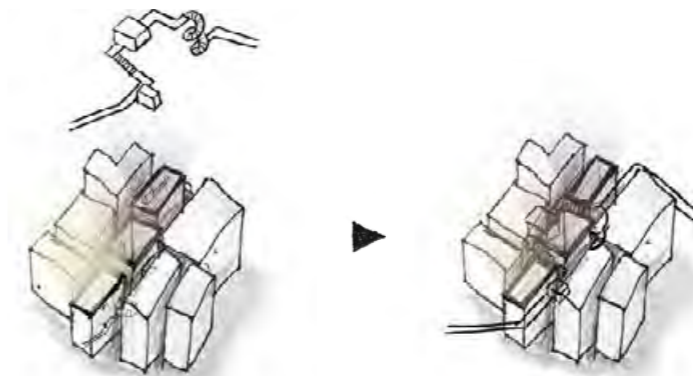
Creating Public spaces *For Urban Village inhabitants*



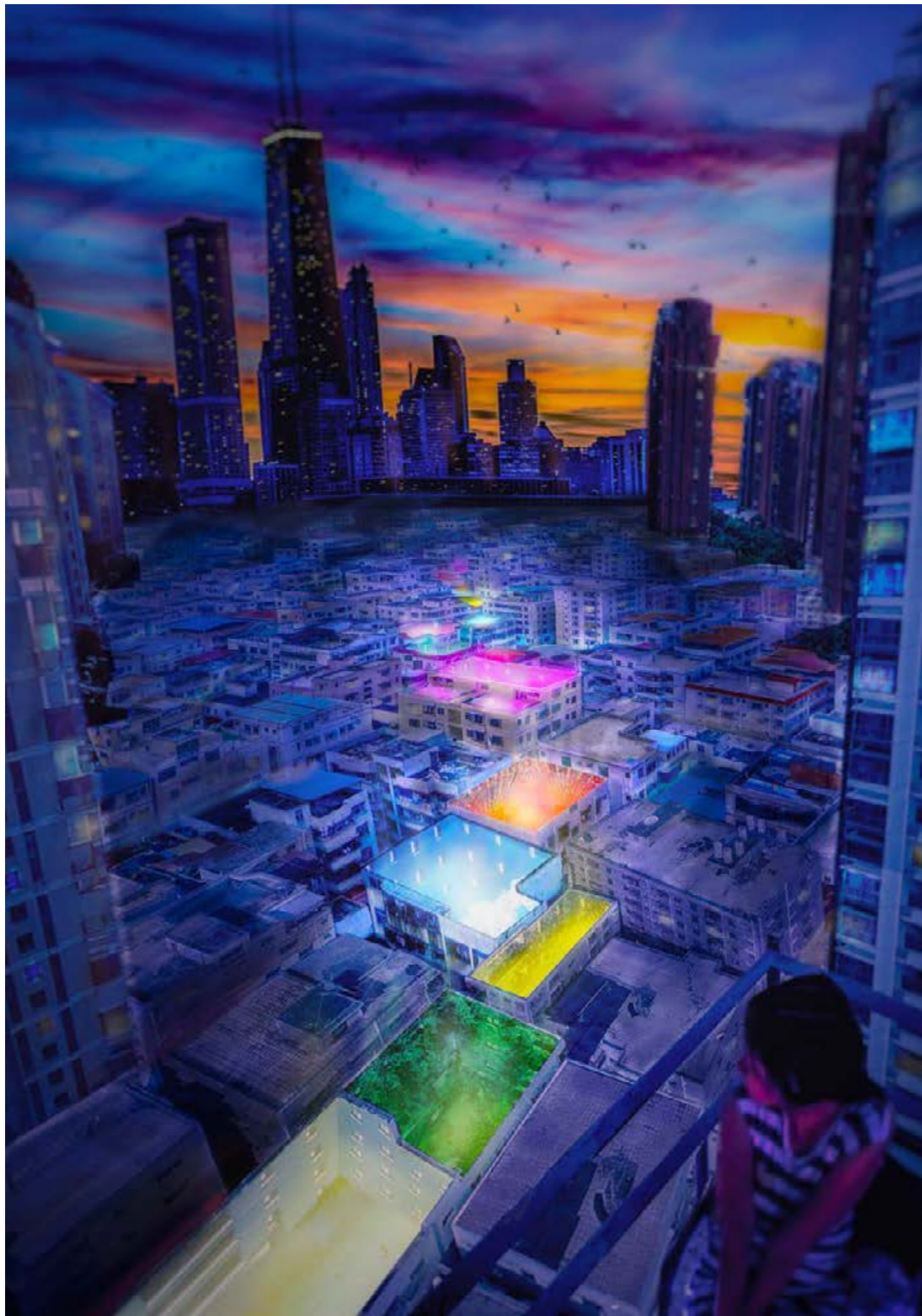
Keep shell of building, Remove inner floor

&

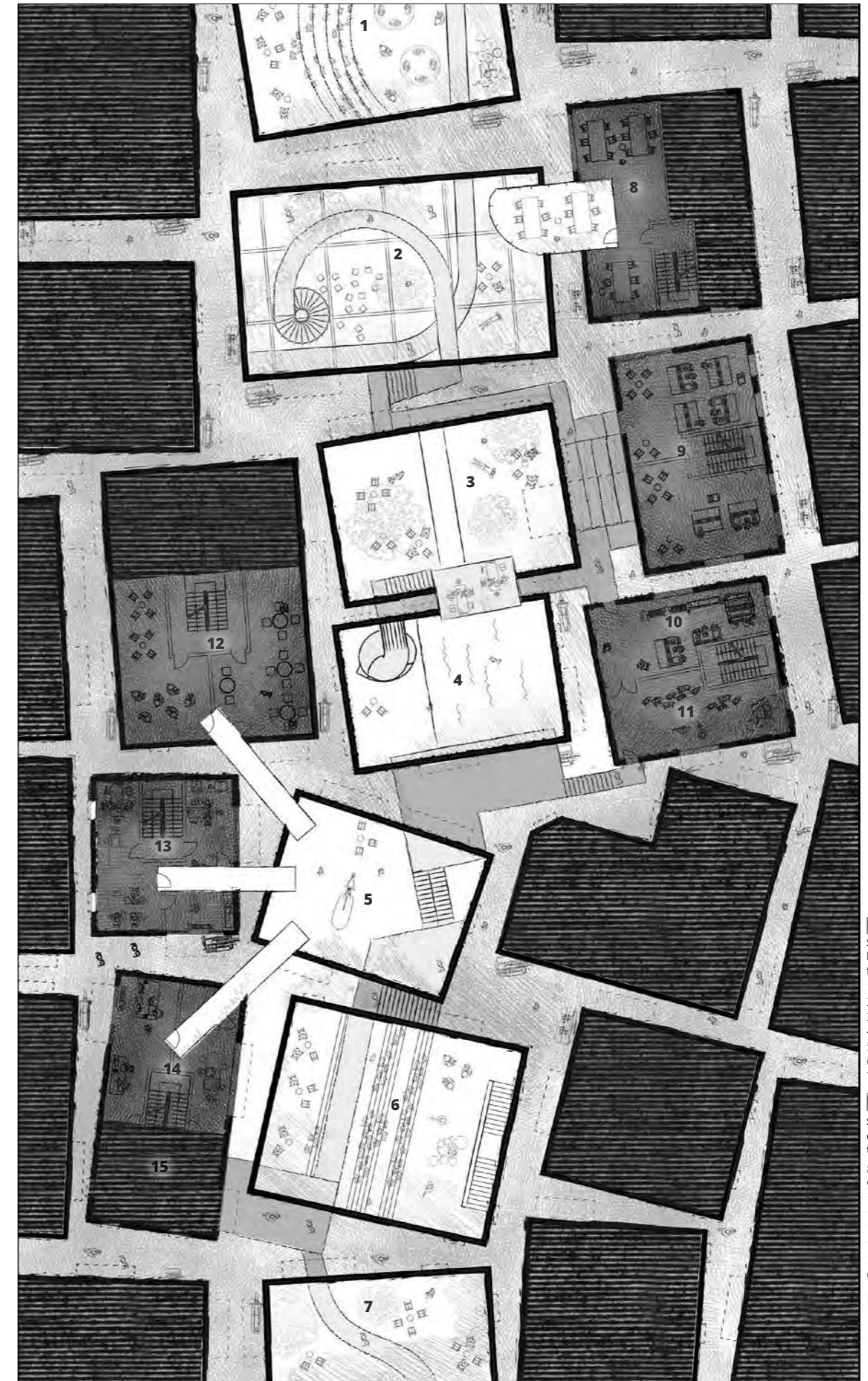
a theatre corridor *For the City*



Adding theatre corridor for visitor

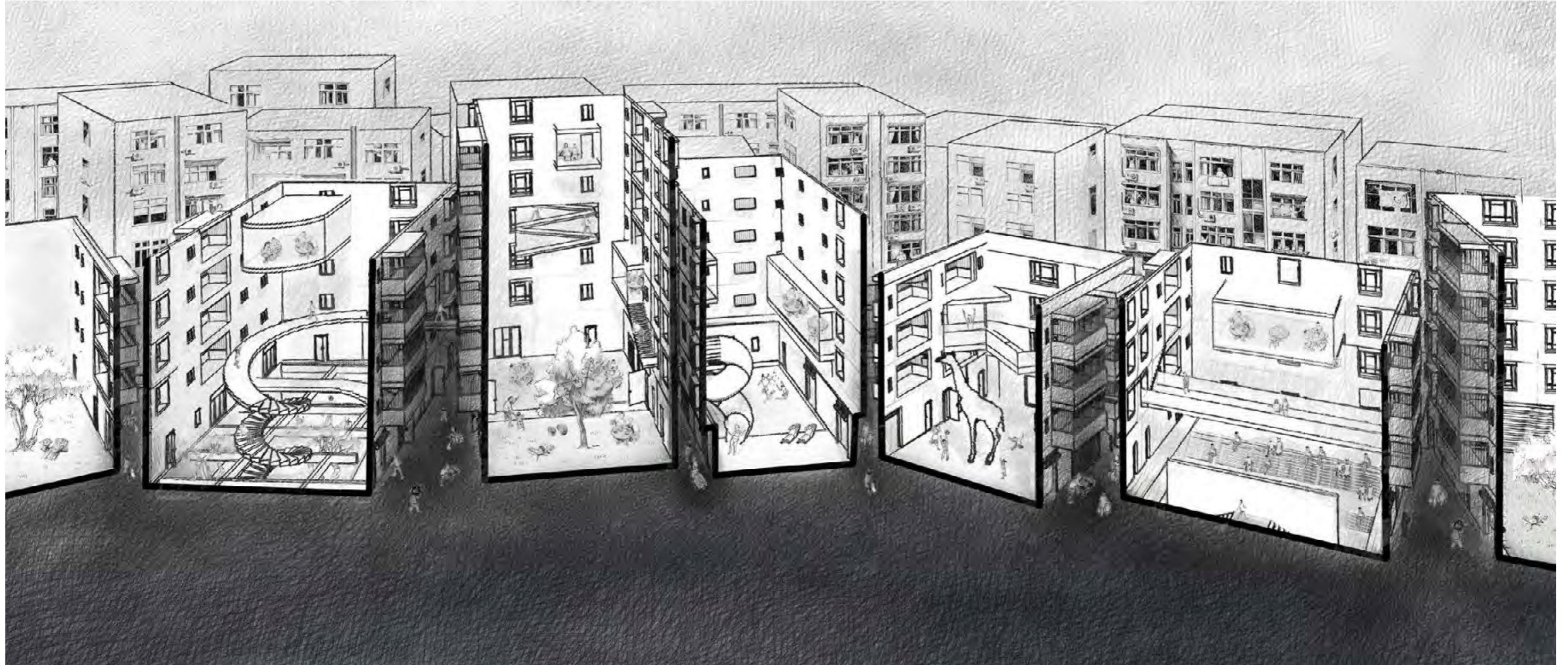


Each plaza in this chain of building shells is camouflaged: you walk from a dark alley through an entry door, and find that the interior you expected is actually an outdoor room. Such contrasts are paralleled by the broader juxtaposition of a small urban village bringing new forms of performance art to the world.



Nolli Map for this project

- Space only keeping the facade**
- 1. Dance theatre
- 2. Children's garden
- 3. Lawn for rest
- 4. Swimming pool
- 5. Giraffe Zoo
- 6. Rock theatre
- 7. Garden
- Space connected by the path**
- 8. Restaurant
- 9. Art studio
- 10. Factory
- 11. Live house
- 12. Pub
- 13. Creative studio
- 14. Administration office
- Non-touched area**
- 15. Private area



Section: Hidden Unexpected Outdoor Room

Each plaza in this chain of building shells is camouflaged:
you walk from a dark alley through an entry door,
and find that the interior you expected is actually an outdoor room.
Such contrasts are paralleled by the broader juxtaposition of a small urban village
bringing new forms of performance art to the world.



Camouflaged: you walk from a dark alley through an entry door, and find that the interior you expected is actually an outdoor room.



Such contrasts are paralleled by the broader juxtaposition of a small urban village, bringing new forms of performance art to the world.

Yilun Sun

Architect | Portfolio: <https://bit.ly/3v1IMIX>

New Graduates | One year of cumulative internship experience

Mobile: 646-509-8432

Email: ys3367@columbia.edu

Location: New York

Willing to relocate

EDUCATION

Columbia University | Masters of Science - Advanced Architecture Design | May. 2022

Shenzhen University | Dual Degree, Bachelor of Science, Bachelor of Architecture | Jul. 2020

Honors: National Competition: China Architecture Newcomers Top 100 (2016),

Faculty Scholarship: **SEDA First Class Scholarship** (2018)

SKILLS

Design Software: Rhino, AutoCAD, Sketchup, Adobe Photoshop, Adobe illustration, Keyshot, Enscape

Design Tools: Architectural Design, Urban Design, Service Design, Graphic Design, AR VR Design, 3D Design

Programming: HTML, CSS, JavaScript, C#

Language: English - Fluent, Mandarin-Native

WORK EXPERIENCE

Vanke Real Estate Co. | Designer & Researcher & Project Planner | Jul 2021 - Aug 2021

- Created detailed 3D visualization such as floor plans, conceptual renderings, elevations, and 3D architecture for report meetings to persuade stakeholders to implement the plan.
- Organized and coordinated with design firms and government departments. Contributed to master planning, environmental design, and visual branding design of the renovation of old towns

Pelli Clarke Pelli Architects | Architectural Designer | Feb 2021 - May 2021

- Accomplished the entrance and lobby design of headquarters of Vanke in Shenzhen by Rhino, Enscape, Photoshop, illustrator, and Revit.
- Contributed to finished environmental, spatial design, visual storytelling, and Analysis illustrations in high-rise competition team. **Outcome: Top 3 with Foster and SOM in the High-rise competition.** (Defeated Zaha, kpf, mad)

gmp von Gerkan, Marg and Partners Architects | Urban Designer | Jun 2020 - Aug 2020

- Created the conceptual design of the nodes in the urban design which was adopted as the main concept.
- Contributed to in two urban design competitions such as modeling, making master plans, perspective, elevations.
- **Outcome: We won together with OMA for Chendu, China urban design competition**

Urban Practice Design & Consulting Co. | Urban Designer & Researcher | Jun 2019 - Aug 2019

- Proposed integrated solutions to improve the vitality of central business district in Shenzhen by analyzing of city policy, comparing different urban development strategies and Interviewing with the public.
- Accomplished **models and drawings** to represent this project.
- **Outcome: The project was successfully approved by the government leaders and exhibited at the Korea Biennale.**