
**FANTASY
AND
REALITY**

Selected Works in GSAPP

Erxiao Chu

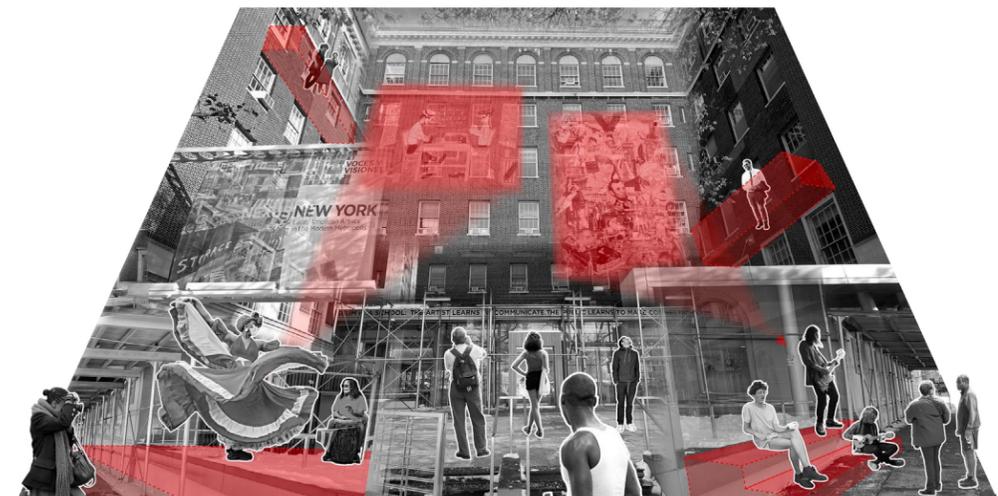
M.S. Advanced Architectural Design 21-22

“Fantasy and Reality”

In *<The Birth of the Seventh Art>*, Ricciotto Canudo claimed that the film is the "**seventh art**". But unlike other arts, architecture is ultimately built in reality for human use. It can be said that architecture is a combination of **fantasy** and **reality**. The essence of architectural design is a process from fantasy to reality.

In fantasy, architecture can be dreamy, bold, radical, a **reflection** of the designer's **own heart**, an expression of his design language, but also unrealistic. In reality, on the other hand, it needs to be more practical, to eliminate those parts that are difficult to achieve, although less fantastic, but is the **fundamental** of the building to be **built in reality**.

As a student of architecture, I try to explore architecture from both fantasy and reality at the same time.



CONTENTS



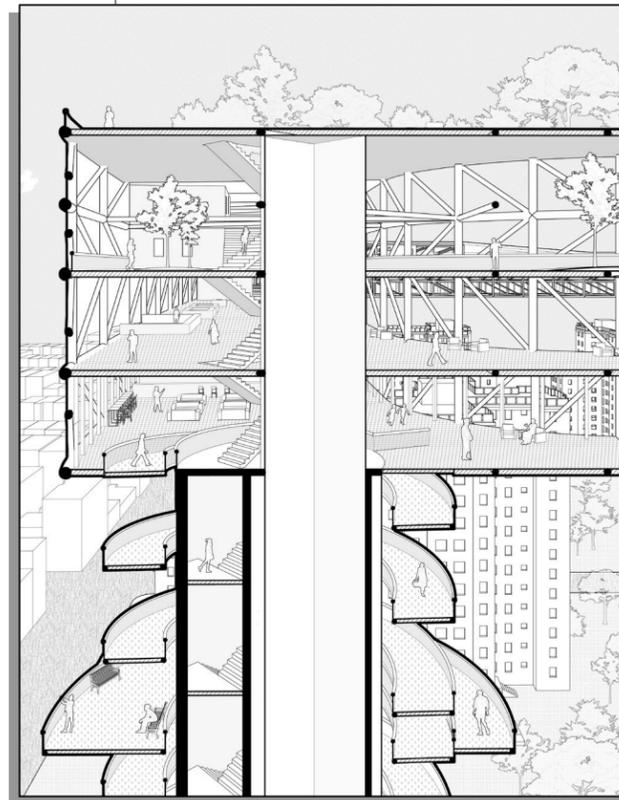
[01]
EL BARRIO

Museum Renovation
Latino Culture, Institution



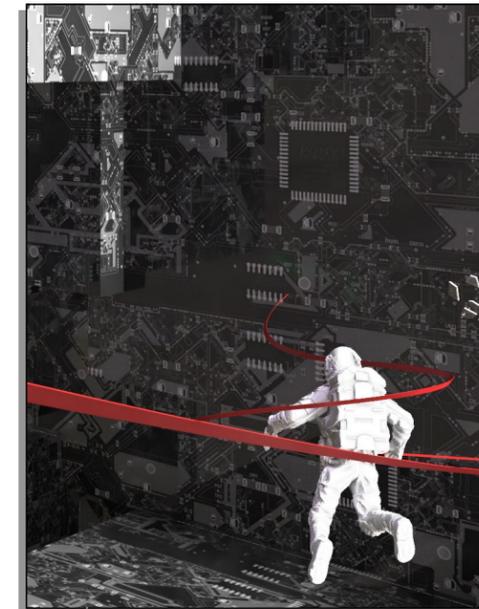
[02]
INSIDE AND OUTSIDE

Self-occupied Residence
Reflect Building of Heart and Emotion



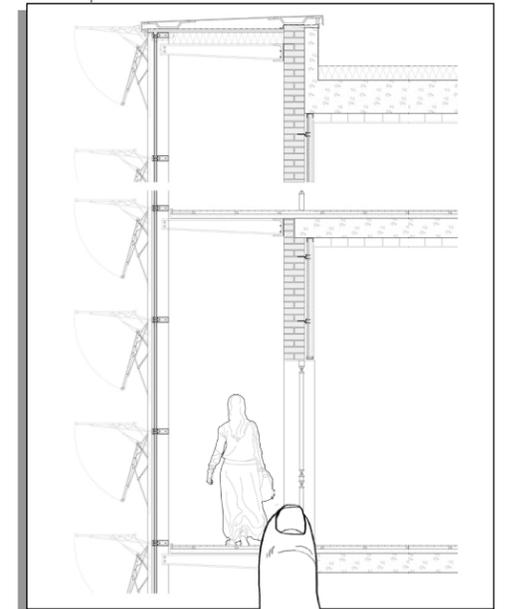
[03]
CONNECTION IN THE SKY

Residential-commercial complex
Connection, Site and Surrounding Areas



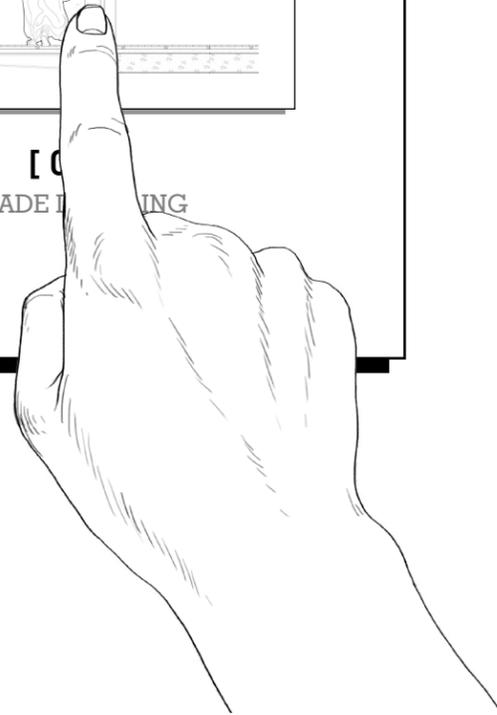
[04]
FALLEN CIVILIZATION

Techniques of Ultrareal
Rendering, Space



[05]
FAÇADE DESIGN

Façade Design
Rotatable, Colorful





EL BARRIO
Museum Renovation

*East Harlem, Manhattan, New York
Instructor: Juan Herreros
Partners: Luz Auyon, Novak Djogo
Spring 2022 Studio*

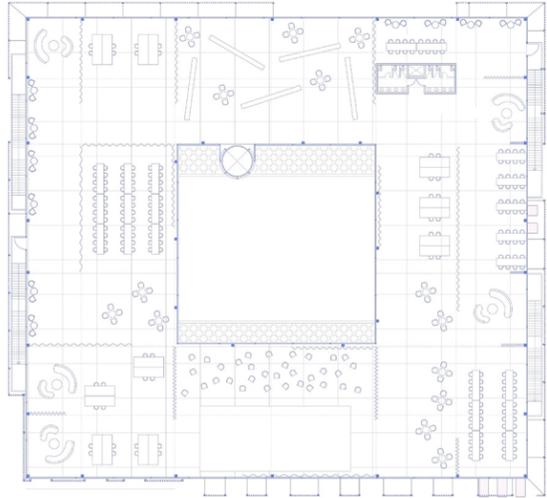
Once a place of celebration and education of Puerto Rican Culture, el Museo del Barrio became a modernized Latin American art institution through extensive renovations. This center was named a museum, to not only provide a platform for the community but to establish itself with cultural significance to its surroundings and societal New York. However, as the city has grown, it has become increasingly difficult to attract neighborhood residents and visitors to the site, and it looks even more deserted than the bustle of the nearby Museum of the City of New York.

We want to turn El Barrio into a place that celebrates all Latin American cultures. It will be a gathering place for families and friends to hang out, have festivities, socialize, connect, learn, grow, and find refuge. A place that will exemplify what this community has continuously represented in New York City.

FUNCTION DIAGRAM



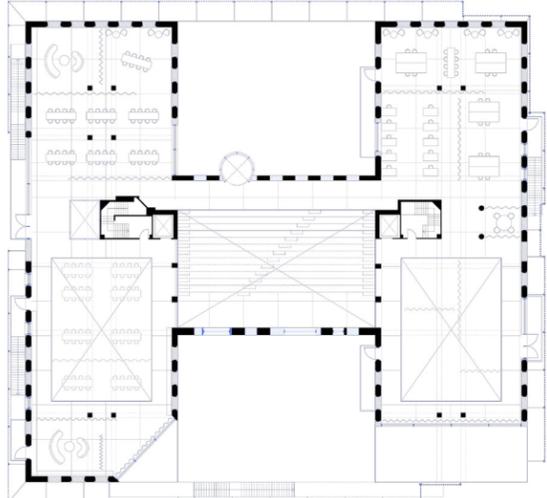
SECTION



Forum

Forum

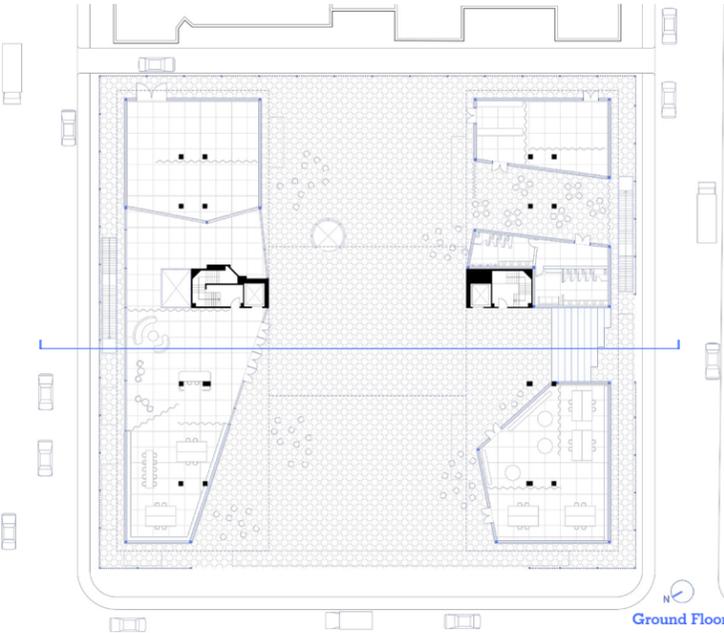
To accommodate the need for additional space, the cooperative spaces will occur on the new top levels of the building, a physically and programmatically open forum, serving as an extension of the public courtyard.



Fourth Floor

Middle Floors

The levels above will host offices, galleries and exhibitions, classrooms. The fourth floor shown on the left also contains a theater and a library. The levels are all accessible and connected through a series of exterior stairs placed in between the existing masonry facade and the new mesh facade.



Ground Floor

Ground Floor

The walls of the existing first floor were removed, lifting the heaviness and defensive facade to increase porosity and freedom of movement in the plaza. The removal of the ground floor provides a sheltered space for visitors who want to meet before going into galleries. It is also the entrance to el barrio's interior spaces. An elevator in the middle connects the theater, the forum and the rooftop beach.



Roof Beach

Once visitors arrive here via the elevator, they will disrobe, becoming vulnerable. But in their nakedness, they will look out, and will know that there exists for them a place in the city.



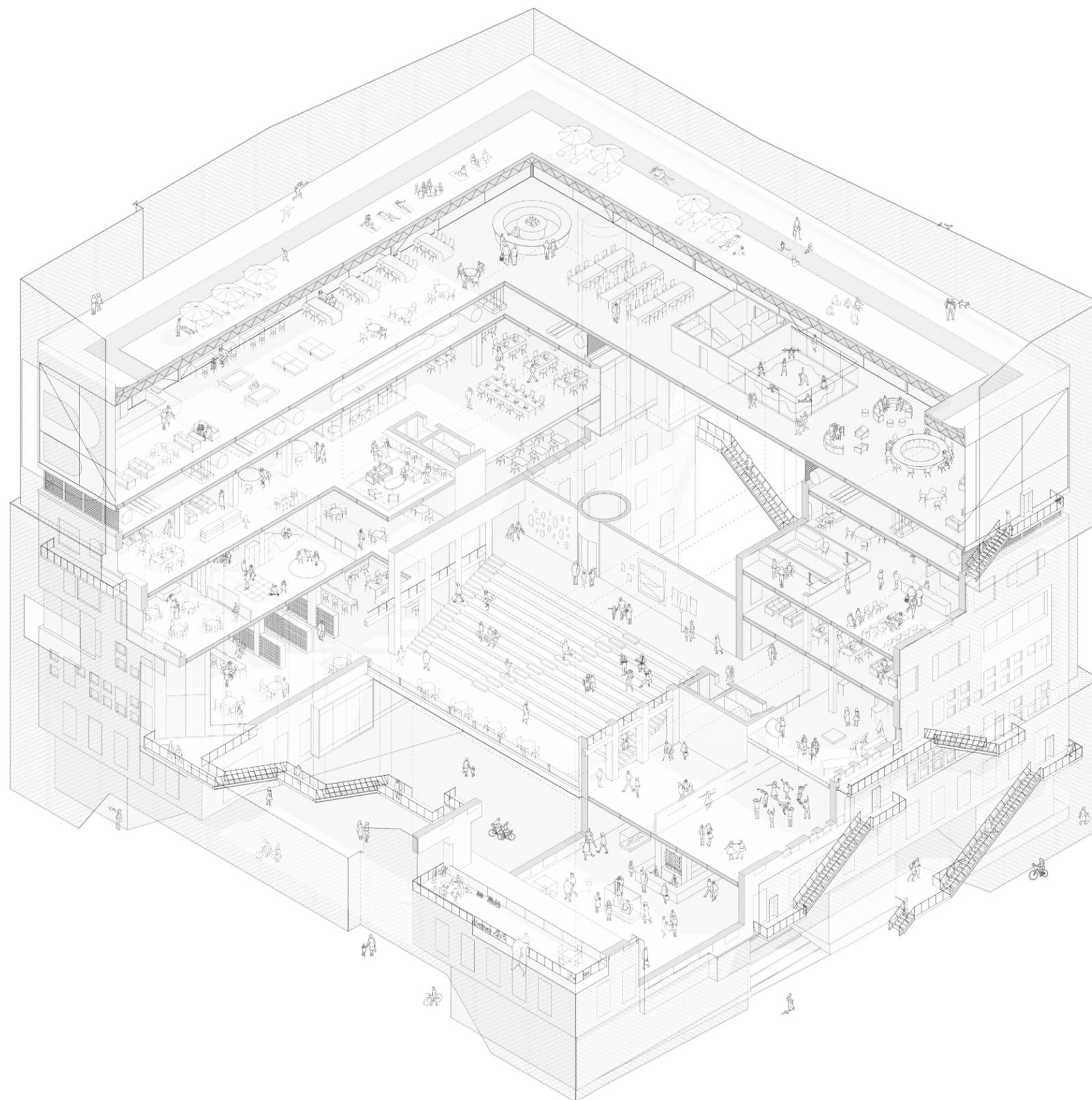
Library

Visitors can read the collection of books and archives to learn more about Latinos, immigrants and the history of this neighborhood. Here, the educational role of the building is fully exploited.



"Geodes"

Over the courtyard, some volumes protrude from the wall, which we call "Geodes". They extend the space inside, giving visitors a different view and spatial experience than they would get indoors.



Forum

The Forum is an extension of the public courtyard on the first floor, which will serve as a complement to the original building space and will be used as a multifunctional space.



Theater & Hybrid Space

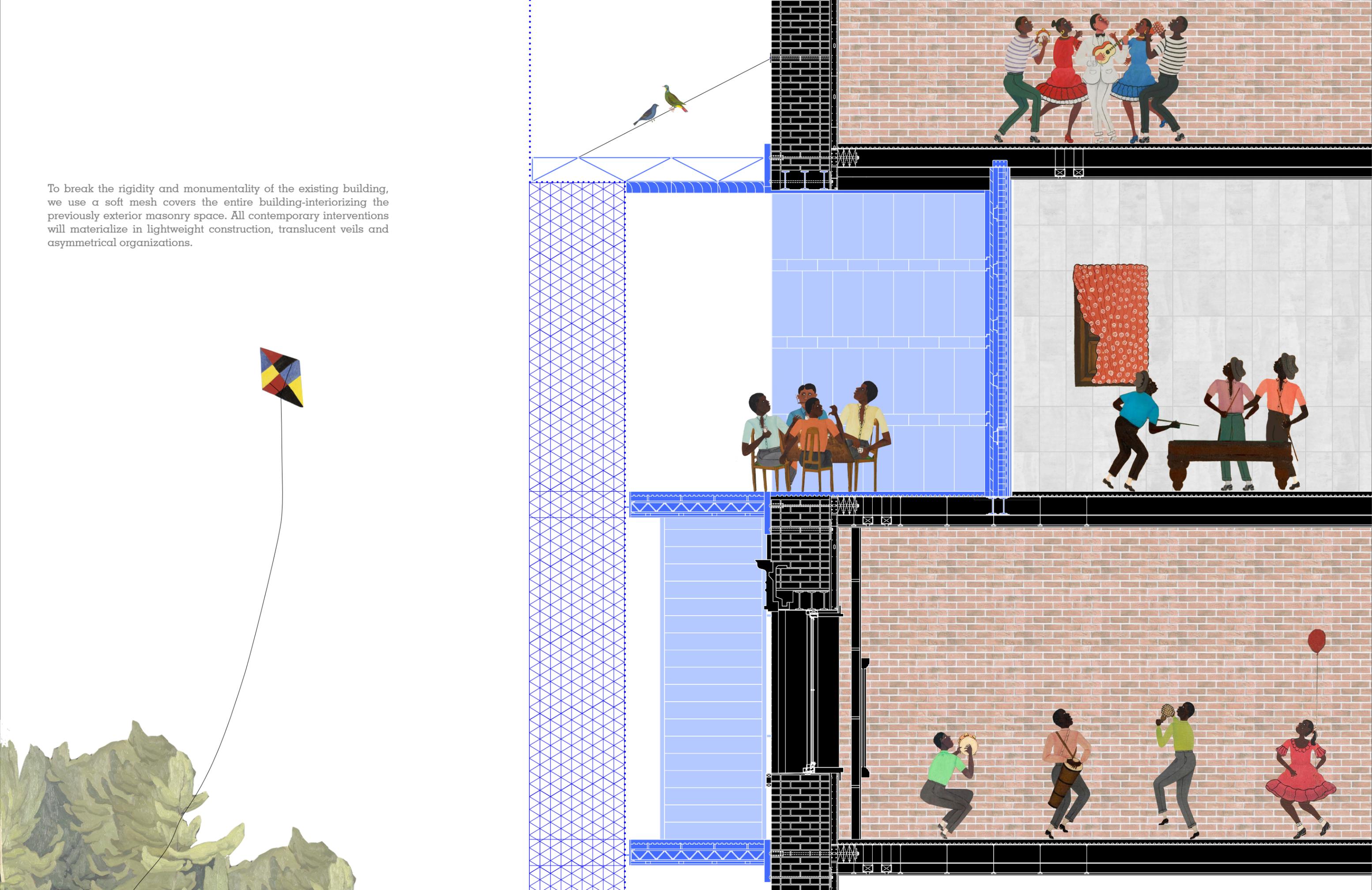
The overhanging part in the middle of the building will be used as a theater and a hybrid space. In normal times visitors can do anything here, such as reading books and socializing. And when there is a performance, it can be used as a theater.



Courtyard

The space in the center of the first floor will be used as a plaza. Visitors can spend time outside and hang out for refreshments. It also opens a space for bigger gatherings and events.

To break the rigidity and monumentality of the existing building, we use a soft mesh covers the entire building-interiorizing the previously exterior masonry space. All contemporary interventions will materialize in lightweight construction, translucent veils and asymmetrical organizations.



INSIDE AND OUTSIDE

Self-occupied Residence

Macha Village, Gansu Province, China

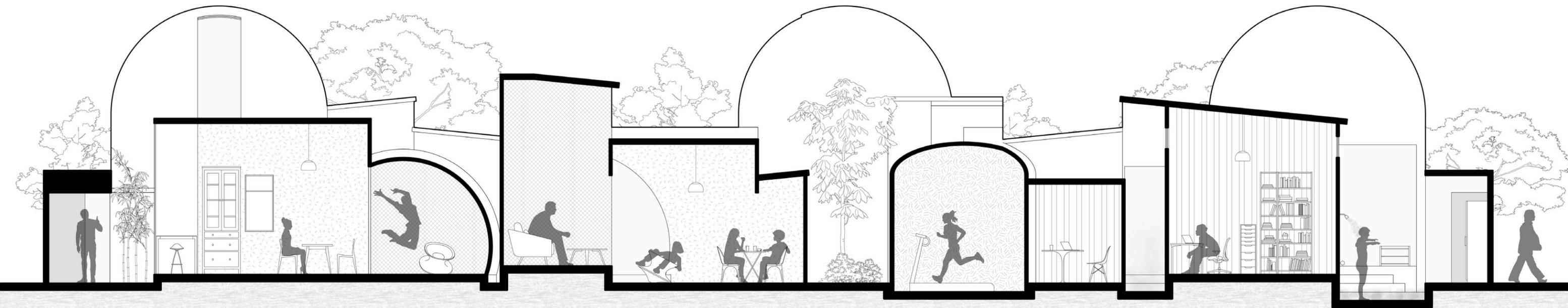
Instructor: Dan Wood

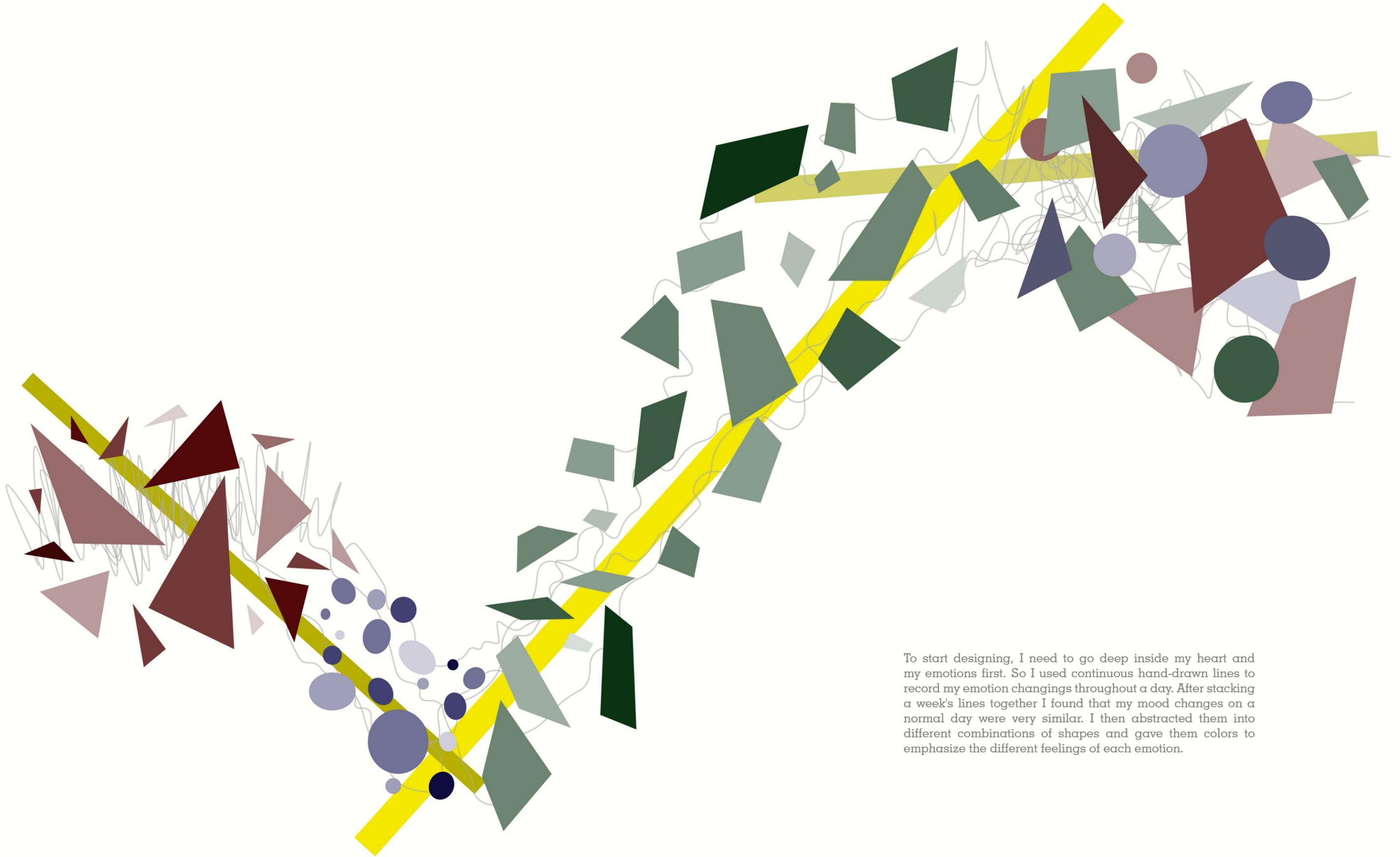
Individual Work

Summer 2021 Studio

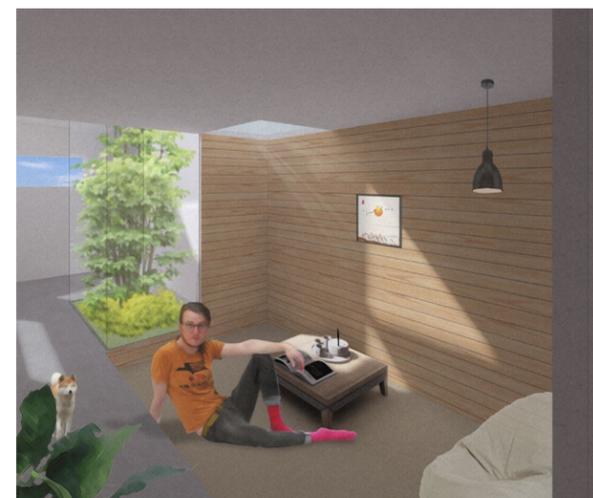
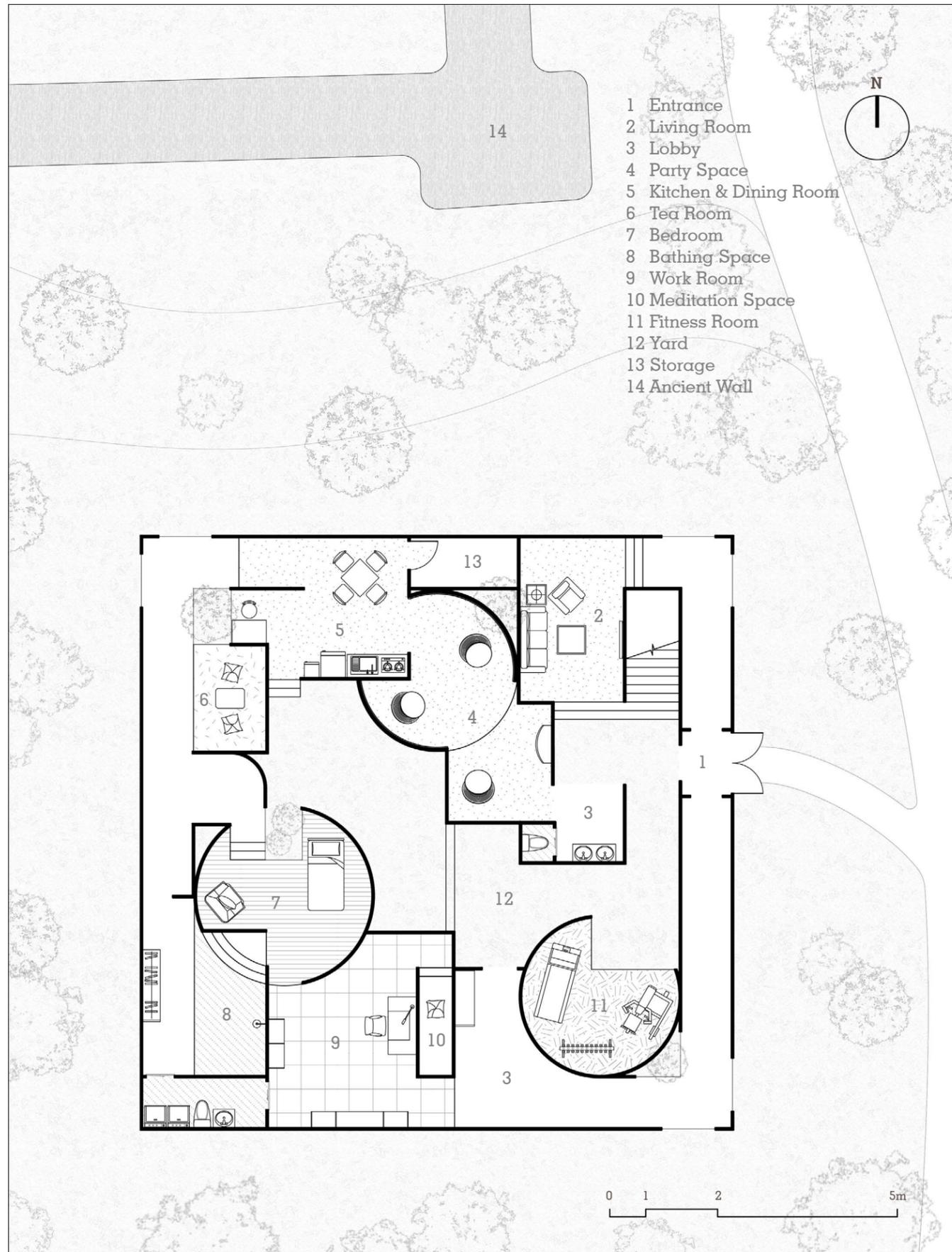
What are "inside" and "outside"? "Inside" might be my heart, while the "Outside" is my expression; "Inside" seeks peace and solitude, while "Outside" desires vitality and companionship. And what could be spaces of "inside" and "outside"? Maybe what is the interior of the wall is "Inside" and the exterior of the wall is "Outside"; or perhaps what has a roof is "Inside" and what does not is "outside"; or maybe what is private is "inside" and what is open is "Outside"; or maybe private space is "Inside" and more public space is "Outside"...

As a design for my own house, I wanted to use the inside and outside of the building to reflect my own heart and emotions, thus separating the main space into two parts: "dynamic" and "quiet". In the "dynamic" part I can entertain friends and hold parties, while in the "quiet" part I can do something more personal.



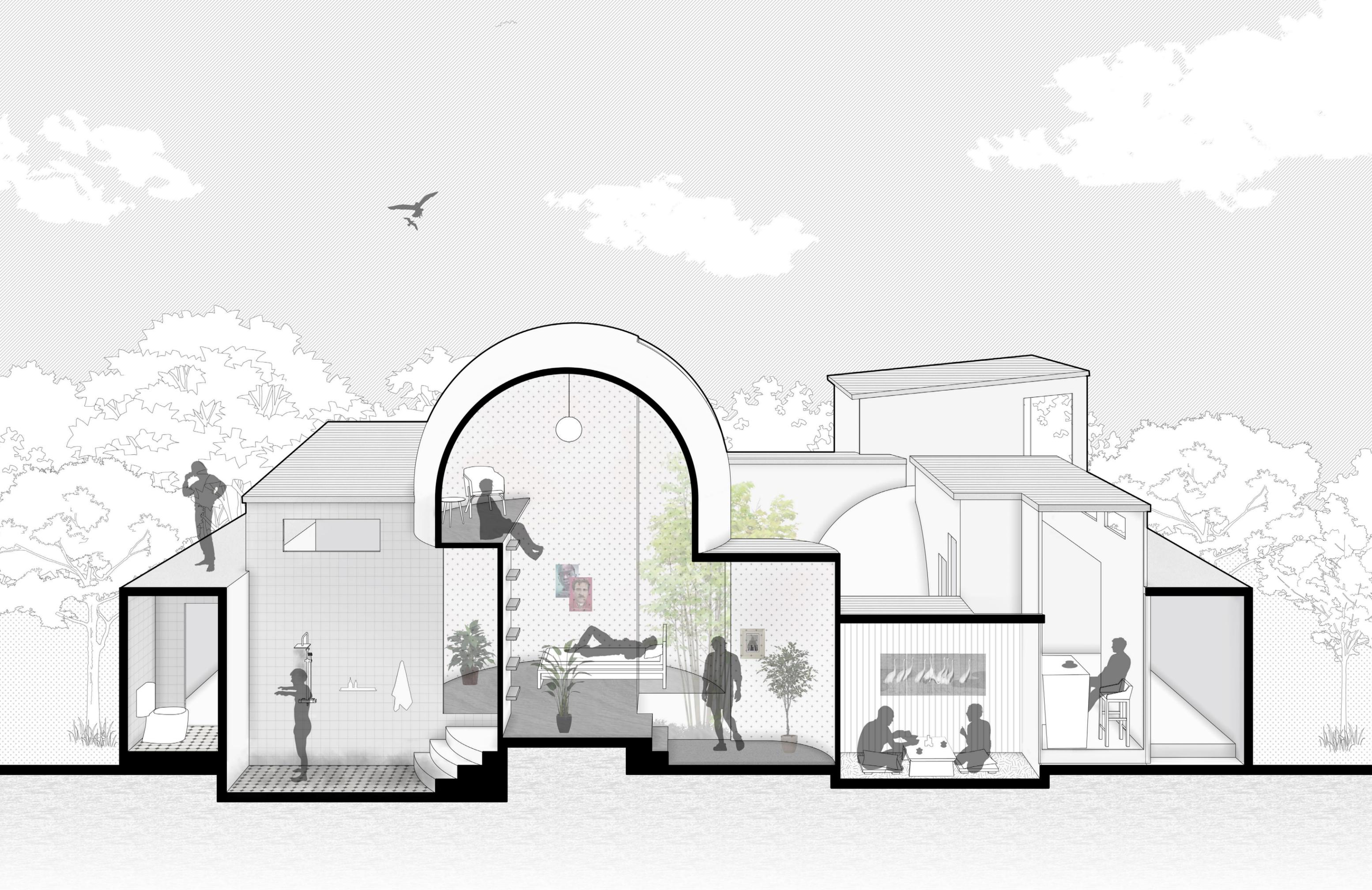


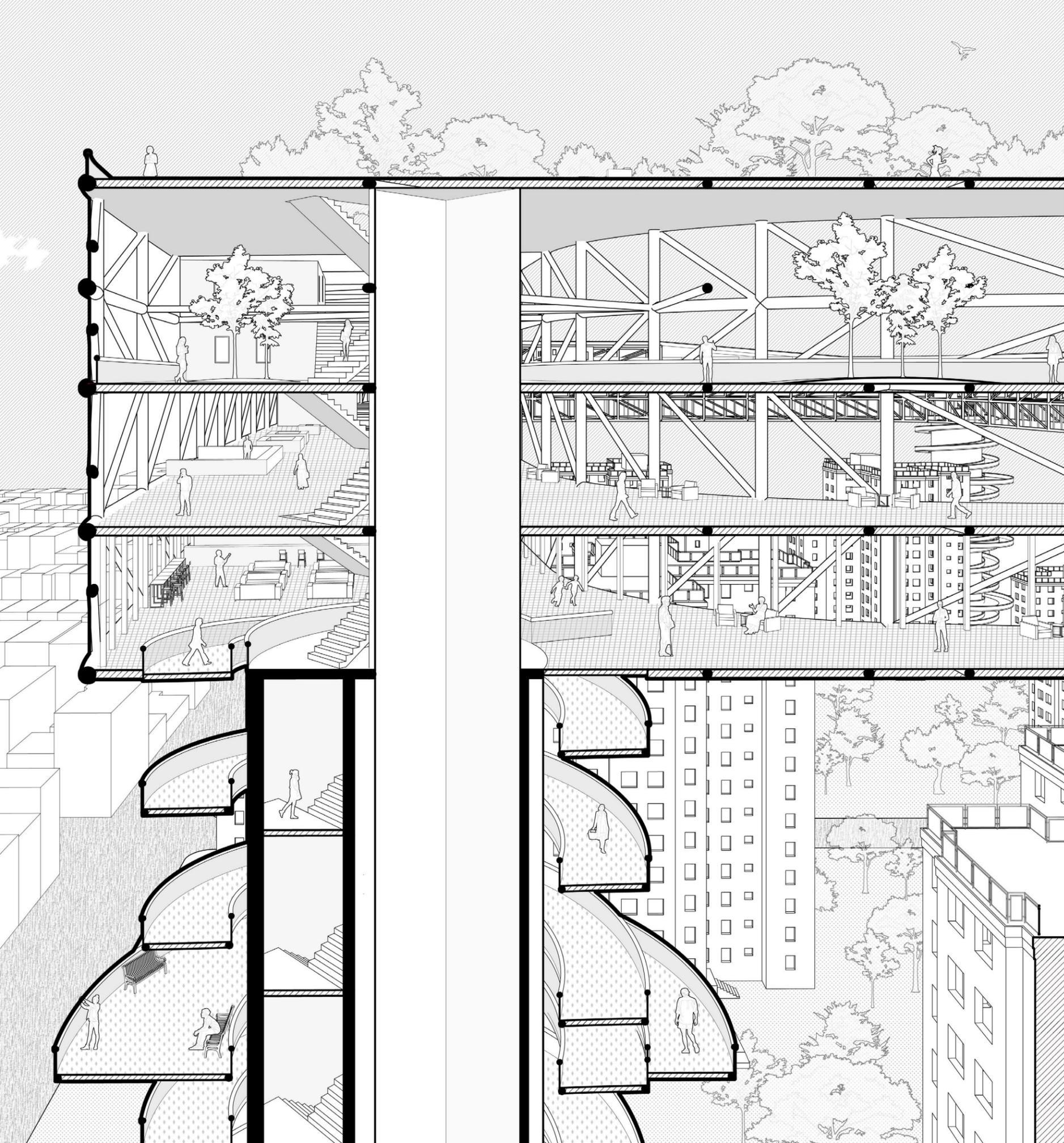
To start designing, I need to go deep inside my heart and my emotions first. So I used continuous hand-drawn lines to record my emotion changings throughout a day. After stacking a week's lines together I found that my mood changes on a normal day were very similar. I then abstracted them into different combinations of shapes and gave them colors to emphasize the different feelings of each emotion.



"Inside" - Private Spaces

"Outside" - Open Spaces



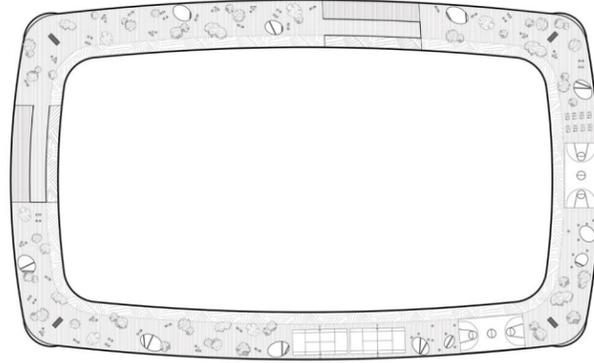


CONNECTION IN THE SKY
Residential-commercial complex

*Gowanus, Brooklyn, New York
Instructor: Stephen Burks
Individual Work
Fall 2021 Studio*

Human is a social animal, interacting and gathering with others can make people's social attributes satisfied, thus making them feel happy and keeping their natural attributes in a normal state. However, looking the Gowanus Housing from a macro perspective, the texture of it is out of place in the surrounding neighborhood, like a foreign object that divides them into several pieces. When entering the neighborhood and observing it from a microscopic perspective, I found that there are only a few residents moving around and gathering in the playground, and few people are seen on the roads in the community. In this way, not only Gowanus Housing appears to be a "lonely island" in the middle of several neighborhoods, within the community, each building, and even the residents are also like "lonely islands", with little intersection and contact, let alone their relationship with the surrounding neighborhoods.

Through the design, I wanted to connect the site to the surrounding neighborhood and make it the center of the surrounding area. At the same time to connect the residents within the community, so that the whole community and neighborhood are more closely connected, more united and more energetic. I designed the site as a large complex and erected the new building on top of the roof of the existing building so that there would be as little disruption as possible to the normal life of the residents of the existing community.



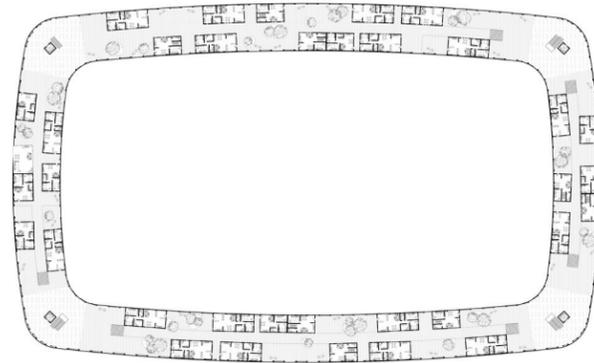
Rooftop

The rooftop area is designed for residents and the community school, and it is used as a rooftop park and sports area. Residents can gather and do activities on it, such as sunbathing, watching the scenery.

For sports, it has a running track to use, and also has some basketball courts, tennis courts and ping pong tables.



Rooftop



Housing Levels

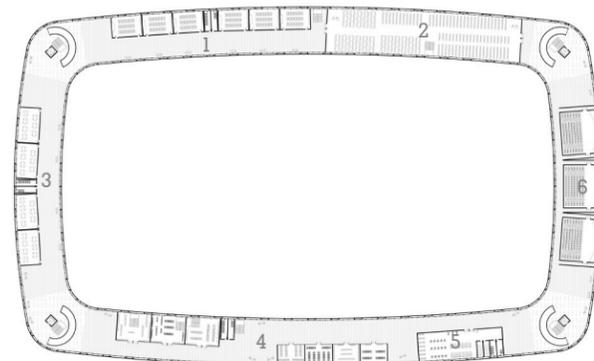
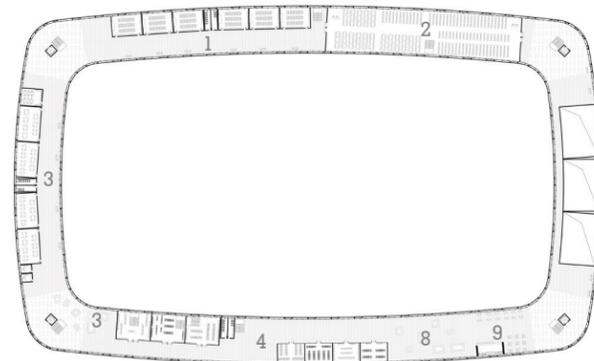
The housing level consists of several residential units, and the space outside the residential units is a public activity space for residents. There are some holes made above them, which can let in better sunlight.



Housing Level

Public Levels

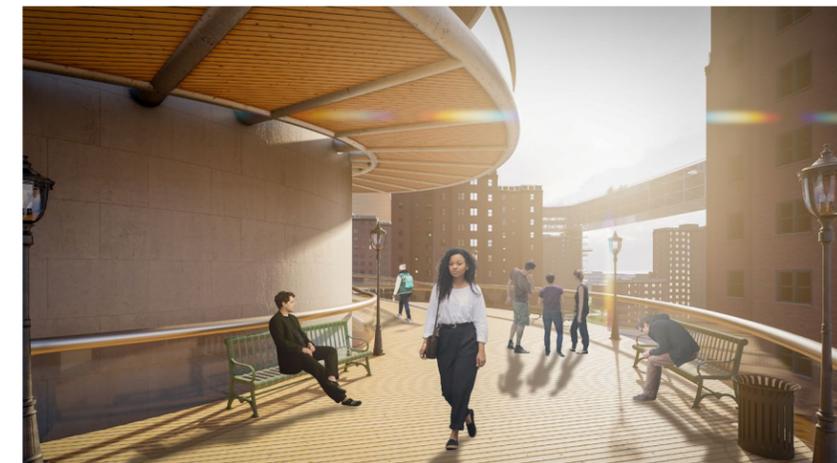
- 1 Classroom
- 2 Library
- 3 Workshop
- 4 Store
- 5 Gym
- 6 Cinema
- 7 Staff Office
- 8 Market
- 9 Café



Public Levels

The public level is divided into two areas, A and B.

Area A is used as after school class and the community school, including a library, classrooms, offices and workshops. Area B is for commercial, including café, store, cinema, etc.



Rest platform on Ramp



FALLEN CIVILIZATION

Rendering

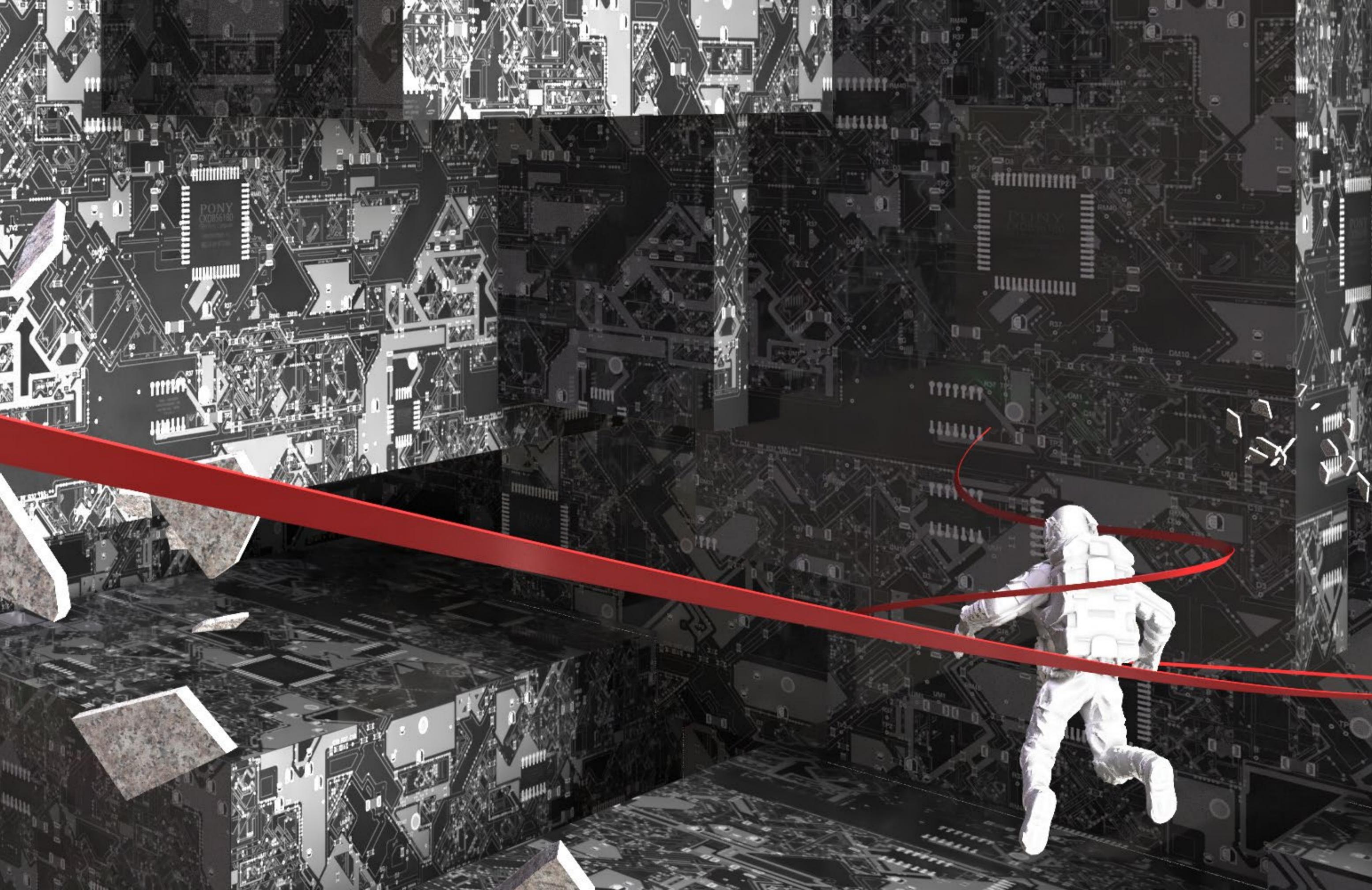
Instructor: Joseph Brennan, Phillip Crupi

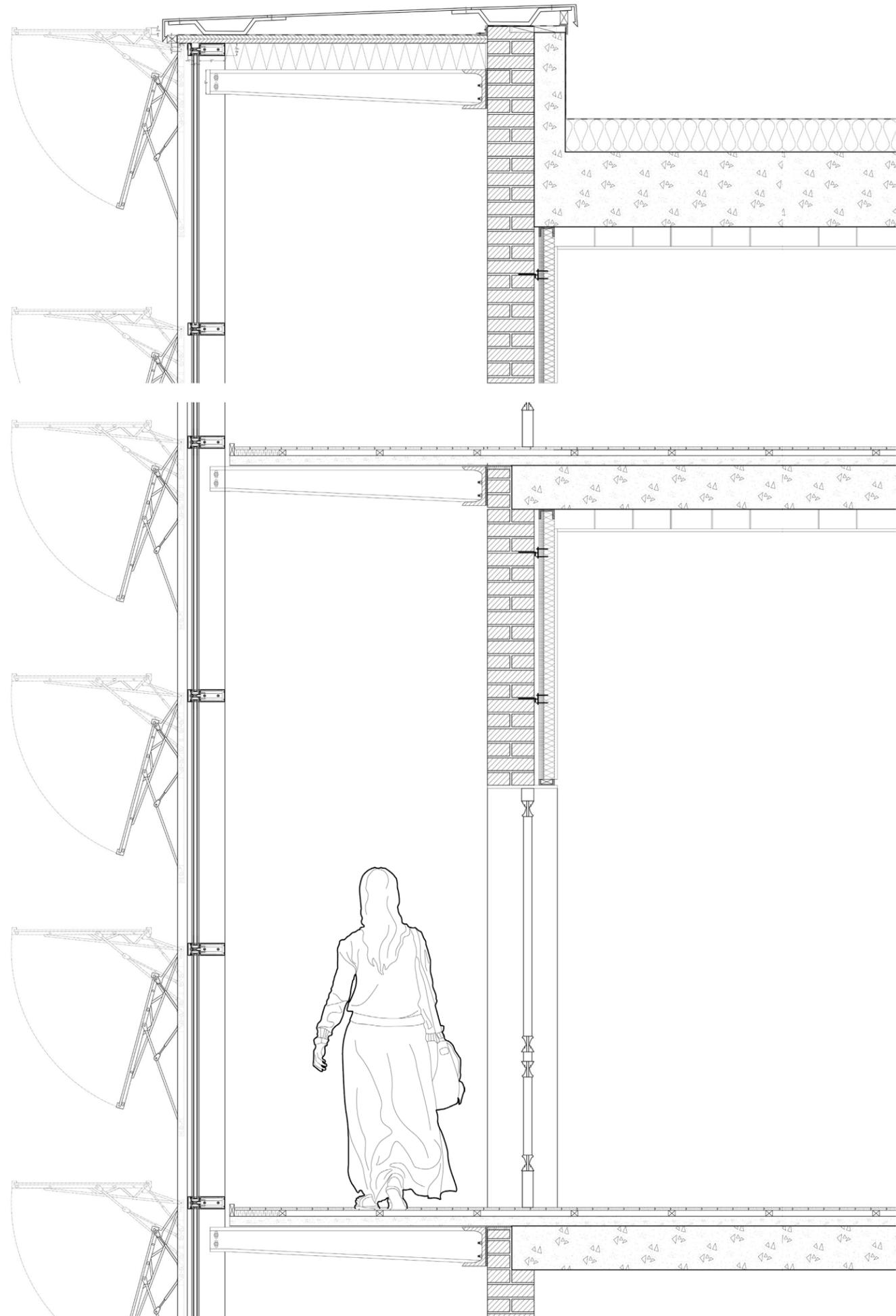
Partner: Yutong Deng, Yefei Guo

Fall 2021 Techniques of Ultrareal

We wanted to try something different from the usual architectural renderings, so we decided to set the render in the universe. We tried to create a contrast between large and small in a set of images to give the viewer a visual impact, so the content in the image is composed of giant statues, monoliths and astronauts from large to small, and the scene gradually moves forward from far to near. As the camera keeps getting closer and closer, the small parts of the original picture gradually appear in front of people's eyes.



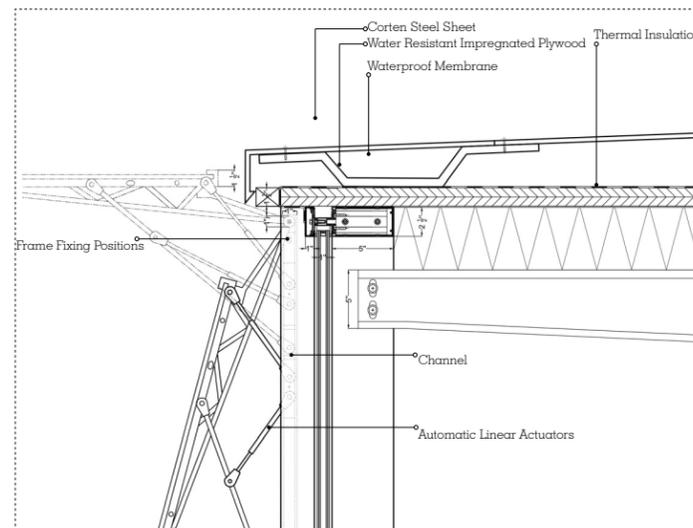
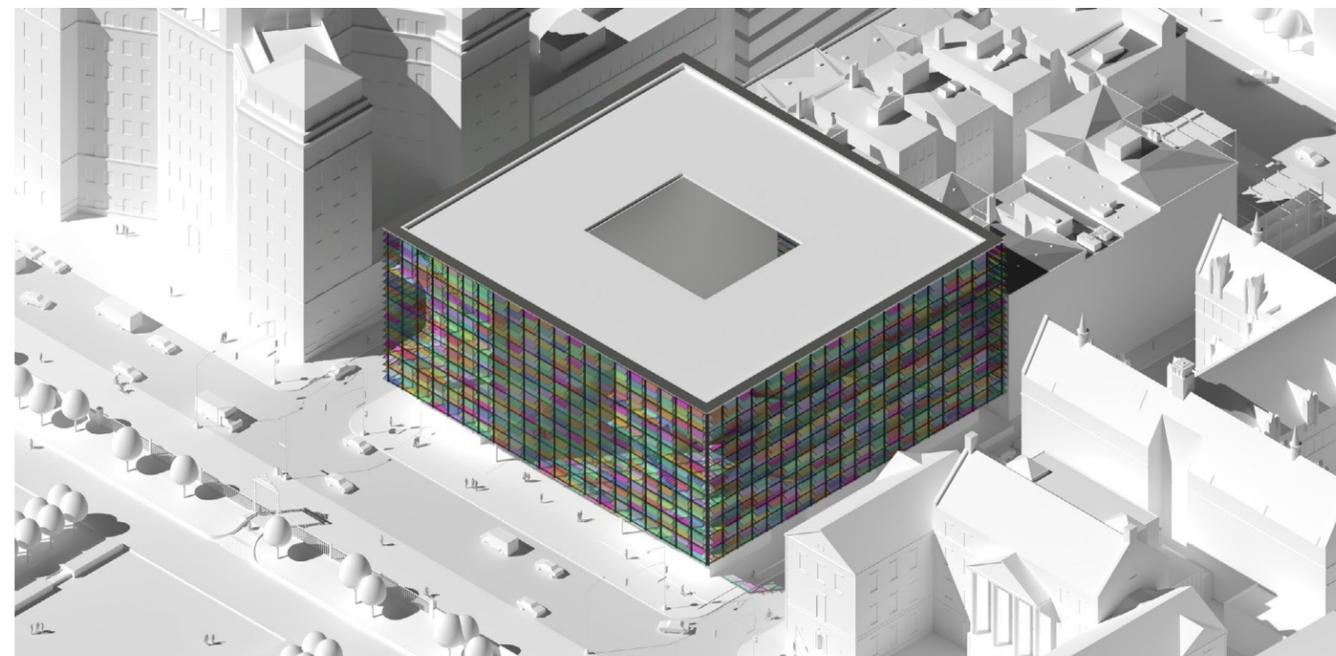
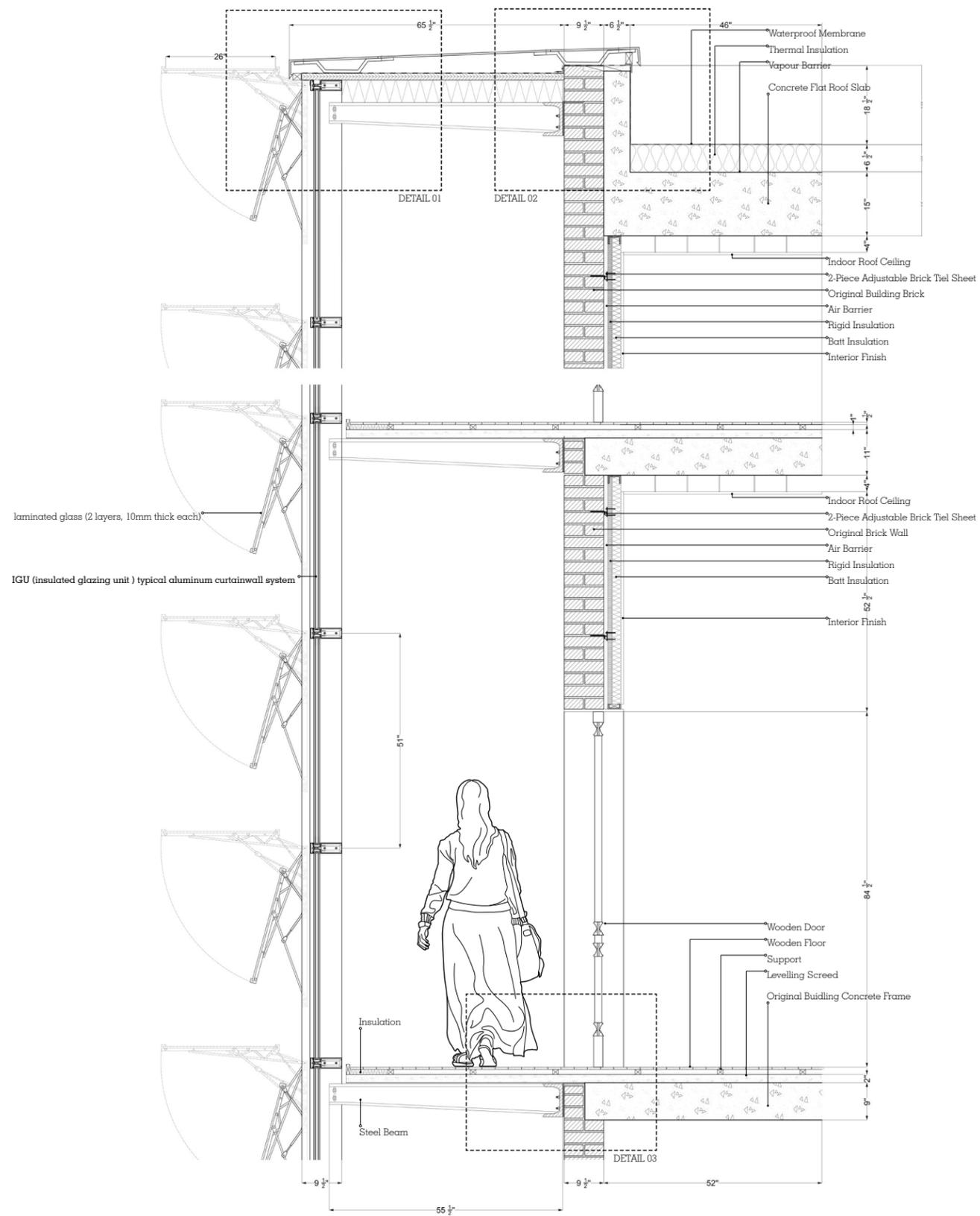




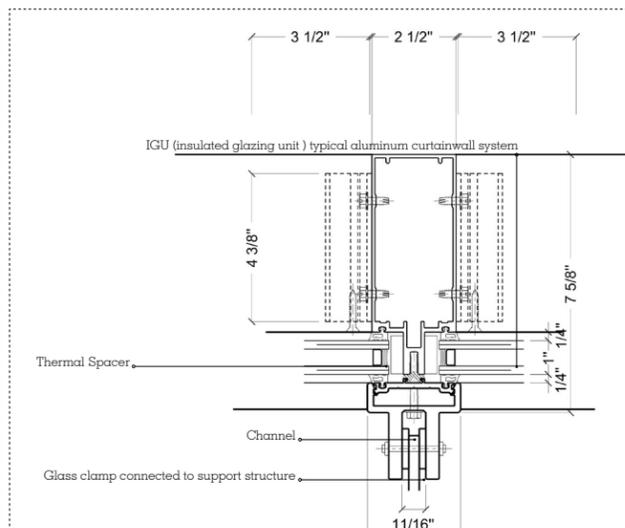
FAÇADE DETAILING
Façade Design

Instructor: Kevin Schorn
Partner: Yunlong Fan, Yukun Tian
Fall 2021 Façade Detailing

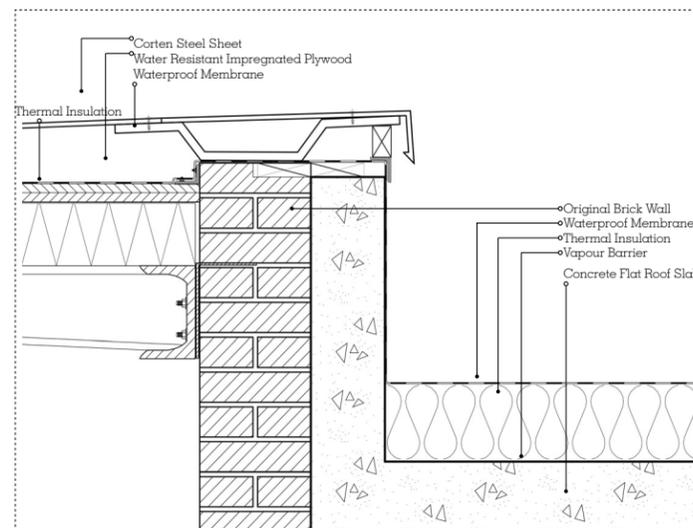
The main purpose of this design is to create a new façade outside an old building. We decided to design some new platforms for people to walk hang on the outside of the existing building at all levels, with a traditional glass façade beyond and some stained glass panels mounted on frames at the outermost. The frames can be rotated by motor control to different angles like the angle of the sunlight changes throughout the day, projecting the colors of the stained glass panels onto the interior and making the space more colorful and interesting.



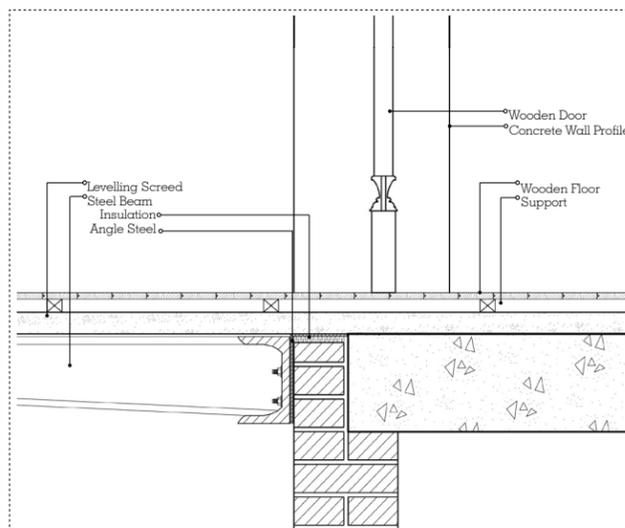
DETAIL 01



DETAIL 01 PLAN



DETAIL 02



DETAIL 03



ERXIAO CHU