

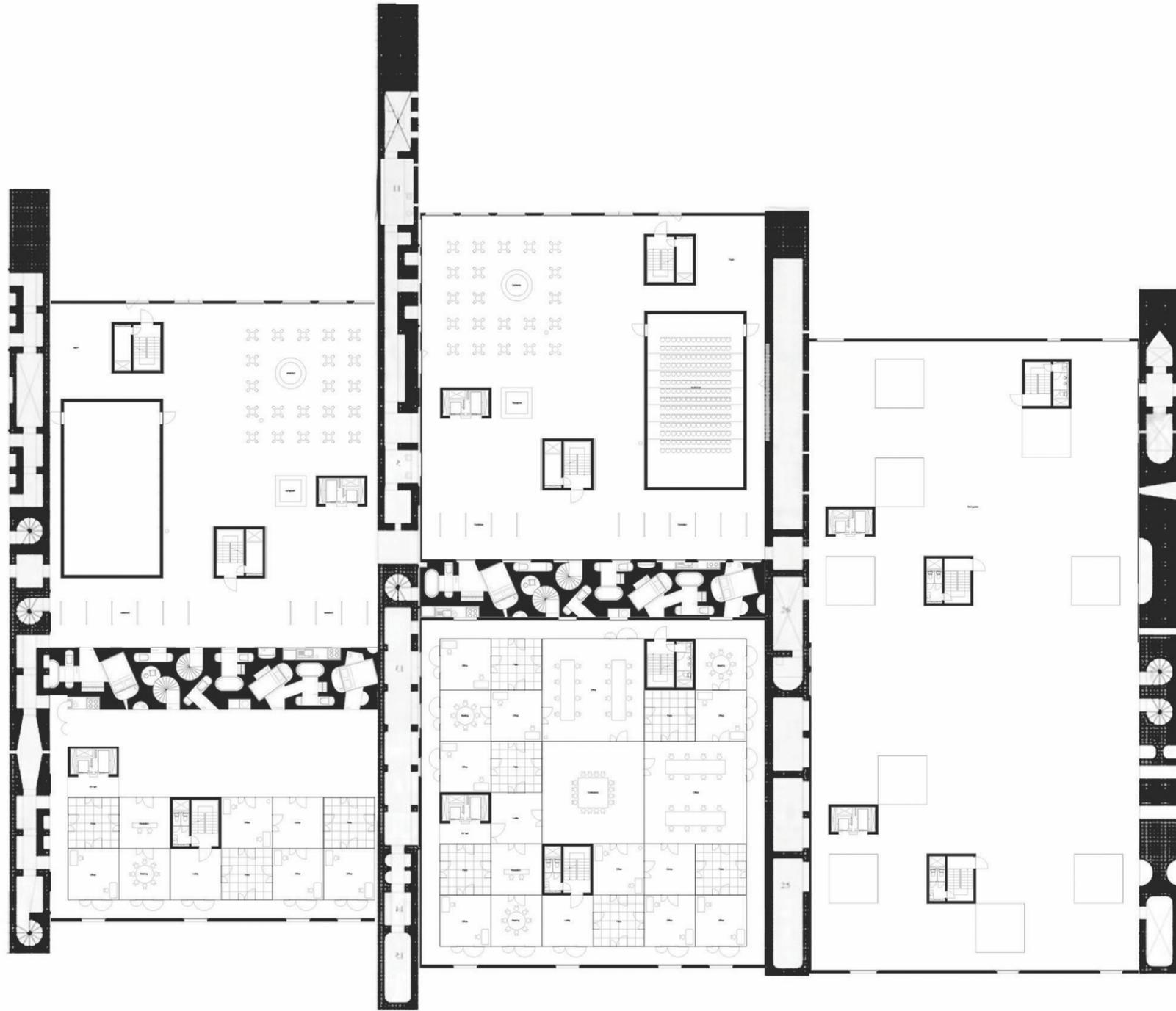
Portfolio

Work in GSAPP

Haeri Choi

HOMO LUDENS

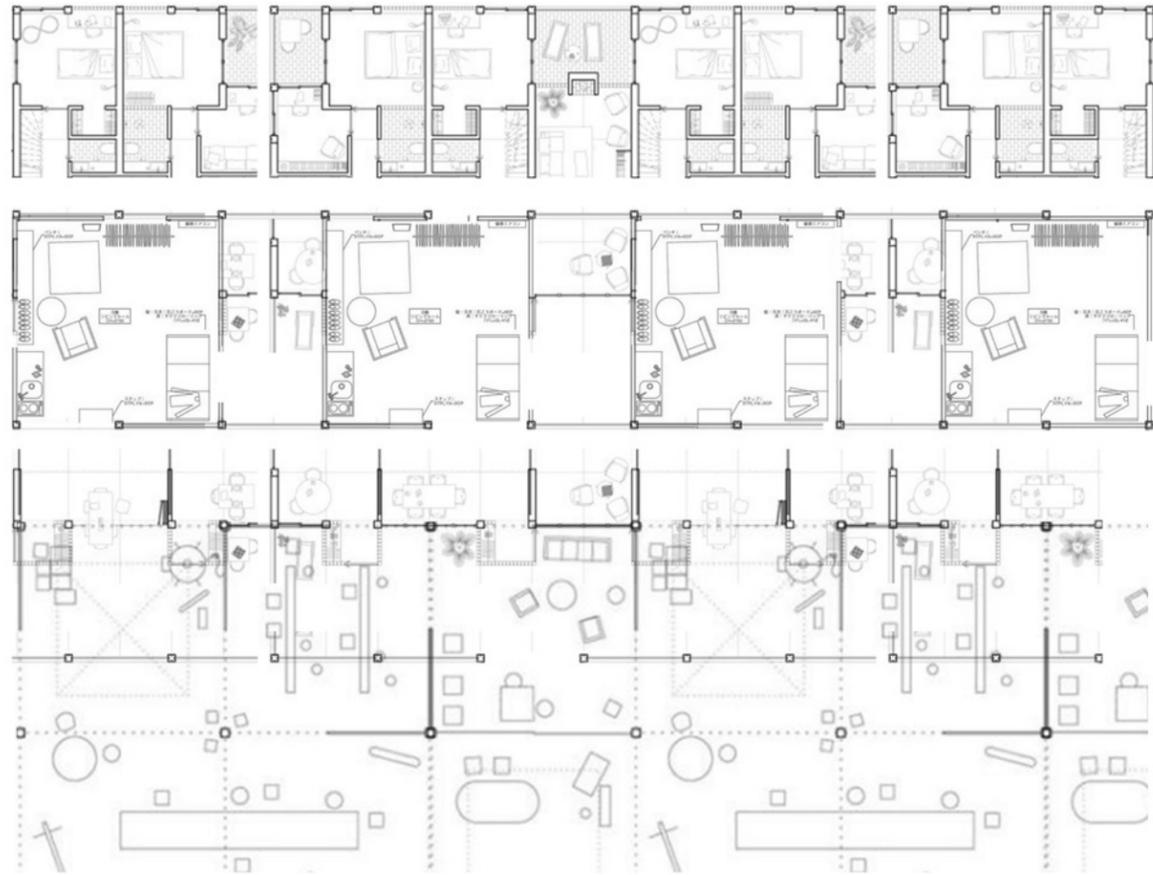
4	19'	SUMMER STUDIO	MACHINE FOR LIVING
19	19'	FALL STUDIO	SOUTH LA ART PLANT
		NARRATIVE URBANISM	KOREATOWN : VERTICAL STREET
20	20'	SPRING STUDIO	BUBBLE PUDDLE CUDDLE



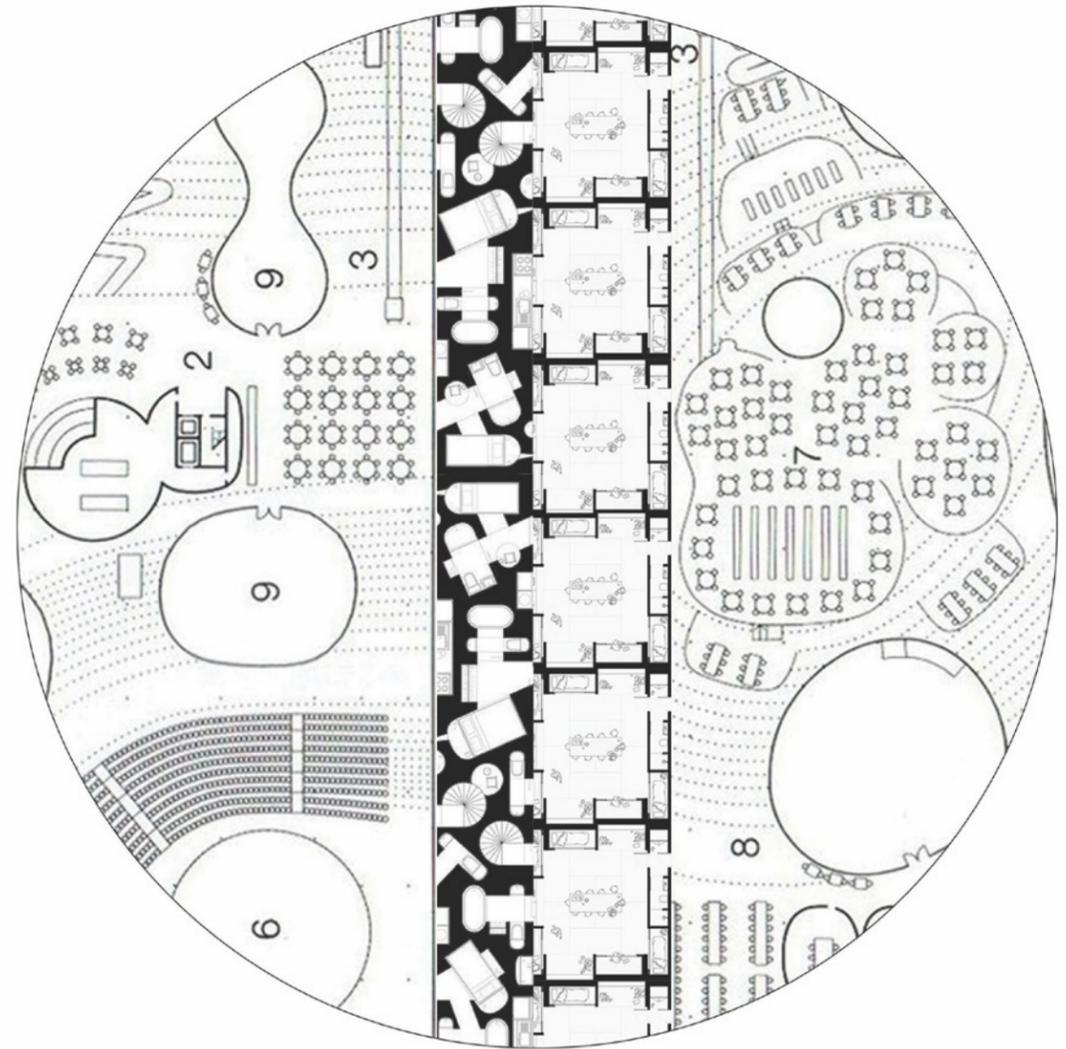
Machine For Living

Instructor : Emmett Zeifman
Collaborated with Ed Lee, Hajir Al Khusaibi

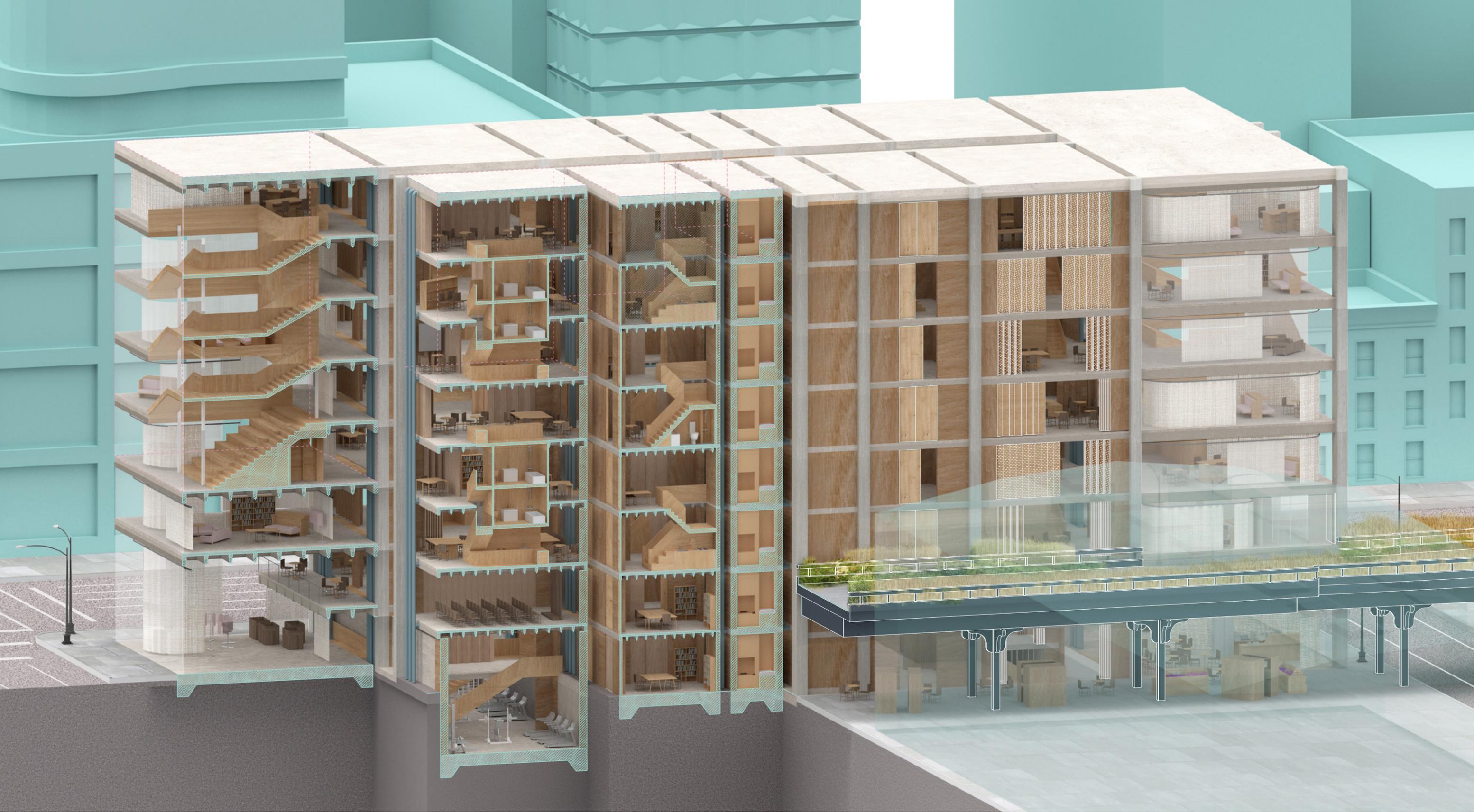
This housing prototype is identifying different level of openness by materiality and curation level of core. We believed that highly curated space has more potential to be used freely. Horizontally, this building is divided into four part from the most enclosed to opened with fabric wall, folding door, hinged door, and poche. Vertically, it is suggesting space sharing strategy with highly curated core chunk. Since using water feature is essential in living and vertical circulation is direct way to connect several floors, these chunks are functioning as vertical circulation/toilet. The activity happens in each volume is defined by spatial quality such as light, sound, visual transparency and facilities.



concept collage









Detail Axon Scenario





South LA Art Plant

Instructor : Christopher Leong, Dominic Leong

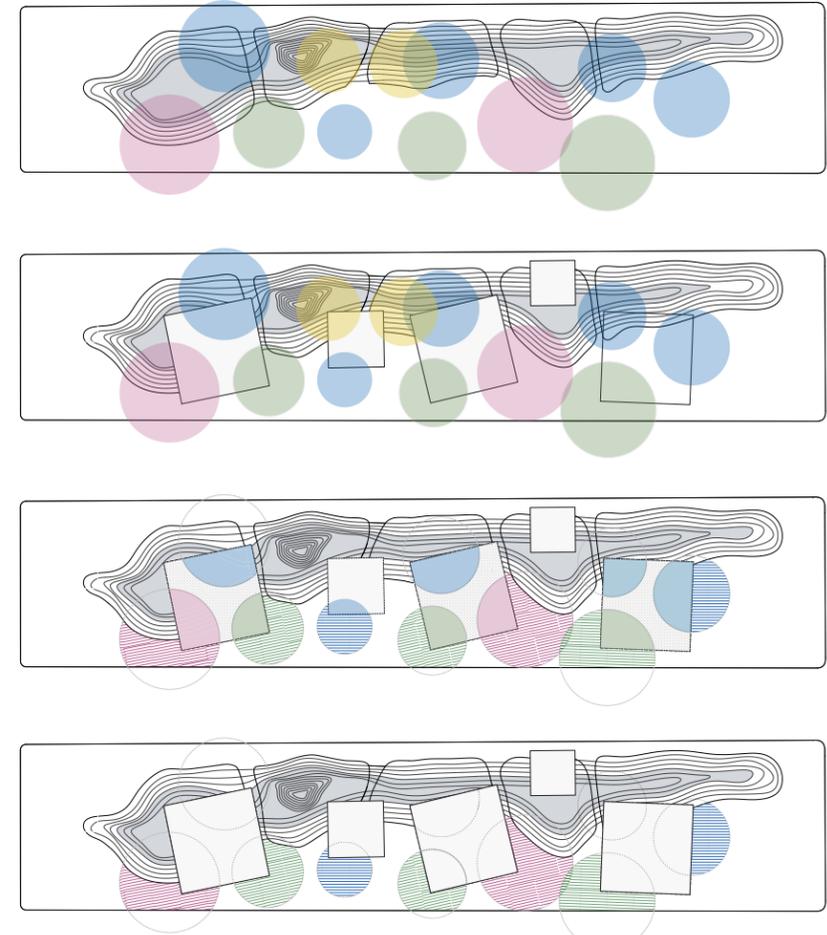
This non-institution is serving its radical hospitality through inter-generational education with art as a medium. Conventionally, 'education' used to be conceived as an activity that happens in a particular classroom and targeted to relatively young generations. From the perspective that education supposed to happen through the entire lifetime, and ideal way of education is 'navigating' people to a certain point within a variety of activities, the concept of 'education' of this non-institution is 'informal learning from play'. Since this site has potential as an outdoor playground because of wetland and the weather of LA, 'classroom' could be extended out to the landscape. The courtyard, which is extended from an outdoor classroom/playground, is transitional space between each volume.



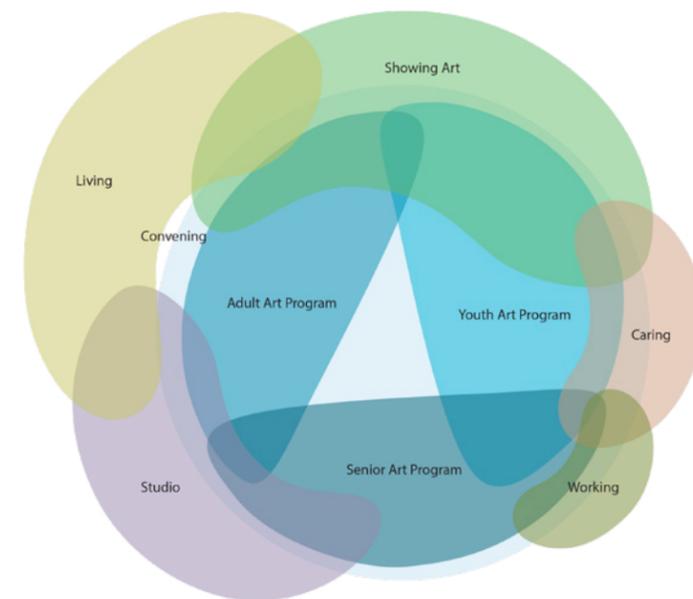
Physical model of re-interpretation of 21 Century Museum by SANAA

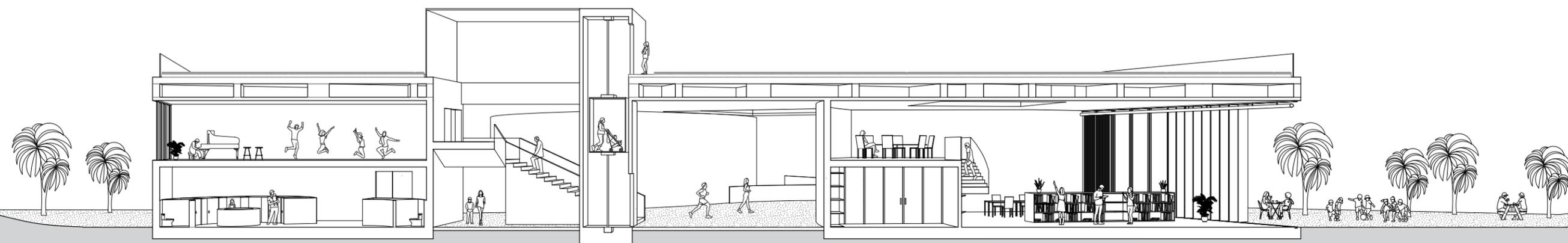
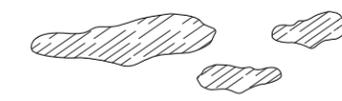
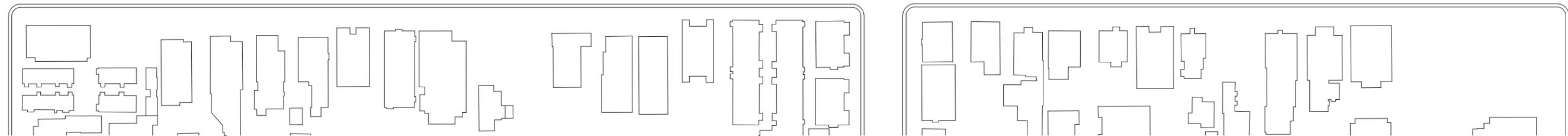
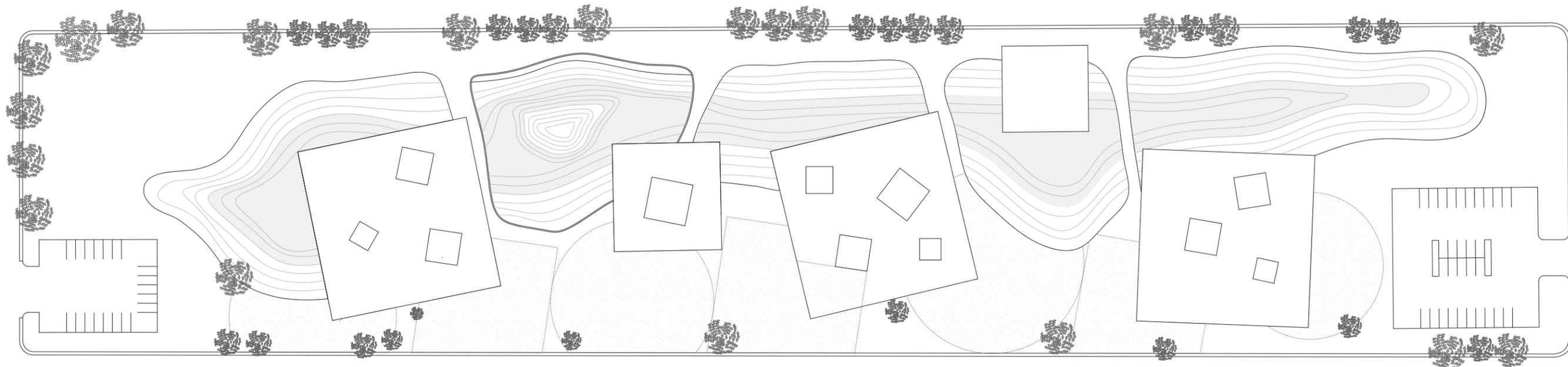


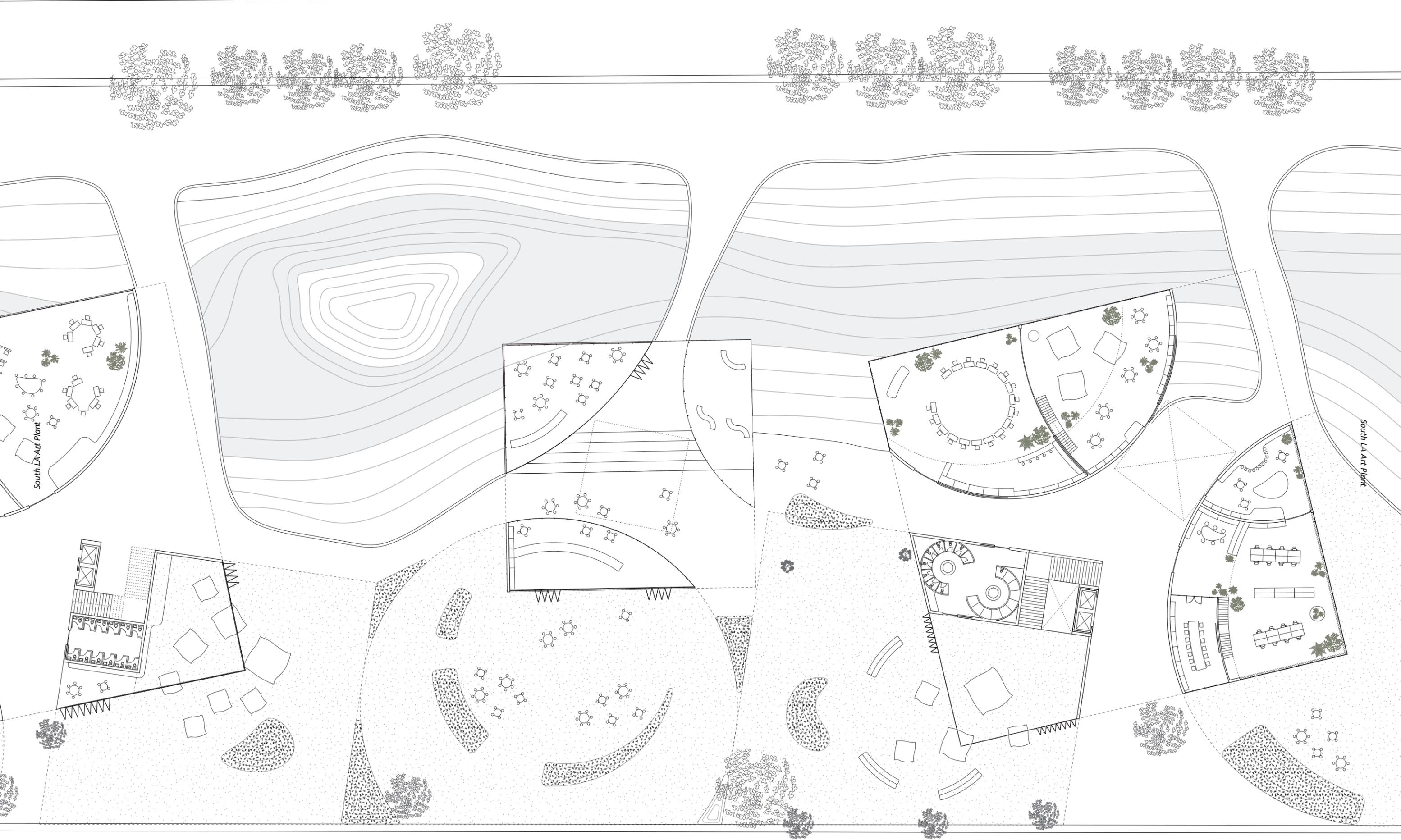
Physical Model of Prototype for Non-Institution



Phase Diagram











Vertical Street Koreatown

Koreatown : Vertical Street

Instructor : Cassim C Shepard
Collaborated with Hanseul Jang

The documentary, Koreatown: Vertical Street, aims to capture compact and dynamic programs and demographics in NYC Koreatown. Located in the midtown of Manhattan, Koreatown have densest Korean business in the city. The Korea way on 32rd street, especially, formed unique program density aggregation by creating not only horizontal accessibilities at the street level but also vertical dynamics. As a result, the two blocks through 32rd street embraces sectional richness. The video tried to display the interrelated and complex programs within the Koreatown by simultaneously taking the audience inside and out of the programs at various levels in the area.



Machine For Living

Machine For Living



Within the blocks, the Korea way, located on 32rd st, contains blocks 1003, 1004, 1005 and 1006 of tract 76.

Within the Asian population, only 27 percent is Korean. Source: 2000 Census

Despite the residential demographics, NYC Koreatown has densest Korean business, displaying and merchandising cultural images and products.

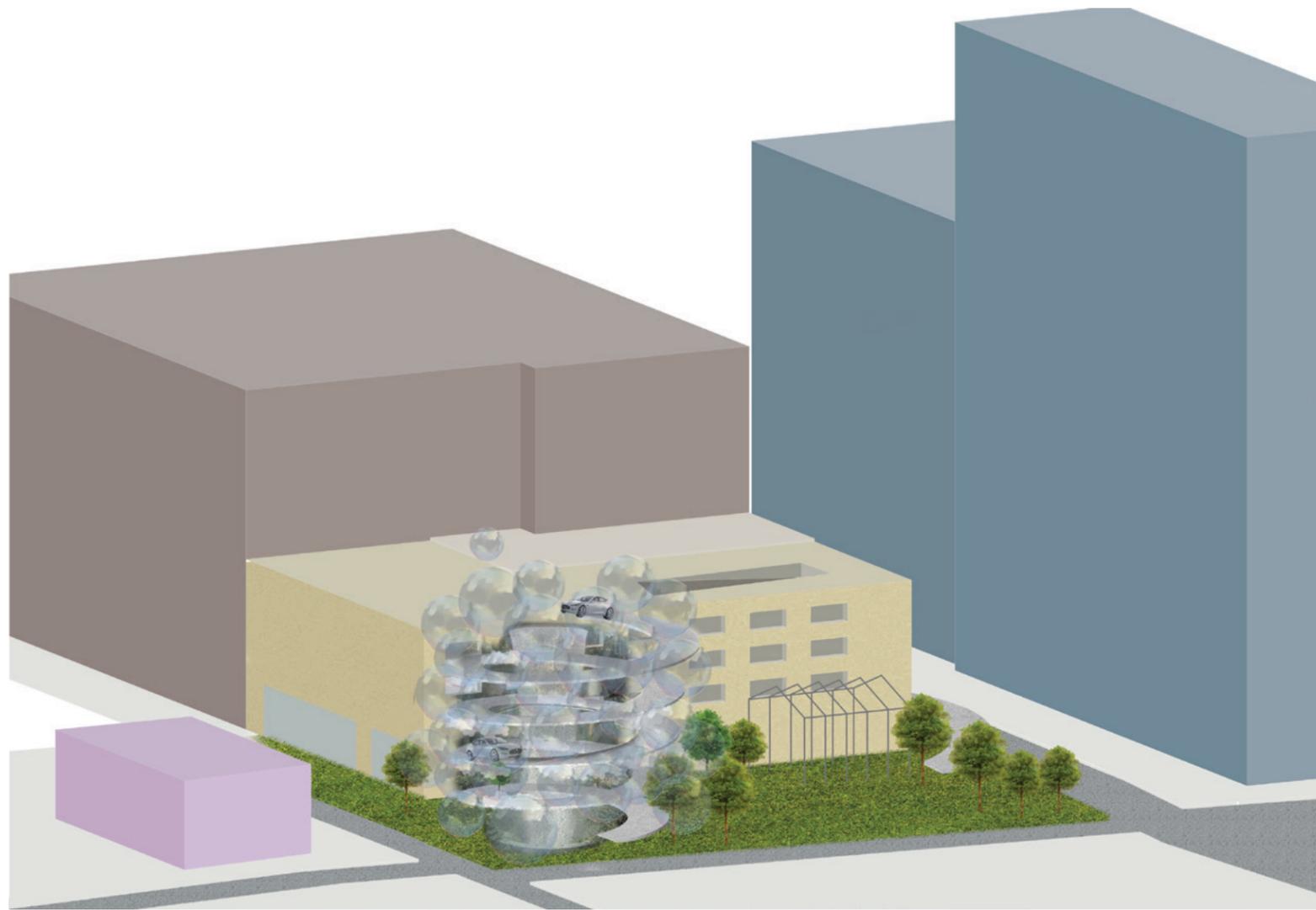
Representing the density aggregation of the business, there are about 80 restaurants in Korea way, creating not only horizontal (street level) but also sectional dynamics and richness.

The street is highly commercial. In 2012, the New York Times reported that "restauranters could pay as much as \$1.5 million in key money"

In order to maintain the gross profit, many of the stores at Koreatown are now owned bigger corporations and franchises.

NYC Koreatown is mini Timesquare of Korean business in the city, consuming and merchandising dense commercial culture to diverse public.

Koreatown, bounded by 33th / 31th st and 5th / 6th ave, have a total population of 1,803.



Bubble Puddle Cuddle

Instructor : Jing Liu

Parking lots are one of the controversial spaces in contemporary city. They are inevitable to be served as 'parking' space but still regarded as a spaces that are wasting valuable urban blocks. In the parking lots, cars are lying on their own plots like dead features. However, the concept of the car has changed through its history, from mean of movement to moving subject itself. I believe that parking lot should transform its organism following the this flow. From stationary space only for parking to live space that can embrace diverse activity for both human and cars.

Despite of its playful aspects, car wash has been being treated only as technical process so far. On the extension of the thought of playful and active transformation of parking lot, I imagine that car wash can be converted into attraction-like facility. By main feature, water, cars and people might be able to experience newly designed parking lot with swimming pool and car wash.

Contemporary urban space has already been overly developed, and even some part is decaying after finishing their uses naturally or intentionally. I believe we are living in the endpoint of the era of expansion. Many activities now do not happen because of their actual needs. So it is now essential to propose effective use of unused or abandoned plots in urban blocks. People might not produce, buy, or build because of practical reasons anymore. From this perspective, the idea of 'play' emerges. Why should not 'for play' be the reason for production? In terms of public space, this strategy could be applied too. To become a thriving public space for these days, additional to standard conditions, it should have the potential to be a place for playful activities.

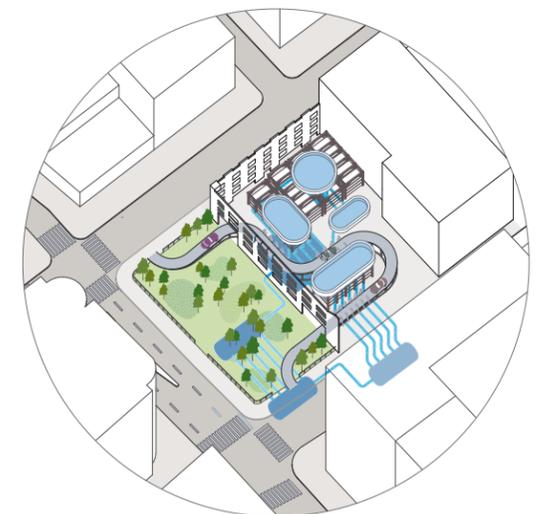
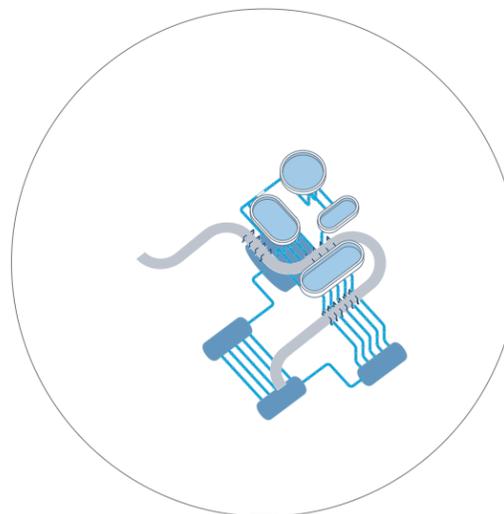
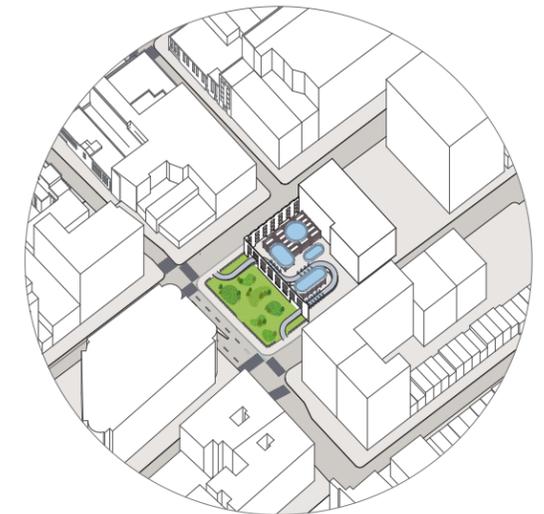
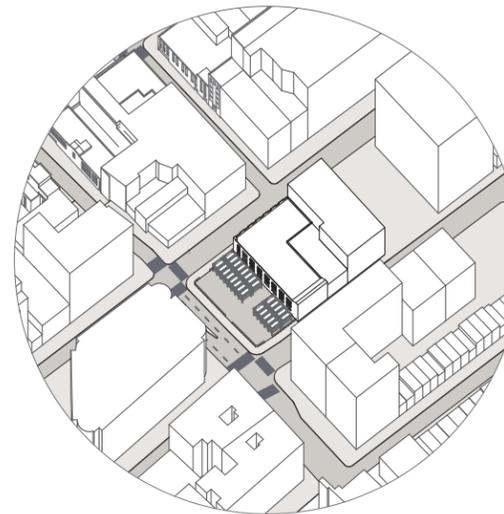
Besides, also because of the development of transportation, the boundary of the actions of humans got broader. People can easily move around by various means of transport. Since automobile culture is inevitable in the contemporary city, embracing the different speeds between moving elements in urban space such as automobiles, bicycles, motorcycles, and people on the street is a critical issue in public areas. Putting all of those members in harmony by mediating the gap between those differences with an architectural gesture is a challenge in making public space.

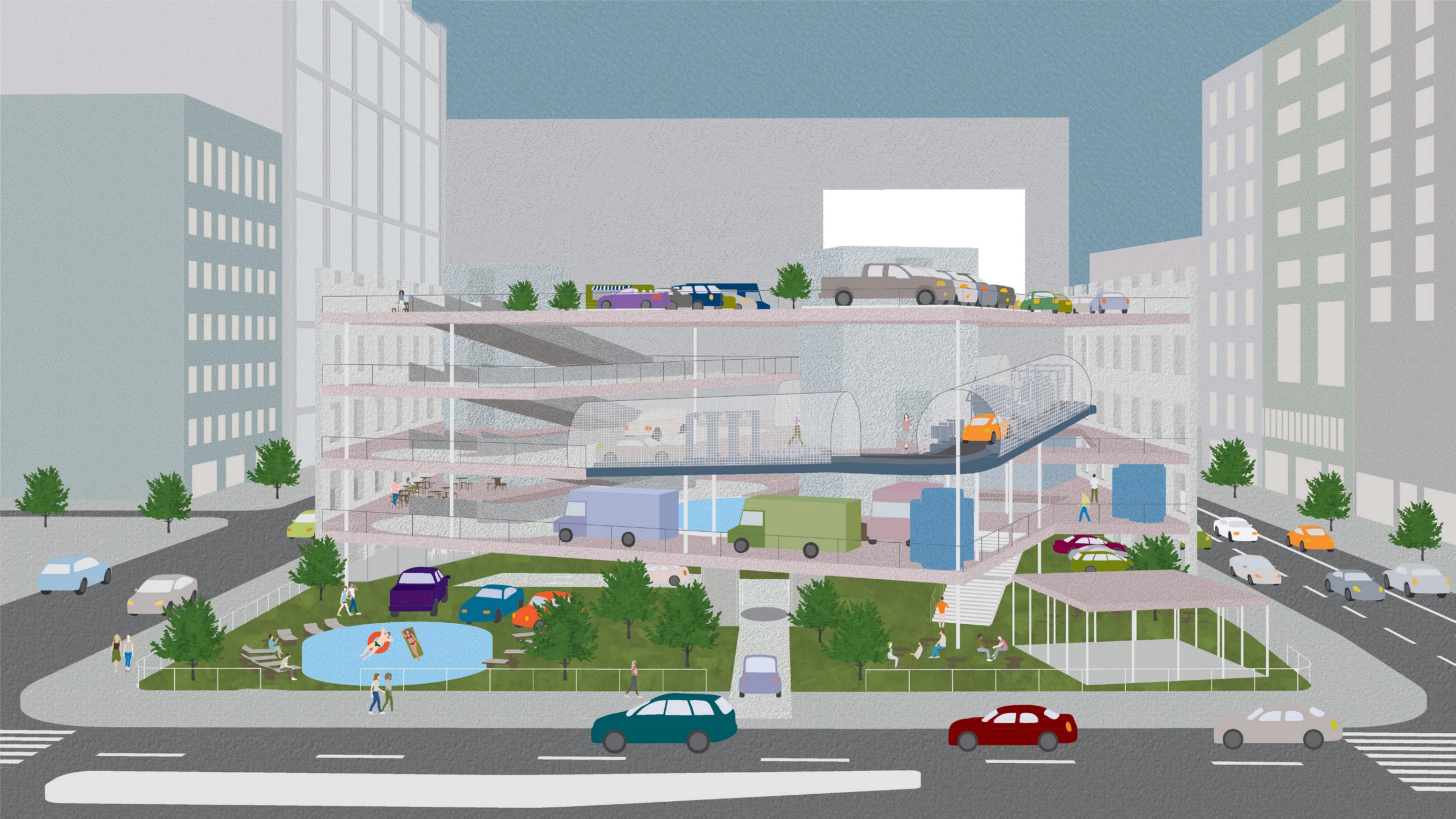
Physically, Fulton Mall is a pedestrian outdoor mall which has intriguing organizations such as relatively wider pedestrian roads and narrower car roads including allies that are heading to the more prominent thoroughfare. Lying between street and avenue, the street of Fulton Mall is a kind of conjunction of various speeds. We easily think only space that has a particular area as a public 'space.' However, the street here is regarded as a 'space' despite its linear feature. This is the reason why I am interested in the 'parking lot.' It might be the most passive urban block in the city. And it could be the starting point of the street and endpoint of the street at the same time.

SO-IL's installation project, <Mini Living-Breathe> is embodying the idea of using unused urban space and the concept of the street as a linear space with a clear expression of material and its lightness by being built on a remaining plot between existing old, traditional buildings in Milan. Since its philosophical background is <Homo Ludens>, the concept of living in <Mini Living-Breathe> is different from conventional nuance. Also, it is interacting with the street in two ways, extending circulation on the street through its vertical spatial arrangement and on the ground level directly.

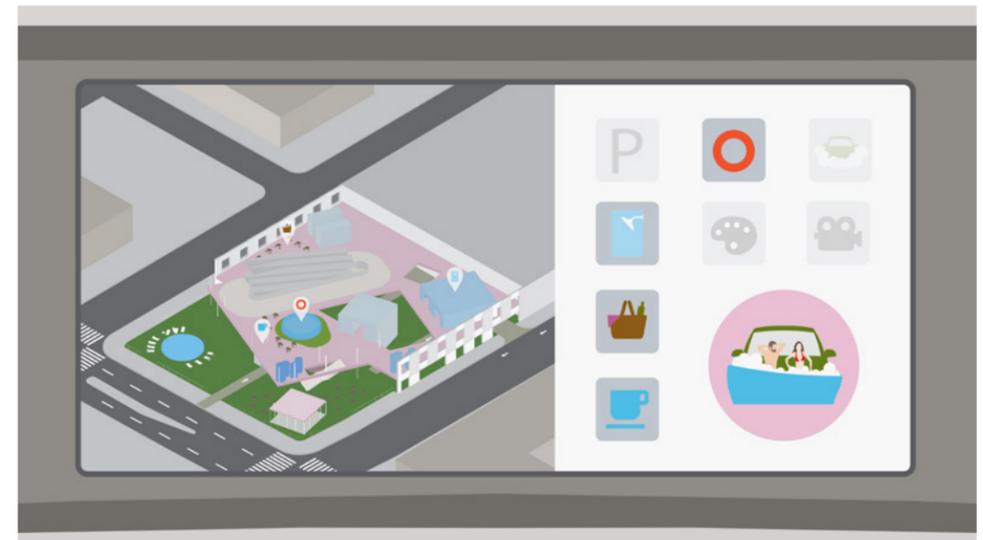
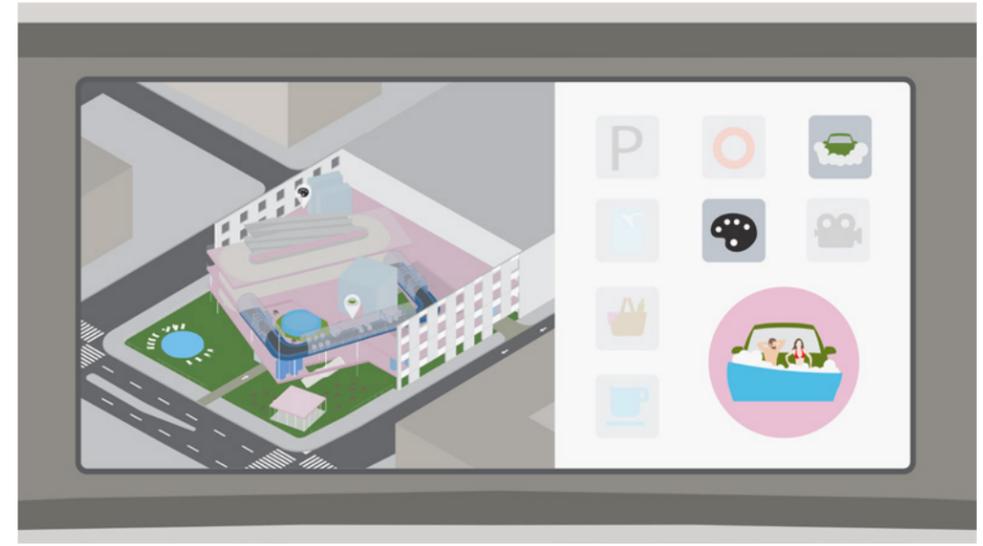
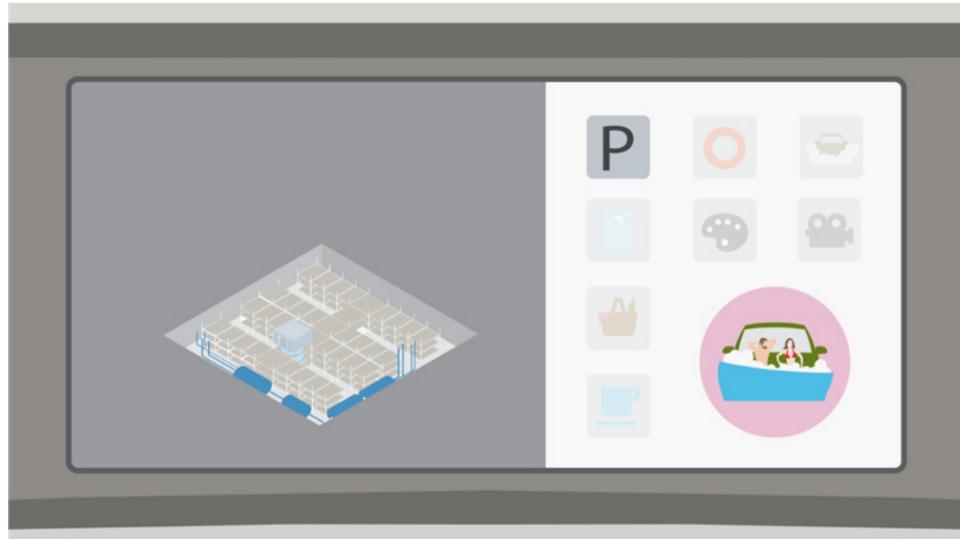
In the physical model of this project, the main idea that I want to convey is how this installation is standing between existing buildings and the contrast of the heaviness of old buildings and lightness of the project. To achieve this, I tried to show the detail of the I-beam structure of Breathe and the thick texture of neighboring buildings. Also, the outer skin is made by light, permeable mesh that lets air flow from outside to inside. In addition, to explain how this installation is communicating with other buildings, opening such as the door on the ground floor and windows is articulated.

From the thoughts of playful architecture, the relationship between the existing urban structure, extending the linear experience of the street in <Mini Living-Breathe>, and the physical condition of the Fulton Mall, I am suggesting transforming a parking lot into an active entertainment park that has both car wash and pool. Since I chose a parking lot located on the corner of two streets and next to an abandoned building for the site for my own project, I am suggesting an actual gesture of connecting them. Furthermore, like Breathe's idea of collecting rainwater, by adopting a water recycling system, I believe this entire park could be one ecosystem by itself. If we believe in the concept of the culture from the book <Homo Ludens>, 'play' came before the 'culture,' this playful architecture could create a new culture of car wash and pool culture!









BUBBLE PUDDLE CUDDLE

Haeri Choi

