

Christopher Opprakos GSAPP AAD 2020











uturama is a vision for the future. A comprehensive projection of tomorrow. The second part of the word comes from the greek "orama", which is what architecture is very much based upon. Every new creation is made with the prospect of serving a purpose and creating conditions and environments that will make an impact on the future generations.

Futurama is my vision for the future. Through different briefs and curriculums every one of the designs deals with different constraints and parameters. The world we live in has entered the era of the Anthropocene. Hence, as architects, we have the responsibility to design following the vision of a sustainable future for the generations to come.

Futurama is a collection of work that brings contemporary problematics and concerns to the architectural discussion through different statements of the future. Dead Zone Treatment Plant is a project operating through the passing of time. It is a regulatory machine that recreates alternative realities using algae. It is an equalizer that operates within a gradient of life and death through algal cultivation. The project is regulating the amount of algae in the Hudson River aiming to maximize or minimize life.

Algae is a fundamental element of a marine environment. It produces oxygen enabling

with Arvin Mirzakhanian Advanced Design Studio IV led by Nerea Calvillo phosphorus and nitrogen and also sunlight and temperature, algae starts to form. However, algae can also become deadly. When the water becomes extremely rich in phosphorus and nitrogen, algal blooms are generated. Over time, when algae decomposes it consumes the oxygen in the water and areas called "dead zones" start to form.

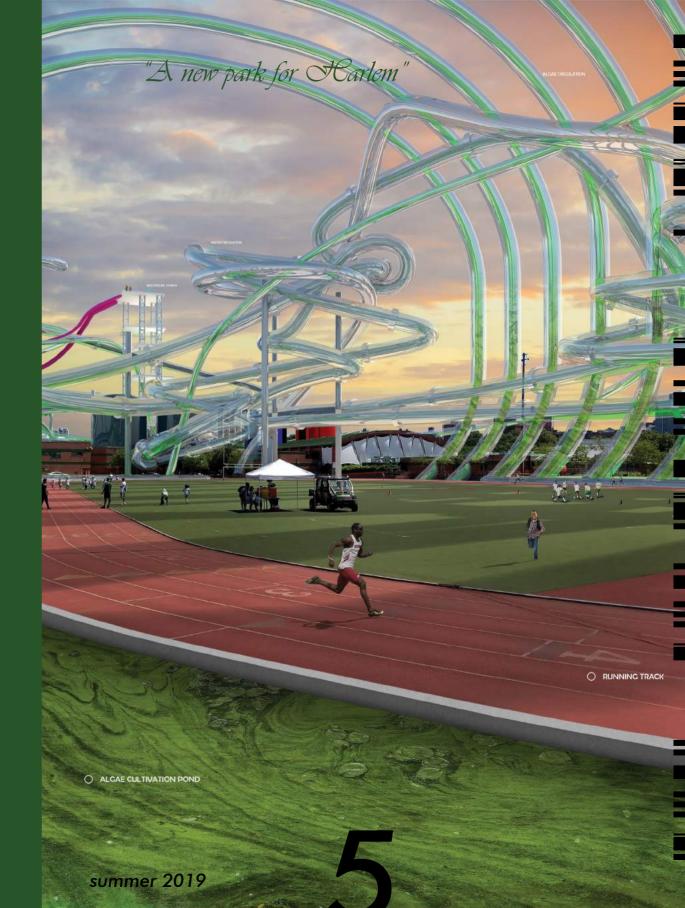
Dead Zone Treatment Plant

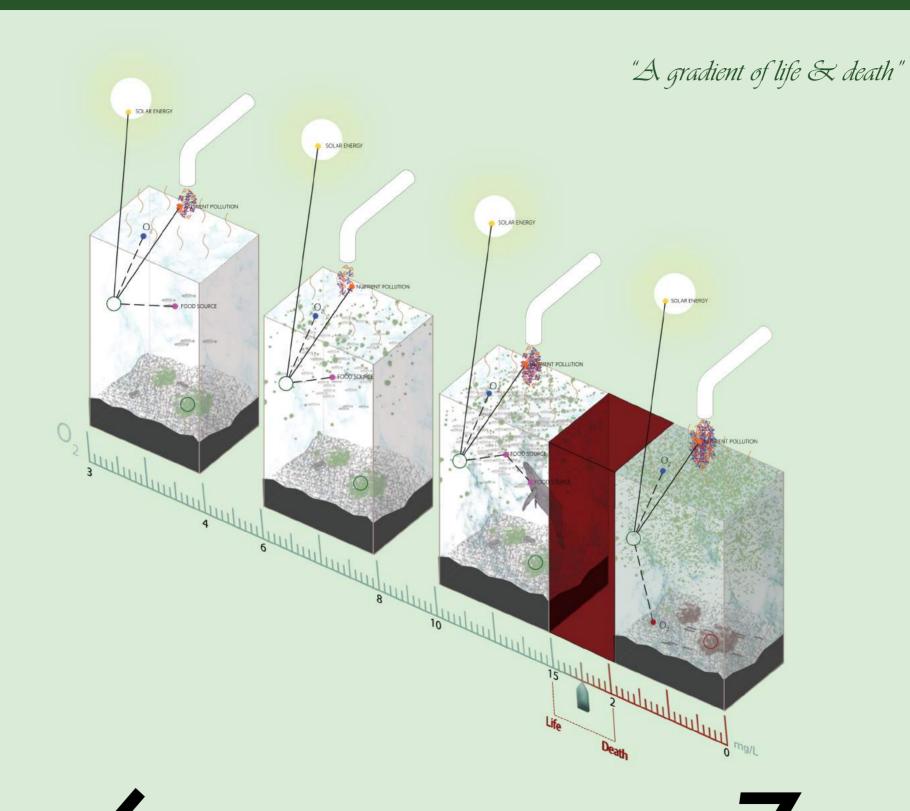
aquatic life to thrive. With the abundance of nutrients such as

Dead Zone Treatment Plant uses the "North River Wastewater Treatment Plant" as to manage the disposal of nutrients to the river. The facility is located in Riverside Park and serves almost the whole western half of Manhattan's sewage. The problem is that when it rains, the runoff water mixes with sewage and outflows to the river, polluting it. With the use of algae, equalization of the ecosystem becomes possible. Algae cultivation is accom-

plished by pool systems. The

rain water is collected and mixed with processed sewage to prevent polluting the river. It is then directed to the designated containers and circulates over the facility through pipes to the algae cultivation ponds. Then the algae circulates over the facility through another set of pipes when eventually is poured into the river. The amount that is released is regulated by oxygen sensors that are placed around the facility measuring the dissolved oxygen levels.





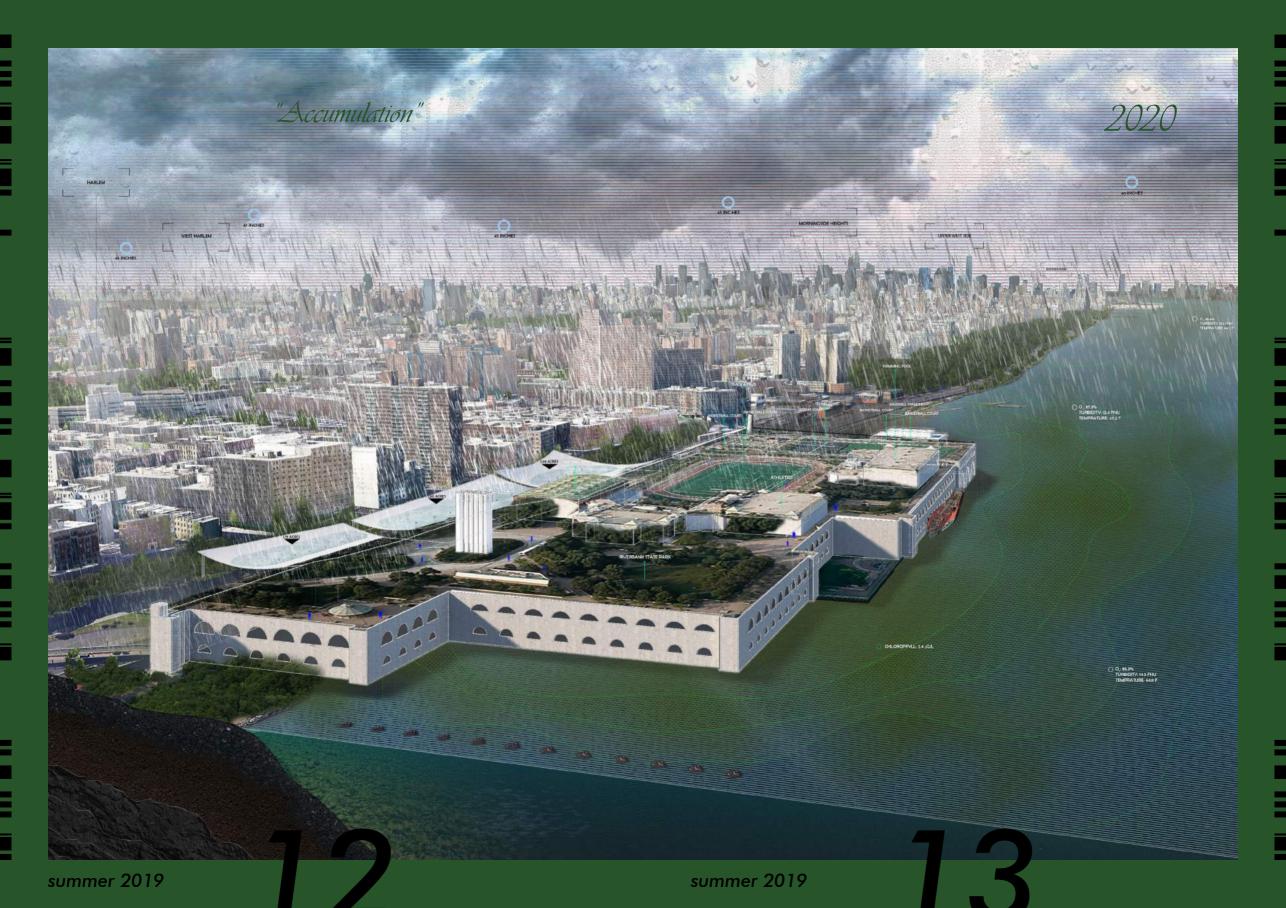
summer 2019 summer 2019



# "serving the neighborhood"

summer 2019









summer 2019 summer 2019



"Where fashion meets technology"

# THE EUPNEA PROJECT

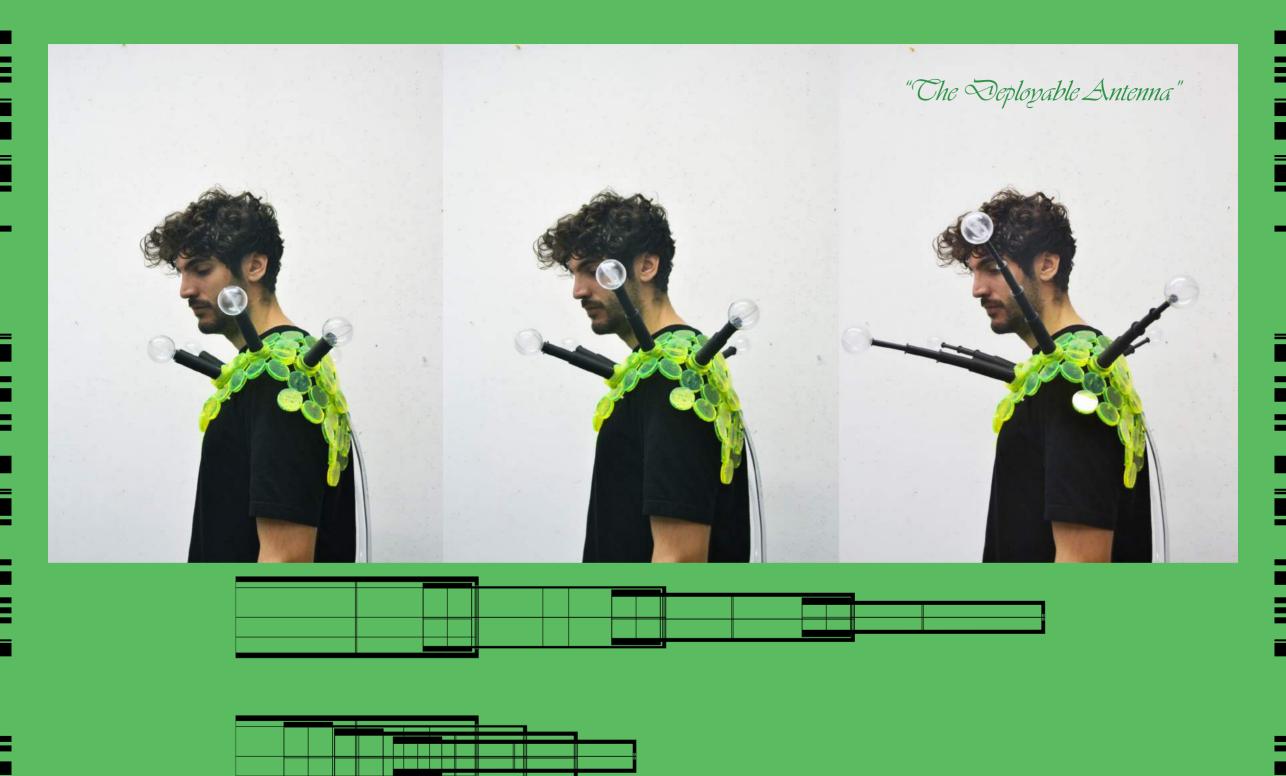
with Oscar Caballero Transformable Design Methods led by Matthew Davis

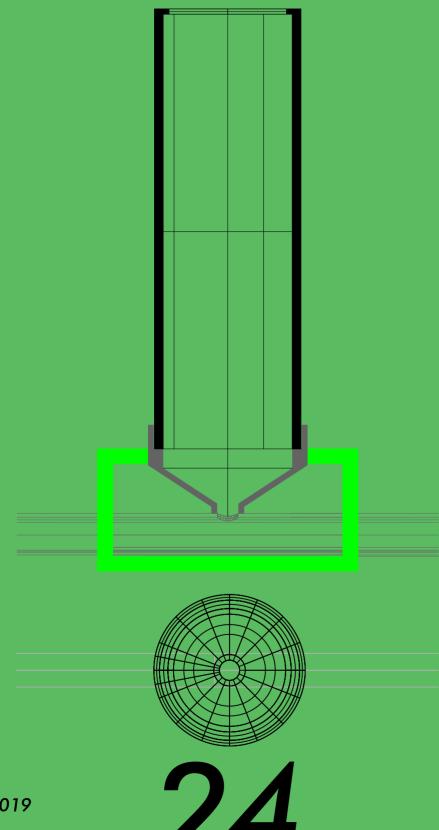
In a dystopian near future where air pollution has been magnified around the world humans would have to rely on technology to keep themselves protected. Fashion has been the main industry that is attached to the human body. The Eupnea Project, is where fashion meets technology in order to face a dystopian, yet pragmatic phenomenon.

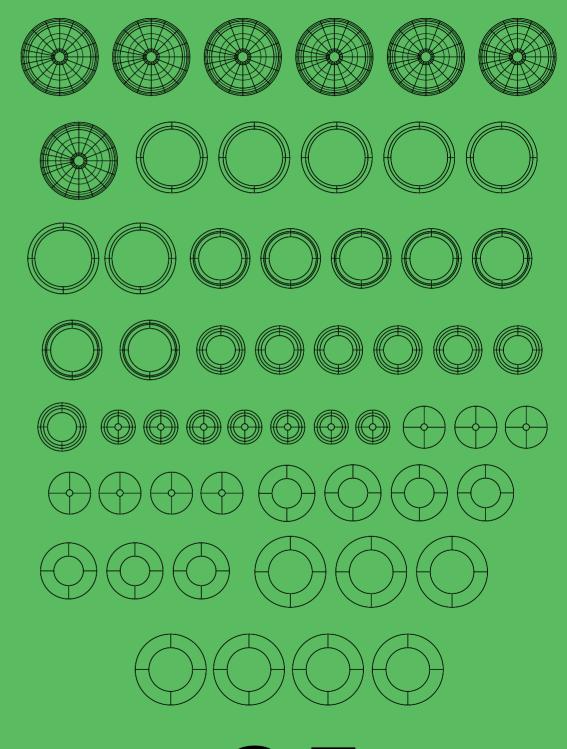
The Eupnea Project is a wearable that stands around the users head. It consists of 109 acrylic plates attached to each other that enable a hollow pipe to run across the apparatus. The pipe connects six telescopic antennas that are placed in proximity to the head. Through a set of multiple sensors the apparatus reacts to bad air quality. Purified air, that is kept in a small package, begins to flow through the pipes and deploy the antennas, creating a mist around the users head, keeping the air quality in favorable levels.



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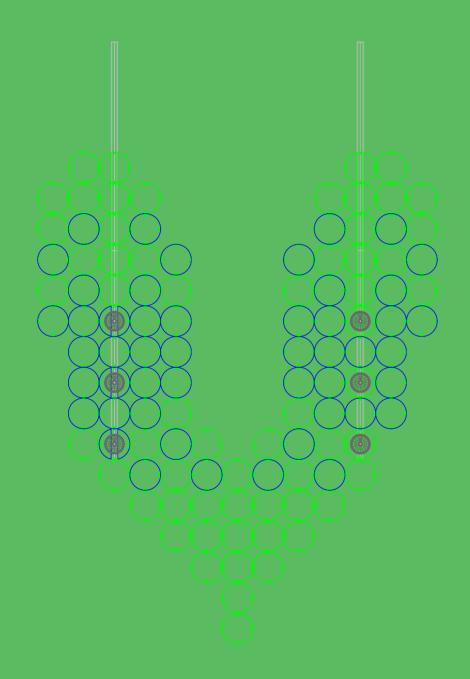


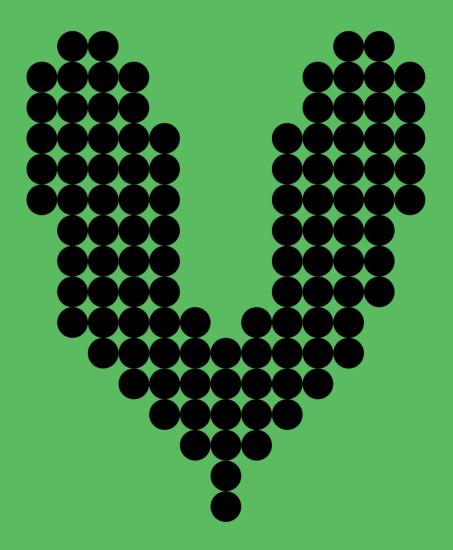




fall 2019

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Toxic Entanglements is a Prototype at 50 Hudson Yards which utilizes architecture as a vehicle for the assemblage of processes and actors at various scales, that promotes ecosystemic cohabitation through the circulation of matter, within existing institutional frameworks.

Through the implementation of a single prototype, we can reduce emissions of metric

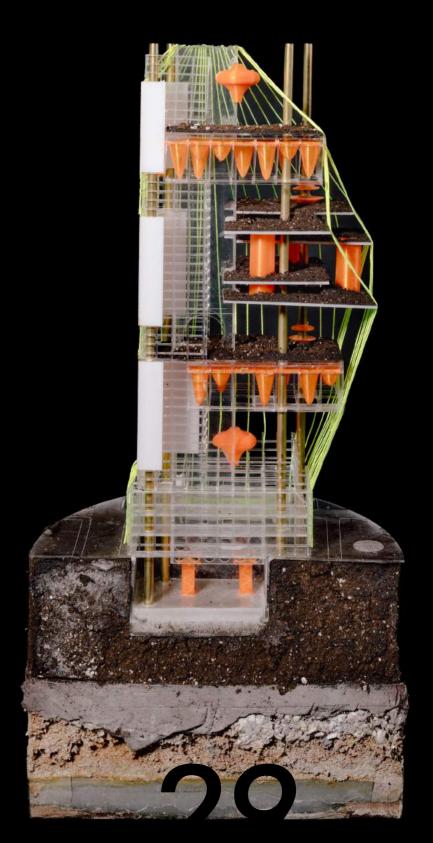
# TOXIC ENTAN GLE MENTS

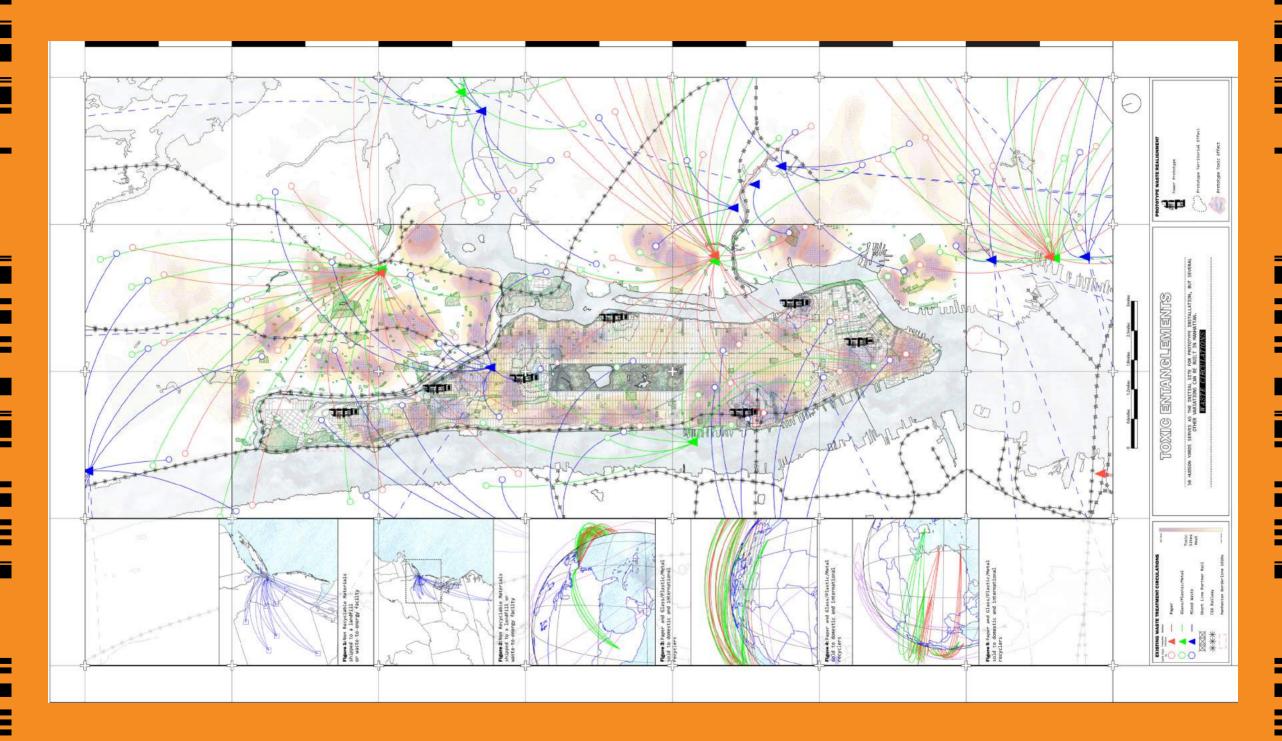
with Frederico Gualberto Castello Branco & Frank Mandell Advanced Design Studio V led by Andrés Jaque tons of CO2 equivalent by 92%, relative to its populations, and provide housing equivalent to10% of its immediate surrounding population, while maximizing architecture's potential to impact climate crisis productively, as a new public infrastructure.

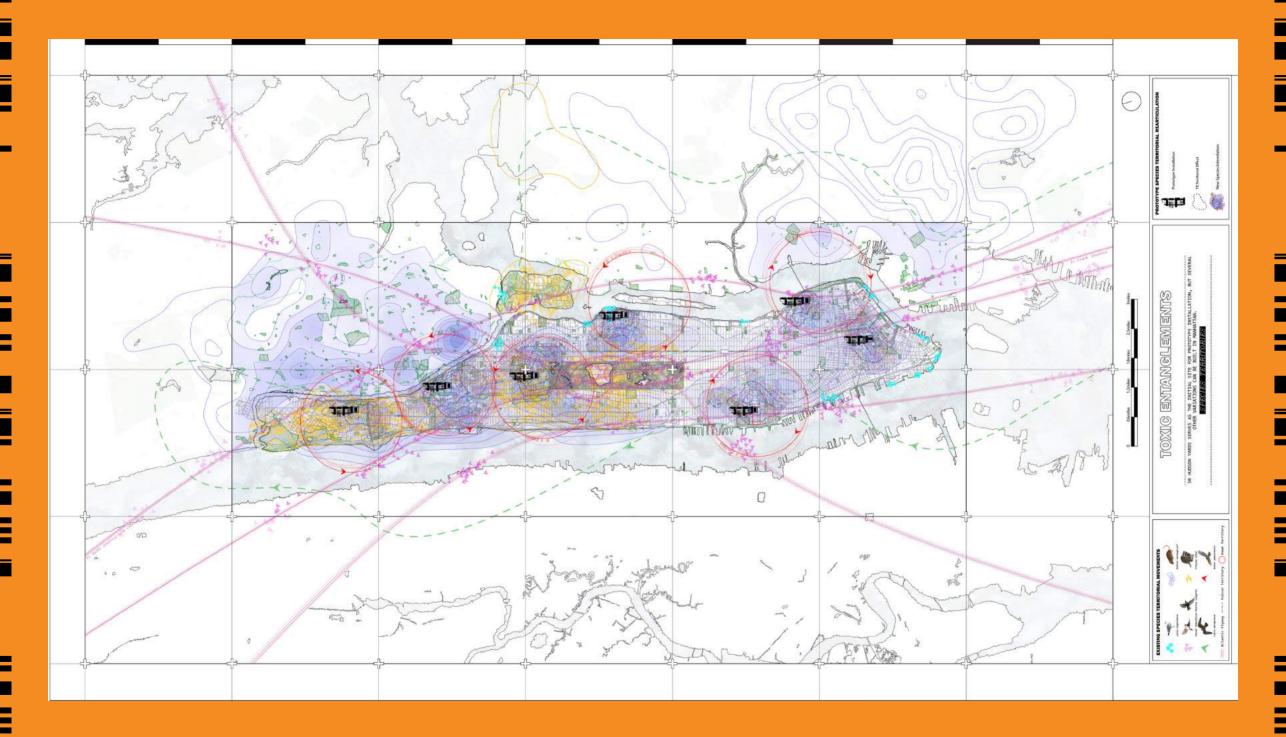
In spite of the effort of creating and perpetuating the image of a segregated city, where humans are separated from non human actors, and waste management tactics works to make diverse ecosystems invisible, we need to rearticulate our relationships to other species. We analyze existing environments that are tied to waste management today to forecast and envi-

sion a possible New York City. In this, reevaluating our charismatic relationship to species of various scales.

In this prototype, human and non human populations are organized to feed and provide for each other. Matter and resource are exchanged, produced, consumed and expelled. What is toxic for certain species nurtures the next, through a continuous circular system. An assemblage of 10 processes, interconnecting diverse actors, humans, non humans and mechanical systems, conditioned by a heat and humidity emitting envelope.

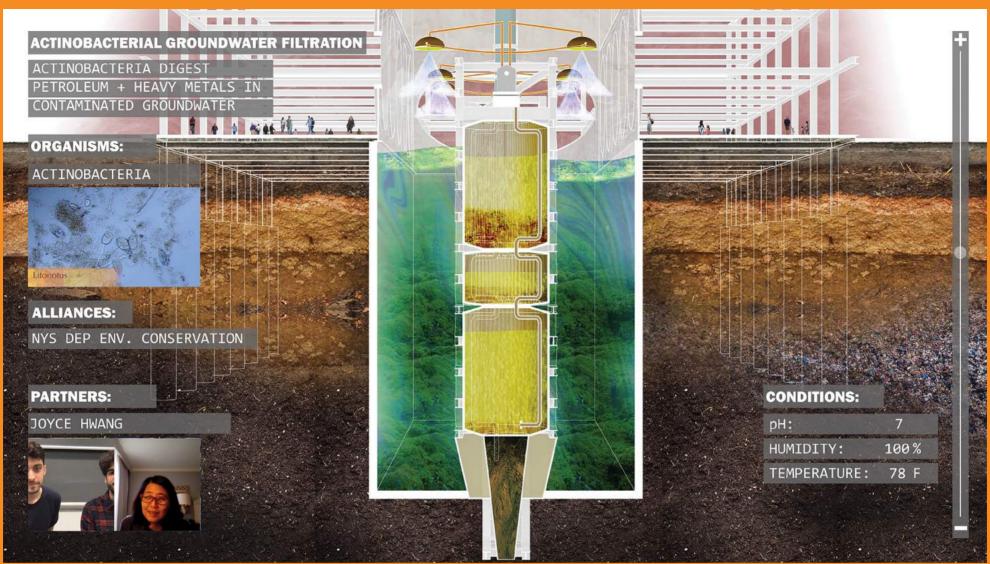


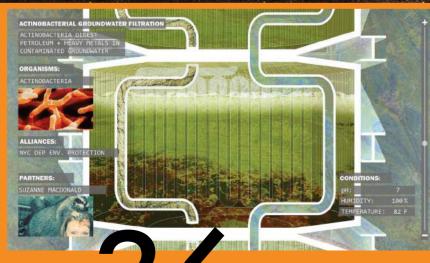




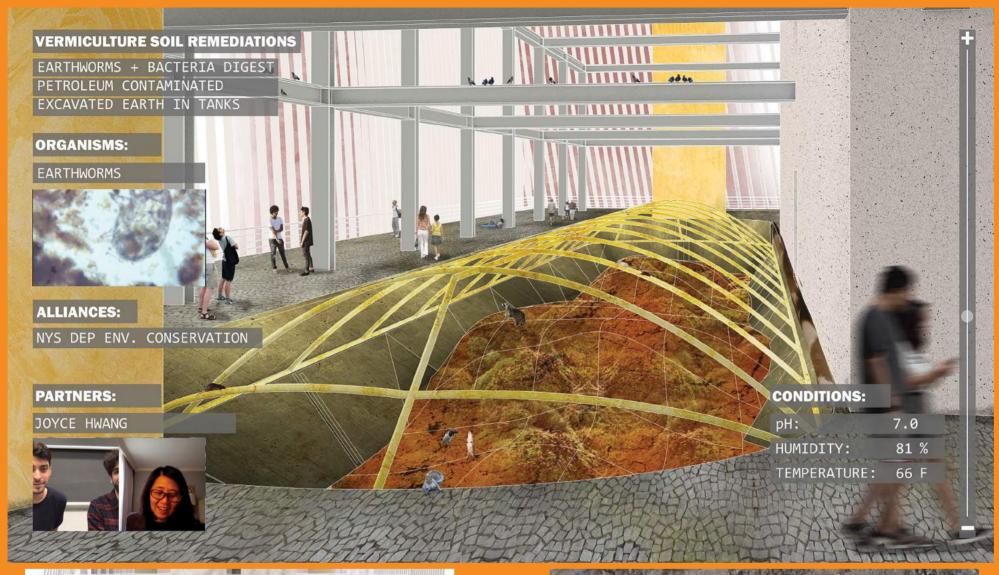


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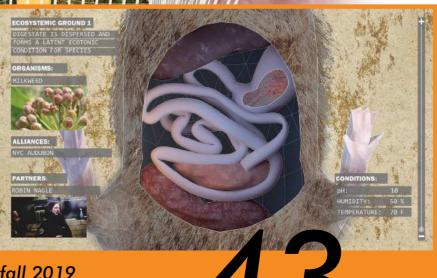






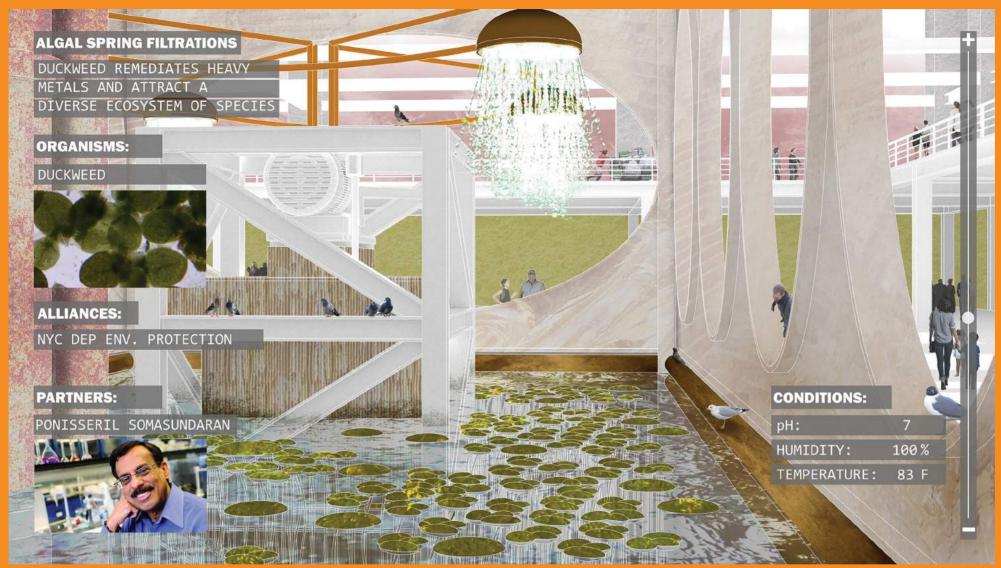




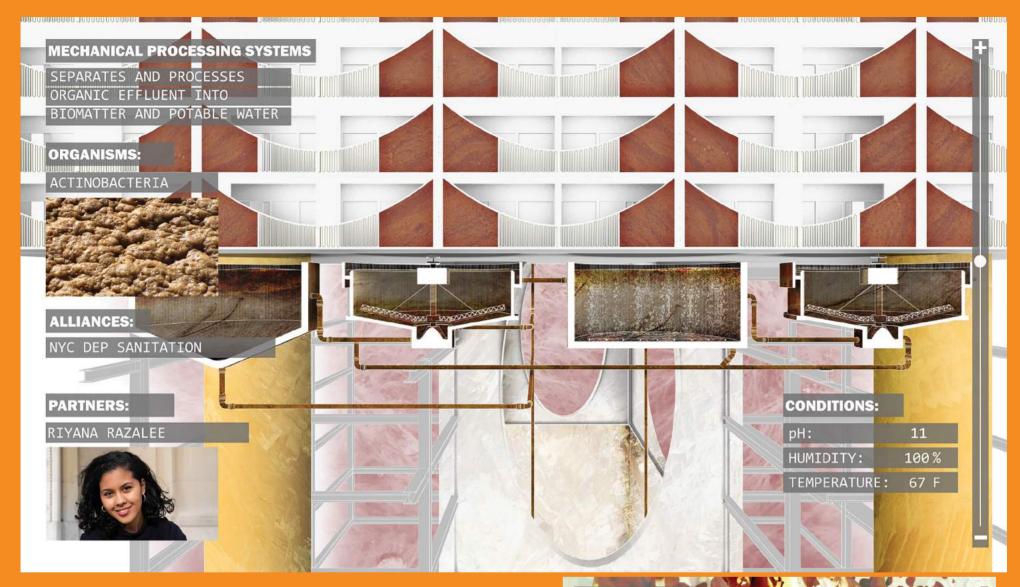


















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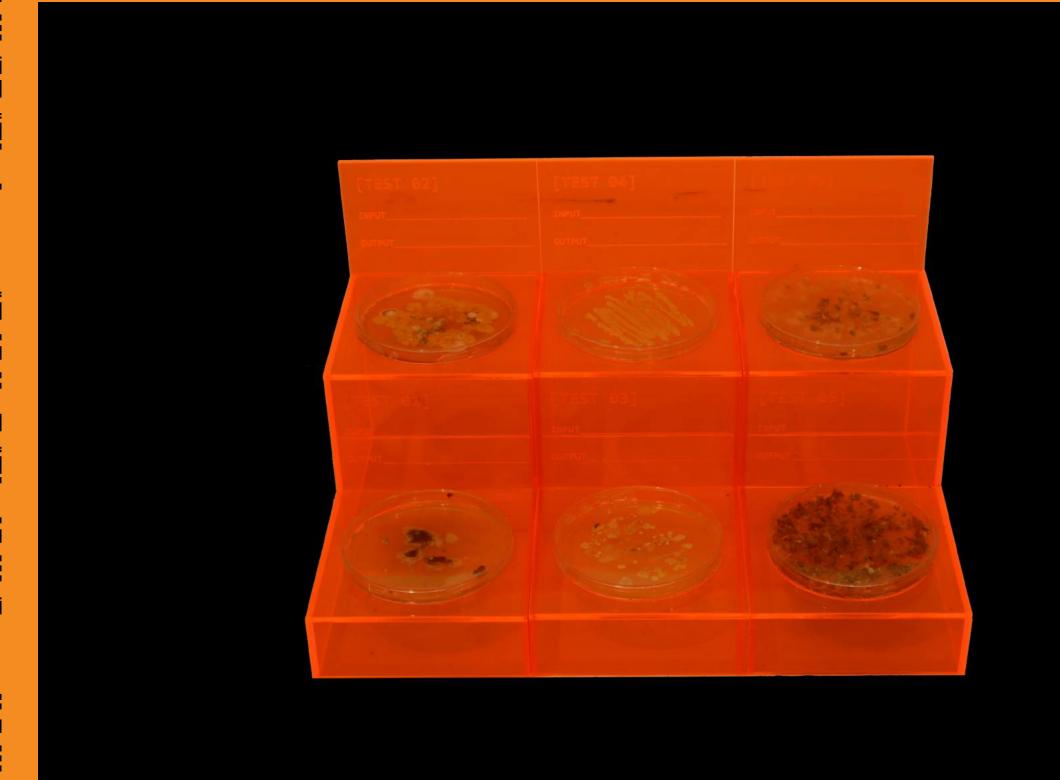
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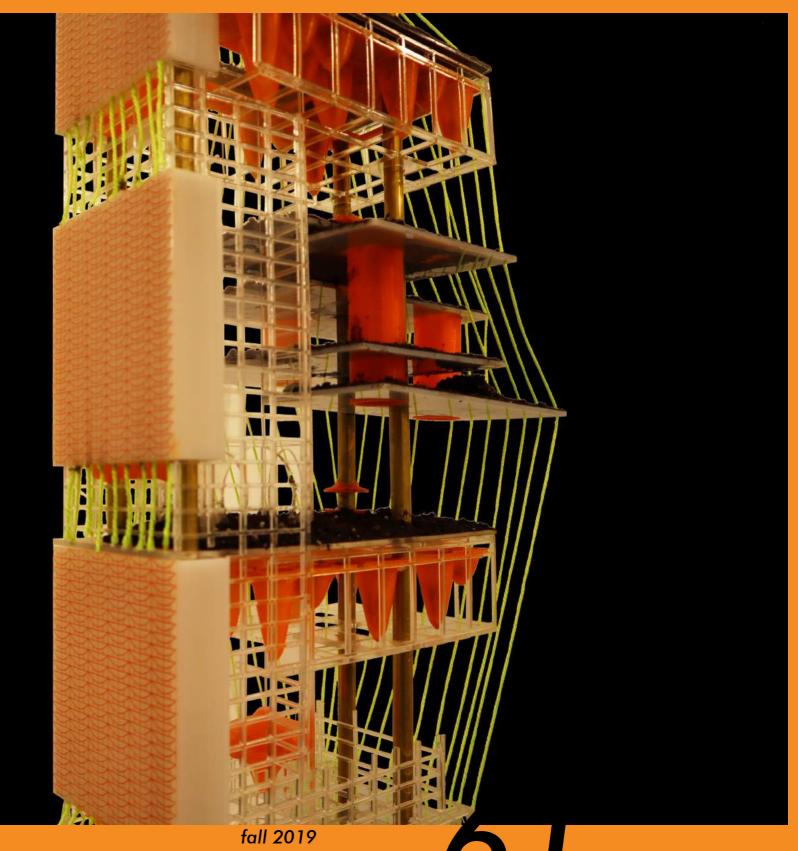
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The following project is a visual and narrational interlude.

It is a visual collection of photographic material that depict the conjunction of the ancient city of Babylon and contemporary New York City and focusing even more to the Tower of Babel and 432 Park Avenue Tower.

The narcissistic nature of man is portrayed through an architecture of power that in mod-

### ARCHI TECTURE OF POWER

### Babel

led by Kyle Dugdale

ern times redefines finance, culture and environments relate to each other, yet it is hardly noticeable.

This is directly connected to the materials that are being used in these kinds of buildings and especially in the case of 432 Park Avenue Tower, the glass that is used in the building's facade.

The wonderment of looking at the limitless sky's or the awe of watching the infinite horizon brings up a feeling of ambition and desire. But when reaching the highest point, then the feeling turns into greediness of power and control.





Cower of Babel by Abel Grimmer



Narcissus by Paravaggio



Building Brands. Creating Desire. Adding Value. | Courtesp of Dbox



432 Rark Ave Cower | Courtesy of Dbox



Introspective Futurism is built over and with the essence of time. It consists of a series of different creations that reflect on time. These creations are based on preoccupations and occupations that were generated through time and left a mark on me. Like fossils, I extract them and use them as inspirations to create. Sometimes, in order to look into the future, we need to dig into the past.

## INTRO SPECTIVE FUTURISM

Advanced Design Studio VI led by Ada Tolla & Giuseppe Lignano My interest in architecture is unravelled and explained from another perspective. Documenting my physical creations

was an opportunity to explore geometric potentials. The lens of the camera created stories and perceptions.

Introspective Futurism is divided into two parts which contain two chapters. Each part is defined by its relation to Earth and nature, while each chapter by its relation with time:

Terrestrial is manifested out of four different objects built from four different materials. Two naturally made and two artificially made. Their creation was inspired from occupations of the past (Yesterday) and the present (Today).

Extra-Terrestrial is the product of the new reality that shifted the way we live. Production relied on machines and physical tools turned to computer algorithms. Tonight is a collection of the new occupations that came as an aftermath of the new circumstances. Playful, yet dark, they forecast the ultimate creation: the house of the future (Tomorrow).

Introspective Futurism envisions the future through an exploration of current realities while glancing at the past.

spring 2020





"the backbone of the early years."







"a record of observations."

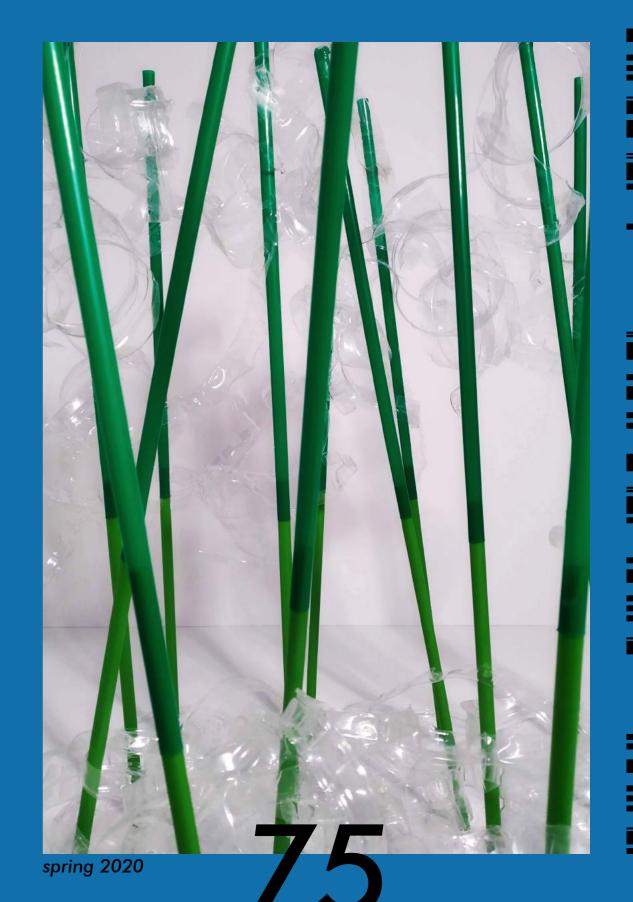






"plastic reality."







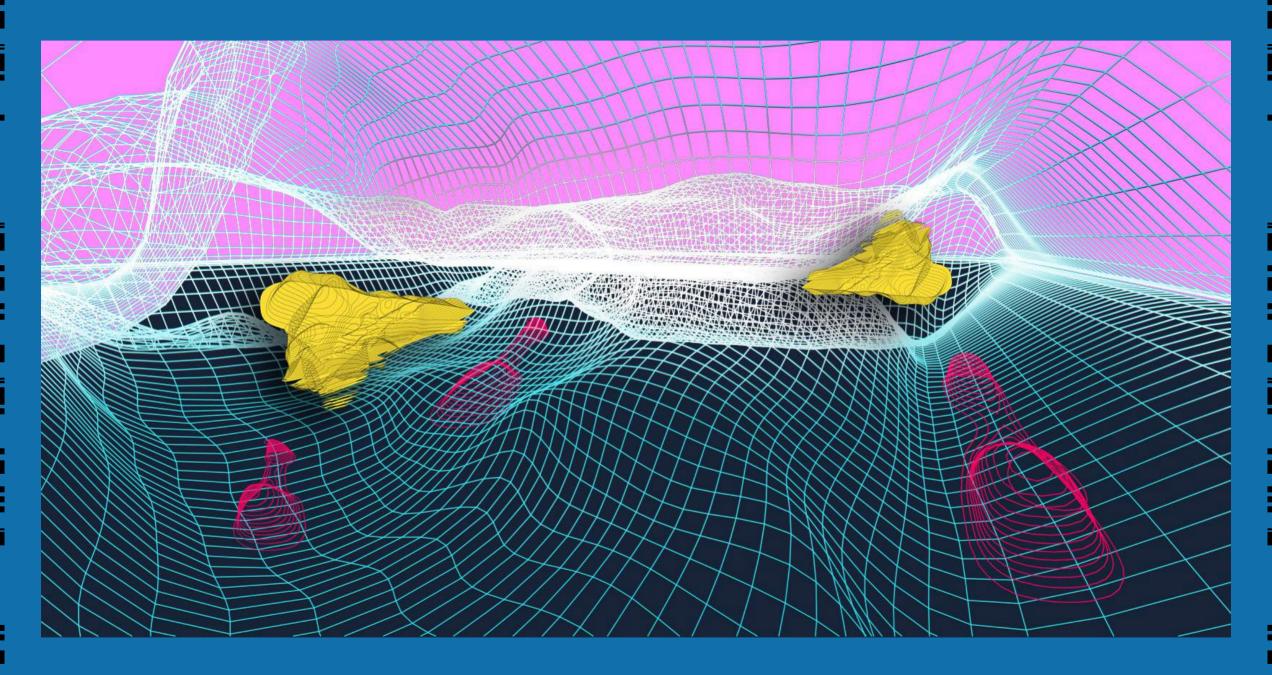
"an occupation of today."



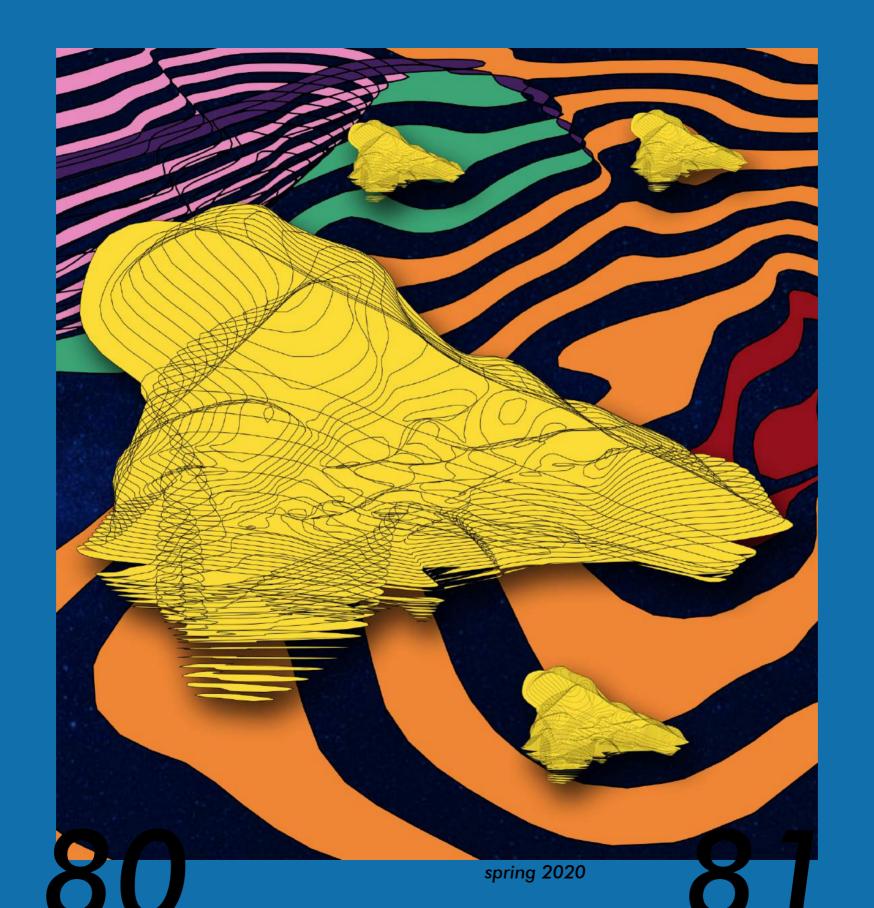


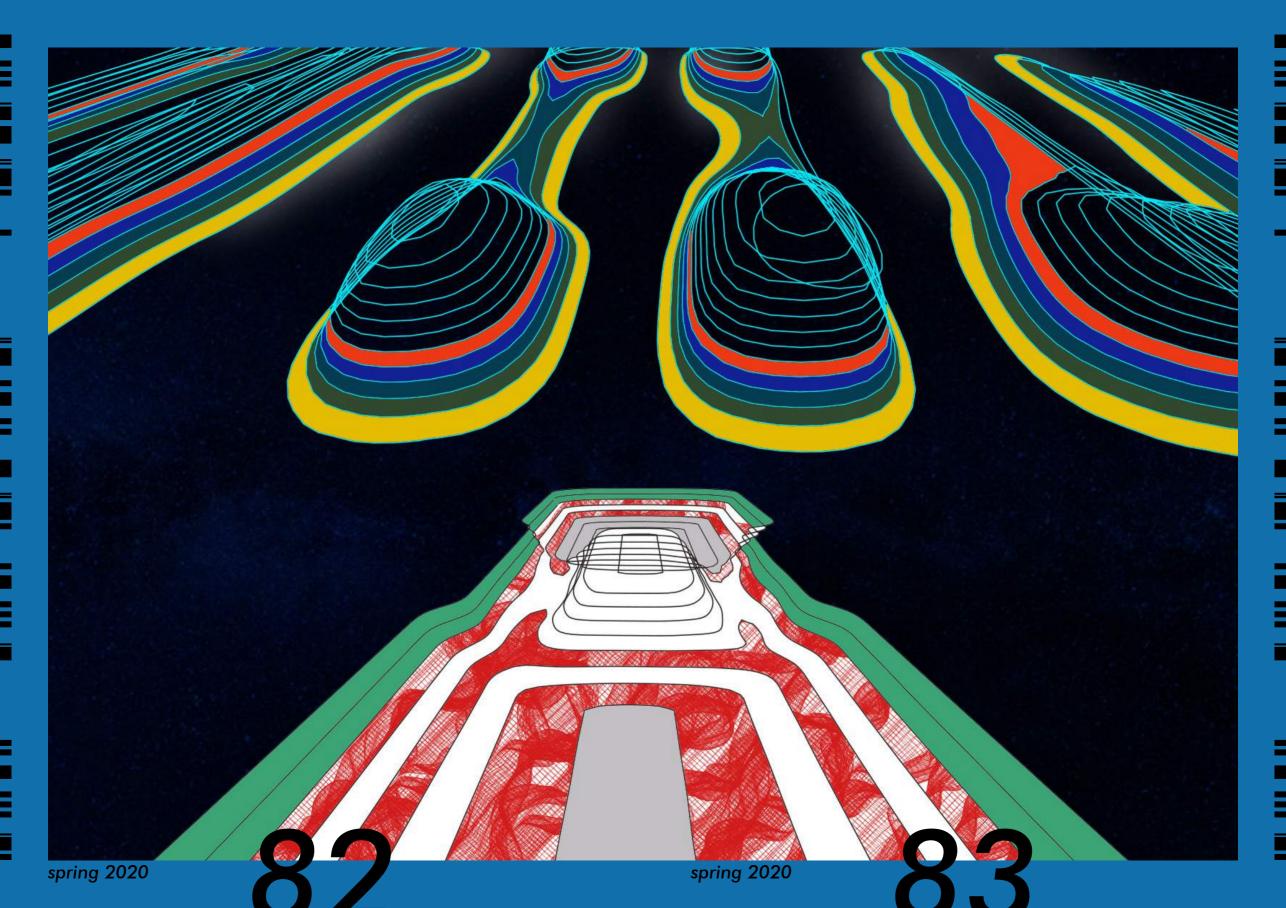
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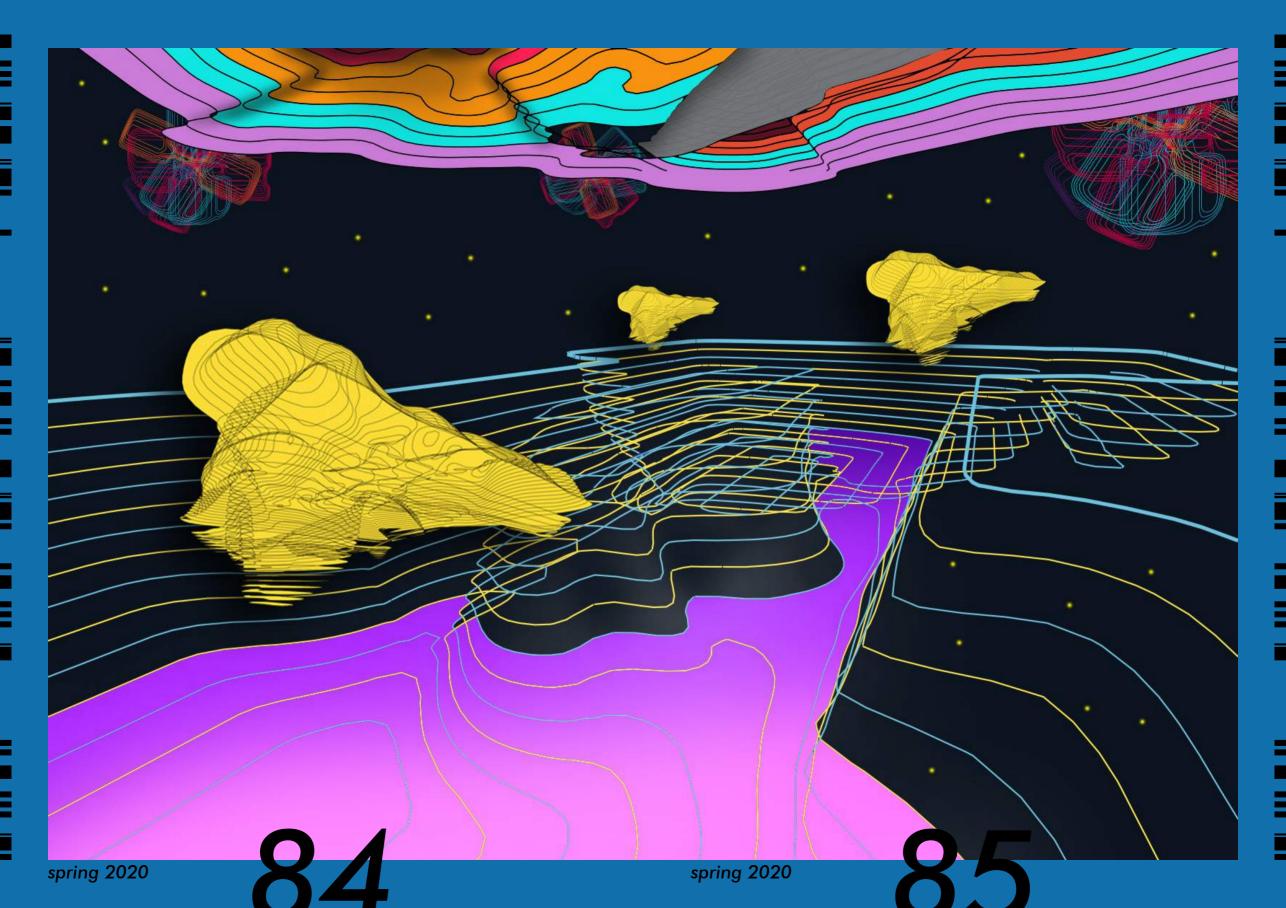
## preparation for tomorrow.



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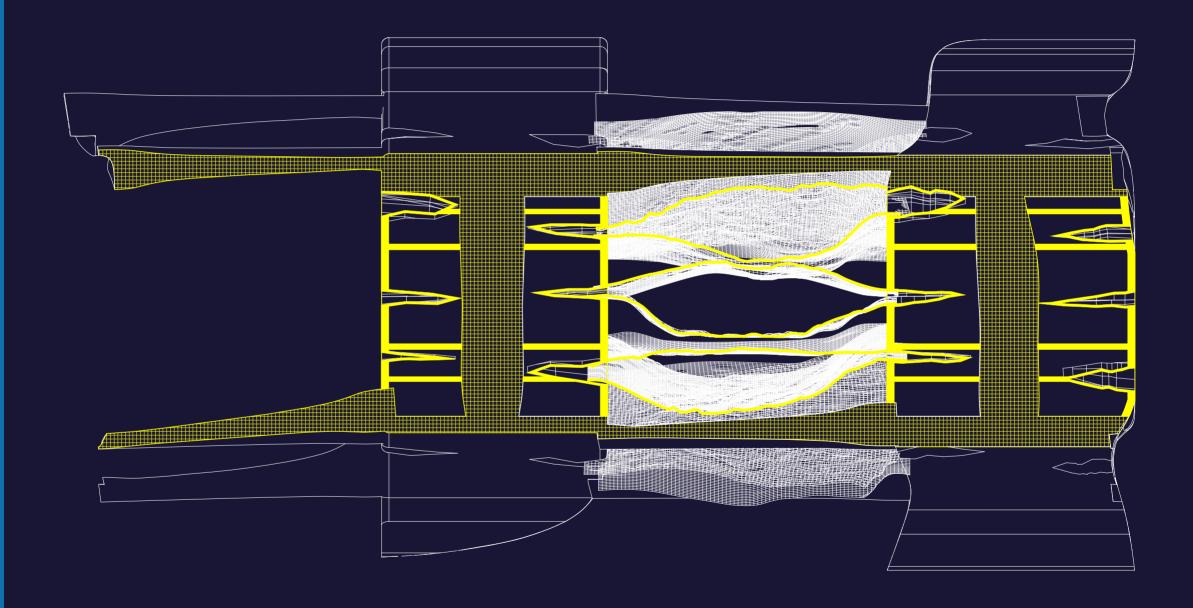




## AEON

LIVING PODS - PLAN

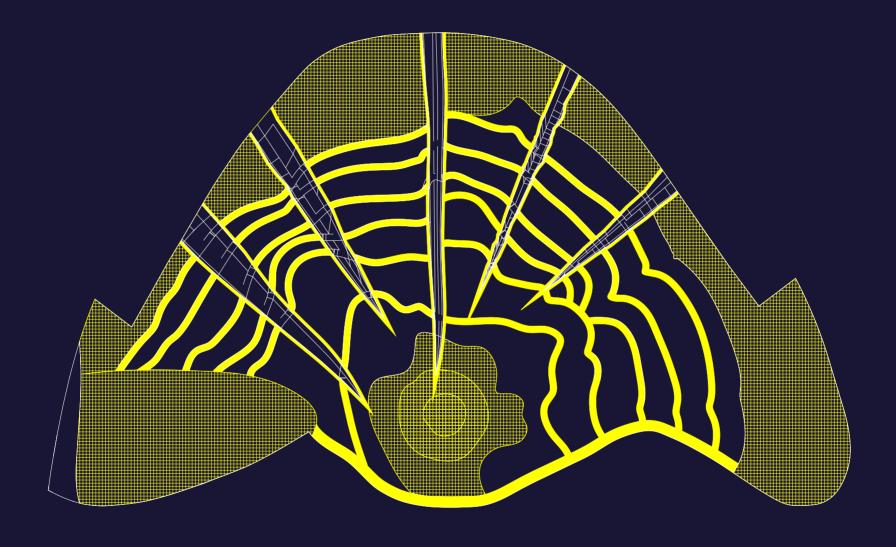
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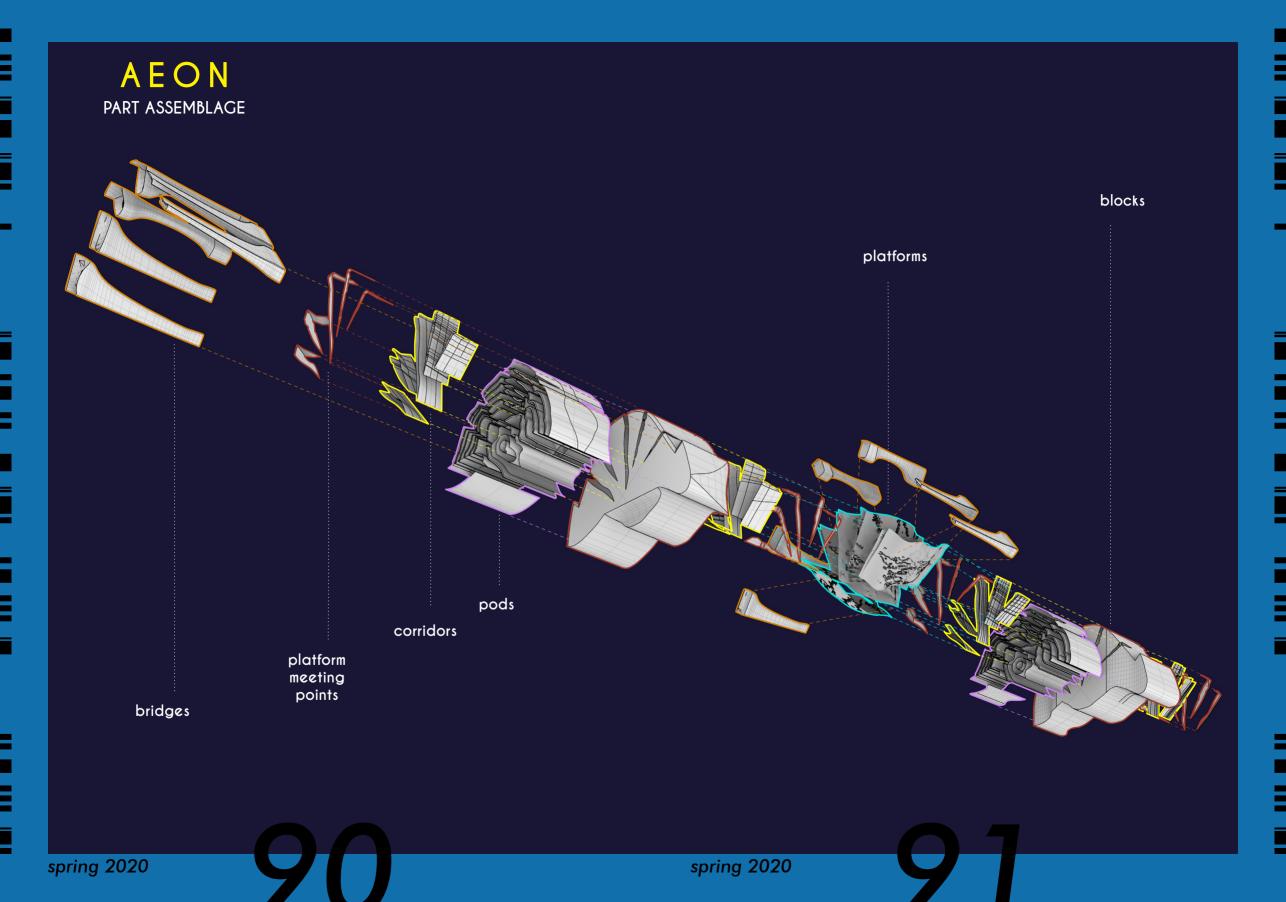
## AEON

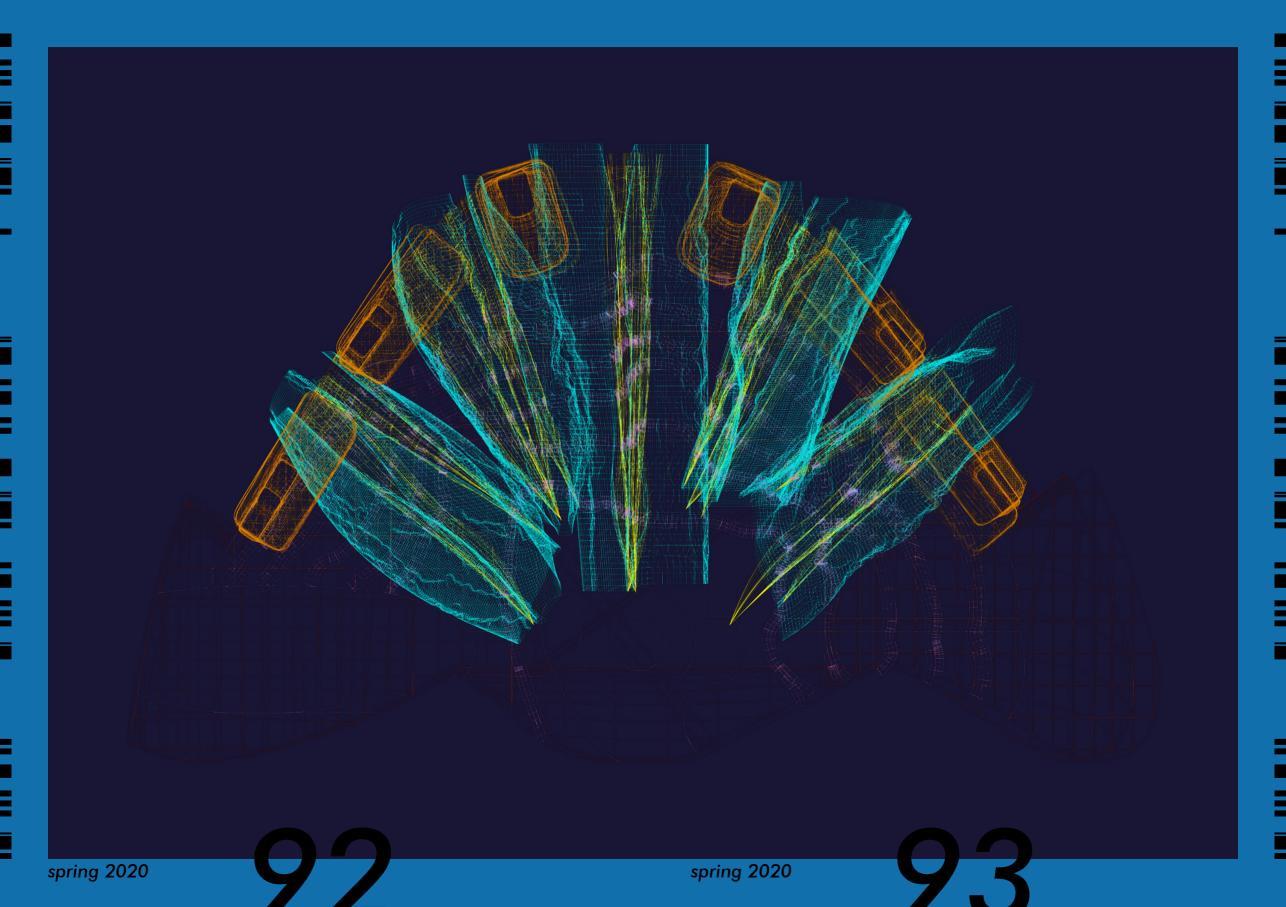
LIVING PODS - SECTION

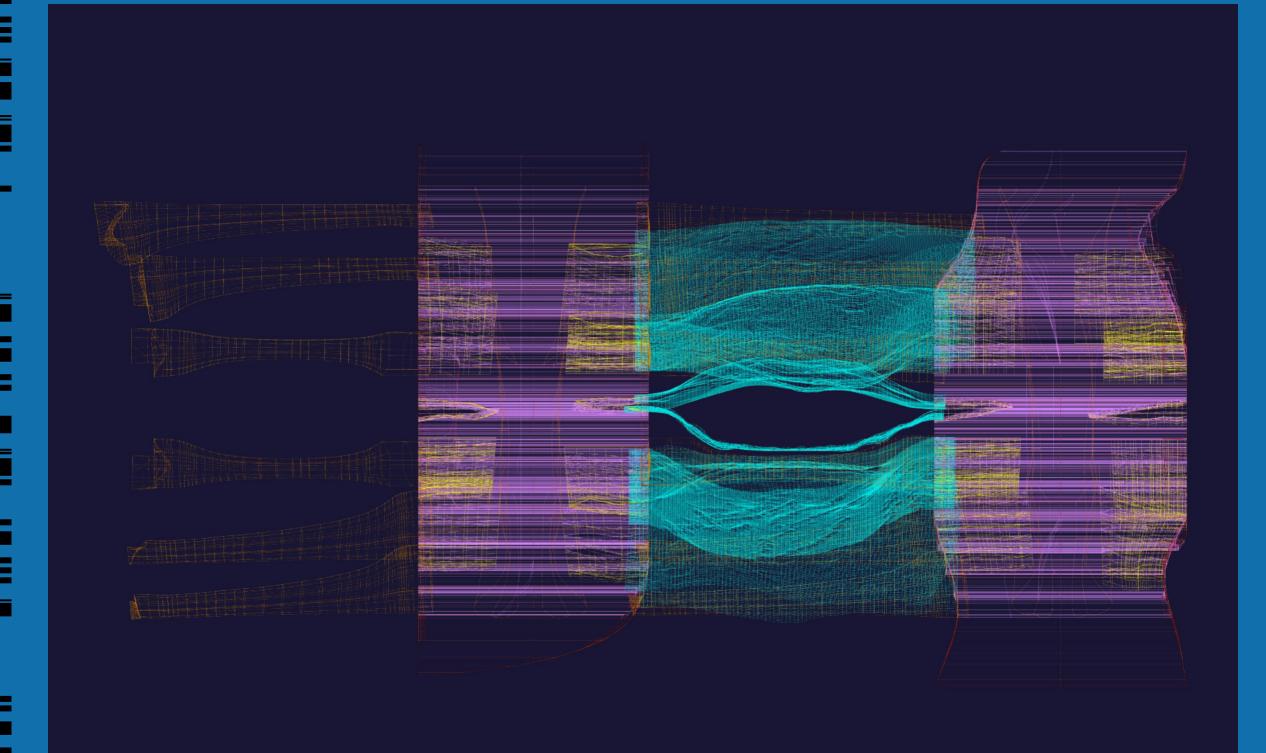


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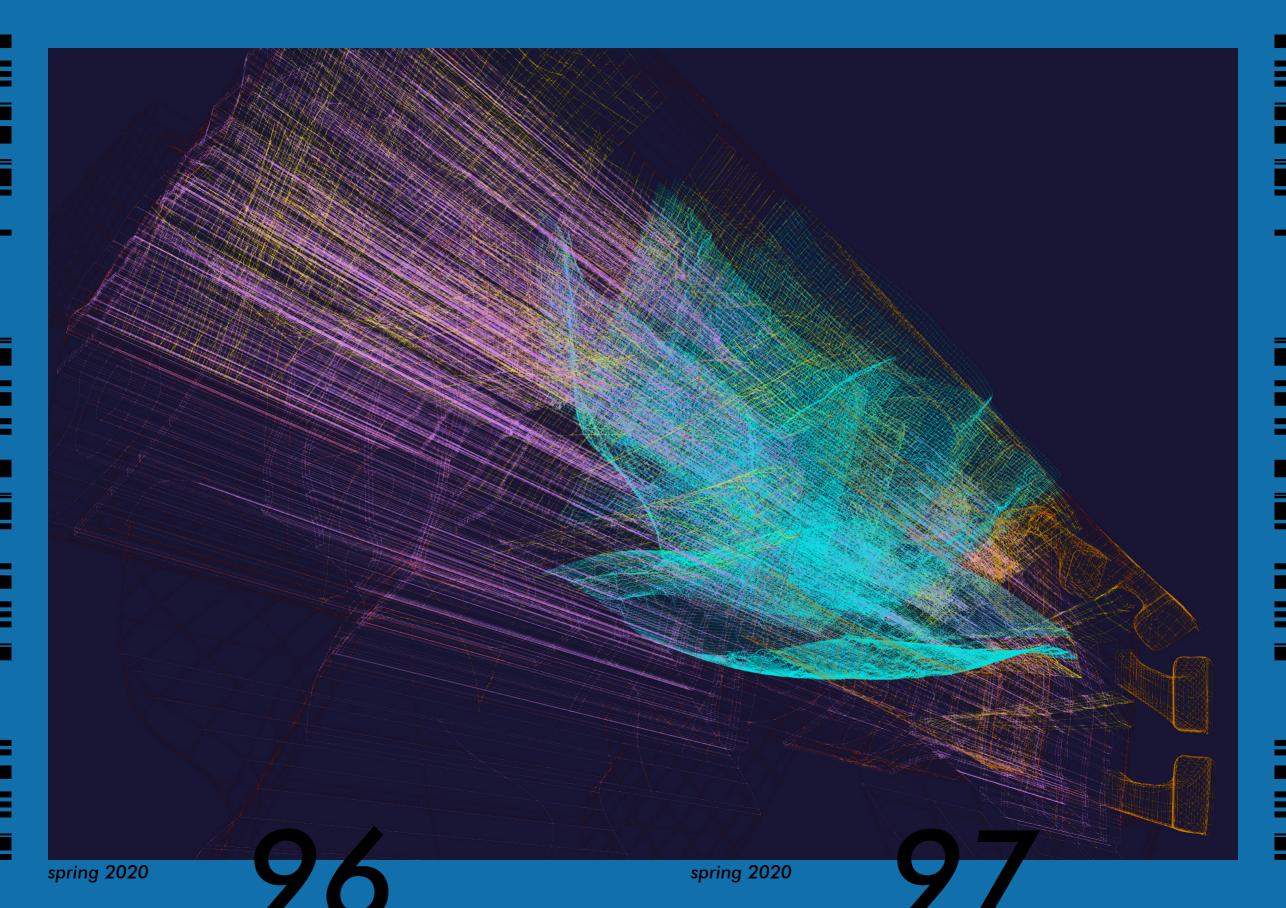




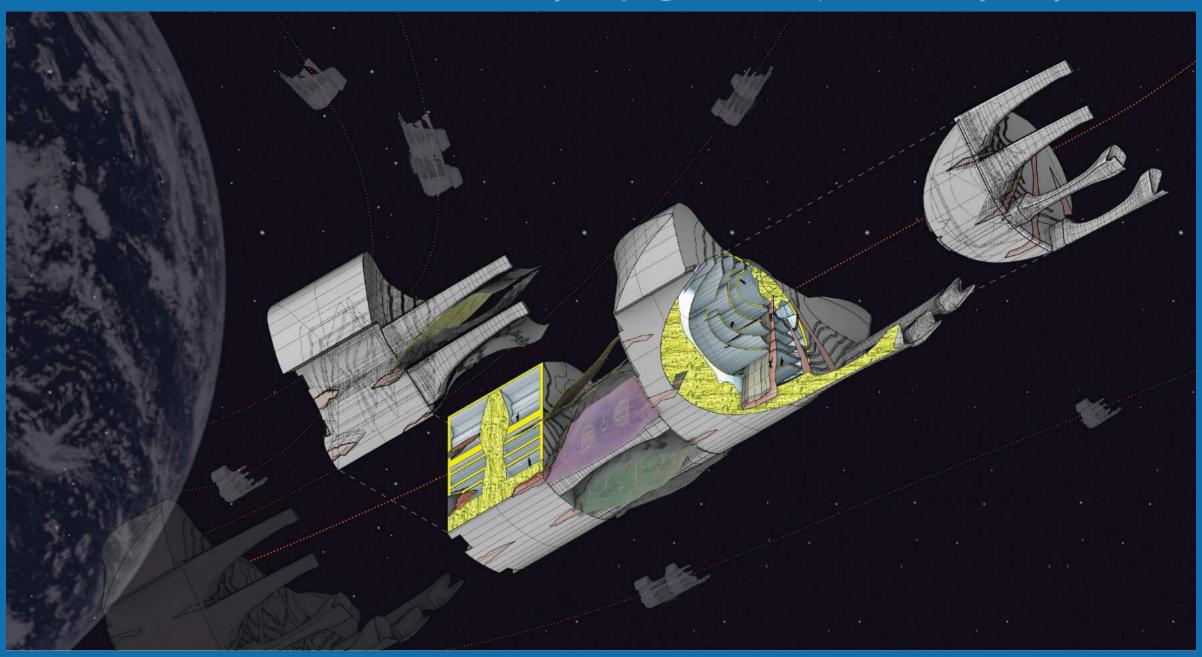




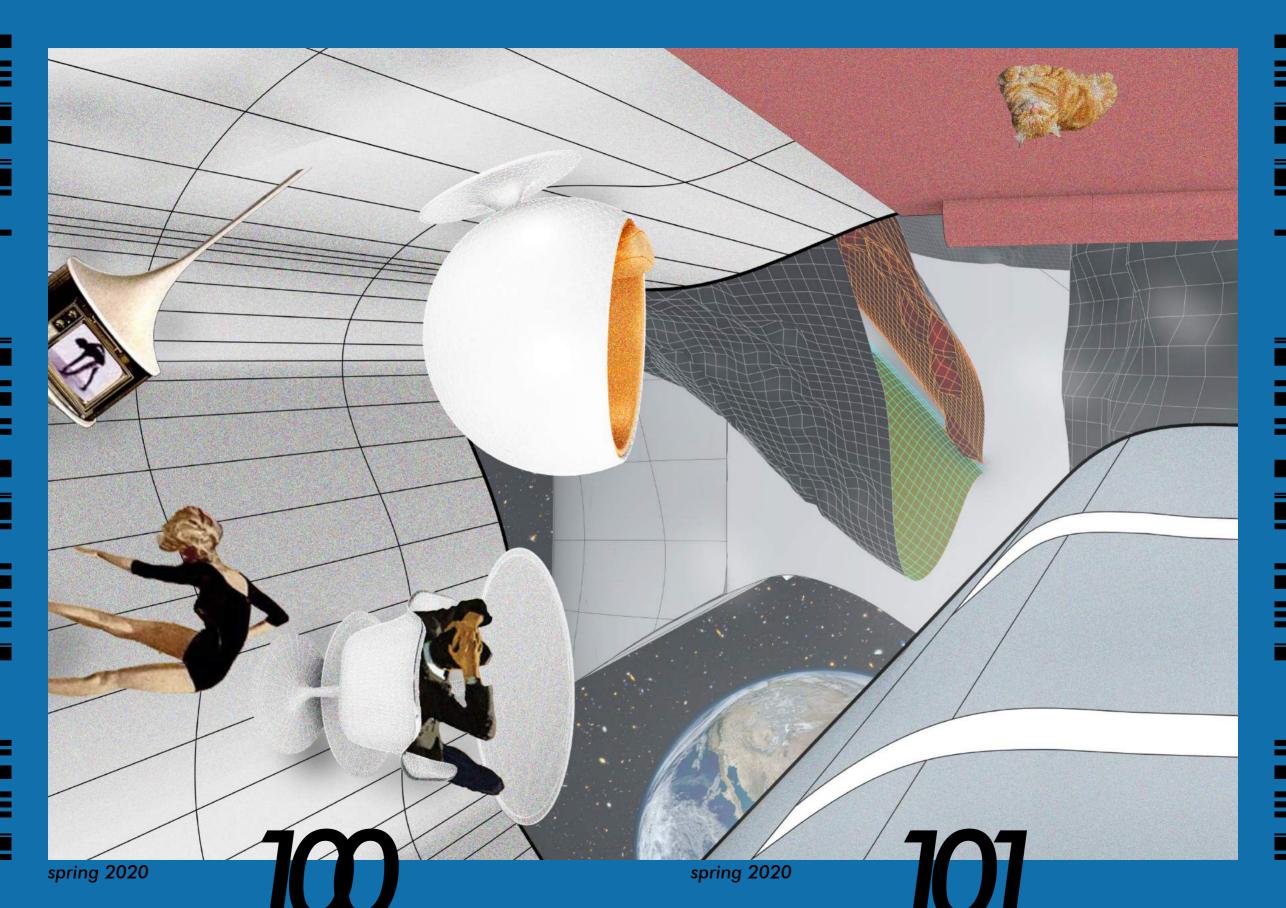
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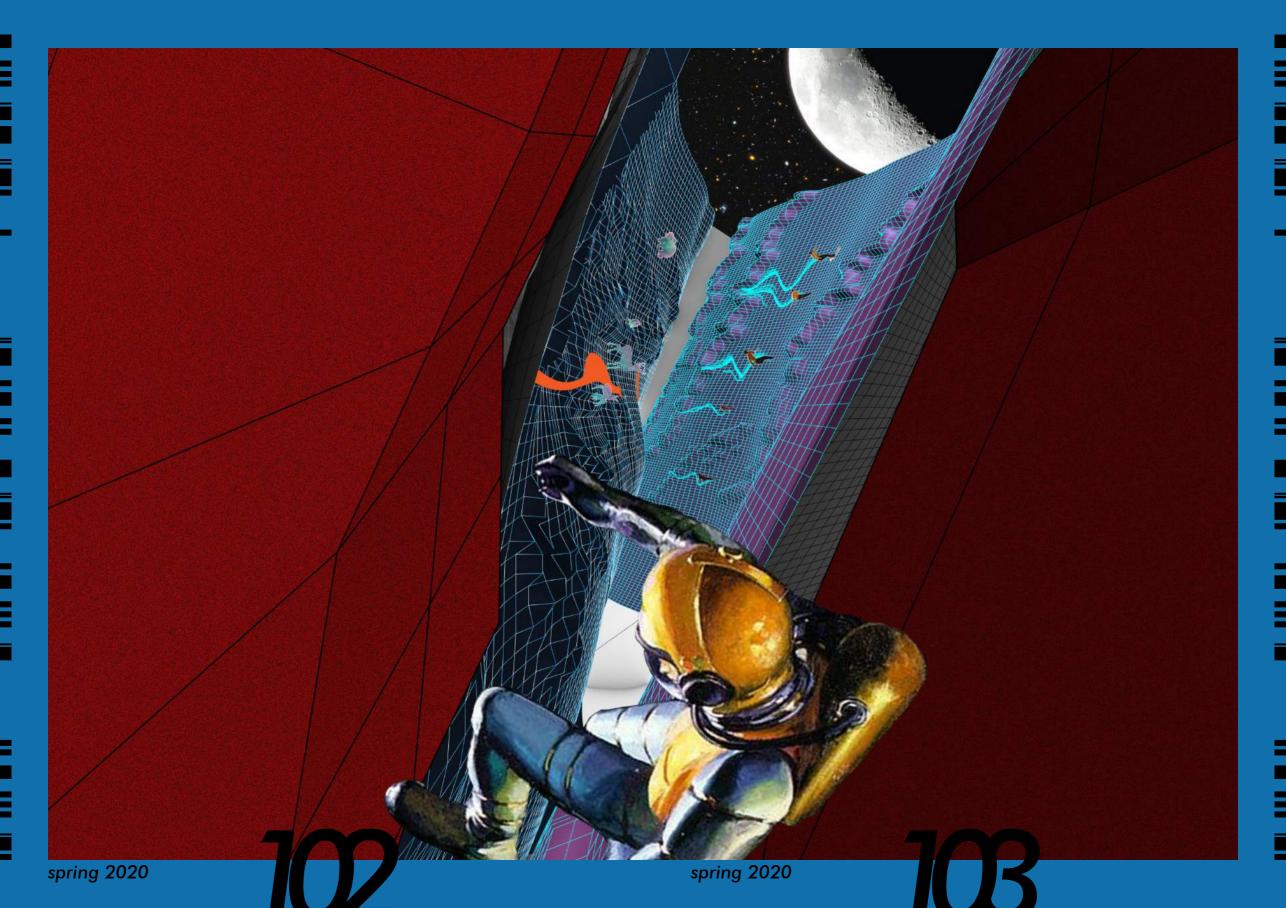


"Observations of today. Glances to the past. Preations for the future."



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## — Dead Zone Treatment Plant

SUMMER 2019

Apparatus Project

Toxic Entanglements

Architecture of Zower

Introspective Futurism

