

**ASHER McGLOTHLIN**  
PORTFOLIO | 2022

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# Split Rock Museum

A celebration of the culture, history, and values of the Ramapough Lenape.

ADV IV Studio, Spring 2021

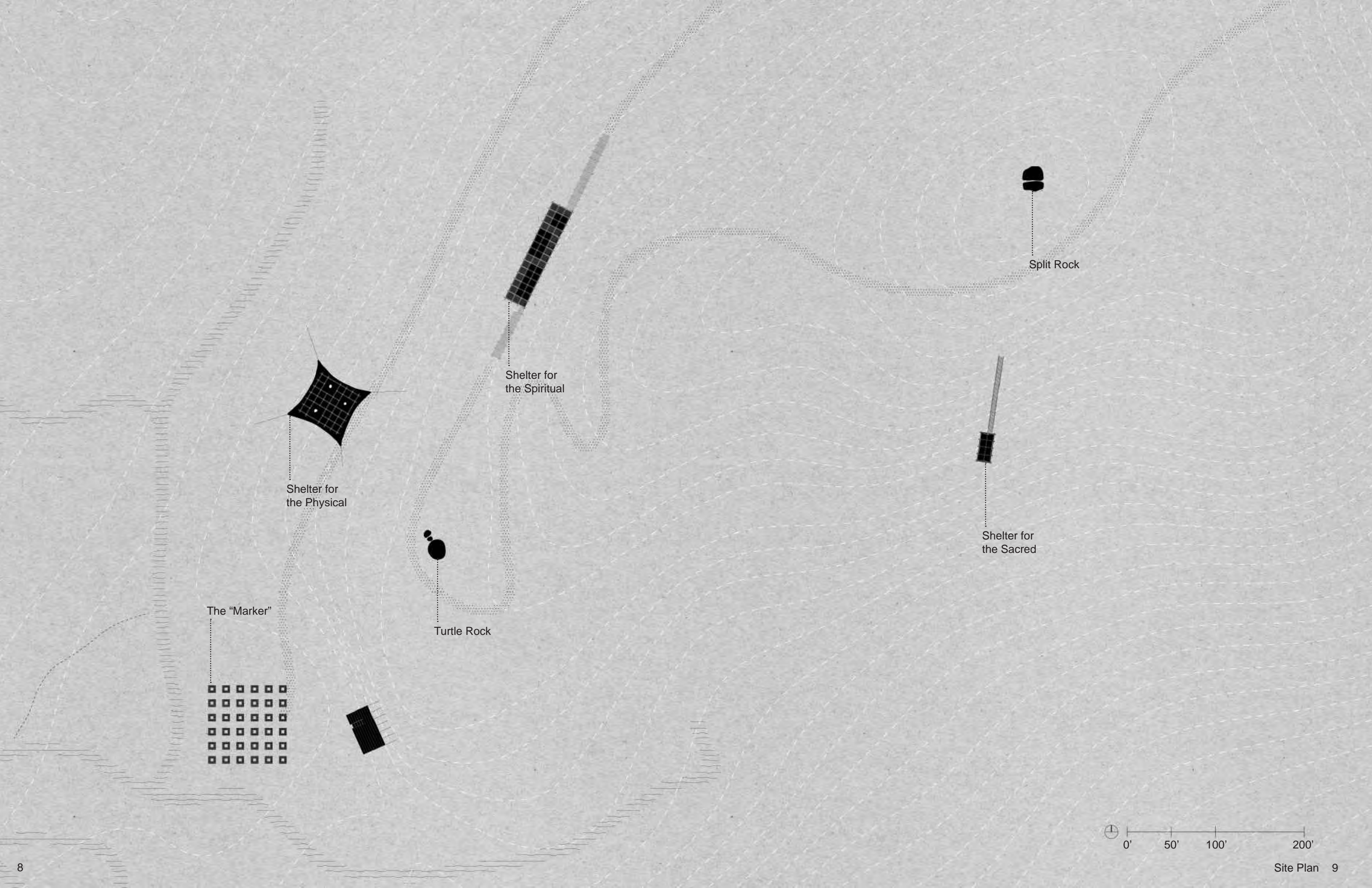


**The Ramapough Lenape**, known as the “Keepers of the Pass,” have occupied the sacred earth since time immemorial. However, this connection has been challenged by the colonists, the mining and fossil fuel industries, and most recently, by the tribe’s neighbors and the popular media who have painted them with a bigoted, racist brush. Thus Split Rock Museum, located at the site of the sacred Split Rock in Mahwah, NJ, proposes a compound that celebrates and commemorates the culture and history—both cheerful and tragic—of the tribe, while negotiating the rugged and wooded terrain. The museum is composed of four structures: (1) The Marker, which marks the sacred site itself as well as the presence of the Ramapough Lenape; (2) Shelter of the Physical, which holds the historic everyday artifacts of the tribe; (3) Shelter of the Spiritual, which holds the ceremonial objects and artifacts, and (4) Shelter of the Sacred, which holds the sacred objects that only certain members of the tribe can access. Except for the Marker, all shelters are constructed with oak found on site, and canvas, each of which is constructed specific to its relationship to the sacred earth and the elements.

**Professor Robert Marino**

**Created in collaboration with Sonny Han & Cara DePippo**





Shelter for the Physical

Shelter for the Spiritual

Split Rock

Shelter for the Sacred

The "Marker"

Turtle Rock

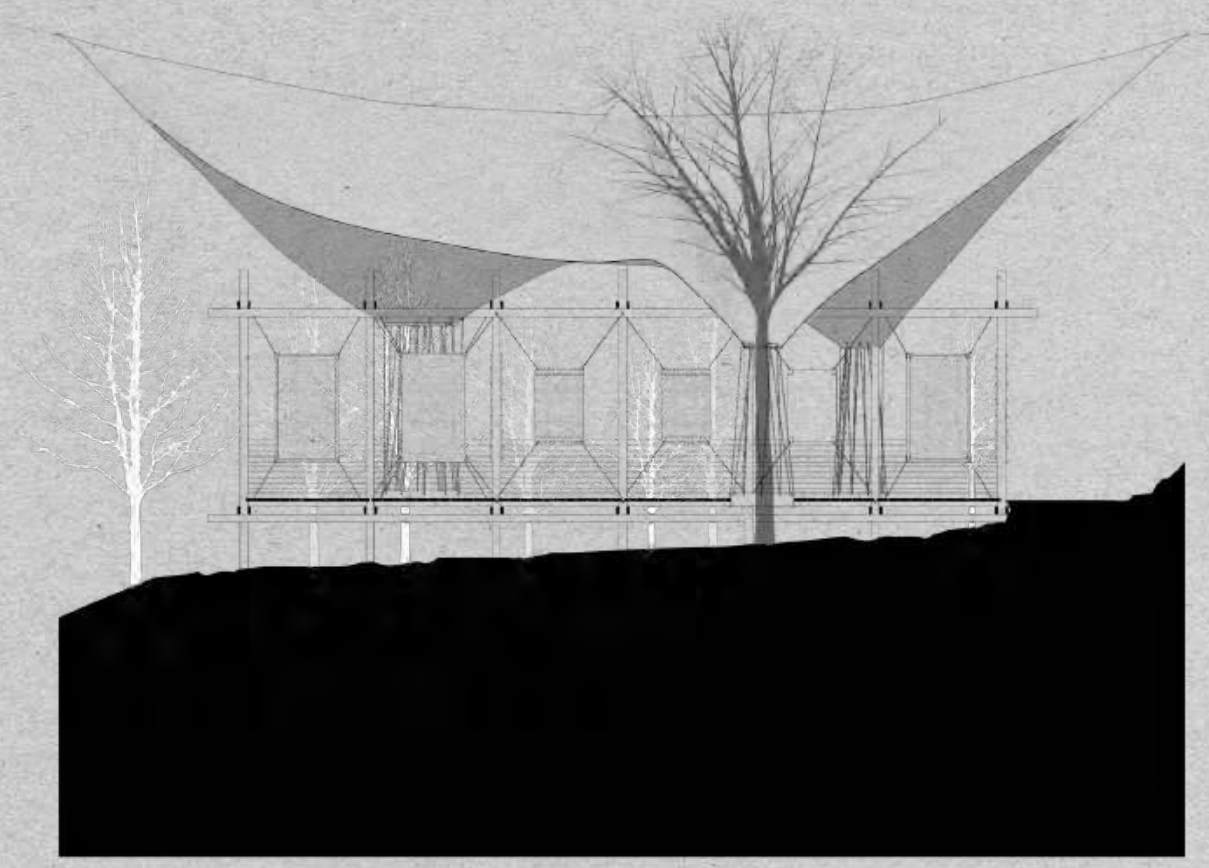
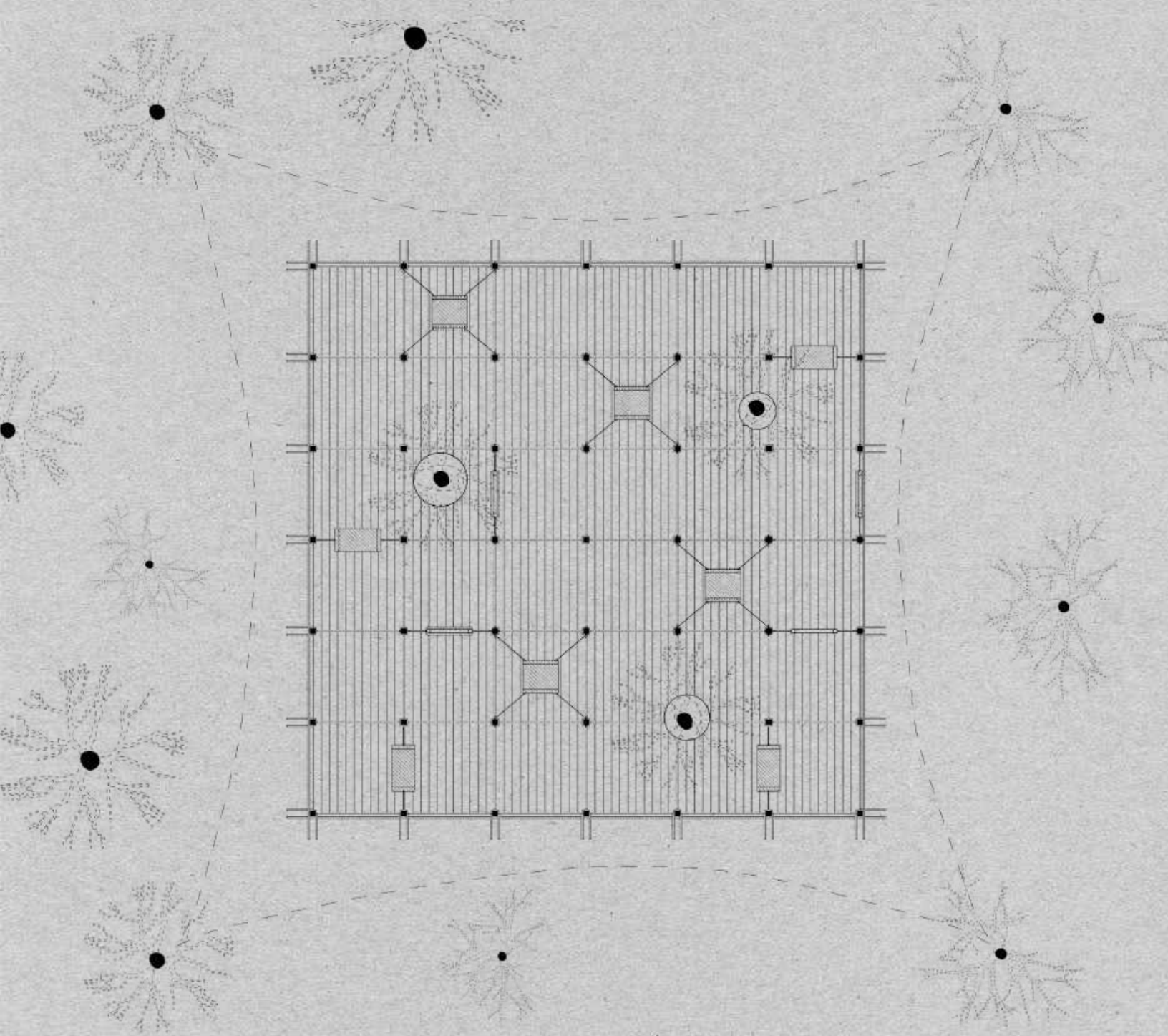


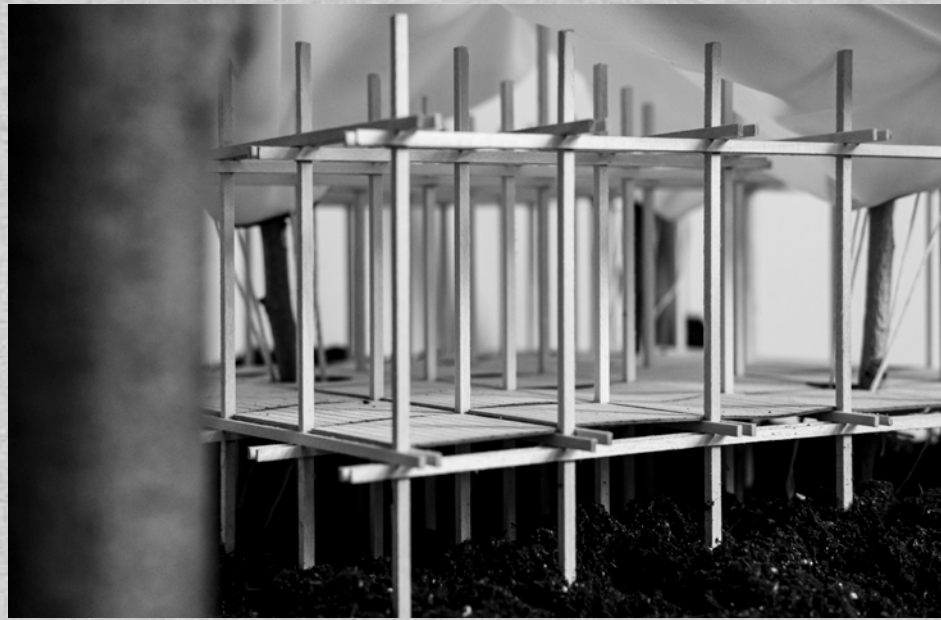
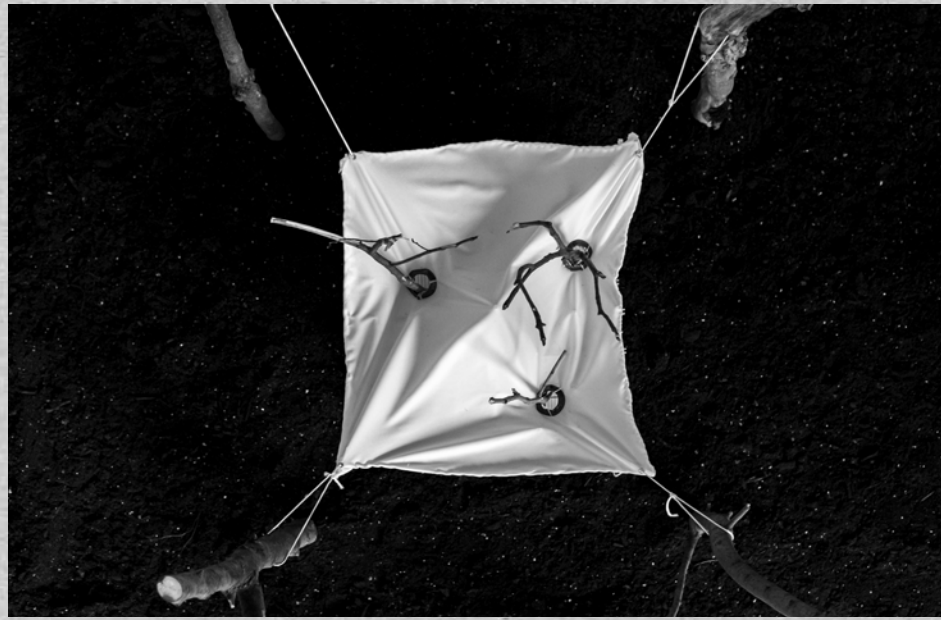


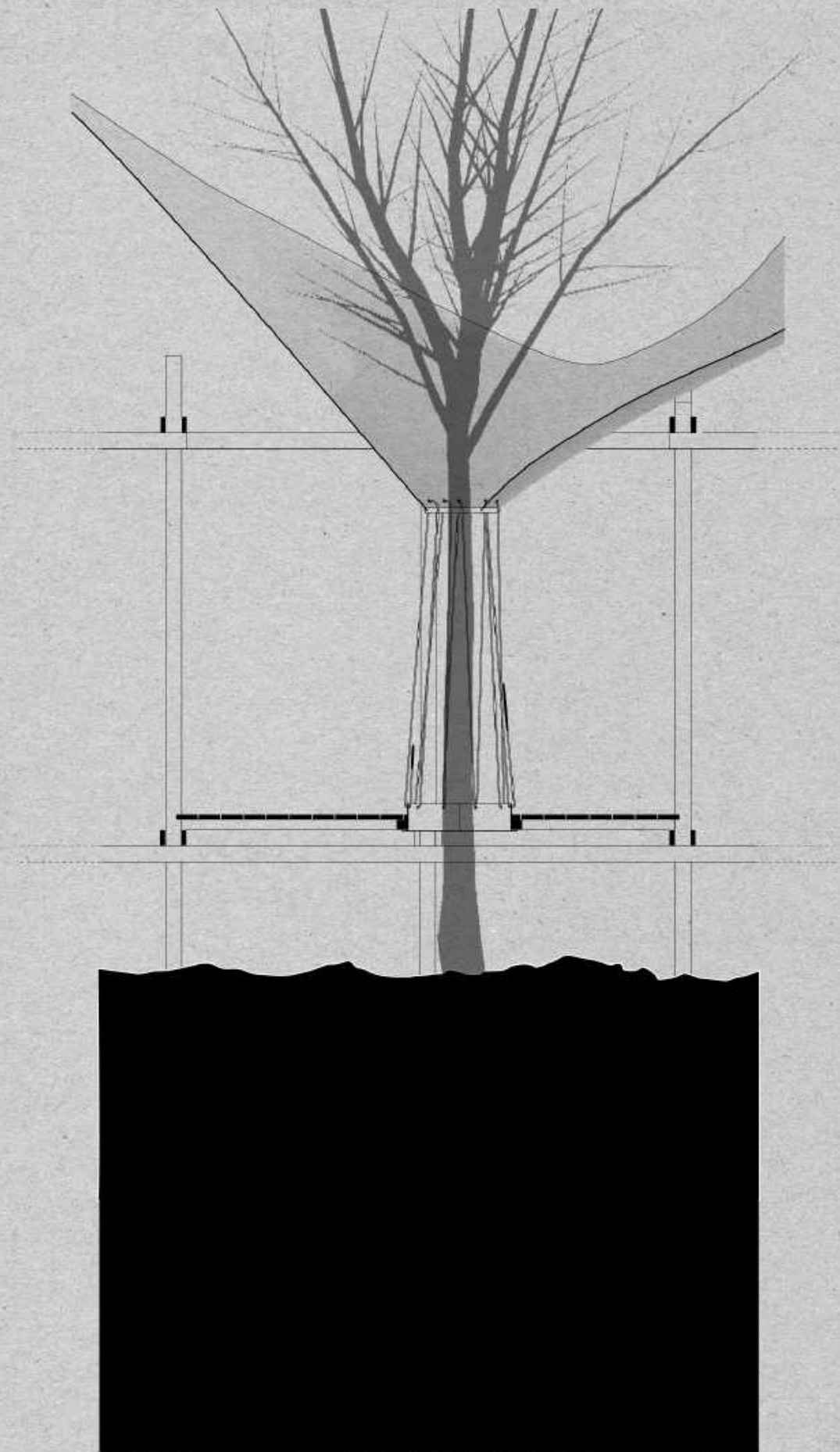




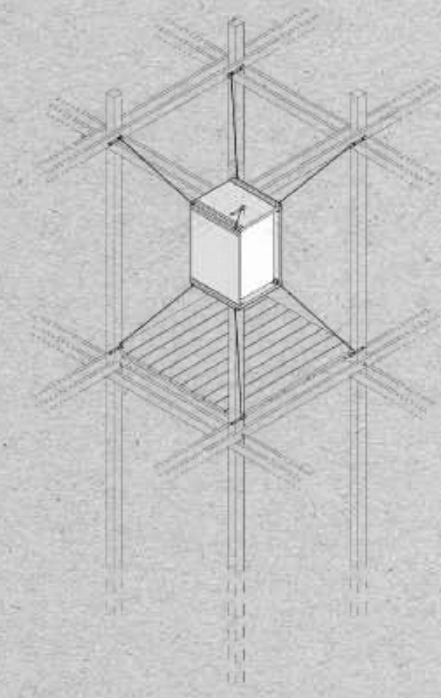
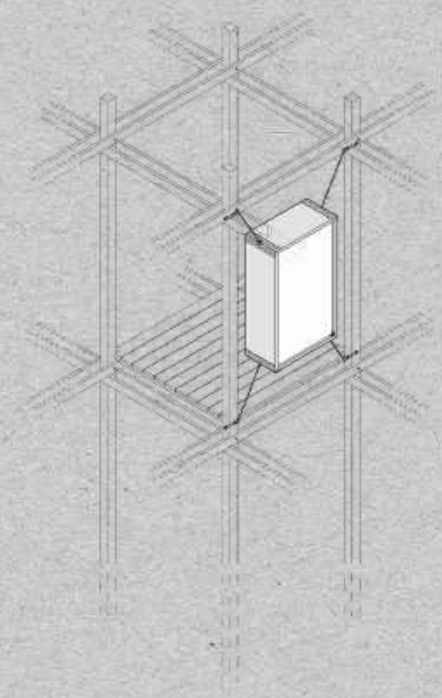
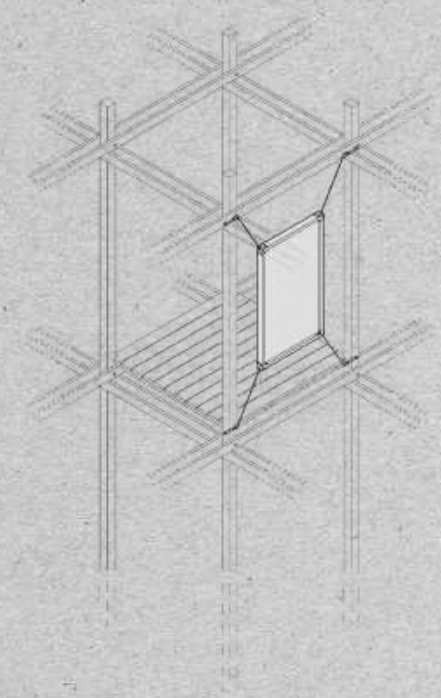
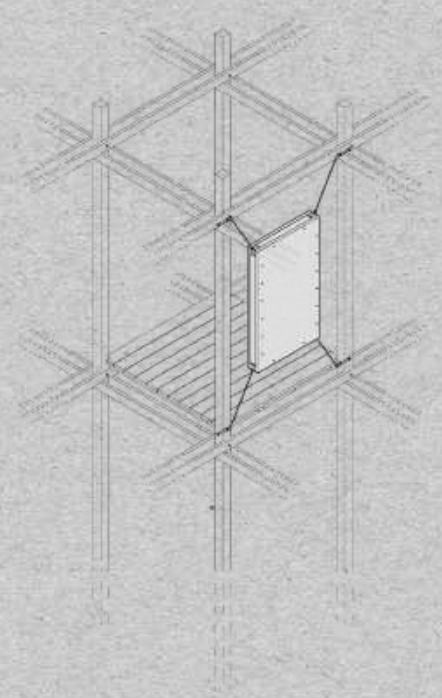
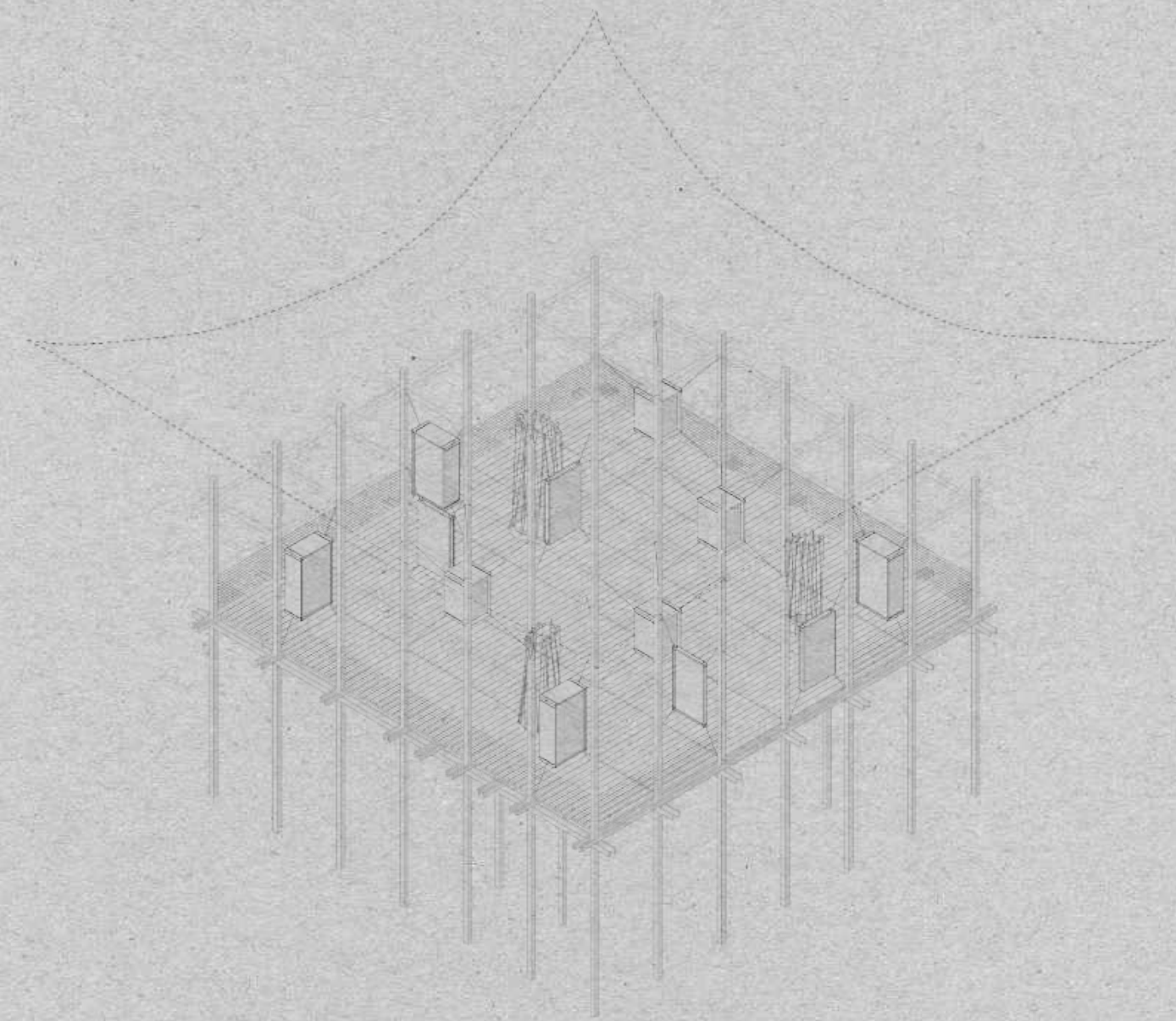


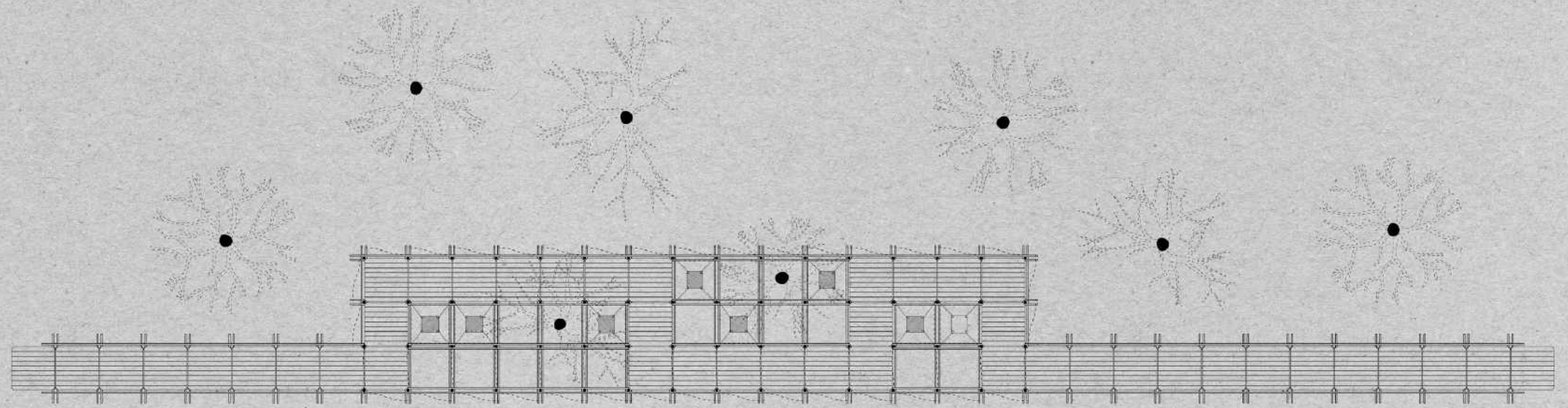




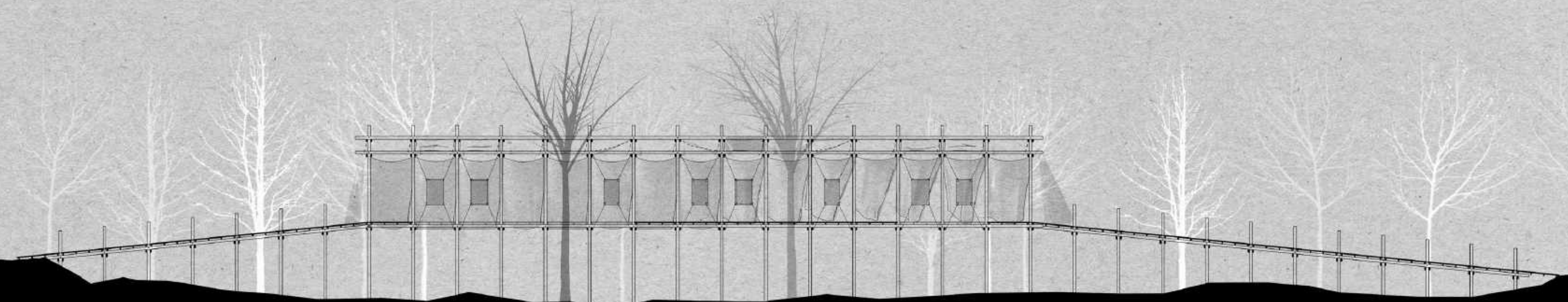




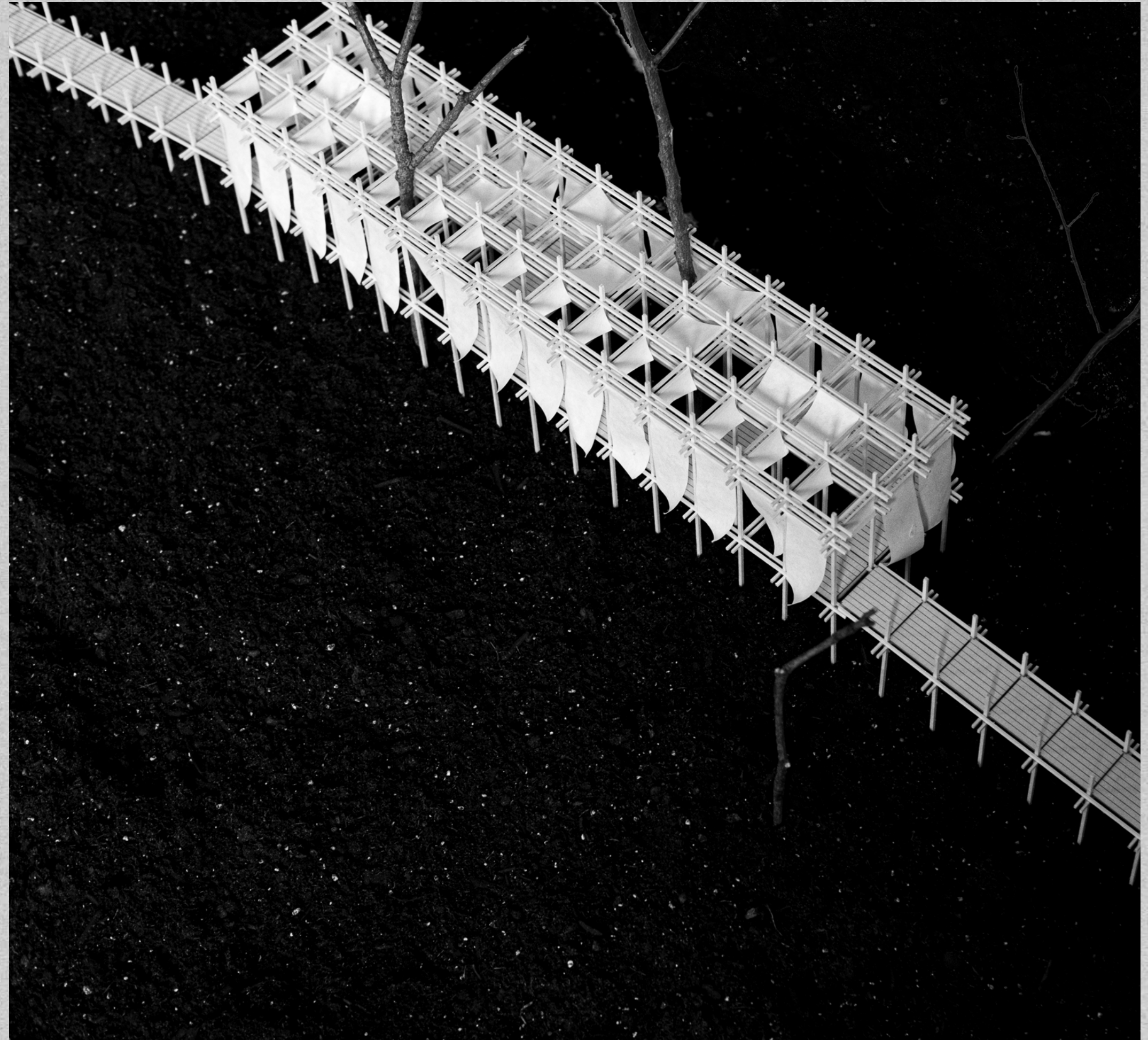
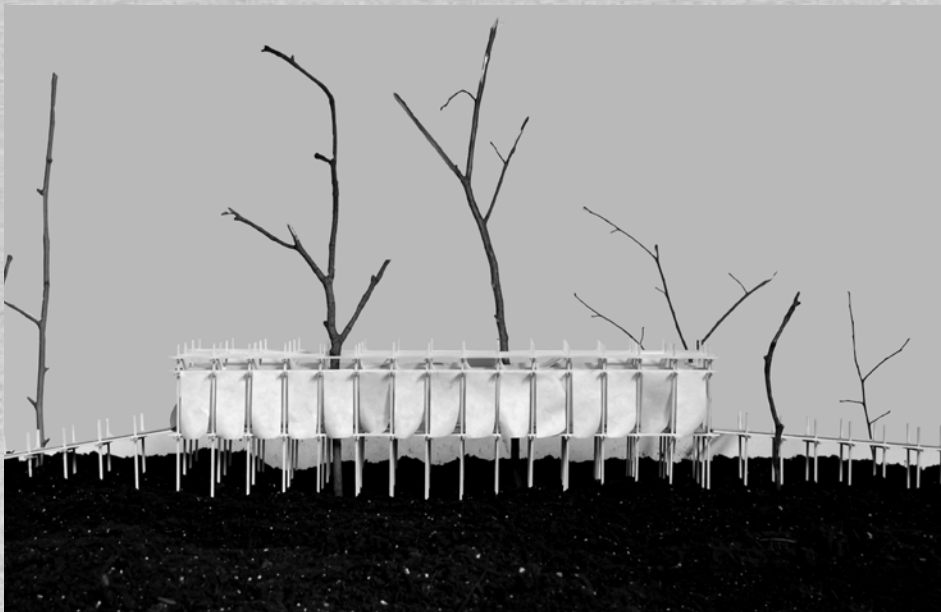
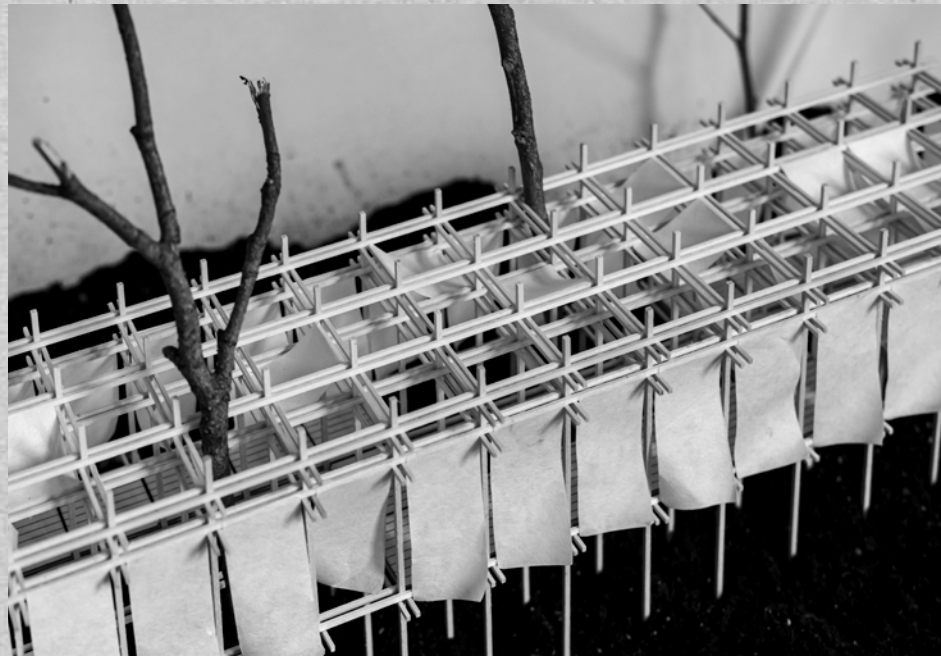




Floor Plan of Shelter of the Spiritual

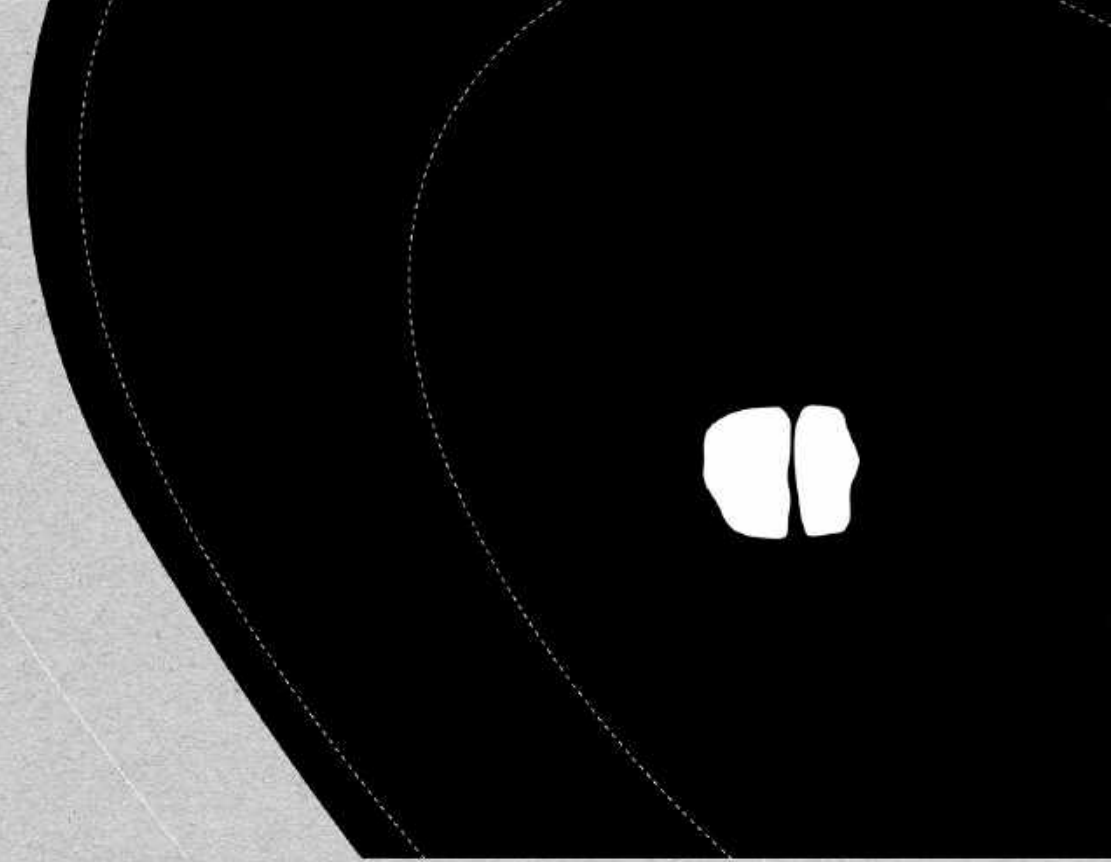
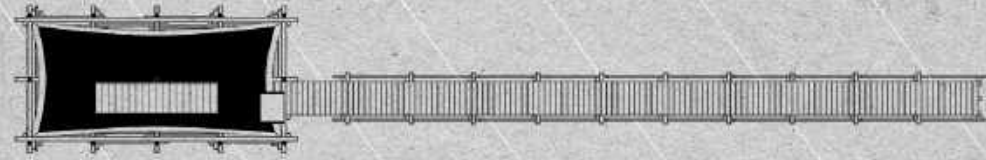


Section of Shelter of the Spiritual 27





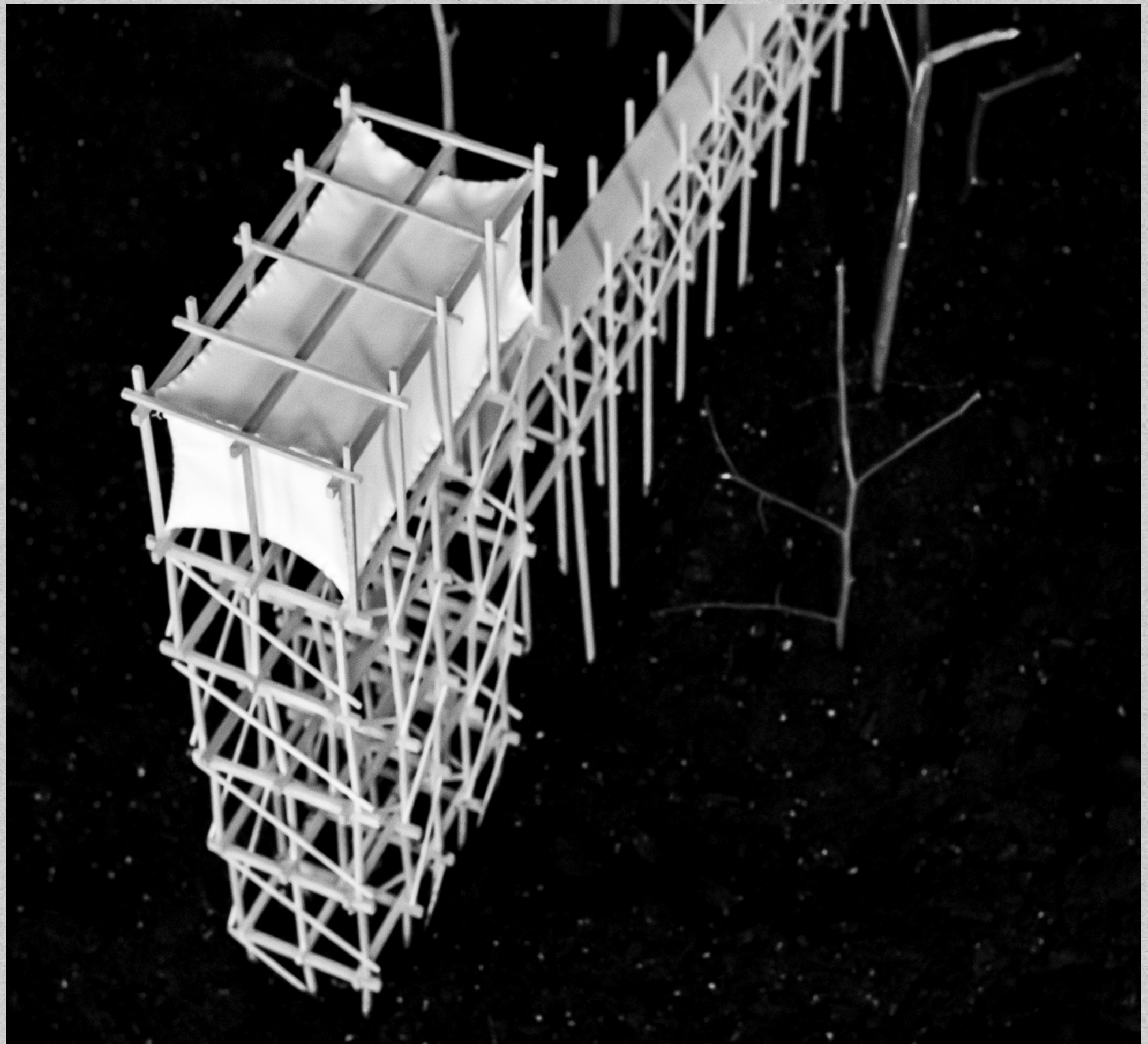
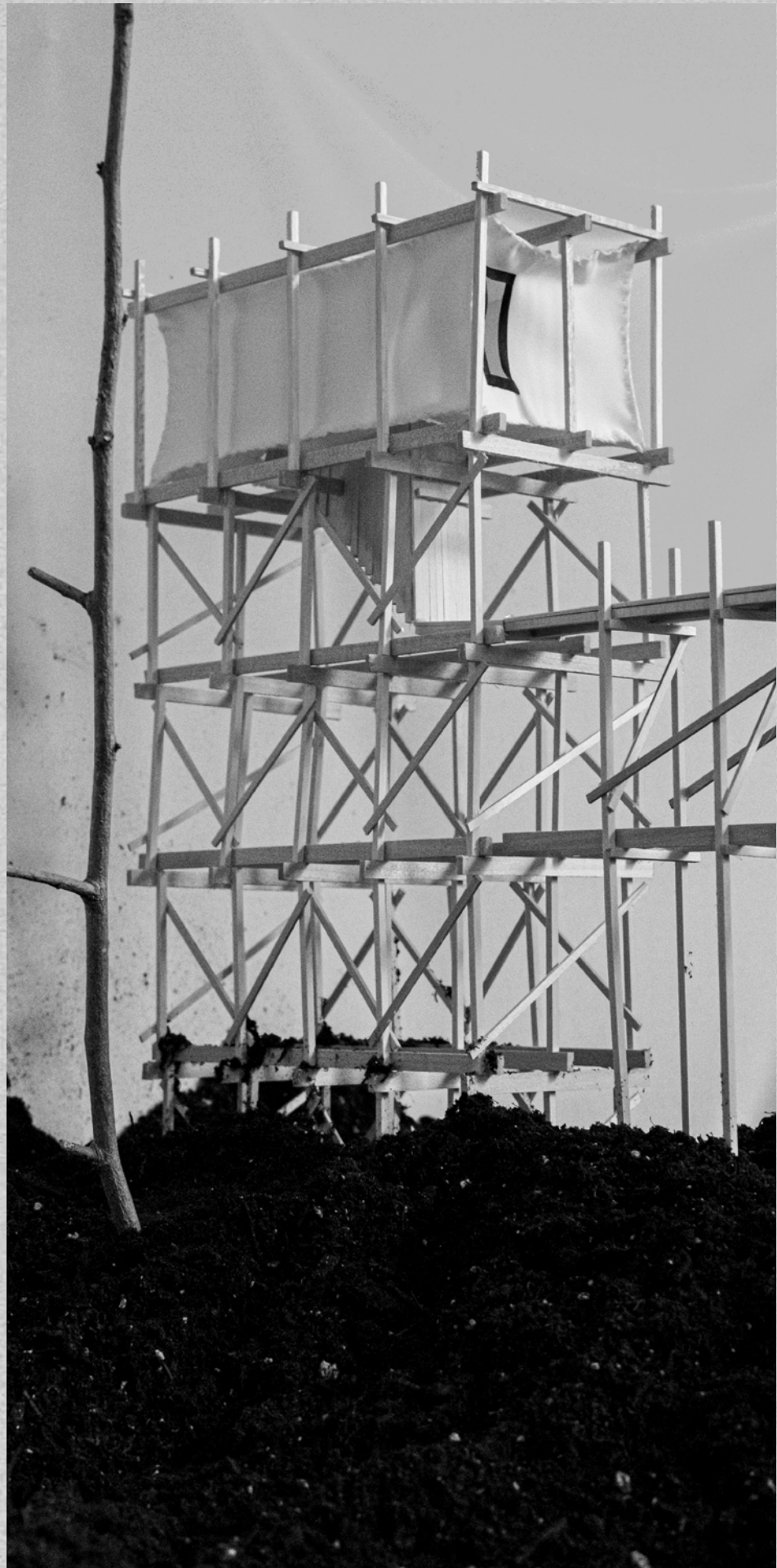




Floor Plan of Shelter of the Sacred



Section of Shelter of the Sacred 33





# The Bronx Manufacturing Hall

A concept for a manufacturing facility utilizing recycled plastics.

ADV V Studio, Fall 2021



**The Bronx Manufacturing Hall** envisions a new concept for a portion of the Brooklyn Queens Expressway once it has been decommissioned. The Bronx Manufacturing Hall will act as an incubator for manufacturing startups, specifically those utilizing recycled plastic from the Sunset Park Materials Recovery Facility.

**Professor Laurie Hawkinson**  
**Teaching Mentor Tina Marinaki**



Currently, all plastics sorted in NYC are transported around the globe to be recycled.

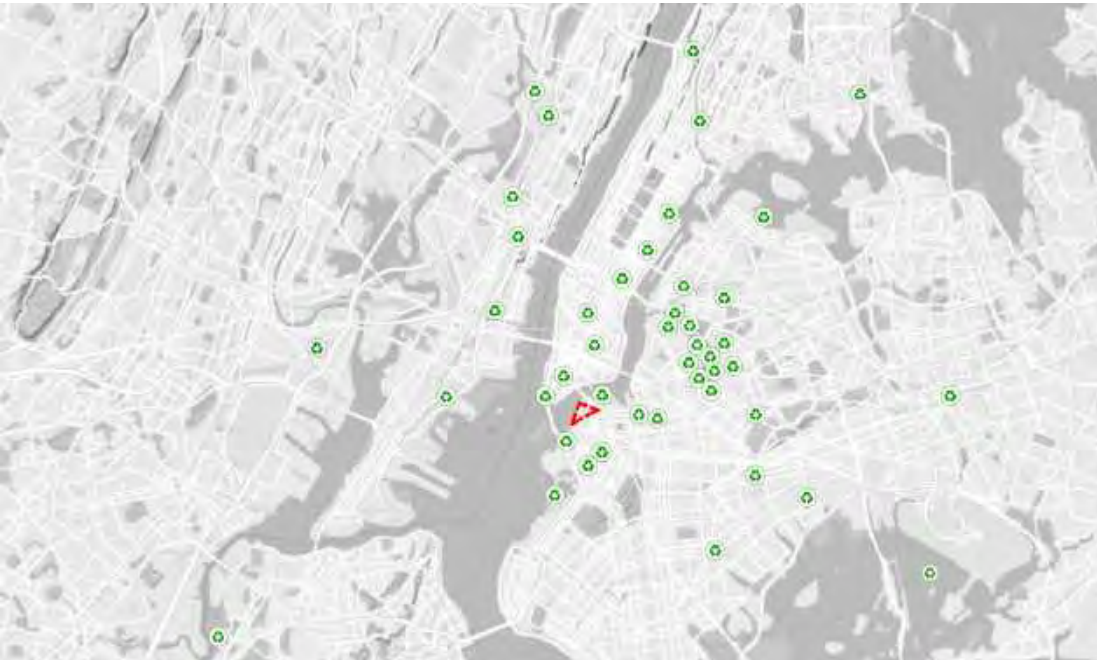
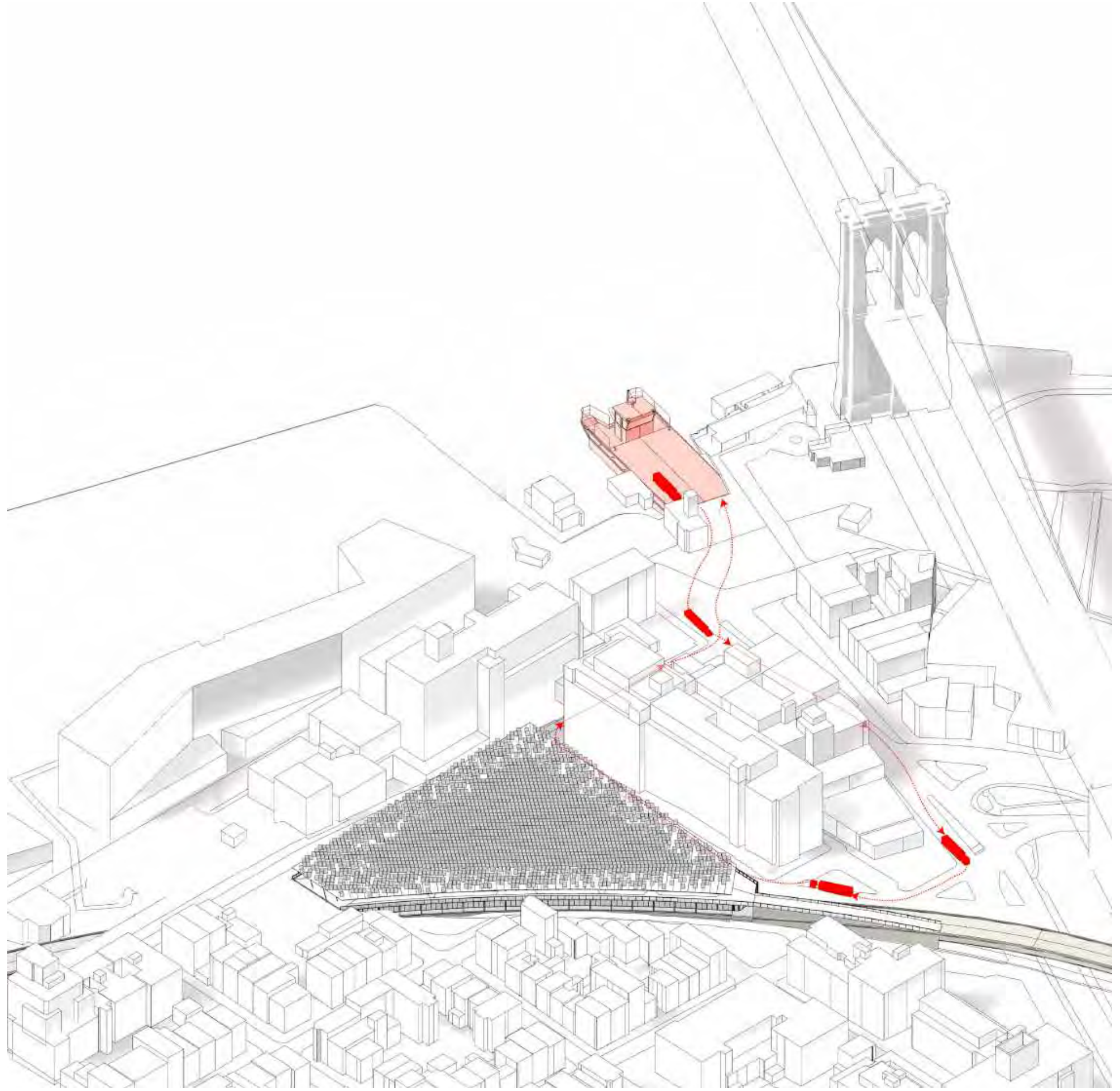


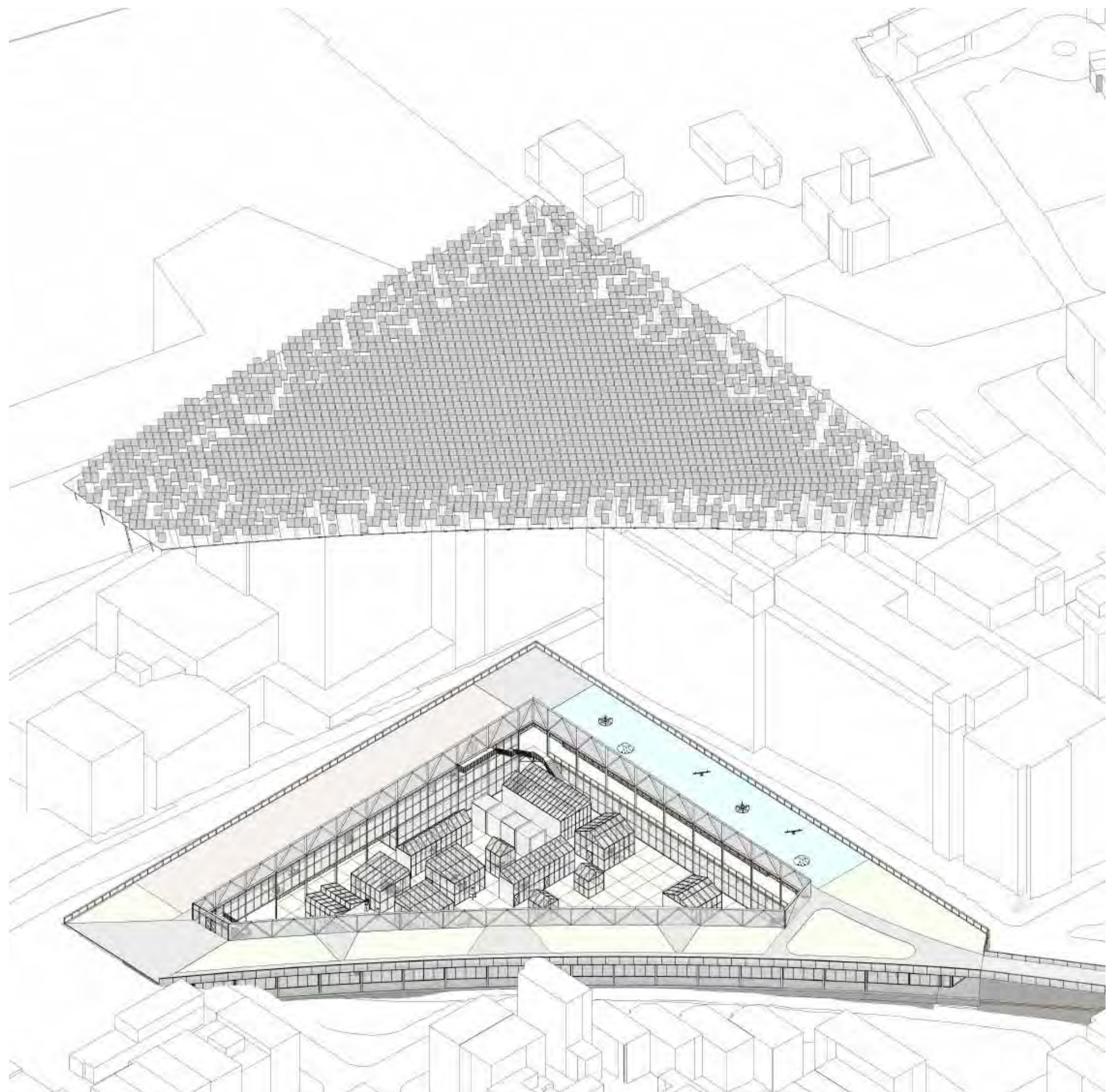
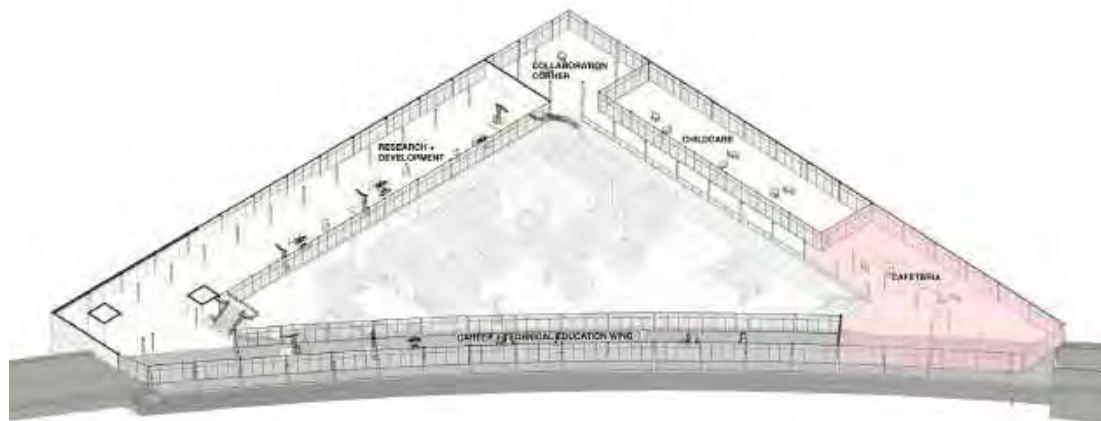
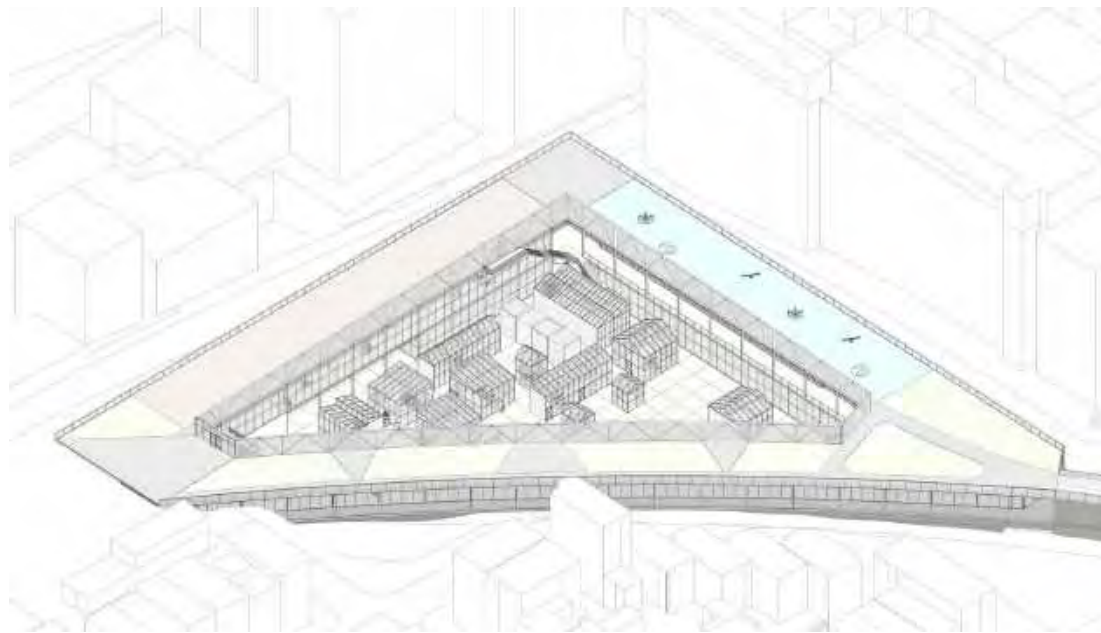
Diagram showing all of the facilities that sort plastic for recycling.



Plastics will be transported via barge from the Sunset Park Materials Recovery Facility.



Plastics will be transported via barge from the Sunset Park Materials Recovery Facility. 41



Exploded axon showing the solar PV array on the Bronx Manufacturing Hall's roof. 43



Rendering of the rooftop park created by the Bronx Manufacturing Hall.



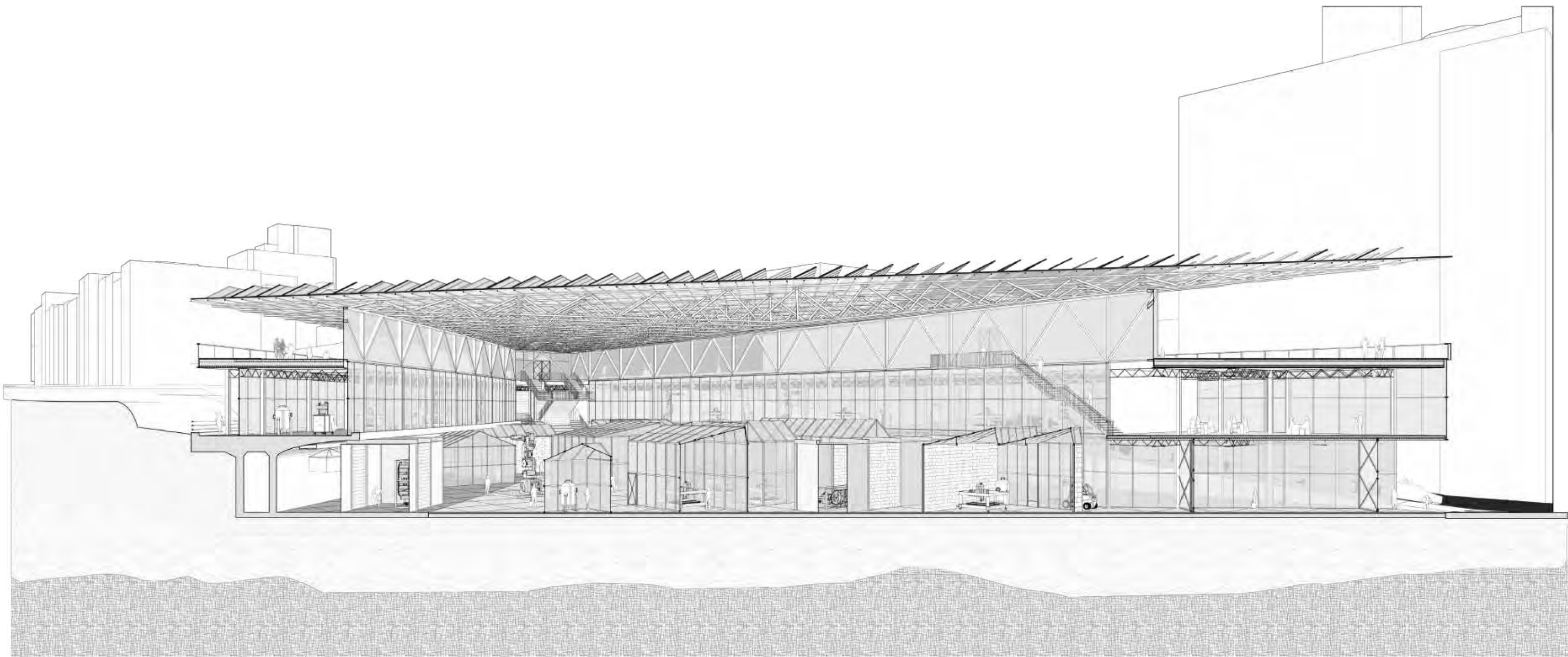
A street view of the Bronx Manufacturing Hall.



Main entrance of the Bronx Manufacturing Hall from the rooftop park.



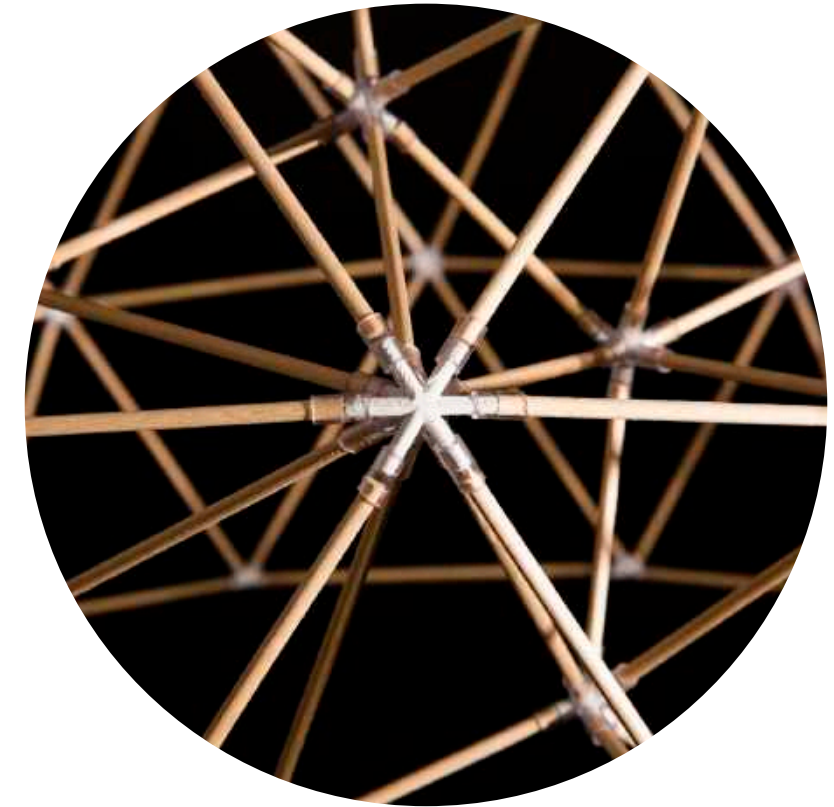






# Model Explorations

Several models created over the course of my time at GSAPP



The following images show models created during my time at GSAPP that were created for courses other than studio.

**Architectural Drawing & Representation I, Fall 2019 | Columbia GSAPP**

**Professors Joshua Uhl, Bika Rebek, Lexi Tsien, & Zachary White  
Teaching Assistant Jack Lynch**

**Transitional Geometries, Fall 2021 | Columbia GSAPP**

**Professor Josh Jordan**



Geodesic physical model



Geodesic dome with hand for scale

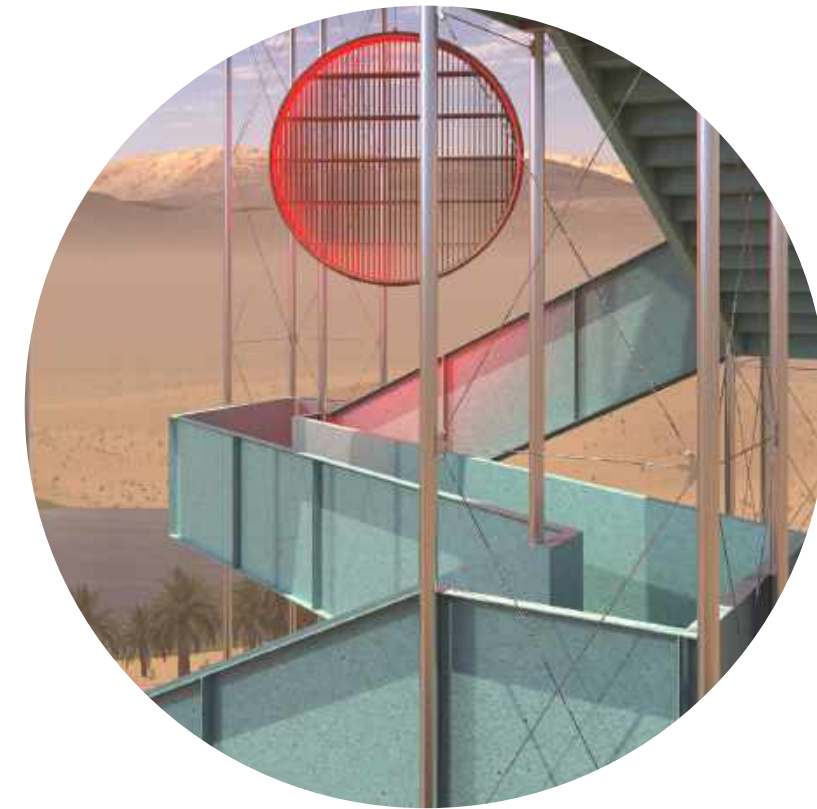




# Desert Rose

Rendering as a tool for bringing a mirage of the imagination to life.

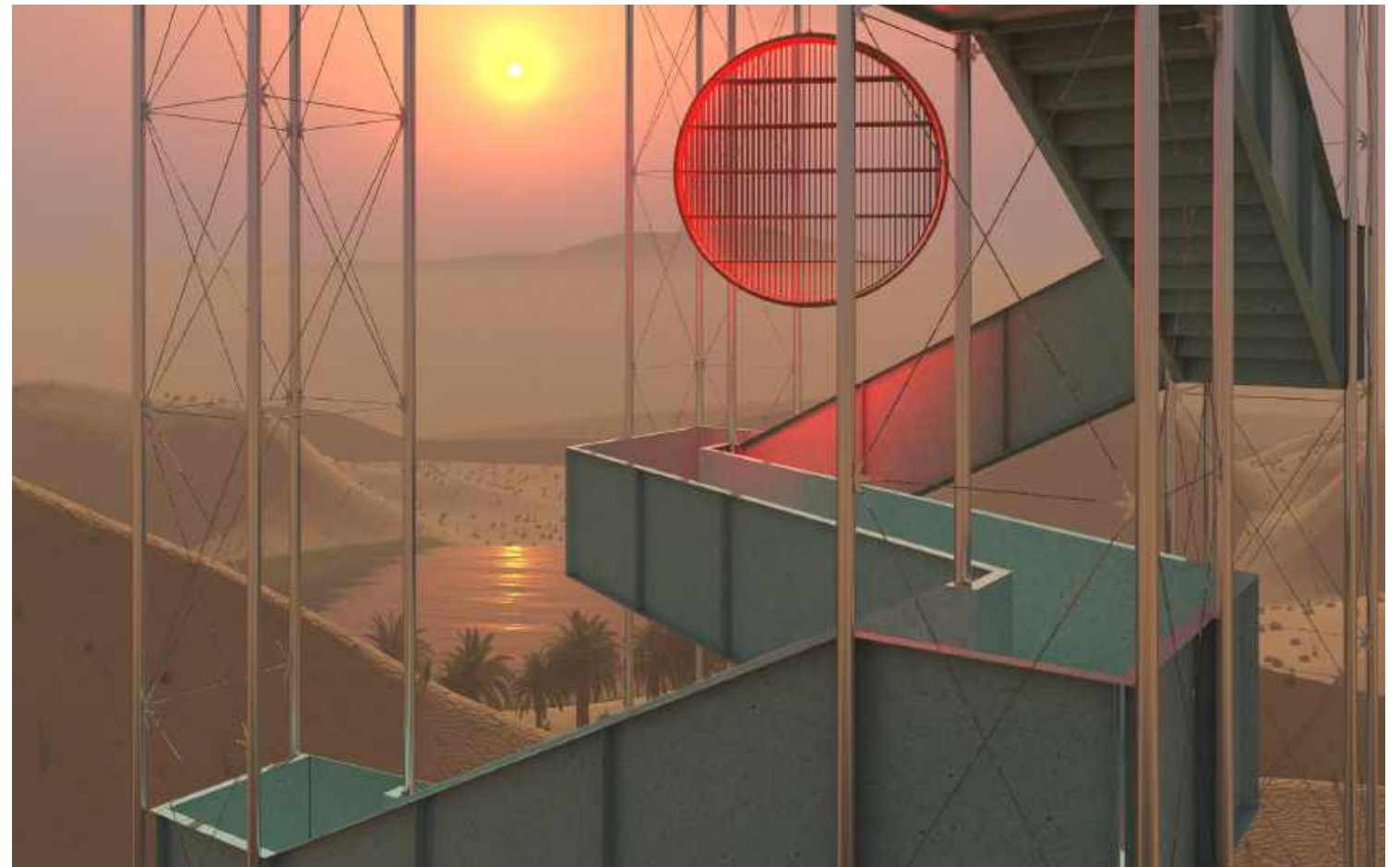
Techniques of the Ultrareal, Fall 2020



**Desert Rose** is a series of renderings created as the final project for the Techniques of the Ultrareal course taught at GSAPP. The assignment was to create a rendering of the student's choosing by inventing a unique representational rendering method with the software 3DS Max. My collaborators and I made the decision to create a series of renderings of a unique struc-

**Professors Joseph Brennan & Phillip Crupi**

**Created in collaboration with Henry Black, Adeline Chum, & Benjamin Diller-Schatz**





# The Space Between

Utilizing outdoor space in the South Bronx to create a sense of community.

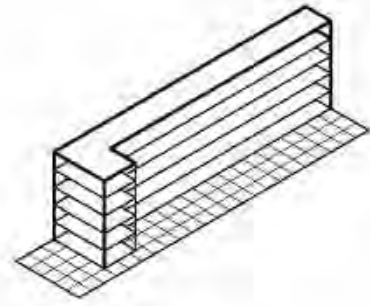
Core III Studio, Fall 2020



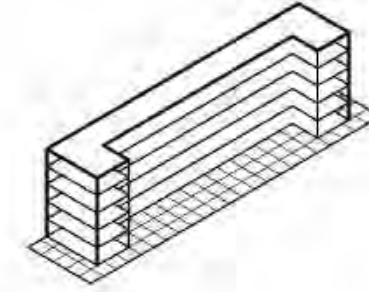
**The Space Between** fosters a sense of community by utilizing a stepped terrace system that allows for density on site, while still creating an abundance of outdoor space for each of the project's units and a large central gathering space for the project's inhabitants and the South Bronx community.

**Professor Adam Frampton**

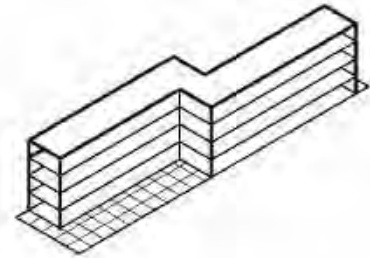
**Created in collaboration with Cara DePippo**



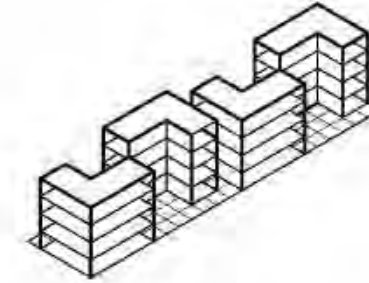
27,000 sq ft  
FAR: 2.34



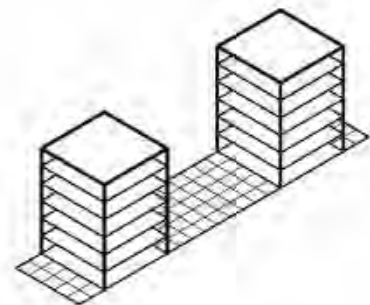
30,000 sq ft  
FAR: 2.60



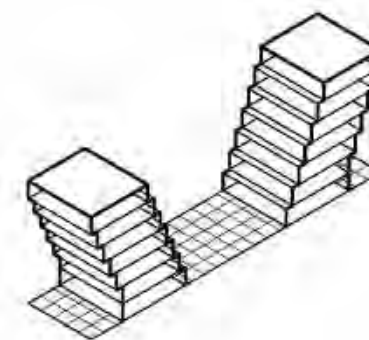
28,750 sq ft  
FAR: 2.50



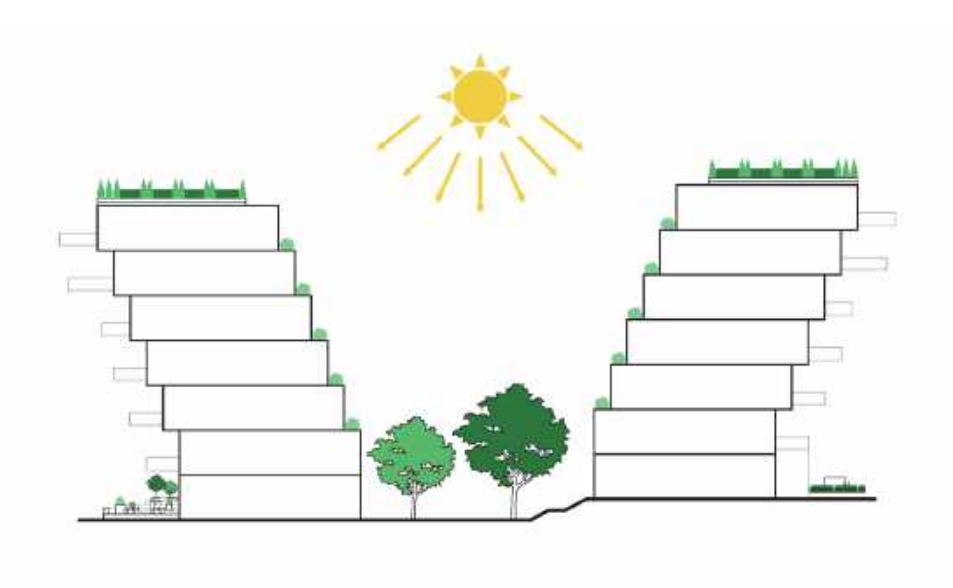
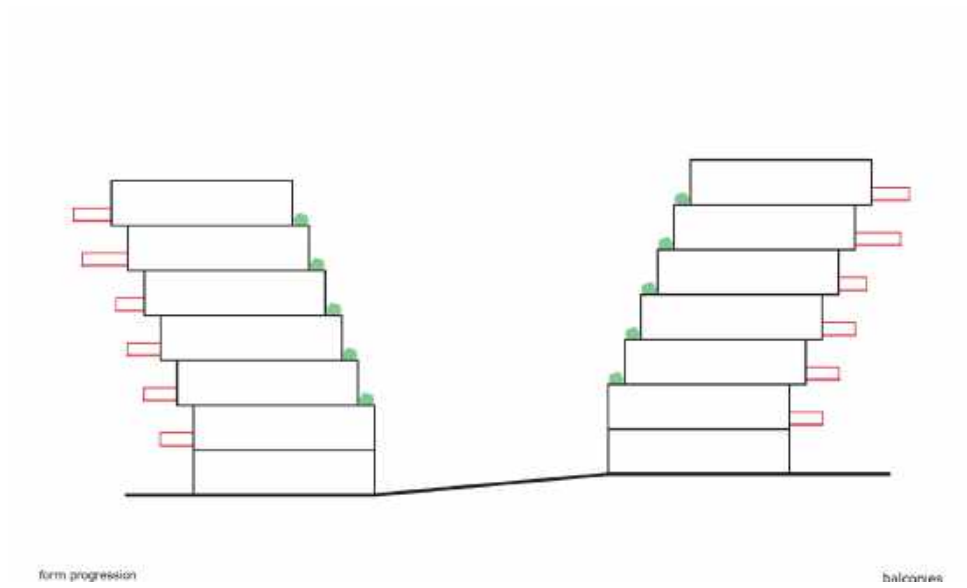
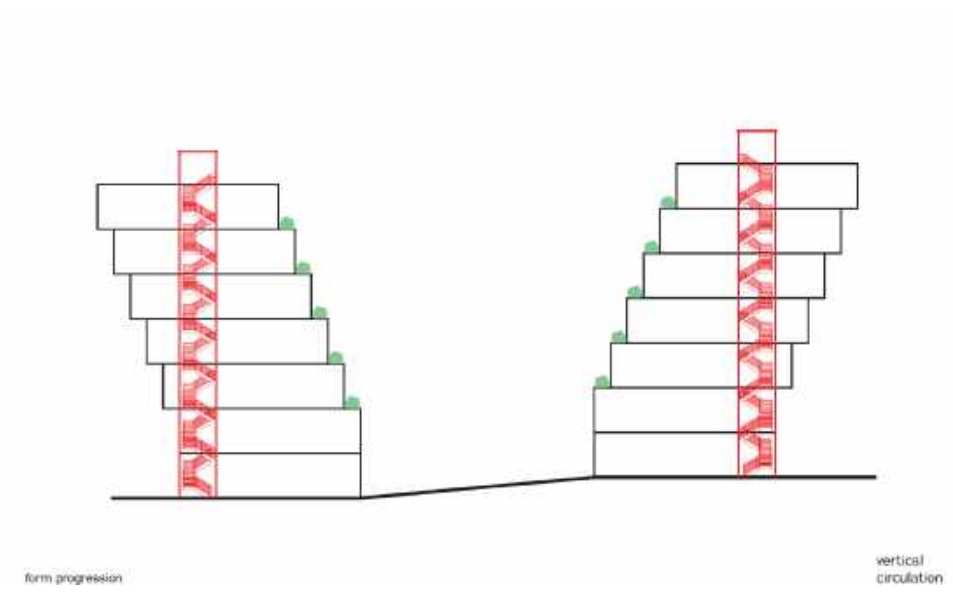
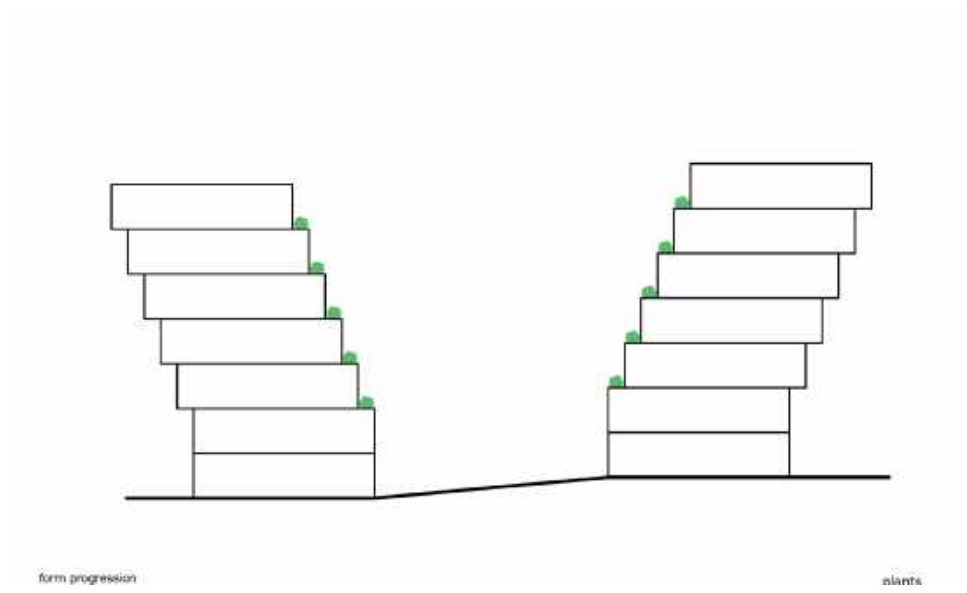
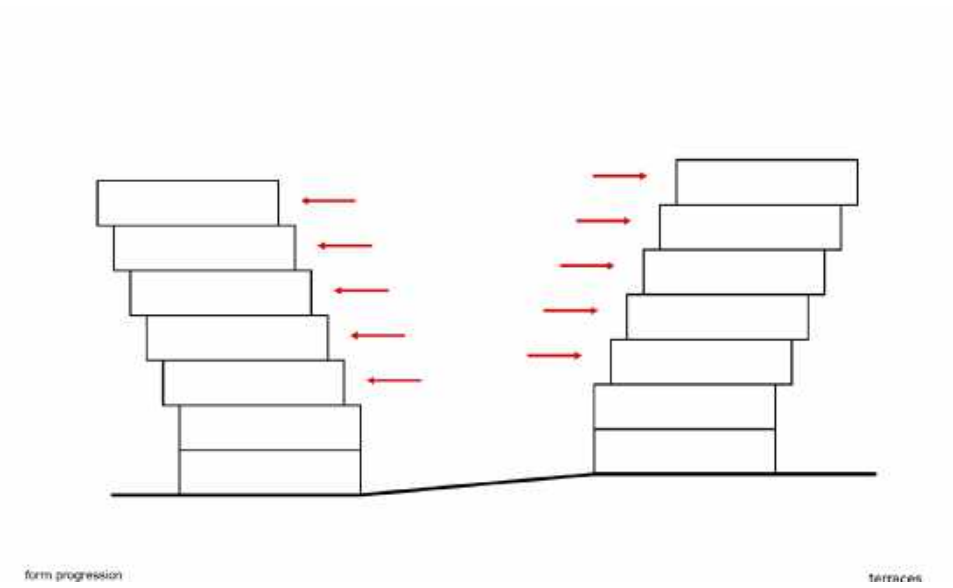
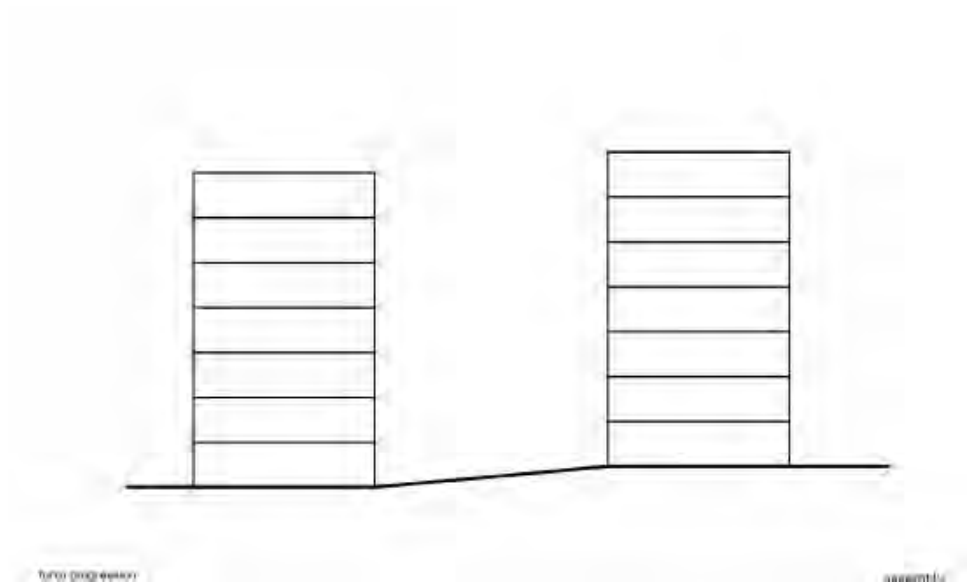
28,000 sq ft  
FAR: 2.43

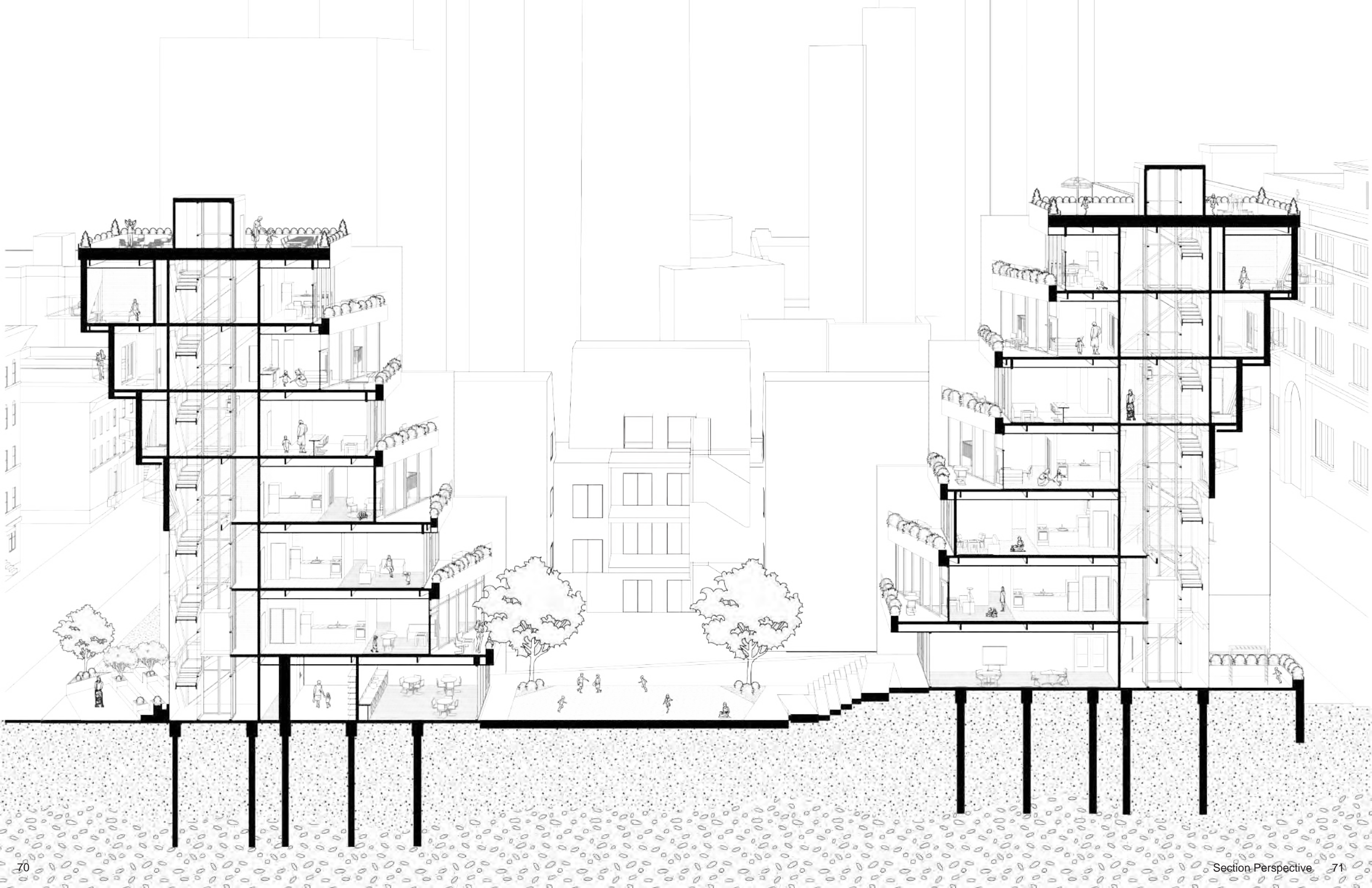


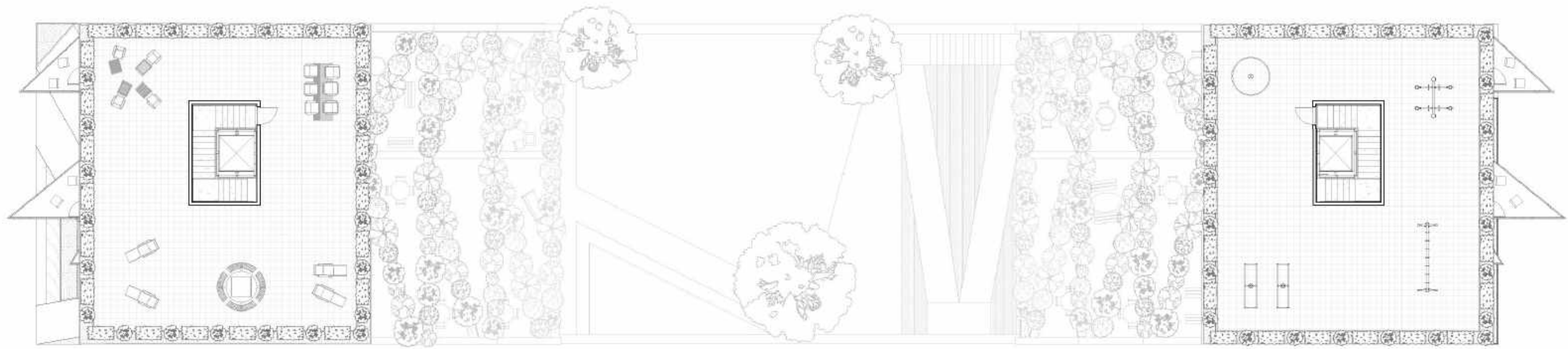
29,105 sq ft  
FAR: 2.53



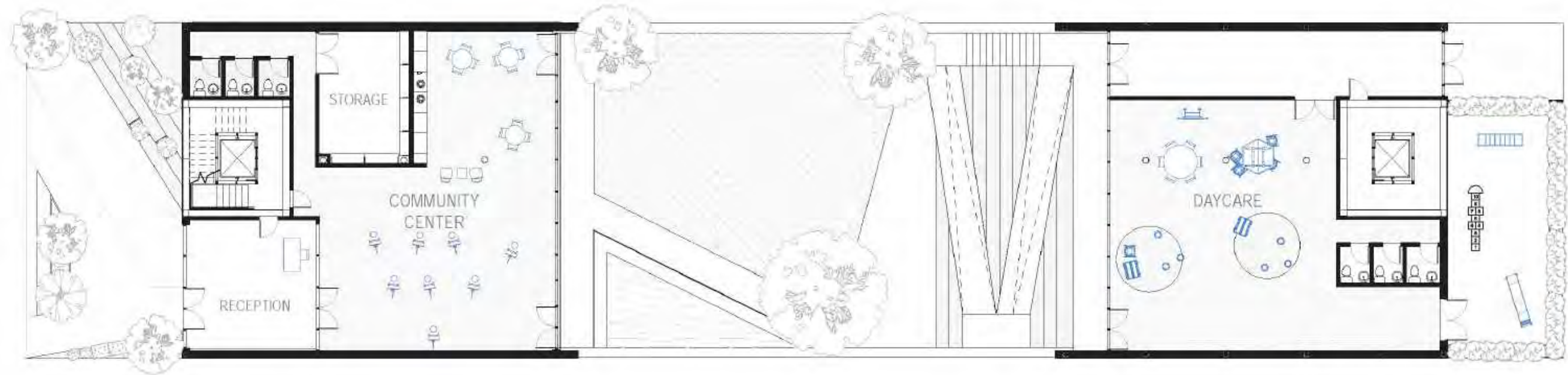
29,105 sq ft  
FAR: 2.53







Roof Plan



Ground Floor Plan

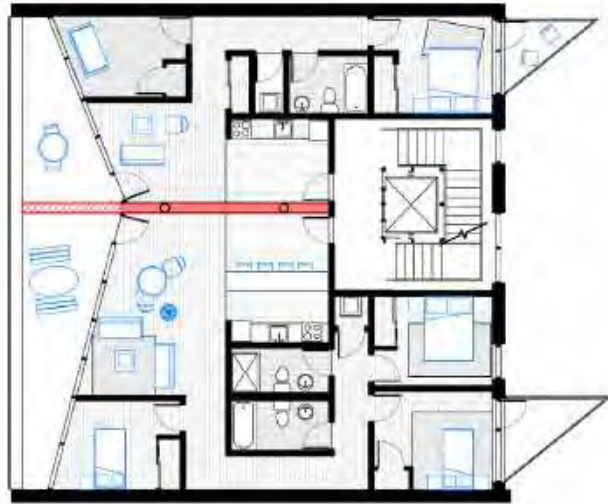
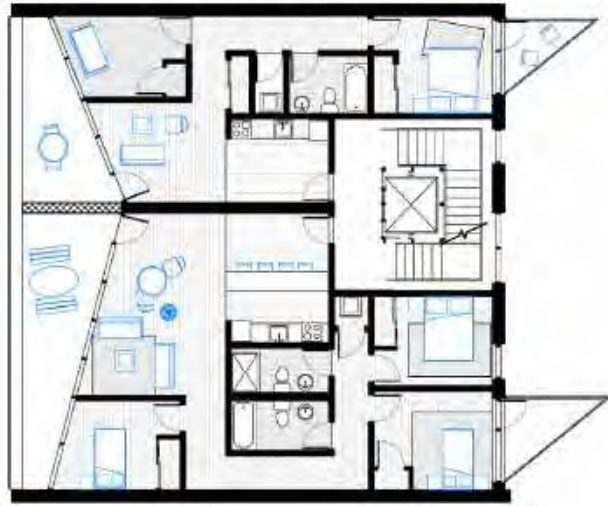


74 Rendering of shared courtyard space

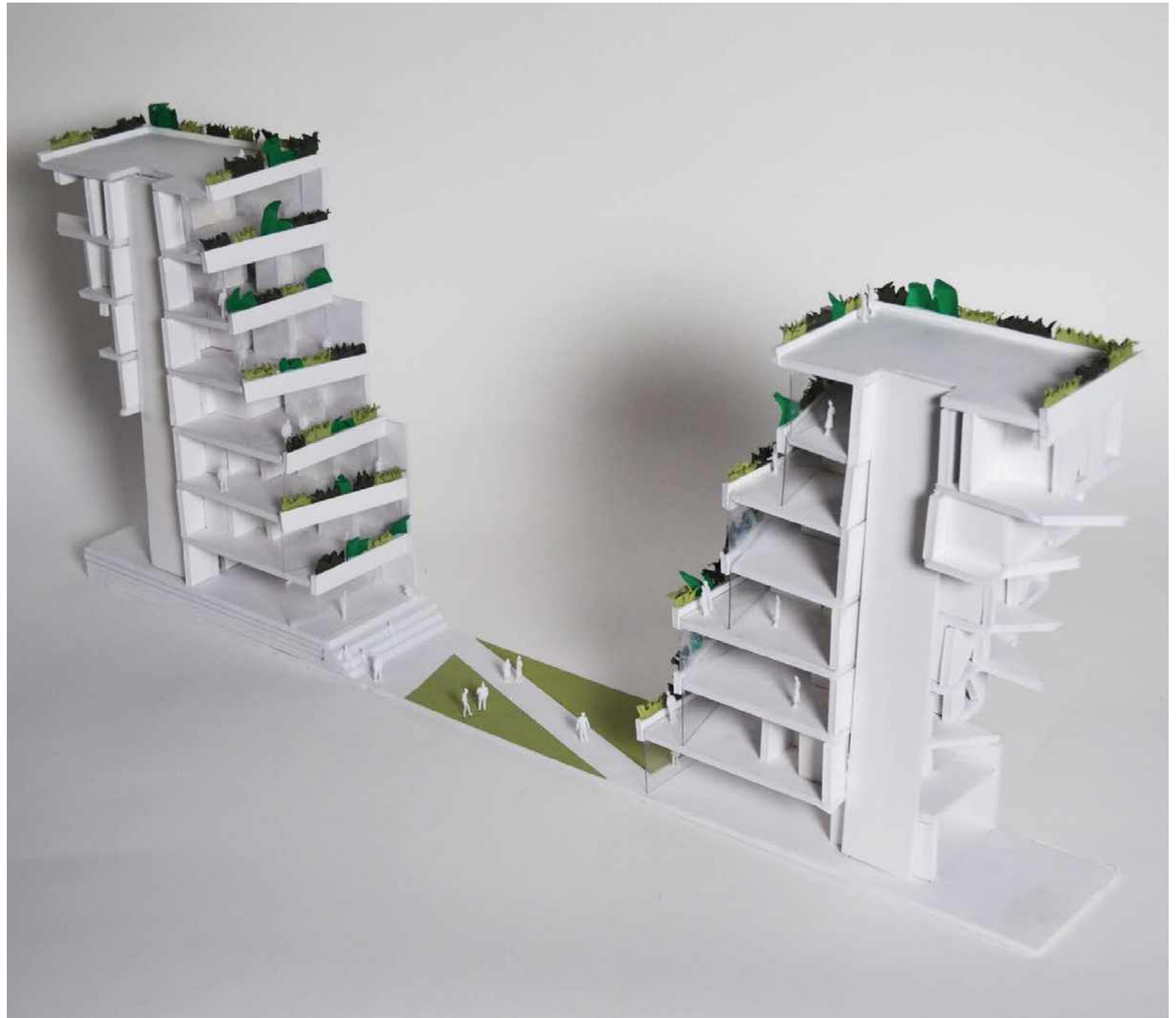
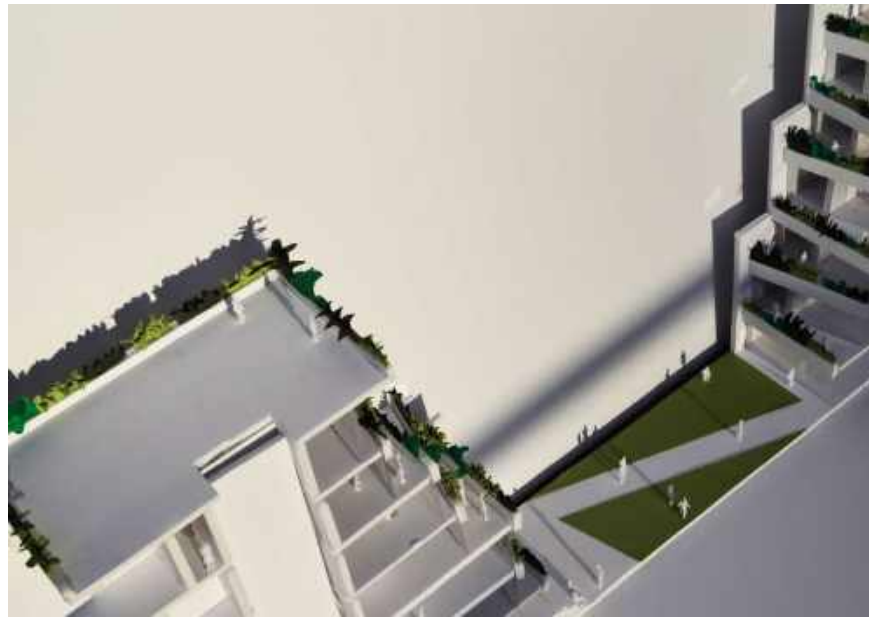


Rendering of street facade 75









# Kinesthetic School

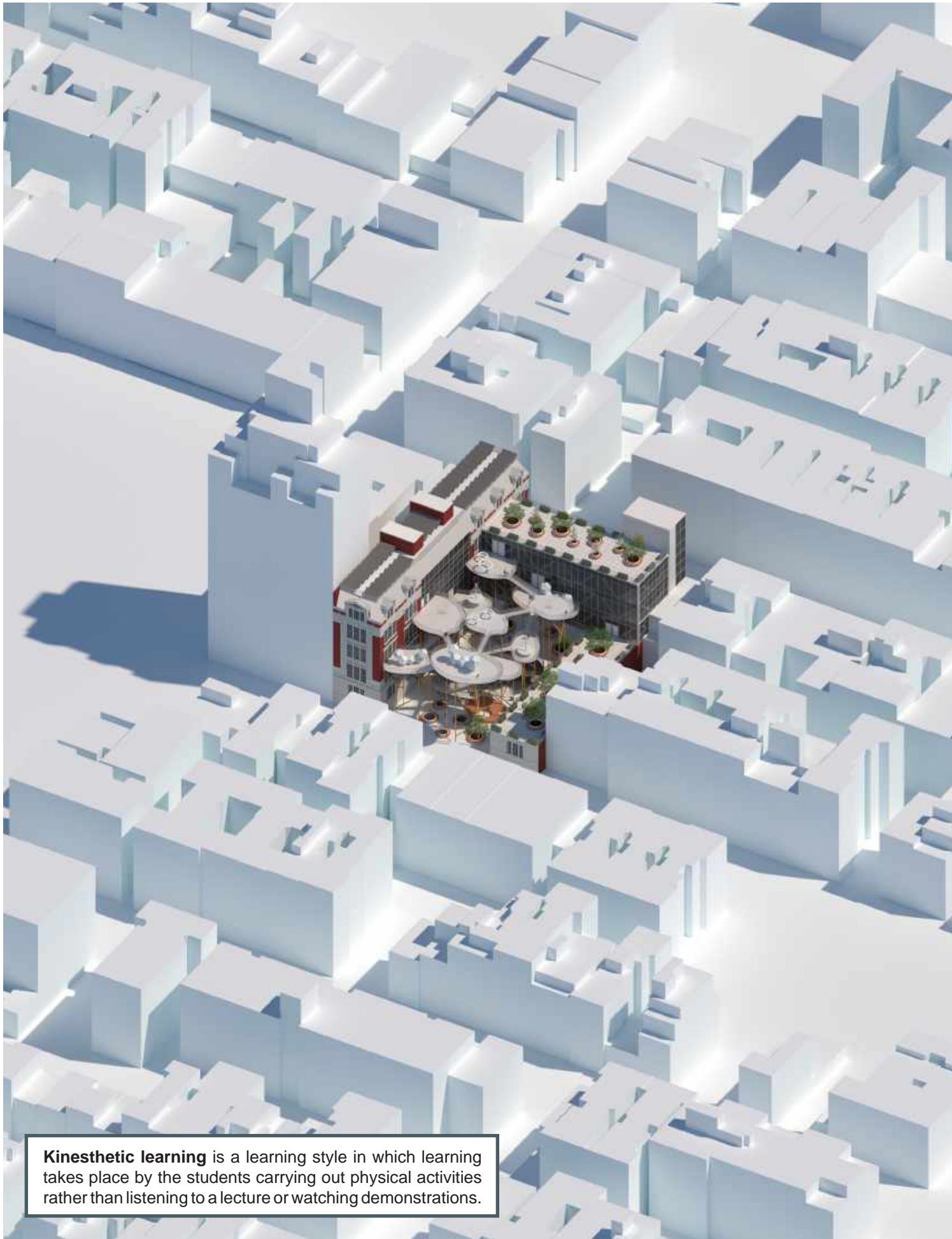
Providing children with an environment that fosters each child's curiosity and sense of self.

Core II Studio, Spring 2020

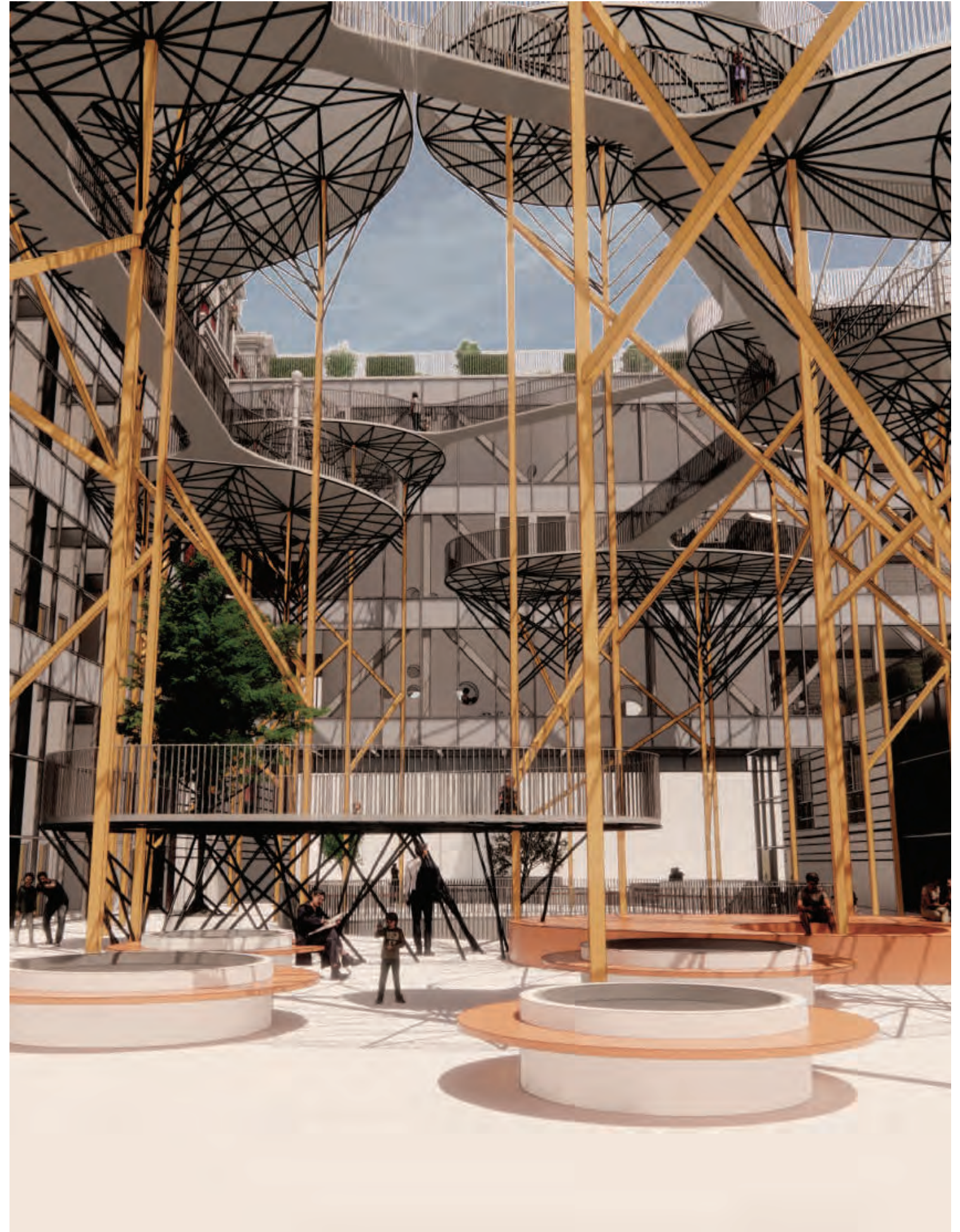


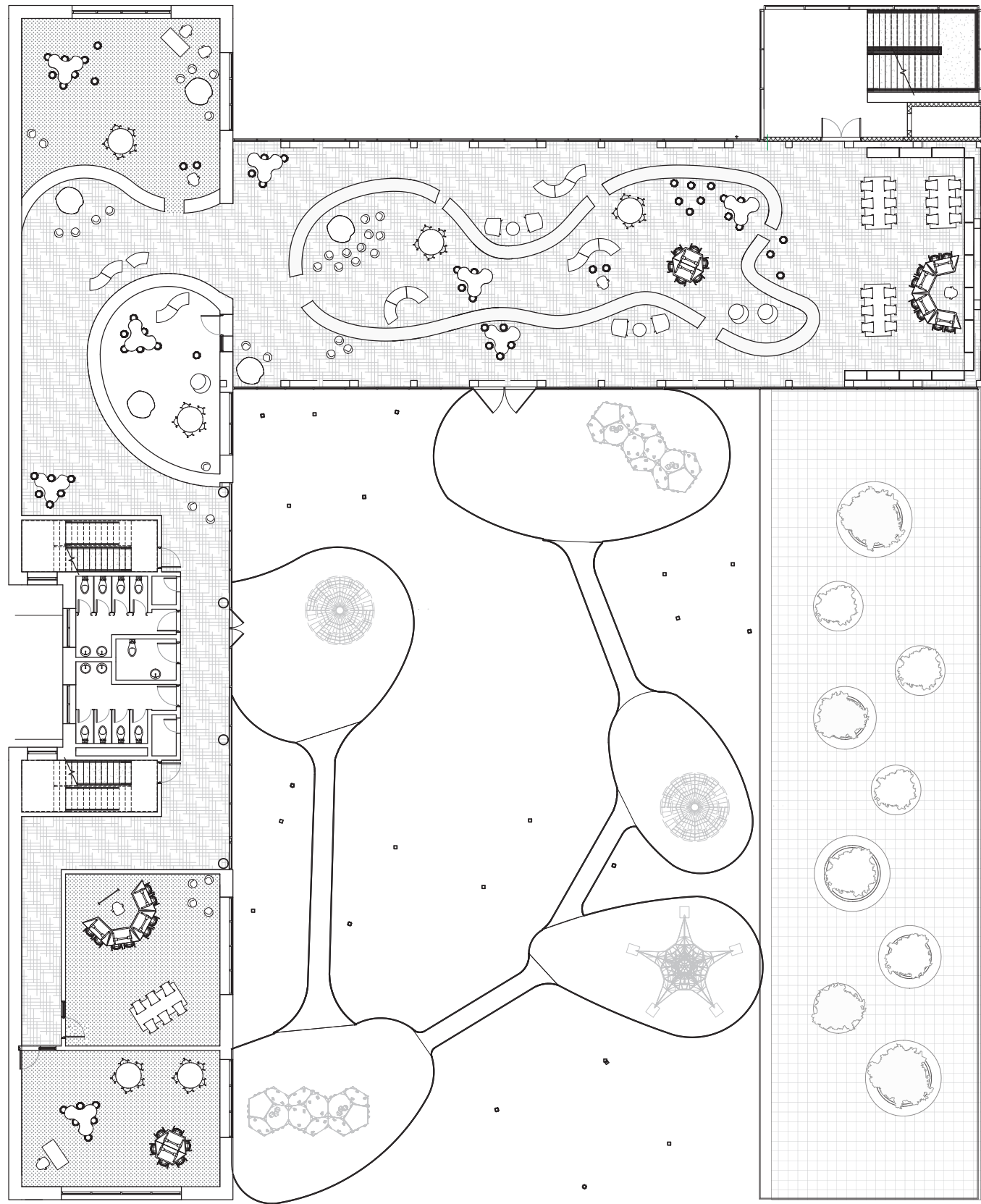
**Kinesthetic School** embodies the belief that the factory model of education still practiced in many schools today doesn't adequately prepare children for the lives they'll have after school. This method of education was supposedly formed to prepare children for the 'real world' of the time, which was viewed as getting them accustomed to working regular shifts sitting at desks or stations in factories. However, our current model of education doesn't adequately prepare children for today's world with its growing innovating in technology and increasingly complex problems. With rising opportunities in creative fields, our schools should move away from a pedagogy centered on memorization, and towards developing creativity and helping students understand the methods by which they themselves learn. In the past, the popular thinking was that we are all either auditory or visual learners, but recent research by the National Institute of Health suggests that up to 30% of the population are kinesthetic learners. The world is long overdue for an awakening in our approach to education.

**Professor Benjamin Cadena**  
**Teaching Assistant Andrew Keung**

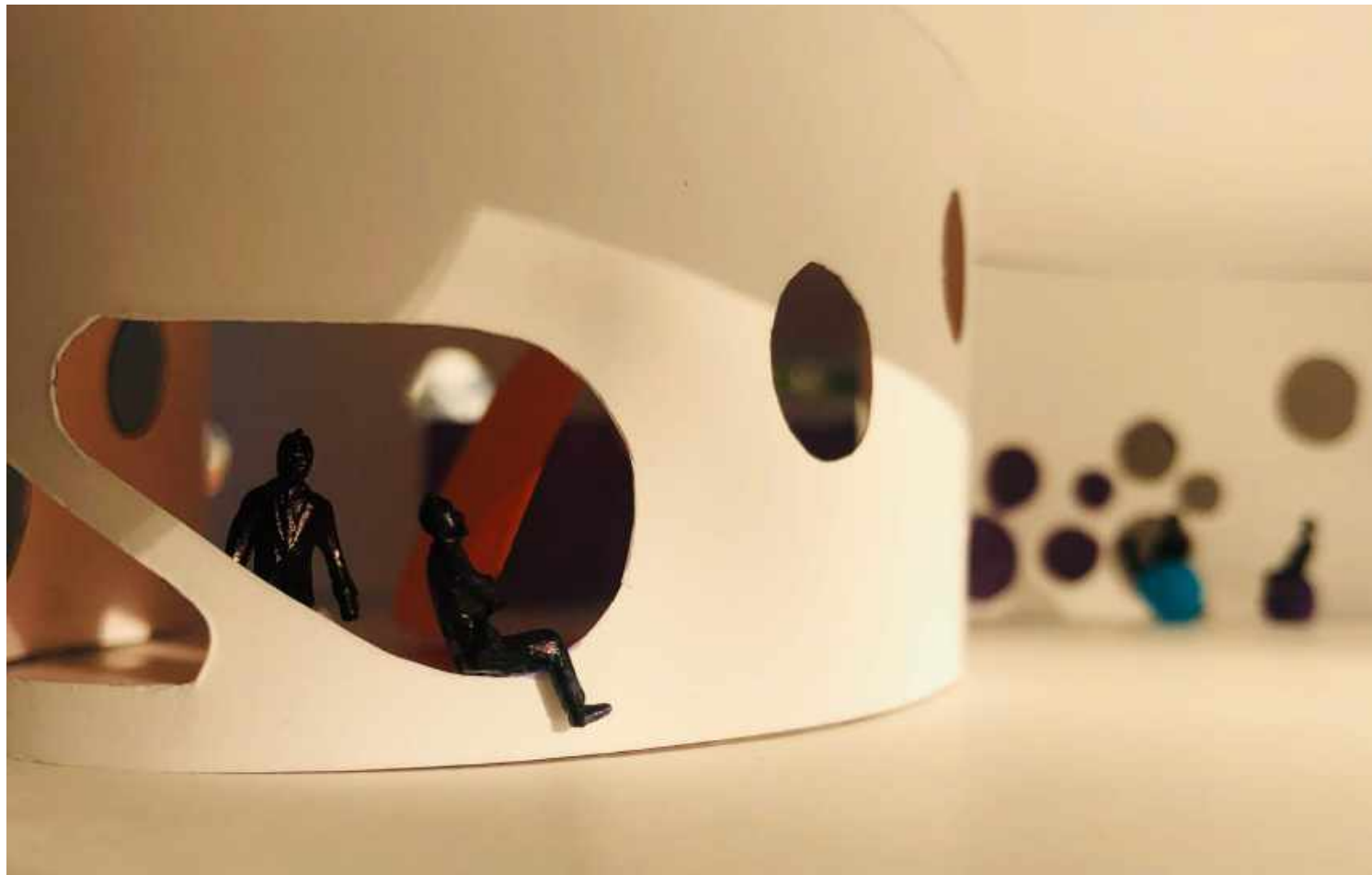
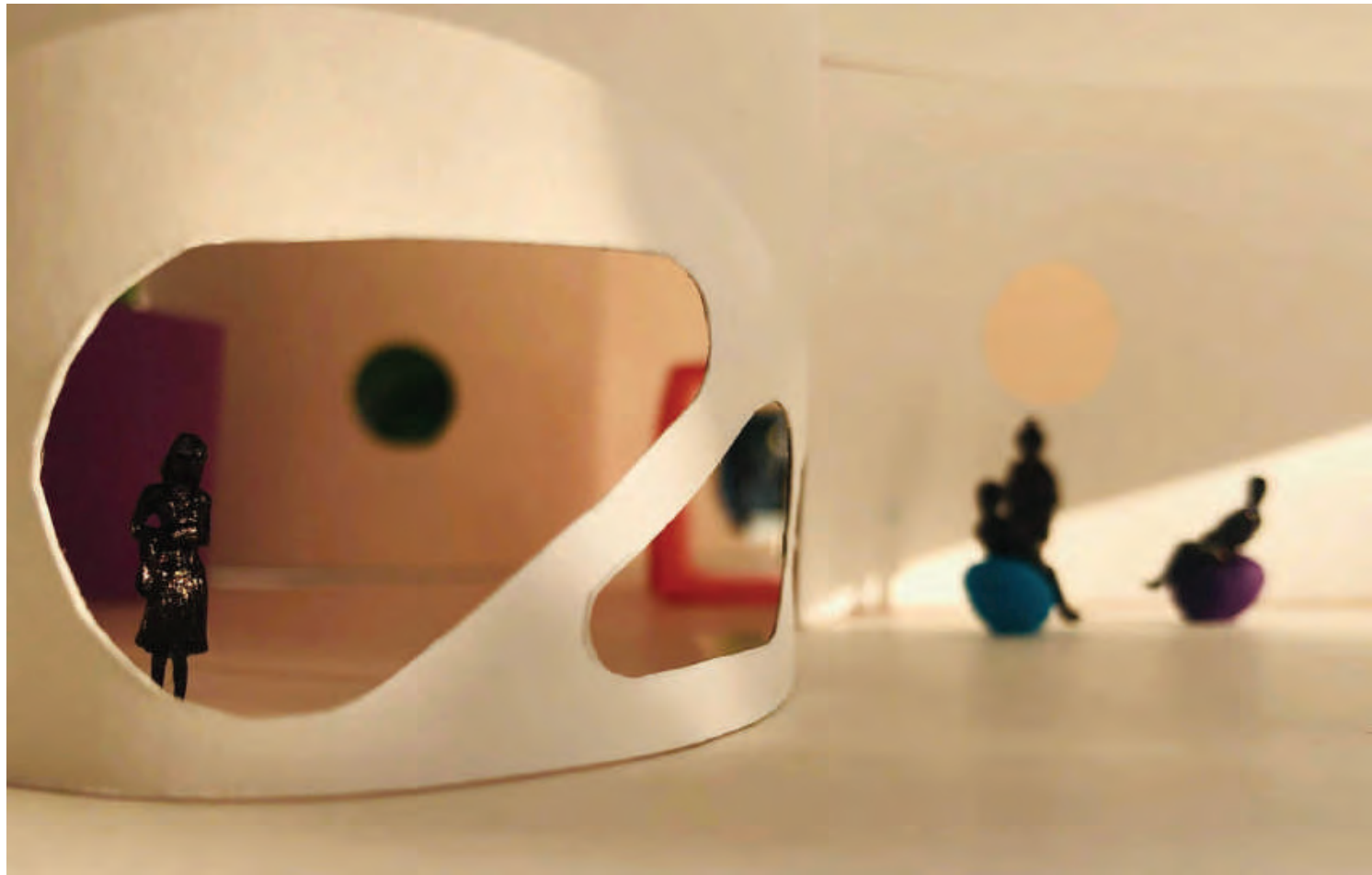


**Kinesthetic learning** is a learning style in which learning takes place by the students carrying out physical activities rather than listening to a lecture or watching demonstrations.





Kinesthetic School will provide children with an environment that will foster each child's curiosity and sense of self, thus developing their growth into the future leaders whose creative thinking and compassion will solve the problems of tomorrow.

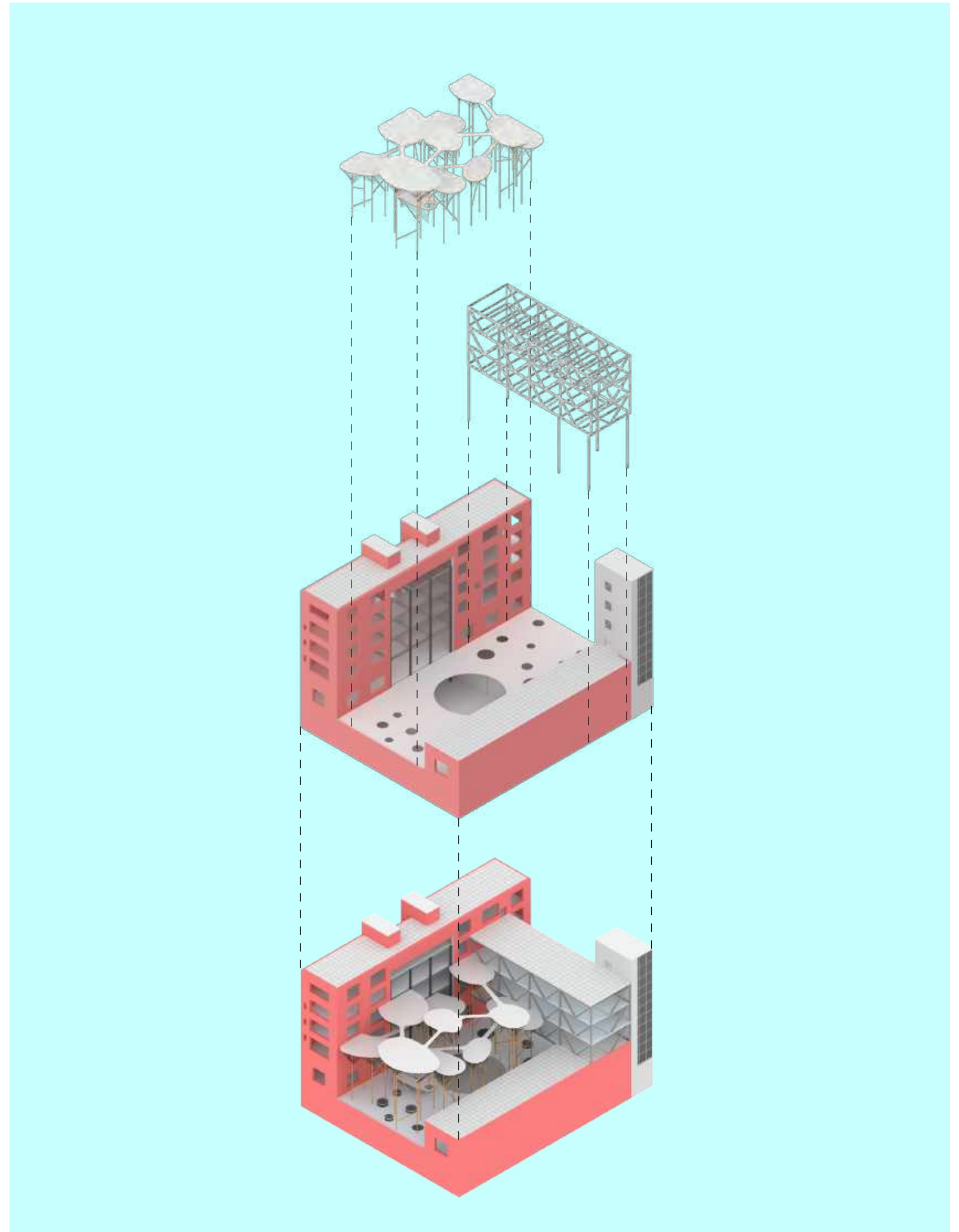




Section through school play area displaying active play platforms



Section through school wing showing break-out learning wall

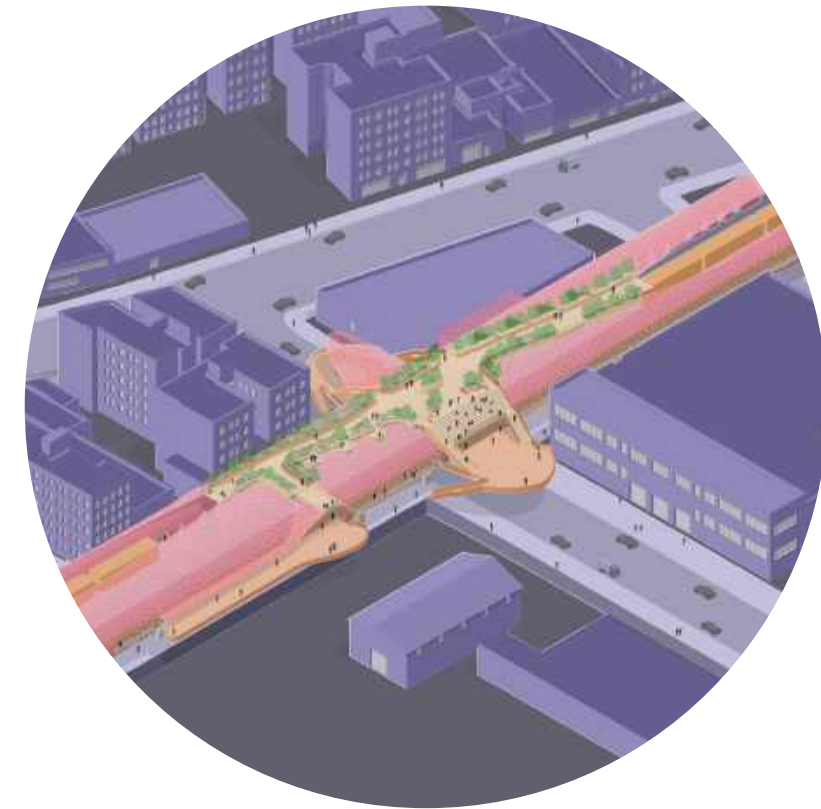


Exploded axon of Kinesthetic School showing the design's various elements

# *DIN-sign*

Din ('din) noun : a loud, confused noise; a continued loud or tumultuous sound; noisy clamor

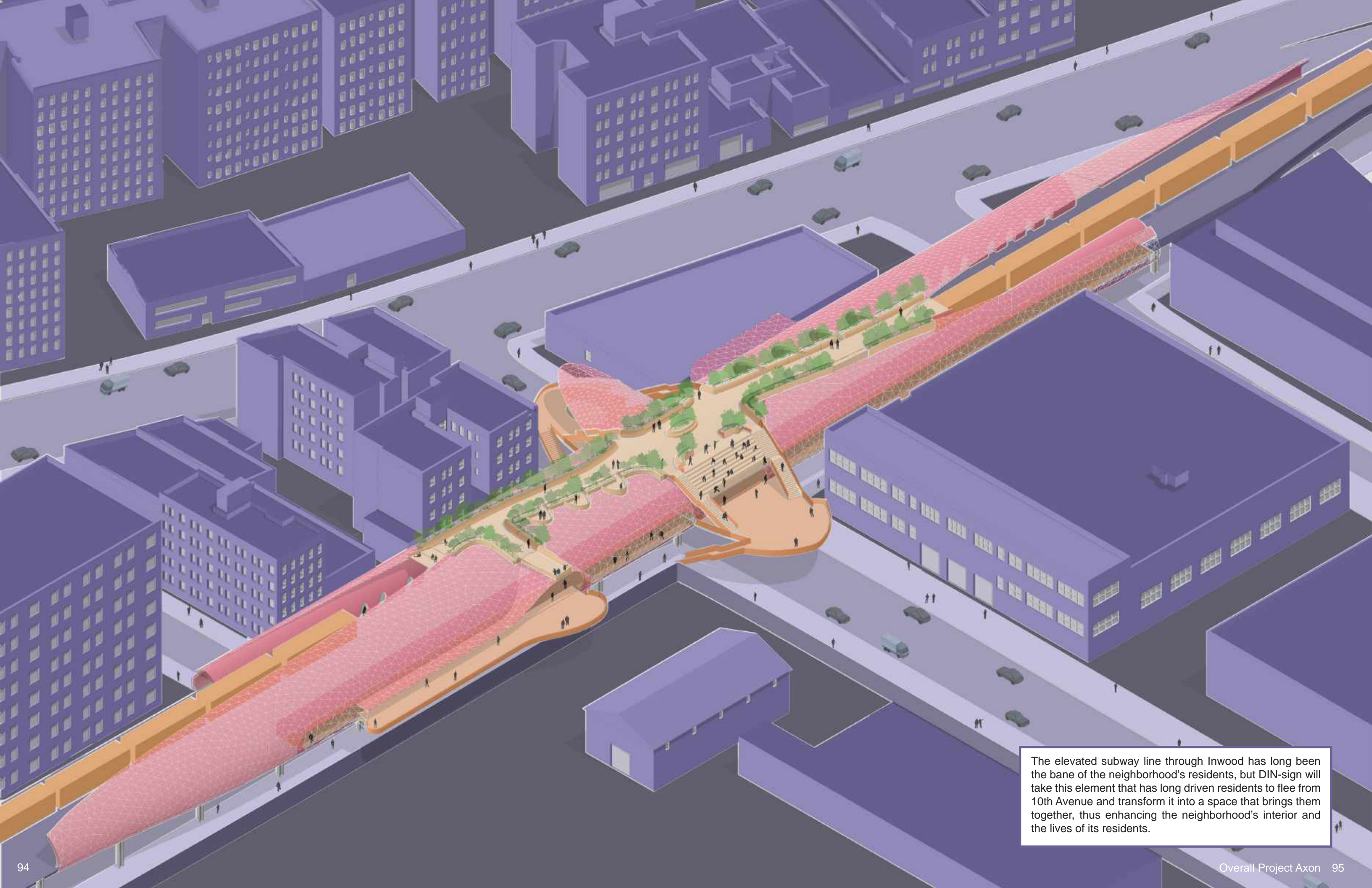
Core I Studio, Fall 2019



*DIN-sign*'s primary goal is to dampen the loudest noise caused by this elevated train line, the screeching trill of subway cars braking to a stop upon entering a station and will then utilize this new sound enclosure to create a public space for Inwood's residents.

The public park system throughout New York City is today viewed as one of the city's greatest assets, but in the midst of our busy daily routines, parks can often be out-of-sight and out-of-mind. *DIN-sign* utilizes the spatial opportunity created by dampening noise from the 215th Street Subway Station and uses it to provide the residents of Inwood with a park space that is not only highly accessible to them, but engages them at the most stressful moment of their day: their commute.

**Professor Joshua Uhl**  
**Teaching Assistant Angela Sun**



The elevated subway line through Inwood has long been the bane of the neighborhood's residents, but DIN-sign will take this element that has long driven residents to flee from 10th Avenue and transform it into a space that brings them together, thus enhancing the neighborhood's interior and the lives of its residents.

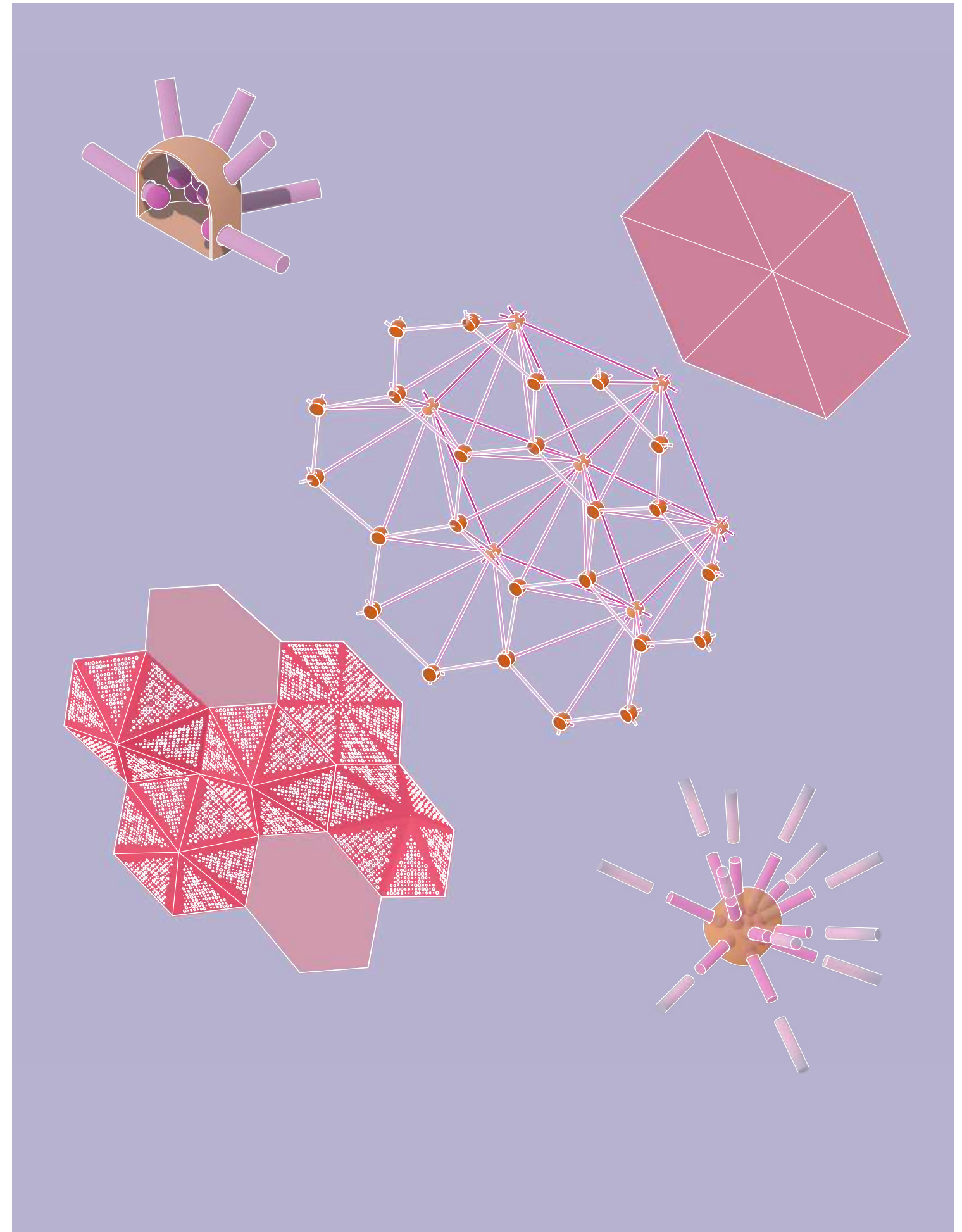




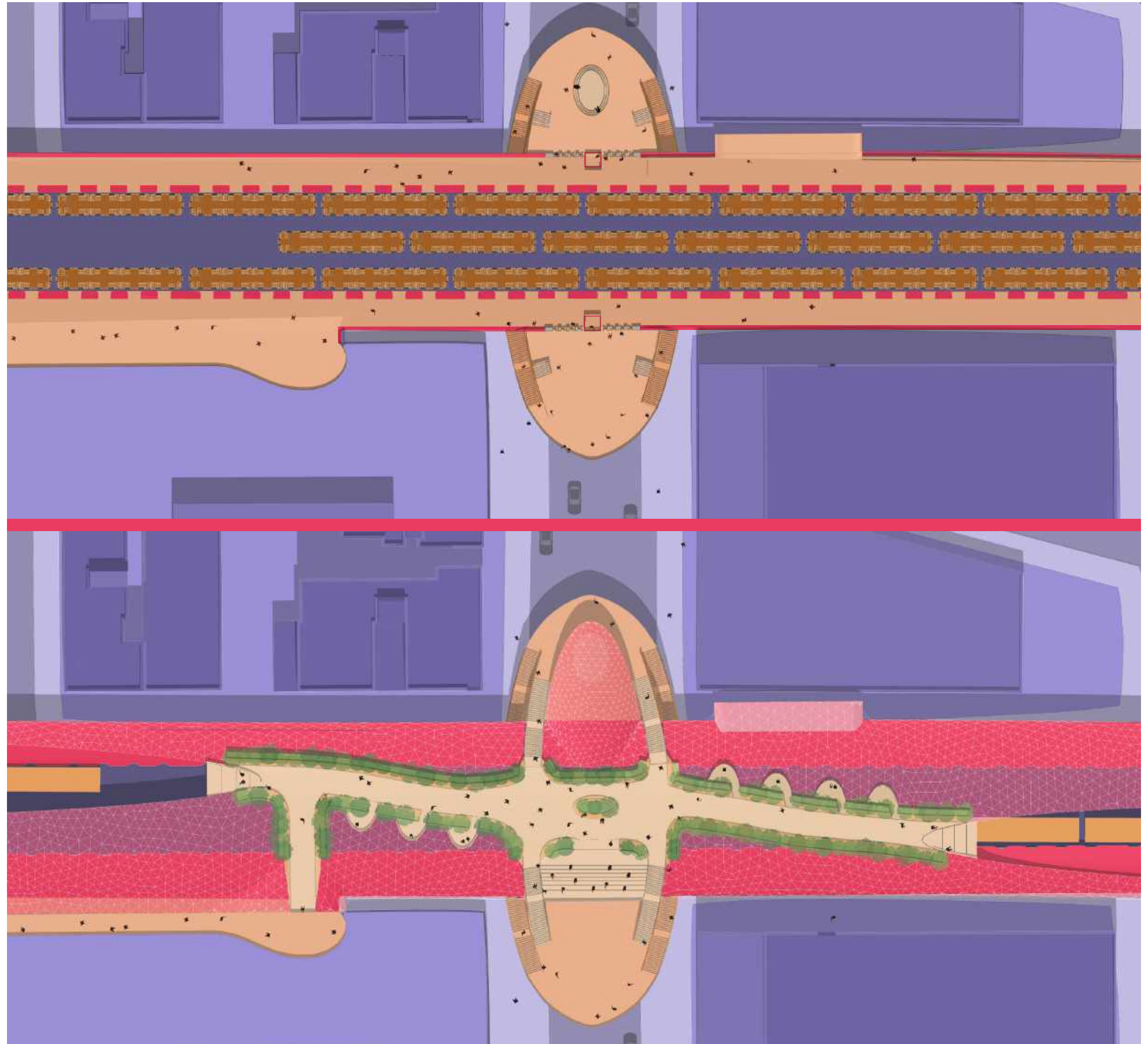
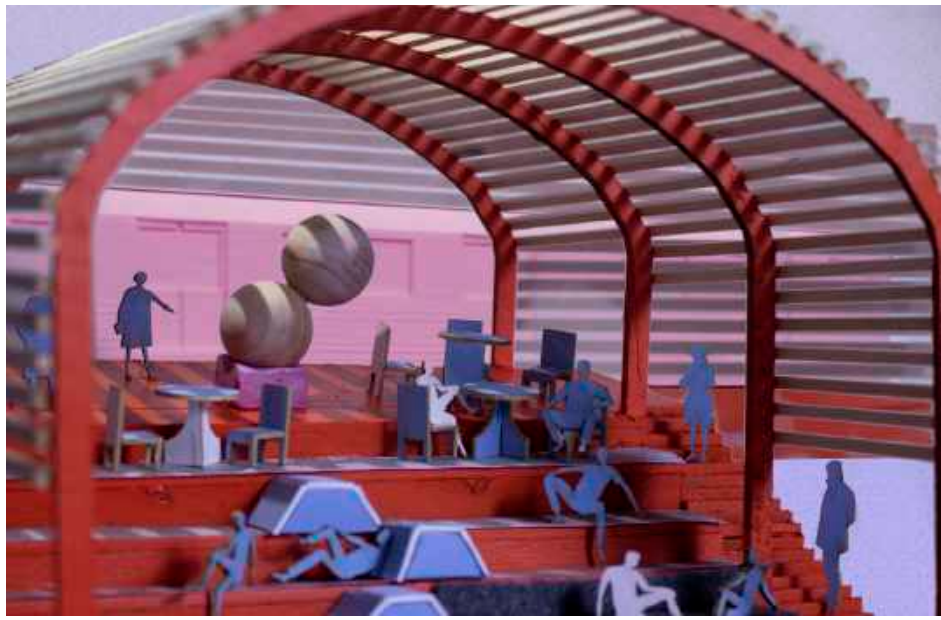
DIN-sign utilizes a geodesic structural frame to lighten the overall mass of the subway's new sound enclosure.



It is wrapped in a transparent canvas fabric that allows light to penetrate the interior of the enclosure during the day.

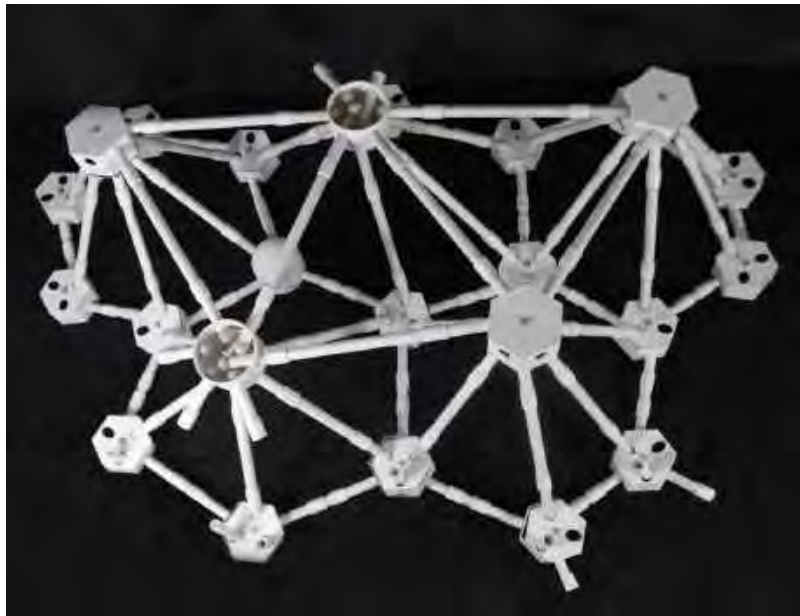


An acoustic dampening system on the interior of the structure enables the tube to dampen sound from subway trains.





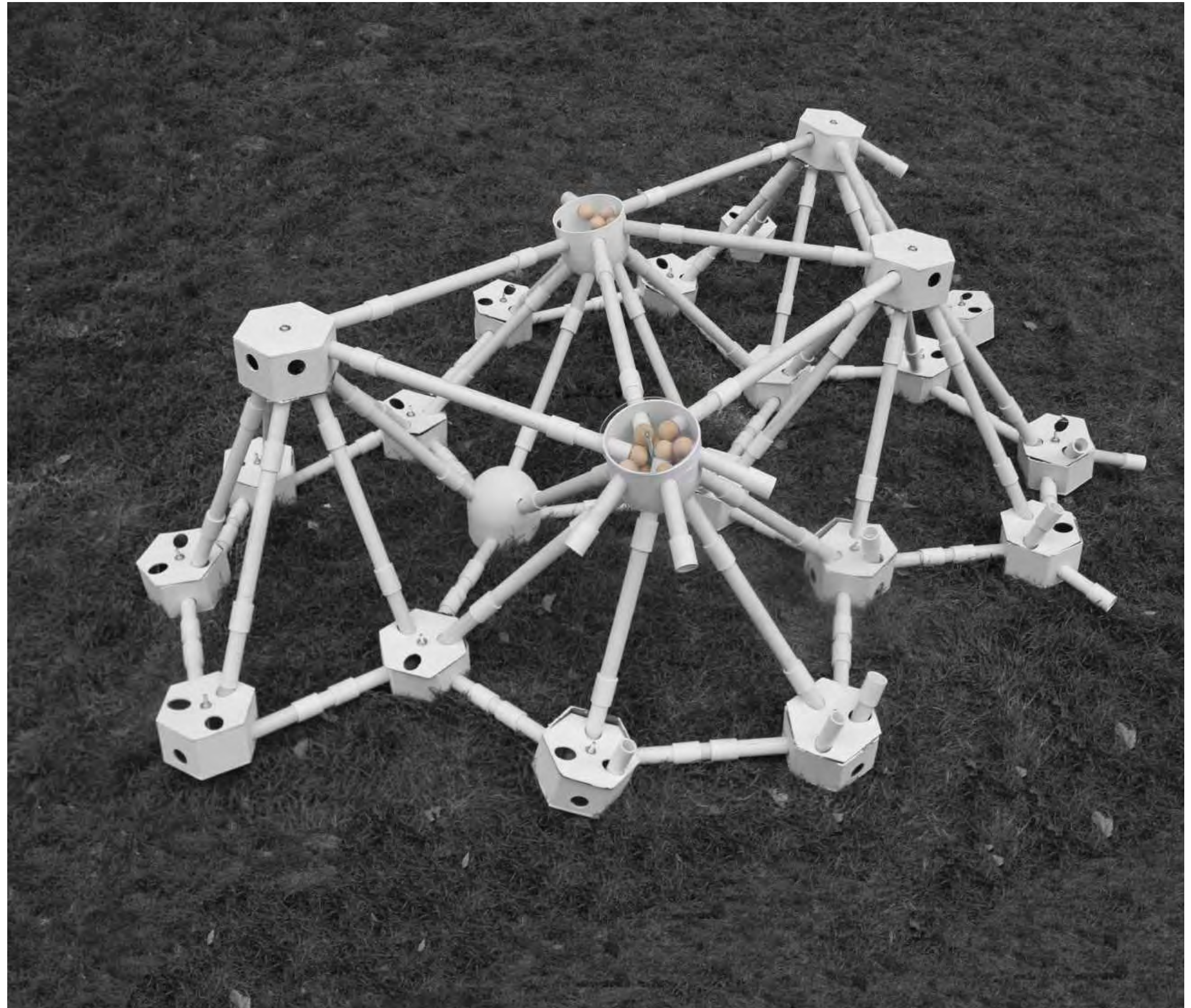
Zoomed-in detail of ball joint system



1:1 scale model of geodesic structure



Zoomed-in detail of ball joint system



1:1 scale model of geodesic structure

# Music-graph

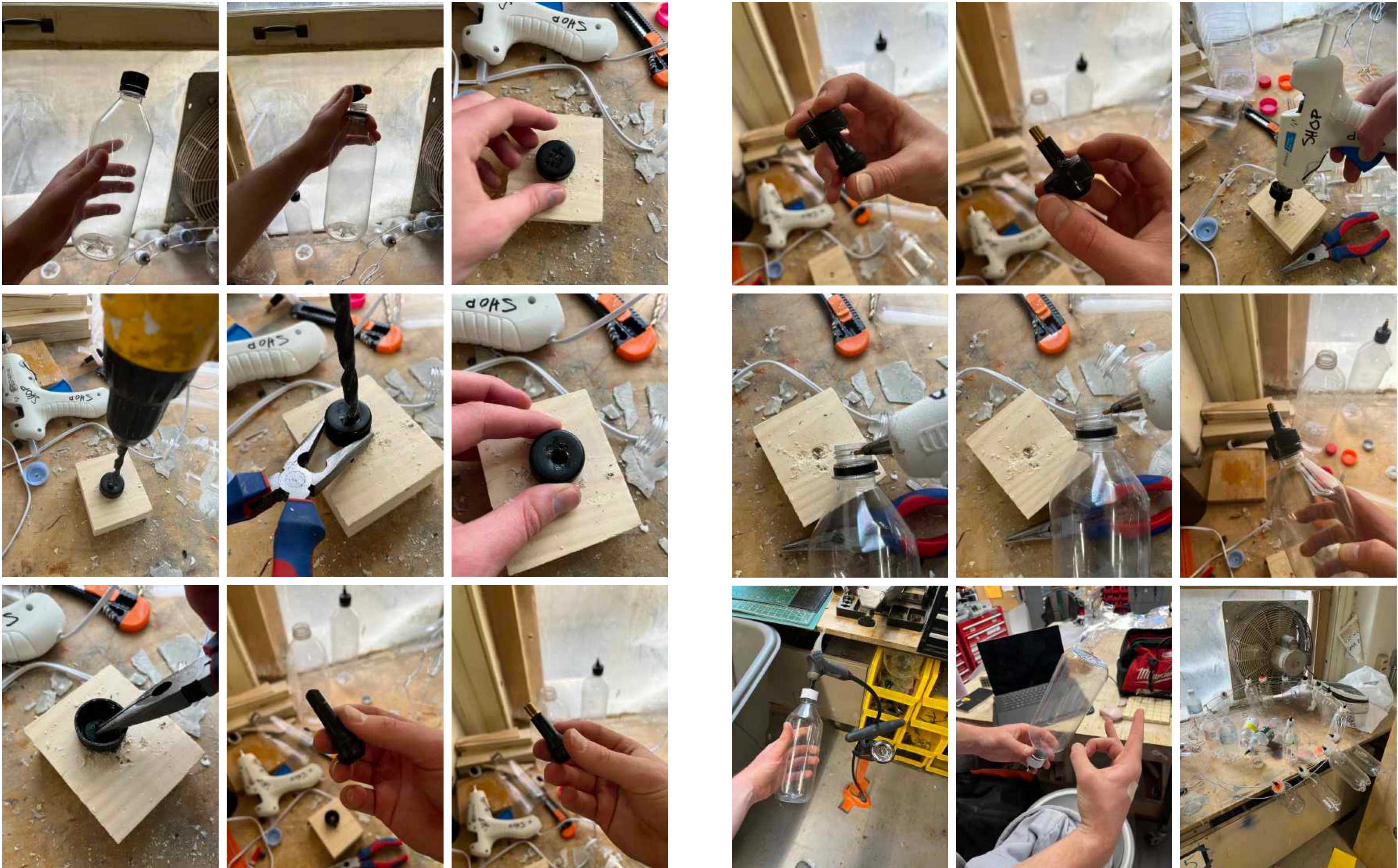
Upcycling objects into instruments as part of the Makergraph Studio.

ADV VI Studio, Spring 2022



**Musicgraph** is a musical instrument I created during the Makergraph studio. It is entirely composed of upcycled objects that have been modified to enhance their musical properties.

**Professors Ada Tolla and Giuseppe Lignano**  
**Teaching Mentor Jesse Catalano**



104 The process of taking a conventional object, and attempting to exploit its properties.

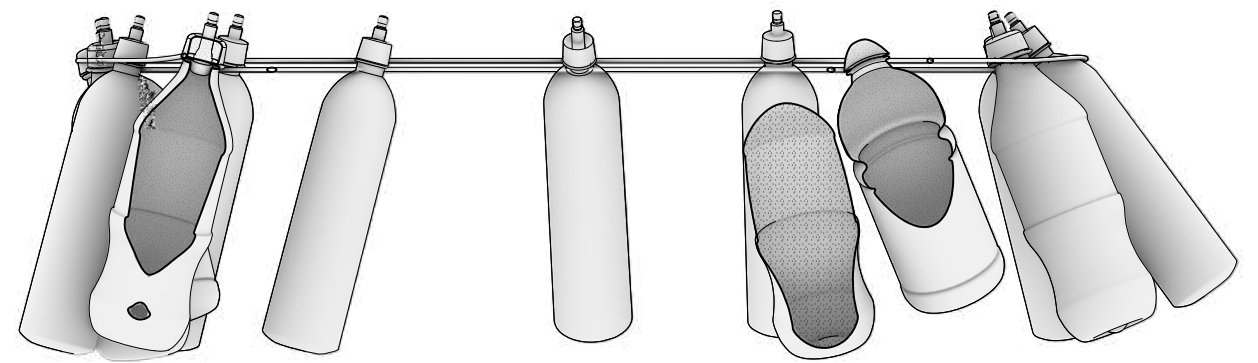
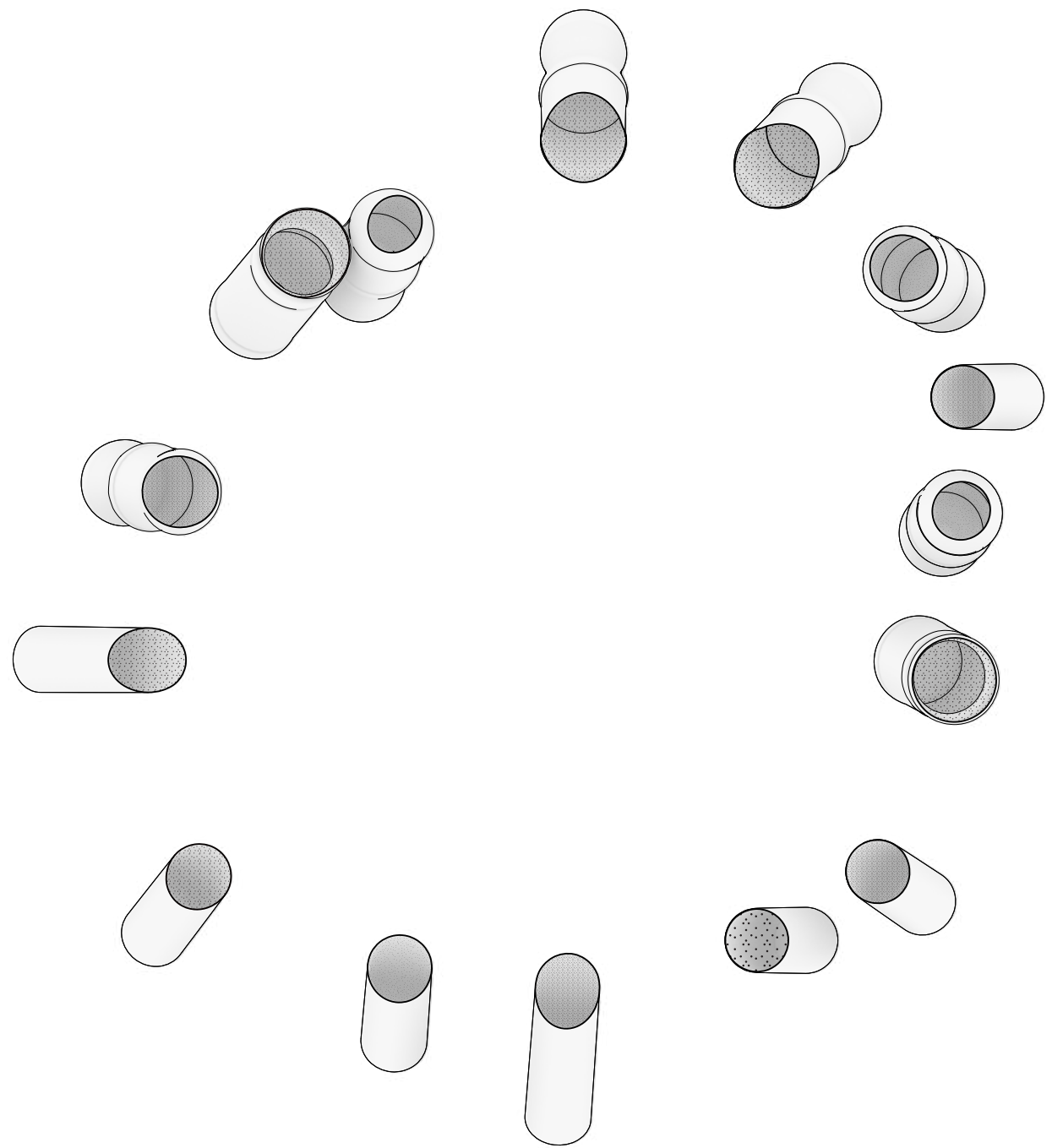
Can I act on an object to give it a unique sound? How will this change its perception?

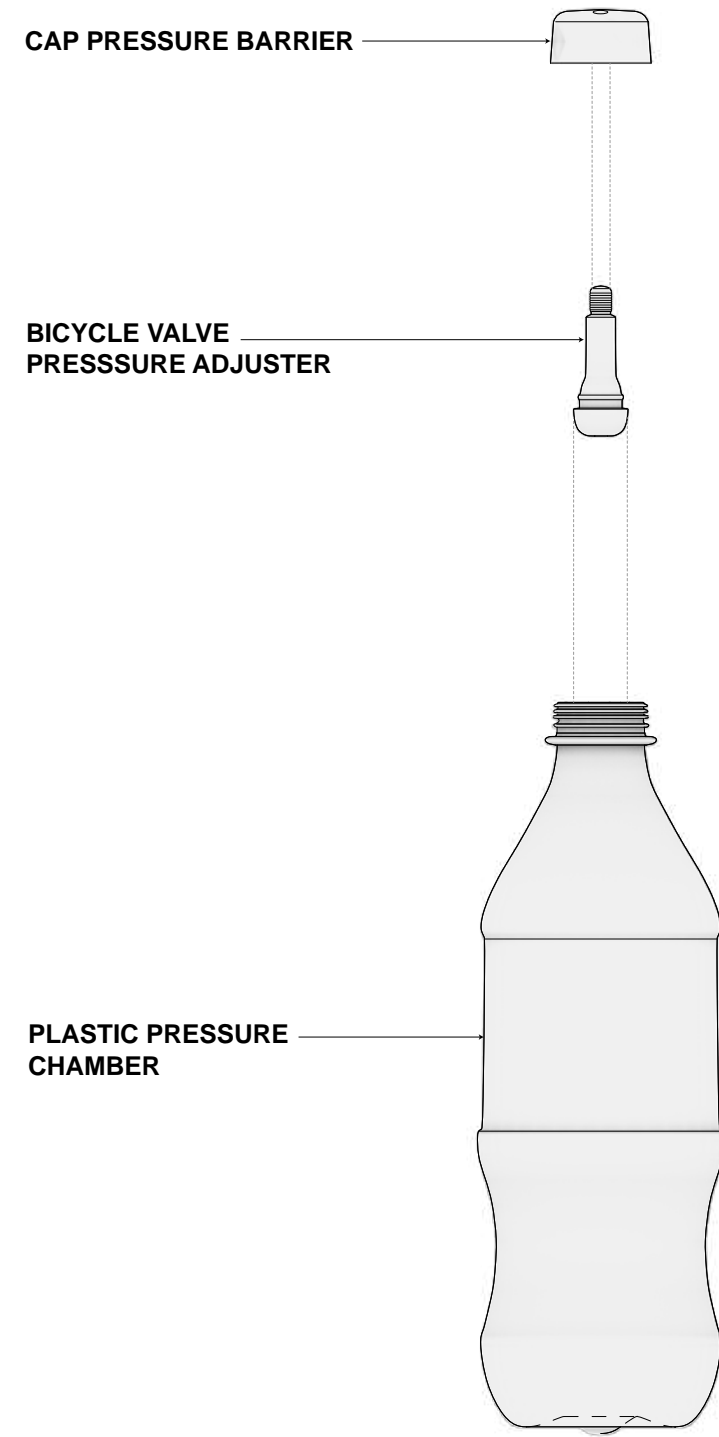
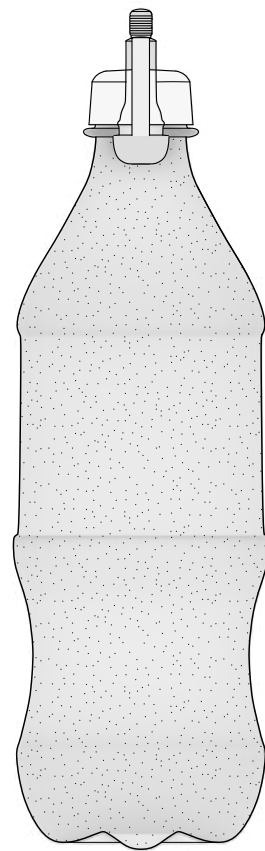


106 The bicycle valve applied to the top of the bottle allows pressure to be adjusted.

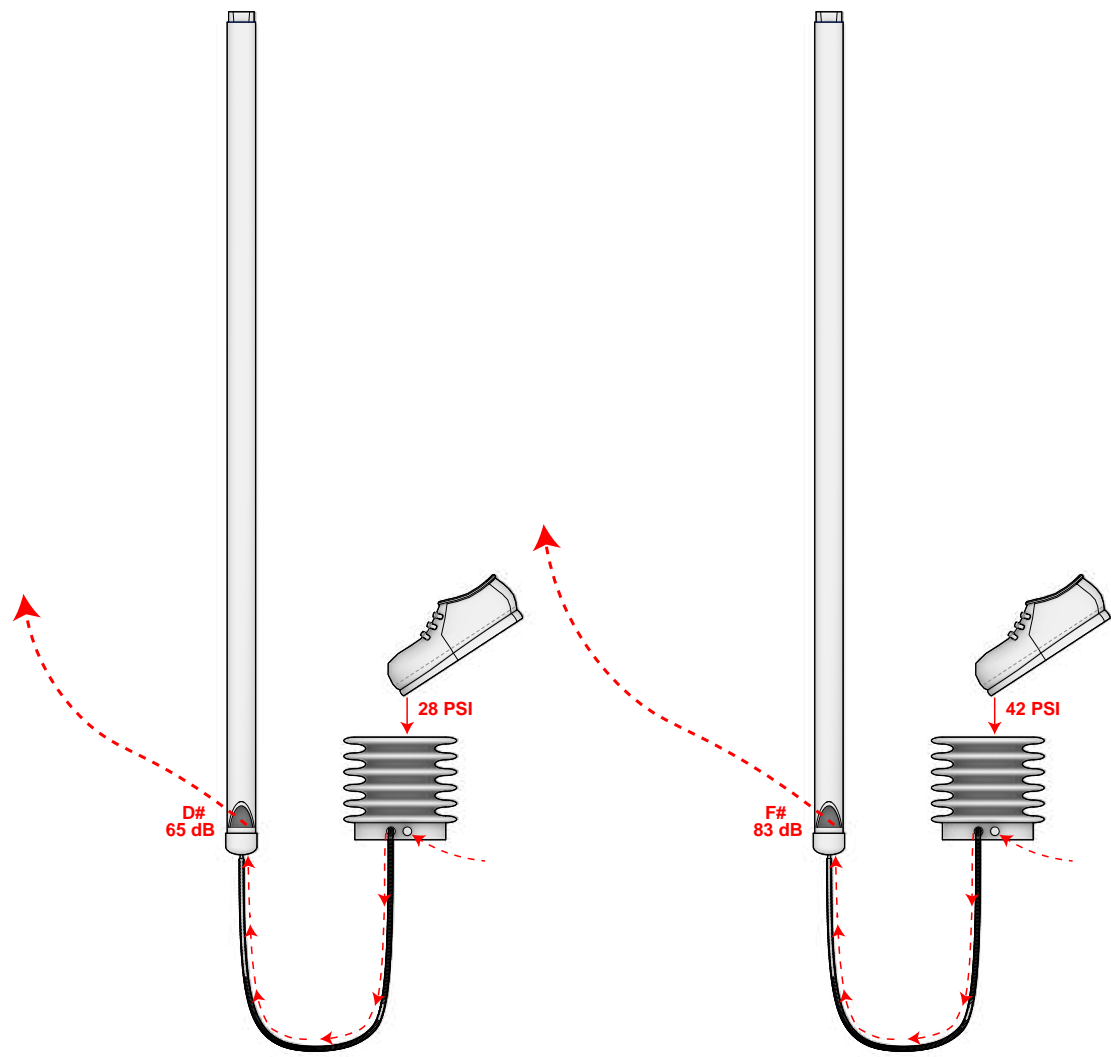


This allows the sound of the bottle to be controlled, and thus tuned to a specific note.

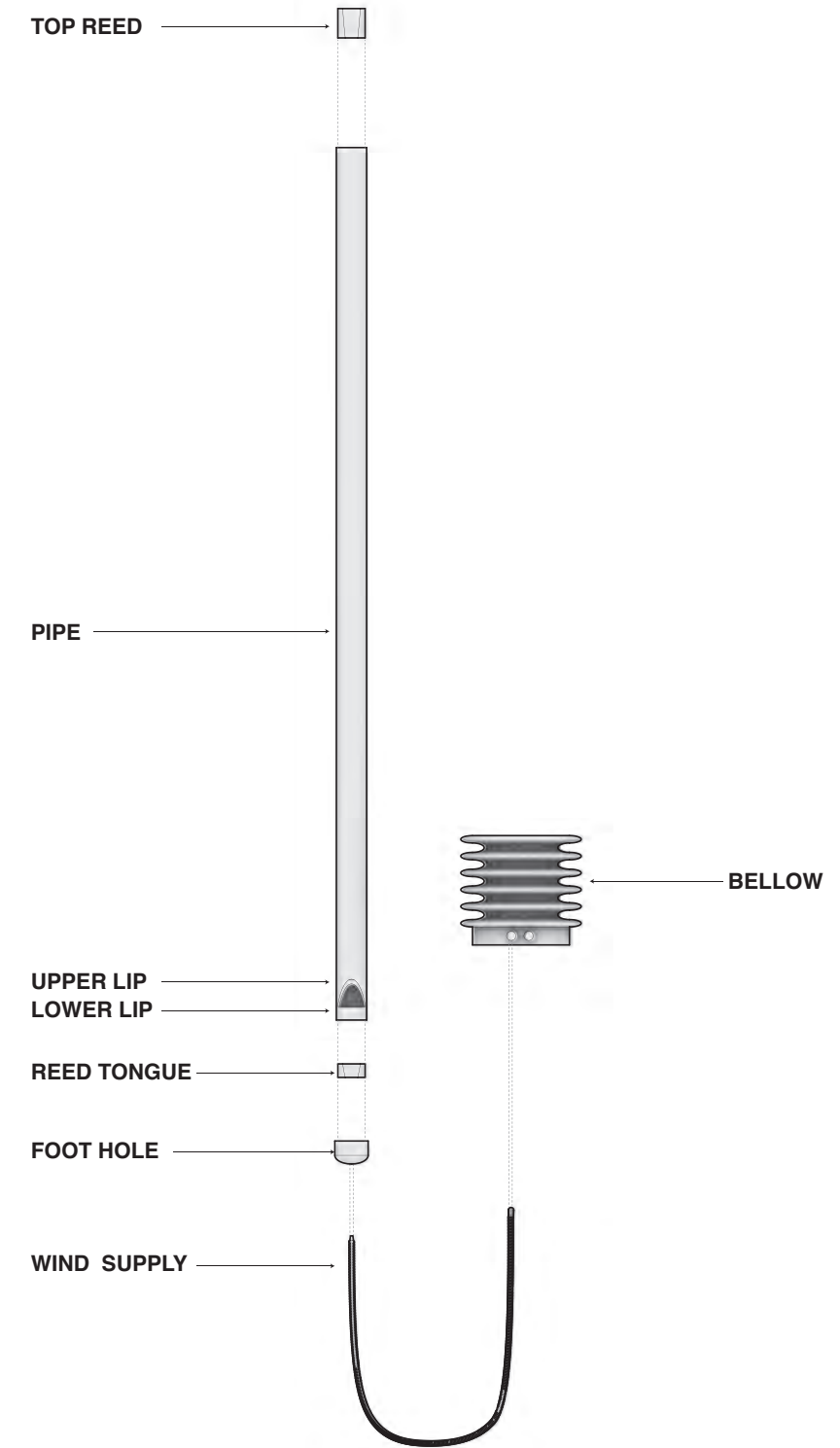


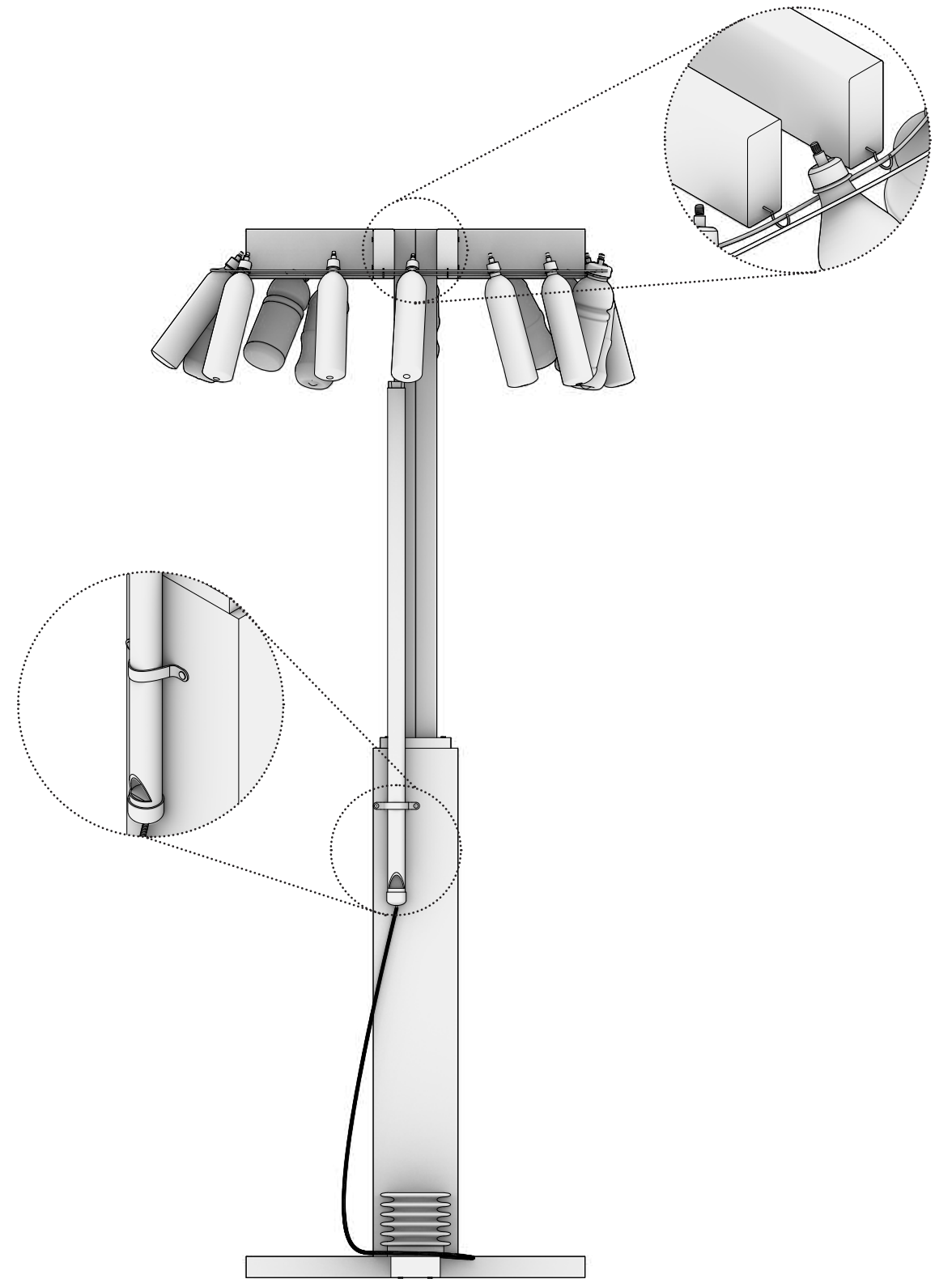


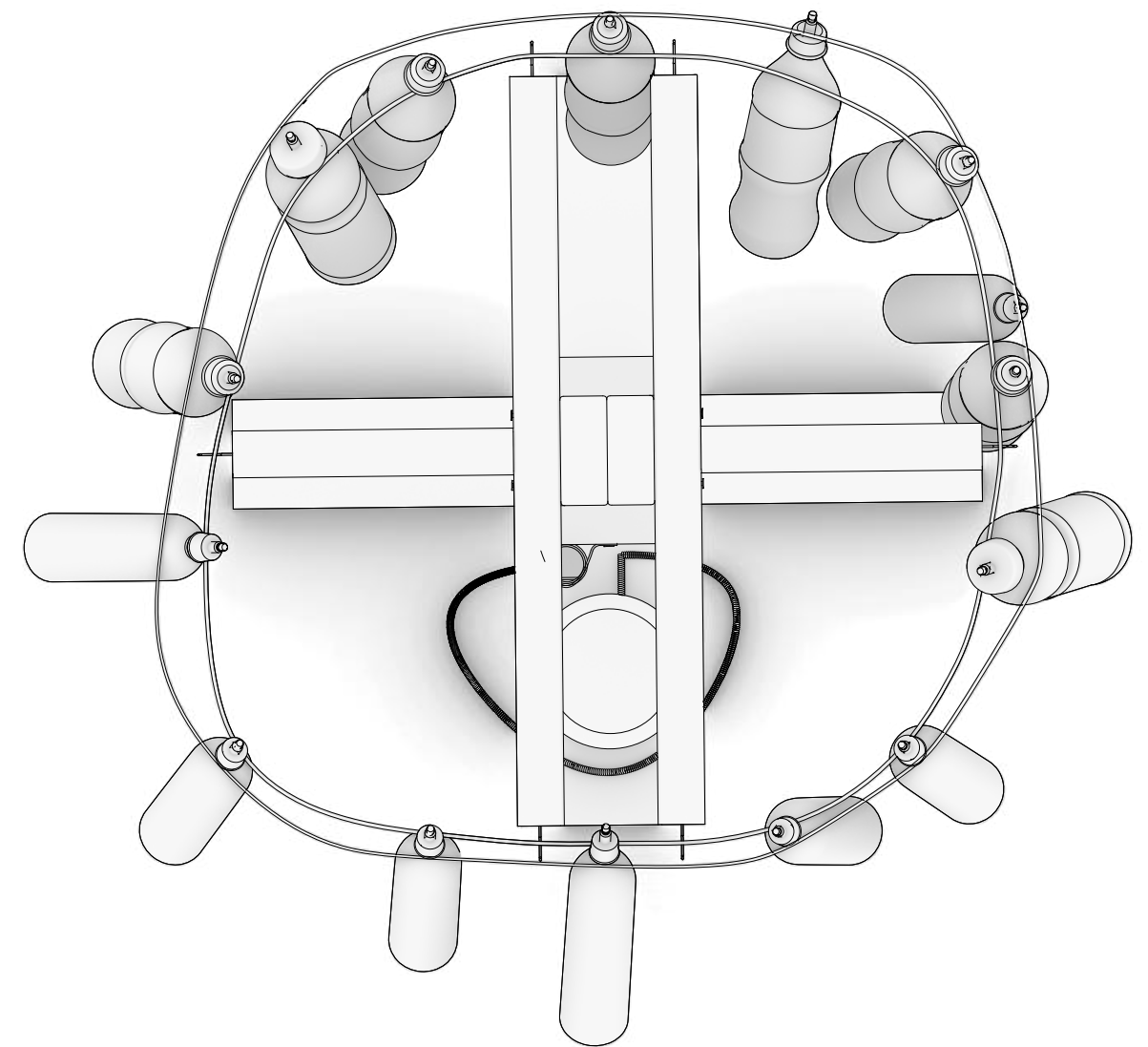
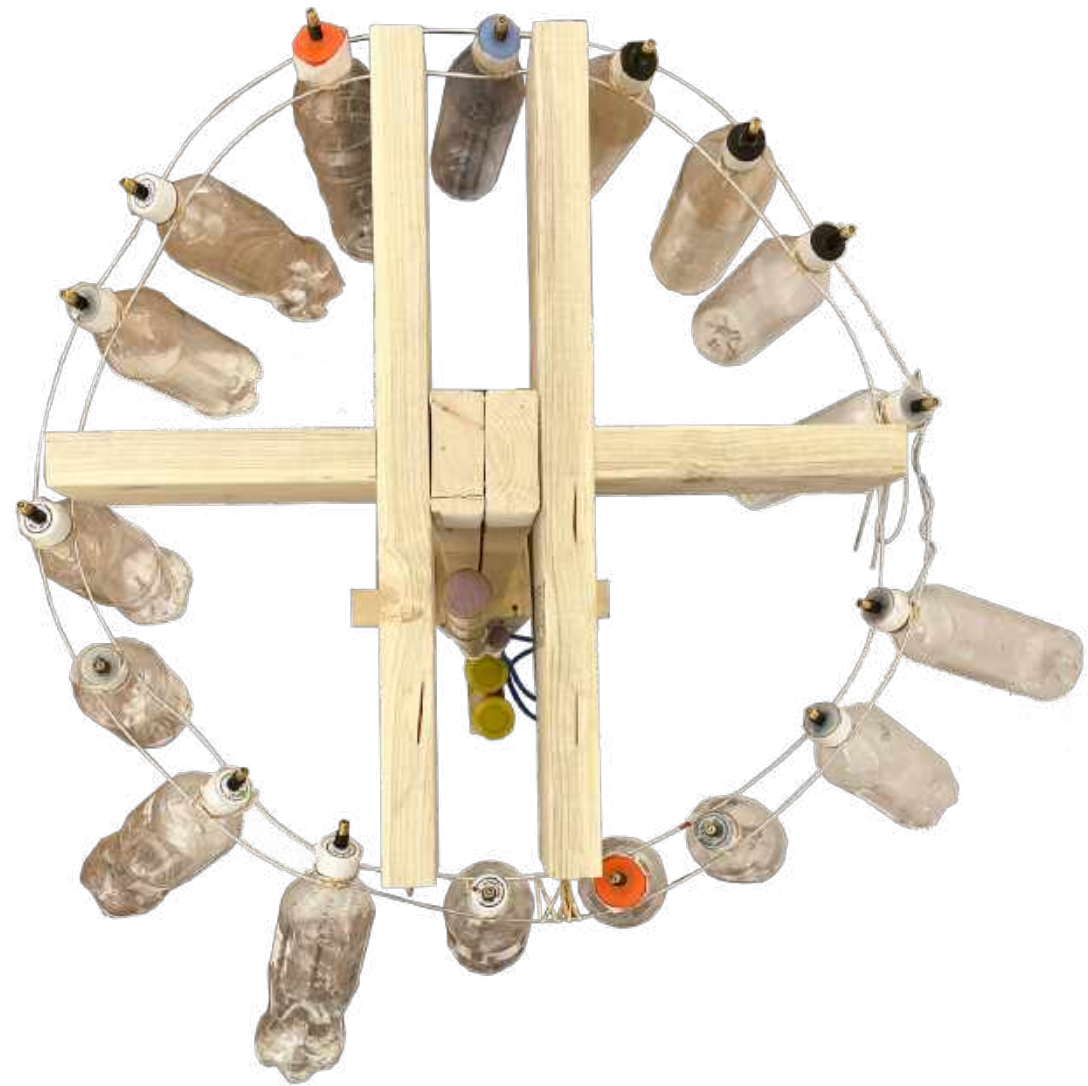


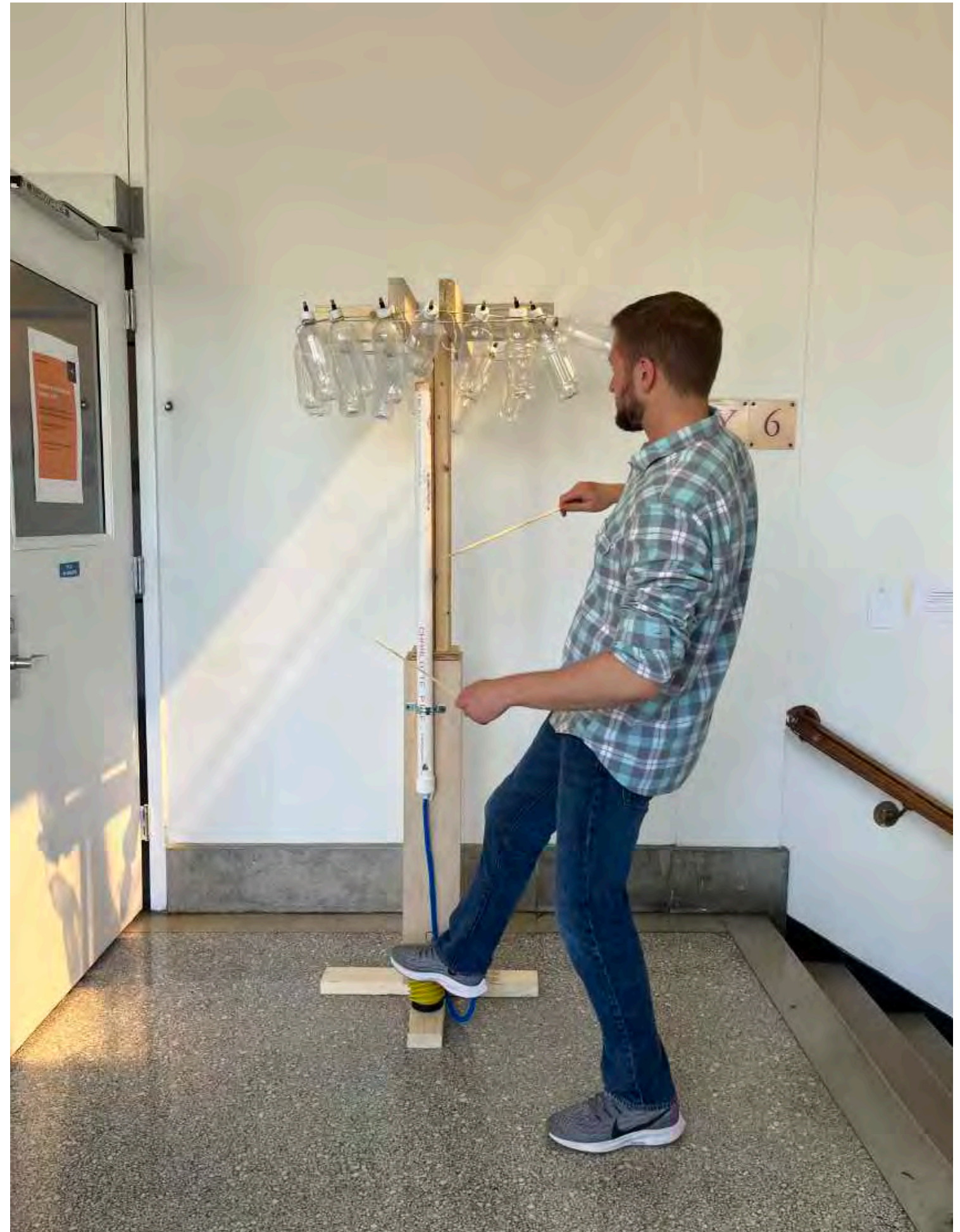


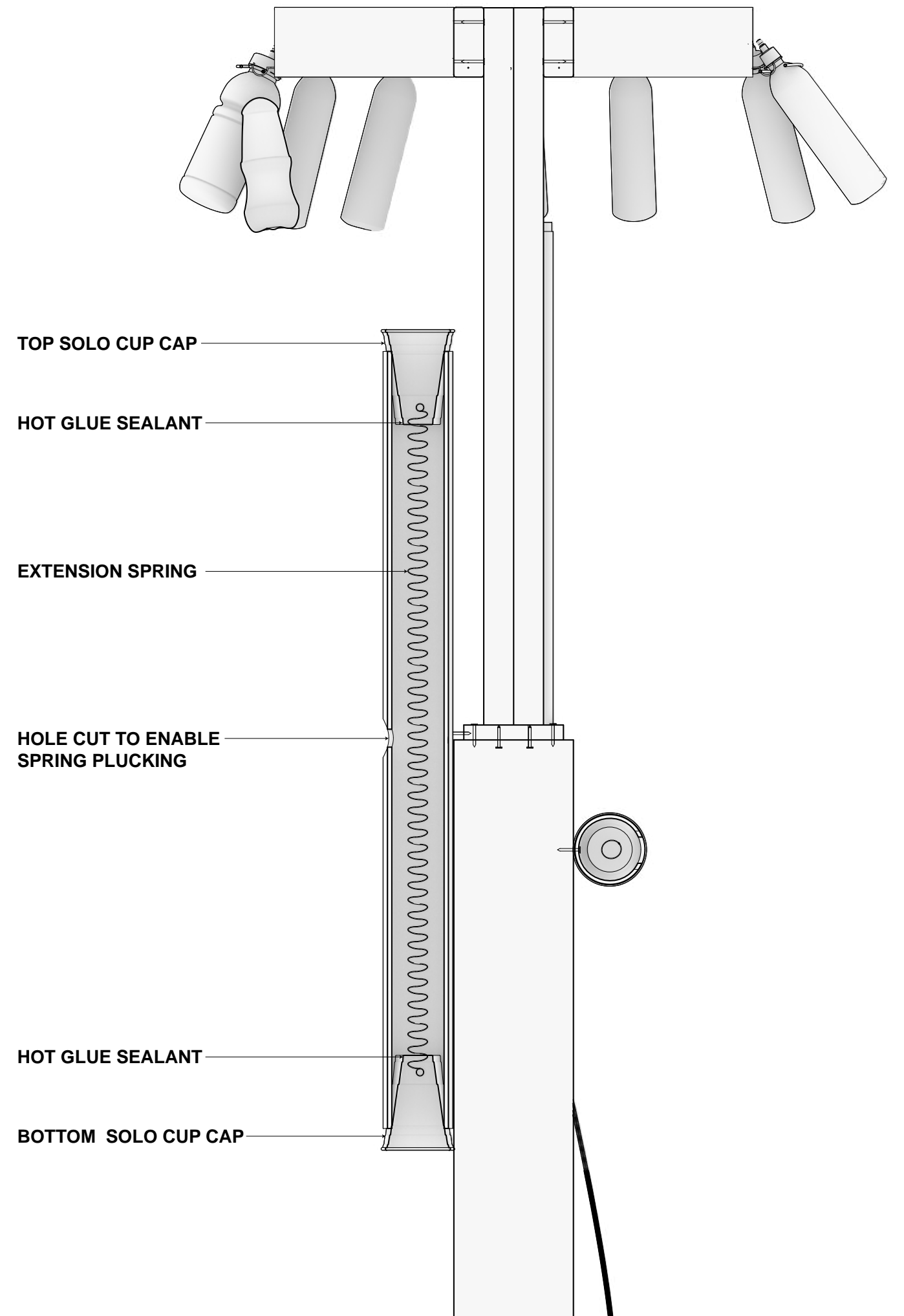
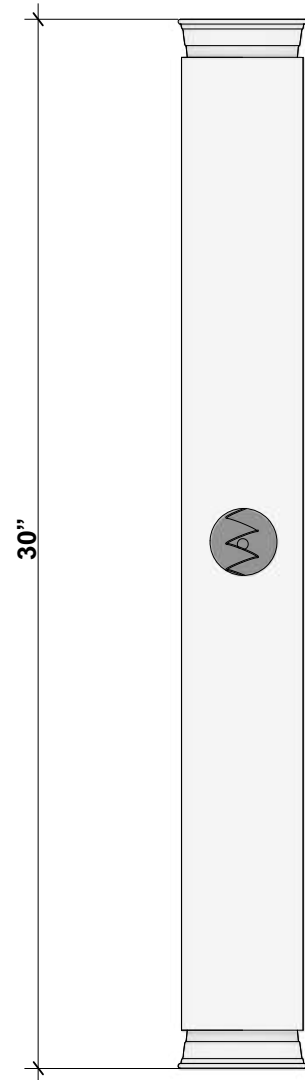
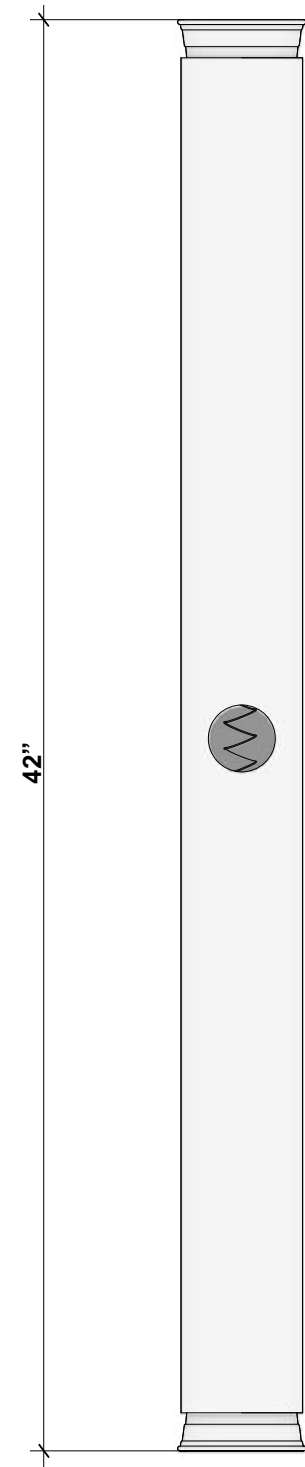
The PVC Organ Pipe is variable in the notes it creates based on the amount of pressure the user applies when stepping on it.

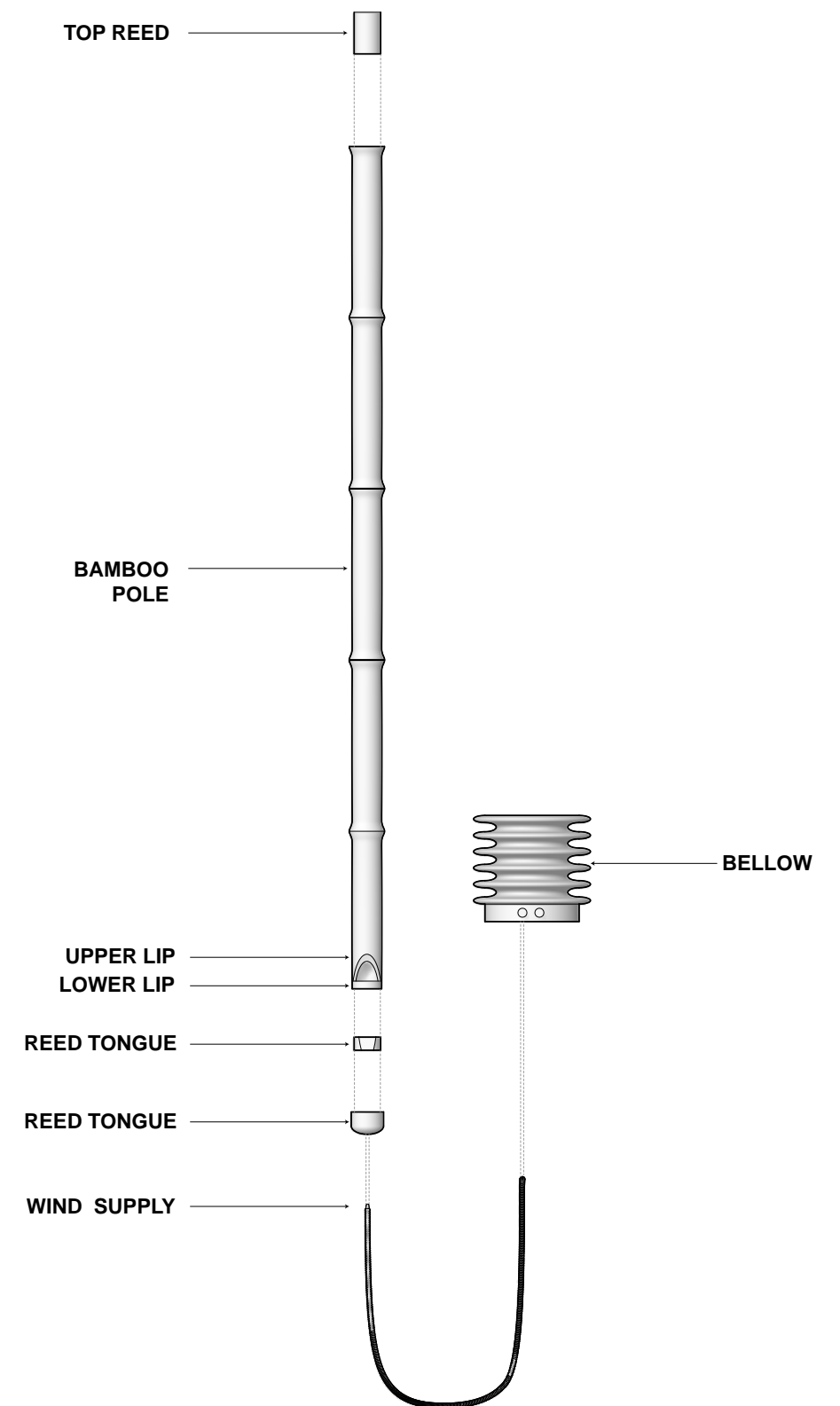
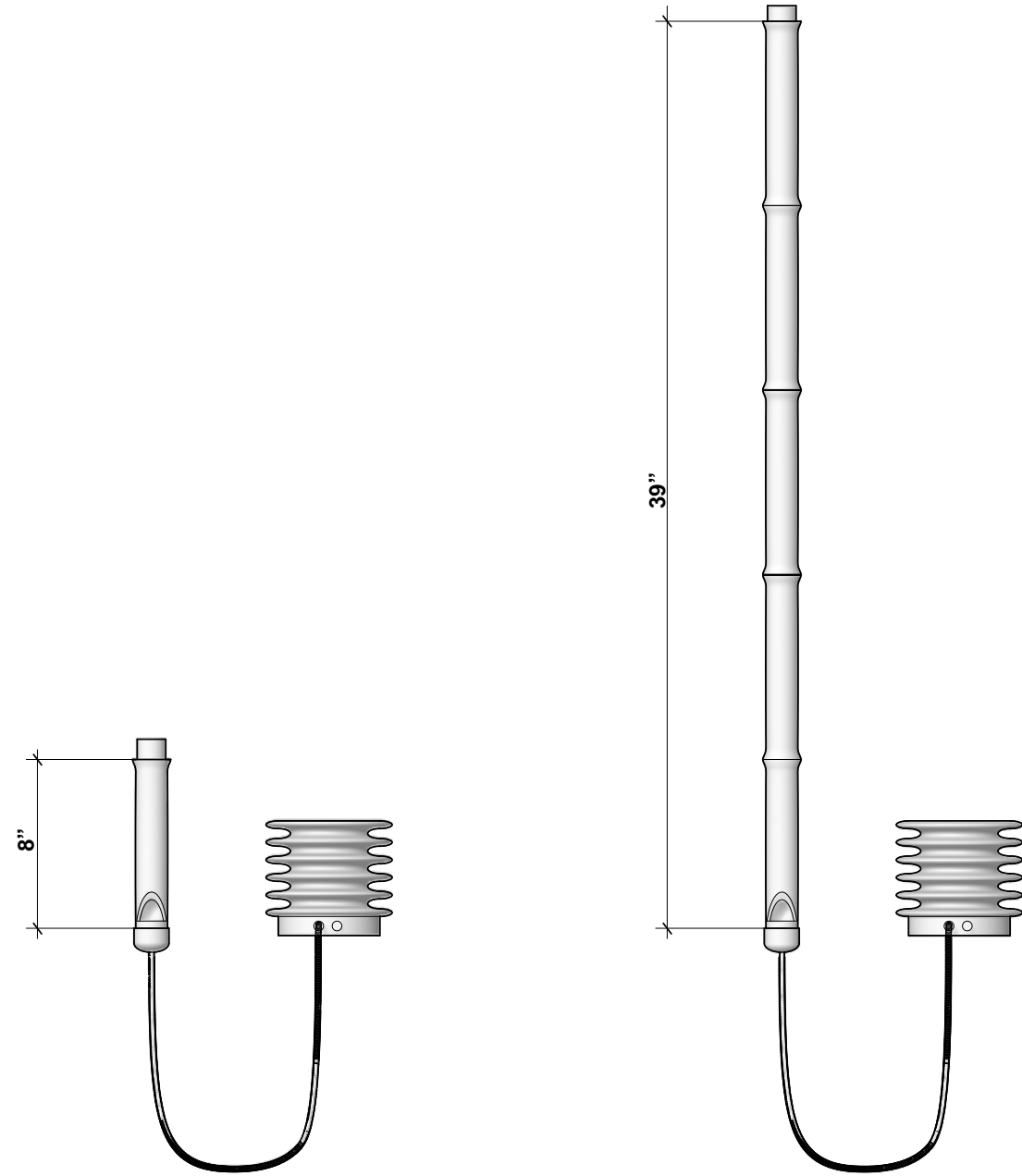


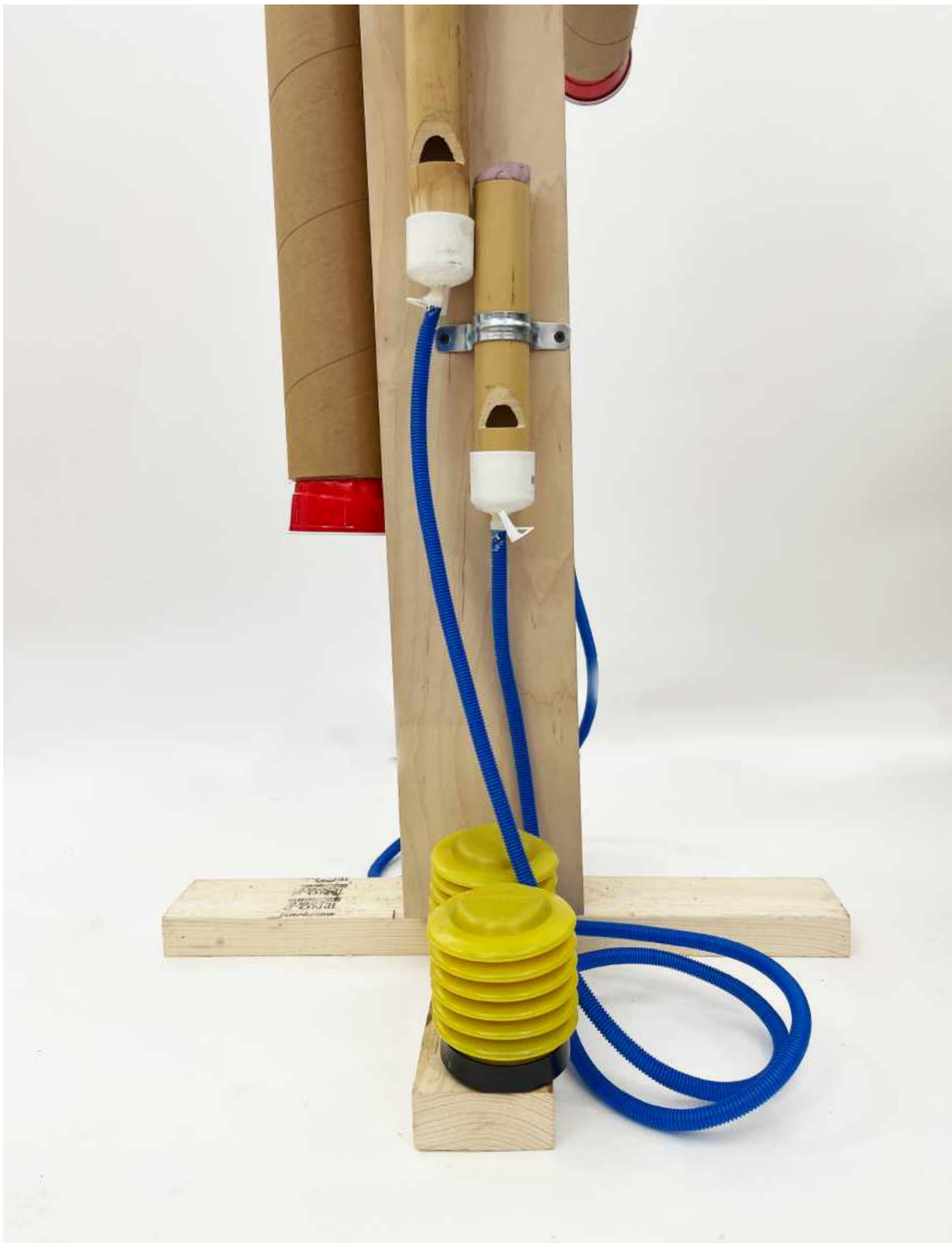








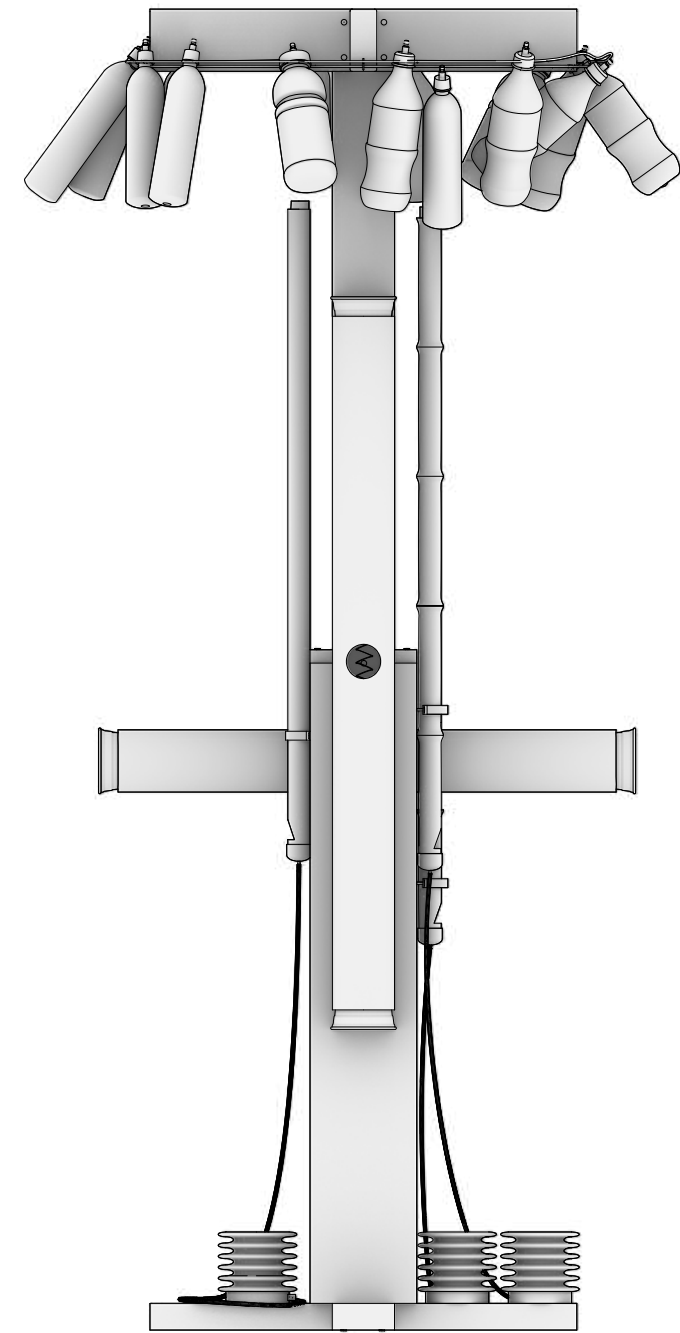




124 The new wooden object once assembled.

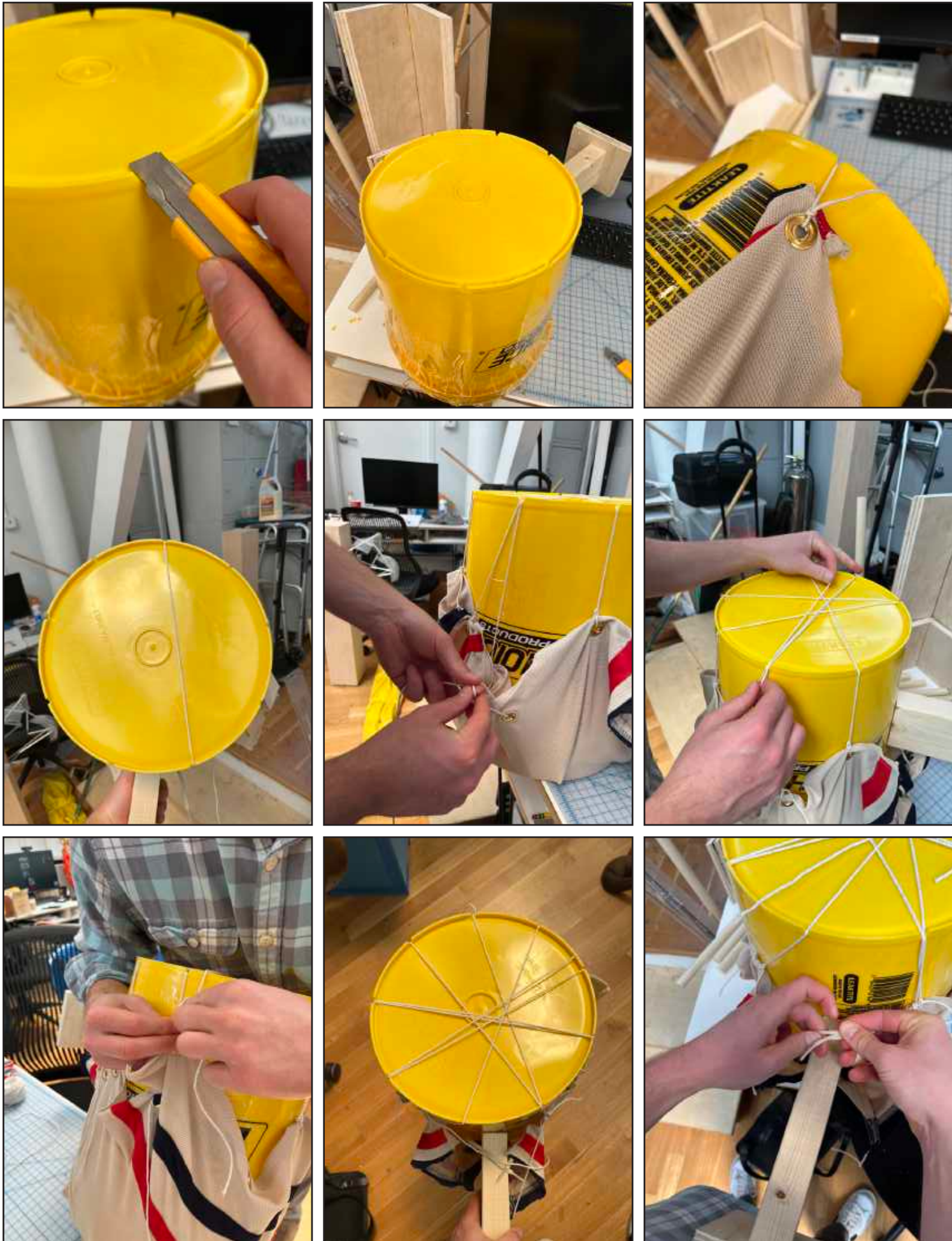


125







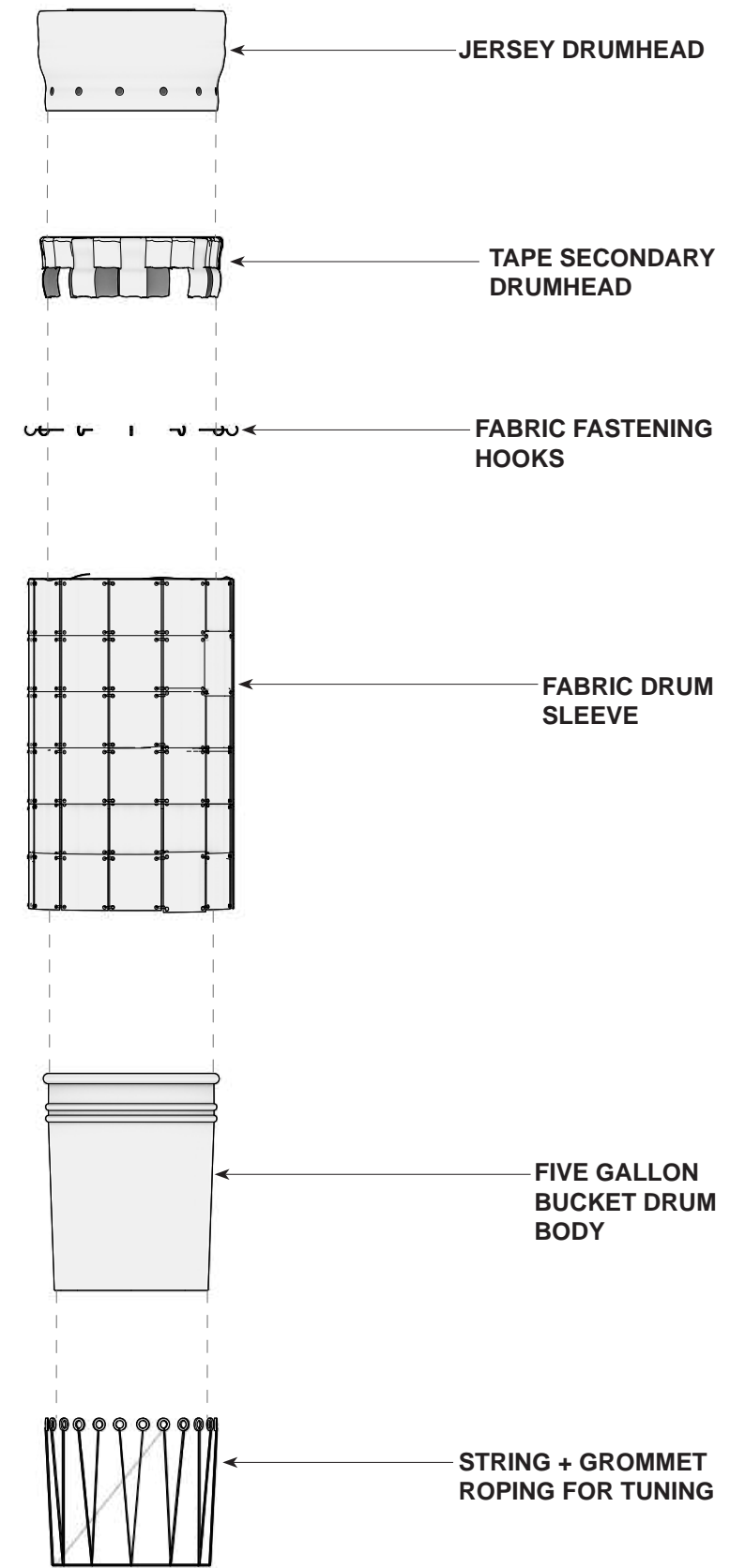
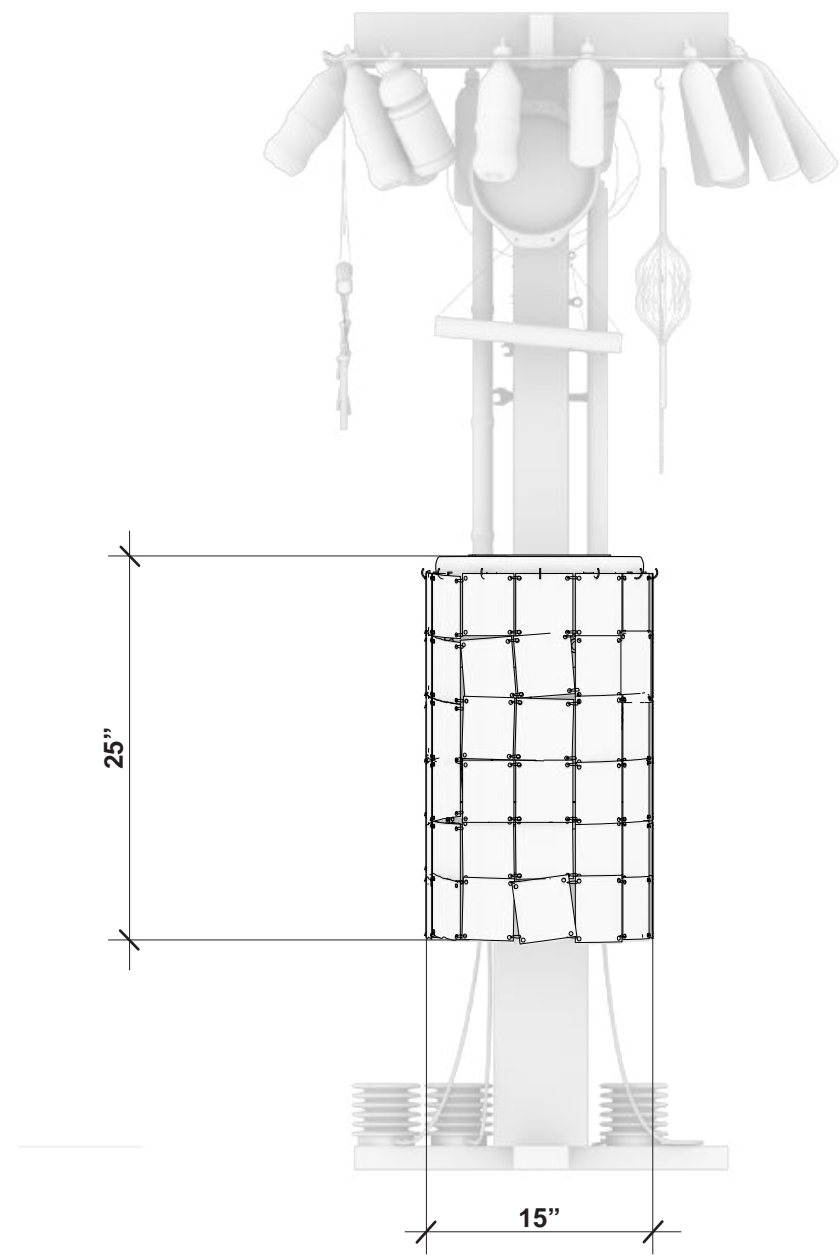


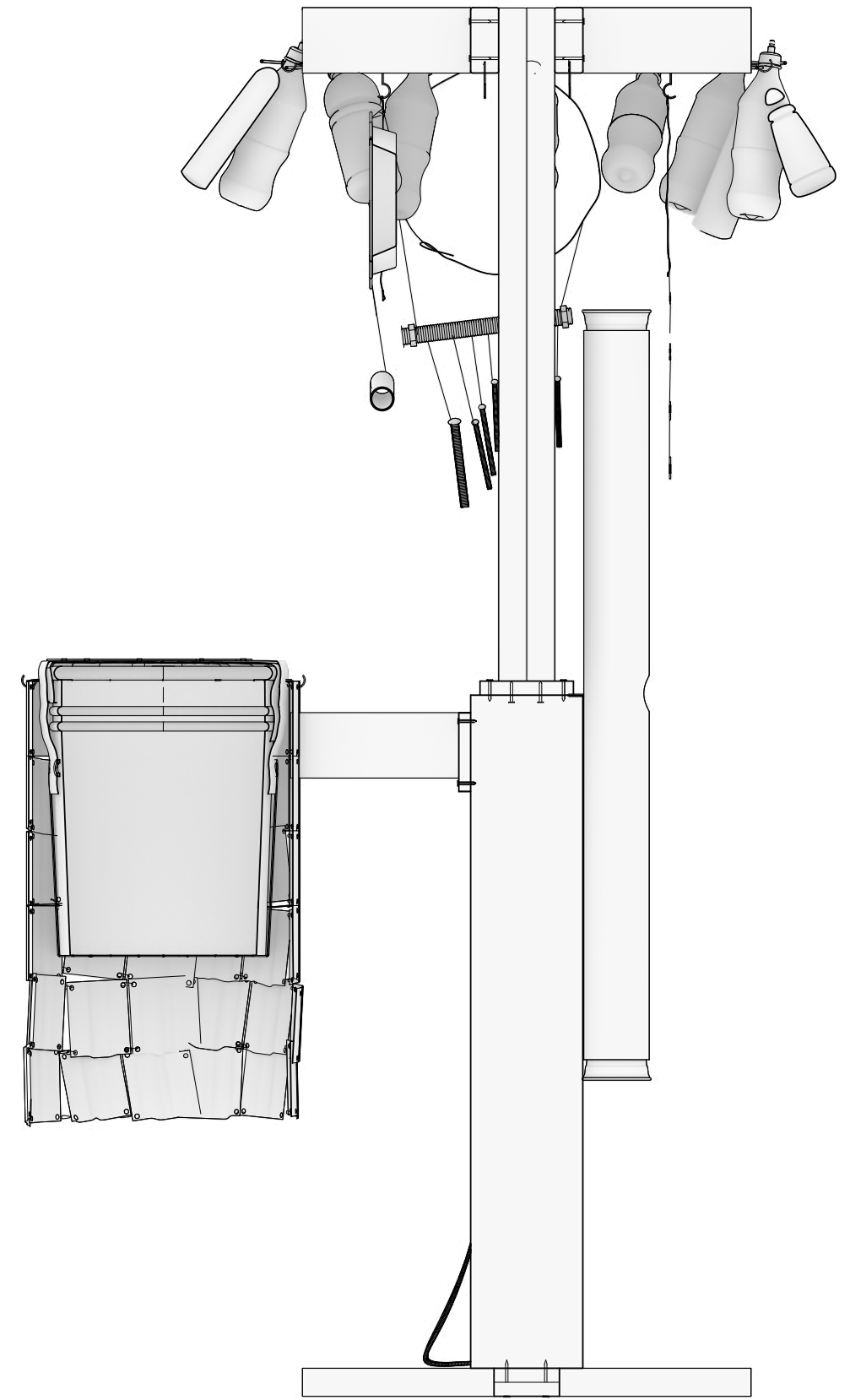
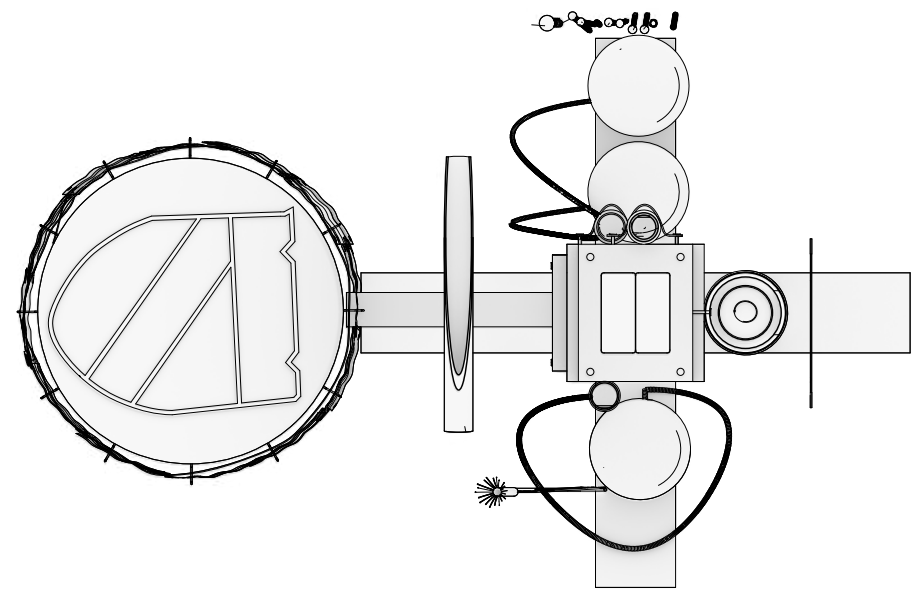


132 The earlier stitched together fabric piece becomes a adornment to decorate the drum.



133

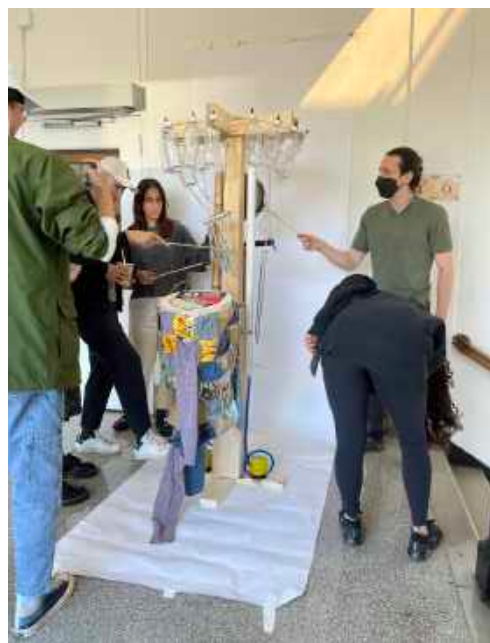


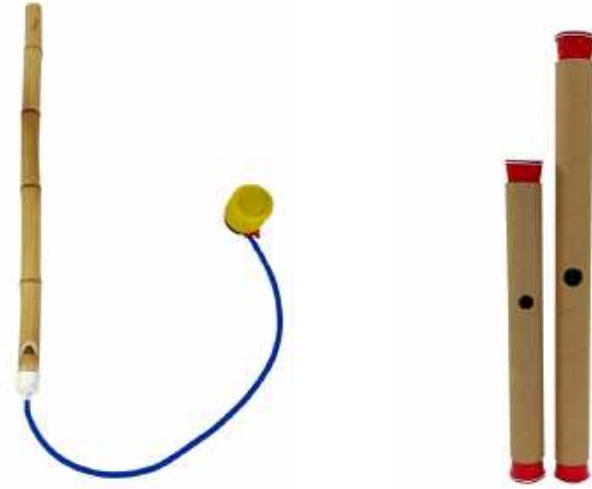




# *Crescendo!*





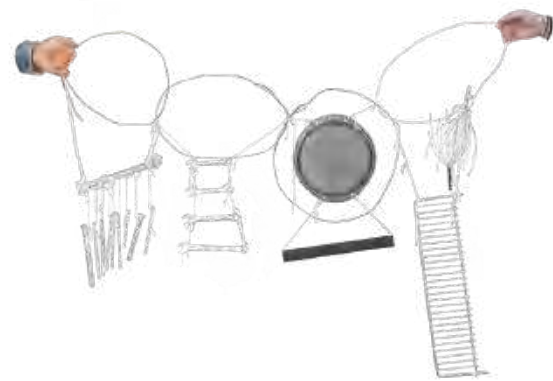


i've seen you before,  
back when we were young,  
but they wanted to hide us away,  
as if our song shouldn't be sung,

but mother earth, she claims all walls,  
and just when the story has an end,  
the dawn will bring a new day,  
and we'll be born again.

i've got my bumps bruises,  
all of these scars i try to hide,  
i can tell your heart too is breaking,  
but we're not sure why,

is something missing from you?  
have you lost a piece?  
maybe life is the pursuit of who we are,  
and we only begin incomplete.



all of these pieces of our world,  
if they could sing, what would we hear?  
has the steel of the city lived a life before,  
it found its way to us here.

if someday i pass from this earth,  
will i come back again,  
will the song that leaves my lips today,  
become another note of the wind?

cast aside on the streets now are you?  
to a forgotten corner where the light is dim,  
so much beauty lost in this world,  
but does anything really have an end?

what will it take to appreciate every piece,  
from every scrap to each word that's said,  
what if we could pull the world together,  
with just a single thread?



