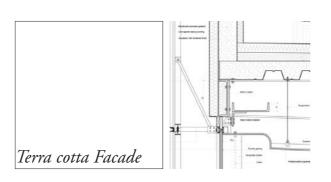


Preface

Anti-Dom-Ino Work Unit

Sound Station





Seminar of Section

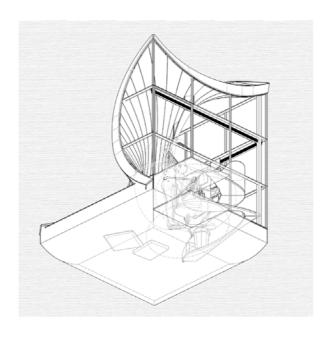
What if all happens in dreams also be built in reality?

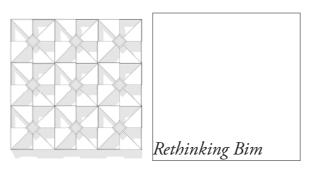
What kinds of building do we human need in the forseable chaotic future?

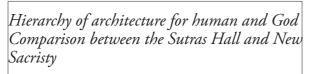
For post pandemic, for new civic, or for reflections on colonialism?

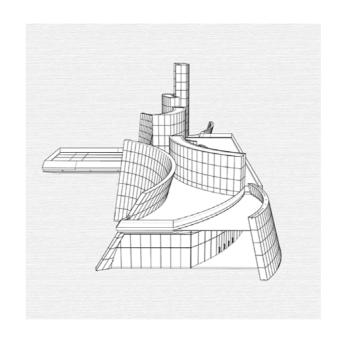
This book raises possibility while seeking construction method; argues for difference coming from sustainable material while echoes to each site's cultural vein; imagines the most crazy living environment while draws factory production level details.

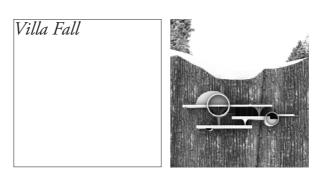
This book is a conclusion, for Yingying Zhou's one year study in GSAPP; a question, for what is the most reasonalbe future; is a dream, and will become the reality...

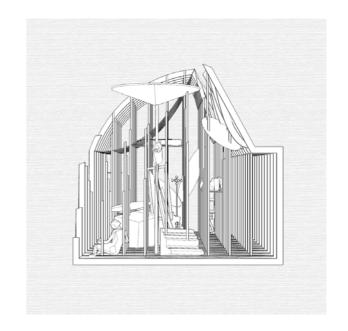


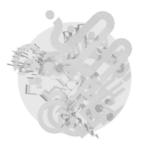


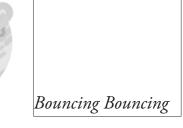












Artists Settlement



Anti-Dom-Ino Work Unit

 $A \ small$ -scale workplace for work at home in post pandemic era

The Removal of Motion (Everything Must Scale 6)
ADV STUDIO VI
02/2022 - 05/2022

Instructor: Michael Bell Individual Work

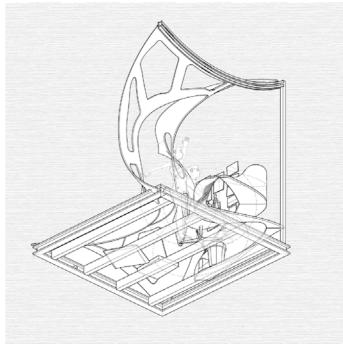
What if all commuters choose to work at home? 95347500 Trees of 40 years age will be saved per year.

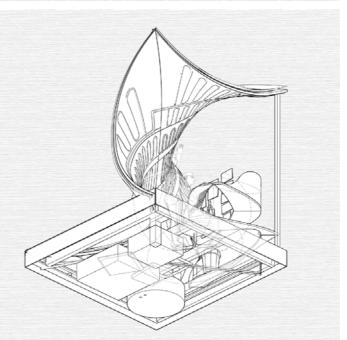
This project rose a possibility that pandemic is a new force for office workers working more Decentralized, Rhizomatic, Greener at their own backyard. By defining the minimal space needed for one's deep work, the Anti-Dom-Ino work-at-home unit achieved maximum spatial coverage and minium material usage. Instead of squeeze a small room inside the house or having an complex Built on-site ADU, this Unit, consists of series of factory-produced components, can be fully pre built and sell as customized products.

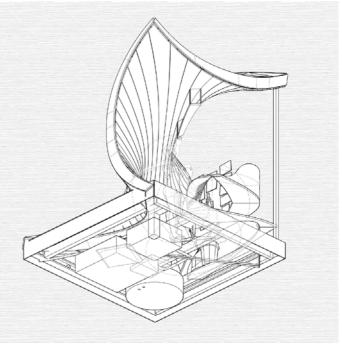
Working inside Anti-Dom-Ino unit in one's back yards is a trio experience: 1. facing the window, home life and natural company the worker softly 2. concentrated on the table, deep work space surrouds the worker 3. turn back, an artificial mountian — or white blanket sculpture bending down and provides an wrapping feeling.

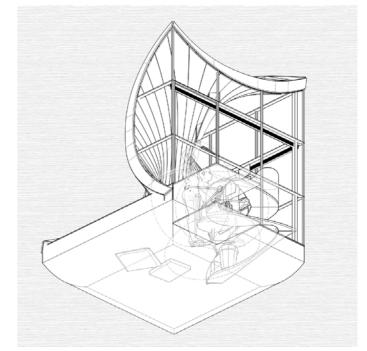




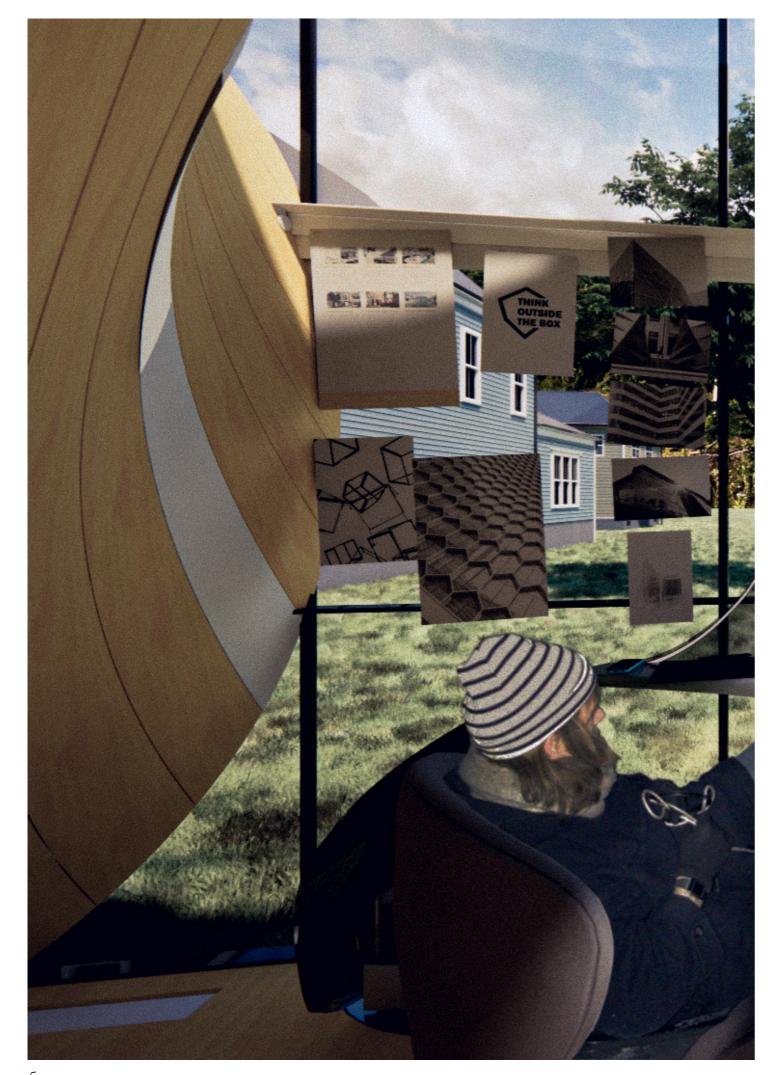


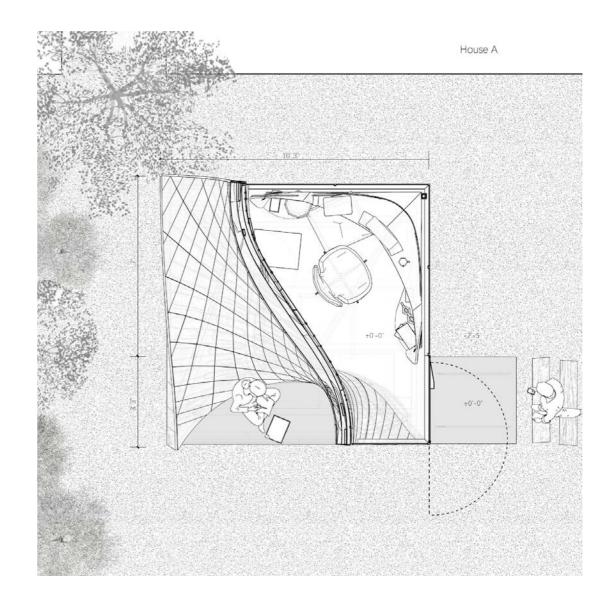


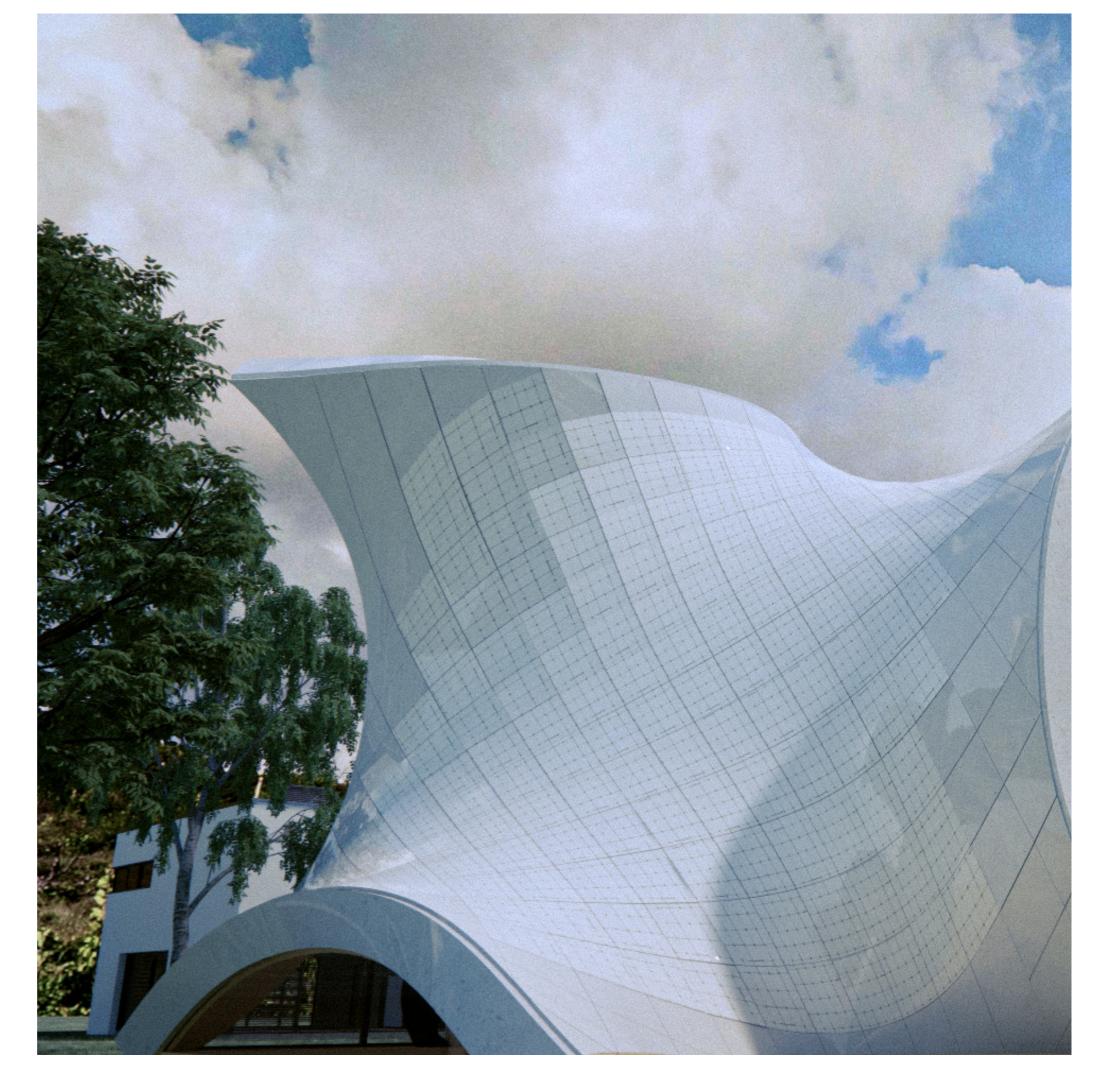


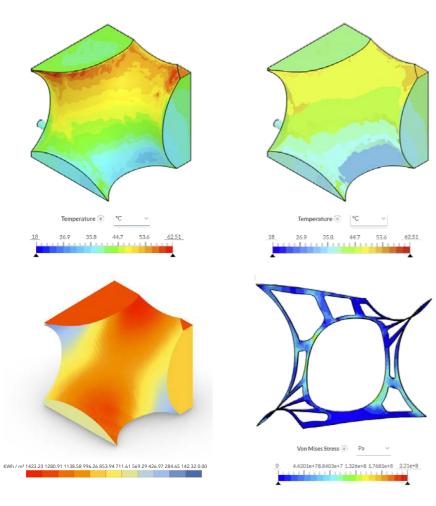


- 1. Compressed Furniture & Concentrated work
- 2. Simplified structure
- 3. Water cooling and heating & Insulation
- 4. Electricity & Ventilation
- 5. Facade

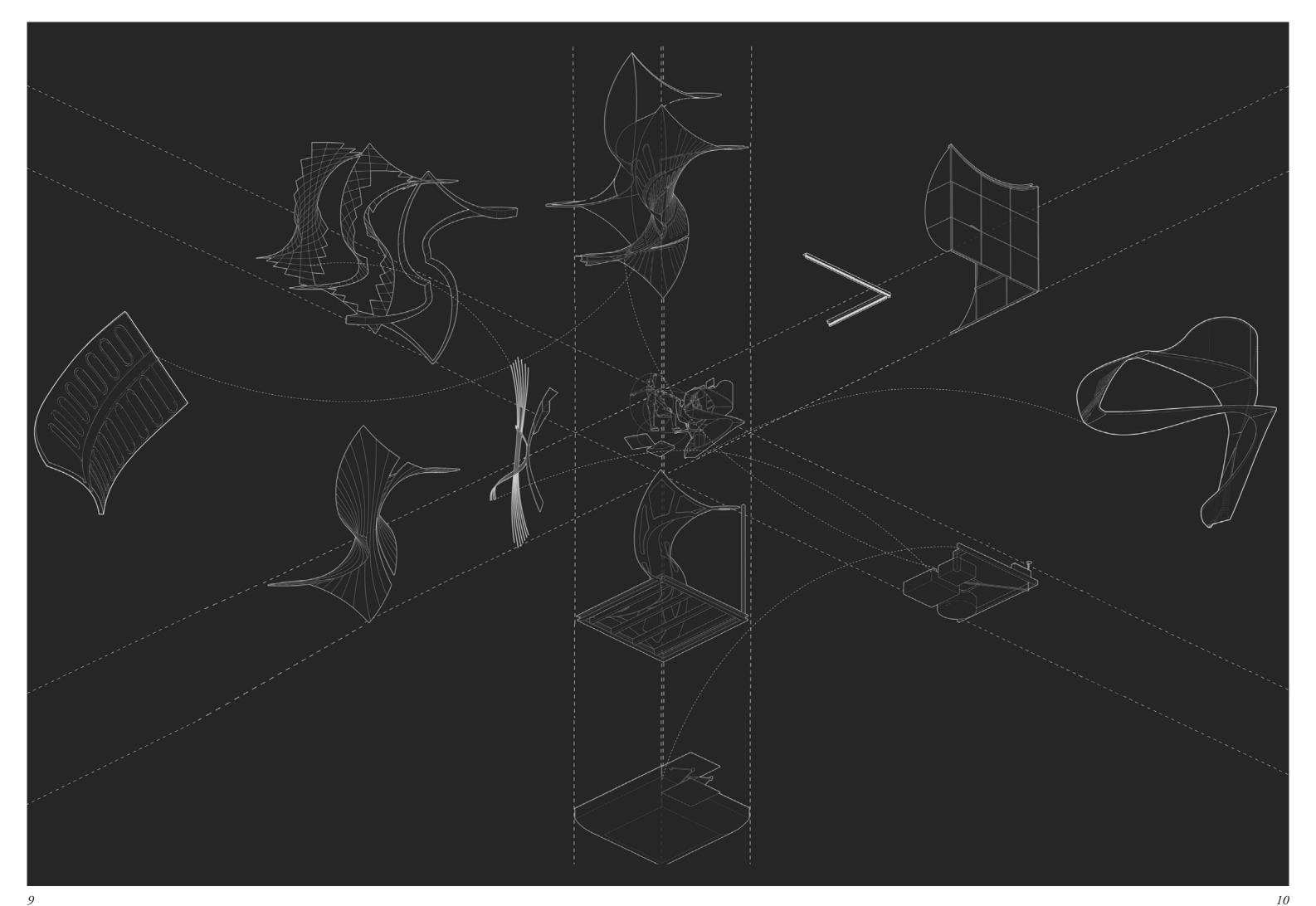


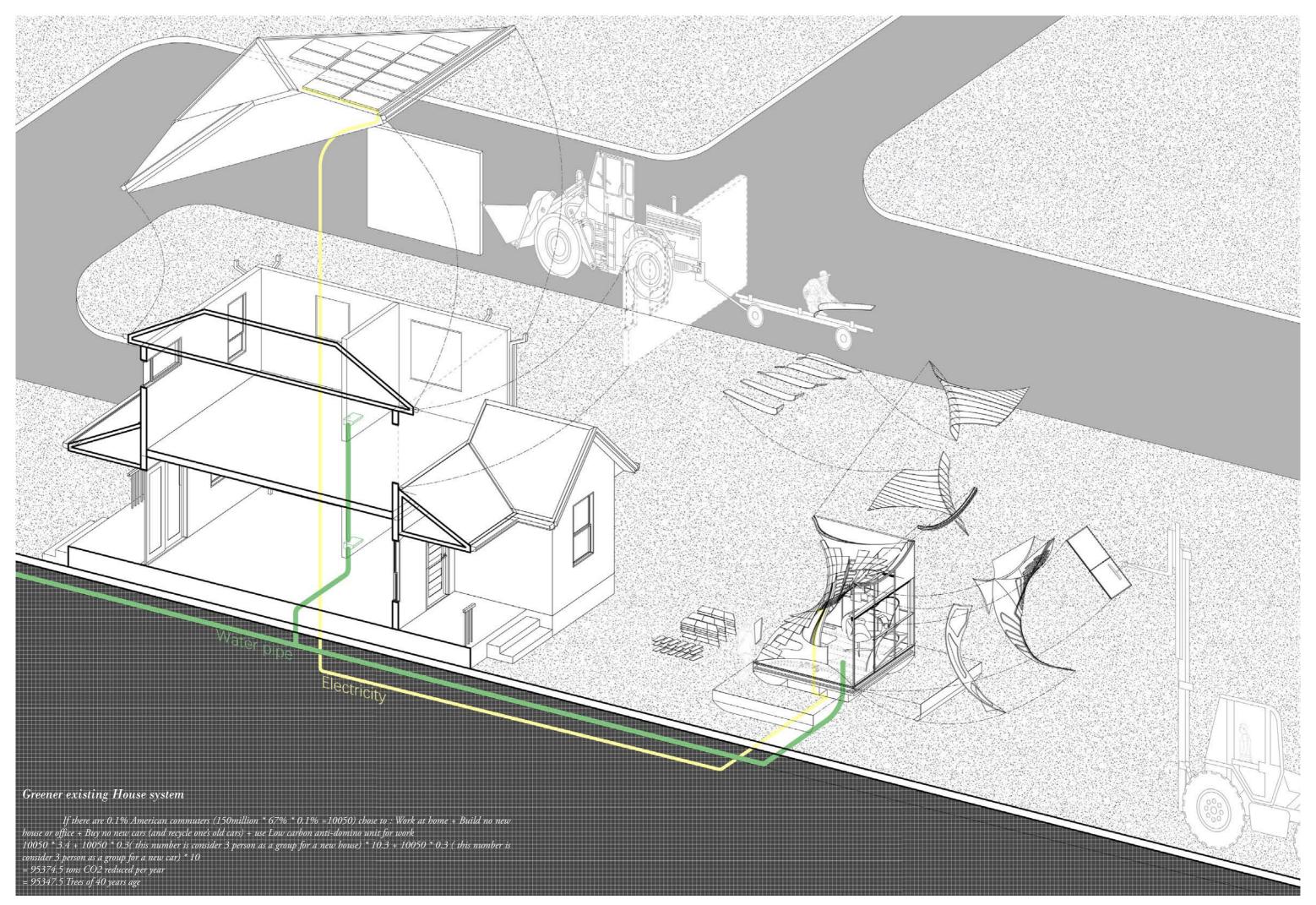




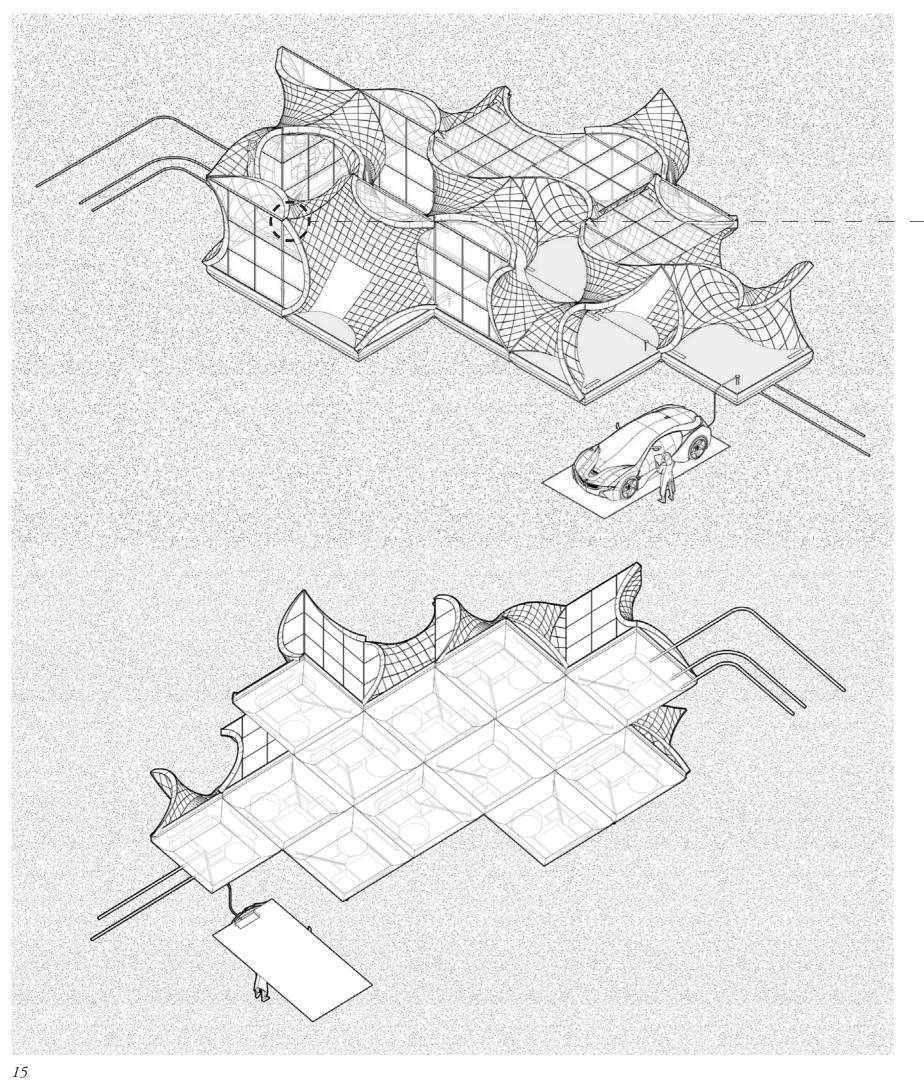


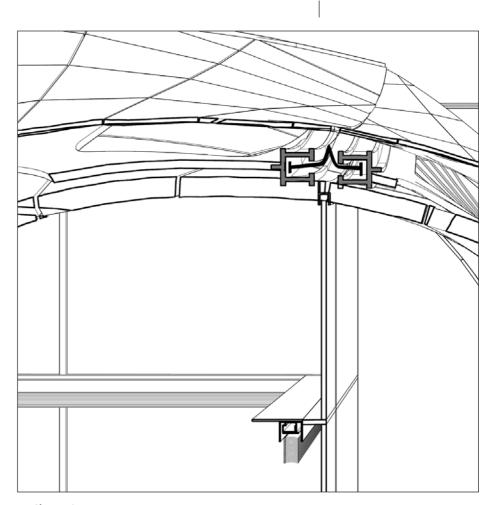
- 1. Simulation : Before & After, External temperature 30°C 2. Simulation : under typical snow load and wind load in New York city 3. Total radiation of one year in New York City











Cluster: One to N
 Units Joint Detail





Sound Station

New granite civic space on Penn Station

One Rock, Five Obstruction ADV STUDIO V 09/2021 - 12/2021

Intructor: Ivi Diamantopoulou, Jaffer Kolb Individual Work

What if granite can speak? What will they say? Whisper, or a Symphony?

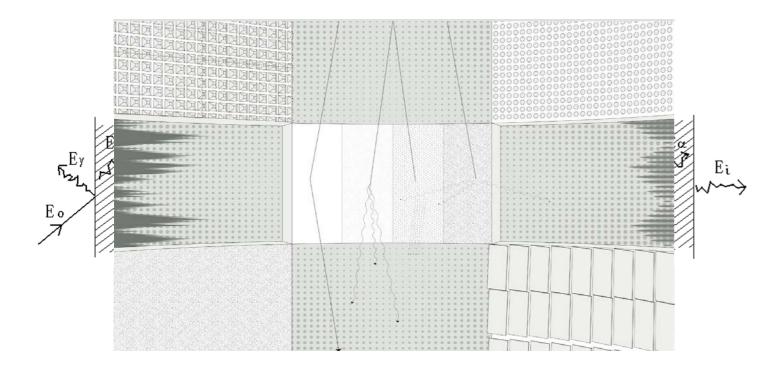
This project explored how to bring granite back to Penn station — which made one enter New York like God now like a rat — while building a new civic space for the city. Granite came from Maine is chose because of its color and potential microporous.

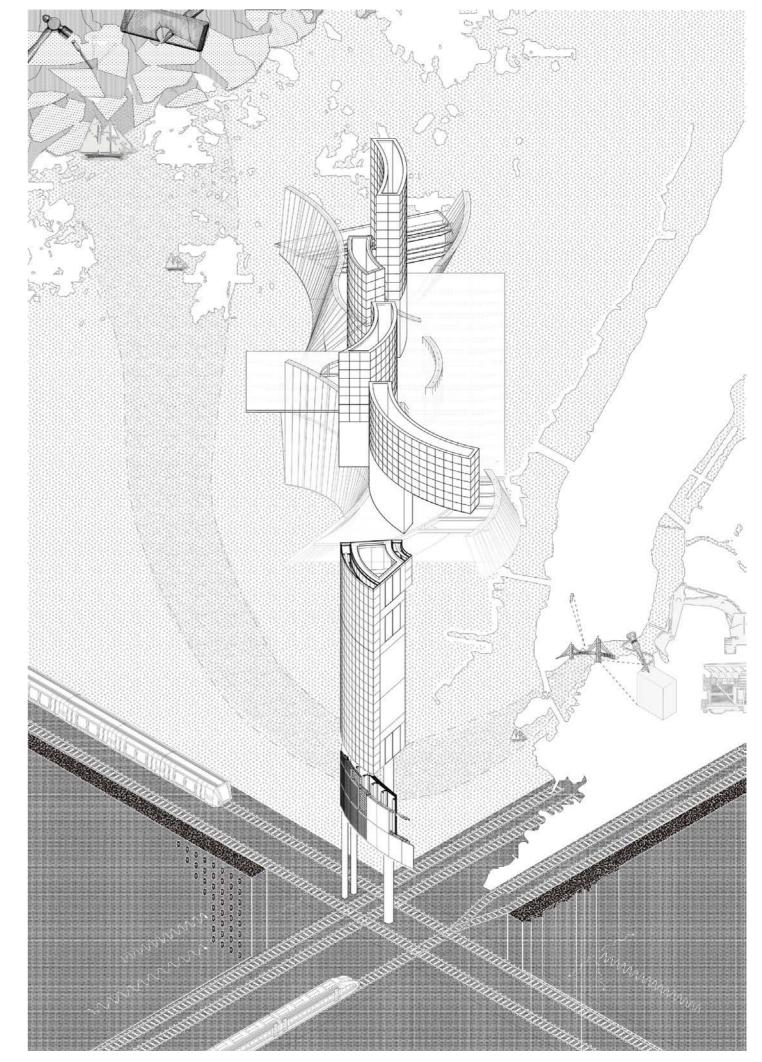
Maine is chose because of its color and potential microporous.

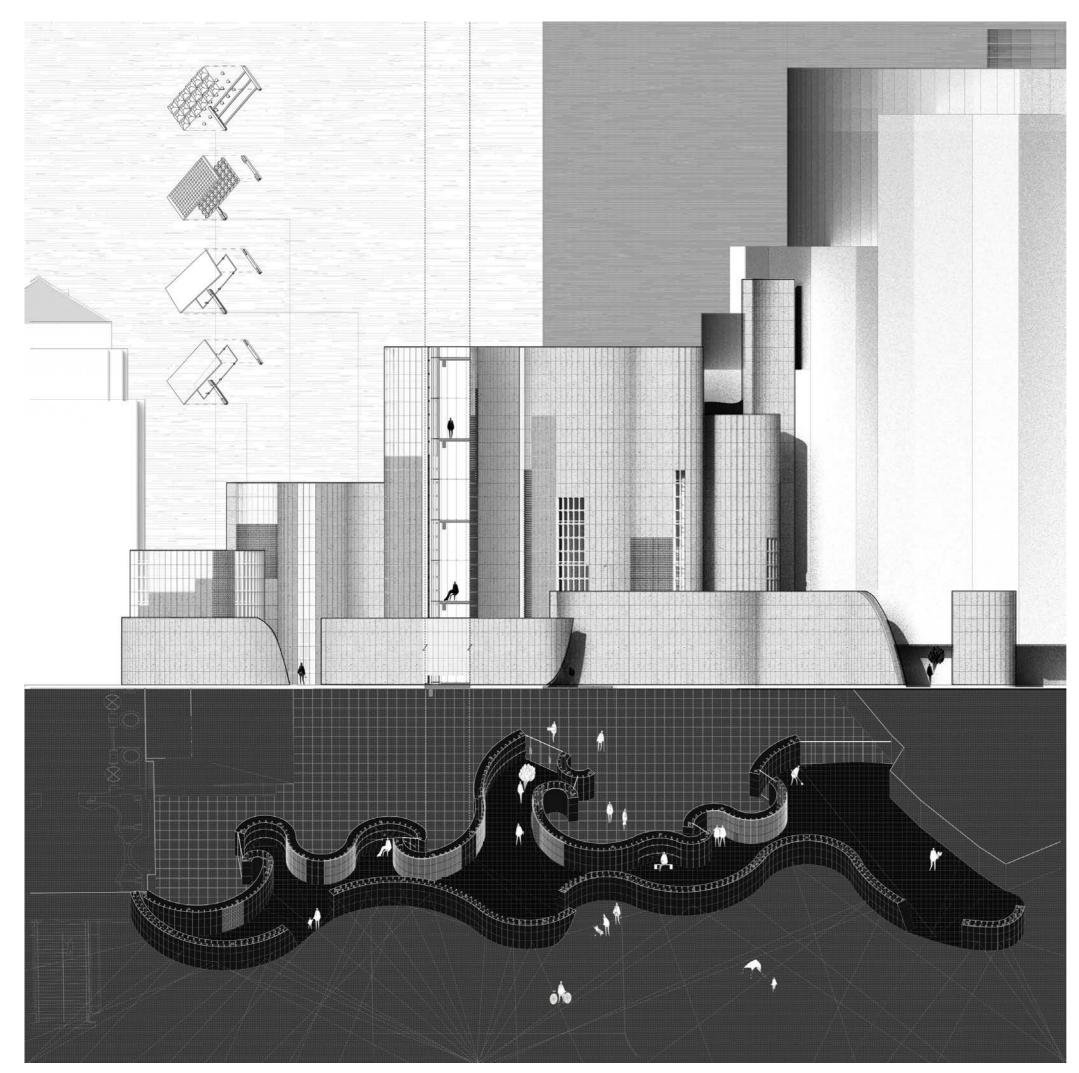
The main inprovement the new station between Farley Building and Mandison Square Garden brings is the sound experience. Combining four types of granite surface and the composition of sound-absorbing materials, the sound station aims at giving every visitor an elegent and comfortable experience both visually and acousticly.

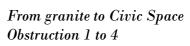
visually and acousticly.

Echo to the complex underground transportation system, the sound station chose a bridge like structure. Flat curved core barrels deeped down to the track foundation layer, bringing fresh air and natural light down and pumping extra heat from the train up to heat the upper space.

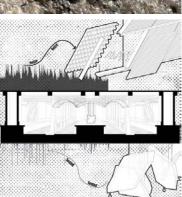


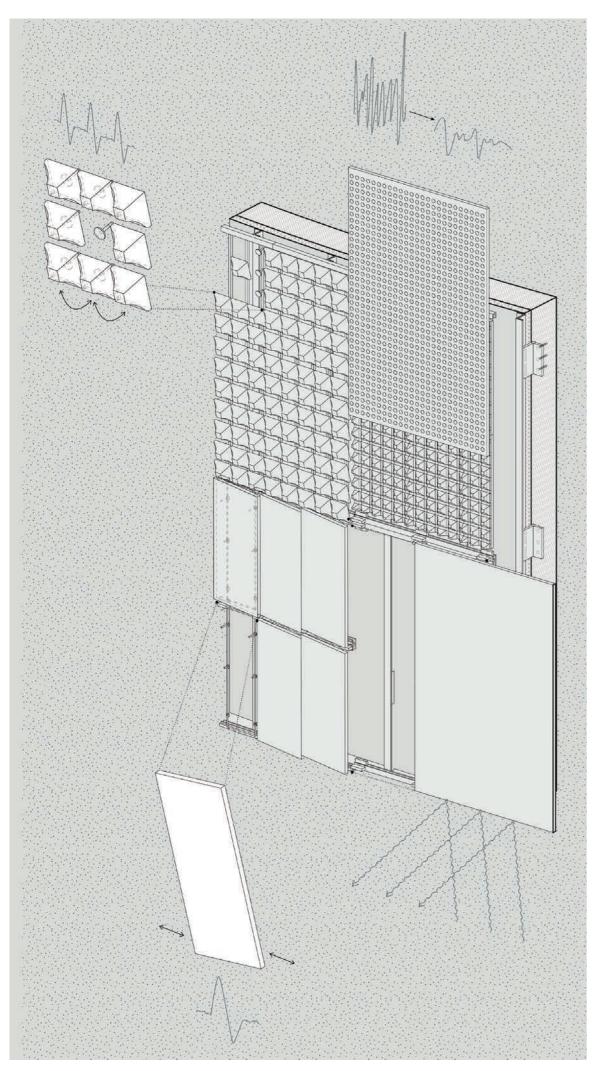




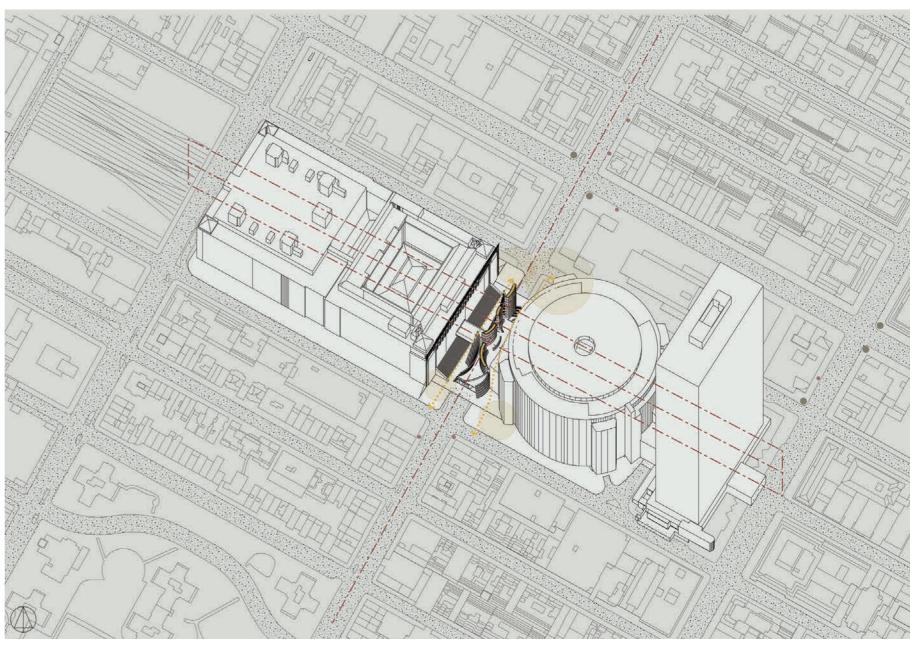


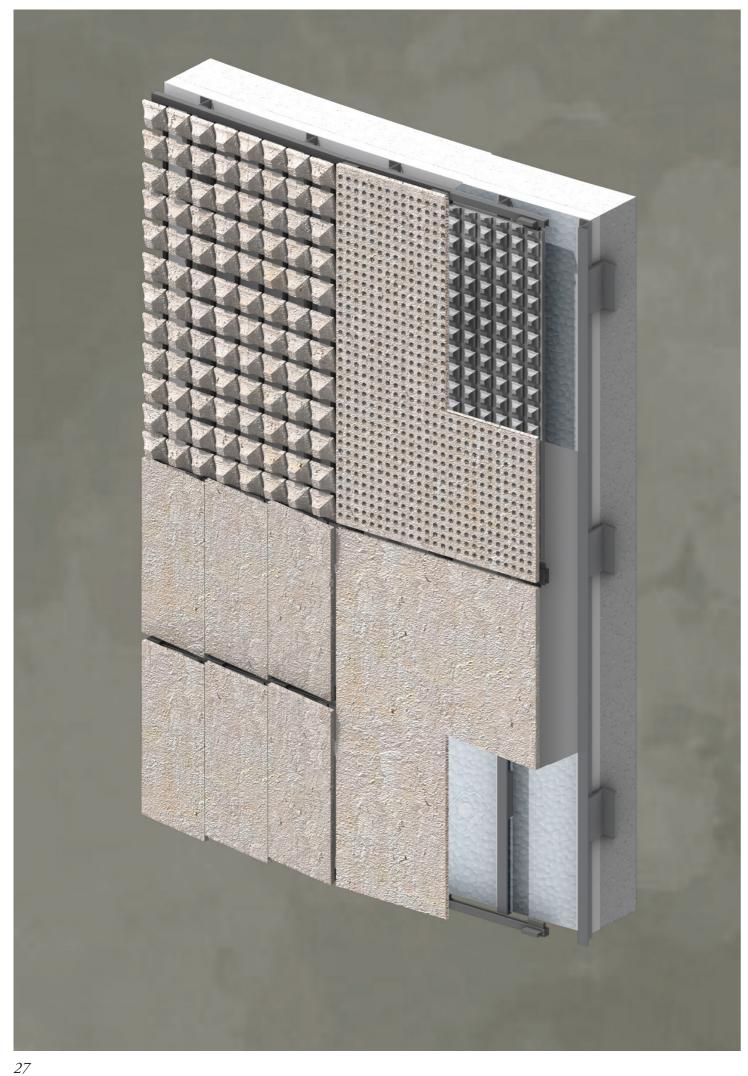


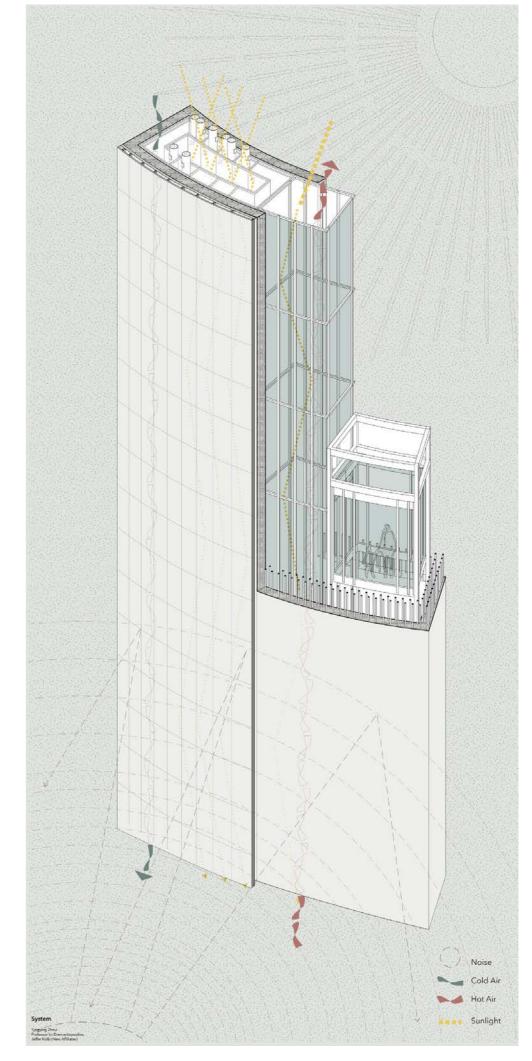


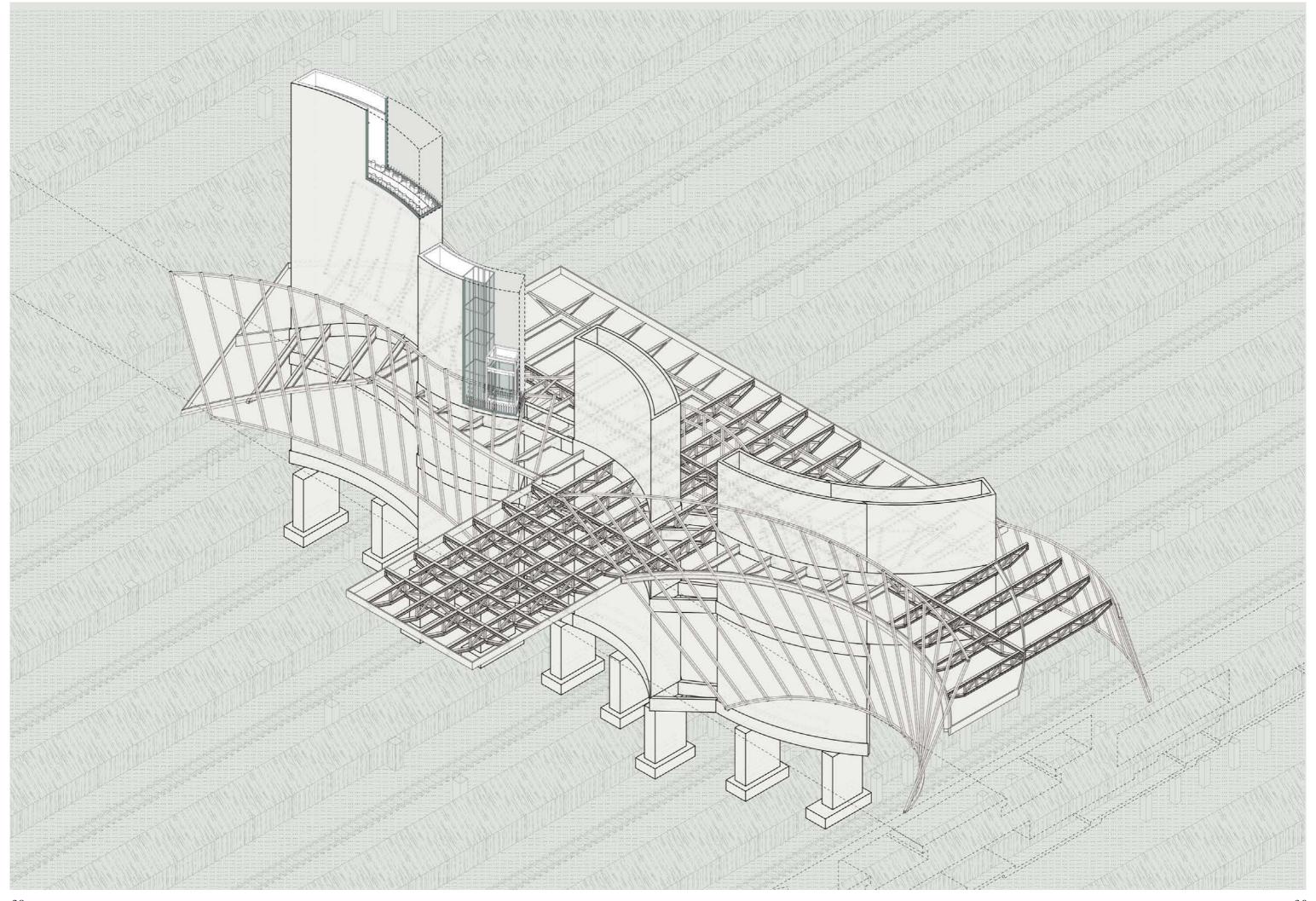


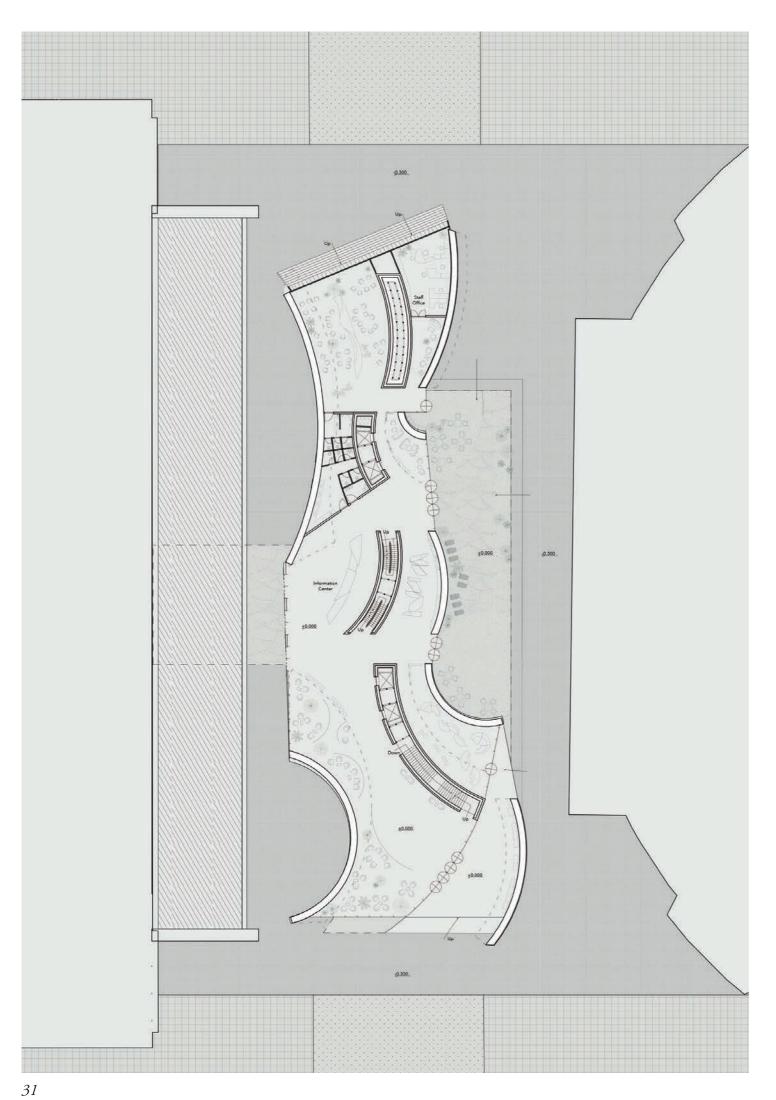
From Detail to a Whole Station





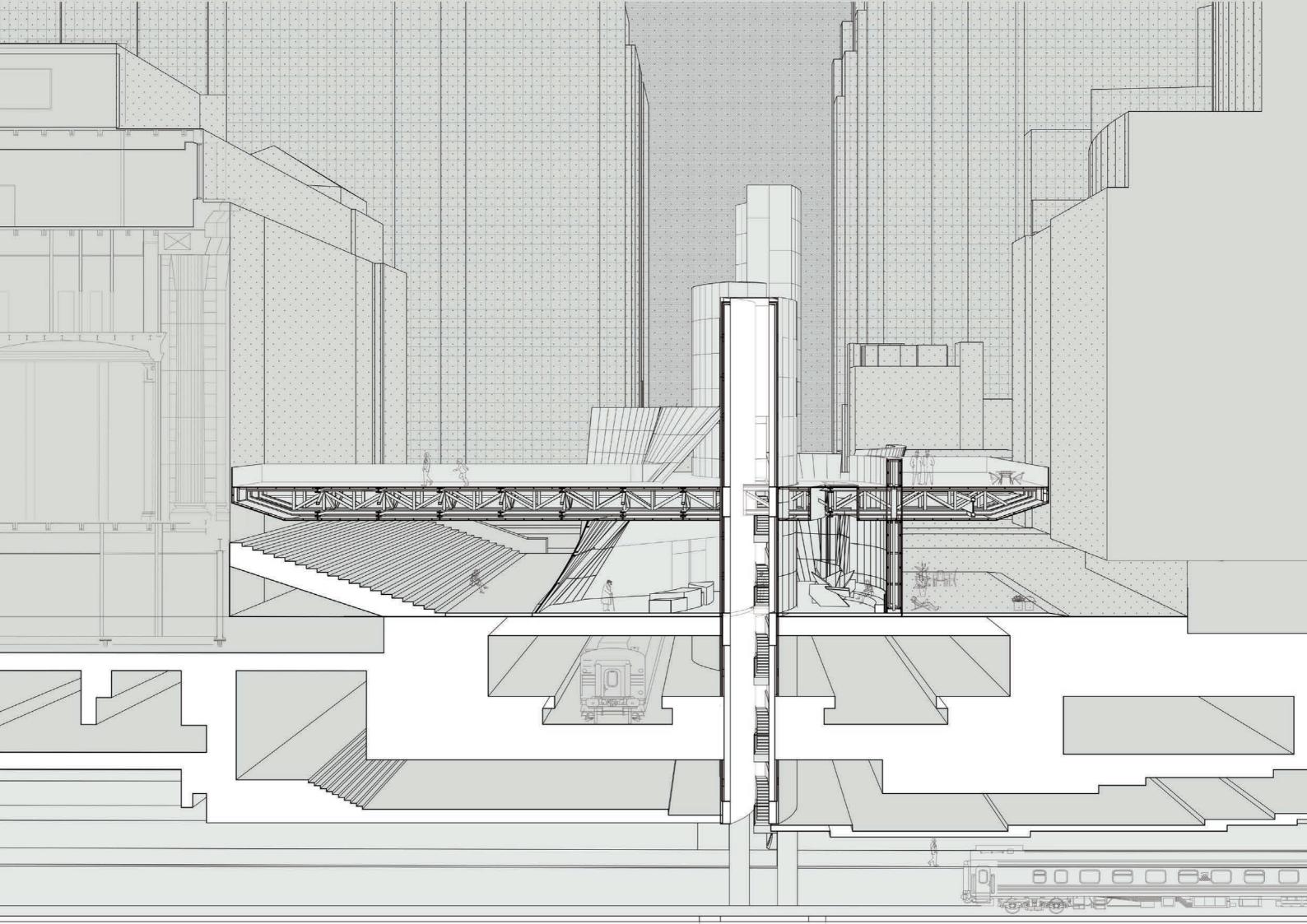






Step into the Symphony of Granite...







Artists Settlement

Loudreading in 798 Art District, Beijing, China

Loudreading Studio AAD SUMMER STUDIO 06/2021 - 08/2021

Intructor: Nathalie Frankowski, Cruz García Individual Work Website: https://artistsettlement798.cargo.site/

Chinese Art districts should belong to Chinese artists

First Step: Return

Through art-making activities in land-price depressions (such as the UCCA warehouse), expelled artists will bring in their own household items and produce new artworks. The sculpture of clutter mixed with cheap artwork is gradually taking shape.

Second Step: Recreate

Scenes from different eras, expelled artists gather here.

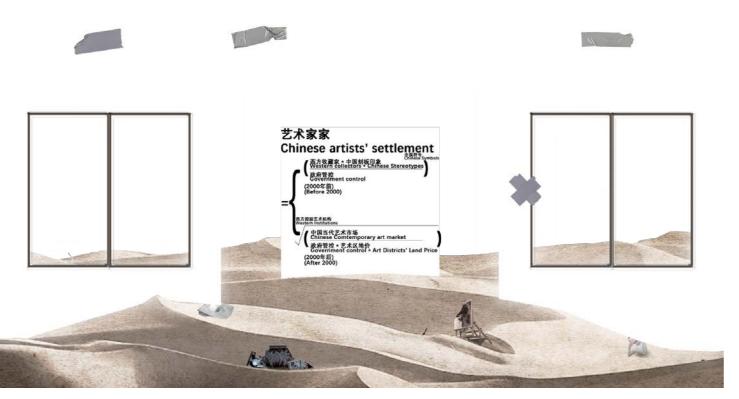
Land price depression in the art district, the corner of art institutions will be reoccupied by artists. Through their own lives and creations,

The evicted artists will occupy the space that should be theirs.

Third Step: Reoccupy

UCCA will no longer belong to UCCA. Every artist can complete their settlement here. Through remote projection, "Home" is able to influence showrooms, ticket offices, and stores located in the highlands of land prices.

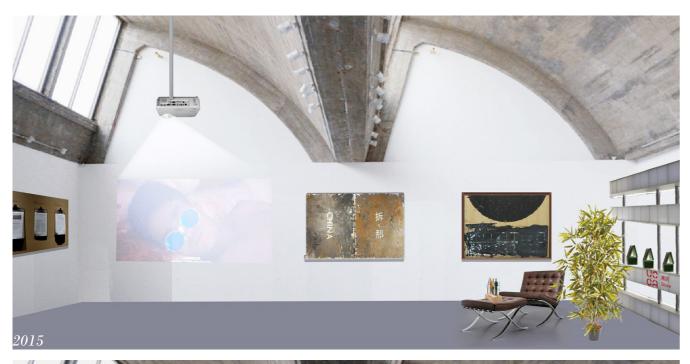
A chaotic and unstoppable Loudreading is coming, and everyone will notice.













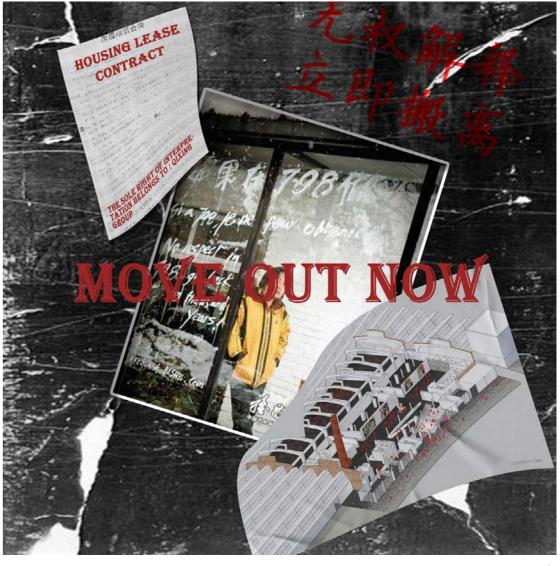
From 1980 to 1990, Chinese contemporary artists had a honeymoon period all over the country. Artists gathered in residual spaces like the Yuanmingyuan Painter's Village, forming one ideological colony after another. They explored, expressed, and occupied the city and the ideology with their artworks and their bodies. Everywhere could be their home, sweet home.

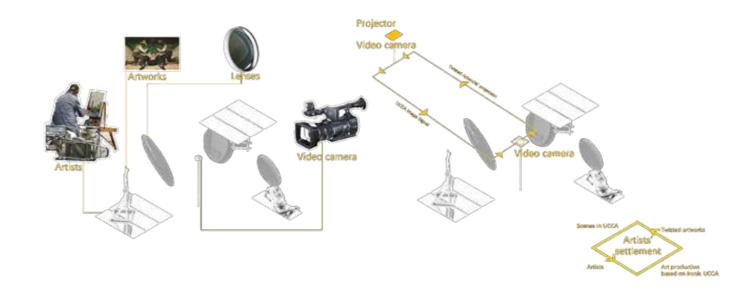
However, The possibility of Chinese artists' settlement declined rapidly after 1990. This first recession resulted from the conflict between the survival of artists and government control of the city's appearance.

Fortunately, artists still had spaces to step back. Due to the "discovery" and pursuit of the Chinese contemporary art market by Western collectors, artists had been able to move into some of the urban spaces to be transformed with the support of capital. A number of art districts, represented by the 798 Art District, would soon be formed.

Is there any possible for artists achieve settlement in the largest art district of China?

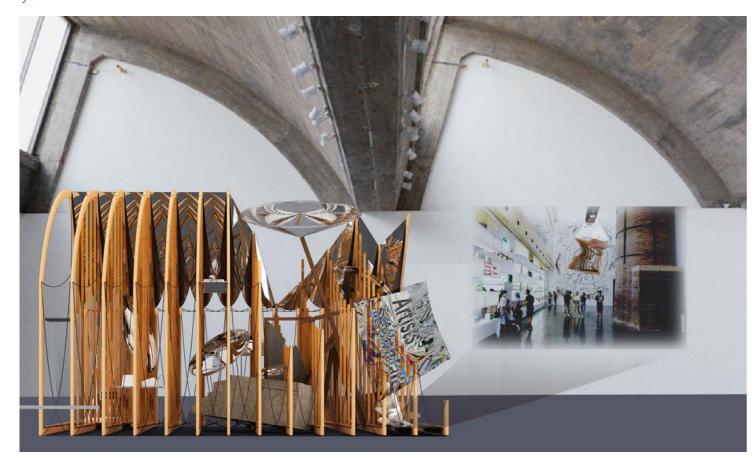


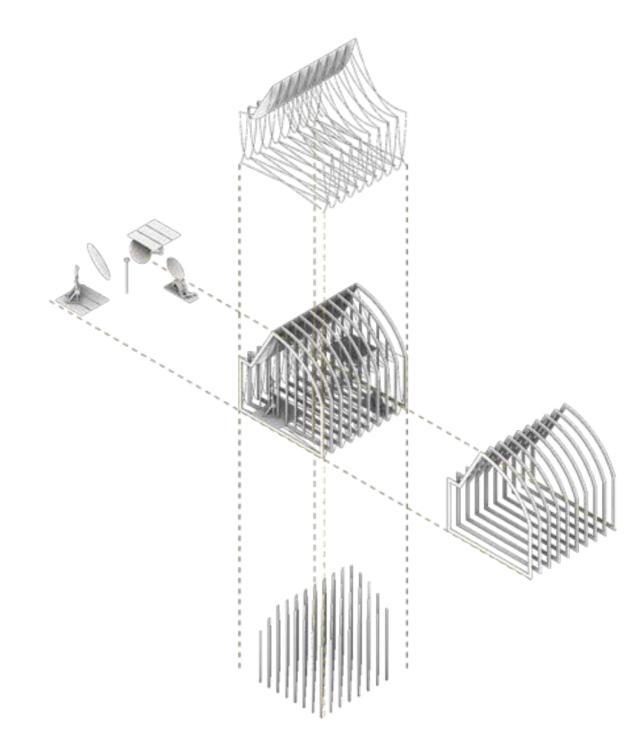


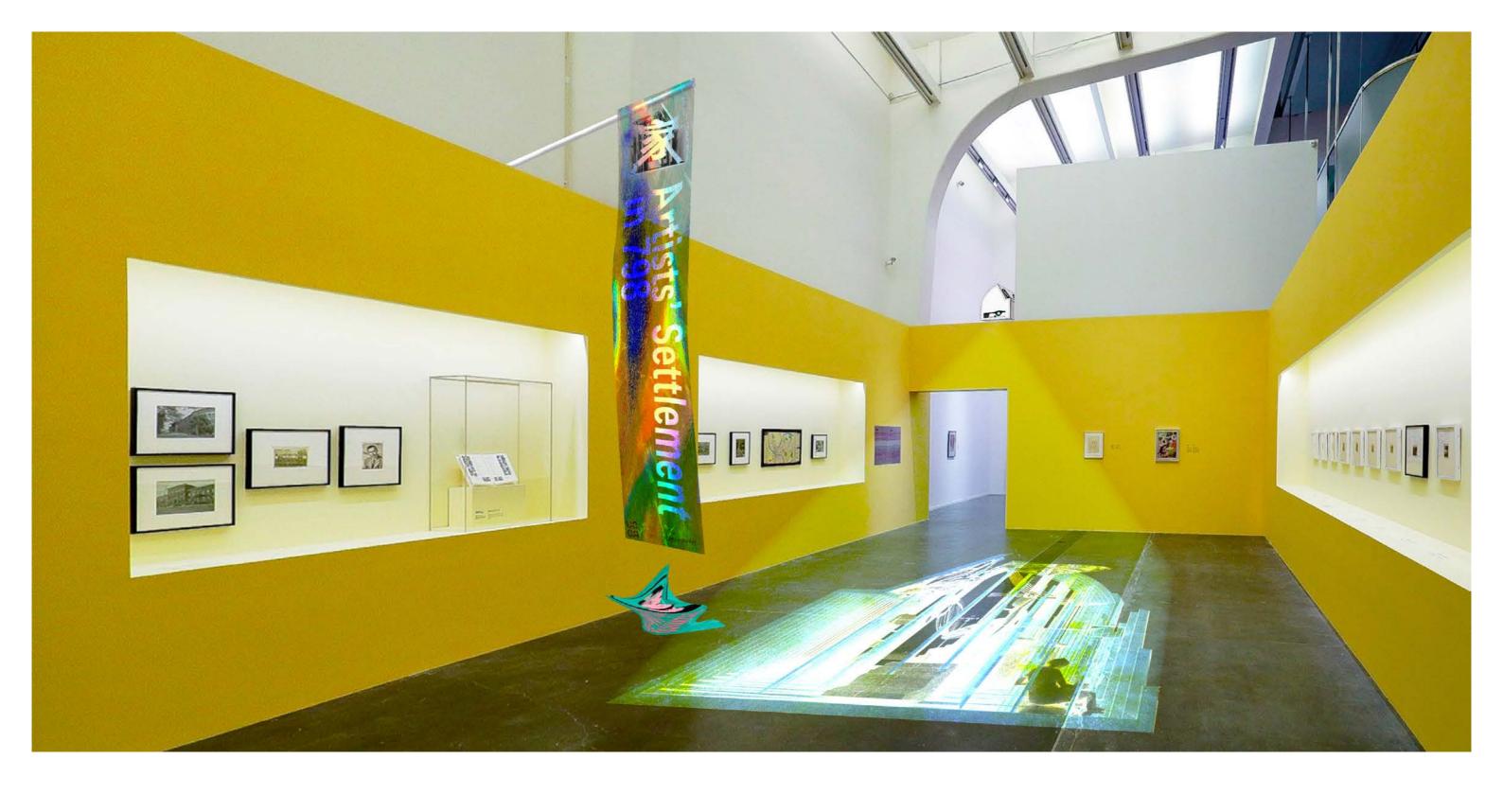


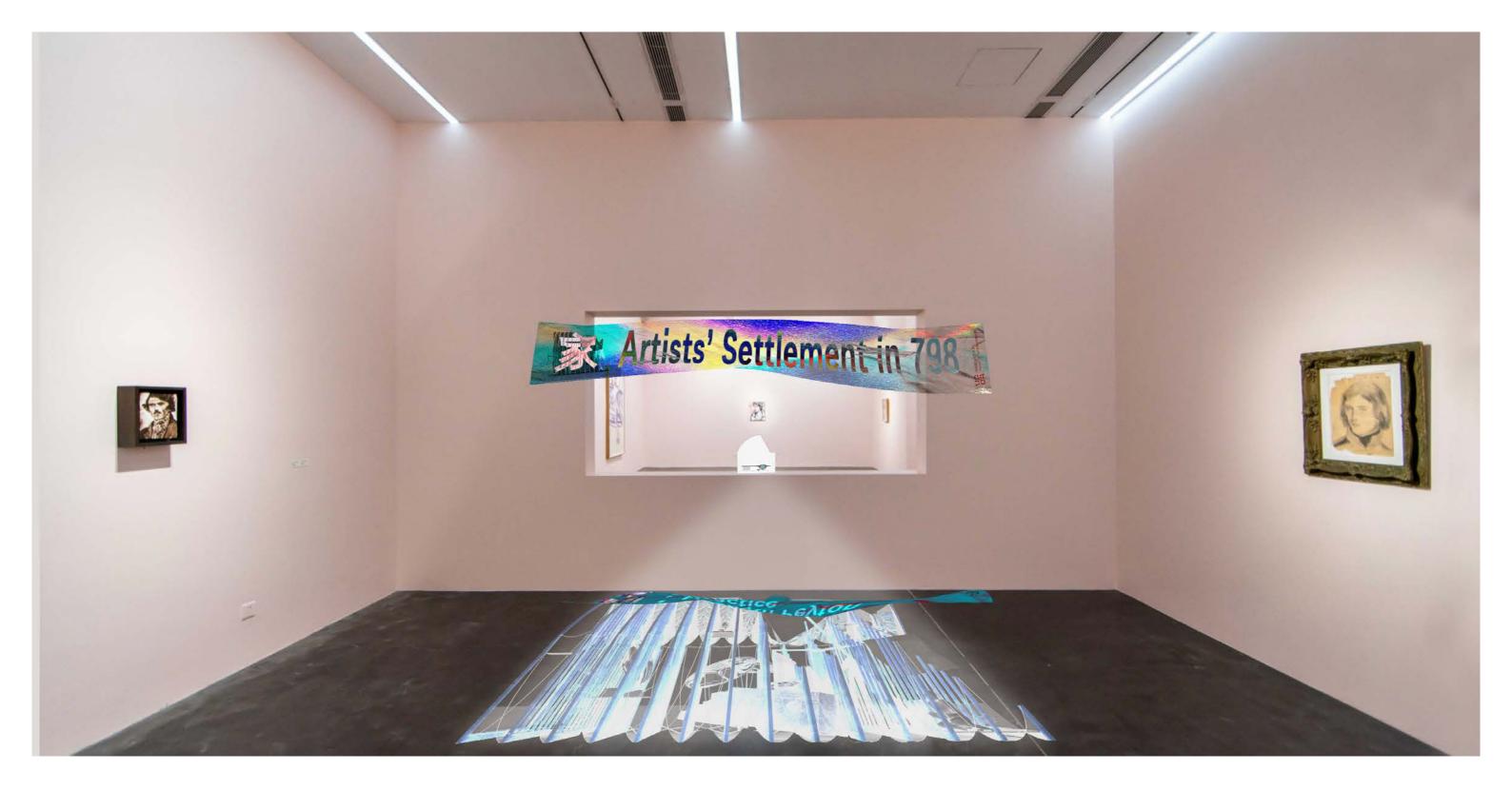
Chinese contemporary artists were fund by western collectors, institutions and art funds. However, such artists were selected and limited to a little group. Among the prejudices and misinterpretations of Chinese society by Western in the context of the Cold War, the artworks that concentrate on political satire were selectedly promoted by western collectors. Some art media even treated these works (Fang Lijun, Wang Guangyi, etc.) as "the howl that free China". With the control of the International art market, western collectors controls the direction of Chinese contemporary art.

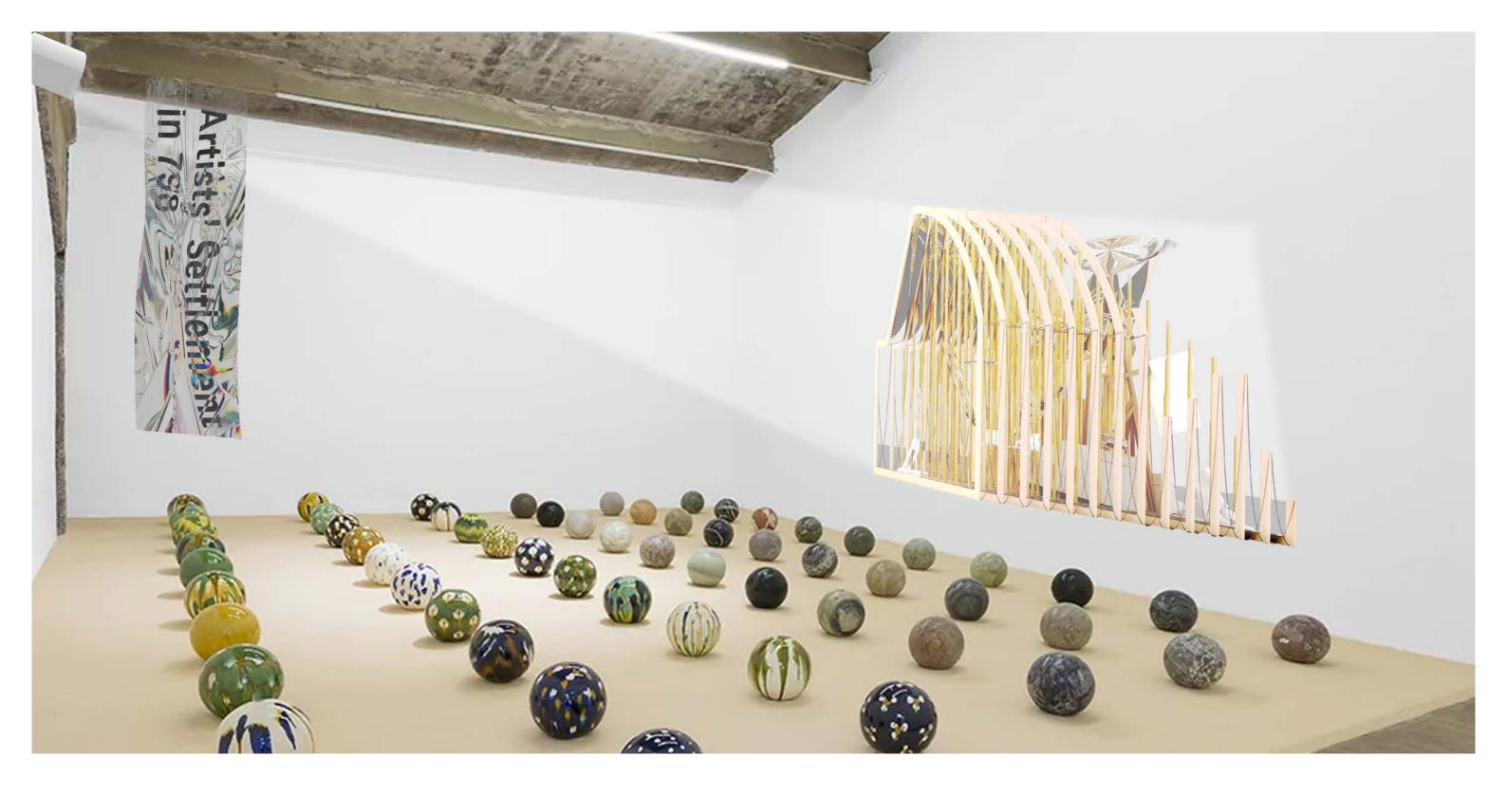
798 Art District, located at the north side of Juxianqiao District, Beijing, was transformed from the 751 Electronics Factory. Under the continuous urban micro-renewal since 2003, 798 Art District became the most famous Chinese art district in the world. However, the people inside 798 are constantly changing. In the Unique vaulted factory building, there is a constant turnover of people driven by the government, the capital and the land price. From electronic factory workers to contemporary artists to western institutions, who are the owners of 798?



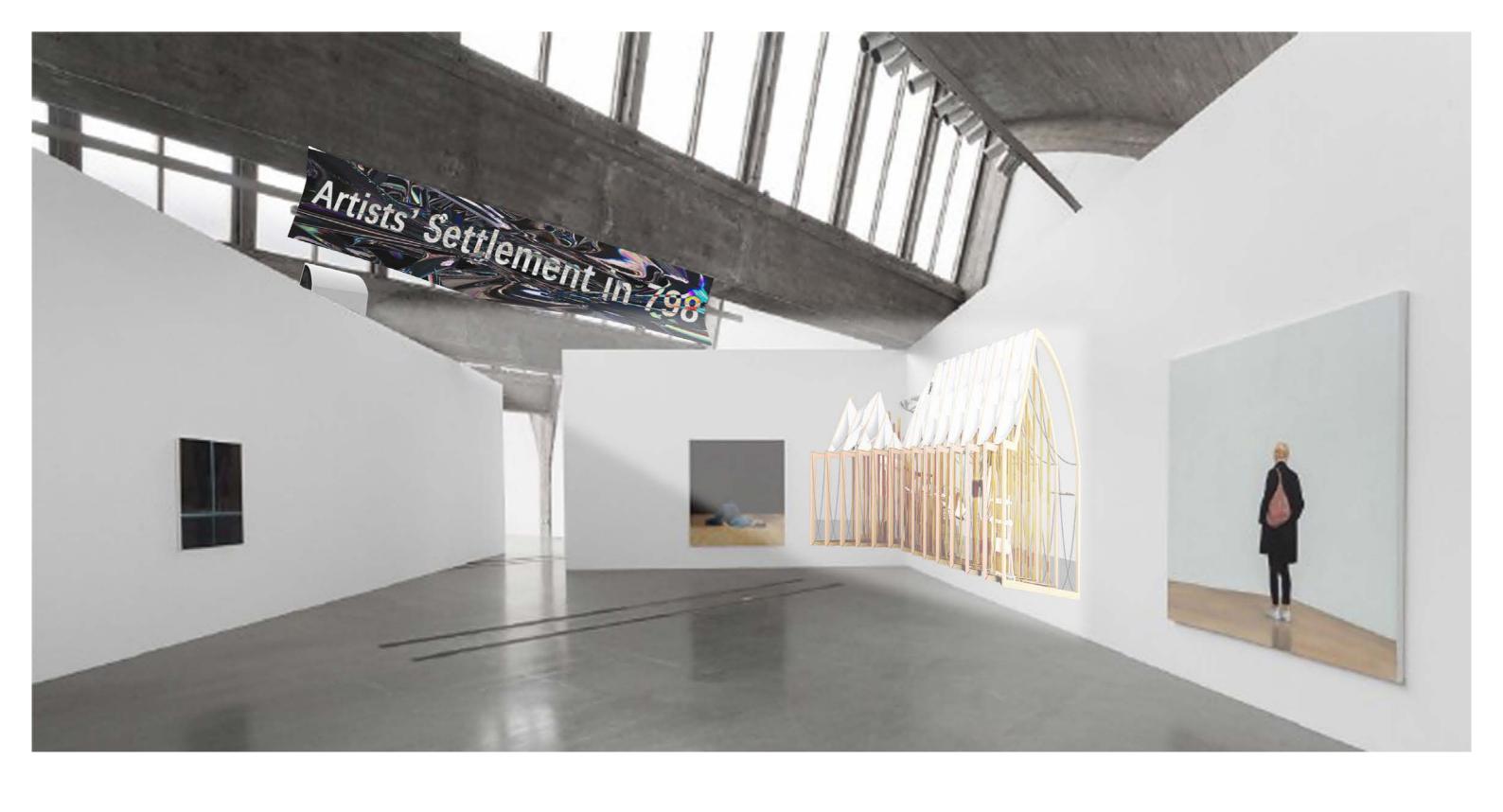








Art District in the Art District



Artists' Settlement



Pathfinder-Worker-Wanderer /
Chinese artists are always exploring and being expelled /
Is there any possible for Chinese artists' settlement? /
In the art districts that should belong to the artists, /
Could there be the 'home' /
For everyone /
Everywhere /
Anytime? /

We will create 'home' that are not allowed

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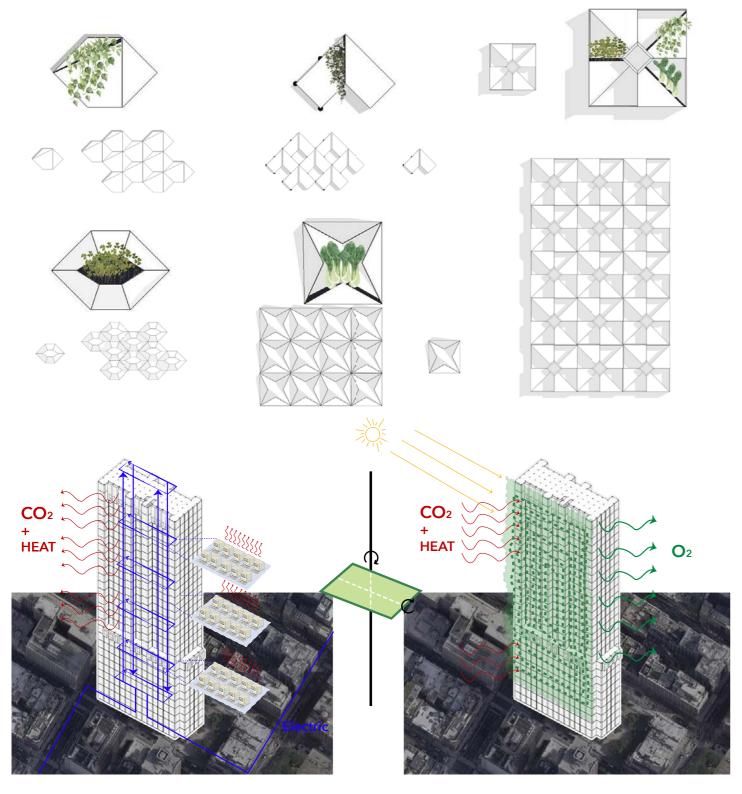
Green Folding

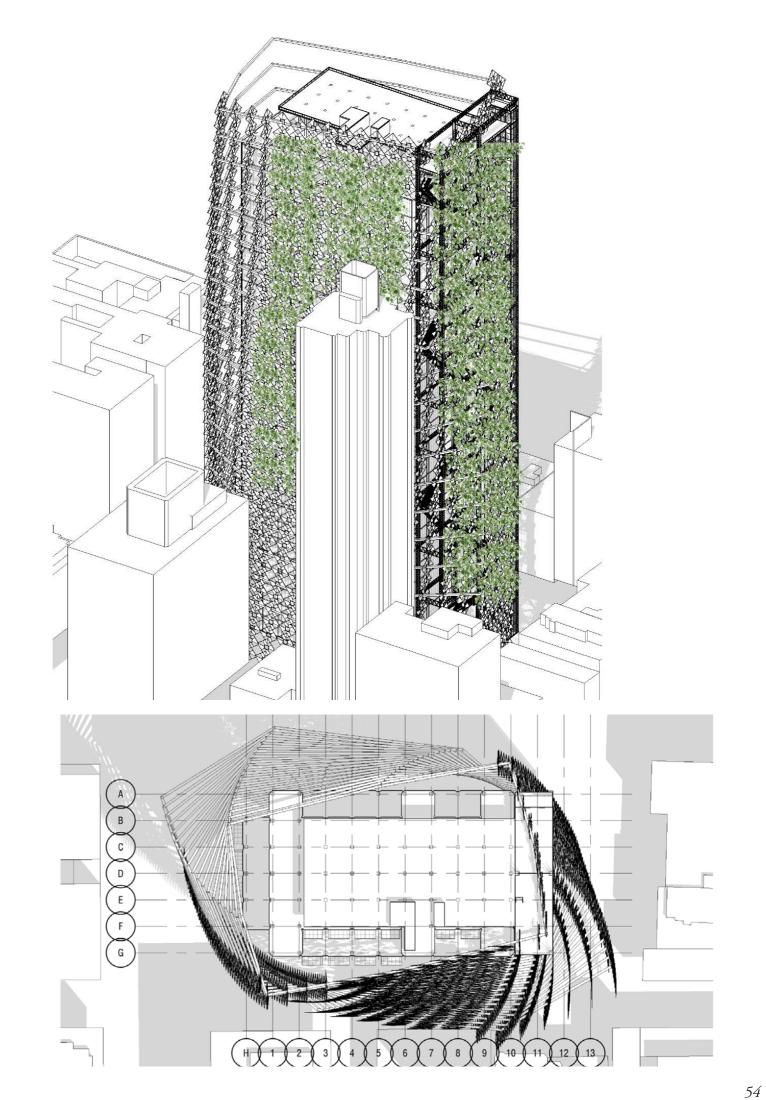
 $AT\&T\ Building\ Facade\ Renovation,\ New\ York,\ NY$

Rethinking Bim 09/2021-12/2021

Intructor: Mark Green Collaborator: Yiruo Li

Contribution: Model making in Revit, Simulation in Grasshopper using Ladybug and Galapagos, video making.



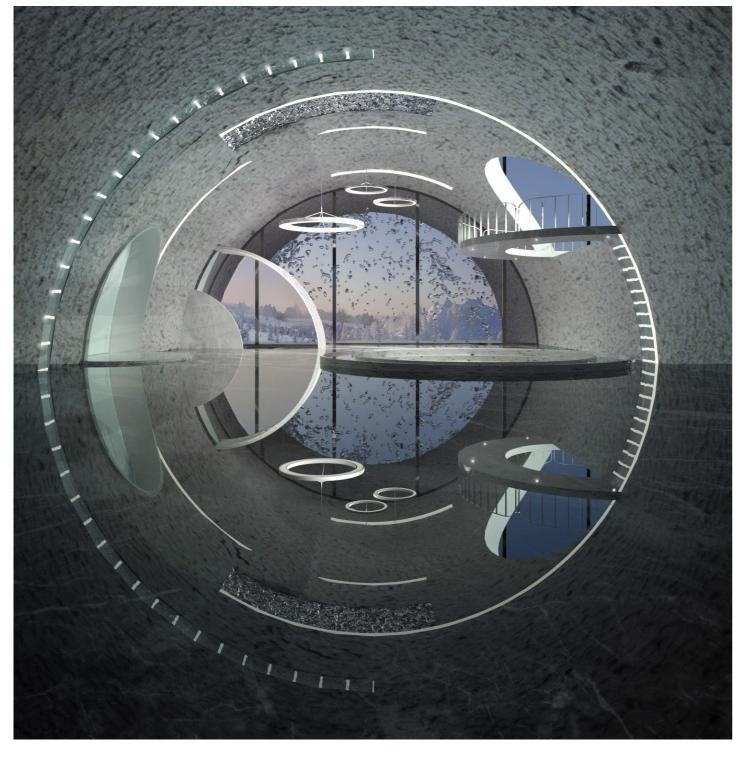


Villa Fall

Waterfall Villa Fantasy in Vray, 3ds Max

Ultrareal 09/2021-12/2021

Intructor: Phillip Crupi, Joseph Brennan
Collaborator: Wanqi Jiang, Jiazheng Zhang
Contribution: Model making in 3ds Max and Realflow, render in vray







Section

Boltshauser architekten: kuster frey kiln tower for the brickworks museum

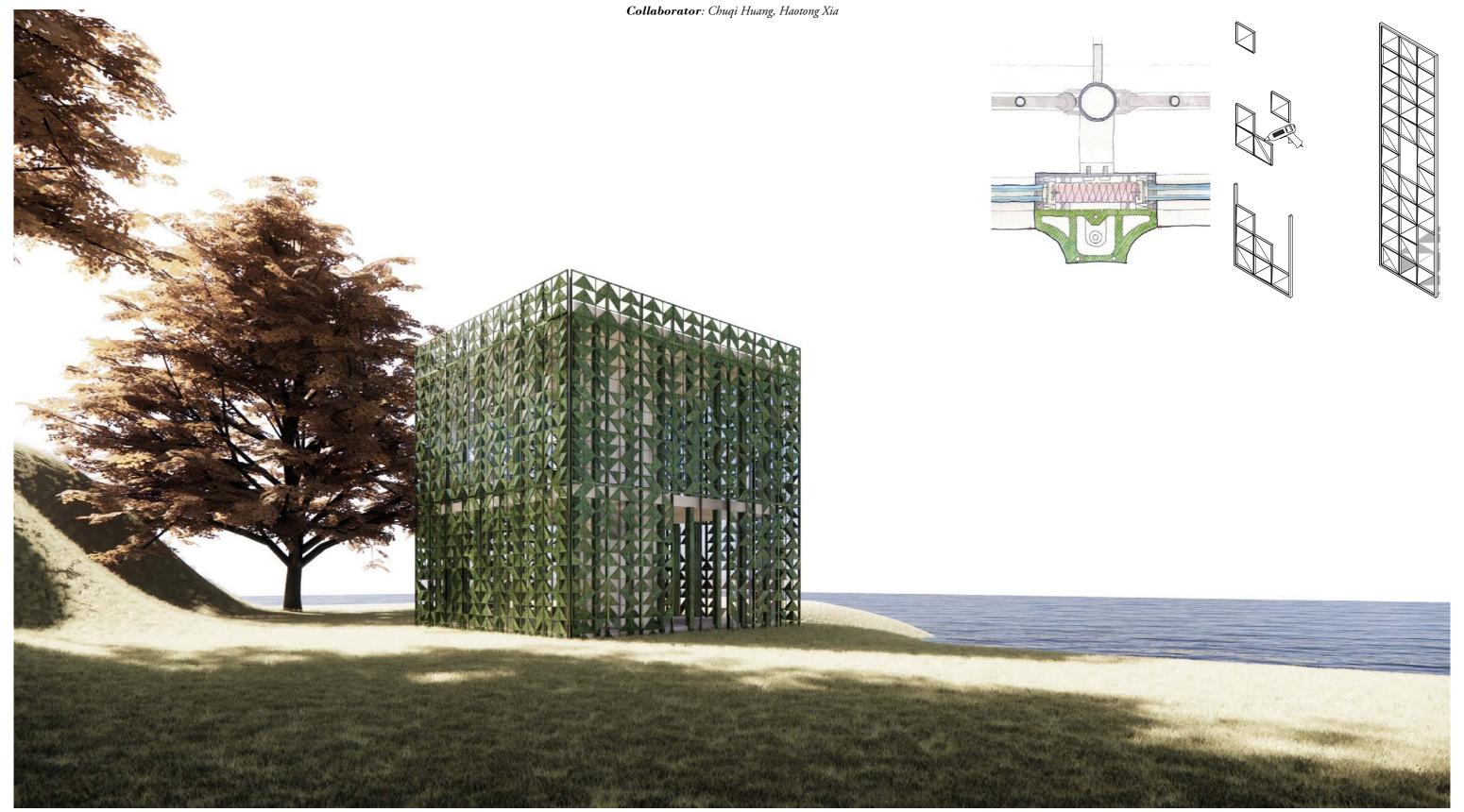
Seminar of Section 02/2022 - 05/2022 **Instructor**: Marc J Tsurumaki

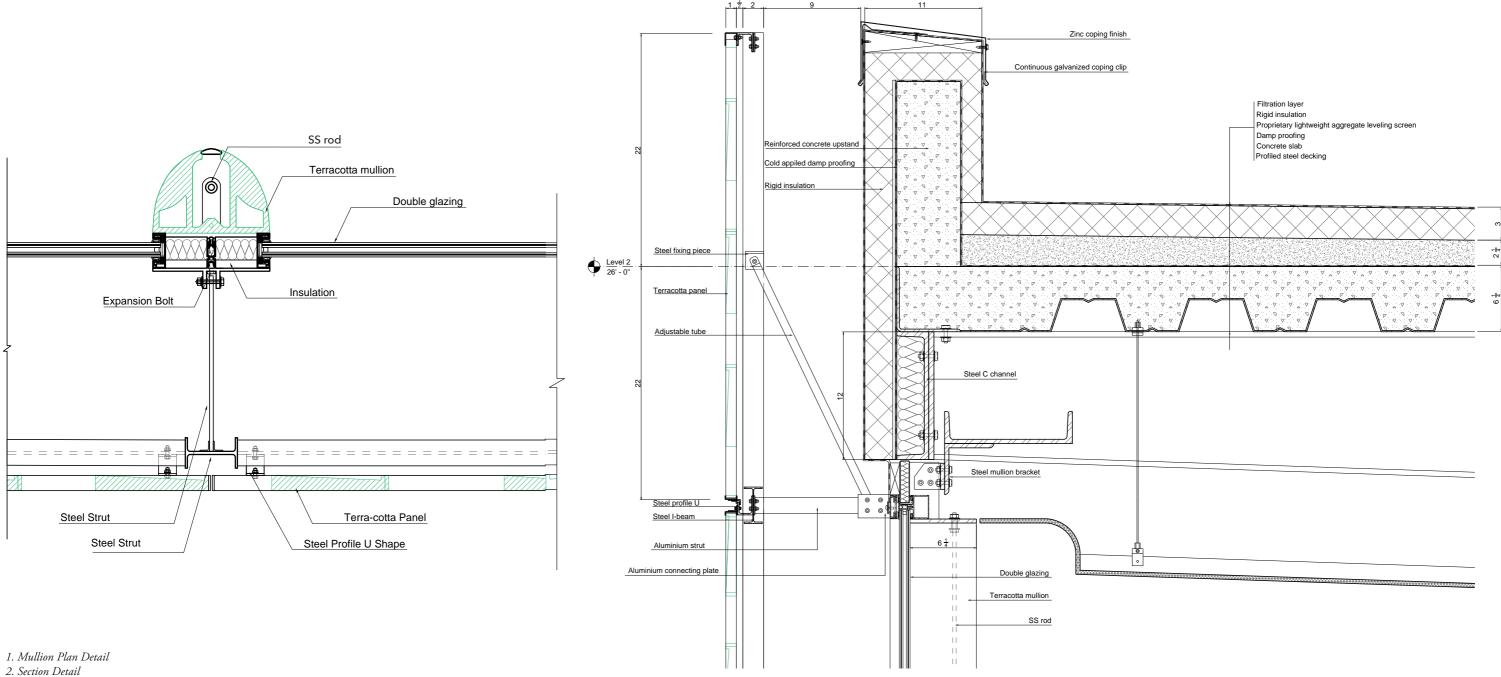


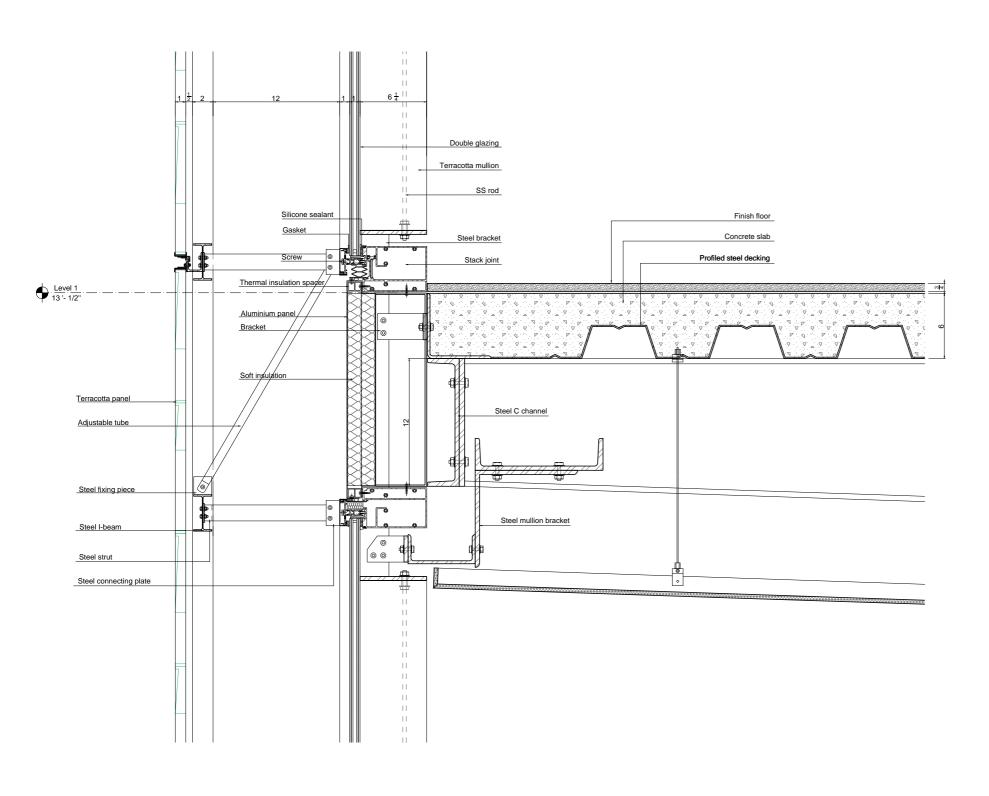
Terra Cotta Facade

 $Terra\ cotta\ Sunshade + Pre\text{-}tension\ Mullion\ Detail\ Design$

Facade Detailing 02/2022 - 05/2022 Instructor: Kevin L. Schorn Collaborator: Chuqi Huang, Haotong Xia











Section Detail
 3D Model Render

