

YUCHEN HUANG

PORTFOLIO



ARCHITECTURE PORTFOLIO | 2022

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Contents I

001	Jamaica Eco Lab I Autumn 2021 Semester II	06
002	Surrealism I Autumn 2021 Semester II	20
003	Facade Detailing I Spring 2022 Semester III	34
004	Sunset M Station I Summer 2021 Semester I	40
005	Spaces and Fictions I Spring 2022 Semester III	52

Jamaica Eco Lab I

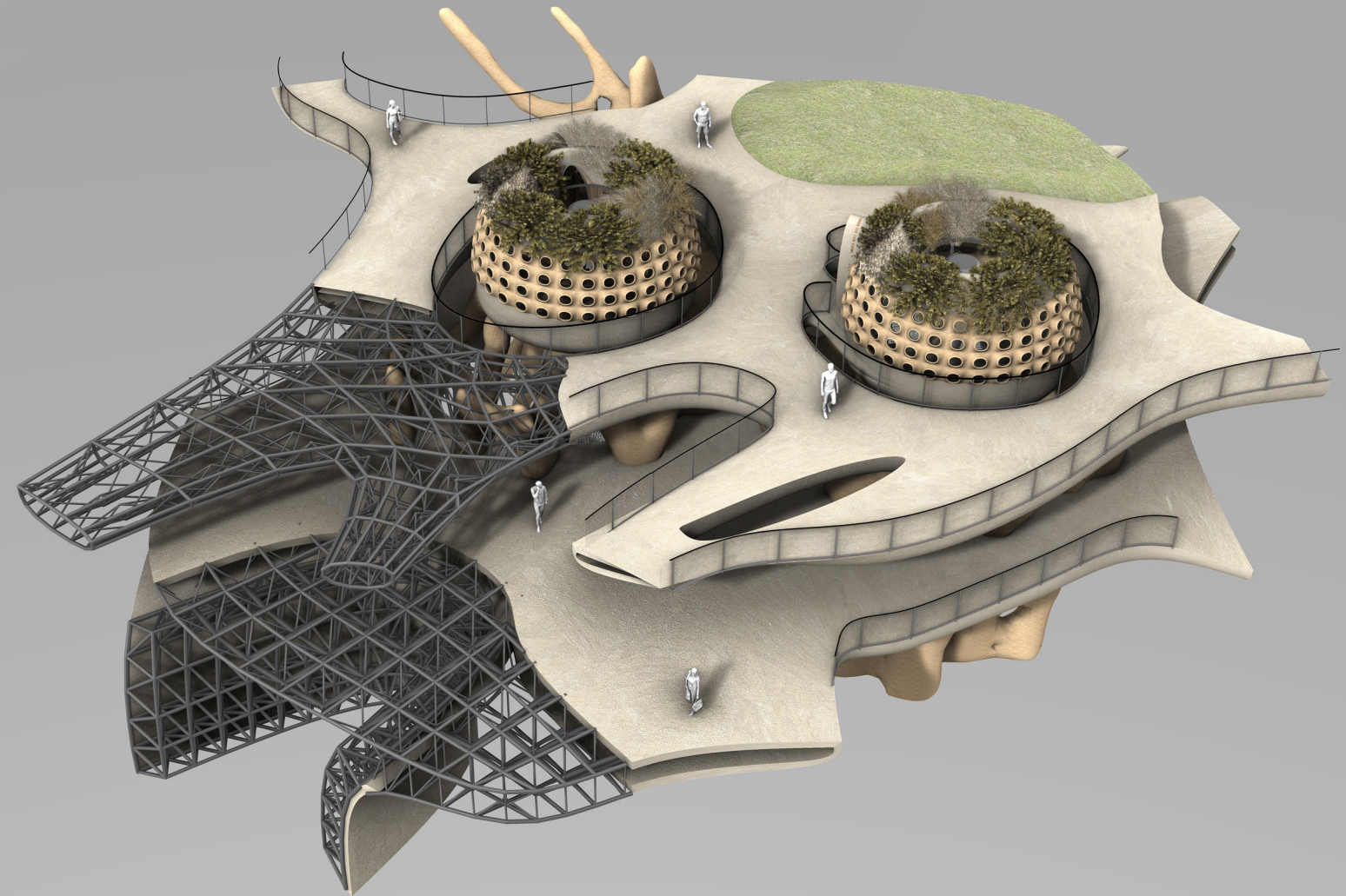
Research Studio, Venessa Keith, Studioteka

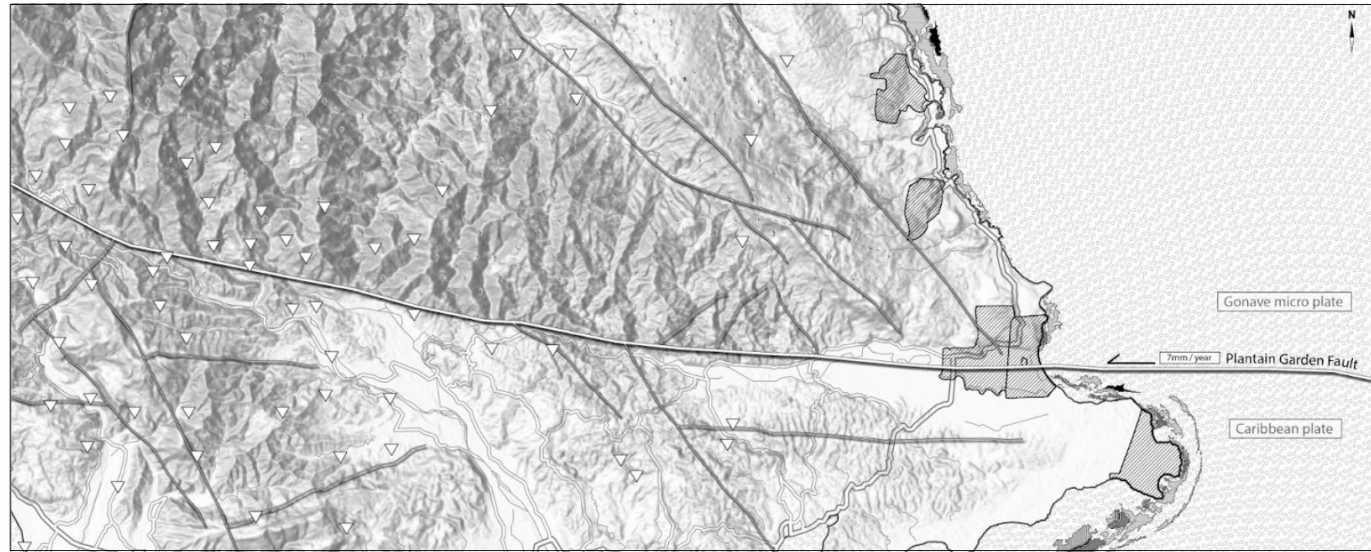
Autumn 2021 | Semester II | Columiba University GSAPP

Climate change undoubtedly represents the biggest challenge to the continued presence of this planet. This project aims to make the *invisible visible* and tangible by harnessing virtual reality as an empathy machine.

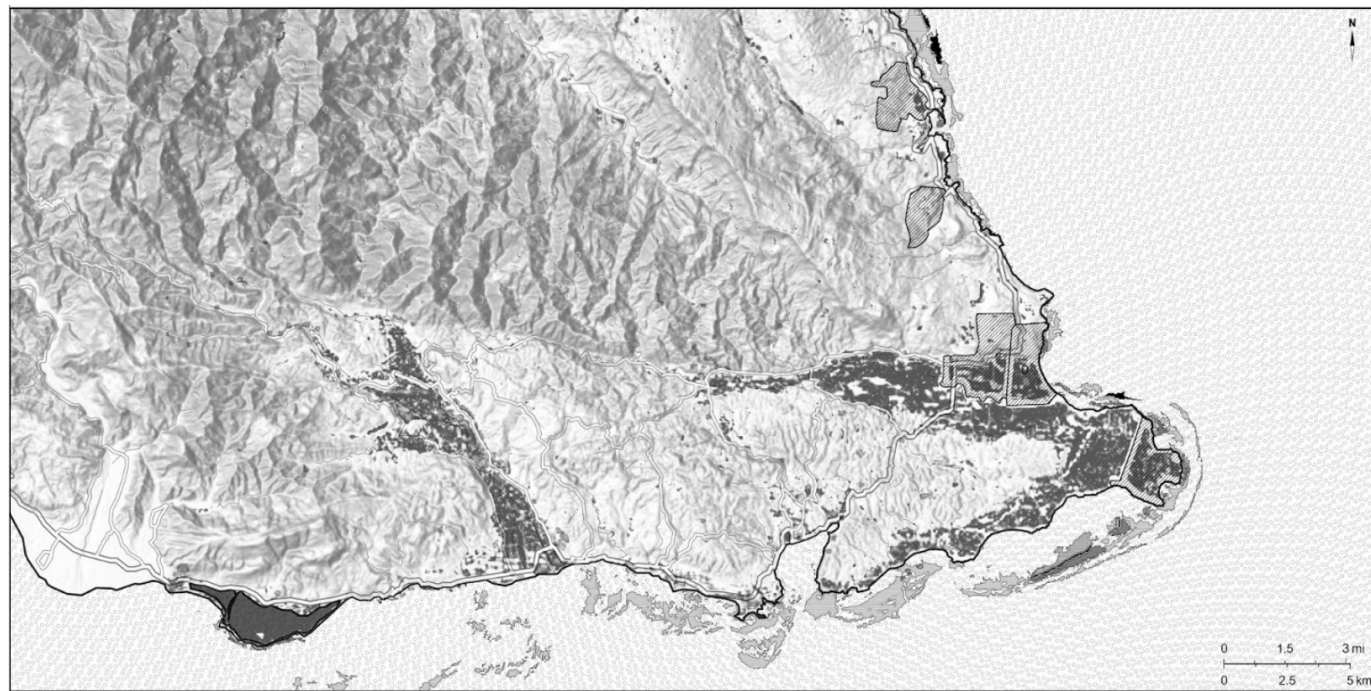
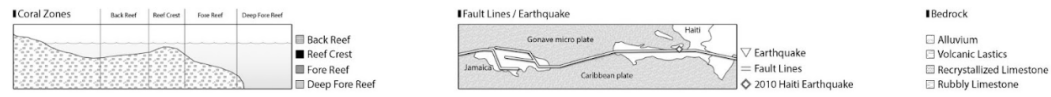
Combined environmental research programs with eco-tourism and heritage tourism connecting the activities at East End of Jamaica, the new Oceanographic and Climate Research Institute has its mission to explore ocean-based solutions to climate change and coastal protection.

Collaborate with Jinseon Noh.

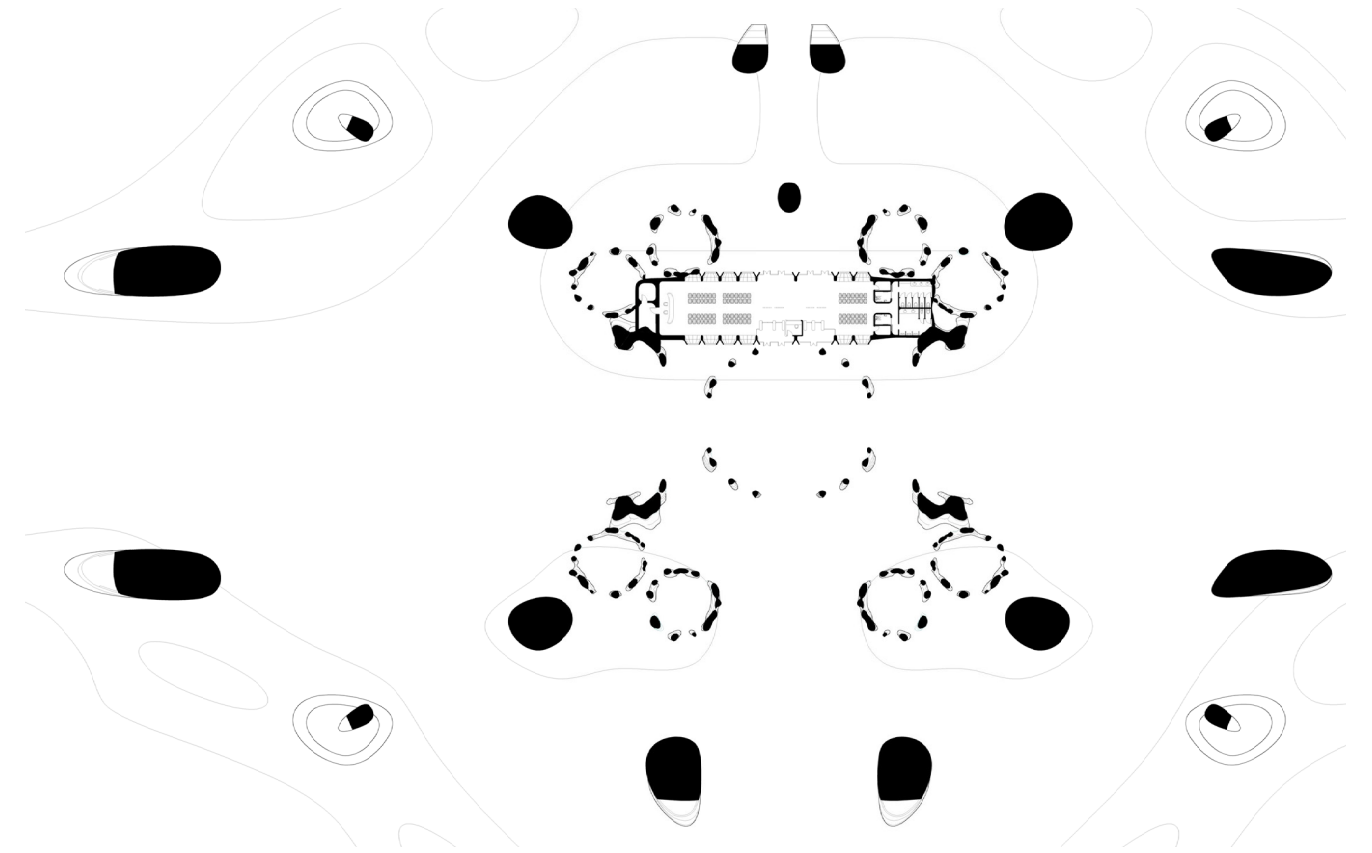
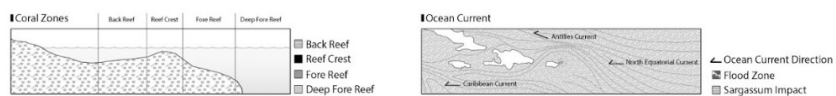




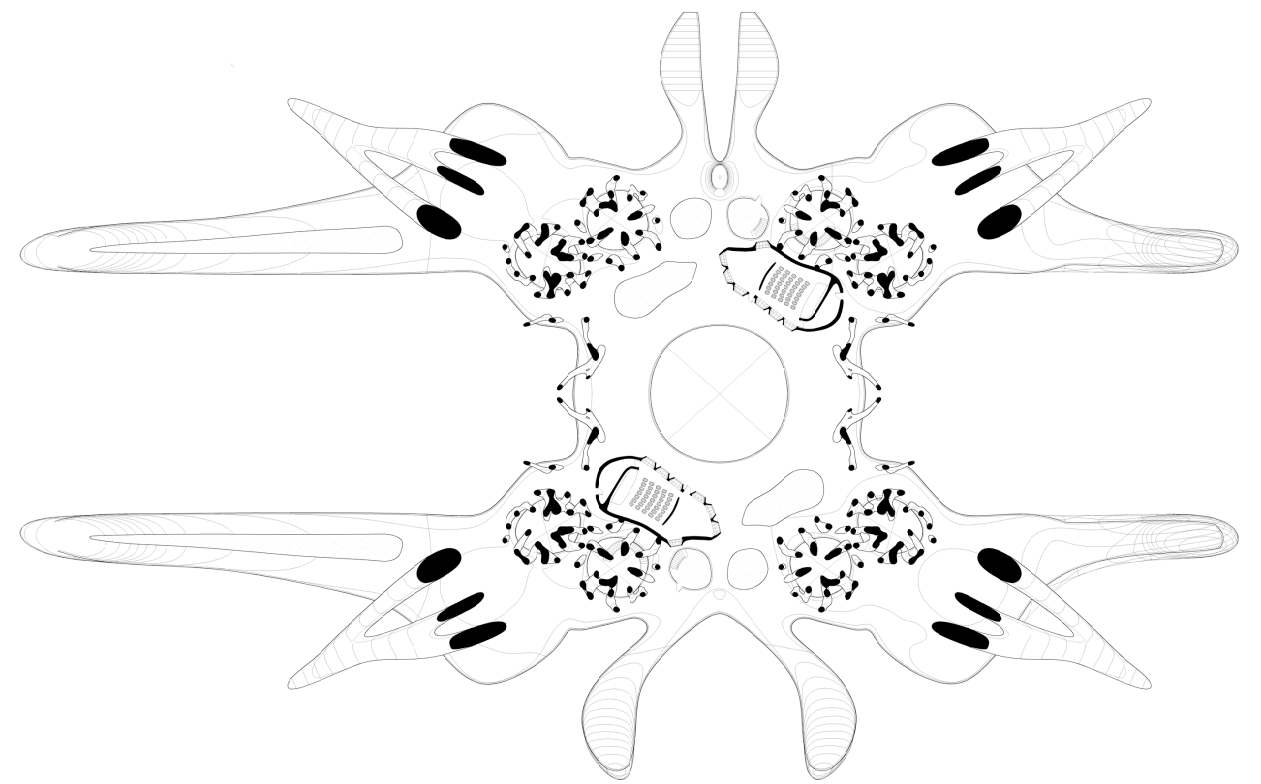
Geology | Fault Lines and Earthquakes



Weather | Floodzone

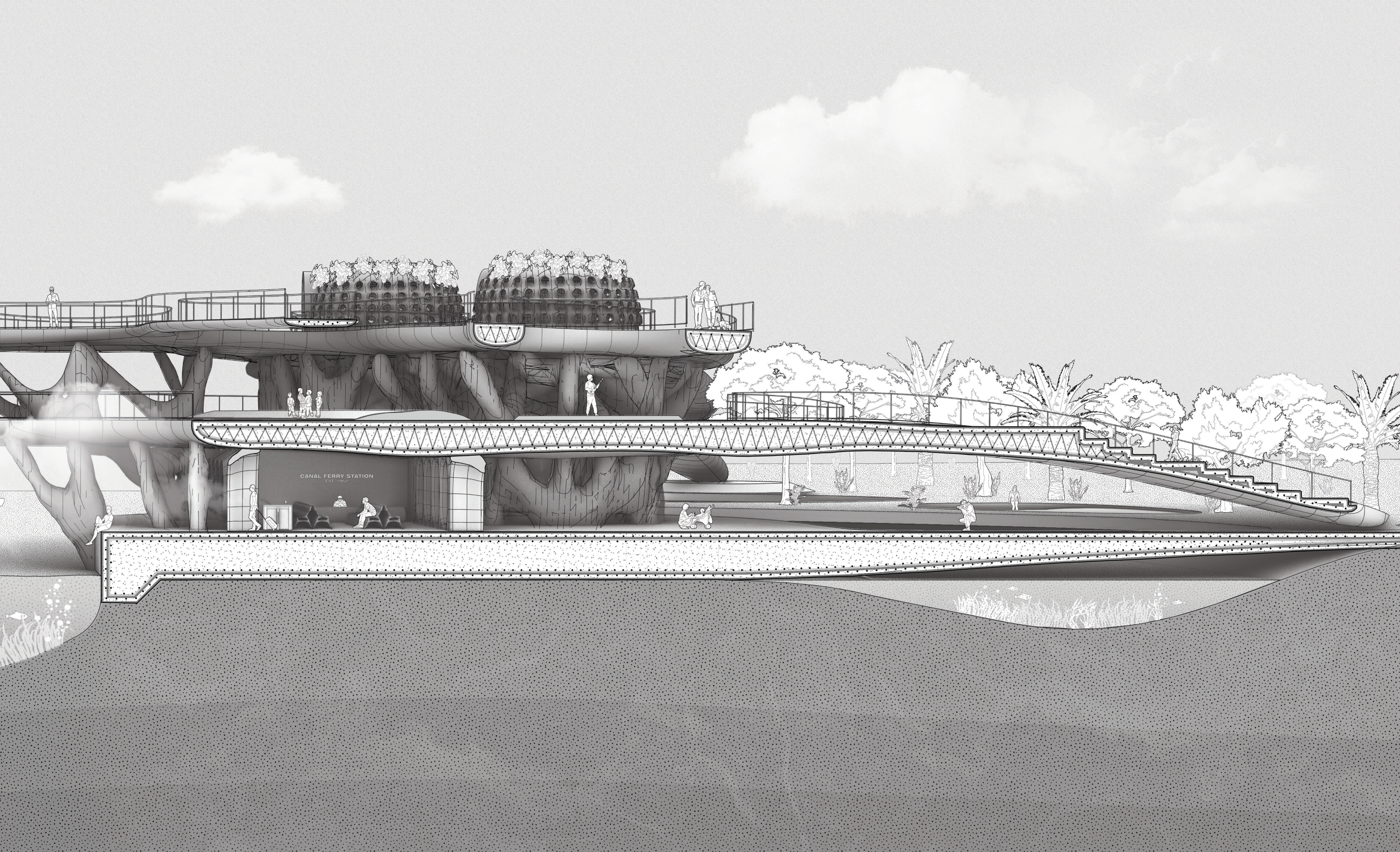


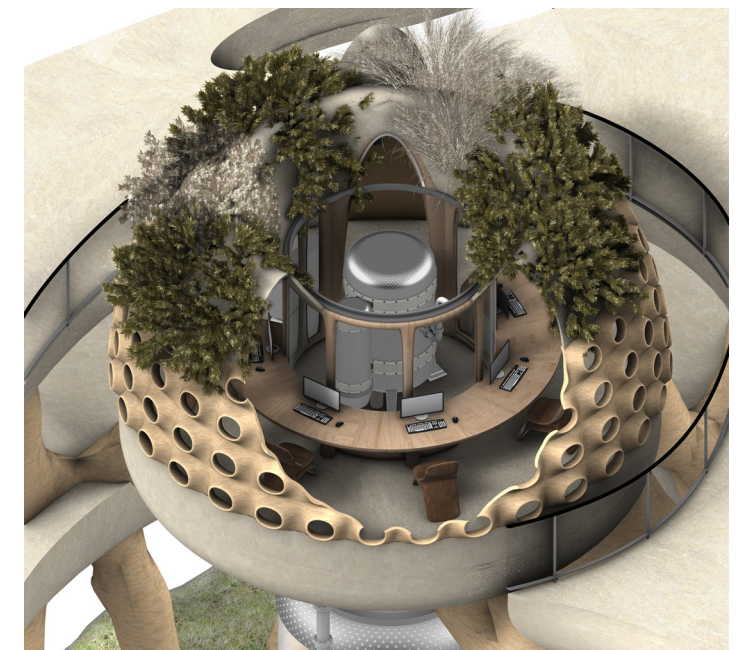
Ground Floor Plan



Second Floor Plan





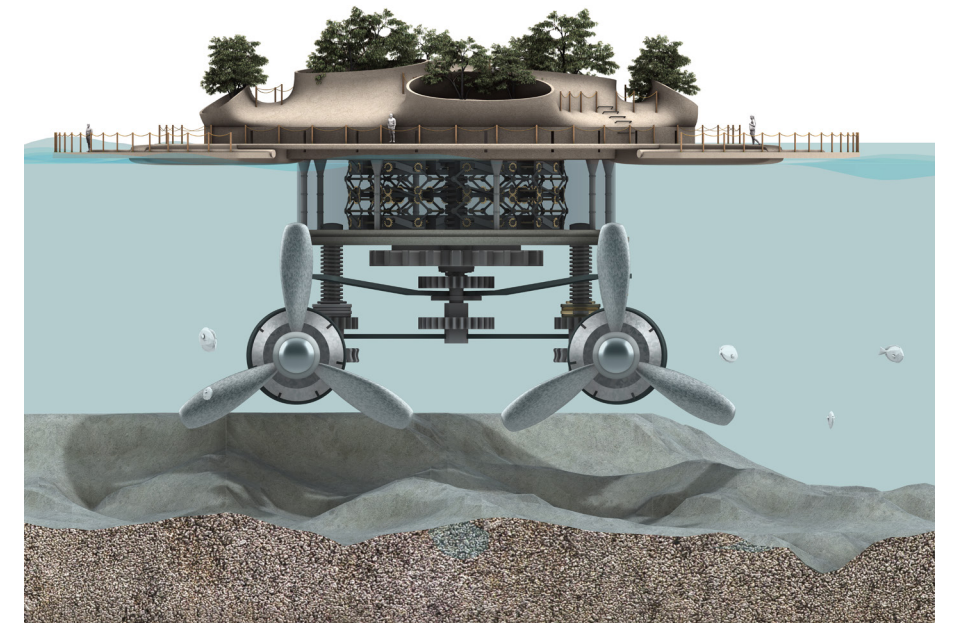


Water recycling system reclaims water from a variety of sources (collected rain, wastes from lab, graywater) and later be directed to the processing machine beneath each eco pod.

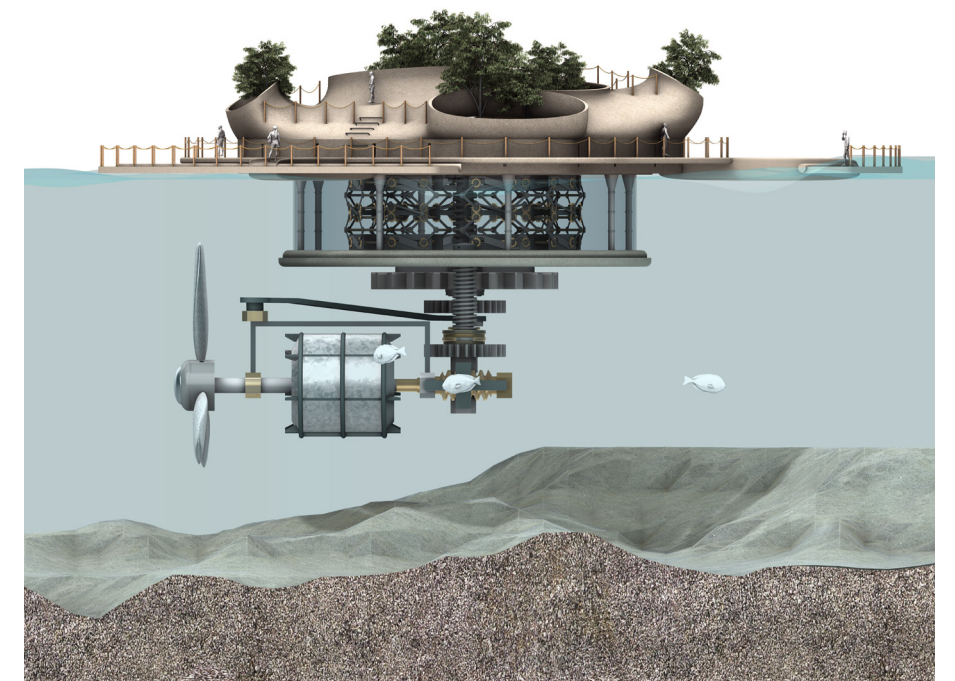


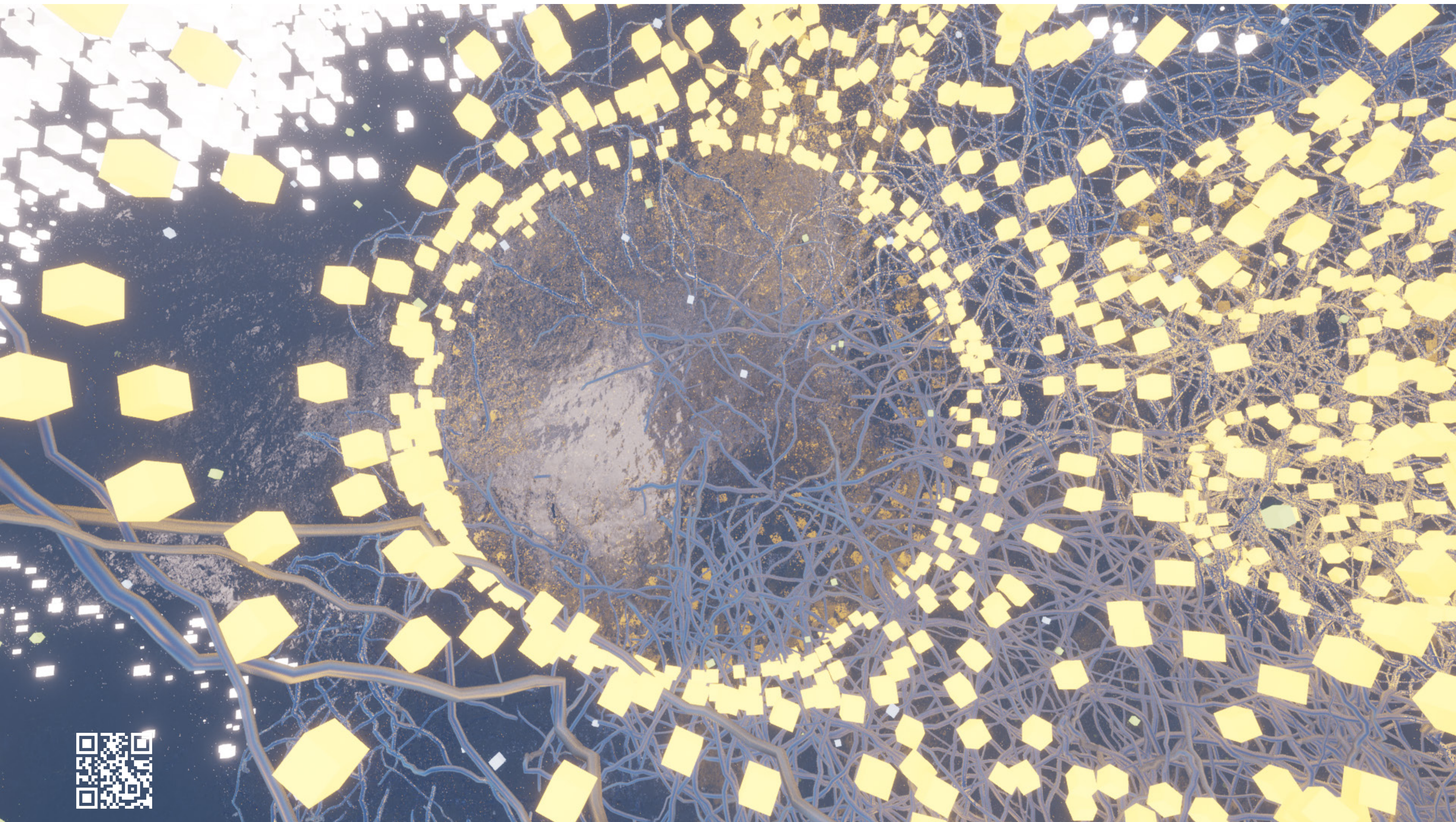


The floating island mission is to compensate for the loss of the precious mangroves forests and raise the public's awareness of the significance of preserving these coastal guardians.



Mangroves are an essential asset of the coastal ecosystem, especially in the Caribbean region. However, they are suffered from the endless human expansion. From both global and local scale. How to reclaim the lost forests? How to deal with extreme climate changes such as unprecedented-scale hurricanes and floods? With these intents in mind, we orient our project as a mobile forest which would be capable of deploying at a particular sea area and further protecting the fragile coastal environments.





Surrealism | Techniques of the Ultrareal

Joseph Brennan & Phillip Crupi

Autumn 2021 | Semester II | Columba University GSAPP













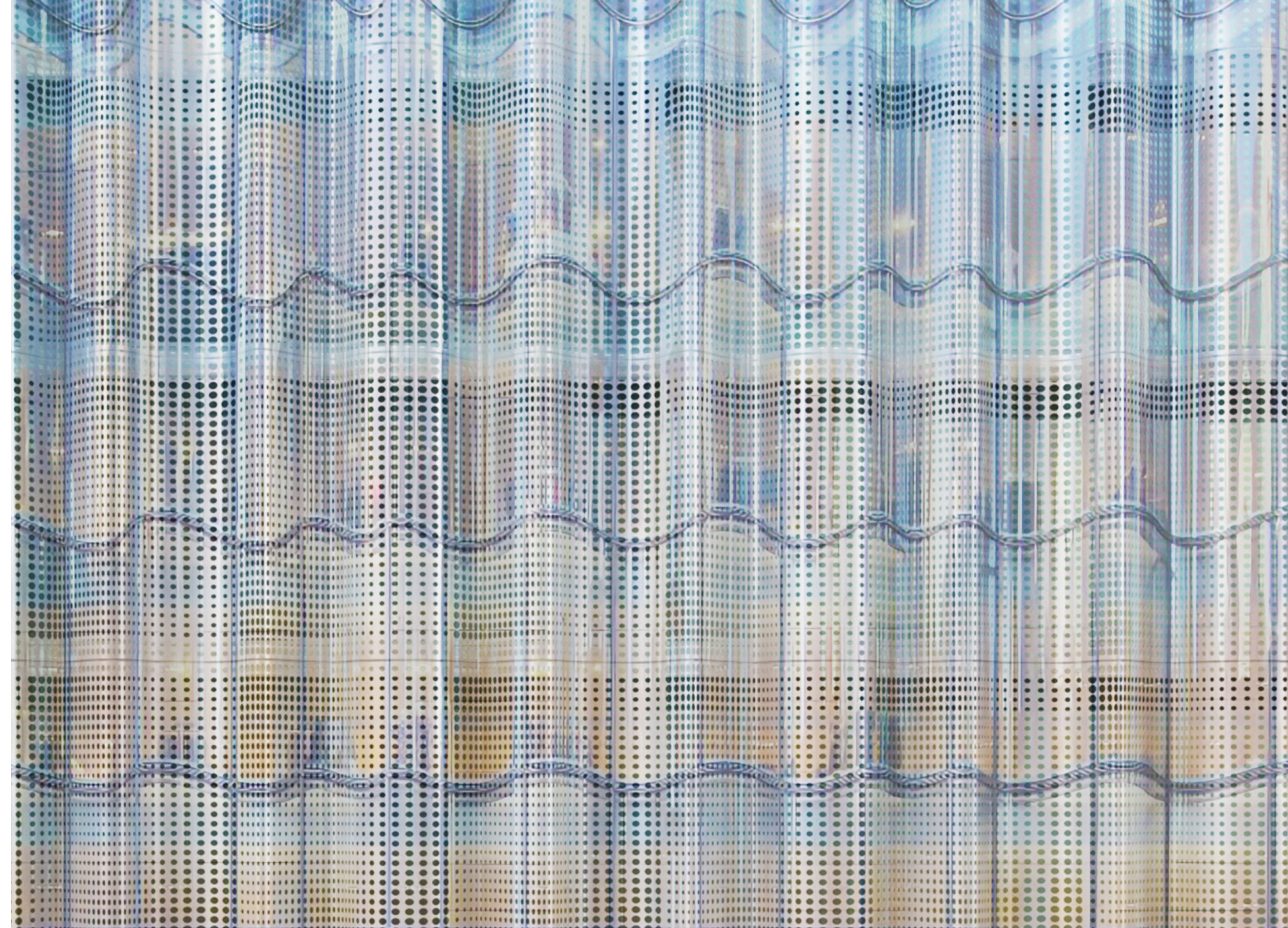


Facade Detailing I

Kevin Schorn

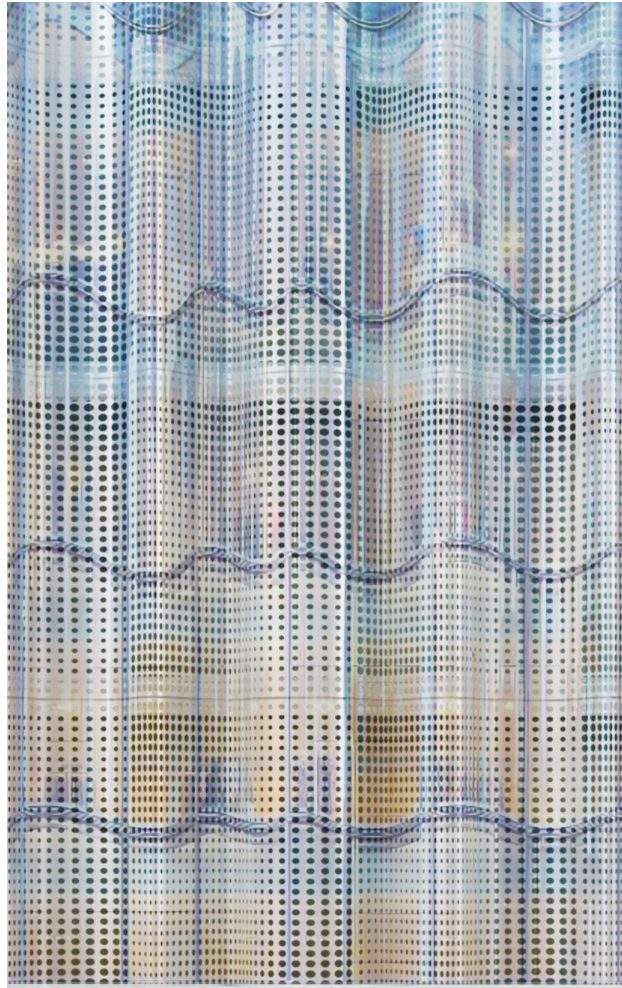
Spring 2022 | Semester III | Columbia University GSAPP

Collaborate with Xinan Tan & Tianyi Zhang

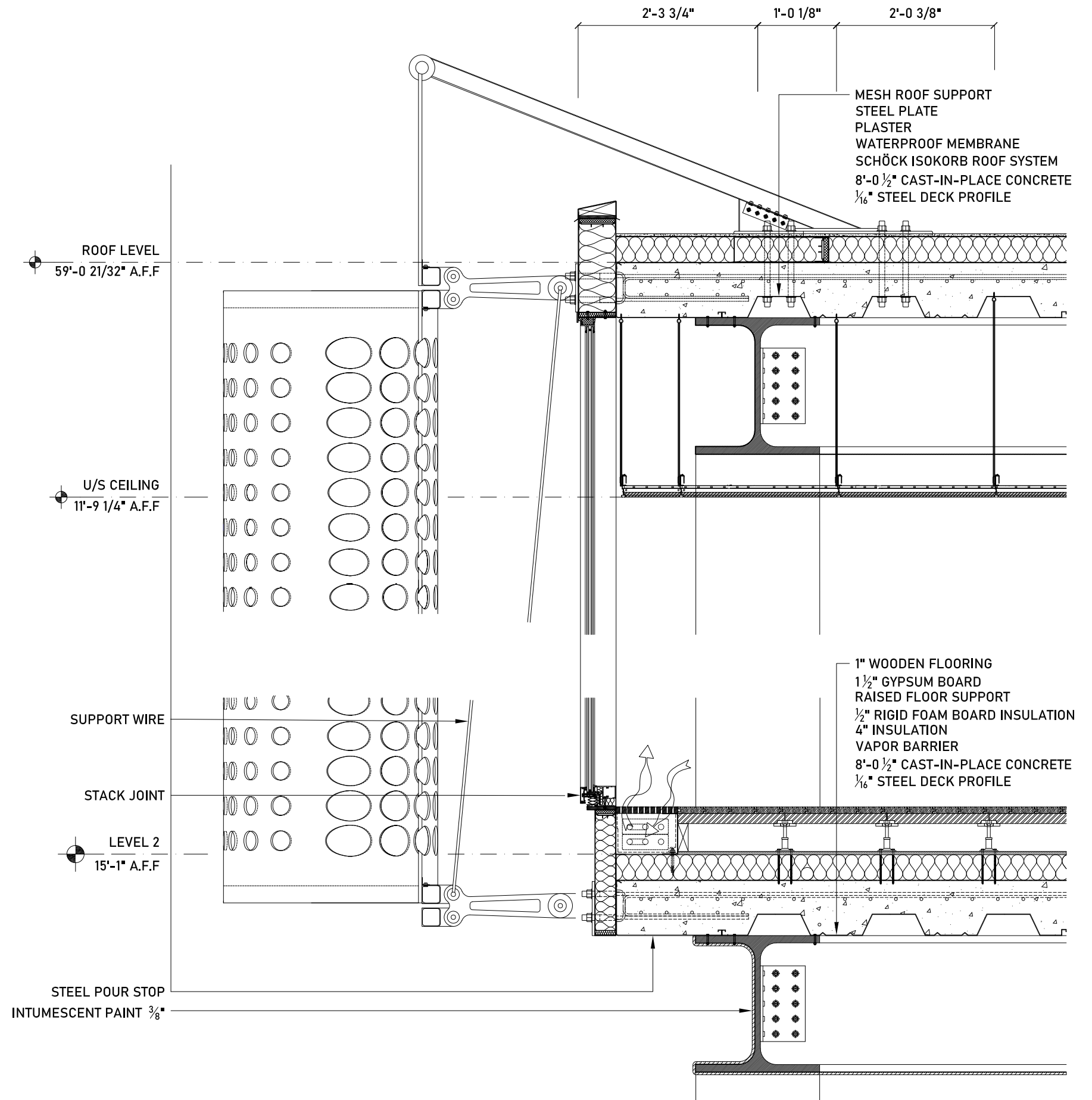
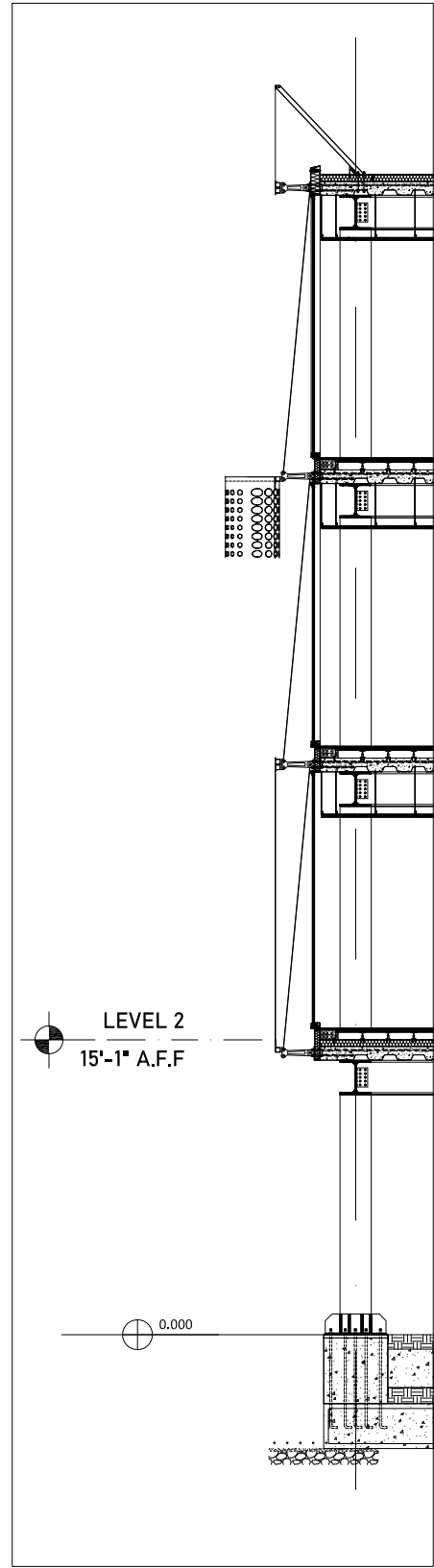


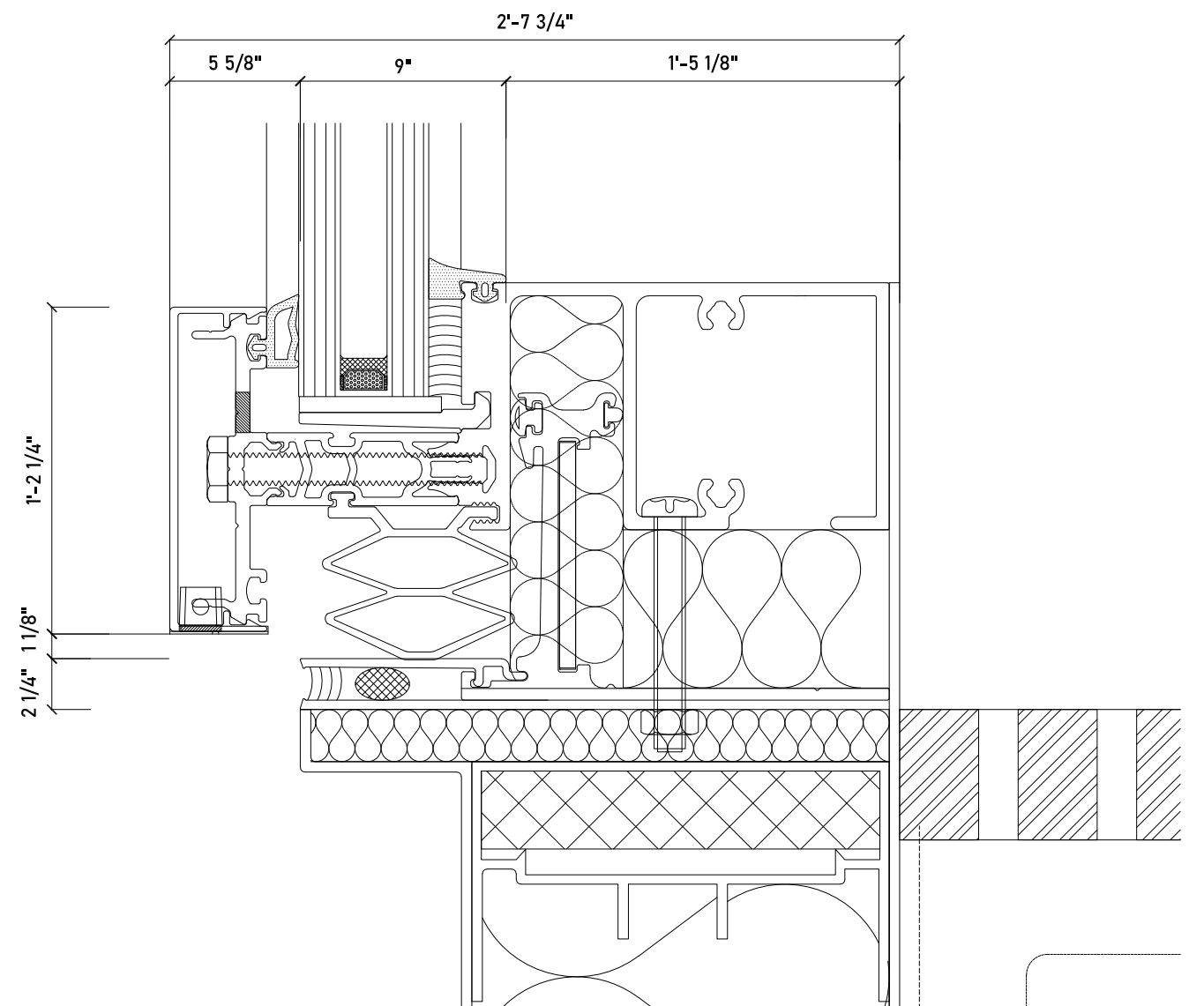
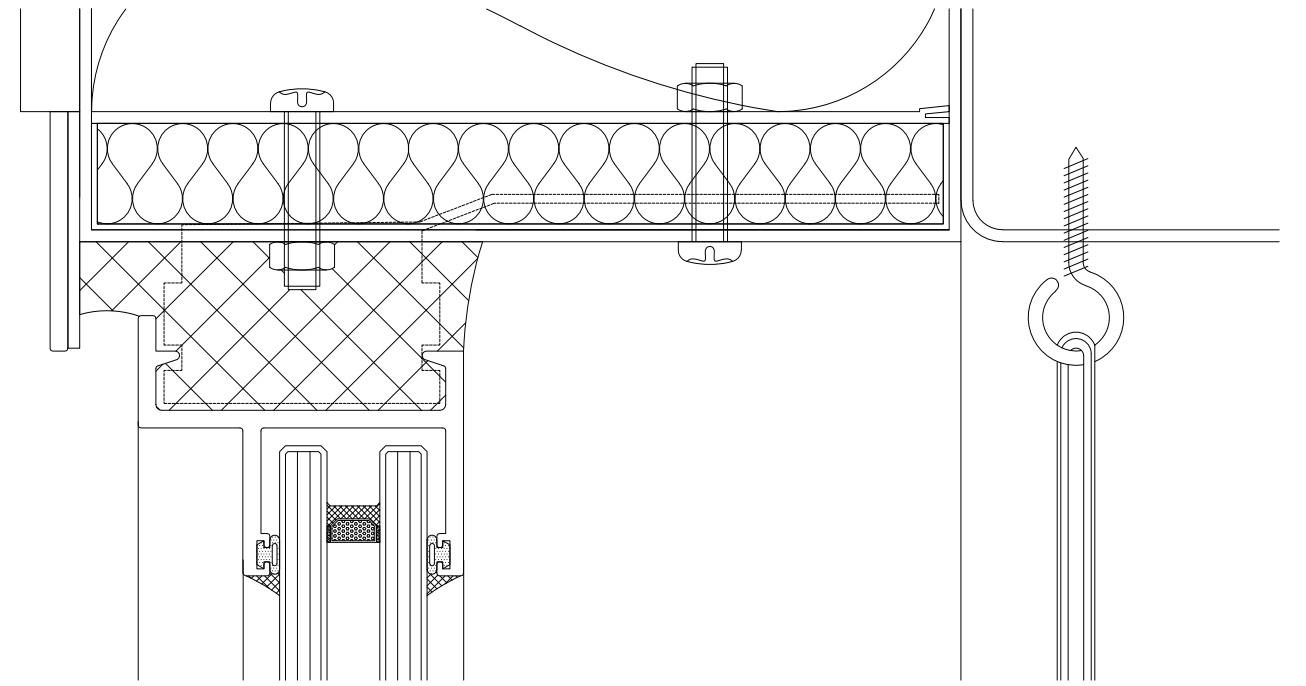
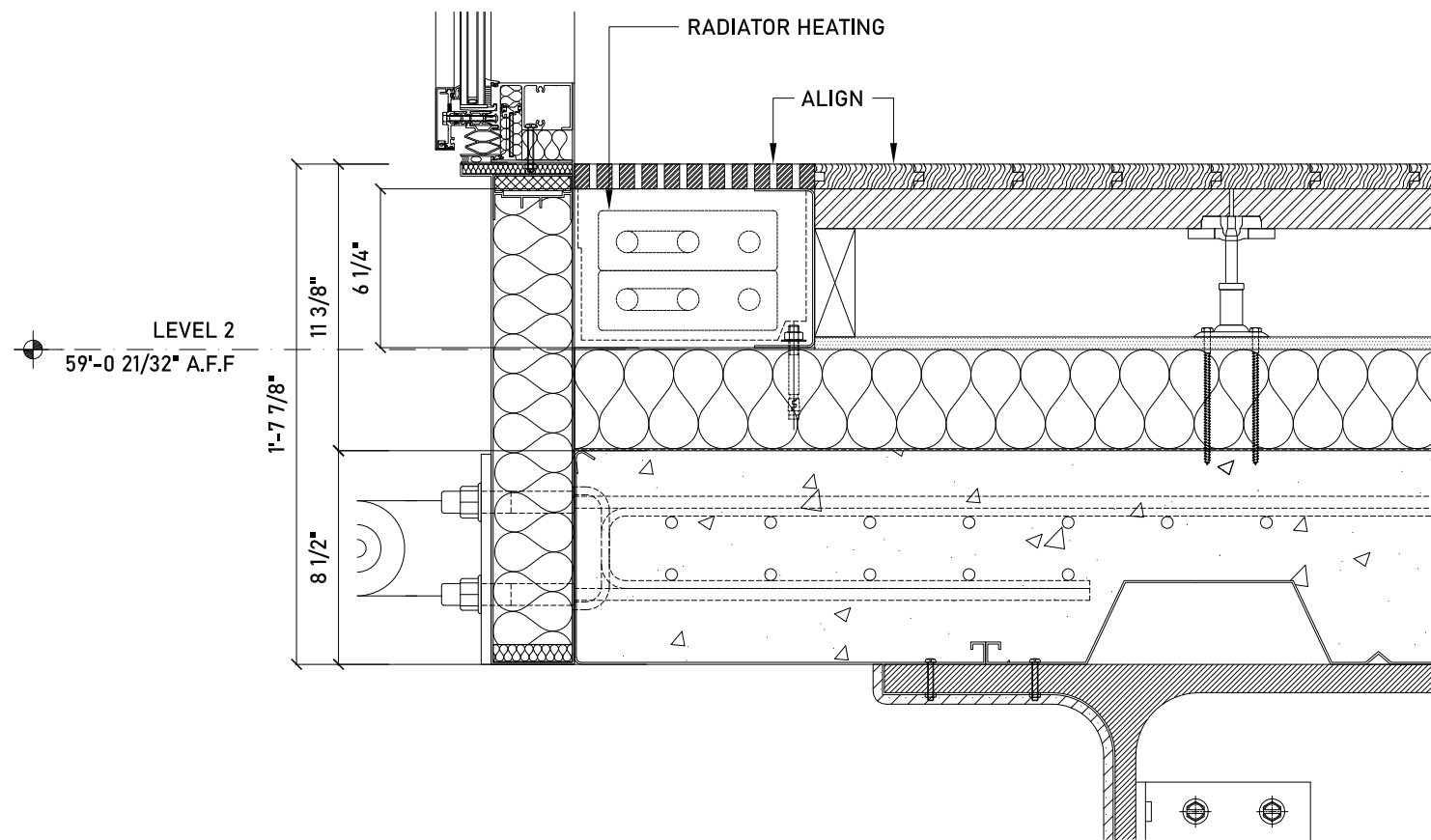
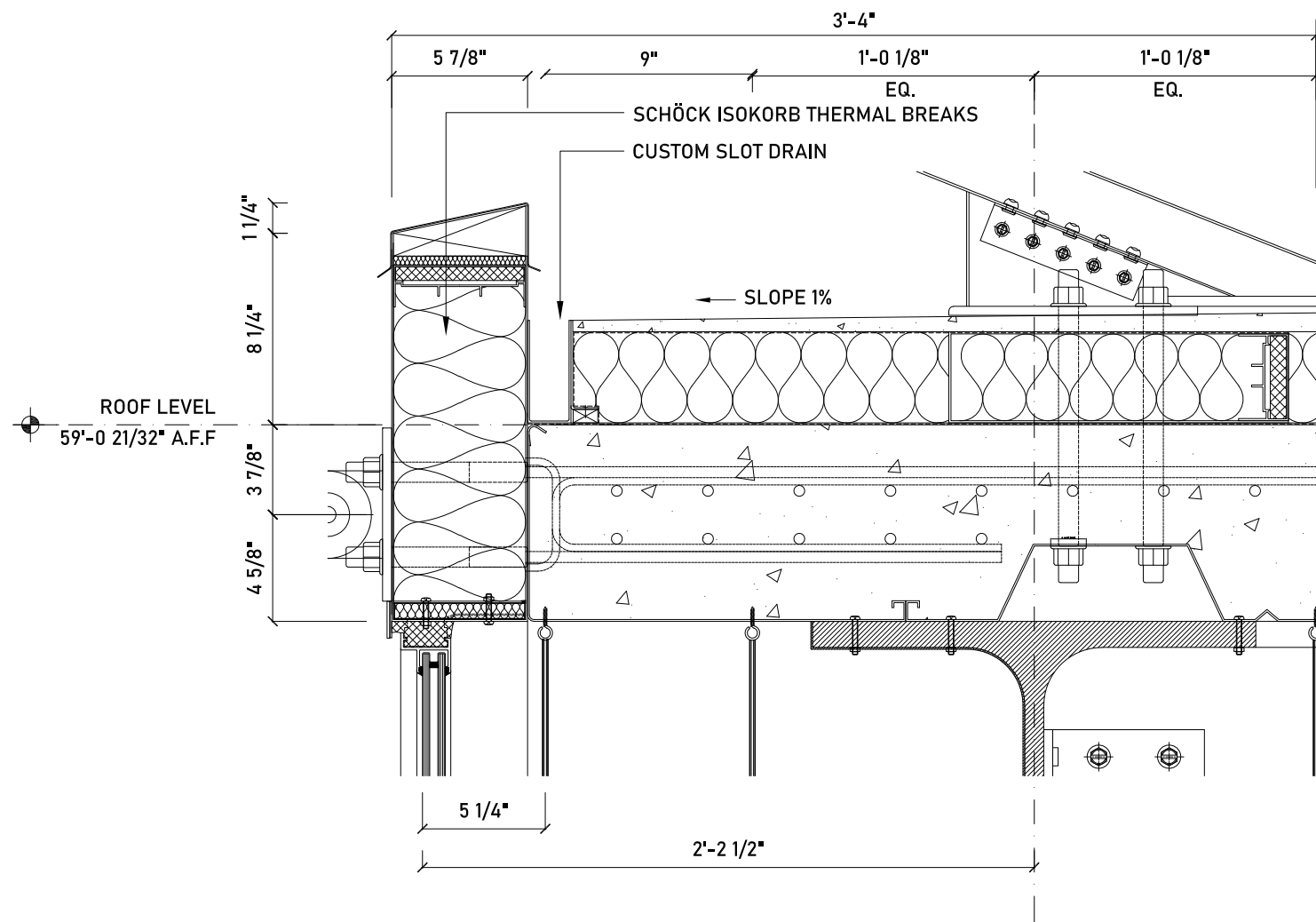
NORDSTROM





NORDST





Sunset M Station | Accessibility

Research Studio, Laura Gonzalez Fierro

Summer 2021 | Semester I | Columbia University GSAPP

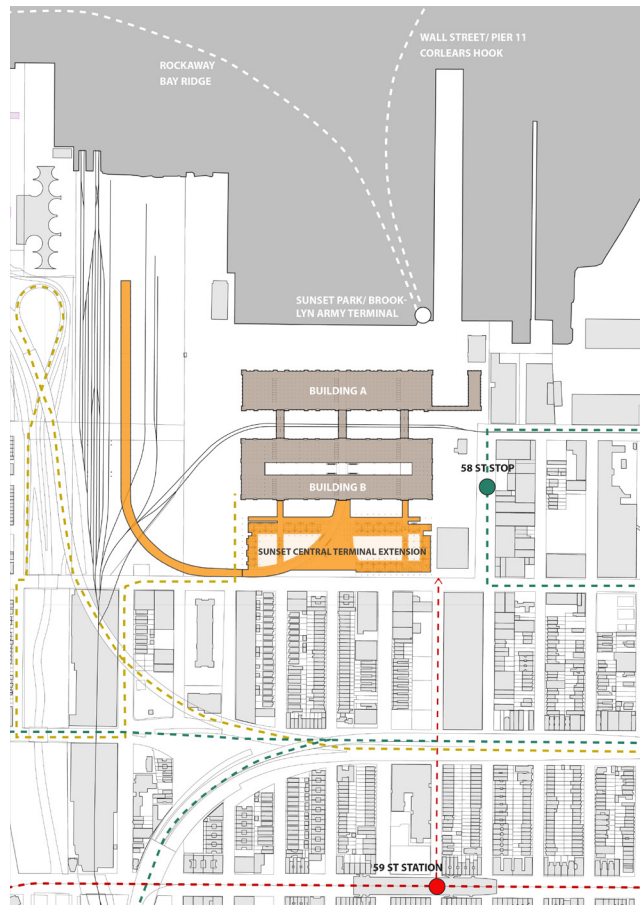
How can we expand the understanding of Architecture, relating the discipline to the various fields and forces that make up the contemporary physical environment?

Post-Pandemic Transportation: Brooklyn Army Terminal (BAT) as an intermediate, a decentralized prototype that could be distributed along the railroad to provide multi-modal access through flexible transit districts, rather than through traditional transit hubs.

Multi-
Mobility
Movement
Modal
Marketplace

Housing + Transportation + Park (Nature) = City



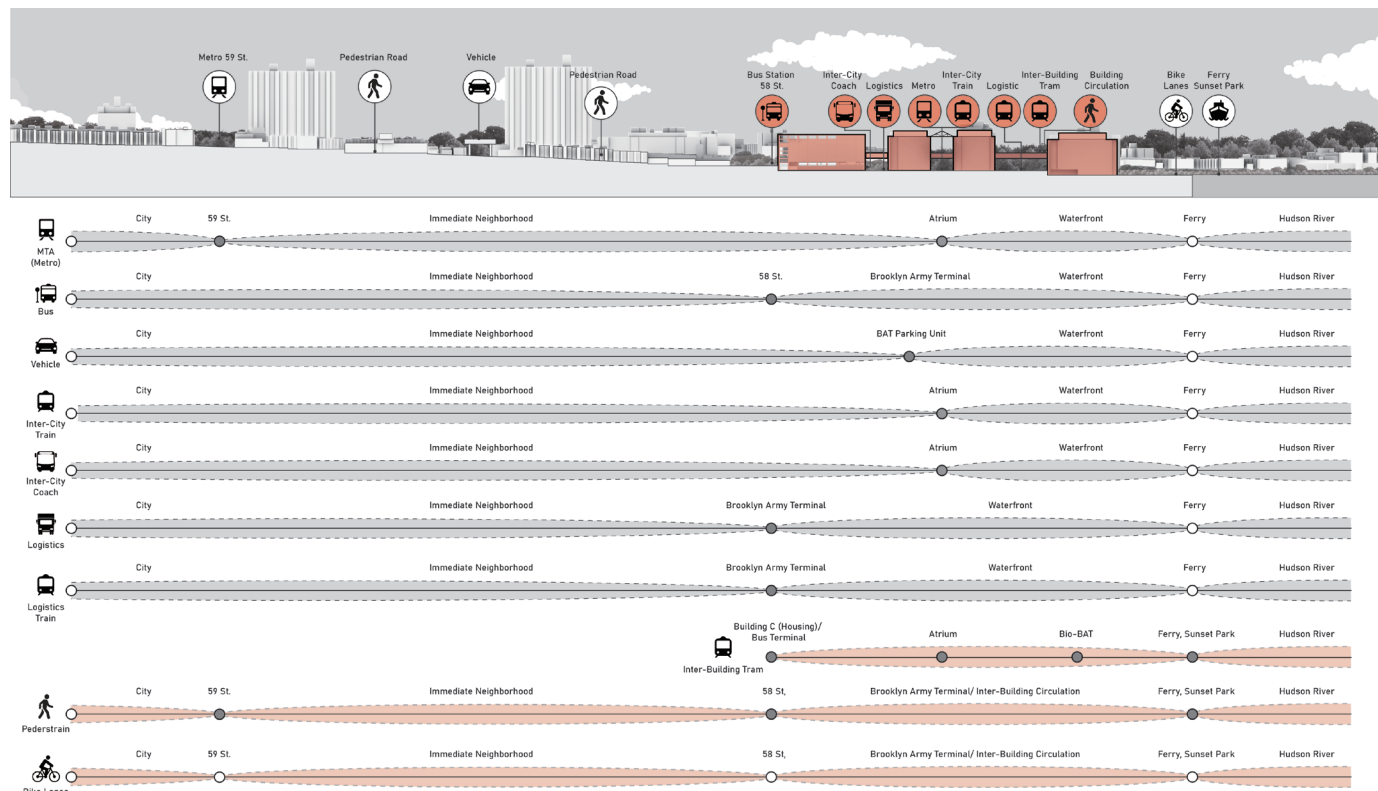


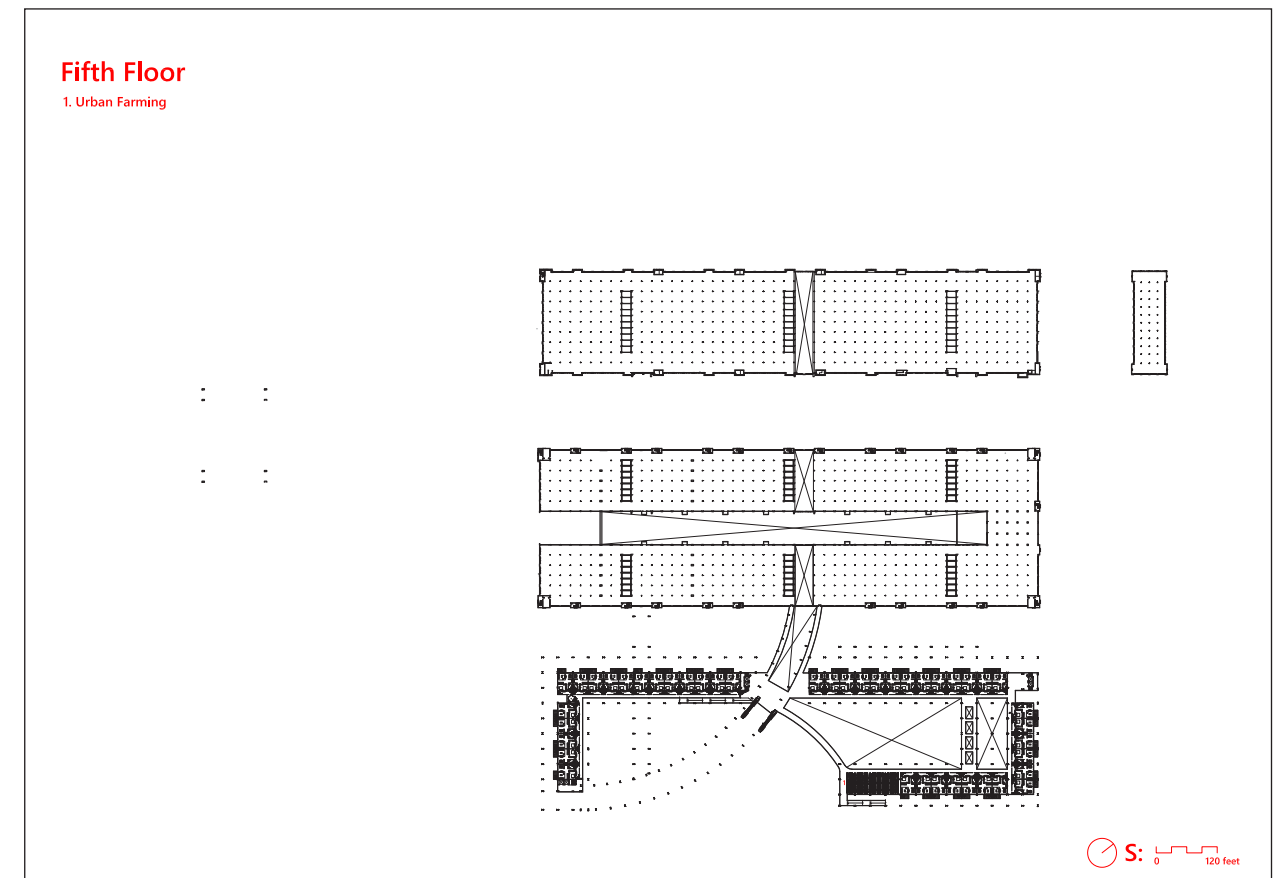
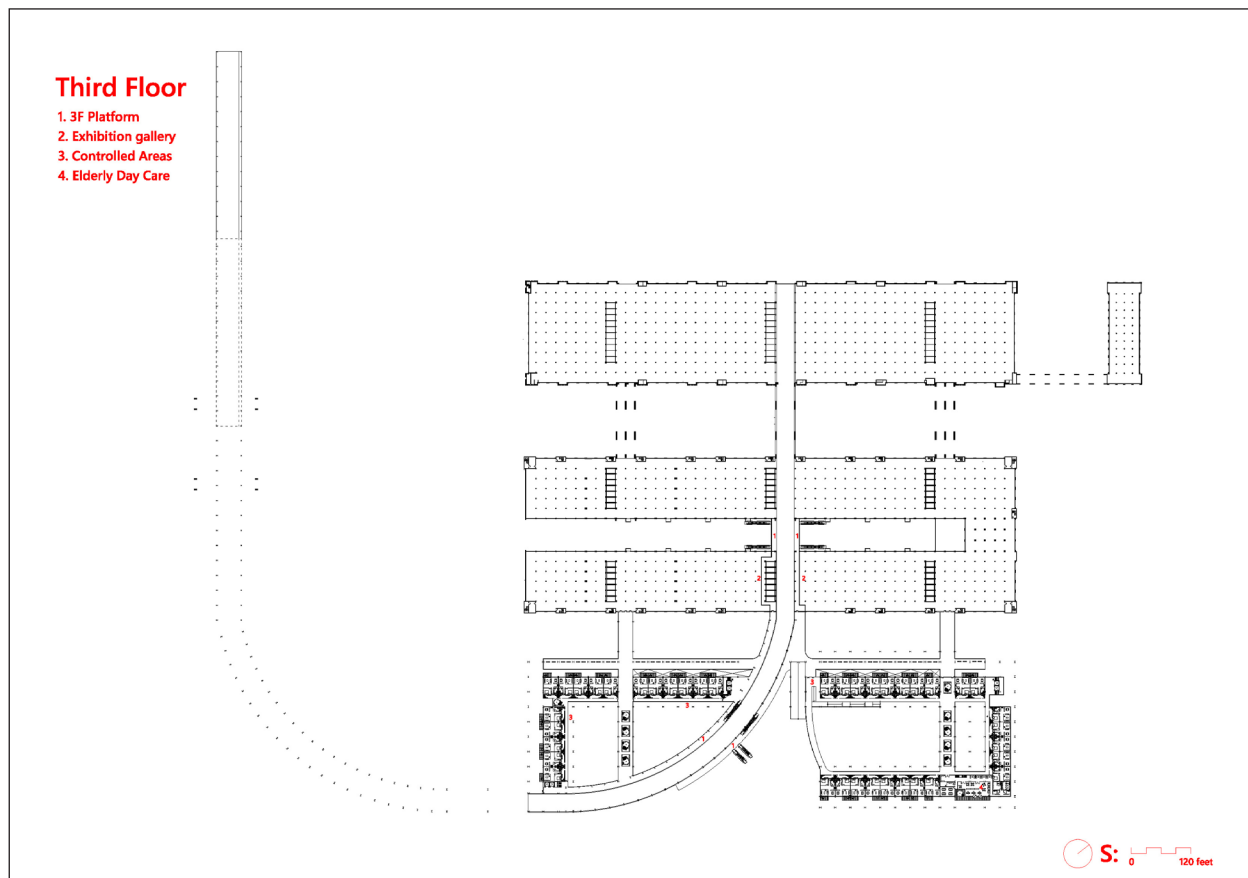
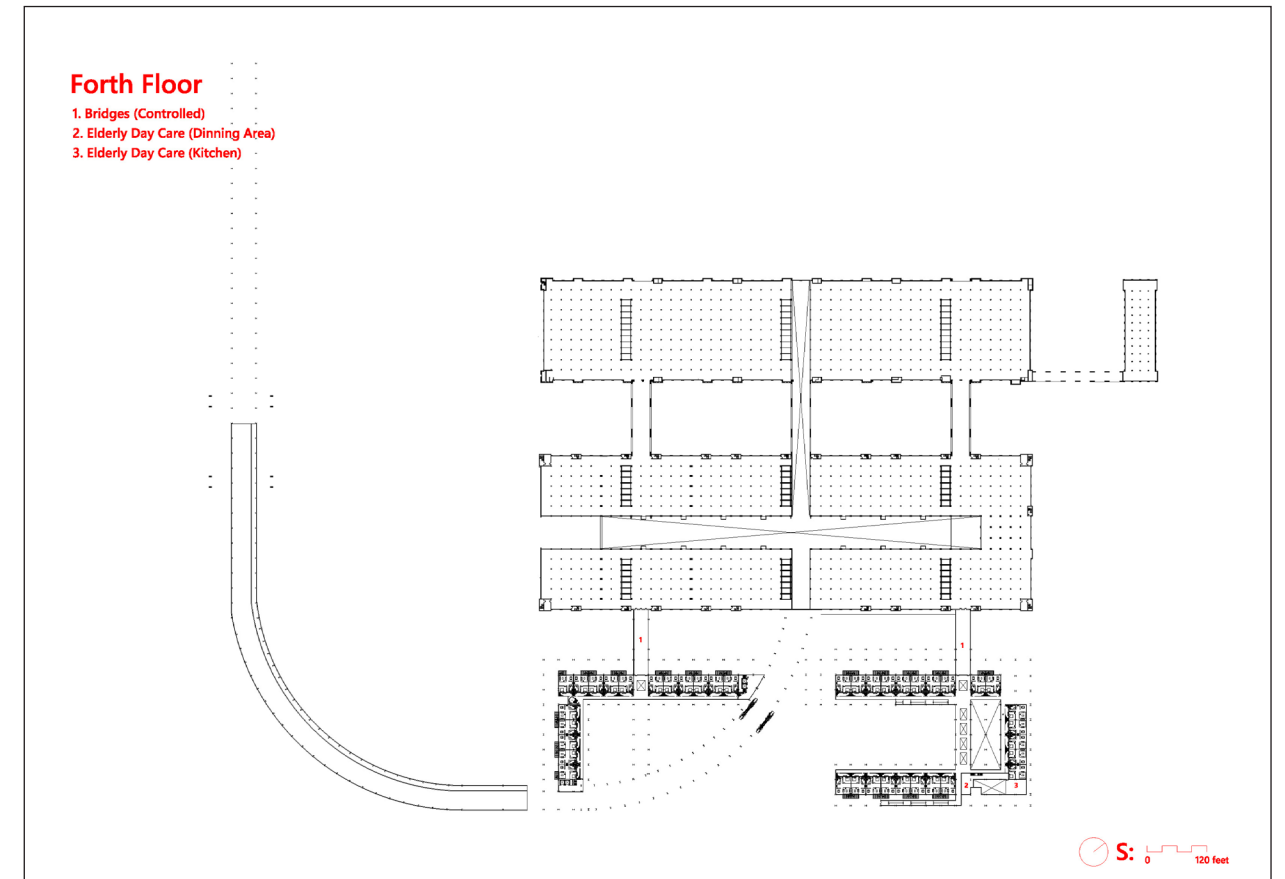
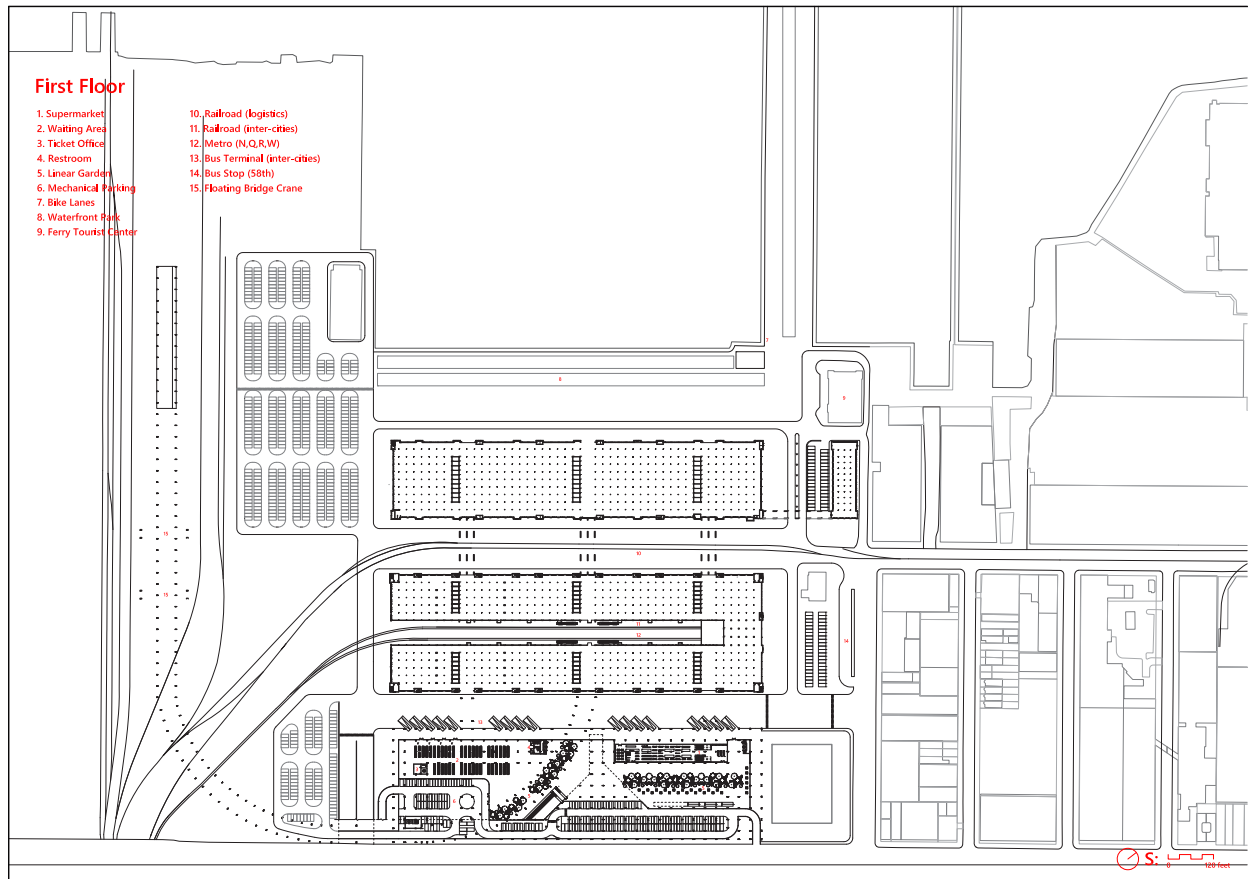
Proposed an extension:

Industrial/ Infrastructure/ Logistics : Material Flow

Housing : Human Flow

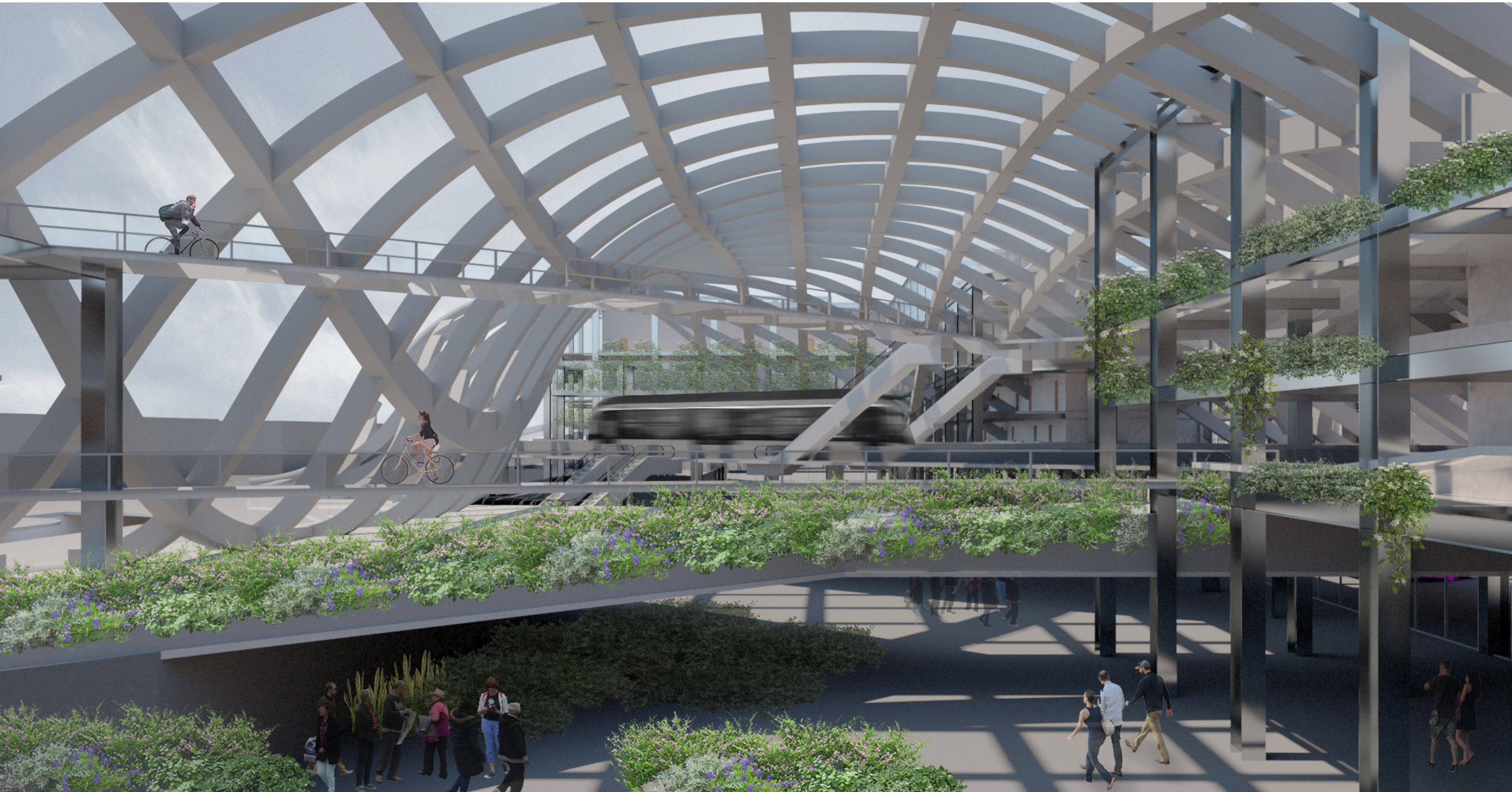
Transportation : Medium











Spaces and Fictions I

Stephen Cassell & Annie Barrett

Spring 2022 | Semester III | 94 Days, Columba University GSAPP

To Reconstruct, Rerender & Reinterpret an Avery Hall that investigates the boundaries between real & unreal.

Avery as Unreal. Avery as Simulation. Avery as Machine. Avery as Playground. Avery as Kinetic. Avery as Deceptive. Avery as Fake. Avery as Imagination. Avery as Otherly. Avery as Hidden. Avery as Virtual. Avery as Construct. Avery as Augmented. Avery as Dematerialized. Avery as Digital. Avery as Fictional. Avery as Manipulation. Avery as Internalized. Avery as Independent. Avery as Construed. Avery as Dynamic. Avery as Fluctuating. Avery as Underworld. Avery as Inhuman. Avery as Inorganic. Avery as Alive. Avery as Reactionary. Avery as Experience. Avery as Immersive. Avery as Interactive. Avery as Wandering. Avery as Questionable. Avery as Overlooked. Avery as Assumptions. Avery as Perceived. Avery as Felt. Avery as Viewed. Avery as Deception. Avery as Variablized. Avery as Recorded. Avery as Play. Avery as Overlooked.

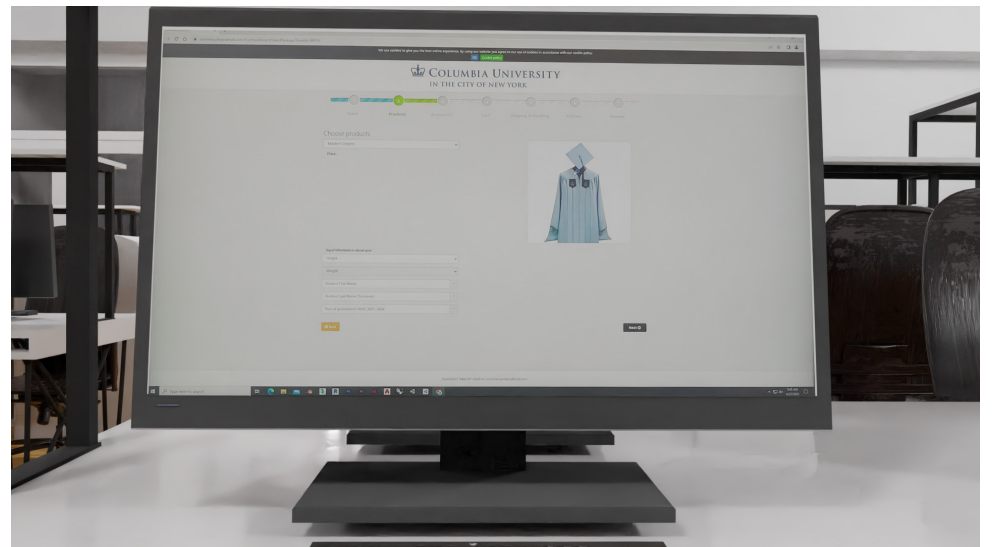
Avery as a-very weird space.

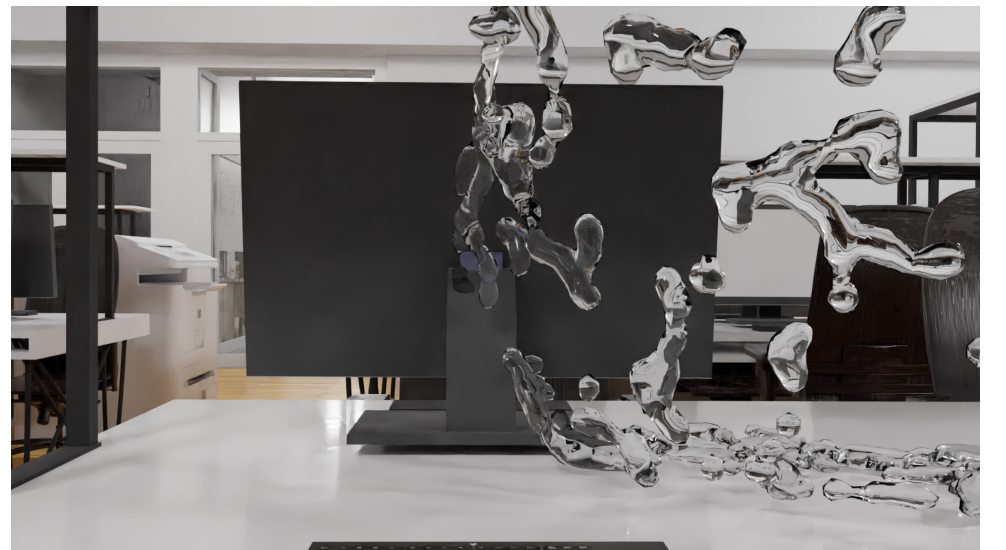
Collaborate with Jo Hee Lee.

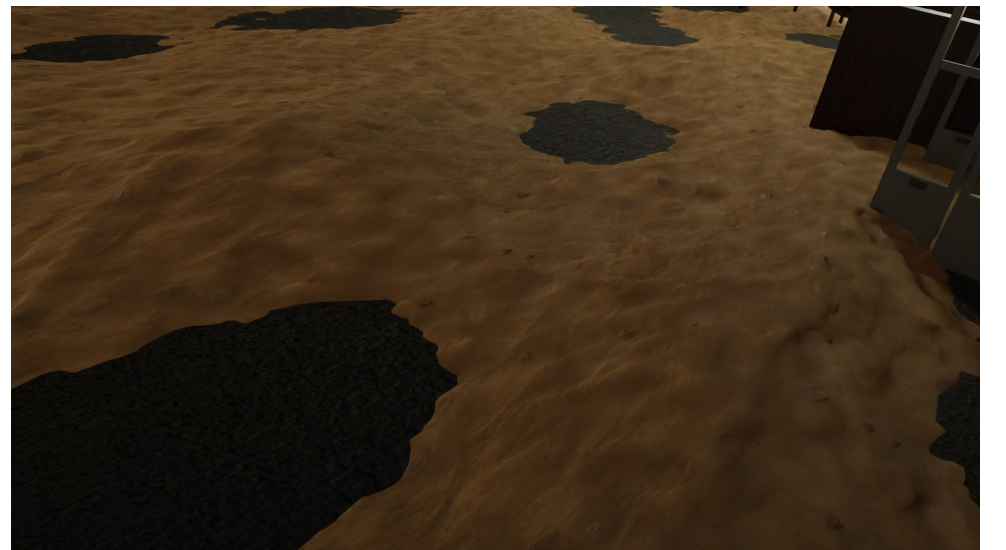
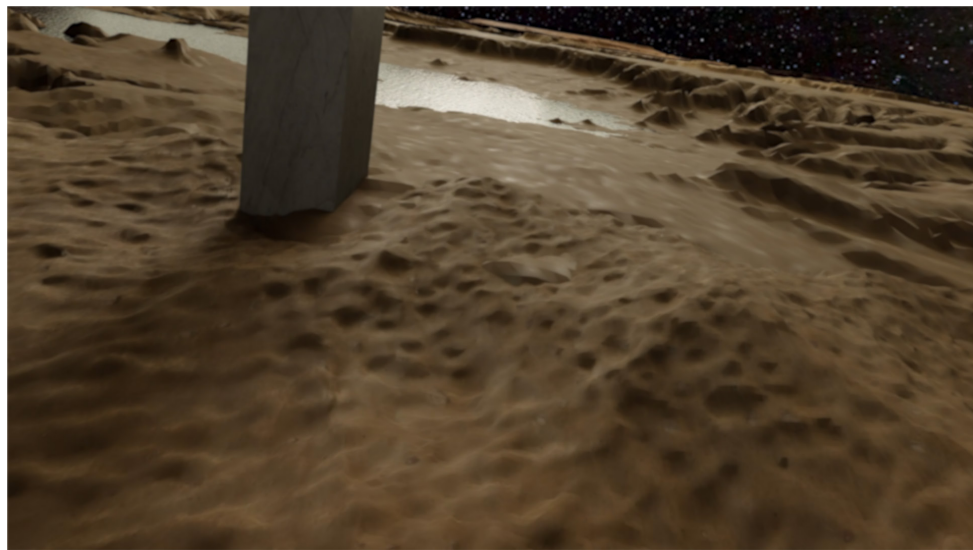
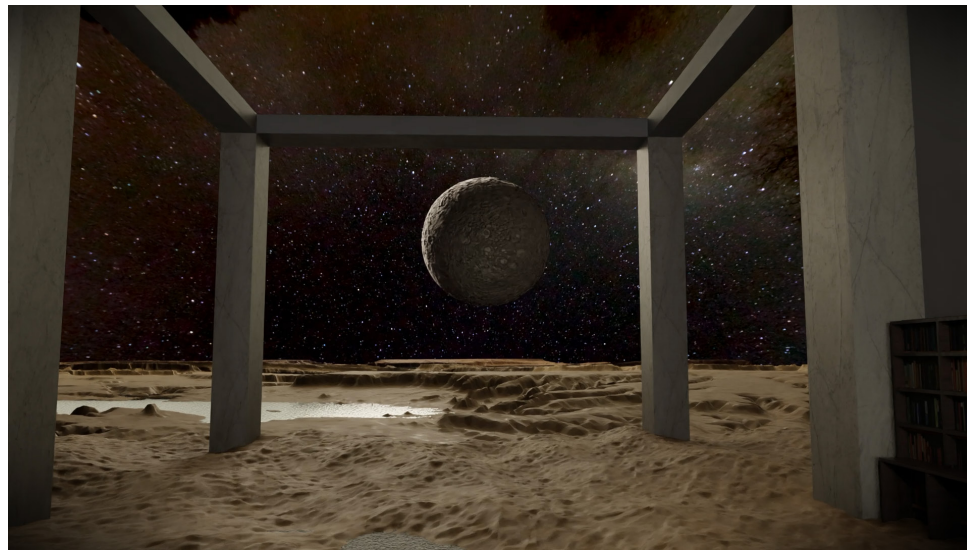
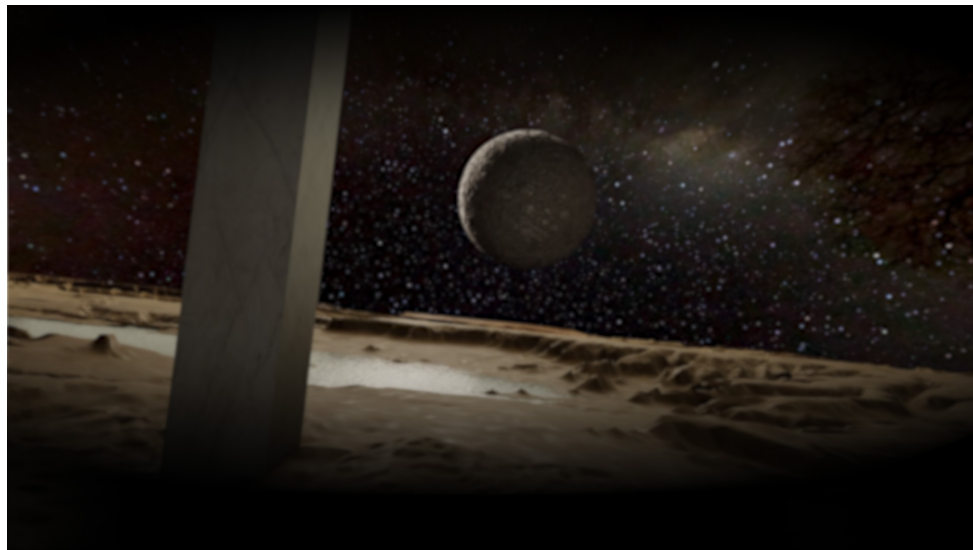
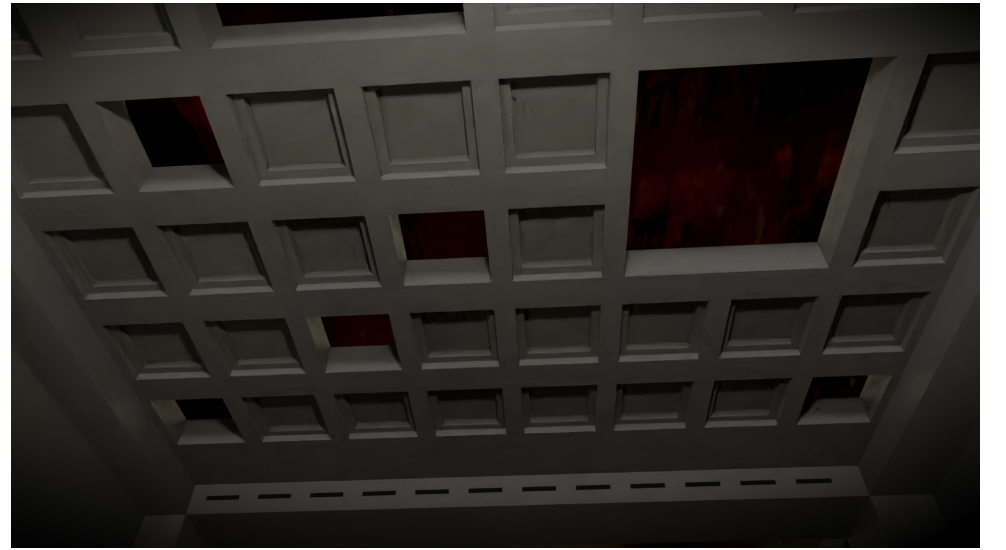
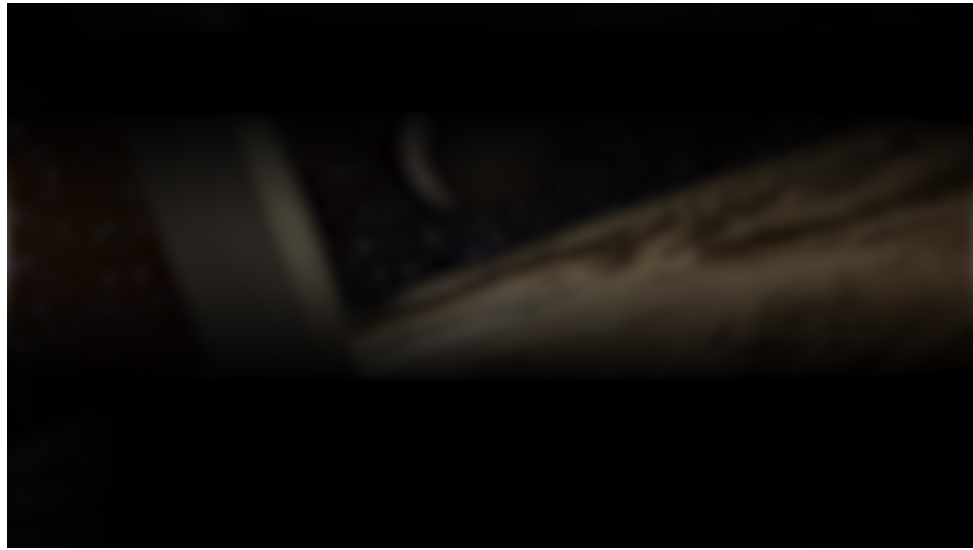


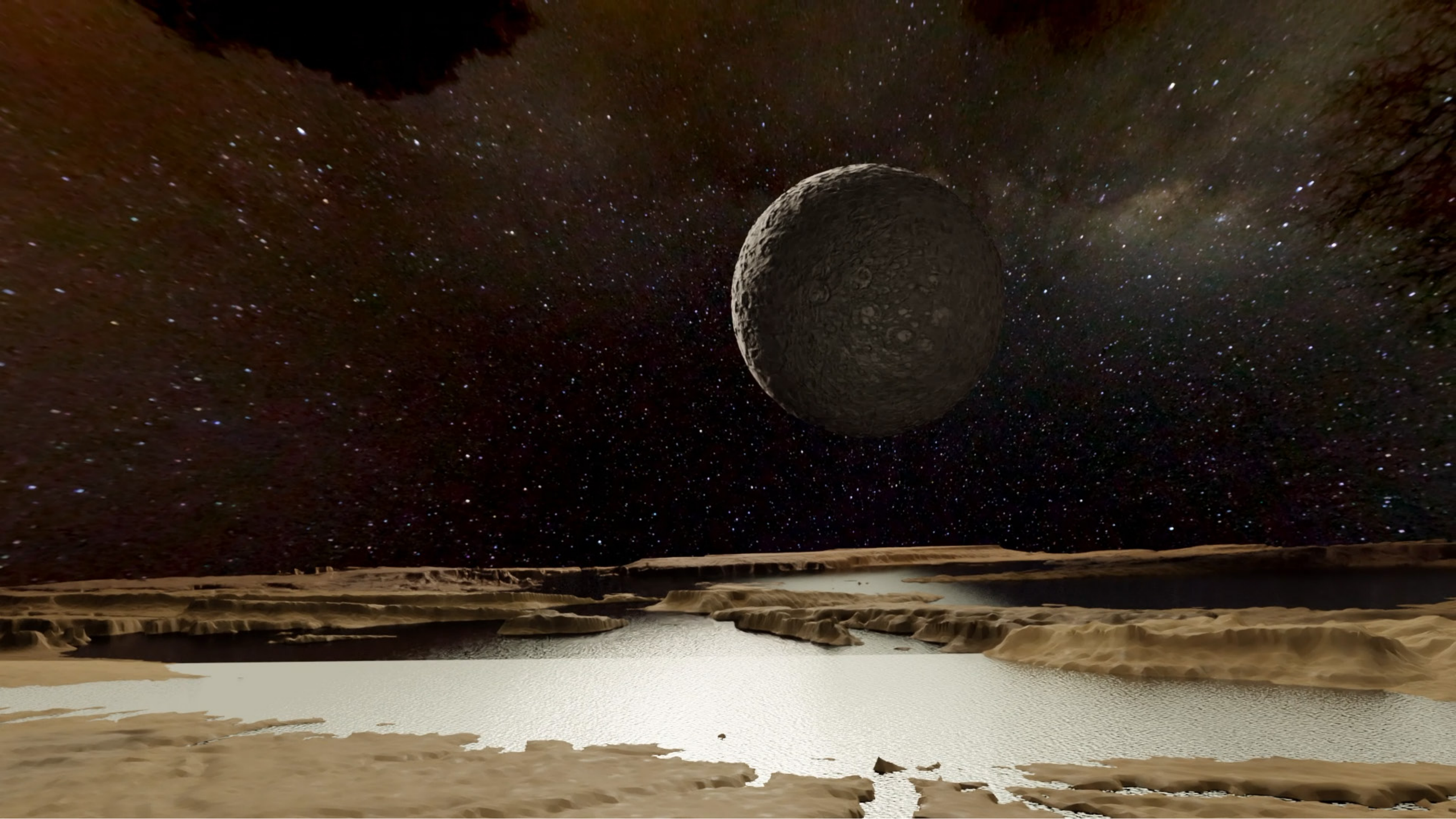












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