



**GEJIN ZHU**

Selected Works 2021-2022

**Columbia GSAPP**

# INTRODUCTION

This portfolio contains architecture design works from Gejin Zhu in GSAPP.

Rensselaer Polytechnic Institute SoA  
Bachelor of Architecture

Columbia University GSAPP  
Master of Science in Advanced Architecture Design

My thirteen semesters of architecture design studies in RPI and GSAPP exploit between architecture methodology, spatial framework, and spiritual conditions, that exist between the historically and the contemporarily, the perceived environment and the imaginative space, the ideal visions and material realities.

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518-522-9743

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04-13 Spring 2022 GSAPP

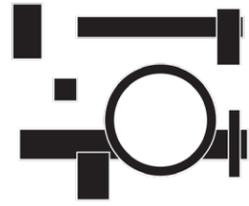
  
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01

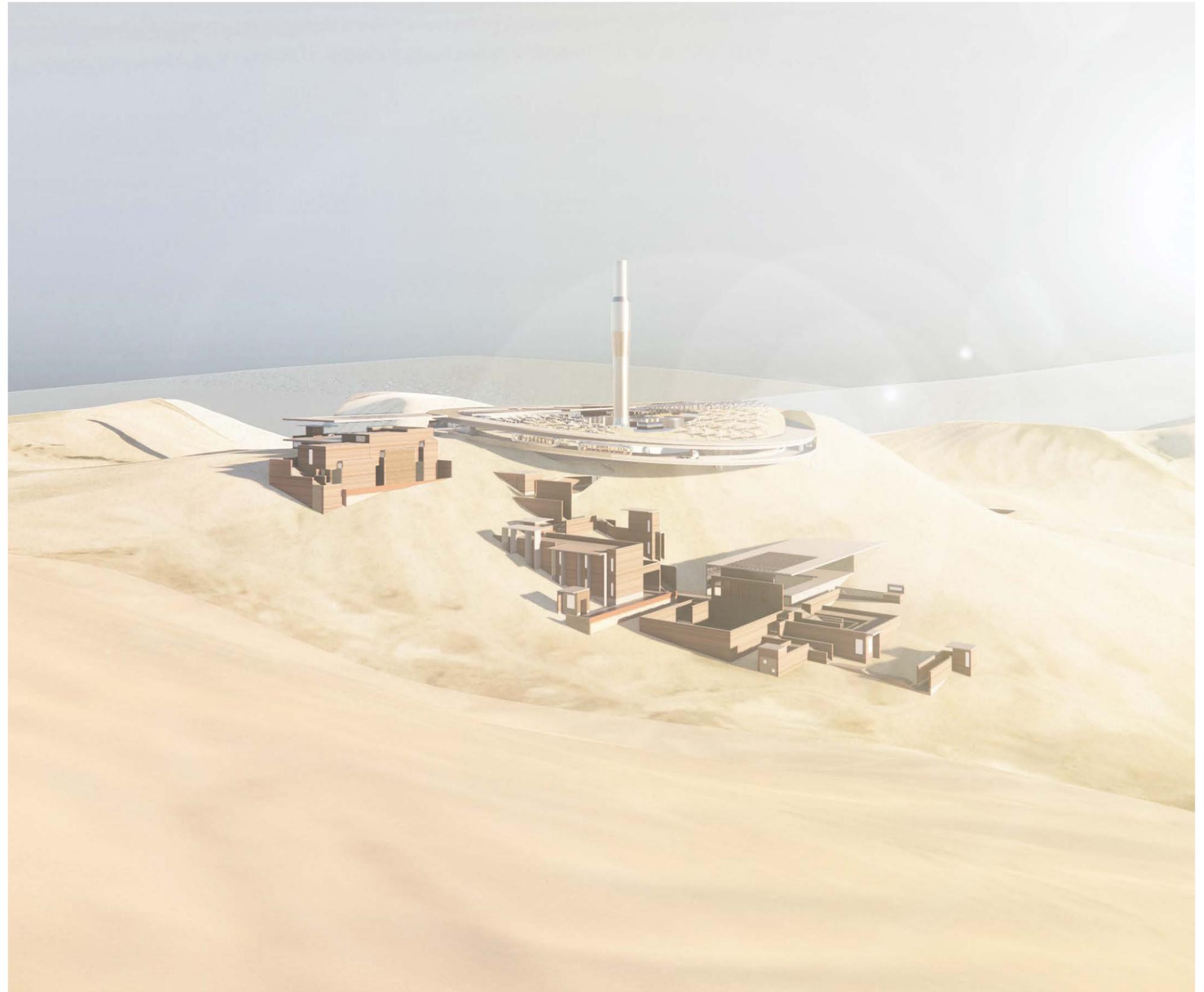
## Subterranean District One

Death Valley Micro City Prototye

Advanced Design Studio  
Columbia University  
Instructor: David Benjamin  
Site: Zabriskie Point, Death Valley, CA  
Team: Gejin Zhu, Ana Hernandez

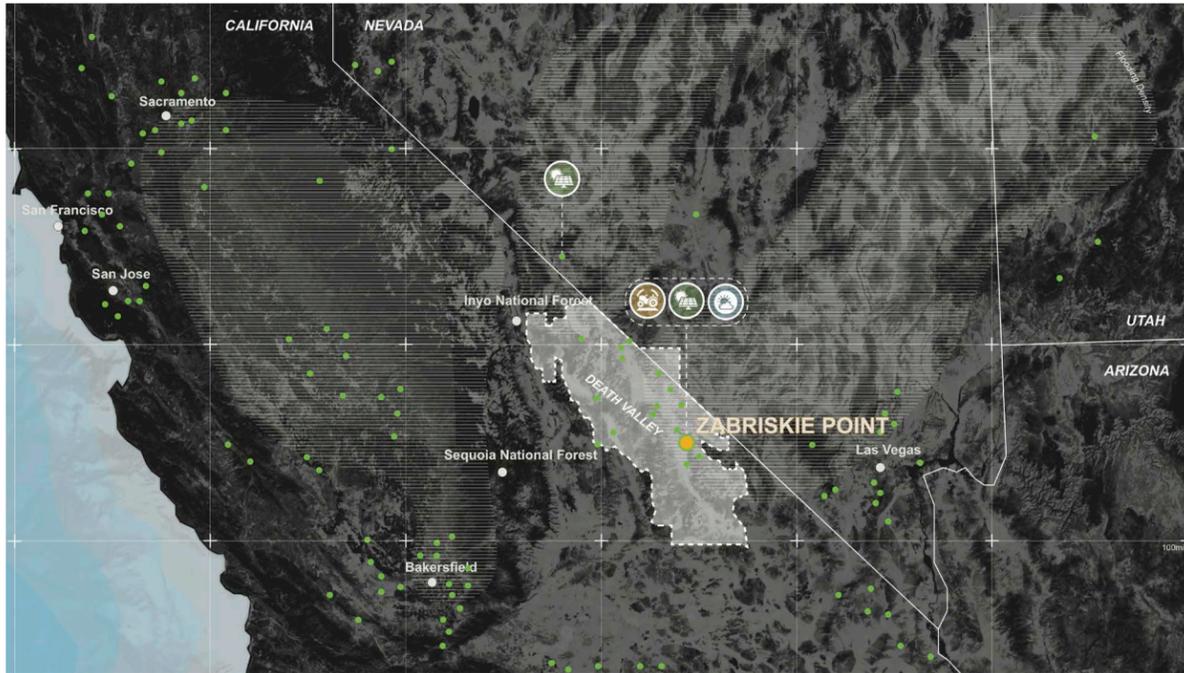
Average temperatures above 125 °F like those in Death Valley seem unusual, however according to recent climate data, northern cities will soon experience similar temperatures to southern cities, and many southern cities will reach extremely hot temperatures like those in Death Valley by 2050. Additionally, recent projections from the United Nation predict that while world population will increase by 50 percent in the next 30 years, current farm yields will decrease by 50 percent due to climate change.

Subterranean District One aims to transform current solar farm communities or the lack thereof, by creating a city that harmoniously merges people's daily lives, with good jobs, energy, food and water production. The project centers around an agro-voltaic farm and a climate data center, while integrating common city program, such as apartments, restaurants, plazas, shops, and retail. As a prototype city, the Subterranean District One is not a monumental object but a project with progressive effort for a "green revolution" in clean energy and farming practices under the environmental pressure of extreme heat.

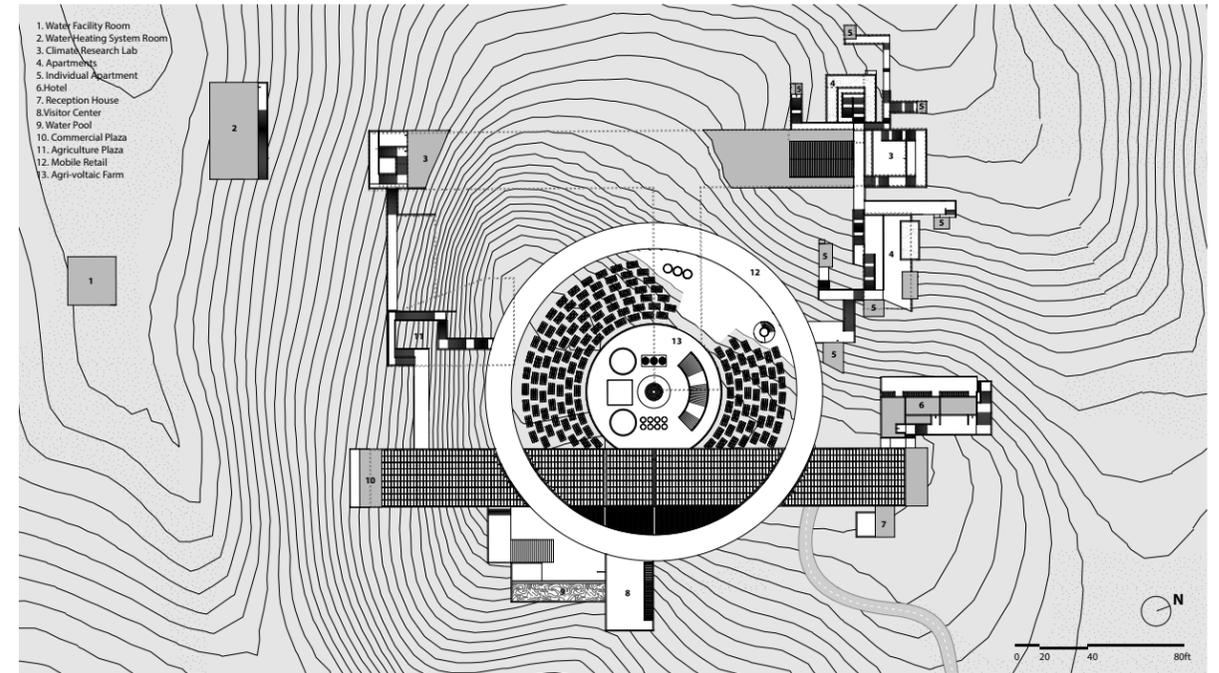


Perspective Rendering

USA West Side Solar & Energy Map



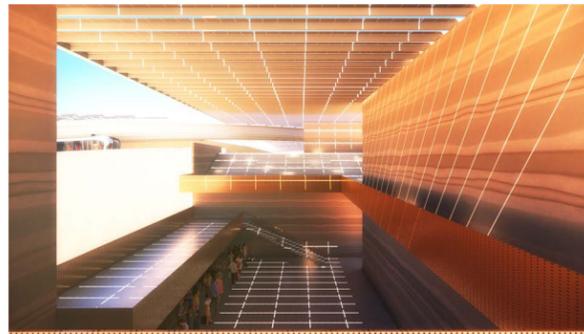
Site Plan



Rendering of Daily Life



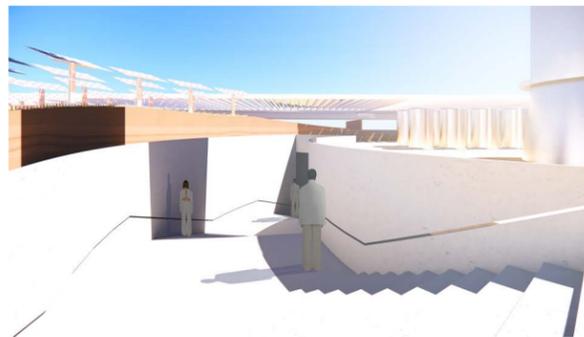
4 am - residential apartment



10 am - plaza



6 am - pathway to solar farm



12 pm - facility room

Rendering of Daily Life



12 pm - residential apartments



4 pm - plaza

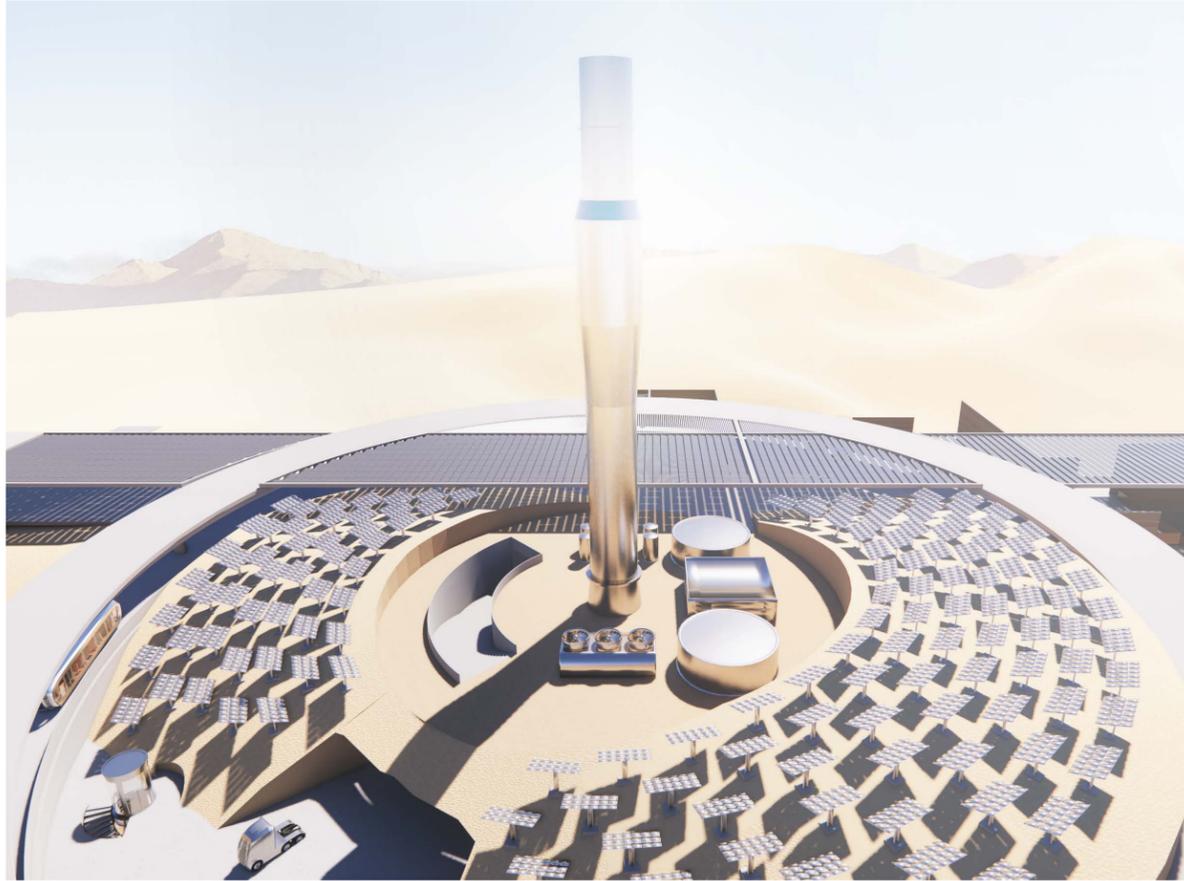


2 pm - visitor center



6 pm - lab

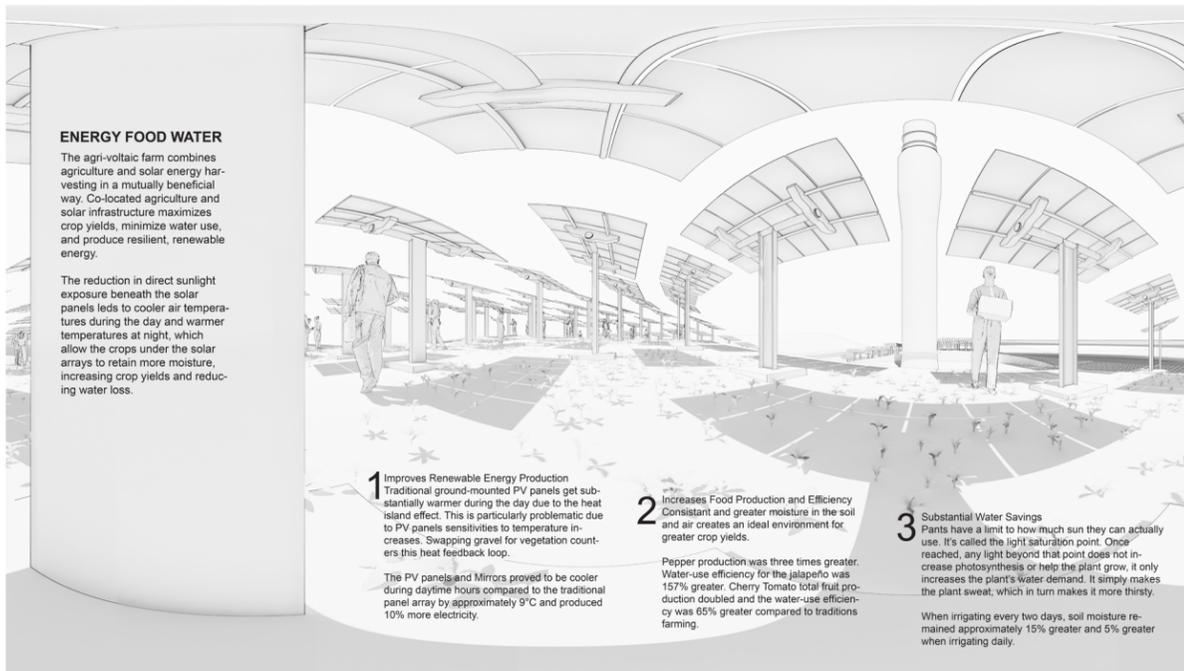
Perspective Rendering - Solar Farm



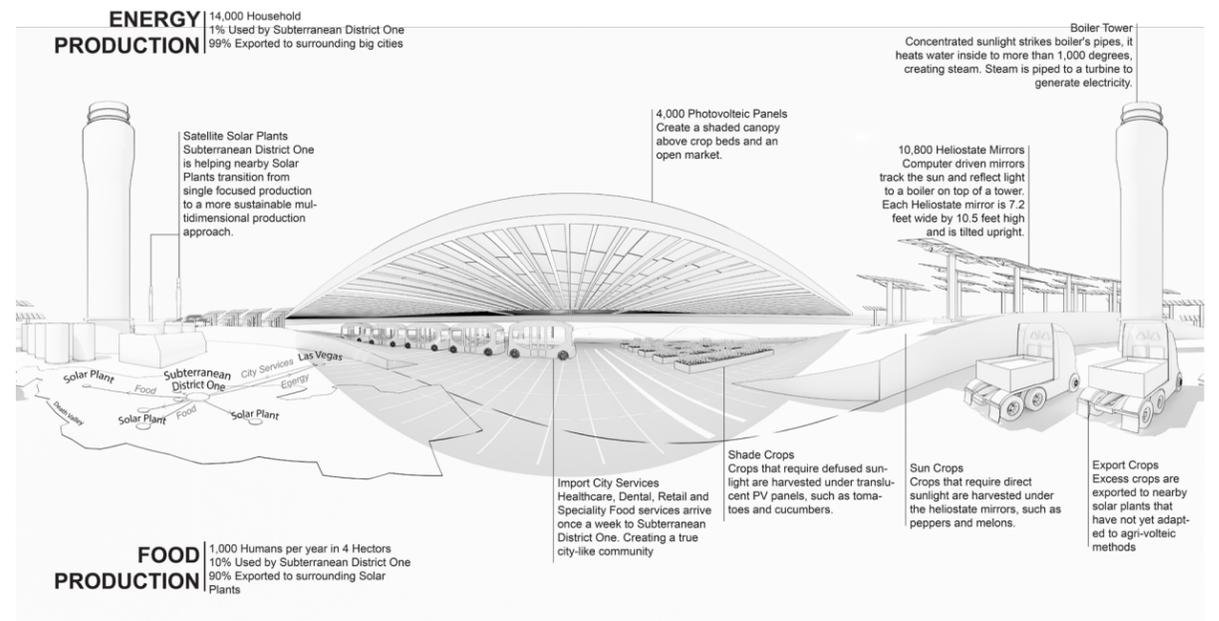
Perspective Rendering - Mobile Retail Center



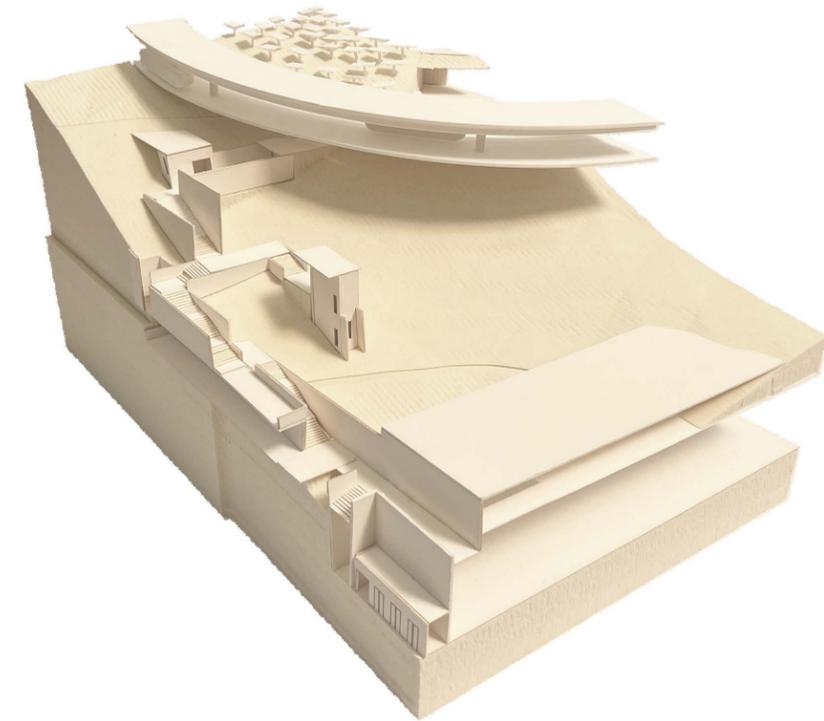
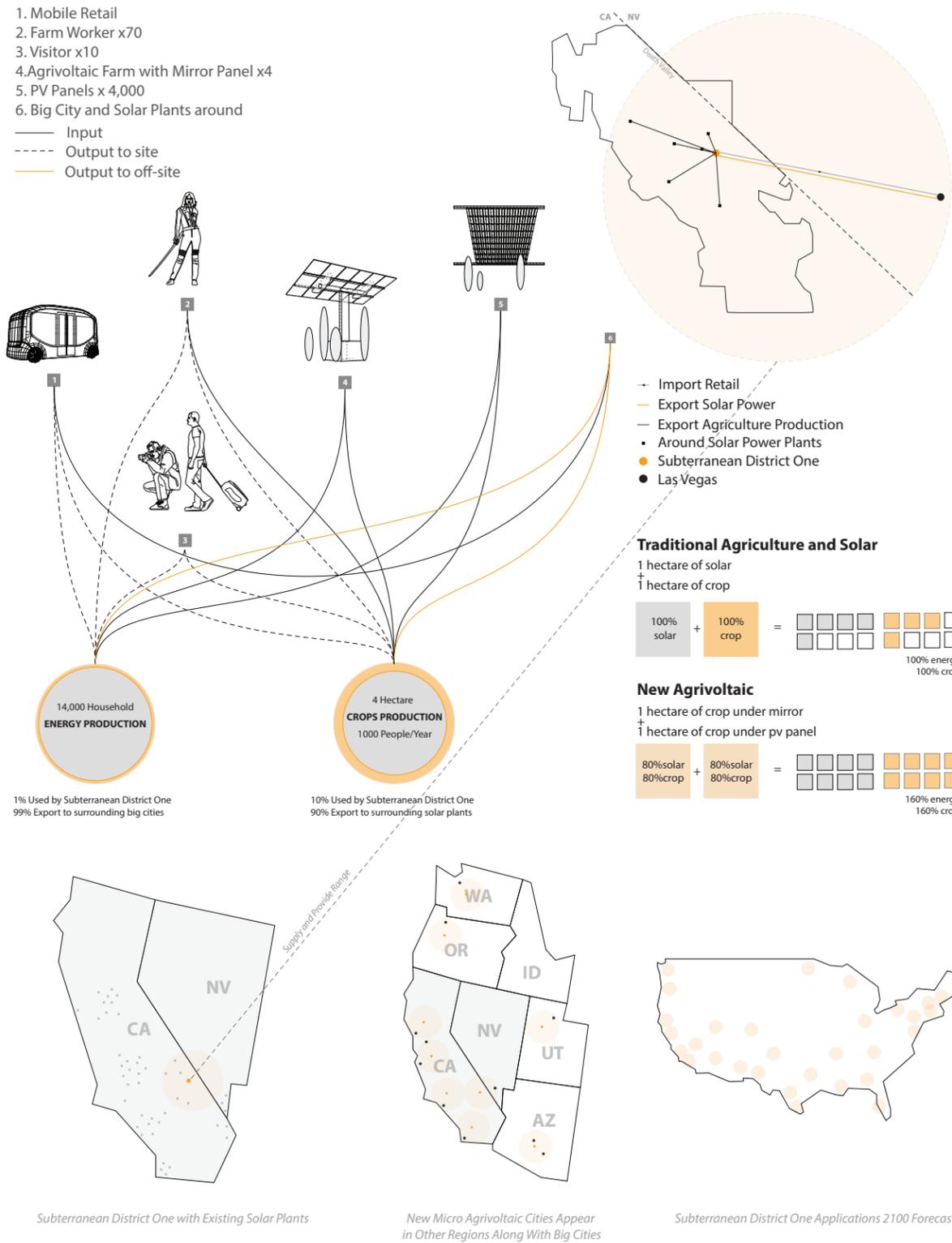
System Diagram - Agri-voltaic Fram



System Diagram - Import and Export



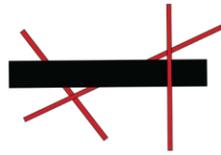
System Diagram



1/16 Physical Model



Perspective Rendering - Solar Farm in 9 am



02

## Weaving Bridges

Cross Bronx Expressway Mobility Infrastructure

Advanced Design Studio

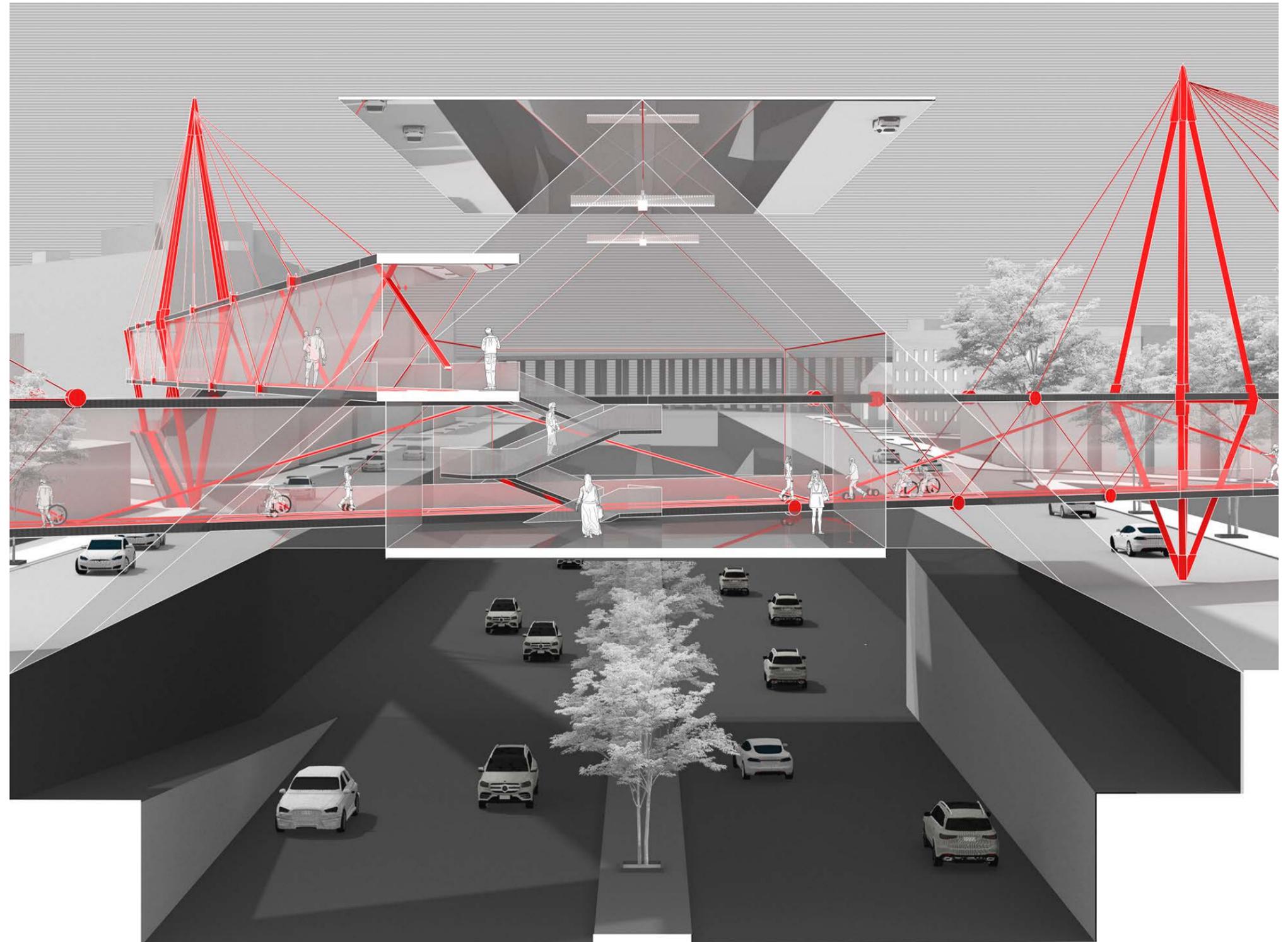
Columbia University

Instructor: Michael Bell

Site: Cross Bronx Expressway, NY

The Weaving Bridges is designed as a light-conscious construction of future mobility above cross bronx expressway, with a syntax of cable-stayed bridge systems. The main design purpose of this project is to intervene in the expressway to prevent pollution and provide transportation and potential educational benefits for those communities around who cannot afford a vehicle for transportation but suffer from the noise and air pollution. The main program elements include educational events, study area, and gallery. For raising health awareness and prevent emission from cross bronx expressway, a series of light-weight PVC-PES filter devices are embedded in-between the cable stayed framework.

In this collaborative studio course, I work with the students from Mailman School of Public Health in Columbia University, imaging a new way of collaborating and expanding what we see as the intermarriage of social policy and design intended to re-envision infrastructure that has harmed the well-being of those who are of color or socio-economically disadvantaged.



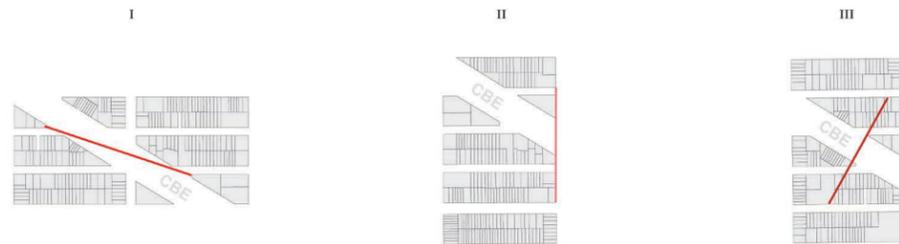
Sectional Diagram of Prototype

**Prototype Strategy**

These weaving bridges are repetitive and can be classified by three types which are designed with “woolly urban paths” to minimize the detour of passengers. The first one is diagonally connecting the ends of two pathways. The second is vertically parallel to a pair of pathways from north to south. And the third is connecting the opposite ends of two pathways that are parallel and would never join together. Therefore, these three types of bridges can be applied and arrayed along the expressway in repetitions.



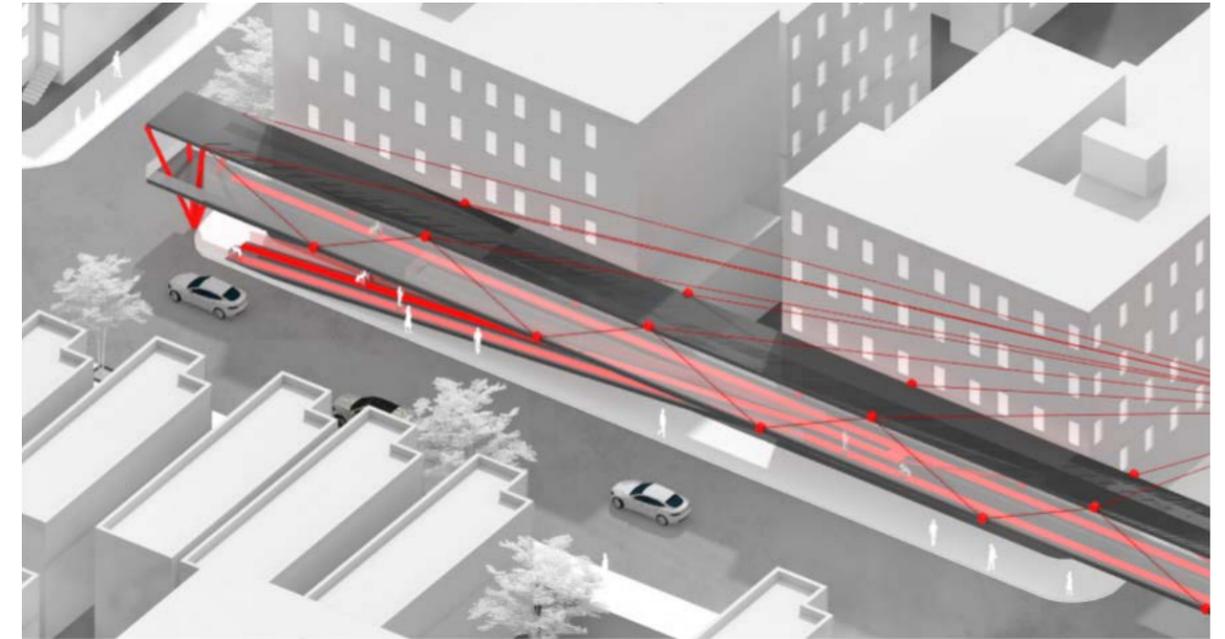
Expressway Site Analysis Map\_ Zero Vehicle Households Distribution



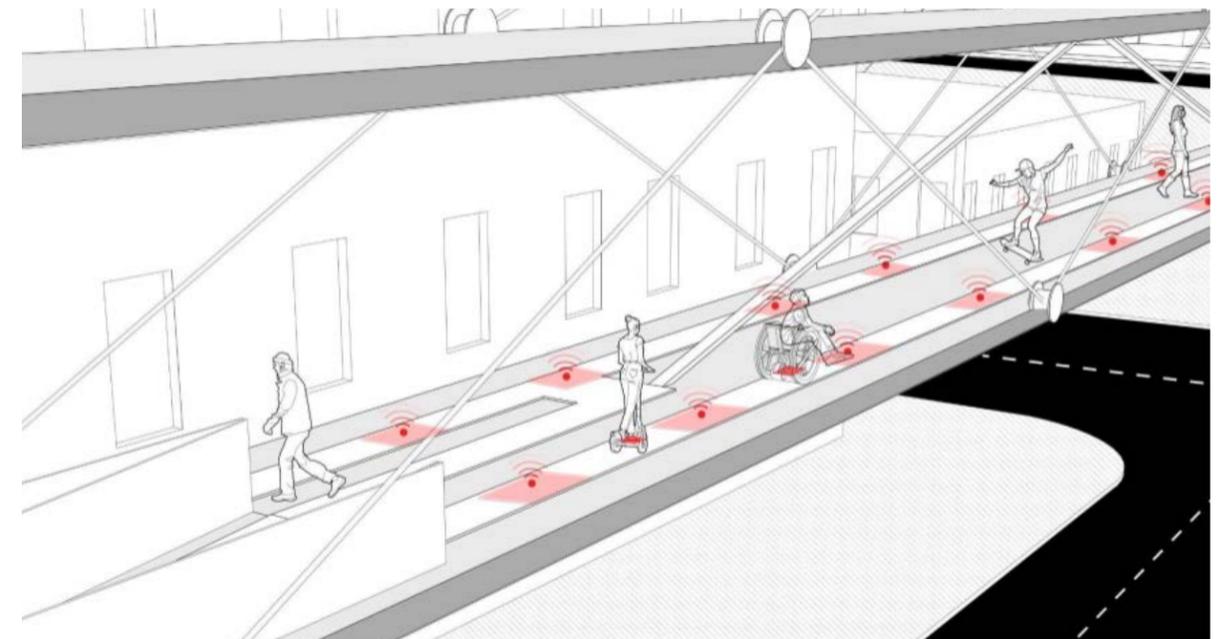
Prototype Diagram\_ Three Representative Ways of Bridging

**Mobility Strategy**

The electron wireless electric vehicle charging rail functions through a system of copper coils embedded in the decking. The energy from these coils are transferred wirelessly to the vehicle batteries through magnetic induction as the vehicle travels along the pathways. This very idea of wireless charging has been applied in Scotland, Sweden and Italy.

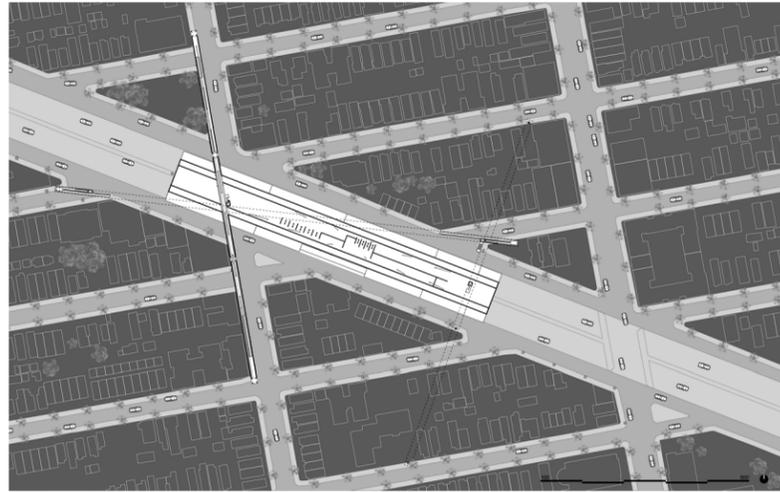


Perspective Render\_Charging Rail

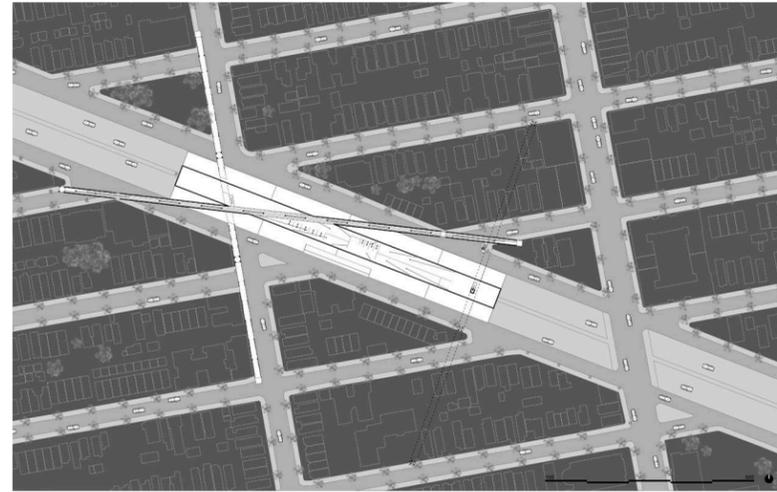


Charging Rail Analysis Diagram

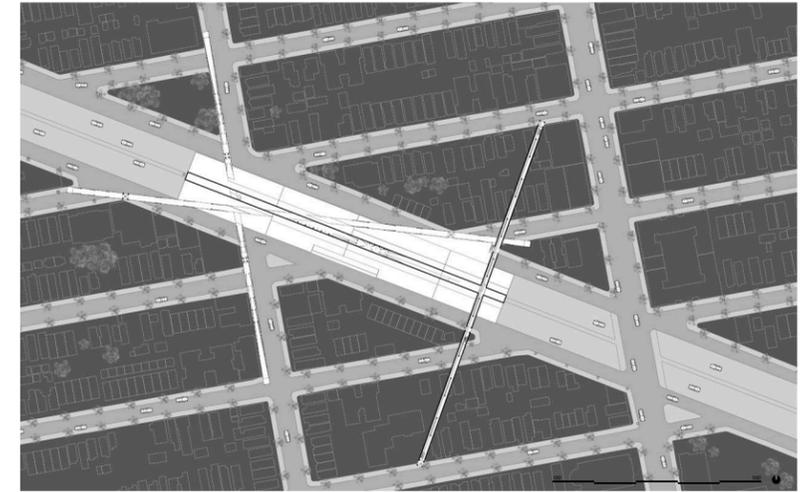
First Floor Plan



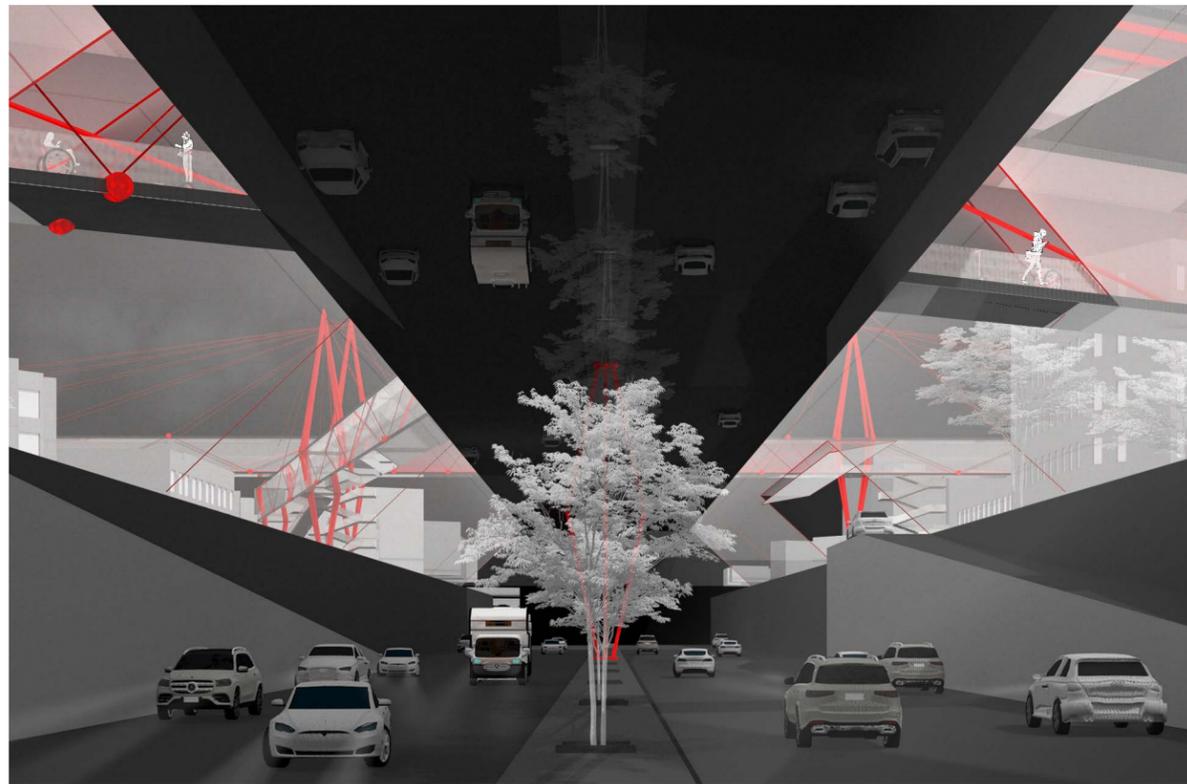
Second Floor Plan



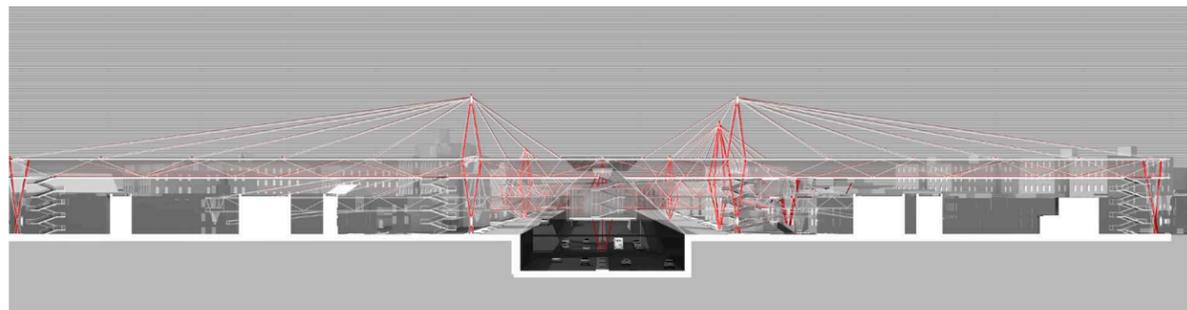
Third Floor Plan



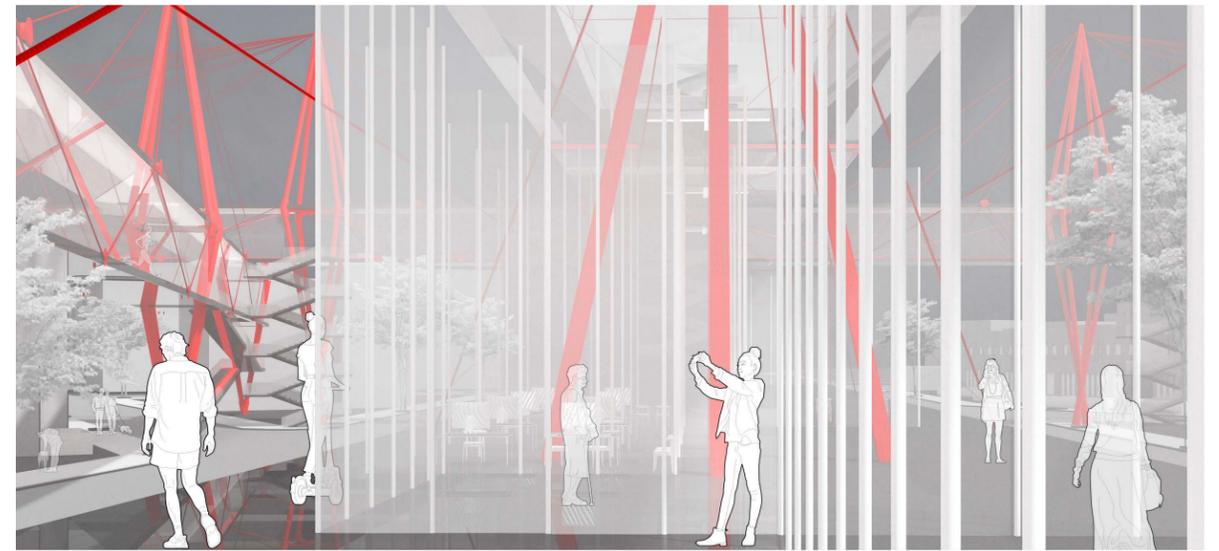
Perspective Rendering\_ Inside Cross Bronx Expressway



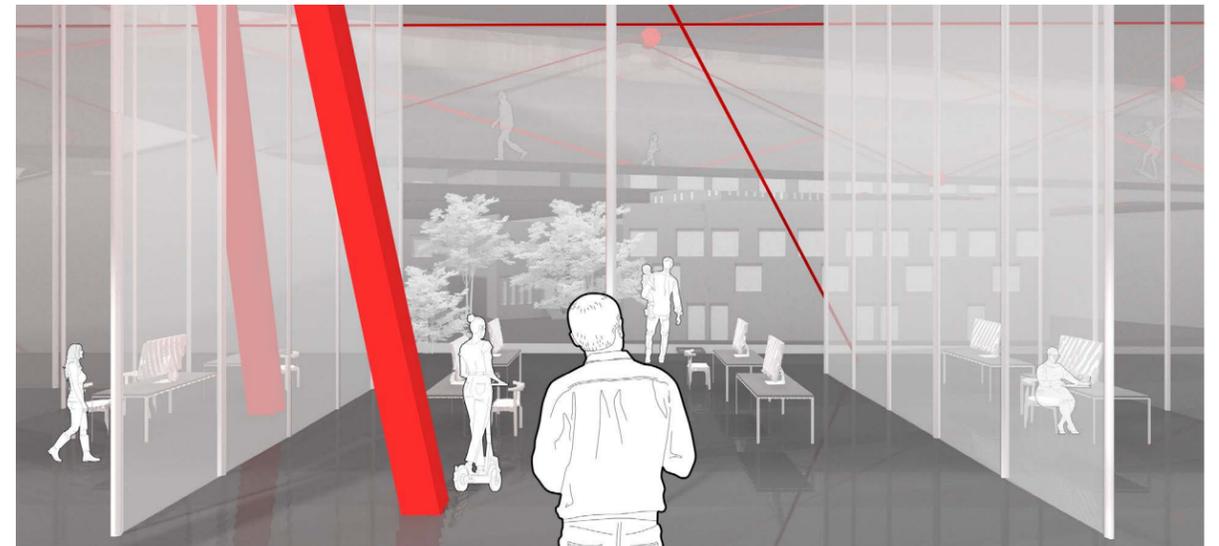
Sectional Diagram



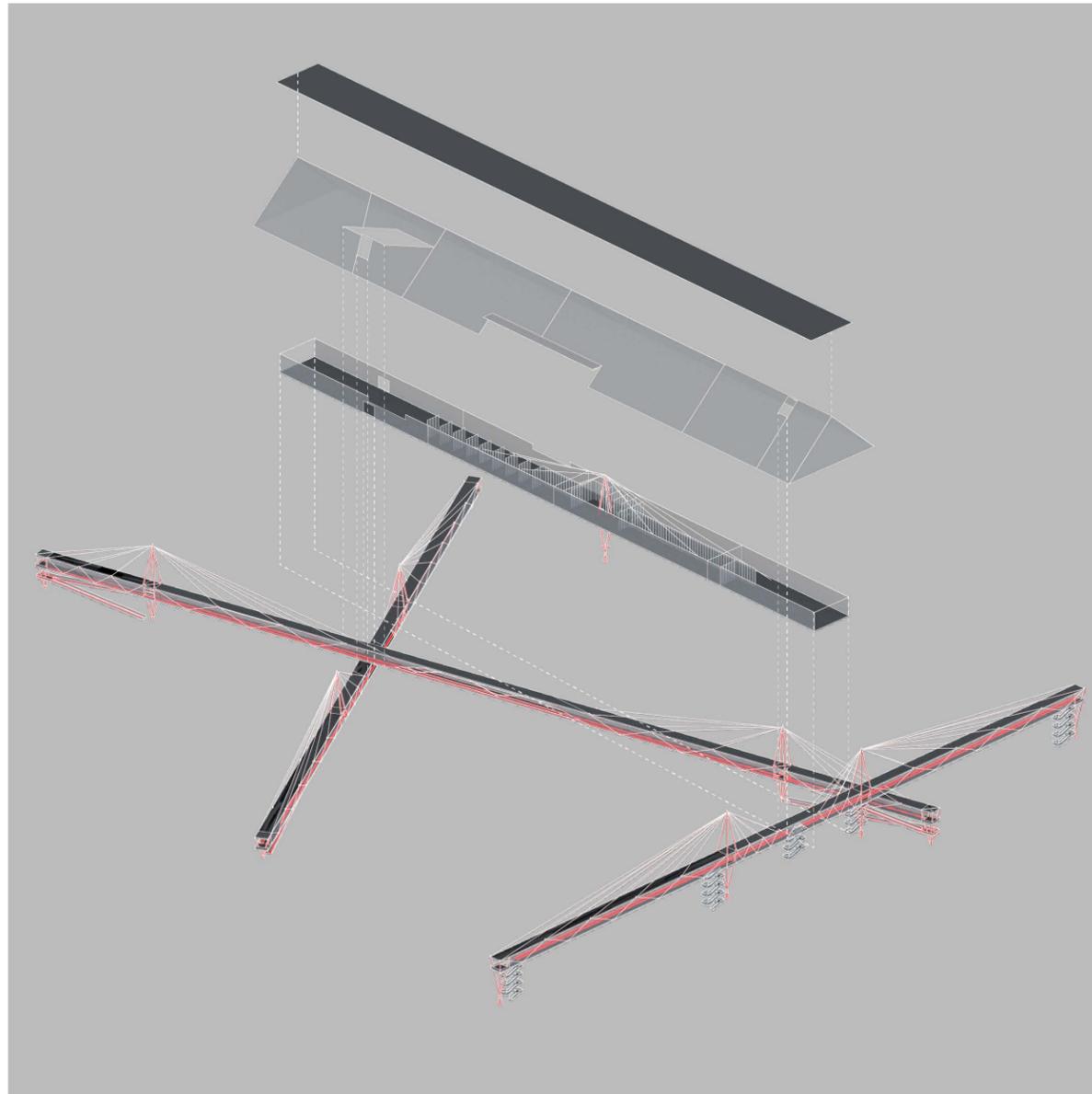
Interior Rendering\_Gallery



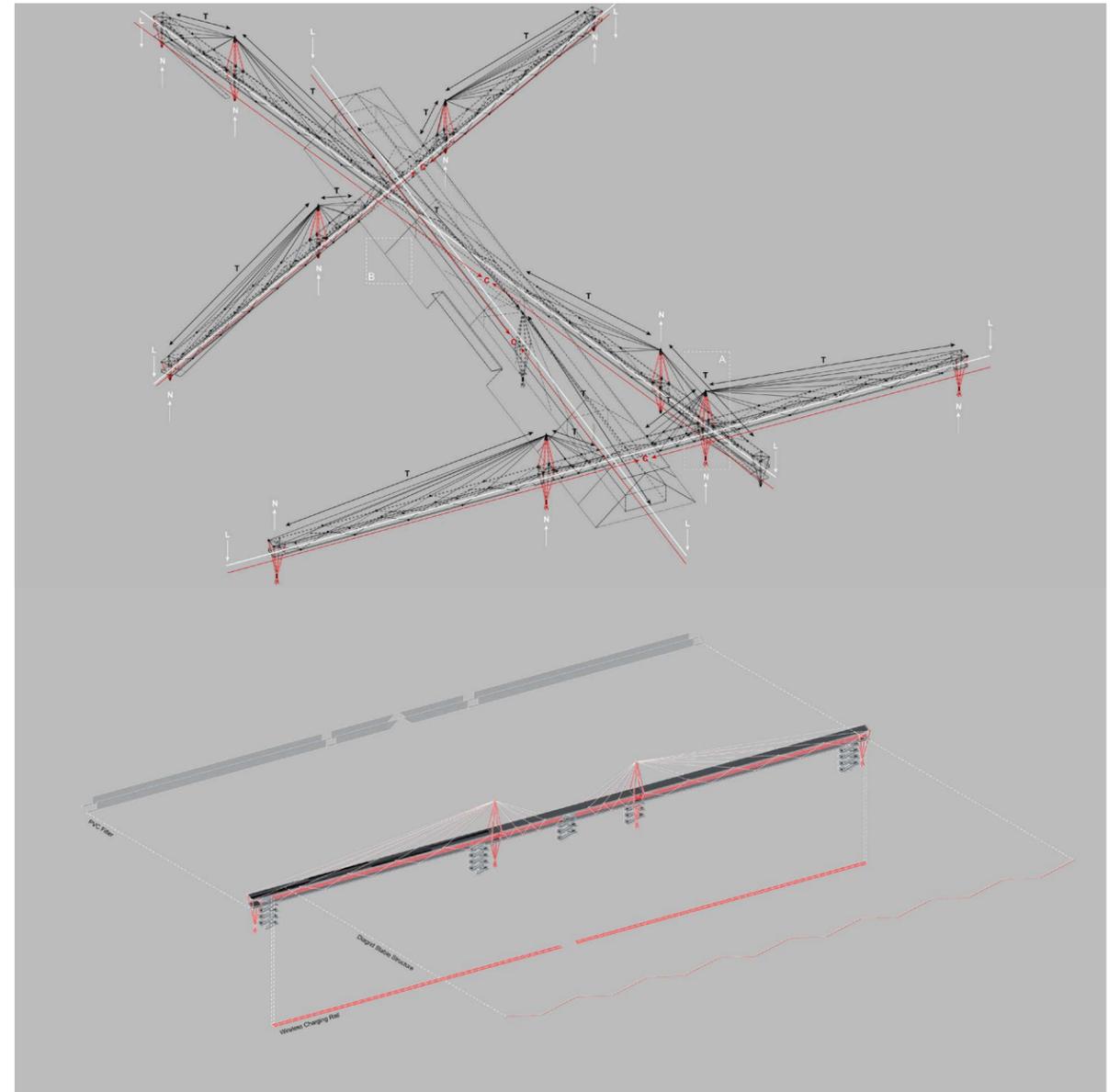
Interior Rendering\_Study Room



Exploded Diagram



Force Analysis Diagram





03

## Water After Oil

Water Cycle Infrastructure  
Posted by GSAPP official website

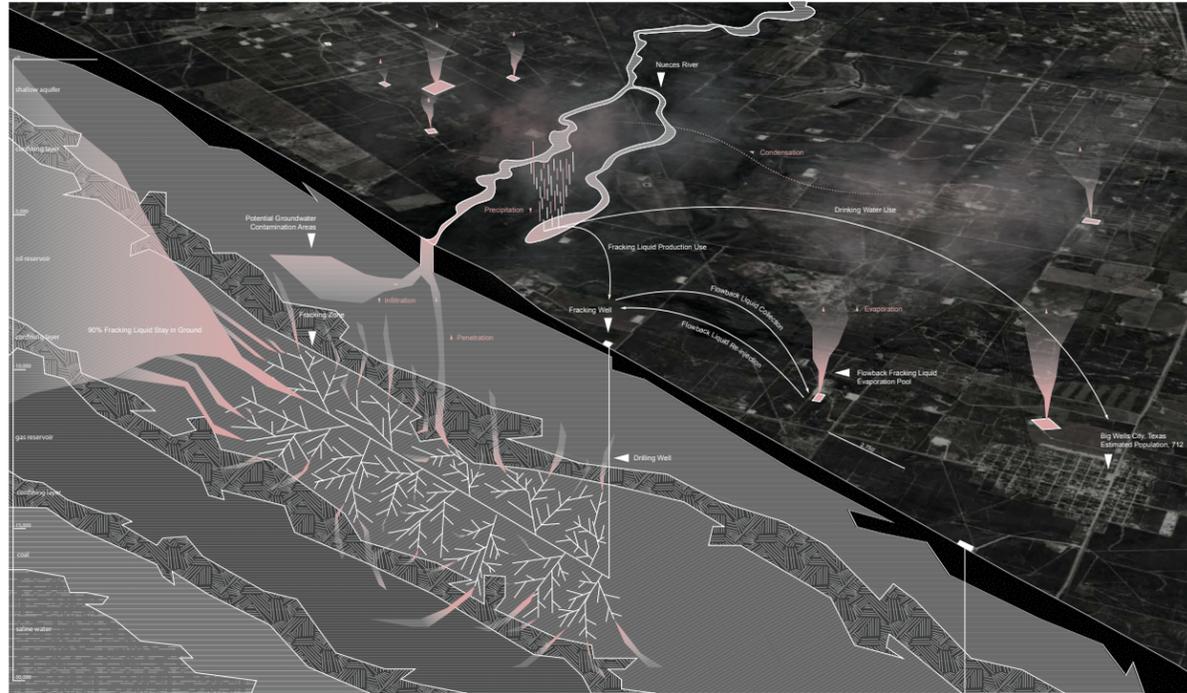
Advanced Architecture Design Studio  
Columbia University  
Instructor: Jorge Ambrosi, Gabriela Etchegaray  
Site: Big City, TX  
Team: Gejin Zhu, Risa Mimura

The purpose of this research is to explore the intricate water cycle behind the crude oil extraction taskscape, one of the most dominating extraction industries in the world. Before oil extraction, a process called hydraulic fracturing that requires enormous amount of water to extend the lifespan and flow rate of oil wells takes place for each well. After the process, the majority of fracking water remains underground and becomes an invisible contamination source that infiltrates the ecosystem and our daily life. By analyzing existing data and focusing on the water cycle impacts caused by the hydraulic fracturing process at multiple scales, our approach generates an inflatable device that intervenes this issue in a subtle way that will be embedded in the existing taskscape and evoke awareness of this water crisis.

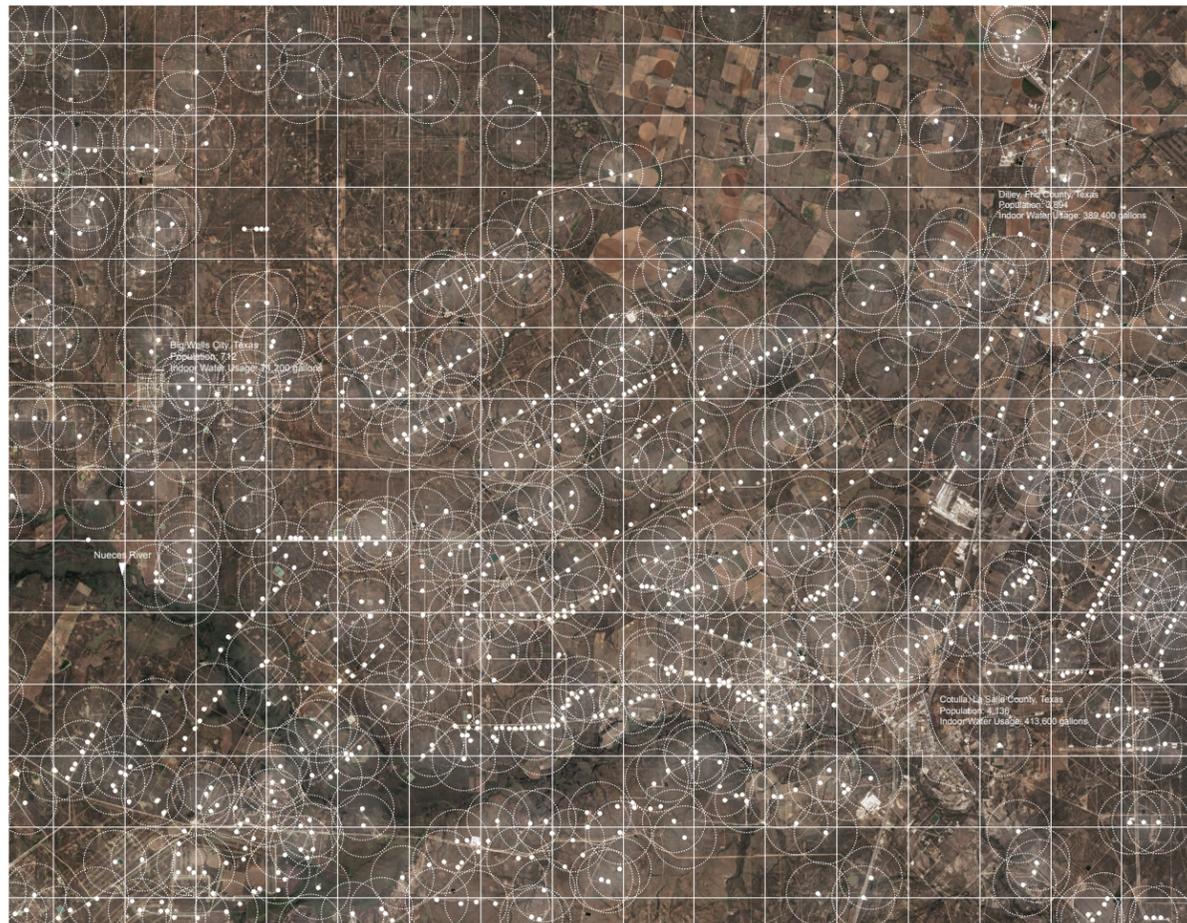
The fields of floating balloon devices transform this invisible relationship of water after oil into visible forms by flipping the underground taskscape to above-ground. The device interacts with different states of water cycle and becomes an active agent that performs and operates in relation to water. The main concept of this project is to convert the water crisis into an opportunity of architectural performance design that transcends the terrestrial limitations.



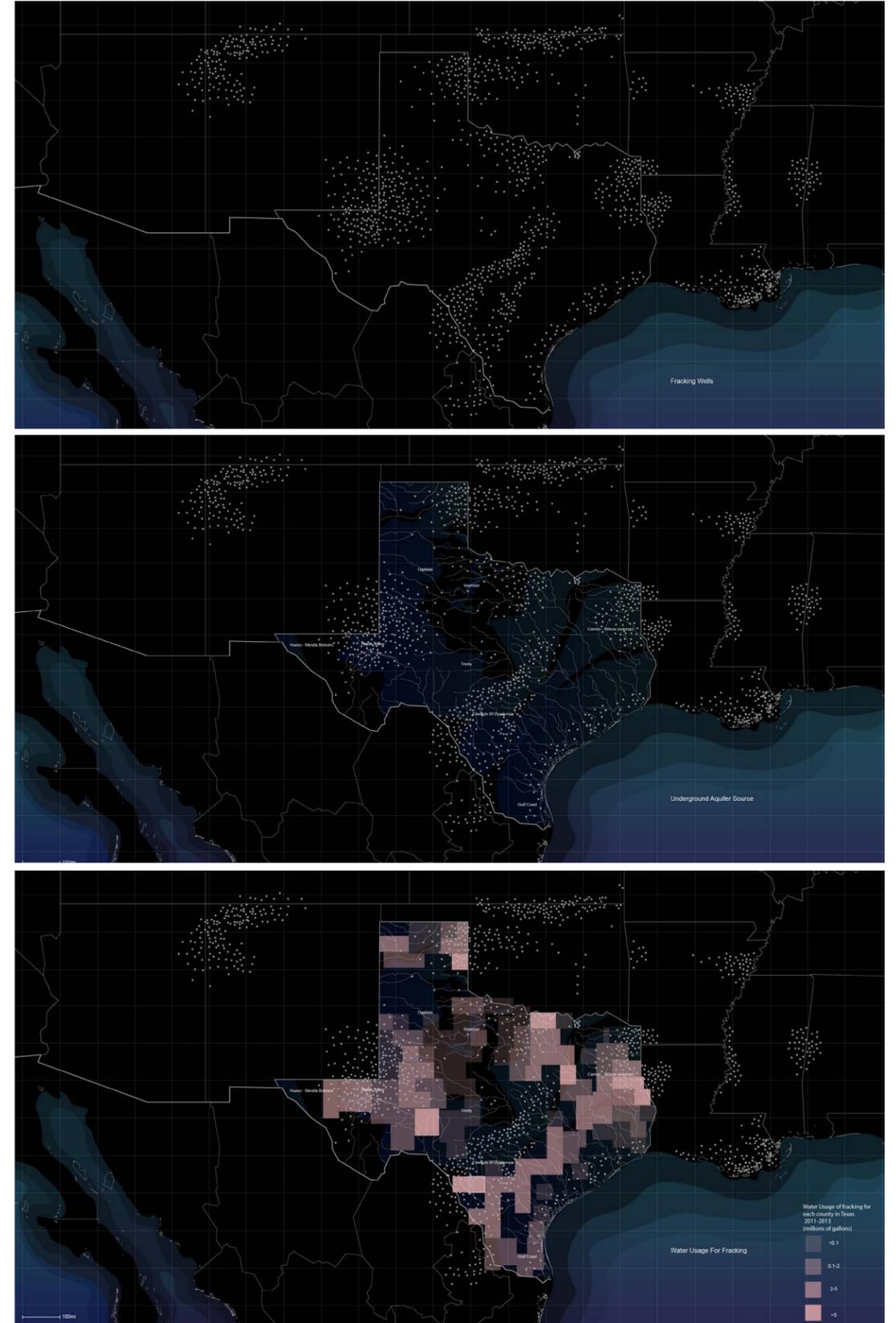
Water Cycle Sectional Diagram



Potential Underground Contamination Map

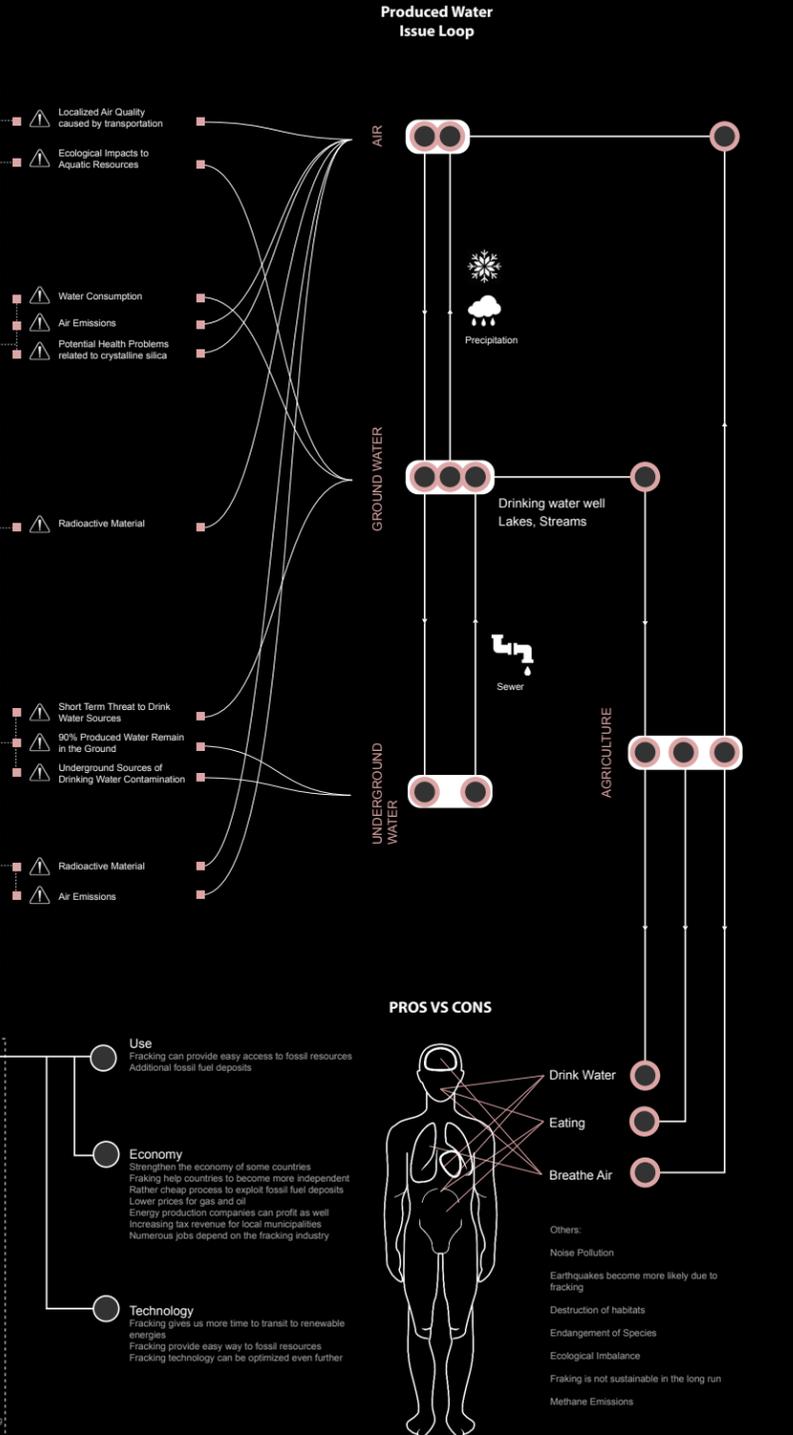
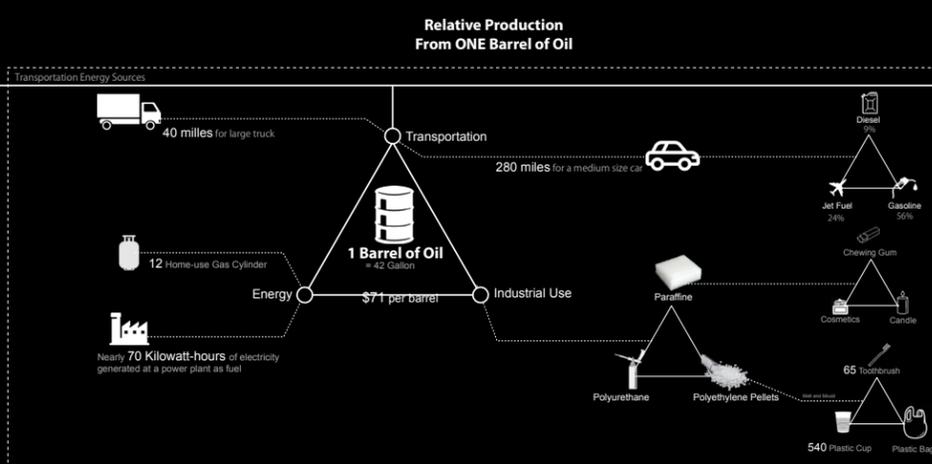
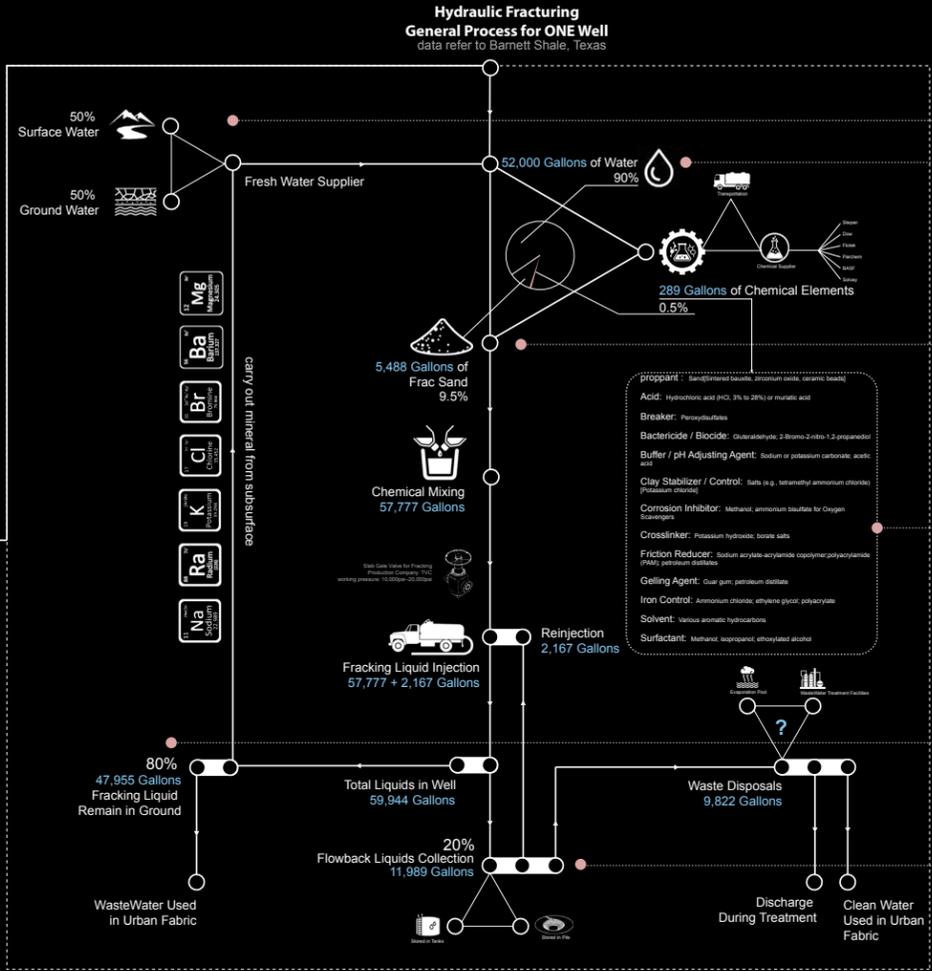
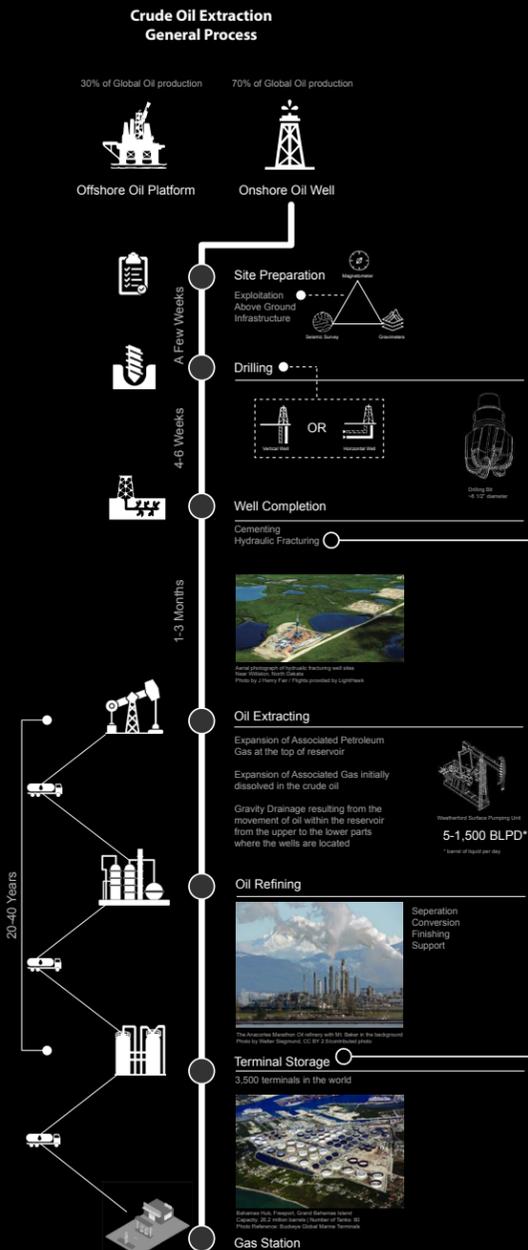


Fracking Use VS Water Use Map



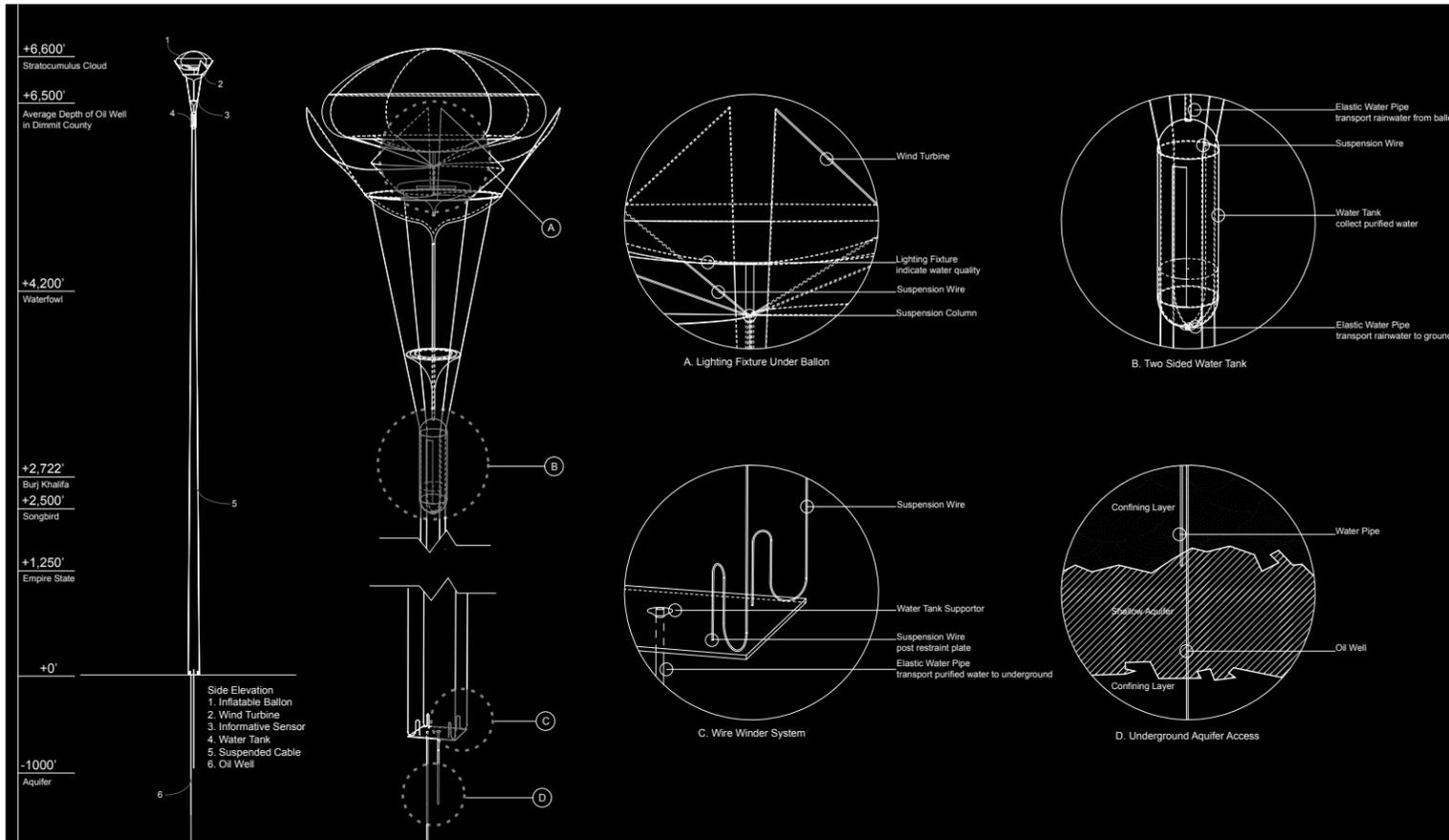
### Oil and Natural Gas Industry in US Income Distribution

Positions	Sub-sector Description	Labor Income / \$ millions
320,100	Support Activities for oil and gas operations	28,506
80,400	Drilling oil and gas wells	8,458
142,900	Oil and gas pipeline and related structures construction	13,364
832,300	Oil and gas extraction	107,353
49,300	Pipeline Transportation	33,520
71,200	Petroleum Refineries	21,860
80,100	Fuel dealers	4,985
102,900	Petroleum and petroleum products merchant wholesalers	9,485
953,100	Gasoline Stations	35,591
11,600	Petroleum lubricating oil and grease manufacturing	2,490
14,400	Asphalt paving mixture and block manufacturing	2,966
10,800	Asphalt shingle and coating materials manufacturing	2,268

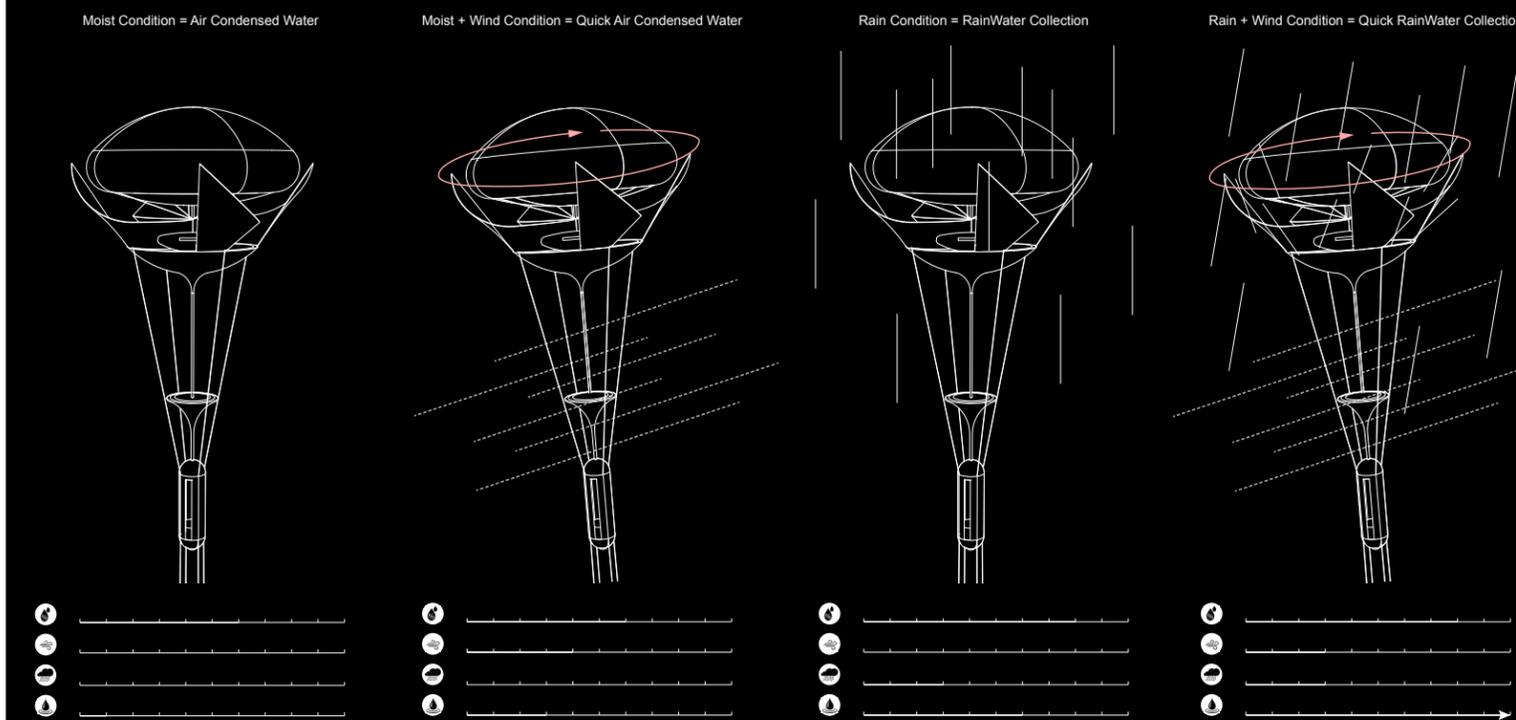


Crude Oil Extraction Process Diagram

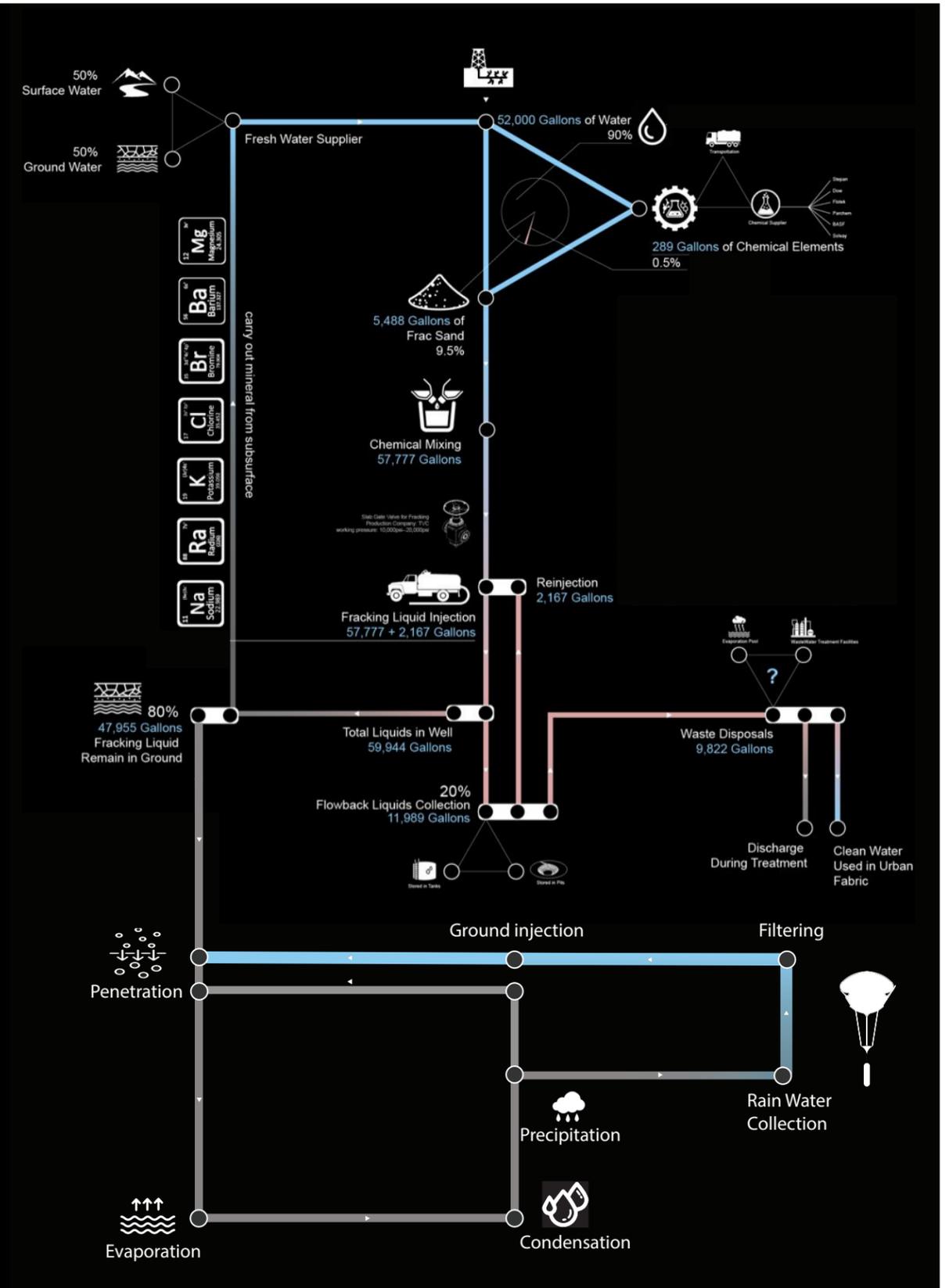
Technical Analysis Diagram

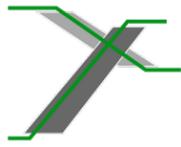


Weather Condition Analysis Diagram



Water Cycle Intervention Process Diagram





04

## Ford Foundation Building Renovation with Communal Space

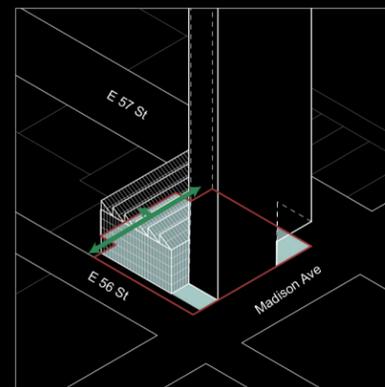
Rethinking BIM  
Columbia University  
Instructor: Joseph Brennan  
Site: 320E 43rd St, New York, NY  
Team: Gejin Zhu, Bingyu Xia

The main design concept of this project is to maximize circulation and communal space and minimize the loss of daylighting for Ford Foundation Building on 43rd Street in midtown of Manhattan. Almost half of the space inside the building is the atrium and garden, however the interior curtain walls separated the atrium space with the working area. What's more, the exterior playground is lifted up to the streets, and its disconnected with the indoor landscape by a layer of curtain wall system. Therefore, both the public and the office workers in Ford Foundation do not interact with the interior landscape a lot.

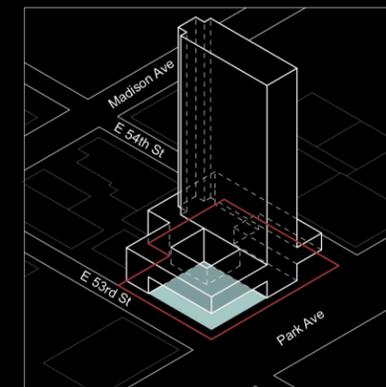
By proposing a series of ramps that bridge between floors and designing communal spaces in-between garden and atrium, our team are trying to improve the interior circulation and space use without sacrificing daylight. Through using grasshopper to analyze the efficiency of circulation and daylighting, we optimize the best solution for Ford Foundation with the inspiration from existing public-owned-private spaces in the city of New York.



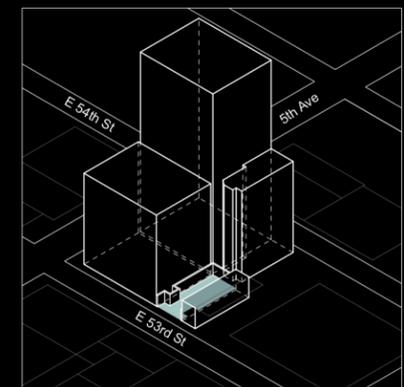
Perspective Rendering



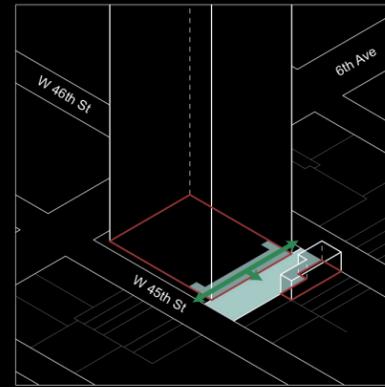
590 Madison Ave



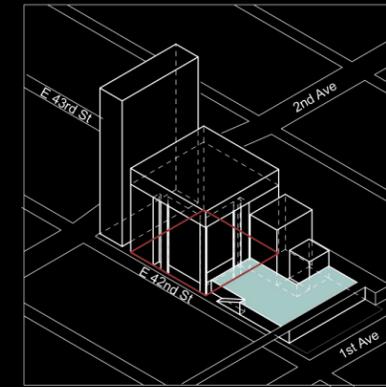
Lever House



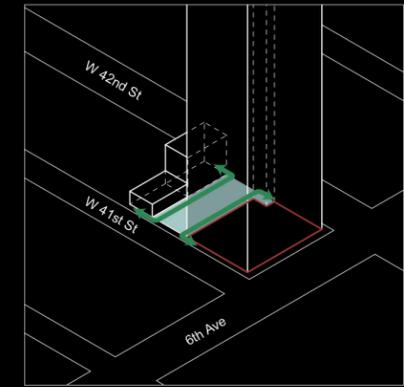
Paley Park



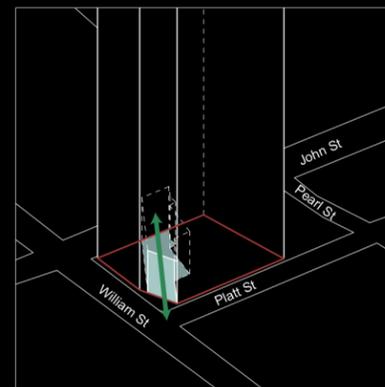
MMC Plaza



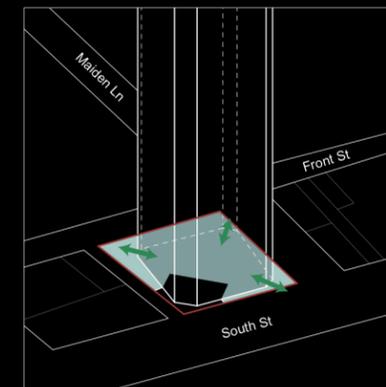
FordFoundation - Mary O'Connor Playground



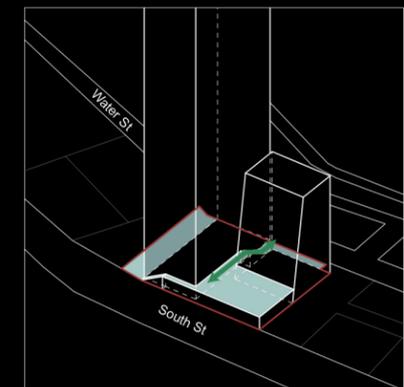
Three Bryant Park



100 William St

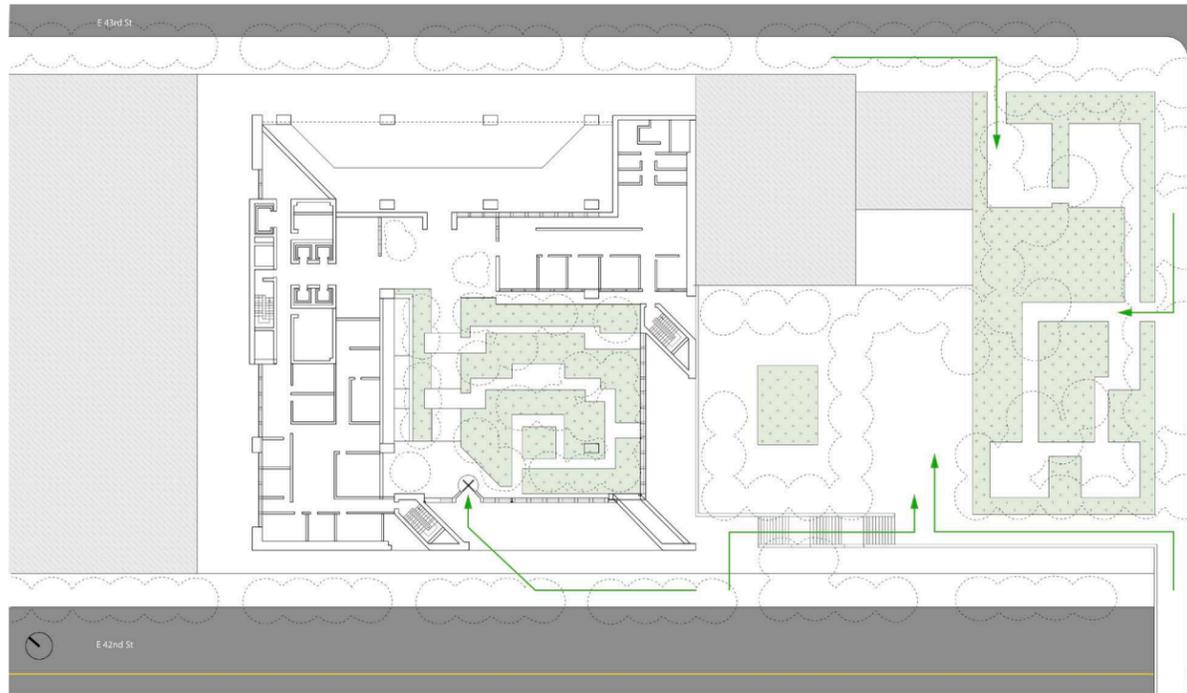


180 Maiden Lane



55 Water St - Elevated Acre

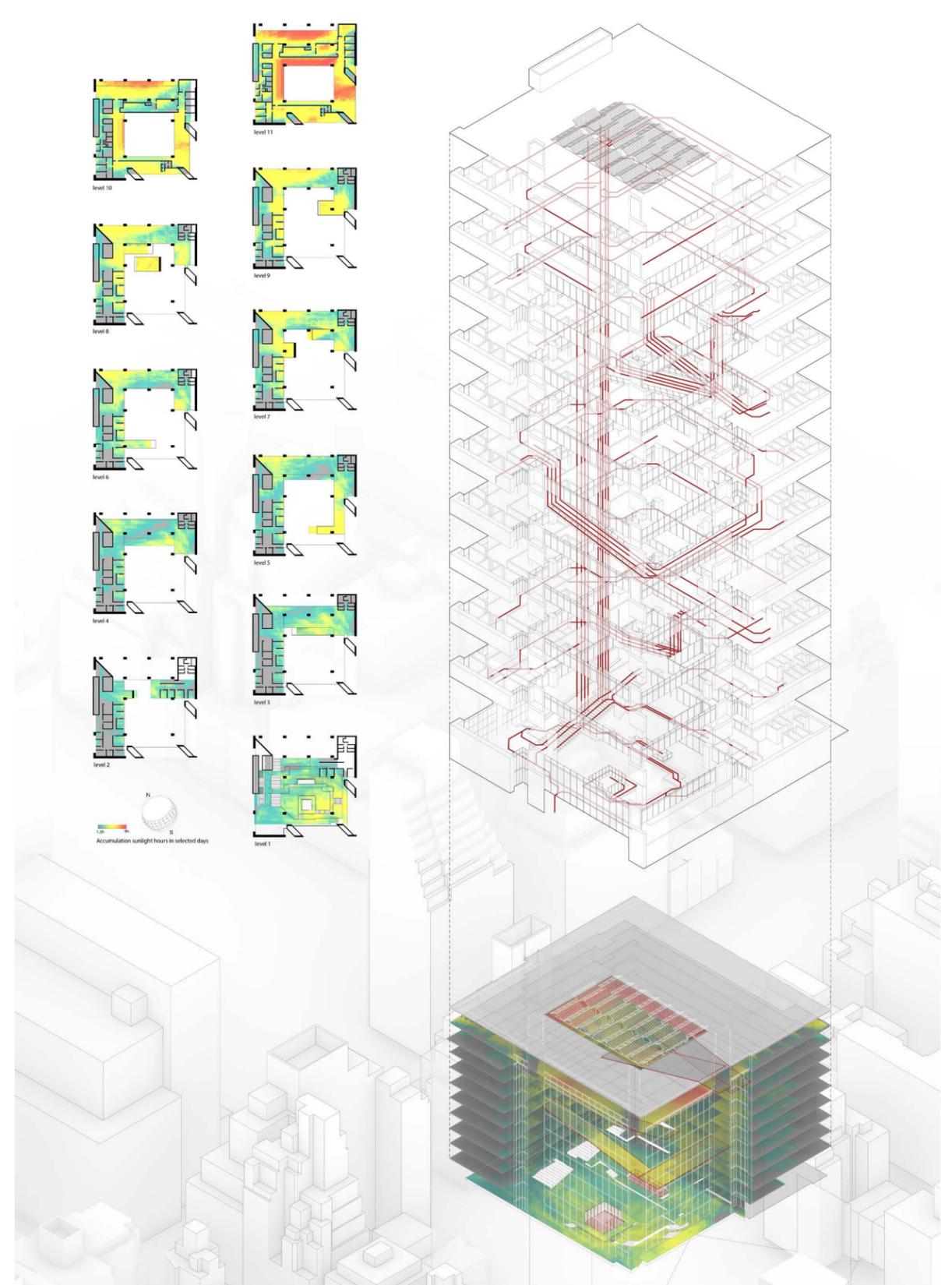
Existing Site Plan - Not Very Accessible Garden

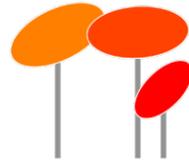


Sectional Diagram - Ramps and Communal Spaces in Atrium



Exploded Isometric Diagram - Analysis of Circulation and Daylighting





05

## Central Park Solar Folies

Optimization for Great Hill Central Park

Generative Design  
Columbia University  
Instructor: Danil Nagy  
Site: Great Hill

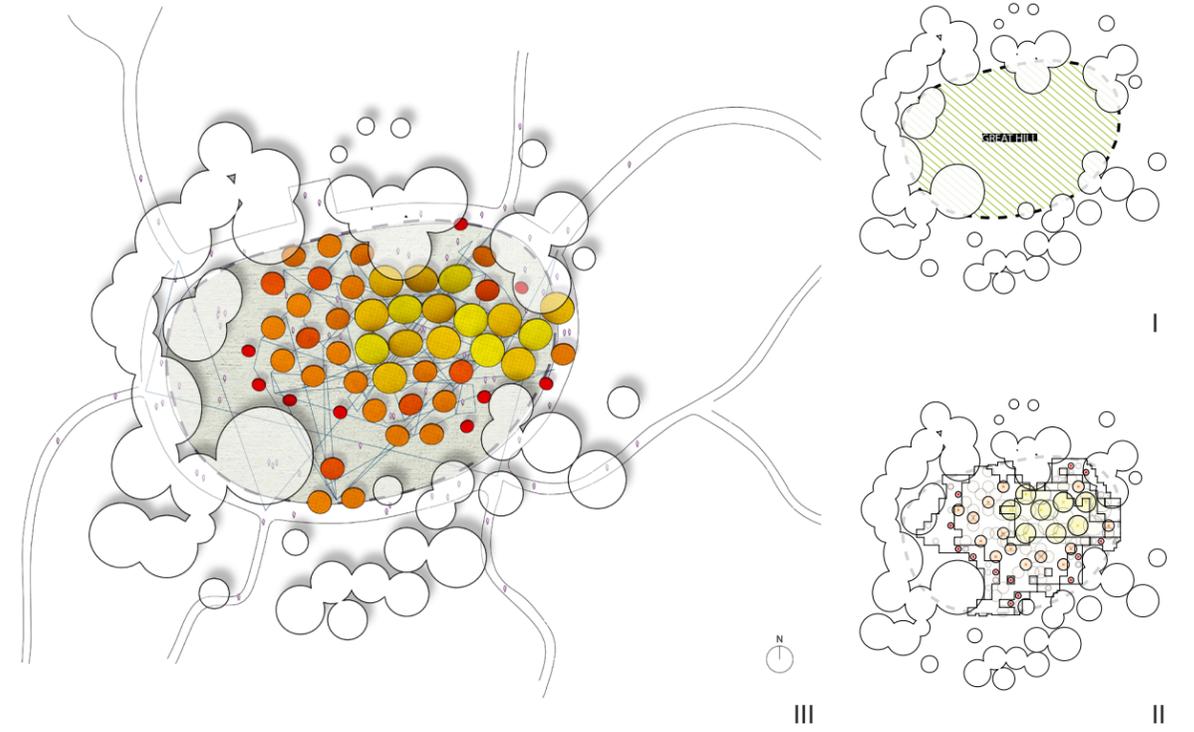
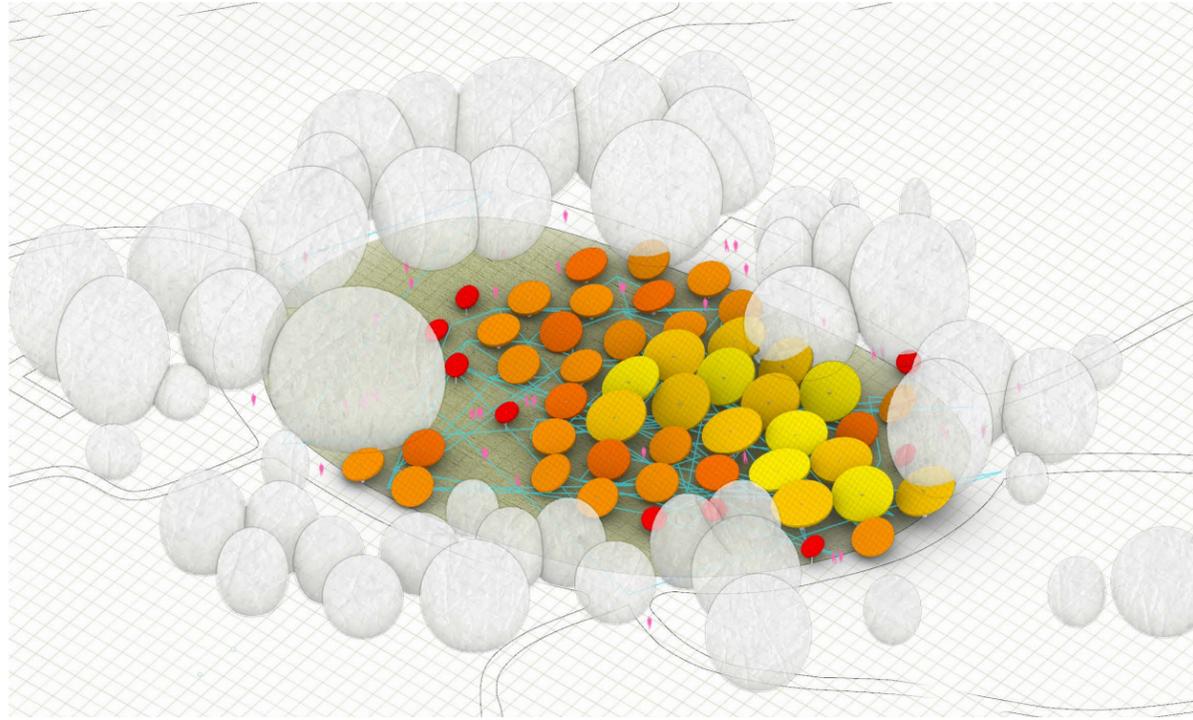
Team: Gejin Zhu, Bingyu Xia,  
Yining Lai, Zihan Sun, Risa Mimura

“Solar Mushroom Folie” is a design proposal to suggest a possibility to make better use of the abundant sunlight that shines on Central Park. More specifically, we are introducing a multi-layer system of single column supported solar panels in the meadows located in Central Park. Great Hill, one of the highest points located at the northwest corner of the park, is selected as the site for this study. The goal for this project is not only to increase the solar energy production and reduce greenhouse gas emission in New York City, but also to raise awareness of the scarcity of sunlight in the city of New York. Renewable energy is becoming a central topic for energy production during the era of climate change. It is crucial for people to understand the production of solar energy in relation to the power usage of the entire city.

The objective for our project is to maximize solar energy production through solar panels with a series of solar angles without disrupting the existing space use and circulation. Great Hill is closed during winter season but is a very active area of Central Park during the other seasons, the solar panel installation would not be disturbing the original purposes of the meadow.

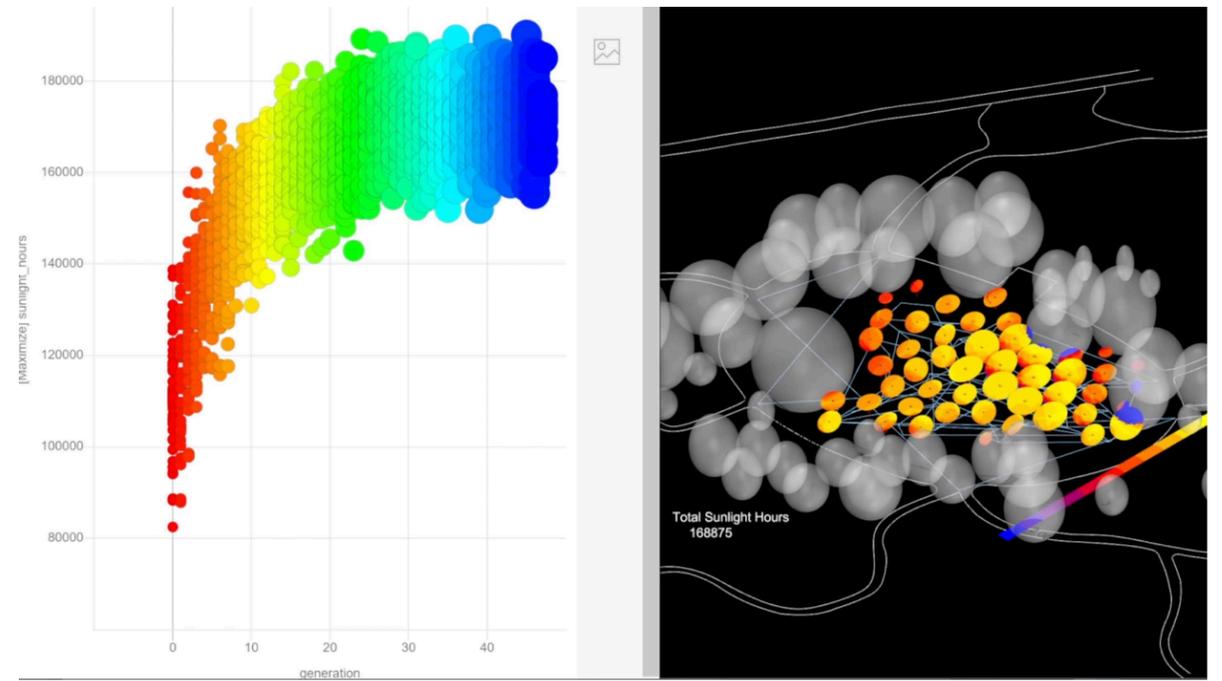
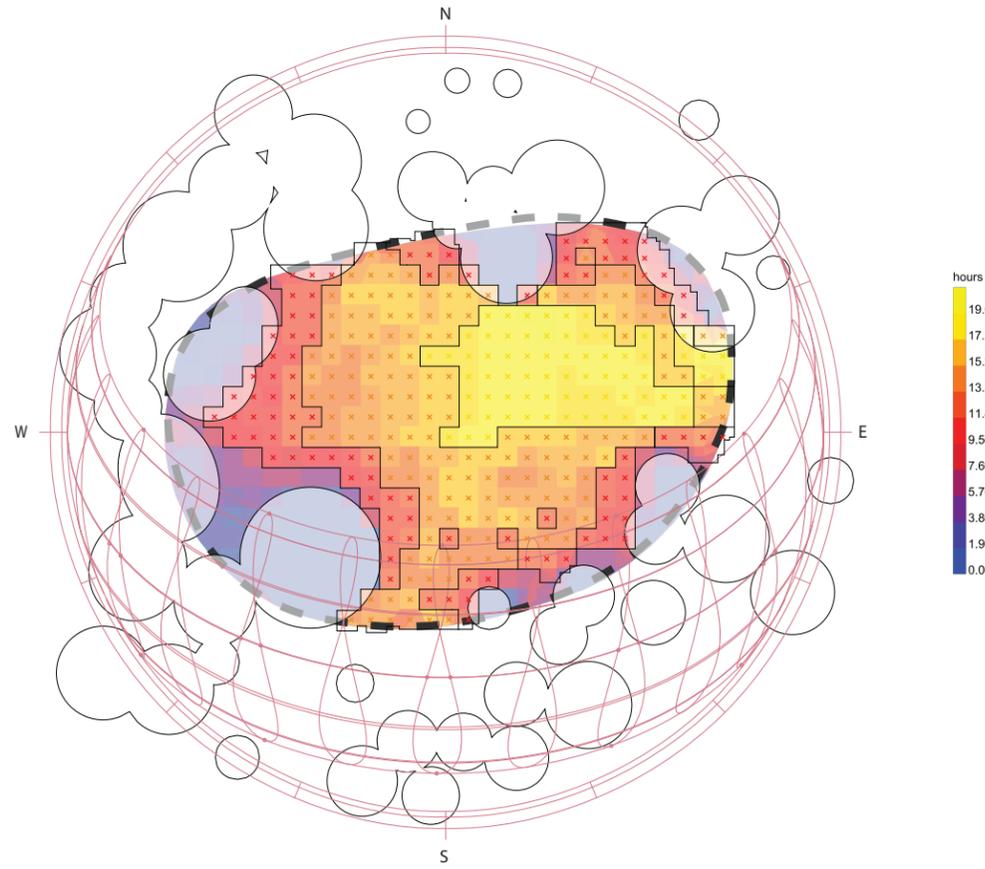


Perspective Rendering of Best Solution

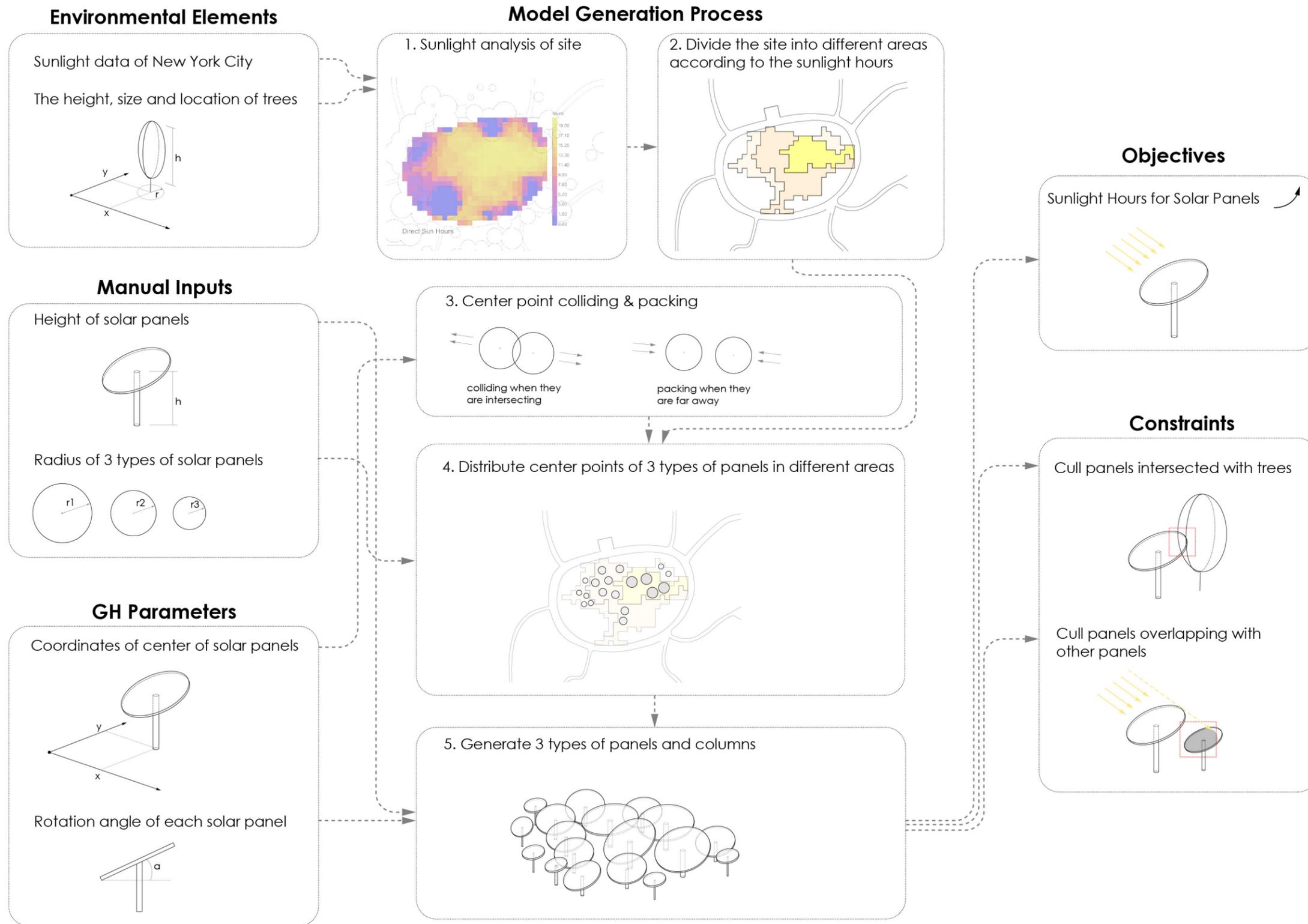


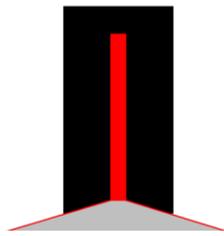
Site Plan - I Existing Plan - II Optimization Plan - III Best Solution Plan

Daylighting Analysis with Ladybug



Optimization Progress in Discover with Rhino





06

# Axiety Age

Video Game Deisgn

Virtual Architecture  
Columbia University

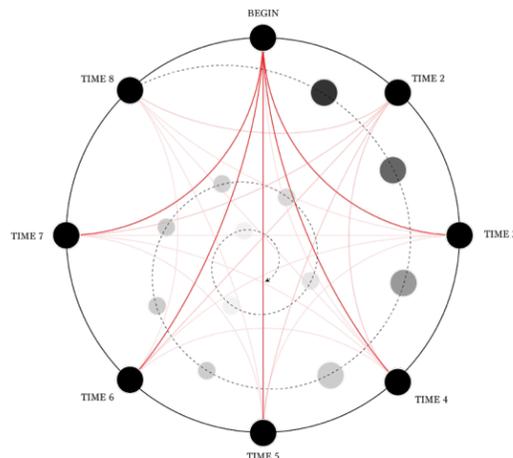
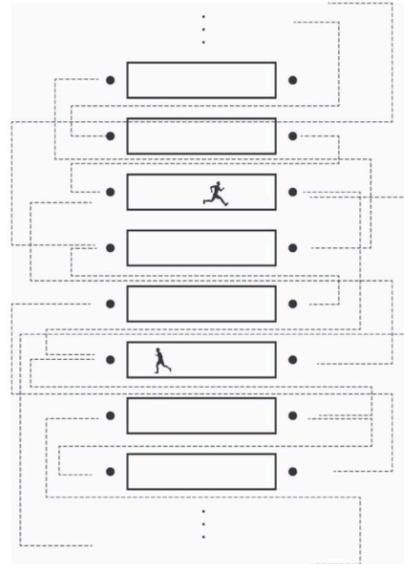
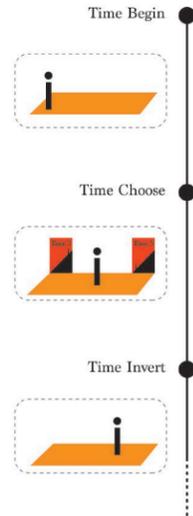
Instructor: Nitzan Bartov

Platform: Unreal Engine 5

Team: Gejin Zhu, Bingyu Xia, Yining Lai

This project is an installment of architecture, acoustic and visual art, that conjures the bombardment of emotion, secrecy, and information. It aims at arousing public emotional resonance of negative feelings, like anxiety, fear and pressure. To illuminate human's anxiety that arises from conflicted desires, the character is trapped in an infinite corridor with a series of scenes when being in highly approach motivated states.

Anxiety Age is imaged with a physical maze of corridors that fully immerse viewers. By organizing random sequences and infinite scenes, this project provide distinct experiences to individuals with broached themes of isolation, disassociation, transmission, interconnectedness, etc.



Inspiration Diagram - Teleportation

Inspiration Diagram - Random Circulation between Corridor Maze

Inspiration Diagram - Teleportation Between Maze



Prototype Corridors of Four Scenes

