# • PORTFOLIO.E.L.2020

New Jersey

New York

EINAT LUBLINER. ARCHITECTURE AND URBAN DESIGN

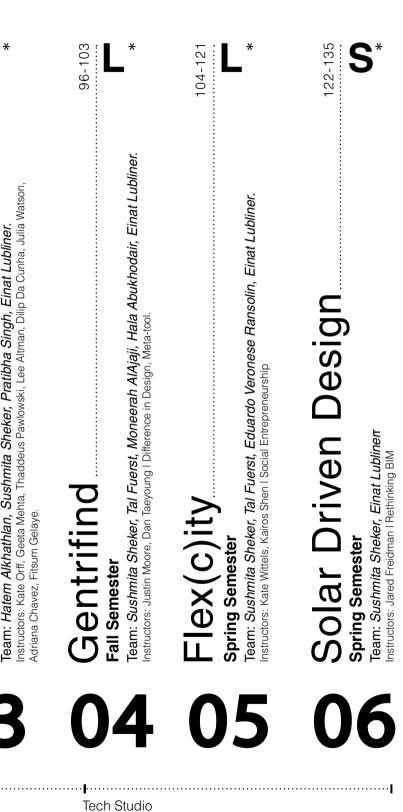




Addis Ababa

## **• TABLE** OF CONTACTS

**Design Studio** 





# **PROJECTS**





#### ► Systems

Urban Design is a superposition of systems. By defining different layers, their characteristics and intersection, the design becomes more holistic.

# •

#### ► The Public Realm

The 'publicness' level is influenced by different actors. While designing those spaces inclusiveness, accessibility and equity must be taking into account.

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#### Social Capital

GDP in not the only measurement for growth and advance. Empower local communities, economy and social network are essential for a healthy city.



#### Ecological Capital

Responding to climate Crises and ecological conditions are essential for the design thinking. Environment and sustainability have to be integrated.

## **DESIGN** TOOLS



#### Localize

Thinking local is highly important for reduce carbon emission, strengthen local economies and communities and reduce consumption.



#### Triggers

Strategic design of tactical intervention rather than a master plan encourages bottom up approach and increase the feasibility of making a real change.



#### Multidisciplinary

Incorporate different disciplines leads to a more creativity design. Data science, environmental aspects and economics have to be integrated in the process.

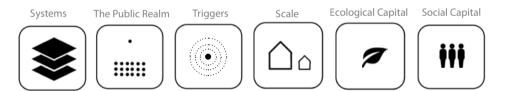


#### 

Designing and thinking through different scales enables a broad understanding of the context and the systems of the project.

## •01 LOTS OF PEOPLE •••••••••••••••••••••••••••••••••••

**Design Tools** 



The project concerns Jersey City and Hoboken's challenge of rapid population increase, which results in lack of public open spaces and environmental challenge of flood mitigation. While exploring the city, we identified a large quantity of vacant lots in the city fabric, both public or privately owned (393). We have found it as a great opportunity to address those challenges.

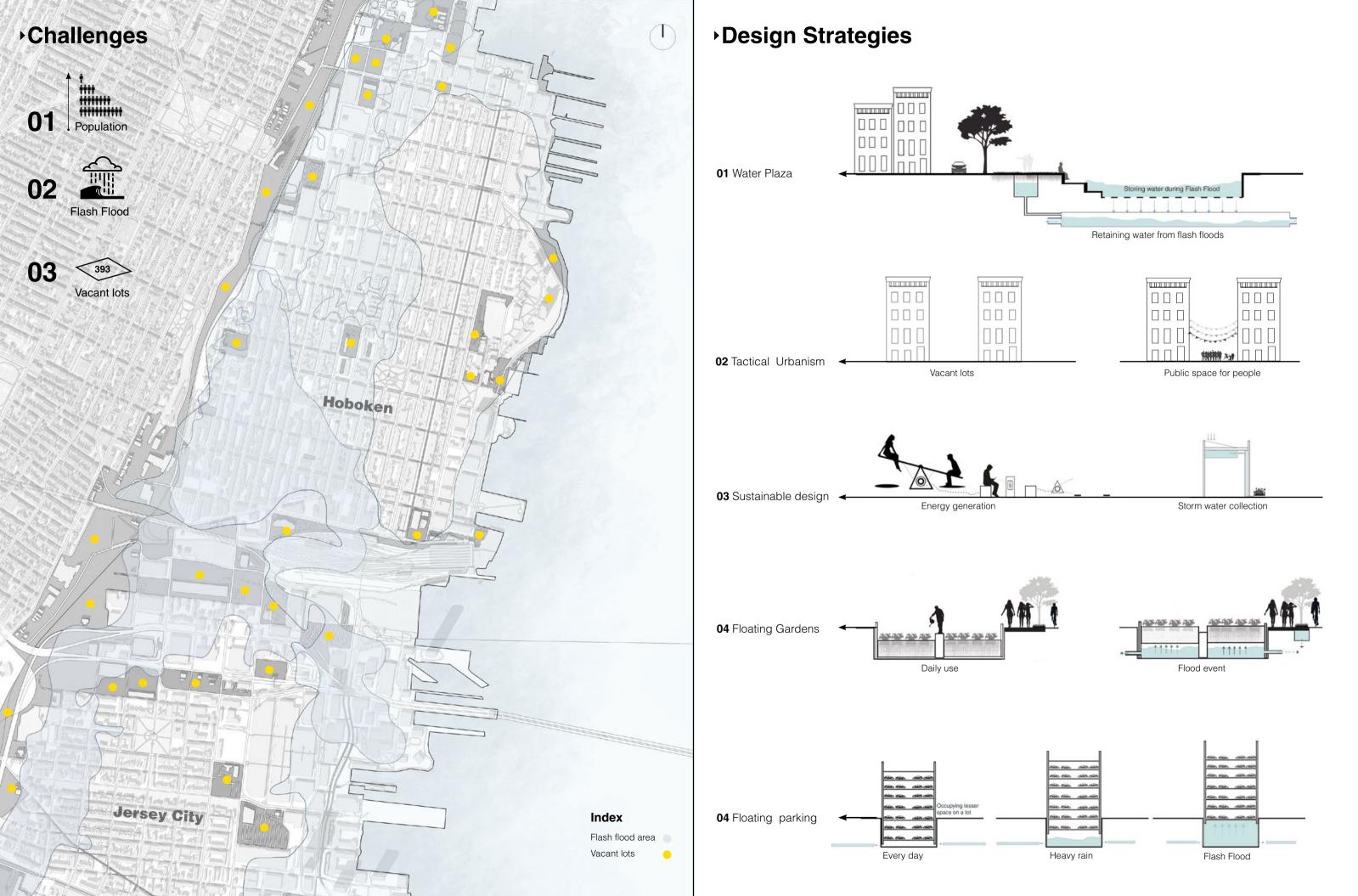
The design proposes a new platform for 'borrowing' spaces which are in the interim of a built project. We propose to creating temporary community popup spaces on privately-owned lots, and semi-permanent spaces on public lots which address the problem of flash floods. Through an incentive-based policy facilitated by the platform, the municipality can provide diverse pop up spaces for the community within the existing built fabric. The programs of the new pop-ups and their design derives from the context and needs of the local communities in their respective neighborhoods.

Summer 2019

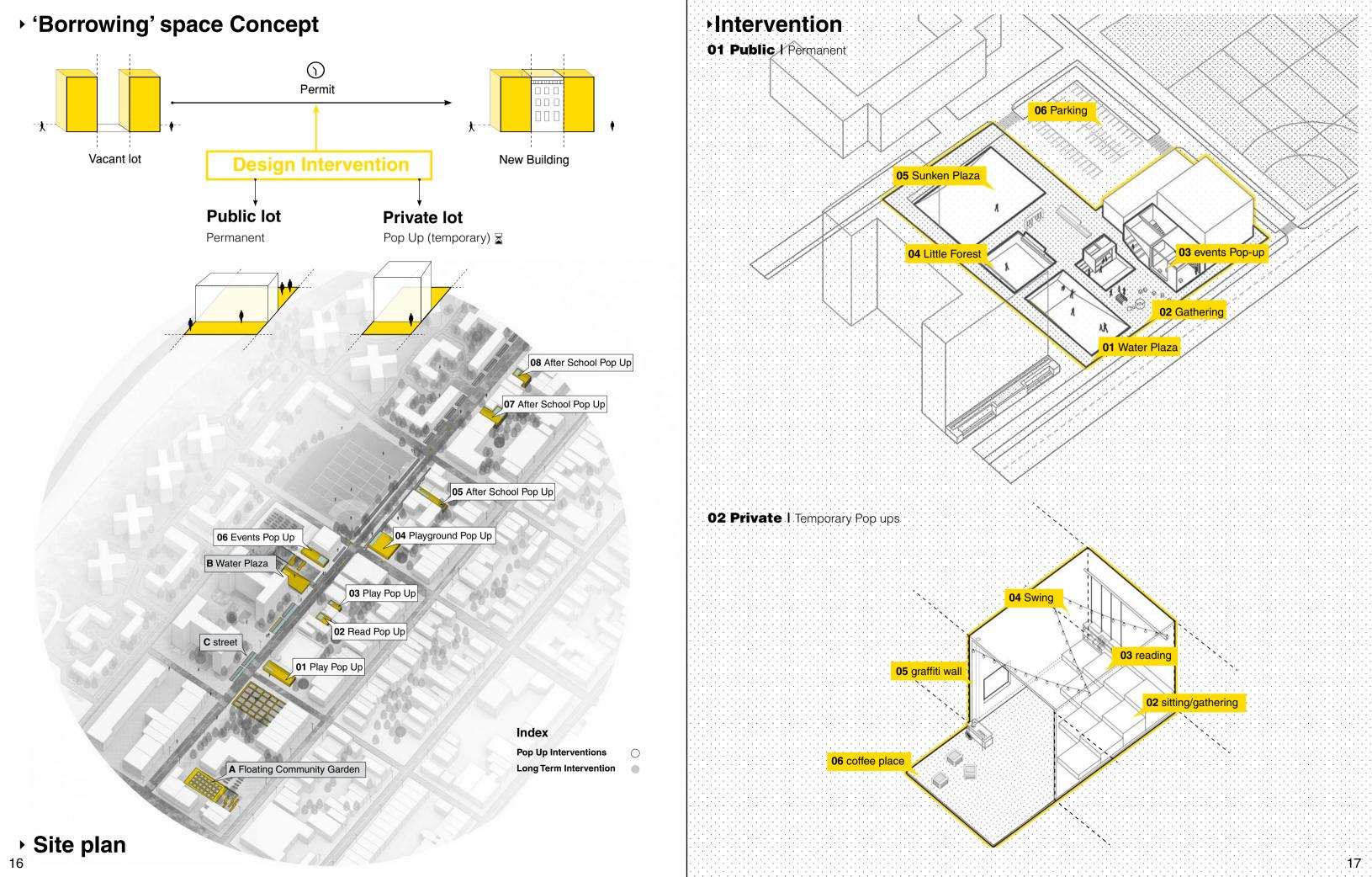
For the project's video click: <u>https://vimeo.com/354214258</u>







## · 'Borrowing' space Concept



# RANSUN

Water Plaza

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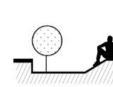






01 Design Components





Gathering, Sitting

Nature











Street Connection

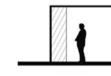


Grownup scale



Children Scale

Privacy



Smart walls

Opening

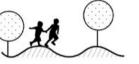


Laying



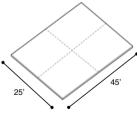




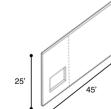


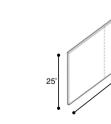
Landscape

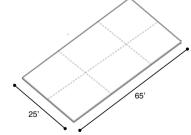
#### 02 Design Elements I Assemble and disassemble

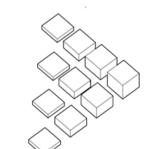


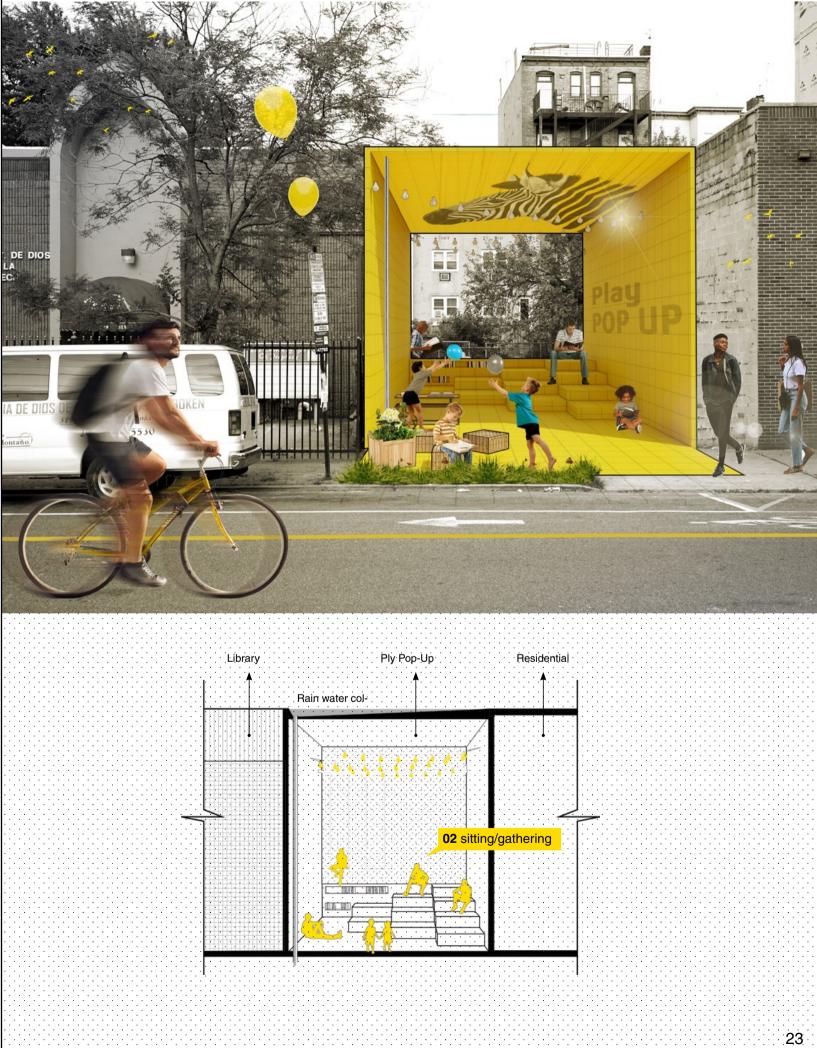
Top panel







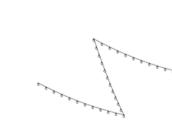




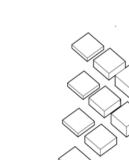




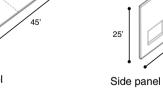
Portable furniture

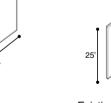


Light





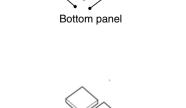




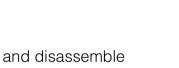
Existing wall graffiti painted

Bottom panel







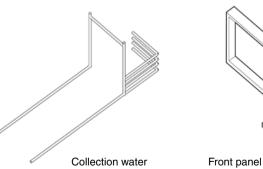






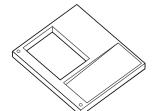


#### **01** Design Components

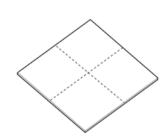


### Collection water Pipe system

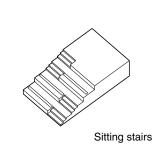




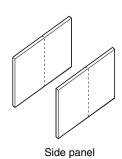
Upper panel

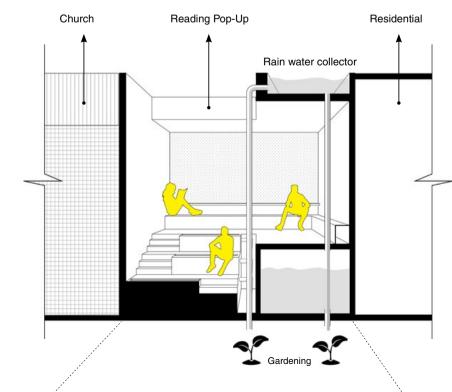


Bottom panel

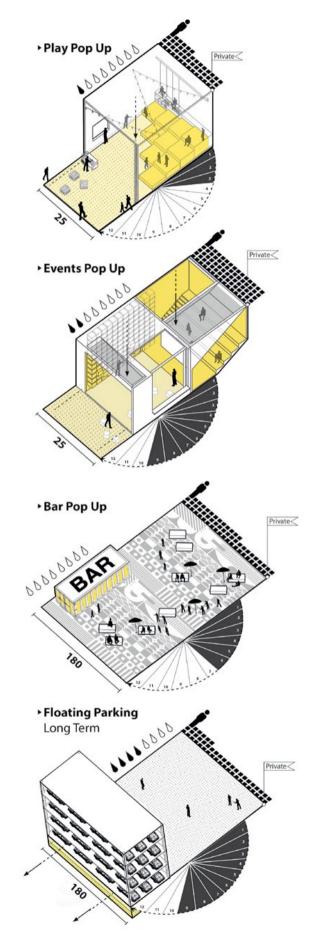


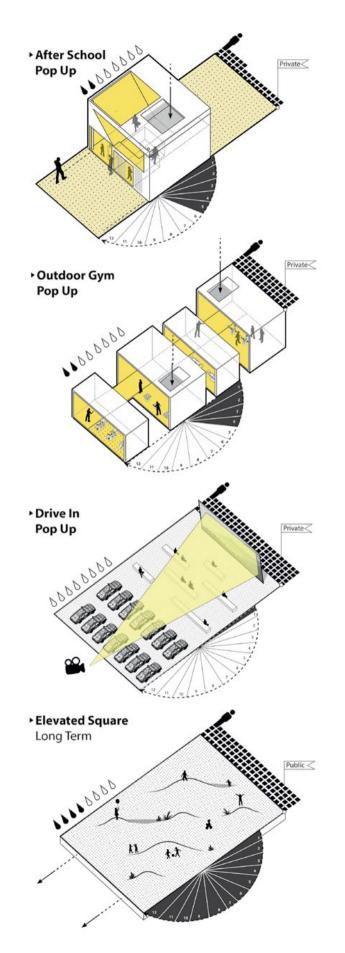
Back panel

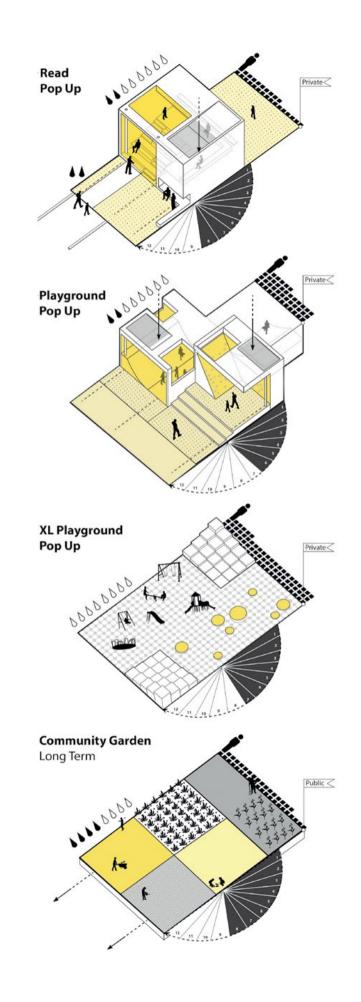


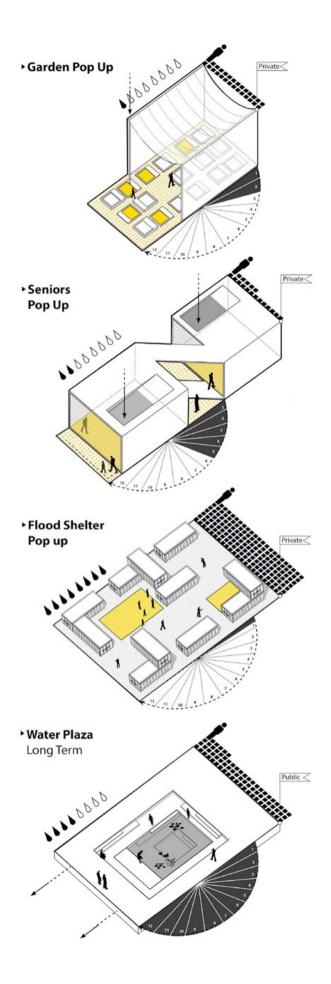


## Pop - Up Typologies



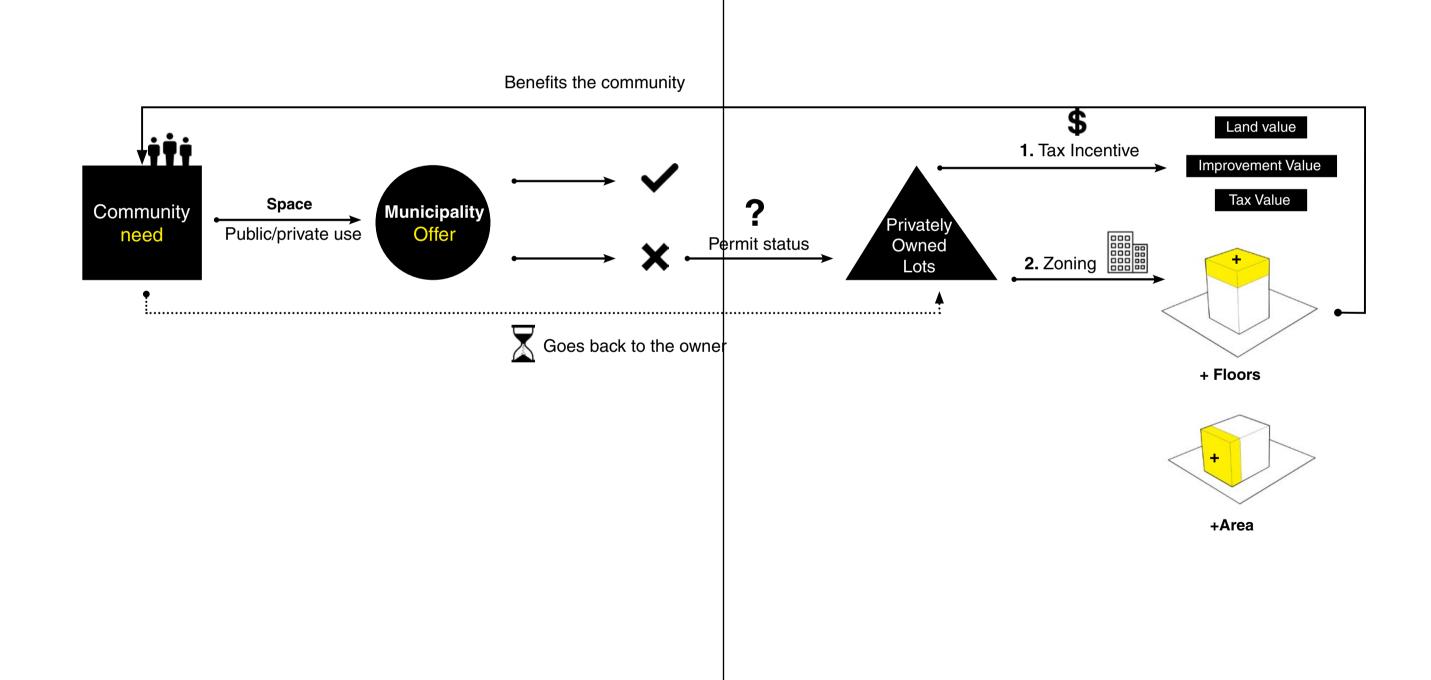






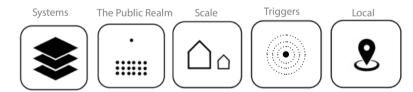


Policy



## •02 POST RETAIL SCAPE ••••••••••

#### Design Tools

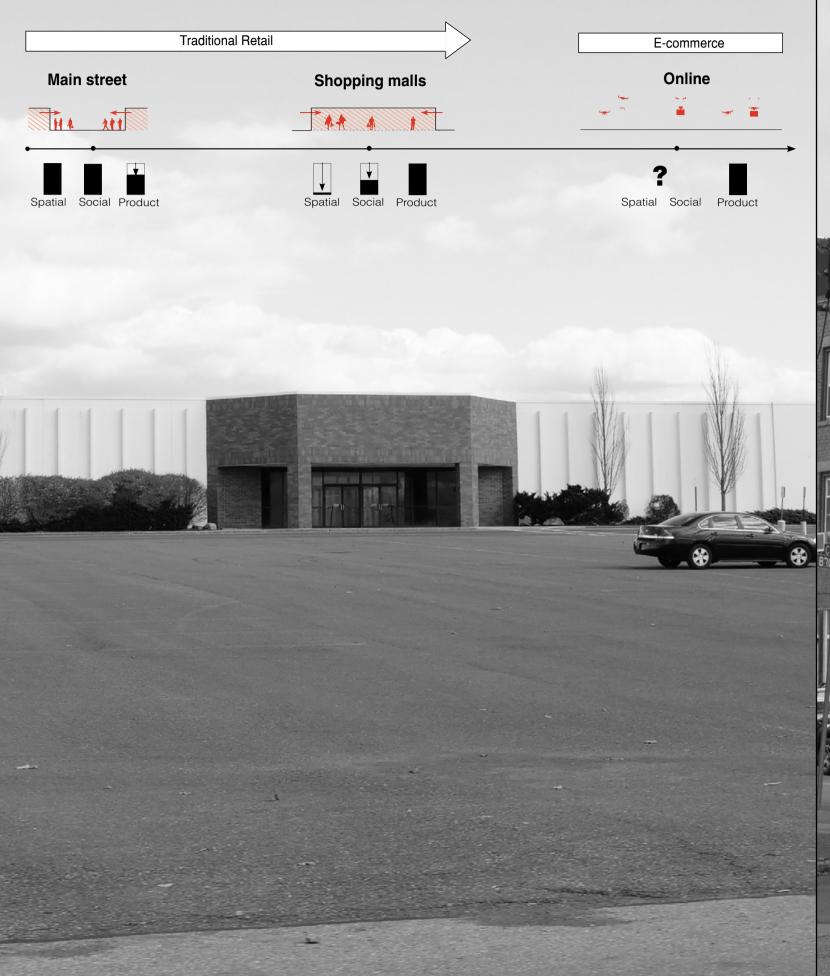


With the global transition from traditional shopping to e-commerce and the change in consumer trends, the main street retail, Big Box stores and malls which were a de facto social space for American small towns have transformed into redundant infrastructure. The repercussions of this have highly impacted social interaction, local economy, existing infrastructure, jobs and services.

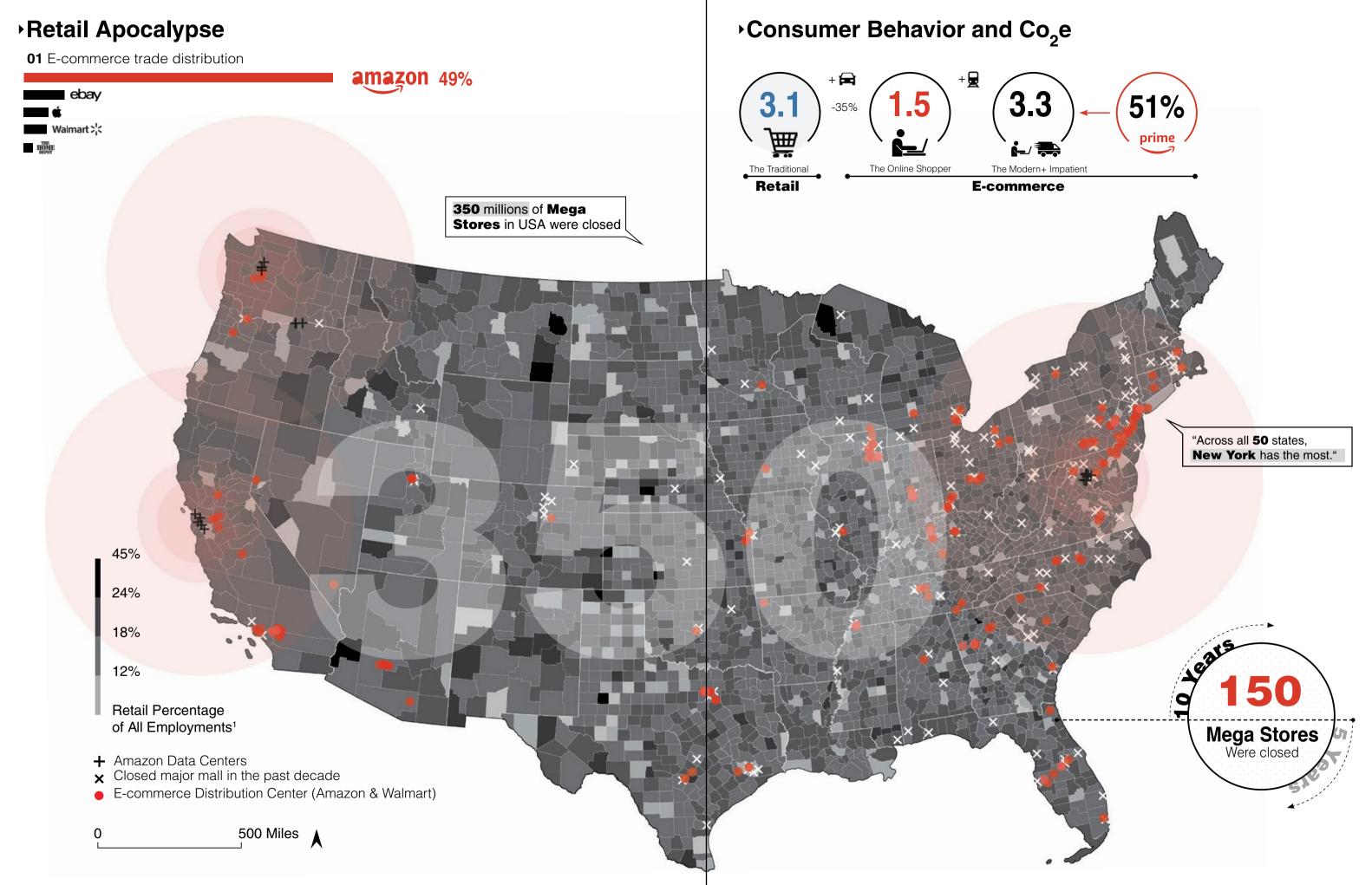
This gives an opportunity to redefine a new retail module that spurs from a bottomup approach through main street revival and by providing experiences and awareness to consumers along with establishing a shared collaborative platform for small businesses by sharing space, energy, resources, waste management and storage. This sharing of assets not only reduces cost and carbon emission but also funnels local economy, promotes interaction, elevates jobs and social equity. It further encourages collaborative consumption in the Hudson Valley.

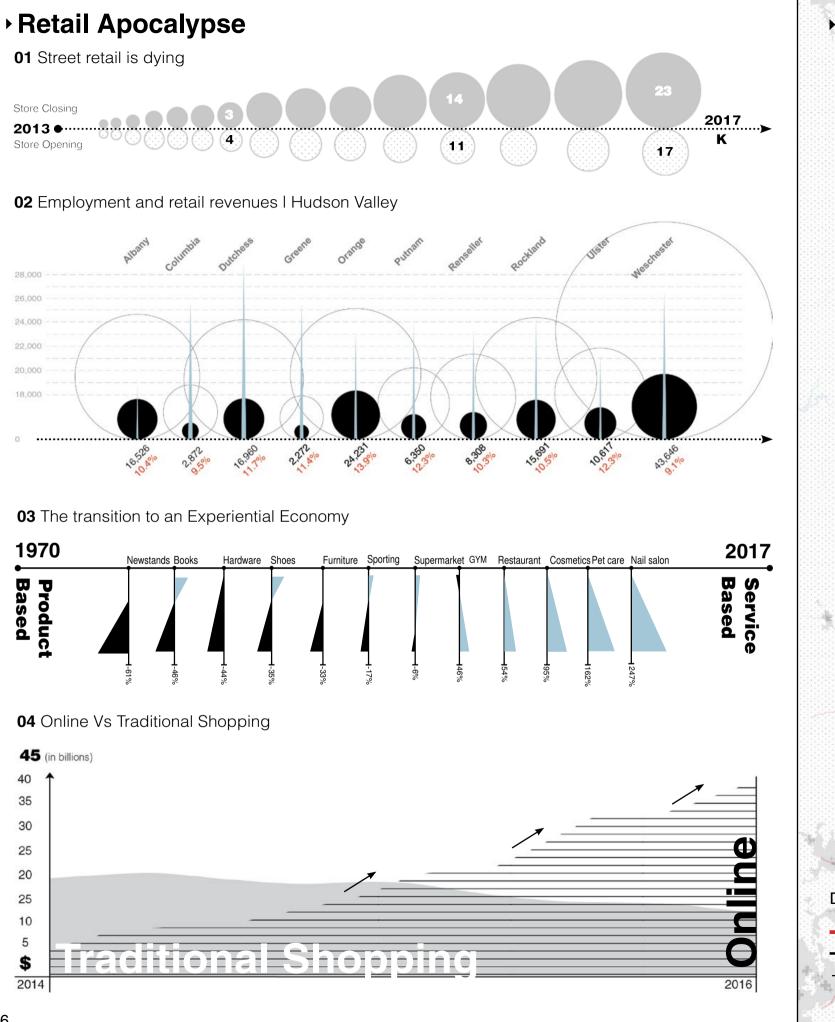


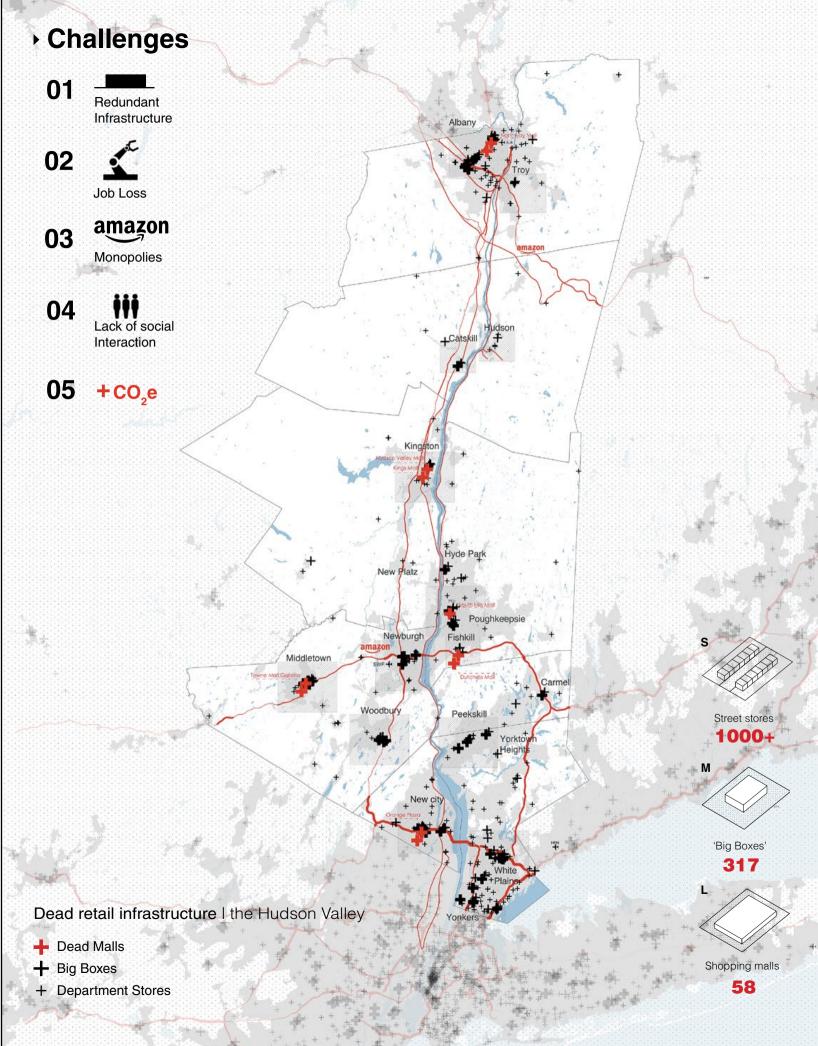
In the Hudson Valley 25% of the shopping malls are in the danger of closing and Main street retail is imperil.

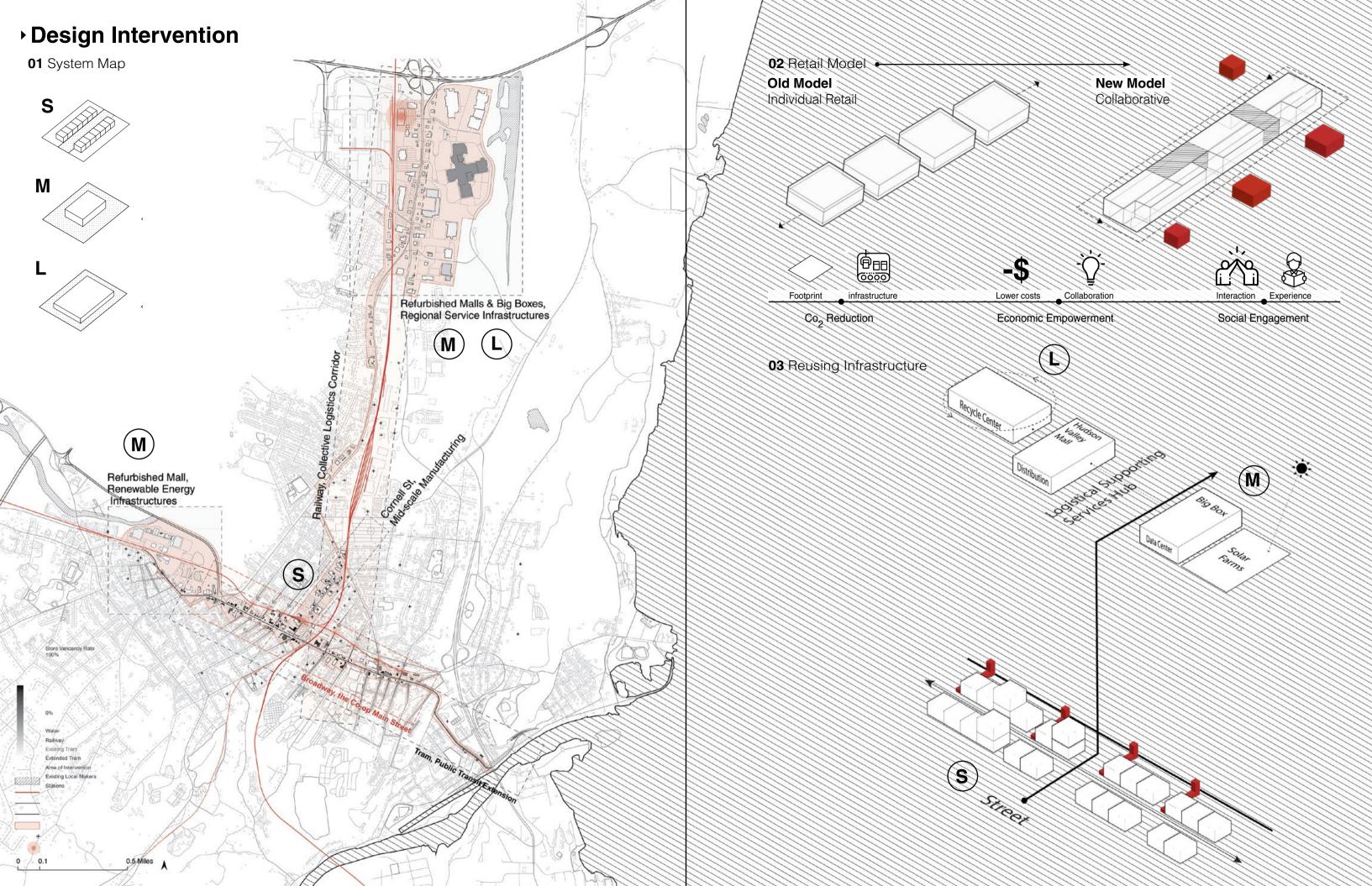




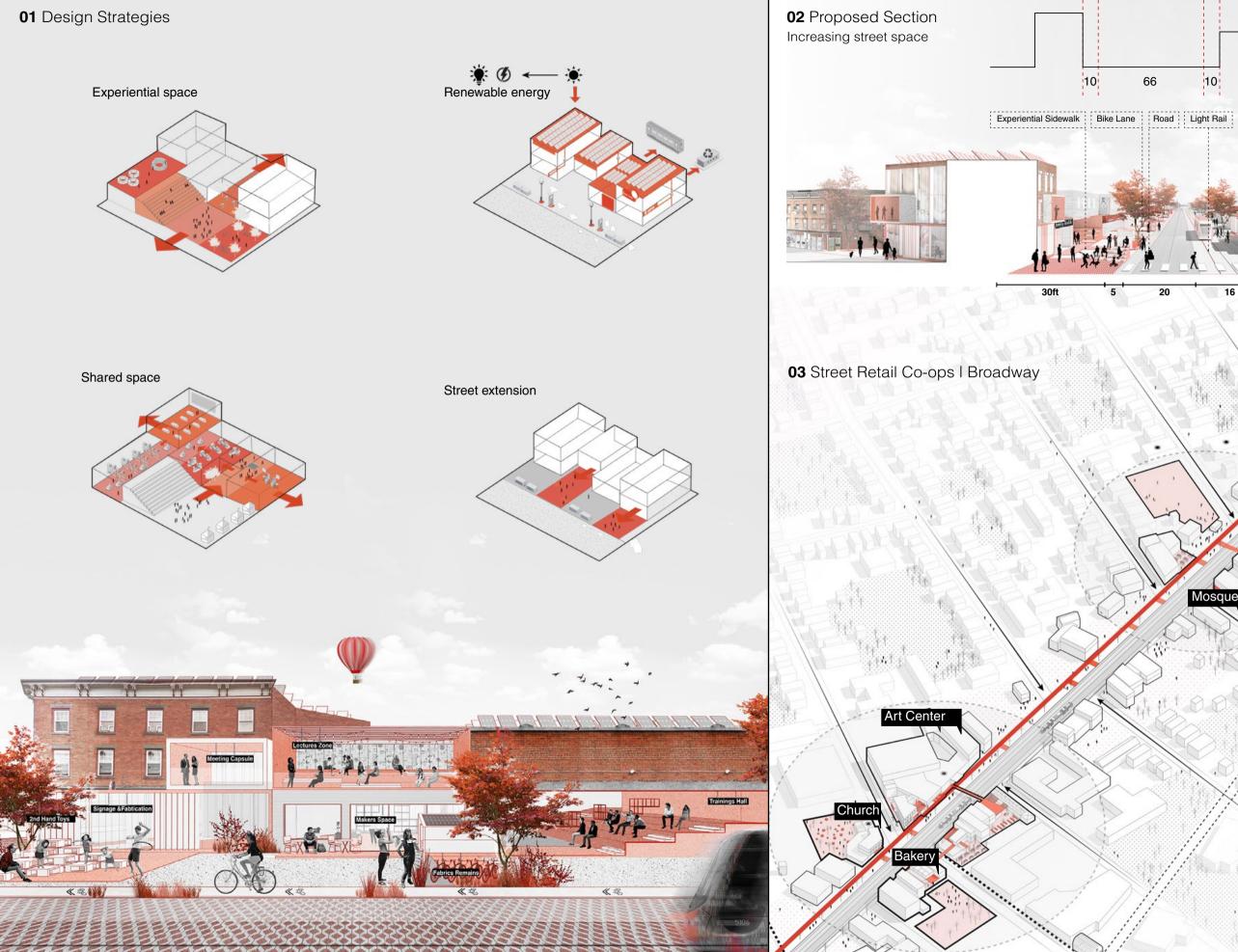


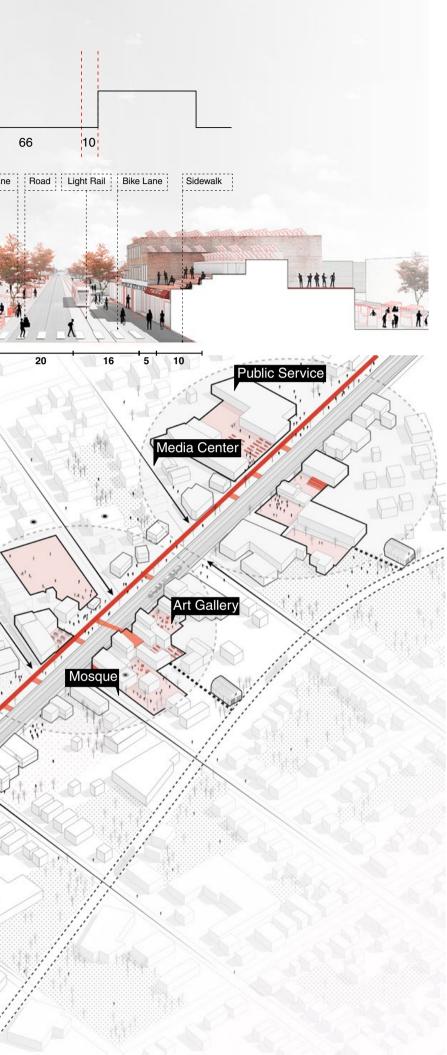






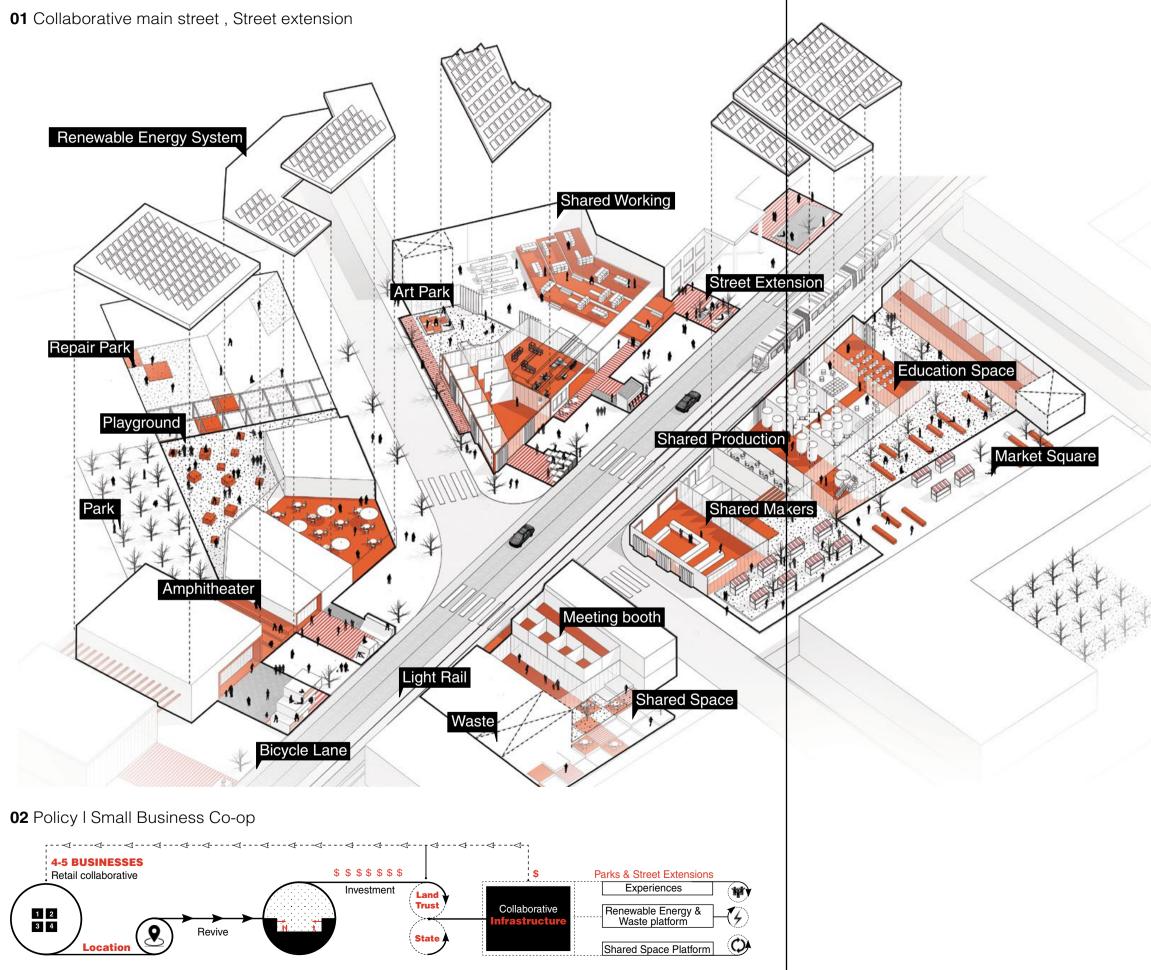
## ▶ S Scale Intervention | Street Co-op

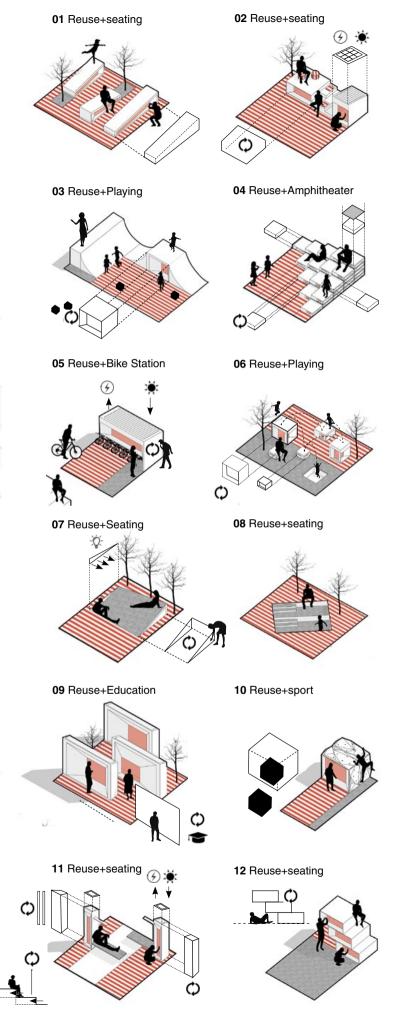






#### S Scale Intervention





## → S Scale Intervention

Cardboard Furnitur

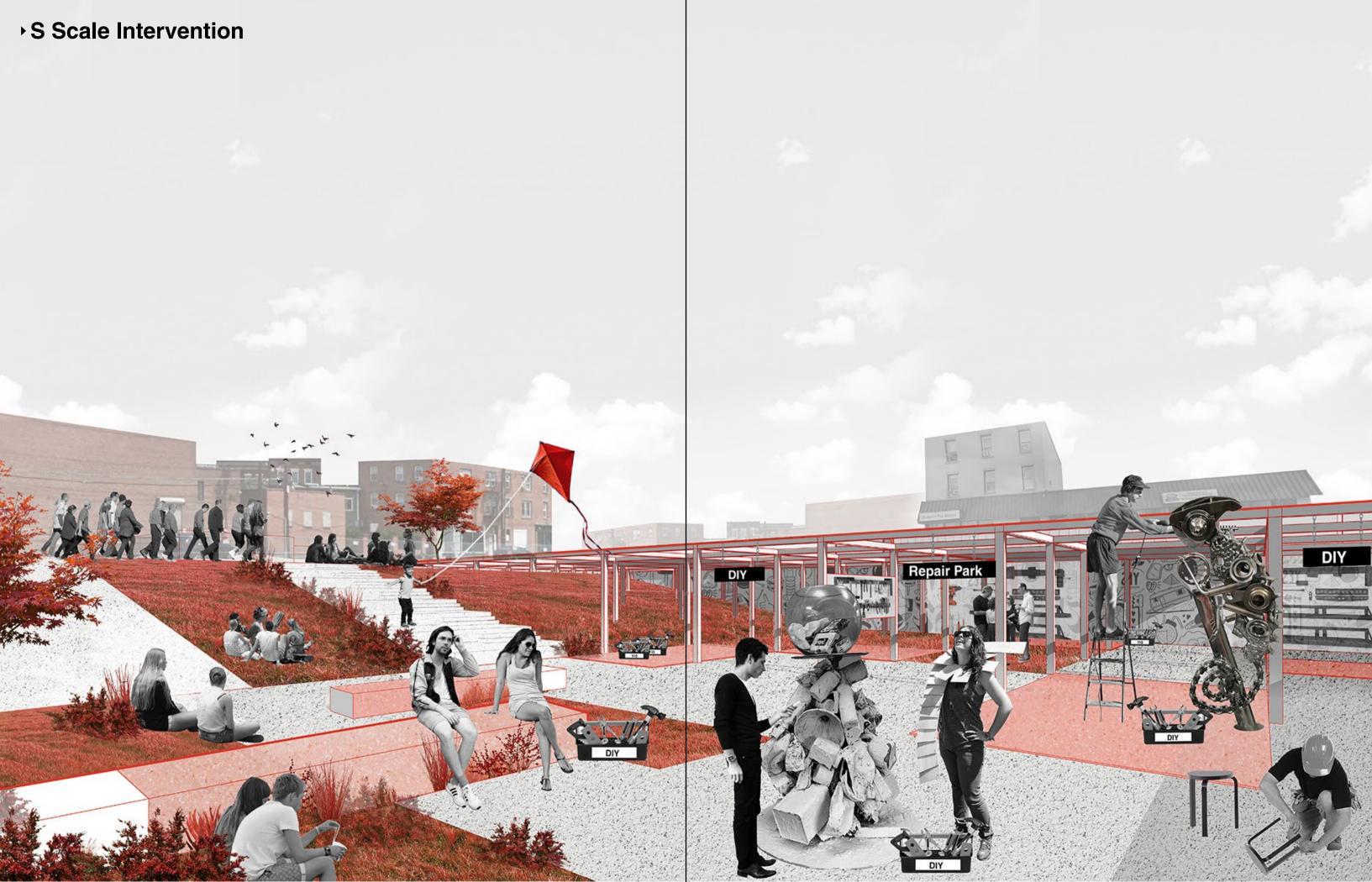
Workshop

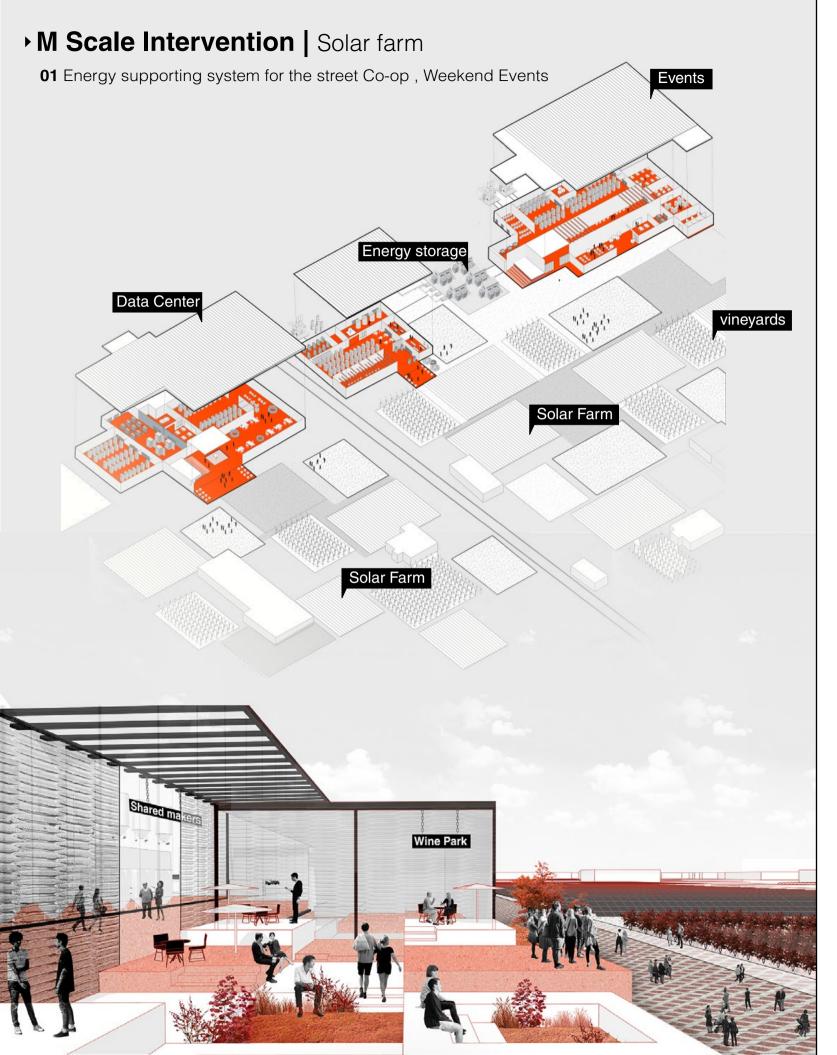
DO WHAT YOU LOVE

T

HELLO

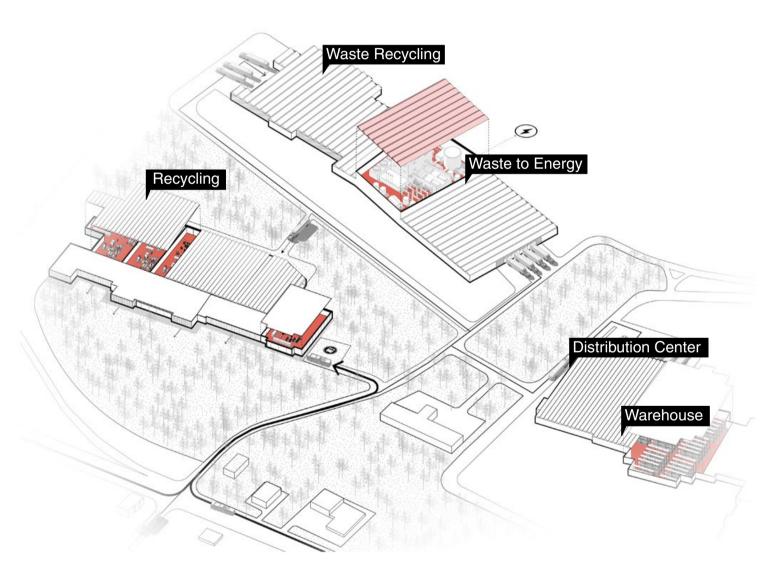






### • L Scale Intervention | Recycle to Energy Plant & Distribution Center

02 Logistics supporting system for the street co-ops. Packaging, recycling, distributing



## •03 REARTICULATING CAPITAL ••••

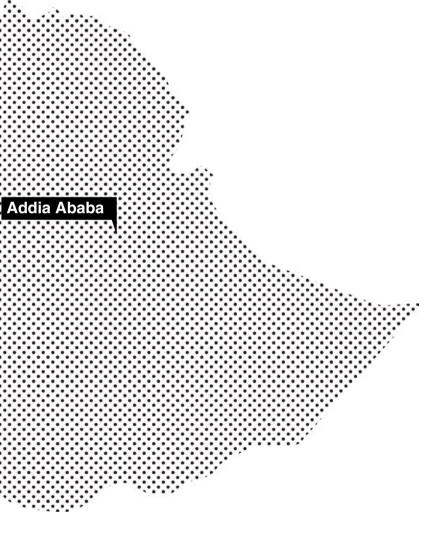
Design Tools



Addis Ababa main city center is going through concreting its banks and creating exclusive project proposal to channelize the river by top-down approach.

a rapid development including large influx of public spaces. We see the potential to reverse people and capital. The government and foreign this urbanism driven solely by real estate to a developers are enforcing a generic vision of multi functional capital system that will focus a 'modern developed city', which perceived on social and ecological capital. Three trigger as progressive, but in fact it fragmenting the projects will be designed to recharge the aguifer, city, destroying ecosystems and widening clean and collect water and mitigate floods. The socioeconomic gaps. The Development proposal will empower the local economy and extracts capital from the city rather than benefit community, enable accessibility throughout the the locals. It causes displacement and disrupts city and improve the housing conditions. By social networks. Another major Challenge is strengthen local social organizations and taking the dis-connectivity of the contaminated river advantage of the global actors in the city center, to the city fabric. It also suffers from ecological the project will be realized through privatedegradation that will worsen with the sheger public partnership, combine a bottom-up and

For the video of the project: Addis Ababa Intro Video



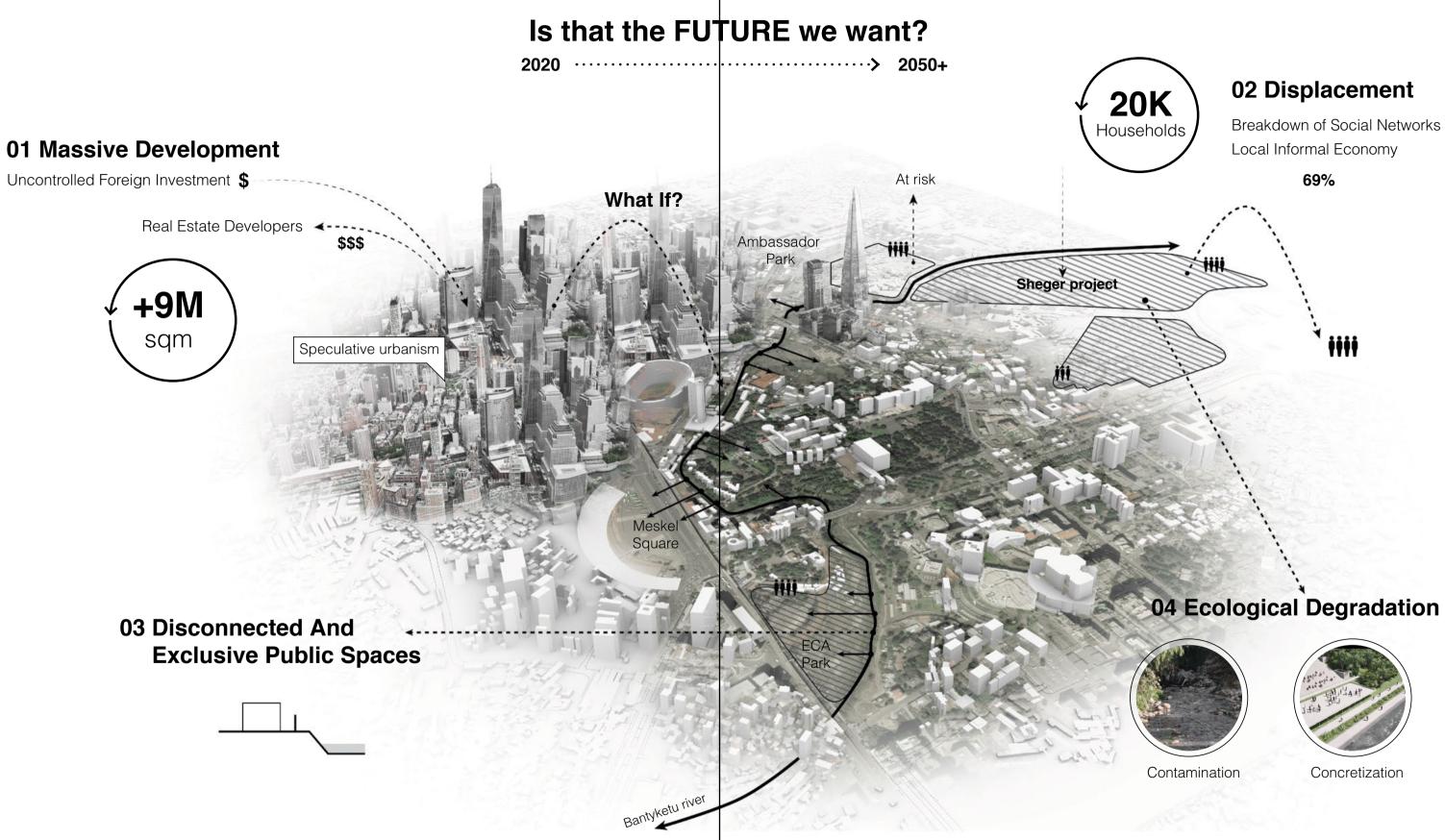
Spring 2020

#### Ambassador area

In the context of the transect, the ambassador site is the main city center of Addis, where the financial capital flows in the CBD. By taking advantage of it, the project aims to direct a part of this capital through a CBD co-operative, to enable an inclusive public & trade space, to aerate, clean the river and improve accessibility for all of Addis Ababa residents. Entoto 3100n Kechene Piazza



Challenges



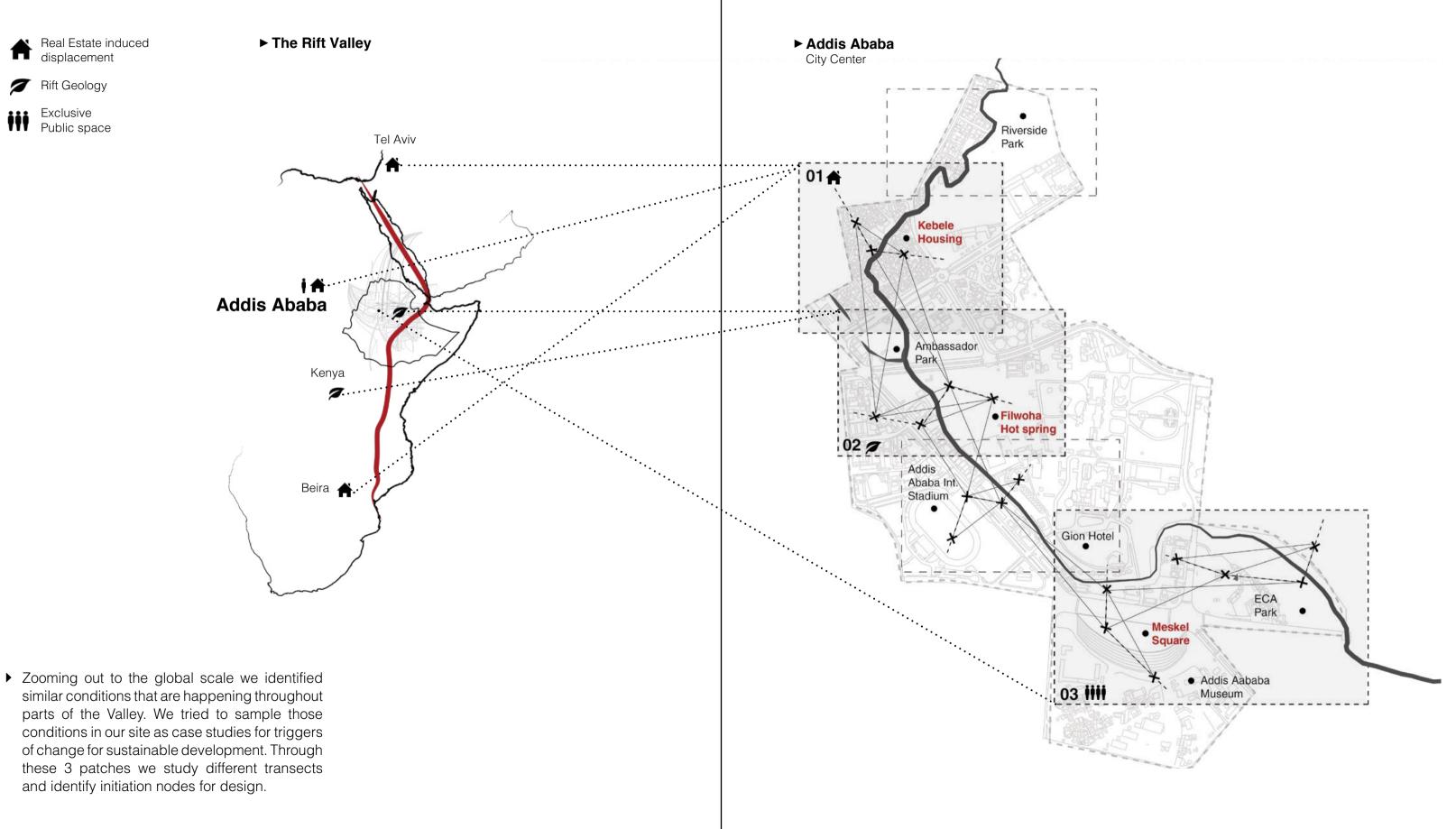
Breakdown of Social Networks

#### Scales of interventions

1

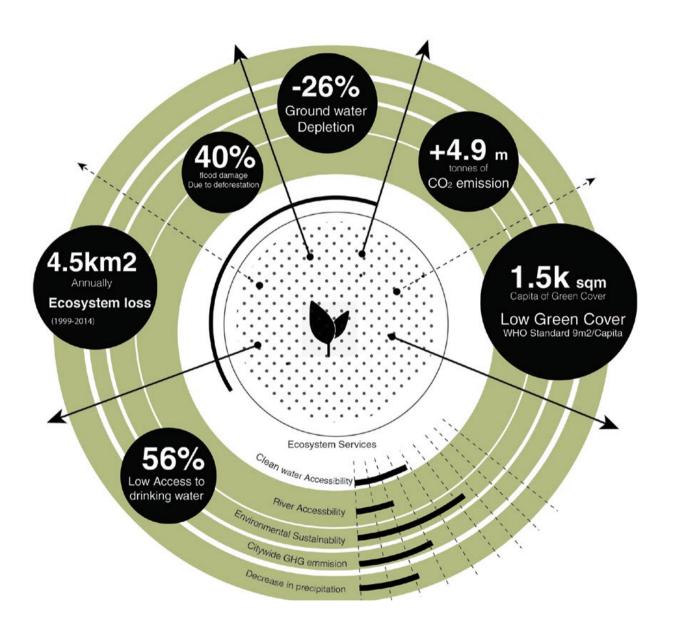
Rift Geology

**01** Similar challenges along the Rift Valley area

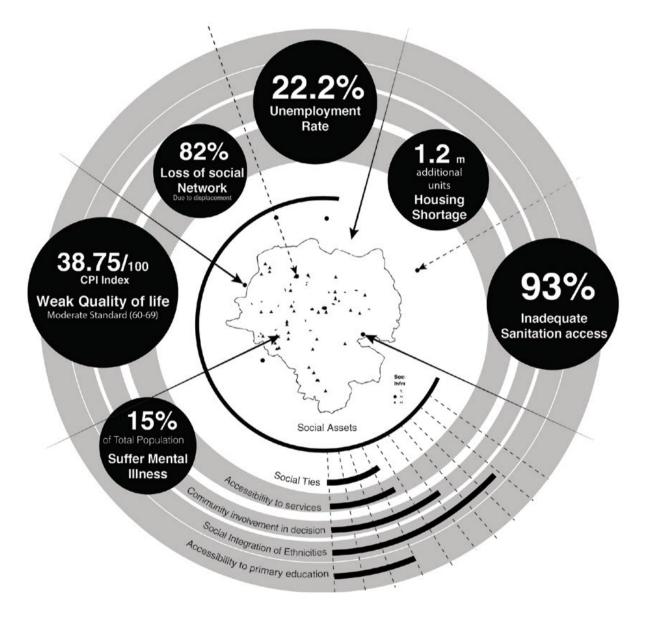


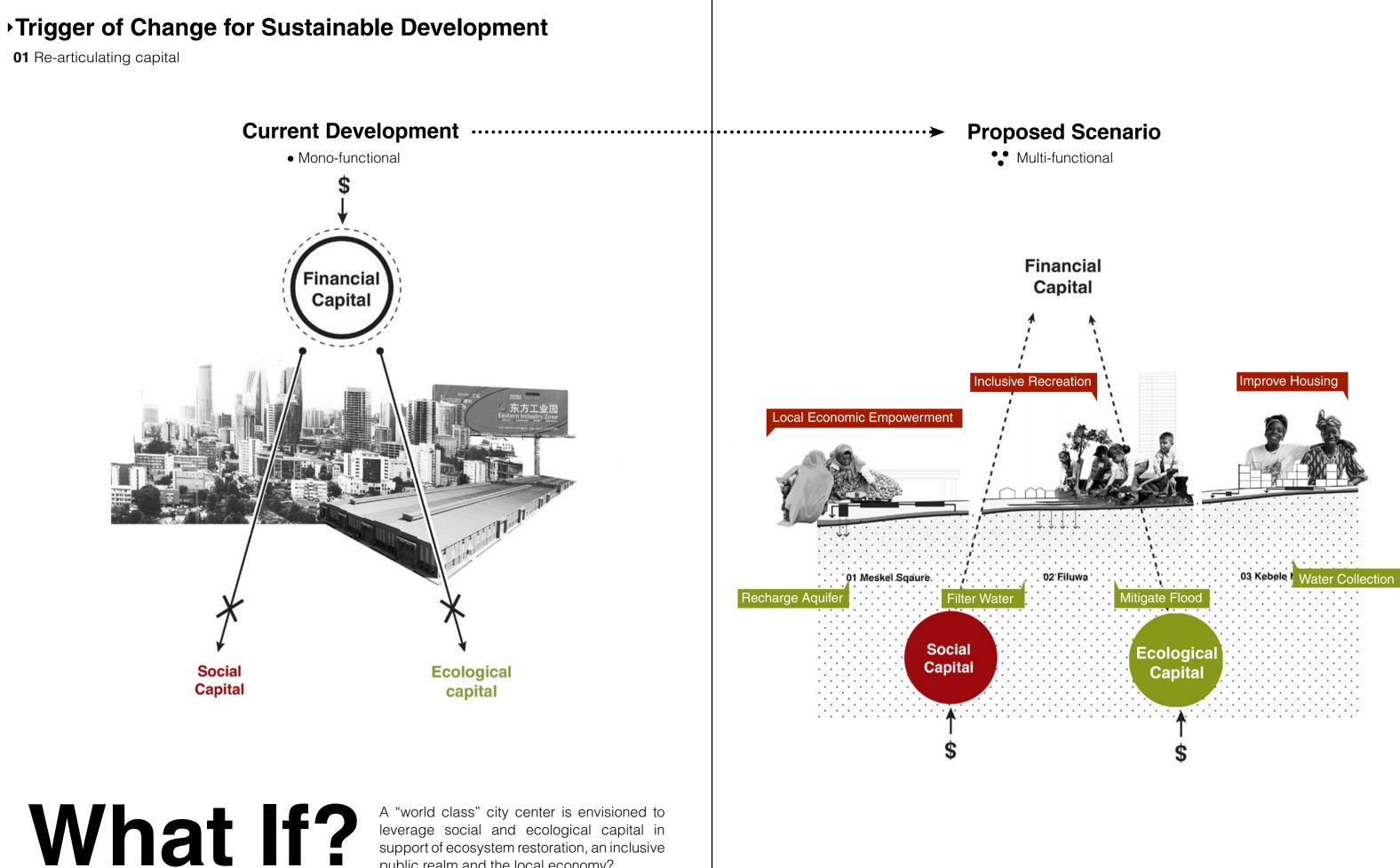
#### • Ecologic and Social Capital in Addis Ababa

**01** Ecological Degradation and lack of green spaces

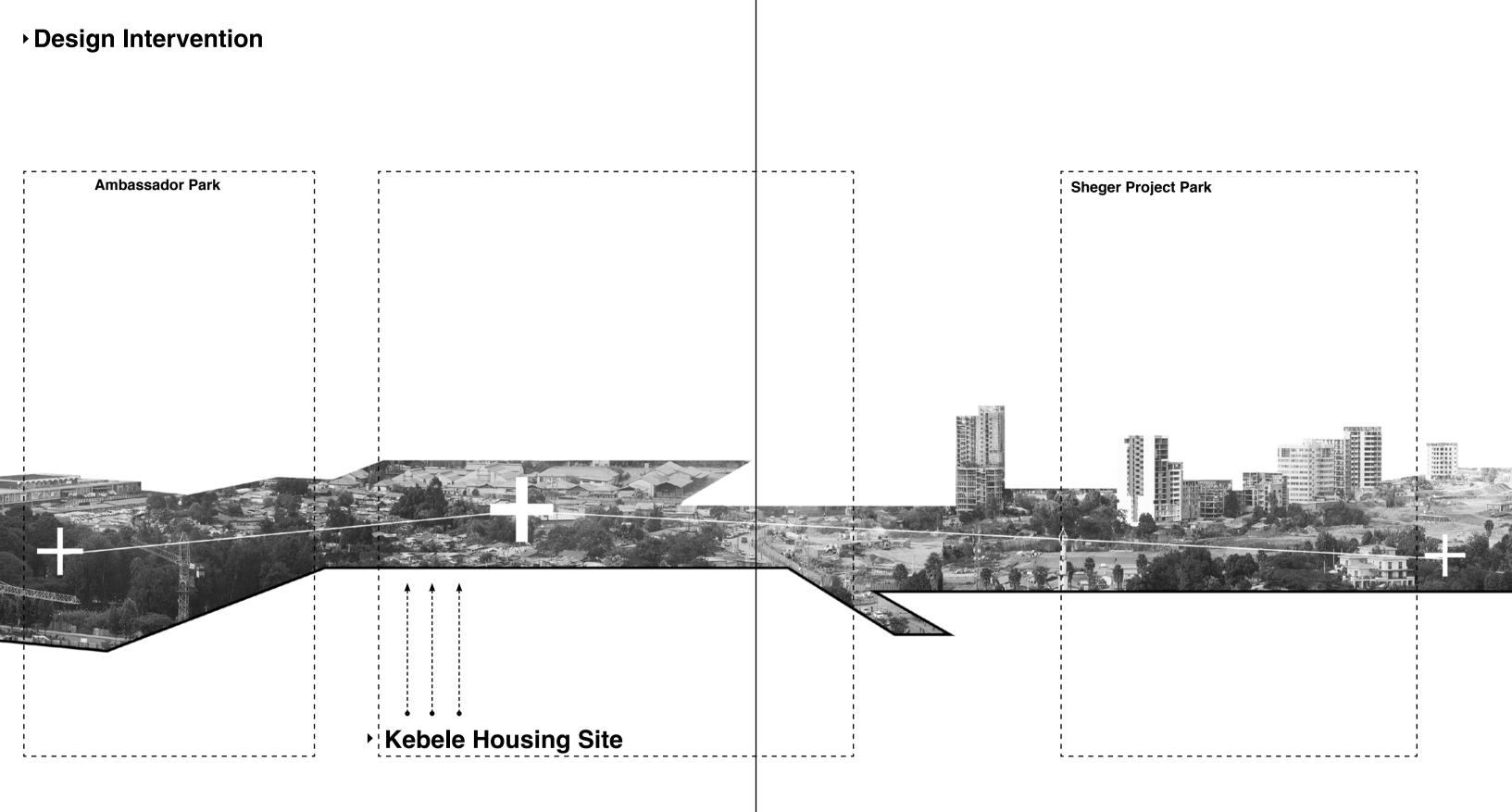


**01** Loss of social Networks, lack of infrastructure and high unemployment rate





leverage social and ecological capital in support of ecosystem restoration, an inclusive public realm and the local economy?

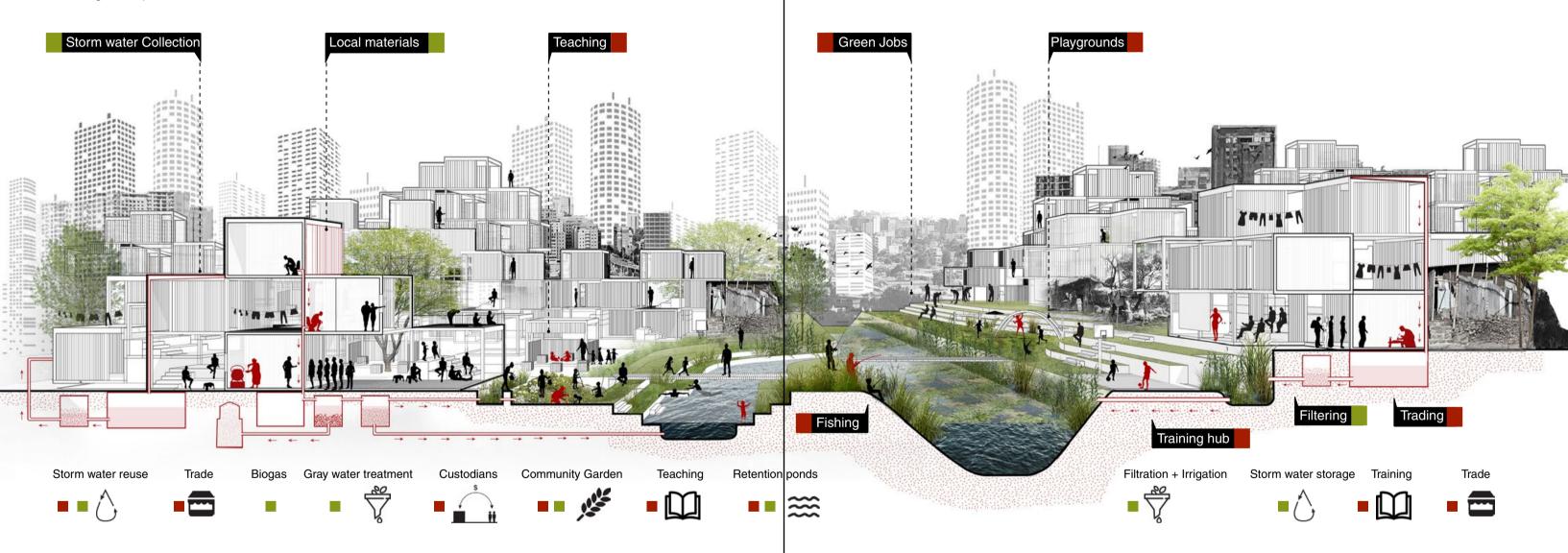


#### Design Intervention

**01 Kebele Housing** | Improve conditions through social and ecological networks

Social Capital

Ecological Capital



The trigger points will empower the residents with social infrastructure inside the fabric to support their needs of education, training center, health and recreation. The system will include storm water collection and reuse, decentralized STPs and retention ponds will mitigate flood. The community organization will provide incremental housing which will be funded by part of the private investments that enters the city center. People from the community could work in the Edir organization in building and maintenance to gain rent incentives and benefits.

#### Design Intervention

01 Kebele Housing I incremental housing phasing



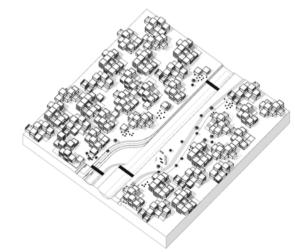
#### 01

Existing Kebele housing ~50 sqm per unit. ~1000 existing Units



#### 03

Social nodes for trade, Training, health care and leisure to improve conditions and empower locals.



#### 05

68

The people can build their own houses with local materials inside a skeleton that will be built by community workers.



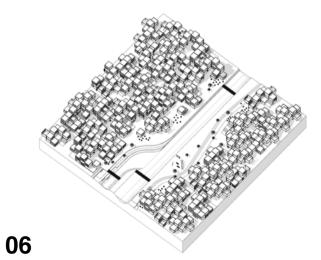
#### 02

Flood zones will transform to Social and ecological supporting network.(Section)



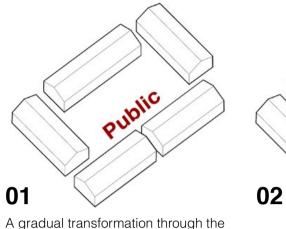
#### 04

Incremental housing provided by the Edir and fund by part of the city investments according to a policy.

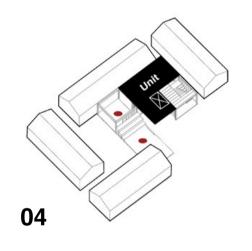


The whole Network will be realized by a social and economical supporting system of trading, training and river custodians.

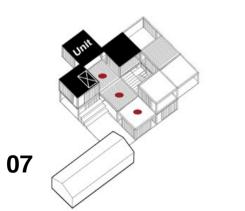
#### 01 Kebele Housing | From a trigger of social node to housing



A gradual transformation through the shared space inside each Kebele Housing, **to avoid displacement** 



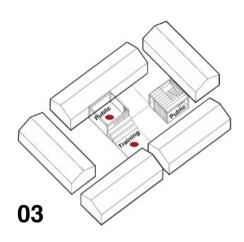


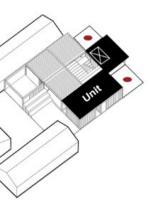


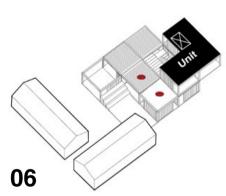


**08** 

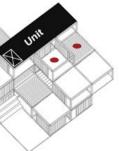


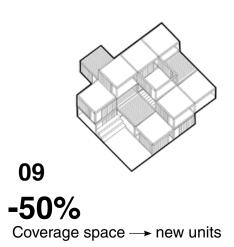






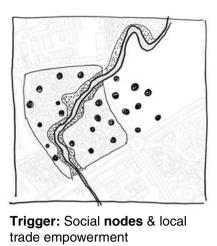
Outdoor spaces throughout the levels to keep the 'outdoor space' component in the original kebele housing typology

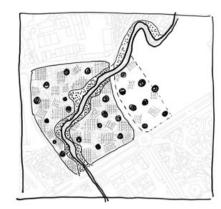




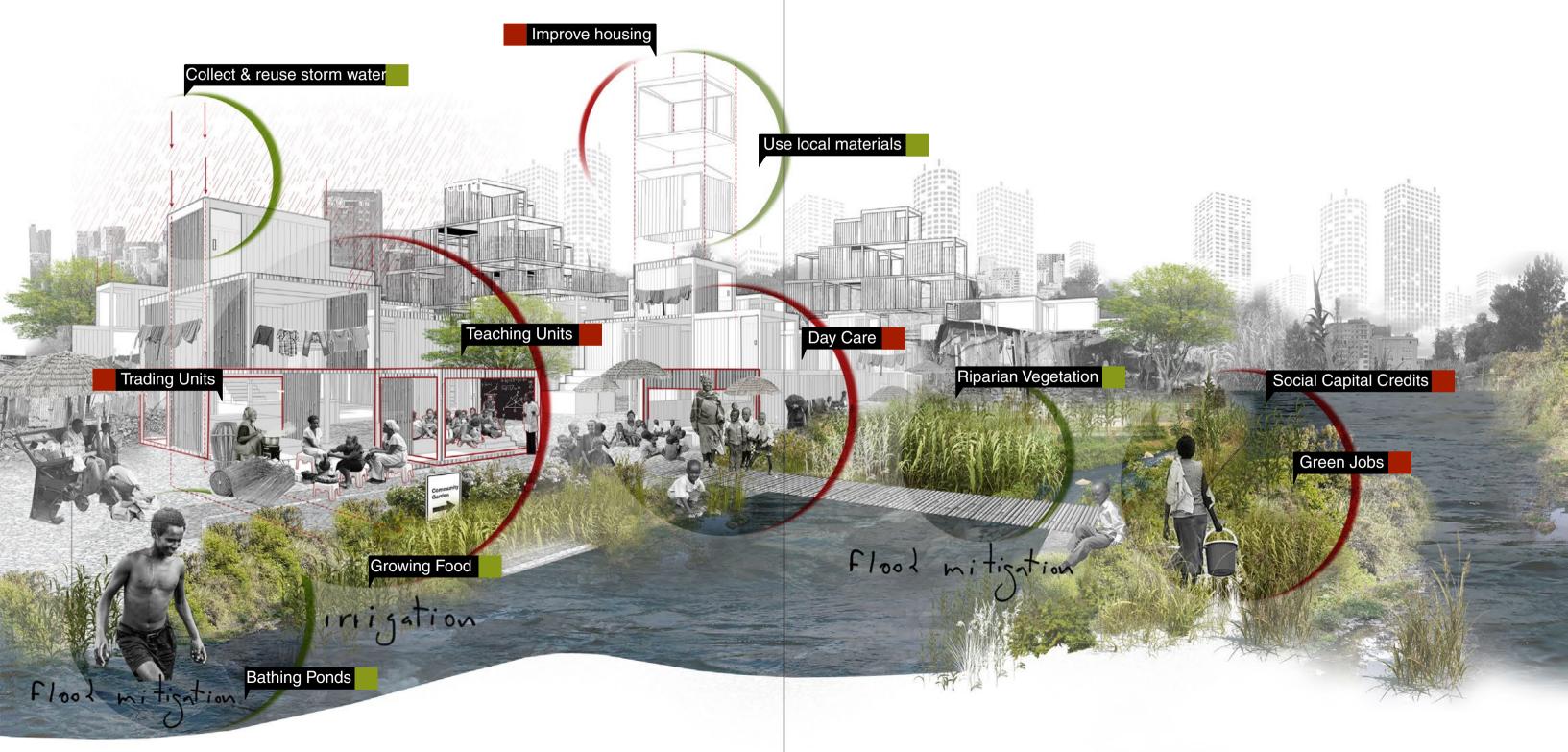
#### Design Intervention

- 01 Kebele Housing | Wet season scenario
- Social Capital
- Ecological Capital

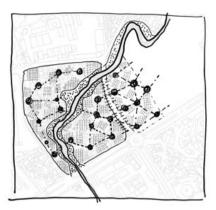




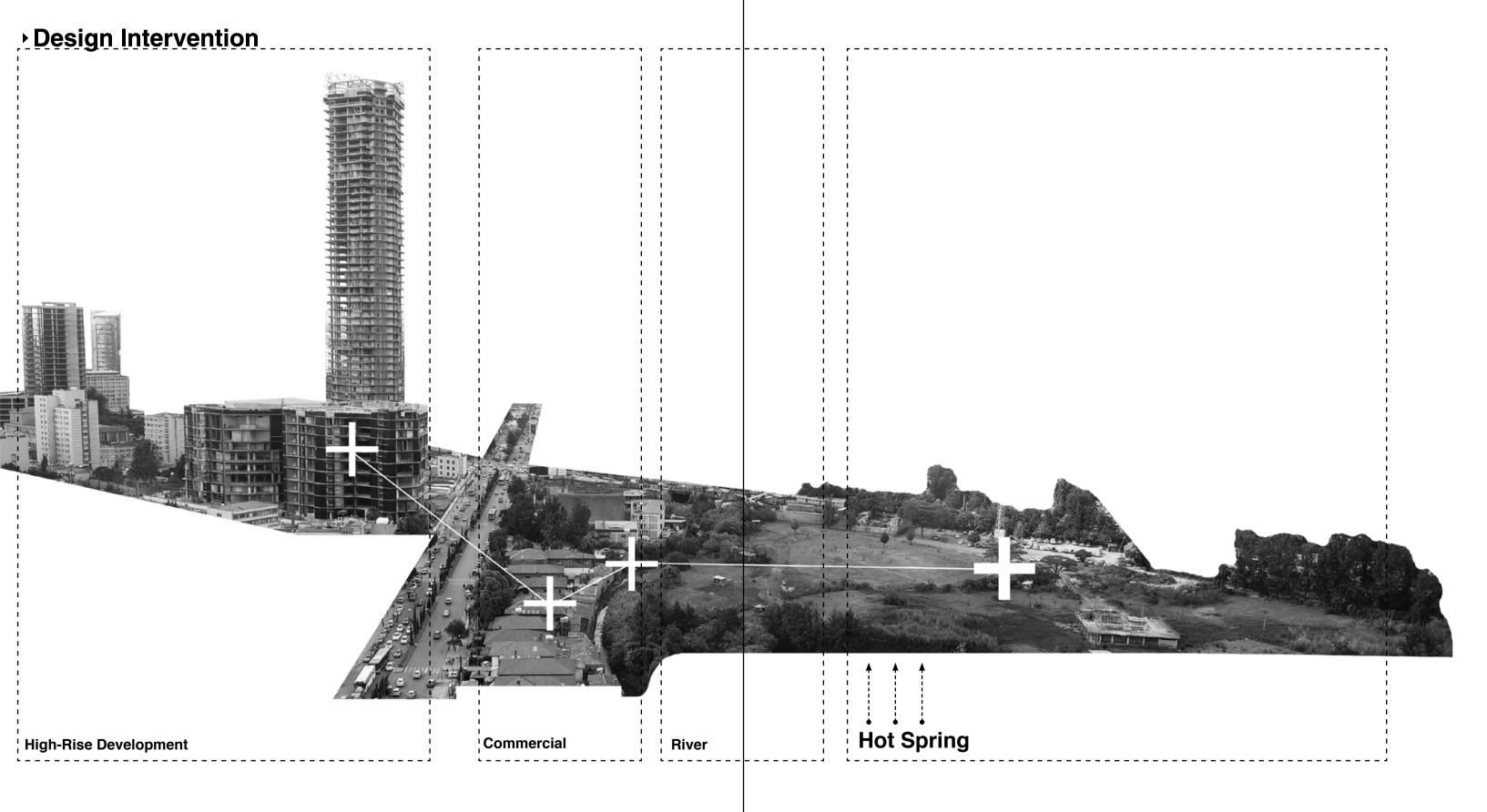
Provided by the Edir

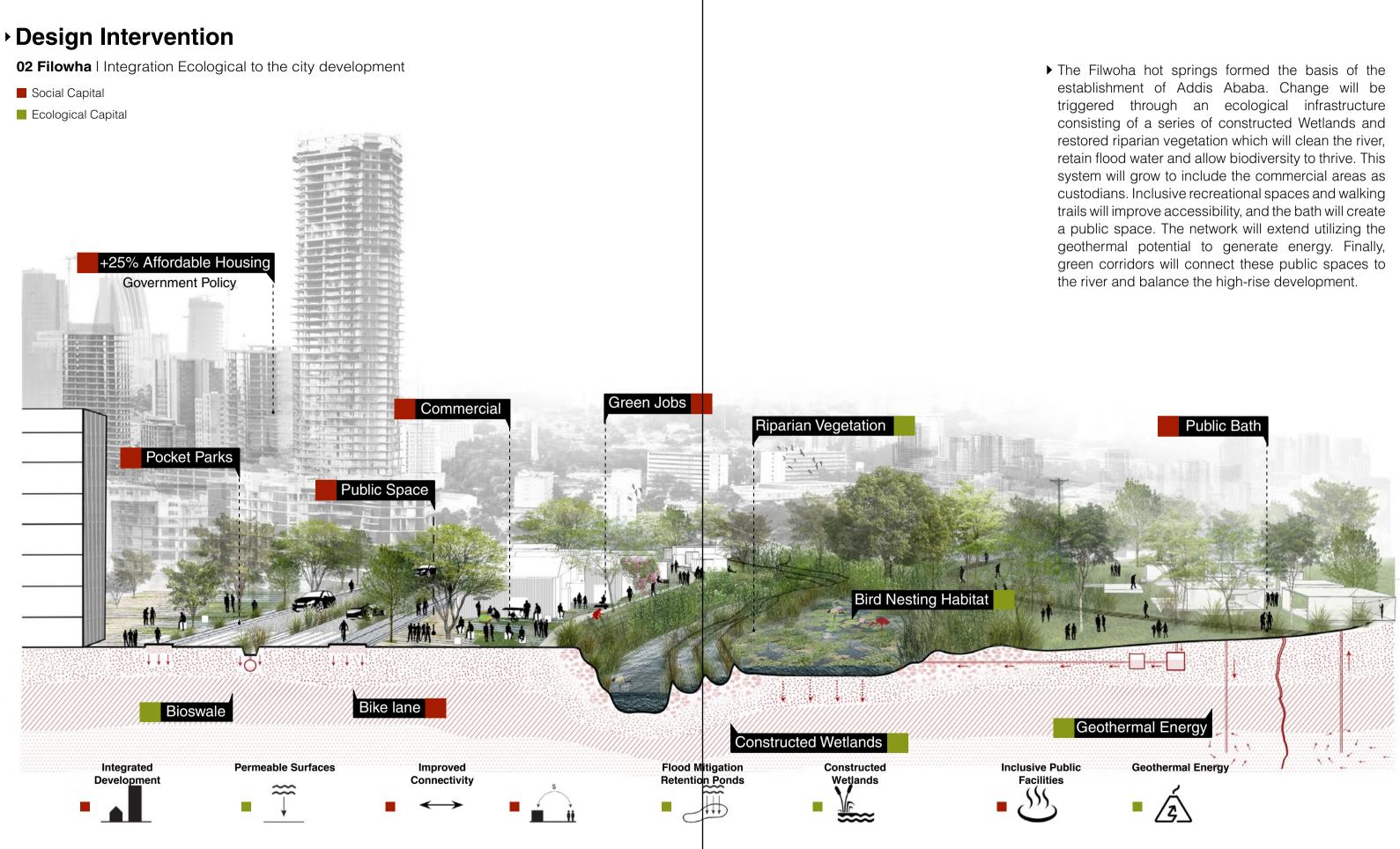


Growth: Incremental housing



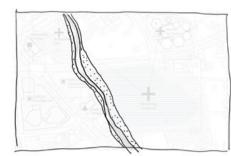
Network: connecting social and ecological infrastructure

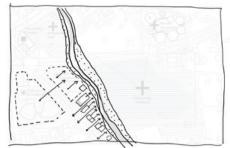




02 Filowha | Recreational scenario

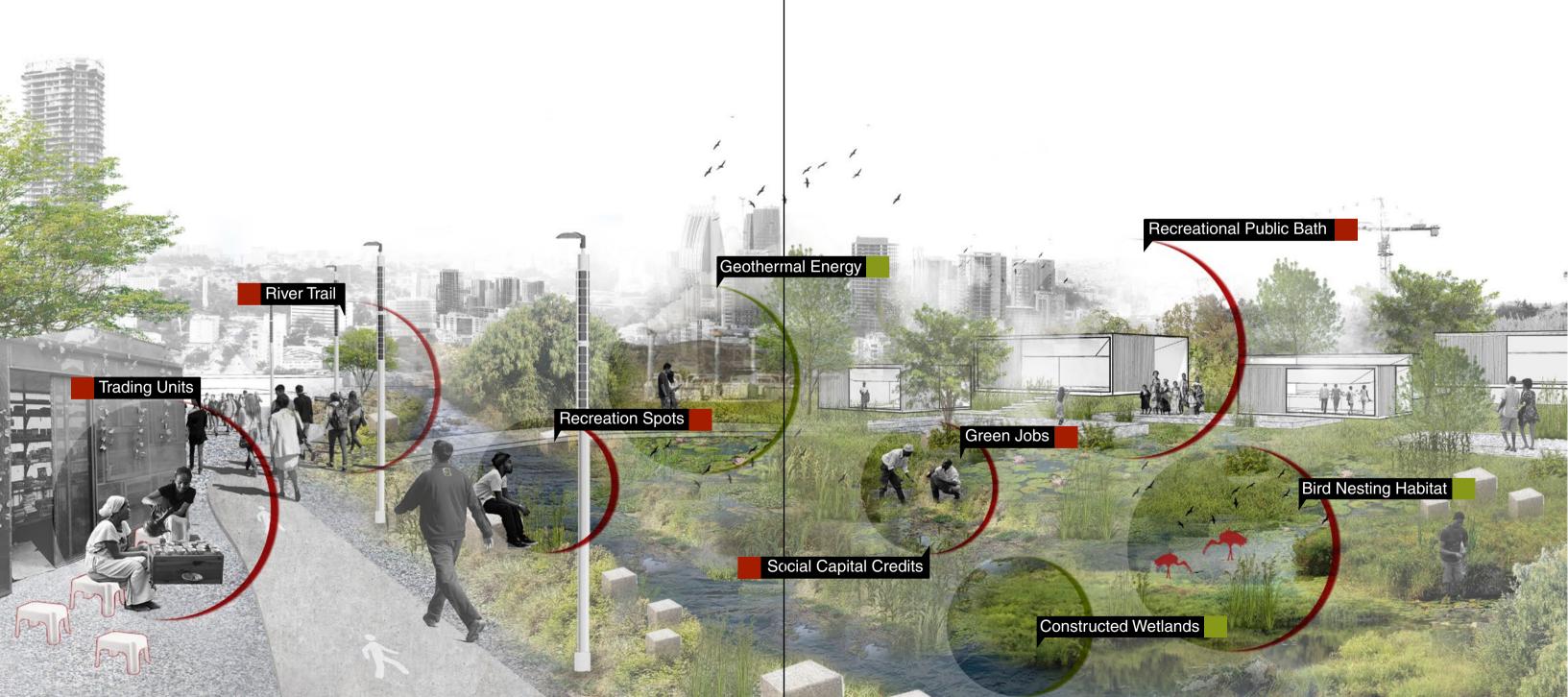
- Social Capital
- Ecological Capital

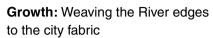


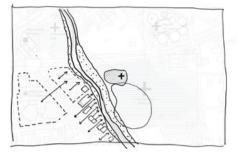


**Trigger:** Wetlands, Riparian Vegetation, Public Spaces

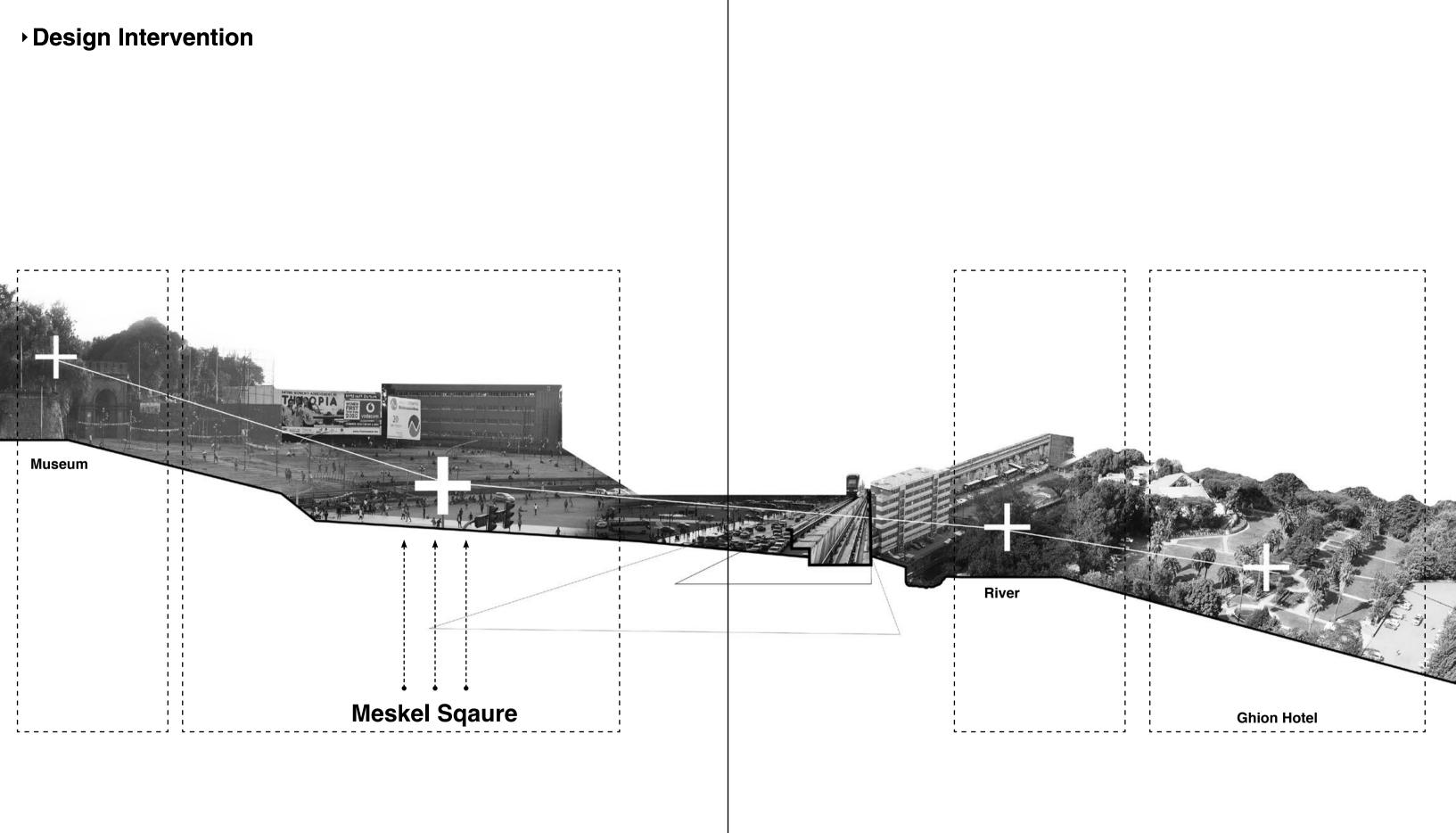
to the city fabric





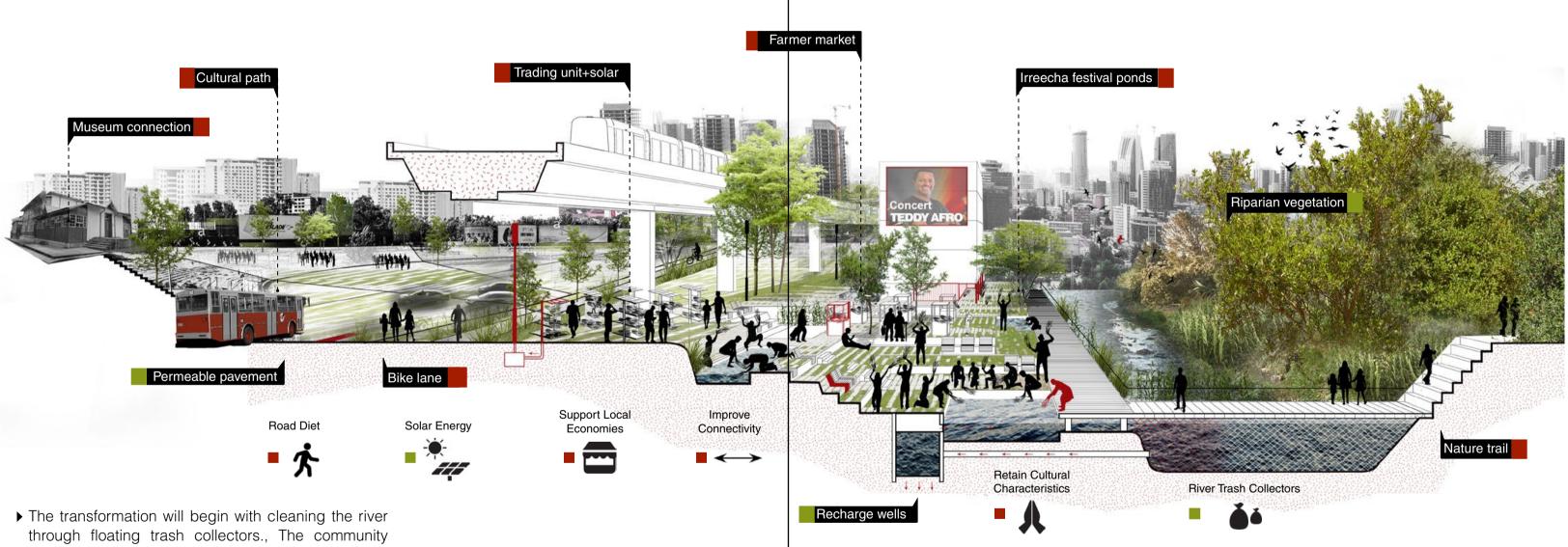


Network: Integrated Development, Green Corridors, Pocket Parks



03 Meskel Square | Improve connectivity and flexibility

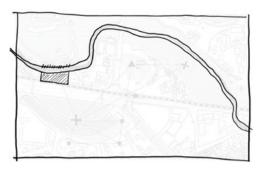
- Social Capital
- Ecological Capital

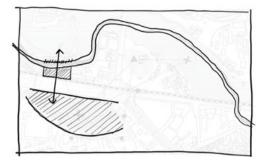


through floating trash collectors., The community will earn social capital credits to assist in cleaning which can be exchanged later for services. Further, the stairs and recharge ponds will mitigate flood by increasing water holding capacity and facilitate the celebration of festivals. The wells will store water for use during dry season. New temporary markets and commercial areas along the river edge will empower the local vendors from Akaki and Kechene to create a vibrant water edge to the public.

03 Meskel Square | Cultural scenario

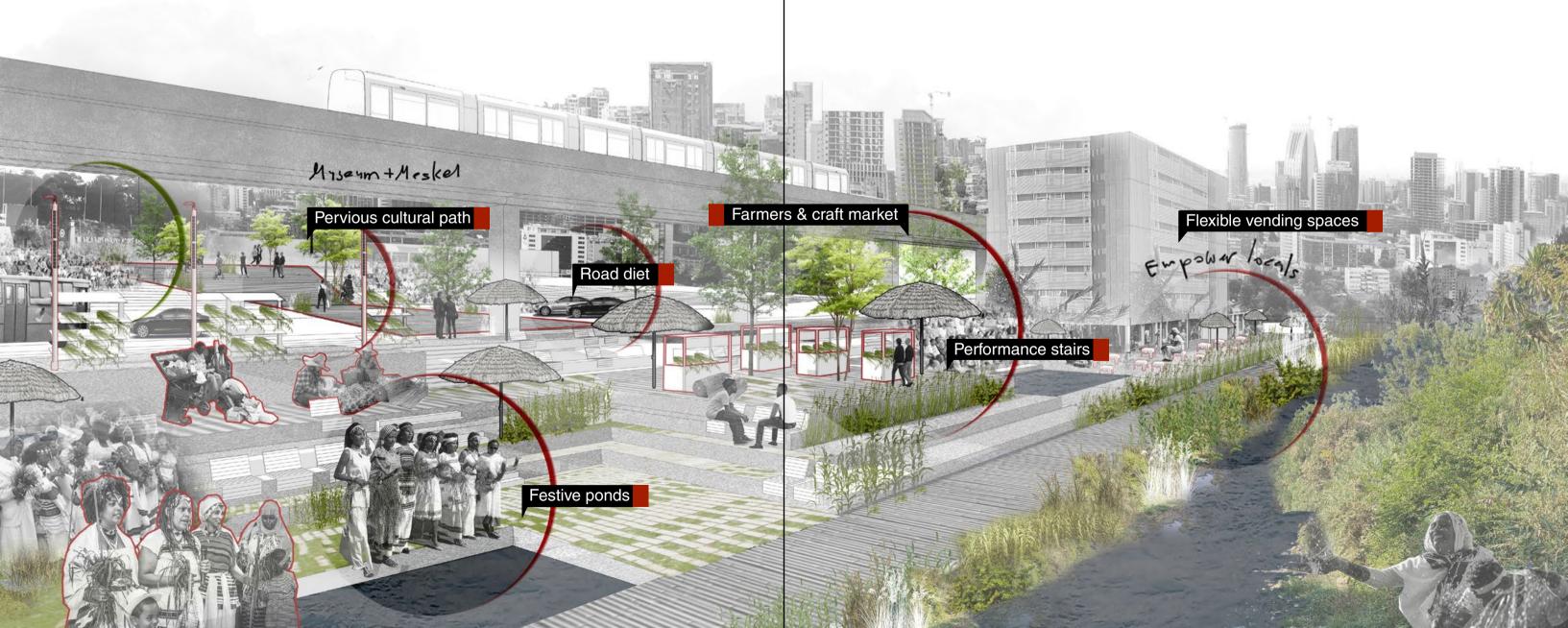
- Social Capital
- Ecological Capital

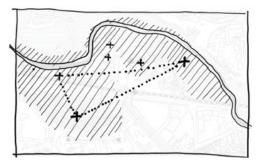




Trigger : Revitalize Vacant lots with local trade

road diet and pedestrianization

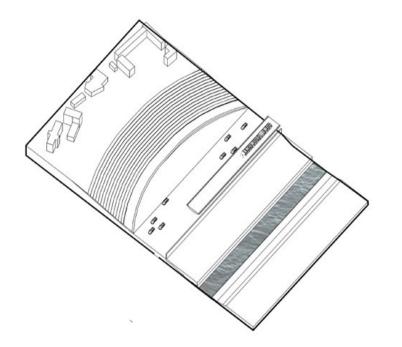


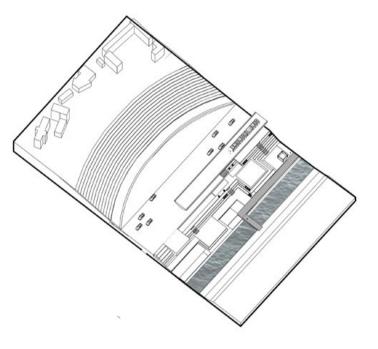


Growth: Improve connectivity through

Network: Create a network of cultural nodes

03 Meskel Square | Improve connectivity an flexibility



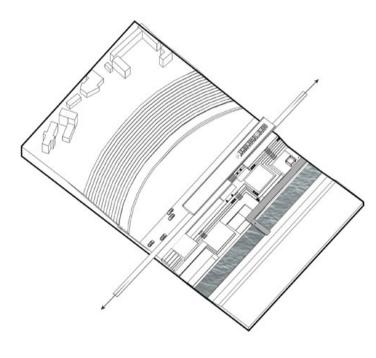


#### 01

Existing condition. massive transportation unaccessible river edge and disconnectivity.

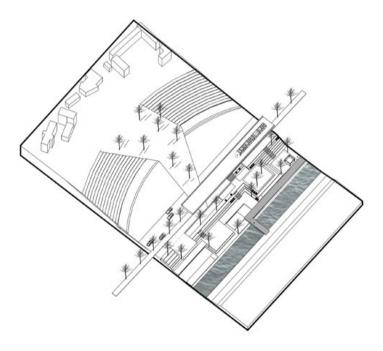
#### 02

Re purpose of the vacant lot on the river edge to facilitate religious functions ,daily leisure activities, local trade and river cleaning mechanism.



#### 03

Pedestrian connectivity between the square and river edge through a road diet and continual pavement.

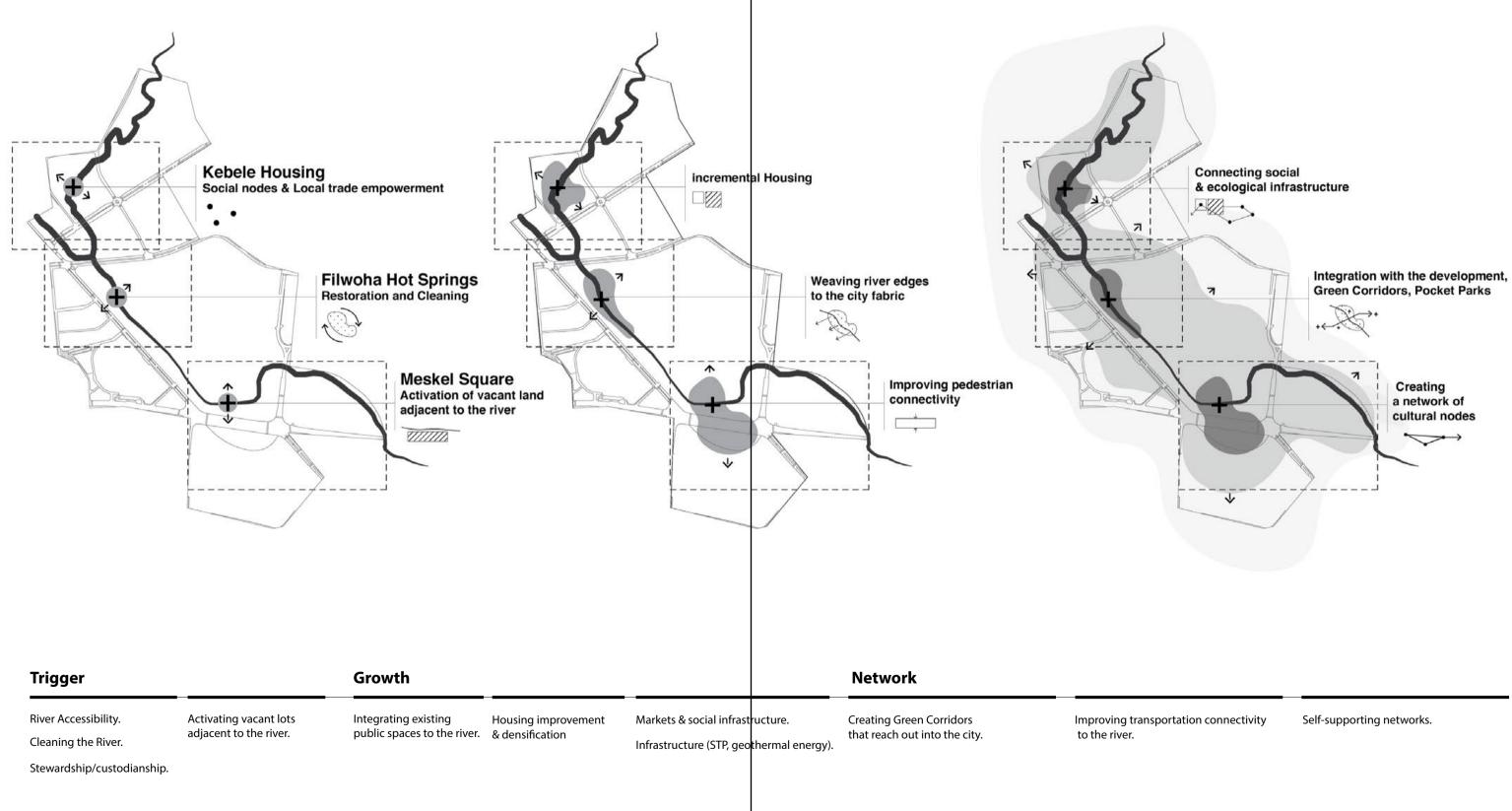


#### 04

Gradually the public institutions like the Addis museum, church and sports areas will network with the river edge to form a flexible public realm.

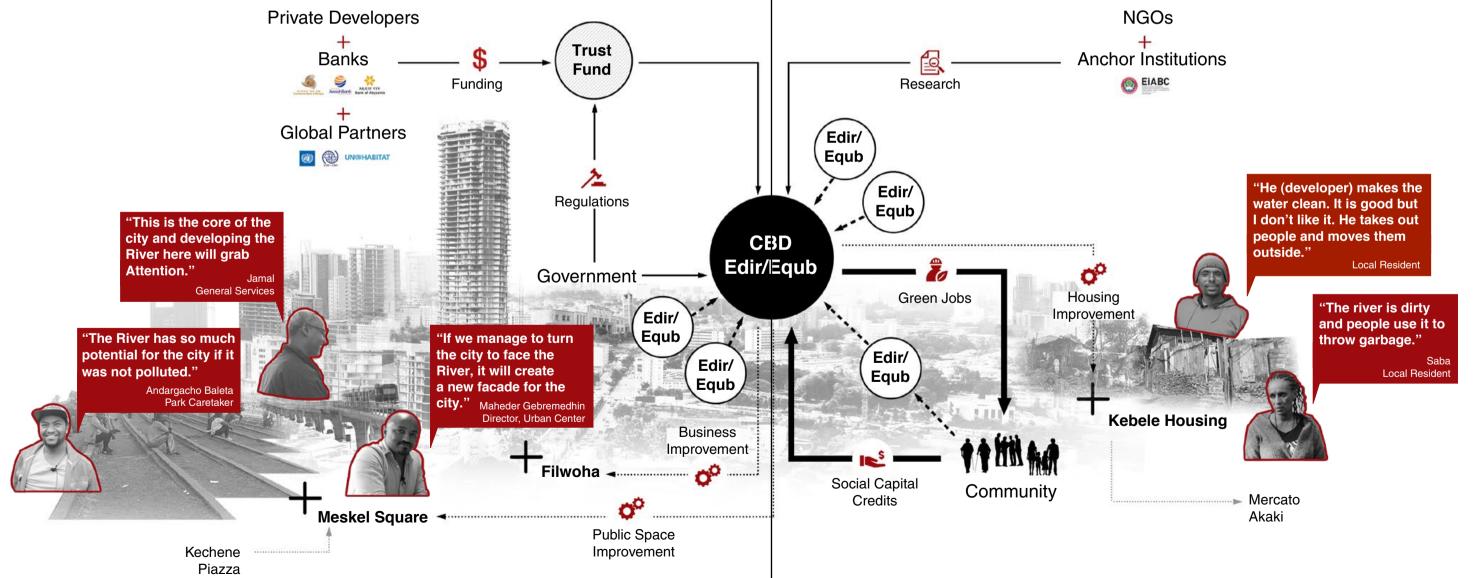
#### Micro-Interventions rather than Top-Down Process

**01** Growth of triggers projects to form an integrated Network



#### Project Implementation

**01** Strengthening existing social organization



▶ The Edir and the Equb, are existing social cooperatives that serve as social nets for the community in times of stress. By reinforcing the scope and functions of the existing system, the organization will advocate for community needs and mediate fund flow. Taking advantage of the banks and global actors in the city center, the project will be realized through privatepublic partnerships to redirect investment, regulated by a fund trust. An apex organization consisting of leaders from multiple Edirs will come together to represent and support the community, through social capital credits earned through custodianship.

### Strategic plan for sustainability and Inclusiveness

01 Through New ecological, social and development system



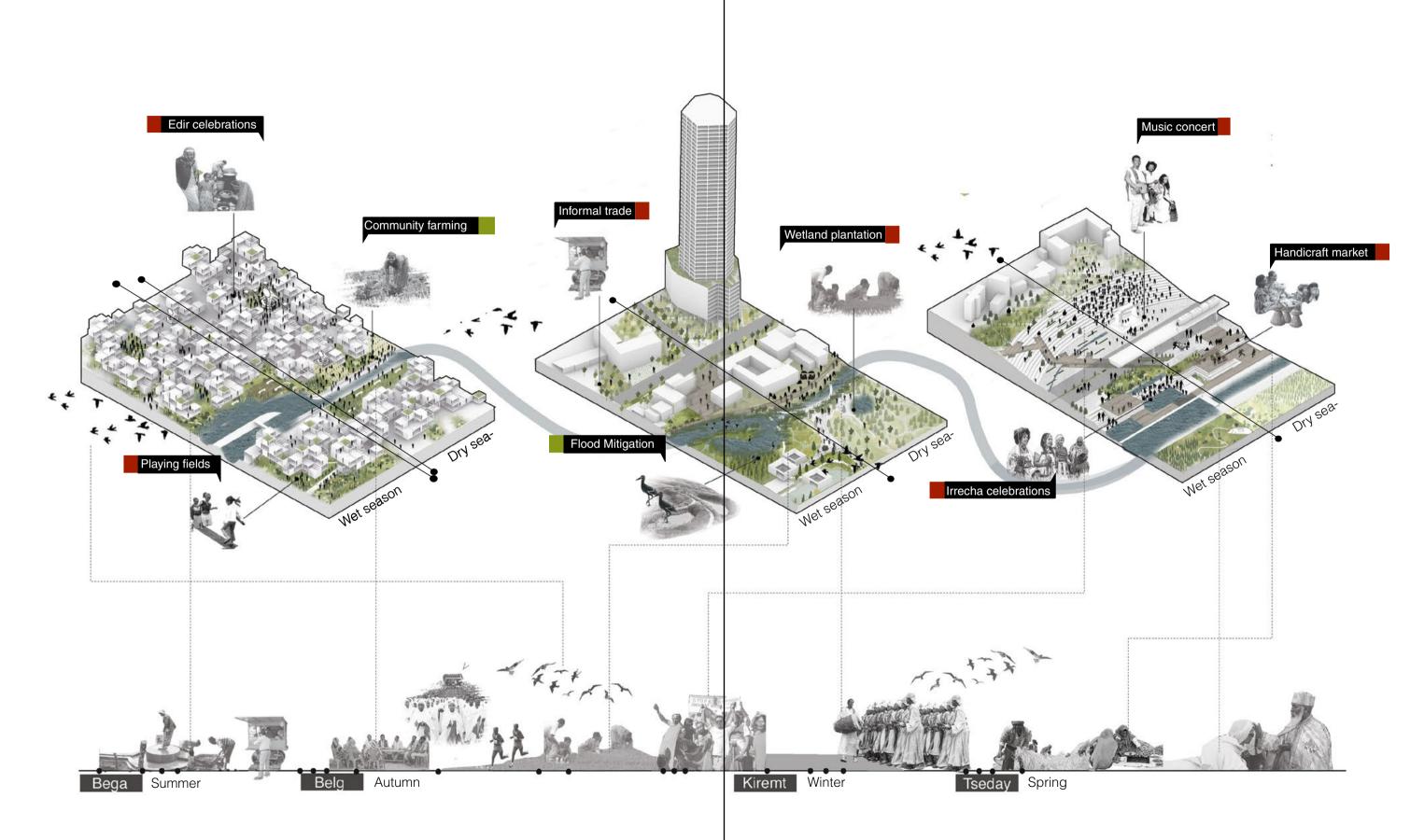
Ecological **restoration** and **expansion**. Water **cleaning**, **collection** & **recharge**. Sewage **infrastructure**.

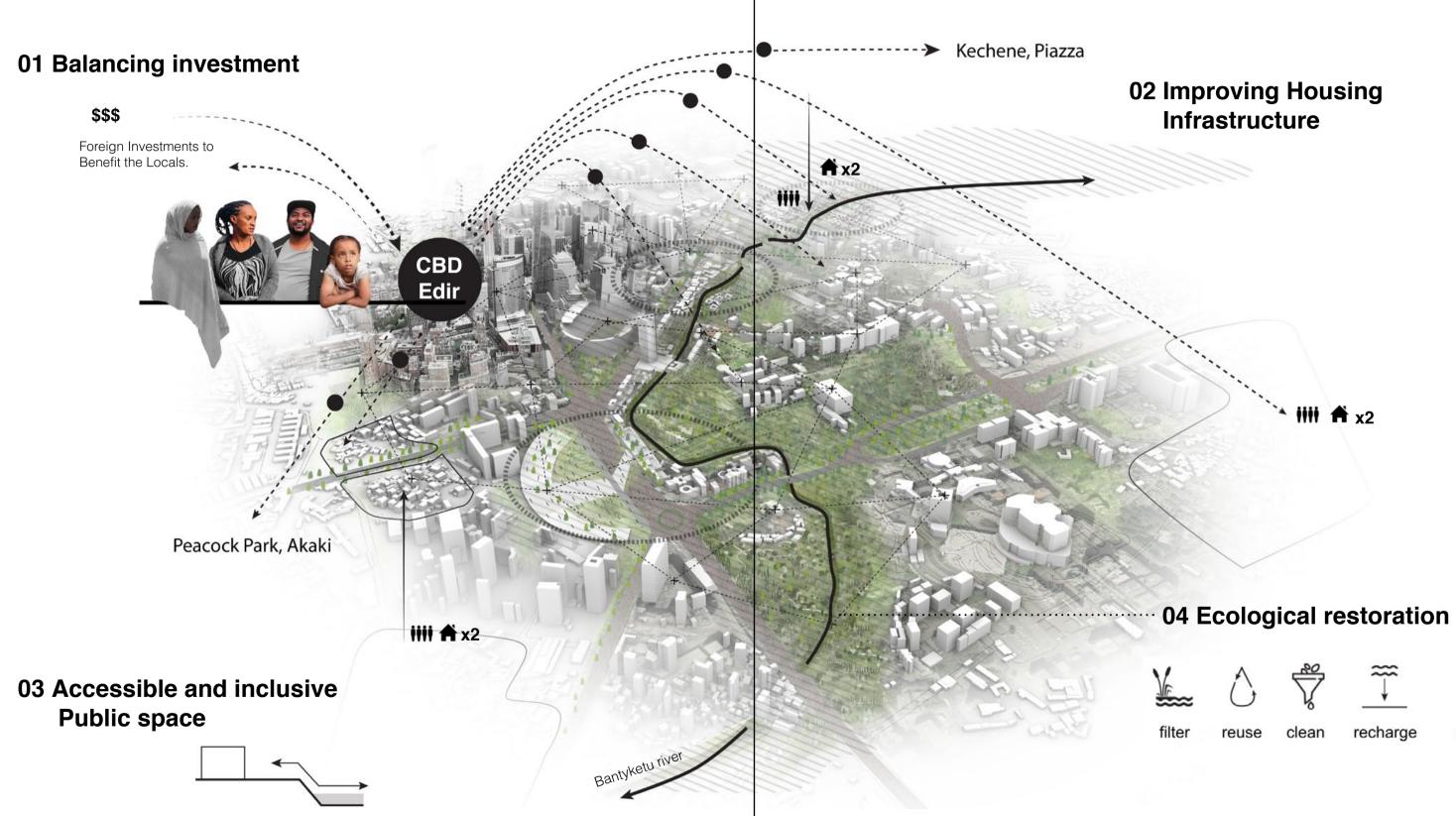




#### Flexibility of design

01 Resilience and adaptive to growth



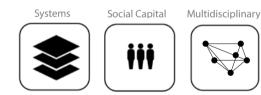




mitigate

# •04 GENTRIFIND ••••••••••••••

#### **Design Tools**

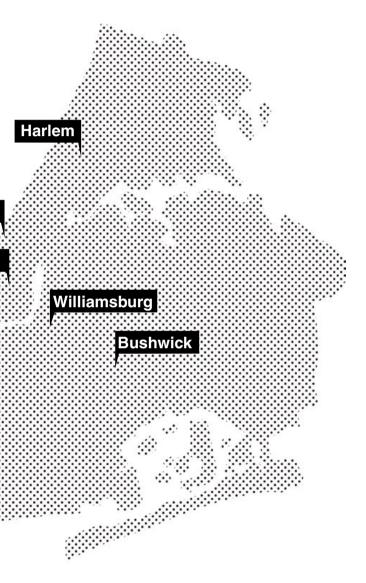


## Can the process of gentrification be more transparent?

Gentrification has been the inevitable outcome of development. The Development has positive aspects such as being the engine of growth and the upkeep of the urban landscape. On the other hand, it can cause displacement. This is the starting point of the project - to create a tool that has the potential of identify gentrification. The tool helps to make the process of gentrification more transparent to the community, developers, and policymakers, in order to increase awareness both top-down and bottom-up.

To identify gentrification we developed a prototype which is a data driven platform based on GIS, Grasshopper software and Google teachable machine and programmed it to identify gentrification according to specific parameters that was studied in advance according to existing case studies in the city. The outcome of the tool could assist in three main fields: Policies - Top Down) ,awareness and education - Bottom Up and spatial Design -Both Top Down and Bottom-up.

For the video of the project: https://medium.com/metatool/gentrifind-ade05f3af045



Fall 2020

Chelsea

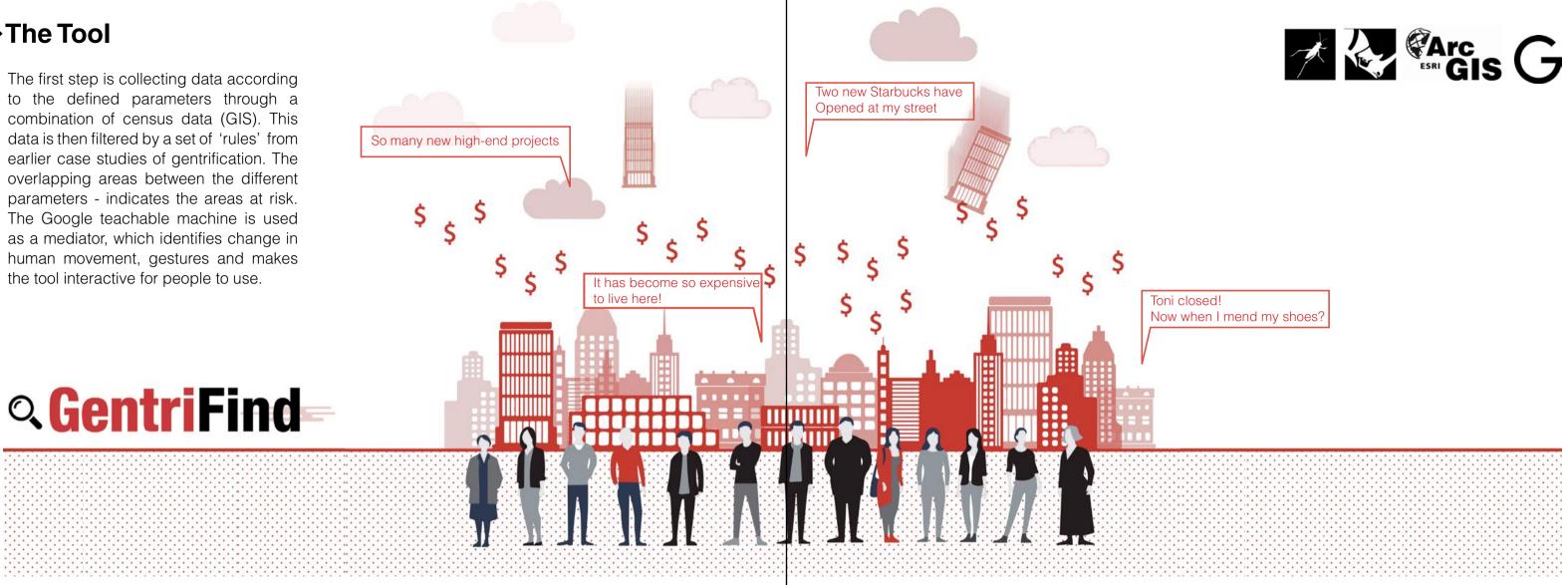
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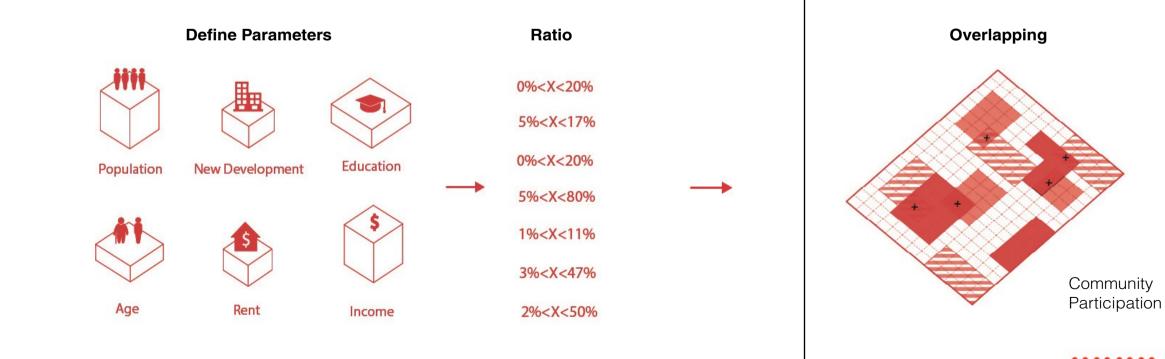
SoHo



#### The Tool

The first step is collecting data according to the defined parameters through a combination of census data (GIS). This data is then filtered by a set of 'rules' from earlier case studies of gentrification. The overlapping areas between the different parameters - indicates the areas at risk. The Google teachable machine is used as a mediator, which identifies change in human movement, gestures and makes the tool interactive for people to use.

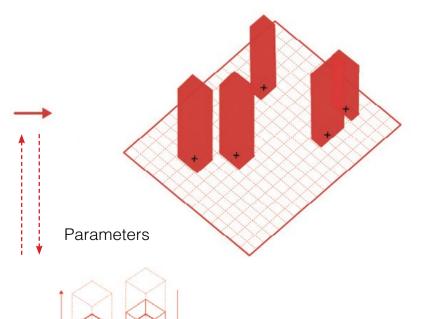




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#### **Gentrification Alert**

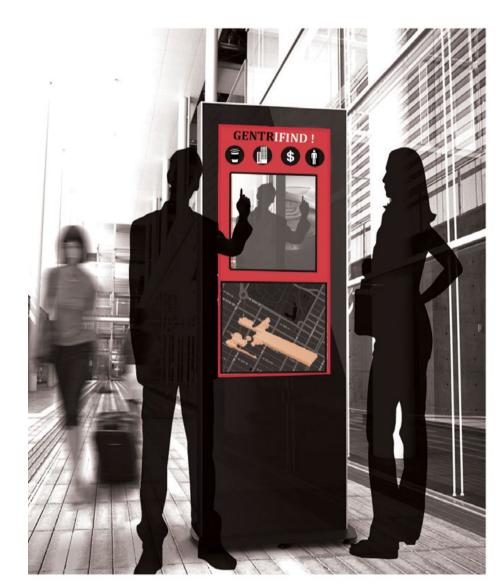


#### Community interaction

**01** Using Google Learning machine to translate the motion into data

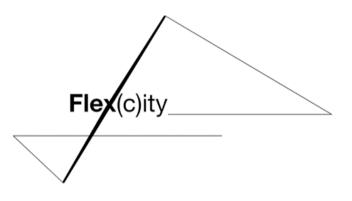


02 Street intervention of the Gentrifind tool



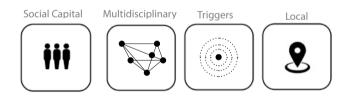
The interactive device will collect data from the neighborhood for inclusive future development, as well as provide information about future developments that could indicate gentrification.

102



## •05 FLEX(C)ITY •••••••

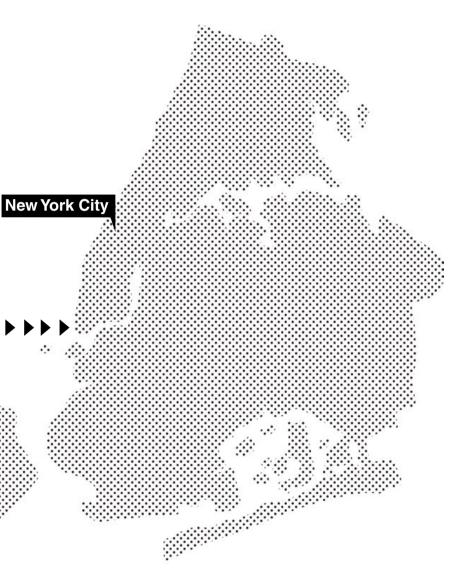
#### **Design** Tools



In the context of the pandemic we all experienced lately, we asked how can we use technology to improve the city's resilience in time of crisis? We created an App that is dealing with crisis and its implication on Mega cities - like New York, aiming to improve resiliency. The App is a platform that mediates between the existing Infrastructure to a new need in a time of crisis in order to help the city residents, public sector and experts through private public partnerships. It addressed the Mega Cities since they tend to get affected the first and the most. The platform is divided into 3 categories: Spatial, skills and social networks. The spatial category relates to a need in space or equipment at time of crisis, such as shelter,

Urgent functions, like hospital or even a work space. The skills category relates to the existing skills of the user and to what those could be translated in a time of crisis to make a living or to volunteer. The various stakeholders include the government, private investors, public entities, the employees and users. On the data side, it aims to leverage available external data from government and private sources to understand context and feed prediction algorithms. The curated information is shared with external partners to guide their relief efforts and business decisions. To protect the user, the platform deletes PII after one year of last interaction.





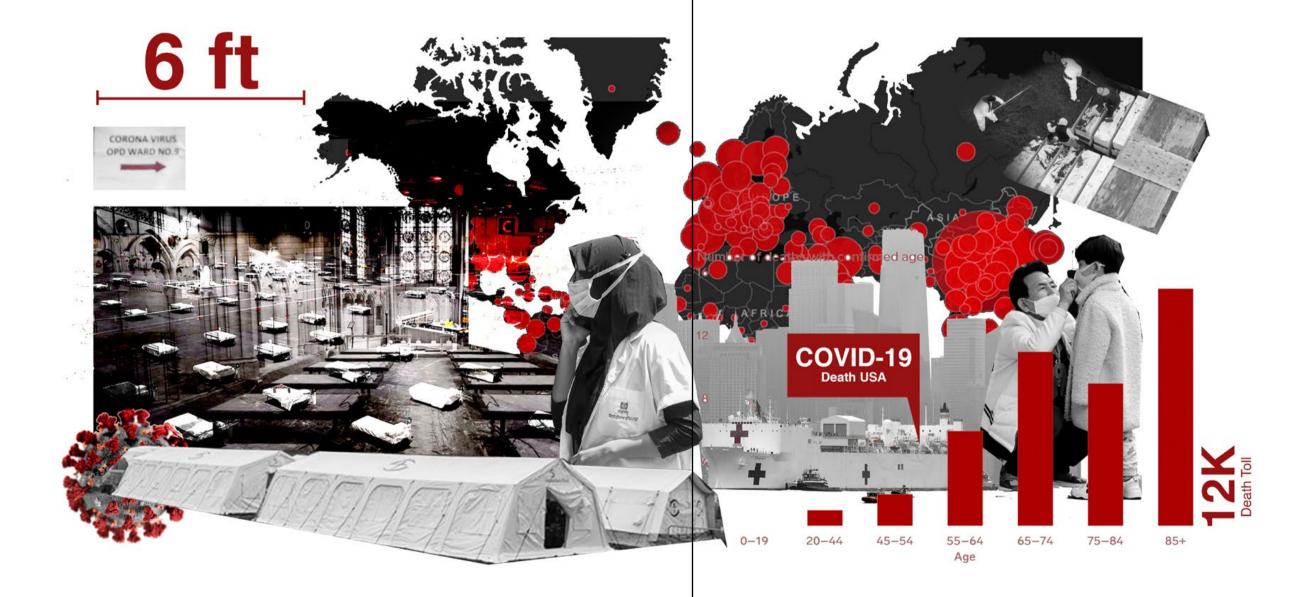
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Spring 2020

#### City crises | Pandemic

COVID 19

More than 170K people were died, (12K in New York) and more than 2.5M people where infected. Besides the physical element of it, pandemic has a direct impact on the economy.



#### Natural Disasters

Hurricane Sandy

It hit in 2012, and caused a damage of nearly 128 billion \$. In this crises 285 people died and over 7.5 M people left without power.





M.

285 Death Toll

#### Recession

1903 | 2008

The Great Recession refers to the economic downturn in 2008, after the bursting of the U.S. housing bubble and the global financial crisis. American households lost roughly 19 trillion\$ of net worth as a result of the stock market plunge.

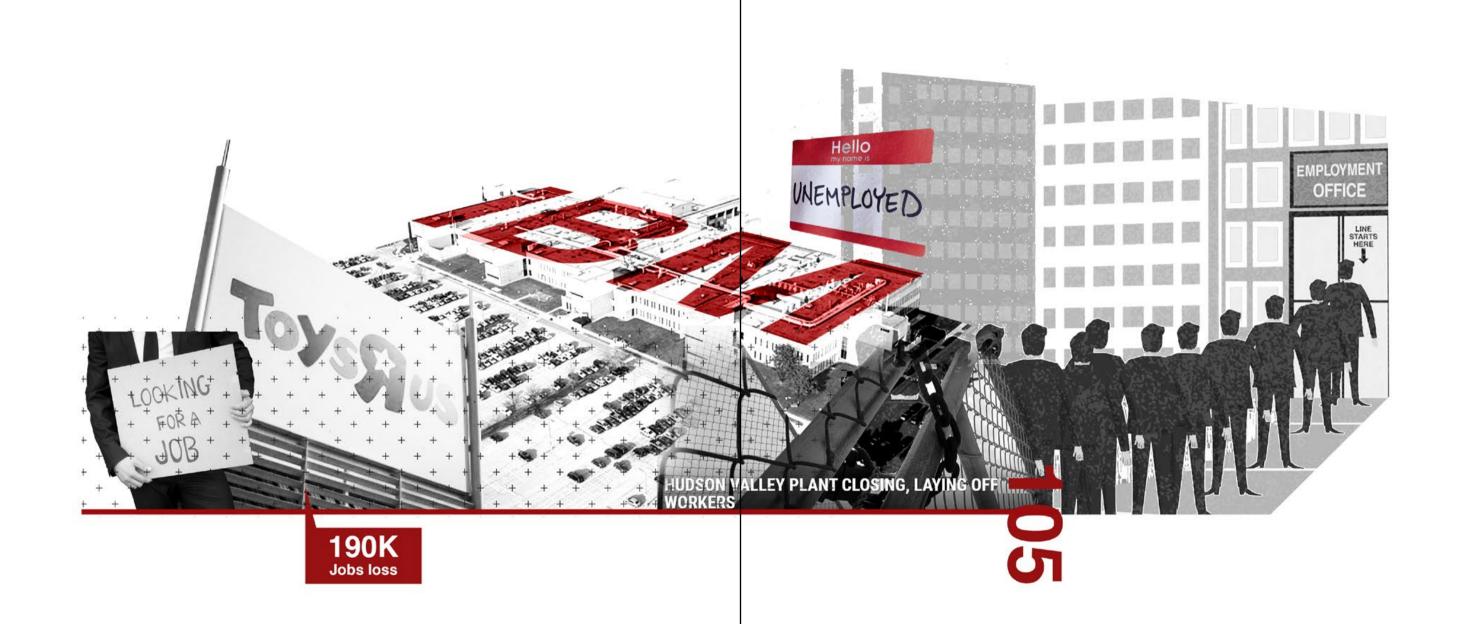
## The Great Recession Decline and recovery in GDP levels (Pre recession peak = 100)



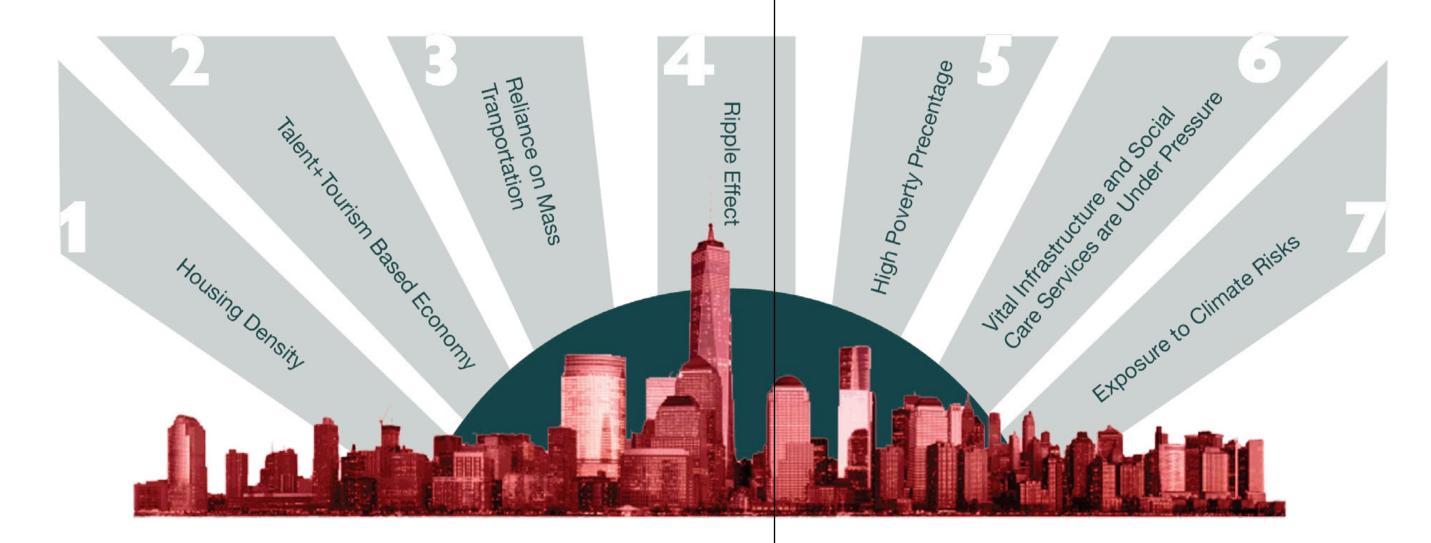
#### •Unemployment

Company's Bankrupt

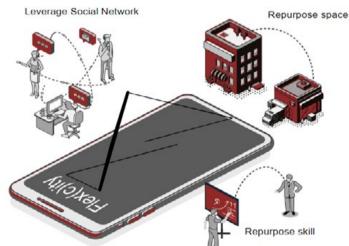
When one big company/factory is being shut down and all at once, large amount of people losing their jobs.



#### Why Mega Cities?

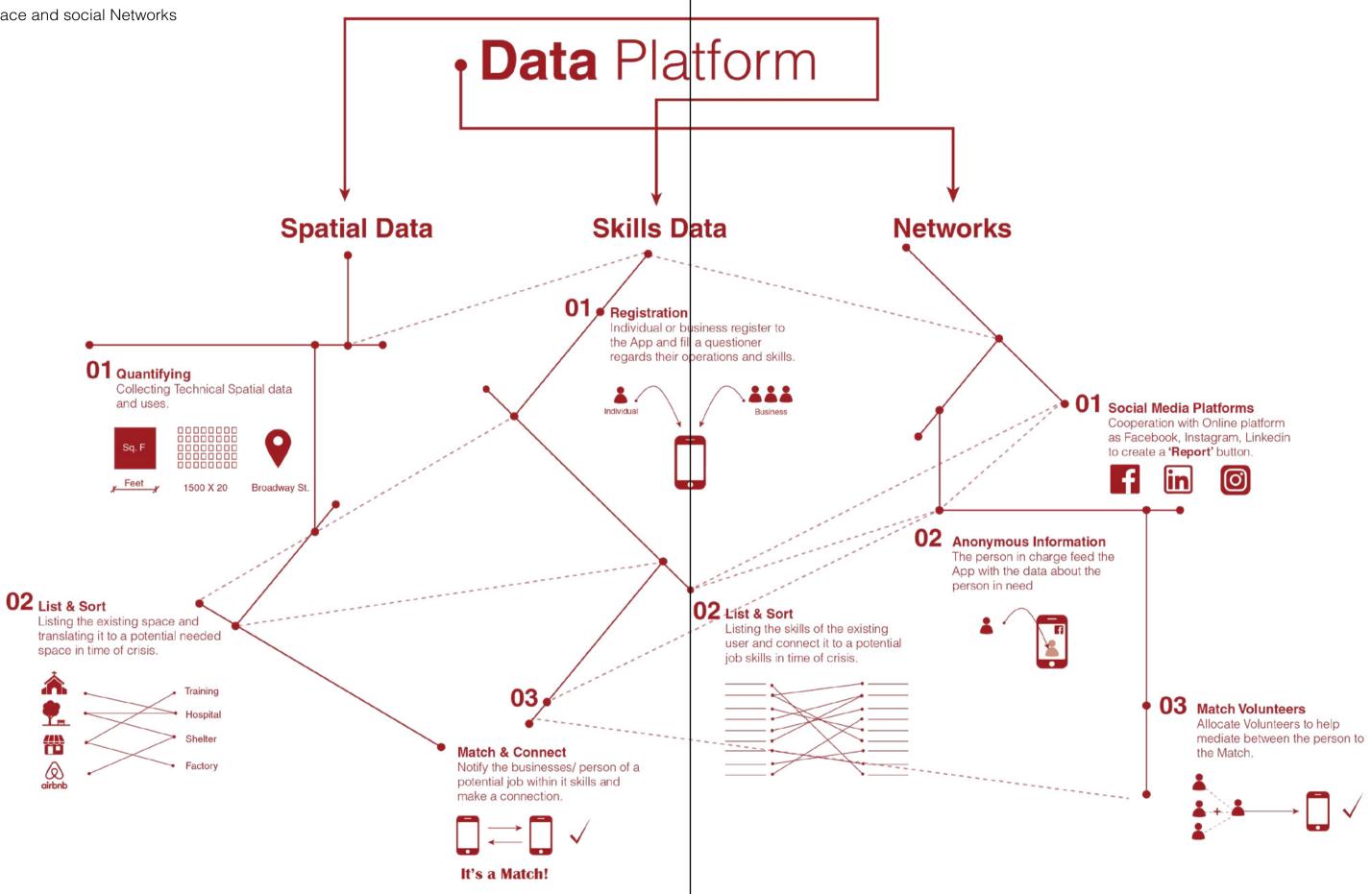


- What A platform that mediates between the existing Infrastructure to a new Need.
- → Why
- The Mega City tend to get affected the first and the most.
- When Effective at time of a Crisis.
- How
- "City matchmaker"- matching the need to the infrastructure by data collection.
- Who
- City residents, public sector and experts through private public partnerships.



#### The Platform

Skills, Space and social Networks



#### Interface





Application launching page



Interface to choose the crisis and get information

03

for

Interface to connect

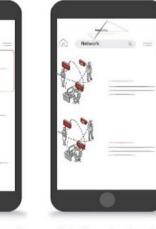
to people of varied

skills and vocation



Interface to list real estate avallable during emergency

04



05

Interface to develop teams and social networks

▶ The App has multiple applications. First, it can observe how user can get resources for multiple crises. The user can choose the specific crisis to gain more information. Then, the interface helps to connect with people of other vocations and skills. Moreover, it assists in finding shelter- both private volunteers and public institutions can post space opportunities. Lastly, the App also helps network and building teams to provide immediate action.

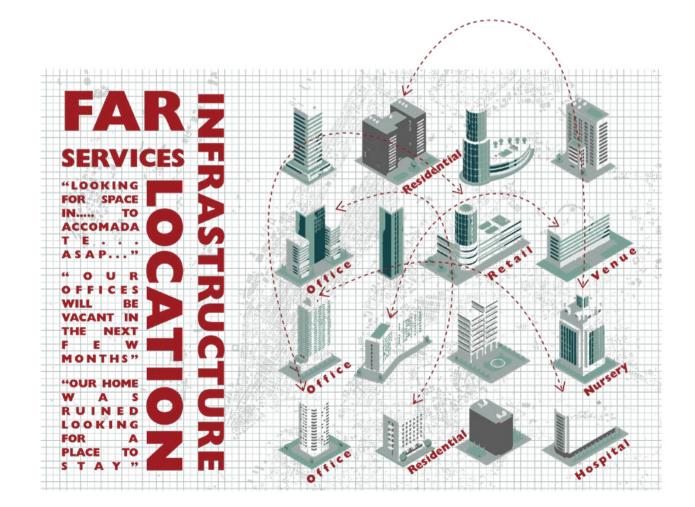
### Applications

01 Real Estate

Real estate as a commodity can be divided into 4 sub characteristics one can trade with: floor area, the infrastructure that comes with it, the location of the property and some sub services such as cleaning service. The platform allows to trade those in a more flexible and temporary way than how rent or lease agreements are being done today.

#### 02 Skills

An important part of the App is understanding the multiplicity of vocations and skills that the App can support. During the time of crisis people of different professions can assist, train and add value to help improve lives.





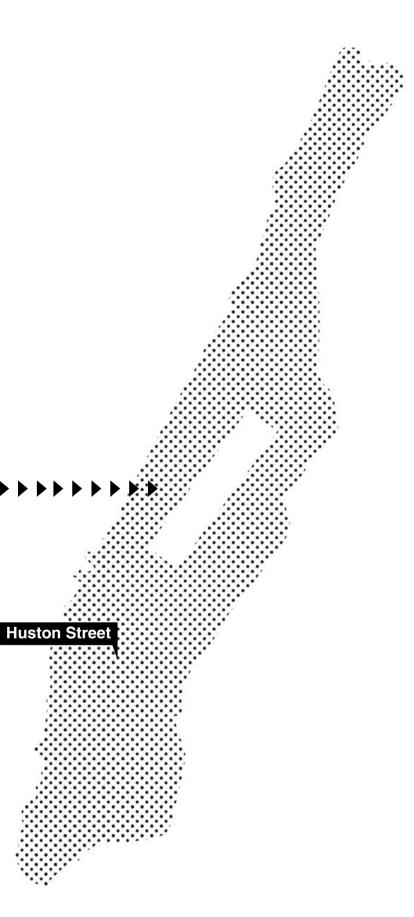
# •06 SOLAR DRIVEN DESIGN ••••

#### Design Tools

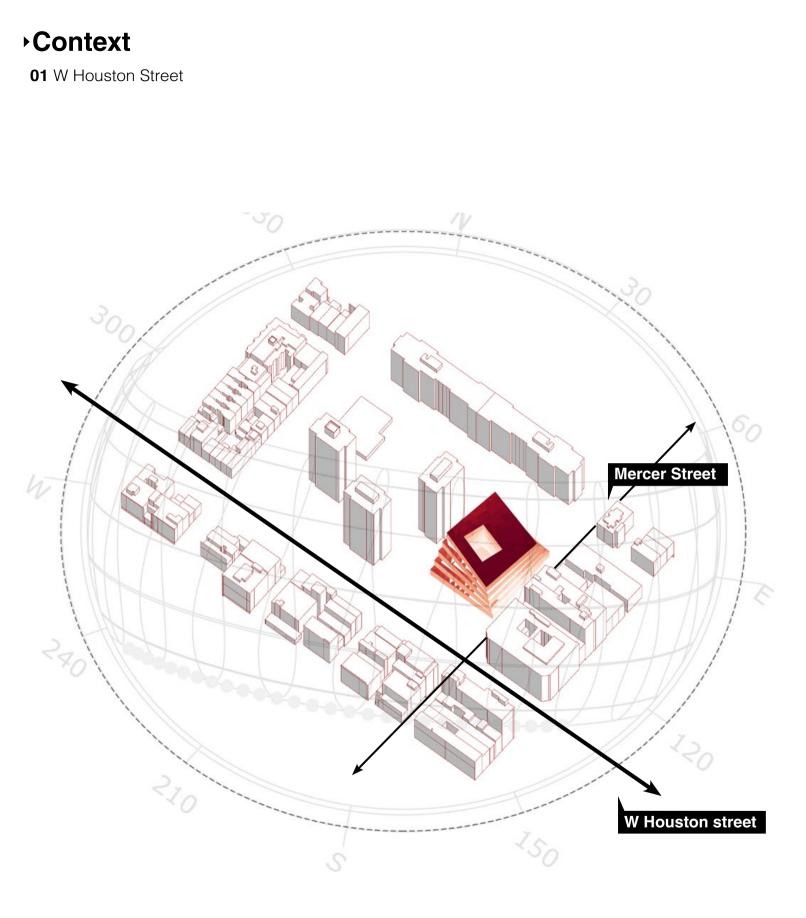
The Public Realm Multidisciplinary Systems Ecological Capital

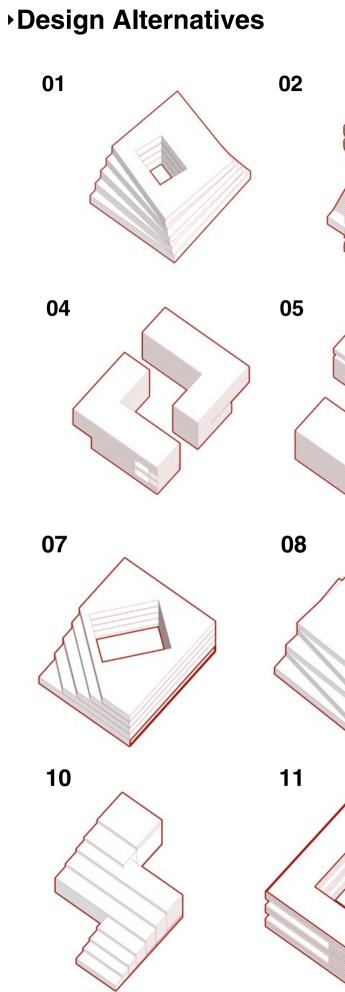
This project aims to optimize massing and facade design through radiation analysis, sunlight hour and shadow study to design a sustainable, climatologically oriented and energy efficient building. These studies are conducted through ladybug analytical tools. Three main studies were conducted: Sunlight hour Analysis, Radiation study and Shadow Study. The first, refers to hours calculation of direct sunlight received by input geometry or massing using sun vectors. The main inputs include climate, direction, geometry, context, orientation study parameters and sun vectors and the output received helps select geometry receiving greater hours of sunlight. The second study, refers to the heat radiation from the sun and external environment temperatures cause the heat to build up within the facade structure. For this reason, it is important to prevent that critical components from overheating. Once the total radiation is obtained, masses can be altered to receive least radiation in summer and maximum radiation in winter to reduce dependence on mechanical heating or cooling. The shading analysis helped to compare shadow impacts of various alternatives in respect to the context, and to determine the optimal alternative which has the most natural light outdoor public space during winter.

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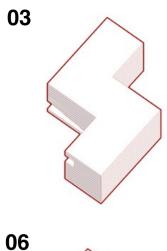


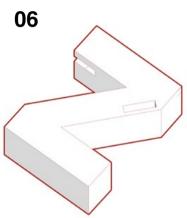
Spring 2020



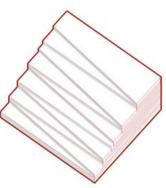


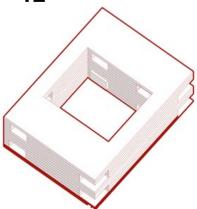




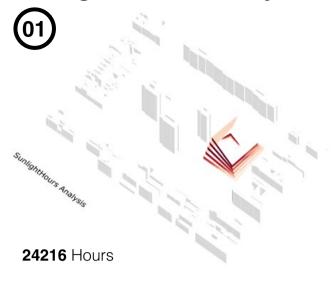


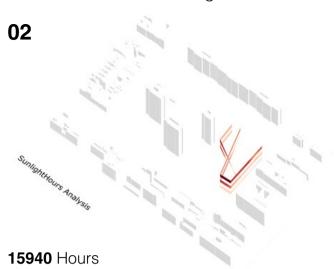


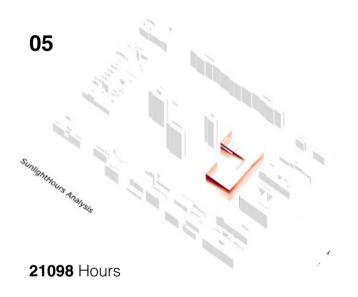


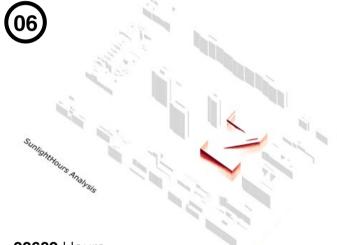


### • Sunlight hours Analysis During the winter to maximize natural light



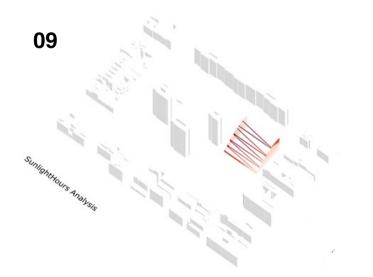




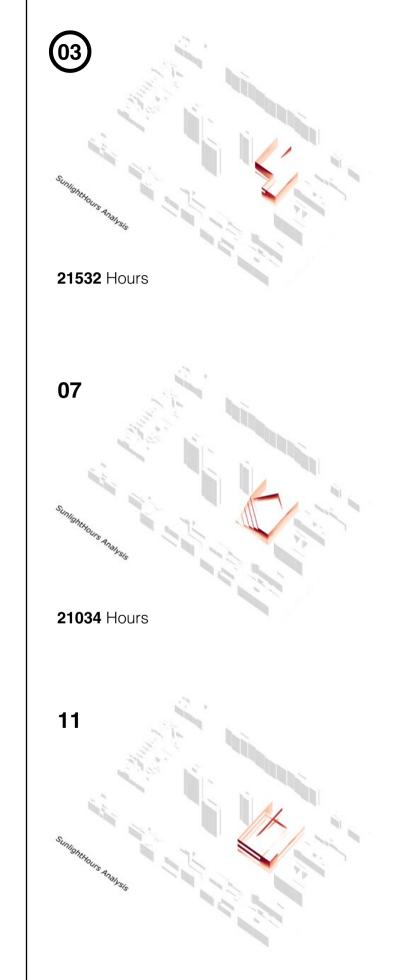


22682 Hours

10



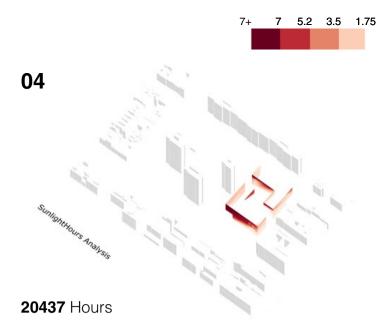
18432 Hours

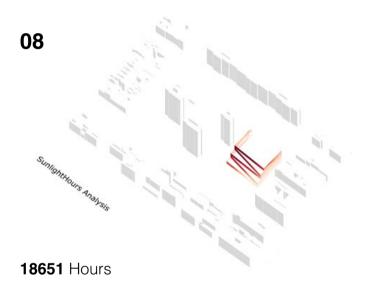


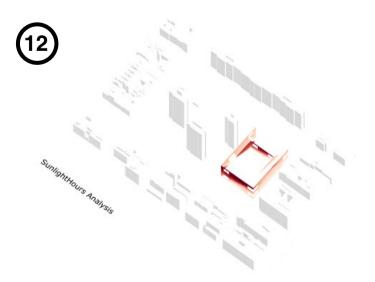
15351 Hours

126

20043 Hours

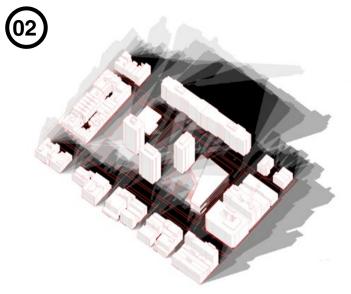


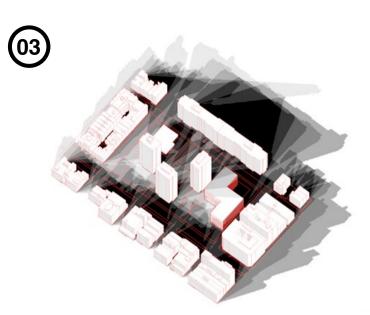




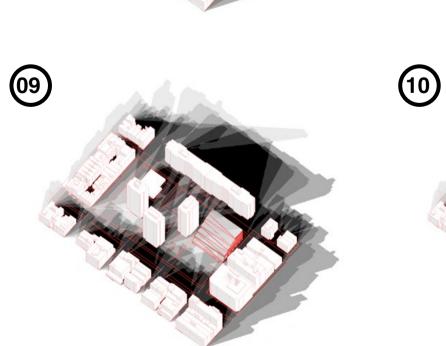
► Shadow study During the winter to maximize outdoor public space with natural light



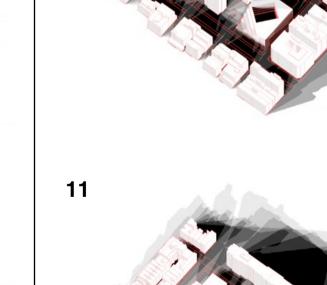




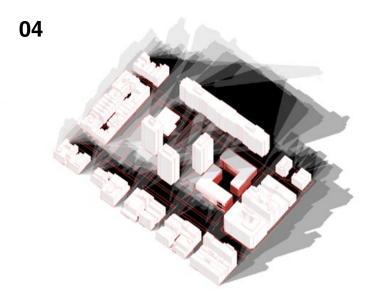


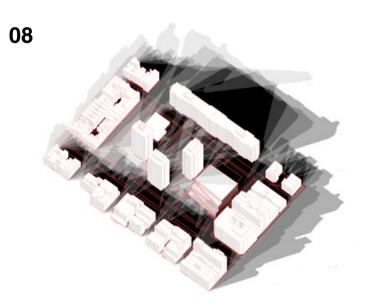




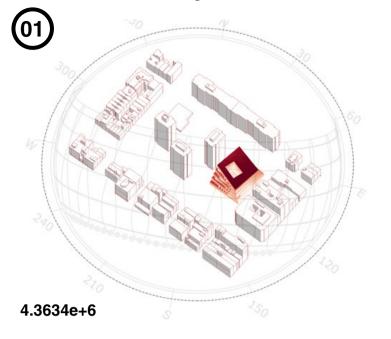


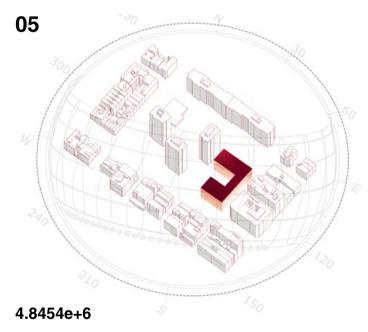


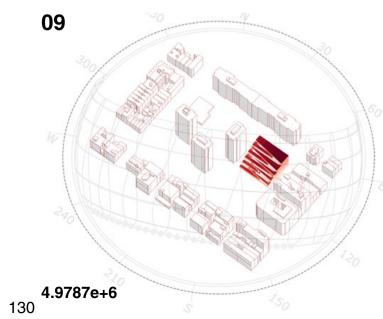


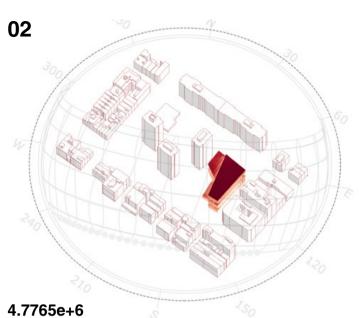


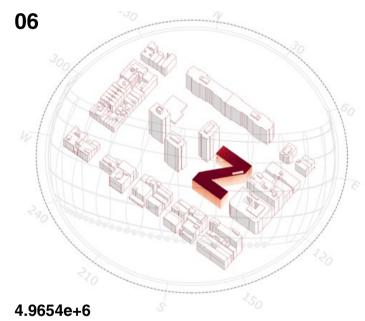
## ► Radiation Study During the summer to minimize the envelope heat exposure

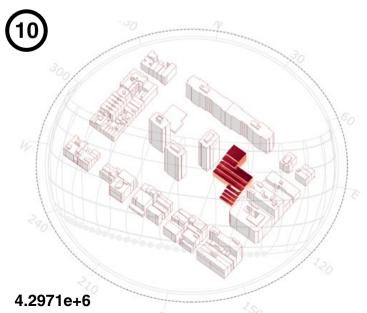


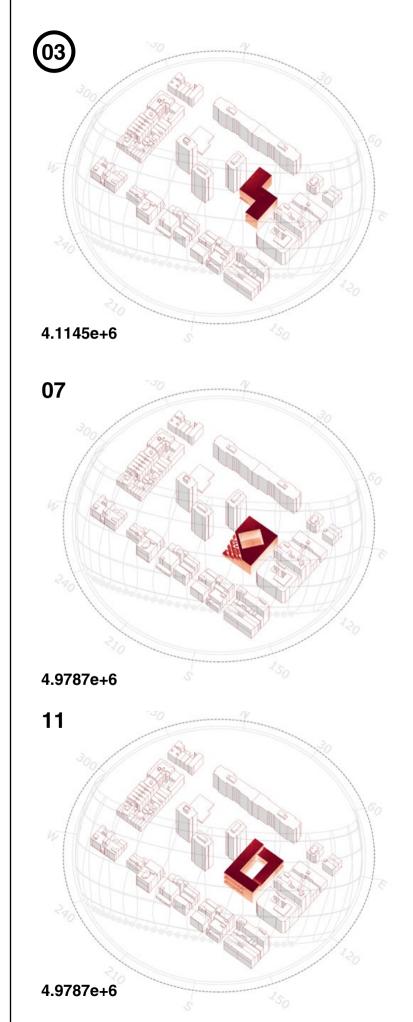


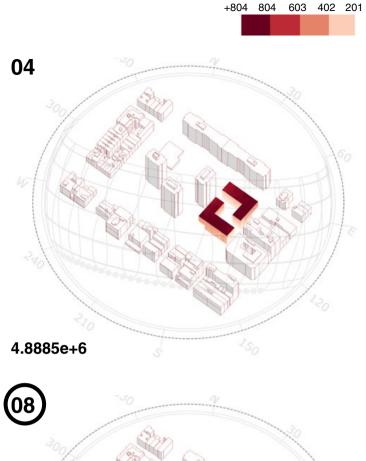


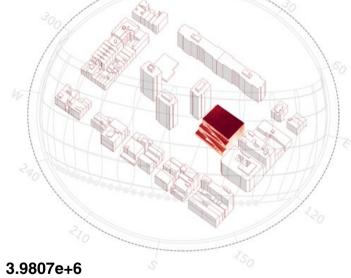




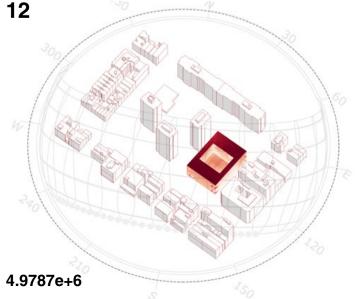












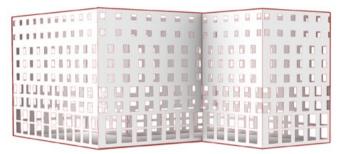
#### Facade Alternatives

Radiation study

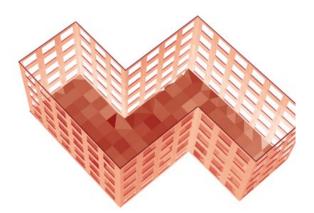
A radiation and facades exposure to the sun was conducted. Option 4 was chosen since the narrow vertical opening brought in light in addition to less solar heat gain.

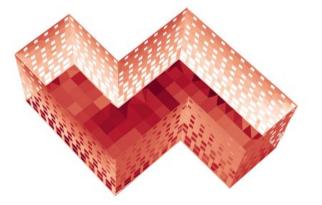
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## 02



#### **Facade Radiation Analysis**





#### 03

