

**medium**

**adam vosburgh**

This portfolio was assembled as part of the graduation requirement for the Columbia GSAPP M. Arch sequence. Work from all six studios, as well as some others completed at the GSAPP, is included.

“Medium” refers to the same line of thinking around approaching the practice as a generalist, but specifically in terms of representation. Architects don’t create buildings, we create drawings, we are told. Our over-saturated media ecosystem presents an imperative to think about representation more expansively, to make drawings that move, that have sound, that can be interacted with...

While this portfolio is presented as a PDF to meet degree requirements, the PDF is a very flawed medium for anything other than static images. For this reason, many images are clickable and hyperlink out to web-based visualizations or videos.

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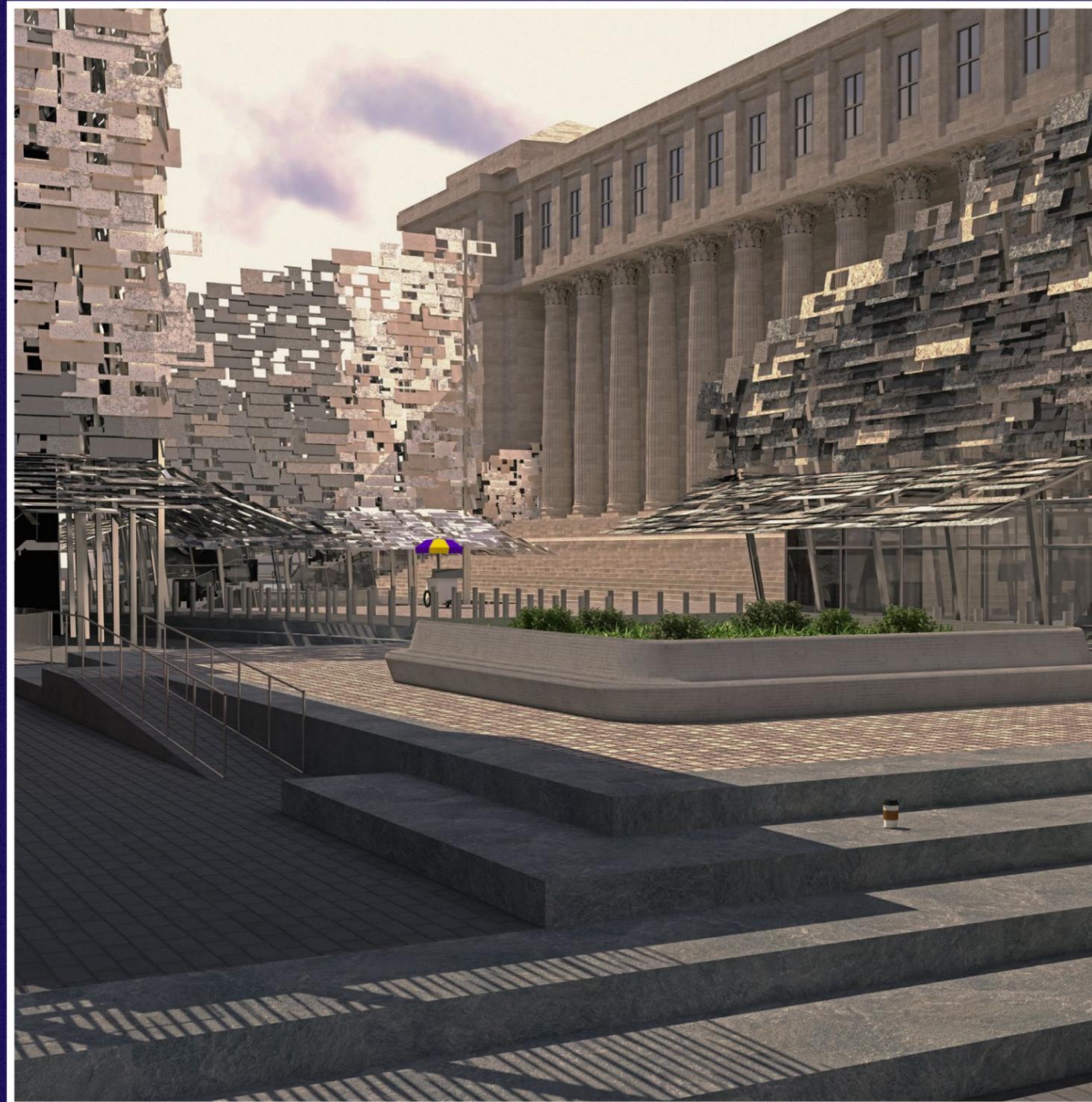
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# Penn Station Countertop. 2021

Adam Vosburgh

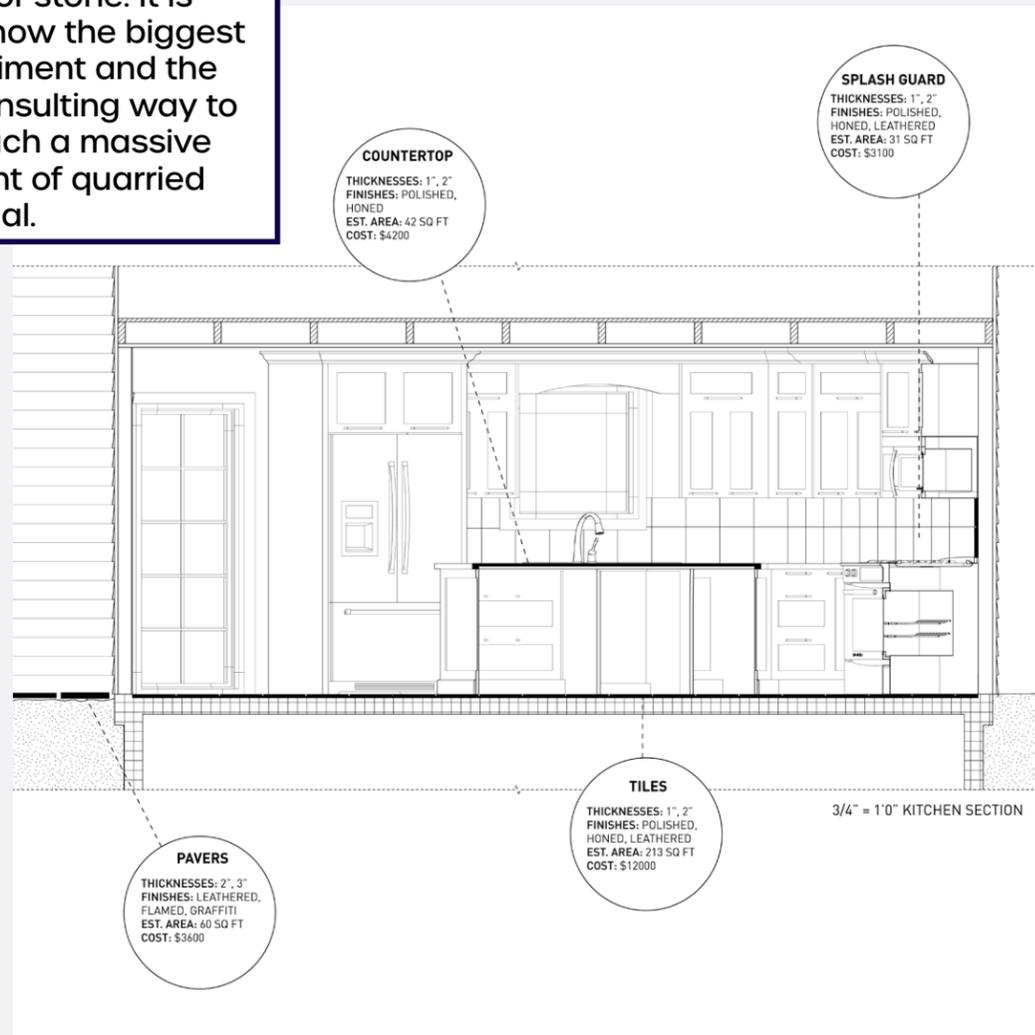
ADV V Studio. Critic: Ivi Diamantopoulou



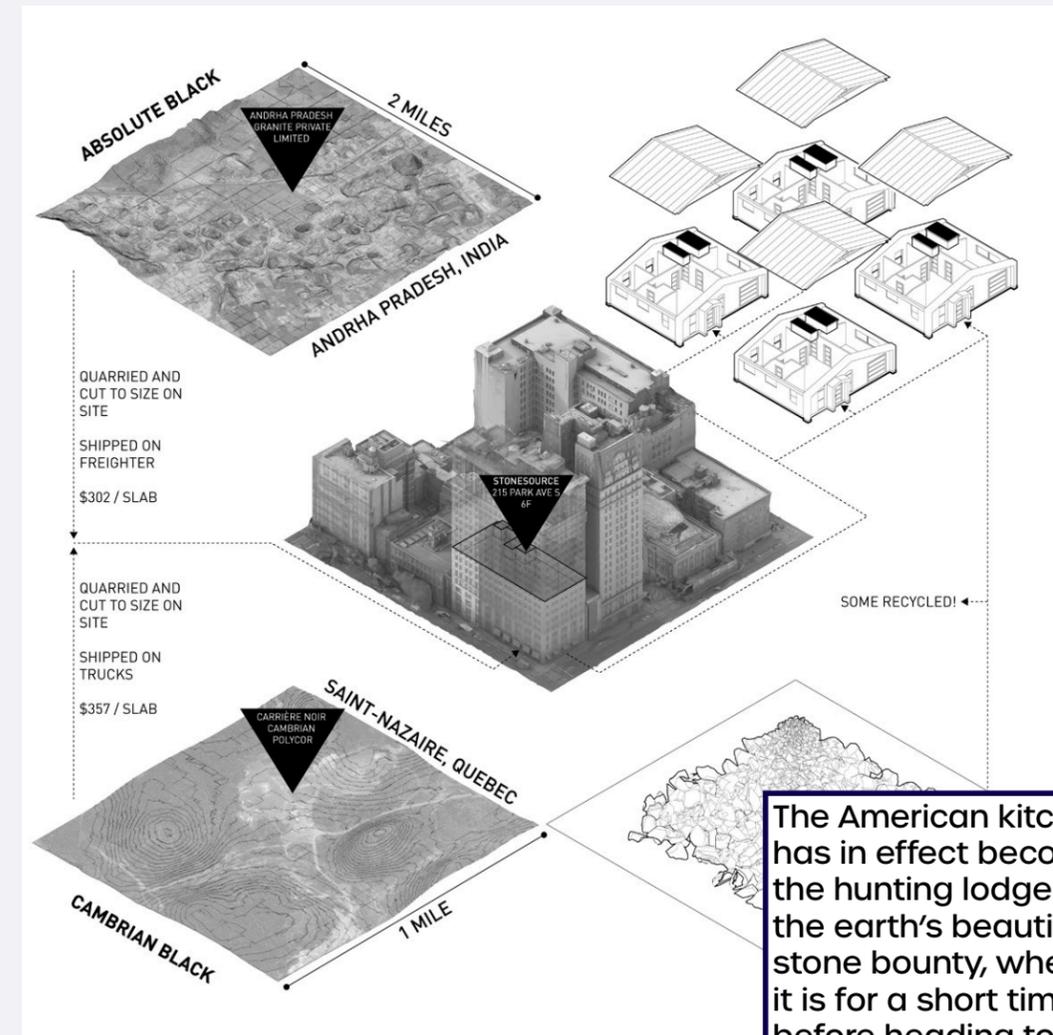
The studio was staged as a meditation on granite, through an intervention at Penn Station. I chose to explore granite through the consumer culture around granite countertops. Once the countertops were introduced to Penn, the goals of this project were to place a quotidian use of granite next to a monument built out of it, hopefully inviting us to think about the material as a critical reflection of the architecture it adorns.

Medium: Drawings, Animations

What does granite mean today?  
Countertops are simultaneously the epitome of both the image and utilitarian value of stone. It is somehow the biggest compliment and the most insulting way to use such a massive amount of quarried material.

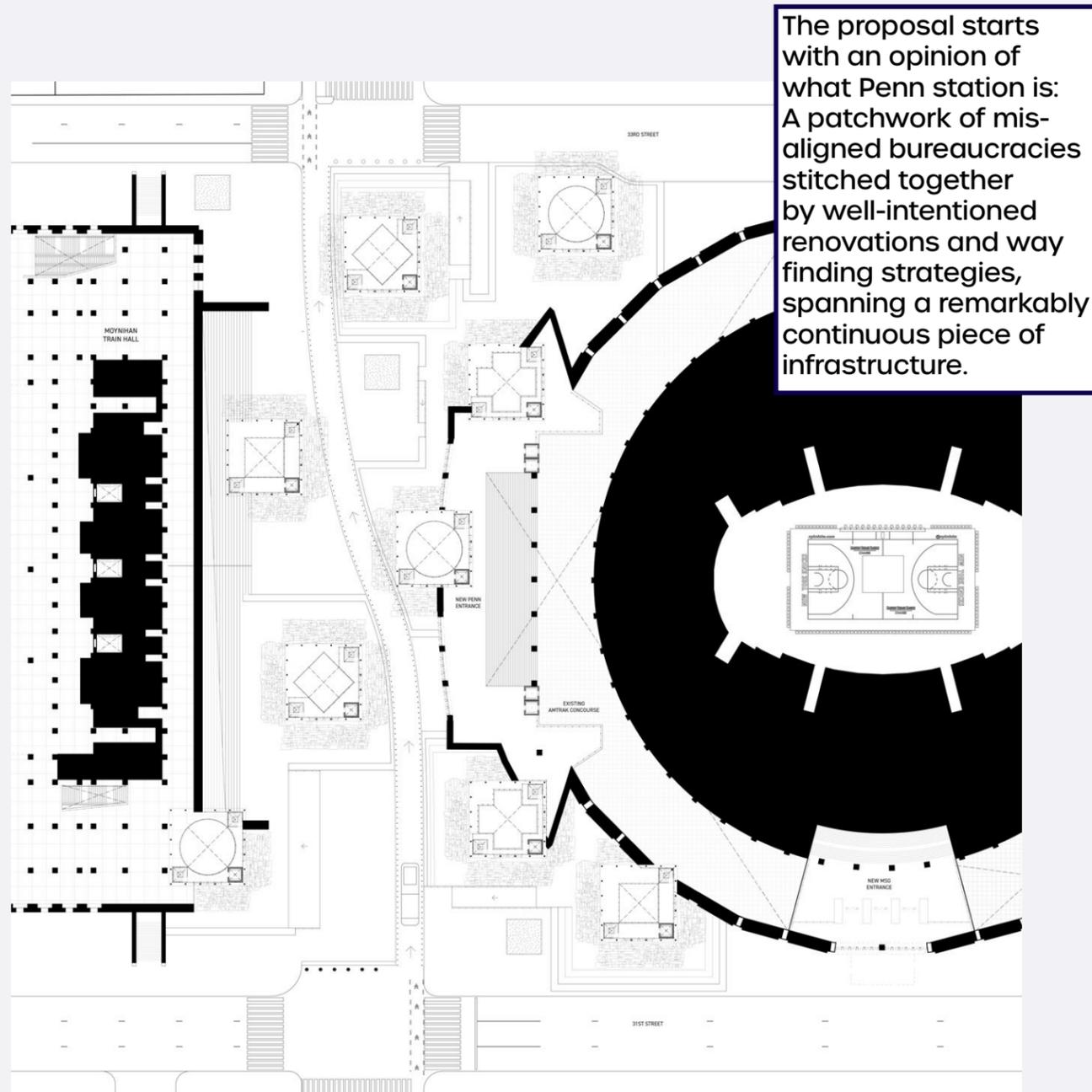


Granite at Home



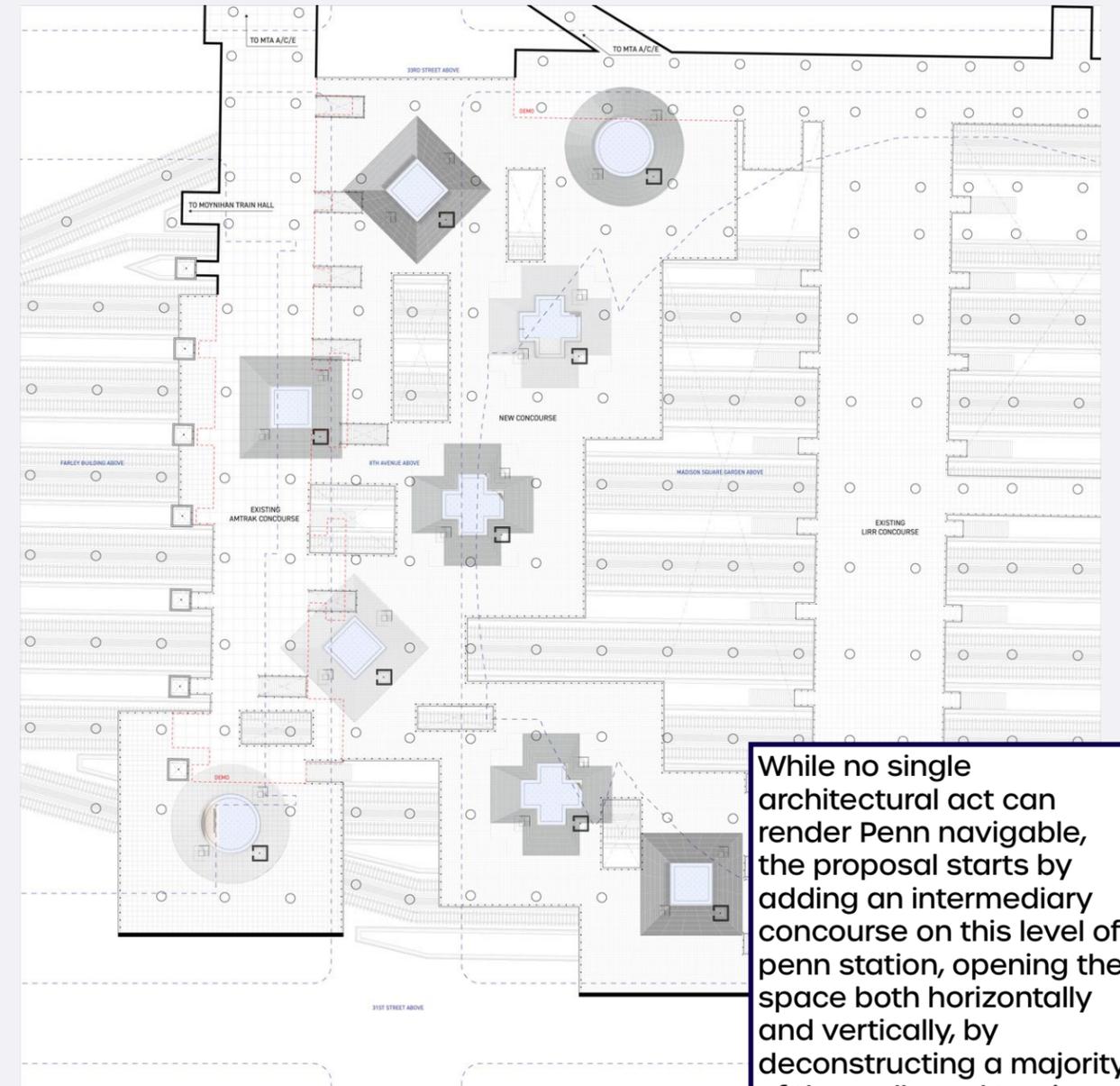
The American kitchen has in effect become the hunting lodge of the earth's beautiful stone bounty, where it is for a short time before heading to its final destination at the landfill. The strategic re-use of this refuse then became a central question to the proposal.

Granite at the Showroom



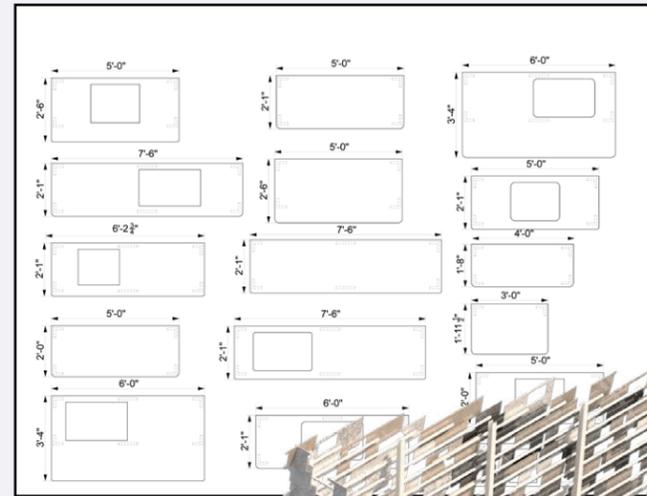
The proposal starts with an opinion of what Penn station is: A patchwork of mis-aligned bureaucracies stitched together by well-intentioned renovations and way finding strategies, spanning a remarkably continuous piece of infrastructure.

Ground Floor Plan

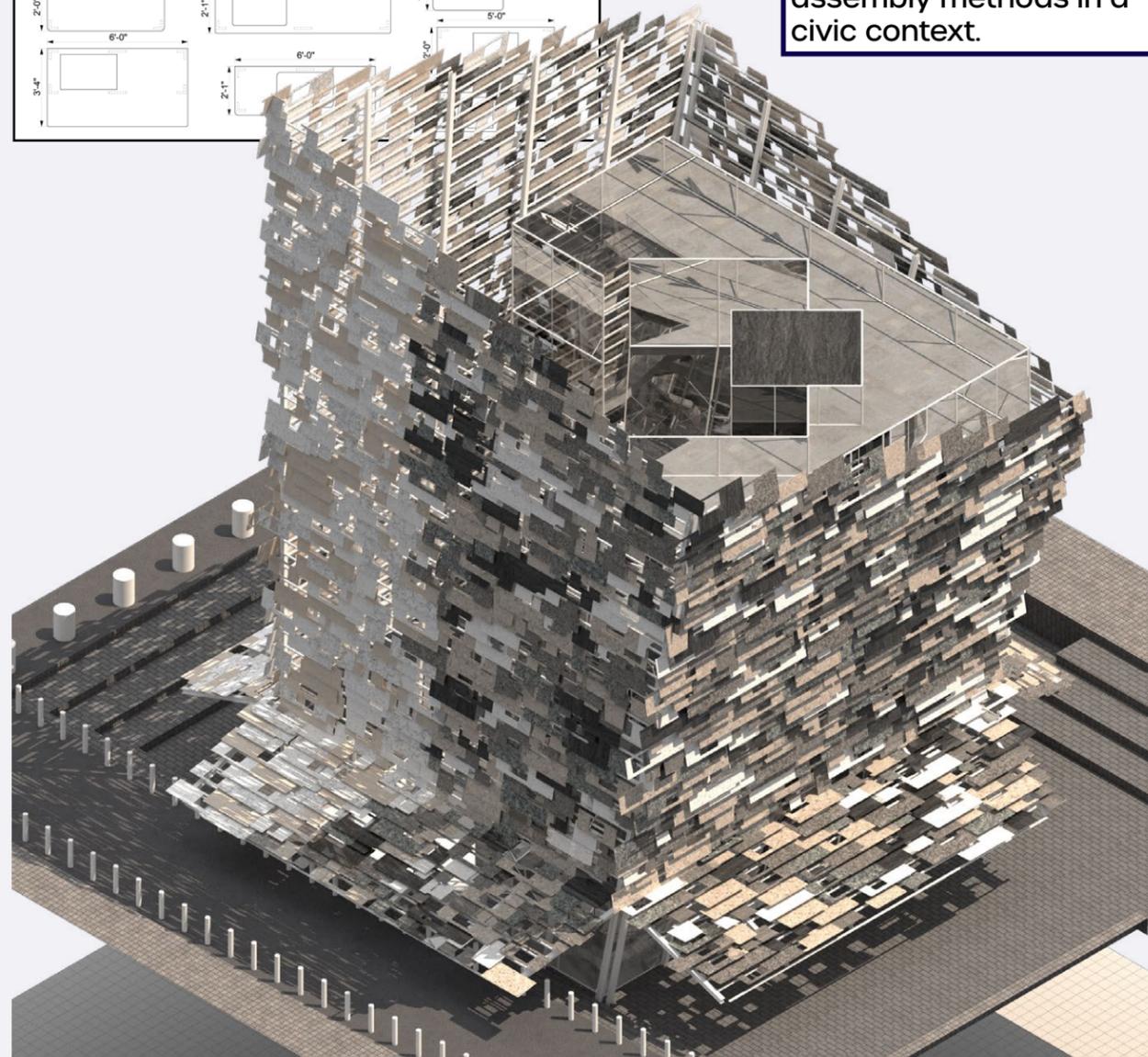


While no single architectural act can render Penn navigable, the proposal starts by adding an intermediary concourse on this level of penn station, opening the space both horizontally and vertically, by deconstructing a majority of the walls and turning them into railings that look down onto the rail beds.

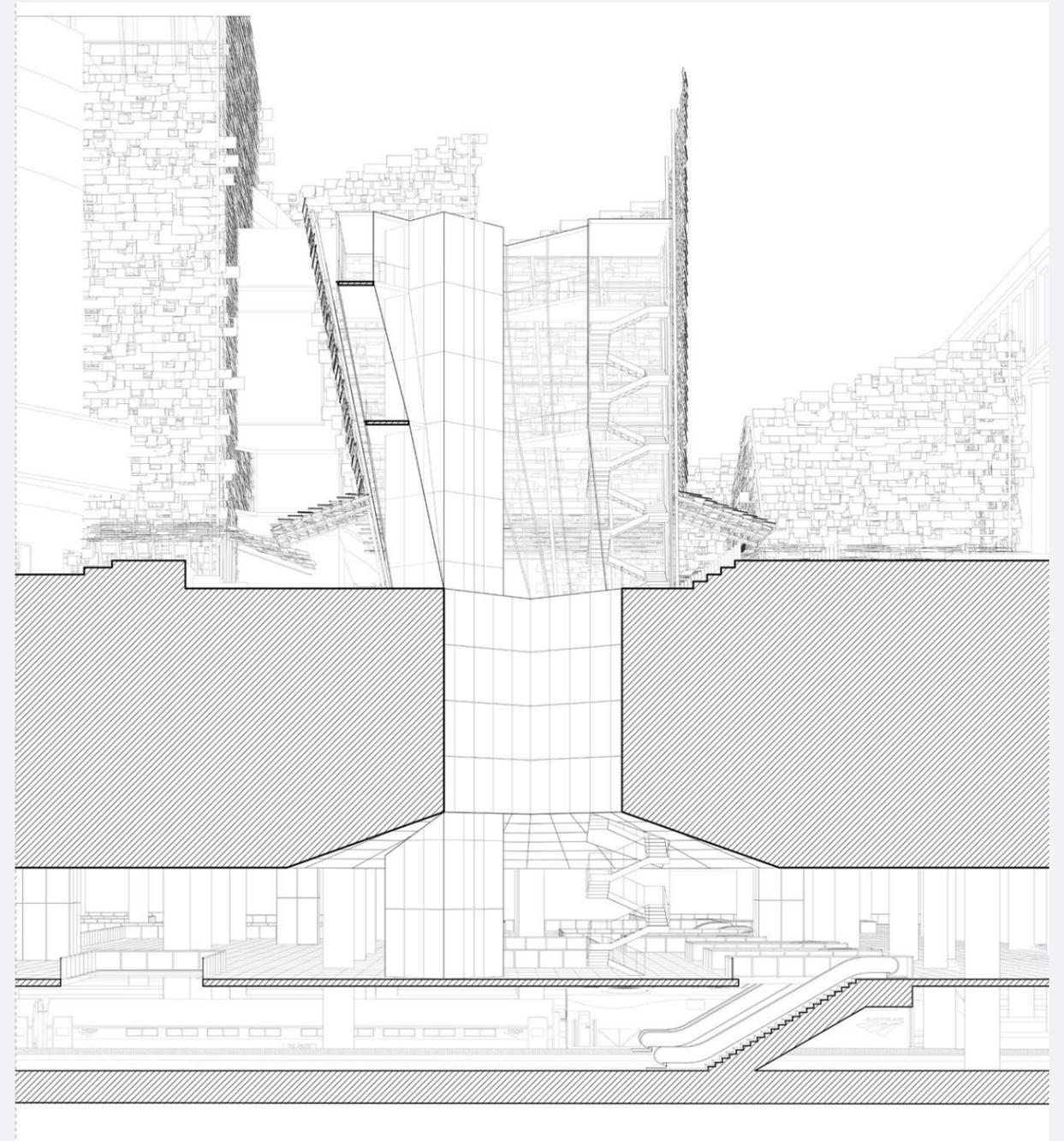
Concourse Plan



I built a custom script to array a taxonomy of observed countertop dimensions, full and damaged, around an envelope tailored to reflect the most light below into penn station. Countertops are shingled off of the structure in a play of domestic materials and assembly methods in a civic context.



Assembly Axonometric



Entrance Section



Concourse Perspective

# Rebuilding Paradise. 2022

In collaboration with Adeline Chum

ADV VI Studio. Critic: David Benjamin

CLICK



This project speculates on the Rebuilding of Paradise, CA, through the combined expertise of construction, forestry, and climate science. Our proposal calls for a rethinking of the town in all aspects, from its built environment to its economic relationship with the forest beyond, managed by an “Internet of Living Things” called the Paradise Human Climate Impact Model. We built a web-based representation of that model that can be accessed by clicking on this image.

Medium: Interactive Website, Animations, Drawings

In 2017, Paradise, CA, population of 26,000, was mostly destroyed in the Camp Fire. As the largest city designated a "Wildland Urban Interface," also known as WUI, the fate of Paradise presents a question about which future lays in store for WUIs. Our project envisions a future in which residents choose to remake Paradise in a manner which rethinks the relationship between human settlement and the natural world.



Paradise before and after the 2017 Camp Fire

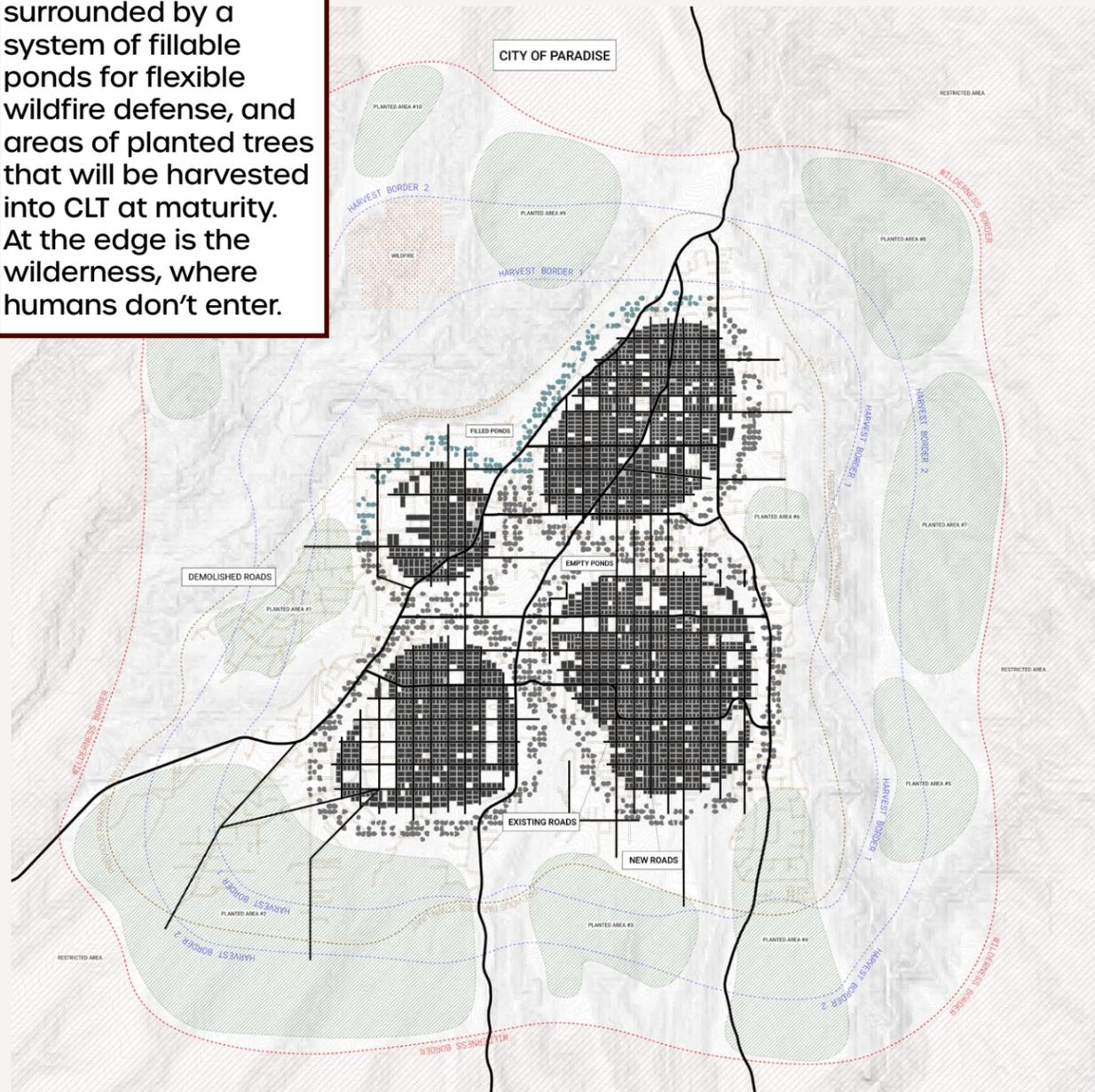
**SOM DESIGN FOR WILDFIRE MITIGATION**  
Summary

|  |  |   |   |
|--|--|---|---|
| <p><b>ISSUES</b></p> <ul style="list-style-type: none"> <li>1.1. Paradise is a Wildland-Urban Interface (WUI) city, meaning it is located in an area where wildland meets developed land.</li> <li>1.2. Paradise is a high fire risk area due to its location in a fire-prone region.</li> <li>1.3. Paradise is a high fire risk area due to its location in a fire-prone region.</li> <li>1.4. Paradise is a high fire risk area due to its location in a fire-prone region.</li> </ul> | <p><b>GOALS</b></p> <ul style="list-style-type: none"> <li>2.1. Reduce the number of people threatened by wildfires.</li> <li>2.2. Reduce the number of people threatened by wildfires.</li> <li>2.3. Reduce the number of people threatened by wildfires.</li> <li>2.4. Reduce the number of people threatened by wildfires.</li> </ul> | <p>More and more Americans are moving to the Wildland-Urban Interface despite the high risk of fire.</p>    |   |
| <p>Implement urban design requirements for fire staging, breaks, and egress.</p>   | <p>Require fire resilient buildings at the edges of urbanized areas.</p>   | <p>Increase housing in existing urbanized areas to reduce the number of people threatened by wildfires.</p> | <p>Incentivize no re-build zones in high fire risk areas to reduce property loss and damage from wildfires.</p> |

SOM Wildfire Mitigation Proposal

Current proposals for WUIs propose fire hardened buildings and urban arrangements that allow for fire breaks, but do not address the larger feedback loop between unmanaged monoculture timber harvesting and the wildfire risk that that causes. In contrast, Rebuilding Paradise envisions a framework for understanding architecture and urban development contextualized within the resources that it requires.

Paradise is surrounded by a system of fillable ponds for flexible wildfire defense, and areas of planted trees that will be harvested into CLT at maturity. At the edge is the wilderness, where humans don't enter.



Paradise City Plan



Over time - planted forests grow and allow for more construction. The blocks of Paradise are first built double-wide, and at a certain point another street is added to functionally double the density of the city.

Timber + Housing Growth Animation Stills



CLICK

Housing in Paradise is intended to grow over time - the first homes rebuilt were a single story of rammed earth masonry units. Overtime, prefab CLT assemblies are installed on top of this base, resulting in more dense housing.

2030 Housing View



CLICK

2060 Housing View

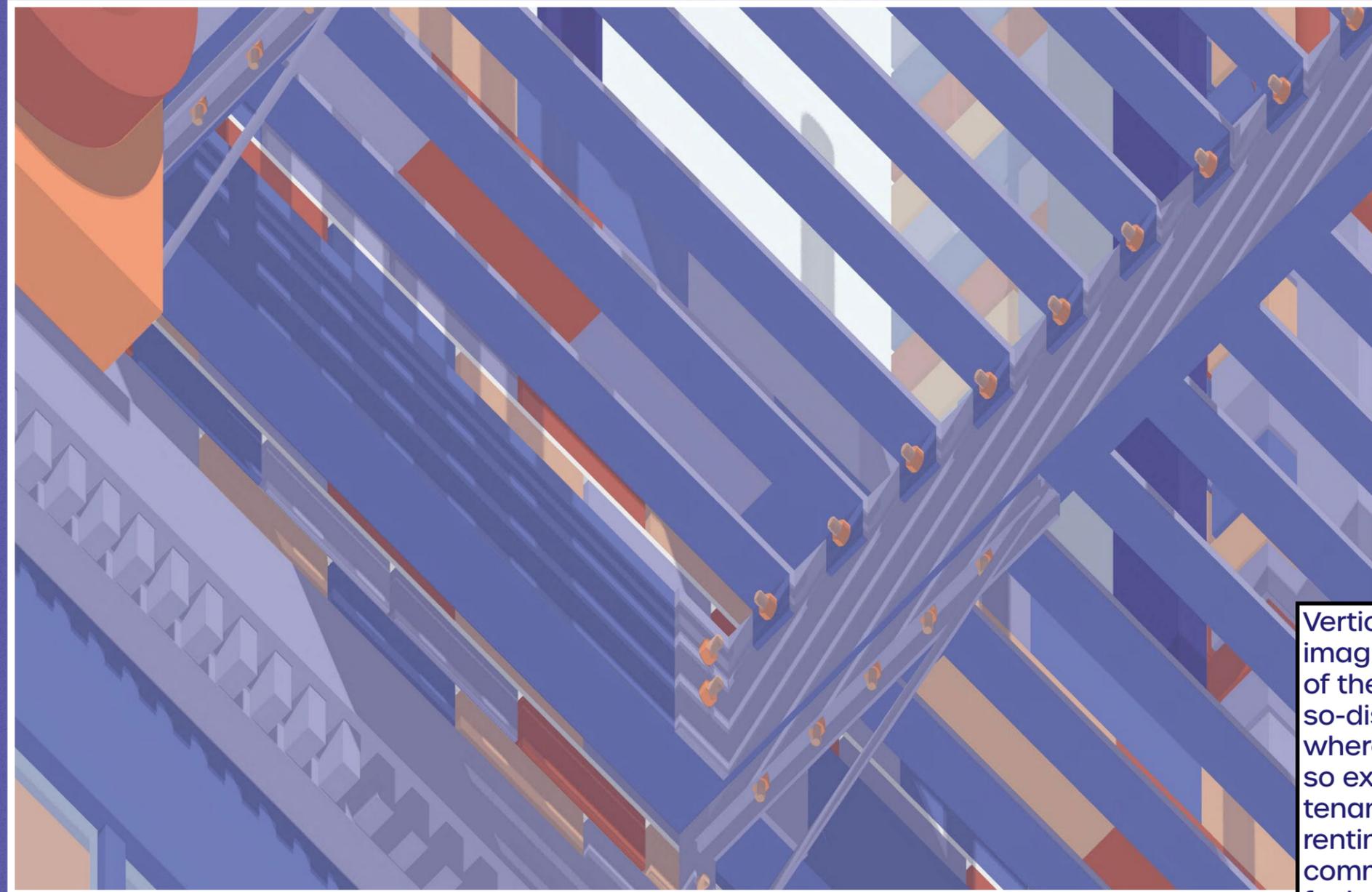


Periphery View

# Vertical Malls. 2019

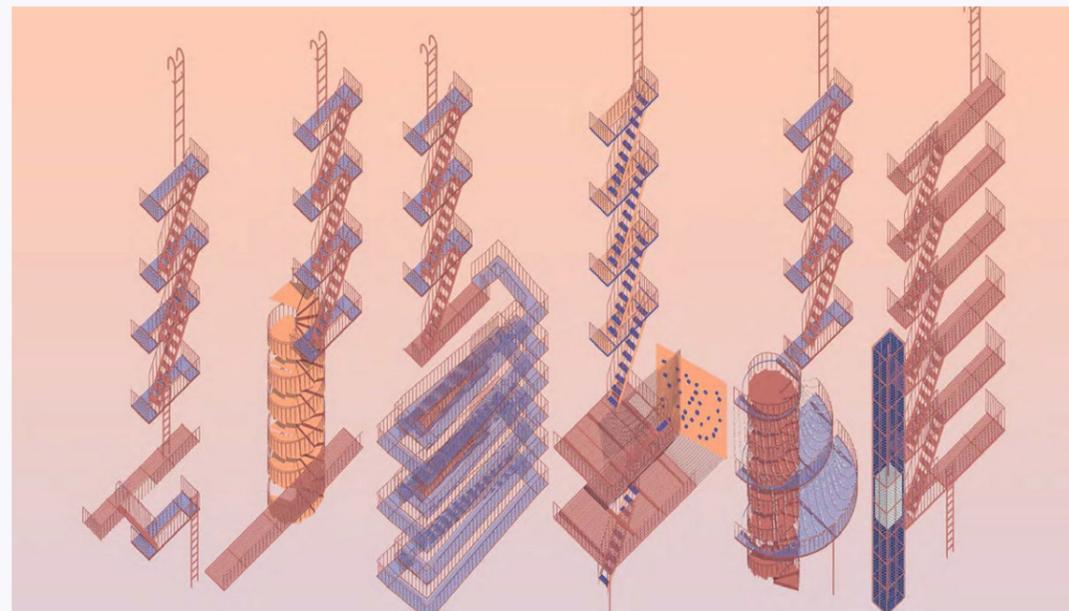
Adam Vosburgh

Core I Studio. Critic: Alessandro Orsini

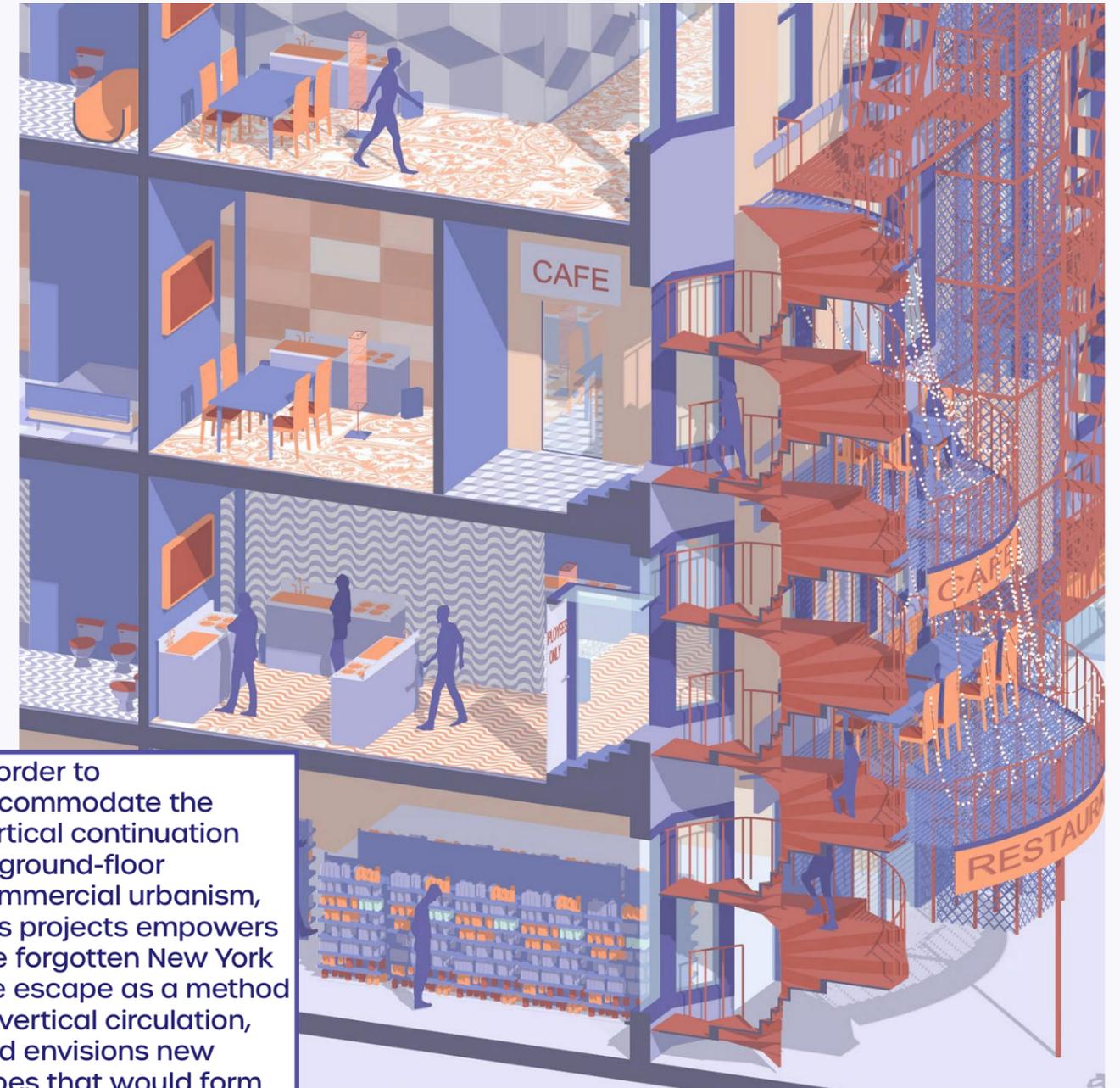


Vertical Malls imagines a New York of the maybe not-so-distant future, where rents become so exorbitant that tenants turn to renting out the commercial-street facing rooms of their apartments.

Medium: Drawings, Models

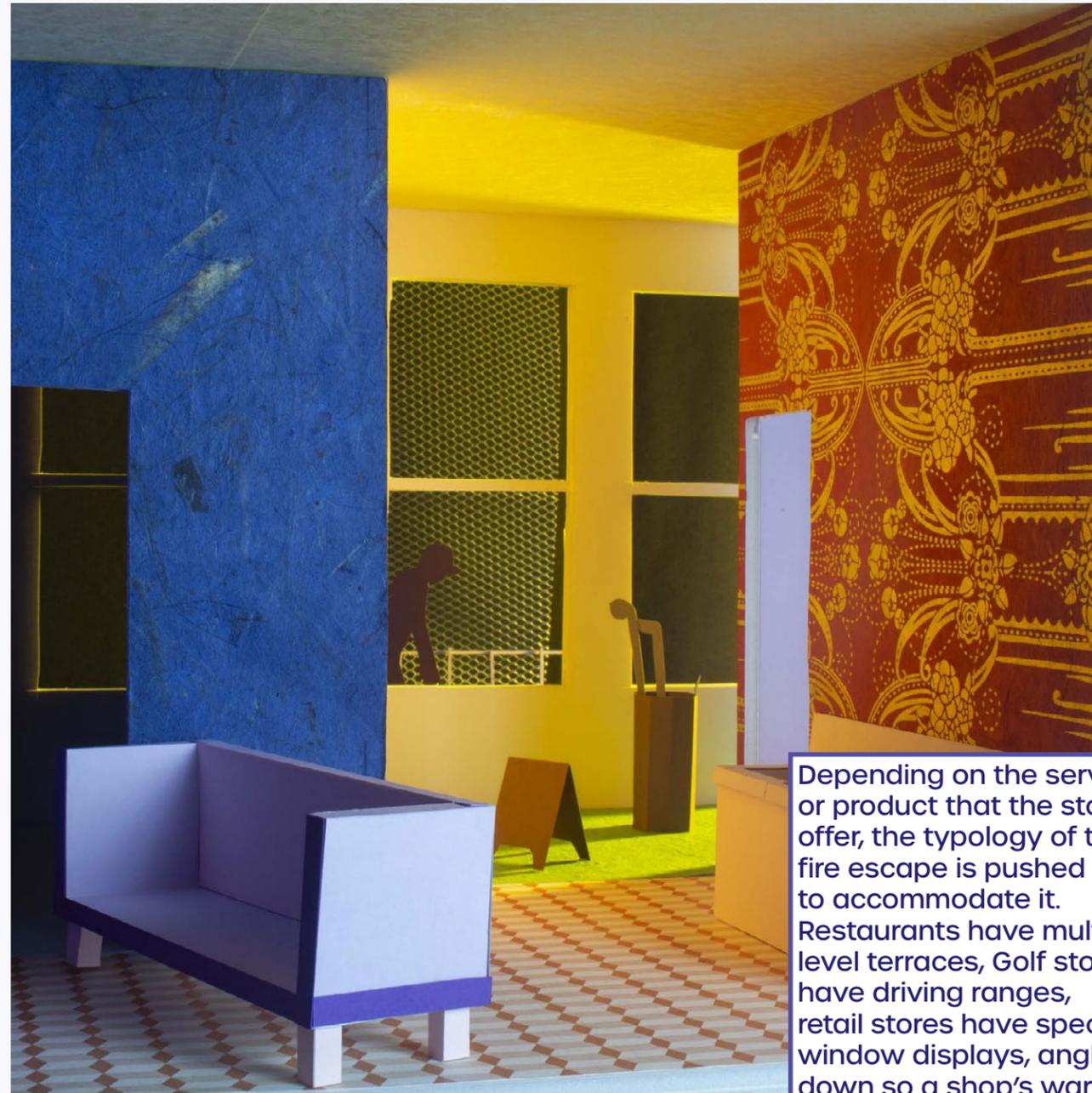


Elevation, Fire Escape Taxonomy

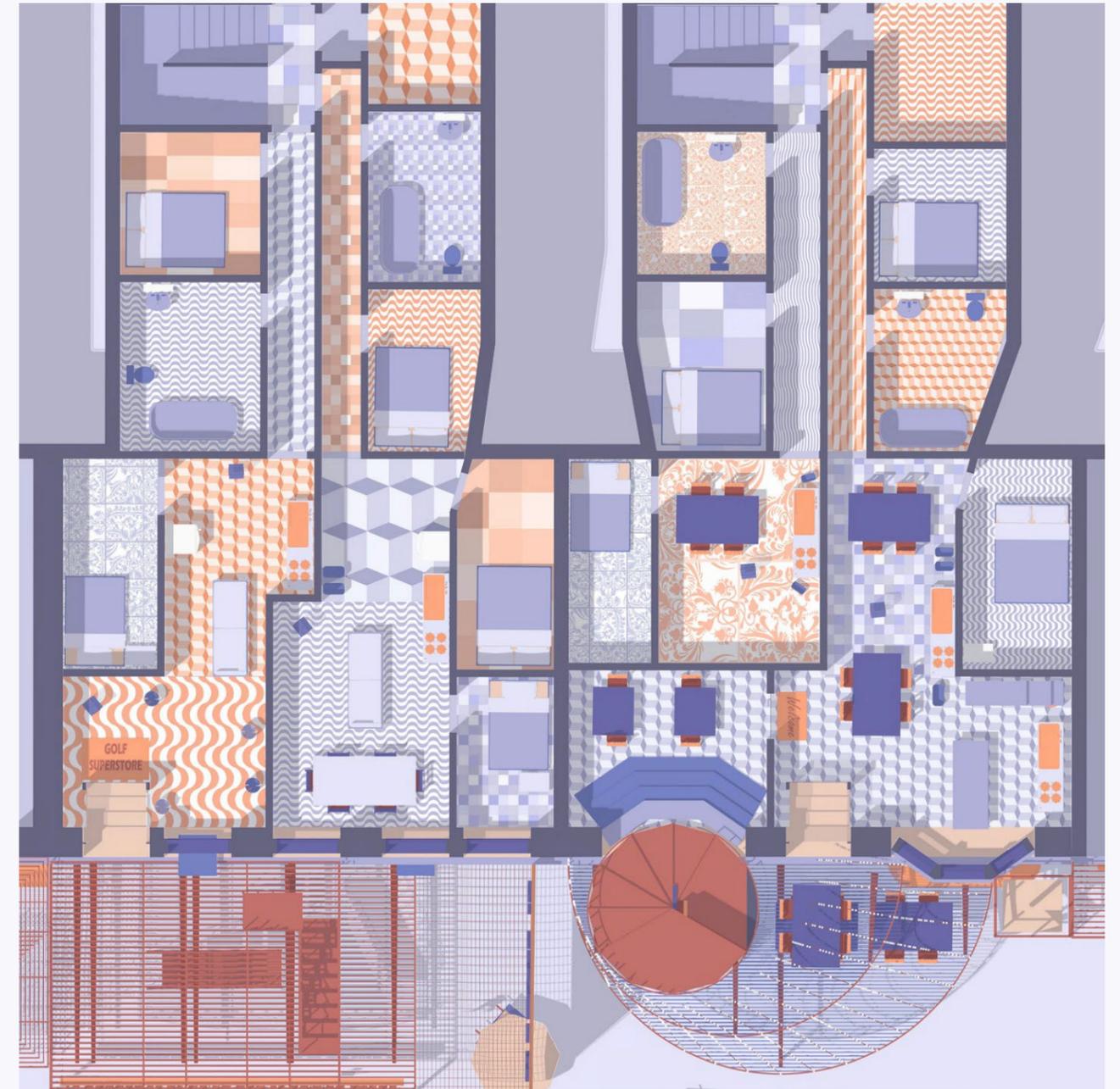


In order to accommodate the vertical continuation of ground-floor commercial urbanism, this projects empowers the forgotten New York fire escape as a method of vertical circulation, and envisions new types that would form as a result of their use.

Section Axonometric



Depending on the service or product that the stores offer, the typology of the fire escape is pushed to accommodate it. Restaurants have multi-level terraces, Golf stores have driving ranges, retail stores have special window displays, angled down so a shop's wares can be seen from the street below.



Model Photo

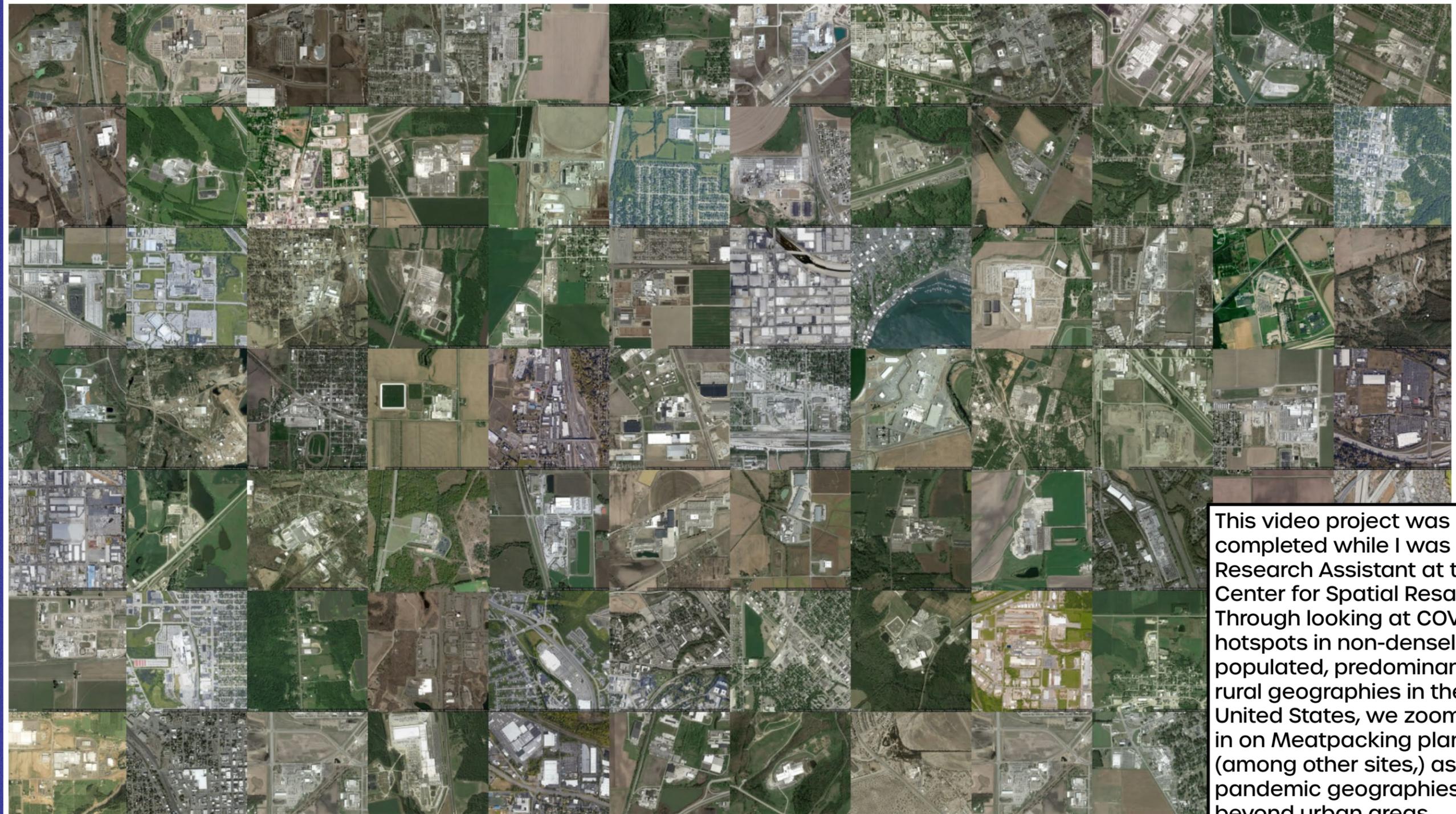
Plan

# Supply Chain. 2020

In collaboration with Nadine Fattaleh

Center for Spatial Research

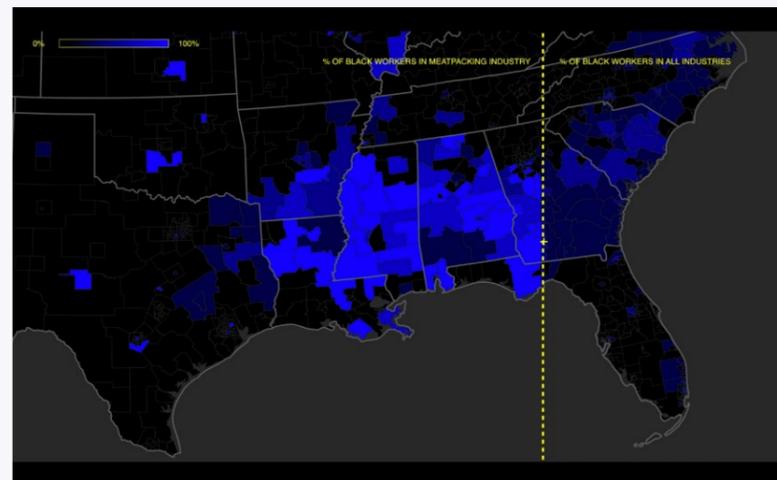
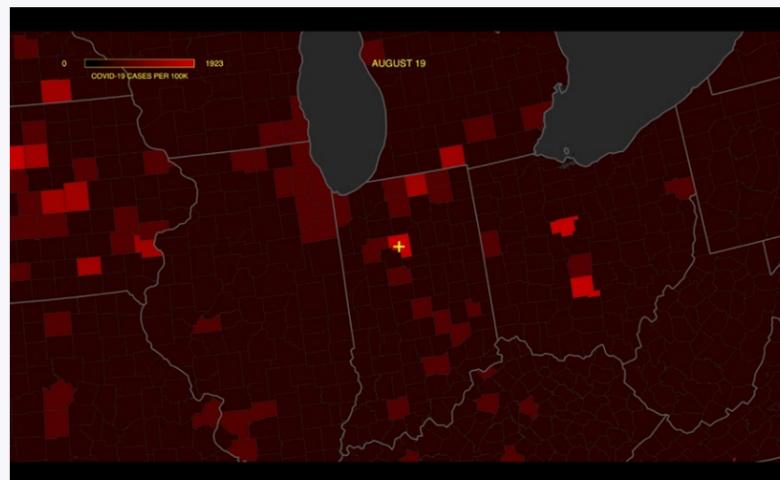
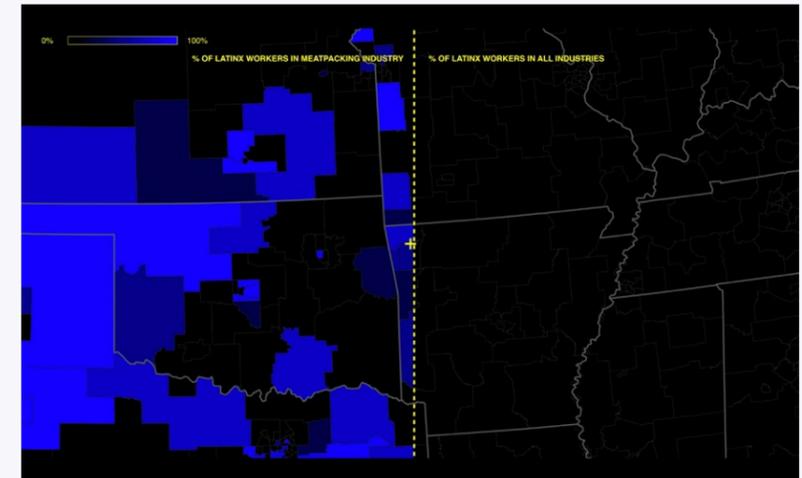
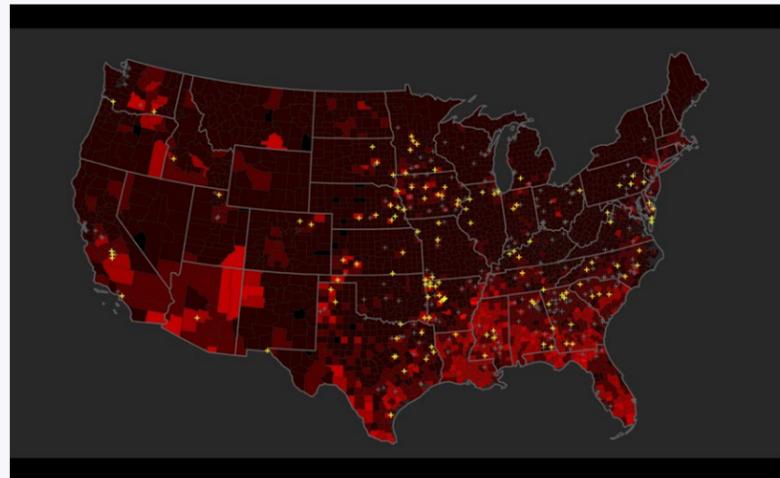
CLICK



This video project was completed while I was a Research Assistant at the Center for Spatial Research. Through looking at COVID-19 hotspots in non-densely populated, predominantly rural geographies in the United States, we zoomed in on Meatpacking plants (among other sites,) as pandemic geographies beyond urban areas.

Medium: Video

CLICK



Supply Chain zooms into three meatpacking plants with known hotspots, and examines histories of exploitation that led up to each using various data sources and maps. The project can be viewed by clicking anywhere on this page.

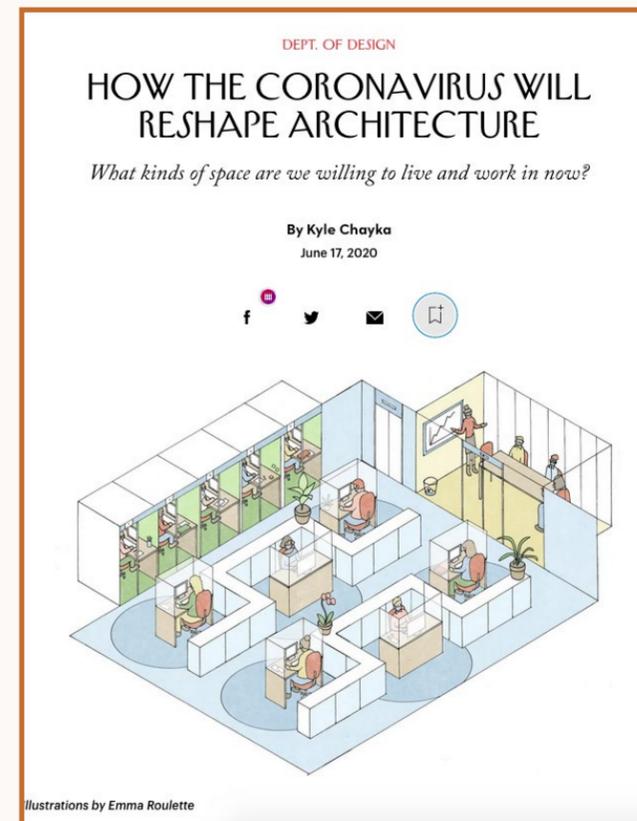


Video Stills



This studio investigated new contemporary models of “incomplete” housing globally that resemble shell and core commercial construction, studied the PREVI experimental housing project in Peru, and ultimately designed housing in the Bronx that speculates on what constitutes the complete.

Thinking of housing in terms of incomplete/complete prioritizes thinking of systems over architecture. In thinking of what a flexible system could do for housing, we thought of current debates around housing and work. Contemporary housing is built to reflect a supposed precondition that work is intrinsically separate from home. In fact, this distinction is a relatively modern invention.



### Anywhere but Home: New Yorkers Get Creative About Work Spaces

The need for privacy has driven some people to rent hotel rooms, vacant apartments and empty offices.

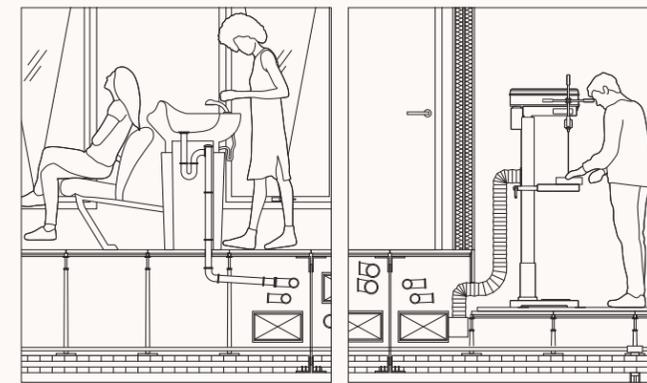
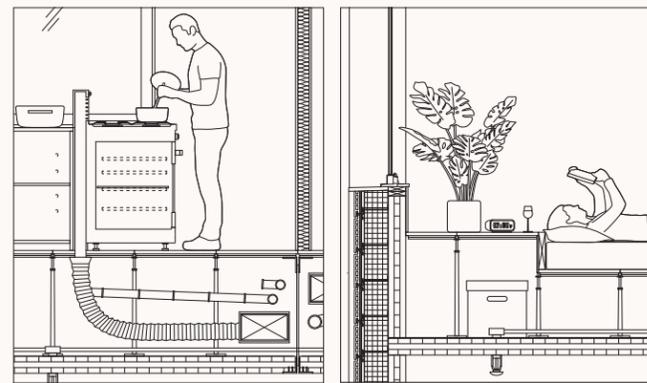


A temporarily vacant apartment nearby became a makeshift photo studio for Luciana Golman. Kaya Laterman

Living with COVID has stretched the role of housing by collapsing living and working in the same space. Current housing models do not allow for such a co-existence to occur without significantly altering living conditions.



Home Work is a new typology of housing, which provides a truly flexible space for the varying work/life needs of its occupants. Each unit consists of a thickened floor assembly consisting of an agglomeration of expanded mechanical systems, resolved in a series of skinny towers housing units where living and working can coalesce.



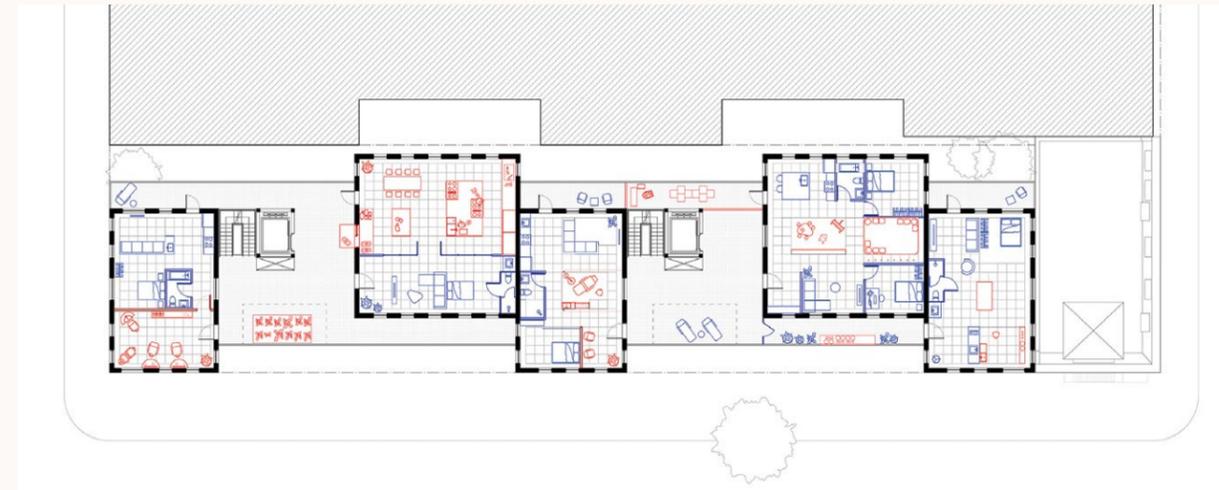
Interior Renderings / Section



Interior Renderings / Section



Site Axonometric



Plan / Section

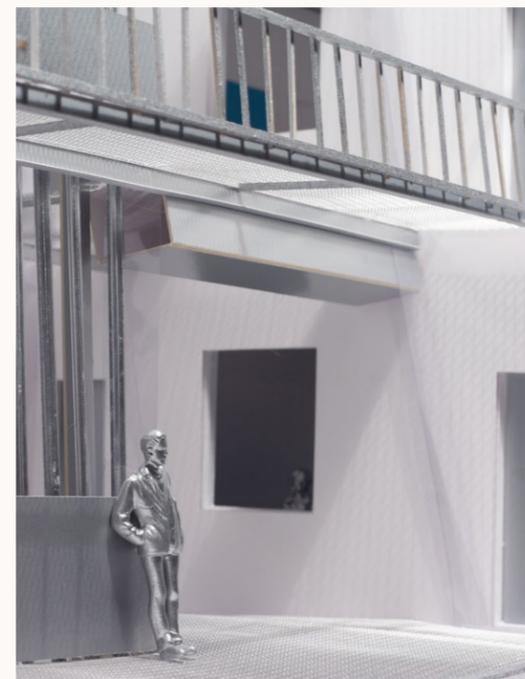


In this animation, a unit is arranged in a few configurations over time. Because of Home Work's raised floor system, layouts are not dependent on haphazardly placed or undersized services. The higher up front cost to include all this capacity will be offset by the reduced scope of work in renovations to come.





Model Photo



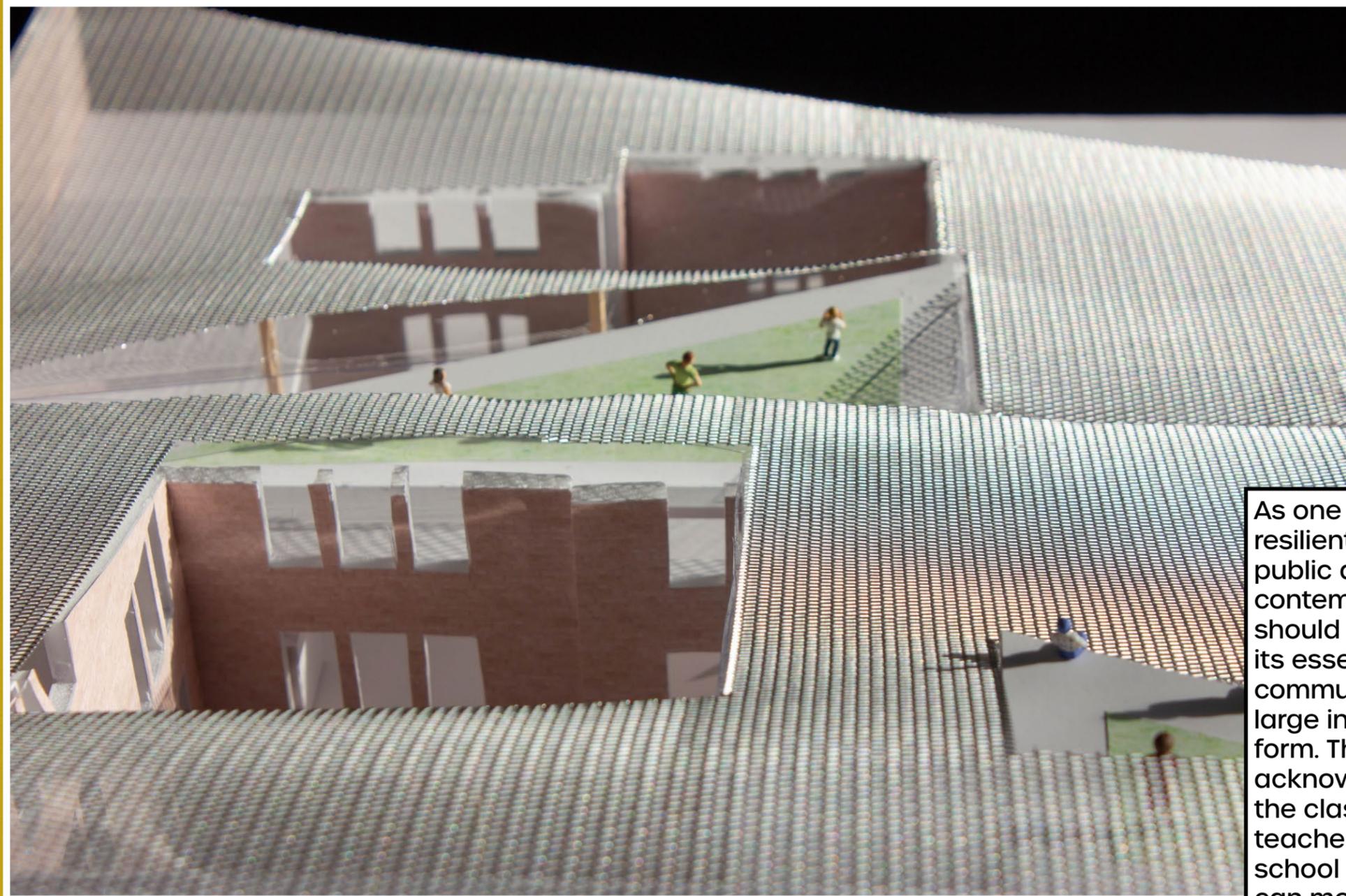
Model Photo Close-ups



Terrace Perspective

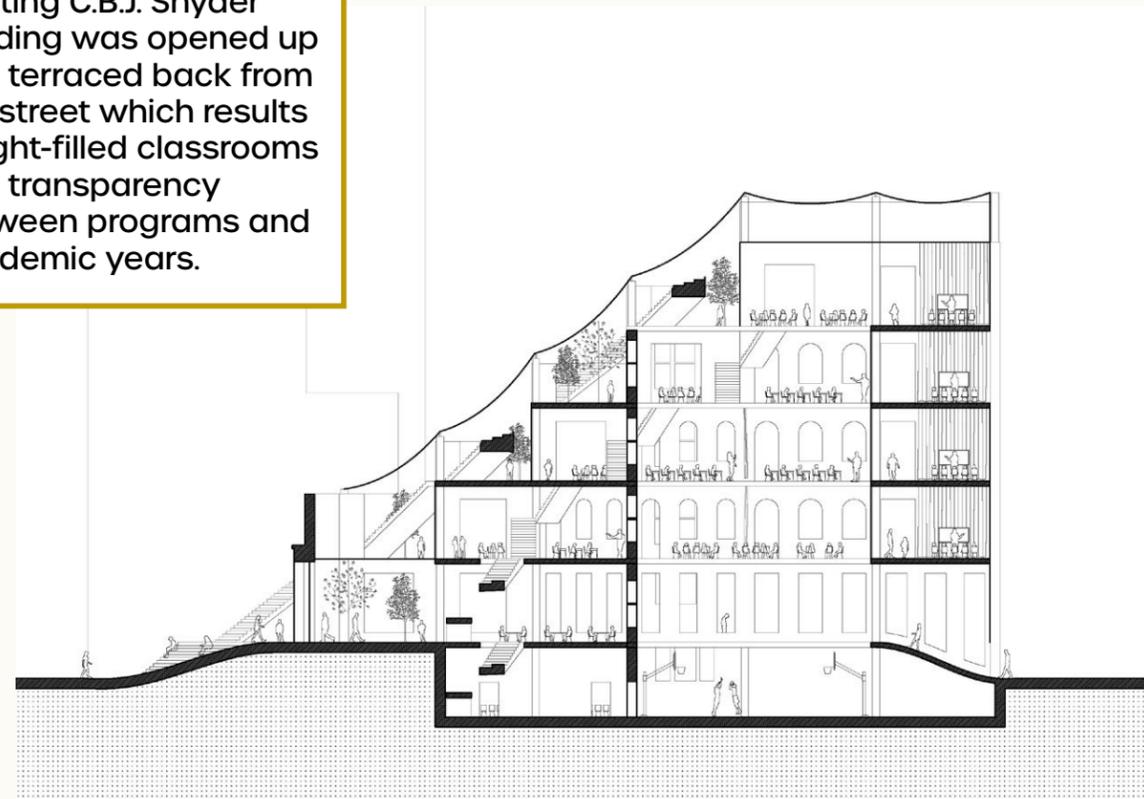
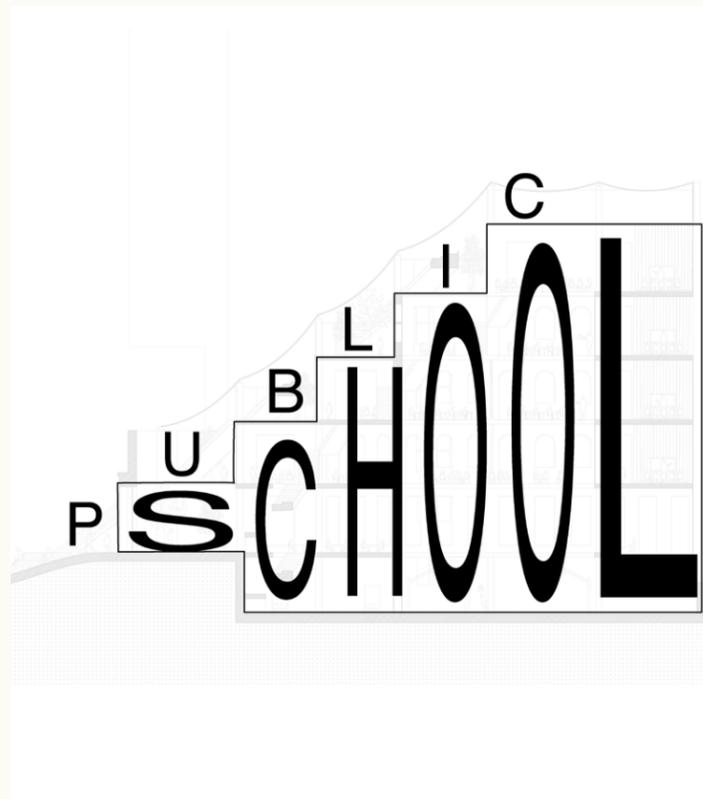


Elevation Perspective



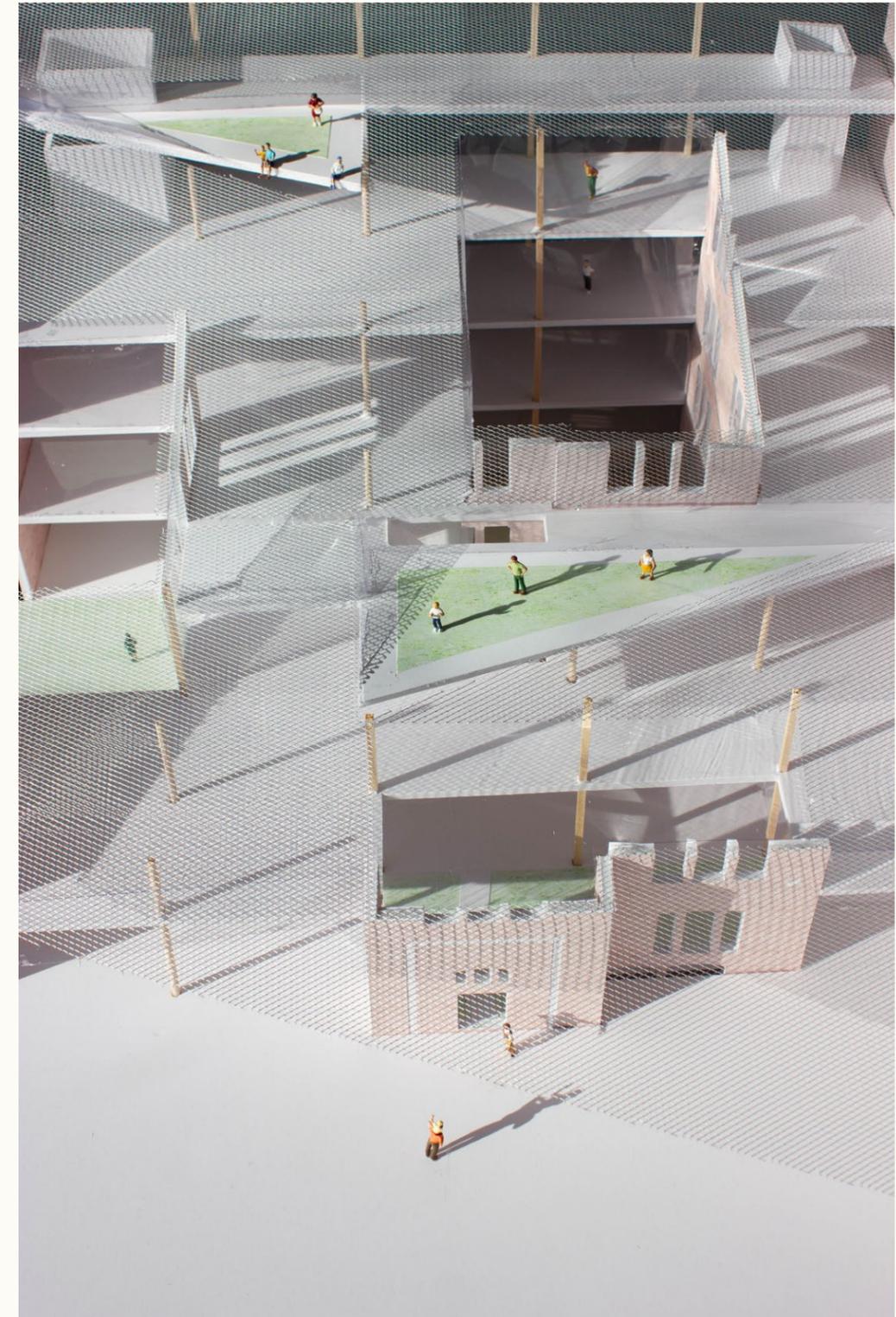
As one of the very few resilient typologies of public architecture, a contemporary public school should acknowledge its essential role to the community and society at large in its architectonic form. The New PS64 acknowledges not only the classroom as the third teacher, but also the public school as an institution that can mold nurturing and community oriented citizens.

The New P.S. 64 is built on the bones of P.S. 64, which has sat empty in the East Village for over twenty years. The existing C.B.J. Snyder building was opened up and terraced back from the street which results in light-filled classrooms and transparency between programs and academic years.





Plans



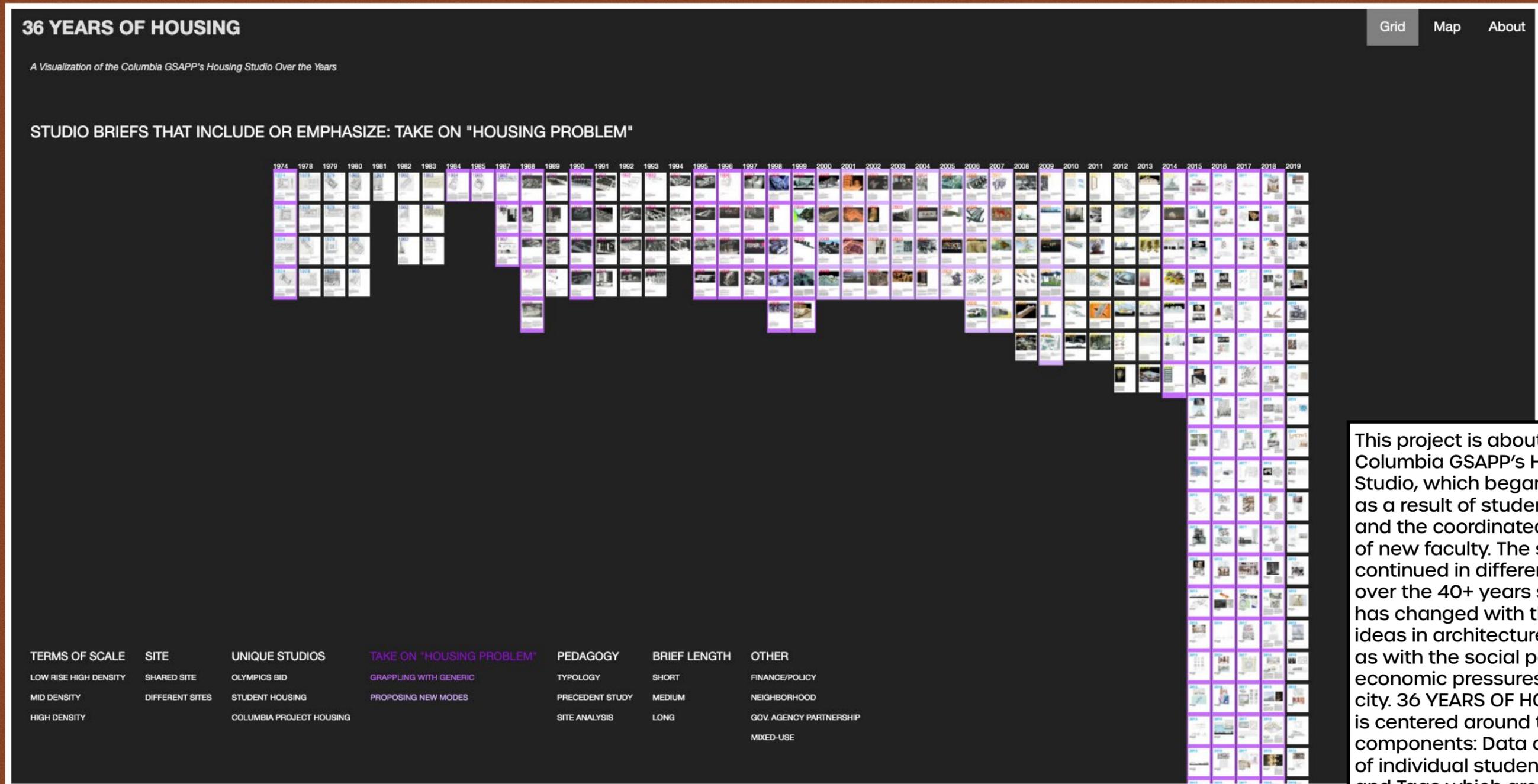
Model Photo

# 36 Years of Housing. 2020

In collaboration with  
Adelin Chum + Jonathan Chester

Data Viz for the Humanities.  
Critic: Jia Zhang

CLICK



This project is about the Columbia GSAPP's Housing Studio, which began in 1974 as a result of student activism and the coordinated interests of new faculty. The studio has continued in different iterations over the 40+ years since, and has changed with the dominant ideas in architecture as well as with the social political and economic pressures on the city. 36 YEARS OF HOUSING is centered around two components: Data comprised of individual student projects, and Tags which are an attempt to draw some lessons from the past 40 or so years of production out of them.

Medium: Research, Interactive Website

CLICK

A grid of 36 project cards, each representing a year from 1974 to 2018. The cards are arranged in a 4x9 grid. The first three rows contain 7 cards each, and the fourth row contains 9 cards. The years are color-coded: 1974-1987 (blue), 1988-2000 (purple), 2002-2010 (red), 2012-2014 (yellow), 2015-2018 (blue). Each card features a large year at the top, a central image (architectural drawing, rendering, or photograph), and a block of text at the bottom. The cards are enclosed in a dashed brown border. A text box on the right side of the grid contains the following text:

36 Years of Housing builds off of work done for a Housing Studio retrospective in 2014, led by Mark Wasiuta. We manually created spreads in the sme style for the years after, and sorted tags based on those briefs.

Years from Original Catalogue

Manually Added Years

# Furgary Habitat Development Center. 2021

In collaboration with Bianca Lin

ADV IV Studio. Critic: Nahyun Hwang



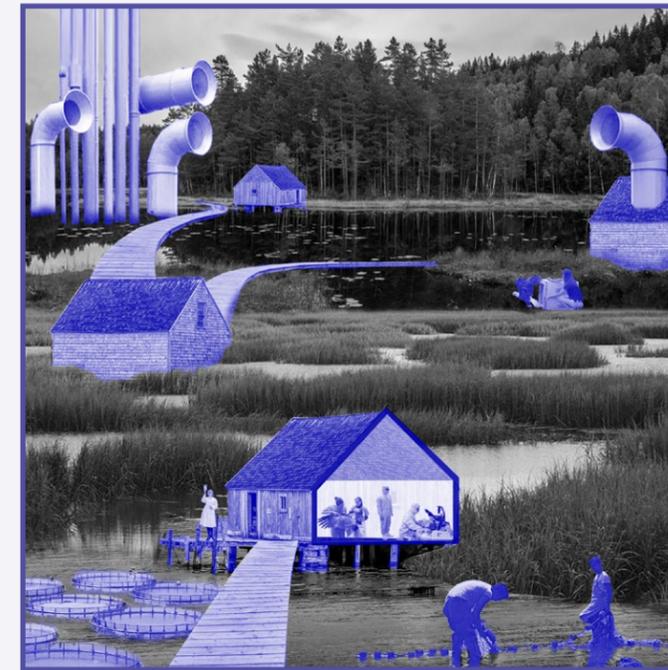
Our proposal is a constructed habitat research and development center set in the tidal marsh North of Furgary, in Hudson, New York. Furgary represents a relationship with the water that is no longer possible given the river's current state of depletion. The Hudson waterfront turns from industrial operations, public park, and conservation areas depending on where you look, with its economic and environmental possibilities constantly in tension.

Medium: Research, Drawings

Our research focuses on the artificiality of nature and the systems behind it, specifically in water infrastructure and ecosystems. Fish hatcheries in particular are facilities dedicated to the preservation of the myth that we live alongside a persistent, healthy natural environment.



*Program Collage*



*Program Collage*

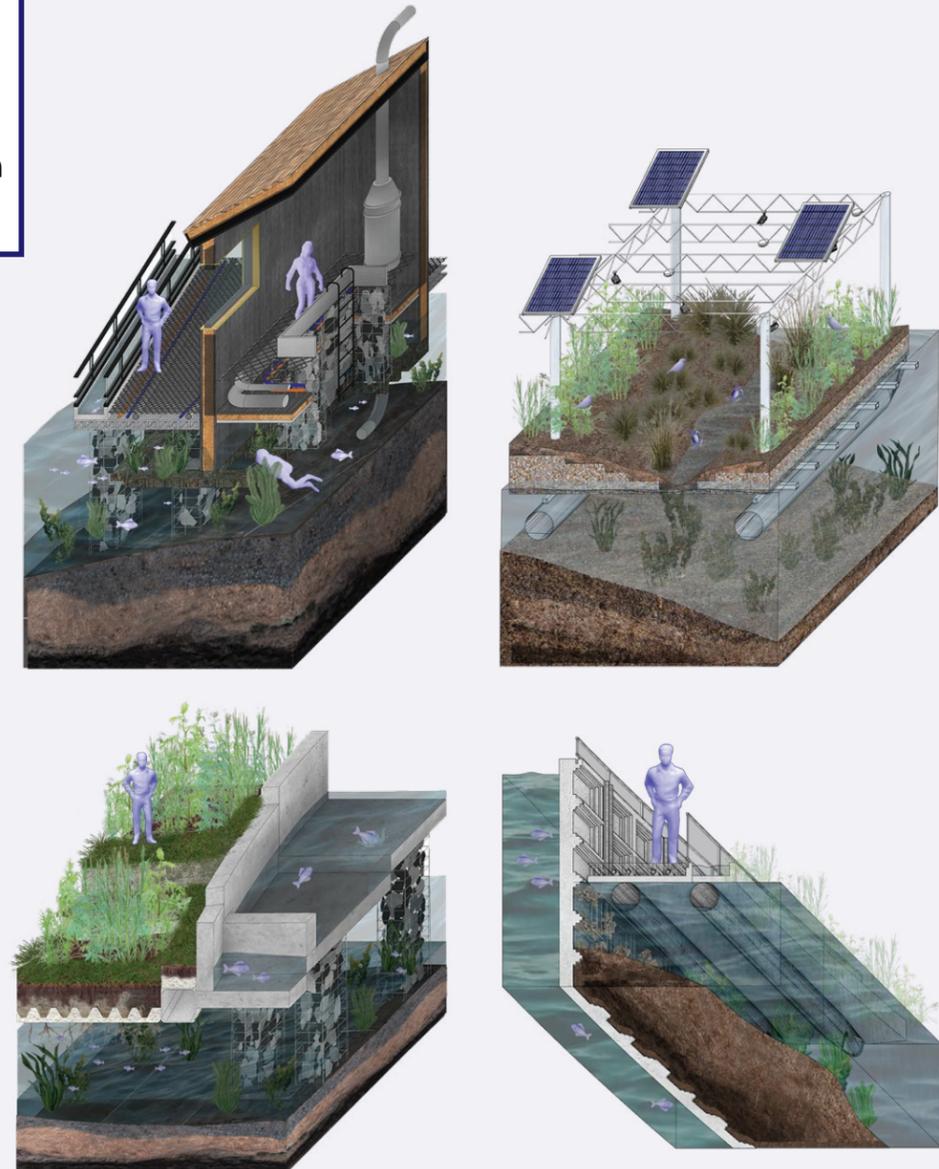
Part of the Hudson Valley's distinction as a r/urban geography is the extraction of its natural resources for population centers downstream. The sum total of the complexity of water management in the Hudson Valley invites us to compare its bodies of water to the fish inside them, part of a networked infrastructure of depletion and re-stocking governed by its man made geologies.



The campus consists of differing degrees of managed and unmanaged wetlands and water bodies, weaved together into a new "natural" landscape with different scales of intervention with both human and nonhuman interfaces.

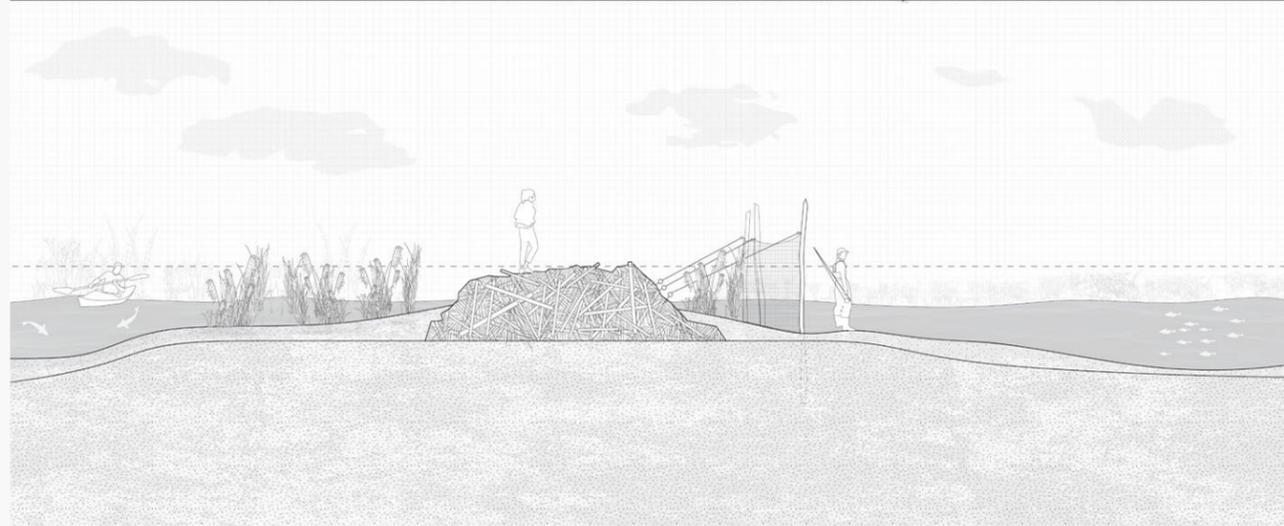
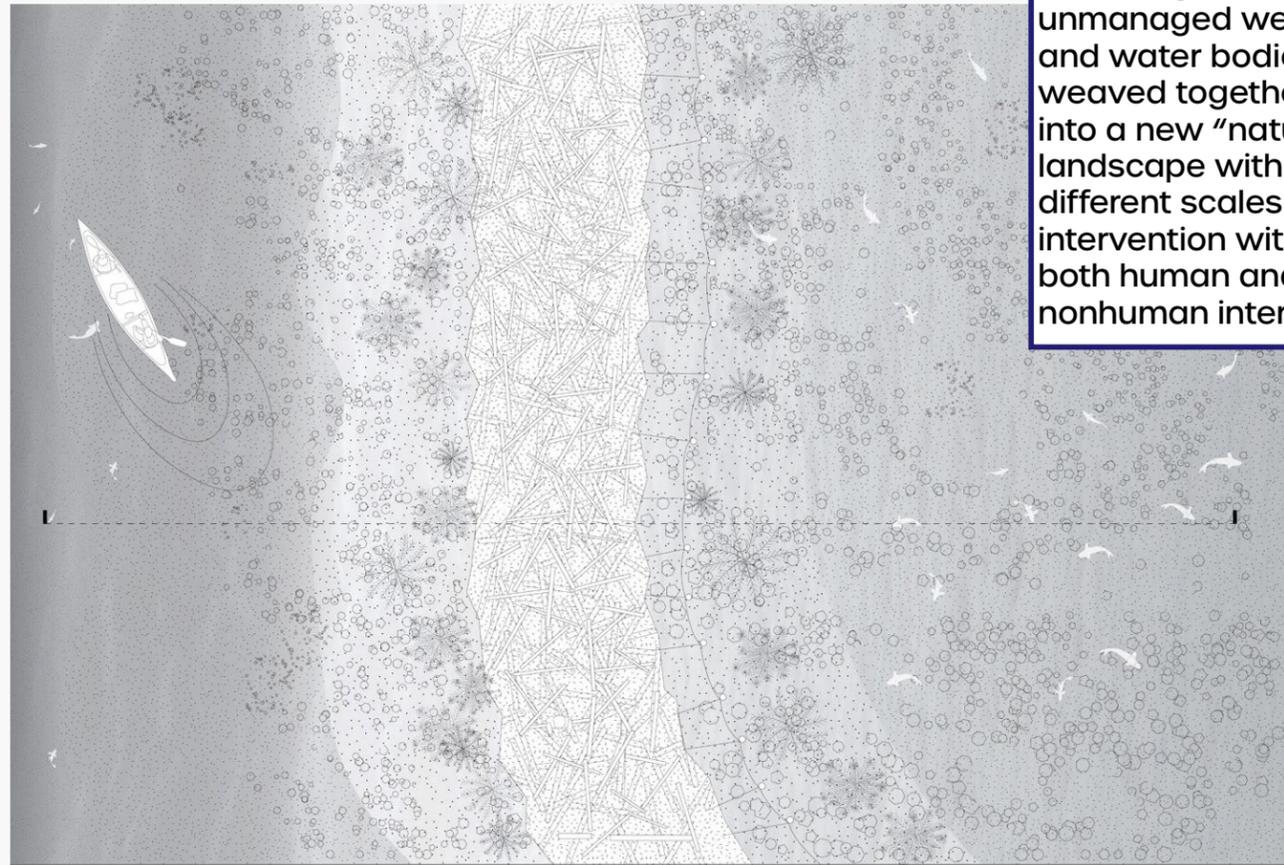


Shack Lab Interior View

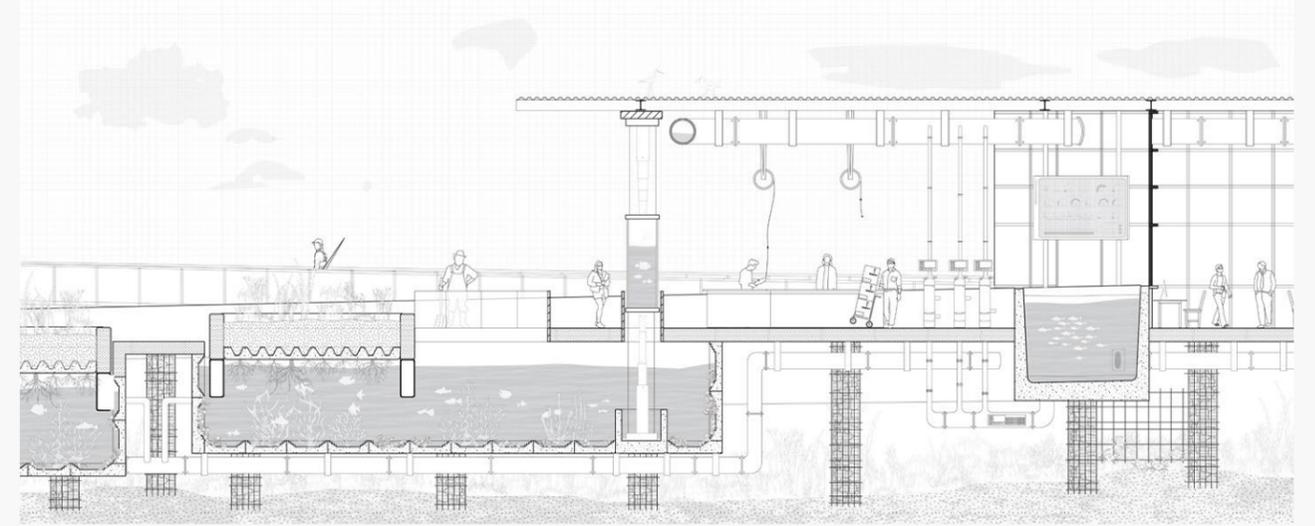
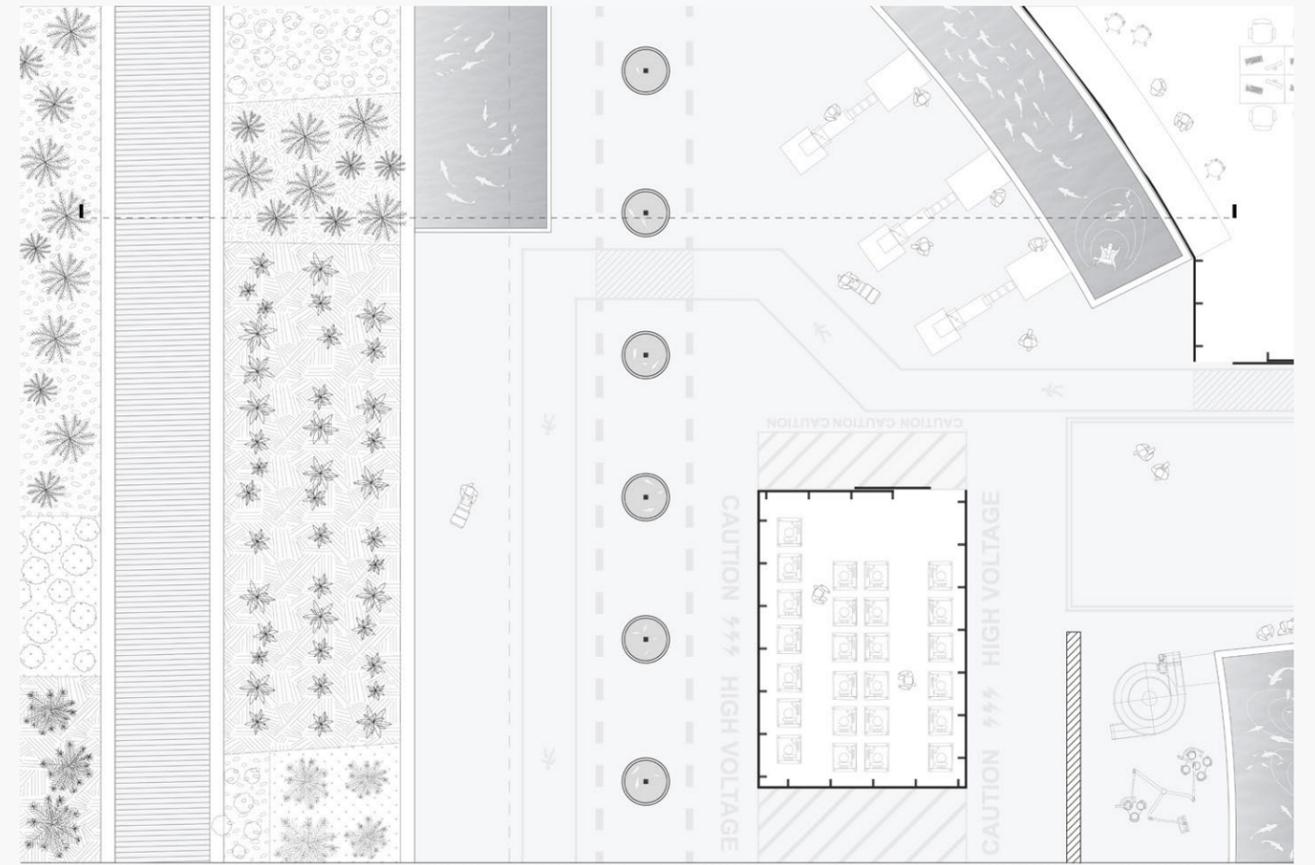


Habitat Axonometrics

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Fish Weir



Hatchery Processing Facility

