

#### **Research:** The Modern Water Cycle In NYC

Water is everywhere, it is the most universal material on earth. Gap between our Limited physical perception and the scientific fact.

## MOMWP: THE MUSEUM OF **MODERN WATER & THE MODERN** WATER PARK

### AN HYBRID OF INTERTEXTUALITY

Watershed + Reservoir City Water Water Treatment Transpir Evaporatio Plan oceans, nues and sheet



Advanced Architecture Tutorial: Septic Studio

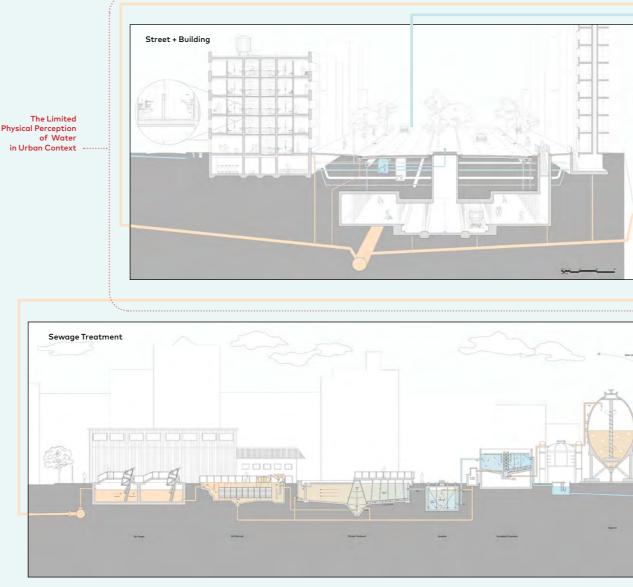
Type: Museum, Water Park

2022 Summer

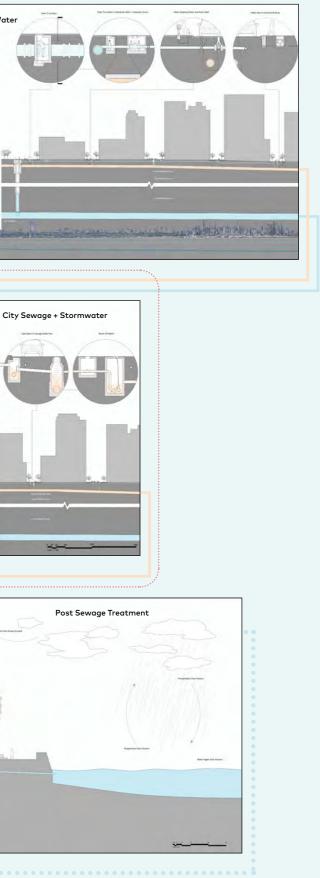
Water is borderless. Water is trans-scalar. Water is trans-material. Water is transcultural.

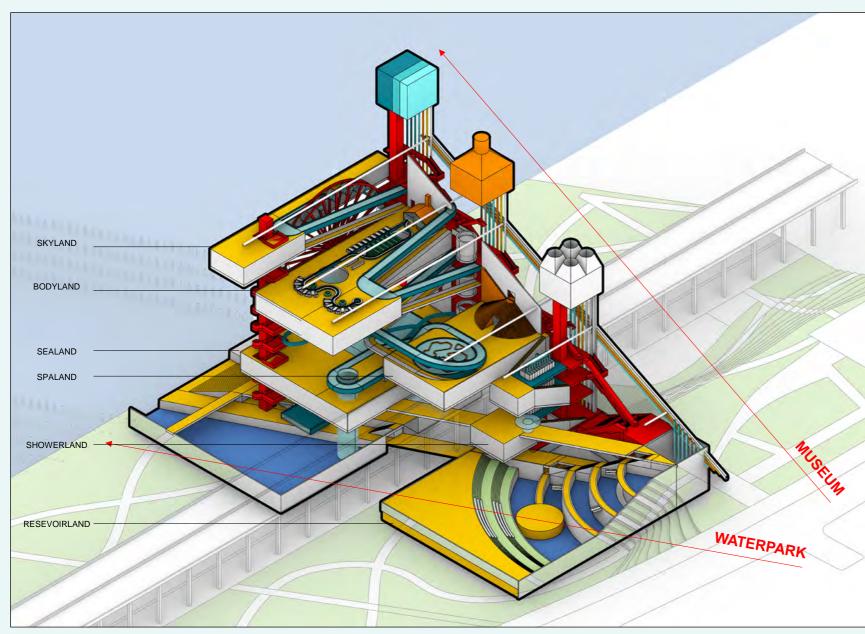
This project explores the multifacetedness of water, its interaction with architecture, and its role as a medium for humanity in the hybrid process of understanding and perceiving the world. Starting with the analysis of the similarities and contrasts between theme waterparks and theme museums, these two are fused into a new building type, creating two intertextual and immersive sequences of scenarios of amplified, sampled, and reinterpreted alternative reality.

The architecture here becomes a scope for understanding the relationship between modern urban infrastructures and the bodies living within them. The modern water in new york city, as the theme of both the waterpark and the museum, and as both a physical and a psychological medium, leads the visitors to experience these two interlocked spatial structures of perception and knowledge through its endless, visualized, and touchable flow.



01



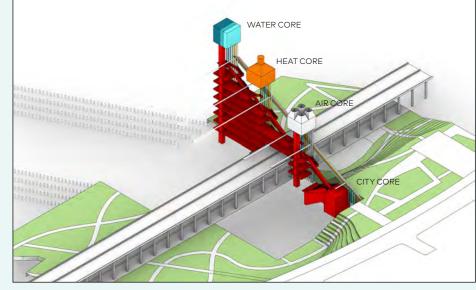


2 Faces, 1 Hybrid: The Waterpark (Lands) + The Museum (Galleries)

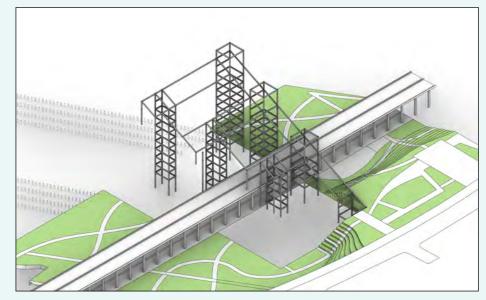
#### **Programming :** Two Programs Interlocked as an Intertextual Scope Of Water

The waterpark and the museum, consist The thickness of the galleries is also the truss of the lands and the Galleries respectively, interlocked with each other as one building. The backstage, consists of four cores, is the circulation of the museum with escalators ascending to the highest point, and fire staircase, rather than enclosed core, unfolded like the ones on NYC old buildings.

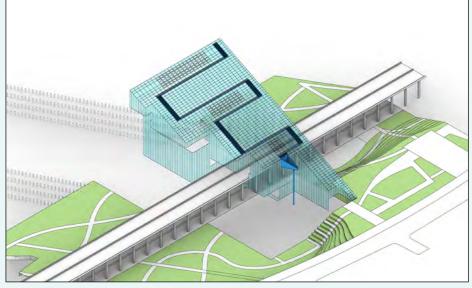
space supporting the lands which are linked by rapid river an the ramp below it as the museum circulation. Through the substracted voids on the galleries blocks, certain point of views to see the other side are created for visitors on both programs.



Backstage: 4 Cores + Unfolded Staircases as The Museum Circulation

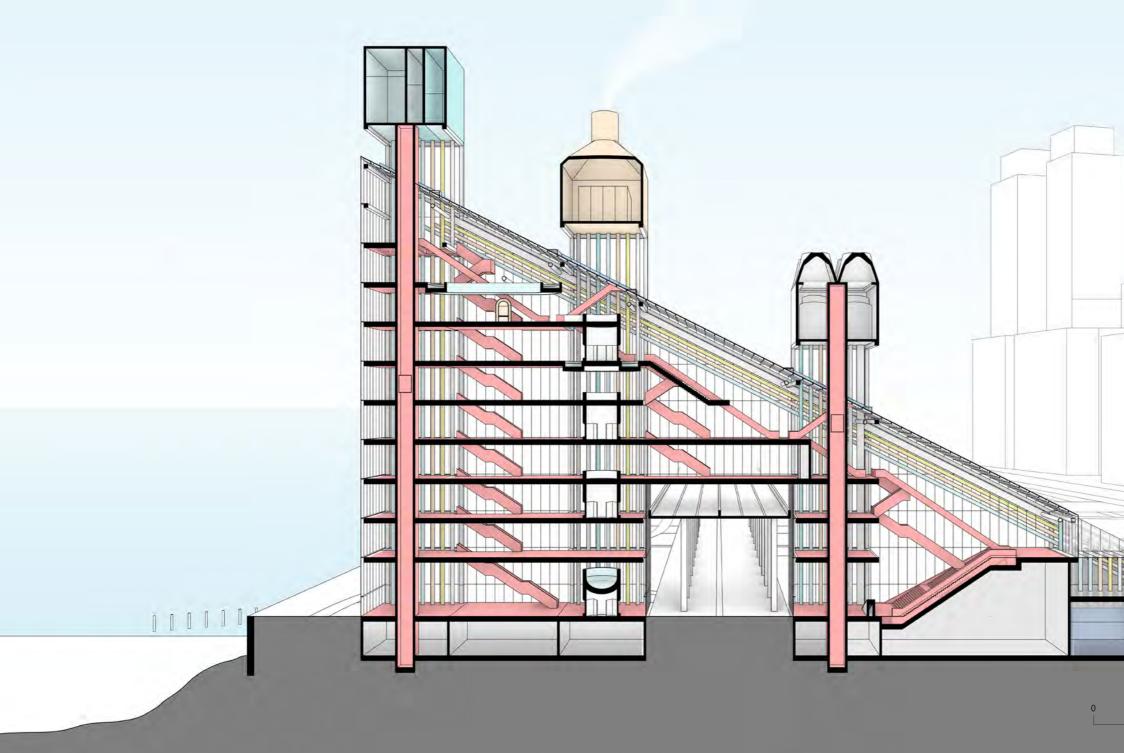


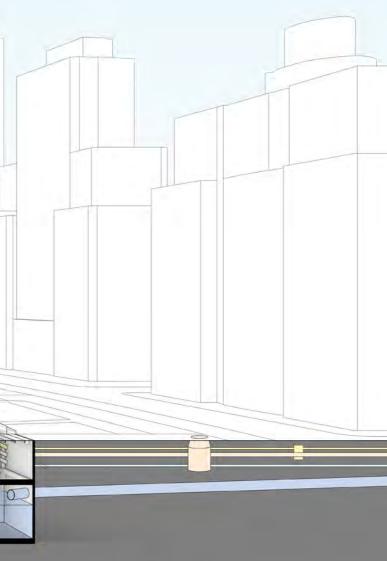
**Structure:** The Megacolumns



**Envelope:** The Greenhouse Façade + Roof + Rain Gutter (Rain Collecting)

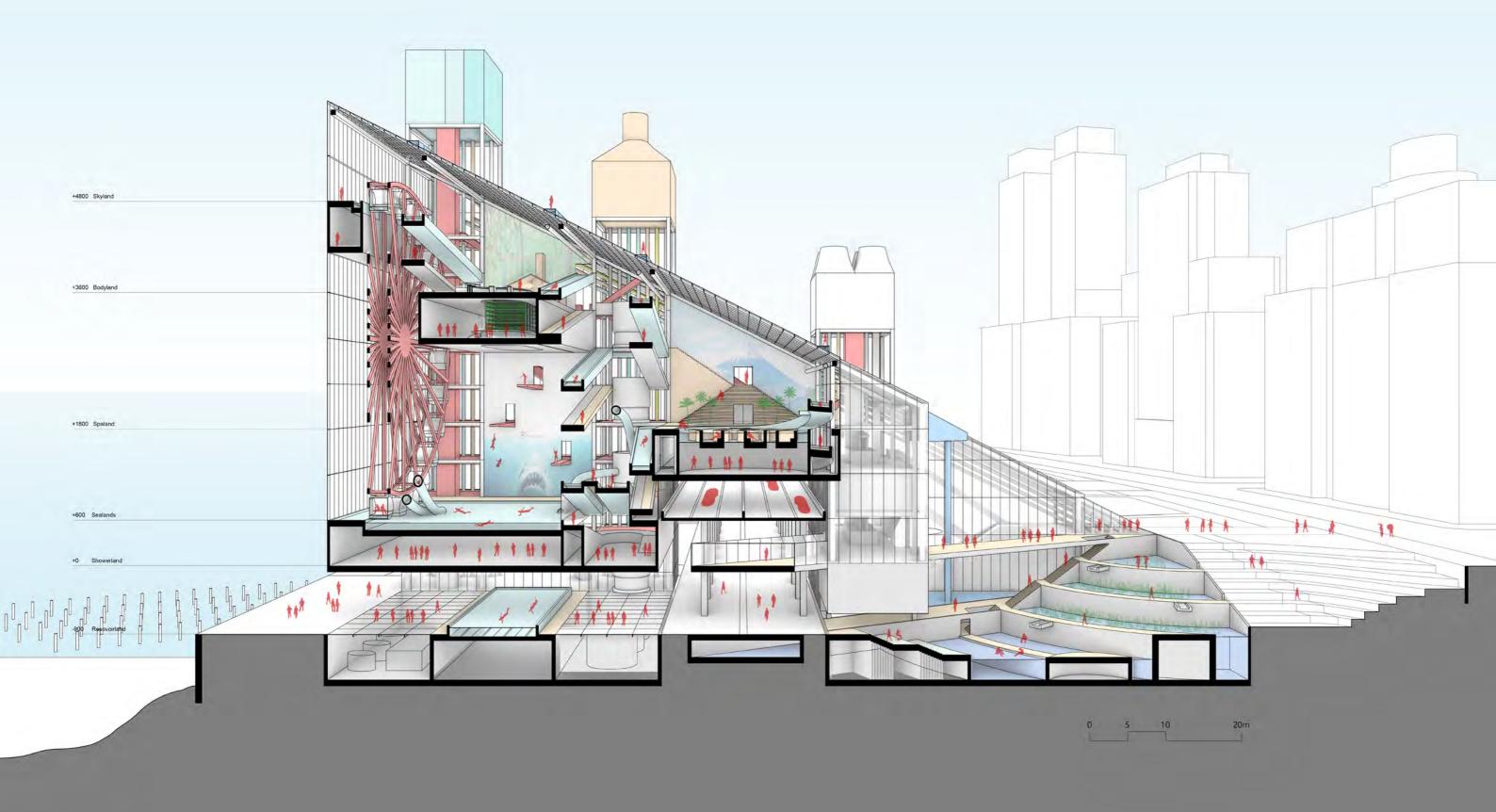
Longitudinal Section Perspective North: The Backstage

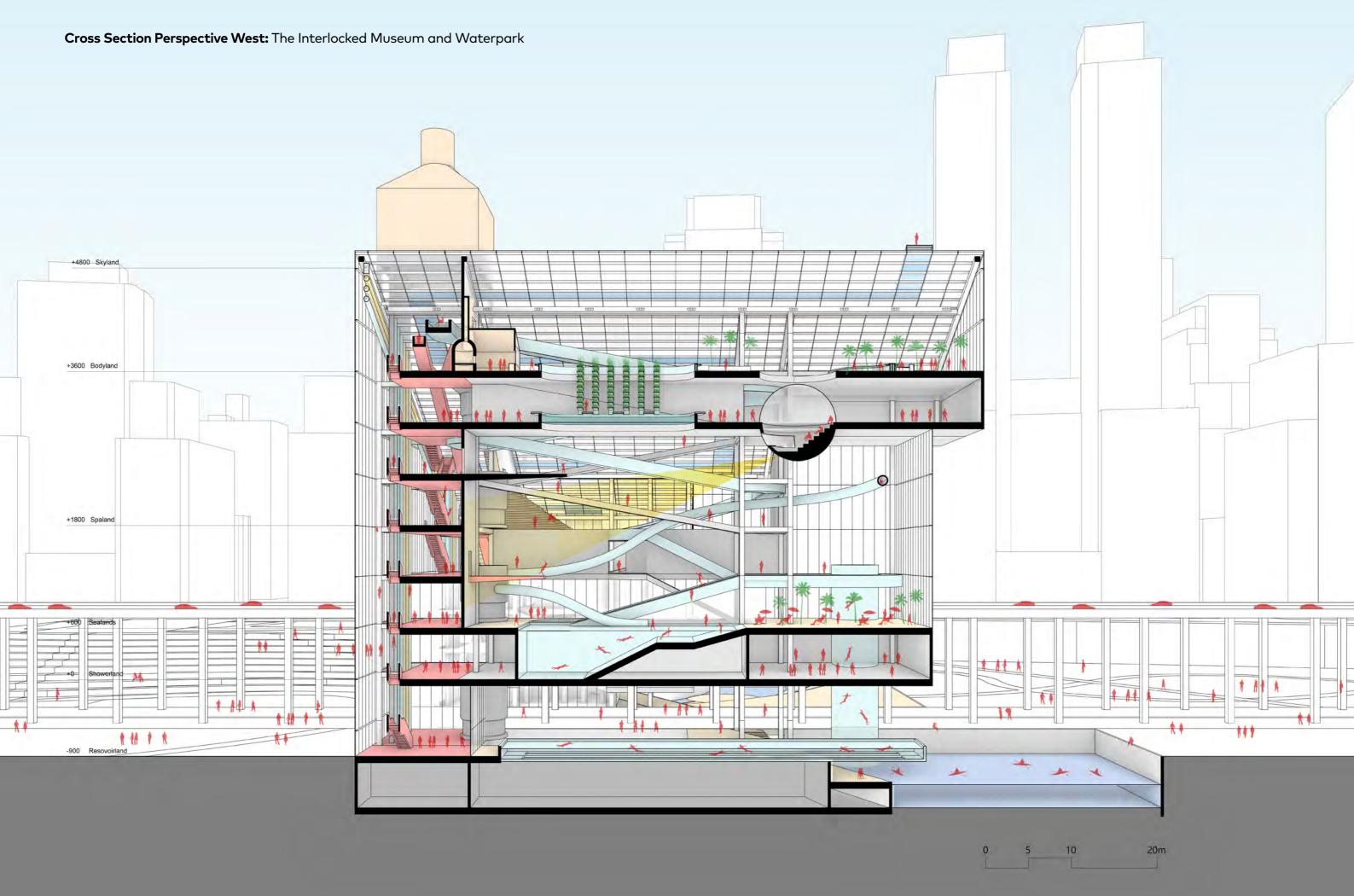


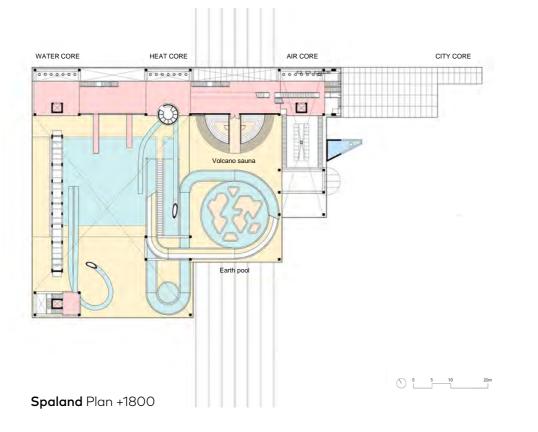


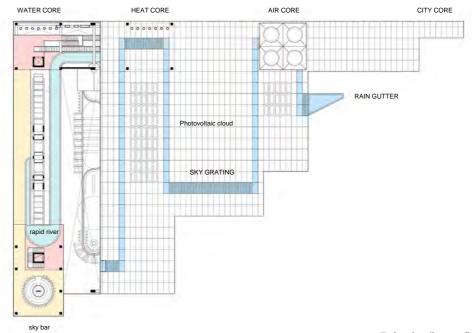
5	10	20m

## Longitudinal Section Perspective South: The Lands and the Galleries

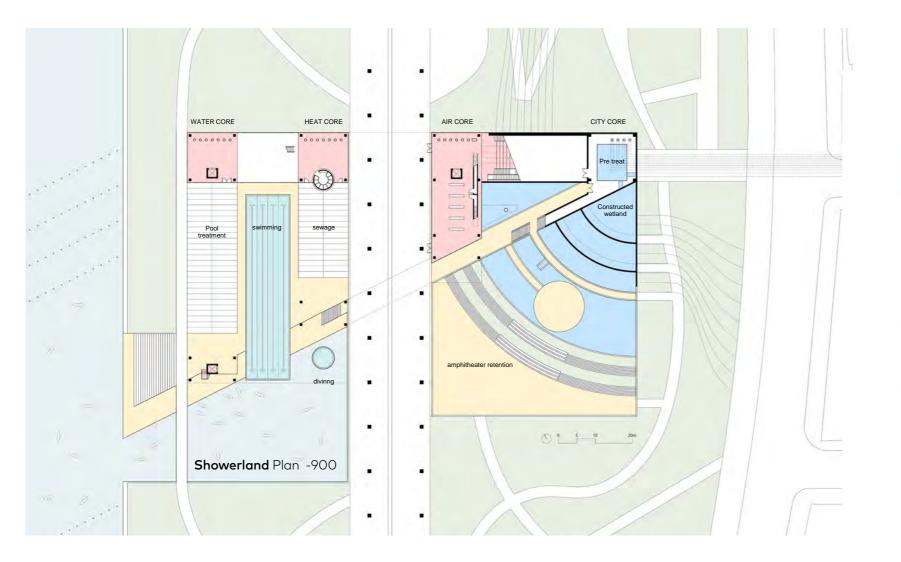


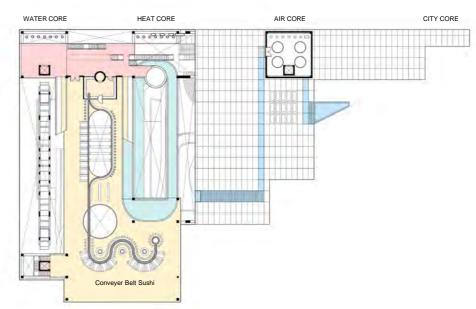






Skyland Plan +4800





Bodyland Plan +3600



Perspective of The Spaland



Perspective of The Sealand



# THE CASTLE OF CABINETS

## A VERTICAL MONTESSORI SCHOOL AS A STUDY OF "ROOM AS WALL"

#### 2022 Fall

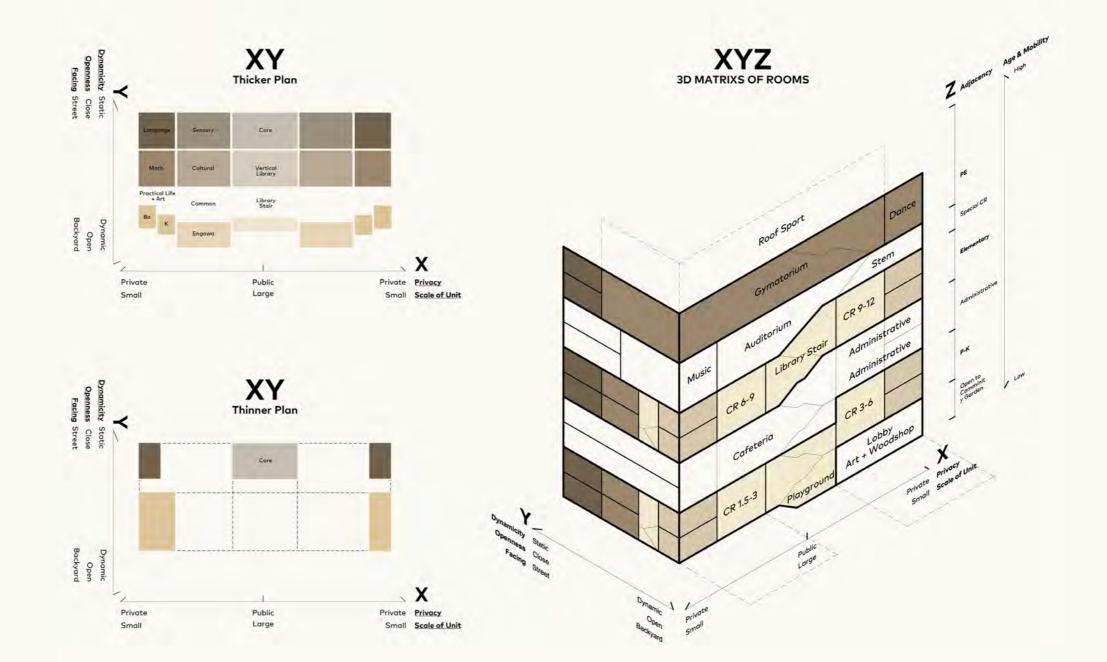
#### Advanced Studio V:

Mass Effect: Reinhabiting Thickness: Biogenic Materials and Spaces of Refuge in an Age of Radical Uncertainty **Critic:** Marc Tsurumaki **Site:** Manhattan, NY **Type:** Montessori Elementary School

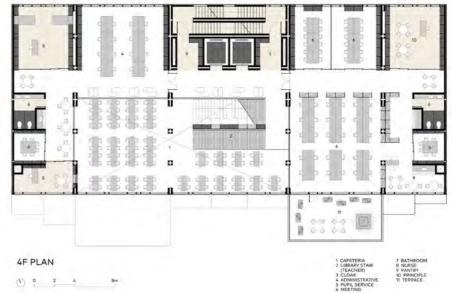
Today, it has become clear that there is indeed such a thing as too thin. The attenuation of architecture came at the price of exponential increases in energy consumption, the proliferation of mechanical space, and devastating climatic consequences. An array of technical systems required to compensate for the resulting environmental exposure colonized our buildings, replacing them with a kind of architectural dark matter.

Materials like steel and glass, among the most carbon intensive to extract and produce, have had catastrophic impacts on landscapes, natural systems and human populations. The dominance of the curtain wall also ushered in an era of overexposure, where privacy and interiority were sacrificed on the altar of transparency.

While a consideration of thermal performance and operational carbon has resulted in increasingly high performance envelopes and contemporary energy codes now mitigate the ubiquity of glass, this studio will examine a more basic question: how can architectural thickness itself be leveraged to create new spatial, performative, programmatic, social and environmental benefits?

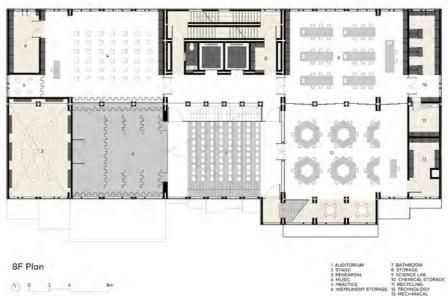








6F PLAN () 0 2 4 Bm



 1 TOY STAIR
 2 KITCHEN

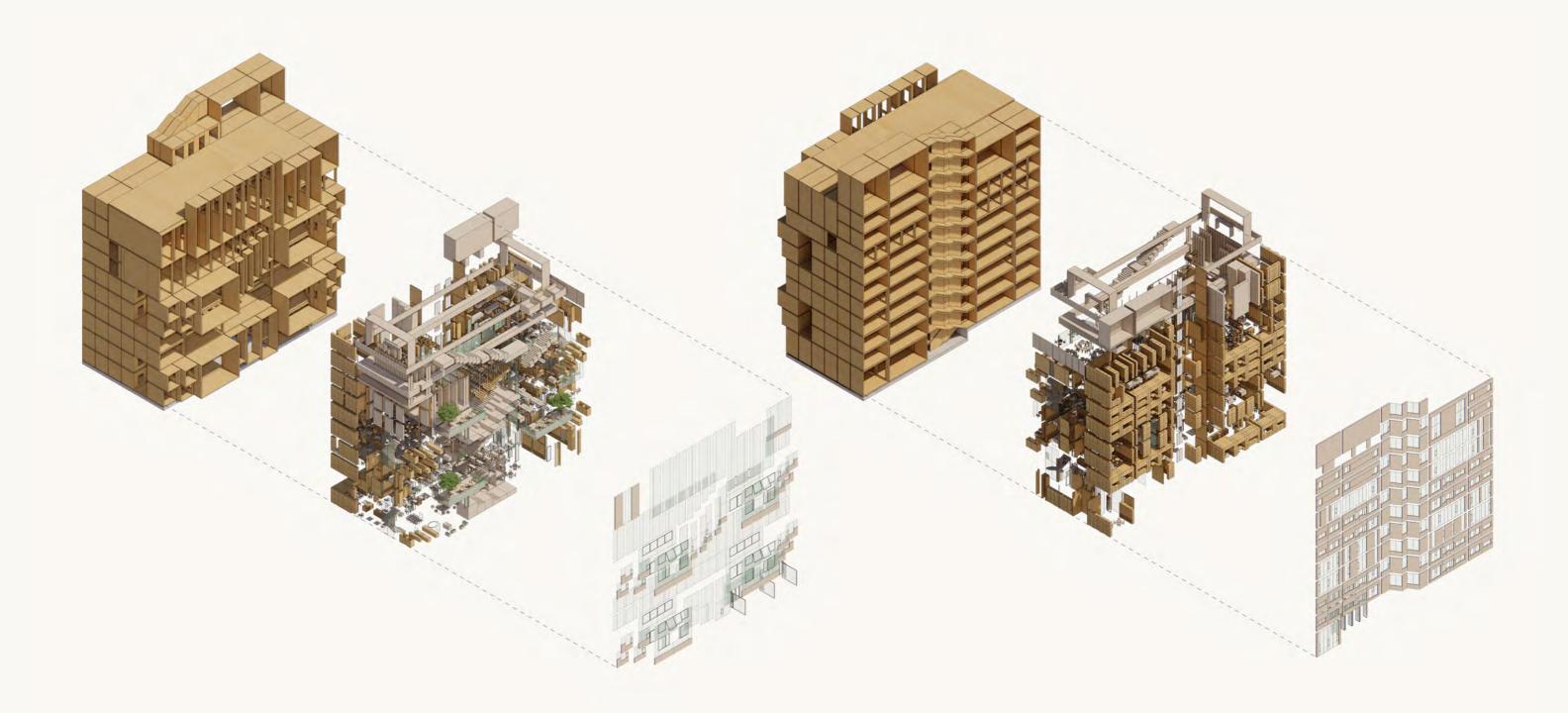
 2 LIDRARY STAIR
 8 BATHROOM

 3 CLOAK
 9 CULTURAL

 4 COMMON
 10 SENSORY

 5 ENGAWA
 11 MATH

 6 PRATICAL LIFE + ART
 12 LANGUAGE



#### Connected & Identifiable Rooms as Tectonic System: CLT Modules, Cabinets, Facade Units

Starting constructing from the smallest floor and ceiling, forming a larger hierarchy of cabinets. In some occasion some floor plates the space, like the kitchen set. Some of them become bricks of larger element, forming bigger and specific cabinets rooms. The CLT modules has a limited dimention due to trsnspotation. Each module has its own

can be mounted between the boxes , in the void between columns.





Perspective of South Facade

Perspective of North Facade



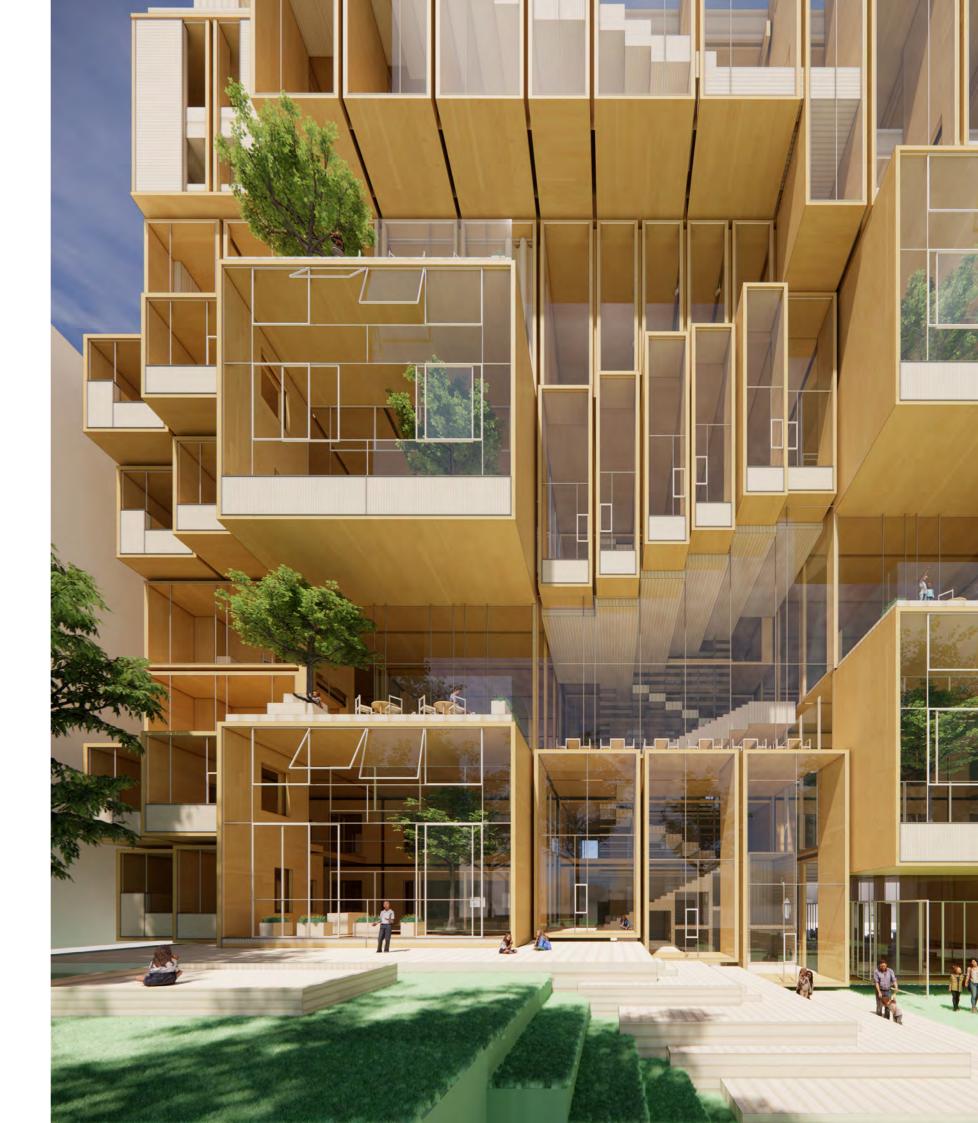




Perspective of Classroom Common



Perspective of Classroom Common



# MADE OF FIRE

# METAMORPHOSIS ON THE UNCERTAIN PALIMPSEST

#### 2023 Spring

03

Advanced Studio VI: Scripting Islands / Storying the Ocean Critic: Patricia Anahory Site: Fogo, Cabo Verde Type: Bottom-up Disaster Resilient Tectonic System

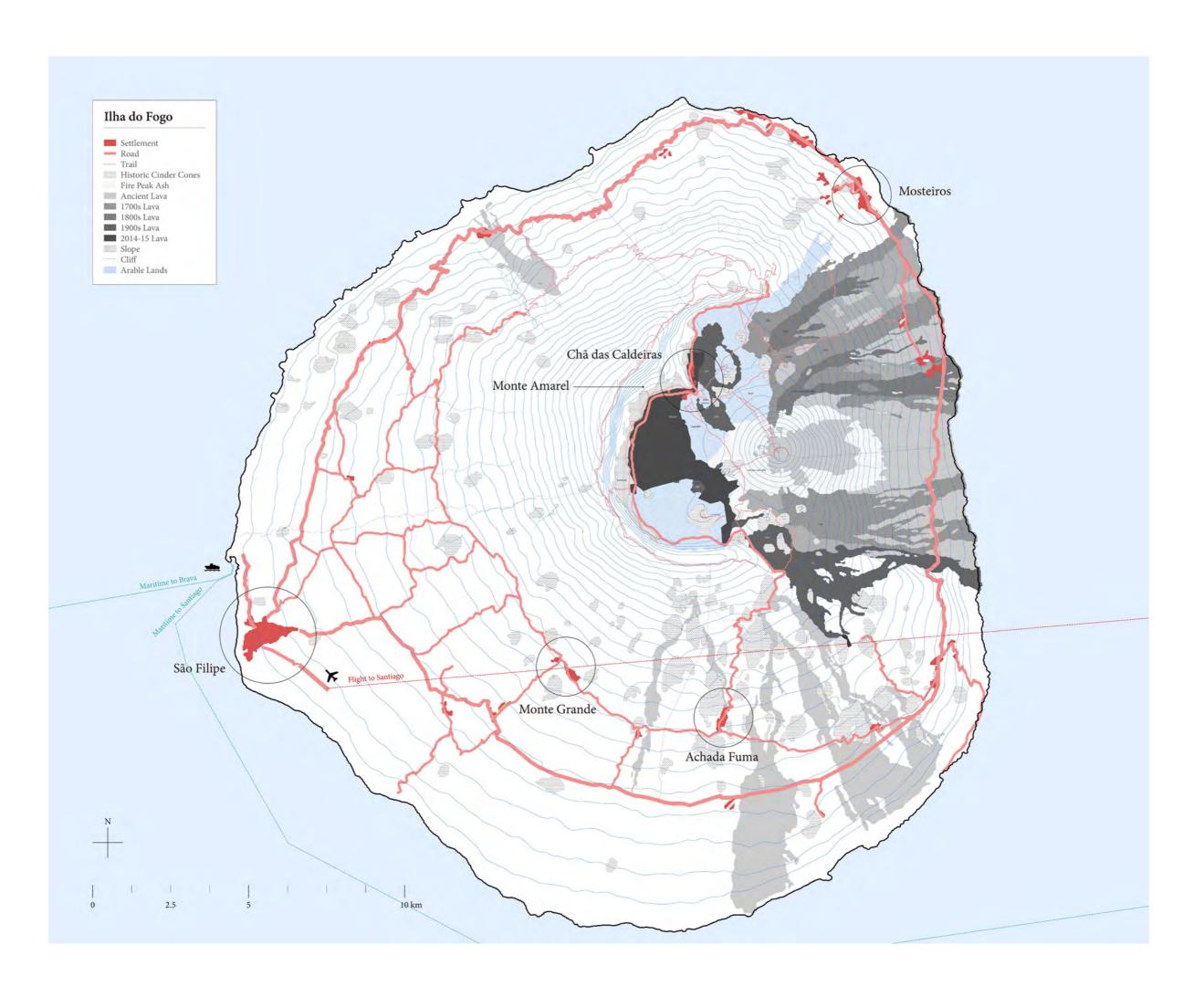
Chã das Caldeiras is a settlement located in the caldera of the only active volcano, Pico do Fogo, in the Cabo Verde Archipelago.

Giving both hazards and benefits, the lava flows during the frequent eruptions of the volcano pose great threats to the infrastructures, buildings, and precious arable lands including a massive inundation during the last eruption in 2014. The ash flow, however, provides great fertility for local agriculture. Therefore, while the residents have resided here for merely a century since the settlement was first established in 1917, they have developed a strong economic, social, and cultural attachment to the volcano and the caldera which drives them to return to this ground, a palimpsest of uncertainty, again and again after each eruption.

This project probes into the underlying unsustainability of the repetitive reconstruction mode and its implication on the resiliency of the settlement's environment, economy, and culture. By mapping the impact, the movement of people, and the government's reaction during the last two eruptions, I found conflicts between the bottom-up mode of the residents by self-build and organic expansion and the topdown policy of the government that attempted to regulate the landscape to apply for UNESCO world heritage under the "natural" category.

While the challenged durability of architecture on this land is a major factor that makes the government reluctant to invest in infrastructure and housing and keeps the residents from accumulating wealth, this project rethinks the currently predominant "modern" tectonic system which is ubiquitous across all the islands of the country, and, furthermore, rather than providing arbitrary solutions, rethinks the role of architects by providing a toolkit of strategies for disaster-resilient, low-tech tectonic, organically growing, and collaborative construction and reimagining possible living scenarios in the endless timeline of eruption cycles.





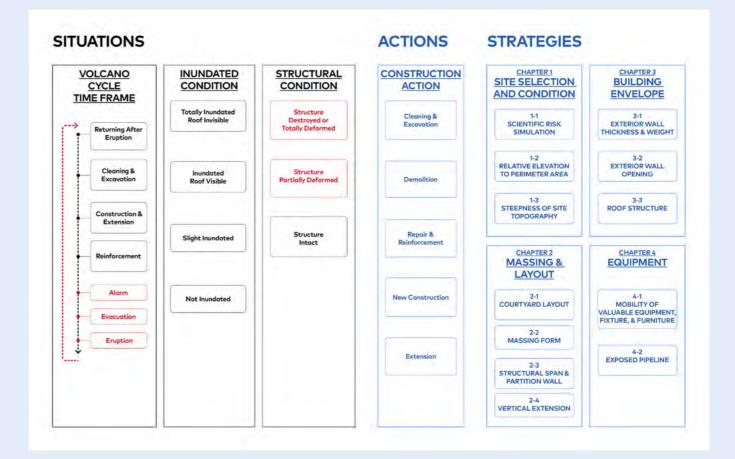
## 

**POSSIBLE STRATEGIES** 

## for VOLCANIC DISASTER-RESILIENT ARCHITECTURE

CHÃ DAS CALDEIRAS, FOGO, CABO VERDE

Anahory Studio Chung-Ying Hor



#### CHAPTER 1

#### SITE SELECTION AND CONDITION

#### 1-1 RELATIVE ELEVATION TO PERIMETER AREA

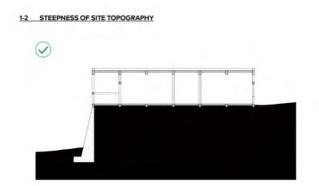
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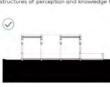
### CHAPTER 2

### **MASSING & LAYOUT**

#### 2-1 COURTYARD LAYOUT

The architecture here becomes a scope for understanding the relationship between modern urban infostructures and the bodies living within them. The modern water in new york city, as the theme of both the waterpark and the museum, and as both a physical and a psychological medium, leads the visitors to experience these two interfocked spatial structures of perception and knowledge through its







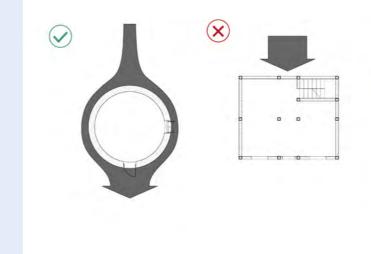


#### 2-2 MASSING FORM

#### 2-3-1 CONVEX & STREAMLINE MASSING

The architecture here becomes a scape for understanding the relationship between modern urban infrastructures and the bodes living within them. The modern water in new york city, as the theme of both the watepark and the museum, and as both a physical and a psychological medium, leads

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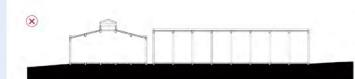


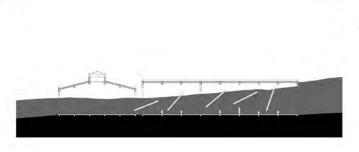
#### 2-3 STRUCTURAL SPAN & PARTITION WALL

#### 2-3-1 SHORTER SPAN

understanding the relationship between modern urban infrastructures and the bodies living within them. The modern water in new york city, as the theme of both the waterpark and the museum, and as both a physical and a psychological medium, leads the visitars to experience these two interfaceds dipatial

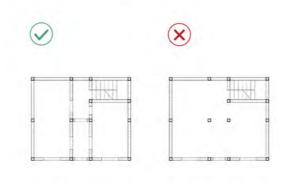
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#### 2-3-2 PARTITION WALL AS LATERAL BUTTRESS



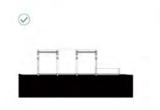
#### 2-4 VERTICAL EXTENSION

#### 2-4-1 VERTICAL EXTENSION AFTER DISASTER

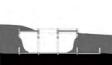
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#### 2-4-2 VERTICAL EXTENSION BEFORE DISASTER

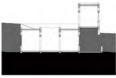
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#### CHAPTER 3 **BUILDING ENVELOPE**

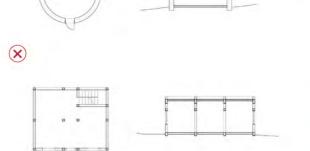
#### 3-1 EXTERIOR WALL THICKNESS & WEIGHT

#### 3-1-1 THICKWALL & HEAVY WALL

 $\bigcirc$ 

3-1-2 GABION WALL The architecture here becomes a scope for understanding the relationship between modern urban infrastructures and the badies living within them. The modern water in new york city, as the theme of both the waterpark and the museum, and as both a physical and a psychological medium, leads







#### 3-2 EXTERIOR WALL OPENING

#### 3-2-1 SMALL & LESS OPENING

The architecture here becomes a scope for understanding the relationship between modern urban infrastructures and the baddes living within them. The modern water in new york city, as the theme of both the waterpark and the museum, and as both a physical and a psychological medium, leads



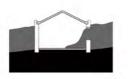
#### 3-3 ROOF STRUCTURE

#### 3-2-1 PREPARED ROOF OPENING

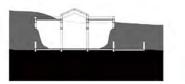
3-2-2 DISIGN FOR DISASSEMBLY ROOF

understanding the relationship between modern urban infrastructures and the bodies living within them. The modern water in new york city, as the theme of both the waterpark and the museum, and as both a physical and a psychological medium, leads the visitors to experience these two interlocked spatial

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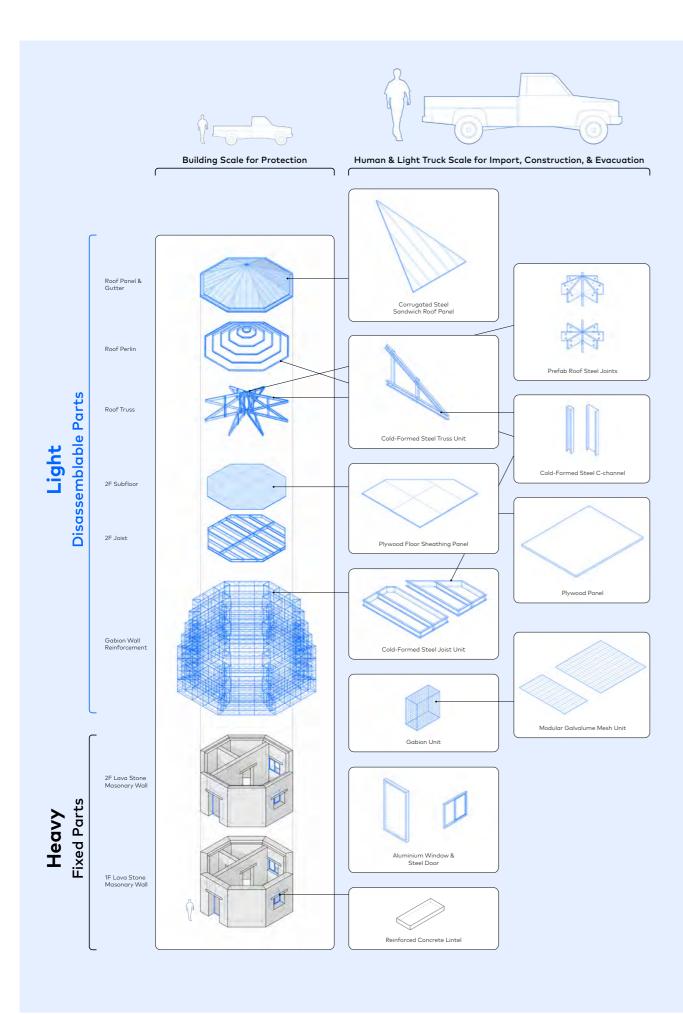


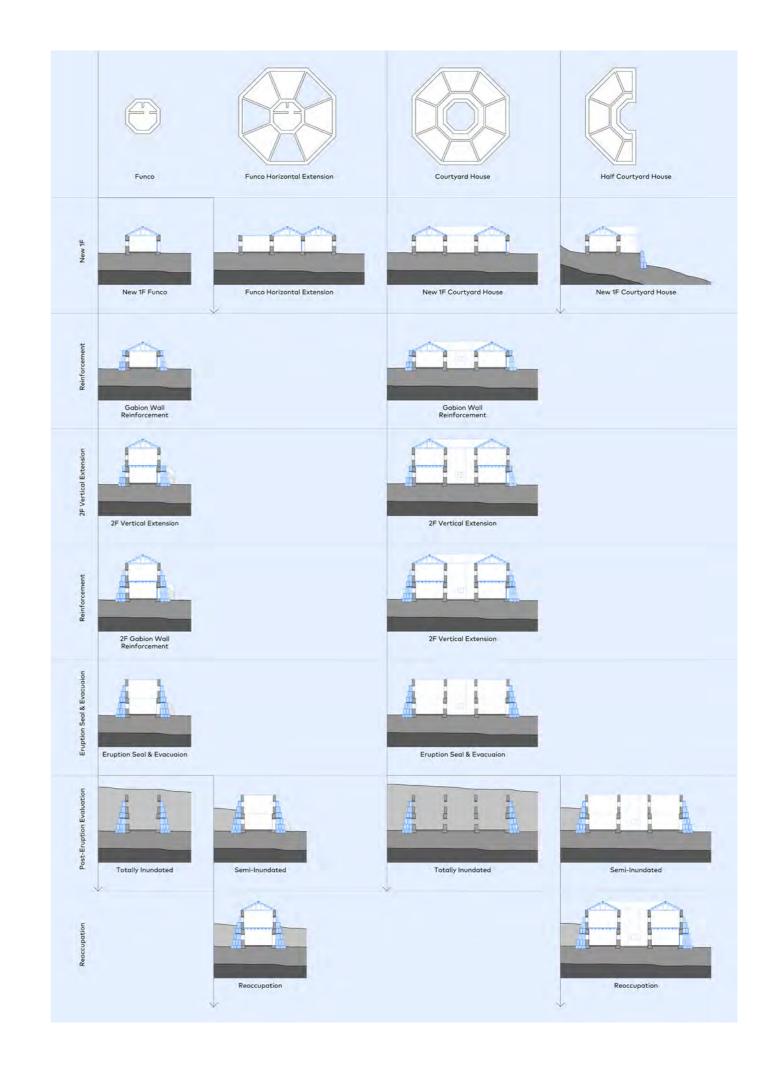




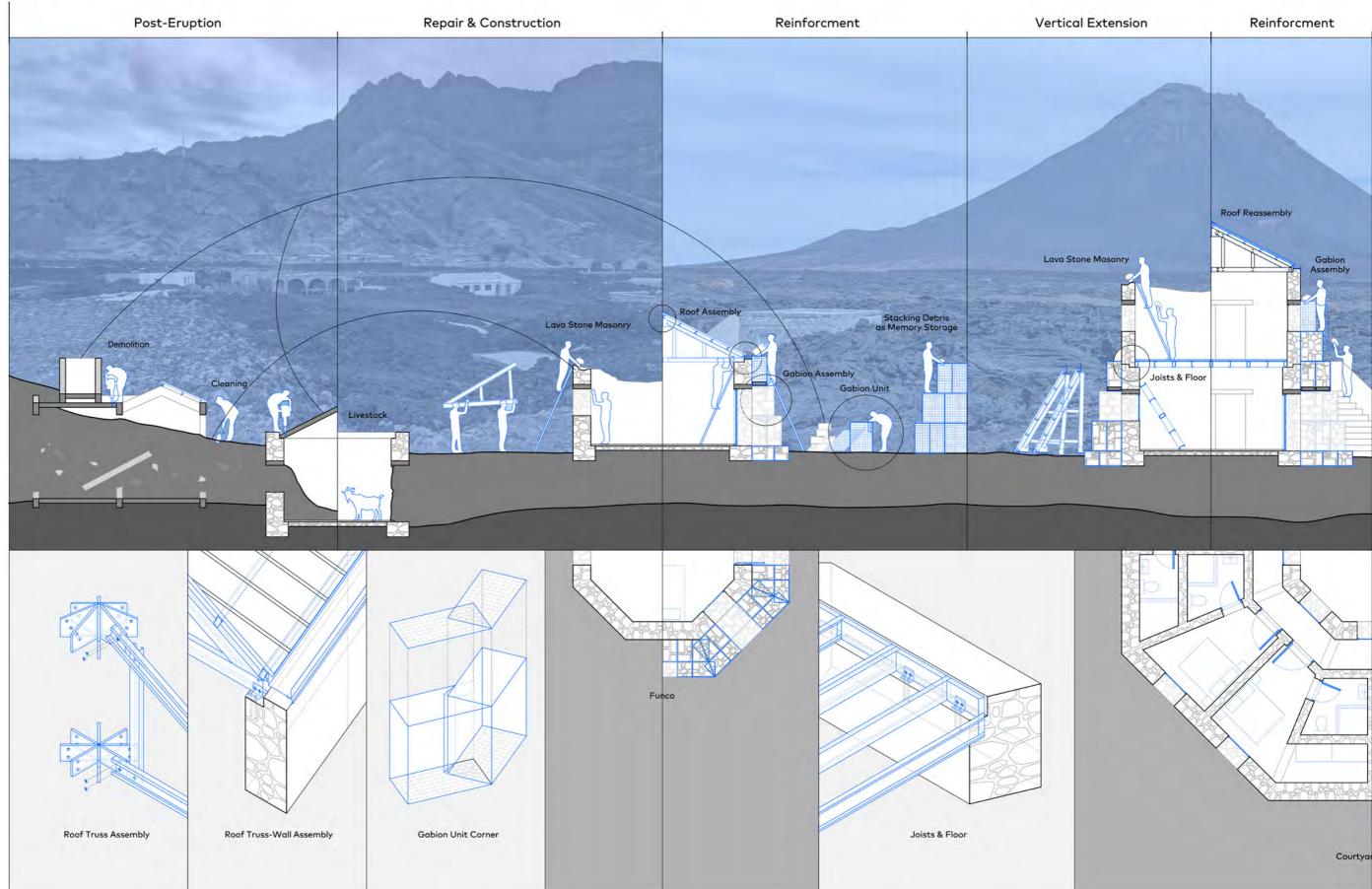


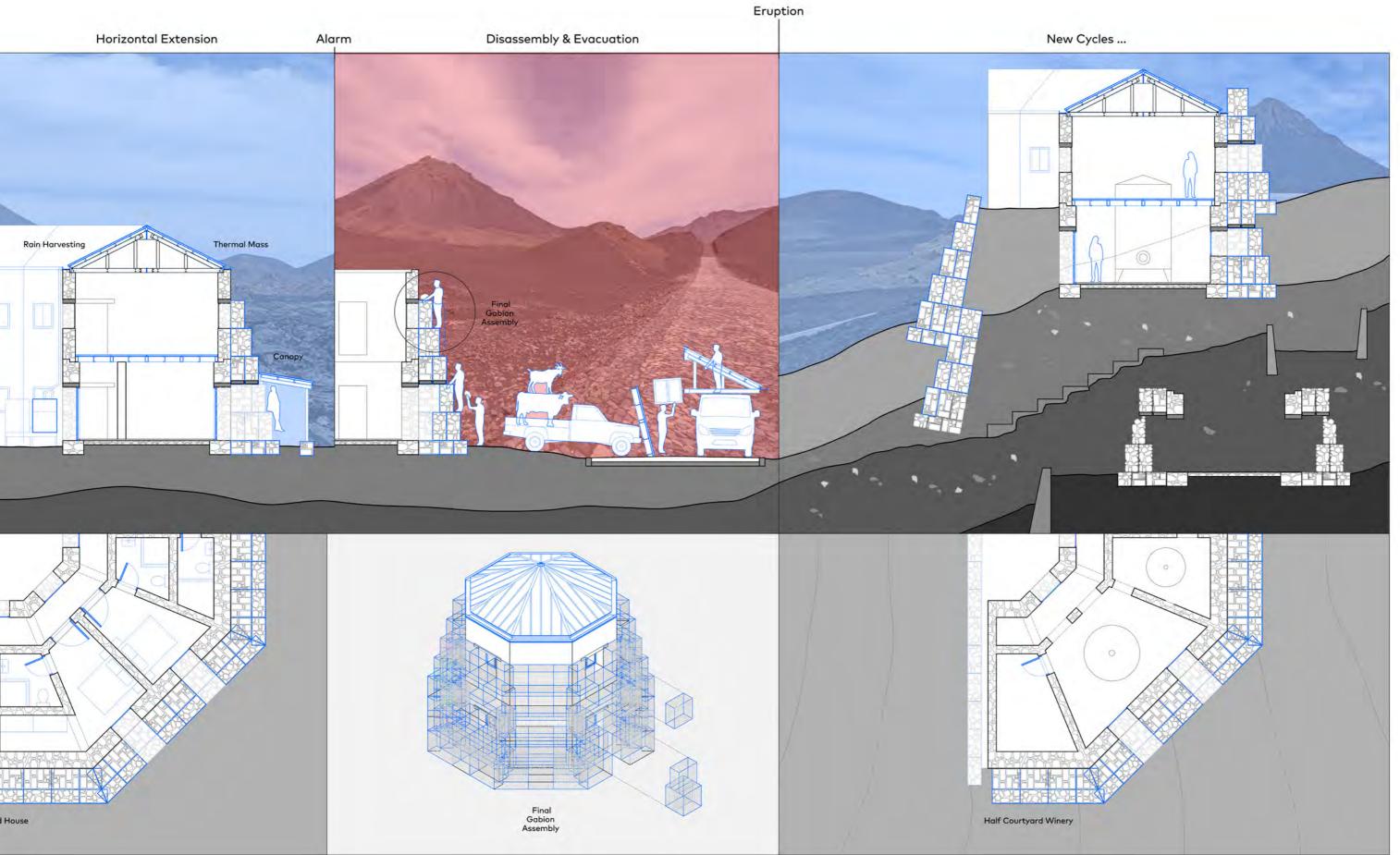






#### Eruption







2023 Spring

Generative Design Critic: Danil Nagy

Mihanovic, Sixue Chen

## COURTYARD **CLUSTER HOUSING**

Team: Chung-Ying Hor, Ting-Wei Shih, Weiheng Zhao, Joe

Tools: Rhinoceros 3D, Grasshopper, GHpython, Discover

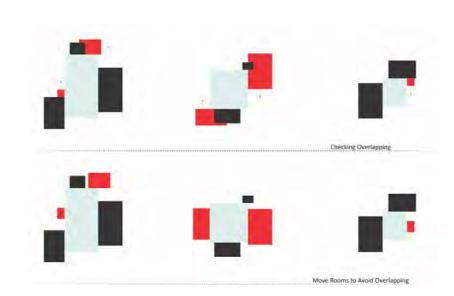
## **METAMORPHOSIS ON THE UNCERTAIN PALIMPSEST**

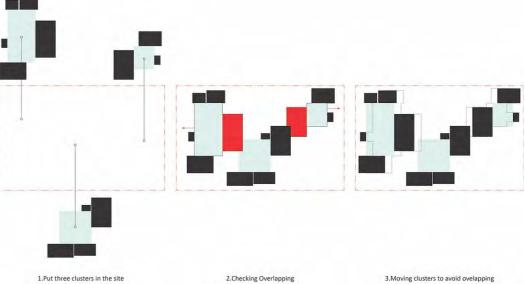
Special Thanks: Haojun Wang, Ziyao Gao

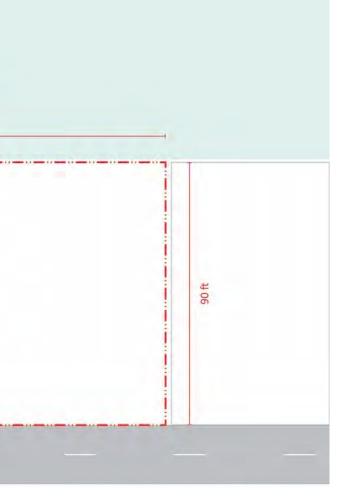
# PARK 144 ft Cluster 1 SITE Cluster 2 Cluster 3

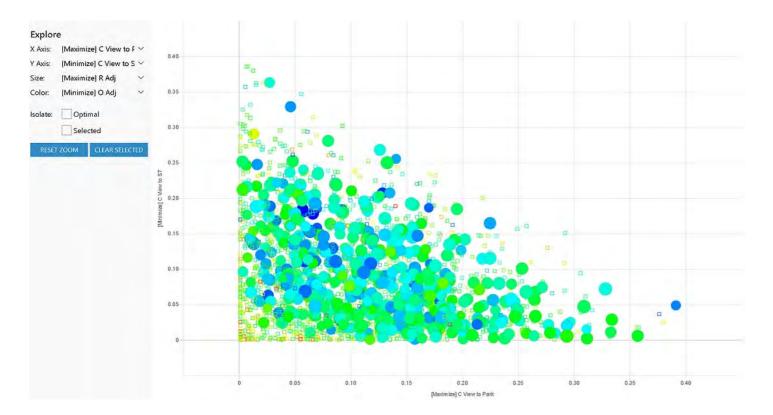
Addressing the growing need for sustainable and communityoriented living spaces, this design concept seeks to foster a harmonious balance between private and communal areas. By segregating the spaces, each individual room benefits from natural light streaming in from all four facades. Furthermore, the site is divided into a series of small courtyards organized based on their proximity to specific rooms.

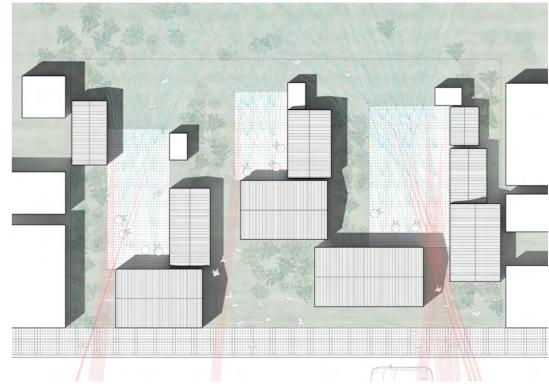
In this architectural typology, the courtyards are regarded as outdoor rooms, with designated primary ones allocated for specific functions, such as outdoor dining areas or compact basketball courts. These shared spaces encourage social interaction and promote a sense of community among residents. Consequently, our aim is to devise a layout that optimizes not only the adjacency between interior rooms but also the connectivity between select interior spaces and their corresponding courtyards, fostering both ecological and social sustainability.

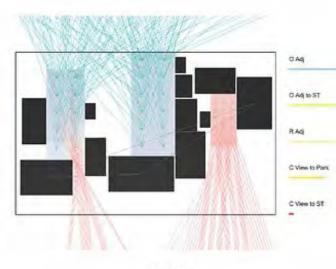




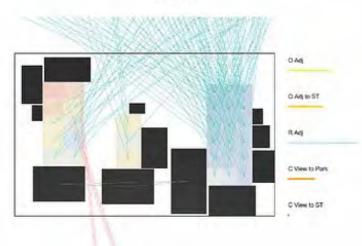


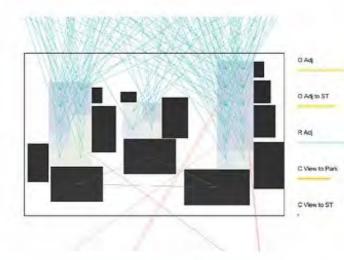




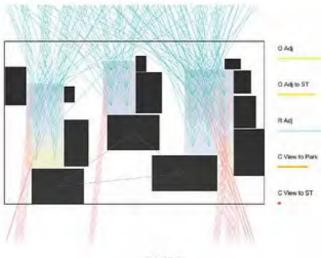


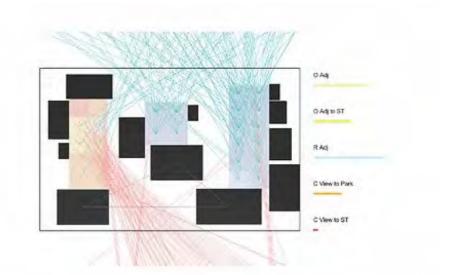


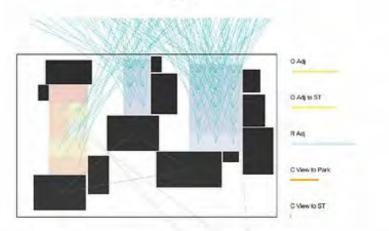












#1628

#1939

# **2 GROUND LEVELS**

<u>05</u>

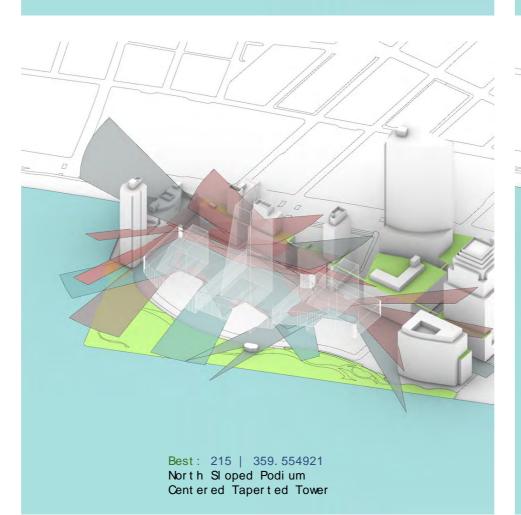
**RETHINKING PODIUM TYPOLOGY** AS MULTI-LAYERED GROUND LEVELS

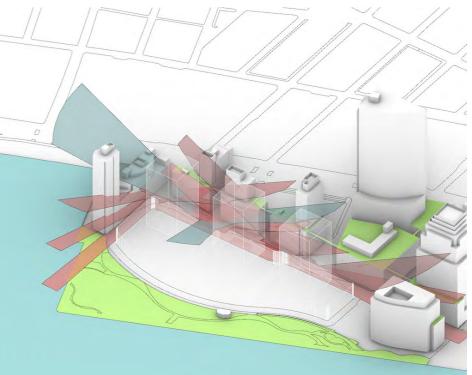
2023 Spring X INFORMATION MODELING Critic: Snoweria Zhang Team: Chung-Ying Hor, Zixiao Huang Tools: Rhinoceros 3D, Grasshopper, GHpython, Scout





Best: 272 | 6.430348 South Sloped Podium

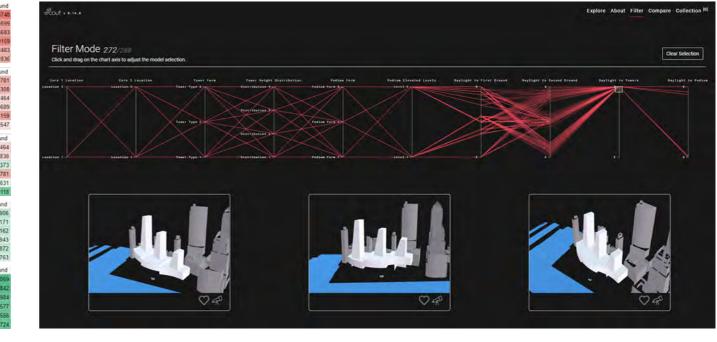


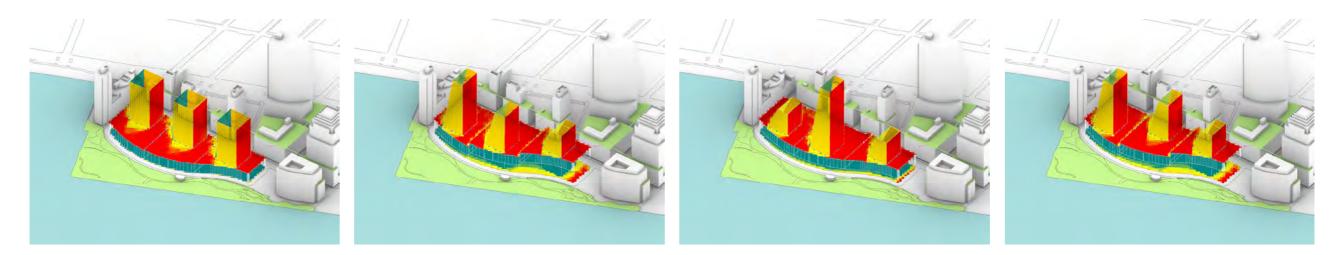


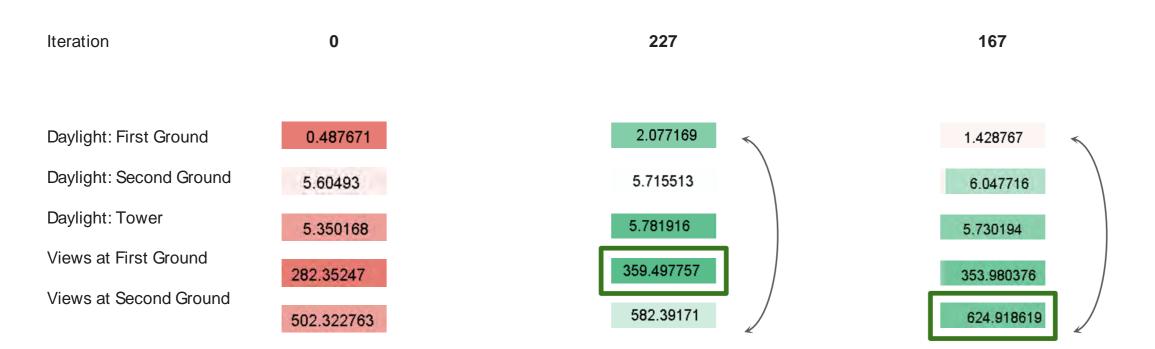
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Worst: 0(benchmark) | 282.35247

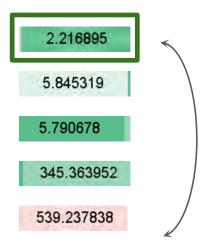
teration	in:	Core Location 1	in: Core Location 2	in: Tower Form	in: Tower Height Distribution in	Podium Form	in: Podium Elevated Levels	out Daylight First Ground	out: Daylight: Second Ground	out Daylight, Tower	out. Views at First Ground	out. Views at Second Ground
	192	0	0	0	0	1		2.281963	5.29308	5.371813	321.02855	480.20674
	196	0	0	1	0	1		2.281963	5.534826	5.622733	322.261327	503.60069
	200	0	0	2	0	1		2.281963	5 831976	5.735427	322.631042	505.31868
	204	0	0	0	1	1		2.281963	5.335821	5.366667	321.652502	490.5915
	208	0	0	1	1	1		2.281963	5.56332	5.556773	321.934342	516.76448
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Interation	in:	Core Location 1	in: Core Location 2	n Tower Form	in: Tower Height Distribution in	Podium Form	in: Podium Elevated Levels	out Daylight First Ground	out Daylight Second Ground	out Daylight Tower	out: Views at First Ground	out. Views at Second Ground
	272	0	0	2	2	2		2.130365	6.430348	5.784958	315.528589	513.60878
	260	0	0	2	1	2		2.130365	6.404116	5.73494	314.508368	513.42530
	273	1	0	2	2	2		2.015982	6.402307	5 794207	341.585148	536.8746
	176	0	0	2	2	0		1 1.578311	6.372456	5.762687	314 373378	537.05968
	284	0	0	2	3	2		2.130366	6.368385	5.754655	315.19324	506.008159
	128	0	0	2	2	2		1.306393	6.358887	5,769624	296.722382	544.97854
teration	in:	Core Location 1	in: Core Location 2	n: Tower Form	in: Tower Height Distribution in	Podium Form	in: Podium Elevated Levels	out Daylight First Ground	out Daylight Second Ground	out Daylight Tower	out: Views at First Ground	out Views at Second Ground
	273	1	0	2	2	2		2.015982	6.402307	5 794207	341.585148	536.87464
	225	1	0	2	2	1		2.216895	5.845319	5.790678	345.363952	539.237838
	275	1	1	2	2	2		1.865068	6.241972	5.789704	355.76832	584.301373
	272	0	0	2	2	2		2.130365	6.430348	5.784958	315.528589	513.608781
	177	1	0	2	2	0		1.512557	5.316373	5.784471	337.567622	571 203631
	131	1	1	2	2	2		1.113014	6.15242	5 78435	333.382946	623 139118
teration	in:	Core Location 1	in: Core Location 2 i	n: Tower Form	in: Tower Height Distribution in	Podium Form	in: Podium Elevated Levels	out Daylight First Ground	out Daylight Second Ground	out Daylight Tower	out. Views at First Ground	out. Views at Second Ground
	215	1	1	2	1	1		2.077169	5.660335	5.730559	359.554921	589.687906
	227	1	1	2	2	1		2.077169	5.715513	5.781916	359 497757	582.39171
	239	1	1	2	3	1	-	2.077169	5.555857	5.754412	359 287744	588 29162
	203	1	1	2	0	1		2.077169	5.581637	5,765121	359.105934	579.613943
	211	1	1	1	1	1		2.077169	5.321348	5.581234	358,892479	589.073872
	223	1	1	1	2	1		2.077169	5.382858	5.629062	358 777832	578,665763
teration	in:	Core Location 1	in: Core Location 2 i	n: Tower Form	in: Tower Height Distribution in	Podium Form	in: Podium Elevated Levels	out Daylight First Ground	out: Daylight: Second Ground	out Daylight Tower	out. Views at First Ground	out Views at Second Ground
	19	1	1	1	1	0		0.487671	5.556309	5 565535	316.135064	638.586059
	23	1	1	2	1	0		0.487671	5.929218	5.721309	318.857872	537.782842
	119	1	1	2	1	2		1.113014	6.049073	5.731897	333.74022	628 526984
	115	1	1	1	1	2		1.113014	5.685889	5.573932	333.570047	628 298577
	31	1	1	1	2	0	-	0.487671	5.636364			628 133556











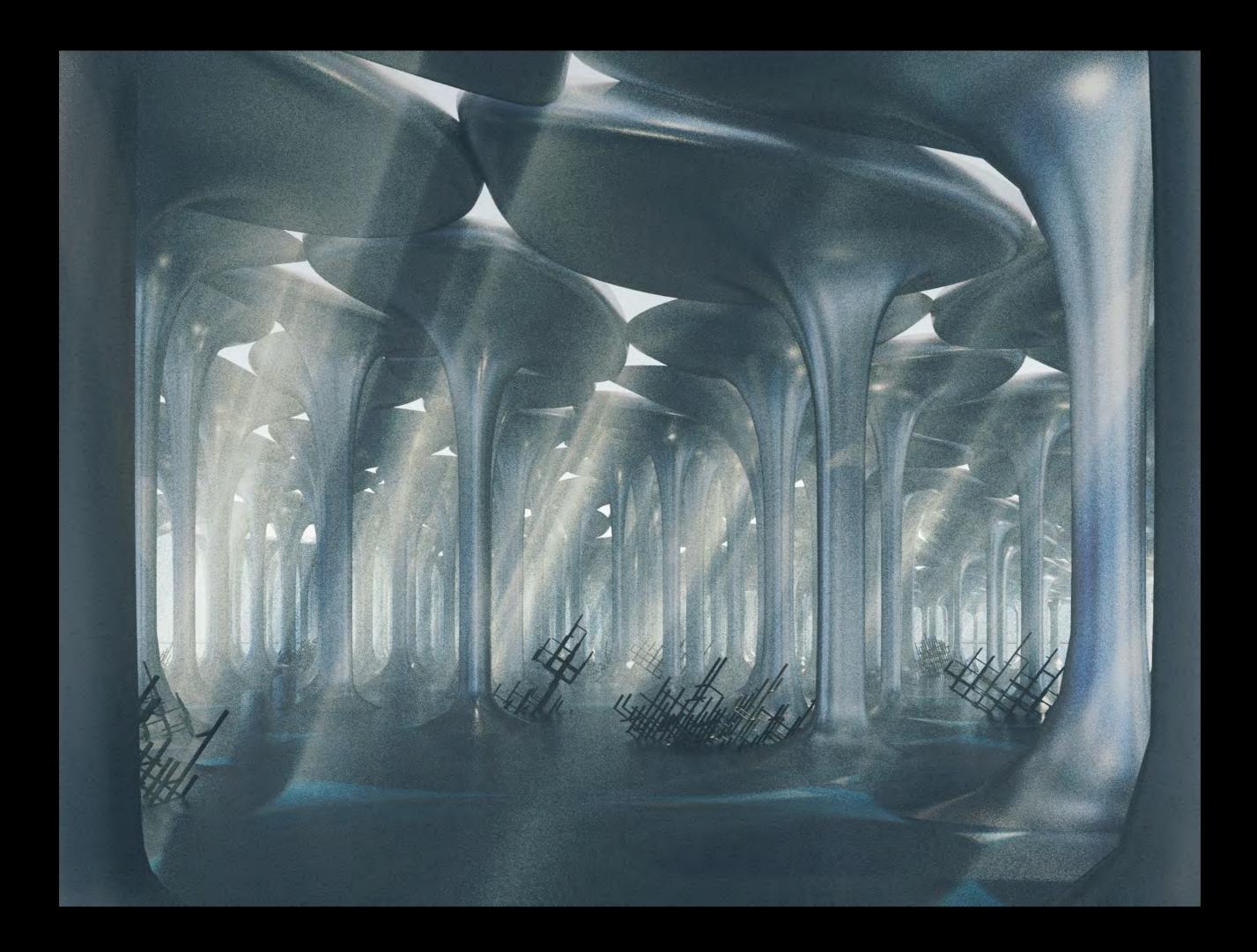
# SURREAL RUINS

<u>06</u>

## RENDERING AS A STUDY OF ATMOSPHERE & LIGHT

2022 Fall Techniques Of The Ultrareal Team: Tingwei Shih, Thomas Lee, Xu Cheng Instructor: Phillip Crupi Software: 3DXMAX + VRAY





## 07 NEON DRIFT A DREAM OF GRAVITY CYBERPUNK

2023 Spring VIRTUAL ARCHITECTURE Team: Thomas Guan, Zhikang Liu, Chung-Ying Hor Instructor: Nitzan Bartov Tool: Unreal 5









