### PERSPECTIVES

Selected Works

Columbia GSAPP 2023

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#### STUDIOS

Self-objectifying Humboldt Advanced VI Studio | Spring 2023

De-cologne-izing Singapore Advanced V Studio | Fall 2022

**PINES NEST** Advanced IV Studio | Spring 2022

INTER-Core III Studio | Fall 2021

Rue Core II Studio | Spring 2019

The Grand Interior Core | Studio | Fall 2018

#### TECHNOLOGY

Black on Black Advanced Curtain Wall | Fall 2022

The FAR Game Generative Design | Spring 2022

EGRESS Architectural Technology V | Spring 2022

LOOP: P.S. 64 Architectural Technology III & IV | Spring 2022

Zeit MOCAA Architectural Drawing Representation I | Spring

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# Self-objectifying Humboldt

Studio: Advanced VI: Afterimages: On Restitution, Animism, and Diaspora Tutor: Emanuel Admassu Semester: Spring 2023

Currently, the Humboldt Forum exists as a singular institution in a monumental building that authorizes the display of ethnological objects from regions across the world, many of which were looted during the Prussian Empire. In the process of museumizing these artefacts, the Humboldt Forum is problematic in its ways of objectifying others, representing world cultures through fragmented objects.

My proposal of the Humboldt Forum aims to objectify the Humboldt Forum itself primarily through the radical fragmentation of the structure, treating itself as a series of fragmented objects just like its own collection. Through fragmentation, the forum transforms from a singular site that represents a singular institution, into groups of smaller structures that resemble a village. The buildings are turned into community gathering spaces for people of different ethnicities, which include exhibition spaces, meeting rooms, performance spaces, markets, and workshops - the community leaders take charge of occupying various buildings of the Forum, an agora for ethnic minorities.

Through fragmentation and self-objectification, the forum should eliminate the hierarchy between the self and others, and remove its agency of narrating the others. Instead, the forum should engage in a mutual exchange between people of different ethnic backgrounds, becoming a platform for people to experience first-hand the voices of various communities. The engagement of multiple parties and institutions allows for a multiplicity of narratives and voices. In the process, it may begin to de-objectify its object collection and counter its own colonial legacy.

Currently, Humboldt Forum has reduced world cultures to a series of singular narratives, with fragmentation acting as a tool for objectification. Objects displayed in fragments, out of their original contexts are interpreted under the Eurocentric paradigm, under the Western gaze. However, fragmentation can be positive as a means to diversify and enable multiple narratives on the site of the Humboldt Forum. Fragmentation can be a way to create diversity and multiplicity. The process of fragmentation should be a way to acknowledge the impossibility of having a coherent view of any culture and history.

The Humboldt Forum should reflect that German society is trending towards a more heterogeneous society rather than a homogeneous one where people with a migrant background are othered in German society. The singular narrative about Germans and national identity no longer applies.

By renegotiating the relations between objects in the Humboldt Forum collection, the artefacts escape the singular lens under the same roof of the Humboldt Forum but confront the viewer from simultaneous points of view. The objects that are currently held within the Humboldt Forum should be represented as objects in progress that are bound to be displaced and potentially returned. The positioning of objects should be non-hierarchical and non-linear.









Experiments in Fragmentation







Objects: Blurring as Fragmentation





# De-cologne-izing Singapore

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Studio: Advanced V: Plein Air Studio School: Columbia GSAPP Tutor: Nahyun Hwang Studio Partner: Tim Chen Year: Fall 2022

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to relive significant memories of Singapore.







In the Scent Archives, smell cabinets that preserve the scent of uniquely Singaporean objects that are displaced by the com-mercialization of Singapore. The larger space in the lower level holds preserved animal and plant species, such as the Malayan Tiger, which have become extinct due to deforestation, land-fills, and developments of Singapore.









In the Steaming Rooms, personal smells and odors are collected and diffused. People can place personal garments and textiles into water. Through a distillation process, the solution vaporizes into water vapor through individual rooms where people can smell the vaporized scents. The vapor then condenses as it passes through the cooling area and turns into essence which trickling down and gathering in a central reflecting pool.

In the Incense Tower, the space aims to reveal the masked history of Orchard Road. Through excavating and probing historical soil layers underneath Orchard road, odors are released from the depths. The organic matter from the plantation soil layer in the lower level is burnt and released into the memorial hall in the upper level. The odors ultimately rise up and escape on the street level. On the street level the cone shaped volume integrates into the landscaped sidewalk of Orchard road with terraces of plants for growing Guar gum, an important ingredient for the making of incense that are made and then burned in these smaller chimney spaces in the lower level.







This space sources and recreates atmospheres of displaced places in Singapore, such as the Kampong fishing villages and disappeared forests of Singapore. Each elliptical volume is perfumed with atmosphere scents of a displaced place, which are recreated in its adjacent lab and production space. Rainwater from above the streetscape is collected as a medium to be mixed with scent molecules before being sprayed into each volume through nozzles. A stable thermal stratification of the air is then created by heating and cooling coils so that a cloud of scent condenses into a single layer, materializing clouds of scents that people can see and smell.

> This is a candlelit memorial with a scented wax making studio, where people can bring in objects of people significant to them that may be sourced from the deceased, casting them and capturing scent molecules into candles that could be lit. These candles can be brought into the dome-shaped memorial chamber and lit up for the remembrance and honoring of lost memories.











Mall Intervention Study Model

### **Pines Nest**

Studio: Advanced IV: Fringe Timber Studio School: Columbia GSAPP Tutor: Lindsey Wikstrom Year: Spring 2022 Pines Nest vertically integrates Christmas tree farming and mass timber harvesting and production on one site at the edge of the Black Rock Forest. The project reimagines an efficient and economically viable solution for mass timber production. Eastern white pine is selected as the main species to be grown as it is a common native species that can be used for both Christmas trees and wood for CLT and is moderately fast-growing. This hybrid tree farm uses the technique of forest thinning, in which trees are first grown at a high density, then are selectively removed to enable faster growth for the remaining trees. For every acre of trees, around 700 trees will be harvested as Christmas trees (7-15 years), and around 300 for mass timber (40+ years). A network of lodges is installed for families to enjoy a unique festive experience in a forest of Christmas trees instead of buying cut Christmas trees. The lodges are designed to be easily assembled with CLT modules and can be relocated to adjacent lots to accommodate different stages of tree growth. The mature trees are harvested and produced into mass timber products at the factory on-site, which also houses amenities for lodgers.























SITOR		
6PLOYEE TITRANCE		



Insulated Glass Units

#### Wooden Wall Panels

#### CLT Floor Slab

#### CLT Modular Lateral Frame

CLT Modular Structural Frame







CLT Roof Panel

CLT Modular Beam





### Inter-

Project: South Bronx Housing Complex Studio: Core III Tutor: Galia Solomonoff Studio Partner: Ruonan Du Semester: Fall 2021 With the aim to generate intergenerational housing that encourages mutual support among family units, the affordable housing complex composes of modular 5-unit clusters that share a courtyard that opens to the corridor. The project consists of a series of interconnected spaces from units to public plazas, connecting the residents to their neighbors and the public. Communal spaces that include childcare and eldery care facilites encourages interactions among people of all ages.









First Floor



Second Floor





First Floor



Second Floor



Third Floor









Interconnected Spaces

Private







Programmatic Organization





Typical Floor Plan

### Rue

Project: Sara D. Roosevelt Park Library Studio: Core II Tutor: Erica Goetz Semester: Spring 2019 Sited in Lower East Manhattan's Sara D. Roosevelt Park, this library aims to provide a platform for the intermingling between the multi-cultural public in the neighborhood and creative professionals in residence. The two legs provide separate entry points for the public and workers and give porosity at the ground level. The recessed glass pockets become the walls that define the program but maintain openness that allows visitors to be engaged in various activities in the library.



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Third Floor



Second Floor







First Floor









Fourth Floor





1/8″ Model



Massing Study





Prototype Space Study



Prototype Space Perspective







The neighborhood of Inwood has a strong sense of community with a lot of social interactions on the streets. My urban intervention seeks to provide a dynamic space to facilitate street activities, reinforcing community bonding among the residents. Most of the residential blocks in Inwood have underused interstitial space bounded by the residential buildings as wide as the street. The terraced commune stretches across the interstitial space, with direct access from the residential buildings of the block and the street, allowing residents to use shared facilities from community garden to mini market.



Design Animation Stills





### **Black on Black**

Class: Advanced Curtain Wall Tutor: Daniel Vos Semester: Fall 2022

The façade design is based on the painting Grille Collor Noir by Jean Degottex. It is a black-on-black painting with a diamond shaped pattern defined by thin white lines. The quality that I especially appreciate is the subtle shimmering effect achieved by faint bands of grey strips with horizontal patterns that offset from the thin white lines. Based on this painting, my façade design will be a black-on-black façade with a diagrid system using mostly dark tinted materials including dark-tinted glass dark coated diagonal mullions, and dark perforated metal screens with thin silver fins that outlines the pattern.

System Description

WT-1: Aluminum and Glass Unitized Curtain Wall System with Diagonal Screen and Fin Attachment

System consists of insulating glass [GL01] four-side structural silicone glazed onto unitized frames of thermally broken, custom profile extruded aluminum [AL01, AL03]. At exterior, system features aluminum [AL02] unitized screen assembly composed of diagonal custom-profiled perforated aluminum panels spanning the length of diagonal mullions. Screen assembly is anchored black to curtain wall unit with clip mounts at the diagonal mullions. The aluminum panels provide attachment system for stainless steel fins. System is anchored to building structure at top of concrete slab.

Finish of all aluminum exposed to the exterior wall shall be PVDF coated [AL01]. Finish of all aluminum exposed to the interior shall be one-coat acrylic resin [AL03]. Where visible, glazing accessories, glazing gaskets, and weather seal silicone color to be black.

















Typical Mullion (Type !: Thick) - Split Mullion (Sill)



Typical Stack Joint

Typical Mullion (Type !: Thin) - Split Mullion (Sill)

# The FAR Game

**Class: Generative Design Professor: Danil Nagy** Semester: Spring 2022

When designing for clients in high-density cities, an architect's top priority is typically maximizing their building's gross floor area while staying within the size constraints provided by local zoning codes. Maximizing gross floor area (GFA) enables the client, typically a developer, to optimize profits by maximizing the building's leasable space. Local zoning codes typically provide constraints for a building's maximum floor area ratio (FAR), height, and setback from site boundary, as well as further setbacks determined by environmental parameters.

Our team asked how automation can assist and expedite this process, hypothesizing that the computer can replace the architect in performing these first iterations and analyses. Using generative design, the computer can develop multiple design iterations that meet the constraints provided by zoning code, and then select among these iterations to determine a massing that maximizes gross floor area. This massing scheme can then be developed and refined by the hand of the architect.

In our model, the computer maximizes gross floor area within zoning constraints provided by floor area ratio limits, setback requirements, height limits, site coverage limits, and limits provided by the sky exposure plane. Our model uses Rhino with Grasshopper and Discover to generate massing models computationally that can then be developed by the hand of the designer. Our project uses a site in Seoul as a case study, but the constraints provided could be retrofitted to any site globally by inputting the site boundary, represented by a simple polyline, into a rhino model and then plugging the setback requirements, building height limits, site coverage limits, maximum FAR, and setbacks determined by environmental parameters into the Grasshopper model.











Iterative process of computationally derived building massing studies

PRIMARY CONSTRAINTS	PARAMETERIZATION STAG
Rhino Inputs	1. Set Setback Boundary
1. Plot Boundary	+
	2. Set Sky Exposure Plane
2. Sky Exposure Plane Baseline	
	Set Zoning Boundary Volume
Grasshopper Inputs	3. Set Maximum Bound- ary for Each Floor
1. Setback	DISCOVER INPUTS
2. Building Height Limit	Number of Floors
3. Floor to Floor Heights	4 Points Within Boundary

Overview of computational design process





Design iterations generated by Discover



Grasshopper Script





### EGRESS

Class: Architecture Technology V: Construction Systems Professor: Nicole Dosso Semester: Spring 2022



METAL PAN STAIR SUPPORT















# LOOP

Project: P.S. 64 - A Series of Liminal Spaces for Community Engagement
Architecture Technology III: Building Systems Integration
Professor: Berardo Matalucci
Group Partners: Ruonan Du, Jiageng Guo, Yuli Wang, Renka Wang

Semester: Fall 2021





















### Zeitz MOCAA

Architectural Drawing & Representation I Professor: Josh Uhl Semester: Fall 2018







