

# 24

## **Unadapted Armories**

reorienting armories for new publics

#### Afterlife

of suburban corporate office parks

Type: Advanced V Studio
Professor: Wonne Icks
Collaborator: Novak Djogo

Type: Advanced IV Studio
Professor: Phu Hoang
Collaborators: Andres Alavarez Davila
Zak Meghouni-Brown

# The Little Prince Primary School

reuse for childhood development

Type: Core II Studio
Professor: Erica Goetz

## **Disobedient Objects**

resisting gentrification in west harlem by grafting a recyling leisure center to the 125th street viaduct

Type: Core I Studio
Professor: Alessandro Orsini

# Supercore

subvert real-estate tactics with a super-core that reinvents the relationship between shared and private

Type:
Professor:
Collaborator:

Core III Housing Studio
Annie Barrett
Bianca Lin

#### **Urban Fabric**

de-densifying the Garnment district introducing housing for the circular economy

Type:
Professor:
Collaborator:

Advance VI Studio
Anna Puigjaner
Livia Calari

# A Dip in Heritage adapting the biblioteque

adapting the biblioteque nationale by Henri Labrouste into a swimming pool

Type: ADR - I
Professor: Bika Rebek

## Spare Rib

Model Fictions - Scenographic modelling for film

Type: Model Fictions
Professor: Josh Jordan
Collaborators: Kylie Walker
Jordan Readyhough

#### **IBM Forest Data Center**

Exhibition featuring mushroom powered computer

Type: Making Kin with Biomaterials
Professor: Chris Woebken
Collaborators: Aditi Shetye
Adeline Chum

# Unadapted Armories reorienting armories for new publics

Brooklyn, New York City

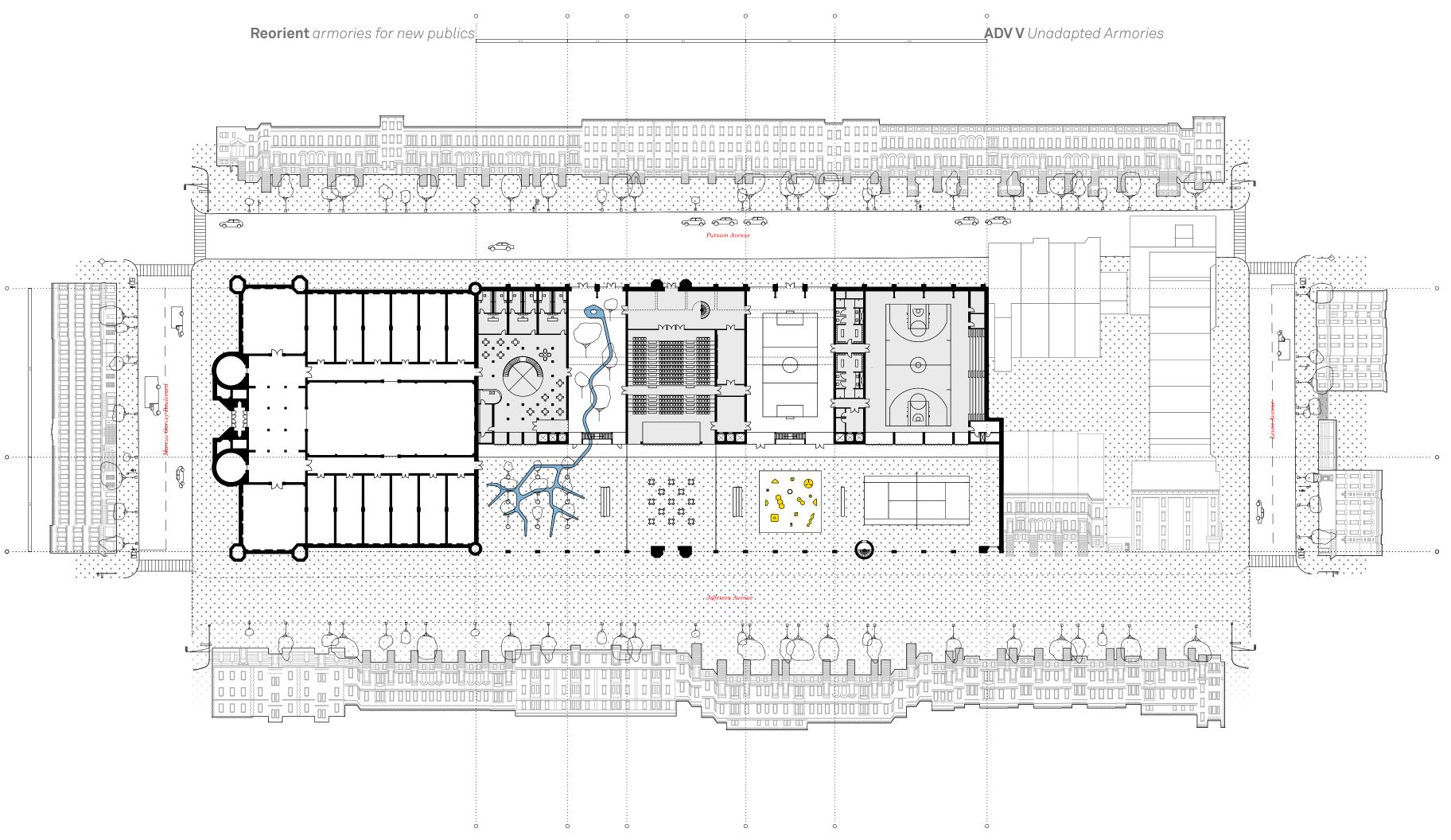


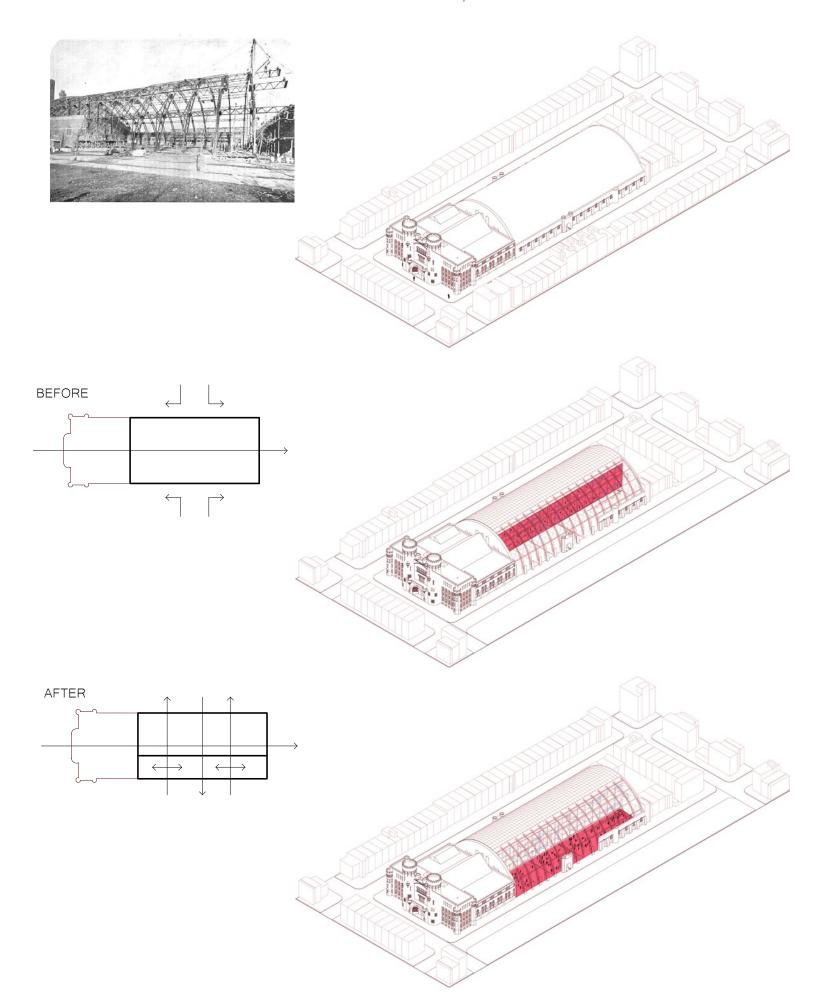
Type: Professor: Collaborator: Advanced V Studio Wonne lcks Novak Djogo

Section through Atrium

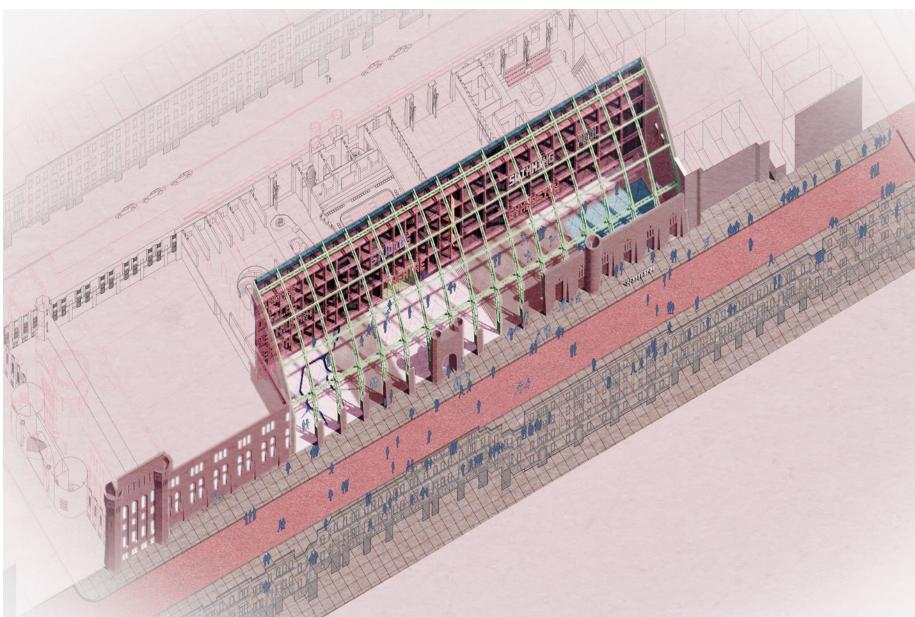


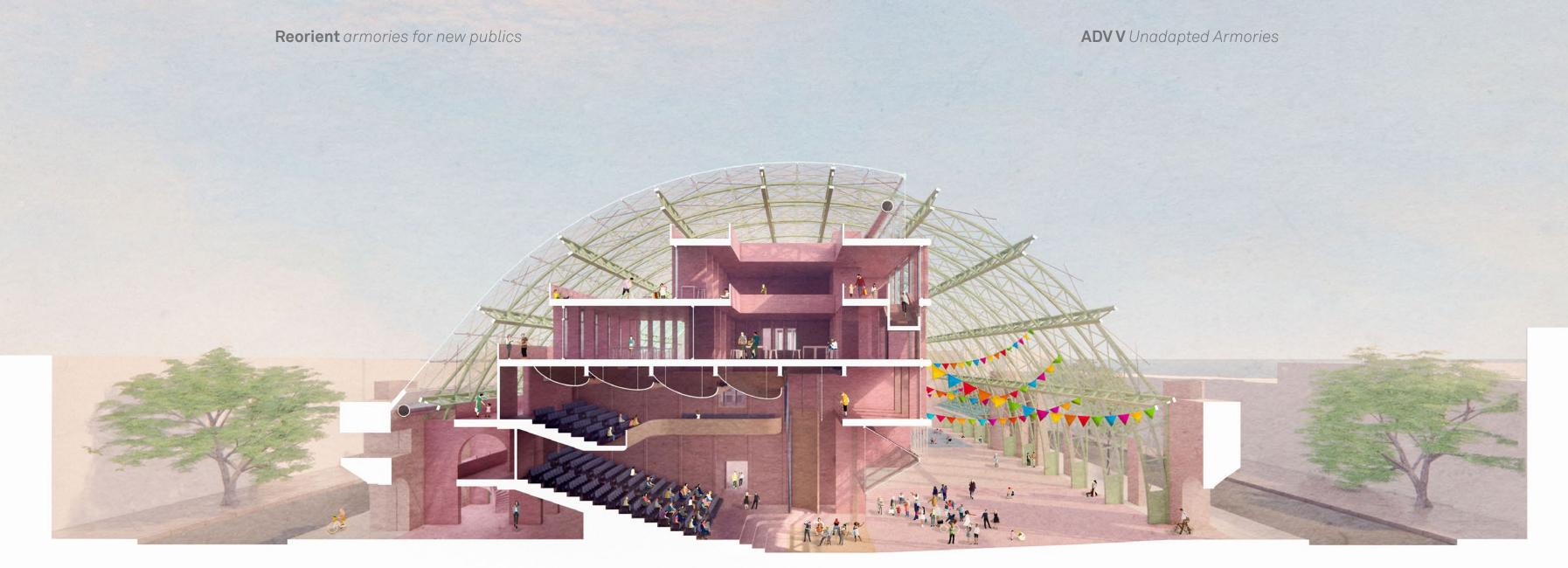
Section through Atrium



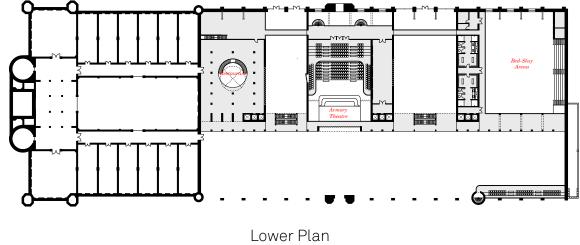


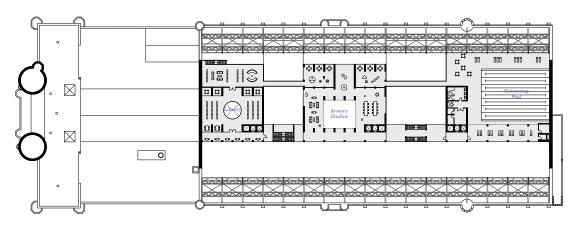




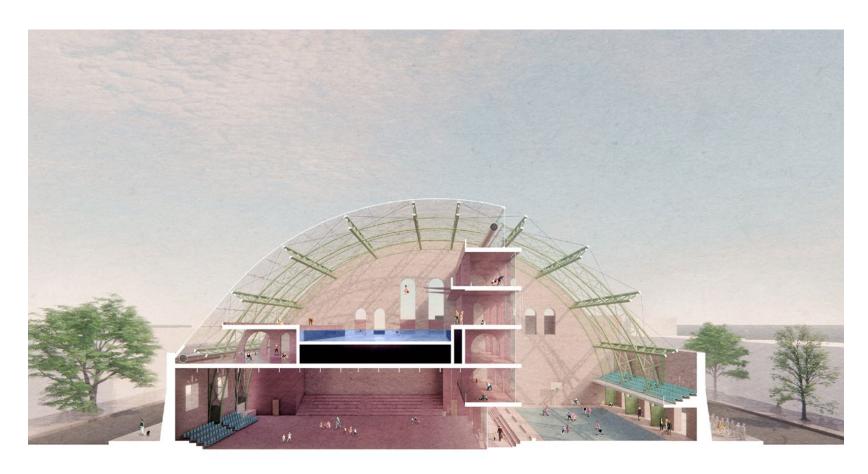


Section through Operable Theatre

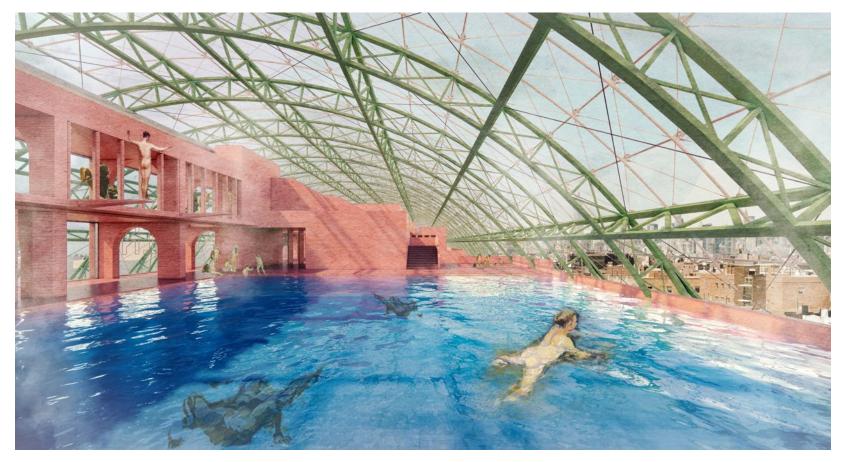




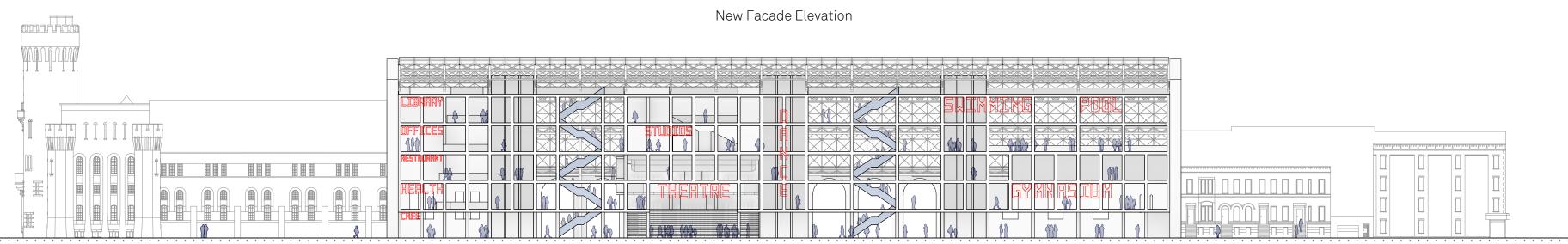
Upper Plan



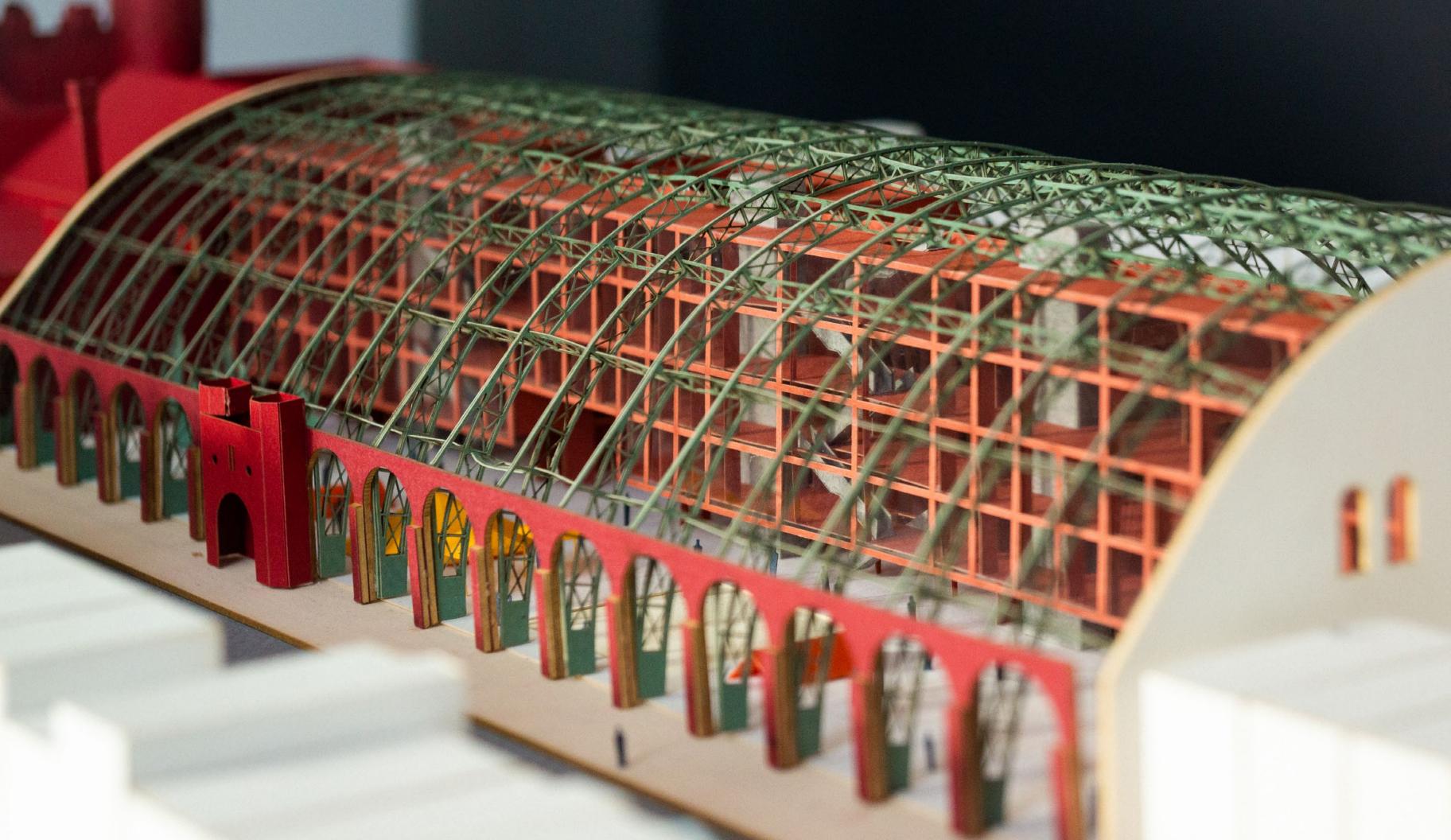
Section through Armory Arena and Pool



View from pool









#### Reuse an existing shell into a primary school

#### Core II The Little Prince Primary School

#### The Little Prince Primary School

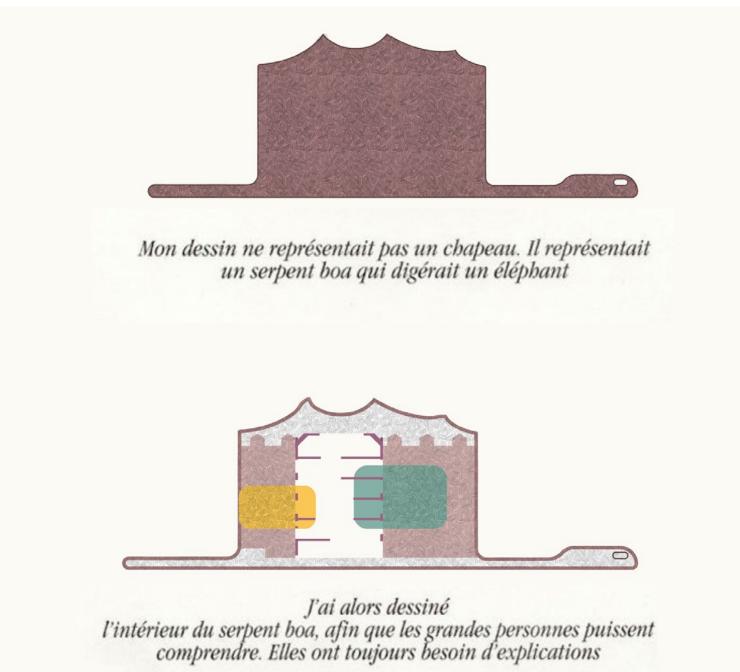
adaptive Reuse for childhood development

In the Little Prince by Antoine de Saint-Exupéry, the author is both a nostalgic narrator and an incessantly inquisitive child at the same time. The story follows a Little Prince from another planet learning about earth and meeting the narrator: a pilot. In the book, the stories of the pilot and the prince are misaligned in time, giving the impression of a single character that is apprehending the world with a child's eye while having the self-contemplation of an adult. St Exupery exposes themes about empirical knowledge vs. embodied knowledge, child mind vs adult mind, naivety vs. wisdom.

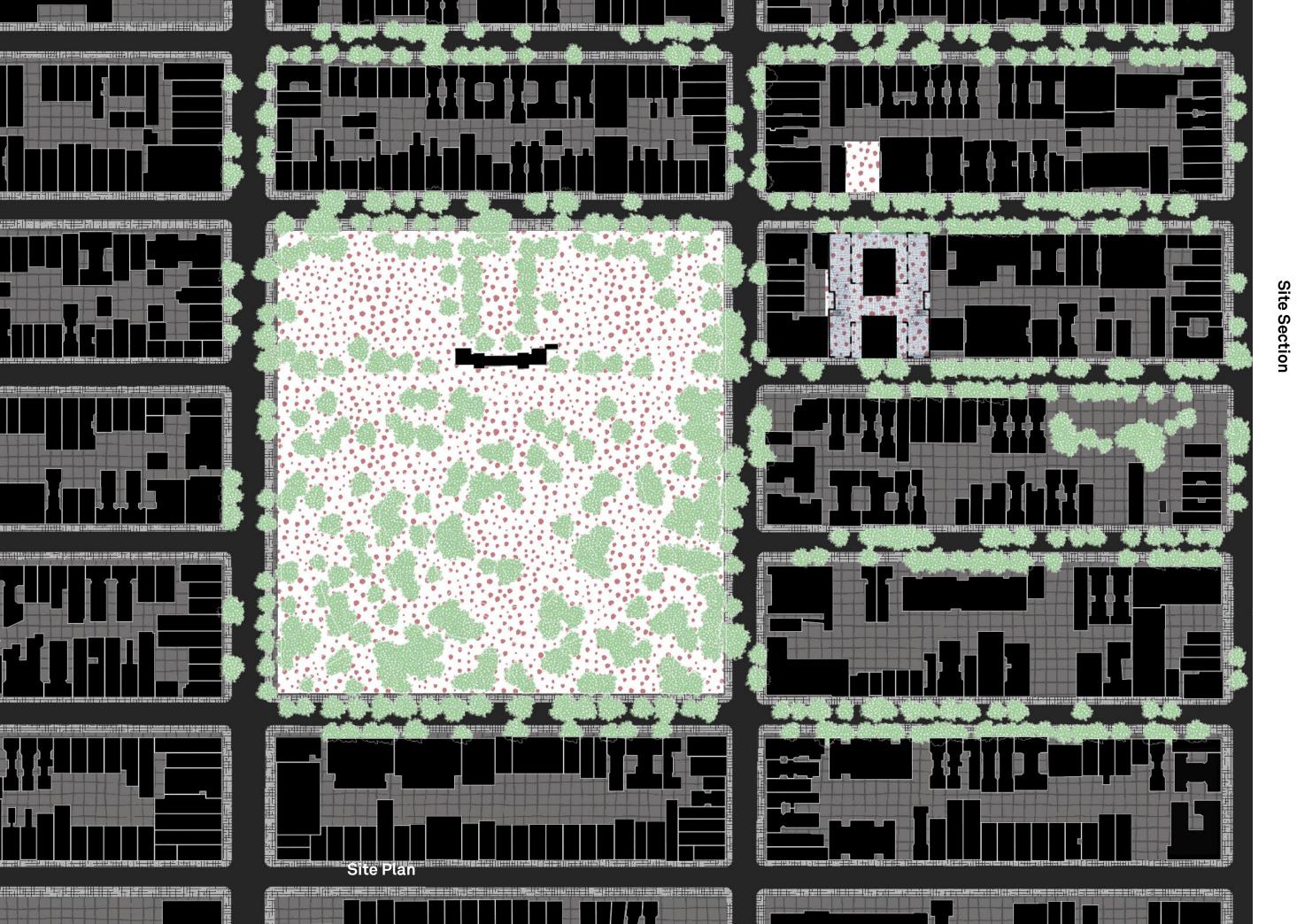
The Little Prince Primary School draws from the experience of cyclical reflexivity that occurs during childhood development. Using the existing C.B.J Snyder H-Plan building as a device to strengthen that experience. Expressing the overlapping narratives in the Little Prince, the school mobilizes this sequence of embodied learning by interlinking new and existing via thresholds at different scales. The shell of the existing building is permeated by a new insertion. The wall threshold can be crossed, penetrated enabling a backwards, forwards view of one's progress. Programmatic boxes permeate the existing shell while nesting within a circulation field; the whole is wrapped by a tensile structure protecting and defining grounds for play. Catwalks tie these thresholds together, creating inner sanctum spaces that juxtapose program, tectonics, and experiences.

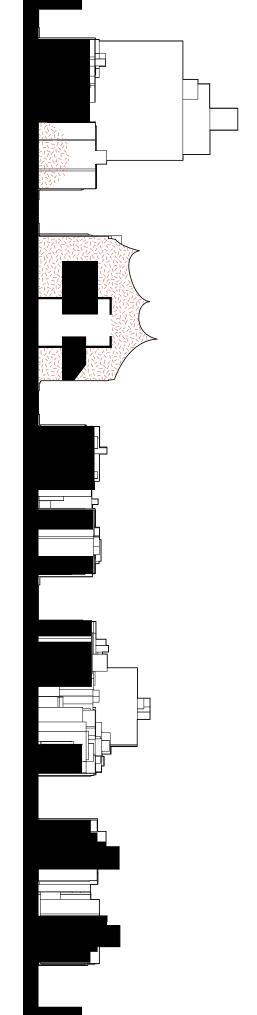
Type: Core II Studio
Professor: Erica Goetz

#### Alphabet City, New York City

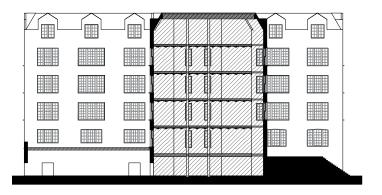


Concept Diagram

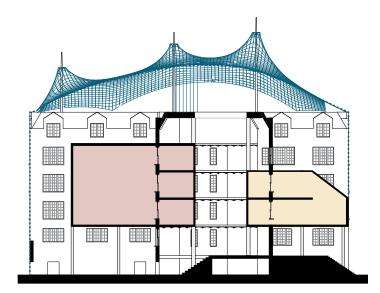


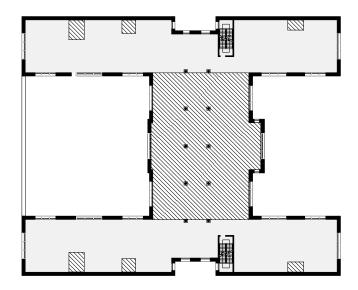


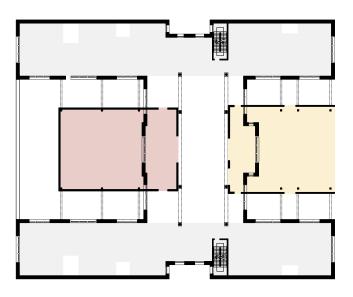
# Operations of Reuse

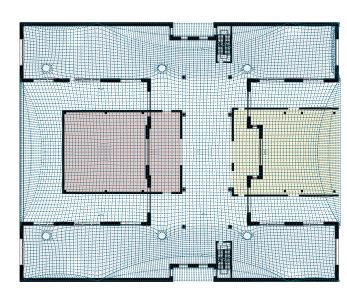












#### 1. Existing Shell Threshold

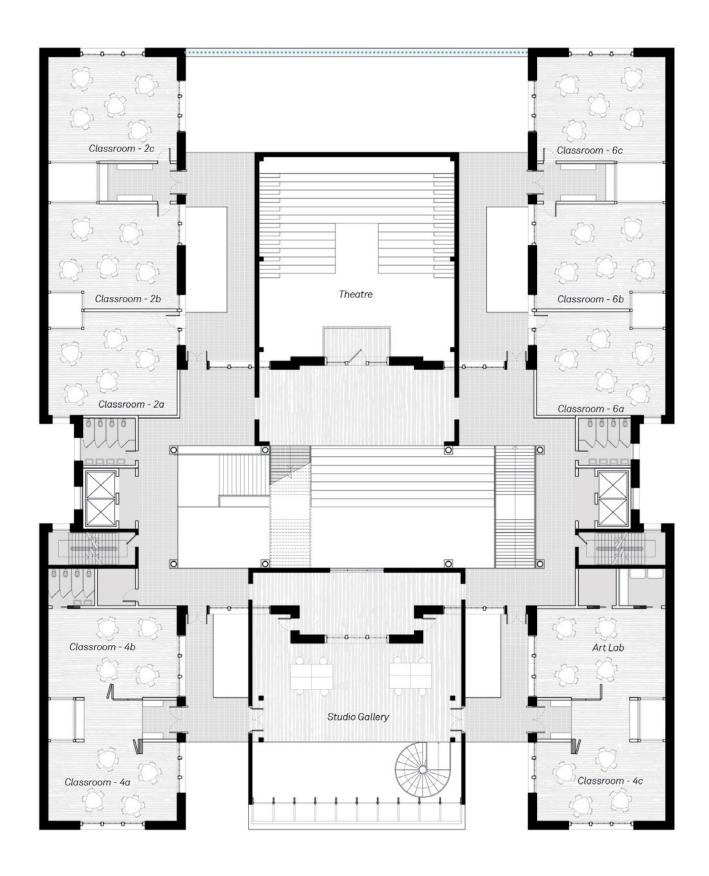
Existing Shell is maintained, facades are restored. Floors of central wing are removed. Light wells are pierced.

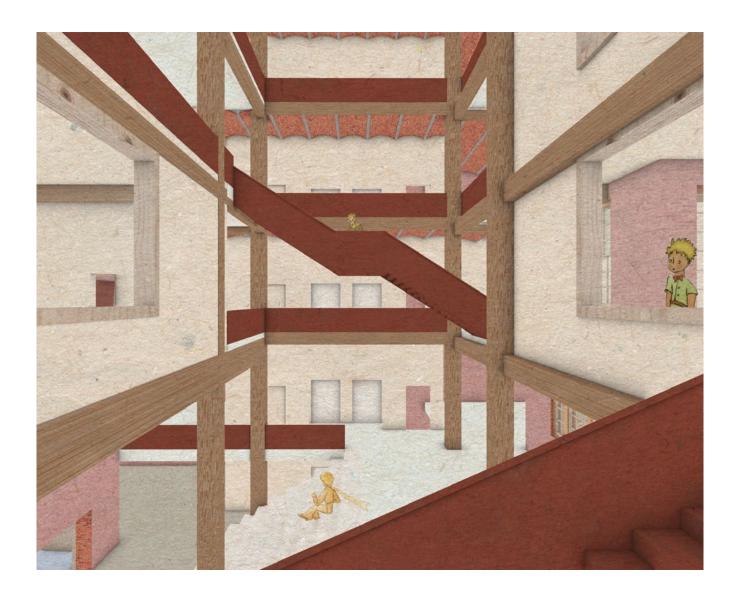
#### 2. Programmatic Boxes - Creating New Thresholds

Programmatic Boxes intersecting the center wall. Circulation Reorients the courtyard space

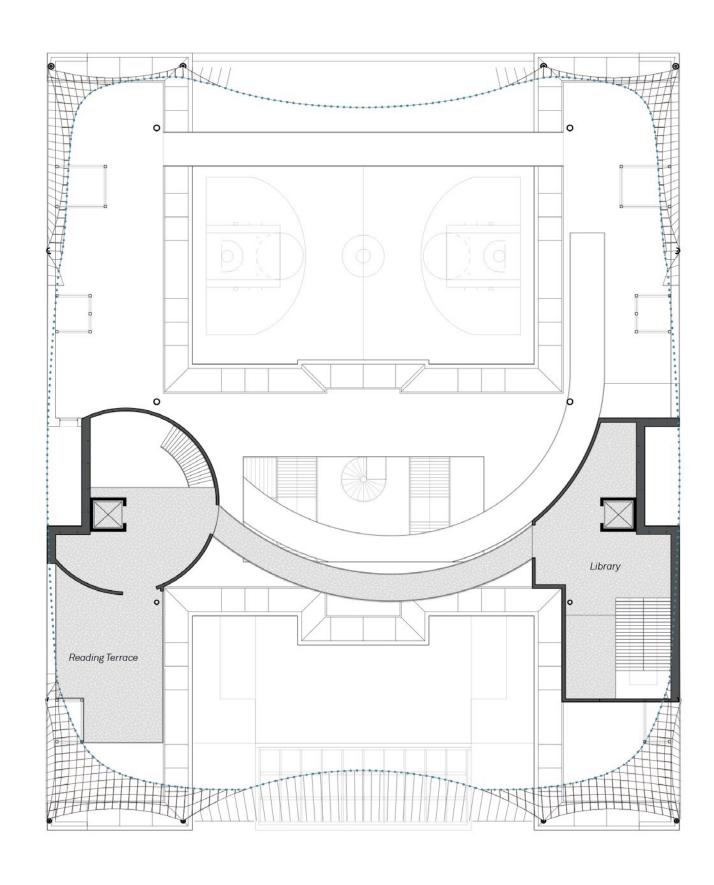
#### 3. Tensile Structure - Threshold to the city

Tensile structure covers and protects the entire structure





Level 1 Plan View of atrium



Roof Plan



View from ramp going to roof playspace

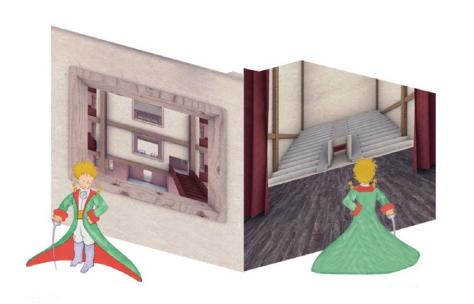




View from theatre looking at atrium



View from atrium looking at theatre







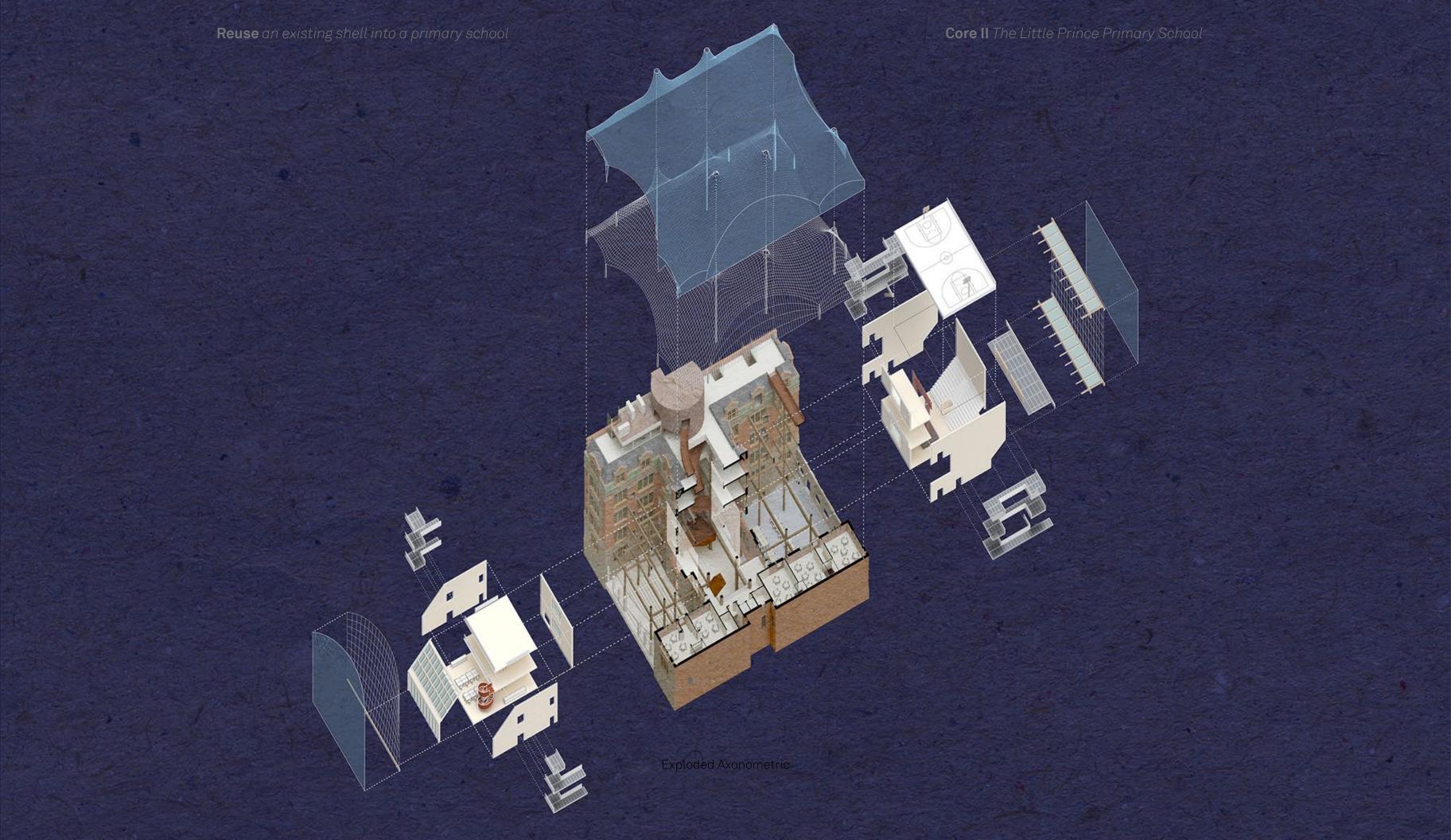
View from Sport Hall bridge



View of School from being older







#### Supercore

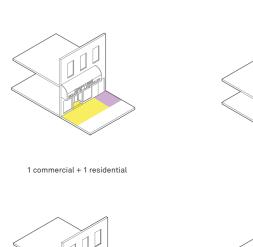
subvert real-estate tactics with a super-core that reinvents the relationship between shared and private housing programs

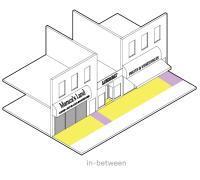
Born from an ethnographic study of Melrose's edges, the Supercore subverts traditional real-estate tactics by re-imagining the relationship between shared and private programs. The Supercore folds the city into a co-living courtyard, while multiplying edges and thresholds, acting as an armature for the economic and social resiliency of its residents.

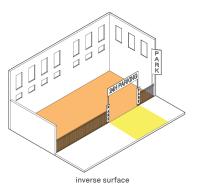
Type: Core III Housing Studio
Professor: Annie Barrett
Collaborator: Bianca Lin



# Studying Melrose Edges



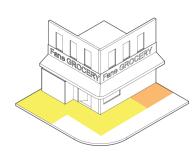




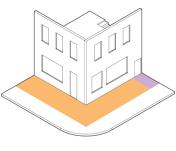


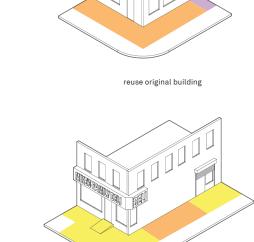


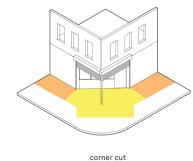
2 commercial + 1 residential



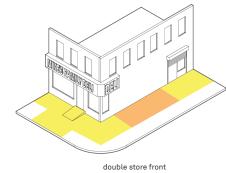
additional substructure-public

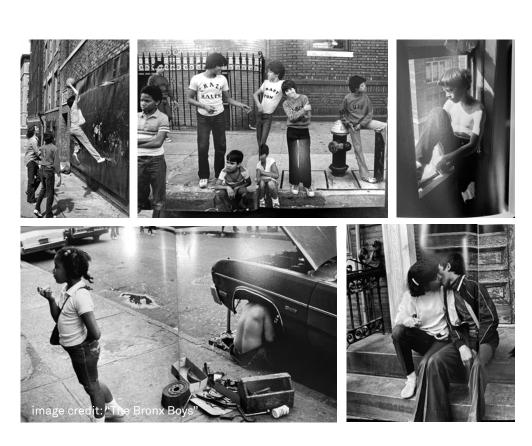


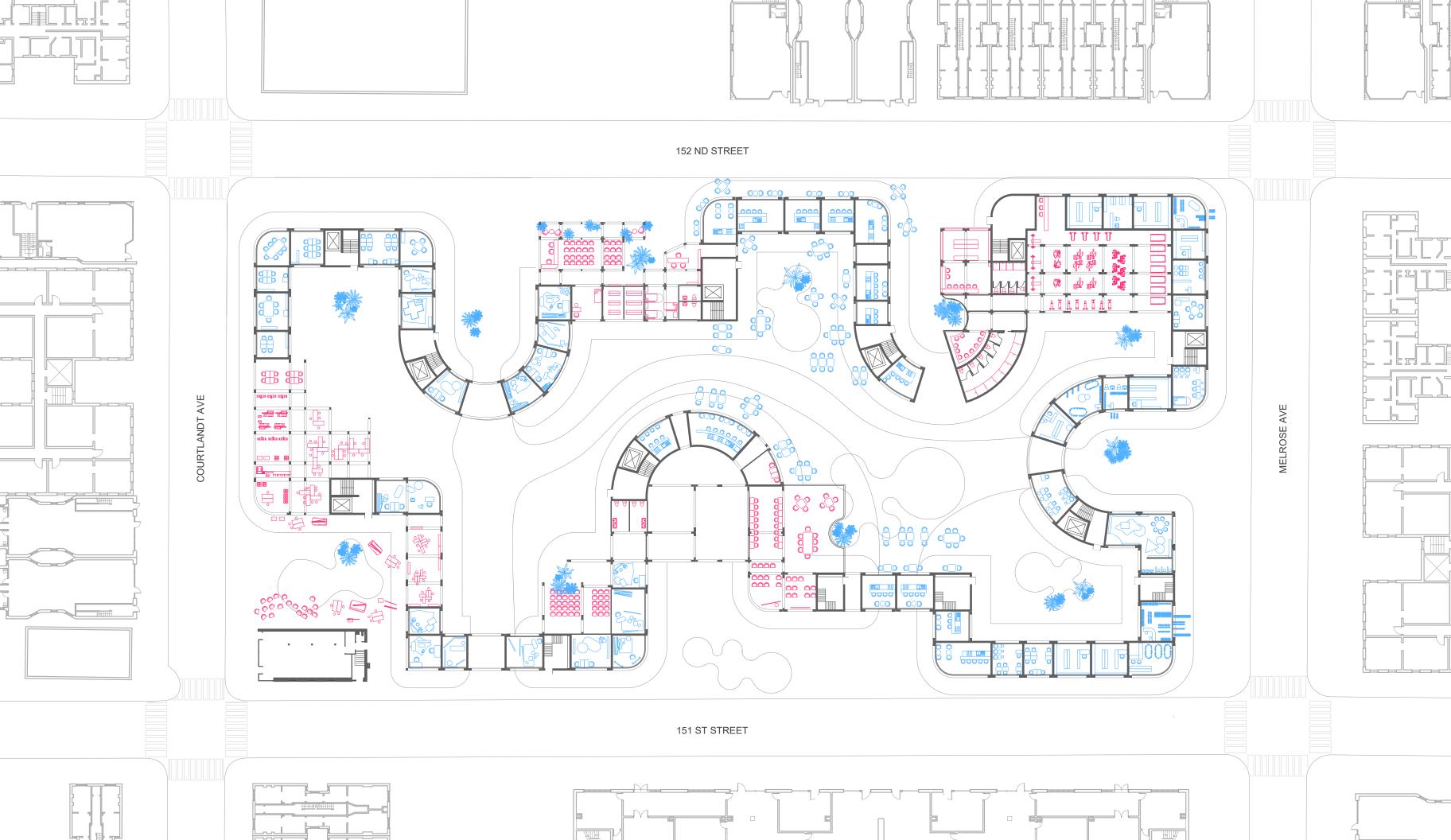






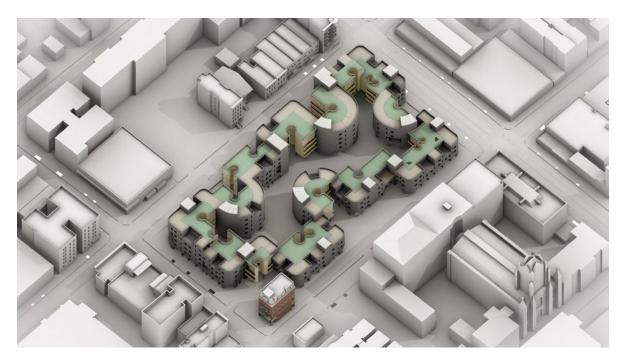








Supercore Back of House

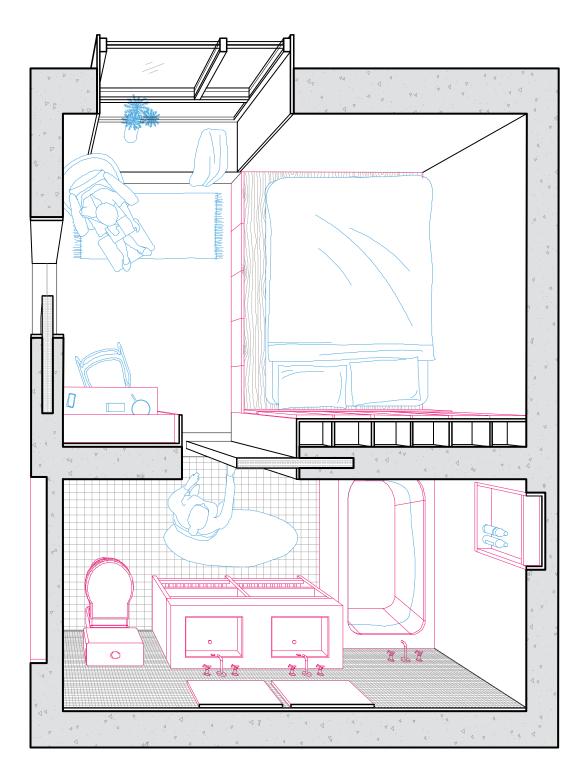


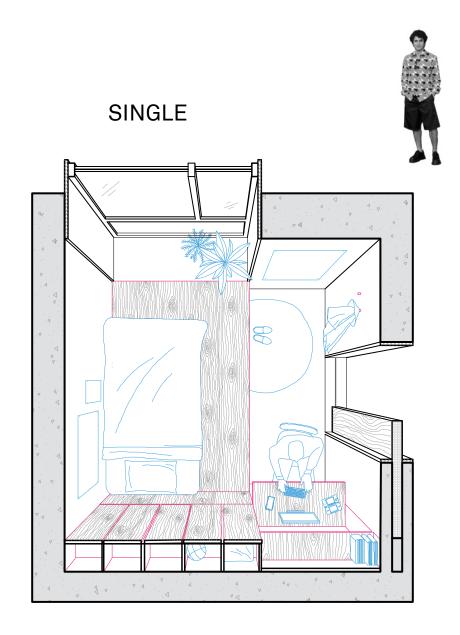
Shared Living Spaces









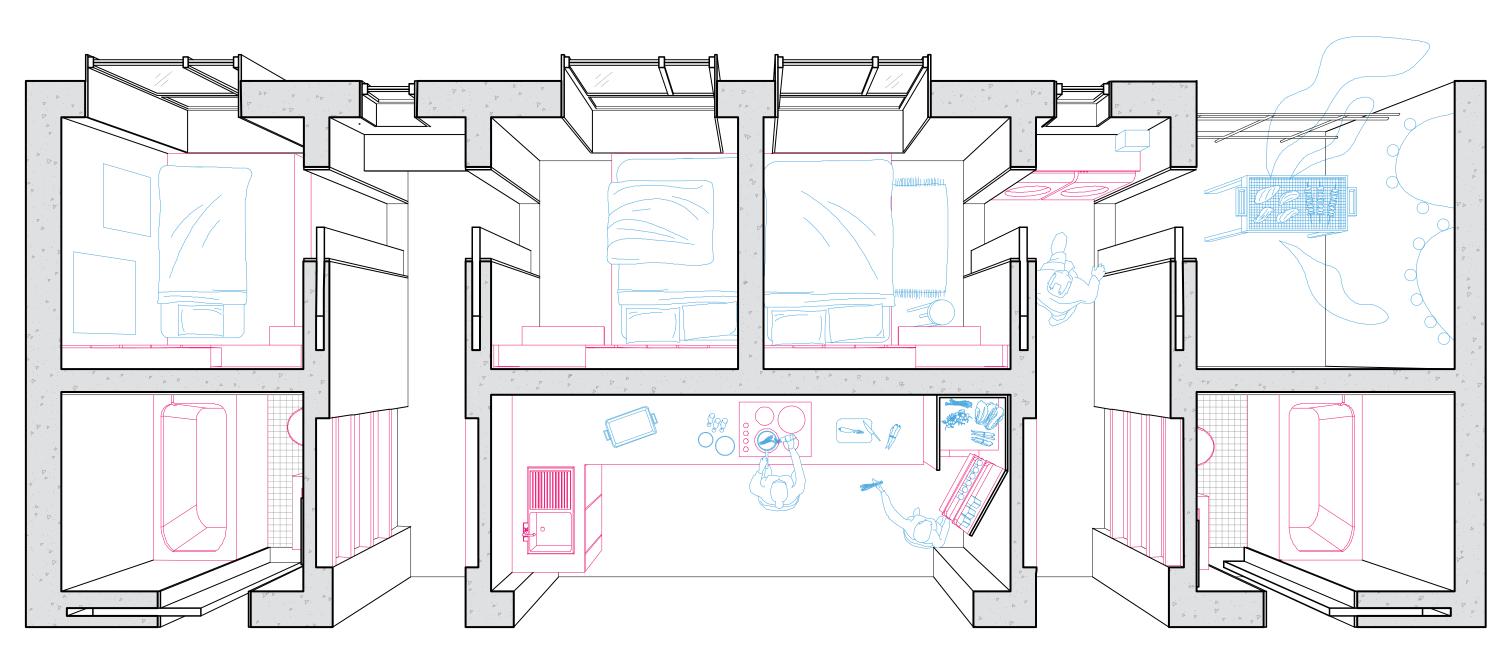




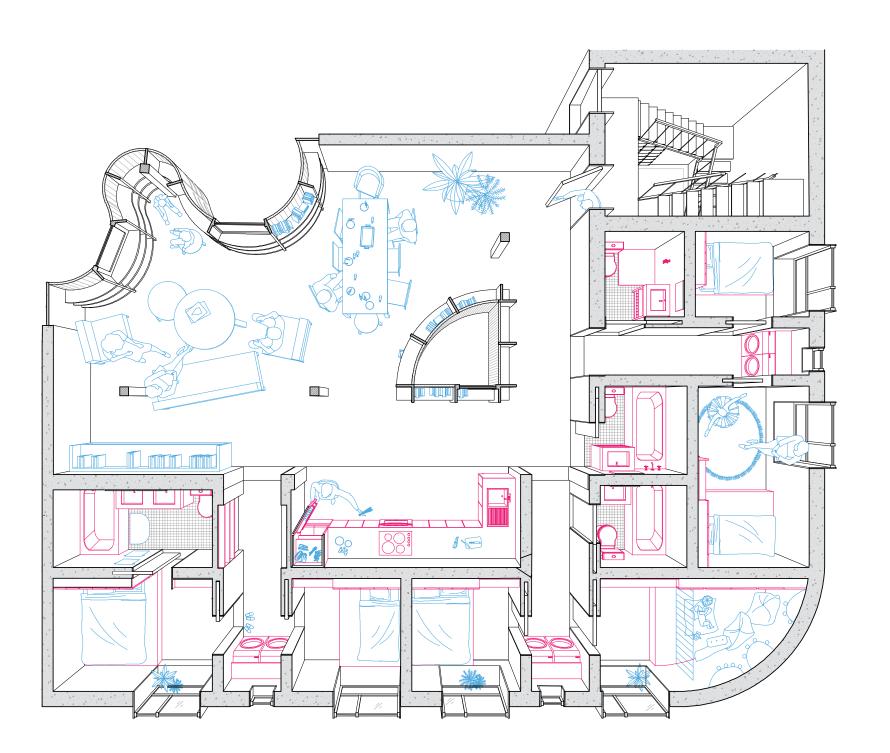




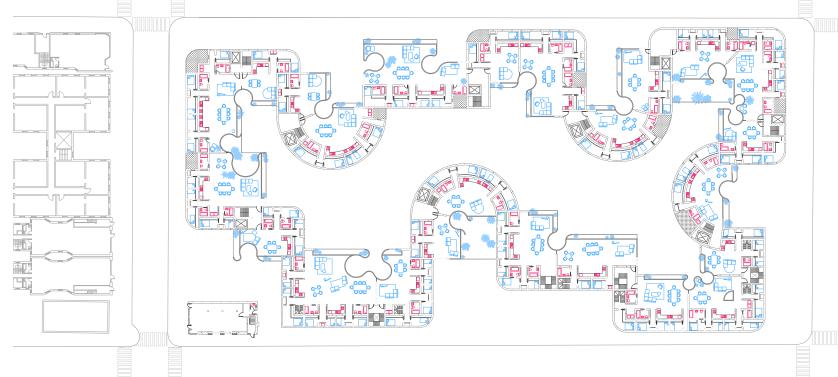


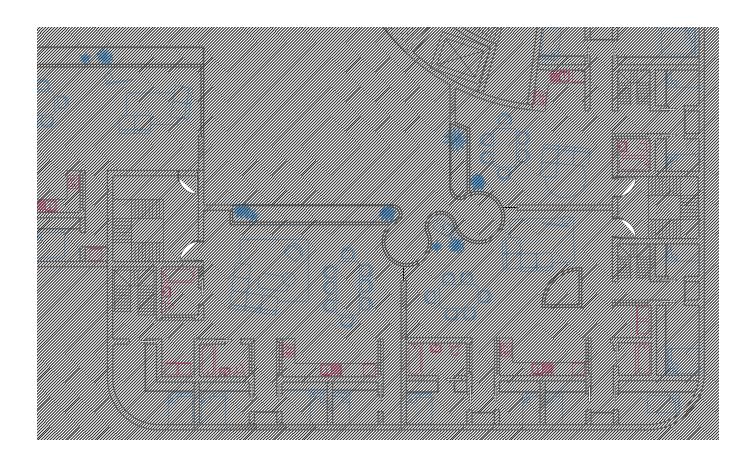


#### **Subvert** real-estate tactics



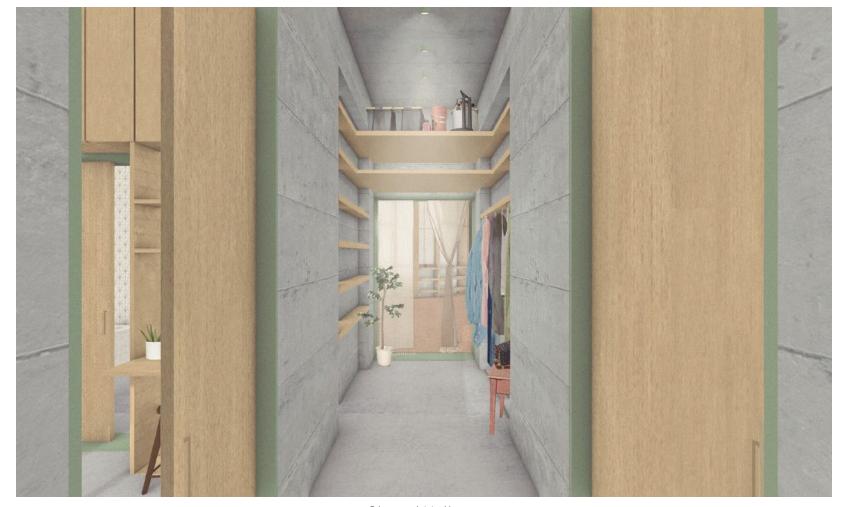
# Core III Super Core



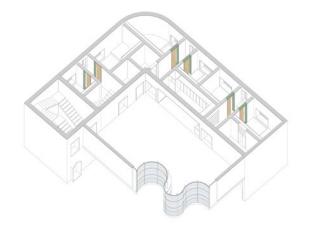








Shared Hallway











Inner Block Night View



#### Afterlife

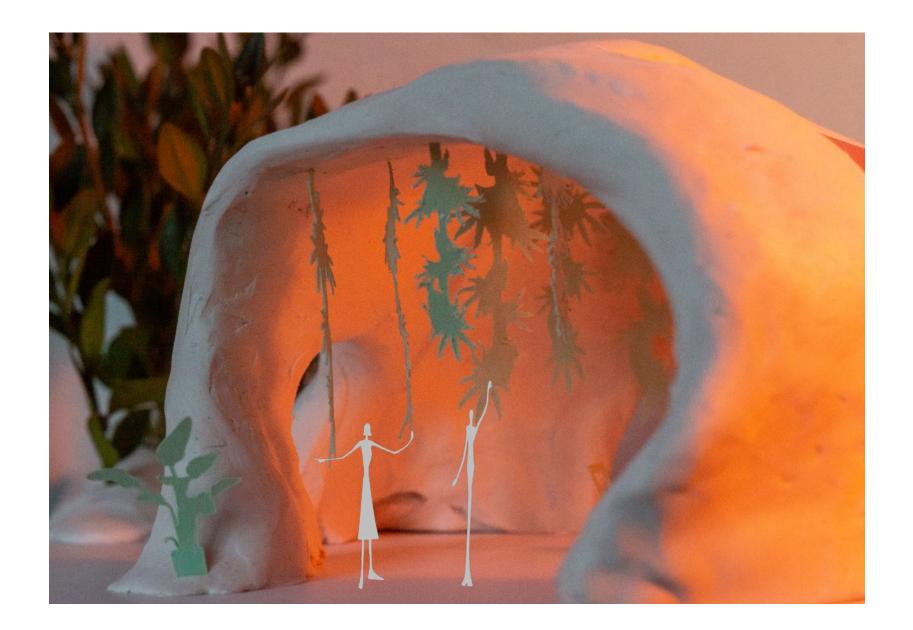
of corporate office parks

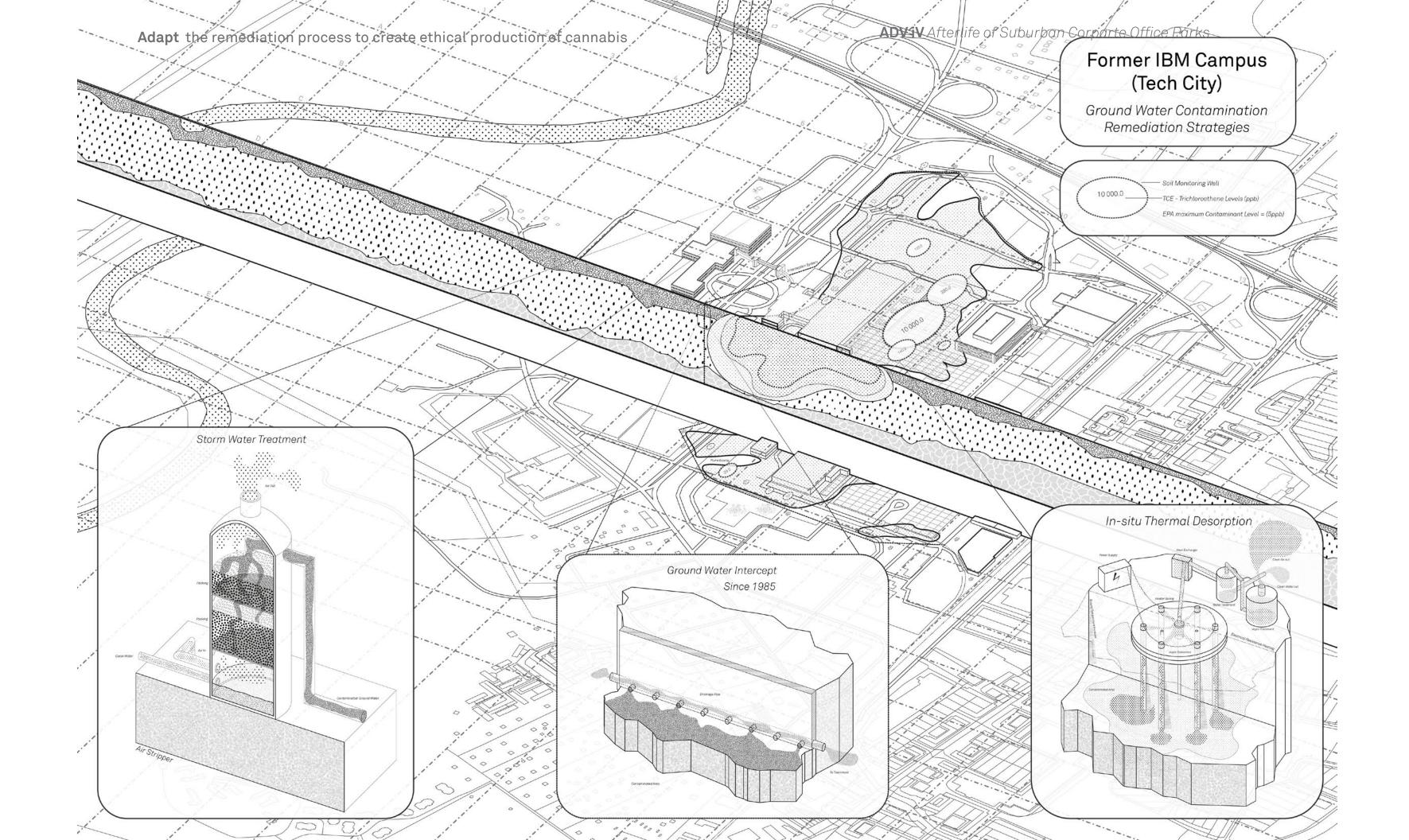
We call for an expansive process of vaccination, remediation, construction, cultivation, and rewilding--an alternative to current modes of production, including those in the nascent cannabis industry, which has largely followed existing paradigms in big pharma.

The project accomplishes this in two principal ways: first, by remediating the ruins of the former IBM campus in Kingston; second, by allowing minority populations affected by the "war on drugs" active participation in the ethical production of cannabis.

The remediation processes that accompany this provides the building blocks for the resulting landscape and earthenwork architecture. In the short run, the future cannabis commune serves as a vaccination center, building trust with marginalized communities. In the long run, the proposed model becomes a generator of justice and an ecologically productive part of the environment, inherently limited in space by the confines of past industry and temporally by natural cycles of healing and growth.

Type: Advanced IV Studio
Professor: Phu Hoang
Collaborators: Andres Alavarez Davila Zak
Meghouni-Brown





# Adapt the remediation process to create ethical production of cannabis

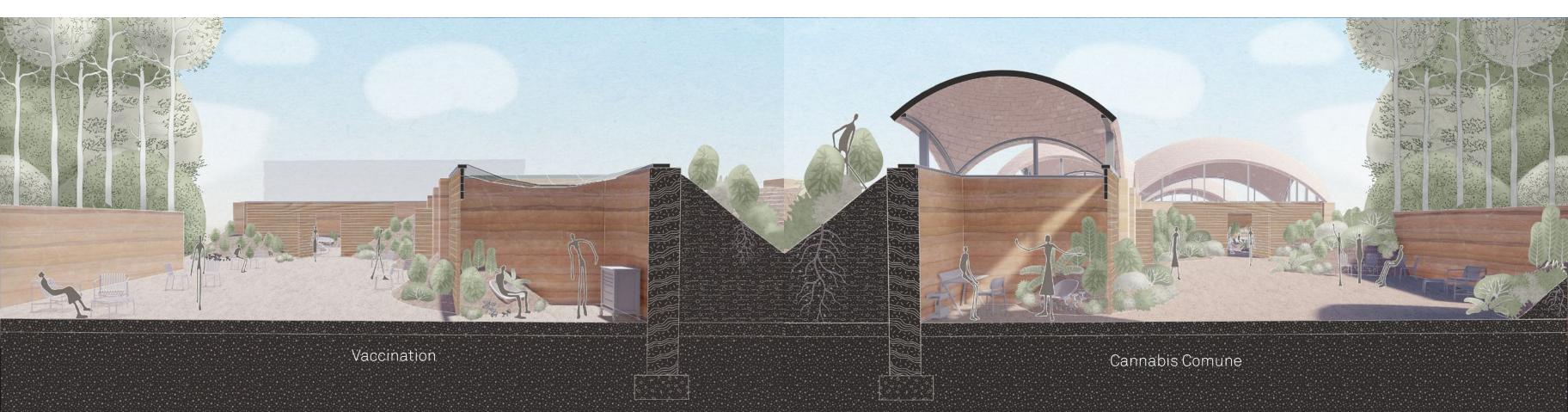


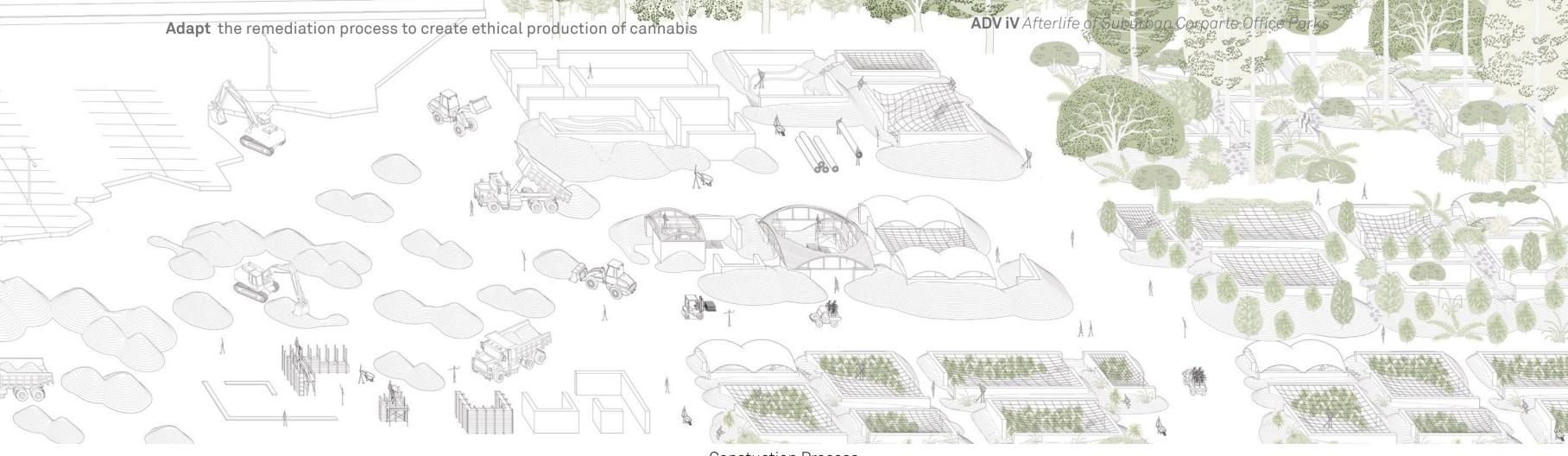
Near future

## **ADV iV** Afterlife of Suburban Corparte Office Parks



Distant future





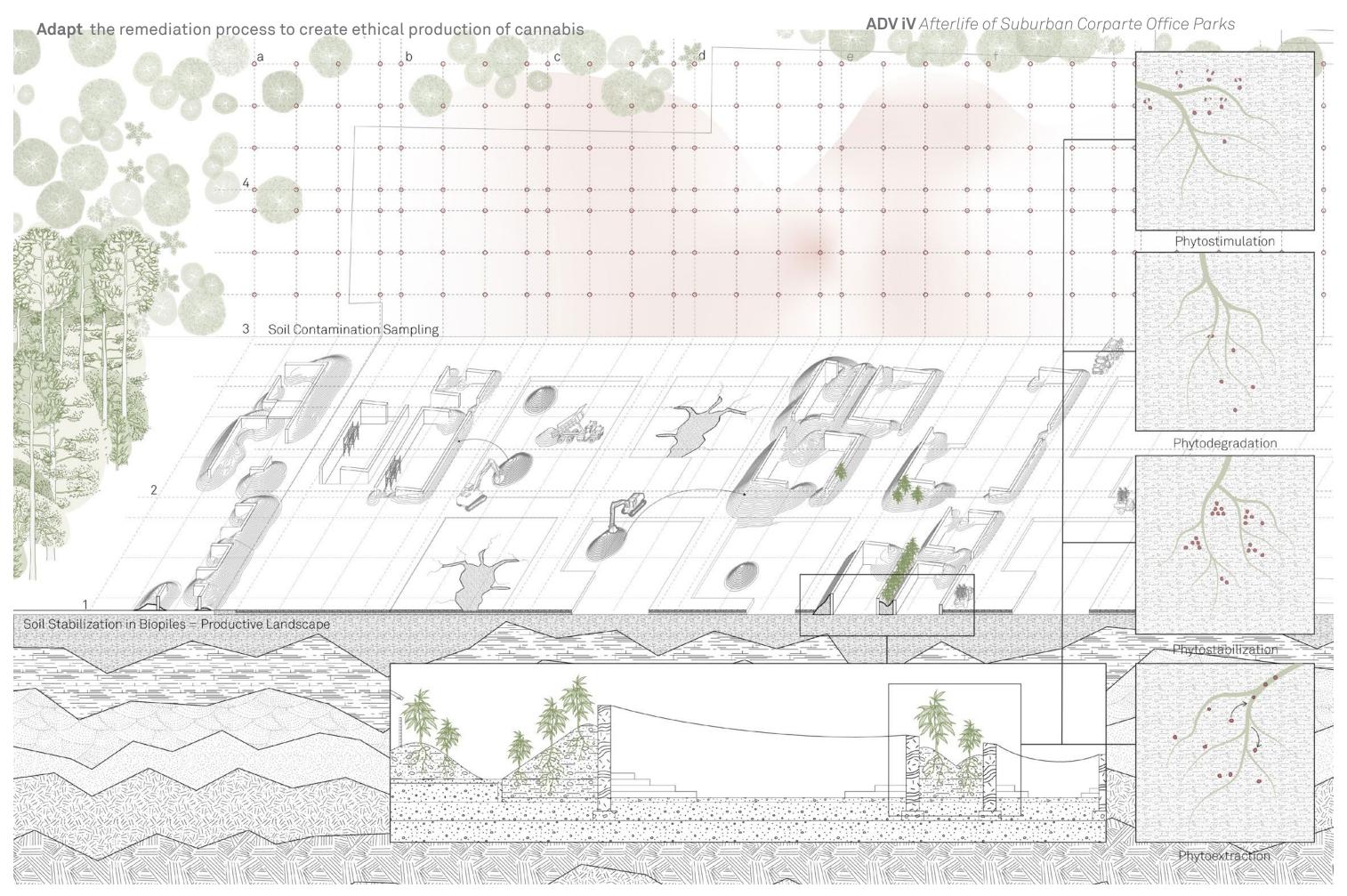
Constuction Process



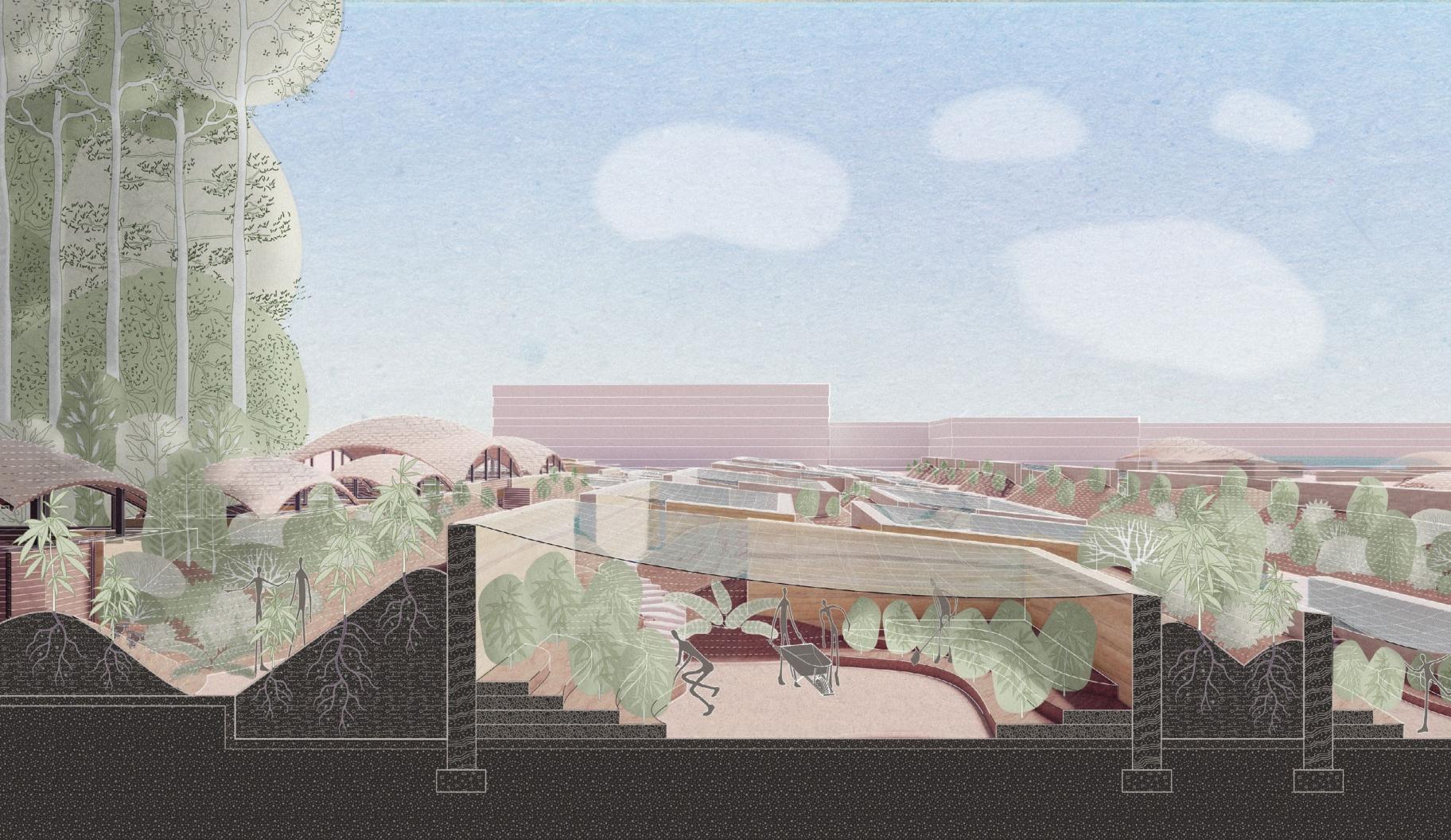
Commune Hall



Refectory



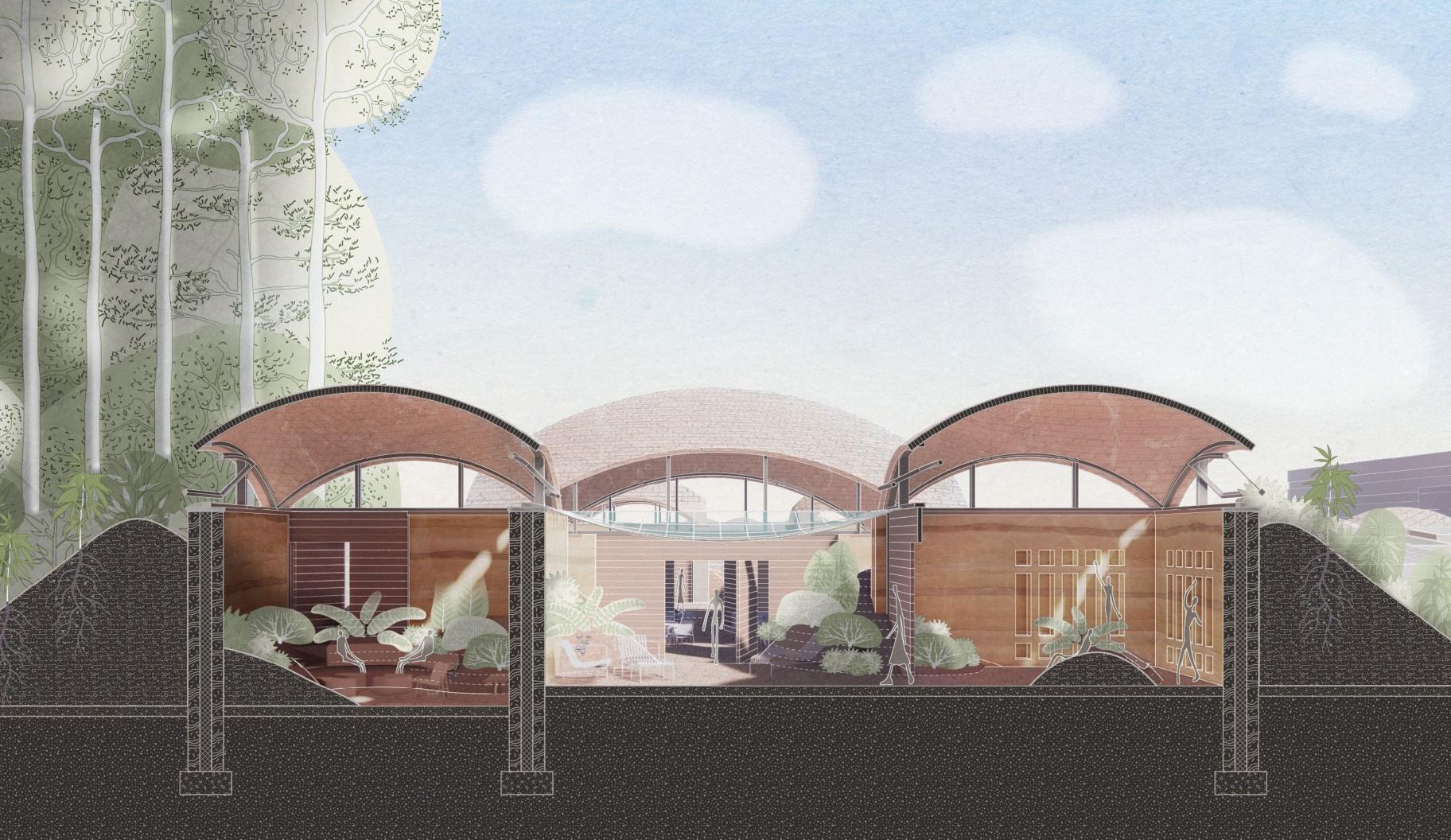
Parking Lot Remediation













**ADV iV** Afterlife of Suburban Corparte Office Parks







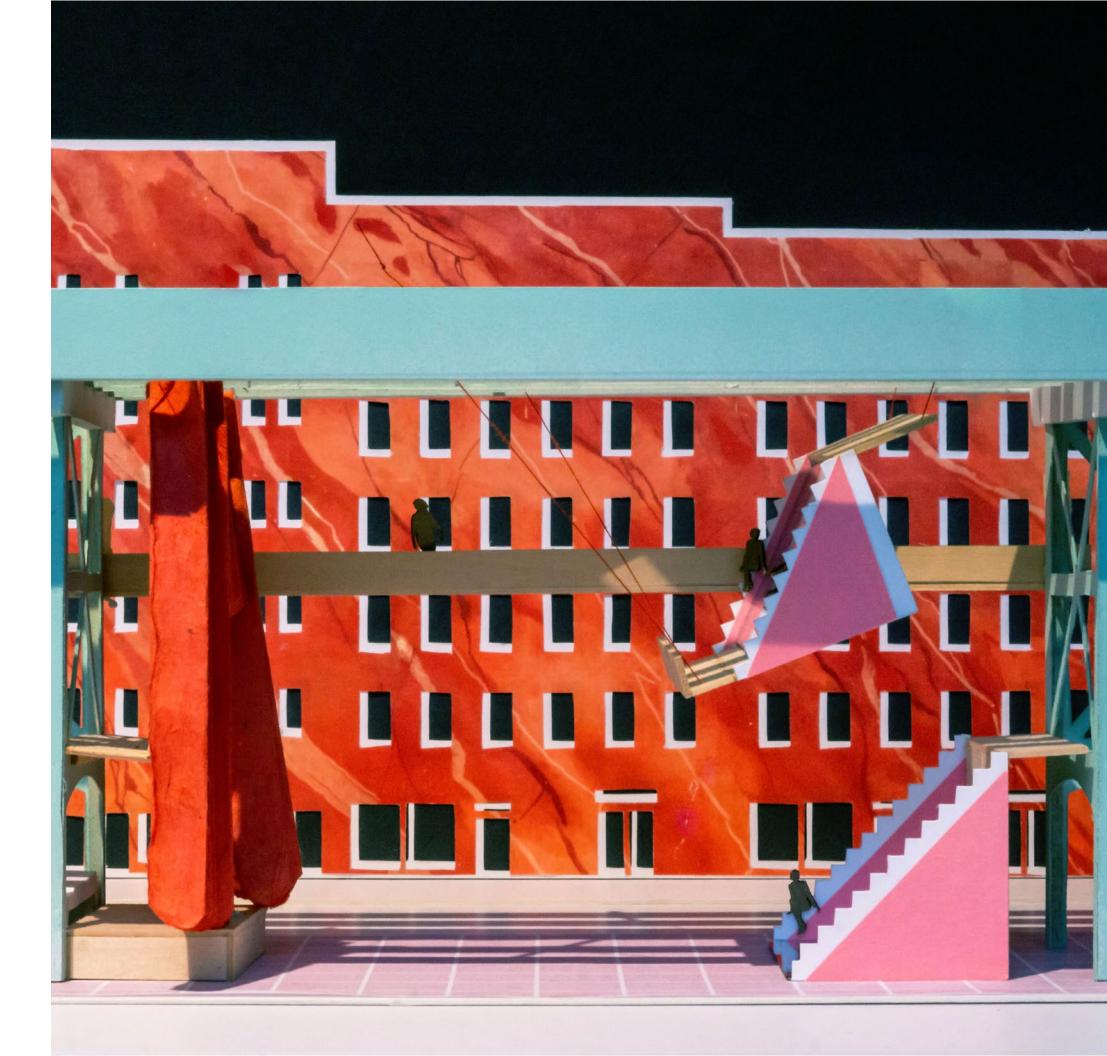
### **Disobedient Objects**

resisting gentrification in west harlem by grafting a recyling leisure center to the 125th street viaduct

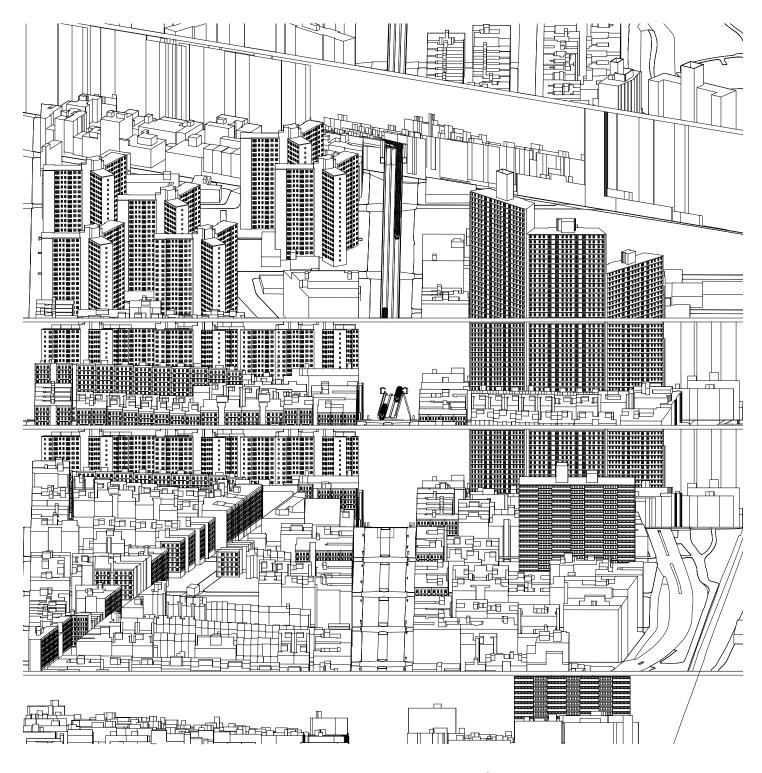
125th Street Viaduct Harlem, Manhattan

Taking inspiration from the strong culture of public life in Manhattanville, this scheme is a leisure and recycling center under the 125th subway viaduct. The project is interested in subverting the western idea of loitering and examining what happens when objects - littered on the street are repurposed for leisure becoming disobedient. Historically, social movements show a compelling relationship between repurposed objects, protests and leisure. The intervention is parasitic to the viaduct structure turning spaces into disobedient objects themselves. Programmatic objects are linked by catwalks turning leisure and recycling into a theatrical event. That voyeurism of seeing people engage in activities in a public setting is heightened by the tectonics of a transparent fabric draped over and around the objects. Overall, the project treats loitering, public life and leisure on the street as heritage of the area to be preserved and instrumentalized to strengthen community identity and defy gentrification.

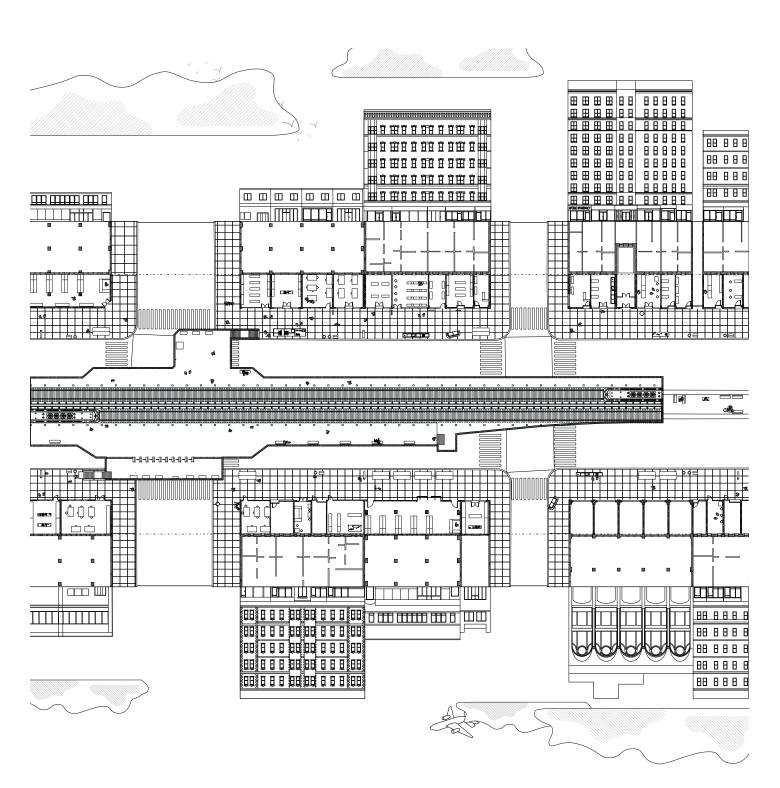
Type: Core I Studio
Professor: Alessandro Orsini



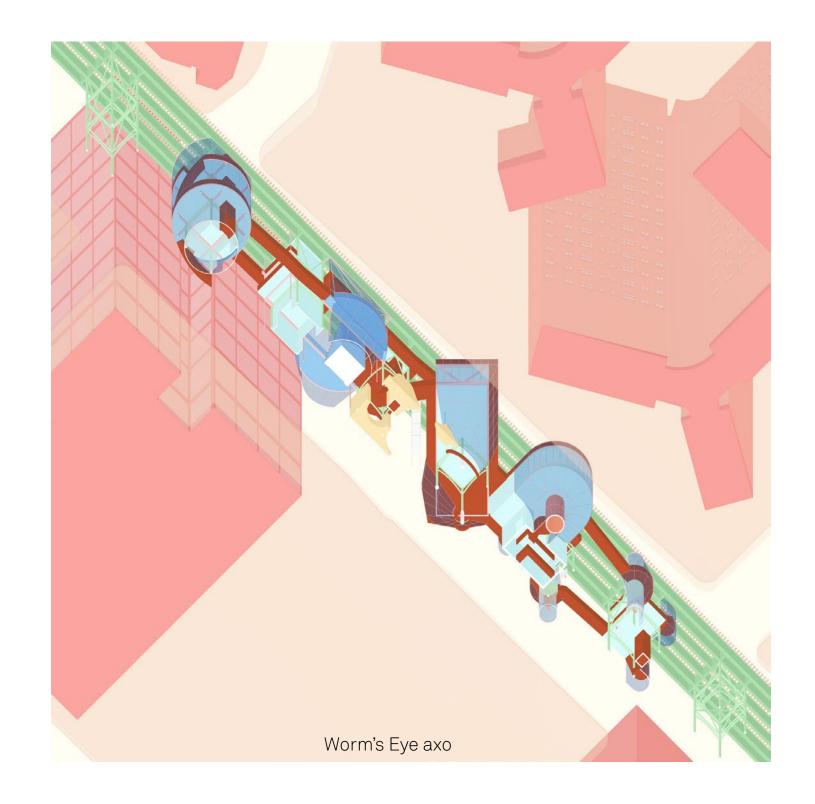
#### Black and White Site Spatial Thresholds Investigations



Capturing changing thresholds of the site



Unravelling of Thresholds of Public Space in West Harlem





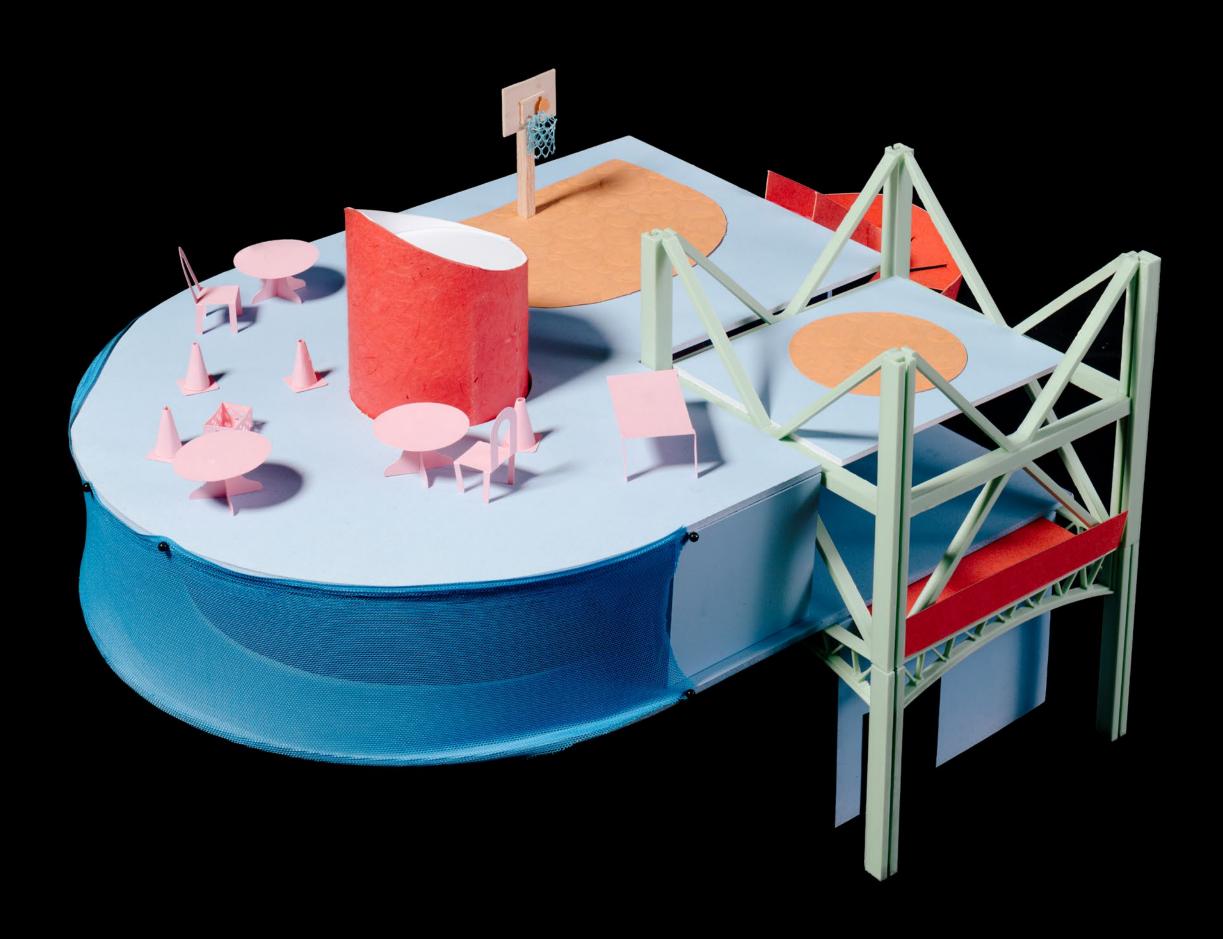


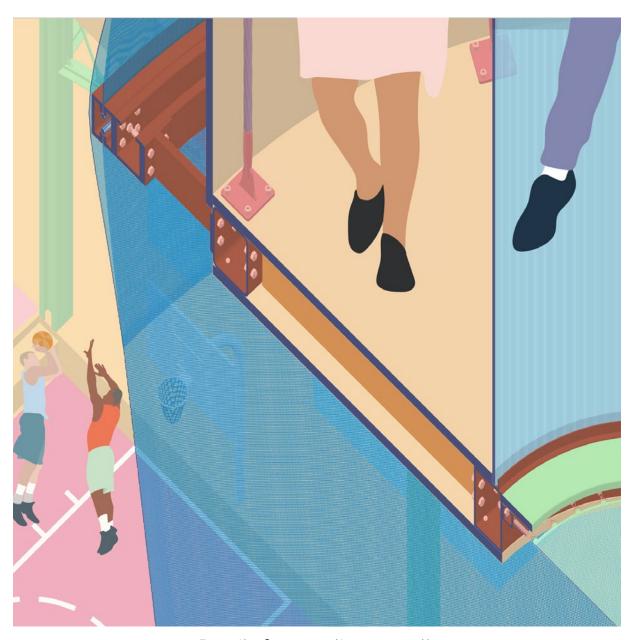


Model Photos: Leisure Center

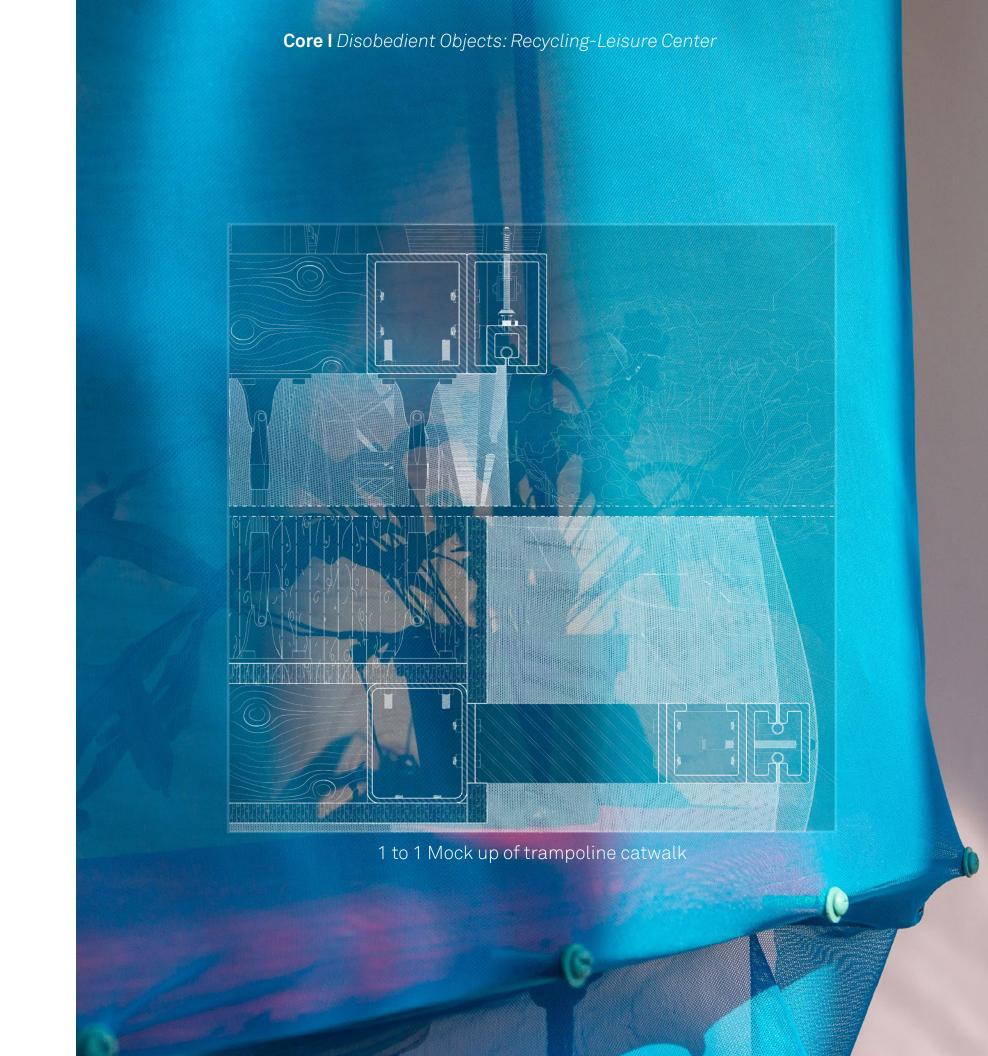


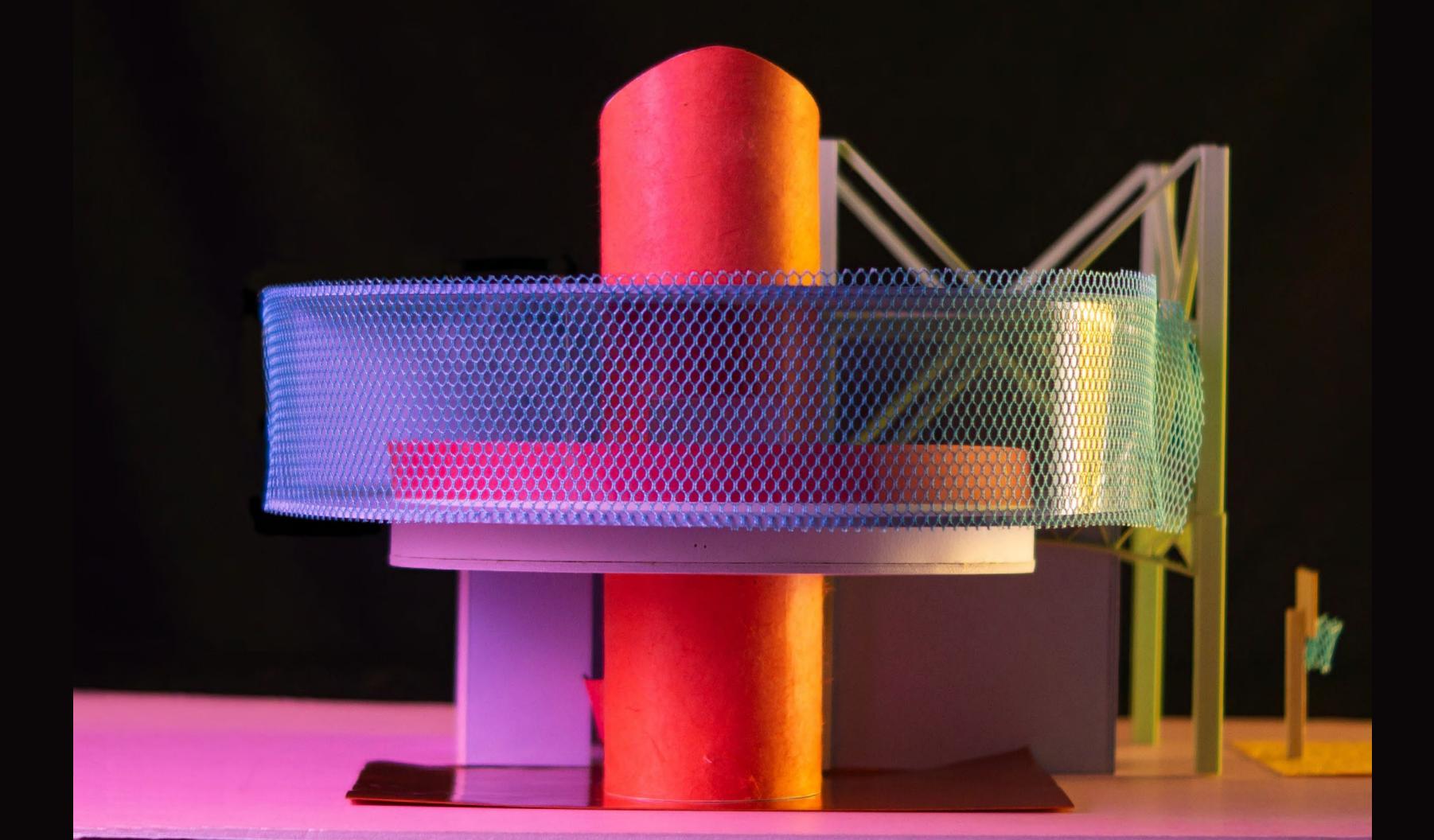
Model Photos: Recycling Objects





Detail of trampoline catwalk





#### **Urban Fabric**

de-densifying the Garnment district introducing housing for circular economy

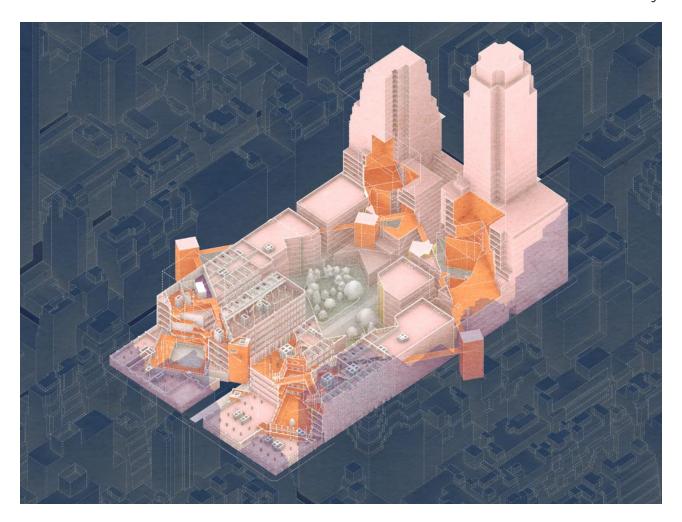
The Urban Fabric District uses the Garment District as a prototype to return life to homogenized Manhattan neighborhoods. The project operates on two levels: an architectural operation to increase light and air to levels necessary for housing, and a programmatic reorganization of the block to integrate previously separated user groups through a circular economy of material reuse.

Midtown has historically shifted from a mixed-use district. While today Midtown Manhattan is dominated by office space, it was once a thriving mixed-use neighborhood. The garment industry cuts across many types of labor and social groups, ranging from garment manufacturers, designers, hobbyists, and wholesalers. The NYC garment industry has struggled with increased rents.

The project unites two typical Midtown blocks into a superblock for the garment industry. Types of labor and work are blurred together, as workshops, tools, social spaces, and circulation are shared.

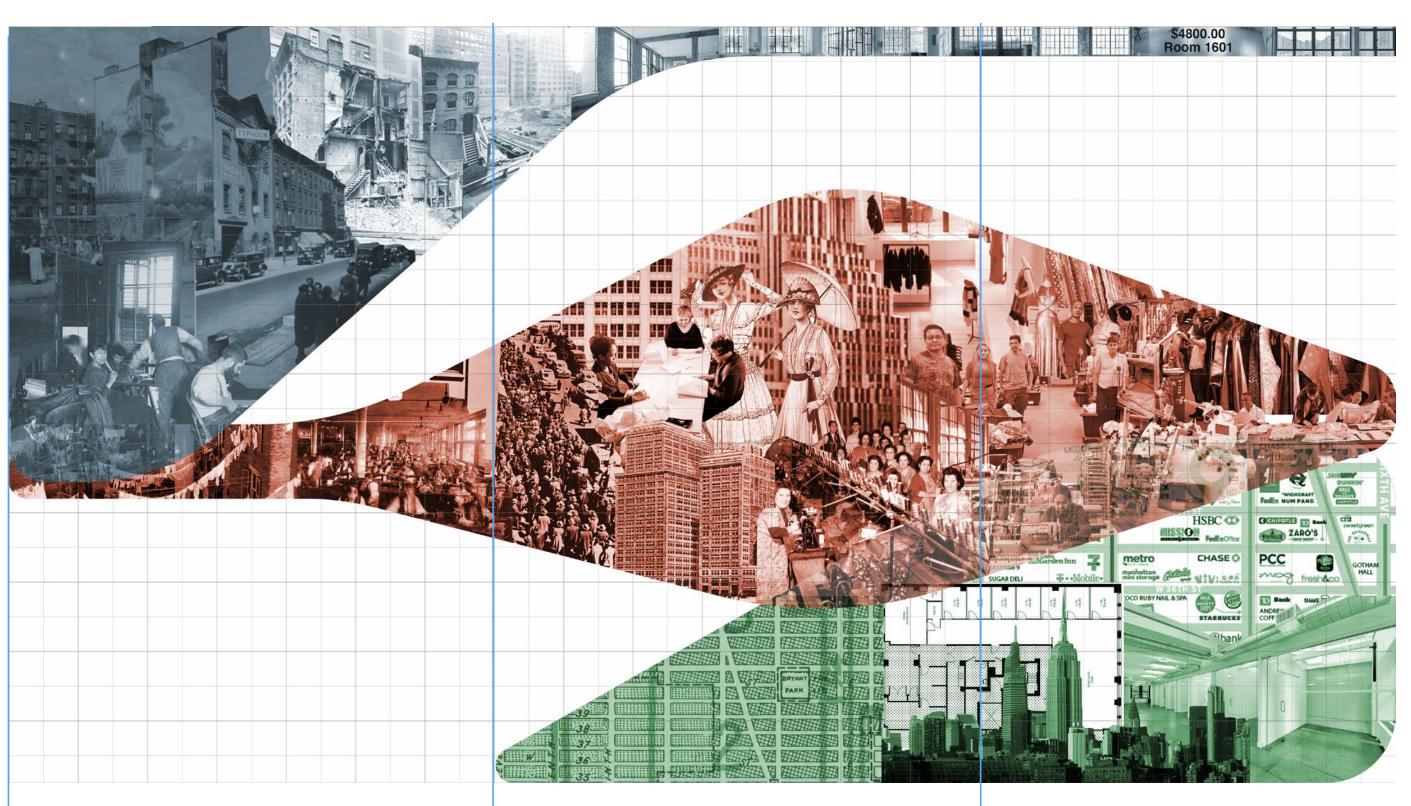
Type: Advance VI Studio
Professor: Anna Puigjaner
Collaborator: Livia Calari

Garment District, New York City



Cutaway of Superblock

# TENDERLOIN TO GARMENT DISTRICT



#### **De-densify** the Garnment to reintroduce housing



#### THE DISTRICT

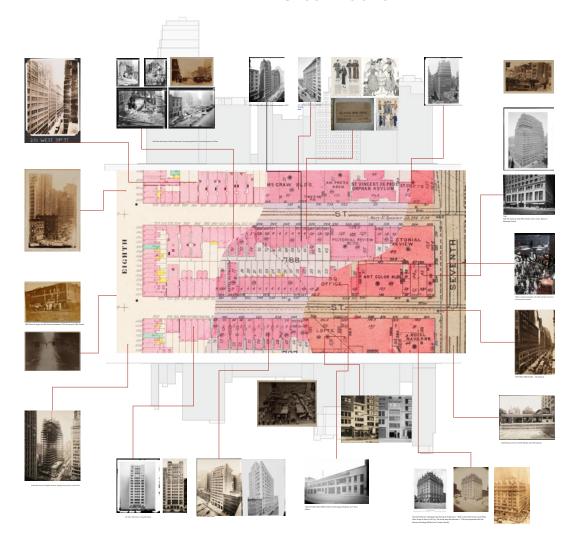


Zoning law requires 50% of area as manufacturing, though millions of sf are illegally converted to offices

#### THE PEOPLE



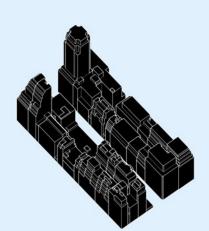


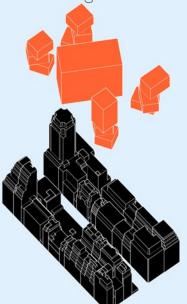


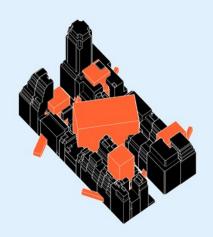




# **De-densify** the Garnment to reintroduce housing





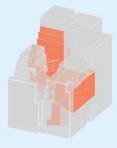




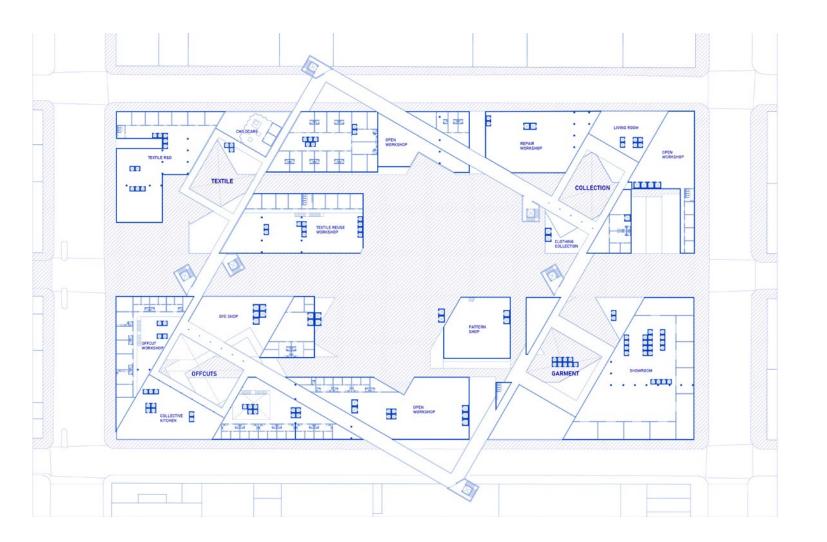


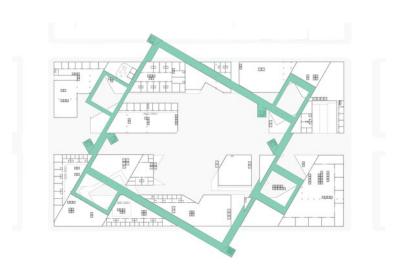


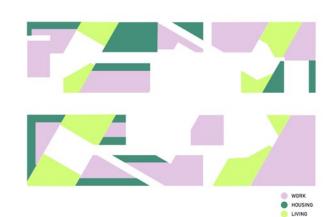


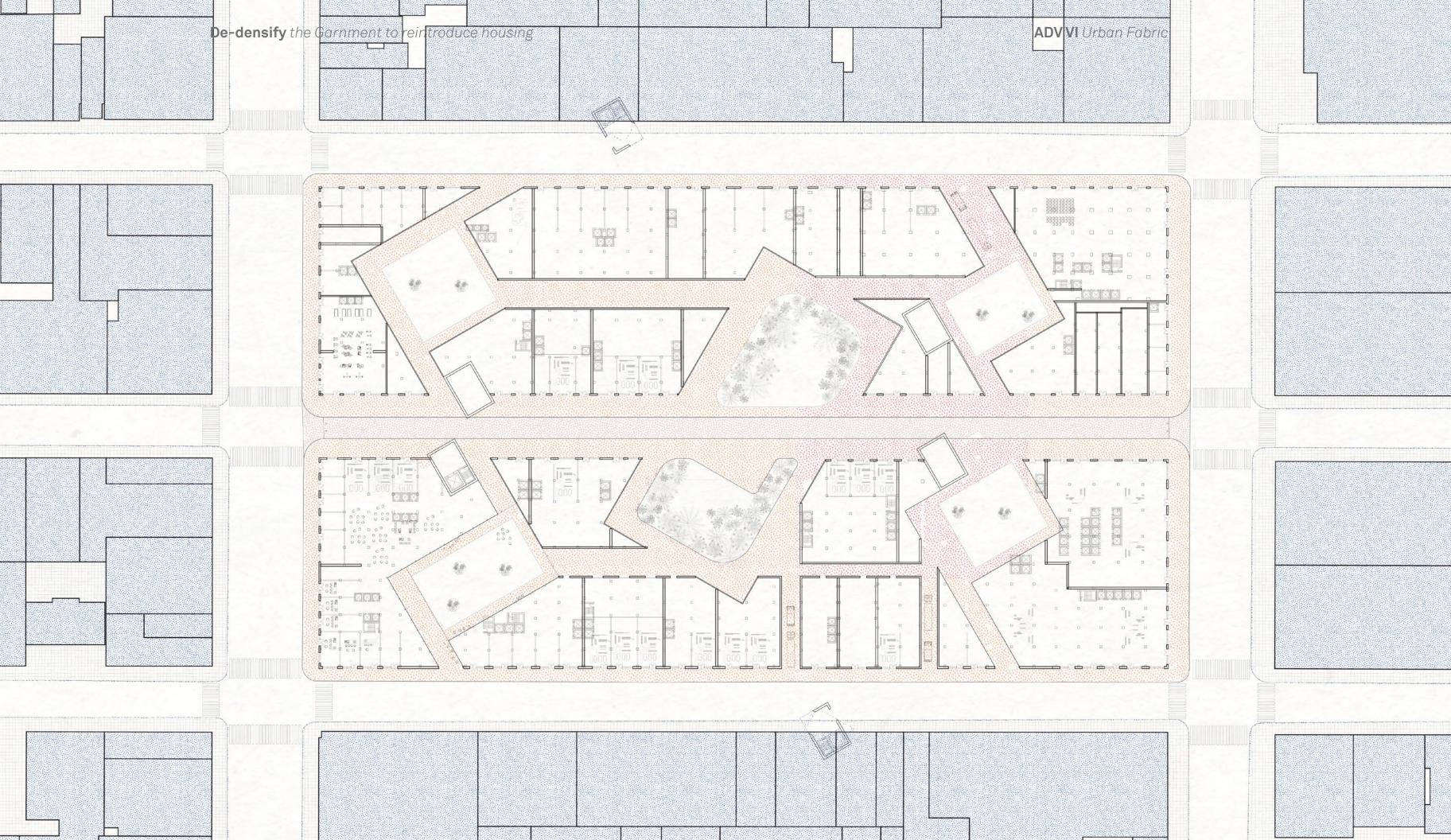


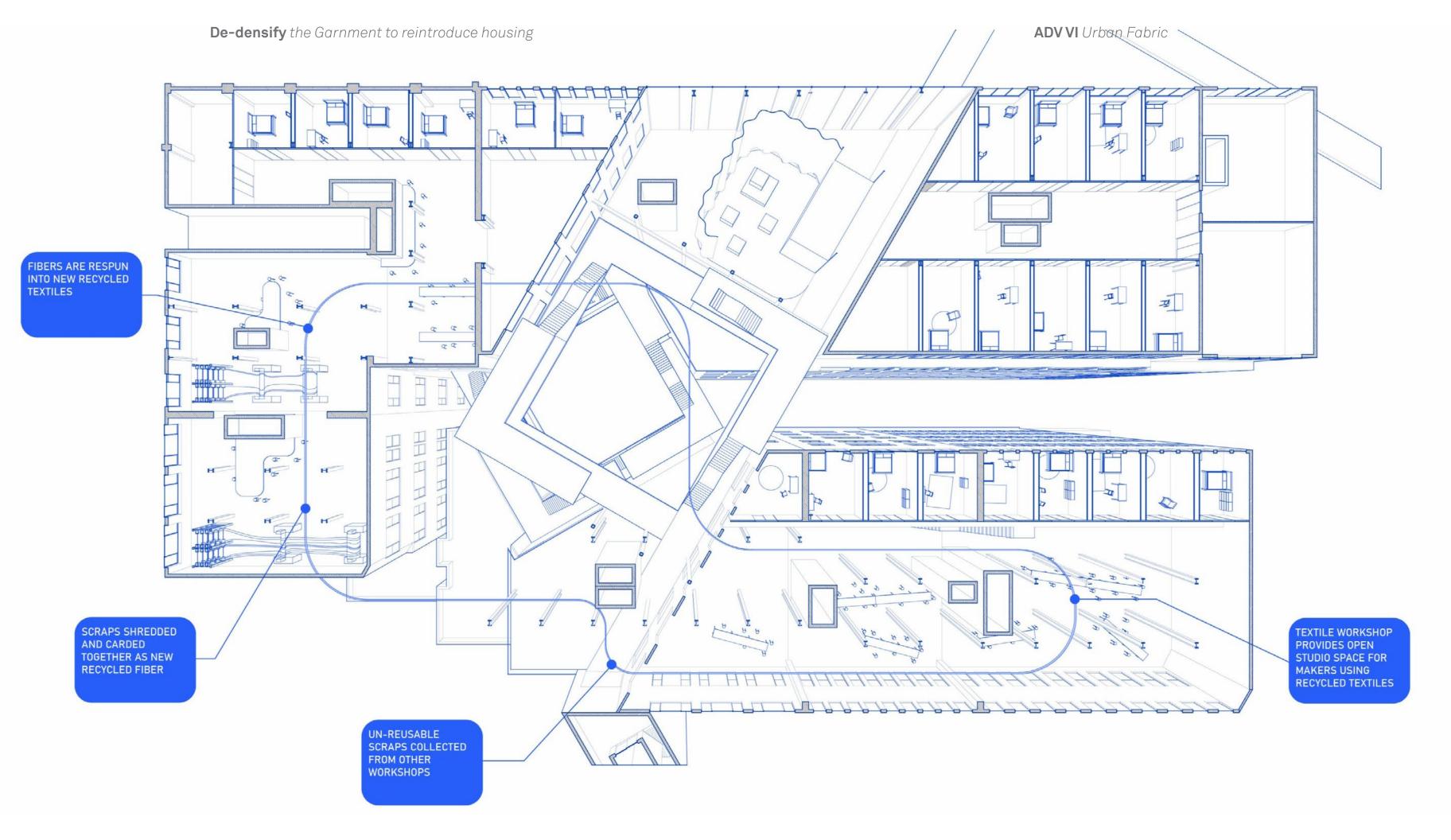
## **ADV VI** Urban Fabric

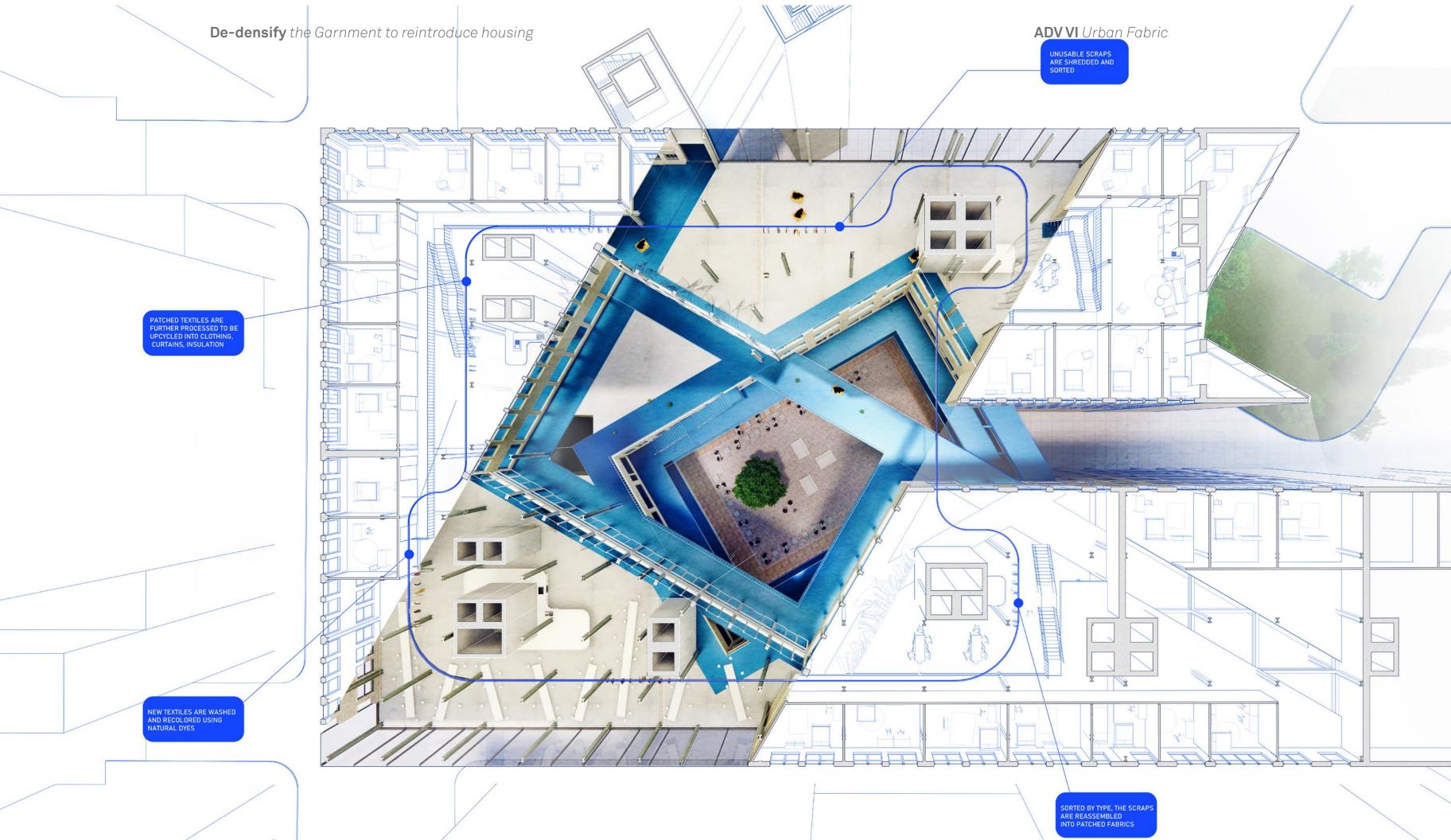




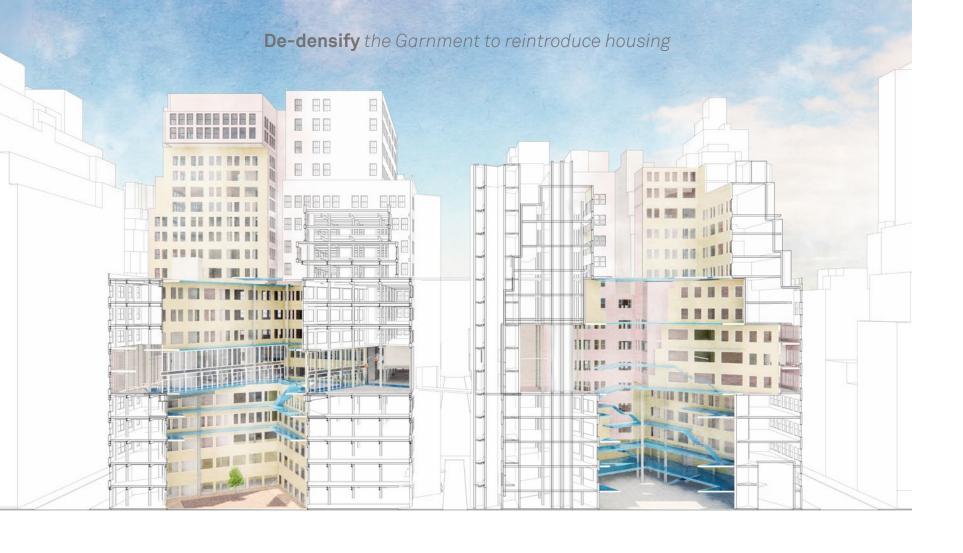




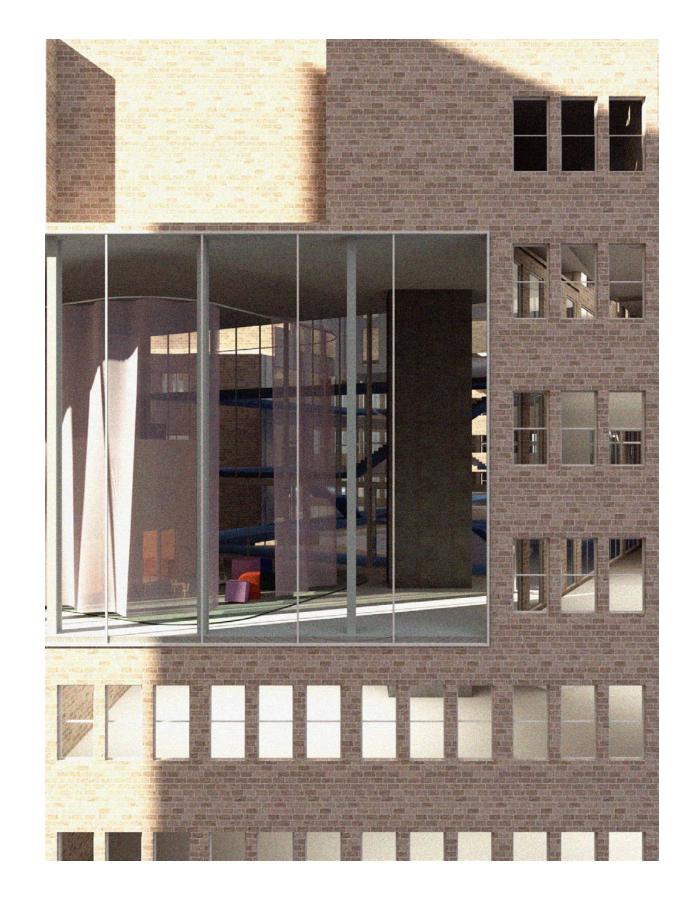
















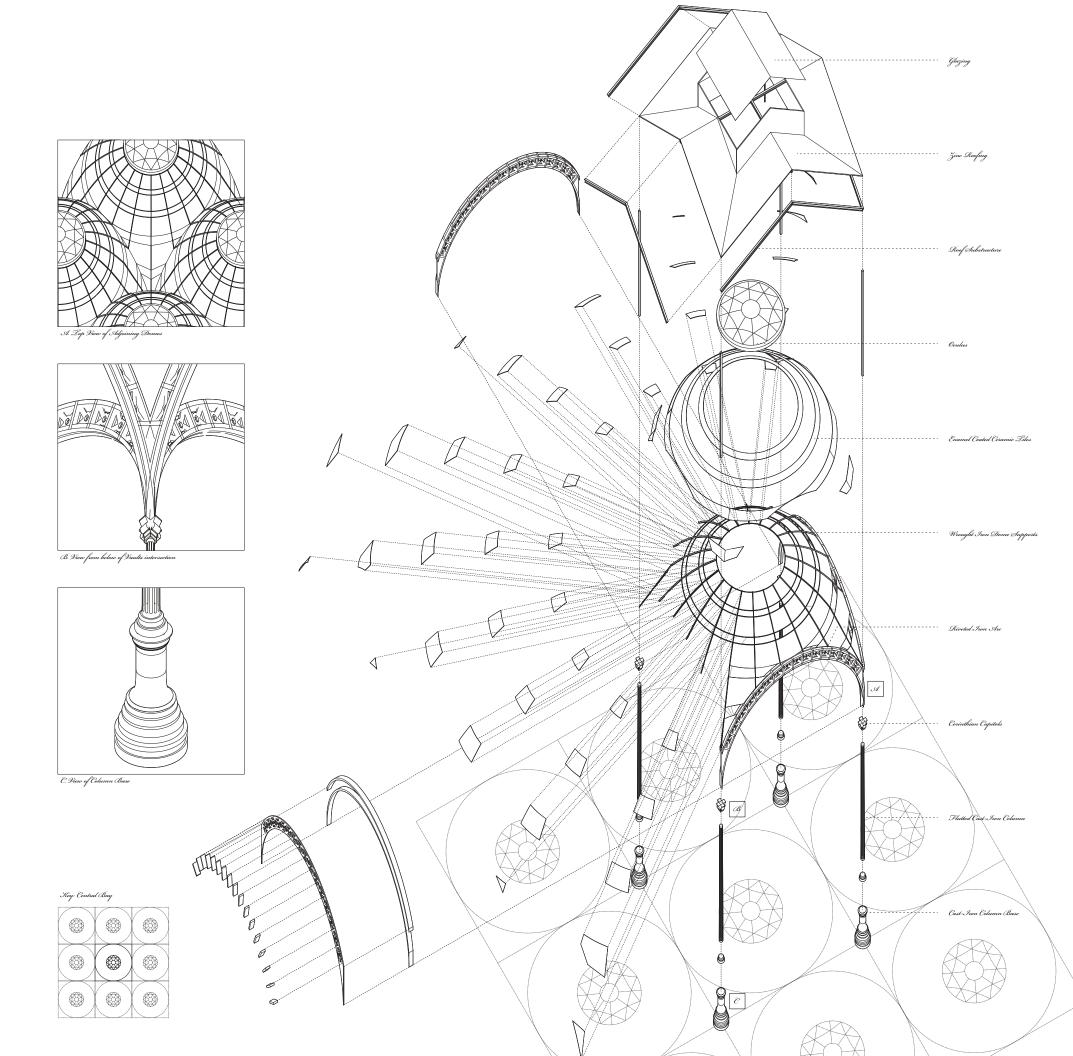
# Disobedient PROJECTS

### A Dip in Heritage

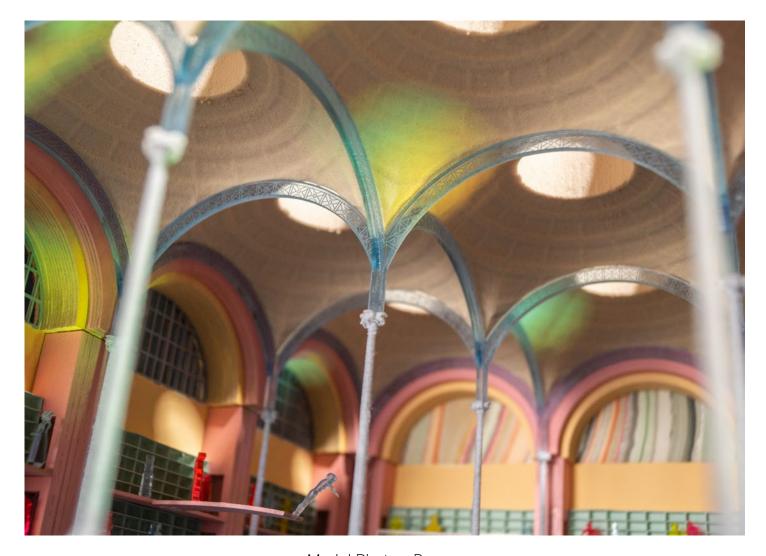
adapting the biblioteque nationale by Henri Labrouste into a swimming pool

This drawing and representation project speculates on the possibilities of adapting the biblioteque nationale by Henri Labrouste. In France, there are a plethora of lesser known 19th century iconic structure that are often neglected and fall into disrepair. Drawings and models were used to analyse and understand the structural and construction principles in the domes while depicting the contrast of an optimisic hedonism that could further propagate the reuse and adaptation of other neglegted historic structures into objects for public leisure once again.

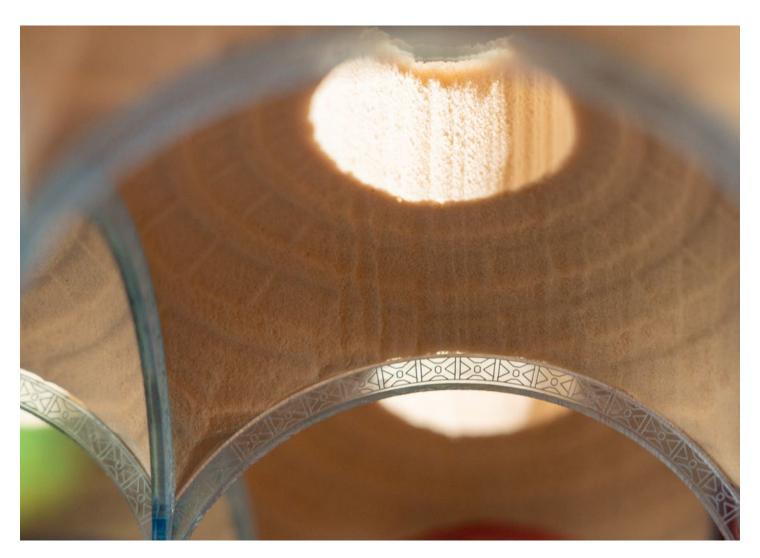
Type: ADR - | **Representation**Professor: **Bika Rebek** 



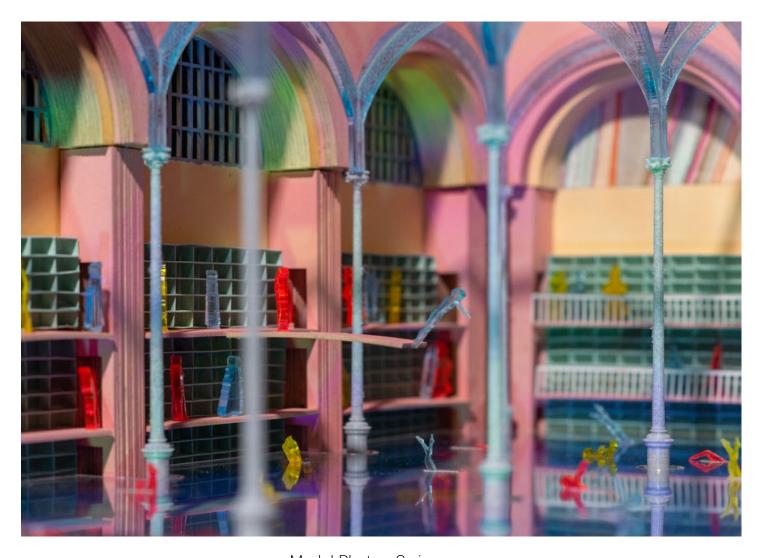




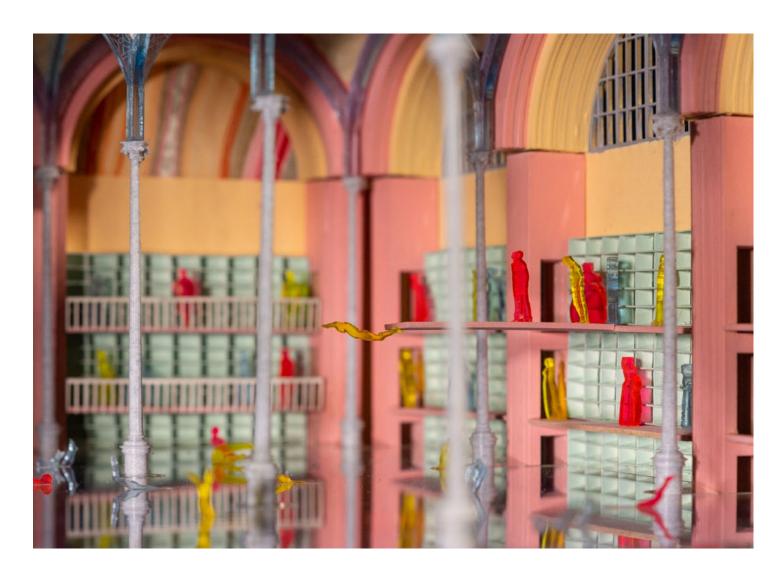
Model Photos: Domes



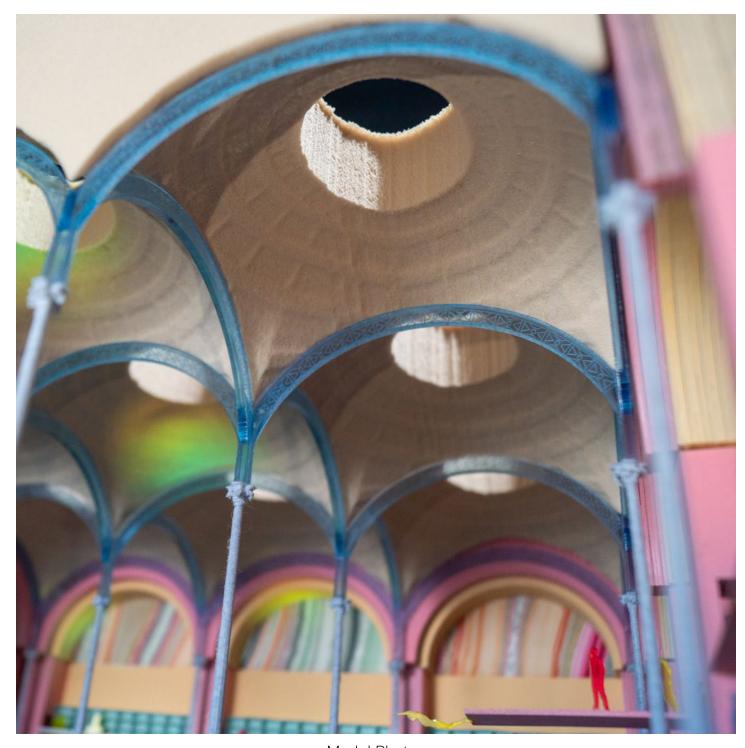
Model Photos: Domes



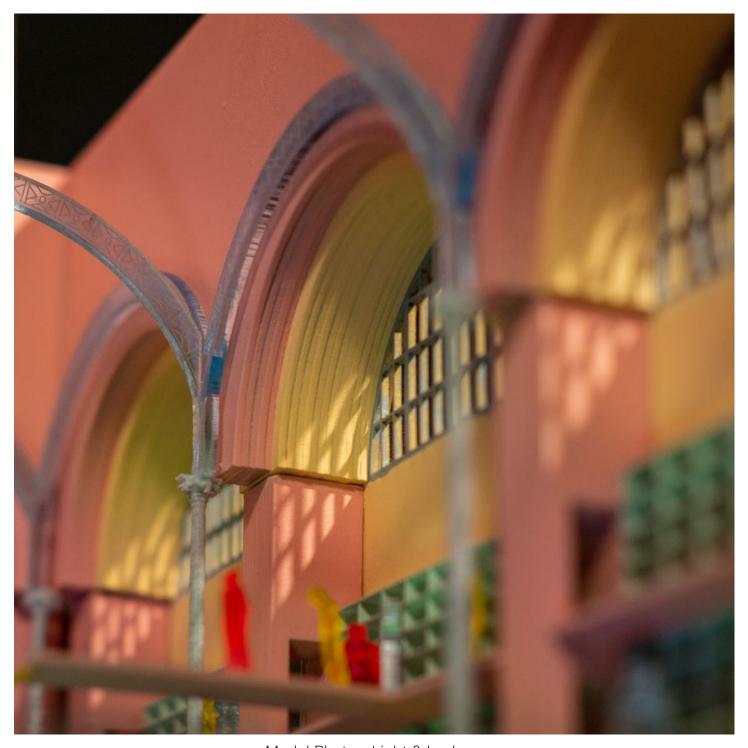
Model Photos: Swimmers



Model Photos: Swimmers



Model Photos



Model Photos: Light & Lockers



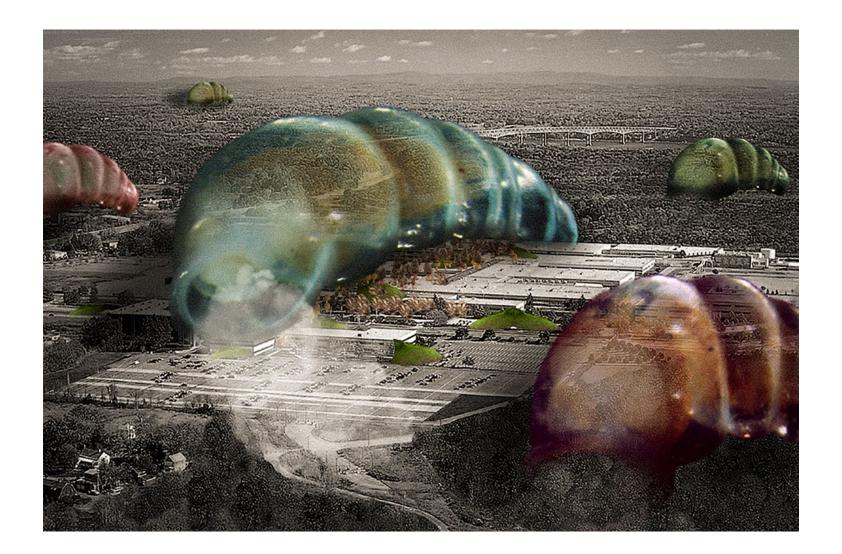
#### **IBM Forest Data Center**

Exhibition featuring mushroom powered computer

In a post-petro future, we imagine a biobased data center made up of a forest. Forest trunk rings will store our data and be wired through mycorrhizal networks underground. Each person will be given their own tree and as the tree grows, so can their data storage. This forest and mycelium growing center will be superimposed on the existing degrading IBM data center.

Participants will imagine where their data is stored in a post-petroleum bio-computing world. As one enters the space, there is a transition from the electronic waste of current petrol fuelled data centers to the future of grown computing. The diversity of species allows for multiple networks of data storage and different methods of communication.

Type: Making Kin with Biomaterials
Professor: Chris Woebken
Collaborators: Aditi Shetye
Adeline Chum















# Spare Rib

Model Fictions - Scenographic modelling for film

Significant advancements in organ transplantation (and organ engineering), coupled with the accelerating effects of a fragmented gig-economy has resulted in a population of humans that need very little sleep but instead must move constantly, like sharks, to stay fit and alive. They sleep in sub 1-hour bursts wherever they can and move on.

Type: Model Fictions
Professor: Josh Jordan
Collaborators: Kylie Walker
Jordan Readyhough

