Unadapted Armories
reorienting armories for new publics
Type: Core III Housing Studio
Professor: Annie Barrett
Collaborator: Bianca Lin

The Little Prince Primary School
reuse for childhood development
Type: Core II Studio
Professor: Erica Goetz

Supercore
subvert real-estate tactics with a super-core that reinvents the relationship between shared and private
Type: Core III Housing Studio
Professor: Annie Barrett
Collaborator: Bianca Lin

Afterlife
of suburban corporate office parks
Type: Advanced IV Studio
Professor: Phu Hoang
Collaborator: Andres Alavarez Davila
Zak Meghouni-Brown

Disobedient Objects
resisting gentrification in west harlem by grafting a recycling leisure center to the 125th street viaduct
Type: Core I Studio
Professor: Alessandro Orsini

Urban Fabric
de-densifying the garment district introducing housing for the circular economy
Type: Advance VI Studio
Professor: Anna Puigjaner
Collaborator: Livia Calari

IBM Forest Data Center
Exhibition featuring mushroom powered computer
Type: Model Fictions
Professor: Josh Jordan
Collaborators: Kylie Walker
Jordan Readyhough

Spare Rib
Model Fictions - Scenographic modelling for film
Type: Model Fictions
Professor: Bika Rebek

A Dip in Heritage
adapting the biblioteque nationale by Henri Labrouste into a swimming pool
Type: ADR - I
Professor: Bika Rebek

Afterlife
of suburban corporate office parks
Type: Advance VI Studio
Professor: Anna Puigjaner
Collaborator: Livia Calari
Unadapted Armories
reorienting armories for new publics

Brooklyn,
New York City

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

Section through Atrium
Reorient armories for new publics

Unadapted Armories
Reorient armories for new publics

ADV V Unadapted Armories
Section through Operable Theatre

Reorient armories for new publics

ADV V Unadapted Armories
Reorient armories for new publics

ADV Unadapted Armories

Section through Armory Arena and Pool

View from pool

New Facade Elevation
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
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
Reuse an existing shell into a primary school.

Core II: The Little Prince Primary School.
Reuse an existing shell into a primary school

Level 1 Plan

Core II: The Little Prince Primary School

View of atrium
Reuse an existing shell into a primary school

Core II The Little Prince Primary School

View from ramp going to roof playspace
Reuse an existing shell into a primary school

Core II The Little Prince Primary School

View from theatre looking at atrium

View from atrium looking at theatre
Reuse an existing shell into a primary school

Core II: The Little Prince Primary School
Reuse an existing shell into a primary school

Core II The Little Prince Primary School
Reuse an existing shell into a primary school

Core II The Little Prince Primary School
Reuse an existing shell into a primary school

Core II: The Little Prince Primary School
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

- 1 commercial + 1 residential
- 2 commercial + 1 residential
- Zero commercial
- In-between
- Single story commercial
- Adjacent substructure public
- Additional substructure private
- Debris store facade
- Active ---- Dormant
- Image credit: "The Bronx Boys"
Subvert real-estate tactics

Core III SuperCore
Subvert real-estate tactics

COUPLE/ EN-SUITE

Core III SuperCore

SINGLE
Subvert real-estate tactics
Subvert real-estate tactics

Core III SuperCore

Room

Shared Hallway
Subvert real-estate tactics

Core III SuperCore
Subvert real-estate tactics

Inner Block

Night View

Core III SuperCore
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 Alvarez Davila Zak
Meghouni-Brown
Adapt the remediation process to create ethical production of cannabis.
Adapt the remediation process to create ethical production of cannabis

Vaccination

Cannabis Comune

Near future

Distant future
Adapt the remediation process to create ethical production of cannabis.
Adapt the remediation process to create ethical production of cannabis.
Adapt the remediation process to create ethical production of cannabis
Adapt the remediation process to create ethical production of cannabis.
Disobedient Objects

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

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
Resist gentrification in East Harlem

Core I Disobedient Objects: Recycling-Leisure Center
Resist gentrification in East Harlem

Core: Disobedient Objects: Recycling-Leisure Center

Worm's Eye axo

Section through event Space
Resist gentrification in East Harlem

Core I Disobedient Objects: Recycling-Leisure Center

Disobedient Objects Axonometric Plan

Sports
Living Room
Gallery
Theatre
Storage Silo

TheatreGallery Storage Silo
Disobedient Objects: Recycling-Leisure Center
Core I

Resist gentrification in East Harlem

Sports
Living Room
Gallery
Theatre
Storage Silo
Resist gentrification in East Harlem

Core | Disobedient Objects: Recycling-Leisure Center

Model Photos: Leisure Center

Model Photos: Recycling Objects
Resist gentrification in East Harlem
Urban Fabric

de-densifying the Garment 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

Cutaway of Superblock

Garment District,
New York City
TENDERLOIN TO GARMENT DISTRICT

De-densify the Garment to reintroduce housing

THE TENDERLOIN: LOW-RISE RESIDENTIAL

RISE OF THE GARMENT DISTRICT

LOFT-TO-OFFICE CONVERSION
De-densify the Garment to reintroduce housing

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

Garment manufacturing is powered by women, the majority of whom are AAPI or Latinx
De-densify the Garment to reintroduce housing
De-densify the Garment to reintroduce housing
De-densify the garment to reintroduce housing
De-densify the Garnment to reintroduce housing
De-densify the Garment to reintroduce housing

ADV VI Urban Fabric
Disobedient
PROJECTS

-Appendix-
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 - I
Professor: Bika Rebek
Adapt the biblioteque nationale into a swimming pool

ADR Swimming in the biblioteque nationale

Model Photos: Domes
Adapt the biblioteque nationale into a swimming pool

Model Photos: Swimmers

ADR Swimming in the biblioteque nationale

Model Photos: Swimmers
Adapt the biblioteque nationale into a swimming pool

ADR Swimming in the biblioteque nationale

Model Photos

Model Photos: Light & Lockers
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
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