

The background of the entire image is a grid of approximately 20 small, irregularly shaped wood samples. Each sample is a different type of wood, showing various grain patterns, colors, and textures. The samples are arranged in a roughly rectangular grid, with some missing or overlapping. The text is overlaid on this grid.

non_COLLAGE

anays m. GONZALEZ

non_COLLAGE

A collage is playful.

A collage is subversive.

A collage is musical.

A collage is elegant.

A collage is sensible.

A person is a collage.

A community is a collage.

A chair is a collage.

A house is a collage.

A playground is a collage.

A park is a collage.

A school is a collage.

A building is a collage.

ARCHITECTURE is a collage.

NON_COLLAGES

PART I 01_Subversive

02_Oasis

03_Inside Out

04_Symbiosis

05_The Nesting Place

06_Shaped by Water

07_Sinuosity

PART II 08_Avery Spot

09_Body_Line_Smudge

10_Steroid Plants

11_Power Plant(s)



non_STUDIOS

01 SUBVERSIVE

Core | Studio | Fall 2019
Critic: Lindy Roy

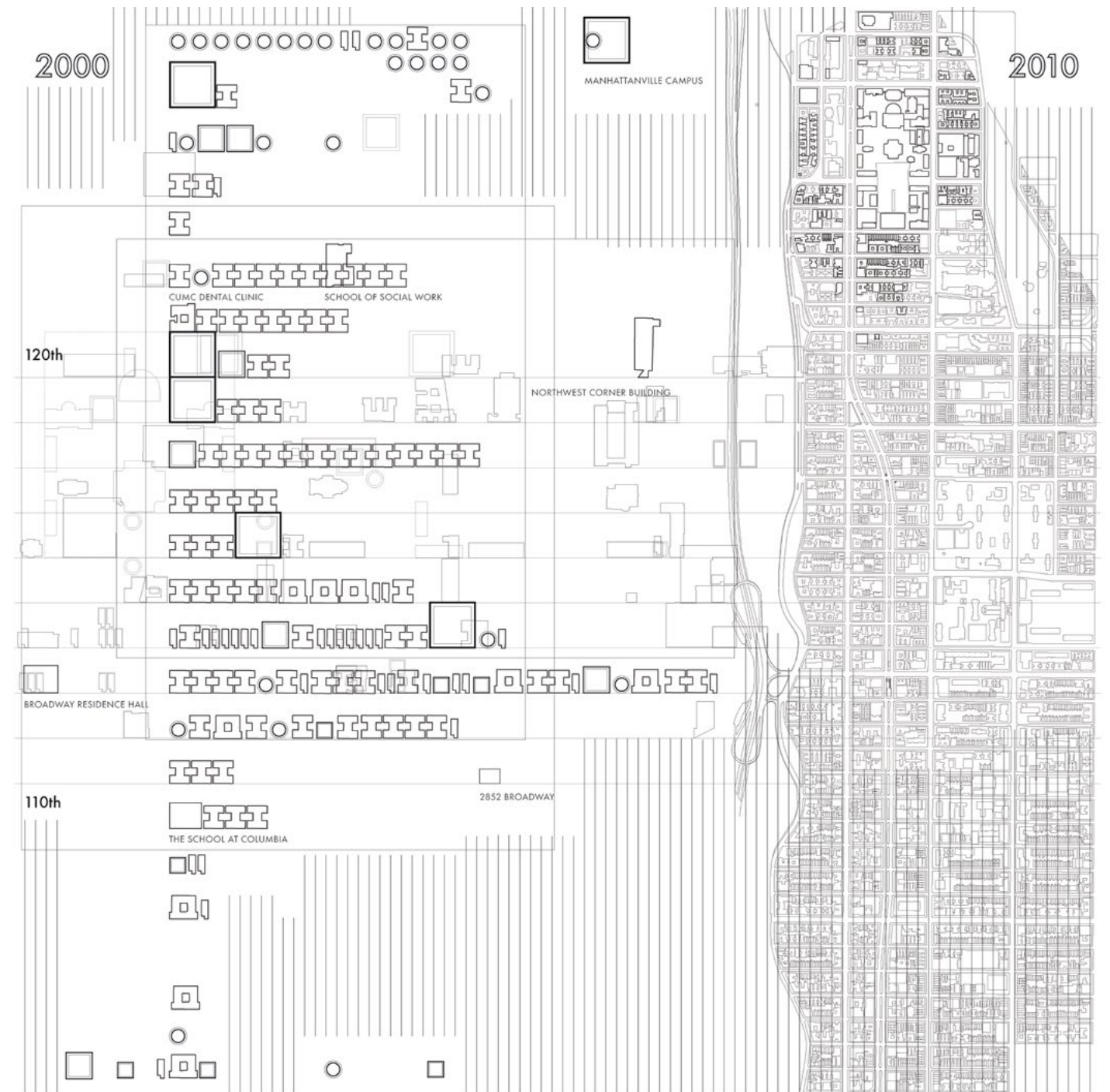
A PUBLIC SPACE

Columbia University, New York City

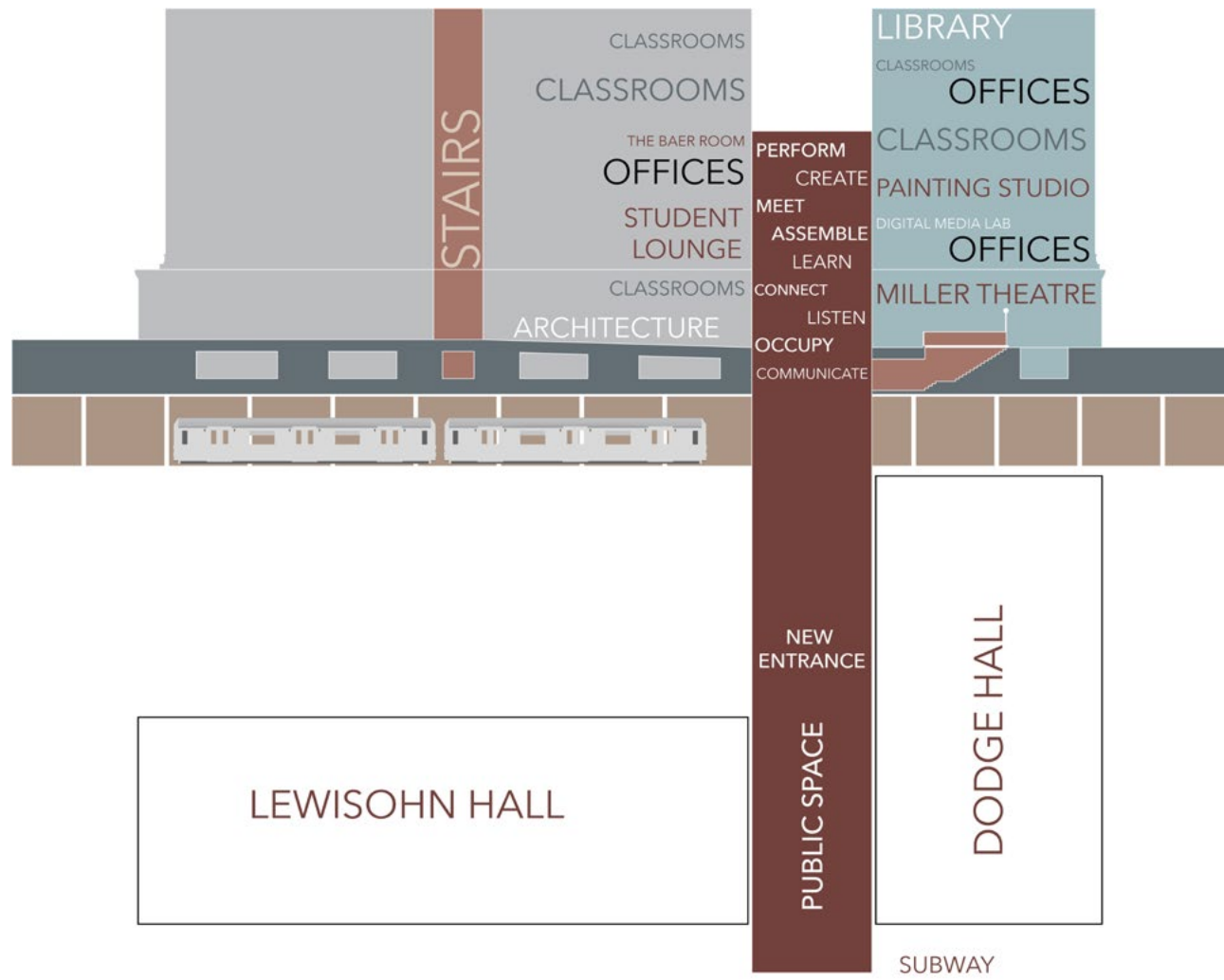
The year 1968 proved to be one of the most intense in the history of the U.S. and it was not an exception for Columbia University. This project stems from research conducted on Columbia's behavior towards its neighboring communities and land rights. During that same year, students protested against Columbia's construction of a gym at Morningside Park, arguing that it bluntly separated Harlem from Morningside Heights. Students occupied the park as well as buildings. The most iconic depiction is the occupation of windows.

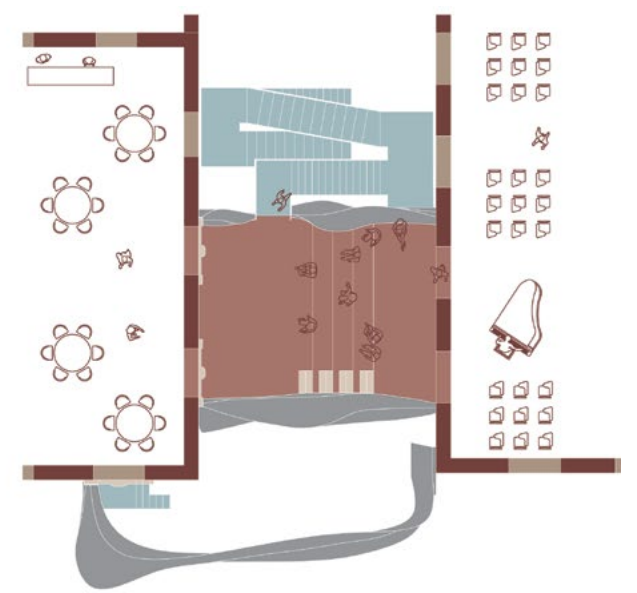
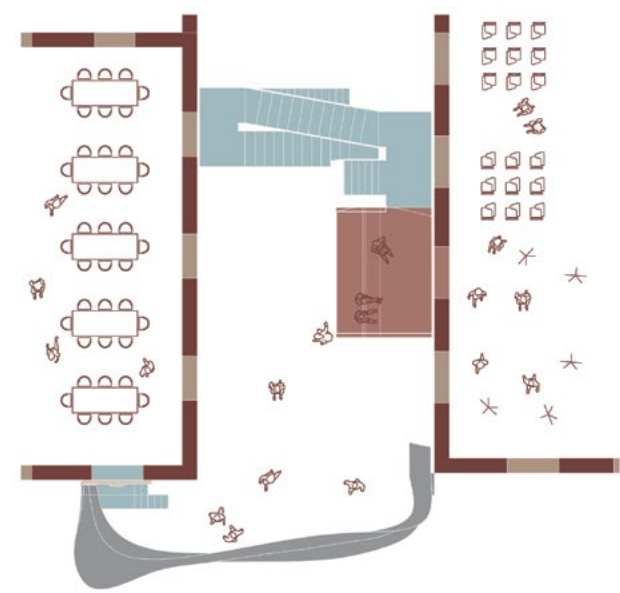
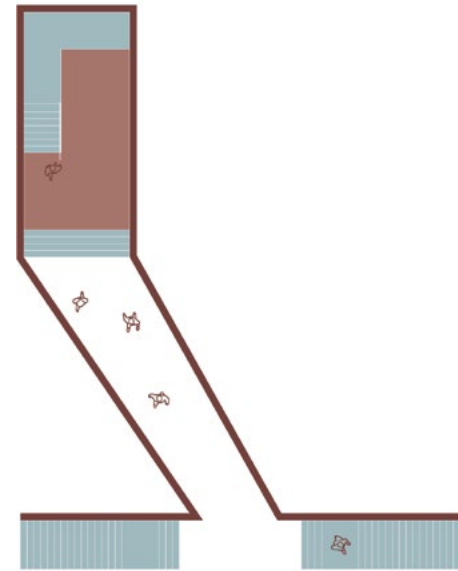
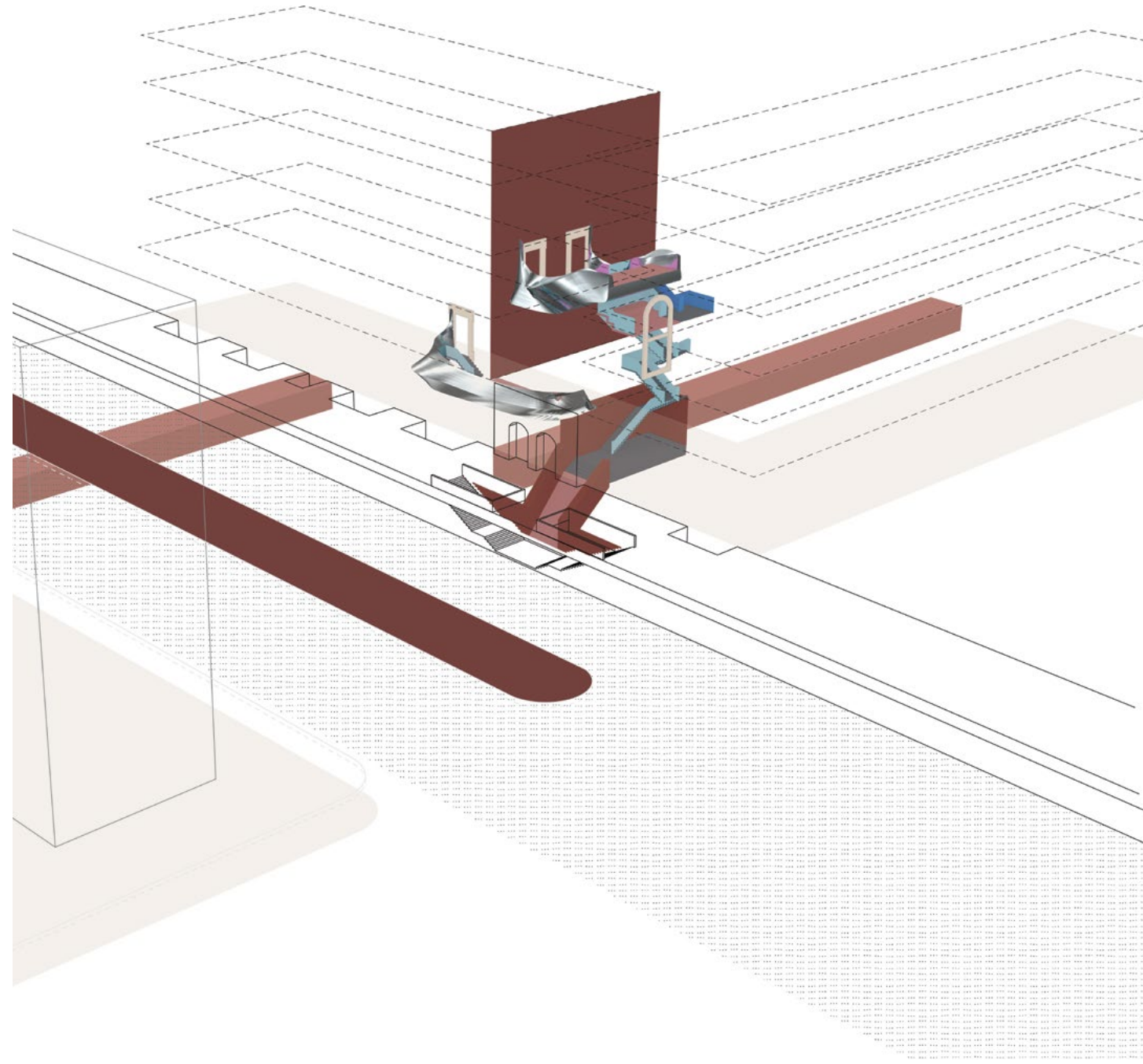
Subversive responds to this still existent behavior and proposes a public space within Columbia University that can be accessed anytime from the subway. No fences. No walls. Just giving a small space back to the community that has been left out. Ironically, the aesthetic of the proposal depicts that not enough can be done to repair the damage done. The proposal melts the existing facades and transforms them into something new. The access from the buildings is through the windows.





Columbia's acquisition of properties from 2000 - 2010







Exterior View of Subversive

02 OASIS

Adv IV Studio | Spring 2021
Critics: Richard Plunz & Douglas Woodward

Joint Architecture/Urban Planning Studio
Urban Planning Partner: Katherin Sibel

FOSTERING COMMUNITY RESILIENCE

Villa Muñeco, Culebra, Puerto Rico

Oasis furthers community resilience and challenges land boundaries for the people of Villa Muñeco in Culebra, where housing is lacking and food costs are high. The concept is **'Plant a Tree, Grow your House.'** This project focuses on water as the connecting feature, while fostering tighter relationships through living and gardening together. It is composed of 25' modular units strategically placed in the north-east direction for natural ventilation, curved roofs for rainwater collection, and bamboo windows as storm-shutters. Its surrounding gardens are a combination of agroforestry and permaculture techniques to protect the built environment and maximize food output to provide social, economical, and environmental benefits concurrently.

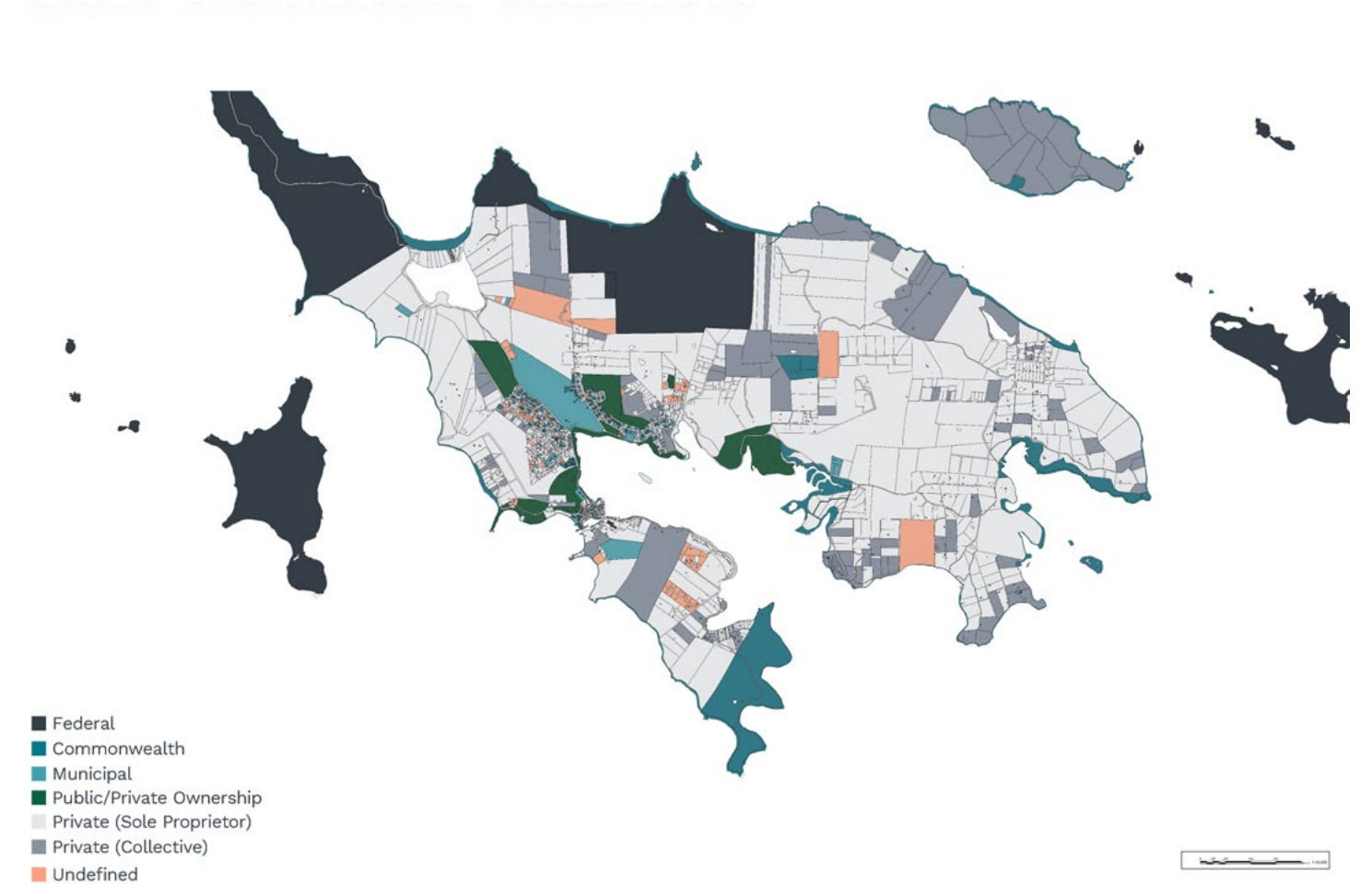
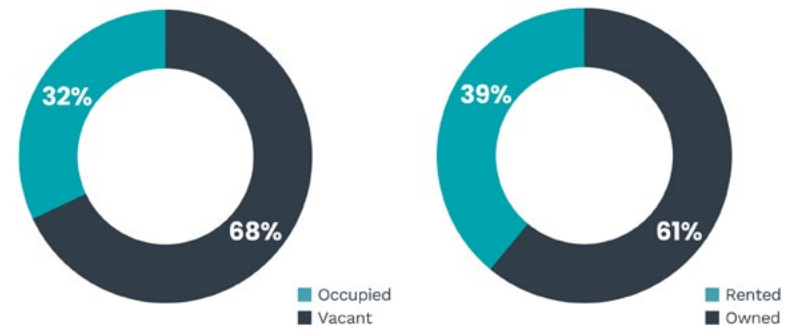
Modular walls being are the first built component so that people in need can 'grow' their house within them, while also participating and benefiting from the community garden on site. As a possibility of its outcome, we propose both transitional and permanent housing units for a total of 9 units to minimize cost and displacement to users in different housing situations. By combining ecological and built features, Oasis facilitates community intimacy and connection, not only during emergencies, but all-year-round.



Oasis during the first phase



Overall Profile of Culebra



Land Ownership Map of Culebra

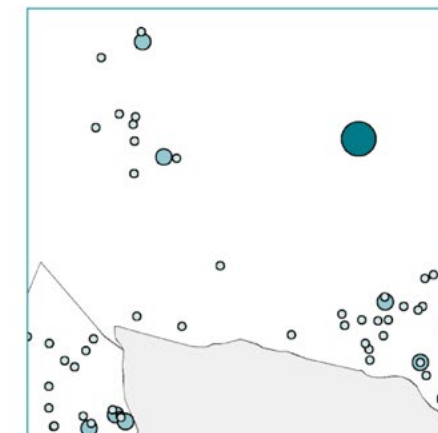


Villa Muñeco Community

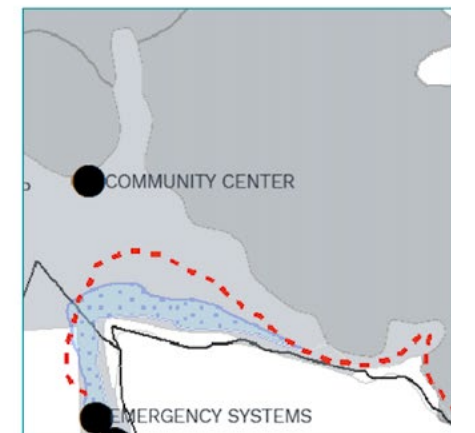
LAND OWNERSHIP






AIRBNB LISTINGS



ENVIRONMENTAL RISKS



Villa Muñeco Vulnerabilities

- EXISTING GUESTHOUSES
-  EXISTING COMMUNITY CENTER
-  HIKING TRAIL
-  BIKE TRAIL
- PHASE 1 Sites
- PHASE 2 Sites
- HOUSING



Villa Muñeco

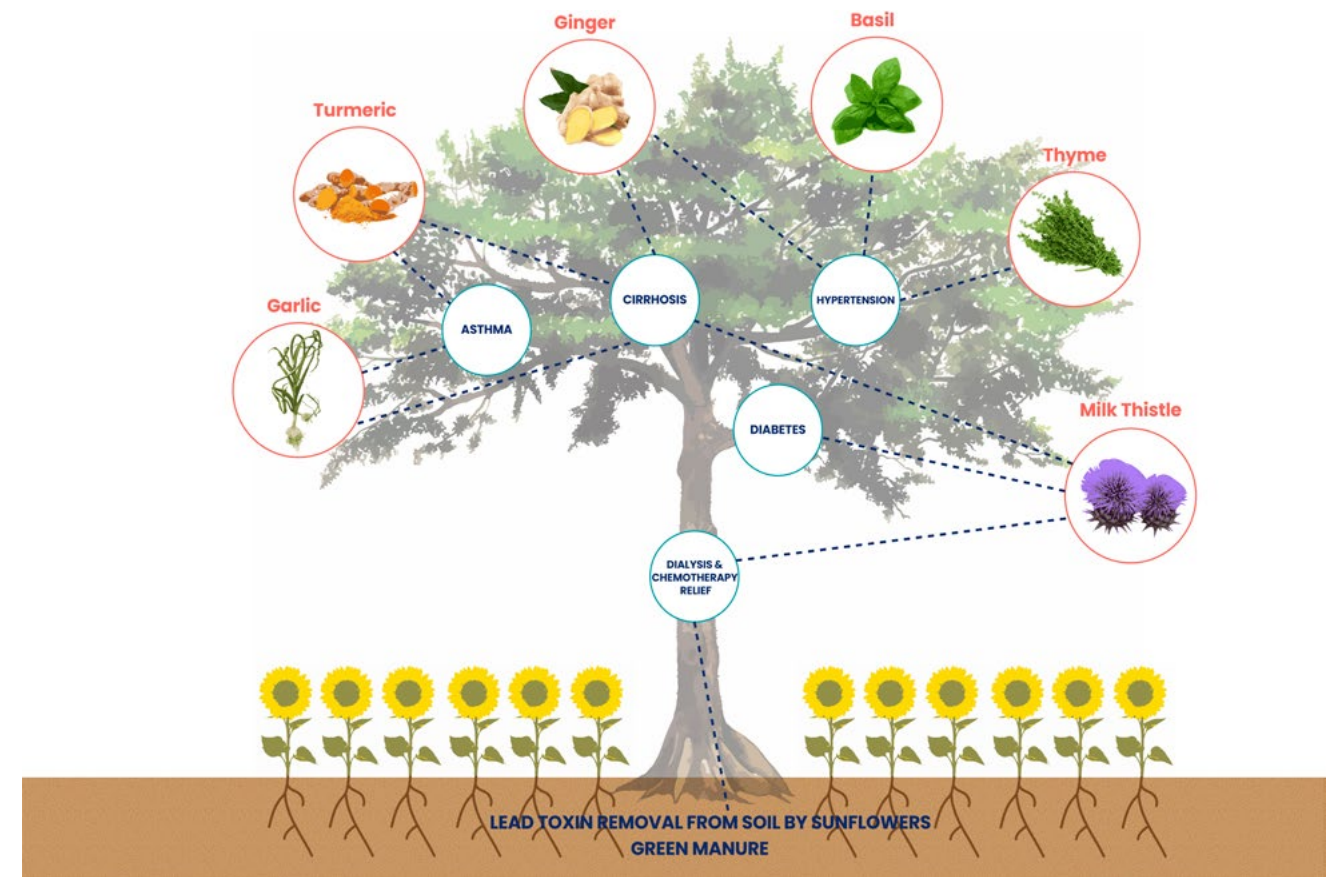
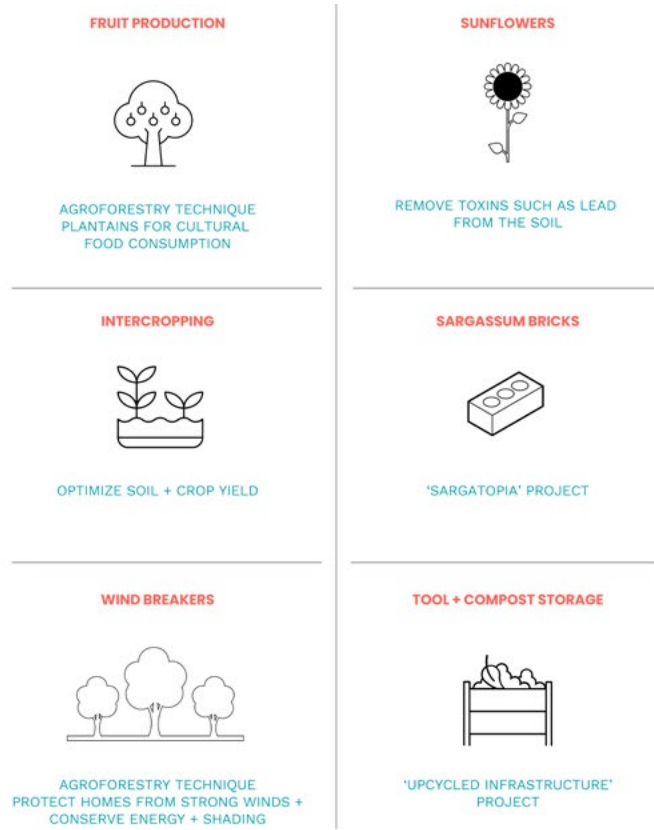
Barriada Clark

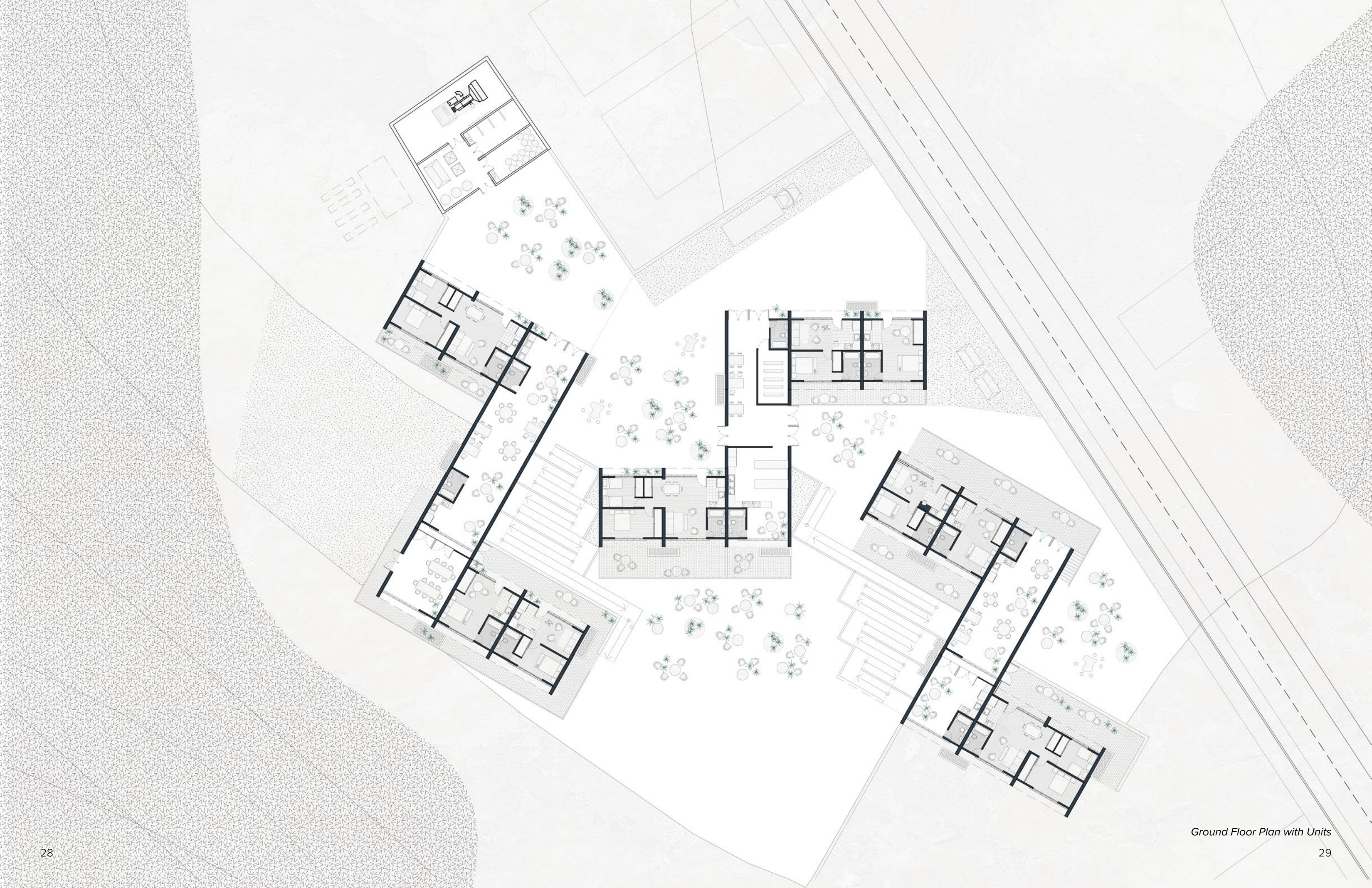
Airport

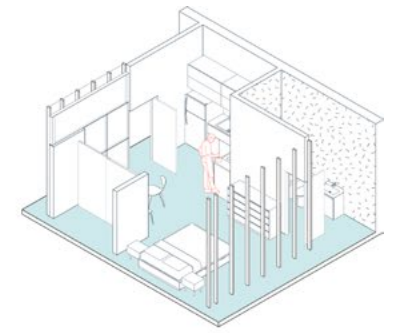
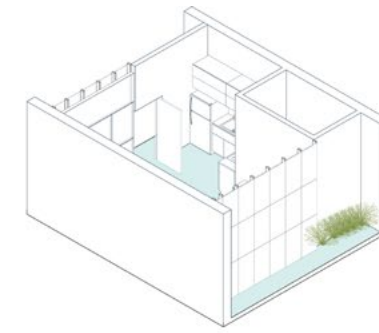
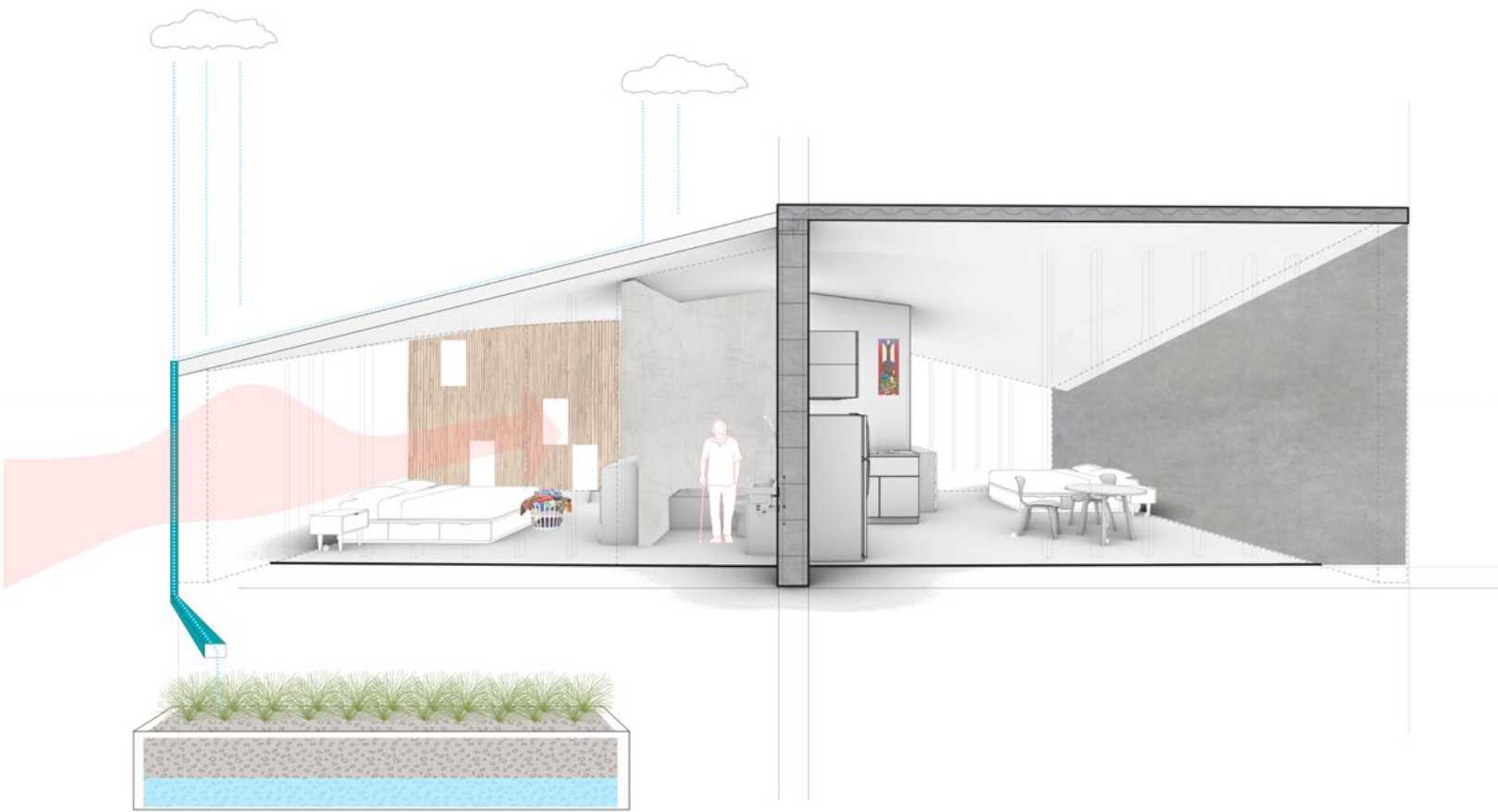
La Romana



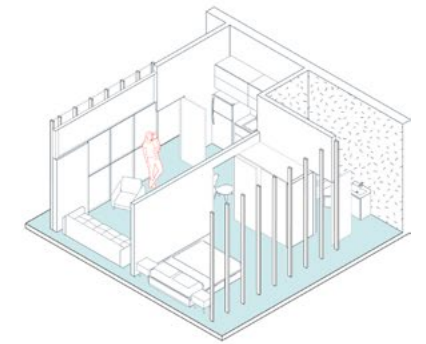
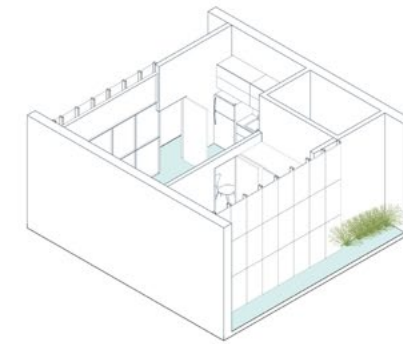
Combining Community Health + Housing in Villa Muñeco



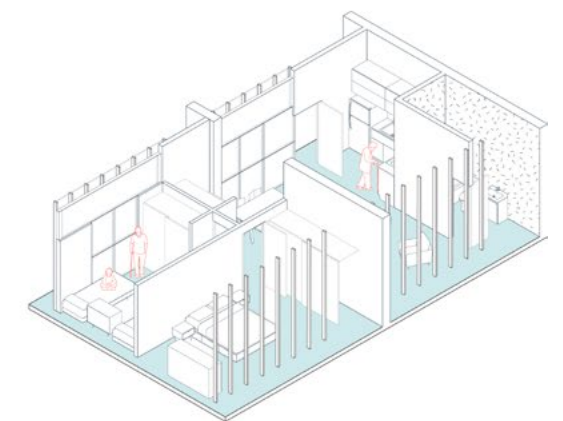
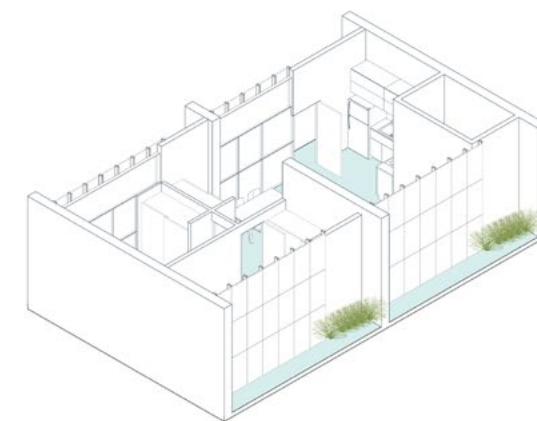




STUDIO TRANSITIONAL



1-BEDROOM TRANSITIONAL



2-BEDROOM PERMANENT



Interior View of Oasis Housing Unit

03 INSIDE OUT

Adv V Studio | Fall 2021
Critic: Stephen Burks

THE FUTURE OF PUBLIC HOUSING

NYCHA Gowanus Houses, Brooklyn, NY

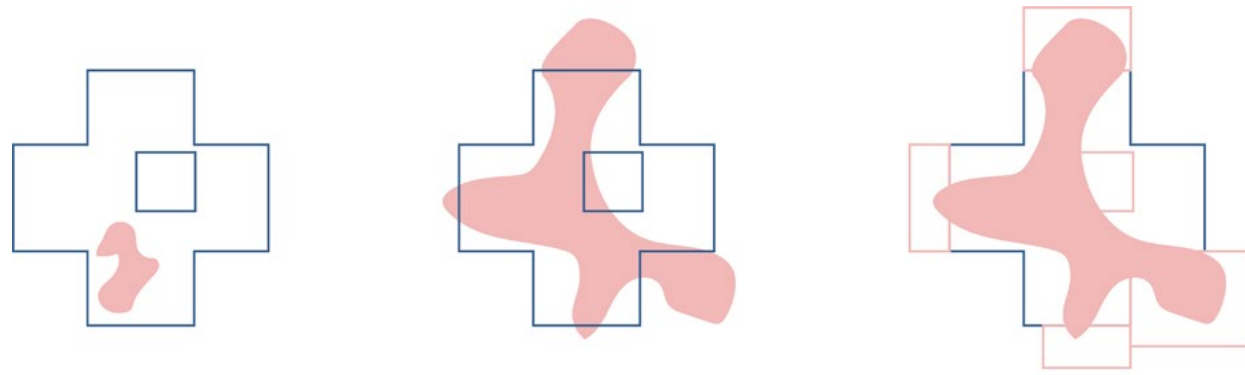
Inside Out will uncover and build upon the existing community interest in arts and music as a seed for transformation by challenging the physical boundaries and circulation of the existing in order to allow space for the community to grow and bring new residents. What happens inside will be reflected on the exterior and multiply until it reaches its surroundings.

The insertion of music and art throughout the existing and new buildings will generate new housing typologies for both families and nonfamily households, improving the lives of the people already living there and also attracting new residents. By activating the ground plane with new public spaces dedicated to arts, we provide a place for everyone to gather and feel home, instead of being strangers, and also create an opportunity for both in-house and exterior businesses to generate revenue towards improving living conditions there. The idea is that the people feel they can grow where they live, and not feel cornered by the changes. And as a result, more people will want to live there.

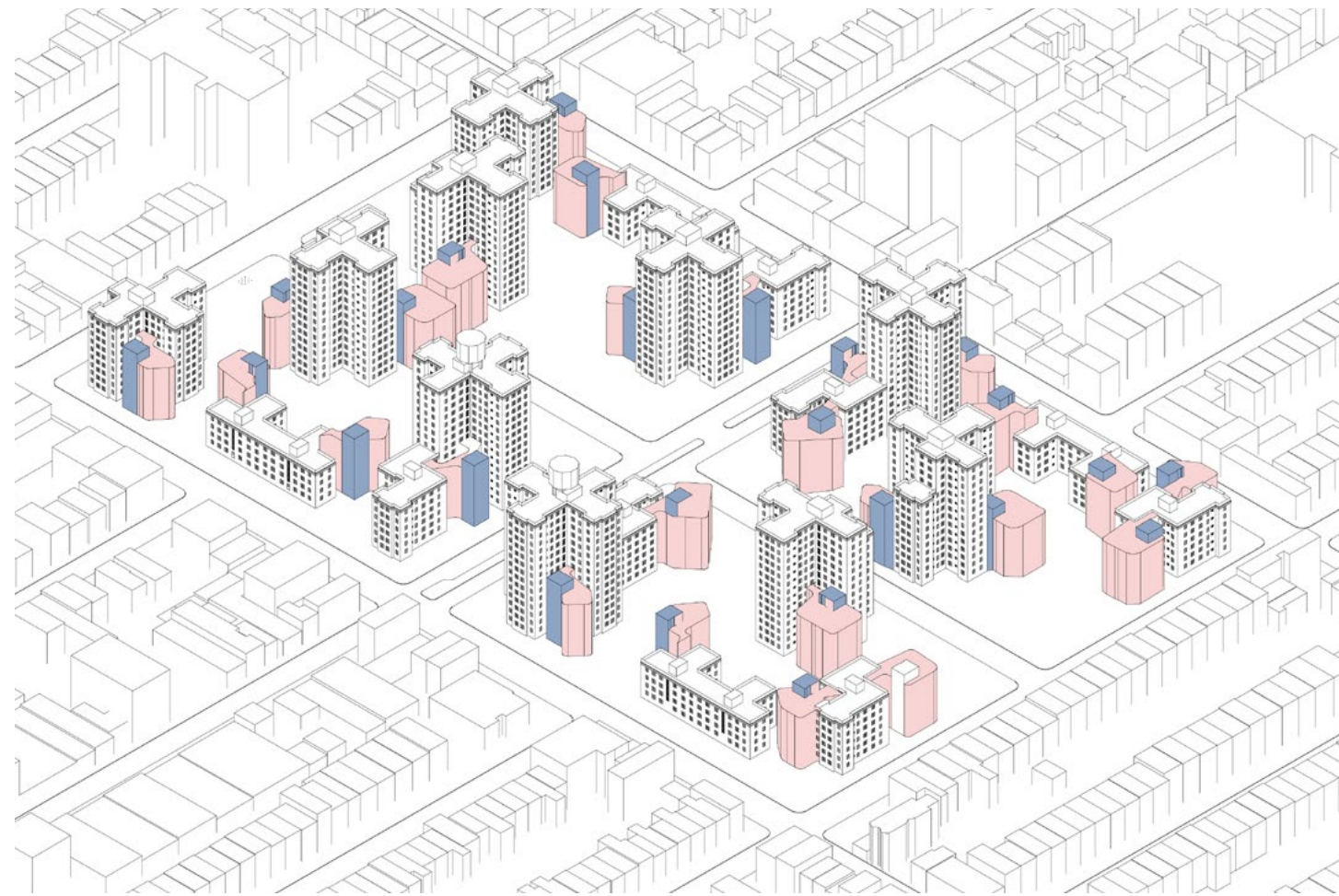
The proposal is to start Inside Out, literally, by exposing what is already happening inside the community and amplify it to create something new that transforms the existing and integrates with the surrounding communities.



Interior View of Open Corridors



Concept of Amplification



Step 1: Enlarge windows



Step 2: Remove core



Step 3: Exterior cores + new pathways



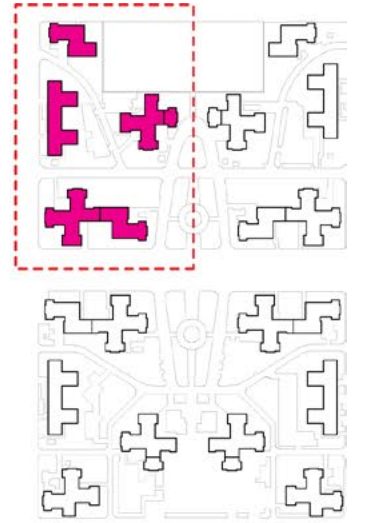
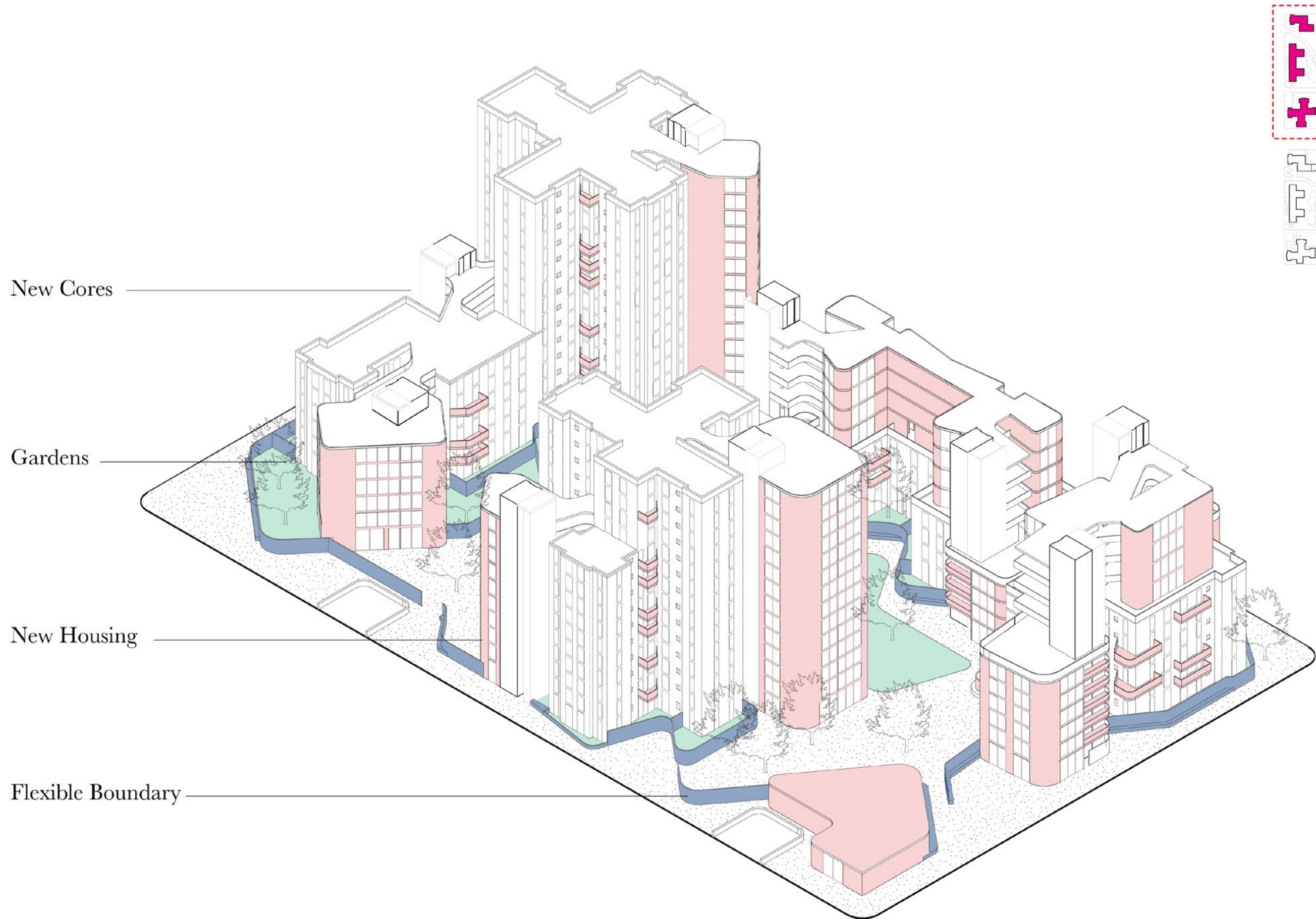
Step 4: Nature inside + new language

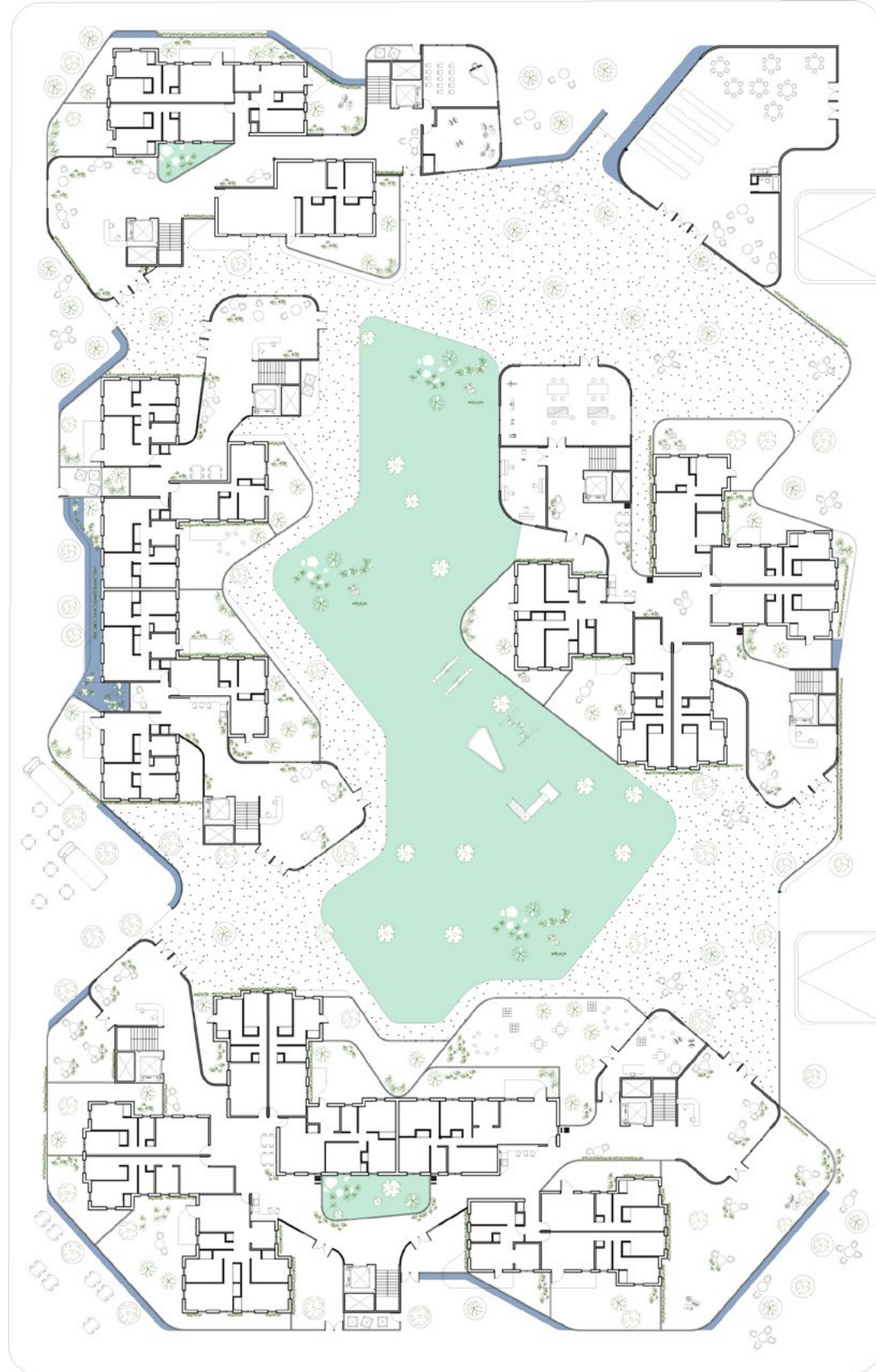


Step 5: Expand existing housing units

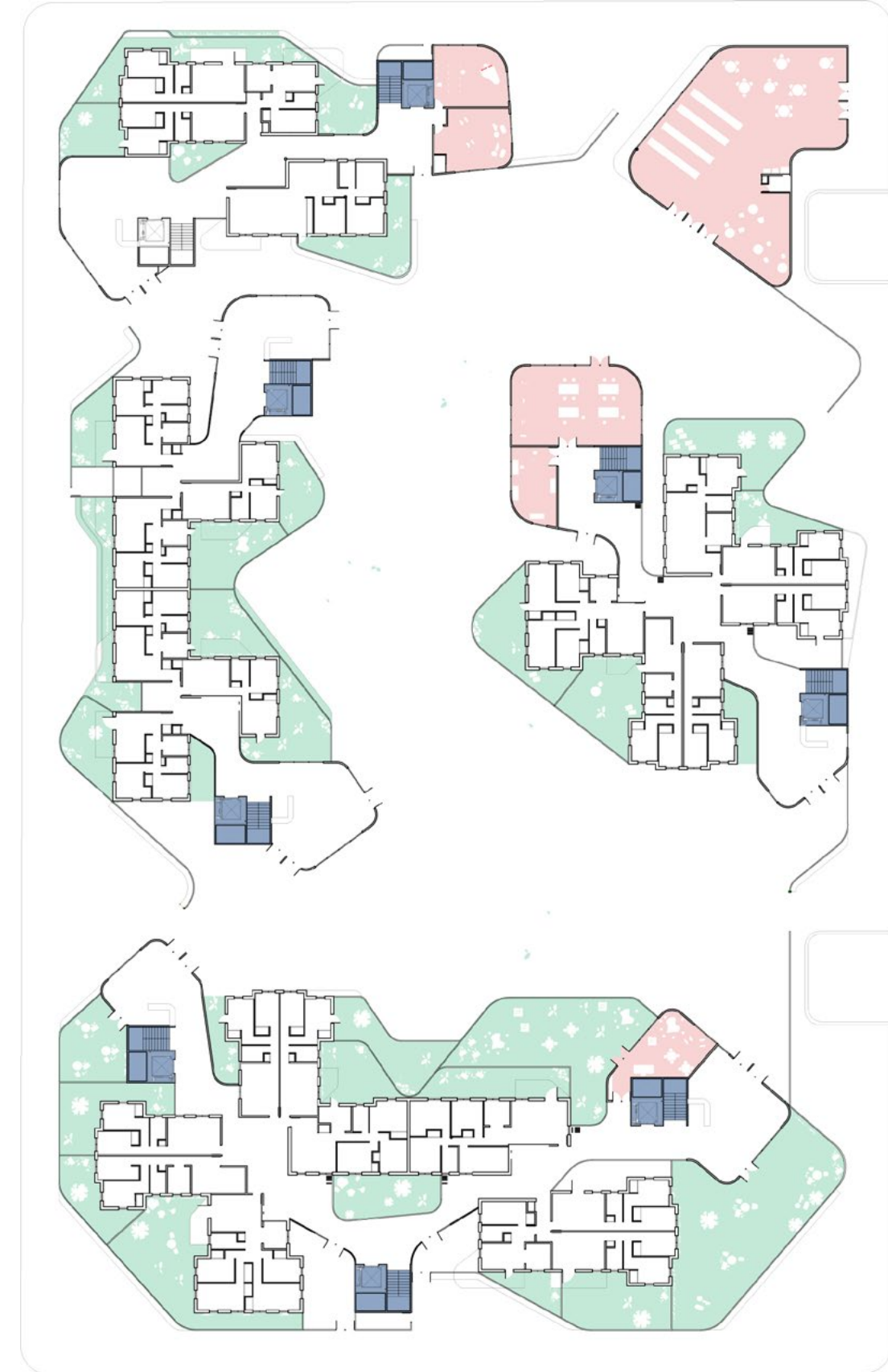


Step 6: New public spaces + New housing

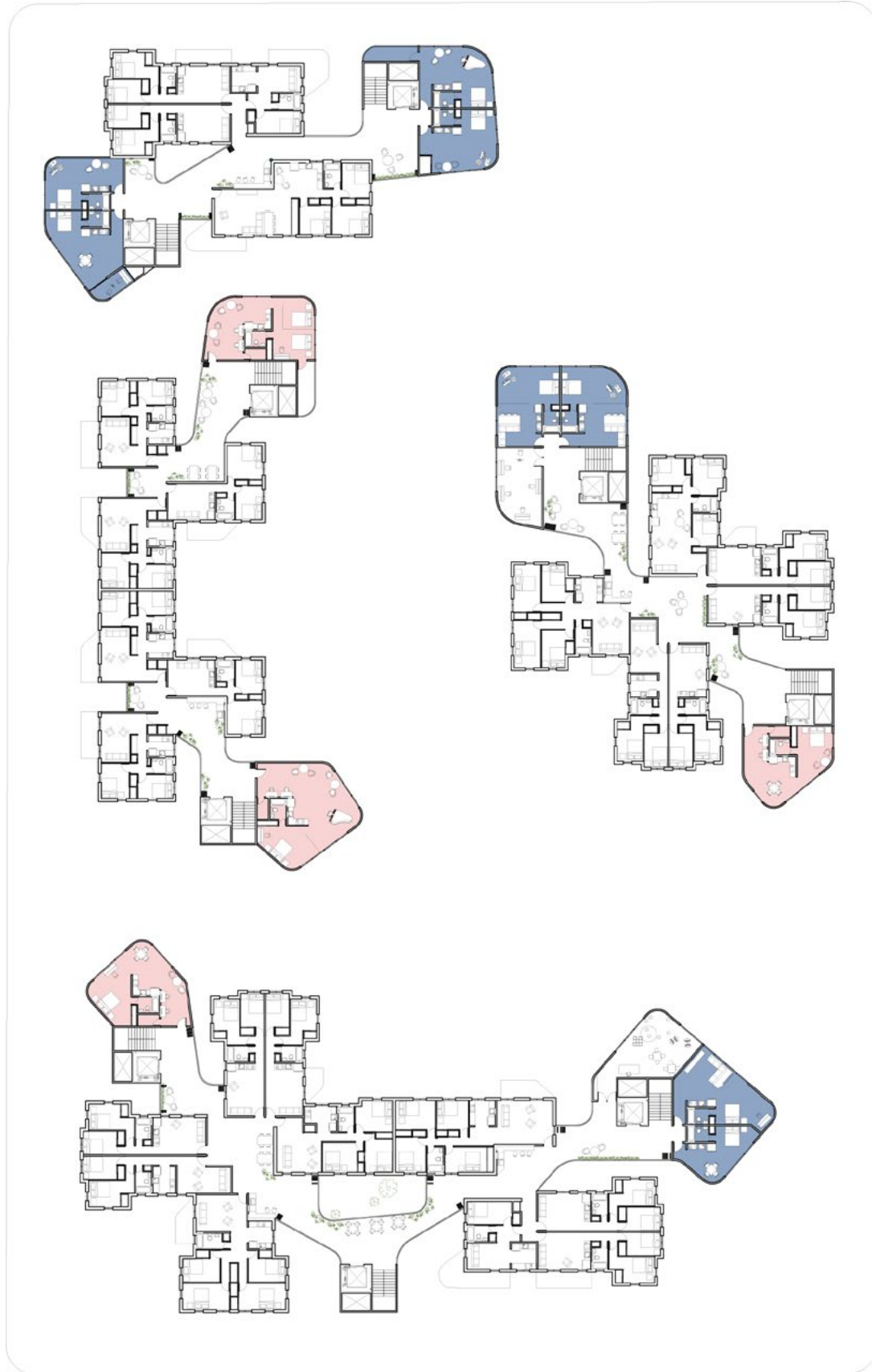




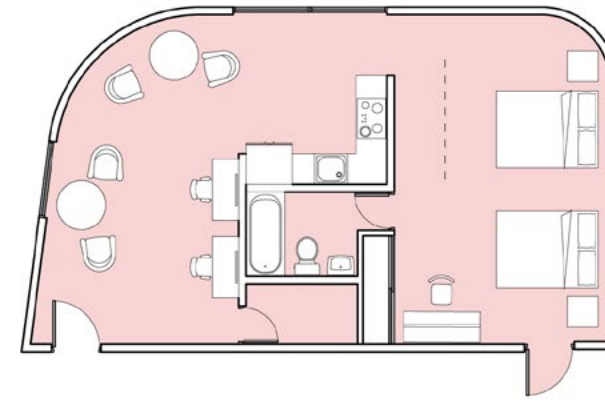
Site Plan with green spaces



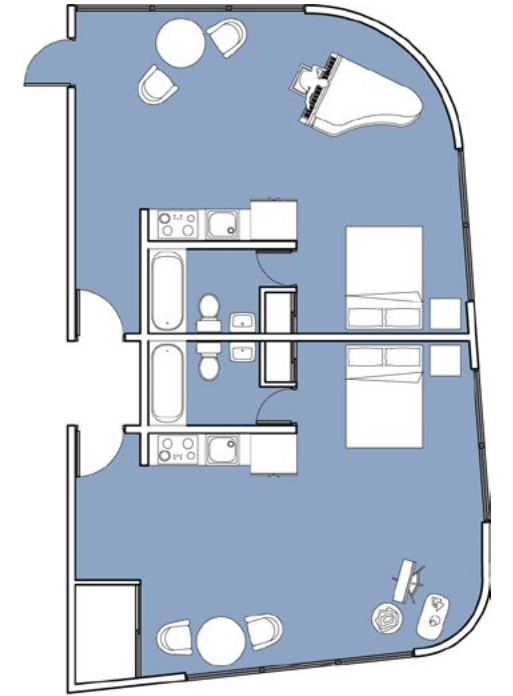
- New Cores
- Public Spaces
- Garden Units



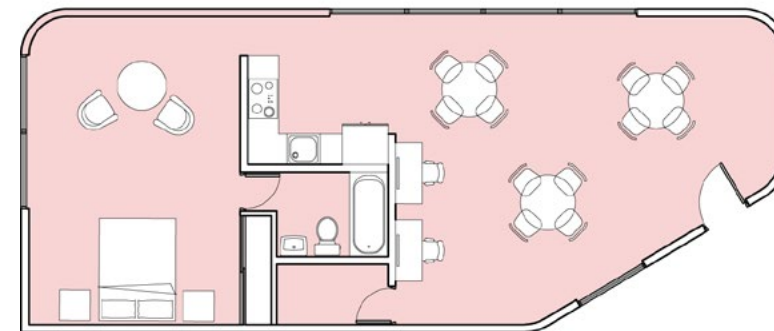
Typical Floor Plan



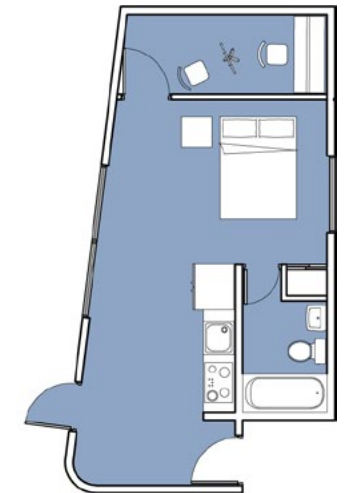
Housing Unit Type A



Housing Unit Type B



Housing Unit Type C



Housing Unit Type D



Interior View of Open Corridors

04 SYMBIOSIS

Core III Studio | Fall 2020
Critic: Benjamin Cadena

INTERGENERATIONAL LIVING

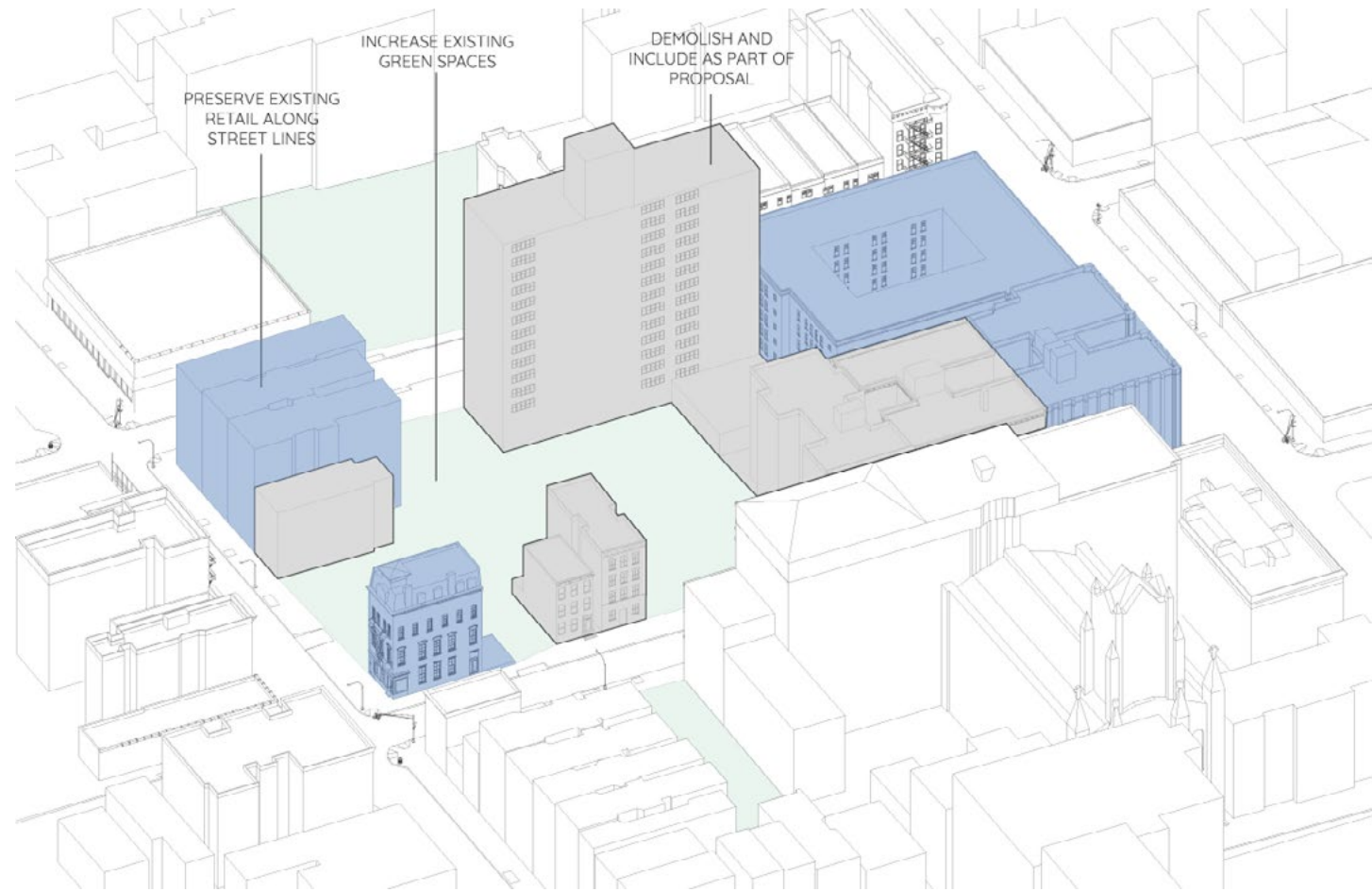
Melrose, Bronx, New York

Symbiosis is a housing project conceived as a support system for two vulnerable populations: single parents and the elderly. Through intergenerational living, both communities can experience a mutualistic relationship to address their needs. Time is the key exchange for confronting the different kinds of loneliness, and children become the activators.

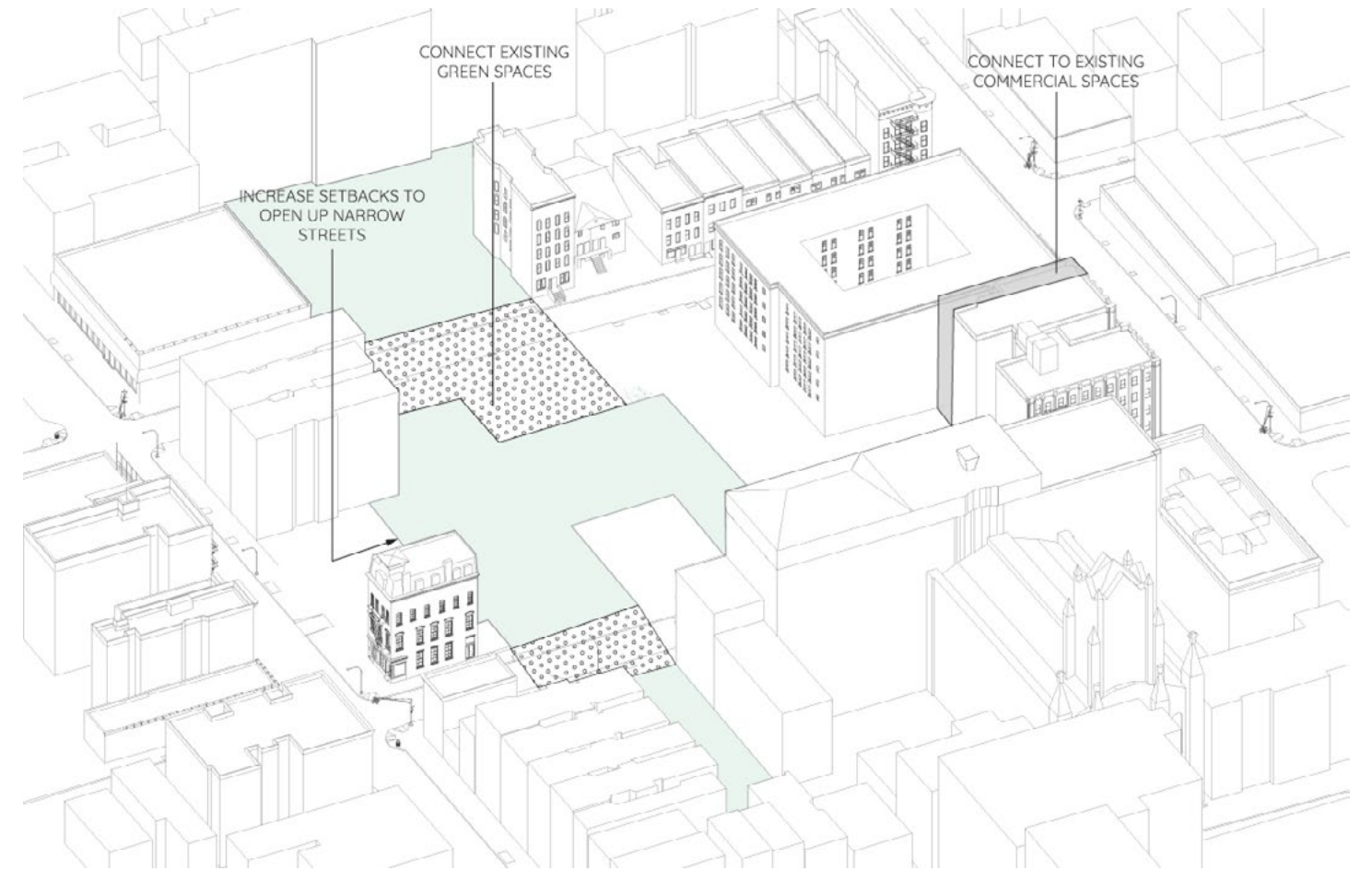
This interchange is materialized from the outside to the inside through a connecting band of shared living spaces, previously known as the corridor. The interaction between the elderly and the younger generation starts redefining “boundaries” as a mutual intention to create a safe space for the other to thrive. Symbiosis is complete when the corridor is blurred and the different apartment units become one space.



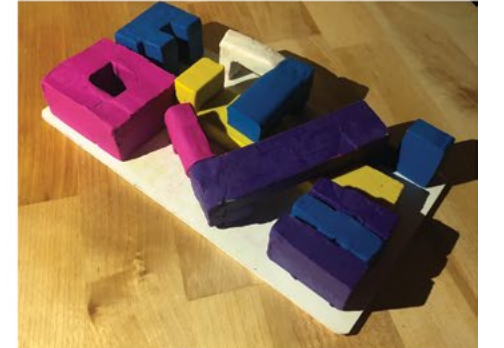
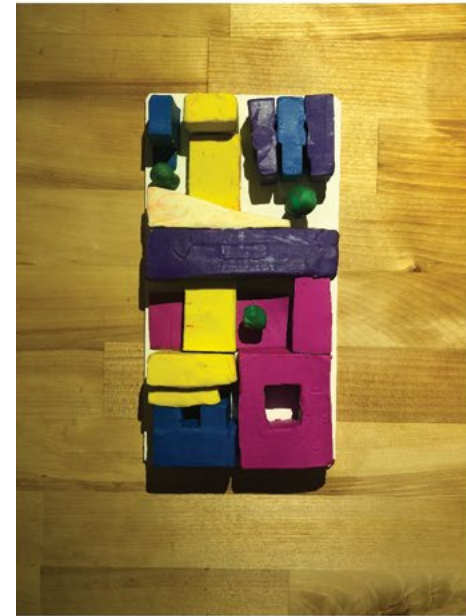
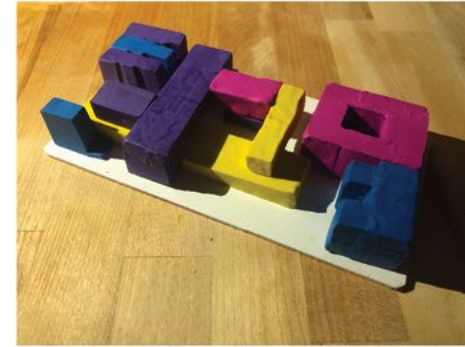
Interior View of Open Apartment

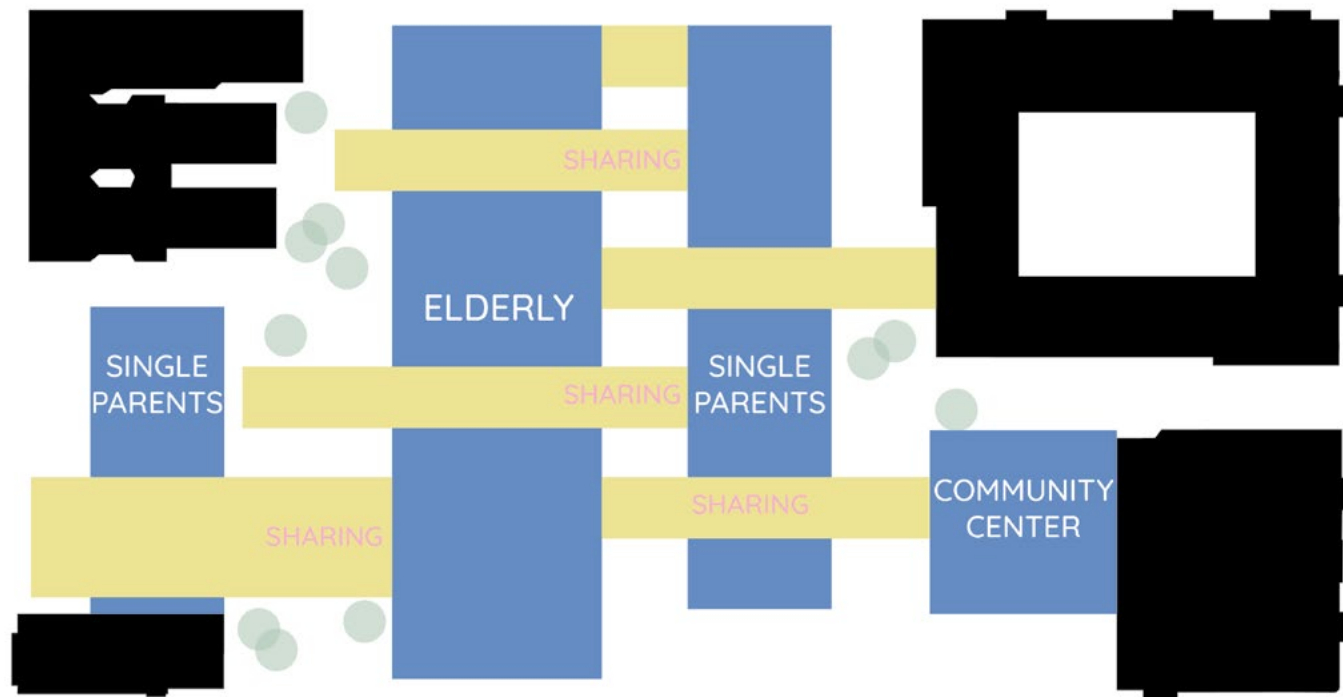


Existing Site Conditions

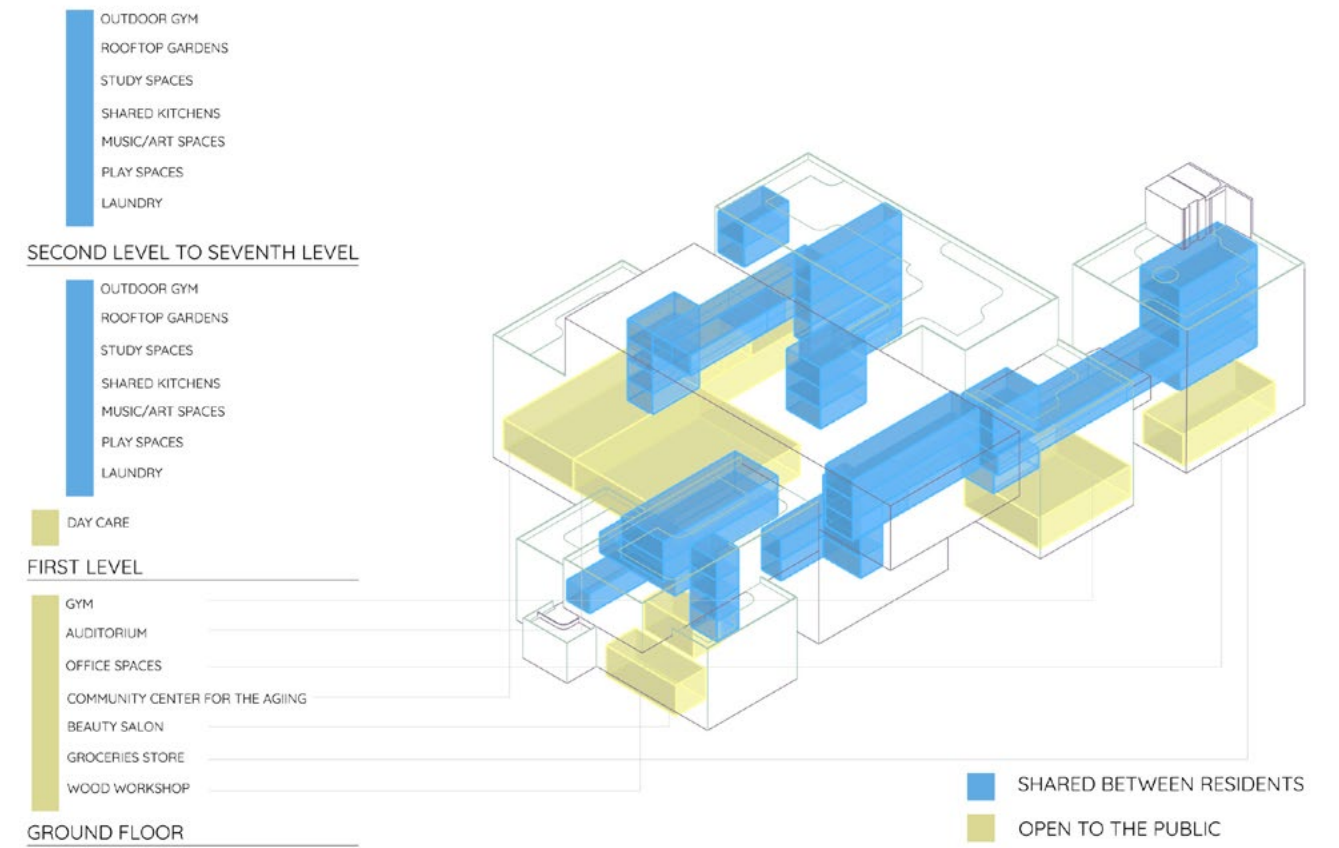


Site Strategy Proposal



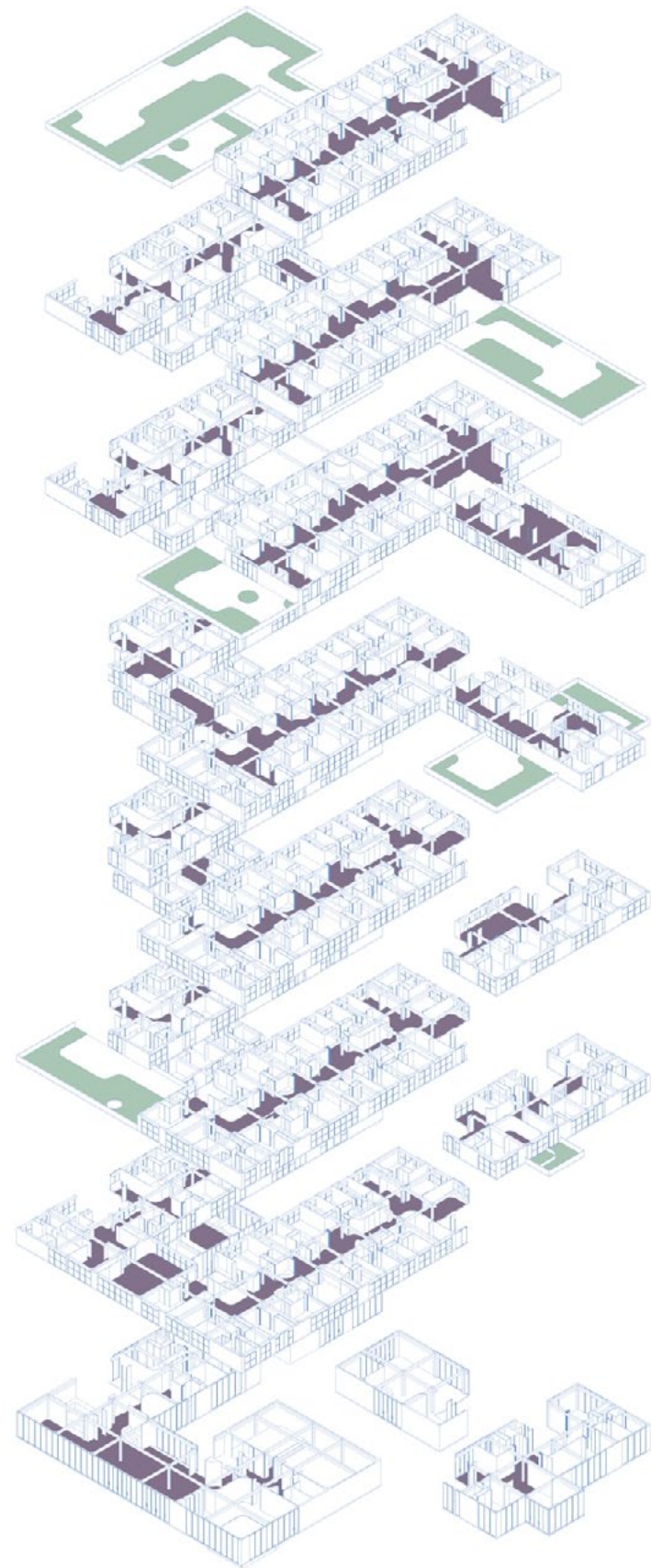


Conceptual Approach



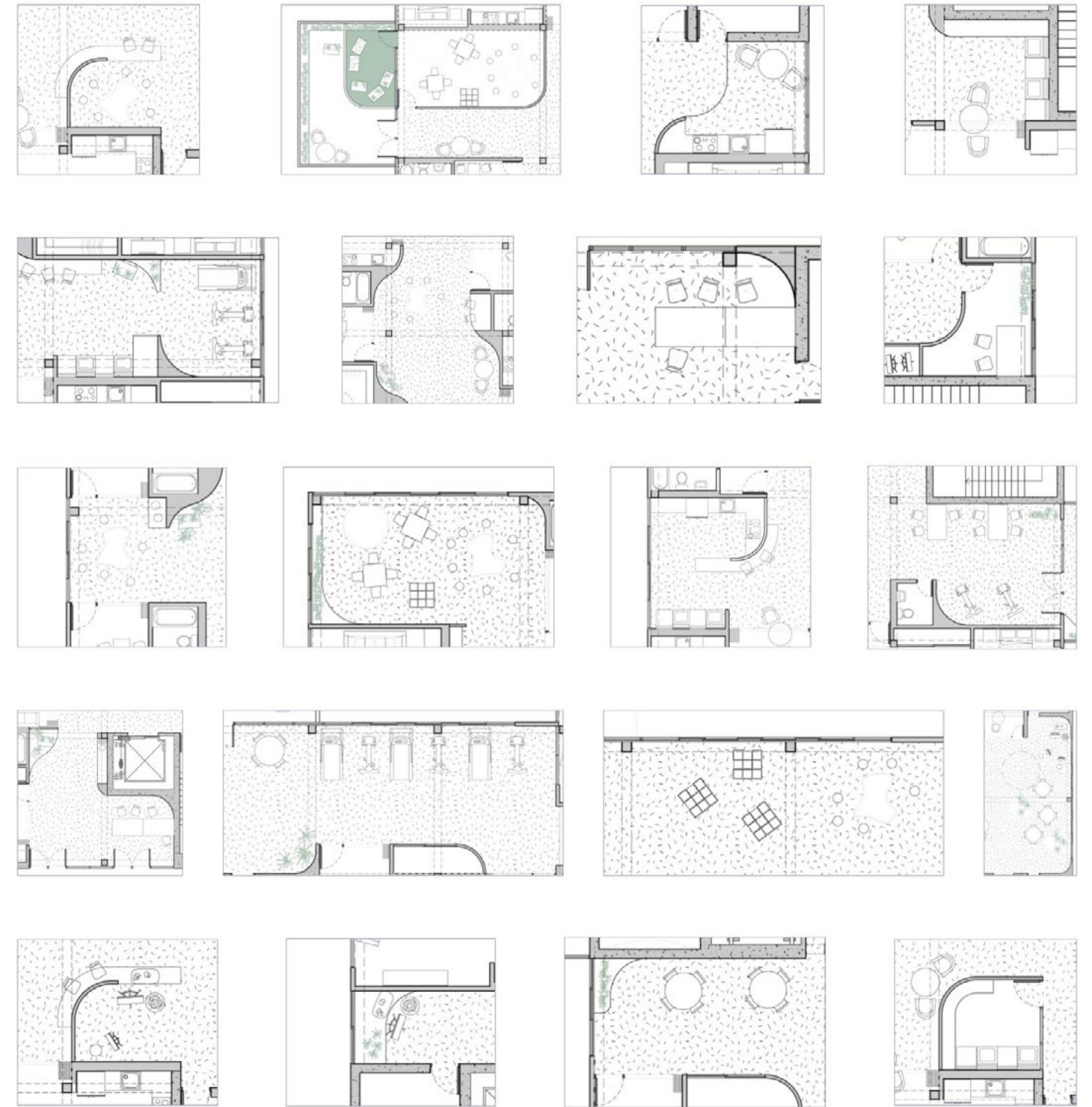
Program Diagram





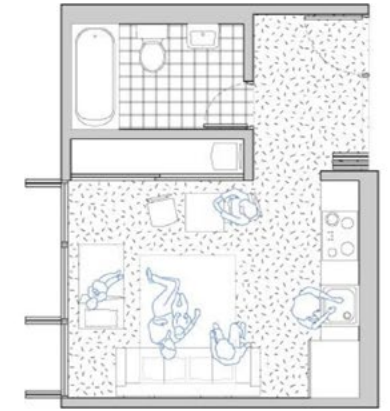
Typical Floor Plan highlighting blurred lines between apartments and corridors



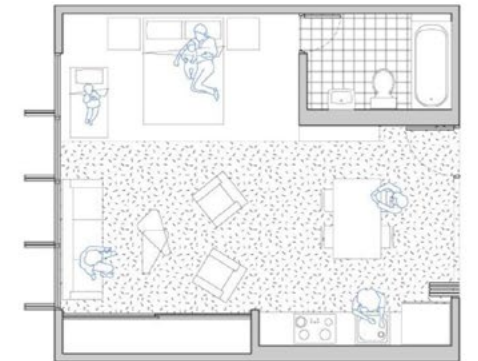
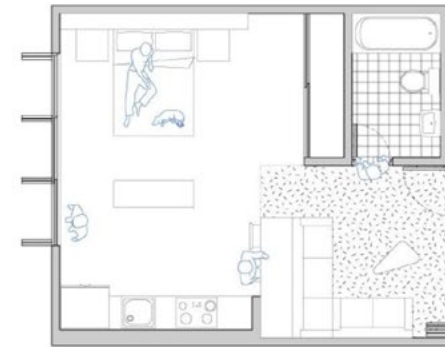


Interior View of Corridors

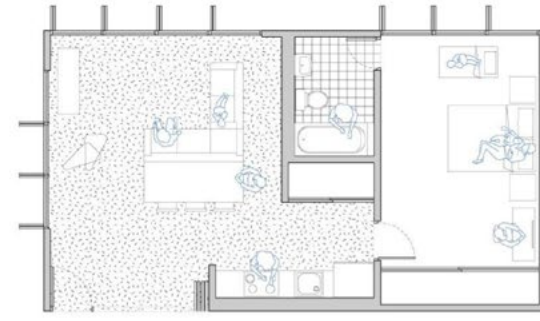
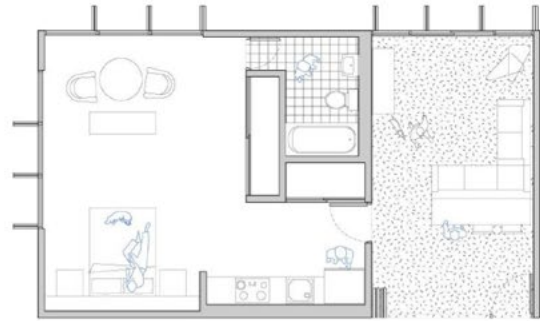
Multiple Shared Spaces throughout the project



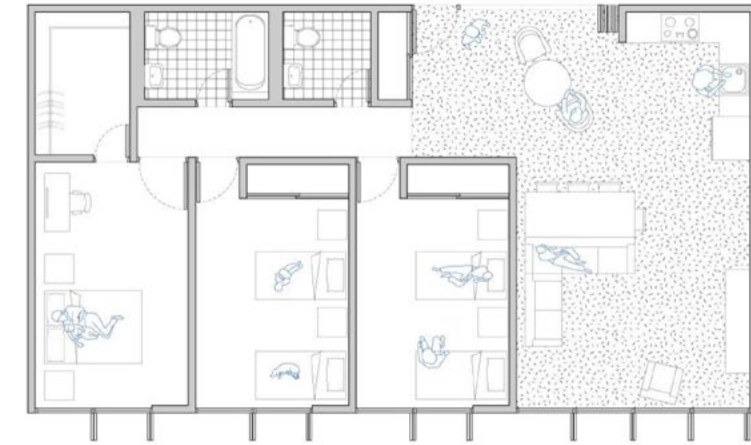
TYPICAL MICRO UNIT



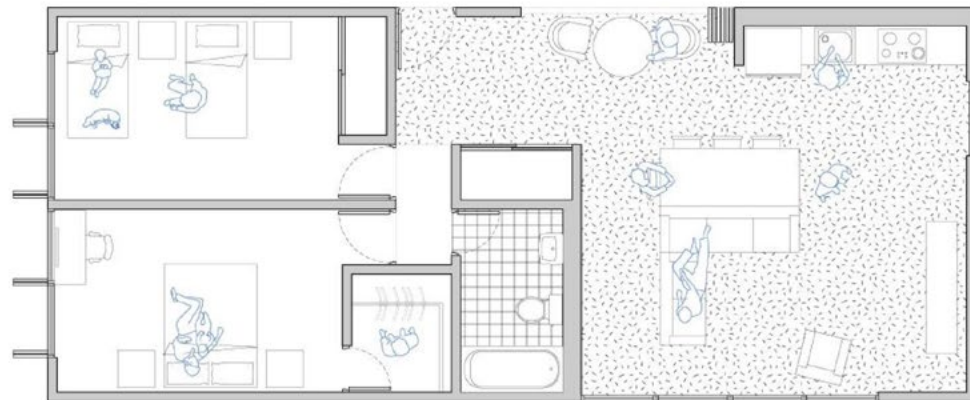
TYPICAL STUDIO UNIT



TYPICAL 1-BEDROOM UNIT



TYPICAL 3-BEDROOM UNIT A



TYPICAL 2-BEDROOM UNIT



TYPICAL 3-BEDROOM UNIT



Exterior View of Symbiosis

05 THE NESTING PLACE

Core II Studio I Spring 2020
Critic: Daisy Ames

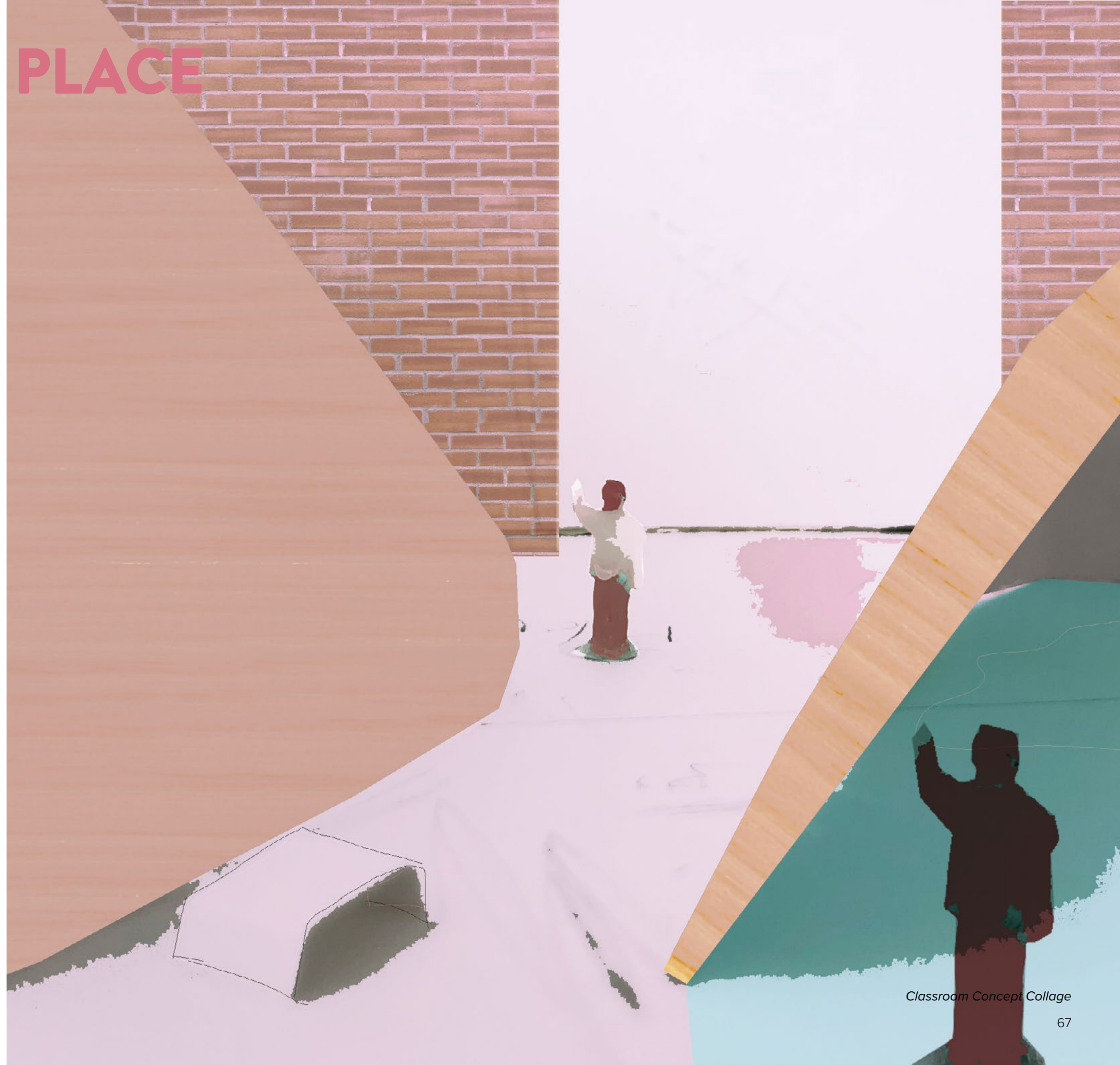
SOCIAL CONSTRUCTIVISM AT PLAY

School P.S. 064, East Village, New York City

Recalling the 1970s occupation of P.S. 064, this project will return this building to the local community and act as both a nature-oriented public school and an artists' nesting space—an incubator. Guided by angled walls, students will co-construct their knowledge through social interaction by learning a universal language: music.

A music school will be nested inside the public school and will remain open to the public after school hours. Access to nature will be prioritized and also democratized. Both schools will embody the ideal of “nesting,” where a sense of home, community, and belonging stimulates the individual growth of the students.

In line with this sense of community, the educational program will be based on the social constructivism theory integrated with an individualized learning component. Students will co-construct their knowledge through social interaction in a culturally-rich environment by learning a universal language-music. At the same time, teachers will provide the necessary resources and attention for each student to grow, hence, individualized learning.

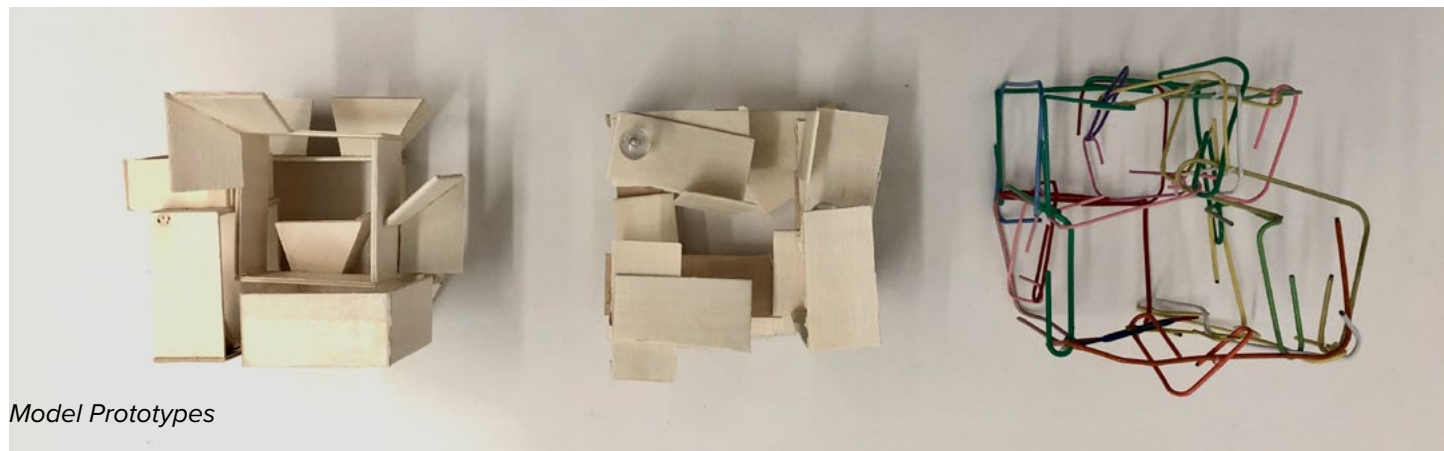


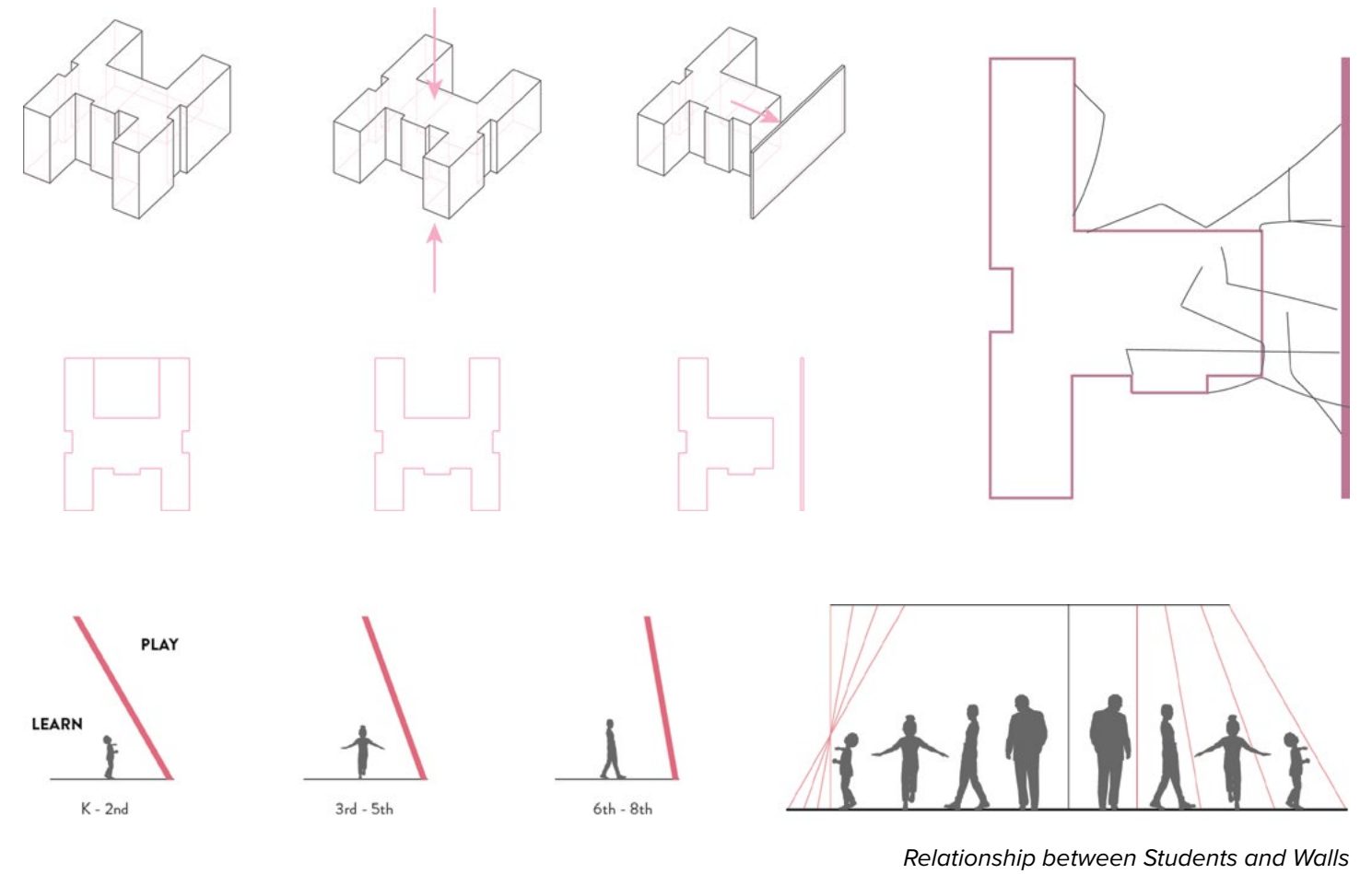
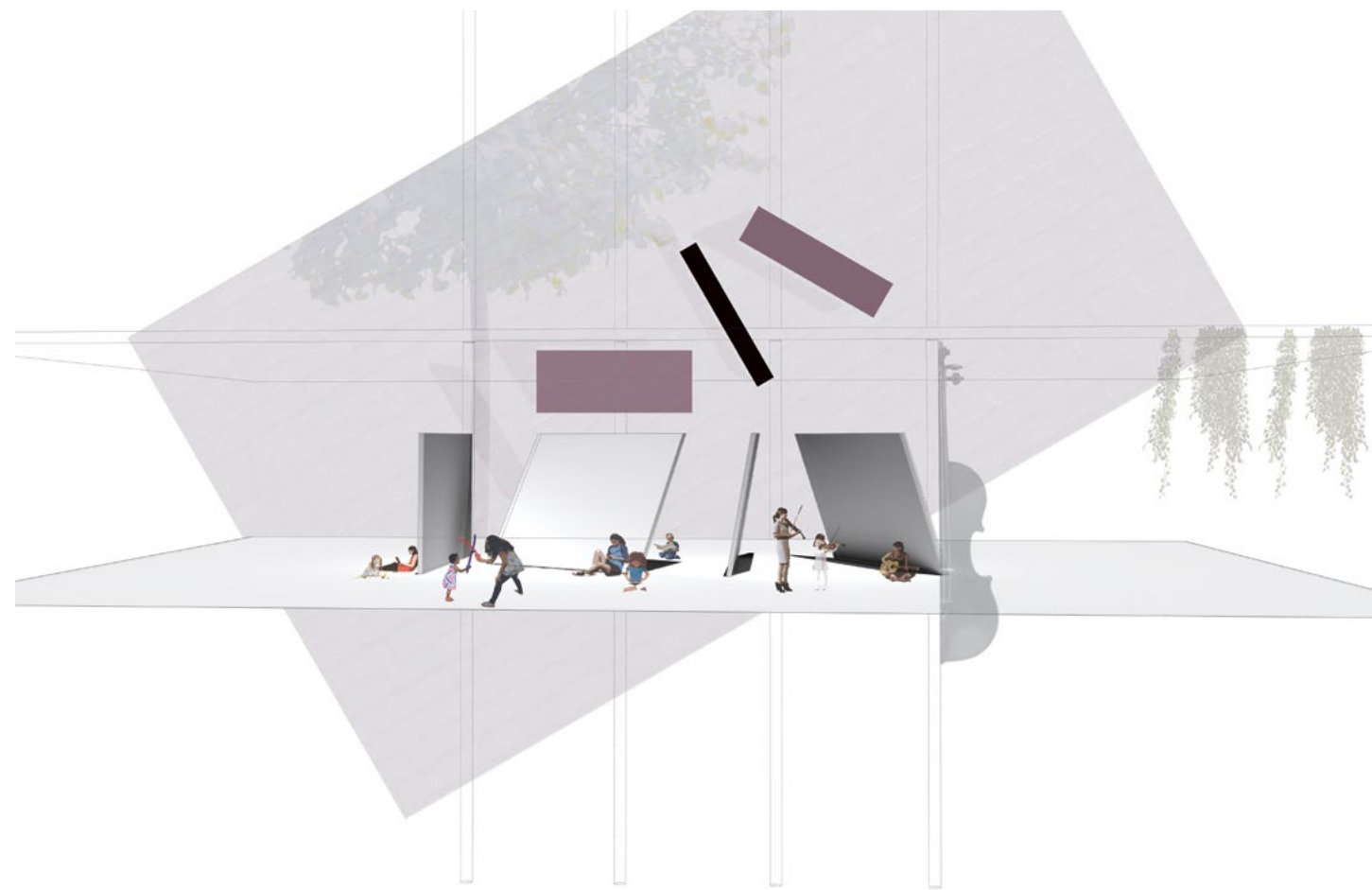


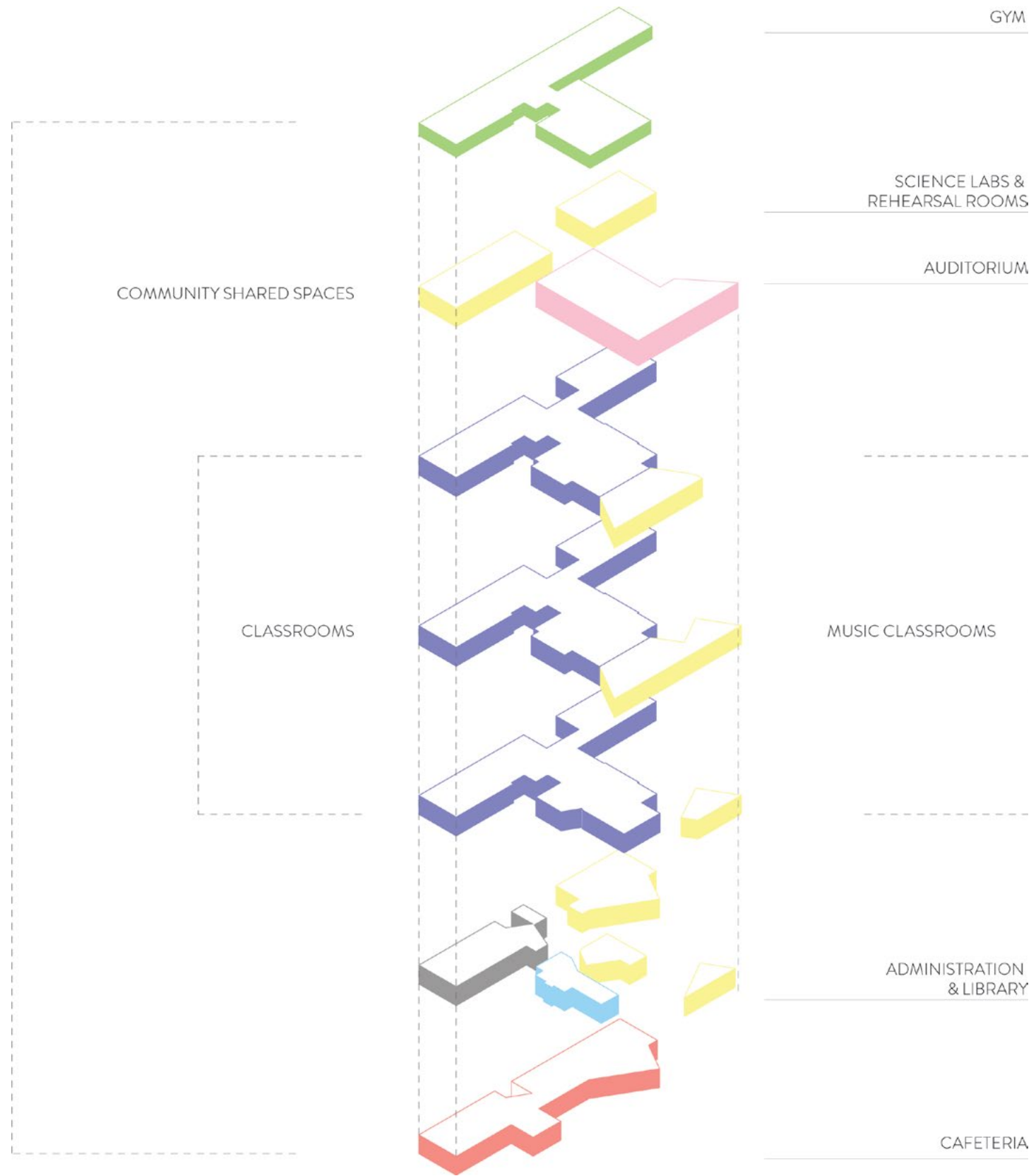
Model Prototypes



Site Model









Exterior View of 10th Street Entrance



Ground Floor Plan



Flow Diagram of Classrooms when they open and close





PLAY
HARD
KIDDO

FUCK OFF

BACK TO SCHOOL

Interior View of Classrooms

06 SHAPED BY WATER

ATIII & ATIV Integrated Systems | Fall 2020
Critics: Akiko Kyei-Aboyage, Justin Stolze, Junko Nakagawa, and Tom Reiner

Partners: Andrés J. Álvarez Dávila, Estefanía H. Serrano, and Gizem Karagoz

MELROSE COMMUNITY CENTER

Melrose, Bronx, New York

We believe that the true potential of a building is connected to its multilateral use of resources. Therefore, we focused on water as a resource which shapes the formal structure and operates as a social condenser. This provides an opportunity to integrate the physical and social component of the project through its structure, program and materiality.

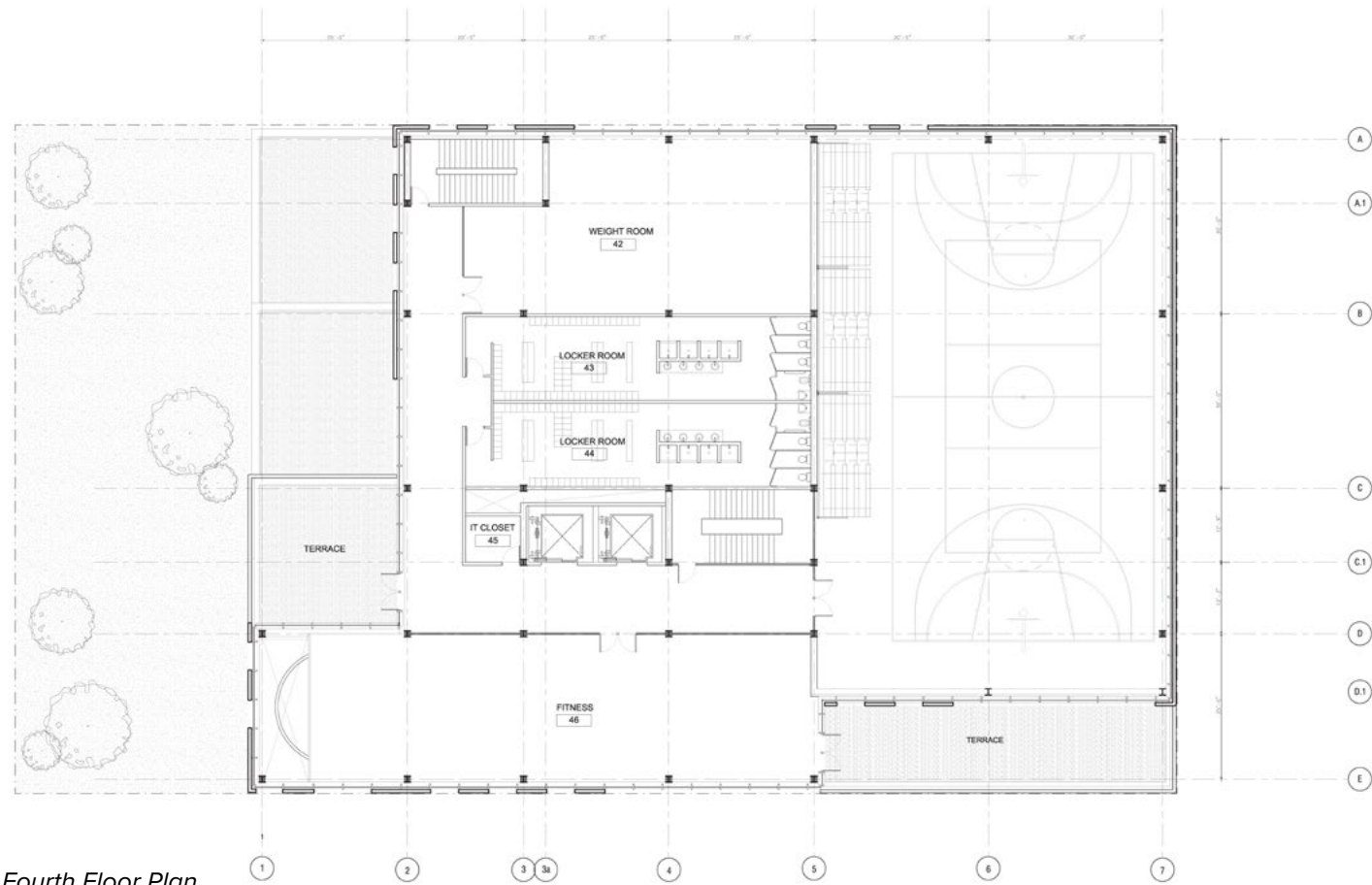
The shape of the building simulates earth that has been shaped by its exposure to water, thus, creating the cascade effect in the different floorplans. For our sustainability approach, we expanded on the idea of water and planned our mechanical systems accordingly. Every floor has access to nature and those green roofs, in turn, collect the water needed back in the building. For the facade, we utilized blue and brown terracotta to simulate the idea of water falling through the facade.



Exterior View of Building Terraces



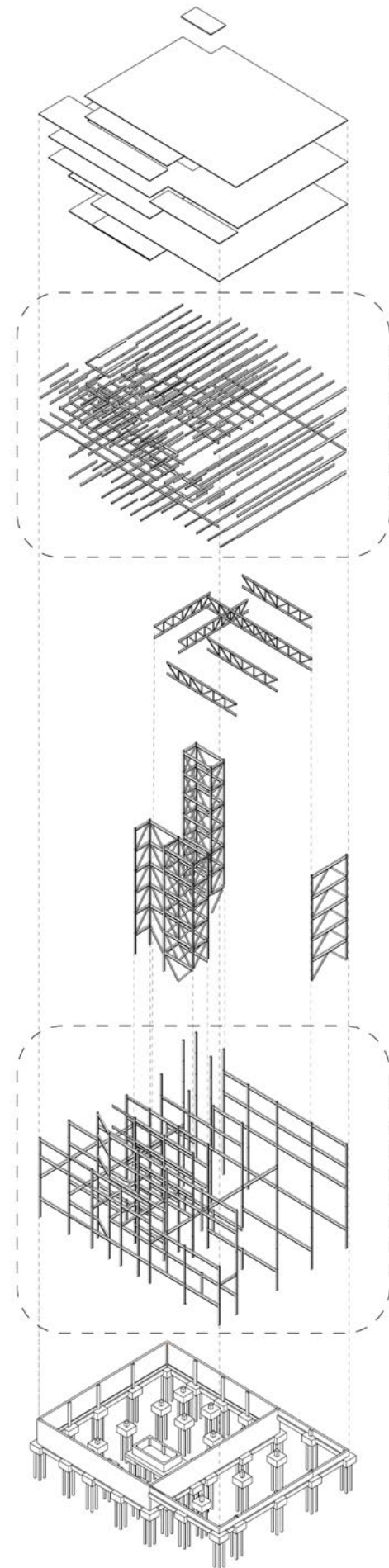
First Floor Plan



Fourth Floor Plan



Interior View showing Water Pipes



FLOORPLATES

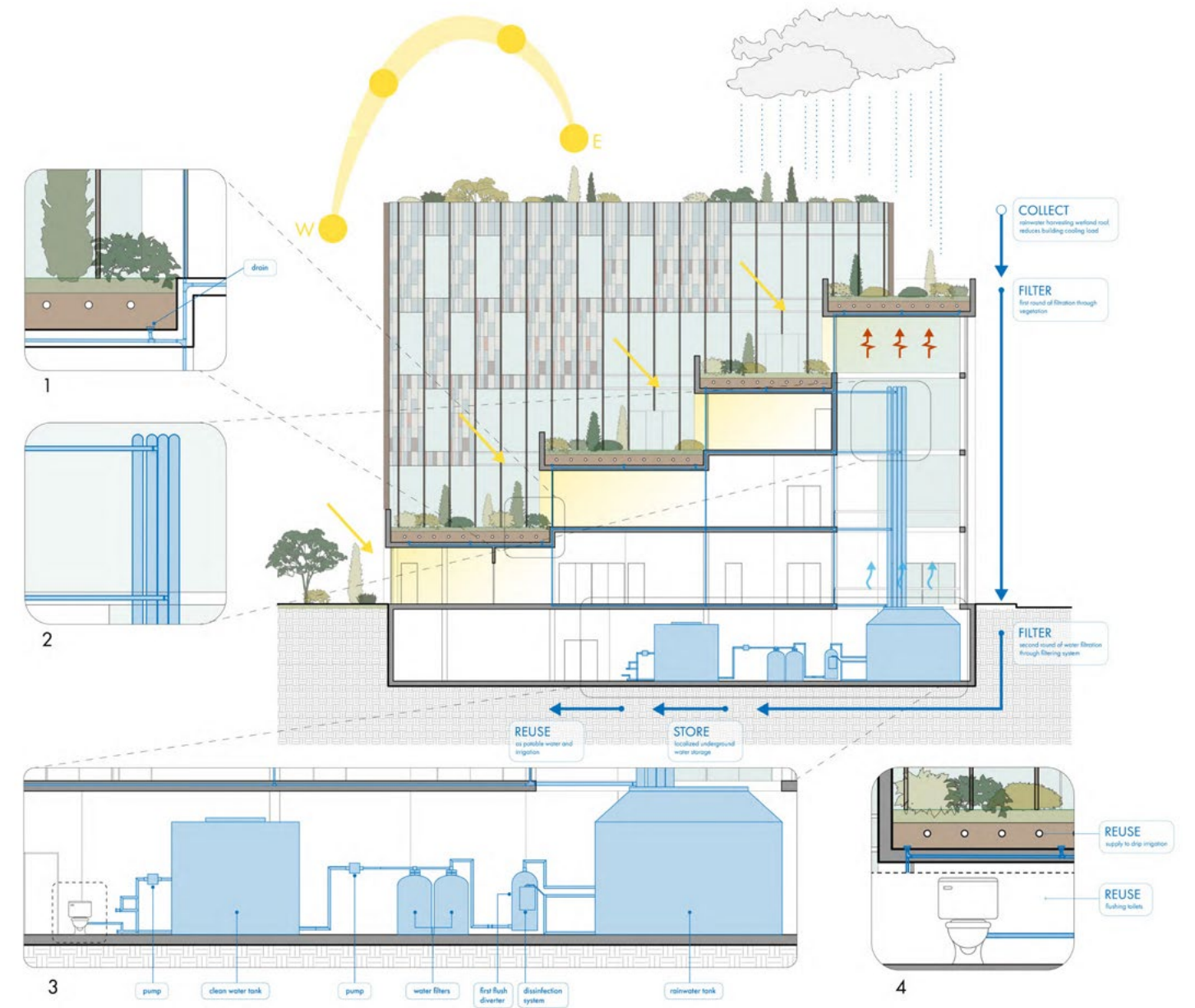
BEAMS

TRUSSES

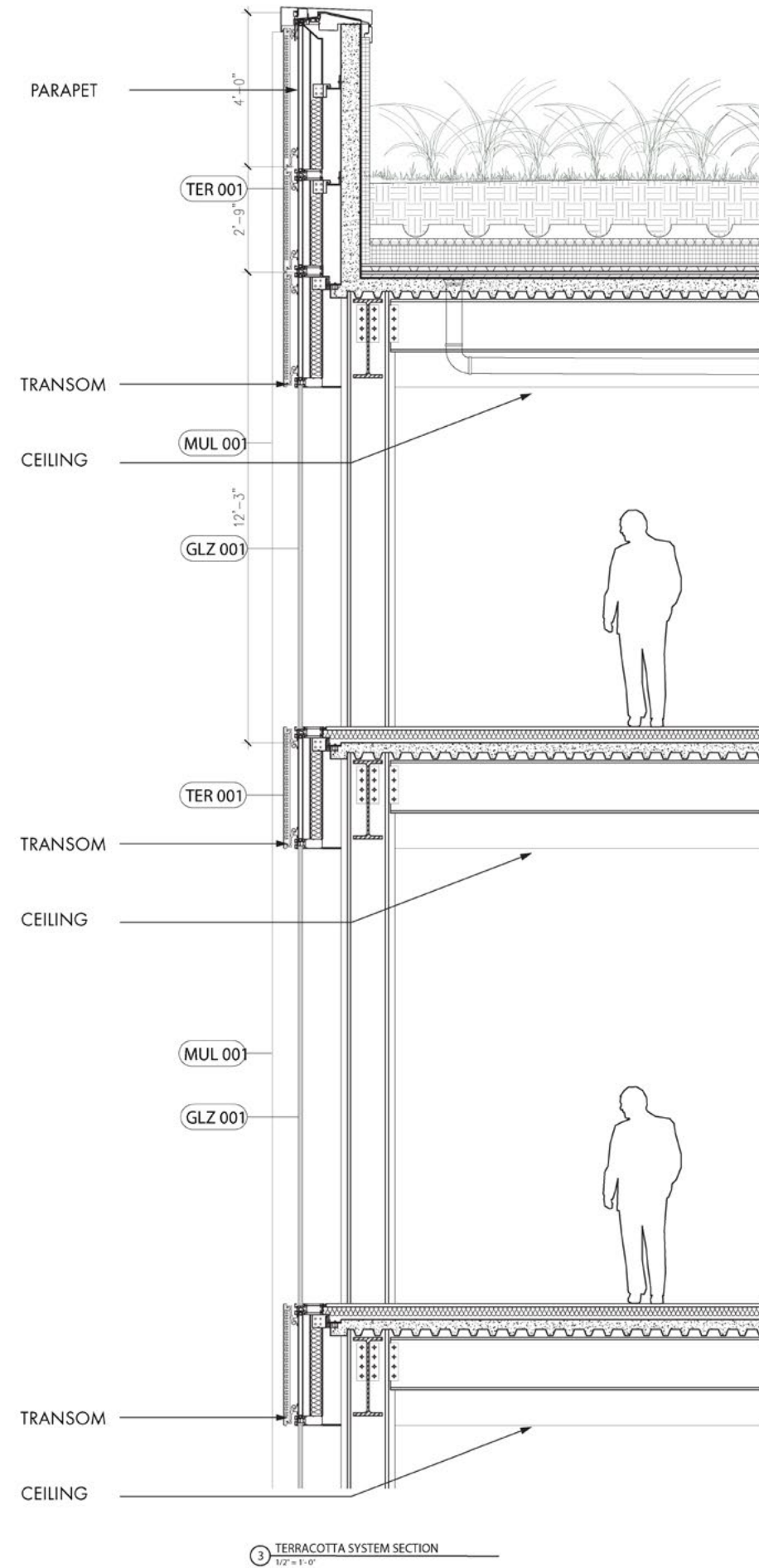
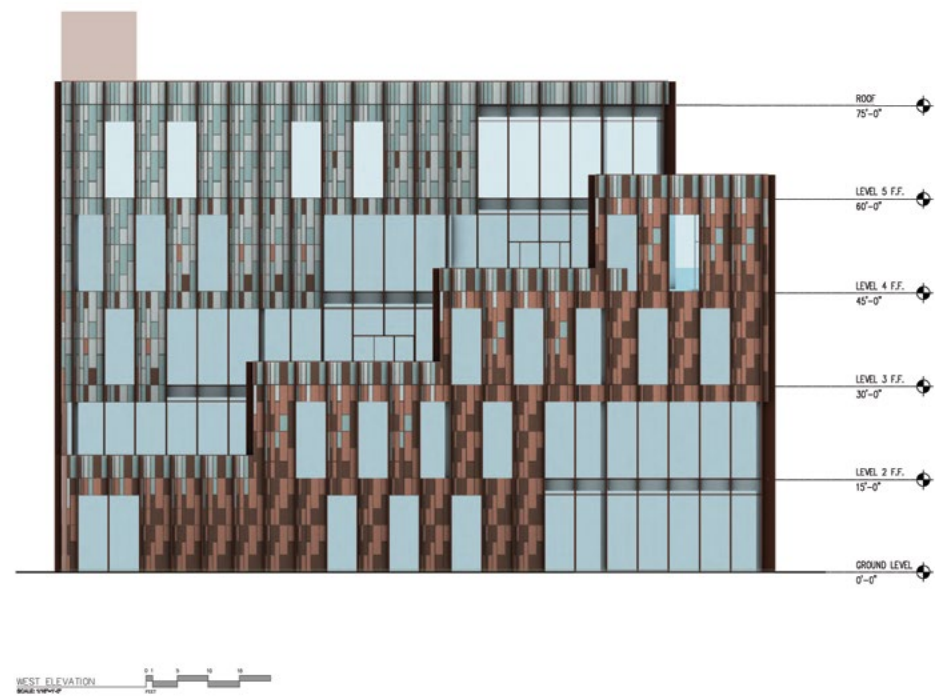
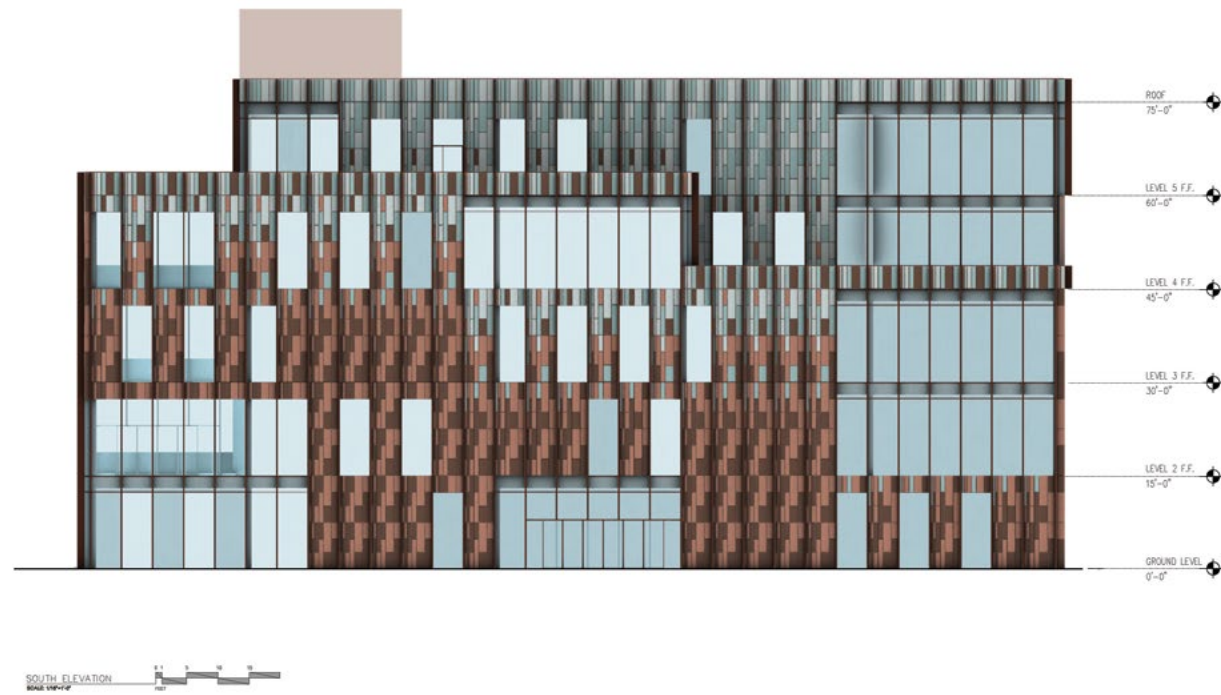
BRACING

GIRDERS AND COLUMNS

FOUNDATION



Sustainability Diagram



3 TERRACOTTA SYSTEM SECTION
1/2" = 1'-0"



07 SINUOSITY

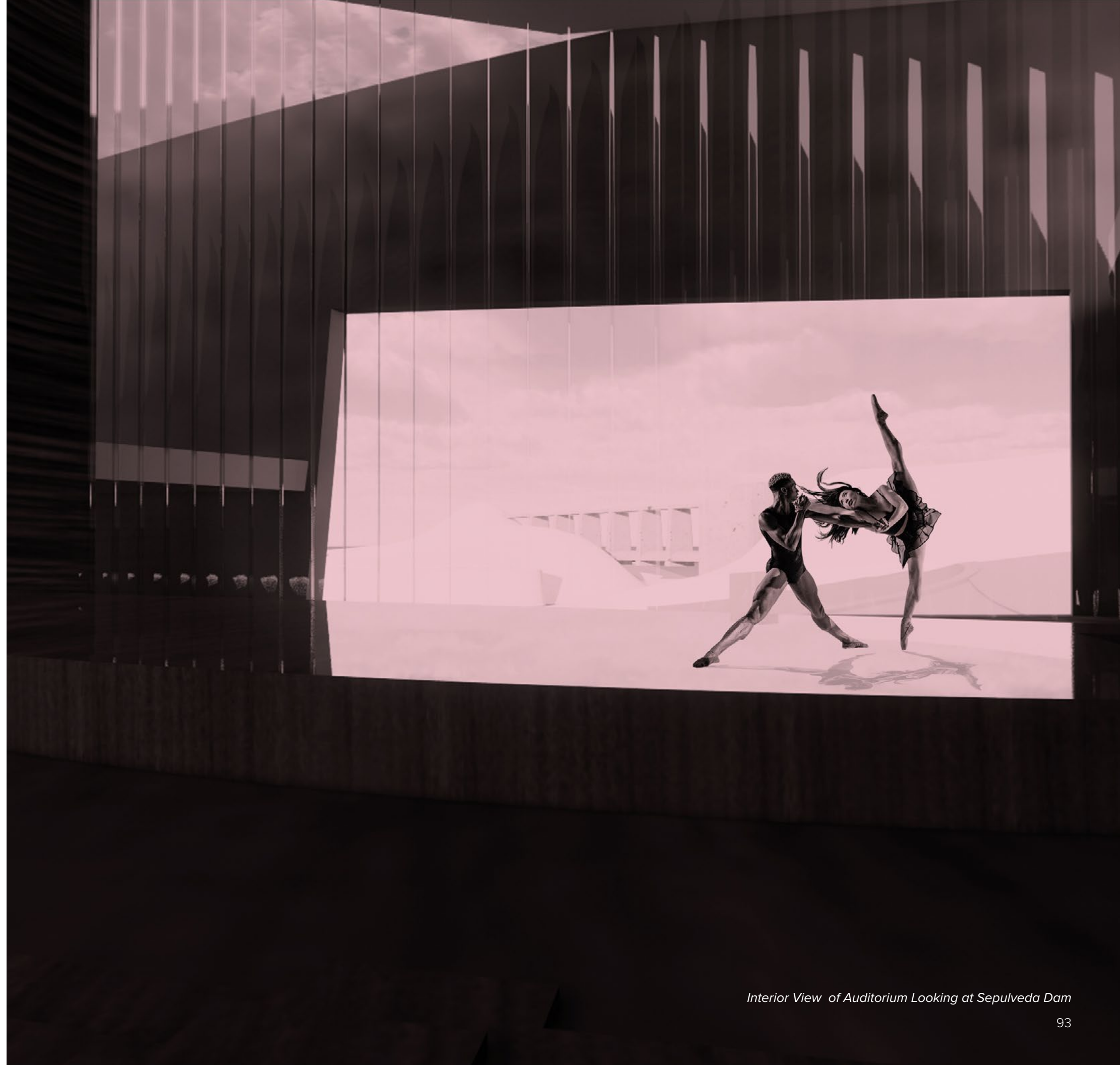
Adv VI Studio | Spring 2022
Critic: Laurie Hawkinson

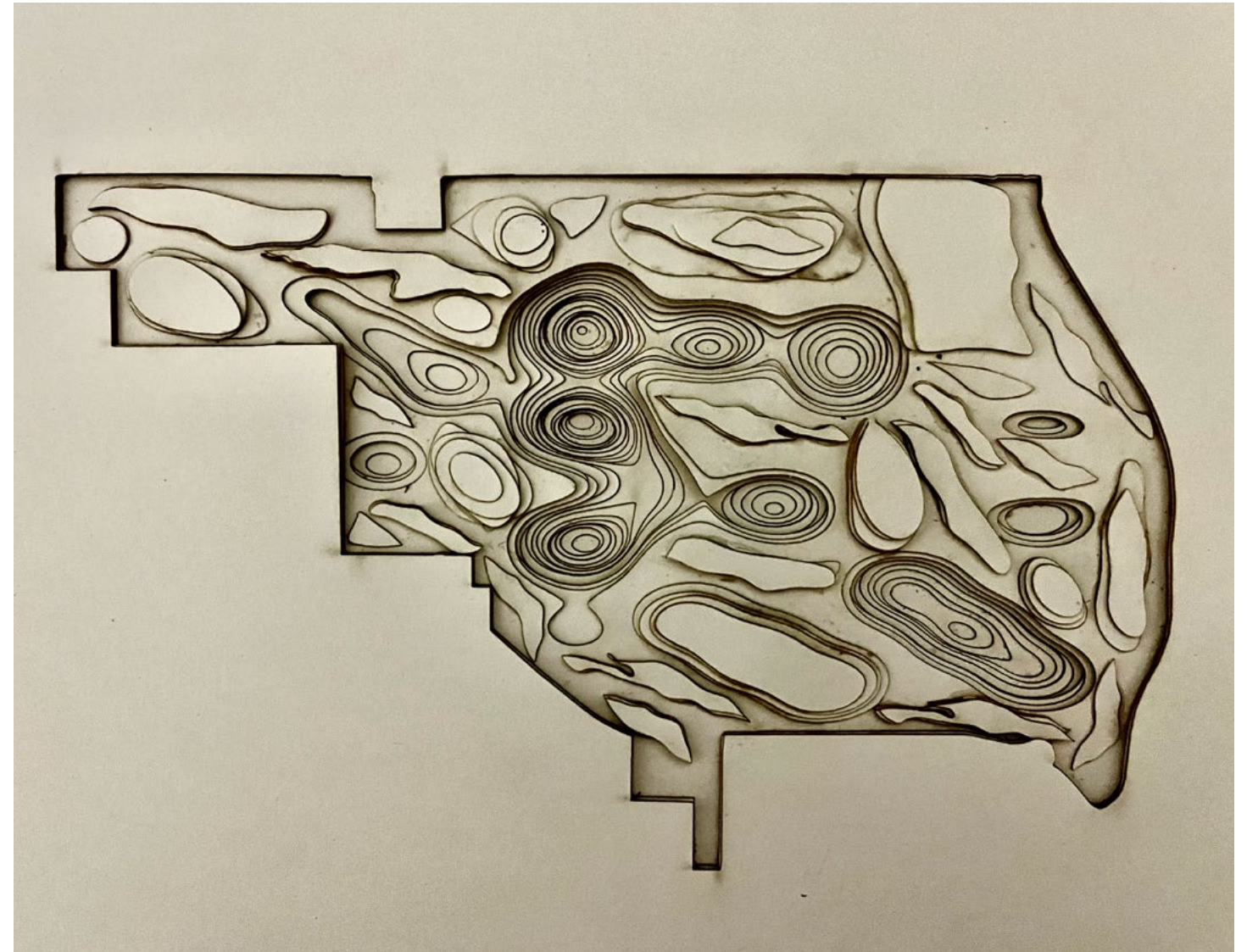
LA ARTS & MUSIC PARK

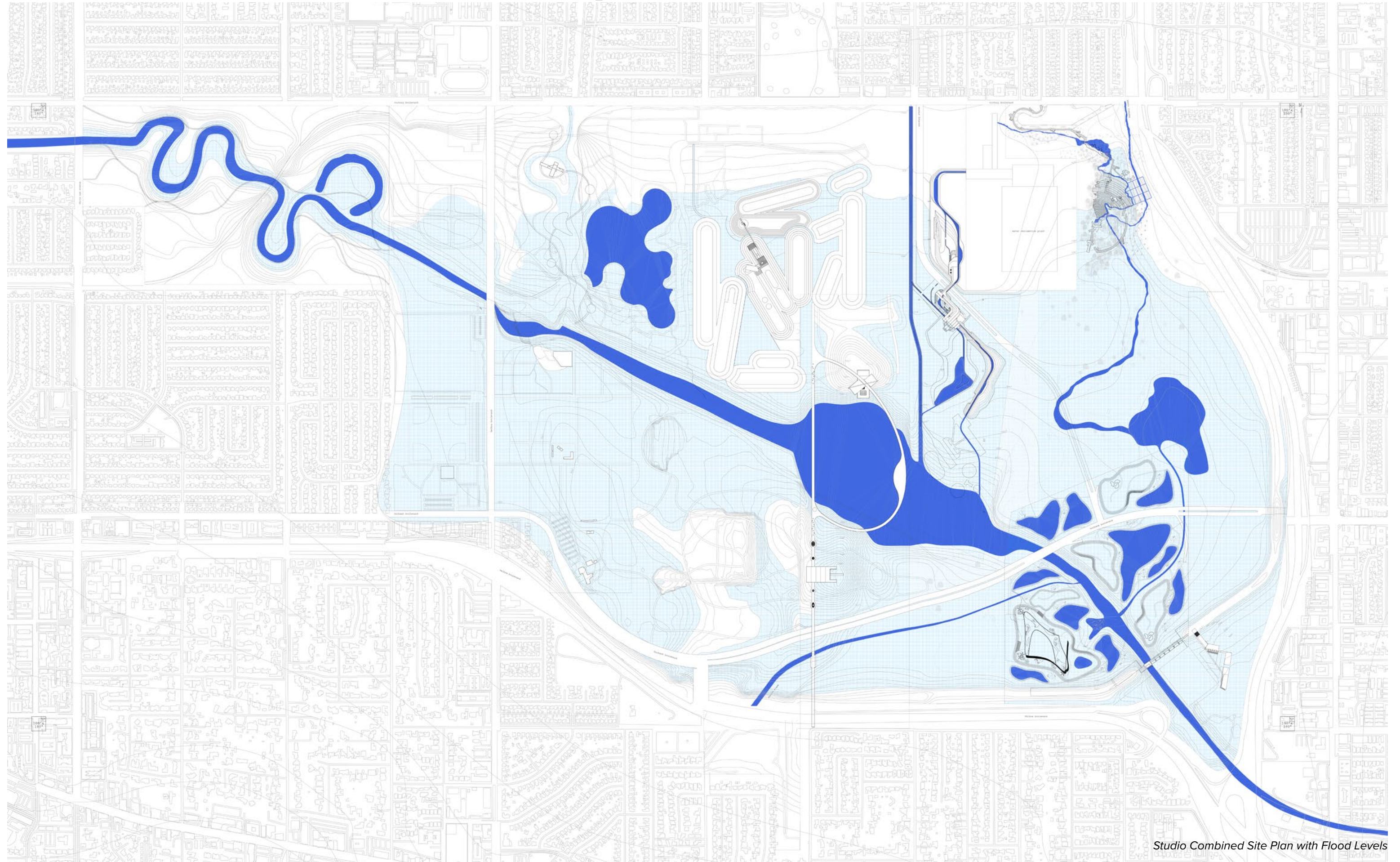
Sepulveda Flood Control Basin, Los Angeles, CA

The LA Arts & Music Park acts as a cultural condenser at the lowest point of the Sepulveda Flood Control Basin. Situated between different residential neighborhoods, its proximity to the Sepulveda Dam provides a unique opportunity to expand on the already existing “unofficial” public stage, while dealing with a complex site condition -- the whole site is within the floodplain. Inspired by research on braided rivers and spreading grounds around Los Angeles, the park takes advantage of these conditions by creating a new landscape of spreading grounds and a cultural center above the flood line. The spreading grounds will act as a flood mitigation system and will also help retain water during times of drought to recharge aquifers.

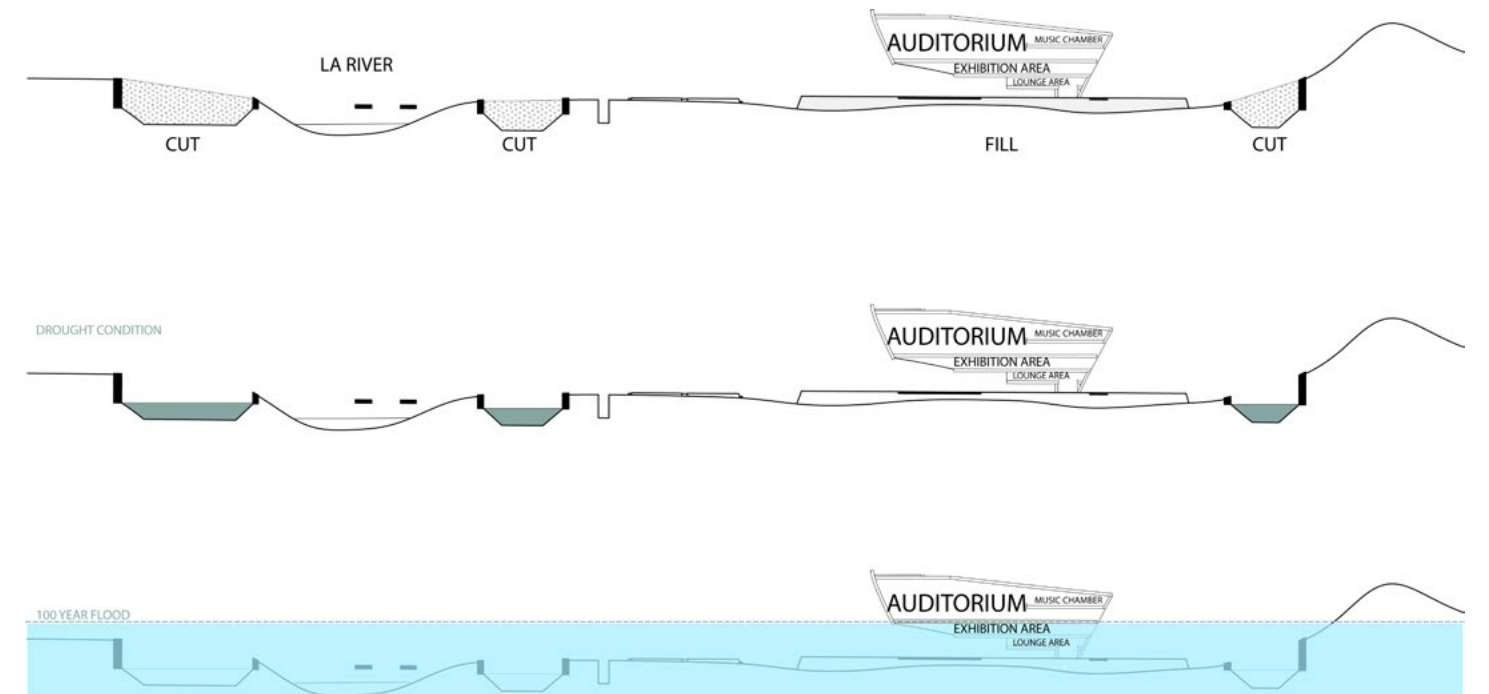
Following the forms and paths of the landscape, the cultural center rises from the ground as if it was sculpted. The building houses an auditorium, music chamber, classrooms, and exhibitions spaces that you can access by car, public transport, or from the paths within the site. Conceptually, this building is mirroring the Sepulveda Dam stages and multiplying the space for cultural activities to take place.



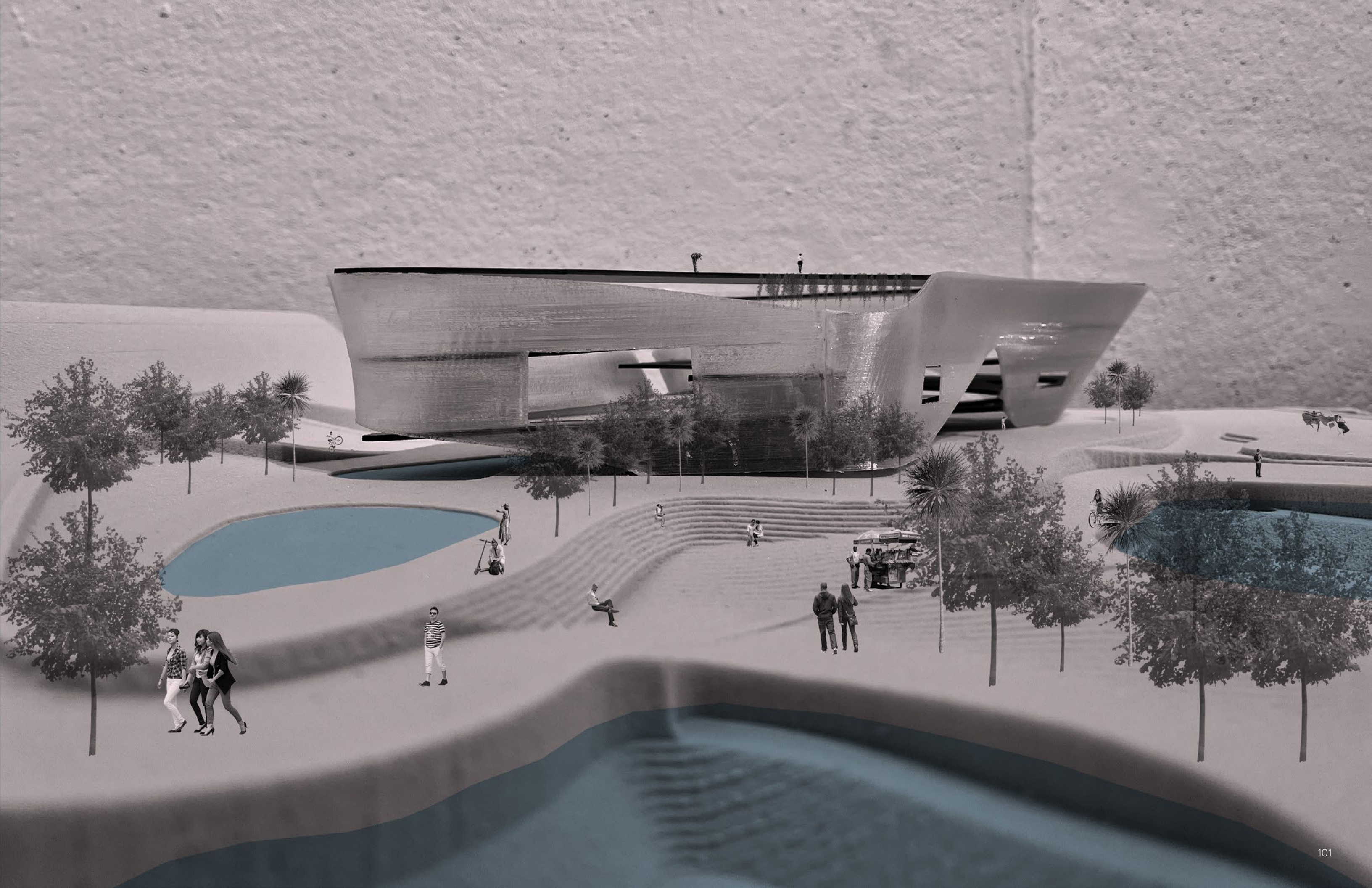


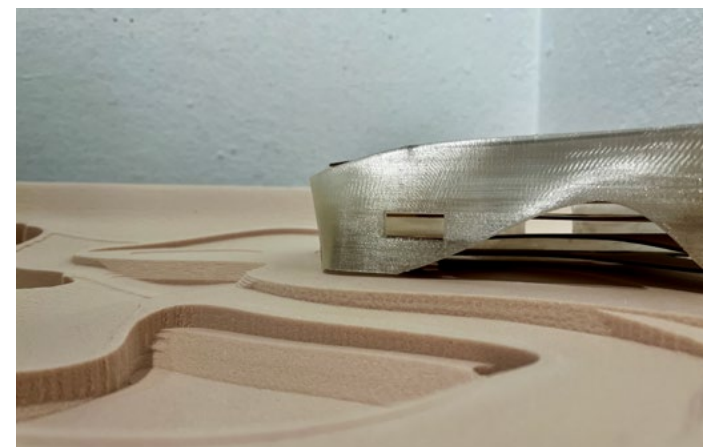
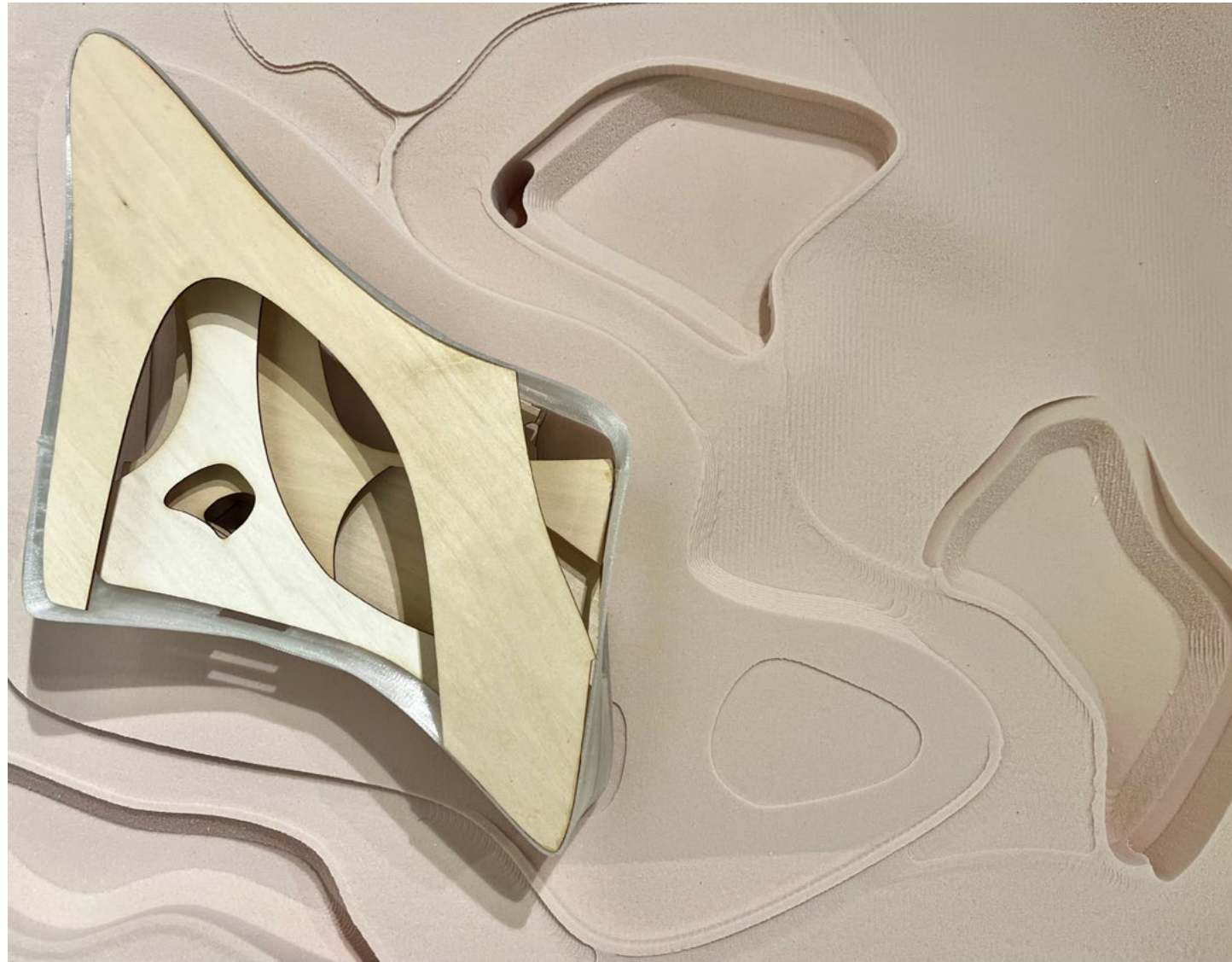


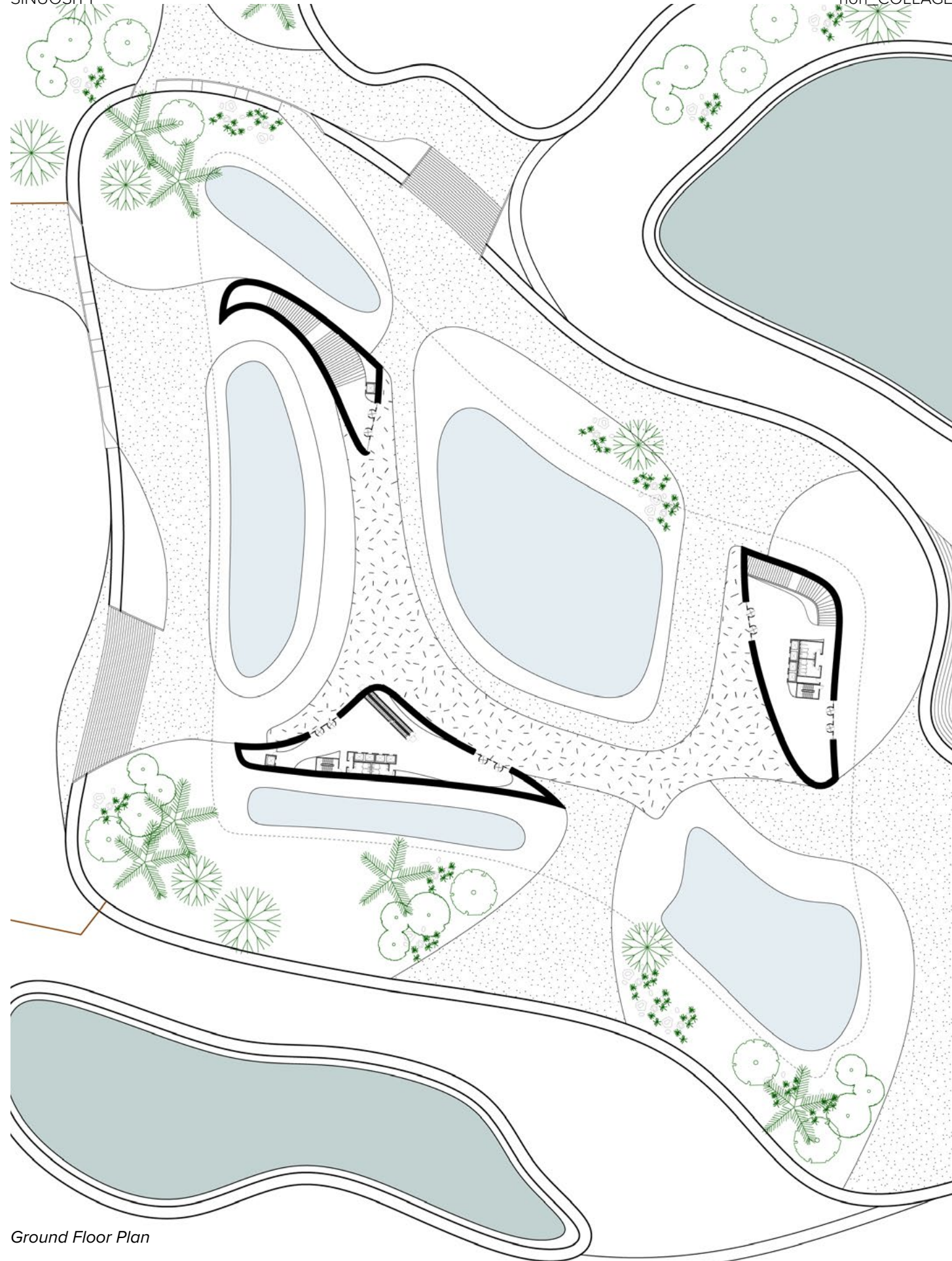
Studio Combined Site Plan with Flood Levels



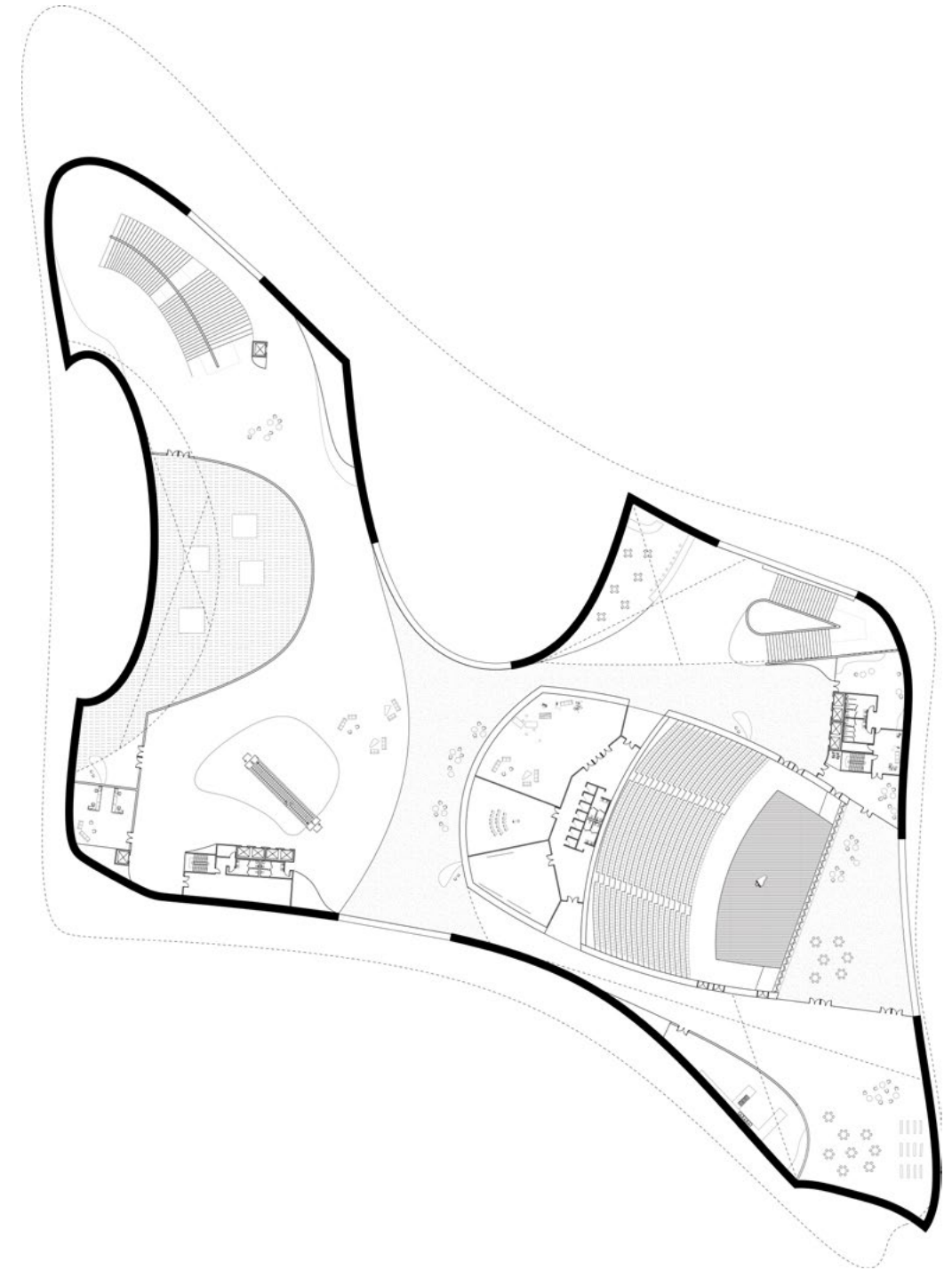
Site Plan with Spreading Grounds





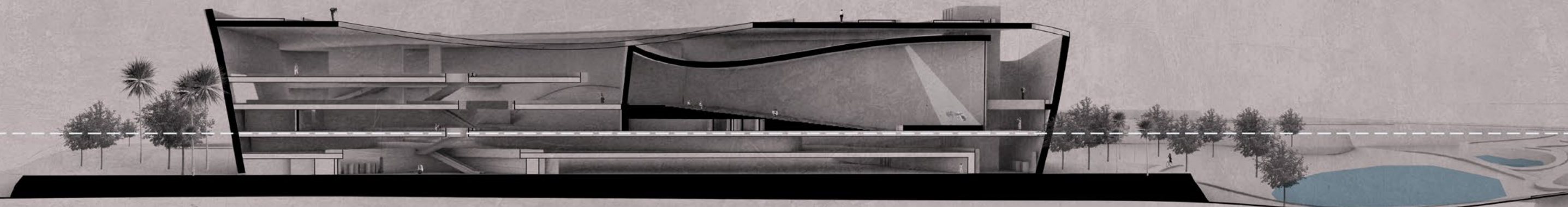


Ground Floor Plan



Third Floor Plan

100 YEAR FLOOD



non_VISUALS

08 AVERY SPOT

The Outside Project | Spring 2021

Critics: Laurie Hawkinson and Galia Solomonoff

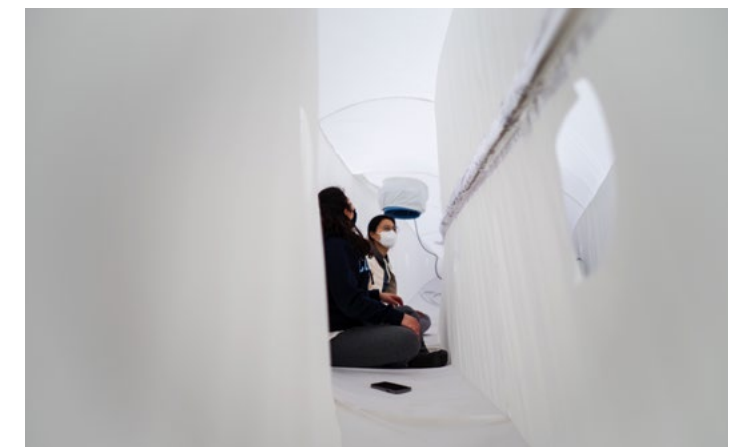
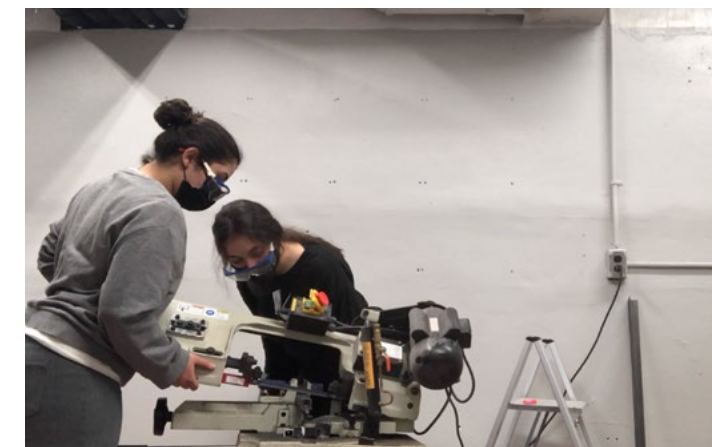
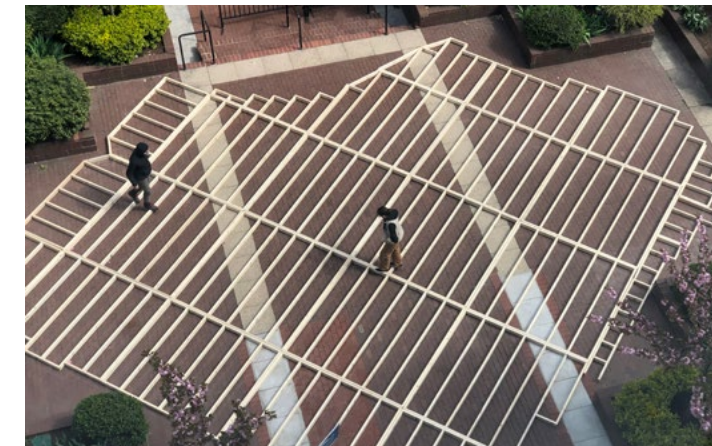
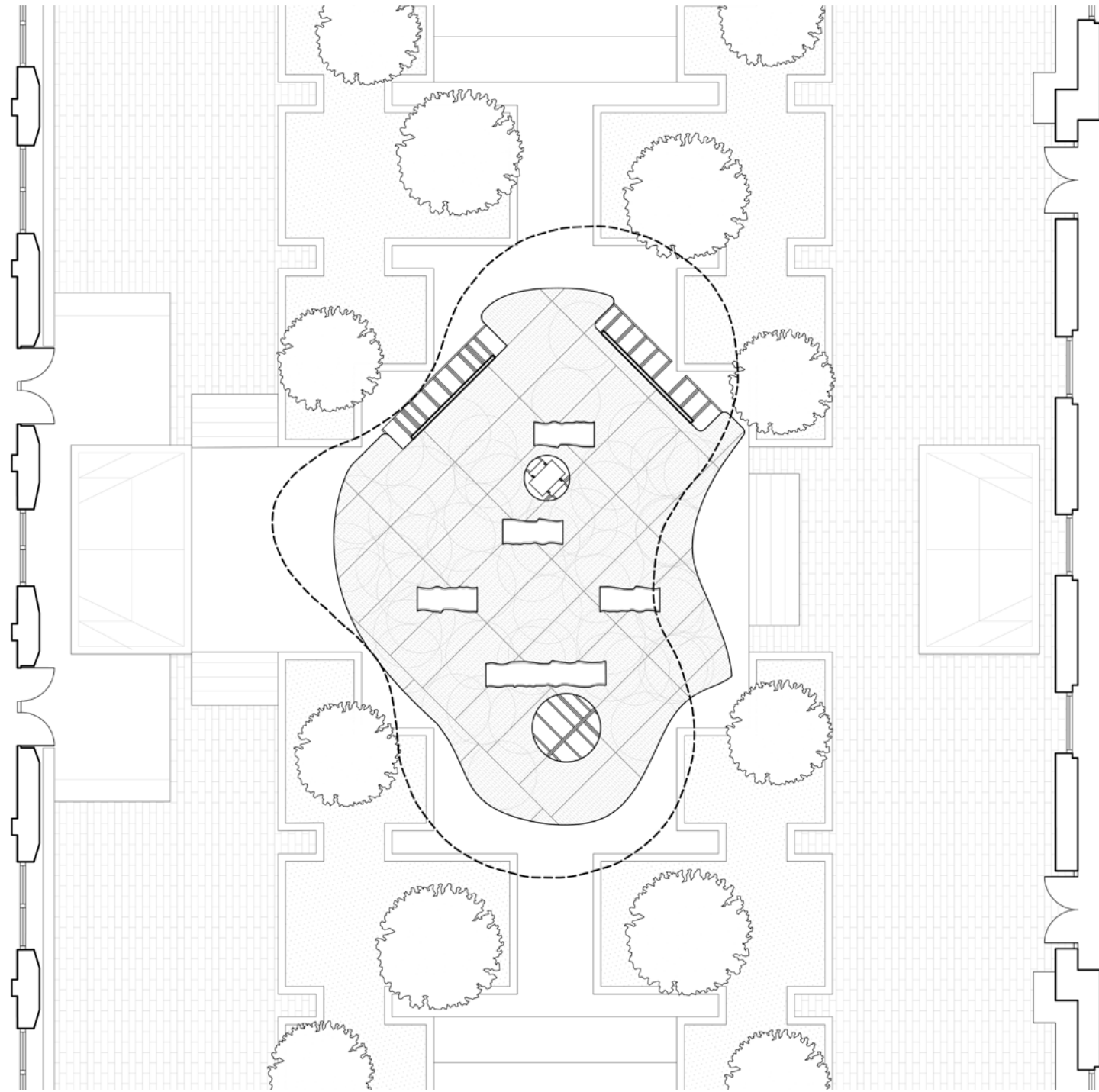
Partners: Zina Berrada, Eleanor Birle, Jiyong Chun, Marie Christine Dimitri, Lin Hou, Nanjia Jiang, Blake Kem, Cecile Kim, Kim Langat, Cassandra Lee, Cherry Xinyi Qu, Vera Montare Savory, Tristan Schendel, Lauren Scott, Kaeli Alike Streeter, Taylor Urbshott, Xindi Wang, Eunjin Yoo, and Elie Zeinoun.

OUTDOOR PAVILION

Columbia University, New York

Avery SPOT was a student-designed outdoor pavilion that was built during late Spring 2021. In response to COVID-19 and social distancing, we wanted to create a space where people could gather and share. The pavilion featured an inflatable canopy of 600 pounds with LED color lights, a platform with social distancing circles engraved for different programs, and screens for any kind of hybrid programming.





Avery Spot Site Plan with furniture



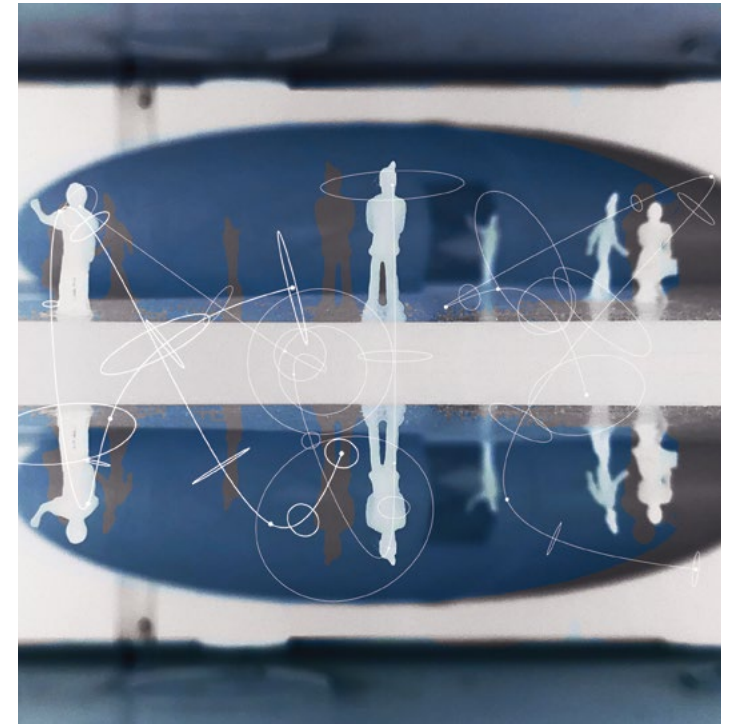
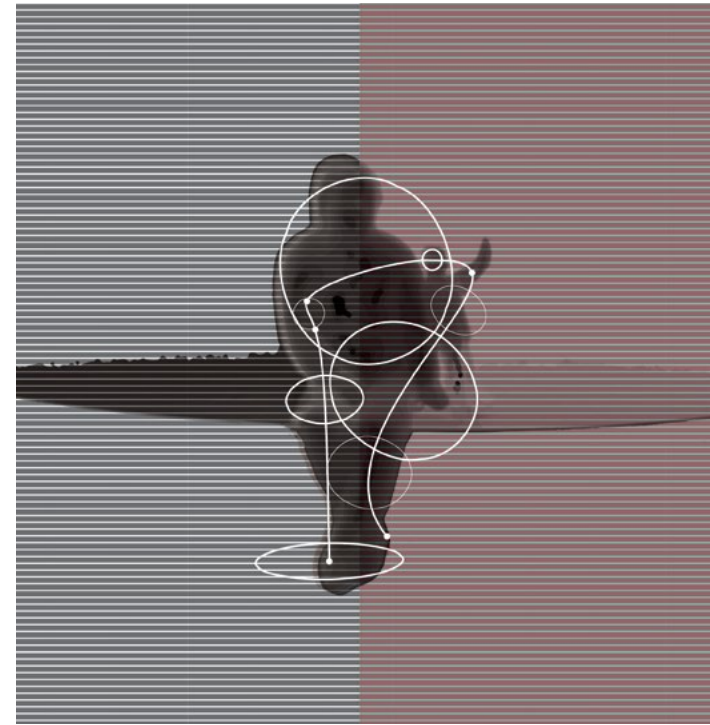
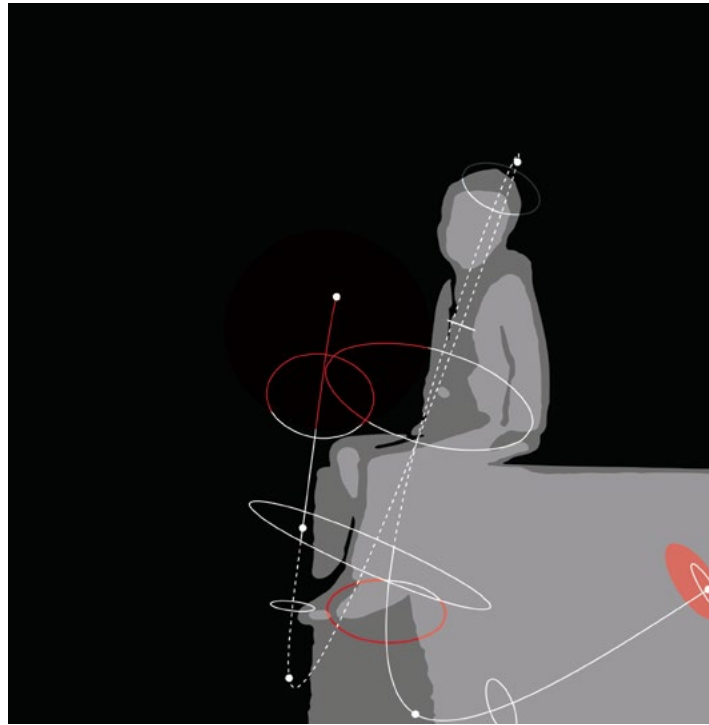
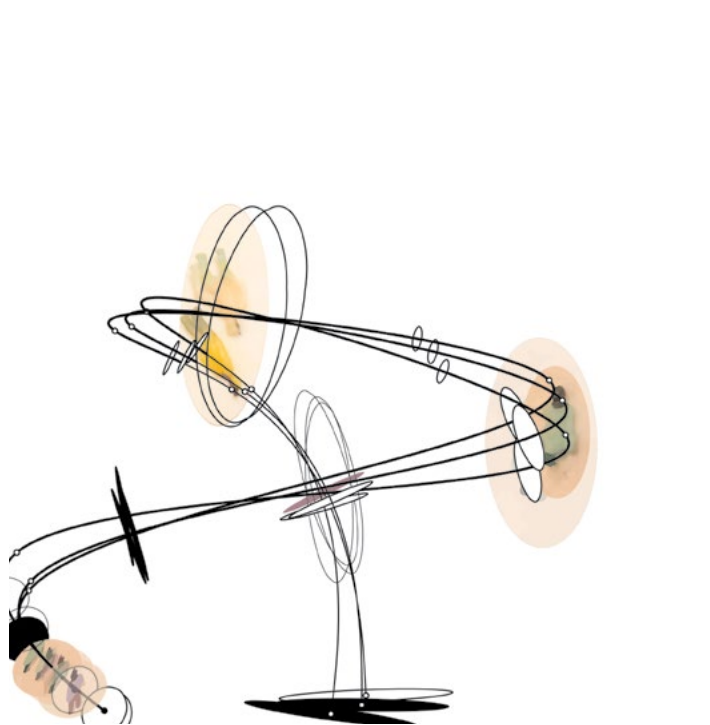
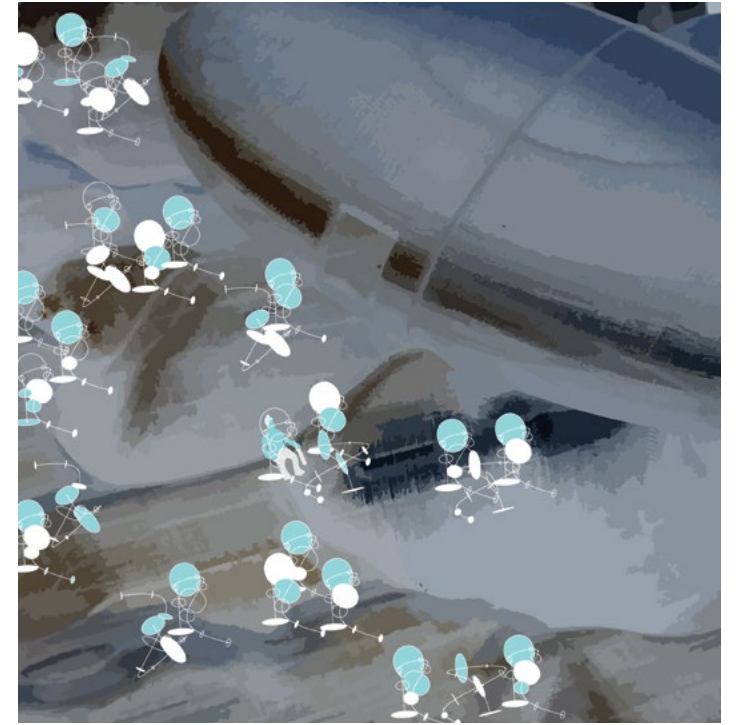
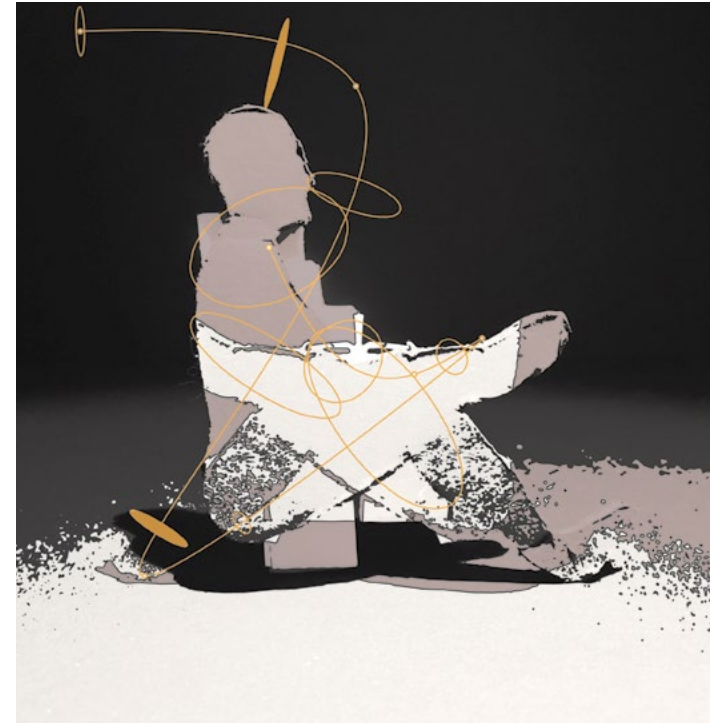
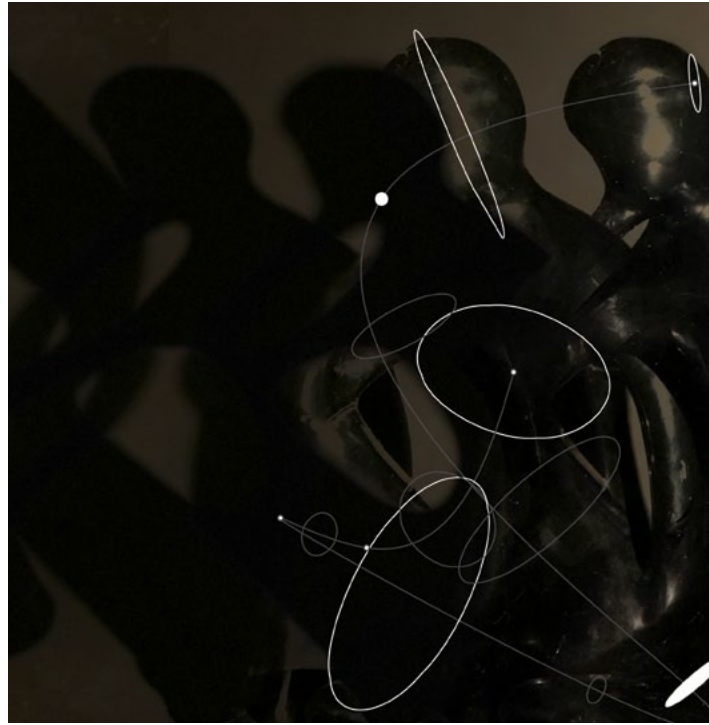
Photograph of Avery Spot at night. Credit: Joshua C. Jordan

09 BODY_LINE_SMUDGE

AD+R II | Spring 2020
Critic: Lexi Tsien-Shiang

Do letters matter?
No.
No labels needed.
Only lines.
Only lines_curves.
Only lines_curves_smudges.
Only lines_curves_smudges_colors.
A body is just a smudge in space...
and time?
Abstraction is reality.
Time is unfixed.
Color is the translator.
What we think is reality is just pure simulation.
Simulation is defined by wireframe.
Transparency reveals the apparent.
A body is deconstructed.
The unclear definition of a body
filtered through lines and smudges.
The origin doesn't exist.
Only color joins phenomenoms.
What is a phenomenom anyway?
Only lines.
Only lines_curves.
Only lines_curves_smudges.
Only lines_curves_smudges_colors.





10 STEROID PLANTS

Model Fictions | Summer 2021

Critic: Joshua C. Jordan

Partners: Adeline Chum & Benjamin C. Diller-Schatz

Due to a combination of CO2 saturation and other environmental factors, the biomass ecosystem has gone on steroids, and plants must be used (in place, attached to their site roots) as a symbiotic exoskeleton for all buildings, with new and old reinforcements.

The purpose of this workshop was to create an animation using physical models and tools from the wood shop. On the right, we can see the scene stills from the short film which can be seen at: <https://youtu.be/eOxYCi-xkrk>



01



05



09



02



06



10



03



07



11



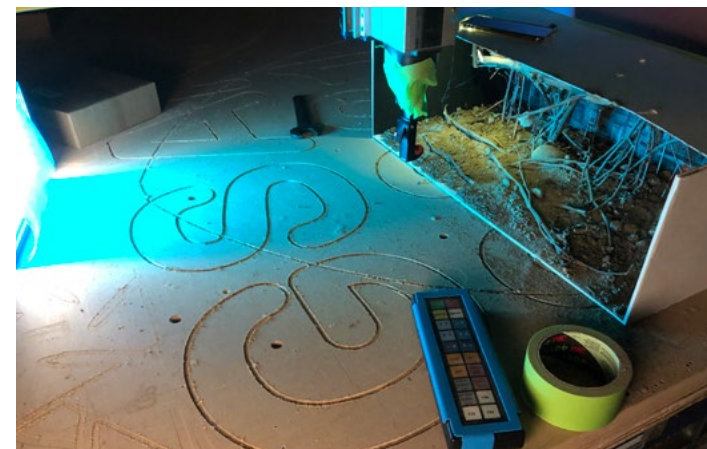
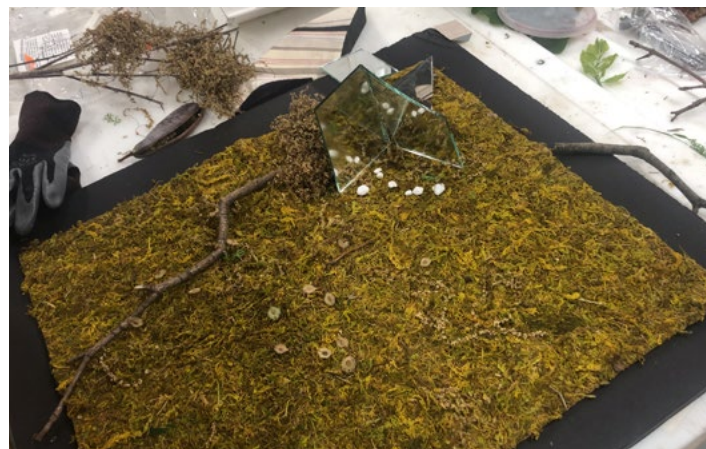
04



08



12



Model-making Process

Film-making Process



11 POWER PLANT(S)

Techniques of the Ultrareal | Spring 2022

Critic: Philip Crupi

Partners: Will Cao & Maxim D. Kolbowski-Frampton

Situated in the middle of nowhere, this dystopian snow city contains a hidden gem -- a power plant. This power plant has been created to sustain new life and oxygen within fragile glass buds. There is no life outside them. The Power Plant is responsible for keeping any living thing alive.



Interior view of Power Plant(s).



Exterior view of the top of Power Plant(s).



Night view of Power Plant(s).



View of the towers of Power Plant(s).



Aerial view of Power Plant(s).

anays m. GONZALEZ