

ARCHITECTURE PORTFOLIO

SELECTED WORKS 2019 - 2022

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Sharing as Armature

Core Studio III: Housing in Bronx

"House" for Everyone

Advanced Studio VI: Rethink the Frick Collection & New Domesticity

In "Voids"

Core Studio II: Public School for Grade K-8

Gaps within the Gap

Advanced Studio V: Supportive Infrastructure for Healthcare Facilities

Ground & Seasonality

Advanced Studio IV: Communal Infrastructure for Islamberg

Enabled Pool

Core Studio I: Therapeutic Pool for People on Wheelchairs

Melrose Community Center

AT4 Integrated Systems

City of Billboards

Generative Design

Terra-cotta Facade Design

Facade Detailing

Building for Deconstruction

Architectural Drawing & Representation I

Sharing as Armature

Housing in Bronx

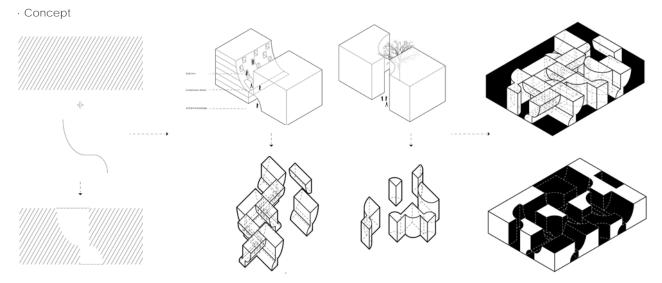
New York, USA Advisor: Eric Bunge Teammate: Duo Xu Core Studio III Fall, 2020

In this project, co-living housing units are designed to help with vulnerable groups of people that are suffering financial problems. According to the research, people are usually more willing to design and decorate their rooms by themselves but expect developers to fully design the sharing space. Private rooms are guaranteed for every household. Kitchens, working space, and gyms are shared.

Using sharing activities as the armature, the project is intended to provide the residence a sense of security. To organize these sharing activities together, Curvy surfaces are used as basic geometries to provide subtle encolure. Visual connections are created between people inside and outside the volume to give a sense of security. Also, the geometry guarantees enough distance between volumes, which helps to create a good lighting condition.

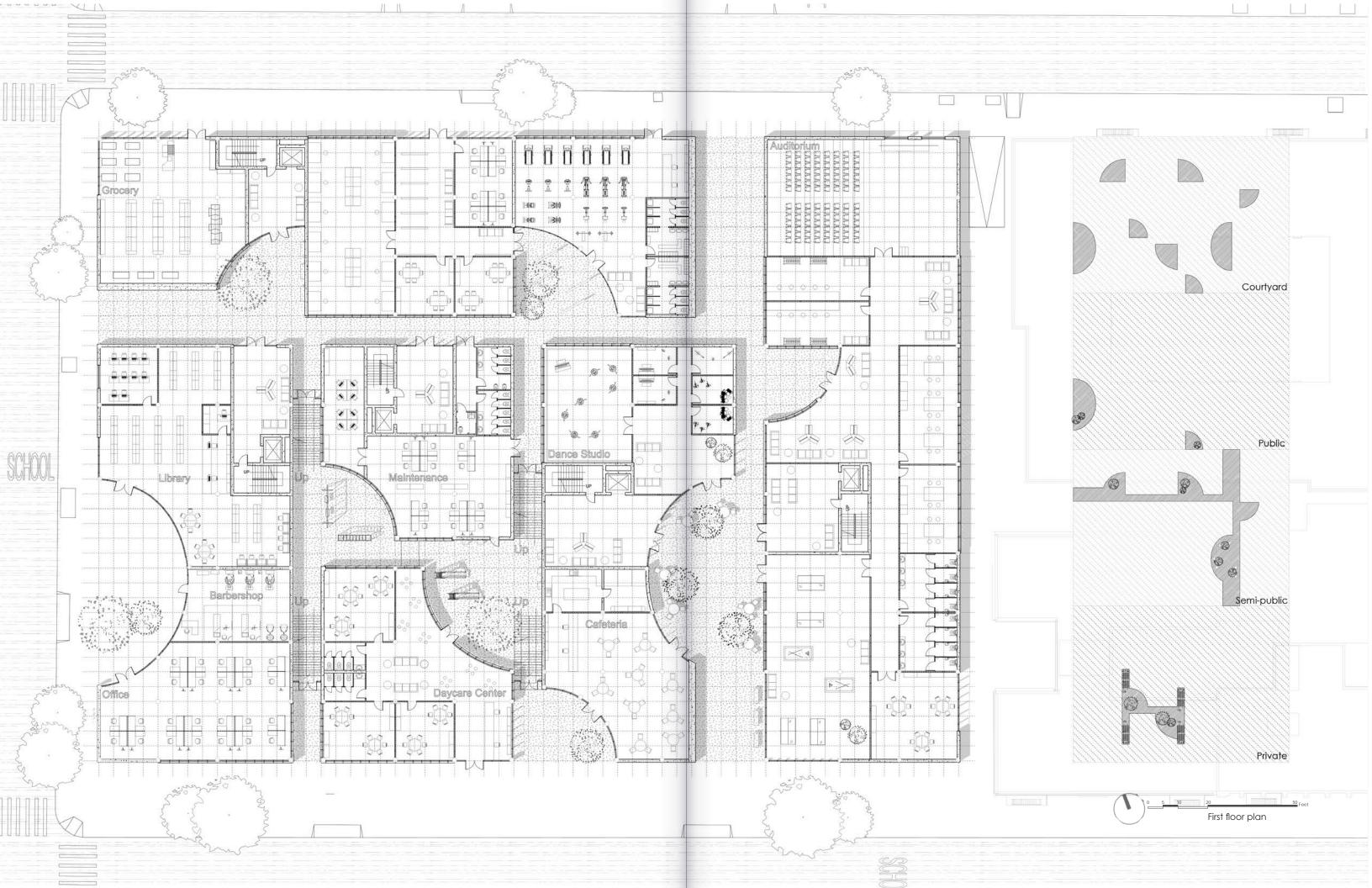
When it comes to sharing, it's not limited to interior spaces. Continuous voids are created for exterior spaces. By encountering each other through daily activities or communal events, bonds between residents will strengthen and a better community could be thus created.



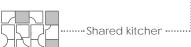






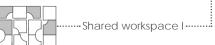






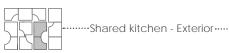








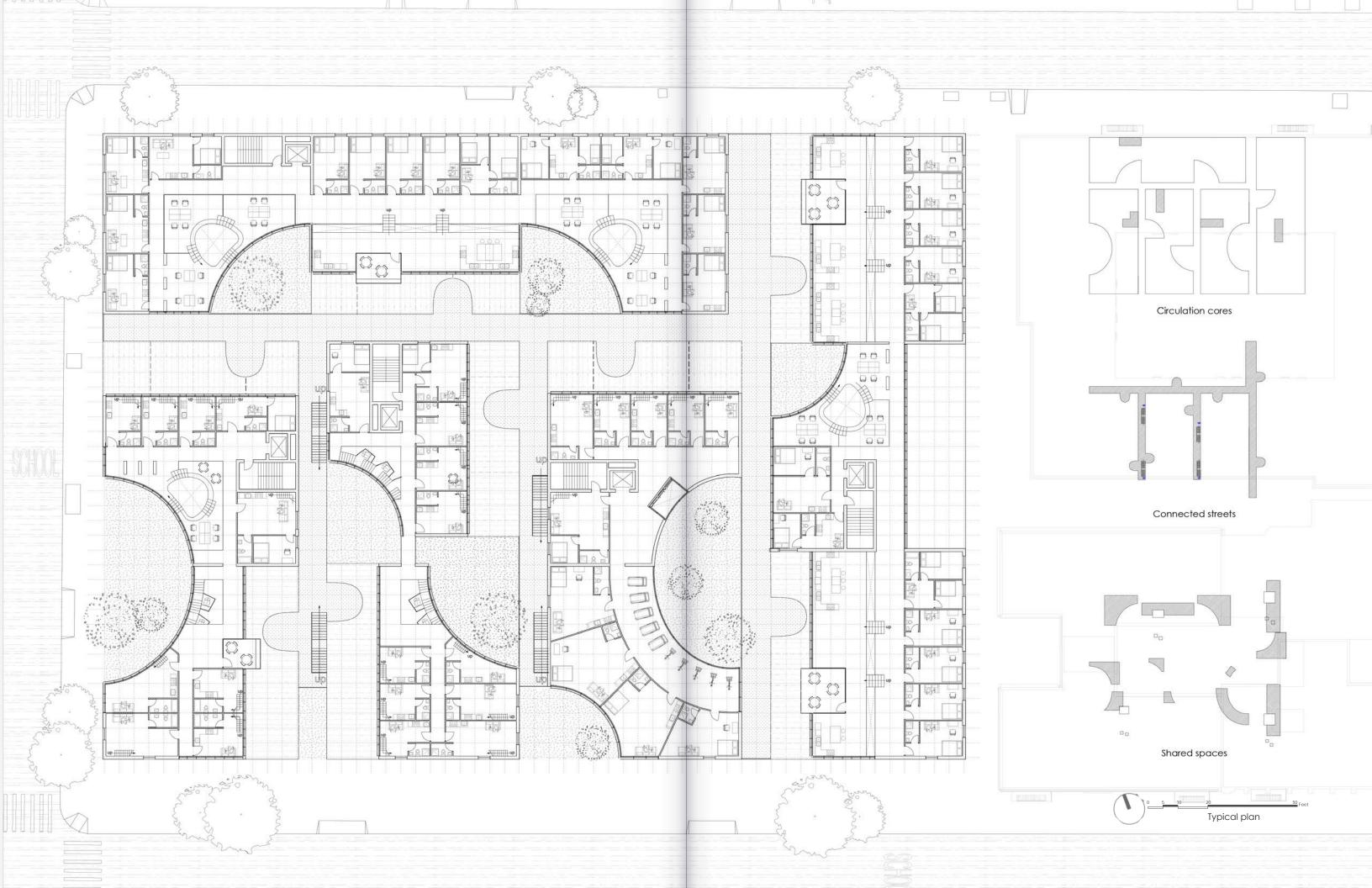






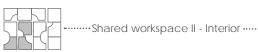
















"House" for Everyone

Rethink the Frick Collection & New Domesticity

New York, USA Advisor: Juan Herreros Teammates: U Kei Long, Xueyin Lu Advanced Studio VI Spring, 2022

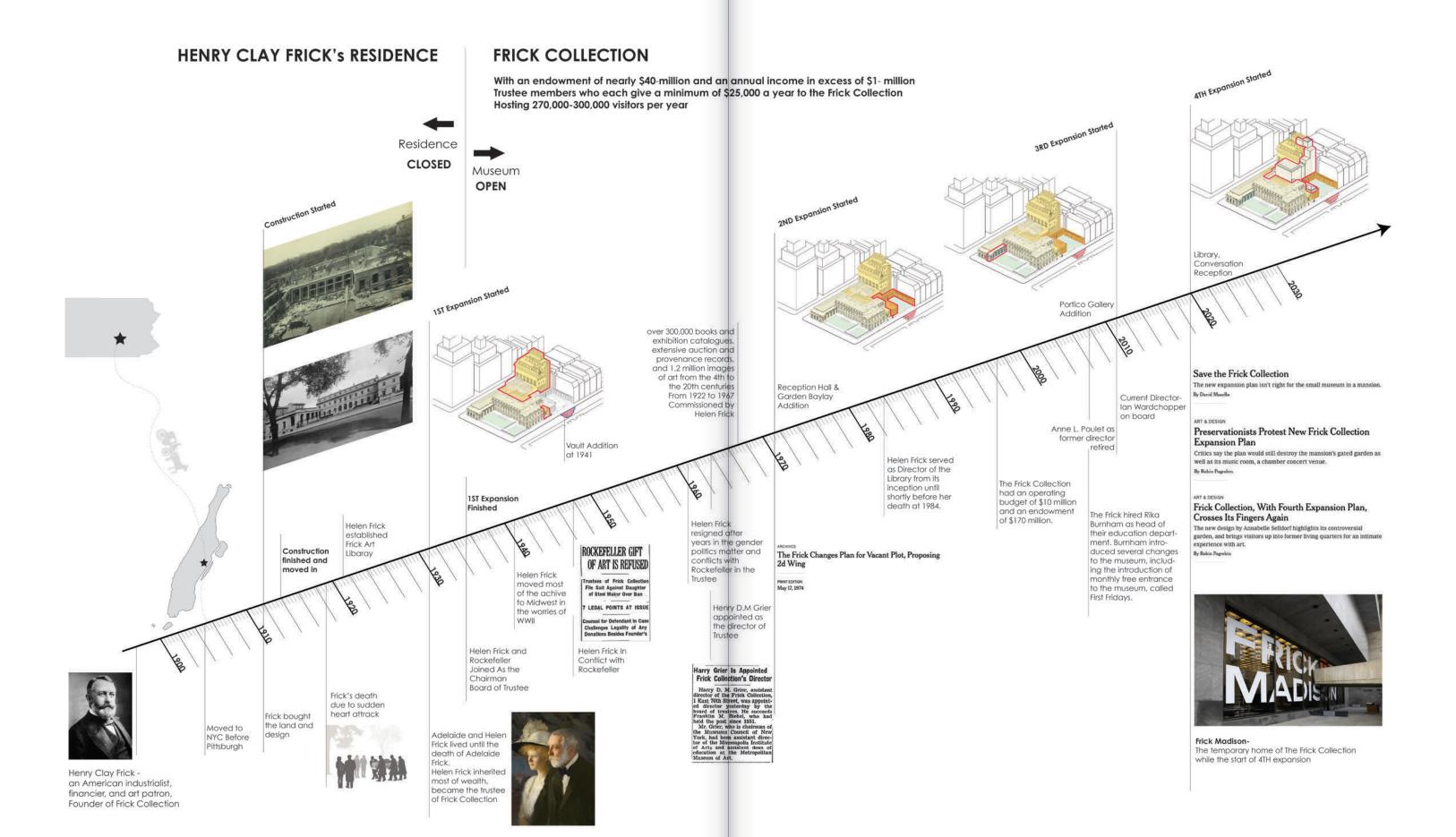
Frick Collection is one of the preeminent museums in America that possesses a high valued collection of old paintings from Medieval Art to Impressionism in the 18th century. Manifested itself as the aesthetic vestige of 20th century American wealth, Frick Collection is prioritized for high value of European Art and an upper class committed board.

As a museum transformed from a luxurious 20th century residence, the exclusiveness of the Frick Collection has isolated itself from the public which it is supposed to serve. During the days when Henry Frick used it as a residence, the art collections were no more than a background of the family's daily life.

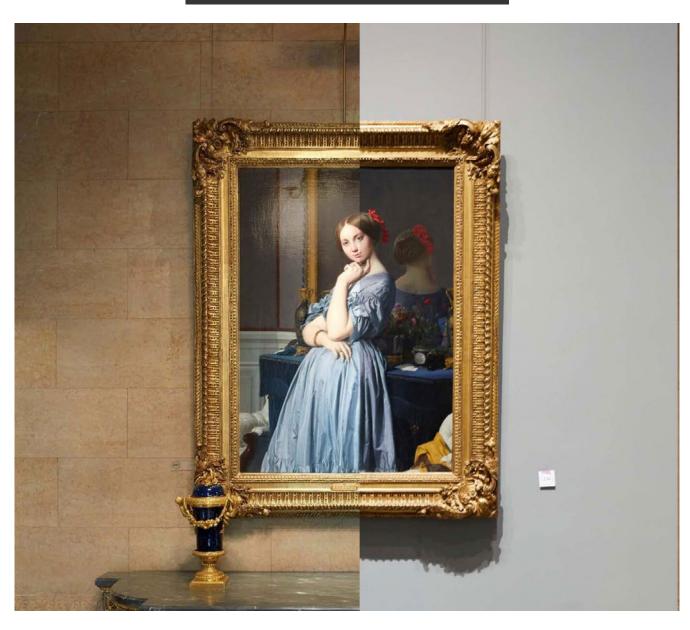
To reconnect the Frick Collection to the public, the project aims to highlight the domesticity of its original function as residence, making the Frick Collection a house for everyone.

With its art collection as the background of context to demonstrate the value of superimposition, through the rearrangement of Furniture, Partition walls, poché and Transitional installations. The gesture is to sustain the form of domestic activities with different groups of people, including visitors and locals, kids and artists related groups.

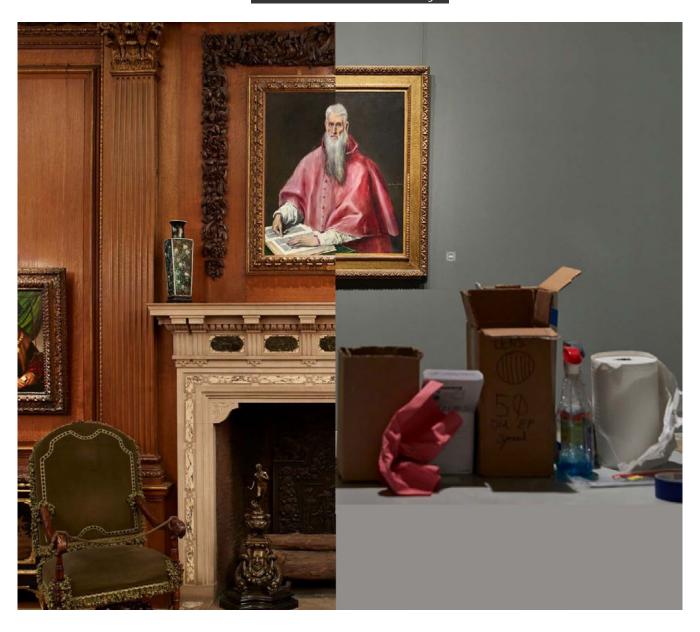


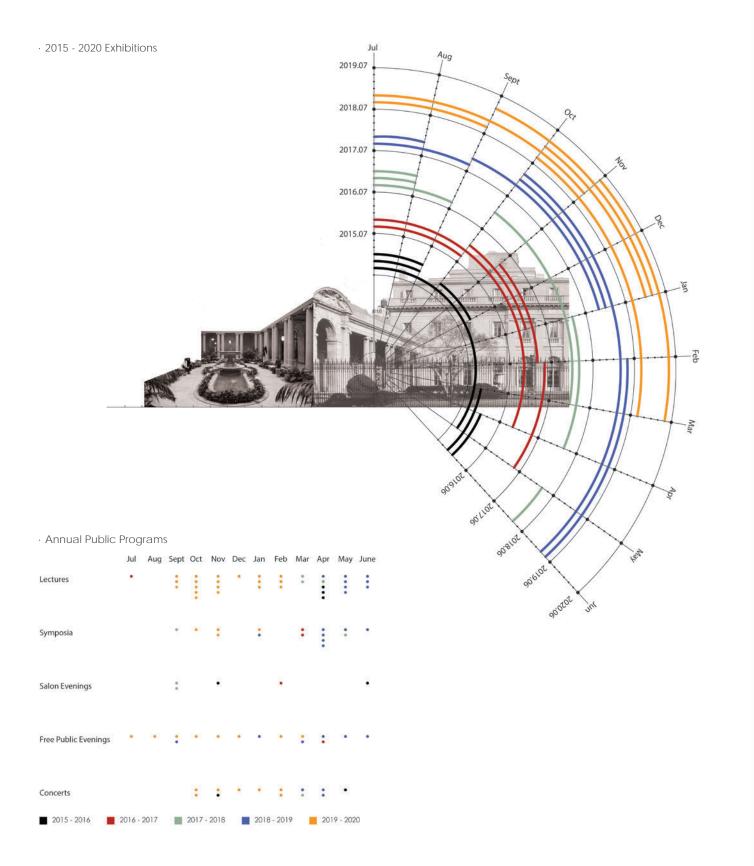


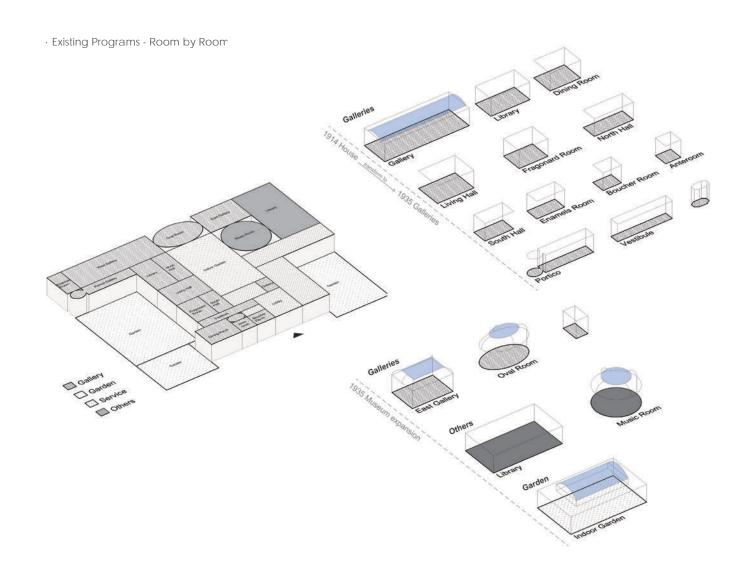
The Frick Collection & The Frick Madison



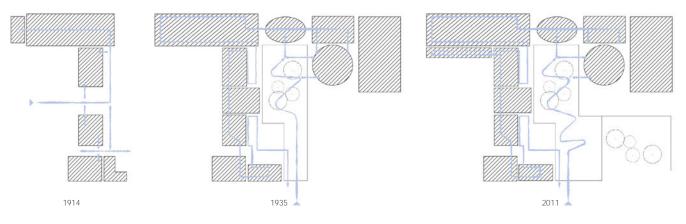
Context & Domesticity







· Circulations After Expansions

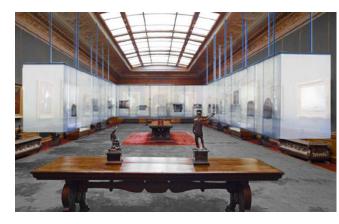


Conceptual Intervention - Superimposition









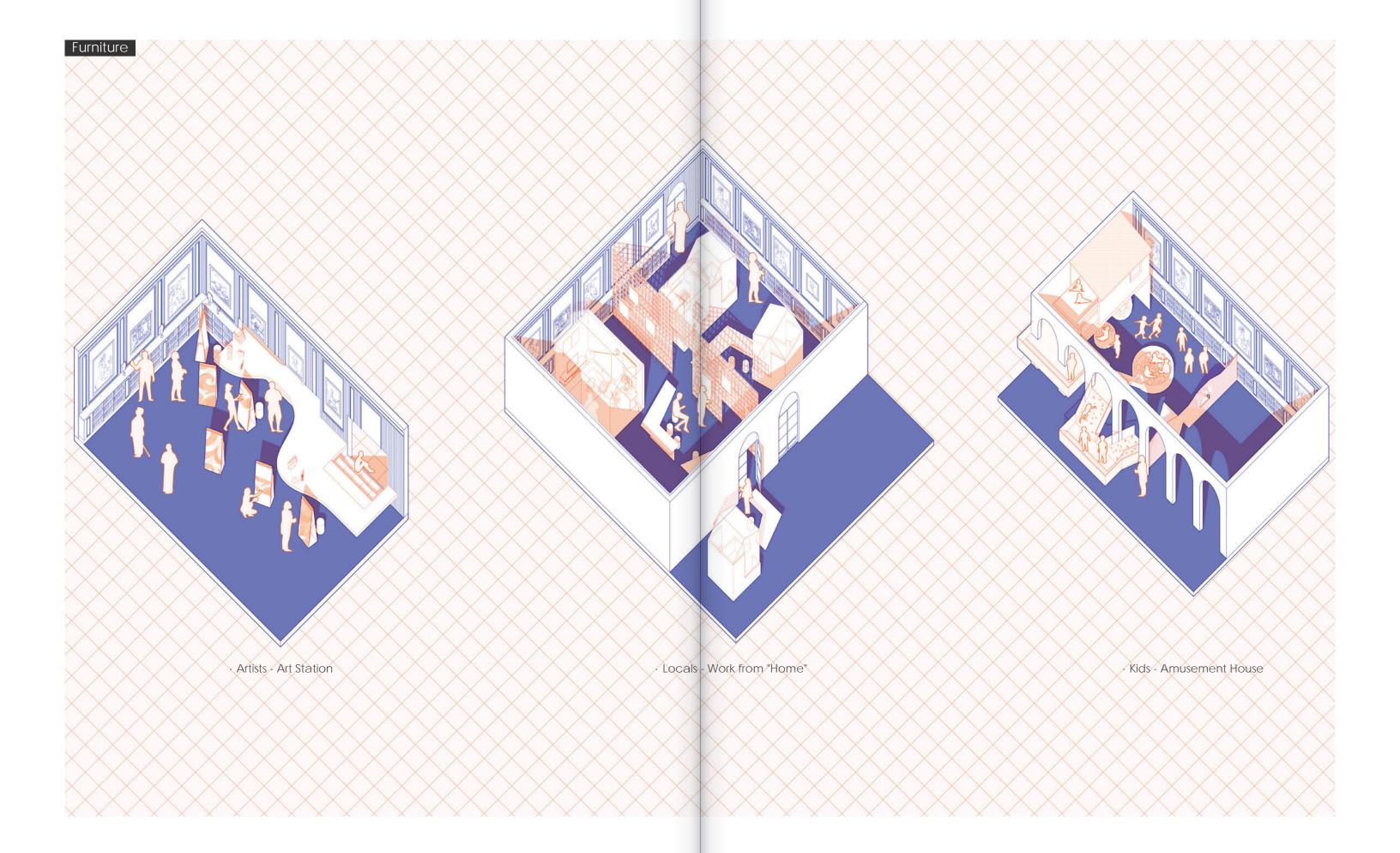
Conceptual Intervention - Parallel Activities

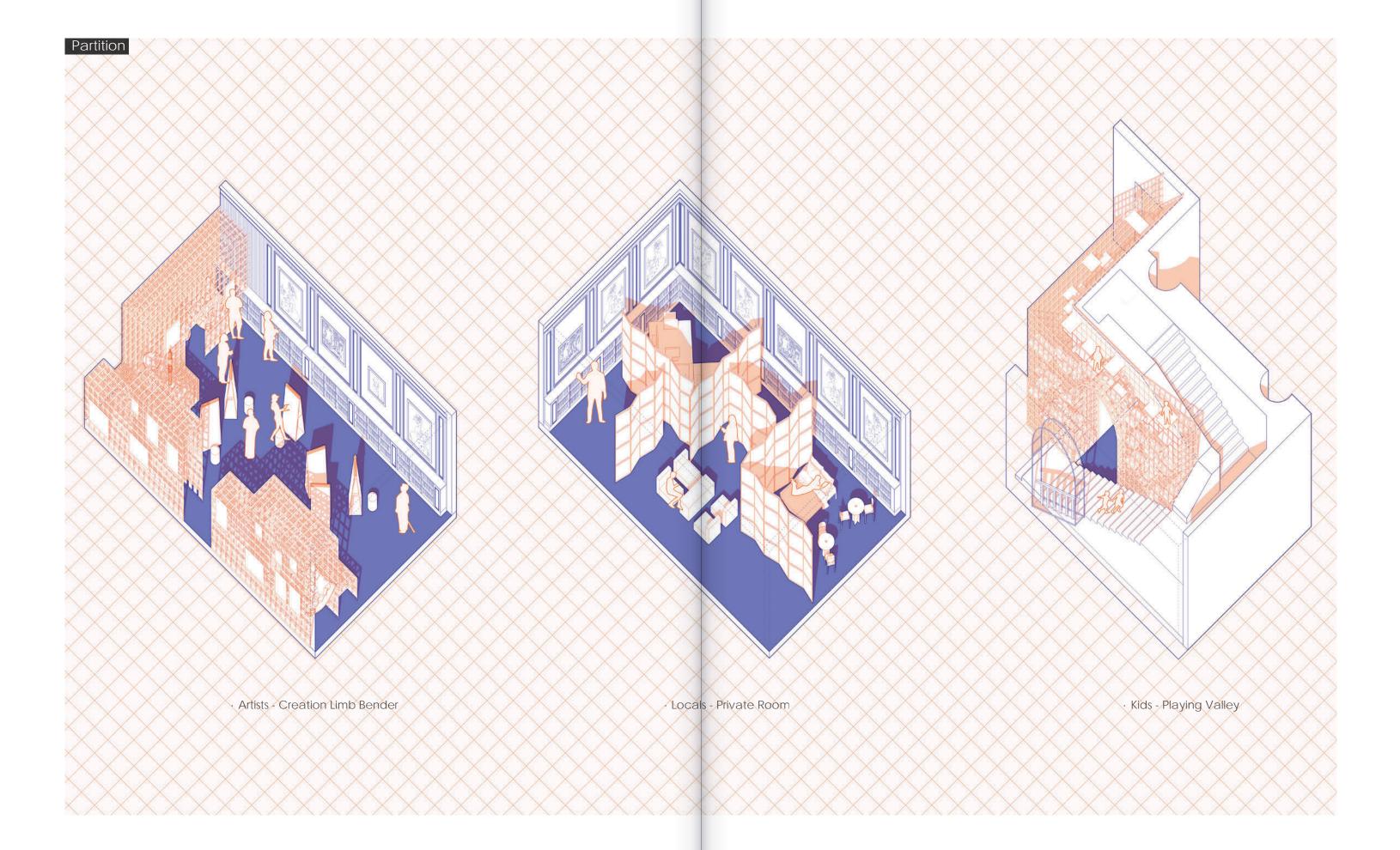


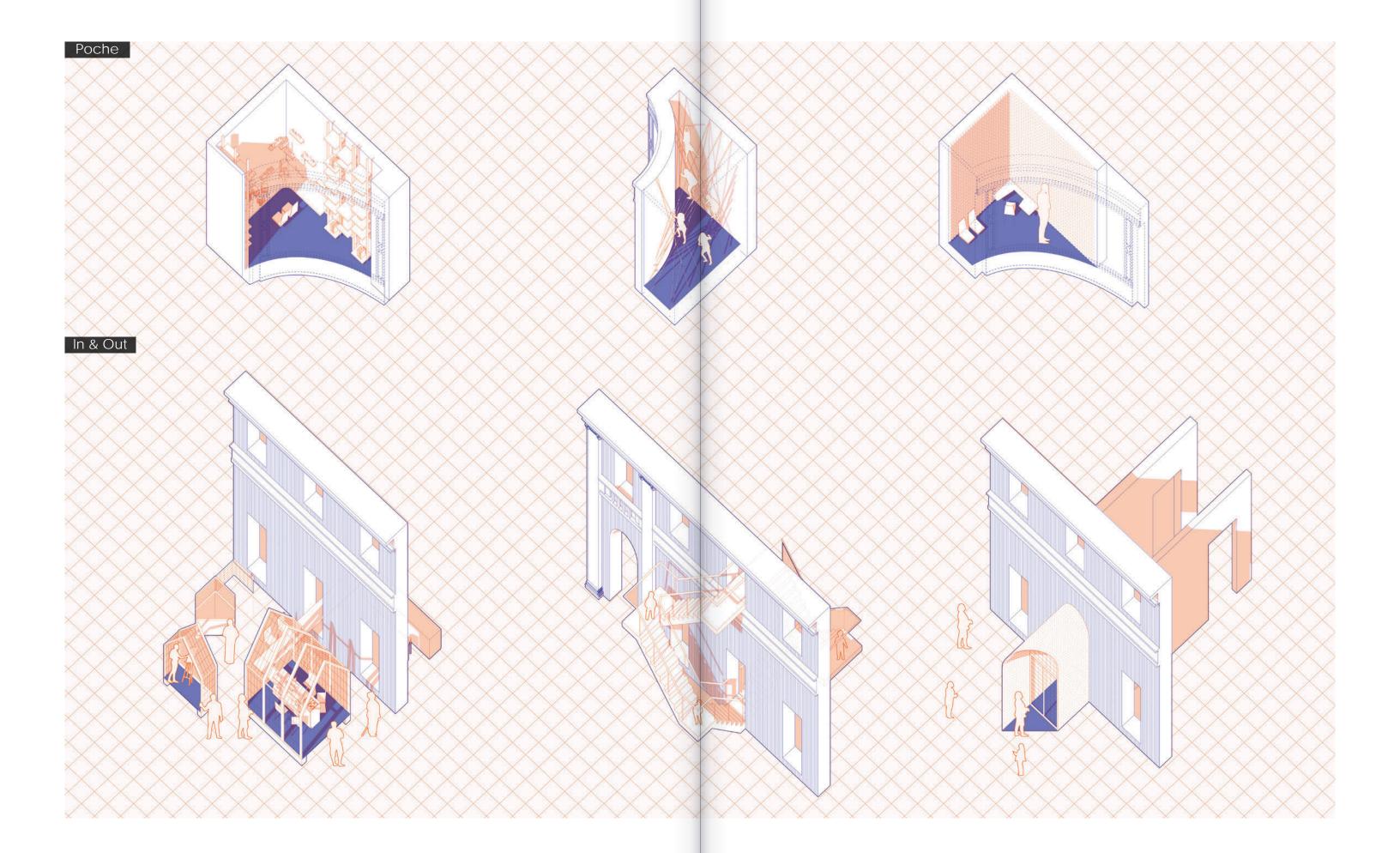














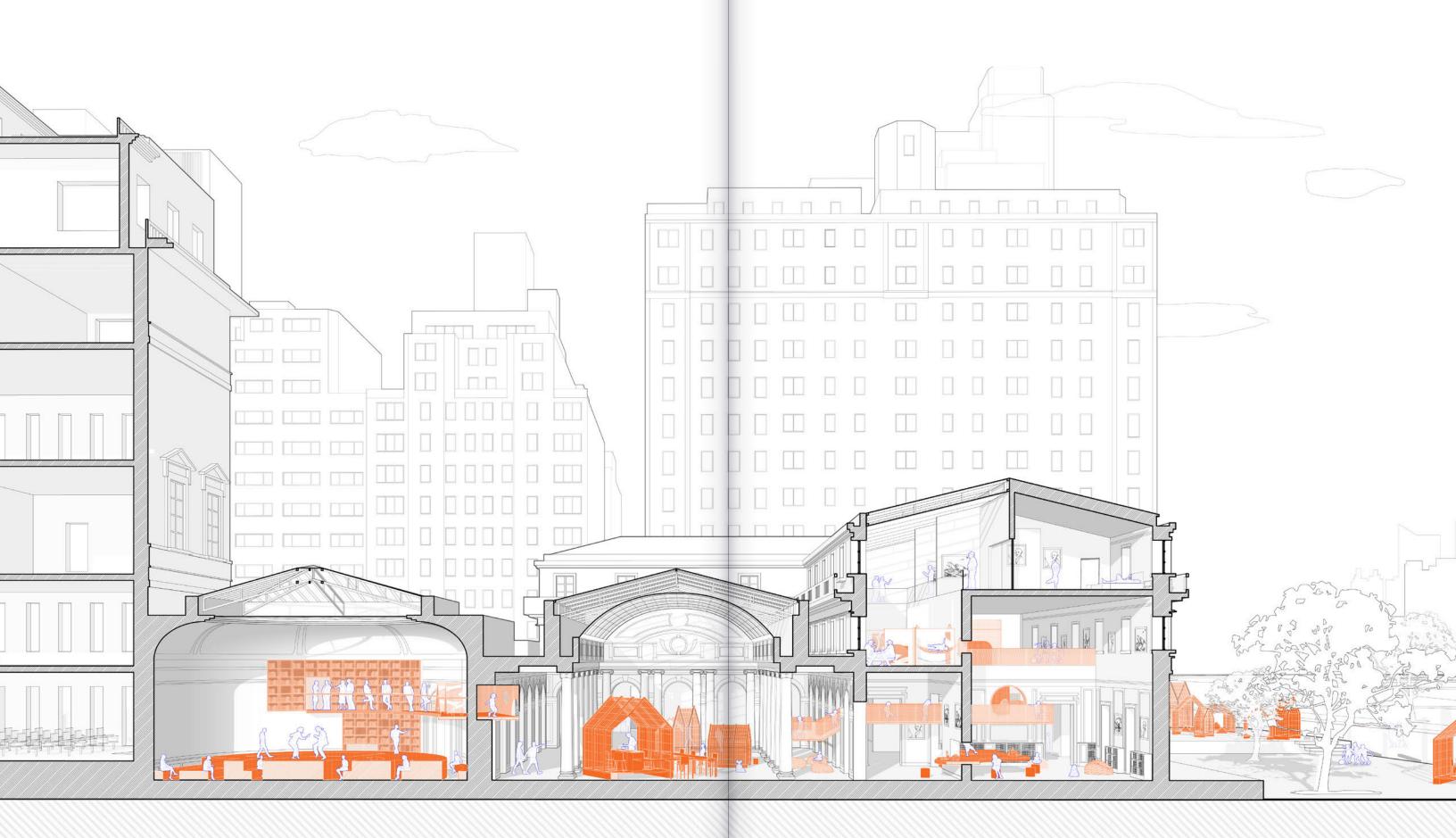












In "Voids"

Public School for Grade K-8

New York, USA Advisor: José Aragüez Individual Core Studio II Spring, 2020

Schools are space for students to learn, to play, and to explore. In terms of this project, the intension is to design a school where students can act as active explorers rather than passive learners.

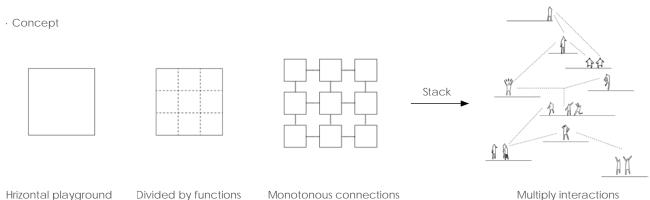
Buildings can be roughly divided into three parts -- envelope, functional space, and the void-in-between. By making use of the void, the interactions between people and people, people and the city can be activated, and hopefully, it will become a place where students can explore with interests.

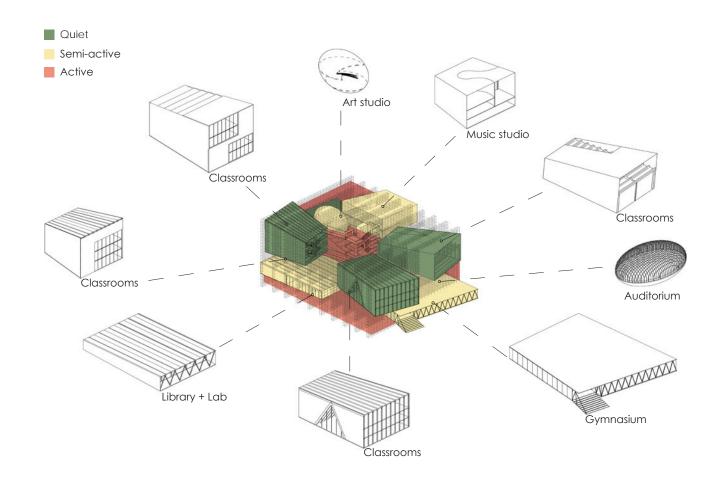
To create the "Void", the project adopts a lattice structural system. Such a system provides a homogeneous framework where different volumes can kind of floating freely. Students can creatively use the spaces in between the lattices, making them places for small exhibitions, mini garden, and so on.

To make sure that people can easily enter each of these floating volumes, a central core is placed in the middle of the whole project to accommodate the circulation. Ramps and corridors are used to connect to both the interior of each volume and the roof-top areas. Interactions between ramps and corridors from different floors height multiply the indirect contact between people, which, can be a catalyst for various activities among students.

For the interior space, each volume has a relatively different spatial form. By providing these different spatial types, the diversity can stimulate students' interest to explore the building. By activating the whole space, the school can be a place where students automatically engage in different activities.

















Rotate



Original volume Dissect into functional volumes Substract

Transform



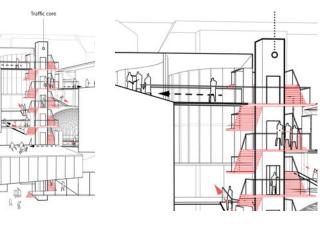




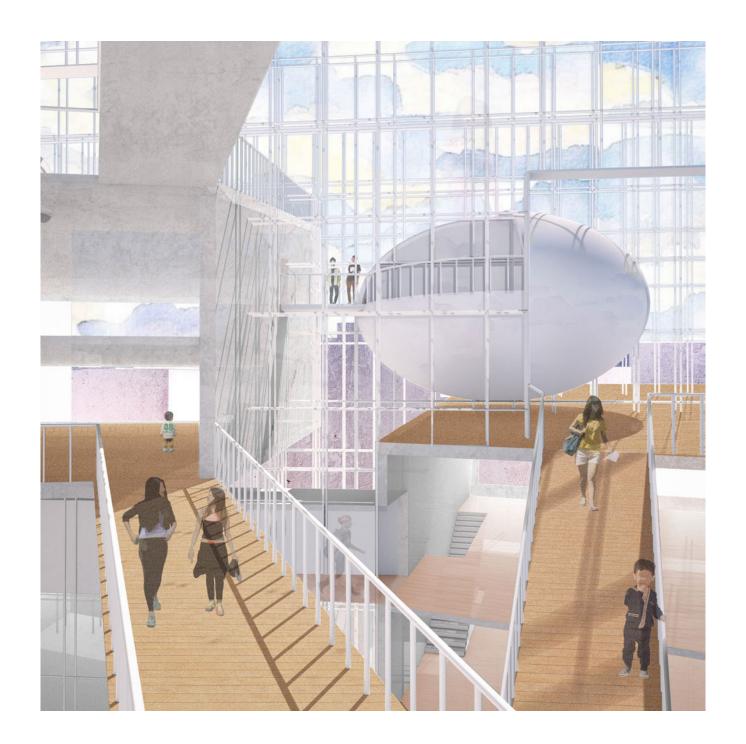
Connect by ramps Support by lattice system

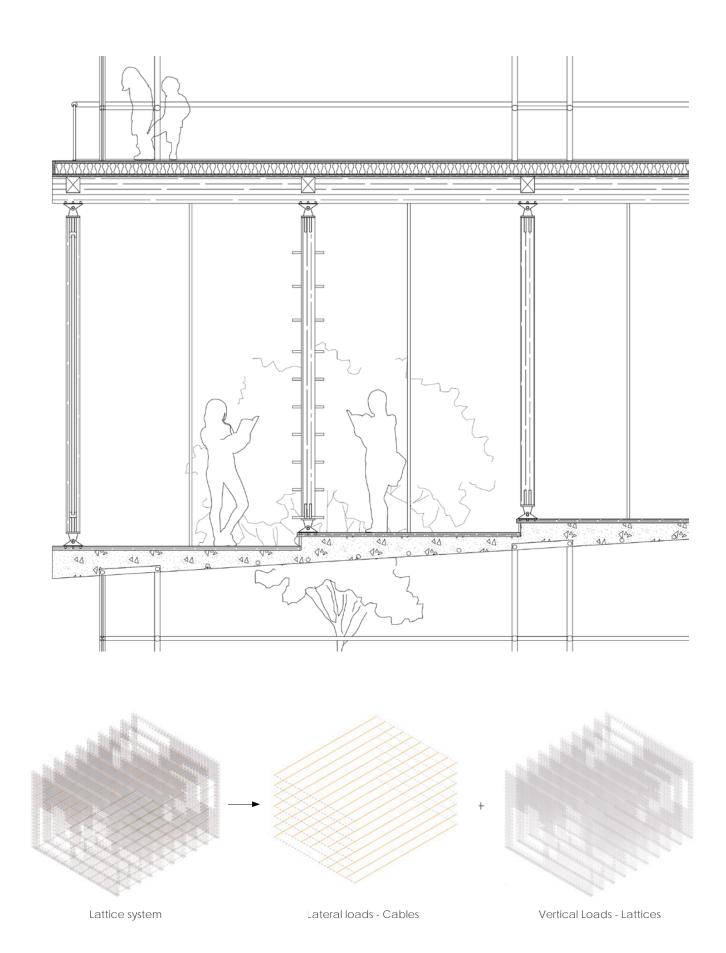


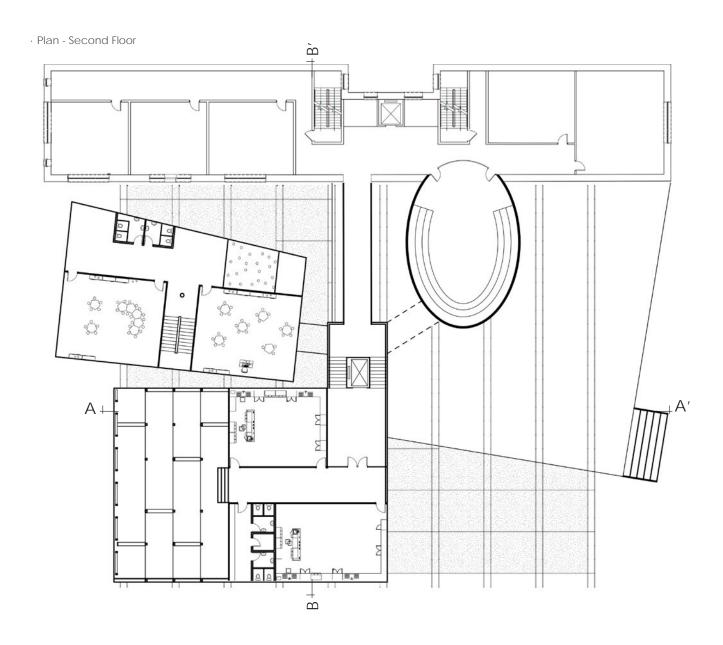
· Circulation



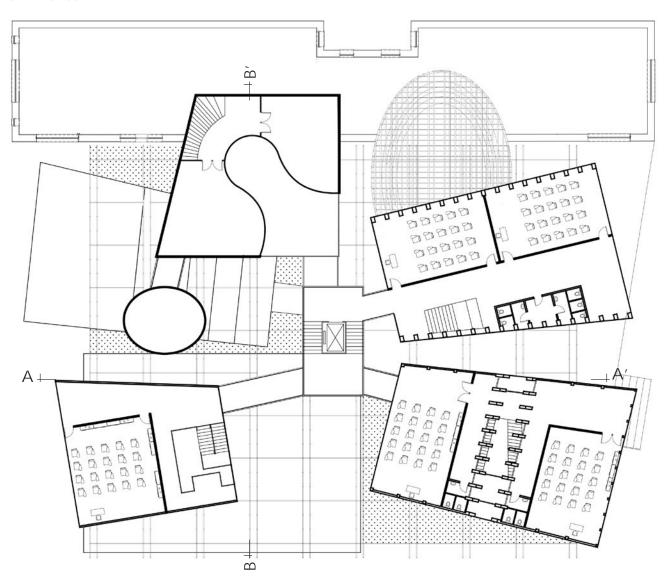


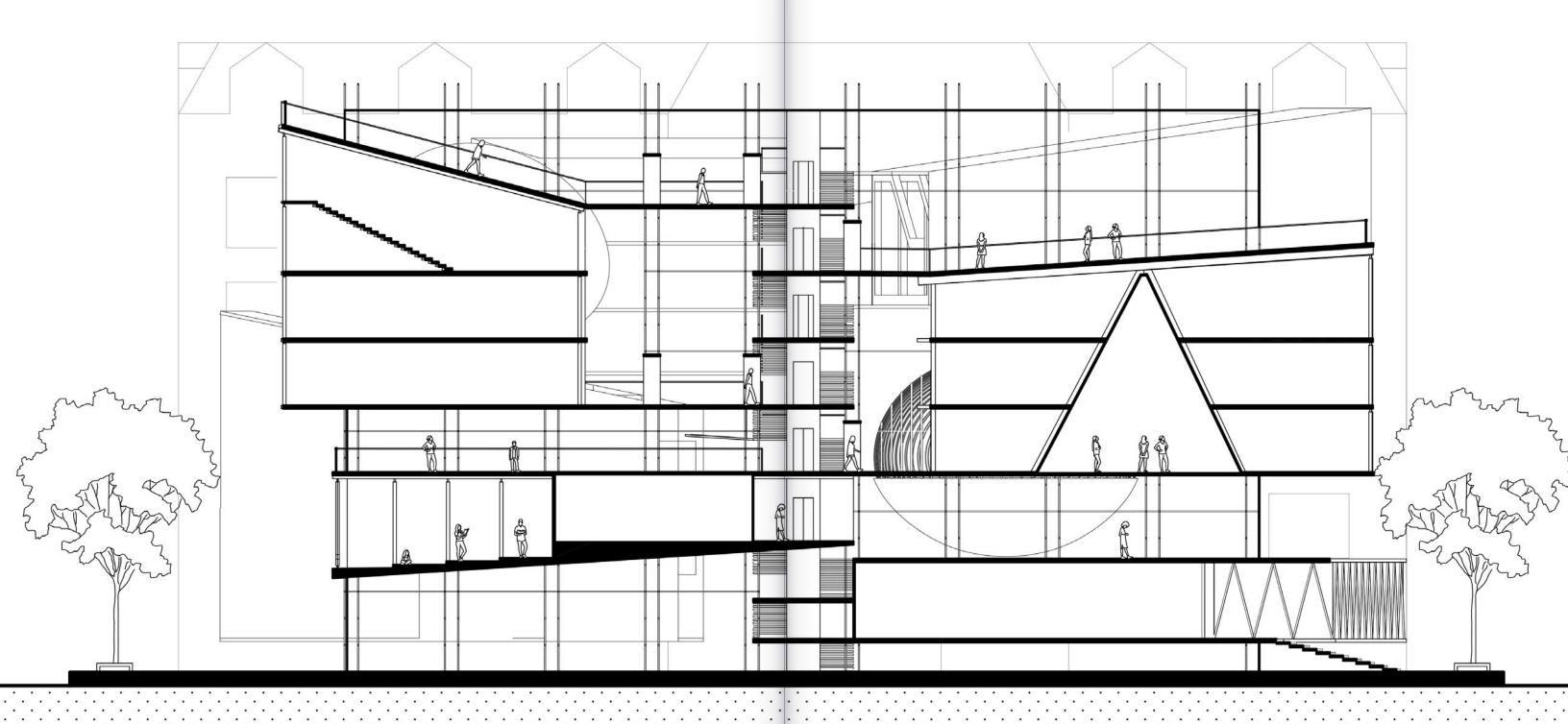


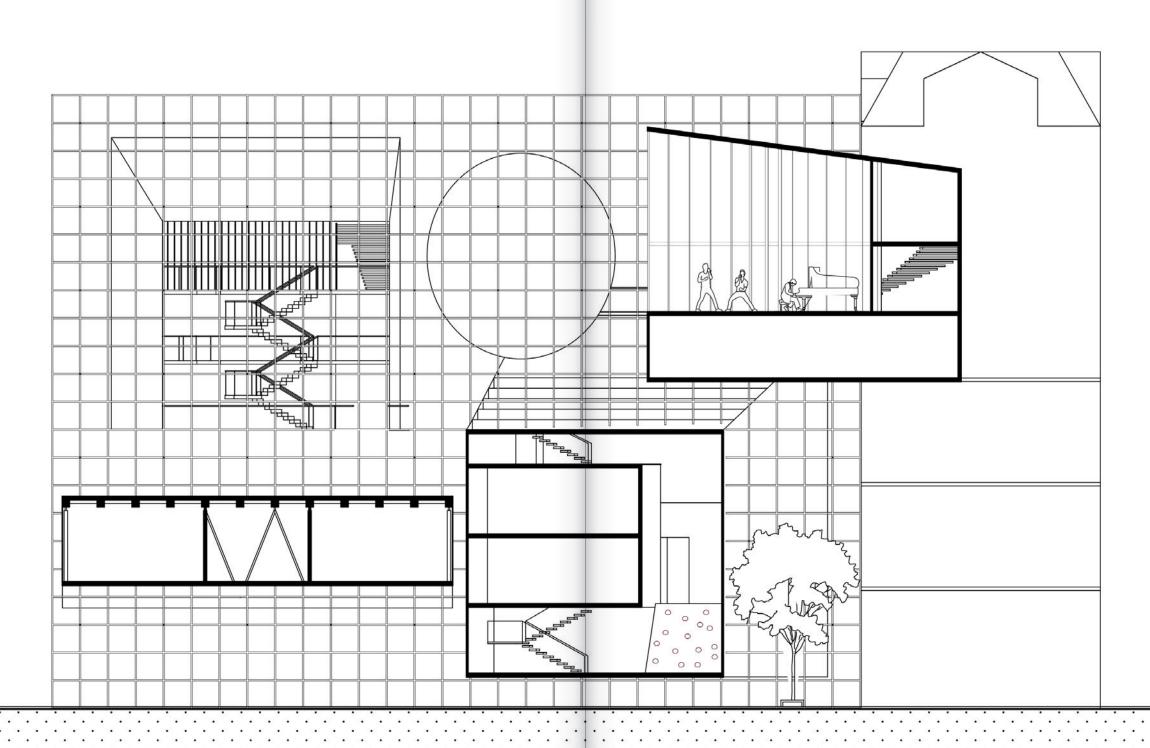




· Plan - Third Floor









Gaps Within the Gap

Supportive Infrastructure for Healthcare Facilities

New York, USA Advisor: Phu Hoang Teammate: Duo Xu Advanced Studio V Fall, 2021

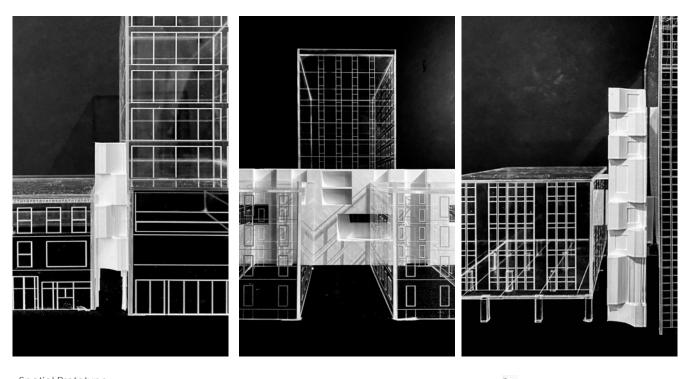
The project uses gaps between existing medical facilities to provide supplementary functions, introducing traditional Chinese medical treatments system and shared housings to improve the overall wellness of both healthcare workers and patients.

Walls are inserted as the main strategy. Linear ramps along the voids provide more accessible paths that connect to the near-by medical facilities, which help combine different services to form a whole system.

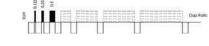
Moreover, circulations are combined with the semi-open space, creating a vertical rehabilitation system, an essential part of the traditional Chinese medical treatments system, which allows dynamic visual connections to the natural environment while keeping a relatively private space.

Housing is provided to accommodate the need for healthcare workers to stay overnight. Shared housing is provided in both 12 feet and 24 feet. In the 9 feet wide gap, the treatment room can be temporarily changed to housing. By including this program, the project aims to provide an ideal commute time of 30 minutes that covers the flushing.

Roofs are connected to the system to provide Rooftop herbal gardening, which is to provide herbs for daily dietary use. Also, it provides green space for rest and exercise.





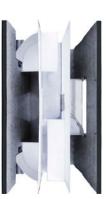


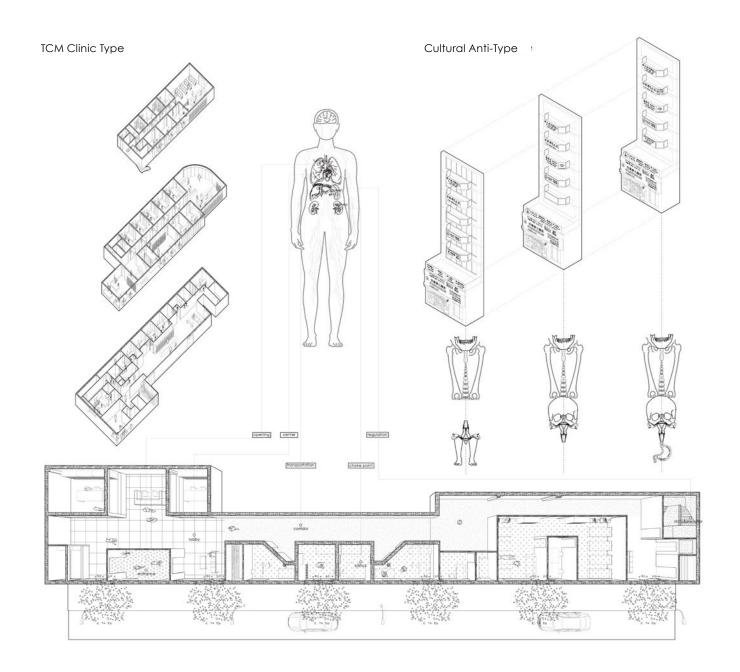


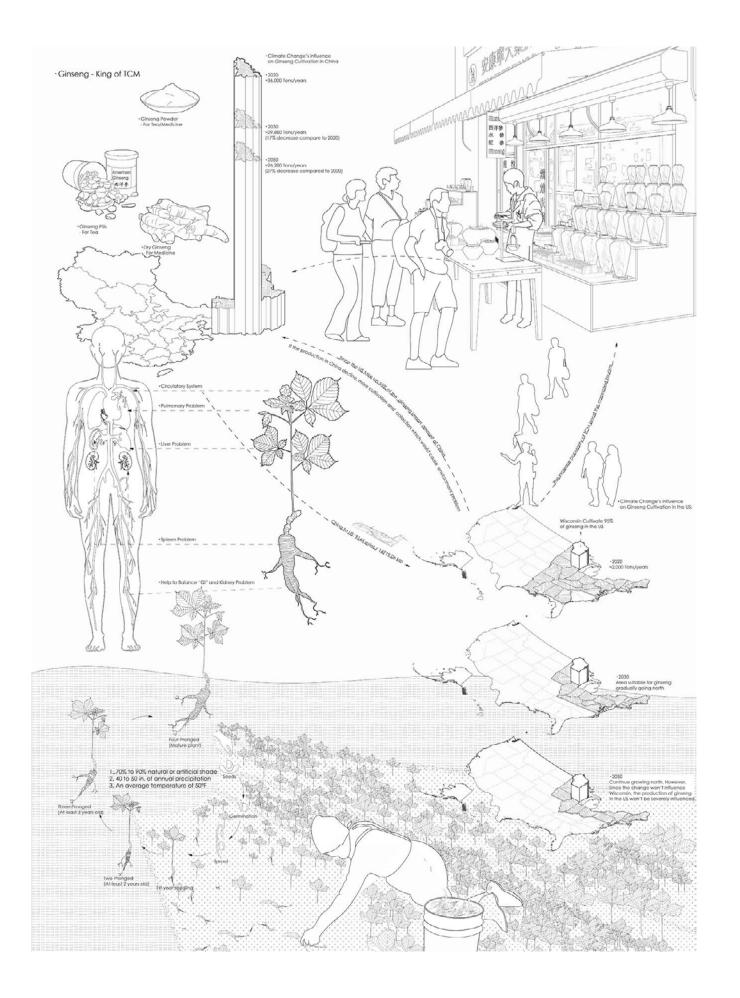


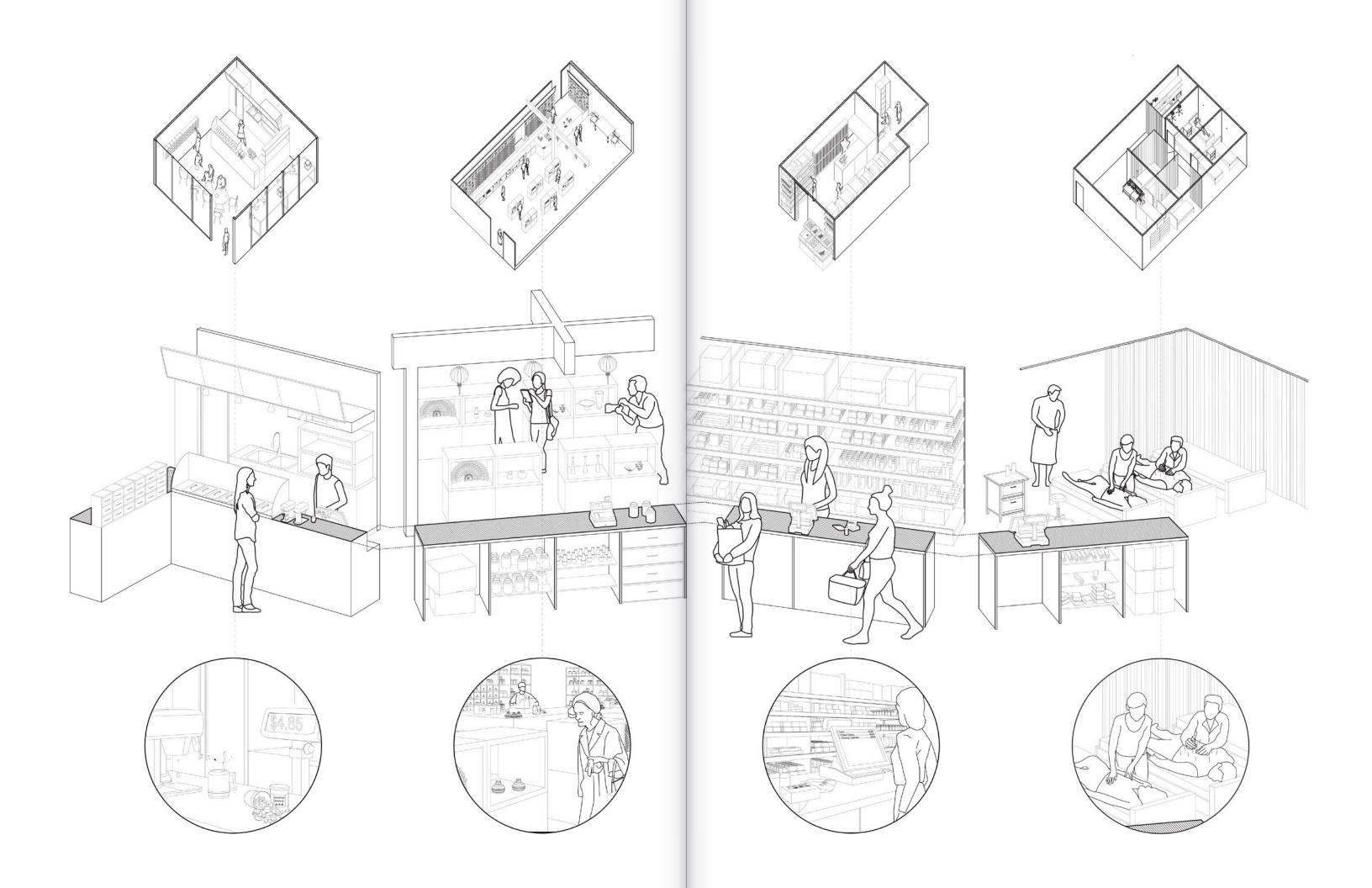


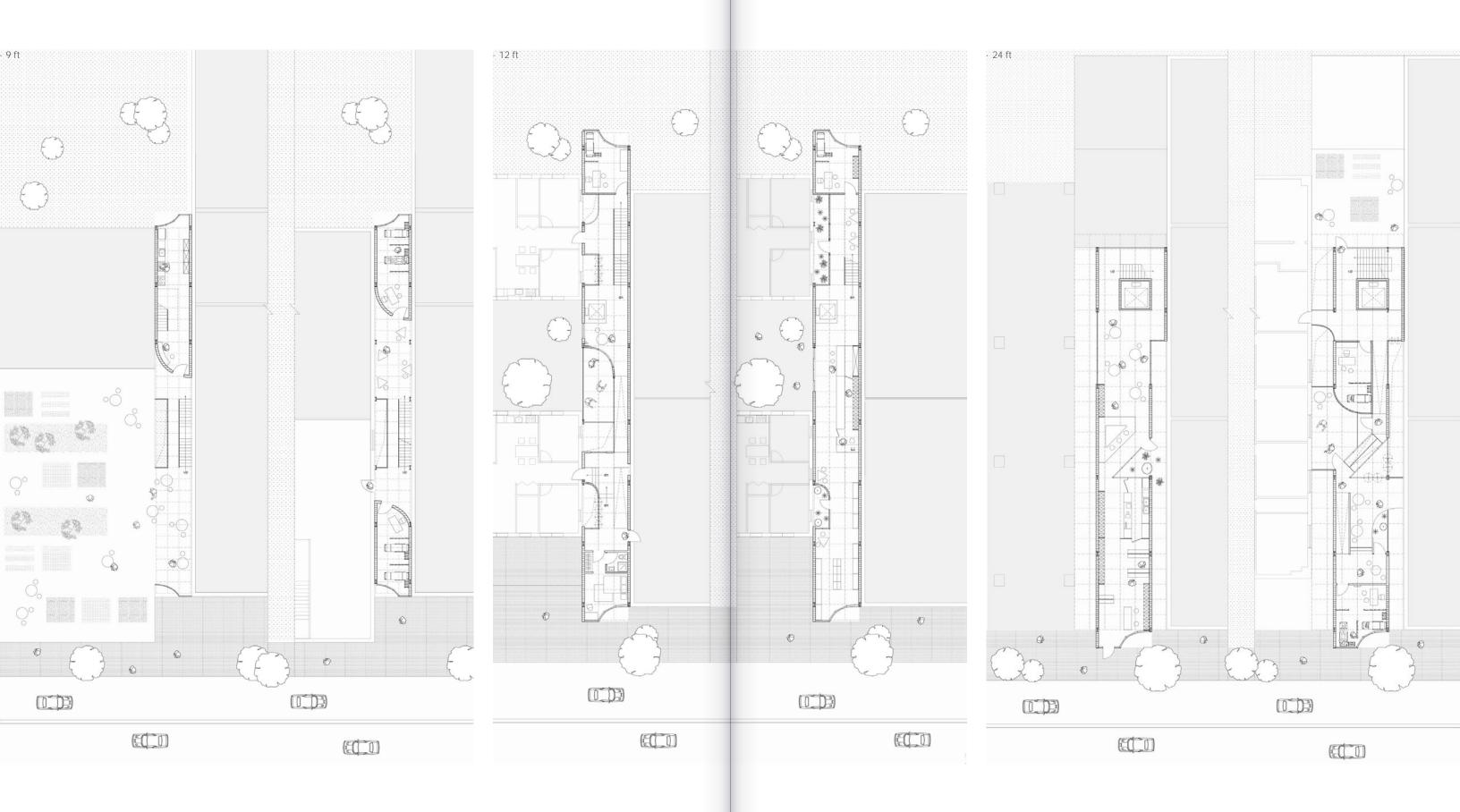




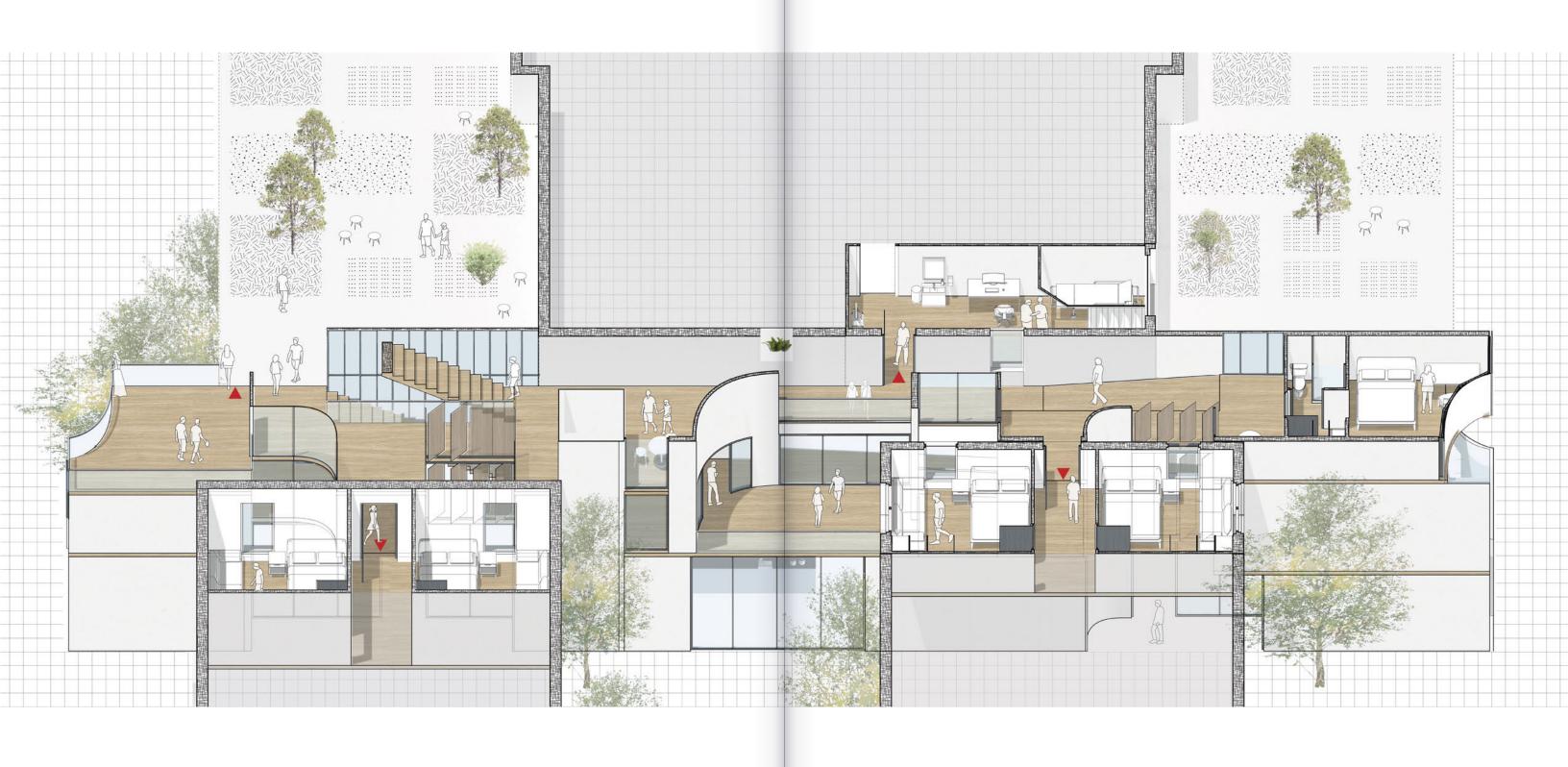














Ground & Seasonality

Communal Infrastructure for Islamberg

New York, USA Advisor: Ziad Jamaleddine Teammate: Alexa Greene Advanced Studio IV Spring, 2021

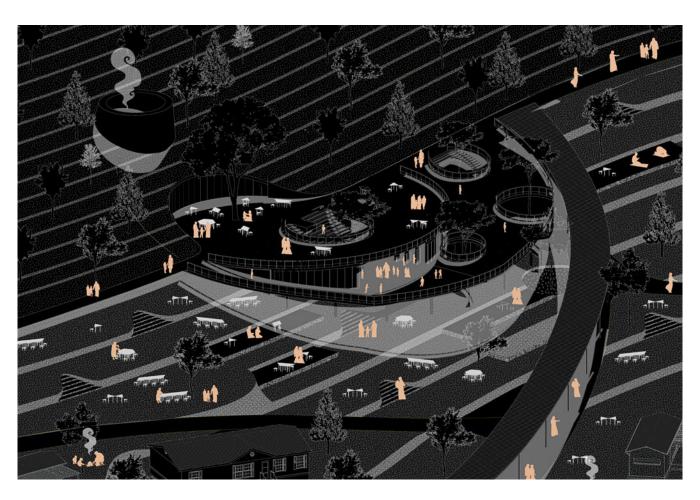
Located in Upstate New York, Islamberg is a small intentional Muslim town. The changing lunar calendar, which is around 15 days less of the solar calendar, celebrates religious holidays in different seasons. By adjusting the topo, the project aims to create an event space that functions in different seasons.

In winter, a bearing wall cut with triangular forms functions as a highly sturdy boundary between the building and the underground, creating space to shield people from foul weather.

A secondary furniture system is proposed as part of the bearing wall system. Triangular table units are designed to fit into the niche created by the bearing wall, which can be easily assembled and disassembled to create almost any seating arrangement.

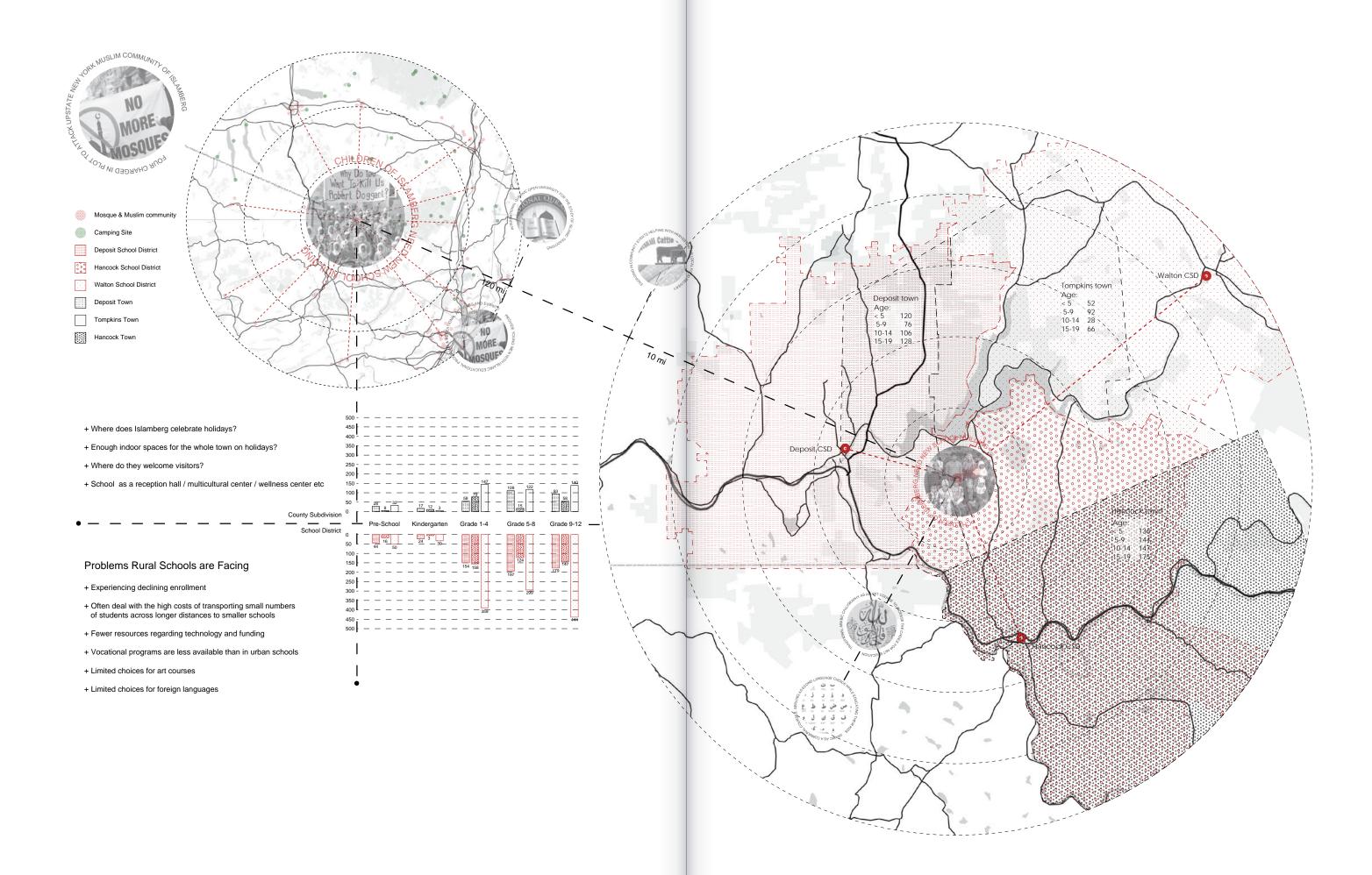
In summer, the lowest level becomes the most used. It is shaded when it is too hot to be directly in the sun and is integrated into the landscape, allowing for tables to spill out under the tree canopies.

As the weather improves in Spring and Fall, space becomes more indoor outdoor with the easily movable table system spreading out onto the large flat patio. Individuals can also walk down the attached sloping overhang, where we have small gardens and areas for kids to play.



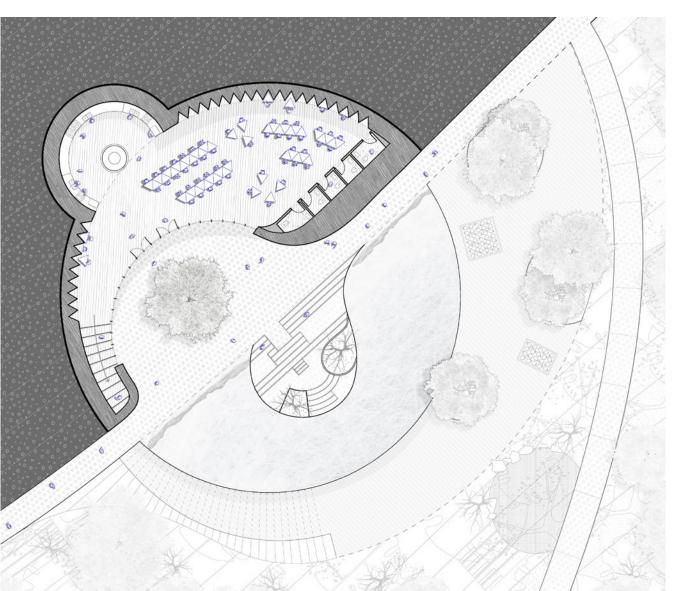
· Rolling of religious holidays



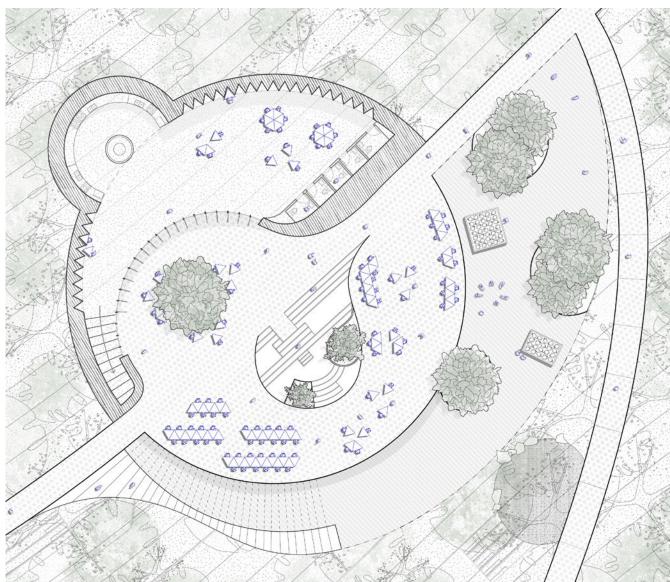




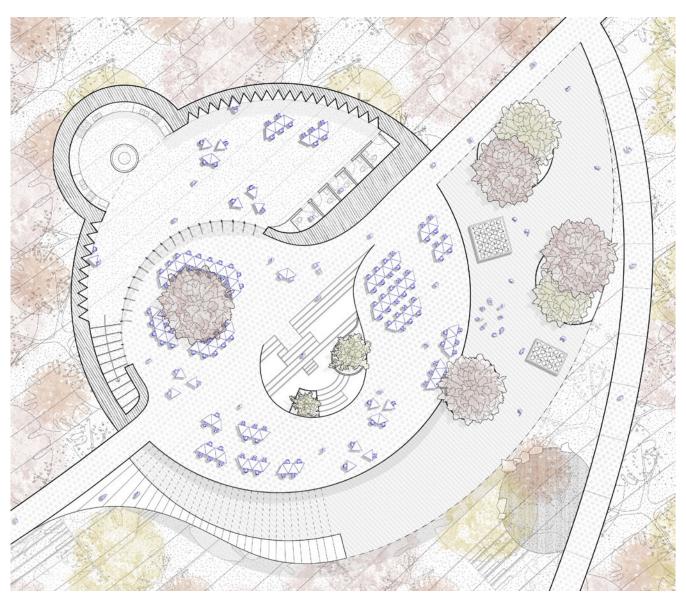
· Level -1



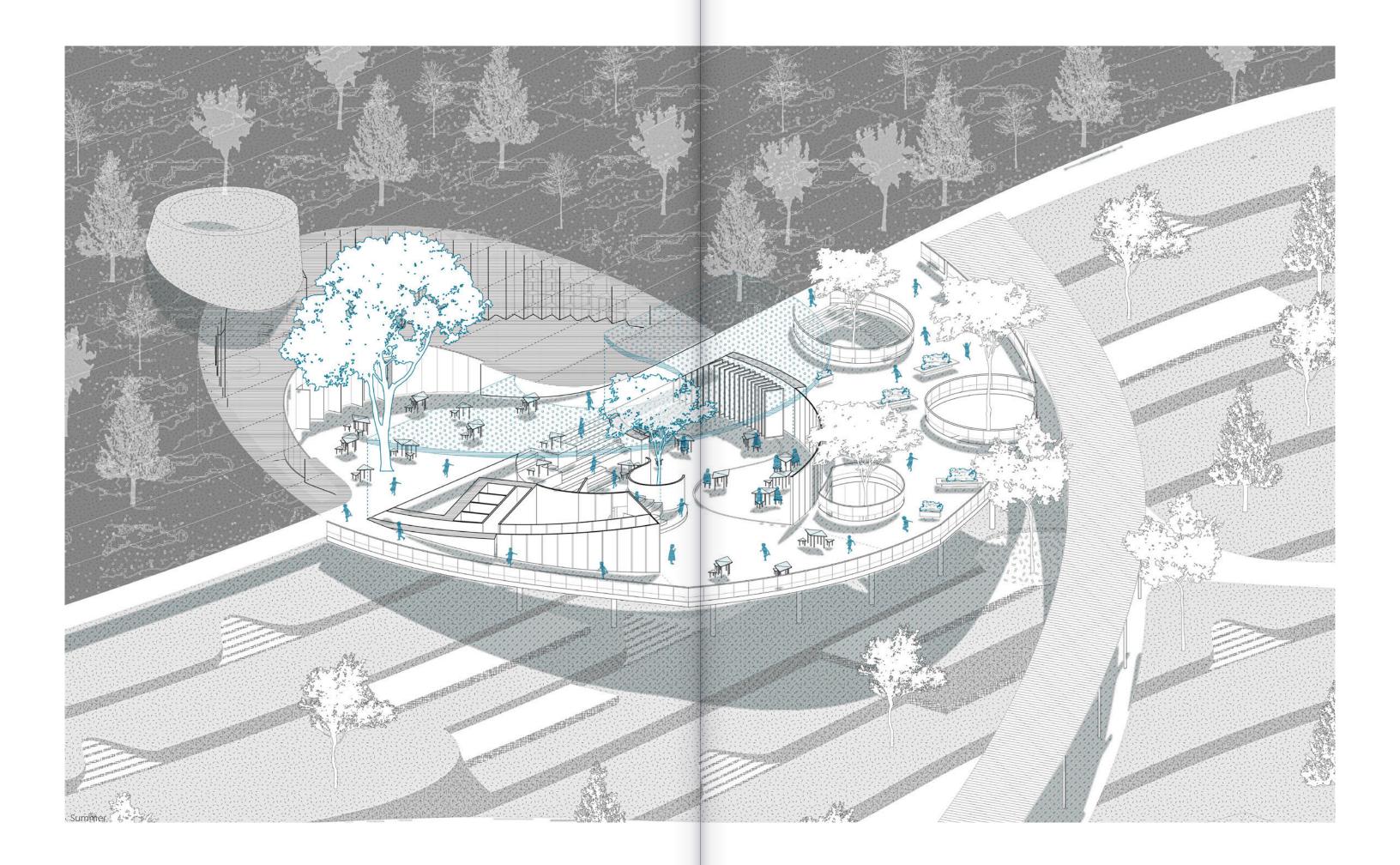
· Level 1 Winter

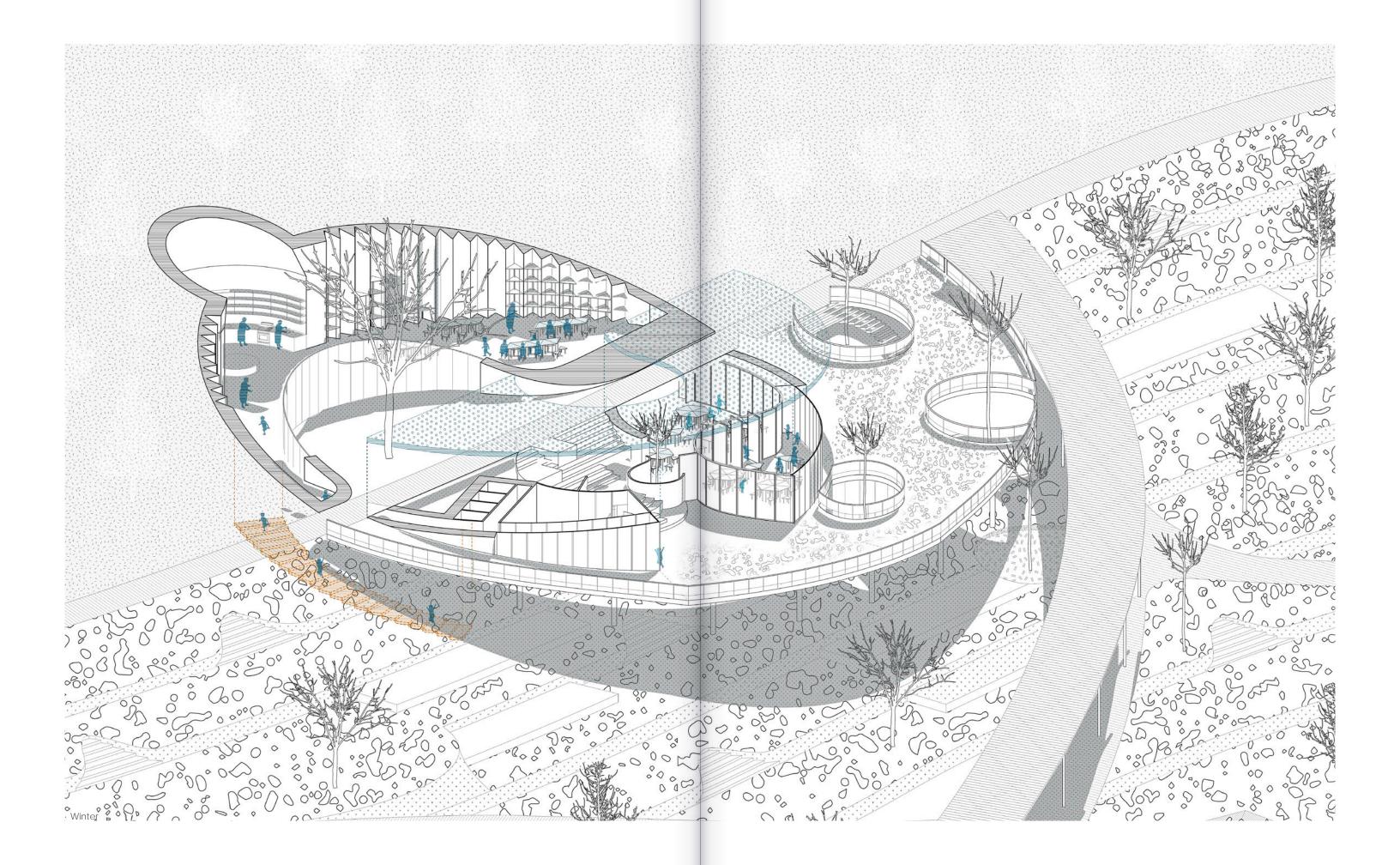


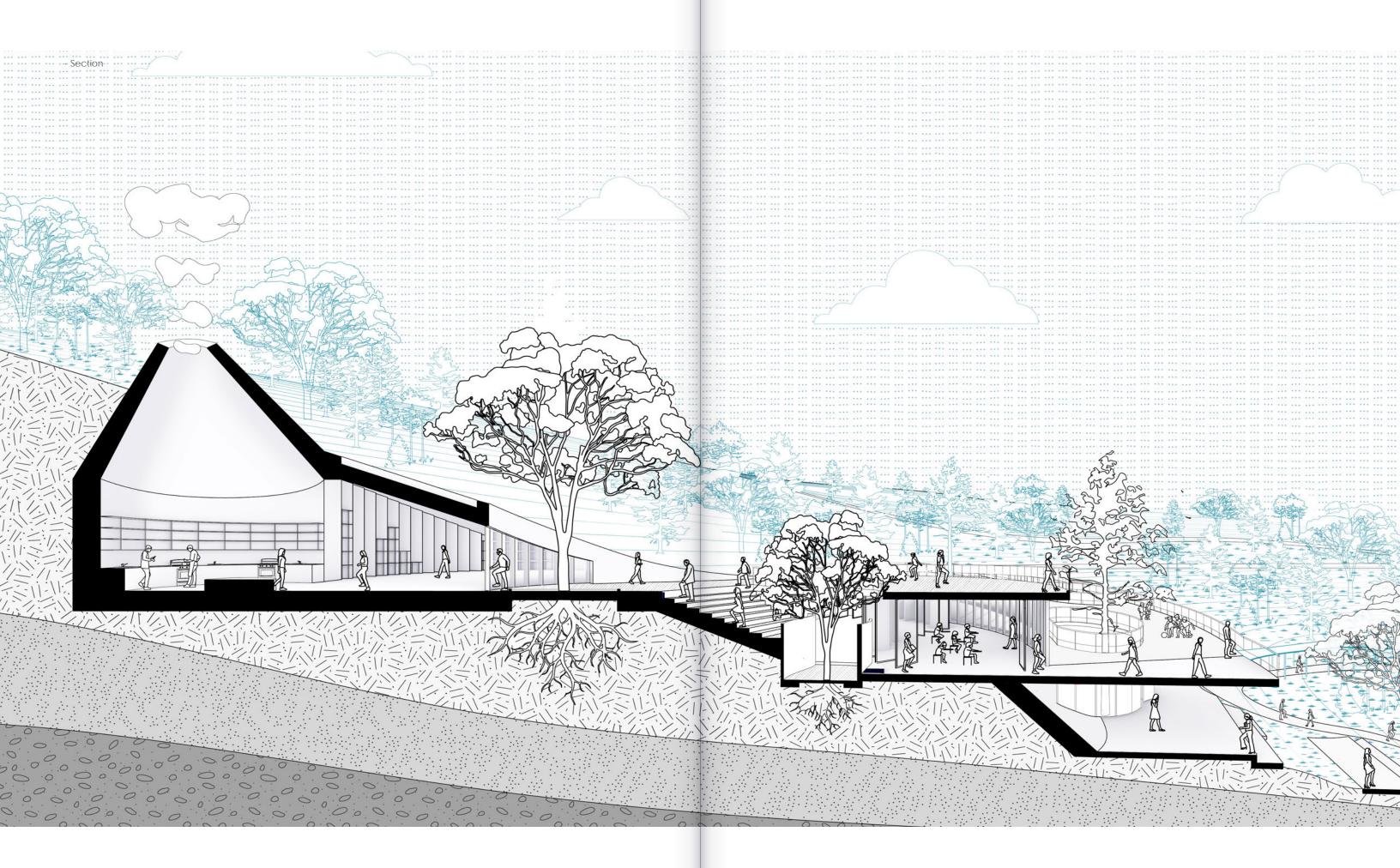
· Level 1 Spring & Fall



· Level 2







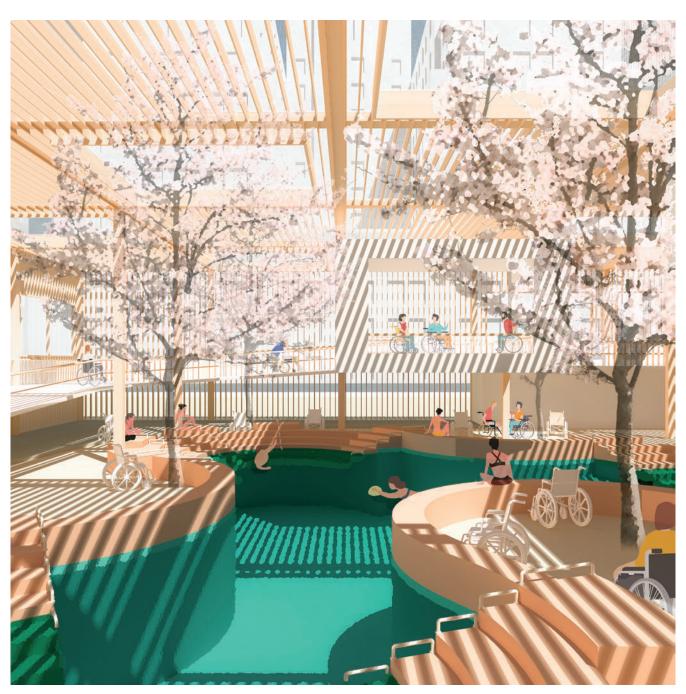
Enabled Pool

Therapeutic Pool for People on Wheelchairs

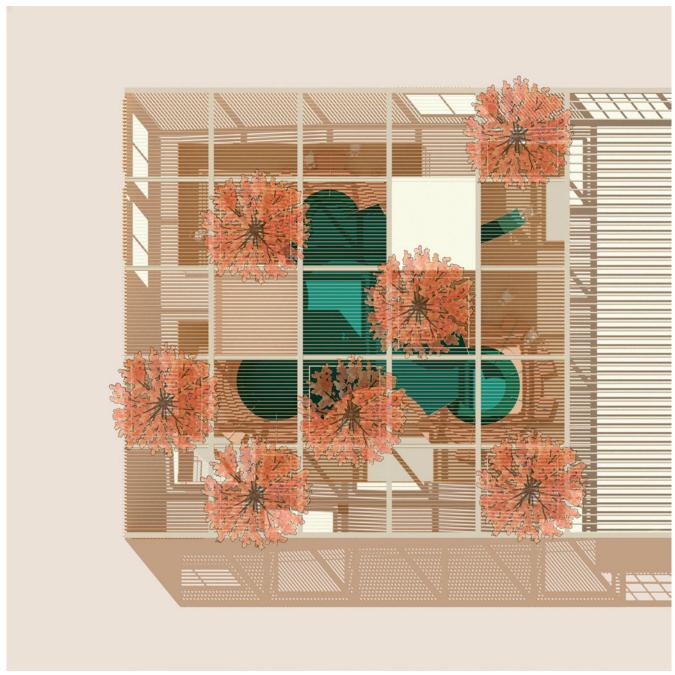
New York, USA Advisor: Lindsey Wikstrom Individual Core Studio I Fall, 2019

The enabled pool is a public pool for people in wheelchairs. Rather than tools that are designed to help, wheelchairs become signs of disabilities. It is mentally harmful to feel outside the 'norm'. In water, the alternative abled don't have to rely on any supportive device to assist them, they can be free of their wheelchairs. Rather than a hidden gathering space, the enabled pool is placed at an open space. In this case, everyone will get to know that what is considered 'normal' is simply a variation of life.

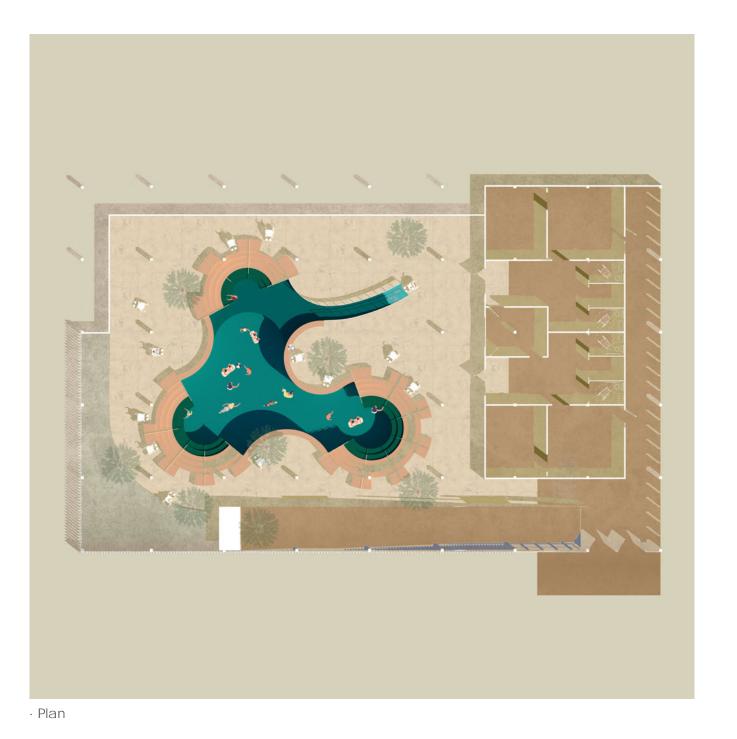
The architecture wraps the spaces in layers of screening materials, filtering sunlight while mitigating the view from the outside in. Circulation ramps spiral up and around the edge of the pool, small gathering pods are arranged near the ramps, multiplying the interactions vertically, so that people can see each other and cultivate a more nuanced dimension of public.



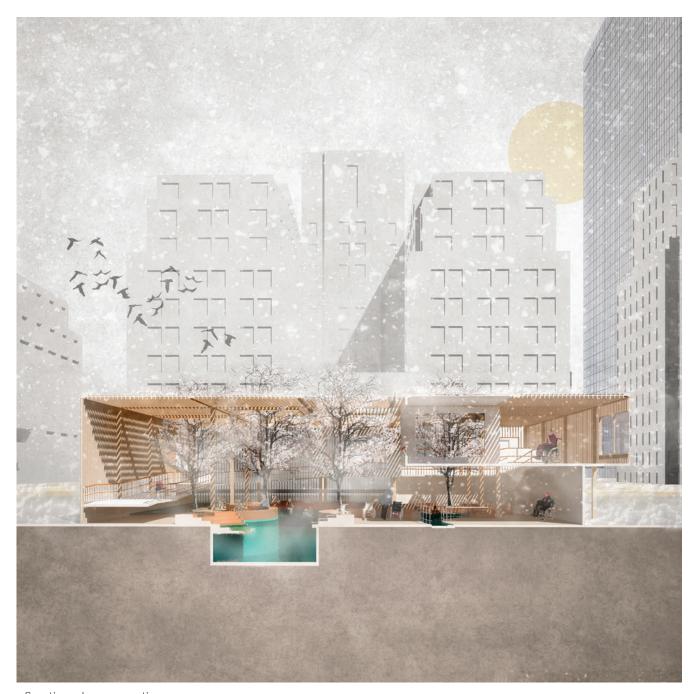
· Interior perspective







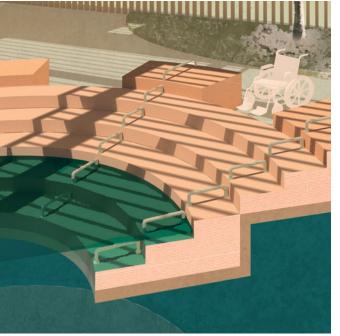
· Site Plan



· Sectional perspective

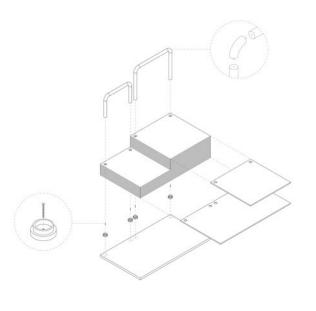
1:1 Construction

For people on the wheelchairs, it is hard for them to get into the water. In this project, steps are designed to help. These steps are made of yoga mats, as shown as the 1:1 mockup. A sheet of yoga mats is soft and when lots of them pile up, they become steps that are strong enough to hold people's weight. Since textures exist on this material, they can be hold together by friction. Rather than a hard surface, these steps can provide resilient surfaces which do good to people joints.









· 1:1 Mockup construction detail

AT4 Integrated Systems

New York, USA Teammates: Yi Liang, Duo Xu, Muyu Wu Fall, 2020

This project aims to design and integrate the building systems for a large, versatile community center in the Bronx.

The Melrose Community Center will provide community programs for children and young adults aged 5-21, including health and nutrition; education; youth development and the arts. The programs aim to strengthen the social and academic outcomes of a generation of young people in Melrose.

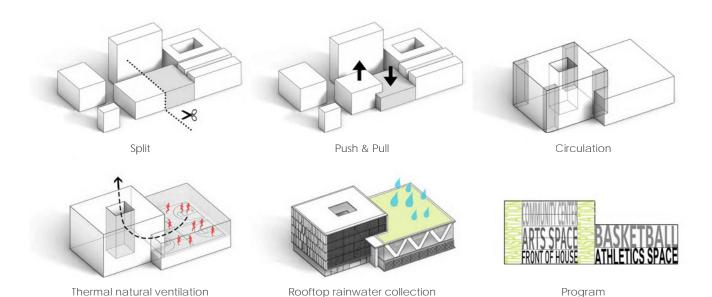
Physically and performatively, the building is to be innovative and state-of-the-art, with a campus-like flow that weaves outdoor and indoor spaces.

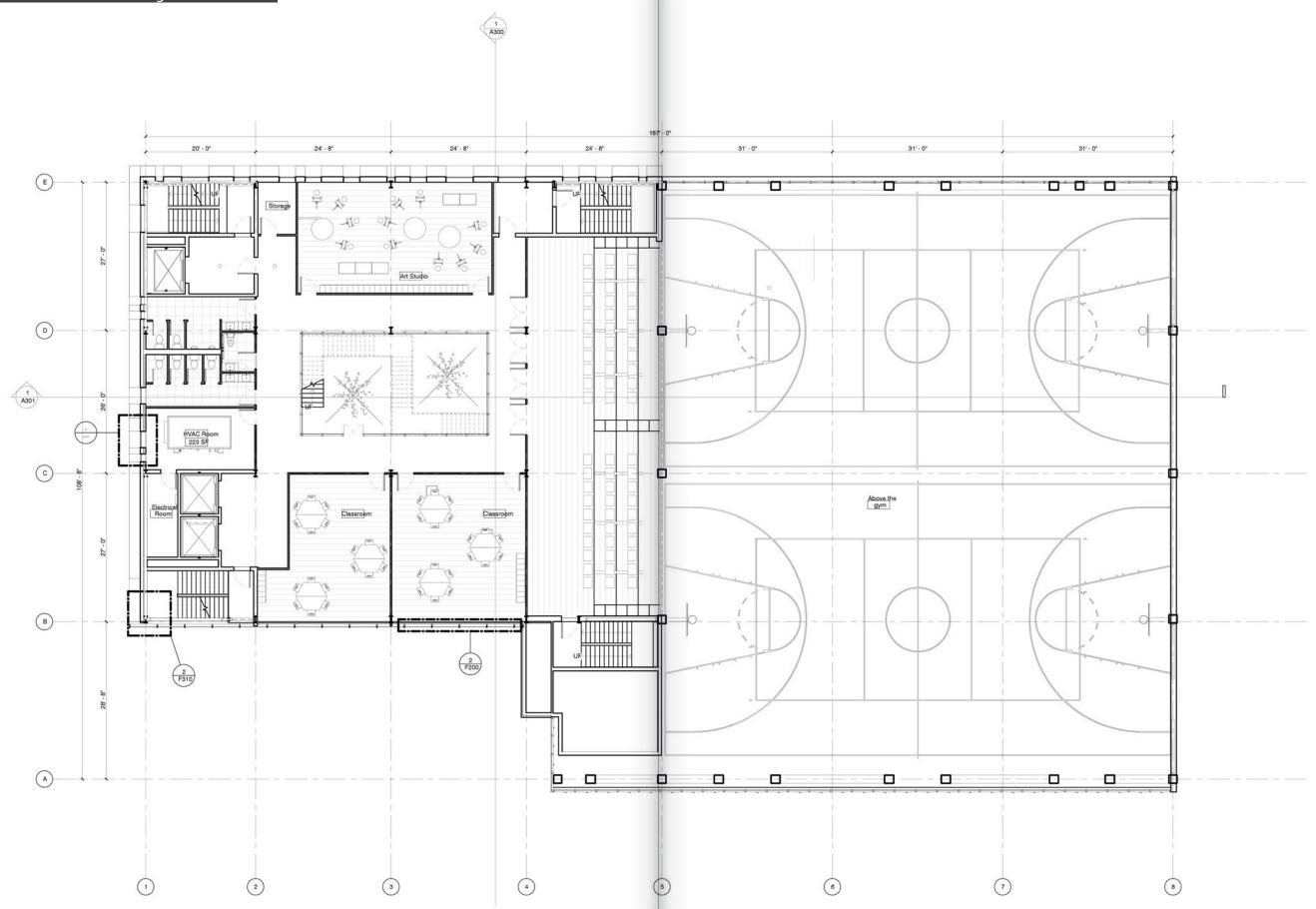
Within community centers, barriers are broken down. Children actively exchange attention, energy and openly start conversations. Space and material layer the experience, creating dynamic spaces that connect people to each other and their environment.

Revit provides a tool for learning the relationship between architectural design intentions and material and building construction decisions in this project. It allows changes to the building model in response to changes in wall types, material choices, window and door types and dimensions, structural systems and materials, etc.

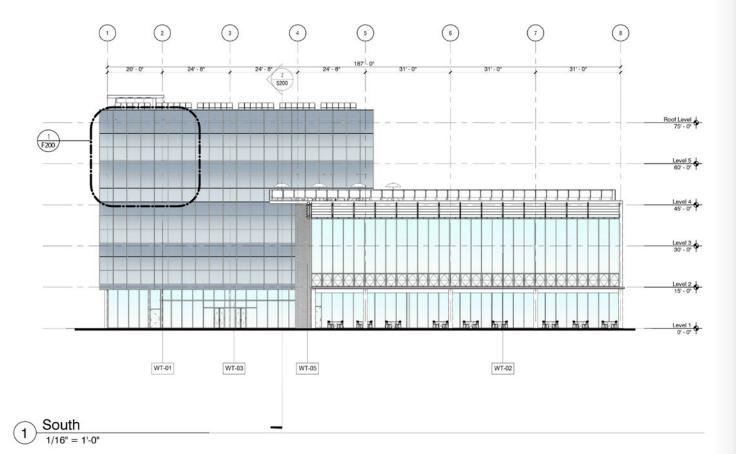


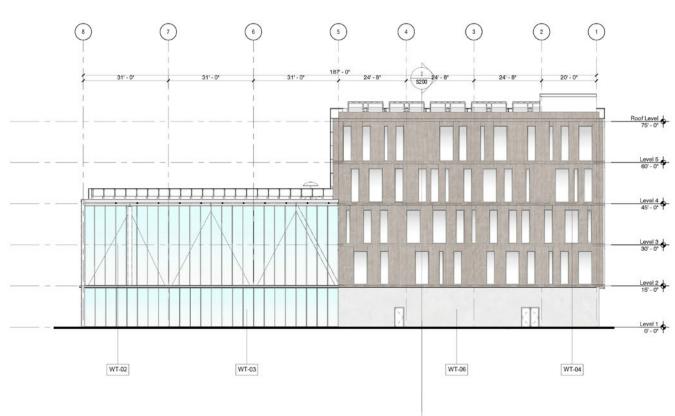
· Concept



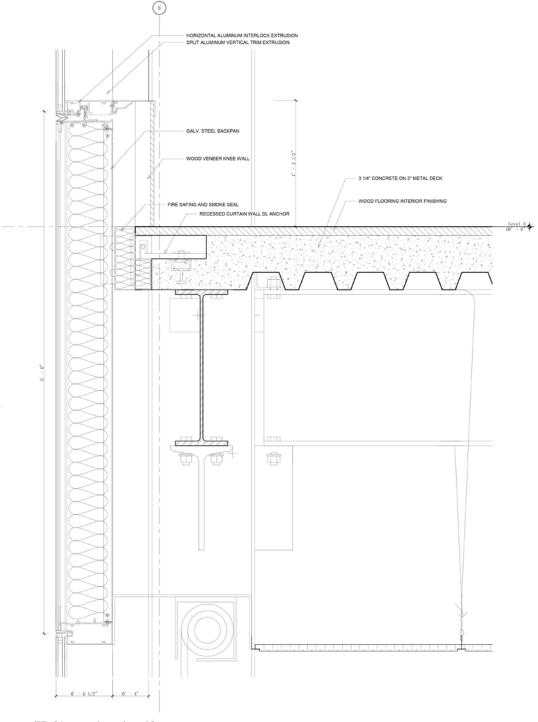




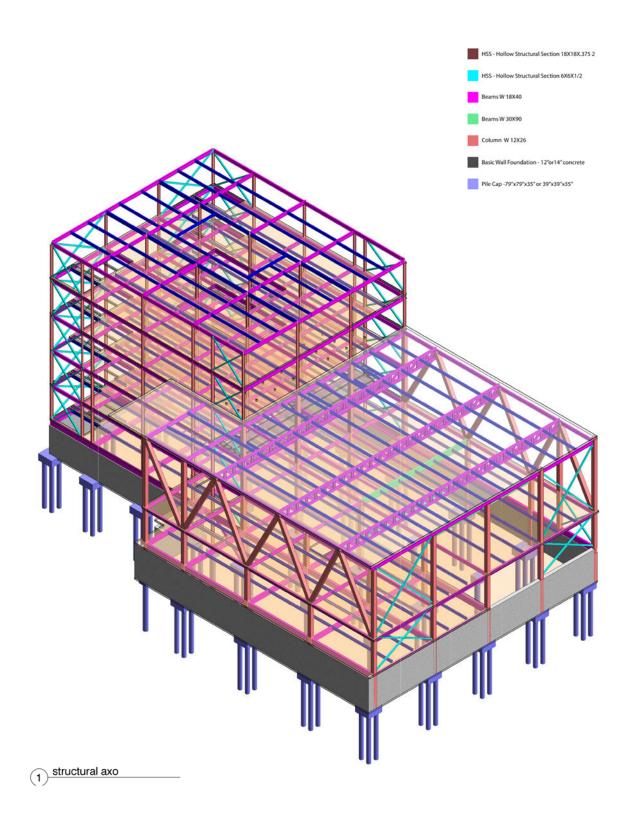


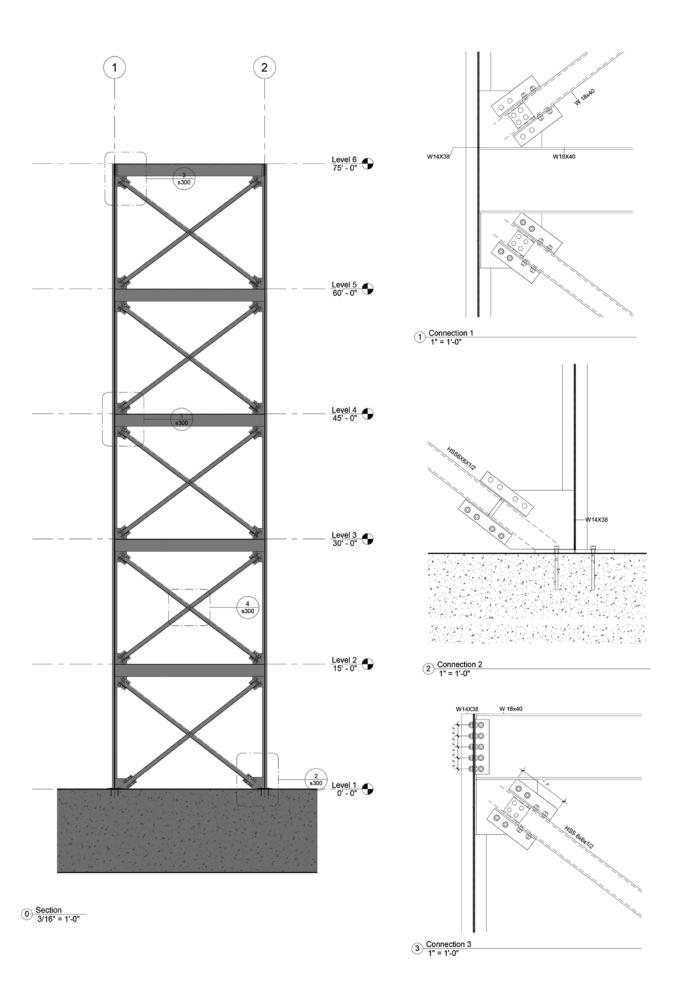






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City of Billboards

Generative Design

New York, USA
Teammates: Duo Xu, Xuanyi Chen,
Xiucong Han, Hao Zheng
Advisor: Danil Nagy
Fall, 2021

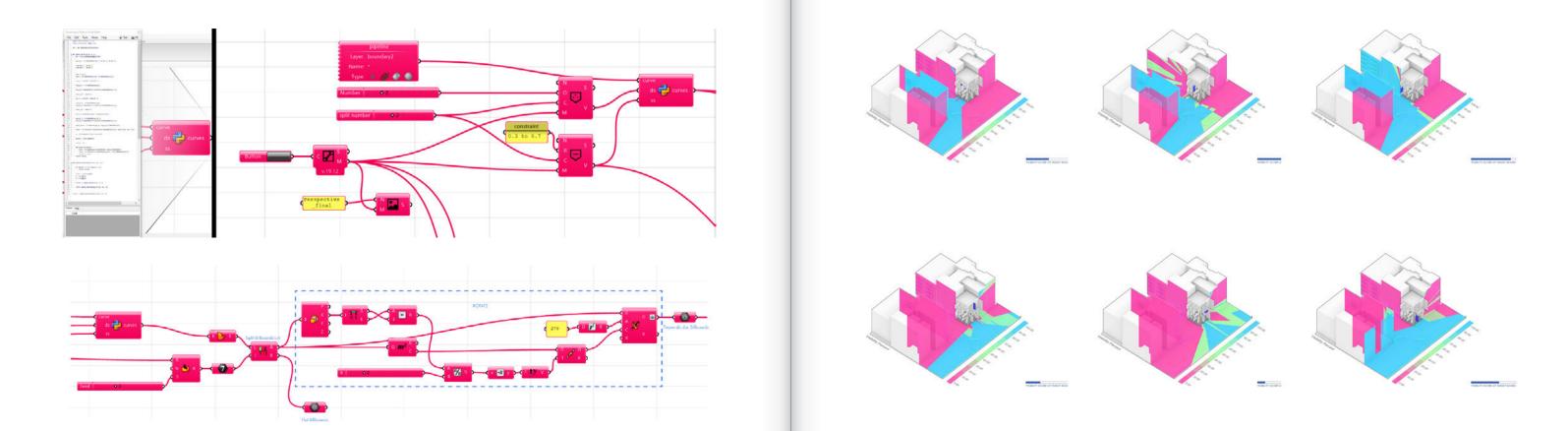
In the era of information explosion, people perceive information nonstop. In the cityscape, billboards as the second layer of facade influence people's mood, mind, and action.

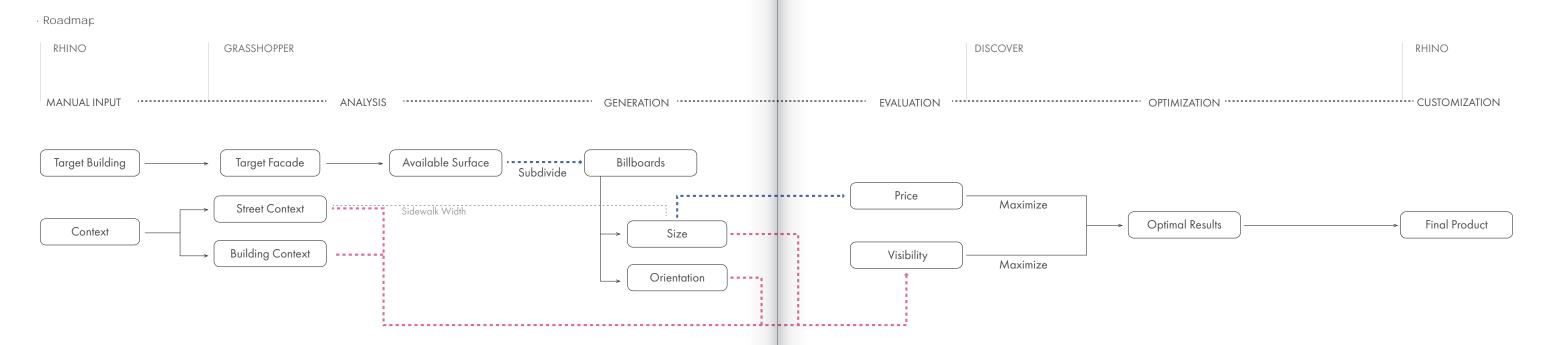
The increasing need for marketing and advertising for products has spurred the need for billboards. In cities already cramped in high density, it is unreasonable to construct new structures for advertising.

The project aims to use generative design as a method, combined with the application 'Discover' to generate designs that maximize the use of the existing structures in cities while improving the advertising quality. At the same time, customization is considered, allowing users to choose the layout that fits their needs most.

The project uses existing façades in the city as a starting point. The design goal is to maximize street-view visibility without blocking the view from the current interior, as well as to make the most profit from installing the billboards for the building owners.



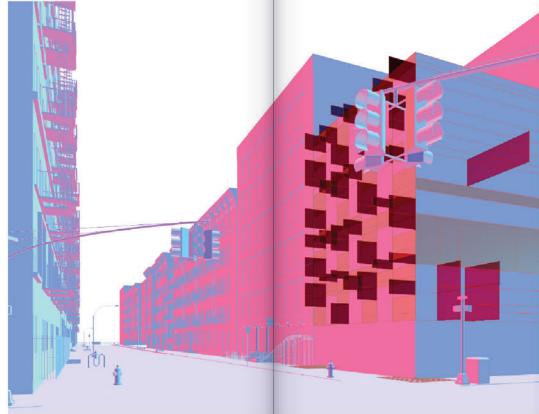






Height of Billboards

Amounts of Perpendicular Billboards



Visibility

Height of Billboards

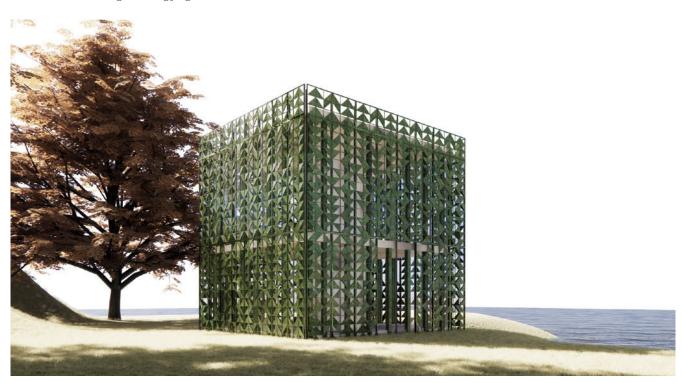
Amounts of Perpendicular Billboards



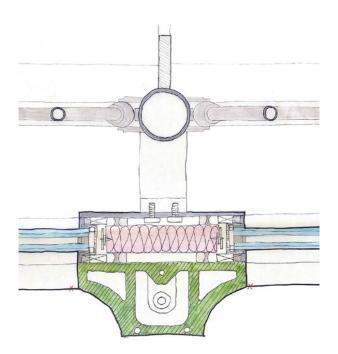


Terra-cotta Facade Design -- Spring, 2022

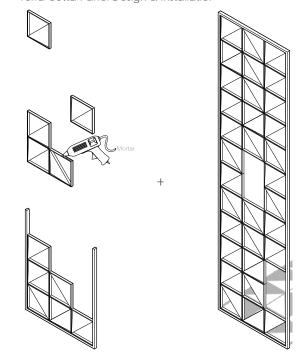
Course: Facade Detailing Advisor: Kevin Schorn Teammates: Haotong Xia, Yingying Zhou



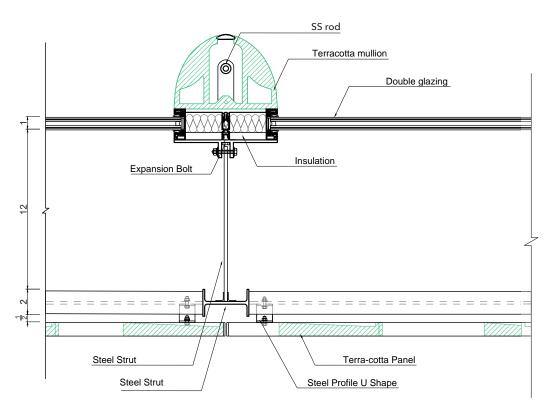










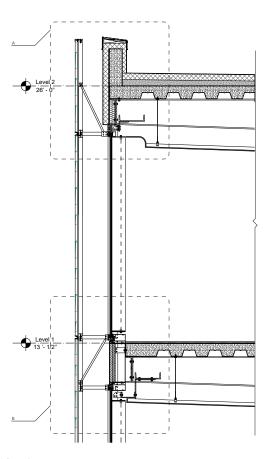


· Mullion Plan Detail

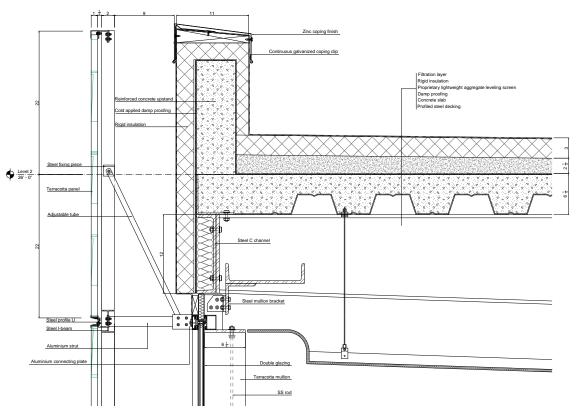
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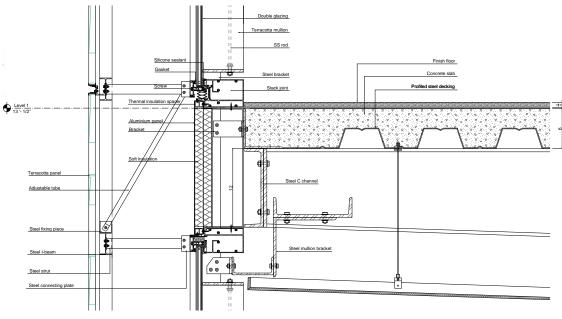




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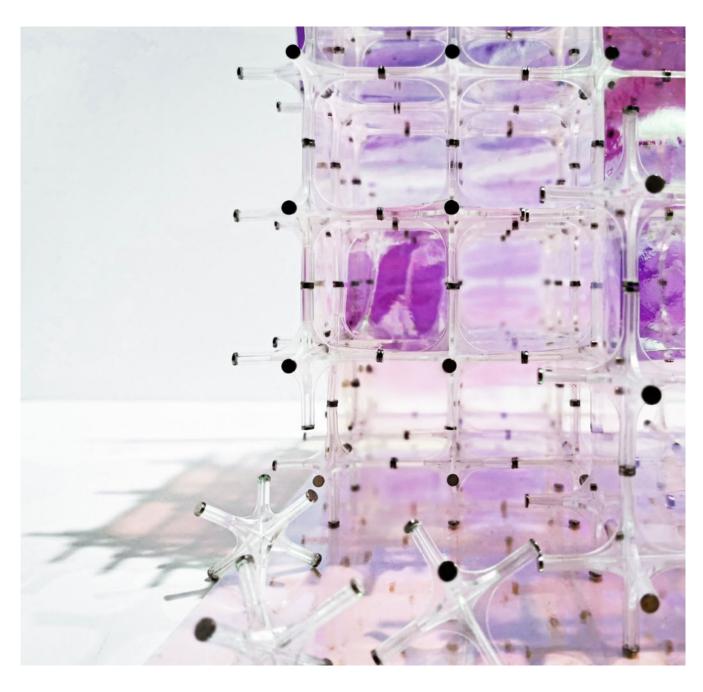
· Section Detail A



· Section Detail B

Building for Deconstruction -- Fall, 2019

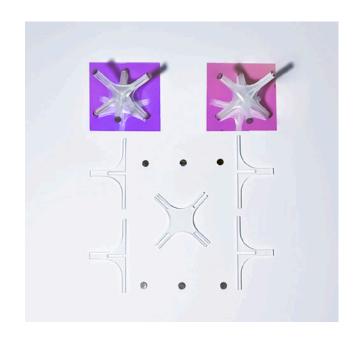
Course: Architectural Drawing & Representation I Advisor: Zachary White

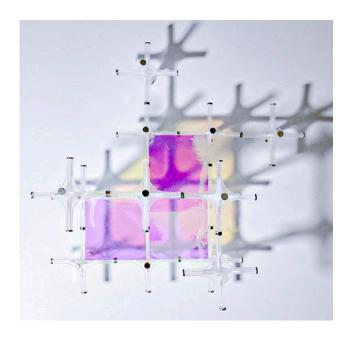


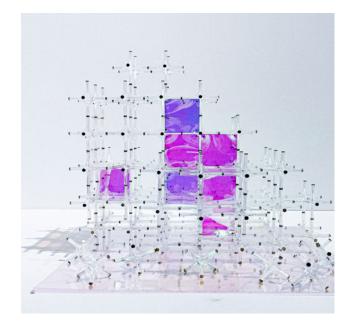
The Project is inspired by Takara Beautillion, the temporary pavilion designed by Kisho Kurokawa for the Expo 70 in Osaka.

The model is created by acrylic boards, magnets, and reflective iridescent films. For the small modules, niches are created by laser cutting for assembling. Small magnets are glued at each end to form connections between modules.

The flexible units allow exploration of various spatial sequence. The translucency of the materials helps to create different light effects.







Building for Deconstruction -- Fall, 2019

Course: Architectural Drawing & Representation I Advisor: Zachary White

