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Pratt Spring Studio Instructors : **Ariane Lourie Harrison, Jonas Coersmeier**

Studio Experts: **Oliver Schaper (Gensler), Signe Nielsen (MNL)**

Site : **Governors Island, New York City**

Recorded Presentation : [YouTube](#)

Type : Research, Material Experimentation, Architectural Design

Keywords : Anthropocene, 2050, CO2 Emissions, Carbon Sequestration, Material Urbanism,

Memorial, Prototype, Interstate Highway Systems, Ecology, Equity

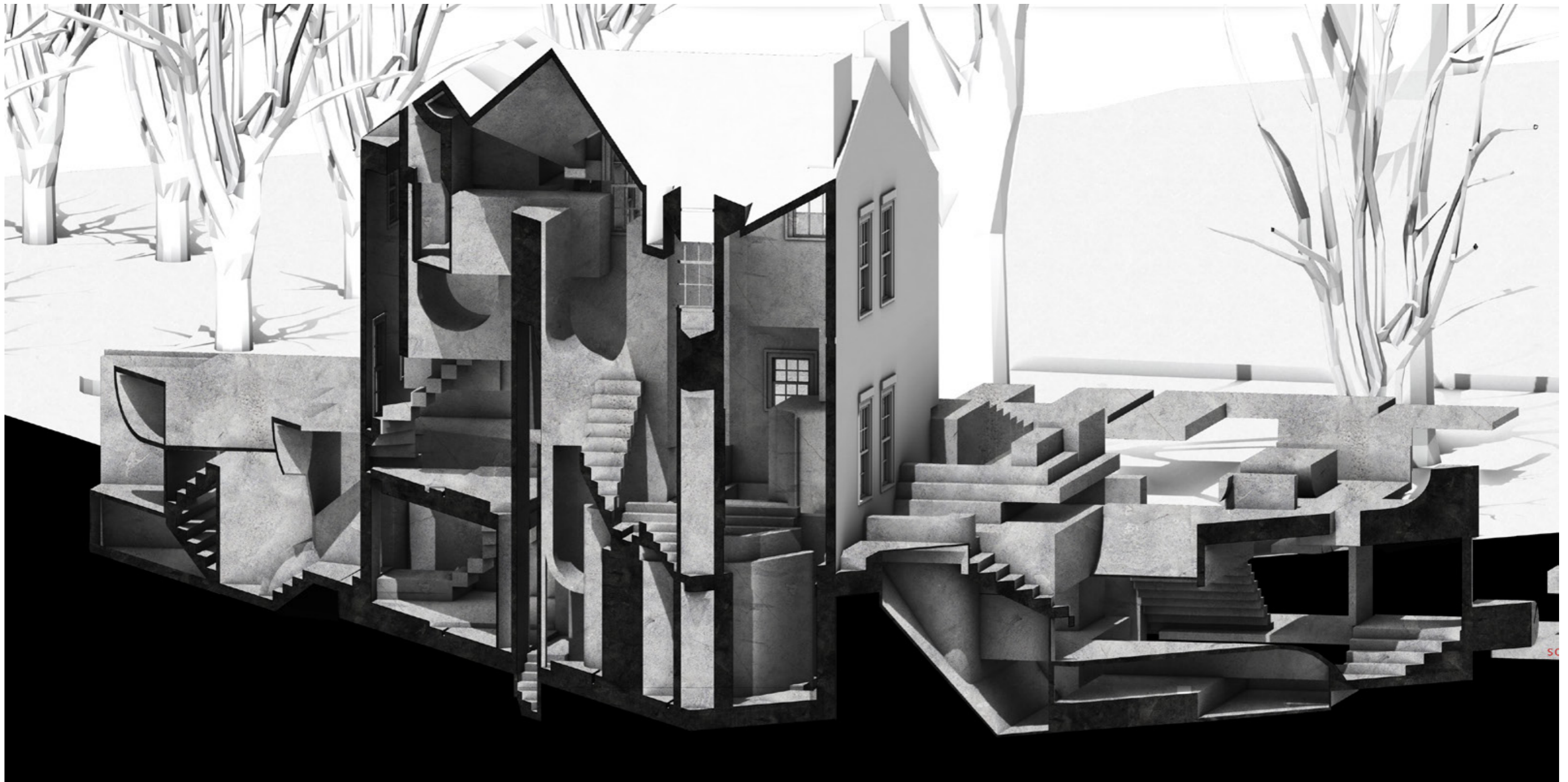
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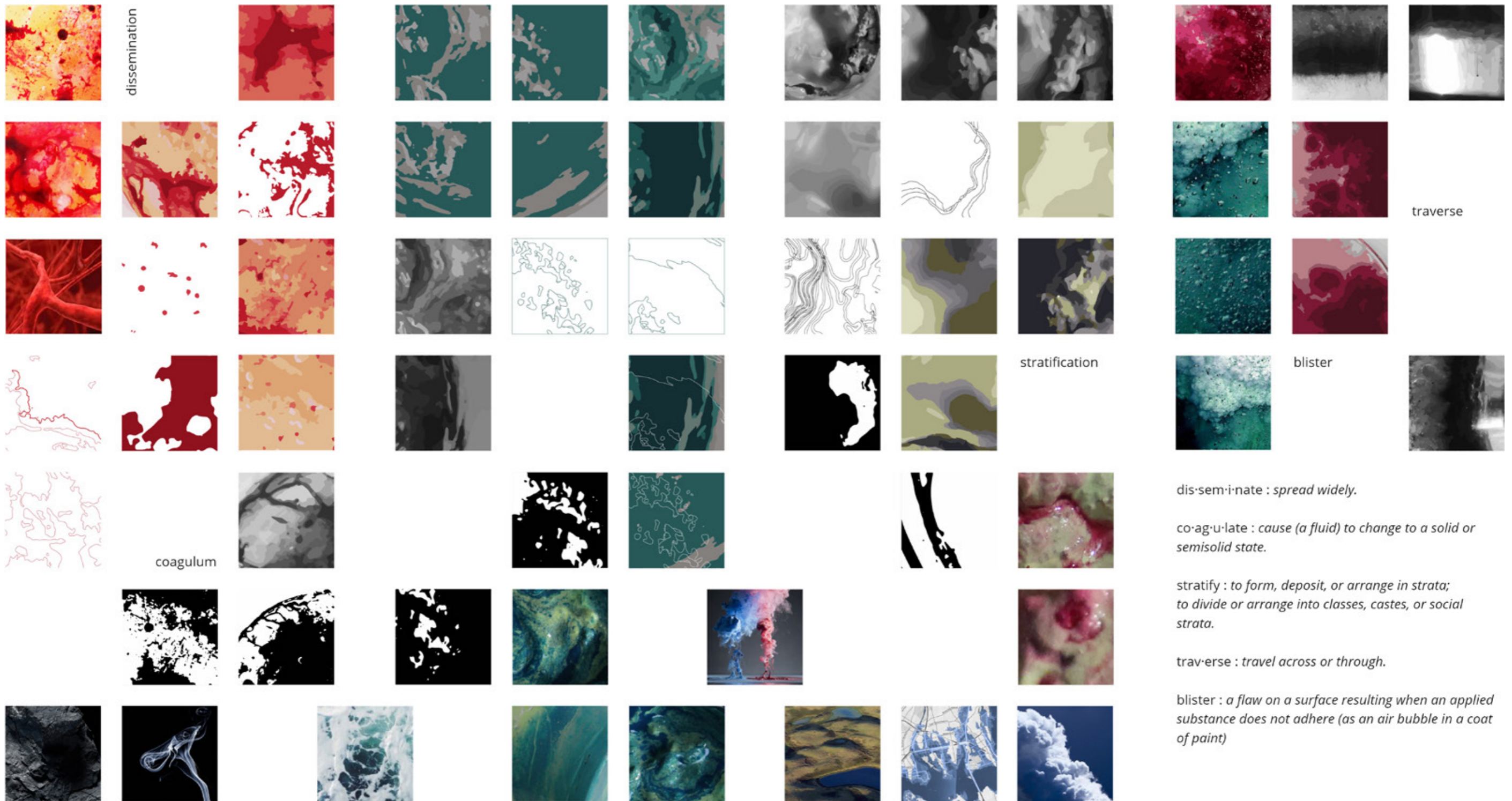
01

ANTHRO(POST)SCENE *[In memory of]*

PREMISE: "It is the year 2050 and we are still alive. The past 3 decades have seen dramatic changes to atmospheric carbon, once that have set the course to the post Anthropocene, an end to an epoch."

The aim of this project is to shed light upon the rising global temperature, discuss the role of CO2 in it, and urge people to allow carbon to help keep the warming below 1.5 degree Celcius. The project also stresses the critical importance of a 2030 milestone - 65% of CO2 reduction- to possibly achieve a carbon neutral environment by 2050, our only chance before climate change becomes irreversible.





dissemination

coagulum

stratification

traverse

blister

dis·sem·i·nate : spread widely.

co·ag·u·late : cause (a fluid) to change to a solid or semisolid state.

stratify : to form, deposit, or arrange in strata; to divide or arrange into classes, castes, or social strata.

trav·erse : travel across or through.

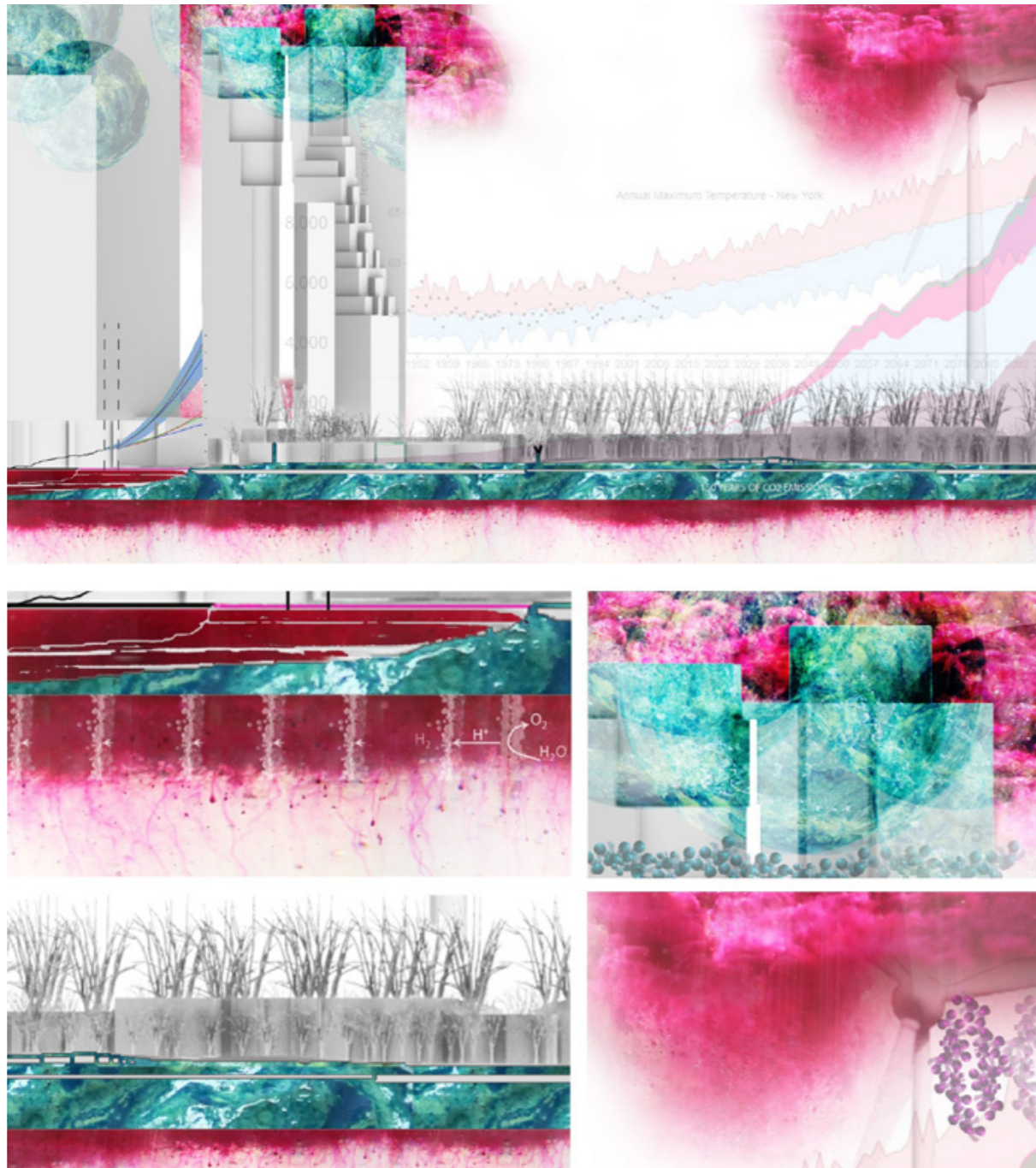
blister : a flaw on a surface resulting when an applied substance does not adhere (as an air bubble in a coat of paint)



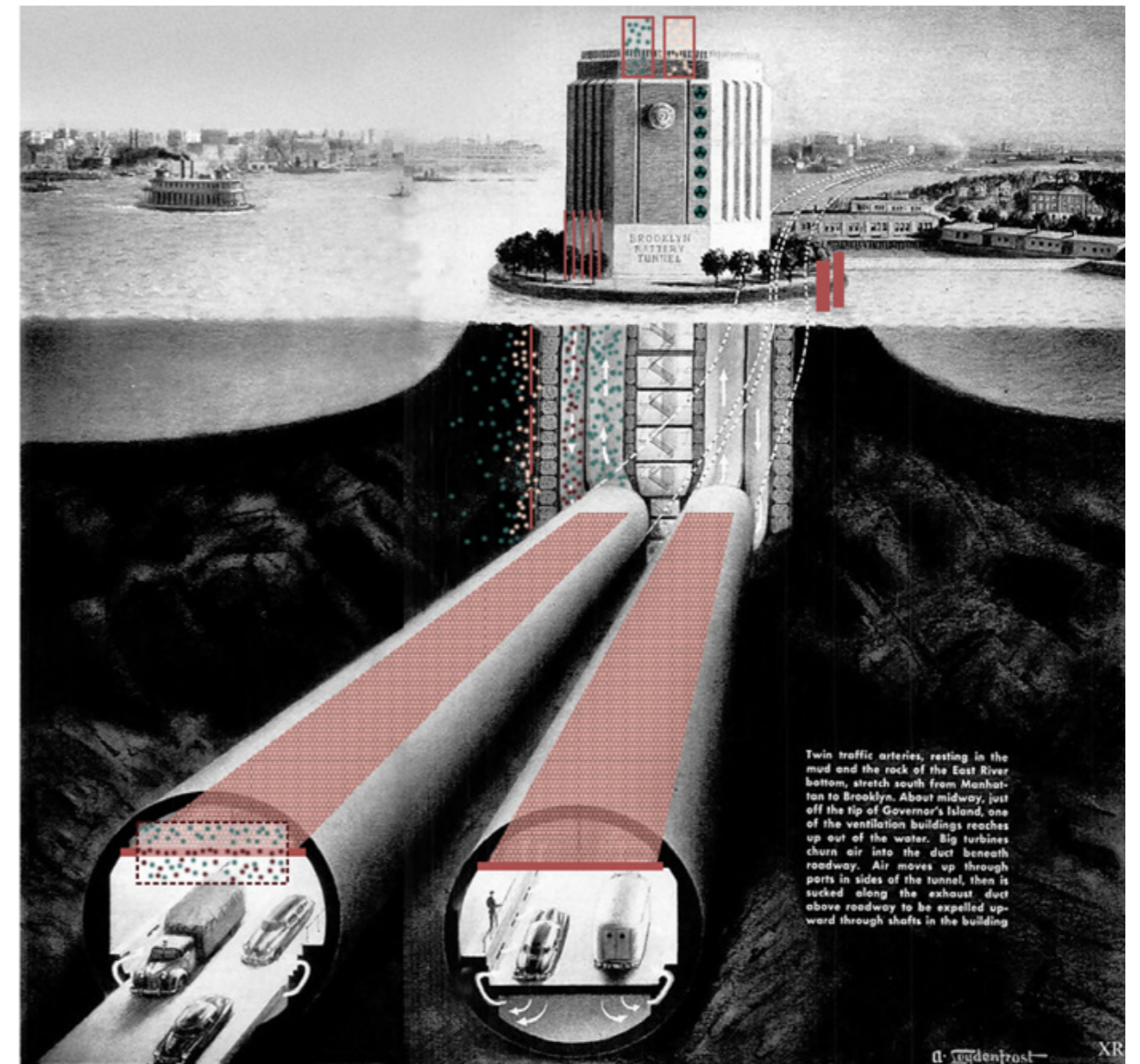
Testing material recipes with resin, wax, plaster, pigments; where their densities, solubility & reactions under varied temperatures gave rise to textures I later extracted to define moments and new 3-D geometry.

The increase in atmospheric carbon dioxide is central to global warming and climate crisis. Yet could the element of this compound; sequestered, contained and transformed, produce new mediums for climate resilience?

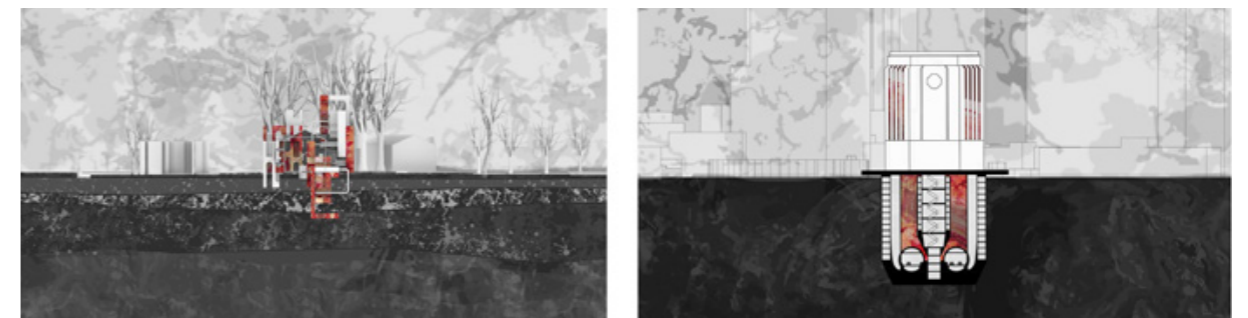
The Carbon Cycle is vital to life on Earth. Yet, humans, by burning fossil fuels, have disturbed the natural balance of the carbon cycle and led to climate change and global warming. As architects, eliminating the embodied carbon of building structure, substructure, and enclosures which accounts for 11% of global GHG emissions is of paramount importance.



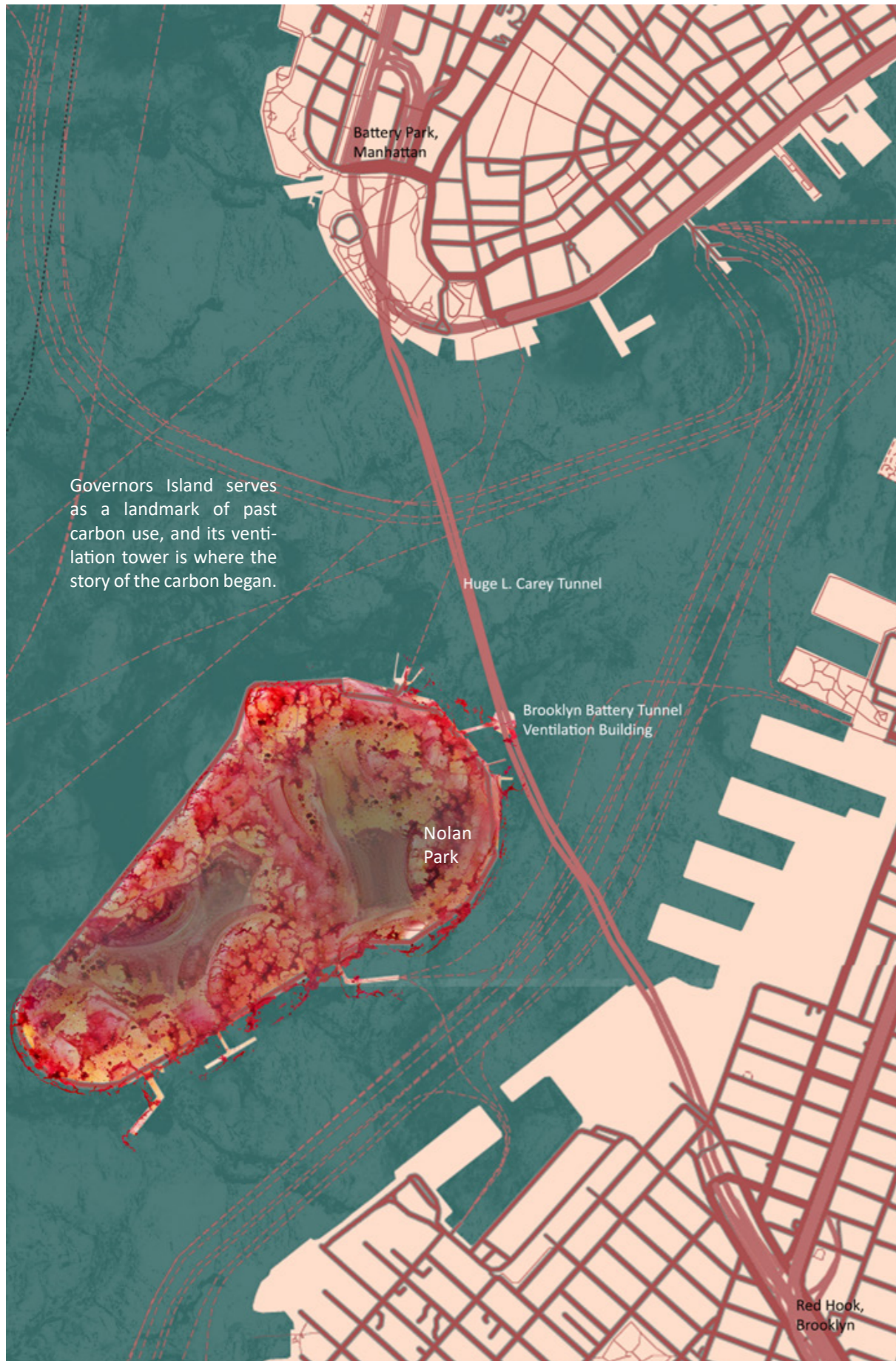
Graphical representation of increasing carbon in the atmosphere in New York City.

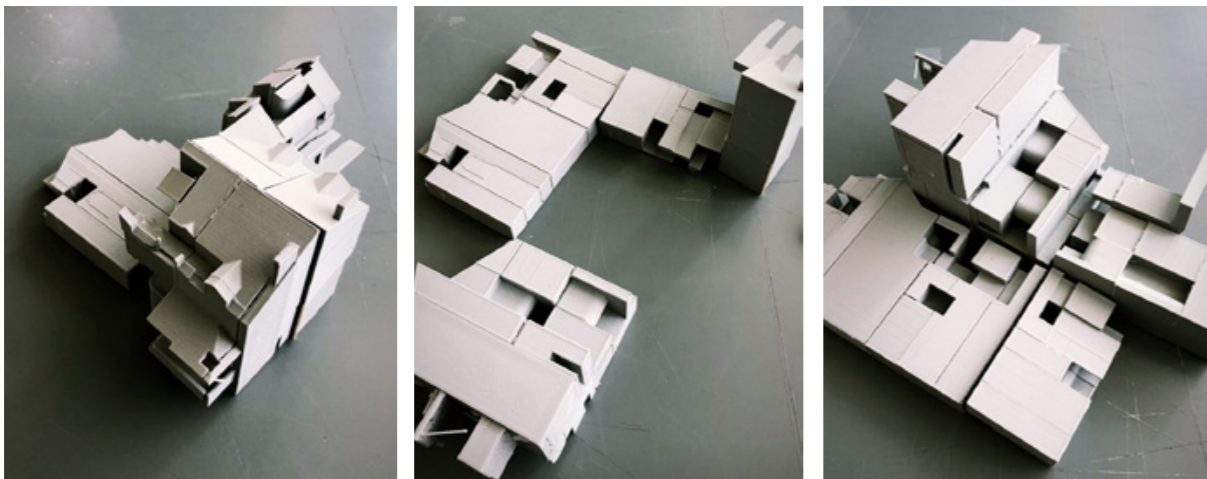
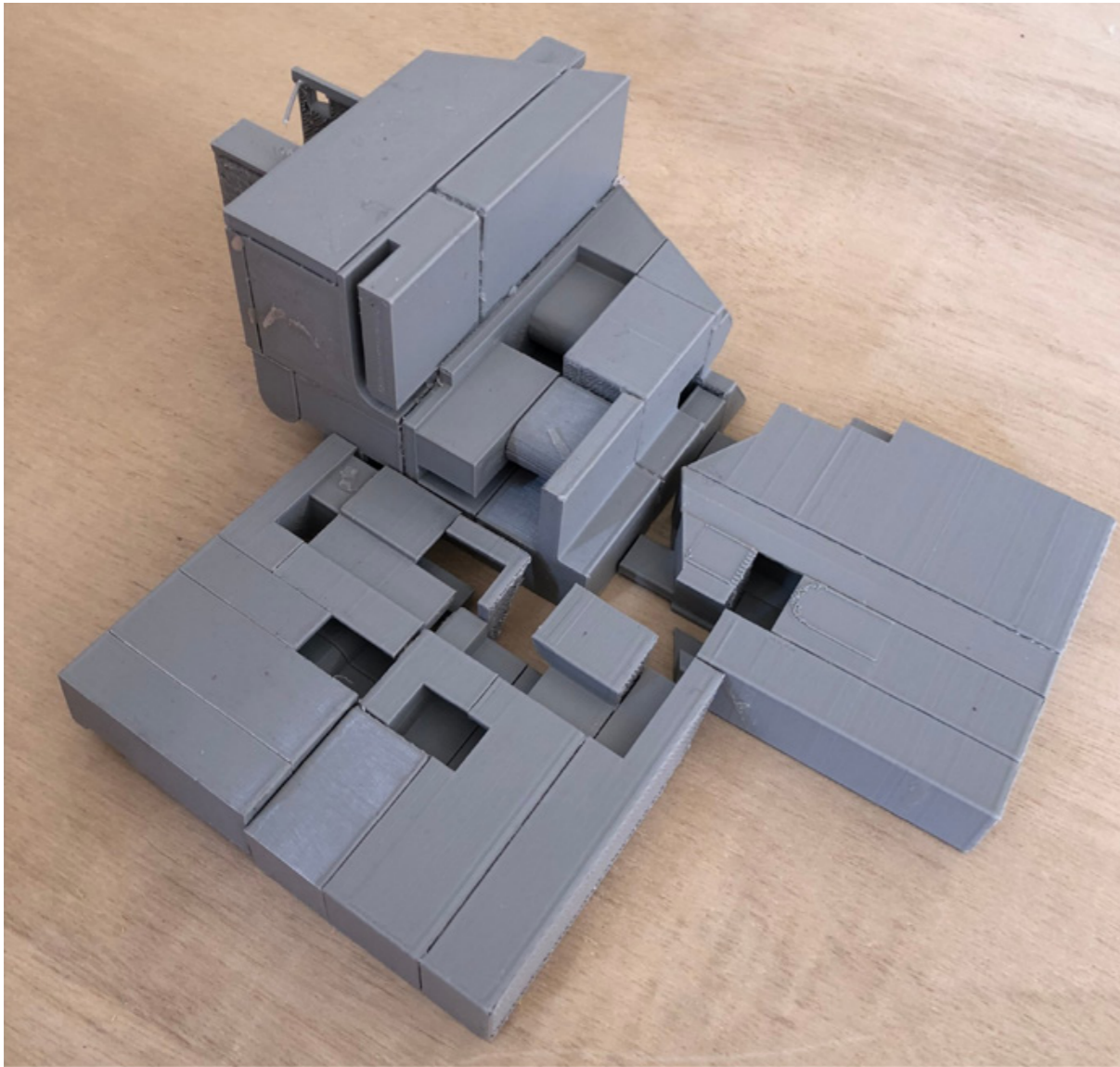


"We captured the carbon at the ventilation tower on Governors island and transformed the captured carbon into a new self-decomposing material. This prototype of capturing the carbon at its source of emission, for a 50 thousand mile vehicular tunnel, later multiplied over the entire Interstate Highway System that has led us to achieve a carbon neutral environment."

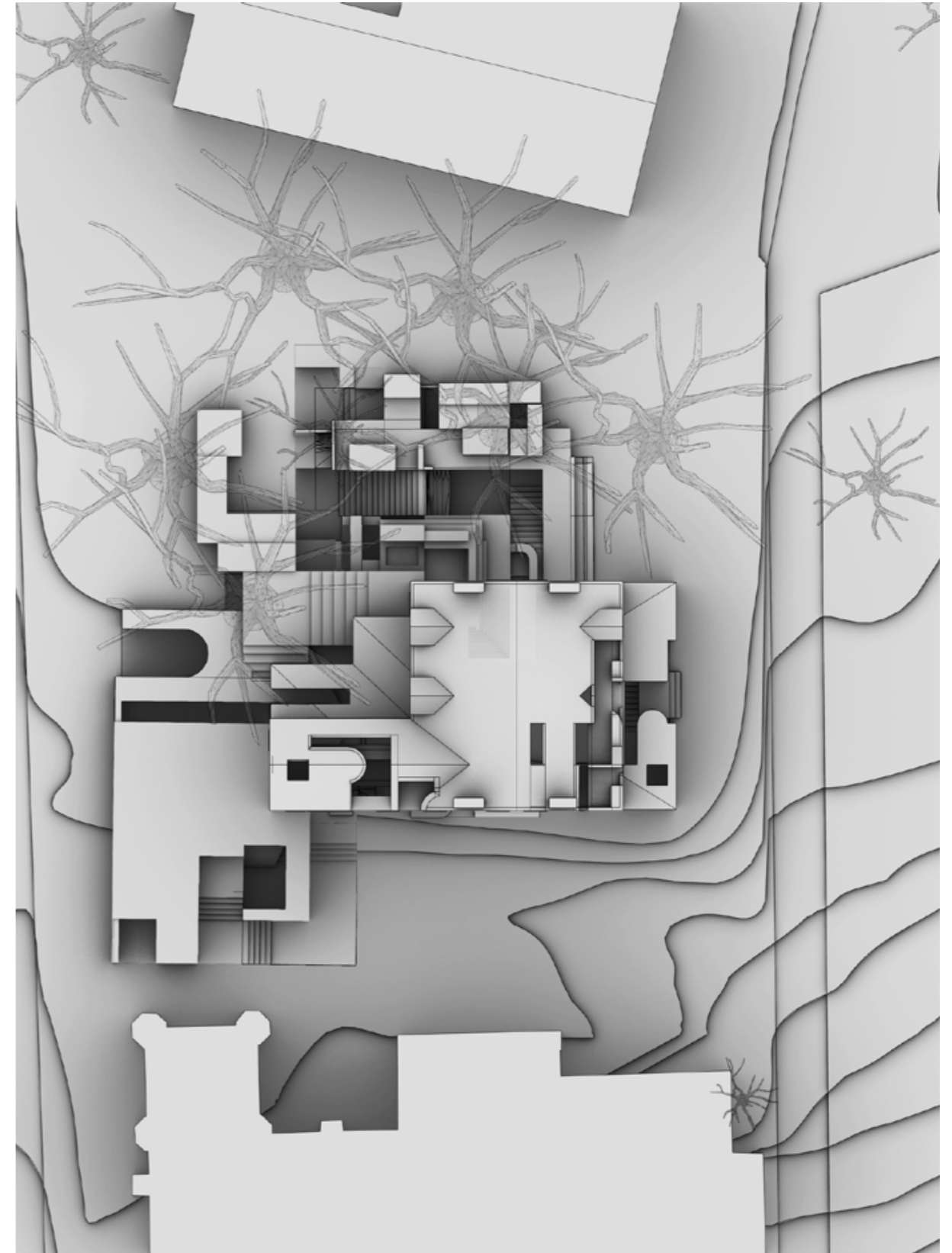


"Rather than to forget that we have resolved carbon concentration in the atmosphere, we see a memorial on Governors Island. We decided to relate house 14 at Nolan park to the vertical monumentality of this unacknowledged edifice."

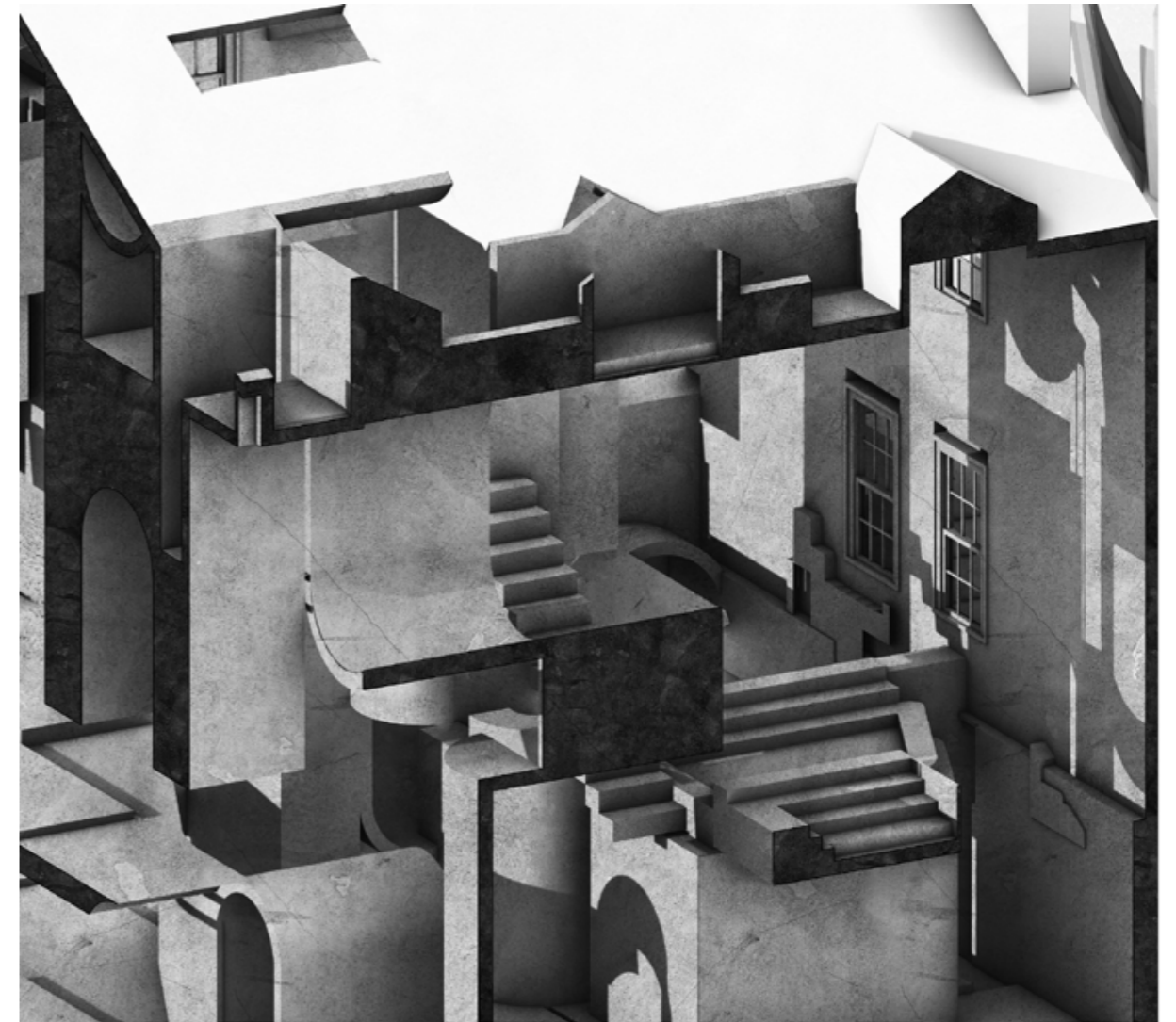
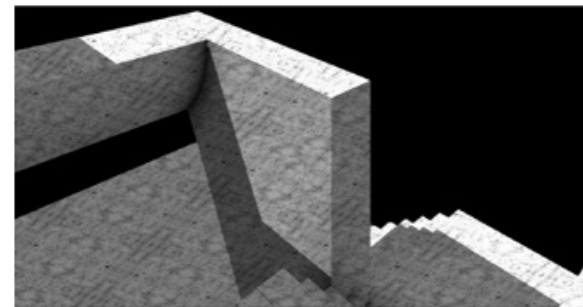
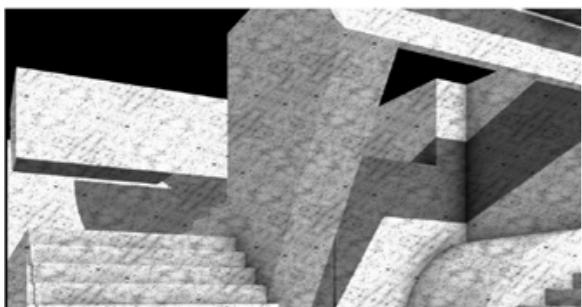
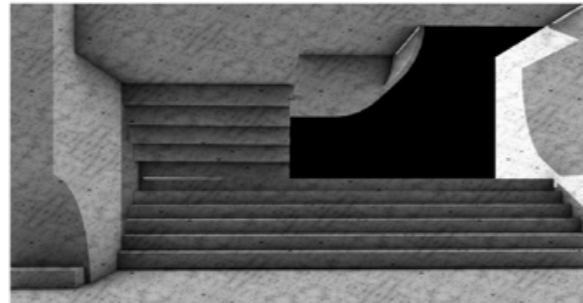
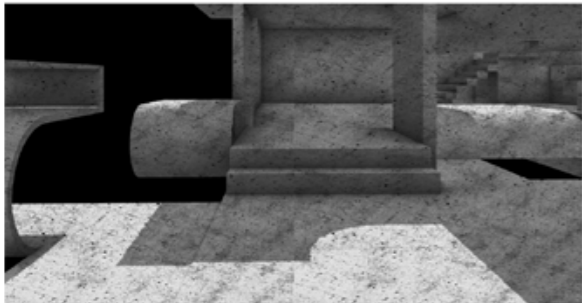
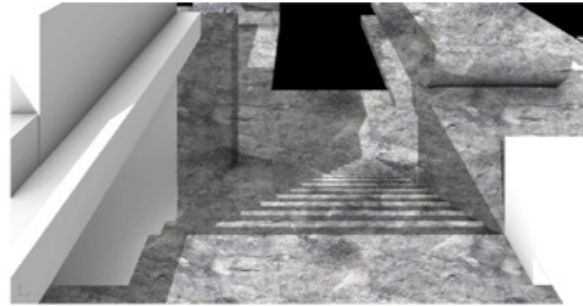




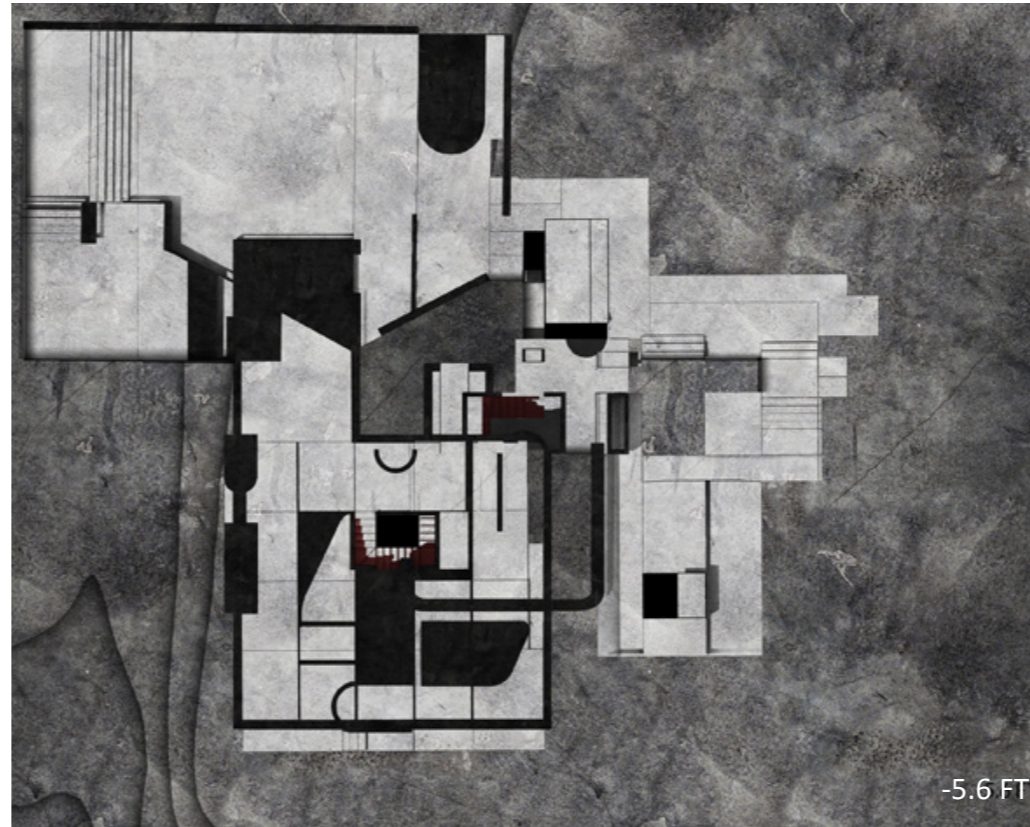
The chunk model of house 14 to define spaces over the narrative of monuments and memorials. The model arrangement helped interpret filleted corners and arched spaces. I questioned the flatness of floor plates, and started connecting levels with heavy staircases, established a relationship between solid masses and void spaces, the thickness and thinness of materiality.



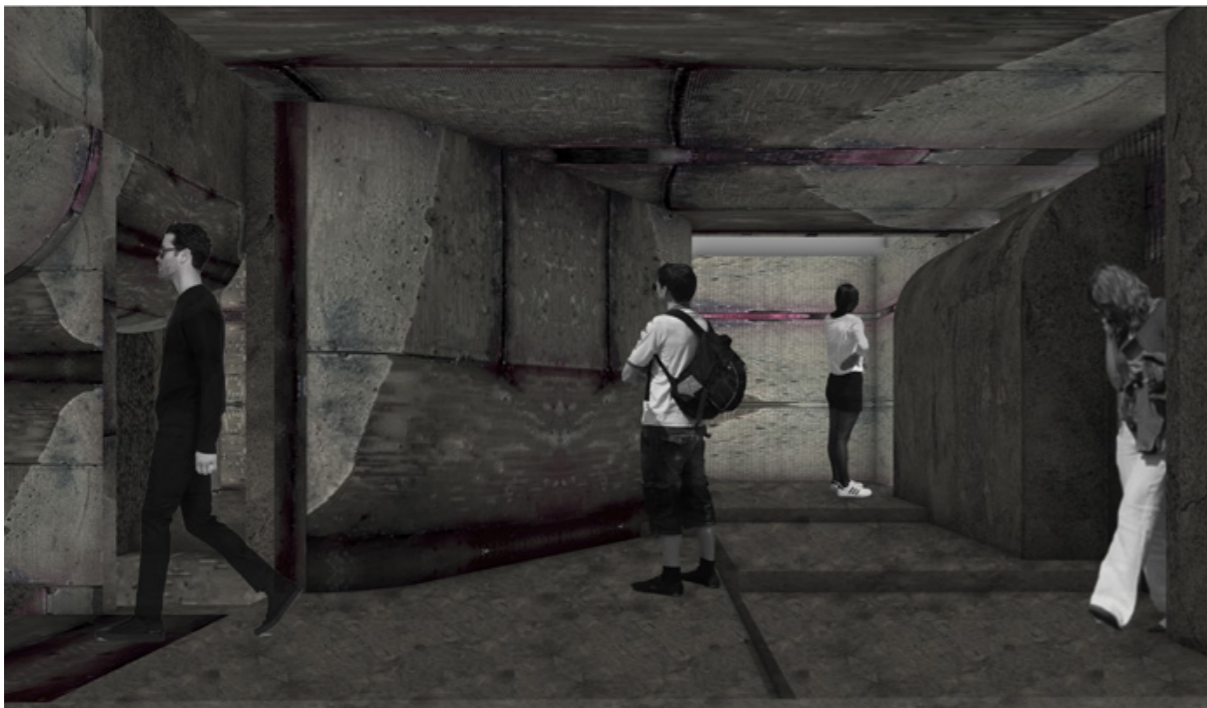
The visitors on Governors Island proceed through outdoor landscape design into Building 14, its a procession and a remembering. A ceremonial route that carves the ground, marking its locus as a source of by following the same path through the outdoor carvings underground into a dark dungeon.



While some areas need people to budge beneath the beams, others are open to the sky. There would be spaces with stark light when the sun is overhead, coupled with dark corners.

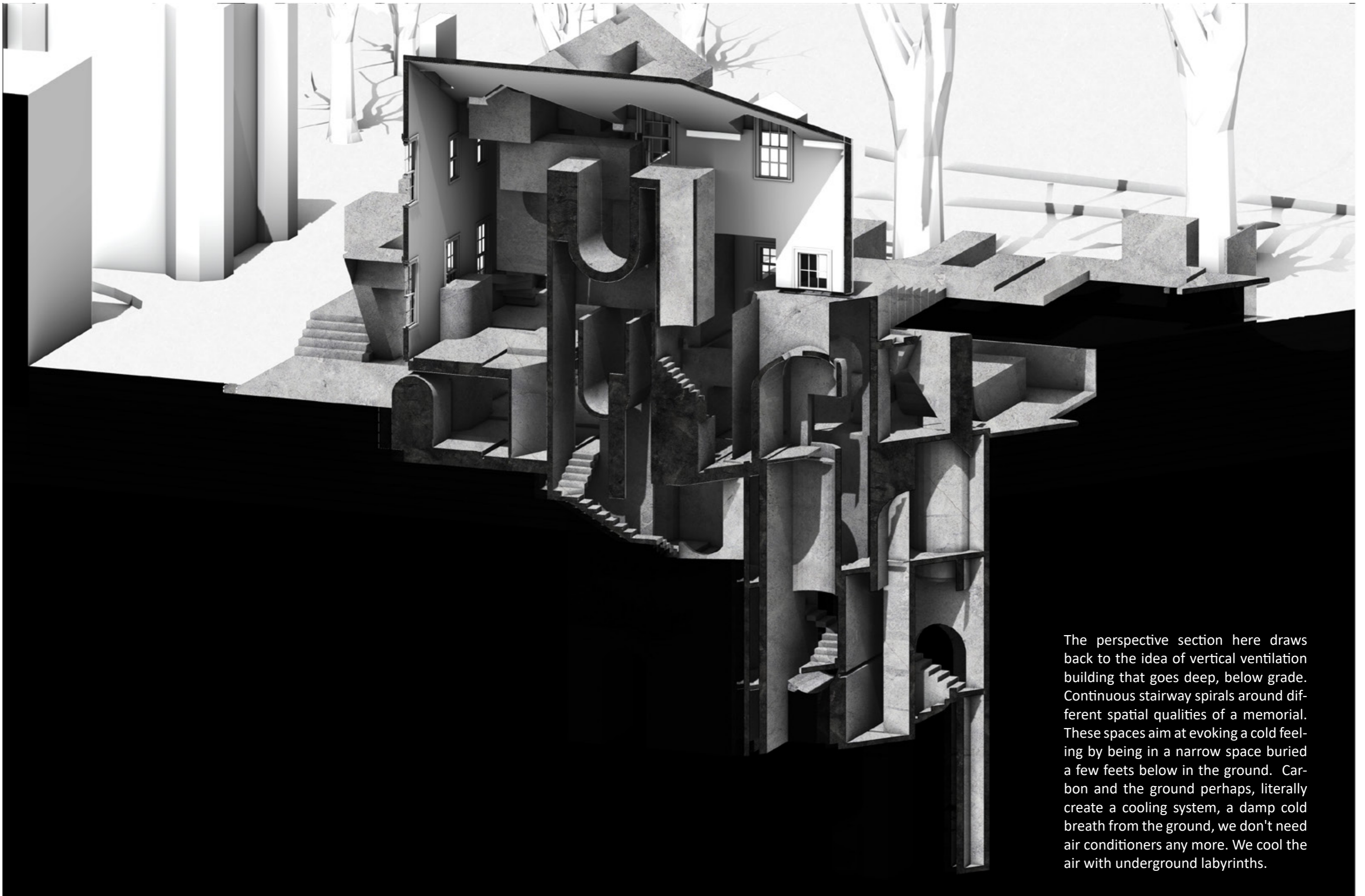


As the movement descends, we start experiencing narrower vent-like spaces. The cut plan explains how these outdoor elements continue in the interior of the house. To further enhance the idea of this vent and soil, moments have been created where the ground can be approached from within, it allows us to fully appreciate the depth of the intervention.



Our project is a memory for what's lost because of the impact of carbon dioxide emissions, the loss we never accounted for or acknowledged in the past. We converted this ephemeral gas into solid carbon, to grieve for this loss, and to avoid further demise. In this moment in future, are we responsible for remembering the kind of ecological issues our prior modes of development had created? The project has a janus faced quality, like Governors Island itself-- we may ask on this basis, does the memorial look back at the problem and does it point to a different type of ecological future?

We are immersed all around the concrete, one of the most widely used building materials. With this material created from carbon captured at the site, we remind people of impacts of human intervention in the past but also acknowledge the potential that future holds.



The perspective section here draws back to the idea of vertical ventilation building that goes deep, below grade. Continuous stairway spirals around different spatial qualities of a memorial. These spaces aim at evoking a cold feeling by being in a narrow space buried a few feet below in the ground. Carbon and the ground perhaps, literally create a cooling system, a damp cold breath from the ground, we don't need air conditioners any more. We cool the air with underground labyrinths.

Pratt Fall Studio Instructors : **Erich Schoenenberger, Olivia Vien**
Studio Experts: **Oliver Schaper (Gensler), Signe Nielsen (MNLA)**

Site : **Governors Island, New York City**

Recorded Presentation : [YouTube](#)

Type : Research, Material Experimentation, Architectural Design.

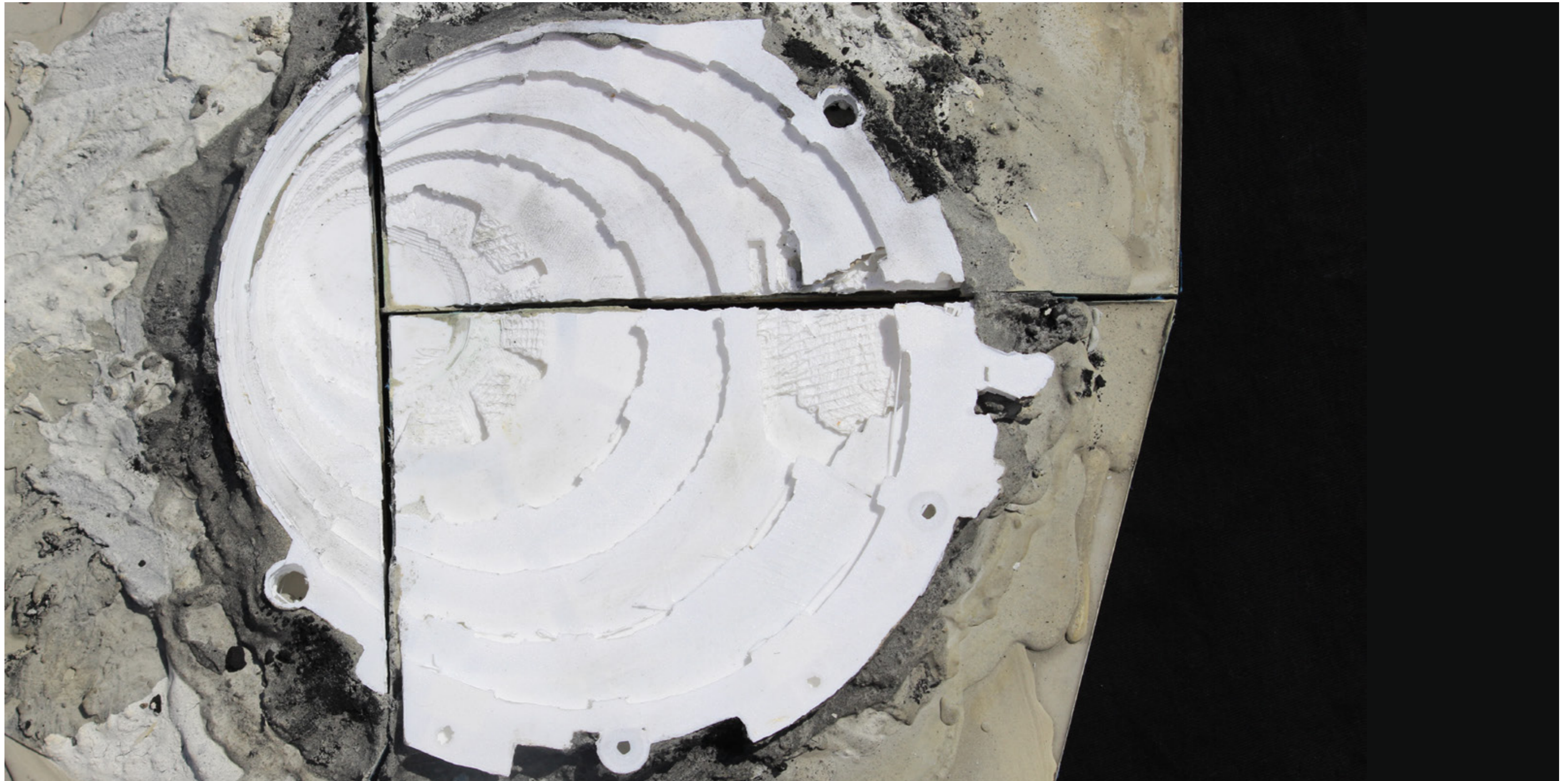
Keywords : Crater, Experience Living, Mines, Marketplace, New Lifestyle - 2050, Striations, Carbon Storage, Material Urbanism, Prototype, Ecology, Equity, Apocalypse.

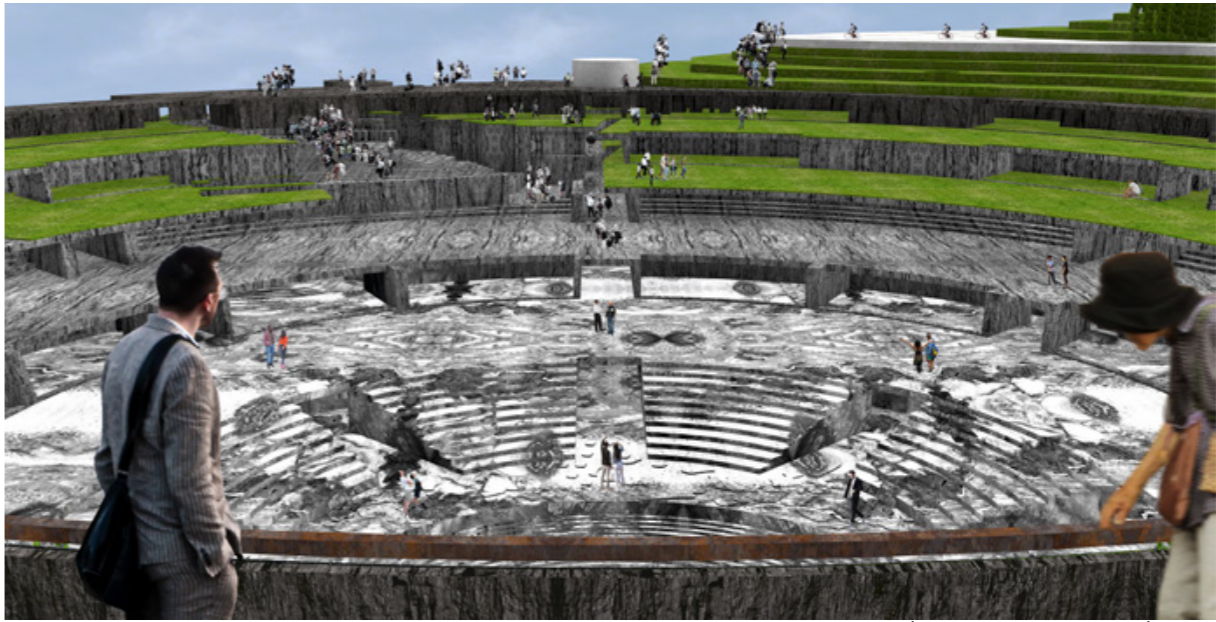
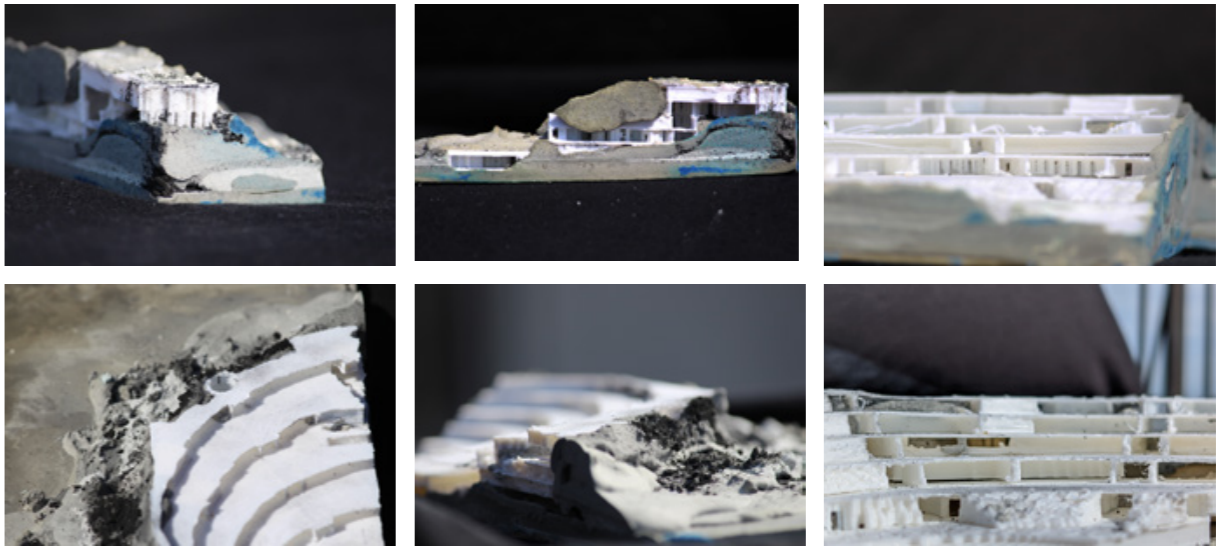
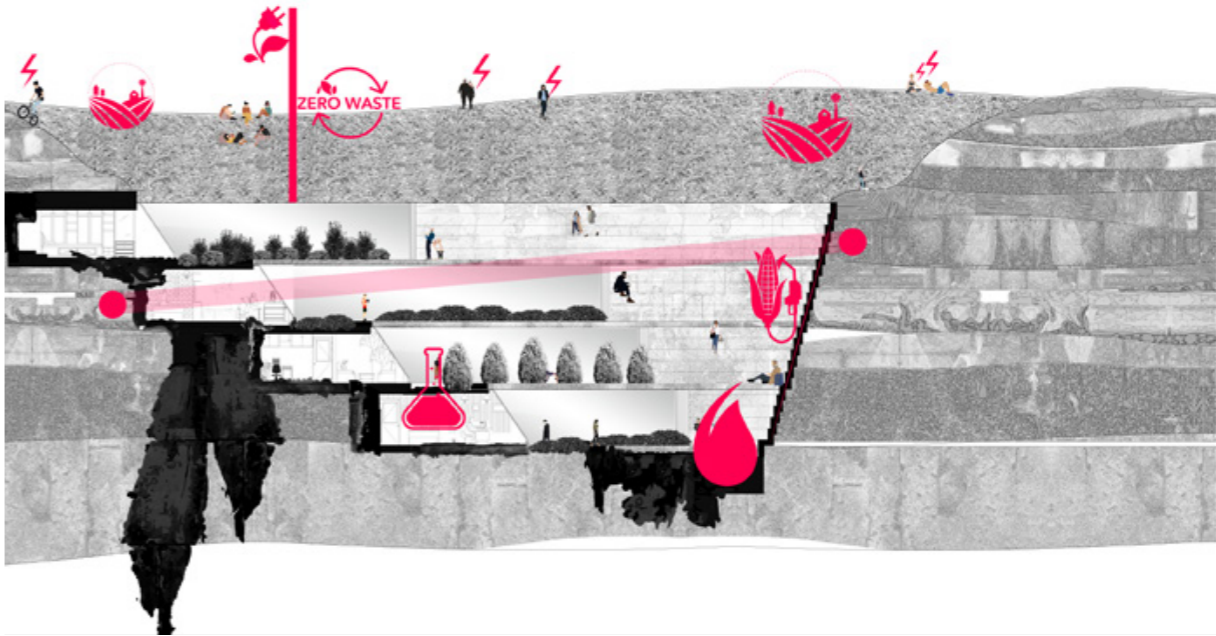
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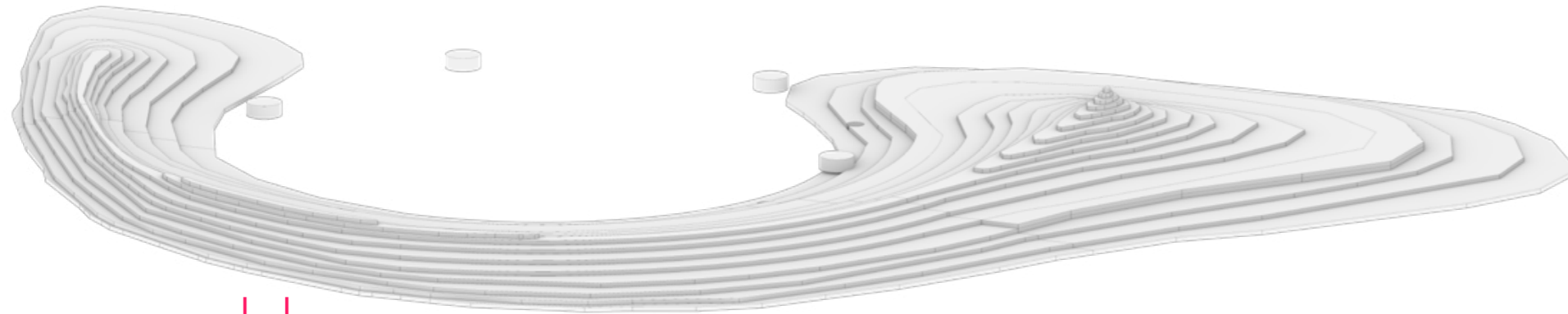
02

ANTHRO(POST)SCENE *[Re-living the memory]*

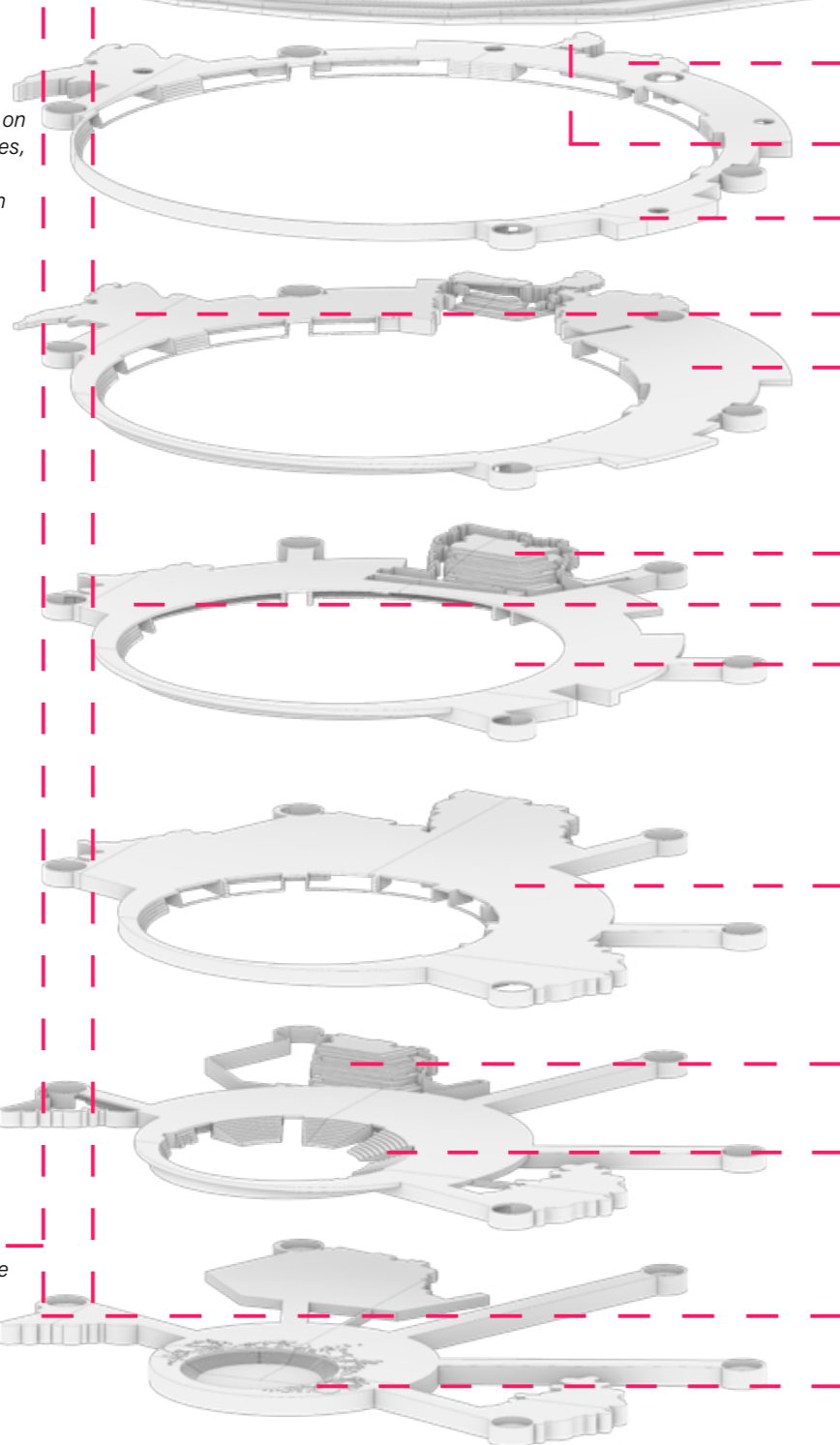
PREMISE: "It is the year 2050 and it's been an eventful 30 years and a marker for the change in our cultural trajectory. We realised our flaws and we sought amends. The process of carbon capture further opened up opportunities for us to experiment with this element. As an essential step to utilise the captured carbon, it was stored deep under the ground as deposits. Over the years, the sediments formed by accumulation of captured carbon transformed into multiple layers of carbon material. The island is now a block of carbon material, a platform for innovation in the way we construct and design habitats. All this has led to a ruined state of material to be used as futuristic living."







lvl -01
Carbon canopies, Farming on mounds, Sunbathing devices, energy producing cycles
Objective: New Lifestyle on Display
Duration: 12 months



PERSONAL EXHIBITION
ALCOVE
GEOTHERMAL FISSURES
STUDIOS / LABS

MAZE
CO-WORKING SPACES

lvl -02
co-working spaces,
Objective: Working on off-the-grid lifestyle
Duration: 1 year

CARBON CODE
CARBON IMPRINT
CAFETERIA

lvl -03
Viewing energy and food wall
Objective: Exhibiting the cells that store energy, and food produced on the vertical wall

MARKETPLACE

CARBON & FOSSILS

PUBLIC ARENA

ALL ABOUT CLIMATE

WINE BY CARBON

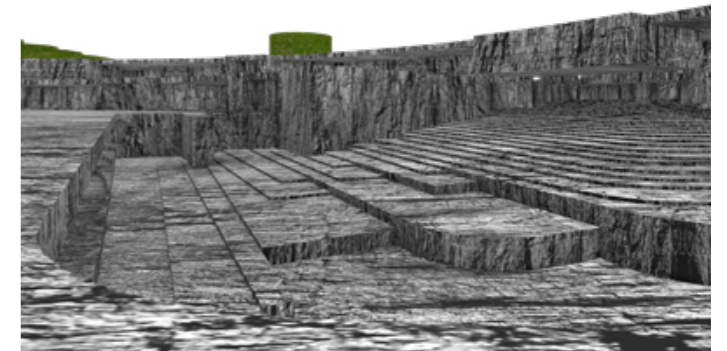
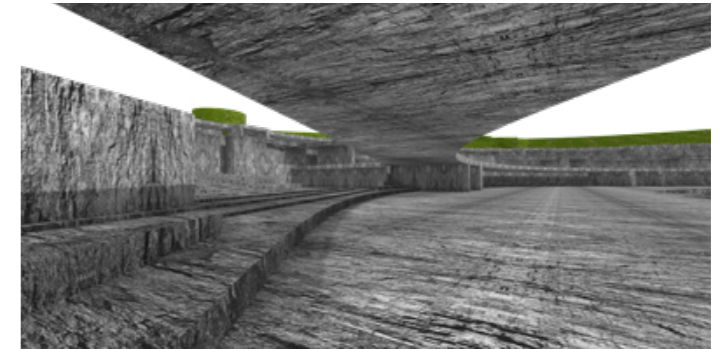
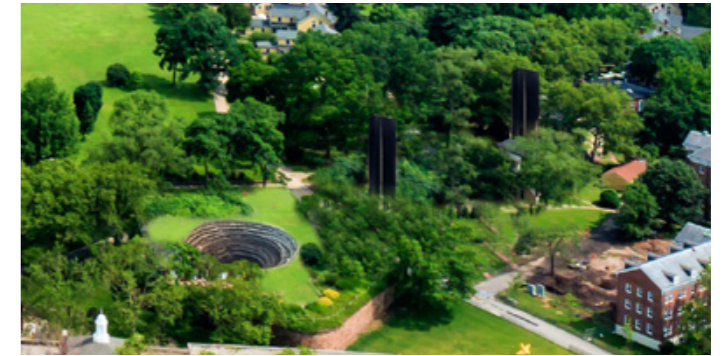
Lift From lvl 06 to lvl 01
Transition in quality of spaces
Objective: Advocating Pace of Climate Change
Duration: 12 Secs

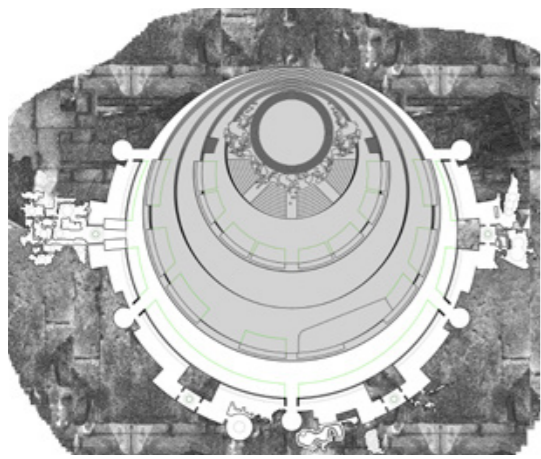
"Why are we doing this"

Exploring the depths of the stored carbon and using it as a material, spaces are carved out to create new living environments. Deposition forms layers and thus creates textures. As a result we obtain patterns of striations and porous accumulation at places taken up as opportunities and design foci. The strategy to excavate and form the crater was in forms of circular rings where the layers of the carbon material are evident with an element that adds to the aesthetics of the memorial idea.

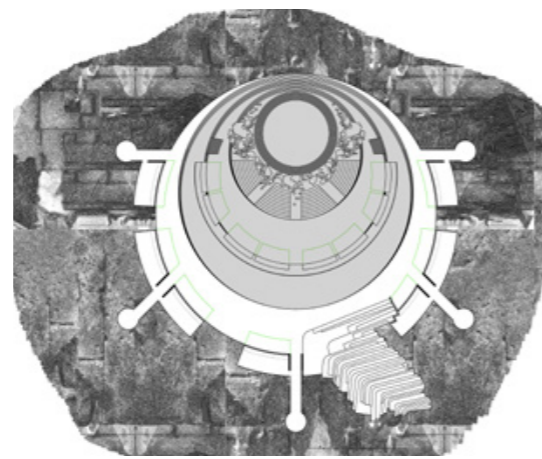
In the process of excavation, mounds were developed with the spoil, used to aid the temperature control for habitation beneath, for community farming, and to define new circulation on the site. Mounds also are opportunities to connect energy generating functions around the crater visually and by circulation as well.

Using the carbon as regenerative material and a host to energy, it is an opportunity to create a sustainable structure that provides for the user and takes care of itself by becoming a powerhouse. Simply, movement too would contribute as a resource.

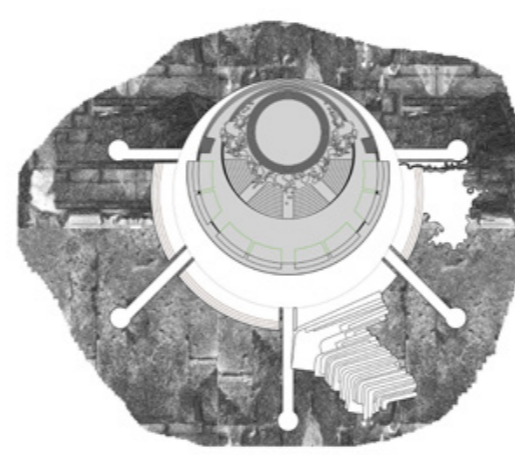




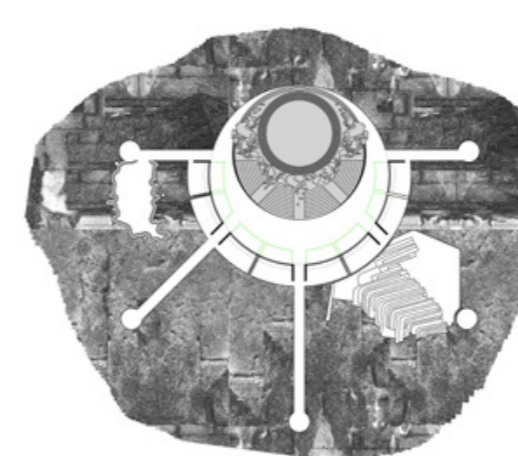
Level 01



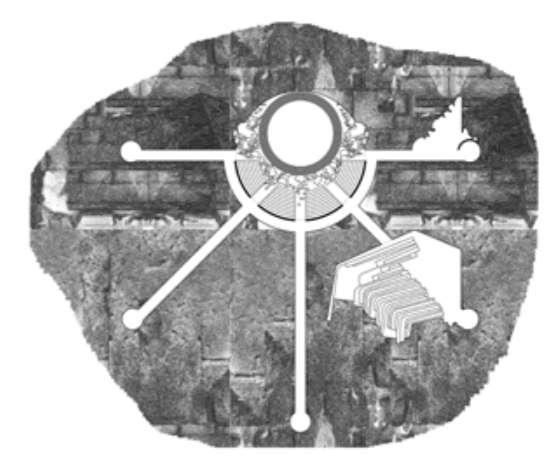
Level 02



Level 03



Level 04



Level 05



The project addresses the thought of independent living where the systems of the house are powered by its building materials. In order to make this functional, a mixed use aspect is associated with the scheme, which also creates a demand for further use of the system of carbon.

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The studio spaces in top tiers integrate with the bottom ones to open up as a marketplace and recreational area. Creating experiences with varied time frames is what the crater offers. Visitors can experience living in the crater for a year, produce their own food and energy, and explore the material when the island isn't open for public access for 6 months, then share the produce and experience with visitors in the other half of the year. From 12 seconds to 12 months, you have a carbon memory to take back as a souvenir.

The crater lives on the principles of a retreat where carbon is your energy, pick your timeline and be part of the process. The journey begins from crater being an exhibit in itself with it functionally being a machine, a micro climate lab. The crater envisions communal life, where people have the opportunity to communicate amidst their centrally facing green spaces and gather at the core for communal activities. The porosity in the material allows the groundwater to gather and form a pool in the basin of the crater, used as a landscape asset.



Anticipated Future Layout

ACADEMIC | PRATT FALL STUDIO | 2021

Type : International Design Competition

Host : VOLUME ZERO | Rank : FIRST

Jury : EFFEKT, Denmark | Penda Architecture, China | People's Architecture Office, USA | ADND, India

Site : Mumbai, India

Contribution : Team Lead, Concept Development, Designing Narrative, Modules & Timeline,
Main Render.

Keywords : Housing, Community, Modular, Additive Architecture, Structural Columns, Highway.

03

ADD TO CART

Being a part of an imperative topic of debate in Mumbai, the coastal road construction, and its adverse effects on the ecology and ever residing coastal koli-communities led to promoting social housing and community development through its design.

“Add to cart” is a modern solution for micro-housing that allows a house to grow within a given space. It is designed in a way that it can be multiplied, deducted & customised as per the different stages of a man's life and his lifestyle choices.



Mumbai, a megacity, is home to many traditional communities. Some communities bear the brunt of urban sprawl & migration and are on a verge of extinction. One such is the closely knitted Koli community of fishermen, entitled as the original inhabitants of Mumbai, that are suffering an economical, social and cultural loss today. The proposed Coastal road development along the water banks will hugely affect the profession of this community, eventually leading them to migrate from their original habitation. Our concept of micro-housing shall retain and uplift this community, making it viable even through rapid urbanization.

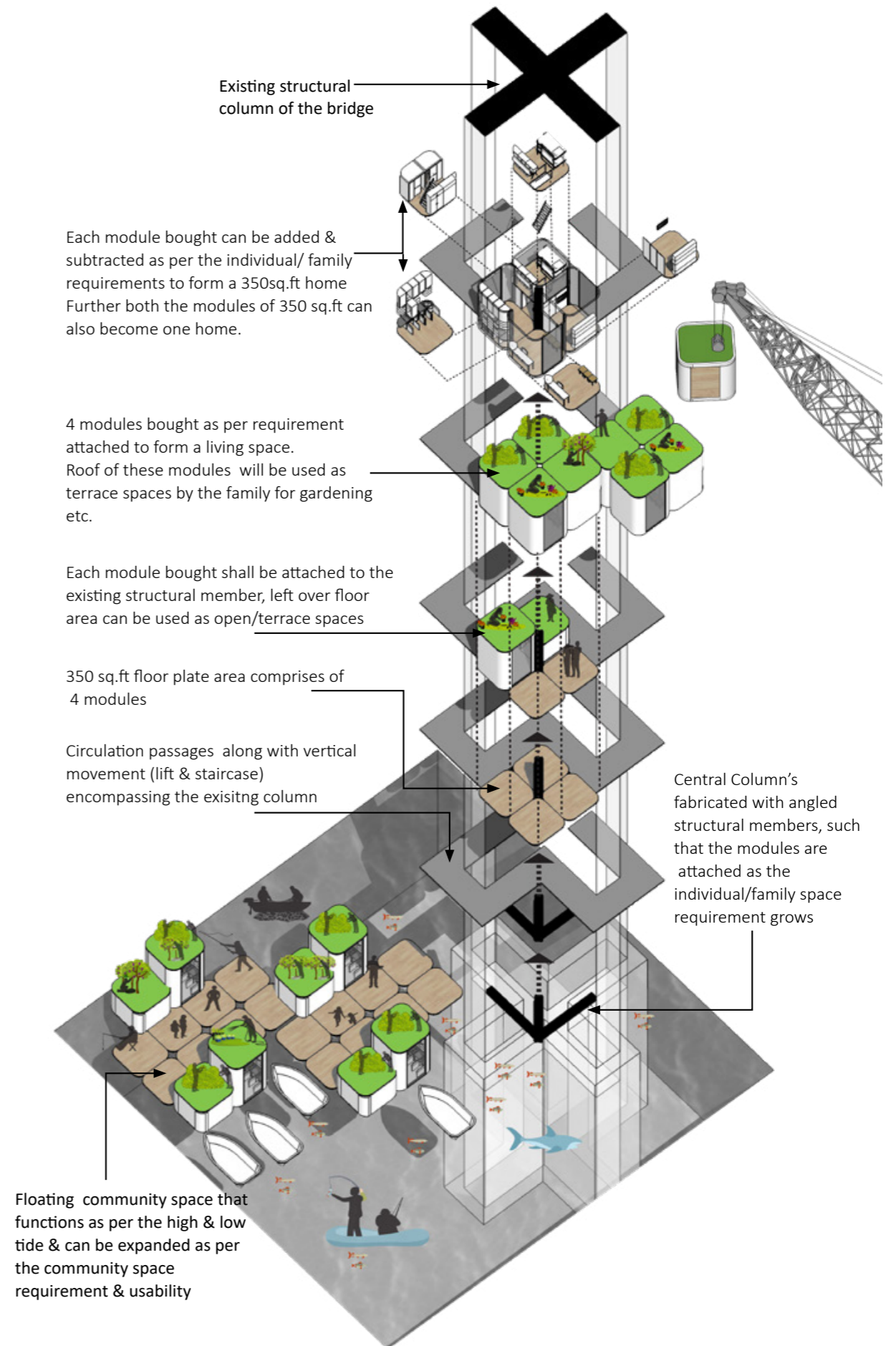
1-2% of the city land is occupied by supporting structural systems that act as dead spaces, hence these structural systems can be constructed in such a way that they can host these communities. The housing takes place along the proposed infrastructure of the coastal road, while it saves green lands from undue rehabilitation of the fishermen. It also brings them closer to their profession and proposes a waterfront development program. This is the city supporting the fishermen's concerns, fishermen supporting the city's concerns inturn.

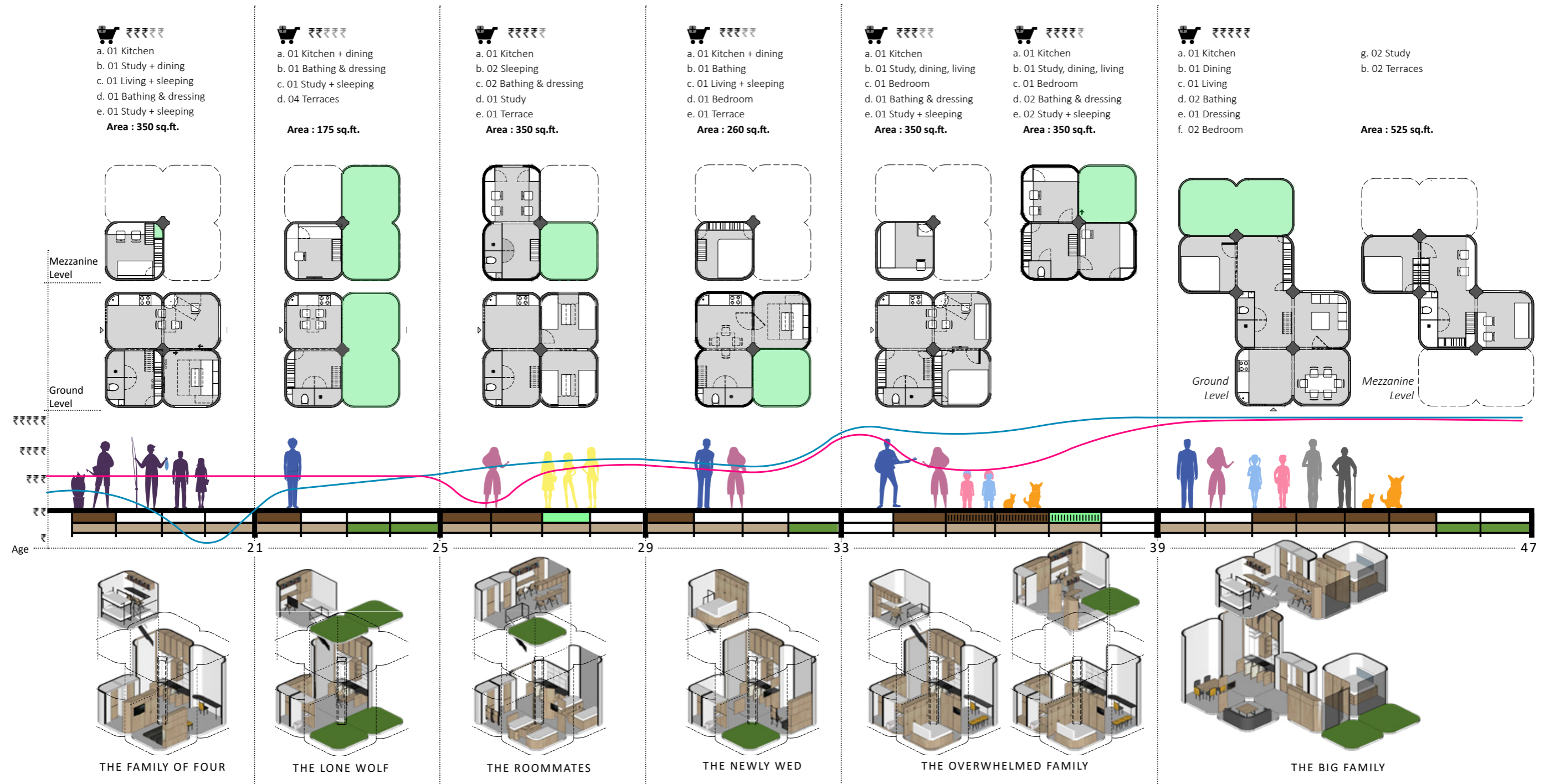


COMMUNITY SPACES FOR CULTIVATION



FLOATING SPACES AS MARKET & CULTURAL SCENES





LEGEND:

- The Koli family, Residents of our site
- V, a migrant-Rentee of the Koli family
- T, a migrant-Rentee on another site
- Room-mates of T
- P & A, Kids of T & V
- P & A, growing up
- T & V's Pets
- V's Parents
- On mezzanine
- On ground
- Terraces
- Terraces on mezzanine
- V's income
- T's income

Module study by using furniture located in typical housing to create most efficient area usage and combined with number of users to create different typologies of housing units

Site : New Delhi, India

Type : Research, Experience Center, Advanced Technology

Contribution : Researcher On Exhibits, 3d Modeling, Part Of Concept Development, Part Of Layout Design, Part Of Renderings, Final Presentation, Site Study, Complete Branding of the Project (Logo, Theme, Collateral Design)

Architectural Design Team : Ar. Abhinav Prasoon, Ar. Reena Gaikwad

Technology Partners: Custom Technologies Inc., Mumbai.

Keywords : Mythology, Yugas, Women Empowerment, Experiential Design, AR, VR, Holographic Projections.

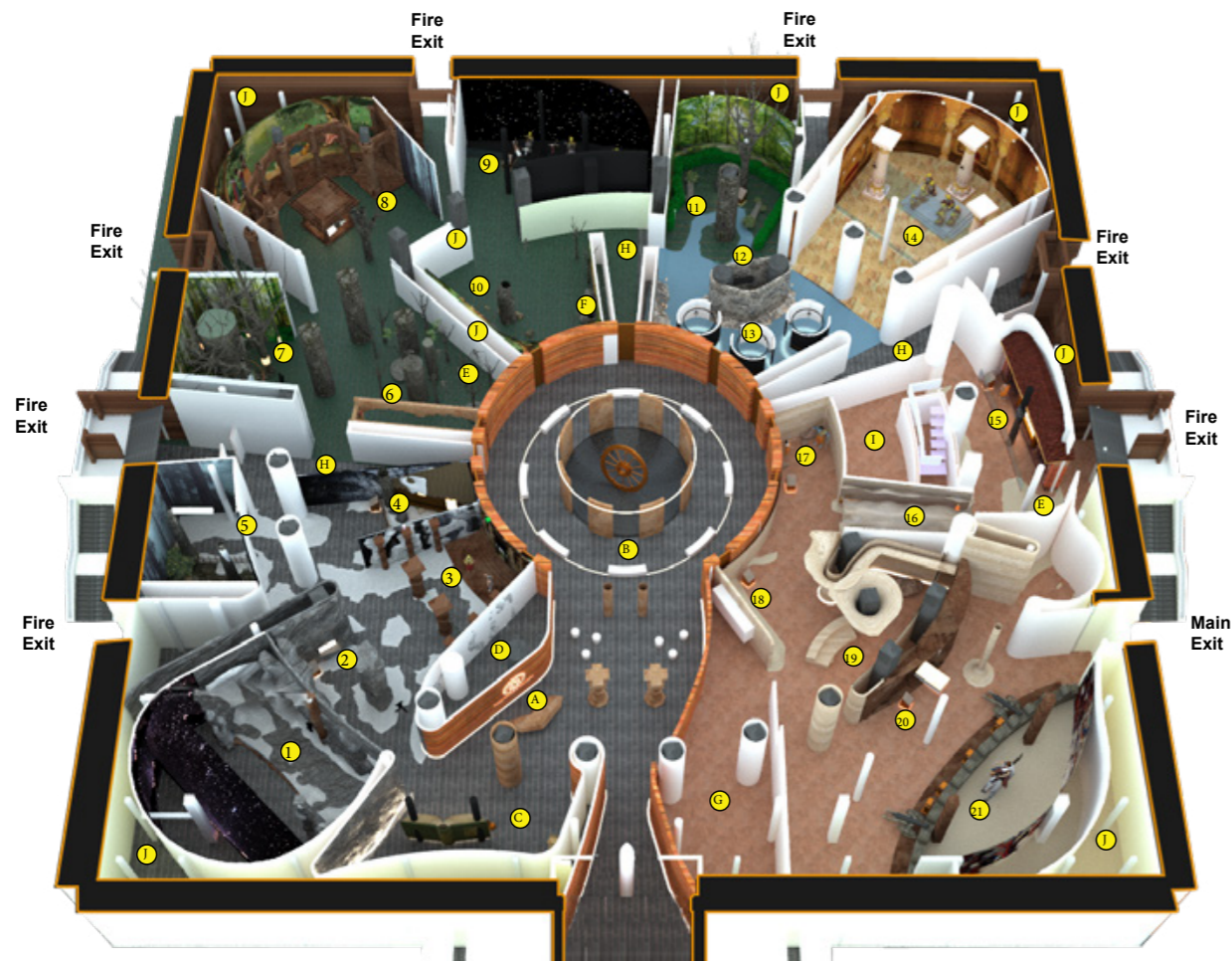
04

SARVA MANGALA PEETHAM

Sarva Mangala Peetham is a 50,000 sq.ft. technologically advanced experience center designed to encourage women empowerment, presently under construction in North India. It walks the audience around the ancient Indian mythology of Yugas - the four ages of life around the World. Through the Yugas are 21 varied installations telling stories about significant works of women that set the course of Indian history. SMP is a rehabilitation project worked out around many challenges of the existing structure.

"There is no chance of welfare of the world unless the condition of women is improved. It is not possible for a bird to fly on one wing."

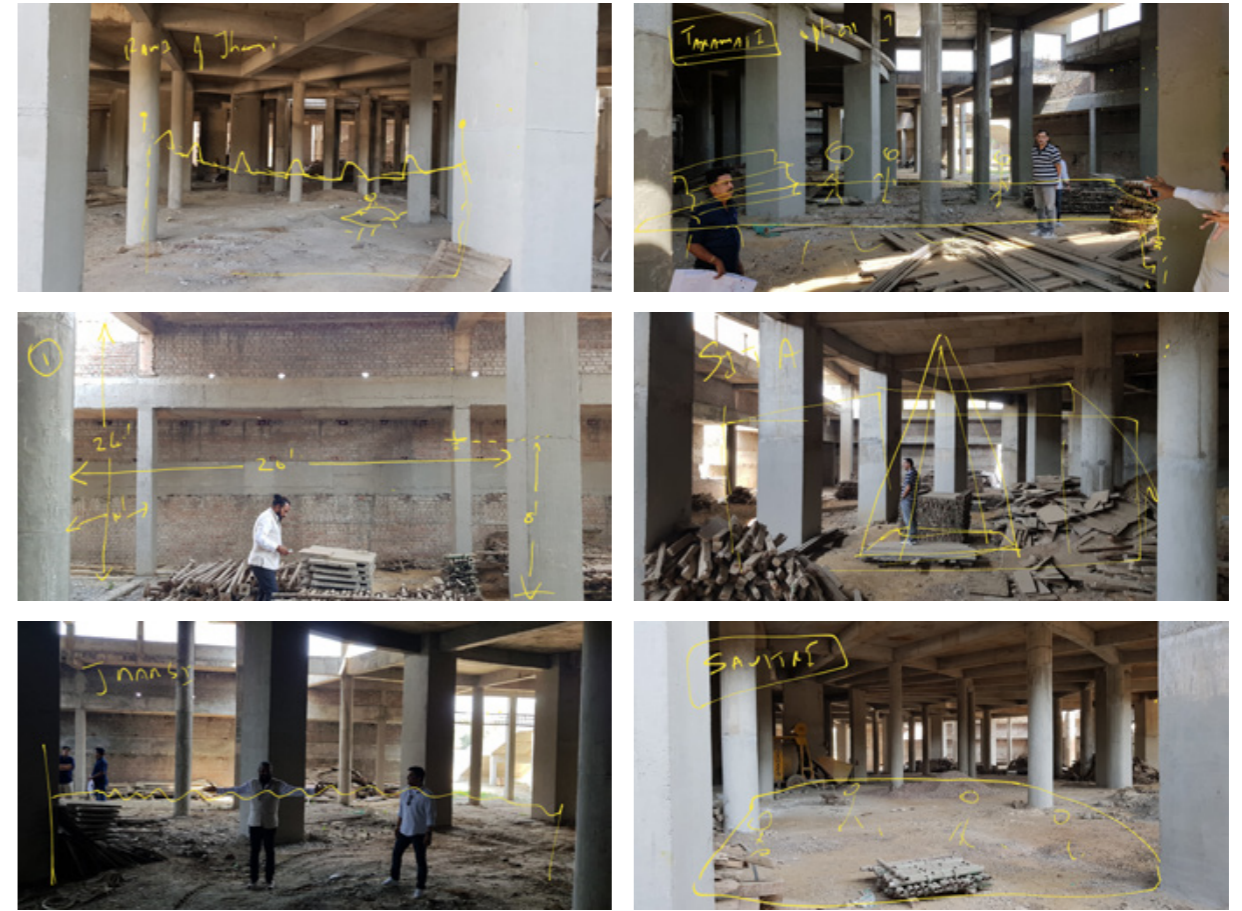




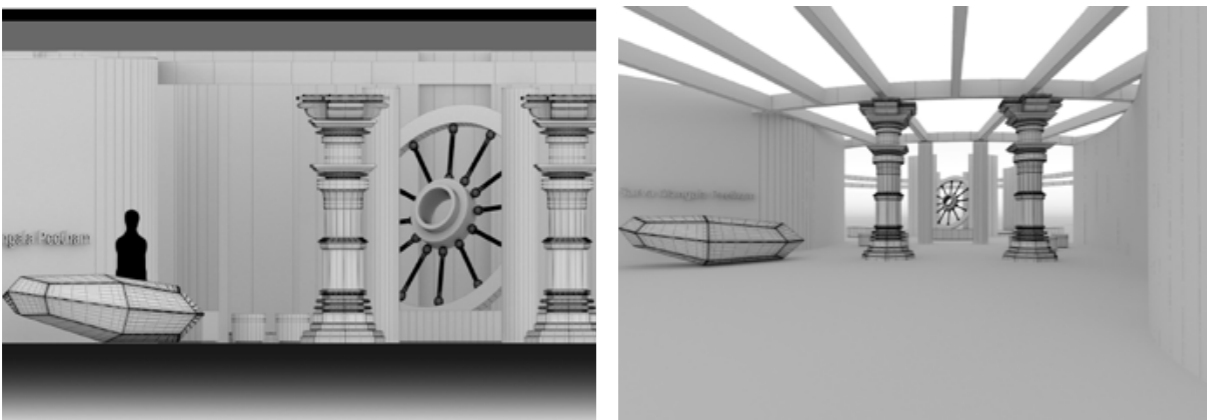
VIEW EXPLAINING MOVEMENT, INSTALLATIONS AND 4 YUGAS

LEGEND

- | | | |
|---------------|----------------|---------------------------|
| 1. Arundhati | 8. Sita | 15. Yashodhara |
| 2. Gargi | 9. Savitri | 16. Mahaprajapati Gautami |
| 3. Taramati | 10. Sukanya | 17. Akka Mahadevi |
| 4. Anusuya | 11. Shakuntala | 18. Panna Dai |
| 5. Ahalya | 12. Madalasa | 19. Ubhayabharati |
| 6. Sharmishta | 13. Amba | 20. Ahalyabai Holkar |
| 7. Renuka | 14. Draupadi | 21. Rani Lakshmibai |



ON SITE STUDY - VISUALIZING THE UPCOMING INSTALLATIONS



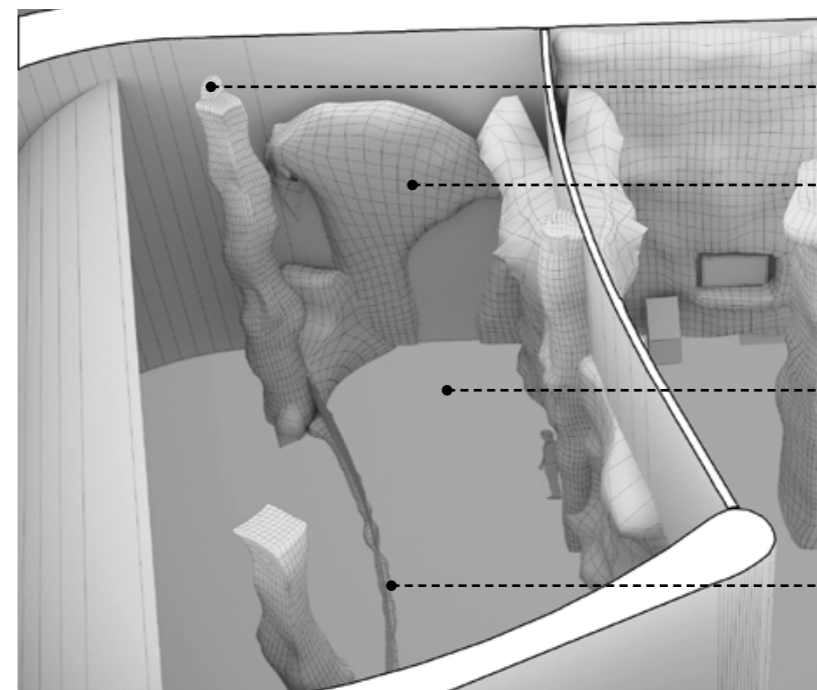
The entrance of the museum opens into the reception area. A monolith serves as the reception counter. The columns form a pair of vedic architecture pillars designed with fiber mouldings. The visitor gets a peek of the chakra meditation space from the reception. Stone seatings are provided in the reception area.



- Column designed intricately into a vedic pillar with fiber moulds
- Visitors get a peek of the meditation chakra from the reception lobby
- The reception counter is a monolith.
- Stone Flooring



The exhibit is a illustration of the icy mountaintops, depicting the Satya Yuga. The screen projects a view of the glaciers in a night sky, showing galaxies and constellations.

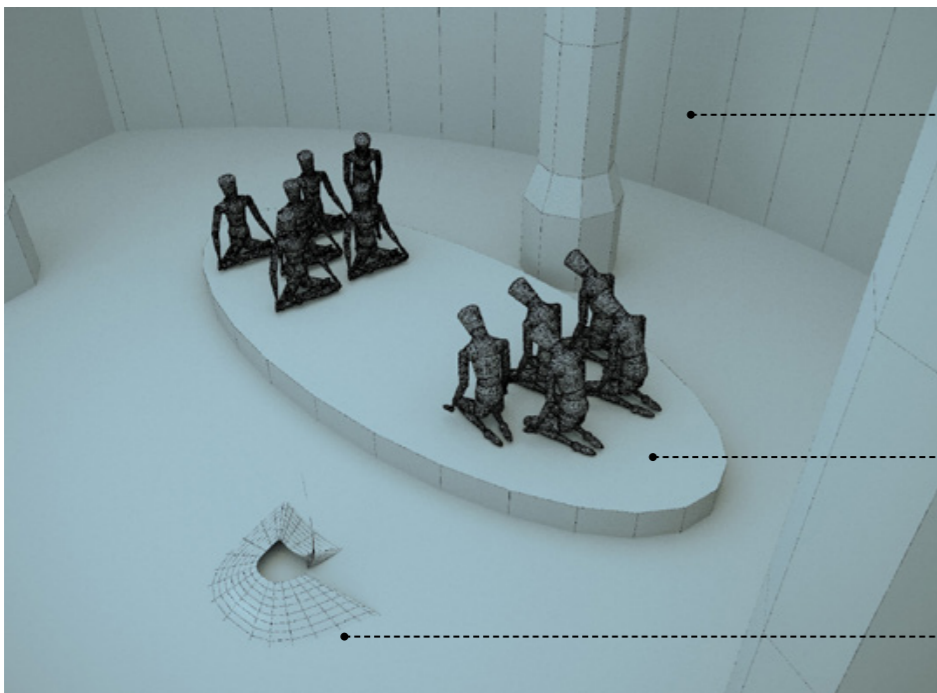


- Fiber moulding used to create a tall monolith structure on the column.
- Fiber moulding used on partition wall to create cave interiors.
- Stone flooring to imitate textures of the cave. Snow and glacier formation on the floor made of cement with added texture and paint.
- Panels which creates the visual impact of a cave by projecting views of glacial mountains and night sky showing the milky way and constellations.

EXHIBIT 14. DRAUPADI



The scene of Draupadi's Vastraharan is shown on the screen such that the saree comes from the virtual screen and is seen being collected into a heap of saree placed near the screen.



Facade designed into the interiors of the palace.

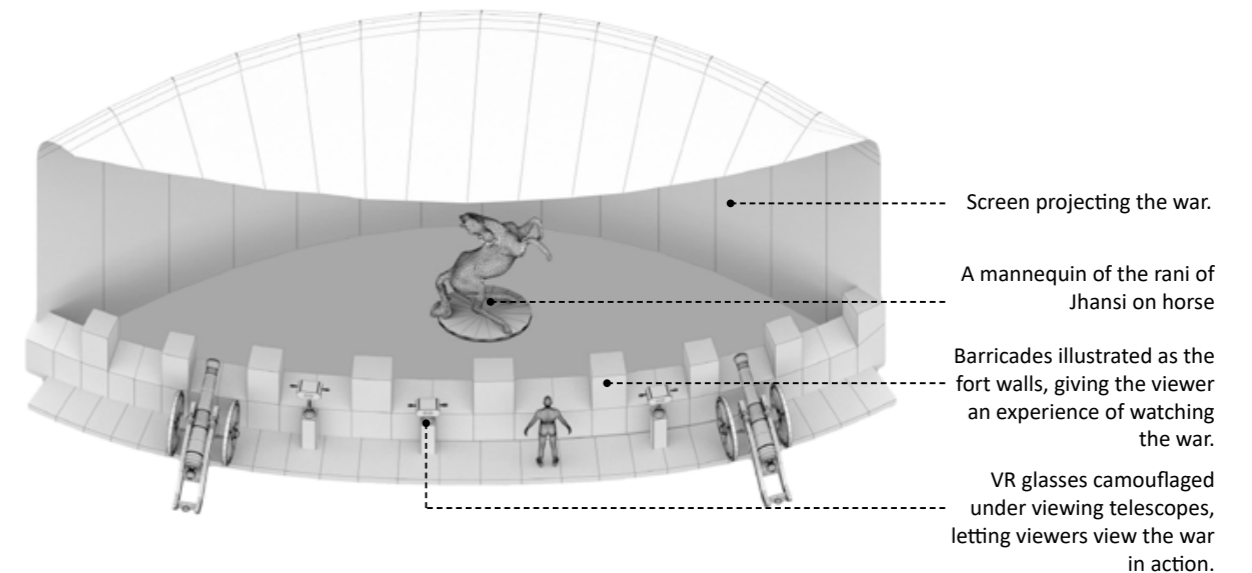
Pedestal made of MS frame structure with metal sheeting for the placement of mannequins

Virtual representation of the saree showing the vastraharan of Draupadi

EXHIBIT 21. RANI LAXMIBAI



This installation of the Kali Yuga talks about the valour of Rani Lakshmi Bai. The wall beyond is turned into a screen projecting war scenes. A horse, with the mannequin of Jhansi rani sits in the center of the installation.



Screen projecting the war.

A mannequin of the rani of Jhansi on horse

Barricades illustrated as the fort walls, giving the viewer an experience of watching the war.

VR glasses camouflaged under viewing telescopes, letting viewers view the war in action.

Team : **Abhinav Prasoan, Madhur Gupta**

Site : **Mumbai, India**

Rights: RWAMP Studio LLP

Type : Experience Center

Keywords : Museum, Educational, Global Warming, Interactive Installations

05

ISRO | SCIENCE EXHIBITION CENTRE

Along with imparting knowledge about the outer space and contributions of ISRO, our objective was to educate children and adults alike about global warming and what we can do as a community to counter the same.





Virtual Reality Zone



Interactive Gravity Ins



Global Warming Installation

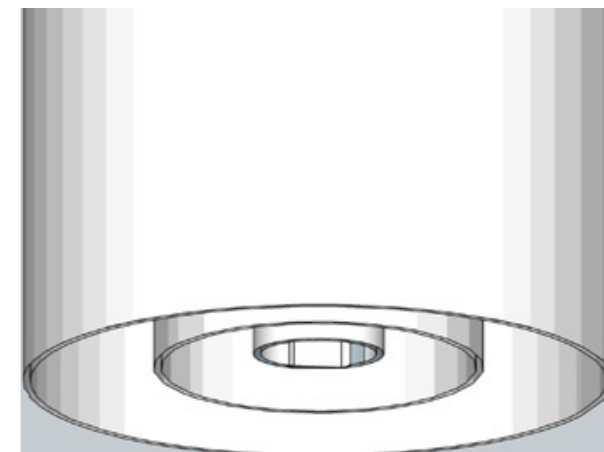
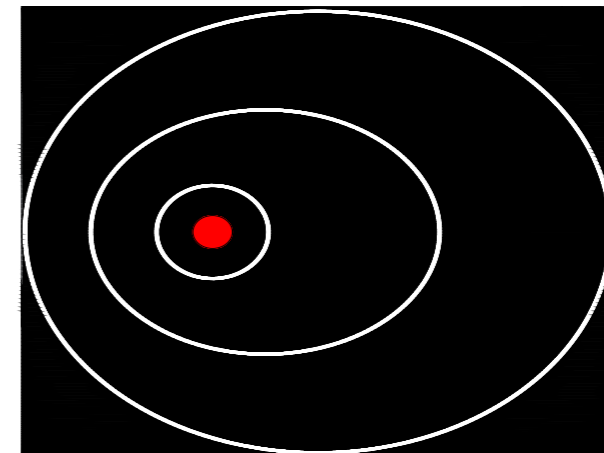
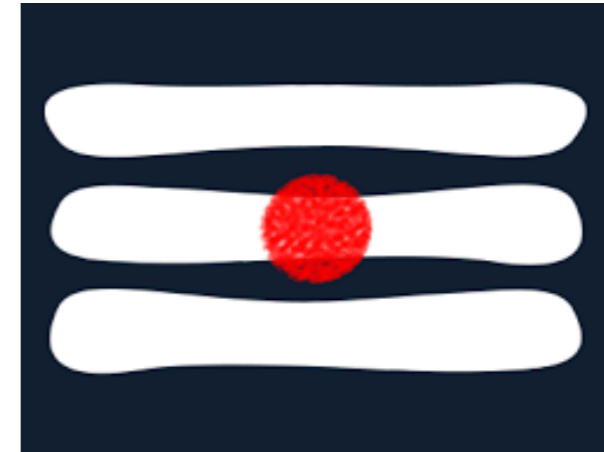


ISRO Timeline

Interactive wall- experiencing soundscape of different planets
 Curved surface for motion graphic eg- falling meteor in space
 Depicting space with miniature of ISRO satellites
 Sphere giving information of the satellites



All of ISRO's equipments have the three horizontal lines of 'Vibhuti' and 'Kumkum', similar to the one seen on Lord Shiva's forehead; making it a symbol of significance.



This symbol is abstracted into three concentric elliptical facades, with a central red sphere; installing data of 'outer space' within the defined space.

Studio Instructor : **Beatrice Galilee (The World Around)**

Site : **Governors Island, New York City**

Type : Exhibition, Curation

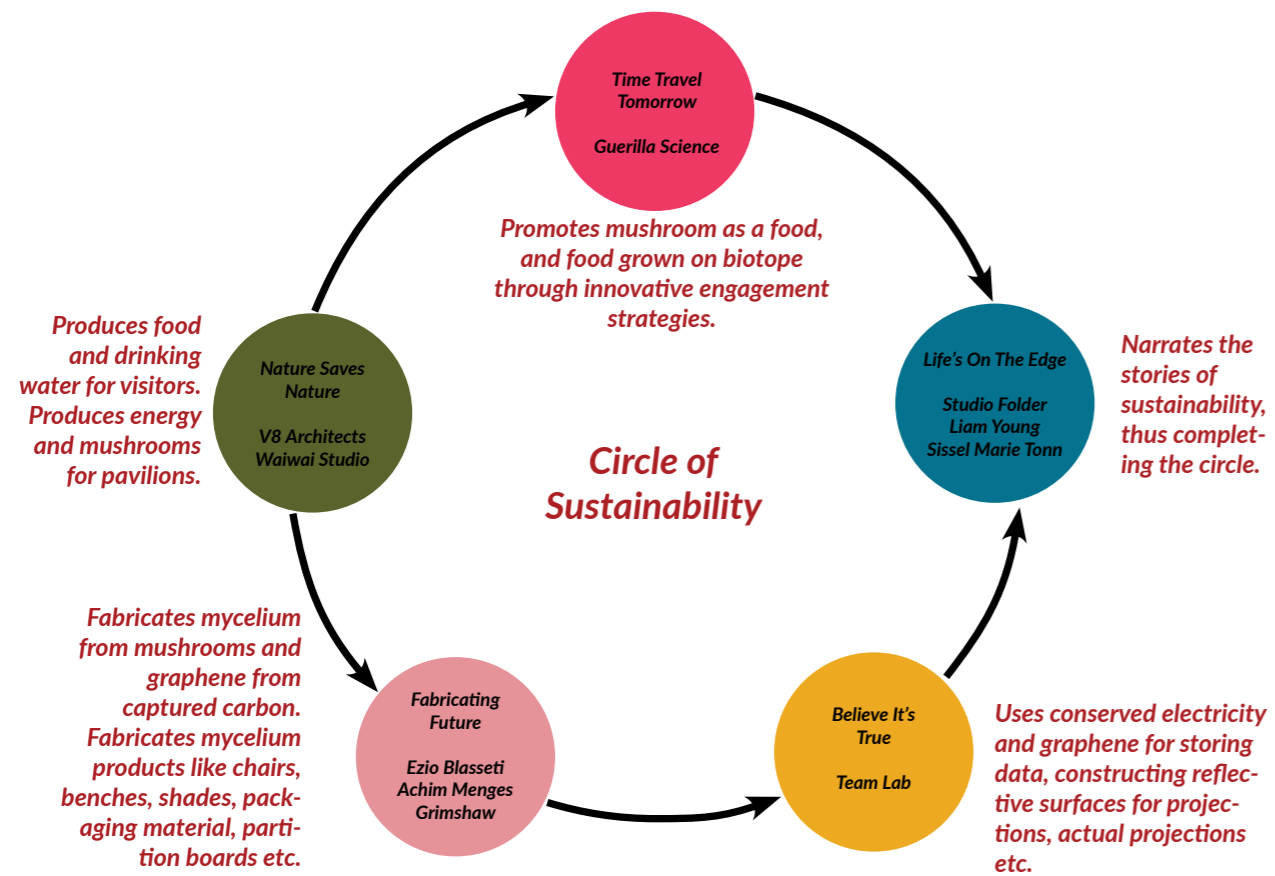
Keywords : Climate Emergency, Sustainability, Science & Art, Pedagogy, Anthropocene, 2050

Endorsement: To Future It Now [portfolio](#)

Exhibition Goal : By designing an end to end sustainable exhibition, we proposes to talk about climate change in respect of time-space quality, the possibility of what the future could hold. This Climate Emergency Biennale at Governors Island in New York aims at inviting thinkers and practitioners who work largely in the field of climate, science, art and architecture, to push forward sustainable methods of living and construction to minimize carbon footprint in building designs.

The brief of the exhibition is to visualise how life can be a few decades ahead when we would have achieved carbon neutrality, and eliminated the constant need for search of climate solutions. With the help of participants and guest speakers, the exhibition aims at starting a dialogue within these communitites of artists and scientists to start visualizing a healthier future.

The exhibition at the same time aims at educating common people about the climate reality through immersive, multi-sensory experiences at these pavilions. The goal is to make everyone aware of where we stand on the environmental front without overwhelming them with the reality. The biennale wants the visitors to leave with some sense of hope about an optimistic future but also with awareness of the urgency and burden of individual responsibility.



TO FUTURE IT NOW

Carbon Emergency Curatorial Statement: 'To Future It Now' is a proposal for a climate biennale that would speak about the diminishing natural resources on Earth, how increasing use of fossil fuels is directly proportional to the rise in sea levels, the need to achieve carbon neutrality, and the urgency to achieve it now. The biennale would address questions like, how long and far can we propose pragmatic solutions for climate change, how could water as a rising element be used as a fuel to replace the need for burning non-renewables, how far can living species adapt to change, and what is the end game of civilization.



Data Visualisation and Research Agency

Narrative

Studio Folder, Italy

Focused on present scenario of land excavations for fossil fuels and its impact on climate and people through the example of Kiruna.

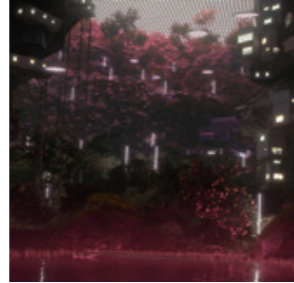


Architect, Film Director, Author

Narrative

Liam Young, Australia

Focused on the future of urban densification and need to surrender the land for ground replenishment through the example of Planet City.



Artist, Arts & Community Organizer, Non-institutional Teaching

Experience

Sissel Marie Tonn, Netherlands

Focused on impacts of land excavation in the future years through her 'Intimate Earthquake Archive's' multi sensory experience.



Artists, Architects, Programmers, Engineers, Animators, Mathematicians

Experience

Team Lab, US, UK, China, Australia, South Korea, Singapore

Focused on exploring relationship between humans and nature through art, science and technology and thus creating an immersive experience.



Educators

Workshop

Guerilla Science, US, UK

Focused on connecting people who believe 'science is not for them' with science through practical training workshops and live performances.

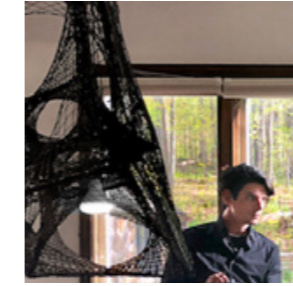


CLIMATE

SCIENCE

ARCHITECTURE

PEOPLE

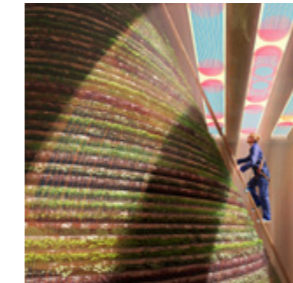


Ezio Blasetti, Greece

Focused on new material- Graphene, a carbon composite, and its methods of fabrication, use and the potential to revolutionize the building material industry.

Architect, Educator

Material- Universal



V8 Architects, Netherlands

Focused on building a biotope with an intense sensory experience uniting water, energy and food; further focusing on growing of mushrooms and its use as a sustainable material.

Sustainable Architecture Firm

Material- Universal



Waiwai, UAE, Japan

Focused on replacing concrete with Subkah, a wetland formed in UAE, and making it compatible for world use and weight bearing, in order to largely reduce CO2 emissions.

Sustainable Architecture Firm

Material- Local

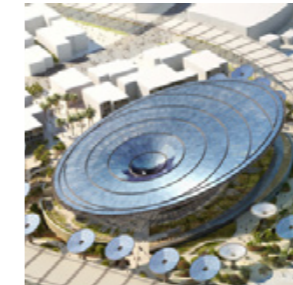


Achim Menges, US, UK

Focused on new material- Graphene, a carbon composite, and its methods of fabrication, use and the potential to revolutionize the building material industry.

Architect in Computational Design, Researcher, Educator

Material- Local



Grimshaw, US, UK, UAE, France, Australia

Focused on implementation of leading edge technology for long term sustainable future with the focus on leaving net zero carbon footprint.

Sustainable Architecture Firm

Sustainability

CLIMATE emergency biennale

Participants To Future It Now

Studio Instructors : **Umesh Pachigar**

Site : **Odisha, India**

Type : Research, Architectural Design, Structural Detail.

Keywords : Social Upliftment, Craftsmen, Craft Training, Bamboo Construction, Cultural Exchange, Global Reach.

Endorsement: [Design Dissertation](#)

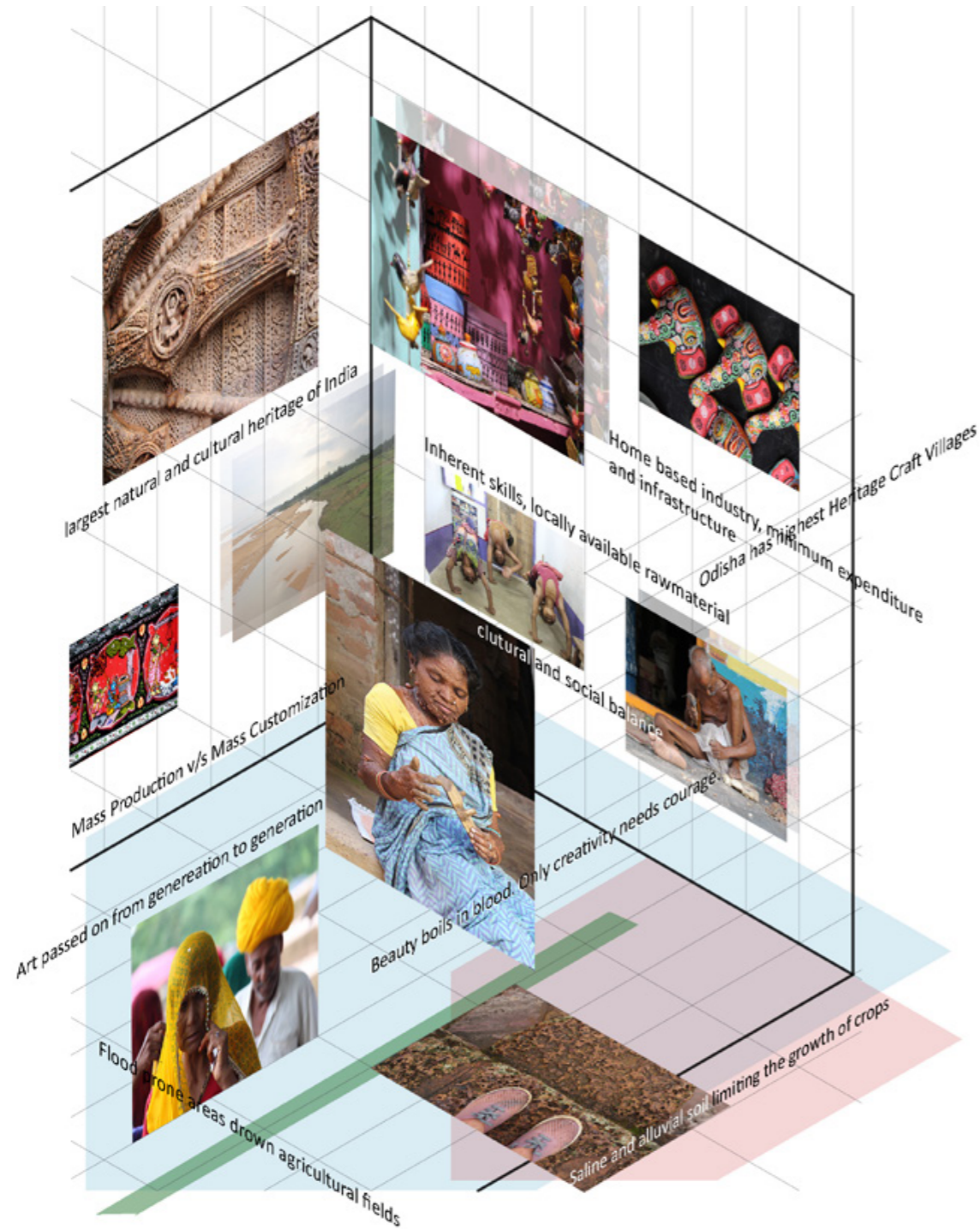
07

RAISING SPIRITS OF ODISHA

This centre for craftsmen uses architecture as a catalyst for social upliftment and enrichment of vanishing cultural values. The proposal encourages the idea of home close to work and also preserving the cultural heritage that has been residing there for decades. Such art forms have been and will always be an identity of Odisha and its people. This proposition promises to fulfill and meet the short comings faced by the artist colony, moreover improving their state of living and occupation drastically.



“But, when the work was finished, the craftsman kept wishing that there were someone to ponder the plan of so great a work, to love its beauty, and to wonder at its vastness.” -Giovanni Mirandola



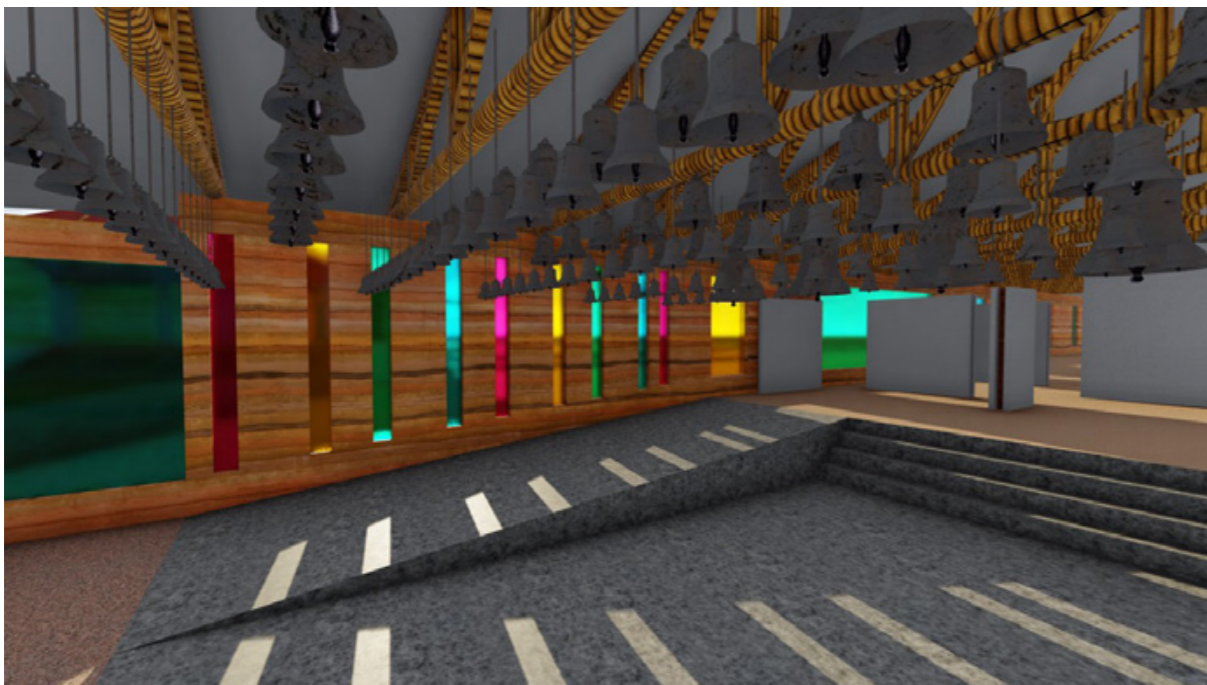
SWOT ANALYSIS COLLAGE FROM MY VISIT TO ODISHA

The diagram explains how strengths, constraints and opportunities form different faces along any axis, and are important in defining the program and designing.

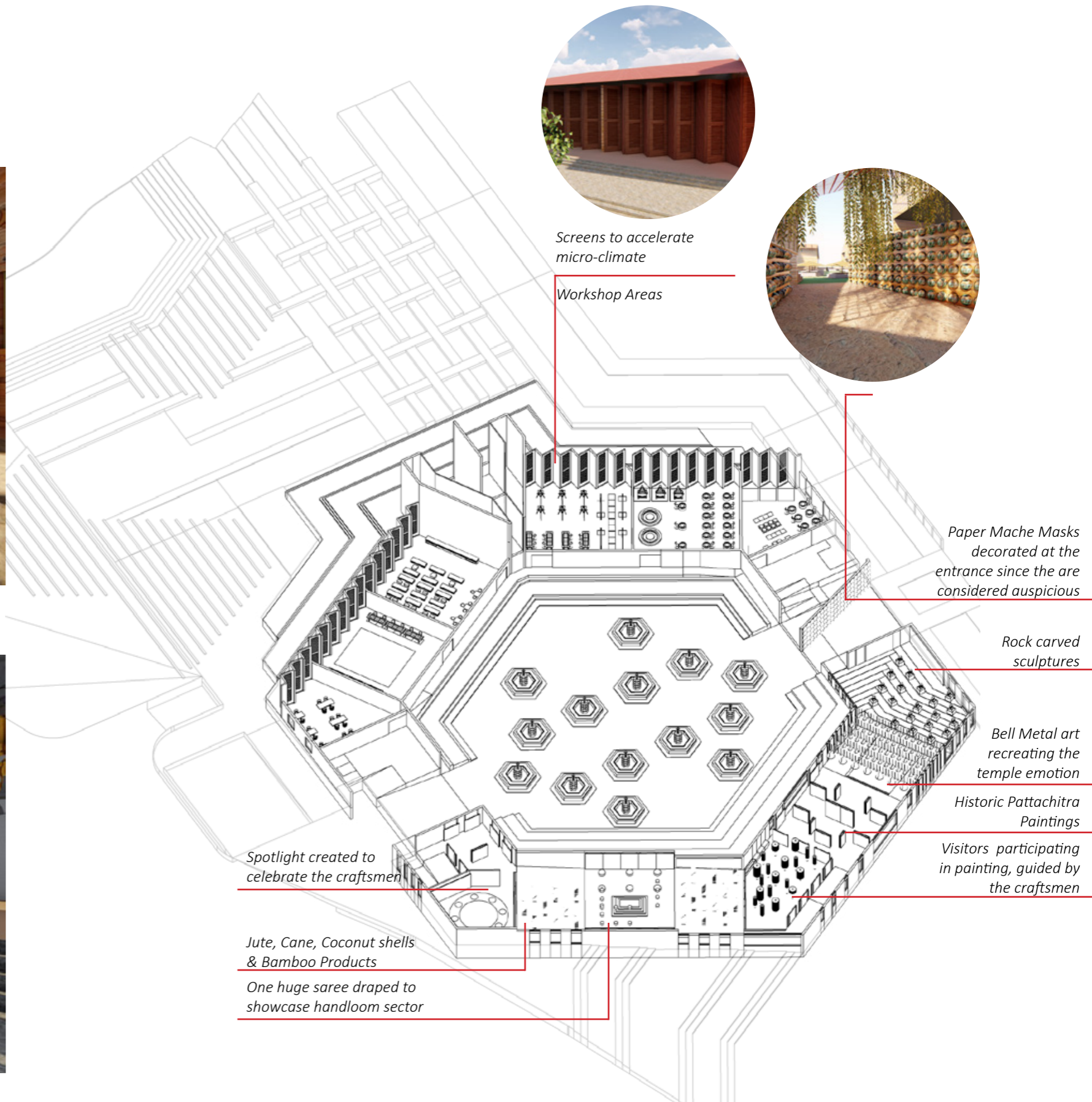




VISITORS TAKE THESE STEPS TO WITNESS 'PATTACHITRA' PAINTINGS



HARMONIOUS SOUND OF BELL METALS AND STONE FLOORING
CREATING THE AURA OF TEMPLES OF ODISHA



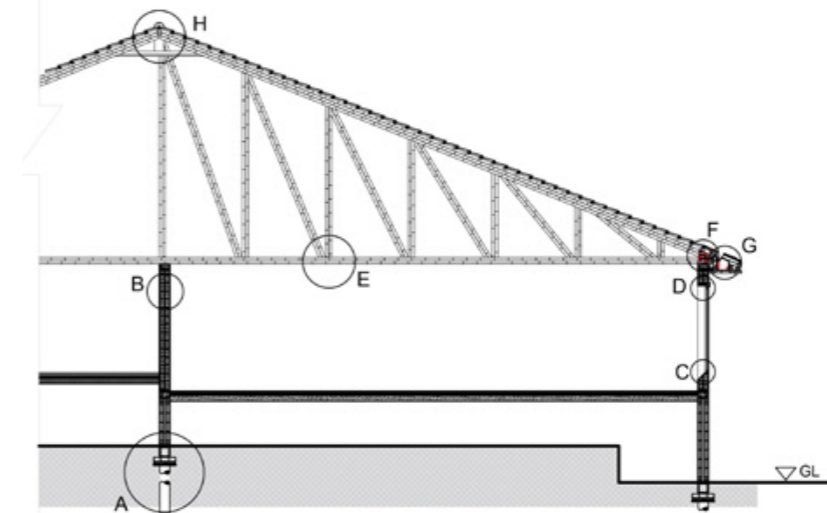
AXONOMETRIC OF EXHIBITION BLOCK EXPLAINING
THE CONCEPT OF 'BACKSTAGE'



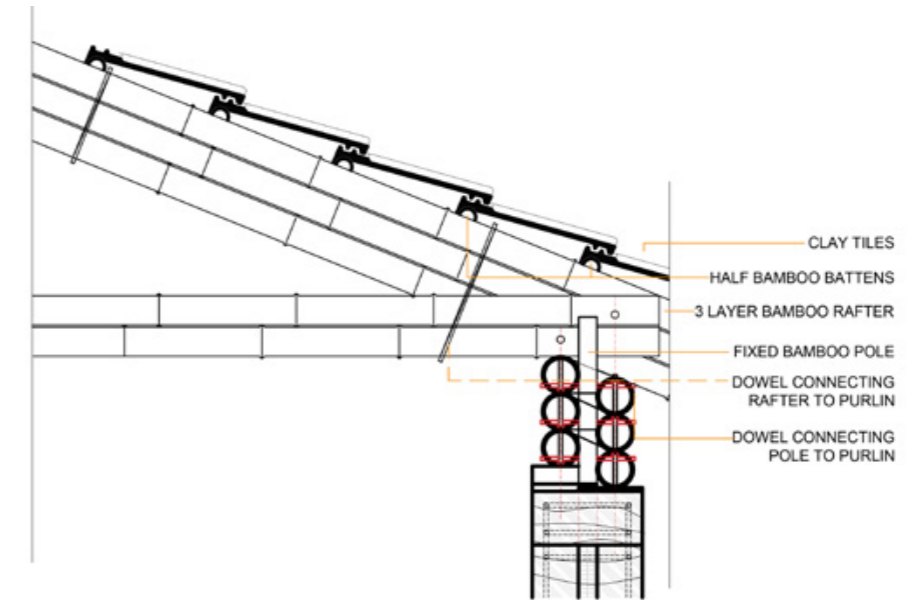
RESTAURANT'S TRUSSES AND BUILT IN-SITU SEATS FOR ETHNIC CONNECT



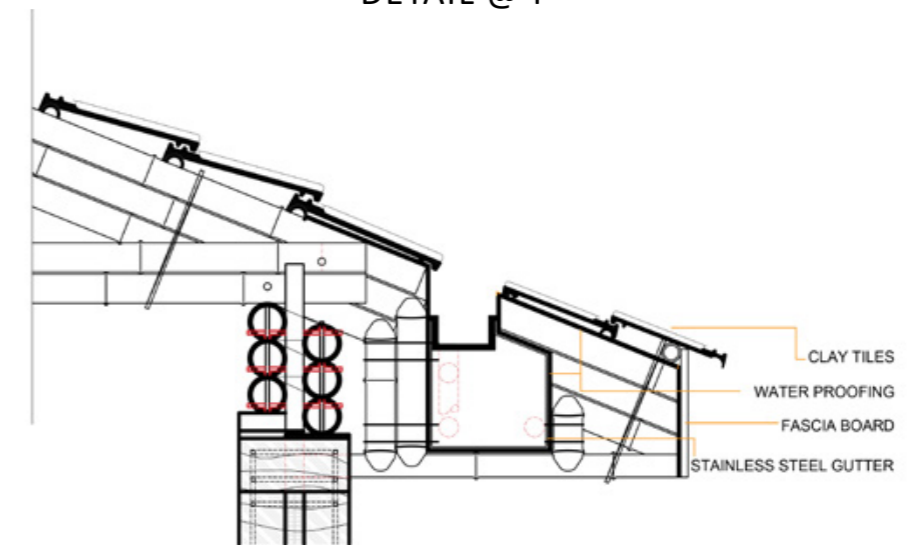
RECEPTION AREA CELEBRATING THE CRAFT OF BELL METALS



SECTION THROUGH THE DORMITORY



DETAIL @ F



DETAIL @ G

Type : **International Design Competition**

Host : **VOLUME ZERO** | Rank : **13th, Honourable Mention**

Jury : **a+r Architekten GmbH, Germany** | **HIBINOSEKKEI, Japan** | **Jun Sekino, Thailand** |

Paulo Afonso, Portugal | **Hoang Thuc Hao, 1+1>2, Vietnam** | **TAM Associati, Italy**

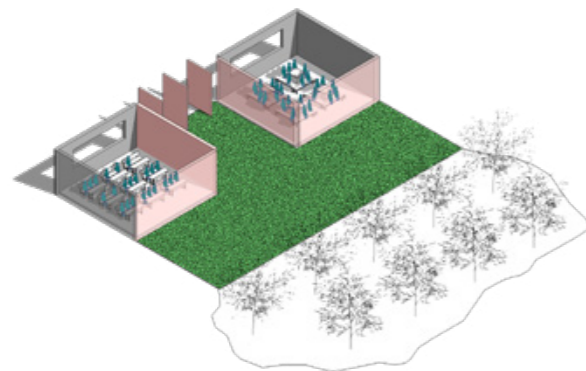
Contribution: **Team Lead, Concept Development, Designing Modules, 3D Modeling, Main Render.**

Keywords : Housing, Community, Modular, Additive Architecture, Need Basis, Structural Columns, Highway.

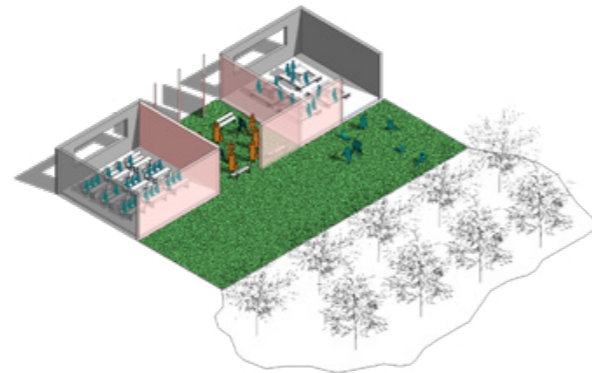
KNOWLEDGE HAAT

The 'Haat' is the heart of the community, the market is the core of any settlement, the school runs as a learning and working space and then transforms into workshop, market and exhibition spaces post school hours making it an ideal 'Knowledge Haat'. Here, knowledge is shared in a not-so-traditional fashion as kids and adults come together in the vibrant outdoor space, share the classroom module, and spend the day in an environment crafted by local artisans.

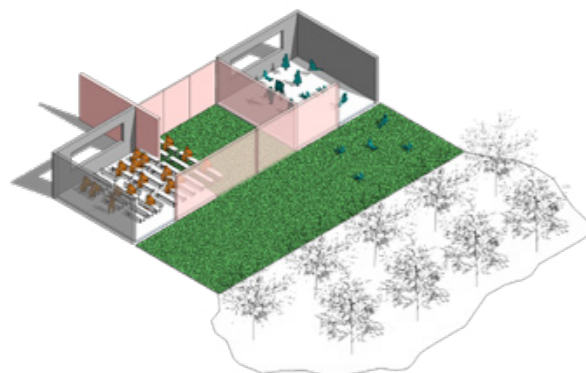




CLASSES ON, WALLS CLOSED



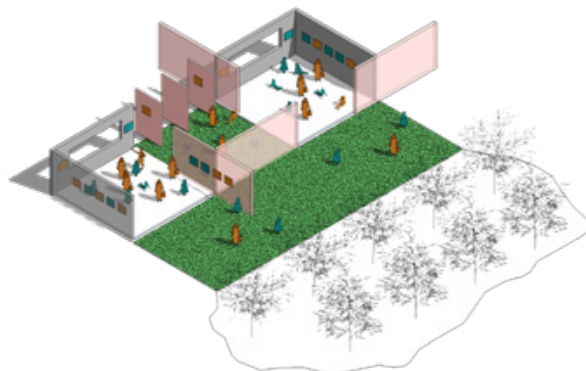
ONE CLASS ON BREAK, CRAFTSMEN USING INTERACTIVE SPACES TO WORK



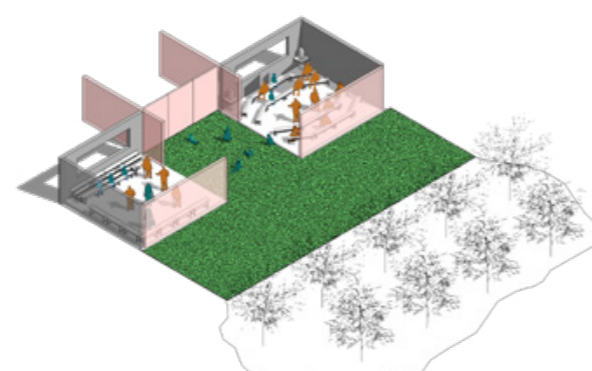
COMMUNITY HOLDING MEETINGS WHILE THEIR CHILDREN PLAY NEARBY



OPEN EXHIBITION OF CRAFTS AND STUDENT WORK USING EXISTING FURNITURE



EXPERIENCE BASED EXHIBITION USING MIXED CONFIGURATION OF SLIDING WALLS



EVENING HAAT BEING USED AS EXHIBITION SPACES AND INDOOR MARKET

ADAPTIVE MODULE

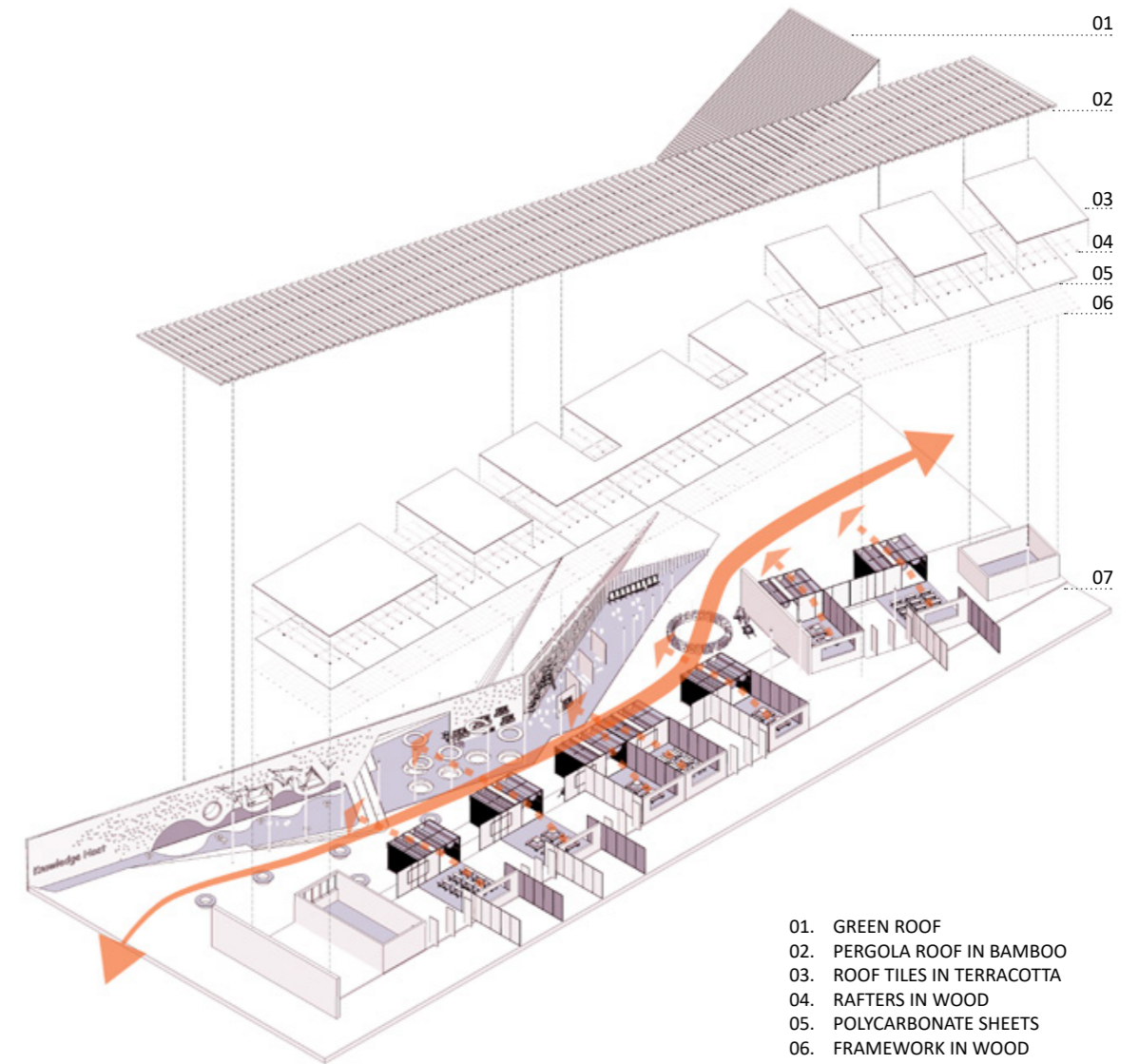


DIAGRAM SHOWING CIRCULATION AND ROOF SYSTEMS

Education has consistently proven to be the fundamental aspect of future development, but in a country with 67% rural population, the present development of the community becomes primary. In scenarios like these, a school can not only be an educational hub but a community core.

The design works best as an ideal co-working space for the school and the community artisans to work in unison. Sanitation, Food and Medication being the necessities unavailable, the design celebrates a public toilet and medication facility in-turn luring the community towards the school.

Traditional arts are predominant here, the school encourages these and helps augment its future. The modular design of the classroom can be adopted anywhere invariably and can be incremented X and Y easily. The module is conceived such that it can shape-shift into larger spaces for various activities.

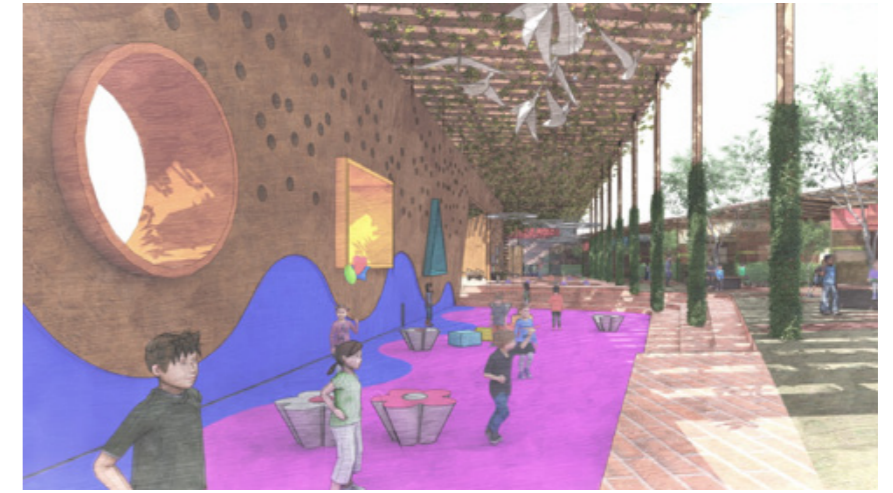
Understanding that education is invariable of age, the program is keenly designed, independent of the grade depending on the subject adding to the flexibility. The school is programmed such that the learning processes in the familiar open environment breaking the norm of a 4-walled classroom, also inculcating habits of nursery development and recycling.



STREET DURING MORNING - SCHOOL



PROMOTING ART AMONGST THE YOUTH



COLOURING ON WALLS WITH NICHES TO CLIMB ON



STREET DURING EVENING - 'HAAT'



LIBRARY WITH LADDERS AS CURIOUS POINTS



INTERACTION IN RECESSED SEATING OUTDOORS



PERSPECTIVE SECTION

Team : David Marcozzi, Gene Bauer, Stephen Parsons

Site : Baltimore, Maryland

Rights: Ci Design Inc., Reveal Real Estate Management

Type : Mixed-Use Development, Multifamily Housing

Keywords : Infill Project, Historic Facade, Site Documentation, Renovation, Multifamily Units,

Loft Units, Rooftop Amenities

09

100 ST. PAUL STREET

100 St. Paul is a project based in downtown Baltimore catering to renovation of two buildings with heritage facades at the cross section of E Fayette St and St. Paul St. Project scope includes an infill addition amidst these facades, and design options explore contemporary and modern approaches in order to uplift the historic beauty of the existing.





DESIGN OPTION 01



DESIGN OPTION 02



DESIGN OPTION 03



DESIGN PERSPECTIVE 01



DESIGN PERSPECTIVE 03



BALCONY DESIGN

ROOFTOP BAR

Team : David Marcozzi, Samuel Lynch, Jaime Perez Mejia

Site : Baltimore, Maryland

Rights: Ci Design Inc., JS O Donald LLC

Type : Multifamily Housing

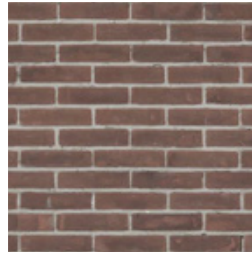
Keywords : Senior Living, Earthy Tones, Woods, Metal Panels



Baltimore National Pike is a project I worked on from its conceptualization to making the construction drawings. Being surrounded by woods, the project is envisioned with earthy tones for 90 units and a hundred thousand square feet GBA. I have put together a visioning package, concept package, schematic package which included grade studies, test fits, project data, elevation designs and initial units layouts; later developed in a design development package. I am currently working on the QAQC of elevations, and completing the construction drawings with the team.



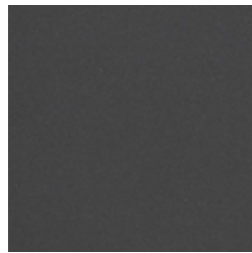
METAL PANEL 1
ATAS - CHOCOLATE BROWN



BRICK 1 | BROWN



BRICK 3 | WHITE



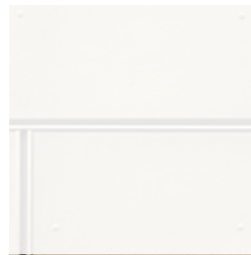
CEMENTITIOUS PANEL 2
GREY



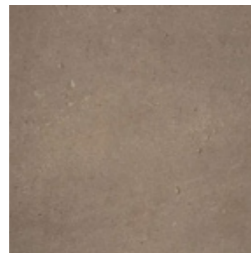
METAL PANEL 1
UNSPECIFIED



BRICK 2 | BEIGE



CEMENTITIOUS PANEL 1
WHITE



CEMENTITIOUS PANEL 3
BROWN



FRONT ELEVATION



REAR ELEVATION

ELEVATIONS



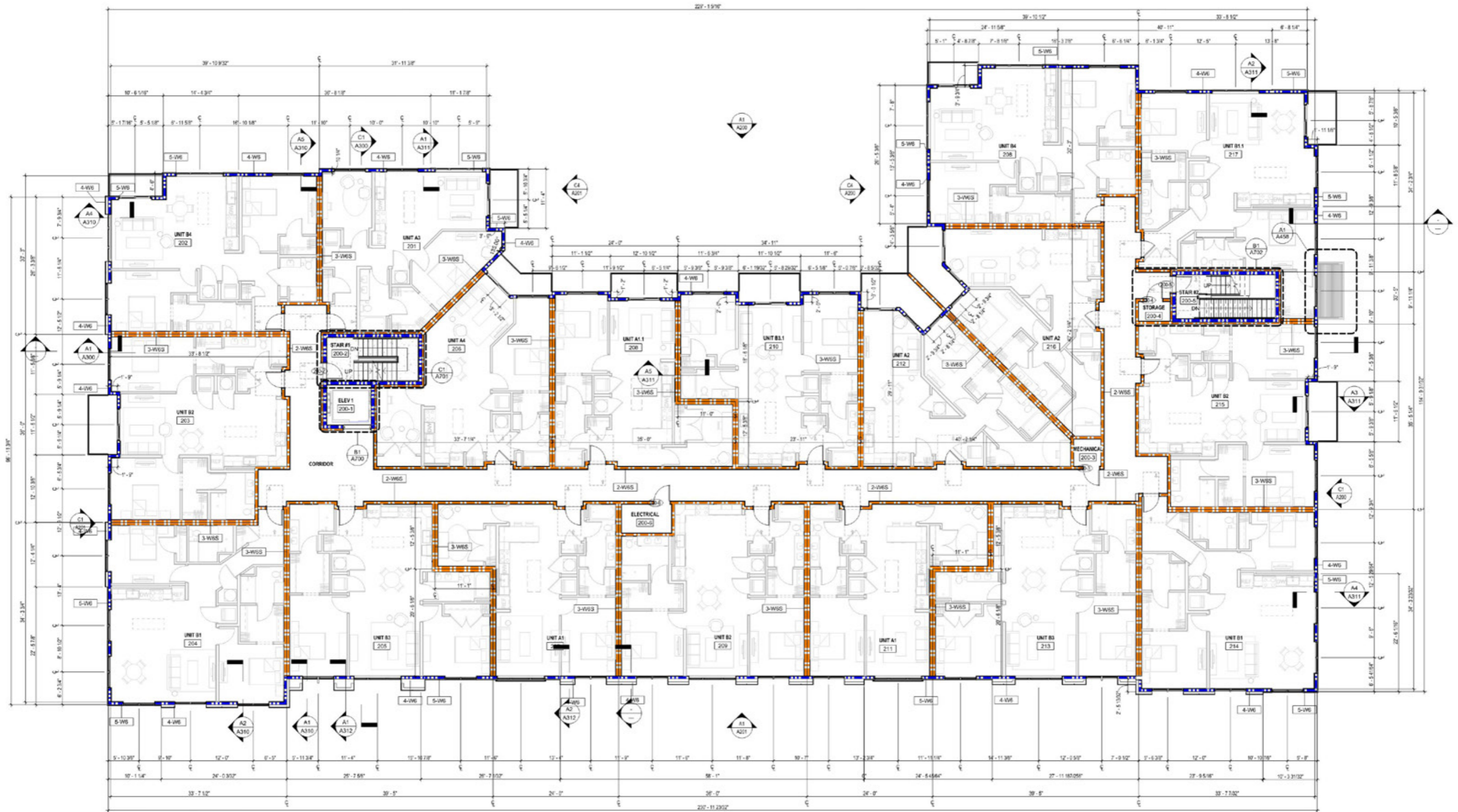
SIDE (EAST) ELEVATION



SIDE (WEST) ELEVATION

ELEVATIONS

[PLEASE VISIT THIS LINK FOR THE TECHNICAL DRAWINGS PACKAGE](#)

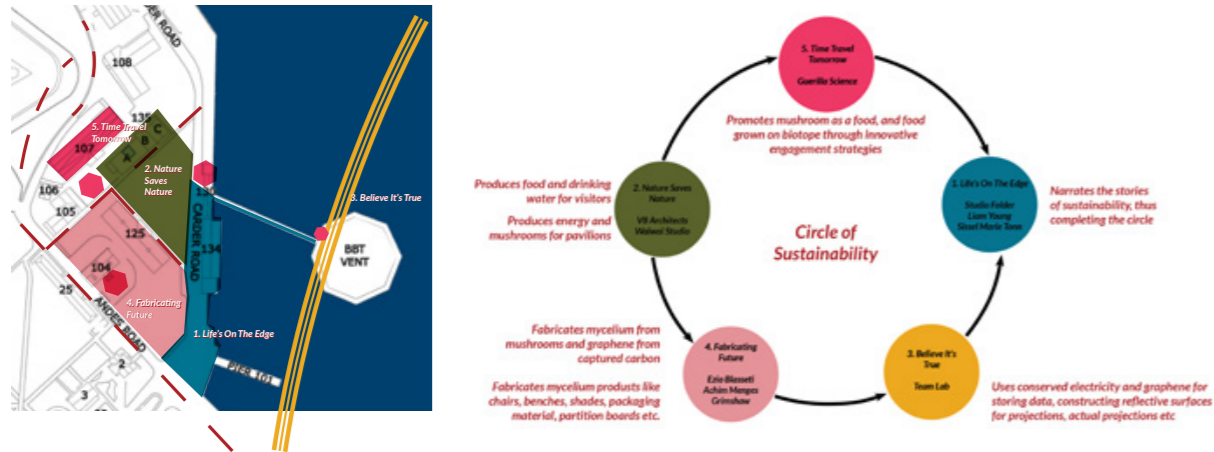


OVERALL PLAN | LEVEL 02

LINKS TO OTHER WORKS

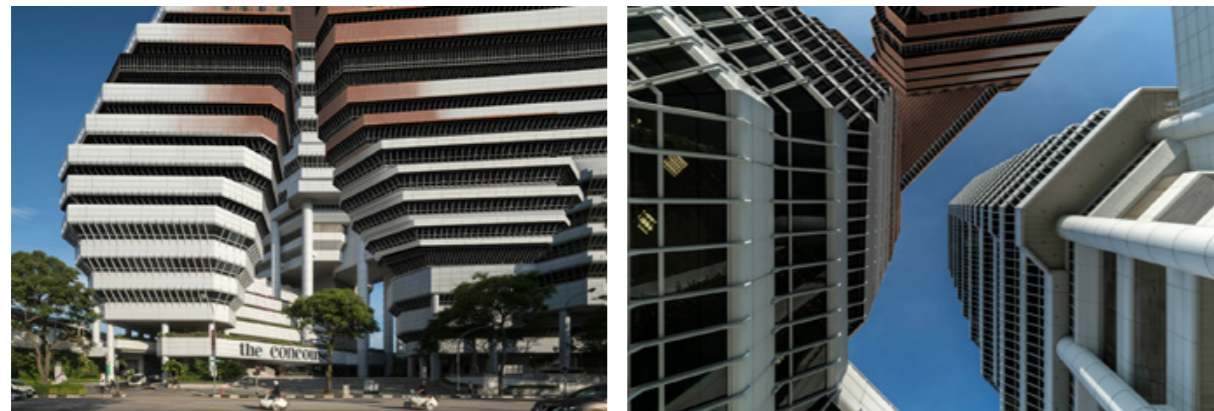
CURATING EXHIBITION - *To Future It Now*

https://issuu.com/dhvanishah24/docs/shah_d_ceb_to_future_it_now



ALTERED ESTATES - Growing *The Concourse*, Singapore

<https://www.youtube.com/watch?v=qiltEyZU9vQ&t=8s>



VIDEO NARRATIVE

<https://www.youtube.com/watch?v=tZdEW5mVOMo>



GUERRILLA SCIENCE - *Communicating Climate Science Through The Arts*

https://issuu.com/dhvanishah24/docs/guerrilla_science_portfolio_07893a67790c37



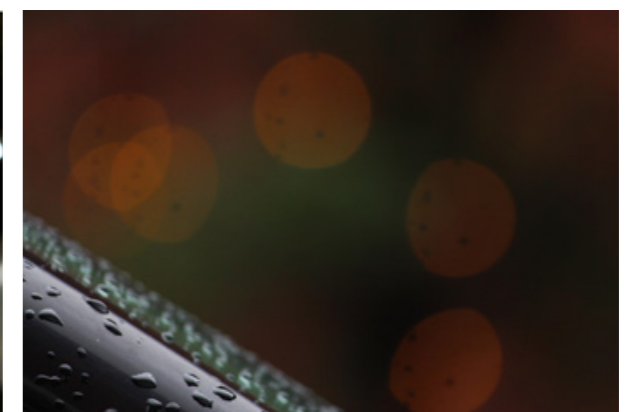
BRANDING PORTFOLIO

https://issuu.com/dhvanishah24/docs/branding_portfolio



PHOTOGRAPHY PORTFOLIO

https://issuu.com/dhvanishah24/docs/portfolio_dhvani_shah_9bb





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