

AWAITING THE NEXT VIOLENT REFUSE

Co Designer Ben Smithers

TA Angela Huang

How do we refocus on what is architecture? We culminated with a film that exhibits a mix of authorship, putting the human aside. The agency of the tree, water, viewpoints, and what's holding the camera all become part of the representation. What's at stake is a new kind of architecture of the nonhuman. The amended Goethe's novel Faust was used as a mechanism to offer a critique of romanticism versus enlightenment ideas of separation from man and nature. Even though there's no human, we have an essential role in its representation by feeling. The uncanny, vertigo, and the treacherous experiences we have while viewing the film is what makes this representation powerful. Even the auditory was challenged with the semi-familiar but disturbed sounds

that encapsulated the views.

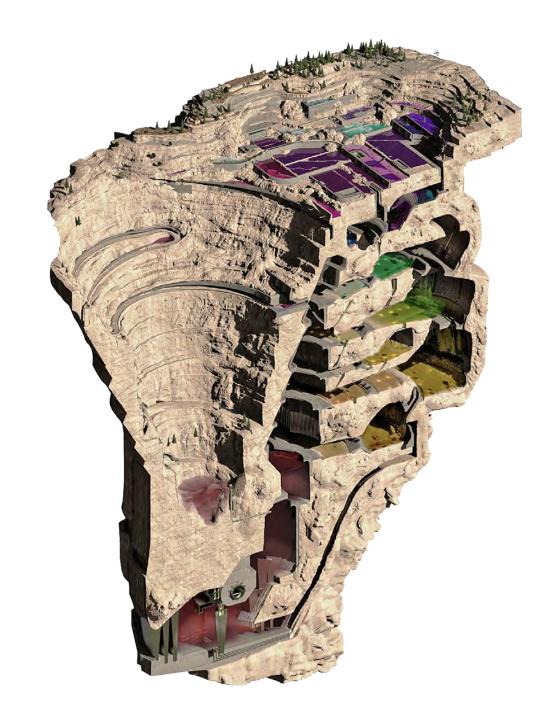


Full animation film experience with sound

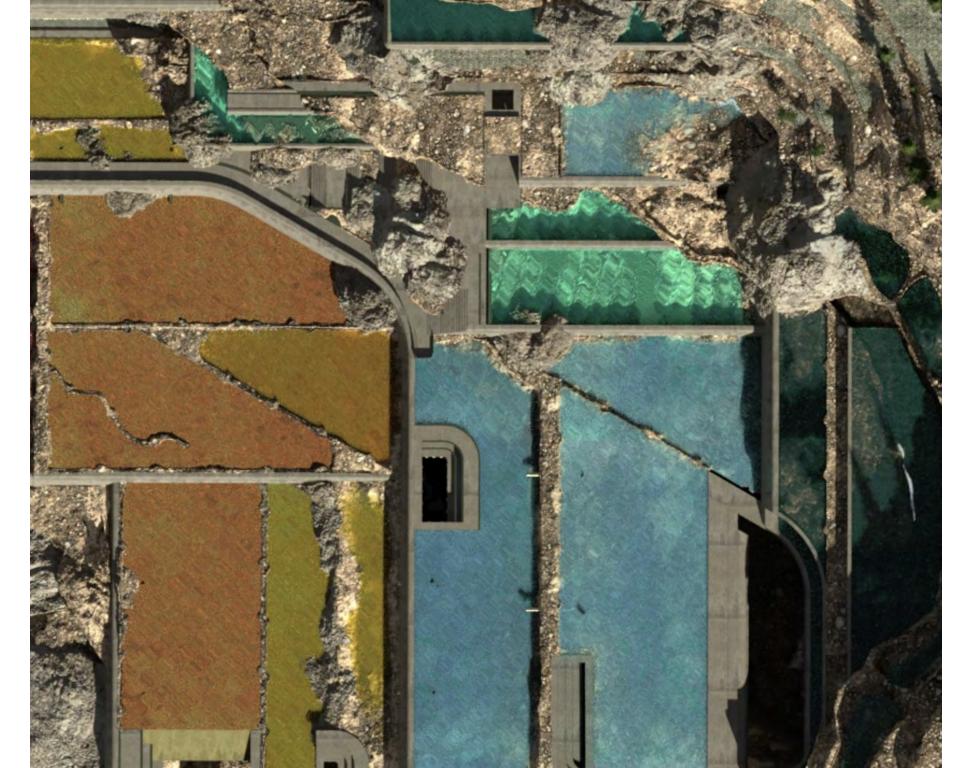






















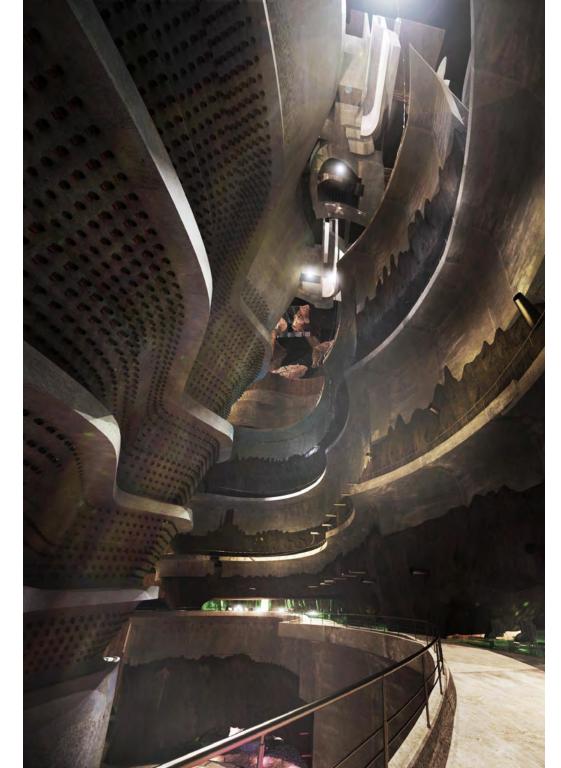








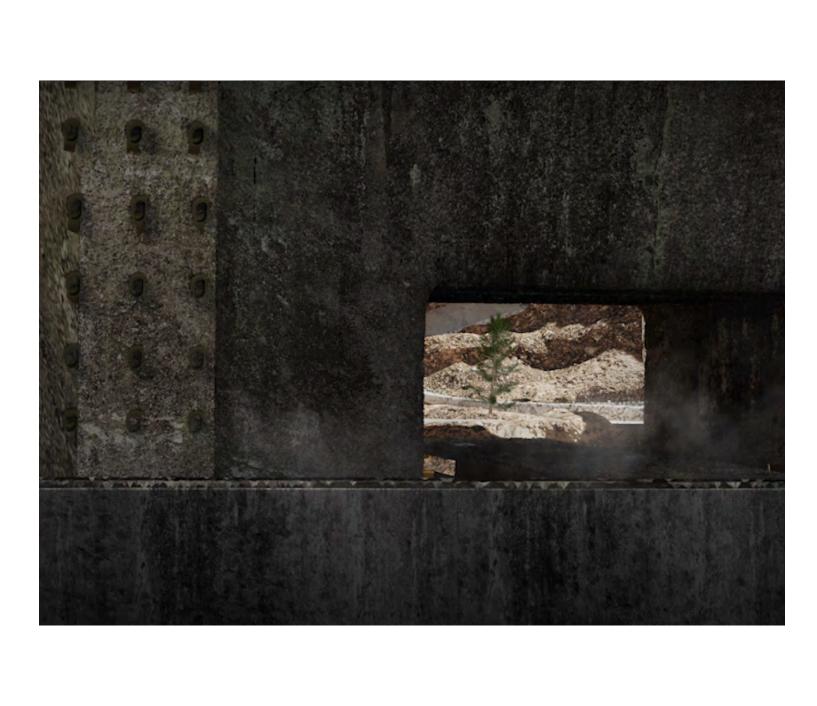














MUSEUM OF THE TECHNOFOSSIL

Co Designer Gabriela Calzada

Engineers Bob Kerns, Reid Freeman, Alfonso Oliva

A museum of the anthropocene that responds to the process of waste to energy and recycling, by intercepting the elements and having an emerging circulation of machinery with the experience. The making of the technofossil and what the future of our earth will be seen as while processing the objects that can't degrade and in turn tends to morph into our future geological sphere.

The Aesthetic of the techno fossil comes from what once, was a useful item to society is now engulfed within striated earth, rocks and microorganisms eating away at the small organic compounds and as a process it hardens into an object we later admire to be our imprint into our world. This tries to ensure that our century won't be forgotten.



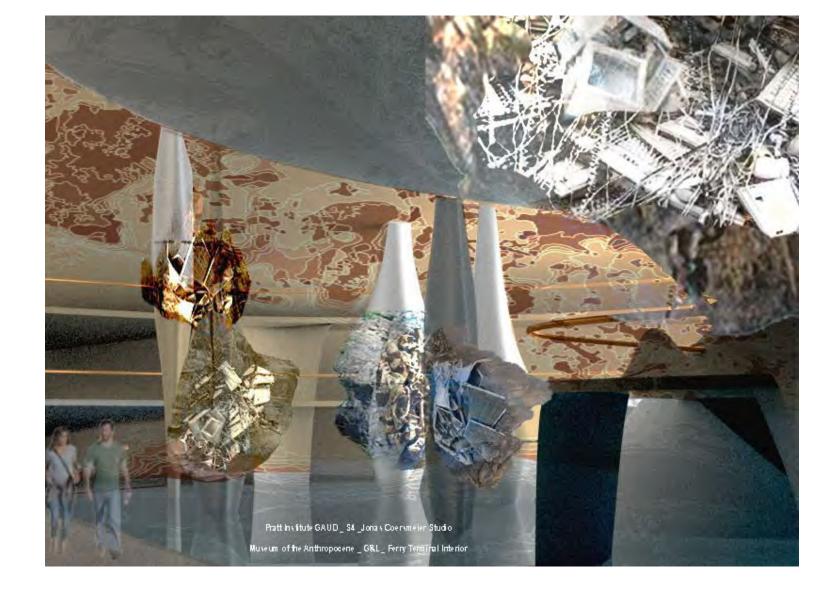
Intro to the museum of the technofossil video















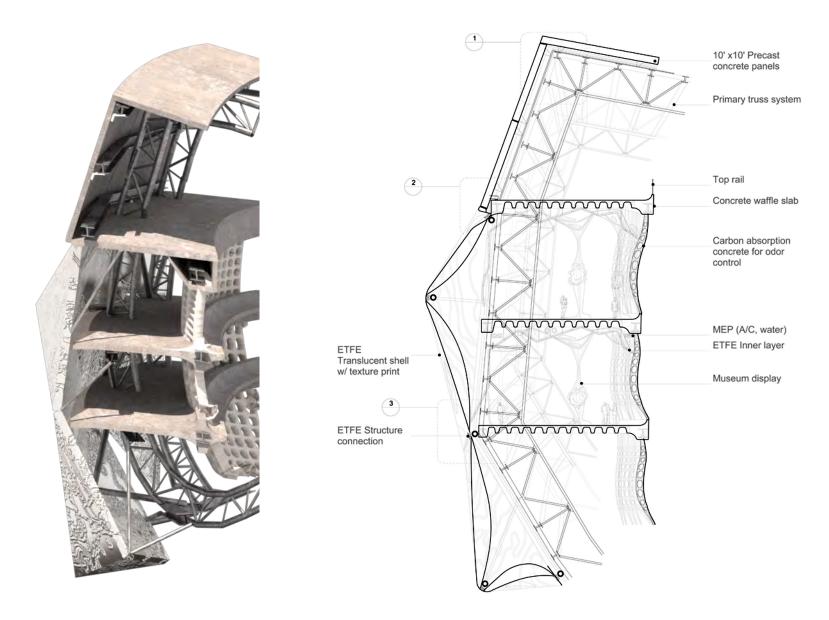


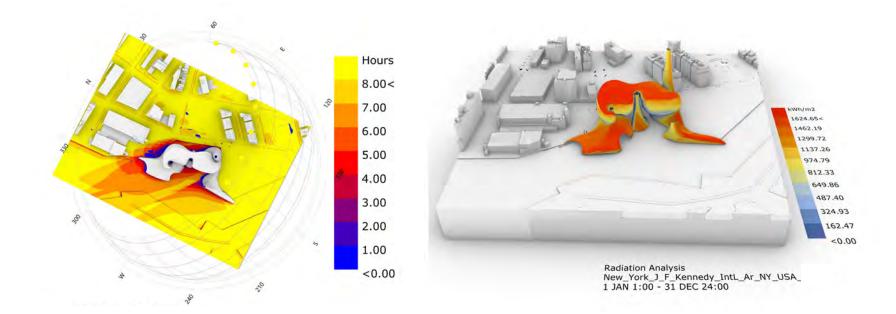


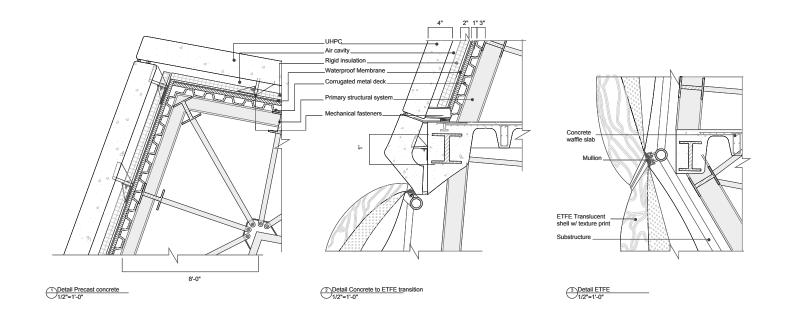












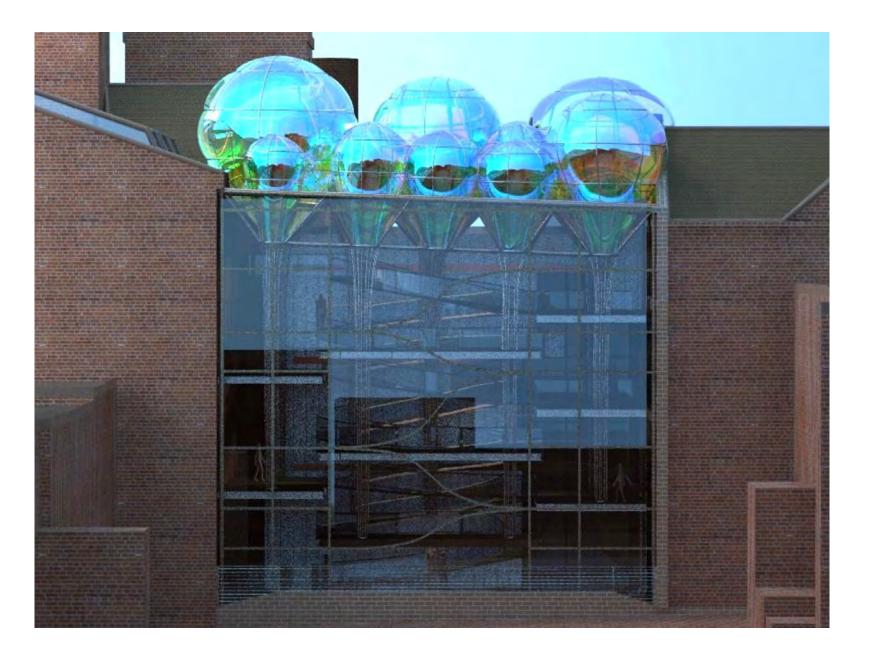
Co Designer Sirinya Wutthilaohaphan

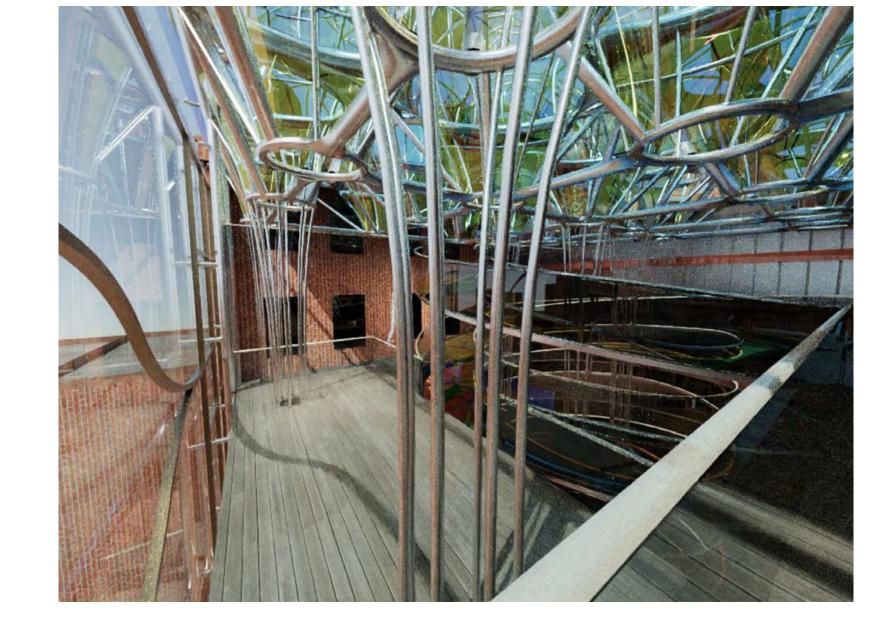
GLOBES

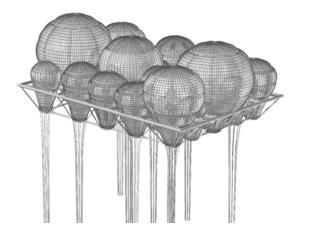
A proposal for the back exterior of Higgins Hall at Pratt Institute for an open, covered, and fun space to study and relax during and after class. The school doesn't have any open, well-lit, and covered spaces for students and faculty to go beyond the outdoors. We decided to enhance the back outdoor area to be covered but let sunlight create a colorful space towards the center of the courtyard. The globes are made of ETFE to insulate but be light and playful. The structure composed of floor plates and space trusses attaches via tensile steel cables carrying the entire load up to the roof of the existing building, which encompasses the school.

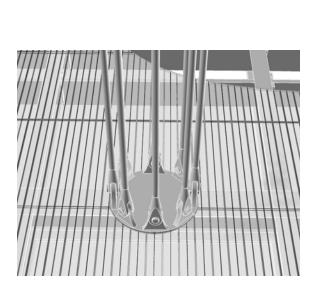




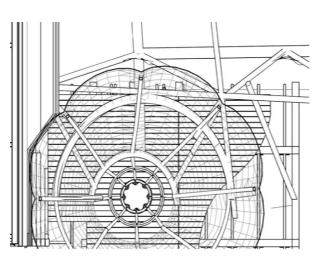


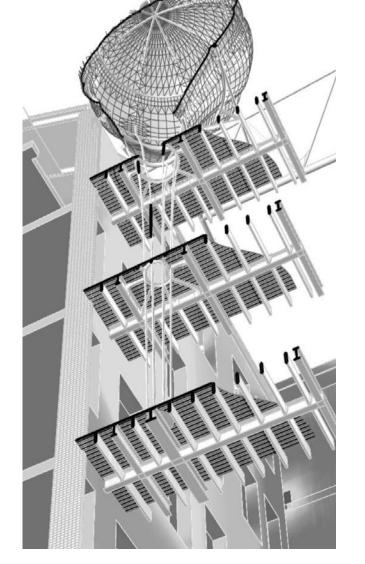


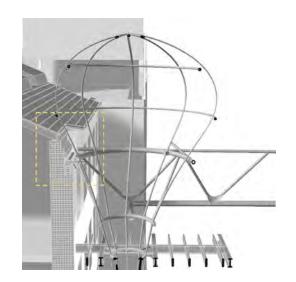


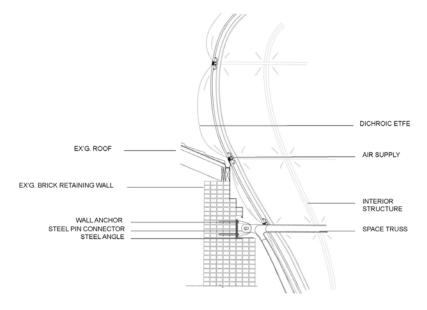














GOVERNOR'S ISLAND EXHIBITION

Team Gabriela Calzada, James swider.

Coordinators Jeff Anderson & Hart Marlow

The Governors Island exhibition was held in the summer of 2020 part of the GAUD from Pratt Institute. House 14 was home for the exhibition which showed projects that worked with Governors island from first years and third years the previous year. As a team of three we modeled, cnc and built the plywood podiums to have minimal assemblage when transported to the house. The large table in one room was designed and cut around the existing pocket doors to create a perfect fit and sanded where needed.









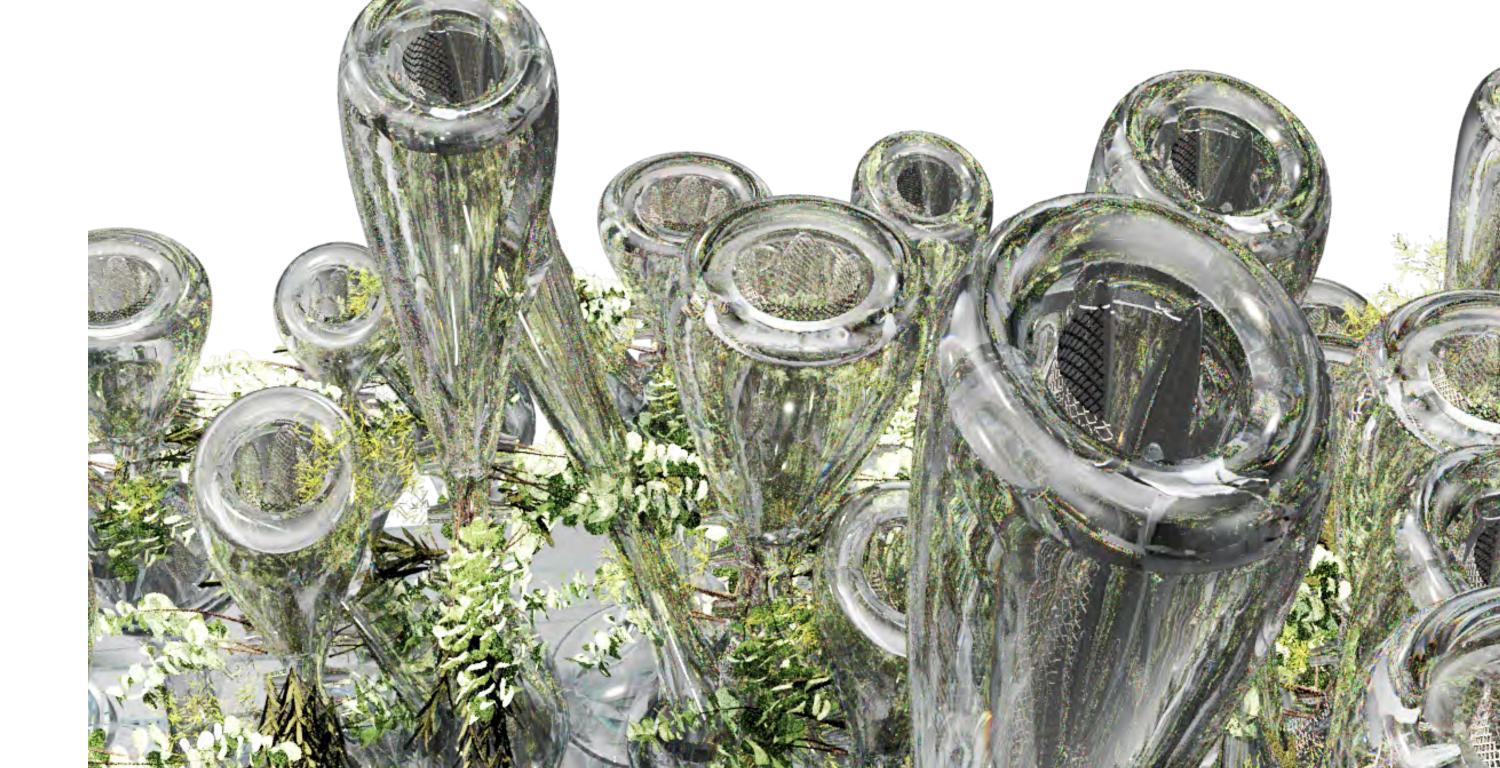


GLASS FORMS

To mantain it through the seasons a small mesh can be pulled out and cleaned during winter months to let new growth flourish in the spring.

of what happens above much like

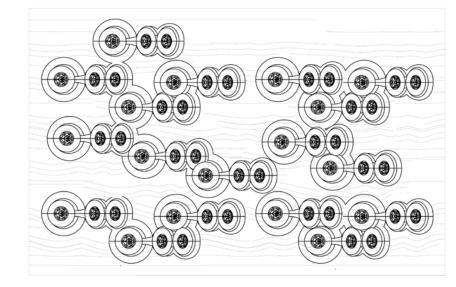
trees do in a forest.

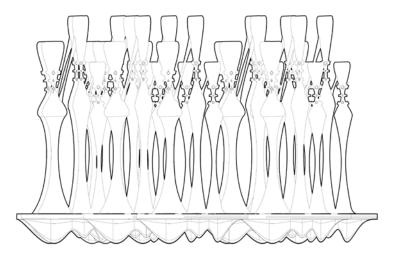


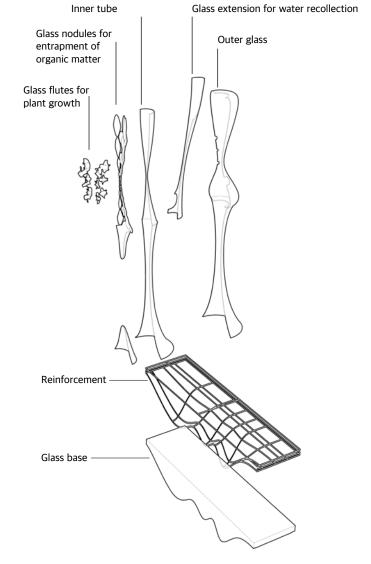






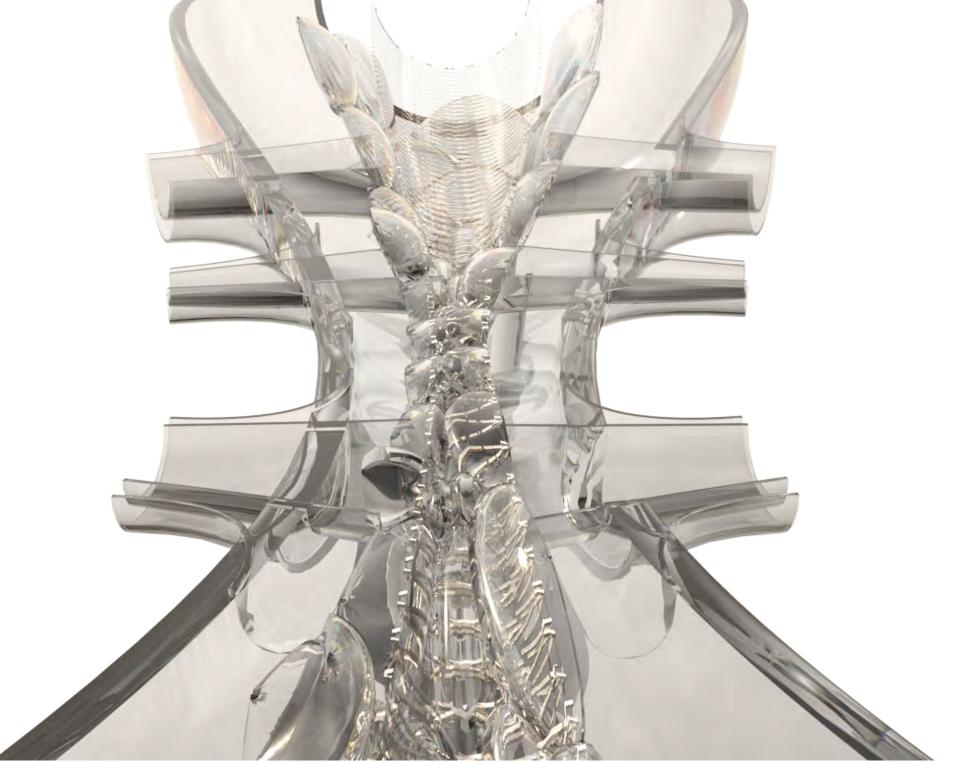


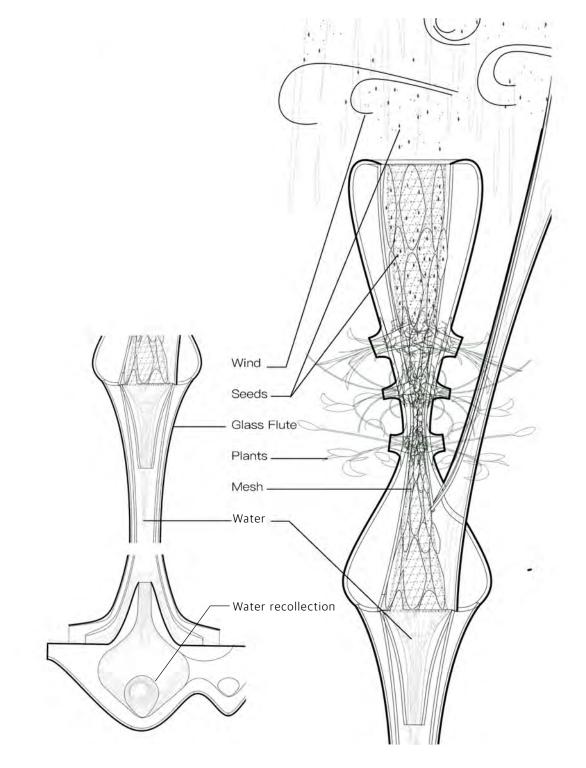












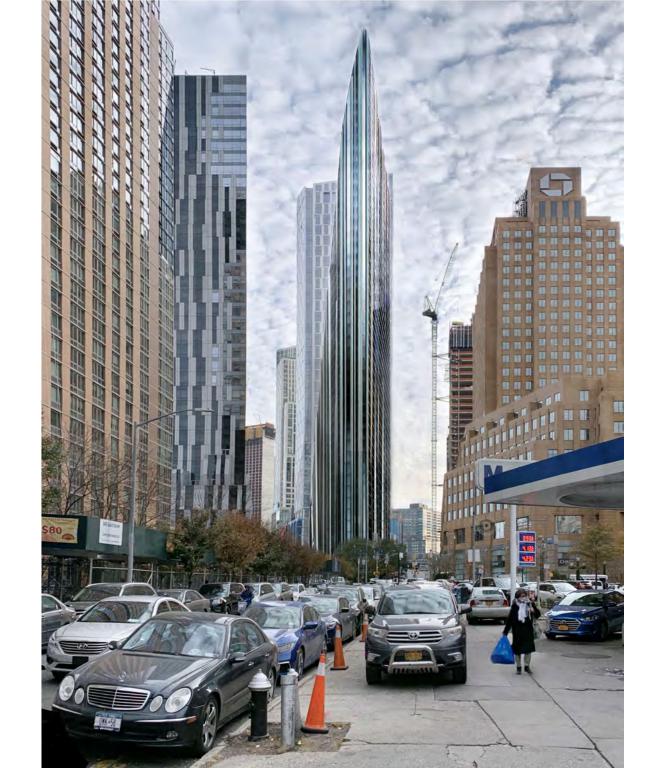
RESIDENTIAL SLICE

Technical professor Henry Miller

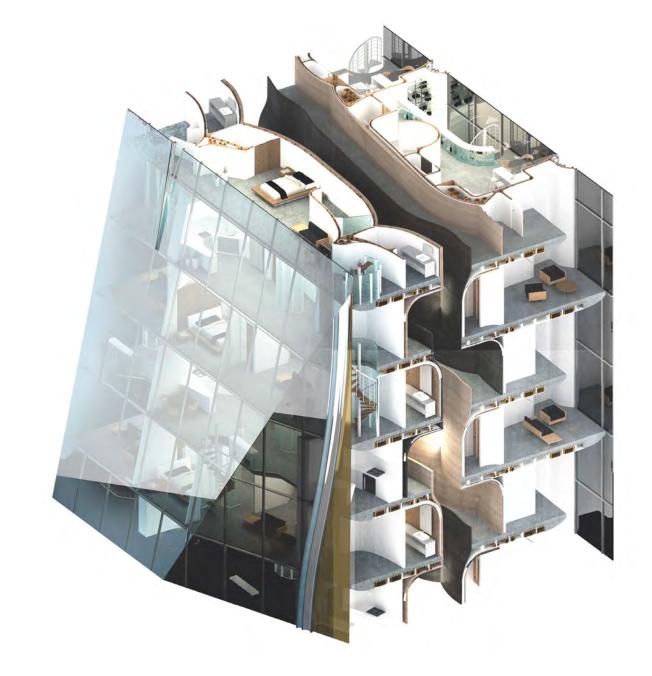
A residential tower next to Flatbush in Brooklyn. The site is triangular with adds to the complexity of arranging residential units that comfortably fit within the site.

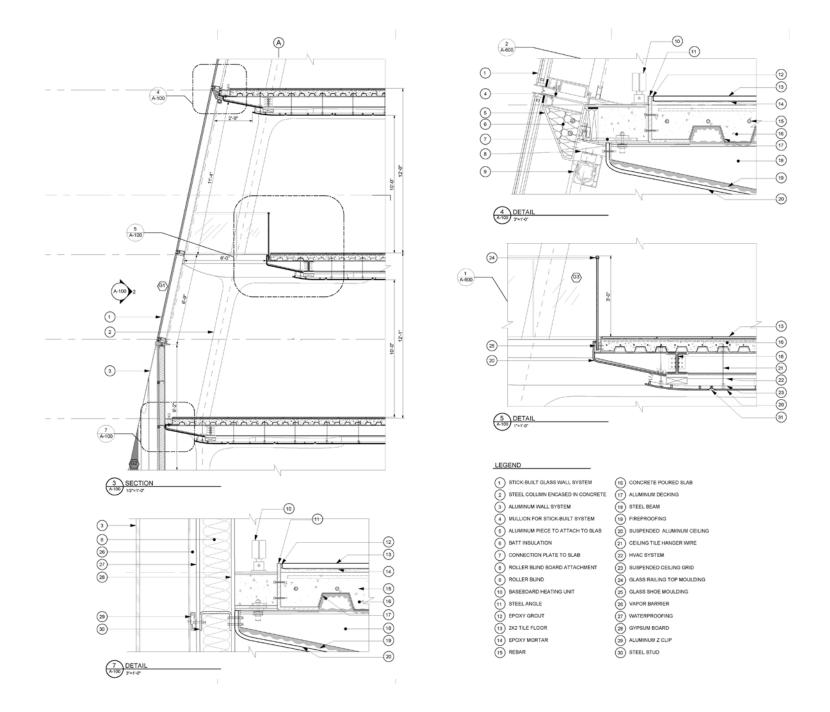
The bottom of the tower starts as a common space for the community to engage and added workign spaces for residents who don't commute. The top is sliced off letting light into the corridors and aleviating people's sight from below as to not create too much shadown on the street below. By letting light in a greenhouse is added for residents to create a community kitchen.















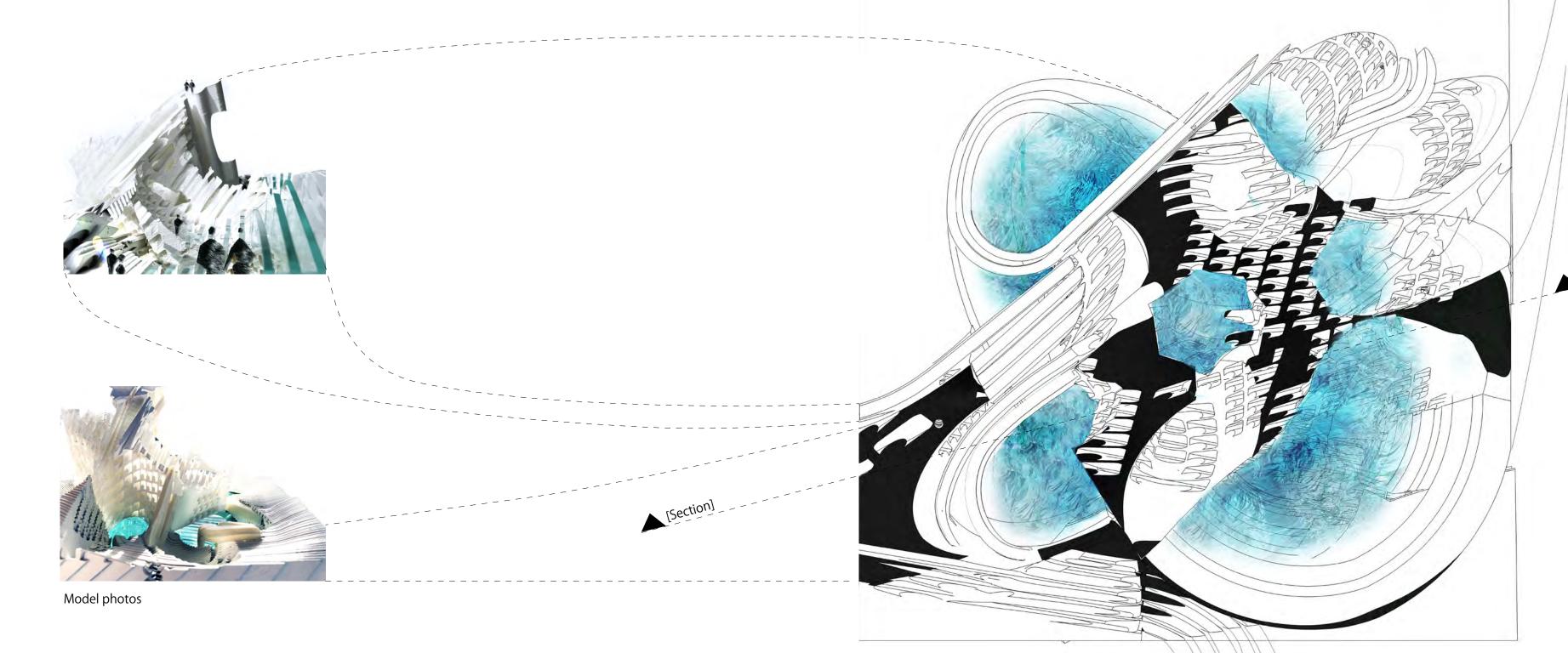


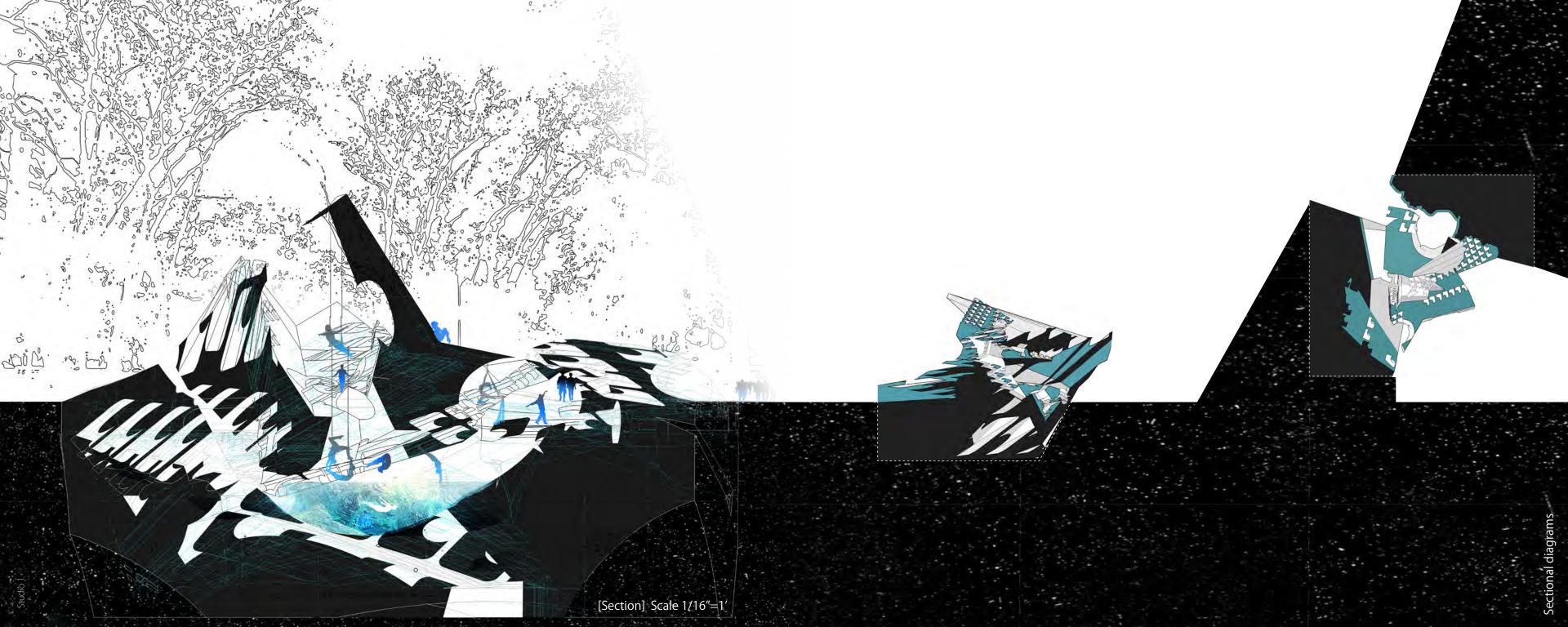


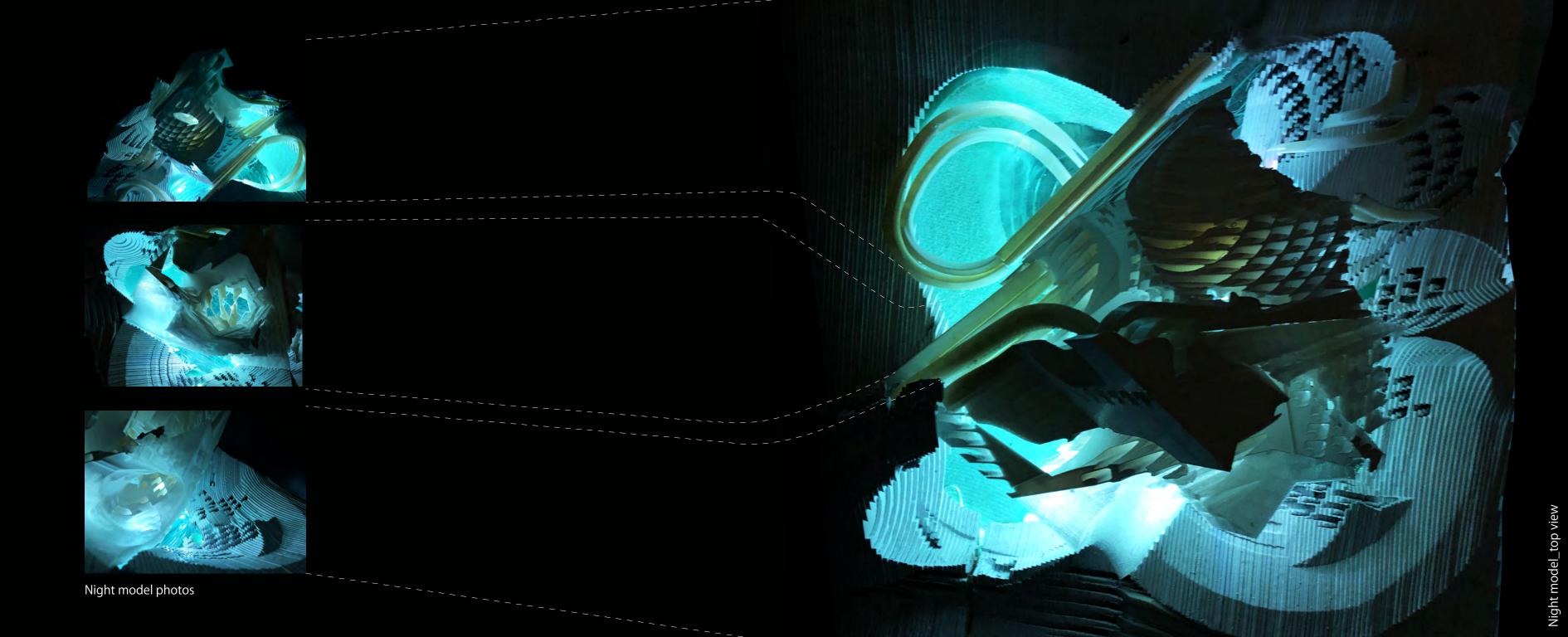
OVOIDS

public to come in and play.





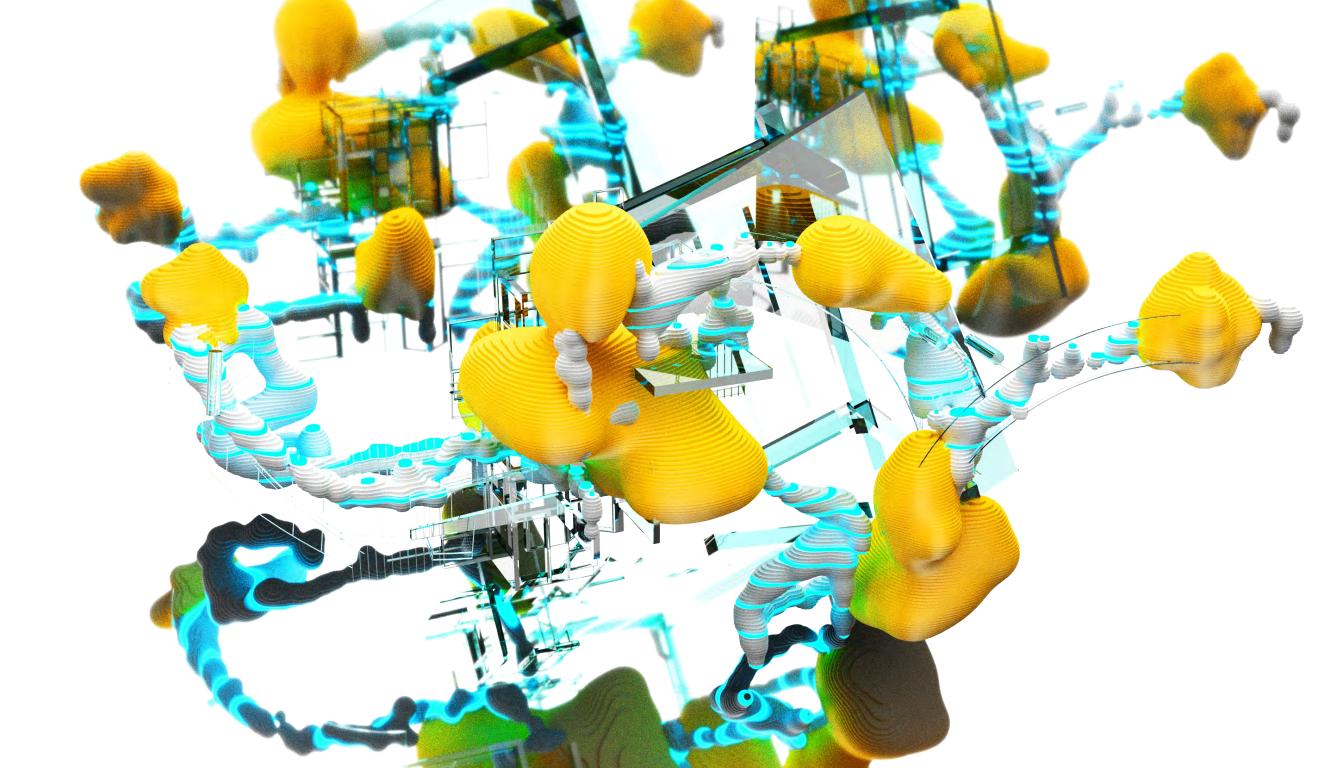


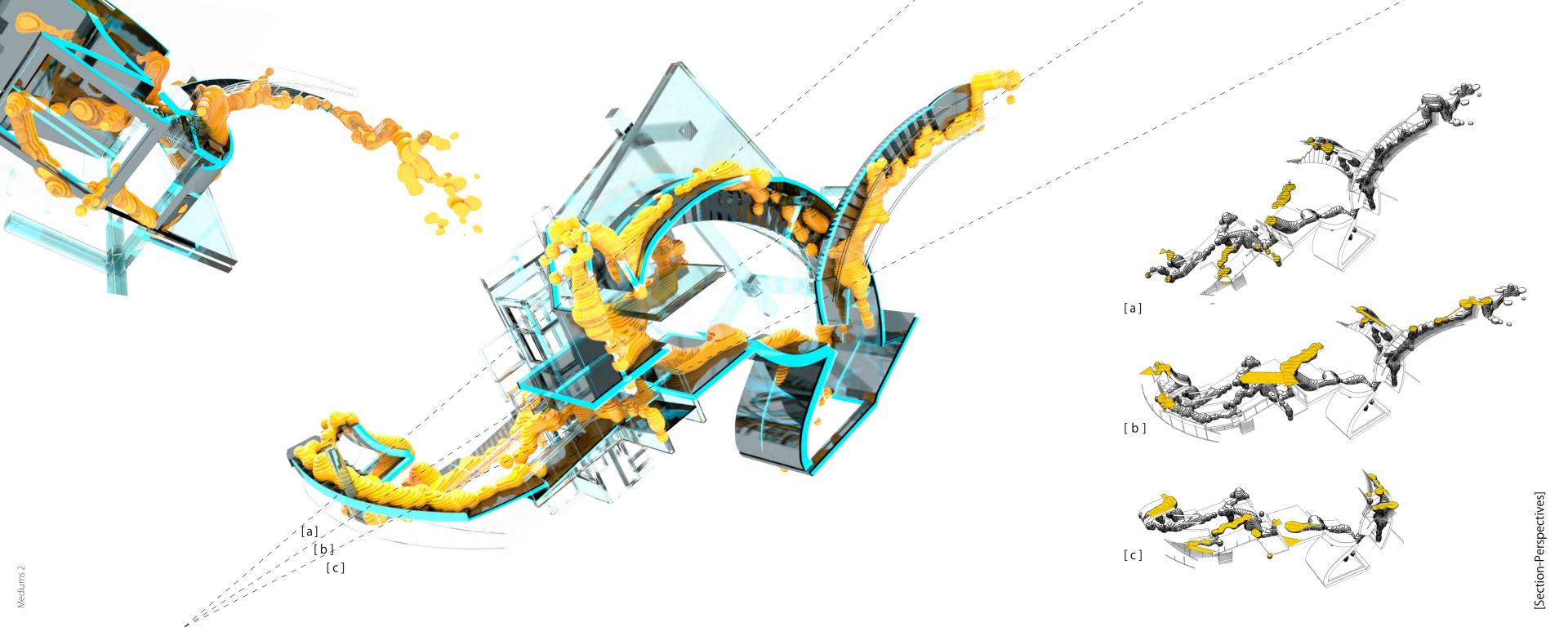


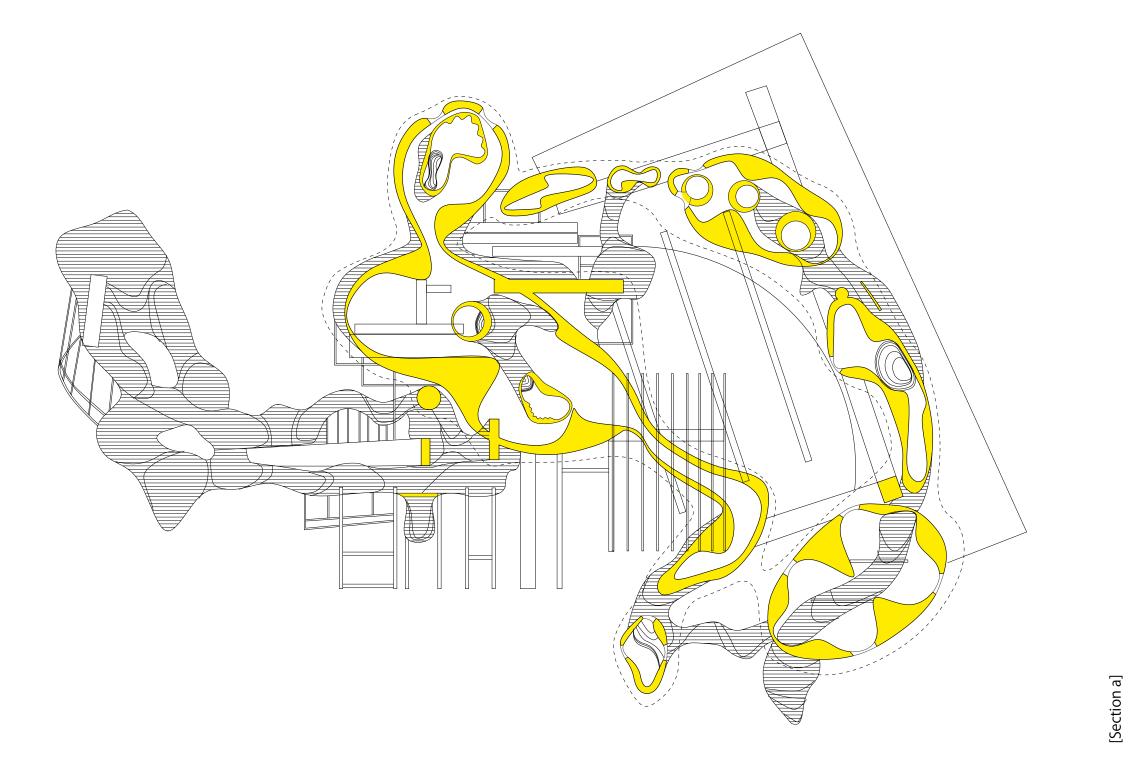
OVERFLOW

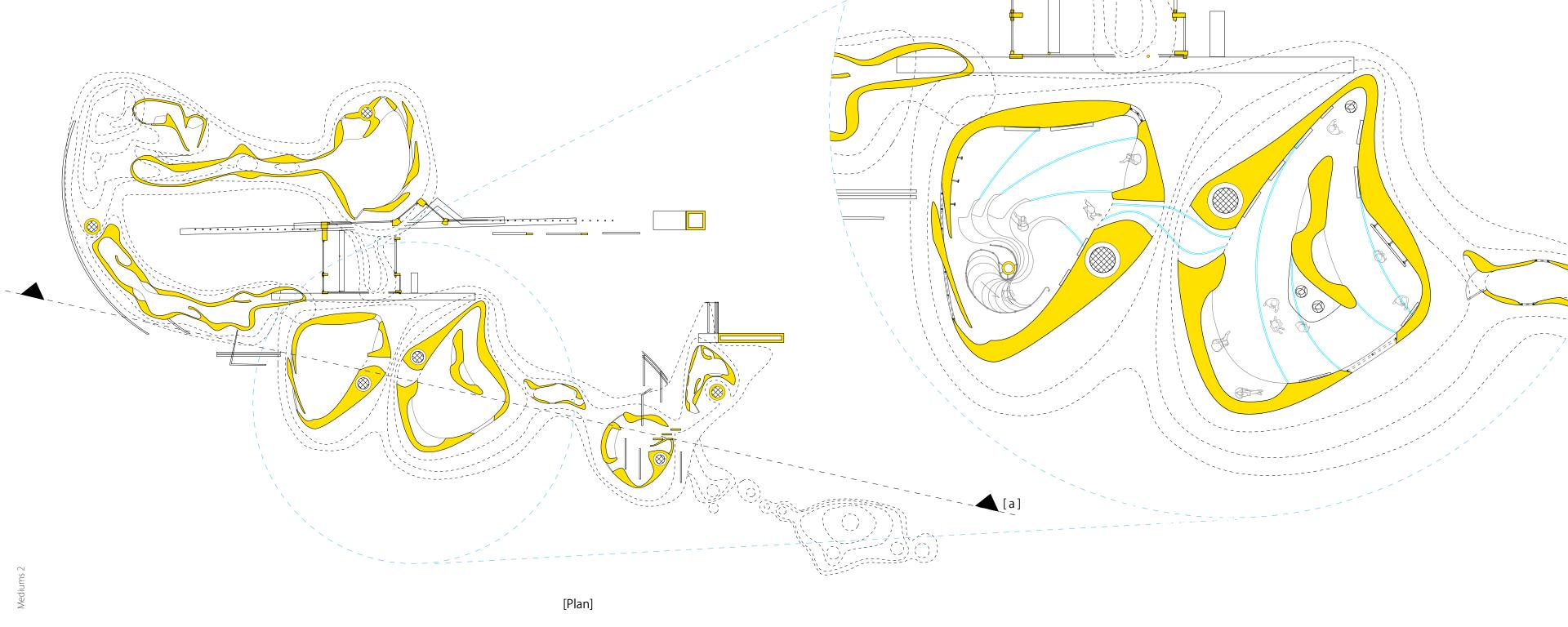
there's an overflow on doorways, narrow hallways and stairs. This movement

creates the potential for a new space to develop and flow out of the original spaces

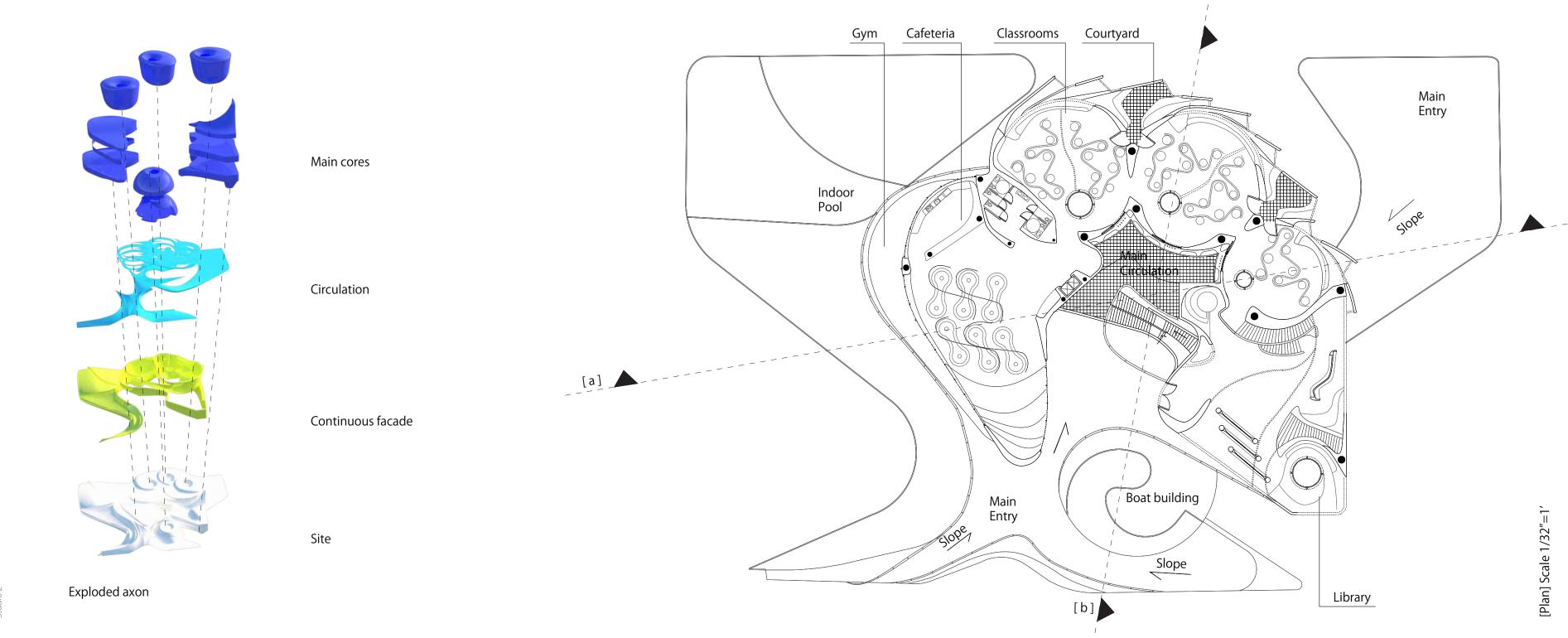


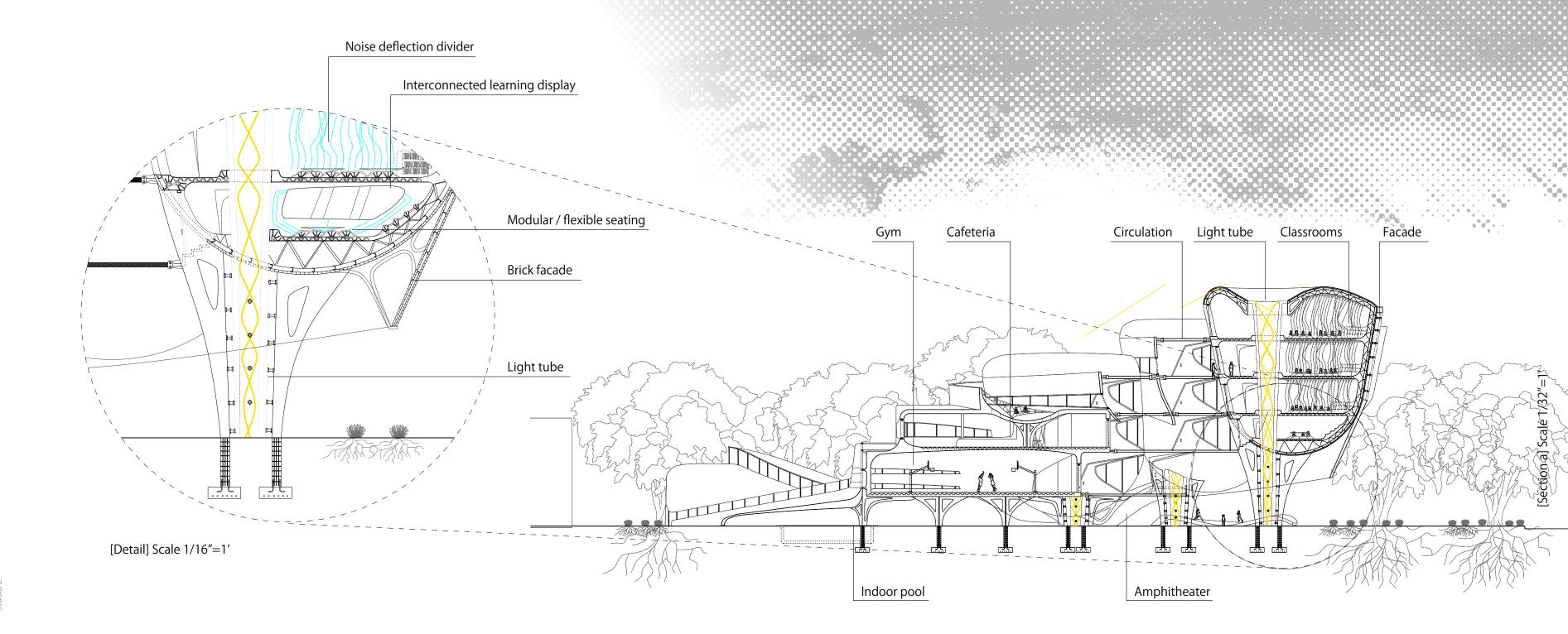














nder open space



Co Designer Lucy Navarro

noun: accessibility The "ability to access" and benefit from a system or entity

A series of photos taken with a phone and transferred into a point cloud software Zephyr for 3D meshing and texture mapping. The scnned is transpossed into an Artificial reality component which can be seen from anywhere through a phone or online.

This project envisions new ways to camouflage spaces/ places/ bodies for/ of/ by non-compliant people/ objects challenging notions of ownership/ occupation/ accessibility. Through the dismantling of systems of oppression.







