

ayrton lilles

PORTFOLIO
PRATT INSTITUTE
Bachelor of Architecture
August 2016 - August 2020

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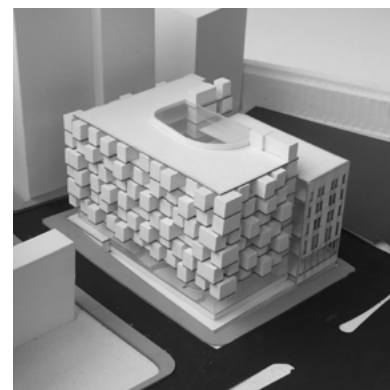
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Professor: Fredrick Biehle + Eunjeon Seong
Fall 2019: Advanced Design 1
Details: Academic; Unbuilt; Archived Project
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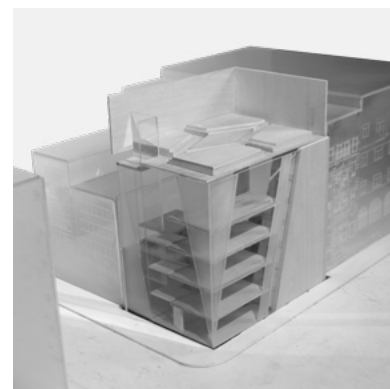
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Professor: Salvatore Tranchina
Fall 2018: Comprehensive Design 1
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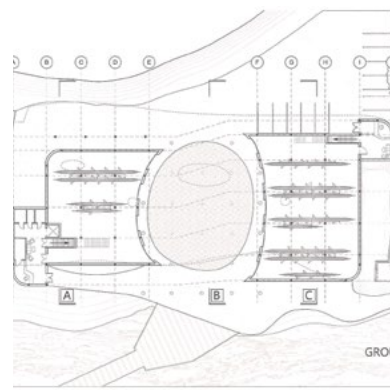
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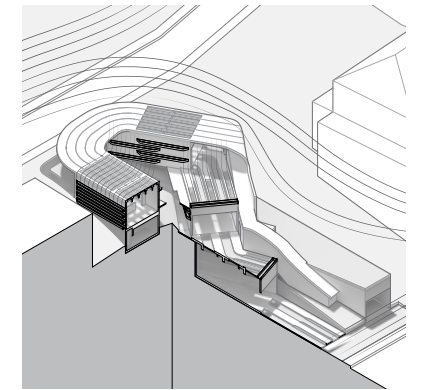
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Professor: Ane Gonzalez
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AGRESTAL CASCADE

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Professor: Eva Perez de Vega
Fall 2017: Intermediate Design 1
Details: Academic; Unbuilt; Archived Project
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SNEAKER SURGERY

Site: Brooklyn, NY
Professor: Otto Ruano
Fall 2017: Representation 3
Details: Academic; Unbuilt
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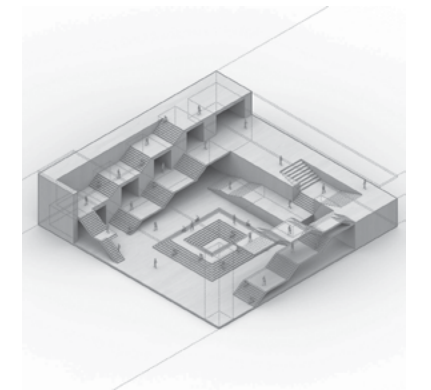
PIAZZA DEL SANTUARIO STRANIERO

Site: Piazza di Aeroceli, Rome
Professor: Sophia Gruzdys
Spring 2020: Advanced Design 2 (Semester Abroad)
Details: Academic; Unbuilt; Distinguished Project
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OF ARCHITECTURE, AMONG THE PEOPLE

Site: Brooklyn DUBMO, NY
Professor: Jason Lee
Summer 2020: Advanced Design 3
Details: Academic; Unbuilt;
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levitnow

LEVITTOWN MASS HOUSING



Several studies showing that the suburbs are becoming more desirable places to live in than the large, dense cities that they surround. However, a new generation of residents desires urban qualities like walkability and a strong sense of community.

Levitnow is a hybrid suburban-urban housing typology. Every unit receives a small social yard that acts as an open private space, which bridges between the closed private unit and the open public circulation walkway. This system of units, yards, and footpaths mimics the suburban housing model at a pedestrian-scale. When repeated and varried at an urban density, this typology encourages interaction among residents.

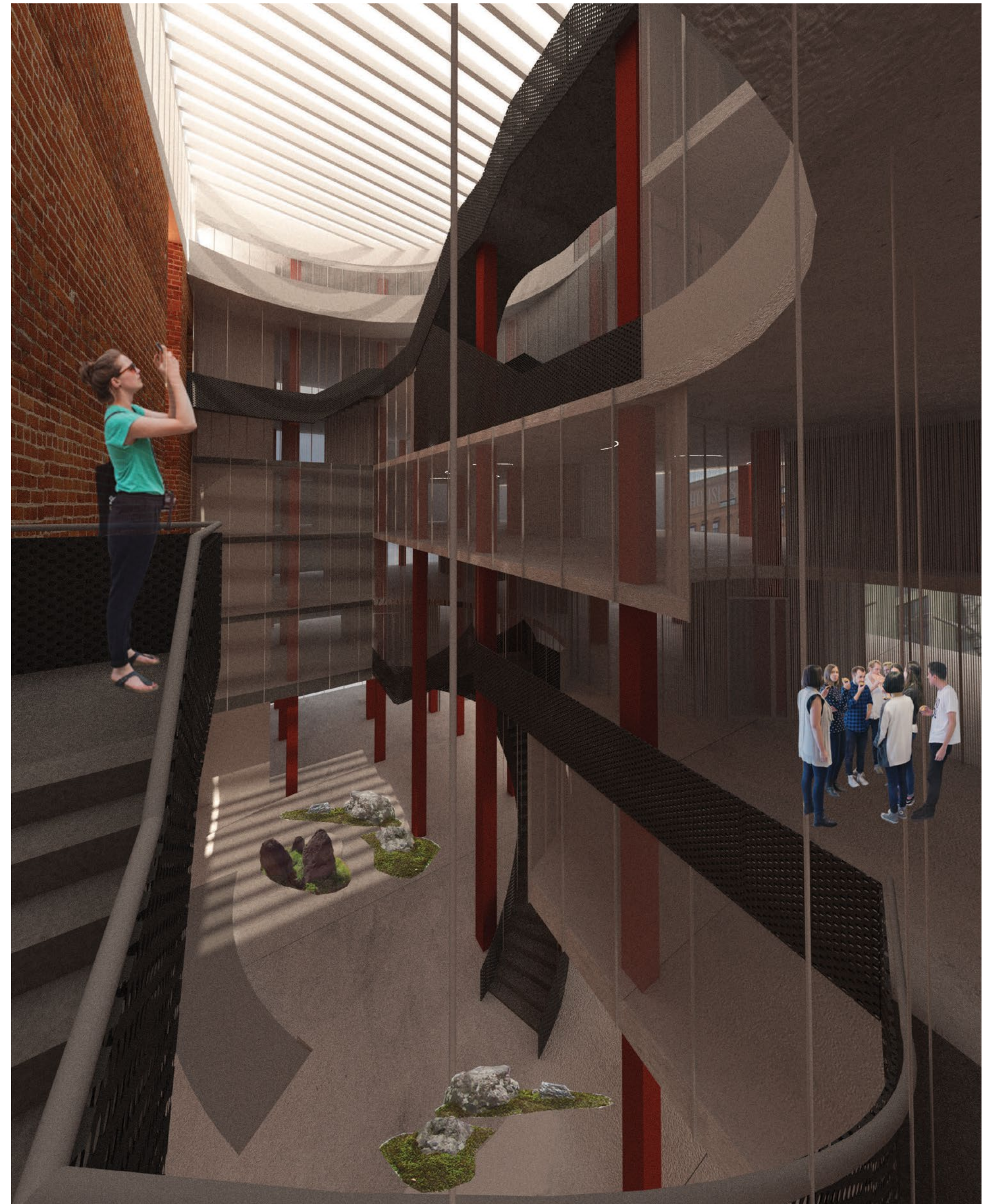
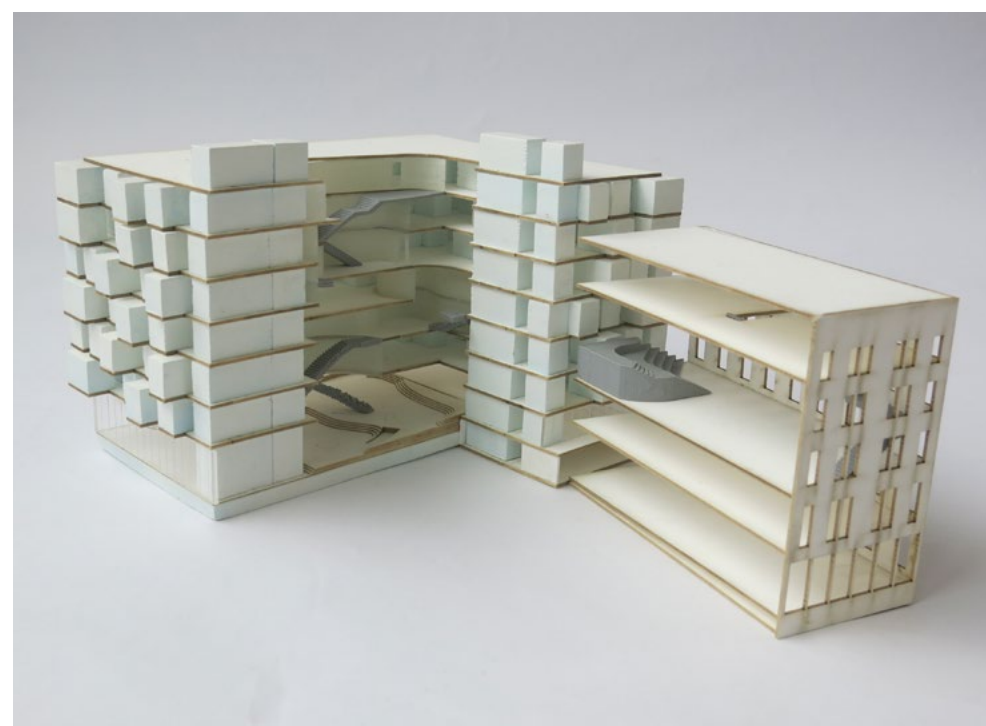
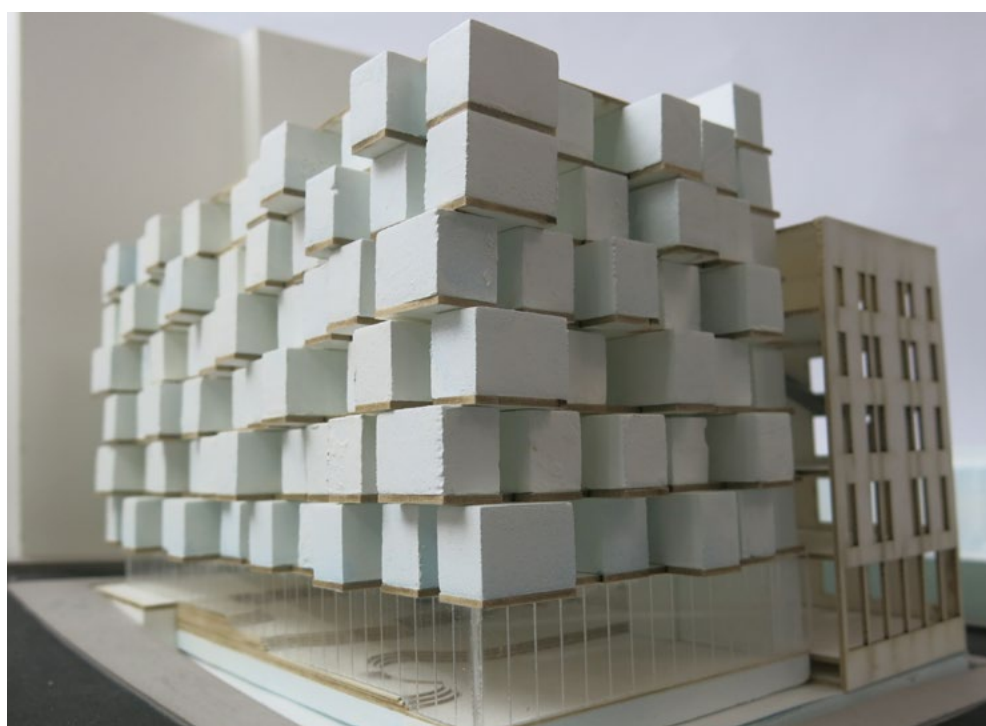
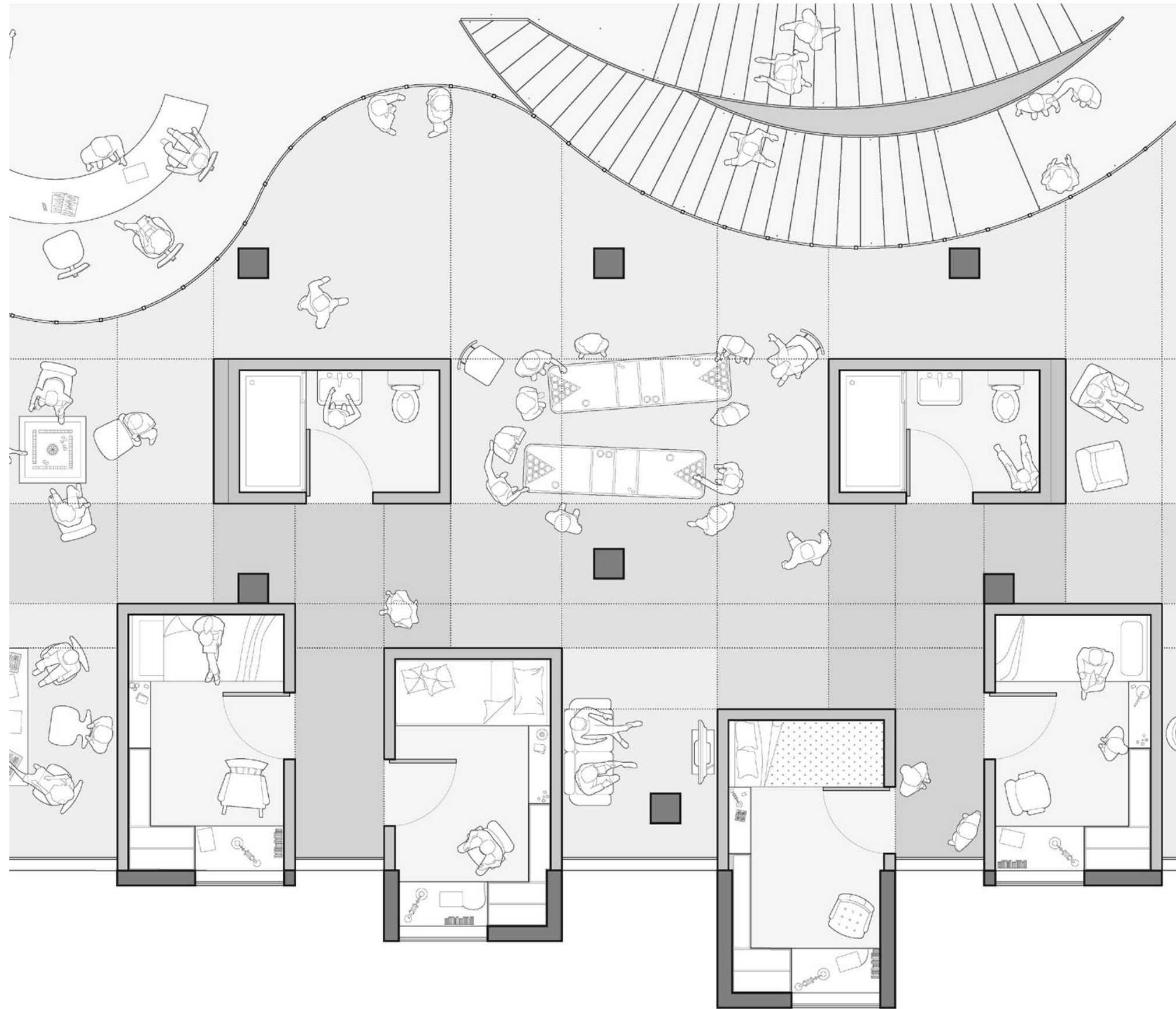






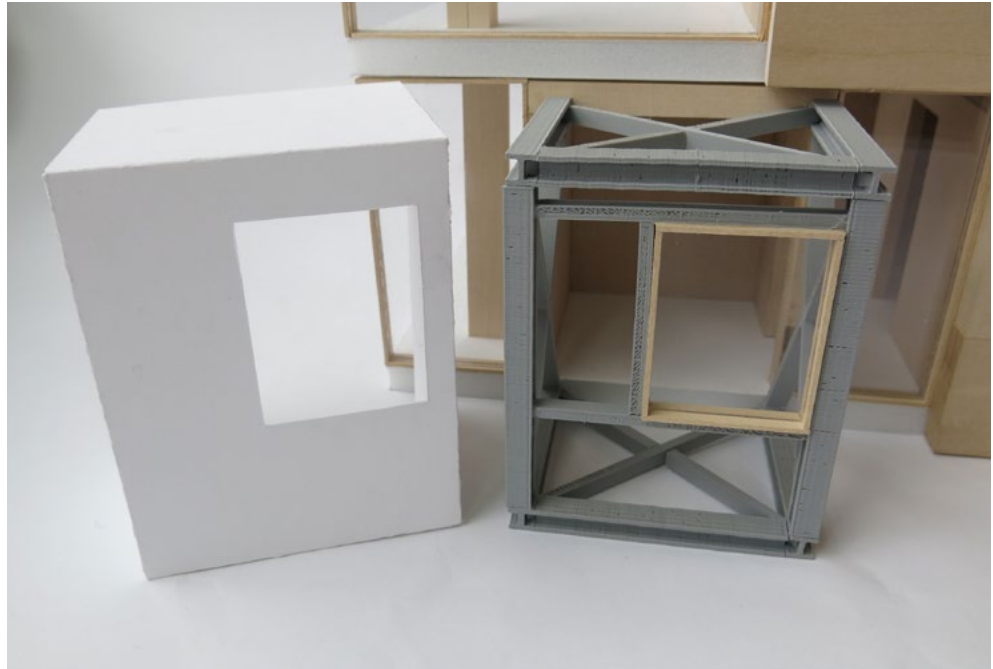
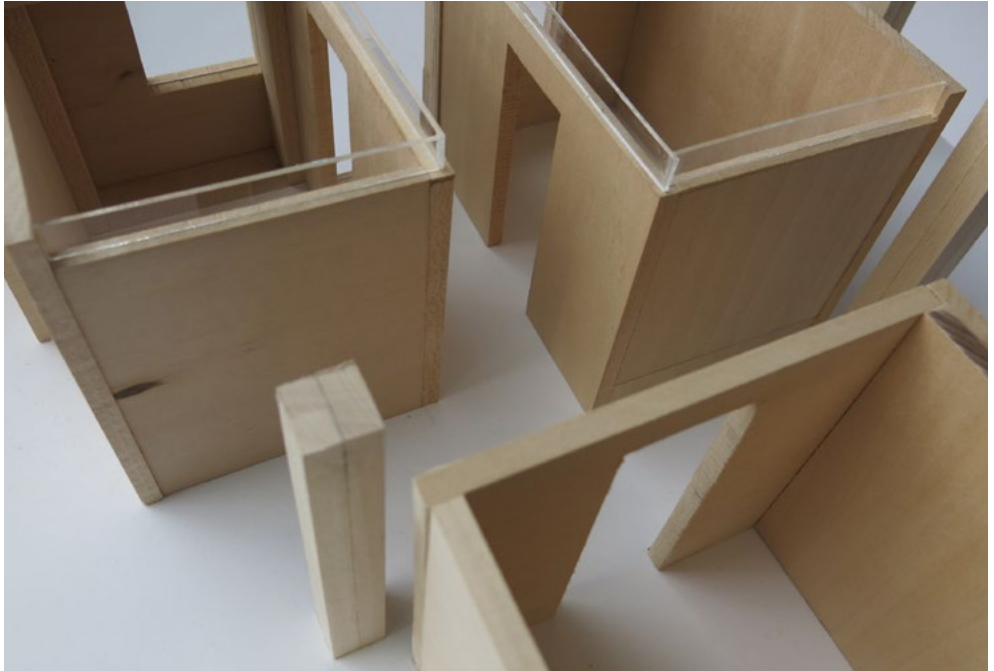
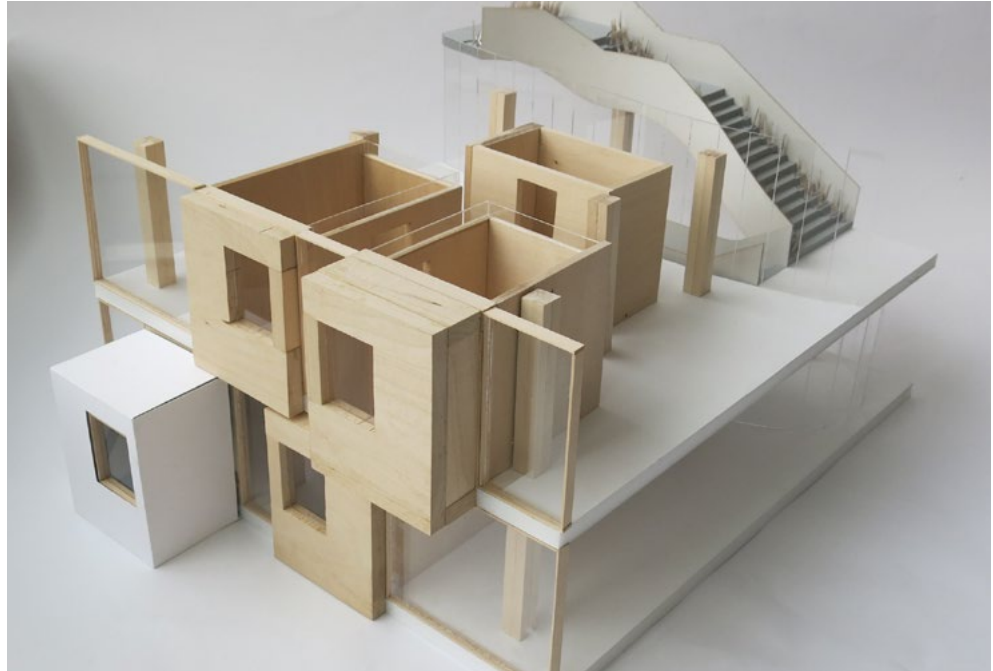
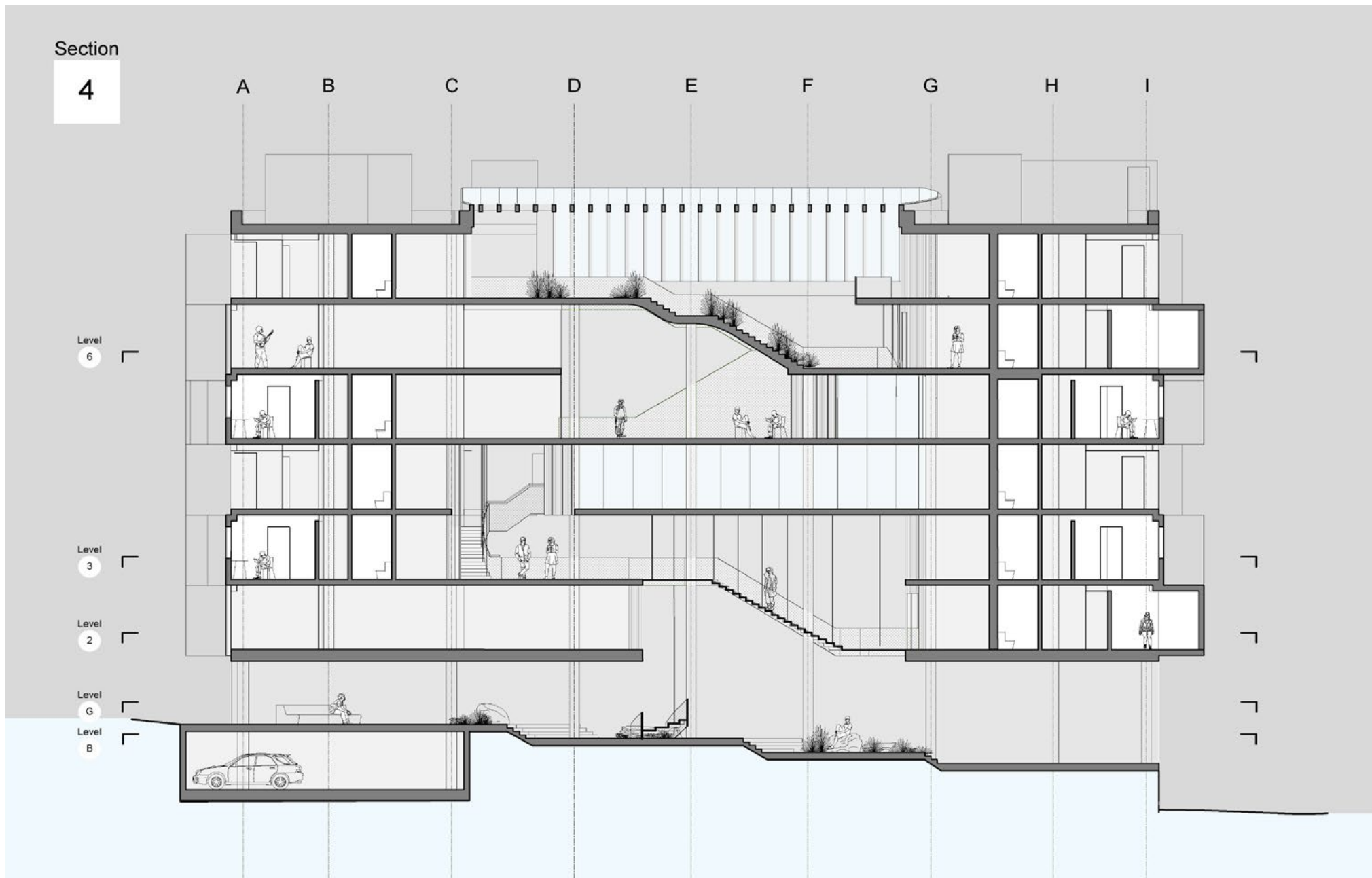
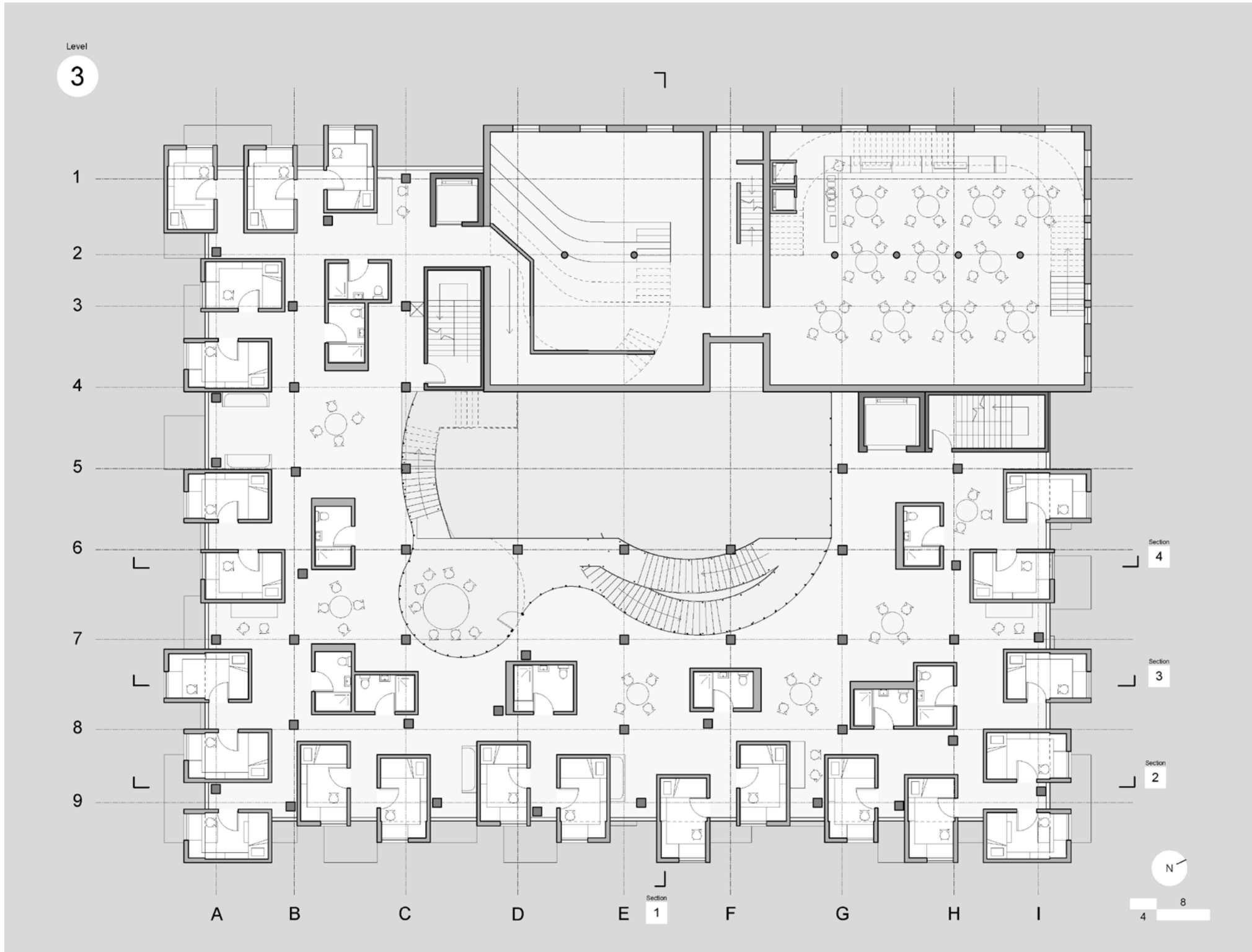
field of objects

ST. FRANCIS COLLEGE DORMITORY



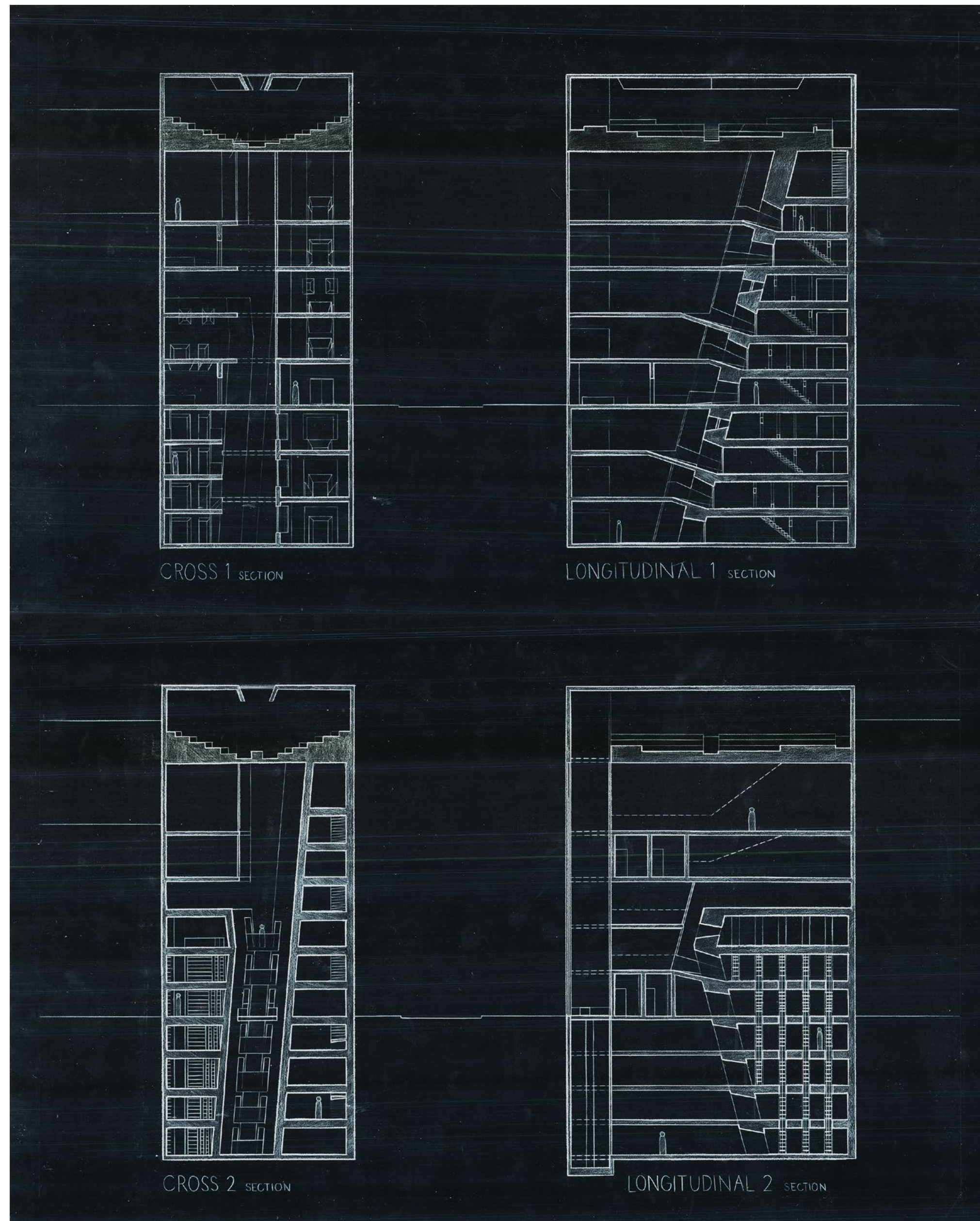
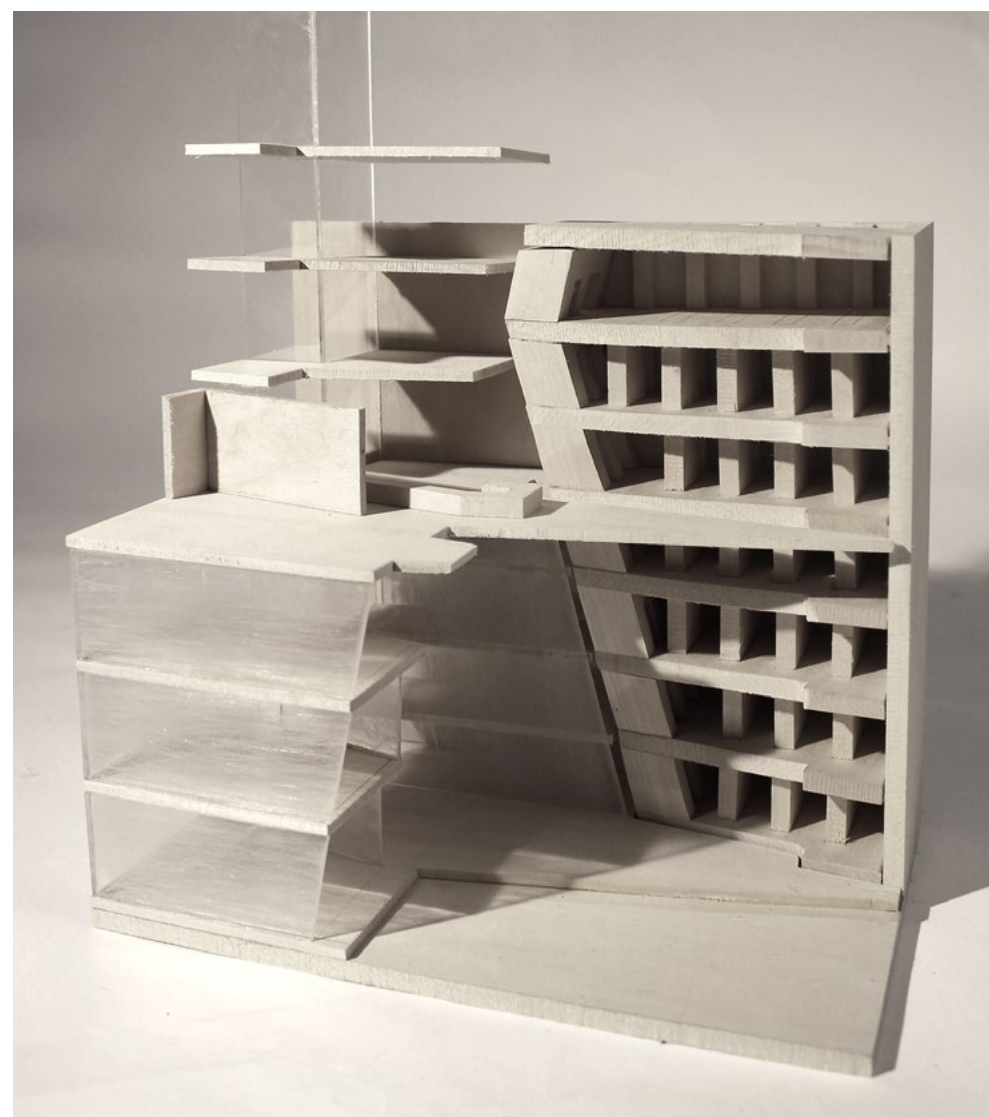
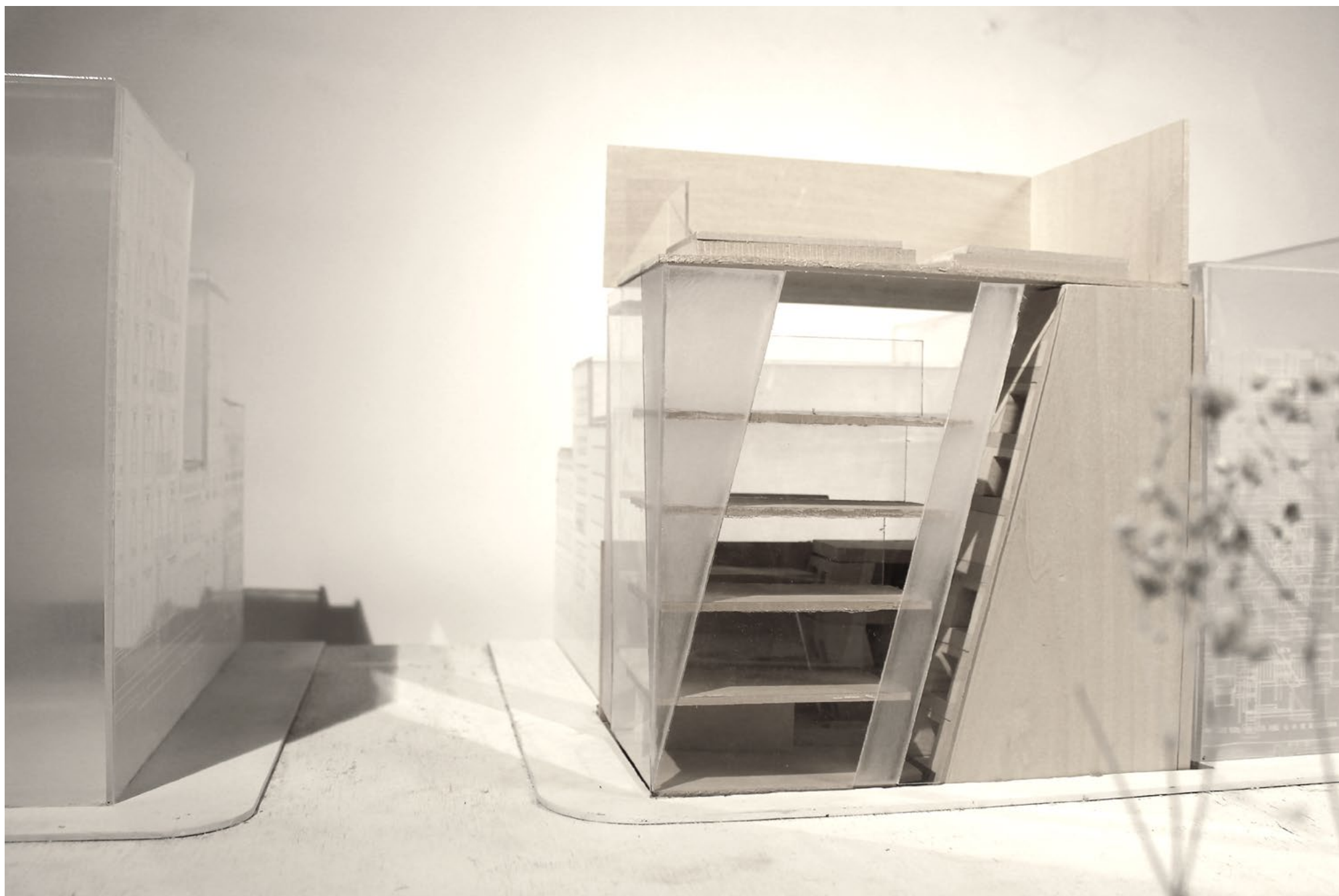
The Dormitory is a comfortable and secure shelter that promotes exploration and curiosity. The building regulates the relationship between the collective home and the city environment, yet its internal community blurs the segregation of its residents. It allows its inhabitants to comfortably step out of their comfort zone.

The Field of Objects removes the physical boundaries that separate discrete units. It creates an open-floor experience that can still provide privacy and refuge, breaking down the conventional system of a building to redesign how inhabitants interact with each other.



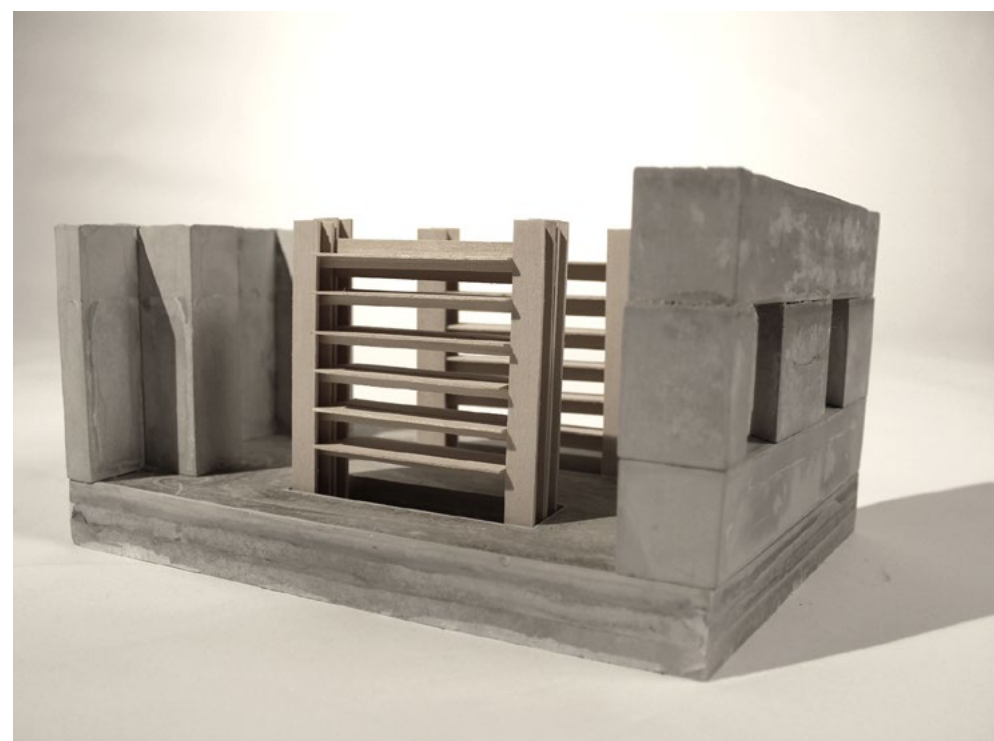
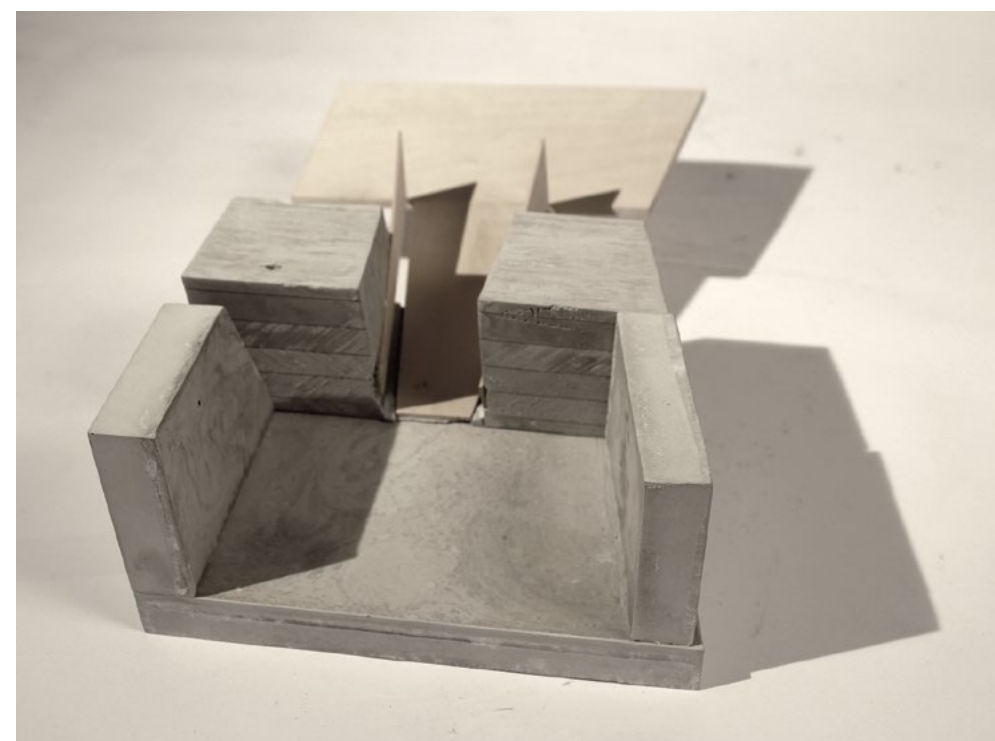
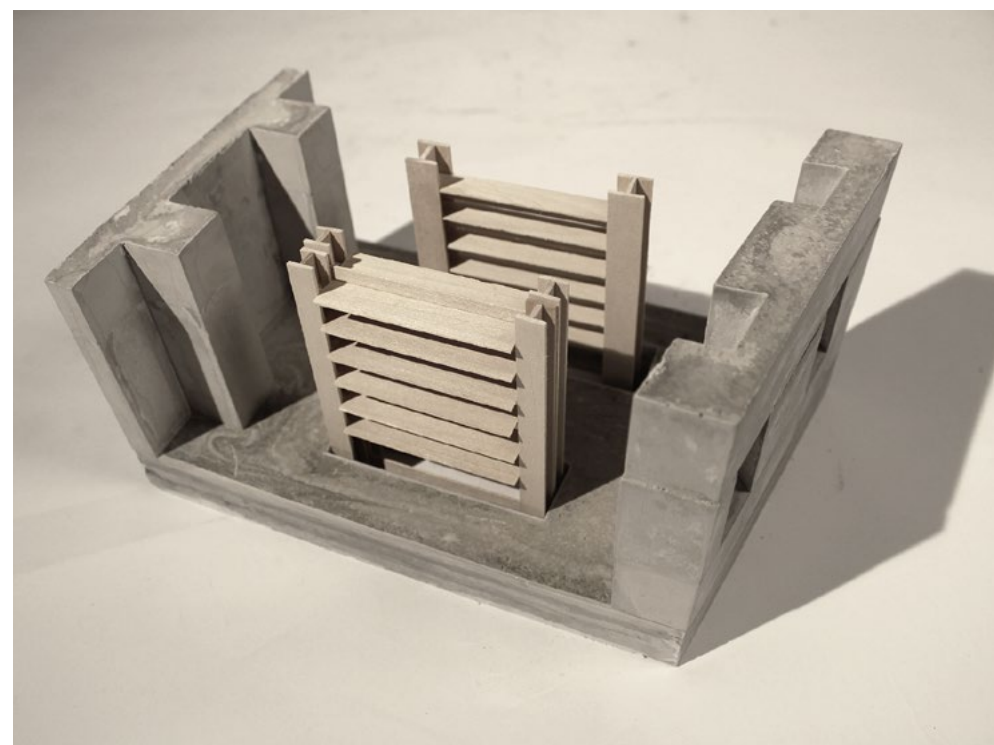
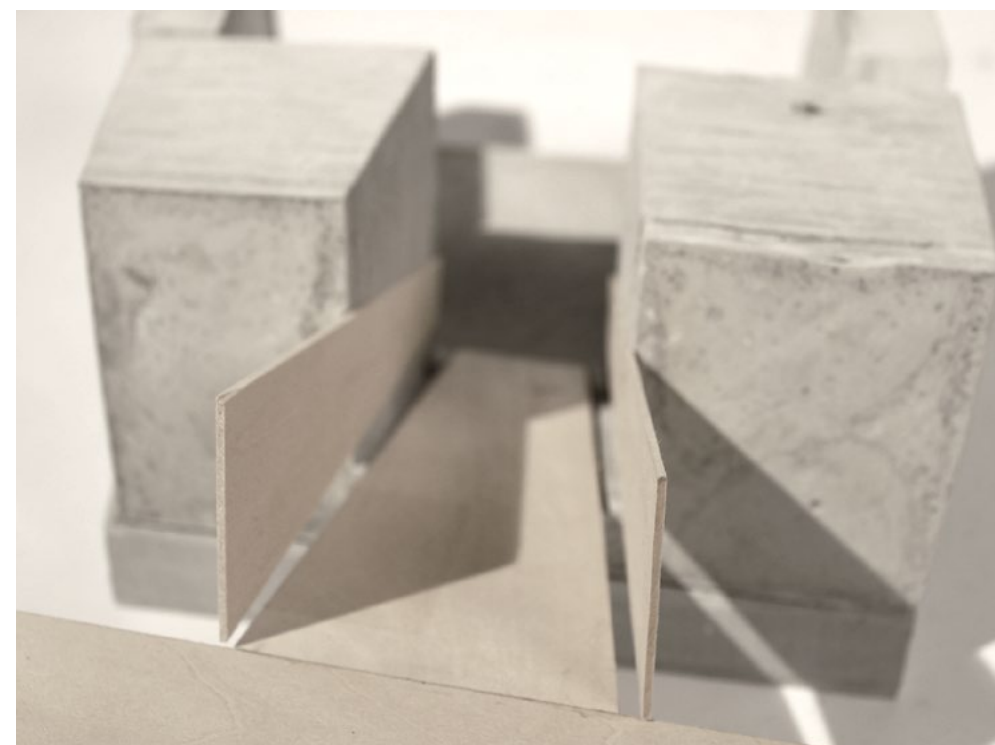
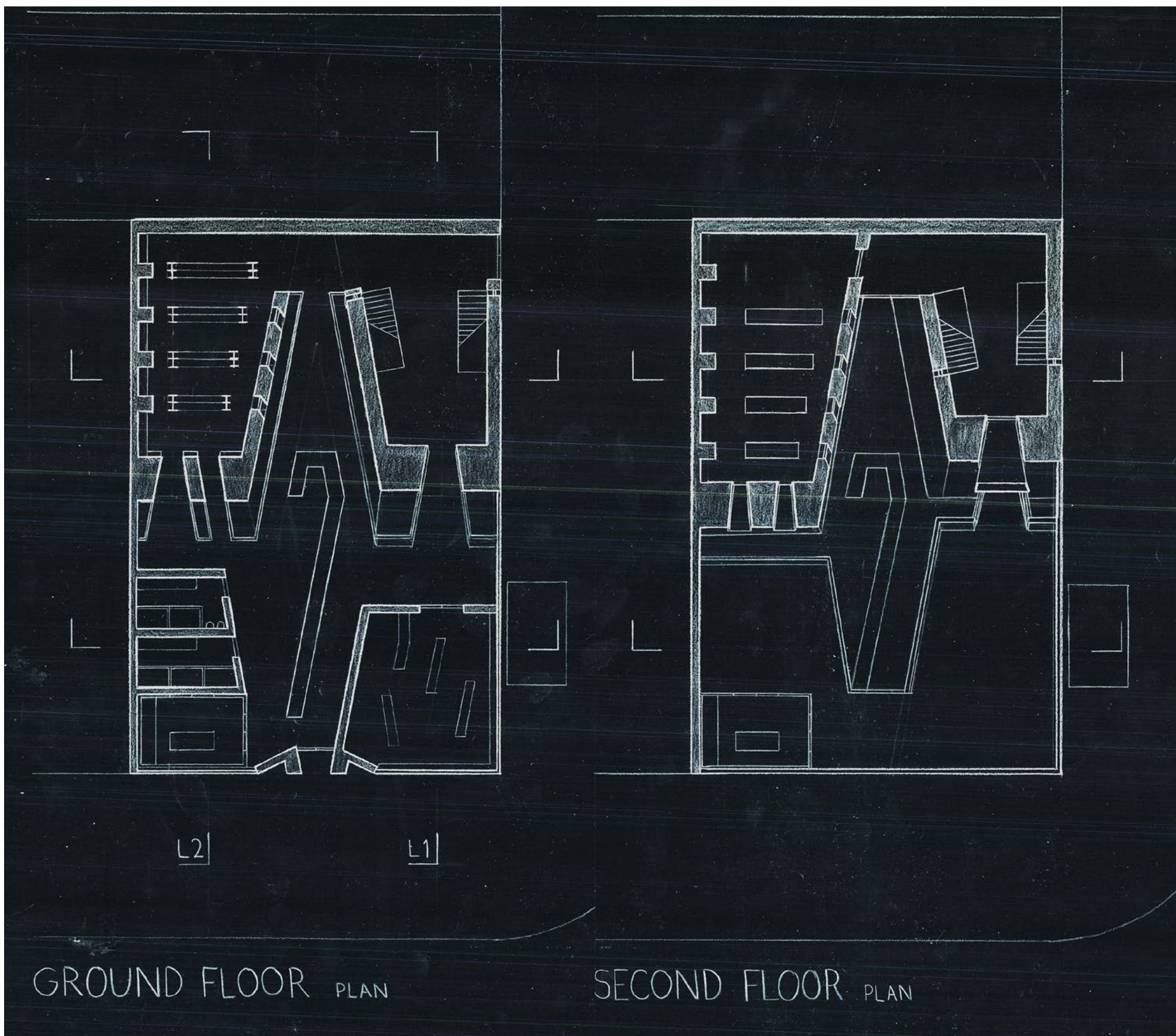
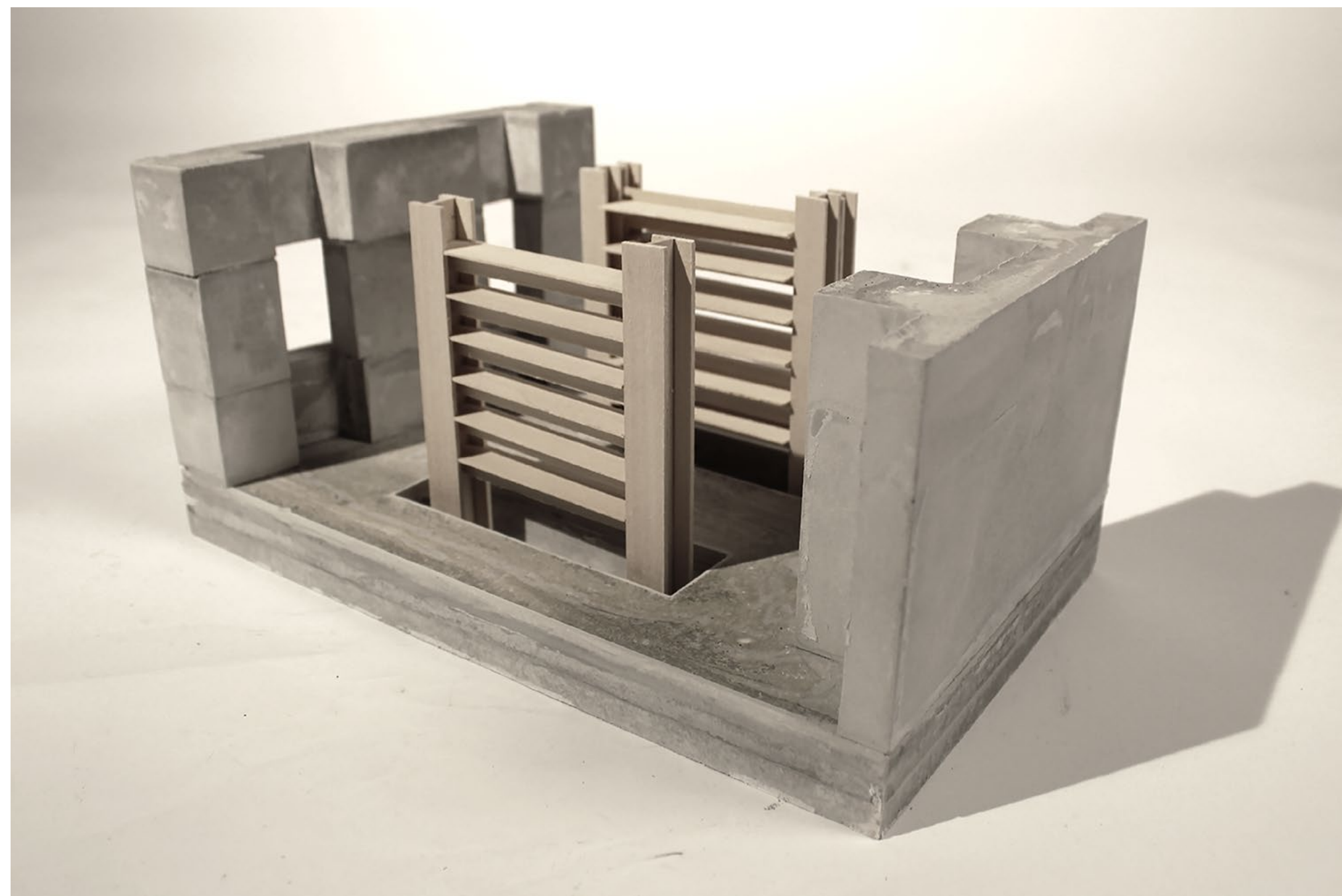
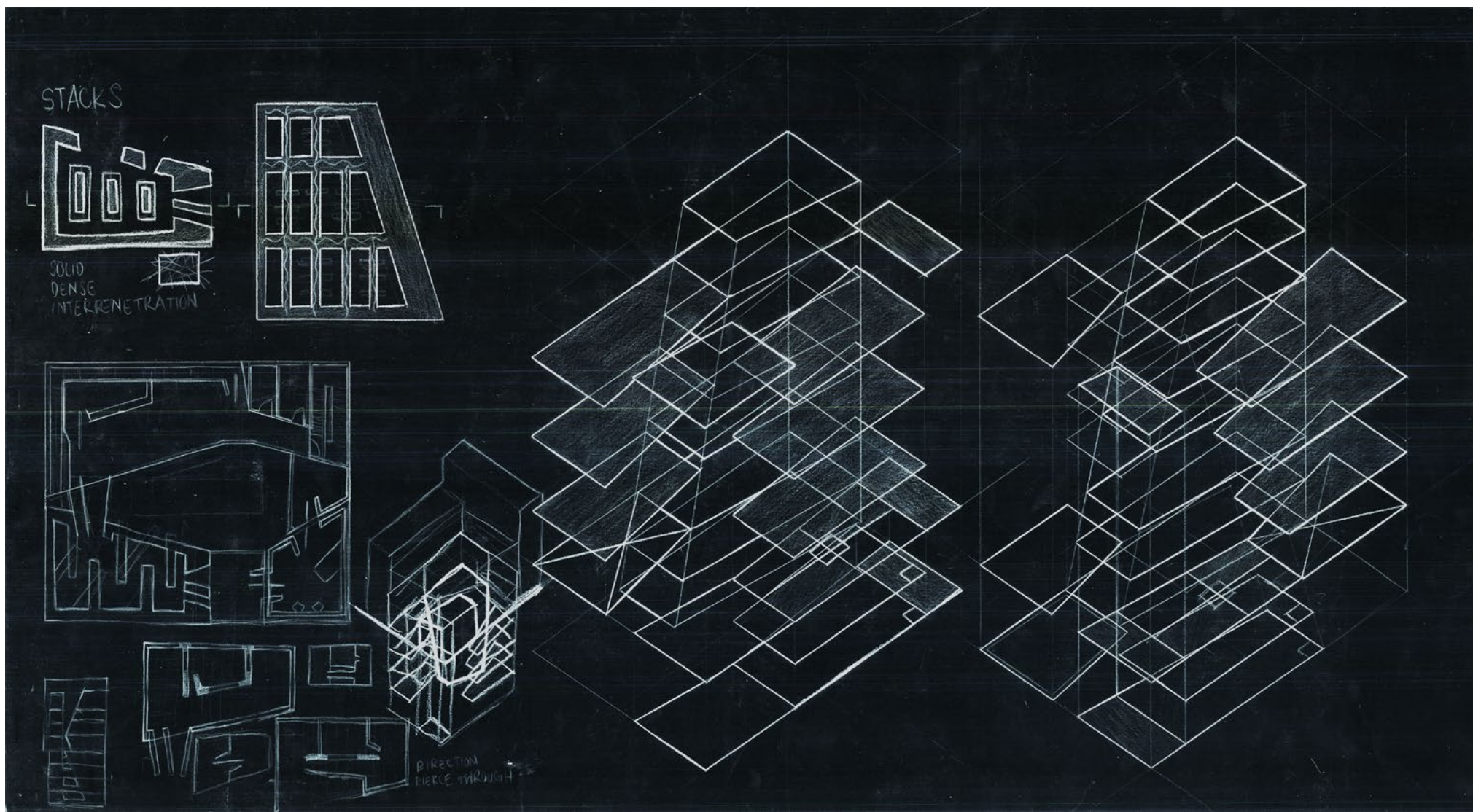
monolithic acquisition

MANHATTAN CHINATOWN LIBRARY



The Library is not only a house for information, but is a space for people to access and consume that information. The building envelope defines the relationship between the space it encloses and the exterior context through systems of enclosure, visual permittance, and material qualities.

The library protects and shelters books in thick, heavy, dense spaces that discourage loitering and lounging. The building then provides clearings for people to sit down and read without spatial encumbrment.



zoned engagement

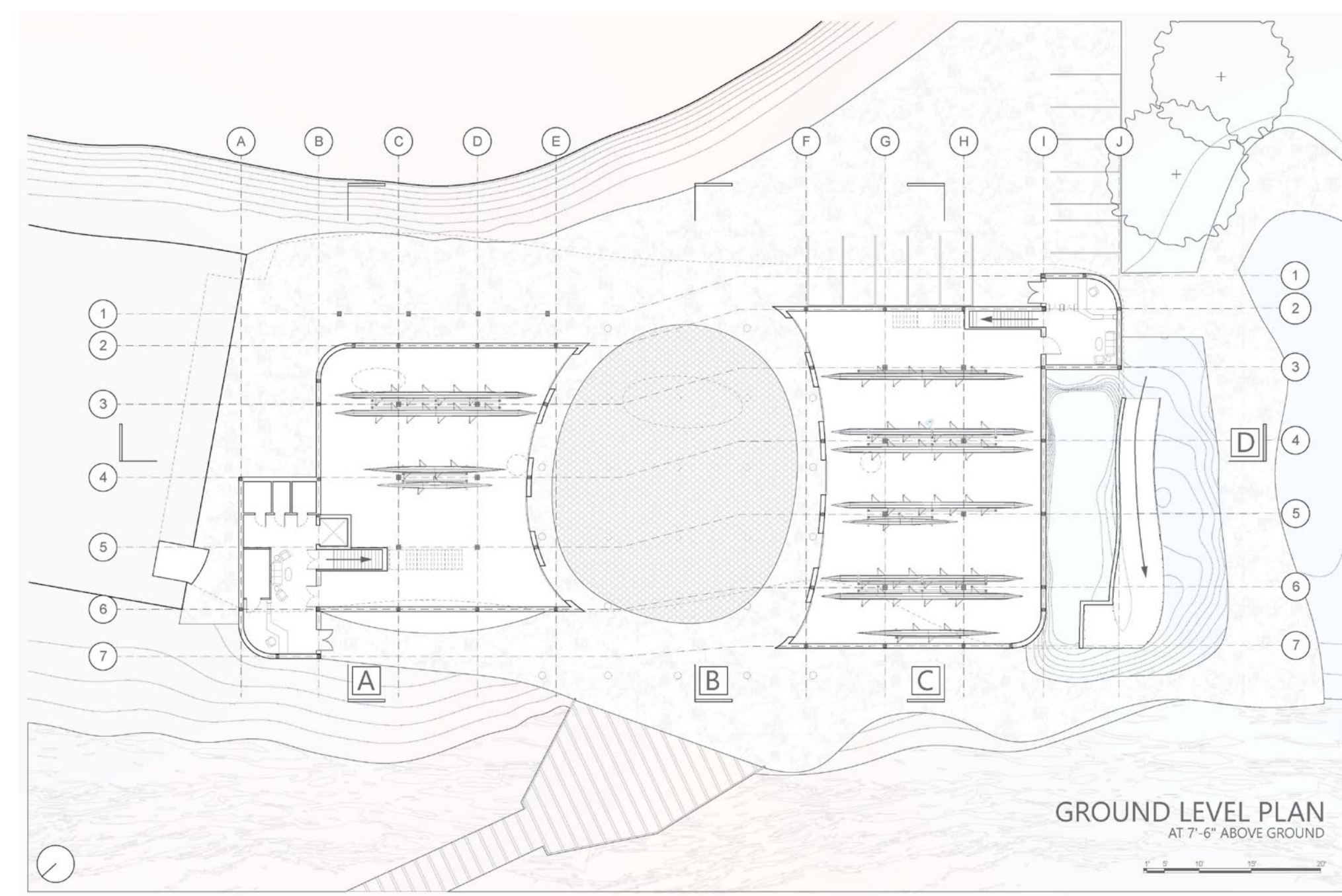
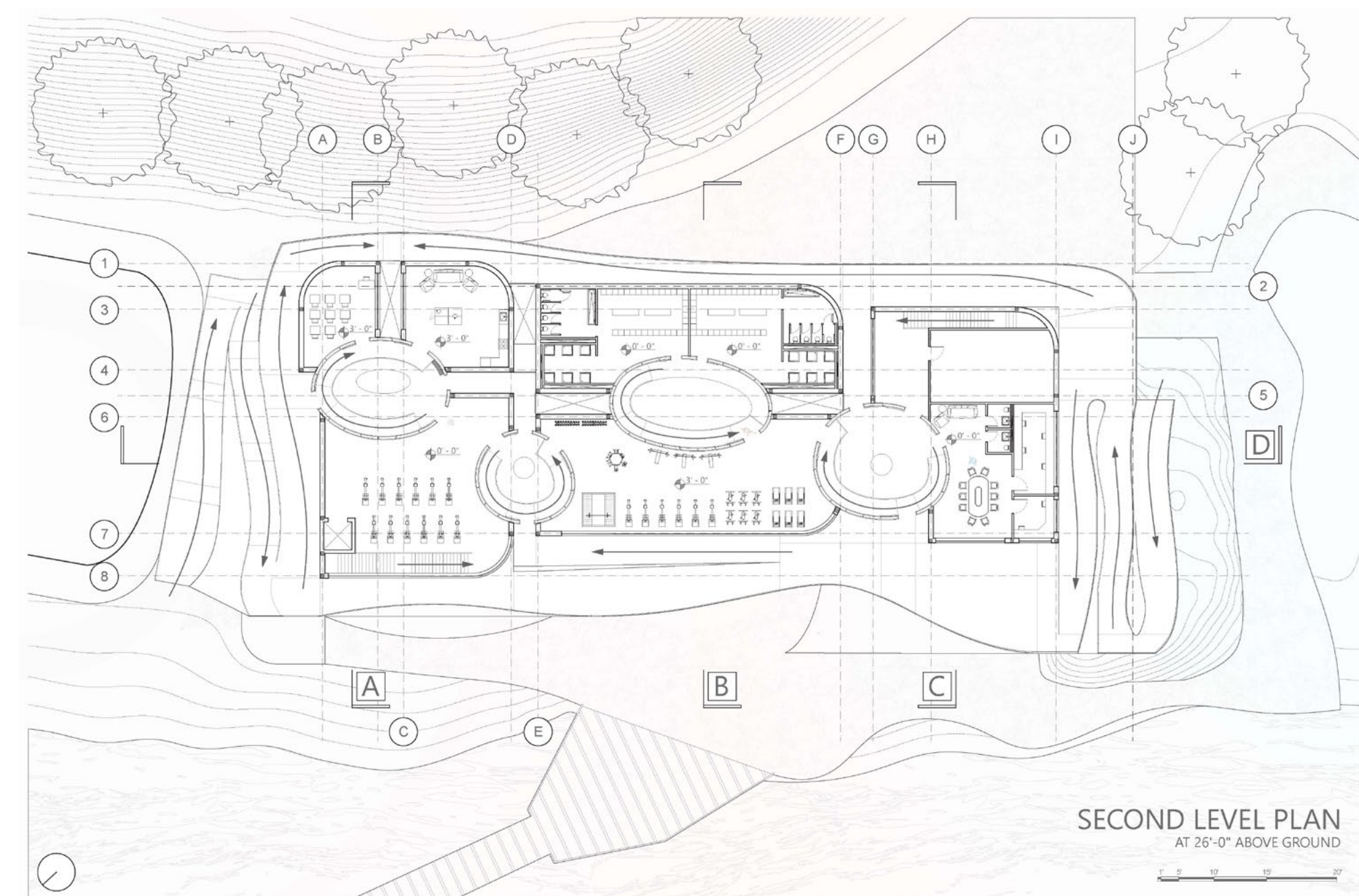
COLUMBIA UNIVERSITY BOATHOUSE

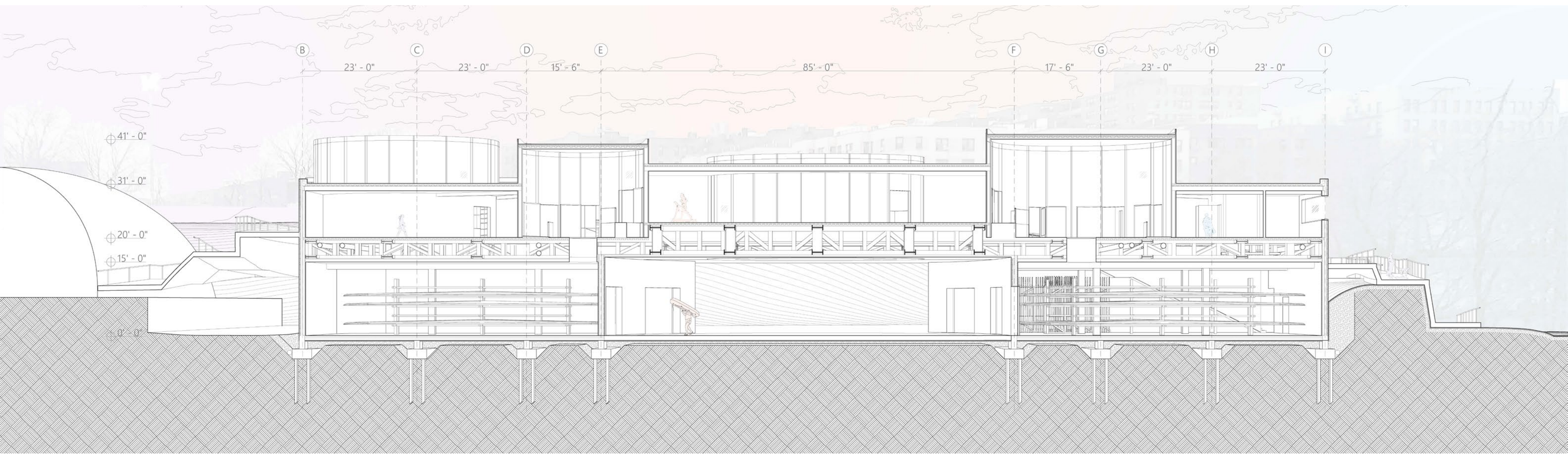


A Boathouse is a storage for boats and row equipment. It is also a house to rowing activity and training. Columbia University's boathouse must perform to the excellence and standard to that of its row team. It is a private facility designed to serve specific users.

Inwood is a neighborhood at the north end of Manhattan composed of lower-rise buildings and the last virgin forest in New York City. It is a district that prioritizes leisure and recreation.

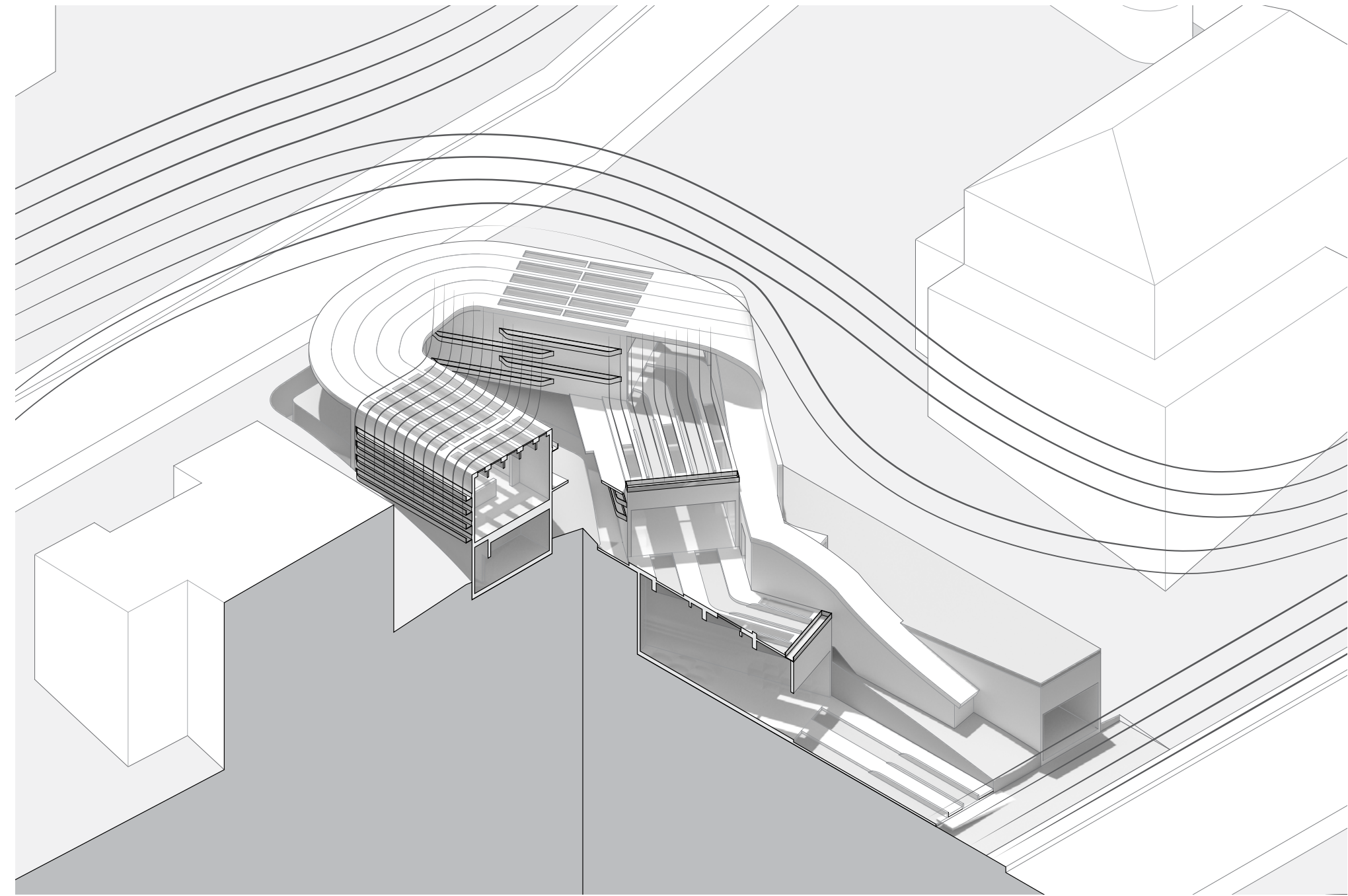
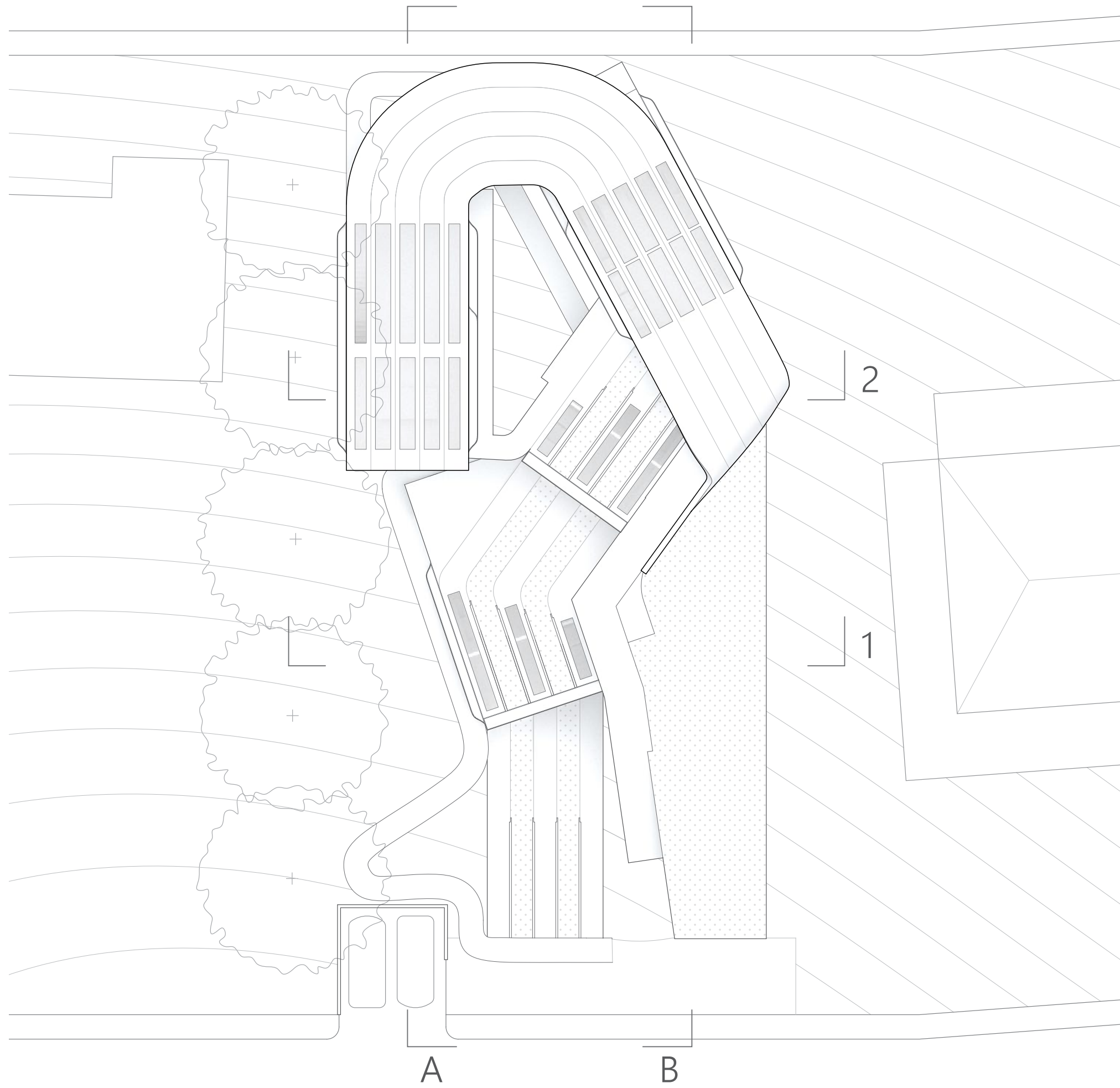
A Columbia University Boathouse in Inwood, Manhattan is out of place and unintegrated. The zones of engagement choreograph interaction between the two communities.





agrestal cascade

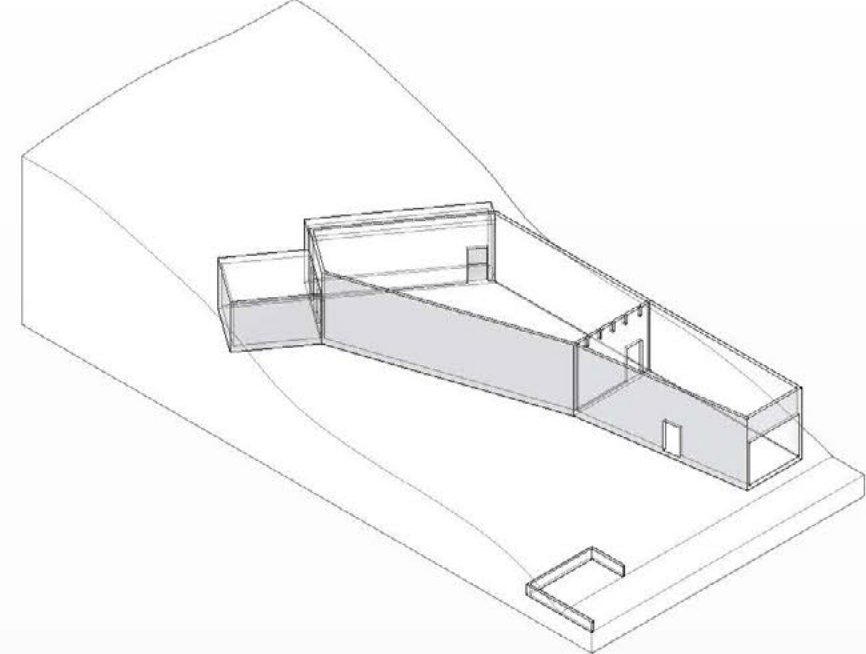
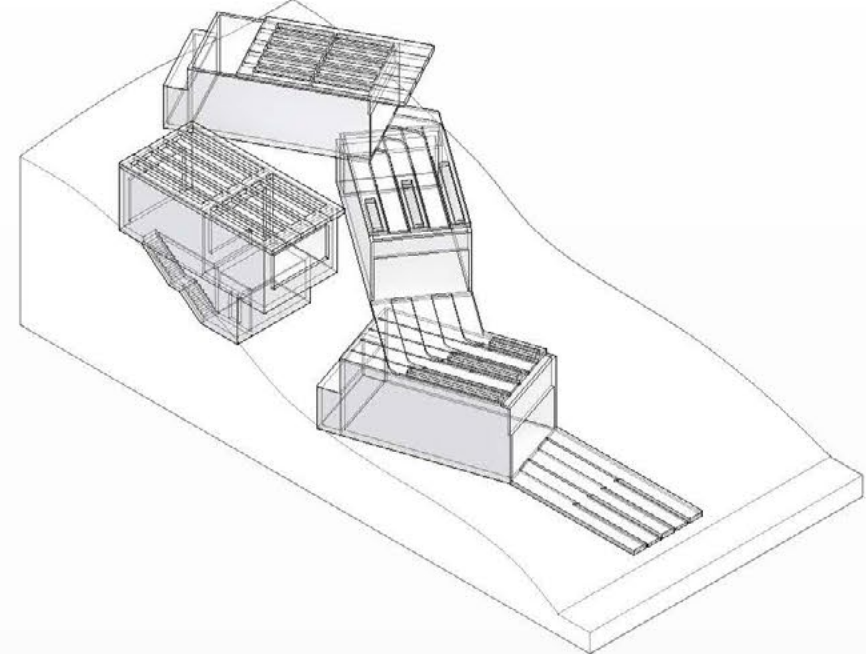
STATEN ISLAND KINDERGARTEN



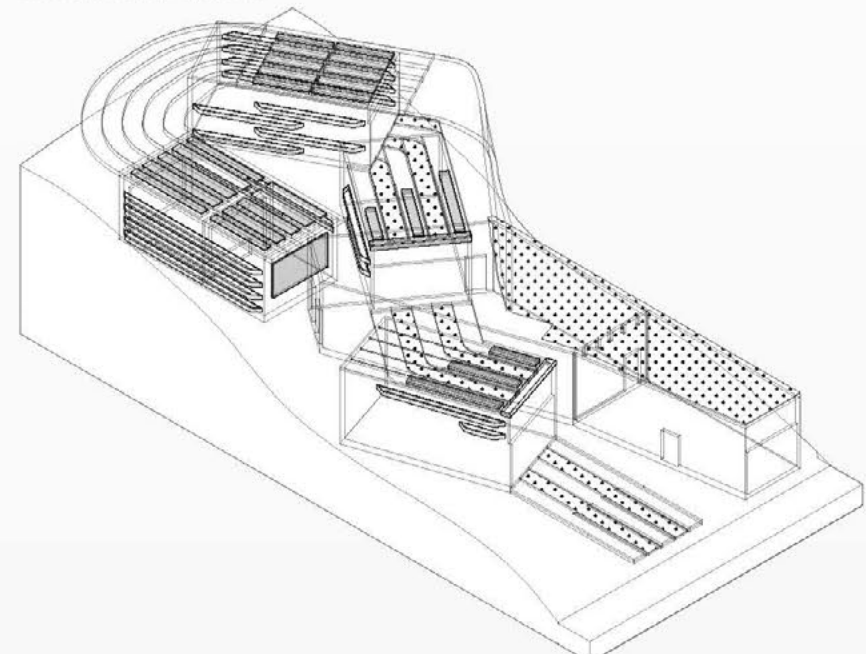
The Kindergarten is a design for children; its goal is to establish a strong foundation of curiosity, inquisition, and intuition. Kindergarten curriculum is based on a tactile and experiential learning method, and these qualities can be reflected in the structure, such that the building encourages the behavior.

The design works to introduce a transition from disorganized freedom to regulated flexibility, intertwining the indoor and the outdoor, the natural and the structured. The project itself negotiates its presence with the existing context of northeastern Staten Island neighborhood, addressing foliage, wind path, and site slope.

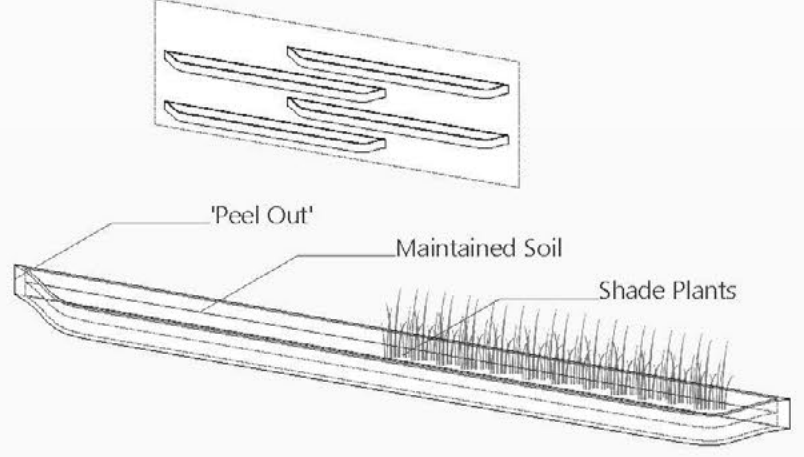
Enclosure



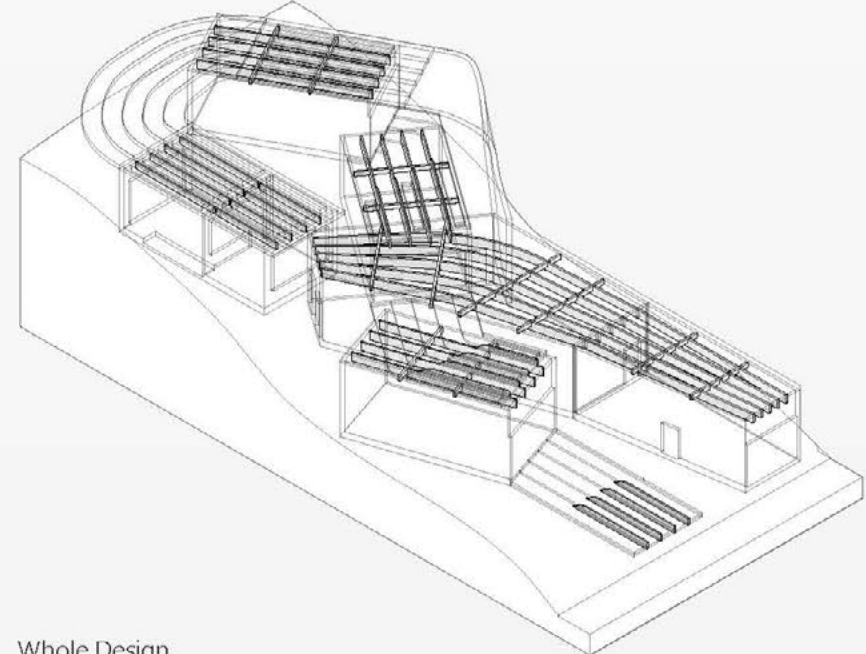
Environmental Systems



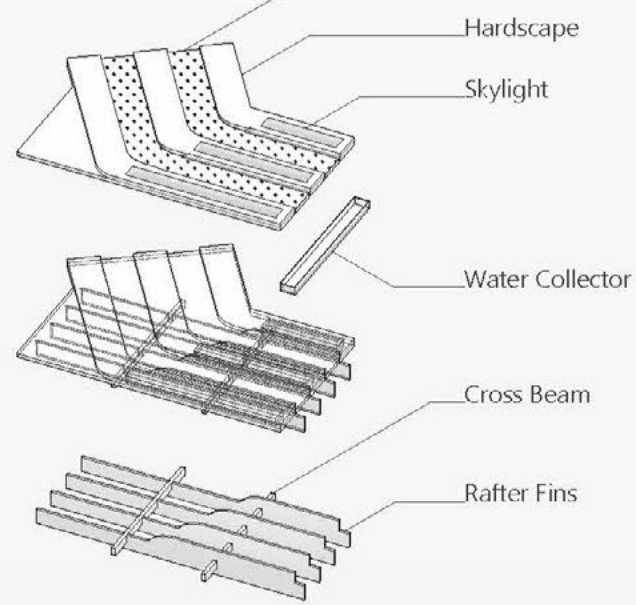
Wall Planters Detail



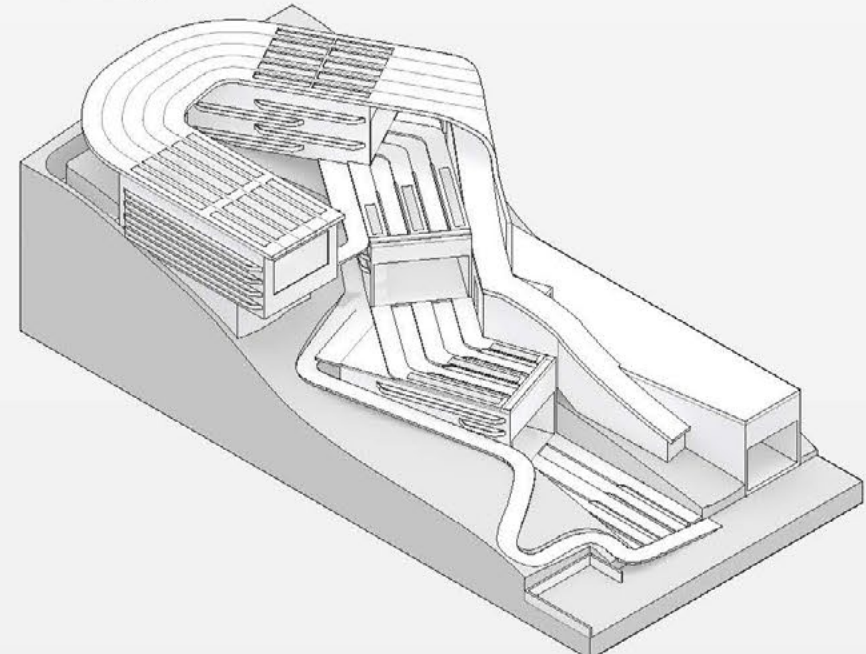
Structural System



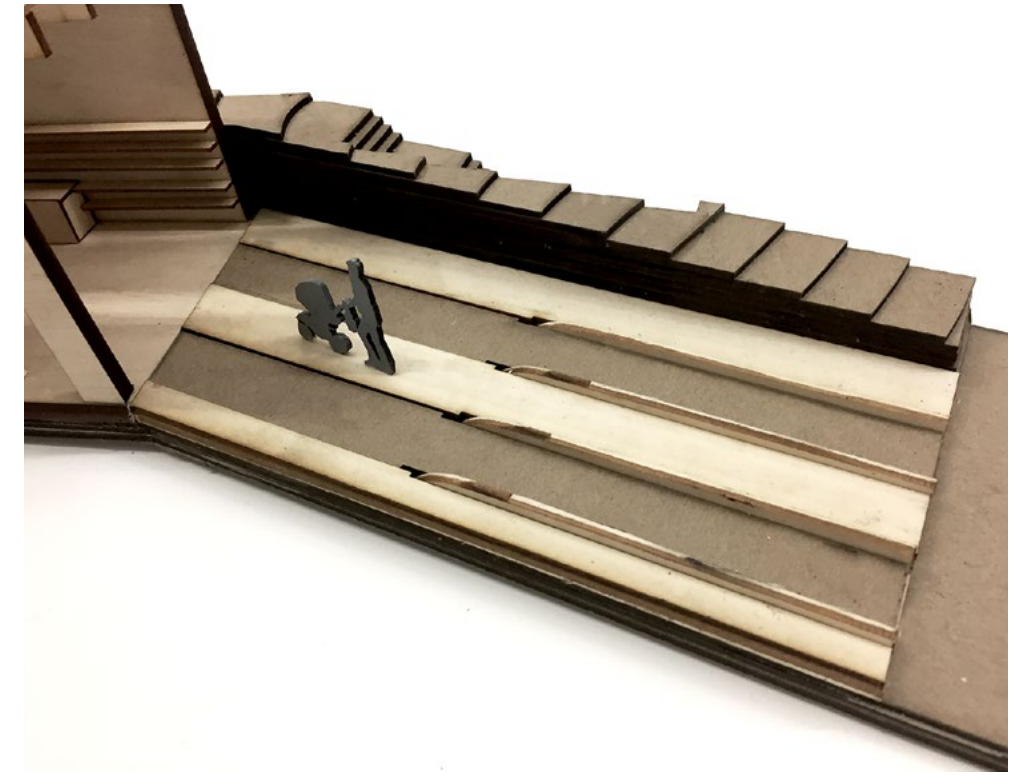
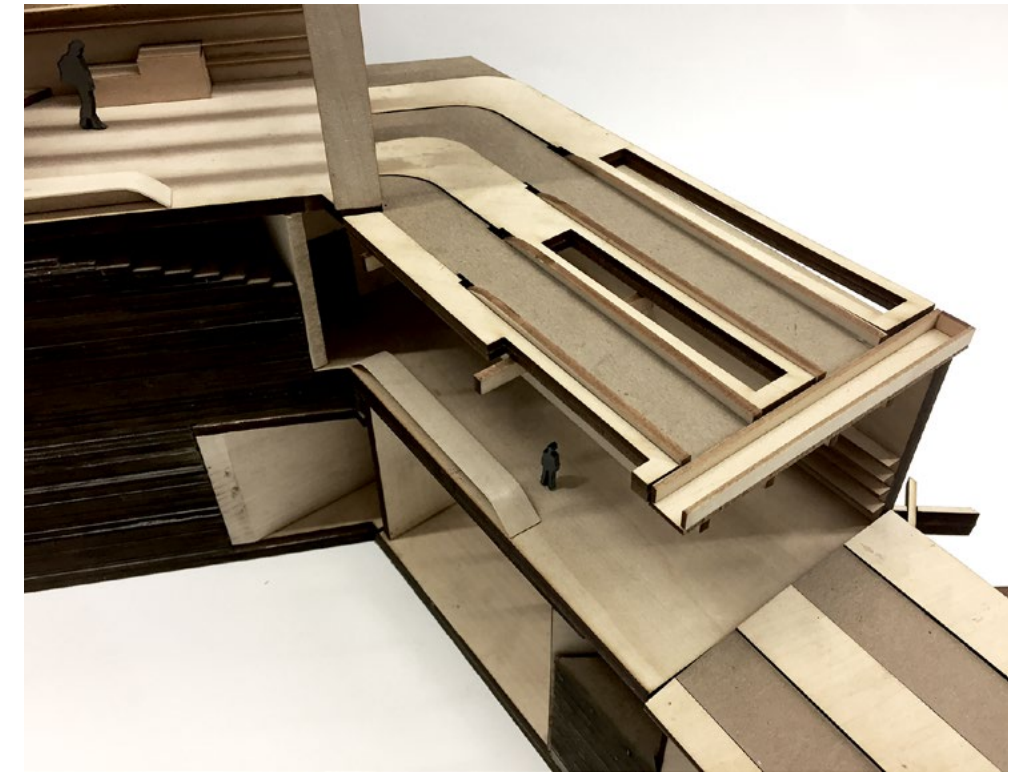
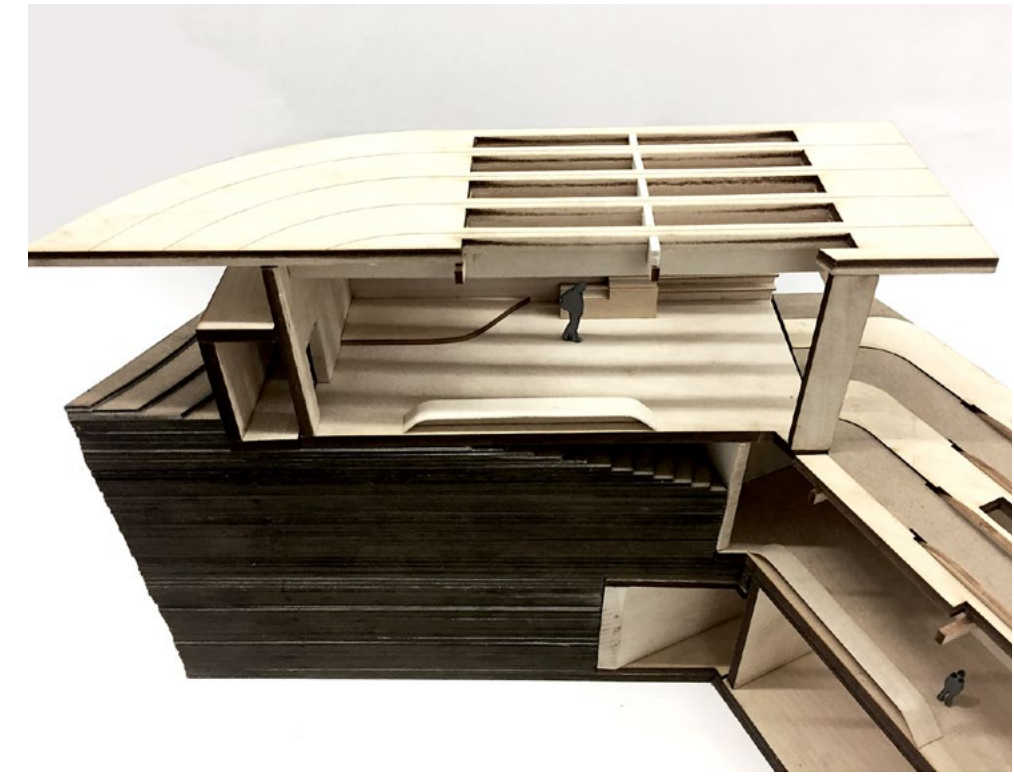
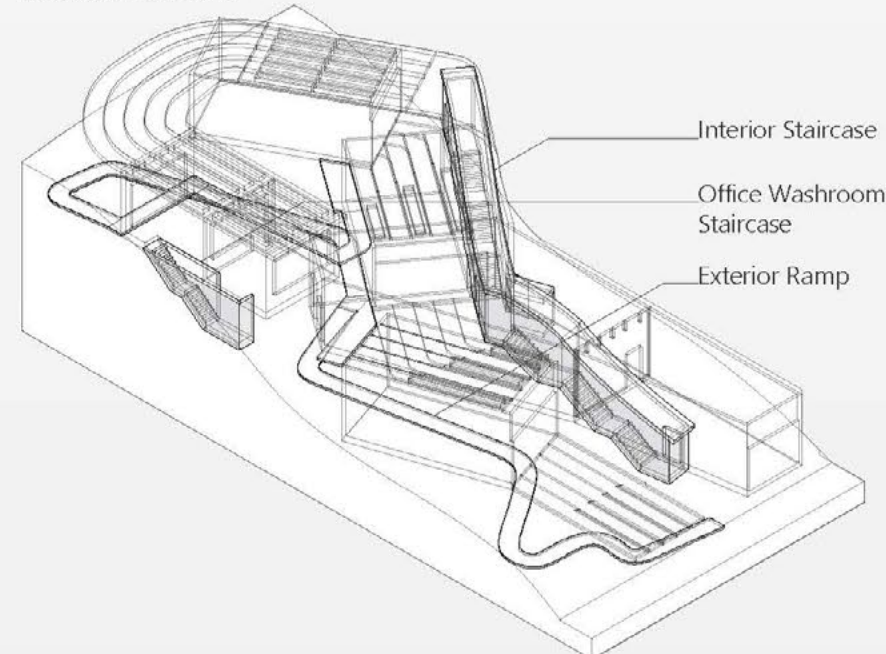
Garden-Roof Detail



Whole Design



Circulation Elements



sneaker surgery

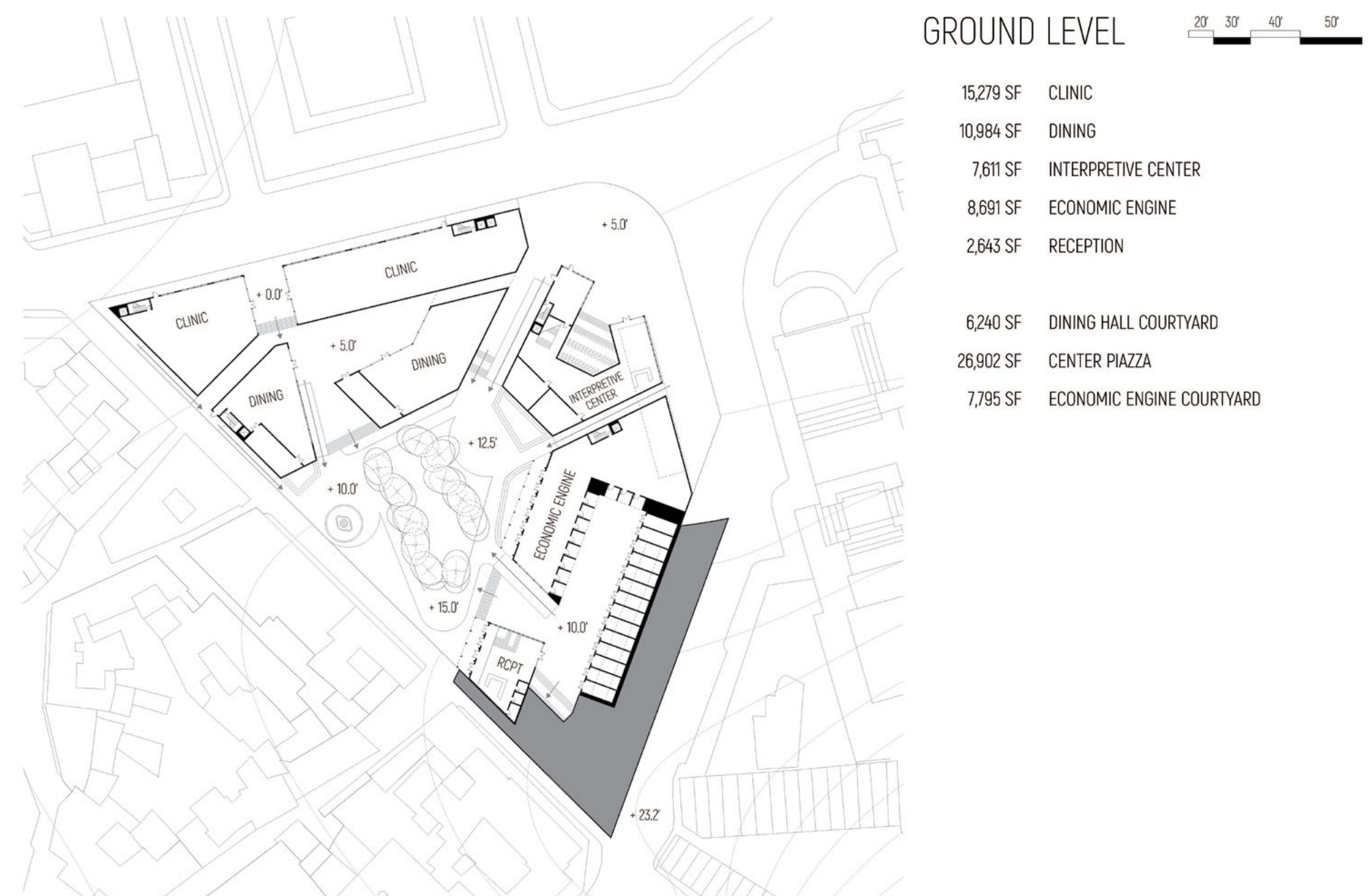
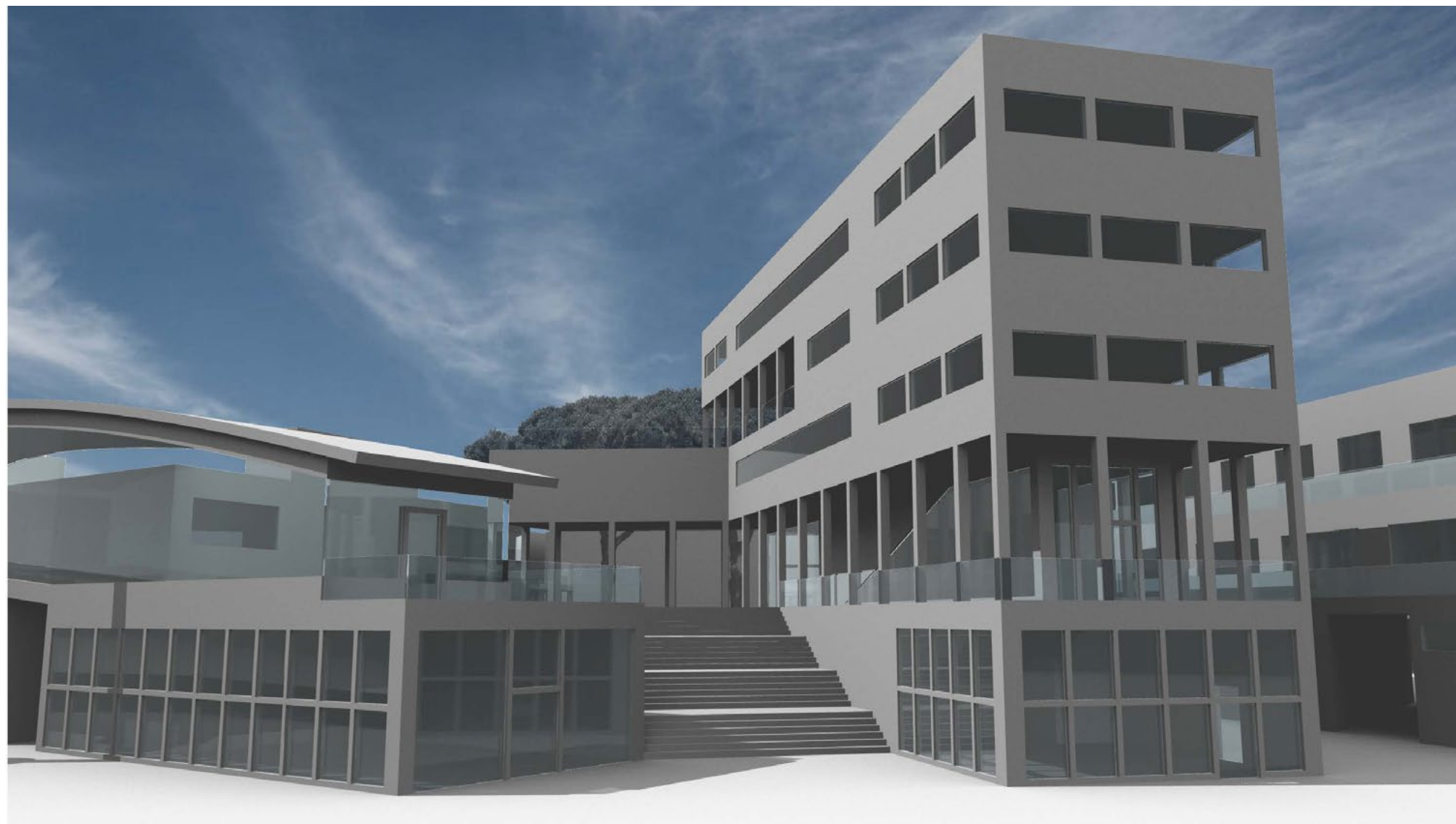
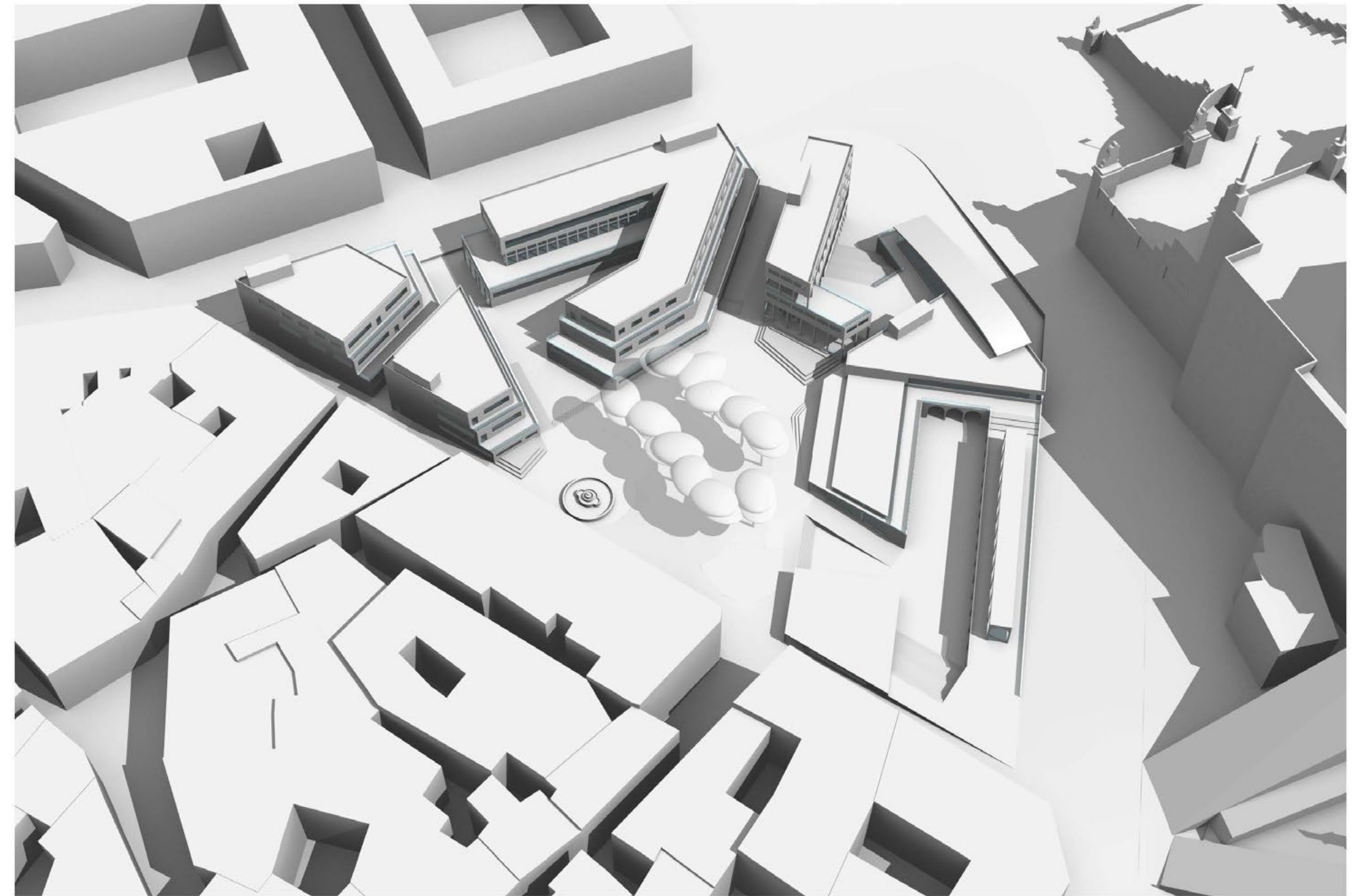
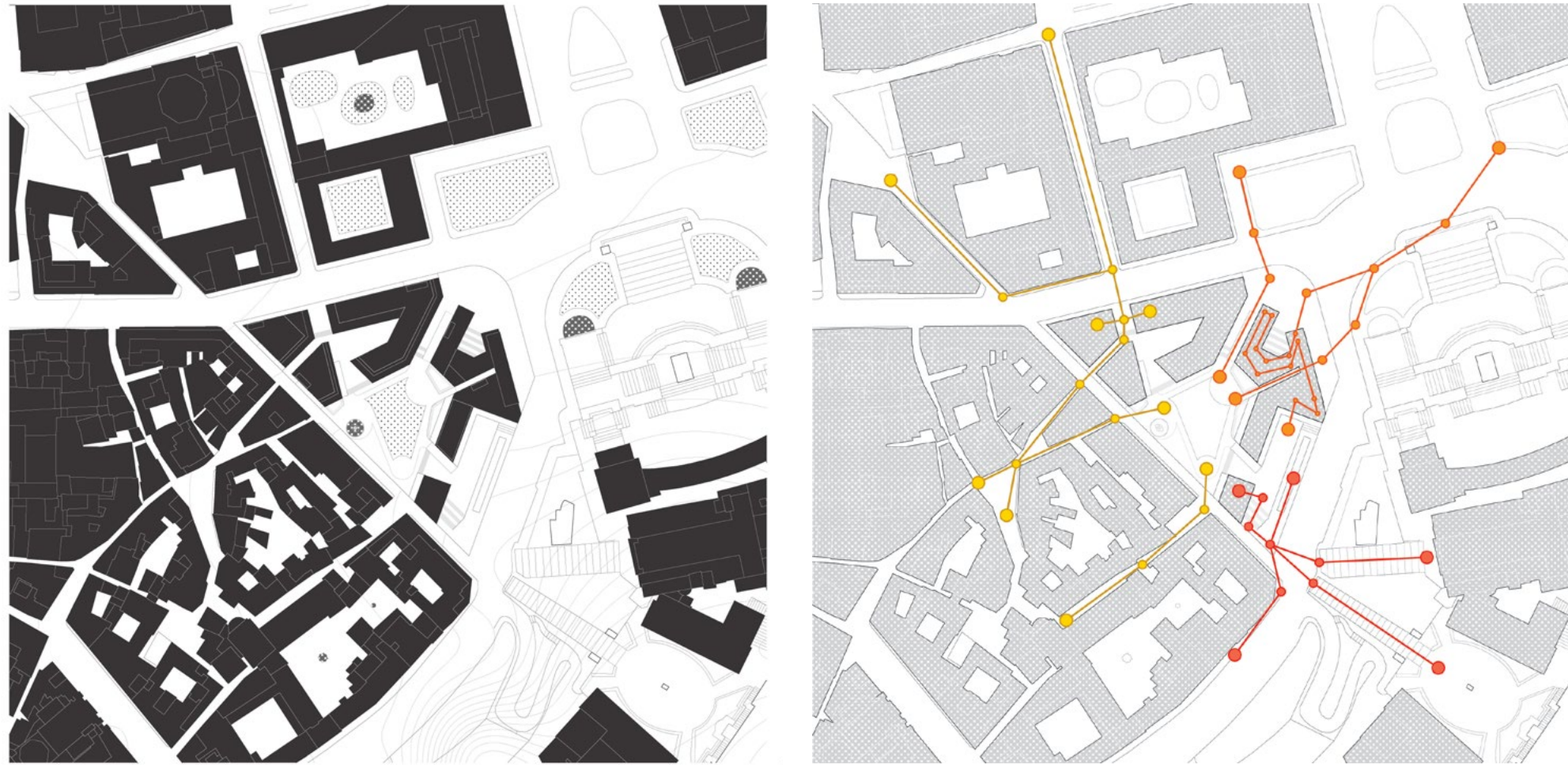
SHOE MODELING



A practice of taking a physical shoe apart and replicating it in digital modeling as an enrichment of rendering techniques and representation strategies. Additionally, the physical qualities of the shoe are taken into architectural design in the form of a show room for the shoe model.

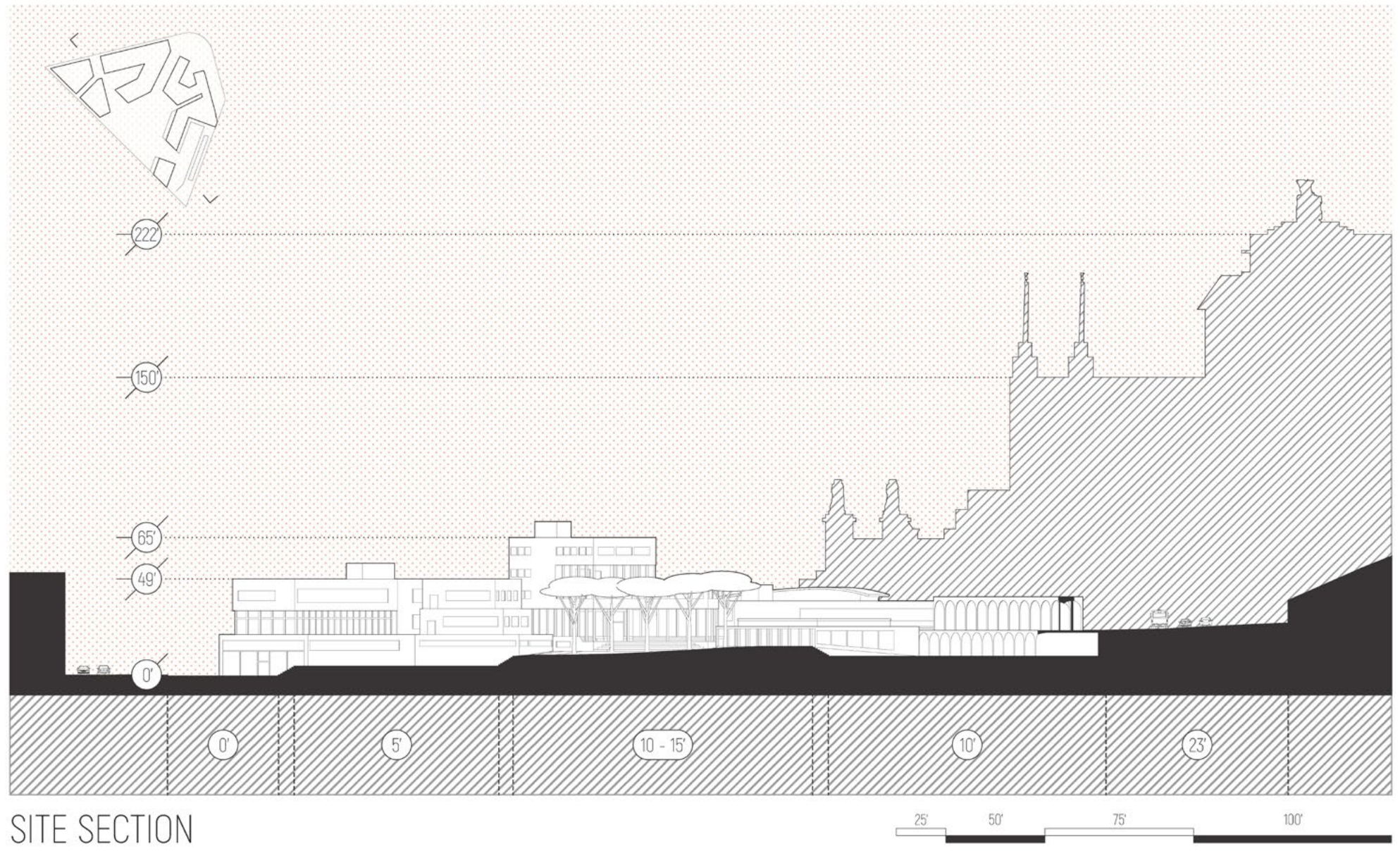
piazza del santuario straniero

ROME: SQUARE OF FOREIGN SANCTUARY

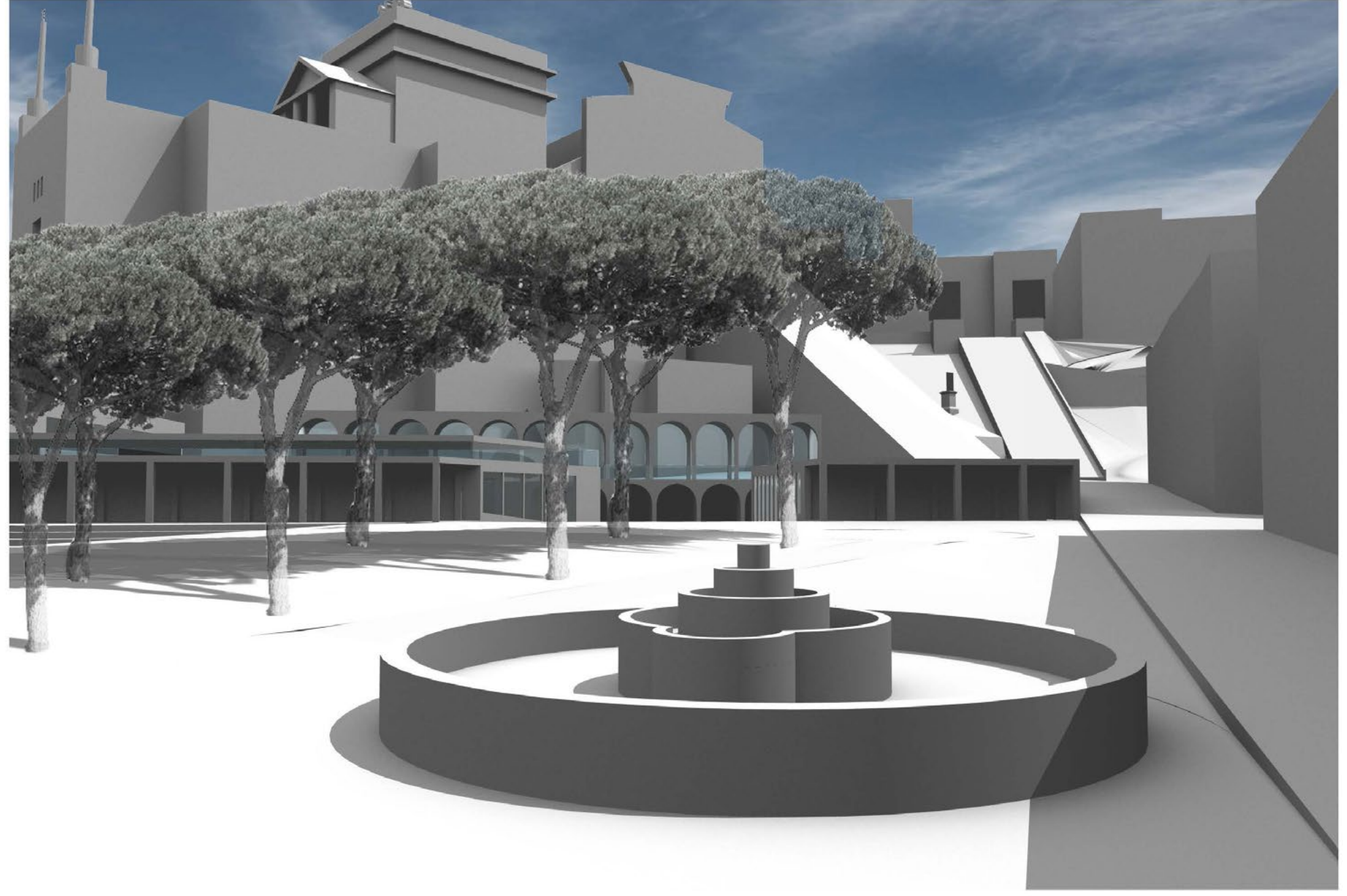


Asylum seekers struggle to settle into the country/city they flee to. The unfamiliar culture and lack of integration make it difficult for refugees to assimilate into the inner workings of the new community.

A new kind of complex can provide the care, education, awareness, and resources needed to incorporate those displaced into their new setting.



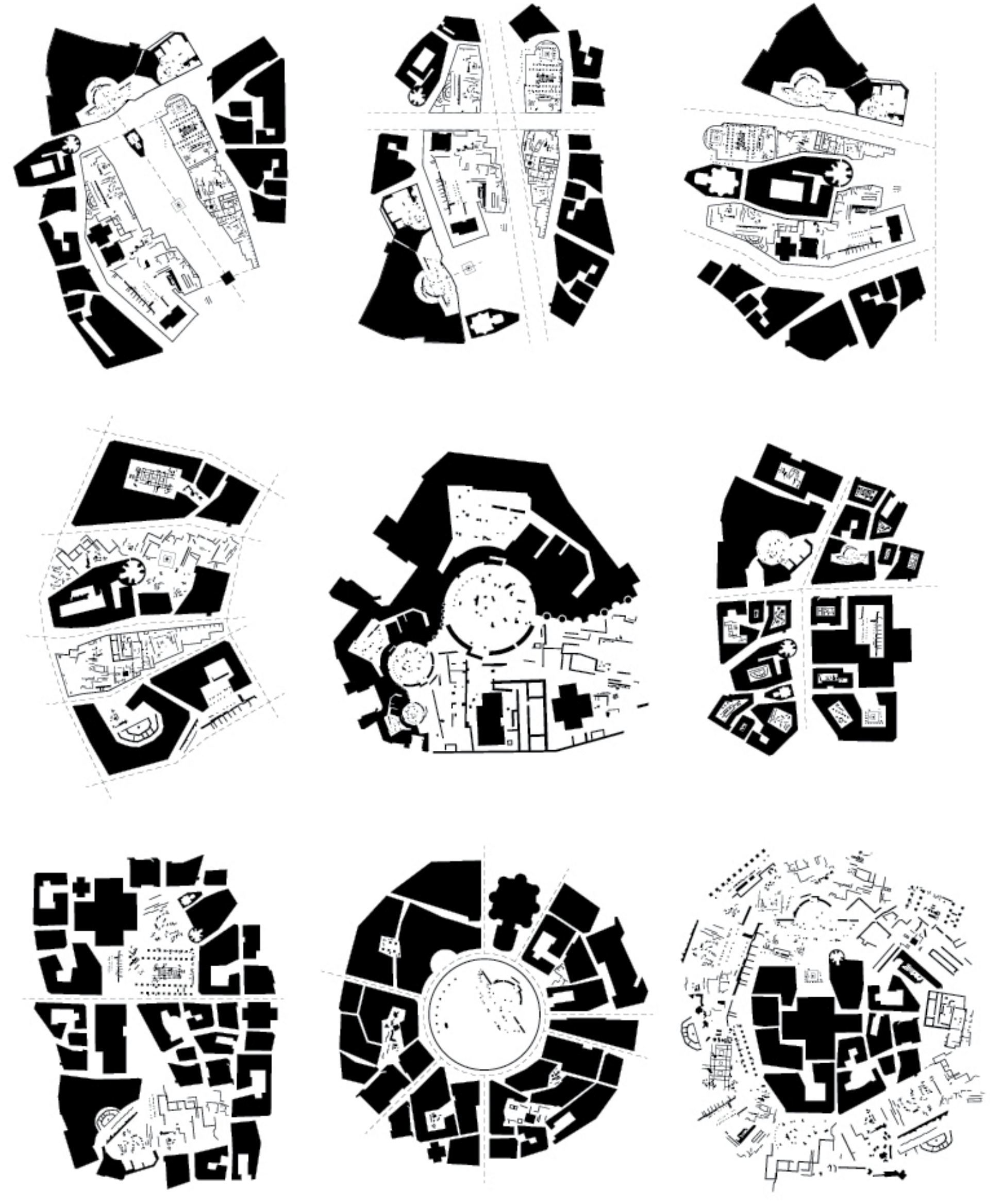
SITE SECTION



ZONE 18: IMPERIAL FORUM: NOLLI REASSEMBLY

WHAT FORCES/INTENTIONS DRIVE URBAN LANDSCAPE CHANGE?

- ACCOMMODATION FOR NEW NECESSITIES (TECHNOLOGY)
- REPURPOSING OF THE OBSOLETE + OUTDATED
- IMPROVEMENT TOWARDS EFFICIENCY OR CONVENIENCE
- EXPLOITATION OF DESIREABLE LOCATION



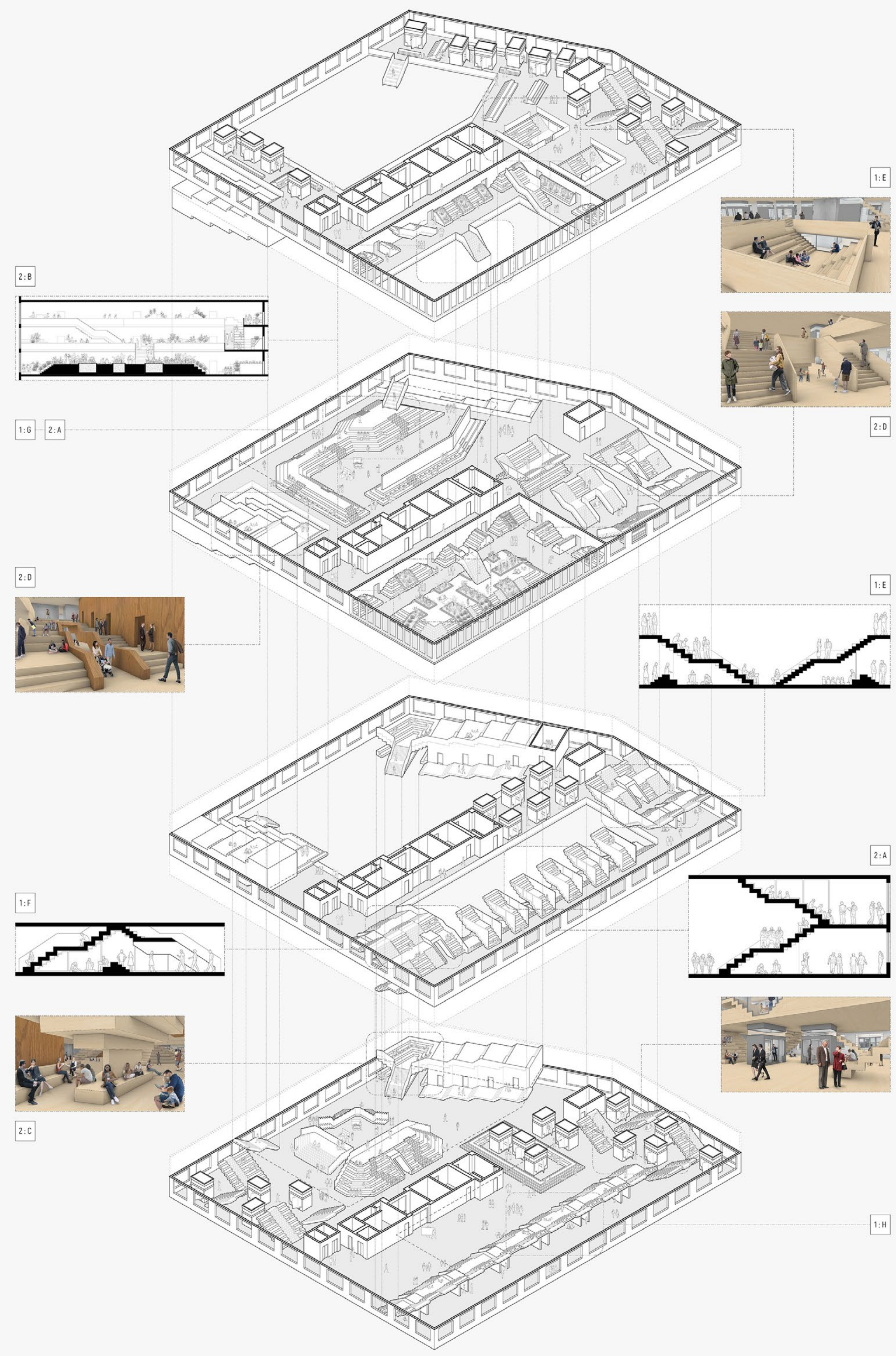
of architecture, among the people

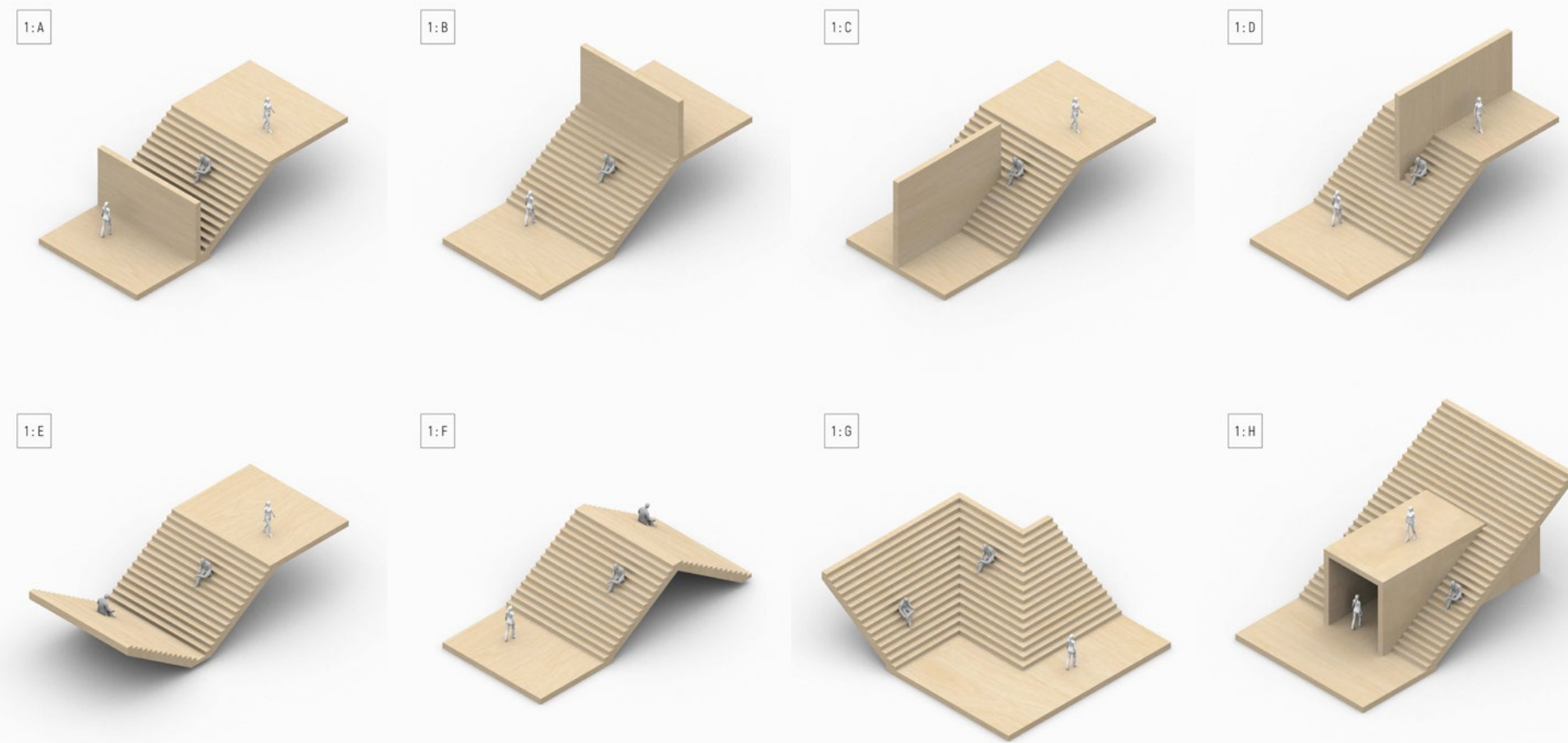
CIVIC INTERIOR



For architecture to be civic, a space should communicate to its users that it exists to serve them. The space communicates this intention by granting users appropriate accessibility and agency, allowing them to feel that the space belongs to and is meant specifically for them, giving them pride of ownership, pride of place, and pride of purpose. Successful communication of this agenda achieves the intended purpose of functionality and fostering community among the users.

By being granted accessibility and agency, the users then feel that they have the appropriate freedom to populate, manipulate, and interact with the space as they see fit, in a way that serves them best. Understanding this relationship between space and user provides a sense of comfort and belonging.





CIVIC...

In service to society.

Outward
Social
Communal

Qualities of:
Agency
Accessibility

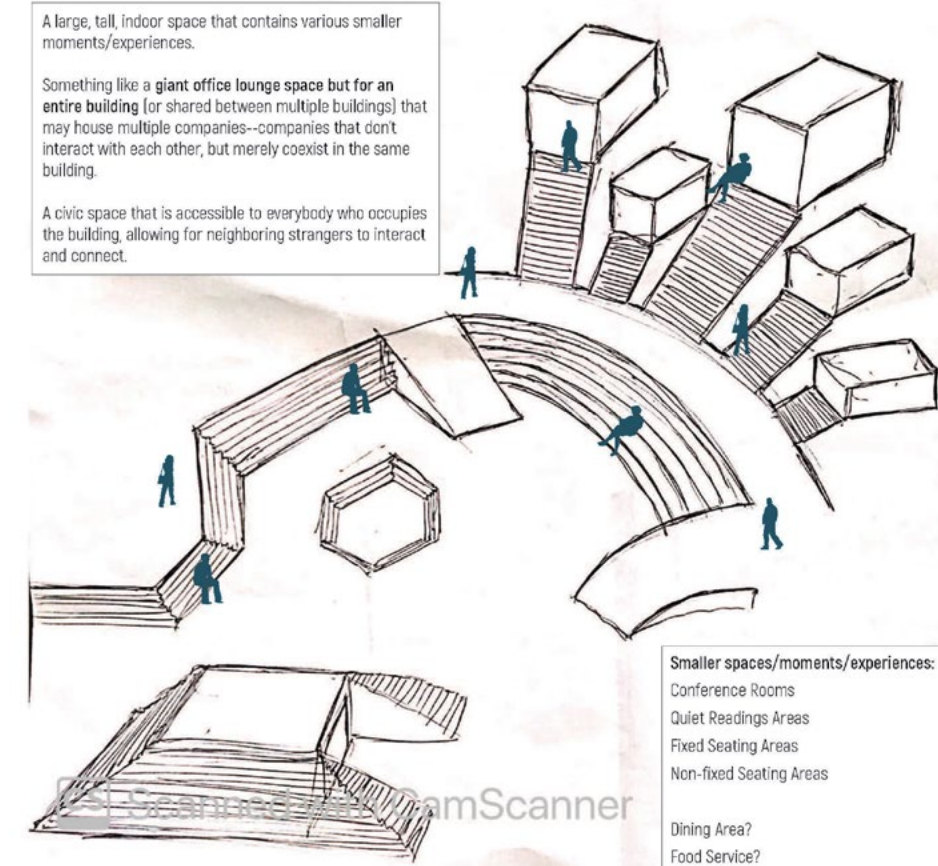
Spaces that serve a specific group of users.

Civic architecture communicates this intention by granting users accessibility and agency, allowing them to feel that the space belongs to them, thereby achieving its intended purpose of functionality and fostering community.

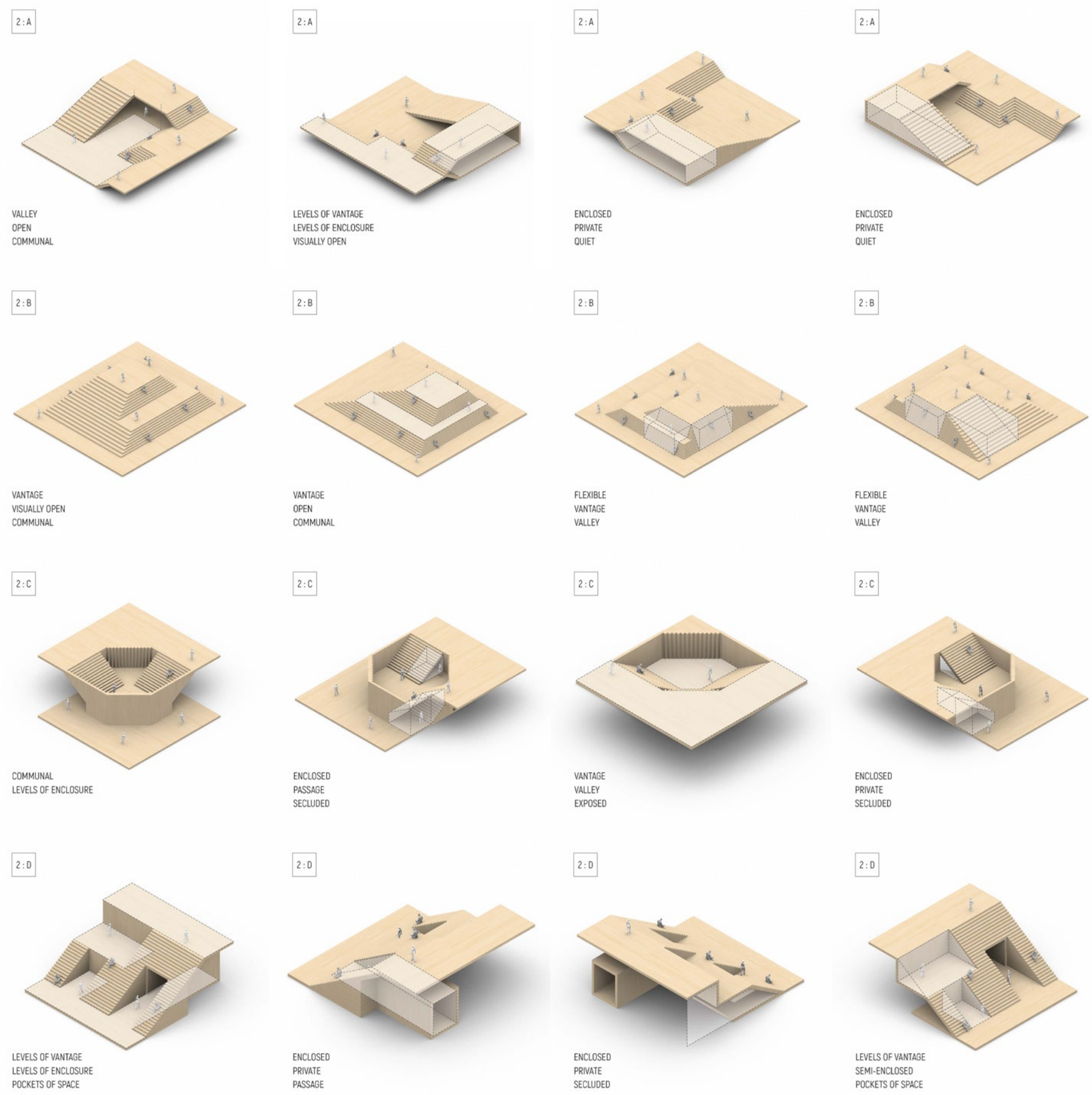
Spaces that do not call attention to themselves, so that they facilitate interactions among people who are otherwise disconnected.

SPATIAL SPECULATION DEVELOPMENT

A large, tall, indoor space that contains various smaller moments/experiences.
Something like a giant office lounge space but for an entire building (or shared between multiple buildings) that may house multiple companies—companies that don't interact with each other, but merely coexist in the same building.
A civic space that is accessible to everybody who occupies the building, allowing for neighboring strangers to interact and connect.



- Smaller spaces/moments/experiences:
- Conference Rooms
 - Quiet Readings Areas
 - Fixed Seating Areas
 - Non-fixed Seating Areas
 - Dining Area?
 - Food Service?



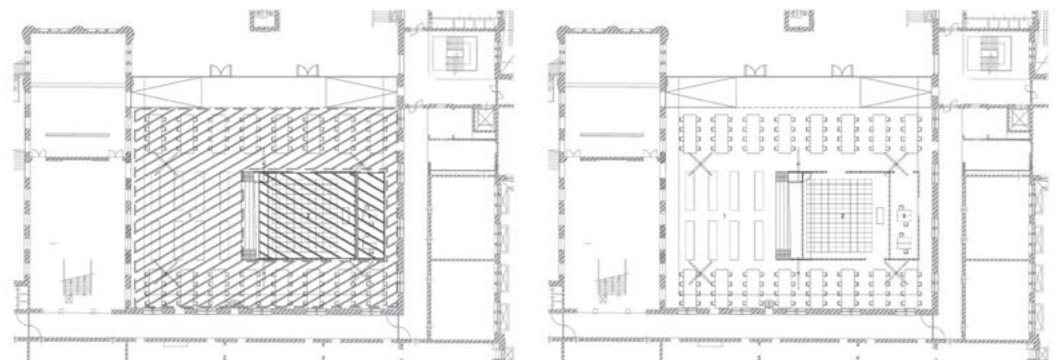
MVRDV: The Why Factory

Composition of Elements



- Steps: Stairs
- Steps: Seating
- Open Floor Around Mass
- Enclosure Inside Mass

An open floor with a mass in the center of the space. The mass exterior is carved into a series of steps. Smaller steps along the edge of the mass serve circulation. Larger steps along the middle of the mass serve seating. The mass interior is made accessible as enclosures.



"The Why Factory (T?F) is a global think-tank and research institute led by professor Winy Maas, founding partner of MVRDV. It explores possibilities for the development of our cities by focusing on the production of models and visualisations for cities of the future."
- website About page synopsis

Activation of Spaces



The open floor space holds work tables and operable chairs, offering a space that acts like an office bullpen.

The entire series of steps can be used as seating; the series of smaller steps can still be used as seating should the series of larger steps be insufficient in accommodating for all the users.



Smaller portions of the steps can be used as impromptu meeting areas of more intimacy. The surfaces designed for seating can act as work surfaces/tables/pedestals.

The intersection of the steps and the floor can be used as a smaller scale version of the entire mass, providing the option of an impromptu/more intimate version of space #2.