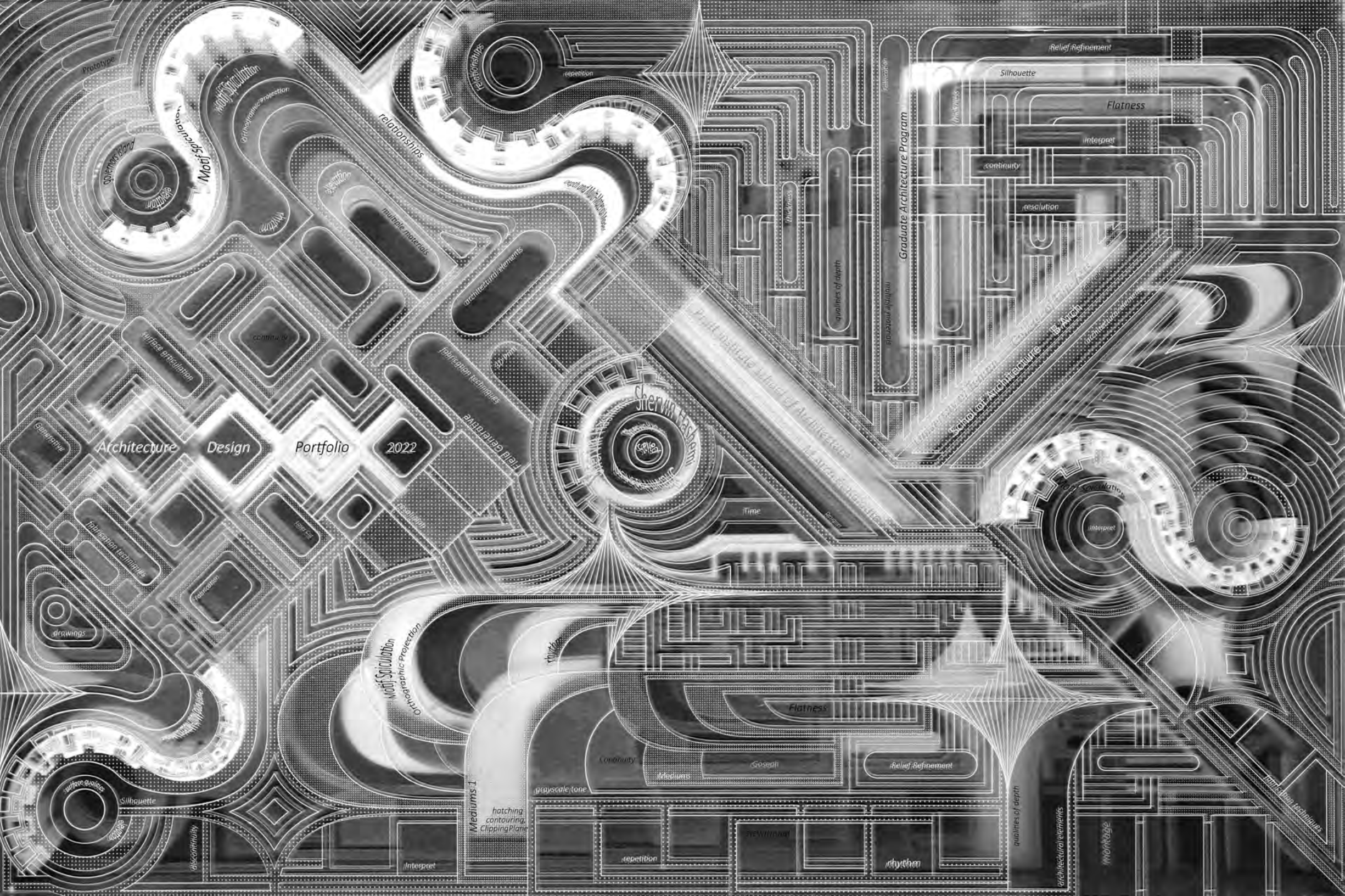




Prototype

Modif Speculation

Orthographic Projection

relationships

relationships

repetition

relationships

multiple materials

architectural elements

fabrication techniques

rel generative

Shervin Hashemi

Time

Graduate Architecture Program

Relief Refinement

Silhouette

Flatness

Interpret

continuity

resolution

Graduate Architecture Program

Modif Speculation

Interpret

Architecture

Design

Portfolio

2022

surface articulation

continuity

Generative

fabrication techniques

fabrication

drawings

silhouette

discontinuity

Modif Speculation

Orthographic Projection

Medium's 1

hatching
contouring
ClippingPlane

grayscale/tone

continuity

medium

generative

Relief Refinement

Flatness

qualities of depth

architectural elements

montage

fabrication techniques



Seyed SherVin Hashemi

"Architecture will no longer be just an instrument enforcing an institutional, mass-social ideology, but becomes a vehicle for the expansion of human possibilities, both inwardly and outwardly."

Lebbeus Woods

CONTACT

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Email shashe28@pratt.edu
Address 4610 Center Blvd, Long Island City, New York, 11109

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TIME MACHINE | RE-ANIMATOR | LABYRINTH

TIME OBSERVATORY

THE FLOATING CITY | THE FOUNTAIN

‘OREZ FASHION STORE

THE FALL

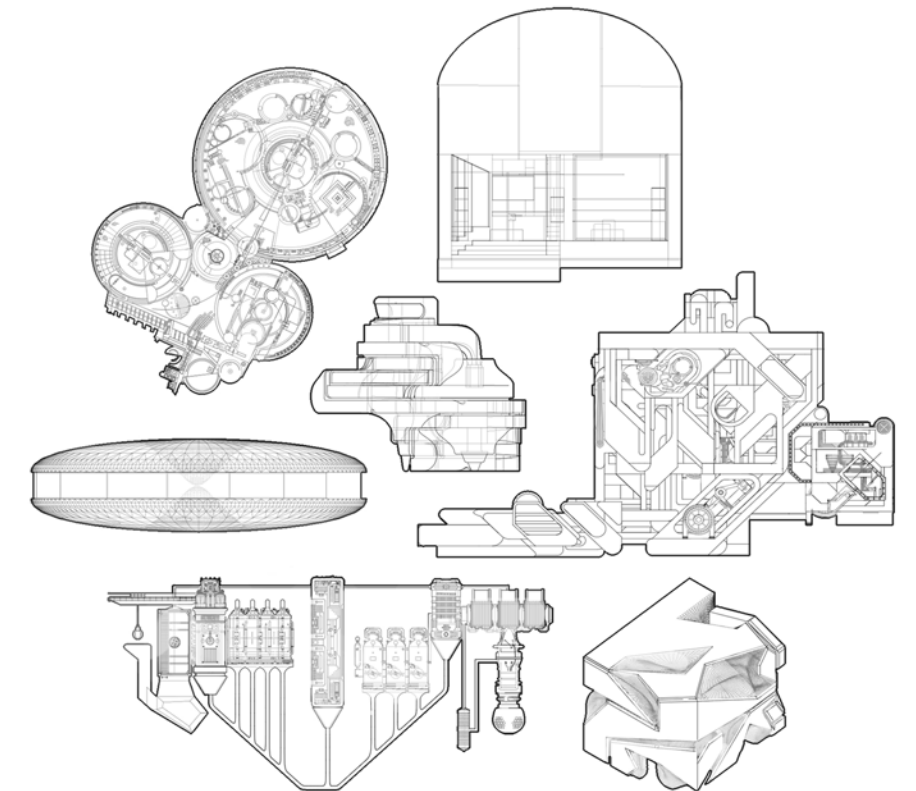
ACADEMIC | GRADUATE 04 07 14

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PRACTICE | KAMRAN HEIRATI ARCHITECTS 27 31

PROFESSIONAL | FREELANCE 34

COMPETITION | ARCH OUT LOUD 36



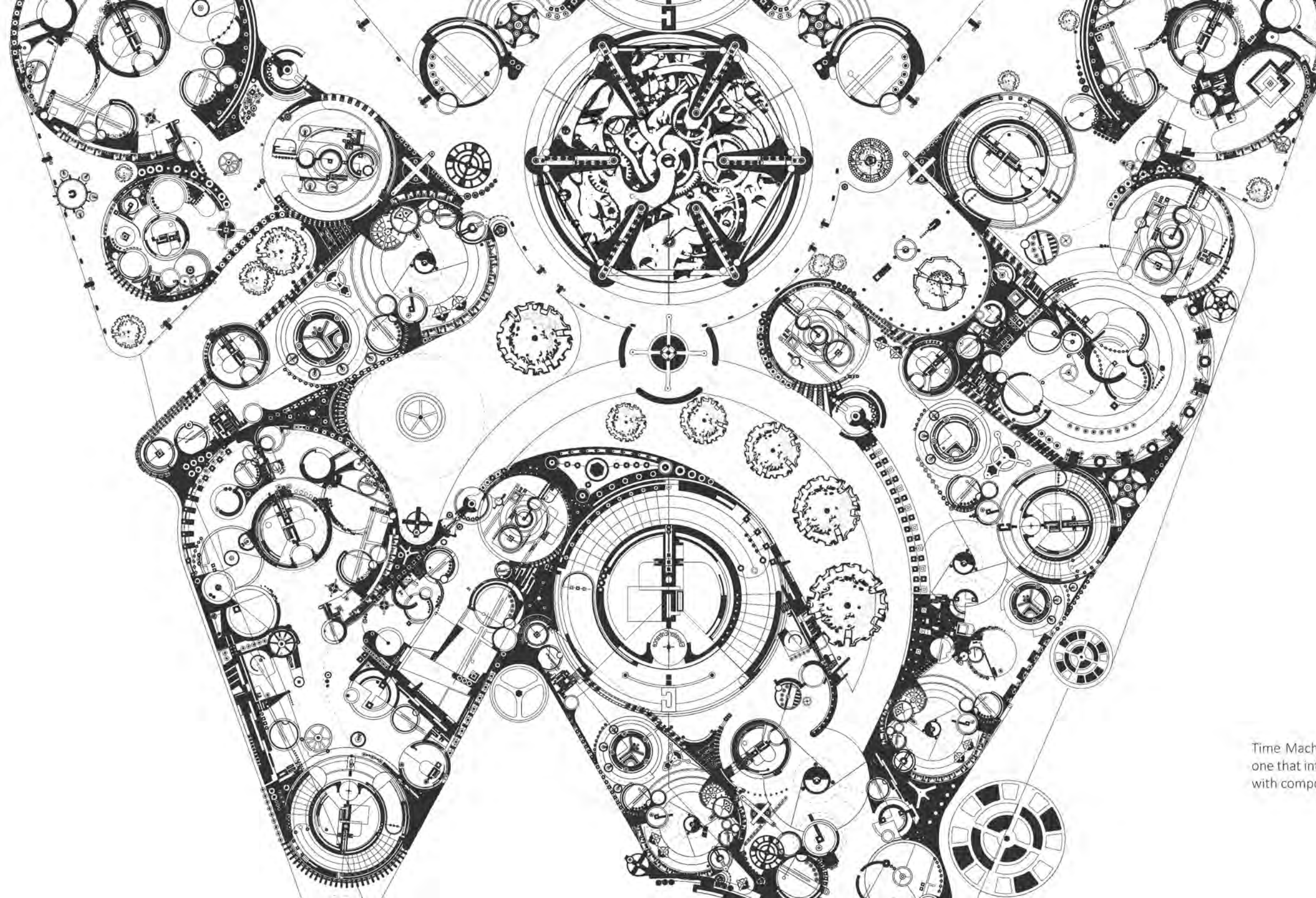
Time Machine

Studio Design 3 | Pratt GAUD
M.Arch | Individual Project
Instructor | Erich Schoenenberger | Fall 2020
Residential | Highrise
Farragut Housing | Dumbo | New York

"eVolo 2021 Skyscraper Competition"
Envision the Future of Vertical Architecture

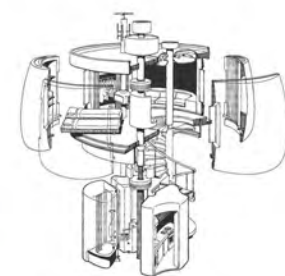
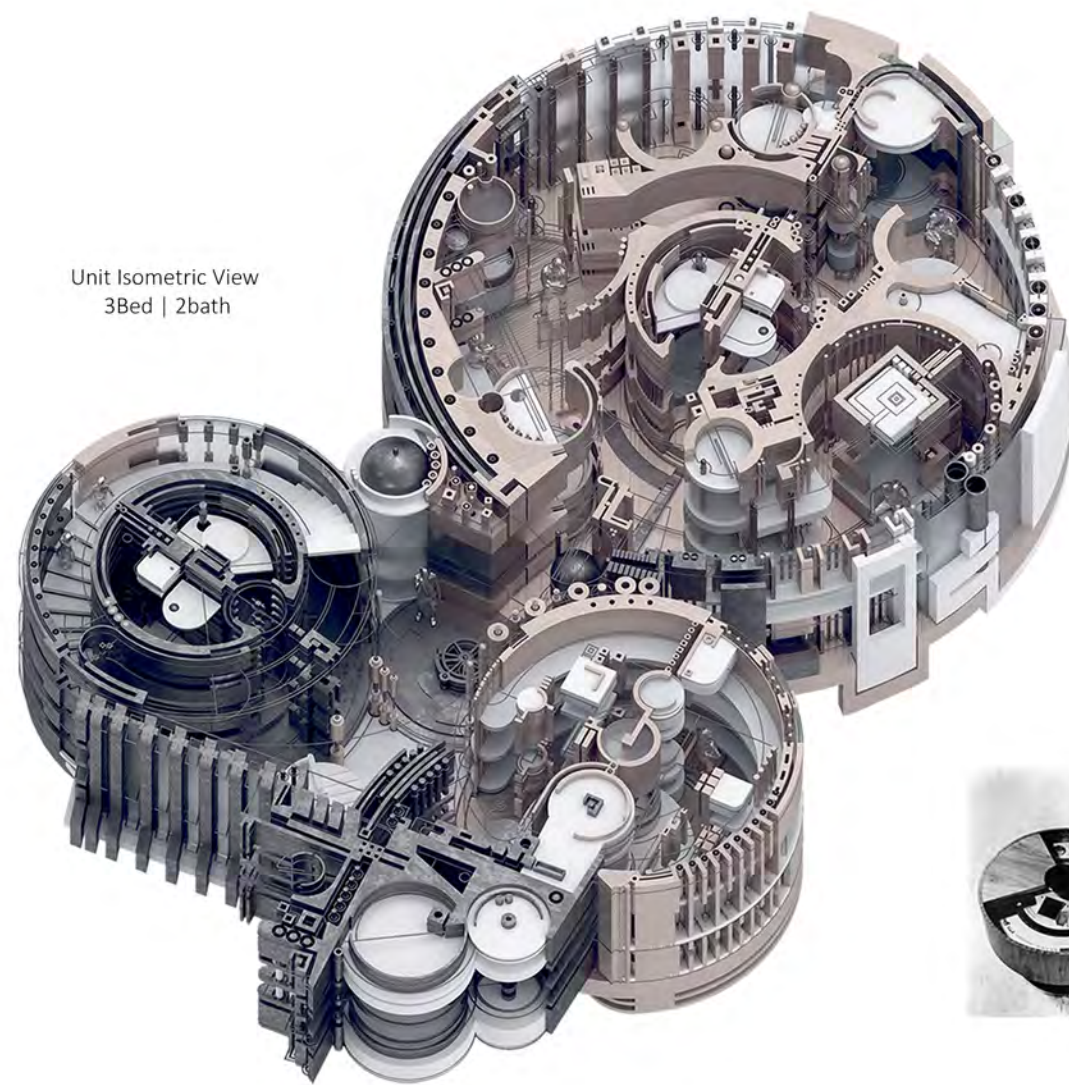
Winner of the "Honorable Mention Award"

Time Machine initiates a novel approach to constructing objects with spatial properties, one that integrates the construction's technical solutions along with an aesthetic solicitude with composition, enforced to immerse functionality as an emergent property of both.



Debilitation in aspects of the built environment is one of the fundamental consequences of the pandemic. Time Machine initiates a novel approach to constructing objects with spatial properties, one that integrates the construction's technical solutions along with an aesthetic solicitude with composition,

enforced to immerse functionality as an emergent property of both. Objects are to exist not merely to express the aesthetic of the artist's perception but also to implement an interpretation of the material, composition, and form manifested and entangled within the idea of multifunctionality.



Shizuoko Broadcasting Center



Russian "Sputnik" Rocket



Figure 1 : Multifunctional objects



Applicable to the City



Diverse Plan Qualities



Figure 2: Farragut Houses, Pentagon Apartment Units, Brooklyn



PLAN
Middle Floor

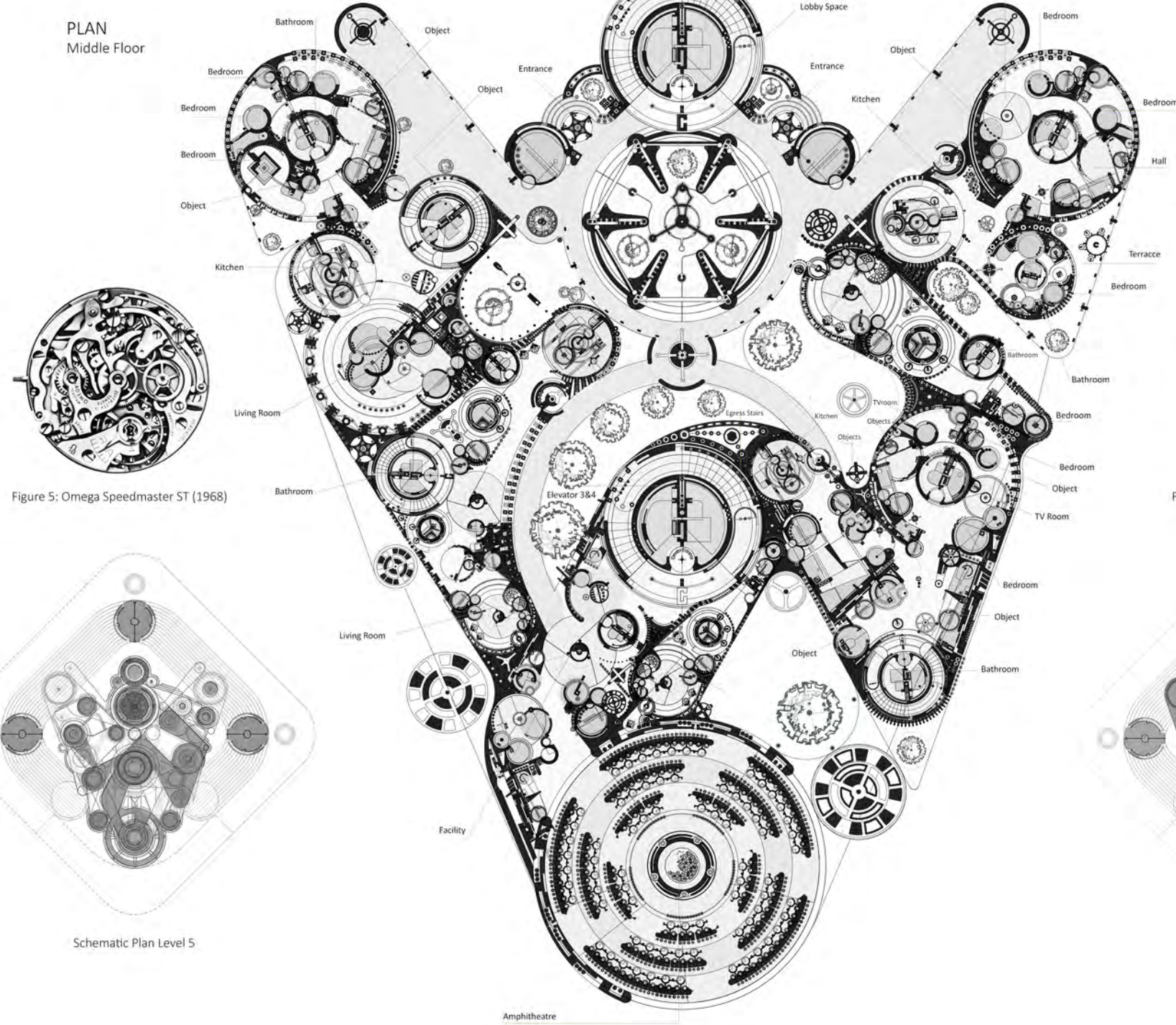
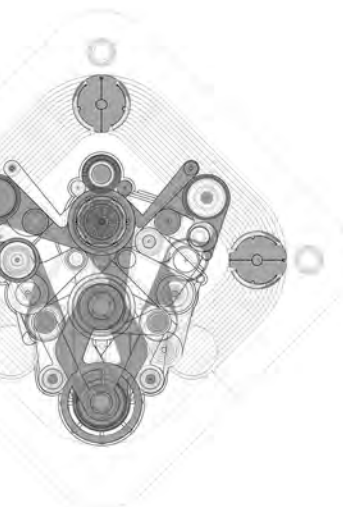


Figure 5: Omega Speedmaster ST (1968)

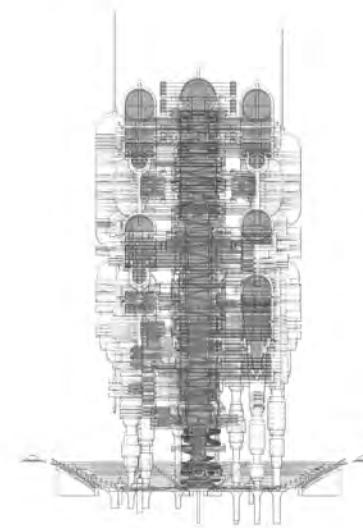


Figure 6: Zenith's Dismantled Watch

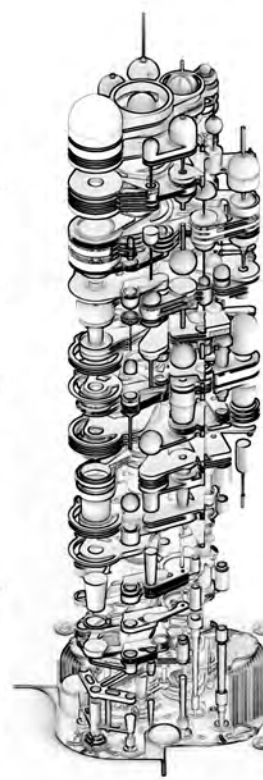


Schematic Plan Level 15

In the Time Machine, the user encounters a continuous saltational process of excitation or release: a sequence of compact and variegated functions indicated multiple simultaneously operating procedures, indexing different materials as well as different forces. In this respect, the synthesis of the mechanical and the material approaches investigate the enfeebling excesses of both: the flow of material composition rams against the conditions of mechanical focus, while the partition of living or mechanical things into components or organs highlights the localization of forces relative to their material grounds with the latter reigning in the teleological appeals of mechanism, while the former localizing the field of forces for the material. Here, the architectural layout as mechanical multi-purposed objects is completely merged with wall pouches to refine the size limitation issue. This idea of blending and generating more array of emergent properties brings a mechanical based definition and language of architectural design. Walls are not just barriers and separators. A bed could offer users many more functions rather than merely sleeping and relaxing. Everything is accurate and packed to serve functions as our intention.



Schematic Section A-A



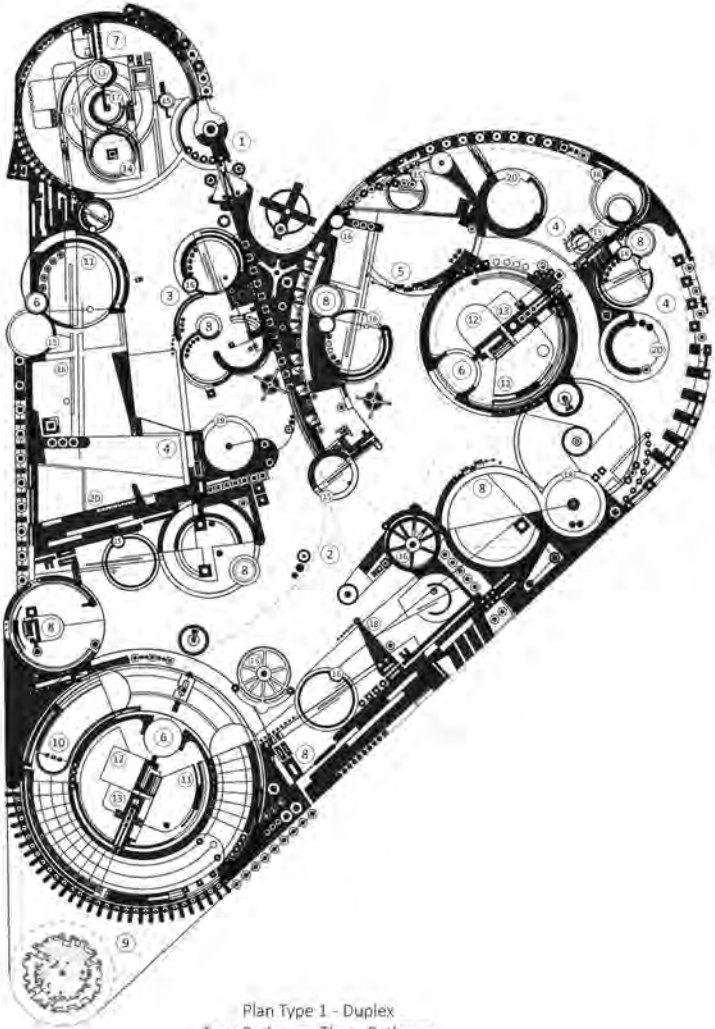
Schematic Section B-B

Elevation

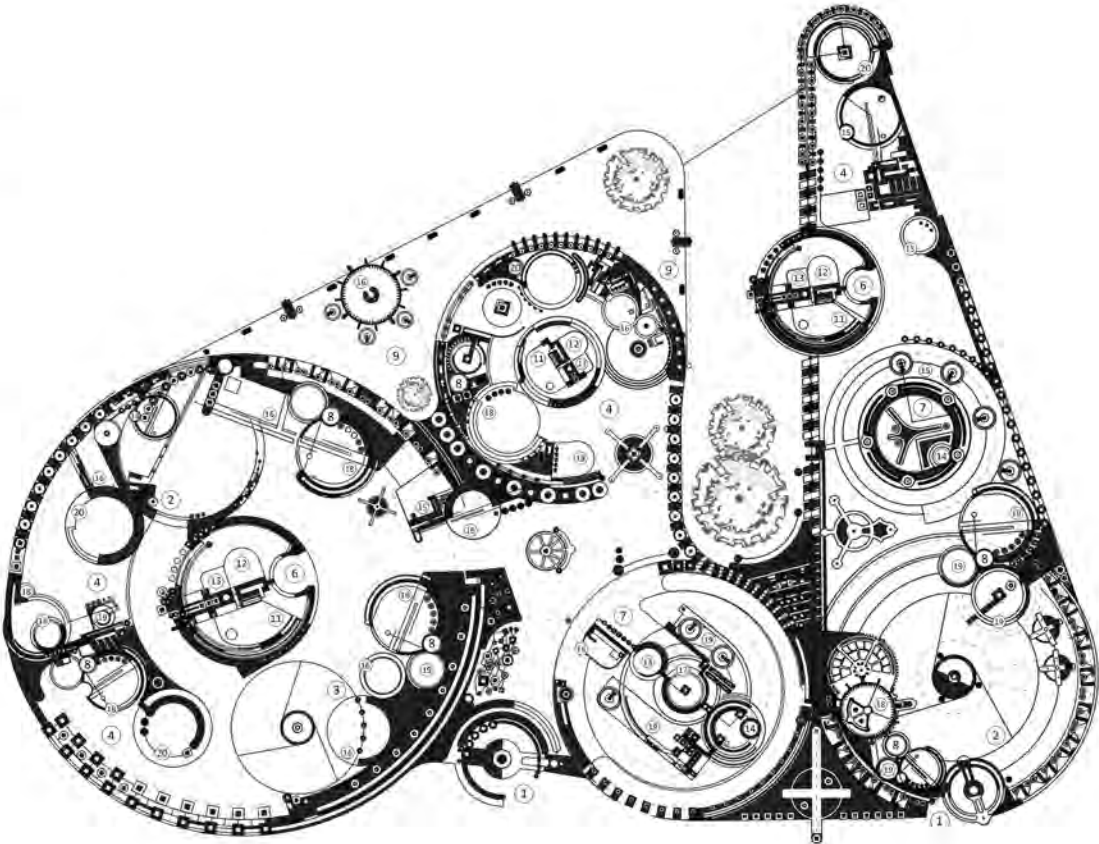


Plan Typologies

- | | | | | |
|------------------|--------------------|------------|-----------|---------------|
| 01 Unit Entrance | 05 TV Room | 09 Balcony | 13 Sink | 17 Cabinet |
| 02 Livingroom | 06 Bathroom | 10 Stairs | 14 Fridge | 18 Sofa |
| 03 Diningroom | 07 Kitchen | 11 Bathhub | 15 Chair | 19 Countertop |
| 04 Bedroom | 08 Versatile Obj's | 12 Toilet | 16 Table | 20 Bed |



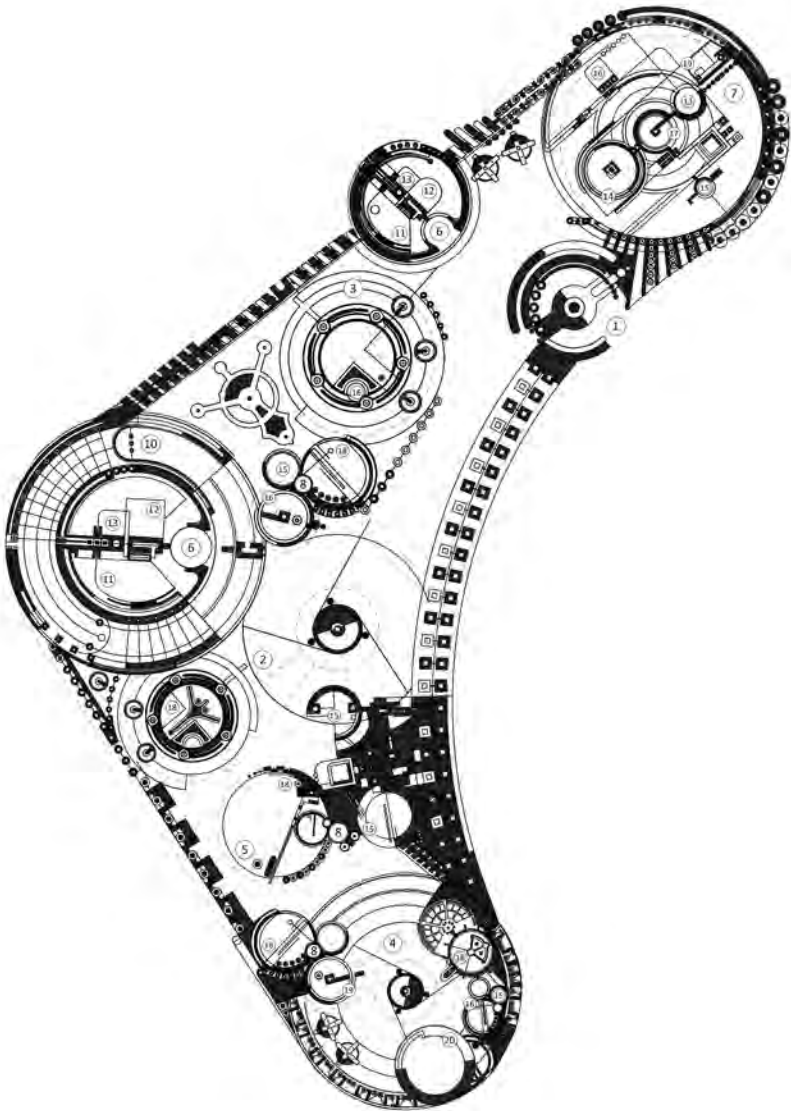
Plan Type 1 - Duplex
Four Bedroom, Three Bathroom



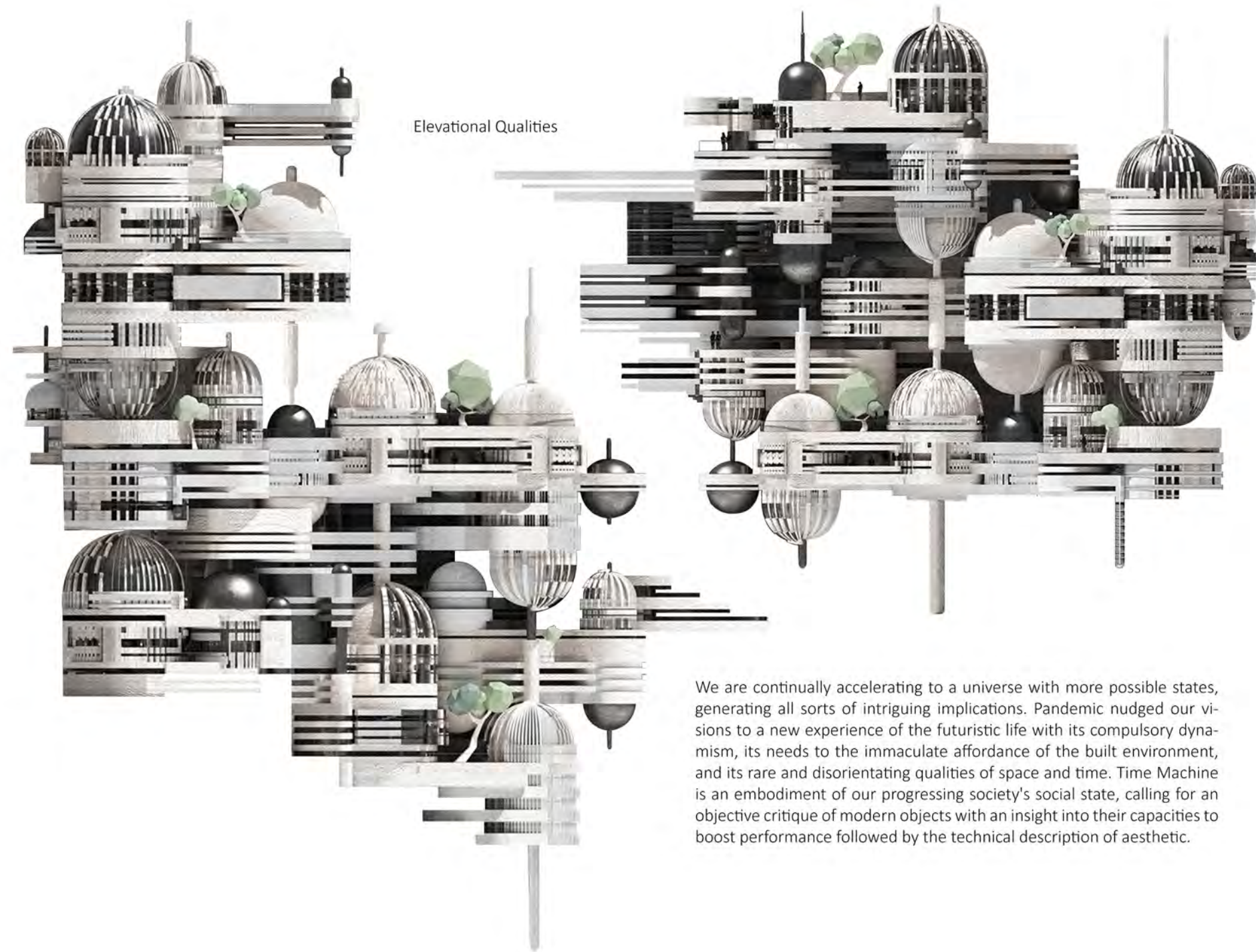
Plan Type 2 - Three Bedroom, Two Bathroom
Plan Type 3 - One Bedroom, One Bathroom



Plan Type 4 - Duplex
Four Bedroom, Three Bathroom

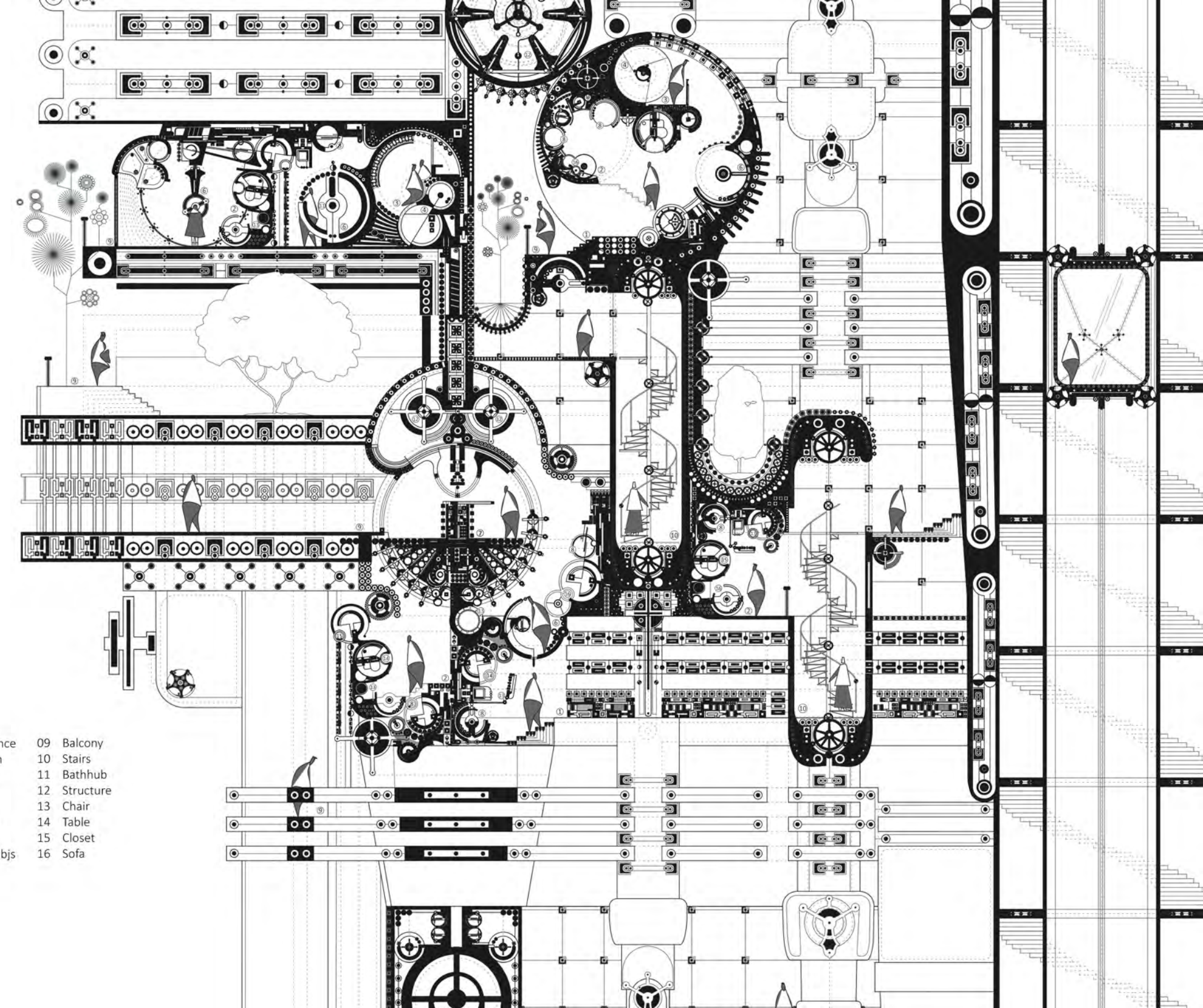


Plan Type 5 - Duplex
Two Bedroom, Two Bathroom



We are continually accelerating to a universe with more possible states, generating all sorts of intriguing implications. Pandemic nudged our visions to a new experience of the futuristic life with its compulsory dynamism, its needs to the immaculate affordance of the built environment, and its rare and disorientating qualities of space and time. Time Machine is an embodiment of our progressing society's social state, calling for an objective critique of modern objects with an insight into their capacities to boost performance followed by the technical description of aesthetic.

- | | |
|-------------------|--------------|
| 01 Unit Entrance | 09 Balcony |
| 02 Livingroom | 10 Stairs |
| 03 Bedroom | 11 Bathhub |
| 04 Bed | 12 Structure |
| 05 TV Room | 13 Chair |
| 06 Bathroom | 14 Table |
| 07 Kitchen | 15 Closet |
| 08 Versatile Objs | 16 Sofa |



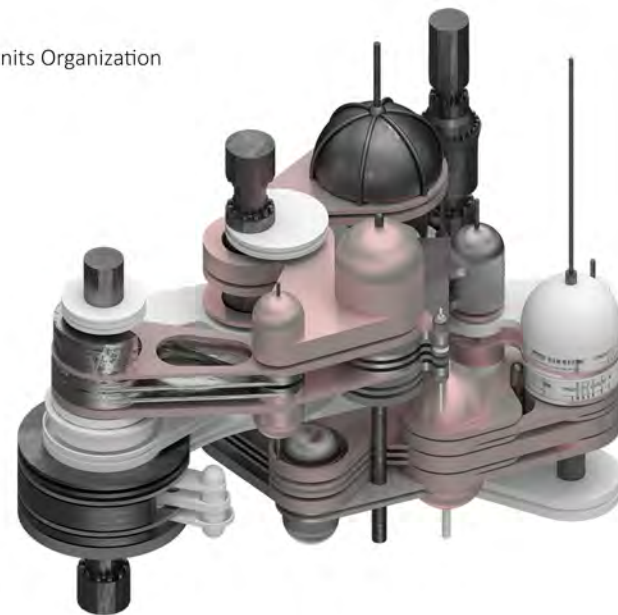


Front View



Back View

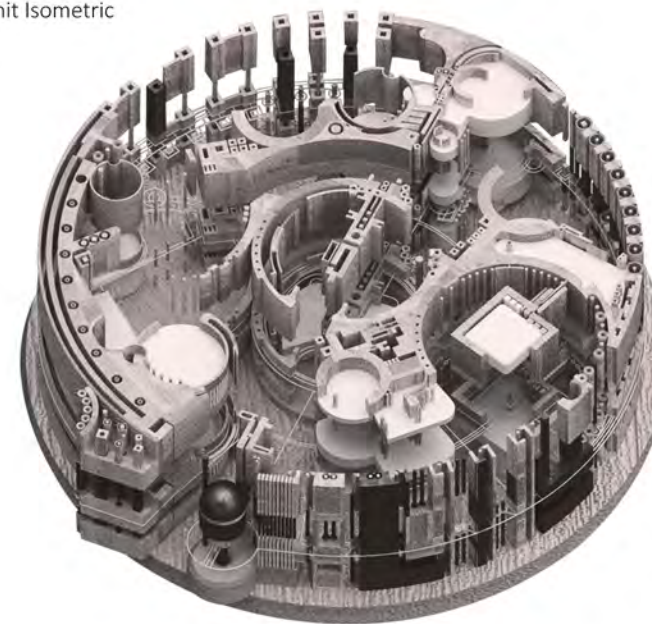
Units Organization



Elevation Chunk

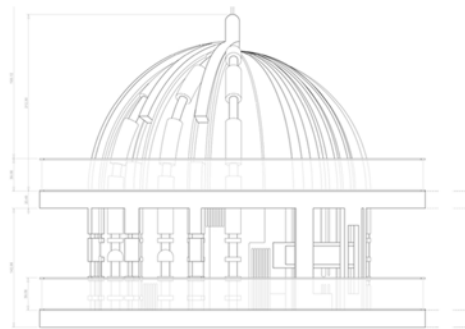


Unit Isometric

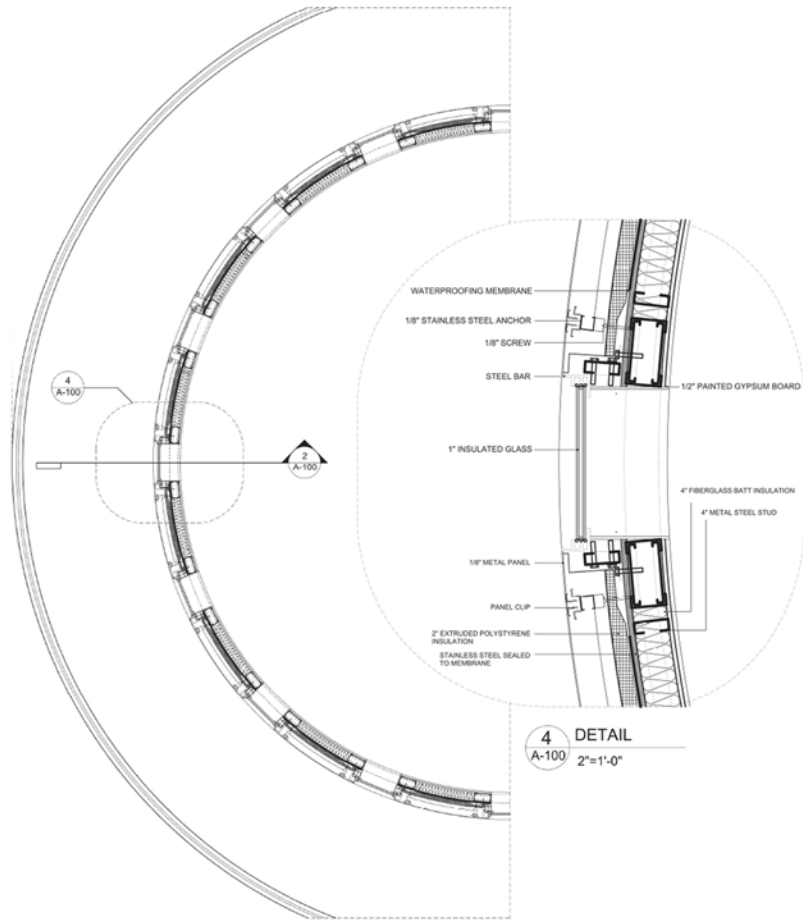


After the pandemic and evolution of the online realm, alterations of our livings to mantle our productivity, which was stripped of the outside world, emphasize the value of stimulating the home space. The idea of functionality in our houses in a more precise and efficient way demands a diversity of applications and experiences within the same size of our normative living spaces. The design endeavors a new definition of incorporation between the user, object, and space in which multifunctionality performs actively, providing its most affordance and potential possibilities into existence. The Time Machine is an essentially technical mastery and organization of materials relative to a watch, spacecraft, and such. The Farragut Housing complex, Located in Brooklyn, New York, is performing as the Time Machine Port. It's a high-density social housing located at Dumbo with a wide variety of occurrences and connections. It's been historically underprivileged from its surroundings. Thus, the idea that a systematic high-tech combination of skyscrapers can flourish the district is forecasted

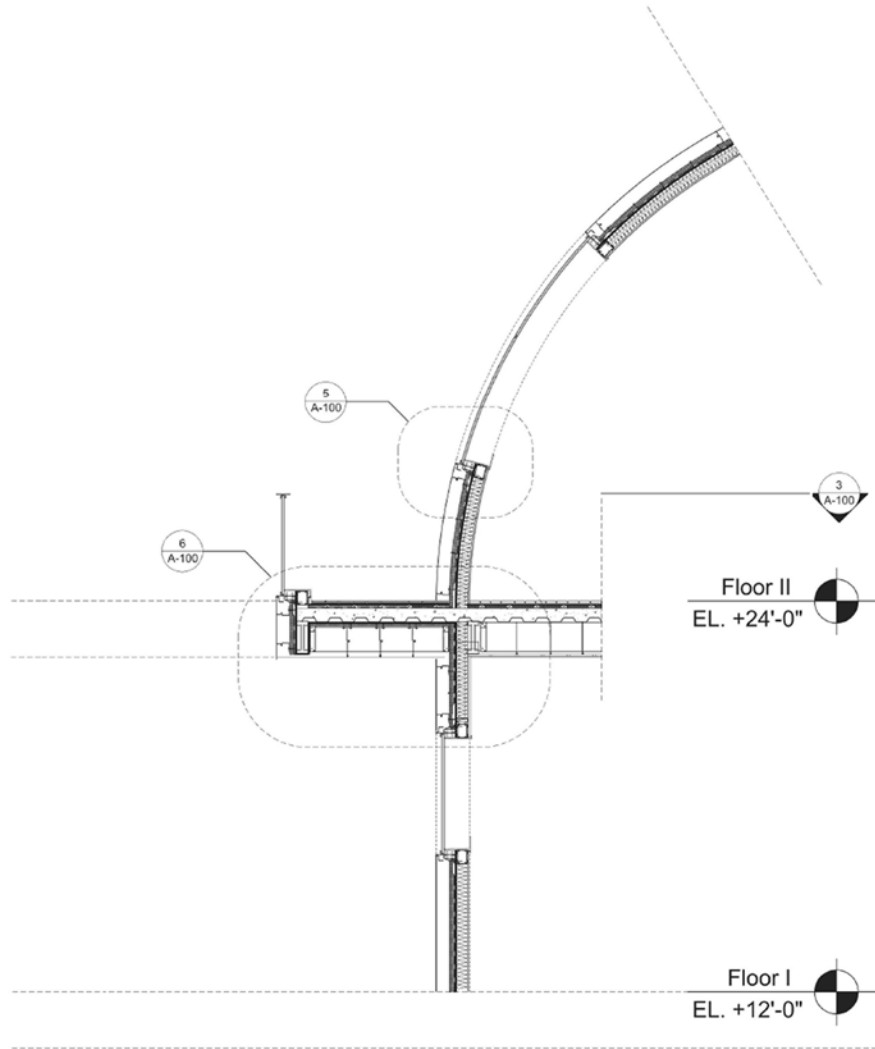




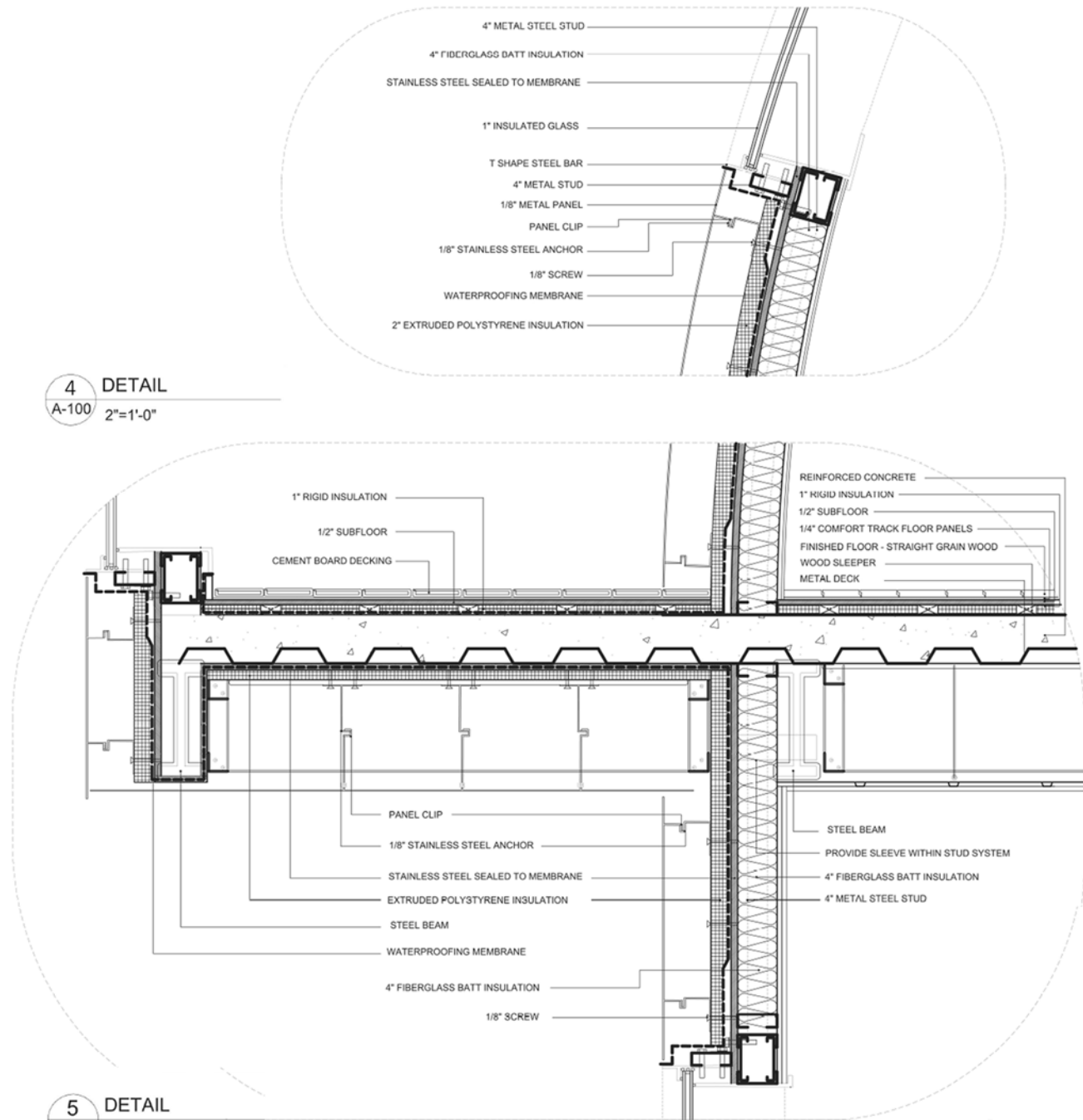
ROADMAP DRAWINGS



1 PLAN
A-100 1/2"=1'-0"



3 SECTION
A-100 1/2"=1'-0"



4 DETAIL
A-100 2"=1'-0"

5 DETAIL
A-100 2"=1'-0"

Re-Animator

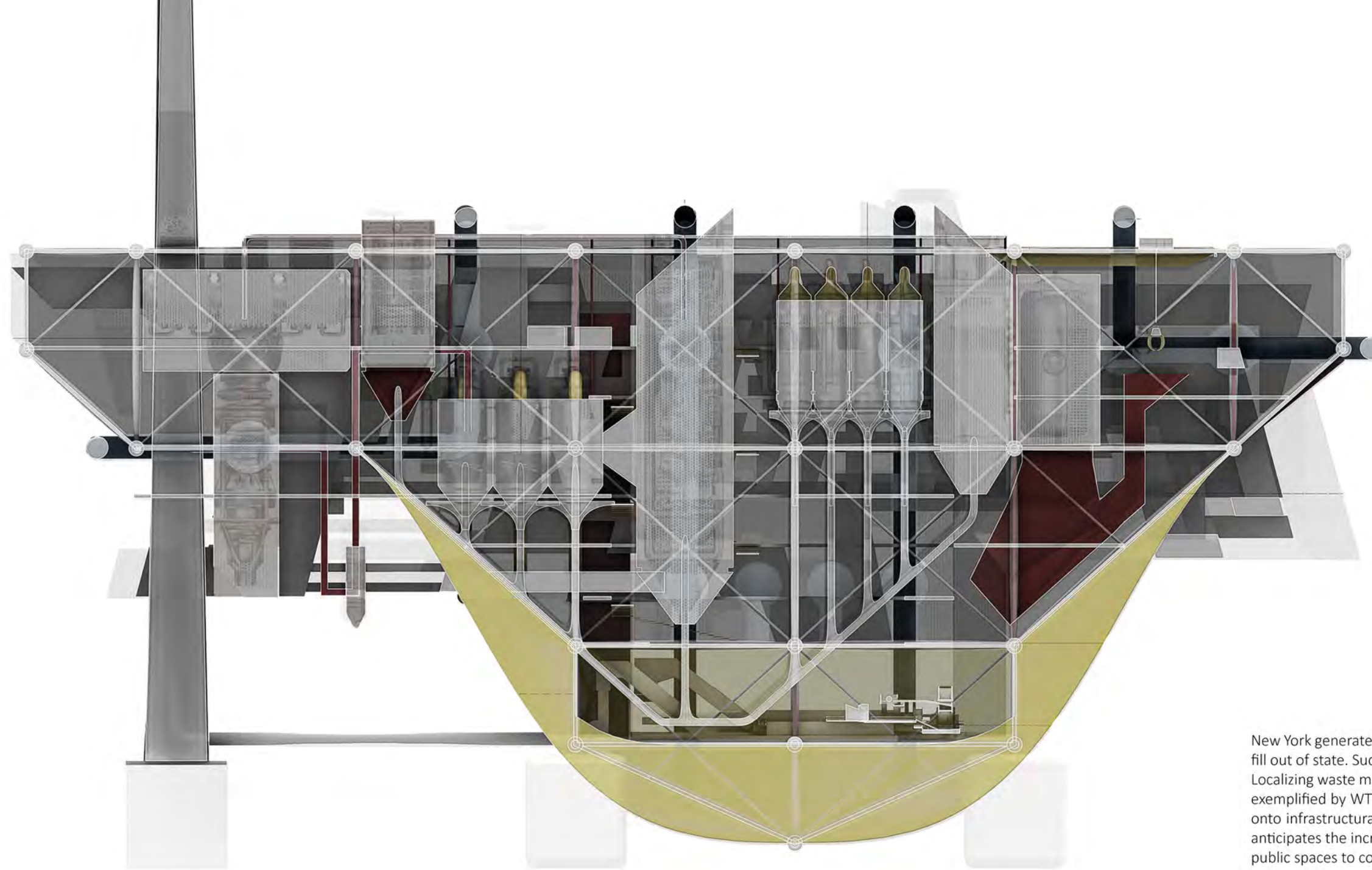
Studio Design 4 | Pratt GAUD

M.Arch | In Collaboration with X Damianos 2020

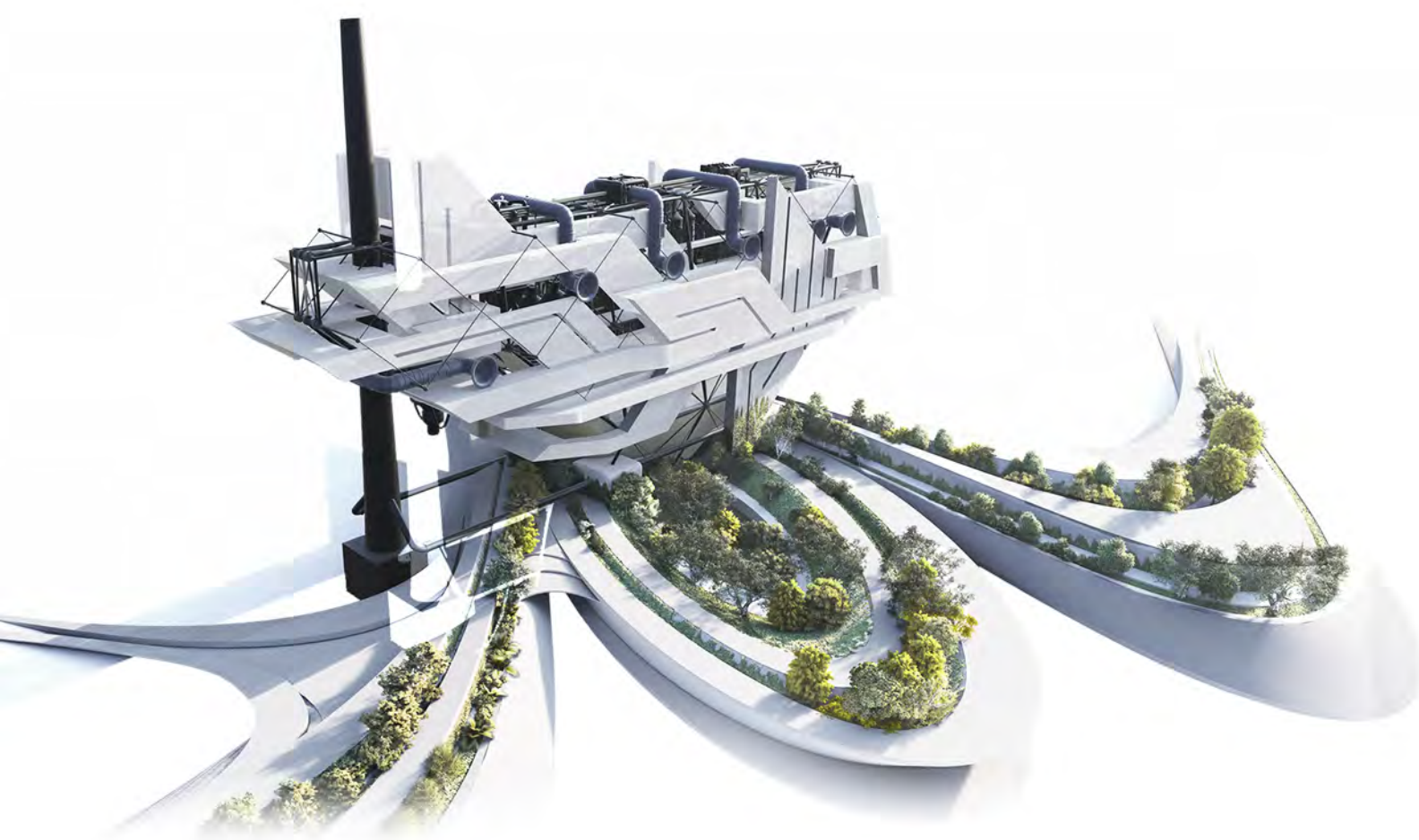
Re-designed Individually 2022

Instructor | Henry Smith-Miller |

Multi-Complex | Waste-to-Energy, Greenhouse, Recycling



New York generates 14 million tons of garbage per year, or 12000 tons per day. Most is sent to land-fill out of state. Studies show that burning waste is greener than landfills and generates more energy. Localizing waste management reduces pollution and cost from regional transportation networks as exemplified by WTE facilities in Long Island that serve local jurisdictions. Layering public programs onto infrastructural programs increases awareness of waste issues, creates a public amenity, and anticipates the increased densification of the city, where scarcity of ground-level space will prompt public spaces to continue to stratify.



From Manhattan, this Waste to Energy center is a billboard across the Hudson. From Queens, it is a machine in the landscape. This project is a collection of ideas about representation, communication, and mechanization. In our project, we start our thought process with an urban overlook seeking to emphasize the planar grid of the city and the facilitated connection that emerges as a property of it.



Waste to Energy



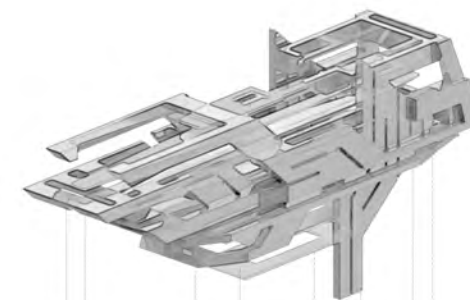
Context Landmarks



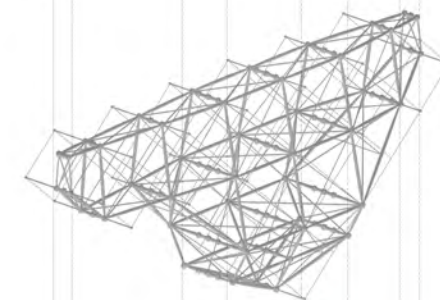
Connections



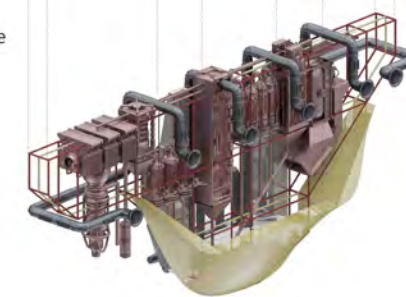
Green & Sustainable



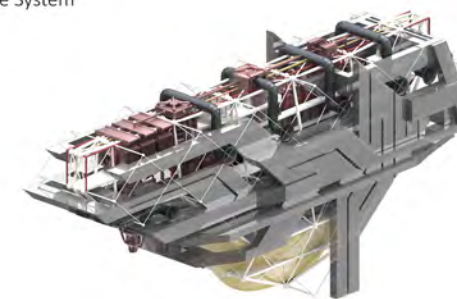
Facade & Circulation



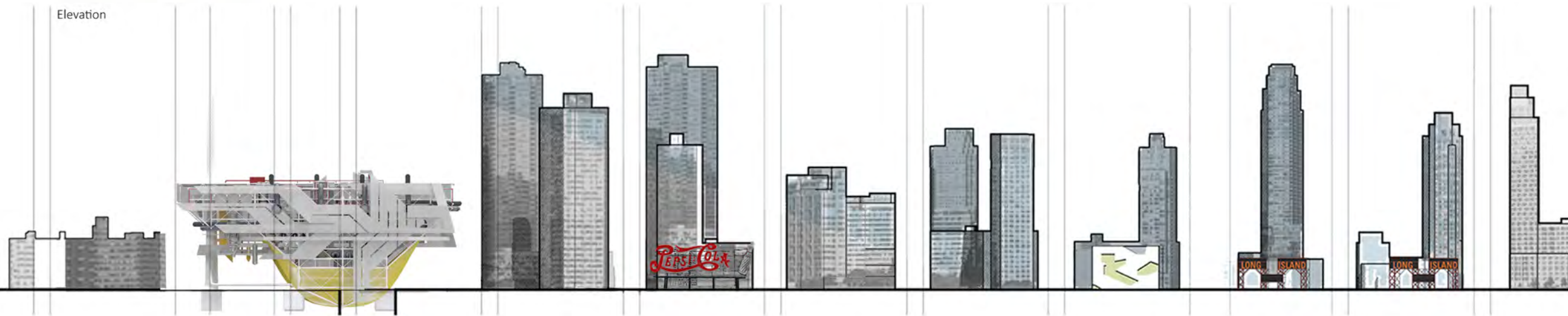
Structure



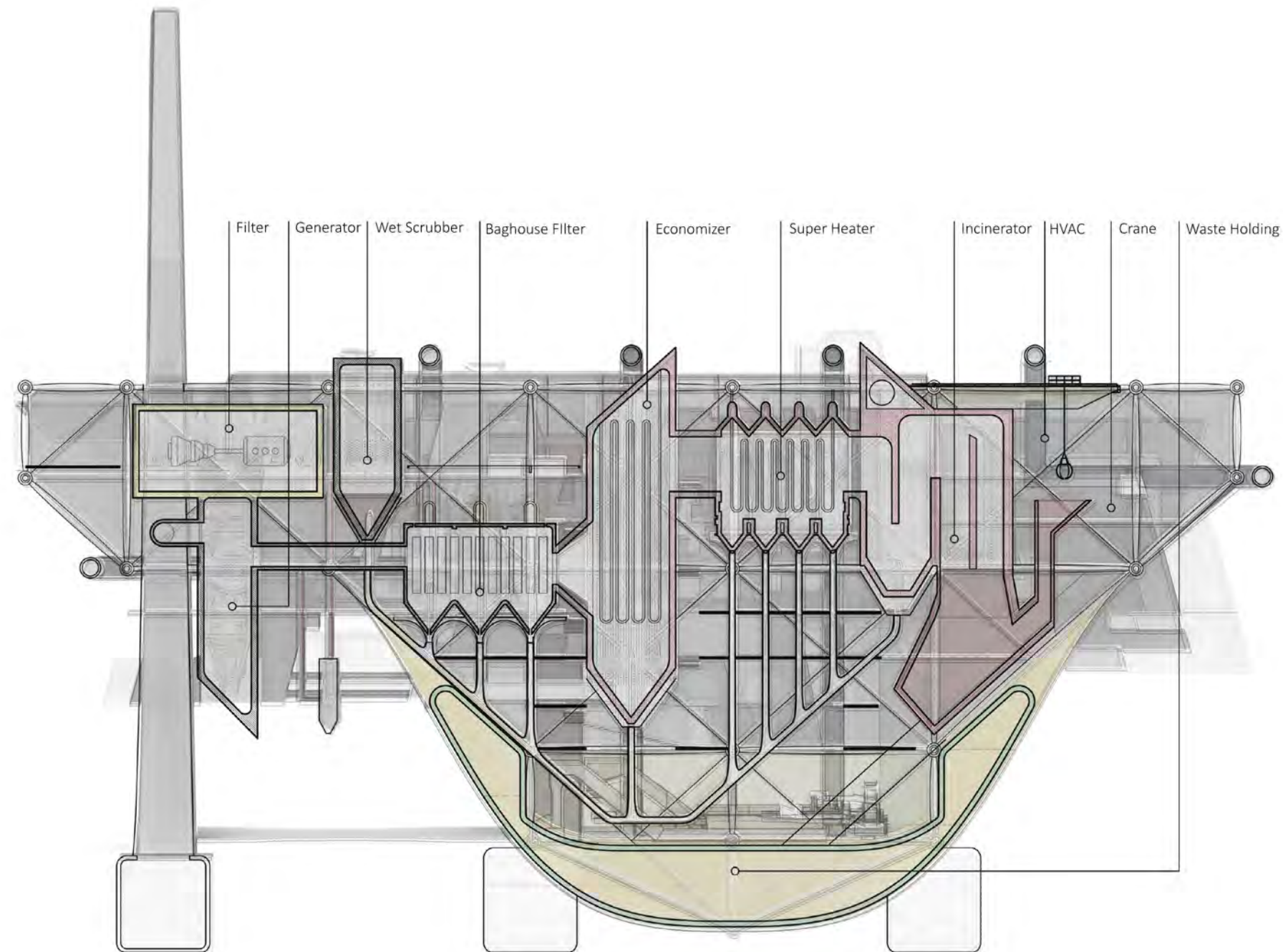
Engine System



Elevation

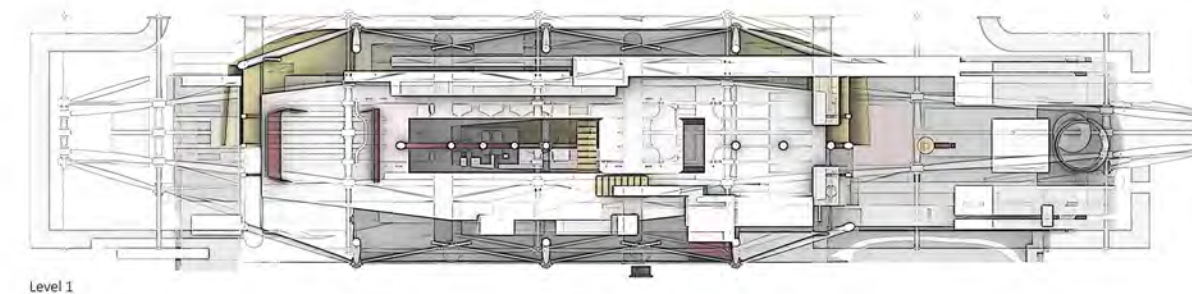




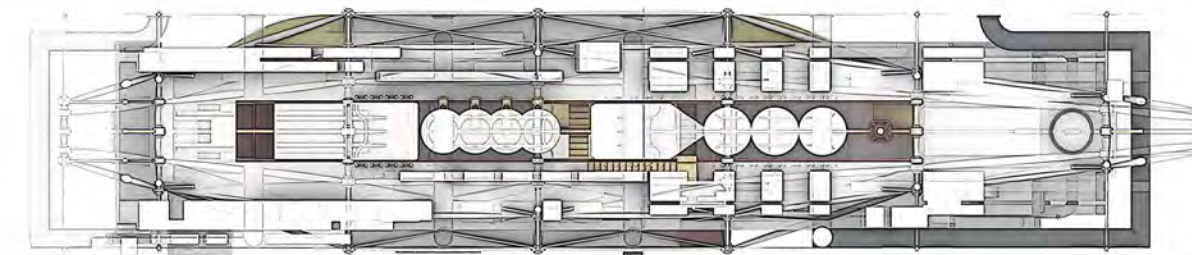


In our project, we start our thought process with an urban overlook seeking to emphasize the planar grid of the city and the facilitated connection that emerges as a property of it. The Waterfront situation alongside the Hudson River was one of the aspects of the neighborhood that recalled our design orientation to the frontality of the project representing itself as a dynamic engine to the city.

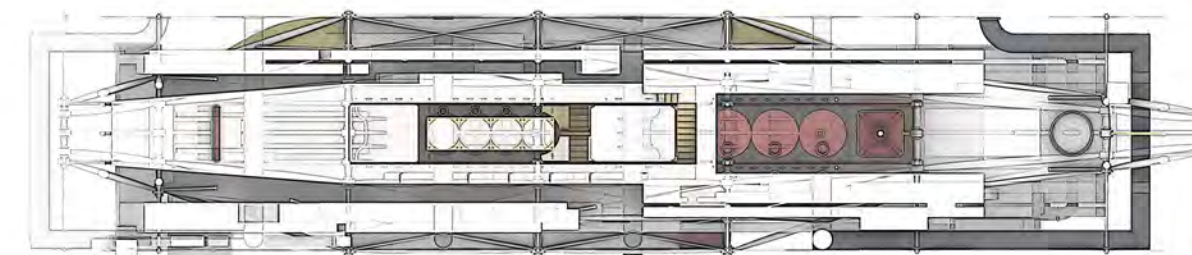
Our initial structural hypothesis was to design the structure and waste to energy as autonomous systems in which the structure supports the machine. However, as the project developed, the two gradually hybridized into one. The structure acts to raise the building up while the waste to energy system provides it cross-sectional rigidity. In conclusion, the interrelation between the machine and the spatial structural frame acts as the WTE core that holds up the entire project, with two sides of the building touching the ground.



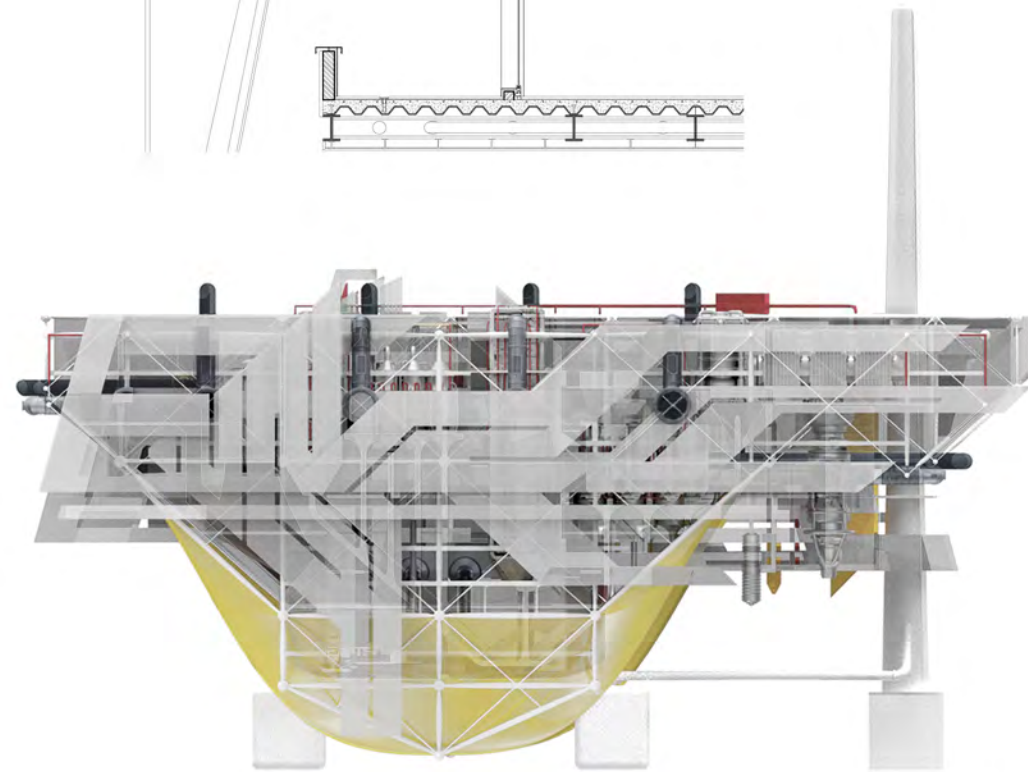
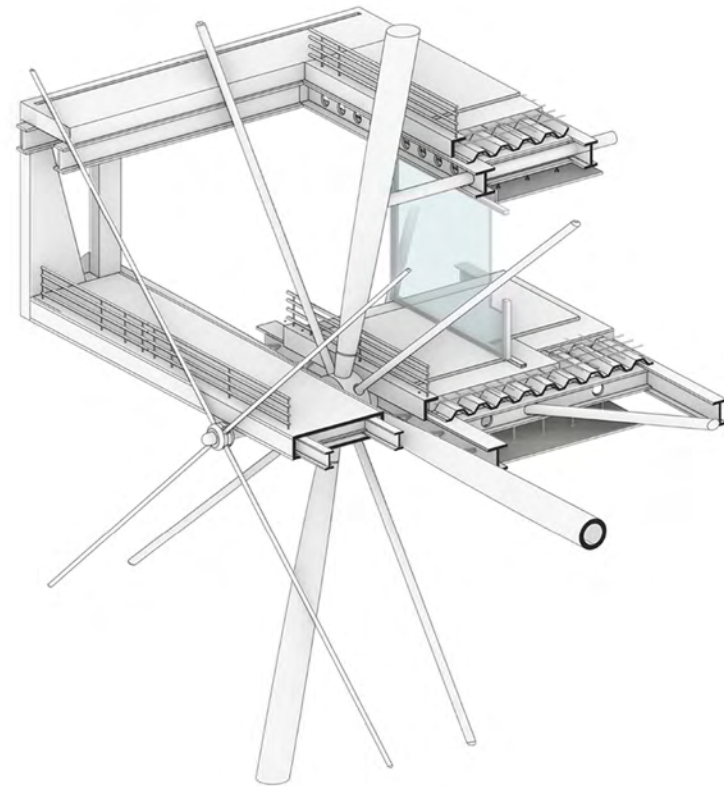
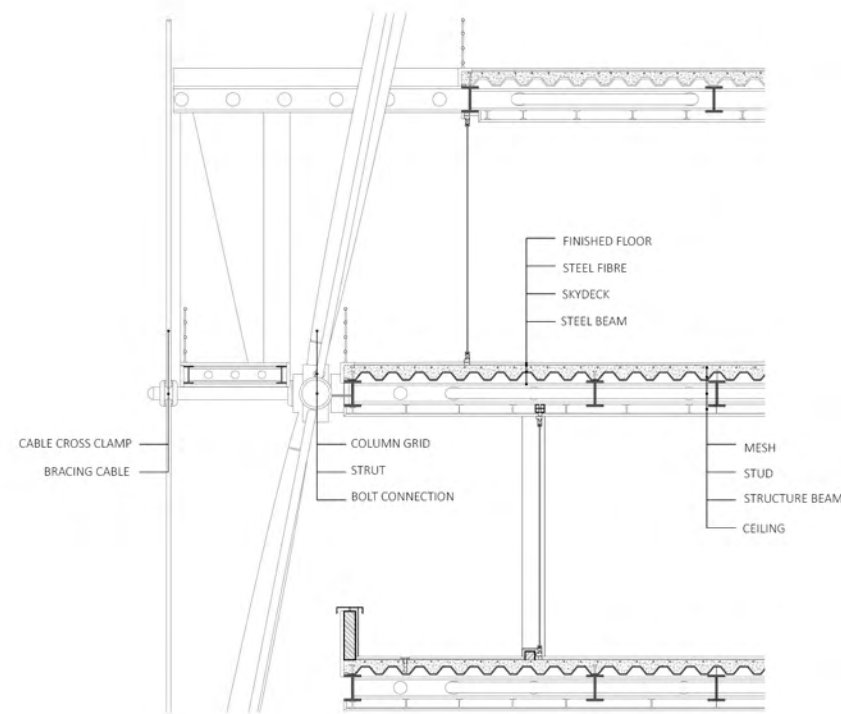
Level 1



Level 2



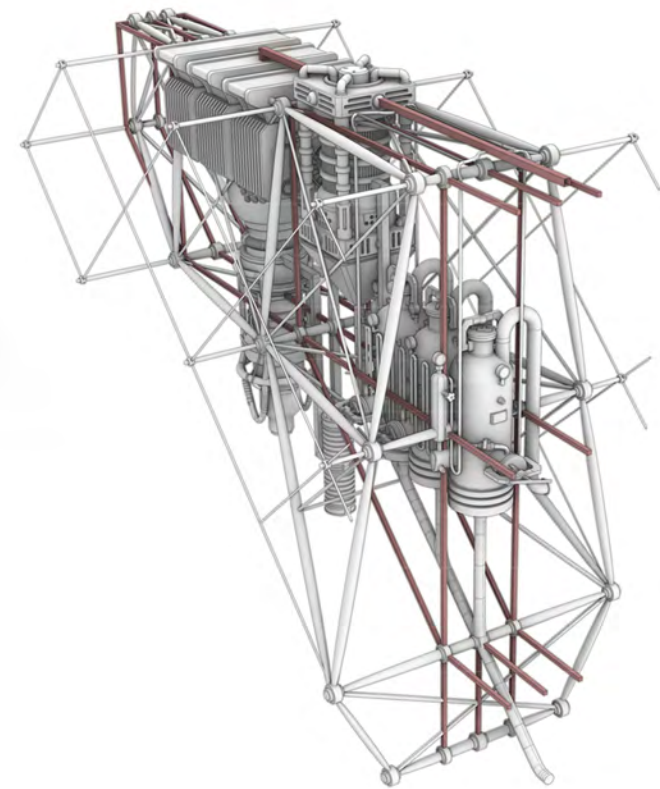
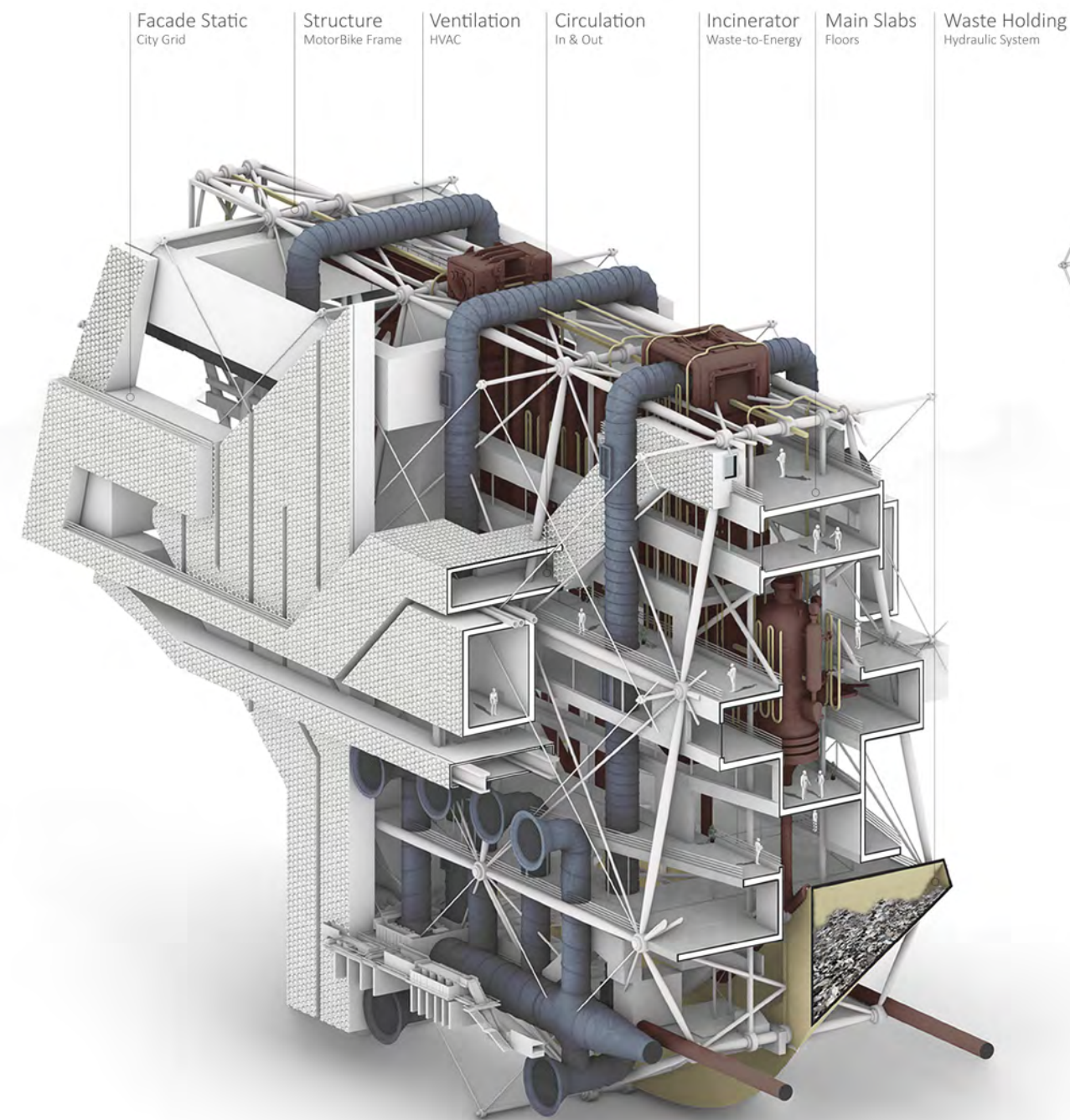
Level 3



Our initial hypothesis was to design the structure and waste to energy as autonomous systems. However, as the project developed the two gradually hybridized into one. The structure acts to raise the building up while the waste to energy provides it cross sectional rigidity. Our project is a result of many overlapping and supporting ideas surrounding representation, program, processes, and dilemmas.

The building interlocks various structural, material, and mechanical systems through design means. Its density creates dilemmas in each, and forces us to push their limits and exploit their flexibilities. Mechanical and representational systems expand and contract. Their patterns, processes, and experiences pulsate throughout the building.- exciting the onlooker while respecting the machinery within. “

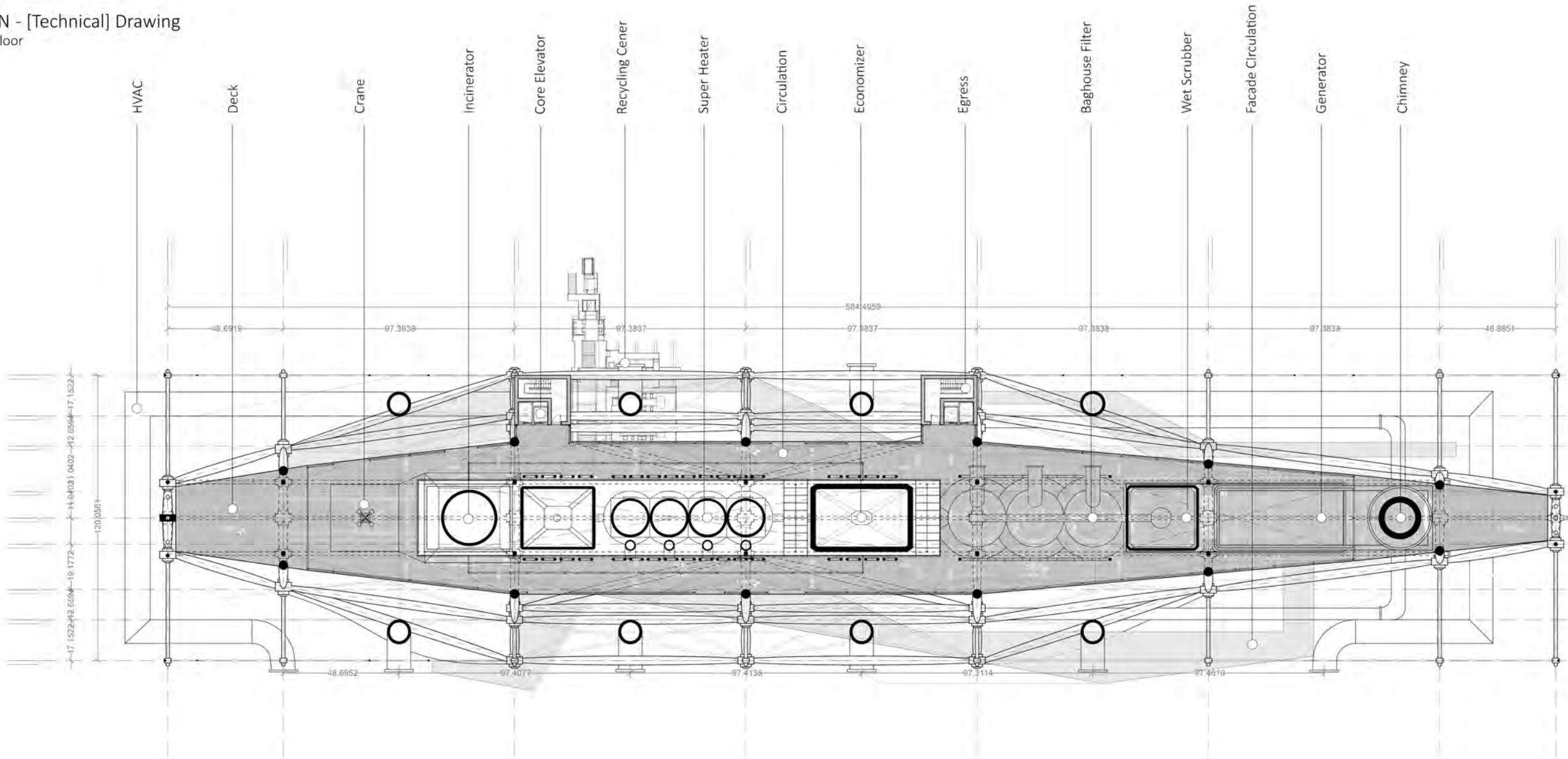




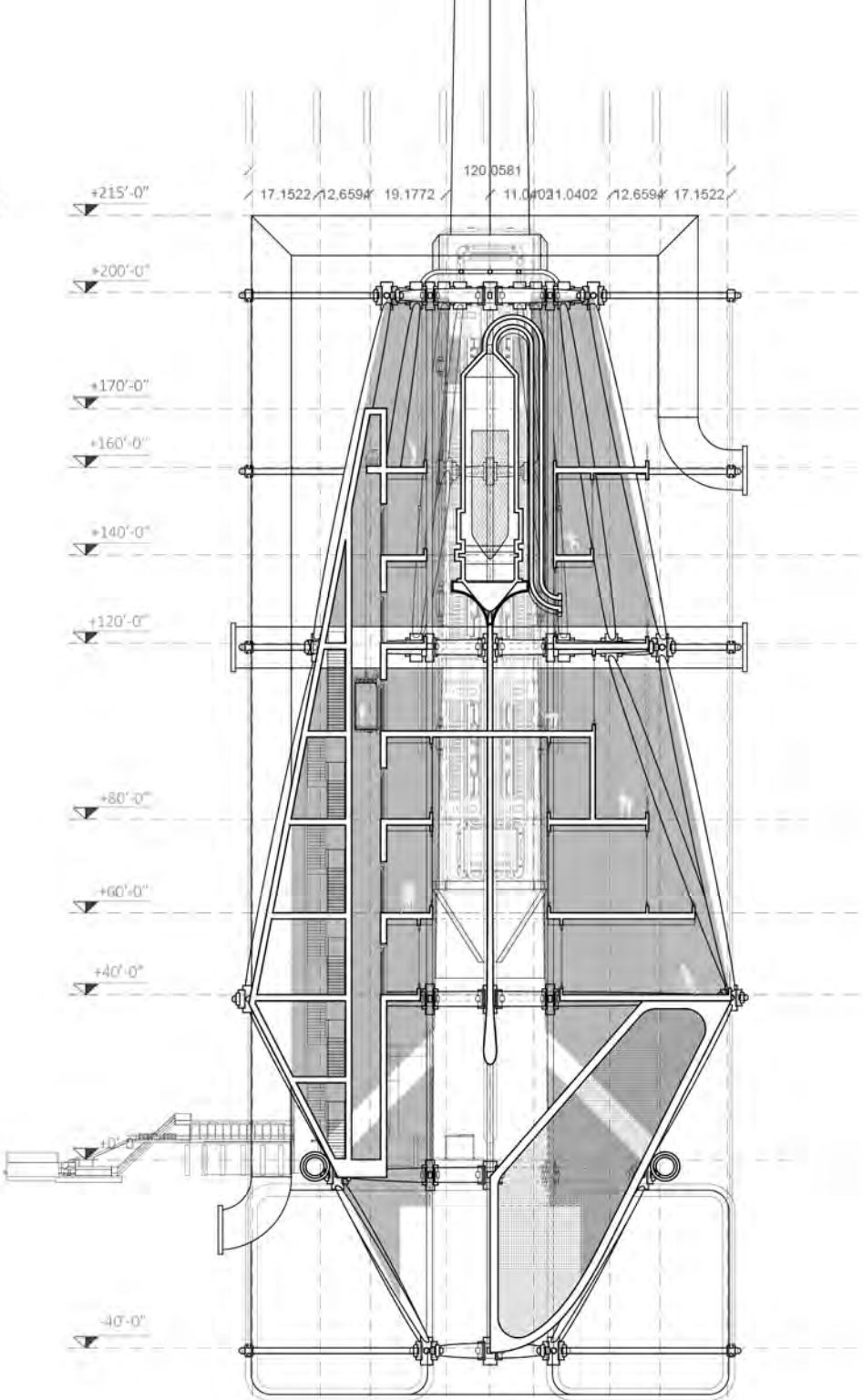
The building interlocks various structural, material, and mechanical systems through design means. Its density creates dilemmas in each, and forces us to push their limits and exploit their flexibilities. Mechanical and representational systems expand and contract. Their patterns, processes, and experiences pulsate throughout the building.- exciting the onlooker while respecting the machinery within. “



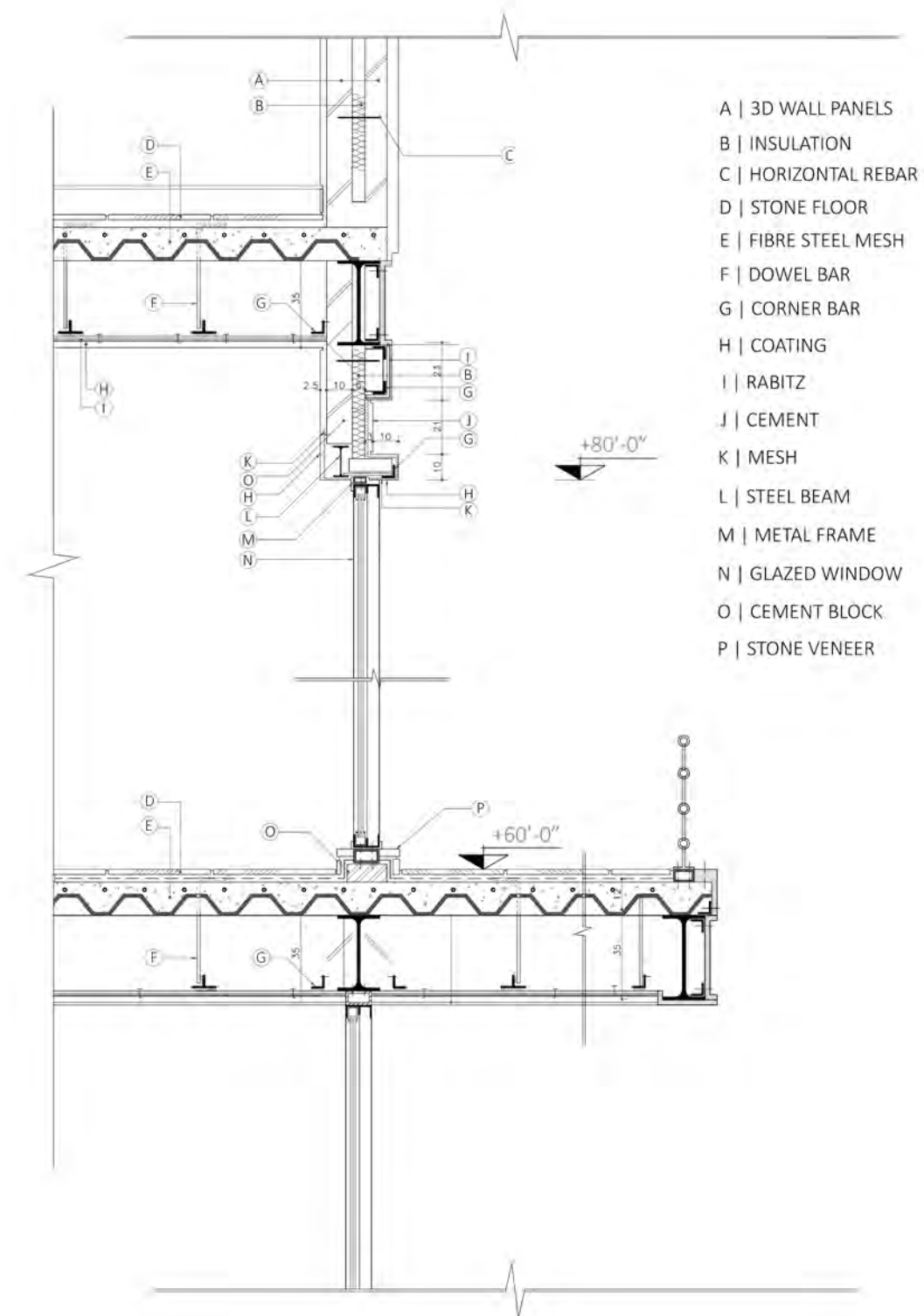
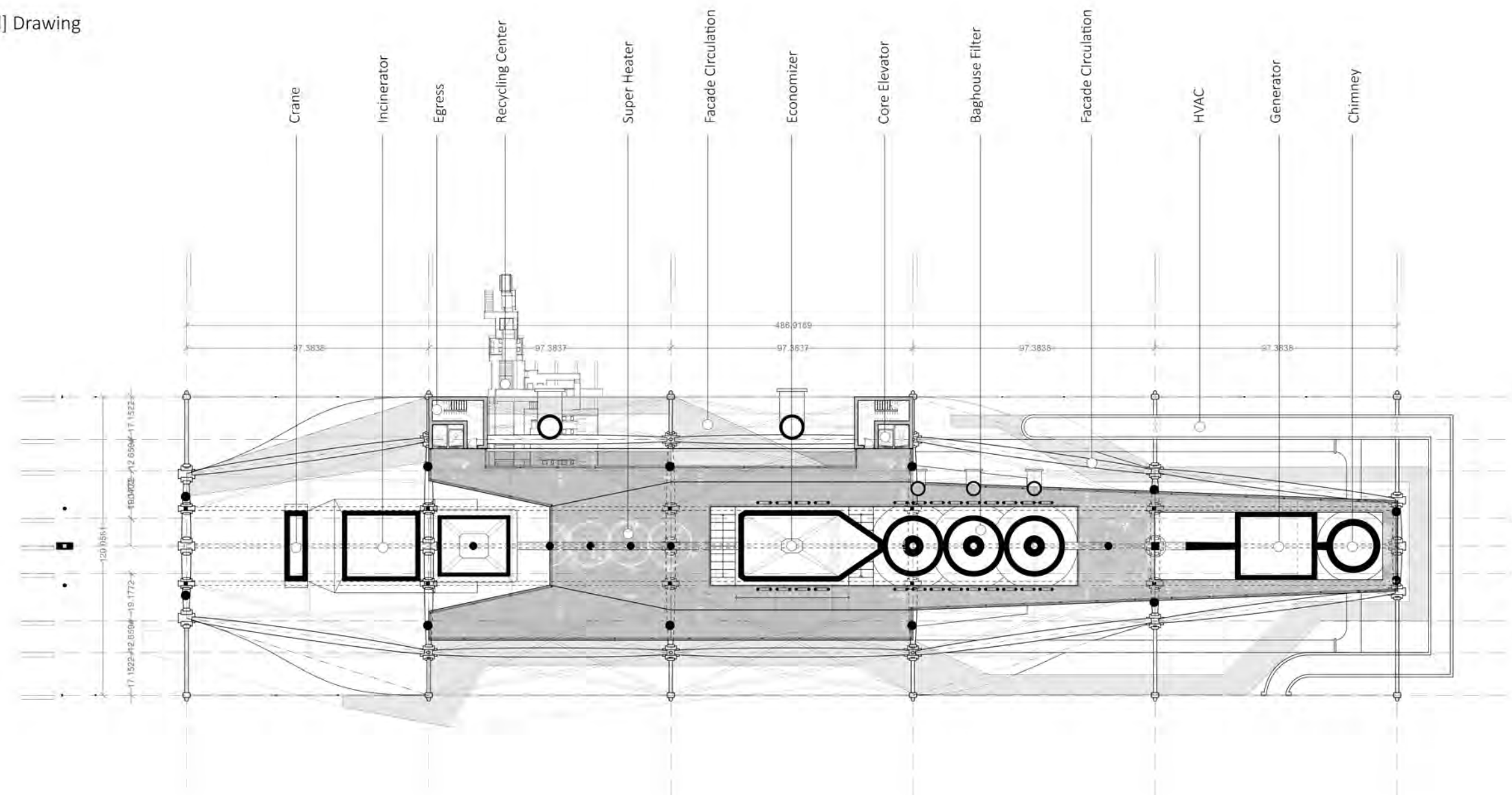
PLAN - [Technical] Drawing
Top Floor



Section Drawing
Cross-Section



PLAN - [Technical] Drawing
Middle Floor



Labyrinth

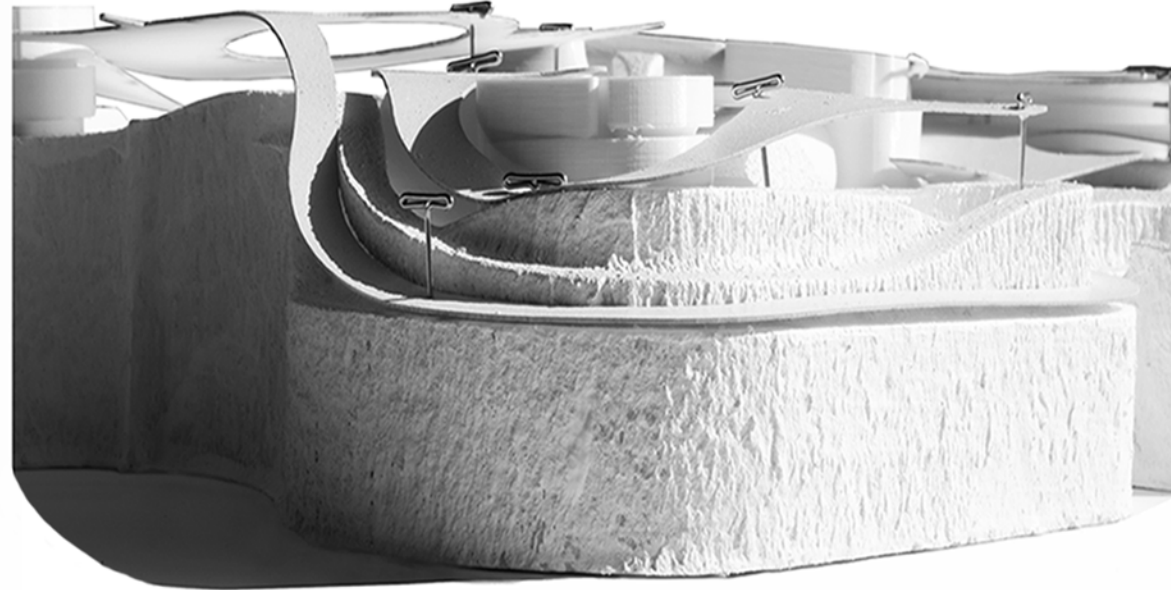
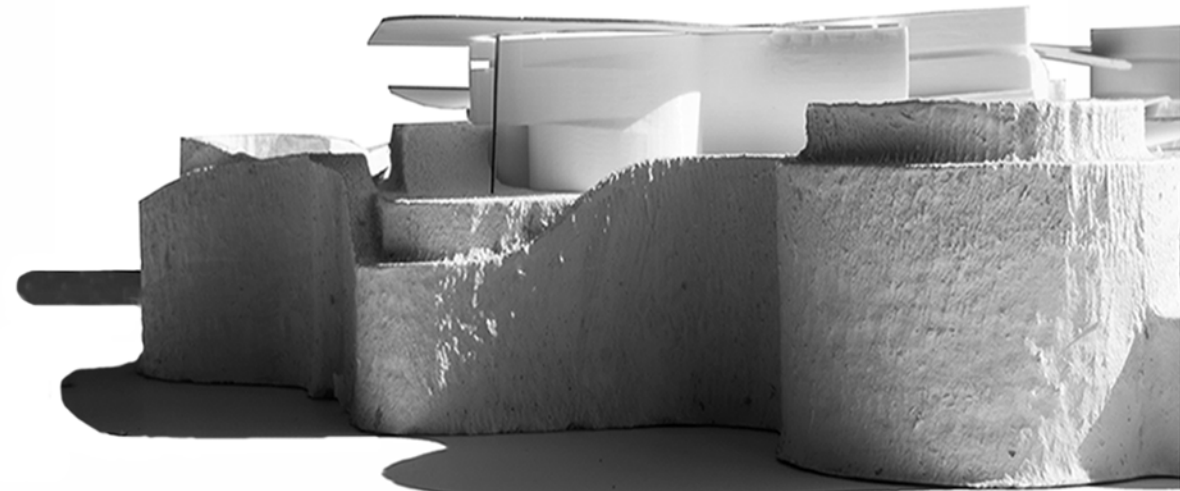
Studio Design 1 | Pratt GAUD

M.Arch | Individual Project

Instructor | Hart Marlow | Fall 2019

Residential | Gallery

Governor's Island | New York | USA



The goal is to read, to interpret and re-interpret known physical things, items, pieces, entities, articles, tokens, ornaments, details, elements, forms that can be perceived by the senses and seek to get to know things in one's own terms and means to learn what it is, what it seems to be or what its potentials are.

Reinterpretation of Known Objects

To read, to interpret and re-interpret known physical things, items, pieces, entities, articles, tokens, ornaments, details, elements, forms that can be perceived by the senses is a fundamental skill of any aspiring designer. Getting to know things in one's own terms means to learn what it is, what it seems to be or what its potentials are. Starting with the investigation of (a) physical known objects or things through precise operation of photographic documentation, measured 2d drawings and digital modeling with a focus in detail at various scales. Through a series of drawings and imagery reinterpretation/re-rendering the things and author an object/form through two-dimensional representation techniques was established.



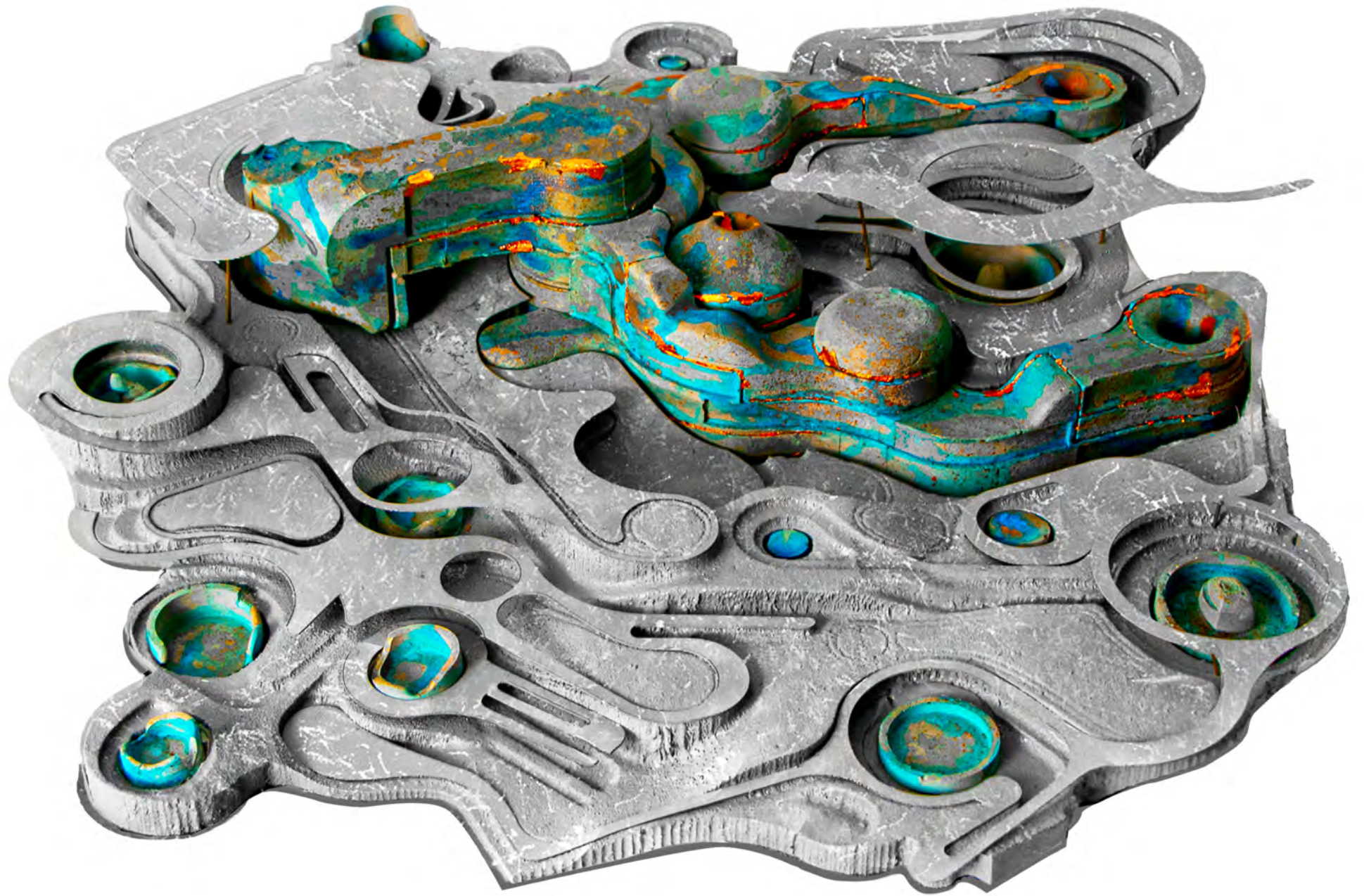
01



02



03



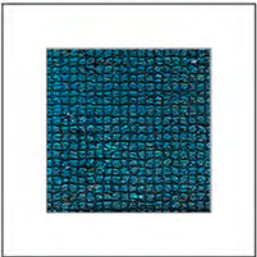
TPOLOGY



REINTERPRETATION OF KNOWN OBJECTS



Material Exploration



01

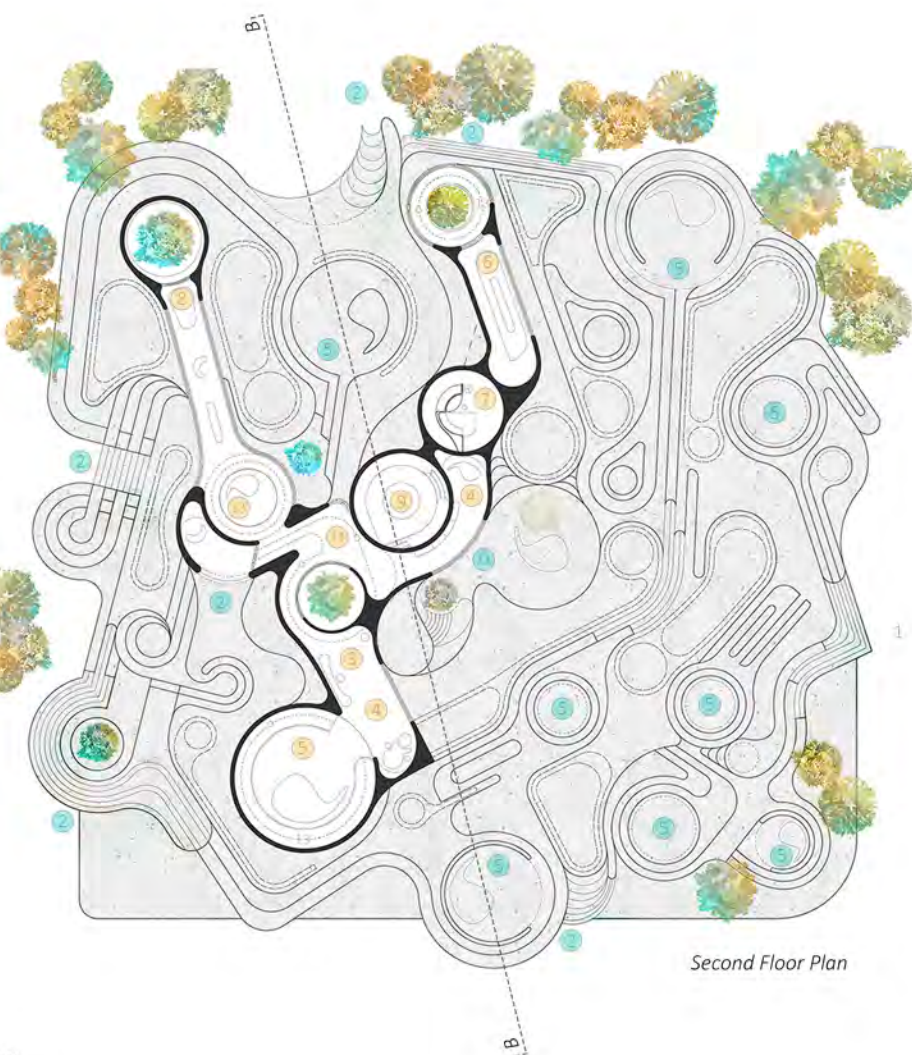
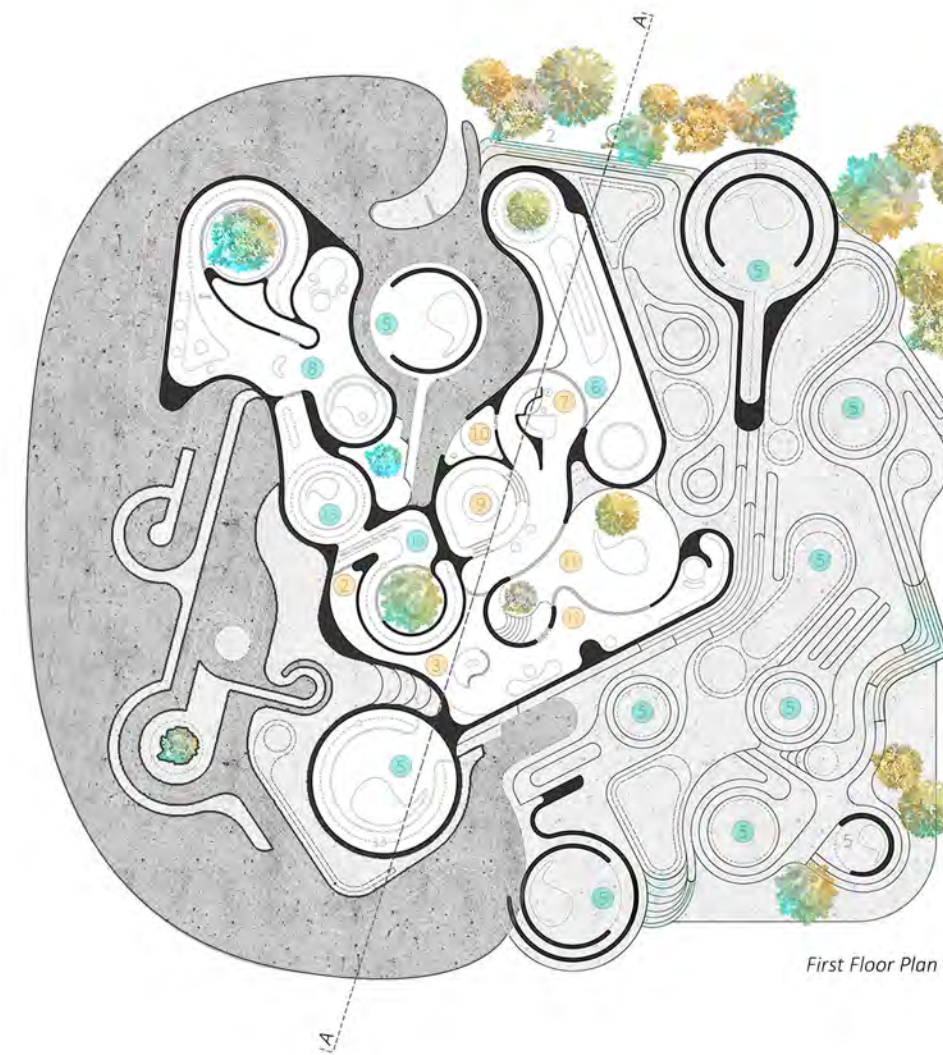
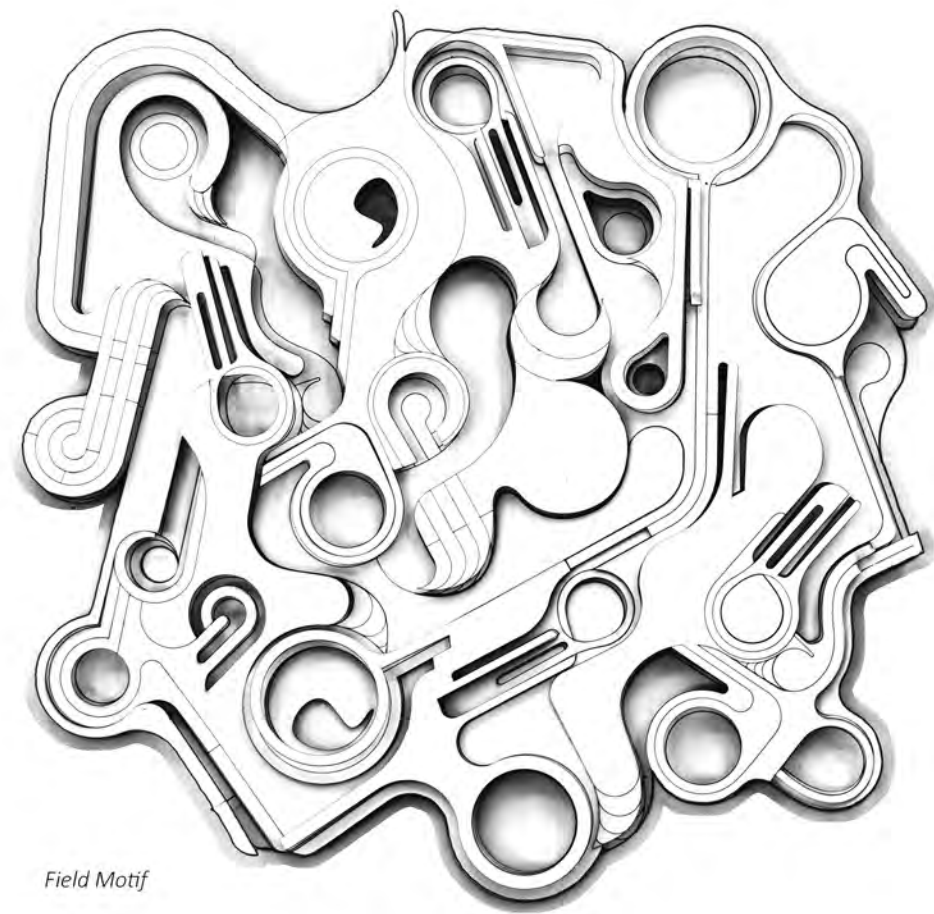


02



03





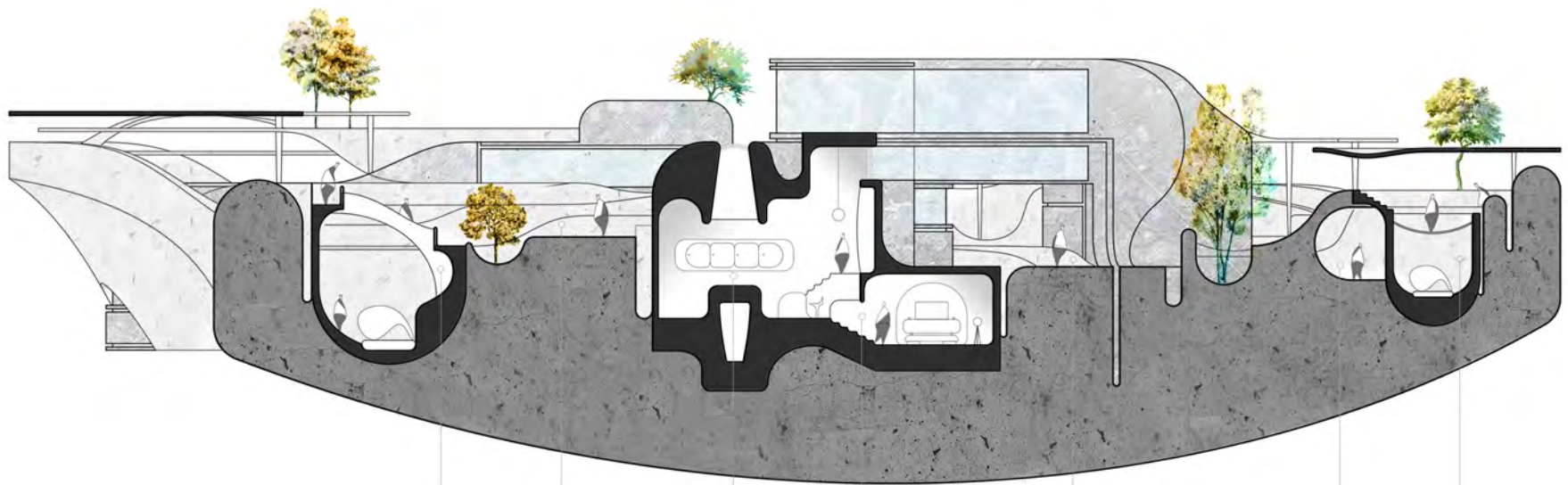
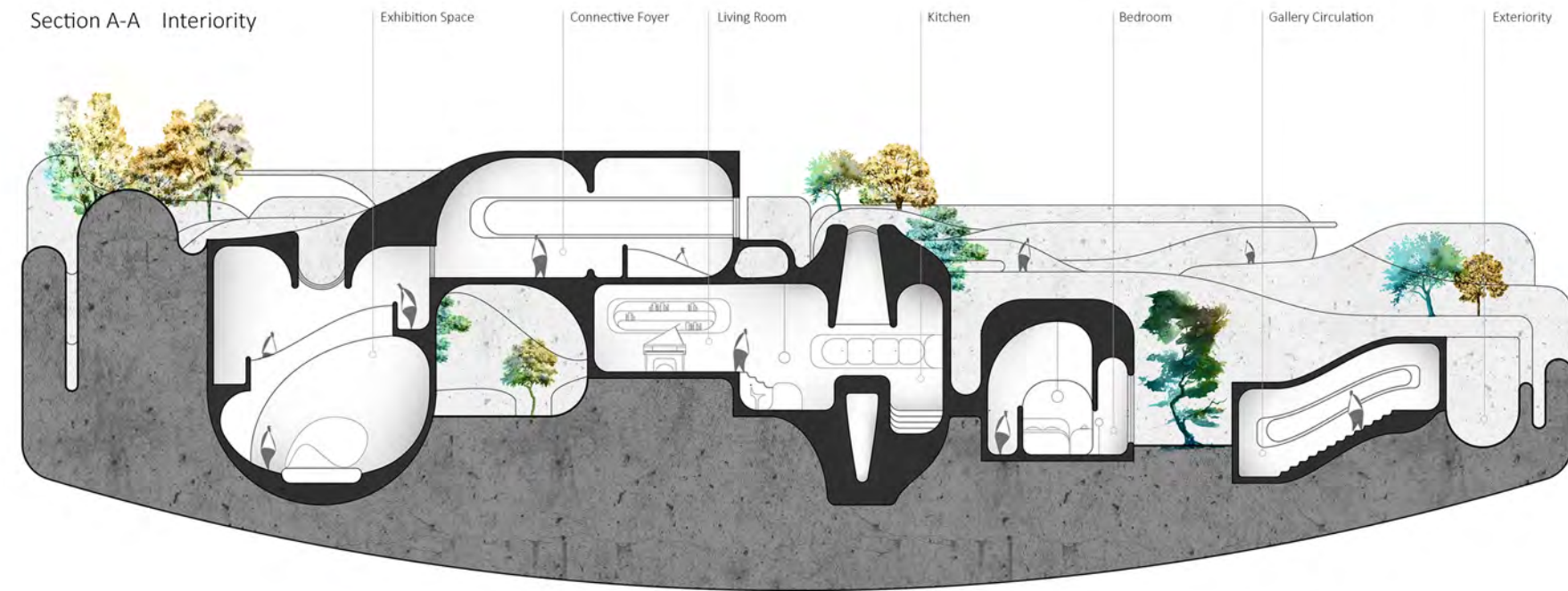
Object as Catalyst

The objective is to create context through deploying the object as a catalyst on the specified site. In exploring the capacity to create contexts from objects as opposed to objects from contexts the students are asked to create a landscape. Various conditions related to site context (above and below ground) and architectural form are examined. The intervention on the site is a negotiation of site context and object driven context.

The introduction of a program narrow down the design to visualize an architectural proposal on the specific site. Questions of architectural scale, interiority, texture and human interaction are added attributes to the discoveries made by the students in the first and second third. Students determine the boundaries defining inside and outside, public and private, open and enclosed and the relationships thereof.

- | | | |
|---------------------------|------------------------|-----------------------|
| 01- Project Main Entrance | 06- Private Studio | 11- Private CourtYard |
| 02- Entrance | 07- Bedroom | 12- Living Room |
| 03- Circulation | 08- Fabrication Studio | 13- Circulation Ramp |
| 04- Public Gallery | 09- Kitchen | |
| 05- Out Door Exhibition | 10- Toilet | |

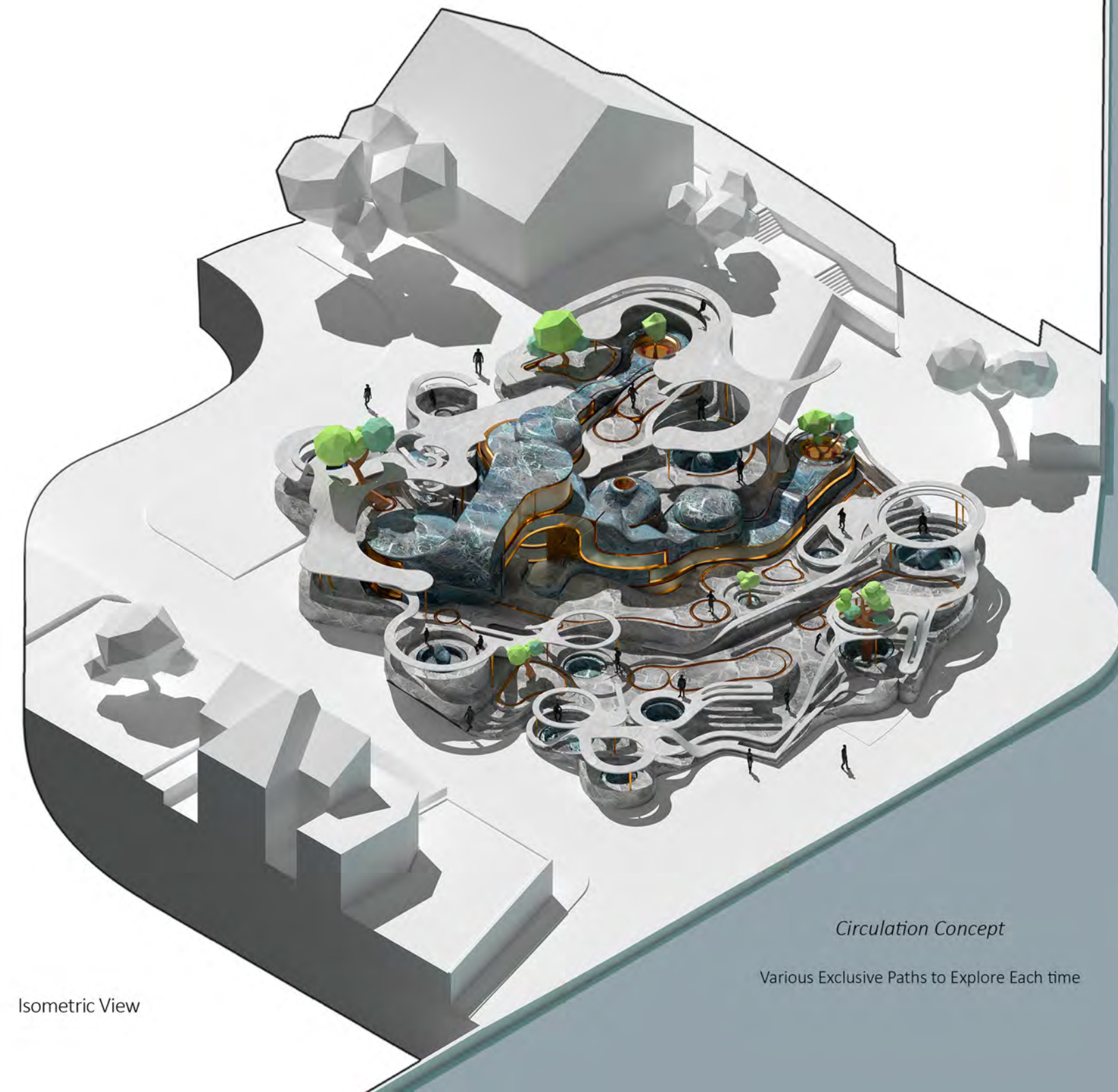
Section A-A Interiority



Section B-B Interiority | Exteriority

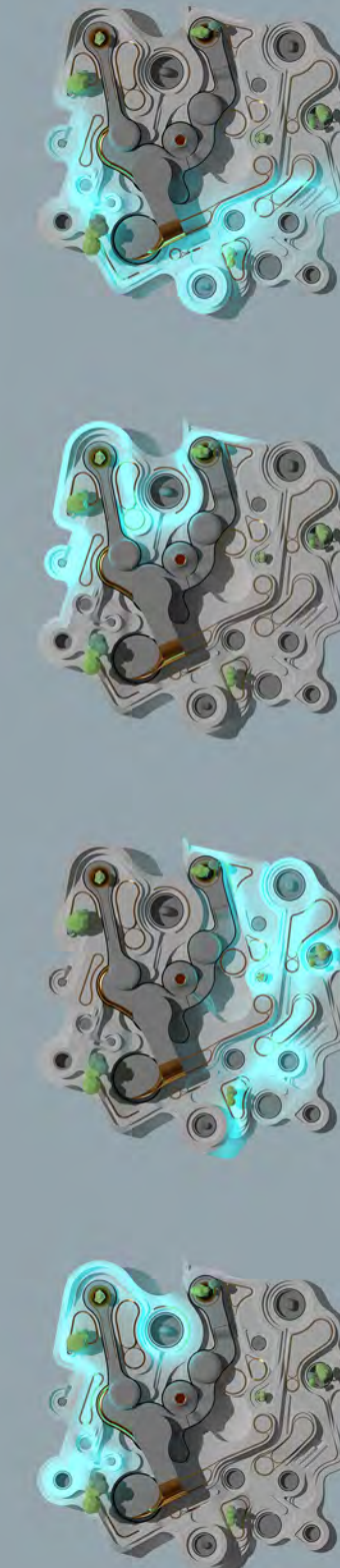
Exhibition Space Exteriority Kitchen Dining Room Exterior Circulation Exterior Foyer Exterior Exhibition

Isometric View



Circulation Concept

Various Exclusive Paths to Explore Each time



Cyborg

URBAN INFRASTRUCTURE IN THE ANTHROPOCENE

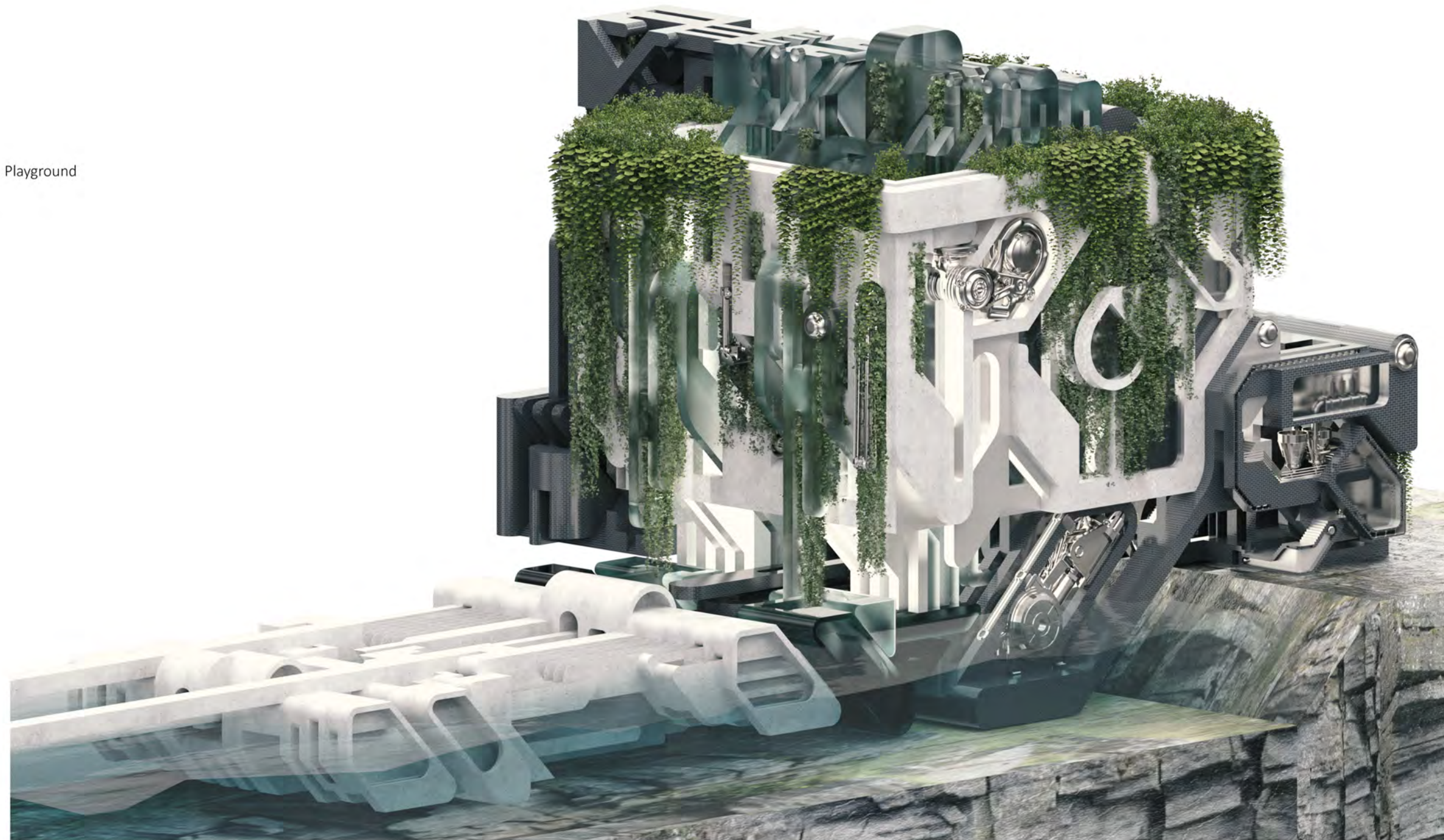
Studio Design 5 | Pratt GAUD

M.Arch | Individual

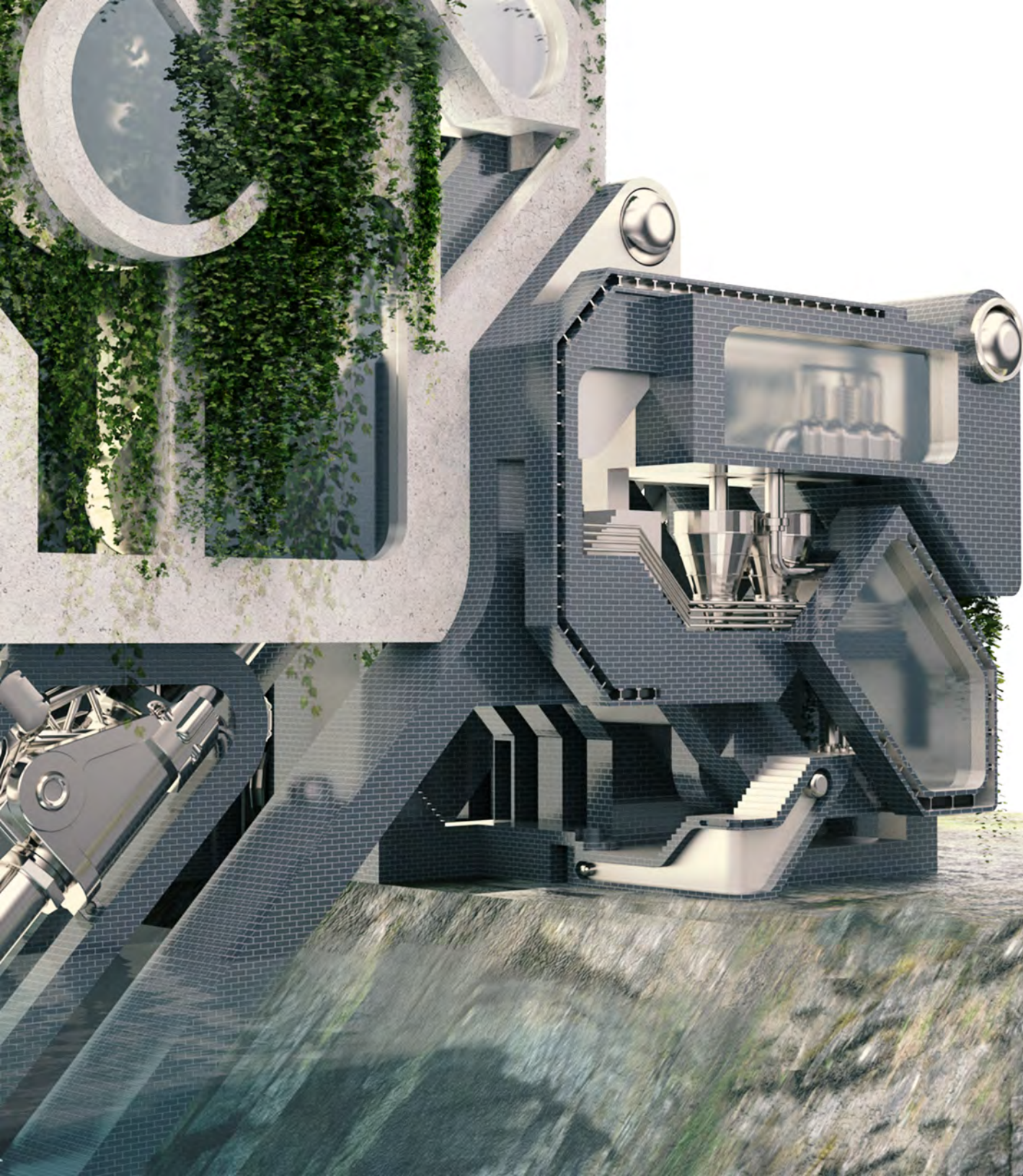
Instructor | Alexandra Barker | Fall 2021

Speculative Addition | Hydroponic farm, Oyster aquaculture, Playground

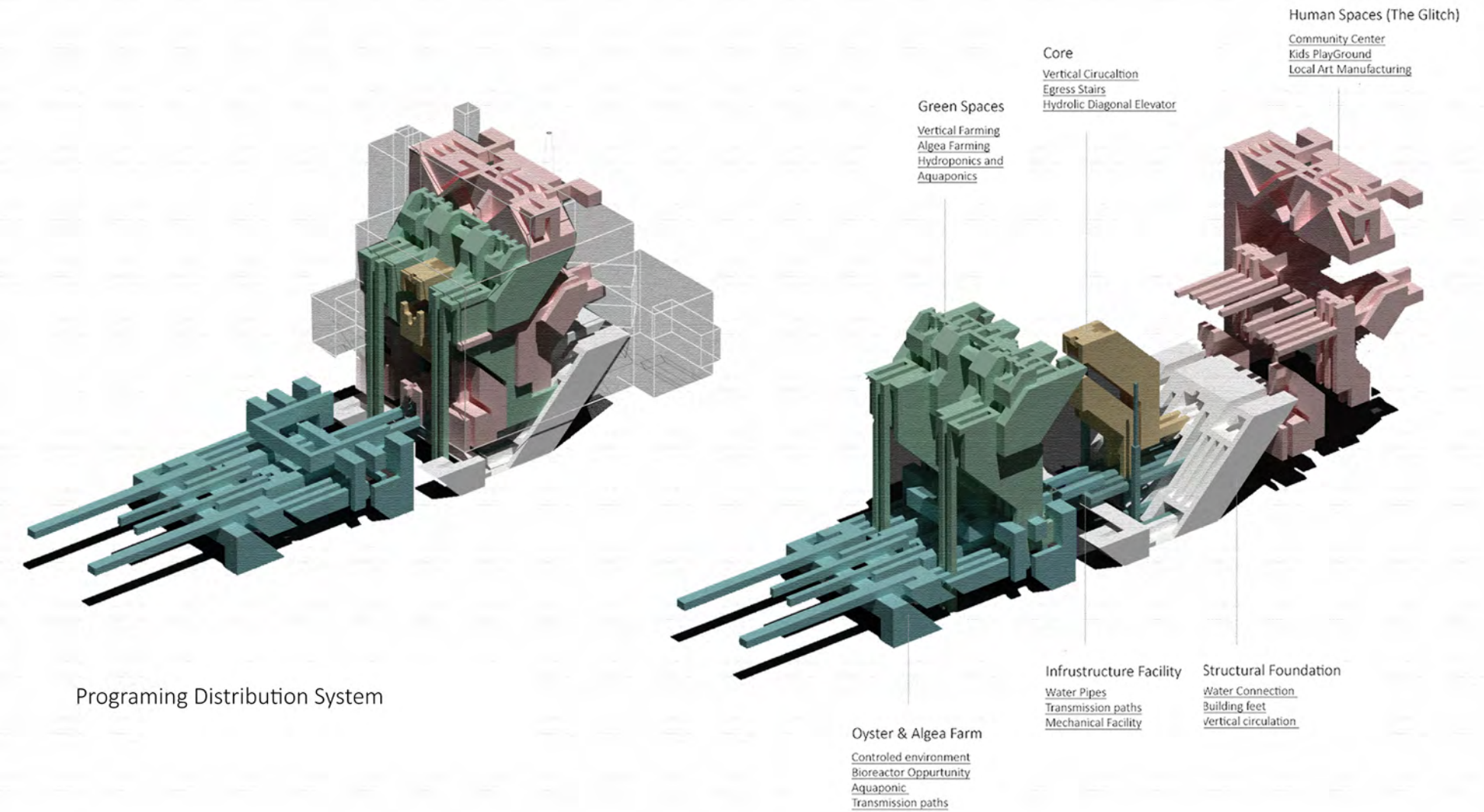
Bush Terminal | Sunset Park | Brooklyn



During the Anthropocene, there is no distinction between natural and man-made. Nature has been remade by the practices of human civilization and is now partly a human creation. Human activity has affected all ecologic, geologic and biological systems and has eroded the boundary between human and non-human life, between nature and culture.

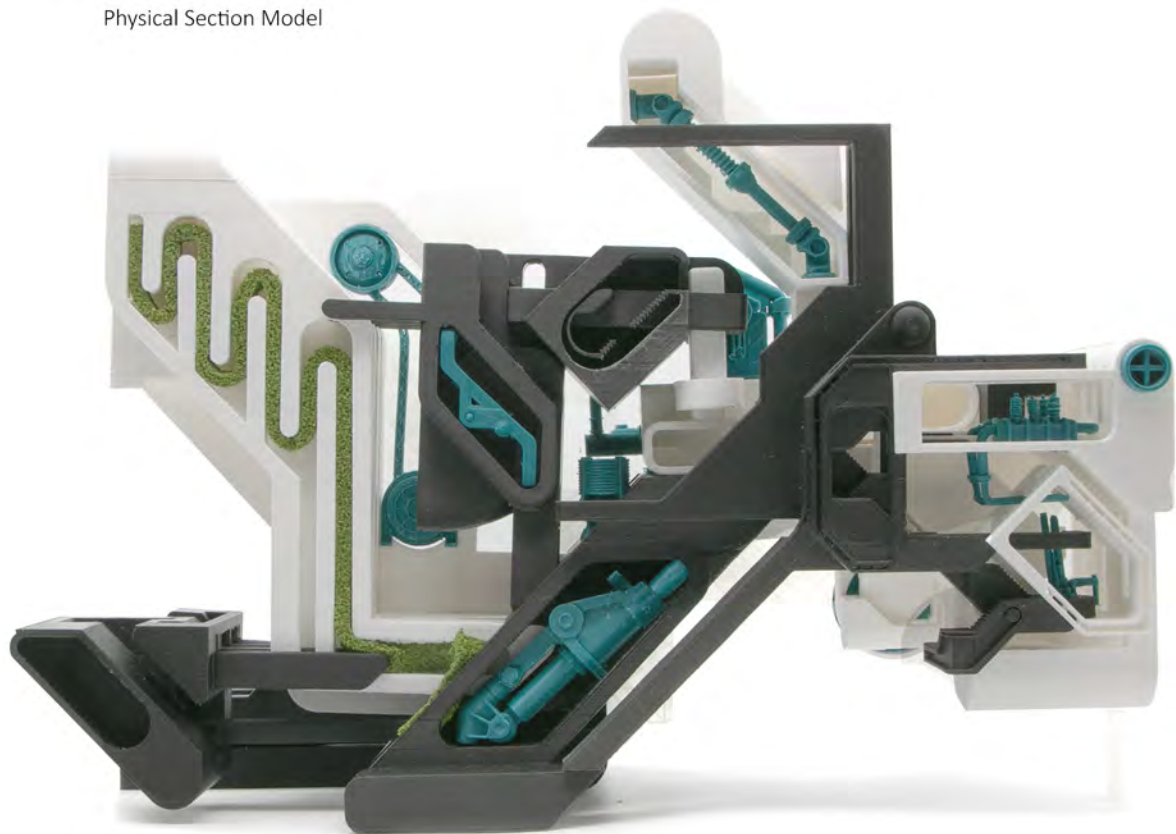


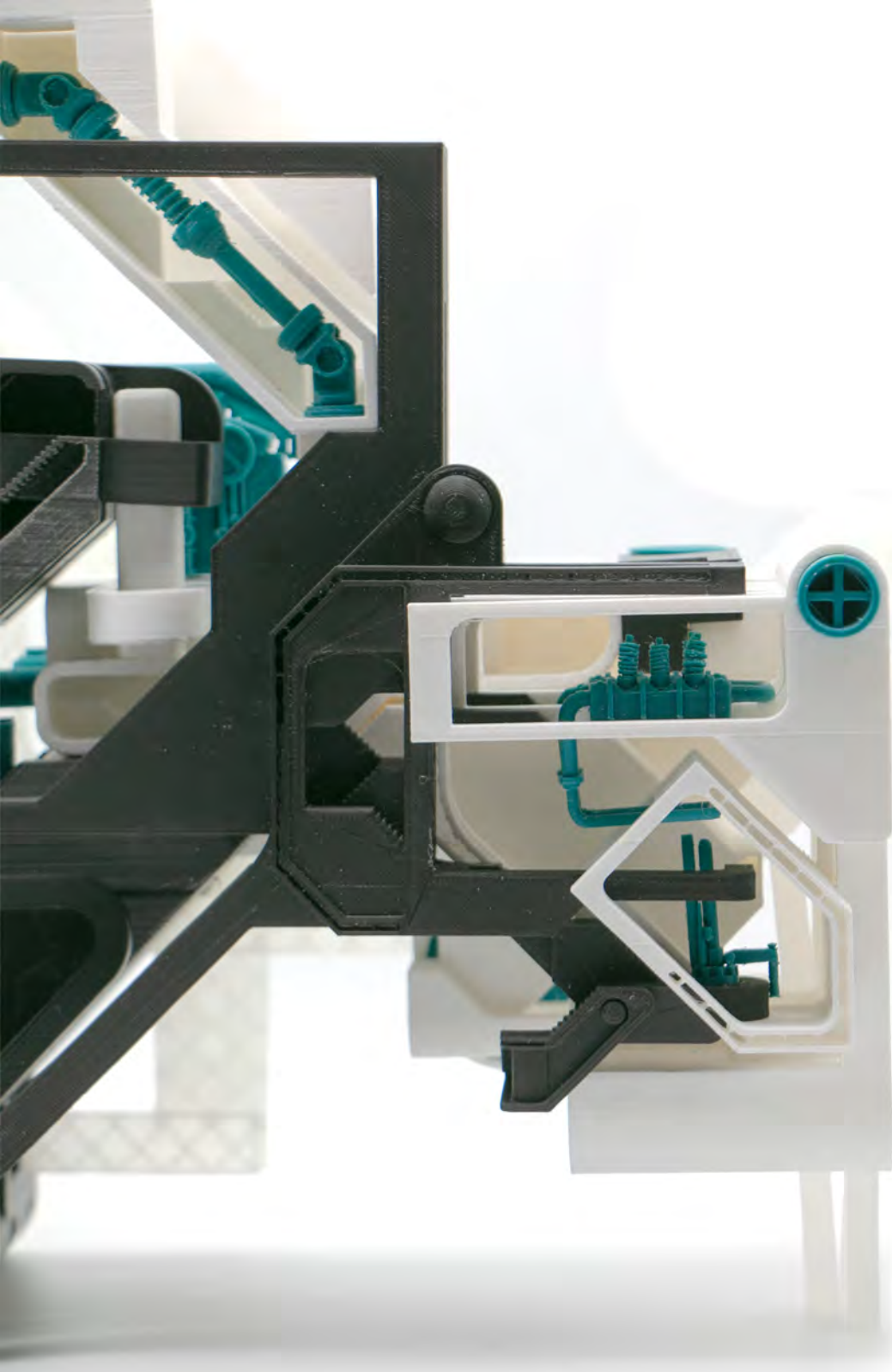
The project is a speculative alteration and addition to a building at the Bush Terminal in Sunset Park, Brooklyn. The environmental value of working with existing building inventories and altering existing structures to accommodate new uses has been clearly demonstrated. Consider the existing buildings to be a new sort of ground-object on which to operate. In the Anthropocene, building and ground are equally artificial, especially in an urban setting. The primary program will be oyster aquaculture, including the growing of algae, which is food for the oysters and Hydroponic farms. The location and zoning call for light manufacturing. In addition, public programs added to activate the site.



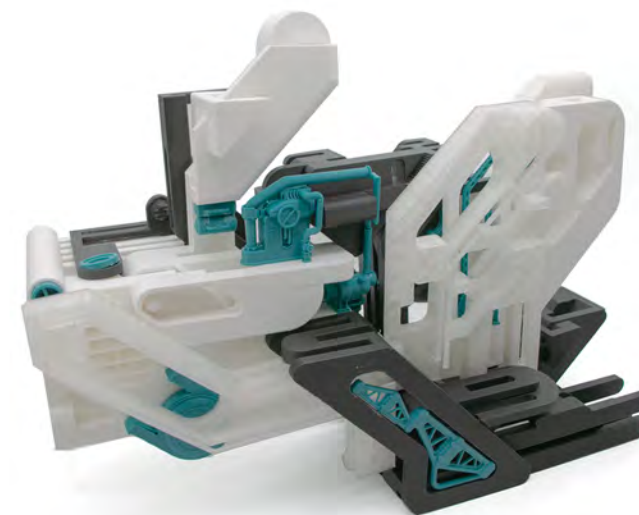
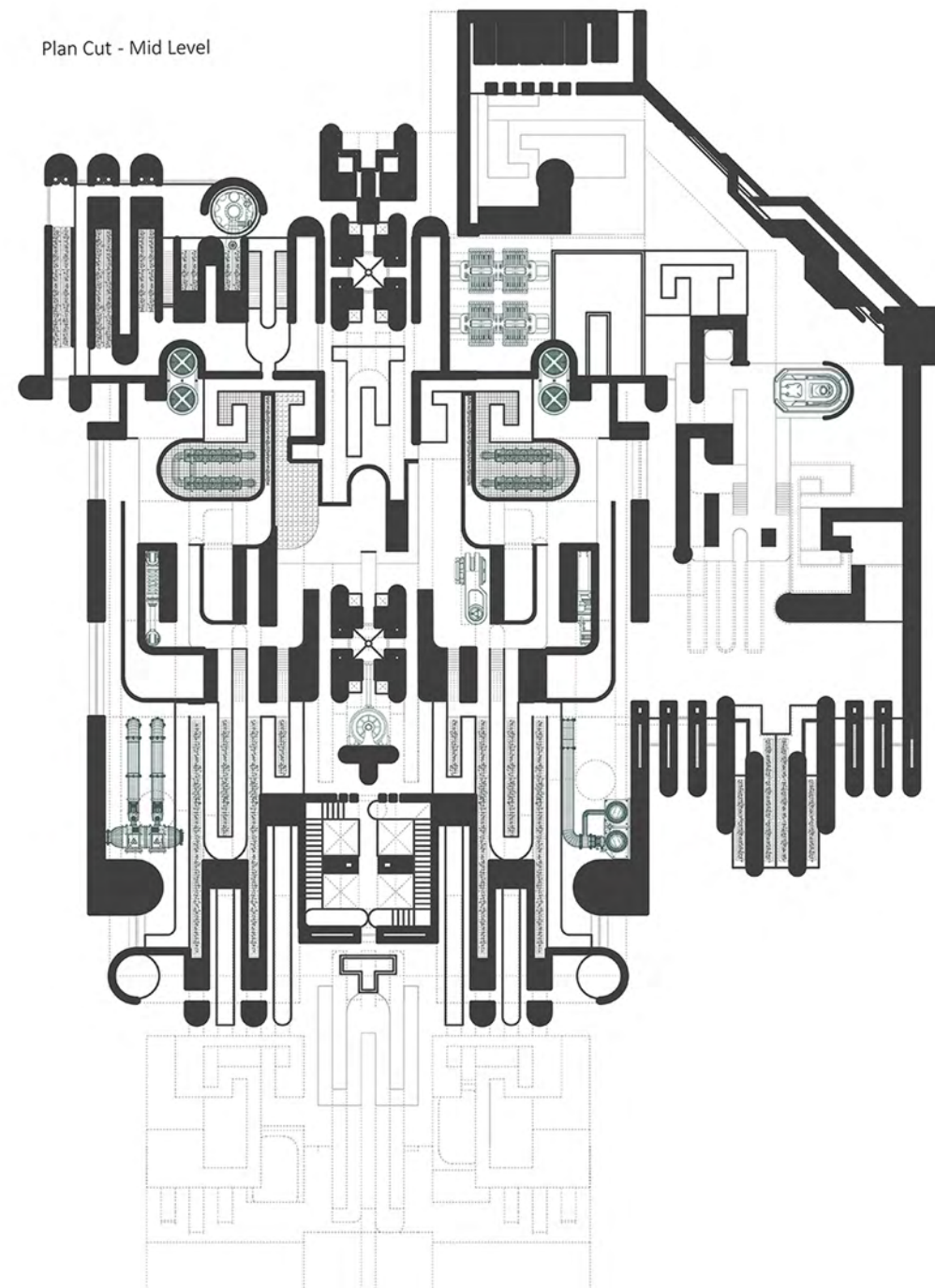


Physical Section Model





Plan Cut - Mid Level



The project explore the composite nature of an industrial mixed use building proposal that also combines new and existing materiality, solid and liquid material states, and the degree to which programs, spaces, and materialities are blended or discrete. Is the new proposal a chimera of fused discrete typological, material and spatial fragments or a unified volume of aggregate conditions or somewhere in between? What is the contemporary role of typology in a context of rapid and fluid societal and environmental change?

