



PORTFOLIO 2022

**ARCHITECTURE
INTERIOR DESIGN**



**WORK SELECTED
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WWW.THEOGUO.COM



ABOUT ME

INFORMATION

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DEGREE:
MASTER OF ARCHITECTURE (IP)

WEBSITE:
WWW.THEOGUO.COM

DESIGN EXPERIENCE

3D ENVIRONMENTAL DESIGNER | FITCH. INC.
COLUMBUS, OHIO

2017-2019

STUDENT INTERN | DEPARTMENT OF PLANNING, ARCHITECTURE AND ENGINEERING
MIAMI UNIVERSITY, OXFORD, OHIO

2016

RETAIL STORE DESIGNER | YUNNAN E KING OFFICE LLC
KUNMING, YUNNAN, CHINA

2019-2022

EDUCATION

MASTER OF ARCHITECTURE | PRATT INSTITUTE
BROOKLYN, NEW YORK , UNITED STATES

2019(IP)

BFA IN INTERIOR DESIGN | MIAMI UNIVERSITY
OXFORD, OHIO, UNITED STATES

2017

STUDY ABROAD | MIAMI UNIVERSITY JOHN.E.DOLIBOIS EUROPEAN CENTER
DIFFERDANGE, LUXEMBOURG

2015

SKILLS

SOFTWARES:

ADOBE CREATIVE SUITES: PS, ID, LR, BR, PR.(ADVANCED) | AI, AN.(INTERMEDIATE)

3D MODELING SOFTWARES: RHINO 3D, REVIT, SKETCHUP, V-RAY, KEYSHOT.(ADVANCED) | GRASSHOPPER,
AUTOCAD(INTERMEDIATE)

MICROSOFT OFFICE SUITE | APPLE IWORK SUITE (ADVANCED)

HANDS-ON:

ARCHITECTURAL ILLUSTRATION | ARCHITECTURAL SKETCHING | MODEL MAKING

HAND RENDERING: MARKERS | DIGITAL HAND RENDERING (IPAD PRO, PROCREATE)

FILM / DIGITAL PHOTOGRAPHY, DARKROOM FILM PROCESSING, SILVER PRINTING | DIGITAL PRINTING

LANGUAGES:

CHINESE (NATIVE) | ENGLISH (FLUENT)

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IN A FAST-PACED SOCIETY AS OF TODAY, THE LINE BETWEEN DAYS AND NIGHTS IS BLURRED EVEN MORE. "RE-", AS A NEW DESTINATION IN QUEENS, TAKES ON THE ROLE TO ROTATE BETWEEN THE METABOLISM OF THE CITY TO THE REJUVENATION OF PEOPLE.

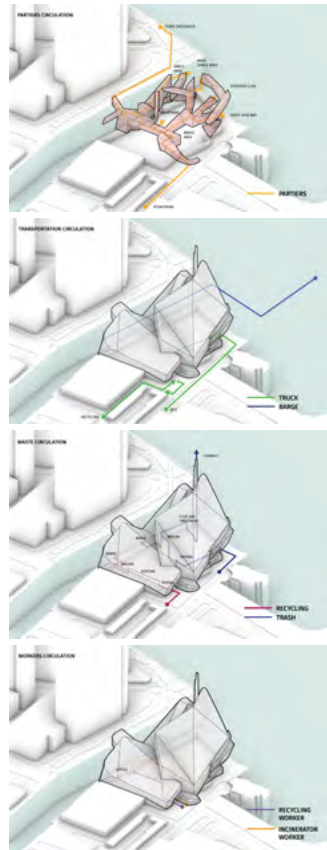
TIME: SPRING 2021
INSTRUCTOR: GISELA GBAURMAN
LOCATION: QUEENS, NEW YORK CITY, NY
BUILDING TYPE: COMMERCIAL + PUBLIC

*All Work done under group project setup, with teammate Hung-Ju Liu From Pratt M.Arch Program

RE-
POWER
HOUSE
QUEENS

WHILE CONNECTING ALL DIRECTIONS OF THE NEIGHBORHOOD THROUGH LAND AND WATER, "RE-" SERVES AS A MIDDLE GROUND BETWEEN THE WASTE TO ENERGY AND RECYCLING MACHINES AND A NIGHTCLUB OF SPIRITUAL JOURNEY FOR INDIVIDUALS.

THE INTERIOR SPACE AND THE EXTERIOR SPACE OF THE BUILDING INTERSECT EACH OTHER TO DEVELOP LARGE SPACES FOR THE STATIC MACHINES AND DANCERS TO POPULATE WHILE THE CIRCULATION VOLUME TAKES THE PARTY-GOERS ON A JOURNEY THROUGHOUT THE STEPS OF THE MACHINING PROCESS AND ACCOMPLISHING IT BY ENDING AT THE MAIN DANCE HALL ON THE TOP ALONG WITH THE EXTERIOR CLUB FACING THE RIVER. THIS JOURNEY INTERACTS WITH THE TREATMENTS OF THE WASTES AND FINISHES COHESIVELY AS THE RE-FRESH OF BODIES AND MINDS HAPPENS.



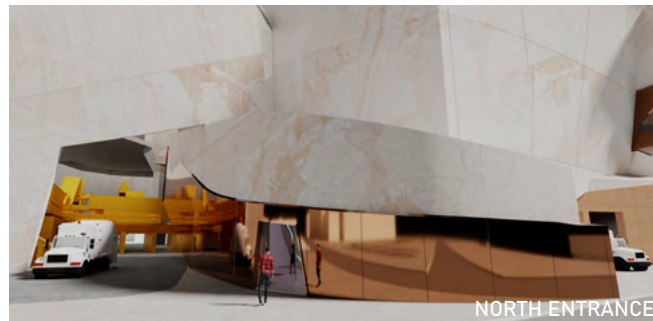
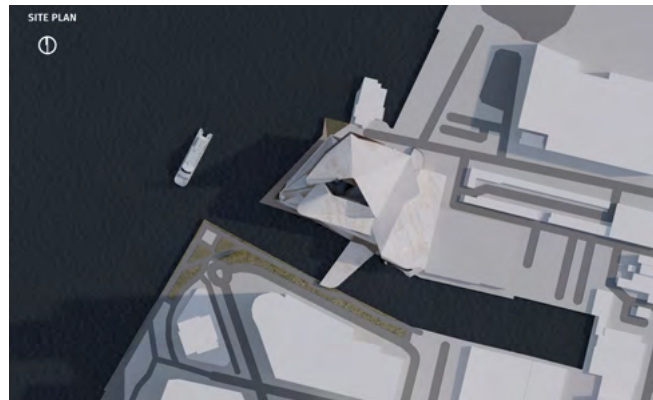
EXTERIOR VIEW FROM NORTH

As a Waste to Energy and Recycling Center Within a Nightclub, "Re-" locates on the Annabelle Basin in Long Island City, Queens, Facing the Manhattan skyline across the river and next to the newly developed residential areas in the neighborhood. We desire to create the journey for the partiers to go through space along with experiencing the Waste To Energy plants. Creating a radical relationship between industrial elements and club programs.

The facade of the building shows two different materialities. One is the precast relief panel and the other is a metal circulation volume that cuts in and out of the skin.

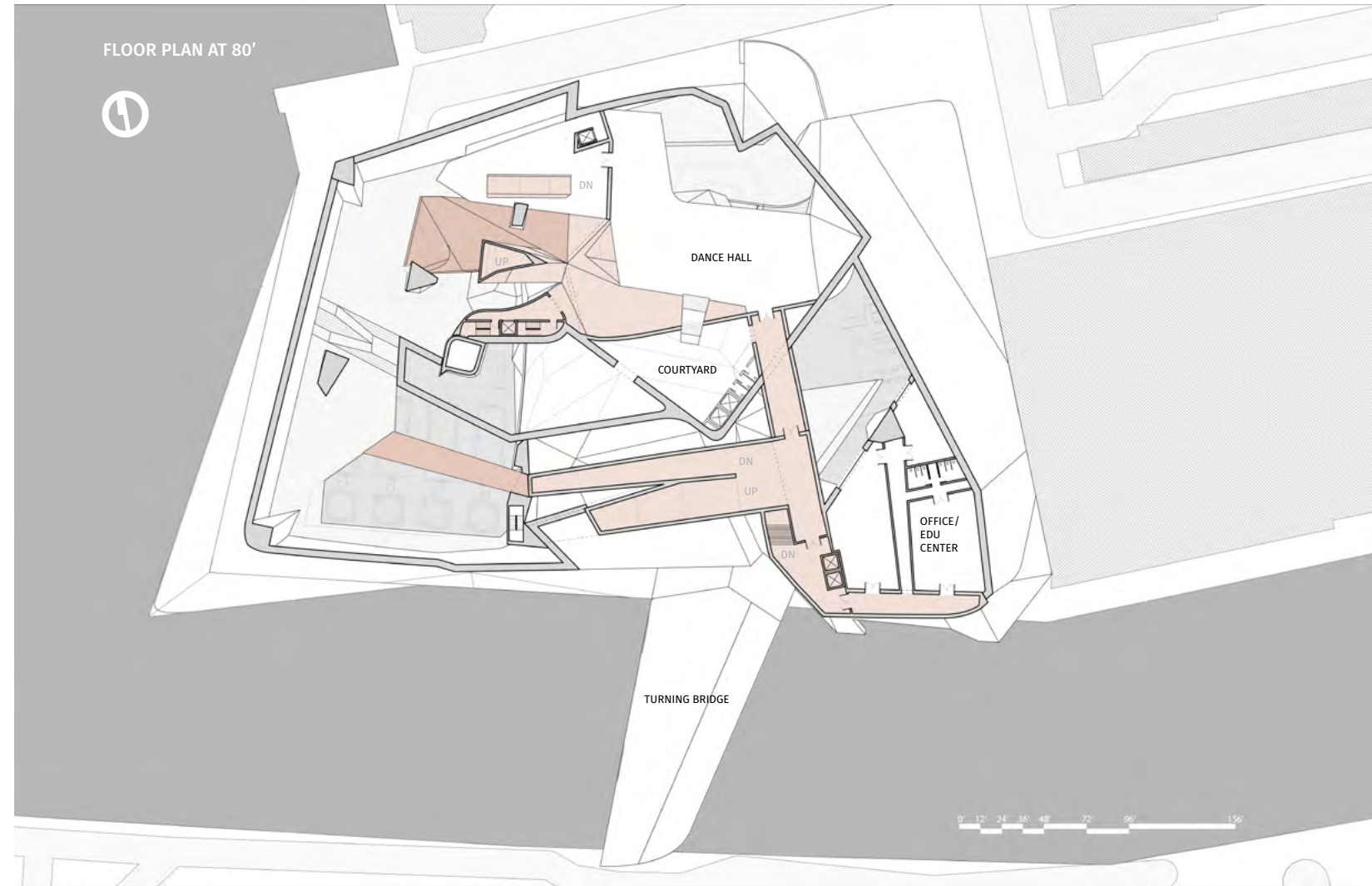


ELEVATION VIEW FROM NORTH



NORTH ENTRANCE

The facade skin portrays the map of the Surrounding area of New York City. The circulation massing, on the other hand, adapts the color-coding of the existing structure. The circulation volume became its own structure and intersects with the other spaces. It takes guests to each significant view of the WTE process while splitting the journey into a sequence that builds up.

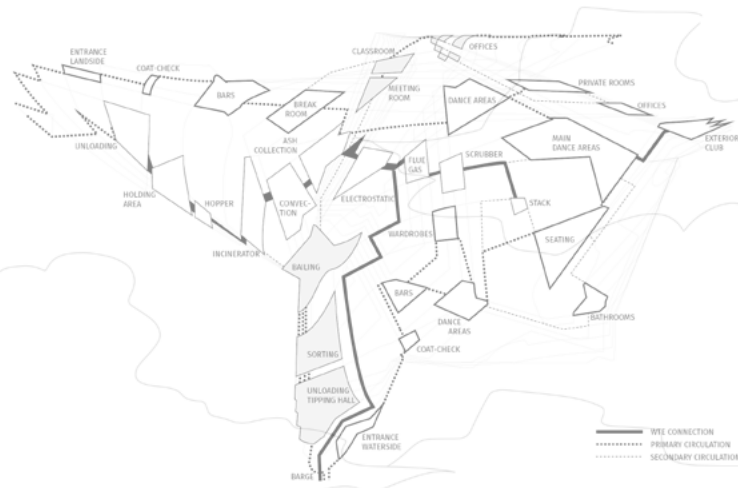


FLOOR PLAN AT 80'



TURNING BRIDGE

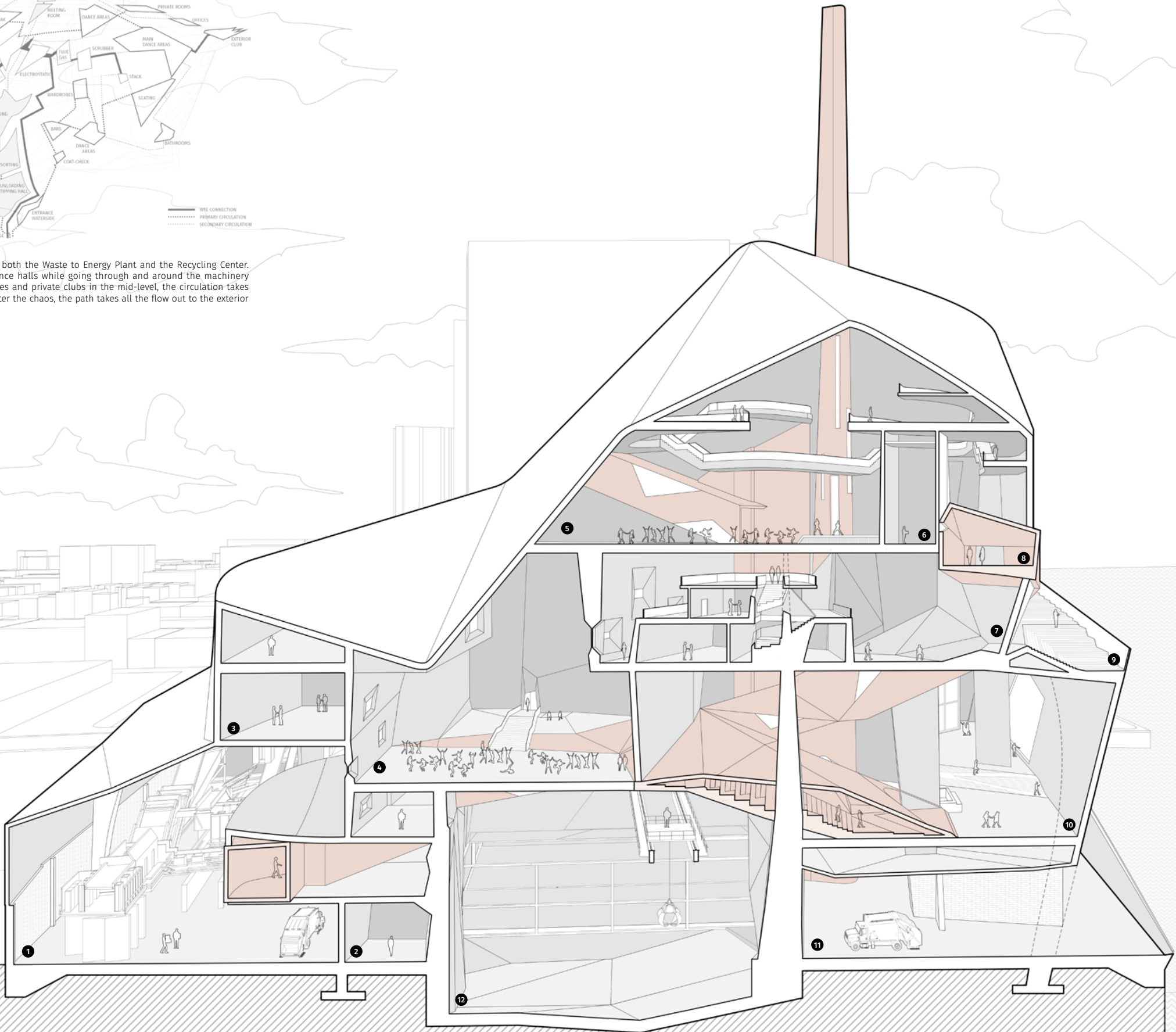
0' 12' 24' 36' 48' 72' 96' 120'



The ground level locates the machinery for both the Waste to Energy Plant and the Recycling Center. Circulations take people to higher-level dance halls while going through and around the machinery physically and visually. Passing through offices and private clubs in the mid-level, the circulation takes people to the main dance hall on the top. After the chaos, the path takes all the flow out to the exterior club.

LEGEND

- ① RECYCLING CENTER
- ② COAT CHECK
- ③ NIGHTCLUB OFFICE
- ④ LOWER DANCE HALL
- ⑤ MAIN DANCE HALL
- ⑥ DRESSING ROOM
- ⑦ PRIVATE CLUB
- ⑧ CIRCULATION MASSING
- ⑨ EXTERIOR CLUB
- ⑩ RIVER VIEW BAR
- ⑪ TRUCK ENTRANCE
- ⑫ TIPPING HALL



PRECAST RELIEF CONCRETE PANELS

STEEL FRAME

FLOOR PLATES

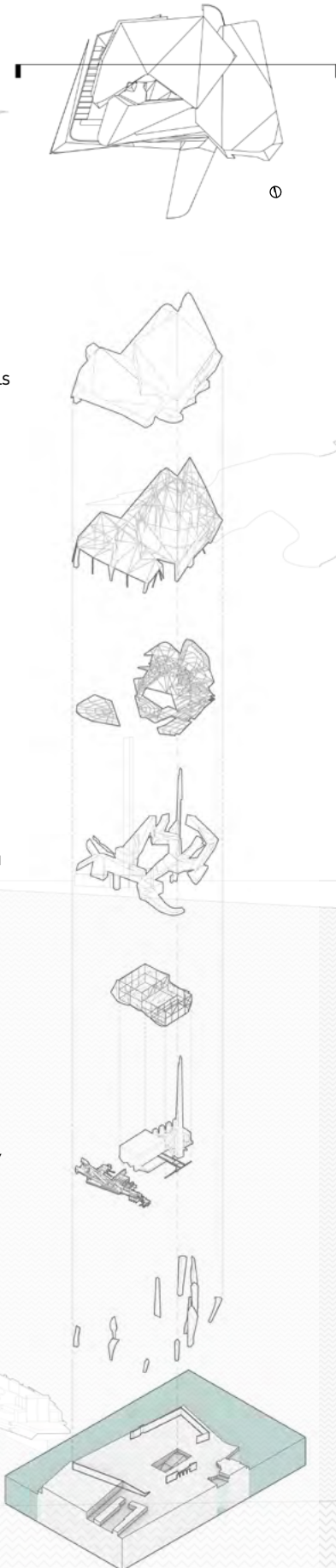
CIRCULATION: STEEL FRAMES WITH BRONZE PANELS

TIPPING HALL AND BOILER WRAP

RECYCLING AND WASTE TO ENERGY

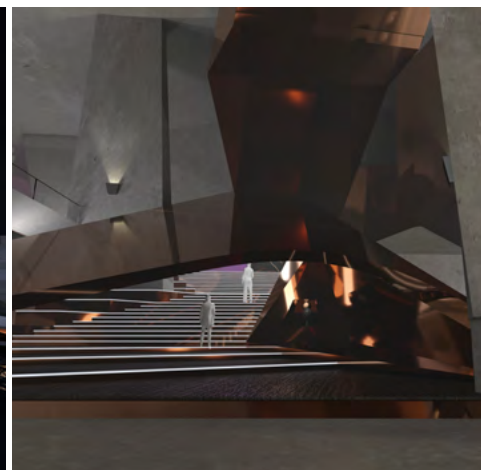
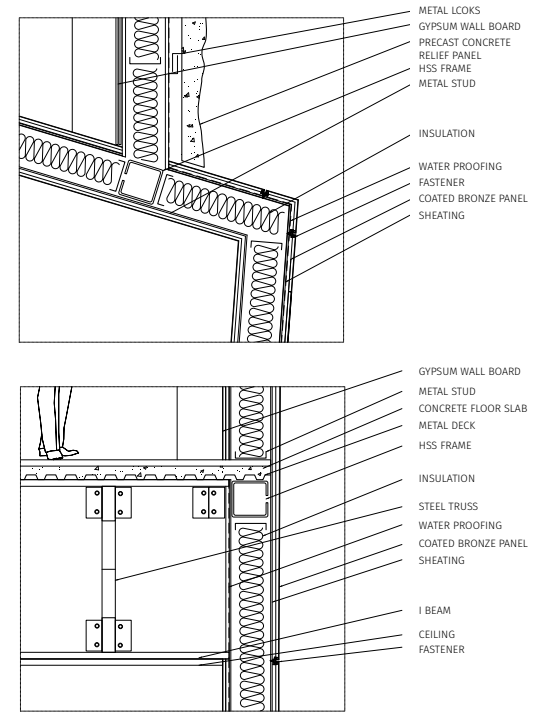
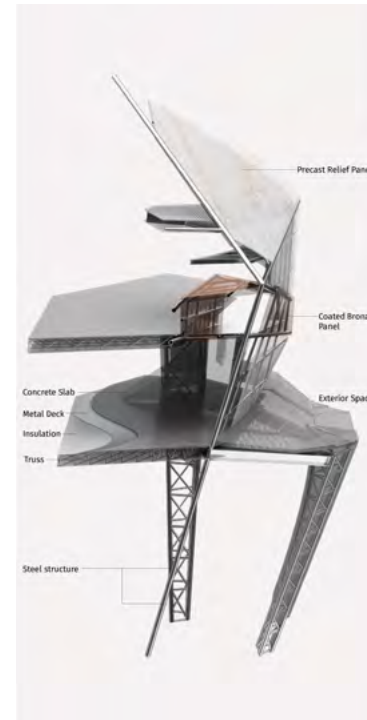
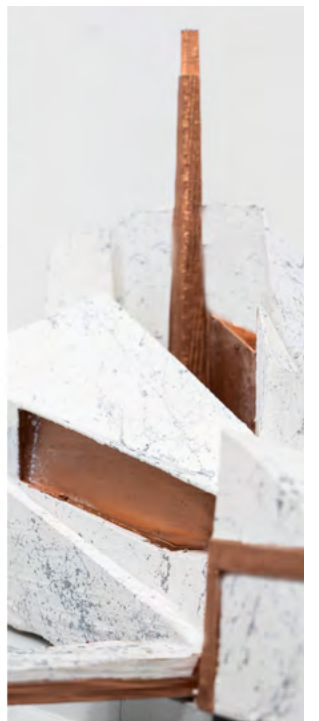
SCULPTURAL COLUMNS

EXISTING WAREHOUSE WALLS

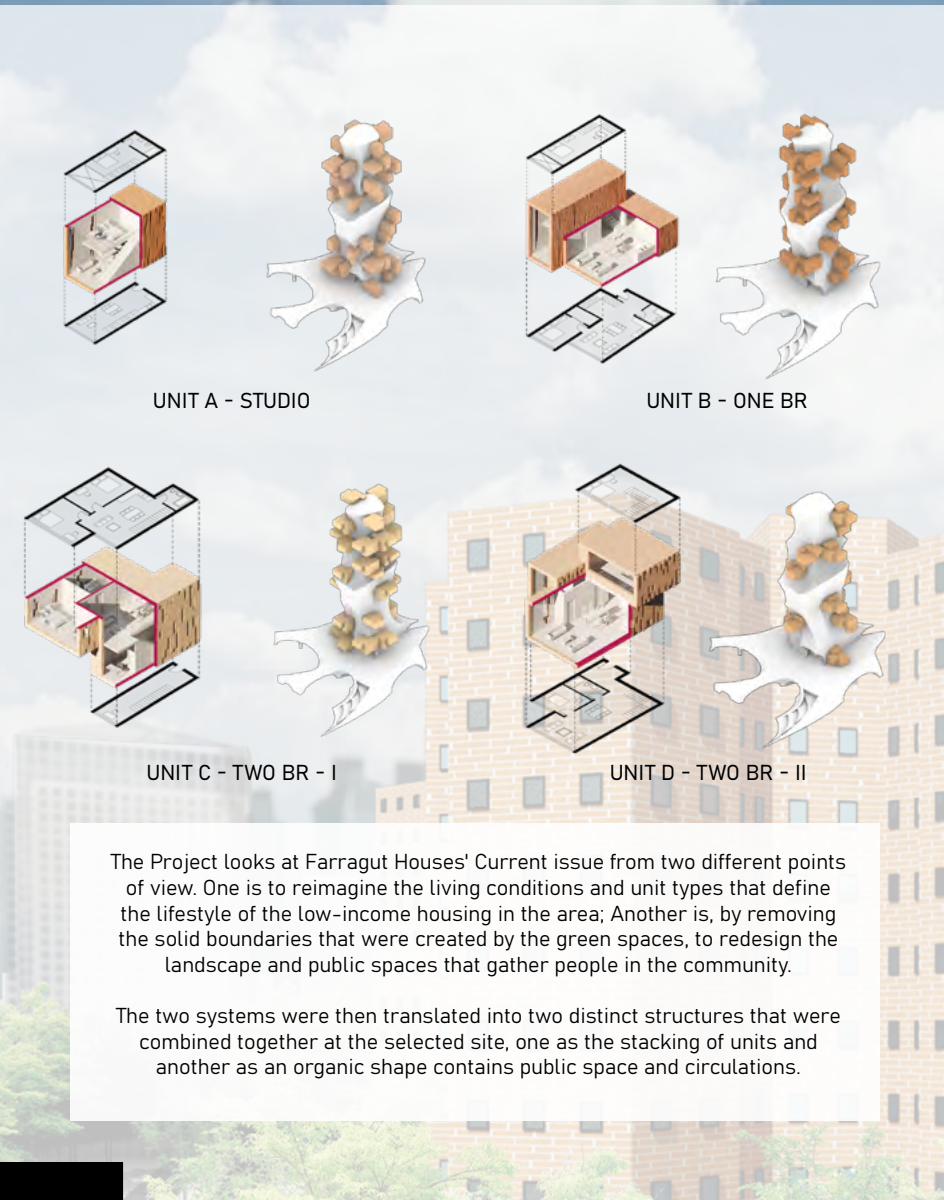




The chunk model shows the placement of the two materials on the exterior, as well as how the interior structures, sculptural columns, and floor plates interact with the metal circulation volume.



TIME: FALL 2021
INSTRUCTOR: STEPHANIE BAYARD
LOCATION: FARRAGUT HOUSES, BROOKLYN, NY.
BUILDING TYPE: RESIDENTIAL

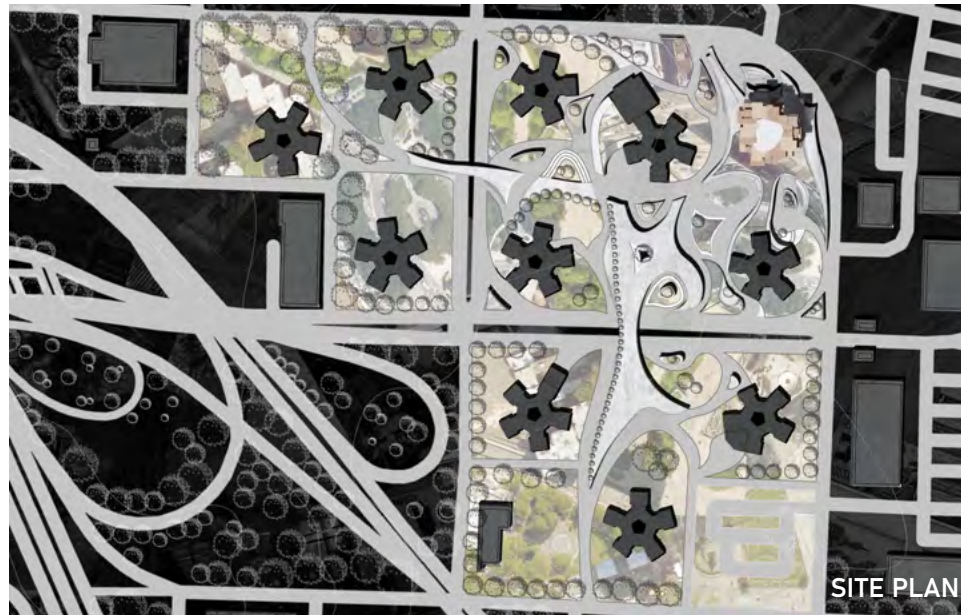


RECONNECT FARRAGUT



CONCEPTUAL COLLAGE

The design started with the collage. By mapping the surrounding areas onto the site in different scales and orientations to create a system that combines original site building conditions as well as foreign elements from surroundings.



SITE PLAN

In thg site plan, we introduced two identical systems into the equation, Creating a connection system that go through the site and remove the boundaries that are created previously and link the site to the newly designed residential tower, which contains the qualities of the existing buildings on site.

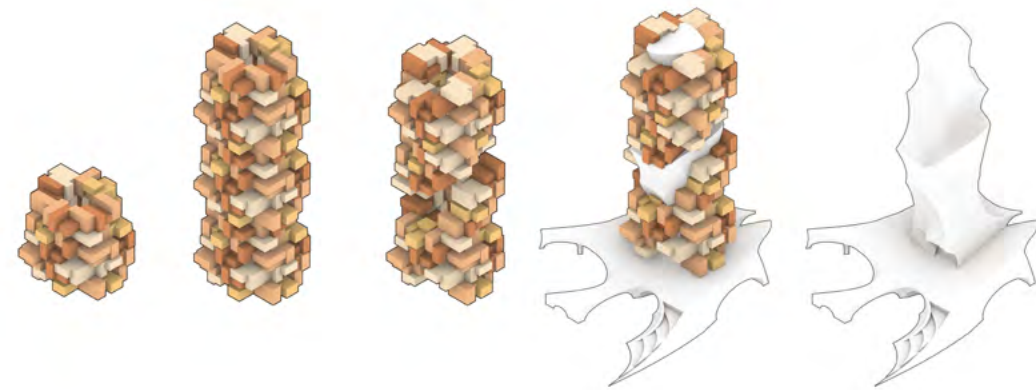


SITE MODEL

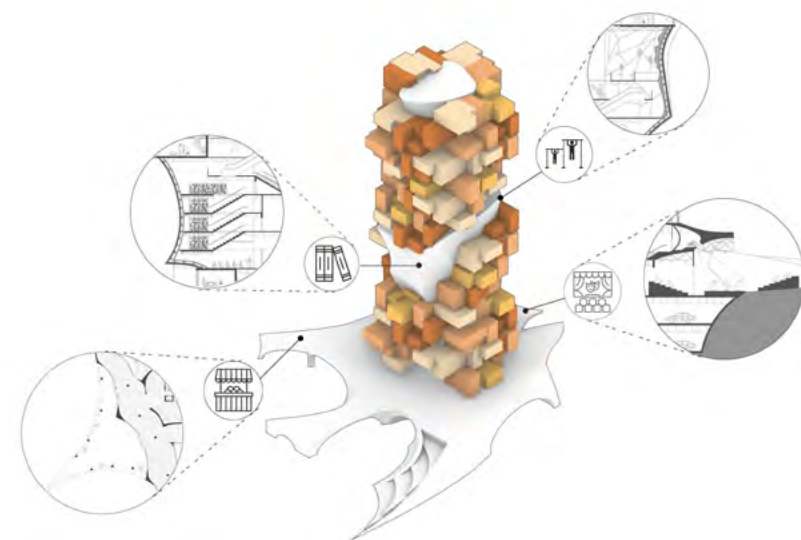


The tower is located at the top right corner -- our chosen site location. And the site structure is all over the site to create a whole new landscape, eventually connect to the tower.

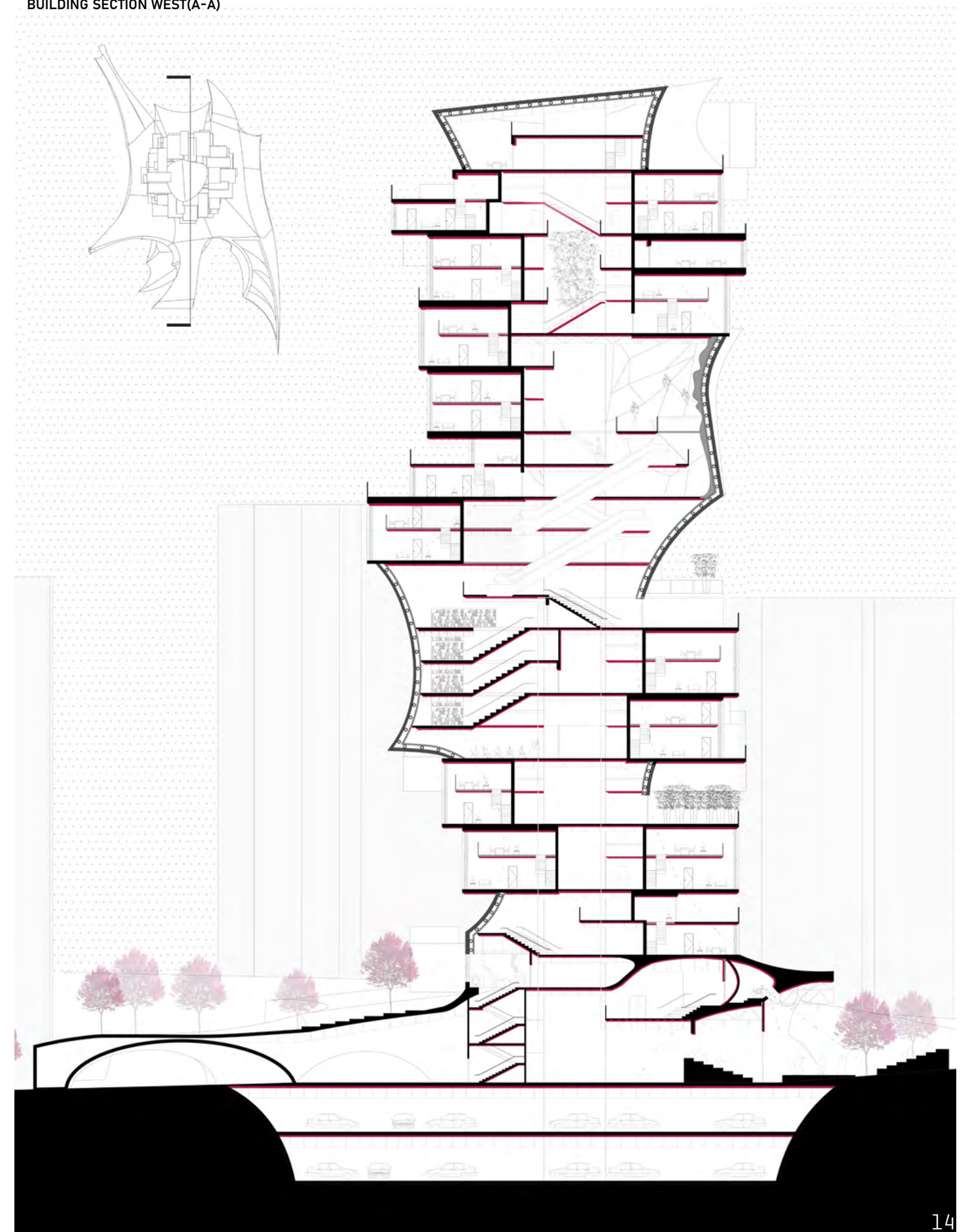
UNITS AGGREGATION

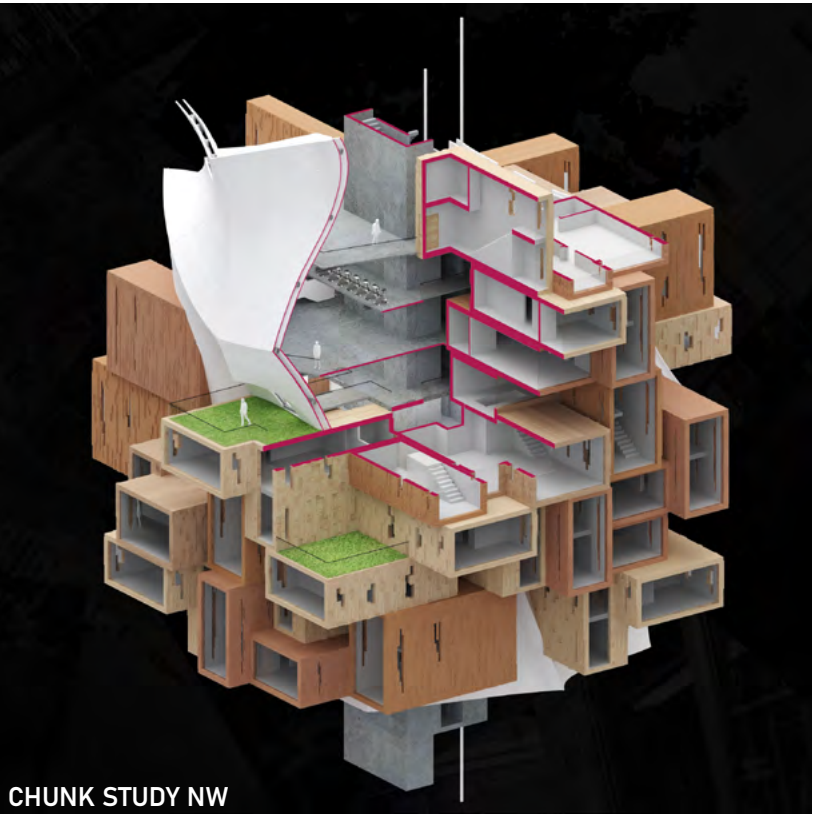


RESIDENTIAL TOWER PROGRAM

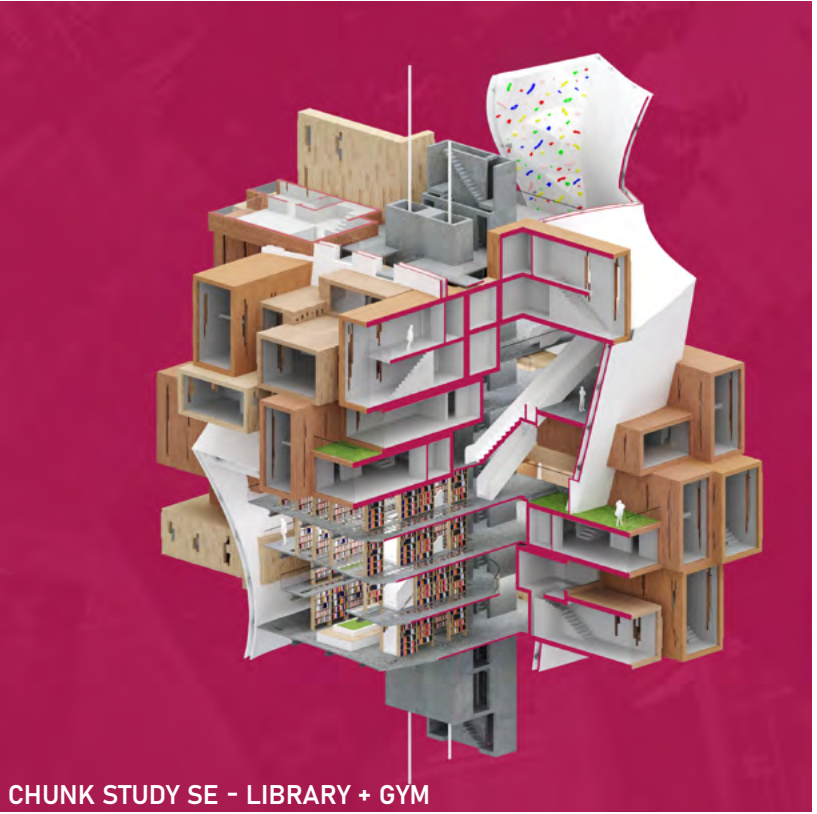


BUILDING SECTION WEST(A-A)





CHUNK STUDY NW



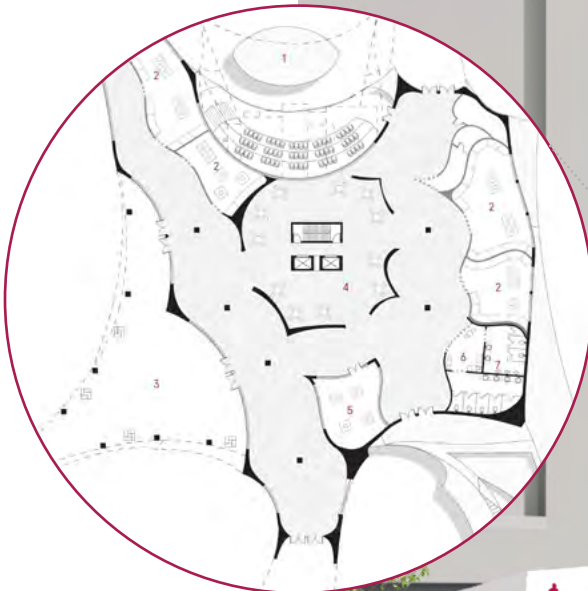
CHUNK STUDY SE - LIBRARY + GYM



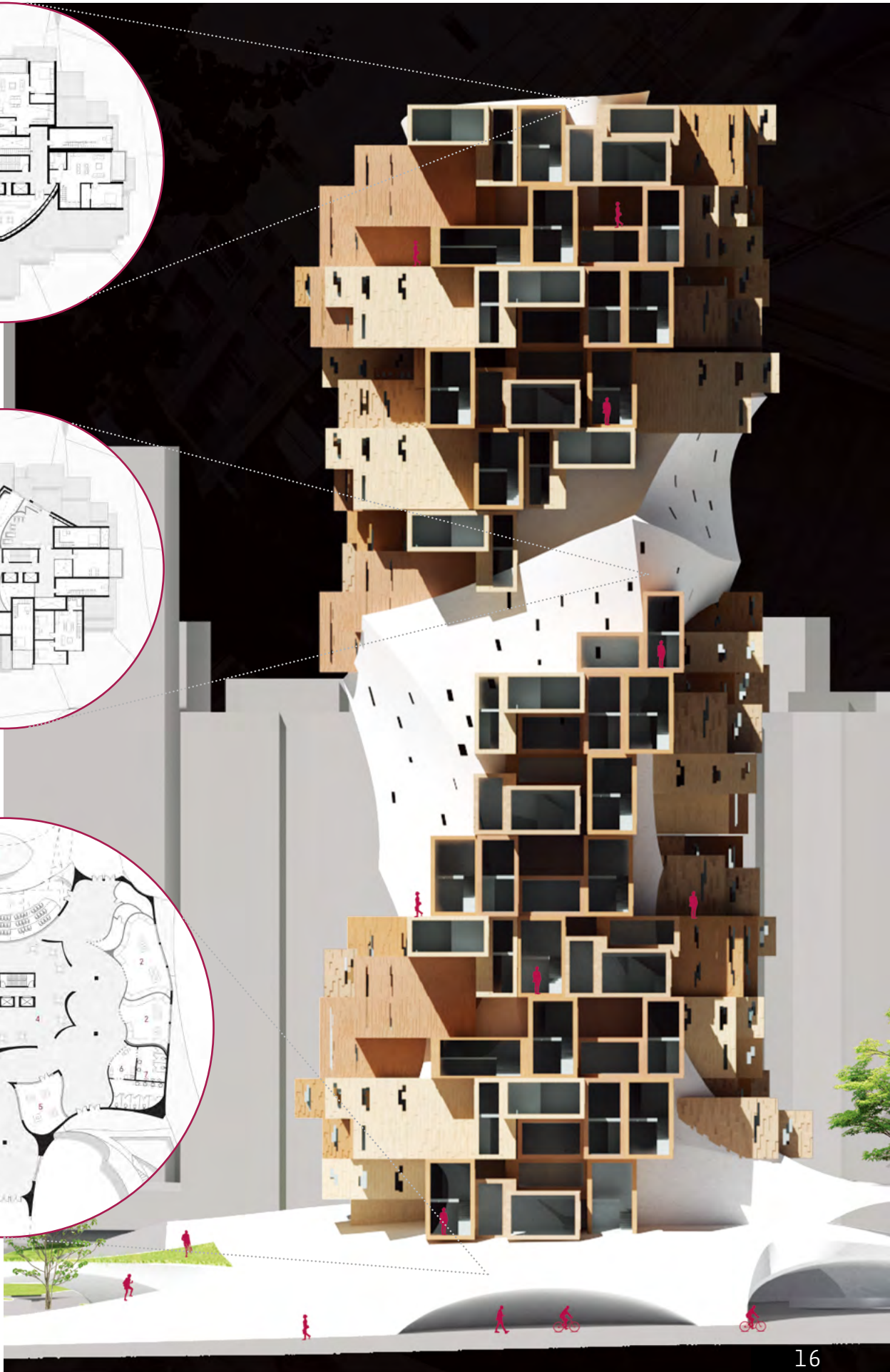
ROOF PLAN



TYPICAL PLAN AT GYM LEVEL

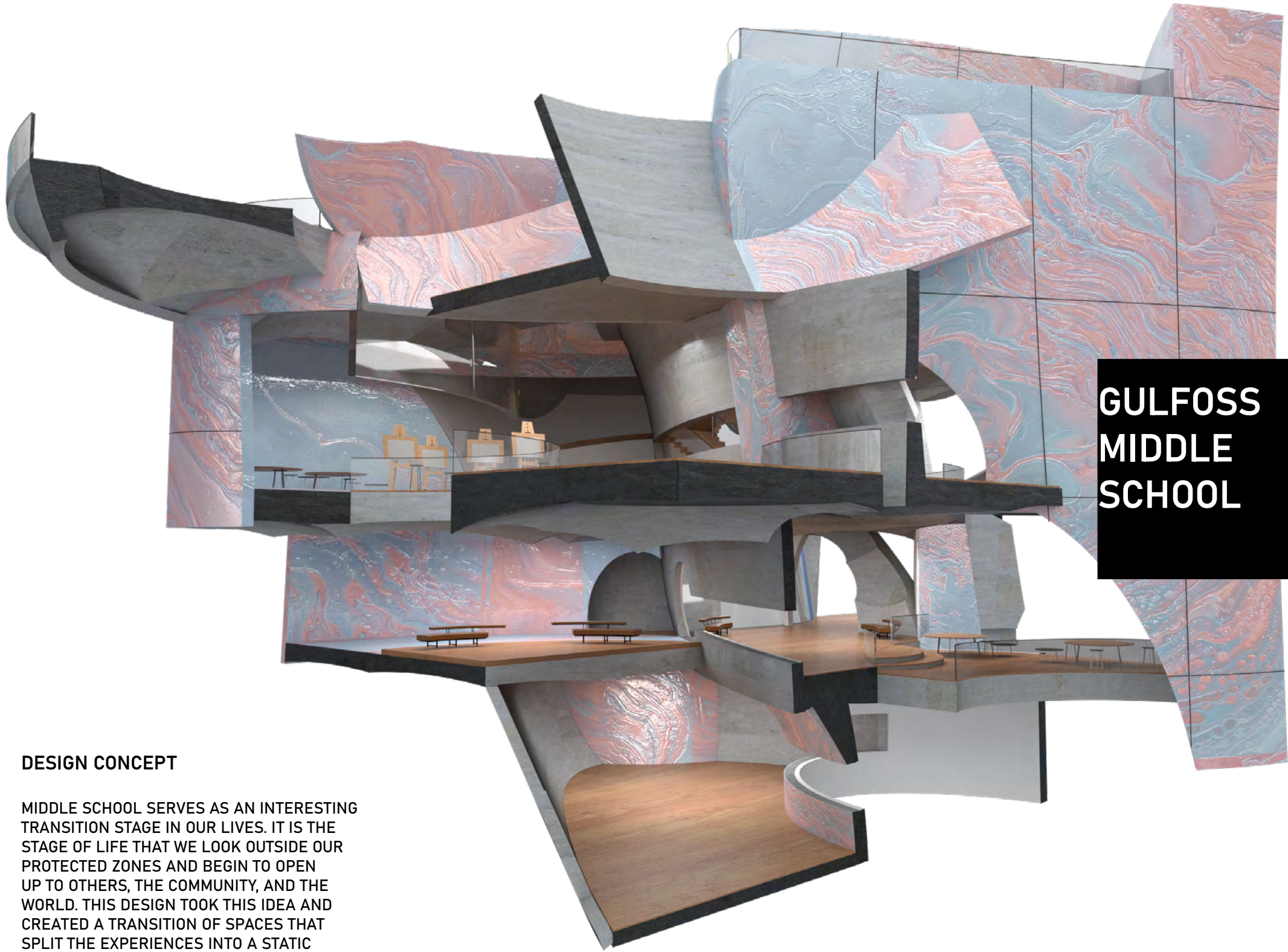


PLAN AT GROUND LEVEL
THEATRE AND MALL

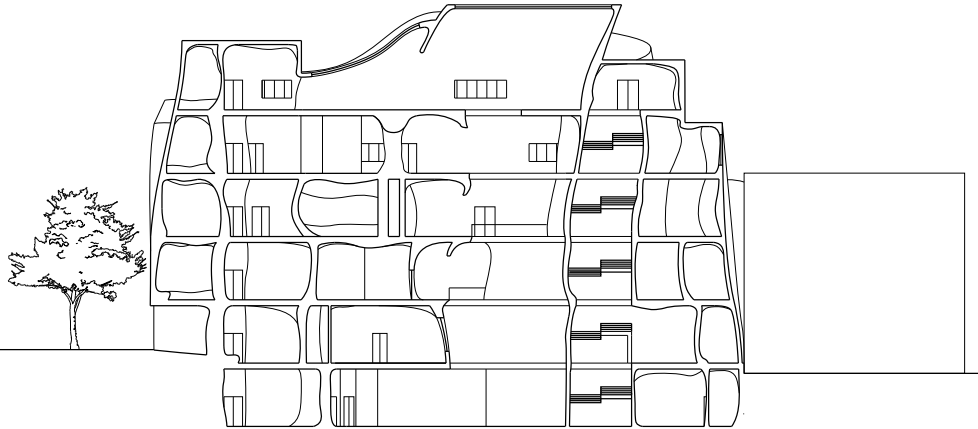


RECONNECT FARRAGUT

TIME: SPRING 2020
INSTRUCTOR: MARIA SIEIRA
LOCATION: SUNSET PARK, BROOKLYN, NY
BUILDING TYPE: EDUCATIONAL



GULFOSS
MIDDLE
SCHOOL



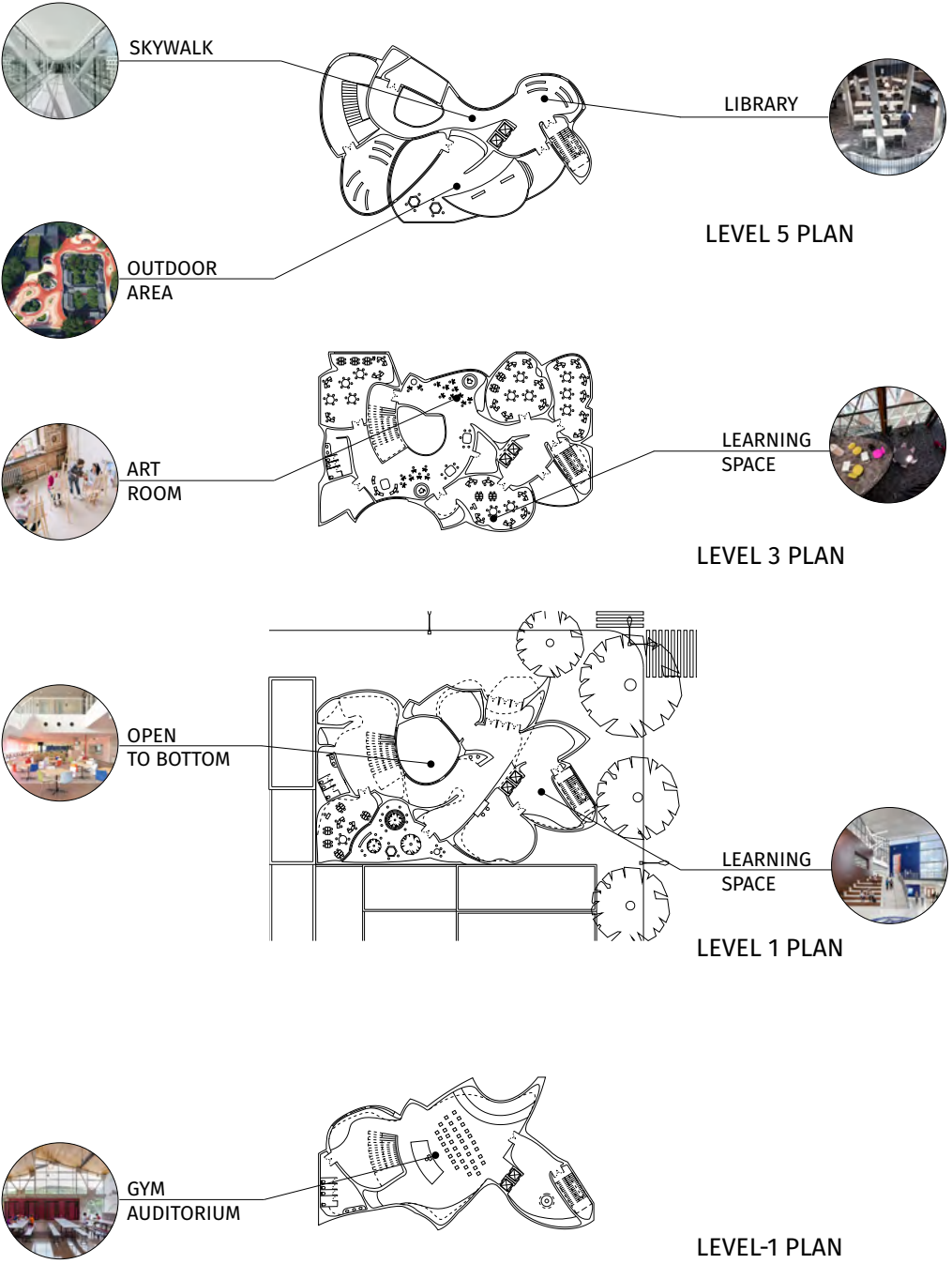
DESIGN CONCEPT

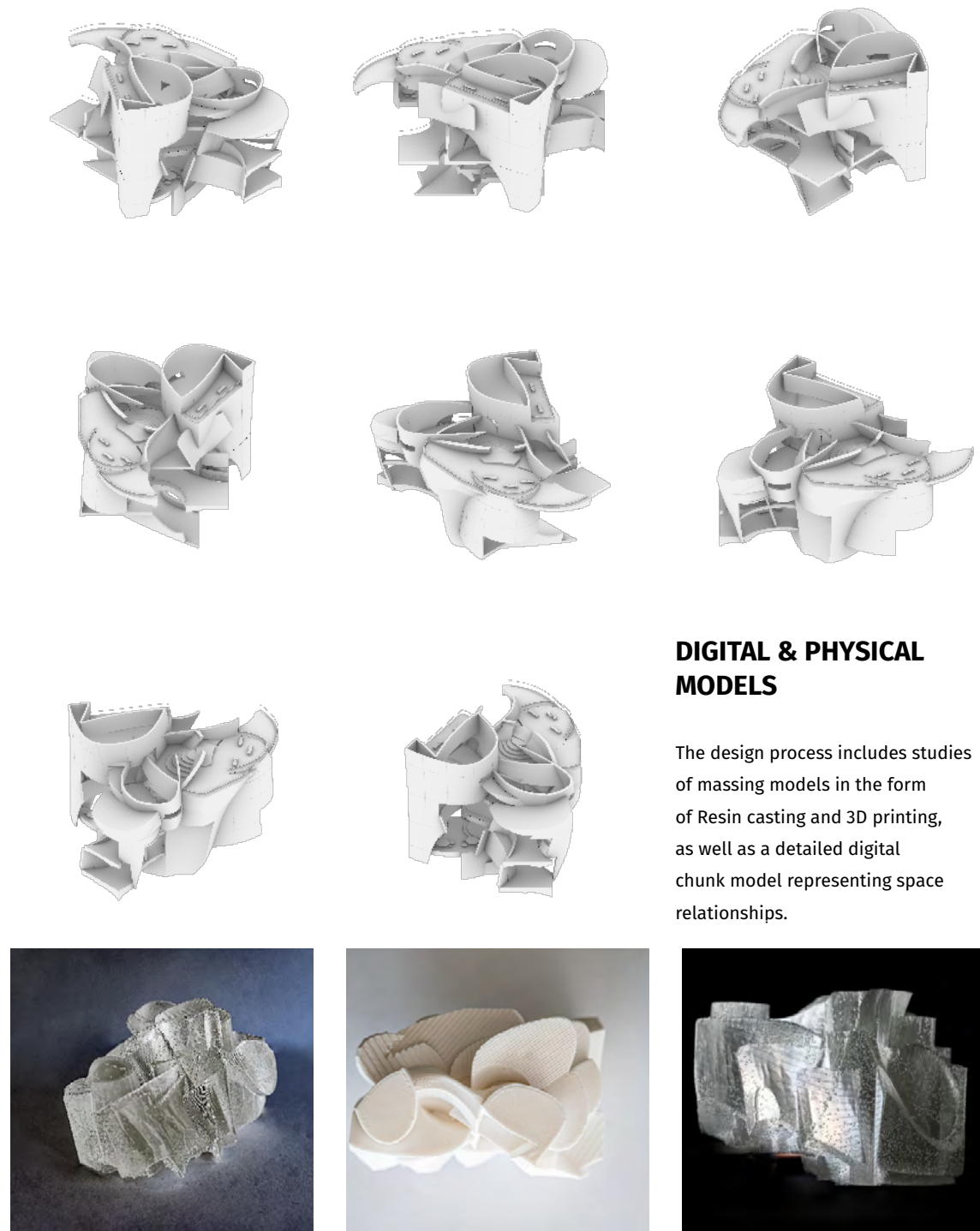
MIDDLE SCHOOL SERVES AS AN INTERESTING TRANSITION STAGE IN OUR LIVES. IT IS THE STAGE OF LIFE THAT WE LOOK OUTSIDE OUR PROTECTED ZONES AND BEGIN TO OPEN UP TO OTHERS, THE COMMUNITY, AND THE WORLD. THIS DESIGN TOOK THIS IDEA AND CREATED A TRANSITION OF SPACES THAT SPLIT THE EXPERIENCES INTO A STATIC LEARNING ENVIRONMENT, A SEMI-OPEN CONNECTION AND A DYNAMIC LEARNING ENVIRONMENT.



SUNSET PARK

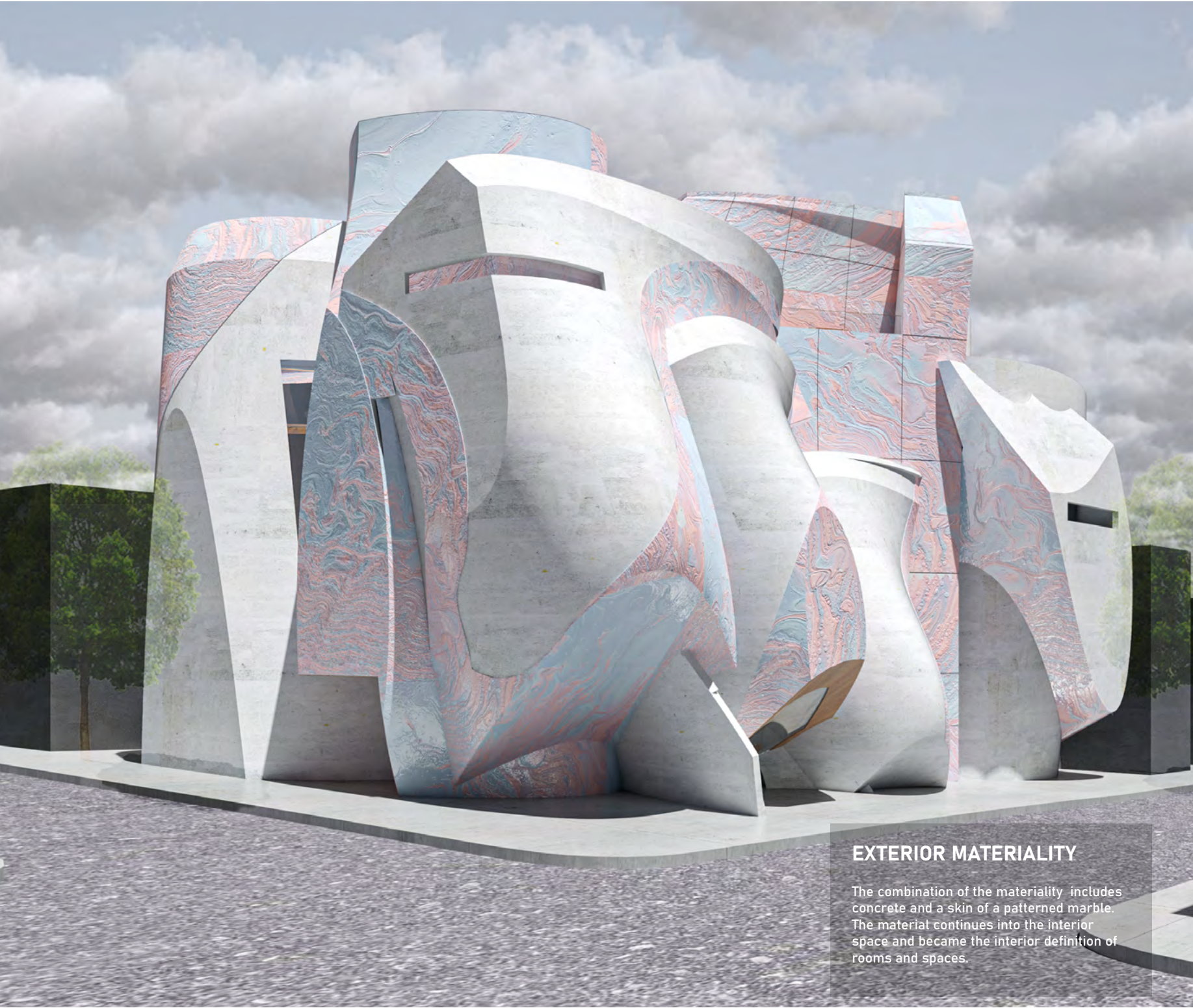
The site is located at the intersection of 4th Ave. and 43rd St. in Sunset park, Brooklyn. The massing of the design contains the characteristics of the brownstones but break out from the traditional styles from its fluid shape. The skin of the structure also represents the smooth transtions of the dynamic learning areas.





DIGITAL & PHYSICAL MODELS

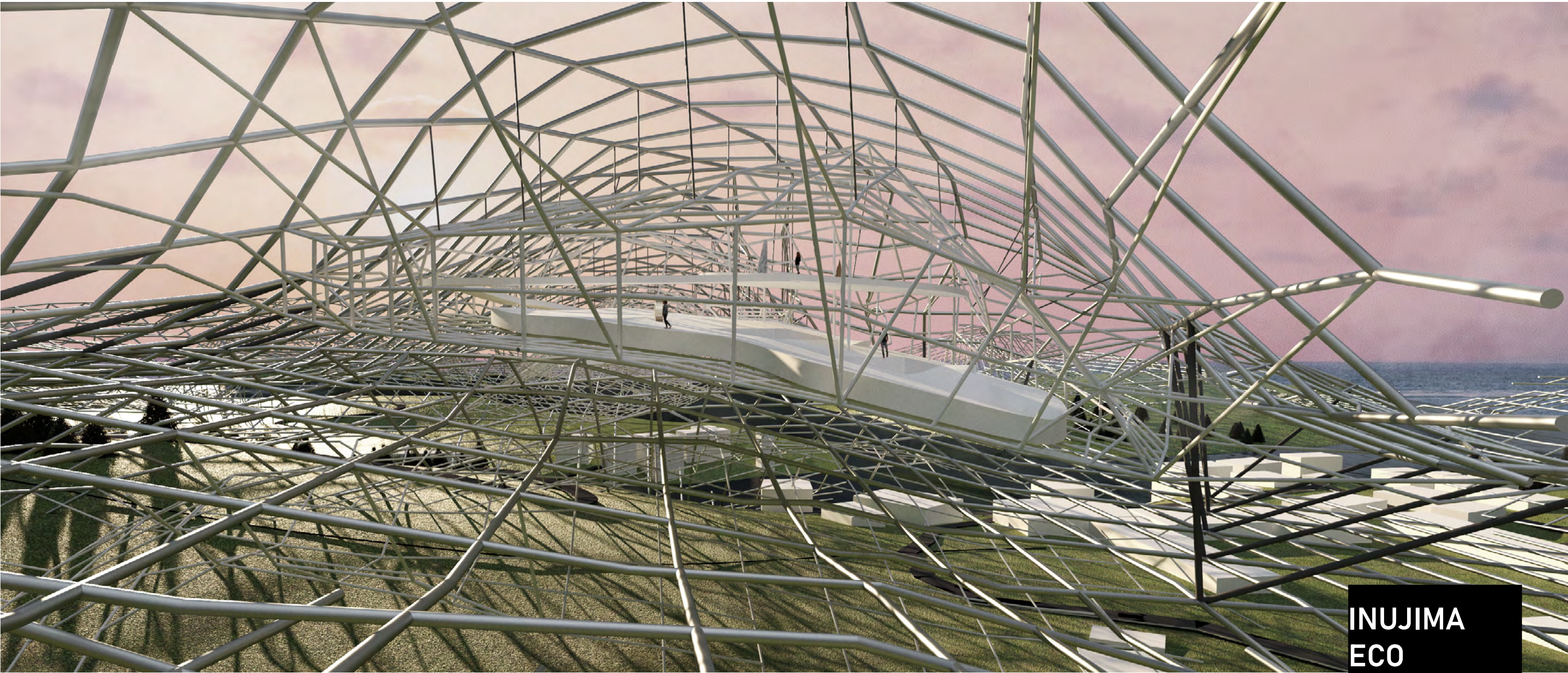
The design process includes studies of massing models in the form of Resin casting and 3D printing, as well as a detailed digital chunk model representing space relationships.



EXTERIOR MATERIALITY

The combination of the materiality includes concrete and a skin of a patterned marble. The material continues into the interior space and became the interior definition of rooms and spaces.

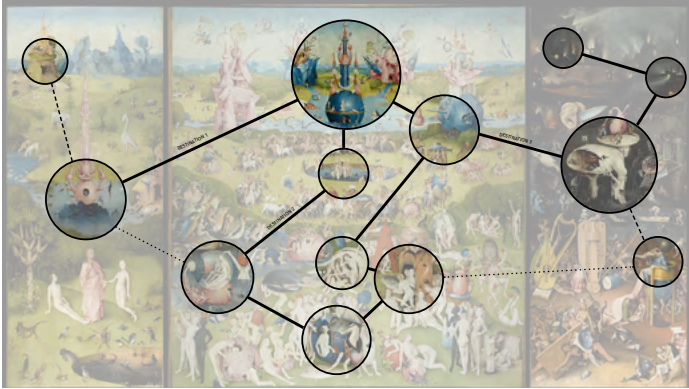
THE DESIGN GOAL OF THIS STUDIO IS TO RE-IMAGINE THE ISLAND TO BE AN EXTENSIVE ECOCULTURAL PARK WHILE EXPLORING THE TRIANGULATED RELATIONSHIPS BETWEEN THE EXISTING CULTURE OF THE ISLAND, THE ENVIRONMENTAL GEOGRAPHICAL QUALITIES OF THE ISLAND STRUCTURE, AND THE ENERGY RESOURCES FOR THE ISLAND SUCH AS THERMODYNAMIC ENGINES.



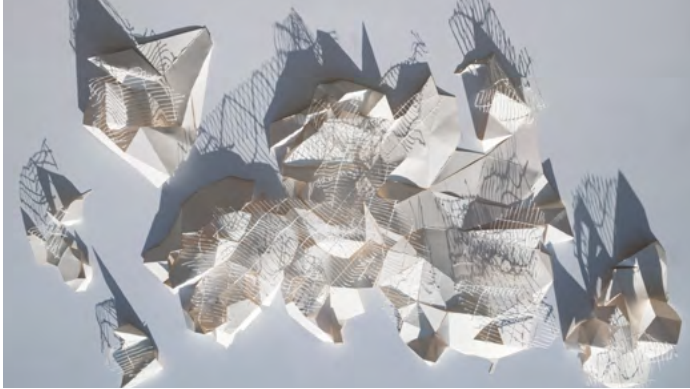
TIME: FALL 2021
INSTRUCTOR: NANAOKO UMEMOTO / BENJAMIN VANMUYSEN
LOCATION: INUJIMA ISLAND, JAPAN
BUILDING TYPE: LANDSCAPE, PUBLIC

INUJIMA
ECO
CULTURAL
ISLAND

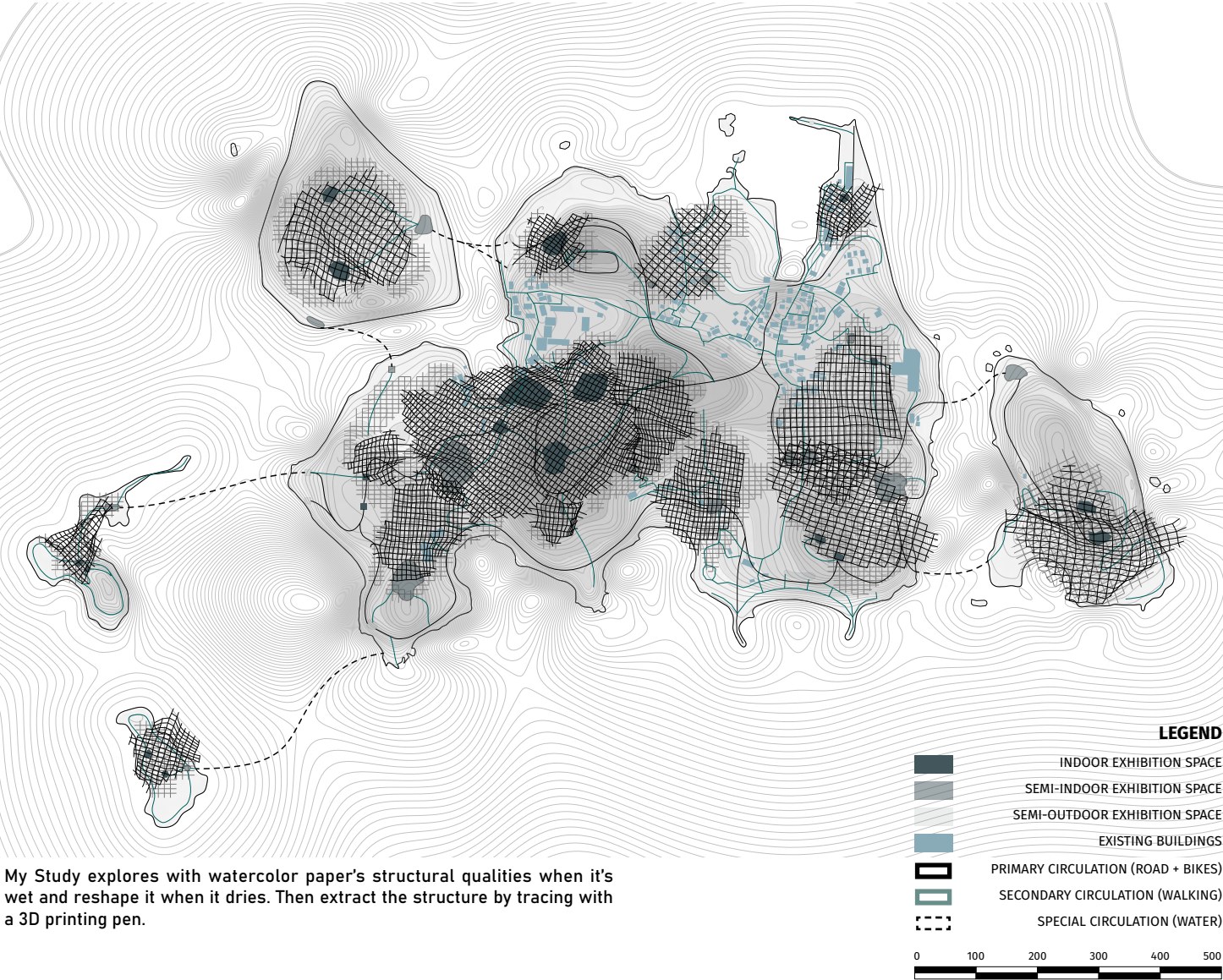
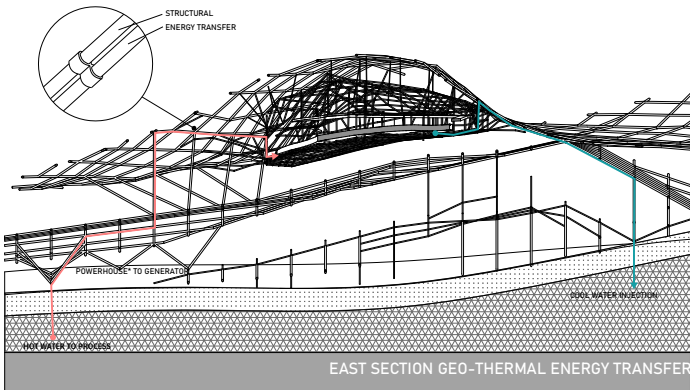
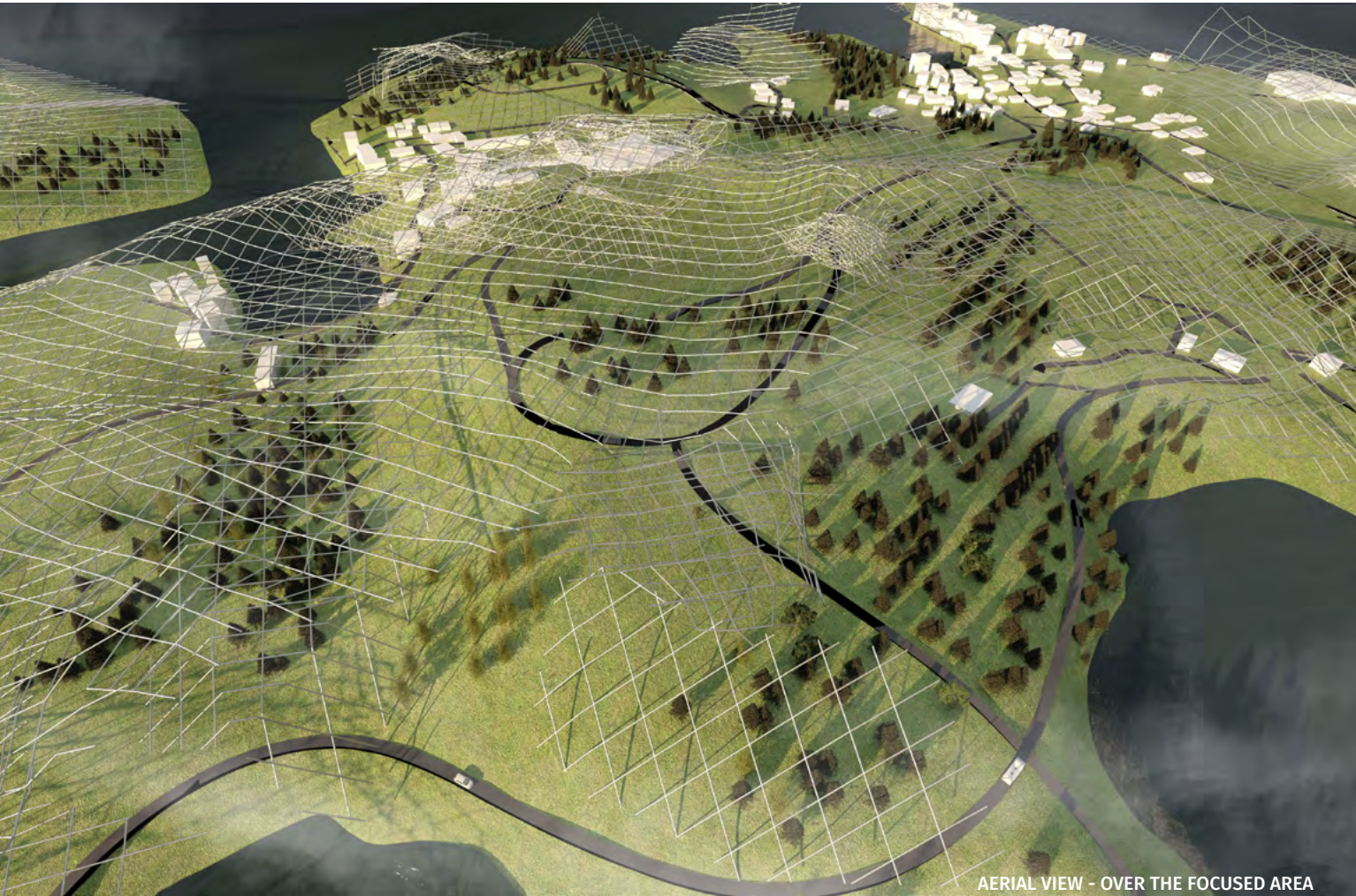
ANALYZE OF THE PAINTING
THE GARDEN OF EARTHLY DELIGHT



SHADOW STUDY
TRIANGULATED SITE MODEL



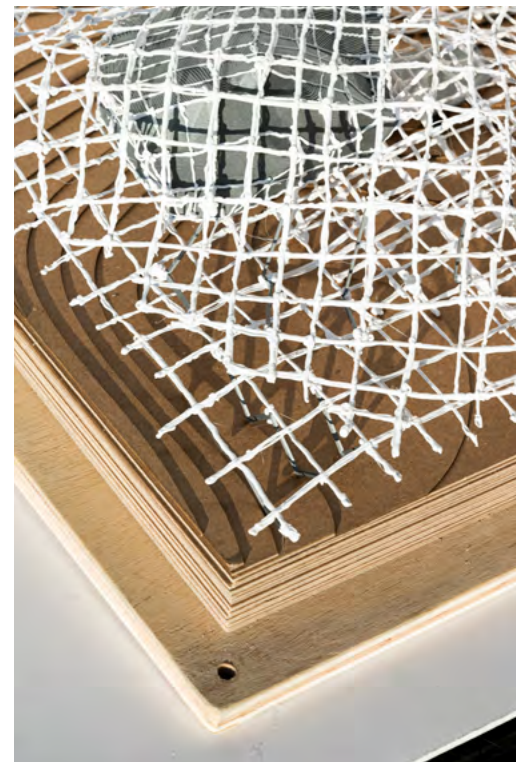
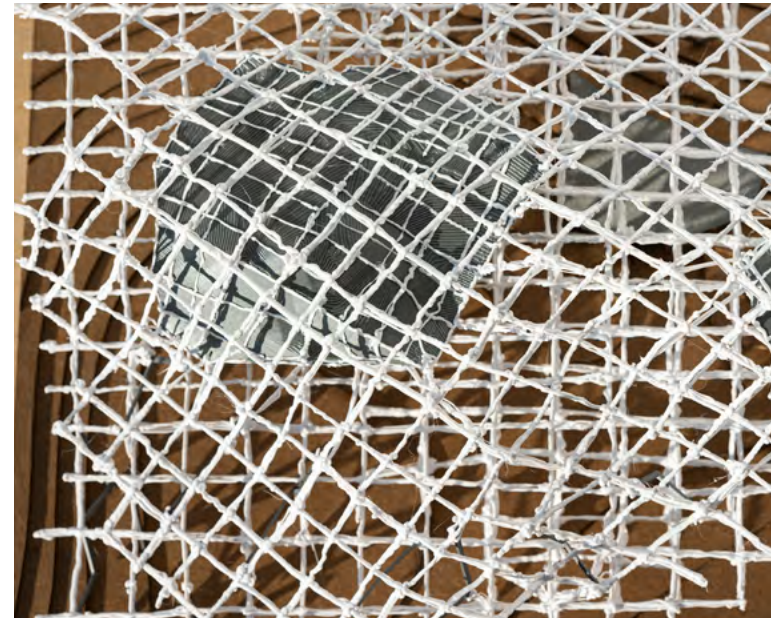
We started off with analyzing the paintings of Hieronymus Bosch, By realizing the relationships indicated in the painting, we were to develop an understanding of the system and make models to represent it and further use those relationships in our later designs.



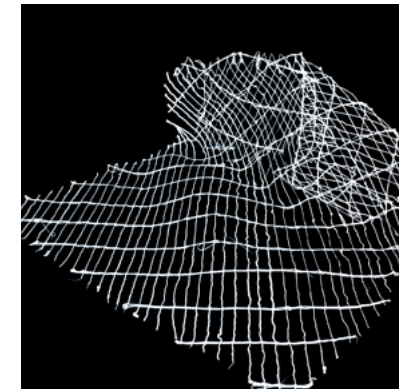
My Study explores with watercolor paper's structural qualities when it's wet and reshape it when it dries. Then extract the structure by tracing with a 3D printing pen.



PHYSICAL MODEL OF THE CHUNK

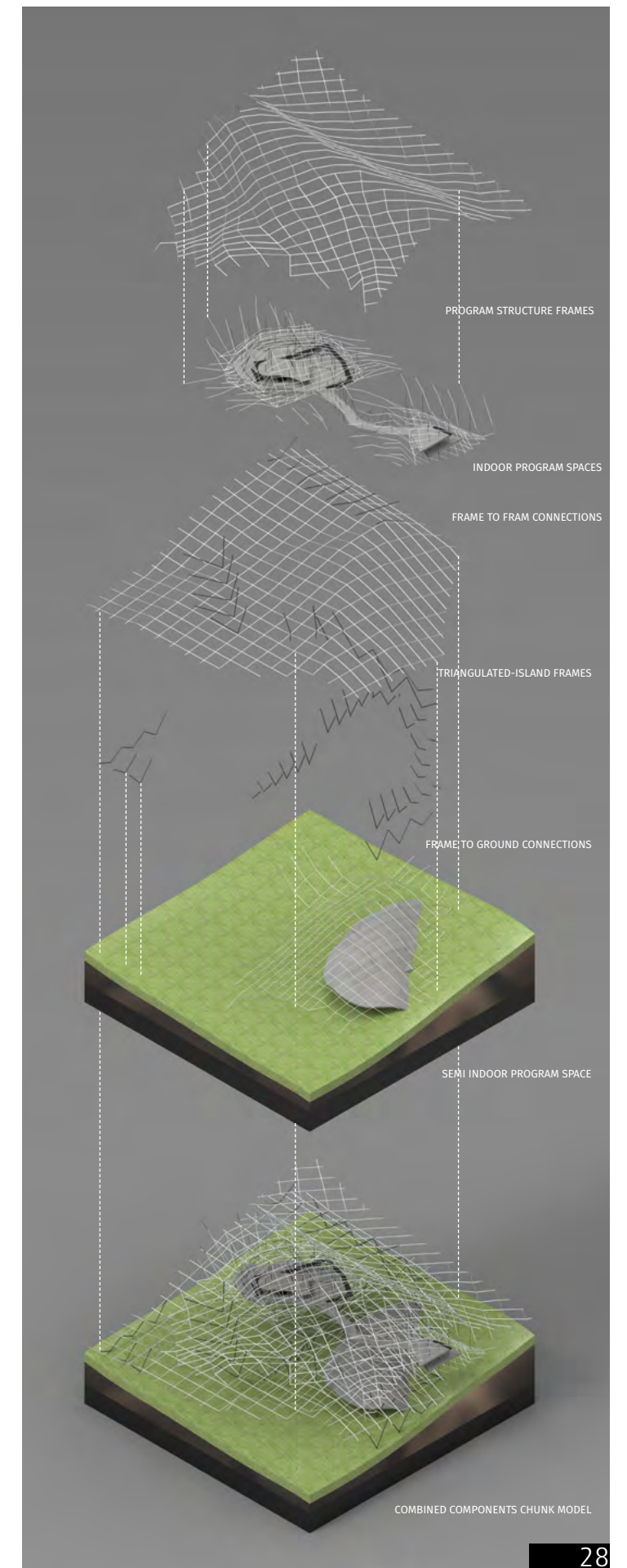


PROCESS 2



There is a developed system to rebuild the island into simple mosaic geometries and re-attach them back. After forming the newly shaped island, we applied our early experiments onto the combined mosaics to blend our programs and spaces into the island itself. In my model, the extracted 3D print structure became a secondary structure that hangs over the island and creates voids between the ground and the seams for the programs to sit in.

PROCESS 1



INUJIMA ECO-CULTURAL ISLAND



FURNITURE DESIGN

GLASS HOUSE CABINET

TIME: FALL 2016
LOCATION: NEW CANAAN, CT
PROJECT TYPE: FURNITURE DESIGN

BACKGROUND

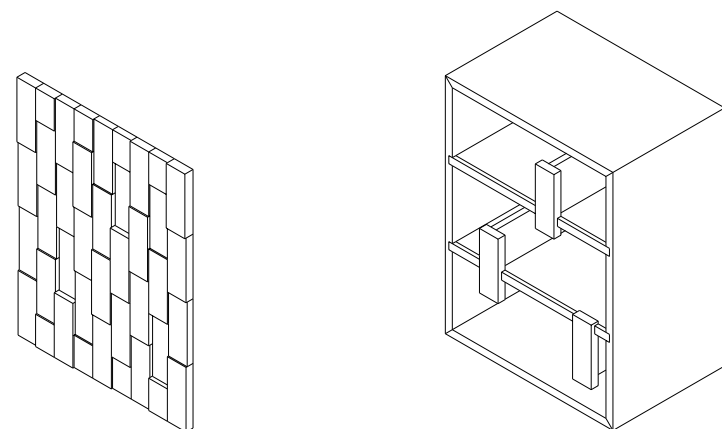
The objective of this project is to design a furniture piece inside the Glass House designed by Philip Johnson.

There are two parts in this design, one is a cabinet unit inspired by the interior of the house, the other is to transform the cabinet into an individual furniture that fits into the space.



CONCEPT

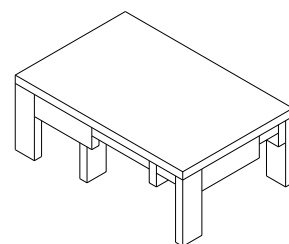
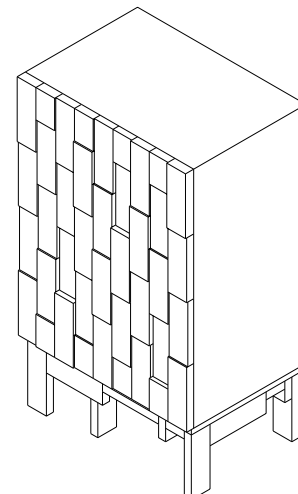
Philip Johnson's design intergrated a strong sense on blending the house into the enviroment around, making it almost a unity with the landscape. The design of the furniture is aim to do the same thing with the house --- Adapting the materiality and the patterns of the interior to make the furniture blend into the space and became part of the whole.



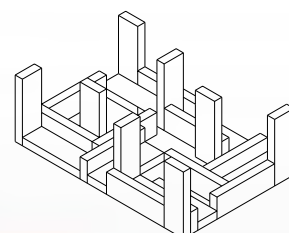
DESIGN

The design of the cabinet door contains most of the concept. It is a continuation of the patterns on the fireplace, which is the core of the interior space.

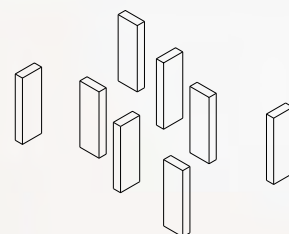
The opening on the door, along with the three pieces that are left on the shelves playing the role of dividers, are imitating the feelings of Existing and Disappearing, which can also be found on the house itself blending into the environment.



Detachable base gives the cabinet flexibility



Size of base planks matches the ones on the cabinet door



The Furniture base design follows the concept to create "complication that's unseen."



Picture shown the cabinet in a modern apartment set up.

MATERIALITY

The body of the cabinet is made with Maple wood while the door and the base are made with African Mohagony. The coloring difference with these creates a great contrast where the Maple became a natural canvas for the Mohagony to show off its pattern and complexity.





THIS IS WHY I NAPA.

EFFICIENCY
TRUSTWORTHY
RELIABLE
SAFE
DO IT FOR ME



HELPFUL HEART

We are here to help. Useful, generous, empathetic — we offer ideas, solutions and an experience that is far beyond access to parts; where drivers (and their most precious assets) can play, learn and shop. We are the approachable choice for all things automotive.

We are NAPA.



NAPA
EXPERIENCE
CENTER

WORK SAMPLES

The development of a new retail destination/format referred to as The NAPA Experience Center (hereafter the "Project"), a key element of NAPA's Experience of the Future.

THE STRATEGIC GOALS

- Three strategic pillars: Education, Community, Transactions
- Step out of traditional fixture selection and planograms
- Showcase product and solutions in an unprecedented way.

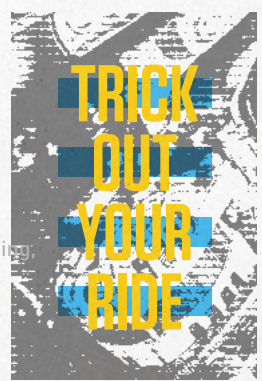
WORK. PLAY. LEARN.



DREAM
GARAGE

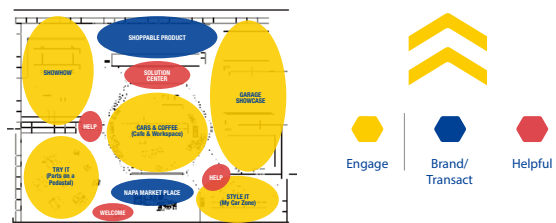
Working under the hood, sharing a coffee (and a few stories), building the ultimate ride — we are much more than a place to find tools and parts. A dynamic space where passion meets passion, where learning and teaching are always inspiring.

We are NAPA.



Work Displayed are the work done under FITCH. All the work are done in a group setting, work I have done includes: Modeling, Rendering, Images, Photo Retouching, Mood boards, and Tone of voices.

As the deliverables of this project, we were asked to give two options. Nevertheless, we believe that the needs of the client does not necessarily appear on two solid ends. We therefore created an axis that represents different needs from customers as we portray the two opposite ends of the axis to be Helpful Heart and Dream Garage. Within the axis, we introduced four different personnels, which they each represent a kind of customers with specific needs in NAPA. We believe, by freeing the concept division, we can deliver the best service and products to our customers.



The style of Helpful hearts deliver a more active, family friendly vibe that draw and welcome customers in.



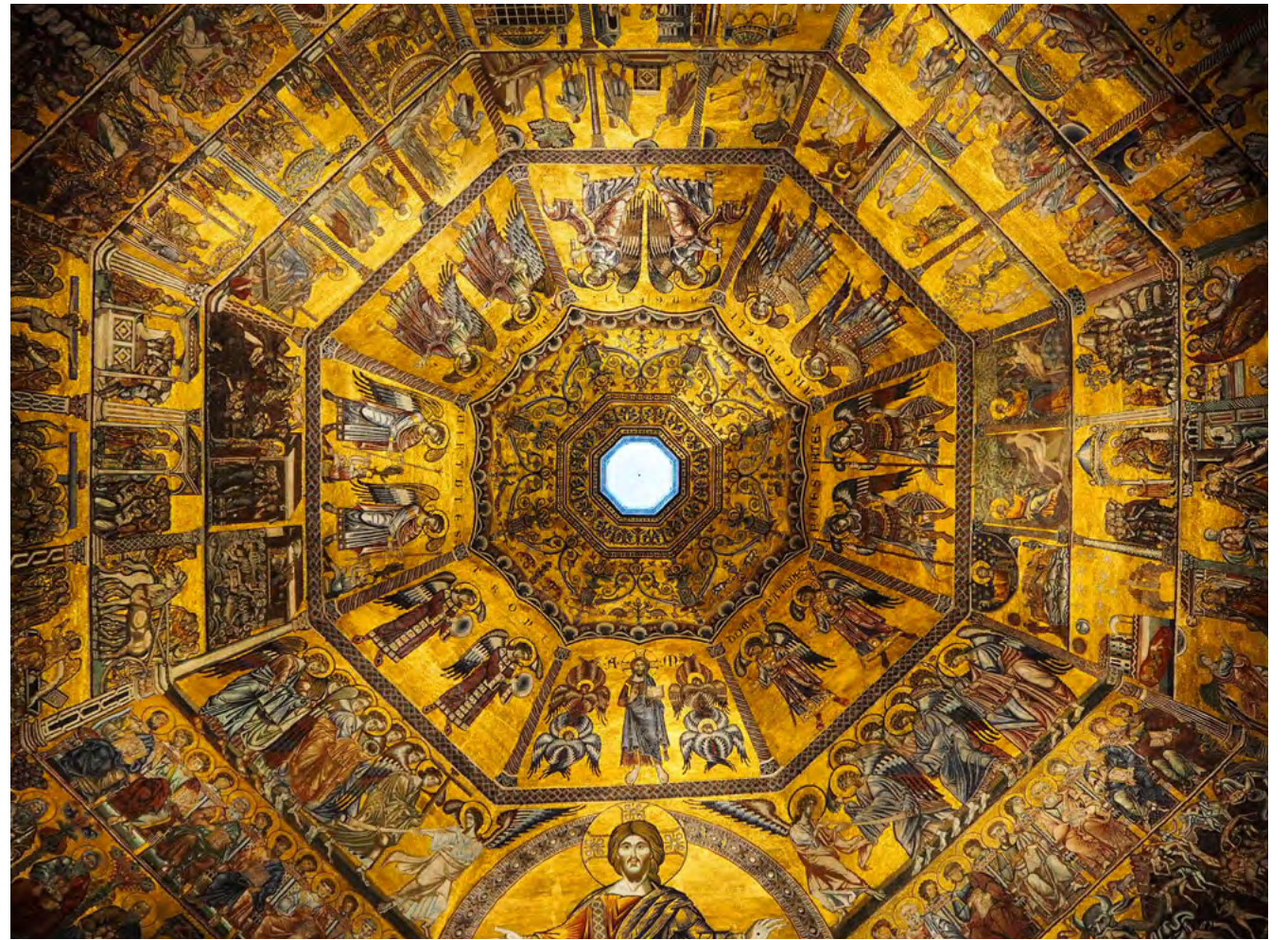
Within the same space planning, Helpful Heart puts the focus more on how customers can learn, enjoy, and play in the experience center.



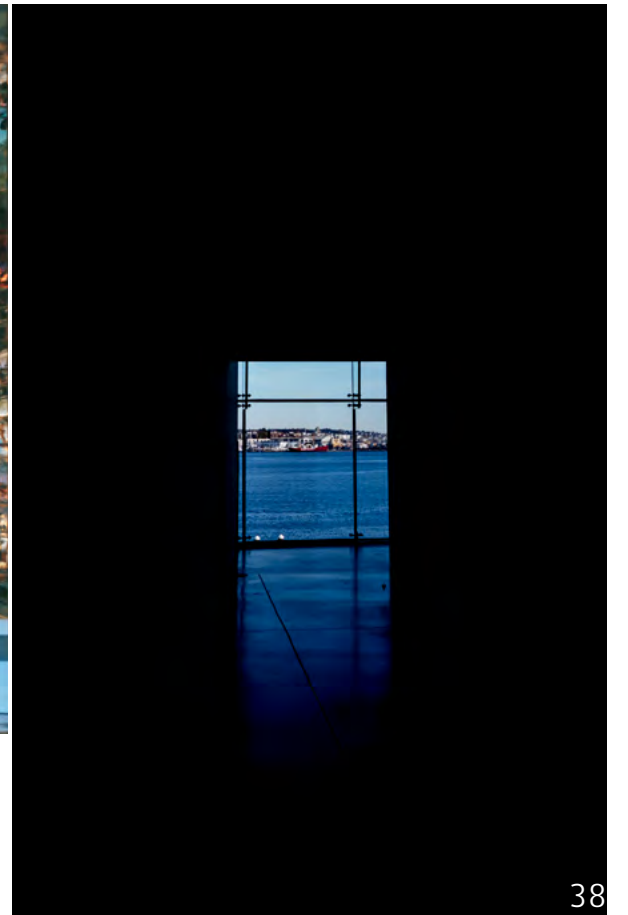
EKING

RETAIL DESIGN

EKING IS A STATIONARY CHAIN BRAND LOCATED IN KUNMING, YUNNAN, CHINA. THIS IS A SERIES OF DESIGN FOR ITS NEWLY BRANDED SHOPPING MALL STORES AND STREETSIDE STORES.



ARCHITECTURE
PHOTOGRAPHY





P O R
T R A I
T U R E
PHOTOGRAPHY



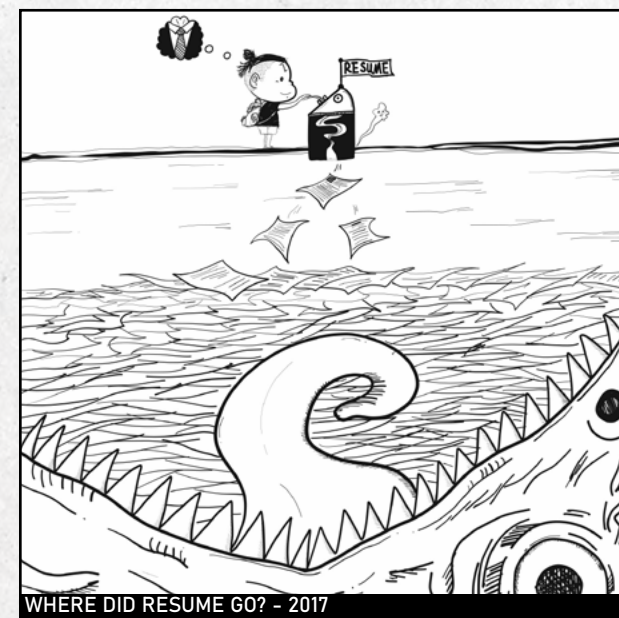
THEOMICS

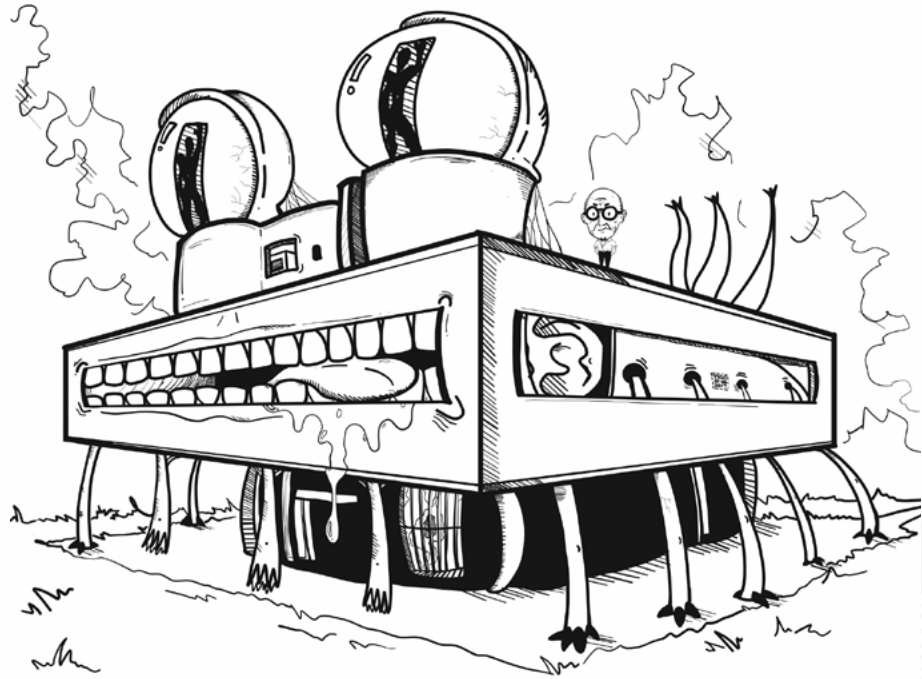


WHAT IS THEOMICS?

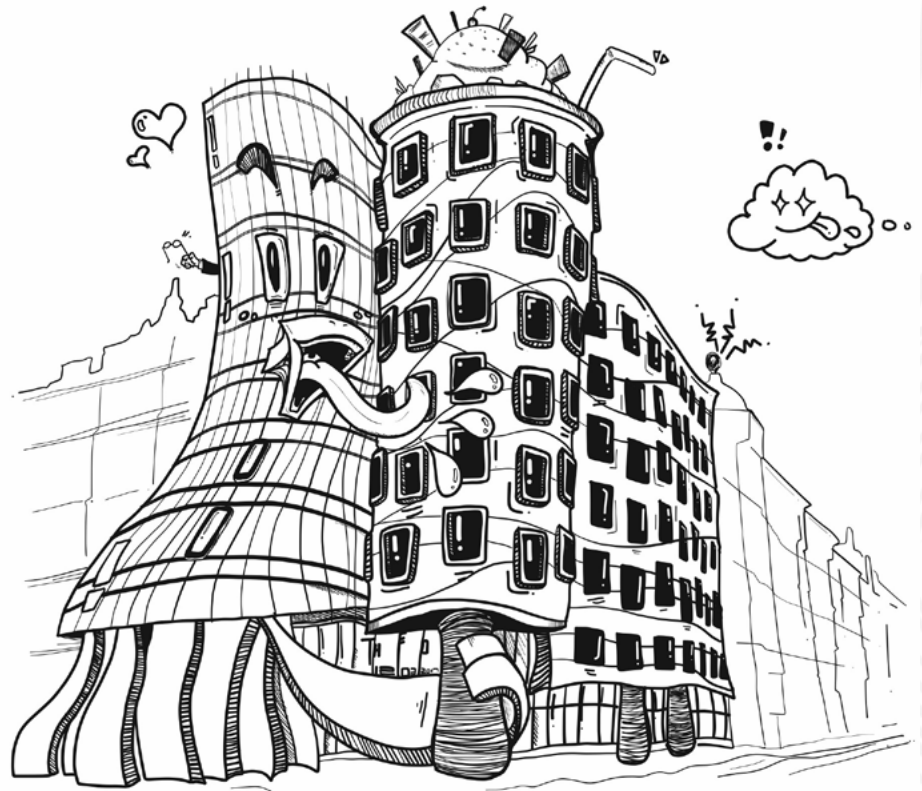
Theomics - Created as a combined word of Theo and Comics, has always been a personal passion of mine. After many years of doodling and making random comics. I finally set the idea to create another world our my life in lineworks and humouros expressions. To me, Theomics is the best mix of my diary, my attitudes and my artistic expressions.

Theoguo.com/theomics
 instagram: @theomics





VILLE SAVOYE
LE CORBUSIER 1928-1930

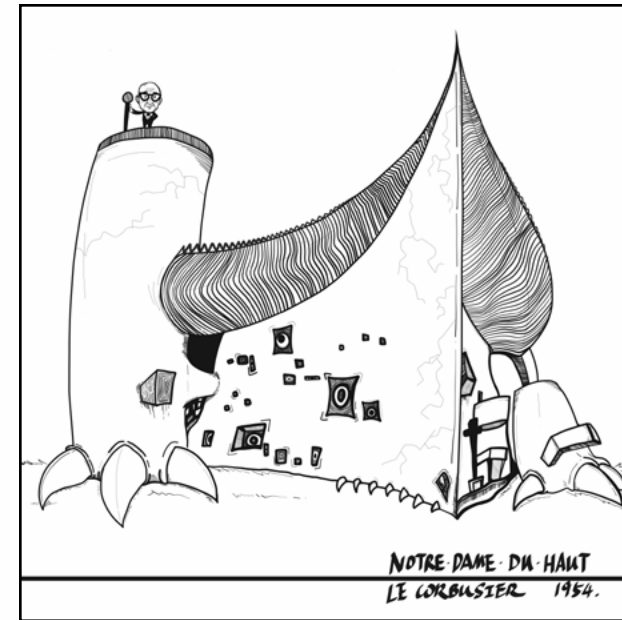


THE DANCING HOUSE
FRANK GEHRY 1992

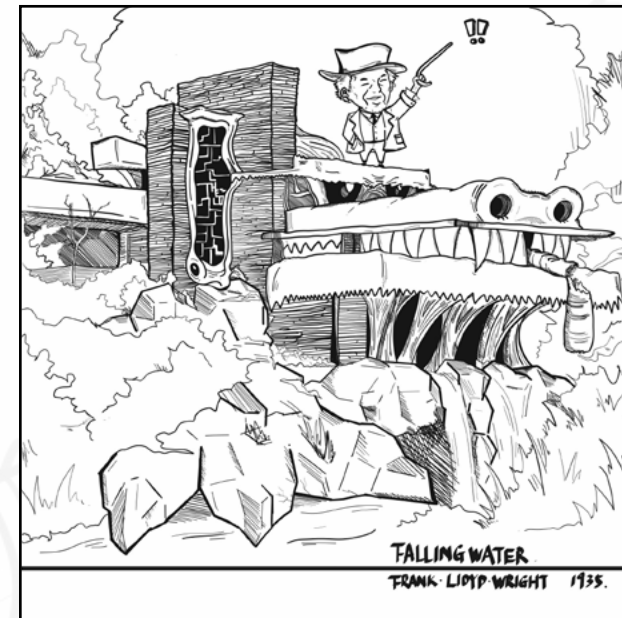
THEOMICS

ARCHIMONSTURE

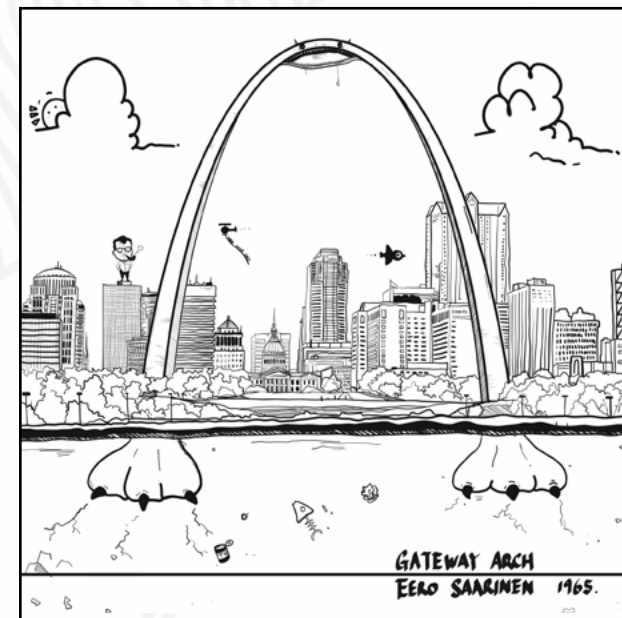
AS A CONTINUATION AND AN EXPANSION FOR THEOMICS TO GO BEYOND MY PERSONAL LIFE, ARCHIMONSTURE IS CREATED. IT IS THE COLLISION BETWEEN MY COMICS AND MY PASSION FOR ARCHITECTURE.



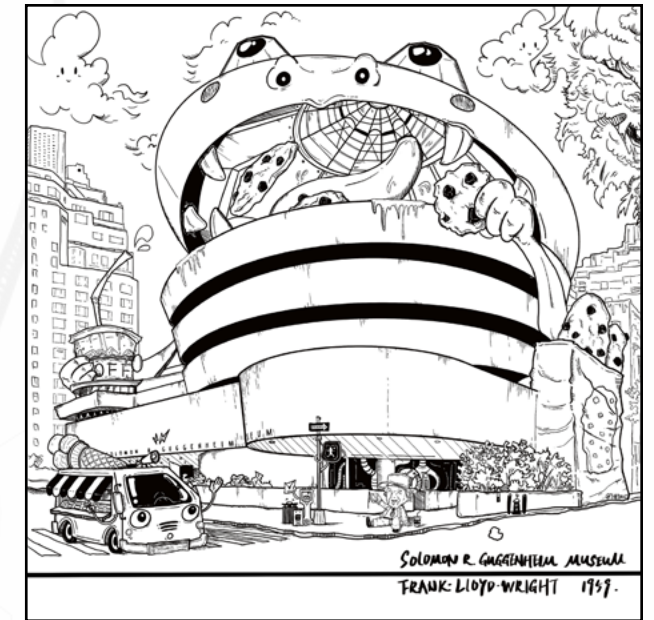
NOTRE DAME DU HAUT
LE CORBUSIER 1954



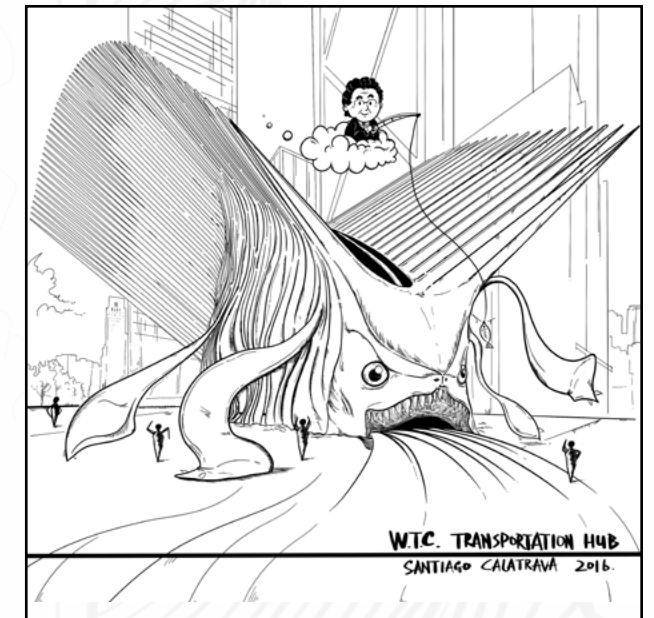
FALLING WATER
FRANK LLOYD WRIGHT 1935



GATEWAY ARCH
EERO SAARINEN 1965



SOLOMON R. GUGENHEIM MUSEUM
FRANK LLOYD WRIGHT 1957



WTC TRANSPORTATION HUB
SANTIAGO CALATRAVA 2016



ZHUHAI GRAND THEATER
KESHI CHEN 2016

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PORTFOLIO 2022