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Austin, Texas is known as the ‘Live Music Capital of the World. It is also one of the fastest growing cities in the country. The creative economy has not experienced the same growth that has occurred in the business and technology sectors. This project is the result of a collaboration with the City of Austin’s Music and Entertainment Division of the Economic Development Department to improve and support the local community of musicians and creatives as well as increase revenue for the local music industry.

A variety of seating and desk options are available for different work styles. Communal tables and movable desks enable connections within the community, while lounge chairs and focus nooks offer a more subdued environment for individual concentration. Velvet curtains separate the more intimate zones from the larger coworking space when a quieter atmosphere is desired. Custom light fixtures add to the ambiance. Glowing spherical pendants, inspired by the grill of a microphone, are made from acoustic panels, helping to absorb ambient noise in the open areas, while a chandelier of repurposed cymbals brings warmth and intrigue to the dining and bar experience.

The core is wrapped in wooden slats, forming the central pavilion. During work hours, the pavilion creates a warm, intimate environment, with breakout booths for impromptu meetings, and a large conference room that can open to the pavilion for interactive events, workshops, and presentations to larger audience. When the velvet curtains are drawn and the conference garage doors are opened, Forge Music Collective becomes a music venue, hosting private concerts to showcase artists to the industry, or putting on public shows during festivals like SXSW, broadening the reach of its members.
OPEN COWORKING

REFLECTED CEILING PLAN
FORGE
MUSIC COLLECTIVE

BRANDING

ACOUSTIC PENDANTS

CYMBAL CHANDELIER
Goose Island State Park, located on the Gulf coast of Texas, is one of only two winter breeding habitats in North America for the endangered whooping crane. The site overlooks a coastal marshland which attracts many migratory birds. Landing is an observation platform to be used for environmental education and birding from a previously inaccessible vantage point.

A 100-foot long screen provides a stationary backdrop against which the natural landscape can be viewed on approach. After crossing the threshold, a ramp takes guests up a ramp separated from the screen, which permits native flora to grow on both sides. Traveling up the ramp, the screen shifts from a more porous nature near the ground, where grasses will be allowed to permeate, to a more solid presence above. Upon reaching the platform, the screen becomes a secure guardrail against which visitors can stand and take in the expansive view.

The project was designed and built by a mixed-discipline studio of thirteen students over the course of a semester. The studio was paired with a seminar focused on climate change ethics and poeisis to encourage development of a design that is not only respectful of a delicate ecosystem, but aids in the park’s mission to teach and encourage environmental stewardship by highlighting its unique beauty.
The display system for an antique decanter exhibition is intended for the Visual Arts Center, a student run gallery and research space within the University of Texas School of Art and Art History. The design process began with studies of a precedent, Shelf 111 by Alvar Aalto. From these studies, a series of shelving iterations was developed. The units explore the concept of curving layers of material laminated together, inspired by Aalto’s bent plywood technique. Two of these iterations, one with layers peeling down, and one with layers curving up, were then combined and expanded upon in order to house a chosen collection.

The incredible number of objects the system can house lends itself well to the decanters, everyday objects which may seem mundane individually, but can be overwhelmingly impressive when their volume and variety can be appreciated. The curving layers of plywood peel down to create shelving, a seating area, and a staircase. Two tones of the veneer act as backdrops for the decanters, with clear glass showcased against dark walnut, and colorful glass against pale birch. To enhance the educational and experiential quality of the exhibit, a hidden bar is built into the lower level of the wall. When pushed into the wall, only a single long shelf tells of its presence. However, in the evening, the bar pulls out between the two supporting walls and creates a serving space for whiskey tastings.
DISPLAY DENSITY VARIATIONS
Gareth Pugh is a London based designer who experiments with material manipulation, exaggerated proportions, contrast, and movement to bring characters to life and create impactful images with his work. The design for his Melbourne, Australia flagship embodies the bold, edgy attitude of his brand. Dramatic color contrasts, strong formal moves, and an organizing graphic pattern create an immersive environment while engaging Melbourne's laneway street culture.

The angular pattern, inspired by Pugh's own work and derived from the wire-frame form work, begins at the entrance. The red glass in the solid black door acts as the designer's contribution to the local graffiti culture and creates a sense of intrigue, drawing the eye to the handle. As the shopper steps inside, the drama of the interior is revealed. The red lines from the door continue to grow across the wall. As they reach the ceiling, the lines become three dimensional, branching off of the wall to create a faceted canopy that divides the space. Inside, bathed in red, a platform and glass case display Pugh's avant garde showpieces. Outside of the structure, the shopper can find ready to wear pieces hanging in back lit displays. The rear section of the store houses mostly utility spaces. The double height opening on the long facade, a preexisting feature of the site, creates a deep inset window display, where passers by can step in and have a peek at the immersive world of Gareth Pugh.
RETAIL DISPLAY

WIREFRAME PATTERN PROJECTION
GRAFFITI PATTERN

CANOPY

DISPLAY SYSTEMS

SITE INTERVENTION

SHOWROOM
BISQUE FIRED TILES
Ceramic tiles are studies of fabrication techniques as well as explorations of pattern-making and texture. Inspired by fashion designer Gareth Pugh’s work, and taken from the line work used in the design for his flagship, the same graphic pattern is used in two different ways to create these tiles. In one version, lines are carved into the clay, while in the other, alternating spaces between the lines are built up to create a raised surface. Plaster molds enable the replication of the pattern onto multiple tiles. After a bisque firing, glazing is applied. For the line work, a darker glaze emphasizes the carving. In the raised tile, a monochromatic approach is used, with the contrast enhanced through the juxtaposition of matte and glossy finishes. Though they originate from the same initial pattern, the distinct approaches in texture and color create vastly different effects.
This custom-built media console explores the relationship between the elegance of clean lines and the raw character of vibrant natural materials, while providing a piece that is easy to move. White oak plywood, solid local mesquite, and full grain cow leather reflect its Texan origins. Two separate pieces increase its portability by decreasing both the size and weight to be accommodated. Channels in the surface of the two components house leather straps that buckle them together once they are stacked in place. A beveled profile surrounding the front edges combine with beveled doors and drawer fronts to create the illusion that the mesquite floats within the white oak boundaries. The resulting shadows further emphasize this effect. The reveal between the two boxes and above the feet carry through the same subtle sense of mystery present in the shadows of the beveled edges. A third companion piece may be used as a riser for the television or separately as a computer monitor stand.
This project is an exercise in creating a new building material with as little ecological impact as possible. Recovered rubber baseboards are cut into strips and woven together, then pulled taut around a wooden frame. The resulting panel can be mounted on the floor and the ceiling to cover the desired surface area. The durability and antimicrobial nature of the rubber give the panel versatility, enabling a variety of potential applications. While the material is long lasting, it can be easily disassembled when it is no longer needed. Mounting hardware can be reused, and the wood recycled. By using a recyclable rubber wall base as well, the panel is a zero waste product.
Connections and drawing techniques were studied through a series of blind contour drawings of hands. One of these drawings, of two hands grabbing opposite arms, is the inspiration for this wood joint model. Two rectangular blocks connect at an angle, mimicking the arms crossing over one another. The offset is emphasized by the two tones of wood. The clasping pieces fit together around the blocks, locking them in place, much like the firm grip created by hands clasped around each arm.
Photography offers the opportunity to catch within a frame details of daily life which might otherwise go unnoticed. This series explores the hand as a creative tool, and the unique touch that is left behind. Art may take many forms, and each medium has its own range of techniques. These photos are a glimpse of the variety of possibilities that lie at the hands of an artist.

HAND PRINTS
35MM PHOTOGRAPHY SERIES
Photography I | Spring 2011 | Tarrant County
FILM SET: LAND OF LEOPOLD
Prop Master | Fall 2013
Production Designer | Alessandro Marvelli

FILM SET: NISSAN LEAF/LANCE ARMSTRONG
Assistant Set Designer | Spring 2010
Production Designer | John Blood
FILM SET: TRIBE OF MISFITS
Art Director | Summer 2011
Production Designer | Scott Osborne

LIVING ROOM BEFORE

LIVING ROOM AFTER
MICHELLE SIFRE
michelle.sifre@gmail.com
www.michellesifre.com

EDUCATION
University of Texas at Austin
Bachelor of Science in Interior Design
Bachelor of Science in Architectural Studies
Minor in Radio, Television and Film
Expected graduation May 2017

Tarrant County College
Photography Study Abroad - Italy
Summer 2011

WORK EXPERIENCE
McCray & Co. - Interior Design Intern
Jan. 2017 - Present
Draft as built plans and elevations
Create test fit options for residential and commercial projects
Produce construction drawings for custom furniture and fixtures

Gensler - Interior Design Intern
Aided team in producing drawings and renderings for client presentations
Revised bid documents and drafted custom office millwork
Worked with vendor representatives to select finish options and obtain samples
Collaborated with a team on a renovation proposal for a local community center

Crate and Barrel - Sales Associate/Registry Specialist
Nov. 2013 - July 2015
Assisted customers with store navigation and product selection
Maintained product knowledge for new and existing merchandise
Completed sale and packaged gifts

The Khazana Home Furnishings - Furniture Sales
Feb. 2014 - June 2014
Arranged showroom vignettes with new inventory on a weekly basis
Recommended pieces to customers and designers based on their needs
Coordinated vendor orders and customer deliveries

Alexia Gavela Bridal - Consultant/Key Holder
Sep. 2011 - June 2014
Guided brides in gown and accessory selection
Placed and managed custom orders
Helped owners make style purchasing decisions for each season
FILM EXPERIENCE

<table>
<thead>
<tr>
<th>Project</th>
<th>Position</th>
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</thead>
<tbody>
<tr>
<td>Land of Leopold (2013 Feature)</td>
<td>Property Master</td>
</tr>
<tr>
<td>American Idol Season 13 (Reality TV Series)</td>
<td>Production Assistant</td>
</tr>
<tr>
<td>Final Recourse (2012 Feature)</td>
<td>Assistant Level Designer</td>
</tr>
<tr>
<td>Murder Trust (2012 Short)</td>
<td>Property Master</td>
</tr>
<tr>
<td>The Last Light (2012 Feature)</td>
<td>Art Department Intern</td>
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<tr>
<td>M15FIT5 (2011 Feature)</td>
<td>Art Director</td>
</tr>
<tr>
<td>Nissan Masters (2010 Web Promo)</td>
<td>Assistant Set Designer</td>
</tr>
<tr>
<td>William Goes Down (2009 Student Short)</td>
<td>Production Designer</td>
</tr>
<tr>
<td>The Free Agent (2009 Student Workshop)</td>
<td>Production Designer</td>
</tr>
<tr>
<td>Between Kings and Queens (2009 Feature)</td>
<td>Key Production Assistant</td>
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</tbody>
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RECOGNITIONS

- University Honors
- Gensler Brinkmann Scholarship Nominee
- ISSUE: 013 Competitive Student Publication
- Rise
- Forge Music Collective

ORGANIZATIONS

- ASID - Student Member
- IIDA - Student Member
- UT MicroFarm - Volunteer

SKILLS

- Illustrator
- Adobe Photoshop
- AutoCAD 2014
- Revit 2016
- Rhino 5.0
- 3ds Max
- Hand Drafting
- Adobe InDesign
- Laser Cutting
- AutoCAD 2014
- Model Building
- Revit 2016
- Microsoft Office
- Rhino 5.0
- Mac/Windows OS

Spring, Fall 2015, Spring 2016
Fall 2015
Spring 2017