SPATIAL OBJECT AND SPACE-PRODUCING OBJECT CAN BE EXPLORED THROUGHOUT THE LOBBY
Generative, Parametric Patterning Study
Exploring the production of caustics simulations via vector-based parametric tools
issues: material effects
issues: planning and experience
issues: patterning and effects
issues: iterative transformation and operations
issues: surface and structure
issues: assemblies and making
issues: planning and programming
**FACADE DESIGN: (re)insertion**

**INSERTION**
- Types of insertion:
  - the physical space in the building
  - the building to the block
  - the block in the neighborhood
- Levels of insertion:
  - neighborhood
  - block
  - building
  - residents
  - neighborhood
  - network of connections

**INSERTION**
1. The point or node of attachment of a skeletal module to the base or other body part that it moves.
2. The act of putting one thing into another.

**FACADE DESIGN: insertion & connection**

**INSERTION**
- Cross
- Penetration
- Expansion protection
- Over
- Loop
- Around
- Intersection

**FACADE**
- How
- What
- Transparency
- Lumen
- Location
- Geometry
- Display of information
- Network
- Community

**issues:** interior conditions relating to an interfacing with an architectural shell / developed through diagrammatic process and thinking
faucetta residence surfaces : new york city
Components
- wall
- floor
- ceiling
- aperture

Components 2
- bathroom
- kitchen/dining
- office
- bedroom
- master bedroom

Image is derived from a series of relationships based on interactions between the units (components). The two elements either create a trend or reduce the intervention of a third element.

Materials
- glass
- translucent
- clear

CONTAINERS
THRESHOLDS
FILTERS
INSERTIONS/COMPONENTS/ANANATION
PRODUCE AN OPERABLE PROGRESSION BETWEEN PUBLIC AND PRIVATE CELLS OF THE HOME.
office surface: deformations for storage/shelving and enclosure of equipment

wine wall/winer: deformation to store bottles and define entry

dining surface: deformation for bar

lounge surface: deformation accepts furniture

digital model analysis used to define performance-based adjustments: the surface becomes a site of shifting influence as different parameters (storage, access, aperture, etc.) are introduced.
faucetta residence millwork: new york city
mundane elements such as storage are developed into performative registers and replace standard notions of partition. Daily use is variable and the sectional and surface characteristics of this assembly registers this use as an evolving pattern.
mod-pod: prefab classroom concept
league for the hard of hearing: new york city
Luca Luca: various locations (above: Las Vegas Nevada)
HUS
A Scandinavian Store

INDEX OF SPACES
- FAST SPACE: DISPLAY AND ADJUSTABLE
- LOCAL SPACE: POS AND ADJUSTABLE
- THROUGH SPACE: ADJACENT PRODUCT
- FIXED SPACE: SUPPORT FUNCTION
- CONNECT SPACE: PRIMARY PRODUCT
- ISLAND SPACE: POINTS OF INTEREST/MERCH.

hus: new york city
Prelim Planning Concept:

Use free floating display and seating items to create different user zones within the space freeing up the wall surface for hanging RTW and a changing series of graphics:

1. Entry
2. Graphic/Display
3. Shoe/Accessory
4. Hanging RTW
5. Folded RTW
6. Lounge/POS
7. Fitting Rooms
8. Back of House

Prelim Furniture Concept:

Furniture should be a mixture of custom pieces and customized antiques

1. Entry (no furniture)
2. Graphic/Display (no furniture)
3. Shoe/Accessory (mix)
4. Hanging RTW (mix)
5. Folded RTW (custom primarily)
6. Lounge/POS (rotating antiques)

Prelim Fixture Concept:

Furniture should be a mixture of custom pieces and off the shelf units (rolling racks)

Prelim Finish Concept:

Finishes will be primarily neutral industrial whites with splashes of soft textures and/or color through the furniture and merchandise

Concept: Plan

ADA dressing room: with cloth partition for when two are needed
hope farmers market mobile farm stand: austin, texas
center for hearing communication: listening laboratory / new york city
center for hearing communication: new york city
center for hearing communication: new york city
bettywall: new york city
console 01: austin texas
console 01: austin texas
great dismal lamp: dallas, texas
Tesseract01/neighborhood festival: Austin, Texas
olots: austin, texas
olots: austin, texas
clots: austin, texas
clots: austin, texas
Tesseract3.0: Austin, Texas
Tesseract 3.0: Austin, Texas
Tesseract 3.0: Austin, Texas
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