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Masters of Architecture
Admission Portfolio

2019

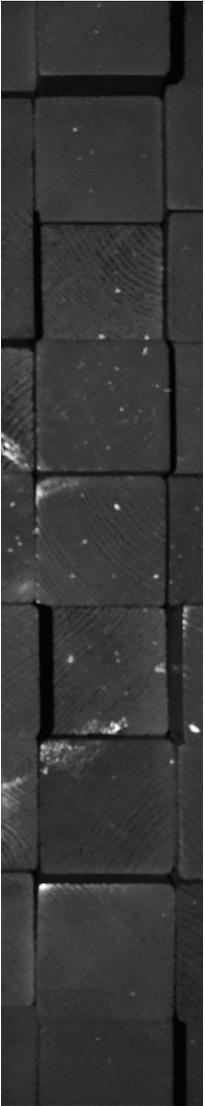
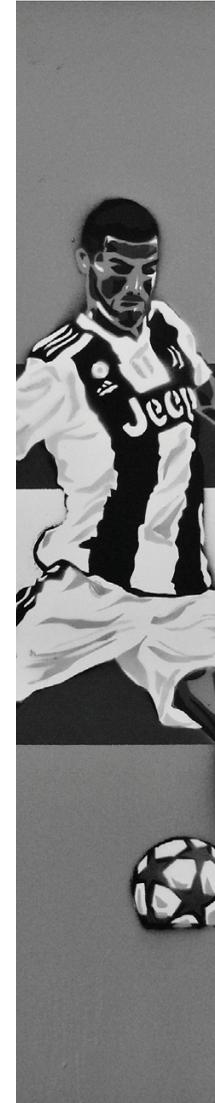
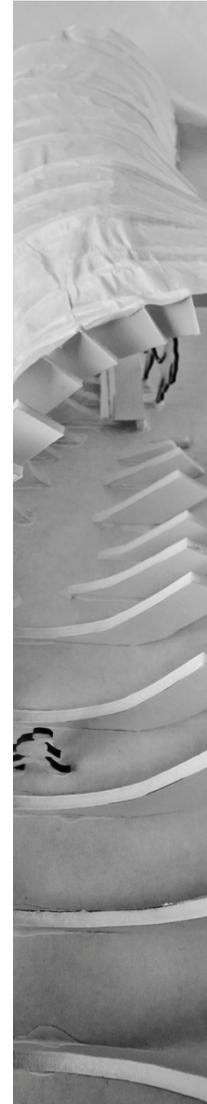


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DOOR PULL

Medium

- Carbon Steel

Process

- Blacksmithing

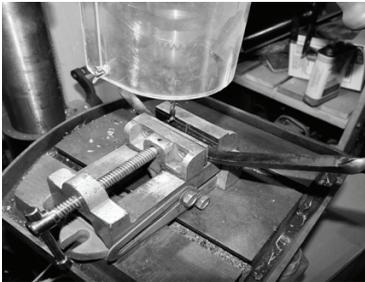
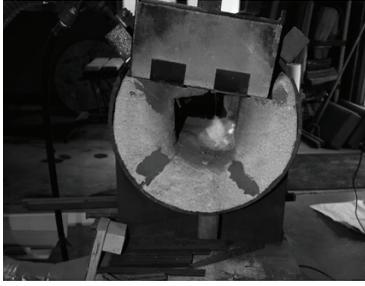
Description

Blacksmithing is a trade passed down from my great-grandfather that gives me a sense of pride and connection. Historically my family used blacksmithing as a trade; however, now I use it as a creative tool.

I am drawn to it because it is a rare form of expression and craftsmanship left in a world where cheap products are consumed at a mass scale. My intentions were to gain an understanding of the quality of handmade objects, as well as to develop a deeper admiration for the human ability. I wanted to create a simple piece that celebrated and challenged the material through the process of heating, hammering, notching, twisting, and careful manipulation of the steel into the finished door pull.



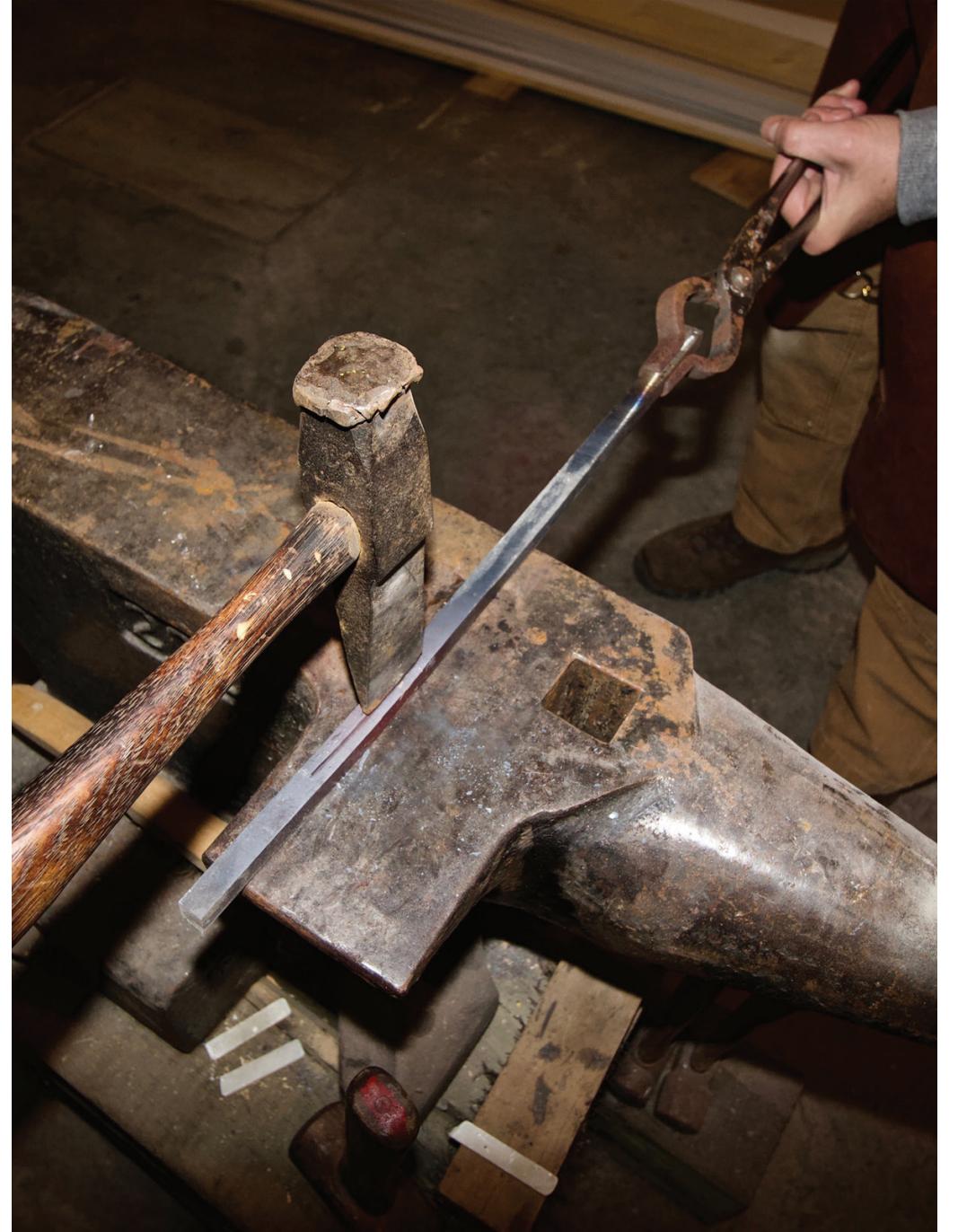
Process



S-Curve Bend



Chisel for Seam Notch



Chamfered End



Twist



Mounting Rivets



Chamfered End



Door Pull



SPRAY PAINT ART

Medium

- Spray Paint
- Canvas

Process

- Image Selection
- Projection and Tracing
- Preparing Stencils
- Spray Painting

Description

My aim throughout my art is to reduce a complex image down to only a handful of layers. Through this process I have gained an understanding on how we process an image, layers of color, and how to highlight the important elements of a photo.

I was inspired by the works of the famous street artist Banksy. I admired how he is able to communicate complex societal, cultural, and geopolitical ideas within a few layers of stencils and spray paint. The ability to communicate a complex idea in a simple image is both a challenge and reward of this style of art.

I am drawn to the transcendence a single picture can have. A photo of an athlete does not just capture their athletic ability - it inspires a community while also encapsulating their legacy, story, and dedication to their craft. These are qualities I seek to communicate through my art.

Currently I have sold over 25 paintings consisting of originals and commissions over a two year span.



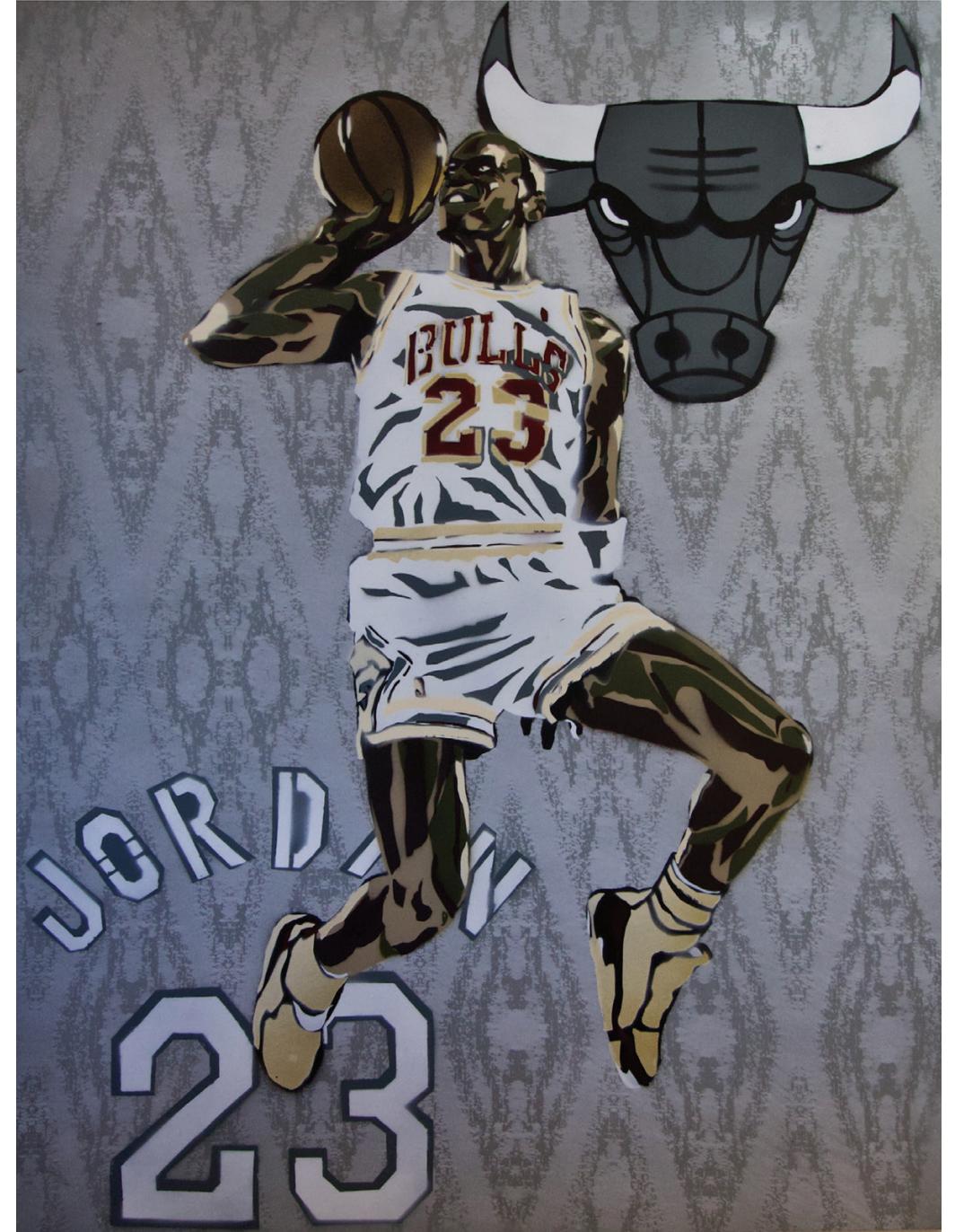
Process



Kyrie Irving



Michael Jordan



Cristiano Ronaldo



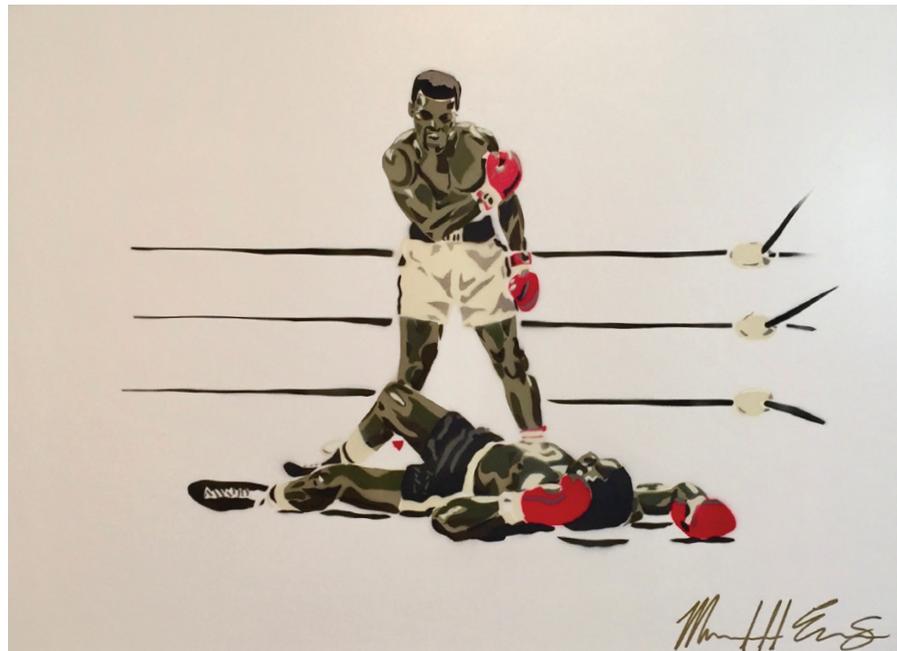
Banksy Sculpture



Tiger Woods



Muhammad Ali



Kobe Bryant



ACRYLIC PAINTING

Medium

- Spray Paint
- Acrylic Paint

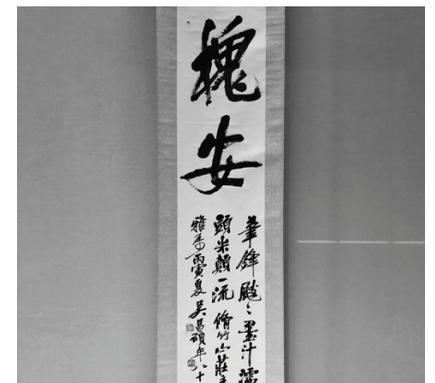
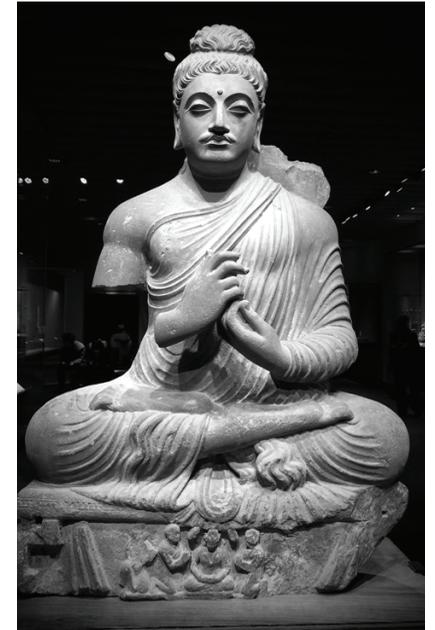
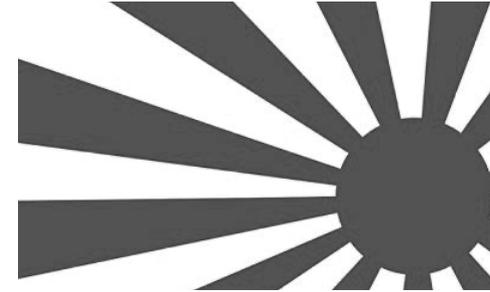
Process

- Image Selection
- Painting

Description

Taking inspiration from my travel, this painting incorporates images which I saw and captured. The central image is a Buddha sculpture from the Tokyo National Museum. It is surrounded by the rising sun, Japanese flag, the great wave, and Japanese text. I chose these images because they celebrate the Japanese culture.

In a society where we have a graveyard of old photos on our phones and computer, this was my way of celebrating images that represented Japan to me. My goal was to pick images which had personal meaning and reminded me of moments from my trip.



CONCRETE ART

Medium

- Concrete
- Metal Mesh
- Bolts
- Wood Backing

Process

- Making of the Mold
- Concrete Pour

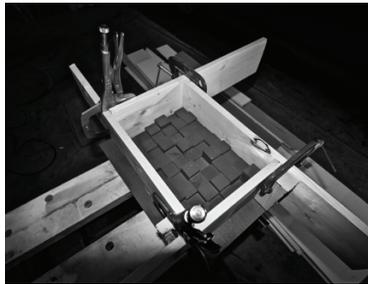
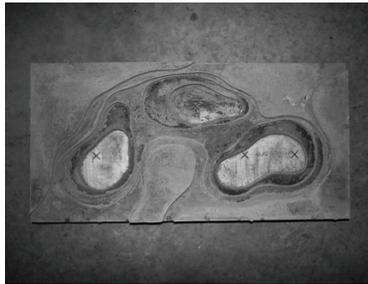
Description

My intention throughout this process was to develop an understanding of the abilities and challenges of working with concrete. Currently throughout my work with Alloy Homes, a Calgary based custom home builder, we utilize concrete in foundation work which inspired me to adapt the use of concrete in a more creative, art based manor.

I created wood molds for the concrete in two different forms. One, is a “pixelated” mold that consists of 1” blocks cut at different heights to raise and lower different portions of the concrete. The second, is a topography style mold inspired by Alberta’s Foothills. Through this exploration I was able to create pieces of art from a material that I previously thought had more purpose based application.



Process



Pixelated Concrete Cast



Topography Concrete Cast



ADAPTIVE SKI DESIGN

Medium

- Rhino 6
- Maya
- Photoshop

Process

- Develop Ski
- Develop Different Mesh
- Develop Components
- Render

Description

Adaptability, personalization, and customization is something that has been lacking in ski design.

My concept was focused on the idea that a ski could be personalized to the individual rider. The adaptability of the ski would be based on the riders skill level progression, or as conditions change.

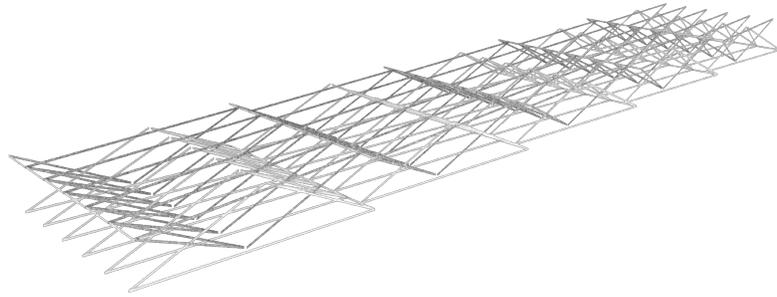
In my design, the rider would have the ability to use the same ski and customize the meshing to their riding ability and conditions. This is an alternative to the current costly solution of having multiple pairs of skis being dictated by the static nature of ski design.

I was taught the basics of Rhino, Maya, and Photoshop from a current architecture student. With these lessons I was able to develop the adaptive ski in digital space.



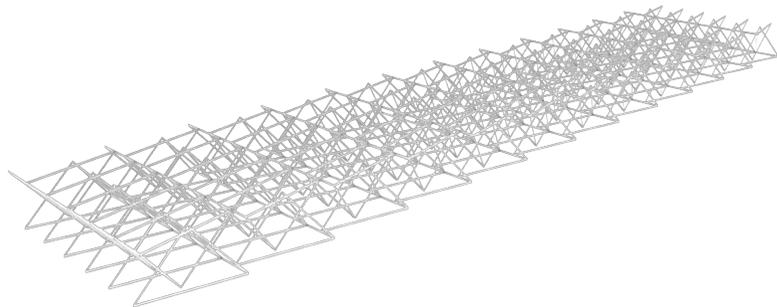
Ski Meshing 1 - Soft

Shown in Blue



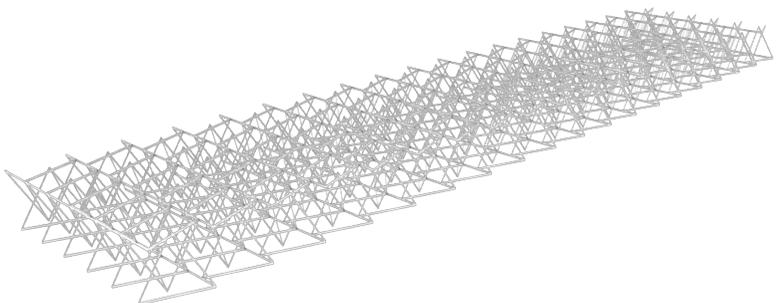
Ski Meshing 2 - Medium

Shown in Green



Ski Meshing 3 - Hard

Shown in Purple



Interchangeable Meshing

By having interchangeable top meshing the rider could control how stiff or flexible the ski was. This would allow a beginner to start on soft and flexible skis which are more forgiving, and progress to stiffer skis for more control. It would also allow them to match their skis to the snow conditions - stiff meshing for icy days when you need a solid ski. Alternatively they could soften their skis on powder days to make them more playful.

Ski 1

This ski would be the stiffest and would be used for experienced skiers, as the stiffness gives more control and allows for precision movement. It would be best for icy days when they need a stiff ski as they are leaning on the edges to carve and want more control.

Ski 2

This set up would allow for some flex and would be best for intermediate riders or powder days. The stiffness underfoot allows for control while the flex at the front and tail responds better to powder conditions.

Ski 3

This ski consists of medium stiffness underfoot and low stiffness on the front and tail portions. This would be ideal for beginner skiers when they need a forgiving ski to learn on.

Ski 1



Ski 2



Ski 3



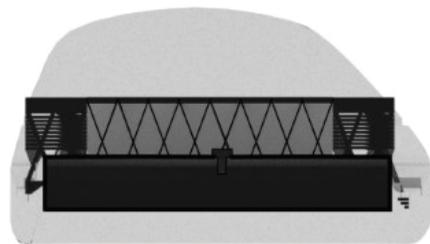
Plan



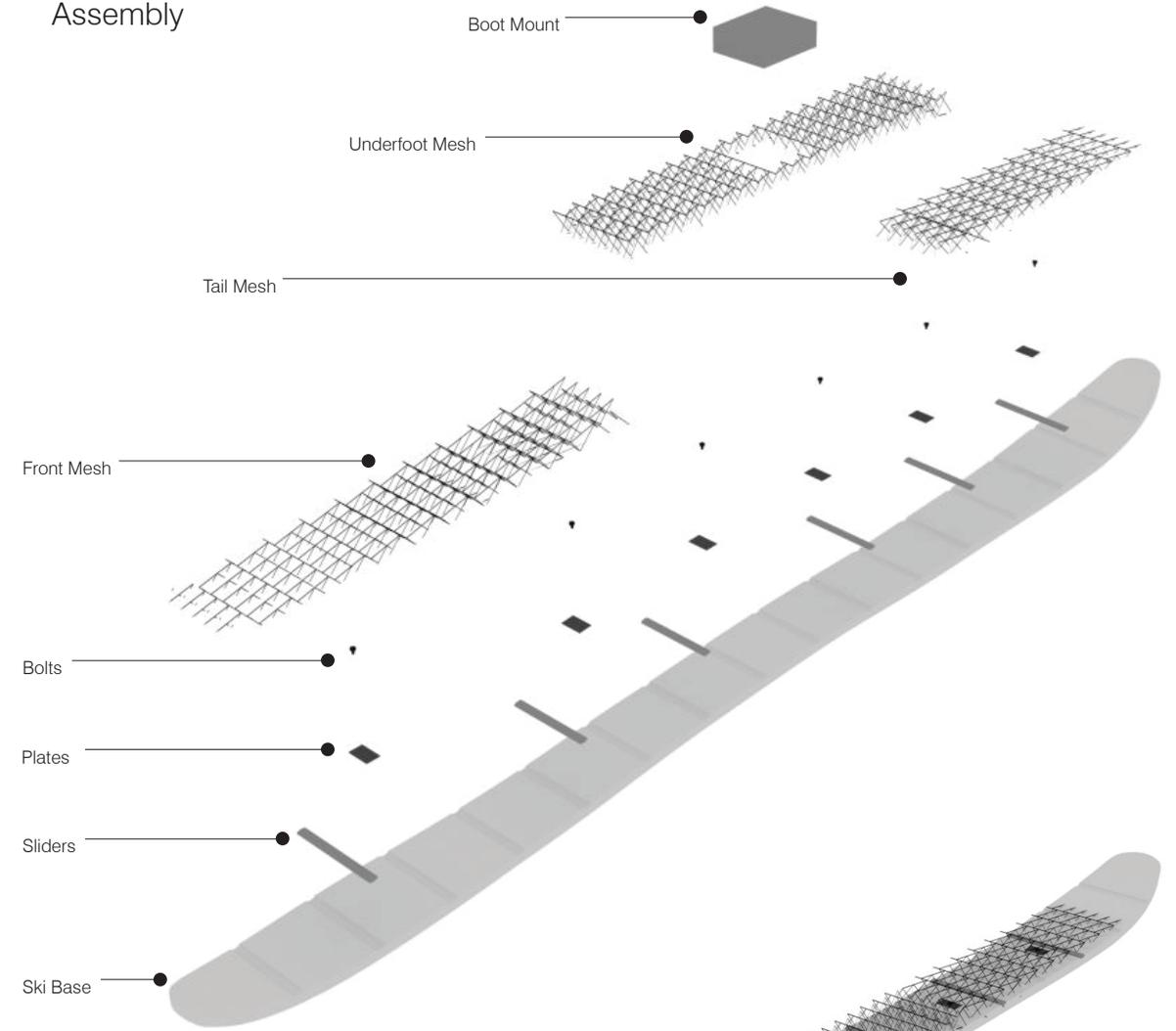
Elevation



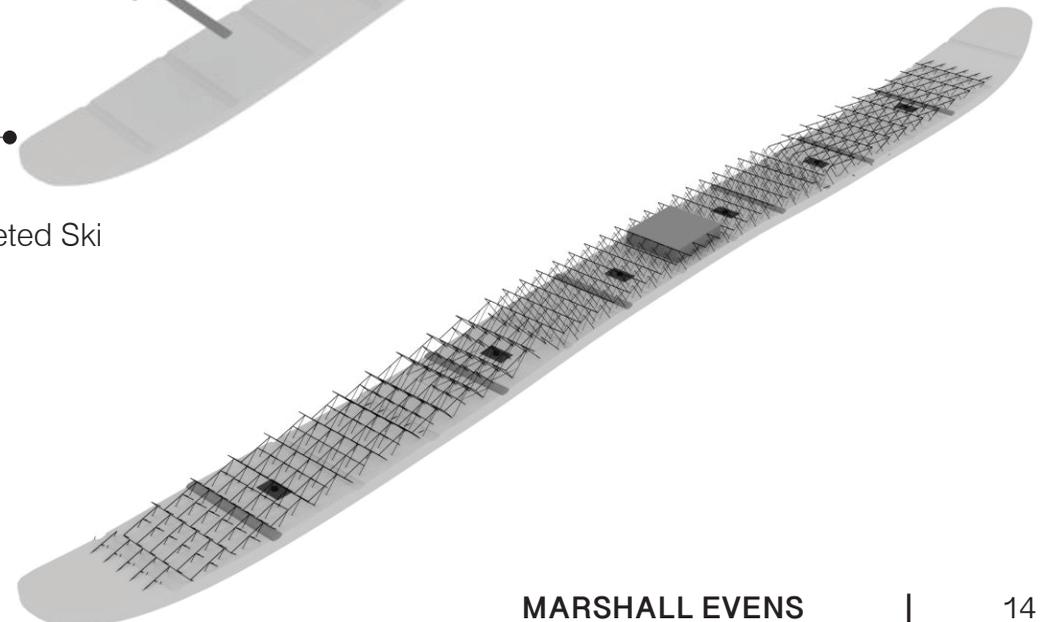
Section



Assembly



Completed Ski



MODEL HOUSE

Medium

- Foam-core
- Glue
- Balsa Wood
- Paper
- Cardboard

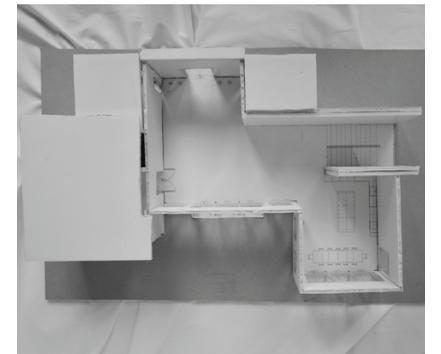
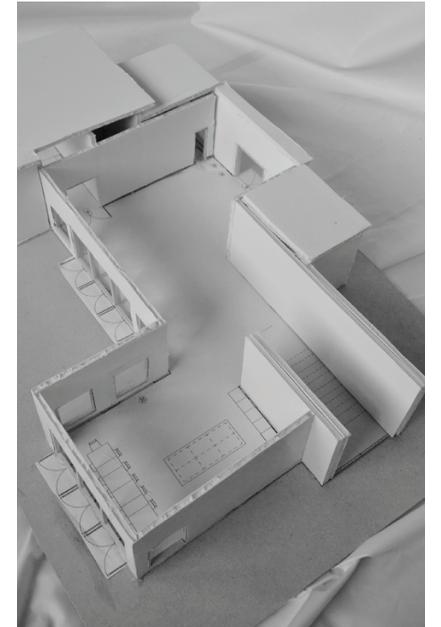
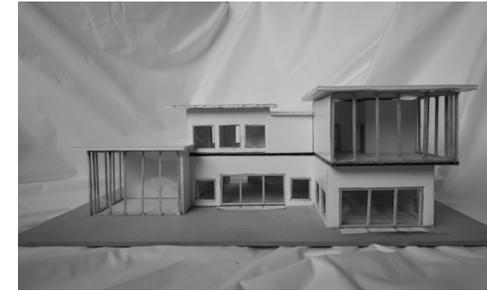
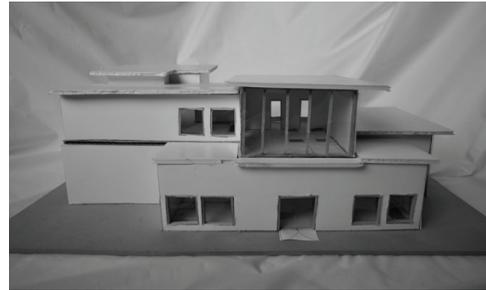
Process

- Hand Drawn Design
- Model Construction

Description

This house model was my first introduction to architecture through a drafting class in high school. The goal of the project was to become familiar with the process of drawing floor plans and model construction.

My intentions throughout the design process was to create a floor plan that took advantage of natural light and allowed light to flow throughout the home. Upon completion of the model, I became interested and admiring of the many facets that an architect must consider when designing a home, and this is something I intend to continue to learn about.



BUS STATION

Medium

- Foam-core
- Glue
- Balsa Wood
- Tissue Paper
- Cardboard

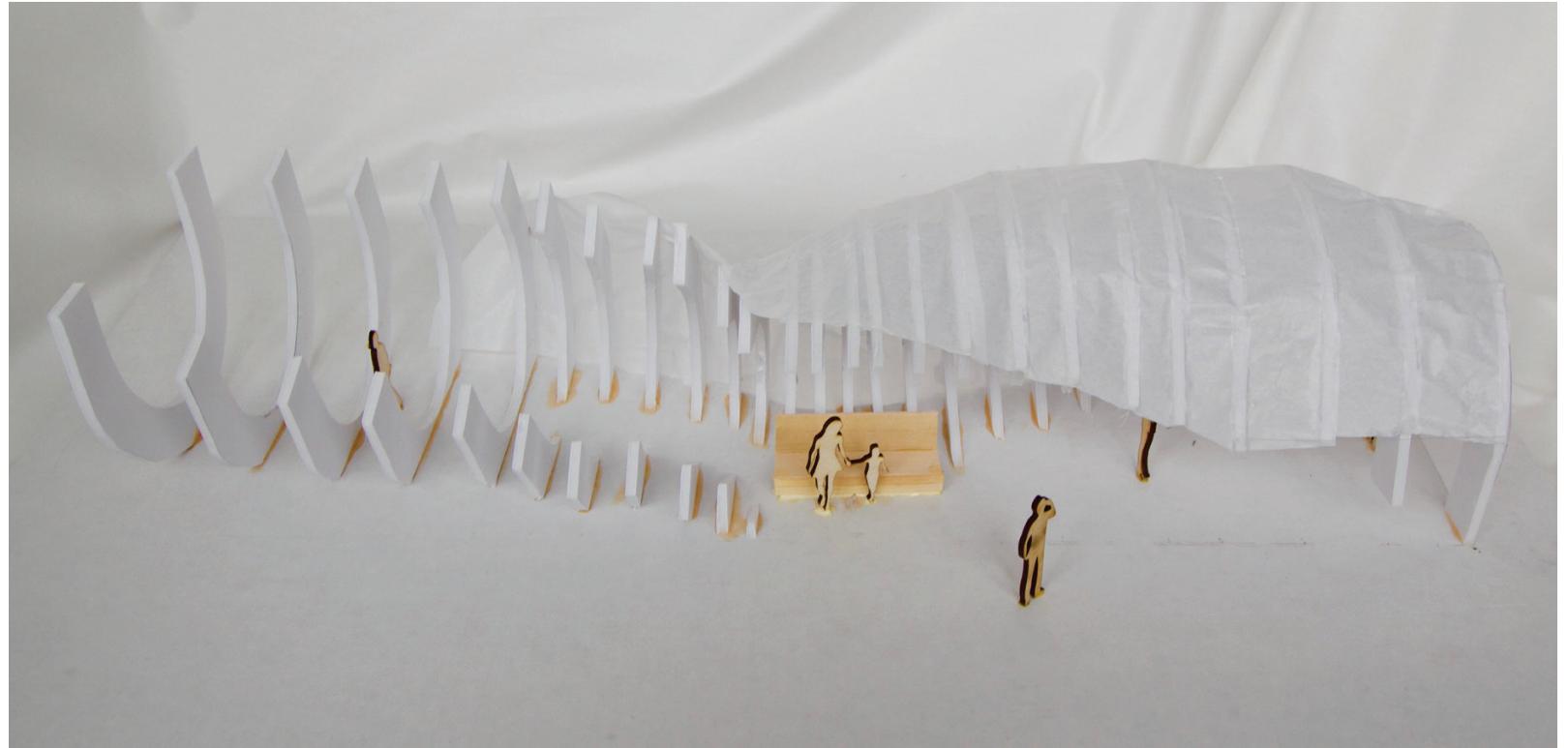
Process

- Hand Drawn Design
- Model Iterations
- Model Construction

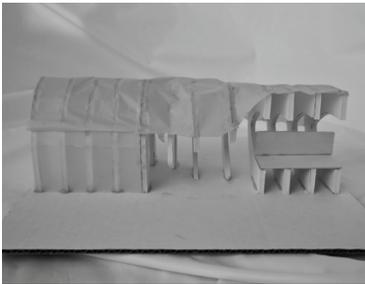
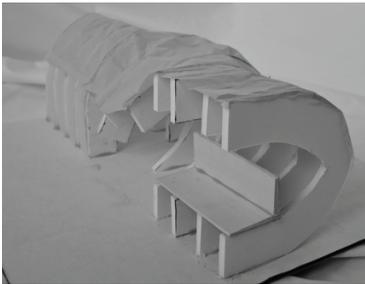
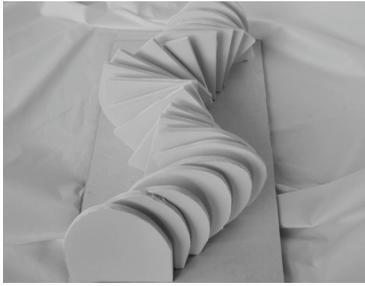
Description

My intentions when beginning to develop this bus station was to create a playful and visually intriguing space that would not only protect transit users from the elements, but would also provide a level of openness to their surroundings.

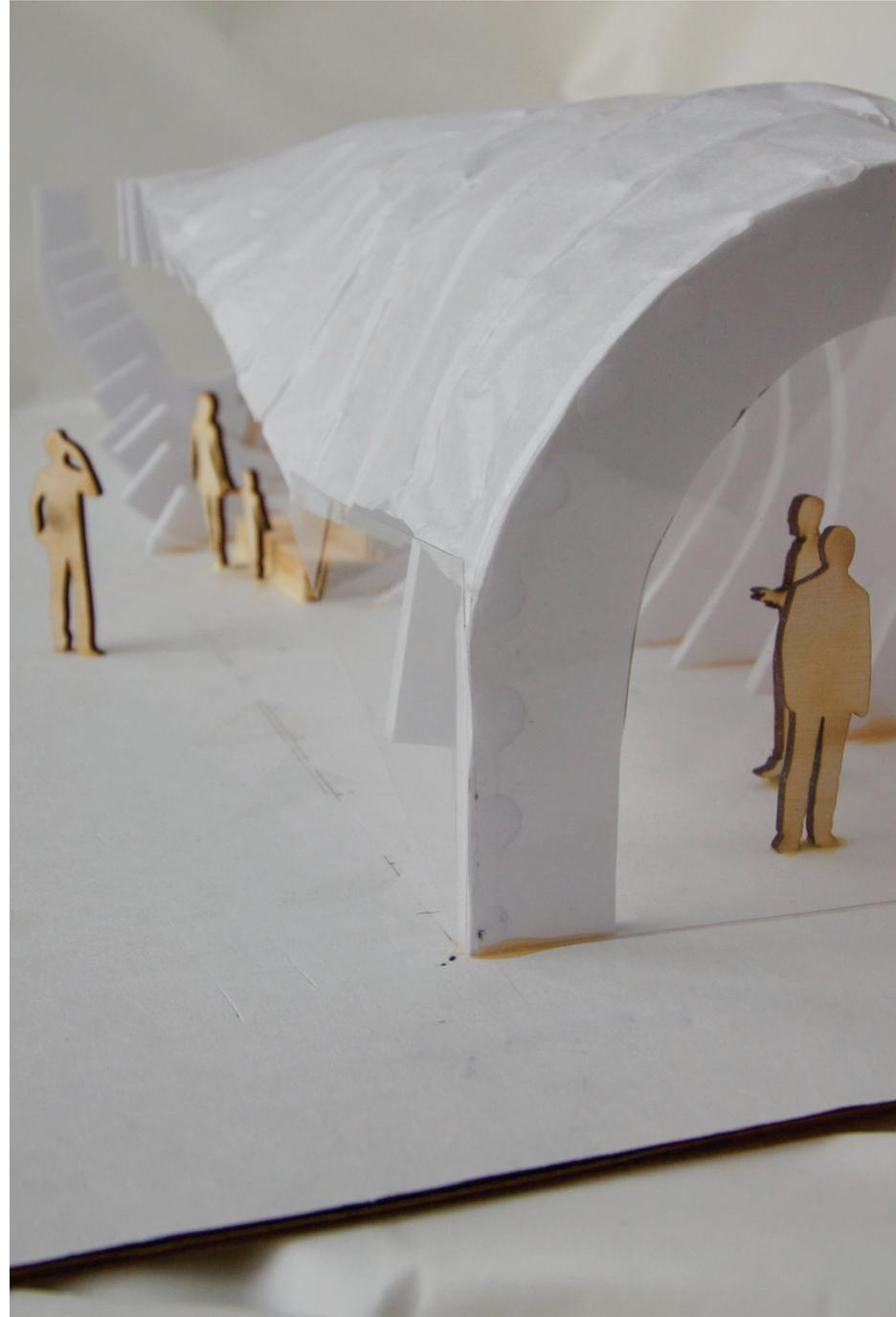
Through early models and drawings I came to the final bus stop which has 25 parabolic arches which twist to make use of different features, massing, and public spaces. In doing so, there are areas where individuals are completely sheltered from the elements, are sheltered from above, or are open to their surroundings.



Model Iterations



Left Perspective



Right Perspective



ALBERTA OUTDOOR GYM

Medium

- Foam-core
- Glue
- Balsa Wood
- Paper
- Cardboard

Process

- Model Iterations
- Model Construction

Description

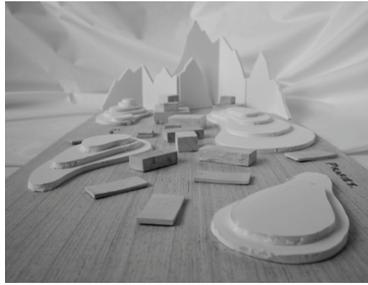
Alberta's topography contains unique features which are traditionally broken down into three main elements; prairies, foothills, and mountains.

The aim of this gym was to bring Alberta's outdoor spirit to the city by integrating exercise with the three main elements of Alberta's landscape.

The running trail mimics the Alberta roads that wind through the landscape. Here the running trail interlinks the activities. Starting in the prairies you run past the beach volleyball courts, and soccer fields. As you continue along the landscape it moves into the foothills and the activities start to build in height mimicking the topography. The foothills consist of a cross-fit outdoor gym, basketball court, chin-up bars, and rope climbs. The track then takes you to the mountains with a bouldering wall, full climbing wall and a stair climb behind the wall to complete the loop of Alberta's landscape.



Concept Model



Mountains



Foothills



Prairies



Rear Perspective



Front Perspective



Beach Volleyball

Prairies



Soccer Field

Prairies



Basketball Court

Foothills



Chin-up Bar & Rope Climb

Foothills



Rock Climbing Wall

Mountains



Stairs

Mountains

