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PORTFOLIO
landscape architecture
MICHAEL SPENRATH

VISION STATEMENT

Through the Landscape Architecture program, I will be able to combine my creativity and passion for sustainable design. I am eager to explore how sustainable design may coexist with built urban structures, to provide benefits to humans and the environment. I aspire to create lasting design solutions that will positively impact future generations and influence future beliefs within landscape architecture. I aim to improve human quality of life, which has often become diminished due to the lack of functional landscapes and the dominance of grey urbanized cities. Creating more livable cities through sustainable design would give me a great sense of fulfilment and pride.

EDUCATION

University of British Columbia, 2017-2022
Bachelor of Urban Forestry (Honours), Minor in Landscape and Recreation Planning

Southern Alberta Institute of Technology, 2022-2023
CADD 111 Fundamentals – Completed (A+)

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Plastic shopping bags were designed to make human life easier, yet short-term convenience has come with long-term consequences. Copious amounts of plastic waste worldwide now threaten the health of flora and fauna for years to come. I developed this project to reduce the quantity of plastic bag waste through a recycling program in which plastic bags are thoughtfully repurposed for human wear.
**Product Creation**

This sustainable design project focuses on repurposing plastic bags into clothing. Utilizing shopping bags, materials are sewn together to create a hat or other clothing accessories. Pier 1 shopping bags are combined in multiple layers to form the primary panels. The bill and top button are two pieces of plastic cut to shape and size. These are filled with thinly sliced pieces of plastic for thickness and durability. All components are sewn together using the garbage bag thread to create the final product.
‘PLEASE REUSE AND RECYCLE THIS HAT’
The purpose of this project is to enhance urban greenery at the residential level – specifically where green surfaces are dominated by grey. Focus is placed on areas lacking vegetation, areas dominant with turf grass, or spaces where trees or plants could be easily incorporated. The intended outcomes and benefits of the project are to significantly reduce water consumption and the extent of turf grass while enhancing biodiversity with local, native species. Creating more sustainable residential yards provides cooling, aesthetics, pollinator habitat, and enhanced biodiversity connectivity.

(Project completed in a team; all graphics done by Michael Spenrath, 2022).
Sustainable Residential Landscaping

Project plan and a visualization I created of what a typical residential site could look like following the implementation of sustainable landscaping. Plants are chosen based on desirable characteristics such as maintenance requirement, locality, and aesthetics (e.g. shape, size, and colour). Majority of the selected species are native to the Pacific Northwest as this is the intended project location; but species selection would vary based on where implementation occurs to ensure longevity and suitability.

Design Plan

- Residential homes
- Existing trees
- New tree
- New large shrub
- New medium shrub
- New small shrub
- Mulch
- Clover lawn

Plants:
- Symphyotrichum subspicatum (Douglas aster)
- Genista pilosa 'Vancouver Gold' (Vancouver gold woadwaxen)
- Sarcococca confusa (Christmas box)
- Anthoxanthum odoratum (Sweet vernalgrass)
- Arbutus x 'Marina' (Marina strawberry)
- Trifolium repens (White clover)

*visualization not done to scale*
**URBAN FORESTRY CAPSTONE PROJECT**

**PROJECT NAME**

‘Children Engaging in the Design Process of Melfa Road is Crucial for Providing the Most Benefits’

**YEAR**

2022

**PROJECT REPORT**

Urban Forestry Capstone Project

**COURSE**

UBC UFOR401

Drawings I created illustrating key findings of our extensive research. Graphics 01-06 demonstrate benefits that arise from direct interaction with nature or wild landscapes. While graphics 07-09 establish the benefits children receive when they are involved in the design process of natural play spaces.

Preliminary graphics were sketched by hand and transferred to Procreate. Graphics were then illustrated using a round brush with primarily neutral tones to express our research visually and in a consistent form.

Full project report located at the link above.
**VILLA E. 1027 STUDY**

Study focused on depicting Villa E. 1027 by Eileen Grey.

Graphic 01 shows an exploded isometric of the villa at a 1:150 scale while the exterior fabricated materials are shown above it. Graphic 02 depicts floor plans, sections, and elevations of the villa at a 1:100 scale.

Project study focused on showing scale renderings of the home from different viewing angles. Special consideration was placed on line weights to differentiate features. This project was completed to illustrate the technical and drafting skills I learned in the class.
CAD project illustrating AutoCAD fundamentals. Graphics 01-03 demonstrate constructed top, front, and right side orthographic multi-view drawings while graphic 04 depicts an isometric view of the figure. The same multi-view drawings were sketched by hand at a ¾” scale in figure 05. All AutoCAD and hand sketch drawings have applicable centre and hidden lines noted.
Project focused on developing an isometric image based on orthogonal multi-view drawings I created. Drawings 01-03 demonstrate the top, front, and right side views while drawing 04 shows an isometric view of the object.
DIGITAL ART

Digital rendering of the FSC building at the UBC Vancouver campus. This work aimed to capture the perspective when approaching the buildings main entrance.

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<tr>
<td>YEAR</td>
<td>2022</td>
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<tr>
<td>PROGRAM</td>
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<td>Calligraphy pen x Technical pen</td>
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Abstract digital artwork of a typical downtown urban setting. Dark hues illustrate built infrastructure and its dominance in urban landscapes; the lacking presence of nature emphasises this. The verticality of the buildings create confinement and a sense of entrapment within the street.
Digital drawings of urban streets using minimal details while distinguishing key features. The purpose of these renders are using minimal details to still accurately portray these streets as they are in the real world.

These illustrations accurately capture a typical urban street consisting of none to very minimal natural features. Developing strategies to enhance natural features within urban landscapes is a design interest of mine.
Digital renderings of musicians using numerous hue variations to create texture, depth, and shadow. Chromatic aberration was used to add blending of each hue variation and a ‘pop’ effect to each piece. Drawings were done in a semi realism-digitalized style by layering different hues, depth and detail in each.

These drawings were created to practice realism applied to humans with careful consideration to proportion, shadow, and facial features.
Digital art render with a focus on detailed texture and shading. In this piece I tried to recreate a still from Attack on Titan but focused on expanding character features and details. Emphasis was placed on detailing the focal character of the work. This was achieved through contouring physical features to add depth, detail, and shadow.
The infamous Joker, inspired by the works of Jerry Robinson. This piece aimed to capture the joker’s deranged demeanour. Charcoal was used for shading and creating the primary features while a fine tip pen was used for finer details and shading.

This piece allowed me to explore charcoals as a new medium. Working in charcoals was a learning opportunity to develop skills in layering texture and colour to create facial features. I started with base layers and shapes and built up layers to create details.
This drawing was inspired by the relaxing, yet curious and mysterious feeling when walking into a forest. I created depth through decreasing levels of detail resulting in the intrigue to know what lies ahead.

Thin pen strokes are used for detailing and shading with careful consideration for a tree’s bark texture and appearance. Hatching was used to add fine detail and shadowing to create depth in the trees. Special consideration was placed on how a central light source would affect detail and shadows within trees and the ground.
This piece was inspired by ‘The Hands of God and Adam’ by Michelangelo. As one tree begins to senesce and lose life, its branches reach for support from the other. Alike to the bond tree roots form, these trees are attempting to give life and support to one another above ground.
Look Up! This piece draws focus to a view often overlooked in nature – up. Tree canopies present one of the most unique and beautiful views in a forest, yet we are often too concerned with the view in front or around us while frequently forgetting to look up.

Tree trunk, branch texture, and pattern were detailed with hatching techniques. Canopies were created with a pointillism style to convey leaf appearance and texture.
Renders of iconic Studio Ghibli buildings. Focus was placed on recreating these buildings with a high level of detail. Surface textures and shading were created by layering ink. Hatching was used to add depth, shadows, and fine details within each image.
Initially created as a black and white ink drawing, colour was added to enhance detail and more accurately capture the diversity of a jungle. Jungles are some of the most diverse ecosystems in the world I attempted to capture that diversity in this drawing.

As the jungle expands and develops, soon nature will completely encompass the human body making human and nature one with each other.