

**DWELLING IN  
THE WOODS**



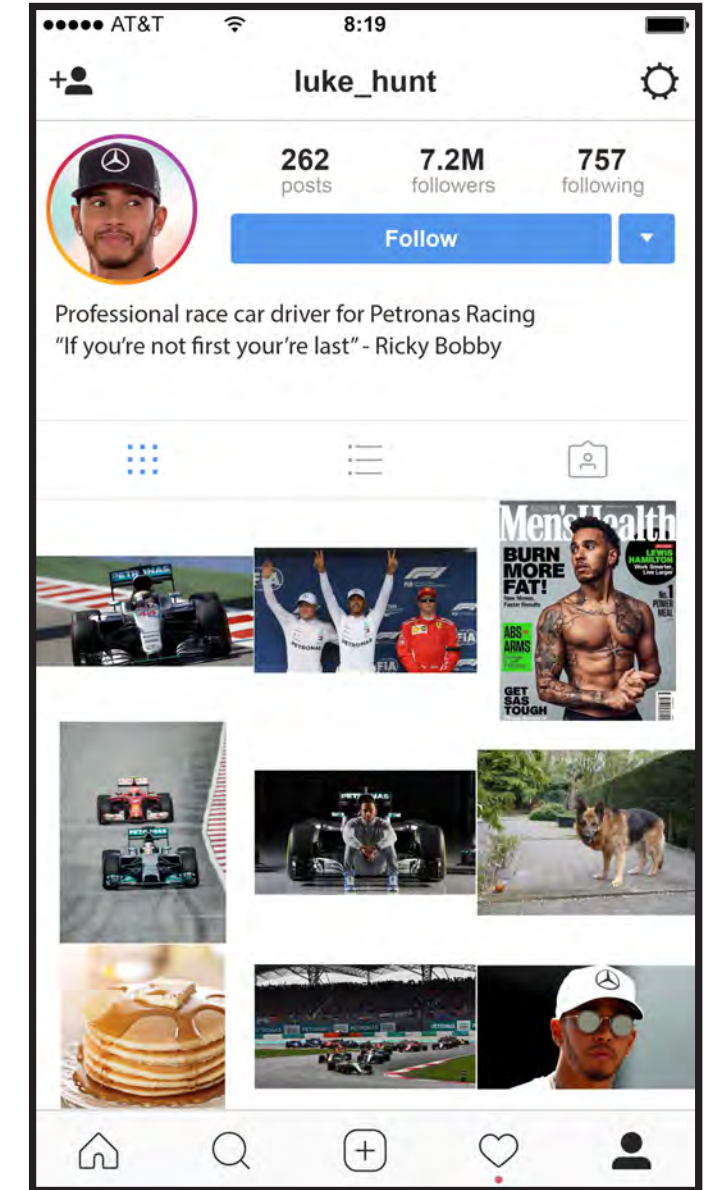
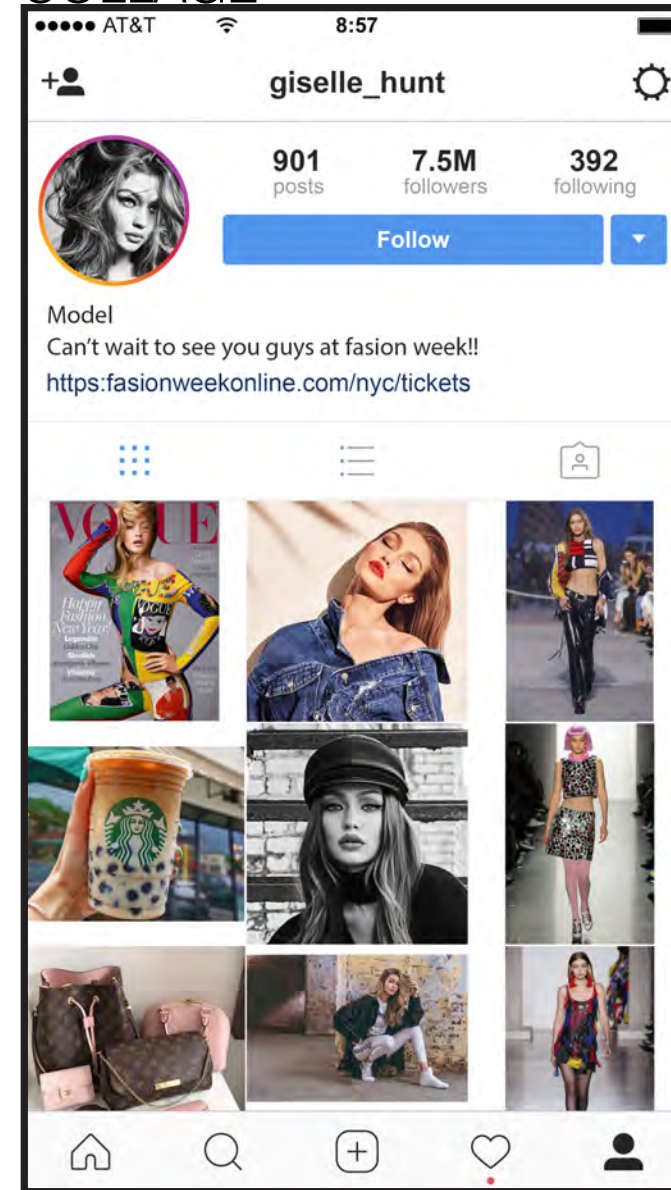
# PRELIMINARY CONCEPT BOARD

## DESIGN NARRATIVE

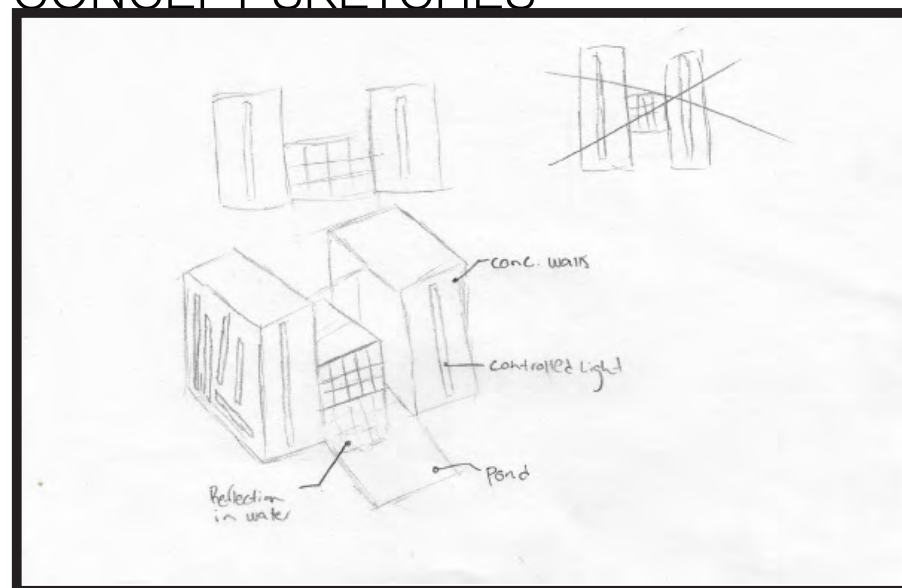
My clients are high status celebrities. In my design I must take into the fact that they would like their privacy from the world. Giselle is a model with a couture sense of fashion. When designing the house, I want to incorporate a walk-in closet for her. On the other hand, Luke is a F1 race car driver. When designing I want to incorporate a garage suitable for his fleet of vehicles.

The concept sketch designs were inspired by Tadao Ando's Church of The Light and The Museum of Art at Fort Worth. The pond allows the structure to feel like it is floating. This technique is used to incorporate the environment and ensure the structure stayed true to its woody location. This idea was inspired by the Museum at Fort Worth. When designing, I didn't want to fight with nature, I wanted to incorporate it. At the same time, I didn't want to design using glass only. This is where the balance of the north and south facades was created. An example of incorporating nature are the wood ceilings to serve as a connection. In contrast the floors are epoxy marble coated to connect with the structure. In designing, it was my goal to control the emotions of occupants, and viewers and create a modern home with an outdoorsy feel. After trying to replicate his style I got to understand his thought process behind his structures.

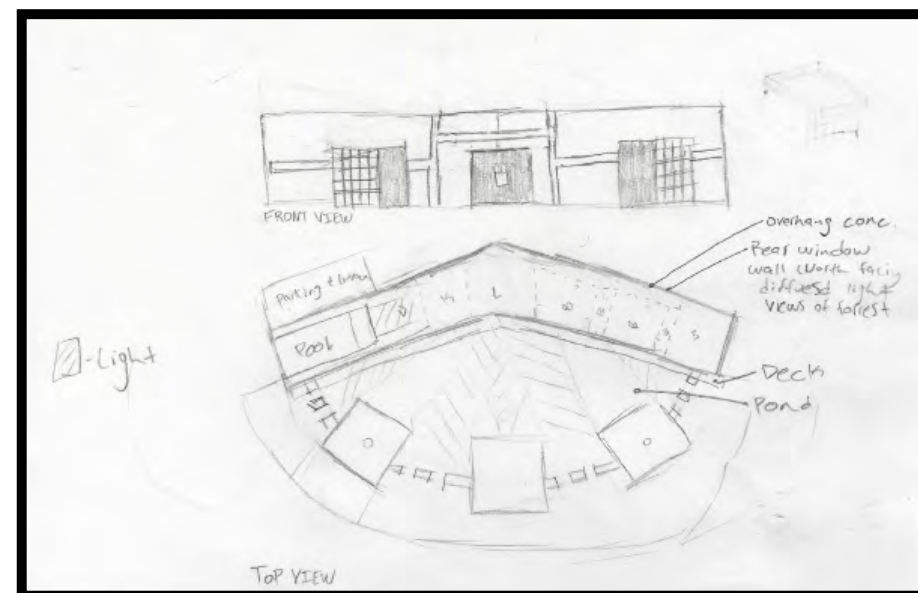
## COLLAGE



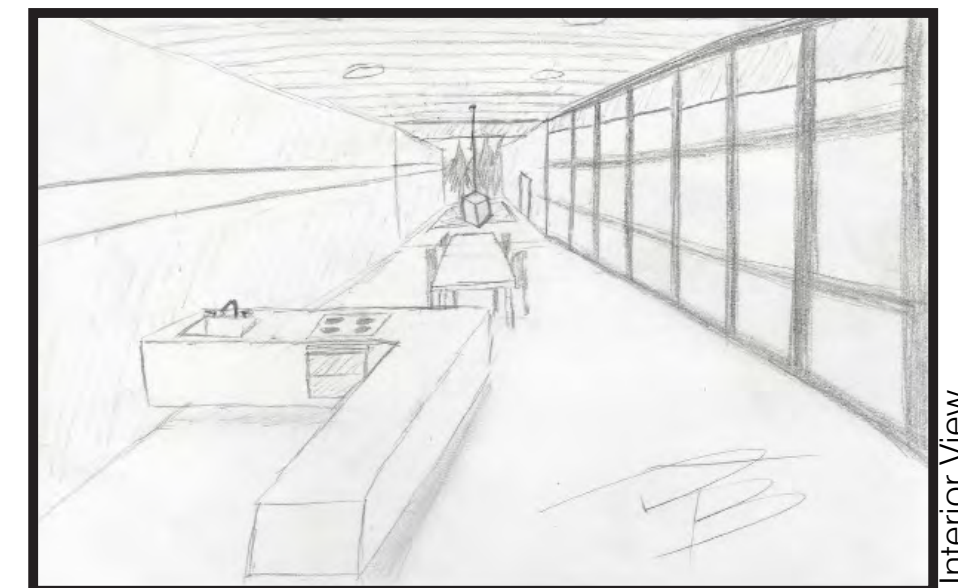
## CONCEPT SKETCHES



Initial Design

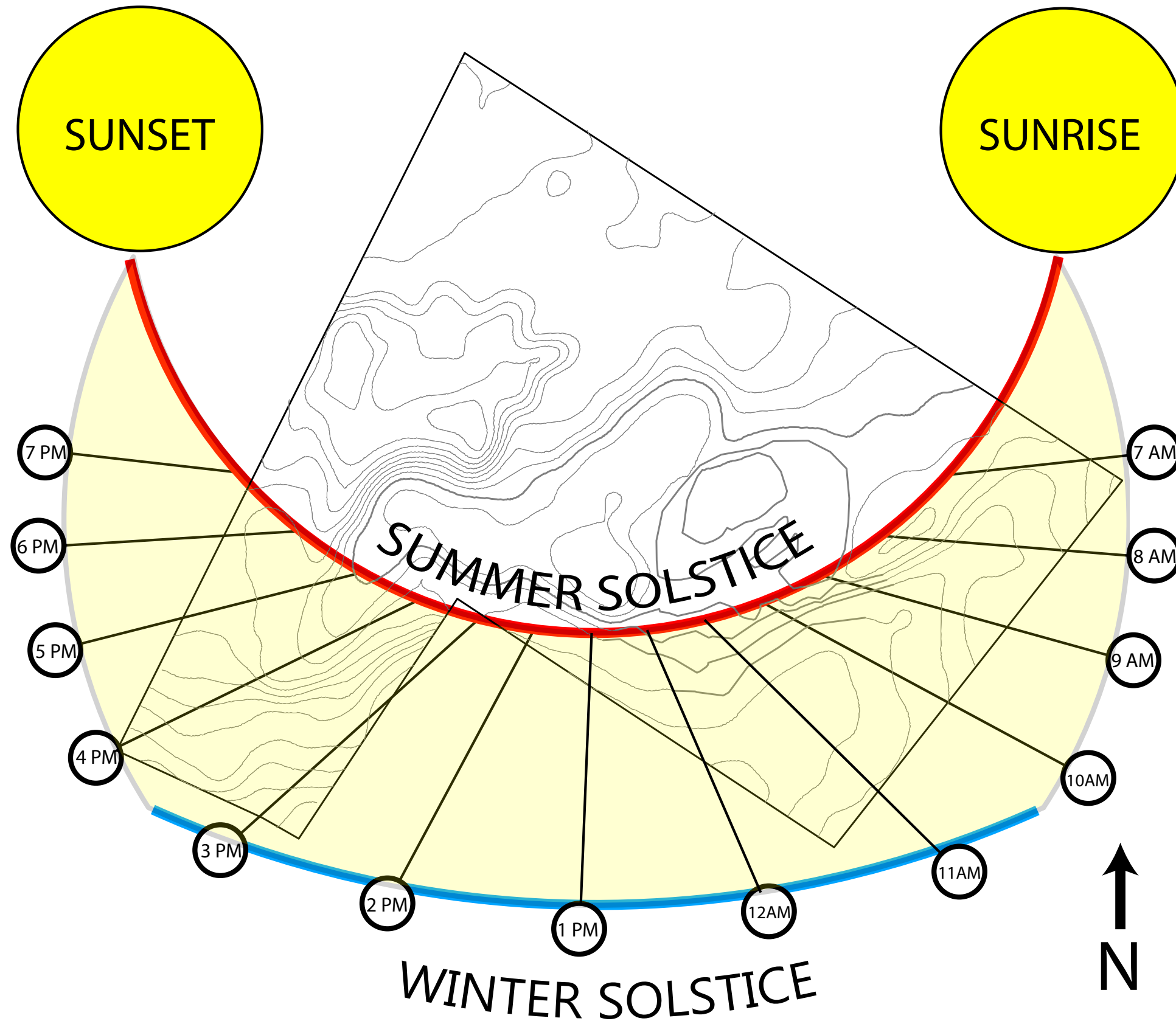


Plan & Front Views



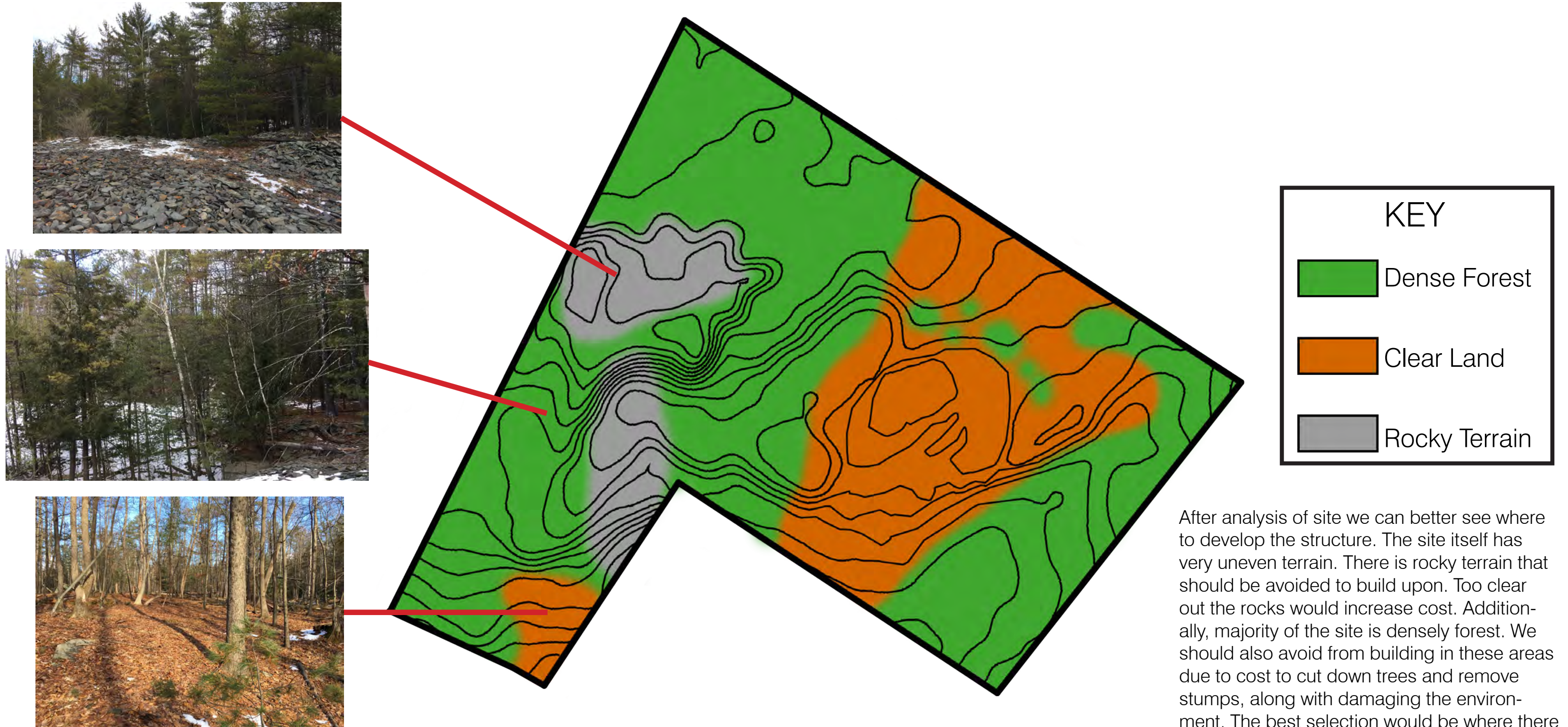
Interior View

# SUN PATH DIAGRAM



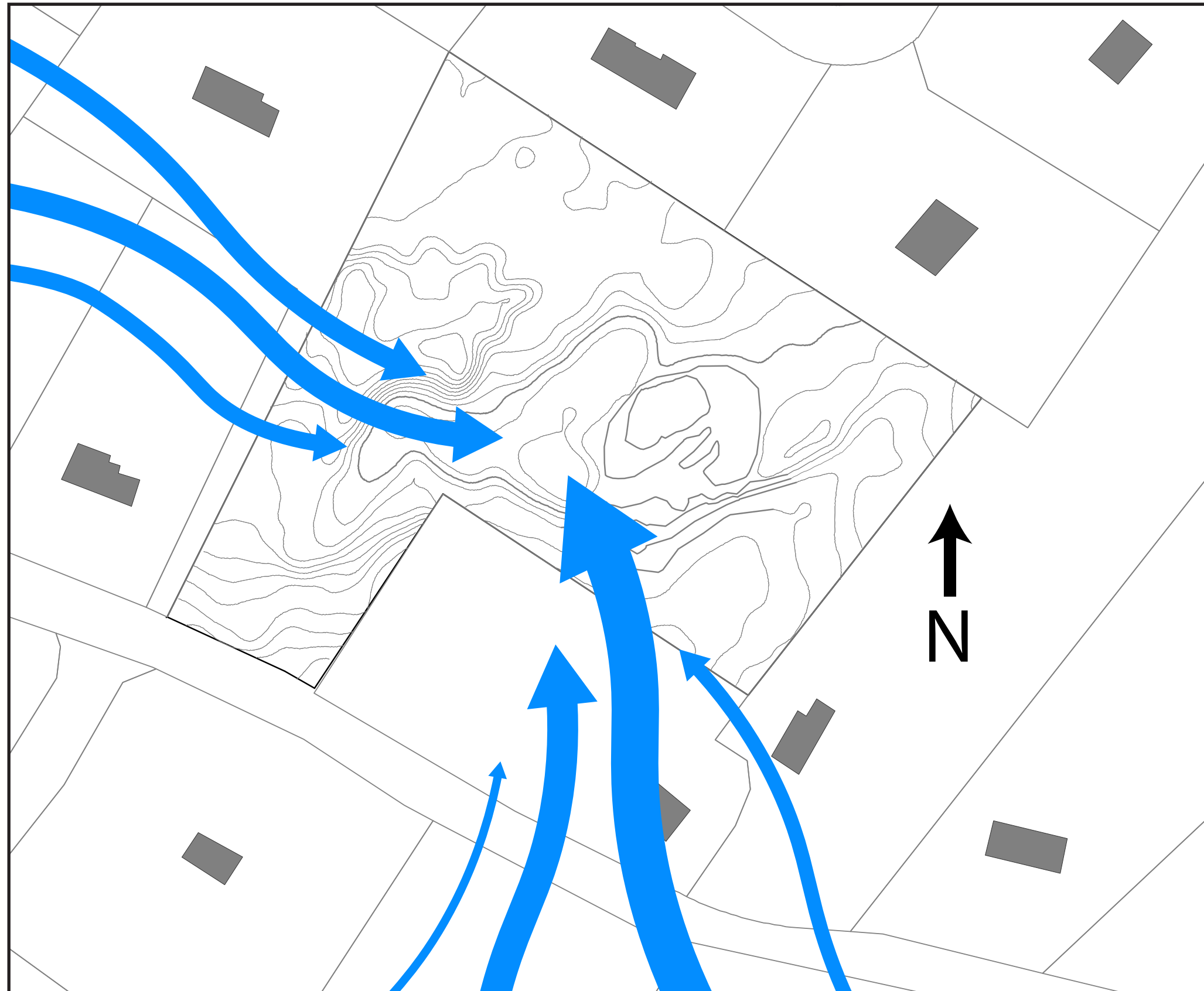
Since the site is in New York, The sun will rise from the east and set to the west. From this diagram we can extract more detailed info such as the suns position at certain times. This is indicated by the black lines on the yellow area. Next, we can also see the suns highest point will be around 1 PM. We can also see the significant difference between daylight from winter and summer. It would be most beneficial to have south facing windows to capture sunlight.

# LANDSCAPE DIAGRAM



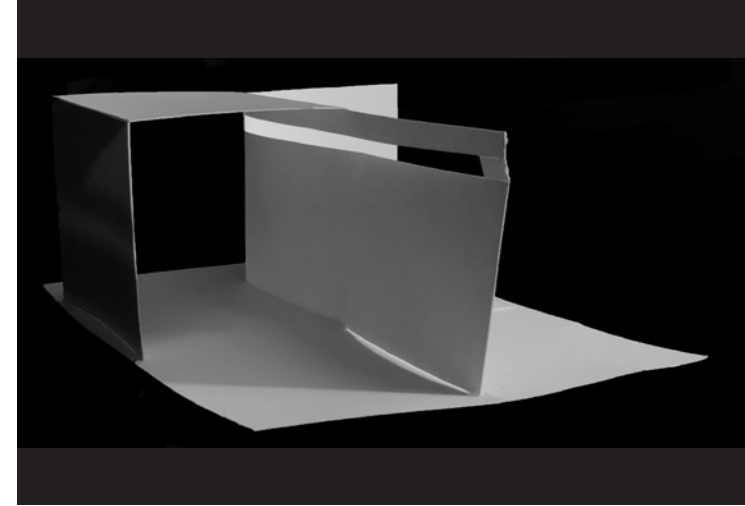
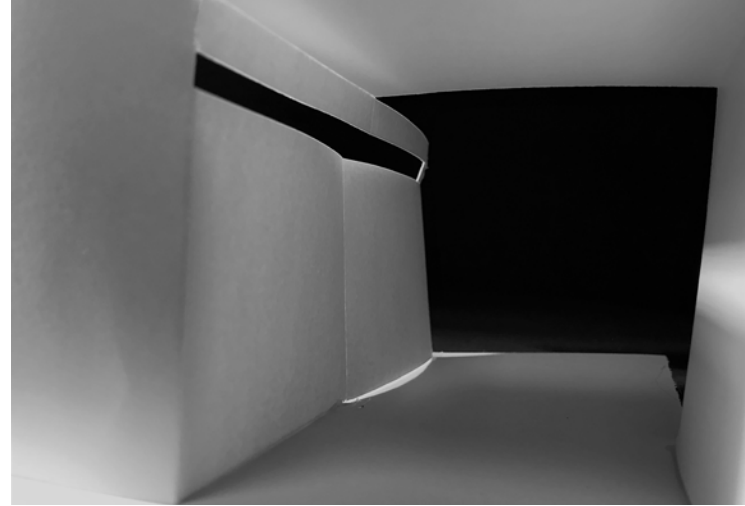
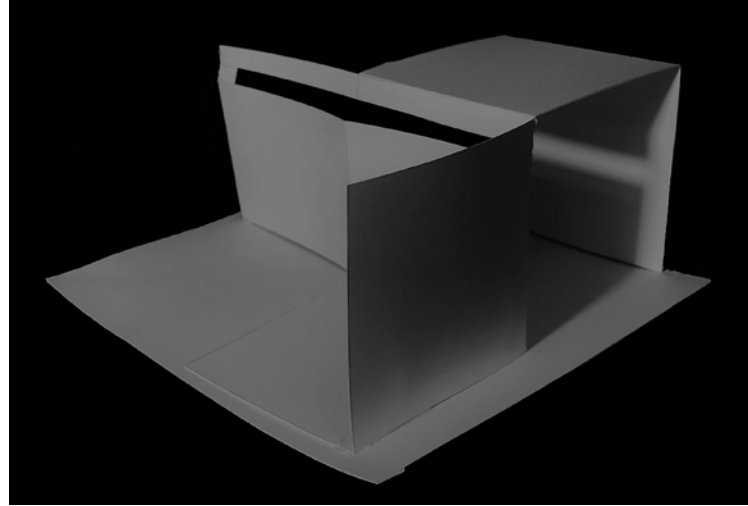
After analysis of site we can better see where to develop the structure. The site itself has very uneven terrain. There is rocky terrain that should be avoided to build upon. Too clear out the rocks would increase cost. Additionally, majority of the site is densely forest. We should also avoid from building in these areas due to cost to cut down trees and remove stumps, along with damaging the environment. The best selection would be where there is open land. These areas are cleared out and mostly leveled surfaces. The view of tree lines around would aid in aesthetic views and privacy from neighboring houses.

# WIND DIAGRAM



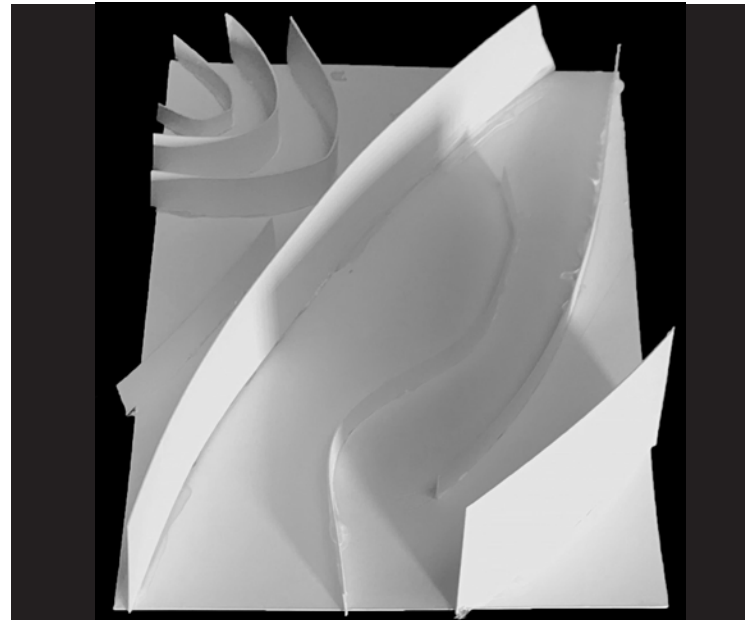
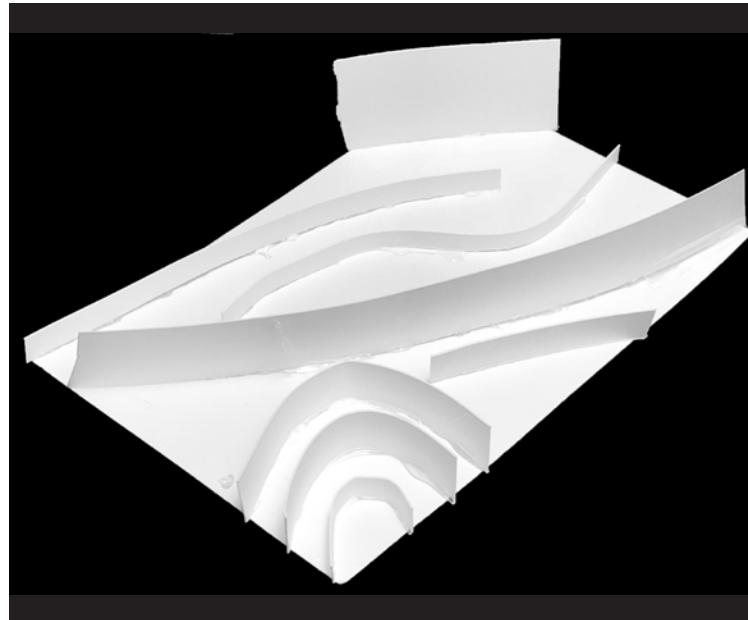
Based upon averages of wind speeds and directions from 2014 to 2018, We can see majority of winds come from south south-east and west north-west directions. The most frequent winds are represented by the thickness of the arrows. Majority of winds come from south, these winds can go as high as 25 MPH. Less frequent winds come from west, but these winds hold higher winds speeds as high as 25-32 MPH.

# CONCEPT MODELS



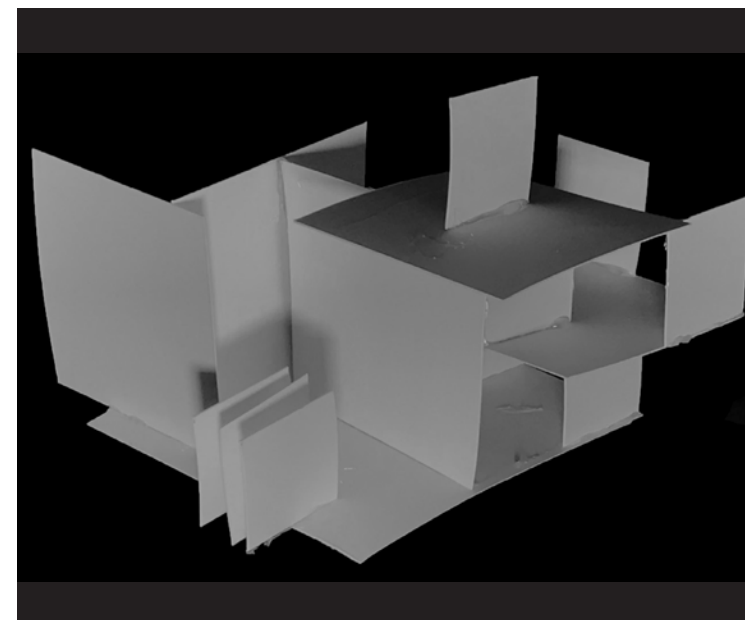
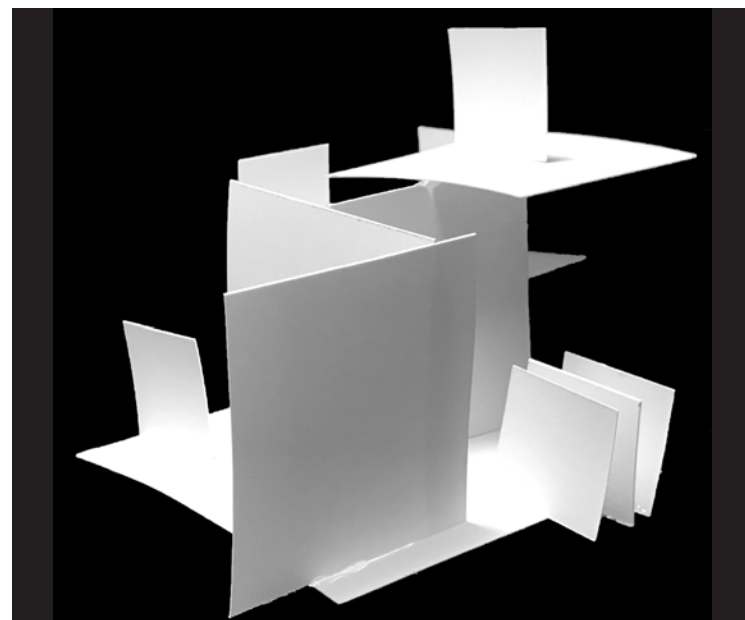
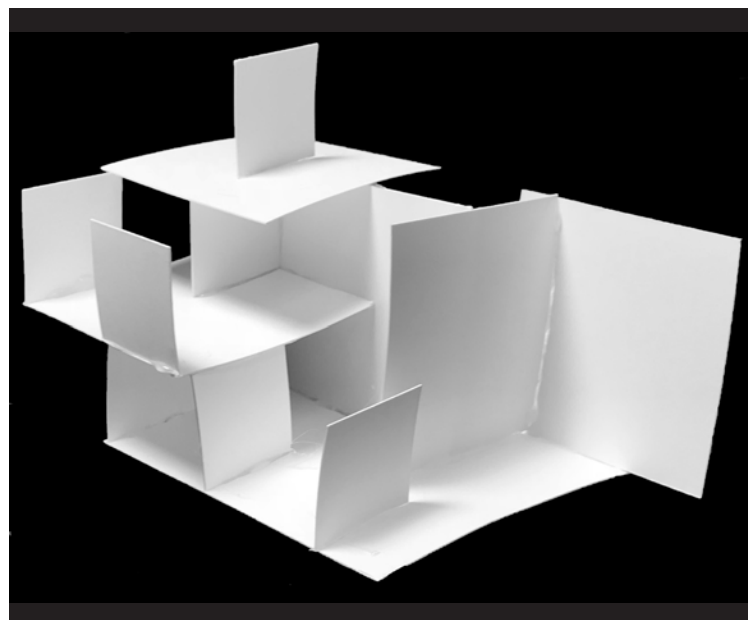
## Ando's Box

This concept model was inspired by Tadao Ando's works. I created a flat pattern of a box and folded it in a unique form. I also put a strip in the side of the wall to allow light to enter the box. I wanted to see the shadows it created and how it illuminated that space.



## Circuit

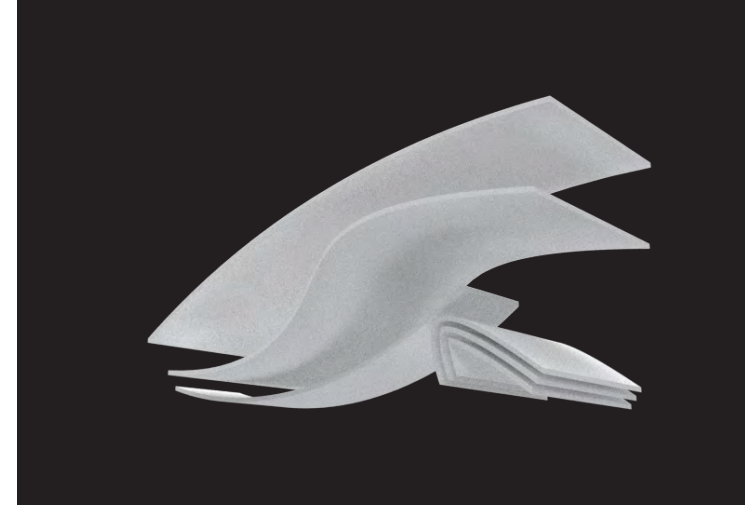
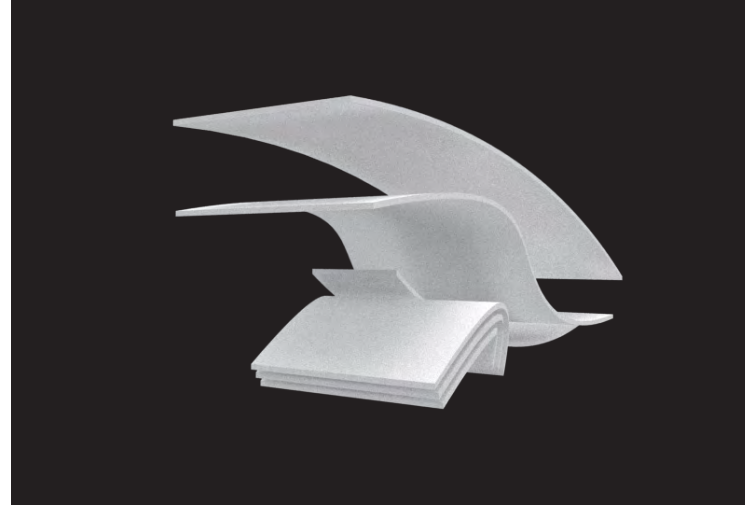
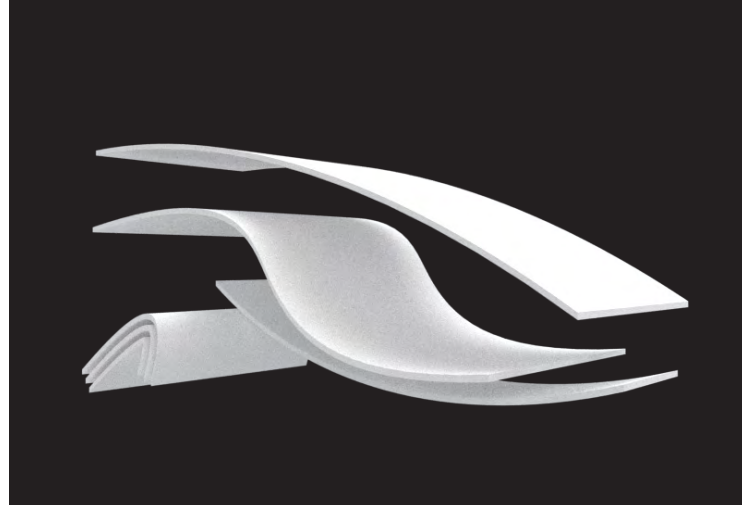
The idea behind this model was to play with curves and paths. One of the clients is an F1 driver so I wanted to derive inspiration from his career. Many tracks have various types of curves such as hairpins, Chicanes, and bends of various degrees. I tried using those paths to create a fluidity in the concept model.



## Squares

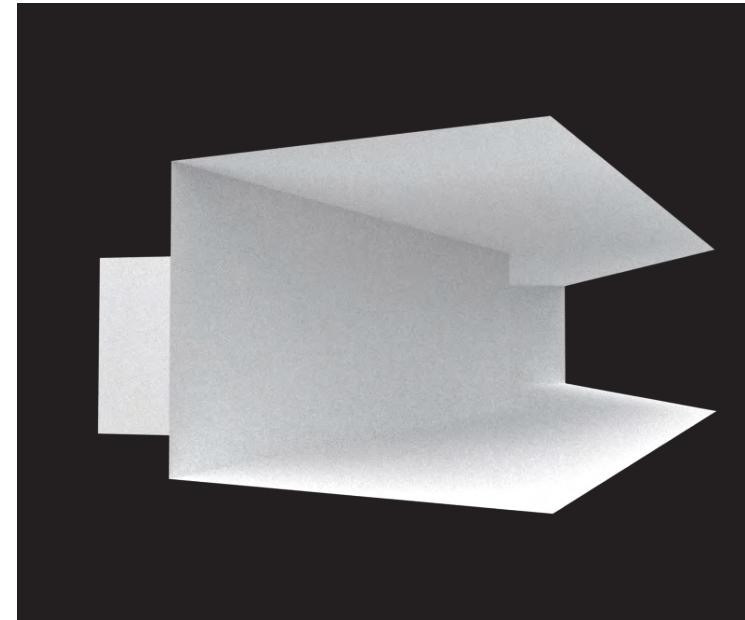
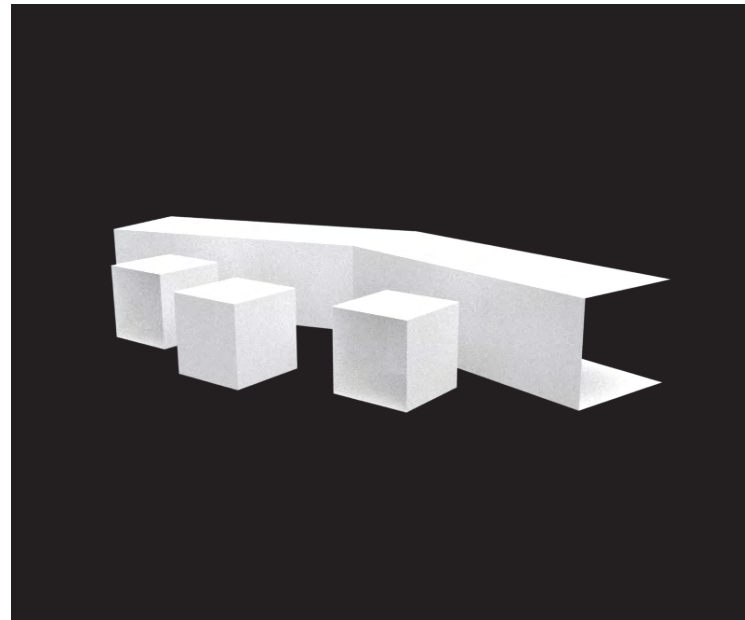
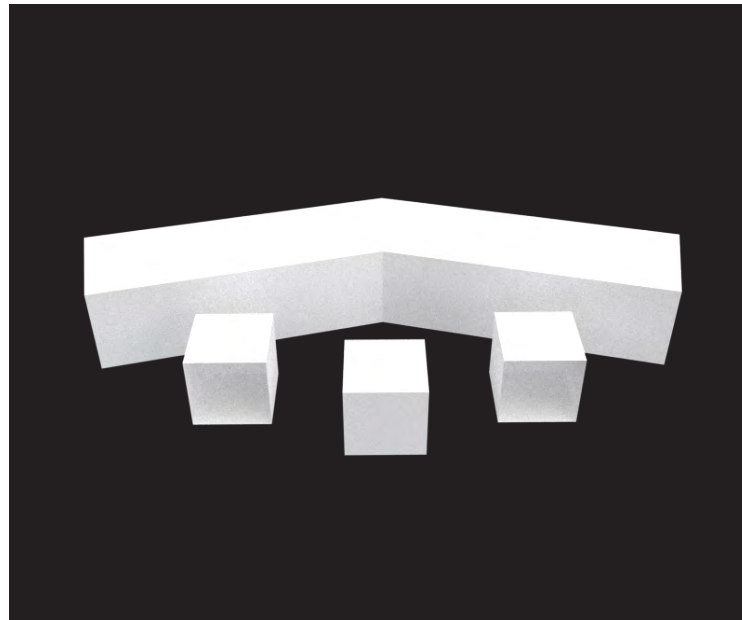
In this model I was trying to play with various planes to create masses and openings. I had cut squares of different sizes. On this one it was more so of feeling where to place what. I had just let creativity flow and ended up with a great model with many interesting thresholds.

# 3D CONCEPT MODELS



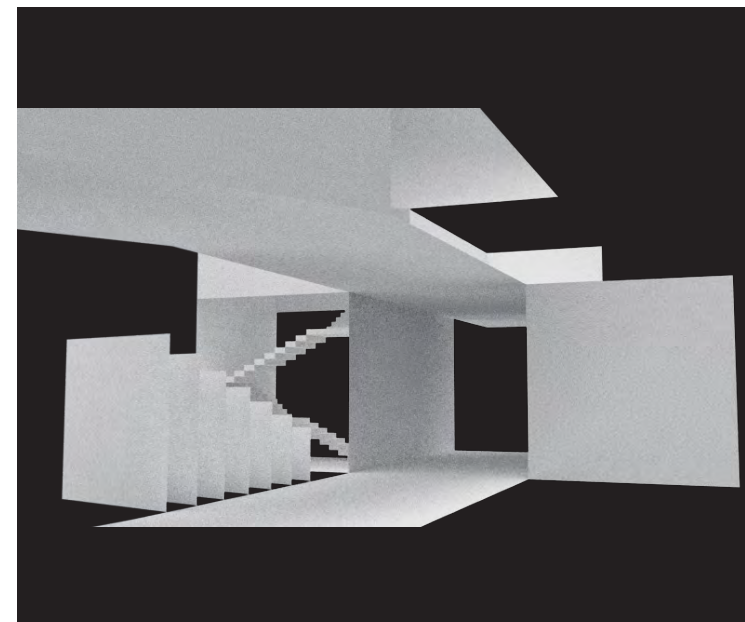
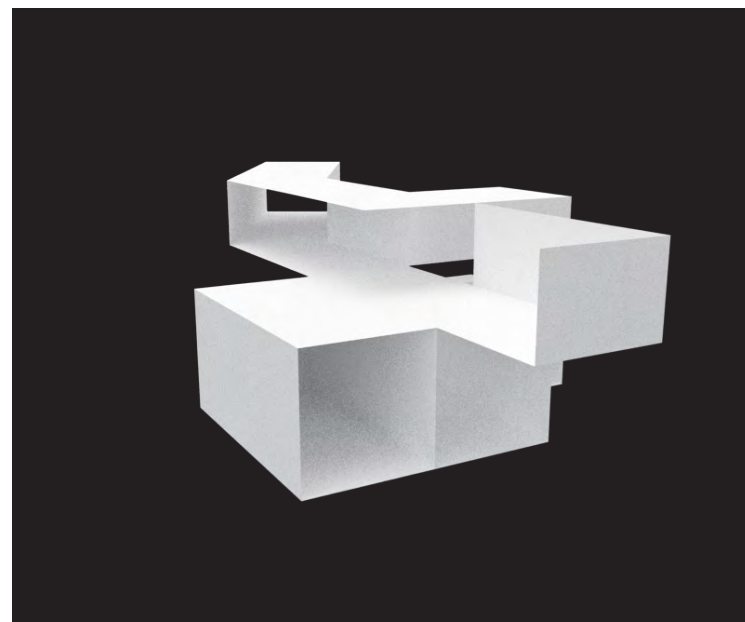
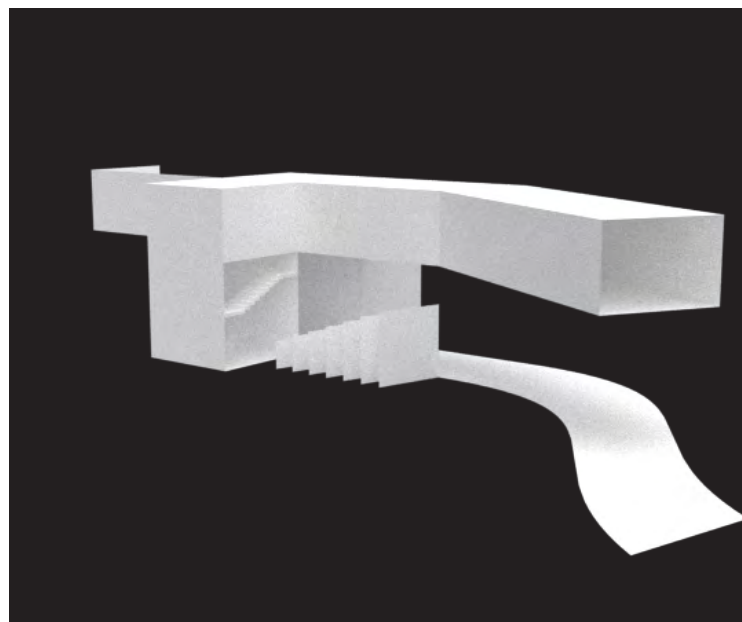
## Curves

This model was derived from circuits model. I extracted some line I thought were dominant. I extruded them and played with placement. This led to a unique form that gives a sense of flow to it. It has a presence even though the structure feels light itself.



## Mass

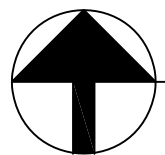
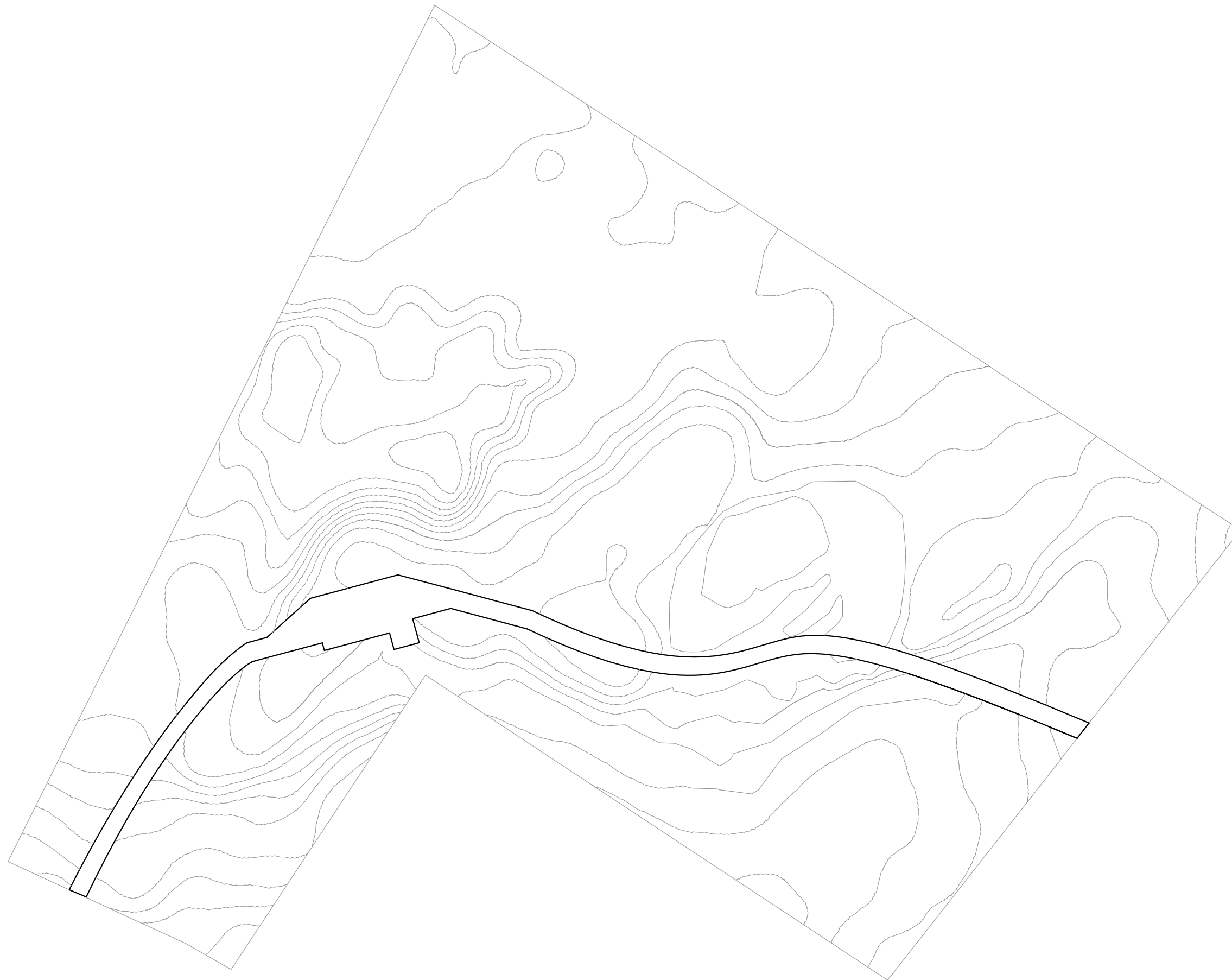
In this model I wanted to bring my concept sketch to life. After building it I noticed a couple unique things about it. First off being that it had a nice sense of proportion and balance. Secondly the shape creates a threshold in the center as depicted in image 3.



## Hybrid

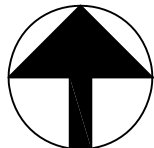
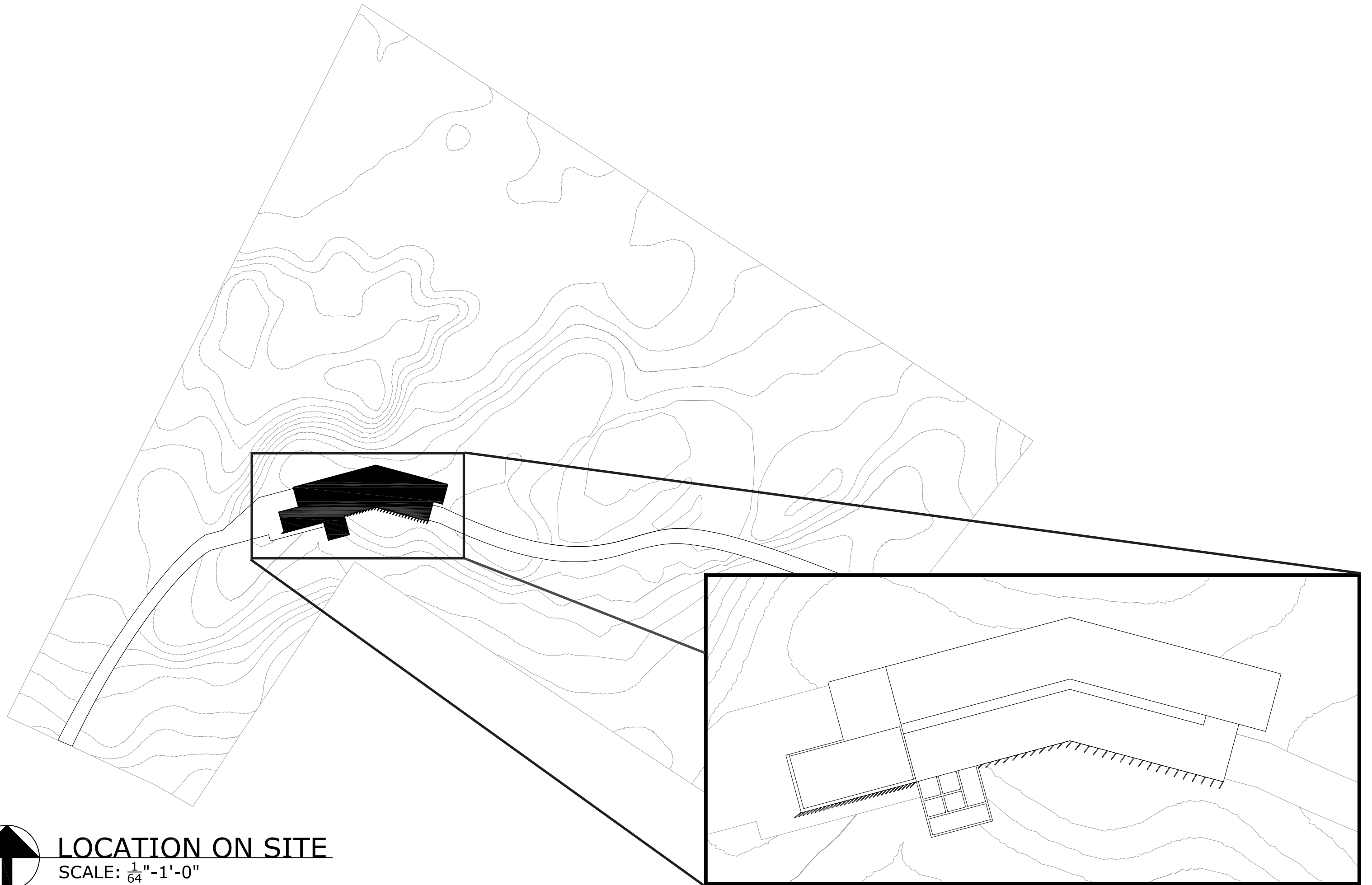
This model was a composition of all models created before it, hence its name. To start majority of the massing in the structure was derived from the 3D mass model. Next, I incorporated the circuit model into the pathway for entering and leaving the structure. Lastly, I





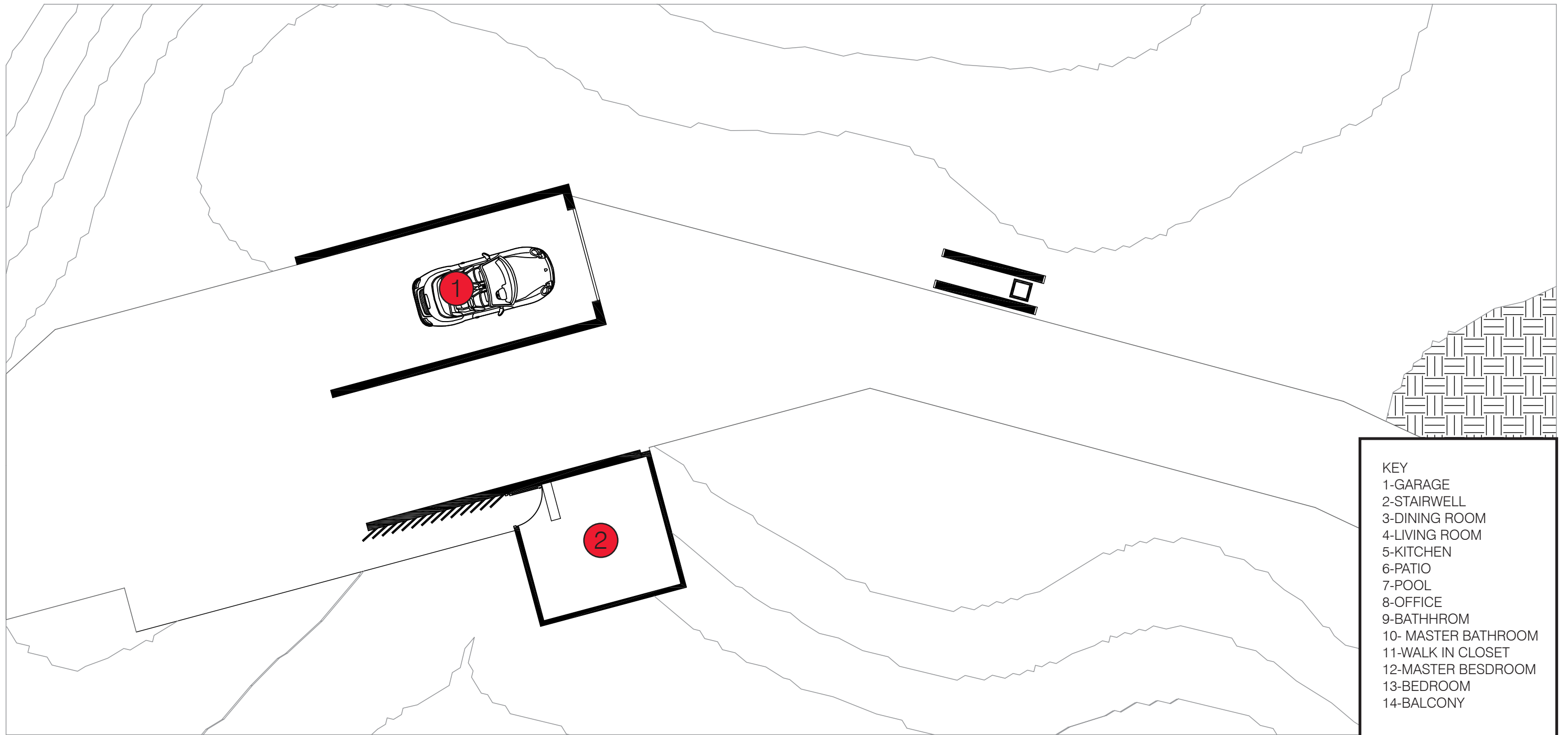
**SITE ROAD WORK**

SCALE:  $\frac{1}{64}$ "-1'-0"

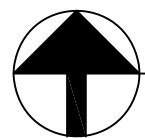


**LOCATION ON SITE**

SCALE:  $\frac{1}{64}$ "-1'-0"

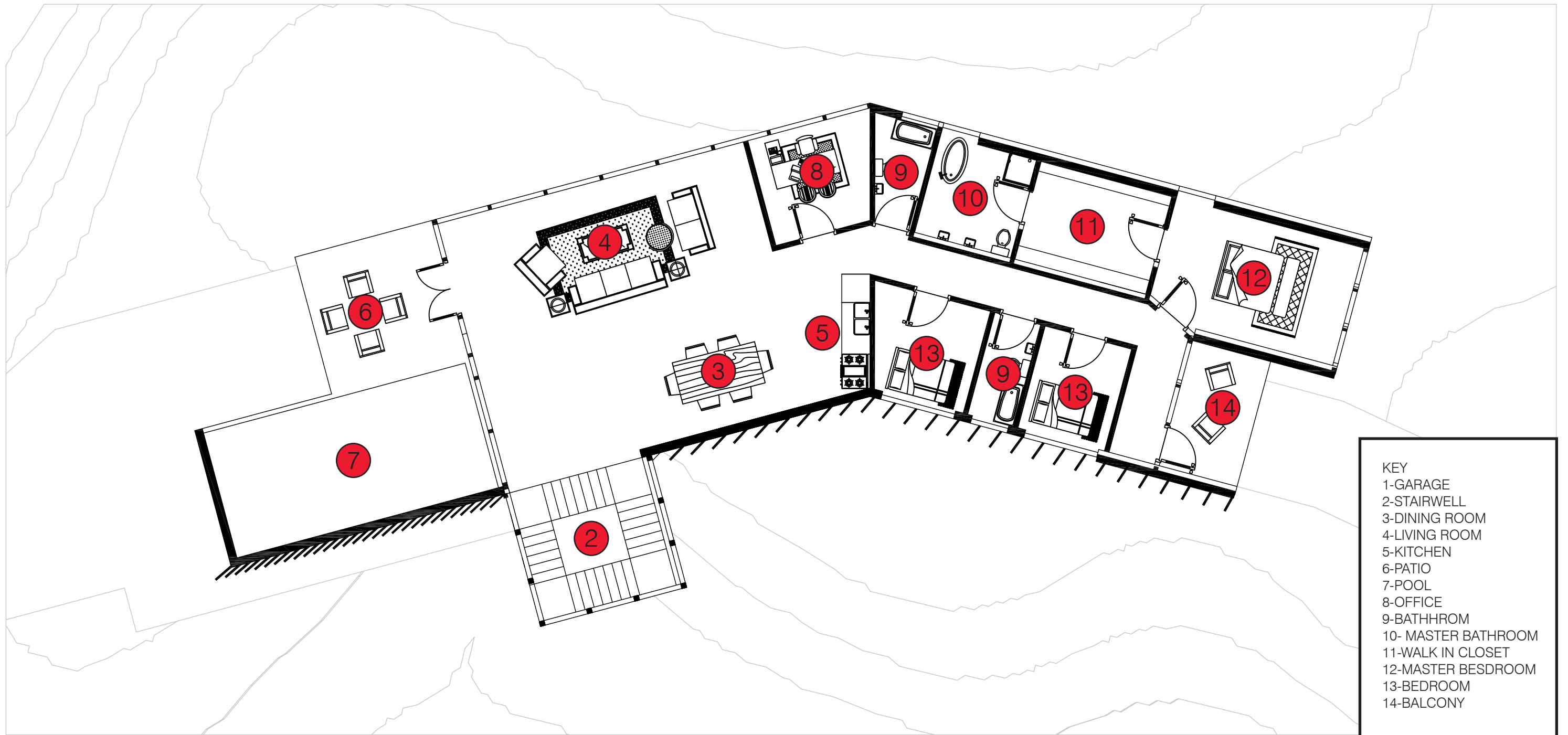


- KEY
- 1-GARAGE
  - 2-STAIRWELL
  - 3-DINING ROOM
  - 4-LIVING ROOM
  - 5-KITCHEN
  - 6-PATIO
  - 7-POOL
  - 8-OFFICE
  - 9-BATHHROM
  - 10- MASTER BATHROOM
  - 11-WALK IN CLOSET
  - 12-MASTER BEDROOM
  - 13-BEDROOM
  - 14-BALCONY

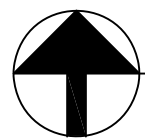


**FIRST FLOOR PLAN**

SCALE:  $\frac{3}{32}$ "-1'-0"

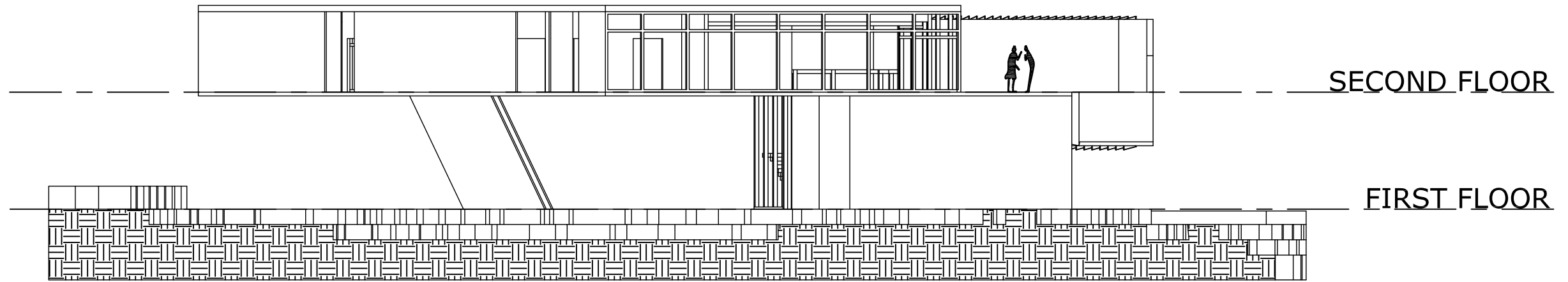


- KEY
- 1-GARAGE
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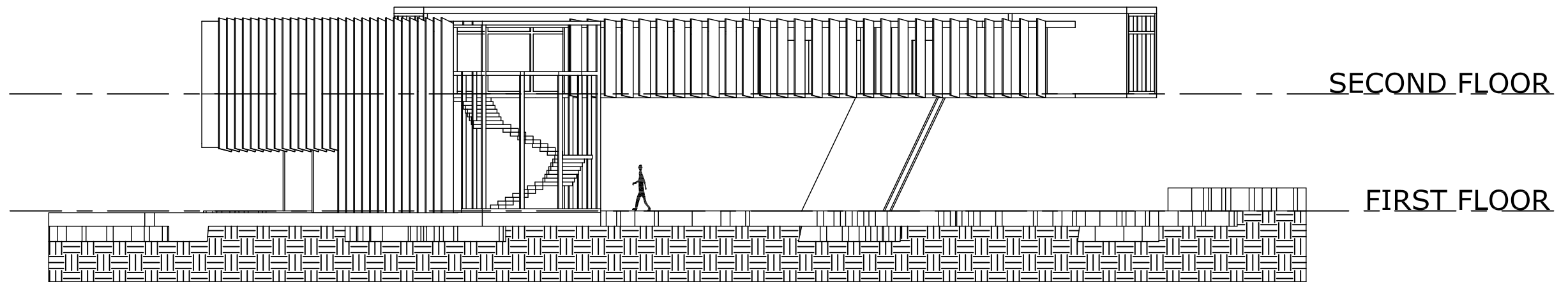


**SECOND FLOOR PLAN**

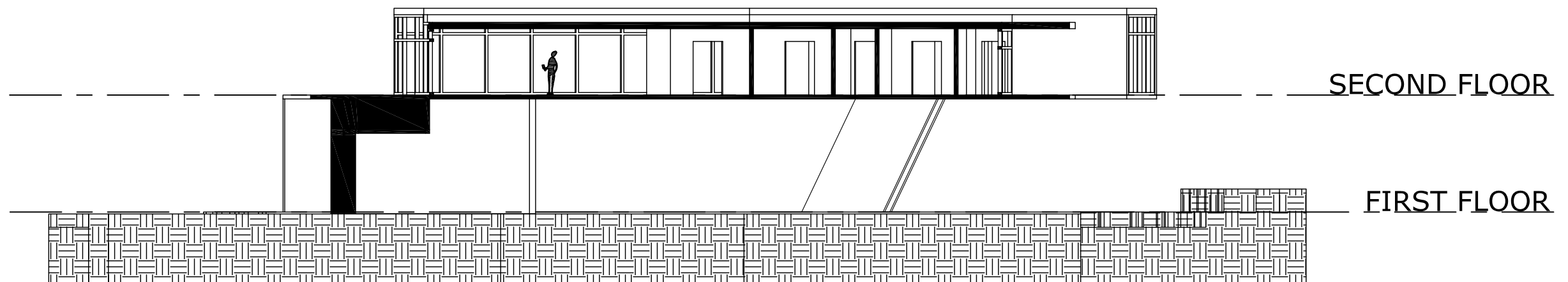
SCALE:  $\frac{3}{32}$ "-1'-0"



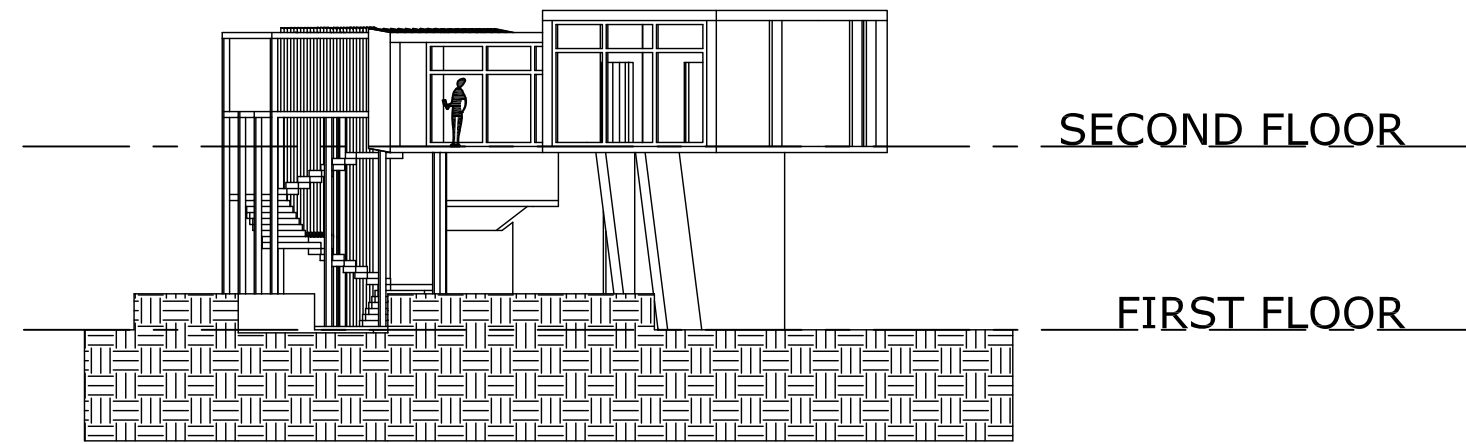
**1** SOUTH ELEVATION  
SCALE:  $\frac{1}{16}$ "-1'-0"



**3** NORTH ELEVATION  
SCALE:  $\frac{1}{16}$ "-1'-0"



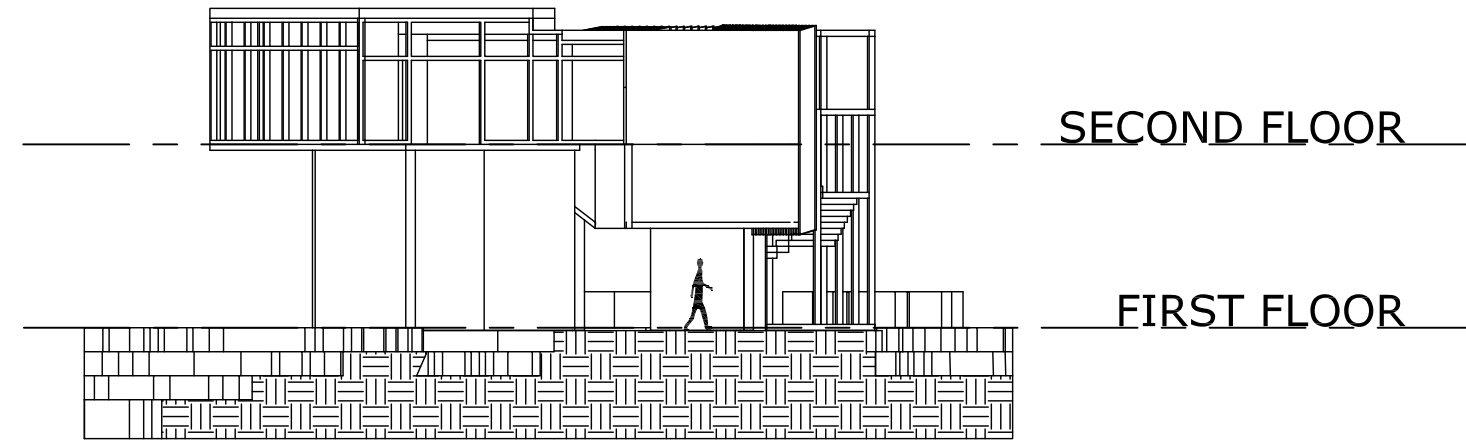
**5** LONG SECTION  
SCALE:  $\frac{1}{16}$ "-1'-0"



SECOND FLOOR

FIRST FLOOR

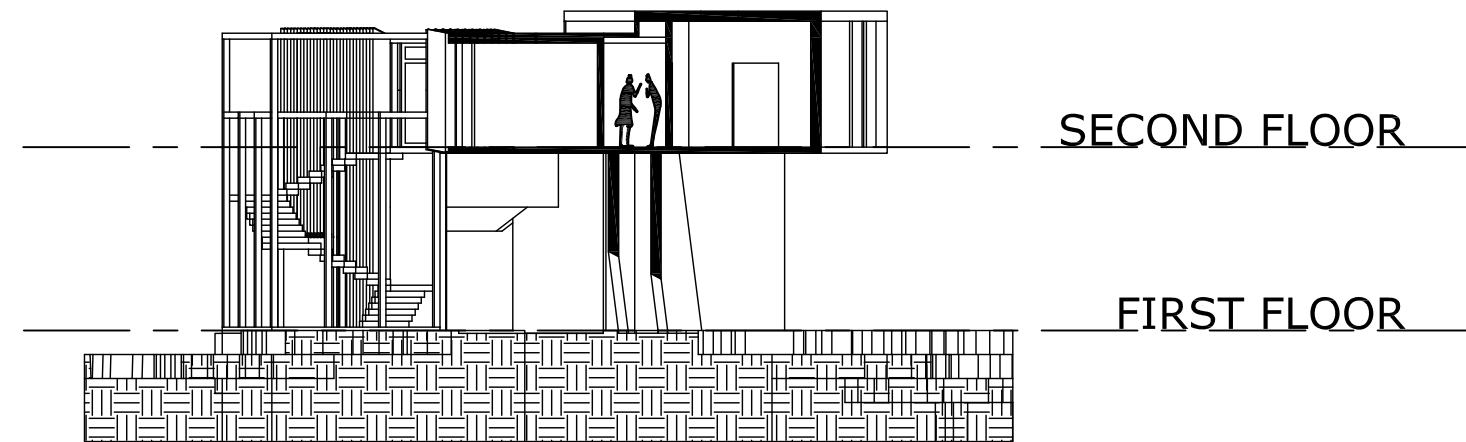
**2** EAST ELEVATION  
SCALE:  $\frac{1}{16}$ "-1'-0"



SECOND FLOOR

FIRST FLOOR

**4** WEST ELEVATION  
SCALE:  $\frac{1}{16}$ "-1'-0"



SECOND FLOOR

FIRST FLOOR

**6** SHORT SECTION  
SCALE:  $\frac{1}{16}$ "-1'-0"

# RENDERS



