

**Farhang Dadfar
Selected Works
2016-2018**

About Me

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Please allow to start by saying that every production that you see in this document is my production. This is the only text that I am going to fill with placeholder text. I hope that we get to know each other in person.

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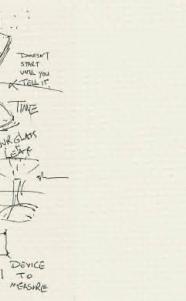
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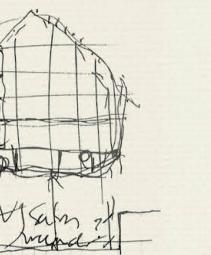
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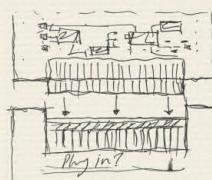
Content



Prosthetic Leaf



Zurich Vocational School

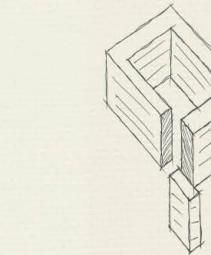


Video Game Library



Barcelona Sandclock

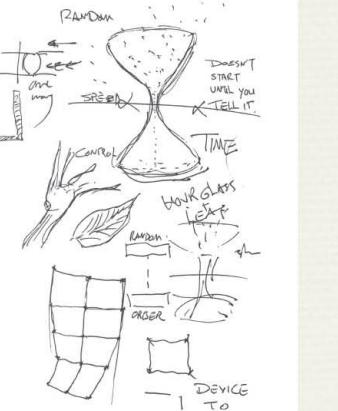
(Professional experience)



Maabit Tower

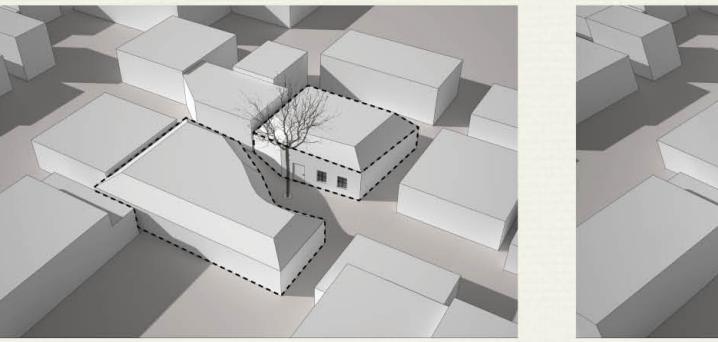
Prosthetic Leaf

Sangesar, Semnan
Summer 2018

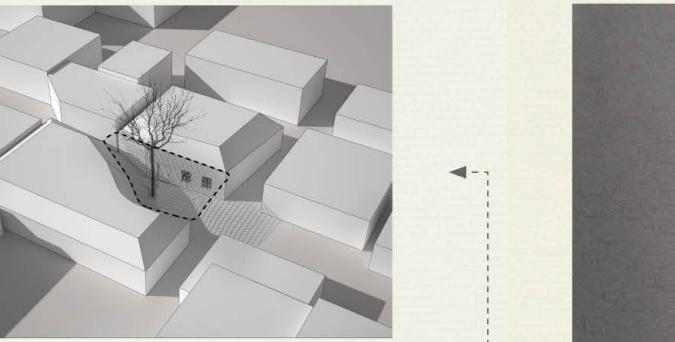


The concept of this project is to design a shelter for an endangered tree that suffers from an unprecedented longer drought period in village of Sangesar. The project is highly site specific, however the underlying solutions could be transcribed and used for a various range of scales at different locations.

The design which acts as a device takes into account local precipitation and aims to use it most efficiently through various means of conservation and distribution of rain water.

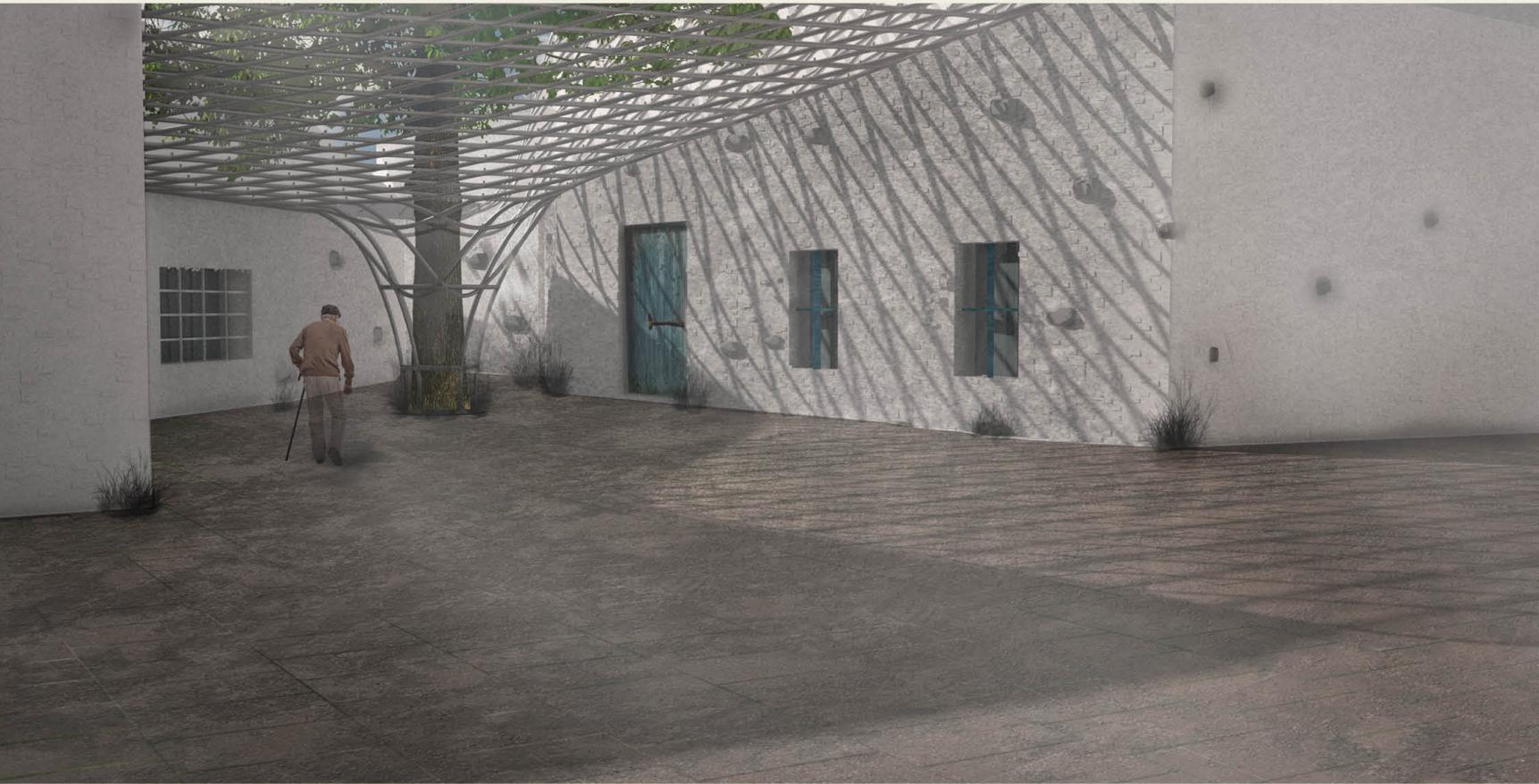


The space between the two buildings has formed a small court. The **court** which gives ground to an aged mature **tree** growing in the middle of it has become **an identifying node within the village**, making the tree a valued symbol in the village.

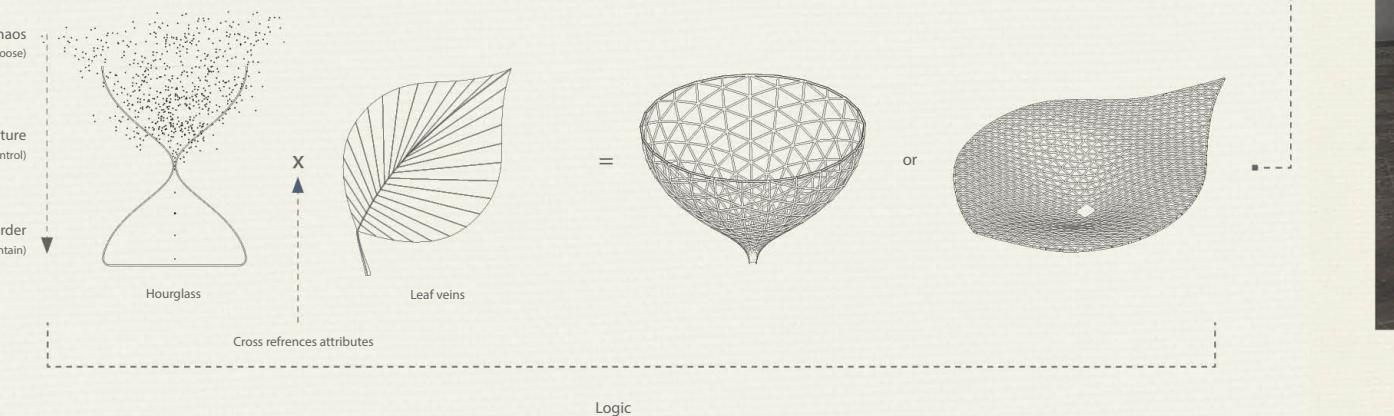


Adapt the form of this artificial **leaf** to fit in **site**.

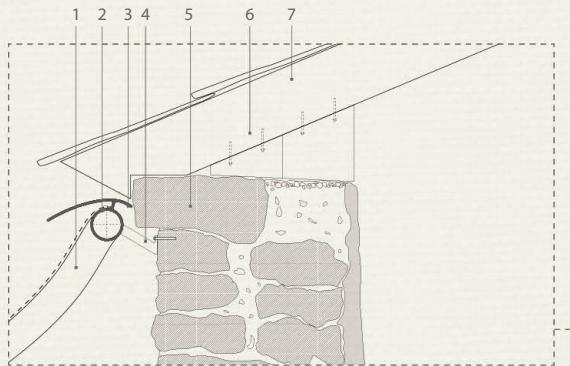
Apply to site



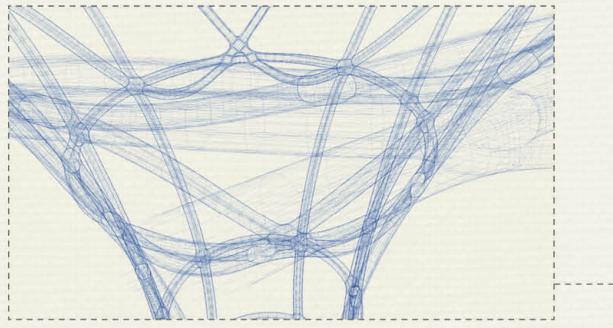
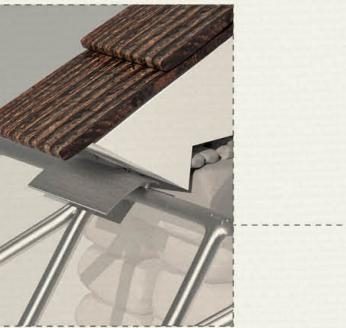
A sponge like membrane in the tubes collects rainwater and dew only to redistribute water during longer drought periods.



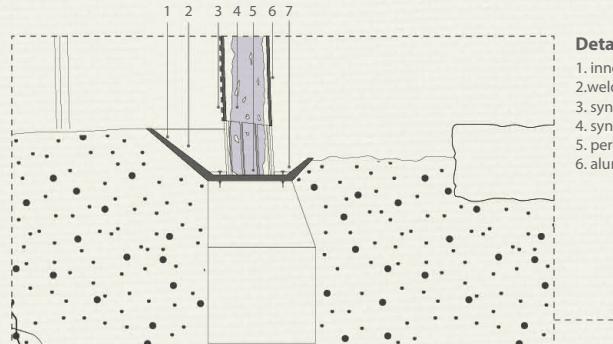
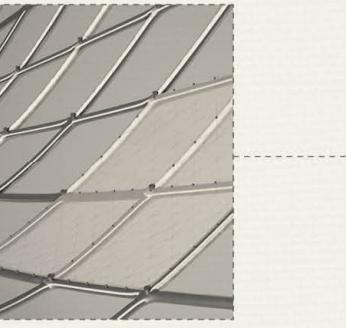
Prosthetic Leaf



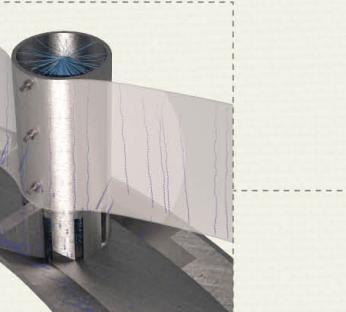
Detail 1
1. aluminum pipe 5mm thick
2. synthetic film
3. extruded aluminum profile
4. wall connection
5. capstone
6. roof timber framing



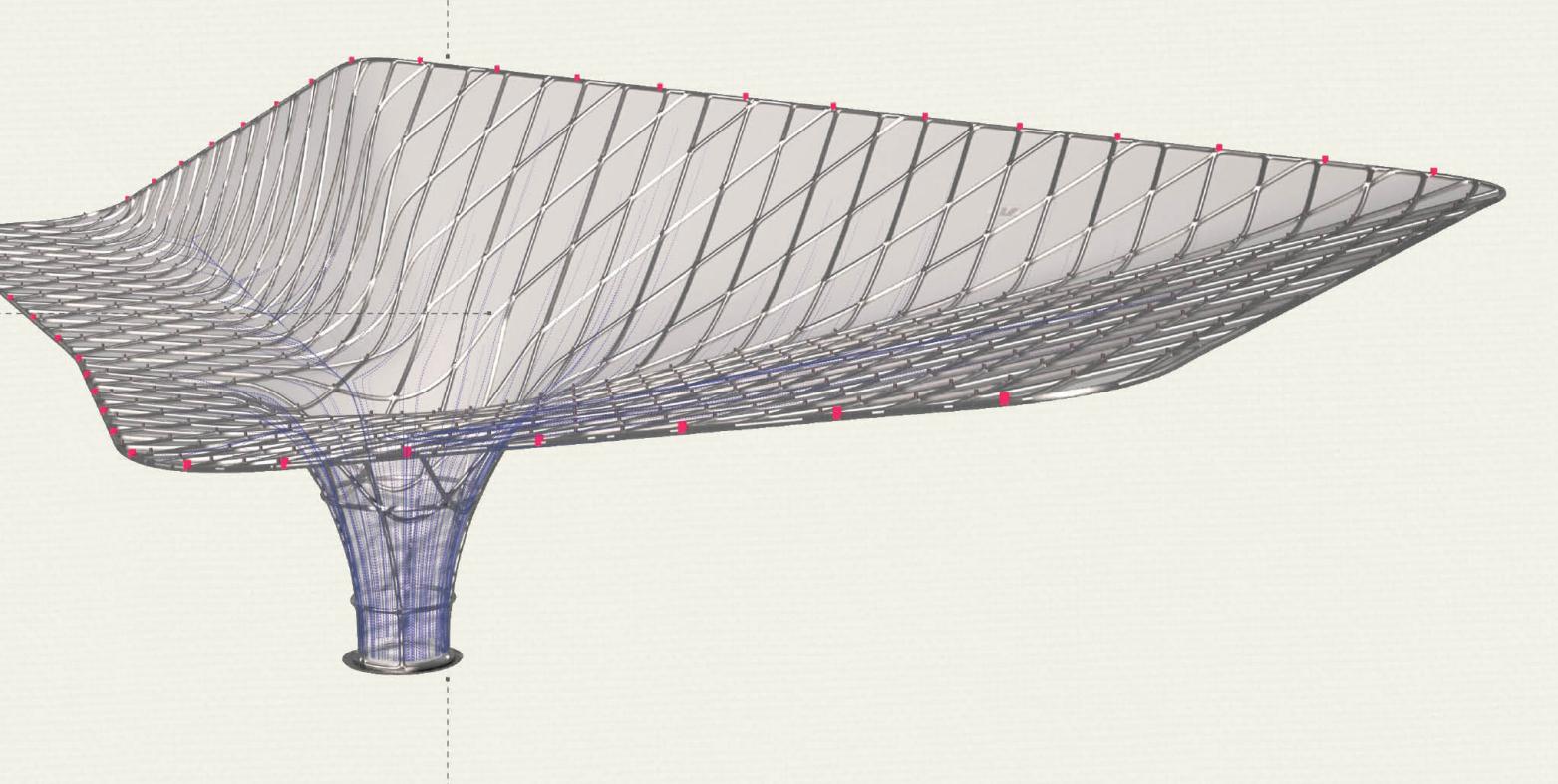
Representation of water filled tubes



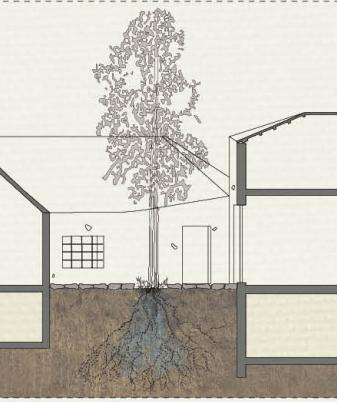
Detail 2
1. inner basin slope
2. welded plate
3. synthetic film 3mm
4. synthetic sponge membrane
5. perforation
6. aluminum pipe 3mm



Detail 2
Connection to ground



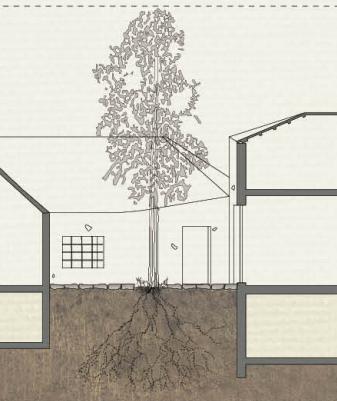
A **sponge** like memberane is filled in the hollow tubes of this leaf device which soaks up **water** only to **retain & distribute** in back into the soil in a controlled manner.



Soil during rain



Soil during rain



Drought soil



Drought soil

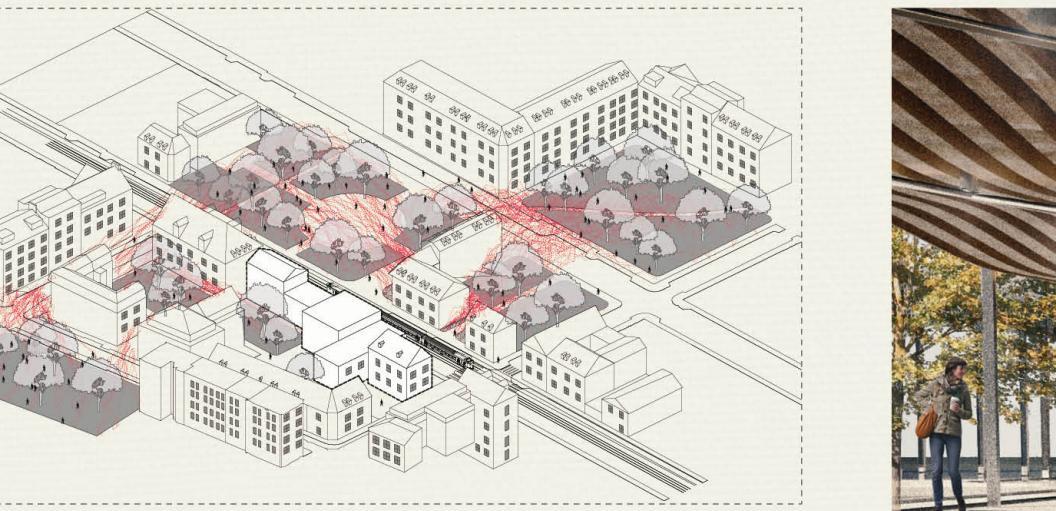
Zurich Vocational School

Zurich, Switzerland
Summer 2018

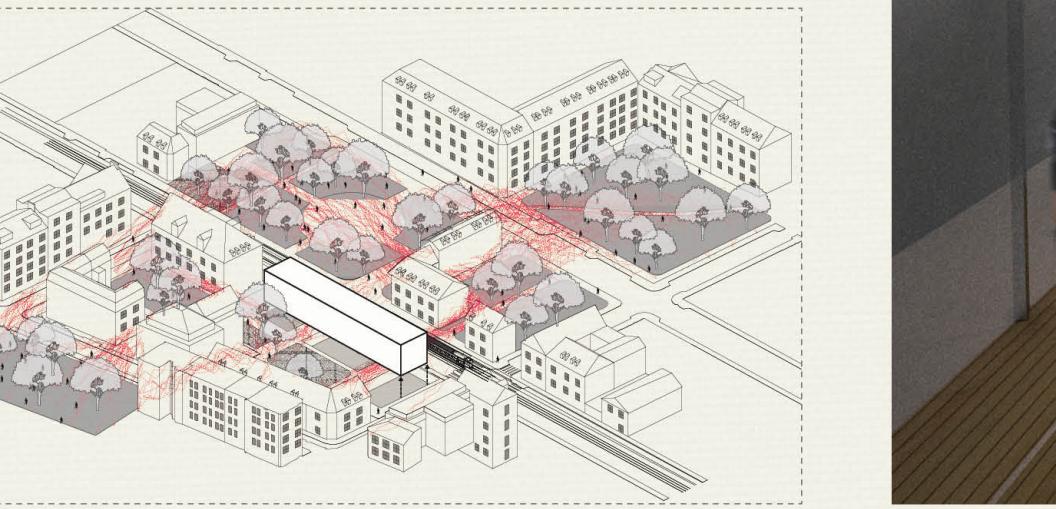


The underlying concept behind this educational facility is to **de clutter** the site's already existing buildings into a single box volume containing classrooms. Then we **levitate** this building volume one floor above the street level in order to preserve permeability of the public in and out of the site. This has to be done using a minimum number of visible structural elements.

This design offers the chance to **mix public spaces, parks and green spaces at the street level**. The building itself consists of three components. A void, visible from all sides, which takes up the rooms with the highest degree of publicity and the largest dimensions. These glazed volumes contain the entrance, the multipurpose room, the students' lounges and the individual gyms. The proposed organization allows independent use. Between the volumes and the neighborhood there are generous passages to the courtyard. The second component is the four-storey building in wood construction for the classrooms. Between the void and the schoolroom body lies the third component. A ceiling slab in prestressed exposed concrete, which supports the timber construction above.



Existing School Buildings



Proposed Building

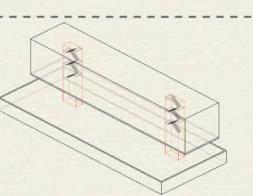


Lifting the building allows permeability & transparency on the street level.

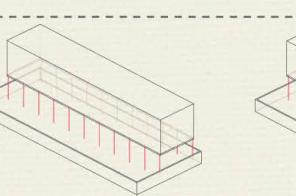


Making the building float allows the public space of the district to flow into the formerly enclosed courtyard. The design carefully extends the cobblestone of the pavement into the courtyard where trees and vegetation create a generous green public space.

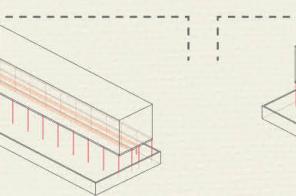
Raw Solutions



Columns

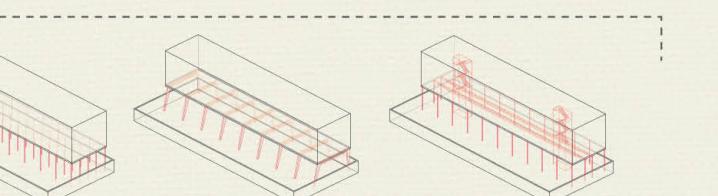


Vierendeel truss



Circulation Cores

Applied Solutions



Minimize Columns (Peripheral)
Minimize Truss (Rotate)

Add Cores



The site is located in a lively part of city nestled between the central trainstation and Zurich's largest river, Limmat. The immediate site surrounding consists of a network of public green spaces and museums. Considering the relationship of our site with the surrounding, we could either take over the entire footprint and build entirely on the ground floor or maintain design to make those connection ever stronger, the decision was obvious, to strengthen this network by creating transparency and permeability on the ground floor.



Ground Floor

1. entrance

2. night hours entrance

3. path

4. basketball court

5. path

6. basketball court

7. fire stairs

8. smoking area

9. open space

10. elevator

11. multi-purpose area

12. exit

13. reception

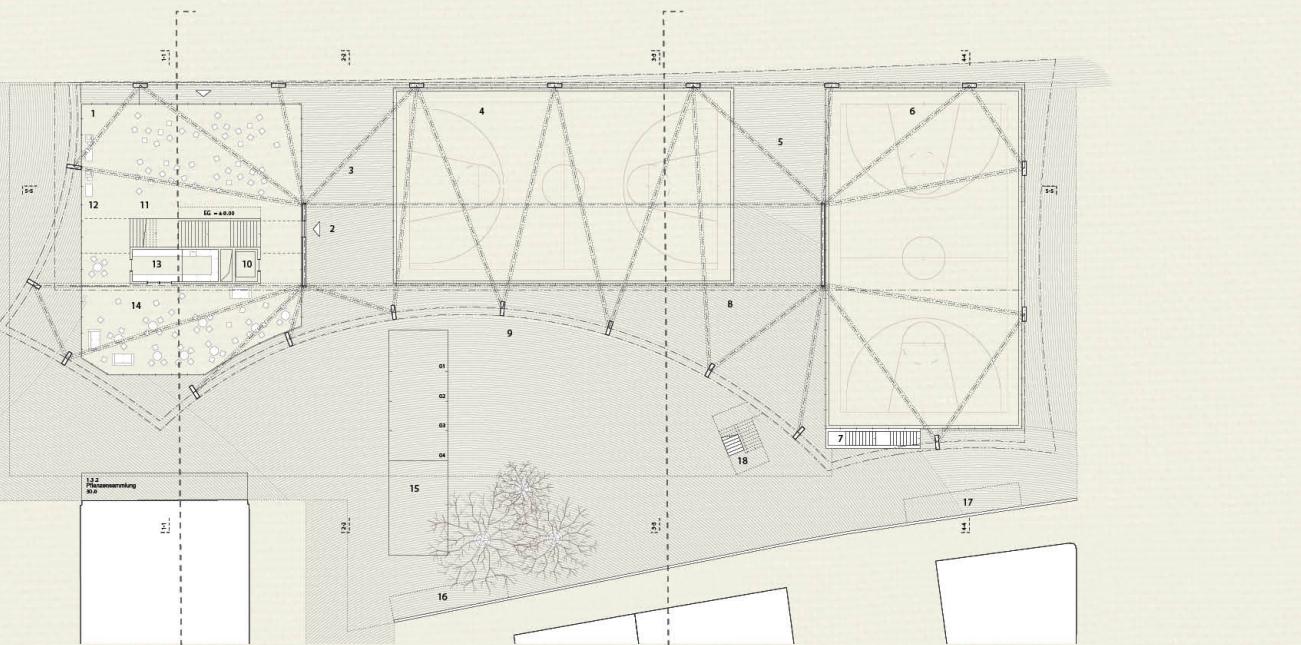
14. workshop room

15. delivery

16. external equipment

17. bike racks

18. staircase



Underground Floor

1. storage room

2. workout room

3. gymnastics room

4. basketball court

5. sports equipment room

6. basketball court

7. plant lab

8. sports hall corridor

9. elevator

10. corridor

11. storage room

12. bathroom

13. locker room

14. photo studio

15. bathroom

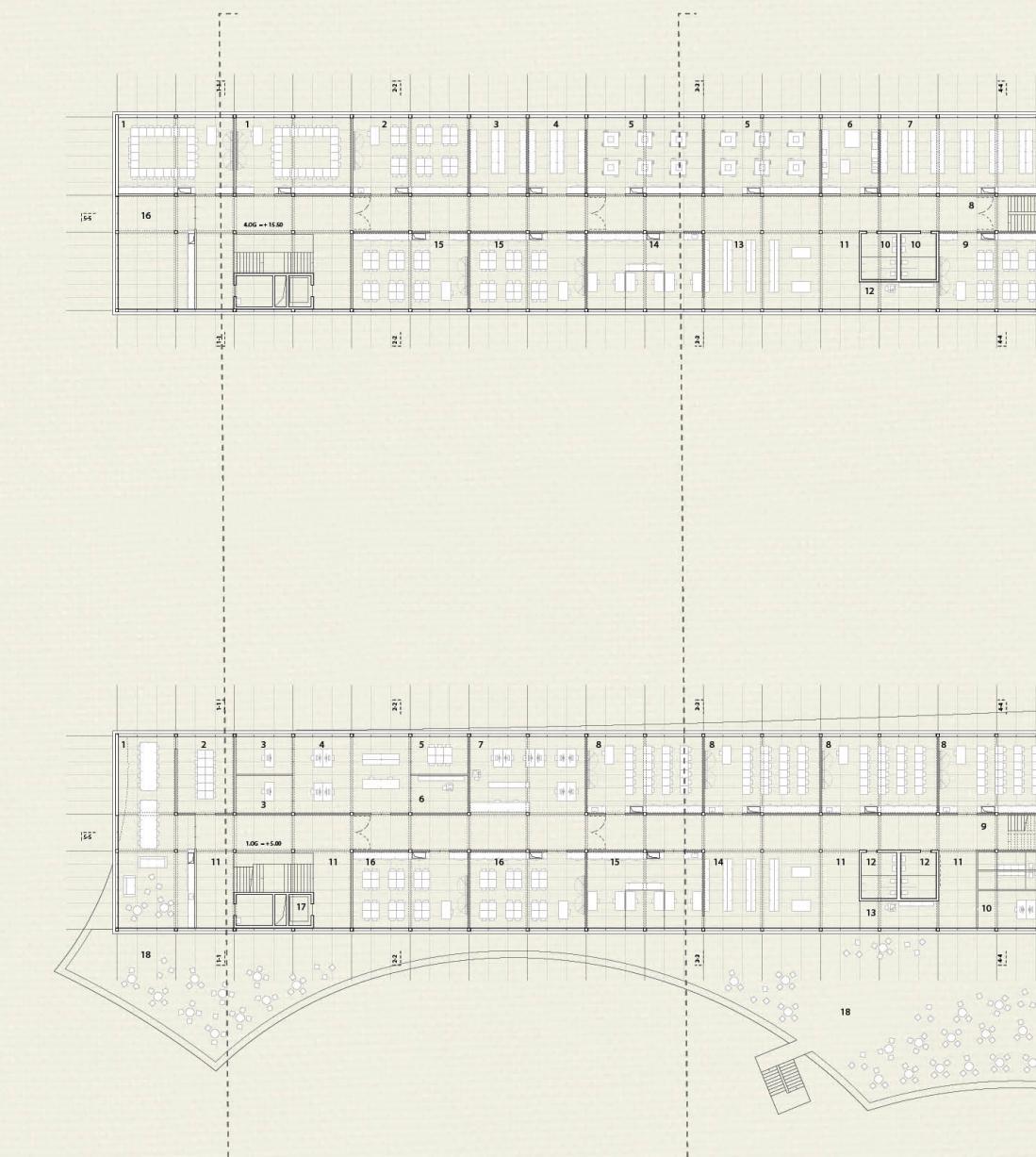
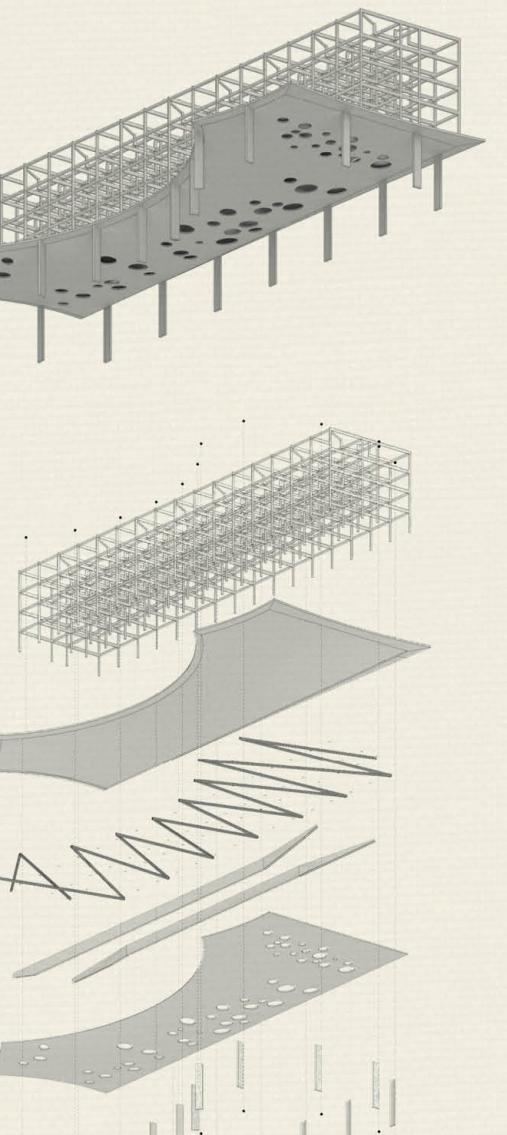
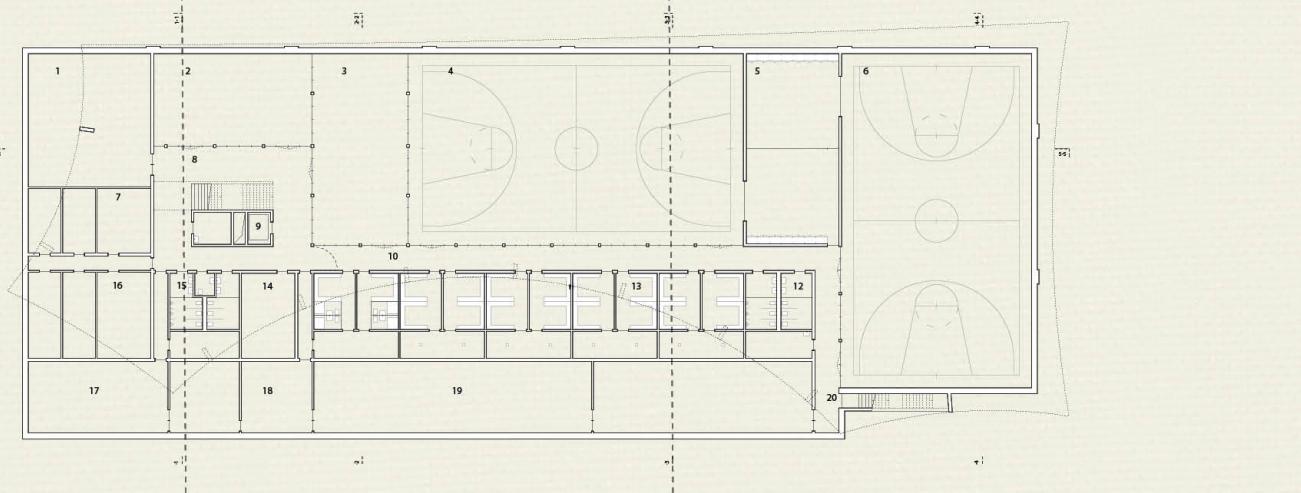
16. IT room

17. mechanical room

18. sanitation room

19. smaller sports hall

20. fire stairs



Fourth Floor

1. classroom

2. practice room

3. equipment room

4. modeling archive

5. studio

6. modeling station

7. modeling archive

8. stairs

9. classroom

10. bathroom

11. open floor plan

12. copy room

13. book & collection

14. teachers lounge

15. classroom

16. storage

17. stairs

18. storage

First Floor

1. teachers room

2. meeting room

3. office management

4. secretary

5. meeting room

6. copy room

7. students work room

8. classroom

9. stairs

10. janitorial office

11. open floor plan

12. bathroom

13. copy room

14. book & collection

15. teachers lounge

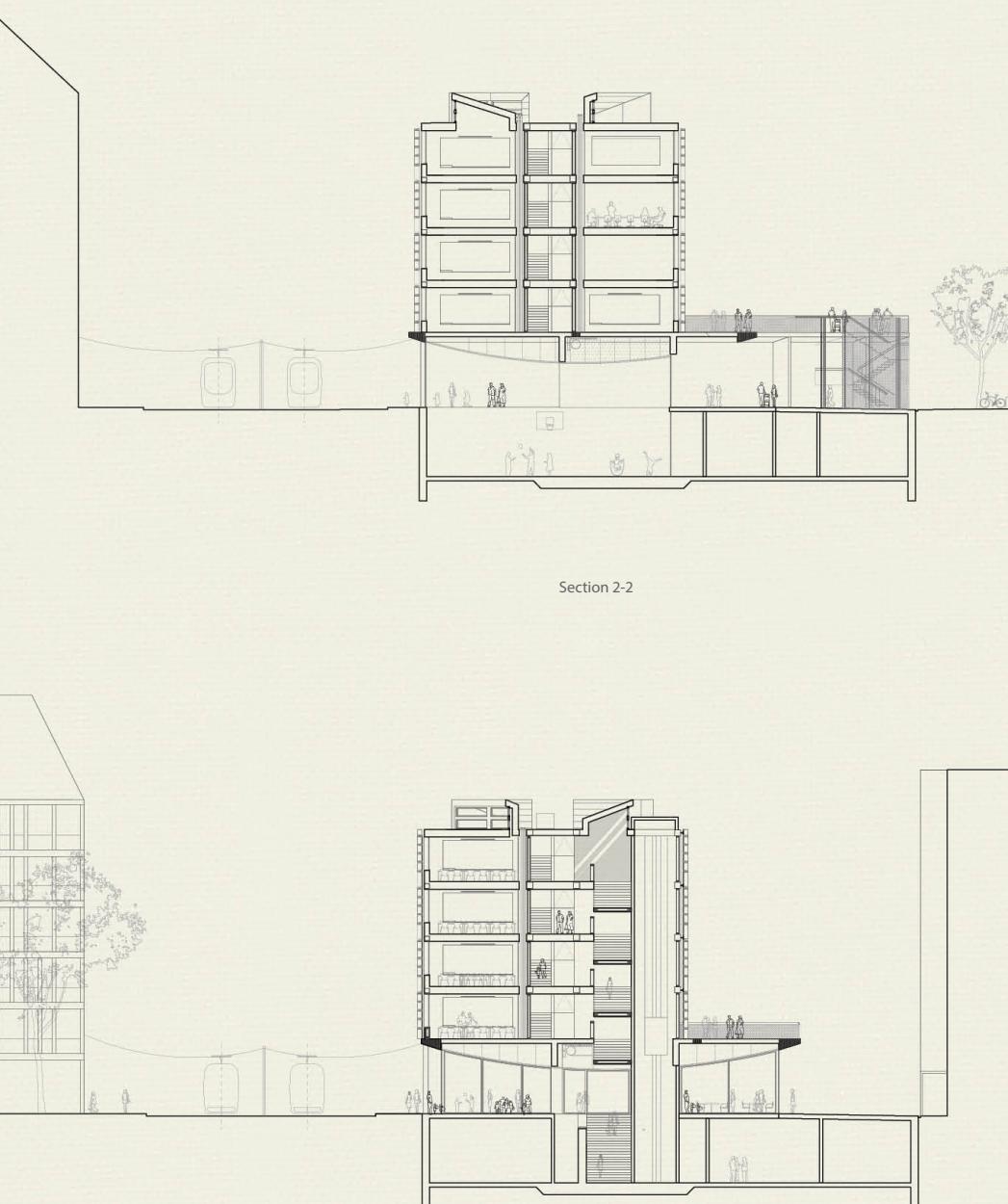
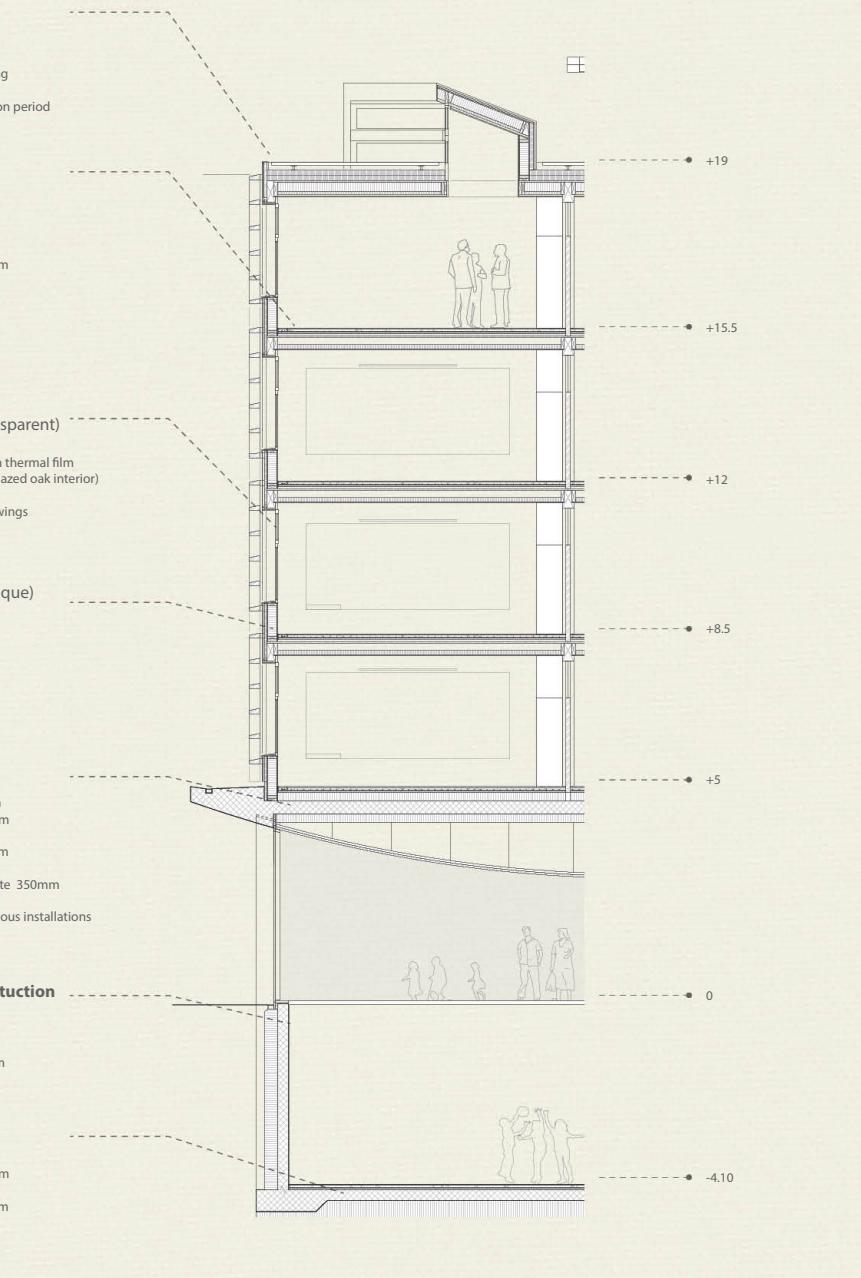
16. classroom

17. elevator

18. terrace

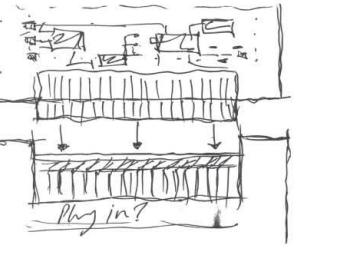
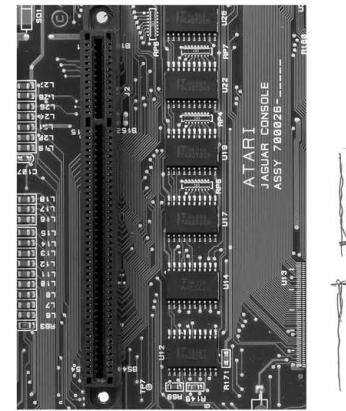


The building's grid structure makes it a pragmatic typology with a functional layout which in a way has its own aesthetic of order to which all design elements are subordinate. Another advantage that such structure offers is **adaptability**. In case the need for rearrangement, growth or shrinkage of rooms arises in the future, a grid structure makes it easy to make such changes.



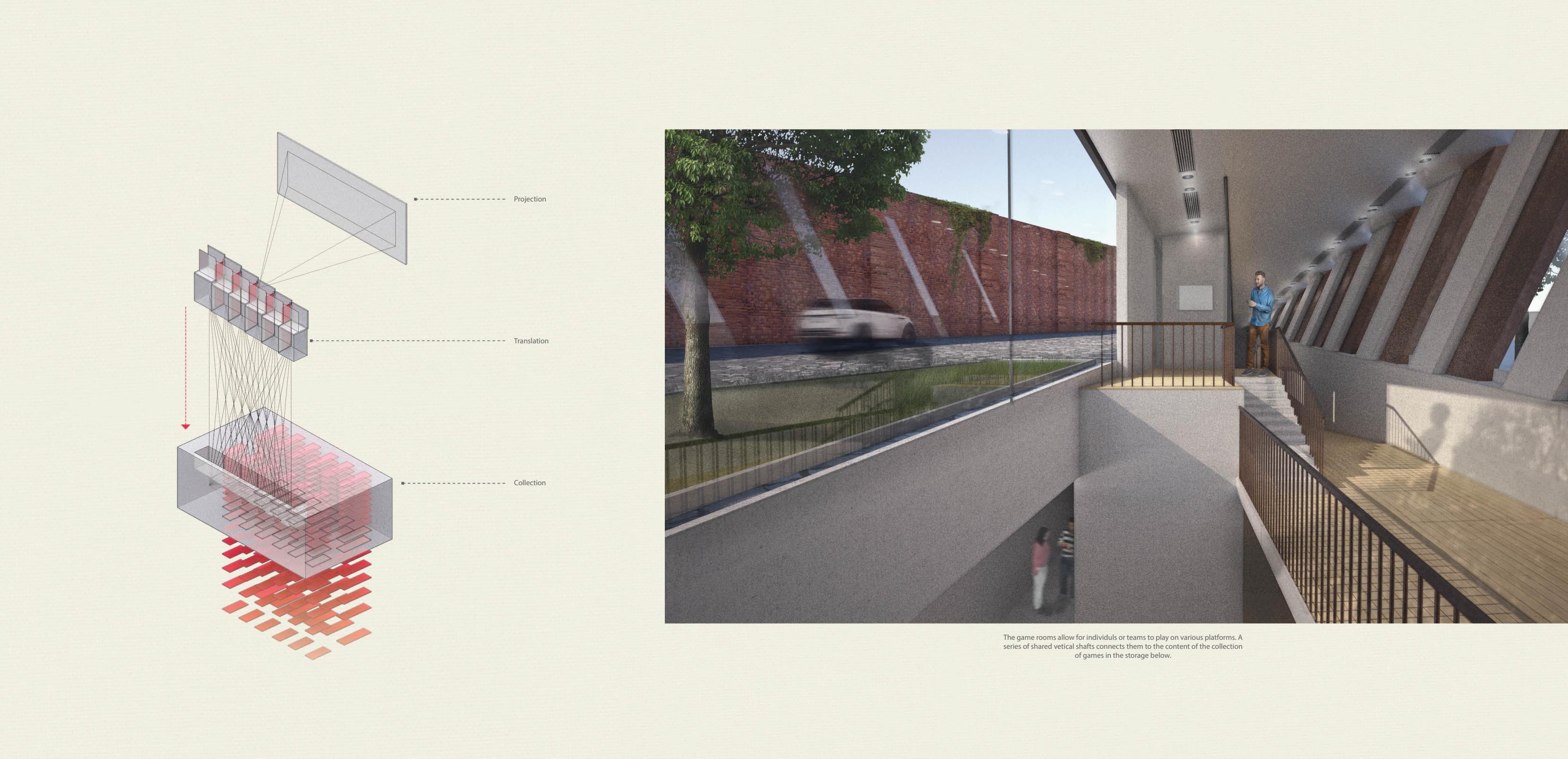
Video Game Library

St.Louis, Missouri
Fall 2016

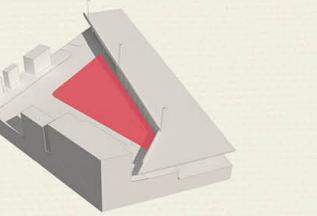


In a vintage video game system there are three main components, a cartridge that we **plug in** which contains information, a console which transcribes the information and a display that projects the an image. Scale that to the size of a building and we have the same essential components which make up the elemental concept behind this project.

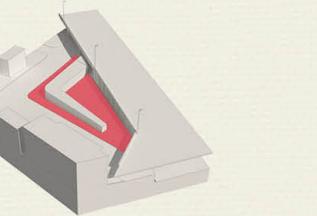
Similar to books, video games started their presence as tangible products and to this they continue their evolution. Similarly the media format has also evolved through physical to digital resources. We have access to them through various platforms, pc, handheld devices, arcade ... However, unlike books there is no notion such as a traditional library to preserve or collect and offer video games to the public. This project aims at functioning as a library explicitly for video games and its users.



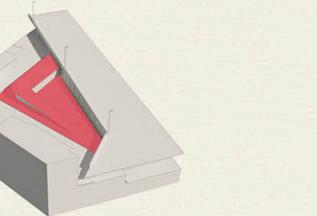
The game rooms allow for individuals or teams to play on various platforms. A series of shared vertical shafts connects them to the content of the collection of games in the storage below.



The triangular **site** is flanked by I55 Highway on one end and three story residential condos and a church on the other two sides.



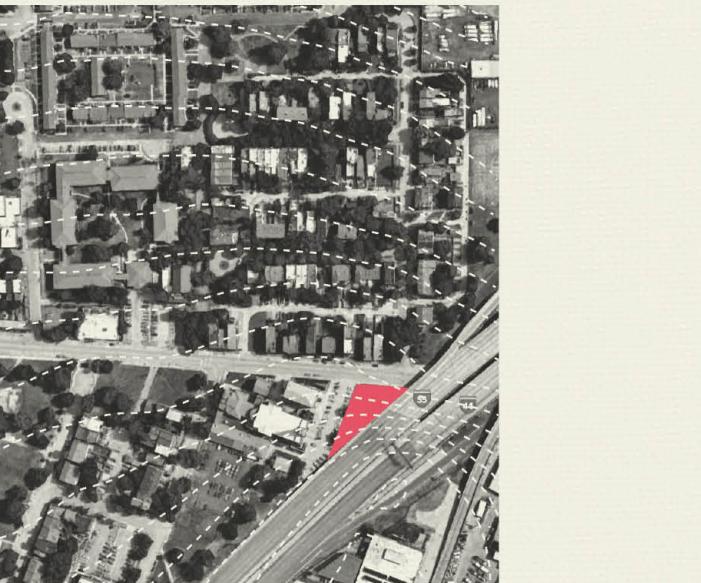
Building **form** is defined by the site boundaries, creating two wings to the building which allows for two functions to take place with minimal interruption to one another.



The gaming **wing** of the building is sloped down into the ground to minimize light for the game rooms. This decisions also makes the building appear less dramatic in its surrounding residential contexts.

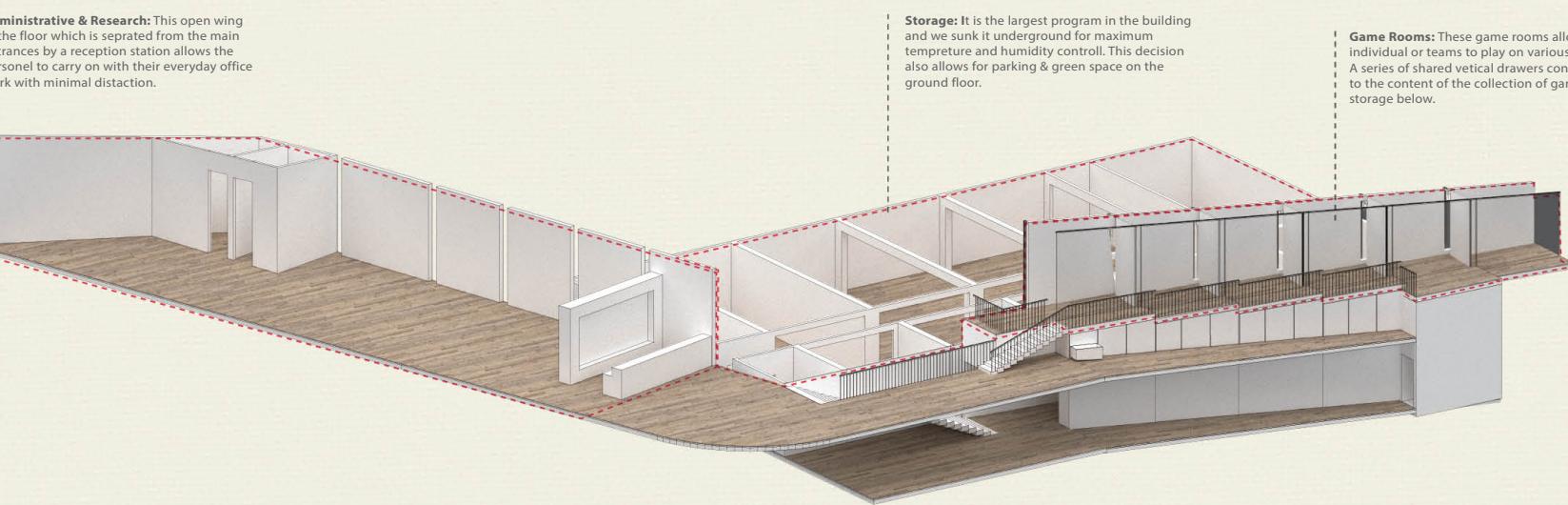
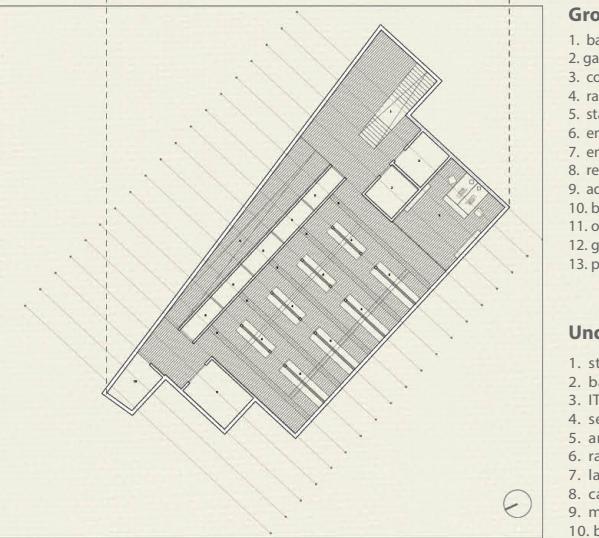
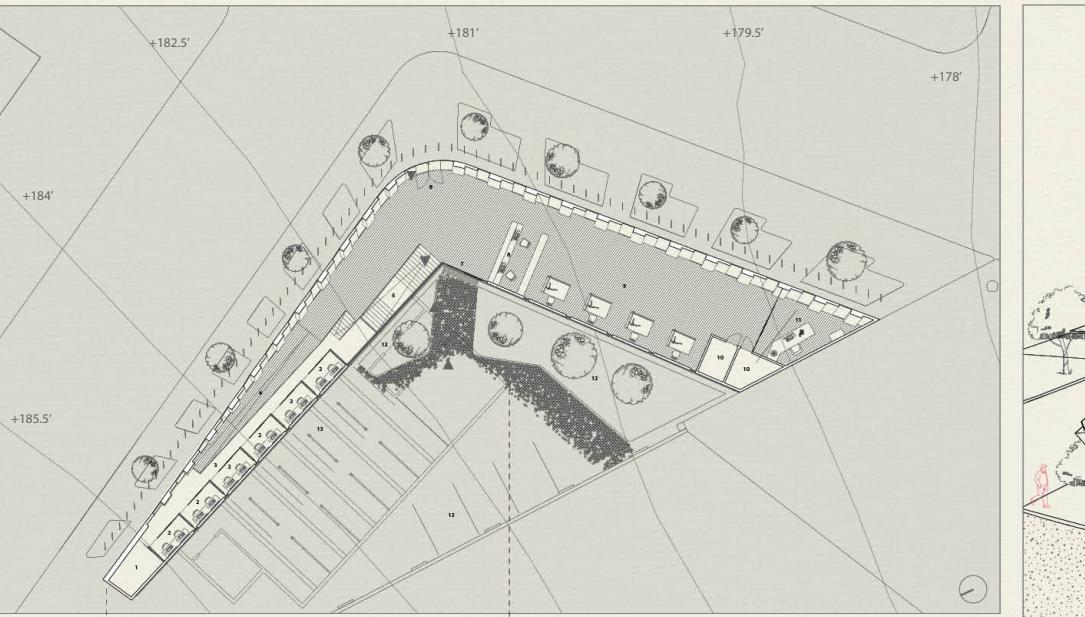


An accessible **roof** which is an extention of the ground, creates potential for public/private events to take place.



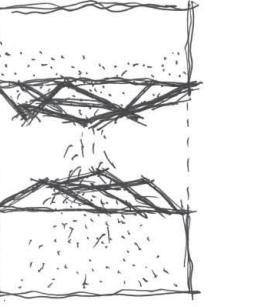
The **site** is located in residential neighborhood of Soulard St. Louis. It is created as a residual space left over by the crossing of highway 44/55. As a result it seems to be a neglected pocket. The act of seeing was a central aspect to the selection of this site. By seeing we mean to superimpose the perceptible reality of a place with its own idea of a possibility of this place.





Barcelona Sandclock

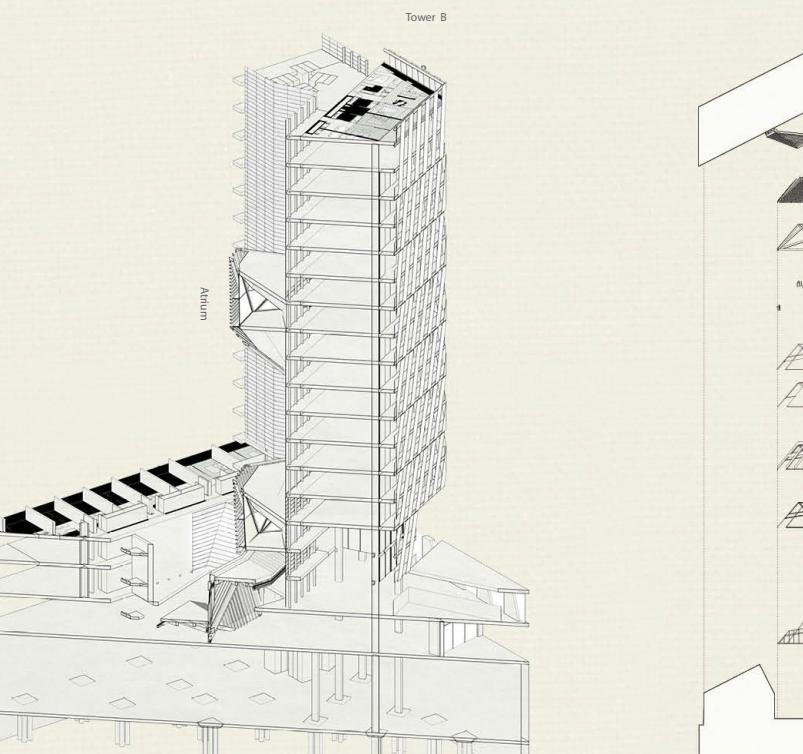
Barcelona, Spain
Spring 2018



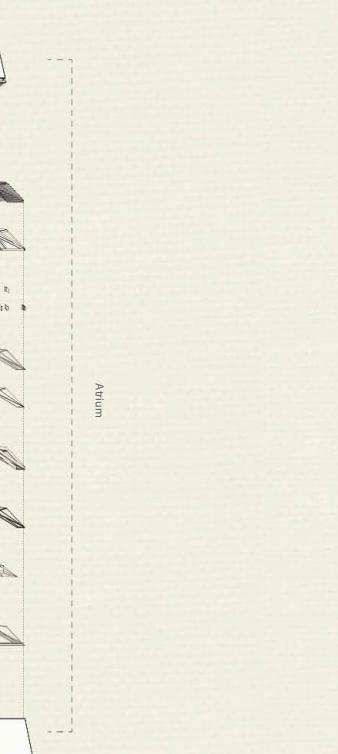
The nature of a sandclock entails **two volumes** which contain a fixed amount of particles attentively **fused together**. The object will then become a device for time keeping with the **narrow point of fusion** becoming the measurement of time keeping or in a way **becoming the present**. Looking at such an object, on the one hand I am witnessing time, and on the other hand I am sort of completely seeing a timeless object, in a way something that is the opposite of time.

The site being just North of Parc Del Forum in Eastern Barcelona meant this building would be located in the city's newest and largest cultural center, neighboring muesums and parks designed by world renowned architects. As a result, the design of this hotel had to be able to host and prepare environments of different tempos,rhythms and speeds which become visible and tangible in this neighborhood.

"Sand Clock" proposes, builds and hosts a possible transcription of these experiences in Barcelona. The two towers are assigned with 311 apartohotel rooms, the **atrium** space between the towers hosts a variety of assigned and unassigned spaces. Making them **the present in out sandclock**.



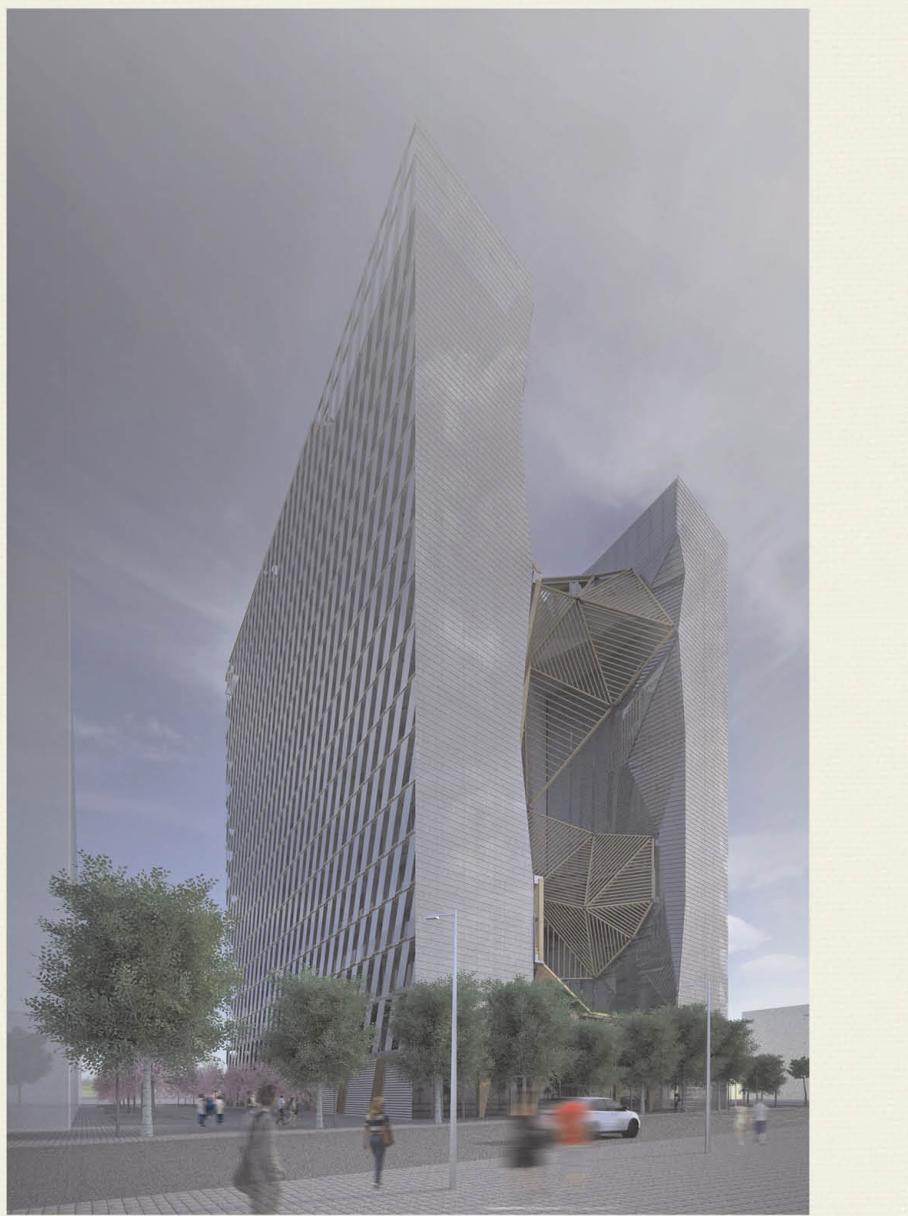
Diagrammatic Section



Plan view of components

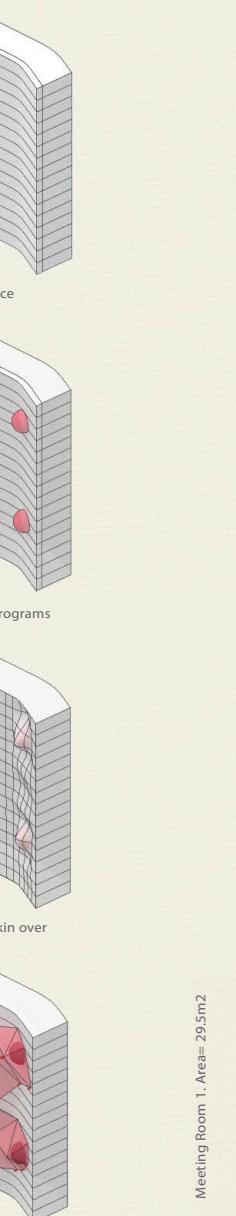


Everything that exists outside the main body of the towers are considered as the atrium. Depending on the program spaces, various speeds & rythms of movement will be experienced, similar to the moving sand particles in an hourglass.



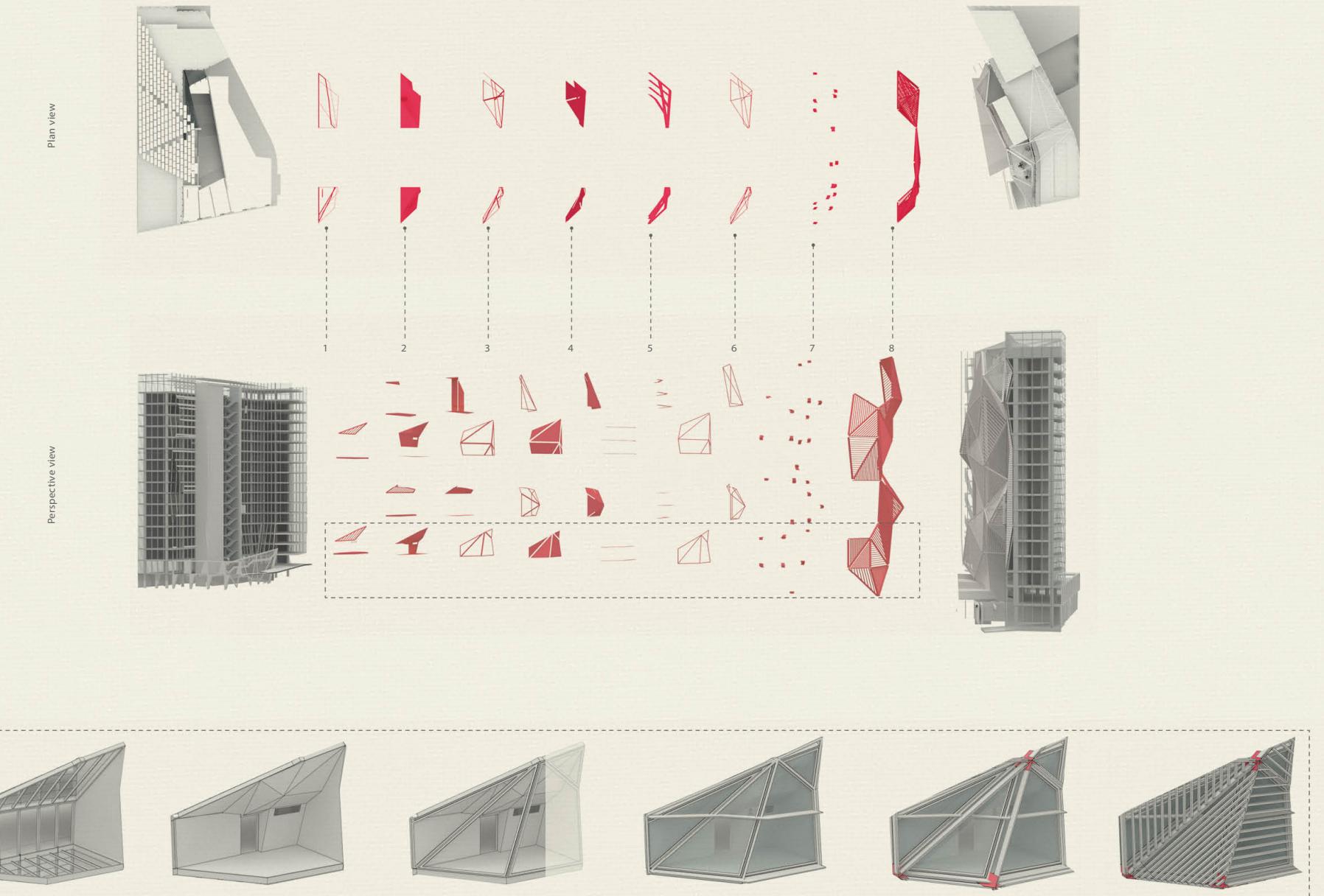
Perhaps the most problematic and difficult part of this project was caused by the tessellated structure of the atrium facade. The idea is to narrow down most of the complexities occurring in the multi-angled facade triangles into a single node, the "Margaritas".

23

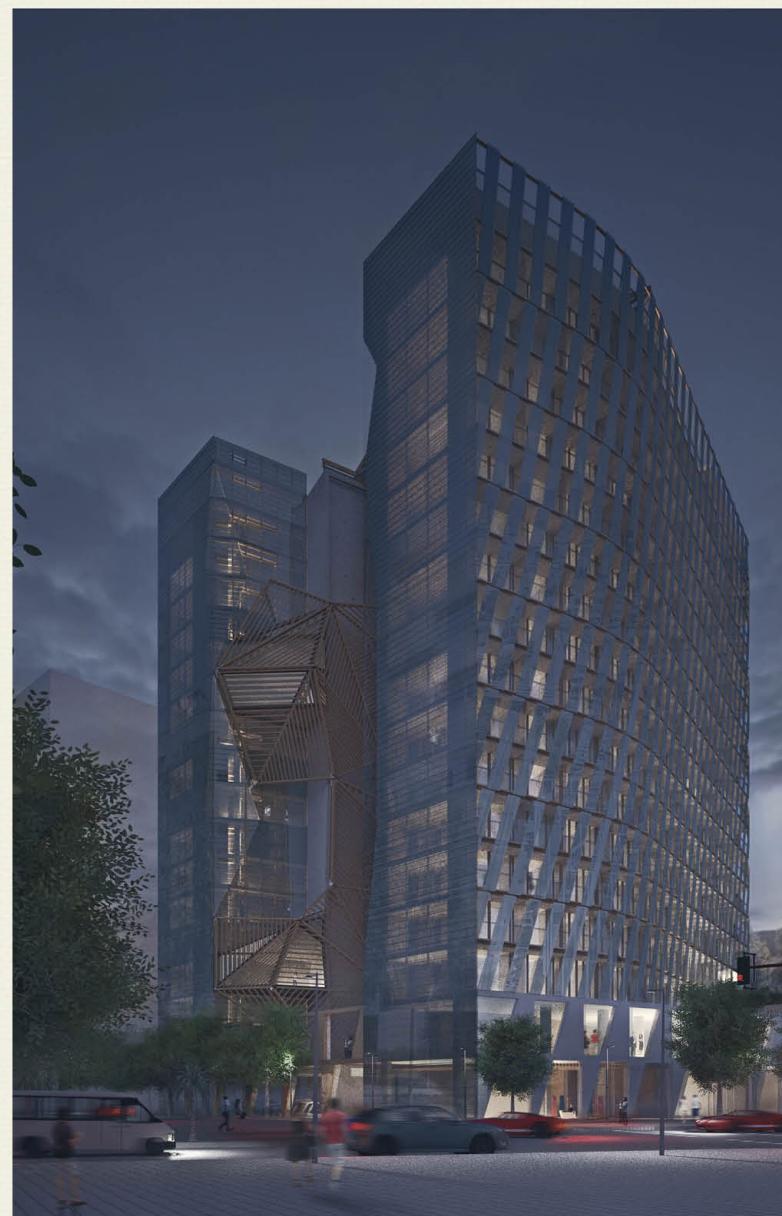


Reevaluate skin

24

Meeting Room 1, Area= 29.5m²

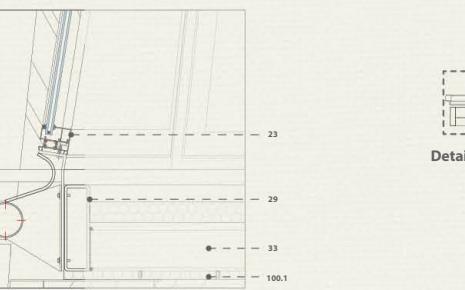
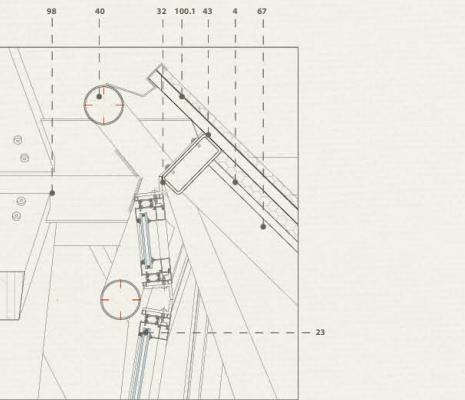
The Margaritas act as a single mechanism that receive the (20cmx6cm) timber structure which have their very specific inclinations. Therefore, the margarita become the corner stone on top of which all the other assembly parts are layered on.



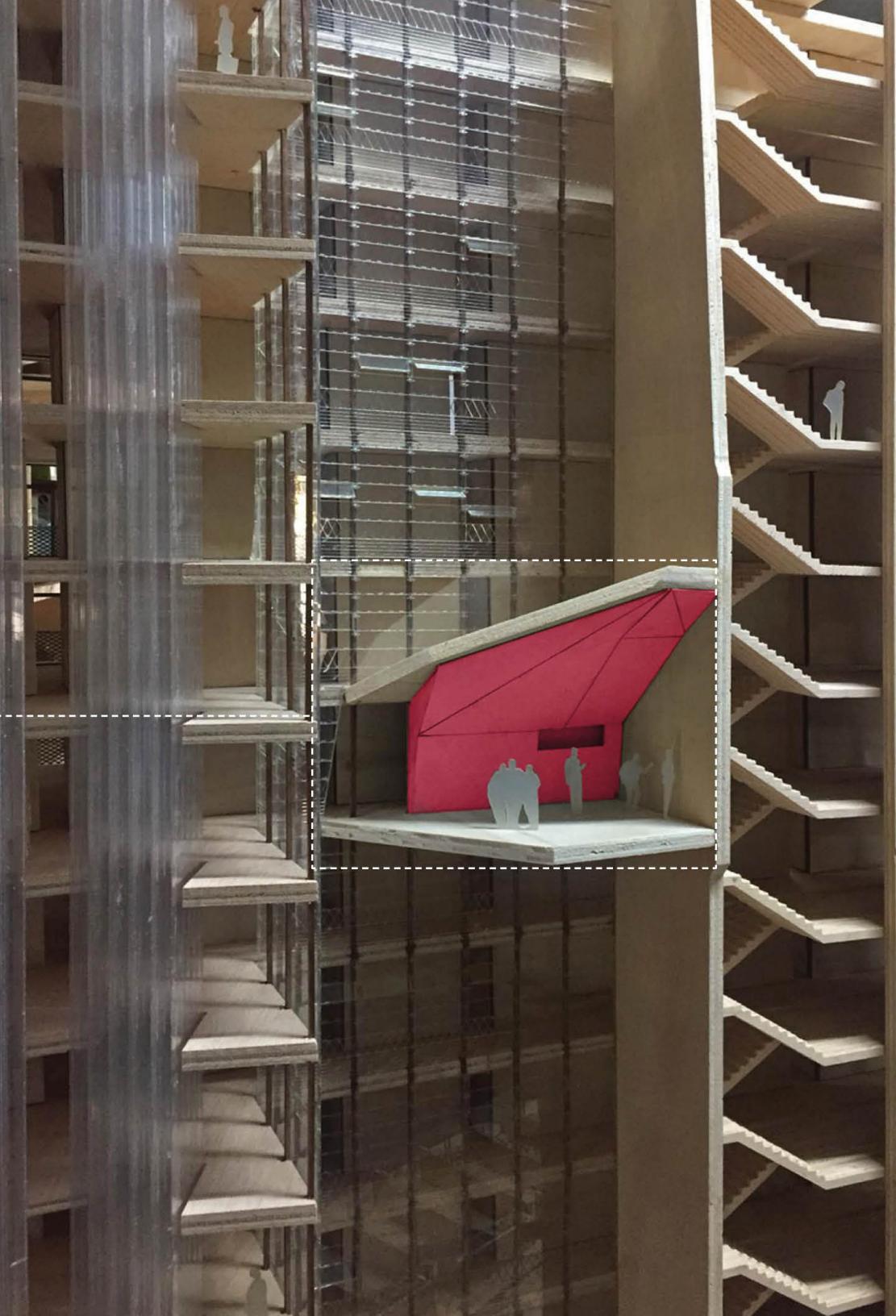


Legend

- 4. Thermal Insulation
- 29. Rectangular Tube profile 340x100x10 mm
- 32. Rectangular Tube profile 250x100x3 mm
- 33. Rectangular Tube profile 150x100x3 mm
- 40. Circular Metal Tube Ø 140mm min e:4mm
- 41. Vertical Anchor Plate 300x300 mm
- 42. Anchor Squares
- 43. Waterproofing Sheet
- 48. Galvanized Steel tie rod for Maintenance
- 67. Pinwood board 30mm
- 68.1 Zinc Recess channel 15mm min
- 74. Wrought concrete slab forged with all the necessary components and elements according to the structure project (expansion joints, reinforcements ...).
- 87. Floating Parquet Flooring
- 100.1. 300x30 minimum tray, Stainless steel Fixed by pressure to piece in U with anchorage.

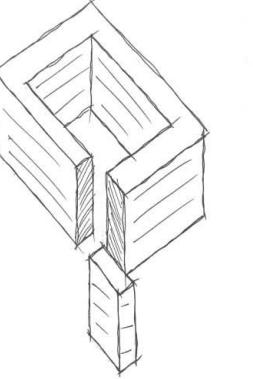
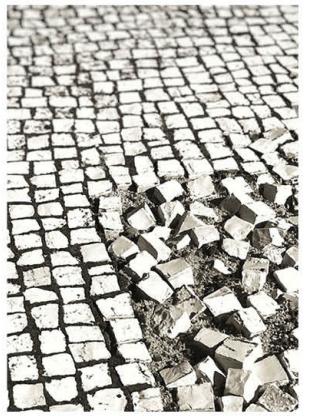


At the scale of 1:40, the model takes up a volume of approximately (110x140x210 cm) (WxLxH). It has taken 290 hours for me to 3d model and assemble it. At such a high complexity the model becomes an extensive learning tool.



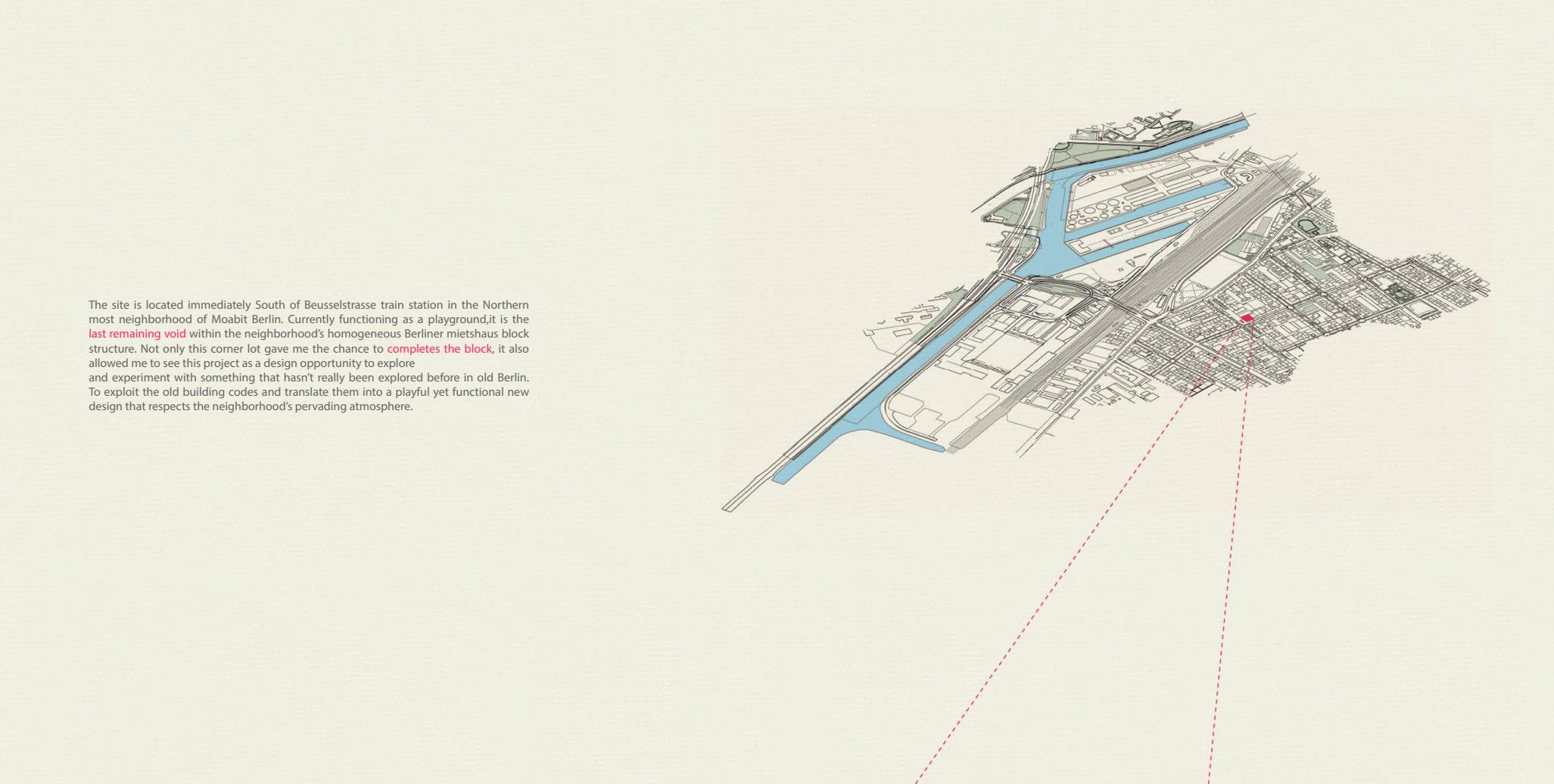
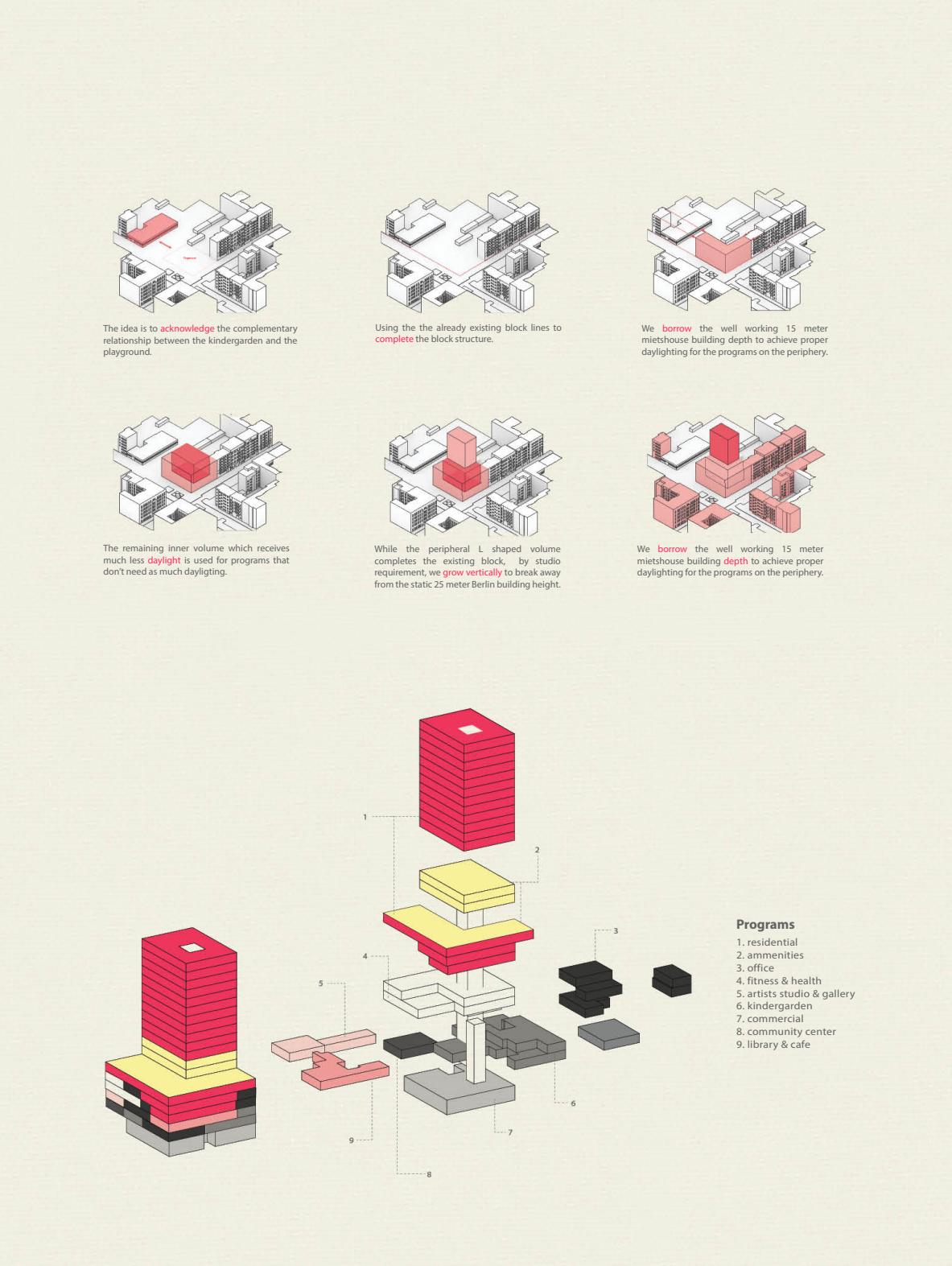
Moabit Tower

Berlin, Germany
Spring 2017



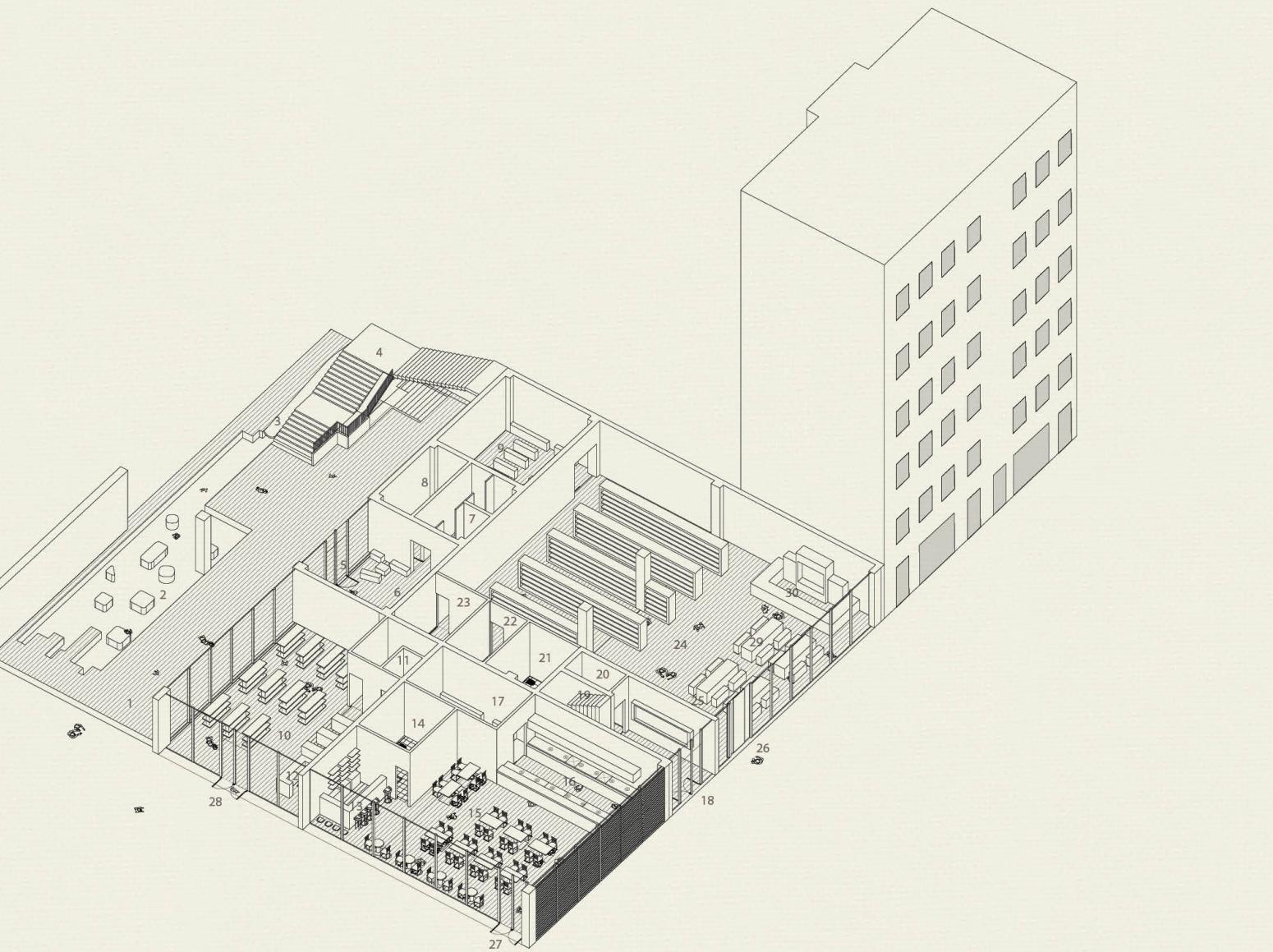
Berlin has witnessed more dislocation than any other European city of the modern era. It is a palimpsest of its own disrupted history. One that is actively unfolding as the city and the unified German state attempts to restore the capital's presence on the global map. There is no real city center. The abundance of historical traces as well as contemporary development create multiple, fluid layers. We know that buildings have great impact on global resource consumption. The dense city is the opportunity to make the most of available resources. In addition, it is the most meaningful form of living together. It is the source of the new place of innovation and progress. This is the starting point of this **studio project, the introduction of the high-rise building to the urban fabric of Berlin** as a way of concentration and densification of the city.

My approach takes into account a breakaway from the static 25 meter high Berliner Mietshaus urban fabric yet aims to preserve the familiar block scale by means of volumetric and perspectival exploitation.



Ground Floor

1. passage to the block interior
2. outdoor playground
3. slide
4. access stairs to kindergarten
5. tower entrance
6. lounge & mailbox
7. elevator core
8. staircase
9. market storage
10. toyshop
11. bathroom
12. checkout
13. bar
14. bathroom
15. restaurant floor
16. commercial kitchen
17. storage & refrigerators
18. tower entrance
19. staircase
20. elevator
21. bathroom
22. managerial office
23. breakroom
24. market floor
25. cashiers
26. market entrance
27. restaurant entrance
28. toyshop entrance
29. cafe & dining
30. barista & baking area
31. outdoor seating



Keeping the street perspective harmonious with the urban fabric's **existing 22 meter high roofline** was another crucial decision shaping up the buildings massing and form. That decision allowed us to extend the rear portion of the volume vertically without it becoming much of an eyesore among the shorter context, we kept the it familiar. The varying facade look is another underlying design factor which aims to break away from the old nifty Berlin construction constraints without loosing the overall building volume. Not only these receding and extruding volumes create a unique look and curb appeal for the project , they also generate plenty of desirable outdoor terraces.



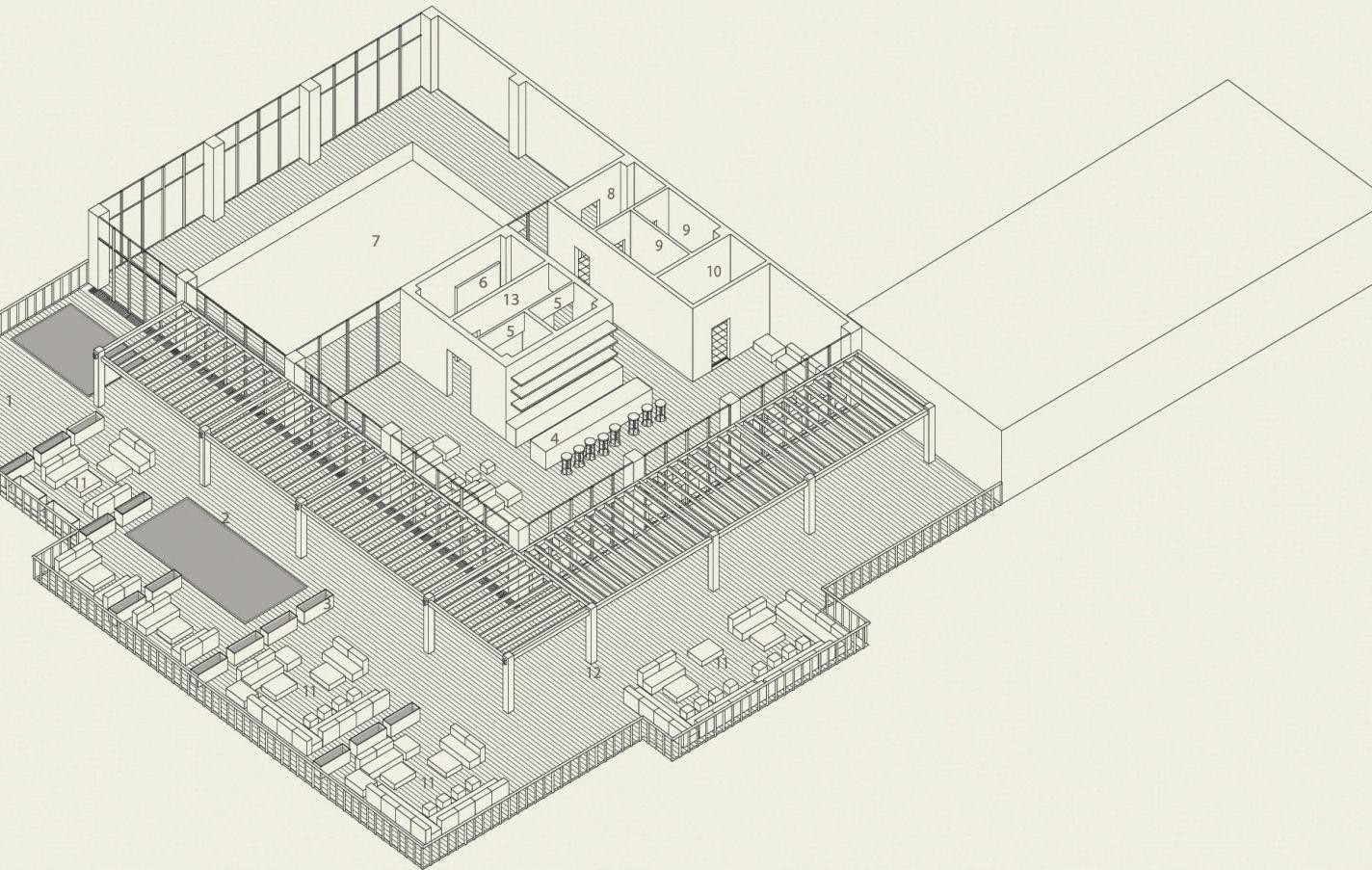
Moabit Tower

Due to the Mietshaus building height restrictions which is still predominately in effect in most neighborhoods of Berlin, a **22 meter** high **rooftop line** presents itself which drapes an almost magical horizon over the entire city. I saw that as an exceptional property of building vertically & decided to transform that moment in the building into a floor with a small public rooftop with outdoor seating and green spaces. It also offers amenities such as an indoor pool and a bar to the building residents.



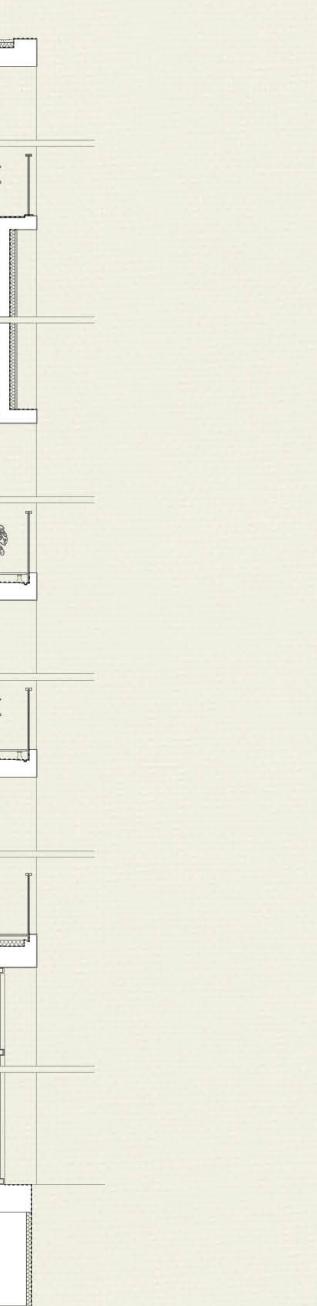
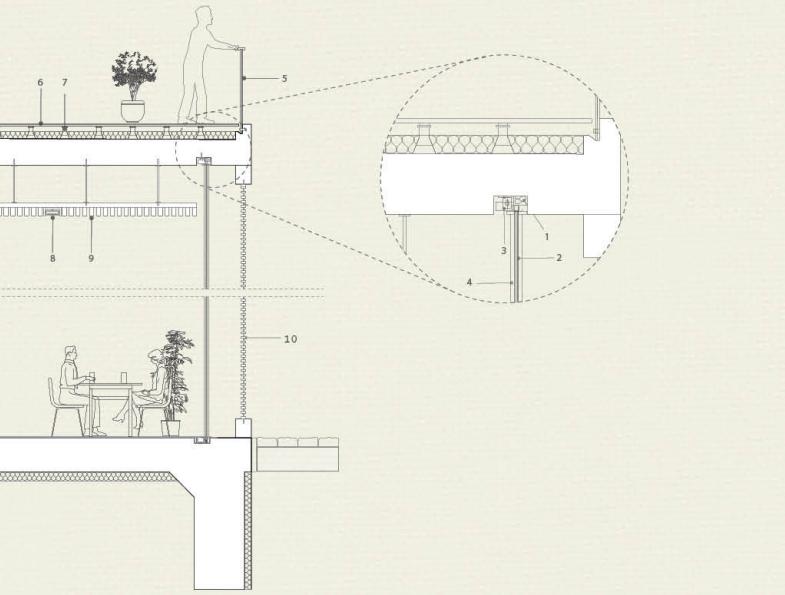
Rooftop (+22m)

- 1. open rooftop floor
- 2. grass floor
- 3. plant pots
- 4. bar
- 5. elevators
- 6. stairs
- 7. pool
- 8. entrance to pool
- 9. changing rooms
- 10. bathroom
- 11. outdoor seating
- 12. pergola
- 13. foyer



Legend

- 1. Iso-Korp thermal insulation
- 2. triple layered high performance glazing 15mm
- 3. water proofing
- 4. steel frame
- 5. glass railing
- 6. rubber floor finish
- 7. adjustable support pedestal
- 8. LED lighting fixture
- 9. wood grille 50x100 mm
- 10. weatherproof wood grille 50x25mm



Restaurant Perspective



Model Making

12"x9"x24" sectional model
2016



Sculpting

Clay figure sculpture
2015



Night Photography

Sonoma Desert
Winter 2018