

**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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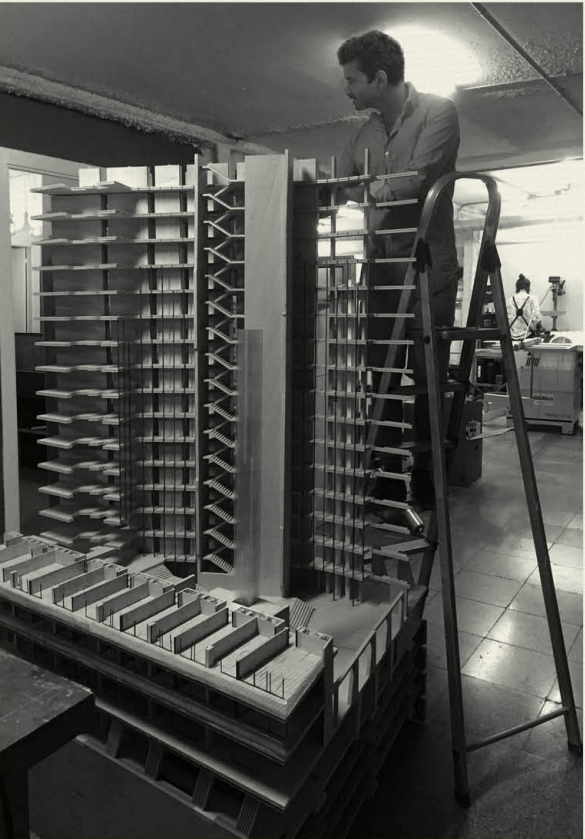
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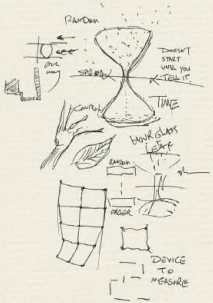
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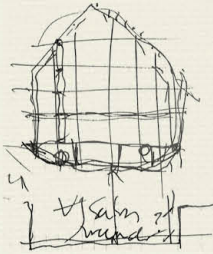
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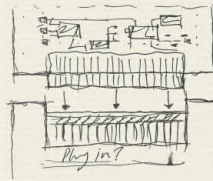
Content



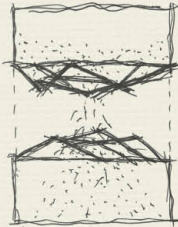
Prosthetic Leaf



Zurich Vocational School

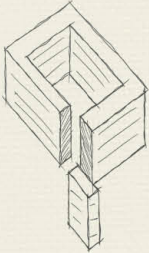


Video Game Library



Barcelona Sandclock

(Professional experience)

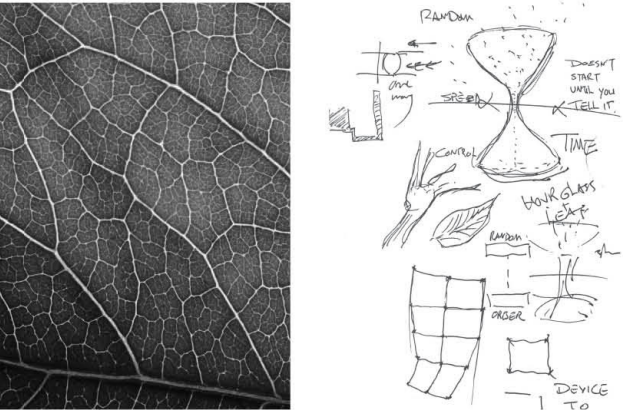


Moabit Tower



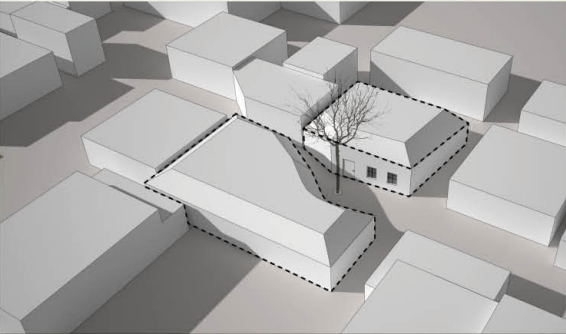
Prosthetic Leaf

Sangesar, Semnan  
Summer 2018

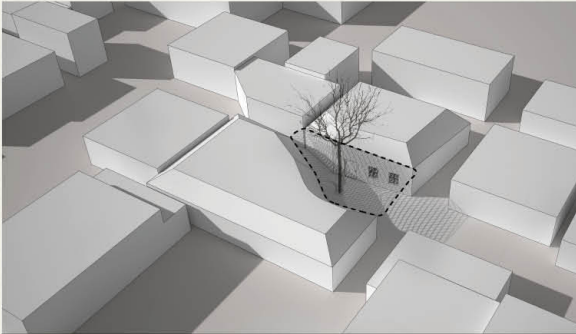


The concept of this project is to design a shelter for an endangered tree that suffers from an unprecedented longer drought period in village of Sangesar. The project is highly site specific, however the underlying solutions could be transcribed and used for a various range of scales at different locations.

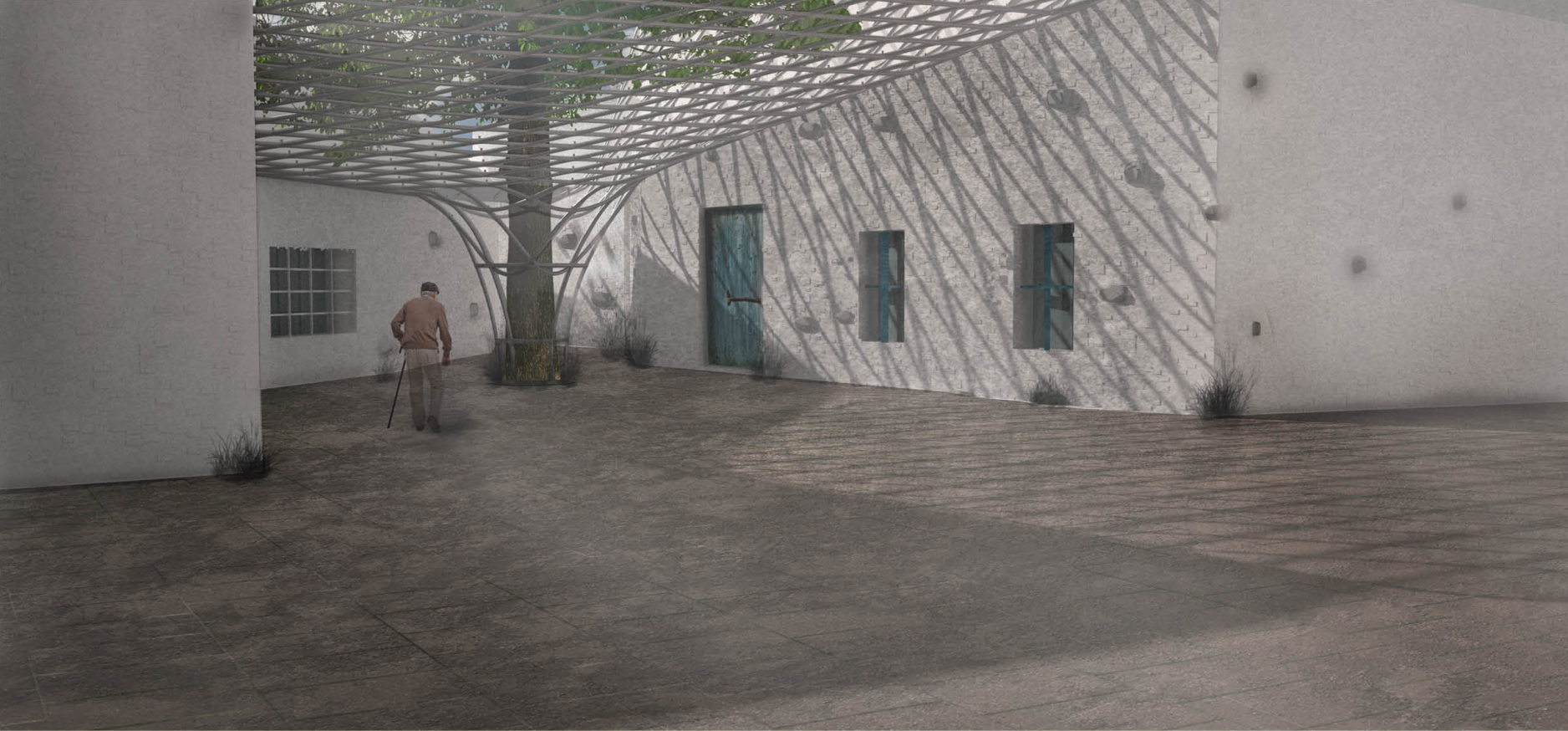
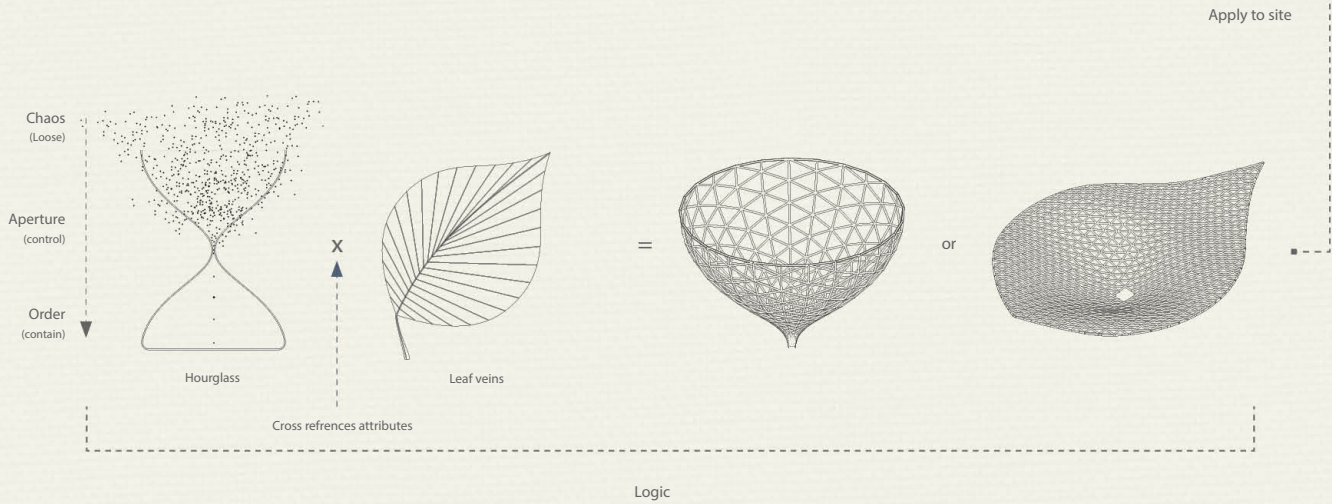
The design which acts as a device takes into account local percipatation and aims to use it most efficiently through various means of conservation and distribution of rain water.



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.



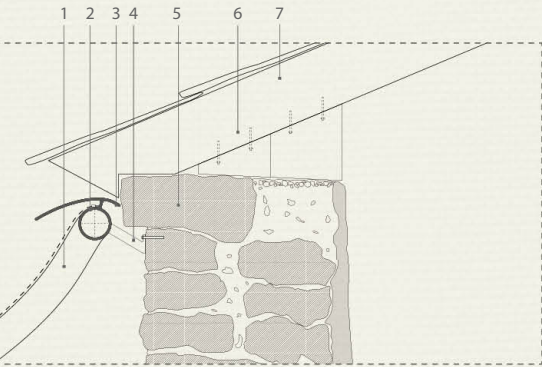
Adapt the form of this artificial **leaf** to fit in **site**.



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



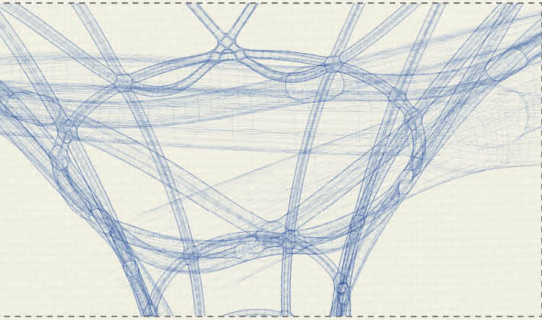
Prosthetic Leaf



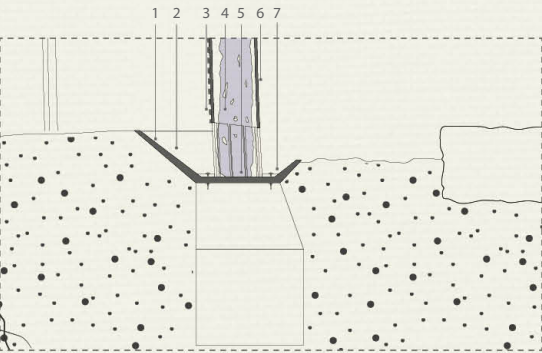
- Detail 1**
- 1. aluminum pipe 5mm thick
  - 2. synthetic film
  - 3. extruded aluminum profile
  - 4. wall connection
  - 5. capstone
  - 6. roof timber framing



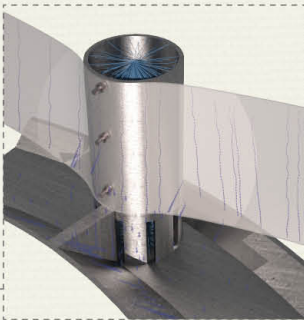
Detail 1  
Connection to walls



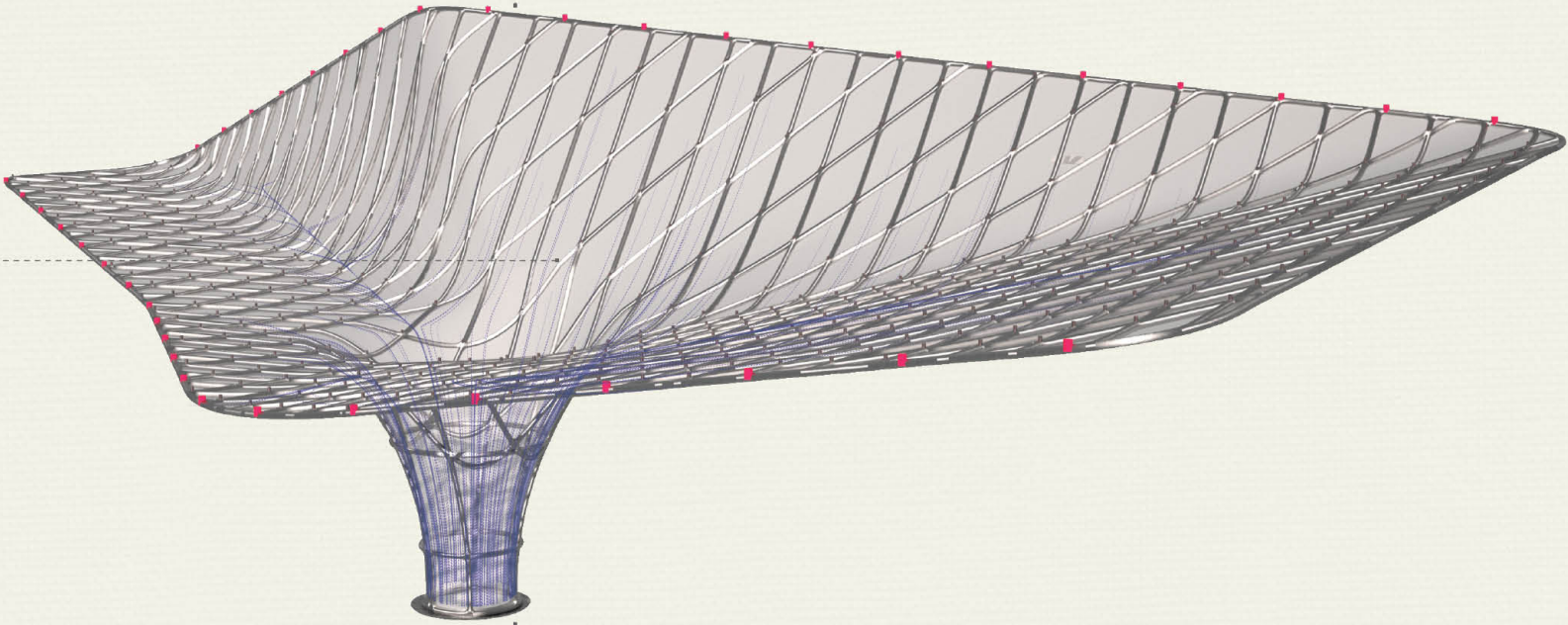
Representation of water filled tubes



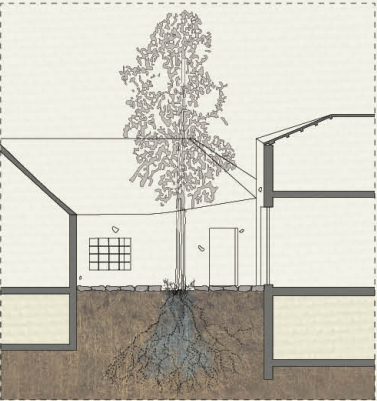
- Detail 2**
- 1. inner basin slope
  - 2. welded plate
  - 3. synthetic film 3mm
  - 4. synthetic sponge membrane
  - 5. perforation
  - 6. aluminum pipe 3mm



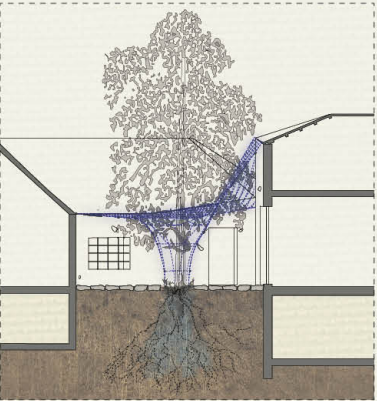
Detail 2  
Connection to ground



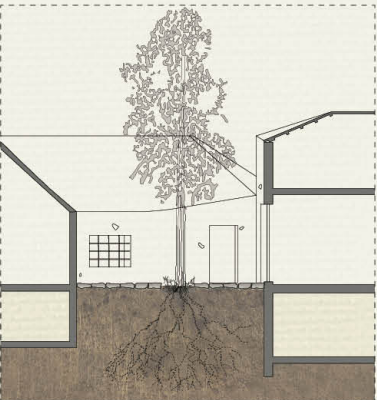
A **sponge** like memberane is filled in the hollow tubes of this leaf device which soaks up **water** only to **retain & distribute** in back into the soil in a controlled manner.



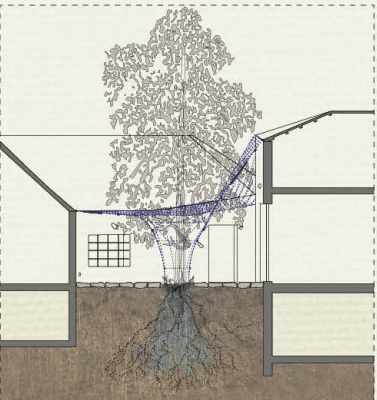
Soil during rain



Soil during rain



Drought soil

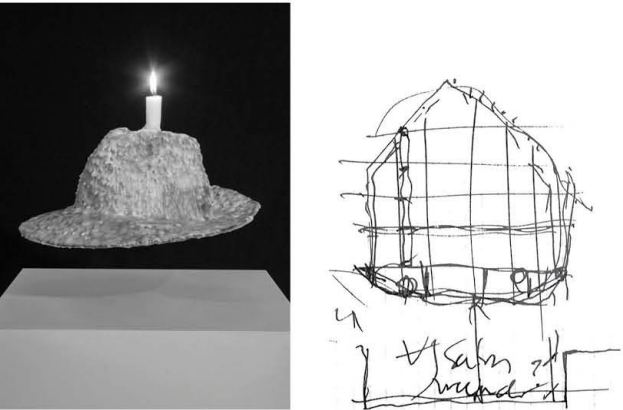


Drought soil



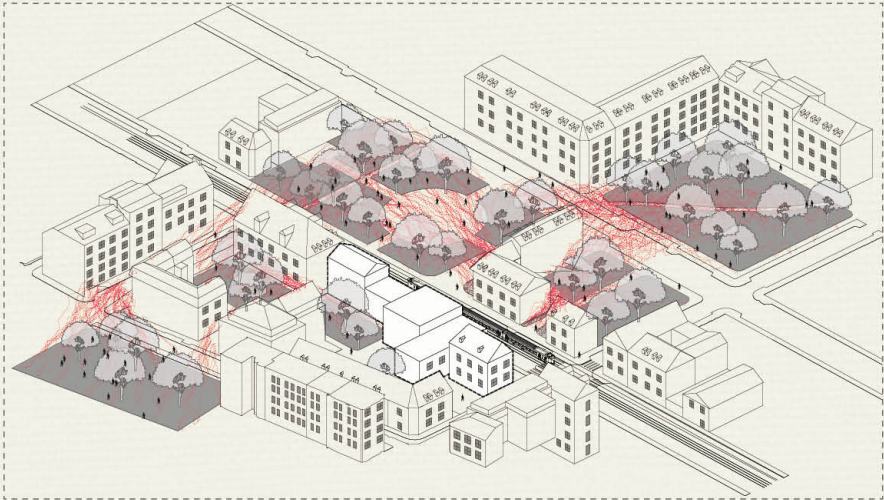
Zurich Vocational School

Zurich, Switzerland  
Summer 2018

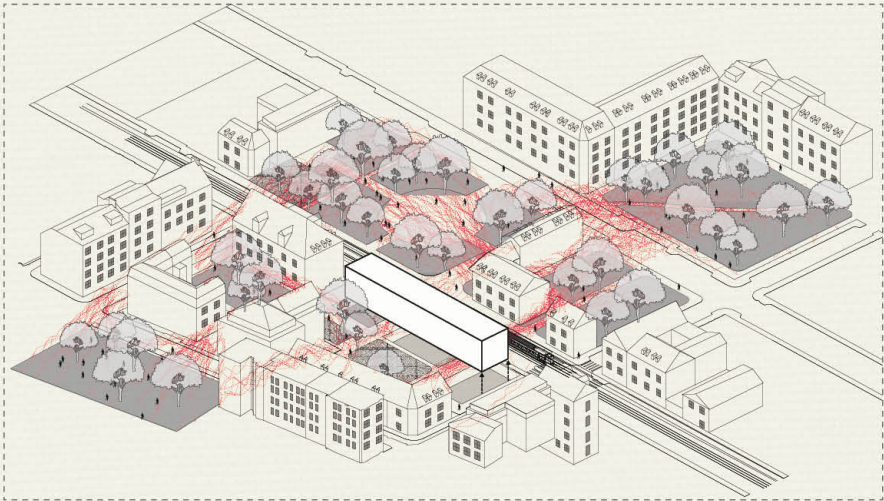


The underlying concept behind this educational facility is to declutter the site's already existing buildings into a single box volume containing classrooms. Then we levitate this building volume one floor above the street level in order to preserve permeability of the public in and out of the site. 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 gymnasiums. 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

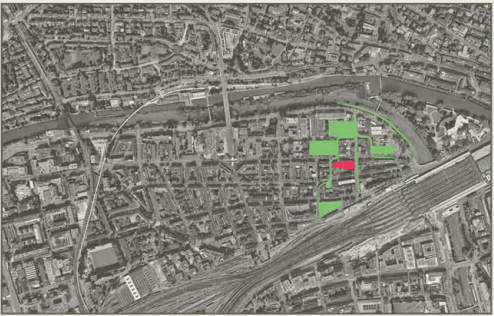
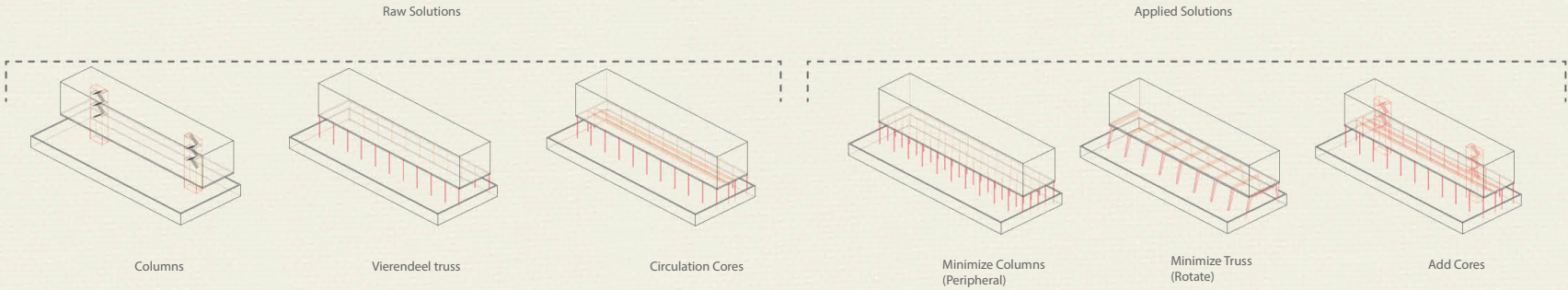


Lifting the building allows permeability & transparency on the street level.





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.



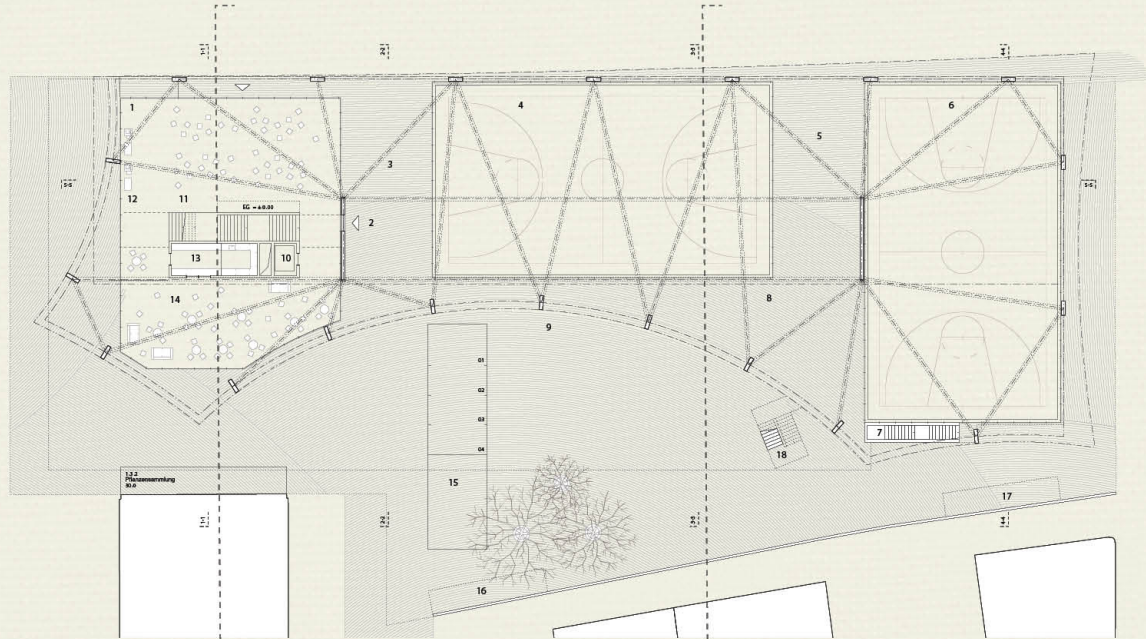
The **site** is located in a lively part of city nestled between the central trainstation and Zurich's largest river, Limmat. The immediate site surrounding consists of a network of public green spaces and museums. Considering the relationship of our site with the surrounding, we could either take over 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.





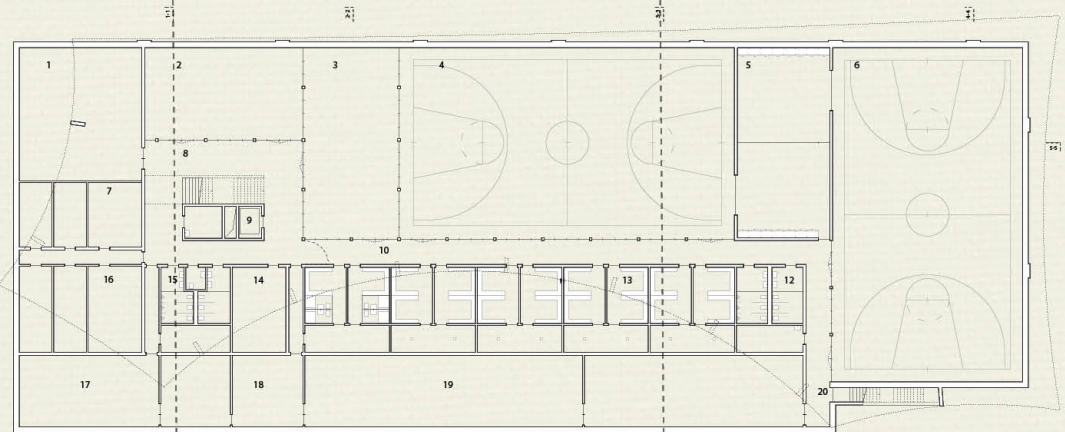
Ground Floor

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



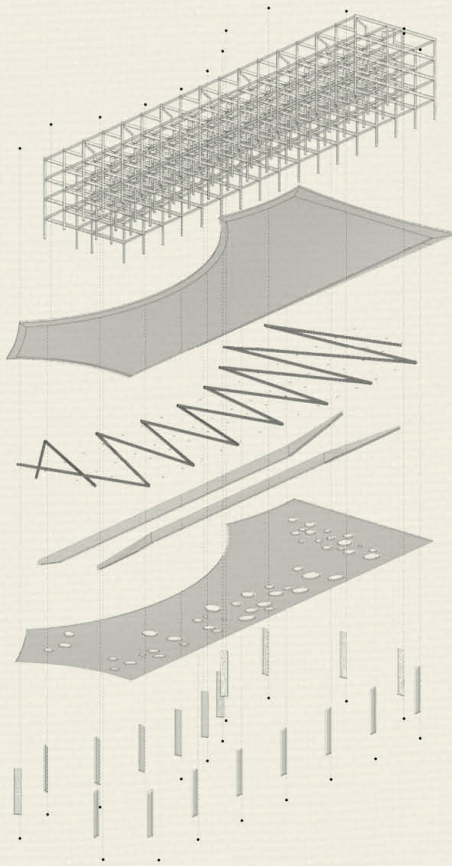
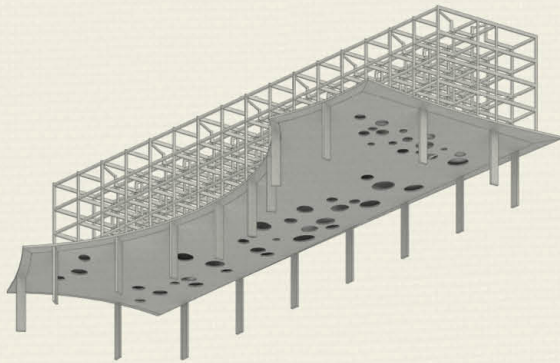
Underground Floor

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



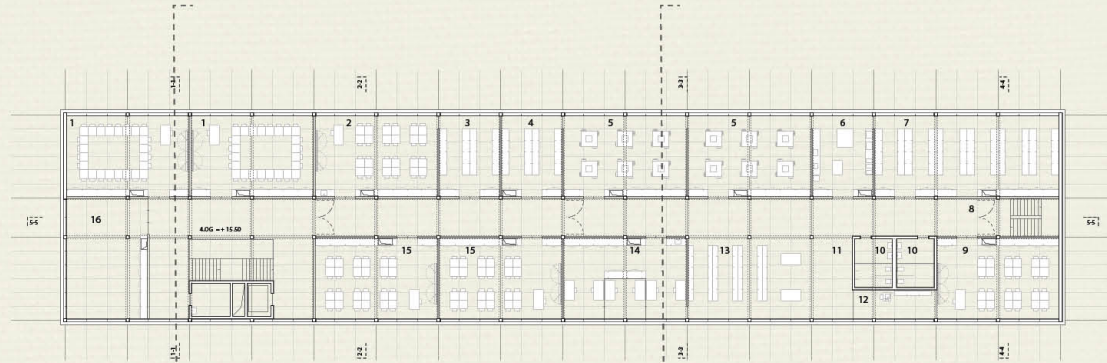
Section 1-1

Section 2-2



Fourth Floor

1. classroom
2. practice room
3. equipment room
4. model making archive
5. studio
6. model making station
7. model making archive
8. stairs
9. classroom
10. bathroom
11. open floor plan
12. copy room
13. book & collection
14. teachers lounge
15. classroom
16. storage

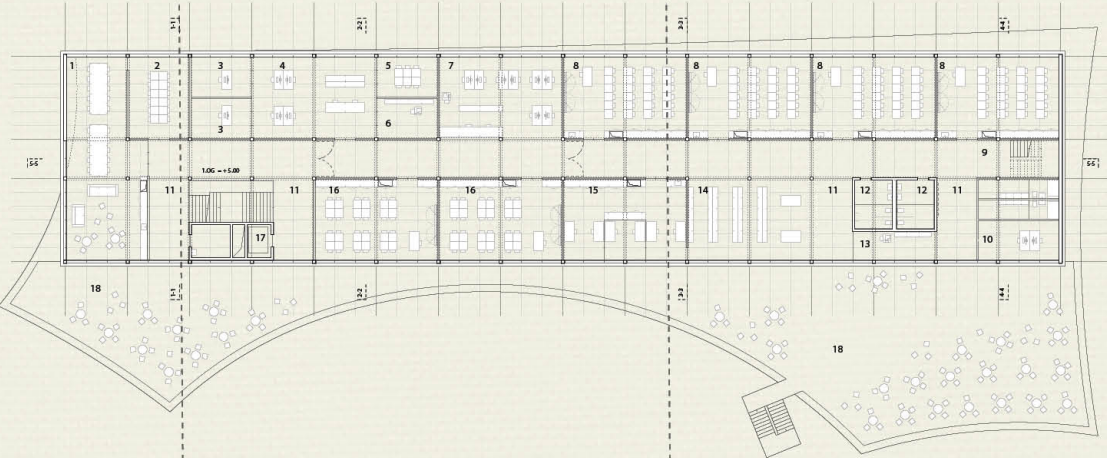


Section 1-1

Section 2-2

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 buildings 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.

**Roof Construction**

zinc panels  
cavity  
asphalt polymer waterproofing  
insulation 240-130 mm  
temporary seal for construction period  
hollow timber box 320mm

**Floor Construction**

wood flooring 20mm  
electricity cavity  
mineral wool underfloor  
polyethylene film  
impact sound insulation 20mm  
thermal insulation 30mm  
lime pour 50mm  
screw plate 40mm  
cavity insulation 100 mm  
hollow timber box 320mm

**Wall Constuction (transparent)**

brise soleil  
aluminum back structure with thermal film  
wood-metal windowframe (glazed oak interior)  
Minergie 3 approved glazing  
VSG glazing with ventilation wings

**Wall Constuction (Opaque)**

steel plate 24mm  
behind ventilation 30mm  
soft fiber plate 60mm  
wall element 200mm  
vapor barrier  
gypsum board 15mm

**Floor Constuction**

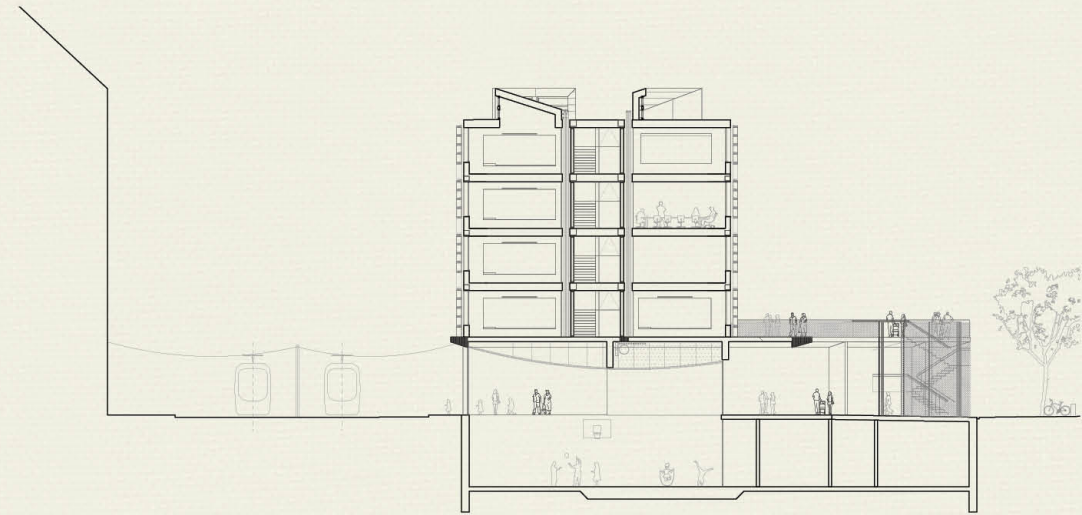
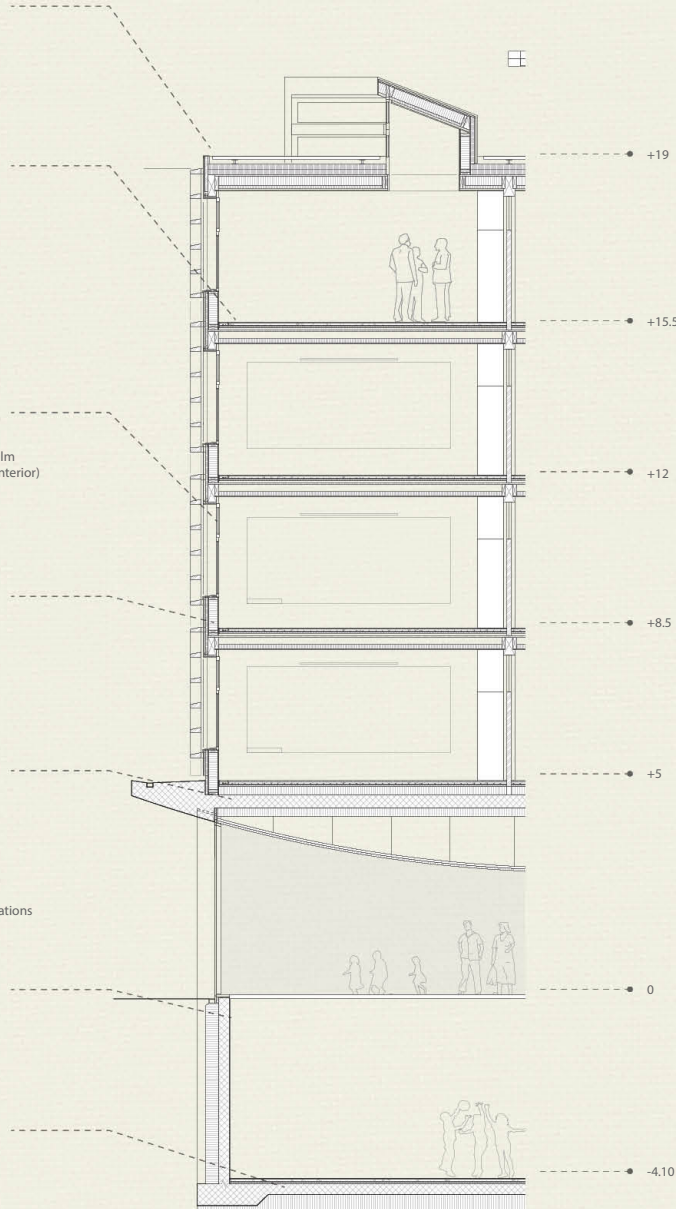
aggregate stone plates 20mm  
mineral wool underfloor 78mm  
polyethelen film  
impact sound insulation 20mm  
thermal insulation 30mm  
prestressed reinforced concrete 350mm  
thermal insulation 30mm  
cavity for mechanical and various installations  
timber ceiling

**Foundation Wall Constuction**

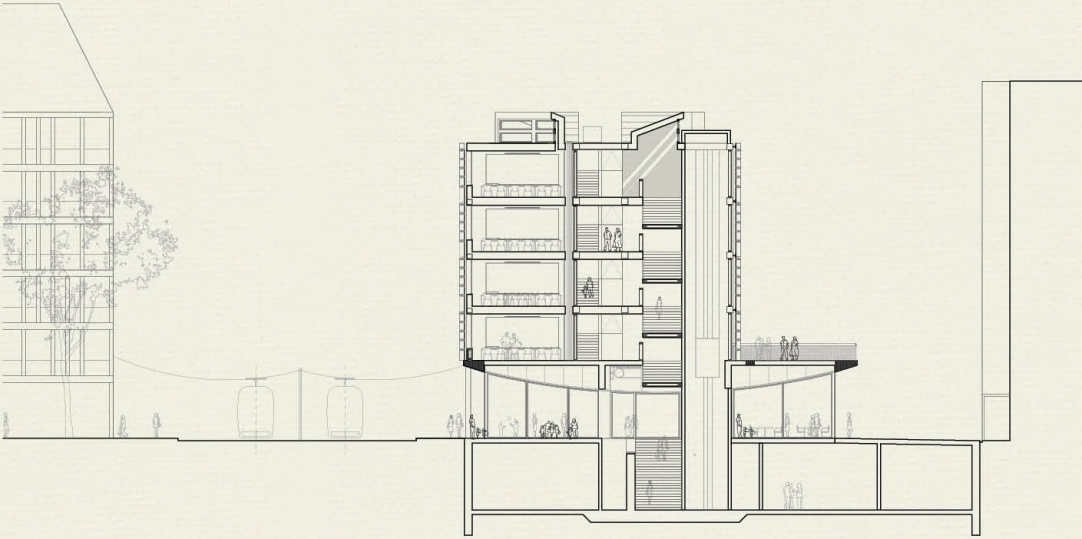
draining mat  
perimeter insulation 300mm  
wall sealing  
exposed concrete wall 250mm

**Floor Constuction**

wood parquet 10mm  
mineral wool underfloor 78mm  
polyethelen film  
impact sound insulation 20mm  
damp proofing  
concrete floor 250mm  
polyethelene film  
cellular glass insulation



Section 2-2

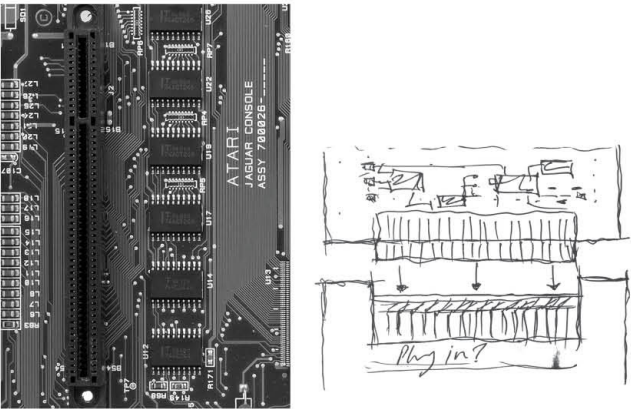


Section 1-1



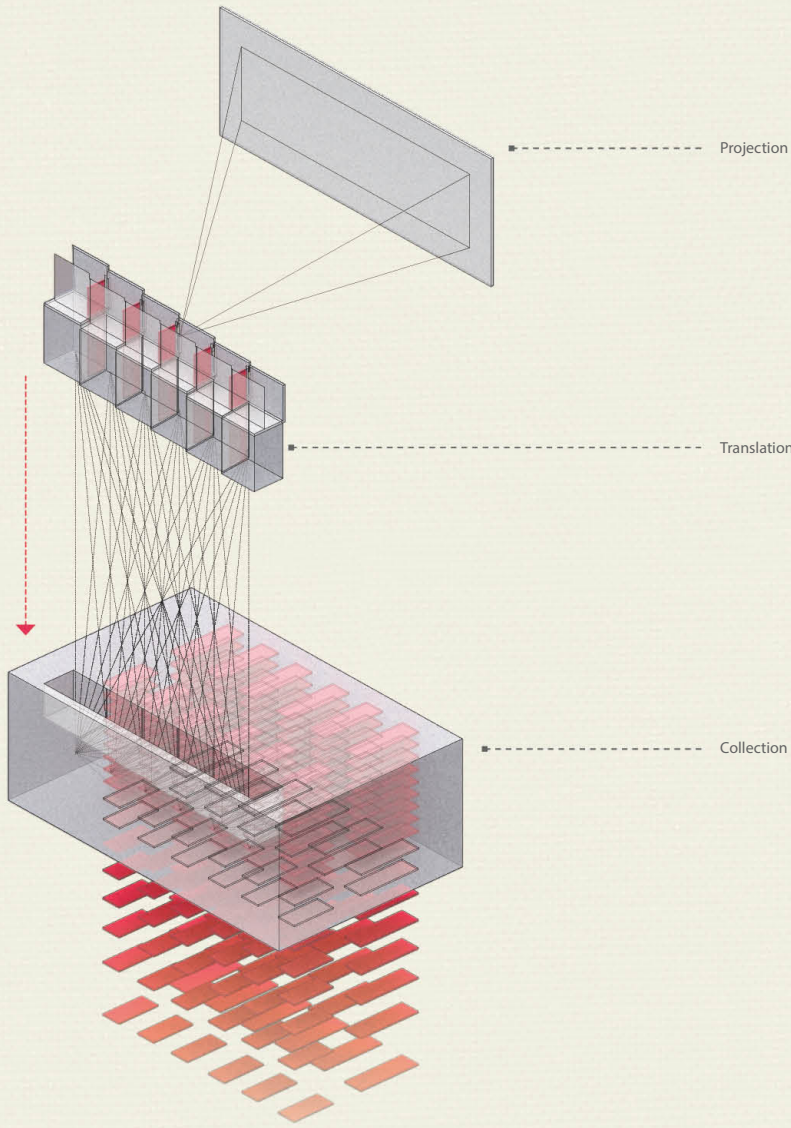
Video Game Library

St.Louis, Missouri  
Fall 2016



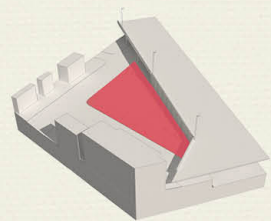
In a vintage video game sytem there are three main components, a cartirage that we **plug in** which contains information, a console which transcribes the information and a display that projects the an image. Scale that to the size of a building and we have the same essential components which make up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

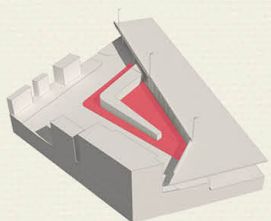


The game rooms allow for individuls or teams to play on various platforms. A series of shared vetical shafts connects them to the content of the collection of games in the storage below.

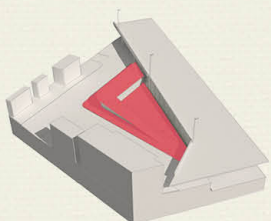




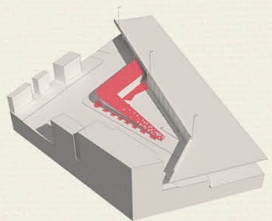
The triangular **site** is flanked by I55 Highway on one end and three story residential condos and a church on the other two sides.



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 decision also makes the building appear less dramatic in its surrounding residential contexts.



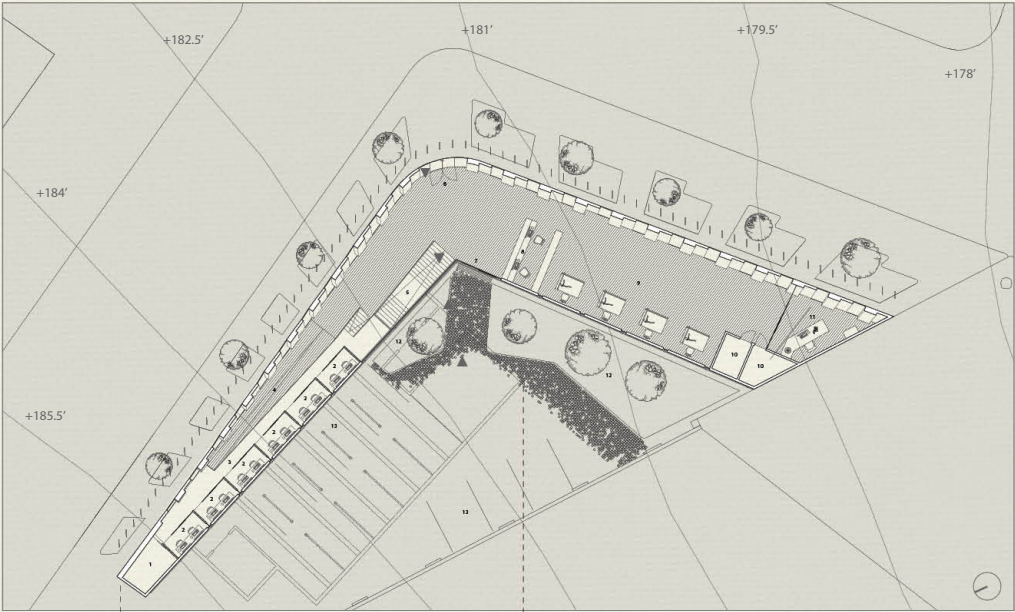
An accessible **roof** which is an extension of the ground, creates potential for public/private events to take place.



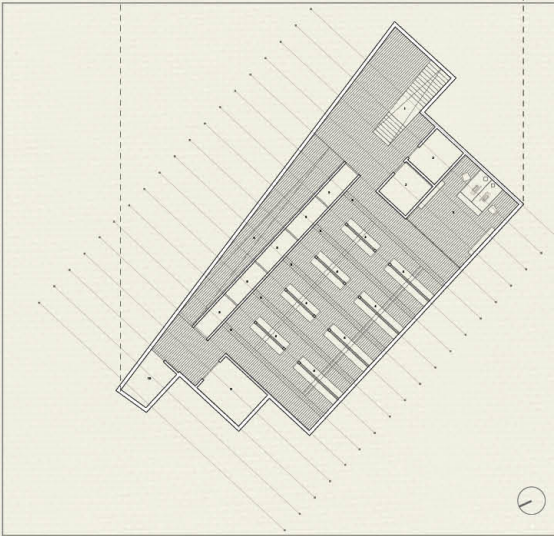
The **site** is located in residential neighborhood of Soulard St. Louis. It is created as a residual space left over by the crossing of highway 44/55. As a result it seems to be a neglected pocket. The act of seeing was a central aspect to the selection of this site. By seeing we mean to superimpose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



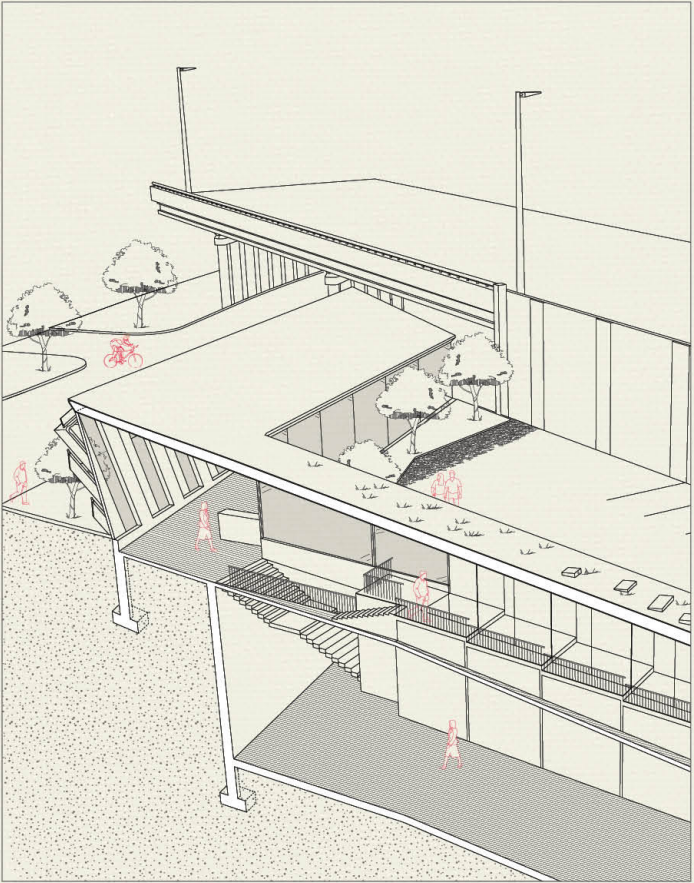




- Ground Floor**
1. bathroom
  2. gameroom
  3. corridor
  4. ramp
  5. stairs
  6. entrance
  7. entrance
  8. reception
  9. administration & research
  10. bathroom
  11. office room
  12. green
  13. parking



- Underground Floor**
1. stairs
  2. bathroom
  3. IT office
  4. servers and archives
  5. archives
  6. ramp
  7. lab
  8. cable cores
  9. mechanical room
  10. bathroom



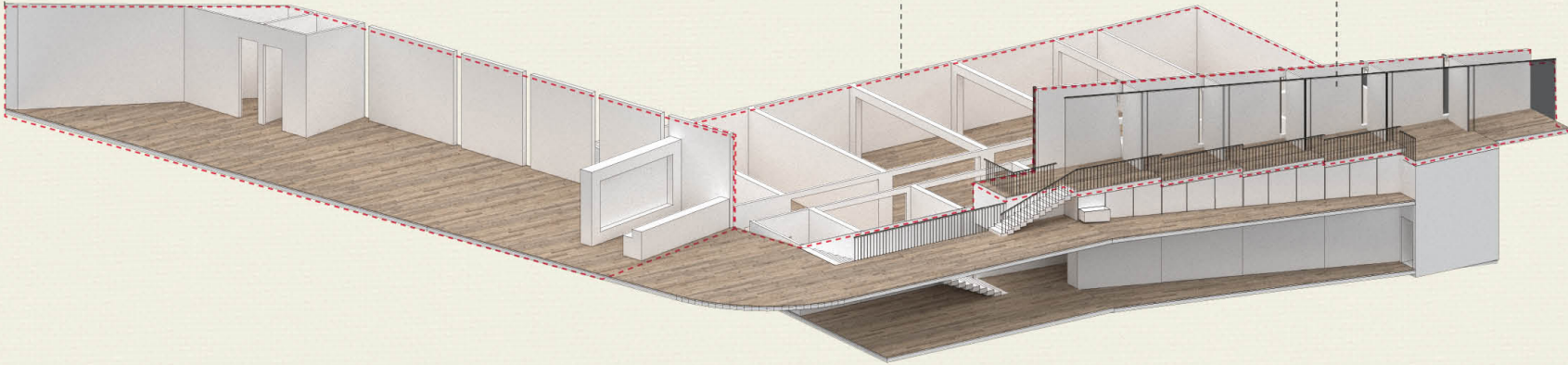
Diagrammatic Perspective Section

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.

**Administrative & Research:** This open wing of the floor which is separated from the main entrances by a reception station allows the personnel to carry on with their everyday office work with minimal distaction.

**Storage:** It is the largest program in the building and we sunk it underground for maximum tempreture and humidity control. This decision also allows for parking & green space on the ground floor.

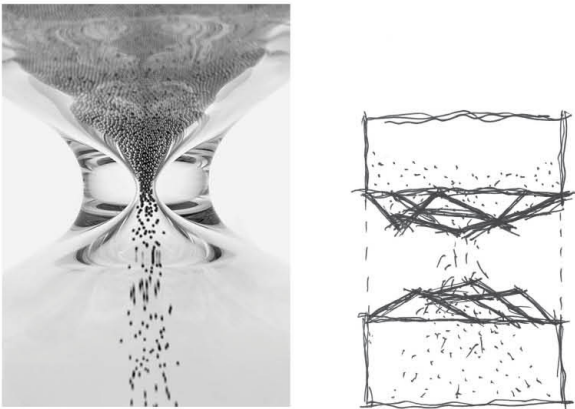
**Game Rooms:** These game rooms allow for individual or teams to play on various platforms. A series of shared vetical drawers connects them to the content of the collection of games in the storage below.





Barcelona Sandclock

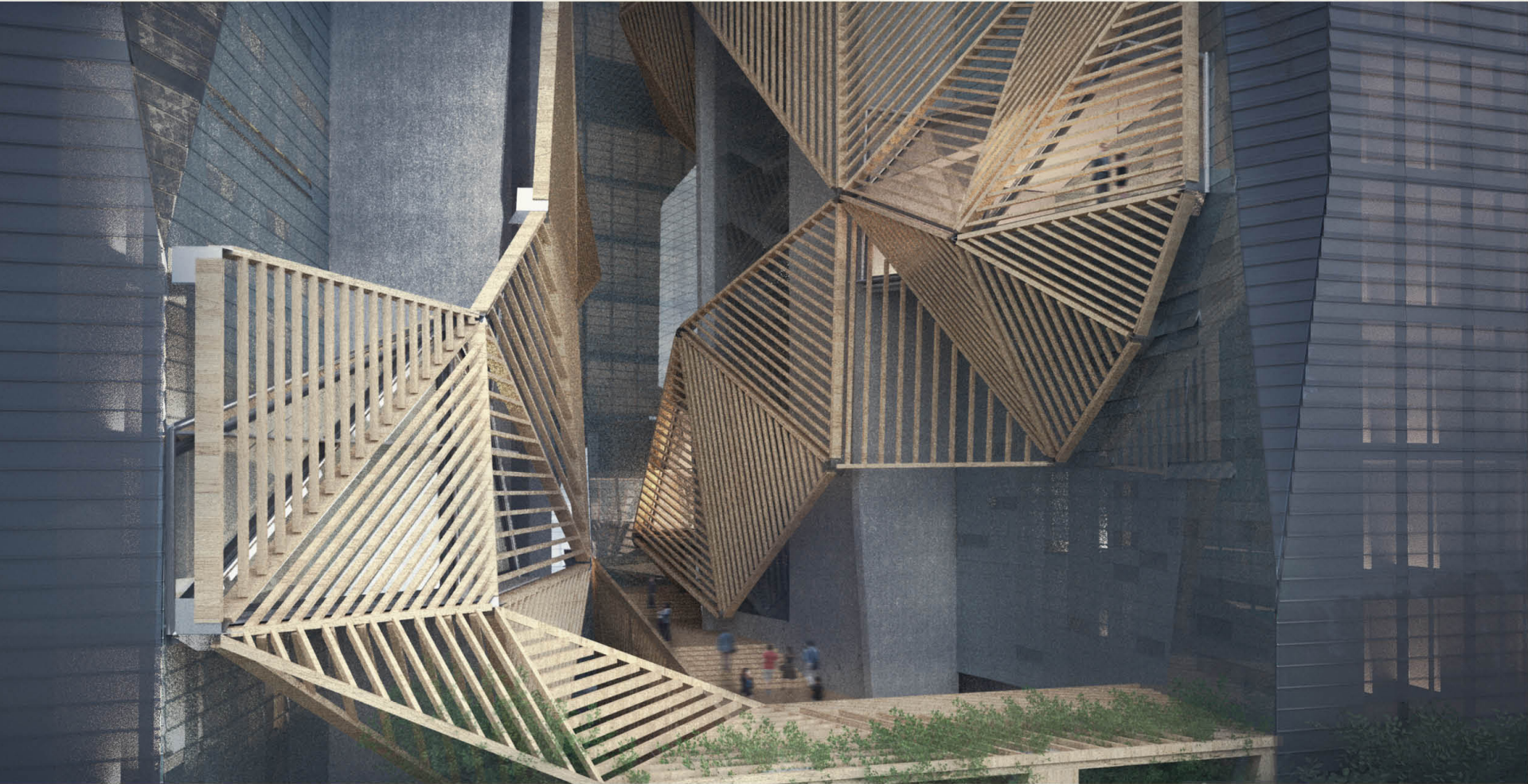
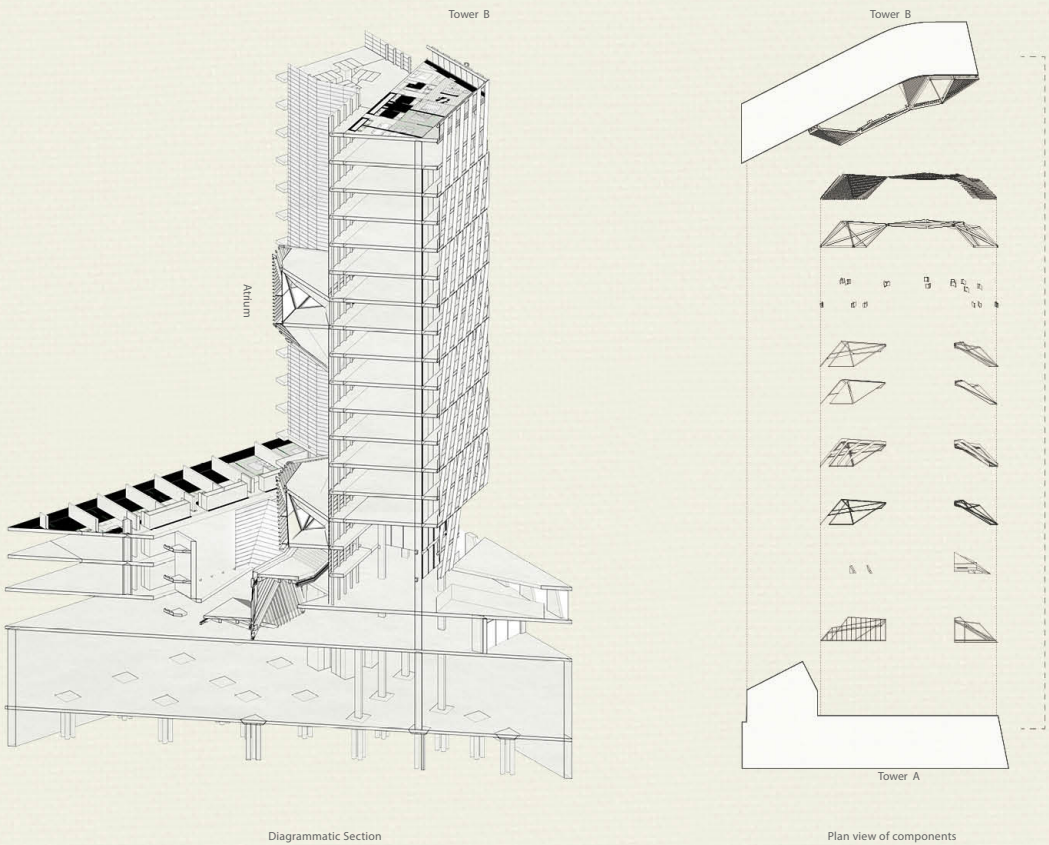
Barcelona, Spain  
Spring 2018



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 measurment 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 aparthotel rooms, the **atrium** space between the towers hosts a variety of assigned and unassigned spaces. Making them **the present in out sandclock**.

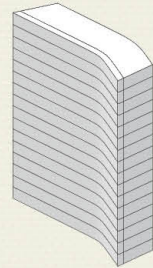


Everything that exists outside the main body of the towers are considered as the atrium. Depending on the program spaces, various speeds & rythms of movement will be experienced, similar to the moving sand particles in an hourglass.

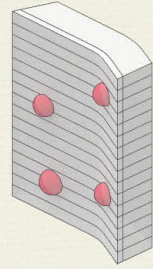




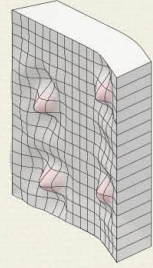
Perhaps the most problematic and difficult part of this project was caused by the tessalated strcuture of the atrium facade. The idea is to narrow down most of the complexities occuring in the multi-angled facade triangles into a single node, the “**Margaritas**”.



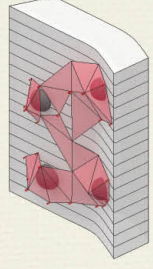
Face



Insert programs



Wrap skin over

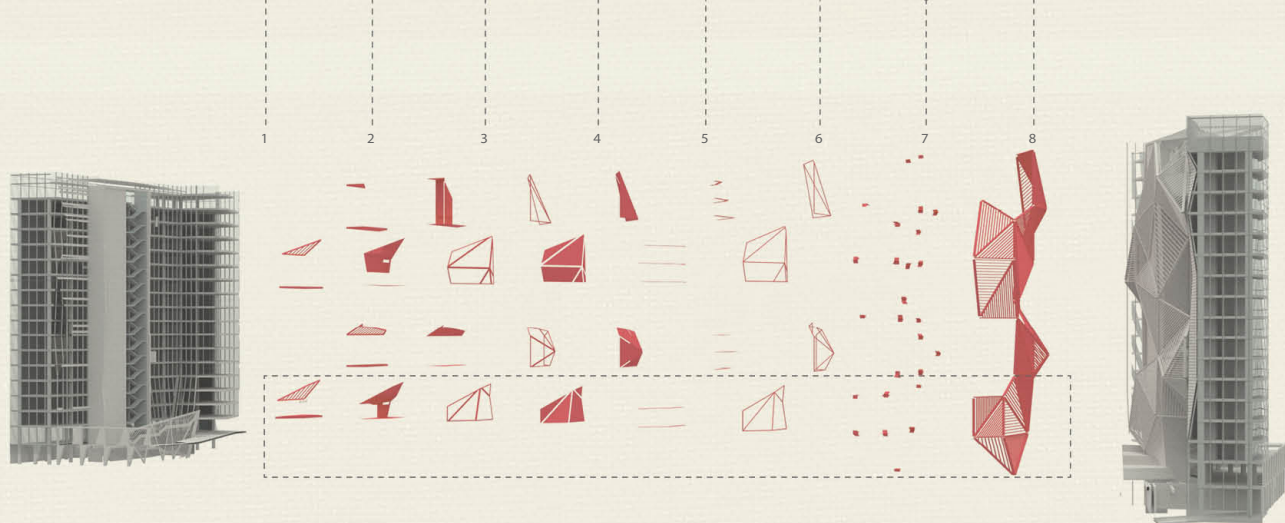


Reevaluate skin

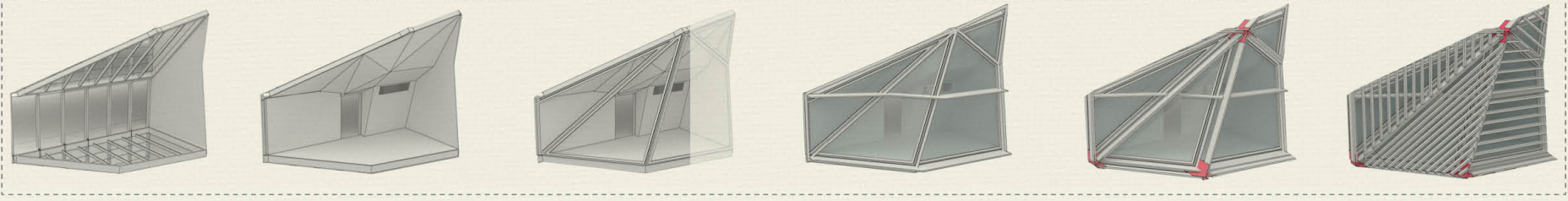
Plan view



Perspective view



Meeting Room 1. Area= 29.5m2



enclosure timber structure

enclosure interior walls

steel framing for glass

glazing

steel margaritas & primary timber structure

secondray wood facade



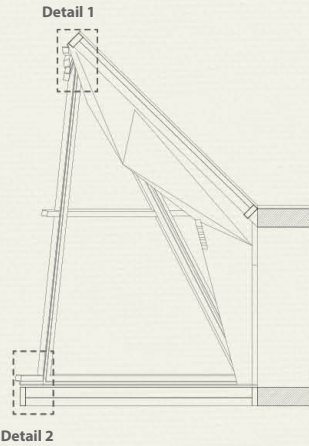
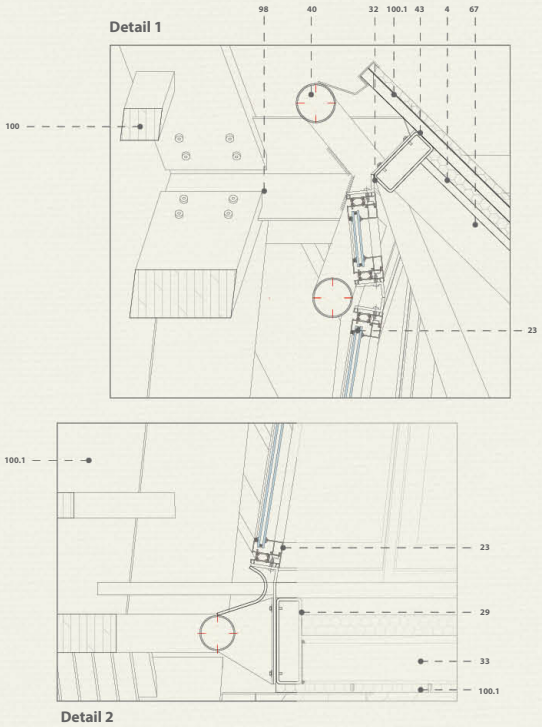
The **Margaritas** act as a single mechanism that receive the (20cmx60cm) timber structure which all have their very specific inclinations. Therefore, the margaritas become the cornerstone on top of which all the other assembly parts area layered on.





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.



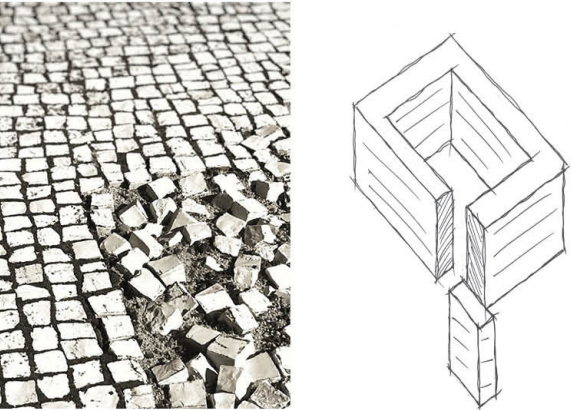
At the scale of 1:40, the model takes up a volume of approximately (110x140x210 cm) (WxLxH). It has taken 290 hours for me to 3d model and assemble it. At such a high complexity the model becomes an extensive learning tool.





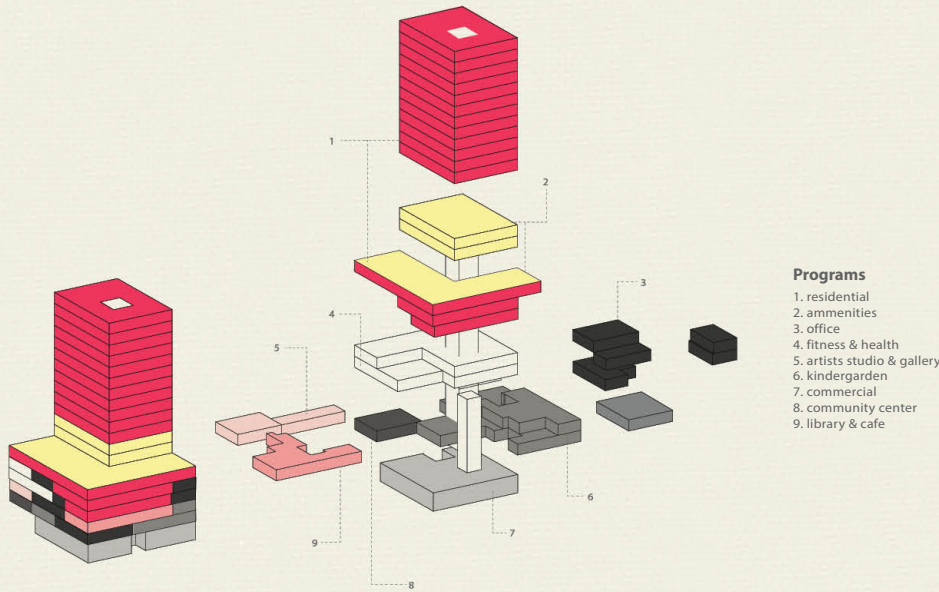
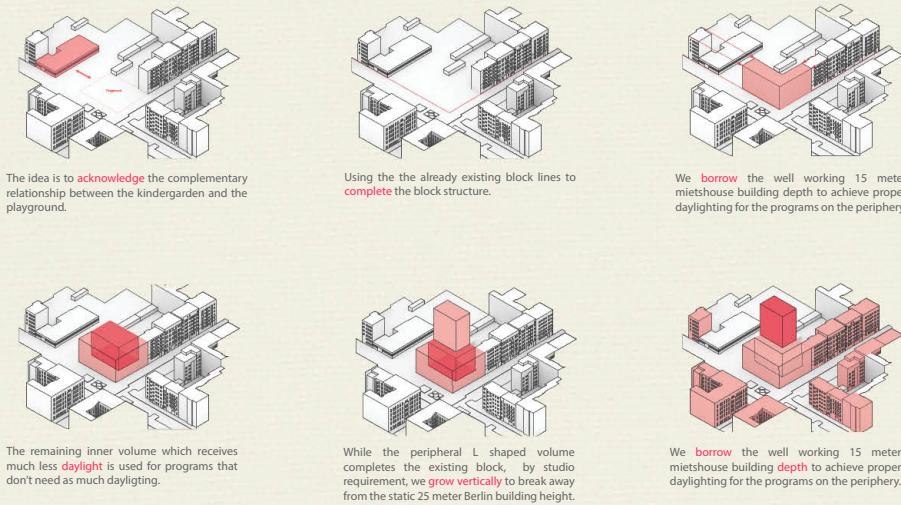
Moabit Tower

Berlin, Germany  
Spring 2017

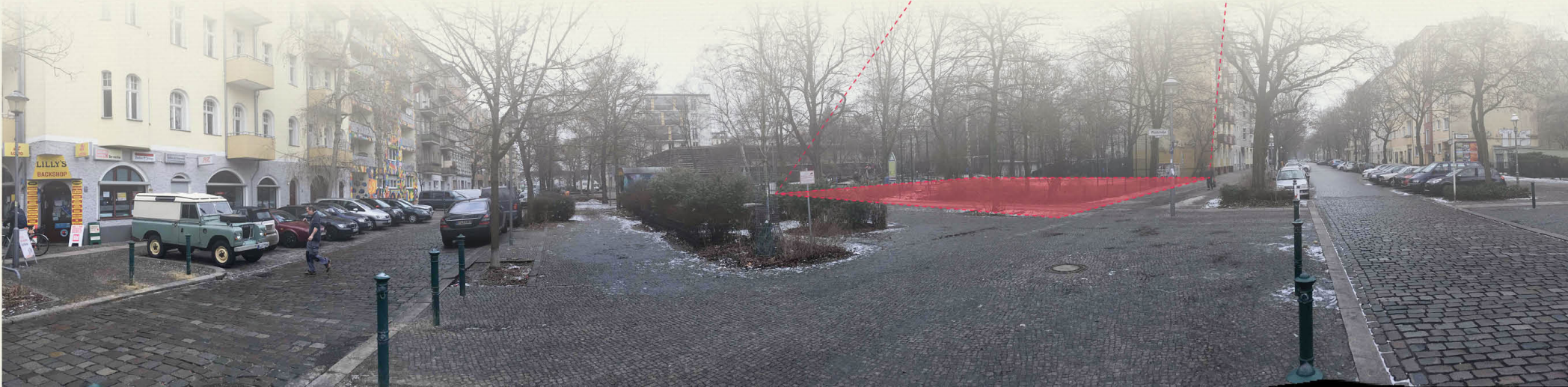
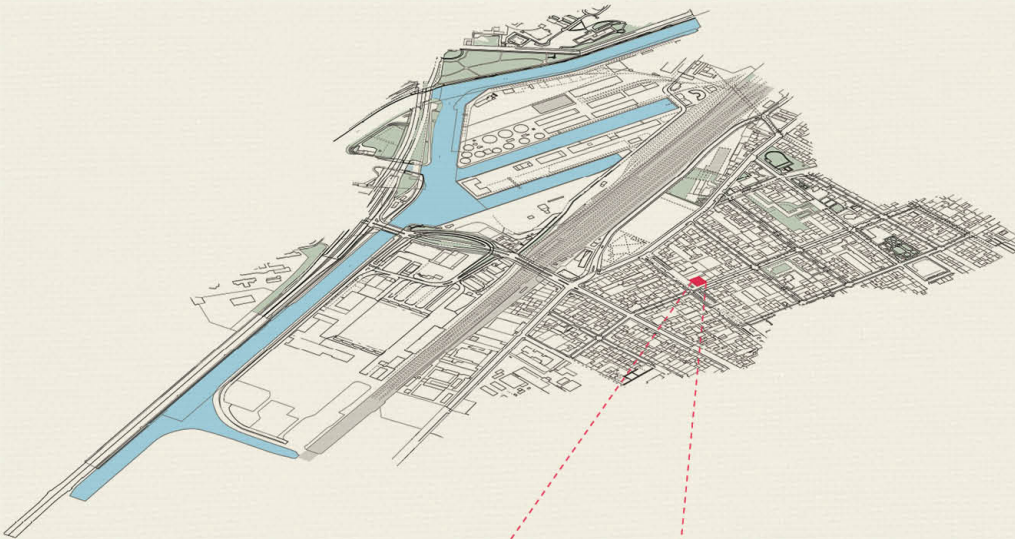


Berlin has witnessed more dislocation than any other European city of the modern era. It is a palimpsest of it own disrupted history. One that is actively unfolding as the city and the unified German state attempts to restore the capital's presence on the global map. There is no real city center. The 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.



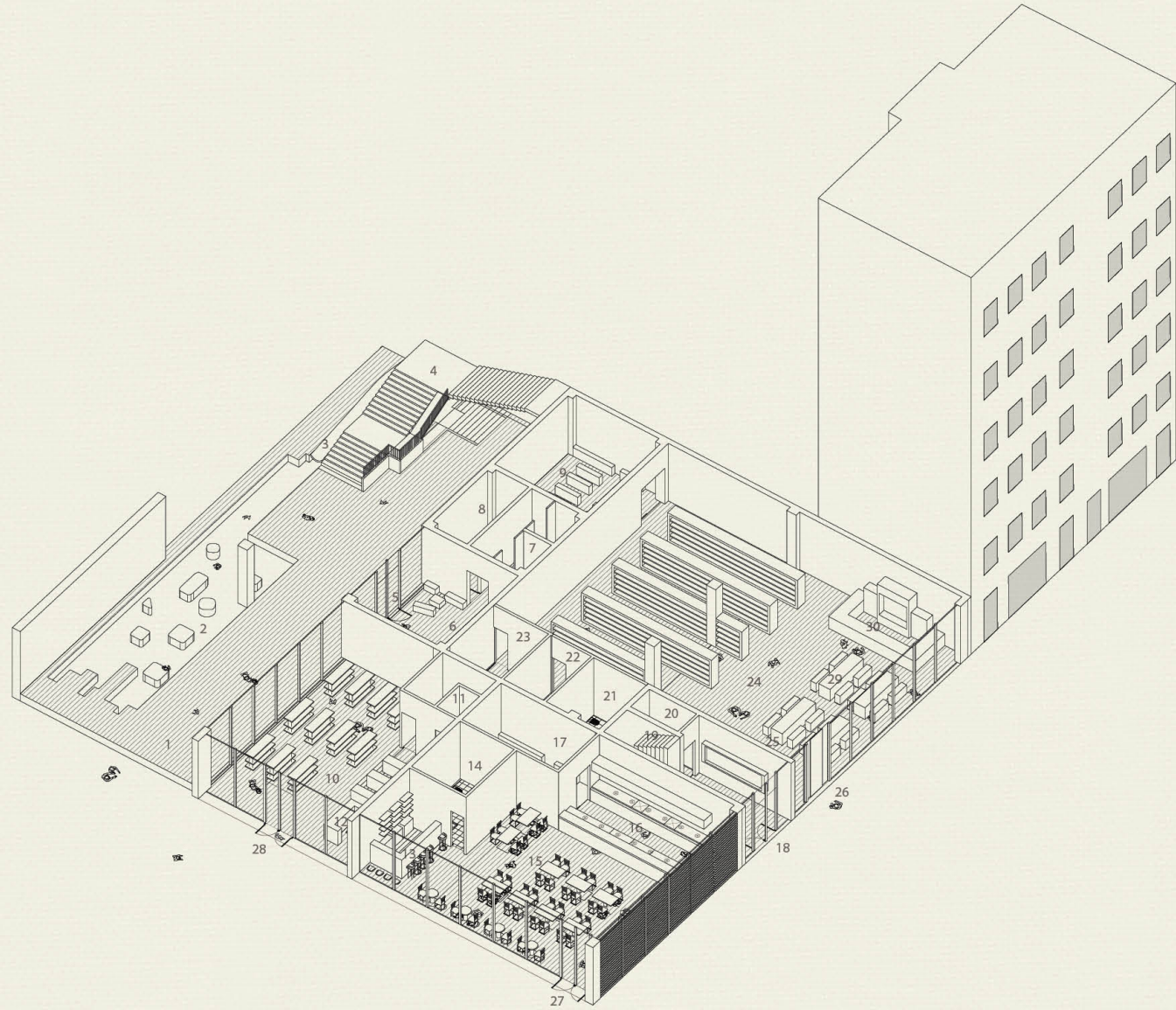
The site is located immediately South of Beusselstrasse train station in the Northern most neighborhood of Moabit Berlin. Currently functioning as a playground, it is the **last remaining void** within the neighborhood's homogeneous Berliner miethaus block structure. Not only this corner lot gave me the chance to **completes the block**, it also allowed me to see this project as a design opportunity to explore and experiment with something that hasn't really been explored before in old Berlin. To exploit the old building codes and translate them into a playful yet functional new design that respects the neighborhood's pervading atmosphere.





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 losing 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.



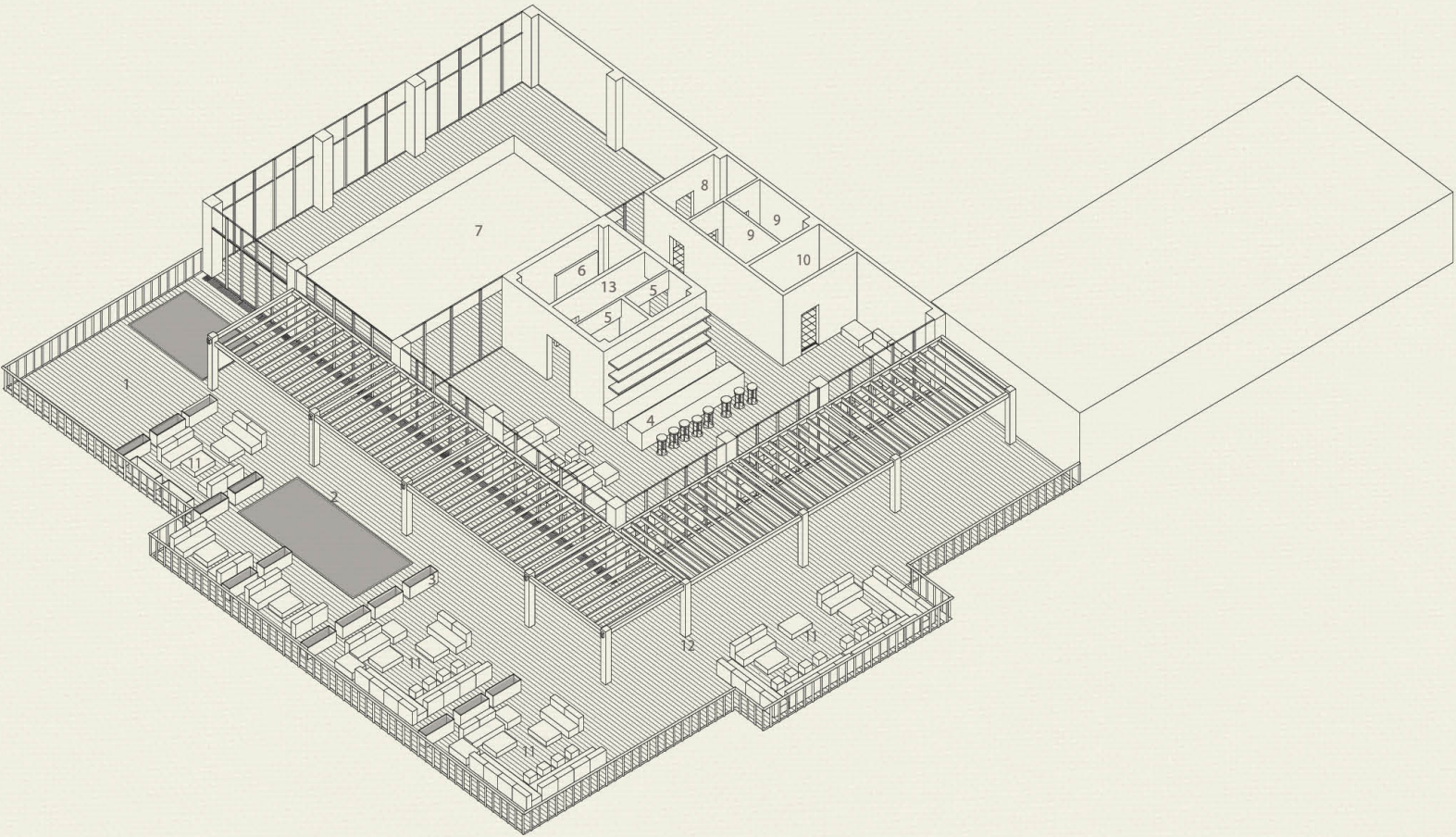


Moabit Tower

Due to the Mietshaus building heigh 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.

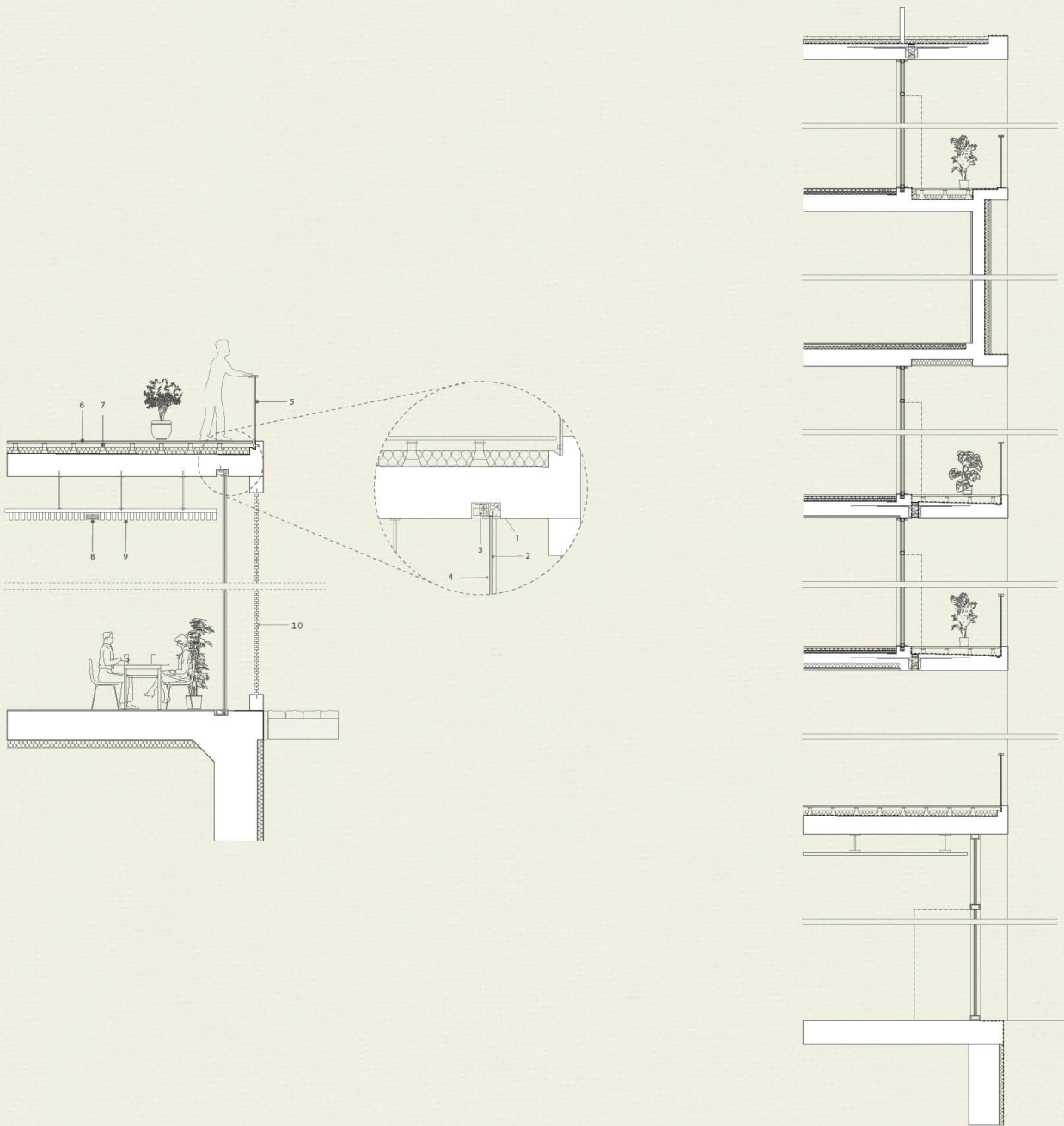


- Rooftop ( +22m)**
- 1. open rooftop floor
  - 2. grass floor
  - 3. plant pots
  - 4. bar
  - 5. elevators
  - 6.stairs
  - 7. pool
  - 8. entrance to pool
  - 9. changing rooms
  - 10. bathroom
  - 11. outdoor seating
  - 12. pergola
  - 13. foyer



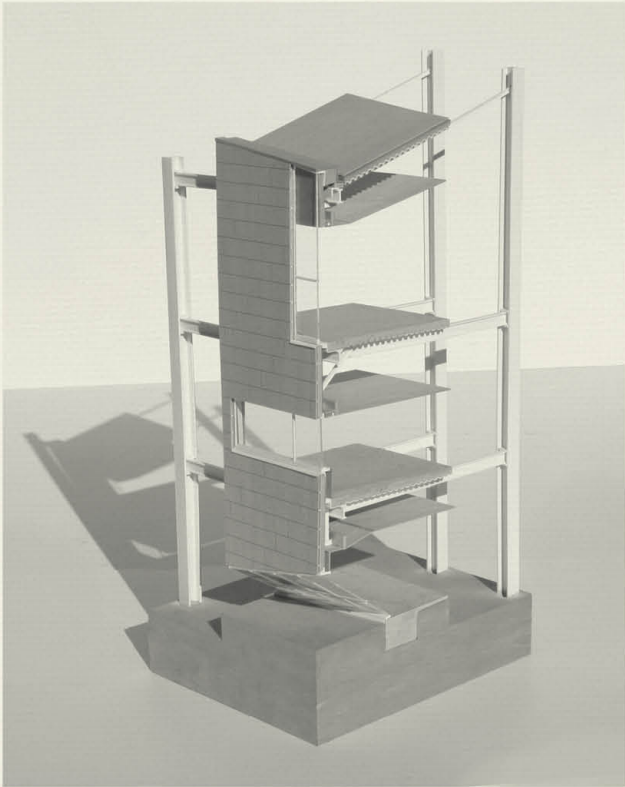


- Legend**
- 1. Iso-Korp thermal insulation
  - 2. triple layered high performace glazing 15mm
  - 3. water proofing
  - 4. steel frame
  - 5. glass railing
  - 6. rubber floor finish
  - 7. adjustable support pedestal
  - 8. LED lighting fixture
  - 9. wood grille 50x100 mm
  - 10. weatherproof wood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



Restaurant Perspective





Model Making  
12"x9"x24" sectional model  
2016



Sculpting  
Clay figure sculpture  
2015



Night Photography  
Sonoma Desert  
Winter 2018