





Hi,
MY NAME IS HECTOR D. ARENAS.

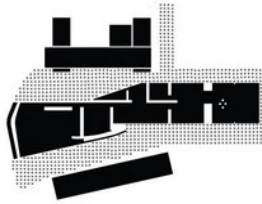
I am a recent Master of Architecture graduate from The University of Texas at Arlington College of Architecture, Planning and Public Affairs. The following is a collection of selected projects that demonstrate my design attitude and philosophy towards Architecture.

hector.arenas@mavs.uta.edu

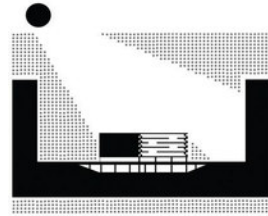
972.849.2499



INDEX



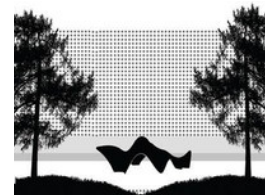
1. MONTEPULCIANO WINERY | *FALL 2016*



4. DALLAS CONNECTED CITY | *FALL 2013*



2. CAPPA VALLEY HOTEL | *SPRING 2017*



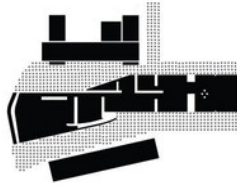
5. CAPPA PAVILION | *SPRING 2018*



3. YMCA FORT WORTH | *FALL 2017*



6. THE NATURE OF PLAY | *SPRING 2017*



Cantina Nobile di Montepulciano

Fall 2018 | Advanced Design Studio

Instructor : Steven K. Quevedo

Montepulciano is a small medieval hill town located in the province of Siena, in central Italy. The charming town spreads along the ridge of the hillside, overlooking hectares of vineyards of an area known as the Veneto, an area that offers the most favorable geography and climate conditions for wine and food production.

The Cantina Nobile di Montepulciano is a Winery/Museum located in the South East part of town. The museum is a large 40,000 square feet building situated on a steep site between Via Fiorenzuola Vecchia and Via delle Spiagge, directly behind the renowned Teatro Poliziano and just a couple blocks from Piazza Grande and Cattedrale di Santa Maria Assunta. The Museum is intended to function as both a fully functional winery and a Museum that promotes the winemaking cultural heritage of Montepulciano, and the production of its incomparable Vino Nobile.

The complexity of the project lays within its own site constraints and programmatic challenges. The building's design aims to take full advantage of the natural topography of the site in order to aid with the winemaking production process. The Terracing system utilized in this project allows for a series of exterior gardens to emerge, while also providing a linear arrangement of spaces at ground level, ideal for the production of wine.

The architecture of the Cantina Nobile di Montepulciano functions as a didactic tool for visitors. As one wanders around the site, we get to learn about the history of the city and its rich wine culture.

The building was conceived with the idea of a machine in mind. A machine made up of several parts and materials that work in conjunction to produce one of the best wines known to mankind.





Montepulciano, 16th Century (1)



Montepulciano, Present Time (1)





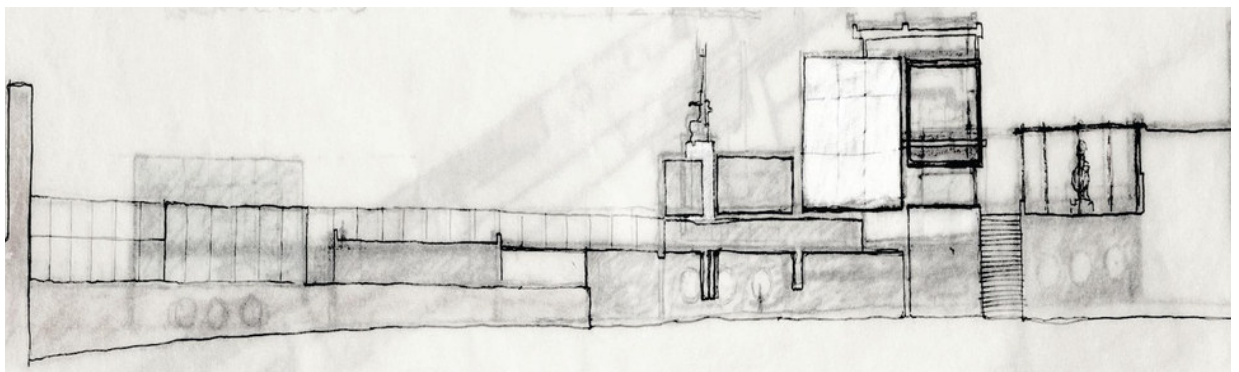
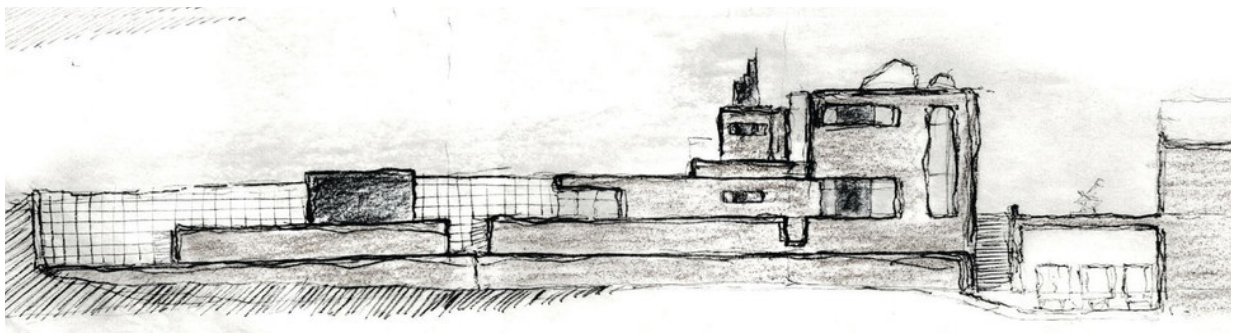
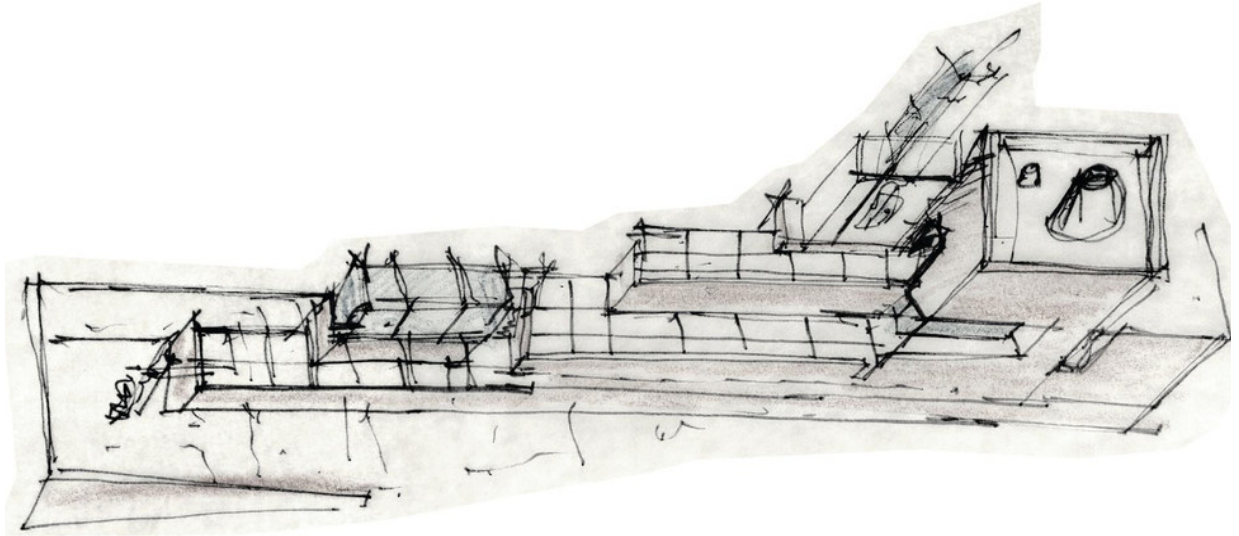
Site Location



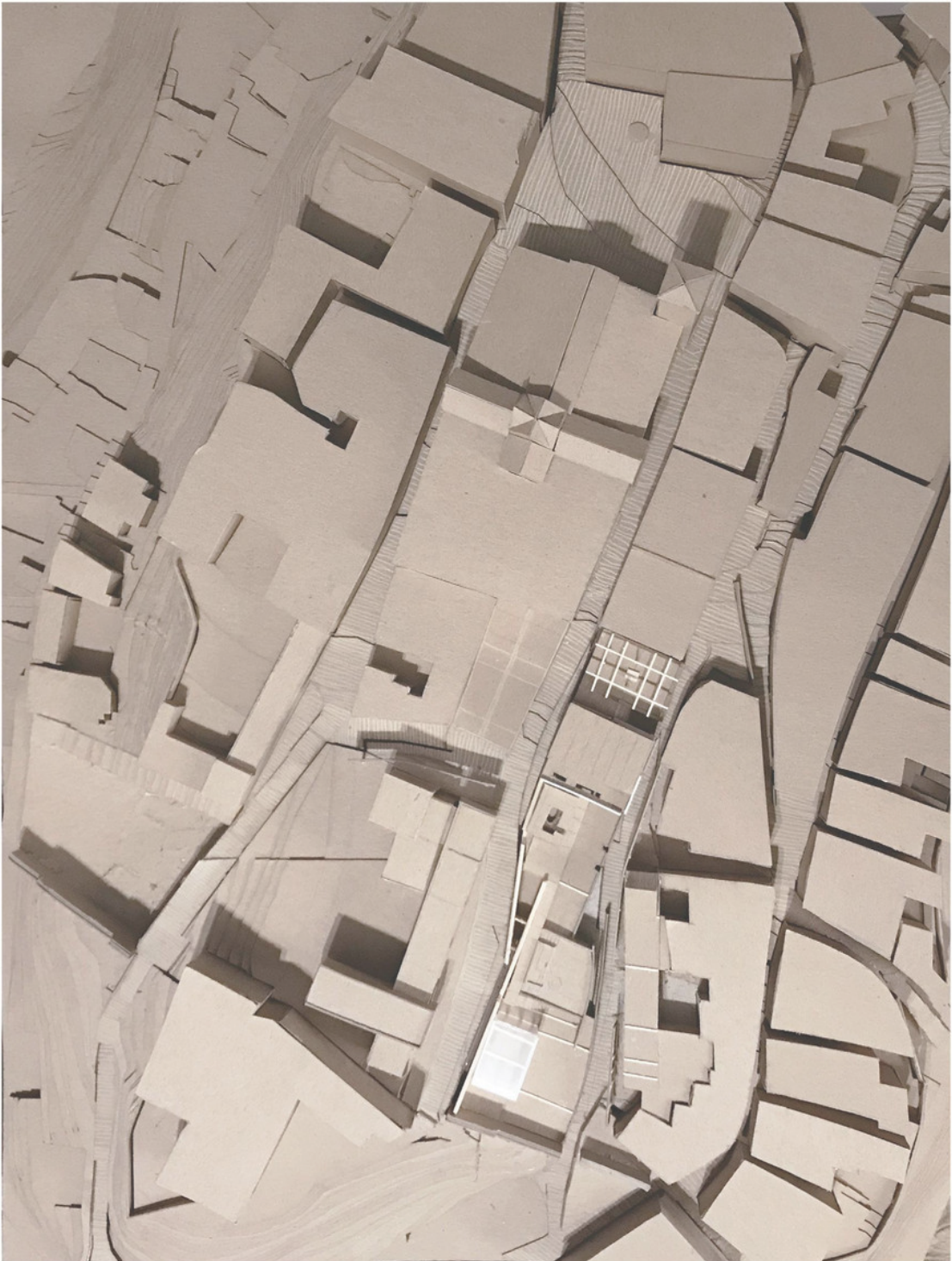


In order to address the extreme typological impediments and obstacles presented by the given site. The utilization of a Terracing System as an organizational element became the main concept of the project. The use of this terracing system allows the building to step down the aggressive slope in a subtle manner, while also enabling the formation of spaces and exterior gardens that give life to the project.

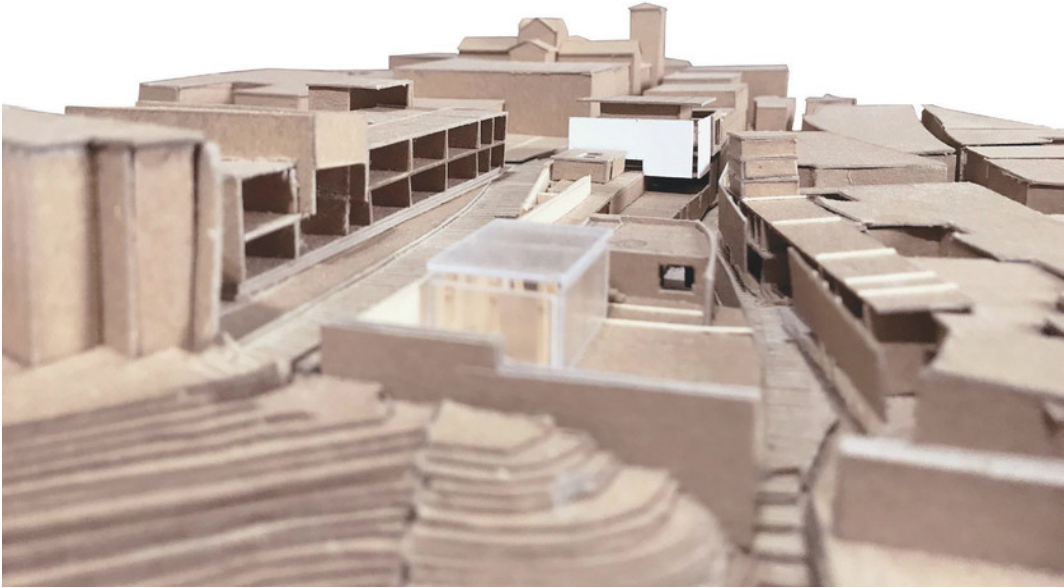
The sloping of the site creates the optimum working conditions within the building. The linear arrangement of spaces on the ground floor houses all of the major wine processes allowing the building to function as both a museum and a fully functional winery.



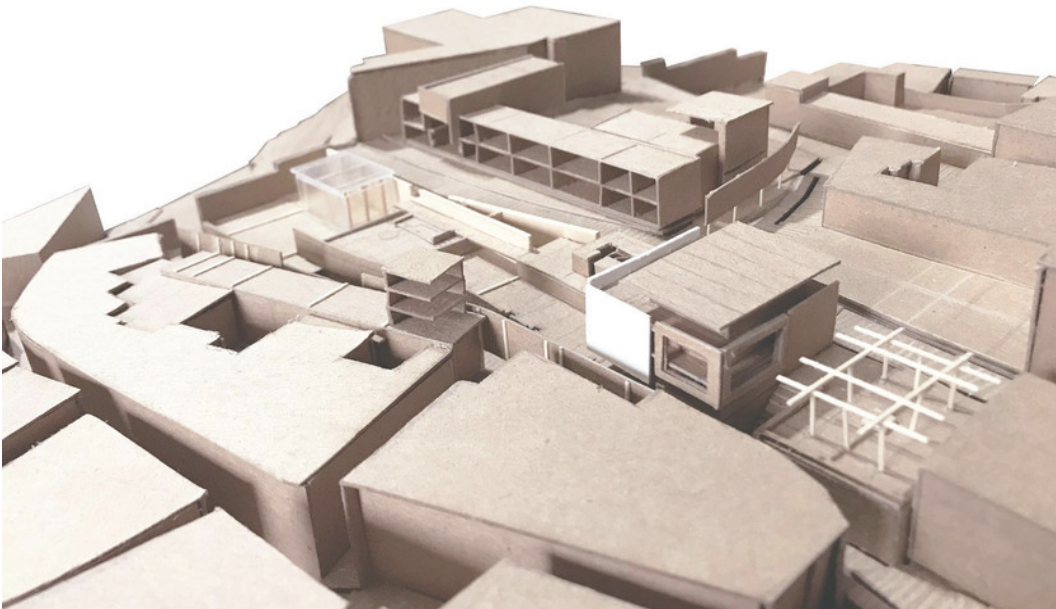
Terracing System Schematic Process



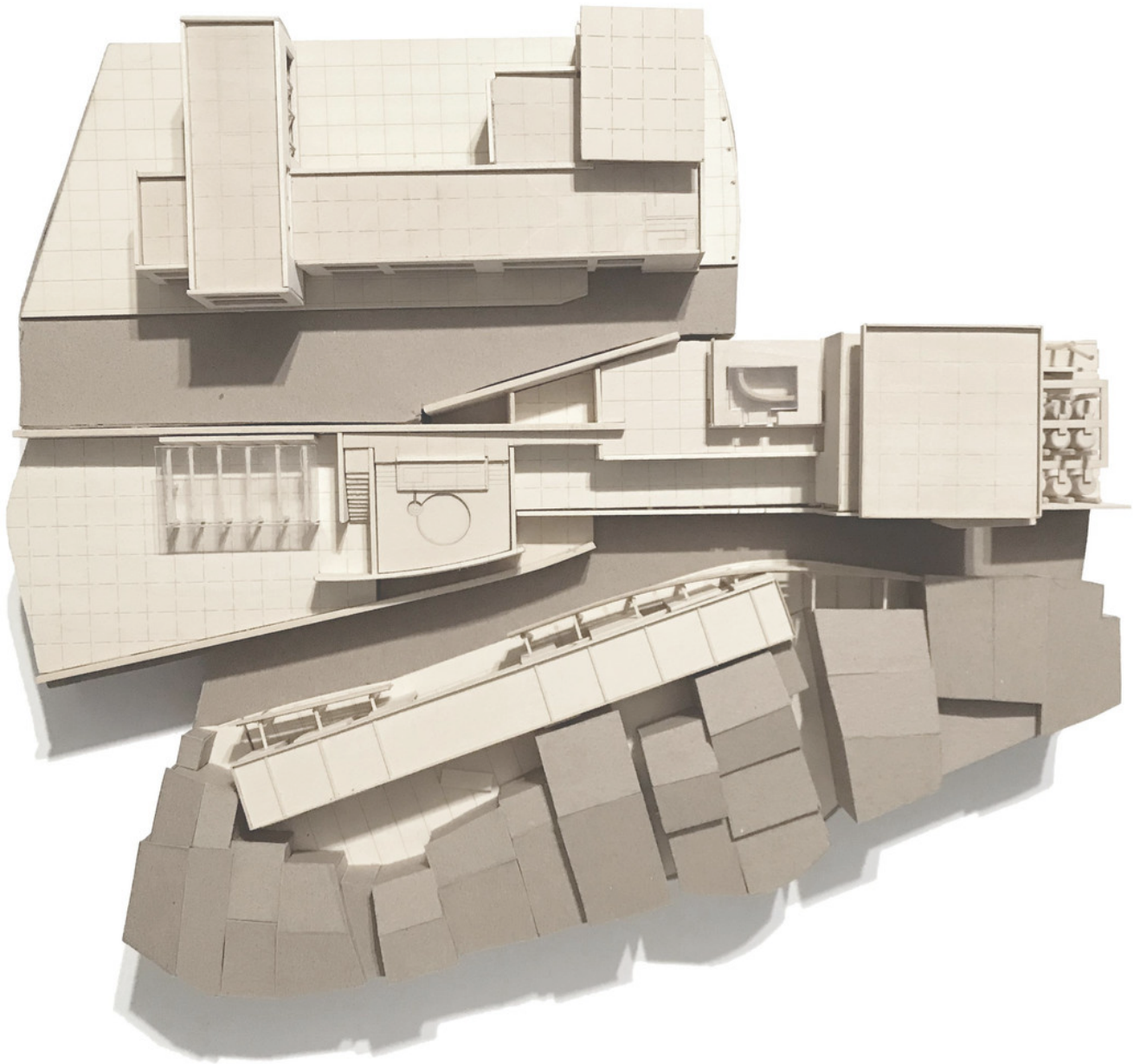
Site Massing Study



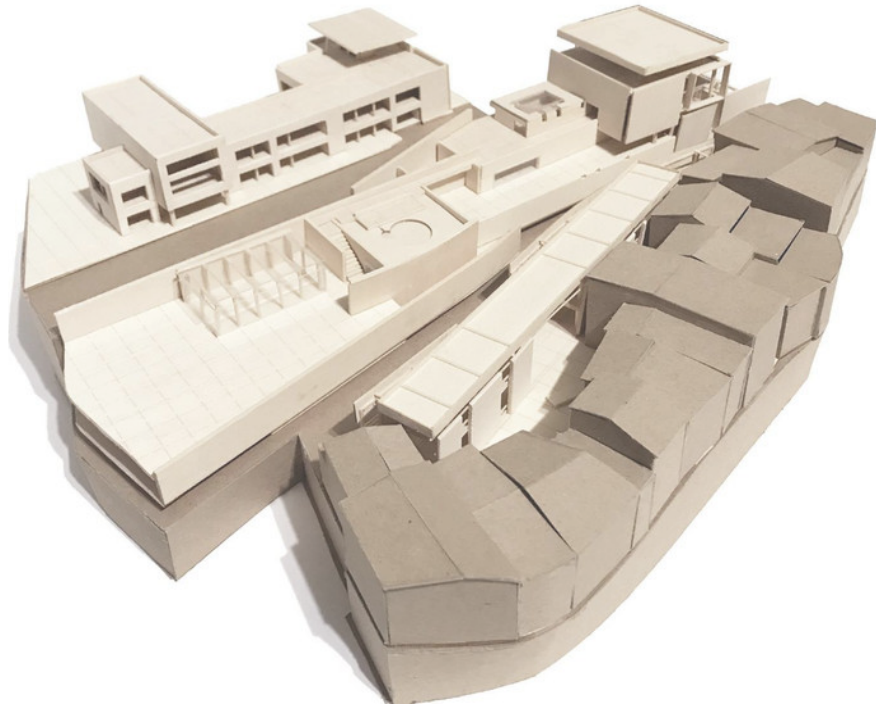
Site Massing Study



Site Massing Study



Physical Model



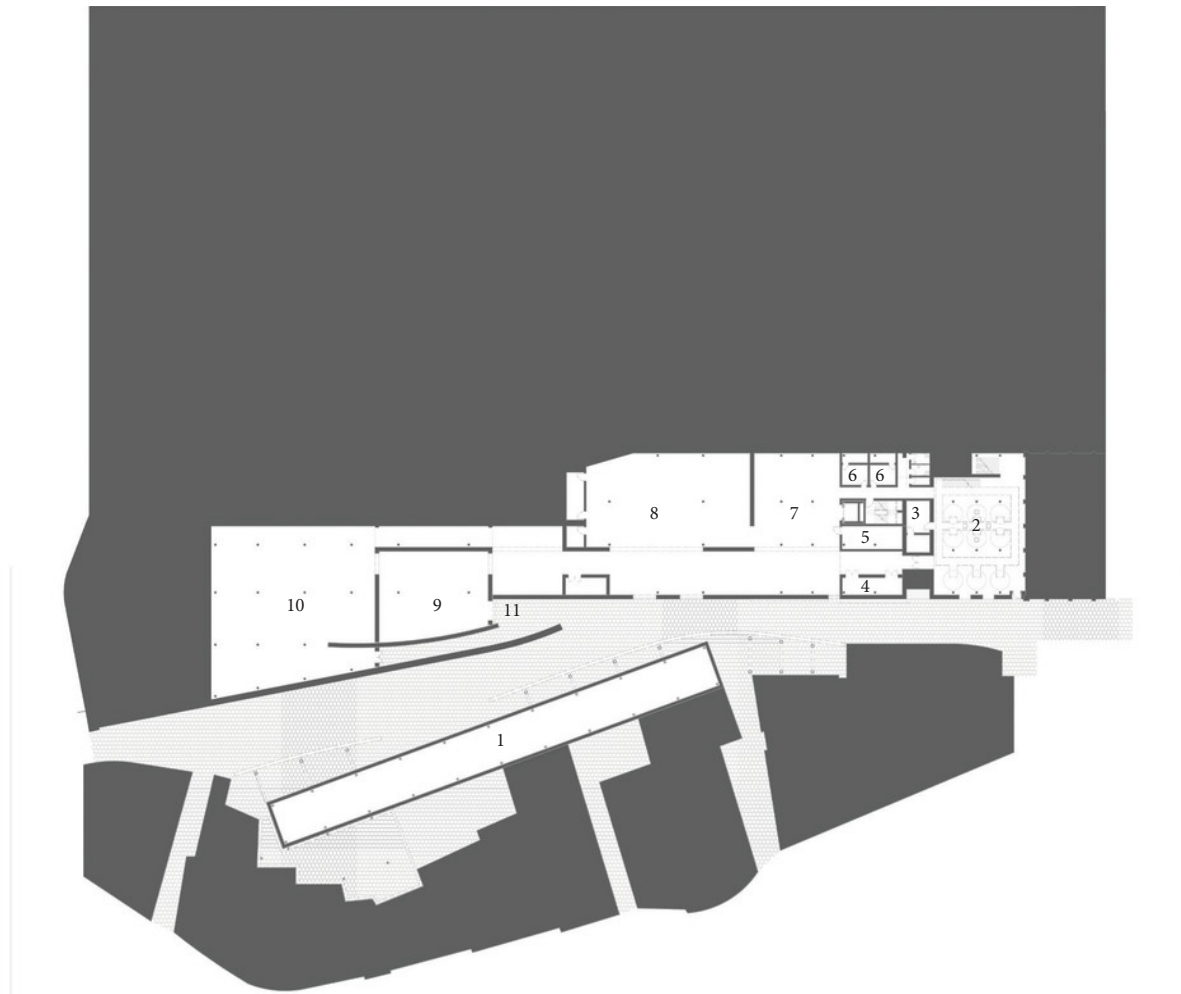
Physical Model



Physical Model

Key

- 1 Farmer's Market
- 2 Fermentation Room
- 3 Chemical Storage
- 4 Storage
- 5 Mechanical
- 6 Offices
- 7 Grape Crushing Room
- 8 Barrel Cellar
- 9 Stockroom/Receiving
- 10 Wine Cellar
- 11 Receiving Dock

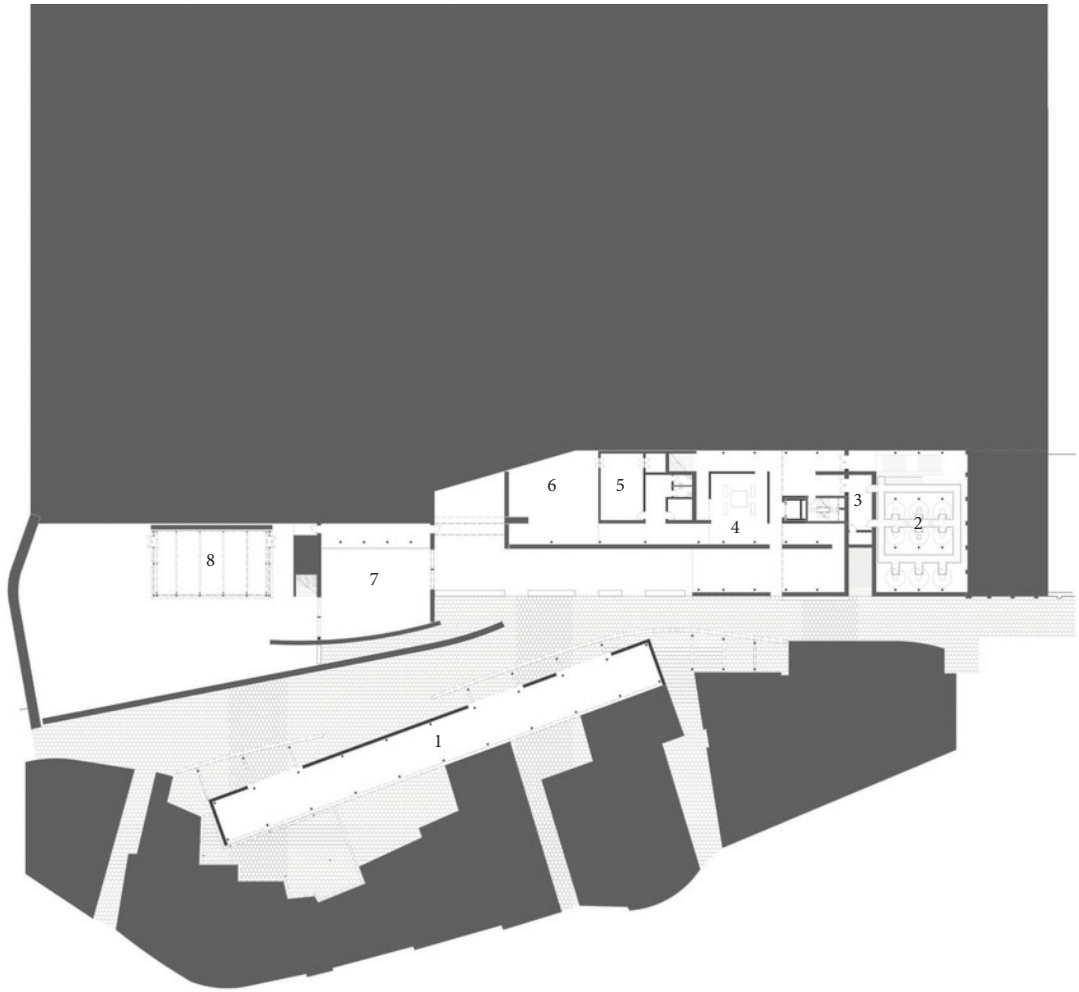


First Floor Plan

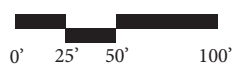


Key

- 1 Farmer's Market
- 2 Fermentation Room
- 3 Mechanical
- 4 Wine Gallery
- 5 Storage
- 6 Food preparation
- 7 Stockroom
- 8 Green House

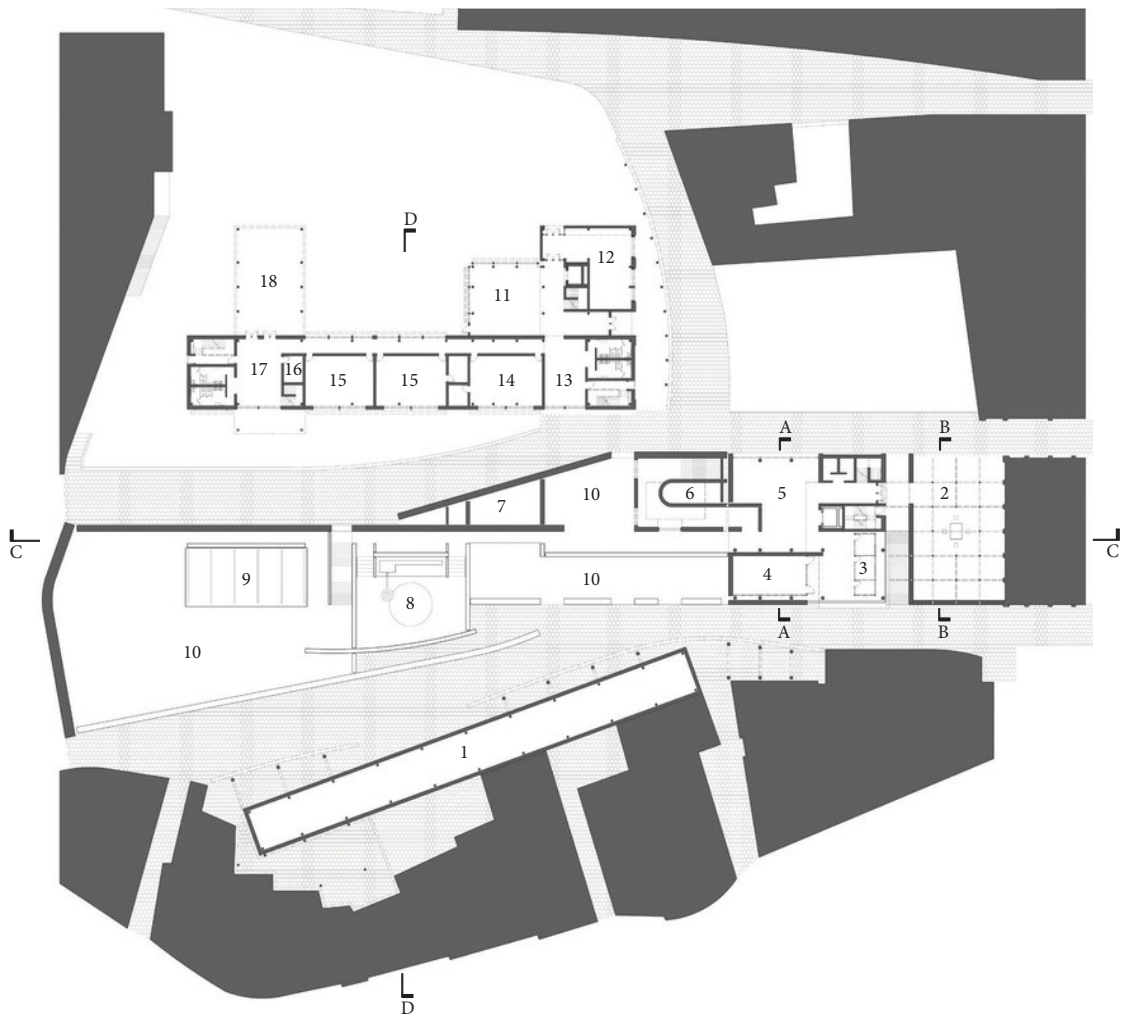


Second Floor Plan



Key

- | | | | |
|----|---------------------|----|------------------------|
| 1 | Farmer's Market | 11 | Lobby |
| 2 | Elevated Plaza | 12 | Library |
| 3 | Offices | 13 | Seating Area |
| 4 | Conference Room | 14 | Conference Room |
| 5 | Lobby | 15 | Studio |
| 6 | Sculpture Garden | 16 | Mechanical |
| 7 | Exterior Mechanical | 17 | Seating Area |
| 8 | Fountain Garden | 18 | Exterior Covered Patio |
| 9 | Greenhouse | | |
| 10 | Exterior Gardens | | |

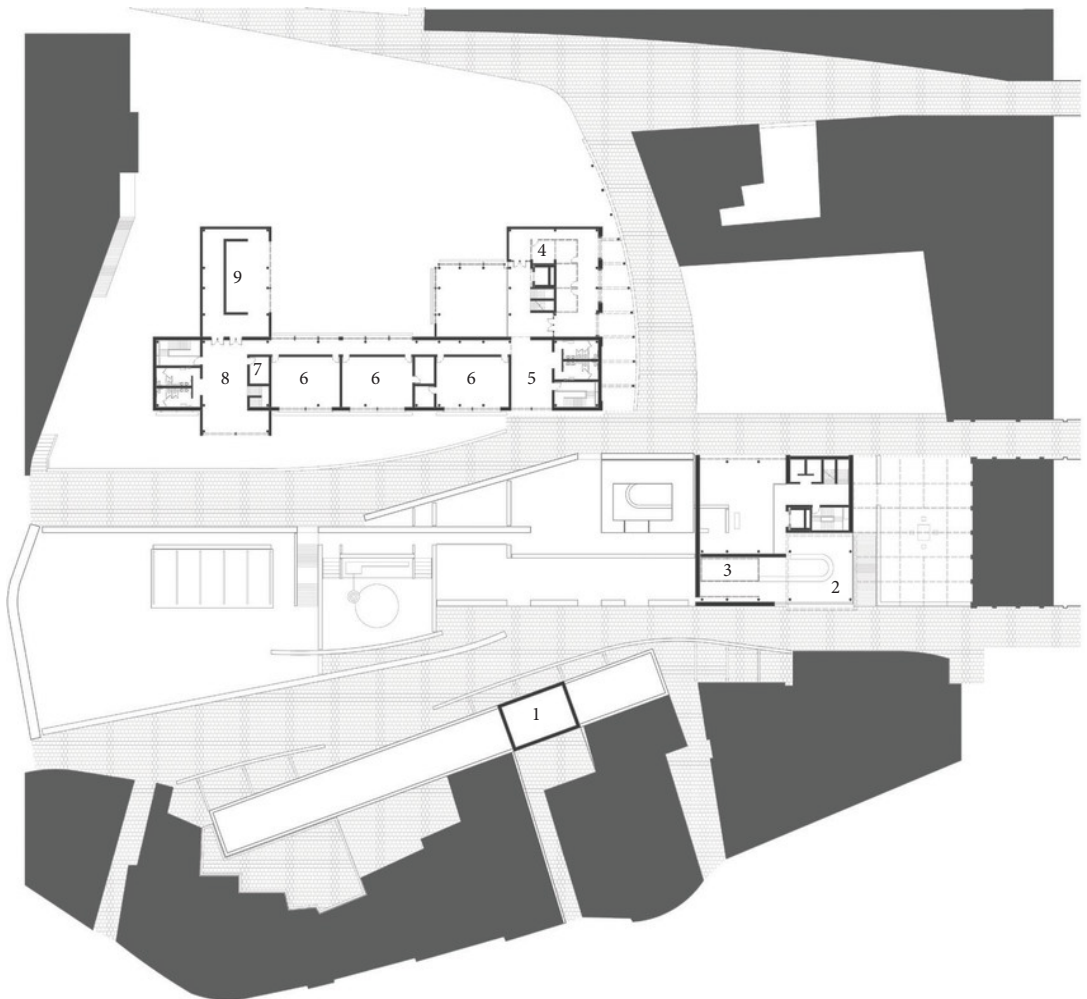


Ground/Third Floor Plan

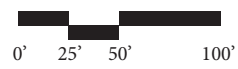


Key

- 1 Farmer's Market Tower
- 2 Gift Shop
- 3 Storage
- 4 Administrative Offices
- 5 Common Seating Area
- 6 Studios
- 7 Mechanical
- 8 Common Seating Area
- 9 Presentation Hall/Gallery

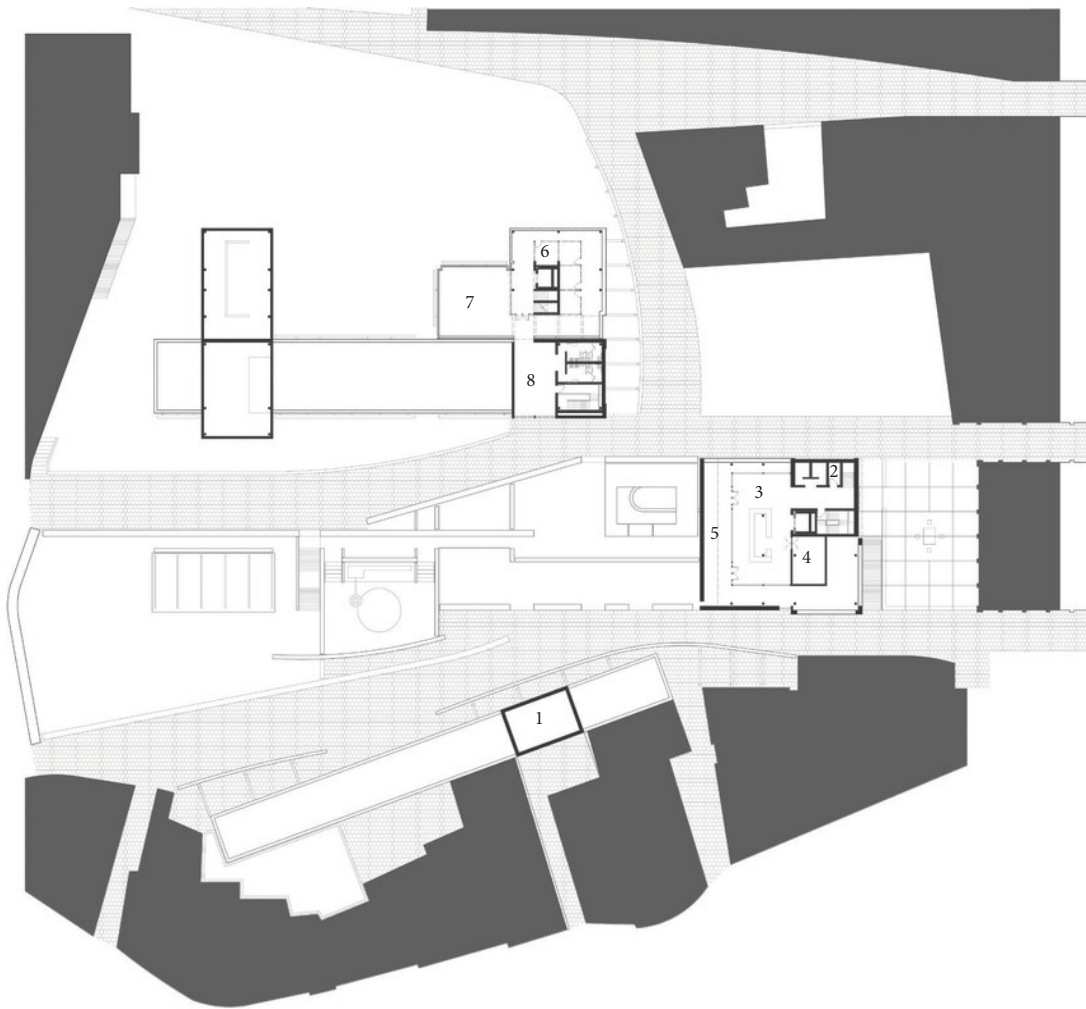


Fourth Floor Plan



Key

- 1 Farmer's Market Tower
- 2 Mechanical
- 3 Restaurant/Bar
- 4 Kitchen
- 5 Roof Terrace
- 6 Offices
- 7 Roof Terrace
- 8 Common Seating Area



Fifth Floor Plan



Key

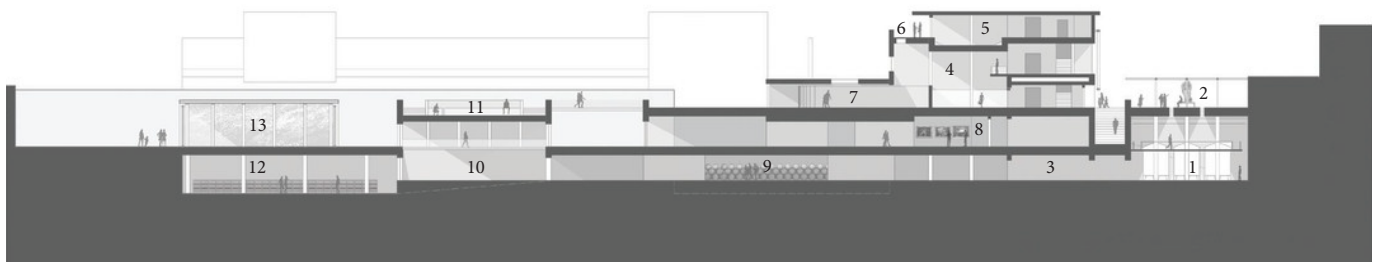
- | | | | |
|---|-------------------|----|---------------------|
| 1 | Fermentation Room | 9 | Barrel Cellar |
| 2 | Elevated Plaza | 10 | Stockroom/Receiving |
| 3 | Grape Crushing | 11 | Fountain Garden |
| 4 | Lobby | 12 | Wine Cellar |
| 5 | Restaurant/Bar | 13 | Greenhouse |
| 6 | Roof Terrace | 14 | Barrel Storage |
| 7 | Sculpture Garden | 15 | Conference Room |
| 8 | Wine Gallery | 16 | Gift Shop |



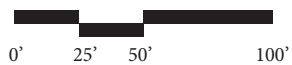
Ⓐ Cross Section through main Winery Building



Ⓑ Cross Section through Fermentation Room



Ⓒ Longitudinal Section Cut through Winery





① Cross Section through School, Winery and Farmers Market



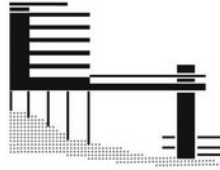




Cantina Nobile di Montepulciano East Elevation







CAPPA VALLEY HOTEL

Spring 2017| BIM

Instructor: Donnie Reece

CAPPA Valley Hotel is a 35,000 square foot building located in the north part of Downtown Fort Worth. The hotel sits on a cliff next to the Trinity River that stretches along most of the DFW Metro-Plex area.

In order to take advantage of the incredible views that the site offers, the building has been raised 70 feet above water level using a series of reinforced steel columns. A new pedestrian bridge and tower connect the building back to the ground, where a pavilion/restaurant/boat dock helps tie the building together.

In terms of design, the building utilizes a columnar structure and floor slabs. A central Core located in the middle of the building provides the basic components such as elevators, restrooms, mechanical/electrical rooms and other means of egress.

Hotel units are divided into three different types. Rooms A, B, and C offer distinct suite styles and sizes as required and there is a total of 40 suites within the building. The project offers a wide range of amenities such as Bars, Restaurants, Fitness Rooms, Roof Terraces, Meeting rooms, lounging areas and more.

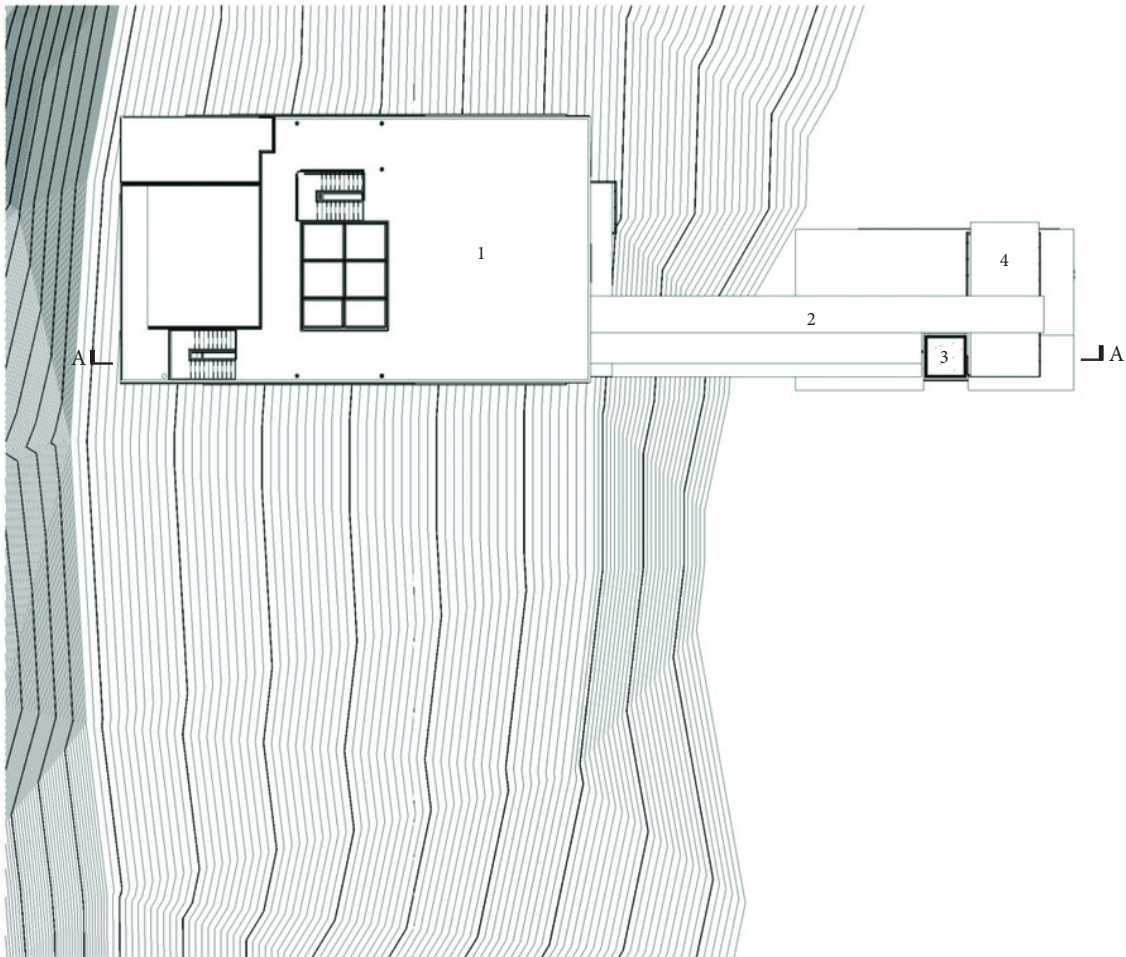
The boat dock houses an upper-level floor where a small restaurant/bar along with comfortable seating areas welcome hotel guests and random visitors alike.

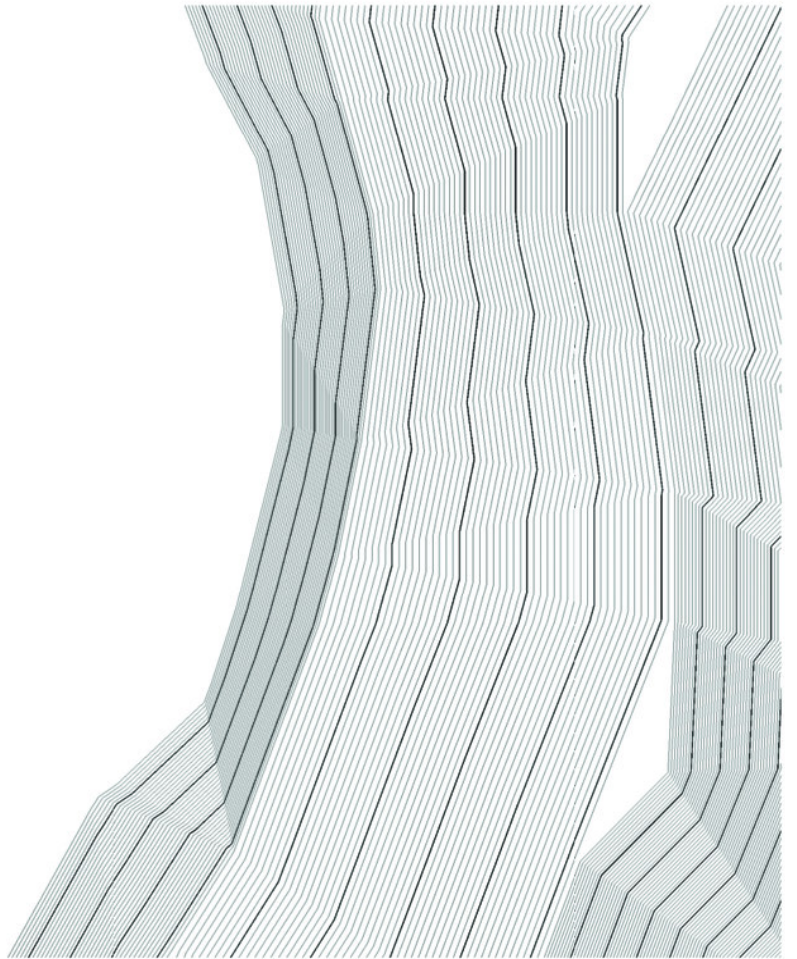


Key

- 1 CAPP Hotel
- 2 Connecting Bridge
- 3 Connecting Tower
- 4 Dock

Site Plan

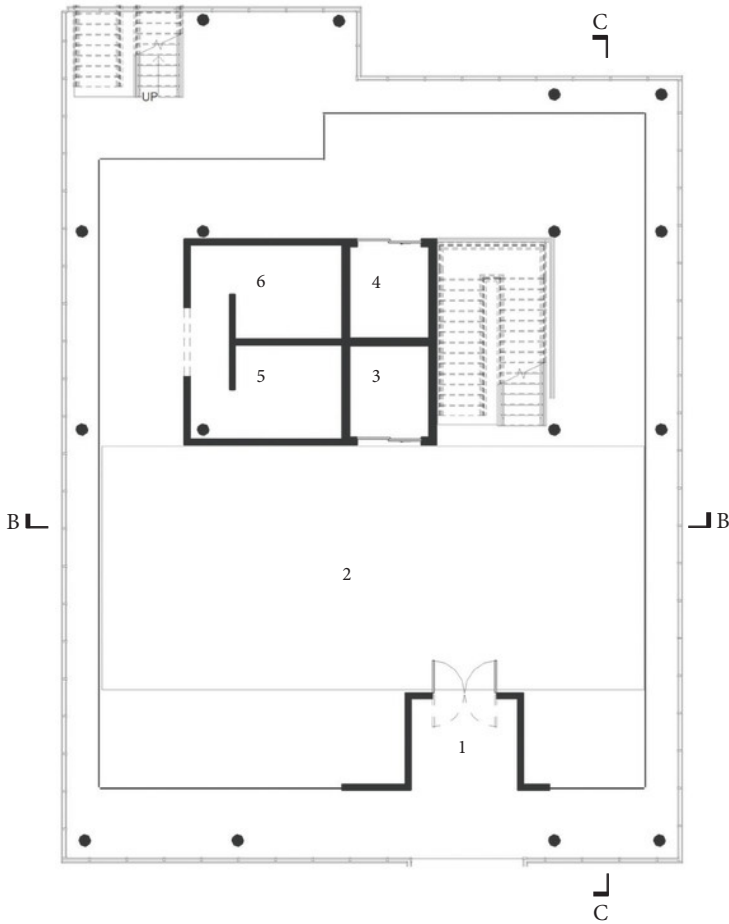




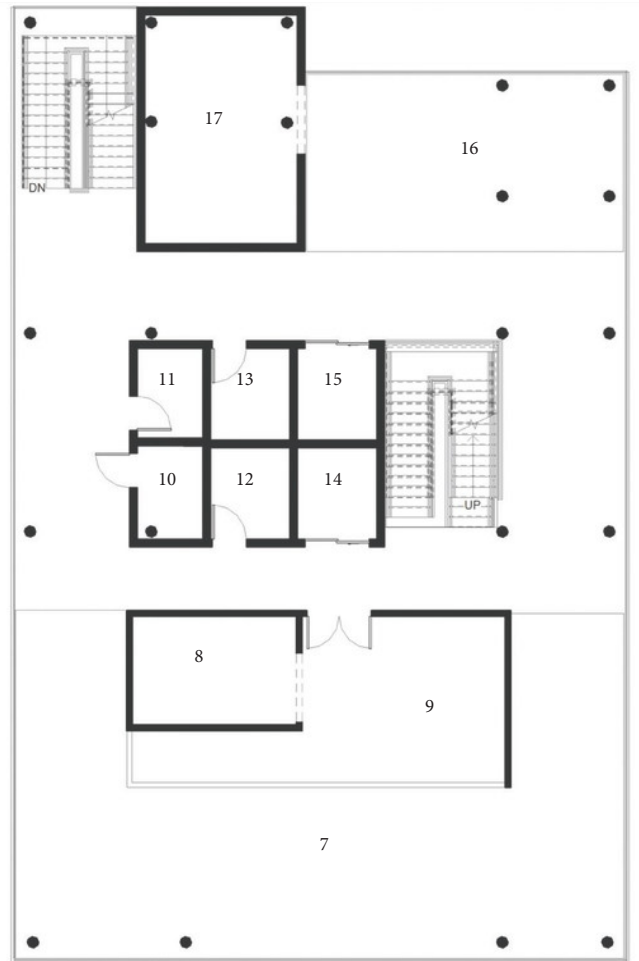


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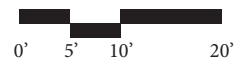
- | | | |
|--------------------|--------------------|--------------------|
| 1 Entrance | 7 Terrace | 13 Electrical Room |
| 2 Lobby | 8 Kitchen/Storage | 14 Elevator |
| 3 Elevator | 9 Lounge/Bar | 15 Elevator #2 |
| 4 Elevator #2 | 10 Trash Room | 16 Fitness Room |
| 5 Men's Restroom | 11 Storage Room | 17 Weights Room |
| 6 Women's Restroom | 12 Mechanical Room | |



Ground Floor Plan



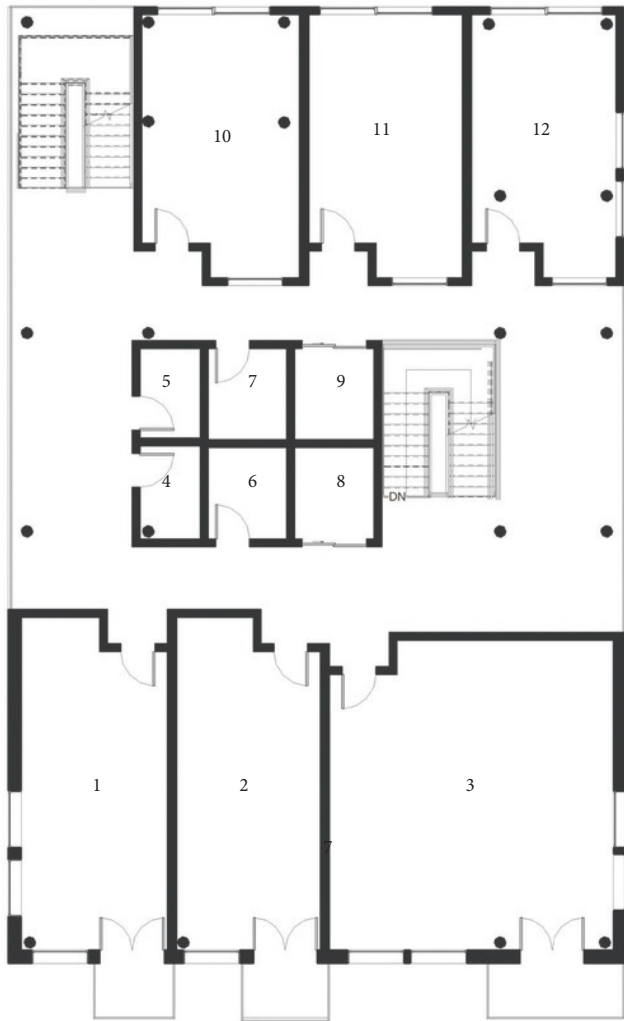
1st Floor Plan



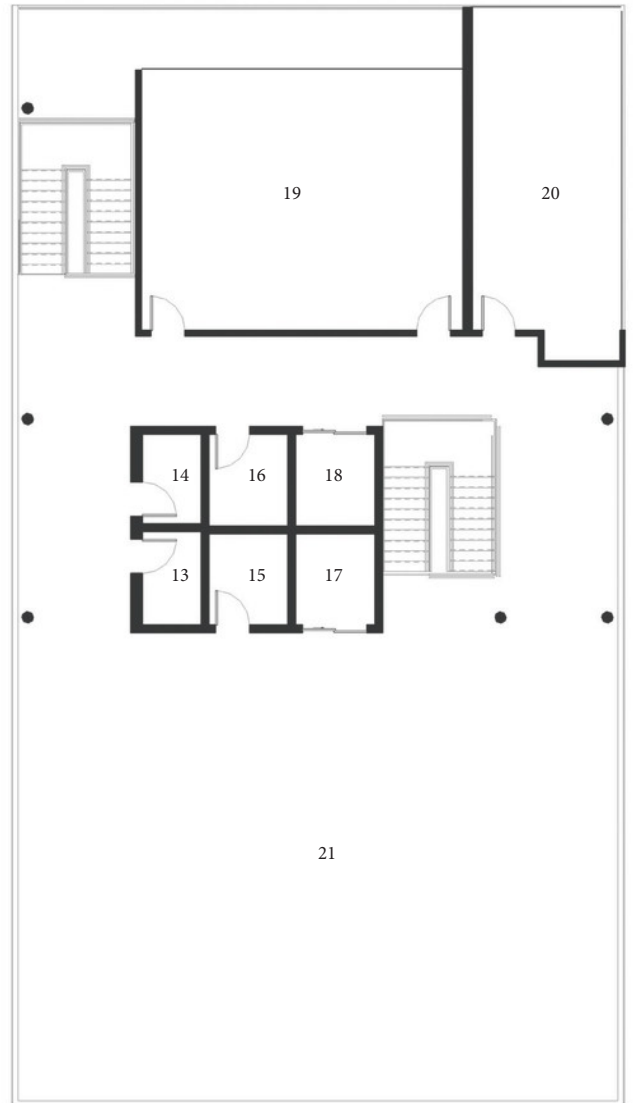
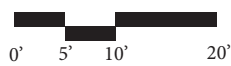


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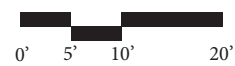
- | | | |
|-------------------|---------------------|--------------------|
| 1 Room type A | 8 Elevator | 15 Mechanical Rom |
| 2 Room type A | 9 Elevator #2 | 16 Electrical Room |
| 3 Room type C | 10 Room type B | 17 Elevator |
| 4 Storage | 11 Room type B | 18 Elevator #2 |
| 5 Trash Room | 12 Room type B | 19 Conference Room |
| 6 Mechanical Room | 13 Men's Restroom | 20 Conference Room |
| 7 Electrical Room | 14 Women's Restroom | 21 Roof Terrace |



2nd-7th Floor Plan



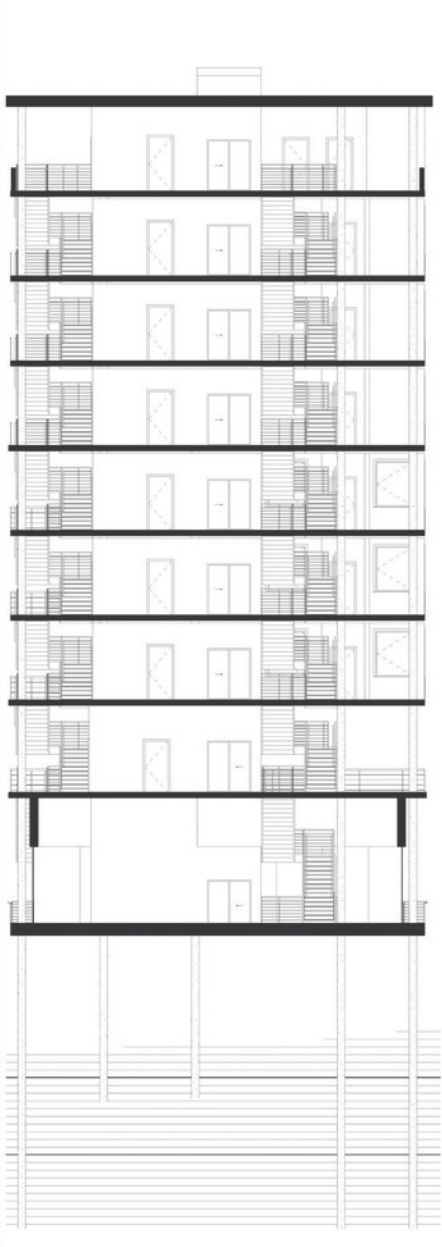
8th Floor Plan



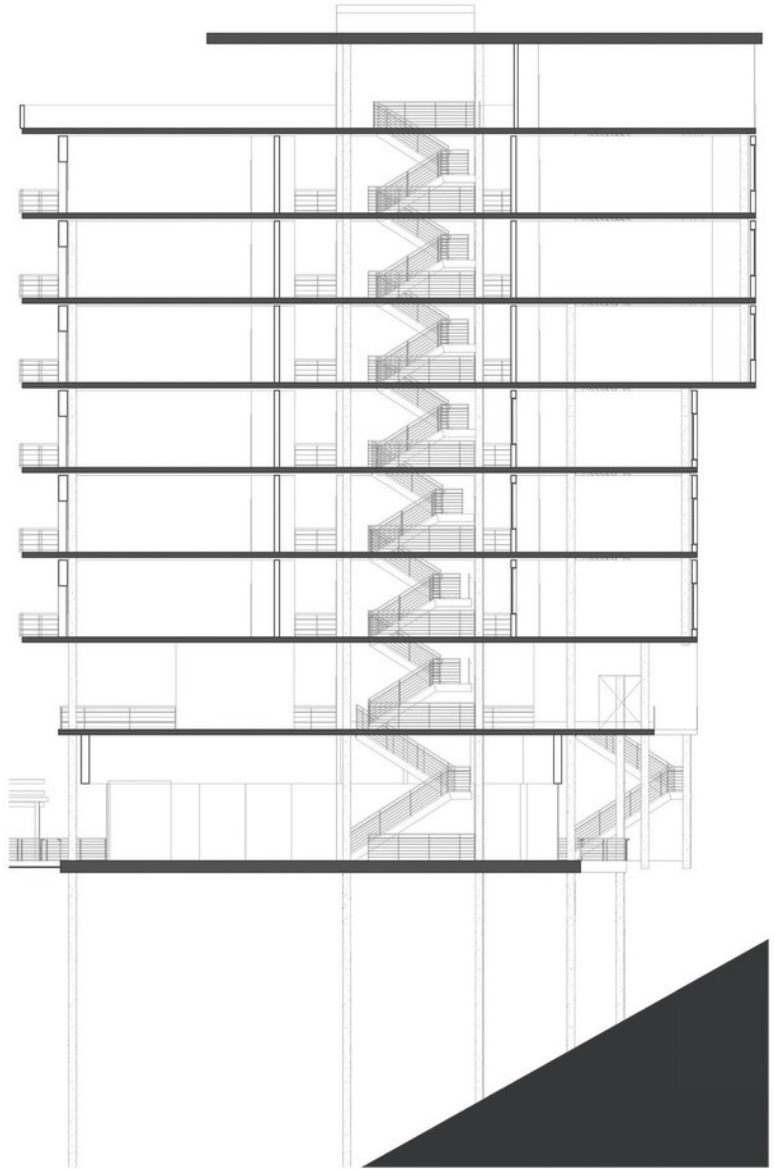


Ⓐ Overall Longitudinal Section

0' 10' 20' 40'



Ⓑ Cross Section



Ⓒ Longitudinal Section





YMCA FORT WORTH + YOUTH HOSTEL

Fall 2017 | Integrative Studio

Instructor: Bijan Yousefzadeh

The YMCA Fort Worth + Youth Hostel is a project that came about due to the necessity to further develop the stretch that divides the north and south sides of the Trinity River along the area of Downtown Fort Worth.

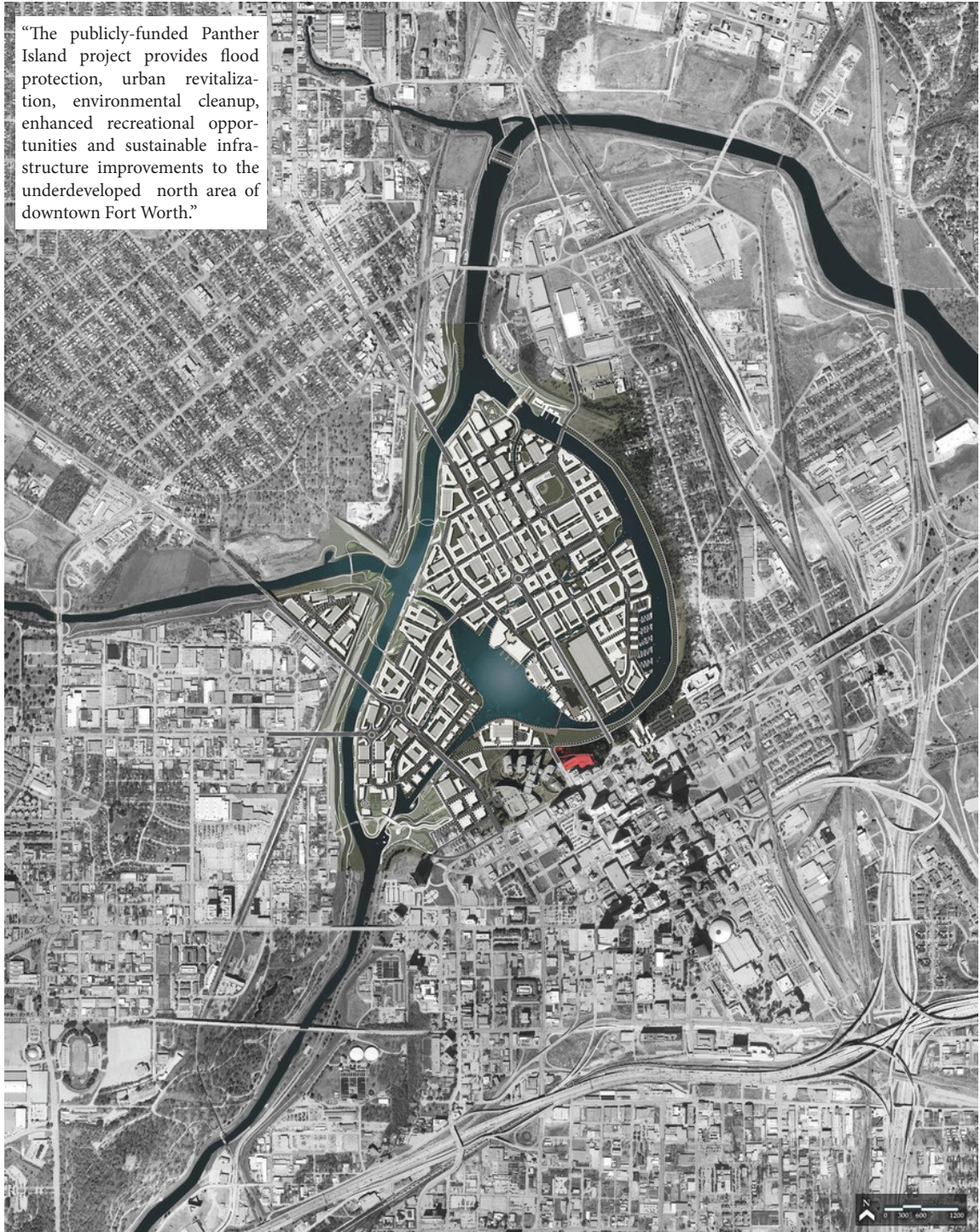
With the ongoing Panther Island Project currently under development. There is now a necessity for repurposing some of the existing buildings along the area. These buildings will now be part of the city's Riverfront and thus will need to serve a greater purpose that they currently serve.

The YMCA Fort Worth + Youth Hostel is a project that will take over two existing large parking garages serving the city's judiciary authorities. The design approach was the creation of a series of parallel buildings that would continue with the grain of the existing adjacent context. This in order to create a sense of continuity and extending the public realm of the city. This strategy not only incorporates a series of public spaces as plazas and gardens but also serves as a connector to the river amid the Panther Island project currently under development.

The project encompasses various architectural challenges such as site specificity, spatial experience, logic of construction, economics of organization, morphology and physical form, while also engaging realms of knowledge associated with disciplines such as urban ecology, geography, and landscape design. The idea of the project is to go beyond conceptual design, experimentation and formal composition and focuses on the actual making of a building in terms of construction, idea, and representation.



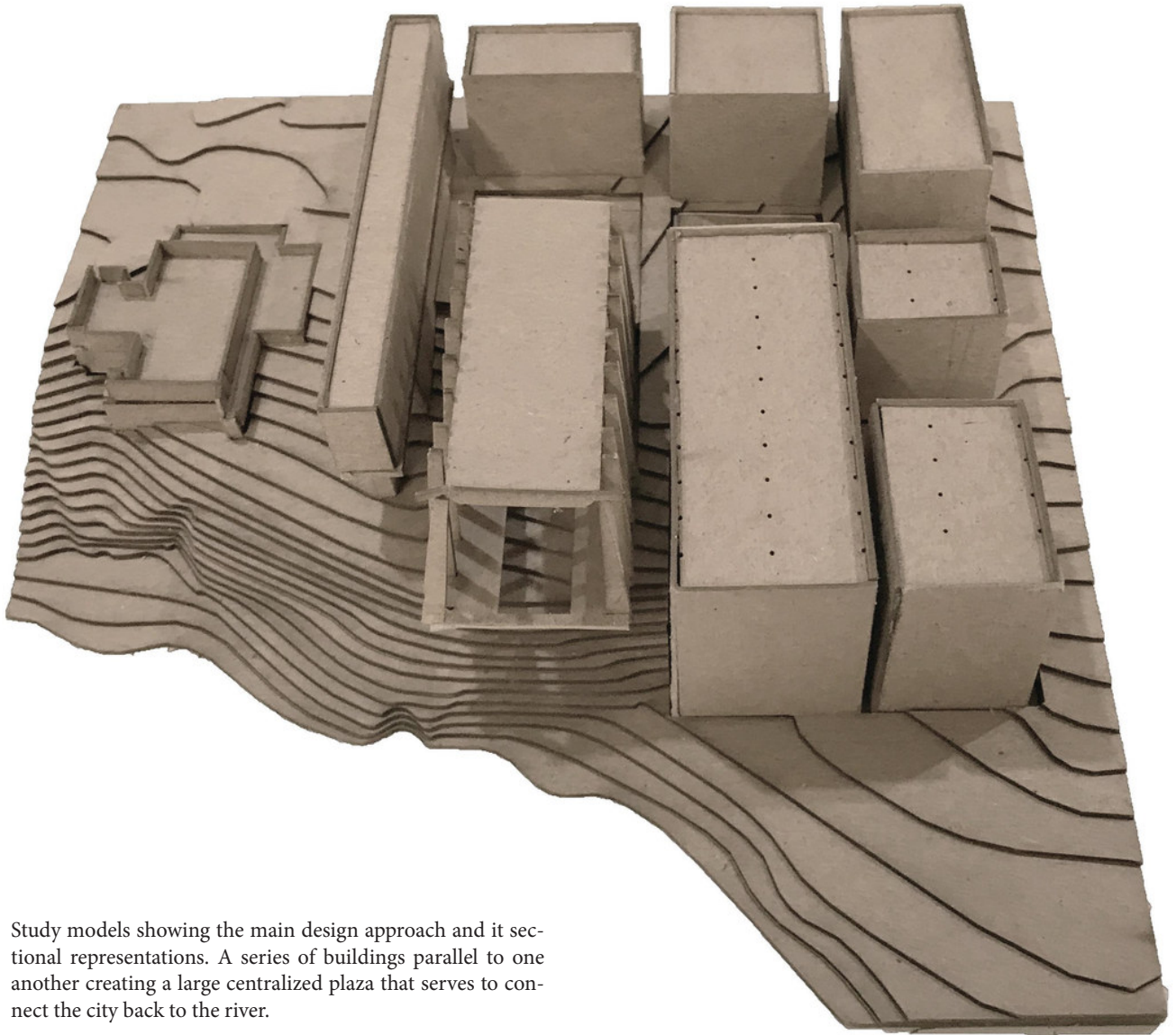
“The publicly-funded Panther Island project provides flood protection, urban revitalization, environmental cleanup, enhanced recreational opportunities and sustainable infrastructure improvements to the underdeveloped north area of downtown Fort Worth.”



The Panther Island Project currently under development

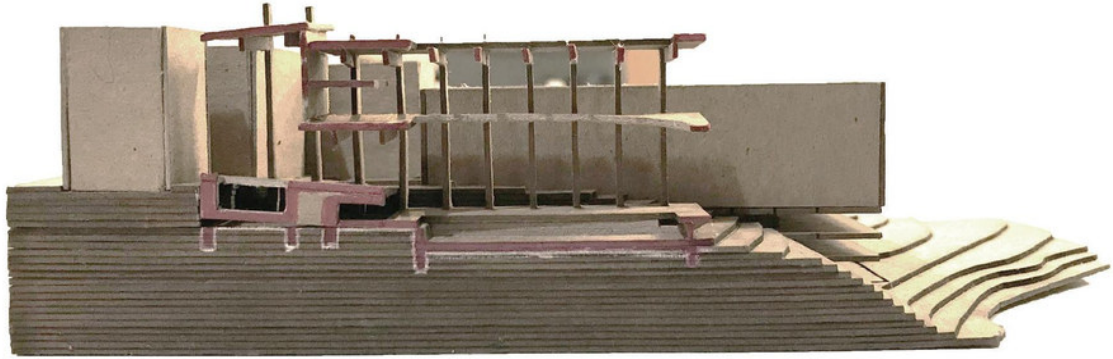


YMCA Fort Worth + Youth Hostel Site

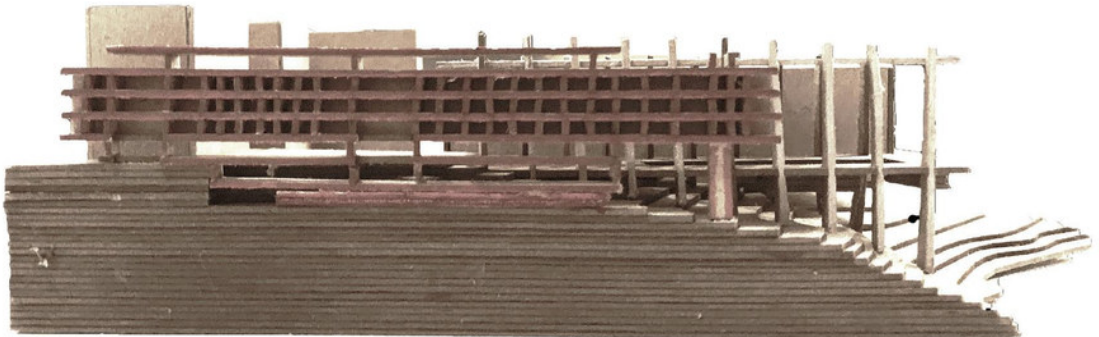


Study models showing the main design approach and its sectional representations. A series of buildings parallel to one another creating a large centralized plaza that serves to connect the city back to the river.

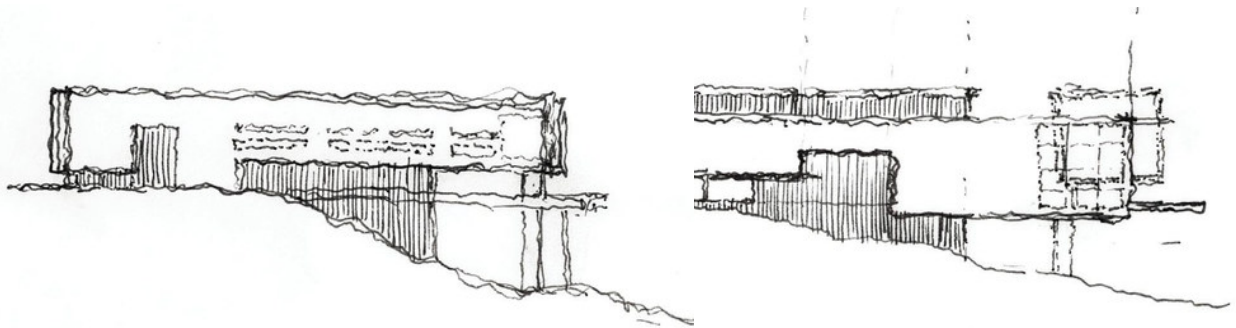
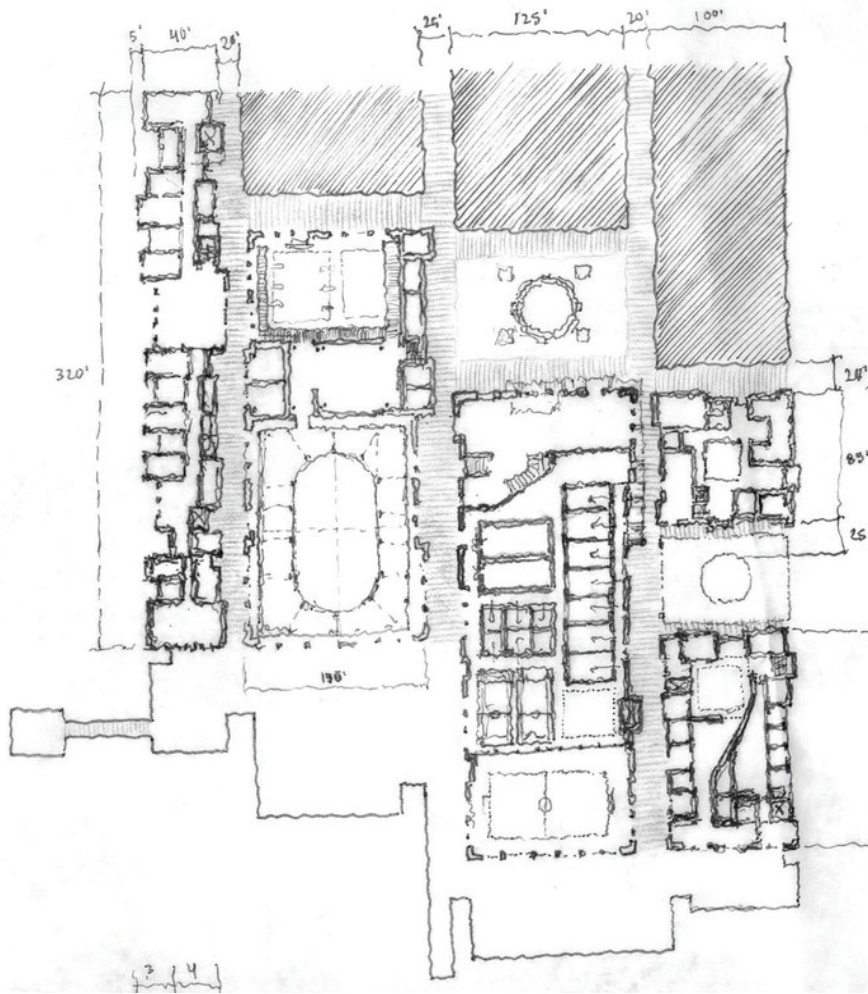
Site Massing Study



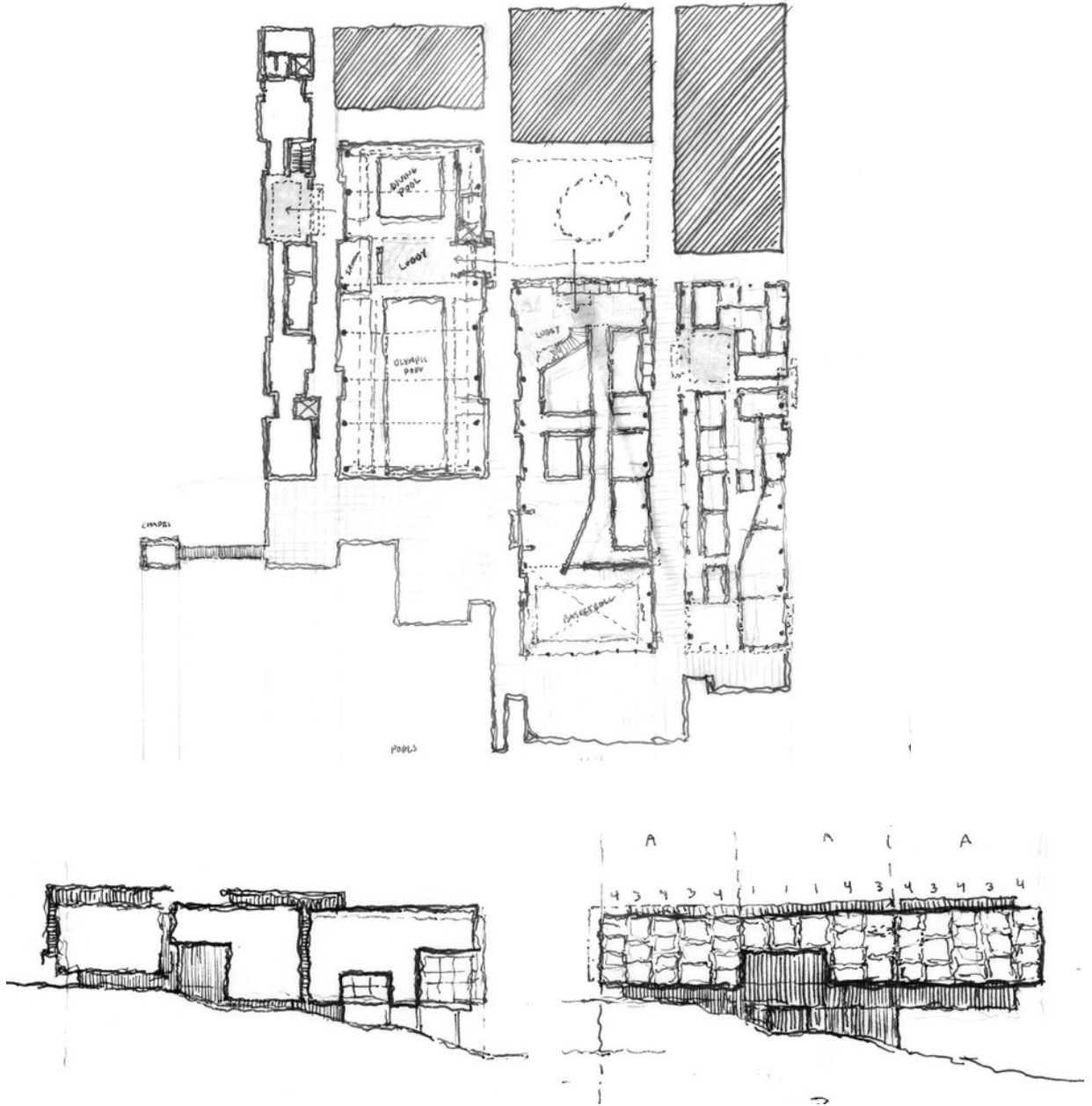
Sectional Massing Study



Sectional Massing Study



Schematic Design Phase



Schematic Design Phase

Key

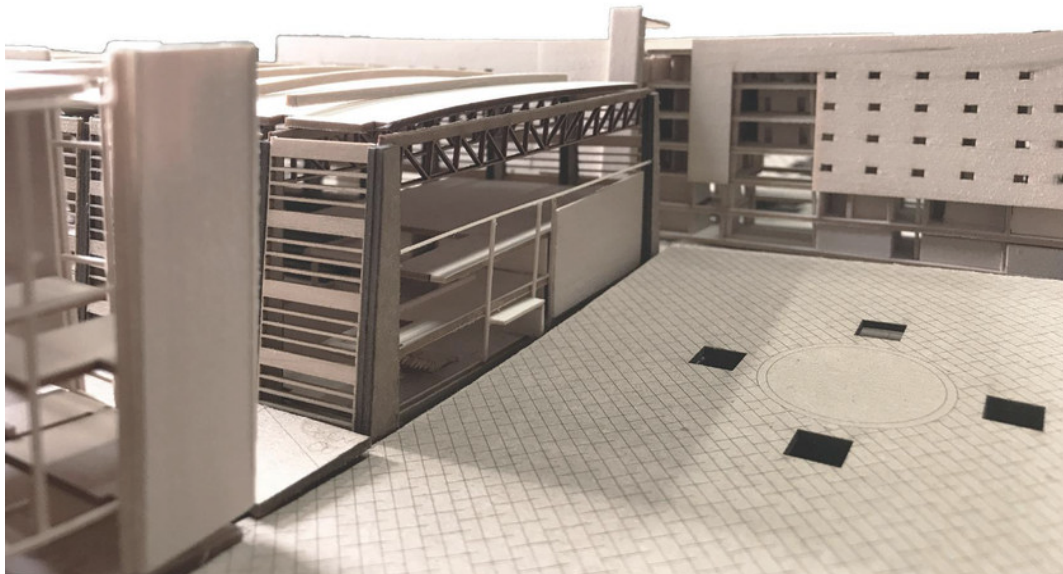
- | | | | |
|---|-------------------------|----|-------------------------|
| 1 | Public Plaza | 6 | Historic Heritage Park |
| 2 | Youth Hostel | 7 | Judicial Dept. Building |
| 3 | Aquatic Center | 8 | Constable's Office |
| 4 | Athletic Center | 9 | Fort Worth Police Dept. |
| 5 | Administrative Building | 10 | Trinity River |



Proposed Site Plan



Physical Model - Overall View



Physical Model - Main Plaza



Physical Model - Aquatic Center



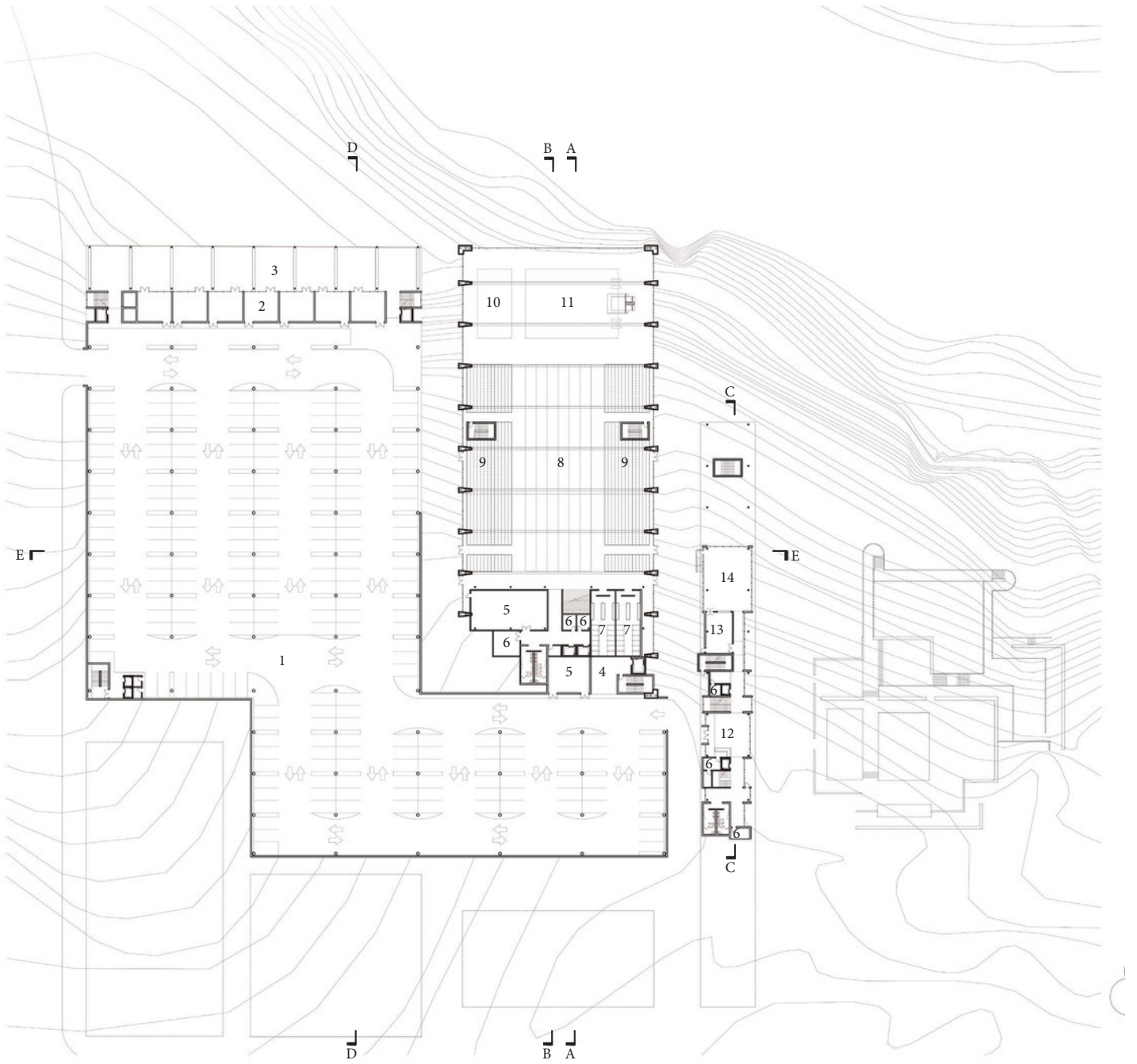
Physical Model - Athletic Center



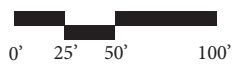
Physical Model - Hostel

Key

- | | | | |
|---|-------------------|----|--------------|
| 1 | Parking Garage | 8 | Olympic Pool |
| 2 | Retail Space | 9 | Stands |
| 3 | Exterior Loggia | 10 | Kid's Pool |
| 4 | Parking Vestibule | 11 | Diving Pool |
| 5 | Mechanical Room | 12 | Hostel Lobby |
| 6 | Storage | 13 | Kitchen |
| 7 | Locker Room | 14 | Dining Hall |

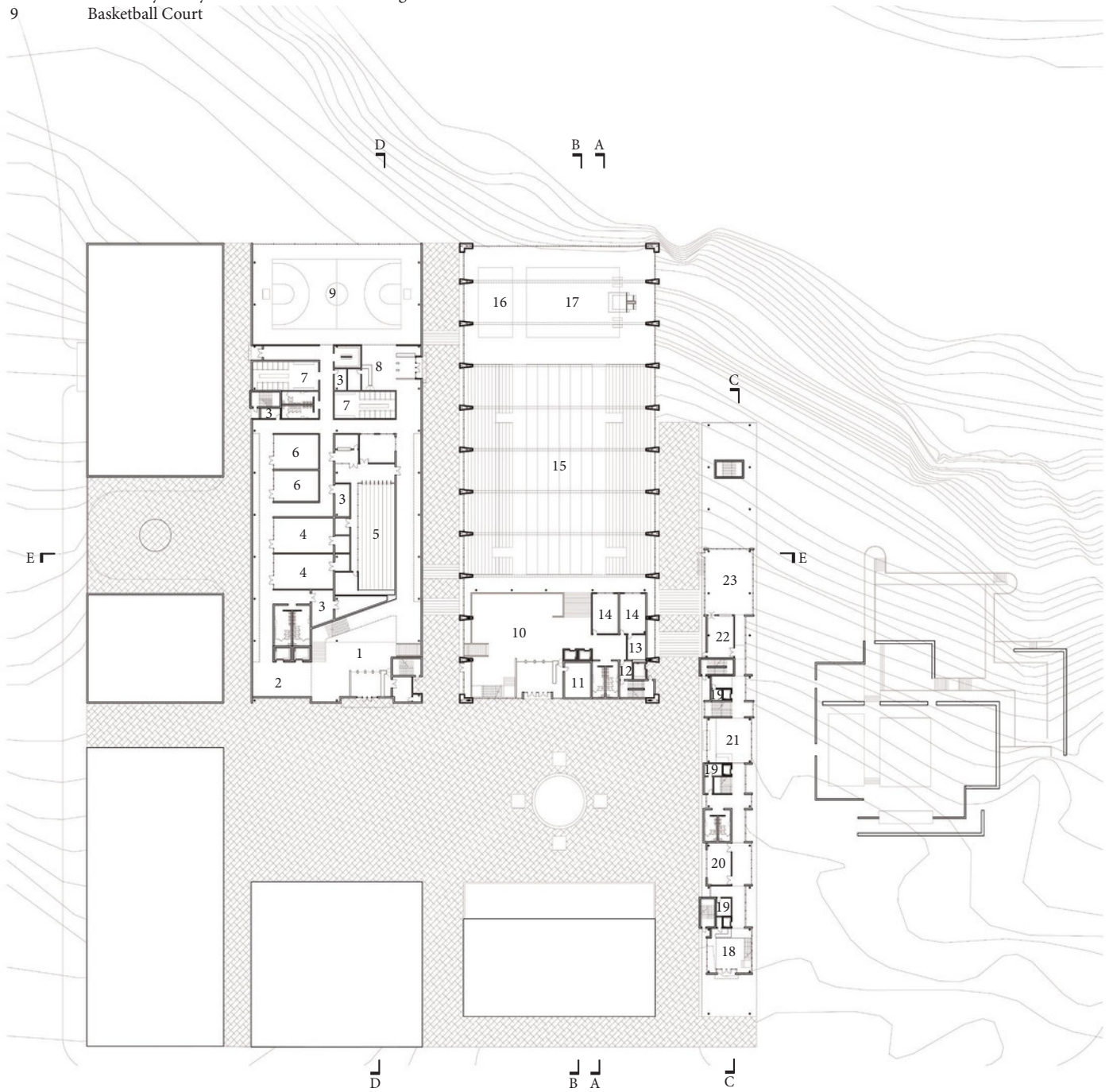


First Floor Plan

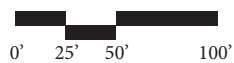


Key

1	Athletic Center Lobby	10	Aquatic Center Lobby	18	Hostel Lobby
2	Seating Area	11	Lobby Stockroom	19	Stockroom/Mechanical
3	Storage/Mechanical	12	Egress Vestibule	20	Conference Room
4	Yoga Studios	13	Storage	21	Plaza Lobby
5	Archery	14	Classrooms	22	Kitchen
6	Classrooms	15	Olympic Pool	23	Dining Hall
7	Shower Room	16	Kid's Pool		
8	Secondary Lobby	17	Diving Pool		
9	Basketball Court				

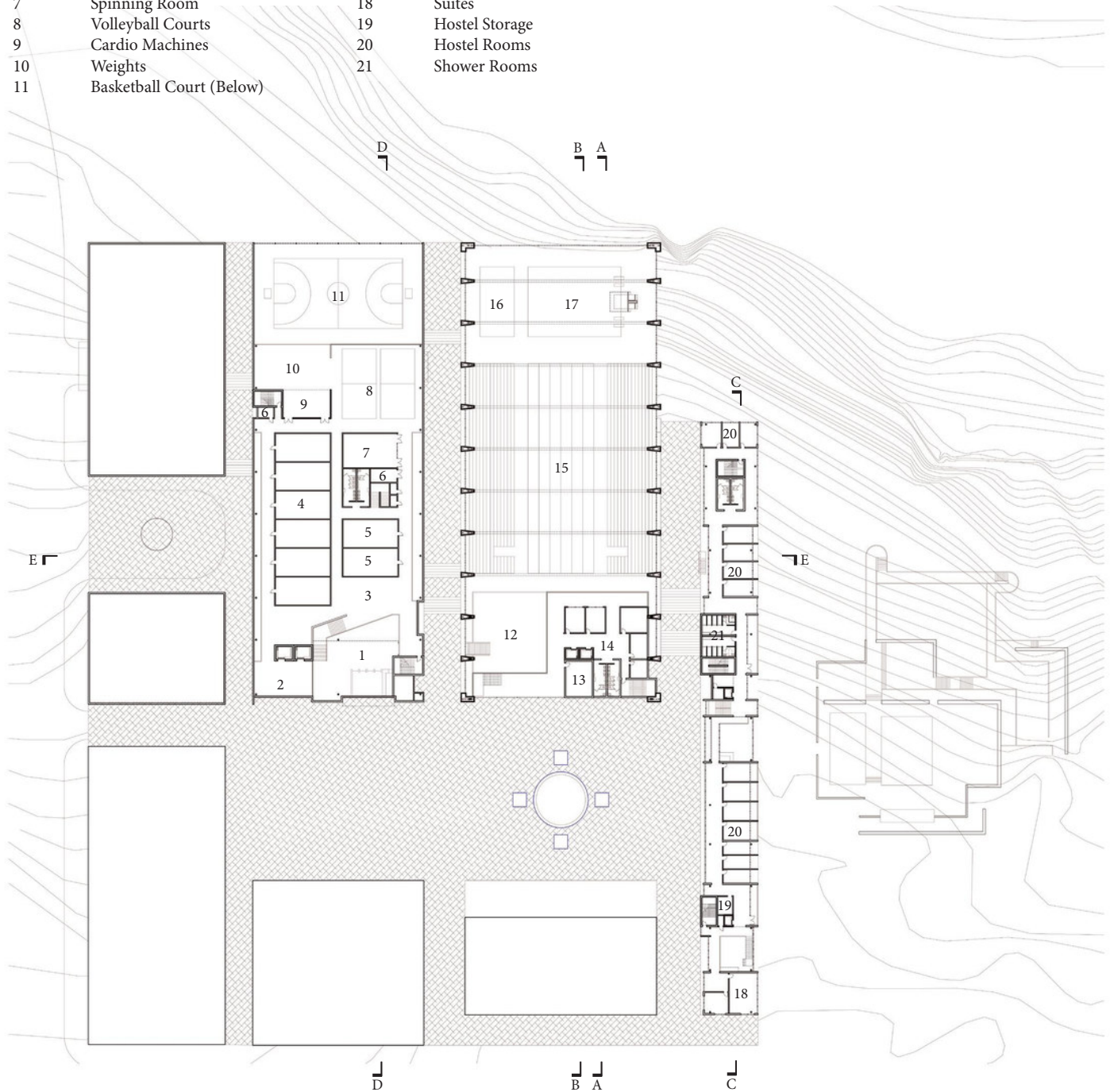


Ground Floor Plan

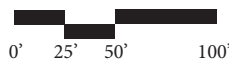


Key

- | | | | |
|----|-------------------------------|----|-----------------------------|
| 1 | Athletic Center Lobby (Below) | 12 | Aquatic Center Lobby(Below) |
| 2 | Seating Area | 13 | Storage |
| 3 | Seating Area #2 | 14 | Offices |
| 4 | Racquet Ball Courts (6) | 15 | Olympic Pool (Below) |
| 5 | Kickboxing | 16 | Kid's Pool (Below) |
| 6 | Storage/Mechanical | 17 | Diving Pool (Below) |
| 7 | Spinning Room | 18 | Suites |
| 8 | Volleyball Courts | 19 | Hostel Storage |
| 9 | Cardio Machines | 20 | Hostel Rooms |
| 10 | Weights | 21 | Shower Rooms |
| 11 | Basketball Court (Below) | | |

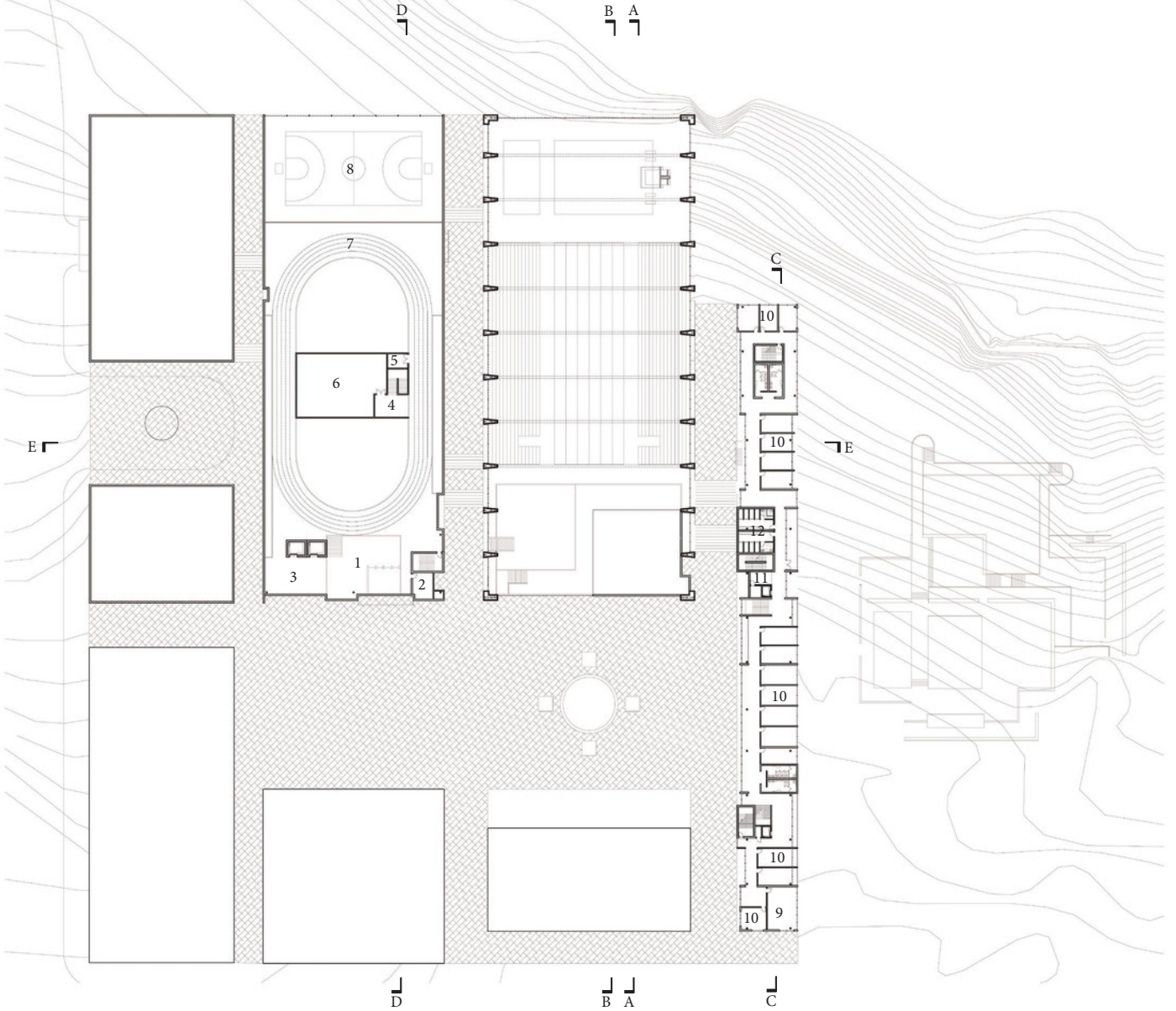


Second Floor Plan

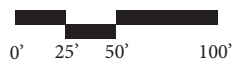


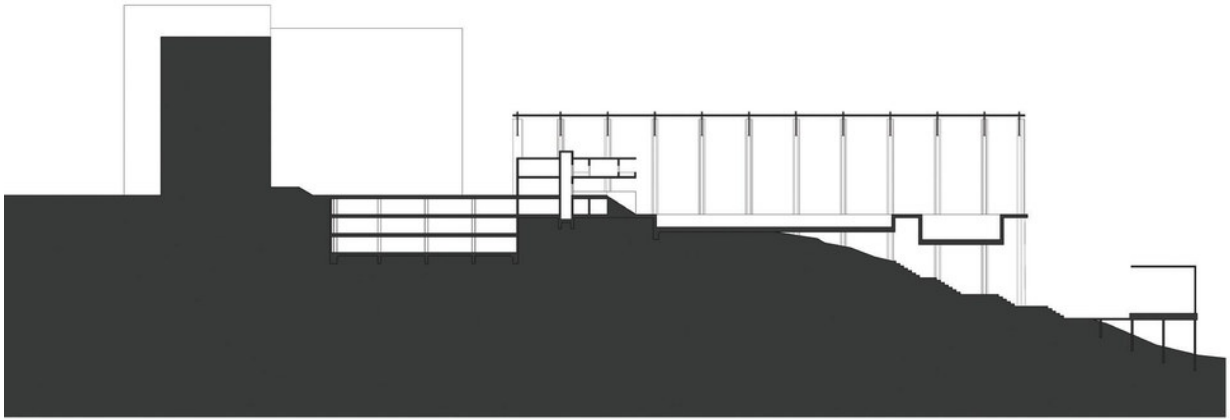
Key

- 1 Athletic Center Lobby (Below)
- 2 Storage
- 3 Seating Area
- 4 Vestibule
- 5 Storage
- 6 Mechanical
- 7 Running Track
- 8 Basketball Court (Below)
- 9 Suite
- 10 Hostel Rooms
- 11 Hostel Storage
- 12 Hostel Shower Rooms

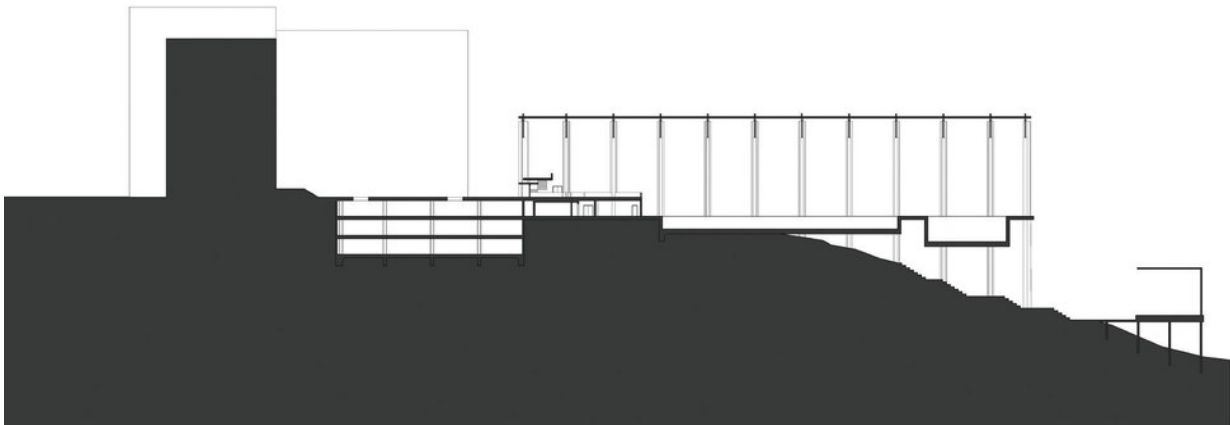
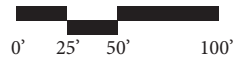


Third Floor Plan

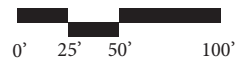


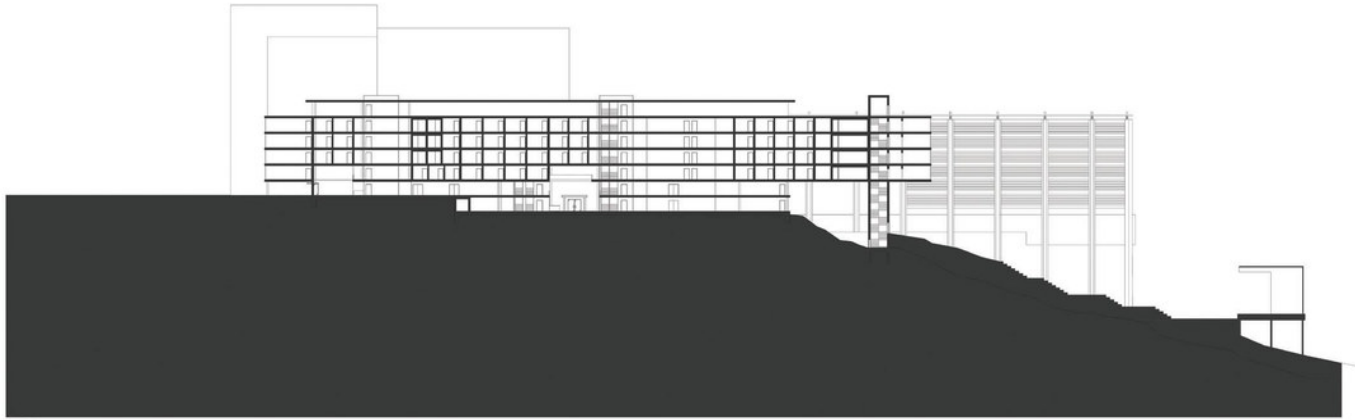


Ⓐ Longitudinal Section - Aquatic Center Core

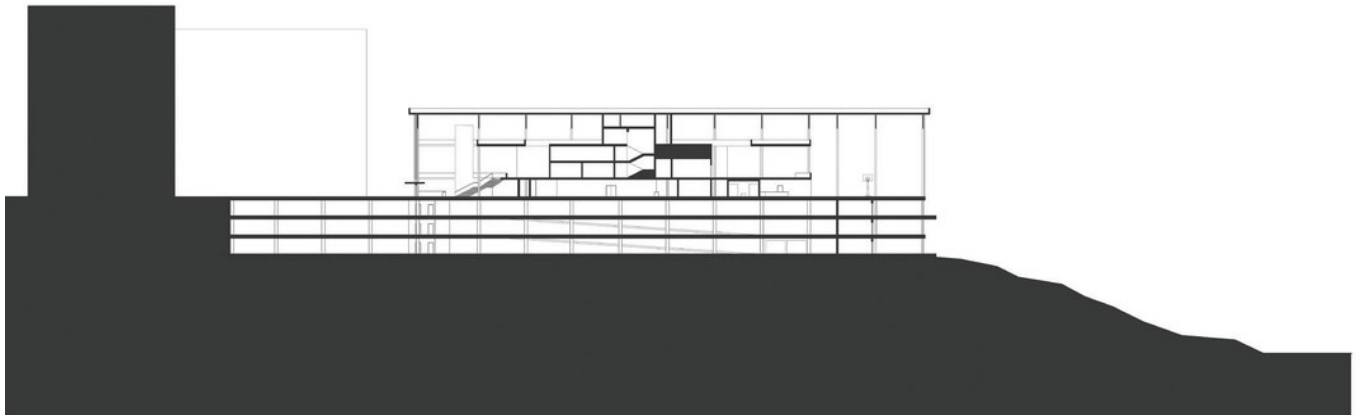
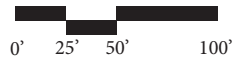


Ⓑ Longitudinal Section - Aquatic Center Lobby

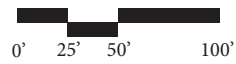


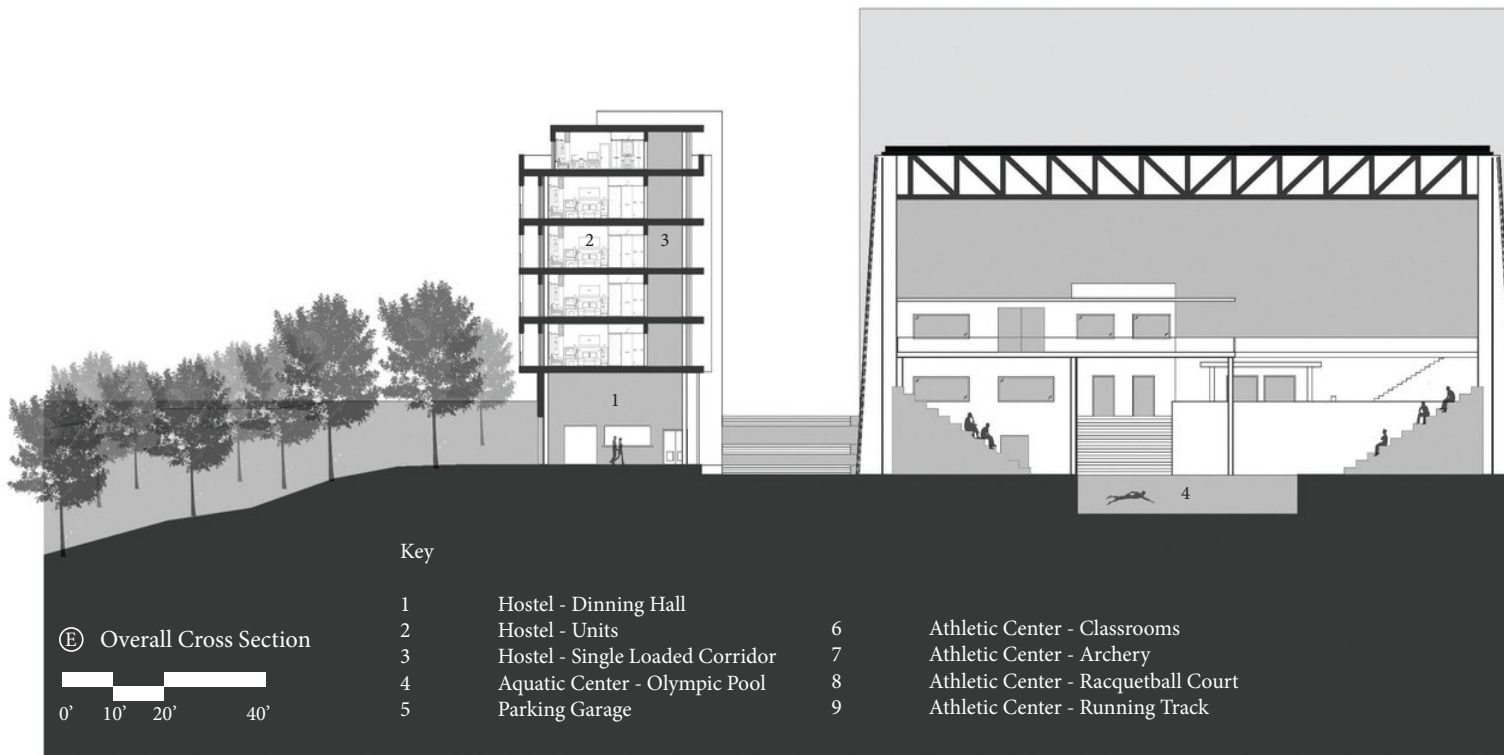
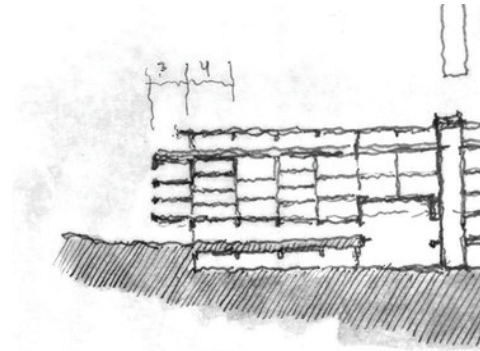
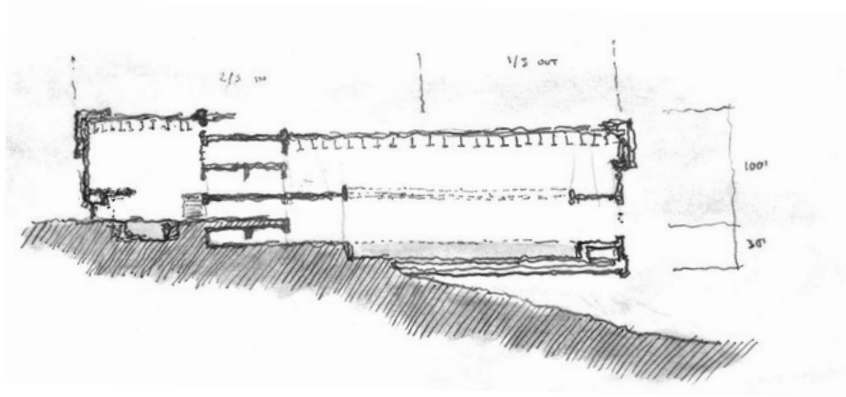


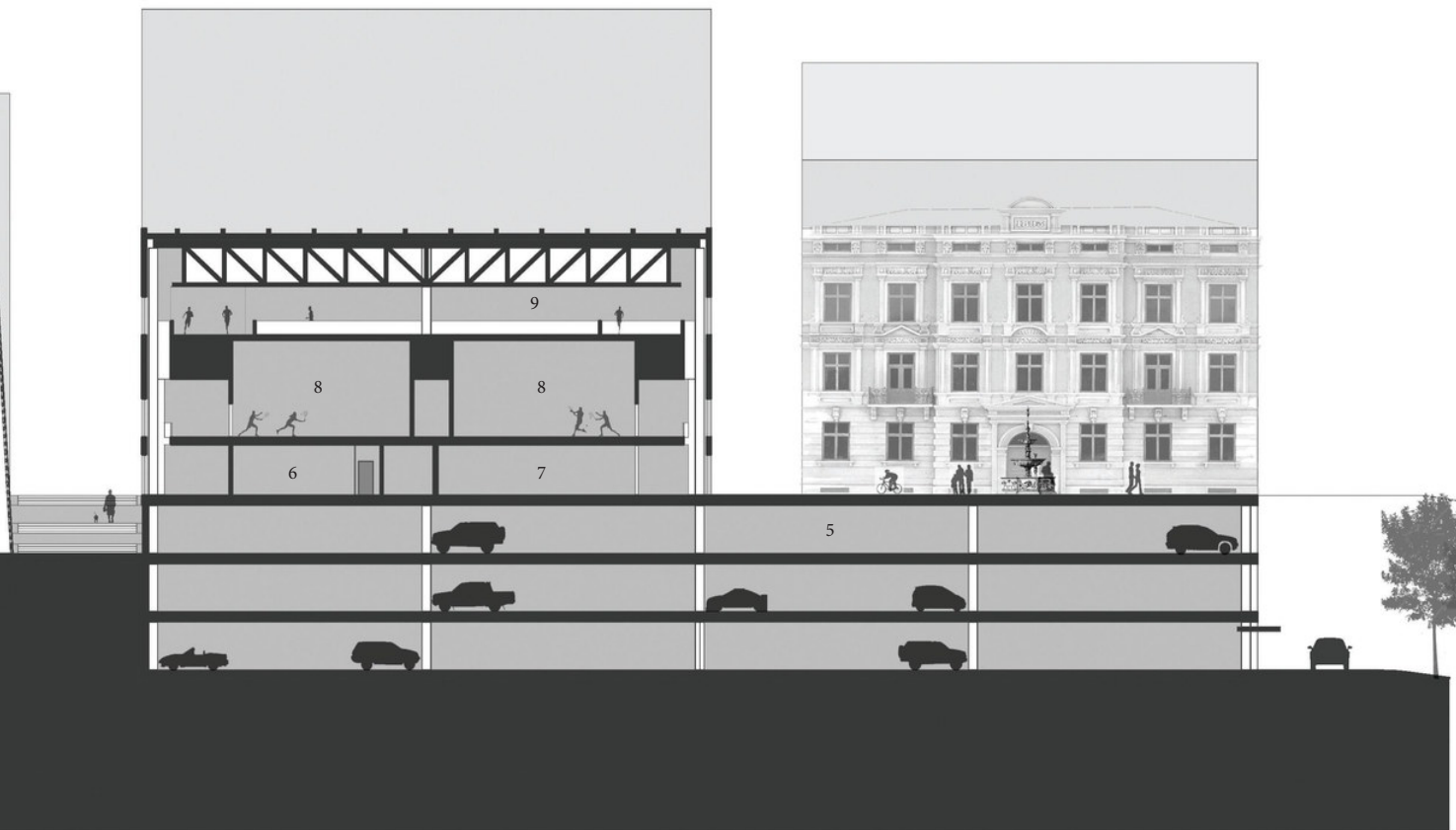
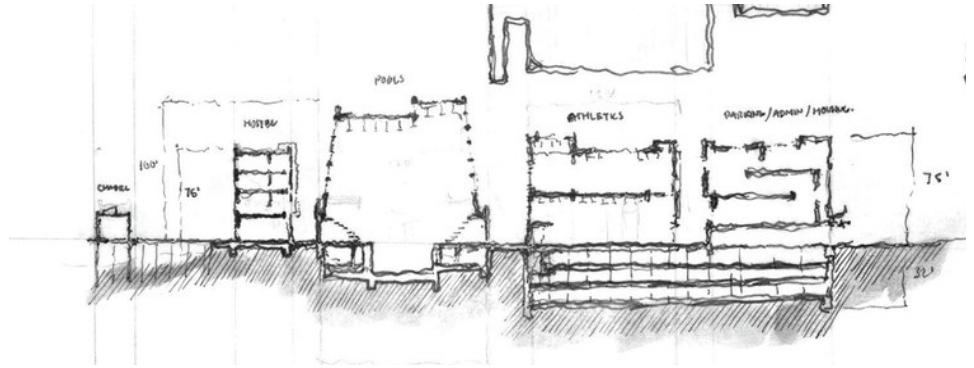
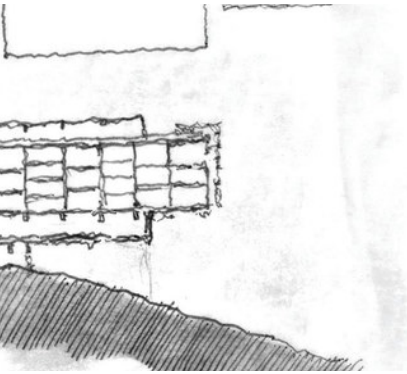
© Longitudinal Section - Hostel



Ⓓ Longitudinal Section - Athletic Center





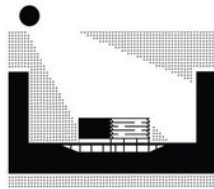




Overlooking YMCA Forth Worth from Trinity River



YMCA Aquatic Center



DALLAS CONNECTED CITY

Fall 2013 | Urban Planning Design Studio

Instructor : Kevin Sloan

Dallas Connected City aims to create awareness of urban design solutions capable of shaping the city of Dallas for the future. Among the key challenges of this project include the development of a more refined strategy for connecting Downtown to the Trinity River, assisting in securing future public and private investment, and developing a comprehensive integration of ecology, transportation, and land use. This in order to improve the livability and viability of the city.

Massive downtown underdevelopment is an issue that the city of Dallas has been trying to fight for decades. Areas adjacent to the highways are subject to slow growth and affected land value rates. Downtown Dallas represents not only our city's heritage but also our most economically productive area. Connecting Downtown to its river is essential for the future of the city of Dallas and its effort to become the greatest city in America.

The Dallas Connected City masterplan proposes a series of developments that will address some of the major issues of the city. Among the most important elements of this master plan include the decentralization of traffic away from the downtown area, the revitalization of the Trinity River, the development of a new system of pedestrian-friendly streets and the implementation of inhabited bridges as urban connectors.



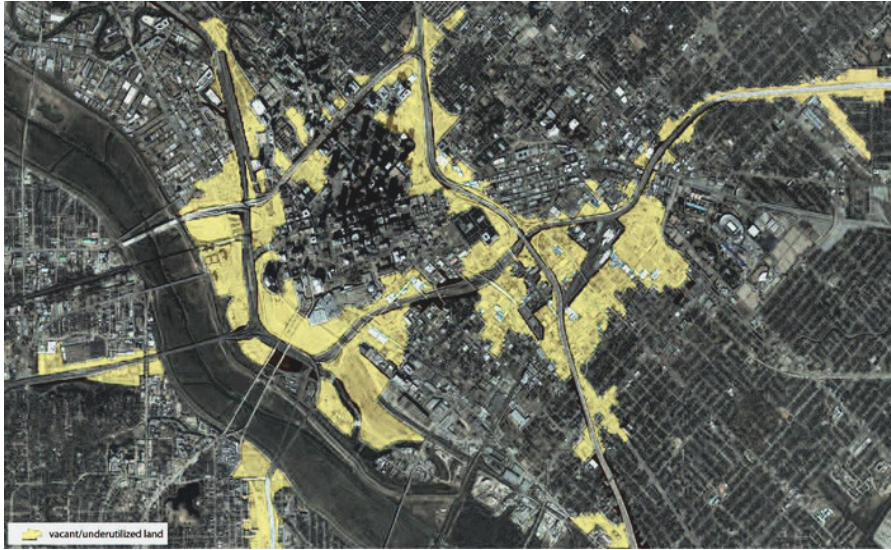
The Fragmented City

The existing highway system cutting through Downtown Dallas is by far the biggest cause of our city's fragmentation and massive underdevelopment. This issue prevents the city from growing to its fullest potential.

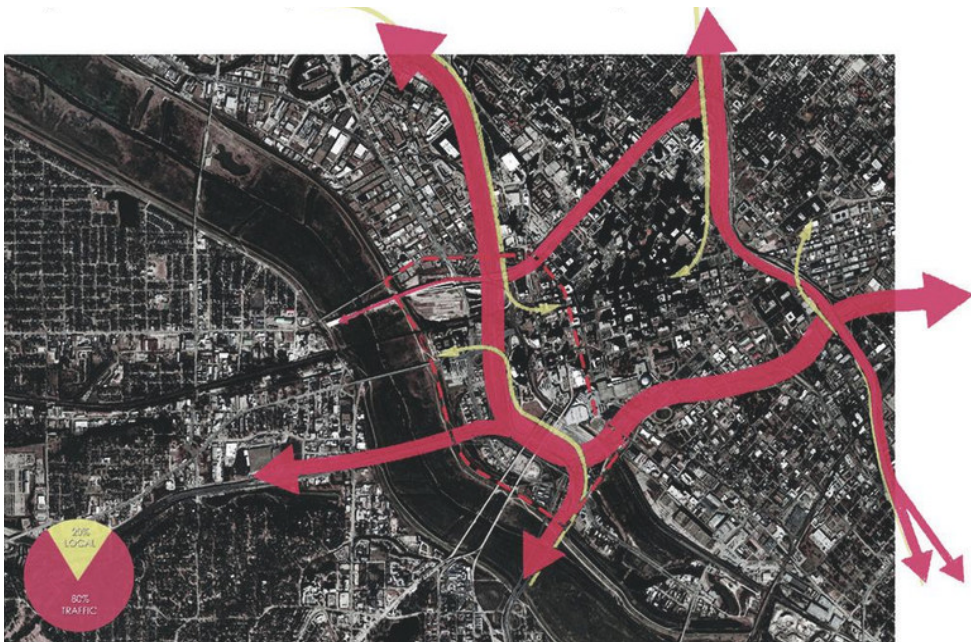
The Trinity River is a clear sign of the underdevelopment caused by the existing highways. The gap created between Downtown and the River is such that it prevents the city's growth and a major economic impact. Trinity River is not the only area affected by this issue, the west side area of the river is also highly impacted by this urban phenomenon.



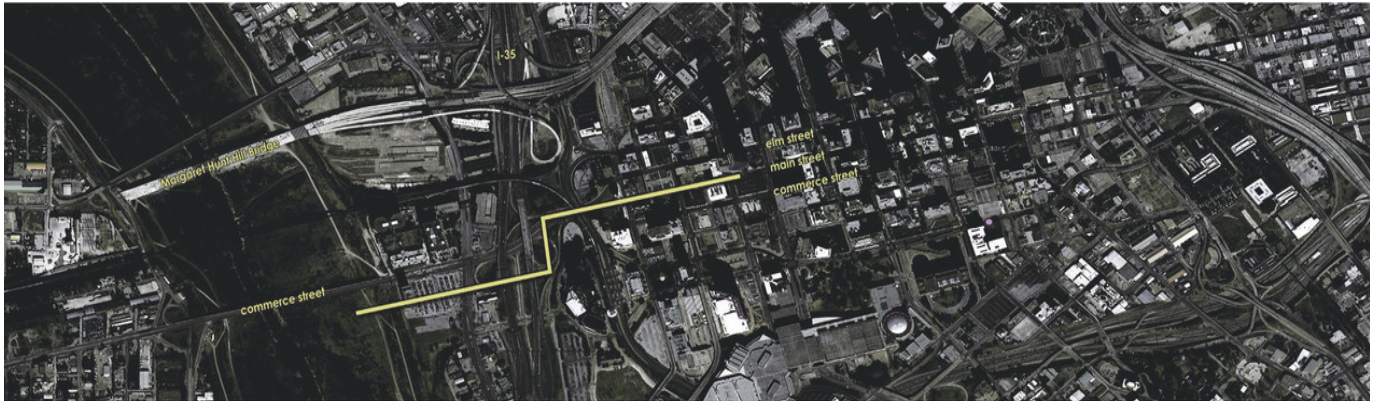
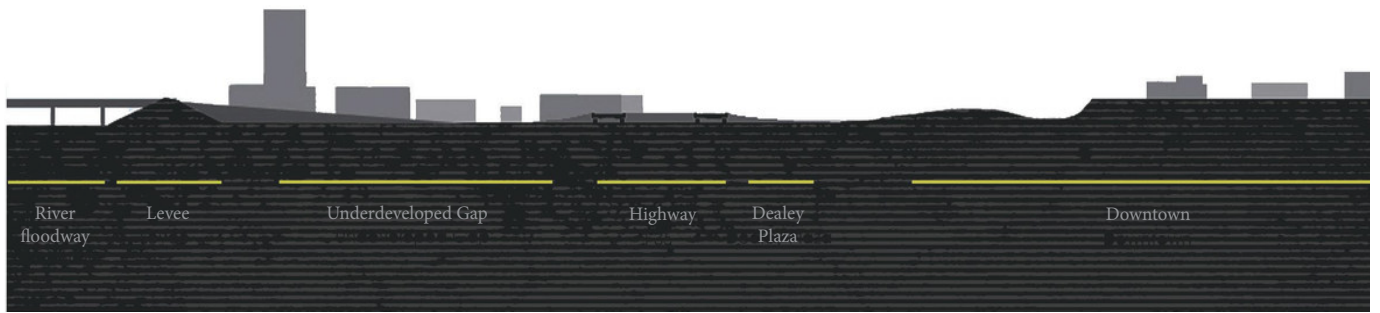
The Site



Underdeveloped Land



Traffic Issue in Downtown Dallas



Longitudinal Section Cut



Dallas' Grid Lines



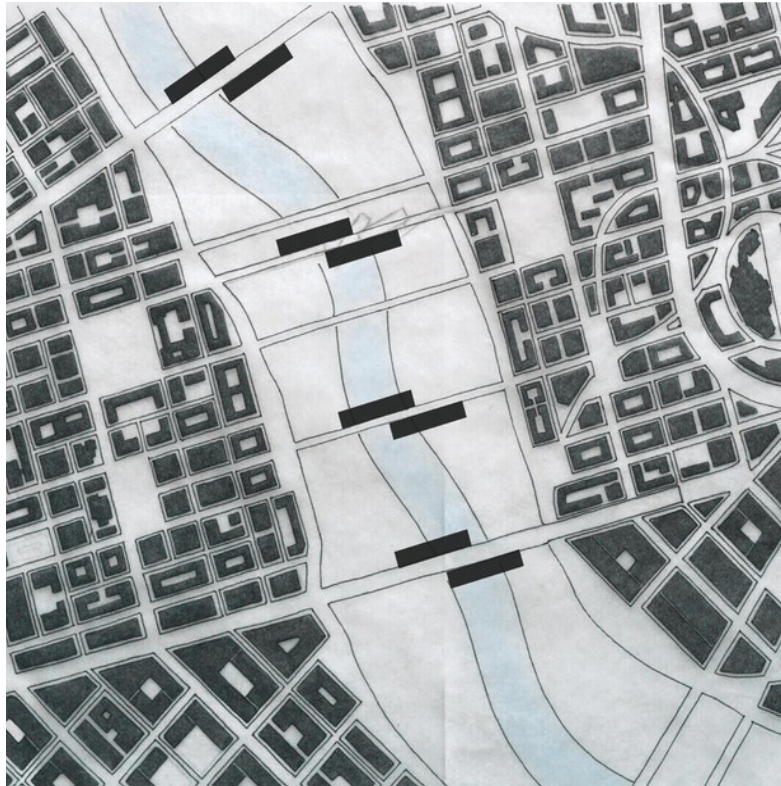
Proposed Land Value Distribution



Suggested Traffic Re-direction

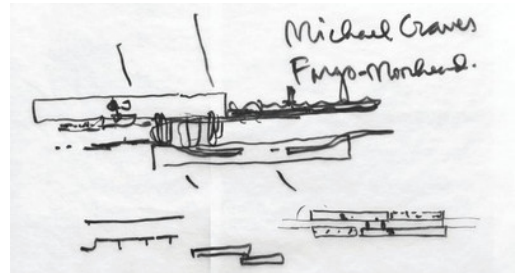
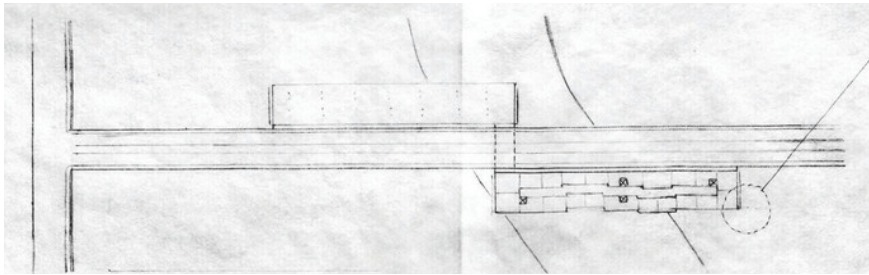
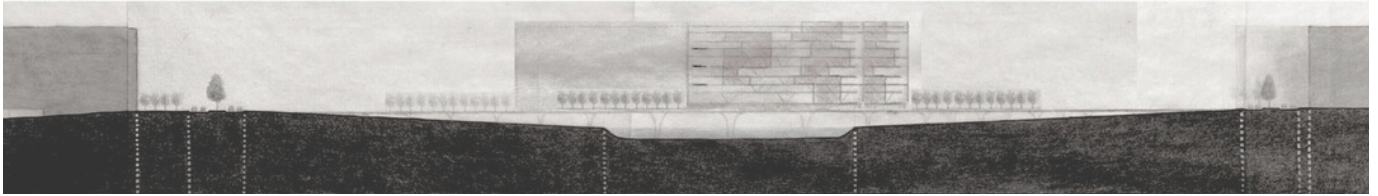


Proposed Subway Lines



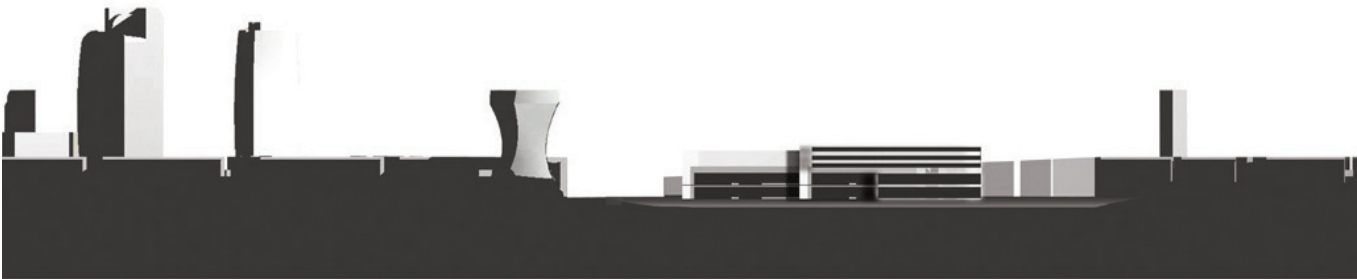
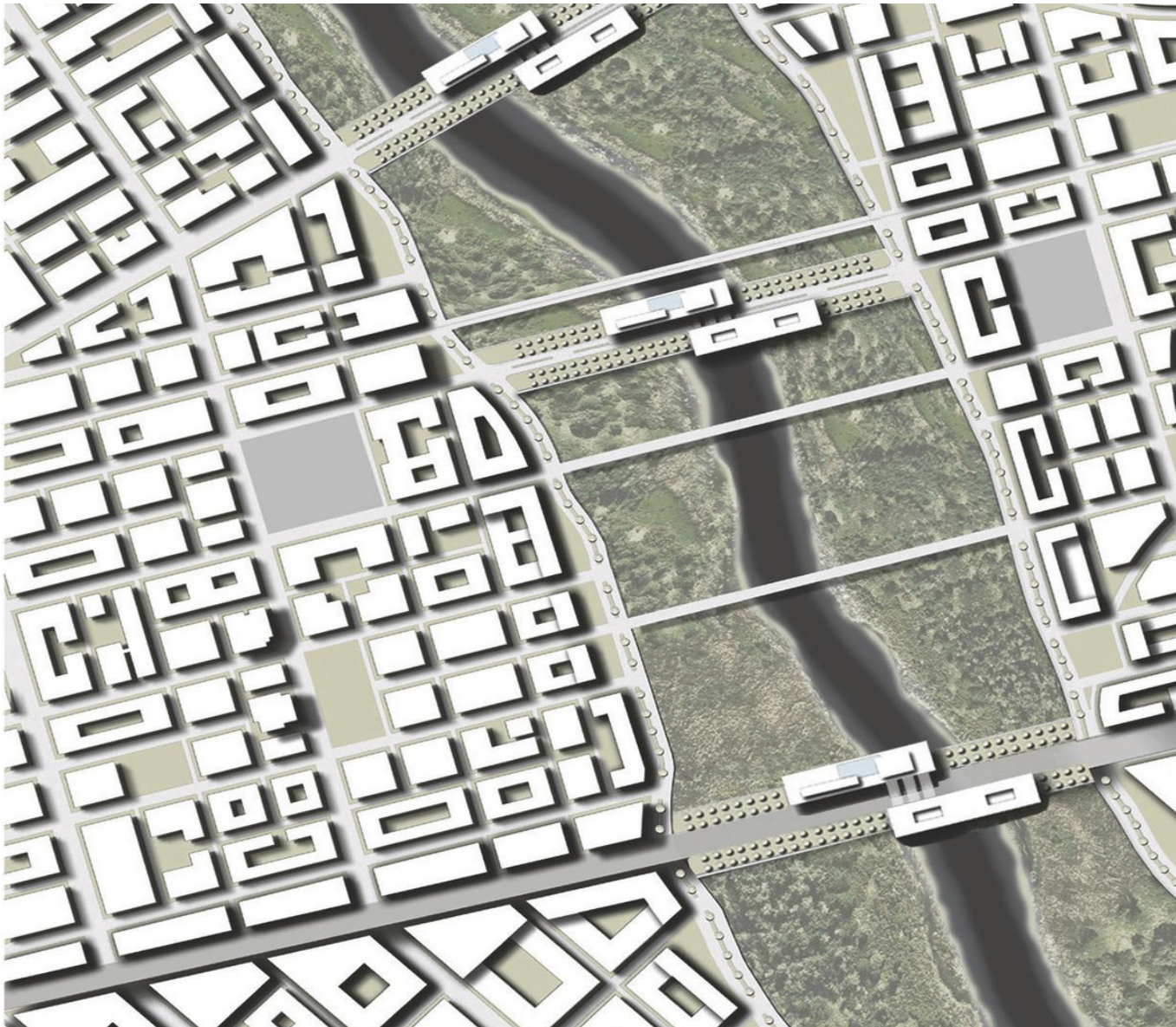
A number of street layouts ranging from small roads to wide avenues were proposed to replace the existing nonfunctional streets. The purpose of this is to create a more pedestrian friendly Downtown with the help of numerous strategic connection points throughout the city. Parks, shopping malls, pedestrian bridges and a series of new attractive plazas will be a catalyst for the proposed city's expansion.

The Series of proposed bridge buildings will represent the ultimate connection between east and west areas. These mixed-use buildings full of life and public spaces will become the new landmarks of the city.



A — A

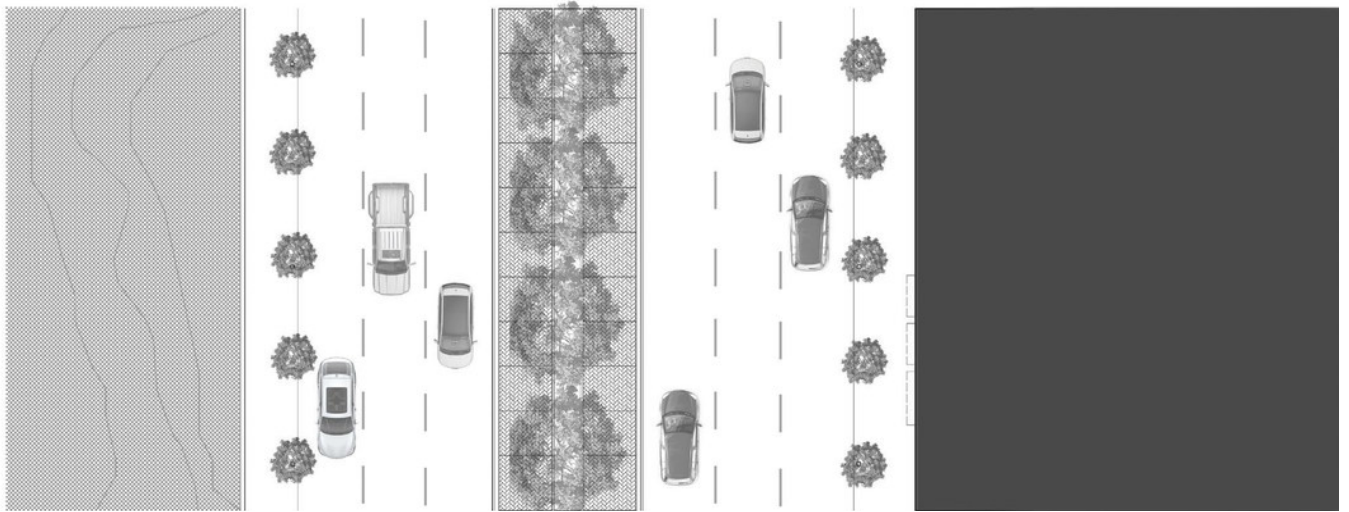
A — A



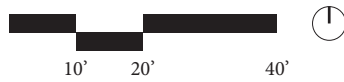
Downtown Dallas Master Plan (1)

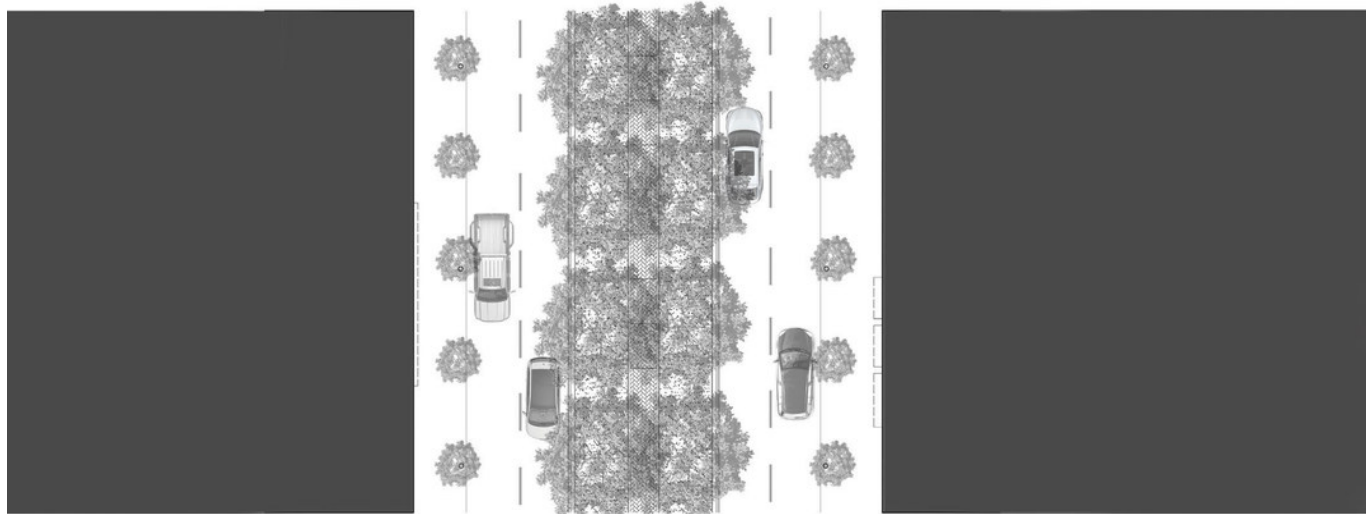
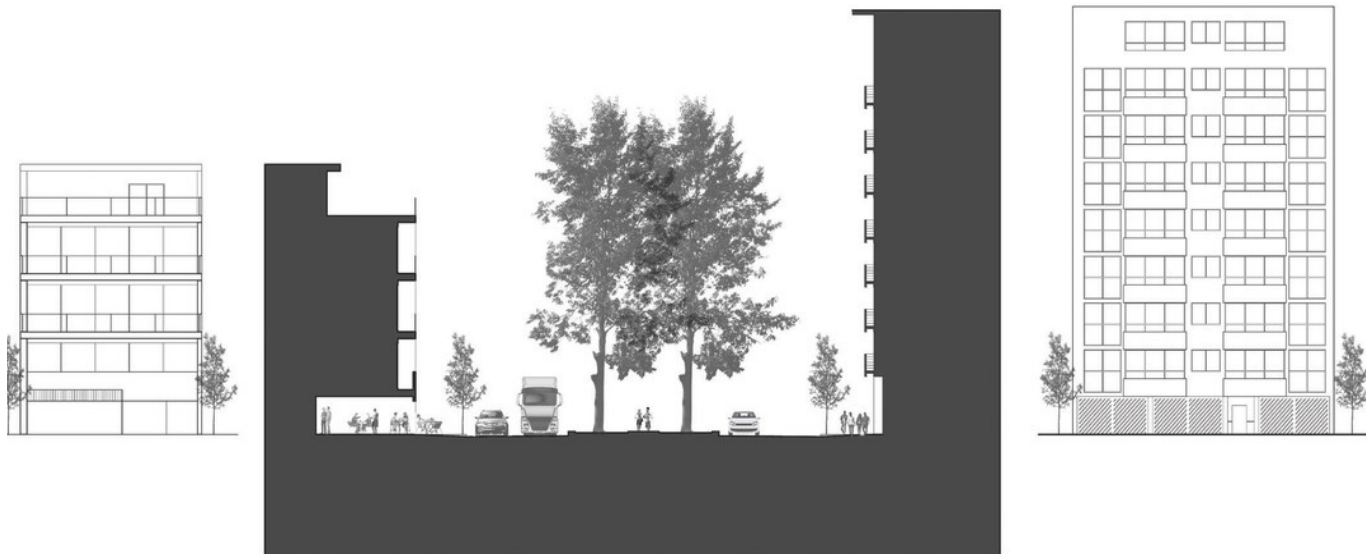




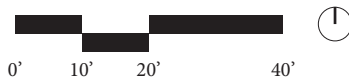


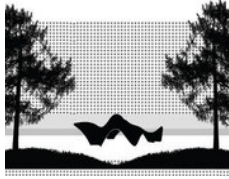
Ⓐ New Riverfront Blvd. East/West





Ⓑ Old Riverfront Blvd.





CAPPA PAVILION

Spring 2017 | Advanced Design-Built Studio

Instructor: Robert Pavlik

The studio course focused on the design and digital fabrication of a lightweight, deployable canopy structure, which is now permanently installed at a site adjacent to the CAPPA building at the University of Texas at Arlington. This design project rigorously addressed a research question that focuses on lightweight sheet materials and developing of two-dimensional patterns that rapidly assemble into three-dimensional spatial forms. The goal of such assemblies was to exploit efficiencies of material use, transportation costs, and on-site erection time. This design problem aimed to arrive at a prototypical solution, a model and principle which could be widely adapted to a range of contextual situations.

A history of form-finding methods was researched through precedent analysis, including contemporary computational strategies, and the corollary techniques required for realization. Emphasis was placed on the integration and relationships between design processes and methods of structural analysis, fabrication of components, and construction techniques. This course will rely heavily on the process of prototyping as a means of knowledge acquisition. This means there is an expectation of continual experimentation with physical materials. The process of making physical artifacts will be the primary working method within this course.



Ruled Lines

Part 1

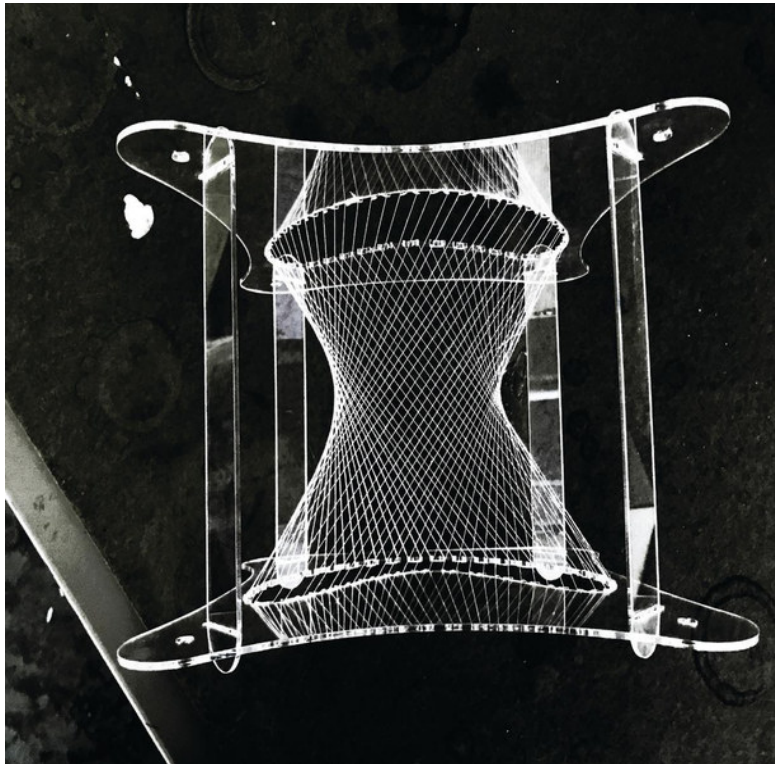
The first part of the project focused on the construction of “Ruling Lines” that stretch between curves located on opposite sides of a flat plane. Using the Divide command in Rhino and Grasshopper to create a series of lines between resulting points, experimenting with the number of divisions and offsetting the starting point as desired, curves could then be opened or closed, even broken into multiple segments.

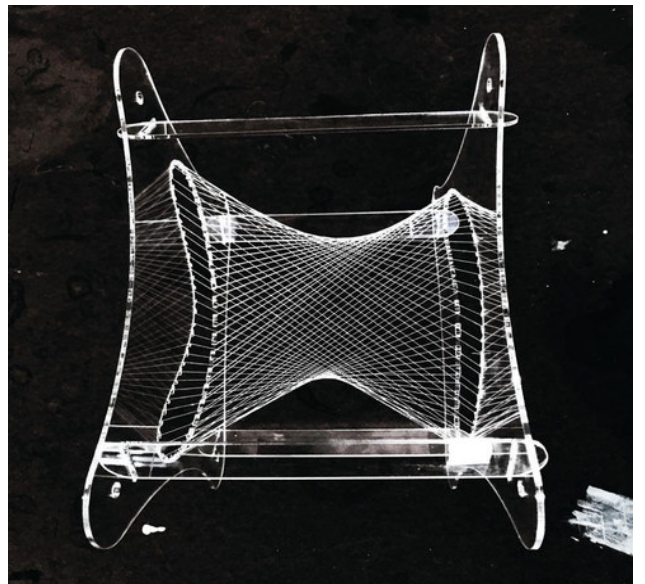
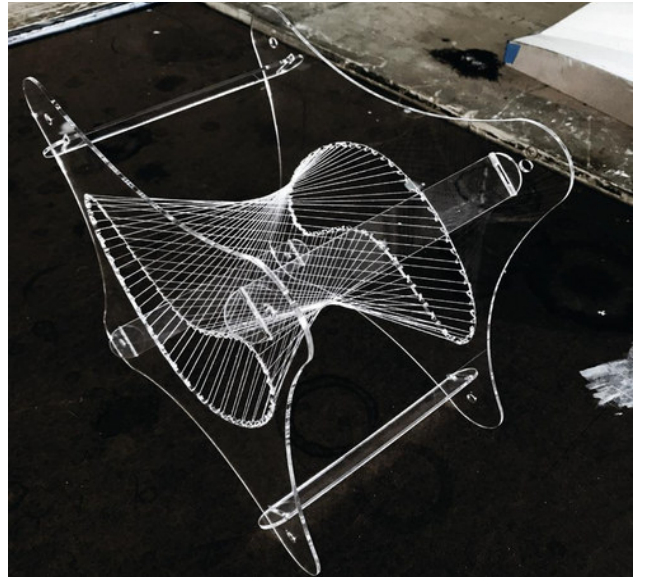
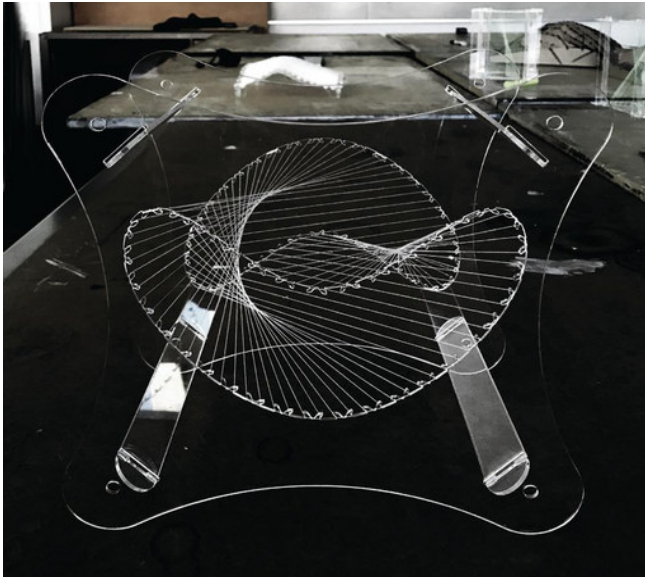
PROGRAMS:

Rhino and Grasshopper

PARAMETERS”

6”-8” Plexiglass Construction





Developable Surfaces

Part 2

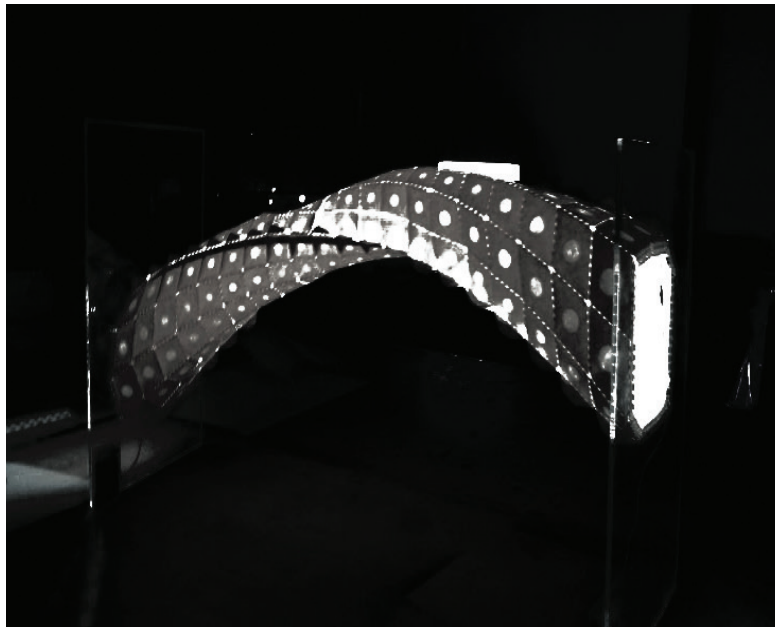
The second part of the project involved the creation of a surface which contained a significant amount of compound curvature, while also exploring and developing a series of cellular approaches and fabrication skills. The main objective was to be able to break the surface down into pieces that could then be rebuilt as developable surfaces. Laser cutting and assembling the pieces from white cardstock or bristol board were the methods of choice for this exercise.

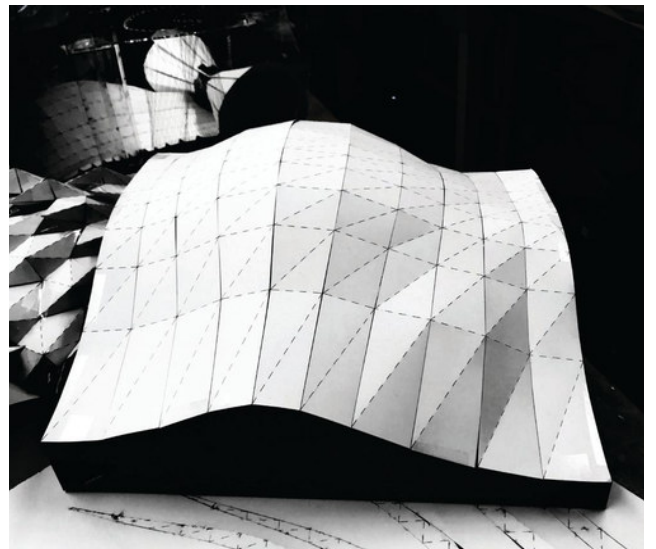
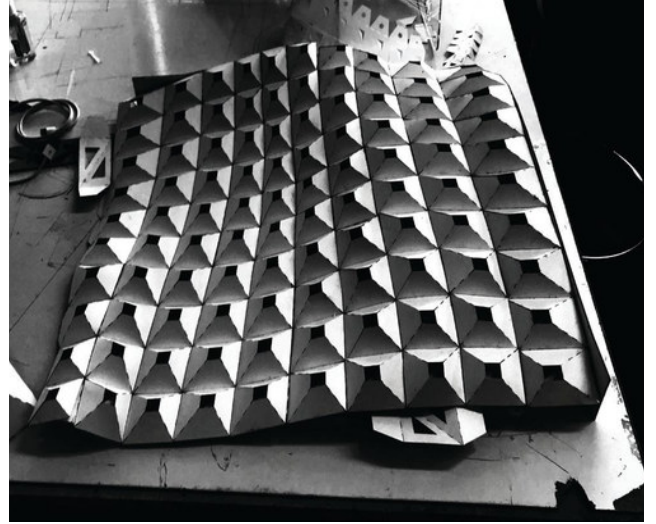
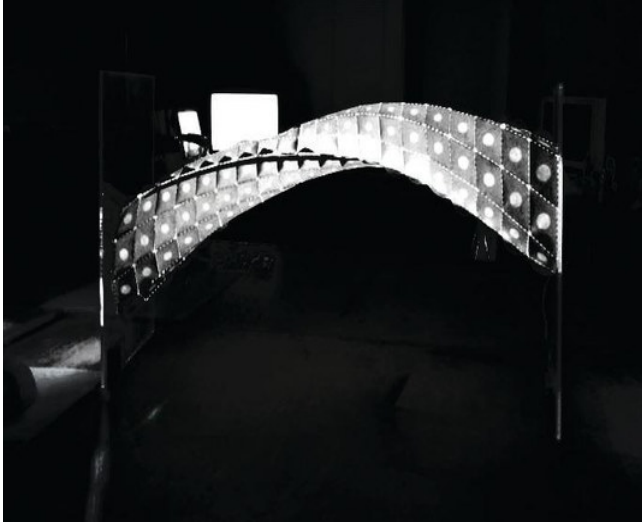
PROGRAMS:

Rhino and Grasshopper

PARAMETERS*

18"-24" Plexiglass Construction

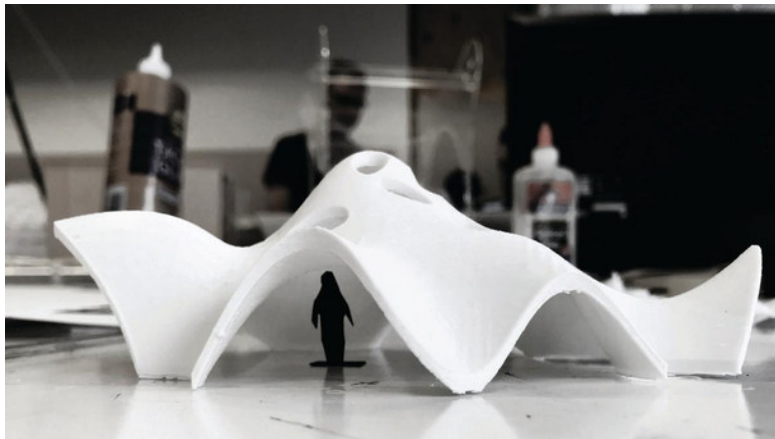
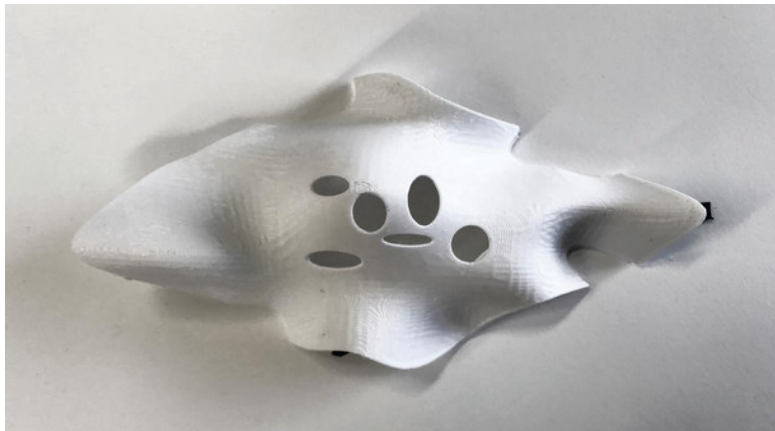


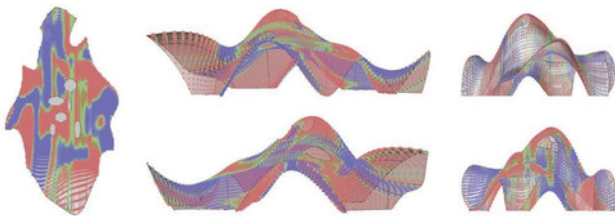
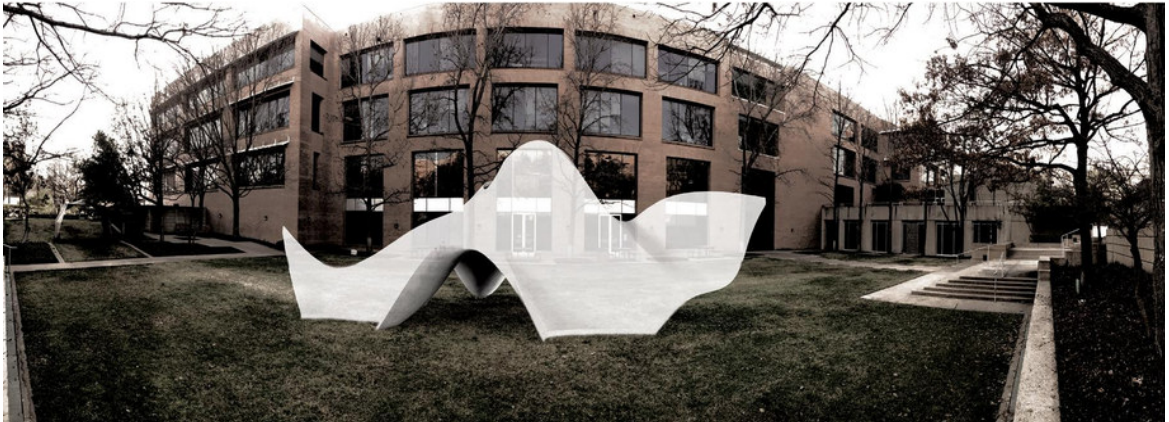
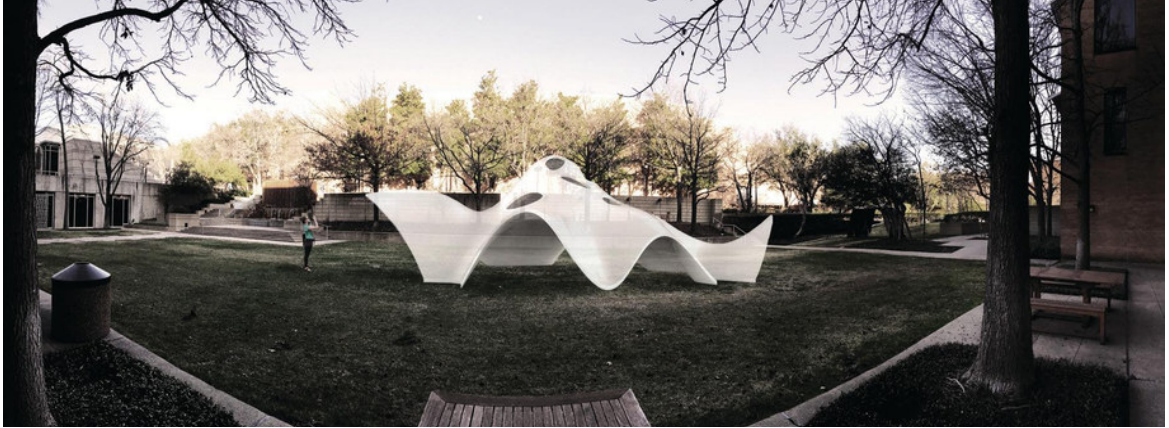


Design Competition

Part 3

The third part came in the form of an individual design competition. This new exercise involved the utilization of the previously researched skills and techniques to produce a pavilion-like structure that would carry some of the main elements from previous exercises. The main objective of this new exercise was to create a standalone surface with enough compound curvature and capable of standing its own weight without the need for additional structural elements





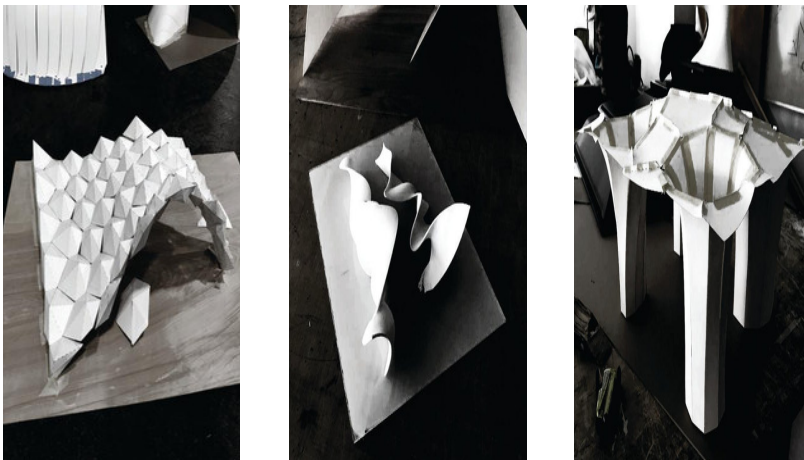
Lofts, Walls, Trunks

Part 4

Three major design approaches emerged as the most successful systems from the design competition exercise. Lofted surfaces, Two walls system, and Trunks system were the ones who presented the highest level of development and thus the greatest chances for future success.

Part four of the project aimed to explore these three different design approaches and push their possibilities much further. Divided into groups of five, the idea was to focus on each of these options individually in terms of structure, materials, constructability, cost, aesthetics and site adaptability.

In order to get a better understanding of the structural capabilities of the materials, the project sizes were increased to approximately 24" long by 24" wide. This opened up the spectrum of possibilities and produced a series of highly intricate solutions. In the end, Lofted Surfaces became the method of choice and the group decided to carry on with this exciting approach.



Lofts, Walls, Trunks

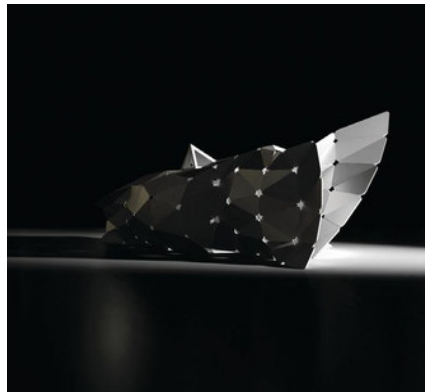
Lofted Surface

Lofted System utilized grasshopper as the main form finding tool in order to achieve a shape comprised of separate hexagonal cells, providing enormous structural and aesthetic capabilities, while also simplifying the constructability of the canopy.



Two-Wall System

Two-Wall System was formed by two organic parallel walls creating a narrow passage and opening above, inspired by the wonders of the Grand Canyon apertures which provided great aesthetics and light effects.



Trunk Surface

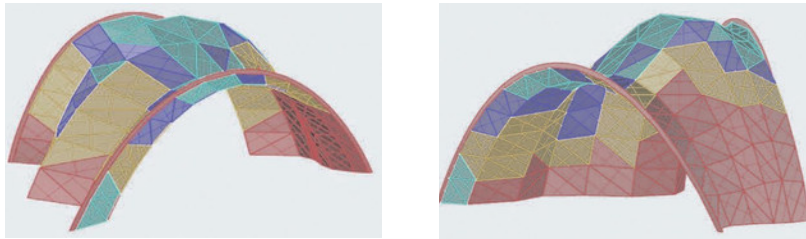
Trunks System represented a viable solution structurally wise due to the columnar trunks placed on each one of the corners. The system provided enough space within the trunks which served as individual rain gardens.



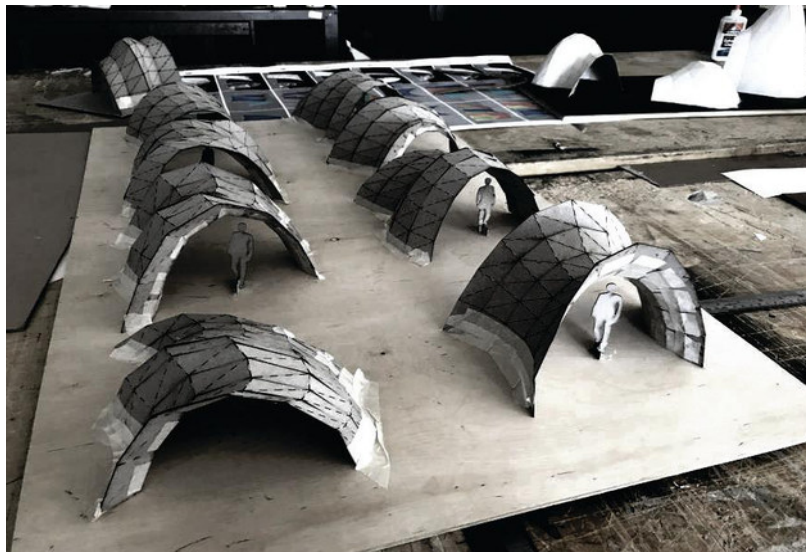
Form Finding

Part 5

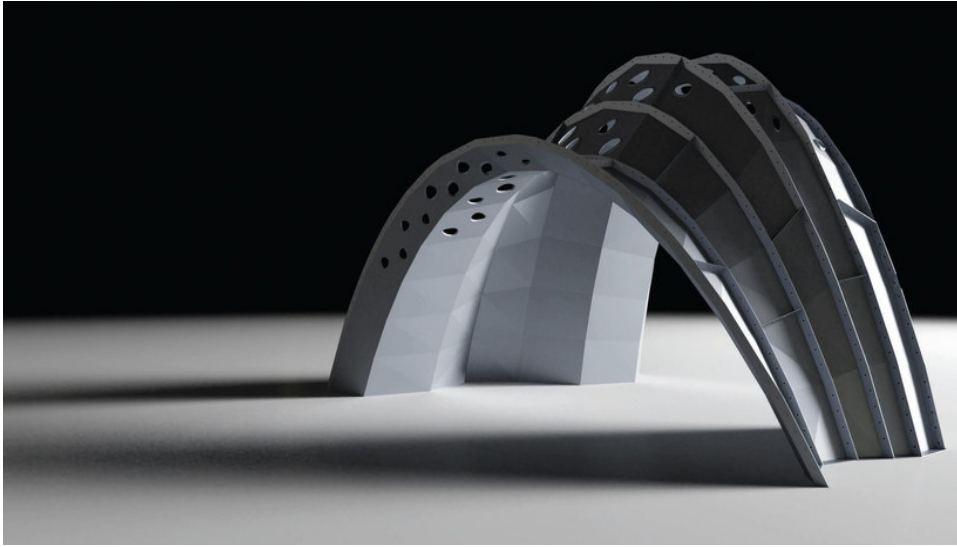
With the unanimous selection of a Lofted Surface as the final design approach to follow. Part five of the project involved the further exploration and development of the piece to be constructed. Several options were presented but only one of those presented the maximum level of compound curvature and structural viability, while also conforming with all cost, site, aesthetics and constructability parameters previously established.



Positive Compound Curvature



Form Finding



Final Form

Testing Process

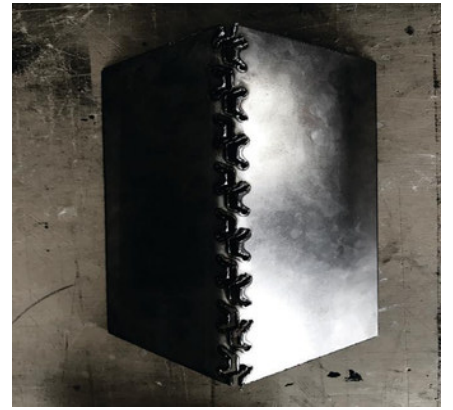
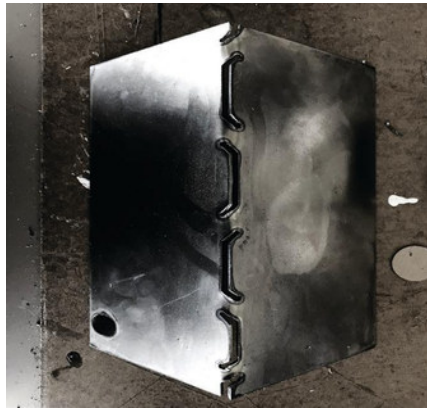
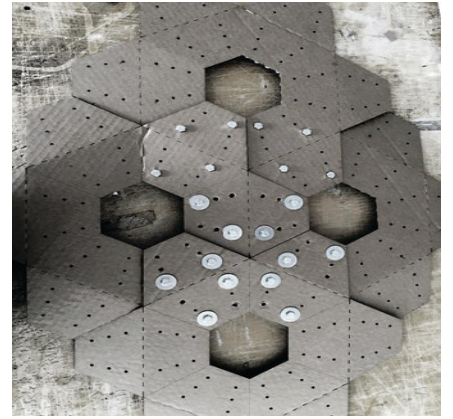
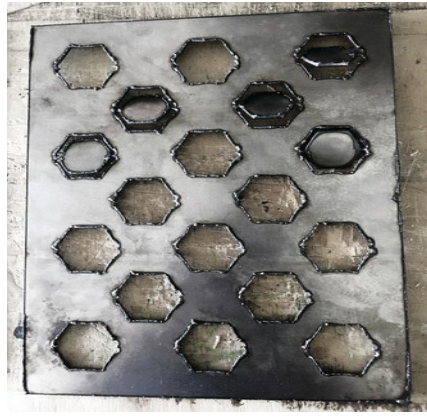
Part 6

After the selection process and having decided on the lofted system approach and steel as the material of choice due to its high structural and weather resistive properties. The next step involved a great number of testing exercises that helped us with the final process of construction. These testings not only involved sheet perforations and edge connections but also the careful planning of the sheets in order to save the highest amount of time and material.

With the final design digitally finalized, it was only a matter of time before we figured out the easiest and more cost effective way of producing the individual pieces. This testing learning curve period also included some time allocated to our familiarization with the software and steel cutting machines and tools to be utilized during the final production stage.

This testing period allowed us to find more viable solutions for the final assembly of the parts. A system of triangulated strips, folded edges, and strategic perforations became the final approach we as a group decided to adopt.





Final Production

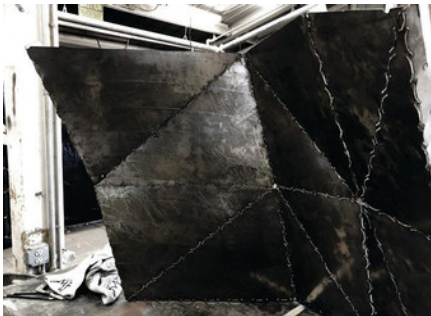
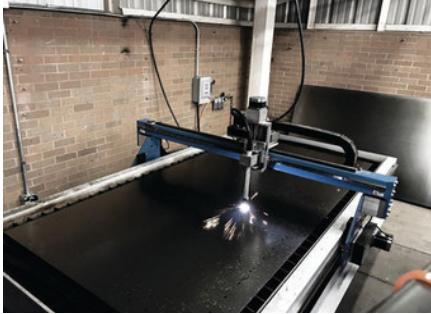
Part 7

The overall form was divided into a series of strips then subdivided into smaller pieces in order for them to fit within the total area of the steel sheets. These smaller pieces were also triangulated with foldable perforations that shaped the overall structure. A series of steel tools were also designed and manufactured by our team in order to aid with the production of the final pieces.

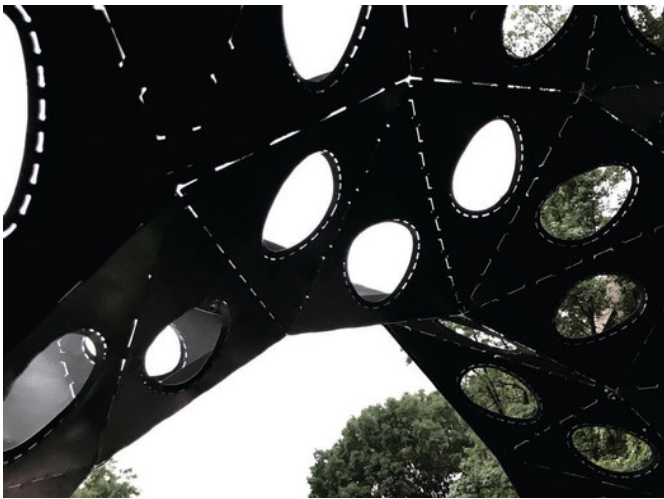
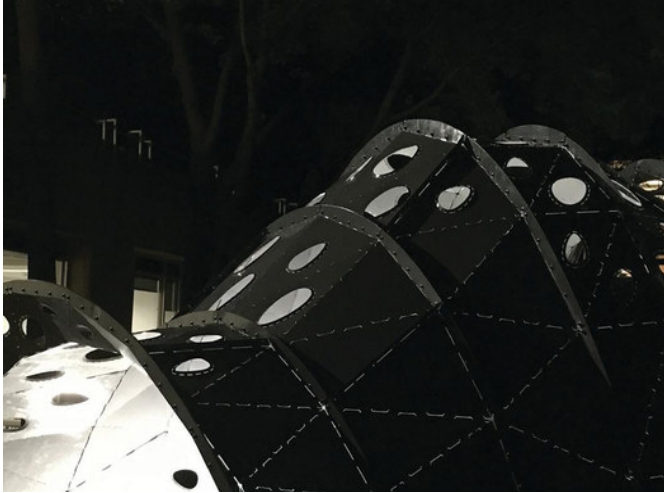
A system of perforations which helped reduce the overall weight of the piece was developed. These perforations were also intended to bring in some interesting light effects as well as reducing some of the lateral wind forces acting upon the object. Final pieces were then carefully sanded and several coats of primer and paint were applied to avoid the object's susceptibility to moisture oxidation when being exposed to the elements.

A wooden sill plate was constructed and placed on site in order to help reduce the Pavilion's impact on the existing ground and to facilitate with a possible future relocation. Once all pieces were constructed, the final Pavilion was put together on site and a system of LED lights installed to add a spectacular night effect.











THE NATURE OF PLAY

Spring 2017 | Advanced Design Studio

Instructor: Steven K. Quevedo

The project explores the nature of play and imagination and its relationship with all aspects of the design process, hoping that this exercise will allow us to discover new sources of inspiration and creative expression. Understanding this new design approach would not only provide alternative ways of thinking, but it would also help mediate between the wholehearted idealistic concepts of designers and the life-less methods of the often generic formal practice.

The Nature of Play consists of three parts, each of which precedes and informs the next. Part 1, “The Toy Reinvented” aims to investigate the essence of creative play and imagination through the design of a didactic toy made up of previously discarded toy pieces. Part 2, “Le Théâtre du Macabre” will transform the reinvented toy into a theatre stage set. Part 3, “Le Galerie of Toys, Artifacts, Drawings, and Other Curious Devices” will design a museum in a European secret location to be revealed later on via an ingenious scavenger hunt exercise curated by Professor Steven K. Quevedo.

The design intent consists of utilizing the newly acquired concepts of play and creative thinking and incorporating them throughout all three phases of the project. Unfortunately, during their lifetime, Architects are given only limited opportunities to freely express their formal ideas. Finding a connection between these ideas and the formal practice of Architecture is a great way for them to reach a satisfactory common ground.



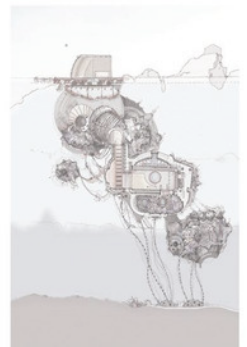
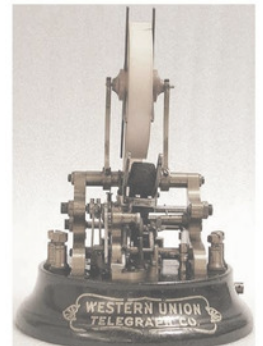
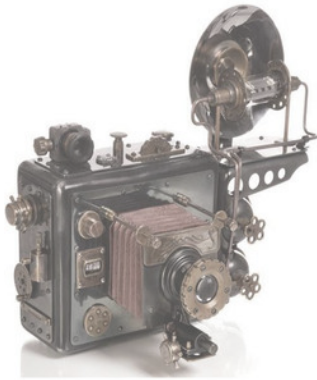
Le Théâtre du Macabre
43rd Ken Roberts Architecture Delineation Competition Finalist | 2017



ARCH 5670_PLAY

The advanced design studio will explore the nature of "play" in three projects. P_01: Toys will investigate the nature of creative play and imagination with the design of a didactic "toy". P_02: Le Galerie of Toys, Artifacts, Drawings and Other Curious Devices will design a museum in a secret location. P_03: Le Théâtre du Macabre will transform the toy to a theatre stage set.

ARCH 5670-Quevedo



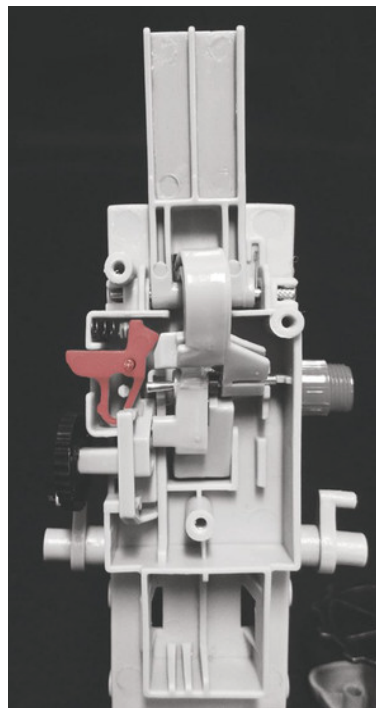
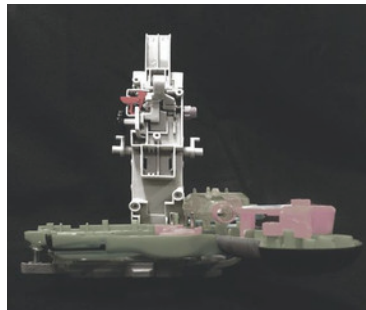
“Le Galerie of Toys, Artifacts, Drawings and Other Curious Devices”

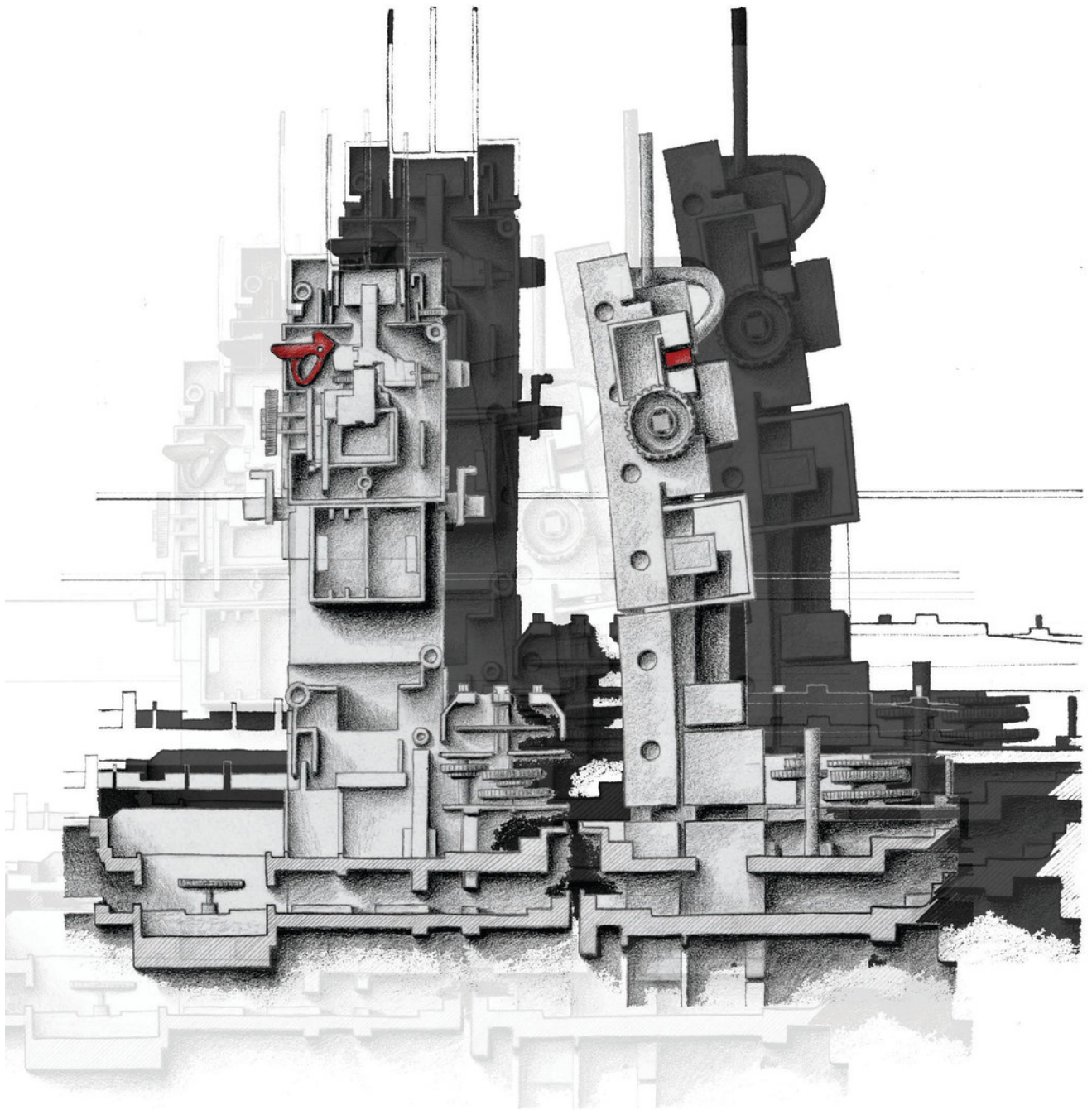
The Toy Reinvented

Part 1

“The Toy Reinvented” investigates the essence of creative play and imagination through the design of a didactic toy made up of previously discarded toy pieces. The final piece is inspired by the 1988 Japanese animated film “My Neighbor Totoro” and its tragic unofficial hidden meaning.

The toy has now been reinvented into a playset portraying the two opposite sides of the story. A grayed out sub-floor contrasts with the colorful upper floor filled with playful elements. An imposing tower-like element rises in the background depicting our main character as a powerful entity that watches over the playground with unknown intentions.





The Toy Reinvented

44rd Ken Roberts Architecture Delineation Competition Entry | 2018

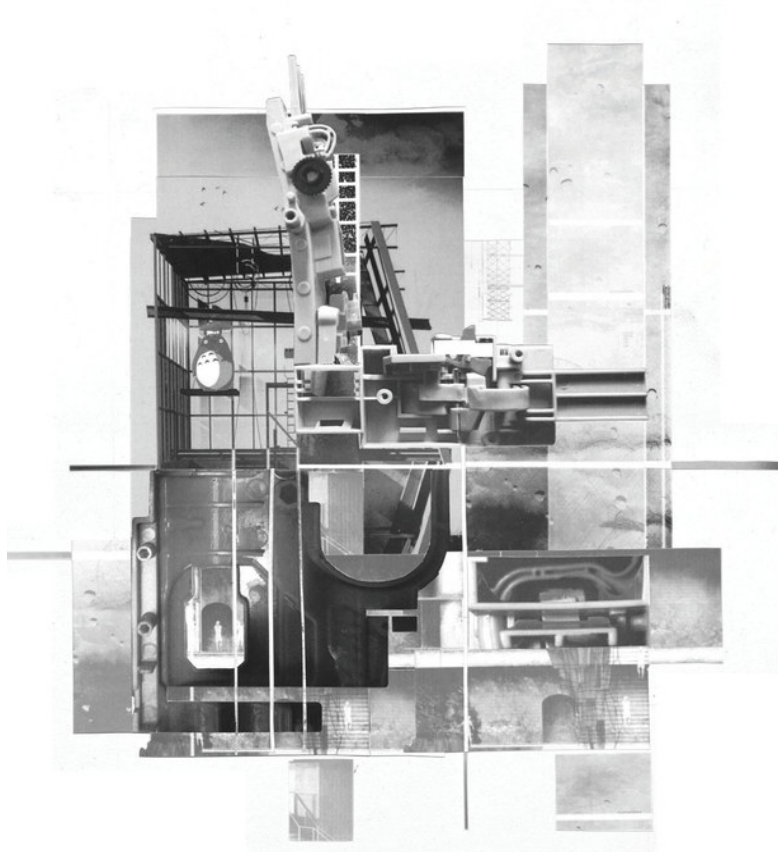
A Hand Drawing inspired by “The Toy Reinvented” exercise. To be displayed at the secret “Gallery of Drawings” inside Le Galerie of Toys, Artifacts, Drawings, and Other Curious Devices

Le Théâtre du Macabre

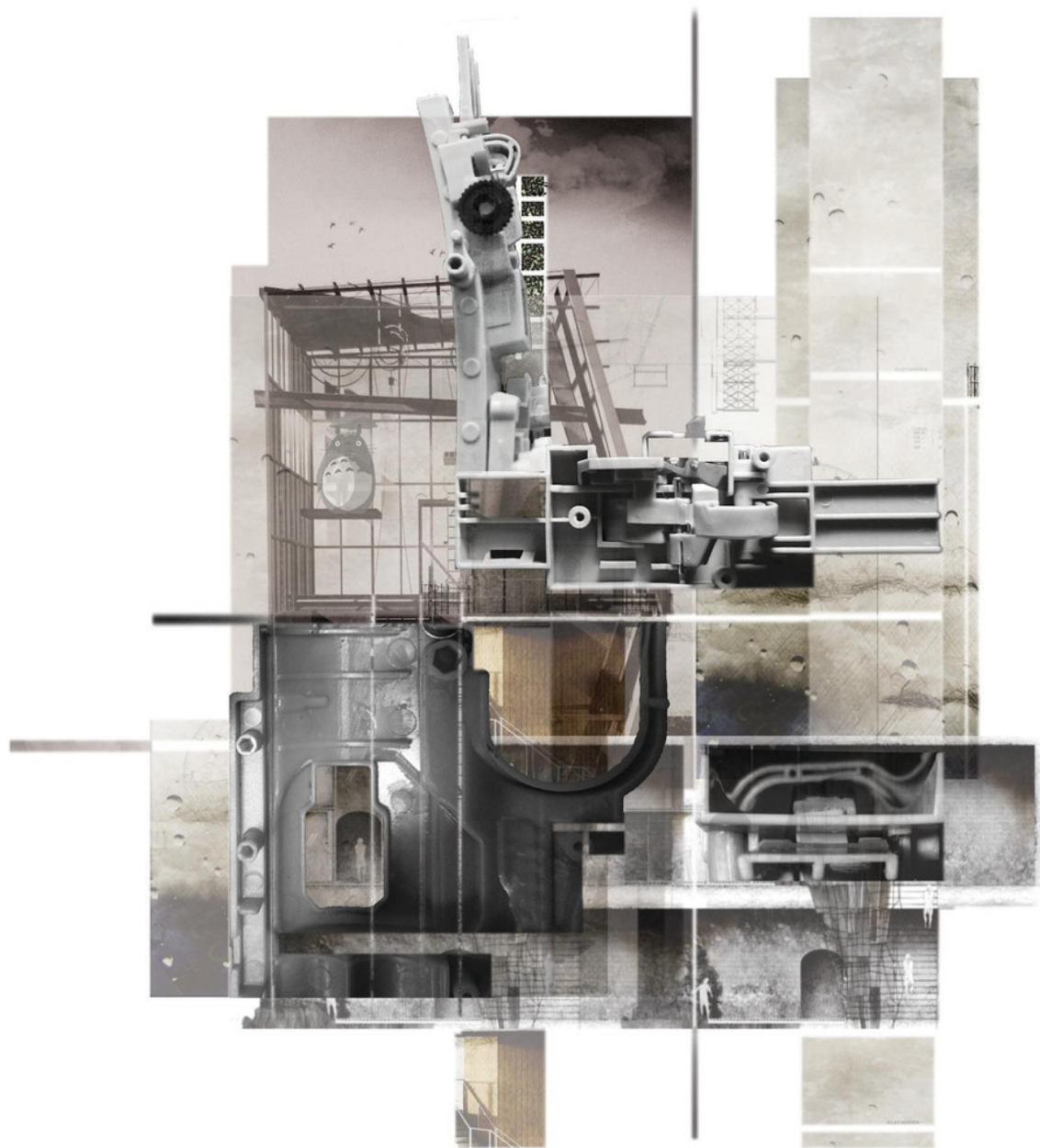
Part 2-A

The Theatre du Macabre is the second part from The Nature of Play project. This new exercise seeks to transform the existing reinvented toy into a theatre stage set through the use of various photomontage techniques. Architectural elements are to be extracted from the original toy utilizing photography and other types of mixed media in order to generate a final conceptual drawing that will carry on the original essence of the previous exercise.

Le Théâtre du Macabre will eventually be displayed at the secret Gallery of Drawings. Inside Le Galerie of Toys, Artifacts, Drawings, and Other Curious Devices Museum.



Le Théâtre du Macabre - Photo Montage



Le Théâtre du Macabre - Conceptual Drawing
43rd Ken Roberts Architecture Delineation Competition Finalist | 2017

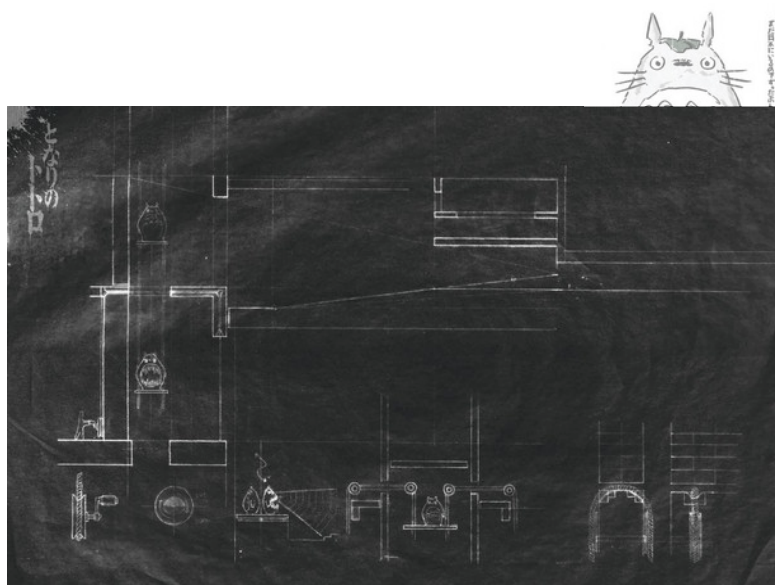
Le Théâtre du Macabre

Part 2-B

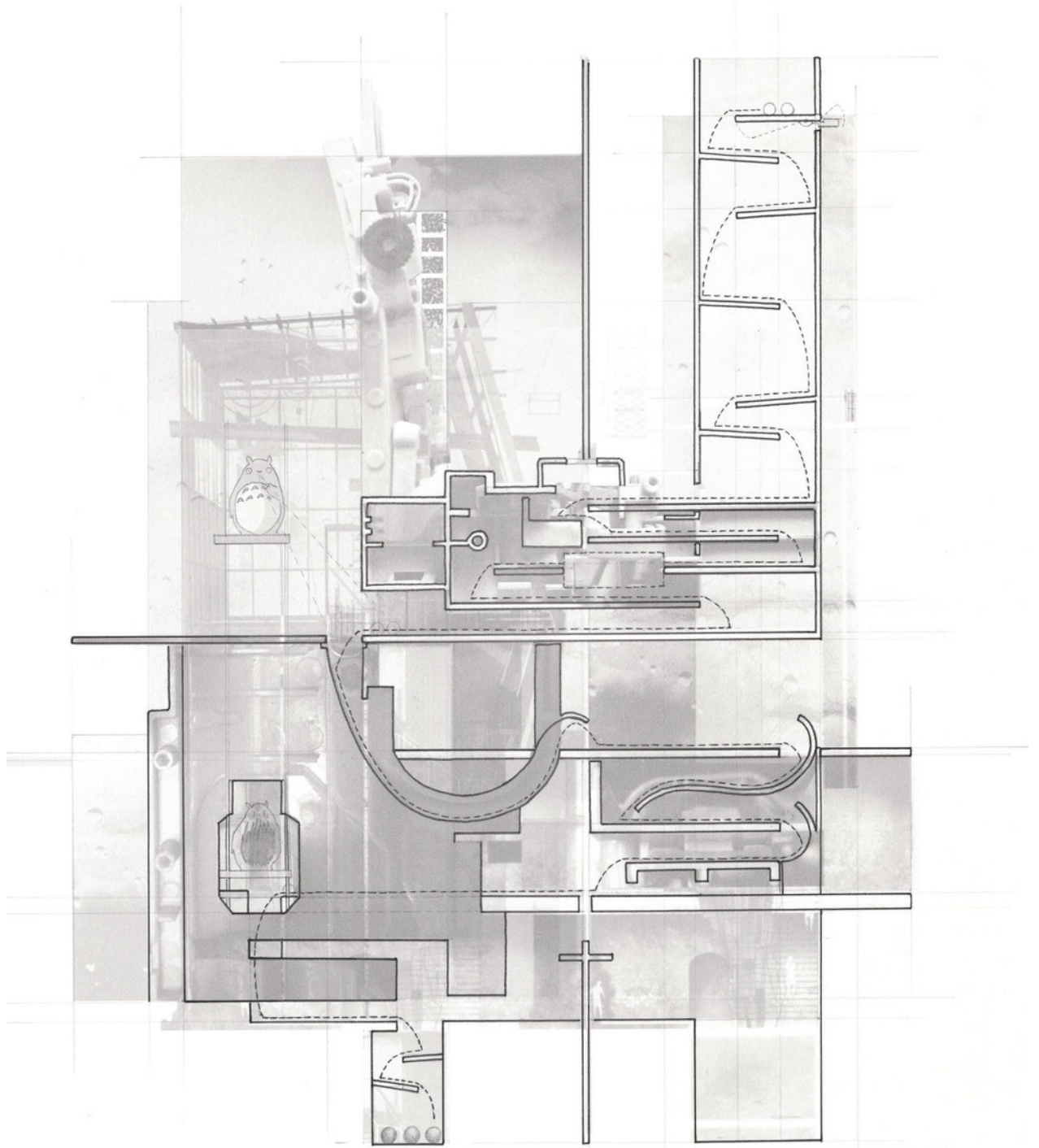
The second part of Le Théâtre du Macabre exercise takes the conceptual drawing previously developed to the next level by reverse engineering the entire process. For this new exercise, instead of creating a drawing out of a 3D object, we were to create a 3D object out of our conceptual drawing. This new object turned into an entirely new toy that incorporated all main elements from the previous exercises.

The idea behind this new toy was to retain the main characteristics of the original playset, while also being able to somehow reflect the two contradicting sides of the story in a playful way. The toy is divided into two separate and very distinct layers. The playset, which represents the ever told side of the story that everyone knows and loves, and The Maze, which represents the evil, tragic and hidden meaning from which the film seems to be originally inspired.

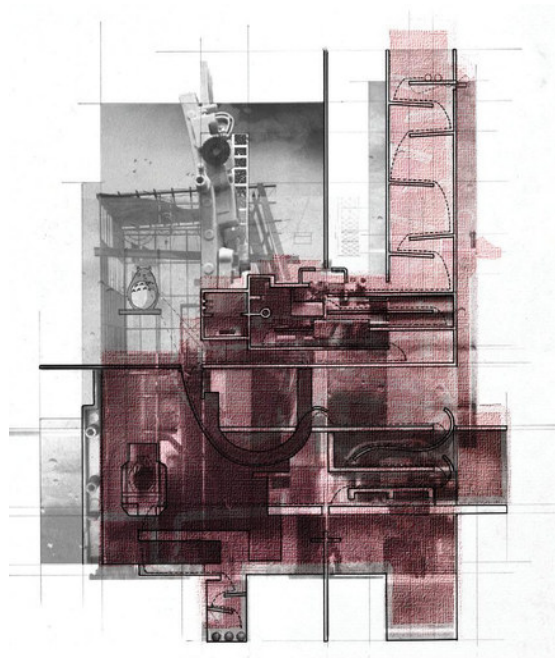
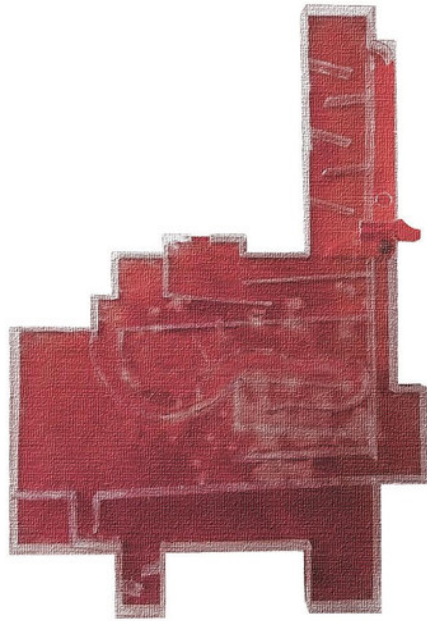
The Maze is a detachable piece that serves as a metaphor to the story. Only those willing to play with it will discover the truth behind it. The two balls represent sisters Mei and Satsuki from the film, and as the ball travels down the path, their secret journey begins to unfold. From their arrival into a new hometown, all the way to their first encounter with Totoro. “The Maze” takes us through a series of events before reaching the sister’s final destination, where a third ball patiently awaits for their arrival.



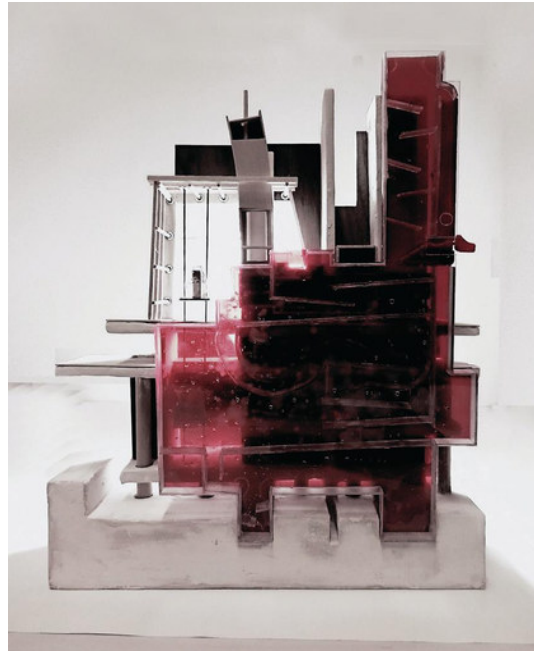
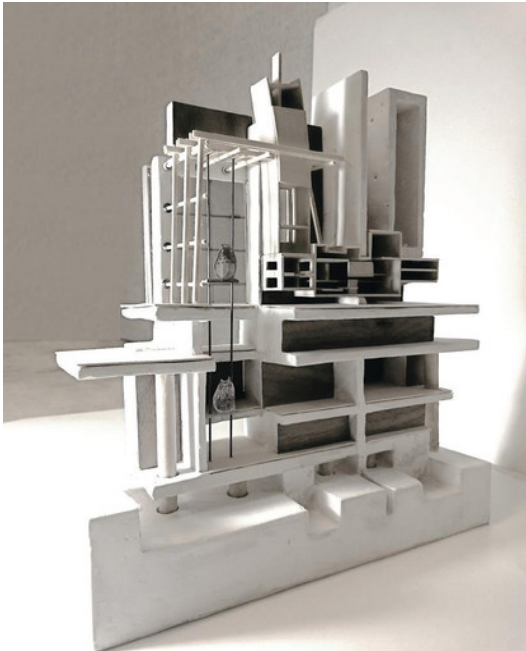
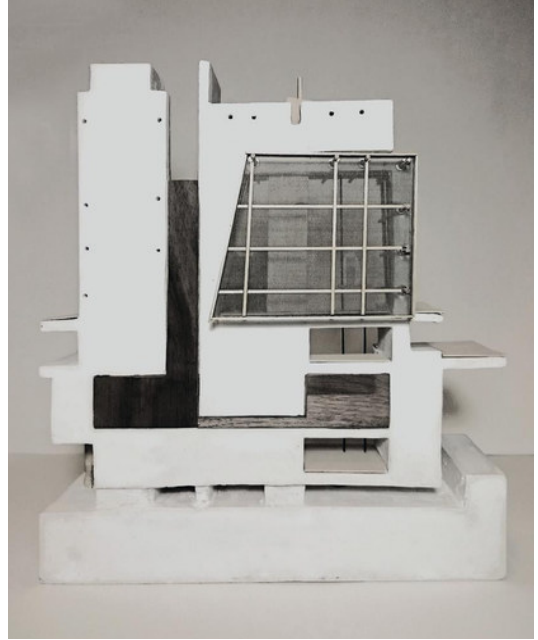
Le Théâtre du Macabre - Maze Concept Sketches



Le Théâtre du Macabre - Maze Concept



The Maze



The Final Toy
To be displayed at the secret "Gallery of
toys" inside "Le Galerie of Toys, Artifacts, Drawings and Other Curious Devices Museum"

Le Galerie of Toys, Artifacts, Drawings and Other Curious Devices

Part 3

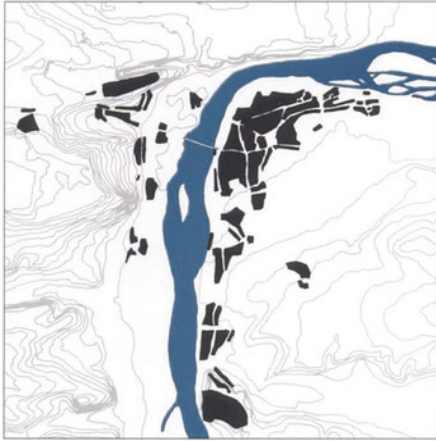
Le Galerie of Toys, Artifacts, Drawings, and Other Curious Devices is the third and final part on the Nature of Play project. This new chapter focused on the design of a new museum that housed a series of galleries inspired by the notion of Play as a form of research and creative design from the previous exercises.

Le Galerie of Toys, Artifacts, Drawings & Other Curious Devices is situated in the ancient City of Prague. Directly across from St. Francis de Assis Catholic Church and the Old Town Bridge.

Similar to the design of the toy, spatial sequences and section development was used as the operative beginning ideas towards the development of the partis.



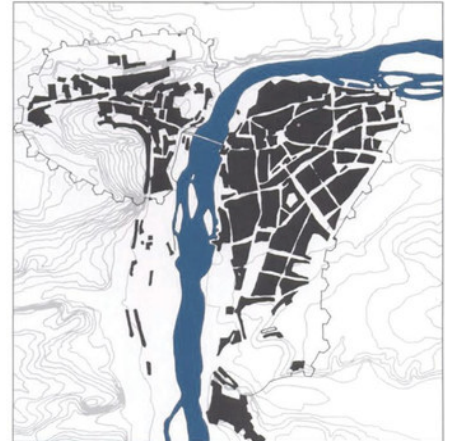
Prague, Czech Republic



Emergence and beginnings of Settlements until 1235



Medieval Metropolis 1235-1400



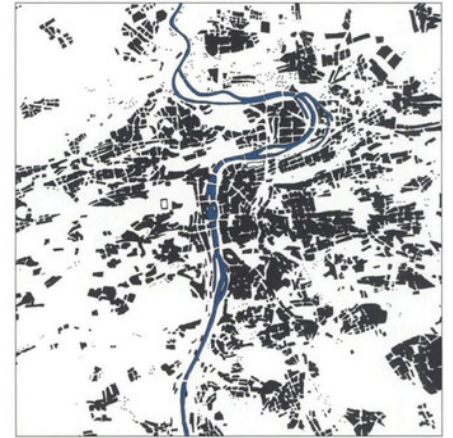
Renaissance and Baroque Residence 1400-1815



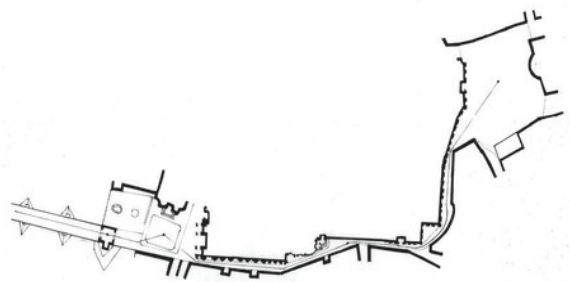
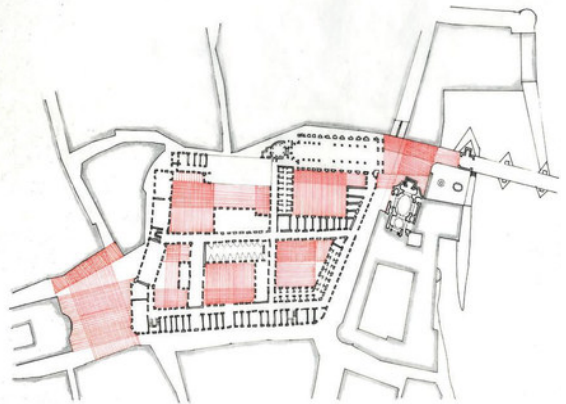
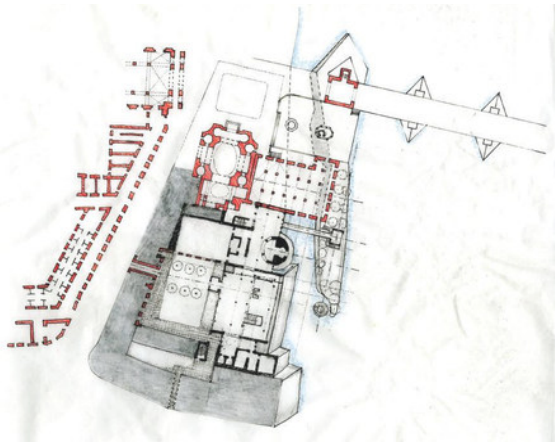
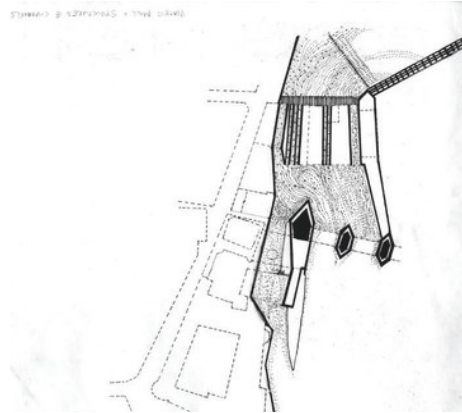
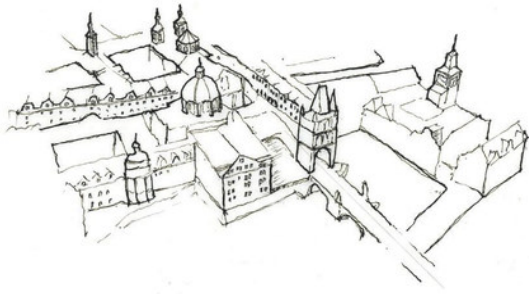
The City in the 19th Century 1815-1918



Prague, Capital of the CSR 1918-1948



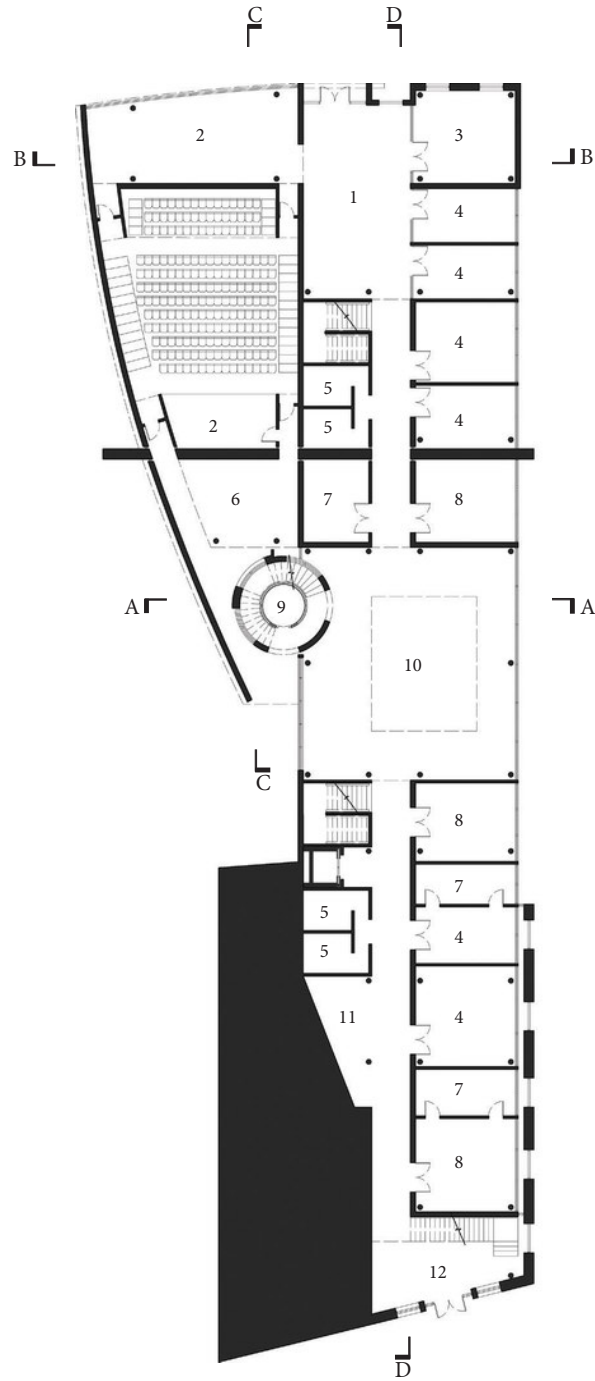
Million Metropoli Prague 1948-1995



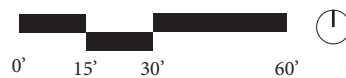
Site Analysis Sketches

Key

- 1 North Lobby (Main)
- 2 Theater Vestibule
- 3 Gift Shop
- 4 Administrative Offices
- 5 Restrooms
- 6 Patio
- 7 Mechanical/Storage
- 8 Conference Room
- 9 Tower
- 10 Temporary Gallery
- 11 Seating Area
- 12 South Lobby

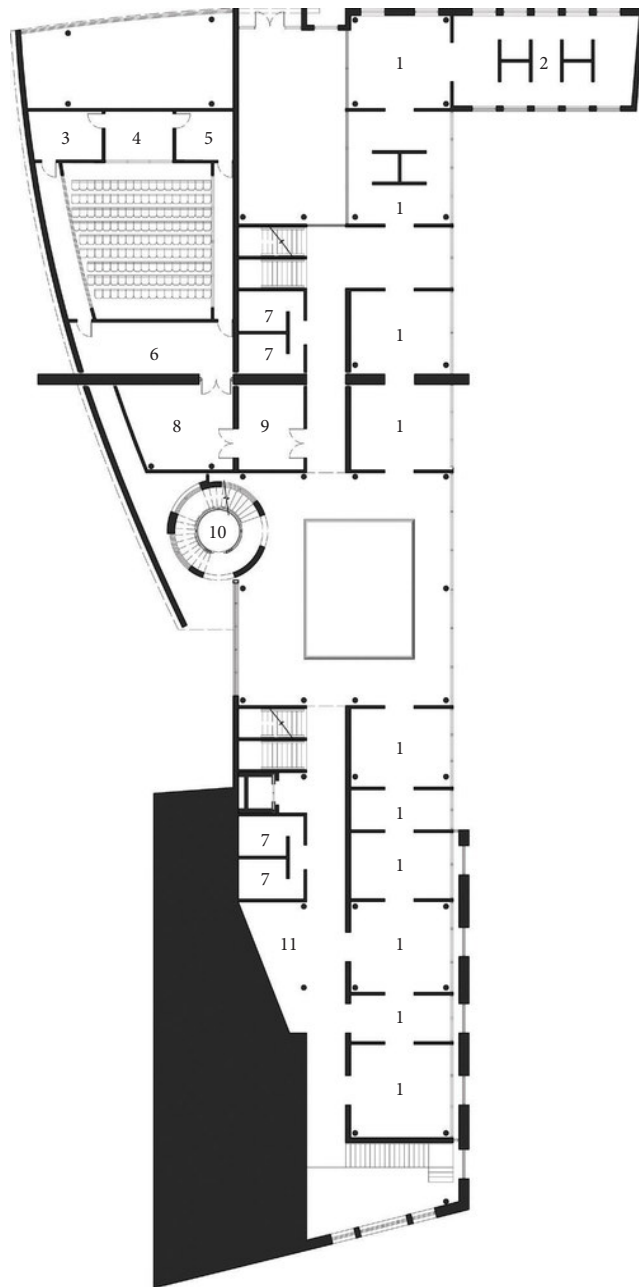


First Floor Plan

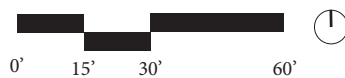


Key

- 1 Gallery Space
- 2 Secret Gallery
- 3 Theater Mechanical
- 4 Projection Room
- 5 Theater Storage
- 6 Make up
- 7 Restrooms
- 8 Costumes
- 9 Storage
- 10 Tower
- 11 Seating Area

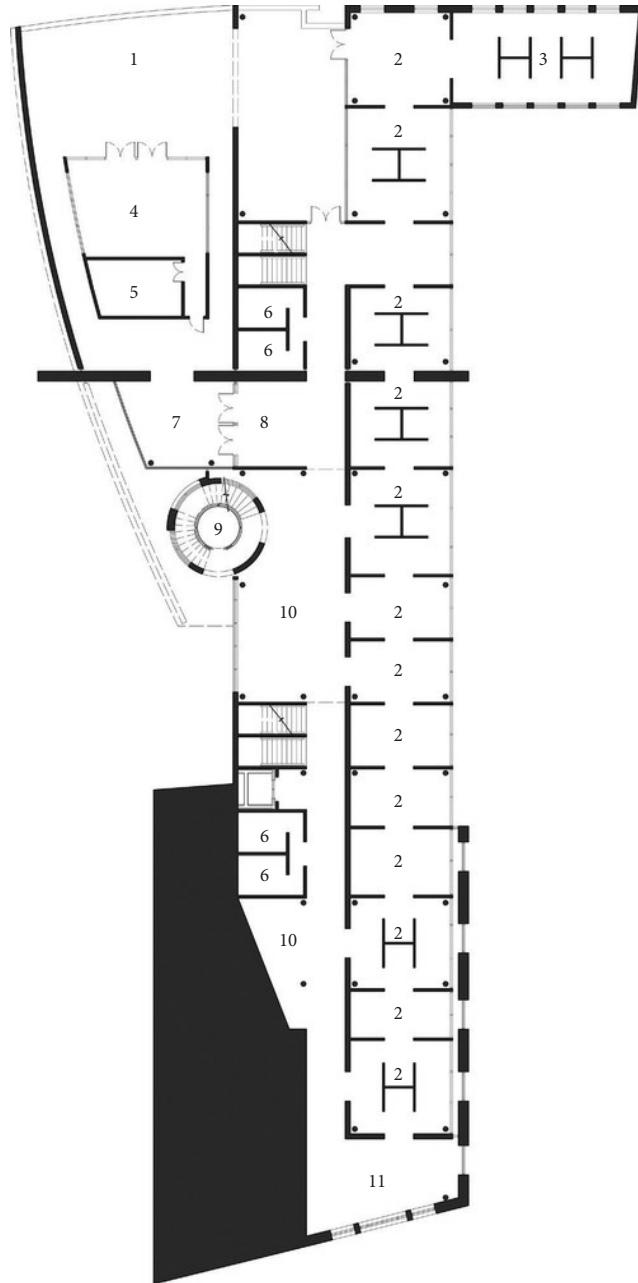


Second and Third Floor Plan

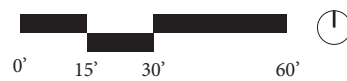


Key

- 1 Roof Terrace
- 2 Gallery Space
- 3 Secret Gallery
- 4 Restaurant/Bar
- 5 Kitchen
- 6 Restrooms
- 7 Patio
- 8 Vestibule
- 9 Tower
- 10 Seating Area

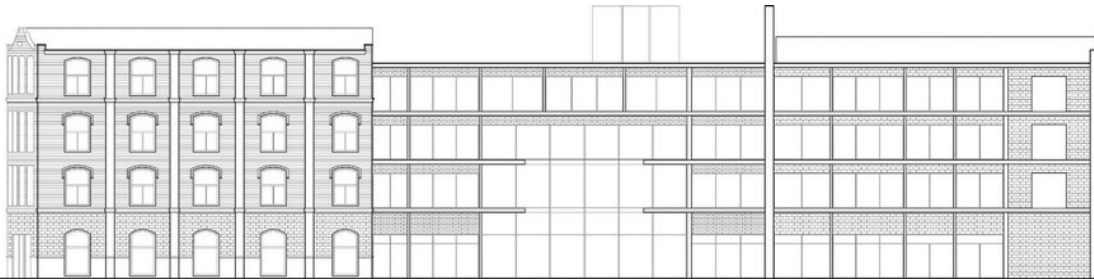


Fourth Floor Plan





North Elevation

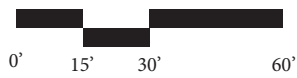


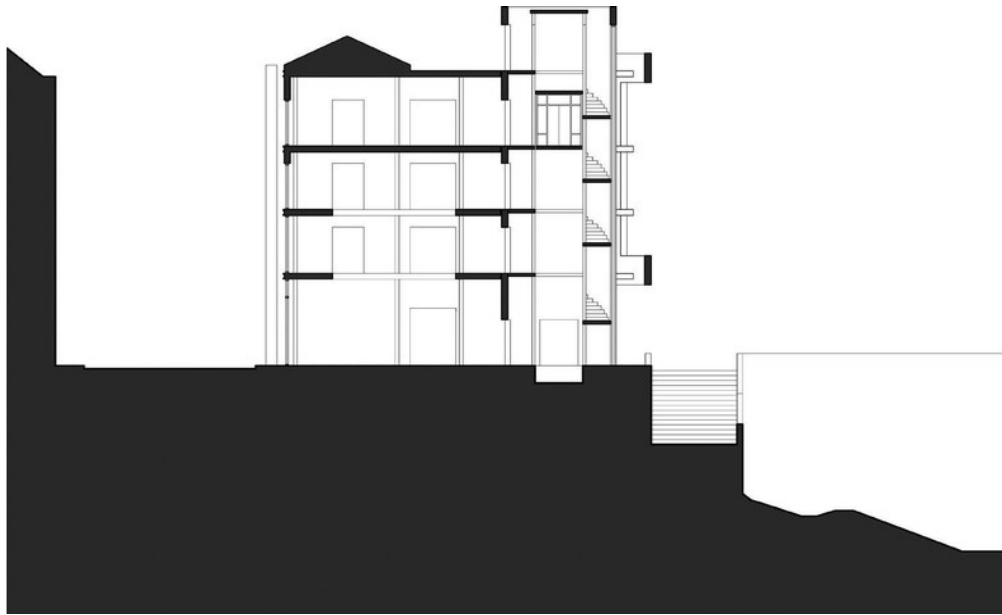
East Elevation



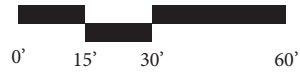
West Elevation

Exterior Elevations

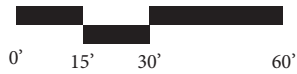




Ⓐ Cross Sections

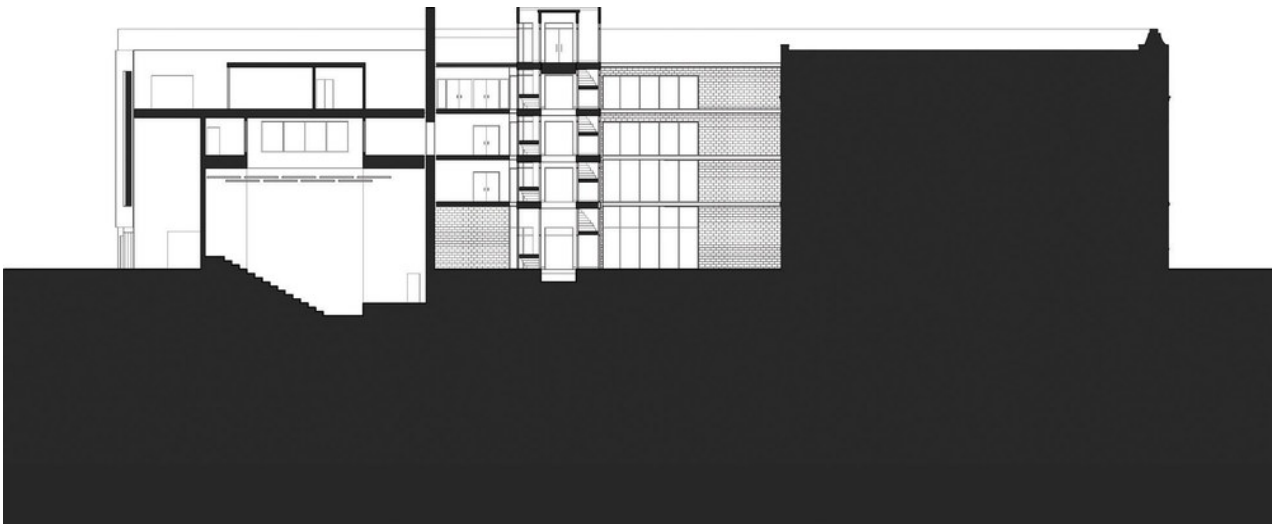


Ⓑ Cross Section

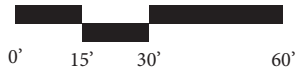


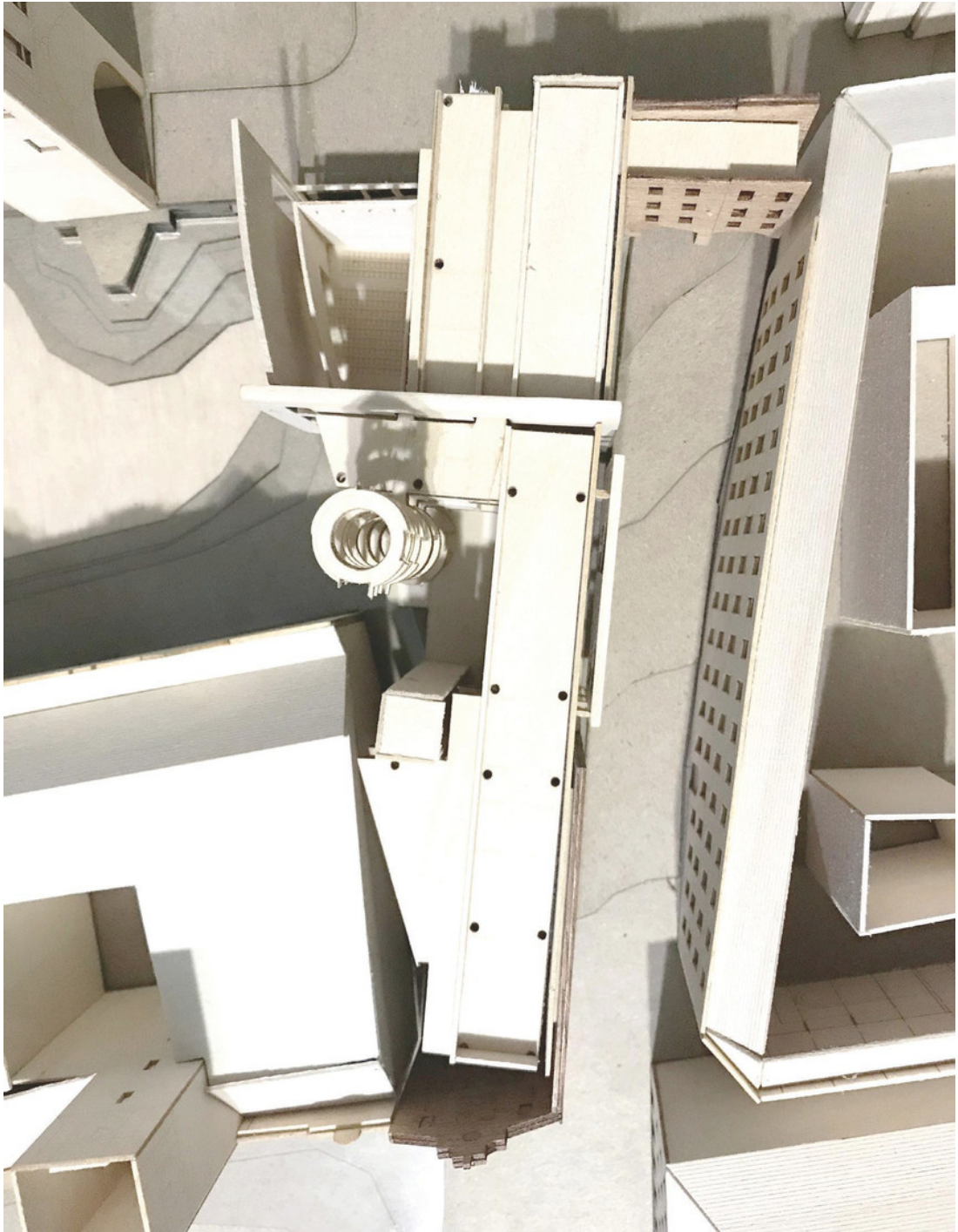


© Longitudinal Section

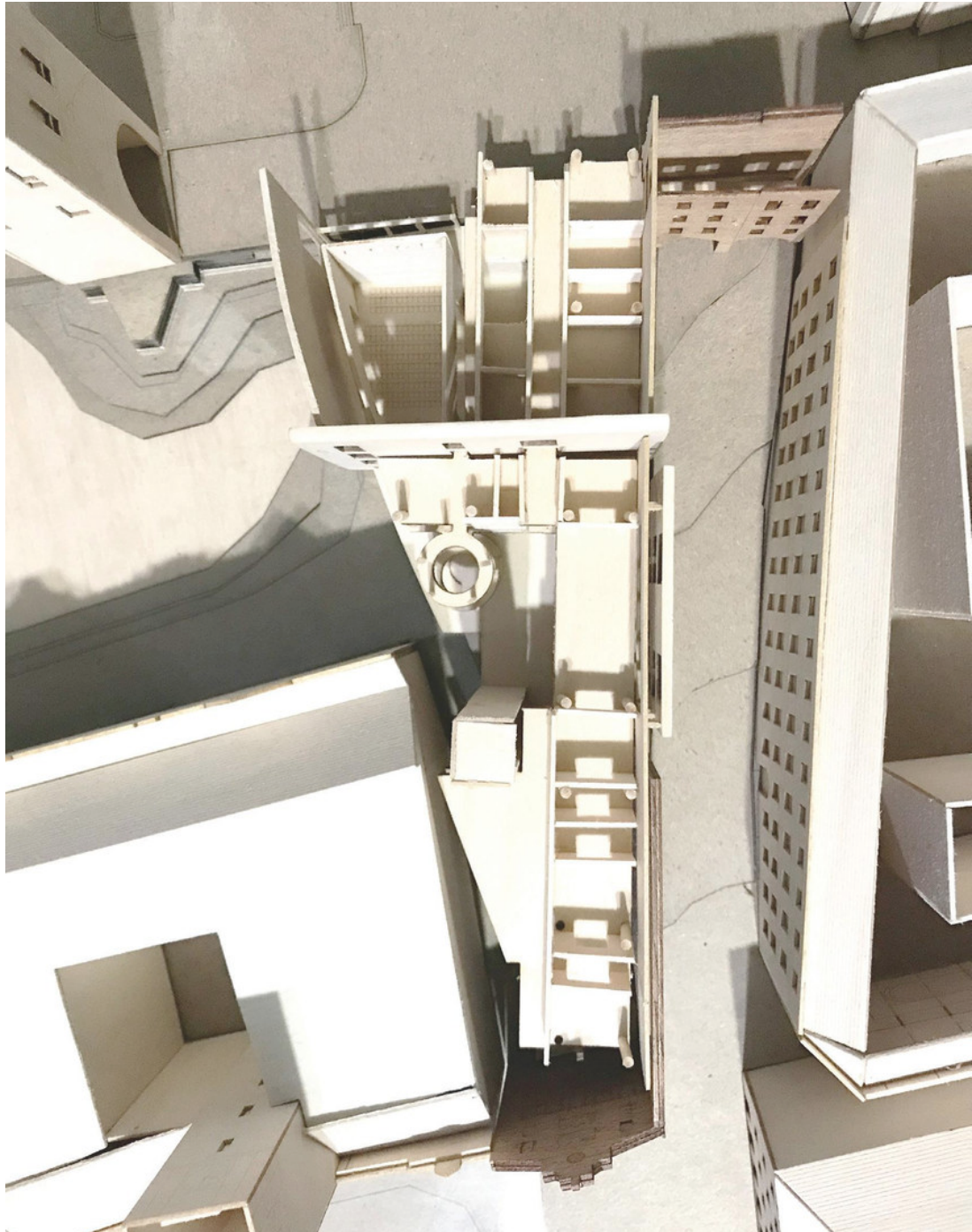


Ⓓ Longitudinal Section

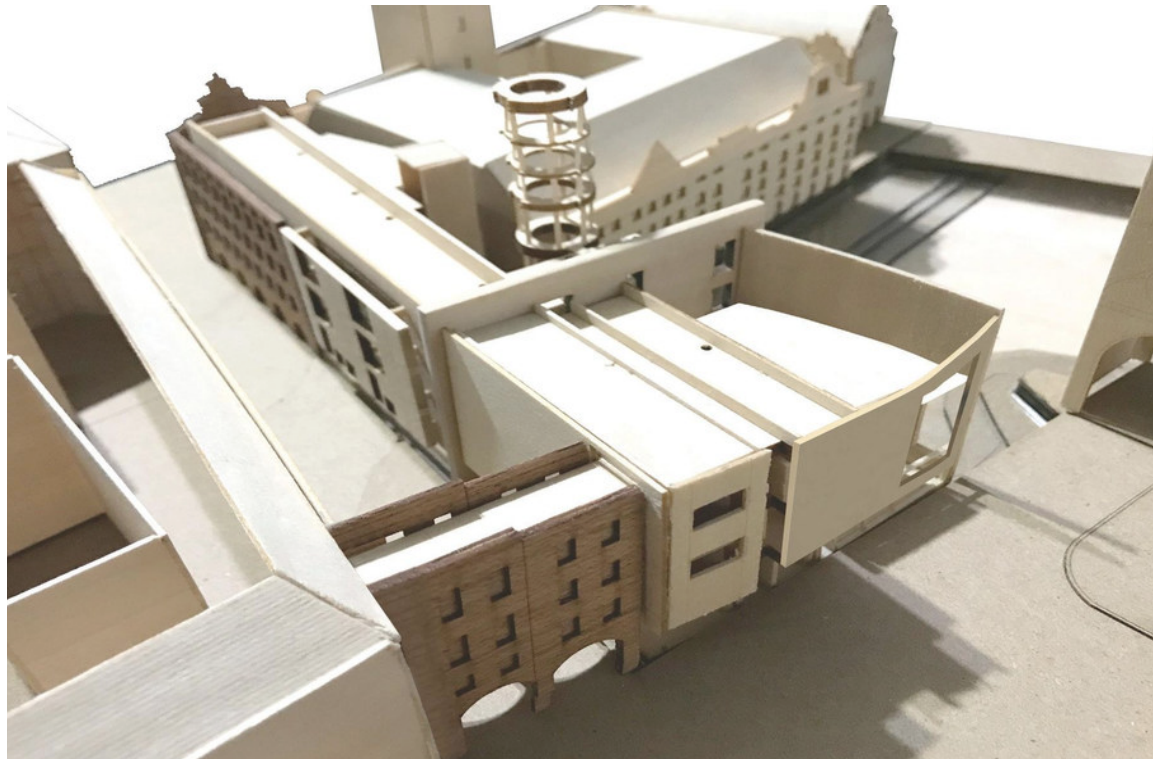
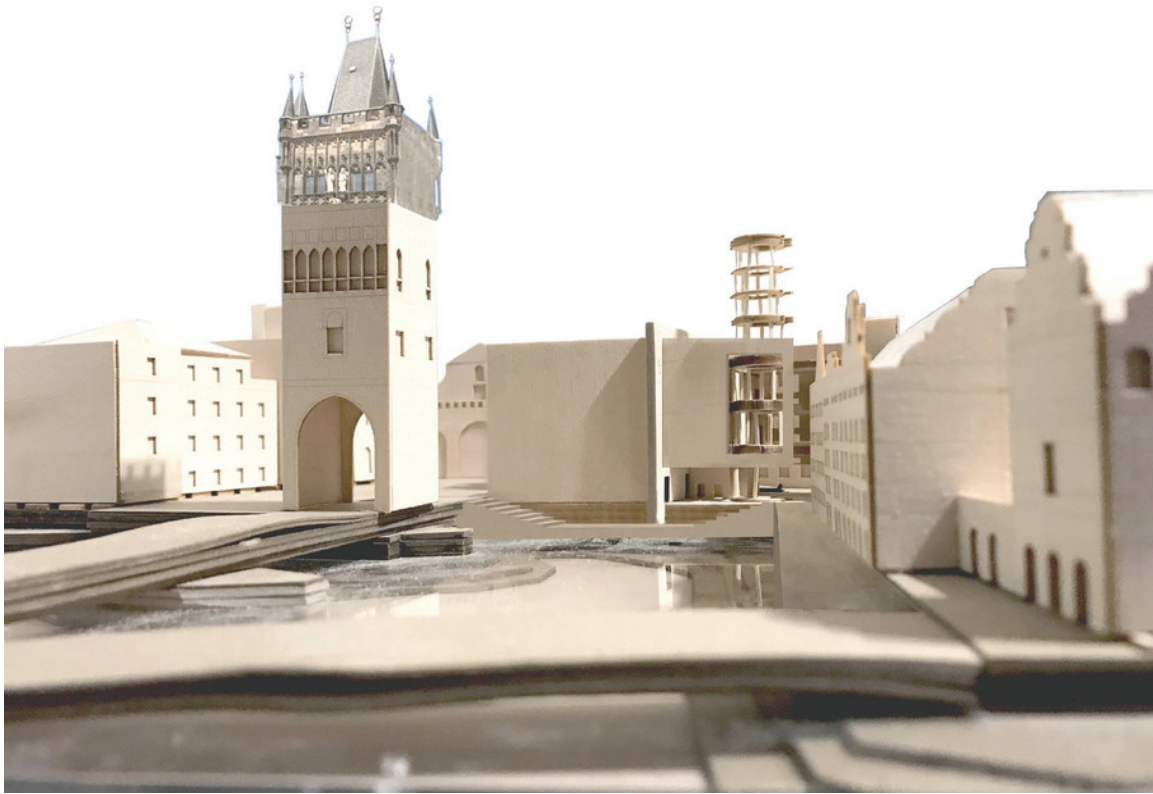




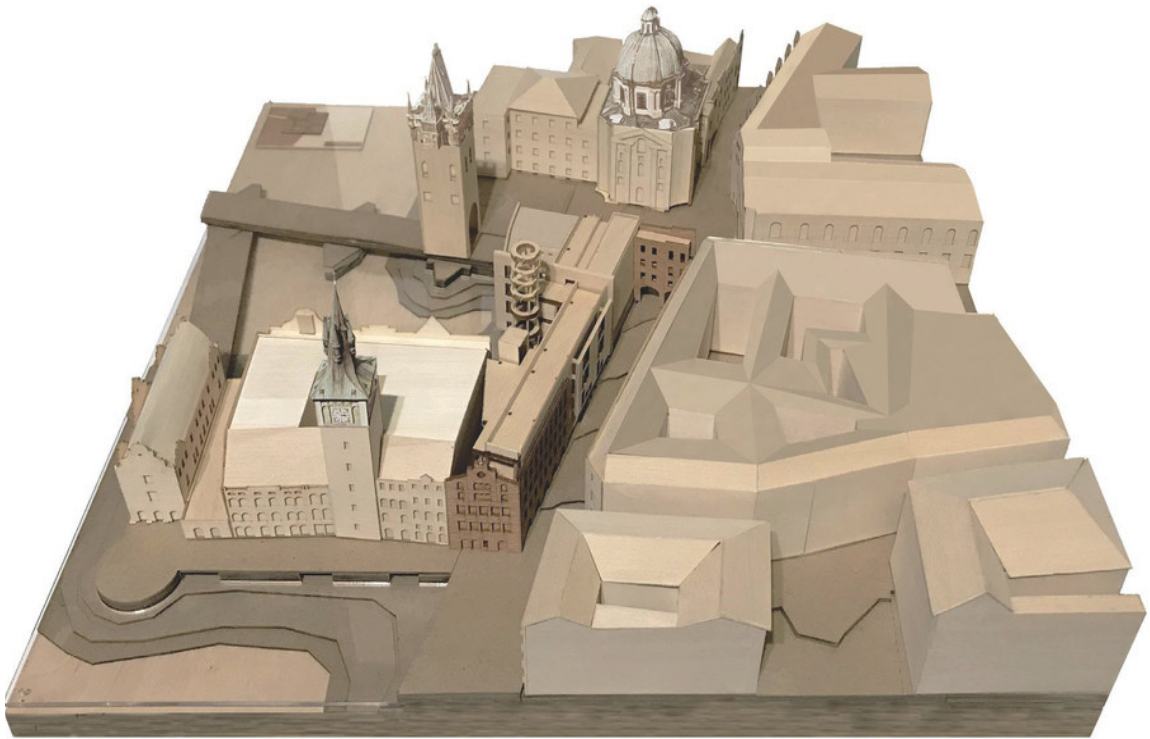
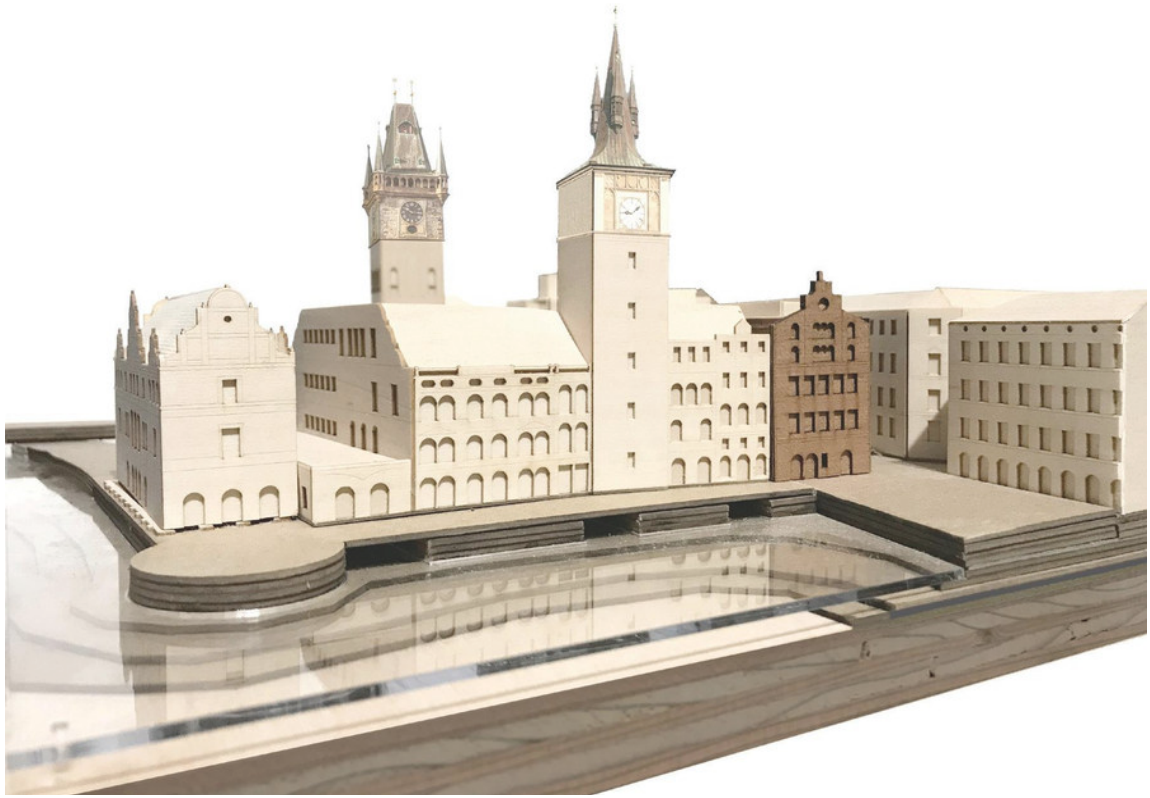
Physical Model



Physical Model



Physical Model



Physical Model

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EDUCATION

The University of Texas at Arlington
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May 2018

JSa Javier Sanchez Design Studio
Study Abroad in Mexico City
Summer 2013

The University of Texas at Arlington
Bachelor of Science in Architecture
December 2013

North Lake College
Associate of Science in Arts
May 2009

HONORS AND AWARDS

43rd Ken Roberts Architecture Delineation Competition Finalist | 2017
2013 Study Abroad Scholarship | *Summer 2013*

PROFESSIONAL SKILLS

Autodesk Revit	Sketchup
Autodesk Autocad	Rhinoceros 3D
Adobe Photoshop	Lumion
Adobe Illustrator	3D Printing
Adobe Indesign	Hand Drawing/Sketching
Adobe Acrobat	Model Making

LANGUAGE PROFICIENCY

English, Spanish

PROFESSIONAL EXPERIENCE

SG Design Inc
Designer | 2017-2018
Schematic Design, Design Development, Digital Visualization, Construction Drawings, and Construction Administration.

Dr. Madan Mehta, PHD, P.E.
Commissioned Professional Illustrator | 2015-2016
Building Construction, Principles, Materials & Systems (3rd Edition) Textbook, released February 2017.

The Beck Group
Commissioned Intern | 2014
Physical Model Commission

Raymond Harris and Associates Architects
Project Manager | 2014-2017
Construction Drawings, Project Management, Consultant Coordination, and Construction Administration.

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