PELTIER

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Information

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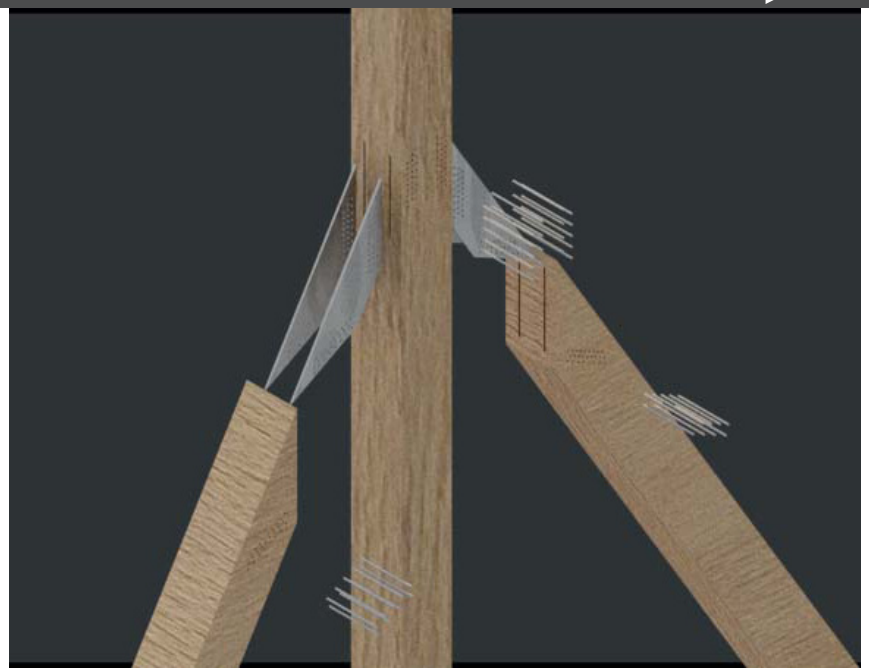
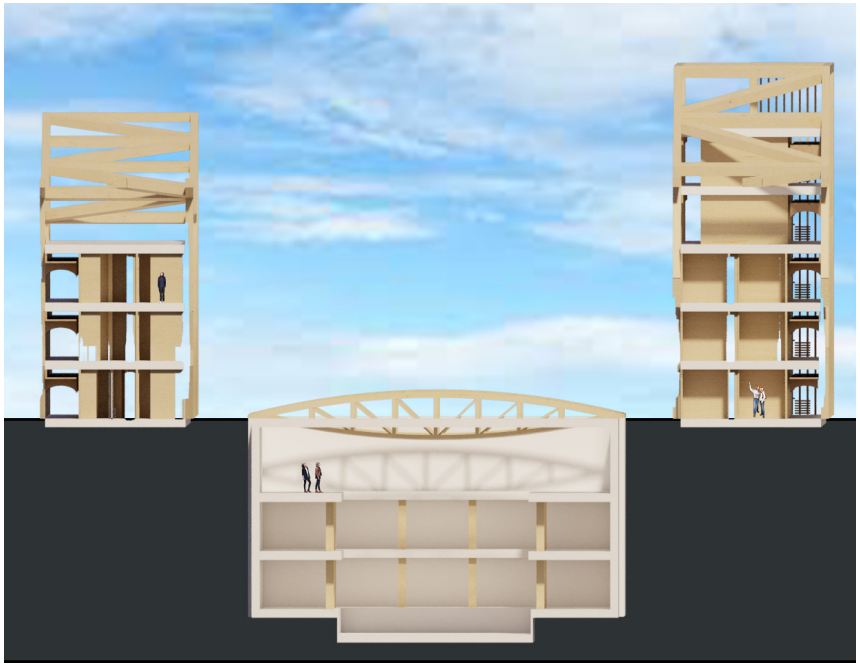
PROJECT No. 1

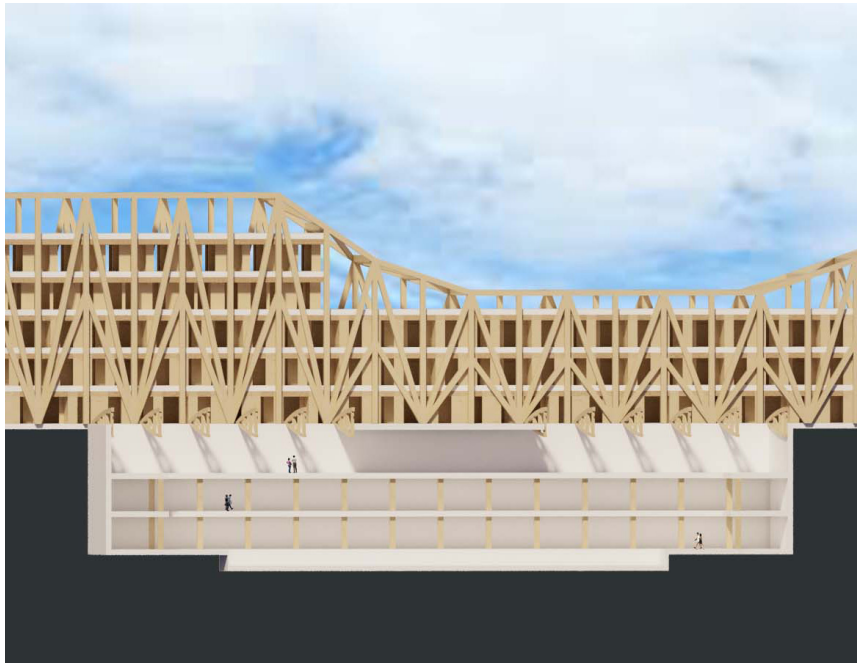
Location: New York, New York (Queens)
Project Type: Mixed Use
Project Name: Tenable Timber
Programs: Rhino3D, Vray, Photoshop

This competition calls for 100 units of housing, an early childhood education center, and a wellness center for both the residents and local community. Being directly adjacent to the Queensboro bridge, the challenge is to create a vanguard of new urban architecture out of Cross-Laminated Timber as the primary structure. Choosing to echo the monumental nature of the bridge while adhering to code minimizes the impact the scale of the bridge has on everything around it and brings the web of steel to a softer material with a human scale.

Competition year: 2018-2019







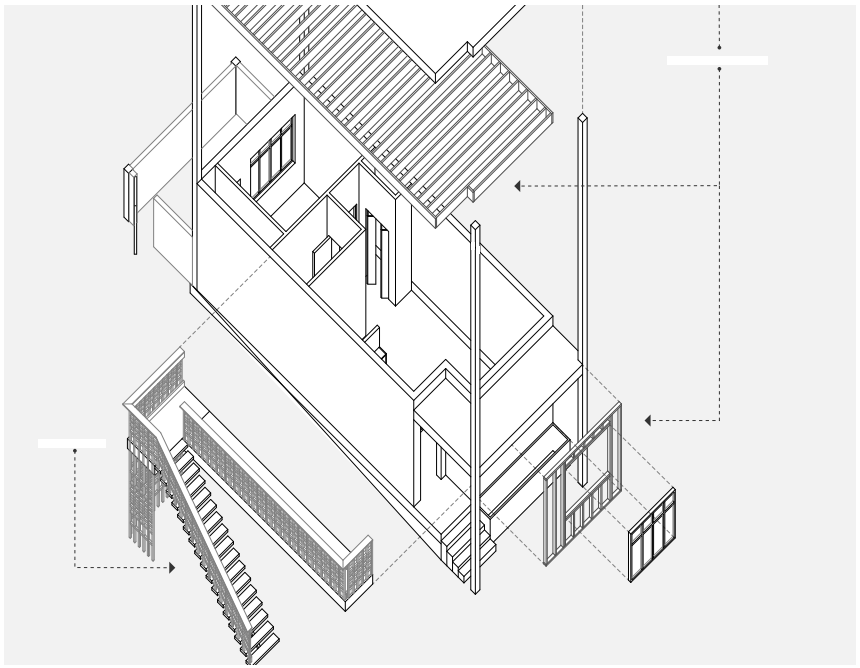
R.A.M. Rauschenberg Art Museum

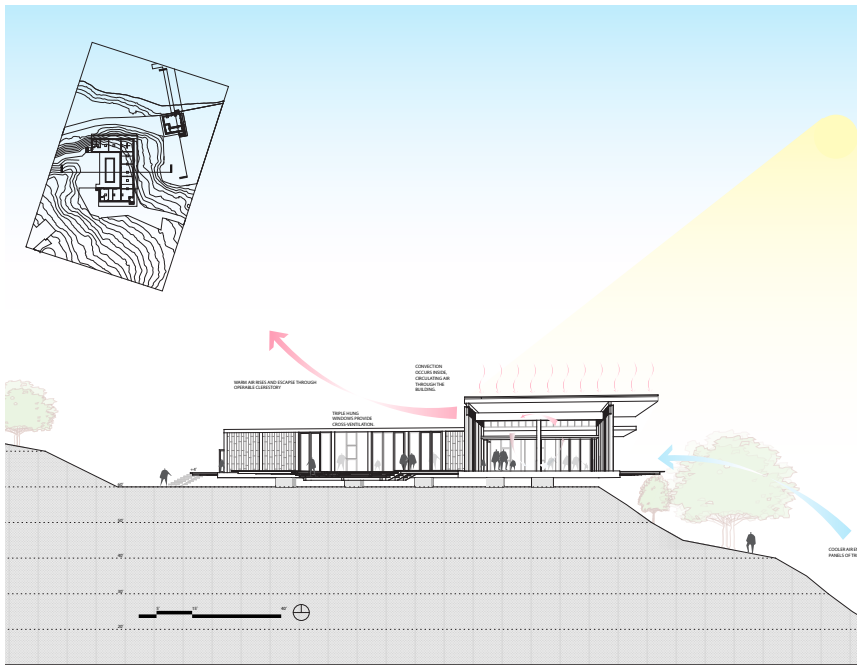
PROJECT No. 2

Clairemont Redev. Low-Income Housing

Location: San Diego, California
Project Type: Low-Income Town Houses
Programs: AutoCAD, Illustrator, Rhino3D

Adaptive Reuse of a shopping complex in San Diego's Clairemont neighborhood. As of this writing San Diego has a deficit of affordable housing. This project places emphasis on recycled & sustainable materials while providing comfort, and thoughtful layouts offering privacy with an urban context. Raising the apartments 3' from sidewalks and walkways provides a degree of privacy not afforded by ground-level living. This allows the occupants to take advantage of natural light, without sacrificing privacy. The most public spaces are arranged to the front while the bedrooms are either upstairs, or in the case of studio programs away from the front door. Adaptation of these shopping center's and their asphalt moats may be a sustainable solution that avoids a complete and costly demolition.

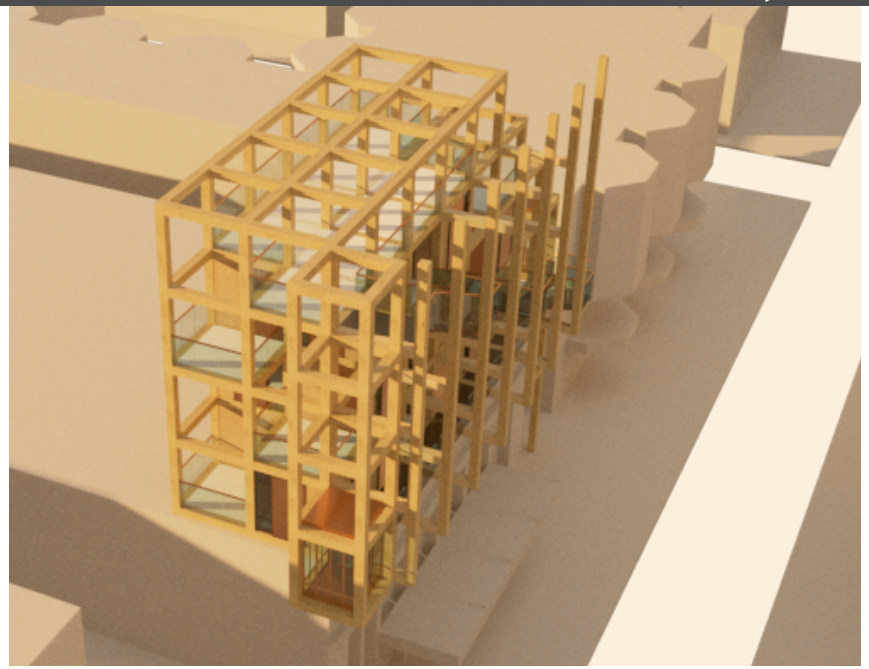


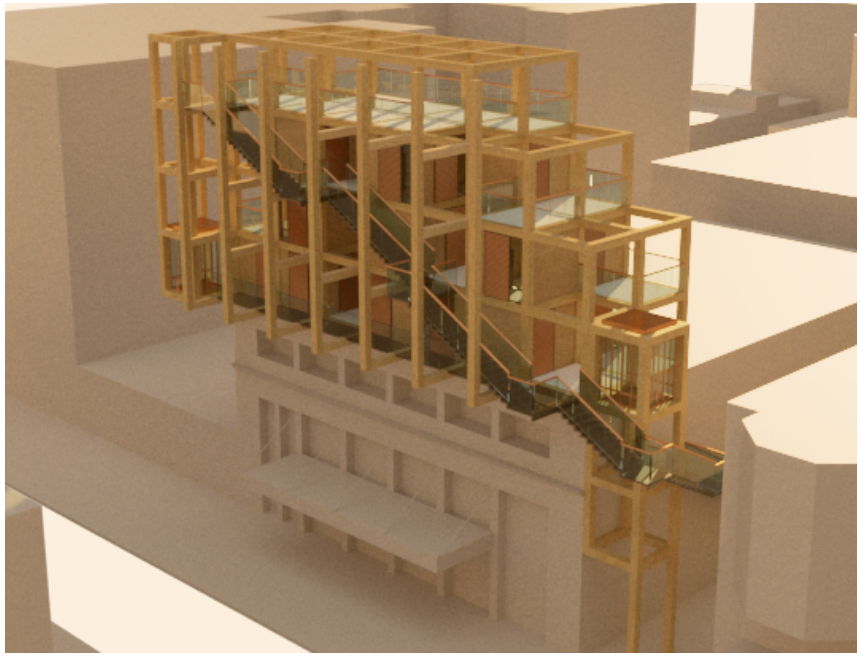


PROJECT No. 3

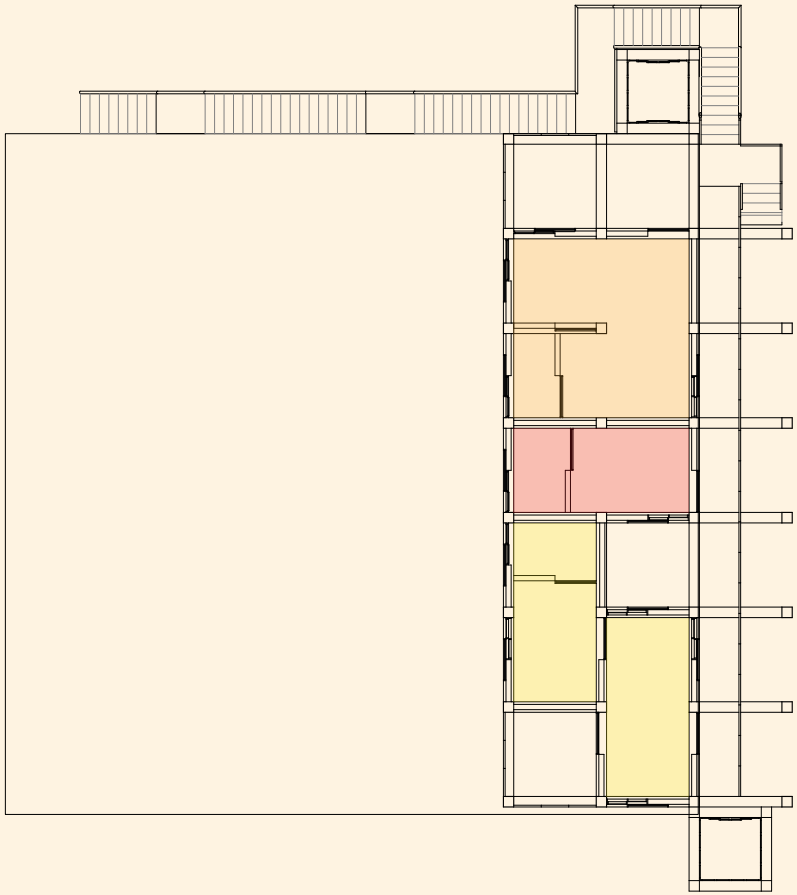
Location: San Diego, California (Gaslamp Quarter)
Project Type: Parasitic Architecture
Programs: Rhino3D, Vray, Photoshop, Illustrator

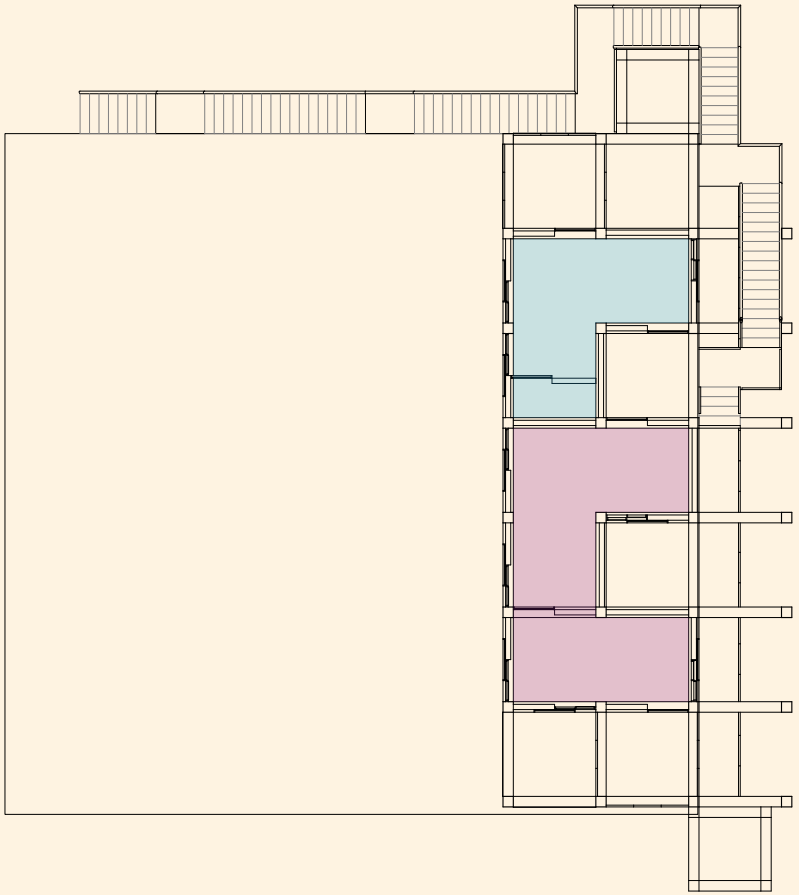
Parasite's Latin translation refers to taking food from another's table. This project addresses the housing deficit and historical preservation. A modular design with a variety of unit styles so it can be re-adapted as needs change. The parasite modifies the building's plumbing and electricity, and distributes its load using the host building's structure.



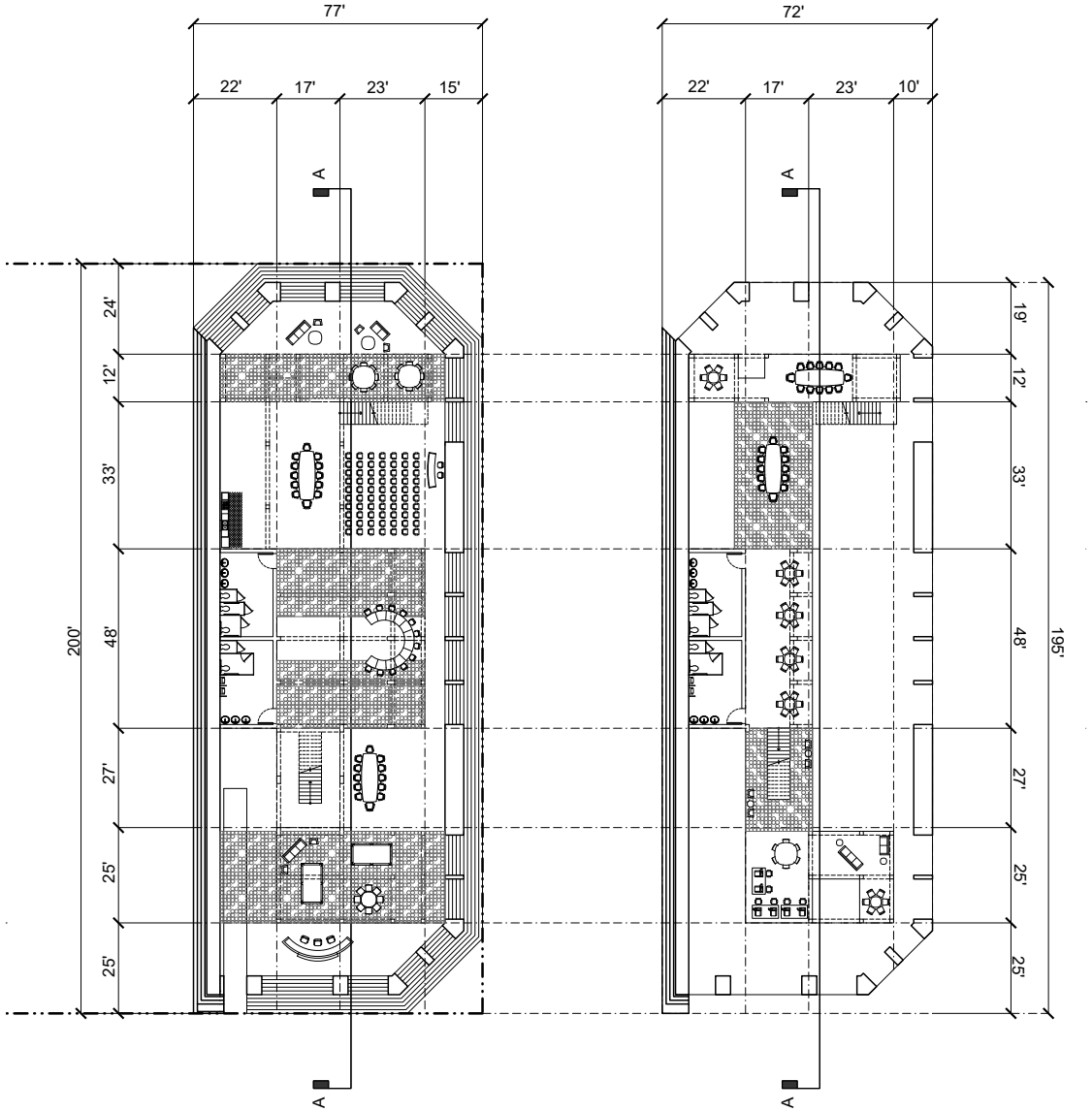


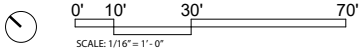
Another's Table Parasitic Architecture





PROJECT No. 4

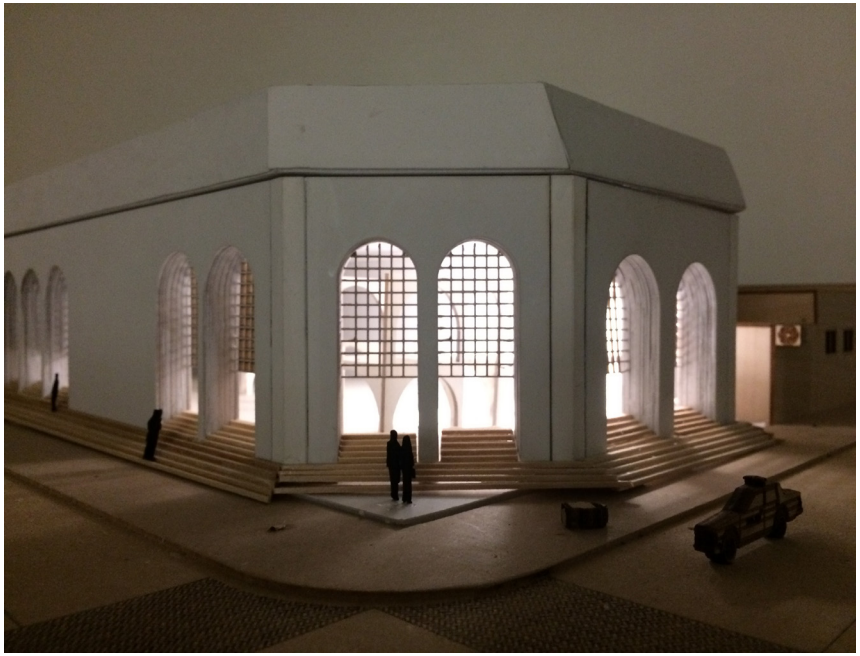

77'
22'
17'
23'
15'
72'
22'
17'
23'
10'
A
A
A
A
200'
24'
12'
33'
48'
27'
25'
25'
195'
19'
12'
33'
48'
27'
25'
25'

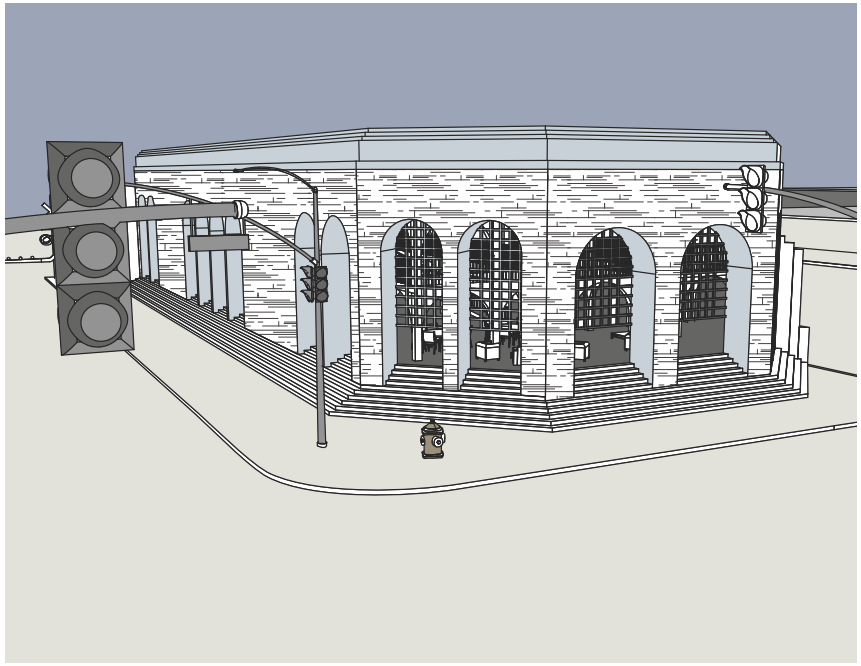

0'
10'
30'
70'
SCALE: 1/16" = 1'- 0"

Barrio Logan Community Center

Location: San Diego, California (Barrio Logan)
Project Type: Community Center
Programs: AutoCAD, Illustrator

Creating a community center from outside the community presents unique challenges. Thus, it was designed along classic and timeless styles. The walls are five feet thick, essentially designed to function as a foundation for future buildings to grow on top of. The interior program is composed of movable partitions so as not to limit the building's function or require a financially untenable remodel.





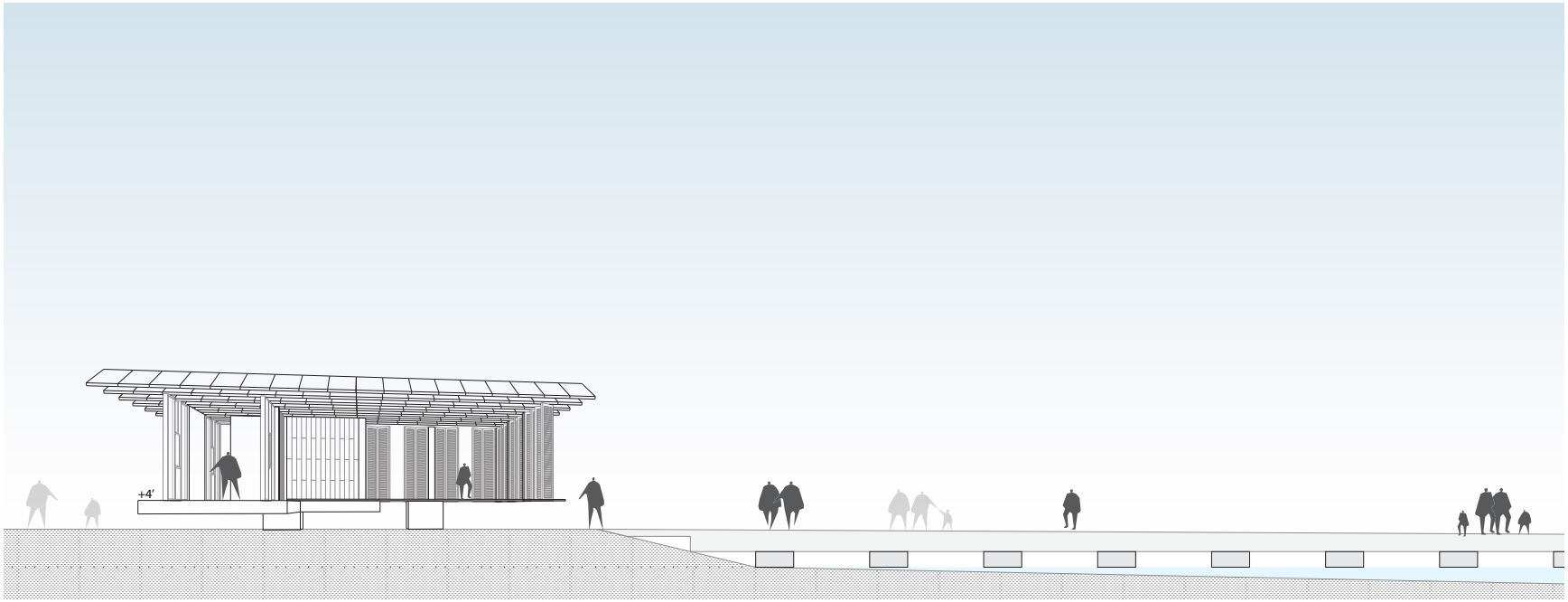
PROJECT No. 5

Location: Tiburon, California
Project Type: CSUSF Research Facility
Programs: Rhino3D, Illustrator

This competition called for a aquatic research facility that would respond to at least five feet of sea-level rise, and be constructed of sustainable materials. The building also was required to be Net-Zero, producing at least as much energy as it used and zero carbon emissions. This was acheived by photovoltaics and a greywater system. The aquarium circulation system also provide a radiant heat system as they cycle water from the bay.

Competition Year: 2017-2018

Collaboration: Chance Larsen



Romberg-Tiburon Research Fac: Competition

PROJECT No. 6

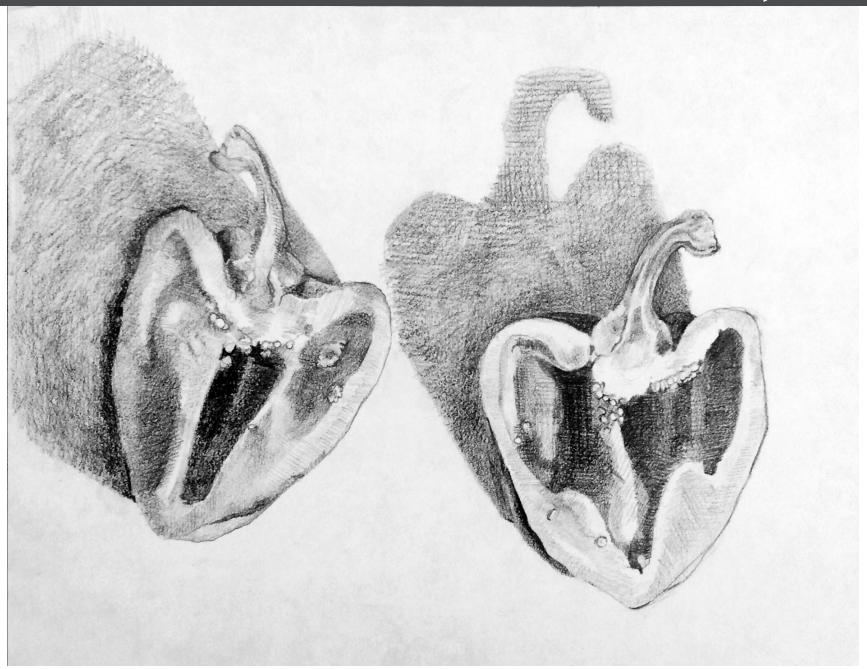
ACSA Timber in the City: Competition

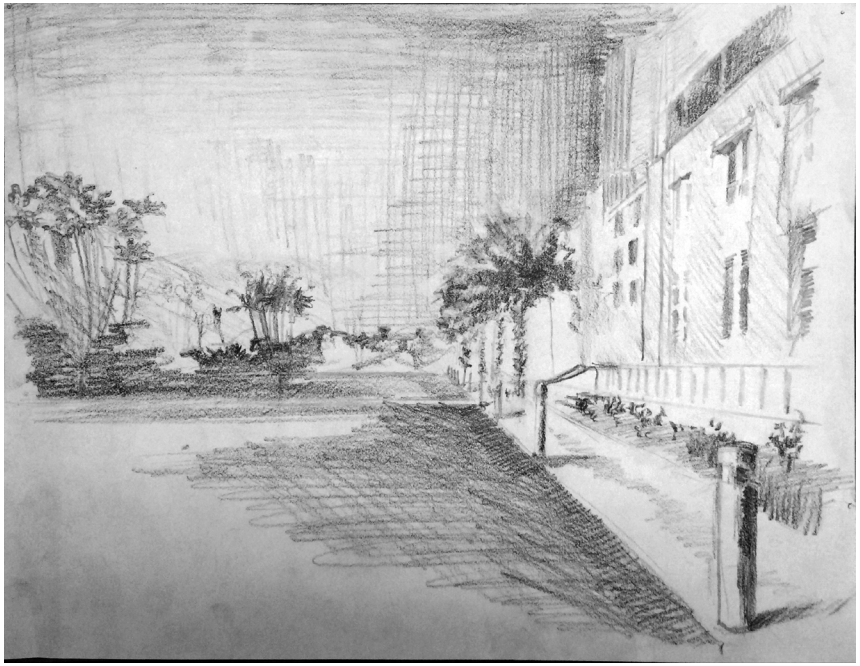
Location: Los Angeles, California
Project Type: Museum & Black Box Theatre
Programs: Rhino3D, Vray, Photoshop

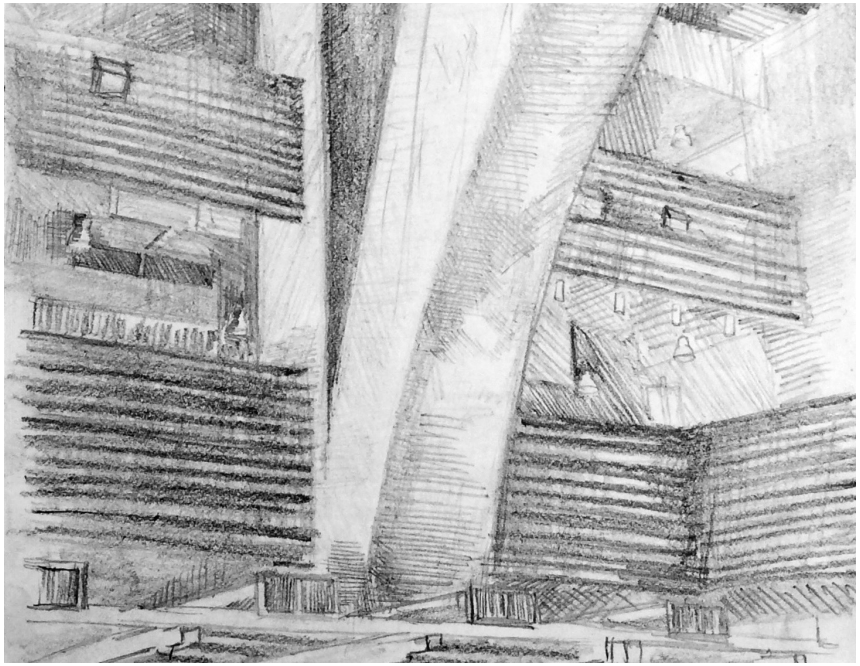
This project had an interesting site, with street frontage on Broadway (a mixed use neighborhood) and against Pershing square (across an alley that needed to be preserved). Connecting the two buildings was accomplished by materials, while their individual designs honored their immediate context and foster a sense of belonging to their neighbors. Consulting with the director of the Broad museum aided in avoided some of the functional problems that bely the unique spaces created by a museum's core and shell.

AFTER HOURS

Sketching: Graphite & Colored Pencil







Sketching

Adam Clinton Peltier