

Portfolio

WENJUN ZHANG

Selected Works
2017-2019

M S Architecture and Urban Design,2019
Columbia University, GSAPP

WENJUN ZHANG

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EDUCATION

GSAPP, Columbia University | New York 2018- 2019
- Major in M S Architecture and Urban Design

College of Architecture and Urban Planning, Tongji University | Shanghai 2013- 2018
- Major in Landscape Architecture, Bachelor in Engineering
Attended Experimental Class for Innovation (2015-2018), learning architecture and urban planning
- GPA for courses in the major field of study, 3.64/4.0

Achievements and Honors

- First-class Scholarship, Tongji University (2014-2015)
- Outstanding Student Award, Tongji University (2014-2015)
- Finalist Award of Tongji International Card Board Construction Competition(2015)

Florence University of the Arts | Florence

- Summer school on group analysis and design of public space and urban fabric

July- September 2017

PROFESSIONAL EXPERIENCE

Asia Initiative | New York June- Present 2019
Designer
- Do urban research on design instructions of equality and community cooperation
- UI &UX design for program app

Skidmore, Owings & Merrill LLP | Shanghai February- March 2018
Intern in urban planning group and marketing
- Make report document of the whole development of Shanghai office for the director
- Develop high-rise hotels case study for London office and compile data
- Responsible for researching, typesetting, modeling, rendering and construction drawing of sections

Tongji University | Shanghai 2016- 2017
Instructor/Advisor for College of Architecture and Urban Planning
- Worked as a counselor for 2018 freshman, chaired class meeting every Tuesday

Shanghai Urban Space Art Season | Shanghai July 2017
- Individual model of Home on Farmer's Market, on exhibition

Neighborhood Culture Exhibition, Shanghai Urban Planning Museum | Shanghai September 2015
- Project of Reinvention of Shanghai ShiKuMen (stone house), on exhibition

Shanghai Modern Architecture Design | Shanghai August- September 2014
Intern in architecture
- Responsible for drawing of Regulatory detailed planning
- Sort and compile data, as well as conduct computer aided design

LEADERSHIP

Shanghai Urban Design Challenge, Ecology Special Award: Wusong Eco-Nexus October 2017
Team Leader, General Layout Designer
- Responsible for concept drawing, detail drawing and crew coordination

Foreign Affairs Department, International Group, College Student Union 2015- 2016
Vice secretary
- Organized activities for international exchange students, including Christmas party, freshman admission, Chinese Corner routine activities, city hiking, and students' oral defense for overseas exchange

PROFESSIONAL SKILLS

Software

- 3D Modeling | ArchiCAD, Rhino, Revit, SketchUp
- 2D Drawing | AutoCAD, Photoshop, Illustrator, InDesign, Paint Tool SAI, XD
- Rendering | 3ds Max, Vary
- Film Editing | Premiere, After Effects, Twinmotion
- Mapping | ArcGIS

Language

Mandarin, English

Others

Model Making, Laser Cutting, Architectural Photography, Sketching, Microsoft Office

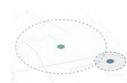
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Home above market



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01 ROOM TO GROW

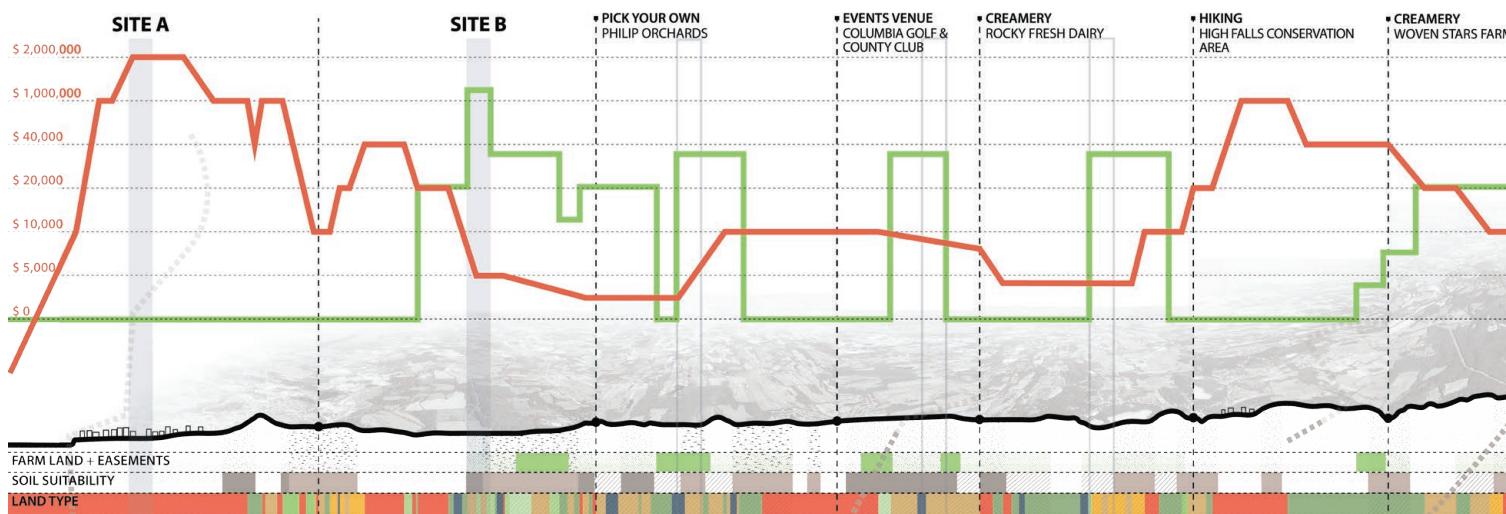
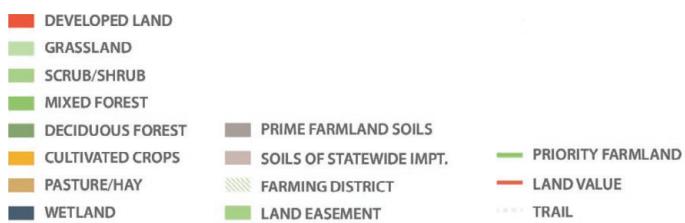
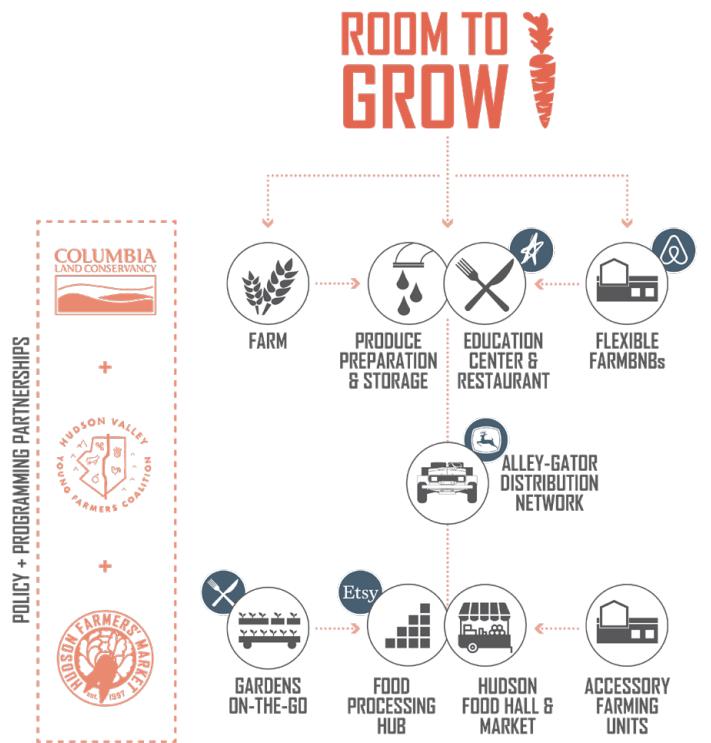
Alexandra BurhardT | Greg LeMaire | Bohong Zhang | Wenjun Zhang
Design studio, 2018 winter semester
GSAPP, Columbia University

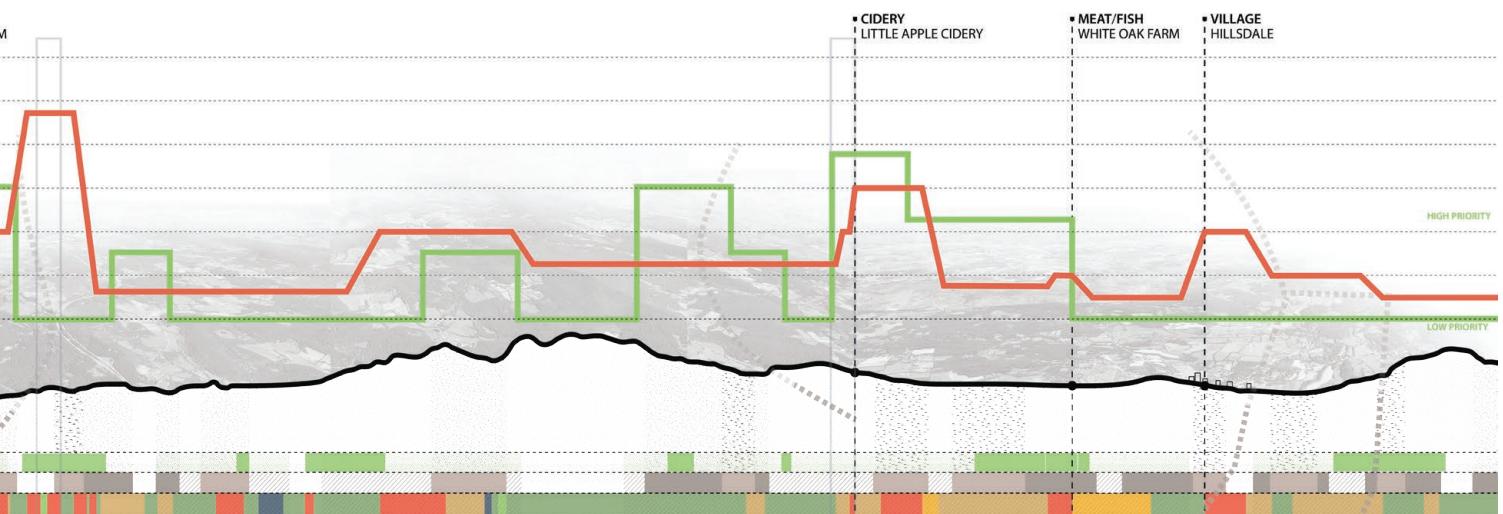
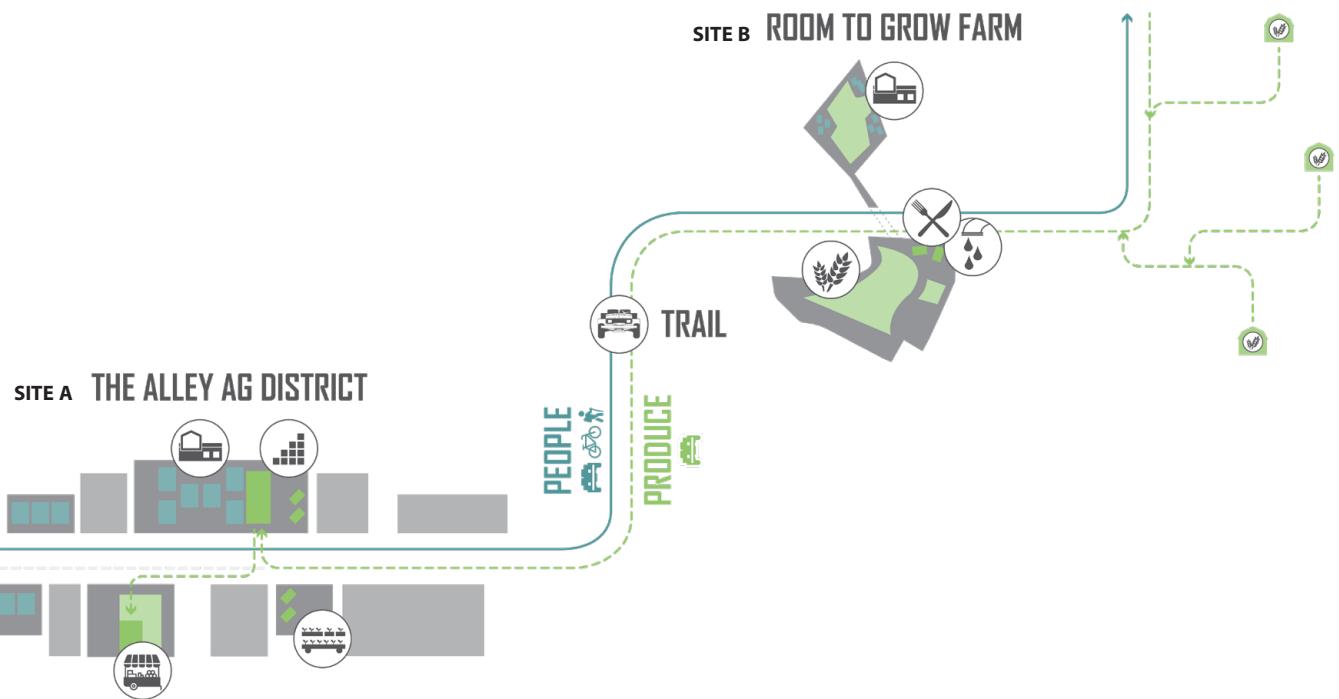
Room to Grow questions traditional land value models and proposes an alternative that values land based on affordability and access for local farmers and residents.

In Columbia County and the City of Hudson, rising land value and increased tourism have put economic and social pressures on local farmers and residents. As a result, farmers are struggling to access high-quality, affordable land and residents are being priced out of the city and surrounding area.

Our project addresses these issues of displacement and access by establishing a symbiotic ecosystem between farmers and locals that strengthens the agricultural economy and improves access to food and housing. As the catalyst for a new urban-rural development model, we propose two initial sites – a one block span along Prison Alley in Downtown Hudson and a 75-acre farm two miles outside of the city – physically connected by an existing underutilized rail line.

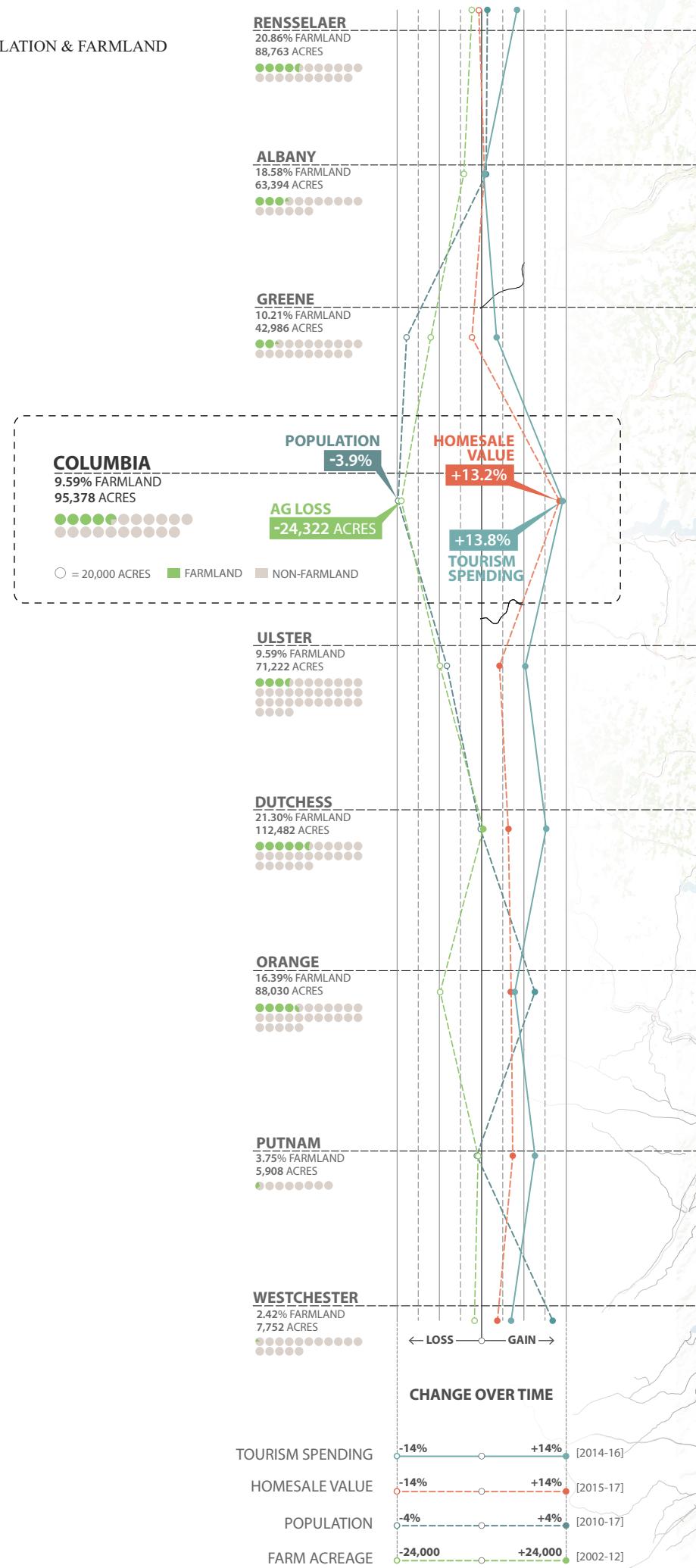
By activating underutilized spaces at the urban, rural and corridor scales and establishing a direct relationship between them, Room to Grow creates new spaces for housing, farming and food access and improves the connection between the City of Hudson and Columbia County.

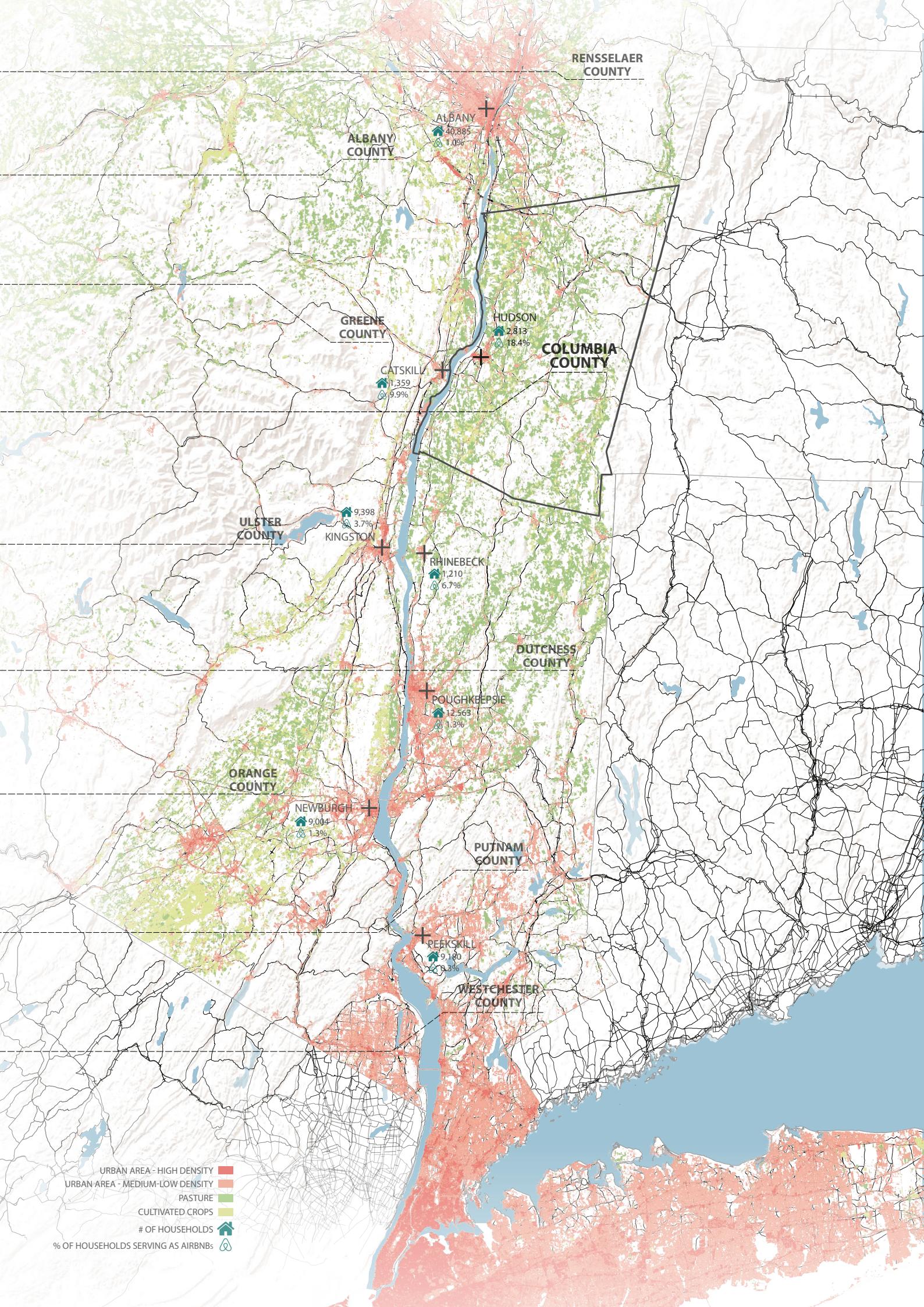




HUDSON VALLEY COUNTIES

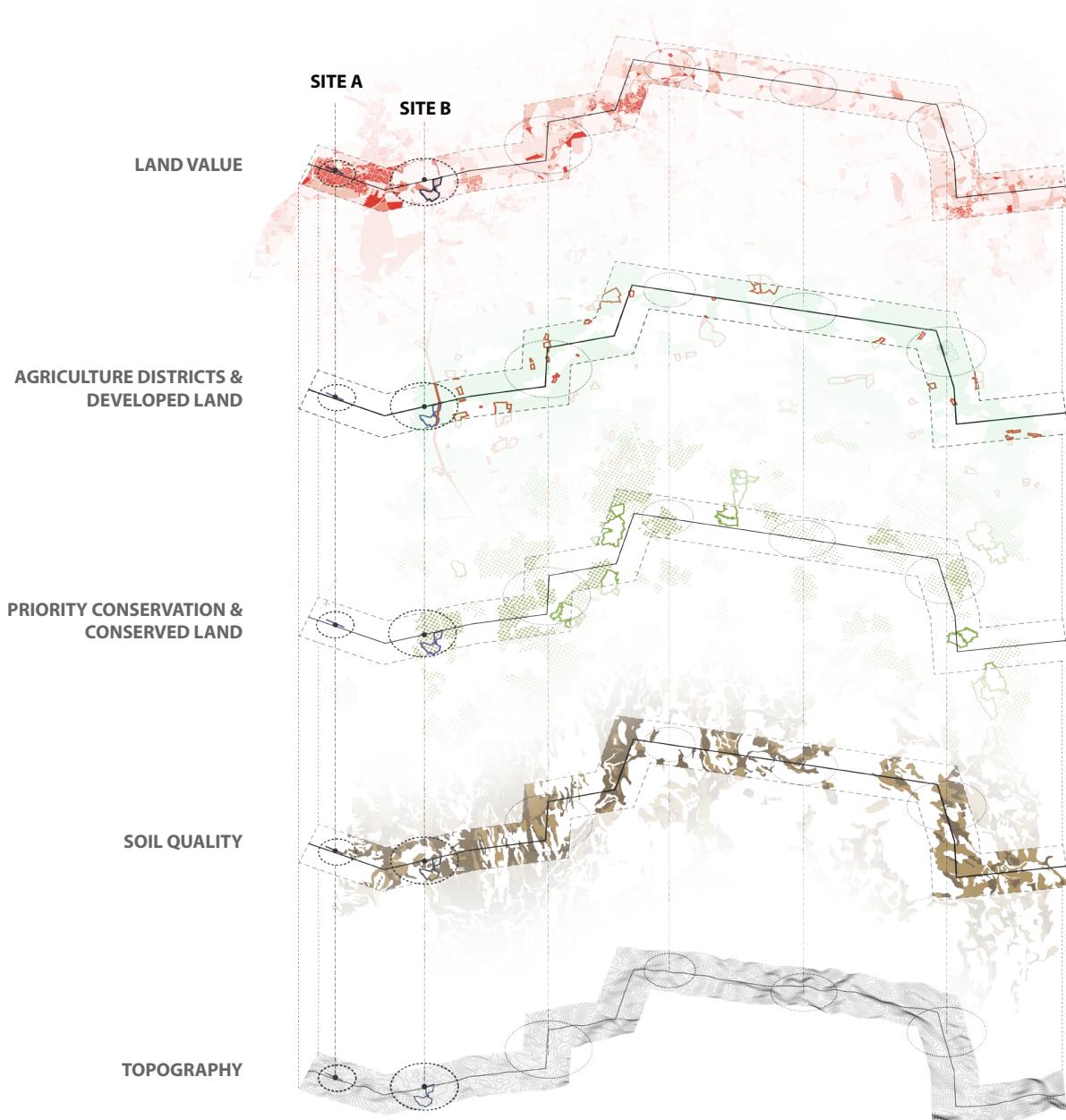
MEASURED BY LAND VALUE, TOURISM SPENDING, POPULATION & FARMLAND



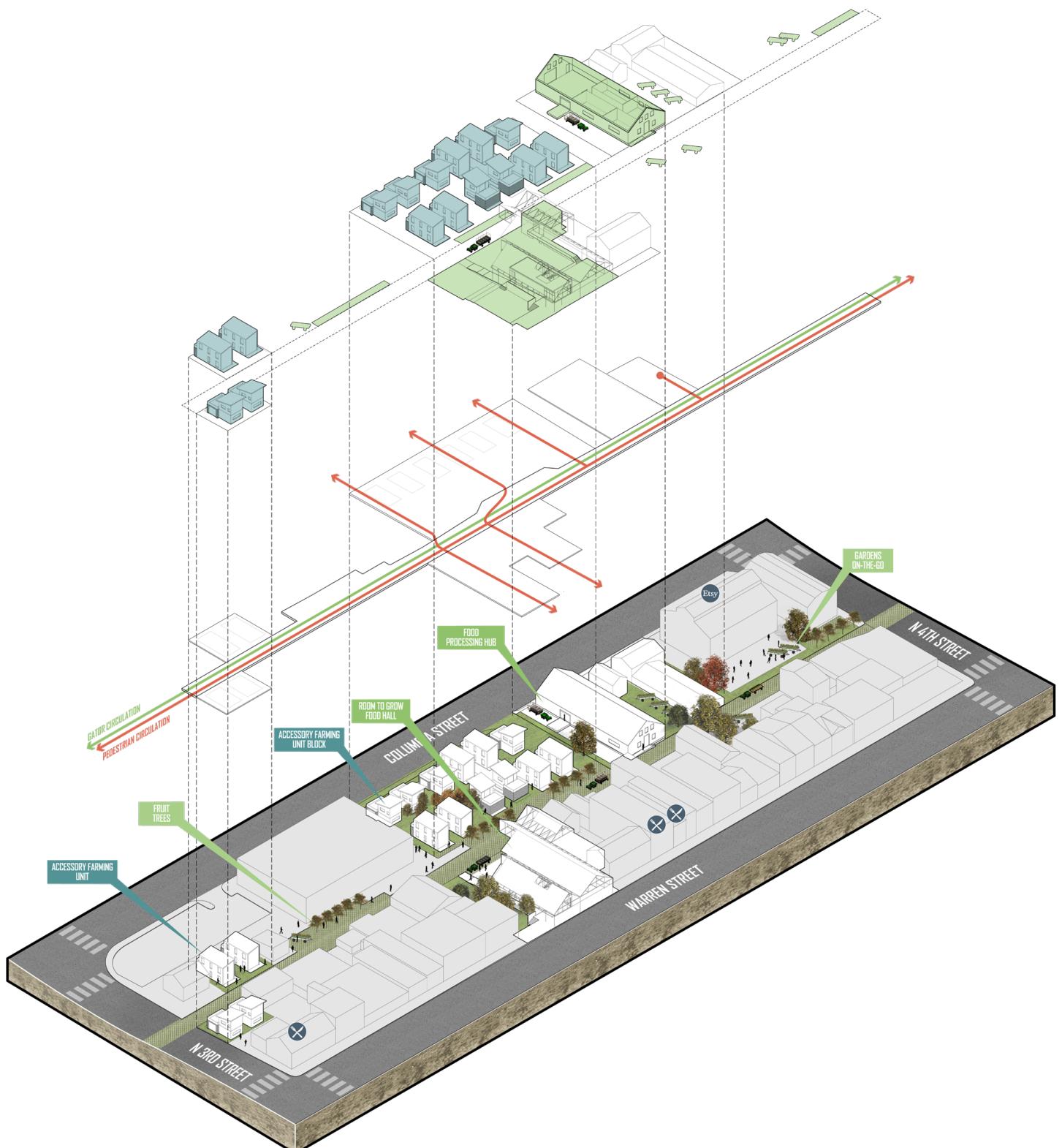




COLUMBIA COUNTY LAND PRESERVATION VS. DEVELOPMENT

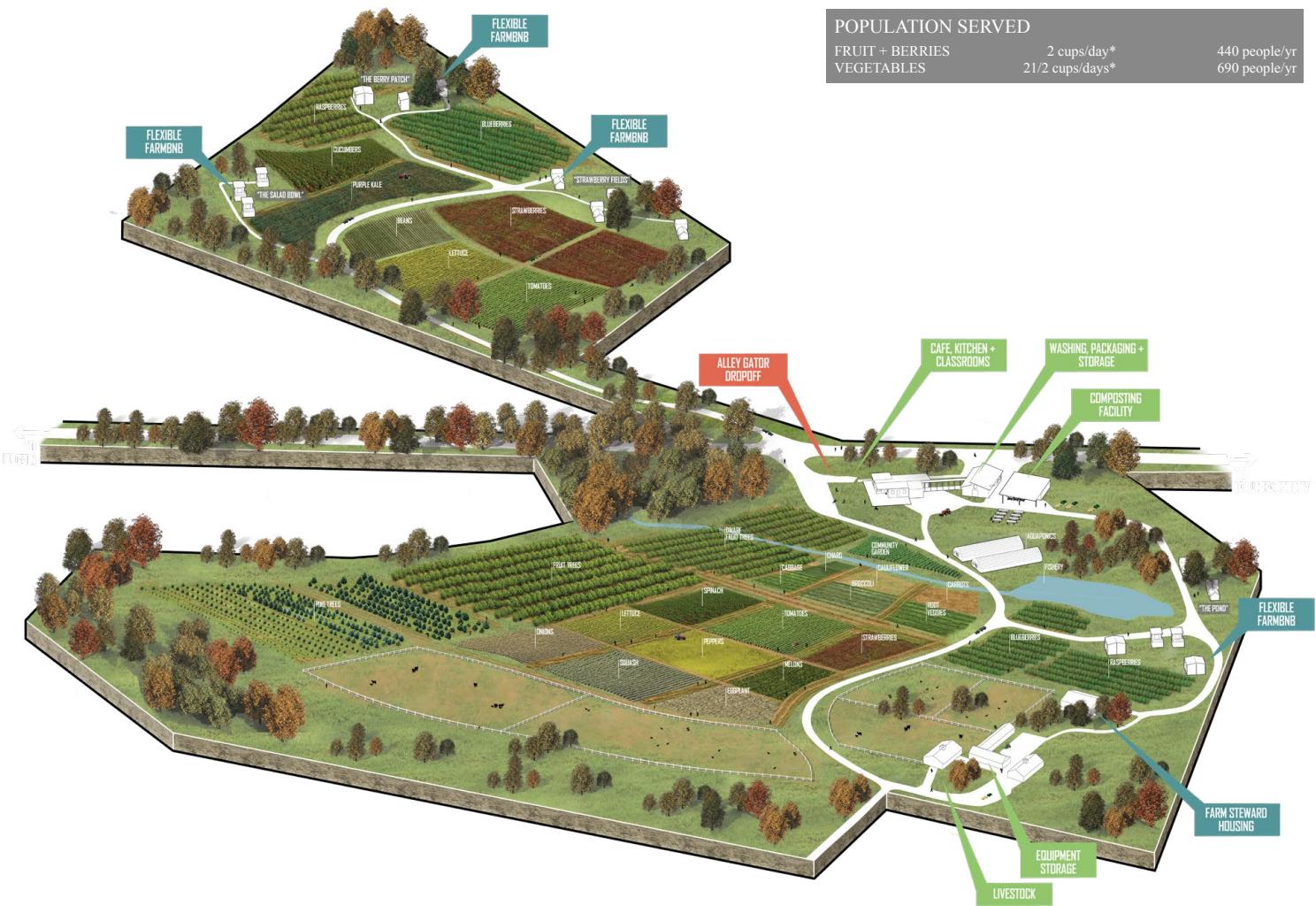


SITE A THE ALLEY AG DISTRICT EXPLODED AXONOMETRIC GREENING, CIRCULATION & PROGRAMMING



SITE B ROOM TO GROW FARM AXINOMETRIC

PLANNING & PROGRAMMING



ROOM TO GROW FARM

CROP YIELD - Fruit Trees (5+ YEARS)

APPLES	11,250 lbs/yr	PEARS	4,200 lbs/yr
PEACHES	7,500 lbs/yr	PLUMS	3,500 lbs/yr

CROP YIELD - Berries (5+ YEARS)

BLUEBERRY 11,220 lbs/yr RASPBERRIES

YIELD - Field Crops

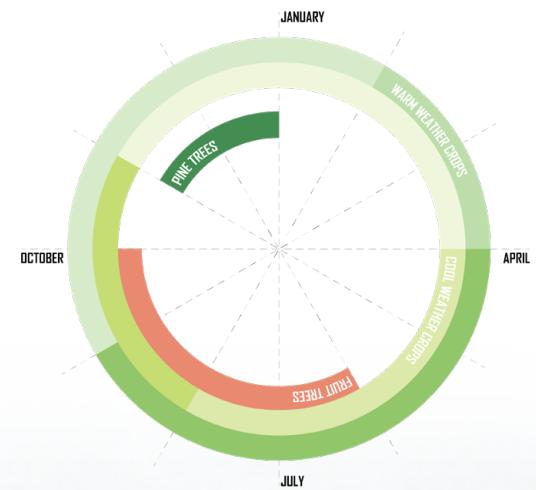
WARM SEASON

STRAWBERRY	11,220 lbs/yr	KALE	14,200 lbs/yr
SWT PEPPER	18,000 lbs/yr	LETTUCE	12,450 lbs/yr
SQUASH	14,000 lbs/yr	CARROTS	9,200 lbs/yr
CUCUMBERS	12,000 lbs/yr	CABBAGE	9,000 lbs/yr
EGGPLANT	11,000 lbs/yr	WINTER SQ	8,000 lbs/yr
MELONS	8,880 lbs/yr	CAULIFLOWER	4,200 lbs/yr
TOMATOES	7,500 lbs/yr	ROOT VEG	3,600 lbs/yr
SPINACH	4,200 lbs/yr	BROCCOLI	3,500 lbs/yr

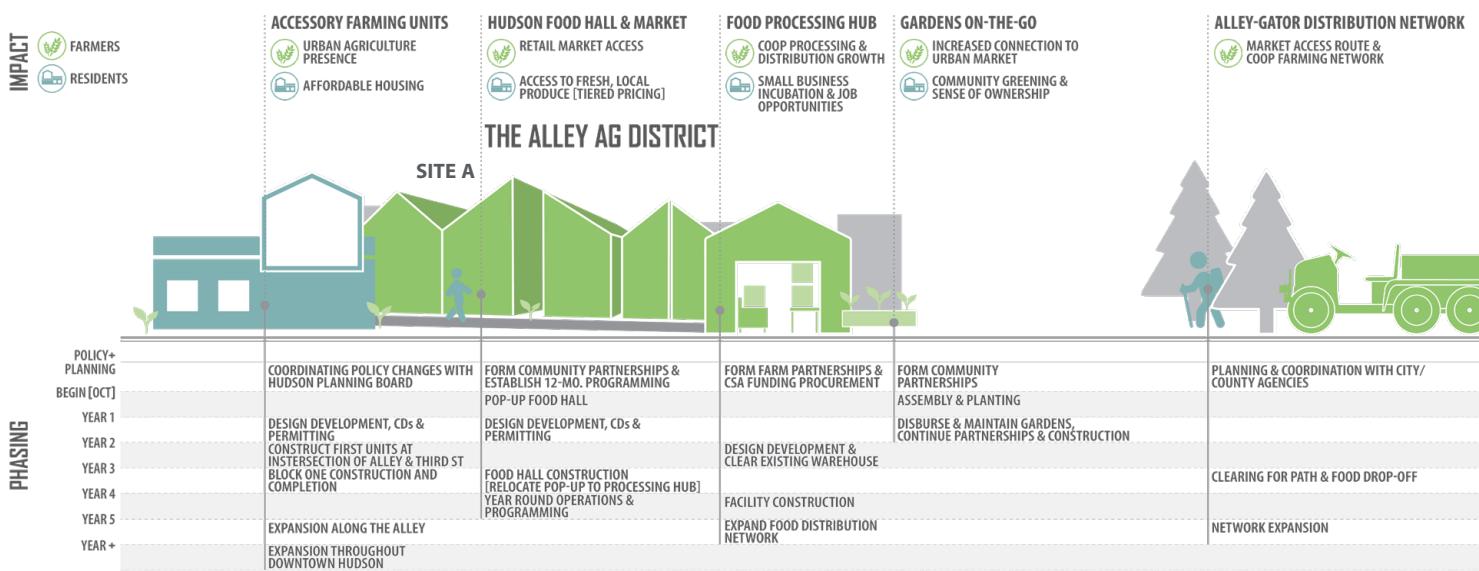
CROP YIELD (TOTALS)

FRUIT + BERRIES 71,070 lbs/yr
VEGETABLES 139,730 lbs/yr

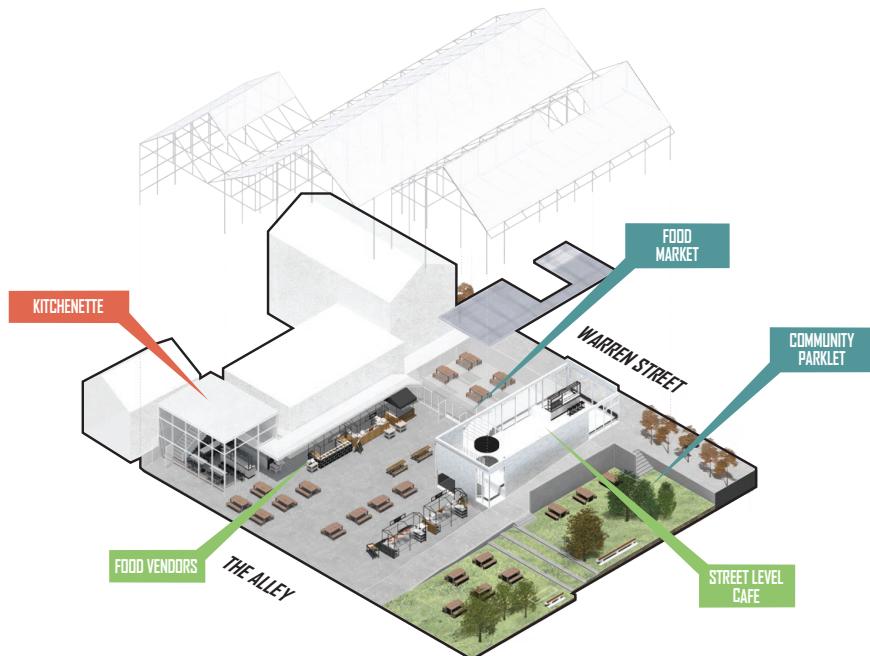
12-MO. GROWING CIRCLE



ROOM TO GROW PHASING & IMPACT DIAGRAM

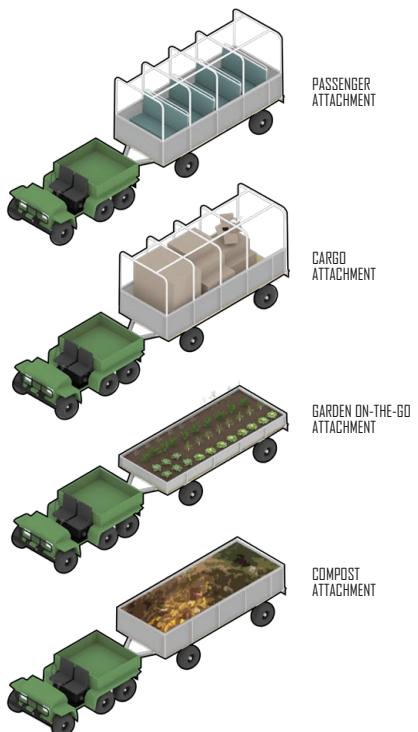


HUDSON FOOD HALL & MARKET

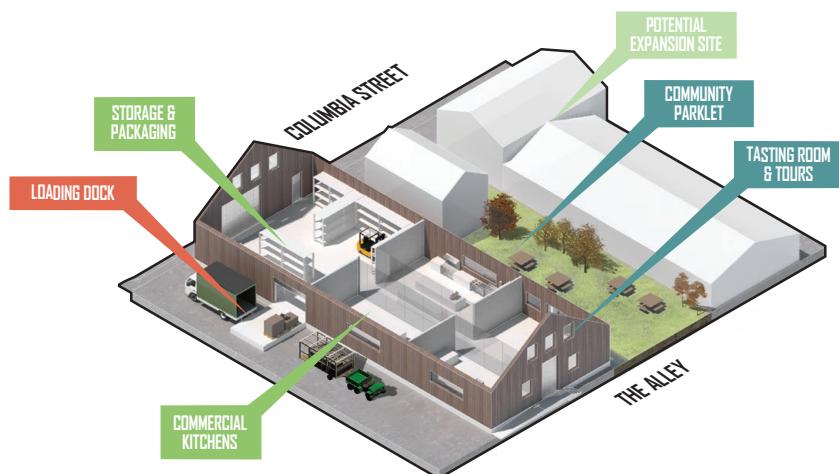


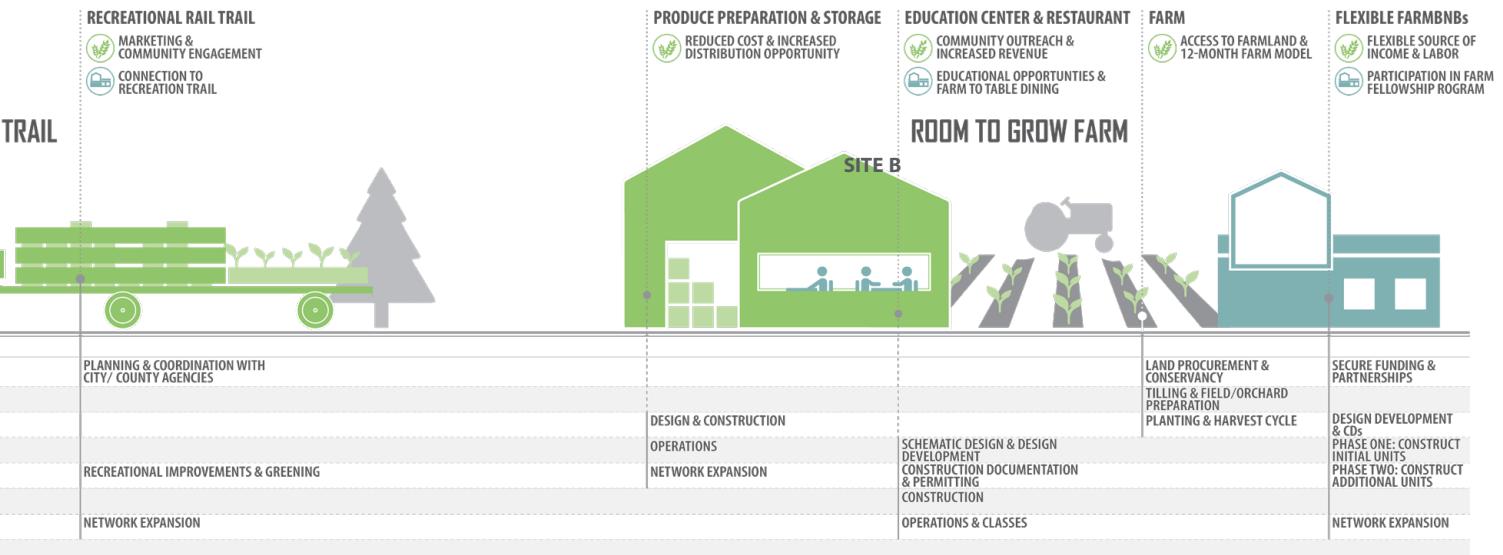
MAIN TRANSPORTATION

BASED ON THE RAILWAY, MOVE BETWEEN SITES

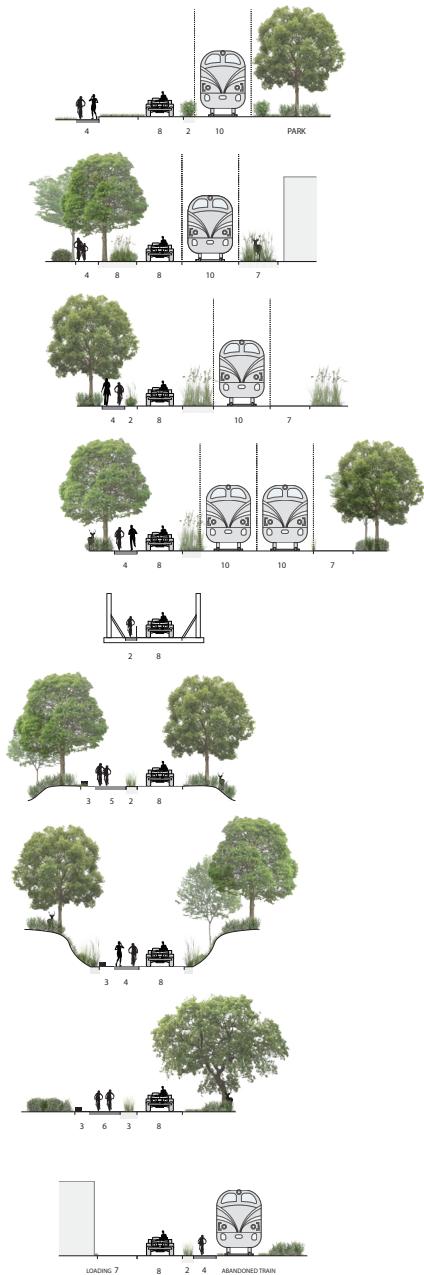


FOOD PROCESSING HUB

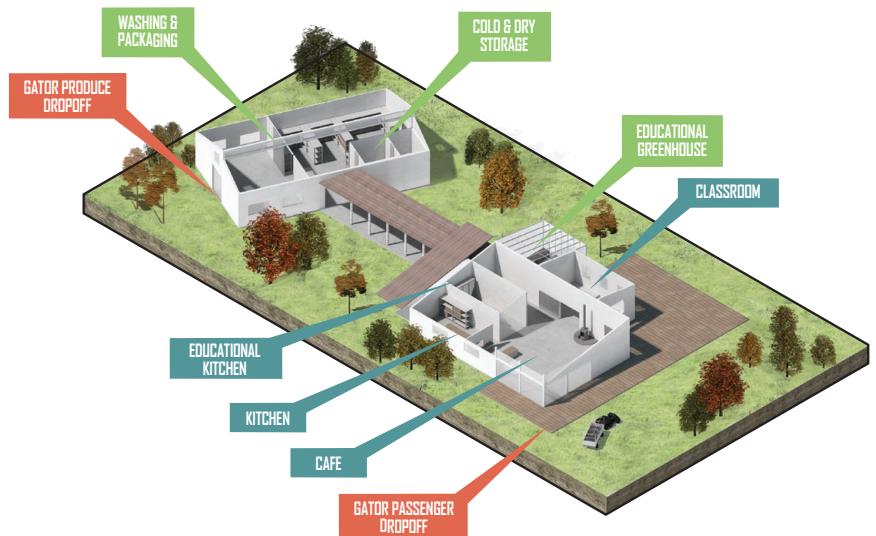




RECREATIONAL RAIL TRAIL FOR GATOR AND PEOPLE, FROM SITE A TO SITE B



PRODUCE PREPARATION & STORAGE



PROJECT VIDEO
<https://youtu.be/2Okd5B5ibjA>





02 NEW ENERGY LANDSCAPE

Alexandra Burhardt | Peiqing Wang | Bohong Zhang | Wenjun Zhang
Design studio, 2018 winter semester
GSAPP, Columbia University

This project explores how Can Tho's energy landscape can shift – from a dependence on hydropower dams and coal power – to localized, low-carbon industries of waste-to-energy, phytoremediation, and water treatment; preserving the health and livelihood of local residents and leap-frogging decades of environmental degradation.

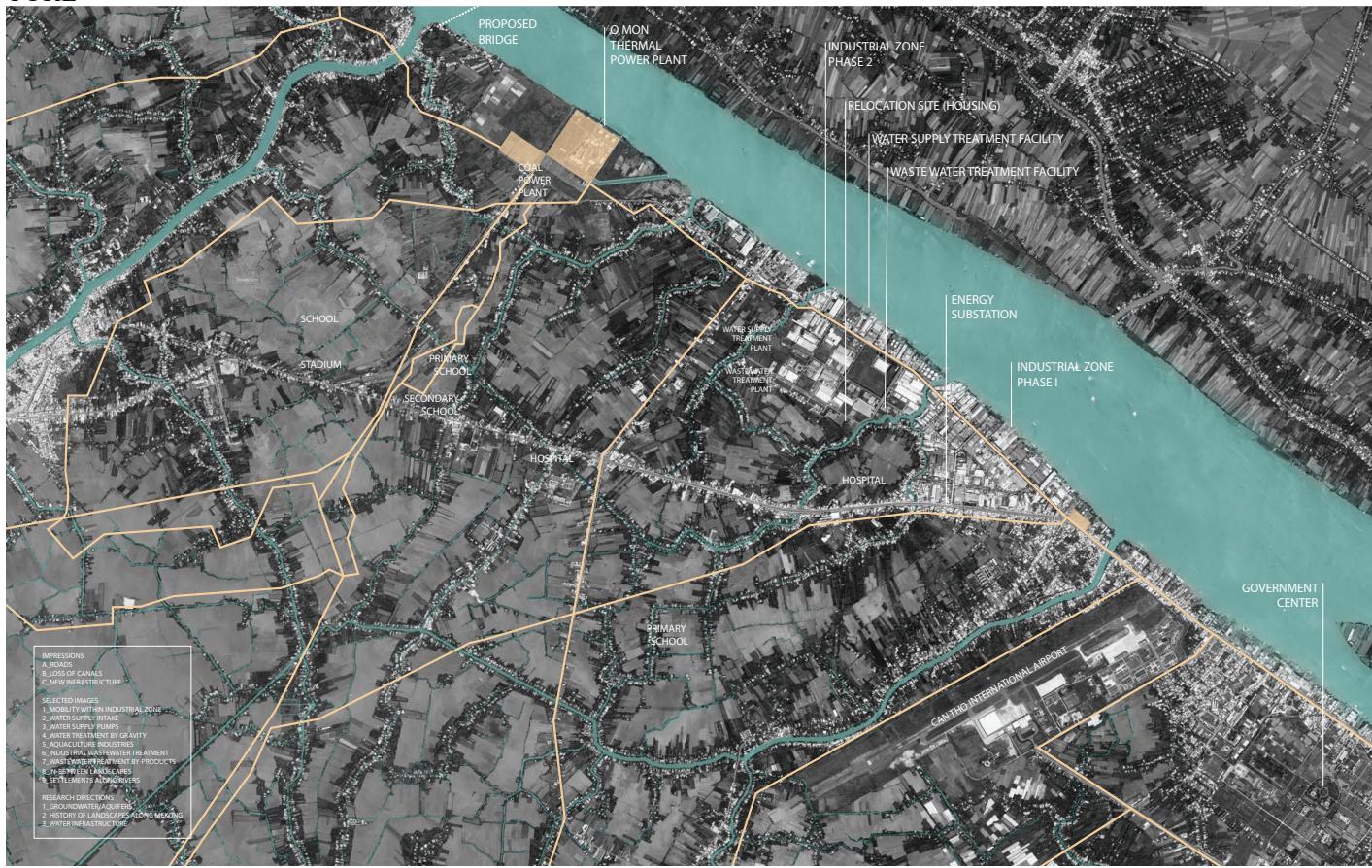


New energy landscapes can emerge from existing sites of social and cultural exchange.

Design focus is applied on the Van Thoi Tu Pagoda, where three elements that advance a new approach to industrial development are proposed: New Energy industries that utilize biomass and solar technology, Living Machines that utilize phyto-remediation technologies; and an Energy Cooperative, that engages local residents and public/private sectors in developing new infrastructure and public places. Together, these elements create new systems of public exchange and neighborhood that inform a new energy landscape.

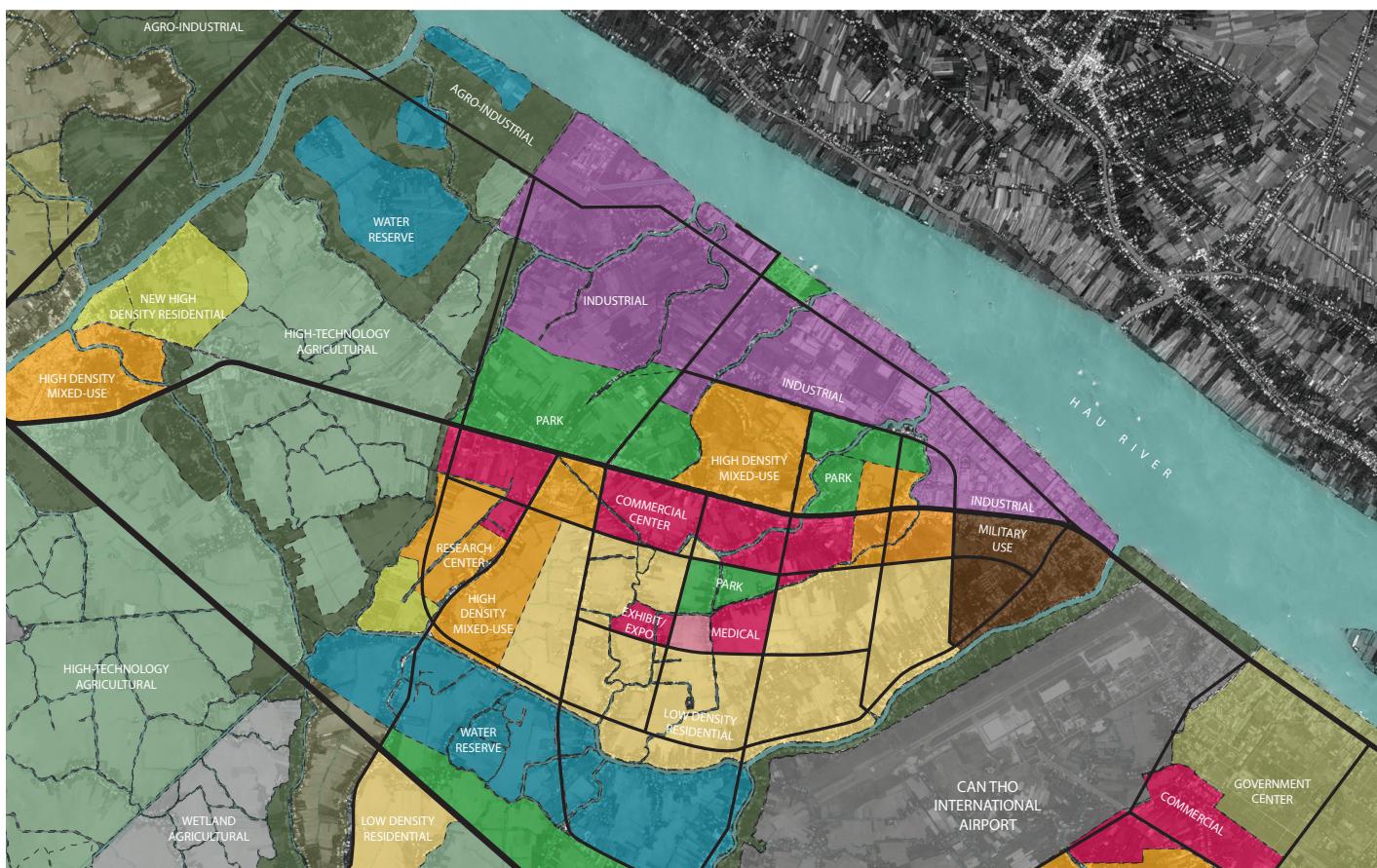
SITE ANALYSIS

IMPACTS OF CENTRALIZED ENERGY INFRASTRUCTURE



CRITIQUE ON PROPOSED 2030 LAND-USE PLAN

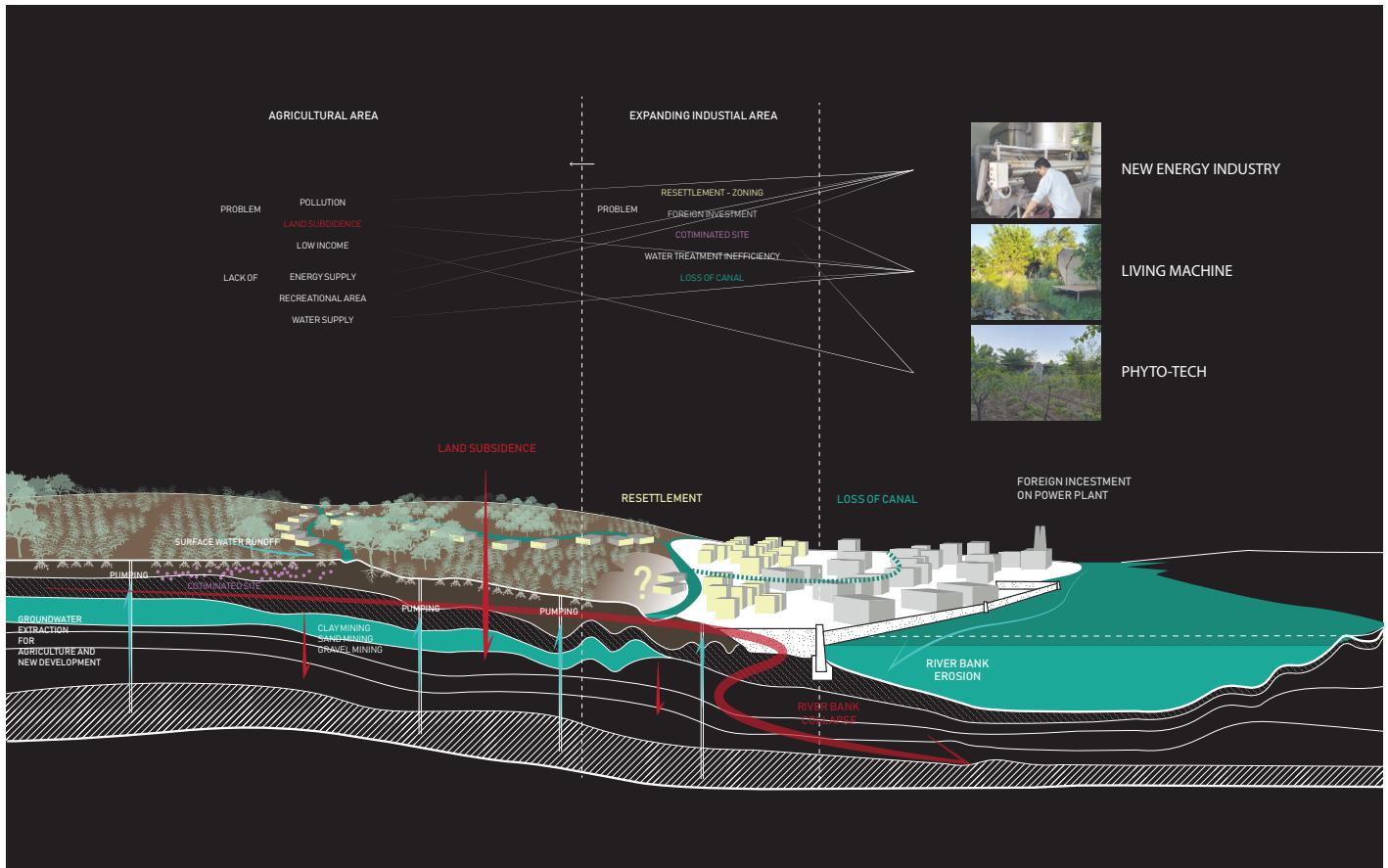
Can Tho's Binh Thuy District, is an area that is being primed for development as a gateway for the proposed HCMC-Can Tho Expressway based on the City's 2030 Masterplan. The plan is centered on the expansion of industrial development along the Hau River - south of the O Mon Coal Power Plant, and the creation of a commercial center in former agri-residential areas. The strict euclidean zoning of this road-based plan places greater demands on the social and ecological systems of the district - complicating river edge conditions; requiring the resettlement of communities; and large foreign investment in energy, water, and waste infrastructure to support industrial development.



WHAT IF A NEW ENERGY LANDSCAPE CAN FORM SOCIO-ECOLOGICAL EXCHANGE SYSTEMS IN CAN THO?

3 PROPOSALS BASED ON CURRENT PROBLEMS

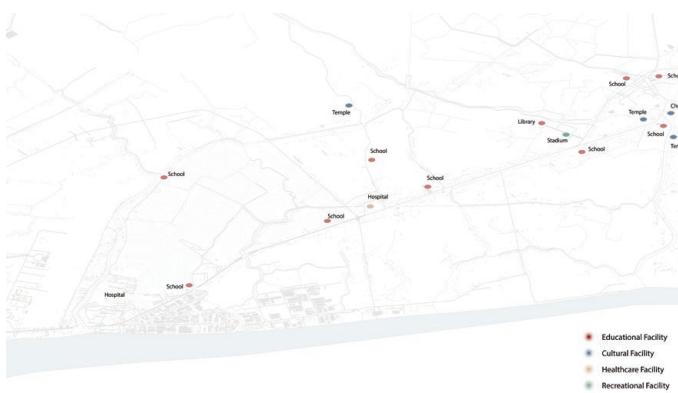
NEW ENERGY INDUSTRY, LIVING MACHINE, PHYO-TECH



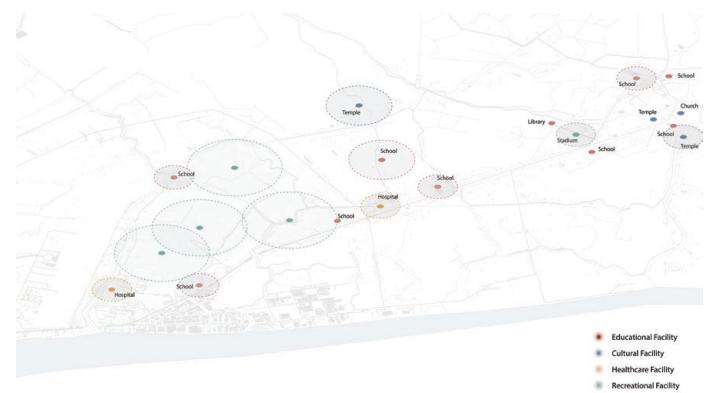
A NEW DECENTRALIZED ENERGY EXCHANGE INFRASTRUCTURE

The strategy is to incorporate new infrastructure in existing sites of social exchange - publicly accessible and frequently used sites. The design proposes that waste to energy facilities, and water treatment facilities emerge to support a given population density and develop gradually to match the needs of its shed. In the future, these facilities would multiply, serving smaller areas, but expanding across the landscape to form networks of public space strongly connected with existing canal systems. As a result, the Tra An area would no longer rely heavily on hydropower dams and centralized coal power but have the capacity to generate energy and support local people and industries by itself, forming a new energy landscape.

EXISTING FACILITIES



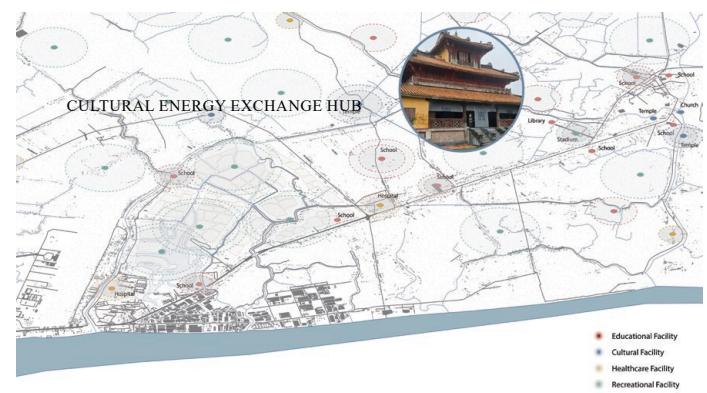
PHASE I - ATTACH



PHASE II - EXPAND



PHASE III - LINK



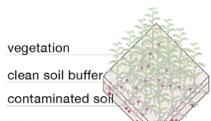
3 SYSTEMS ON SITE

The design proposes the development of living machines, phytoremediation technology, and localized new energy infrastructure as a response to the centralized operations and maintenance of water-treatment and supply systems, “aesthetic-only” landscapes, and fossil fuel-dependent power plants.

PHYTO-TECH

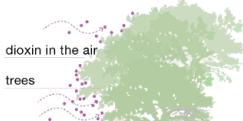
PHYTO-TECH TOOLKIT

PLANTED STABILIZATION MAT



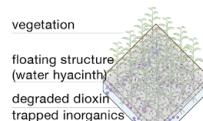
Mechanism: phytostabilization
Target: soil
Function: hold contaminants on site

AIR-FLOW BUFFER



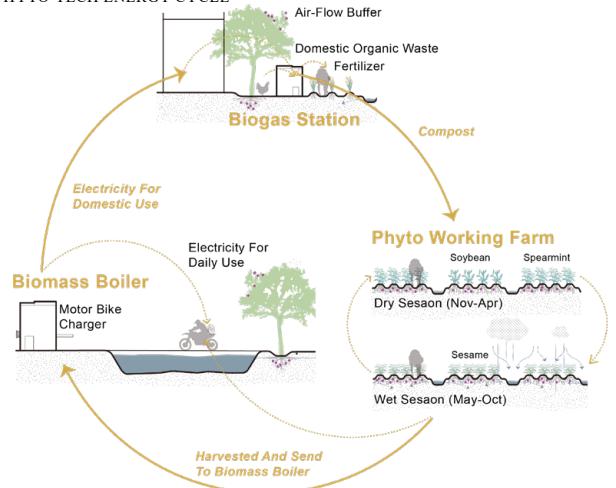
Mechanism: phytoaccumulation
Target: air
Function: decrease the amount of dioxin in the air

FLOATING WETLAND



Mechanism: rhizofiltration
Target: canals, rivers
Function: degrade/remove contaminants

PHYTO-TECH ENERGY CYCLE



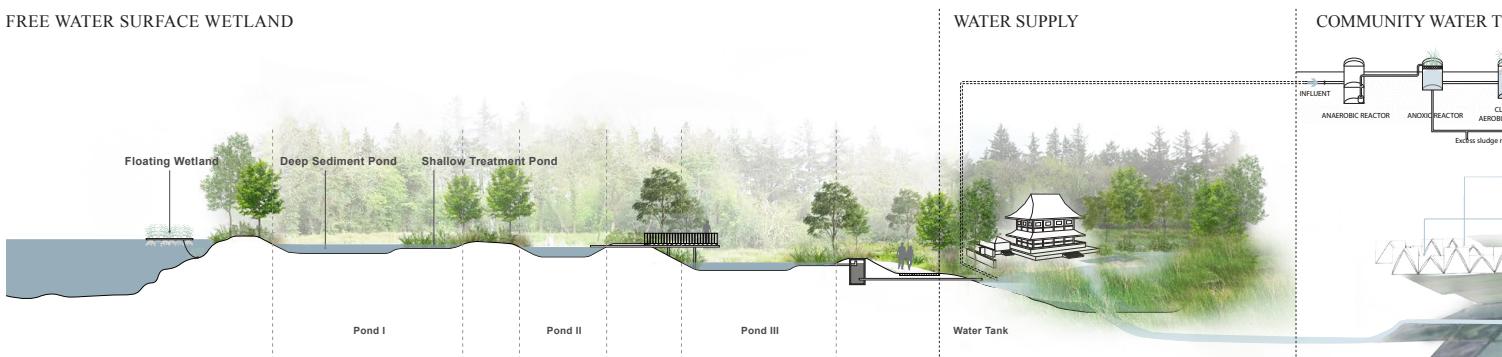
Phyto technologies are employed all year round with different kinds of plants to ensure a continuous purifying process. Once the plants become mature and have maximized their capacity for dioxin absorption, local residents can transport the plants to the nearby energy boiler by electric motorbike or electric boat via canals to for power generation.

NEW ENERGY LANDSCAPE AT NEIGHBORHOOD SCALE



LIVING MACHINE

FREE WATER SURFACE WETLAND



Living machines are water treatment and supply systems integrated in recreational areas and public spaces. They begin at existing rivers and tributaries, connecting these to new surface water wetlands and pools which act as basic filters for water supply for both domestic and agricultural use. All organic waste collected in this process can also be used as biomass fuel.

01 FREE WATER SURFACE WETLAND

Water from the river runs through free water surface wetlands that act as basic filters.

02 WATER SUPPLY

Community water treatment consists of a series of phyto-tanks placed in public plazas that lead to distribution systems for domestic use.

03 FISH FARMING AND FOOD PROCESSING

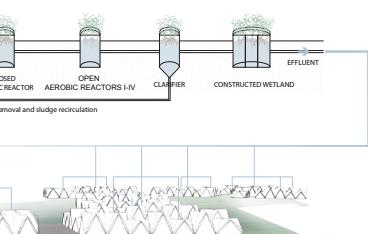
Residents and farming communes have the option to update traditional agricultural fields to new rice and fish paddies to join the fish-farming industry. Instead of pumping groundwater from local aquifers, the system utilizes treated fish paddy fish-farms. Food processing facilities assist residents in adding value and sending products directly to local markets by boats.

NEW ENERGY INDUSTRY

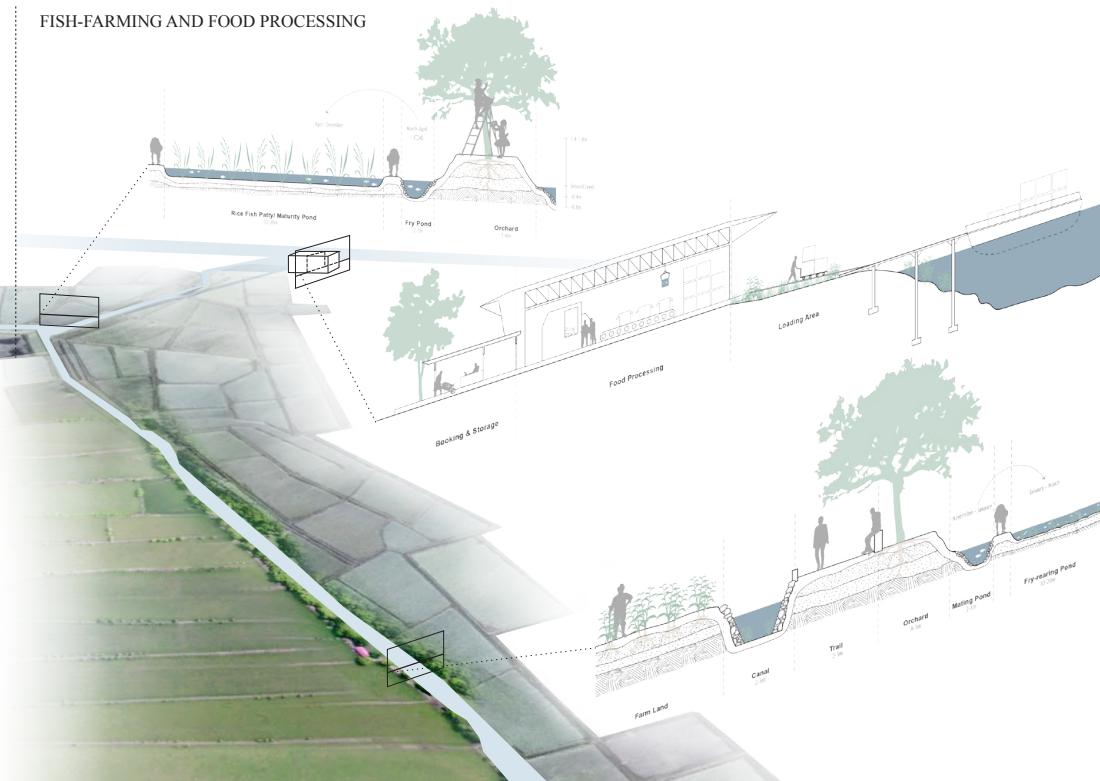
NEW ENERGY LANDSCAPE AT COMMUNE SCALE



RETREATMENT



FISH-FARMING AND FOOD PROCESSING



03 SEAMING

Individual work

Site: Wusong waterfront area, Shanghai

Site area: 24,500 sq m

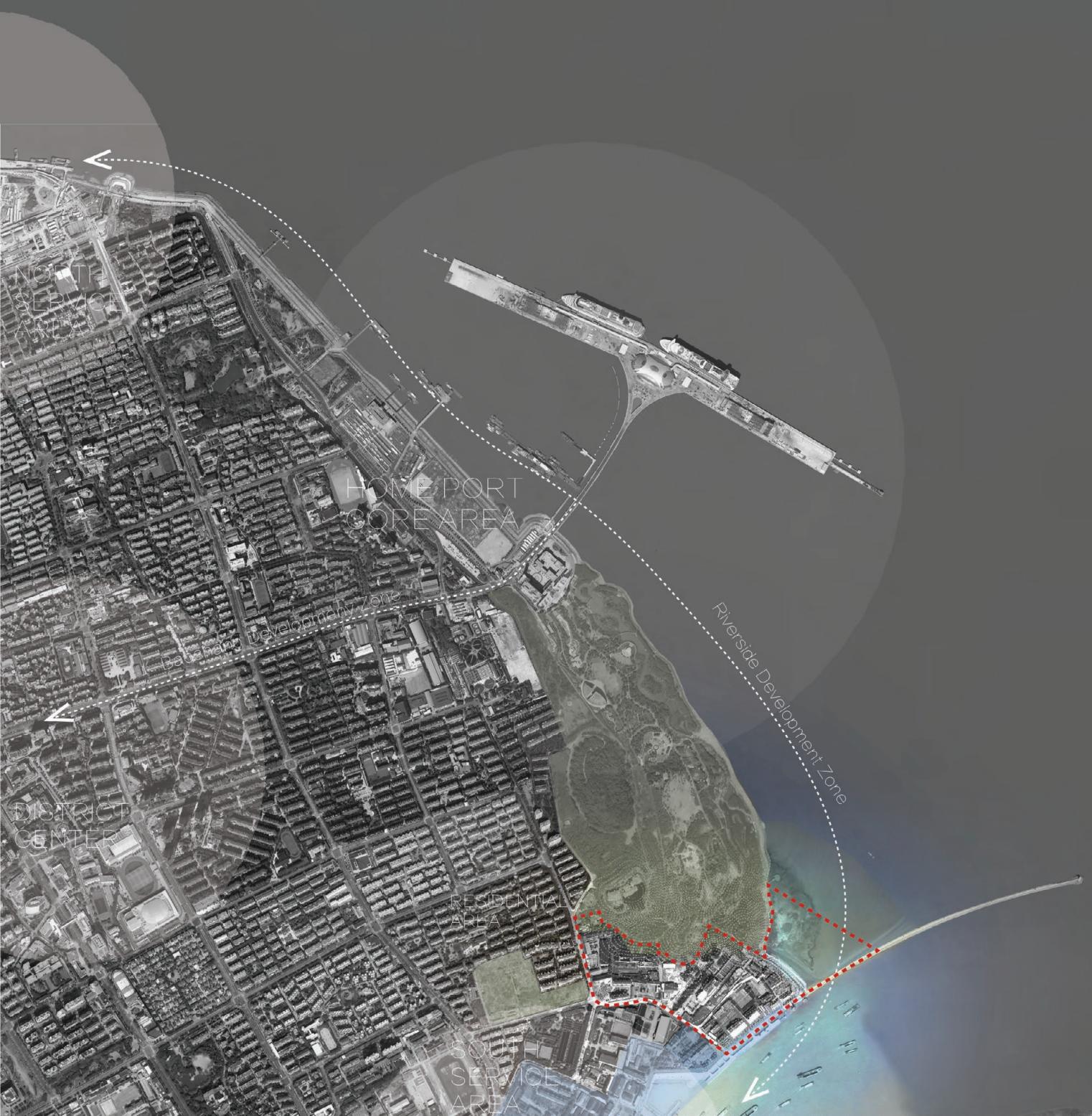
International Design Summer School, 2018 summer

CAUP, Tongji University

This site is a new urban green space in urban planning of Baoshan District. It located near Wusongkou, where Huangpu River injection in the Yangtze River, the Yangtze River into the sea before the last tributary.

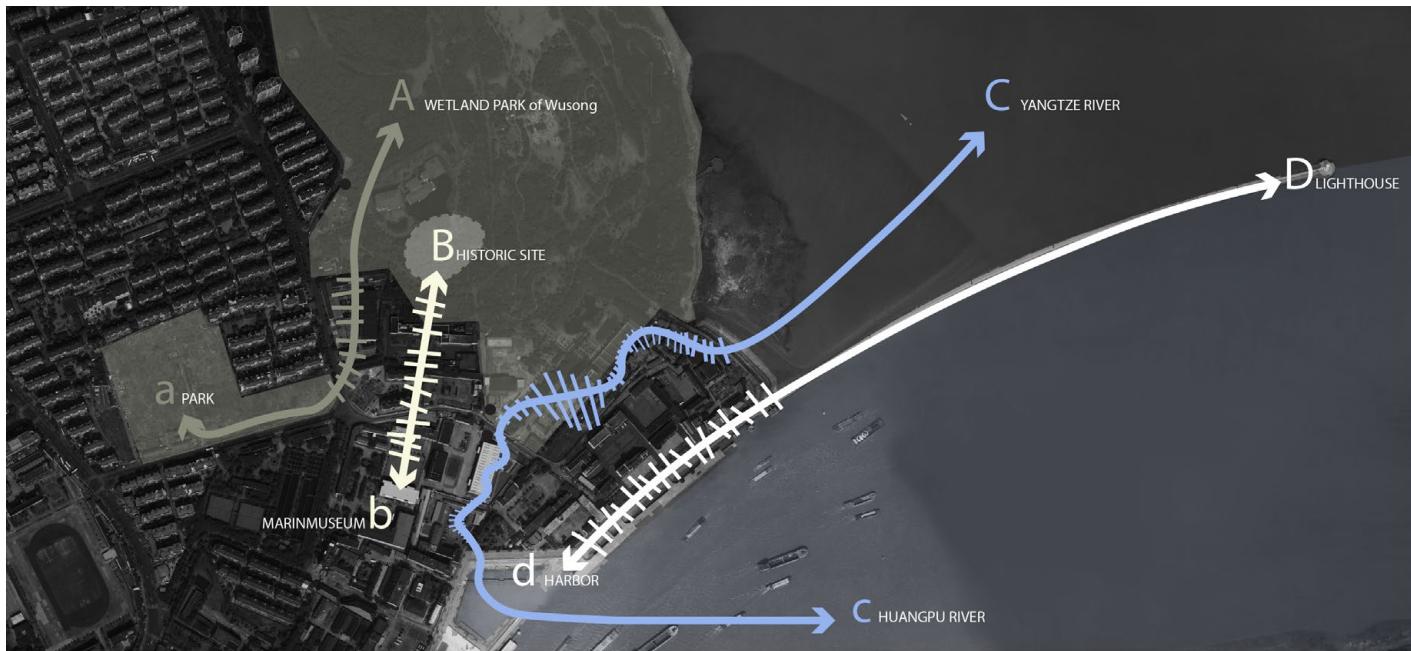
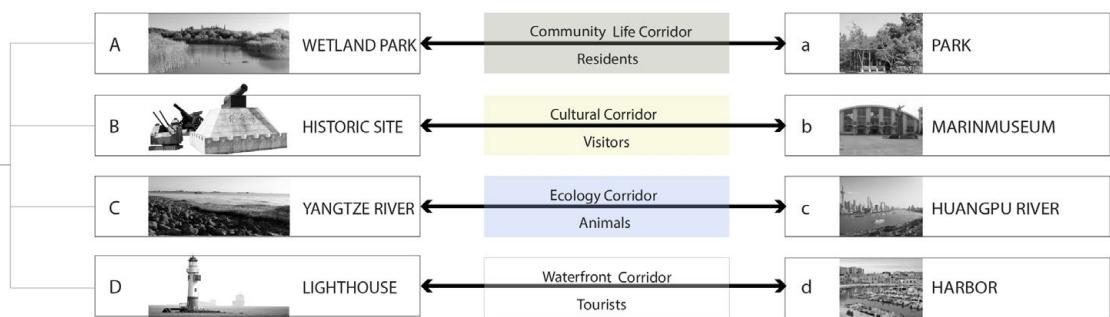
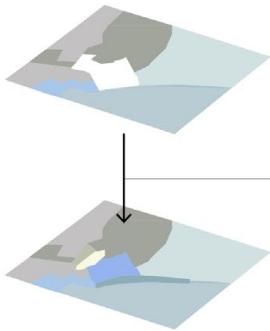
According to urban planning of Baoshan, this area is between several core areas and currently isolated from all areas nearby. Make the site look like a hole by now. The site is all military land combined with abandoned buildings and temporary construction. New buildings are not allowed to be built by strict land use, so there's nearly no activities happen here.

This design aims to blend the surrounding into the site, so I choose the concept of SEAMING in order to seaming the city in and form an independent atmosphere to redefine this area.

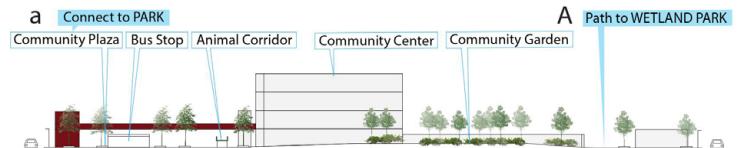


SEAMING FOR CORRIDOR

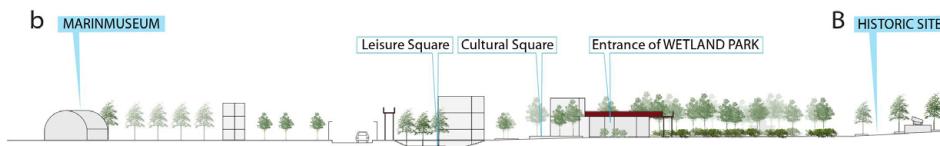
FILL THE BLANK SPACE BY CREATING CORRIDORS WHICH CAN CONNECT SEPERATE SURRENDING FACTORS



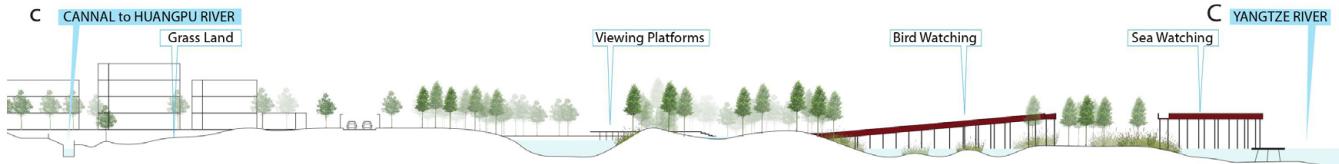
1. Community Life Corridor



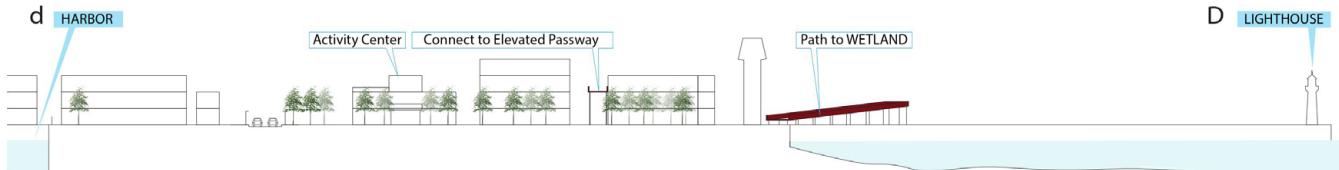
2. Cultural Corridor



3. Ecology Corridor

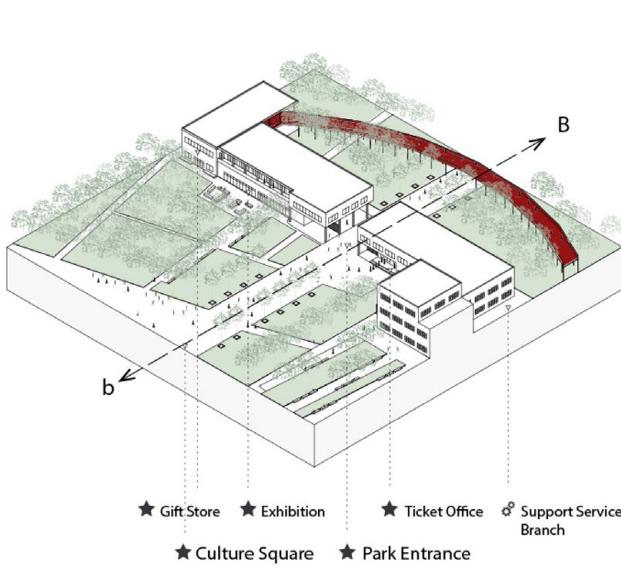
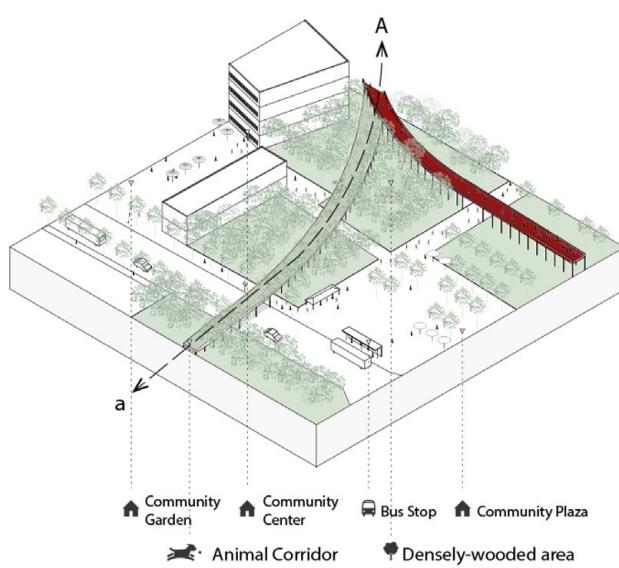
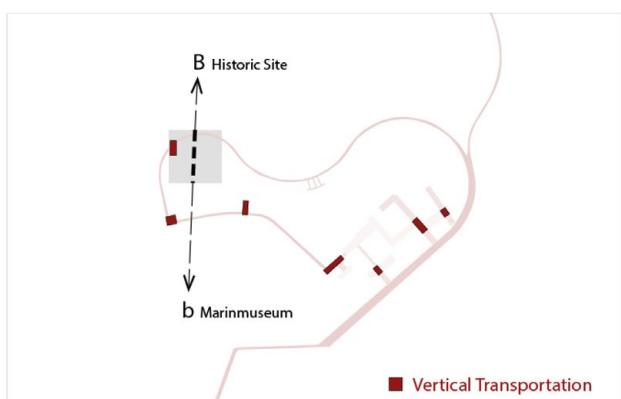
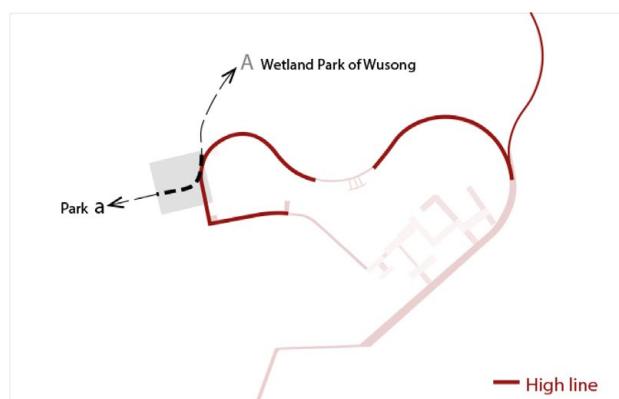
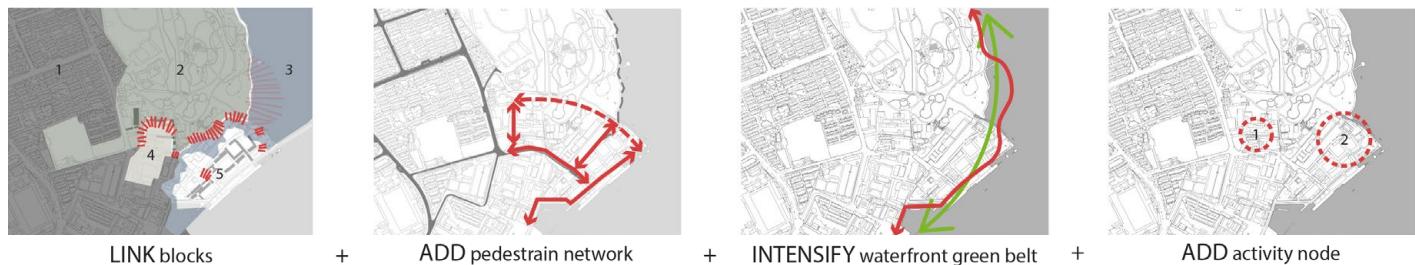


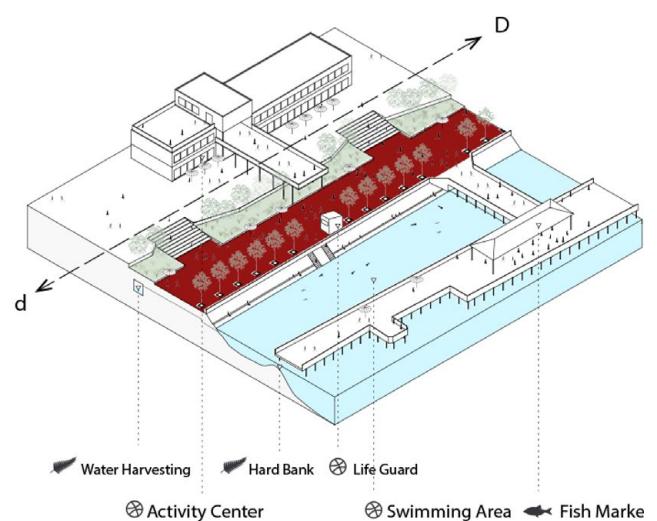
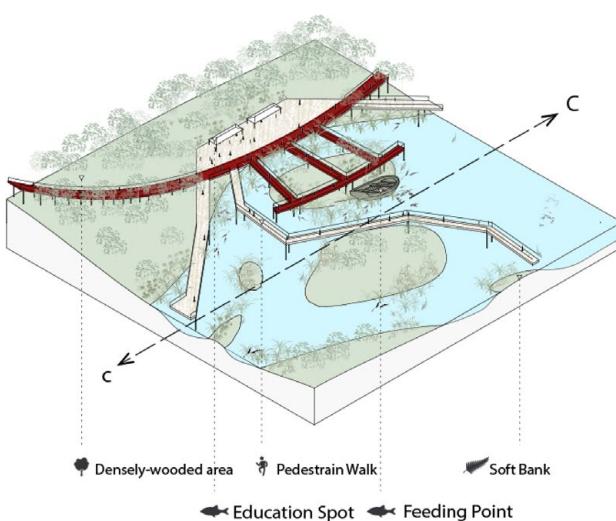
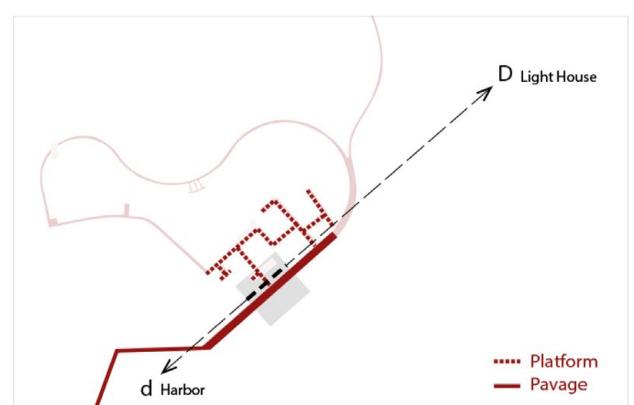
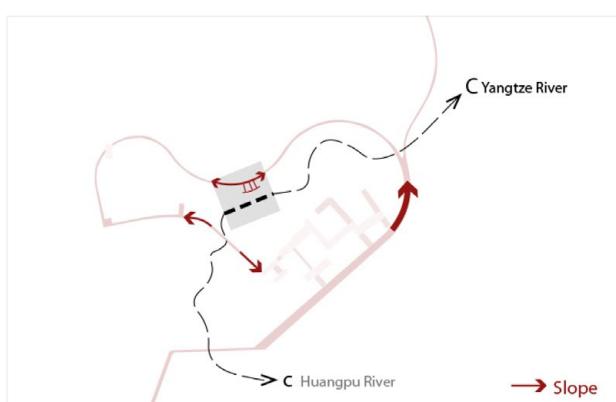
4. Waterfront Corridor

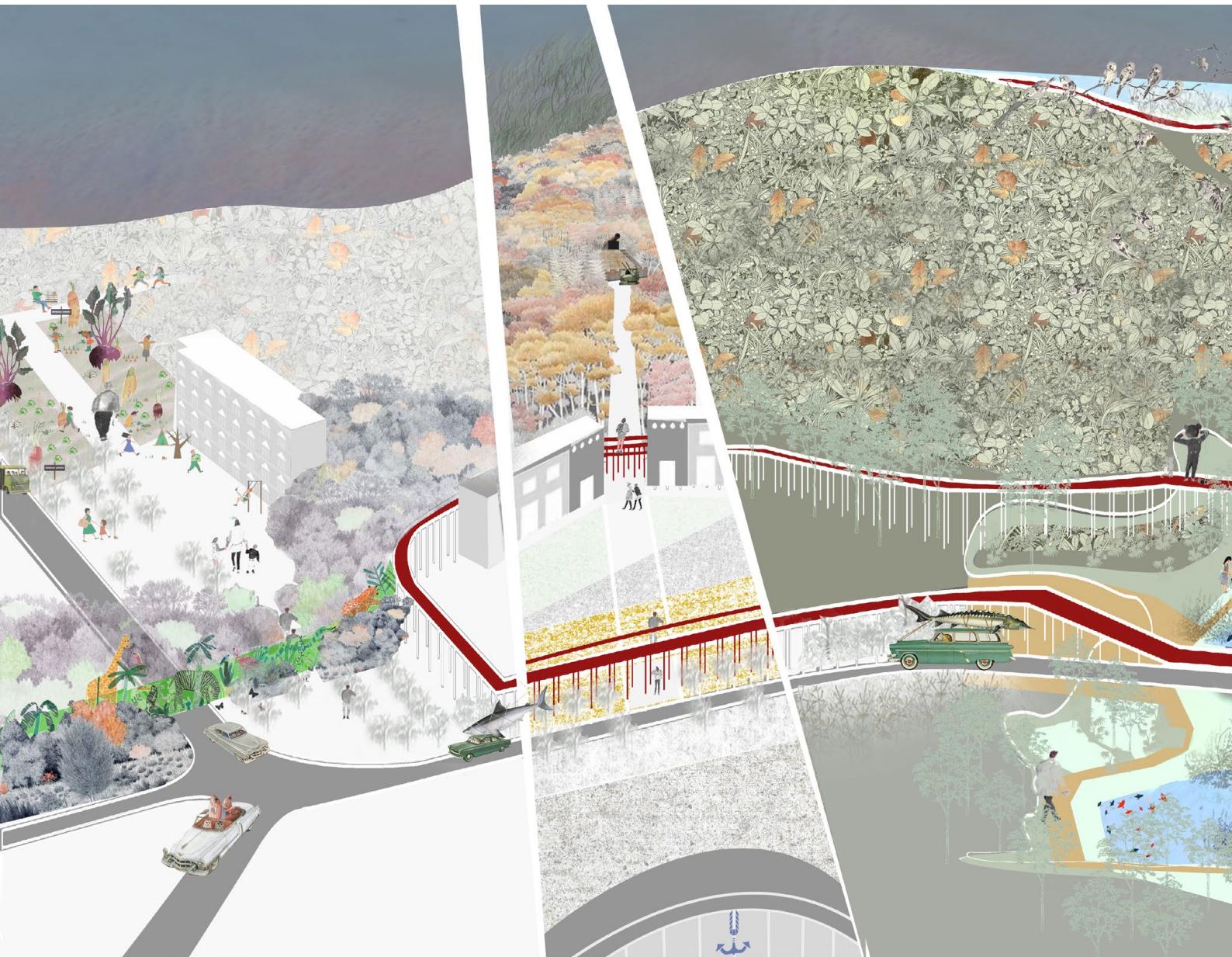


SEAMING FOR MATRIX

USE ONE METHOD TO RESPONSE TO DIFFERENT SITE DEMANDS





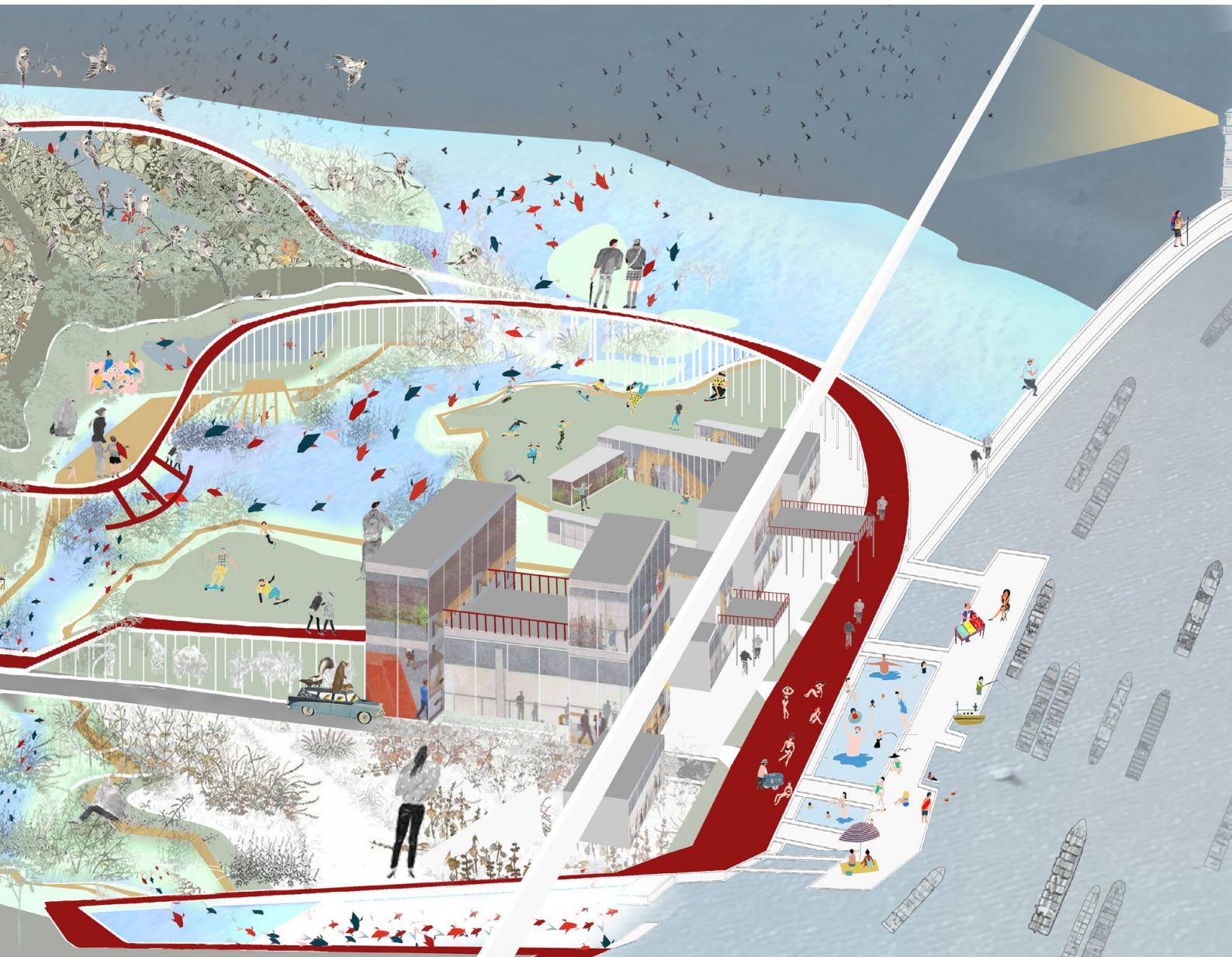


COMMUNITY LIFE CORRIDOR

Connect the residential area to the site and the small park to wetland park of Wusong.
Gather more community vitality into the site and try to lead people to other part of this green land by the red high line.

CULTURE CORRIDOR

Remind visitors of the site as a key garrison in Ming and Qing Dynasty.
Lead people from the museum to the historic site (with exhibition square along the path) to have a complete understanding of the history.

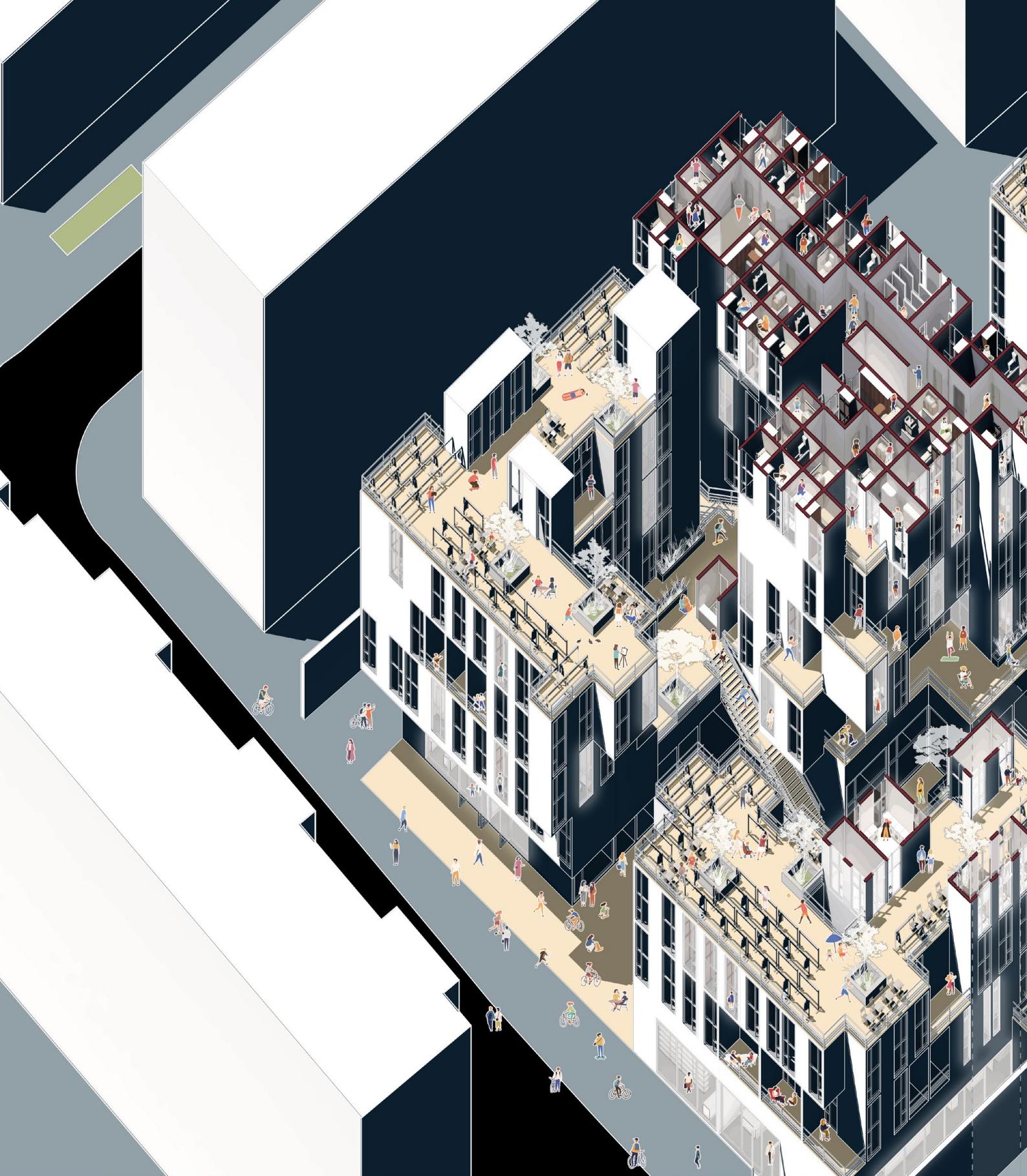


ECOLOGY CORRIDOR

As the extension of the wetland park, the ecology corridor offer more opportunities for people to get close to wetland to observe and play in the nature, together with educational function. The red line set the border of the wetland park since it is a walled park for administrative convenience.

WATERFRONT CORRIDOR

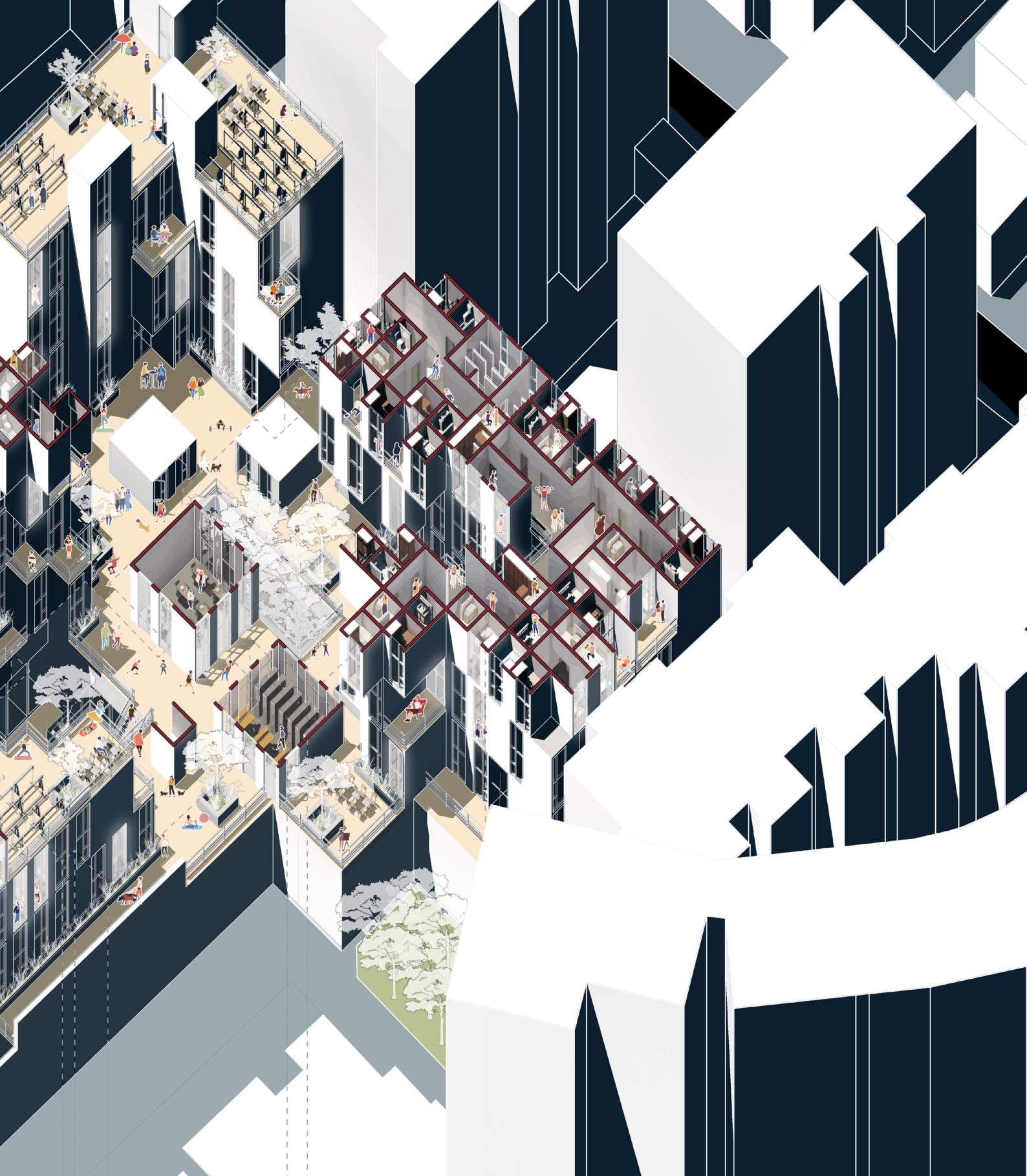
Offer more waterfront activities for people and fresh sea food are also available here. It would be a good experience to visit this harbor either for entertaining or just taking a walk after dinner, because it connects both the wetland area and adjacent parcels, so it is very convenient for people to come and go.



04 LEGO COMMUNITY

*Min Lin | Wenjun Zhang
Design studio, 2016 fall semester
CAUP, Tongji University*

In response to a tense, rich, and lively memory of the existing site, we extracted the scale elements that are closer to the limits of the human body from the memory and applied them to forming an architecture frame which is regarded as the flashback of the design. Thus within the unique frame, the lego community was built up.



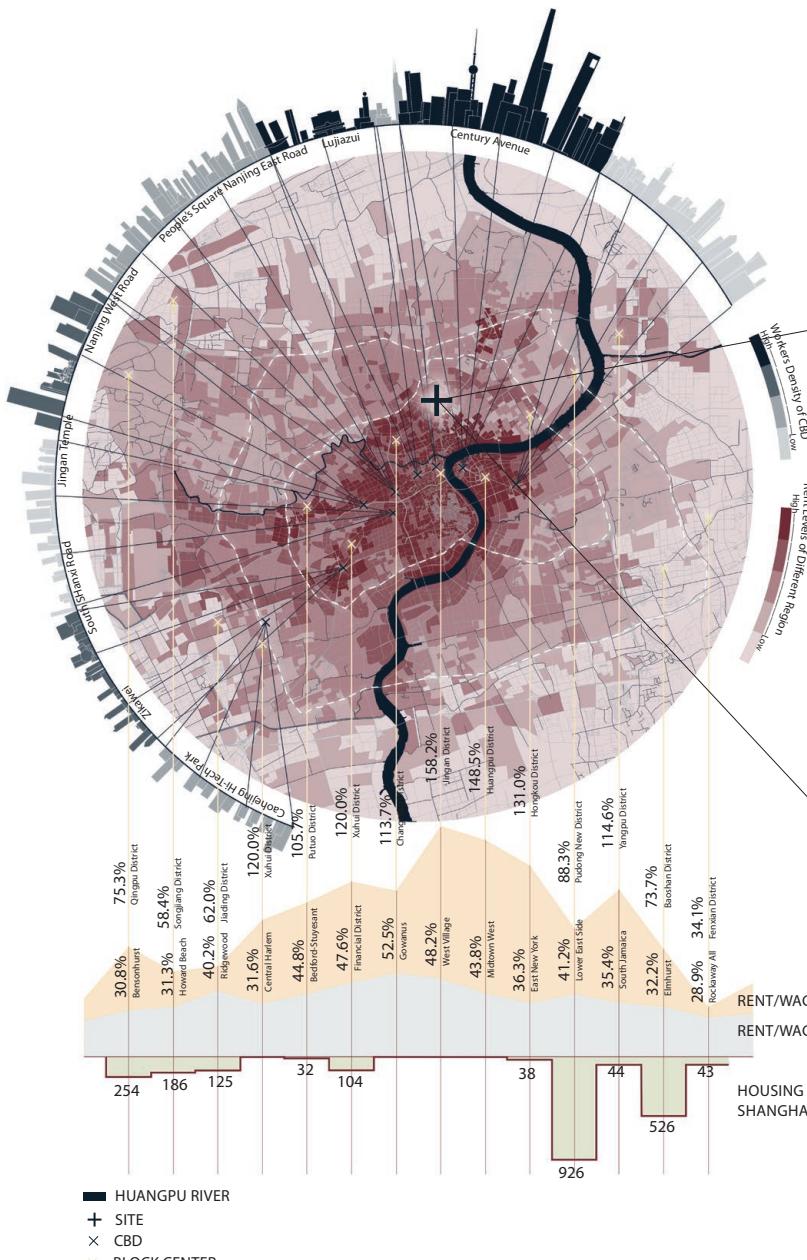
As the population in the city grows, urban space is becoming increasingly tense. Most young people are in a non-convenient mode of “working in the city and living in the suburbs”.

The design aims to accommodate more inhabitants. The 2200 modular square is chosen due to the efficiency of the space usage. The modular control implies the balance of the apartment system. Meanwhile, Many changes of the modular system, corresponding to the site, interior space, function, form, and apartment type, are made to explore the possibility of micro-communities in the venue through the arrangement of very small modulus grids, and create rich and interesting public space life. In the market and commercial part, the design tries to integrate both of them: the commercial street introduces people to the market, the market surrounds the commercial street.

CURRENT SITUATION

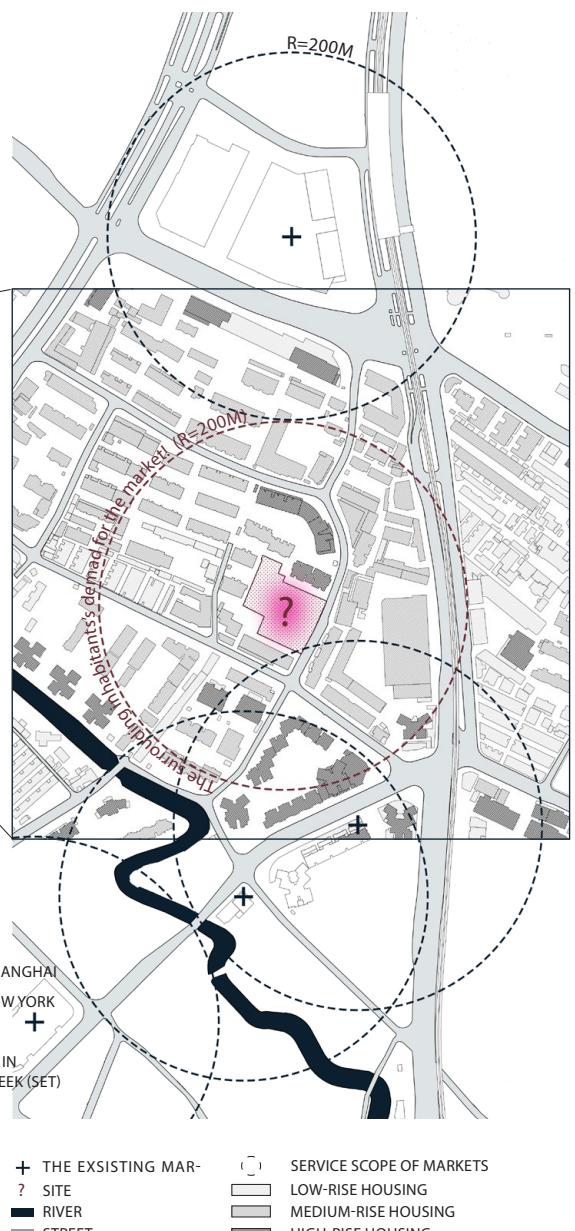
01: In Shanghai, most millennial generation working in the CBD can't afford the high rent in the downtown. They tend to work in the city and live in the suburbs, which is not convenient for themselves.

SHANGHAI'S WORKING& LIVING SITUATION



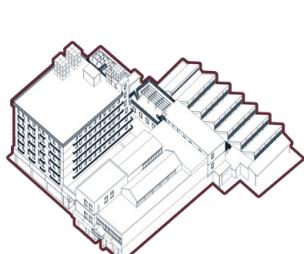
02: The large number of people living in the surrounding areas demand for the comercial complex — market.

SURROUNDING MARKET& RESIDENT



03: The existing apartment holds a large quantity of people who work in the downtown. How to accomodate such large number of people is a question. The design of "Lego House" can cope with the problem.

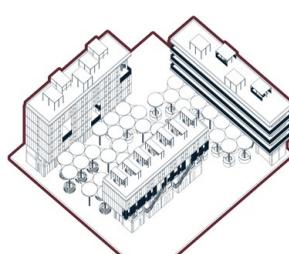
THE POPULATION CARRYING CAPACITY OF THREE DIFFERENT PROGRAMS



Population Carrying Capacity in the Existing Apartment



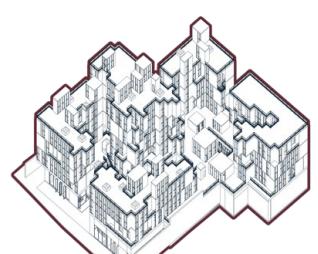
449



Population Carrying Capacity of Normal House (18m² average)



241

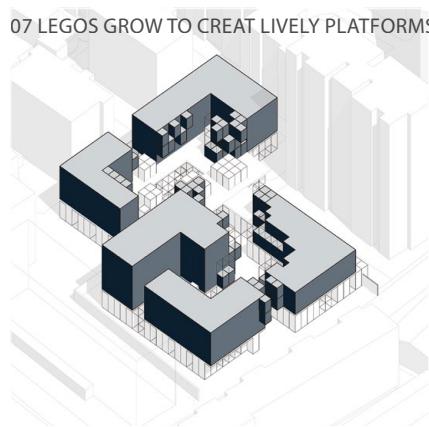
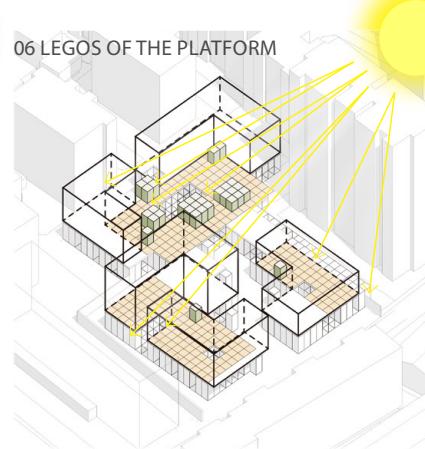
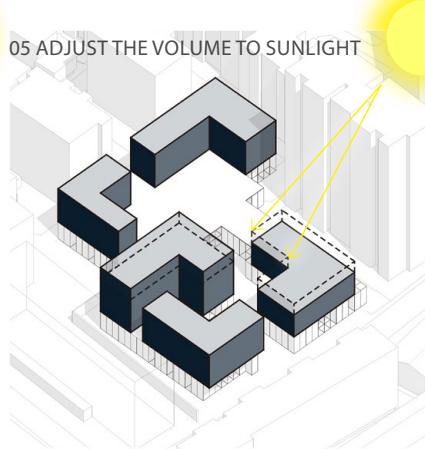
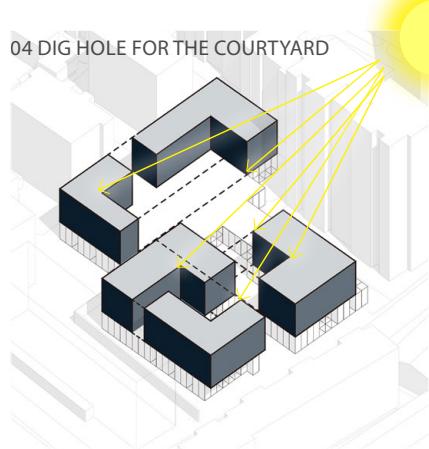
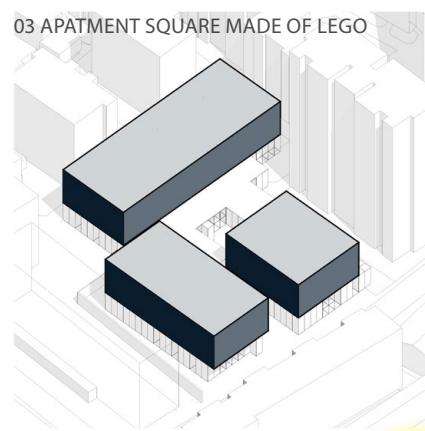
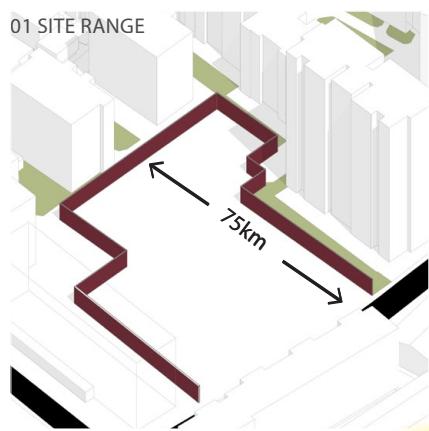


Population Carrying Capacity of Lego House (4m² average)



576

FORMING DIAGRAM



LEGO INTERGRATED TO FORM THE COMMUNITY



APARTMENT LEGO



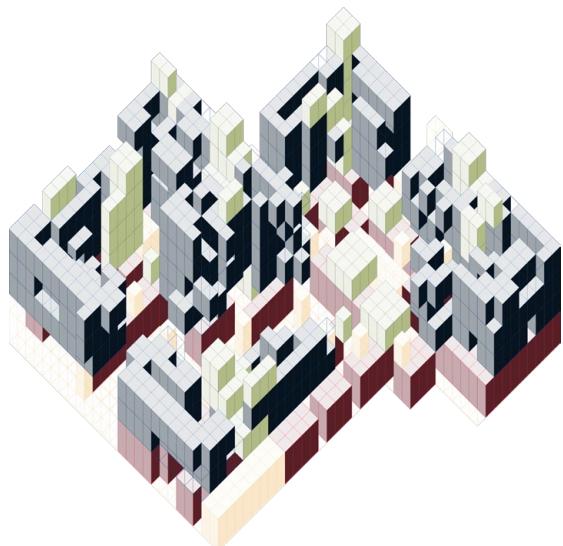
COMMUNITY LEGO



COMMERCIAL LEGO



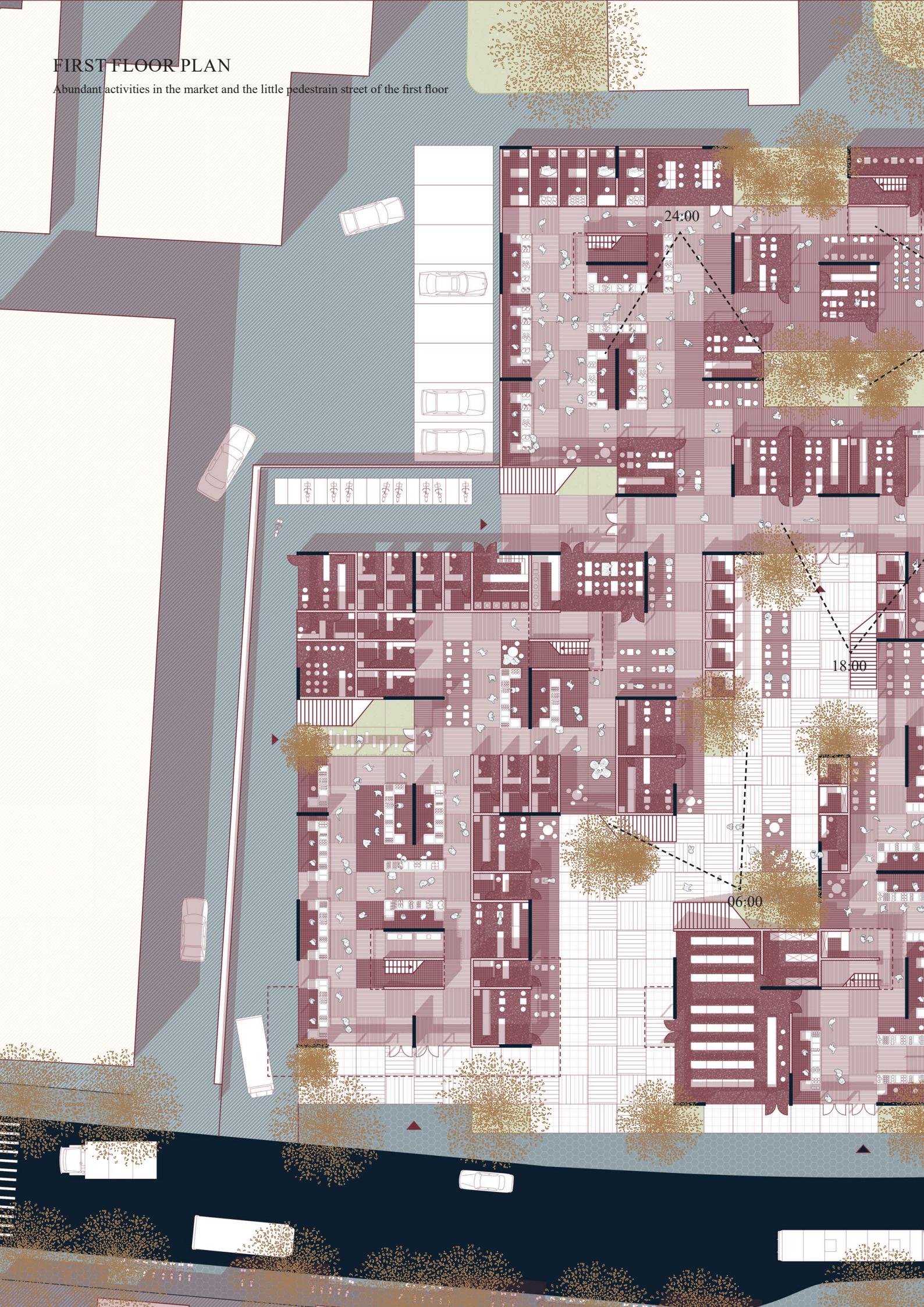
OPEN SPACE LEGO

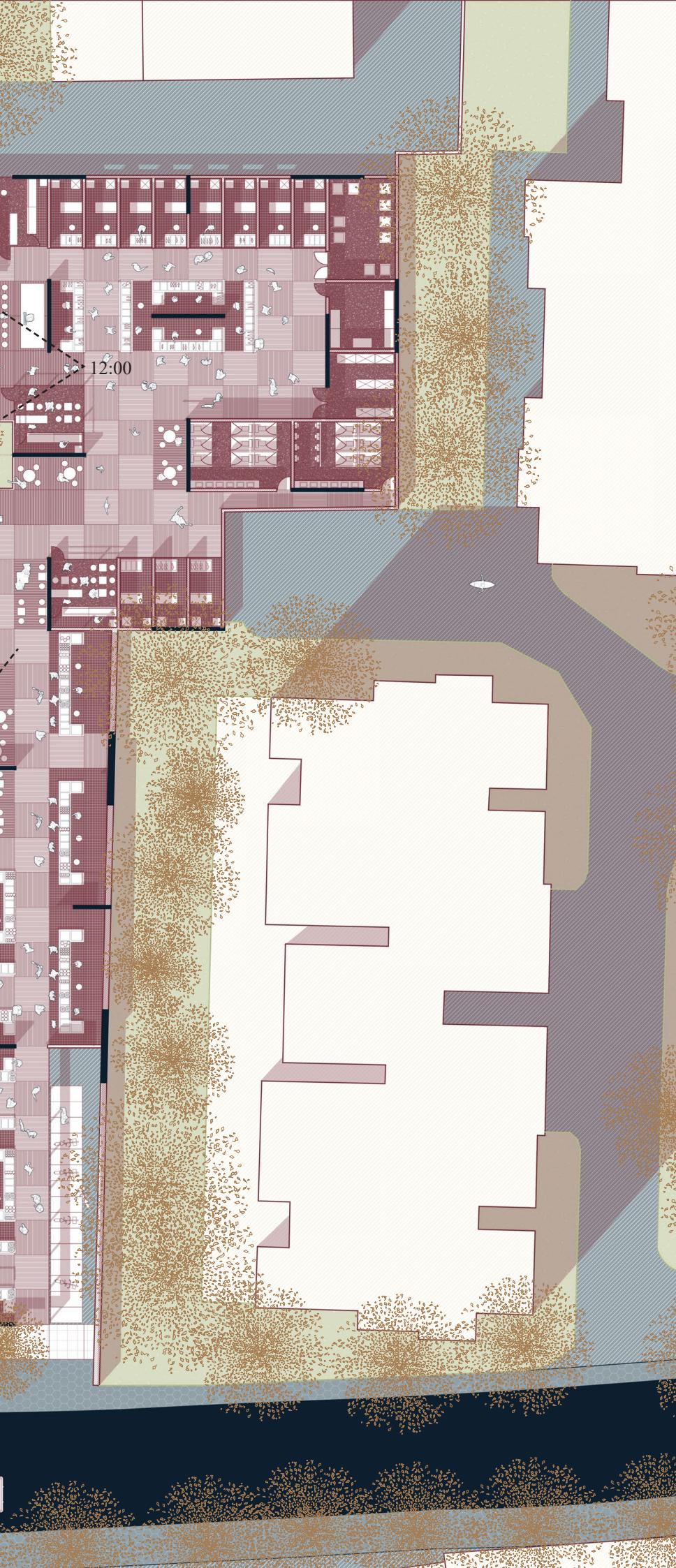


The community is made up of four types of legos, which are apartment lego, community lego, commercial lego and open space lego. The whole community is complicated and multifunctional from the shopping street, the market inside, the beautiful platform, the apartment to the roof. A lot of activities can appear in everywhere of the lego community.

FIRST FLOOR PLAN

Abundant activities in the market and the little pedestrian street of the first floor





06:00 THE COMMERCIAL STREET



12:00 SNACK COURTYARD IN THE MARKET



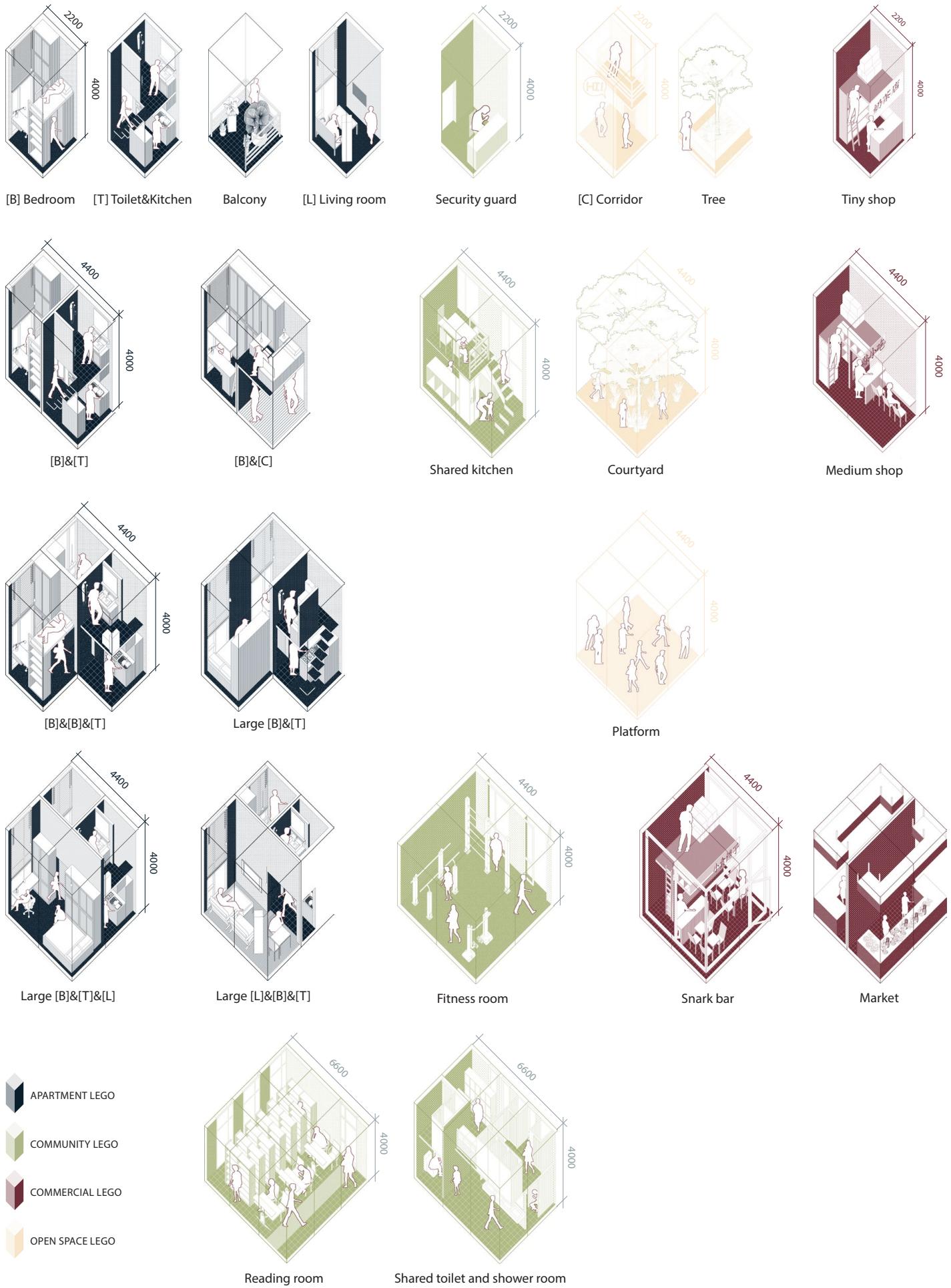
18:00 PLATFORM OVER THE MARKET



24:00 NIGHT SCENE FROM APARTMENT

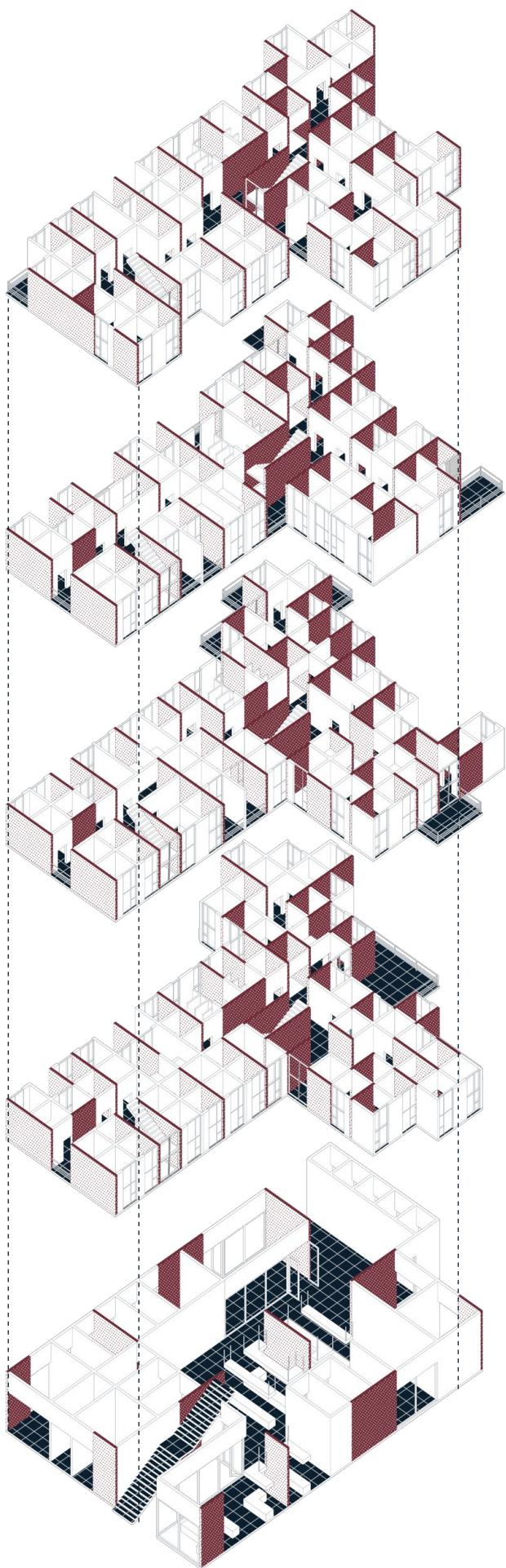
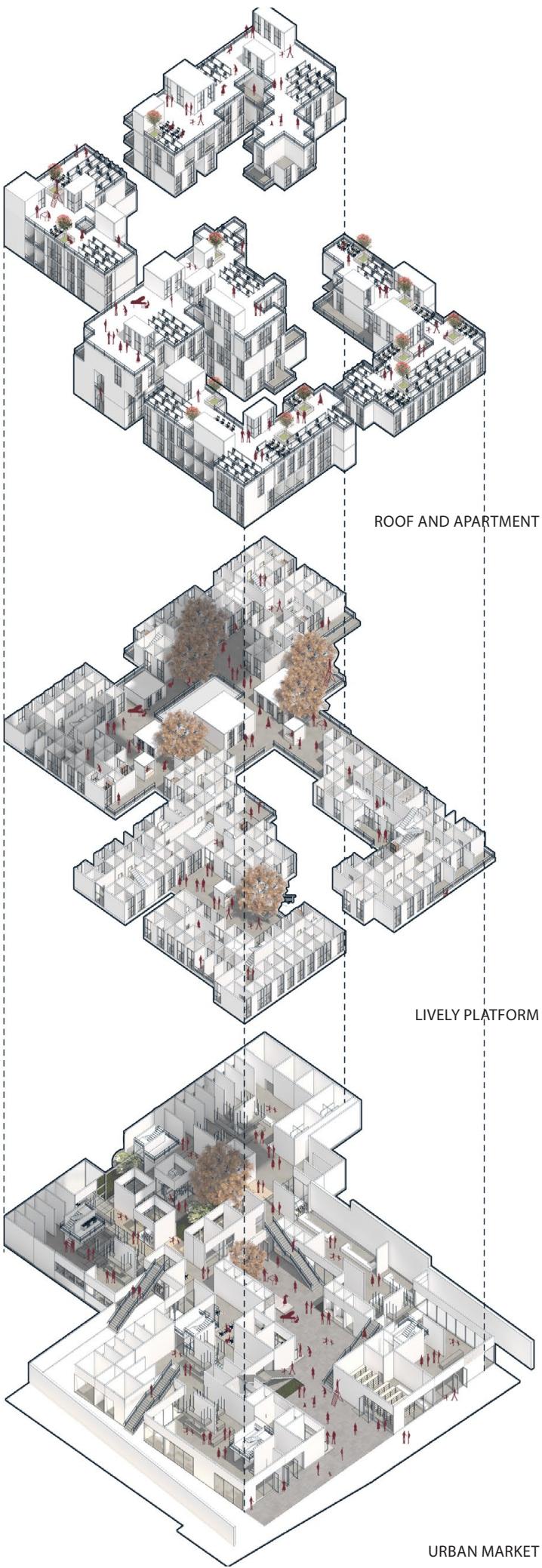
COMMUNITY LEGOS

The architecture is composed of 4 kinds of lego units, which are controlled by the 2200 modular system. The kinds of the lego is differed by the color. Each lego unit is designed to fit the minimum size of the activity.



STRUCTURE SYSTEM

Transverse wall bearing system

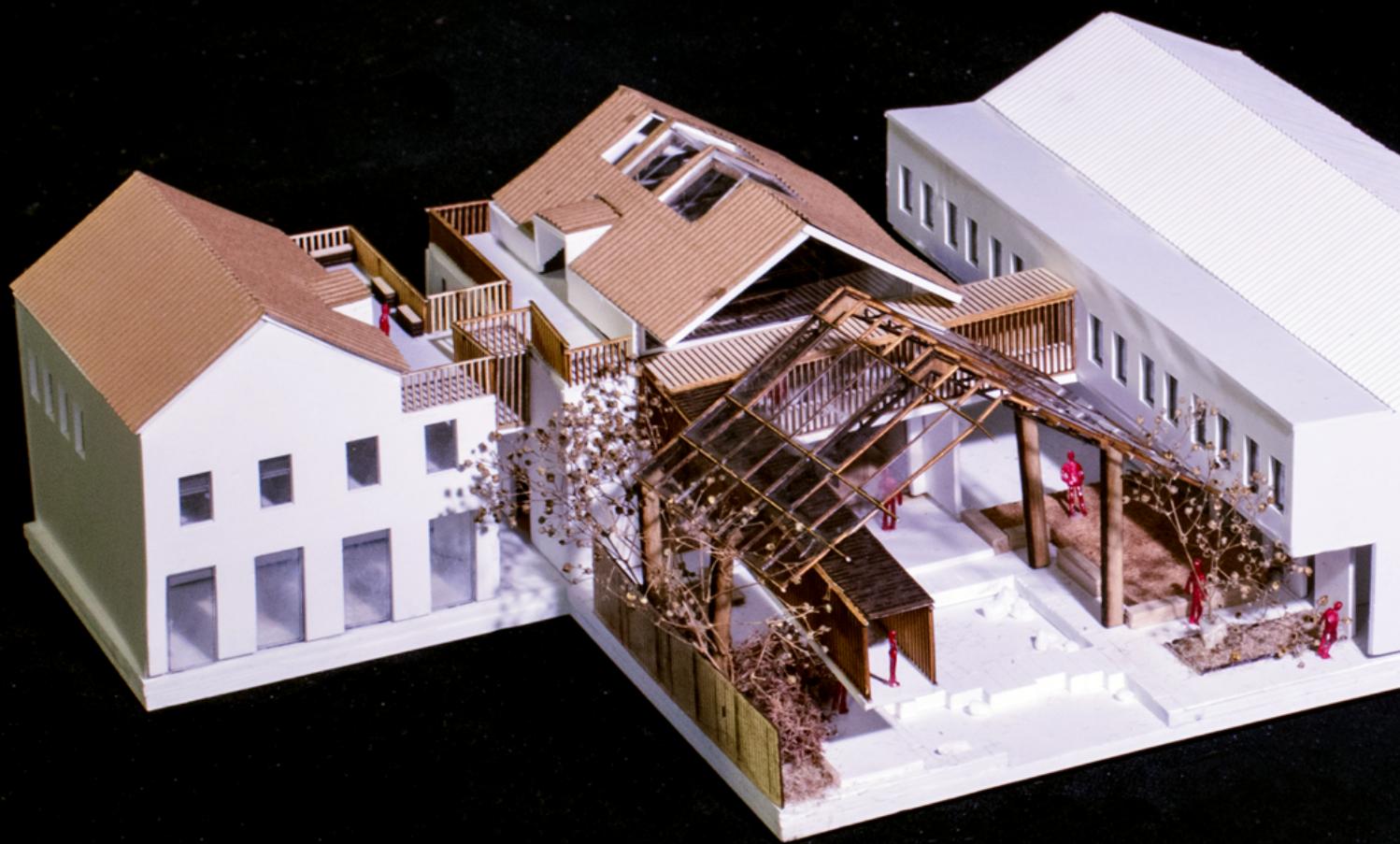


ACTIVITIES ARRANGEMENT FROM ROOF TO MARKET

People live in the apartment, communicate over the platform, shop in the commercial street and entertain in the market







05 LIBRARY IN RUIQING LI

Individual work

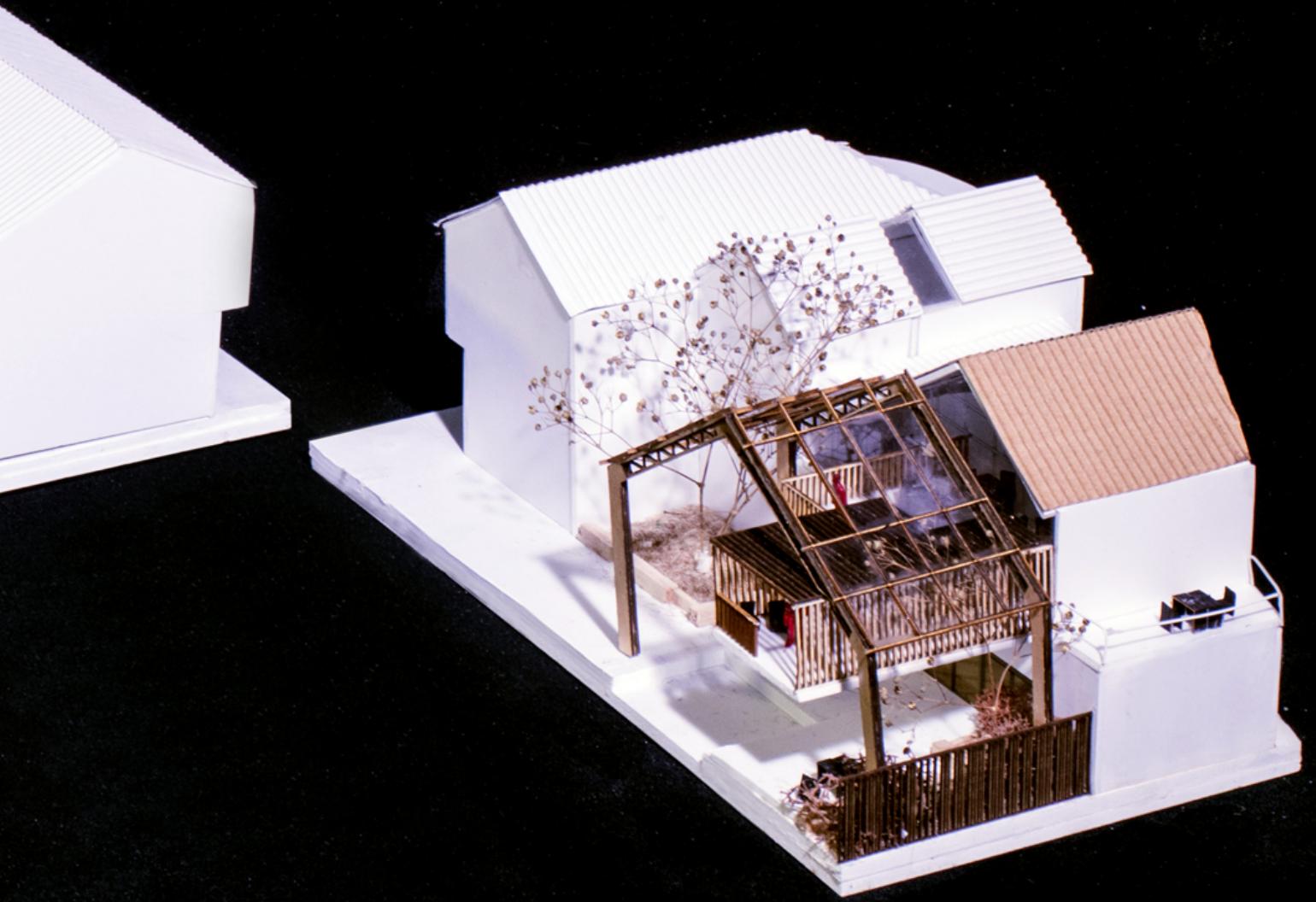
Site: Jiaxing community, Shanghai

Plot ratio: around 2.0

Design studio, 2017 summer semester

CAUP, Tongji University

This Lilong (Ruiqing Li) is characterized by the form of enclosure, dates back to 1850s, settled in British Concession. Some Lilong buildings were destroyed by Japanese troops and built new one which destroyed the fabric.



Its initial planning didn't have enough spaces for public activities. In the survey, it's common to find people sitting on the sidewalk, old people in Lilong have no public space to sit and chat, people living in high-rise housing estates seldom come to Lilong area and never enter Lilong.

This community library is designed to gather people in different groups together. However, residents are extremely eager for public space and have no interest in books especially for people living in Lilong. Therefore, this community library needs to provide public spaces for spontaneous activities in order to attract everyone in this community including people who don't want to read at first. After that, communication would be improved between high-income group and low-income group.

CURRENT SITUATION & CONCEPT FORMATION

A need for public space especially to low-income people living in Lilong



A SITE S



Ratio of green space
Water area: 11.6%



New buildings distract the fabric of Lilong



Activities encroach onto sidewalk



The only public square in this region is occupied by car washing store.

THREE ASPECTS TO BE FOCUSED ON

A SITE SELECTION

METHODOLOGY

- a-1. convenient transportation
- a-2. quiet environment
- a-3. feel natural environment
- a-4. expansion area

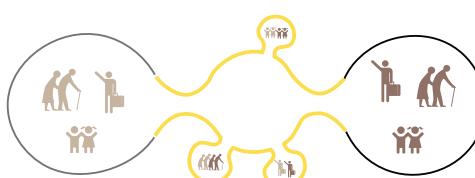
B FUNCTION

- b-1. Enrich community culture
- b-2. Transmit practical information
- b-3. Carry out social education
- b-4. Develop leisure time

C PUBLIC SPACE

- c-1. suitable spatial scale
- c-2. accessibility
- c-3. mixed-use
- c-4. environmental quality
- c-5. public facility

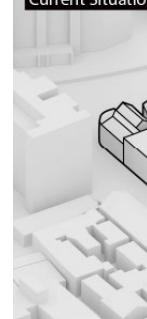
RENOVATION OF LILONG TO COMMUNITY LIBRARY



Renovation Lilong as community library with public space in order to gather people in different groups.

C PUBLIC

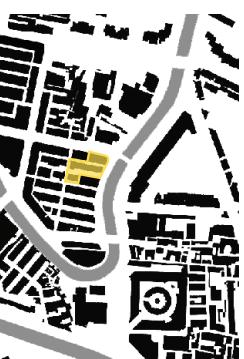
GENERATING PRO



Open to the Street



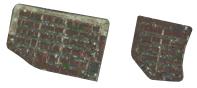
SELECTION



ce: 2.0% 1015.8 sq m
6010.7 sq m



1. Some destruction in war destroy the Lilong fabric



2. The only existing enclosure form Lilong built by British



3. The only region have waterfront Lilong

Reasons for Site Selection

Repair Lilong fabric

+

Preserve enclosure form

+

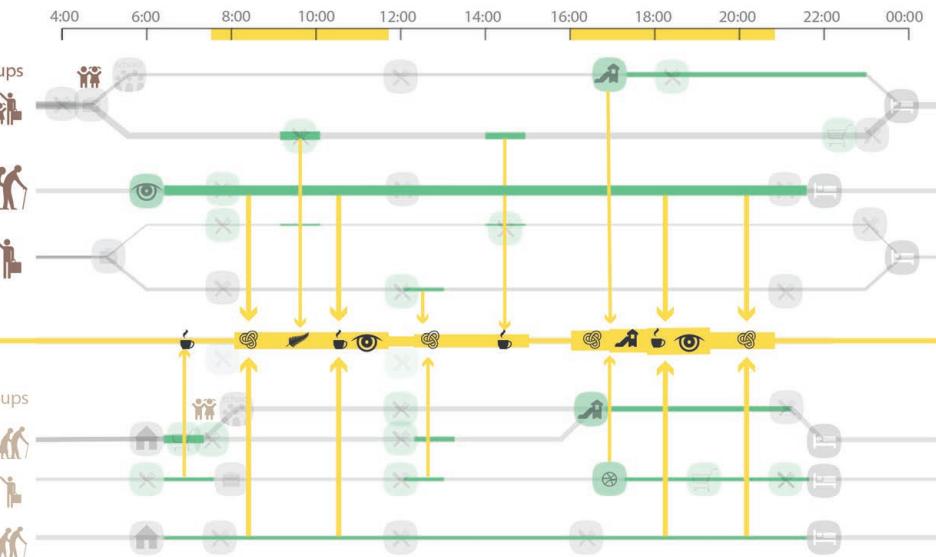
Reflect waterfront characteristic

+

a-1, a-2, a-3, a-4

SECTION

TIES TO FORM ADDITIONAL FUNCTION IN ORDER TO ATTRACT ALL RESIDENTS



Basic Function

Around 2000 sq m Plot ratio: around 2.0

Reading Area 1000 sq m b-1, b-2
Newsroom 50 sq m

Classroom 50sq m b-3

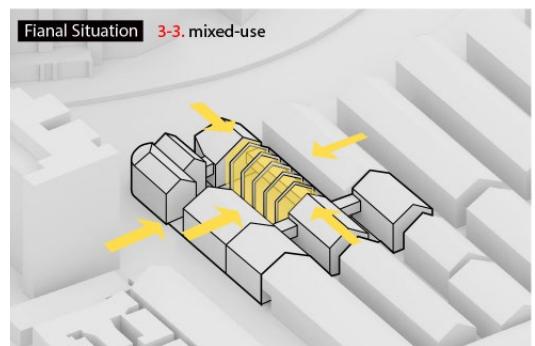
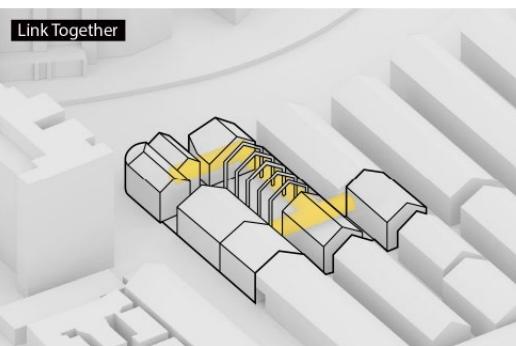
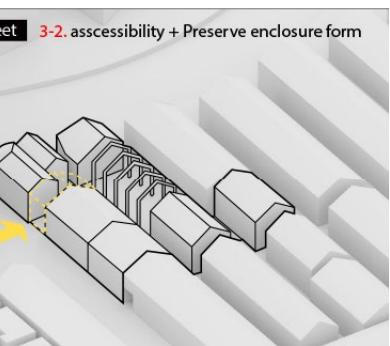
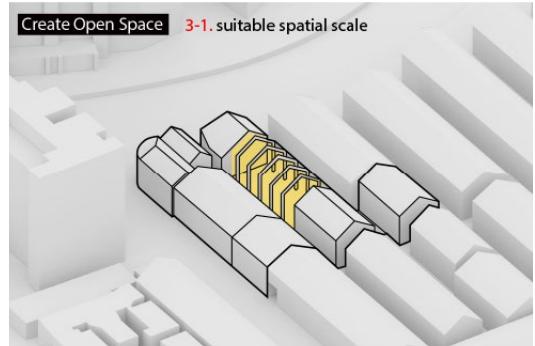
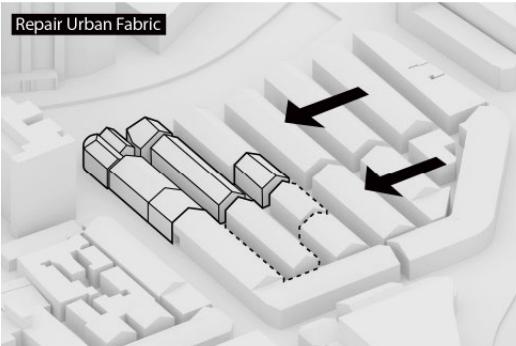
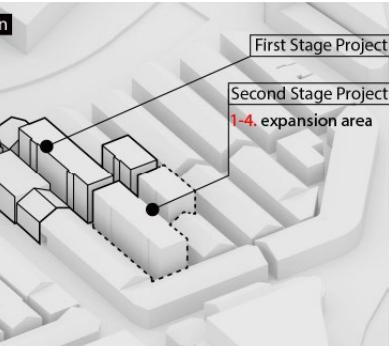
+

Additional Function b-4

- 1. Watching → Sitting-out Area
- 2. Playing → Play Area
- 3. Cultivating → Cultivation Area
- 4. Chatting → Tea room
- 5. Entertaining → Function Room

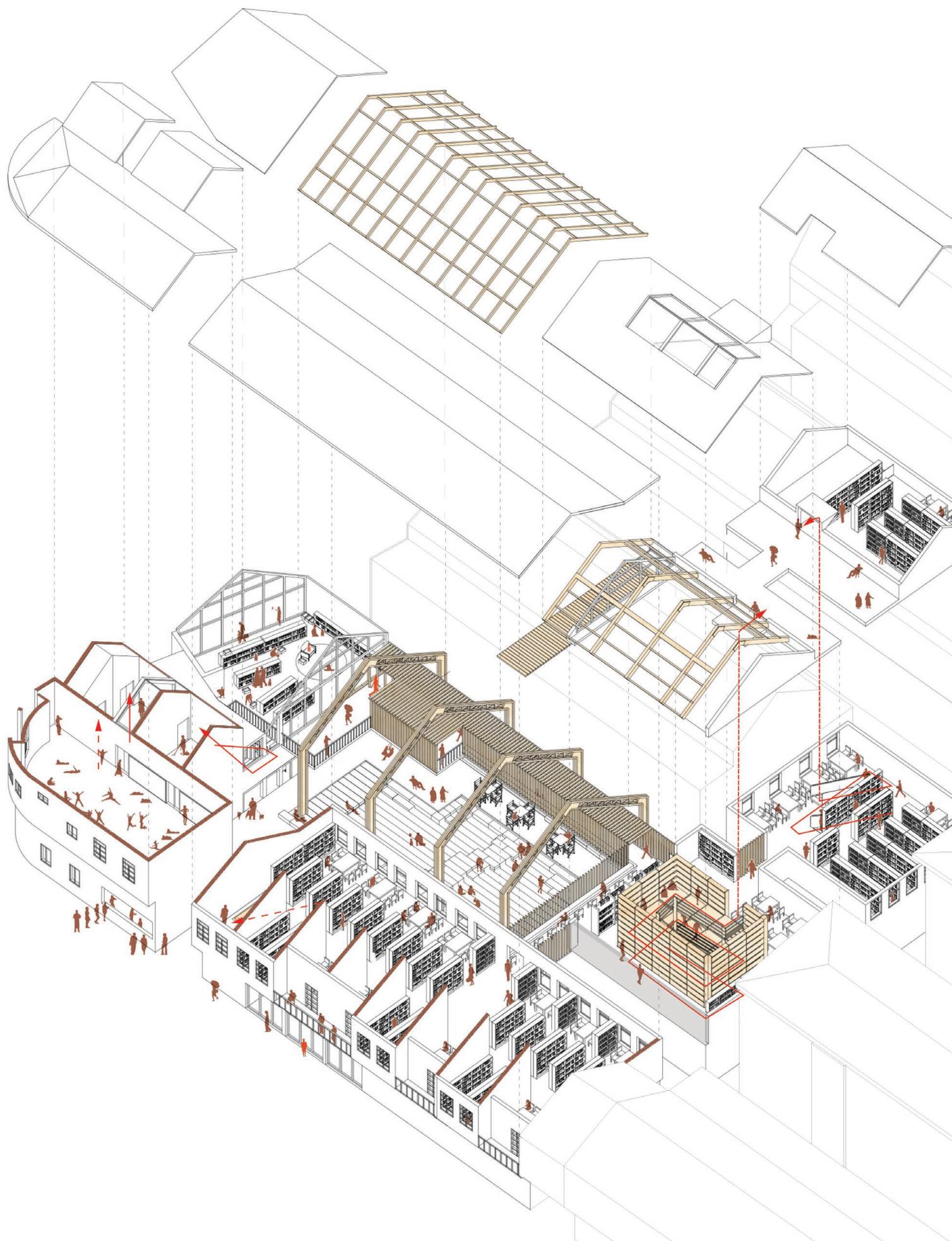
PUBLIC SPACE

PROCESS OF COMMUNITY LIBRARY WITH PUBLIC SPACE



RESERVED WALL & NEW STRUCTURE

According to the policy, if we want to demolish the old buildings and build new ones, we need to follow current specifications of plot ratio which will increase building height and do damage to current fabric. So I decide to reserve old walls by offering new structure to support from inside.



TWO GESTURES

Different architecture gestures designed for different groups of people



Offer quite open space in crowded and noisy market to attract people from the street as an escape from busy life.

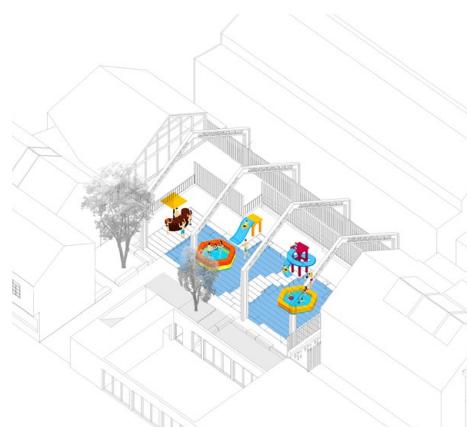
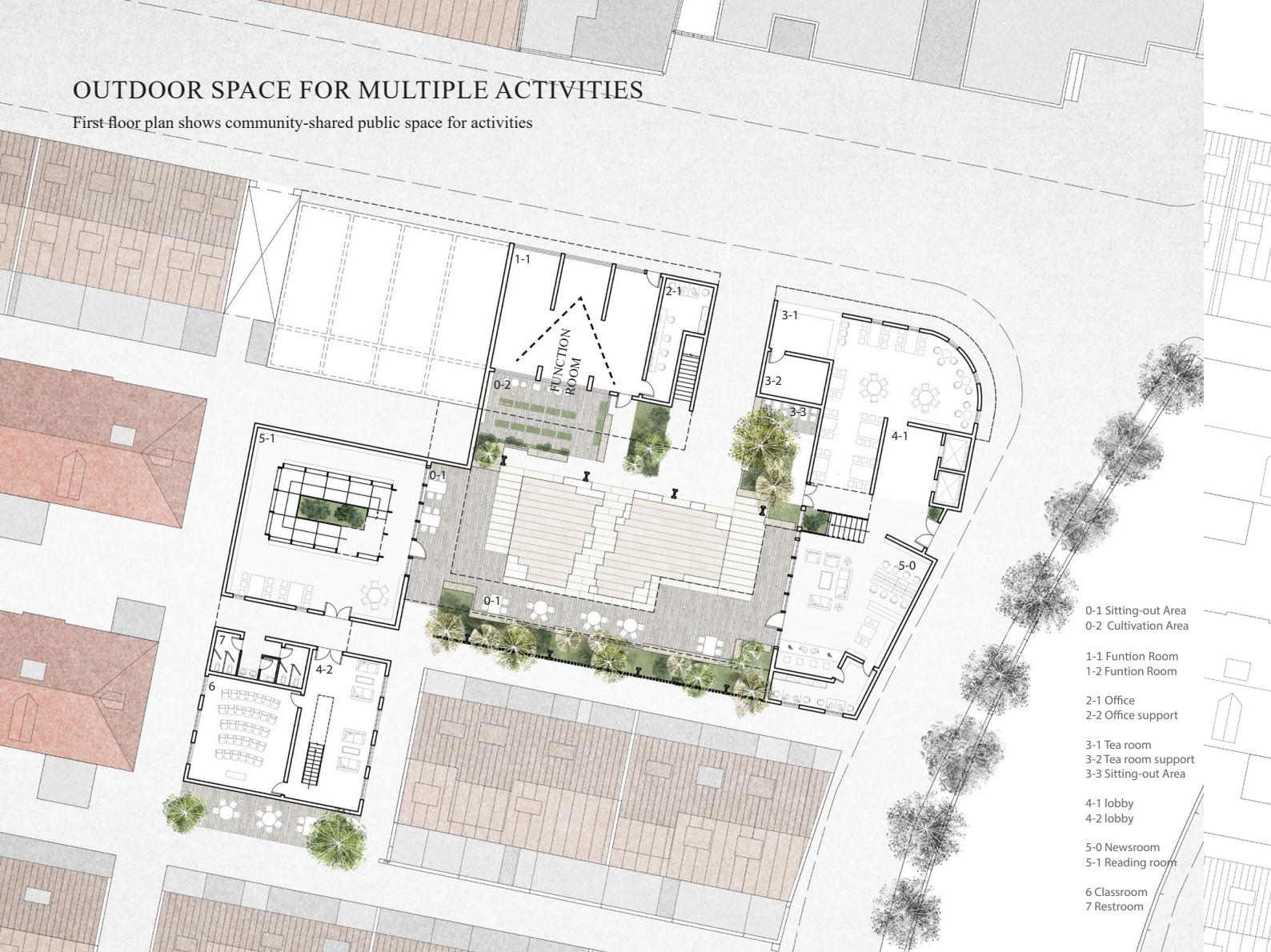


Use modern facade to attract high-income people living across the river. Bright lights in the night as icon for this community.

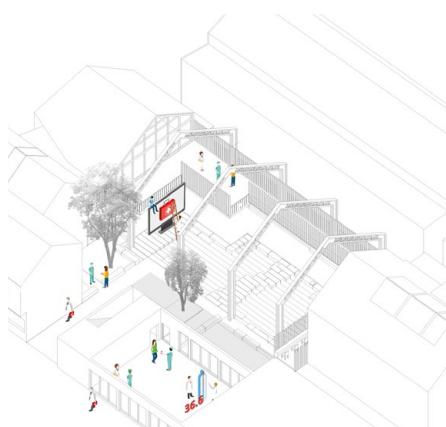


OUTDOOR SPACE FOR MULTIPLE ACTIVITIES

First floor plan shows community-shared public space for activities



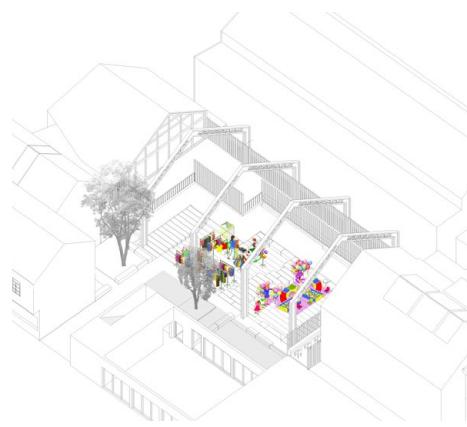
FILL THE POOL FOR HOT SEASON



FREE MEDICAL CONSULTATION FOR THE AGED



FESTIVALS & RECREATION



WEEKLY FLEA MARKET



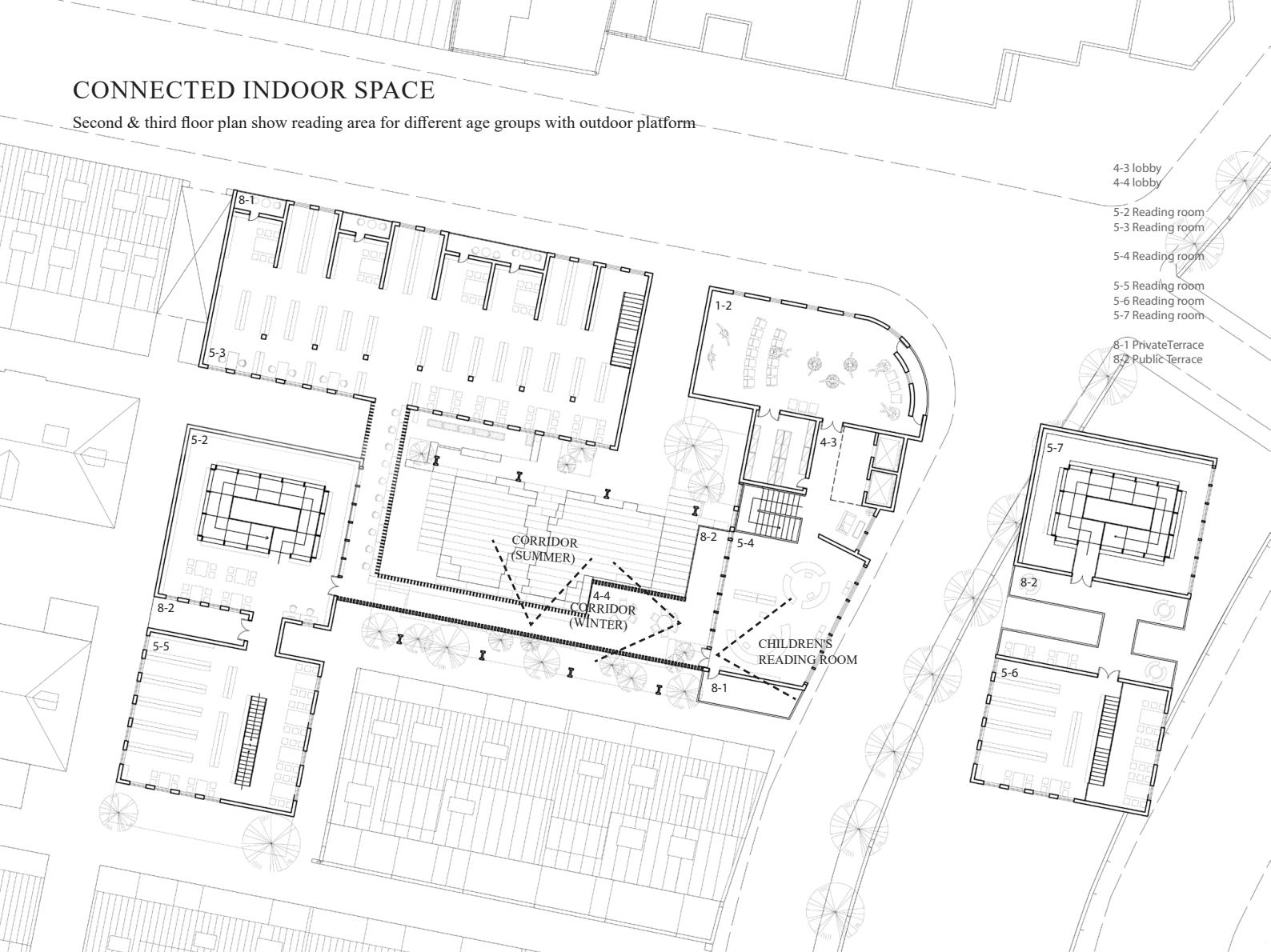
CONNECTED INDOOE SPACE



OPEN CEILING FOR STARRY NIGHT

CONNECTED INDOOR SPACE

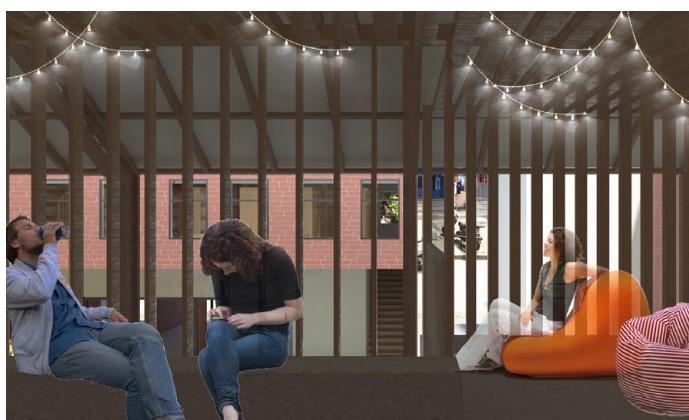
Second & third floor plan show reading area for different age groups with outdoor platform



CHILDREN'S READING ROOM



FUNCTION ROOM



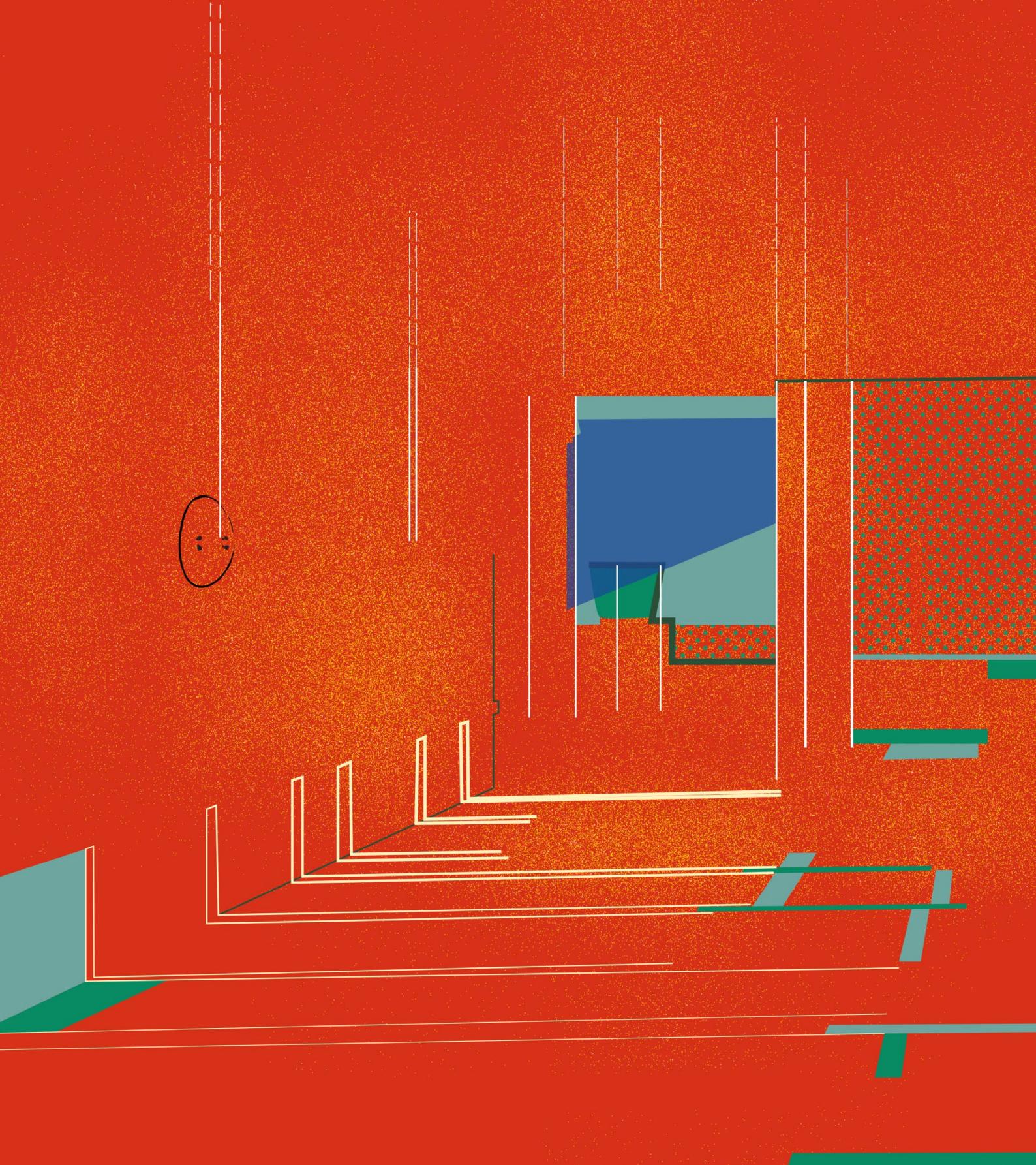
CORRIDOR (SUMMER)



CORRIDOR (WINTER)







06.1 OTHER WORKS

TRANSLATE QUERINI STAMPALIA BY GLASSWORK

Individual work

Arch Apros Art, 2019 spring semester

GSAPP, Columbia University

Born in Venice, Carlo Scarpa spent most of his early childhood in Vicenza before his family moved back to Venice after the death of his mother in 1919. Scarpa studied architecture at the Royal Academy of Fine Arts in Venice, and from 1932 until 1947 he was the director of the Venini Glassworks. It was here that he first displayed his appreciation for craft, often working with the Venini glassblowers late into the night to perfect new designs.



In 1949 the Presidential Council of Fondazione Querini Stampalia decided to start the restoration of some parts of the Palace. The director of the Foundation Manlio Dazzi commissioned Carlo Scarpa with the restoration of a part of the ground floor and the back garden, which was in very bad conditions. Mazzariol wanted to improve the organization of cultural activities and reconstruct the entrance of the Palace by moving it onto the Campiello Querini Stampalia façade. He deemed the ground floor (and the back open area) unusable for exhibitions, congresses and other initiatives due to frequent seawater flooding.

The renovation works by Scarpa are based on a balanced combination of old and new elements, as well as on great workmanship of the materials.

This study tries to interpret the connection between Scarpa's glassworks and this architecture piece by art.

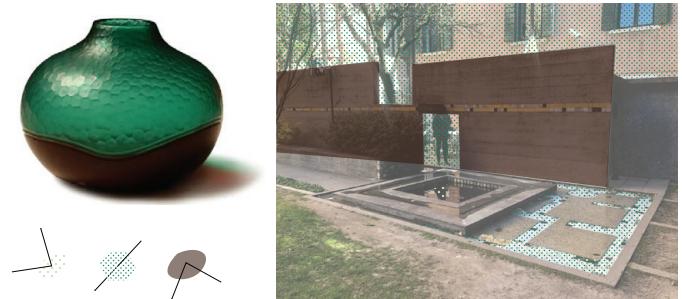
EXTRACT LANGUAGE FROM GLASSWORK

I. GLASS PROPERTIES

INSOLUBLE WITH EACH OTHER

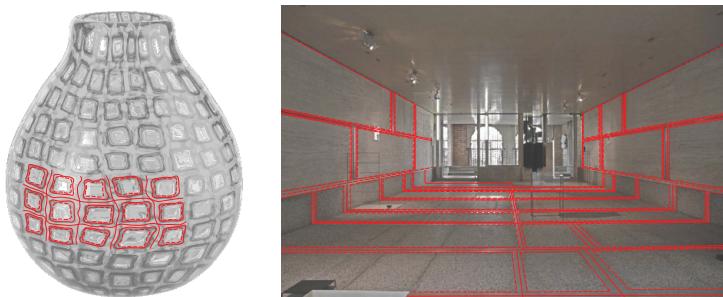


REFLECTION

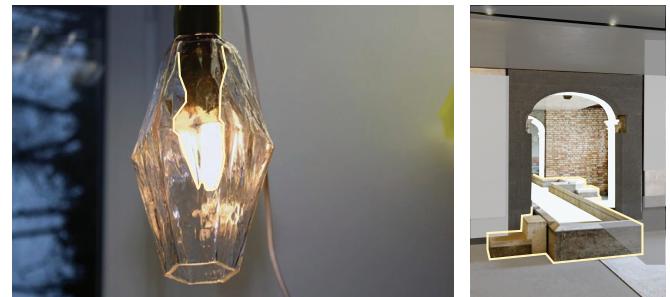


II. GLASS TEXTURE

REPETITION AND DIFFERENCE

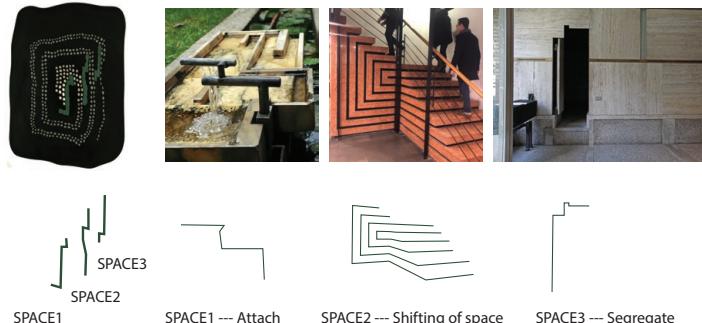


INVASION OF BOUNDARY

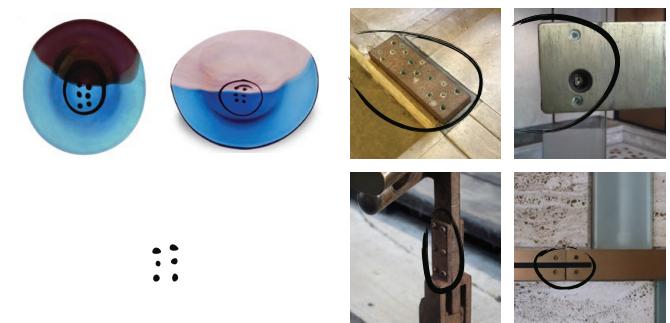


III. GLASS PATTERN

PUCKERING LINE - CHANGE OF SPACE



DOTS - CONNECTION

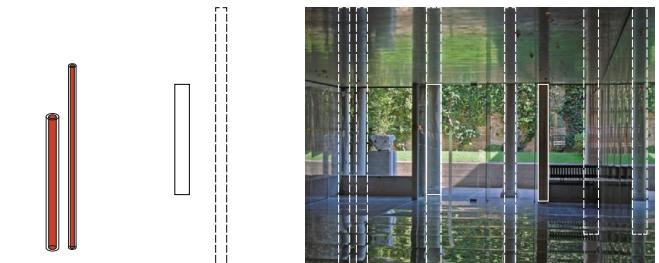


IV. GLASSMAKING PROCESS

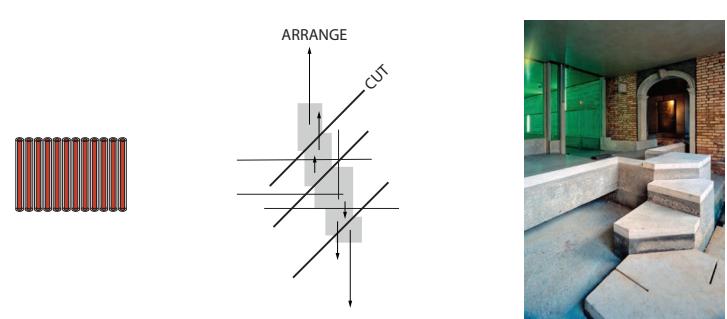
ADD



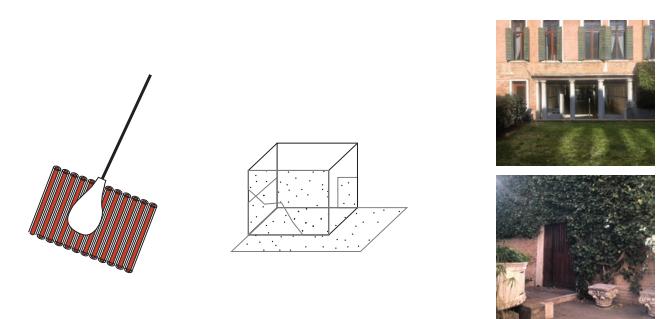
STRETCH



CUT AND ARRANGE



ROLL



TRANSLATE SPACE IN GLASSWORK LANGUAGE



ROOM WITH EXHIBITION

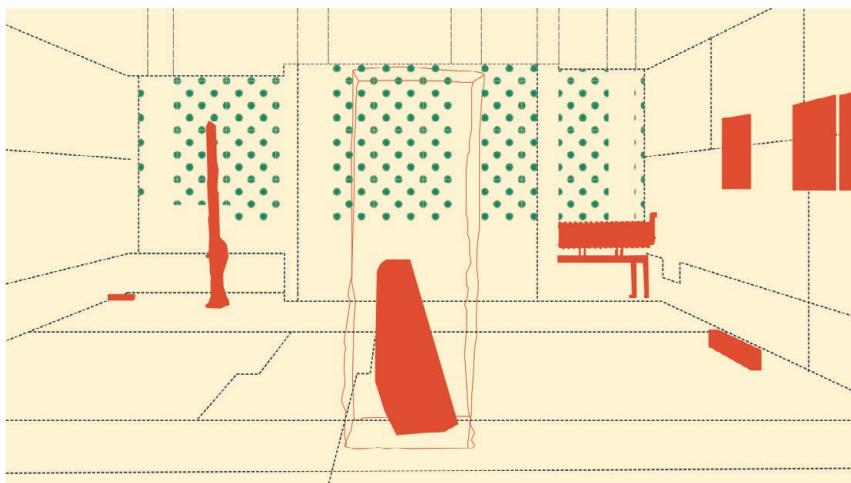
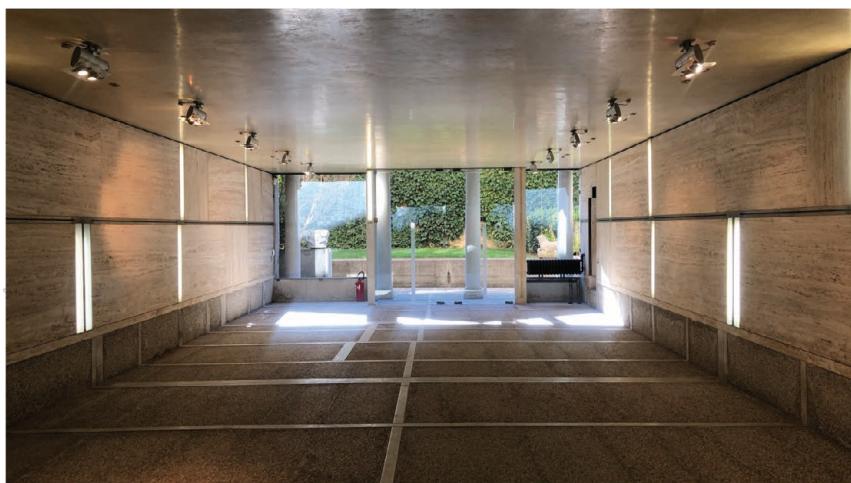


EXHIBIT ORIENTED



ROOM WITHOUT EXHIBITION



ROOM ORIENTED

06.2 ABSOLUTE 0 SHELTER

*Yun Wang | Wenjun Zhang
Imagining the Ultrareal, 2018 winter semester
GSAPP, Columbia University*



06.3 STREET RENOVATION

Individual work

Design studio, 2018 summer semester

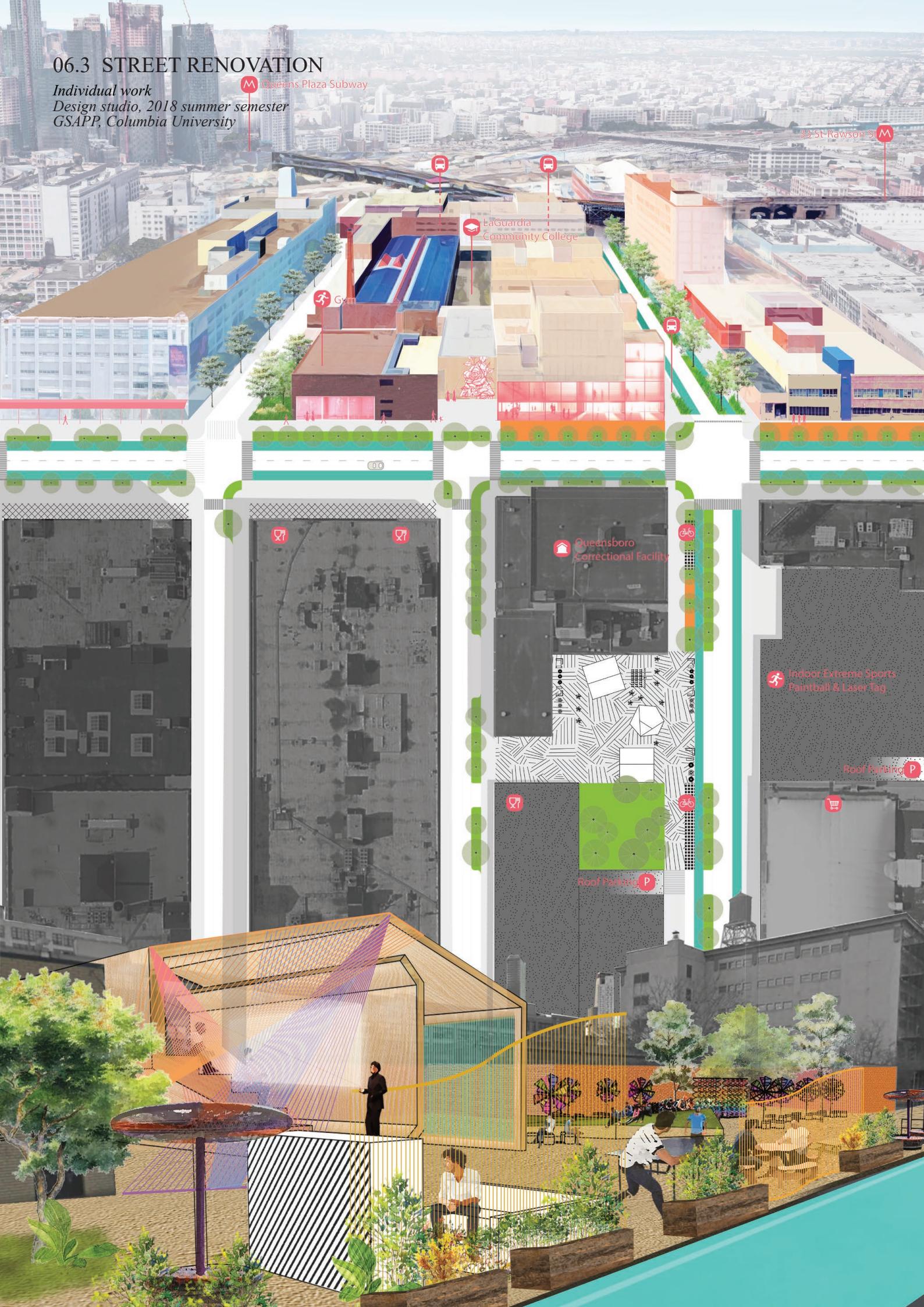
GSAPP, Columbia University



Queens Plaza Subway



33 St Rawson St



06.4 TOTEMISM & JOURNEY TO HUDSON & ART

Individual work

Metropolitan Sublimes, 2019 winter semester

GSAPP, Columbia University

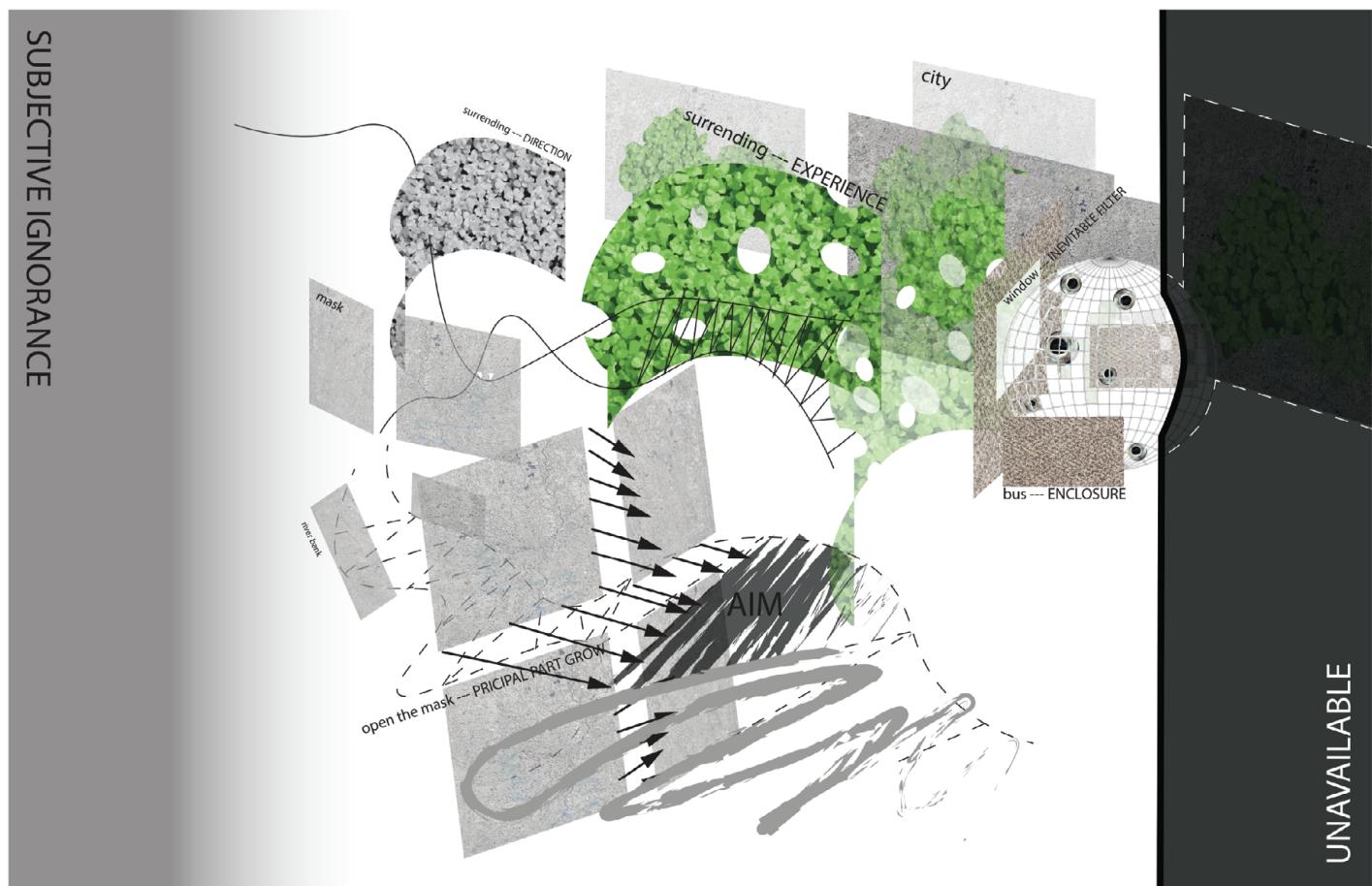
TOTEMISM MASK



The interesting part of this mask is that it leads us to consider the relationship of salmon, ancestor and the masked man. People wearing the mask is seeing the world with these three spirits. For example, when it comes to salmon, it seems like there's no direction in their cognition. To the masked man, he holds himself in in most cases.

2D TRANSLATION OF JOURNEY TO HUDSON & ART

<https://youtu.be/Fiz-MJRcBqs>



According to my journey from Avery to Hudson river, at first, it seems that "I" were guided by the concrete structure, my own willing to destination and my responsibility to control the power or spirits of the mask. The willing to Hudson river was so strong to blur the surrounding and make them like different obstacles I need to get over. Finally, when I reached the Hudson river, it was the opportunity to open the mask and everything suddenly changed at that moment.

3D TRANSLATION OF JOURNEY TO HUDSON

Journey from Avery to Hudson River wearing the totemism mask



WALKING IN STREETS



From introversion and order to extroversion and stretch

REACHING THE RIVER



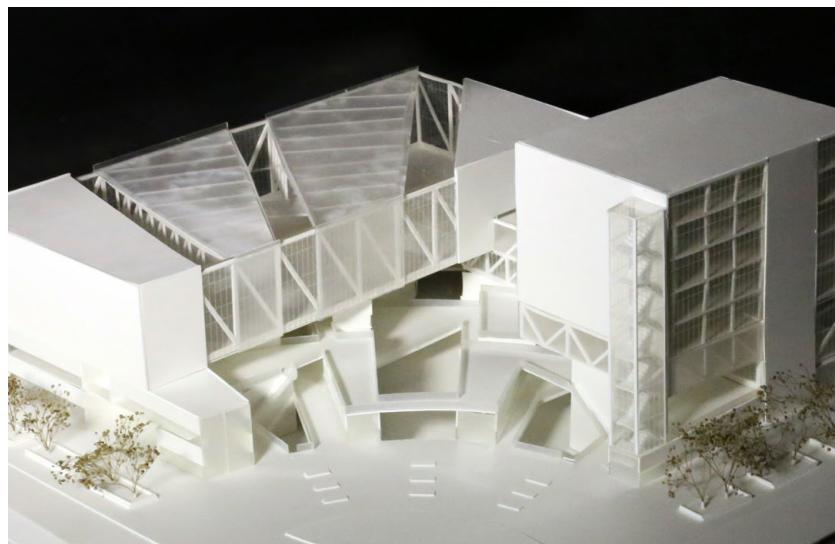
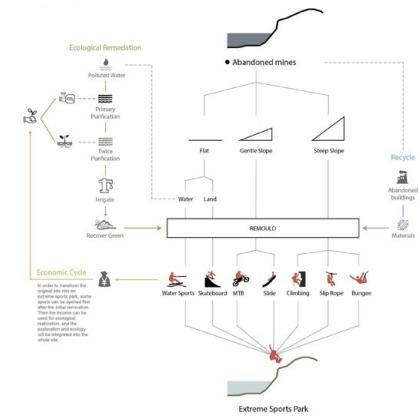
Open the mask when arrive at the Hudson River

06.5 OTHER WORKS



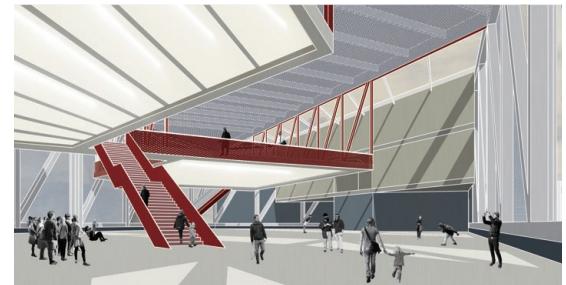
EXTREME SPORTS PARK

Design studio, 2018 winter
RAC Studio



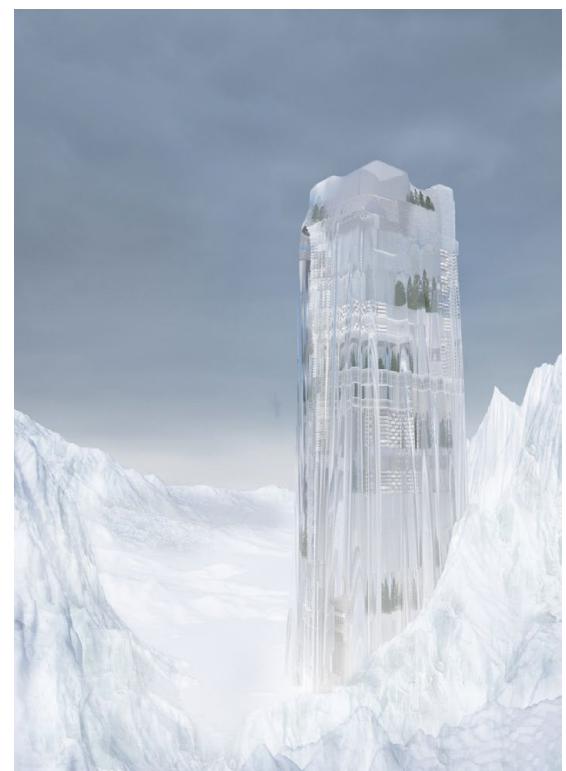
CULTURAL COMPLEX DESIGN

Design studio, 2017 winter semester
CAUP, Tongji University



DURAND'S PROJECT

Architecture theory studio, 2017 spring semester
CAUP, Tongji University



ABSOLUTE 0 SHELTER

Imagining the ultrareal, 2018 winter semester
GSAPP, Columbia University



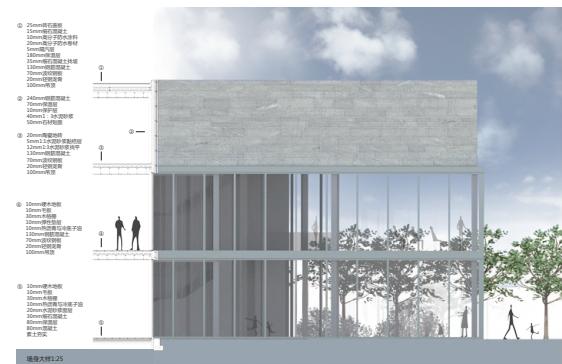
STYLING & STRUCTURE PRACTICE

Design studio, 2016 spring semester
CAUP, Tongji University



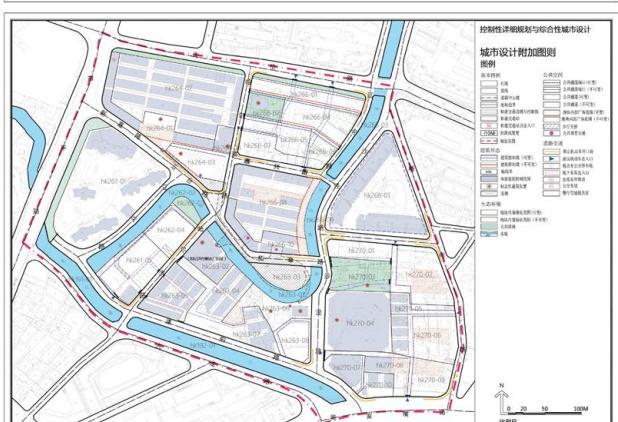
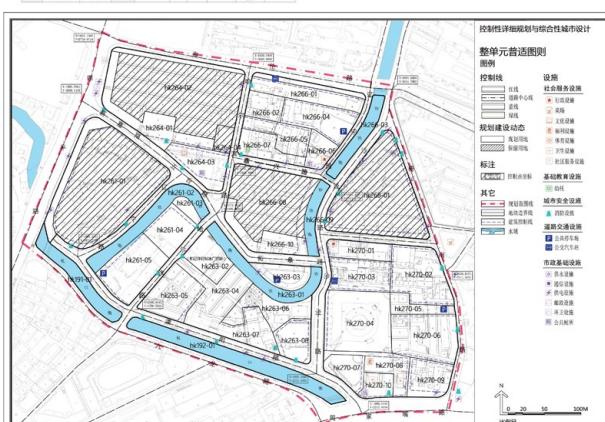
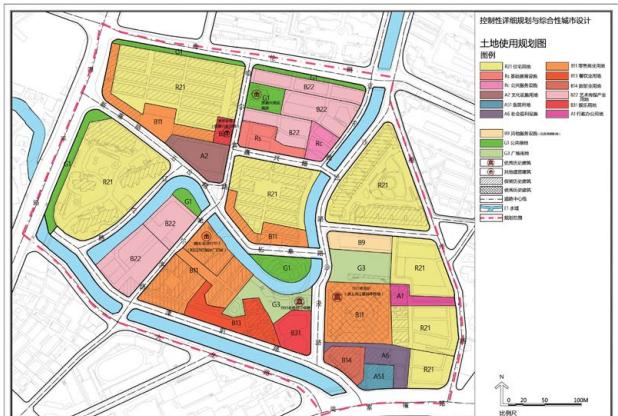
COMMUNITY CENTER DESIGN

Design studio, 2015 spring semester
CAUP, Tongji University



RESEARCH & LAND USE & REGULATORY PLAN

Urban planning studio,
2016 fall semester
CAUP, Tongji University



wz2435@columbia.edu

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