

ANIKA SHAH

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C O N T A C T

ANIKA SHAH

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304.982.0116

BACKGROUND

EDUCATION

UNIVERSITY OF MICHIGAN Master of Architecture <i>[Taubman College of Architecture and Urban Planning]</i> <i>Magna Cum Laude</i>	ANN ARBOR, MI	September 2018 - April 2020
UNIVERSITY OF PITTSBURGH Bachelor of Science in Architecture <i>[Dietrich School of Arts and Sciences]</i> <i>Minors : Sociology + Studio Arts</i> <i>Magna Cum Laude</i>	PITTSBURGH, PA	August 2014 – April 2018
COUNCIL ON INTERNATIONAL EDUCATION EXCHANGE <i>[Summer Art + Architecture Study Abroad Program]</i>	PARIS, FRANCE + PRAGUE, CZECH REPUBLIC	May 2015 – July 2015
UNDERGRADUATE TEACHING ASSISTANTSHIPS <i>Foundations Design Studio 1</i> <i>Architecture + Digital Media 1</i>	PITTSBURGH, PA	Fall 2017 - Spring 2018

WORK EXPERIENCE

STOCK-A-STUDIO Collaborator <i>[a kit of these some parts] x budget gym</i> <i>CTM Festival</i>	ANN ARBOR, MI LOS ANGELES, CA BERLIN, GERMANY	July 2019 – February 2020 October 2019 January 2020
UNIVERSITY OF MICHIGAN CNC Coordinator	ANN ARBOR, MI	September 2019– April 2020
UNIVERSITY OF MICHIGAN Summer Lab Coordinator	ANN ARBOR, MI	May 2019 – September 2019
UNIVERSITY OF MICHIGAN 3D Print Lab Assistant	ANN ARBOR, MI	September 2018– April 2019
TAUBMAN COLLEGE EXTERNSHIP WeShouldDoItAll Extern	BROOKLYN, NY	Spring Break 2019
ELLIS WILLIAMS ARCHITECTS Student Intern	BERLIN, GERMANY	May 2017 – July 2017
WV'S DEP Governor's Intern <i>[West Virginia's Department of Environmental Protection]</i>	CHARLESTON, WV	May 2016 – August 2016

COMPUTER PROGRAMS :

RHINO
VRAY
LUMION
REVIT
AUTOCAD
SKETCHUP
PHOTOSHOP
ILLUSTRATOR
INDESIGN
LIGHT ROOM
LIGHTSCAPE

MACHINING :

3 AXIS CNC ROUTER
WATER JET
LASER CUTTER
3D PRINTING
KUKA ROBOT ARM
ZUND CUTTER
WELDING
WOODSHOP



SCREENPLAY

GRADUATE THESIS

As screens dominate our experience of the built environment, this thesis exploits the materiality of LCD (liquid-crystal display) monitors in order to revive architecture's capacity to produce visual effects, social encounters, and haptic experiences for a mediated public. Digital screens have become windows into alternate realities, augmenting how we see ourselves and the world around us. While they afford views that, at first glance, appear immaterial and infinitely vast, this technology is backed by fixed layers of glass, polarizing film, reflectors and fluid that are easily overlooked yet unique to the imaging process. By deconstructing, studying, and redeploying the displays of various devices at the building scale, this project creates an architecture that both simulates and resists the immersiveness of digital culture.

If screens are often accessory to physical space, Screenplay uses the different substrates of LCD monitors as mediums to renew spatial awareness. The thesis tests different applications of these materials in a proposal for an office building near Hudson Yards, the home of New York City's tech industry and the site of the country's first-ever "Quantified Community." The office was chosen as the case study for this research because it is a space of routinized immaterial production that, alongside other skyscrapers, helps to image the city's collective identity. As the industry's rapid progress and innovation begets millions of tons of e-waste, the project harvests this excess matter from consumer electronics for use across the tower's facade and throughout its interior. The typical office layout is reconfigured based on the light-bending properties and perceptual qualities of chosen sheet types. At different times during the day, the building's convexly-curved envelope and internal partitions modulate sunlight and distort views of both the surrounding area and employee computer screens, purposely disrupting habitual interactions that users have developed with both their devices and urban space.

SCREENPLAY

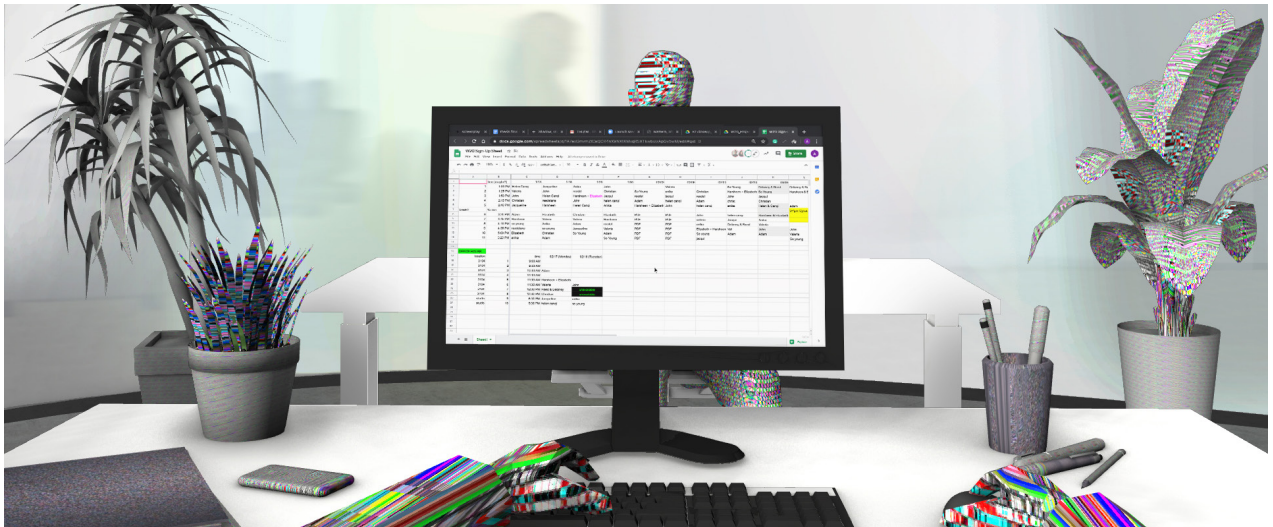


MATERIAL STUDIES

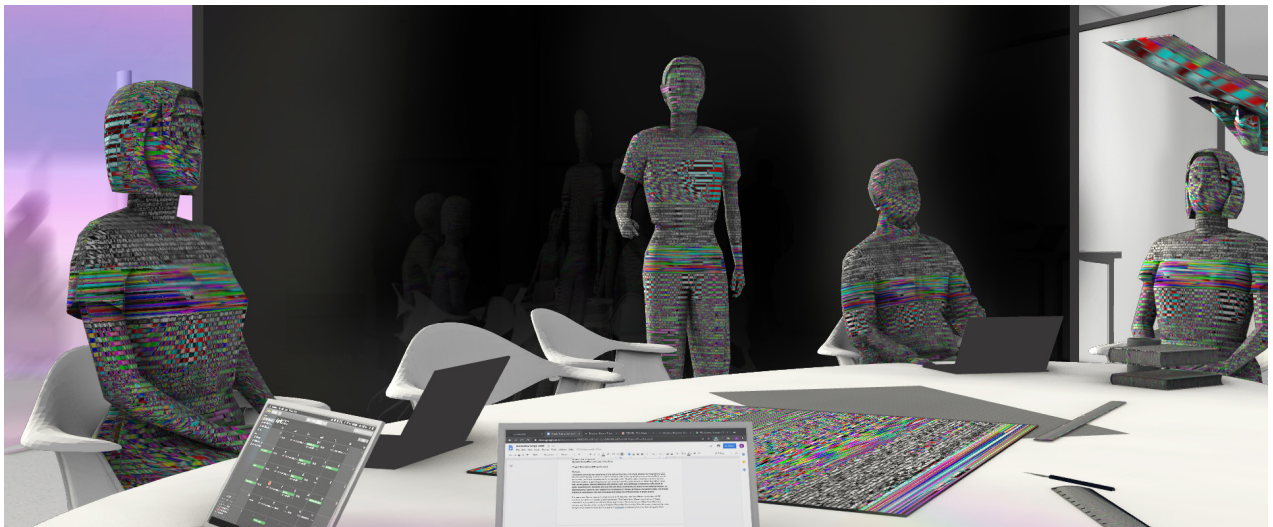


LIQUID CRYSTAL DISPLAY (LCD) LAYERS

SCREENPLAY



SCREENPLAY

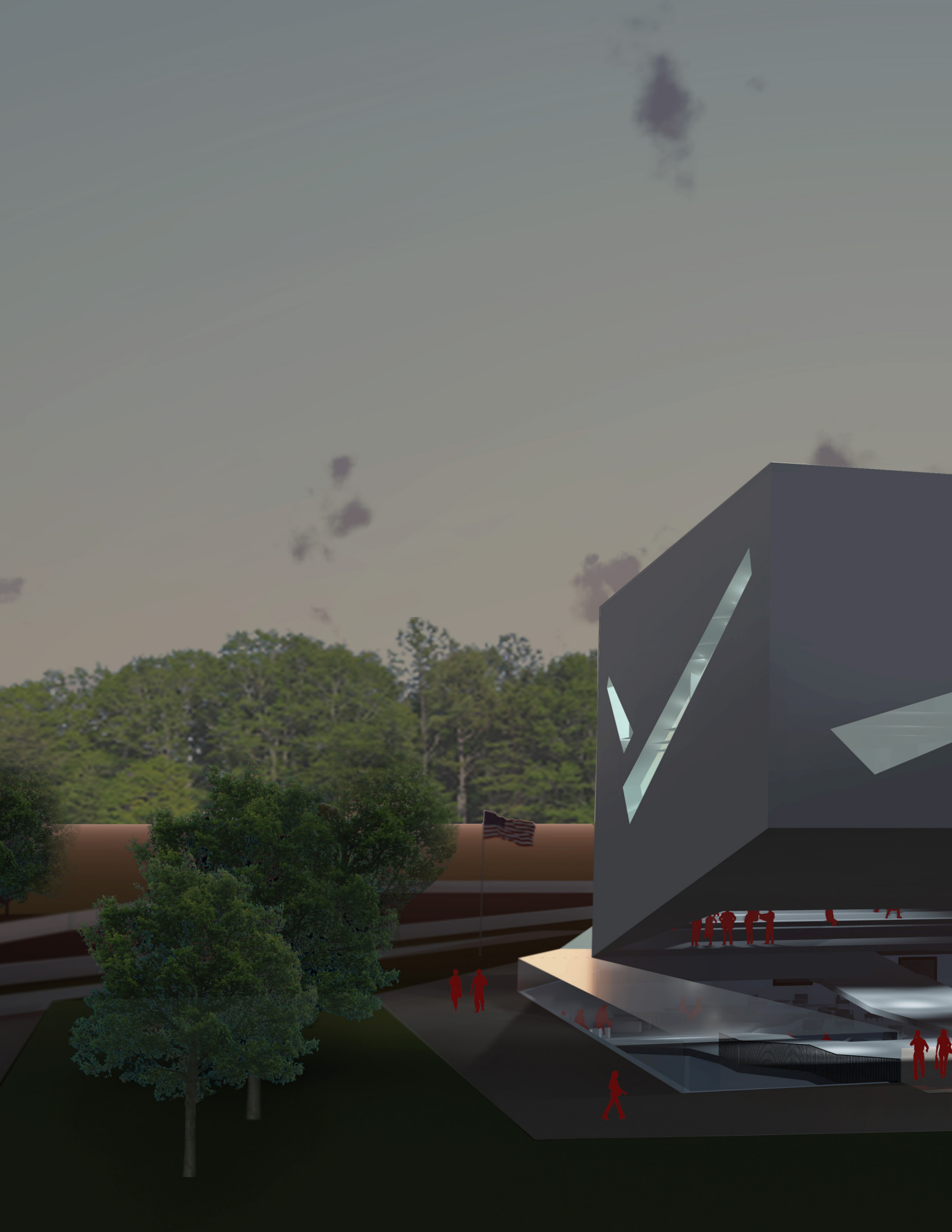


SCREENPLAY



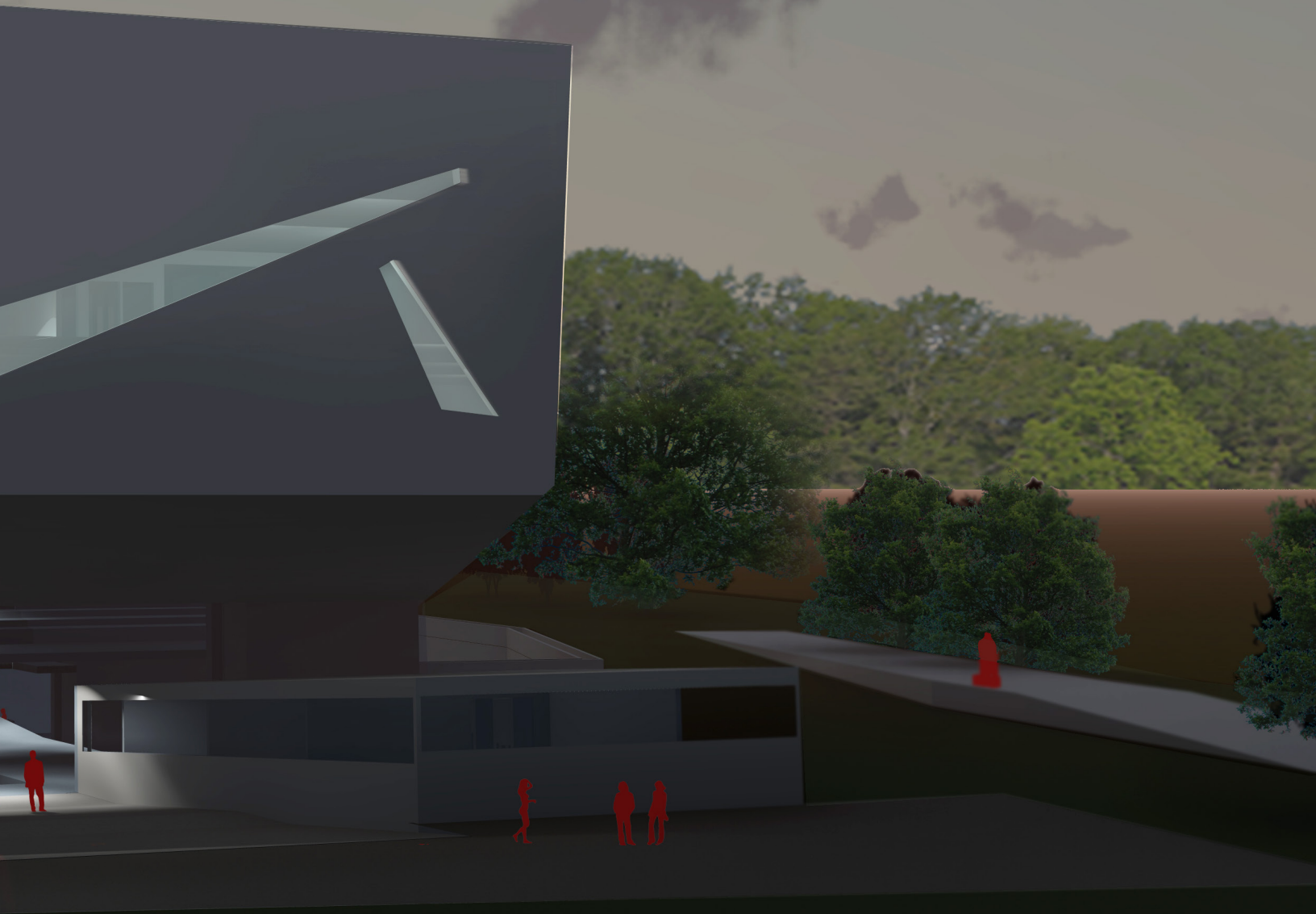






MISE EN SCENE

INSTITUTIONS STUDIO



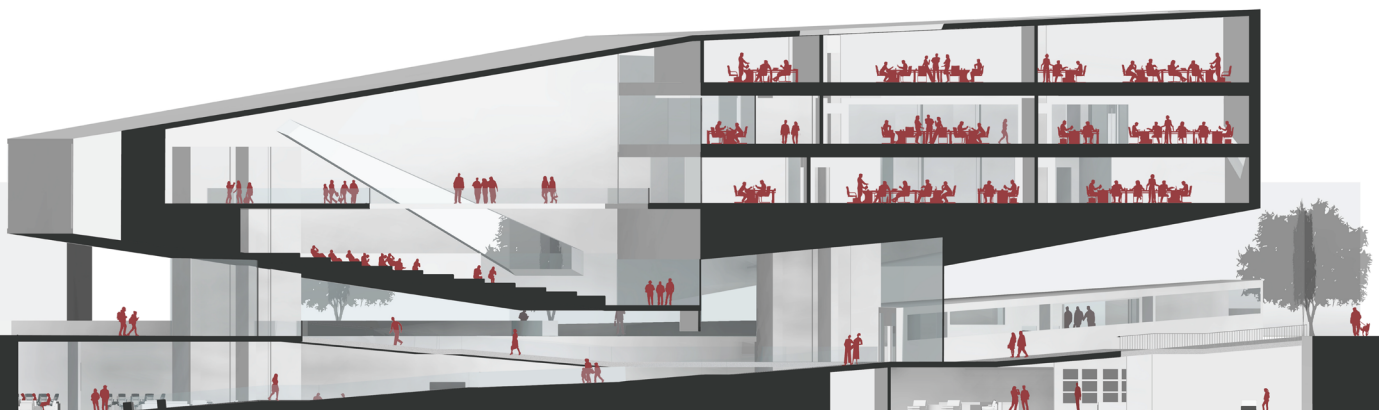
MISE EN SCENE



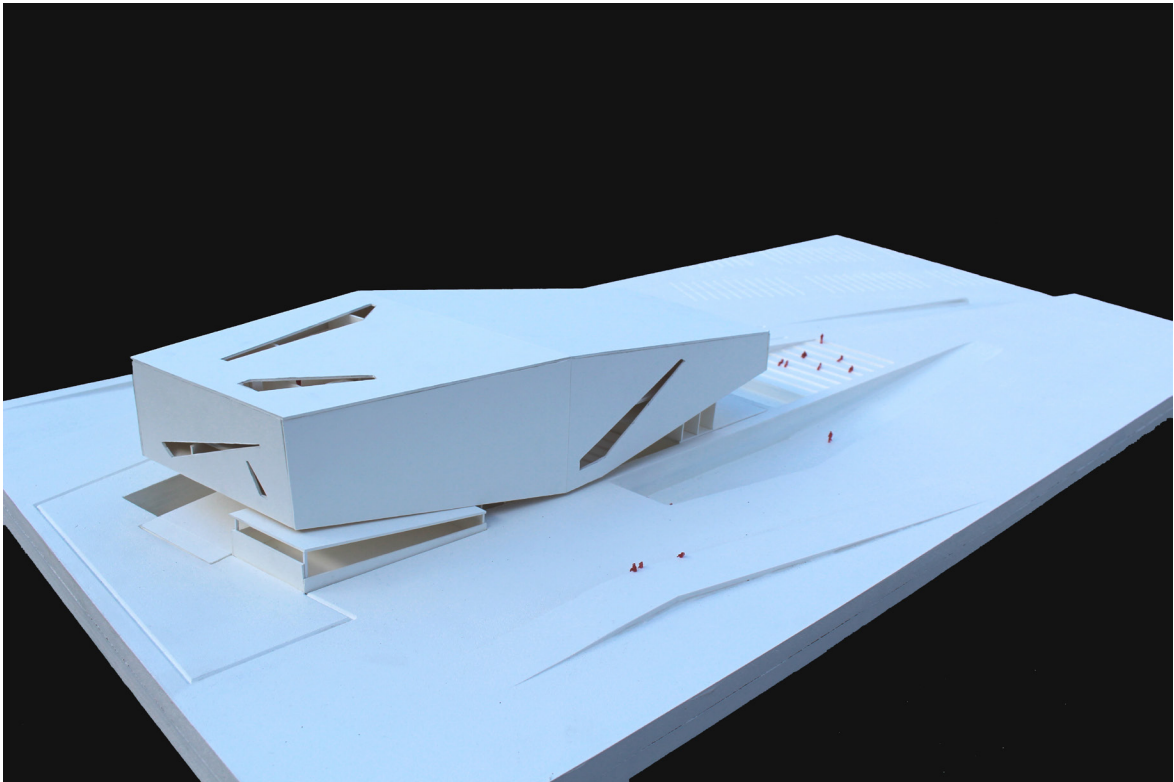
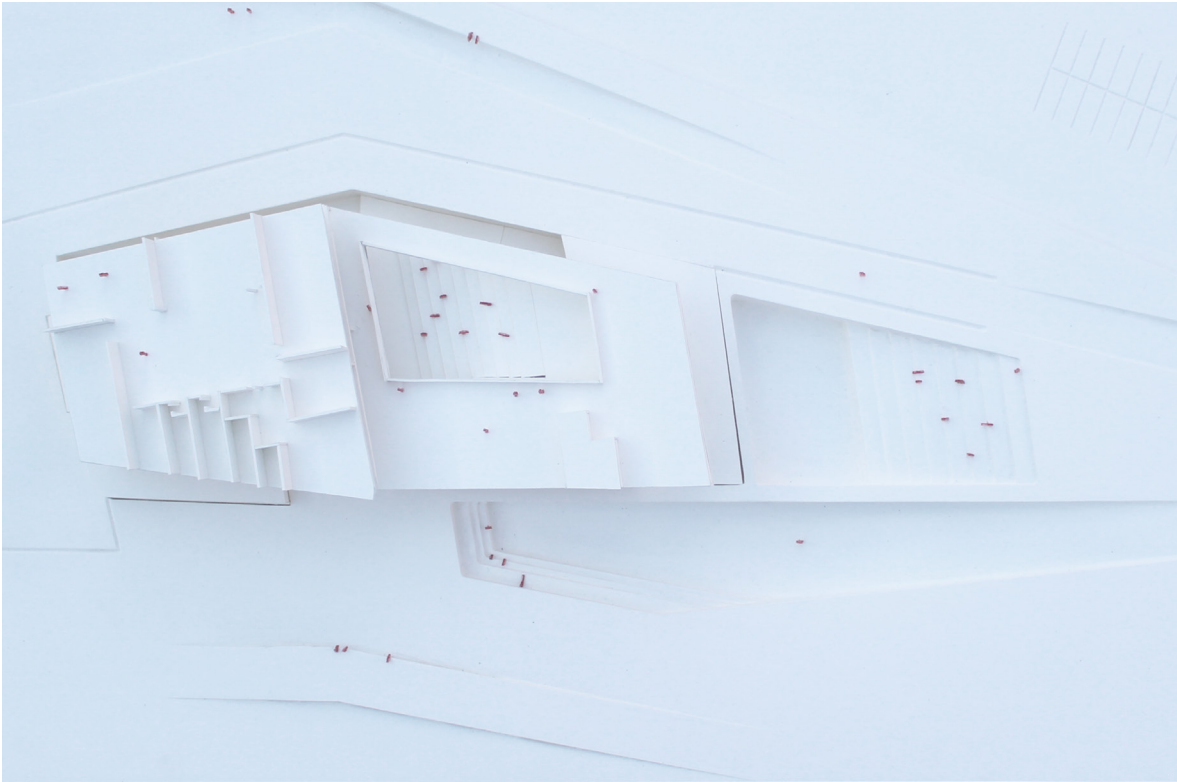
Proposal for a new city hall in Dearborn, Michigan.

This city hall acts as a backdrop, providing an image for the city. The architecture works as a platform for media by curating the media's design expression through space. Each facade provides a scene exclusive from the rest as they cancel each other out.

Within the building there are a variety of digital facets that showcase a multitude of perspectives, along with spaces that provide the user to express and reflect on their reactions to the media. The city hall works to be open and transparent with the public so they can see what's happening and how it's going to affect them. It provides spaces that they can engage and weigh in on discussions and proposed progressions of the city. We are in a digital age and this is an option for a digitally engaging city hall.



MISE EN SCENE





An architectural model of the Cultivate Detroit project, showing a cluster of multi-story residential buildings with white roofs and light-colored facades. The model includes a central courtyard area with a wooden structure, possibly a greenhouse or garden atrium, and various landscaping elements like trees and plants. The buildings are arranged in a way that suggests a dense, multi-generational community.

CULTIVATE DETROIT SYSTEMS STUDIO

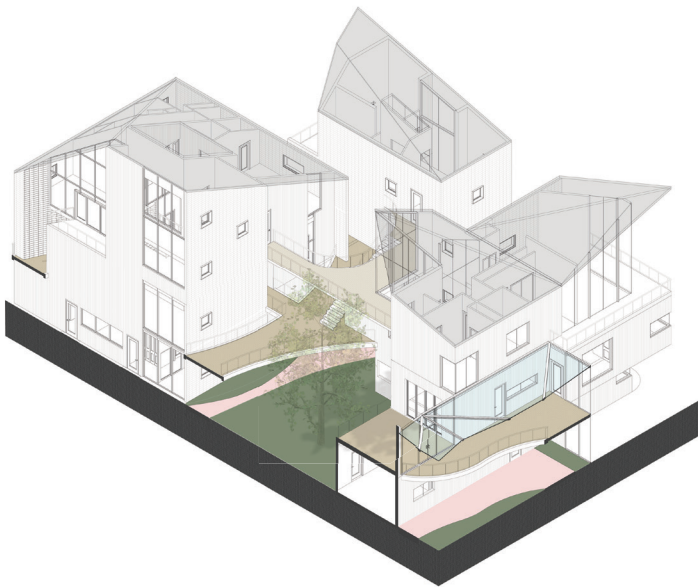
Cultivate Detroit is located a few blocks east of the Dequindre Cut entry and the Eastern Market, between Chene and Dubois Street, overlooking Gratiot Ave. We seek to tap into the existing food network of Detroit by providing enriching spaces and more growing opportunities for its residents. We are introducing a live/work environment that provides residents and the surrounding community with flex spaces to hold workshops, design/make spaces, and access to greenhouses yearlong.

The proposed site for Cultivate Detroit is currently divided into 24 parcels which only allow for single family homes. In an effort to view the bare vacant lots as a green frontier of potentials that could tap into the existing food network of Detroit, our proposal seeks to reorient these parcels into 33 multi-generational family units arranged around two garden atrium. Our housing project tests the idea of a collective in a residential environment. Bridging to the surrounding neighborhood and tenants alike provides spaces that harvest Detroit's culture to create a community asset.

PROJECT IN COLLABORATION WITH MARY GREENERT AND ANDREA MARQUEZ

PHOTO TAKEN BY JACOB COFER

CULTIVATE DETROIT



There are residential units that have a seamless connection with the greenhouse while others have access to courtyards and exterior terraces. The greenhouse also connects to the community center elements: commercial kitchen, flex spaces for workshops or classes, and the packing and distribution center. The spaces for classes and workshops allow tenants and locals to share their creations and acquire skills. On the periphery, there are also spaces to allow for the selling of goods to the surrounding area.

CULTIVATE DETROIT

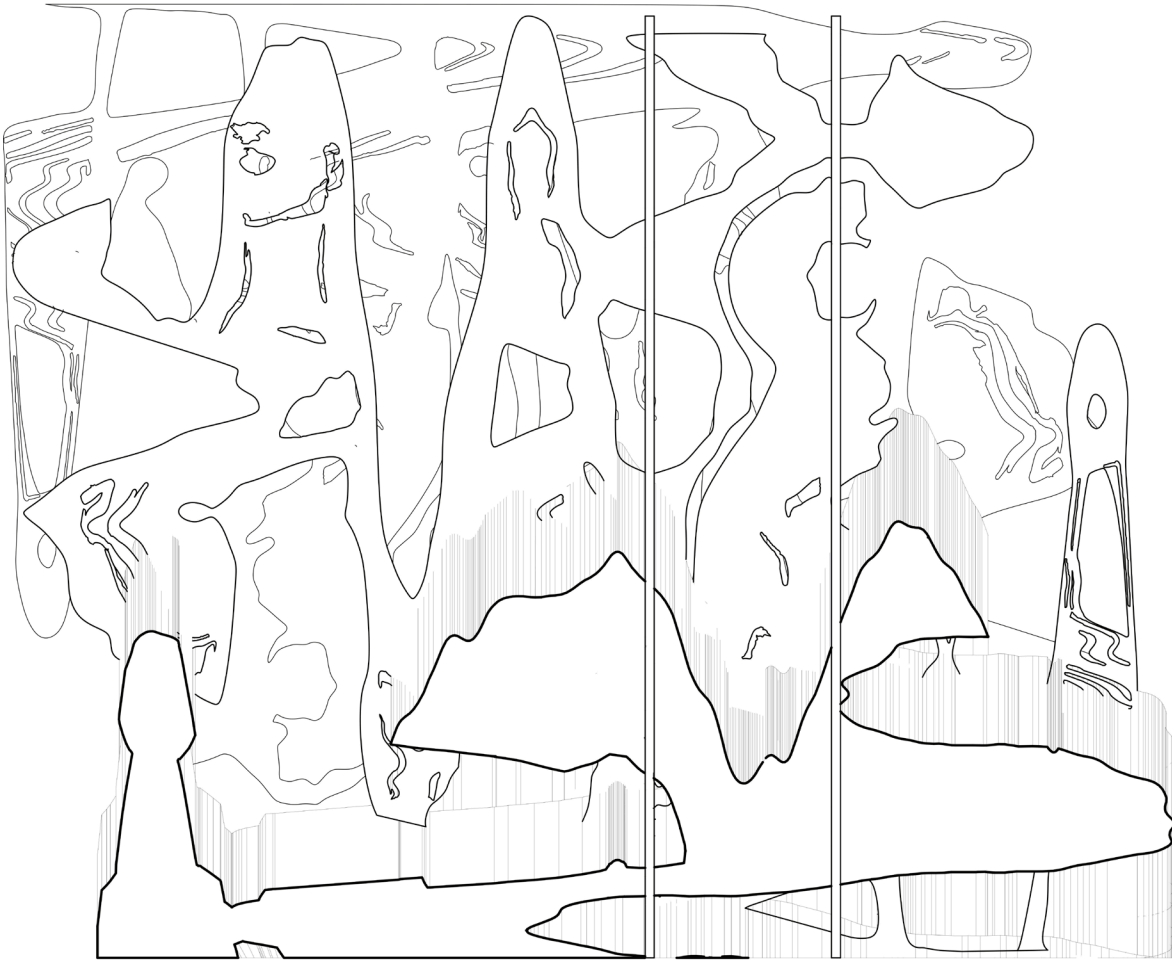






EXPERIMENTAL
JOINERY
FABRICATION

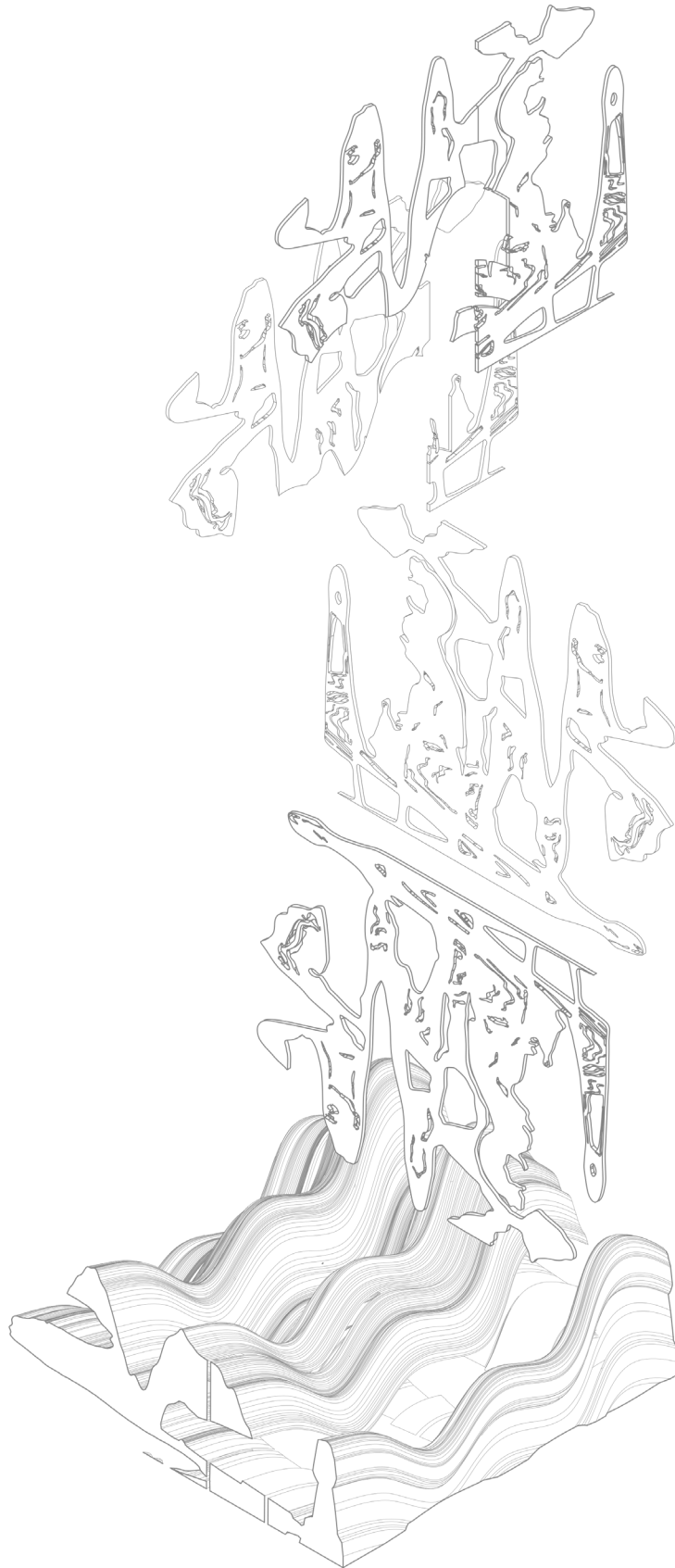
EXPERIMENTAL JOINERY



The project began with a two-dimensional source pattern which was translated into a three-dimensional form that would act as a prototype of a building envelope system consisting of a base, panels, and a structural method to join the elements together.

My team, Nick Acosta and Carl Eppinger, and I worked with plywood and steel to produce the three-dimensional model that used joinery methods of slotting to connect the various elements. I created a pattern from which we abstracted the geometries that we then used to construct the base and panel members of the system. The final piece was constructed in multiple parts. We first used the three-axis CNC to cut the panels of the base out of plywood which we then laminated together and used the five-axis CNC to remove the steps of the plywood and turn them into a smooth curve. We then used the water jet to cut the pattern into steel which made the panels of the system. We then slotted some panels directly in the base and the remaining panels were slotted on alternate panels, thus creating the final form.

EXPERIMENTAL JOINERY

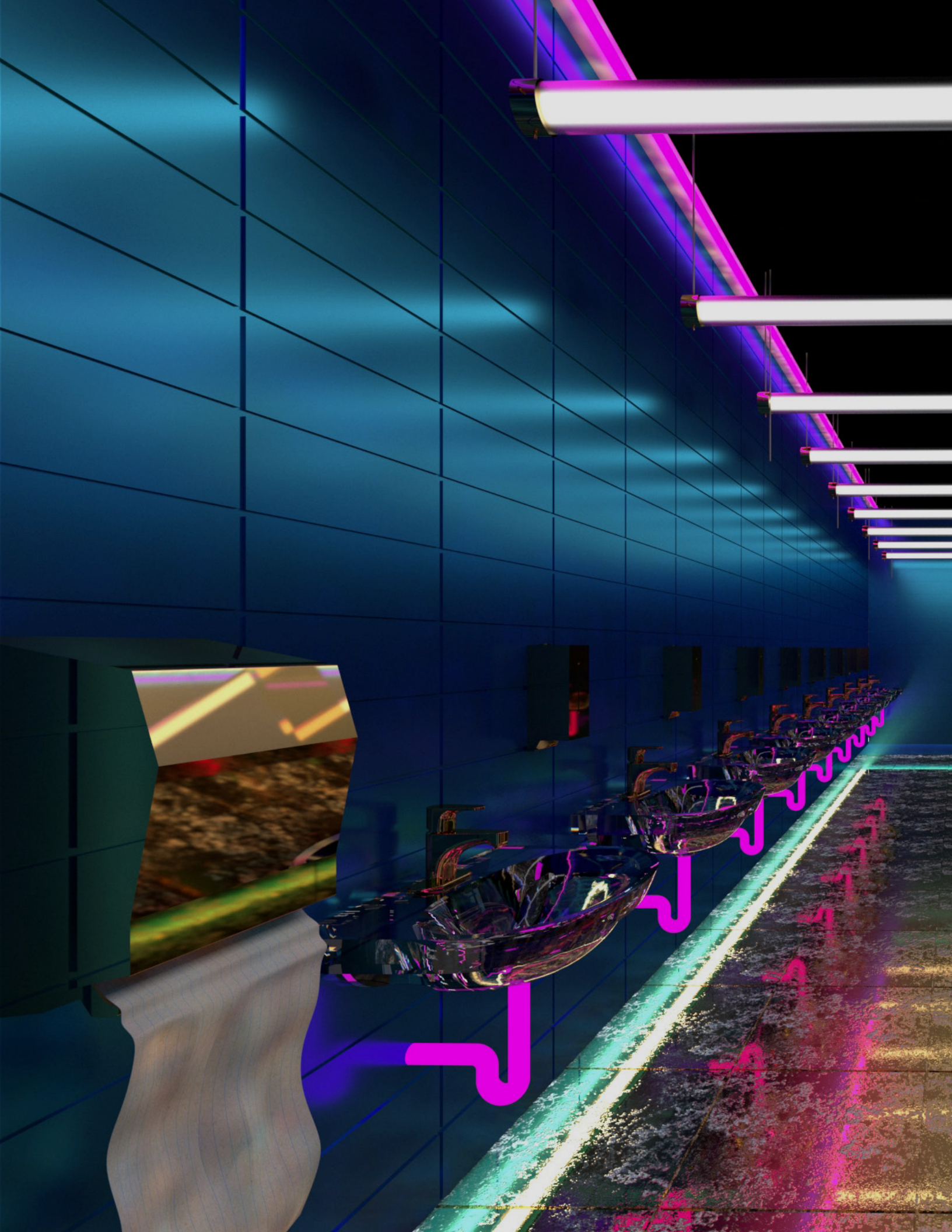


EXPERIMENTAL JOINERY



EXPERIMENTAL JOINERY







NEW FAMILIARS REPRESENTATION

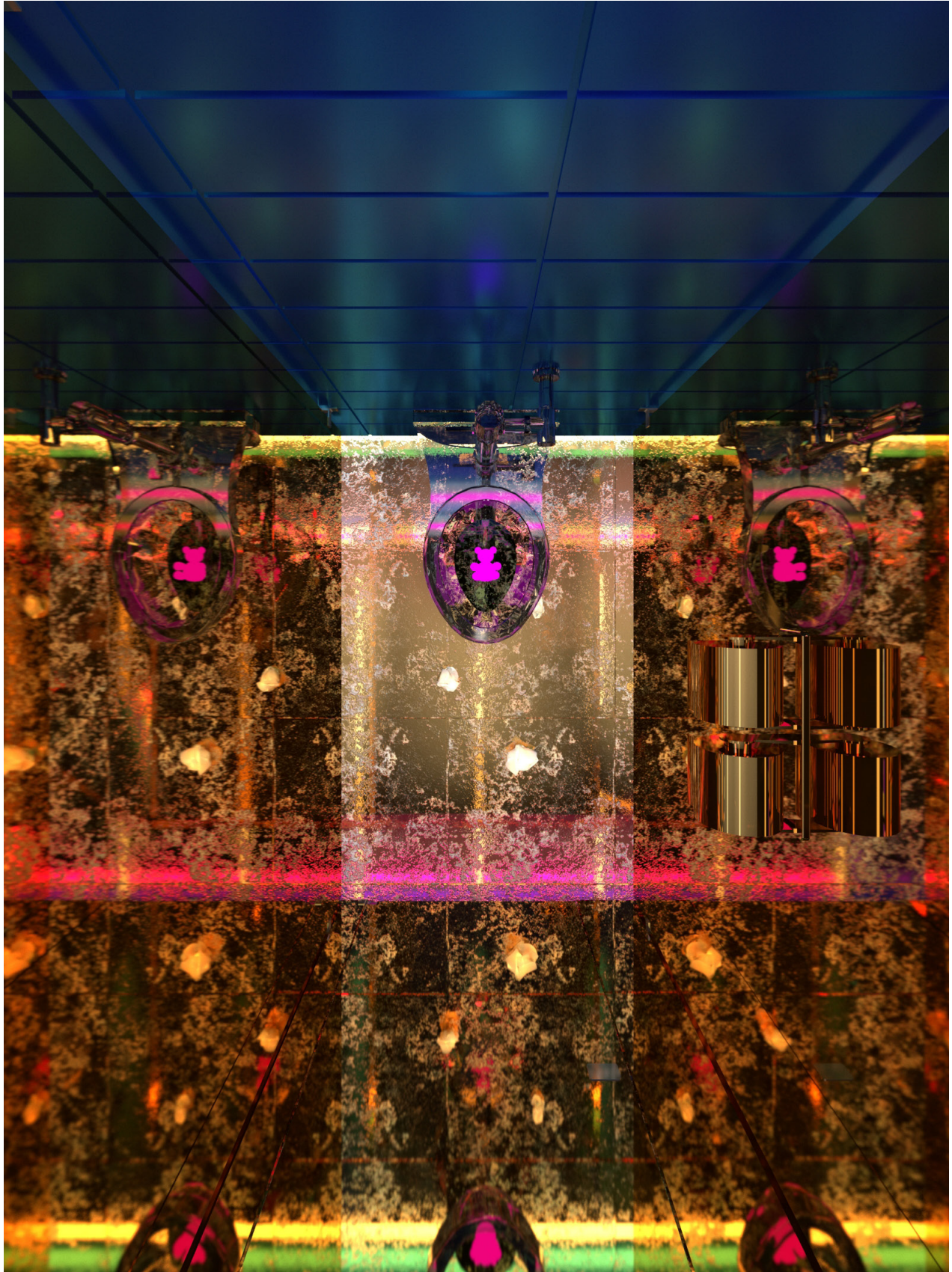
This project within the Representation course sought to re-imagine the banal atmospheres of our daily lives through a series of renders and an animation. My team, Mary Greenert and Abirami Manivannan, and I chose to create a new familiar of a bathroom environment. Bathrooms are a unifying element among humanity, but it is rare someone remembers a bathroom, it's just there. Rather, they remember the collective idea of the bathroom as many spaces have defaulted to their cookie cutter forms. Regardless of general layout and material changes, almost all bathrooms exist in similar formats. Bathrooms exist as a functional requirement, a mundane experience we have no choice but to engage with.

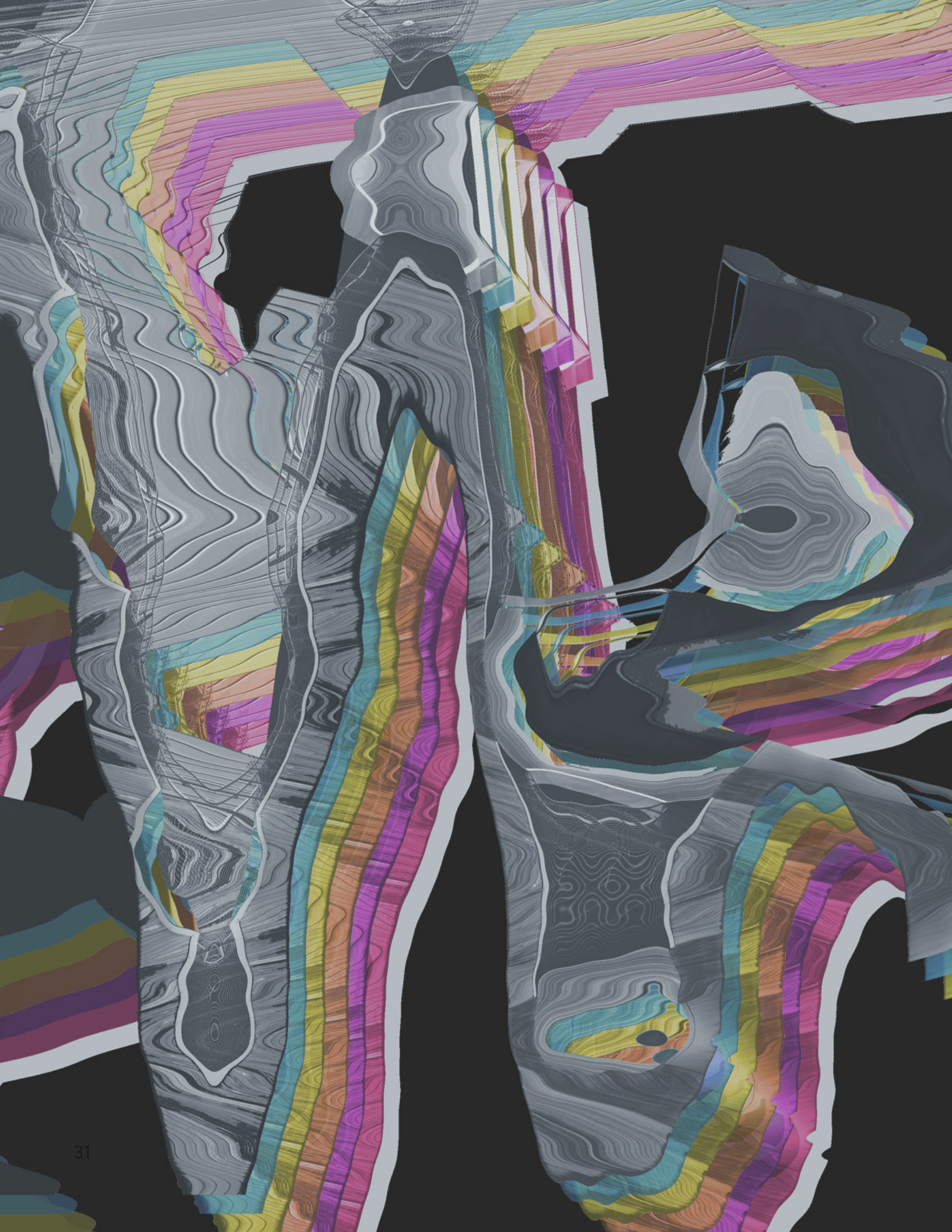
Our task with this project was to shake up the traditional upon entry of our new familiar, and provide a memorable experience for its users. We celebrate the existing artifacts within this space by enhancing and transforming them through a series of visual devices carefully crafted to create a new sensorial experience while retaining the familiarity of the space. Through explorations of artificial light and the shadows and reflections created, we create a new visual depth. This project was modeled in Rhino and rendered through V-Ray.

NEW FAMILIARS



NEW FAMILIARS







ASSORTED WORKS

RESEARCH ASSISTANT WORK 33

[STOCK-A-STUDIO 2019 - 2020]

TAUBMAN COLLEGE SPRING EXTERNSHIP 35

[WESHOULDDOITALL MARCH 4TH - 8TH 2019]

DIGITAL ART 37

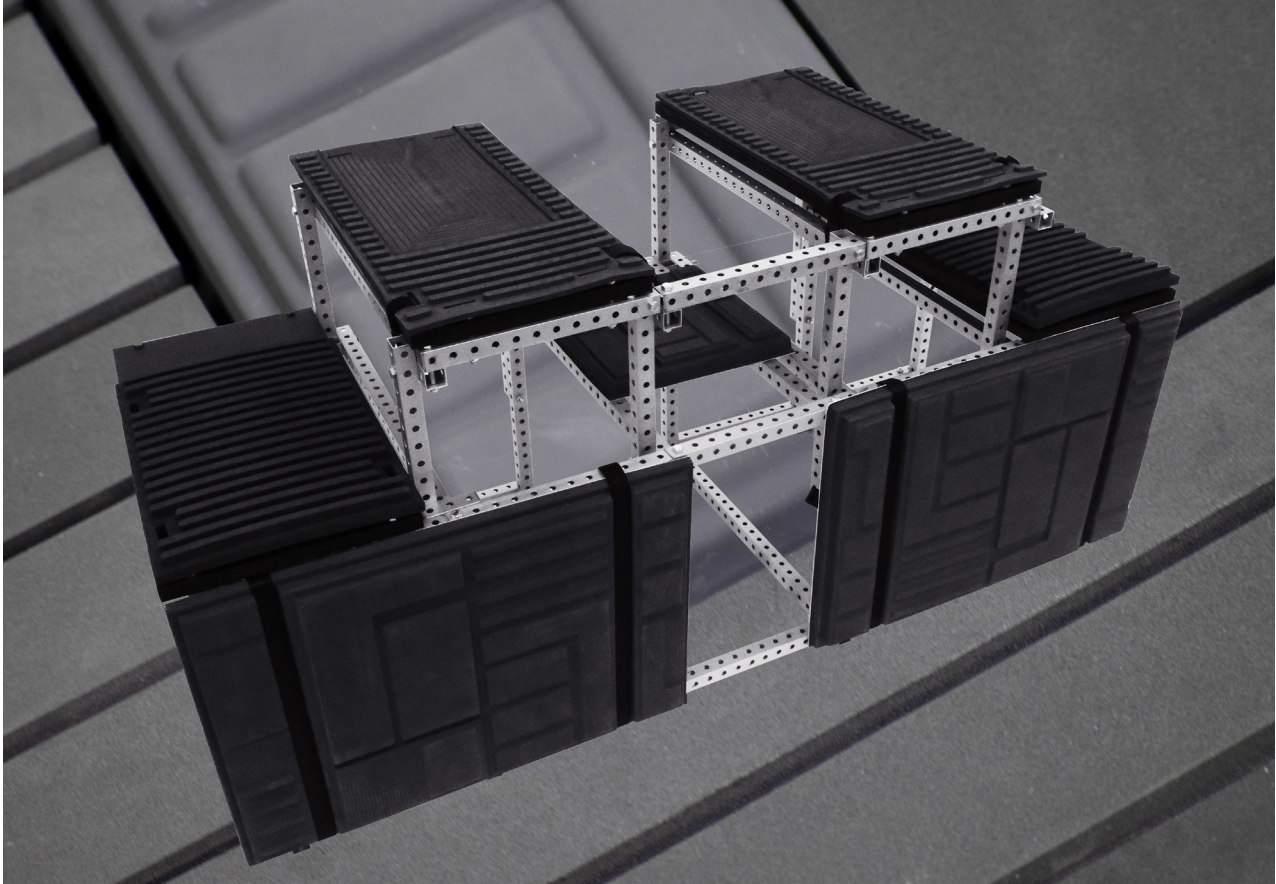
[MARCH 2019 - PRESENT]

PHOTOGRAPHY 39

DRAWING 41

[UNIVERSITY OF PITTSBURGH FALL 2017]

STOCK-A-STUDIO



CTM Festival - Berghain Club | Berlin, Germany

I was able to collaborate in the design of the black foam mats which I then fabricated with a 3-axis CNC Router for the project. Project in collaboration with Laida Aguirre, Dana Cohen, Delaney McCraney, and Waylon Richmond.

“This project developed the physical scenography for an experimental multi-disciplinary performance by a renowned composer. The live performance included 13 performers and took place at the iconic queer cultural hub of Berghain Club in Berlin.”

-Laida Aguirre [stock-a-studio founder]



STOCK-A-STUDIO



[a kit of these some parts] x budget gym]

Installation at Materials & Applications
storefront | Los Angeles, CA

I was able to collaborate in the design of the white foam pieces which I then fabricated using a 3-axis CNC router for the project. Project in collaboration with Laida Aguirre, Delaney McCraney, Waylon Richmond, and John Vieweg.

“(this project) is a temporary architecture in-service of the activity: in this case, the activity of working out...with budget materials to provide a set of parts that come together to form a gym.”

-Laida Aguirre [stock-a-studio founder]

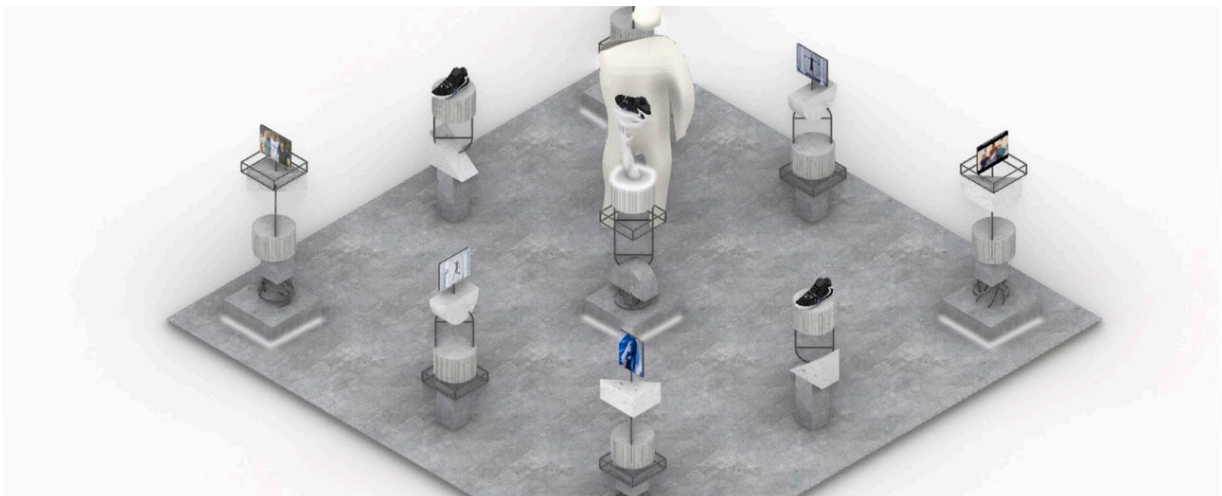


SCREENSHOTS TAKEN FROM @WESHOUDDOITALL INSTAGRAM

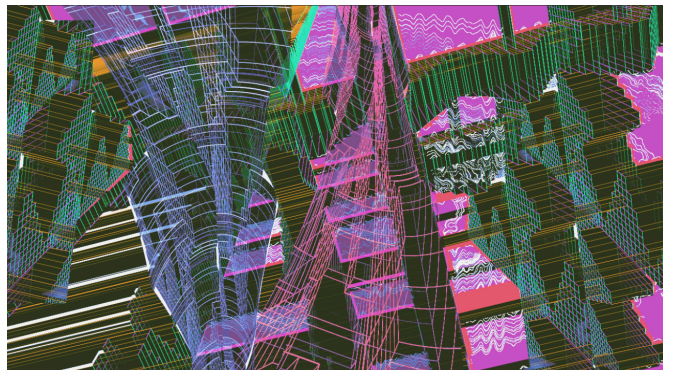
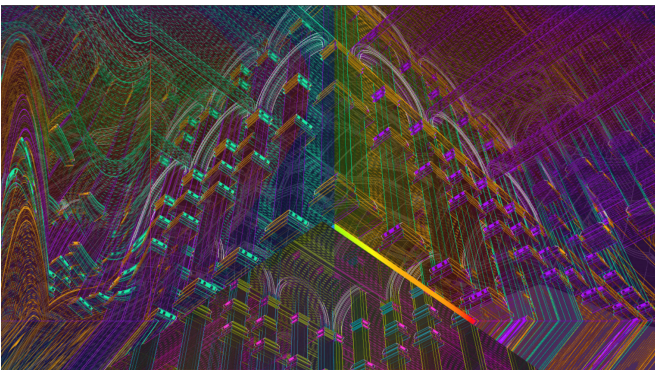
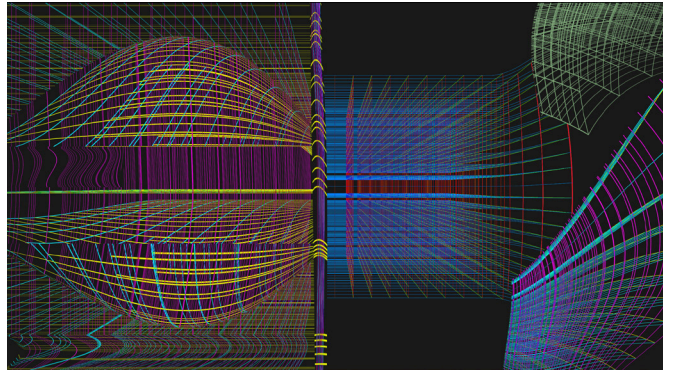
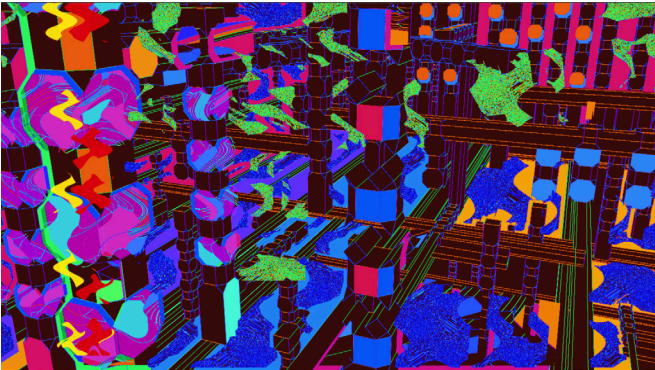
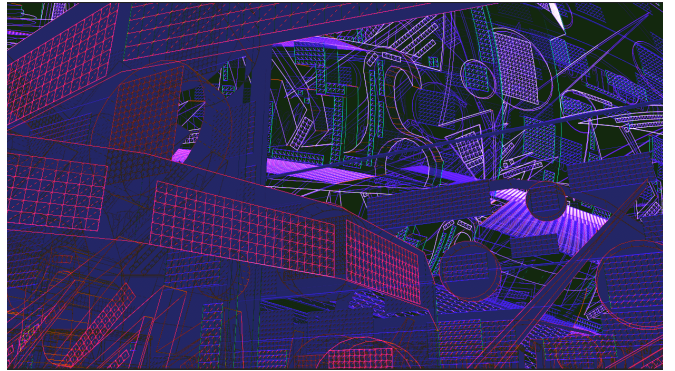
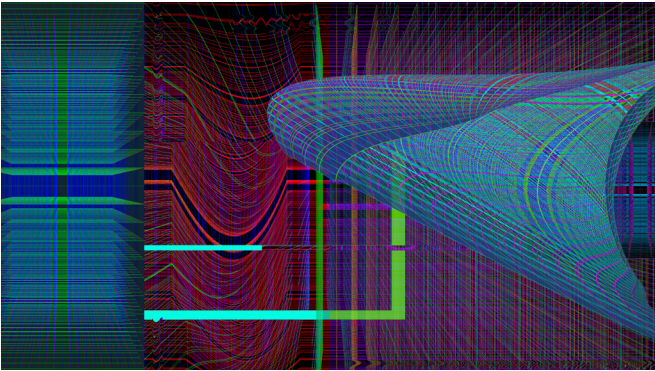
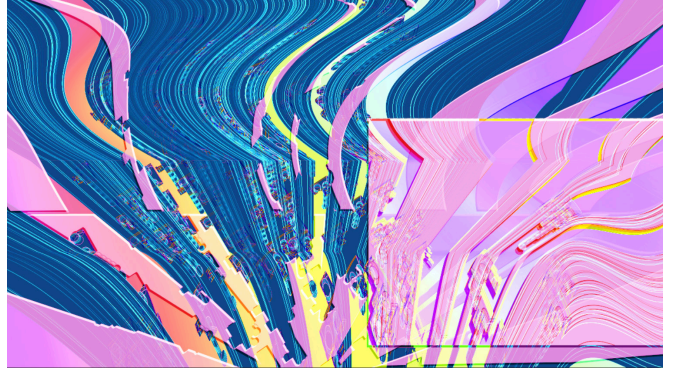
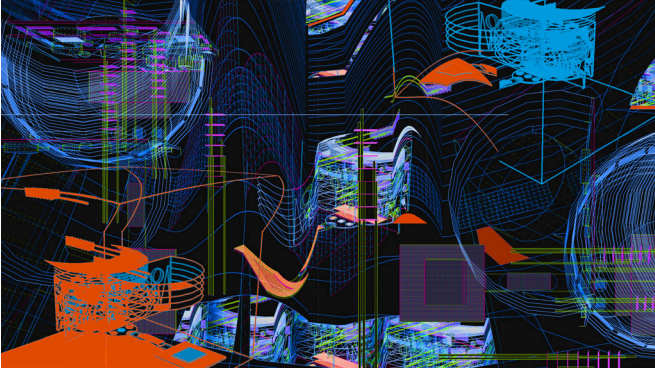
In University of Michigan's Taubman College of Architecture and Urban Planning Spring Break Externship Program students gain professional experience with a one-week externship during spring break.

I choose WeShouldDoItAll (WSDIA), a Brooklyn based design studio. In my short time there I was integrated into the team and was able to help with the design of the display for the release of Giannis Antetokounmpo's Nike ZOOM FREAK 1. I aided in the design of the 'Engage Zone' pedestals which are shown in the renders are displayed on page 36.

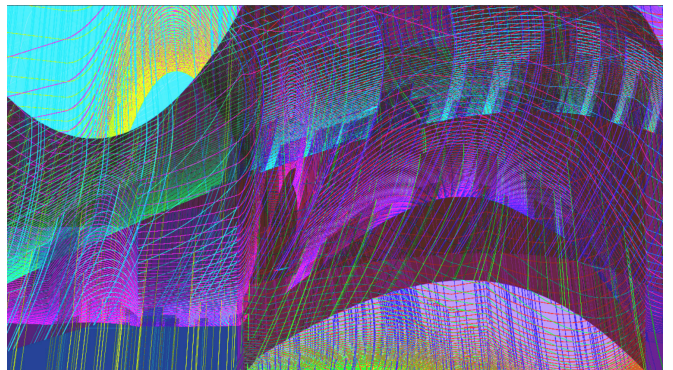
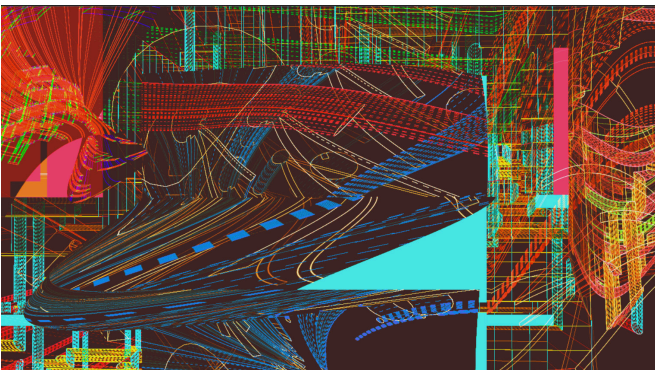
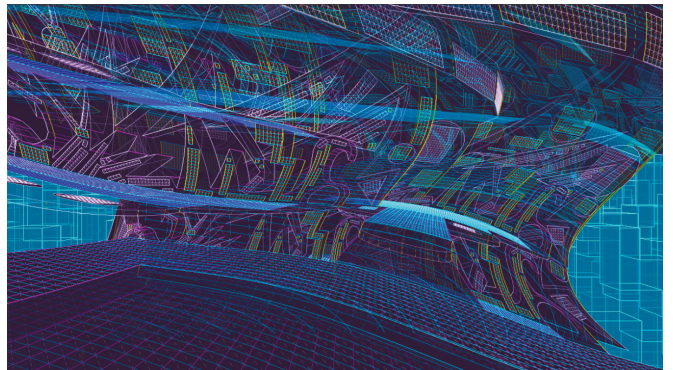
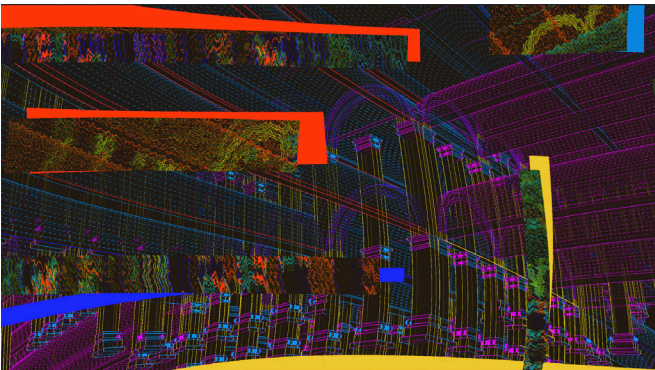
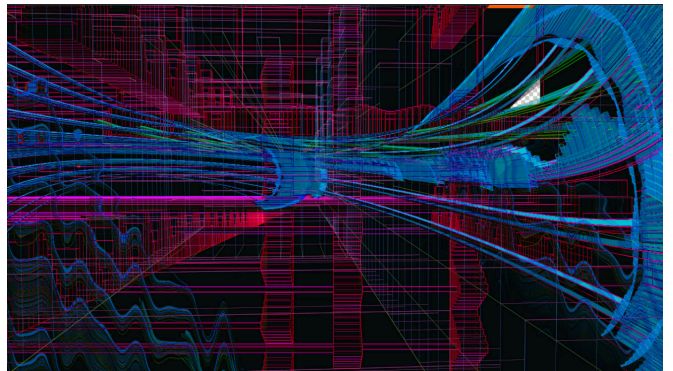
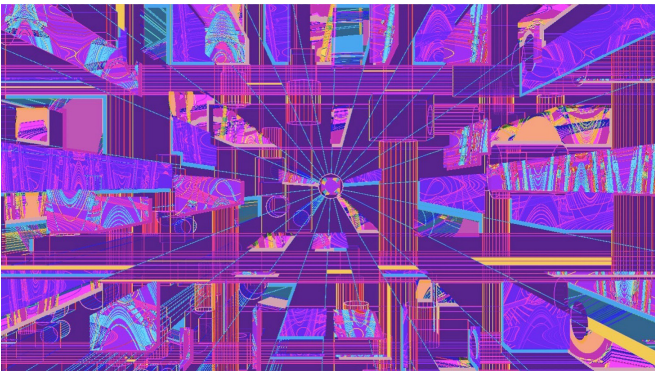
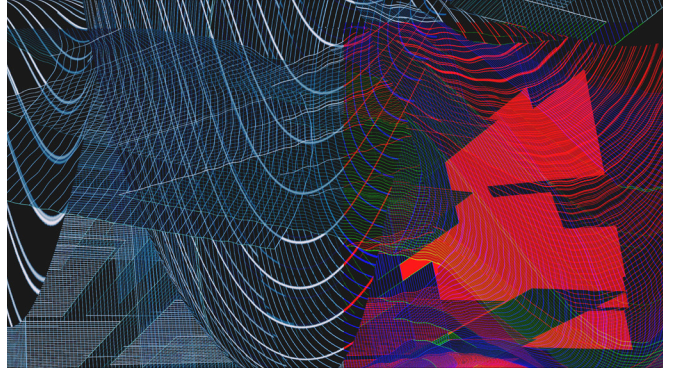
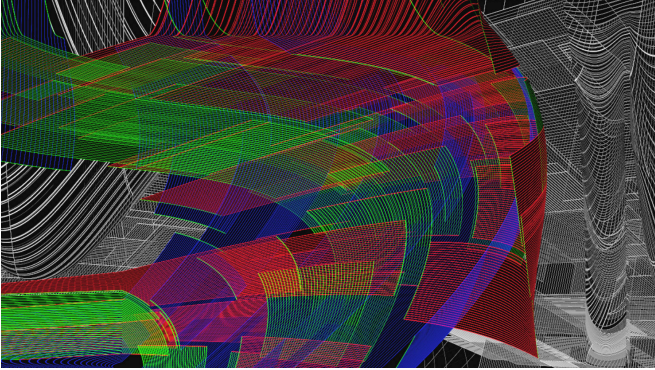
WSDIA EXTERNSHIP



DIGITAL ART



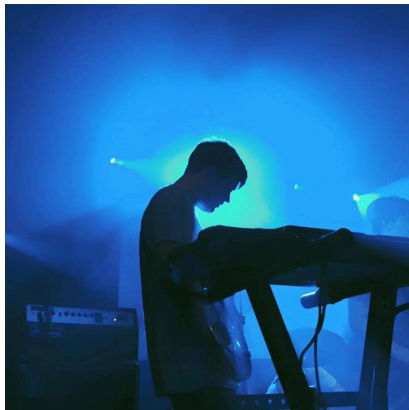
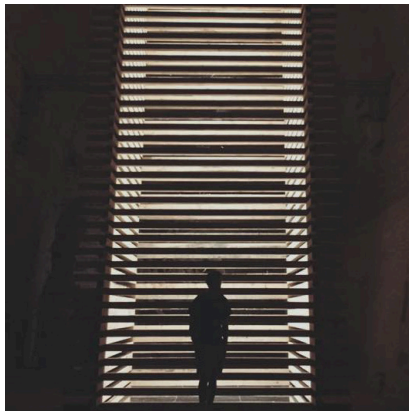
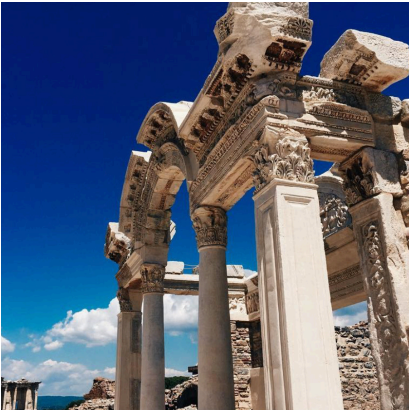
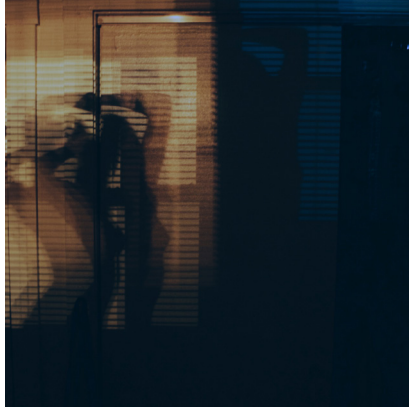
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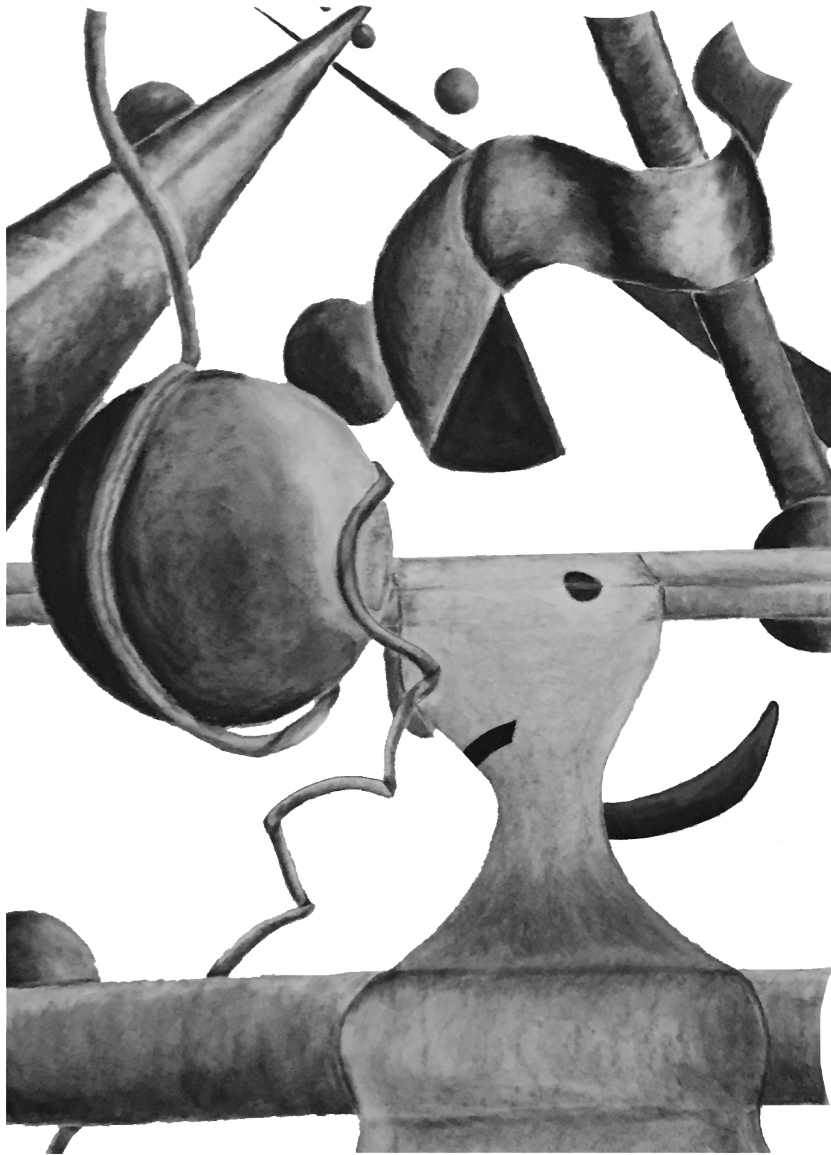
PHOTOGRAPHY



PHOTOGRAPHY



DRAWING



DRAWING

