

The background of the entire page is a detailed architectural sketch of a cityscape, featuring various building forms and street layouts. The sketch is rendered in a light gray line weight. Overlaid on this sketch are several prominent, thick yellow lines that trace specific architectural elements, such as building outlines, window frames, and structural beams, creating a sense of depth and focus.

WEIWEI CHEN

Selected works 2020-2022

PORTFOLIO

Master of Design in Interior Architecture 22'
Rhode Island School of Design

Weiwei Chen

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Education

2020-2022	Rhode Island School of Design Major: Interior Architecture (Adaptive Reuse), MDES
Summer 2021	Harvard Graduate School of Design Design Discovery Virtual (Architecture, Urban, Landscape), Summer Program
2016-2020	Macao University of Science and Technology Major: Visual Communication, Bachelor of Art Degree

Internship

Summer 2020	DA! Architect , Hangzhou, China Lishui Urban Design Competition (Lishui,China), research and draw plans and analysis drawings. Results: Top 45 in the second round of international competition.
Summer 2019	Wutopia Lab, Shanghai, China Putting forward design scheme, constructing architectural model, providing assistance to interior designers and architects independently designed a luxurious model house (interior design).
Winter 2019	Ningbo Electric Design &Research Institute, Ningbo, China Site survey and measurement, CAD drawing for interior designers.

Teaching

Fall 2021	Teaching Assistant,RISD, Providence, RI, United States Teaching Assistant for Advanced drawing course for Grasshopper section.
May 2020	Teaching Assistant, China Rural Construction Camp, Guizhou, China Institution:China Foundation for Poverty Alleviation Organizing members, assisting teachers, arranging work, drawing, making models, representation, communication for construction.

Awards

2020/2022 Assistantship and Fellowship RISD	2020 Graduation Design University Collection Award, MUST
2020 Rural Construction Camp Assistantships, CFPA	2019/2020 Dean's Scholarship for Outstanding Students, MUST

Skills

Software Rhino, Revit, Vray, Sketchup, coding, Auto CAD, Photoshop, Illustrator, Indesign, grasshopper, Processing, Adobe After Effect, Adobe Premiere.	Design/Communication Hand Drafting, Concept Development, schematic Design, Model Making, Design Representing, Communication.
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Languages

Chinese, English

Adaptive Reuse

- 01

Back To The Market
Adaptive reuse for statehouse in Rhode Island Providence,Rhode Island/ Individual work/ Fall, 2021
- 02

Nostalgia Future
A Public Laundry and Apartment Hongkong, China/ Individual work/ Summer, 2021
- 03

Marine Cultural Center for Civic and Fish
Present as Prologue: Adapting for Rising Seas Boston, US/ Individual work/ Spring, 2021
- 04

Art space for Barbara Hepworth
Adaptive Reuse for Studio and Residence Providence, US/ Individual Work/ Winter, 2021
- 05

An Interior Invention
Adaptive Reuse for My Room, Building, City Shanghai, China/ Individual work/ Fall, 2020

Architecture

- 06

Fog and Mountain
Pavilion Deisgn about Light and Color London, UK/ Individual work/ Spring, 2021
- 07

A Bridge Design for Villagers
Bridge Construction Guizhou, China / Volunteer / May, 2020

Urban Design

- 08

Professional Work
Lishui Urban Design Competition China/ Professional Practice/ Summer, 2020



01

Back To The Market

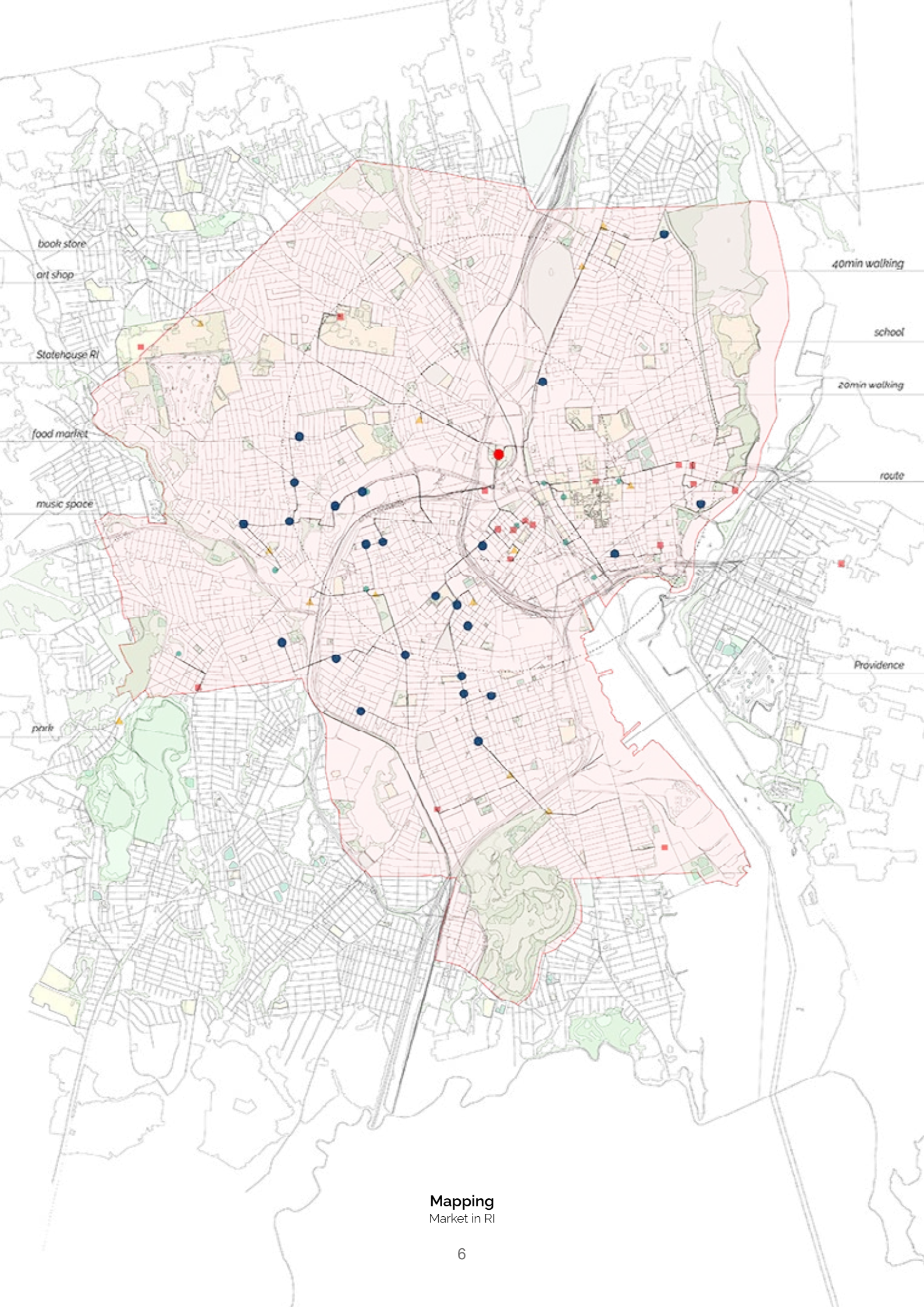
Statehouse in
Providence, Rhode Island, US
Advanced Studio, RISD
Individual work, Fall, 2021

The RI statehouse (built 1891-1901) symbolizes through its style, materiality, scale and location power over its people. Used as a building for government representation, the staff, politicians and lobbyists hardly engage in person with the public and are further disengaged by a huge lot of empty space (empty lawns) and a giant -mostly empty- basement on the level. My investigation started with the question on how to bring people close to the building, use it, and therefore interconnect tomorrow's government with its people.

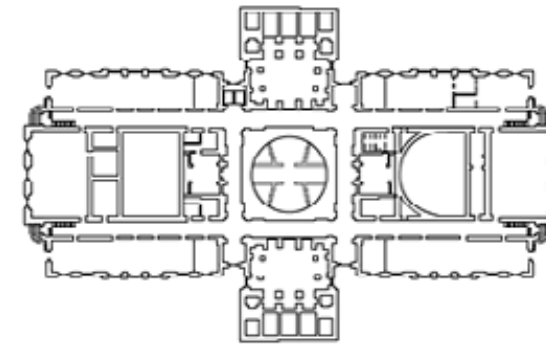
The 'American Renaissance' style of the building, with its Renaissance and Classical design elements, looks extremely strict and symmetric and disconnected from the 21st century, so I intended to break/ overlay the existing and bring a dynamic structure with elements of 'flow' to generate a new space that belongs to the public.

Just as in the Greek Agora, the Roman Forum, to create public spaces where events of the day were discussed, merchants had their shops, and craftspeople sold their wares. Agora is therefore also understood to mean an assembly of people as well as where they meet and therefore where they make contemporary politics.[1]

My design scheme uses the existing empty (groundlevel) basement to reconnect the north and south area of the building and to transform the big empty spaces to a market. A market that sells foods, artifacts from artists, books, antiques, and also hosts events such as talks, music and theater activities. The tool of my design strategy is a large tensile structure that generates the interior, creates an entrance and the tunnel for people to cross through the basement. A soft intervention that attracts people from the outside, transforms the current appearance and generates live in and around the building.

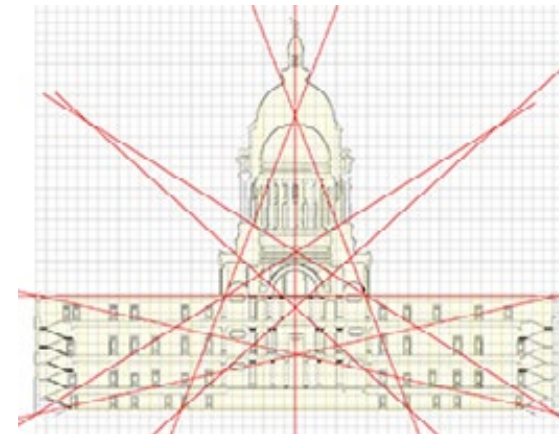


Mapping
Market in RI



Basement

Plan and Section
Statehouse RI



Concept Model

1. entrance from north

2. dining area

3. food court
4. bookshop

5. storage for book

6. kitchen
7. toilet

8. play area

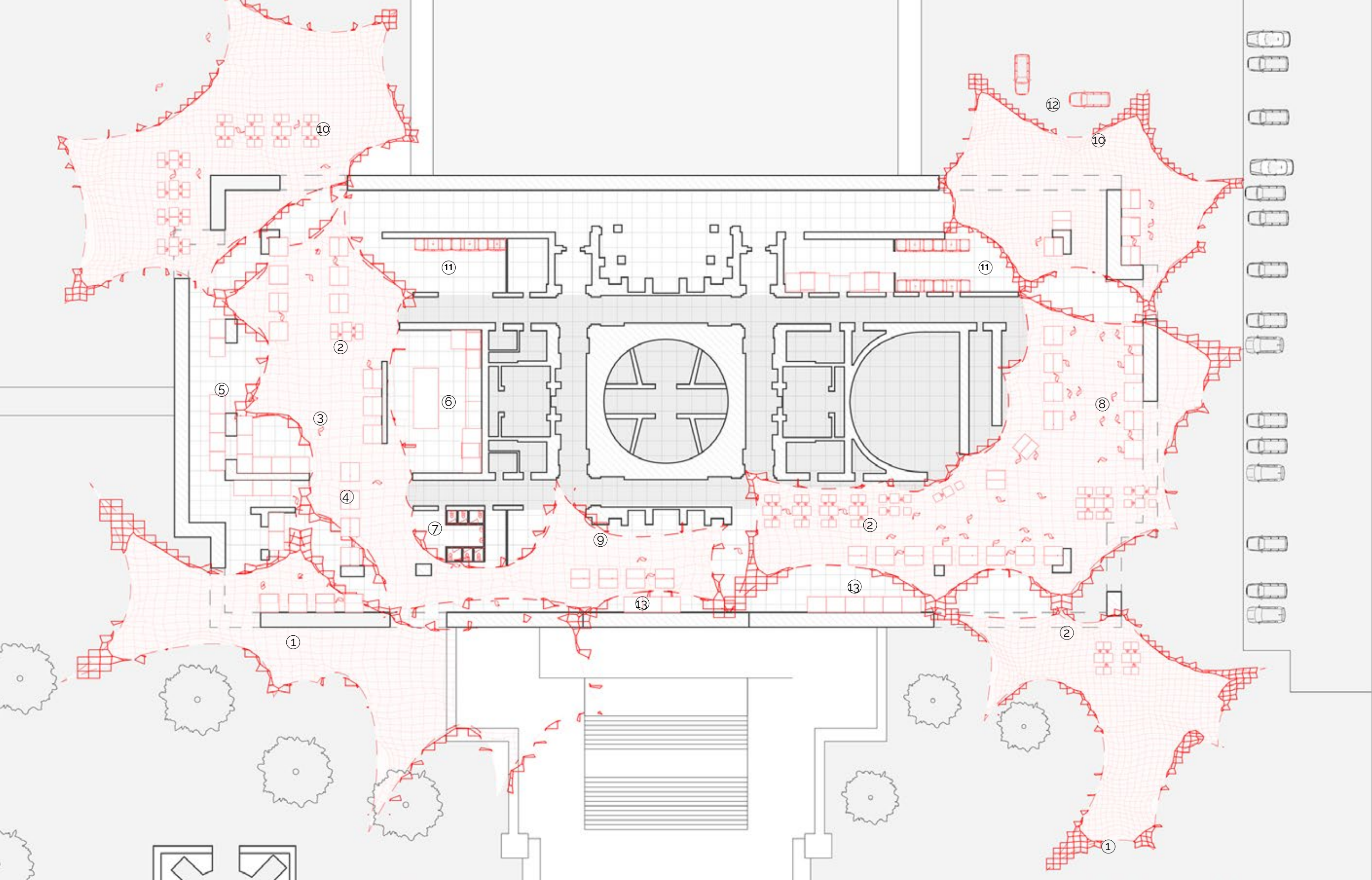
9. art shop
10. entrance from south

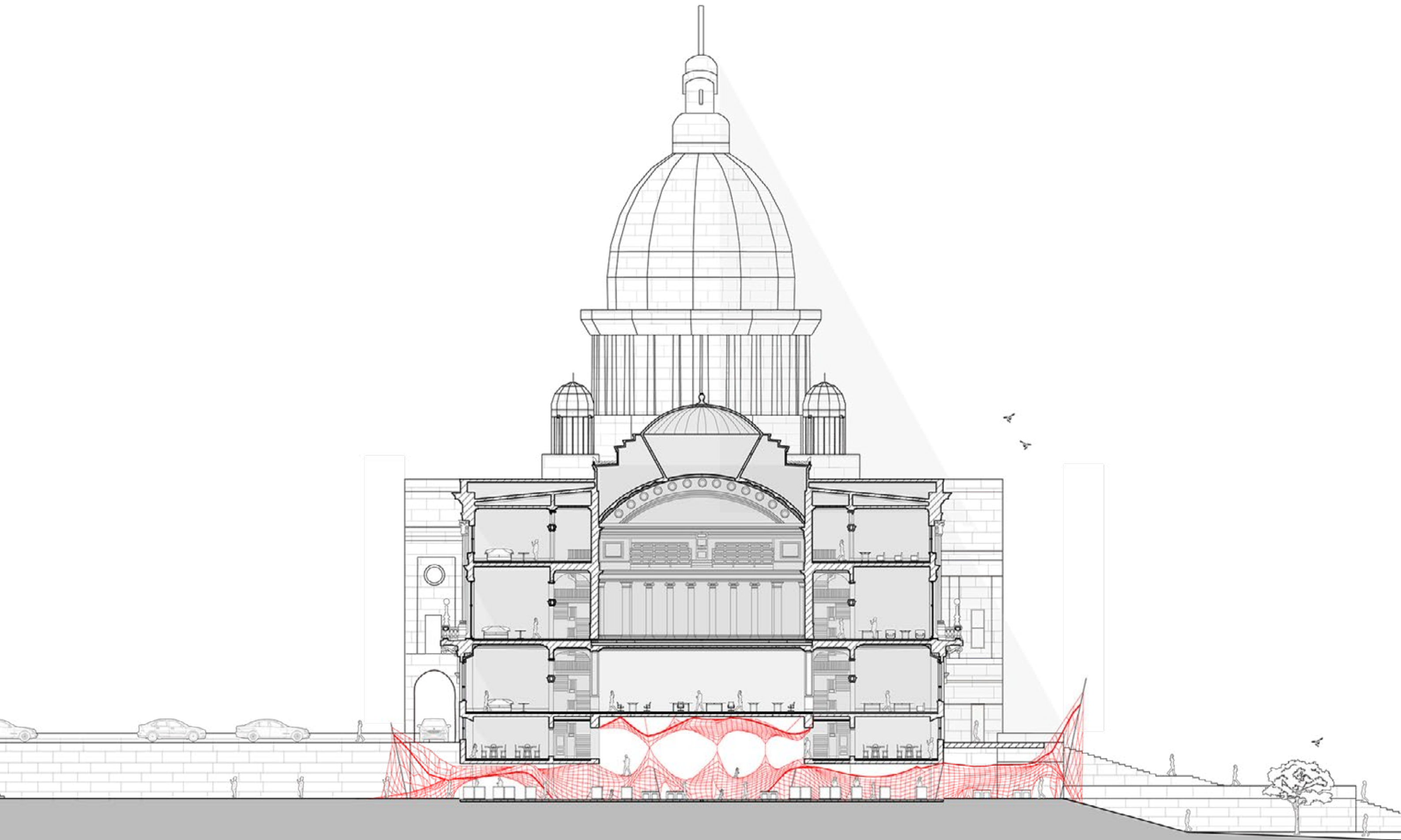
11. food storage

12. loading area

13. storage for artificial crafts

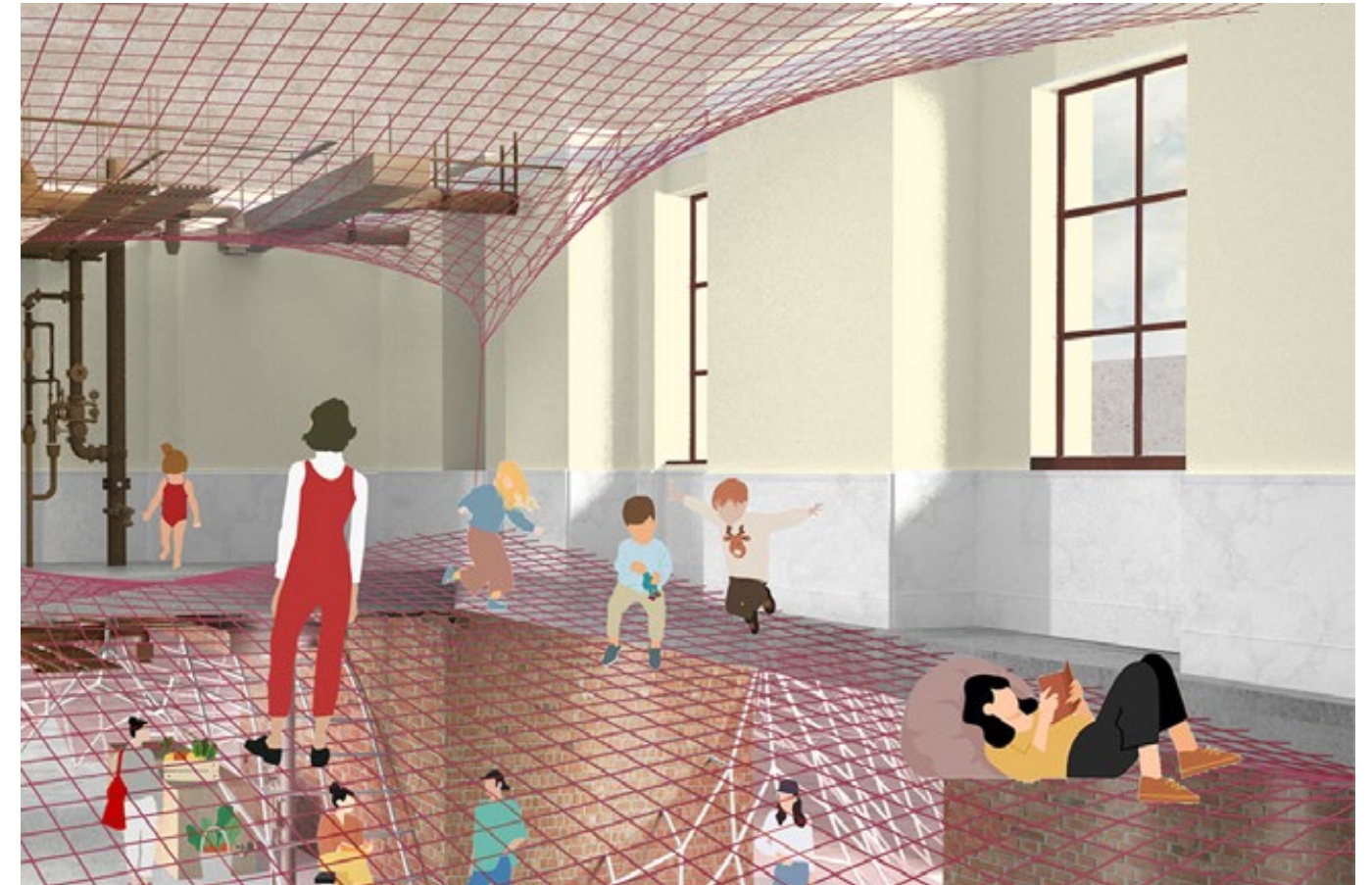
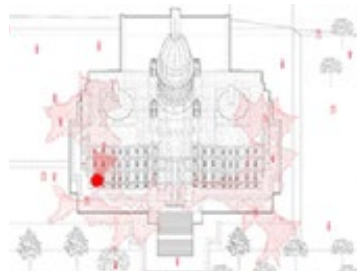
Plan



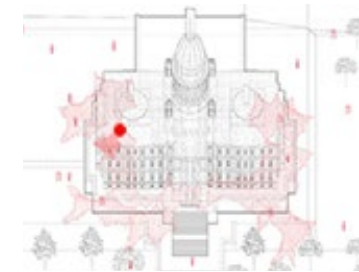


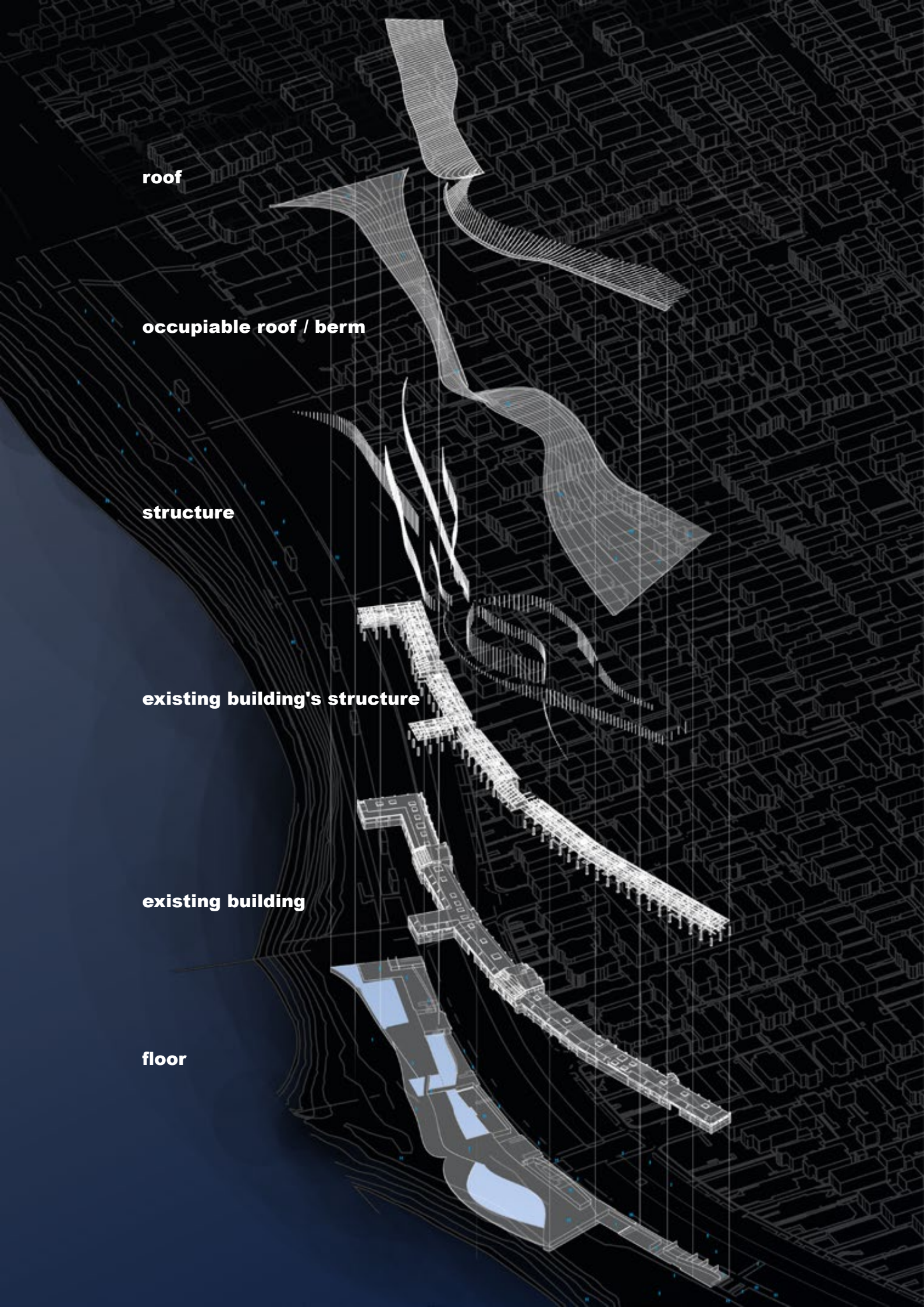


Rendering
Food Court



Rendering
Play Space





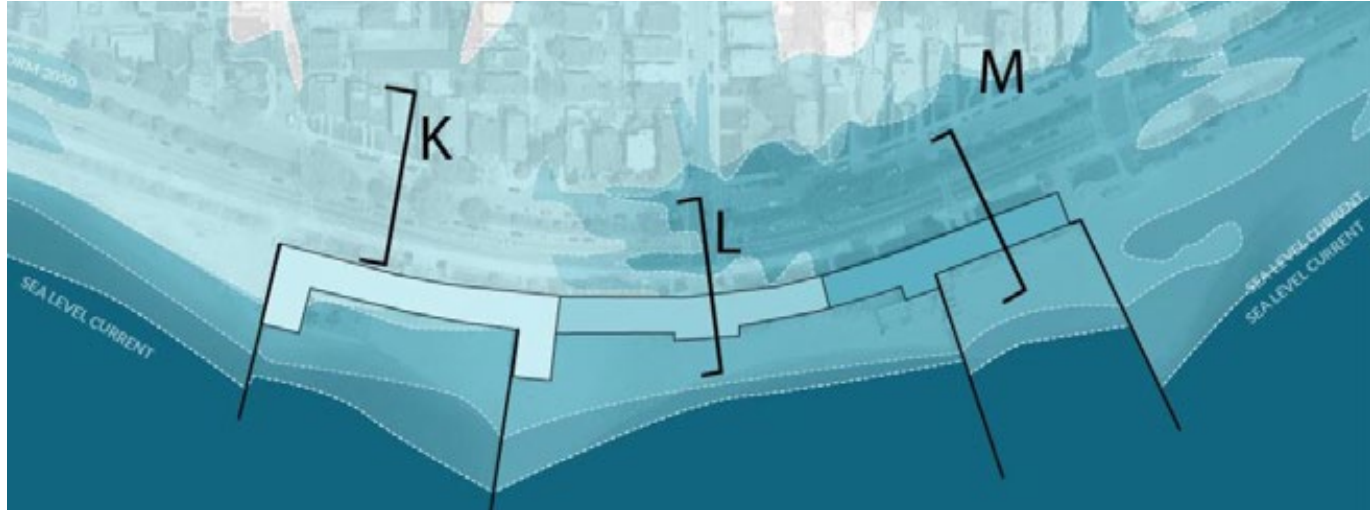
02

Marine Cultural Center for Civic and Fish

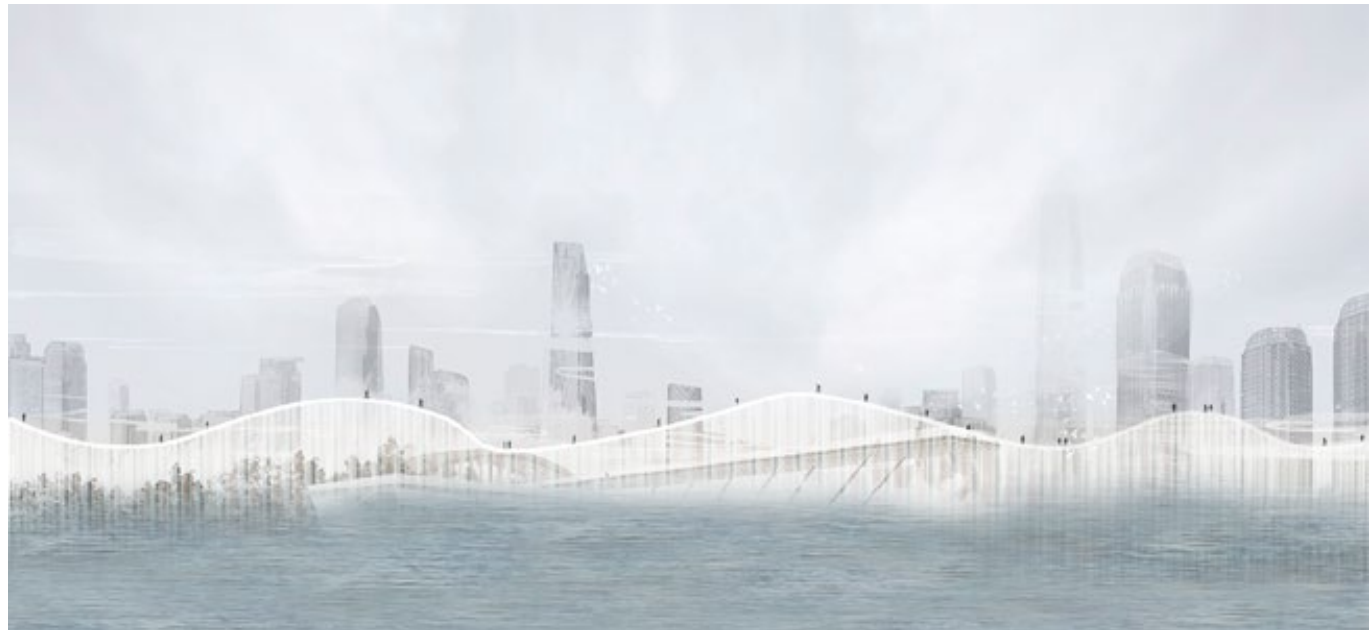
Present as Prologue:
Adapting for Rising Seas
Boston, US

Advanced Studio
Individual work, Spring, 2021

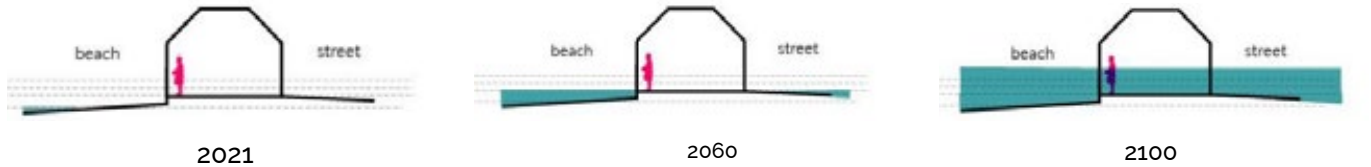
The linear building extends over $\frac{1}{4}$ mile along the shoreline, spanning three city blocks. A single connecting corridor defines the spatial experience - sequence and passage will be primary drivers of spatial exploration. The historical structural and design currently being constructed will serve as the palimpsest for future interventions. Readings, research, discussions and collaborations will supplement individual design projects.



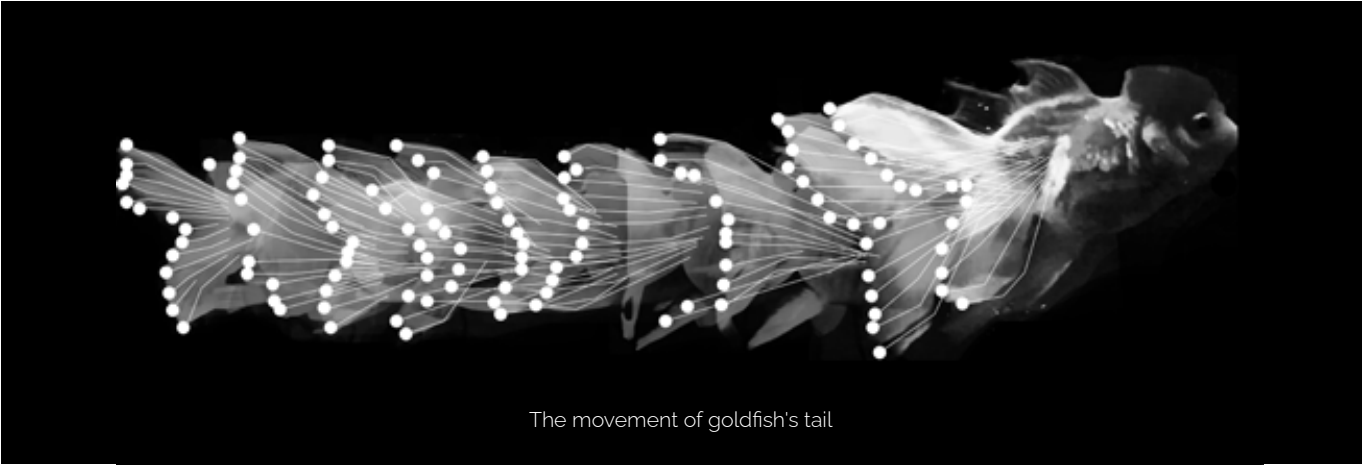
Context&Site Plan
William Day Boulevard Street, Boston,MA



Concept Collage Drawing
to build a berm for the existing building and people can walk on it.

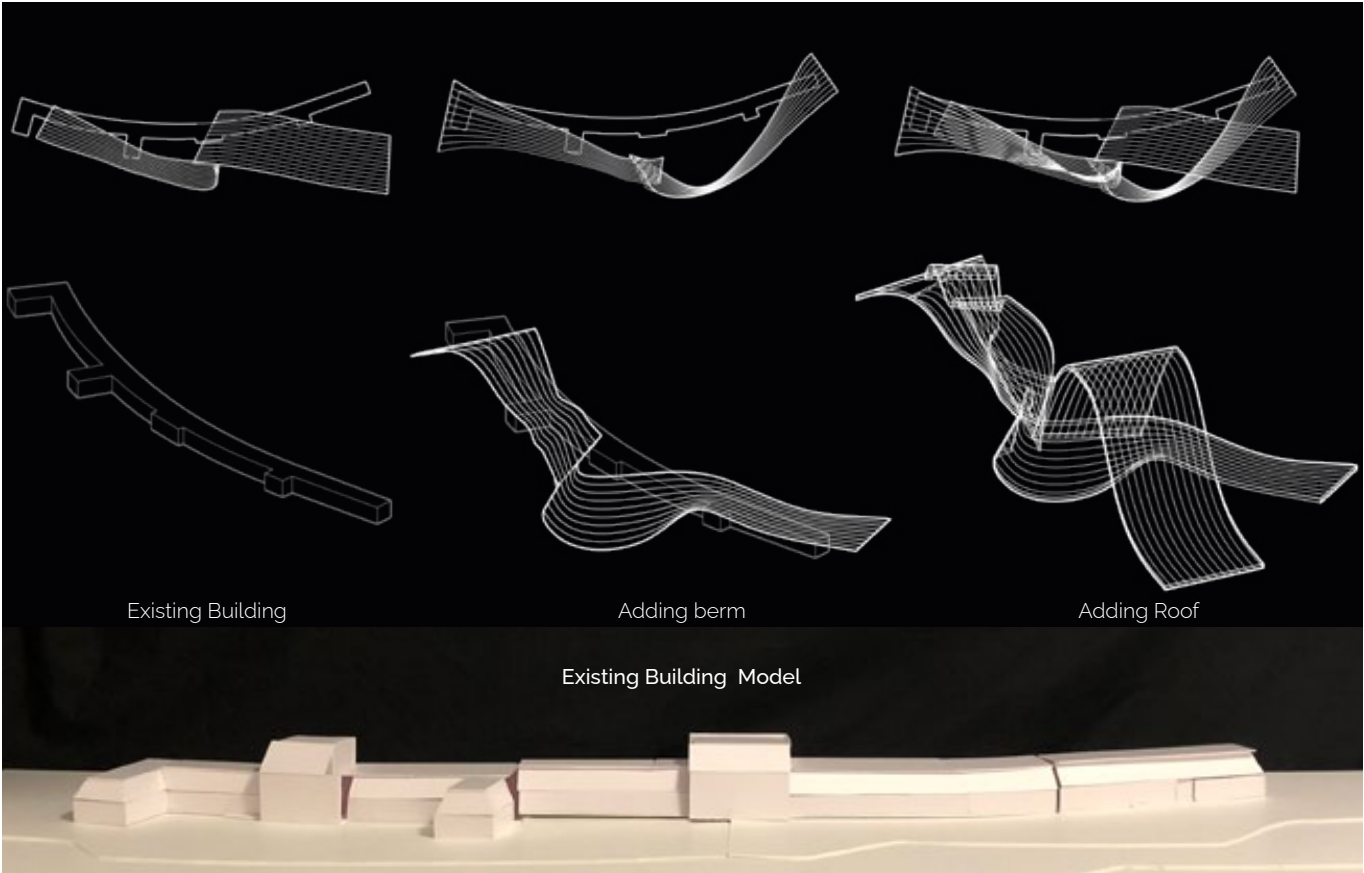


Sea Level Rise
Interior view of different time



The movement of goldfish's tail

Inspiration

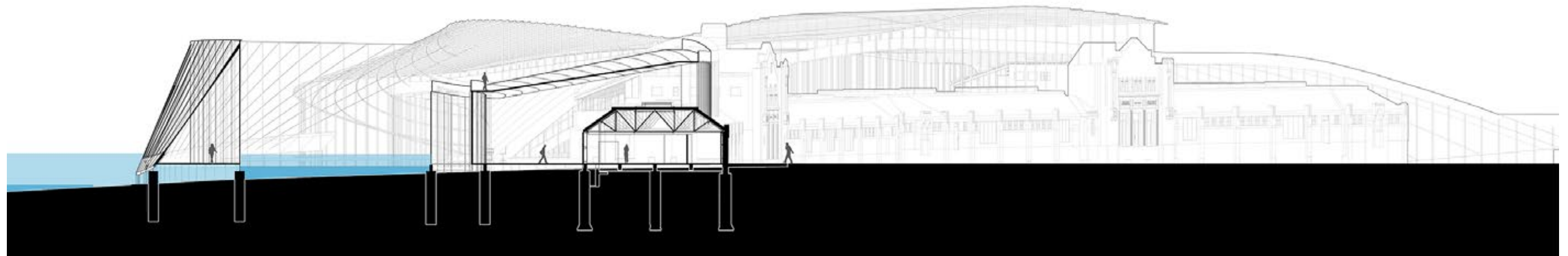
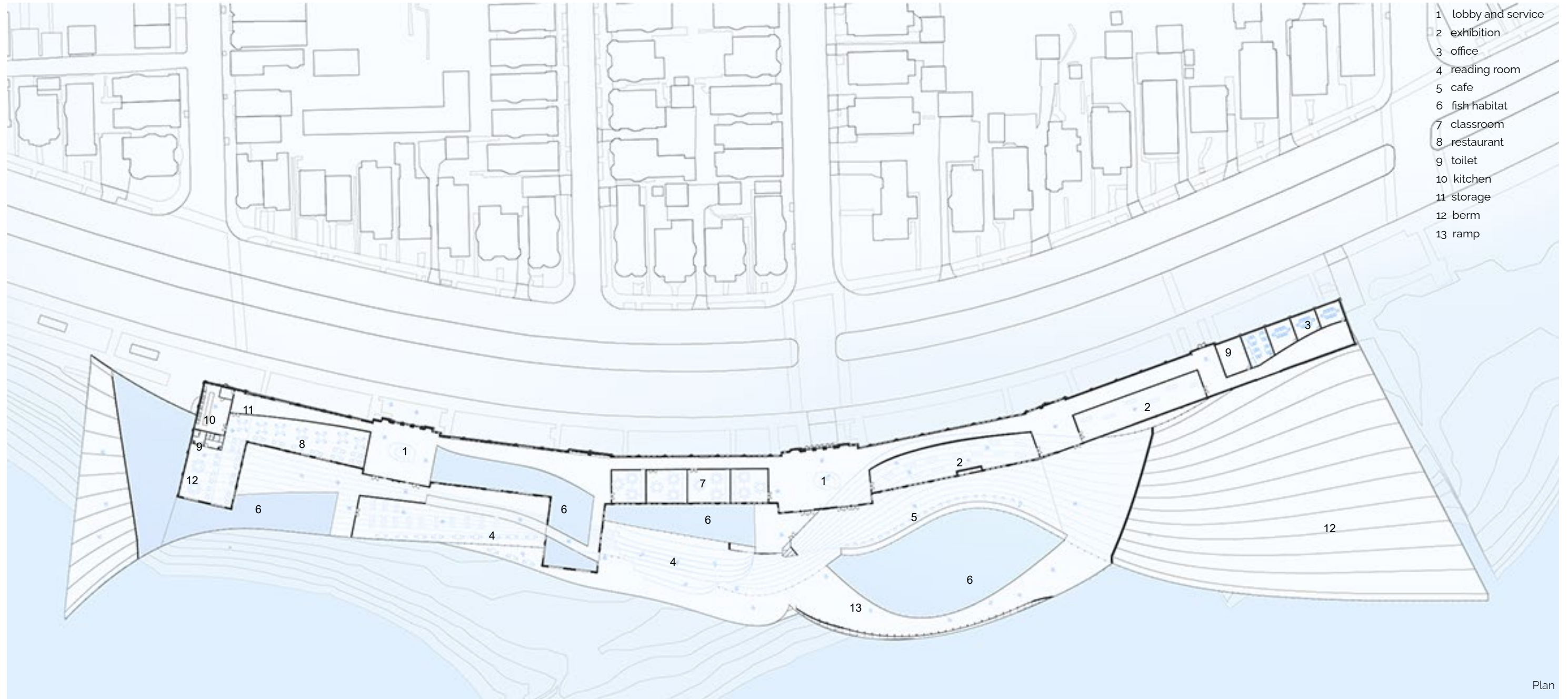


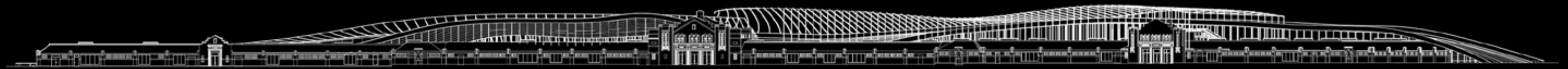
Form Development

From observing a fish's tail, and find 2 curves, translating these to the new intervention, one is the berm to add on the existing building and the another one is the roof on it.

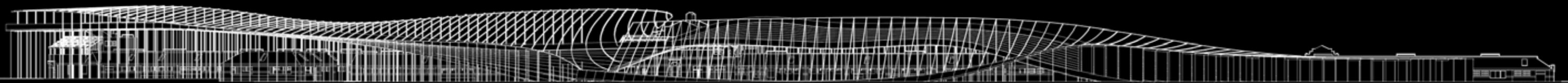


Sketch Model

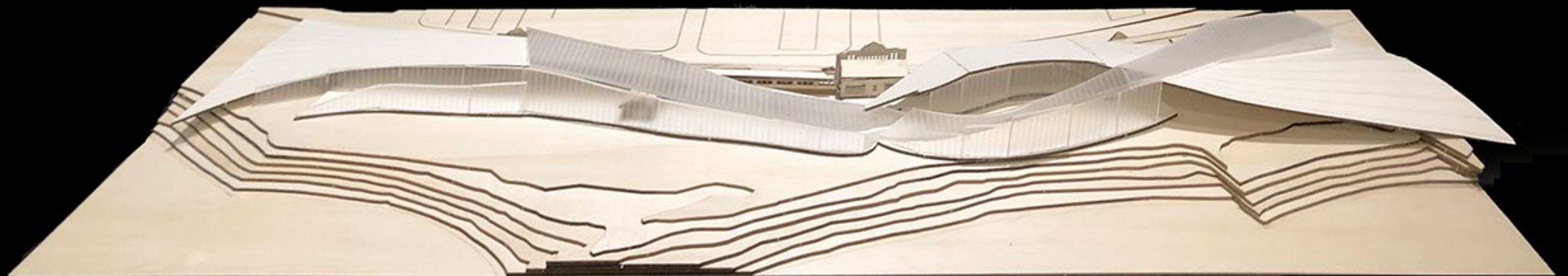




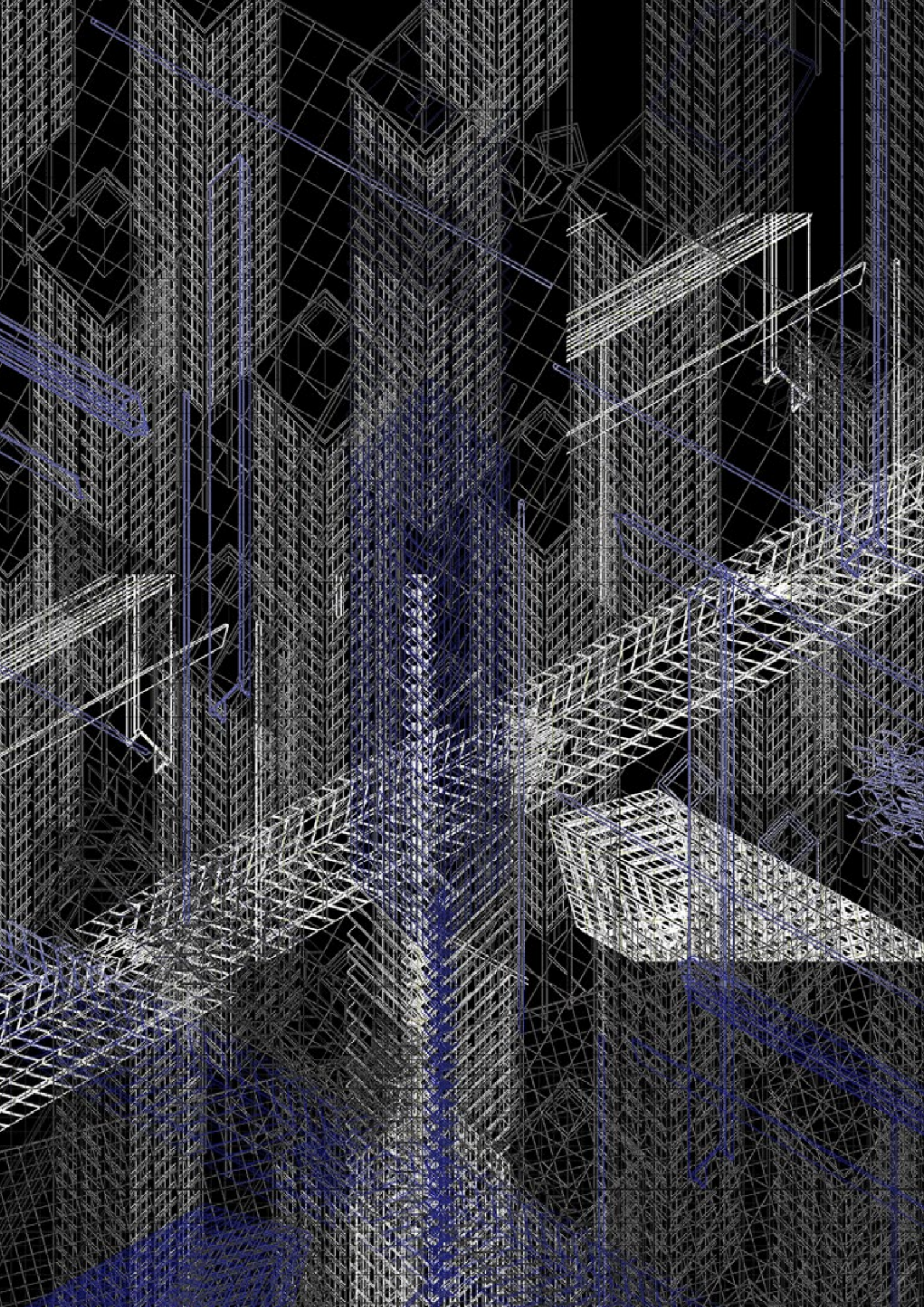
Elevation 1



Elevation 2



1/32' Physical Model



03

Nostalgia Future

A Public Laundry and Apartment
Hongkong, China

Individual work, GSD
Summer, 2021

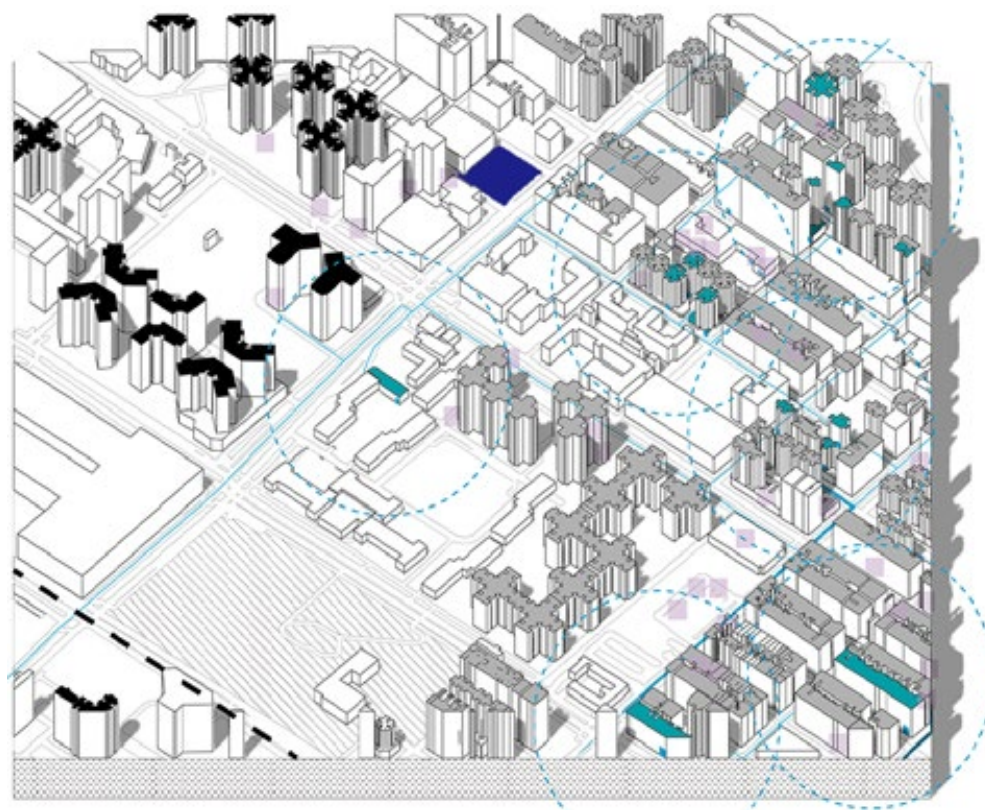
Yet today's economic growth and the acceleration of the urbanization processes have produced buildings without local characteristics but built in large quantities. Traditional buildings are disappearing and been demolished in an exhilarating speed. This also led to some people being forced to leave and move out of their original homes, and then moved into the new western style residential buildings. In the past, harmonious neighborhoods and low rise buildings no longer exist in Hong Kong. They are all crowded and high-rise buildings. Their emotions have not been concerned about, demolishing the ruins of the past and wantonly building new buildings has become a situation of confrontation and contradiction. Develop the relationship with the past. How to think about the new public space to meet people's needs in the future.



Slite
Hongkong, China



Shanshui Po district



Site Analysis
landary in high and low rents areas



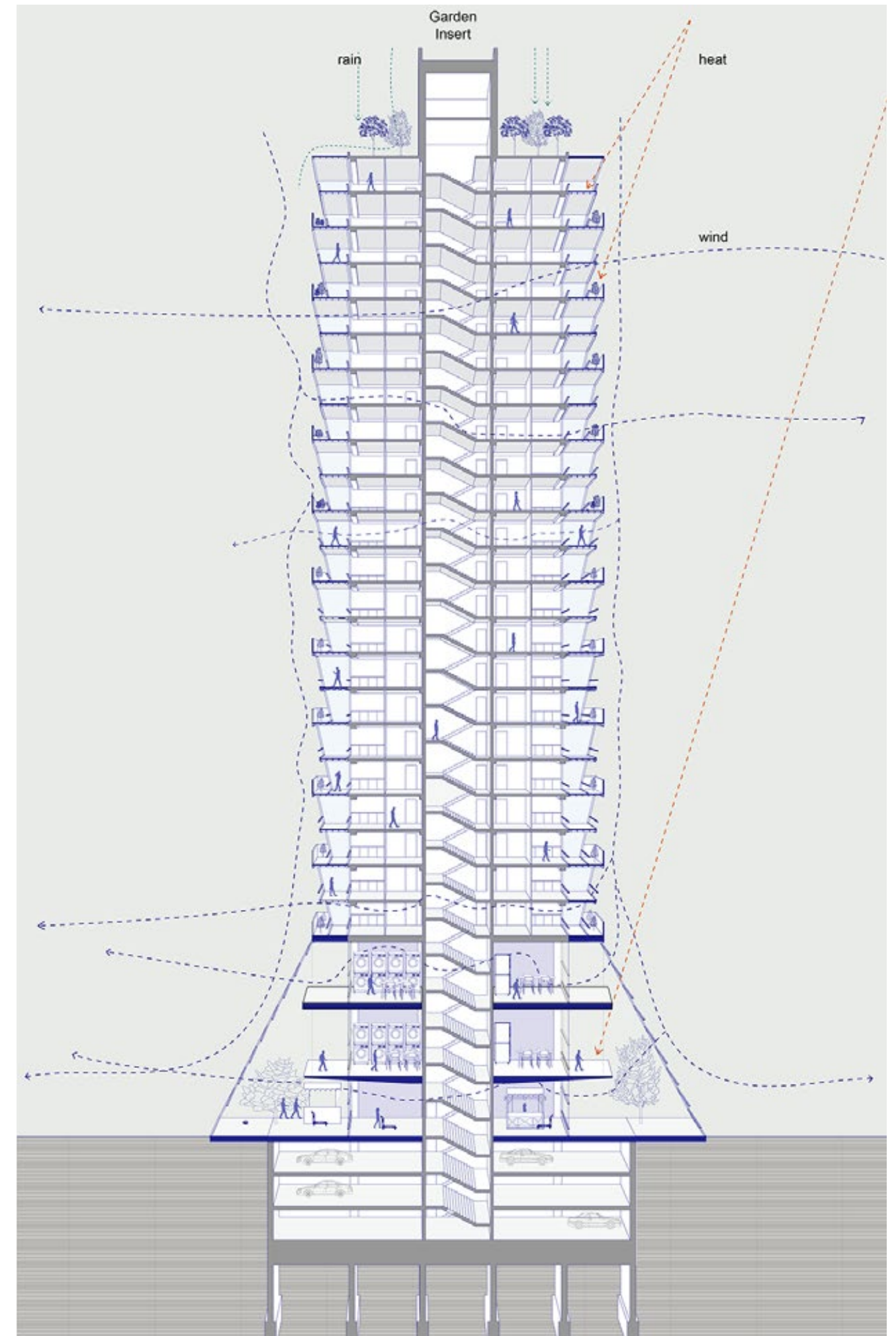
Site Analysis
Accessible

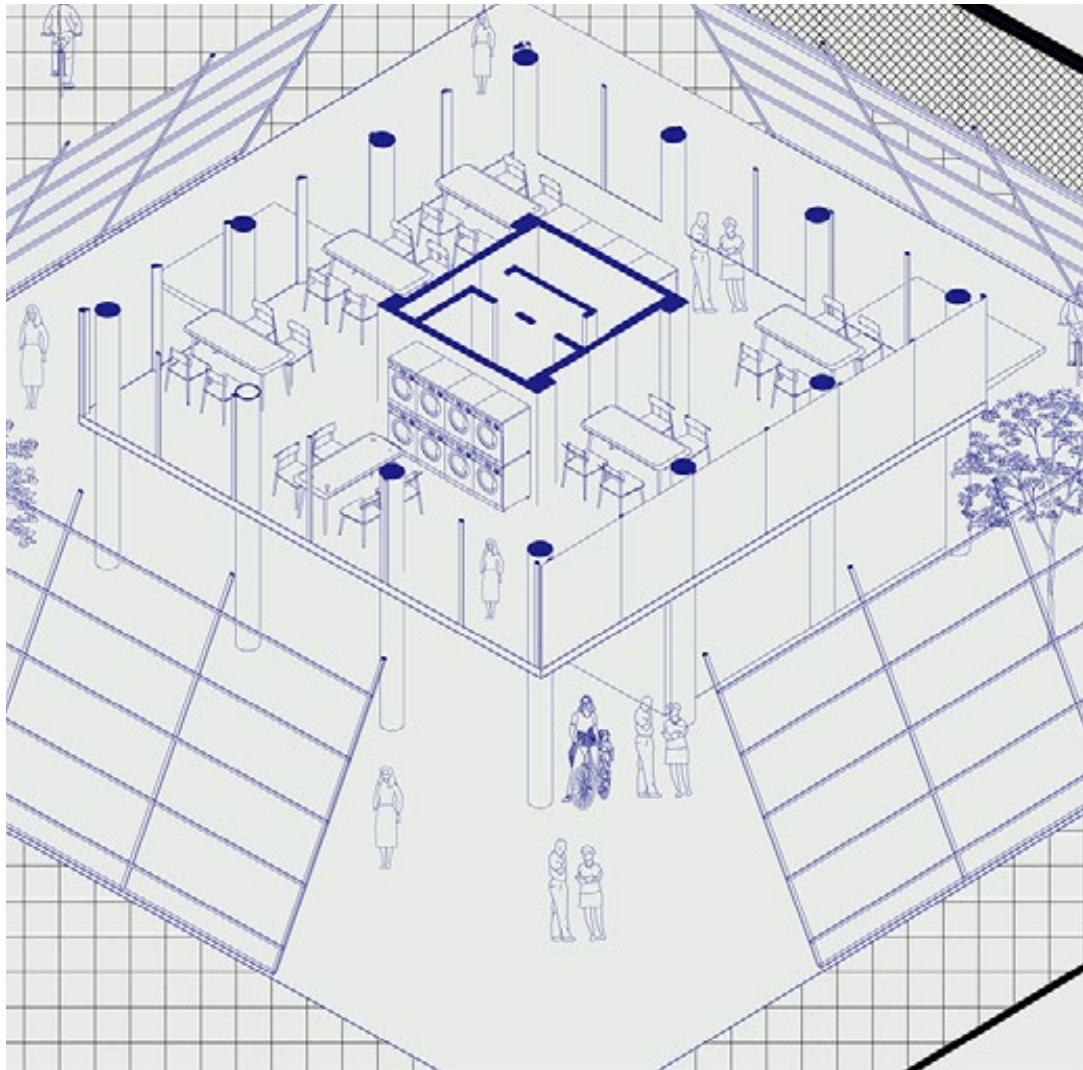


Site Analysis
Public/private



Site Analysis
building block

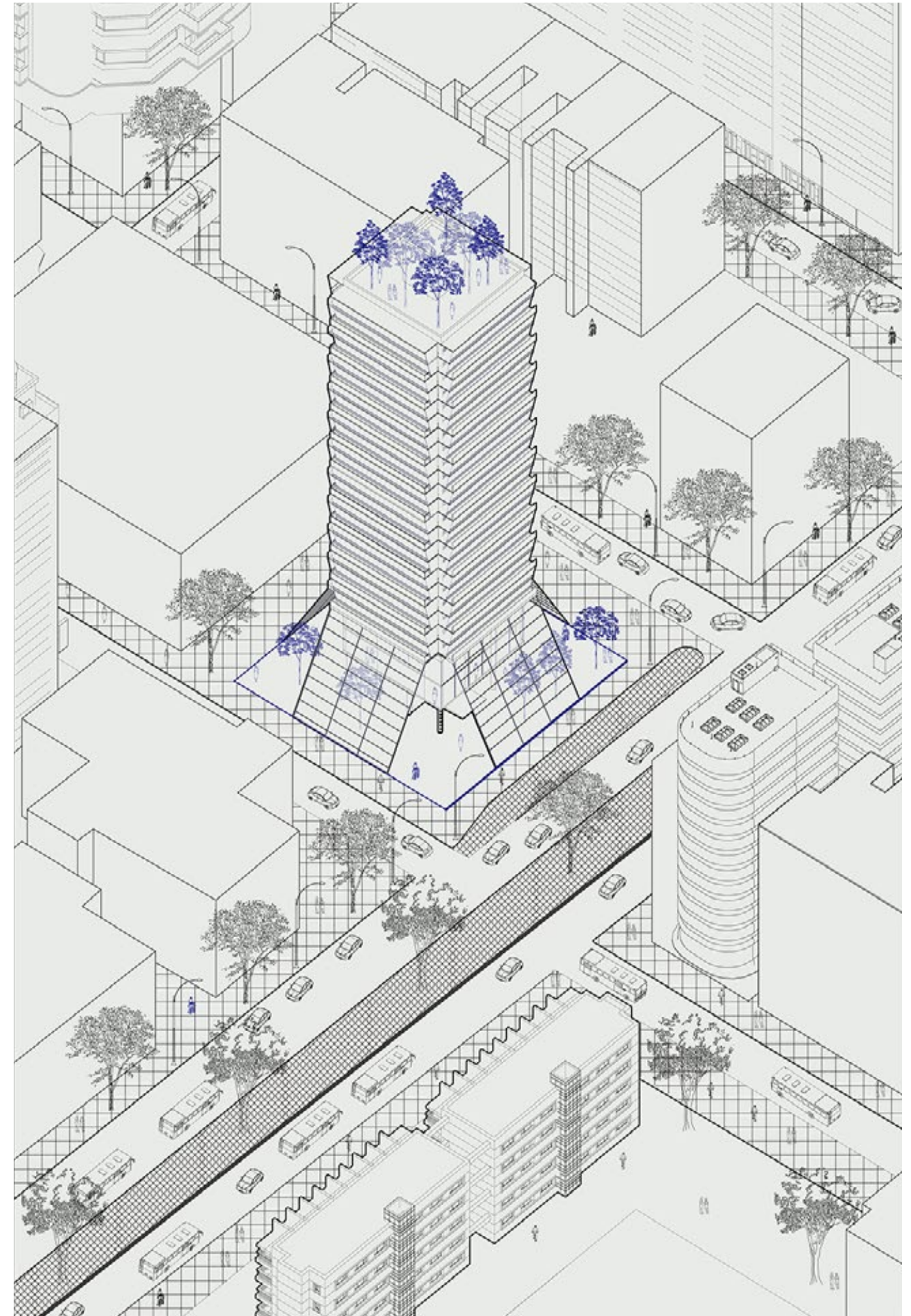


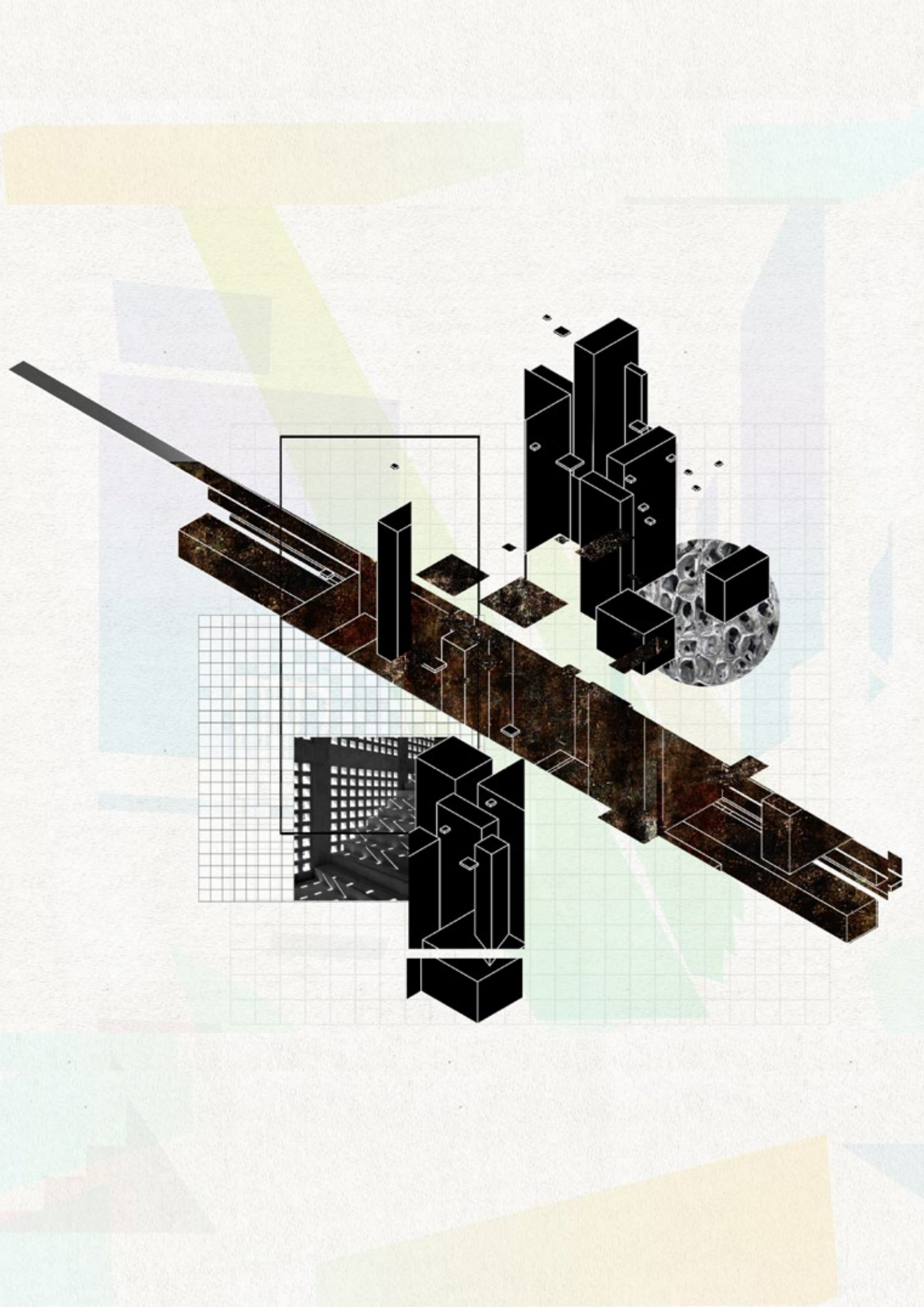


Axometric Drawing
1st floor laundry

The site is located in Sham Shui Po, in the northwest of Kowloon Peninsula, Hong Kong. It is a highly populated area. Up to now, most of the land in Sham Shui Po is used for residential construction. It is the poorest area in Hong Kong.

So I try to design a point tower by combining the apartment and laundry as a public space to active the urban life for people to gather and social.





04

An Interior Invention

For My Room, Building, City

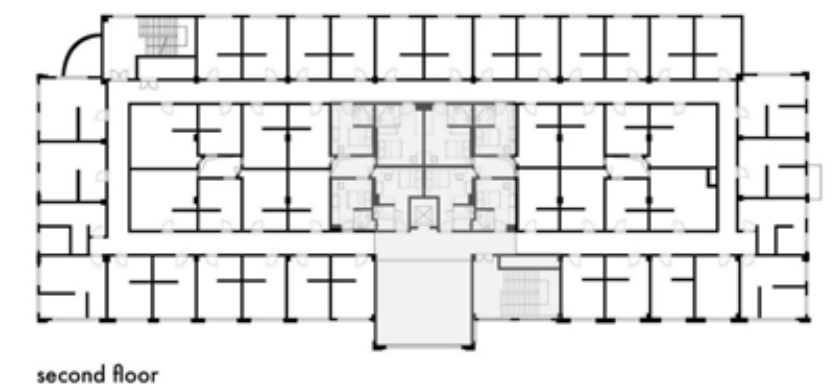
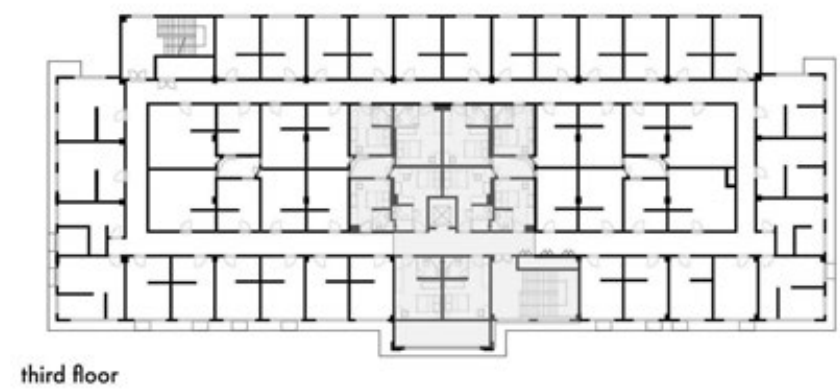
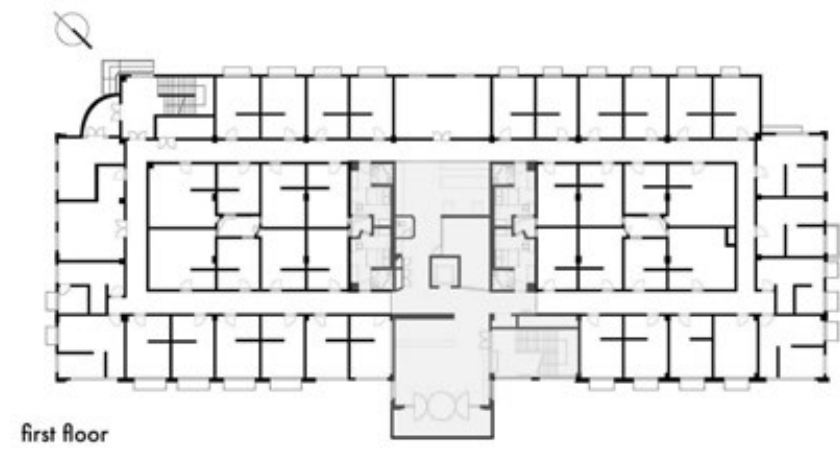
Shanghai, China

Individual work, Fall, 2020

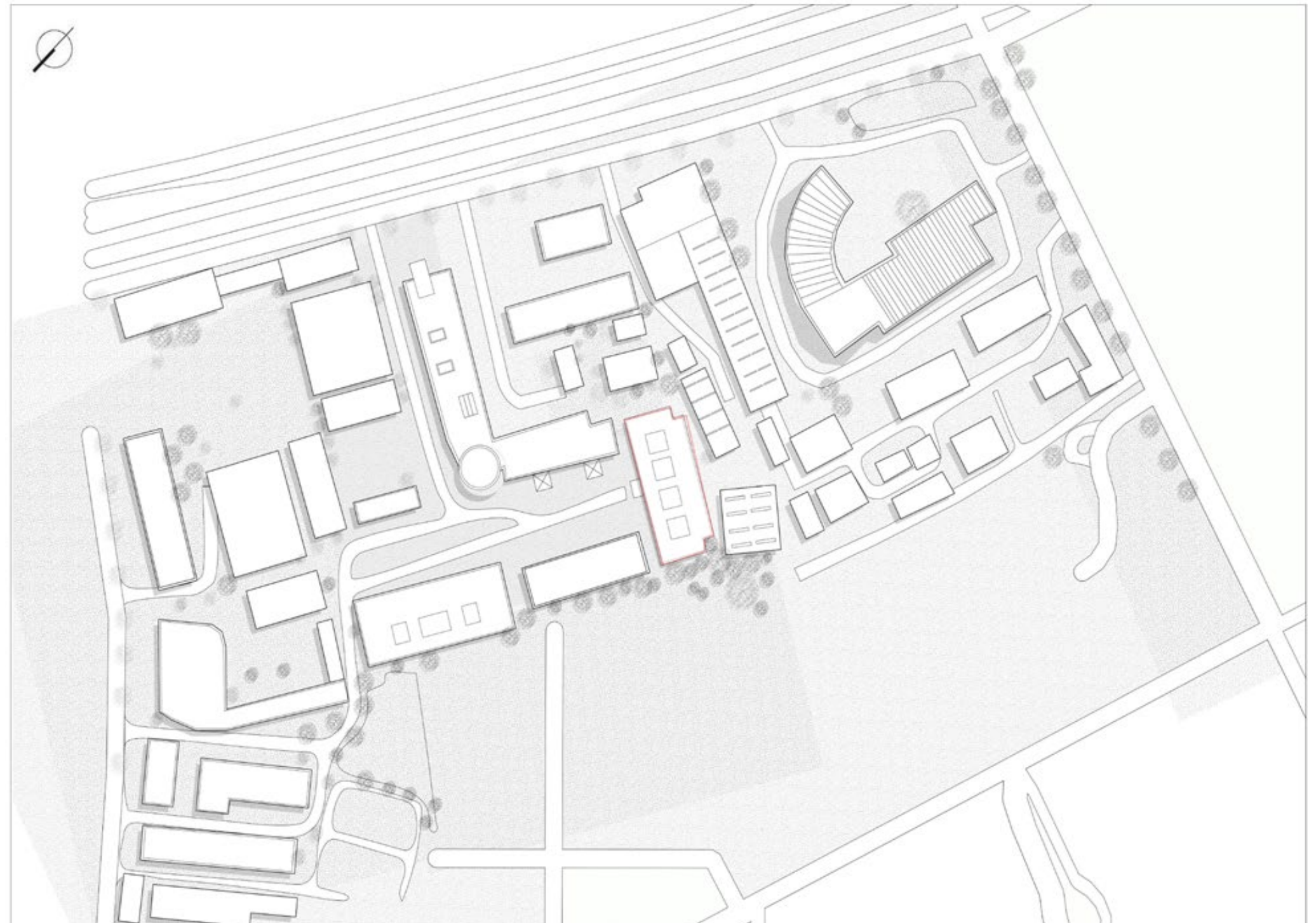
Room is the first part of a sequence that will characterize the Introduction to Studio II's structure, and will investigate the two-fold condition of any interior space – as a physical entity, delimited by walls and ceilings, and as a metaphoric and introverted territory. In this exercise, rooms will become a space of freedom and experimentation. By continuing to work on the same space they selected during the Summer program, the students will be asked to address their efforts in its reading, understanding and possible transformation.

Once explored the restricted dimensions of a single room, students will start considering what is immediately adjacent to that room: what is below, above and next to it. Building – the second exercise of the series – will represent a transition to the architectural scale, and to its design consequences in the territory of Reuse. The purpose of this exercise is to have the students confront the multi-layered composition of building systems – their structure, their envelope, their materials, and their assemblage of electric, plumbing and HVAC pipes. Most importantly, this exercise will help them engage with a broader definition of context – an intermediate set of parameters, on the verge between the scale of the domestic and the scale of the urban. Formal and spatial aspects, state of decay, structural alterations, functional layout, and materiality will be explored. In widening the scope of their perspective, the students will also be able to determine the impact that any design decision produces over existing structures, and to calibrate any possible intervention.

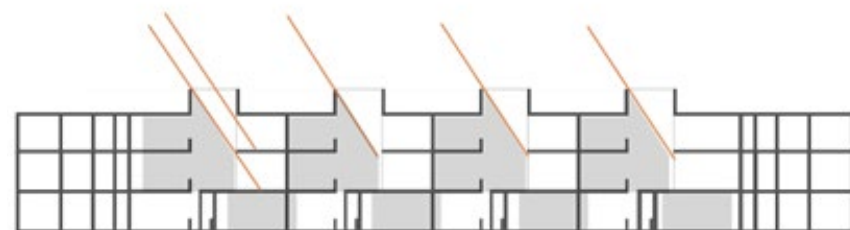
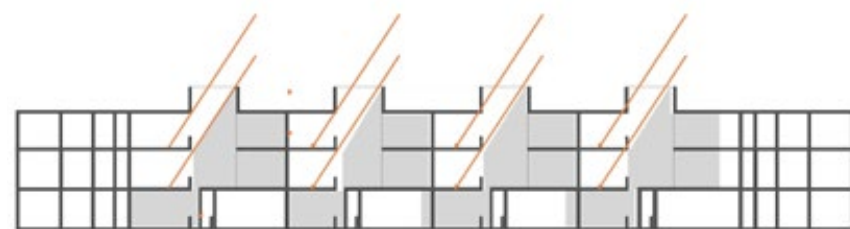
City is the last exercise of the series and represents the culmination of students' efforts. While the first exercise – Room – was aimed at familiarizing with interior conditions, the second assignment – Building – provided a toolkit to approach for the first time architectural structures, and to transform them according to a series of spatial operations. The body of knowledge accumulated over the two previous exercises will allow to take a further step, and to integrate the interior and the building scale with the comprehension of external constraints.



Existing Building Plan

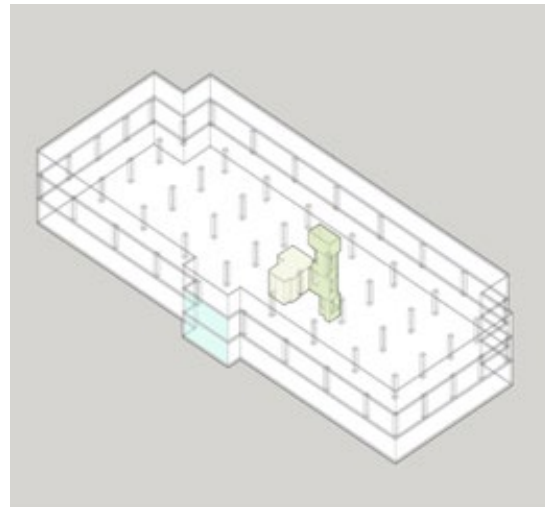


Existing Site Plan

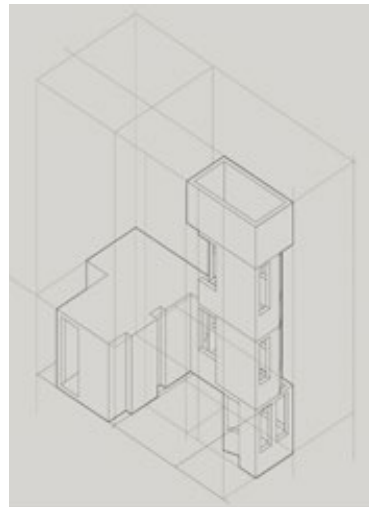


Existing Light Condition Analysis

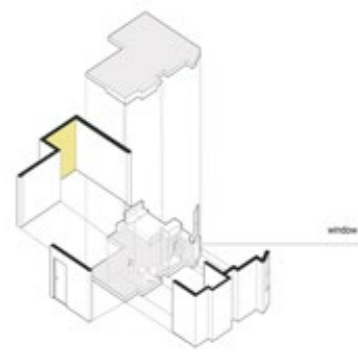
I. Room Episode



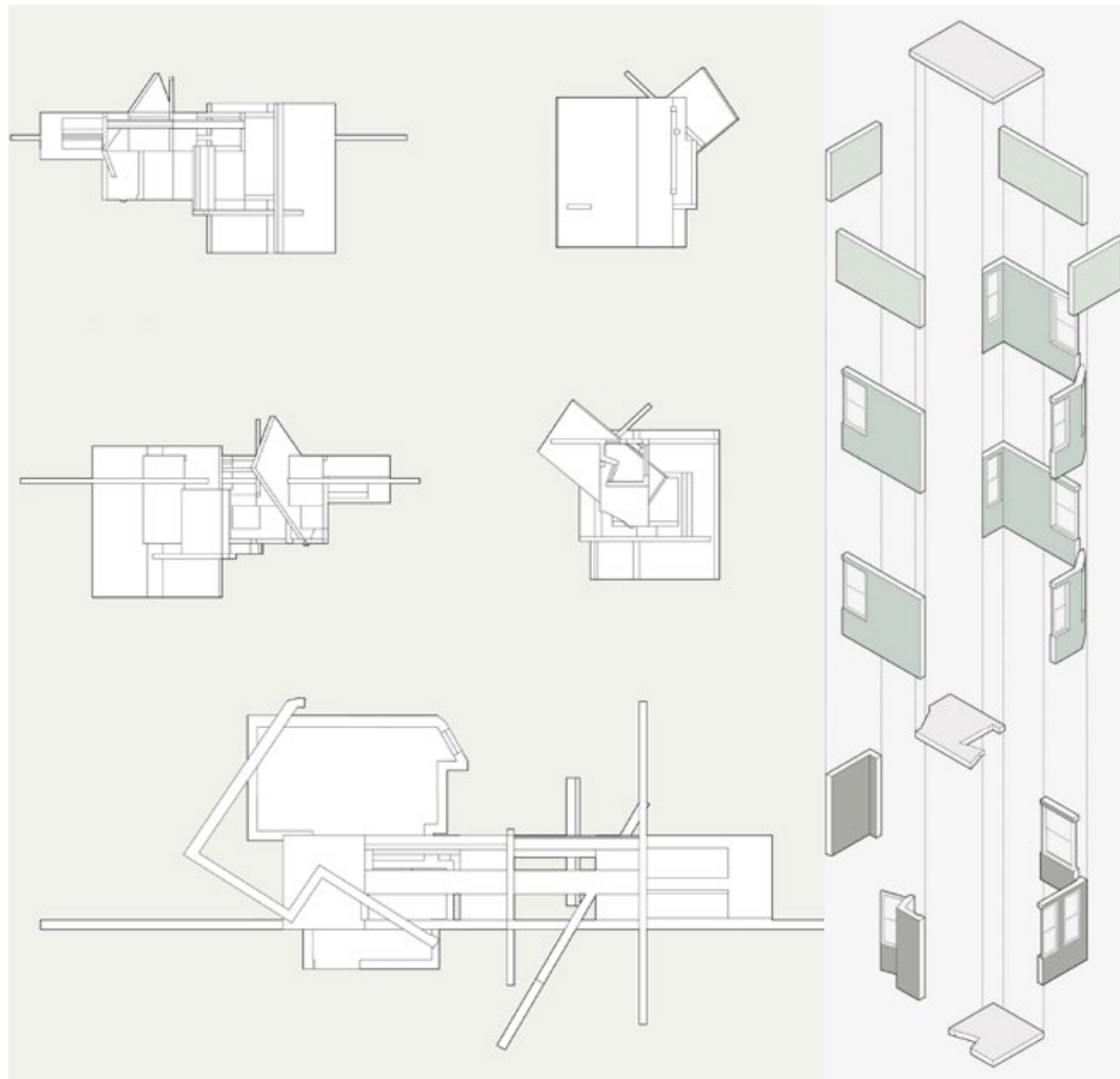
Context of the room



Existing Room with lightwell

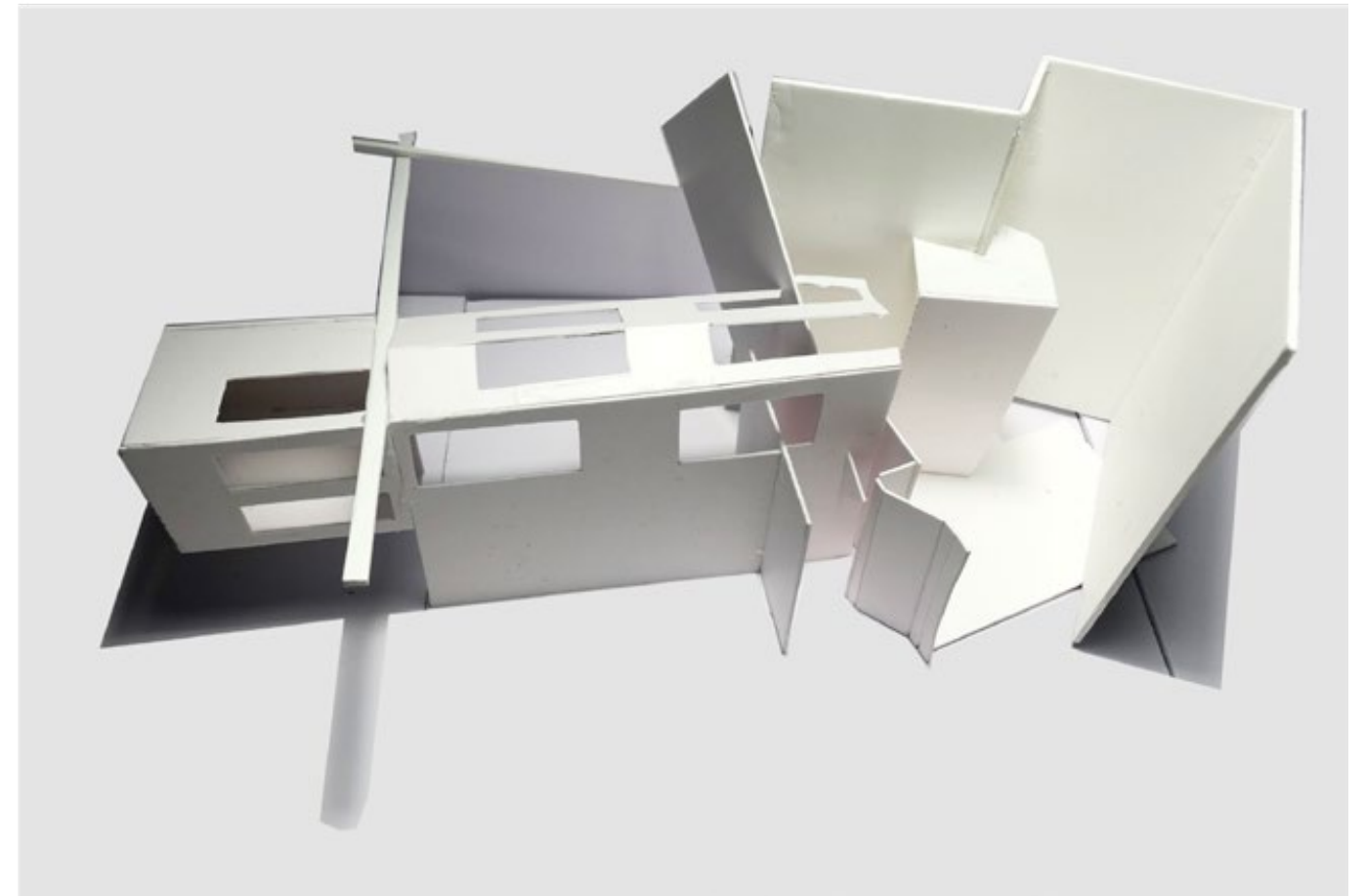
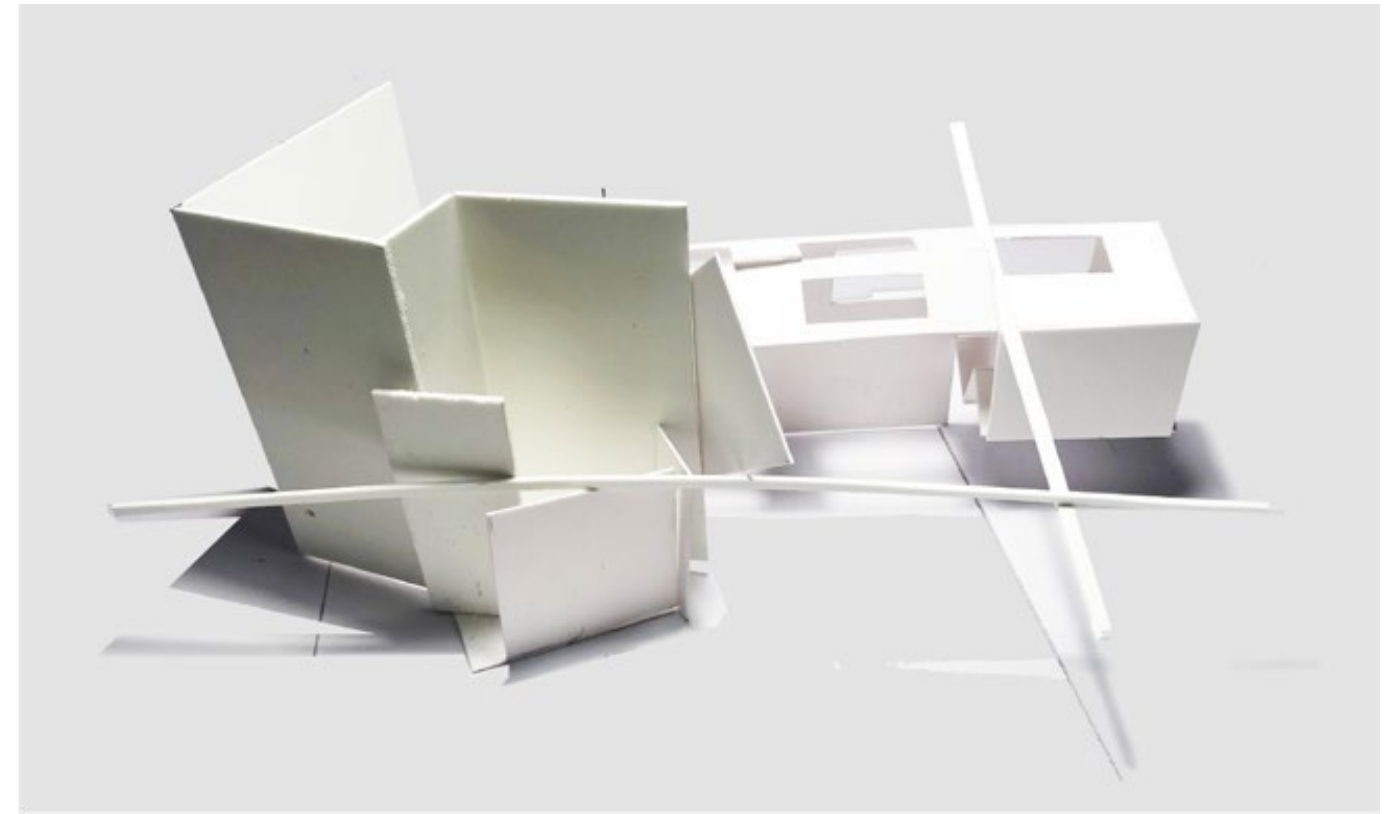


Existing room



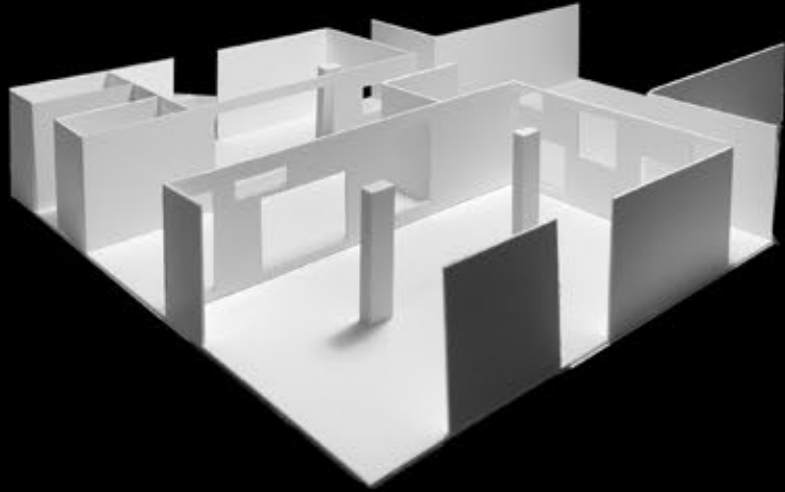
Plan and elevation
After transforming

Existing lightwell
Deconstruction

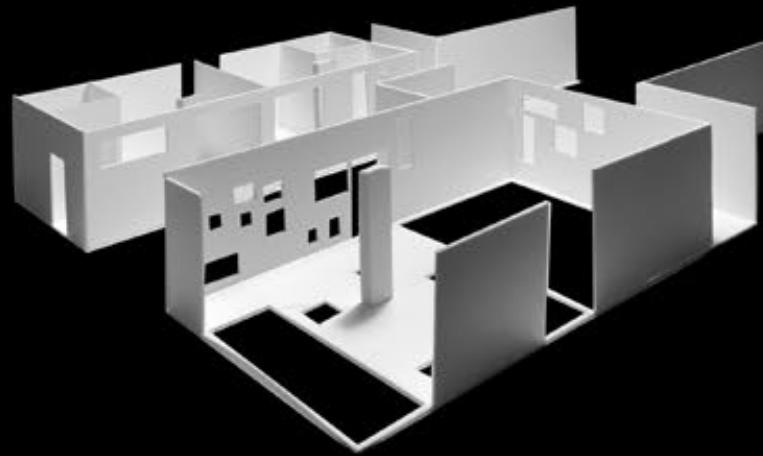


Conceptual Model

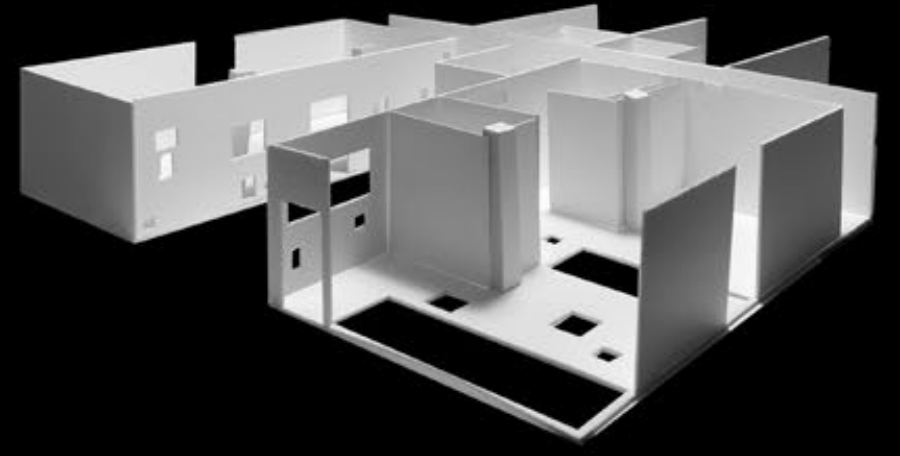
This room is a small apartment for one person to live in this building with a lightwell to get the light. And I try to think about the relationship between interior and exterior, like the room and lightwell, they can insert, rotate, and connect. Then I made this model and draw the section and plan.



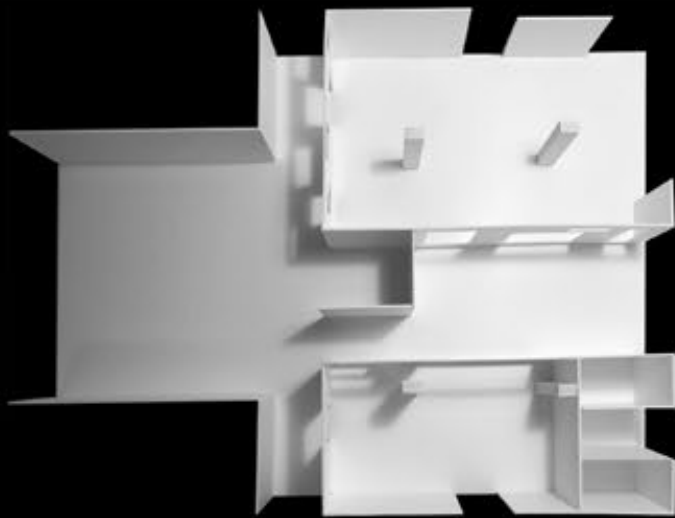
1st floor
axo view



2nd floor
axo view



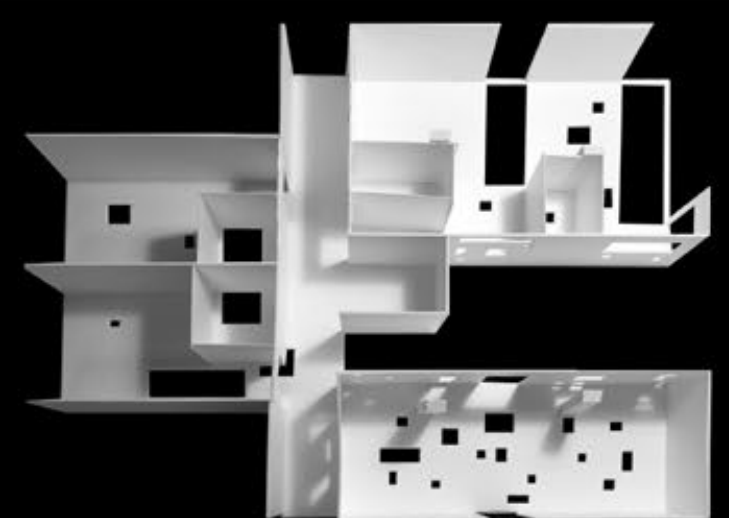
3rd floor
axo view



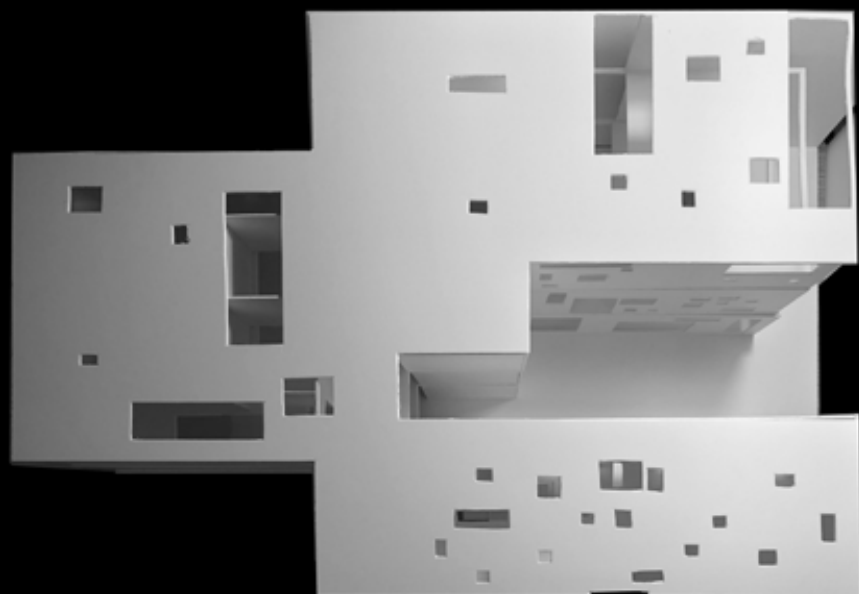
1st floor
top view



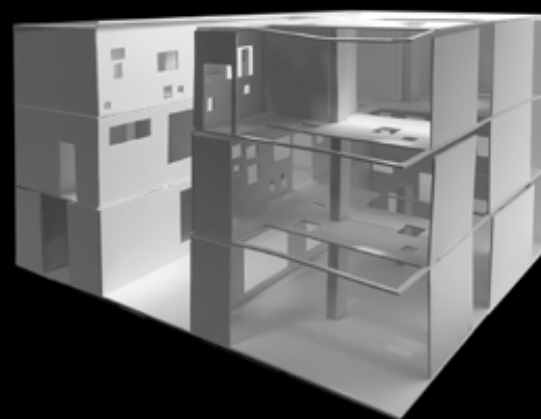
2nd floor
top view



3rd floor
top view



whole model
top view



whole model
axo view

II. Building Episode

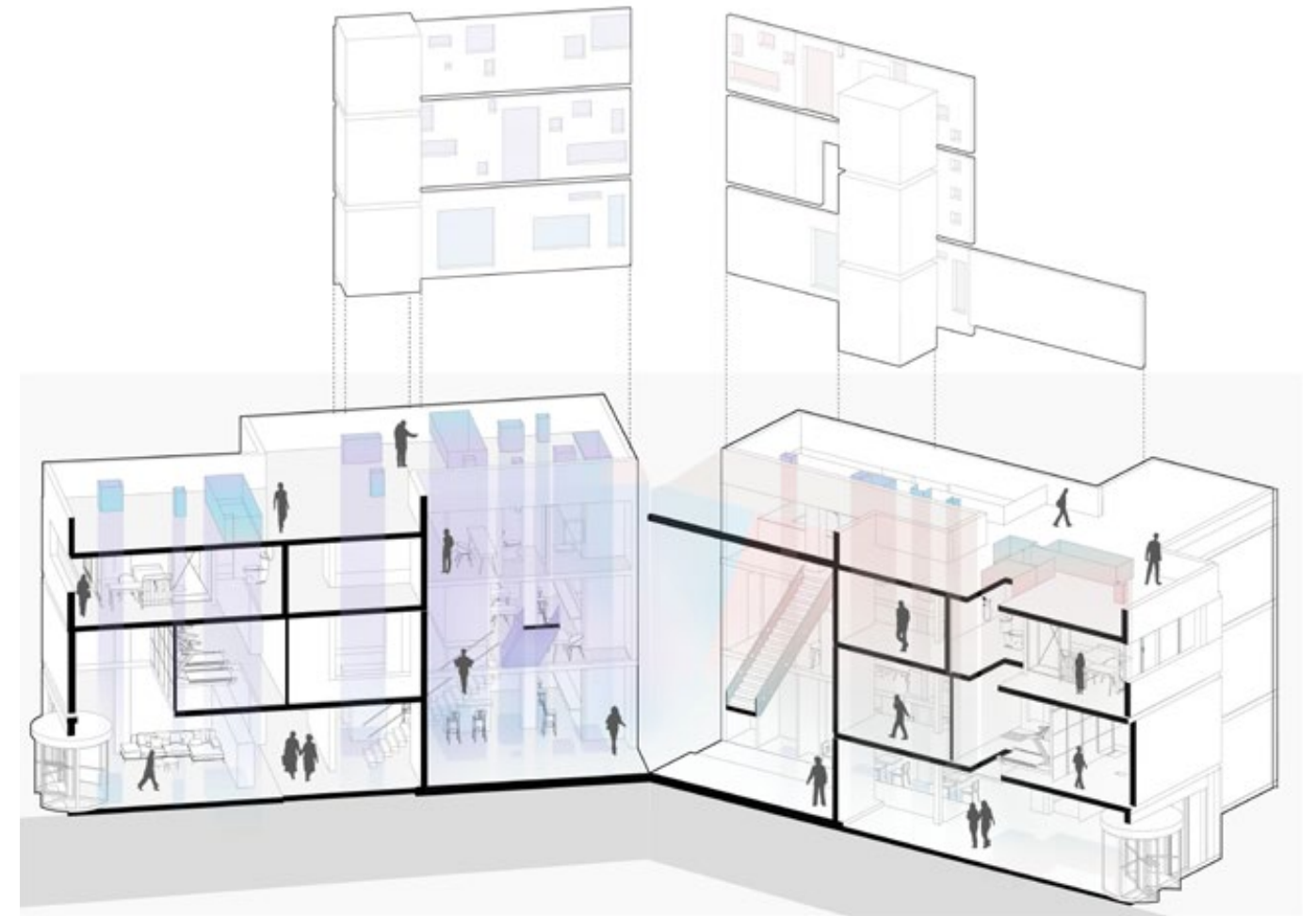
The seccod part is focusing the building scale, I try to rethink the building's lighting condition, and use the idea of penetrating though the building, so there are lots of holes on the floors and walls.



perspective view collage
Swimming pool on the 3rd floor



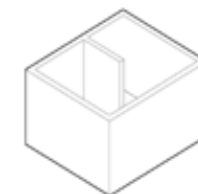
perspective view collage
Library on the 1st floor



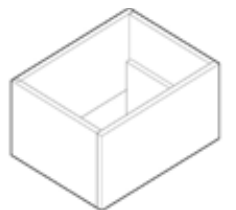
unit 1
18m²
number: 4



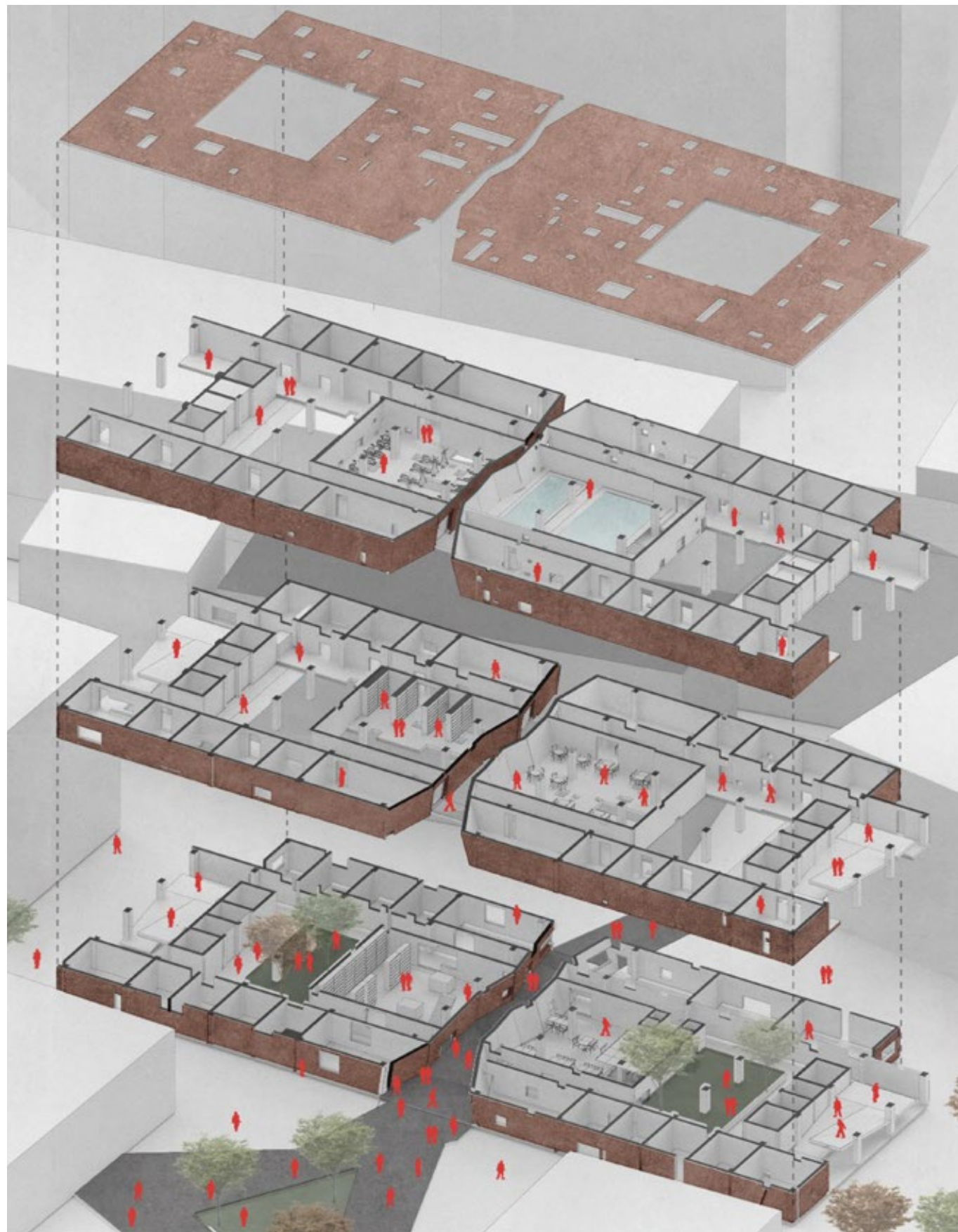
unit 2
20m²
number: 2



unit 3
15m²
number: 8

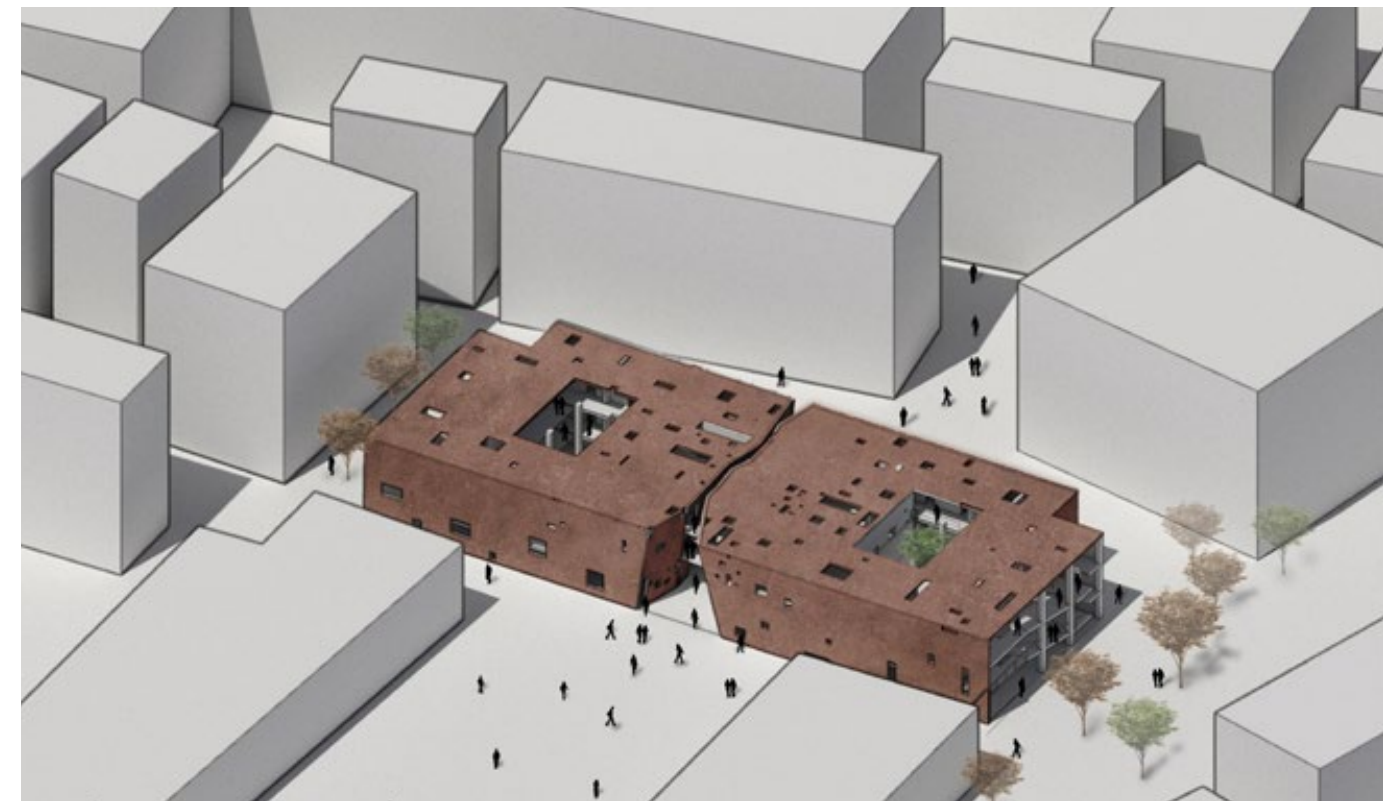


unit 4
25m²
number: 6



III.City Episode

In city scale, I hope the site can connect between the old people and young people, they can gather in this building, so I cut the middle of the building and make it become a public space, like restaurants, project rooms, and gym and so on... For other space, people just use the 2nd and 3rd floor to live and apartment program.

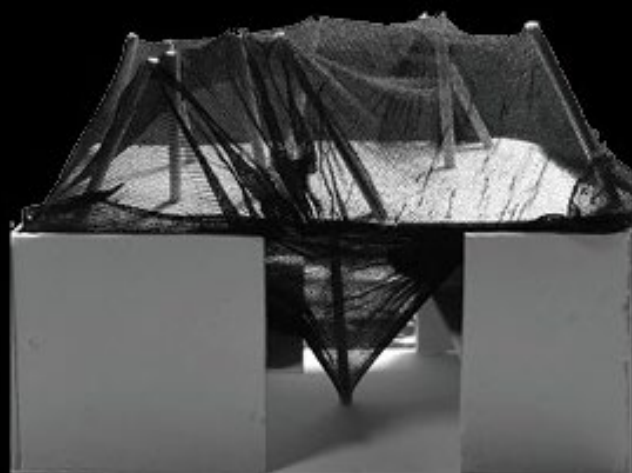


Axonometric drawing

Maintaining the existing building's material and history, which is industrial building and brick material, keep it and make it open to the public, and attract more people to use.



Perspective view through the building



05

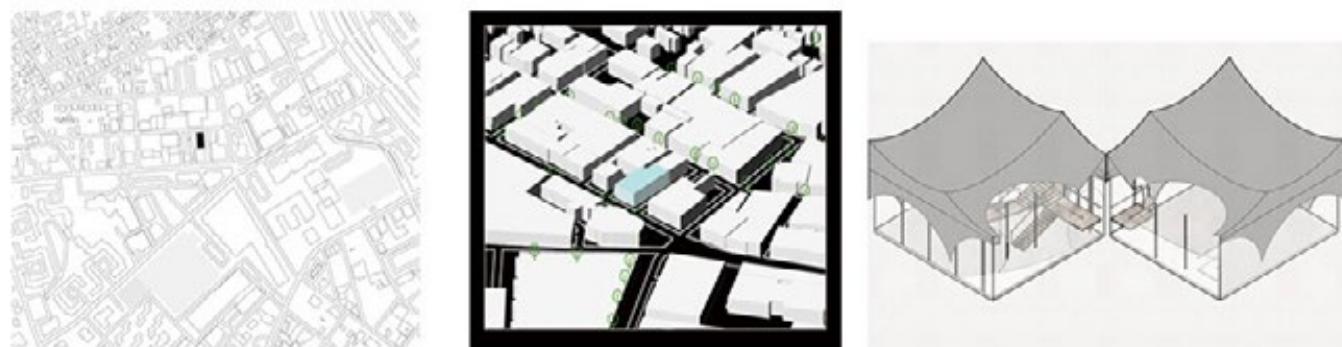
Art space for Barbara Hepworth

Adaptive Reuse for Studio
Providence, US

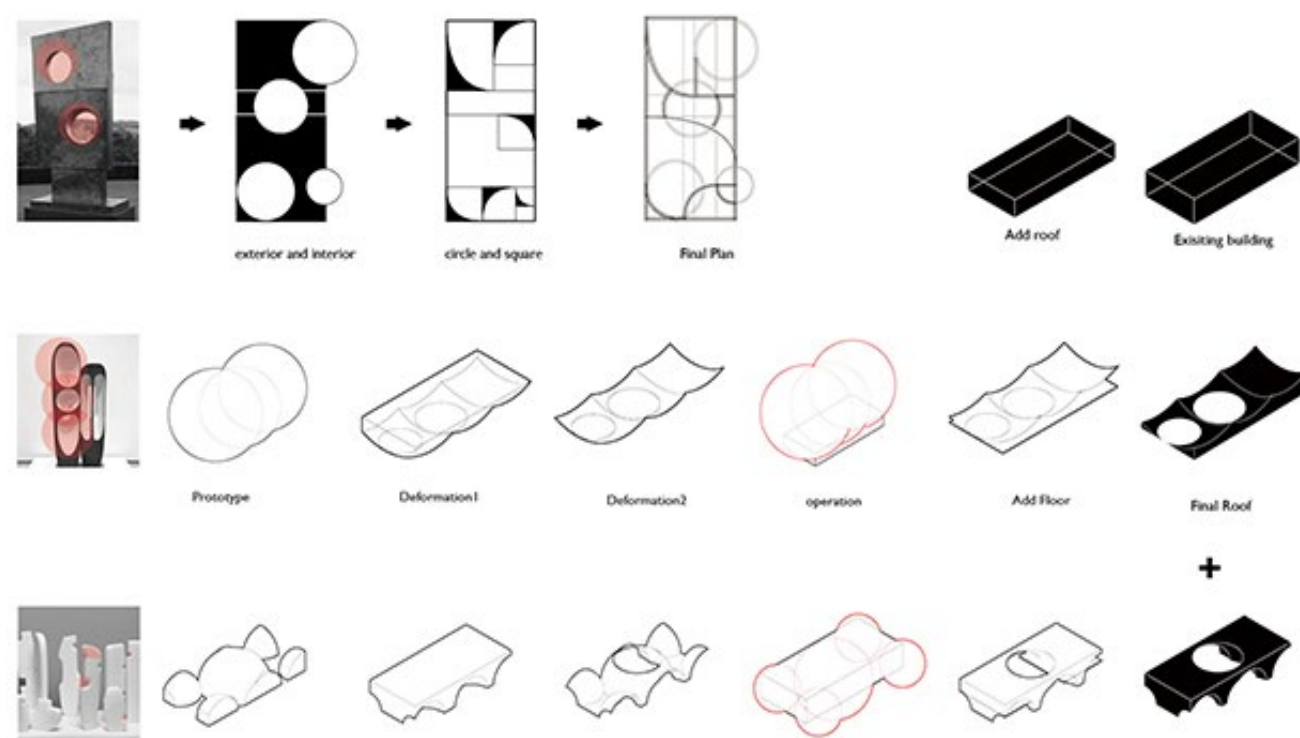
Individual Work, RISD

Winter, 2021

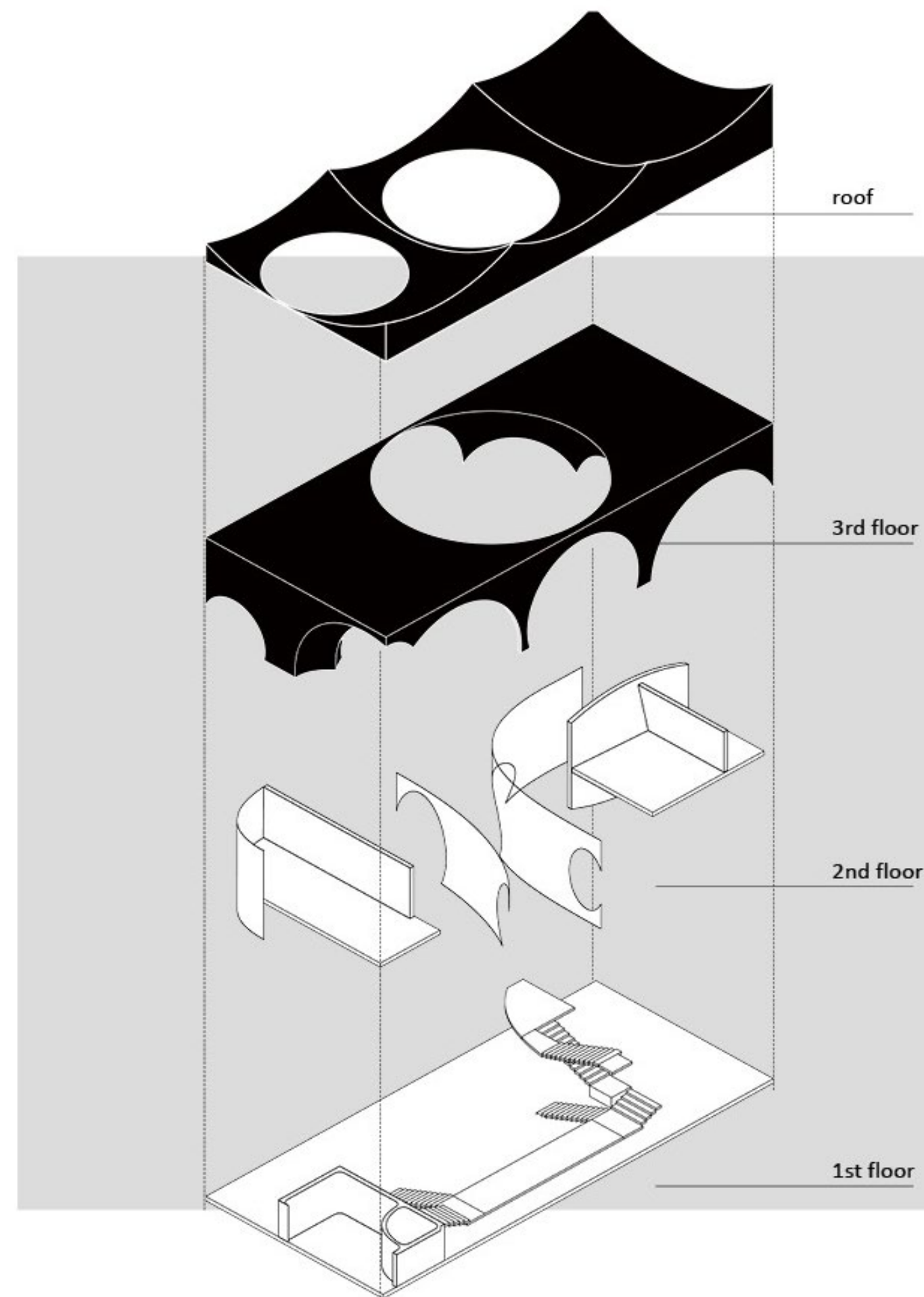
This five-week course is the final studio in the MDes Core Studio sequence. The studio is designed to sharpen critical investigative and design abilities and to prepare all students for Advanced Studios in the spring. In this studio, students will reimagine the host site building, using a specific artist's body of work as a creative springboard. Students will select from a pre-established list of artists. AR students will be designing a studio workspace and residence for a selected artist or artists.



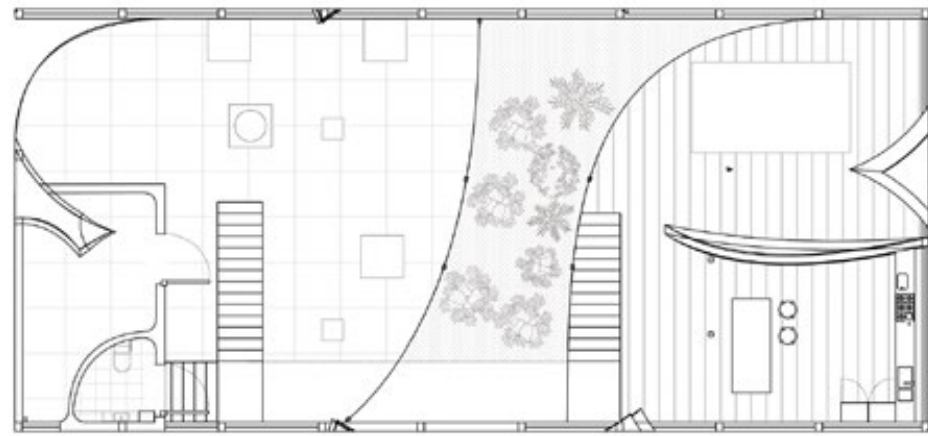
Context & Site



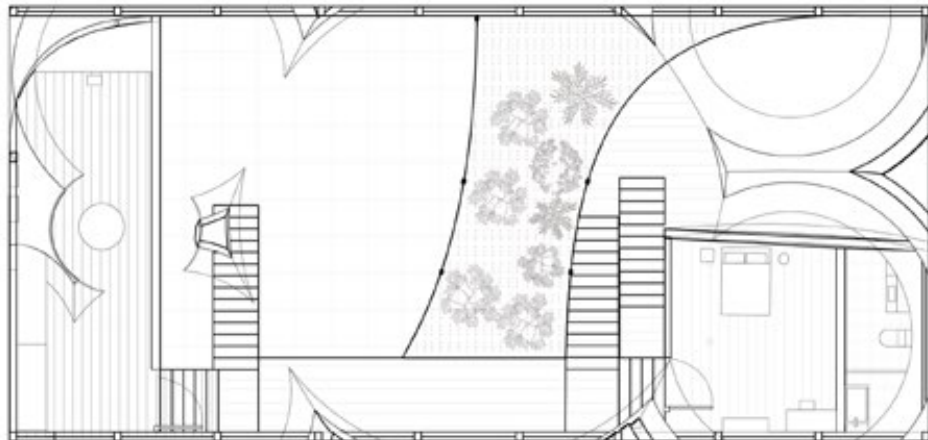
Form Development Diagram



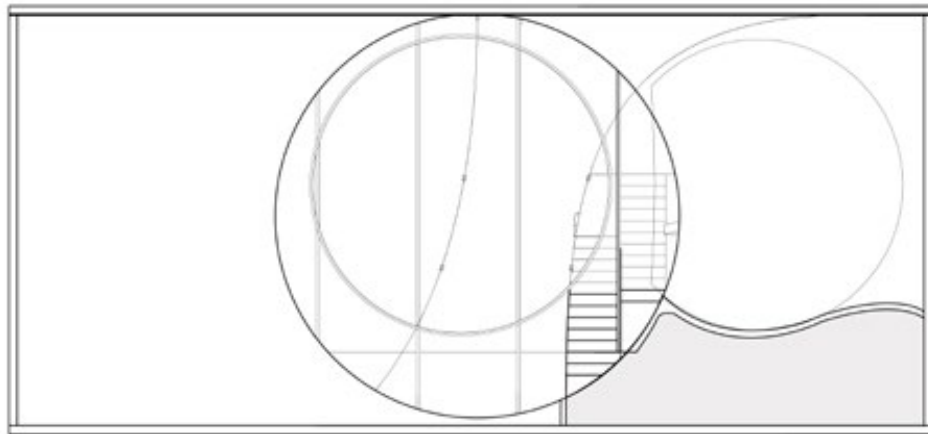
Axonometric Drawing



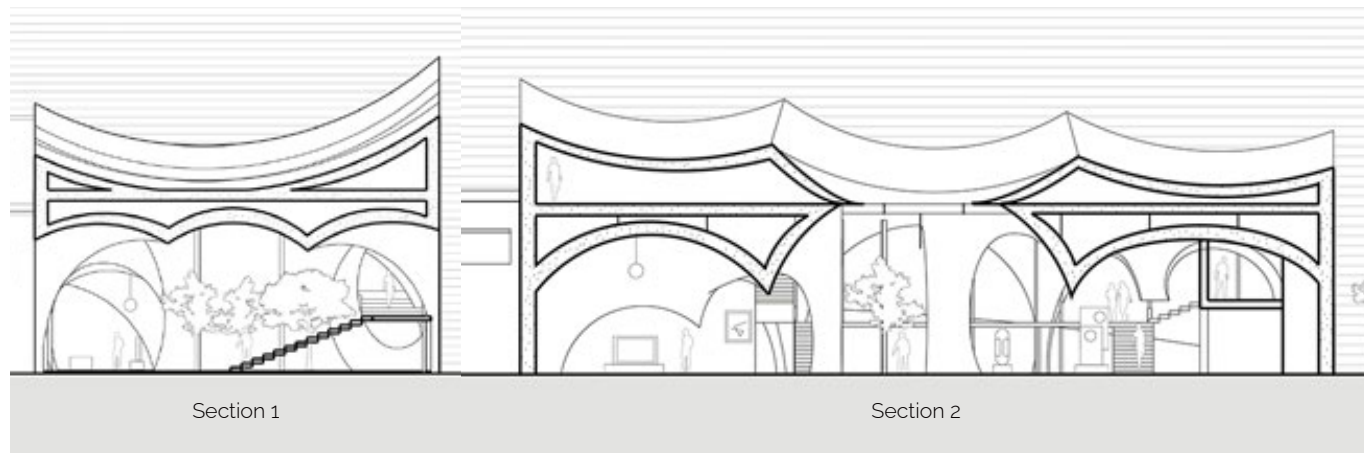
1st Floor



2nd Floor



3rd Floor



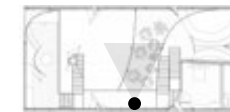
Section 1

Section 2



Perspective View

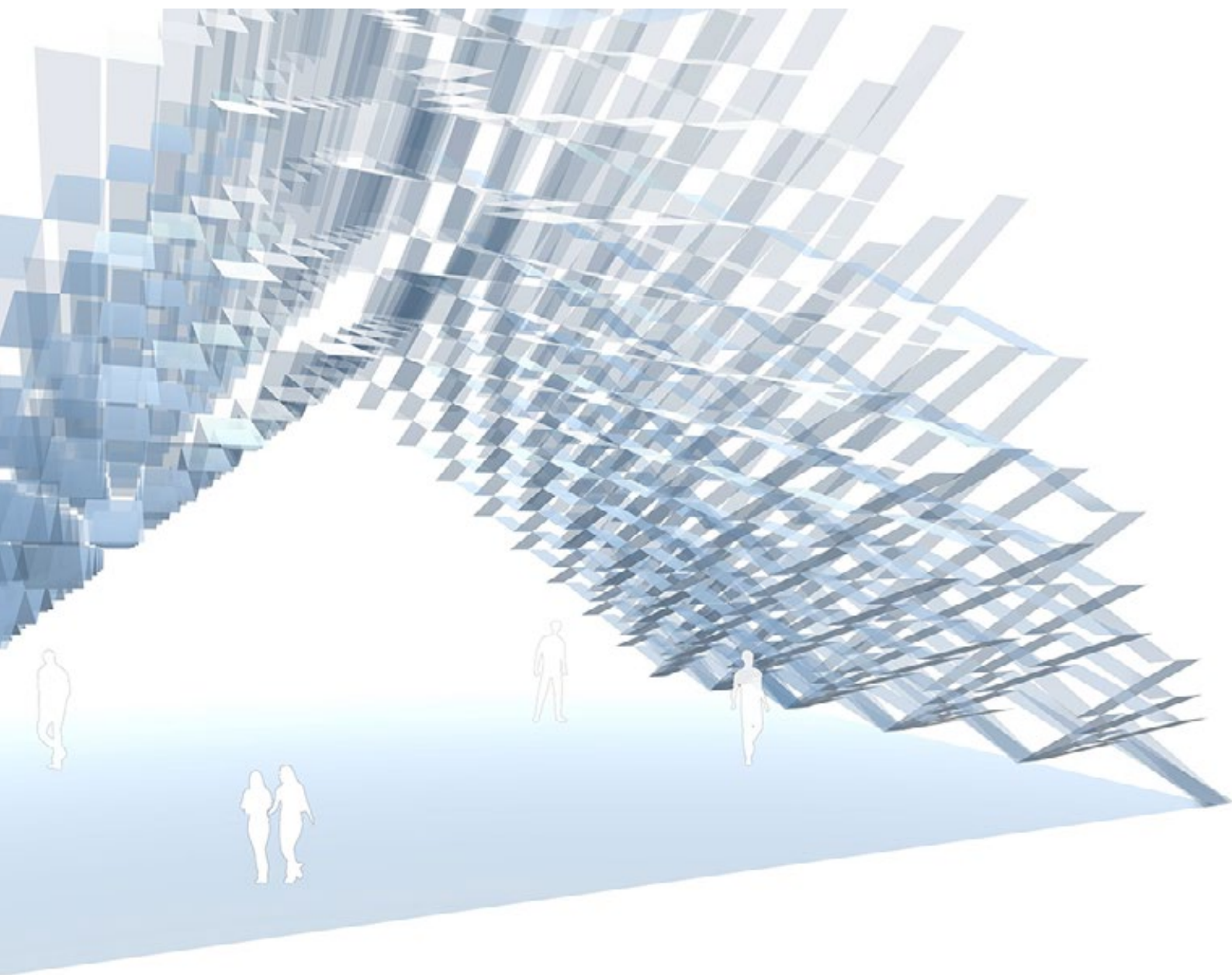
From the corridor to see the interior garden and studio



Perspective View

From the corridor to the bedroom





06

Fog and Mountain

Pavilion Deisgn
Light and Color Course

London, UK
Individual work,RISD
Spring, 2021

We are assumed to design a pavilion at the Serpentine Gallery in the UK, where we are asked to use light and color. My inspiration is Chinese landscape painting, and then I do a translation , from the mountains in this painting. Inspired by form, I also tried to interpret the relationship between them, from far to near, the relationship between void and solid, and then to think about the relationship between fog, because there will be looming fog on the mountain, how to use color and lighting to express what I'm thinking.



Perspective View

In the evening, the pavilion with the artificial light



Perspective View

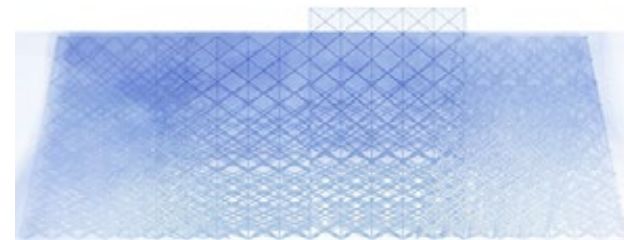
In the morning, the pavilion with the day light.

Conceptual Diagram

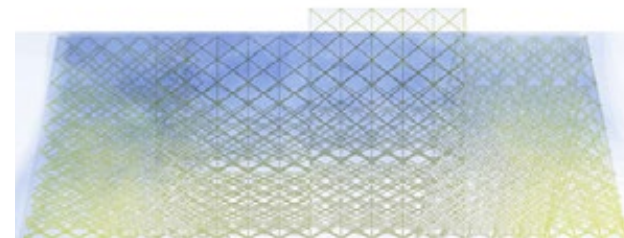
Artificial light



Think a mountain with fog from under



Adding pavilion module



Adding artificial light

Natural light



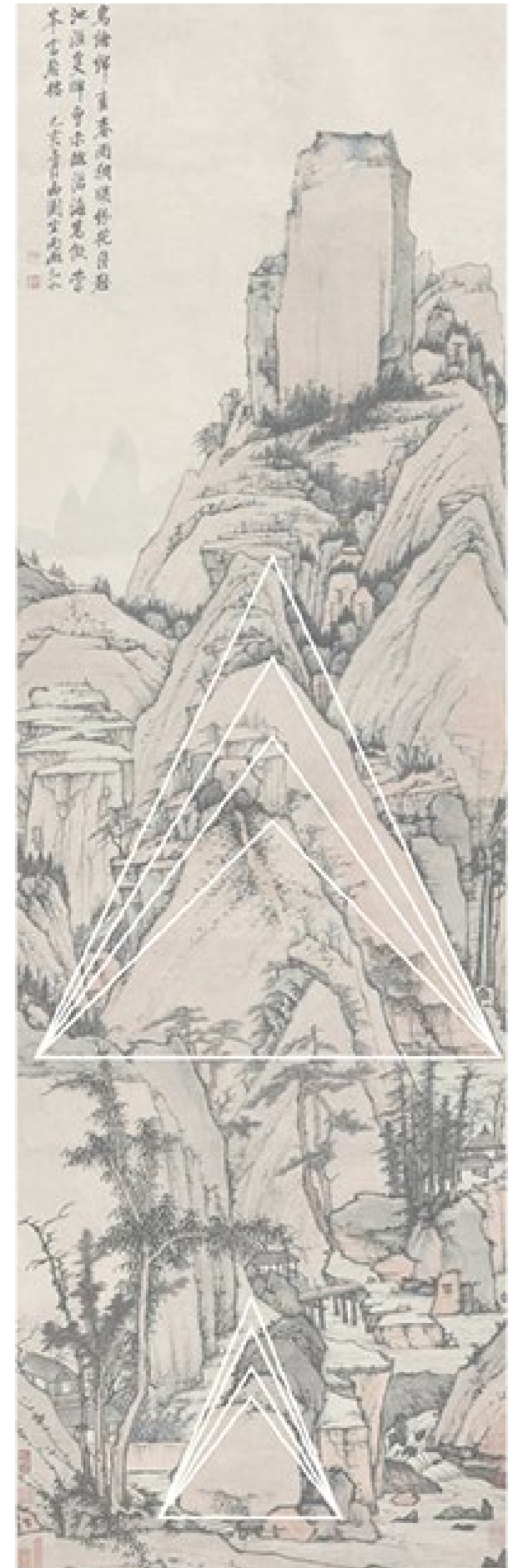
Think a mountain with fog from top



Adding pavilion module



Adding day light



Jian Jiang(1610-1664)Chinese Landscape painting

I translate the relationship with the mountain about solid and void/form/near and far.



Design process / Construction photo 1



Design process / Construction photo with villagers 2



Photo/Site in the mountain



Photo/Handrail design



Photo of bridge

07

A Bridge Design for Villagers

Bridge Construction
Guizhou, China

Volunteer, Team Project
May, 2020

As a volunteer and Teaching Assistant, I came to Tianba village in Guizhou Province for a two-week process from design to construction, and designed a bridge for the mountain road which is difficult for local residents.

Group members: Zengjie Guo (Teaching Assistant), Weiwei Chen (Teaching Assistant), Zihao Zhang, Niran Hu, Jialu Chen, Mengting Zhu, Siyi Fang, Sijia Zheng.



08

Professional Work

Lishui Urban Design Competition

Lishui, China

Internship

Summer, 2020

Sponsor: Lishui Municipal People's Government

Type: Urban Design

Base area: About 152 square kilometers

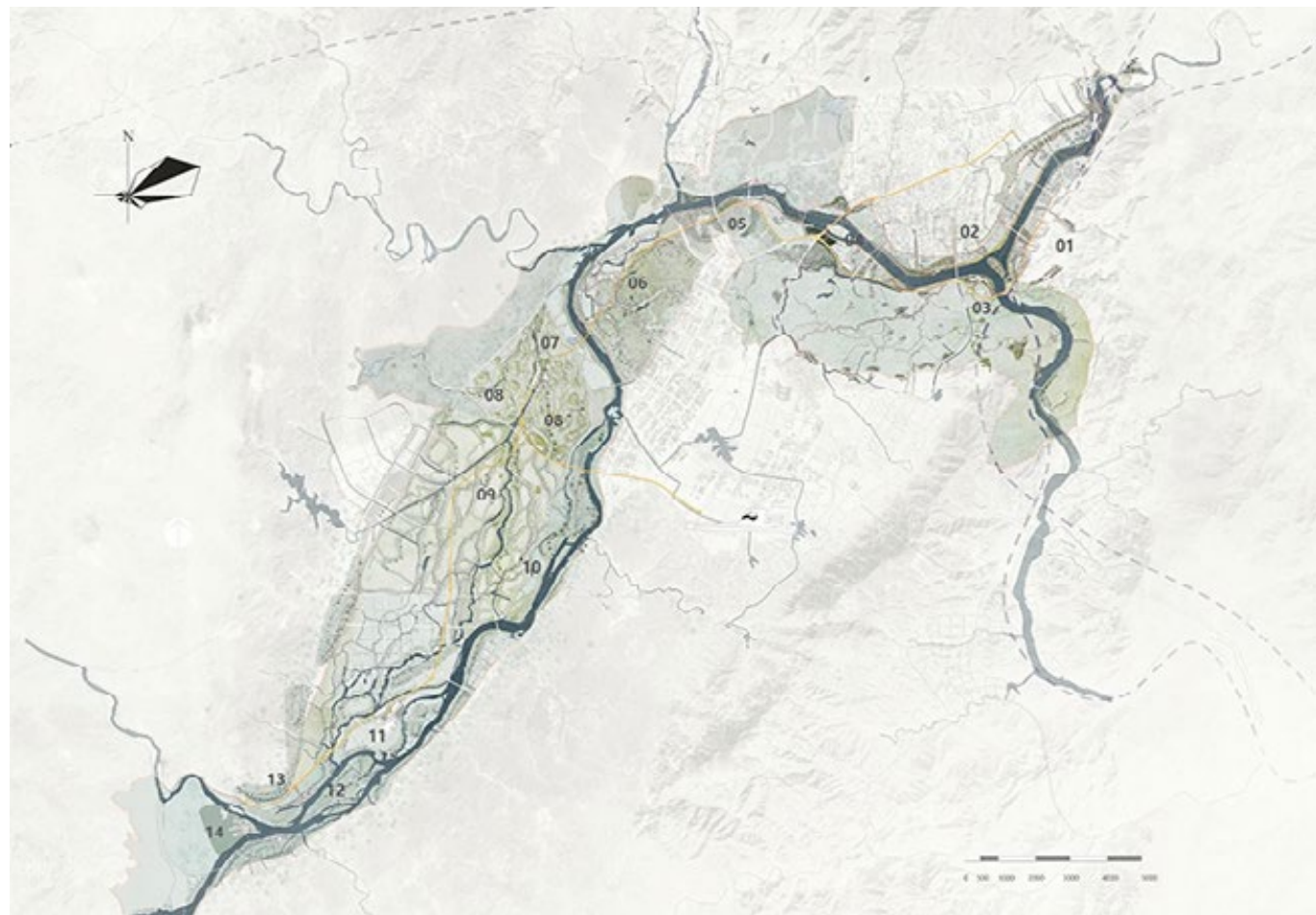
Design team: Da! Architects, Ind architects, B + B Bureau

Main designers: Anna andronova, Amir idiatulin, Sun Lidong, GERT Jan Wisse

Design team members: Angelo Renna, Rimma vildanova, **Chen Weiwei**, Ren Chenjia, Natalia voroshilova, Tatiana Yakovlev, Wu Chenyang, Alexandra kolyadina, Zhang Zihao, Kong Jining, Vitalii Verbytsky, Guo Shaobai, Zhuang Junling, Xie Wanying, Kira kompanetz, Lin Guojing, Zhang Lingke, Wei Shubo

Results: Shan-Shui City Creative Award

Main Work: Design Intern, research and draw plans and analysis drawings&collage



plan



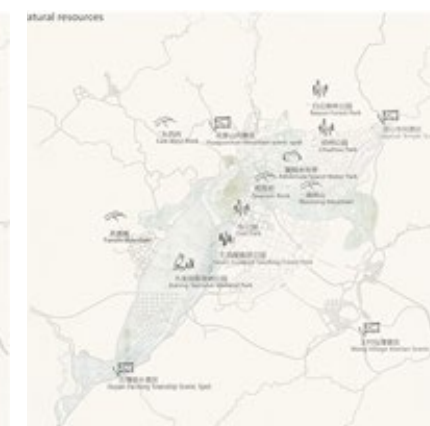
Collage 1 / mountain and water



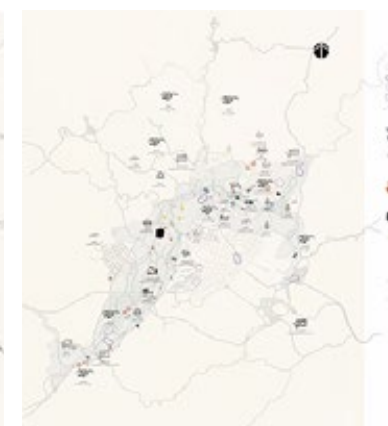
Collage 2/Agricultural Technology Park



Cultural resources Analysis



Natural resources Analysis



Site Analysis





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