

An abstract sculpture composed of numerous white, rectangular blocks of varying sizes and orientations. The blocks are stacked and interlocked in a complex, non-repeating pattern, creating a dense, three-dimensional architectural form. The lighting is soft and even, highlighting the clean lines and surfaces of the blocks. The overall composition is minimalist and modern.

IVAN PANOV

SELECTED WORKS
FALL 2020 - PRESENT

IVAN PANOV

ABOUT ME

As an architect, I believe that the built environment is one of the most significant expressions of human impact on the planet. It is our responsibility to ensure that our buildings and spaces not only meet the needs of the present, but also anticipate and adapt to the challenges and aspirations of the future.

Driven by a deep passion for exploring the evolution of architecture, I am committed to advancing the field through innovative research and experimentation. Whether in academic or professional settings, I have found great satisfaction in pushing the boundaries of my knowledge and skills, and seeking out new opportunities to learn and grow.

Looking ahead, I am eager to contribute to a community of practitioners who share my vision for architecture in the 21st century. With a solid foundation of technical and conceptual expertise, I am dedicated to building on this foundation through ongoing study and practical experience, and to making a meaningful contribution to the ongoing evolution of the built environment.



This portfolio contains the design work of Ivan Panov.

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THE MILLENNIA
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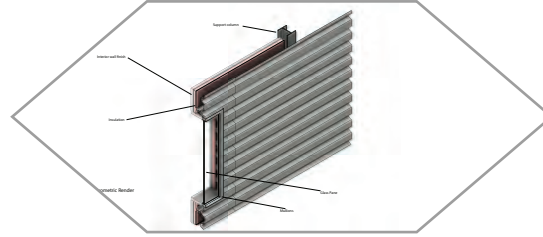
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Ivan Panov

HIGHLINE LIBRARY

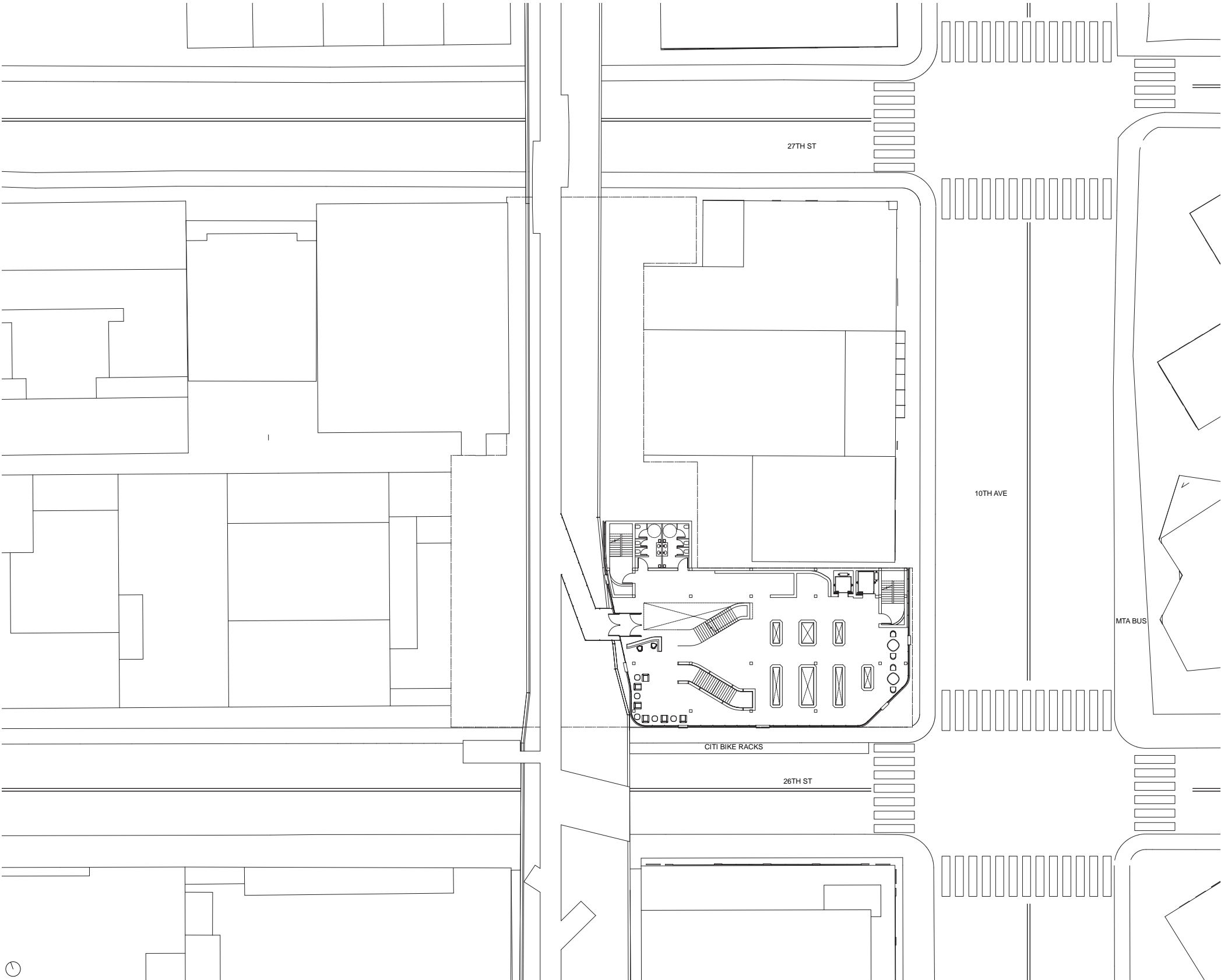
W 26th Street, New York,

Located adjacent to the iconic High Line park, this project drew inspiration from the site's industrial history and unique urban context. The design concept evolved from the idea of a switch rail, a mechanism used in railway systems to transition between parallel tracks.

Throughout the project, the tangential curve profile served as a guiding principle for both interior and exterior design decisions, creating a cohesive aesthetic language that unifies the building's various elements. This approach enabled the project to address complex site constraints and stakeholder concerns while still achieving a striking architectural expression.

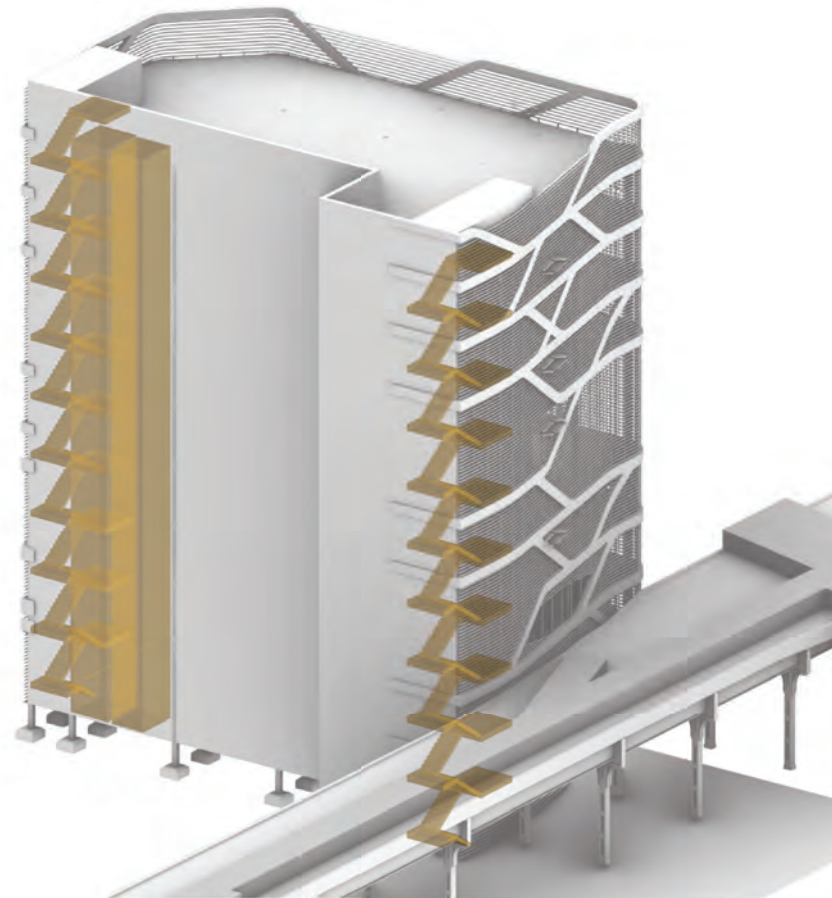
To ensure the project's success, extensive stakeholder analyses and site context diagrams were conducted. The resulting design creates a dynamic and inviting space that fosters connections between the adjacent 10th Avenue and the High Line, while also serving as a functional and flexible platform for a variety of uses.

This project is a true synthesis of form and function, combining aesthetic choices with pragmatic considerations to create a visually compelling and operationally effective building. It demonstrates the power of design to transform challenging contexts into vibrant and inspiring spaces.

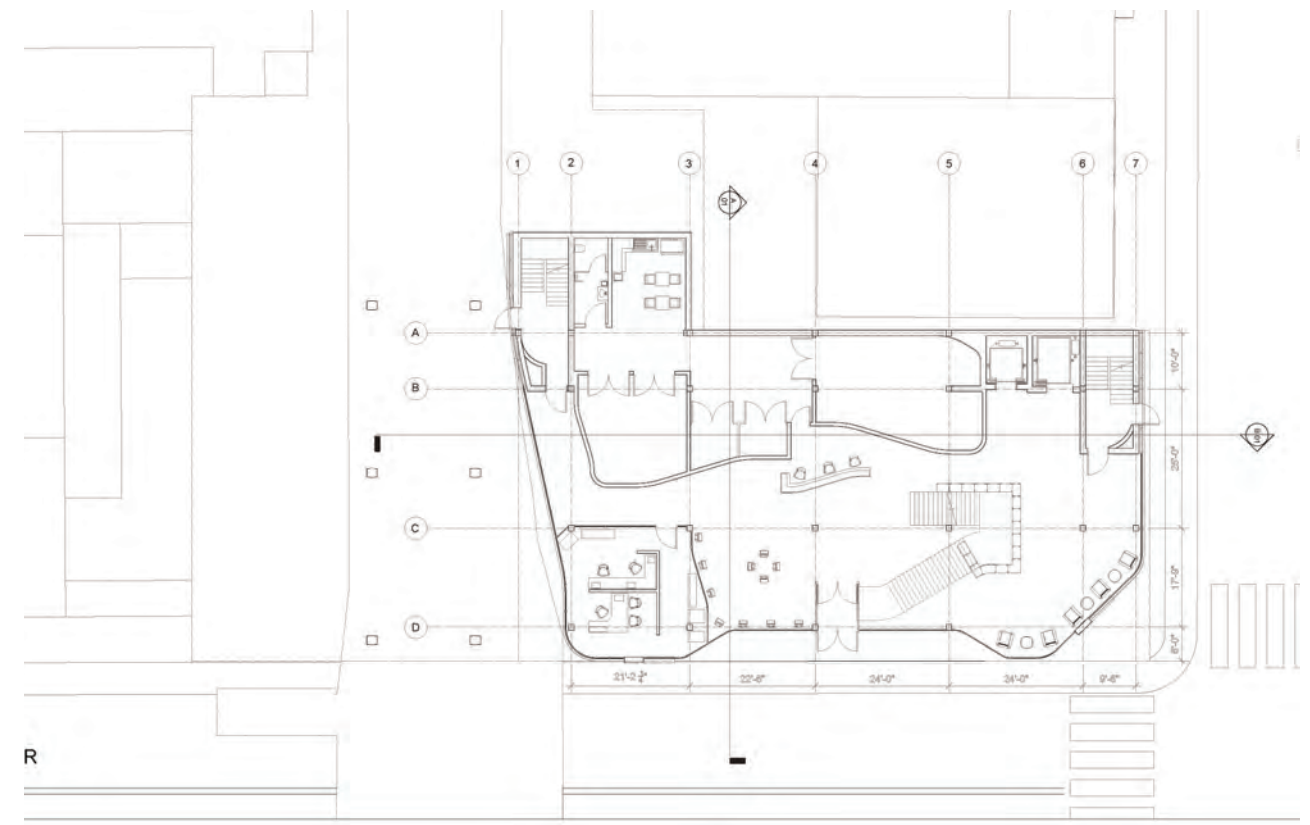
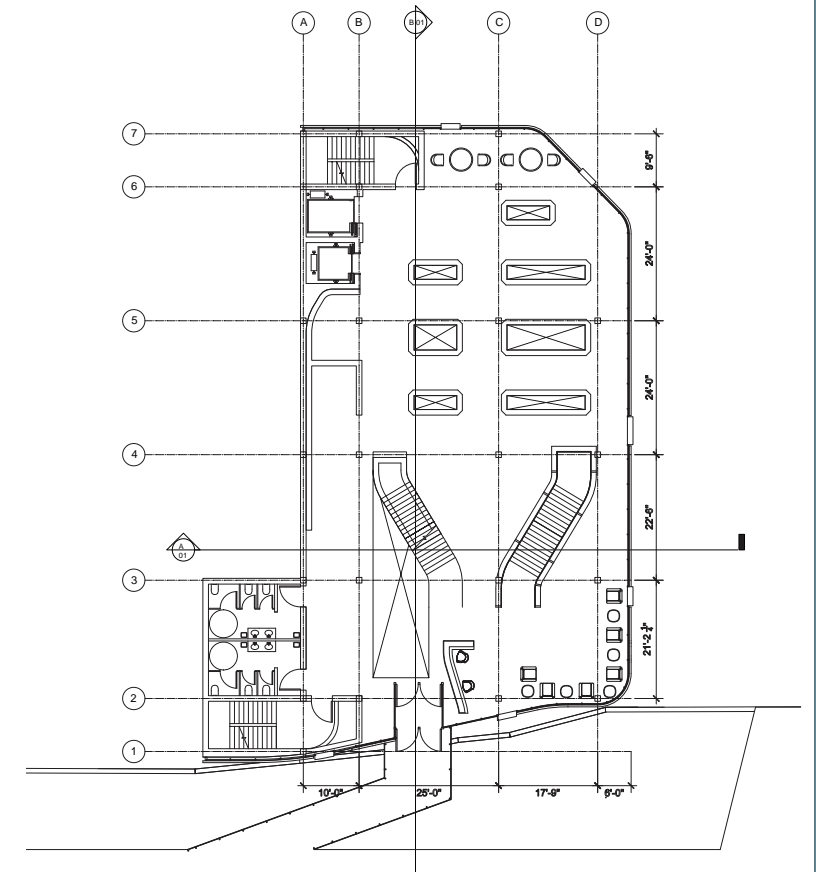
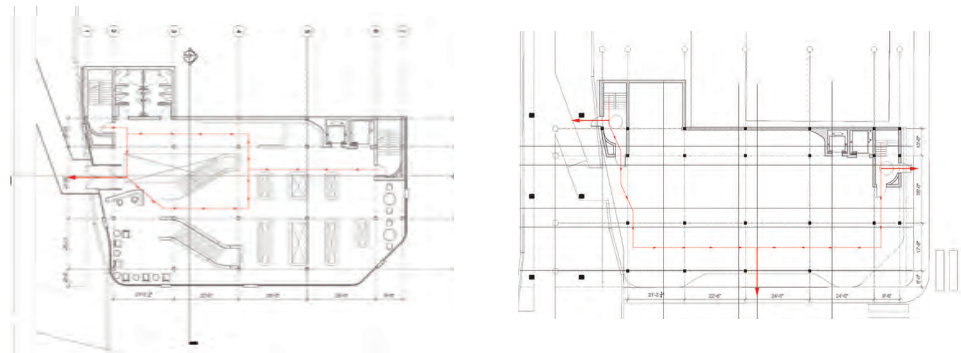


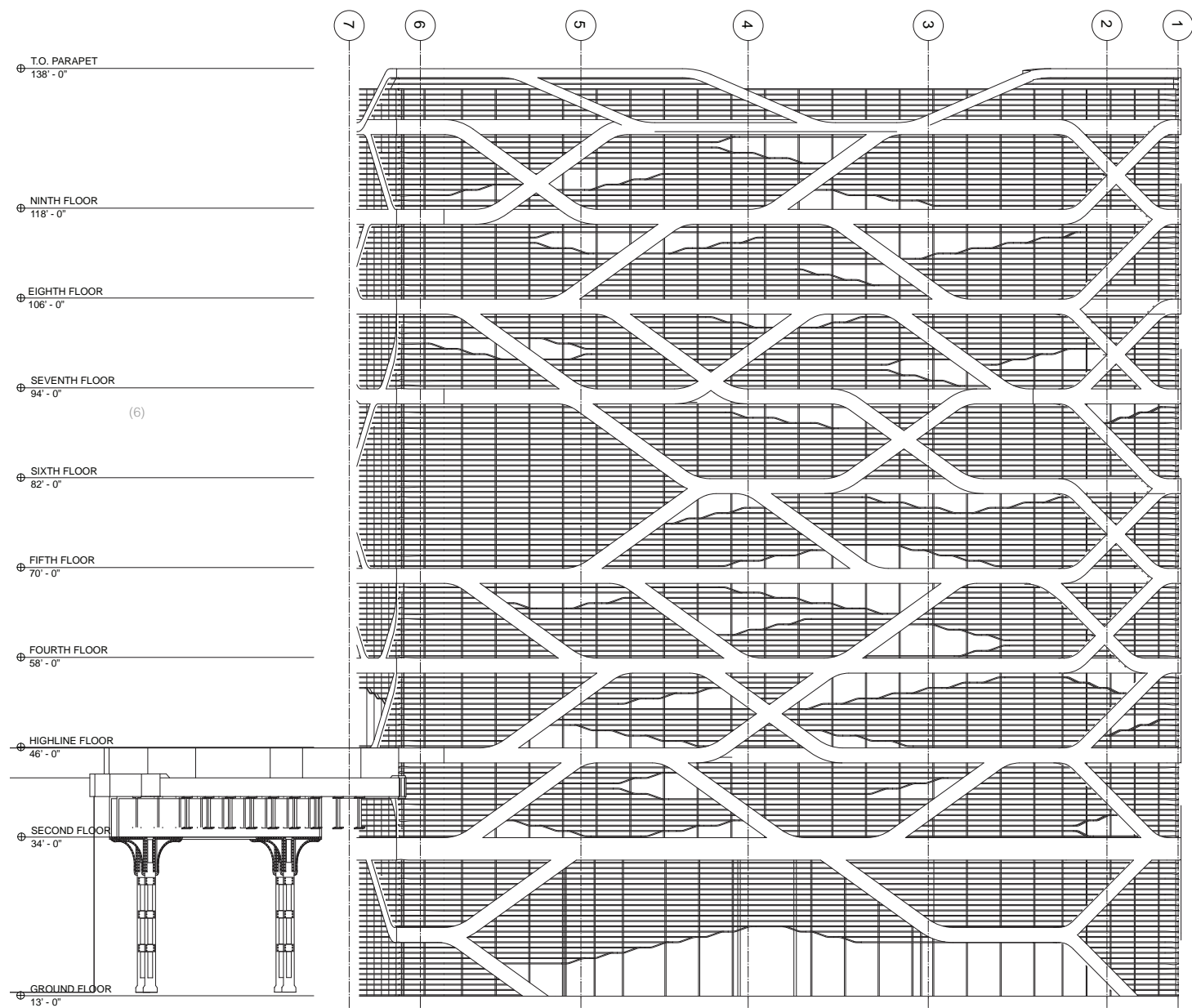
(1) -SITE PLAN



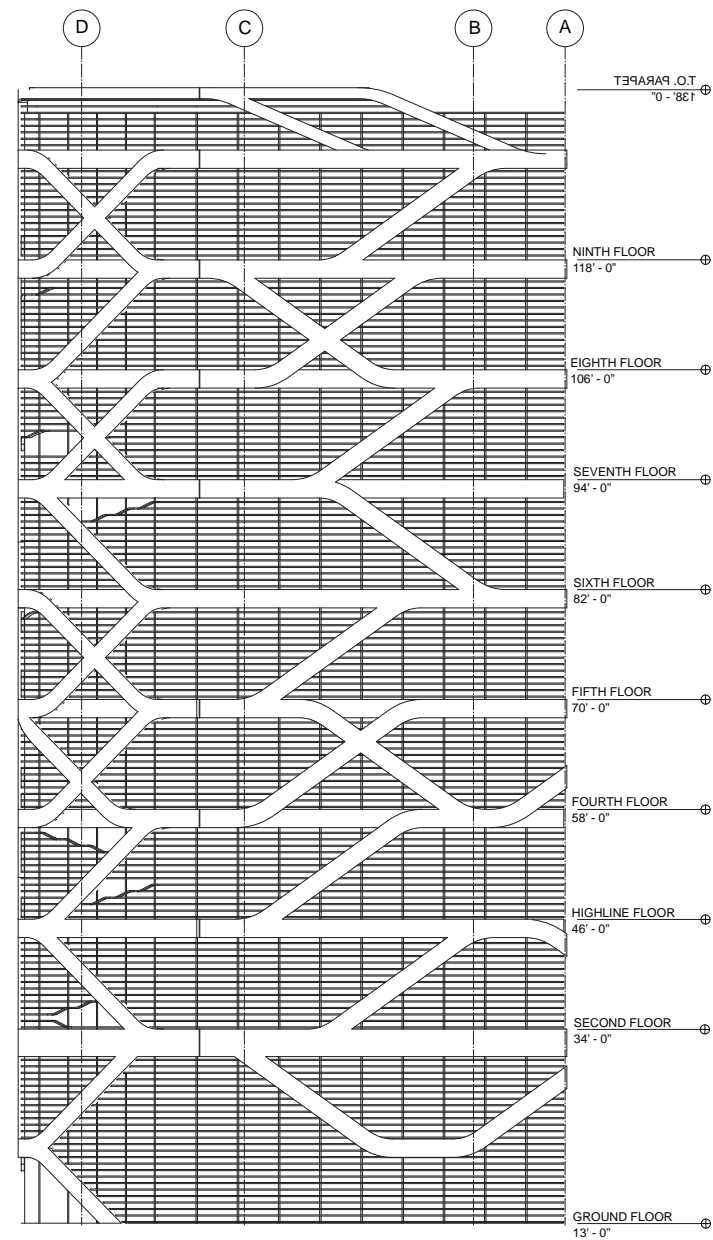


- (2) - EGRESS: 3D DIAGRAM
- (3) - EGRESS: PLANS
- (4) - HIGH LINE FLOOR
- (5) - GROUND FLOOR

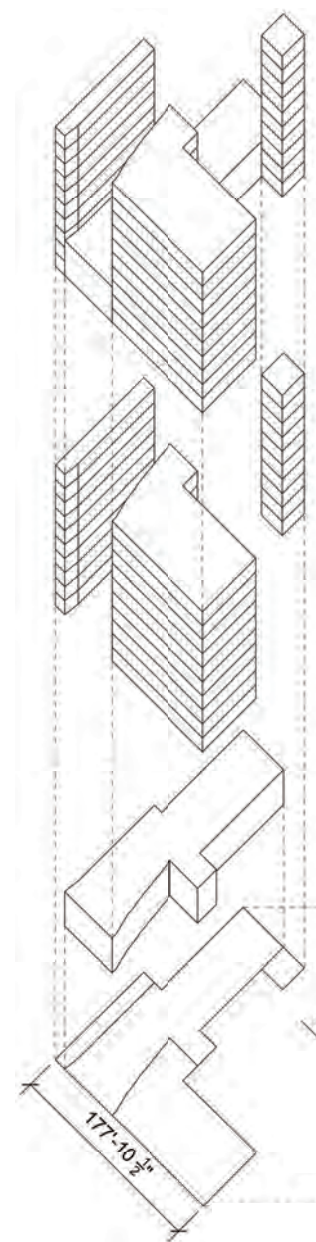




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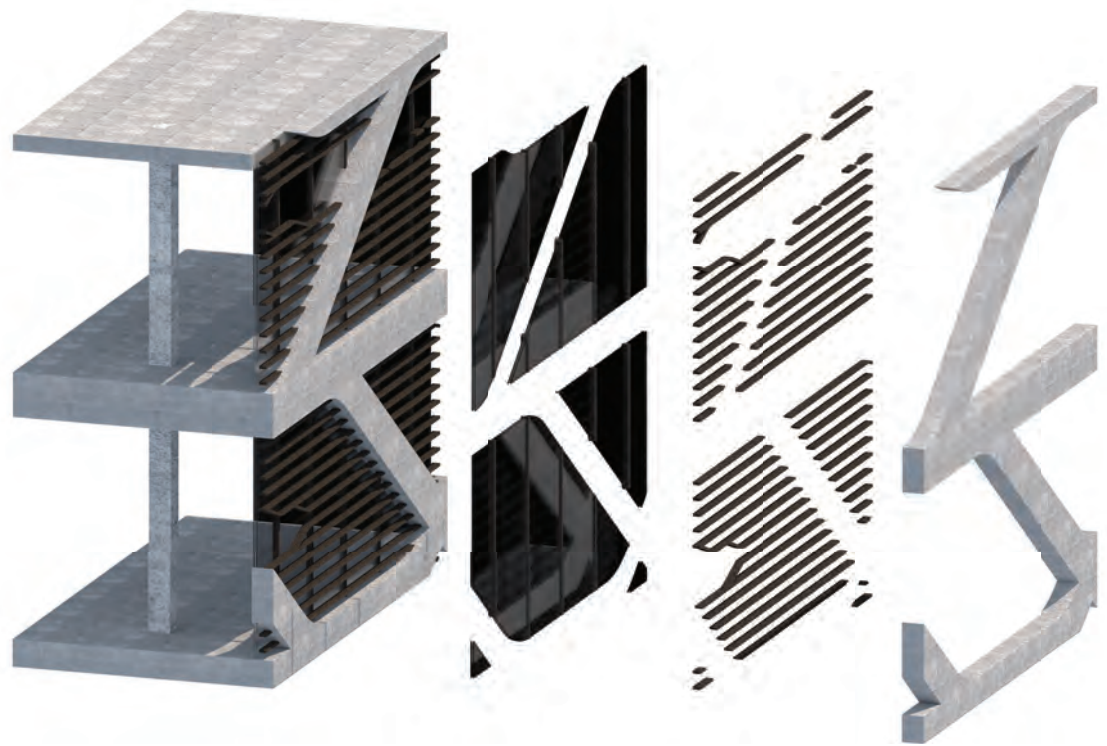


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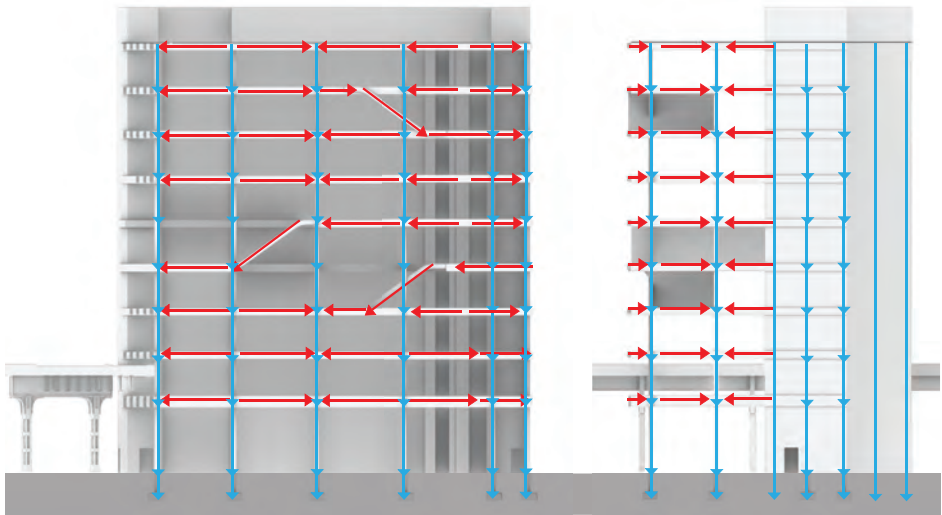
(8)

(6) - SOUTH ELEVATION
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(8) - ZONING DIAGRAM

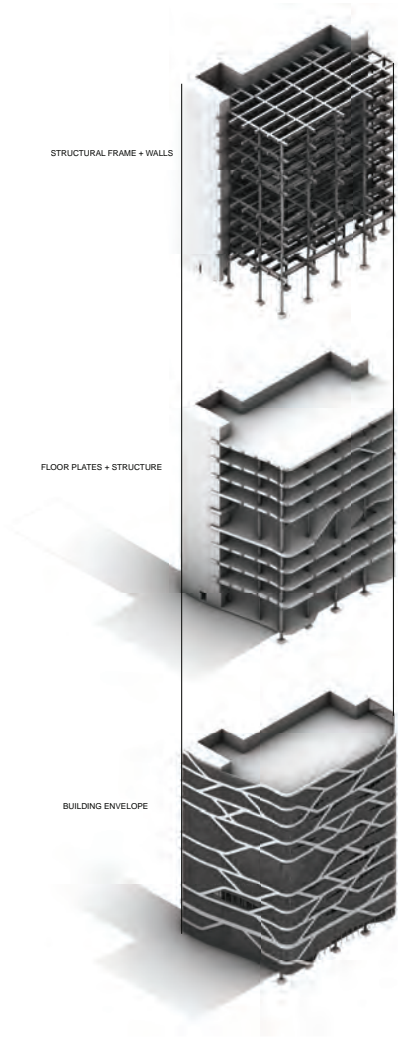


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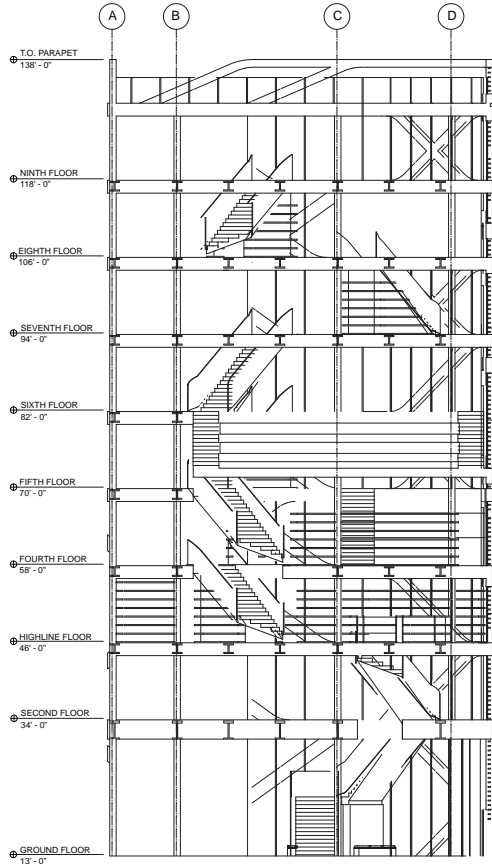
- (9) - EXPLODED FACADE CHUNK
- (10) - EXPL. STRUCTURES
- (11) - LOAD PATH DIAGRAM
- (12) - SECTION EAST
- (13) - SECTION NORTH



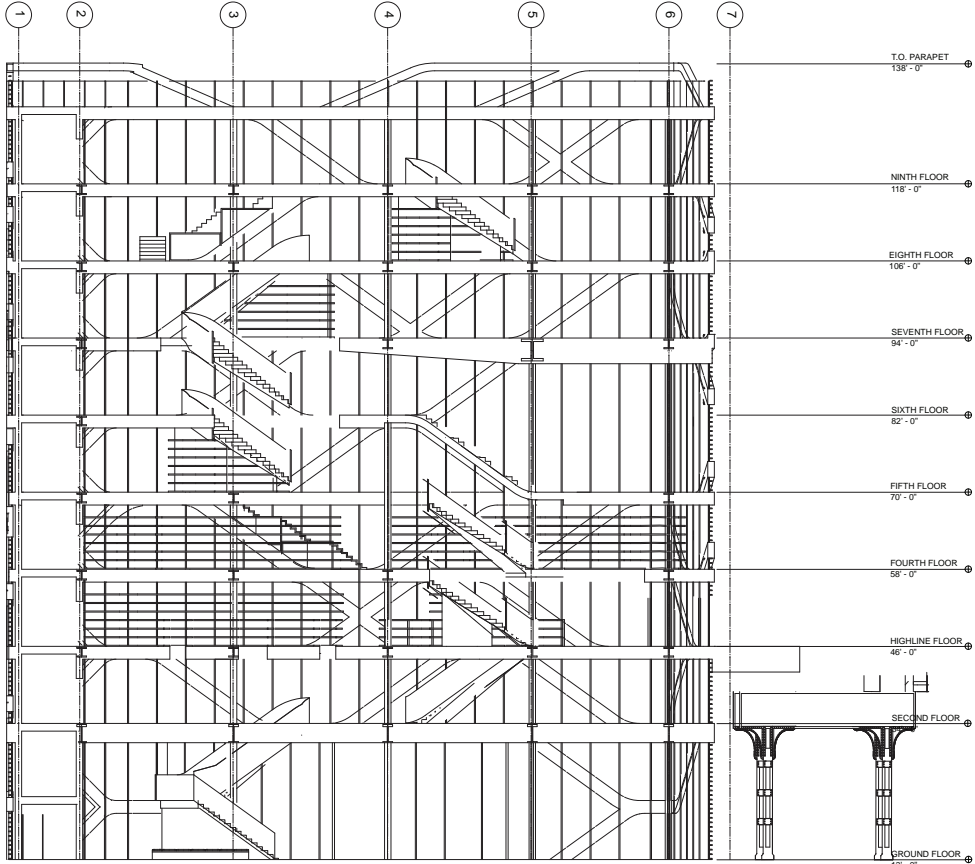
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(10)



(12)



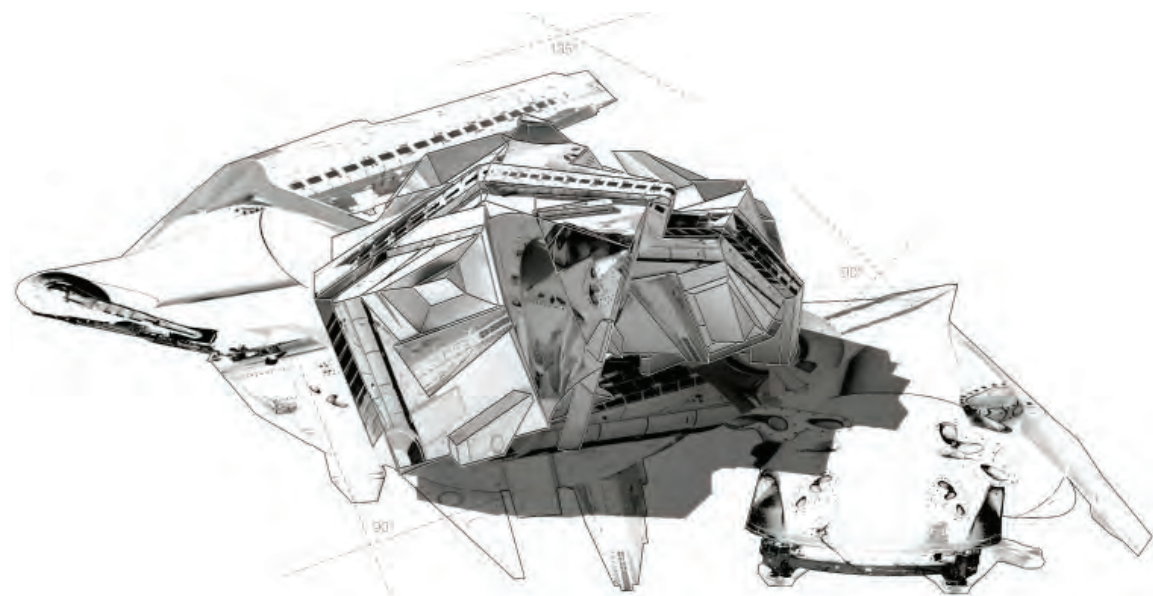
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MILLENIA

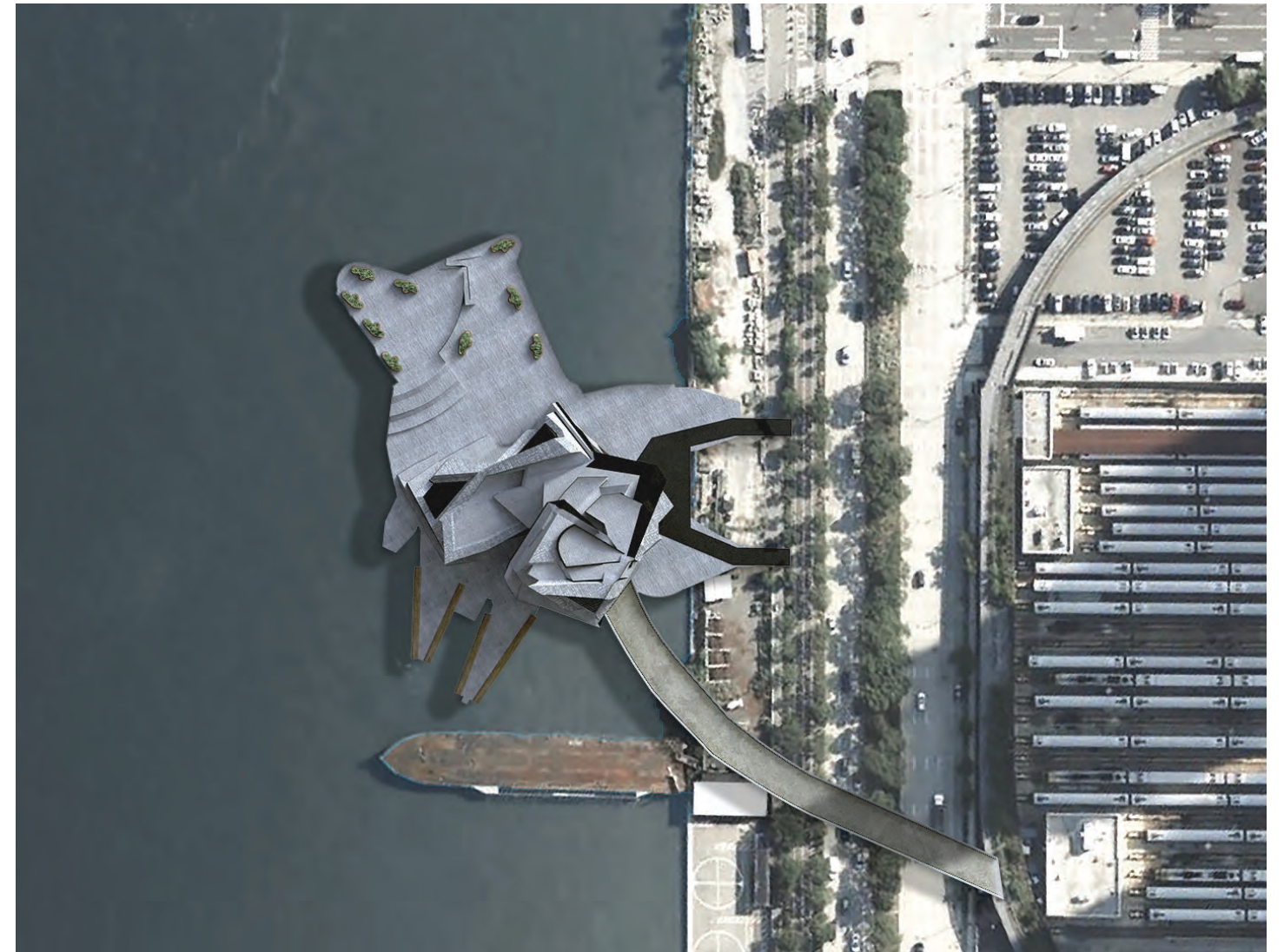
W 34 Street, New York,
Completed w/ Vernard Ramirez

In this project, we dealt with the idea of a certain future building typology. The infatuation with space travel in recent history has brought about the questions about how infrastructure and the discipline of architecture will be affected.

The goal was to synthesize geometric details and moments extracted from fictional and real spacecrafts to create an imposing transportation hub for projected international departures and arrivals. The first (4) utilizes moments from StarWar's Millenium Falcon and Virgin Galactic's VSS Imagine and the second (5) uses details from StarTrek's USS Enterprise and SpaceX's Dragon Capsule. In coordination with the space travel hub this project houses a boutique hotel and shops in order to provide a richer experience for potential travellers, tourists and New York City locals .

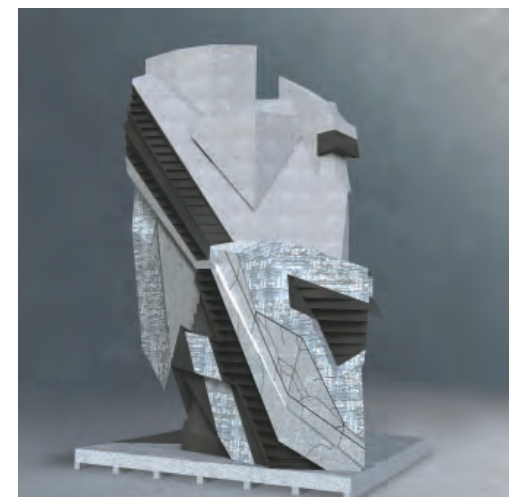


(1)



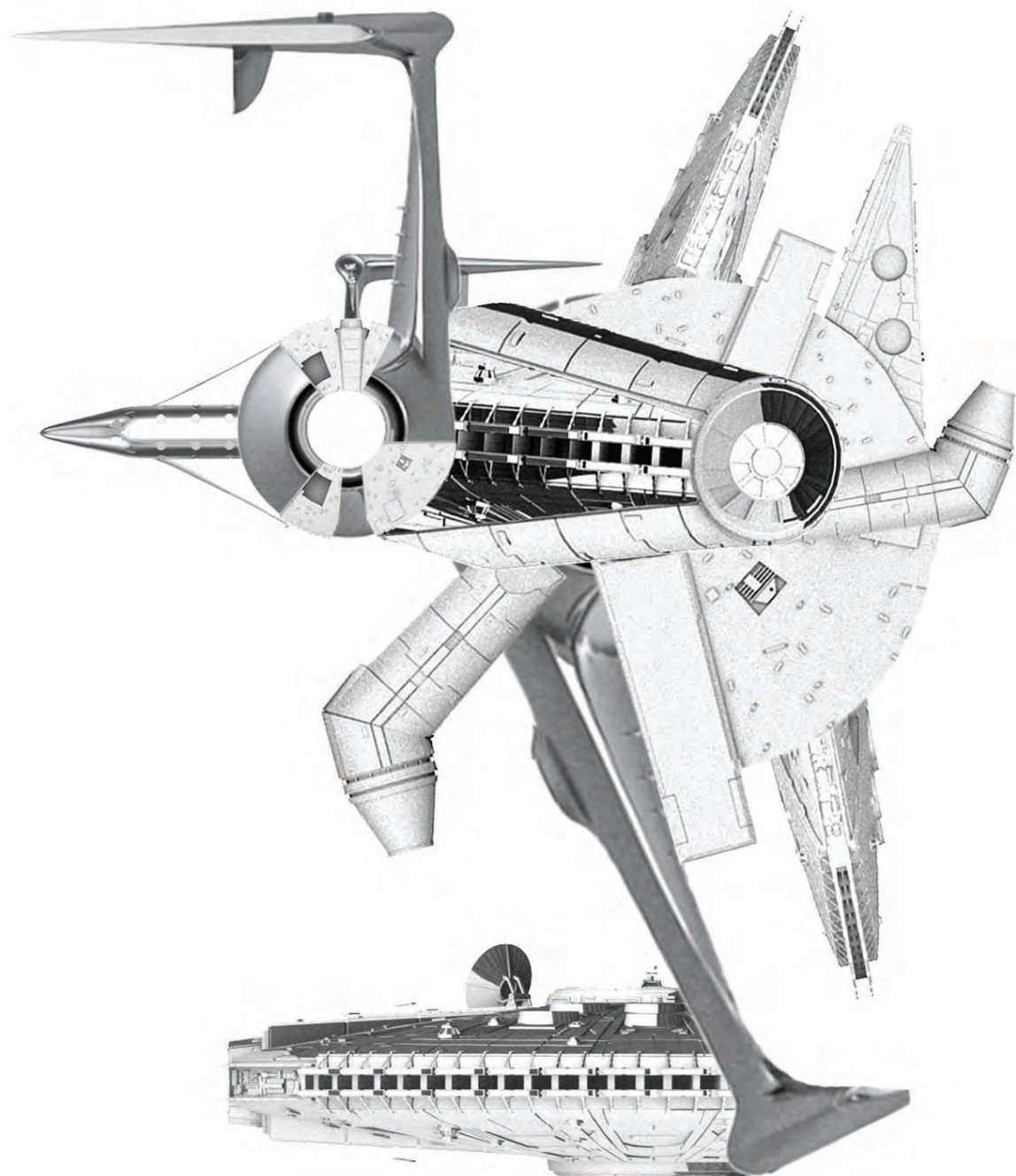
(2)

- (1) - MASSING AND SITING STUDY
- (2) - SITE PLAN
- (3) - CHUNK MODEL RENDER

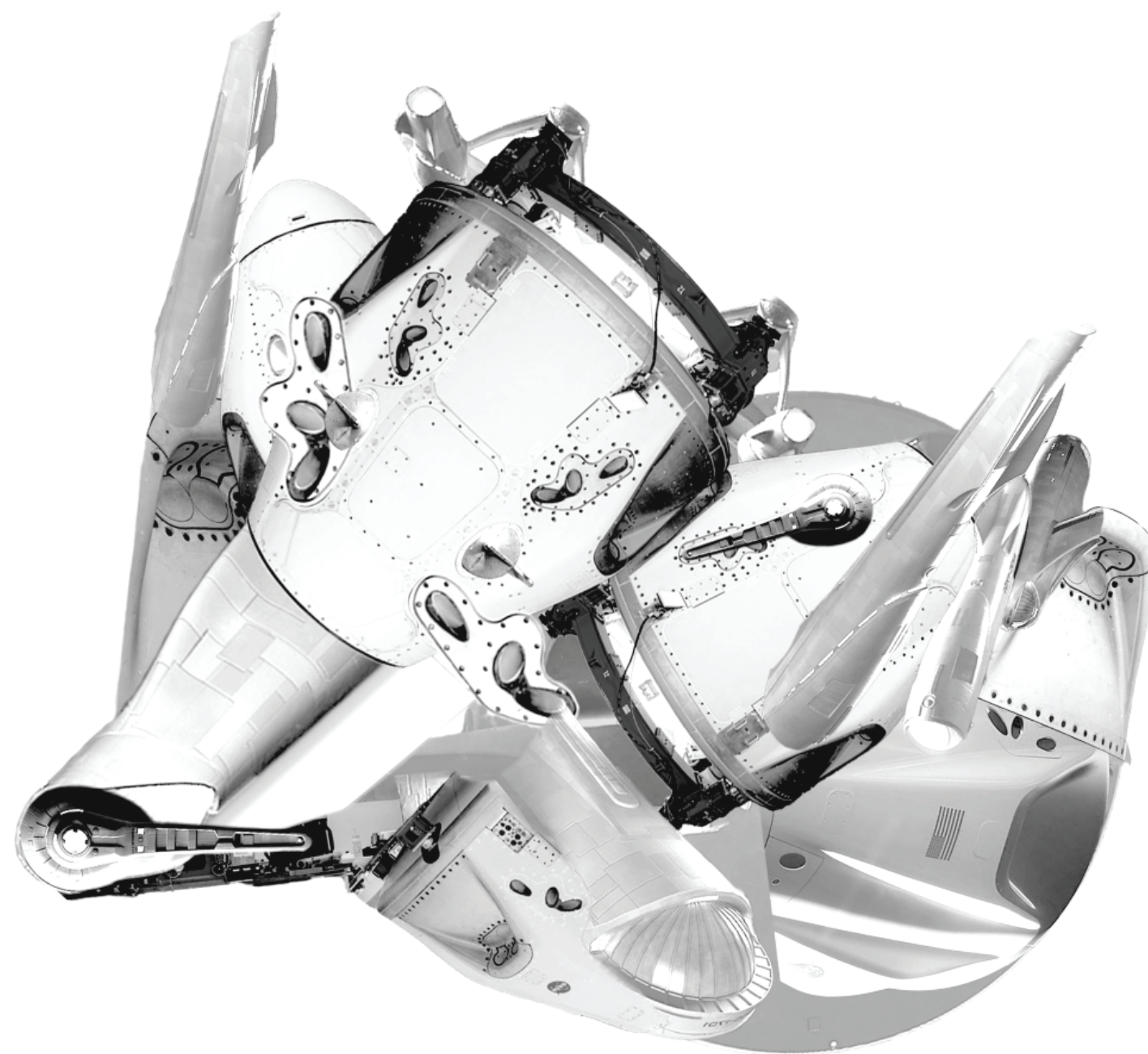


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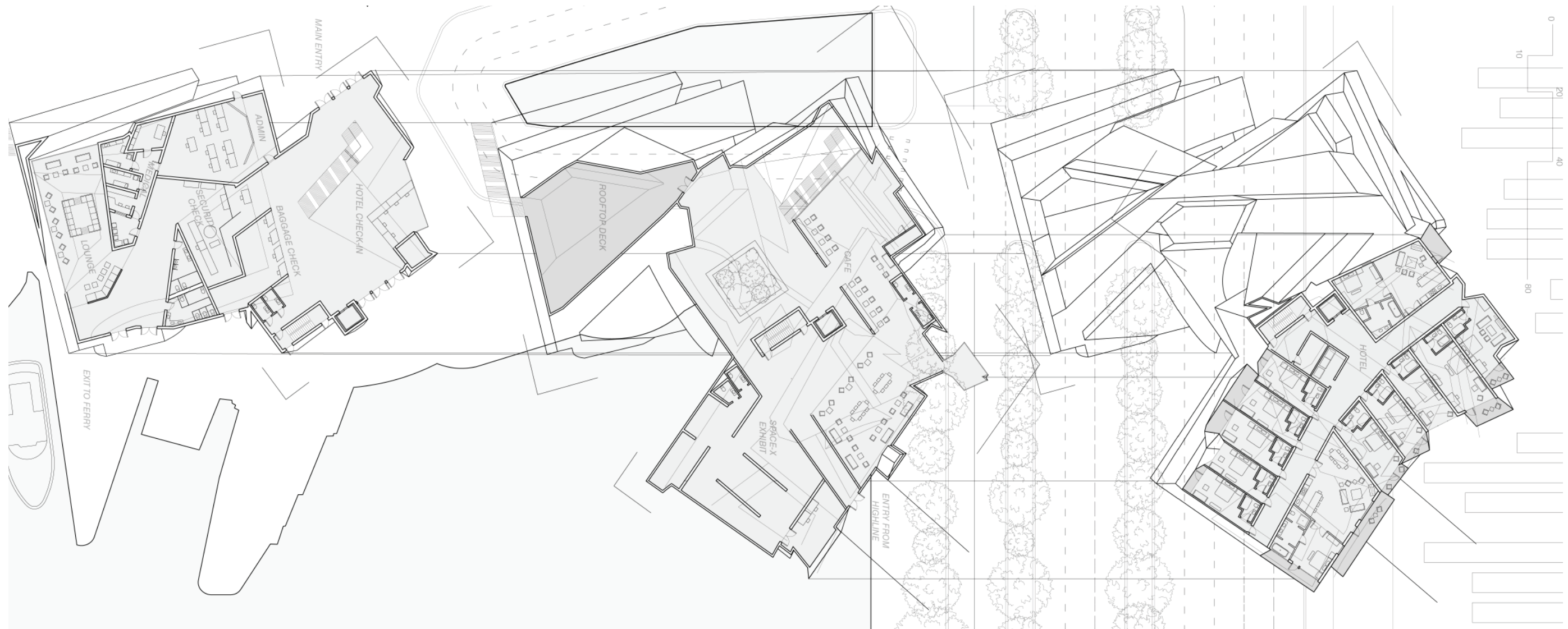




(4)



(5)

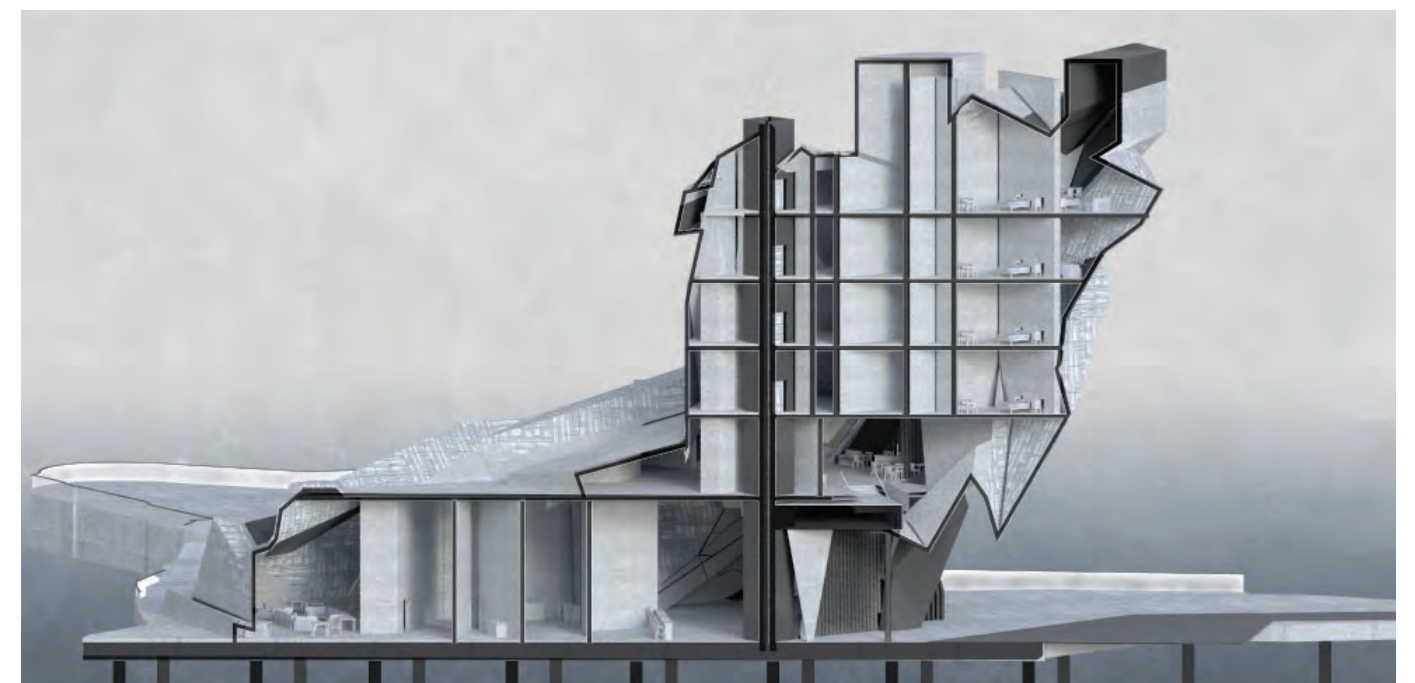


(6)

(7)

(8)

- (6) - GROUND LEVEL PLAN
- (7) - HIGHLINE LEVEL PLAN
- (8) - HOTEL LEVEL PLAN
- (9) - 3D SECTION



(9)

ST. MARY'S

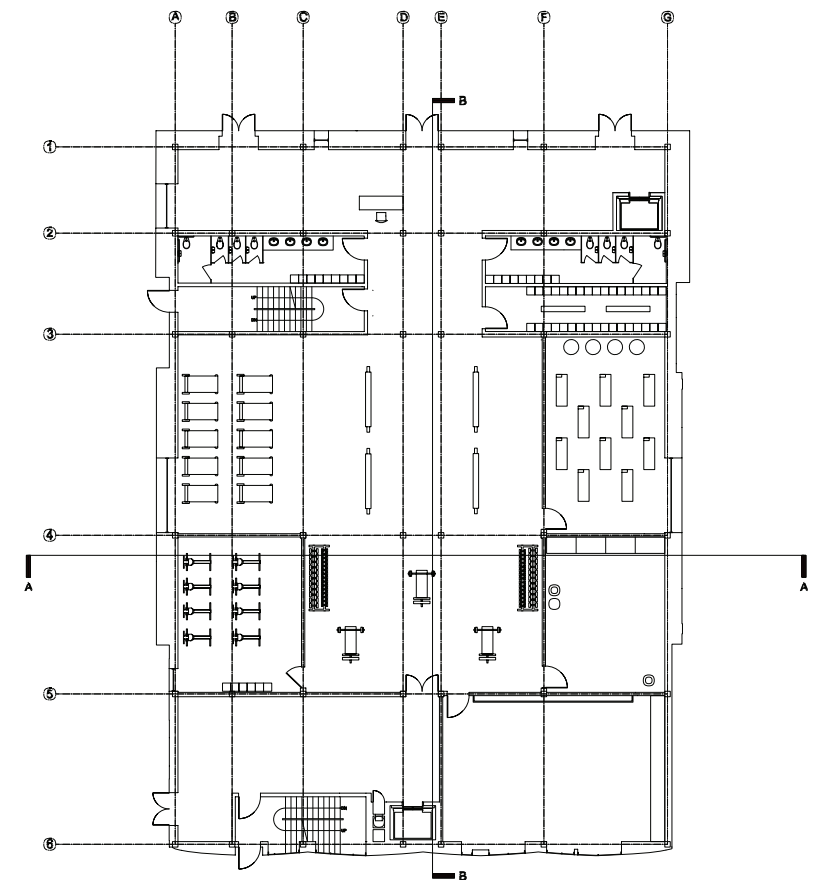
196 3rd Street, Troy, NY
Completed w/ Arianna Speleotes

A decomissioned church situated in a residential area provided a good opportunity for a multi-unit housing adaptive reuse proposal. The existing building is maintained as a shell, with parts of the roof and facades being demolished while the interior, with the exception of certain columns, is entirely gutted.

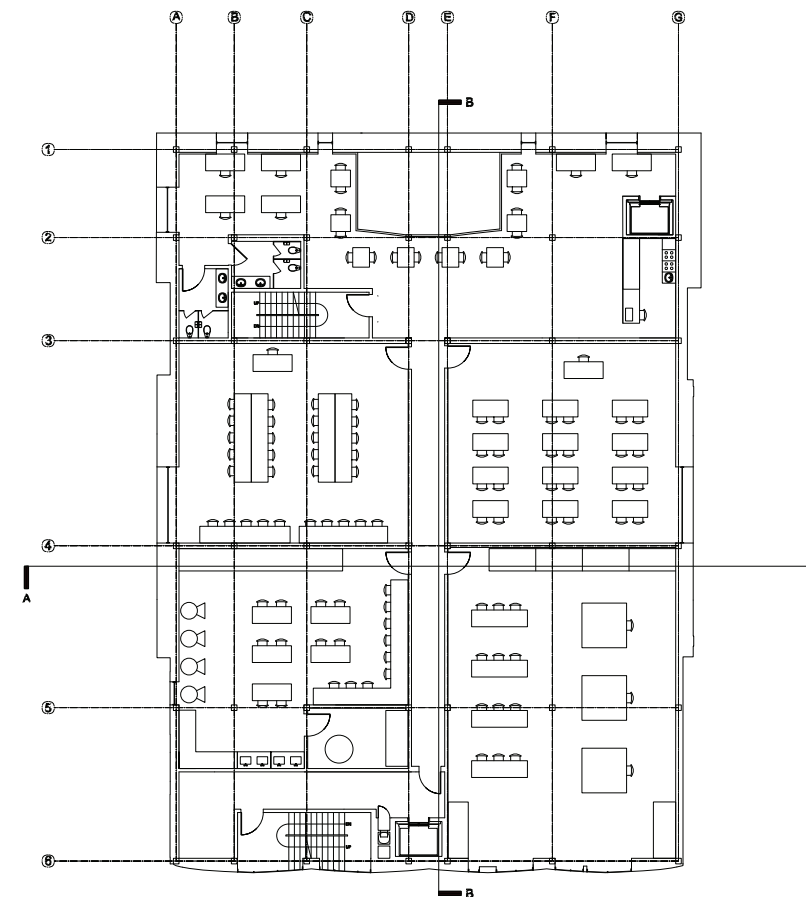
The community recreation center is accessed through 3rd street and occupies the first two levels, offering many amenities and opportunities for the community and residents. The residents enter through the south east corner and reside in the remaining five floors, with direct private access to the building's recreational facilities. The apartments tower over the existing building enclosure while angled towards the park to ensure unique views and daylighting qualities.



(1)



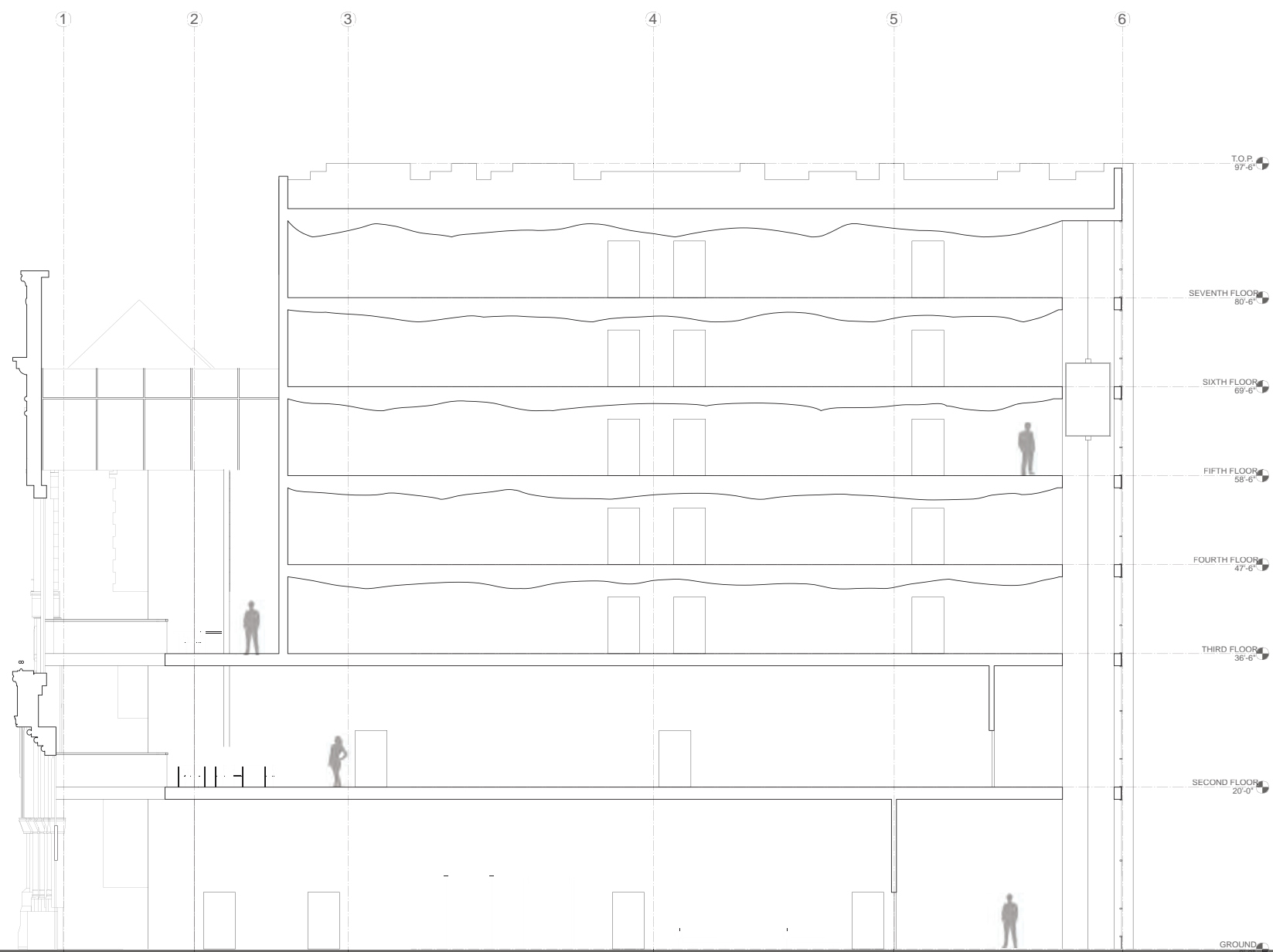
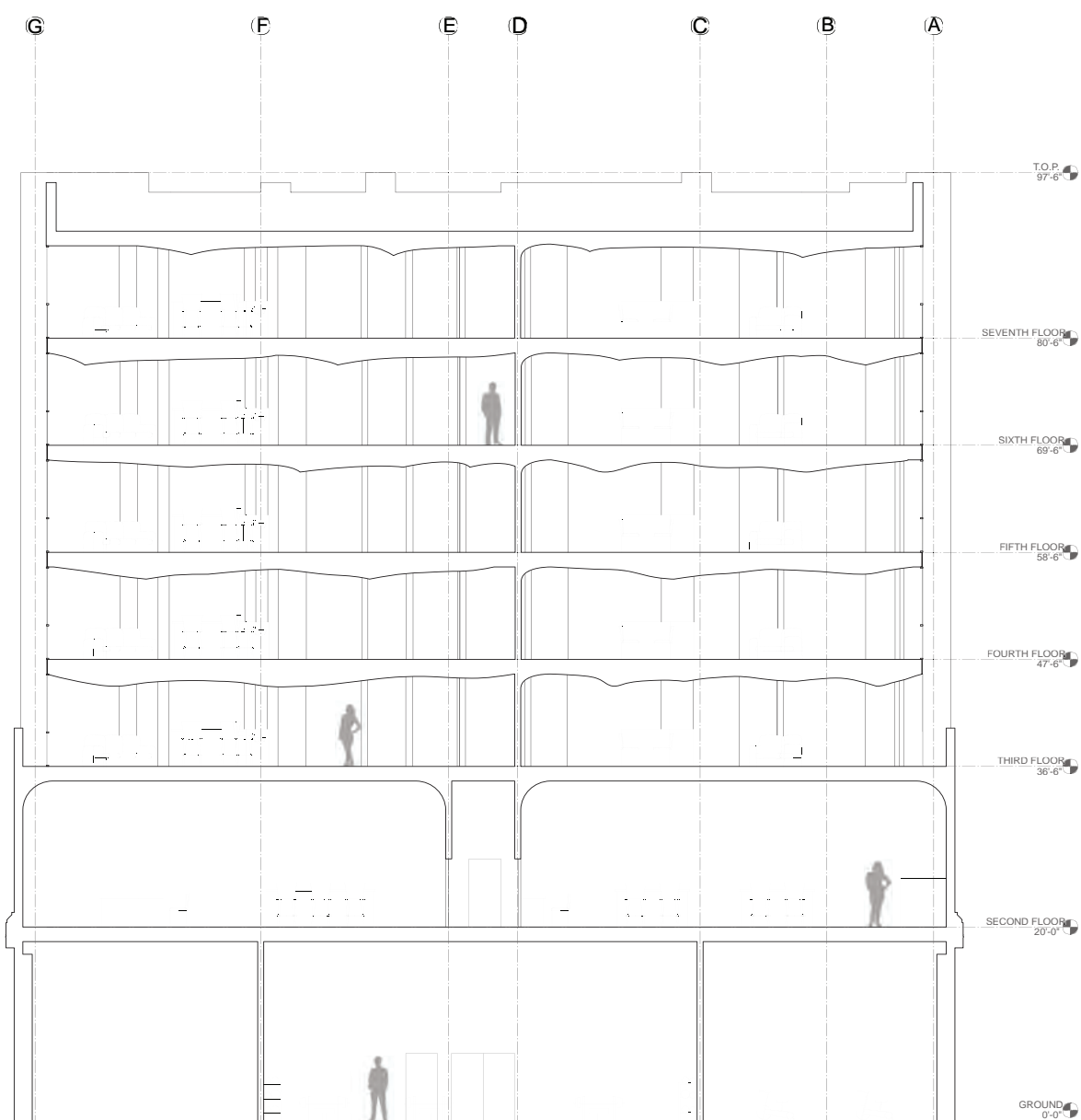
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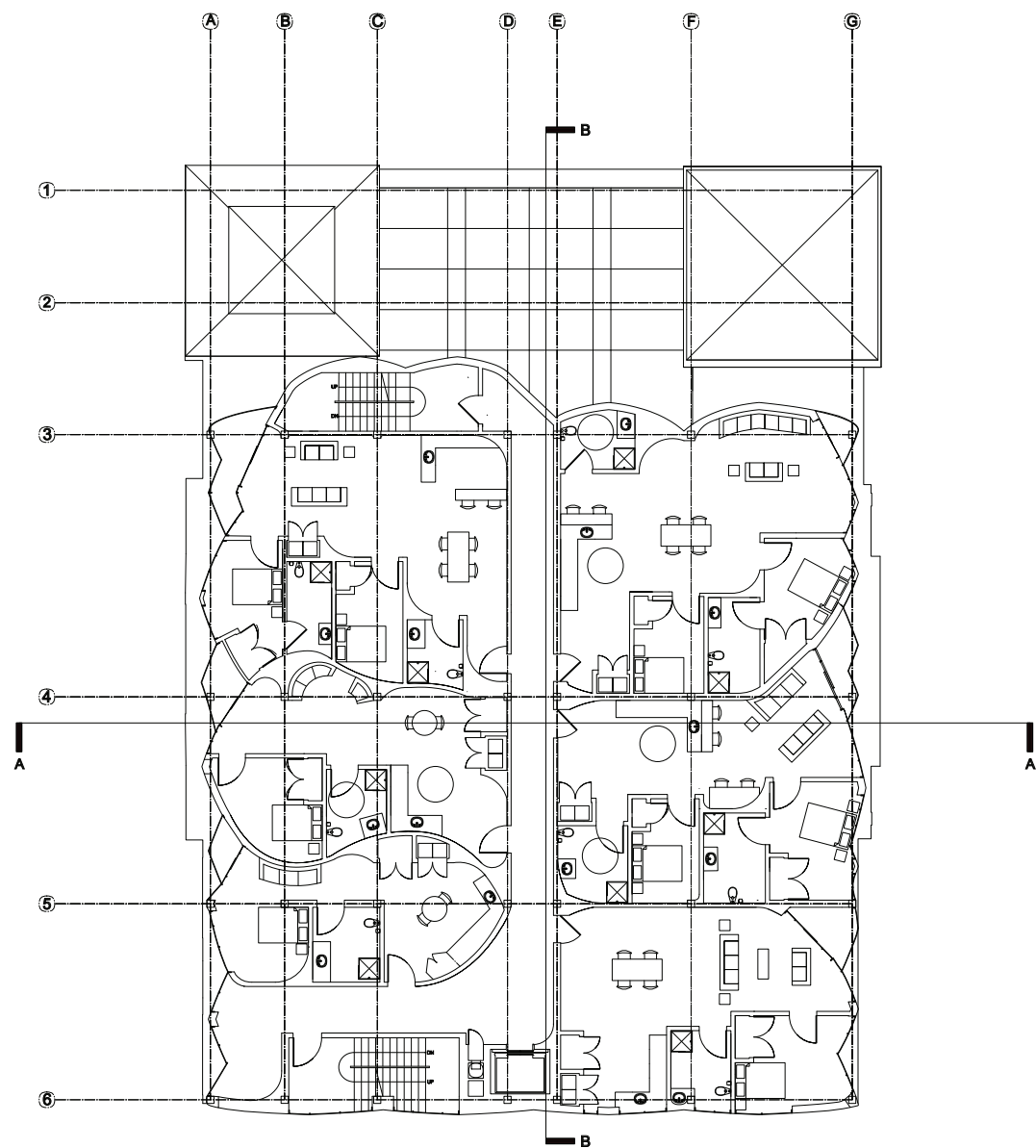


(3)

- (1) - ALLEYWAY ENTRANCE RENDER
- (2) - GROUND FLOOR PLAN
- (3) - SECOND FLOOR PLAN



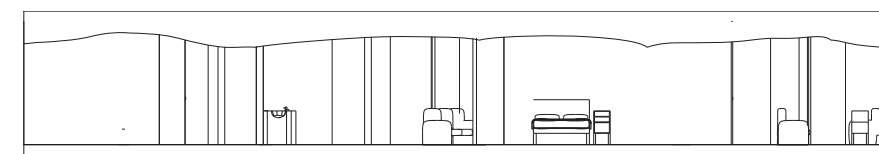




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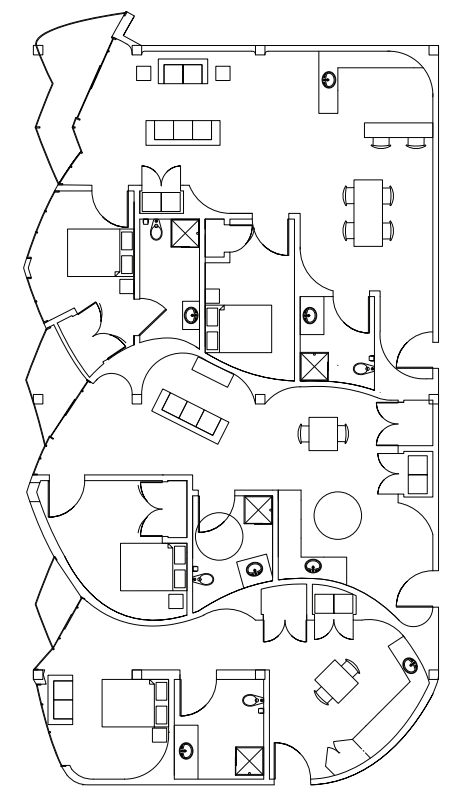


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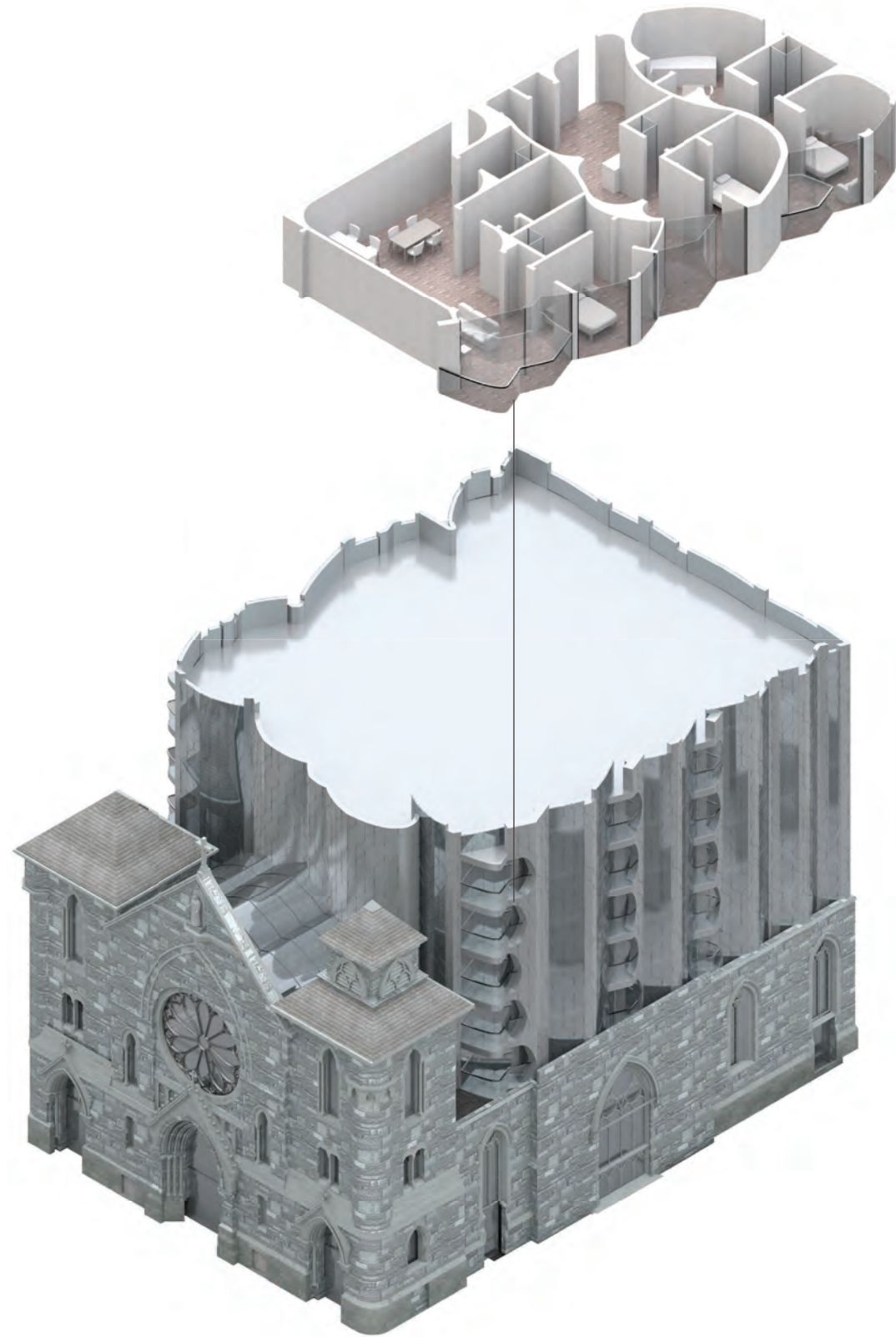


(8)

- (6) - TYPICAL HOUSING FLOOR PLAN
- (7) - INTERIOR VIEW RENDER
- (8) - UNITS CLUSTER SECTION
- (9) - UNITS CLUSTER PLAN

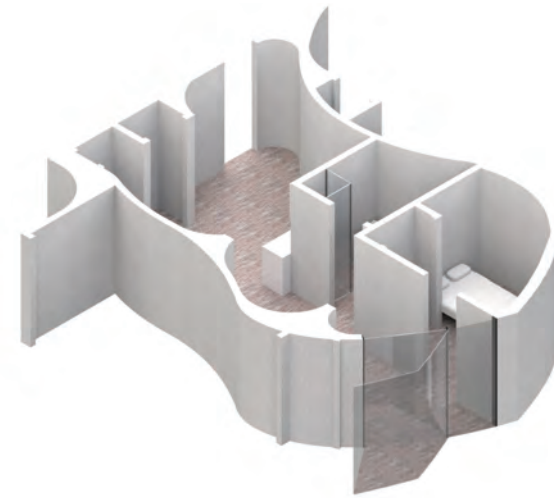


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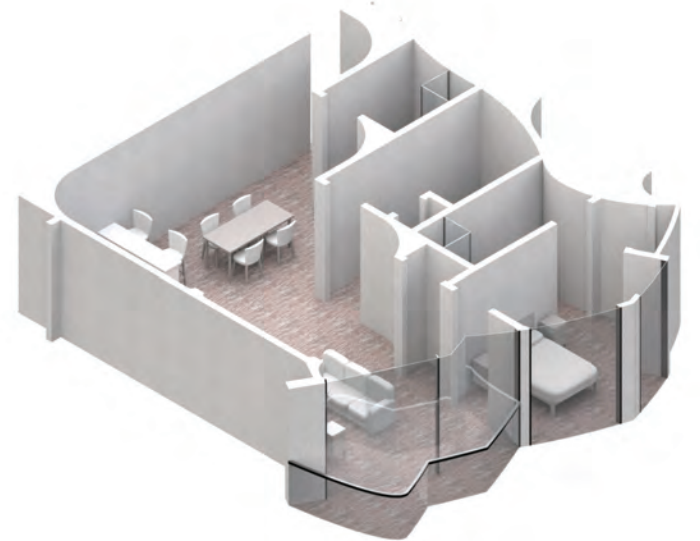


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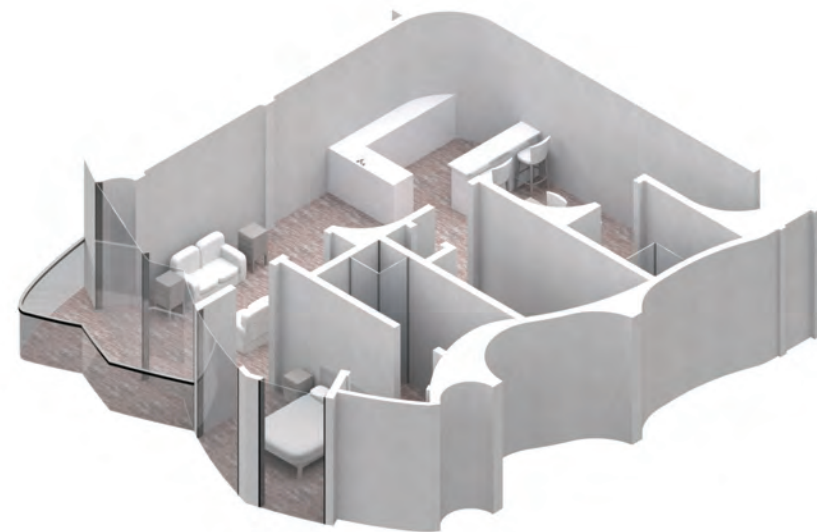
(10) - EXPLODED UNIT CLUSTER
 (11) - 1 BEDROOM APT.
 (12) - 2 BEDROOM APT.
 (13) - 3 BEDROOM APT.



(11)



(12)



(13)

BREAKTHROUGH SYSTEMS

Troy, NY

Breakthrough systems is a physical therapy and leisure center designed to accommodate young kids and senior citizens and attract these crowds through pushing the conceptual boundaries of a building design.

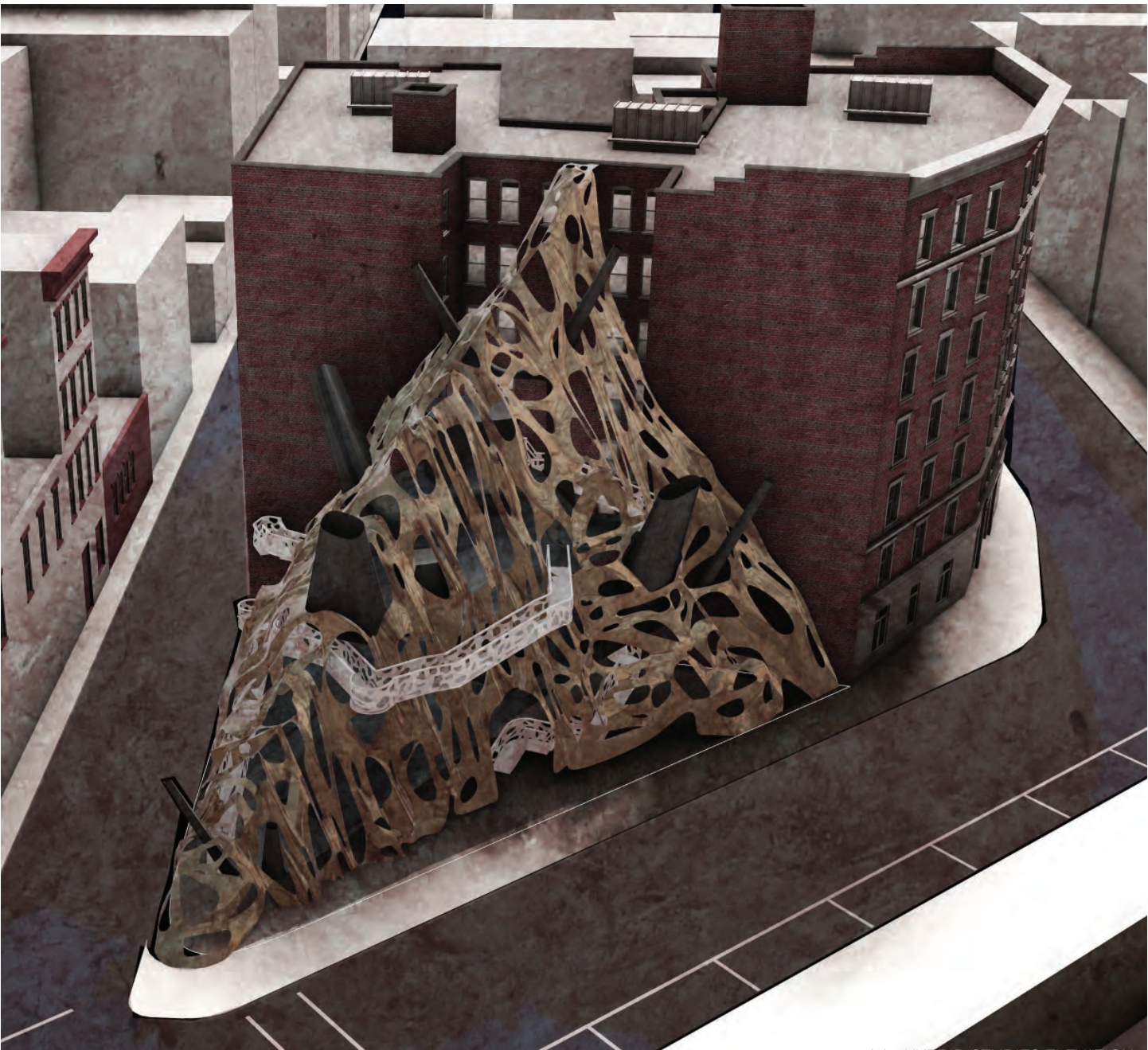
Encompassed by the exterior perforated mesh gives the structure plenty of open space for navigation. It is attached to the adjacent building and interacts with the surrounding neighborhood through programmatic functions but the exterior mesh brings about a quality that makes it unique. The building and those around it are positioned in an area that is not exposed to a surplus of light throughout the day and could be considered shady. However, the perforations along the mesh allow for a diverse allocation of light and breaks apart the shade into its own unique pattern giving this building a sense of individuality, through its interaction with light, compared to the adjacent structures.



(1)



(2)



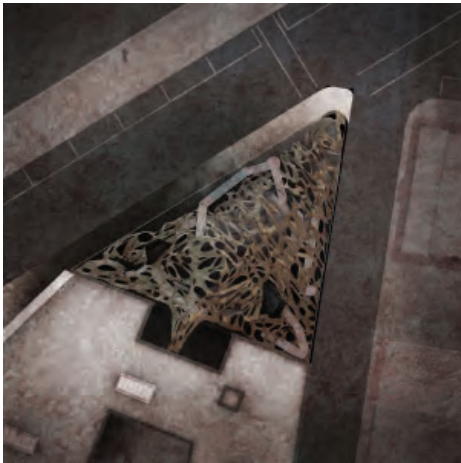
(3)

(1) - HYBRID STUDIES ELEVATION
(2) - HYBRID STUDIES SECTION
(3) - AERIAL VIEW RENDER

- (4) - STREET VIEW RENDER
- (5) - ROOF PLAN
- (6) - THIRD FLOOR PLAN
- (7) - SECOND FLOOR PLAN
- (8) - GROUND FLOOR PLAN



(4)



(5)



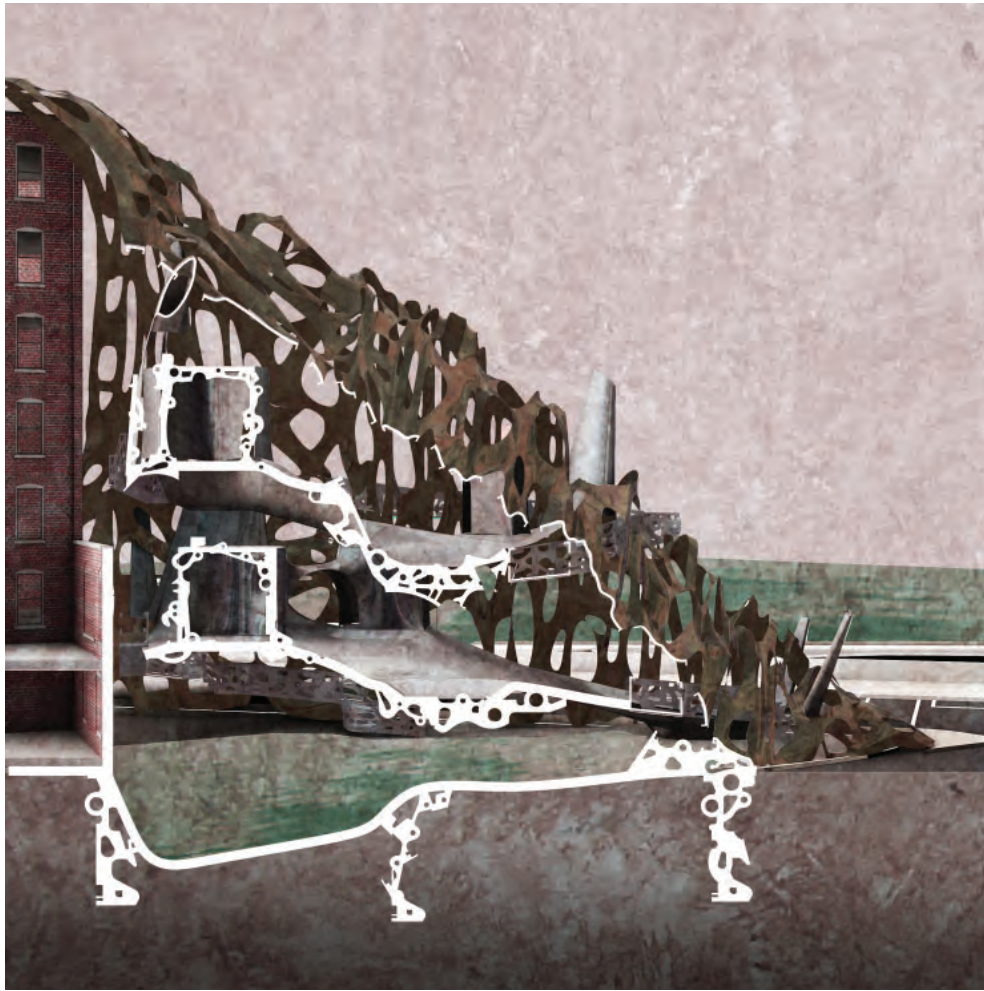
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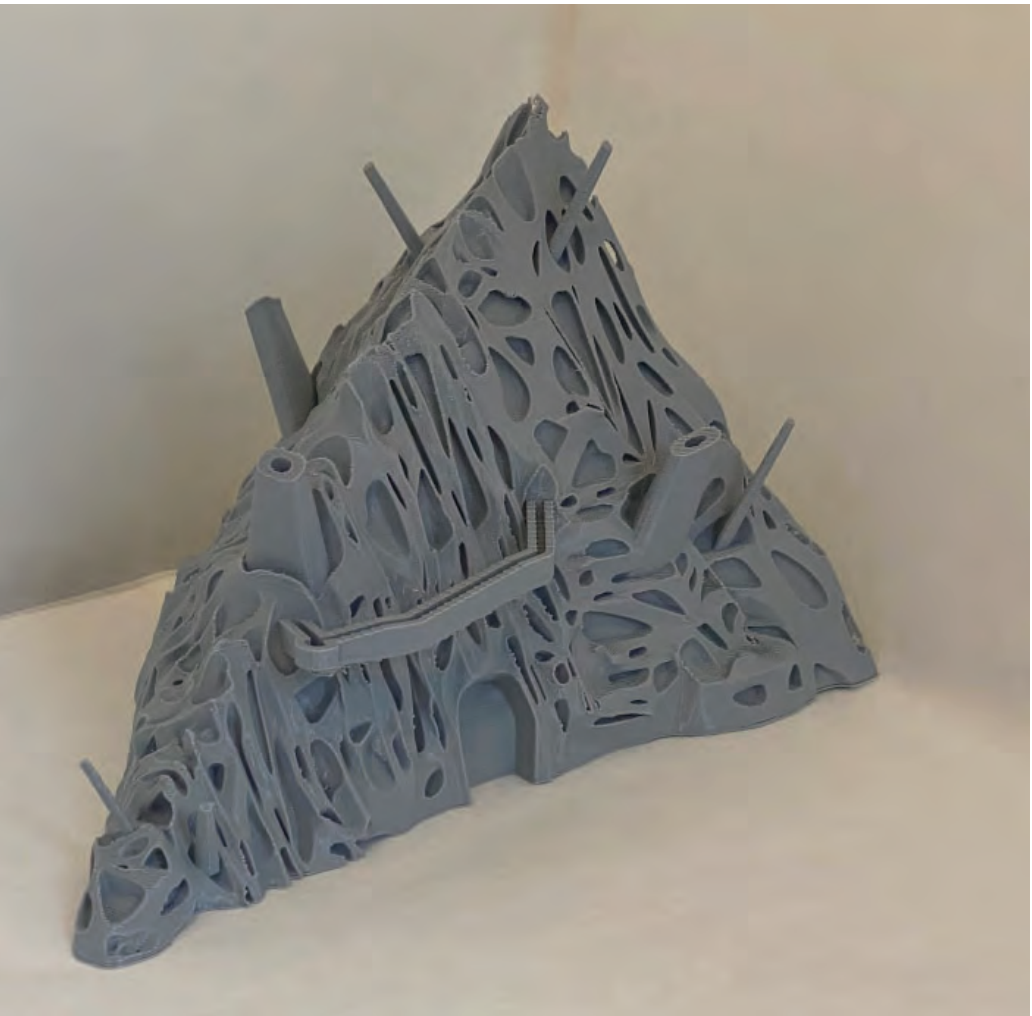
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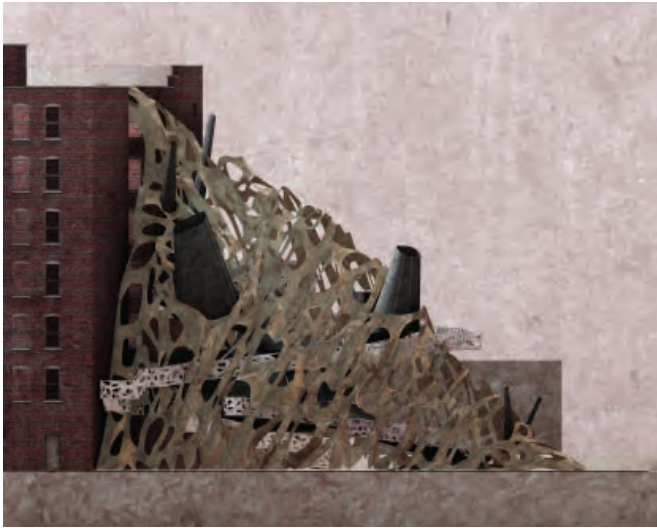
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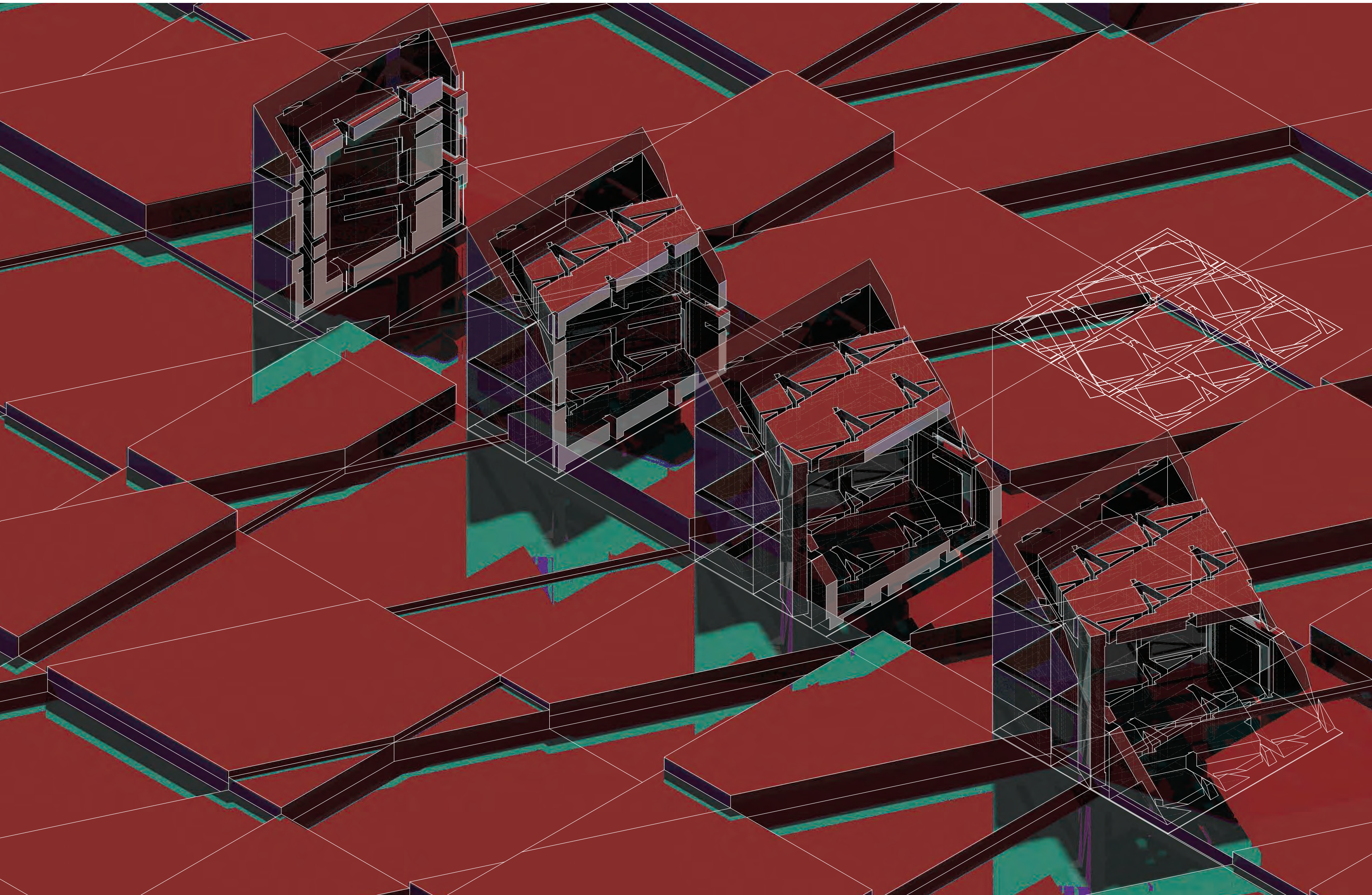


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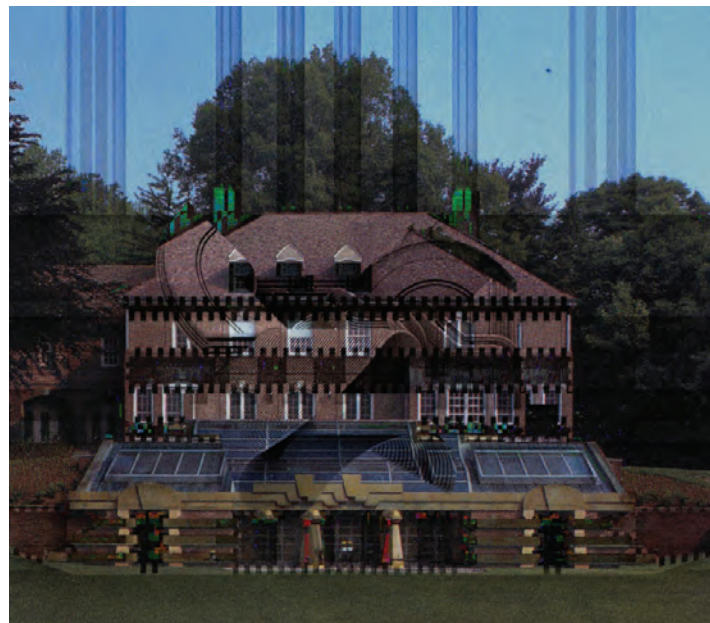
(9) - WEST SECTION
 (10) - EAST ELEVATION
 (11) - WEST ELEVATION
 (12) - PHYSICAL MODEL



DIGITAL CONSTRUCTS



(1)



(2)

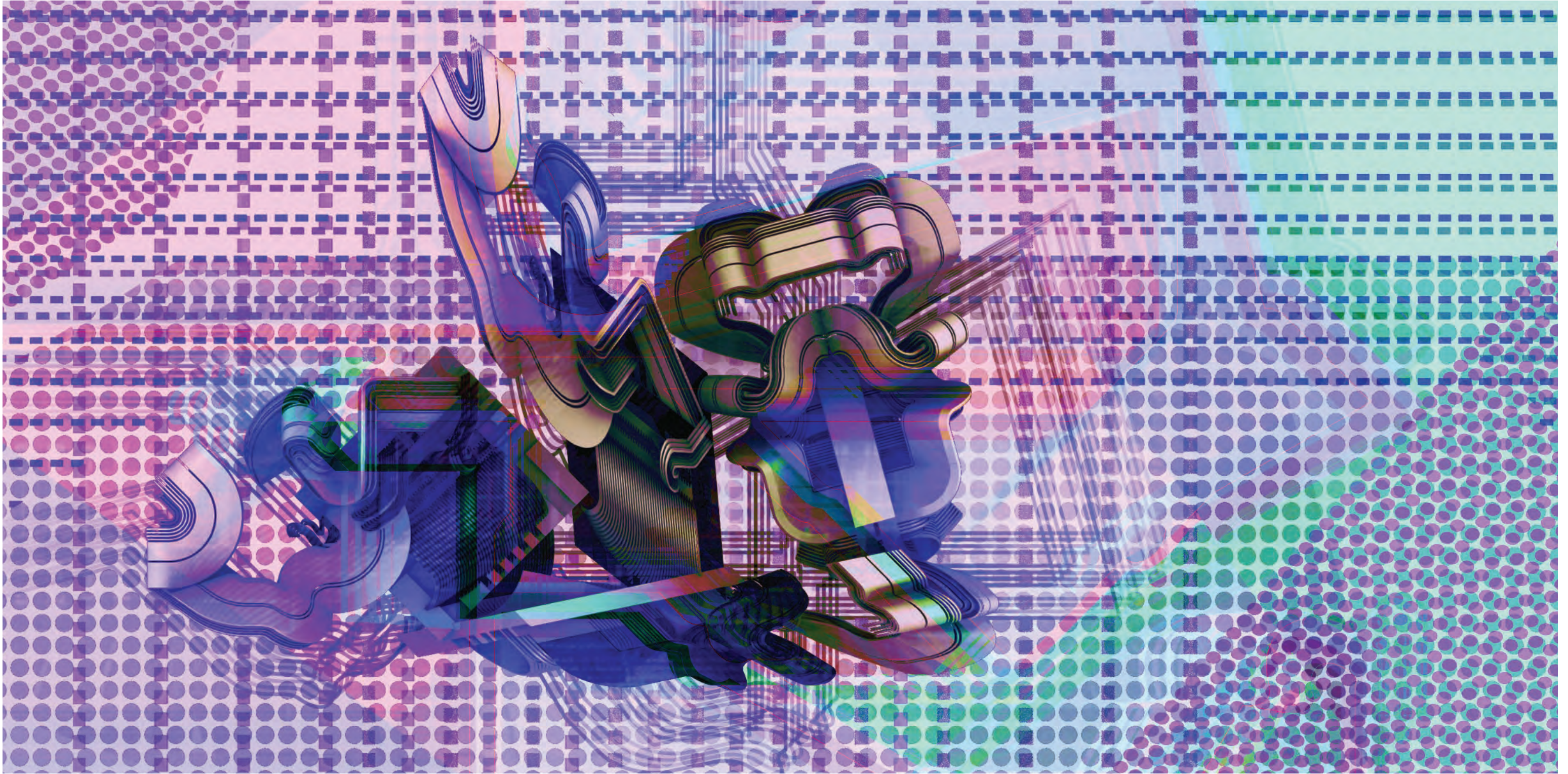
- (1) - BASE GEOMETRY
- (2) - GLITCH IMAGE PHASE I
- (3) - GLITCH IMAGE PHASE II
- (4) - VISUALIZED GRASSHOPPER TRANSFORMATIONS



(3)

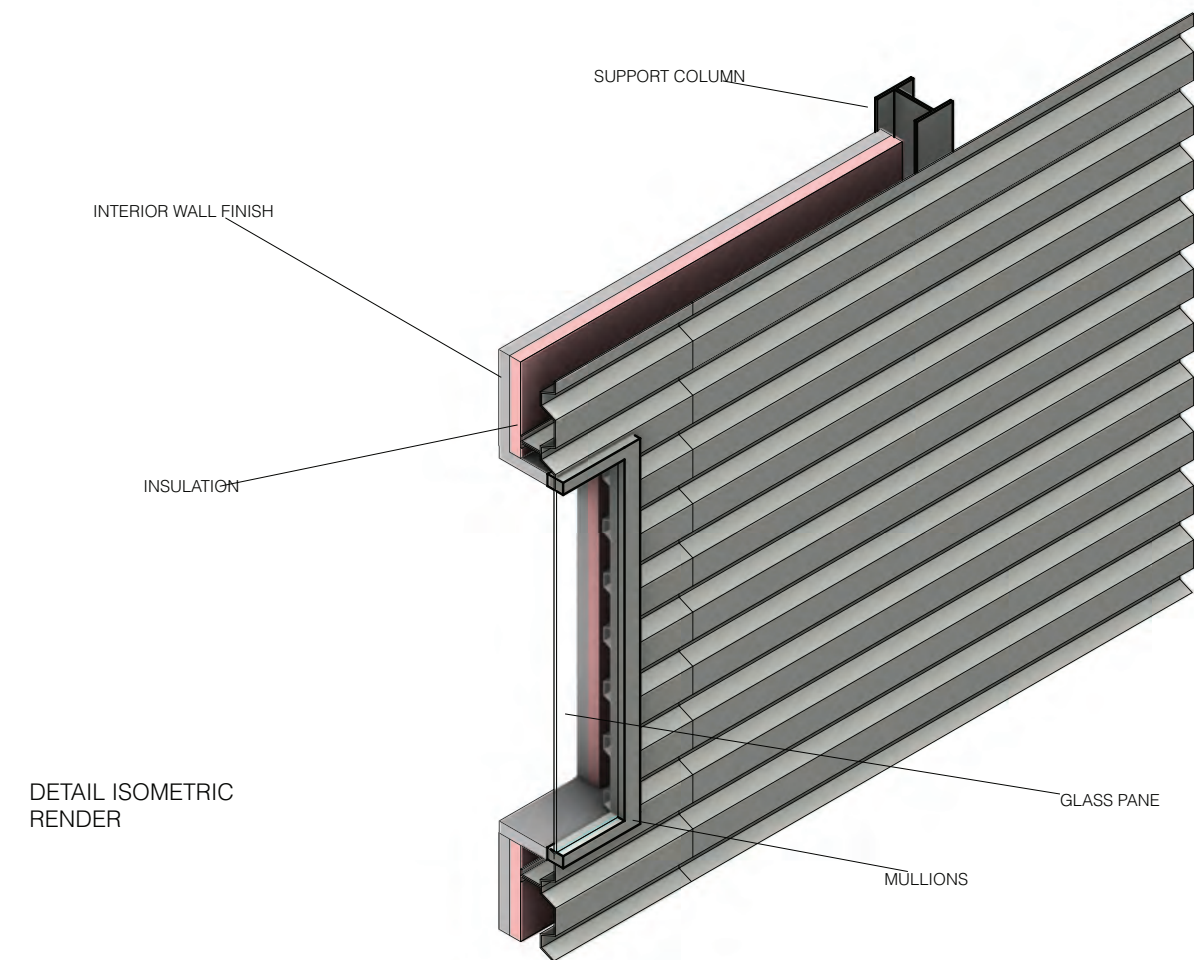
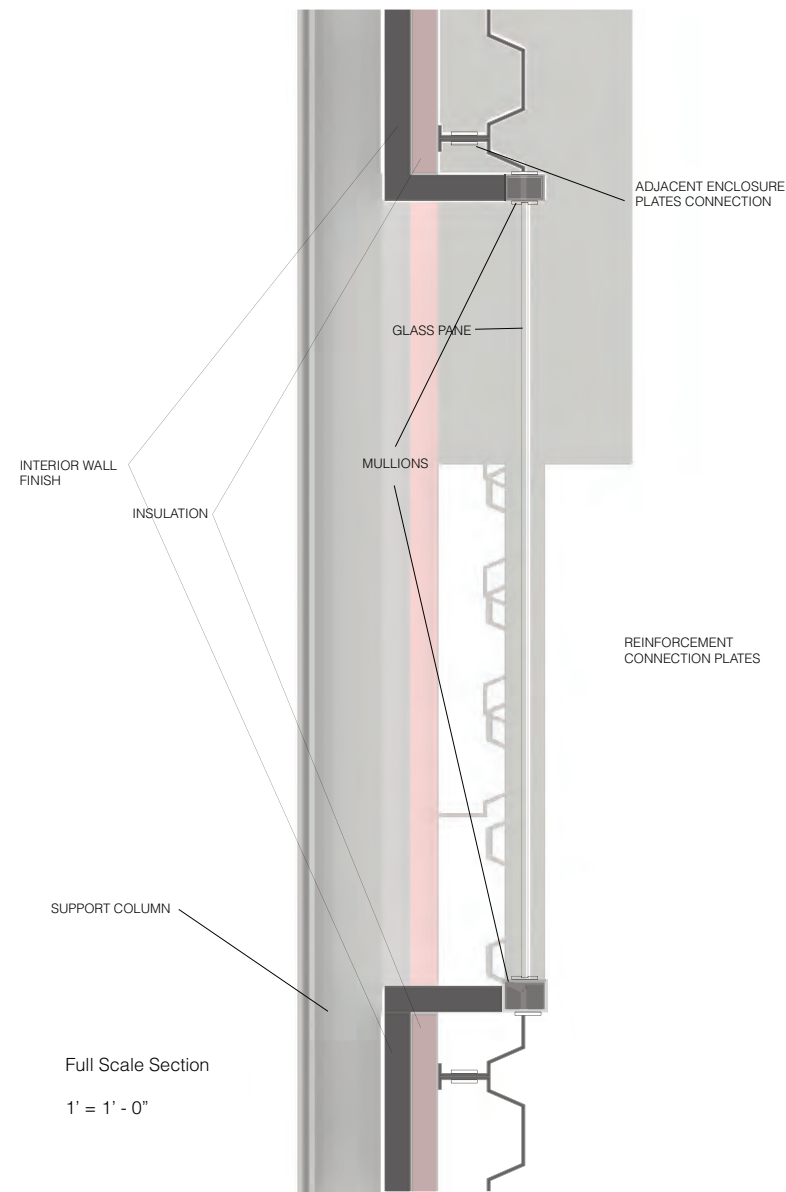


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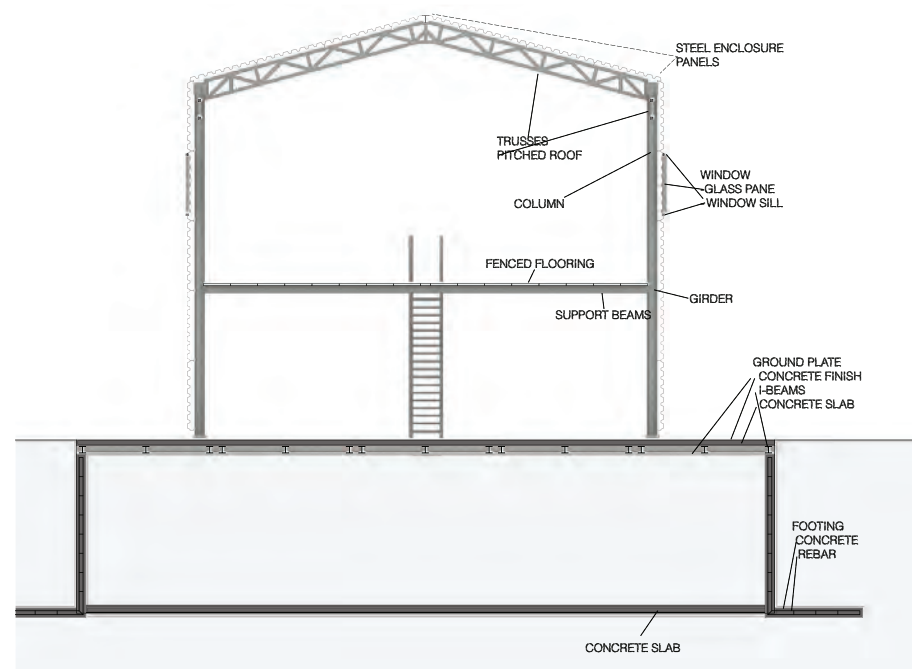


(5) - COMPOSITE GENERATED GLITCH

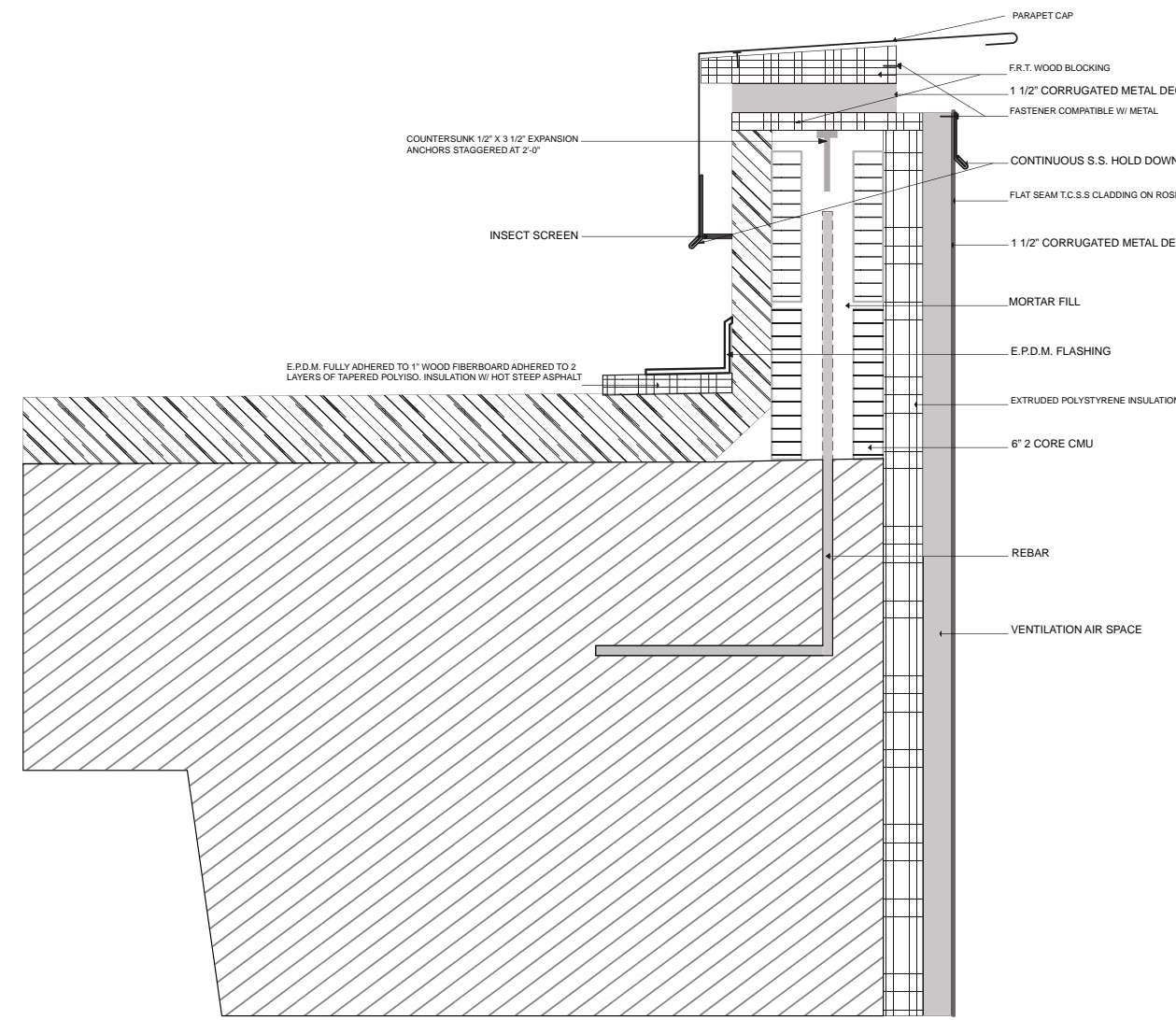
CONSTRUCTION SYSTEMS -01



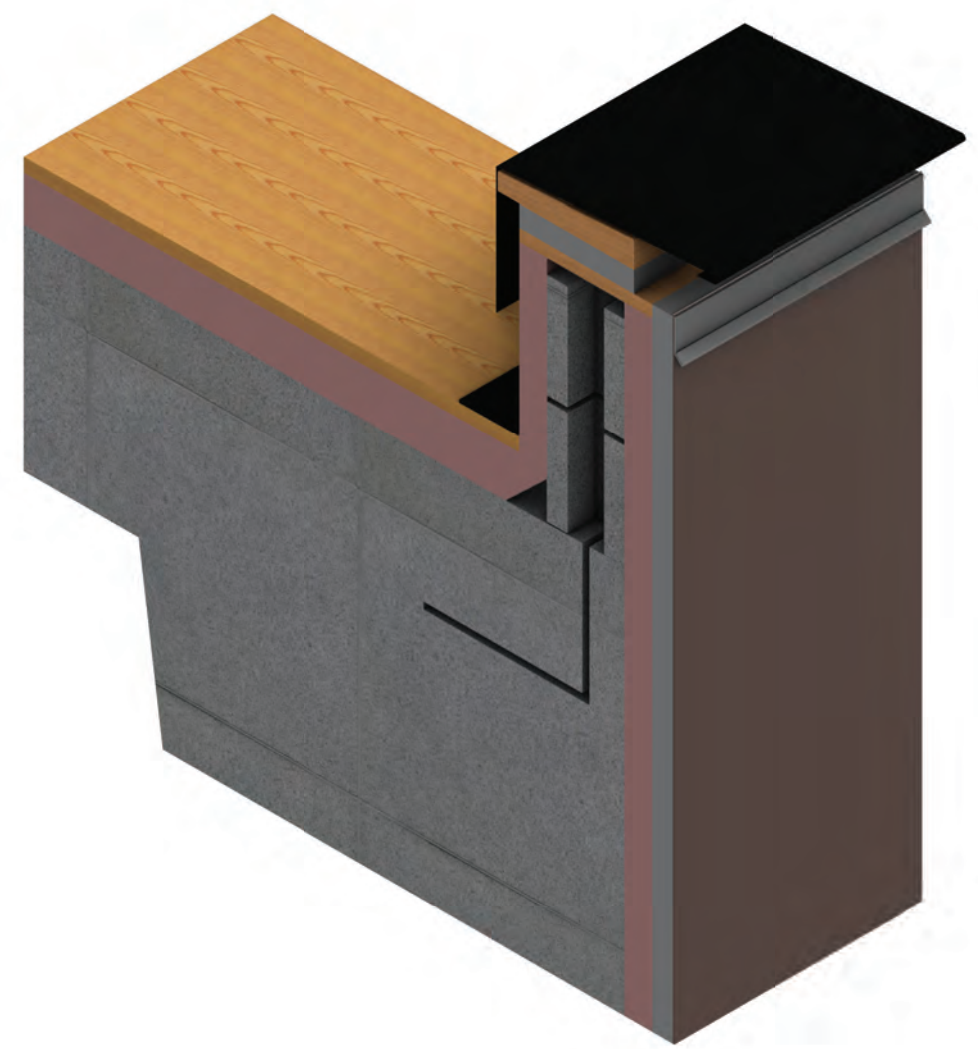
- (1) - WALL DETAIL 2D SECTION
- (2) - BUILDING RENDER
- (3) - WALL DETAIL 3D SECTION
- (4) - BUILDING SECTION



MATERIALS AND ENCLOSURES - 02



(1)



(2)

(1) - DWG ROOF DETAILSECTION
(2) - RENDER ROOF DETAILSECTION

