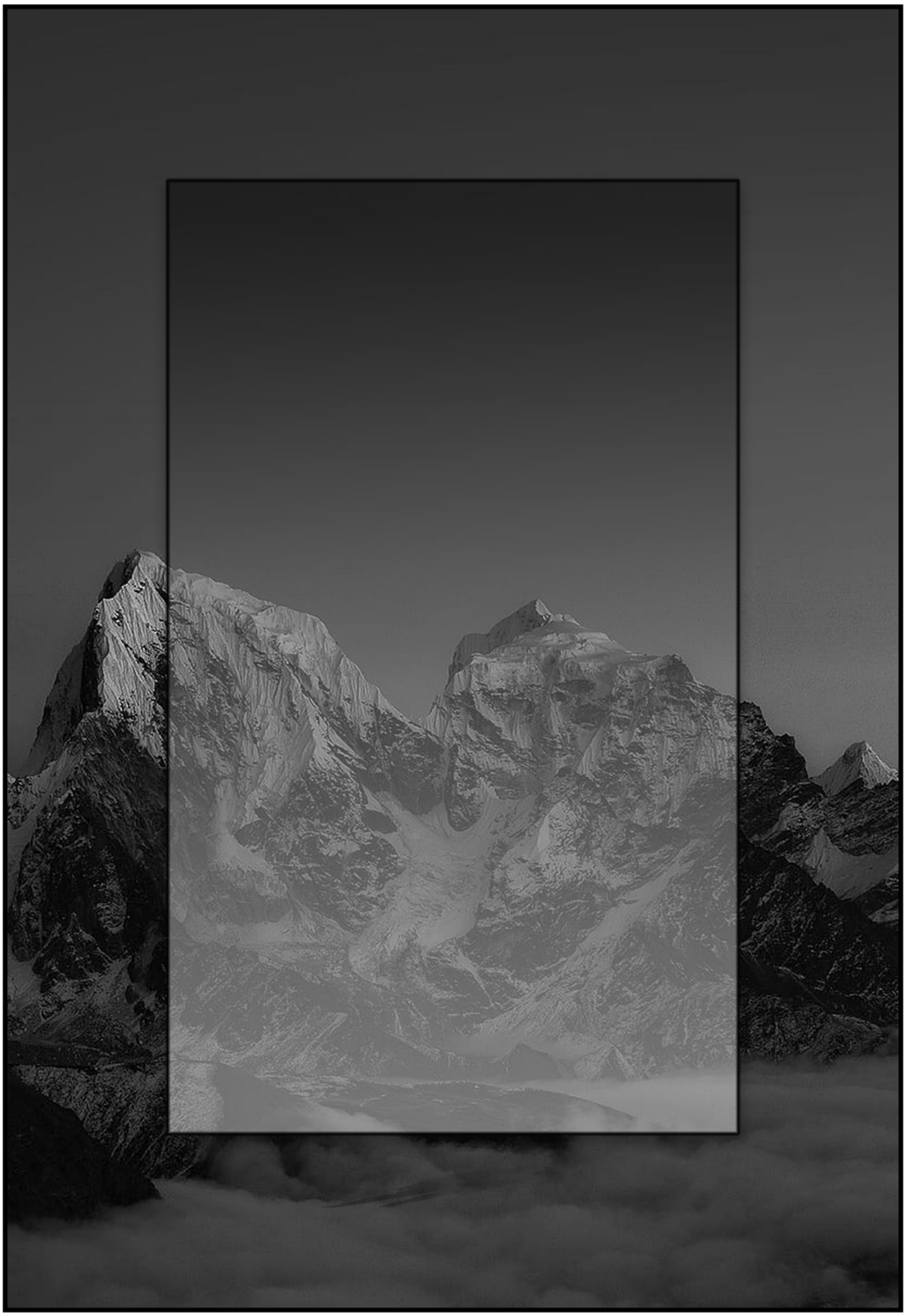

FATIMA PARWEZ

Portfolio | Selected work

2017 | 2023



FATIMA PARWEZ

Based in Los Angeles, I am a graduate from University of California Los Angeles. passionate about Architecture and technology and using it to design mindfully . learning is a neverending process but designing should always come after acquiring a set of knowledge that gives path to evolve and be better everyday

FATIMA PARWEZ

| fatima17parwez@g.ucla.edu | +1 (424) 901 3072 | Los Angeles

EDUCATION

July 2022 - June 2023 — University of California, Los Angeles (UCLA), USA
MS Architecture and Urban Design | Technology Studio

Aug 2016 - April 2022 — Rizvi college of Architecture, Bandra, India | Bachelors of Architecture

WORK EXPERIENCES

Nov 2021 - July 2022 — Conservation Architect | Satyajeet Chavan, Pune, India

I worked with Ar. Satyajeet Chavan on the restoration, analysis of heritage structures, documenting their structural condition, Preparing reports, and reconfiguring them to restore the value and cultural significance of the structure. Personally, I participated in the restoration of heritage structures such as Vithoba temple, Tilak Wada, E School, and Art Center, tulsi baug and vishram Baug vada.

Jan 2021 - June 2021 — Intern Architect | Hiten Sethi and Associates, Navi Mumbai, India

Interned in various teams, starting with the interior design team under Samiullah Bandri, I worked on projects in the hospital, office, and residential sectors. I then moved on to work in the design team under Ar. Shilpa Jain, where I primarily focused on educational institutes and residential structures.

June 2019 - Jan 2021 — Structural Analyst | Star Associates, Navi Mumbai, India

Conducting site visits to assess residential structures that require renovation, analyzing their condition, and determining whether they require structural repairs or demolition based on tests performed on various structural elements such as columns, beams, and slabs

COMPETITIONS

Winner entry 2018 — MASA award in construction and technology

Winner entry 2020 — INTACH Heritage Awards for Excellence in documentation of Unprotected Heritage

DIGITAL SKILLS

DRAWING AND MODELING	AutoCAD	Sketchup	Lumion	Houdini
	Revit	Cinema 4D	Blender	Mixamo
	Maya	Rhino	Grasshopper	Archicad
RENDERING AND GRAPHICS	Illustrator	Premire Pro	Adobe Indesign	Photoshop
	After effects	Twin motion	Octane (c4d)	Vray
GAME ENGINE AND MACHINE LEARNING	Unity	Unreal engine 5	Generative AI	Creative AI
	Dalle 2	Mid journey	Stable diffusion	GAN

ADDITIONAL SKILLS

Robotic Fabrication | 3D Printing | Wood Work | Laser cutting | Hand Drafting | Psysical model making | Site Supervision

PERSONAL SKILLS

Creativity | Innovation | Communication | Leadership Skills | Project management | Attention to detail | Problem Solving

REFERENCES

Güvenç Özel
Lecturer at UCLA
Cyberphysical architect and critical technologist
Guvenc.Ozel@aud.ucla.edu

Laure Michelon
Lecturer at UCLA
Creative and architectural technologist
lauremichelon@g.ucla.edu

Satyajeet Chavan
Mentor
Lecturer at Symbiosis, Conservation Architect
chavansatyajeet7794@gmail.com

TABLE OF CONTENTS

This portfolio contains selected works from design projects developed during my time at University of California Los Angeles and my undergrad projects. The projects were chosen to highlight the diverse scale and approaches adopted in my design education and career. Explorations of spaces, enviroment, time, awareness, social interaction, and reactions of contextual influences have been presented.

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03

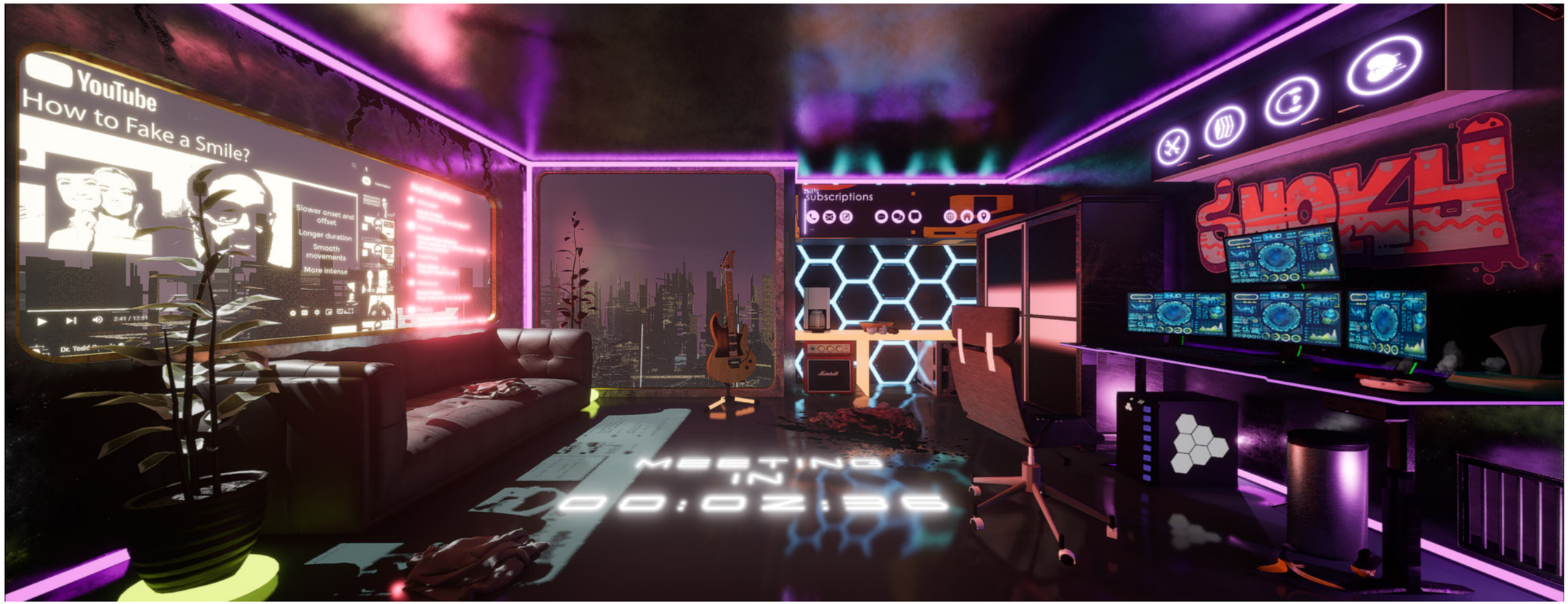
CYBERPUNK SADNESS 2050

Imaginging Life in the year 2050

Graduate work / 2022 / Los Angeles

"Future Room" is a project that creates a detailed model of a futuristic room using 3D modeling software like C4d. The project envisions life in the year 2050, showcasing the possibilities that technology and design can offer. After creating the room model, the project creates a video that brings the room to life using the powerful Unreal Engine 5. The video depicts people living in the future room with advanced technologies and gadgets, showcasing how design and technology can enhance people's lives in the future.





Room designed with elements imagined in the year 2050

05

REIMAGINING PLANET B

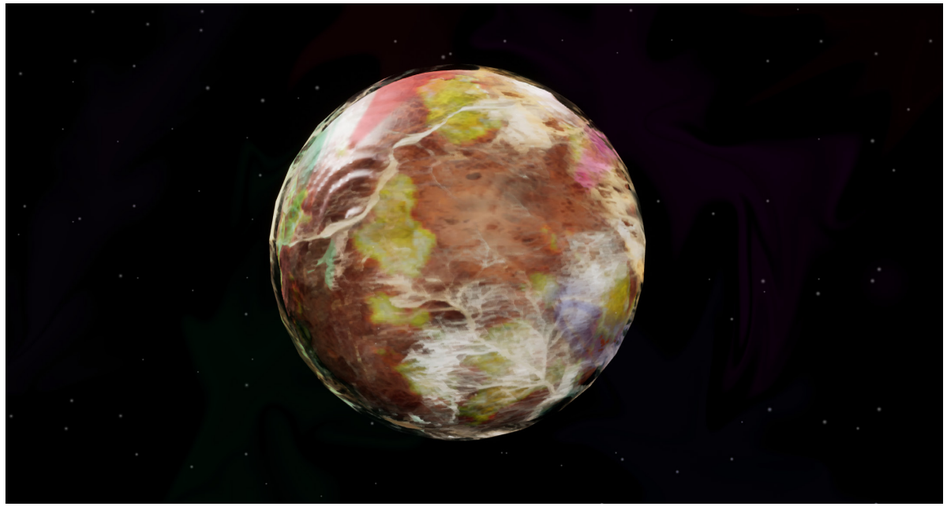
Imagining planet OGLE-2016-BLG-1195L b

Graduate work / 2022 / Los Angeles

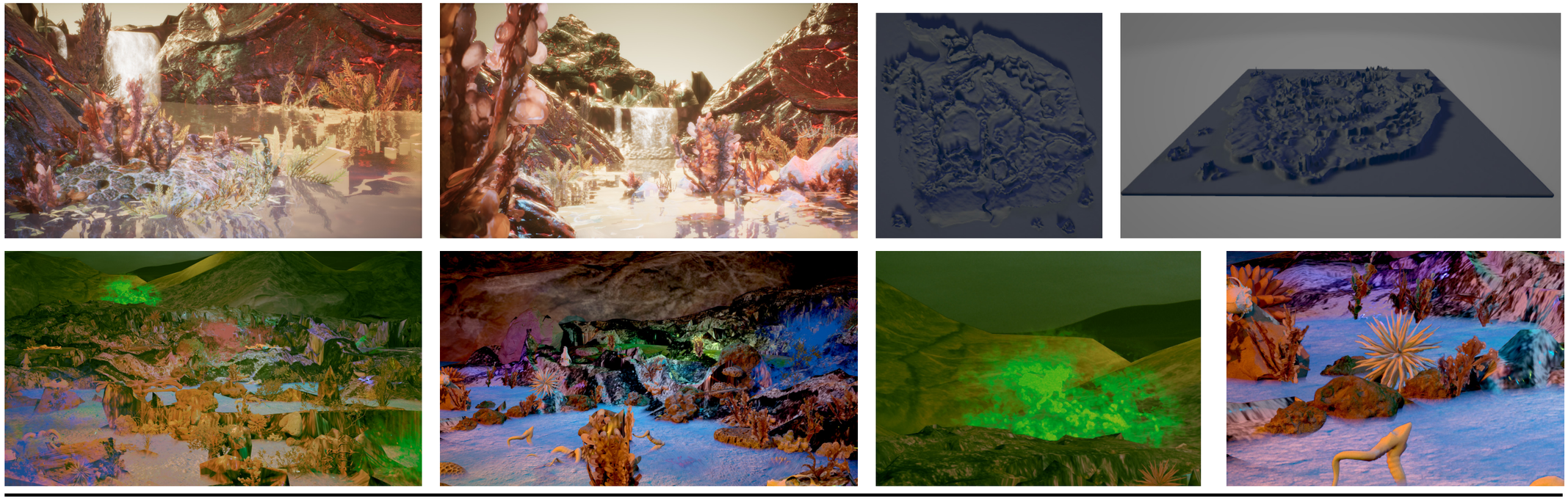
Reimagining Planet b project involves using advanced software to create a realistic and engaging visualization of a planet discovered by NASA OGLE-2016-BLG-1195L b in 2017. The project starts by using Houdini to create the planet and its terrain. Flowmap Painter is then used to give the path of the planet's atmosphere, creating a realistic and detailed atmosphere for the planet.

Next, the planet and its terrain are detailed at different scales using Unreal Engine. This includes satellite scale, landscape scale, and plant detail scale, creating a comprehensive and engaging visualization of the planet. The project showcases the power of advanced software and technology, creating a unique and immersive experience that allows users to explore a newly discovered planet in stunning detail.

Overall, Reimagining Planet B is an innovative project that showcases the possibilities of technology and creativity. The project uses advanced software and techniques to create a detailed and engaging visualization of a newly discovered planet, allowing users to explore and interact with the planet in a unique and immersive way.



Visualisation of OGLE-2016-BLG-1195L b



Visulisation of terrain and atmosphere based on the data provoded by NASA

02

FLORA FINDER

Creating Application to scan flower

Graduate work / 2022 / Los Angeles

Flora Finder is an app that uses mid-journey technology and 3D modeling software to create an imaginary version of real-world flowers, which can be viewed and interacted with through a smartphone or VR headset. Mid-journey technology utilizes AI to generate new and unique versions of existing flowers. The flower model is created using Maya, a 3D modeling software, and then imported into Unity, which enables the app to recognize the flower model and display it on a smartphone or VR headset. Flora Finder works by scanning a template of the flower model using a smartphone camera, and users can then rotate, zoom in, and zoom out on the flower model for a fully interactive experience. The app is compatible with both smartphones and VR headsets, providing a unique and captivating experience for users in both modes.



Interpretation of flower by Midjourney



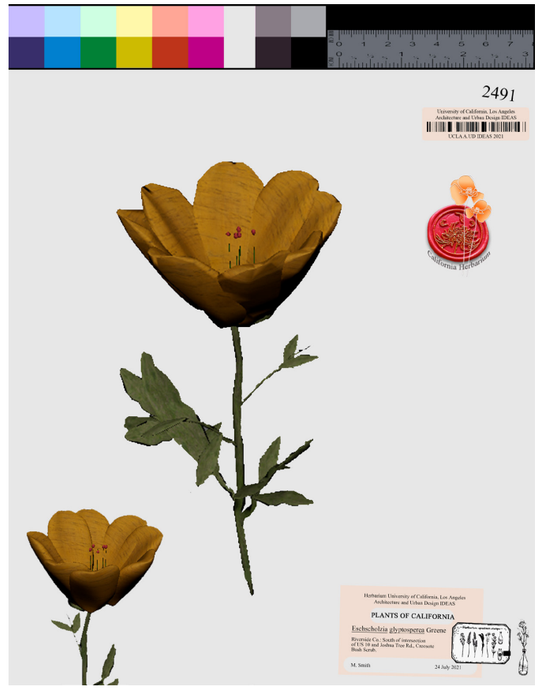
Flower modeled in Maya



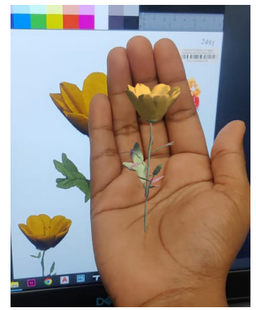




Final Flower Interpretation



Flower plate to scan



scanned view of the flower



scanned view of the flower



view inside VR headset

01

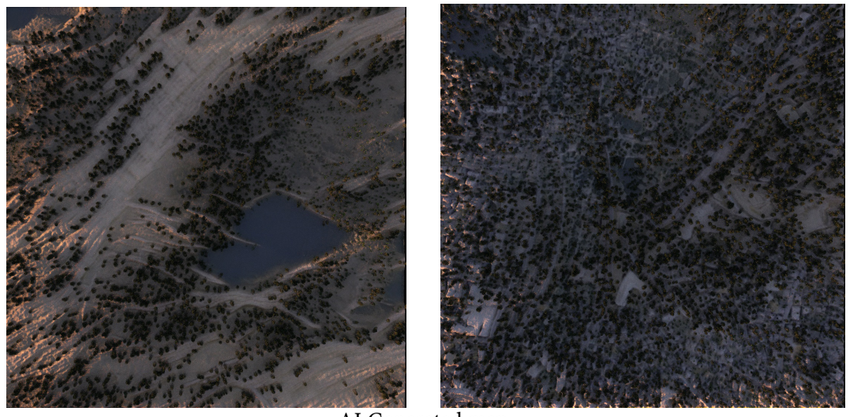
AI CARTOGRAPHER

Training AI models to generate maps

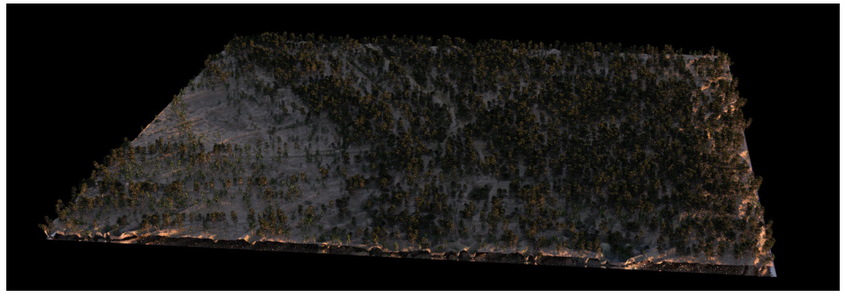
Graduate work / 2022 / Los Angeles

AI Cartographer combines Four maps of different cities to create a fictional map with unique features of architecture, transportation, and geography. The project utilizes advanced software like Cinema 4D and coding to overlay the maps and fill in any gaps or inconsistencies. The result is a highly detailed and visually stunning map that viewers can explore and study.

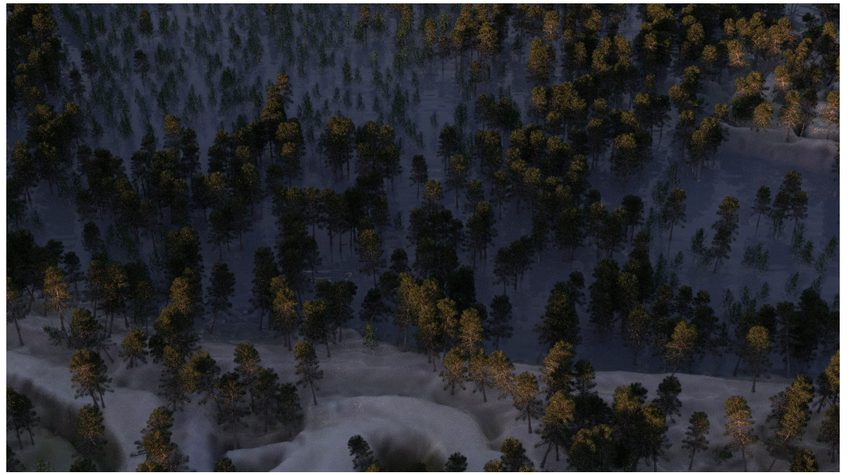
The project then brings the map to life through a series of videos that use a combination of software and coding to showcase the map forming in real-time. The videos provide a captivating and highly engaging experience that immerses viewers in a completely new and unique world. This demonstrates the power of technology and creativity by transforming a simple idea into a stunning visual experience.

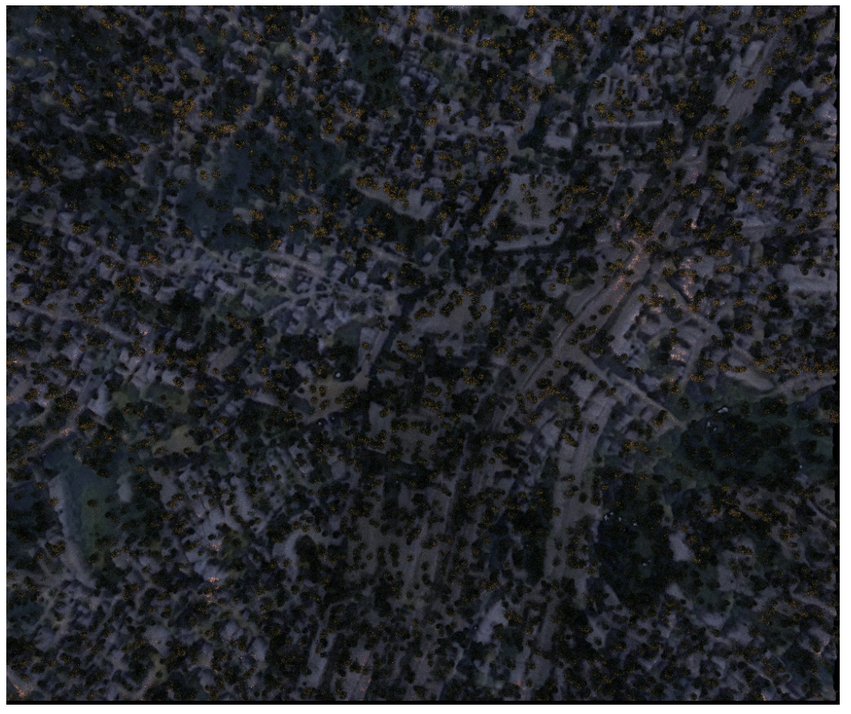


AI Generated map



Axonometric view of map





Details of map generated

04

DIGITAL EMBODIMENT

Designing a physical being into an Instagram Filter

Graduate work / 2022 / Los Angeles

This is a cutting-edge project that utilizes advanced technology and software to create a unique and personalized Instagram filter. The project involves creating a digital avatar of oneself using 3D modeling software like Blender, mapping the image onto a 3D model to create a realistic and customized avatar. The avatar is then animated and positioned in a personalized virtual environment using advanced software like Unreal Engine 5. A personalized wallpaper is also created using neural style transfer to complement the avatar and provide an engaging backdrop.

Once the avatar and environment are complete, the filter is created using Spark AR, making it easy to share and allowing users to see themselves as the digital avatar in a personalized and interactive setting. The "Digital Avatar Filter" project is an exciting showcase of the potential of 3D modeling, animation, and AR technology to create personalized and engaging experiences that highlight the power of creativity and innovation. The project serves as a testament to the endless possibilities of technology and creativity, and how they can come together to create something truly unique and engaging for users.



Picture



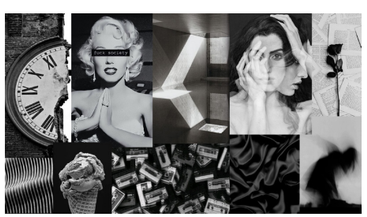
Created depth using PIFuHD



Masked texture on blender



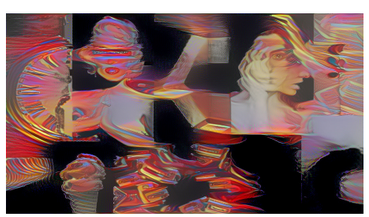
Gave Body movements in mixamo



Input image



Style



Style image

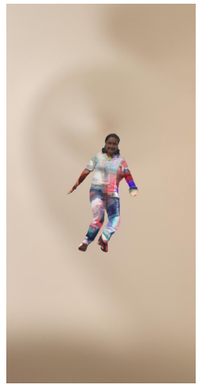
Creating personality content using Style Transfer

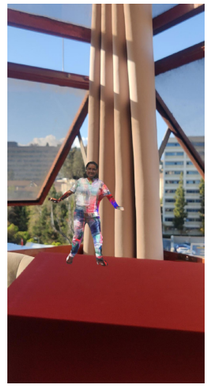


Avatar room design



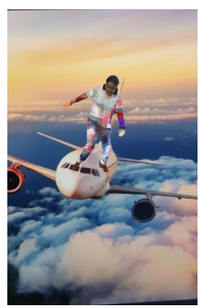
Avatar room design

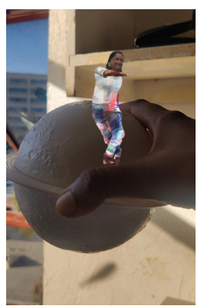














Instagram filter being used

06

CASA DEL MÉDICO

Housing for doctors

Achademic work / 2020 / Mumbai

Everything in this world is divided into so many different groups, like how the cells are divided to make organs, which then make up the human body. How rooms make up a house and how a group of houses makes a neighborhood, and then a neighborhood is divided into cities and cities make up states which make countries, so basically, everything is just divided into neighborhood divided into smaller groups, groups that can be differentiated and have different characteristics and have a uniqueness to call their own neighborhood different, like how we differentiate countries and platens and call it neighboring countries and planets.

Saying humankind divided everything into neighborhoods and created groups would be partially incorrect as we learned it from every little thing surrounding us, like the oceans that divide the land, leaves in a tree divided into different branches. It was a matter of concern when I started learning about developing neighborhoods as to why can we don't prefer to stay in integration and be united but then learned it after much research that let alone humans, no organism would ever survive without creating groups where they feel belonged and gave them an identity of being known and understood, and so began the journey of designing housing for a group of people that are known to be helping humankind since 5000 BC.

It was a very thrilling opportunity to design for doctors right next to a hospital with such a rich history of 116 years, so it was very important to keep in mind to keep the structure not overwhelming to preserve the hospital's beautiful heritage and not overshadow by building something out of context.

The site was spread on two different lands consisting of a total of 7732.48 sq meters of an area which I took as a developing opportunity and divided the users into two main categories, the one with a family to no users stay away from their family to fulfill their needs and the other being for single occupants.

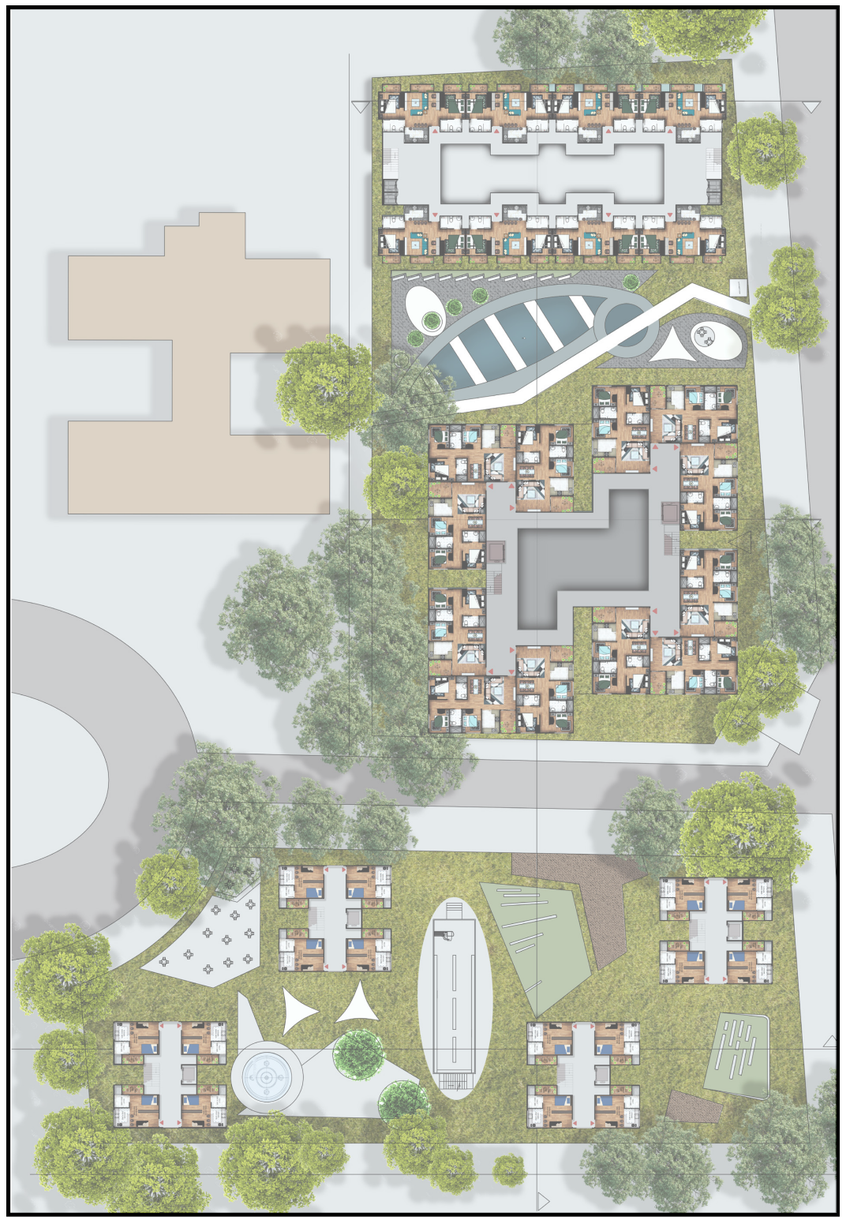
As it is very common in urban areas that people are not even aware of who their neighbors are, let alone knowing their lives better, I designed it in such a manner that the units were divided into little groups of houses that make it more interactive. And not to forget the ones staying alone as the room would be easily divided into two spaces with the partition that they can make by rotating the planks between the room and the hall allowing the person to allow more people when needed. it was also very essential to have a supermarket for their daily needs so the users did not have to go too far to fulfill their needs, which is provided around the studio apartment which makes it accessible for all the users.



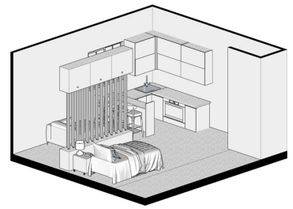
MUMBAI

INDIA

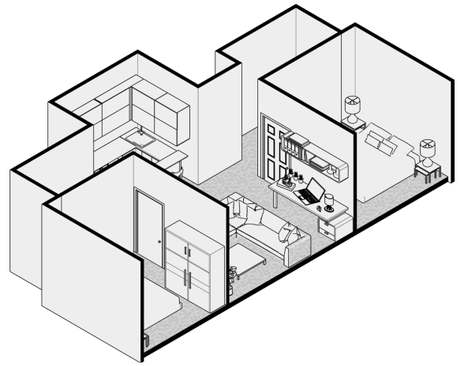
18°58'31.3"N 72°50'08.7"E



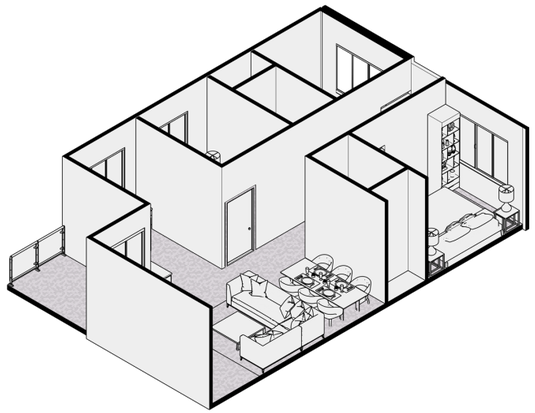
Master plan



Studio apartment



2 BHK

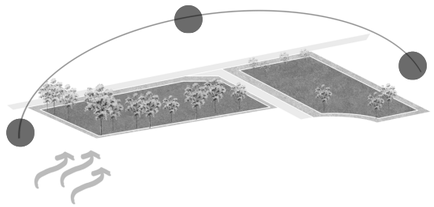


3 BHK

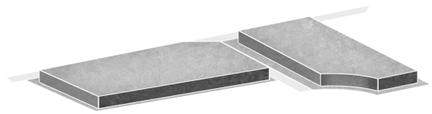
Unit modules



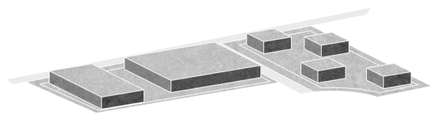
Master section



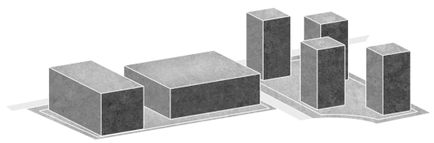
Analysis of sun path and wind path



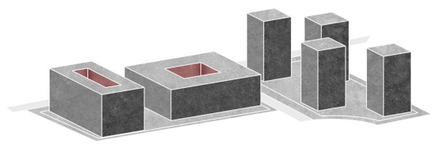
Caculation of given site area and usable site



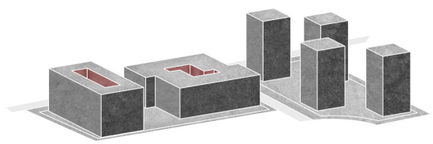
Division of site into blocks based on user needs



Providing heights based on the modules for each unit



light well running through the units for better social interaction



Applying Site analysis without harming any vegetation



Form developement

07

ARBORATUM

Botanical research centre

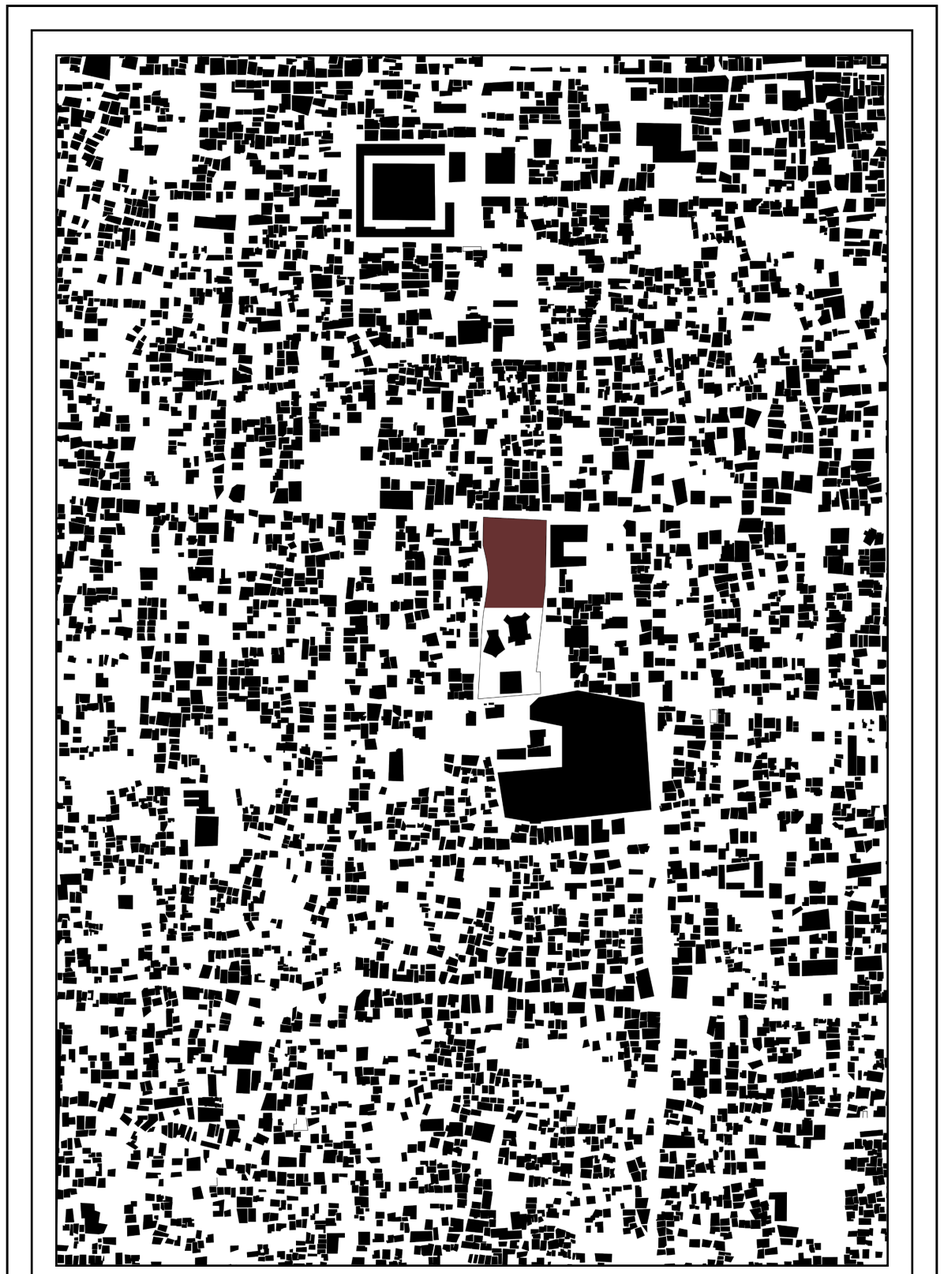
Achademic work / 2019 / Kochi

Situated at the core of Kochi which is surrounded by the ocean on all sides, the site has very rich soil allowing plants to be nourished and ensure their wellbeing, making it perfect for establishing a botanical research centre. It is not an alien concept of growing different species of plants for the residents of Kochi - farming comes naturally to them as it is one of their primary sources of income including fishing and tourism.

Before starting the design process, in-depth research was done for the needs of the people living in Kochi. Taking into account the richness of the site, it was very essential to design something that would add value to the promising land. Carving a part of the land for plantation area, which would evolve to become a forest, would provide for a better environment and ensuring a balance of grey and greens. The green house in the centre helps the plants that need to be grown in special conditions and taken special care of. The green house is designed as a dome structure allowing for greater heat trapping effect giving the plants an optimum condition to grow in. The pond provided in front of the hostel and the guest house helps cool down the air that enters the built structure and eventually bringing down the temperature hence eliminating the need for external cooling systems.

The site is very accessible as it is connected to the main road that runs through kochi. It was also necessary to house visiting faculty and providing stays for them which was designed on the ground floor of the hostel block, but having parking right in front of the structure caused provacy concerns of the users staying there. This was solved by providing a landscape feature that had staircase and provided seating as well as allowing them to use it as a recreational area.

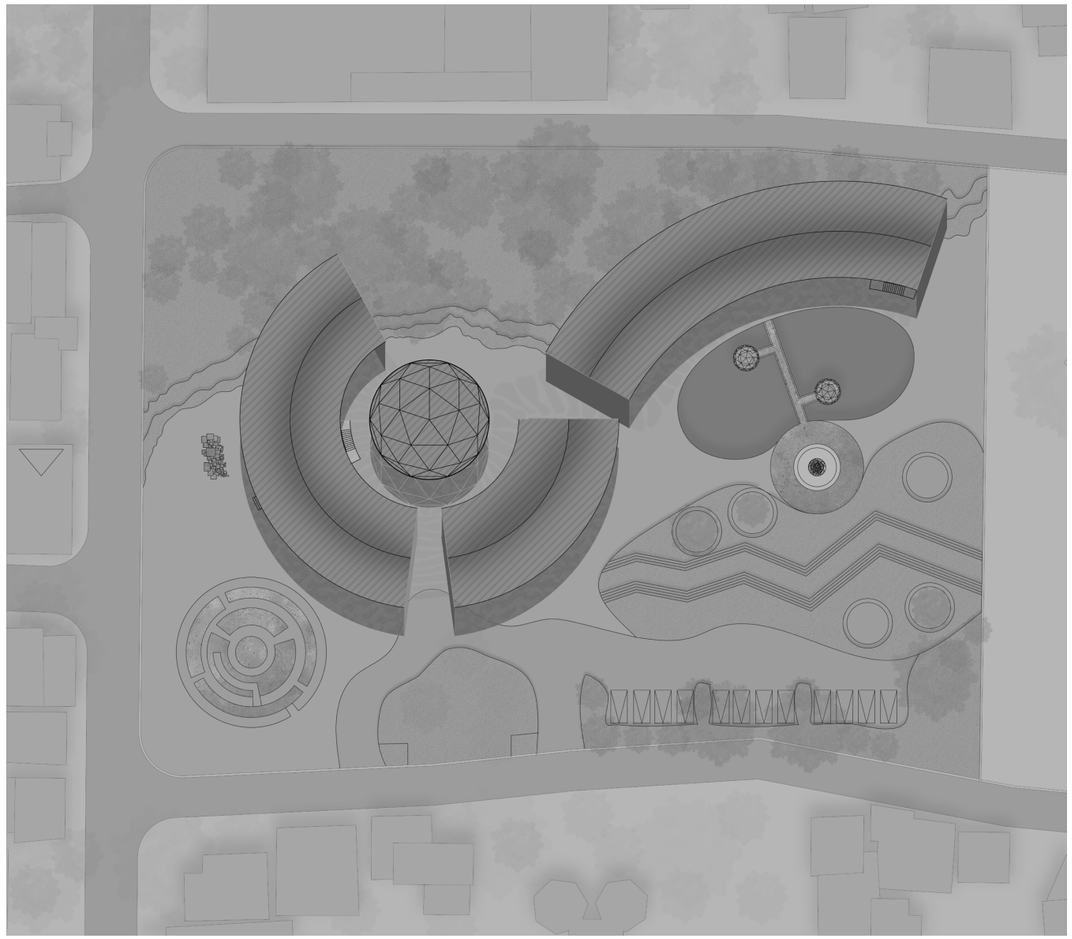
The structure houses an auditorium and an exhibition centre to showcase their work and allow the researchers to have guest speakers. As the spaces on the plinth floor are either public or semi-public spaces the first floor becomes more private giving space for classrooms, labs, students room and a library overlooking the forest, and since the external façade is made of glass the library opens into the forest giving a more eluded experience for learning.The structure does not only help the people living around the neighbourhood but helps grow the way botanical research centers are developed currently. To ensure that the water in the pond does not get stagnant leading to an unhealthy living conditions, there is a fountain provided at the end of the pond which takes care that the water in the pond is sanitary by maintaining flow of water through the pond to the fountain and back again.



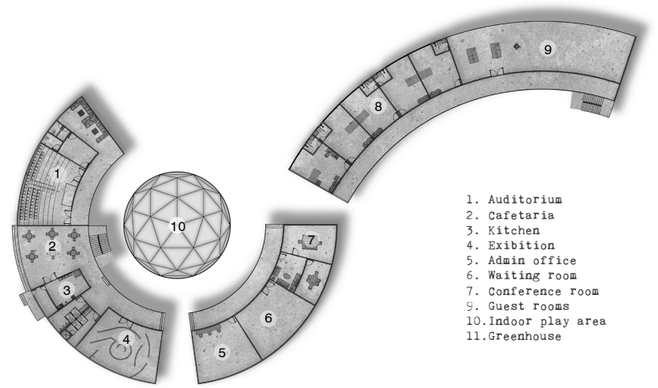
KOCHI

INDIA

9°55'52.4388"N 76°16'2.2908"E

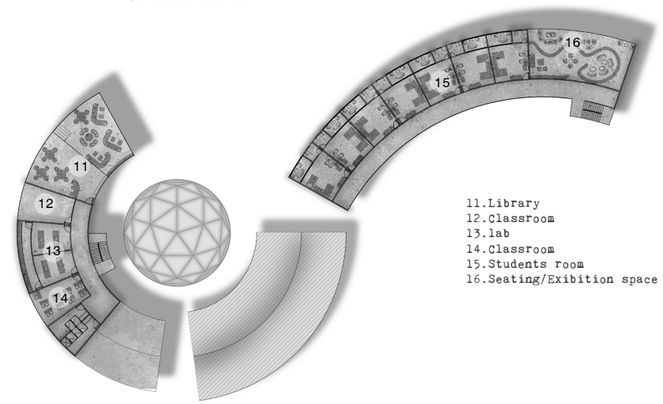


Master/Roof plan



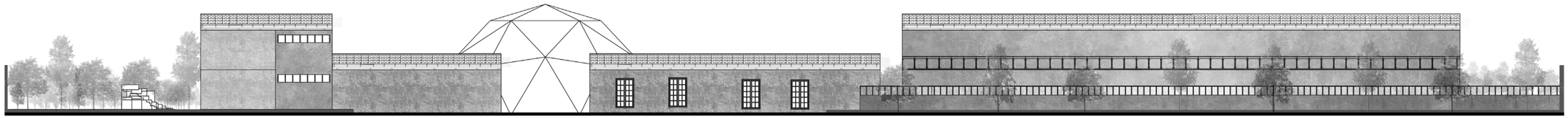
1. Auditorium
2. Cafetaria
3. Kitchen
4. Exibition
5. Admin office
6. Waiting room
7. Conference room
9. Guest rooms
10. Indoor play area
11. Greenhouse

Ground floor

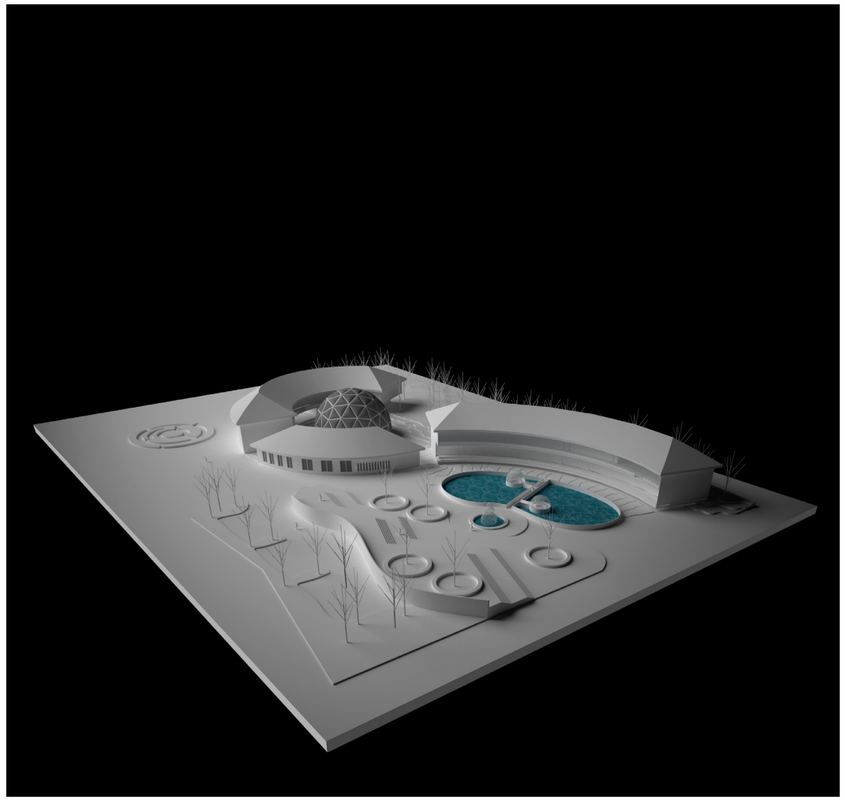


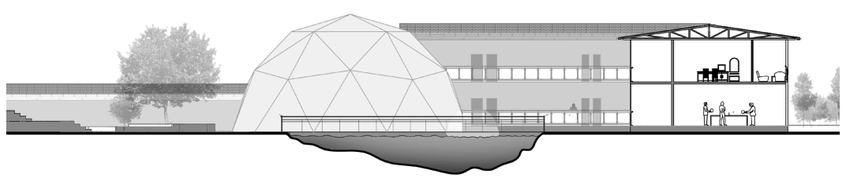
11. Library
12. Classroom
13. lab
14. Classroom
15. Students room
16. Seating/Exibition space

First floor

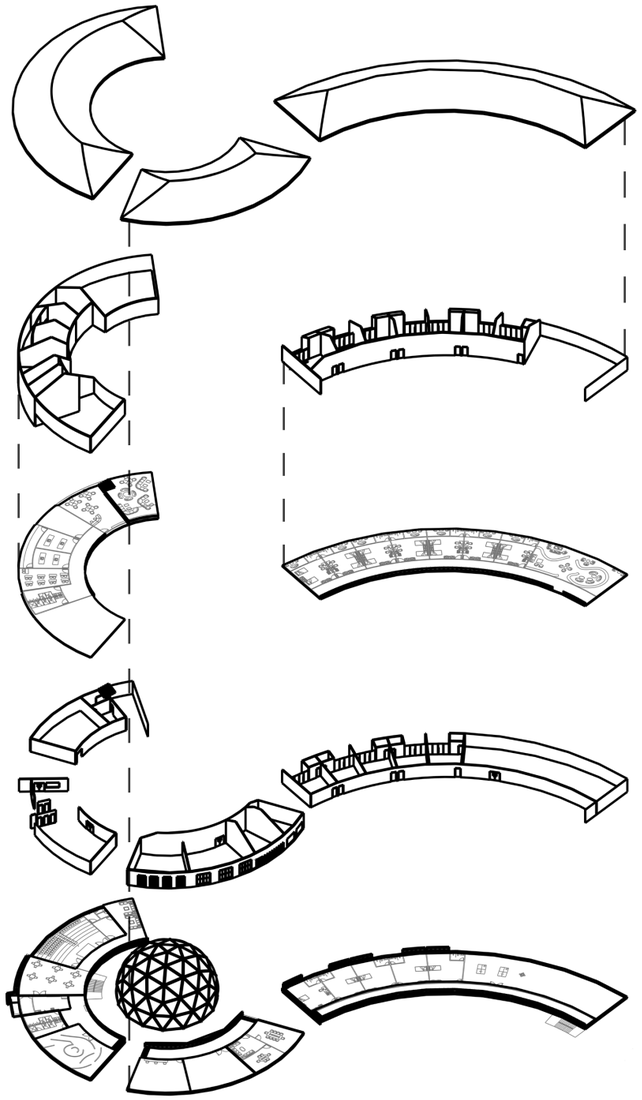


South side elevation





Model and section



Exploded axonometric

08

SHANAG

Village housing project

Achademic work / 2018 / Manali

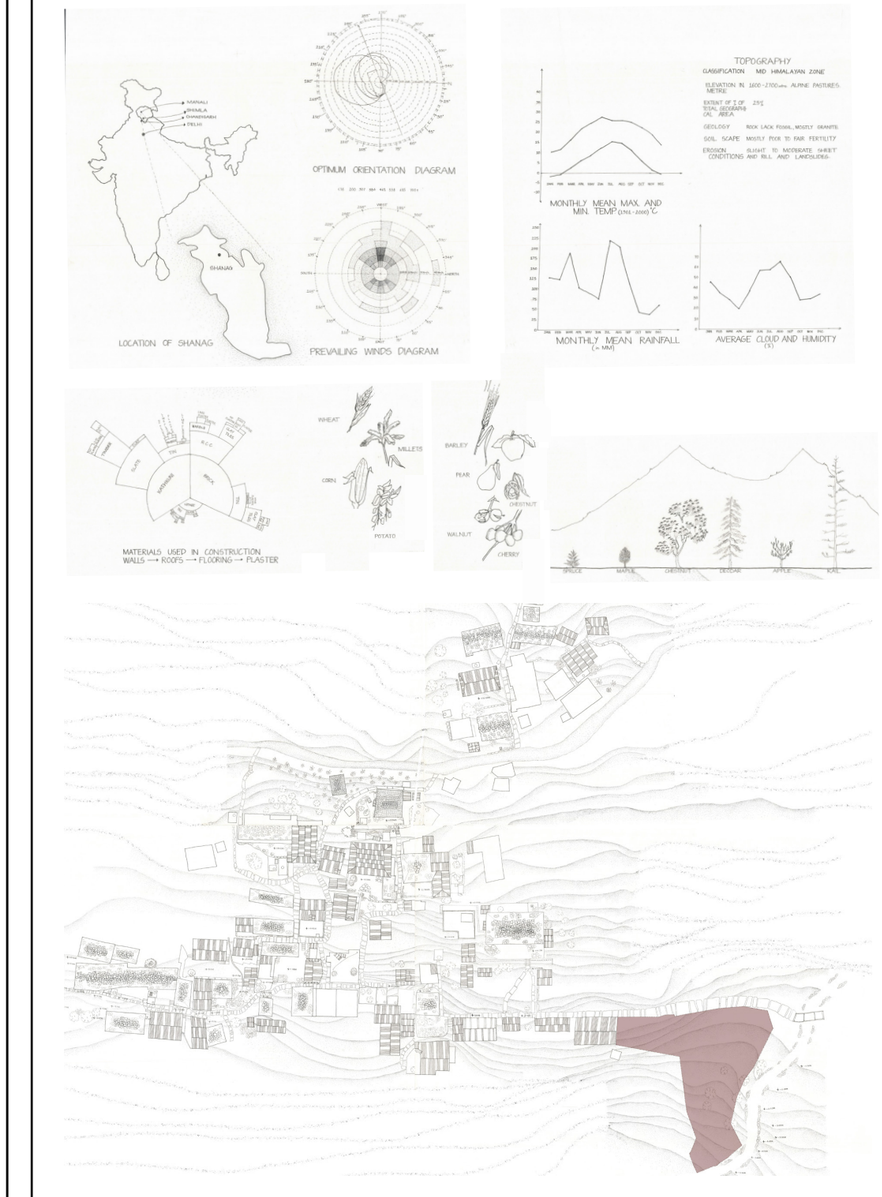
Looking back at the design, it brings back all the memories from the documentation trip our class took to Manali. Being brought up in Mumbai where the weather is fairly moderate throughout the year, travelling to a place where the temperature dropped insanely was a different experience for me. We studied everyday lives of the residents of the village which would help us design houses which were not only built around their lifestyles but also with the materials that they are used to. All the materials such as stone, wood and labour are very accessible from the site.

The documentation not only helped me understand the ways of life of people staying under extreme weather conditions but also taught me different techniques to build and adapt to different climatic conditions. It was the first experience I had working and building around contours, and paying close attention to the sun and wind path and the timings of sunrise and sunsets.

The site was in a very peculiar shape with a water stream flowing along the site to teach us to design spaces that were very site specific and I believe it has a lot to do with the users that are going to occupy the space and the kind of spaces they are accustomed to. Designing a space affects the users physically, mentally but also has a great impact on their subconscious state.

The houses designed for the residents were for four different families and one house designed as an extension to the current house. All the houses were built on the ground floor going below earth level as the temperature is always warmer under the earth's surface. I learnt during my site visits that it was not the temperature that affected me but the wind that was flowing around so I built all the activities that would happen during the night underground to keep the spaces warmer and all the activities during the day were designed on the east side of the house that got sunlight and warmth through the glass roof.

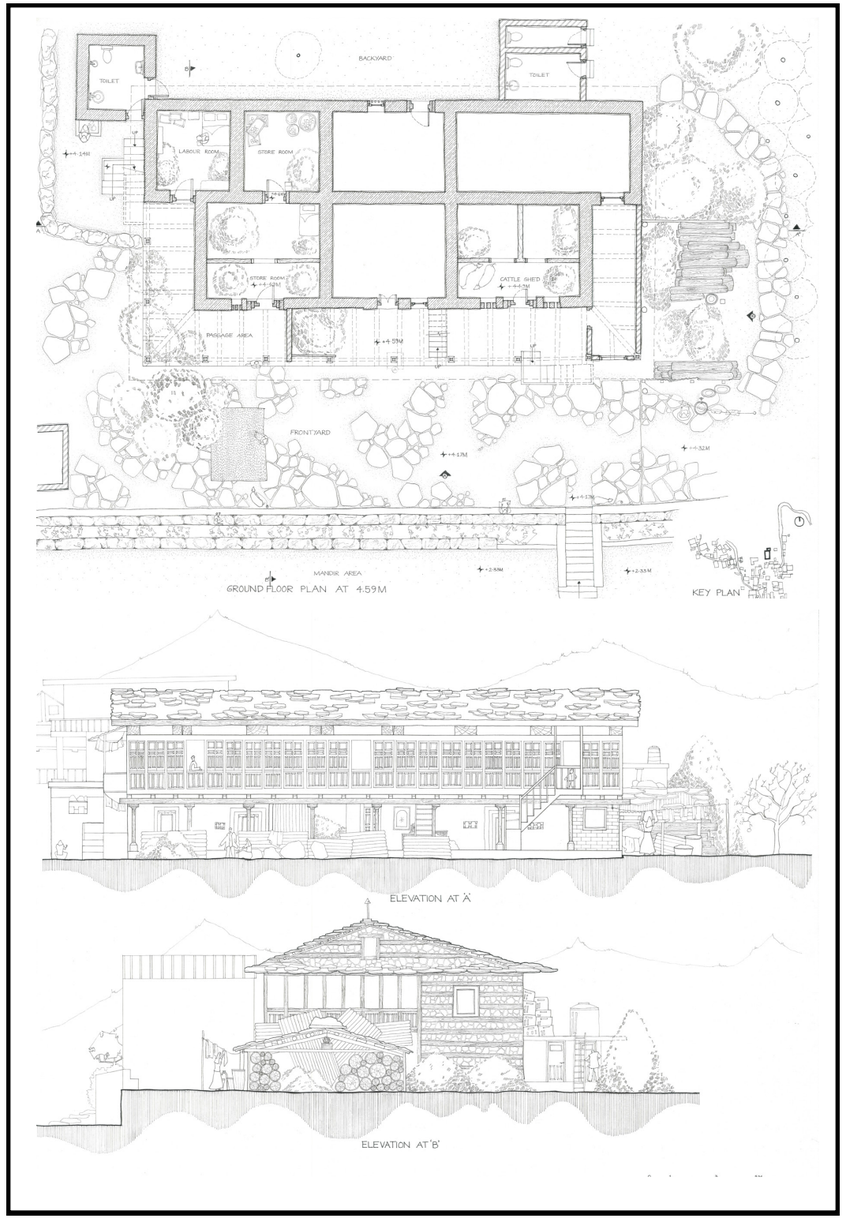
All the activities happening during the day are preferred to be done outside under open sun to ensure higher body temperature, such as doing the dishes, laundry, and feeding the cattle. So, it was essential to provide an open front yard that would help them to continue using the open space for similar activities. Lastly to ensure the safety and wellbeing of the users, the underground rooms are provided with windows that let in enough sunlight during the day and not be logged with snow during harsh climates because of the placement of the window is parallel to the contour hence letting the snow melt by.



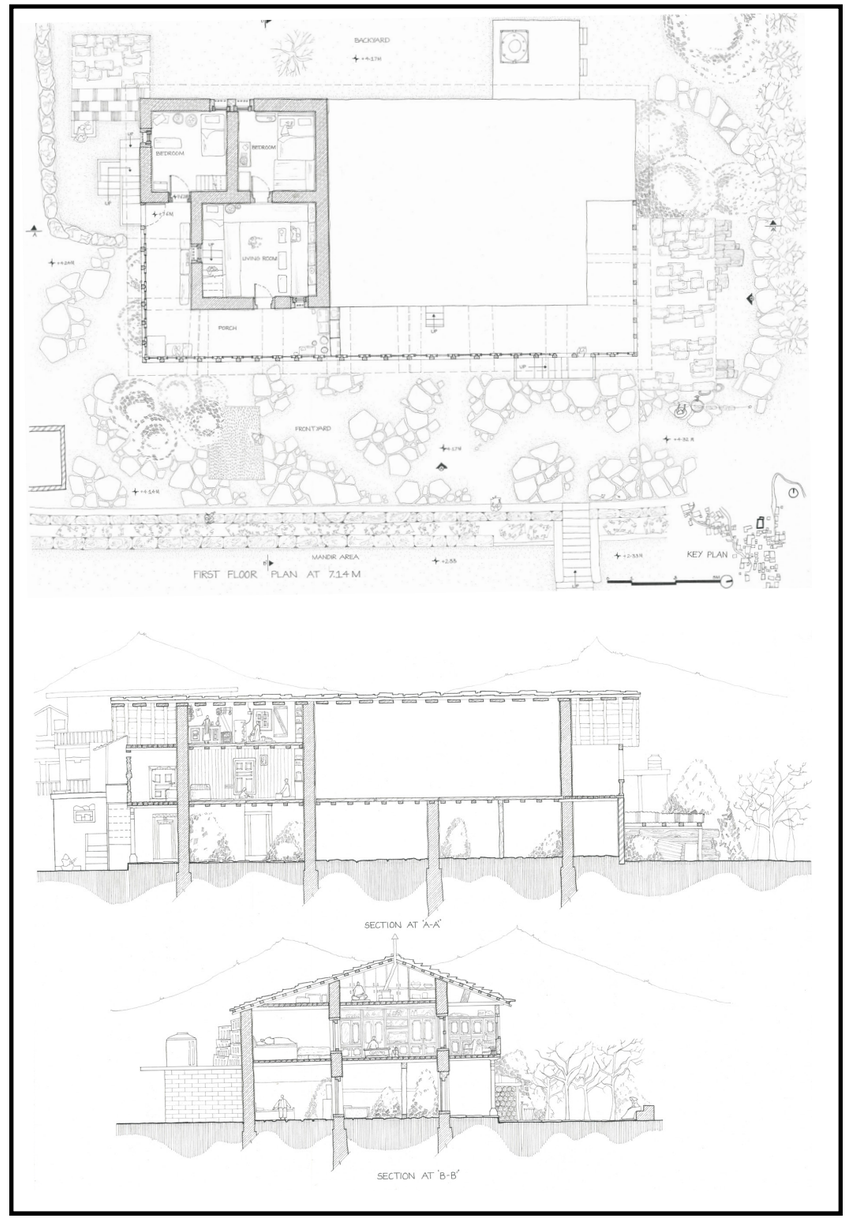
MANALI

INDIA

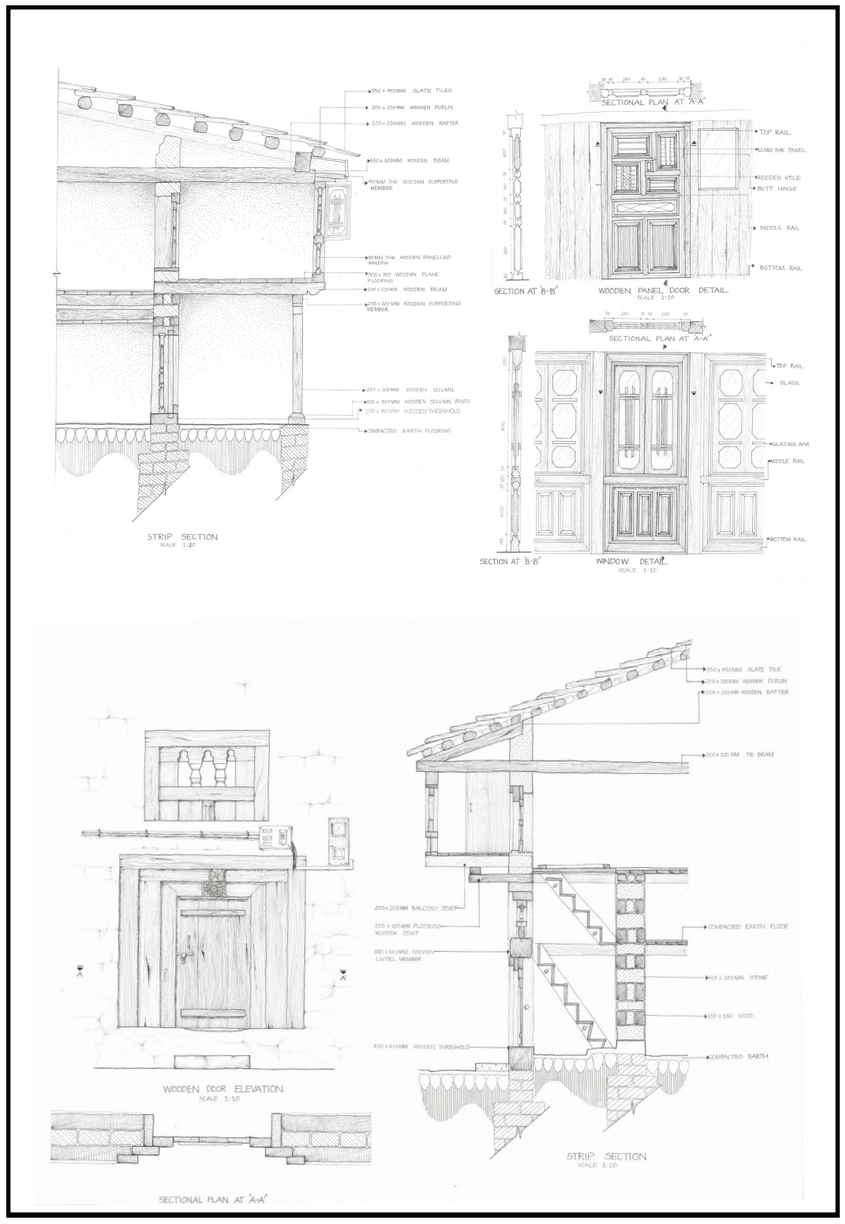
30°58'27.87"N 77°36'53.56"E



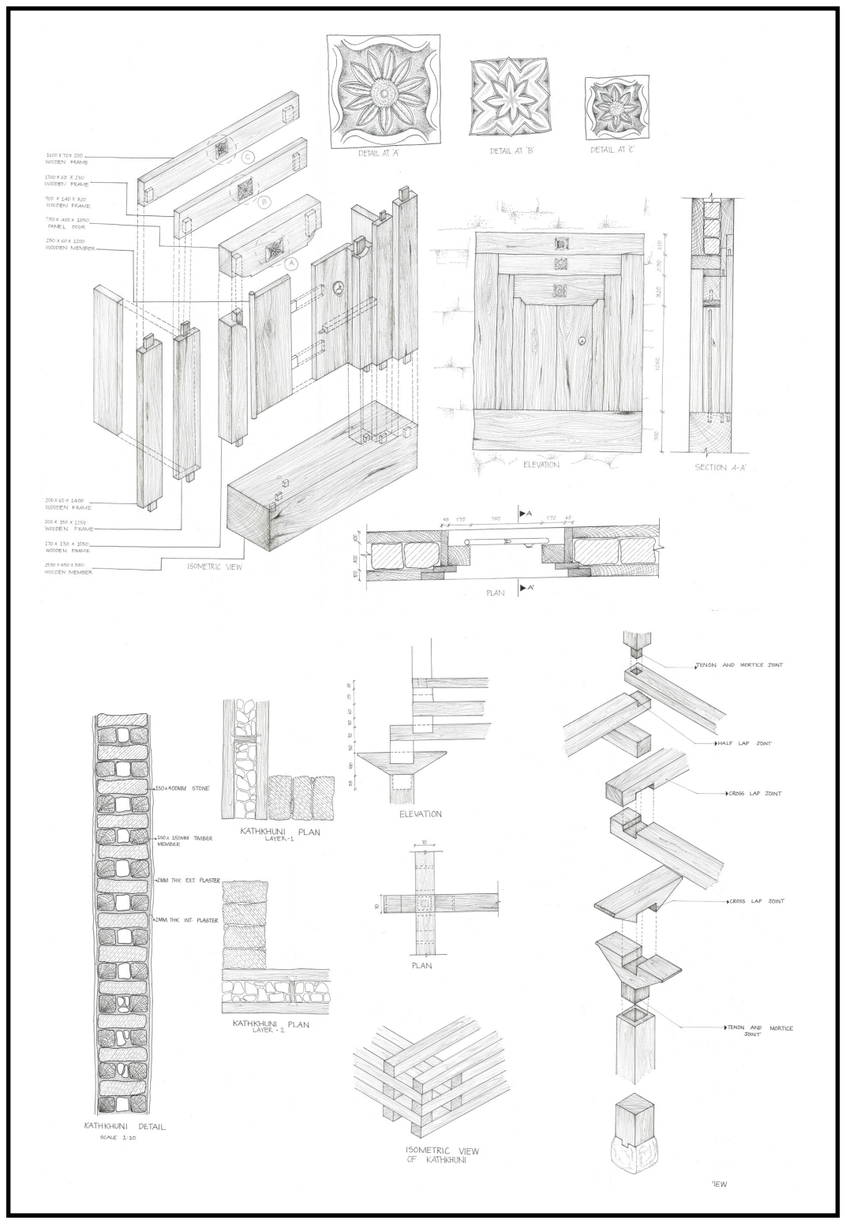
Freehand Plan of ground floor, section and Elevation



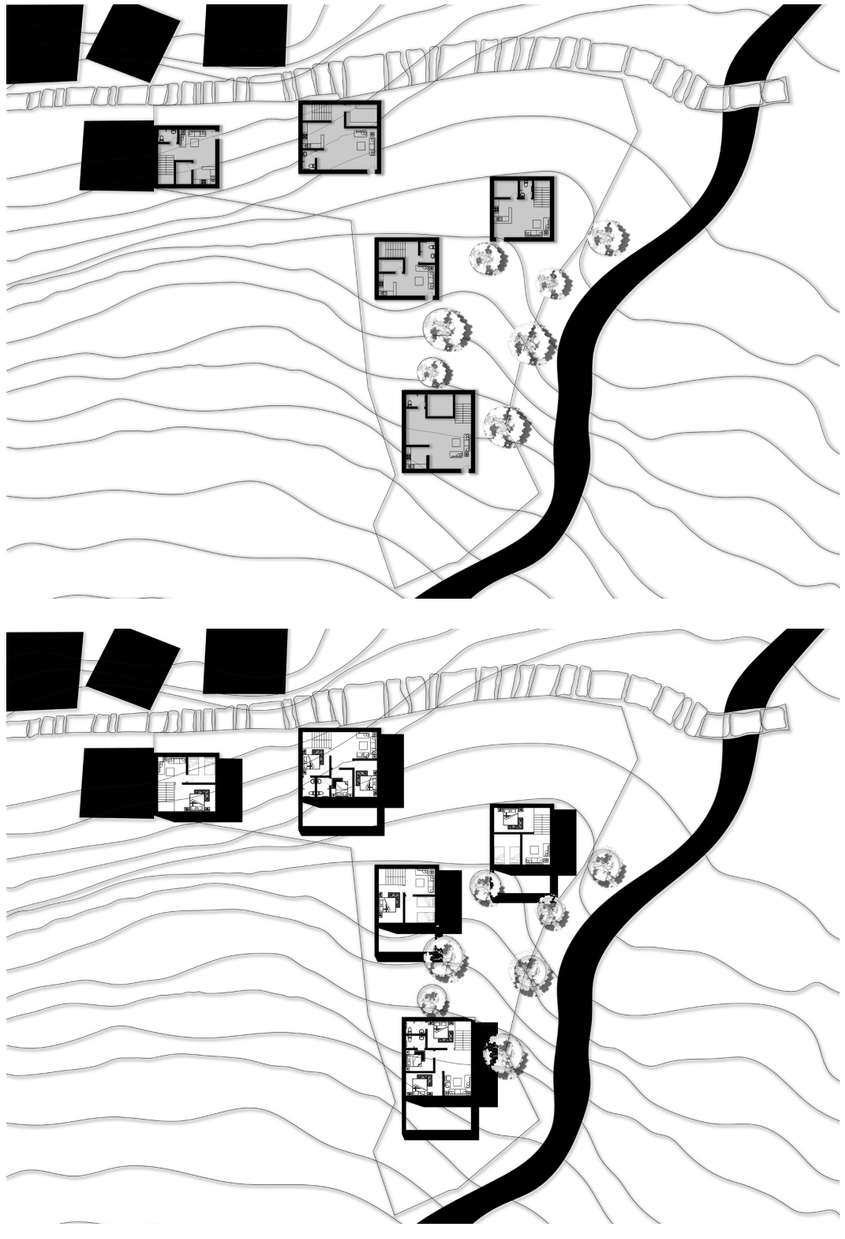
Freehand Plan of first floor, section and Elevation



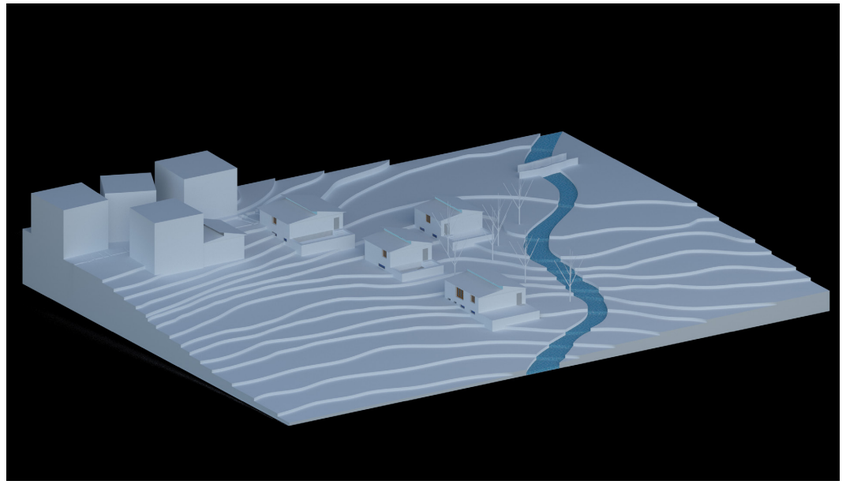
Freehand Details of door and window

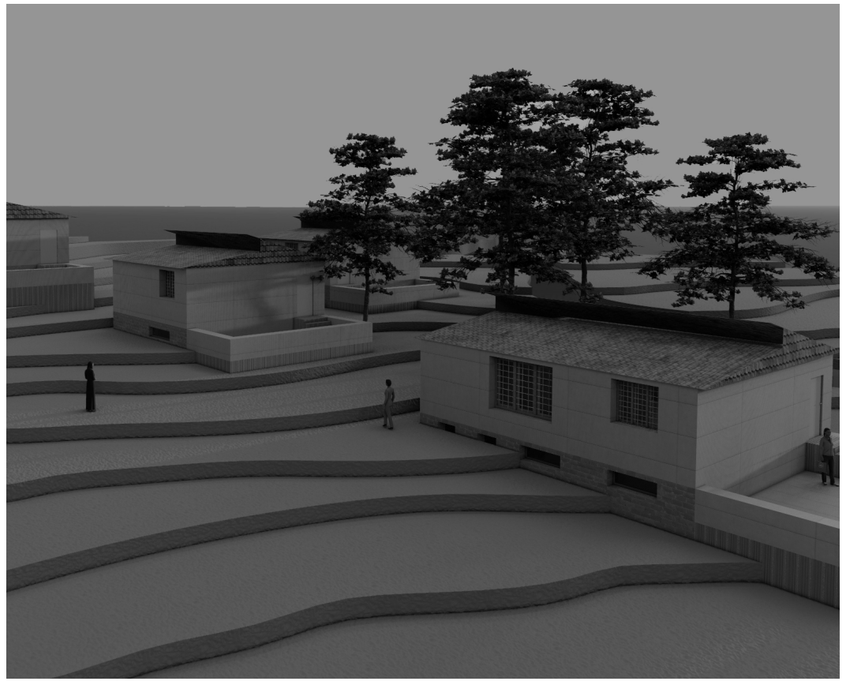


Freehand Details of wall and joinery



Underground floor plan and section





Ground floor plan and section

09

THE WOMB

Day care centre

Achademic work / 2017 / Mumbai

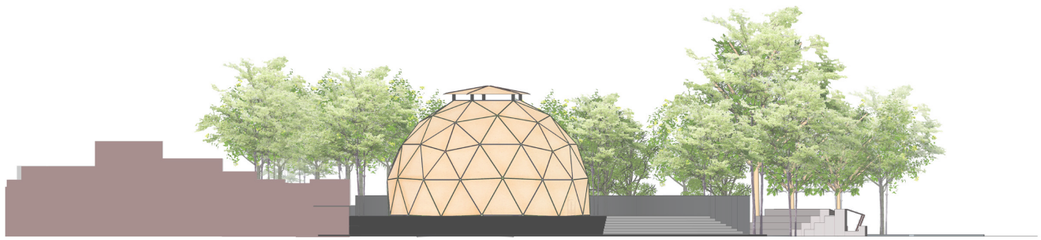
The day care centre includes various other smaller projects as part of the design such as a public playground, a farmers' market and a public library to enhance the neighbourhood. After an in-depth study of the psychology of children by spending an entire day with children and making a note of their daily schedule.i derived various conclusions based on children psychology of spaces and responsiveness to a surrounding, Something that I did not consider studying was the difference that the current education system made in the thought process of the children. I studied this by giving the same task to two different individuals of the same age group but one of them was attending school for over a year (Sara) and the other one was yet to begin her journey (Mariyam). For this exercise I provided them with various colours and a canvas paper big enough to capture their dreams. I observed that Zainab was painting very well defined strokes as if painting in an imaginary box, making sure that she uses the colours in order and only changed colours after one set was complete. On the other hand, Sumaiya was gushing her strokes throughout the page alternating her colours as she liked as if her imagination had no stop without any calculations or hesitation.

I came to a realisation that the schools were not actually helping students to be creative or free, they taught them to be "perfect" and colour inside boxes and make it look pretty. For me it was very essential to make the best out of the growing years of children, as it is then that they learn basic skills that get deep rooted in the children. Hence the program for my daycare was not only to take care of the children while their parents are at work, as it is a common problem in nucleus families where both parents have to work, but to ensure that I give back values to all the children and help them grow,and be accepting of the fact that they will not be perfect and that's okay because perfect is a very deceptive term. My design included spaces that were fluid and multipurpose furniture to suit their imaginations.

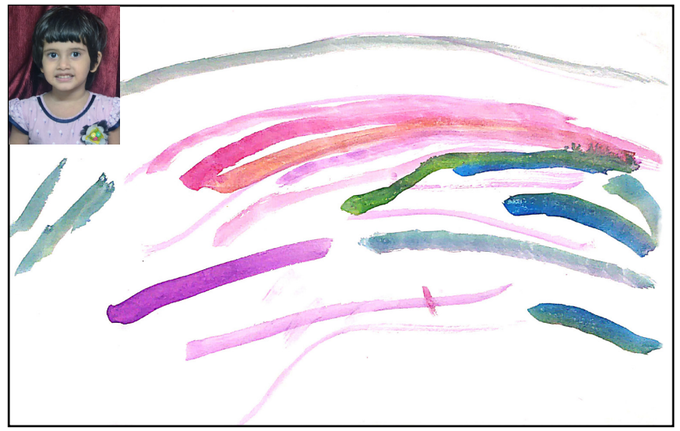
The farmers market is designed as an intervention for better job opportunities for the sellers that were selling their goods on the footpath so giving them a designated space to sell generated better income opportunities, and the open library was designed for students living around the site that would have better access to books and encourages social interaction.

"The womb" happened to be the title as the day care was to house newborns as the structure was designed in a womb shape where the earth acted as the mother and the structure surrounding the children was the womb. This project holds a very special place in my heart and each and every activity was given very deep thought and helped me learn a lot of things I could do to give back to society.

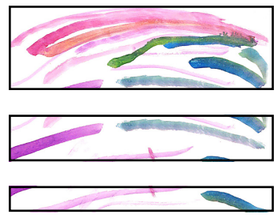




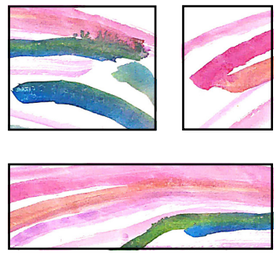
Master plan and section



Sara will be about 4 year old next month, she has been to a proper school for about a year and is following a strict schedule through the week to attend school.



Strokes of the pain brush all over the canvas starting from one point to the end and then moving to the next line



Indistinct difference between two colours as the colours are starting to blend into each other

Study of canvas painting done by Sara



Maryam is four years and three months old and she is yet to start her formal schooling and her days are not well defined and does not follow any routine.

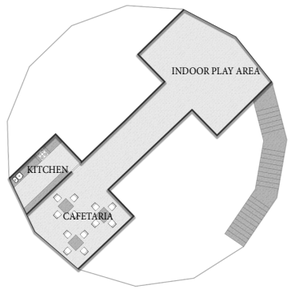


Strokes of the pain brush between a definite space only using part of the canvas and continuing the stroke in a to and fro motion

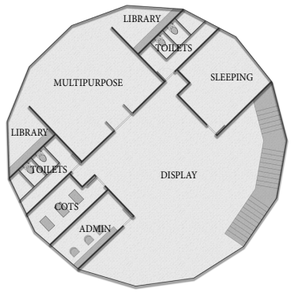


Well defined transitioning between colours, the painting shows a well developed knowledege of colours and a shift of colour is seen after one set done

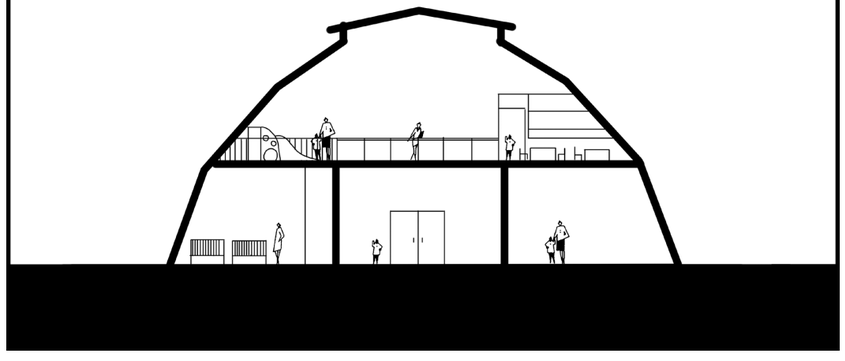
Study of canvas painting done by Maryam



FRIST FLOOR



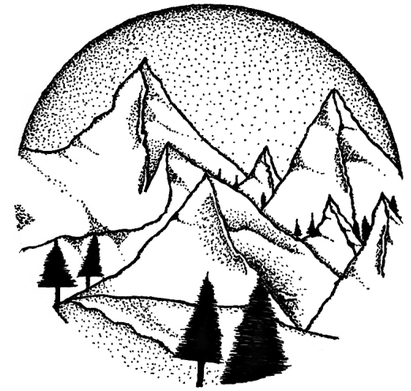
GROUND FLOOR



Floor plans / section



View of the day care centre

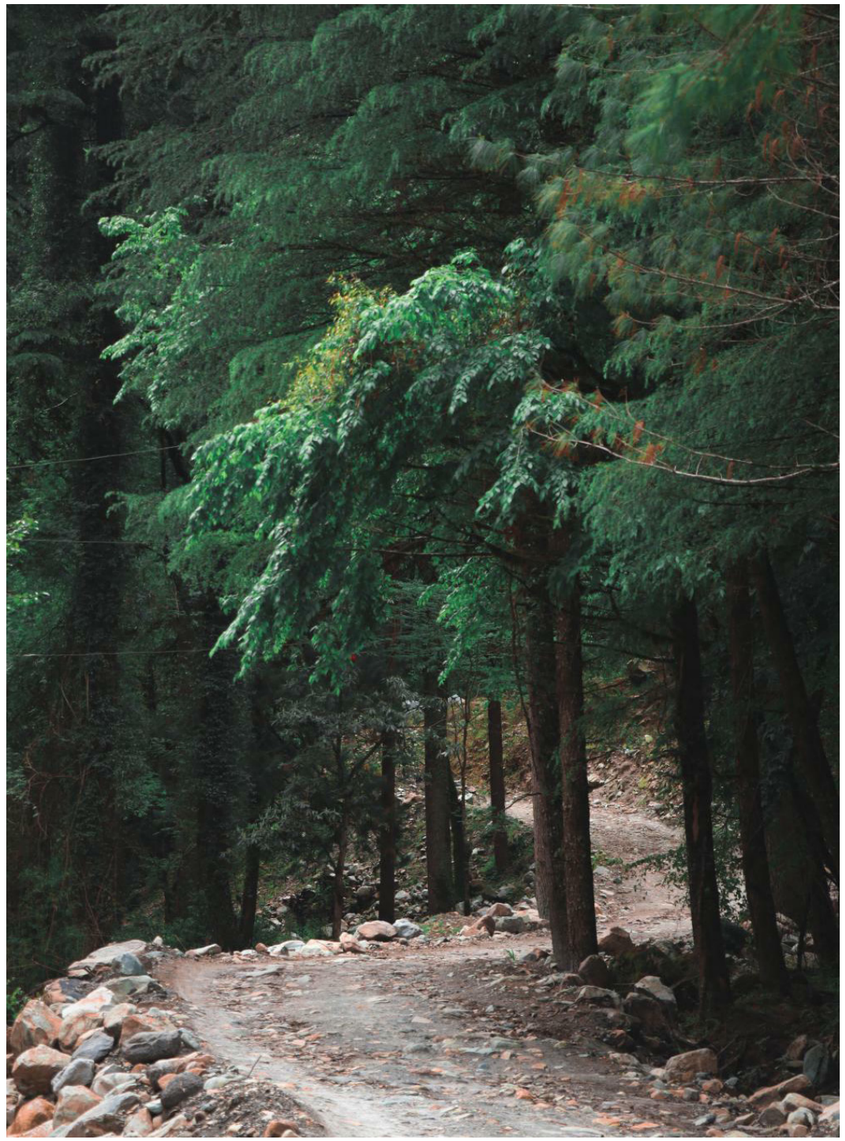


SKILLS AND EXPERIENCES

Besides Architecture there are many ways that I use to express myself. A few of them are presented further such as sketching, modeling, writing . Other activites that i partake in are reading going out in the nature and listening to the experiences that people around me go though to expand my learnings



Physical model



The road less travelled



The fallen cloud



The black ~~Sheep~~ Goat

You,
were the perfect drop of rain on my fingertip,
I stay still so as to make you stay longer
But alas!
You are the very form of water itself,
I couldn't stop you from flowing in your own rythm,

You were meant to flow,
From that drop of water in the ocean,
To the moist air in the clouds,
And then descend as rain,

As if to quench the thirst of the earth
Who waited for you to fall upon for an eternity
And went through those cold winter nights,
those hot summer afternoons
Knowing where she'd finally meet you,

You would meet her where everyone saw you fall
and her, glow.
As if a young girl thinking of her lover.

But you are you and she couldn't stop you either
So you flow back into the ocean with a whisper of promise that after all that, you will come back again,

You take a piece of her with you
And she,

Waits.....

Sometimes
My demons are my soulmates
For they stay through thick and thin.

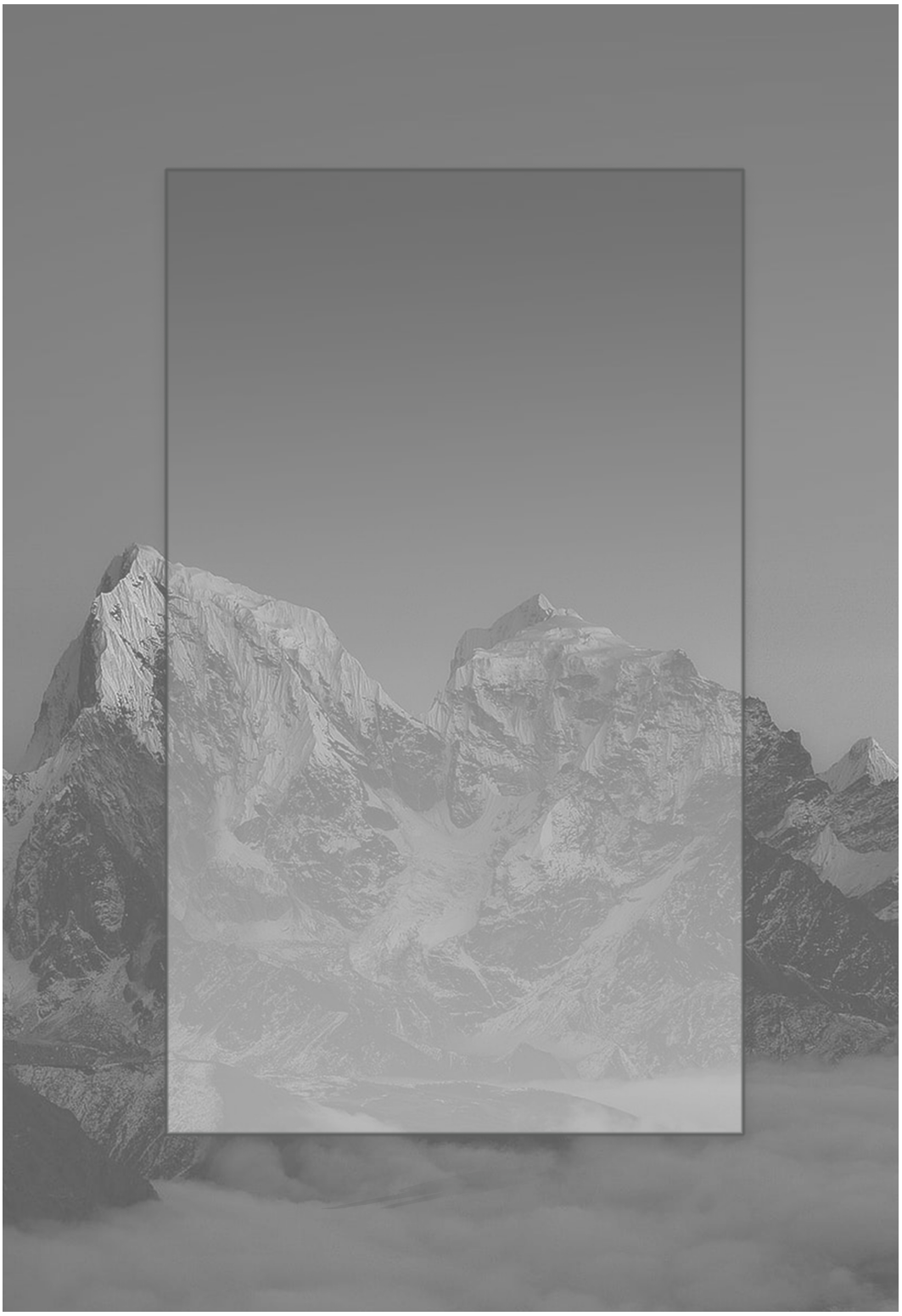
Sometimes my enemies are my best friends
For they know exactly what I'm going through.

Sometimes these tears drops are my monsoon,
For they portray the weather changes.

Sometimes these words become my mouth
For they speak of things I never can.

Sometimes, or maybe all the time,
It's just me that I am left with

And sometimes I'm scared of being with me,
But maybe sometimes I would love to be someone's sometimes
Oh! but some other time maybe,
Some other time.



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