

Arif Javed

Architecture

Spatial Design

Digital Art + Tech

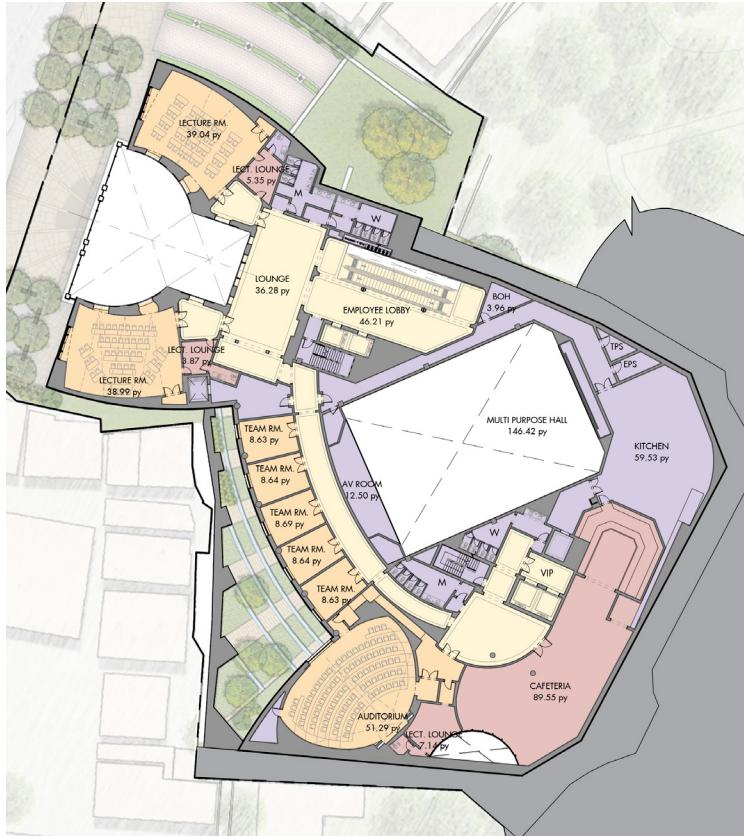
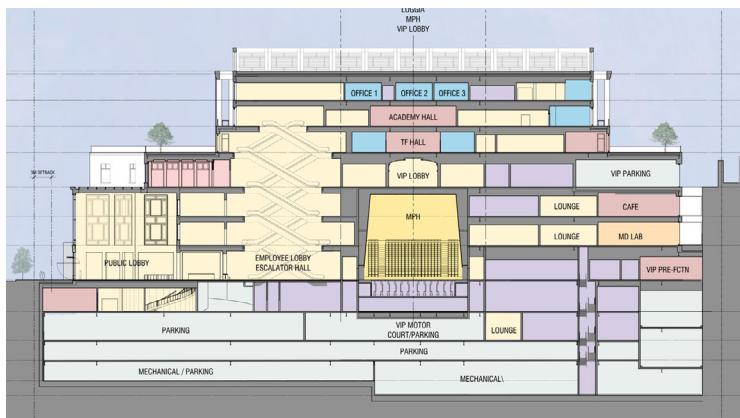
Prototypes

Brooklyn, NY

Architecture

Headquarters in South Korea

While at RAMSA I was involved in the concept, schematic, and design development of this 100,000 SF corporate headquarter design for a shopping mall developer. I worked on everything from BIM management of the drawing sets to designing and rendering key interior spaces.



Top : Prefunction space I modeled and rendered for client review using Revit, Sketchup, and V-ray

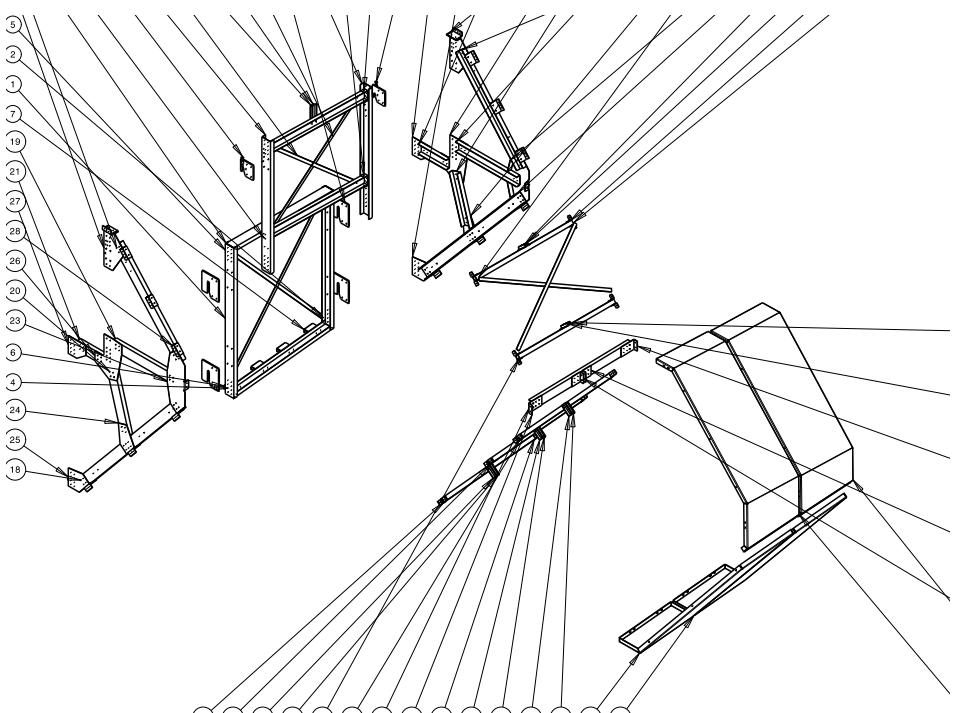
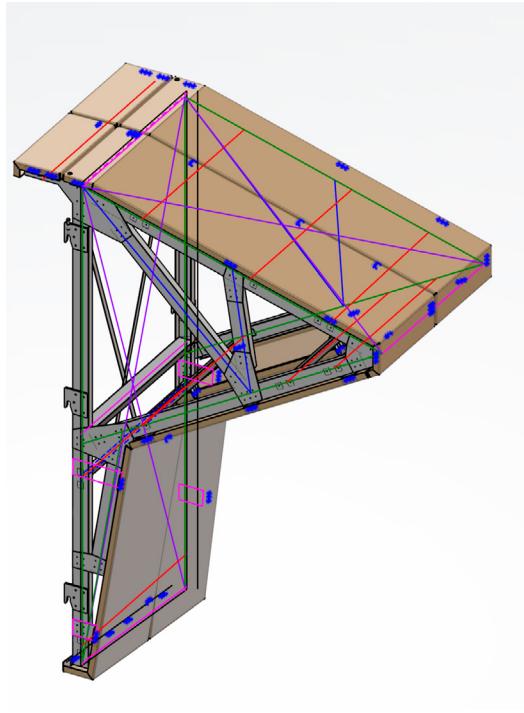
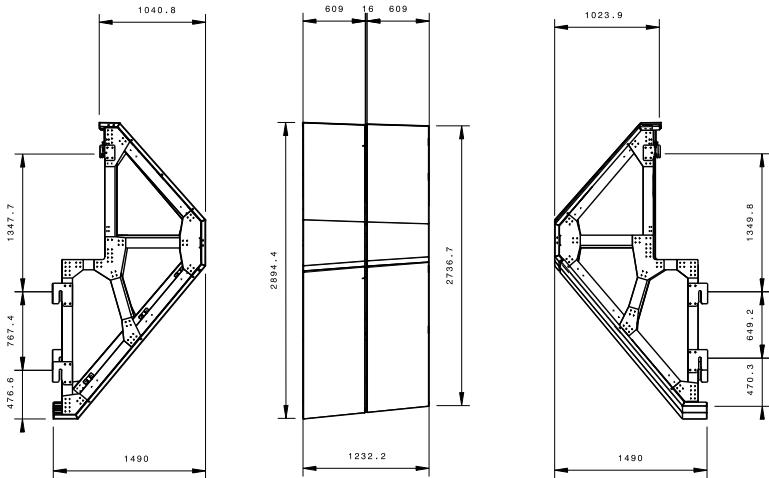
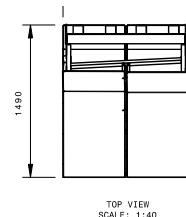
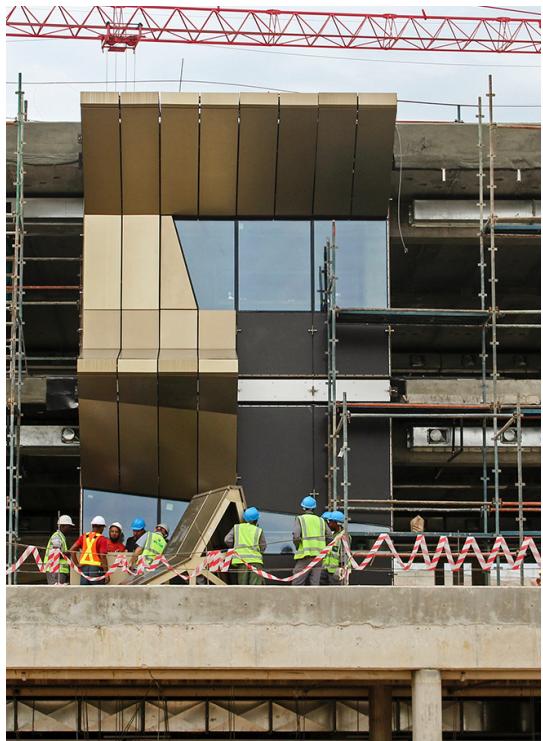
Middle Left : Rendering for RAMSA produced by Cityscape using the 3D models we worked on in house (Revit and Sketchup)

Bottom Left & Right : 100% SD floor plan + section. I coordinated the v workflow of floor plans & managed producing presentation sets for the client.

Architecture

Botswana Panel Assembly Drawings

Another project at SHoP that I am involved with is construction documentation for the Botswana Innovation Hub. SHoP is producing the assembly drawings, sheet metal cut files, and 3d .stp files to the facade contractor to ensure the proper assembly of hundreds of unique rainscreen panels.

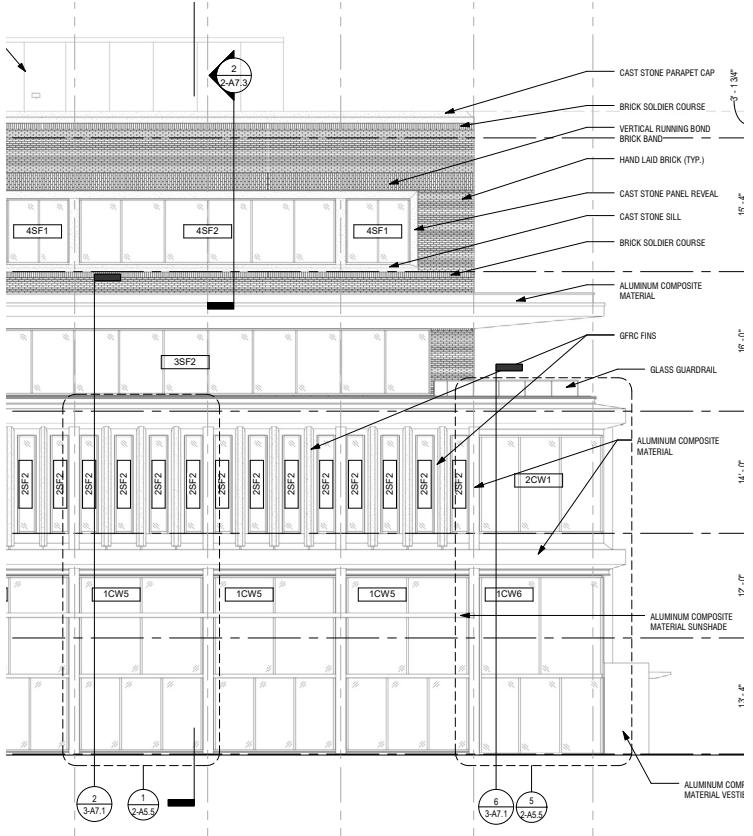
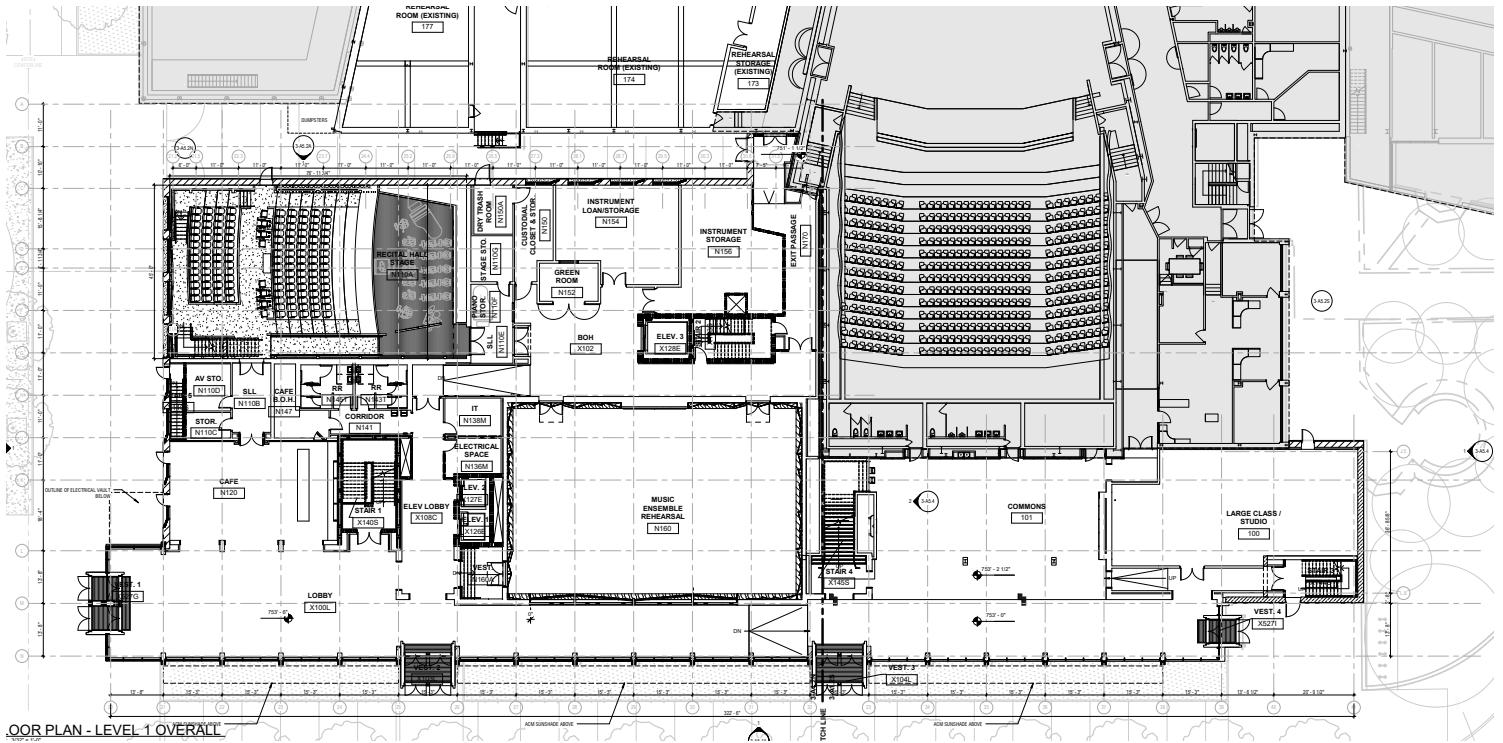


Top Left: Photo showing rainscreen and window wall systems under construction.

Bottom Left : Example panel model, which includes wireframe parameters, sheet metal panels, metal channels/gussets/angles, and hardware.

Top/Bottom Right : Assembly drawings of one panel.

Also at RAMSA, I worked on an 80,000 SF School of Music for OSU, which borrowed design cues from the adjacent Peter Eisenman Wexner Center of the Arts, and involved complex coordination. I was involved in this project through 100% Design Development documentation was completed.



Top : 100% DD floor plan, produced with Revit

Bottom Left : Rendering by Alden Studios, of the 3D model that the team and I at RAMSA produced

Bottom Right : Partial elevation showing metal "scaffold" facade, from our 100% DD set

Digital Art & Tech

R&D at SHoP Architects

My current role at SHoP is focused around research and development into experiential visualization and bespoke tech that can be used to augment the design, delivery, and occupation of architecture. This R&D has at times been practically applied in virtual experiences and digital art.



Top : Screenshots of functionality from the SHoP Project Portal app, created in house. I contributed to asset creation and some feature development.

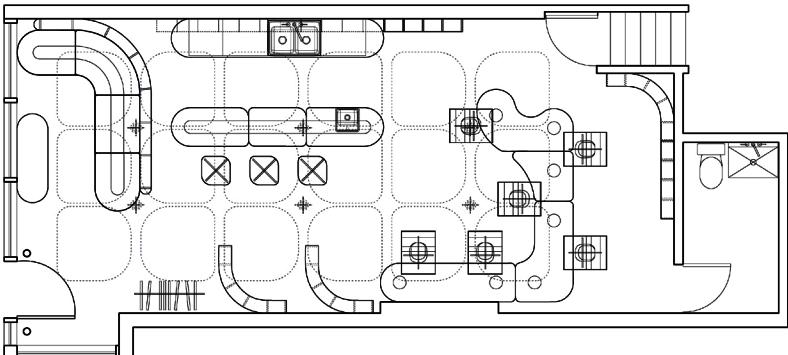
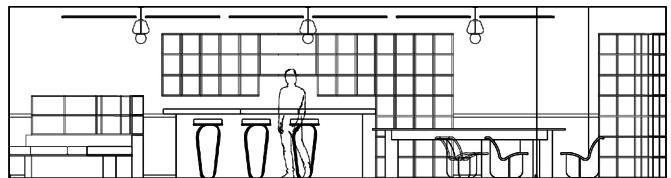
Middle Row : Frames from an animation I produced for the marketing website for one of SHoP's projects, the Brooklyn Tower.

Bottom Set : Generatively produced set of 2500 renderings from an experiment in generative facade and pavilion design.

Spatial Design

Design Library & Reading Room

This is a concept design for a multi-functional space in Park Slope, Brooklyn. Through clever spatial use we hope to merge cafe service with a "library" and reading room meant to promote design research and production. The design takes cues from Frank Lloyd Wright, Marcel Breuer, and various Japanese cafes.



Top : Rendered view of the space upon entry. The space is meant to feel both cozy and inviting but also studious and inspiring.

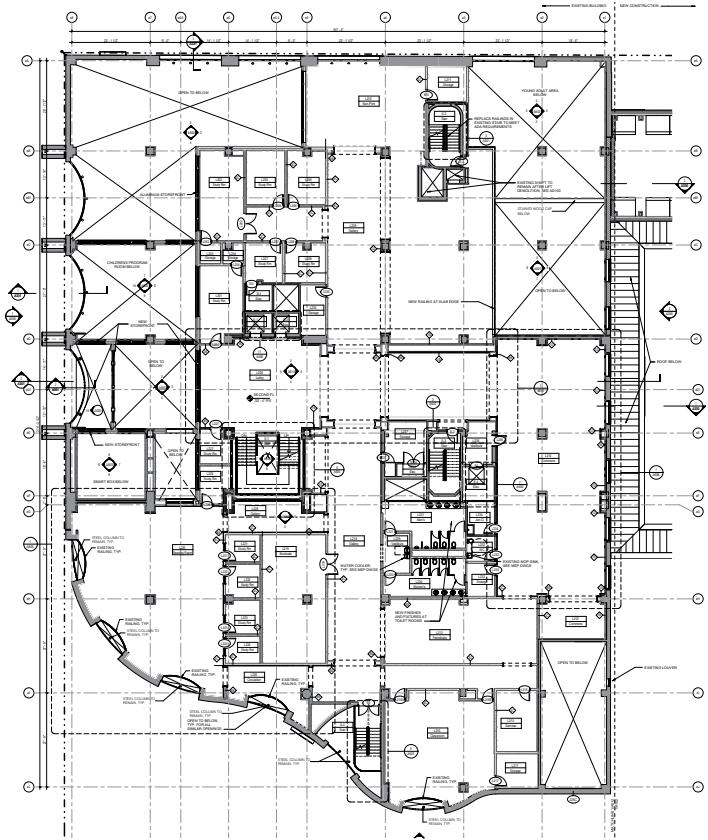
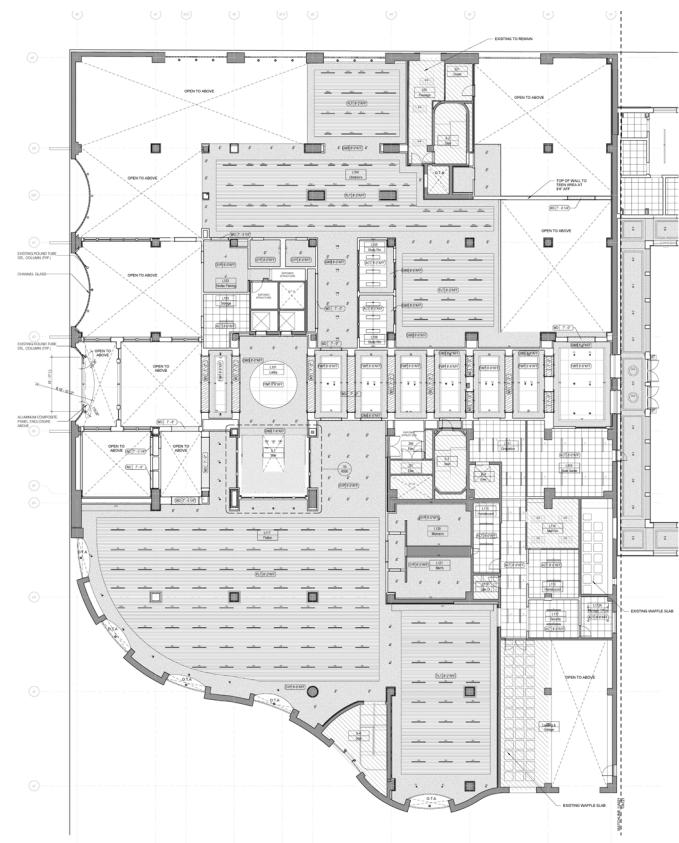
Bottom Left : Rendering of the back of the space showing a communal research table as well as custom seating elements and built-ins.

Bottom Right : Conceptual interior elevation and floor plan.

Architecture

County Library in South Bend, IN

This project at RAMSA consisted of a renovation to a county library as well as an addition of a classroom annex. I was mainly focused on the renovation, in the Design Development phase, working on demo drawings and the re-programming and re-design of the spaces.



Top : Rendering I produced for a client presentation of the renovation, using Revit and Enscape.

Bottom Left : Reflected ceiling plan showing renovated ceiling design to the library's first floor.

Bottom Right : Floor plan of the renovated library first floor showing both new construction and existing portions.

Prototypes Furniture and Objects

Below are a selection of photographs and renderings of furniture and object scale design prototypes. These are personal projects that I work on to continue to develop my independent design and style objectives. They are explorations into refining my craft both physical and digital.

