

DAEUN KIM

Interior Architecture: Adaptive Reuse
Rhode Island School of Design

selected works 2017-2023



Phone: +1. 401.369.5475
Email: dkim28@alumni.risd.edu
<https://daeunkeem.cargo.site/>

RELATED EXPERIENCE

Teaching Assistant Principles of Adaptive Reuse
RISD Interior Architecture Department | Spring 2023
Assisted professor Liliane Wong in preparing site documents and website for a studio project to create spaces for the homeless.

Teaching Assistant for Intro to Interior Architecture
RISD Interior Architecture Department | Winter 2023
Helped professor Patricia Roka with a studio class for students who are new to interior architecture. Supported desk critiques and gave a lecture on how to create architectural hand drawings and physical models.

Teaching Assistant for Advanced Computing: Revit
RISD Interior Architecture Department | Fall 2022
Supported professor Kylie Bodiya in class projects involving Revit program. Aided students in applying the technical skills to their own projects.

Internship | Elkus Manfredi Architects
Boston, USA | 2022
Contributed to the projects of renovating the office, amenity areas, and hospitality with the architecture and interior team, working on the Autocad test fit, interior look & feel, finish layout, and furniture selecting.

Teaching Assistant for Design Thesis Prep
RISD Interior Architecture Department | Fall 2021
Assisted with preparation and instruction of Design Thesis Prep class. Aided in Indesign book making workshops and thesis writing demonstrations.

Product Designer | Instek Hardware
Siheung, Korea | 2020-2021
Digitalized the actual models using Auto CAD and Rhinoceros for catalogs. Products included handles, hinges, and deadbolts.

Internship | Yulin Architects
Daejeon, Korea | 2019
Contributed to project teams with preparation of construction drawings and space planning. Created models with high attention to details and materials.

Capstone Project Member | Yeil Architects
Seoul, Korea | 2018
Design and layout of Youseong-gu Doan Complex Cultural Library. Submitted to the contest and received an award for second place. Provided a design research, diagramatic drawings, and physical models.

EDUCATION

Rhode Island School of Design (RISD)
Providence, USA | 2021-2023
Master of Design, Interior Architecture : Adaptive Reuse

Seoul National University of Science and Technology (SNUT)
Seoul, Korea | 2013-2020
Bachelor of Architecture

University of Technology of Troyes (UTT)
Troyes, France | 2017-2018
Exchange Student Course
Focused on Technology Environment and French Language.

ACHIEVEMENTS / AWARDS

Rhode Island School of Design Thesis Awards 2023

World Architecture Community WA Awards 2023

RISD Academic Scholarship 2021- 2023

Reframe, Exhibition, Woods-Gerry Gallery 2021

Seoultech Academic Scholarship 2015 - 2019

Seoultech : Architecture Contest Awards 2015, 2016, 2019

Presentation of research about fine dust footprint in transportation systems, ASCOF institution 2018

Architecture and Culture magazine, project about commercial office design 2017

Yuseong-gu Doan Complex Cultural Library Design Competition Award 2016

SKILLS

Digital Adobe Creative Cloud, Microsoft, Rhinoceros, Sketchup, Revit, Auto CAD, Lumion

Design Architectural Drawing, Design Thinking & Research, Model Making

Fabrication Laser Cutting CNC, 3D Printing, Hand drafting/modeling

Language English [Proficiency], Korean [Native], French [Intermediate]

01 **EVOLVED UNIFORMITY**
Apartment Reconstruction
Undergraduate Thesis Project
Architecture

02 **ADDING SUBTRACTION**
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Interior Architecture: Adaptive Reuse

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Udergraduate Studio Project
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Graduate Studio Project
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06 **OTHER WORKS**
RISD Museum and Holocaust Memorial
Graduate Studio Projects
Interior Architecture: Adaptive Reuse

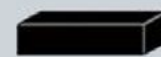
07 **421 PARK DESIGN**
Interior Renovation
Elkus Manfredi Architects
Interior Architecture: Adaptive Reuse



01

EVOLVED UNIFORMITY

Apartment Reconstruction



TRADITIONAL MASS TYPE
(the line of boxes)



TRADITIONAL PLAN TYPE
(centered living room)

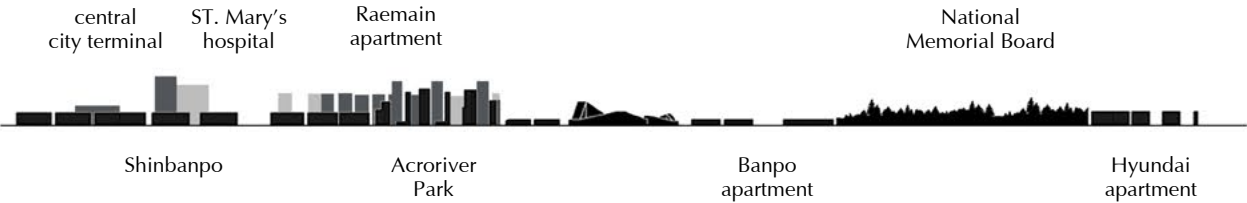
When Apartments were first built in the 60s and 70s in Korea, numerous standardized apartments arose. They have been genetically repeated box-type apartments and the living room-centered plan. This uniformity limits the users' experience of the various possibilities.

The project is intended to rebuild Seoul's representative historic apartment, Banpo Apartment. The goal of the work is to represent the extension of the concept of the living room according to the lifestyle of the individual.



Site Plan

Located in the middle of Seoul, facing the Han River, this apartment has an important history and location, so there are laws and rules to follow. The entire masses, elements, heights, volumes and functions of the apartment were decided by surroundings.



Horizontal Sky Line of Banpo



Process Diagram



RAISE THE MASS

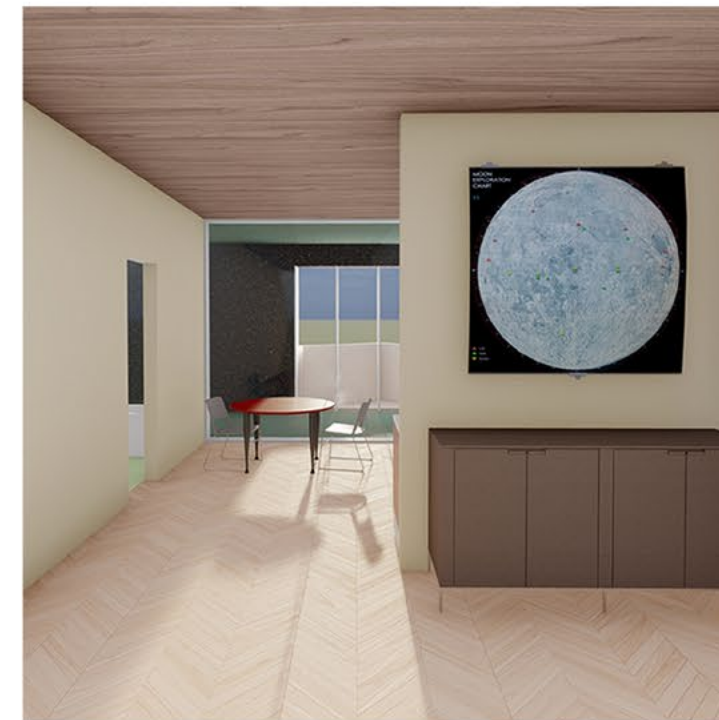


VARIETY OF LIVING ROOM TYPE

Rather than pursuing a completely new type of housing, this apartment evolves from three original uniformity. The evolution of exterior and interior spaces reveals new connection between people.



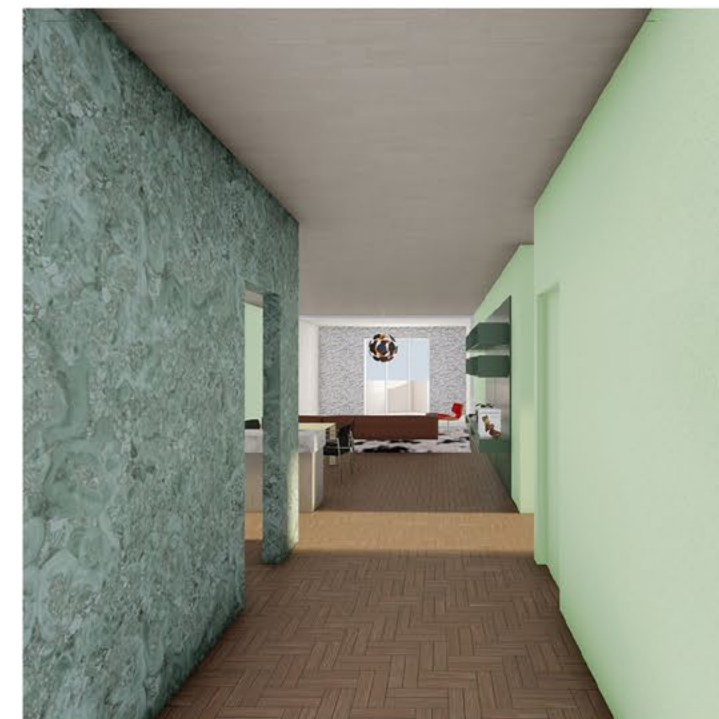
Apartment Facade



Unit 1. ELIMINATION
Apartment for 1-2 person
Compact space without the living room.



Unit 2. COMBINE OR SEPARATE
Dual functional living room.



Unit 3. REMOTE
Respect the privacy of the roommates or family members.



Unit 4. MULTIFUNCTION
Spread the living room functions: guest reception, family gathering, tea-drinking spaces, and hobby rooms.

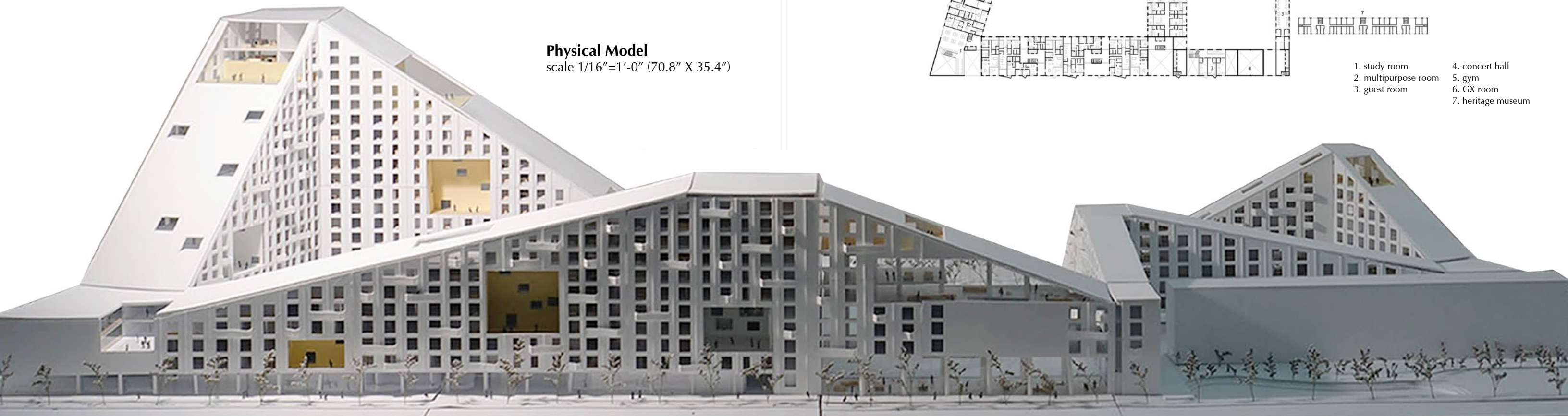


Ground Floor Plan

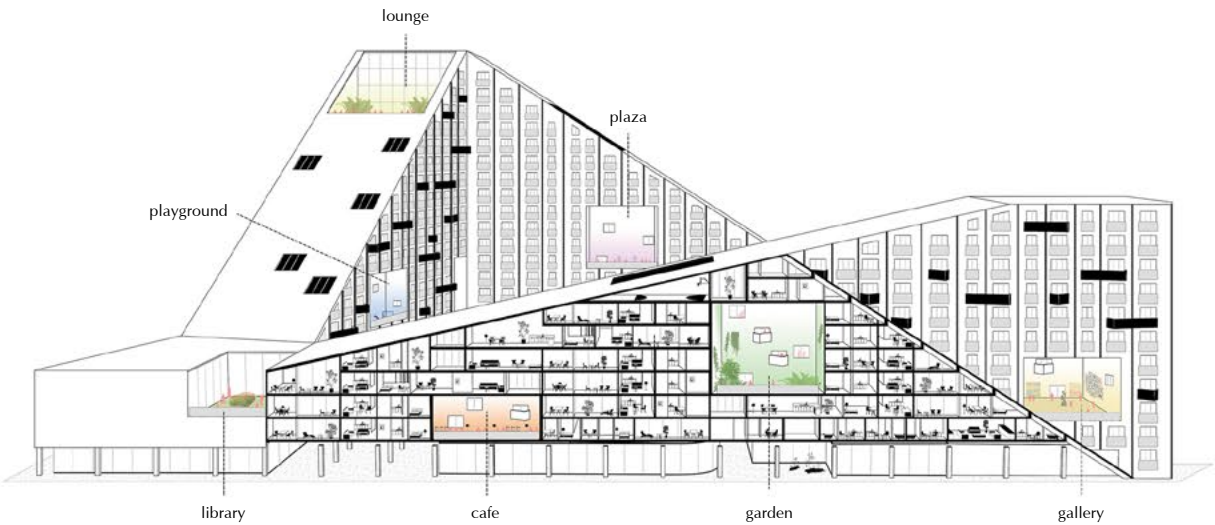


- | SILENCE ZONE | CARE ZONE | COMMUNITY ZONE | COMMERCIAL ZONE |
|---|--|--|---|
| 1. house for elderly
2. gardening area
3. library | 4. care garden
5. center for the elderly
6. growing center | 7. welcome plaza
8. management office
9. organic grocery store | 10. restaurant
11. lobby
12. heritage garden
13. meeting garden
14. drop-off area
15. lifestyle shop
16. laundry
17. bakery
18. convenience store
19. kid's cafe
20. book store
21. cafe
22. sculpture garden |

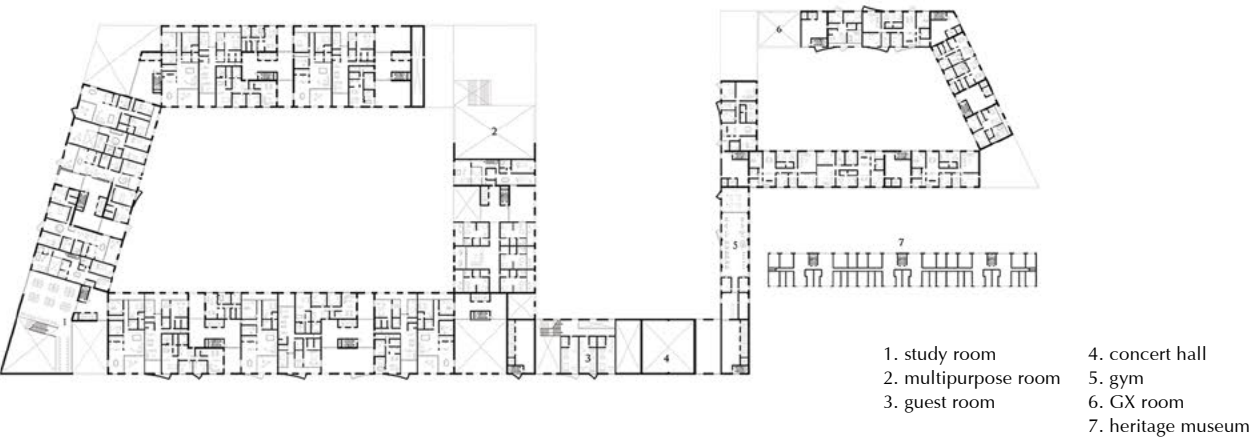
Physical Model
scale 1/16"=1'-0" (70.8" X 35.4")



Semi-Outdoor Public Spaces + Living Area Section

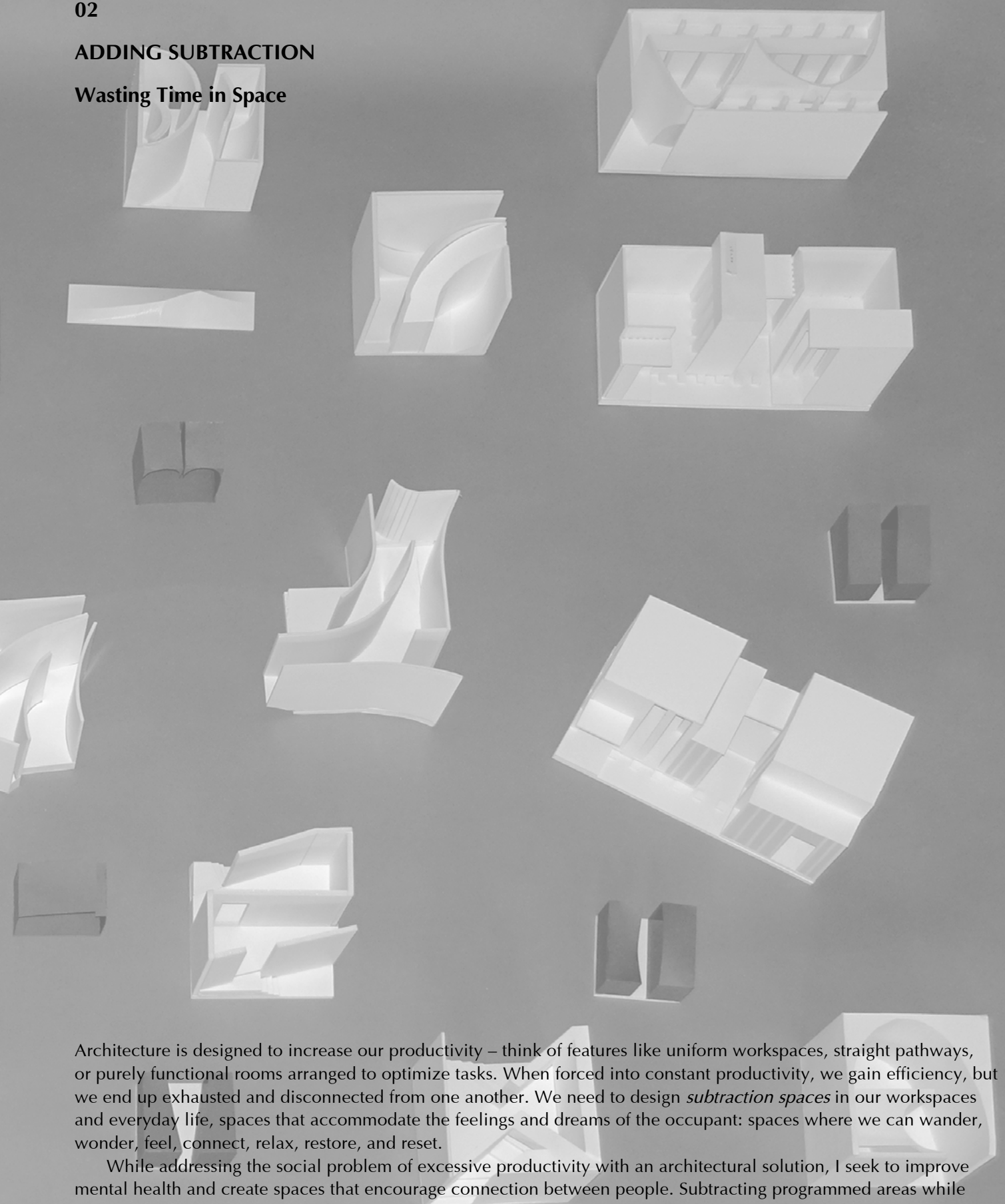


Fourth Floor Plan



ADDING SUBTRACTION

Wasting Time in Space

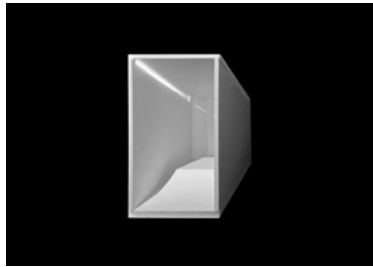


Architecture is designed to increase our productivity – think of features like uniform workspaces, straight pathways, or purely functional rooms arranged to optimize tasks. When forced into constant productivity, we gain efficiency, but we end up exhausted and disconnected from one another. We need to design *subtraction spaces* in our workspaces and everyday life, spaces that accommodate the feelings and dreams of the occupant: spaces where we can wander, wonder, feel, connect, relax, restore, and reset.

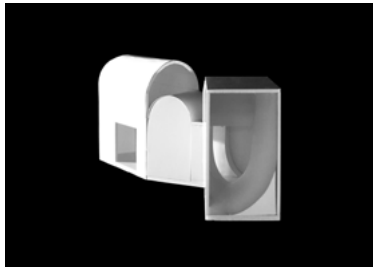
While addressing the social problem of excessive productivity with an architectural solution, I seek to improve mental health and create spaces that encourage connection between people. Subtracting programmed areas while simultaneously adding undefined spaces into existing buildings displays the ability of architecture to foster moments of freedom in overly efficient lives and reconfigure life around what matters.

Six Ways of Time

physical models scale 3/8"=1'-0"



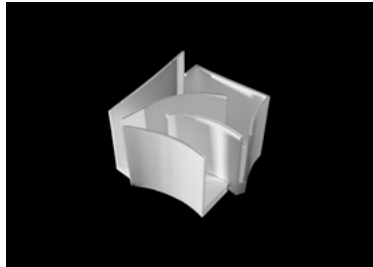
start



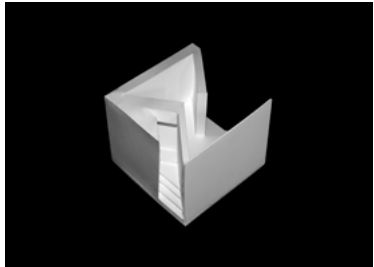
reverse



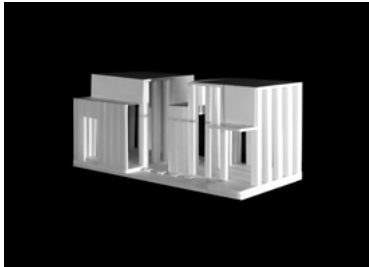
break



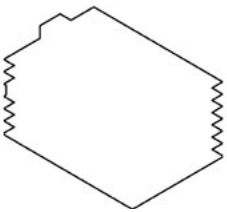
prolong



accumulate



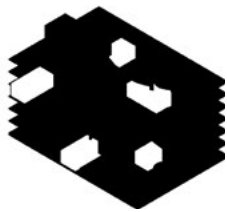
rerun



host building



subtraction spaces



adding subtractions

By challenging the perception that time just moves on and cannot be controlled, people can shift time: they can start, reverse, break, accumulate, prolong, and rerun time. *Subtraction spaces* invite people to choose to actively shift time. These spaces alter time depending on the condition of the host building. Time becomes space through transformation into architectural elements and sensory experiences. Different programs, such as schools, offices, factories, and hospitals require various strategies for *subtraction spaces*.

Problems in Context

office

factory

school

hospital

tense/pressured environment



conference rooms



boss's office



test taking rooms

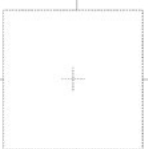


waiting rooms



operating rooms

jammed/crowded space



corridor

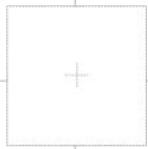
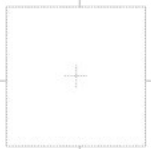


nurse station



emergent/urgent care area

heavy atmosphere



intensive care units

repetitive workload surrounding



workstations



assembly lines



classrooms



Time Solution

small (two time shifts)

large (+ one time shifts)



start

+



prolong

+



reverse

+



accumulate

+



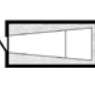
break

+



break

+



start

+



rerun

+

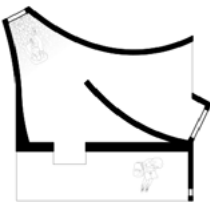
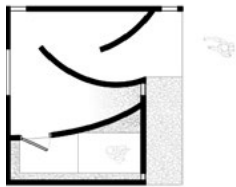


reverse

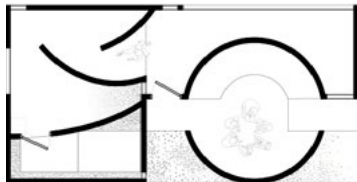
start + prolong (+ break)

prolong + reverse (+ start)

small
5m X 5m

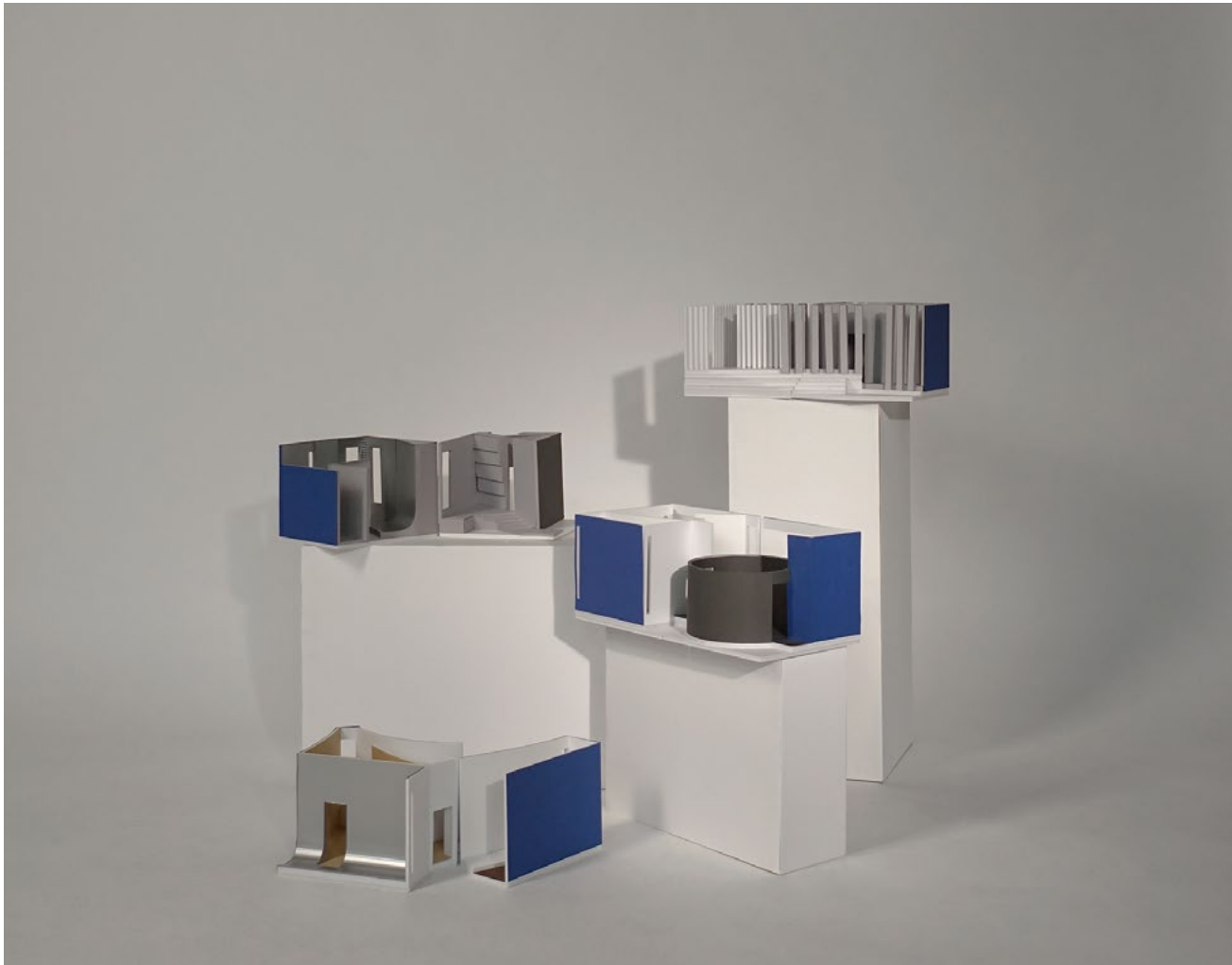


large
5m X 10m



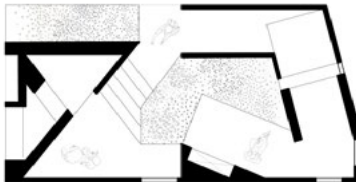
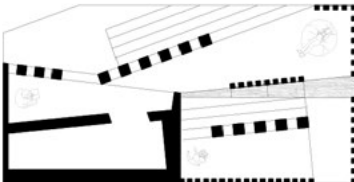
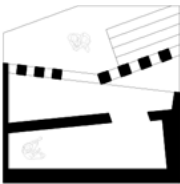
Subtraction Spaces

physical models scale 3/8"=1'-0"



reverse + accumulate (+ rerun)

accumulate + break (+ reverse)

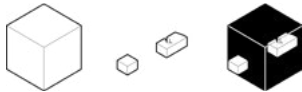


Adding to Program

office



factory



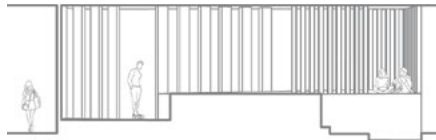
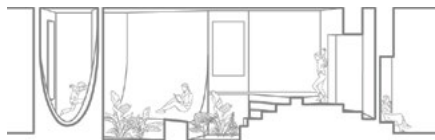
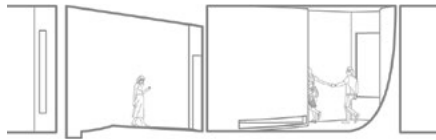
school



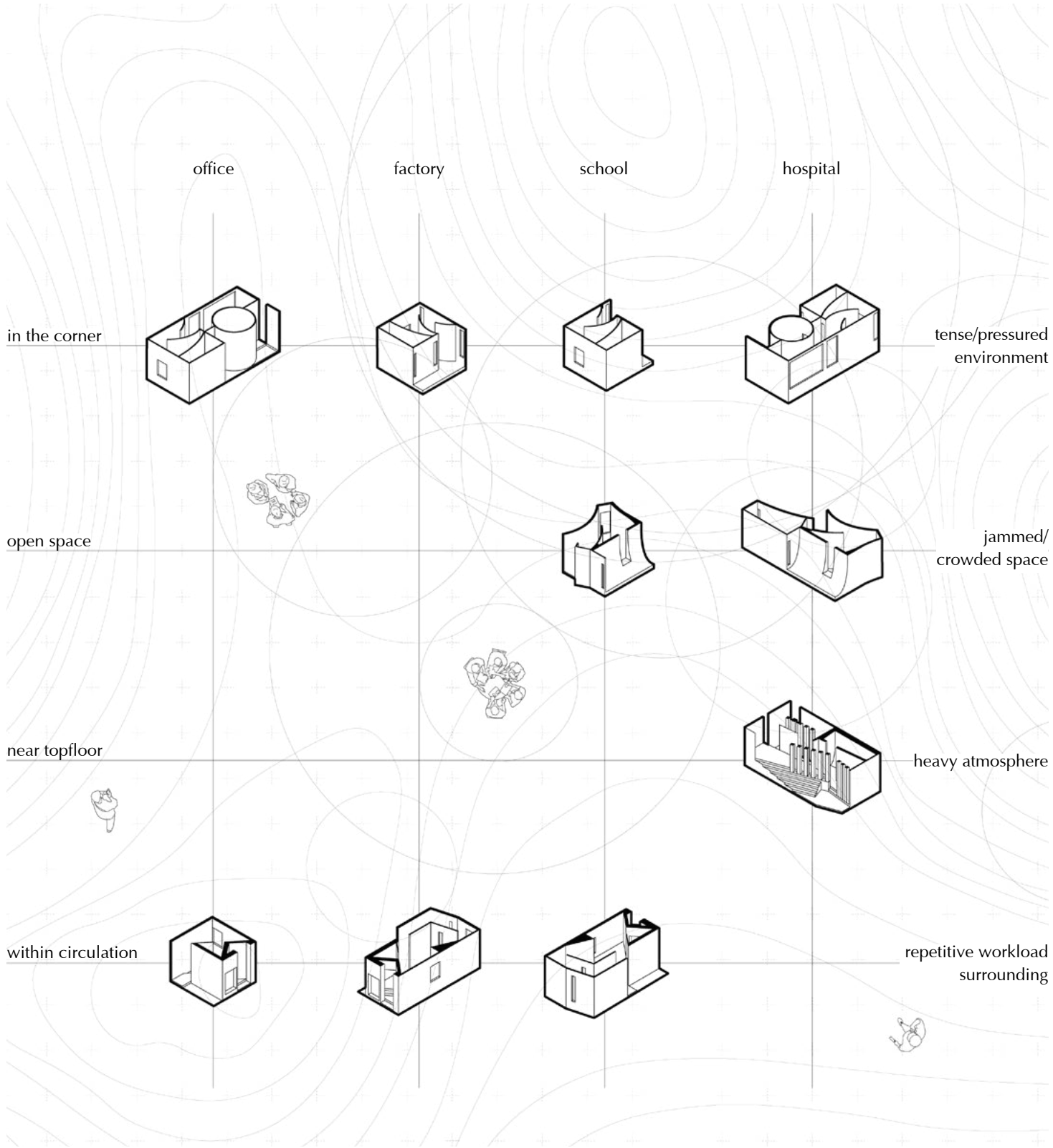
hospital



Subtraction Spaces



Adding Subtraction Strategy



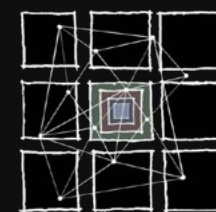
A year, three months or a week can stand in for luxurious time; the length is less important than quality. Even if you can not afford that time off, you qualify to have the time. This project proposes *subtraction spaces*, away from the pattern of everyday life and work, that provides access to luxurious time.



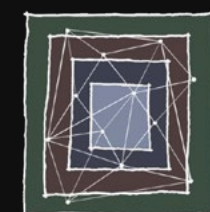
03

GANGNAM MATRYOSHKA

A Wide Variety Office Space



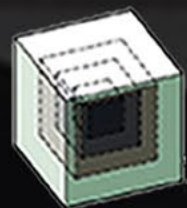
OUTWARD GLANCE
(street viewpoint)



INWARD GAZE
(inside of the building)

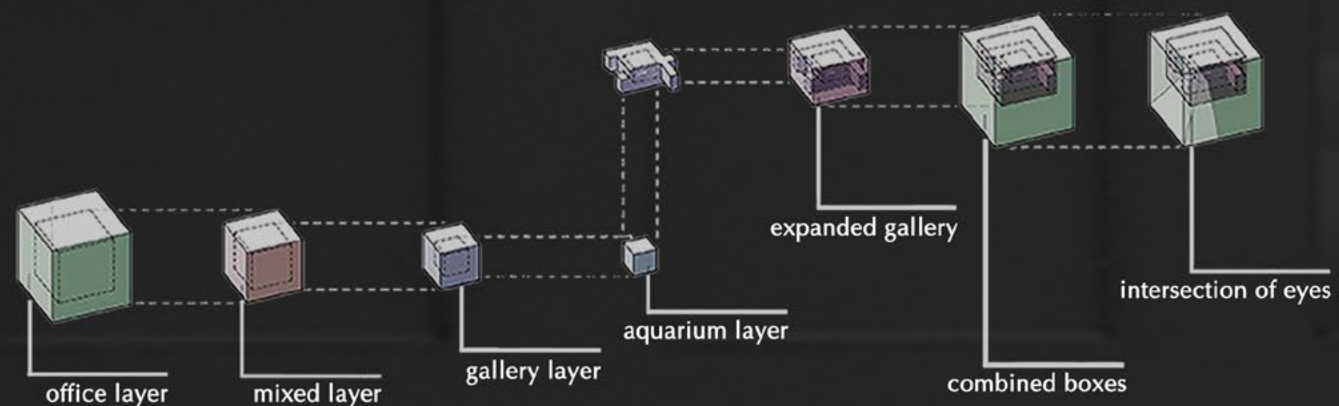
The site called Gangnam, where this building is located has 37,798 people and dozens of office buildings in the middle of Seoul. Matryoshka's scale change and repetition, the exact boundaries of the space, and the duplicated space in one comprehensive space become the motives for creating this project.

In the street viewpoit, the gaze in one-way through opening is limited to other buildings. On the other hand, the idea of Mtryoshka came from the intersection of gazes from the insdie through voids and openings. People's various gazes are created inside of the space. Boundaries of each layer are blurred or clarified by windows. These can control the privacy and protection of the intervention of the space.

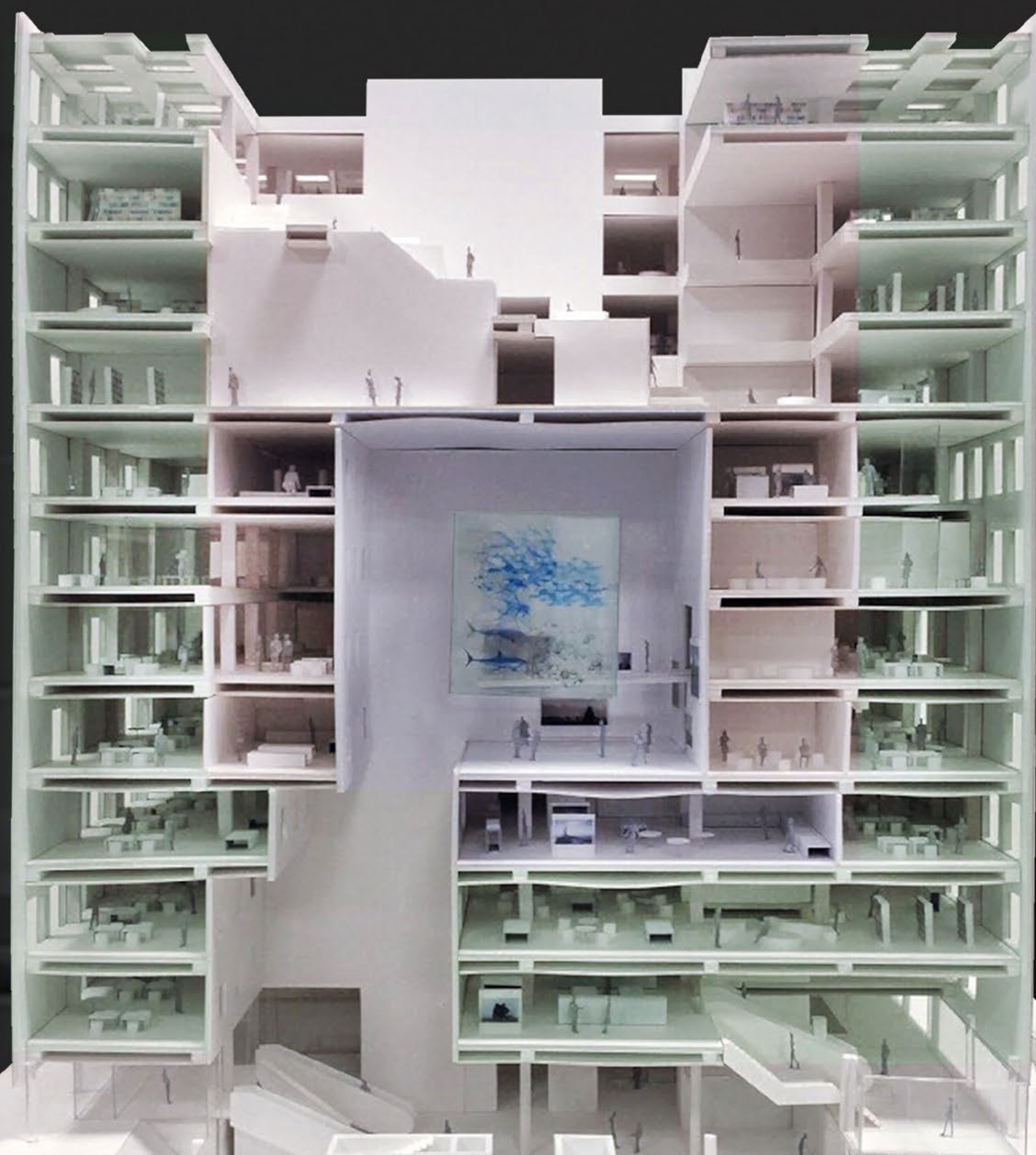


MATRYOSHKA

"Matryoshka doll is recognized as an independent entity in a combined state. On the other hand, if the duplicated dolls inside are taken out one by one, new spaces of different sizes are continuously derived. When I took out all the dolls and put them around me, it was interesting to see the connection of gaze and distance between dolls."

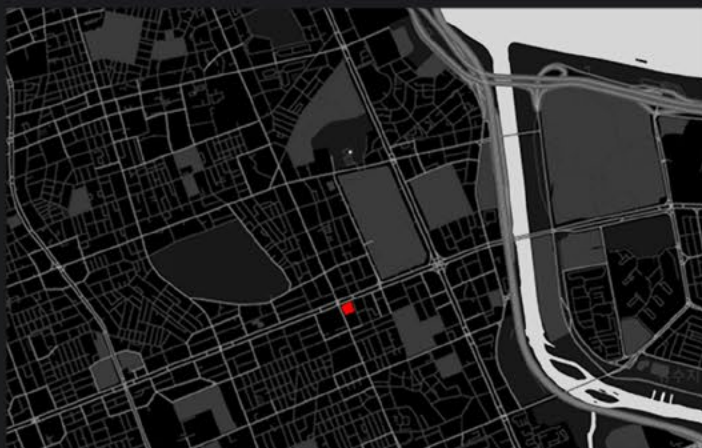


Physical Model Scale 1/8"=1'-0" (18.4" X 18.4")
Gangnam Taehaeranro Street Front-side Section



Site Plan

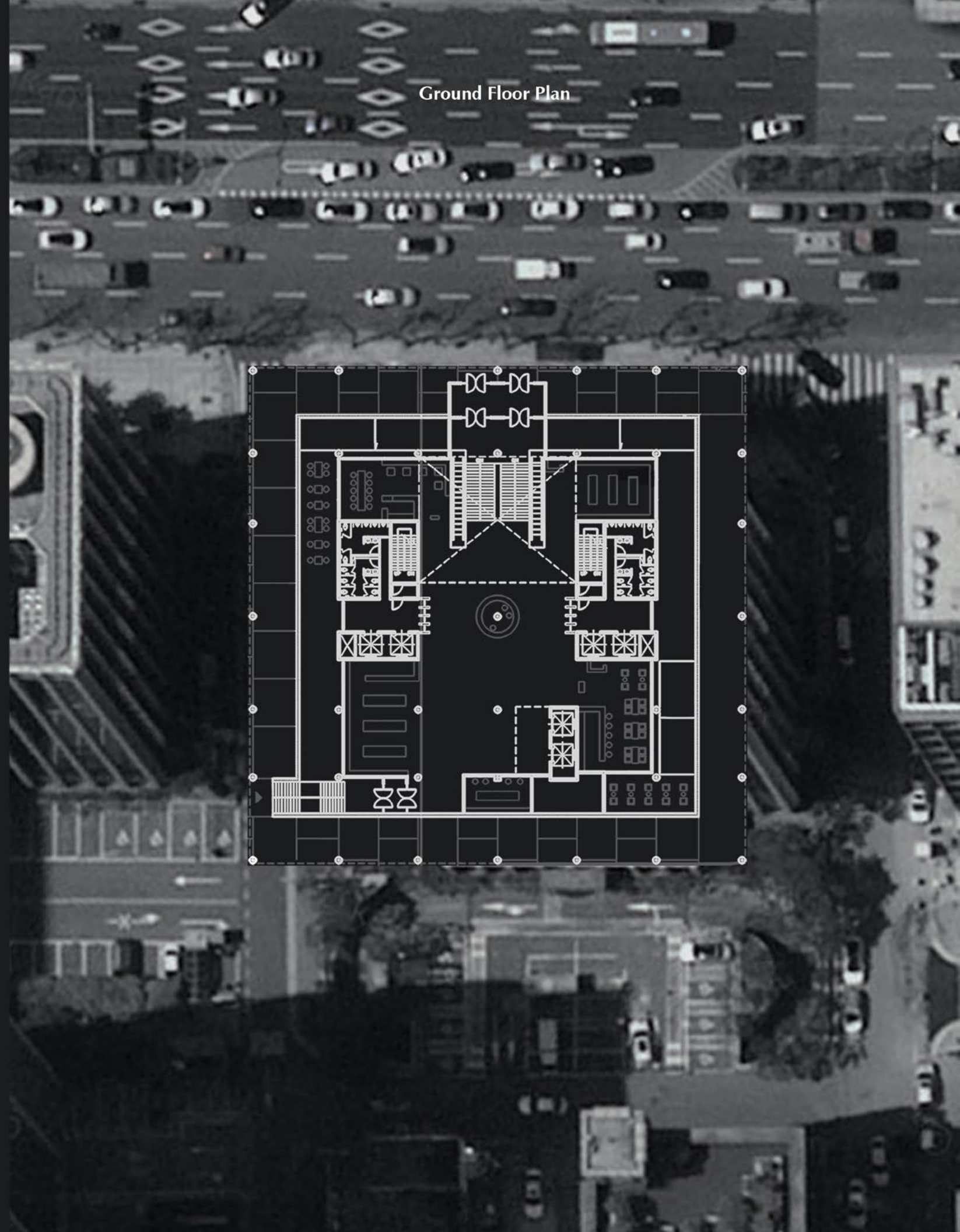
In the middle of the city where large companies are clustered, there are countless buildings with square windows in the shape of a square masses. In this office building, people also enter the grid-like building that harmonizes with the surrounding environment.



Facade + Section Detail



Ground Floor Plan





Main Hall

The entrance is compressed into a narrow and dark space, and then it expands visually and spatially as people descend the escalator, giving different sense of density and connection.

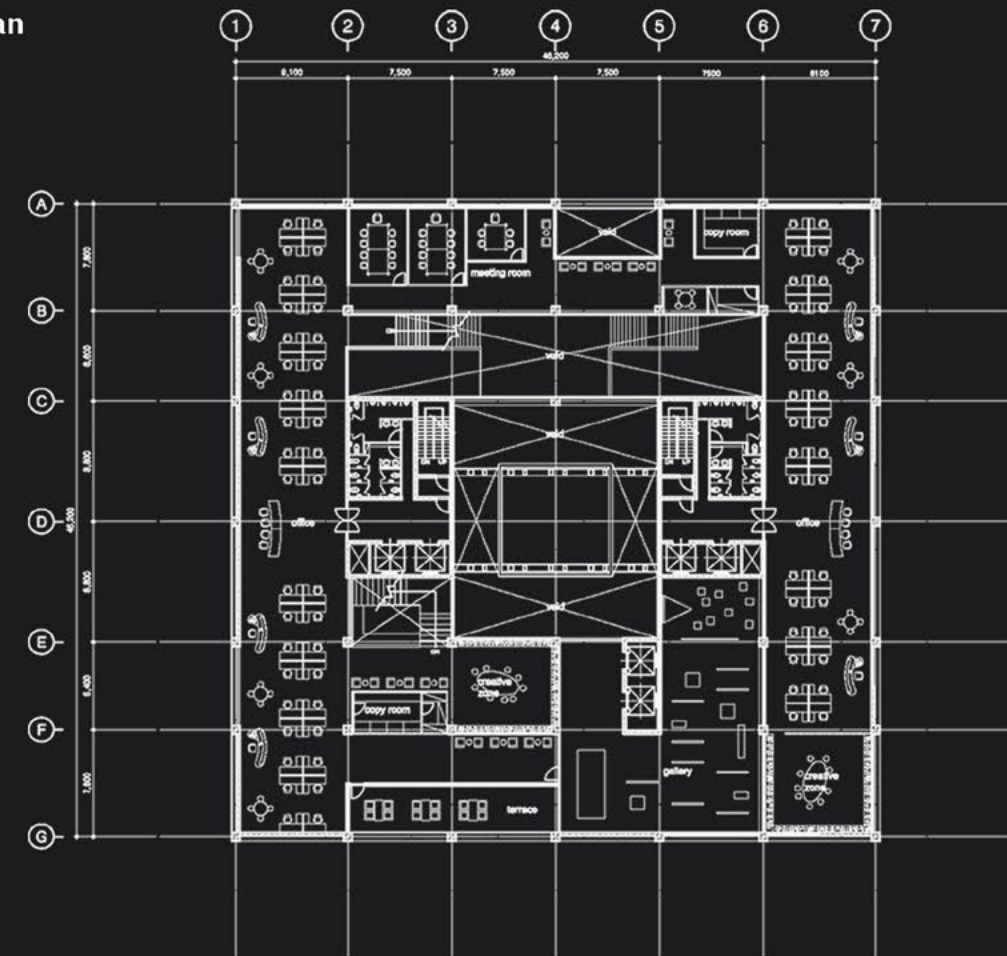


Interior Facade

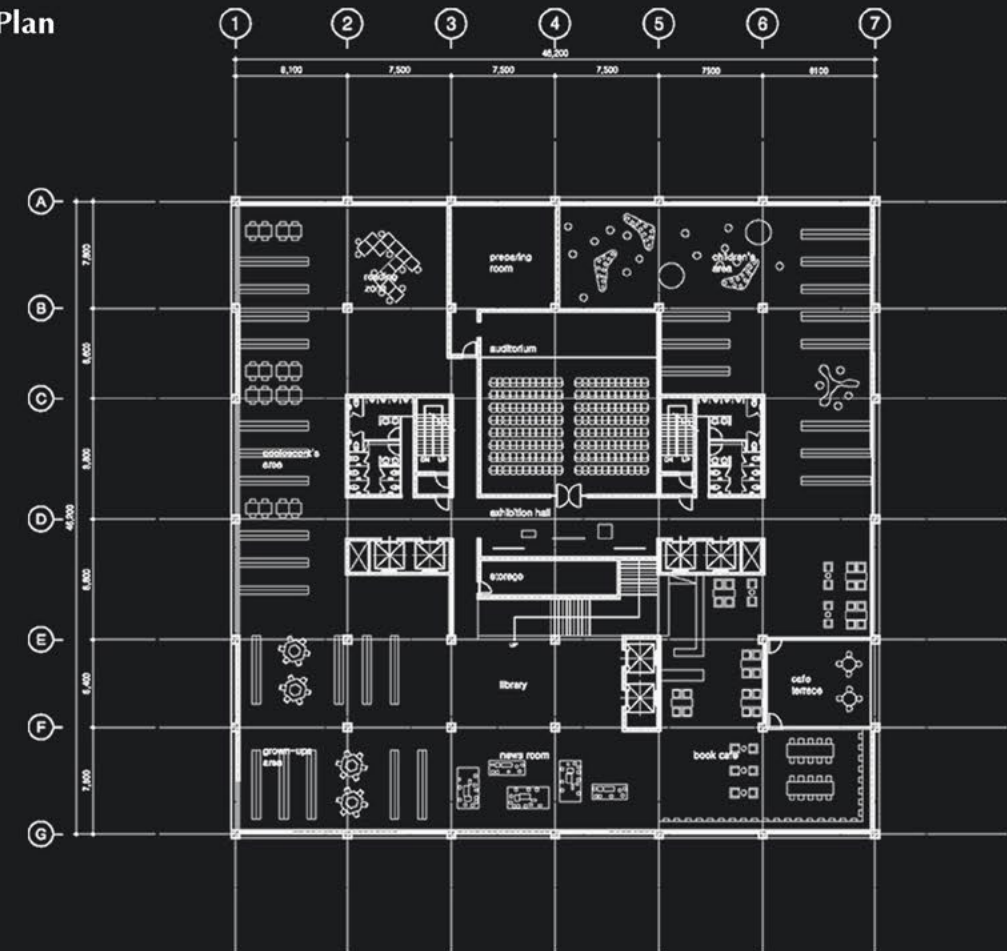


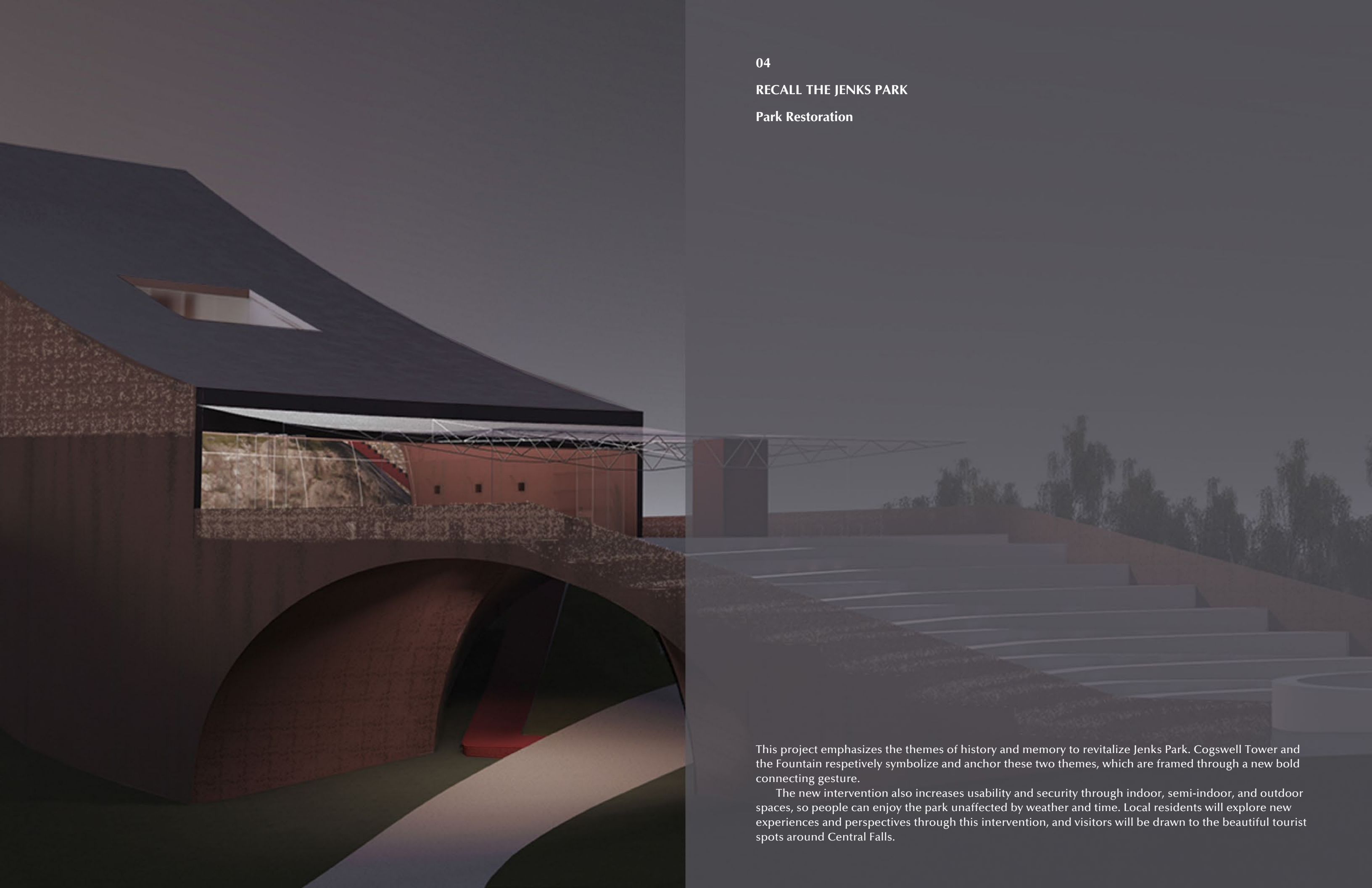
Aquarium

Ninth Floor Plan



Seventh Floor Plan





04

RECALL THE JENKS PARK

Park Restoration

This project emphasizes the themes of history and memory to revitalize Jenks Park. Cogswell Tower and the Fountain respectively symbolize and anchor these two themes, which are framed through a new bold connecting gesture.

The new intervention also increases usability and security through indoor, semi-indoor, and outdoor spaces, so people can enjoy the park unaffected by weather and time. Local residents will explore new experiences and perspectives through this intervention, and visitors will be drawn to the beautiful tourist spots around Central Falls.

Fountain



Cogswell Tower

Concept Sketch

The basic concept is to connect the Memory (Fountain) and the History (Cogswell Tower) to create interior and exterior spaces. The community space in the middle of the new intervention provides new programming and accessible routes to existing spaces, and attracts more activity to the center of the park.

existing elements



memory



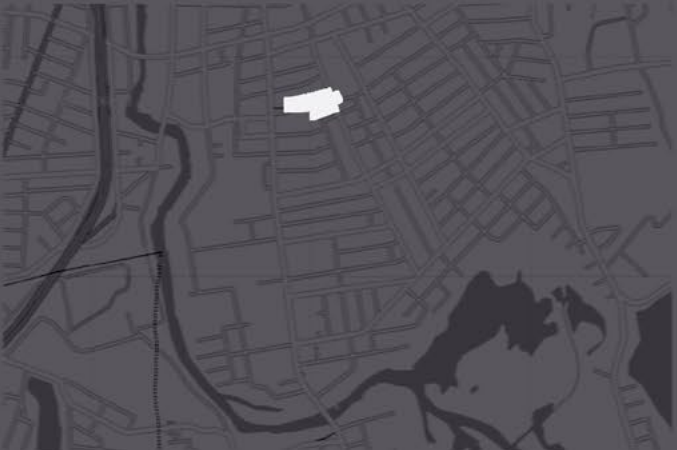
community



history

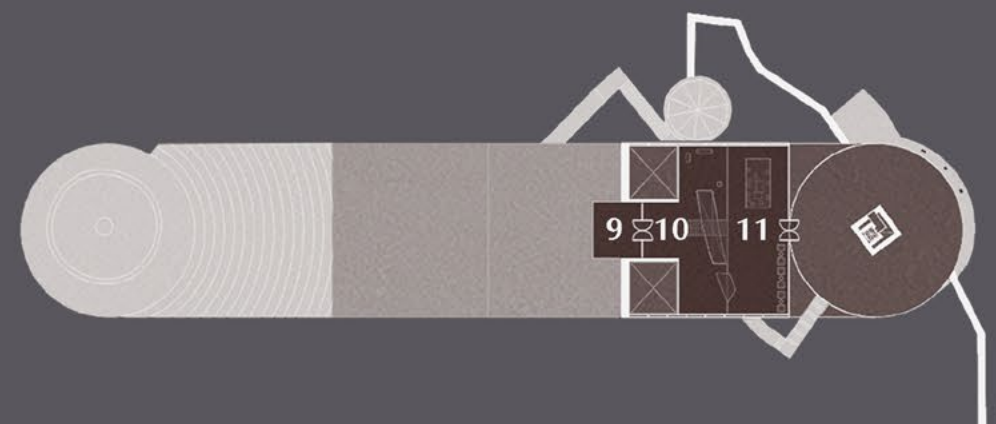
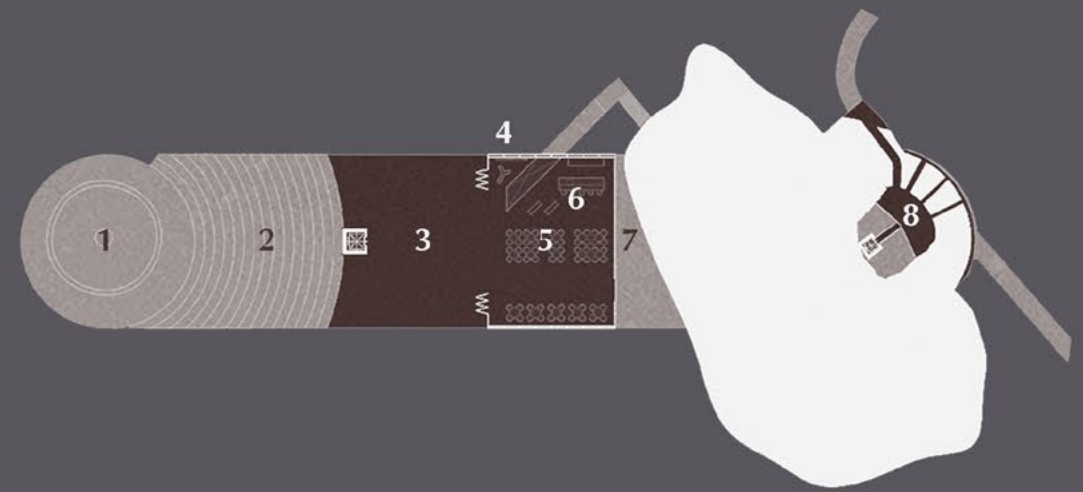
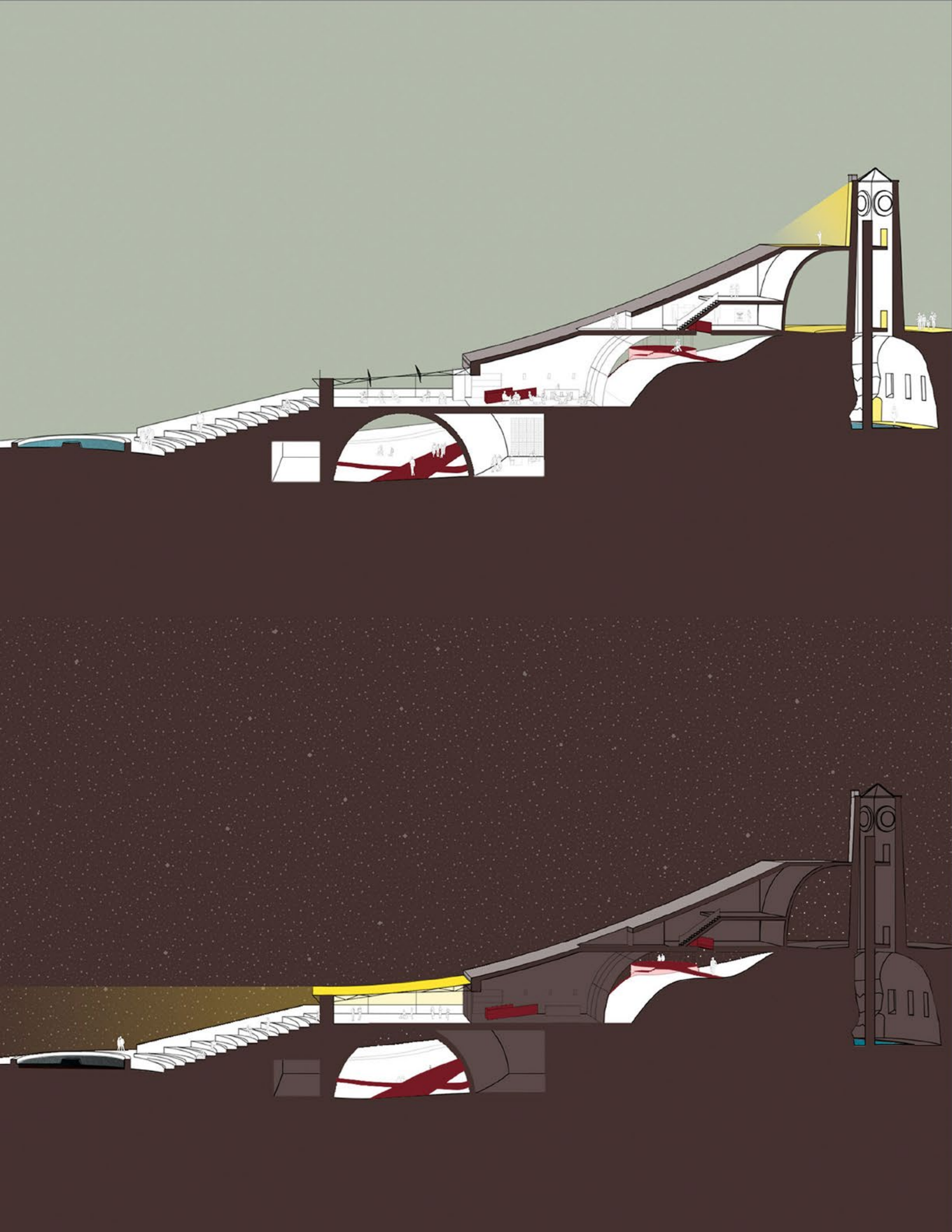


Program & Circulation Diagram



Site Plan / Ground Floor Plan

1. main park entrance 2. restroom 3. office



Second Floor Plan / Third Floor Plan

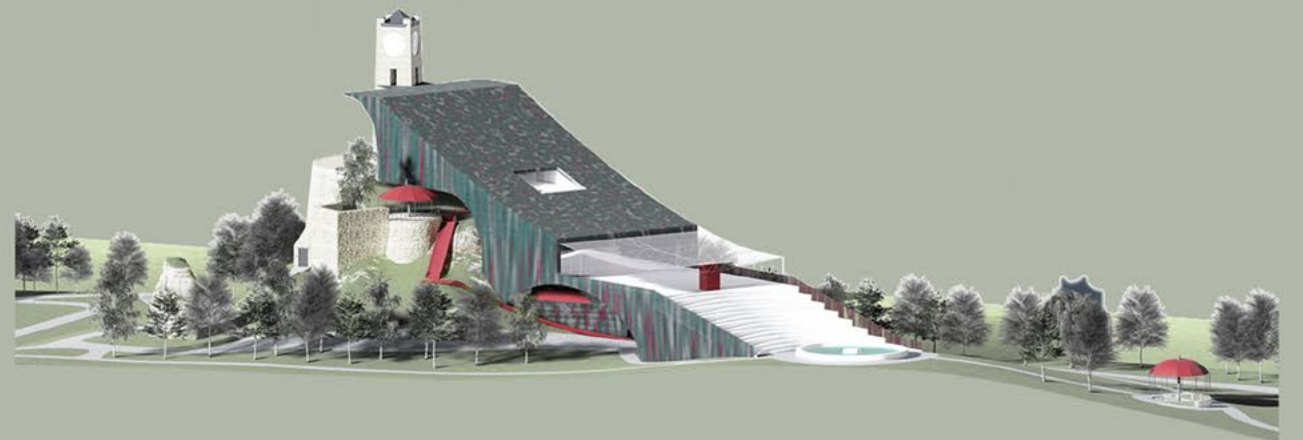
- 1. Fountain 2. picnic & concert area 3. semi-outdoor community space
- 4. chocolate shop 5. cafeteria 6. textile shop 7. garden 8. Cogswell Tower
- 8. observatory terrace 10. visitor center 11. history museum



Marketplace

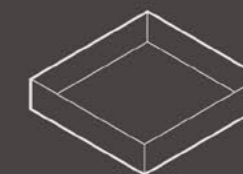


Museum/Visitor Center



Patina Over Time

The two-layered perforated copper creates dappled light in the building so that people can feel the organic natural light inside. This wall will showcase the patina of copper by intentionally letting it turn to green so the whole park will match with the building overtime.



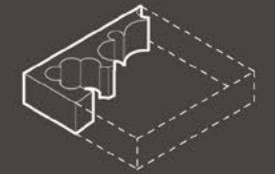
host structure



spatial matrix



between pochés



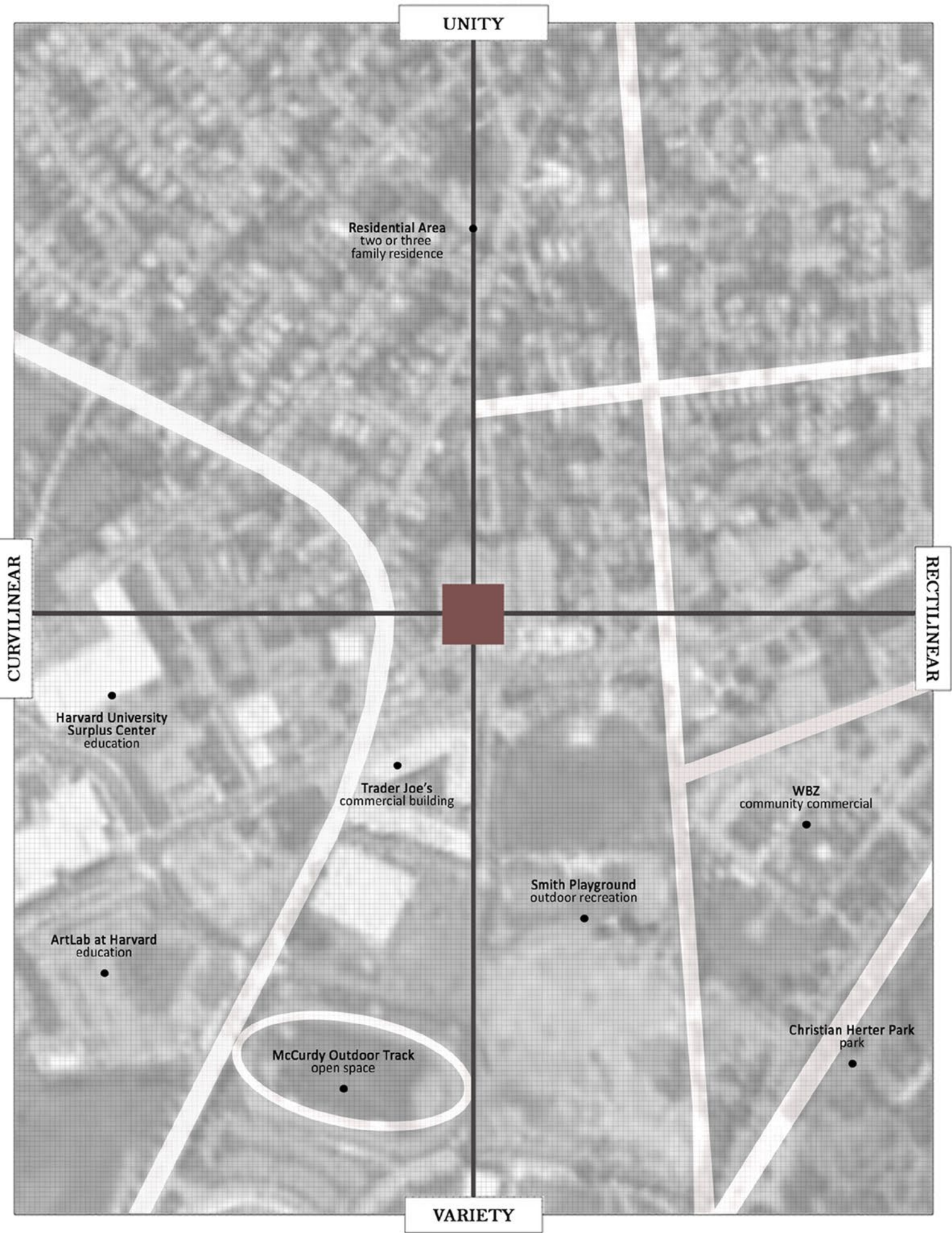
inside pochés

The project is based on two binary concepts that are gleaned from the context of the host building: curvilinear/rectilinear, and unity/variety.

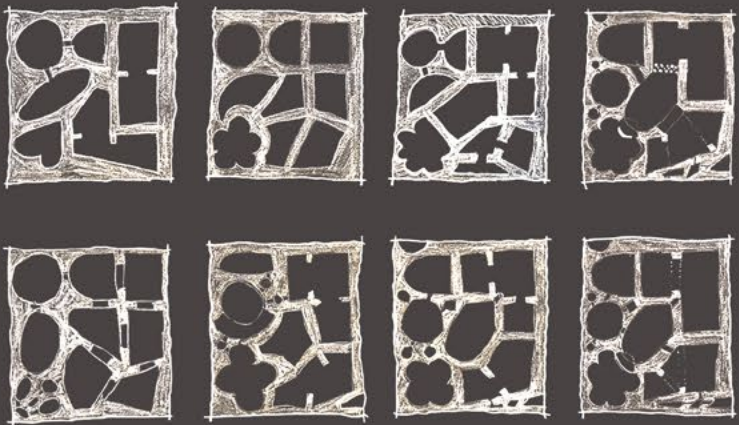
Based on the “Approval Matrix,” a tongue-in-cheek graphic cultural assessment in every New York Magazine, this project is a “Poché Matrix”. The design of the spaces and the products are on a continuum and distributed in an array based on their relationship to the four terms.

The site for the project is a 5,000 square foot industrial building at 210 N Harvard Street in the Allston neighborhood of Boston. The neighborhood is changing rapidly as Harvard University expands across the Charles River from the main campus.

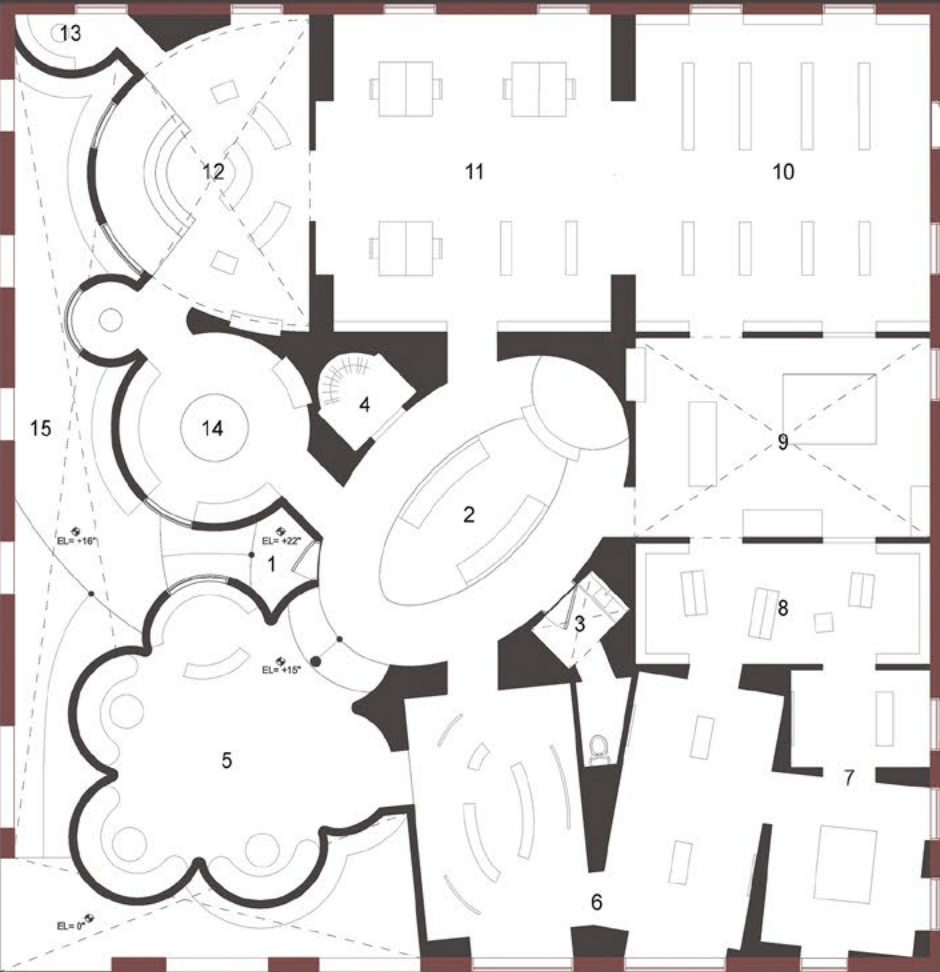




Concept Sketch



Ground Floor Plan



host structure/new structure 1. entrance 2. lounge 3. restroom 4. cloakroom
5. cafe 6. gallery 7. theater 8. rare book store 9. reading room 10. book store
11. office 12. auditorium 13. waiting room 14. drawing room 15. courtyard



Auditorium curvilinear + unity

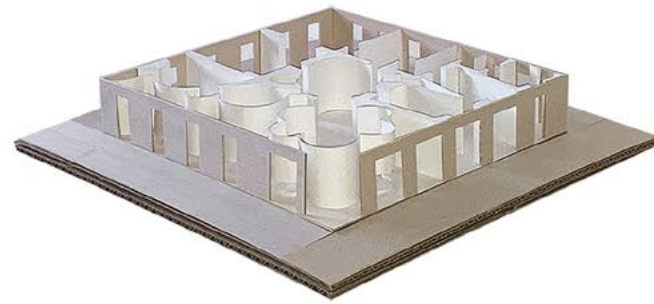


Bookstore rectilinear + unity

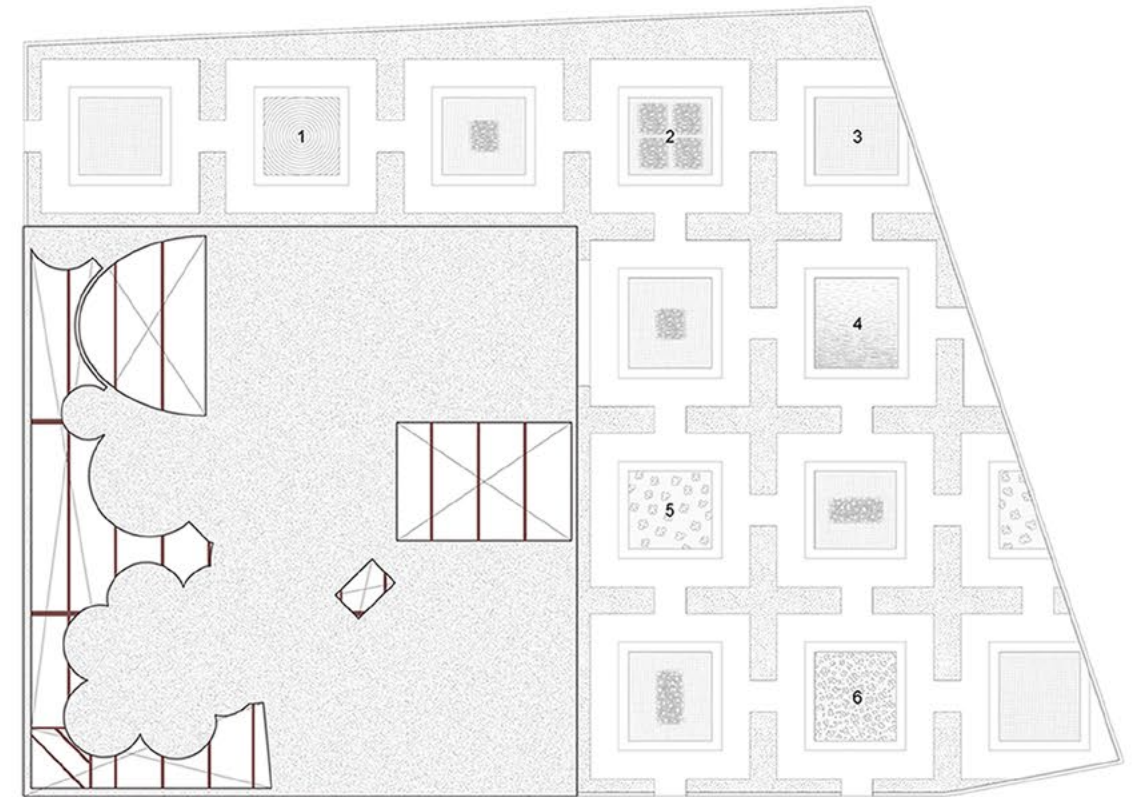


Courtyard curvilinear

The entrance to the building is through what might be considered “habitable poché.” Once inside, the rooms are shaped and composed using a traditional poché design technique. Externally, inside matrix expands and adapts to different styles of gardnes.



Physical Model scale 1/8"=1'-0" (12"X12")



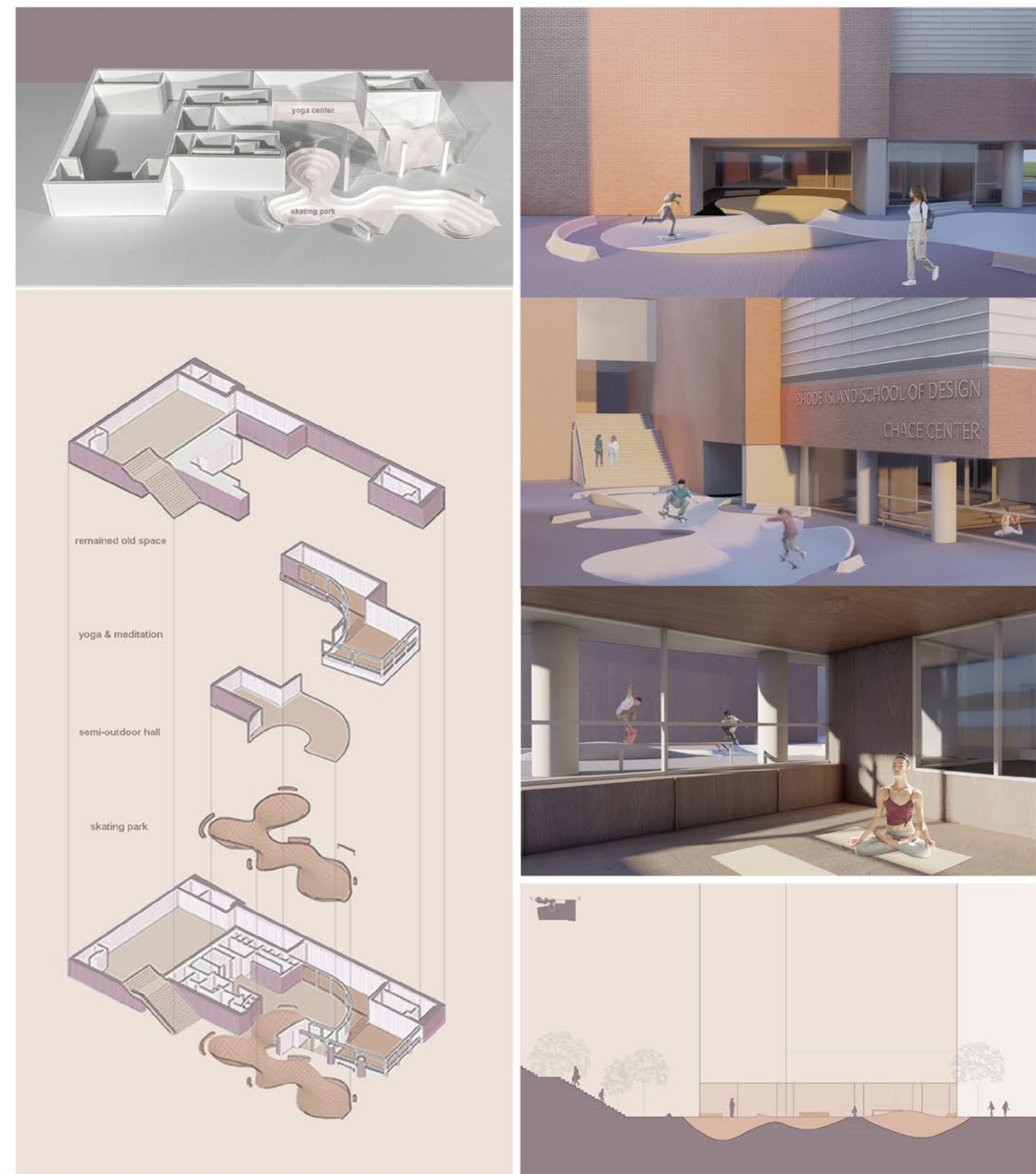
Roof Garden Plan 1. dry landscape 2. topiaries 3. lawn 4. pond 5. rocks 6.flowers



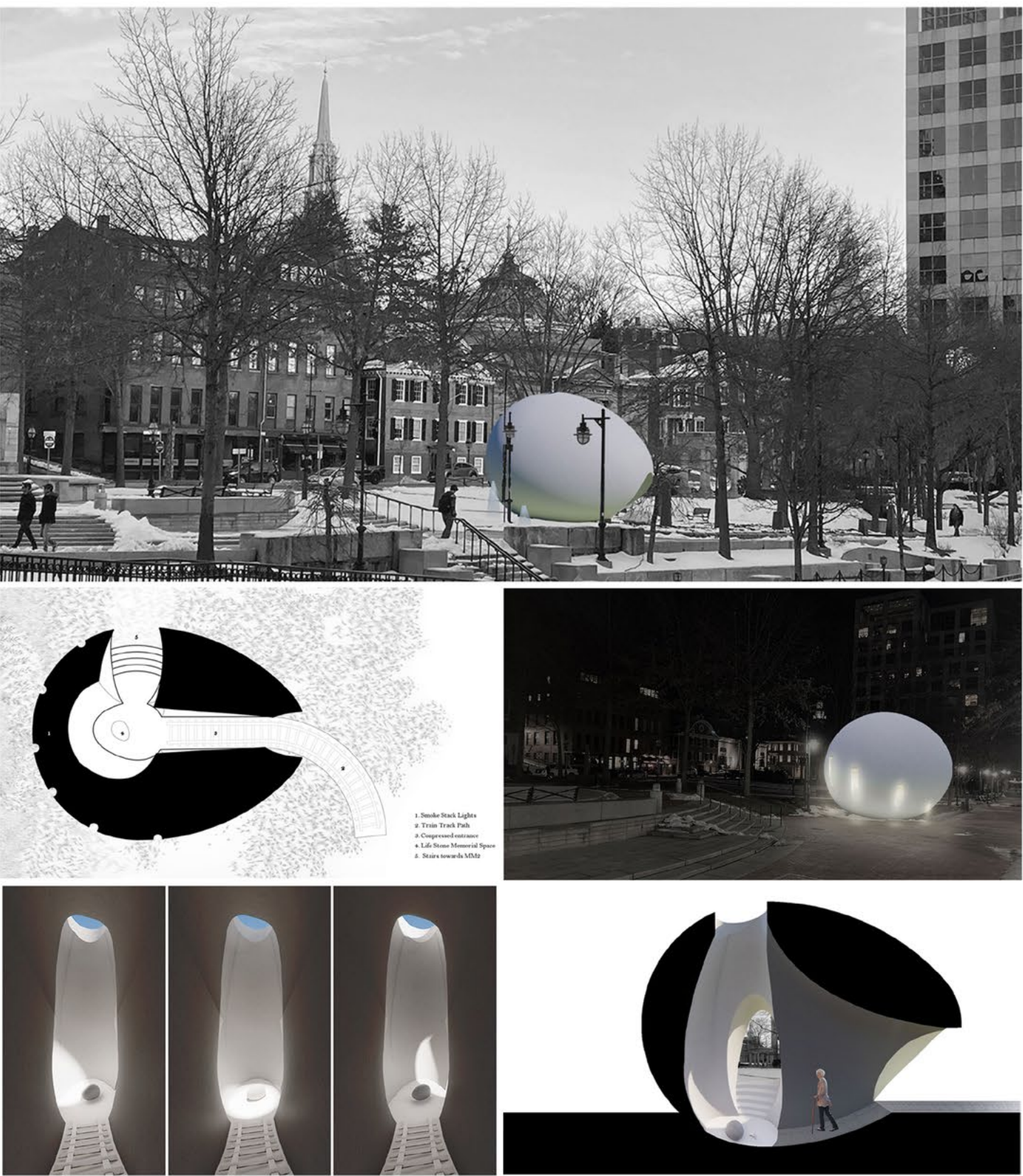
Cafe, Gallery and Theater variety

OTHER WORKS

Transforming the Interior of RISD Museum

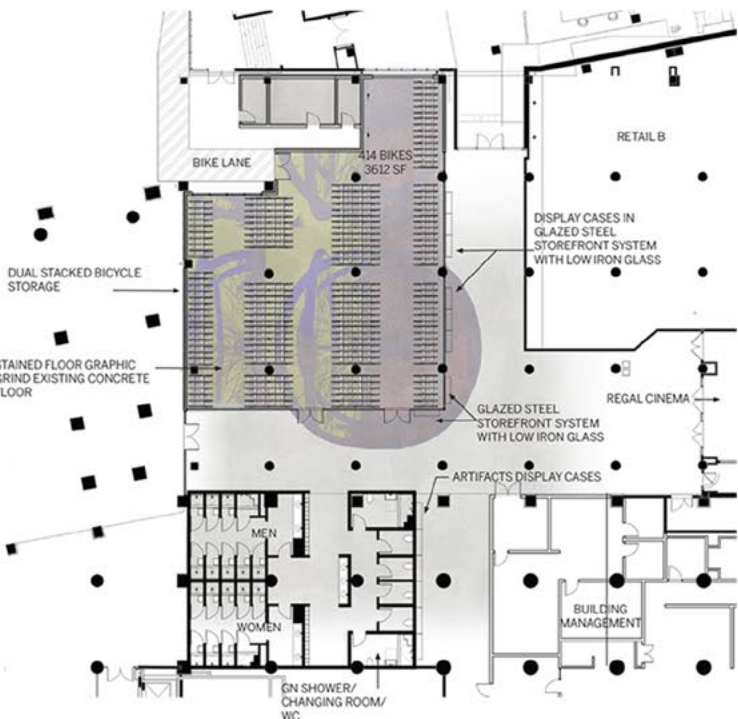


Rhode Island Holocaust Memorial

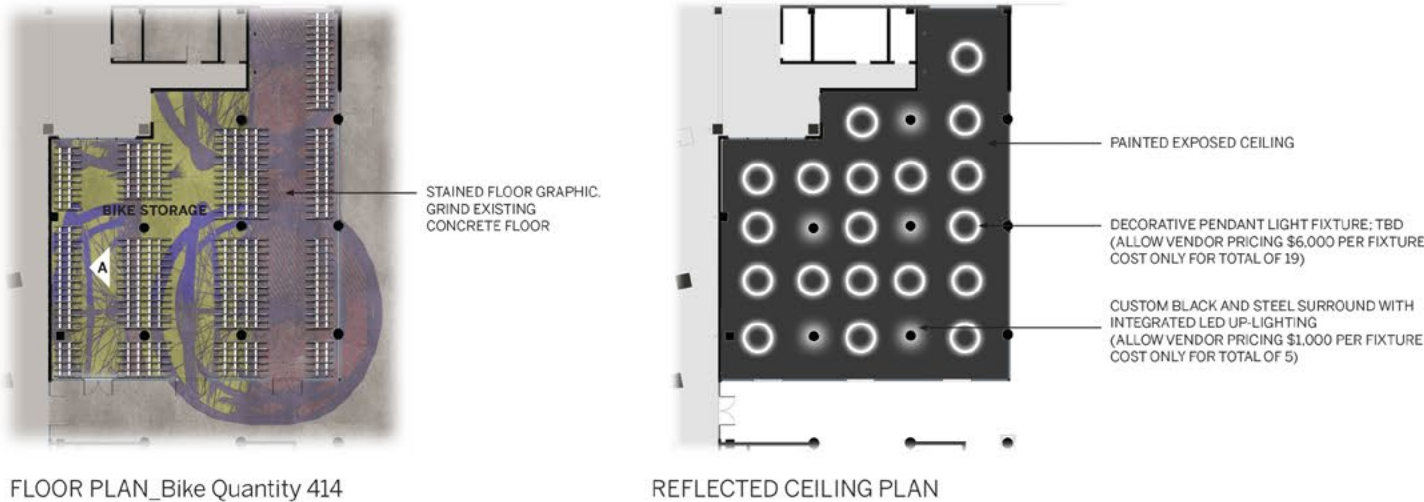


421 PARK DESIGN

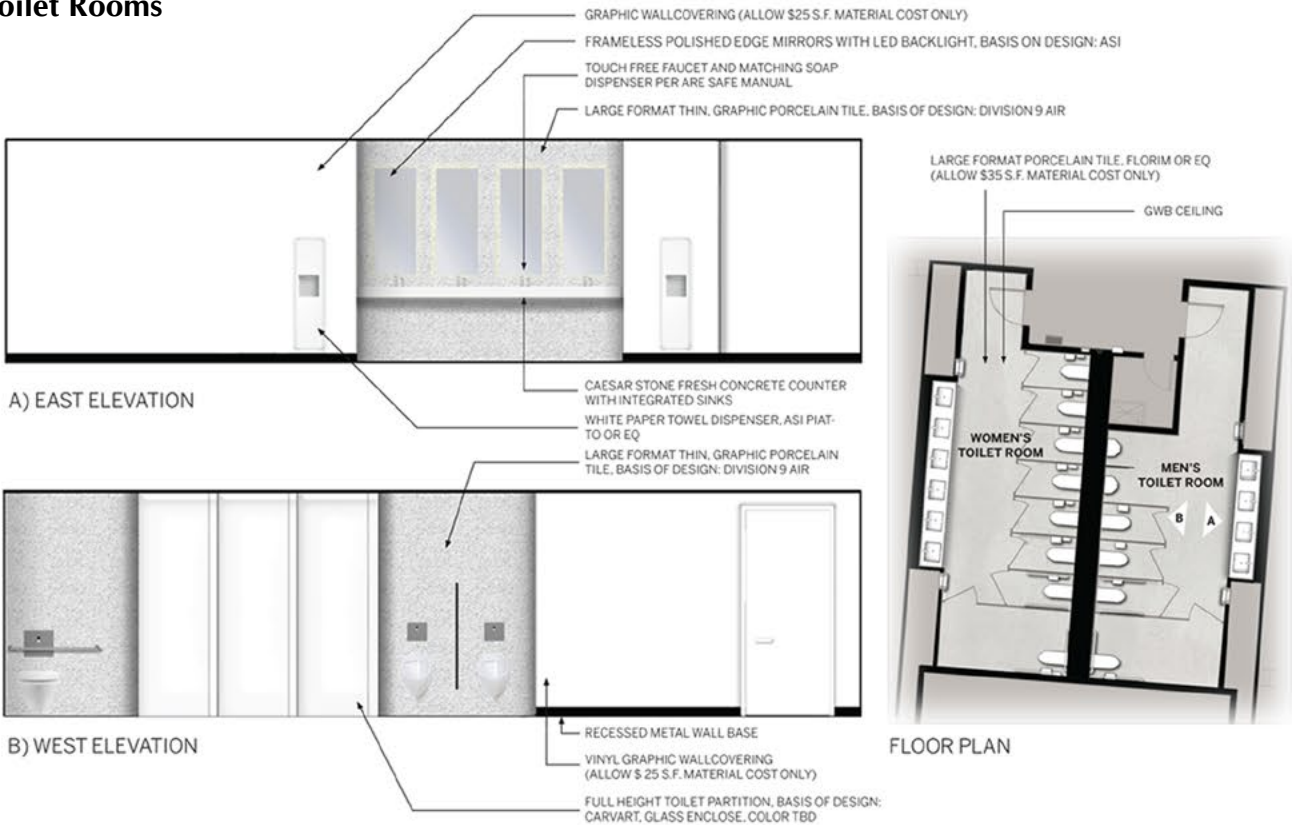
Interior Renovation Elkus Manfredi Architects



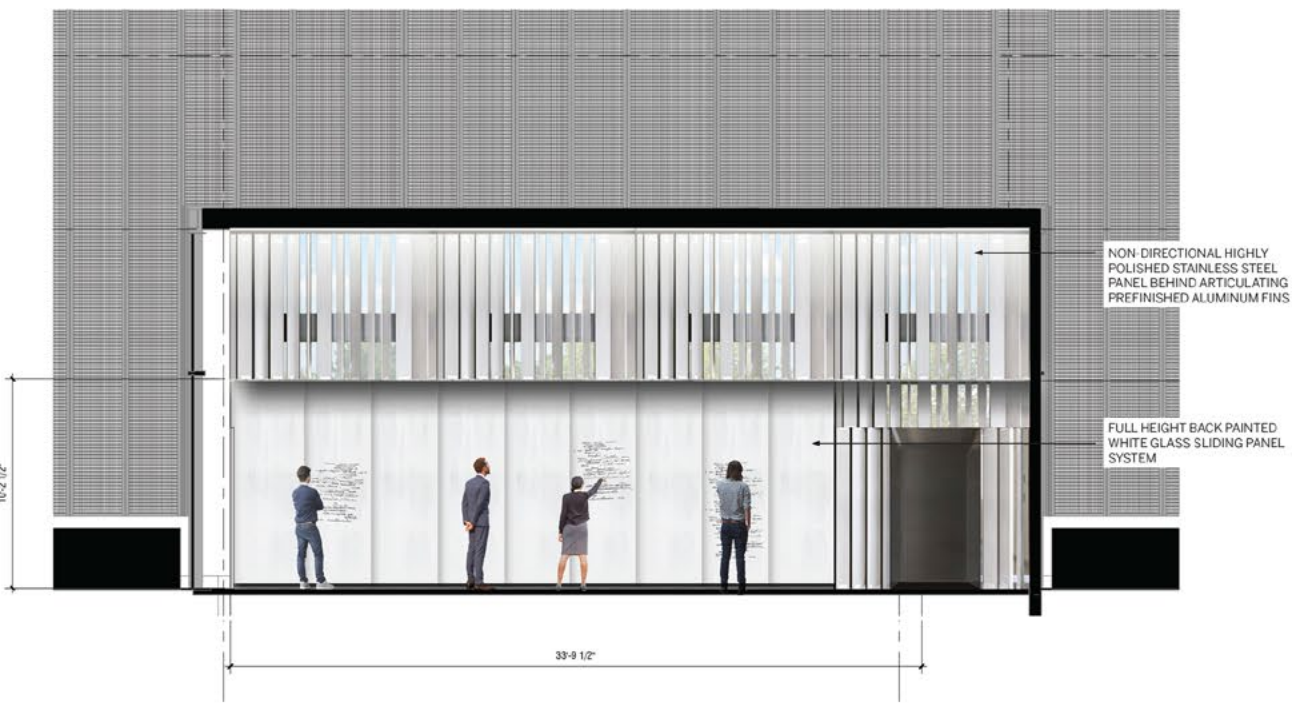
Bike Storage Room



Toilet Rooms



Amenity Indoor/Outdoor Space



Phone: +1. 401.369.5475
Email: dkim28@alumni.risd.edu
<https://daeunkeem.cargo.site/>

