

DAEUN KIM

Interior Architecture: Adaptive Reuse
Rhode Island School of Design

selected works 2017-2023

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

Sheung, 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, diagrammatic drawings, and physical models.

EDUCATION

Rhode Island School of Design (RISD)

Providence, USA | 2021-2023

Master of Design, Interior Architecture : Adaptive Reuse

01

EVOLVED UNIFORMITY

Apartment Reconstruction

Undergraduate Thesis Project
Architecture

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.

02

ADDING SUBTRACTION

Wasting Time in Space

Graduate Thesis Project
Interior Architecture: Adaptive Reuse

ACHIEVEMENTS / AWARDS

Rhode Island School of Design Thesis Awards

2023

03

GANGNAM MATRYOSHKA

A Wide Variety Office Project

Undergraduate Studio Project
Architecture

World Architecture Community WA Awards

2023

RISD Academic Scholarship

2021- 2023

04

RECALL JENKS PARK

Park Restoration

Graduate Studio Project
Interior Architecture: Adaptive Reuse

Reframe, Exhibition, Woods-Gerry Gallery

2021

Seoultech Academic Scholarship

2015 - 2019

Seoultech : Architecture Contest Awards

2015, 2016, 2019

05

POCHÉ

New Narratives for Retail Design

Graduate Studio Project
Interior Architecture: Adaptive Reuse

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

06

OTHER WORKS

RISD Museum and Holocaust Memorial

Graduate Studio Projects
Interior Architecture: Adaptive Reuse

SKILLS

Digital

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

07

421 PARK DESIGN

Interior Renovation

Elkus Manfredi Architects
Interior Architecture: Adaptive Reuse

Design

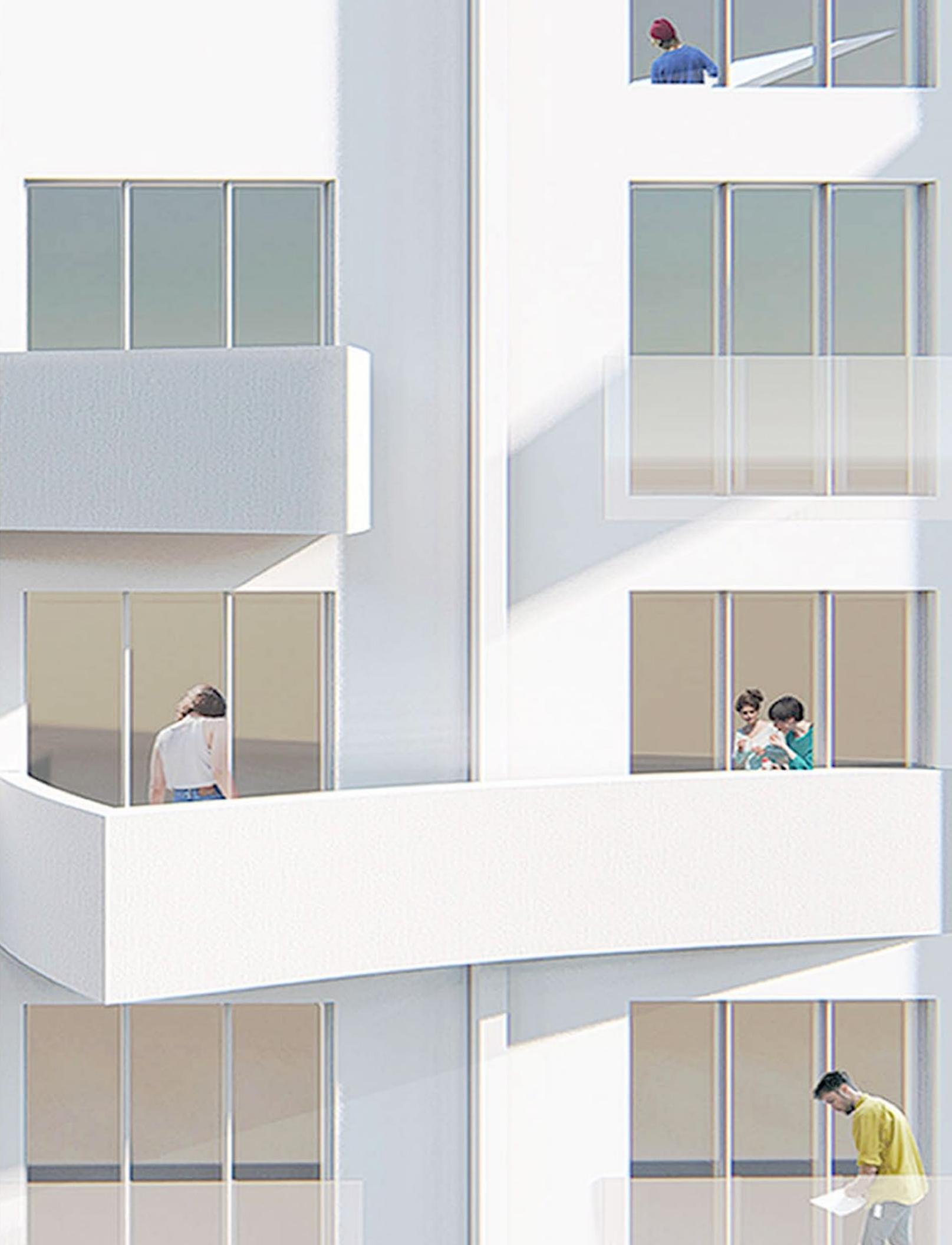
Architectural Drawing, Design Thinking & Research, Model Making

Fabrication

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

Language

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



01

EVOLVED UNIFORMITY

Apartment Reconstruction

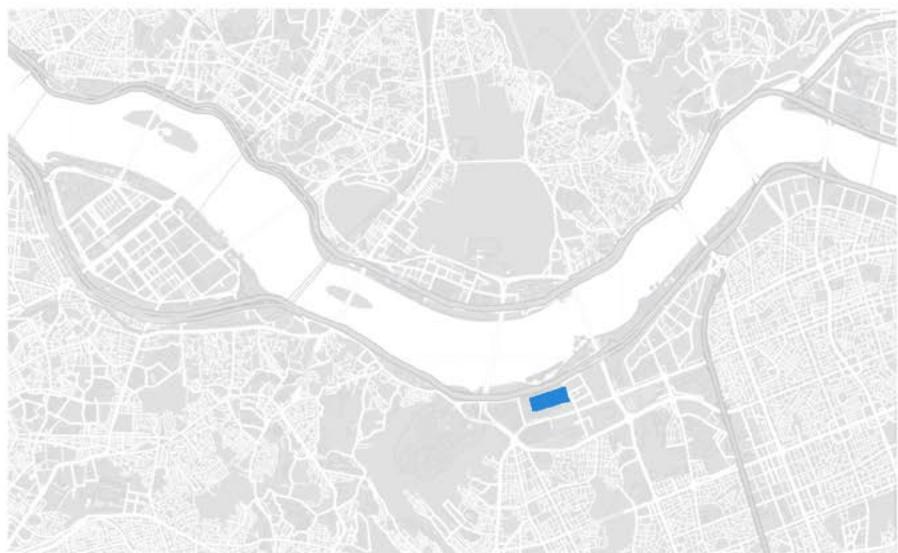


TRADITIONAL MASS TYPE (the line of boxes)

TRADITIONAL PLAN TYPE (centered living room)

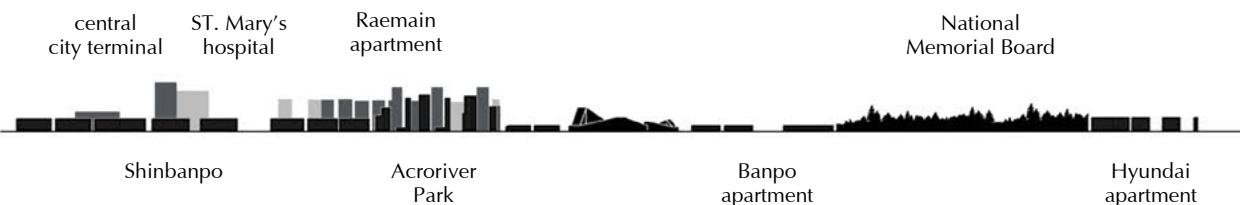
When Apartments were first built in the 60s and 70s in Korea, numerous standardized apartments arose. They have been genetically repeated box-type apartments and the living room-centered plan. This uniformity limits the users' experience of the various possibilities.

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.

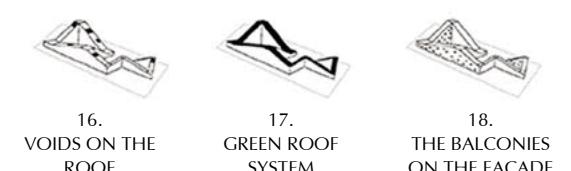
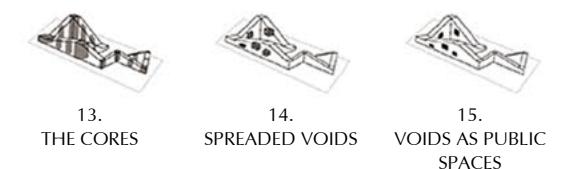
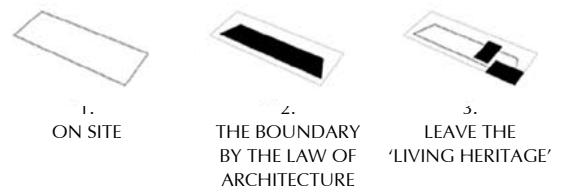


Site Plan

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

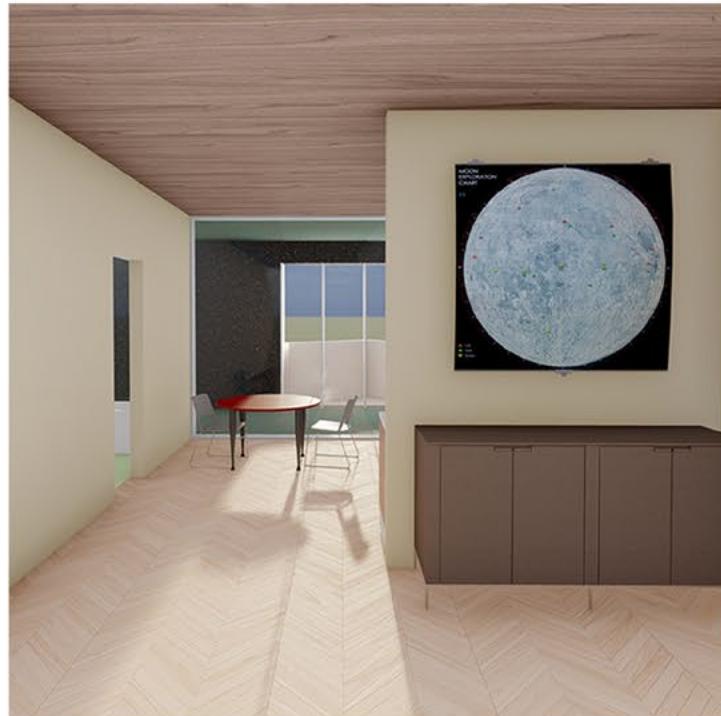


VARIETY OF LIVING ROOM TYPE

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



Apartment Facade



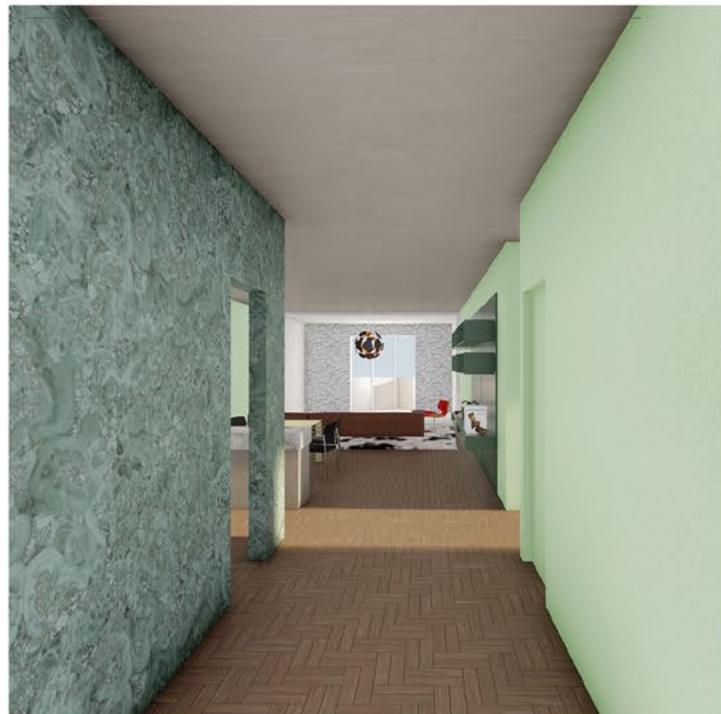
Unit 1. ELIMINATION

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



Unit 2. COMBINE OR SEPARATE

Dual functional living room.



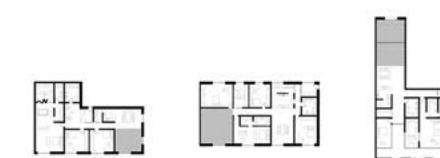
Unit 3. REMOTE

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	4. care garden	7. welcome plaza	10. restaurant
2. gardening area	5. center for the elderly	8. management office	11. lobby
3. library	6. growing center	9. organic grocery store	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

Semi-Outdoor Public Spaces + Living Area Section

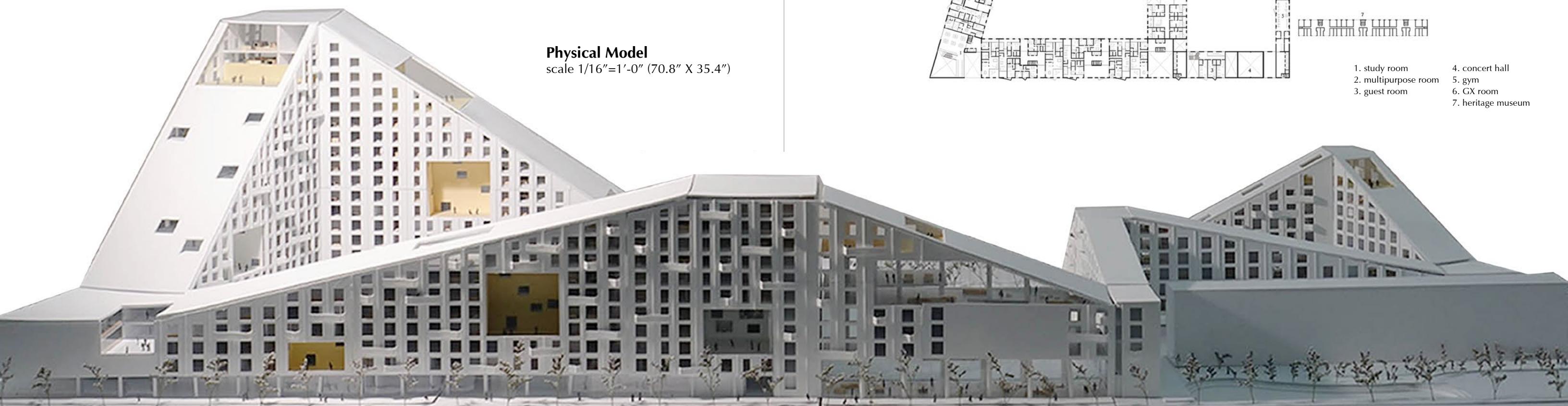


Fourth Floor Plan



Physical Model

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





02

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.

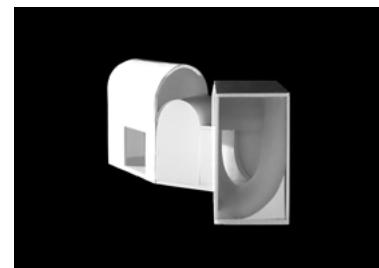
While addressing the social problem of excessive productivity with an architectural solution, I seek to improve mental health and create spaces that encourage connection between people. Subtracting programmed areas while simultaneously adding undefined spaces into existing buildings displays the ability 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"



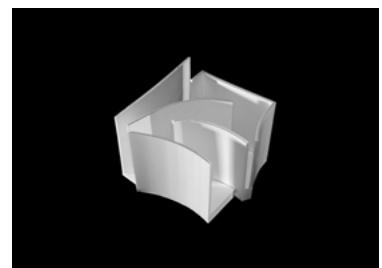
start



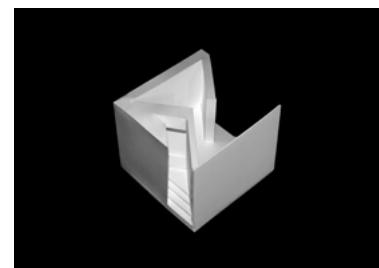
reverse



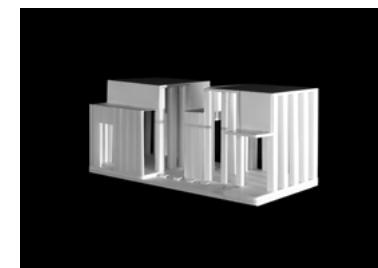
break



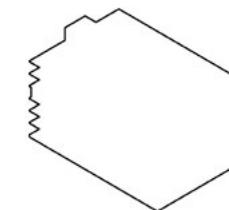
prolong



accumulate



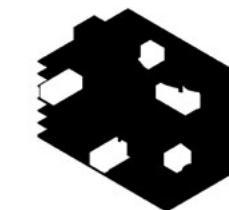
rerun



host building



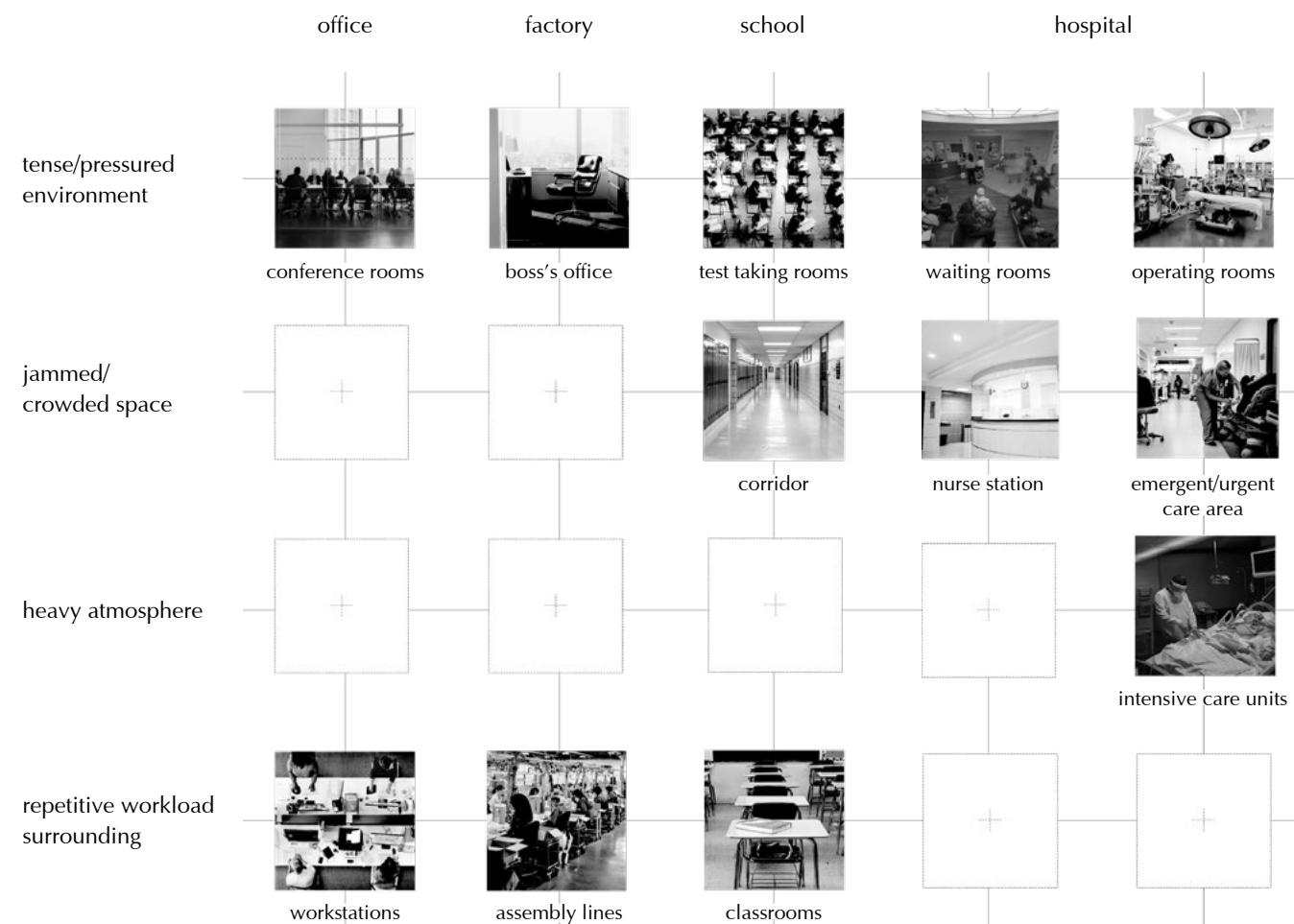
subtraction spaces



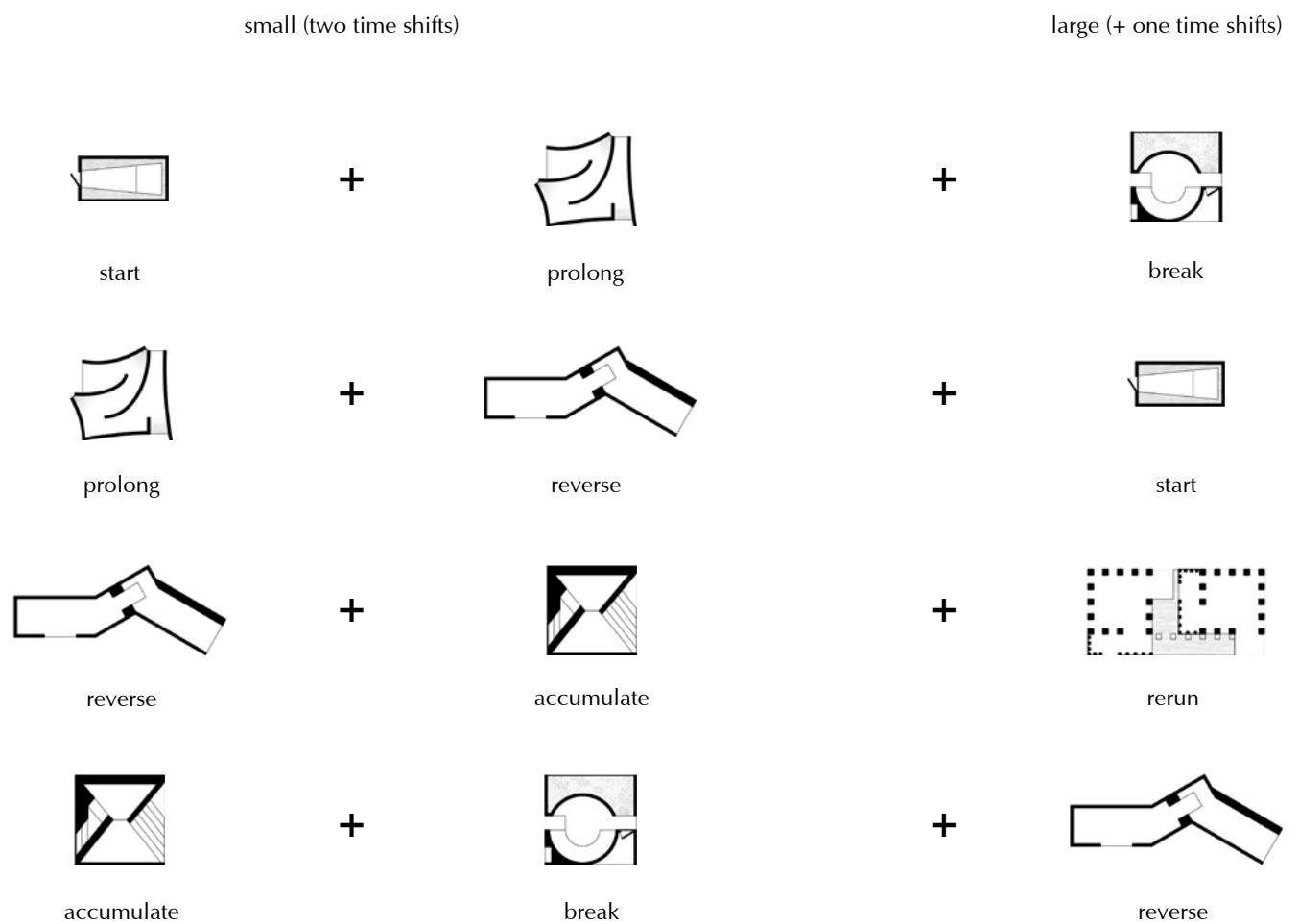
adding subtractions

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

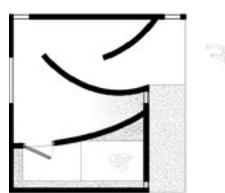


Time Solution

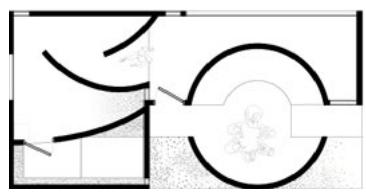


start + prolong (+ break)

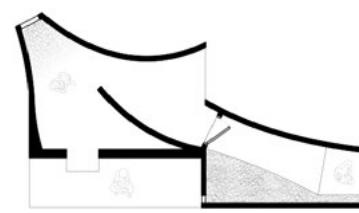
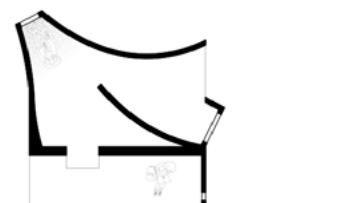
small
5m X 5m



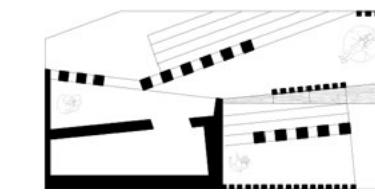
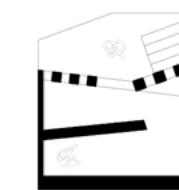
large
5m X 10m



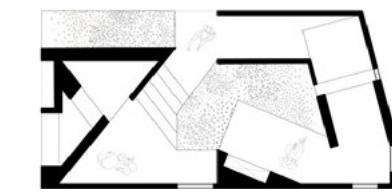
prolong + reverse (+ start)



reverse + accumulate (+ rerun)

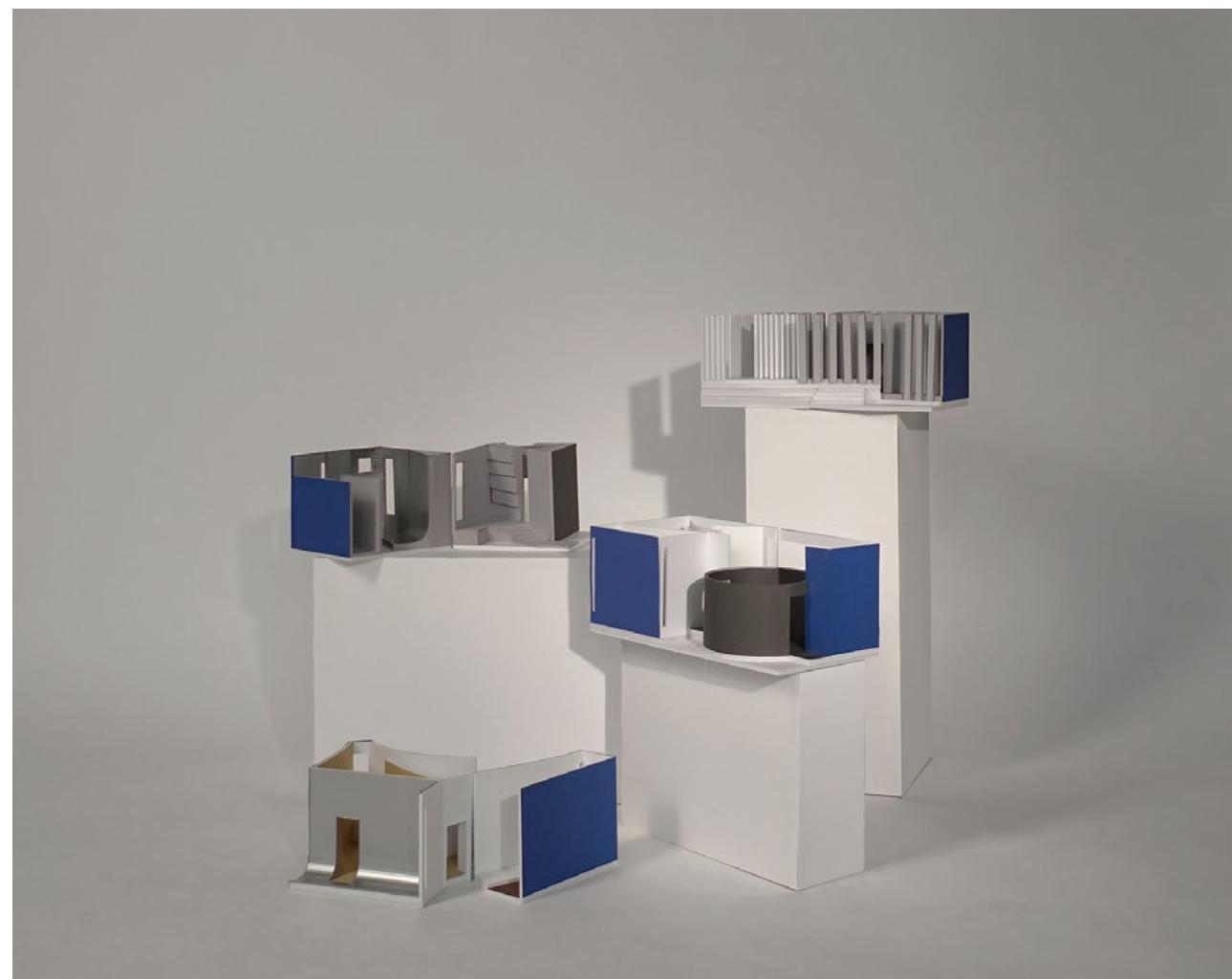


accumulate + break (+ reverse)



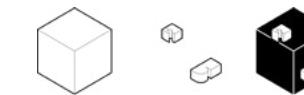
Subtraction Spaces

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

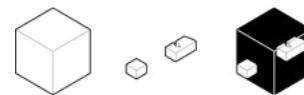


Adding to Program

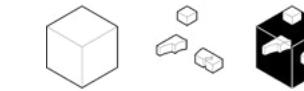
office



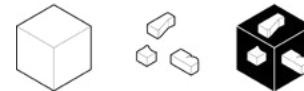
factory



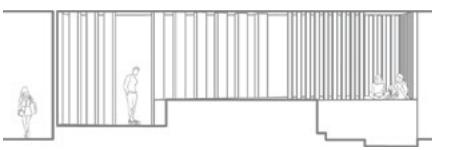
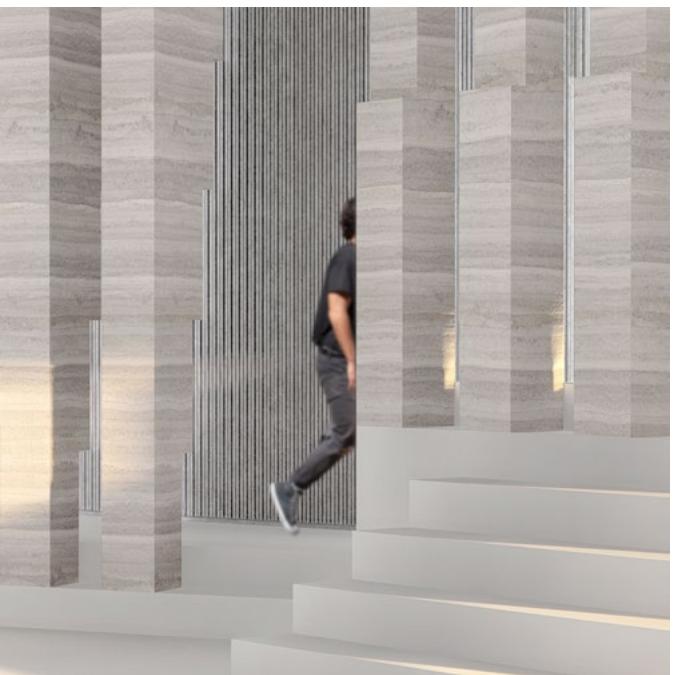
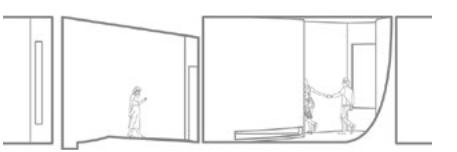
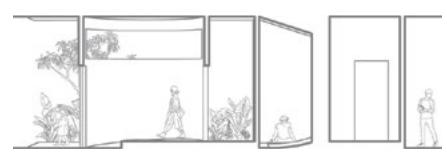
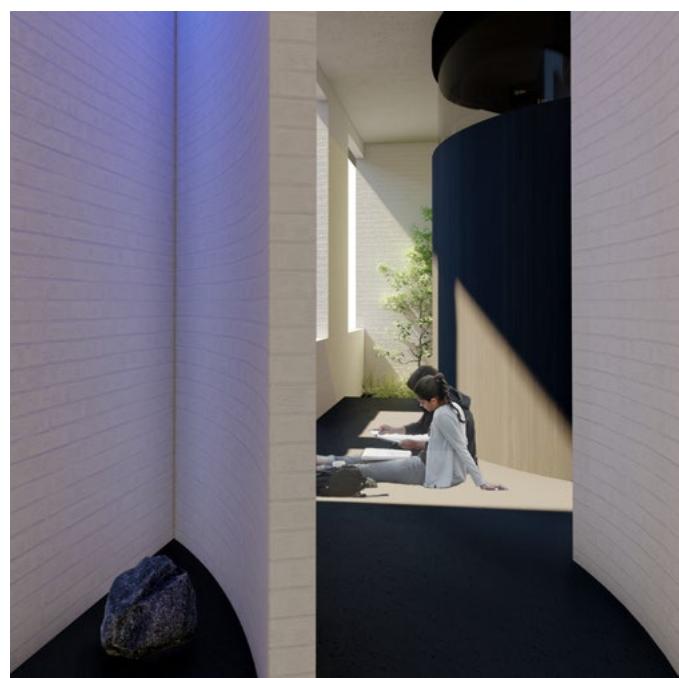
school



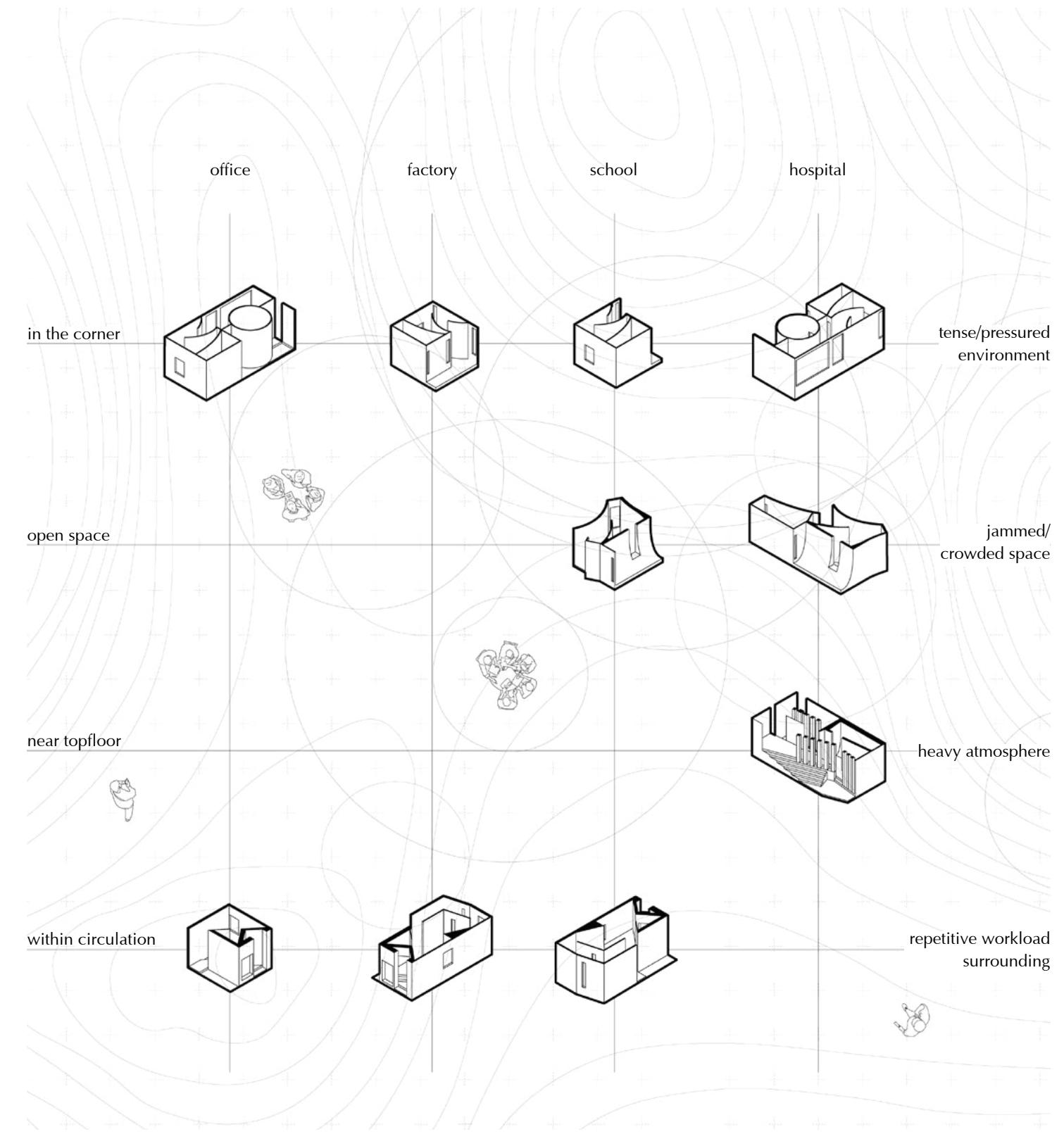
hospital



Subtraction Spaces



Adding Subtraction Strategy



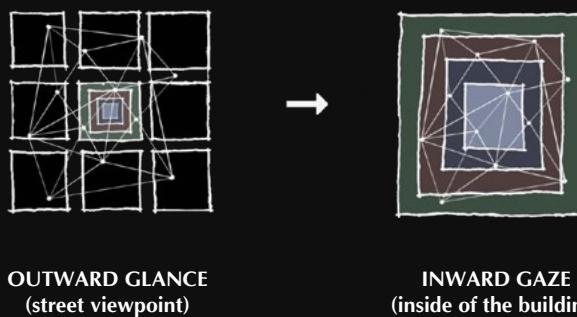
A year, three months or a week can stand in for luxurious time; the length is less important than quality. Even if you can not afford that time off, you qualify to have the time. This project proposes *subtraction spaces*, away from the pattern of everyday life and work, that provides access to luxurious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



03

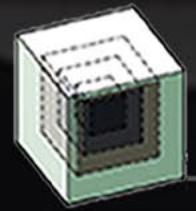
GANGNAM MATRYOSHKA

A Wide Variety Office Space

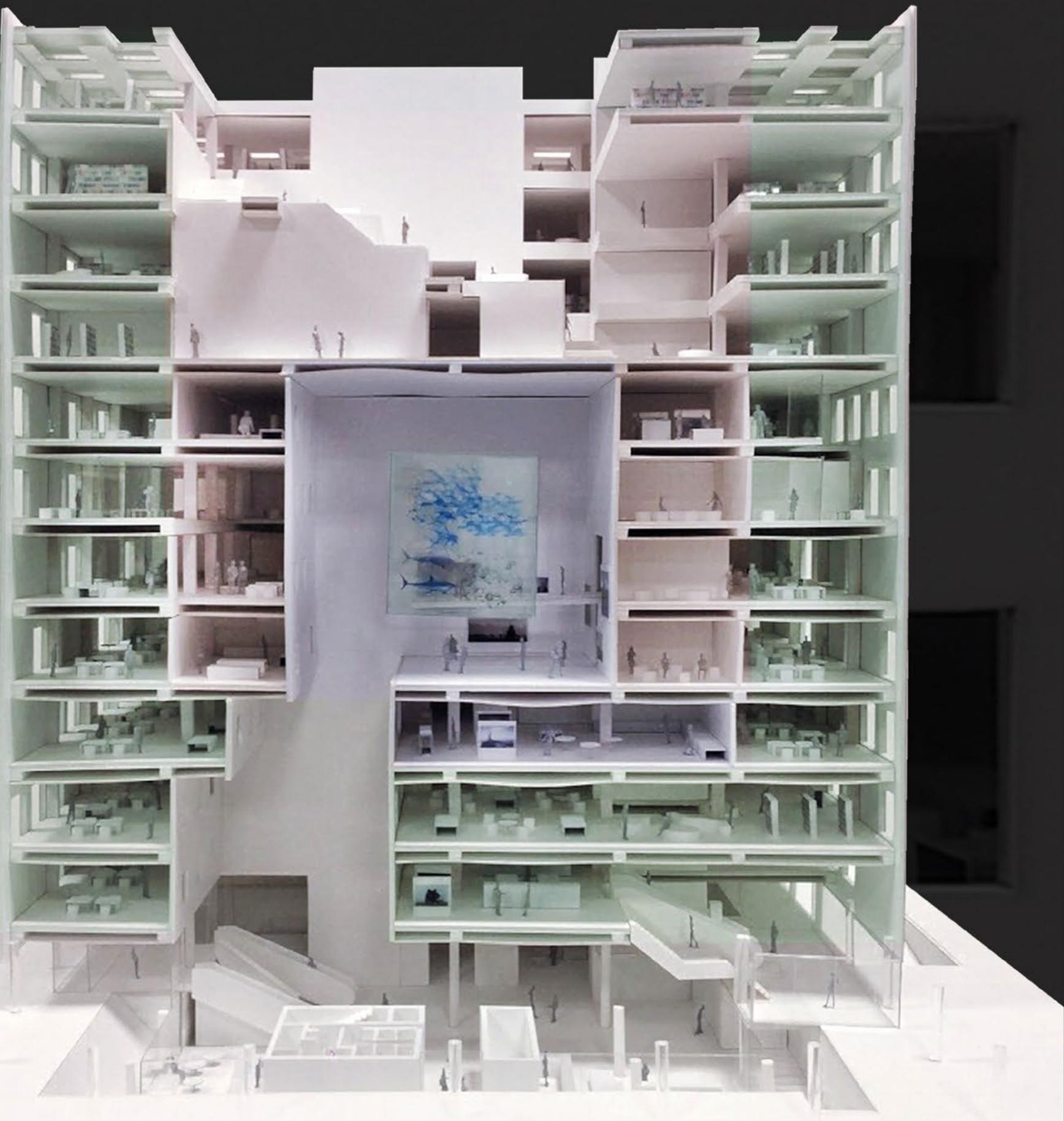
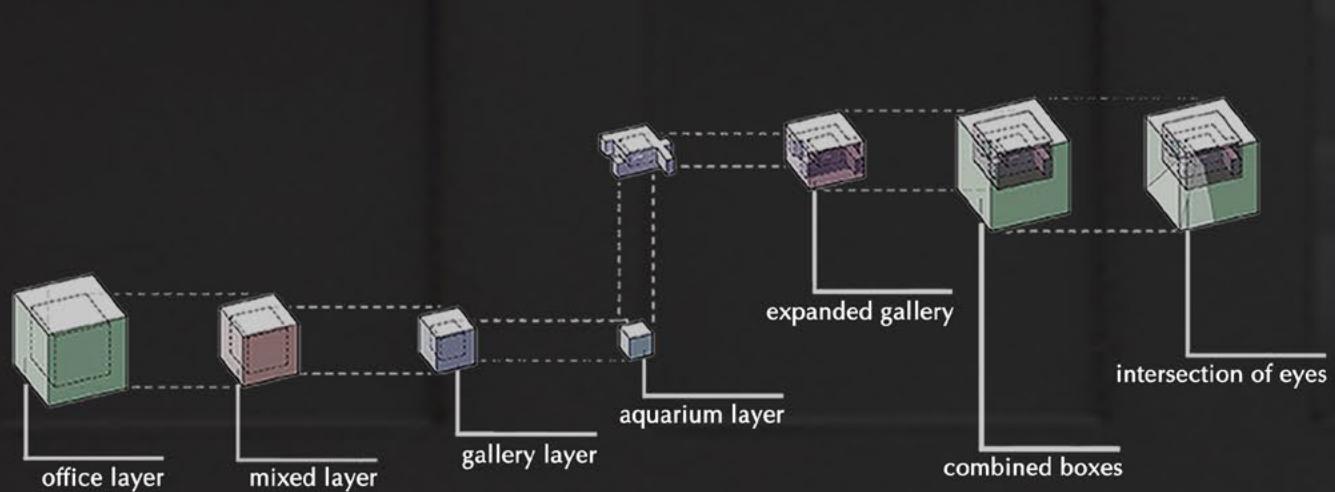


The site called Gangnam, where this building is located has 37,798 people and dozens of office buildings in the middle of Seoul. Matryoshka's scale change and repetition, the exact boundaries of the space, and the duplicated space in one comprehensive space become the motives for creating this project.

In the street viewpoint, the gaze in one-way through opening is limited to other buildings. On the other hand, the idea of Matryoshka came from the intersection of gazes from the inside 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.



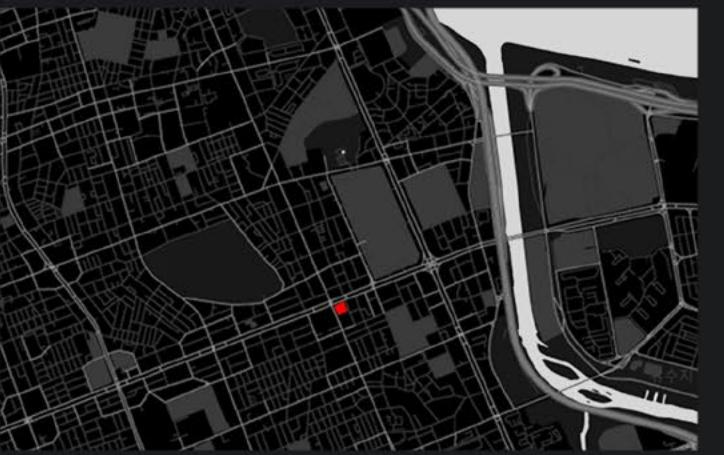
"Matryoshka doll is recognized as an independent entity in a combined state. On the other hand, if the duplicated dolls inside are taken out one by one, new spaces of different sizes are continuously derived. When I took out all the dolls and put them around me, it was interesting to see the connection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

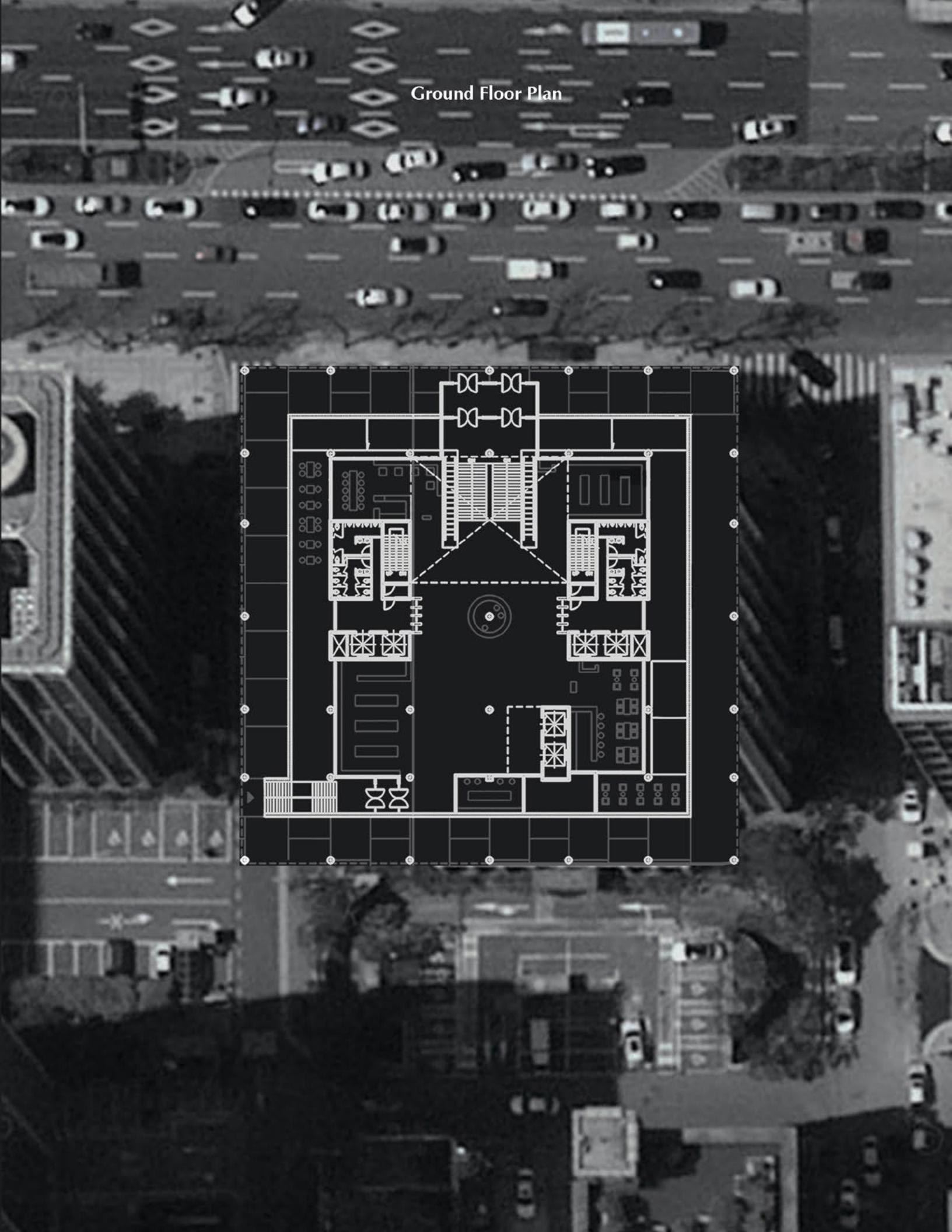
In the middle of the city where large companies are clustered, there are countless buildings with square windows in the shape of a square masses. In this office building, people also enter the grid-like building that harmonizes with the surrounding environment.



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.

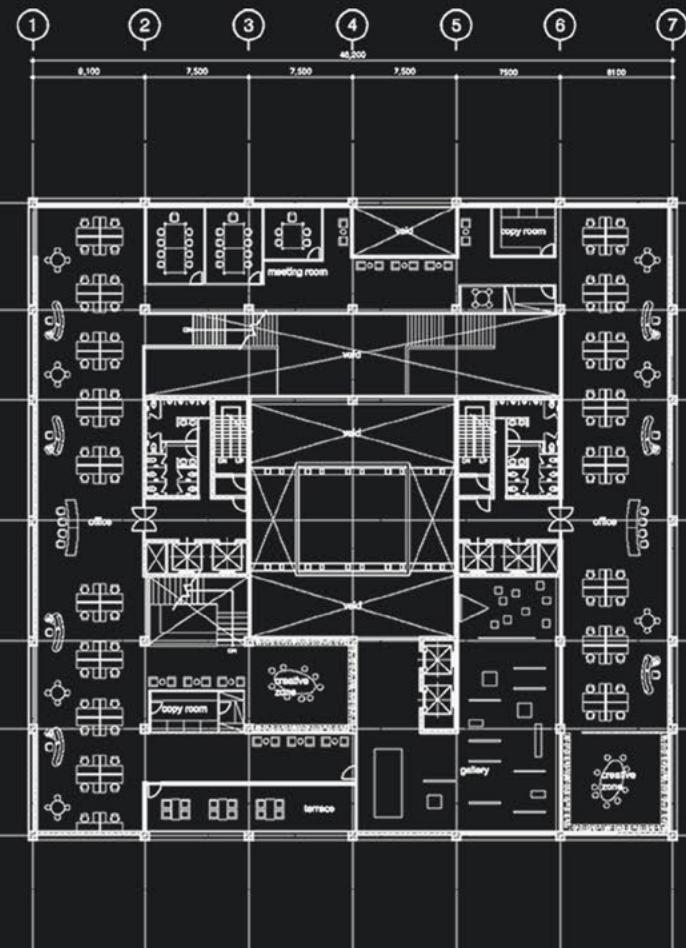


Interior Facade

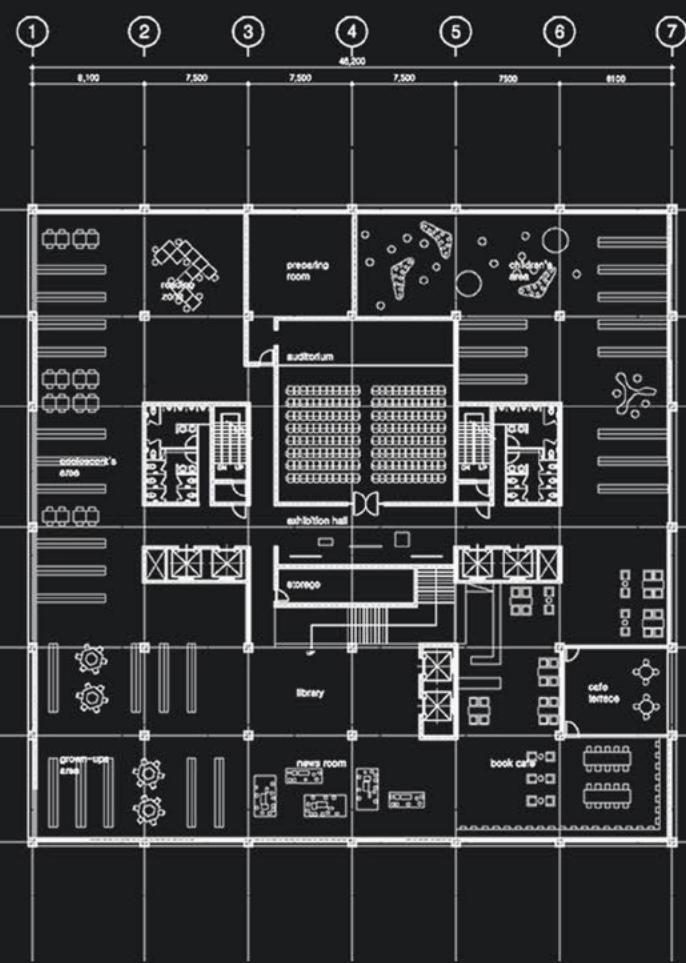


Aquarium

Ninth Floor Plan

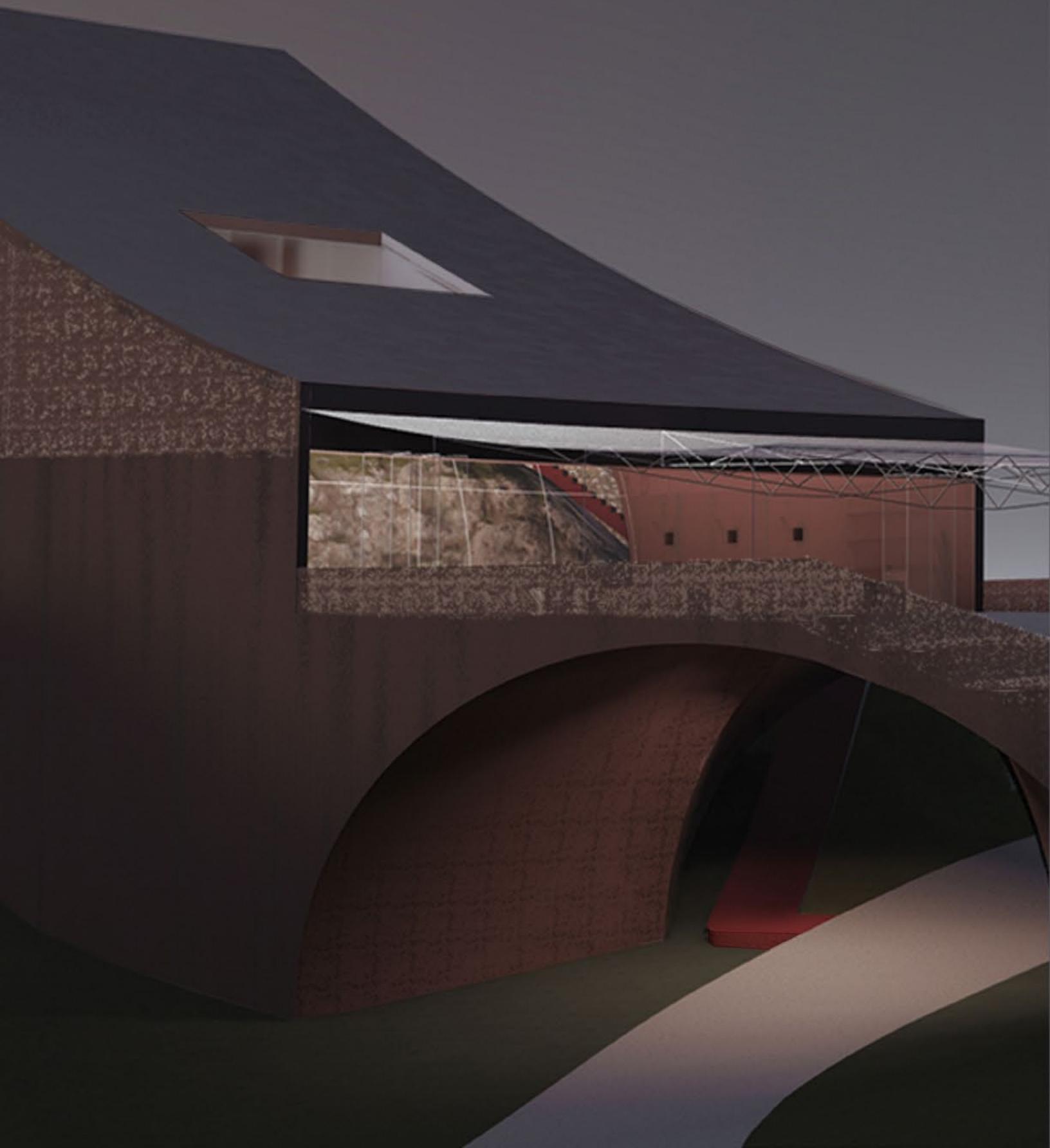


Seventh Floor Plan



RECALL THE JENKS PARK

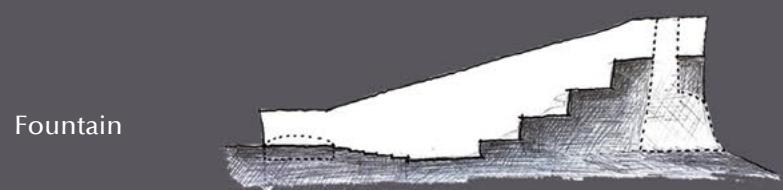
Park Restoration



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.





Cogswell Tower

Concept Sketch

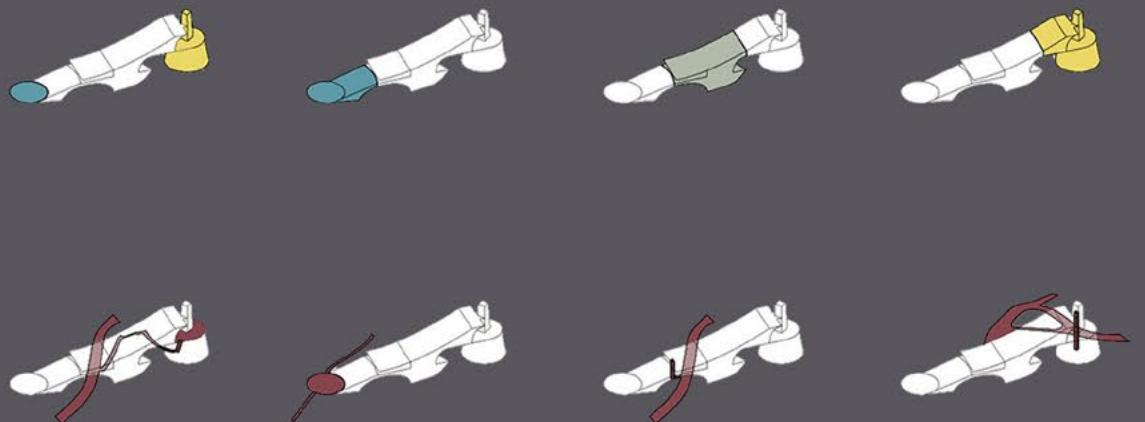
The basic concept is to connect the Memory (Fountain) and the History (Cogswell Tower) to create interior and exterior spaces. The community space in the middle of the new intervention provides new programming and accessible routes to existing spaces, and attracts more activity to the center of the park.

existing elements

memory

community

history

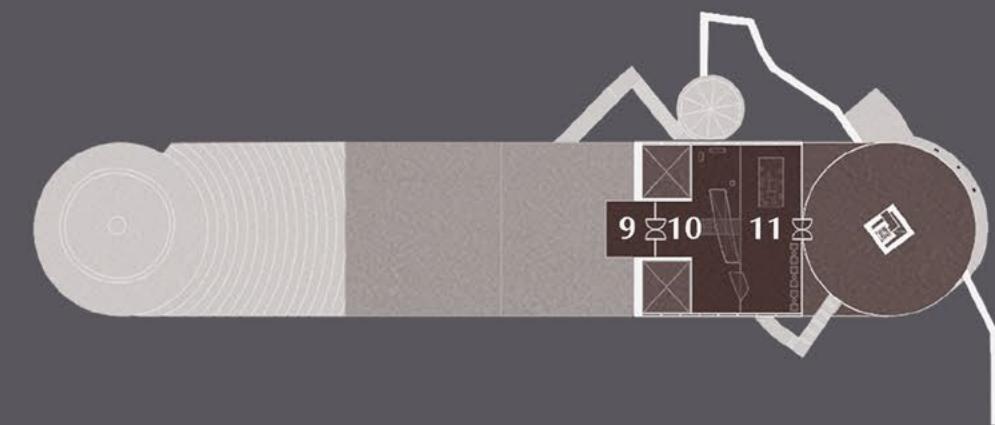
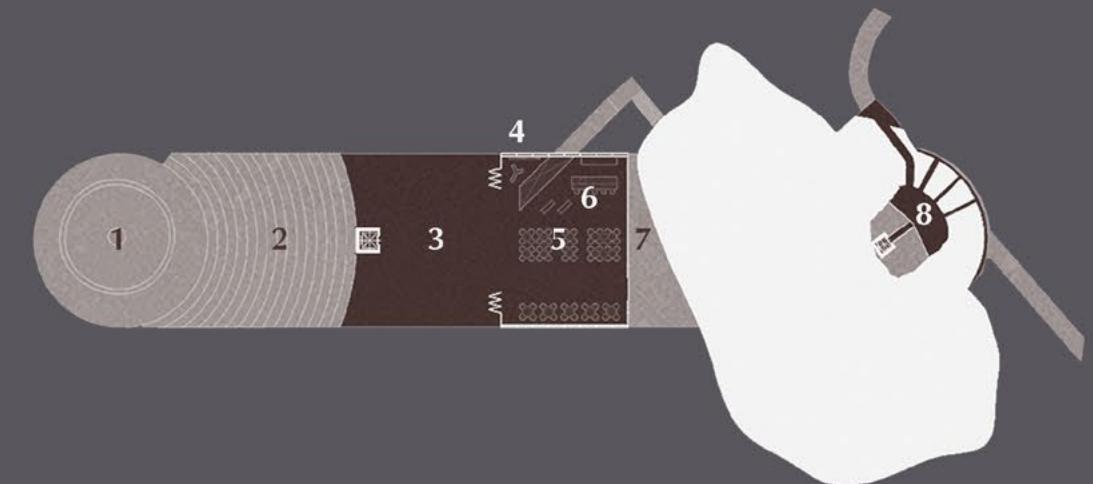


Program & Circulation Diagram



Site Plan / Ground Floor Plan

1. main park entrance 2. restroom 3. office



Second Floor Plan / Third Floor Plan

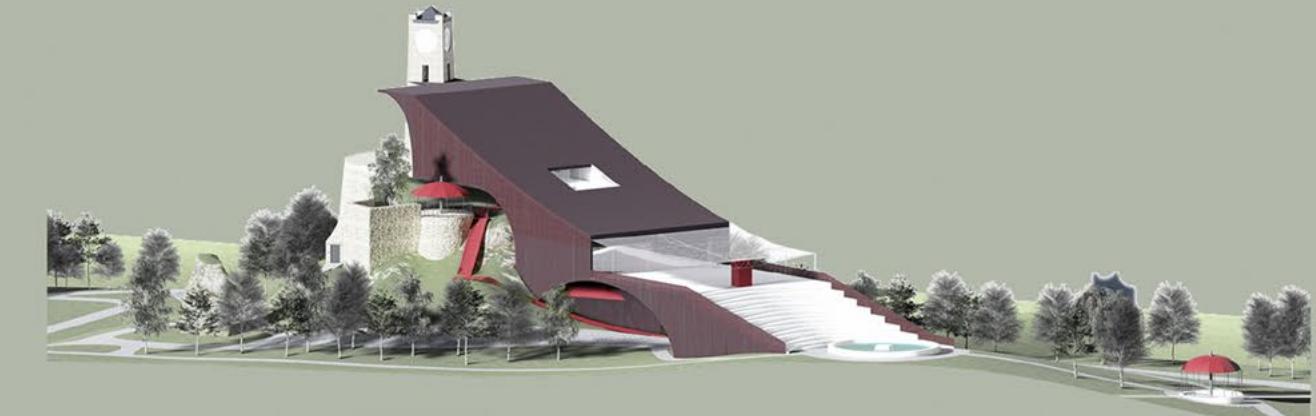
1. Fountain
2. picnic & concert area
3. semi-outdoor community space
4. chocolate shop
5. cafeteria
6. textile shop
7. garden
8. Cogswell Tower
9. observatory terrace
10. visitor center
11. history museum



Marketplace



Museum/Visitor Center



Patina Over Time

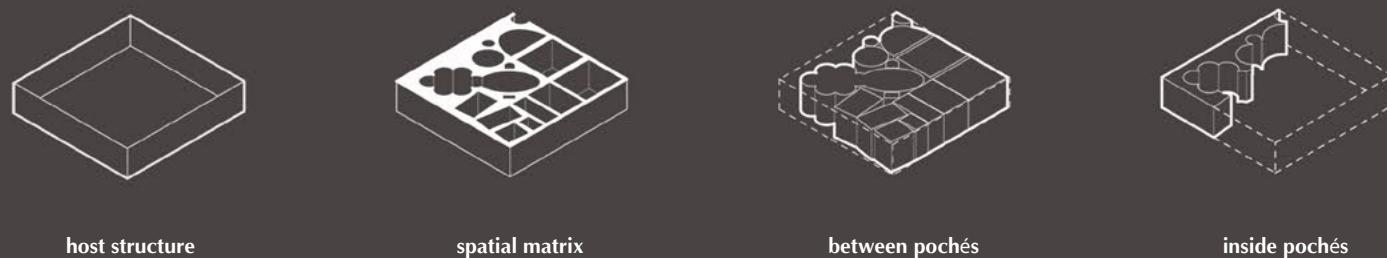
The two-layered perforated copper creates dappled light in the building so that people can feel the organic natural light inside. This wall will showcase the patina of copper by intentionally letting it turn to green so the whole park will match with the building overtime.



05

POCHÉ

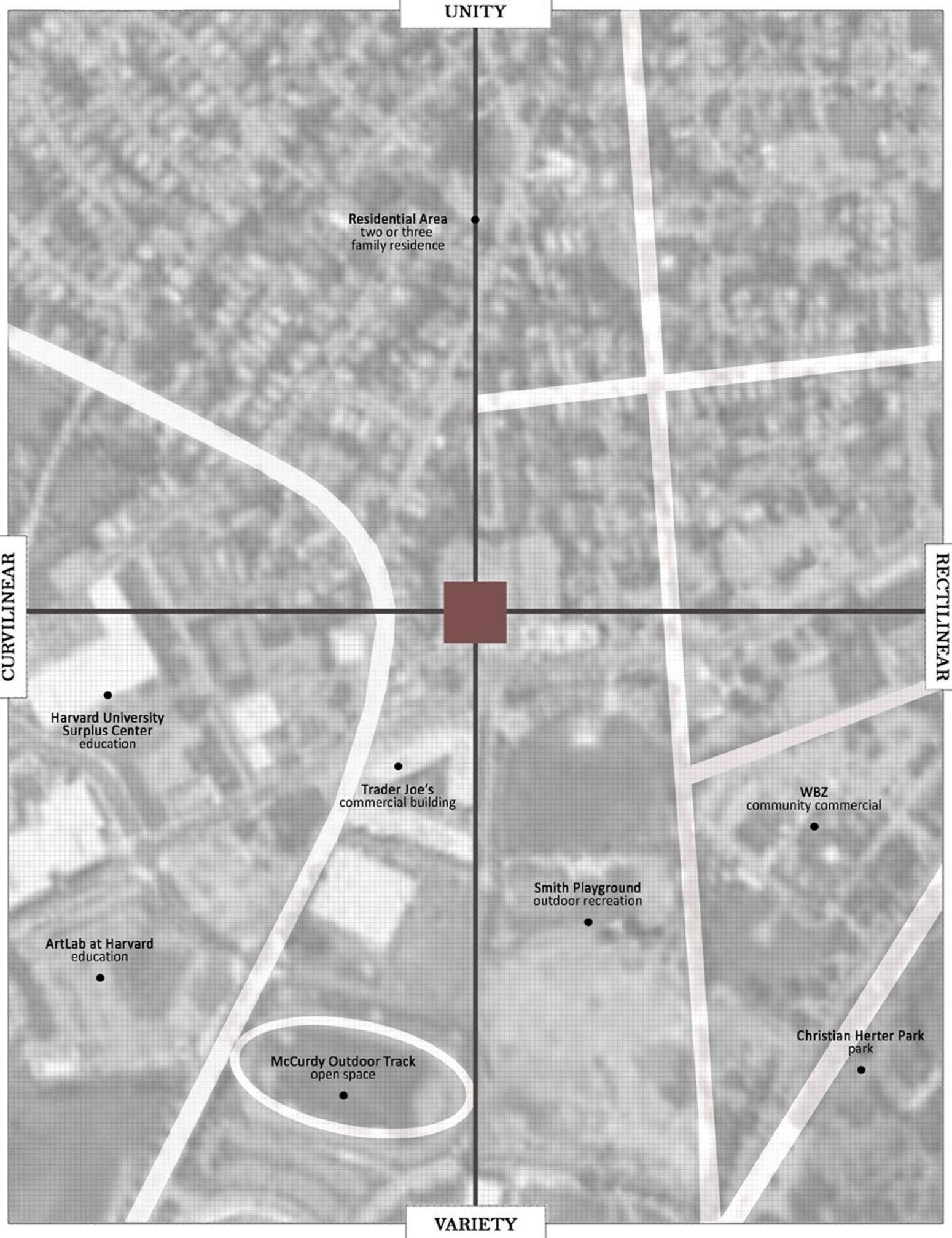
New Narratives for Retail Showroom



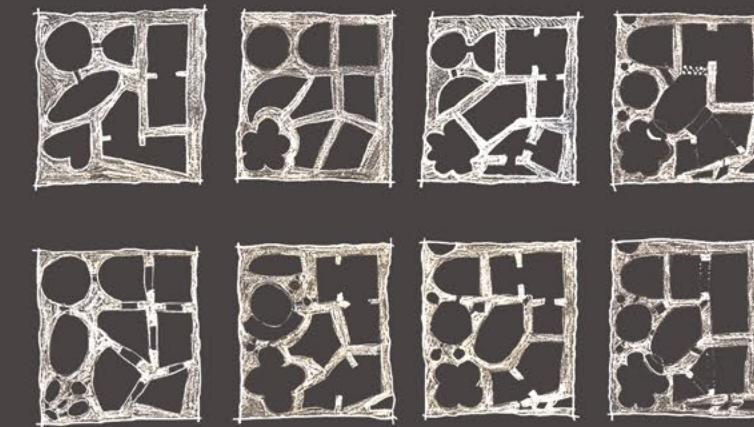
The project is based on two binary concepts that are gleaned from the context of the host building: curvilinear/rectilinear, and unity/variety.

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.

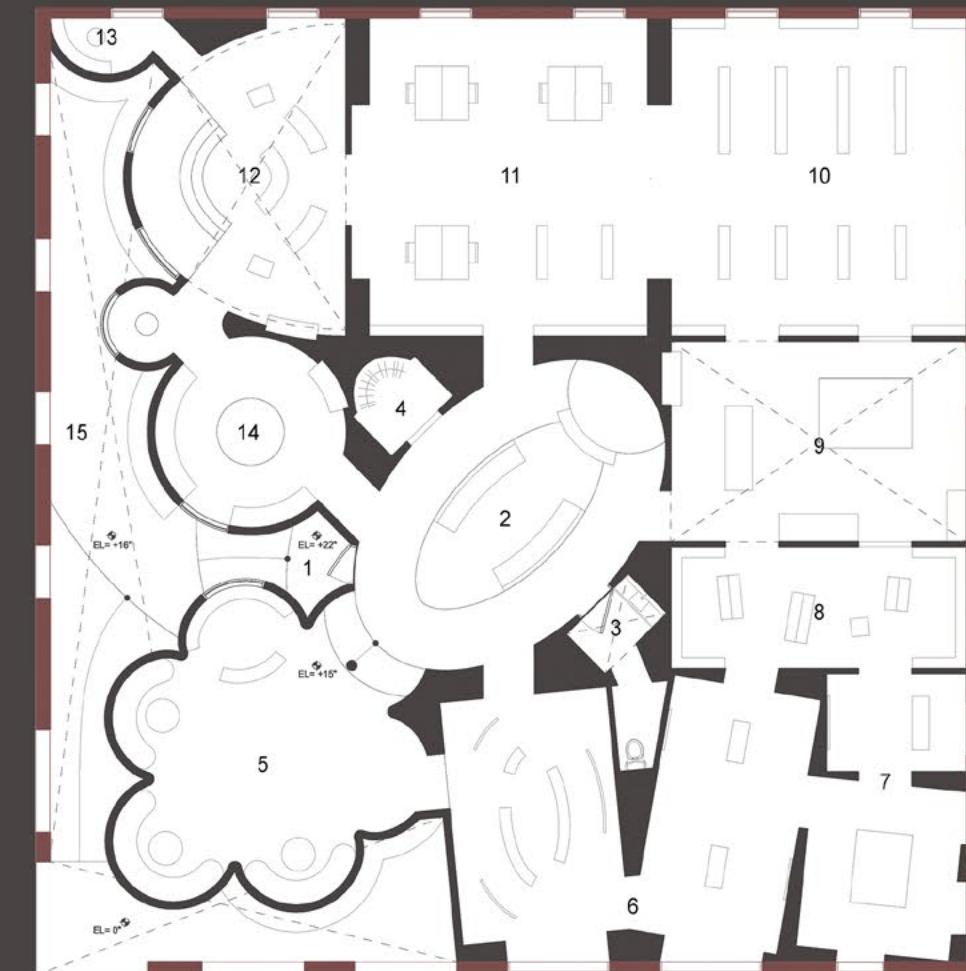
The site for the project is a 5,000 square foot industrial building at 210 N Harvard Street in the Allston neighborhood of Boston. The neighborhood is changing rapidly as Harvard University expands across the Charles River from the main campus.



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

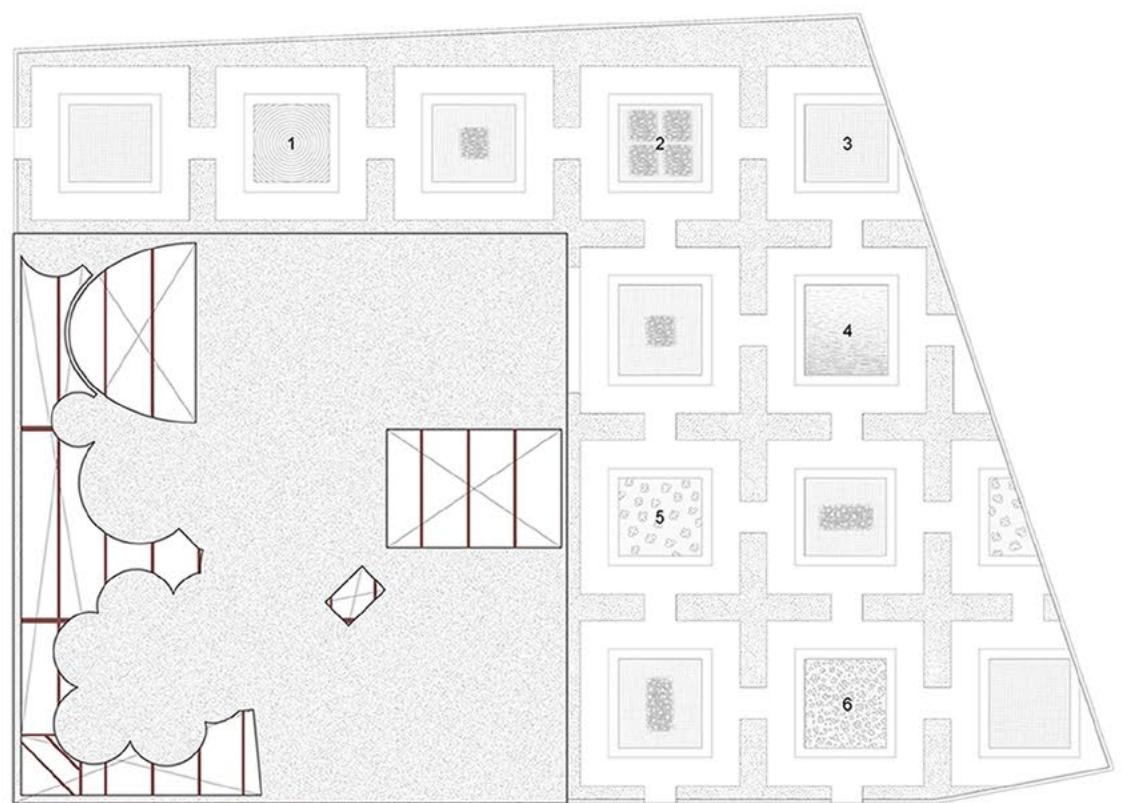


Courtyard curvilinear

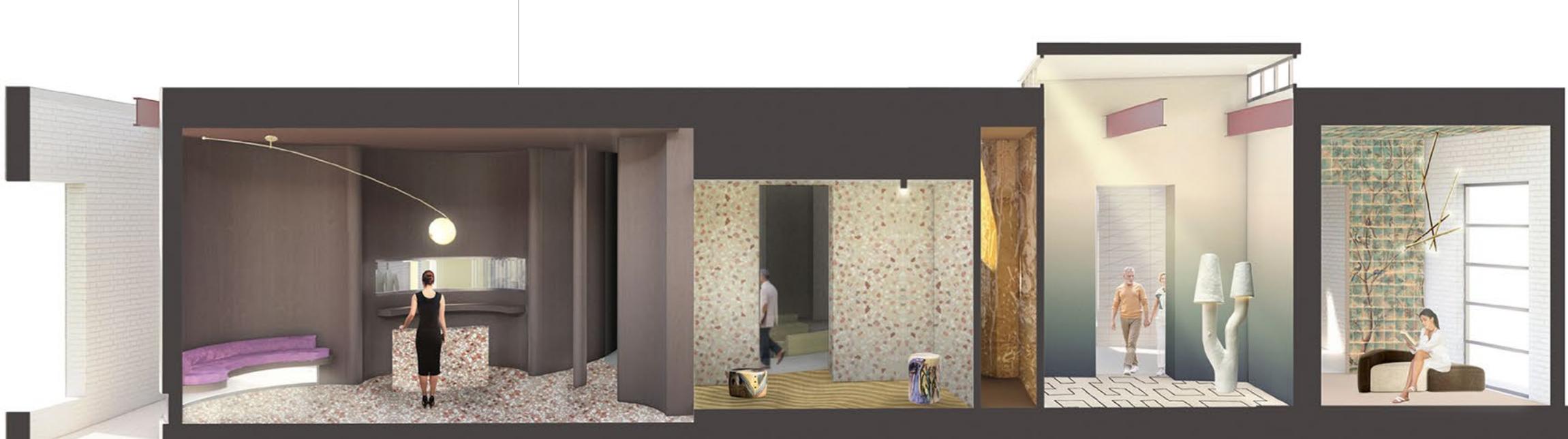
The entrance to the building is through what might be considered "habitable poché." Once inside, the rooms are shaped and composed using a traditional poché design technique. Externally, inside matrix expands and adapts to different styles of gardnes.



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



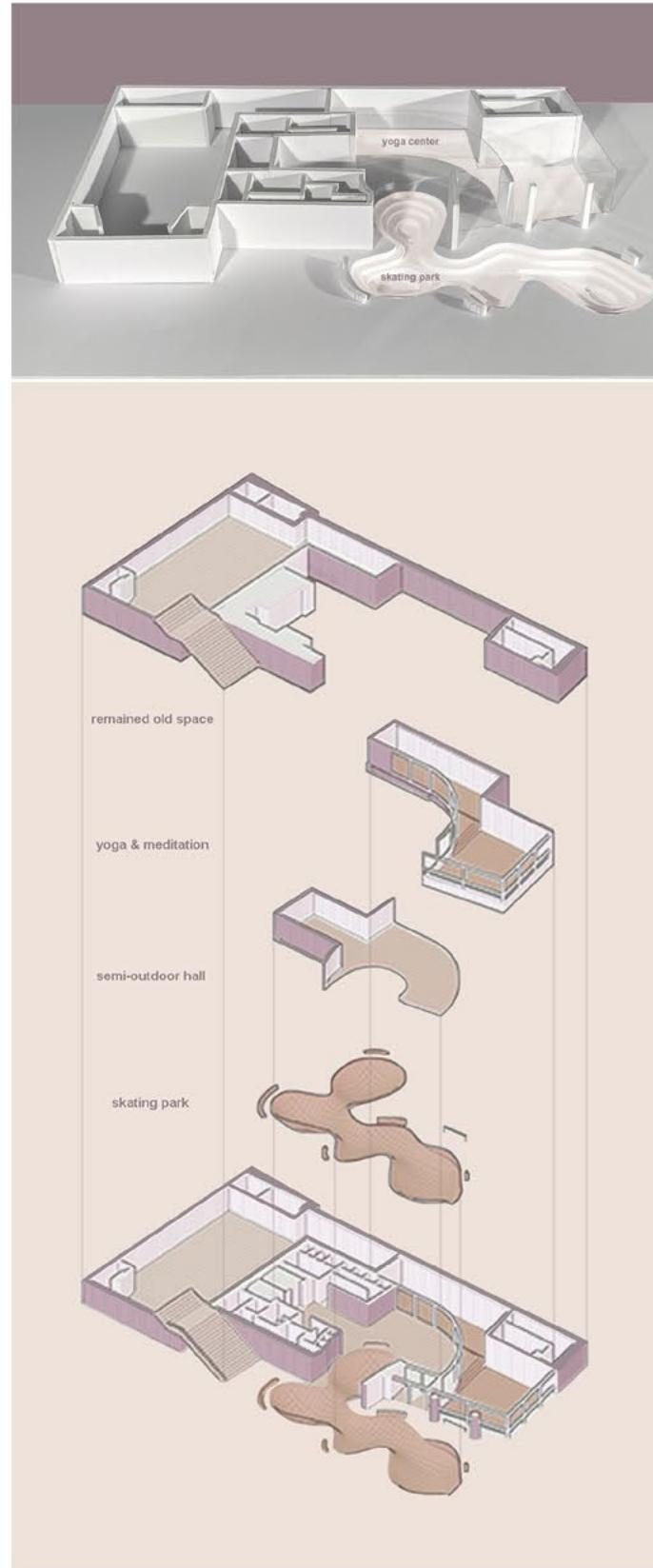
Roof Garden Plan 1. dry landscape 2. topiaries 3. lawn 4. pond 5. rocks 6.flowers



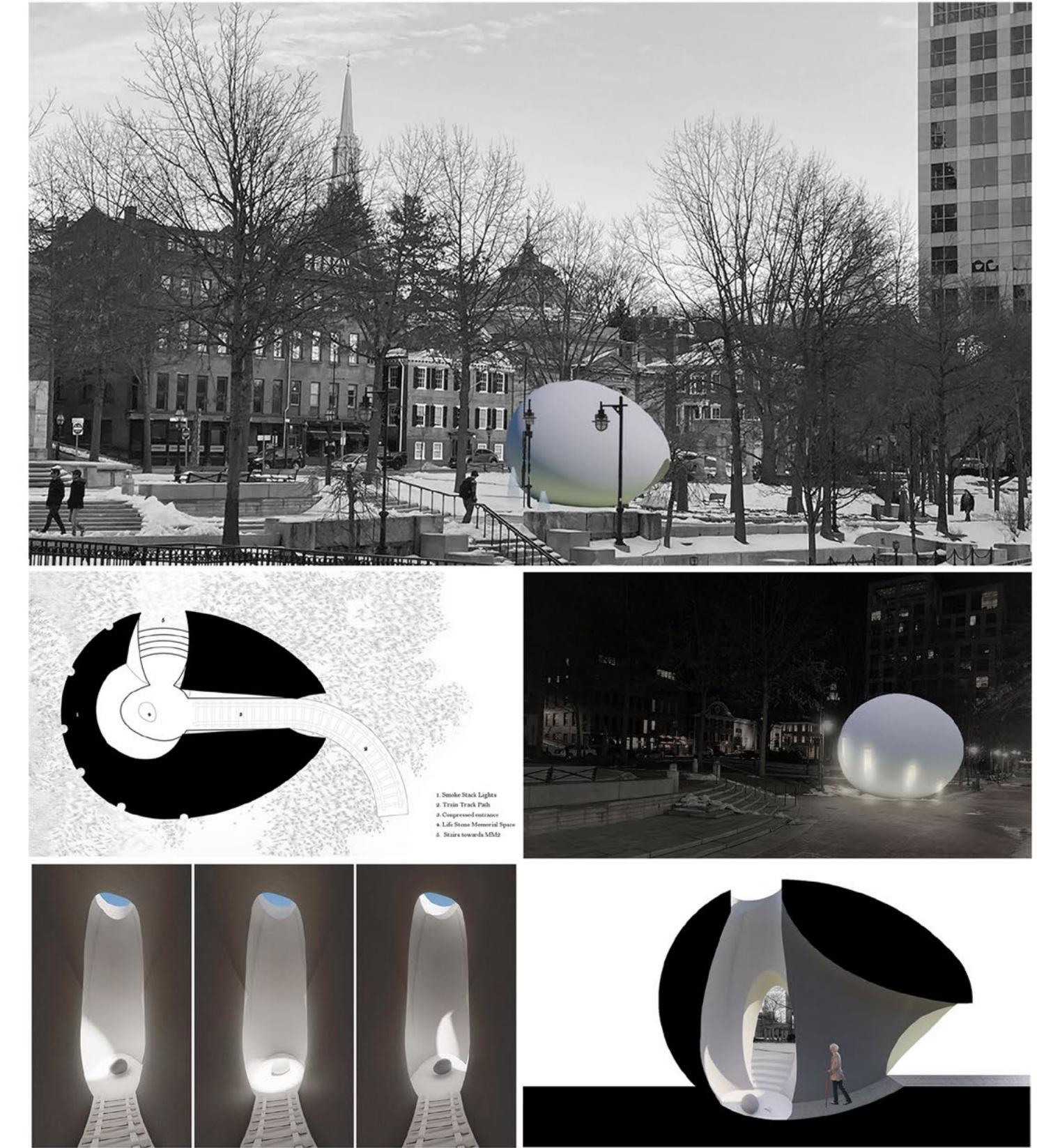
Cafe, Gallery and Theater variety

OTHER WORKS

Transforming the Interior of RISD Museum



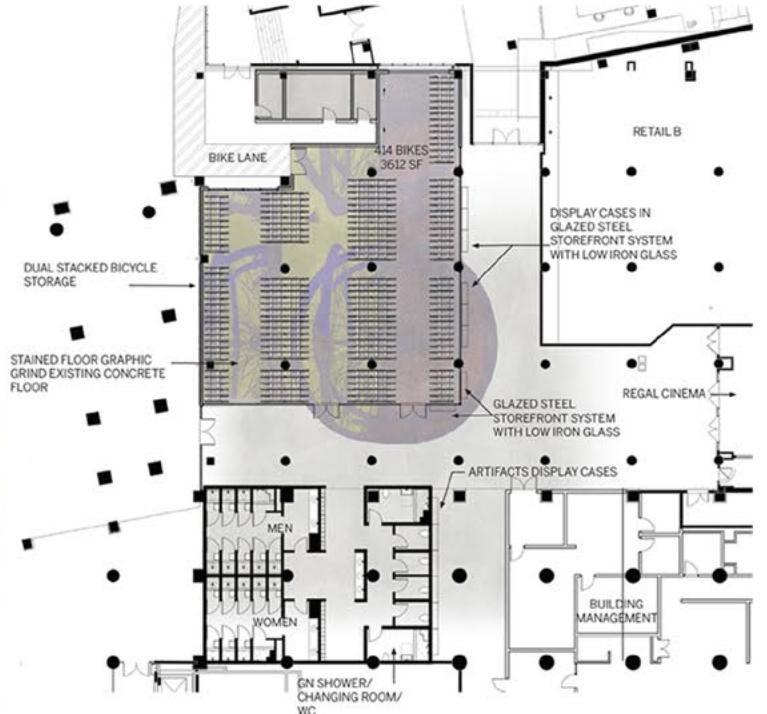
Rhode Island Holocaust Memorial



421 PARK DESIGN

Interior Renovation

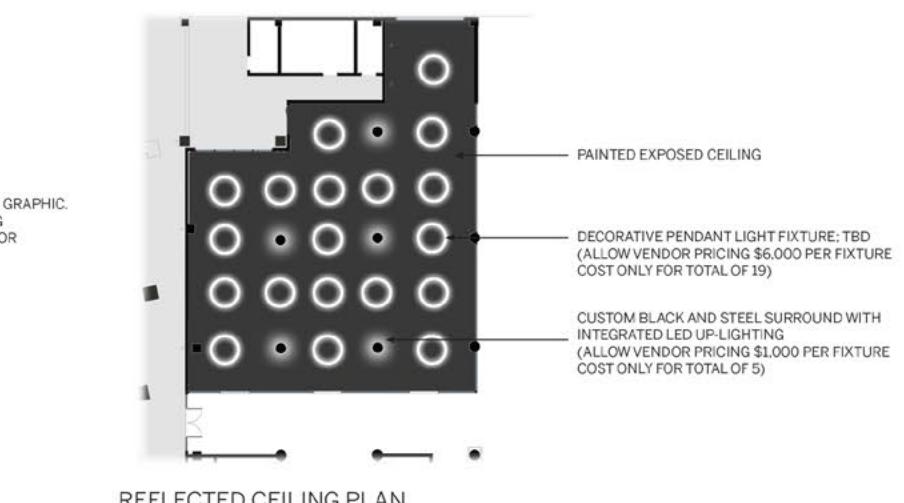
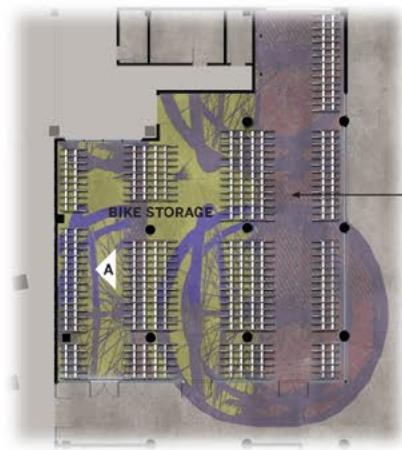
Elkus Manfredi Architects



Bike Storage Room



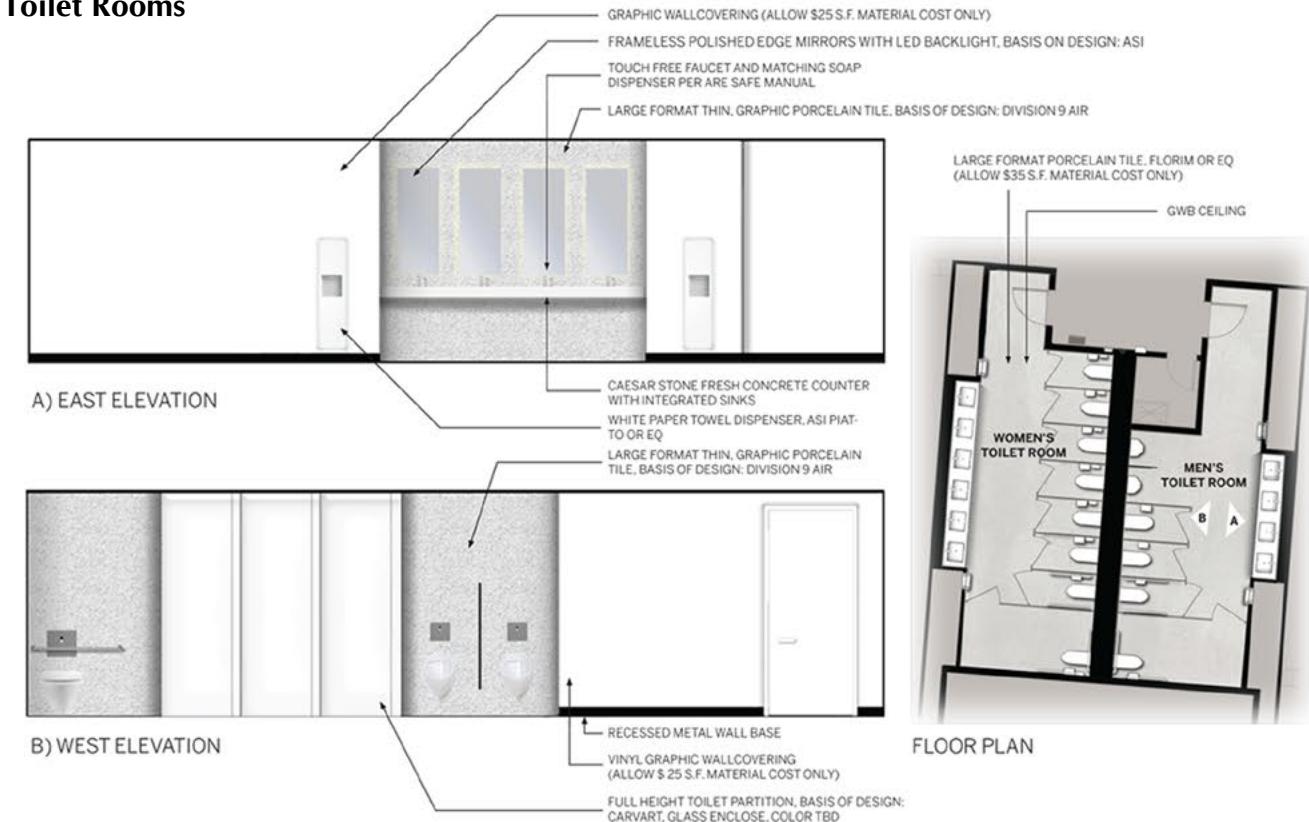
(A) WEST ELEVATION



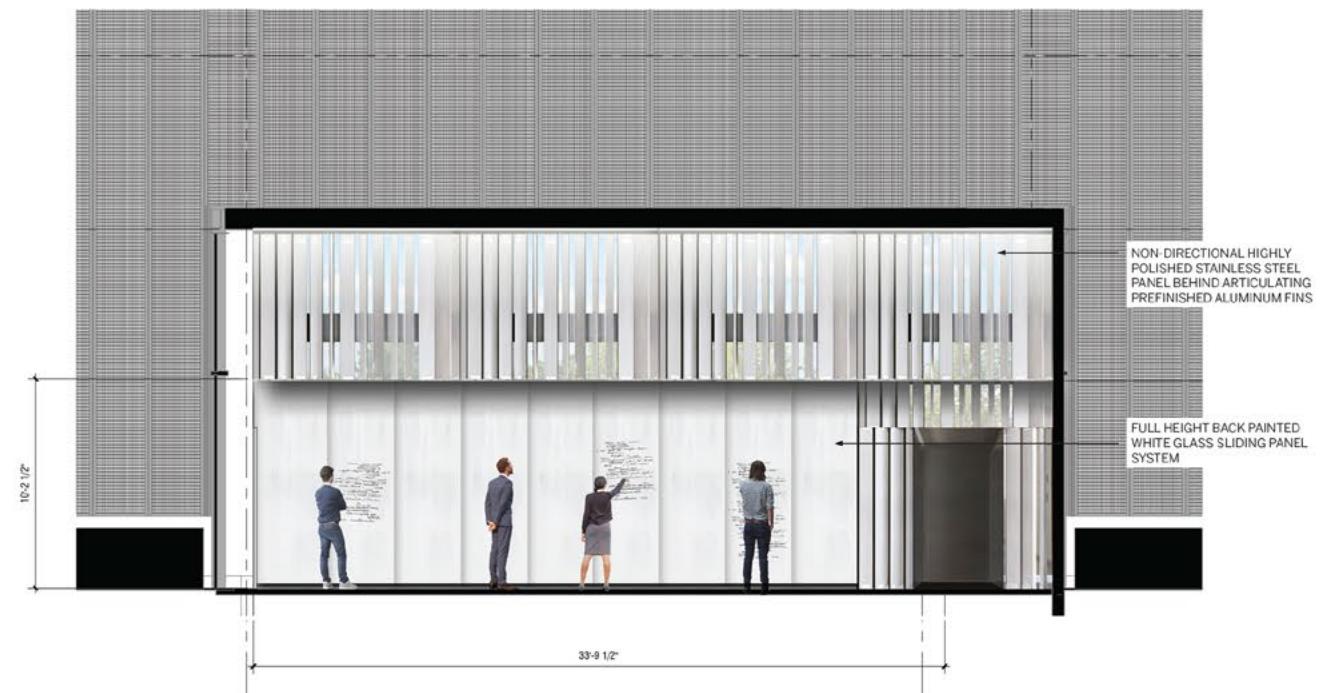
FLOOR PLAN_Bike Quantity 414

REFLECTED CEILING PLAN

Toilet Rooms



Amenity Indoor/Outdoor Space



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

