

ZEYU WANG

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STATEMENT



Zeyu Wang is a developing architect currently advancing his graduate studies as a M. Arch 2 student at the Southern California Institute of Architecture.

Prior to joining SCI-Arc, he plays a crucial role in the developing of the government-based architecture firm HYSZ, where he worked as a Project Designer in the design department of the firm. Discovered more potential for architectural study in his work career. A year later, he graduated from the University of Wuhan university of science and technology at China where he earned a Bachelors of Architecture.

With a little over seven years in the academia and the professional field, he sees his time at SCI-Arc as the ideal opportunity to develop his career both as a passionate individual that believes in the discipline of architecture while having the opportunity to have an influence in the built environment. He sees himself practicing architecture at a professional level, while always keeping a foot towards the academia.

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Towards An Imperfect Union

COURSE: VERTICAL STUDIO: FALL 2022
INSTRUTOR: JENNY WU
PARTNER: HUNT MATTHEW
SOFTWARE: RHINO/ CINEMA 4D

Geometric primitives are the basic shapes we all know and recognize. They are simple three-dimensional forms such as cubes, spheres, cylinders, and cones. One of the fundamental powers of the primitive is the way our brain instantly recognizes its geometric character, even when the form is not perfectly defined.

In addition to its formal qualities, we have also been interested in articulating methods of assembly, specifically the operations necessary in connecting and attaching parts in place. We like to imagine that building elements while sliding, rotating, and clicking into place, may leave traces of their assembly onto the architecture itself. we design an "imperfect" geometric primitive, like a cube, sphere, cylinder, or cone, made from interlocking parts. we focus on a primary assembly operation with a secondary process for connection. For example, each element of our cube would use the operation of sliding and a pin connection in order to assemble it into place. Based on these parameters, we can explore the range of formal, spatial, and material possibilities that this might enable.on the complexity of manmade systems.

AI IMAGES









SET 1.A

PROMPT: realistic 3d cube, gundam armor, assymetry, in the style of morphosis









SET 1.B

PROMPT: realistic 3d cube, gundam armor, assymetry, in the style of isamu noguchi







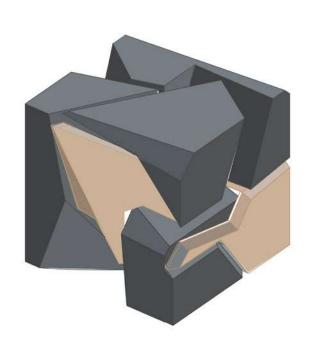


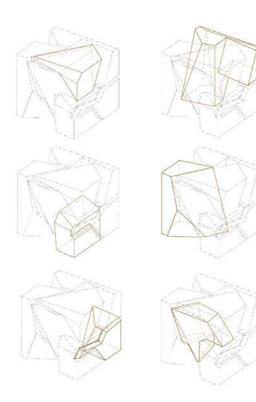
SET 1.C

PROMPT: realistic 3d cube, gundam armor, assymetry, wood and marble, in the style of isamu noguchi

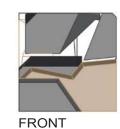
First, we use midjourney to find some basic geometry. We give AI many keywords such as realistic 3d cube, gundam armor, assymetry, wood and marble, in the style of isamu noguchi, etc.

Then we choose a shape that we think has the most potential for assembly and we like the most among all the pictures generated by AI to make a digital model and think about the number of blocks it may generate and its assembly method











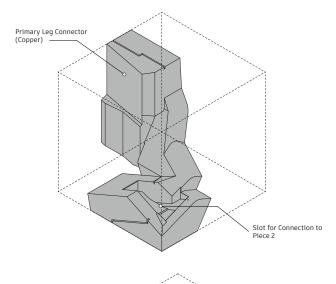




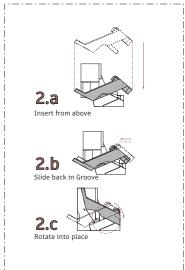
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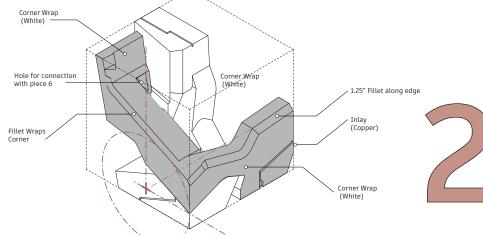
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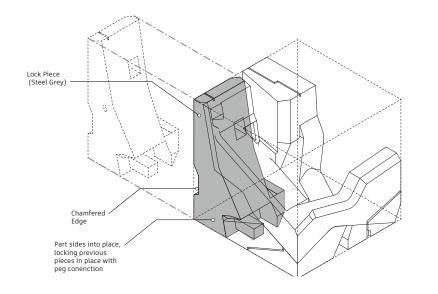
Zeyu Wang-Southern California Institute of Architecture

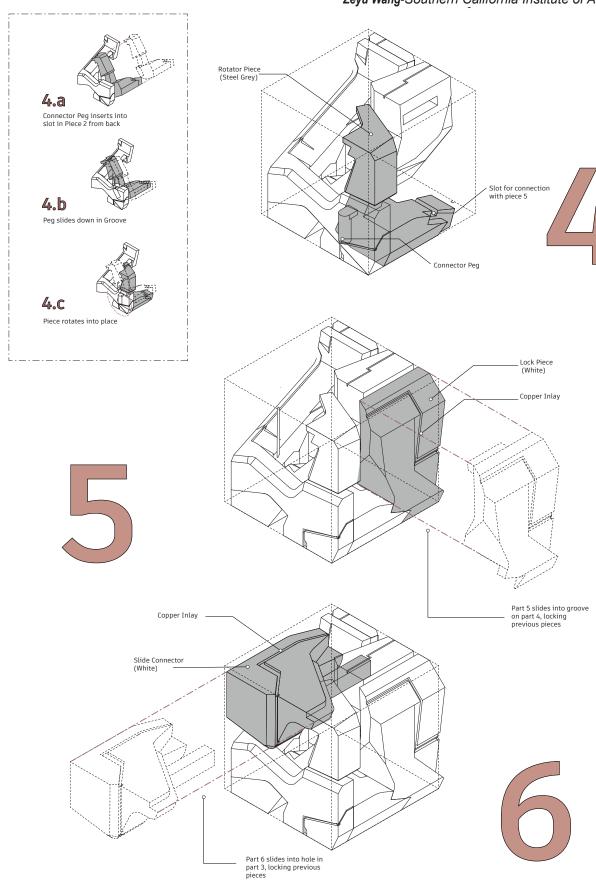


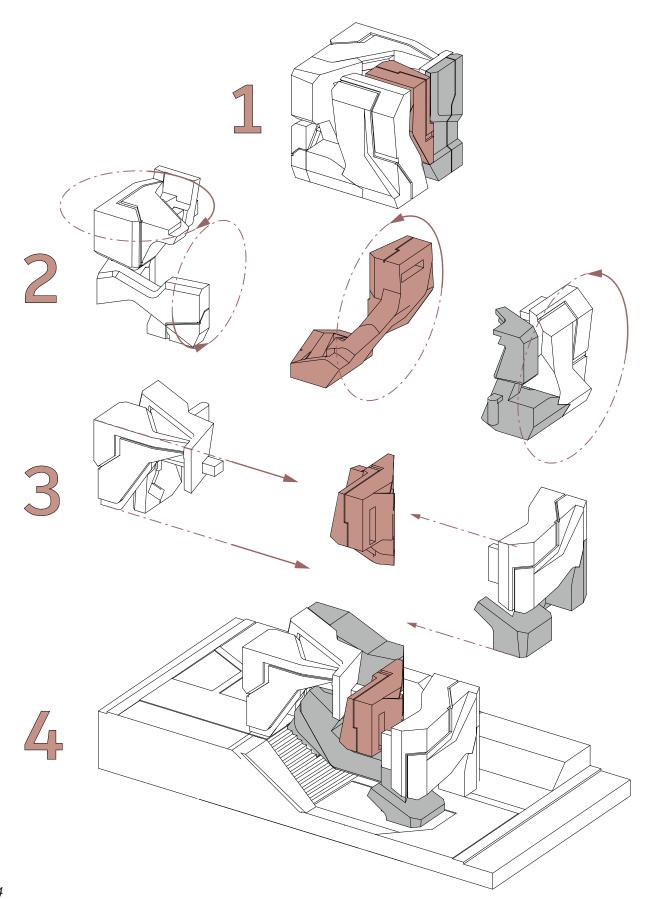


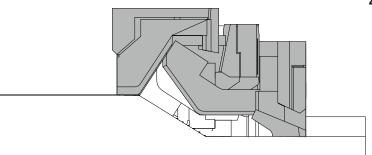




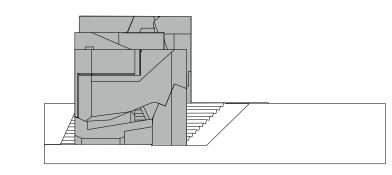




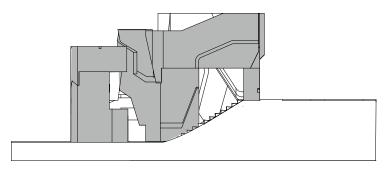




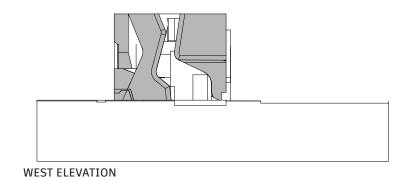
SOUTH ELEVATION



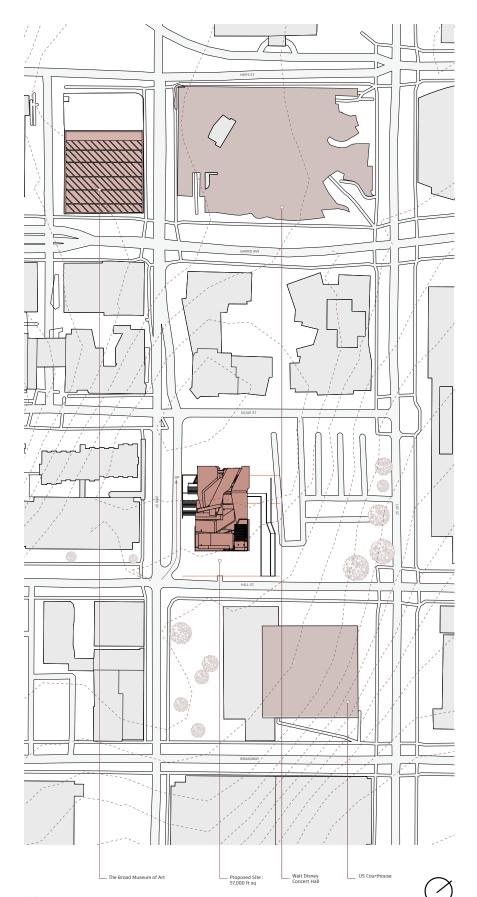
EAST ELEVATION



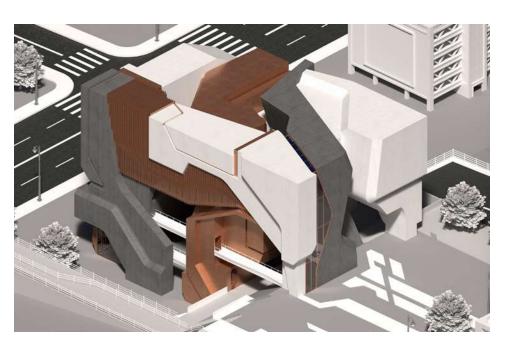
NORTH ELEVATION



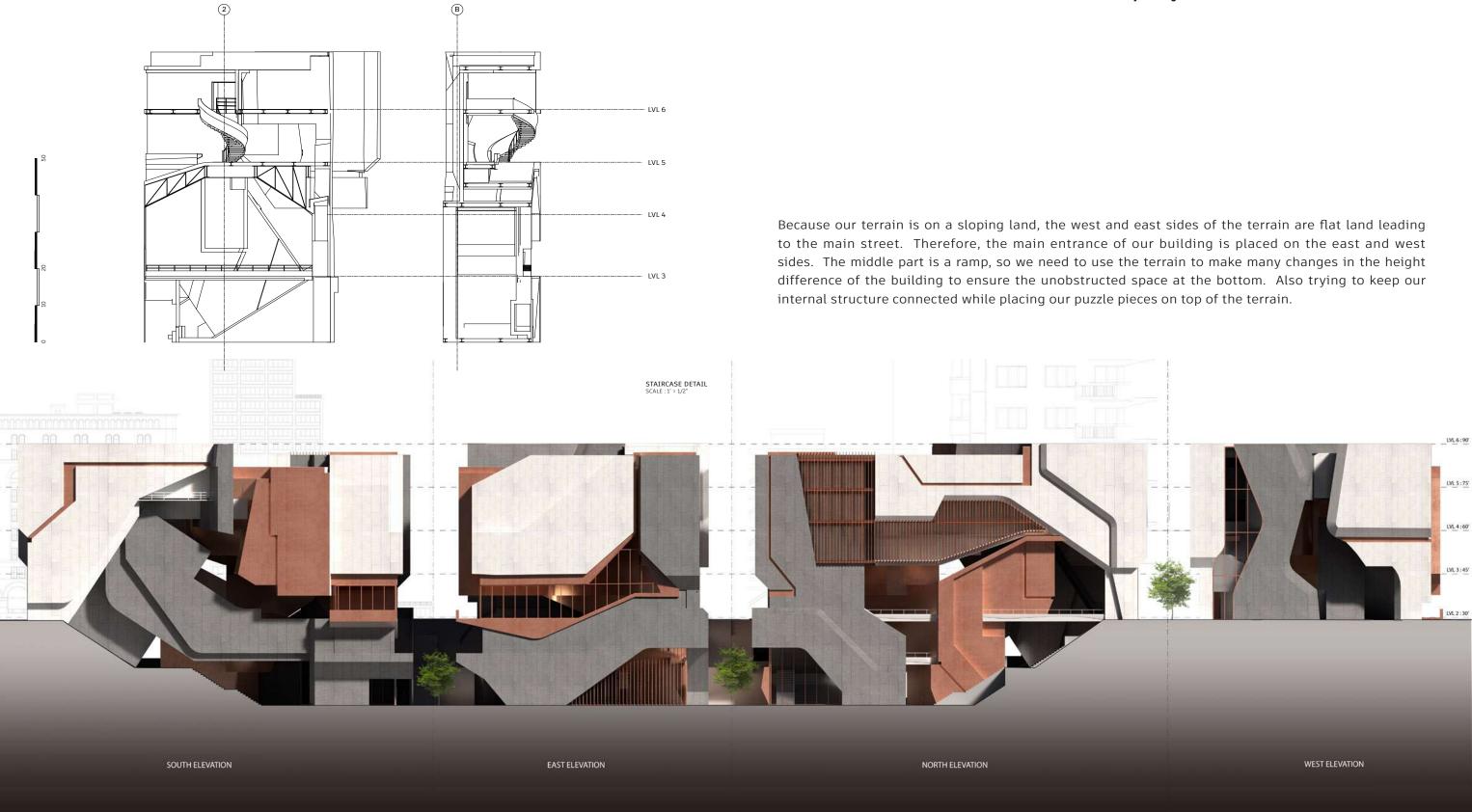
After assembling the union we tried to turn this puzzle into a building. We are trying to find the most suitable massing on the site.

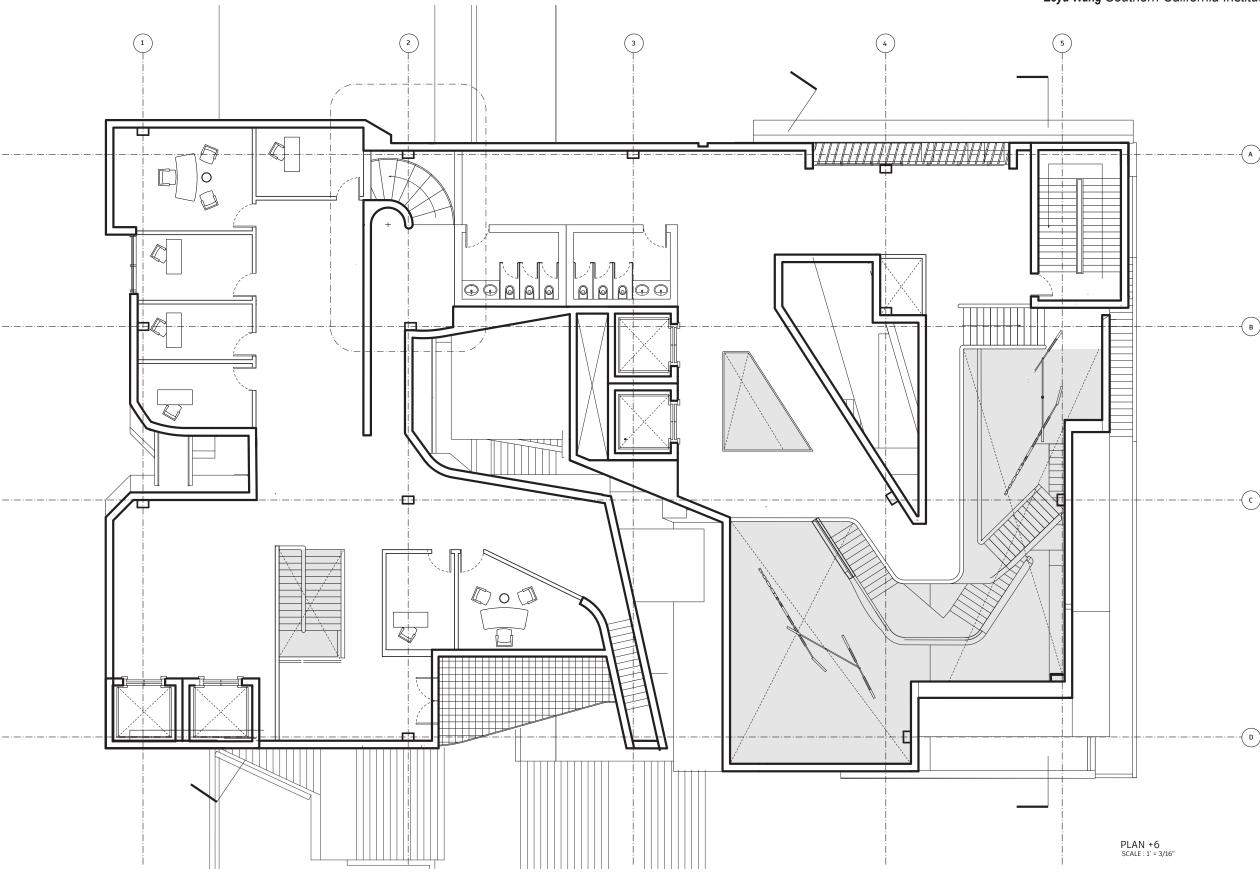


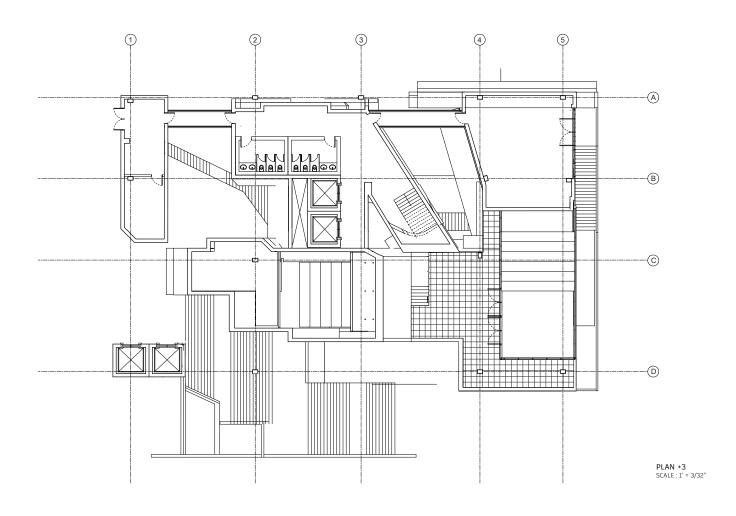


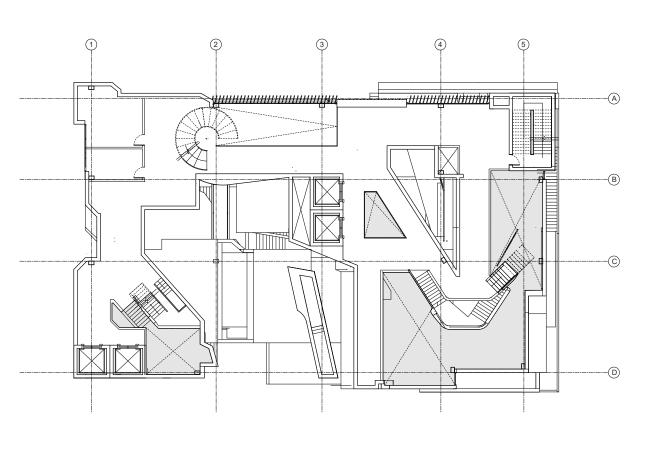


The building is located at 137 S Hill St in LA, and there are two landmark buildings, Walt Disney Concert Hall and The Broad, in the north of the building. The area of proposed site is about 57,000 ft sq. Because the base is located in the downtown of LA, adjacent to the two major cultural centers of tWalt Disney Concert Hall and The Broad. We tried to build an open art center on this site.





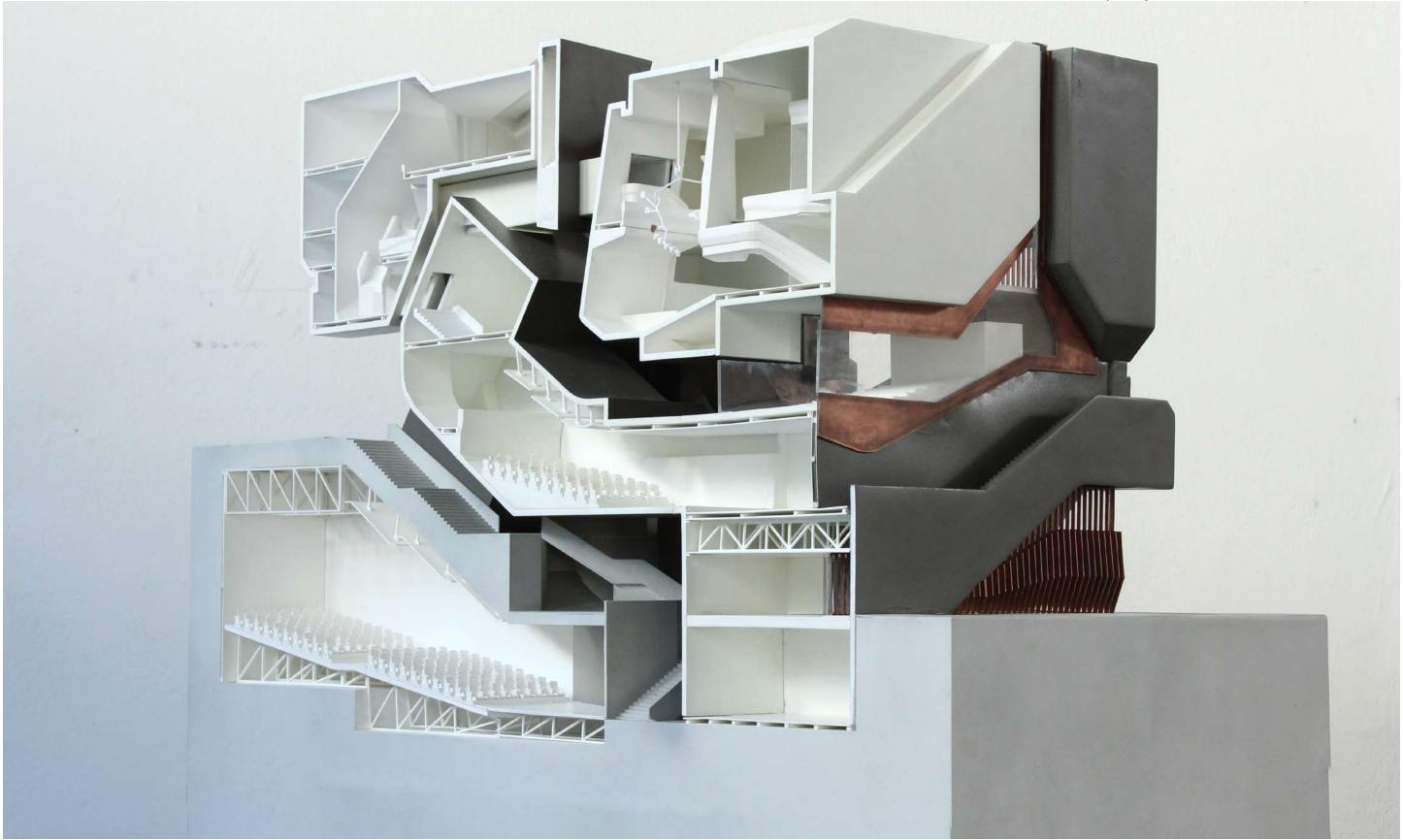


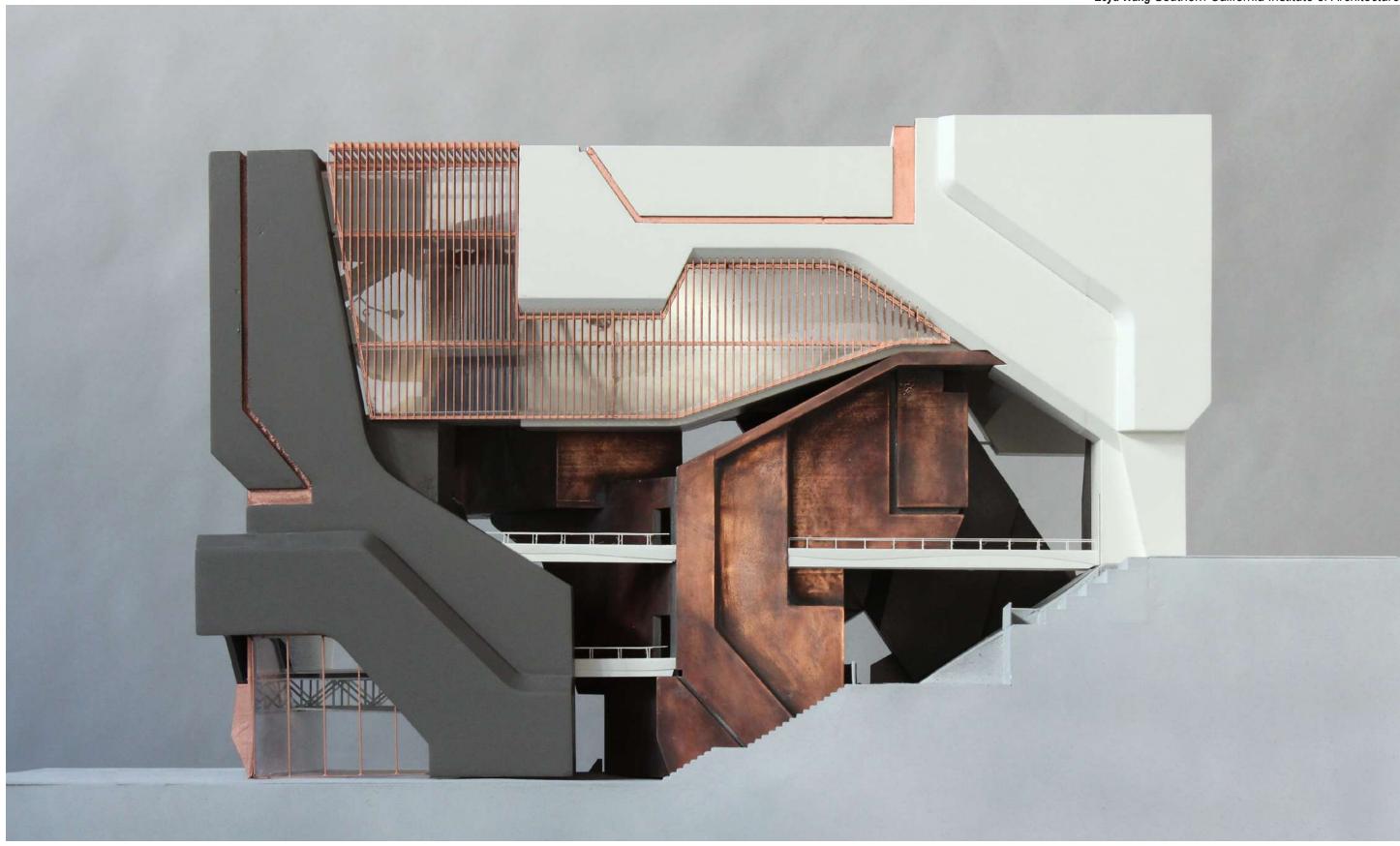


PLAN +5 SCALE : 1' = 3/32"

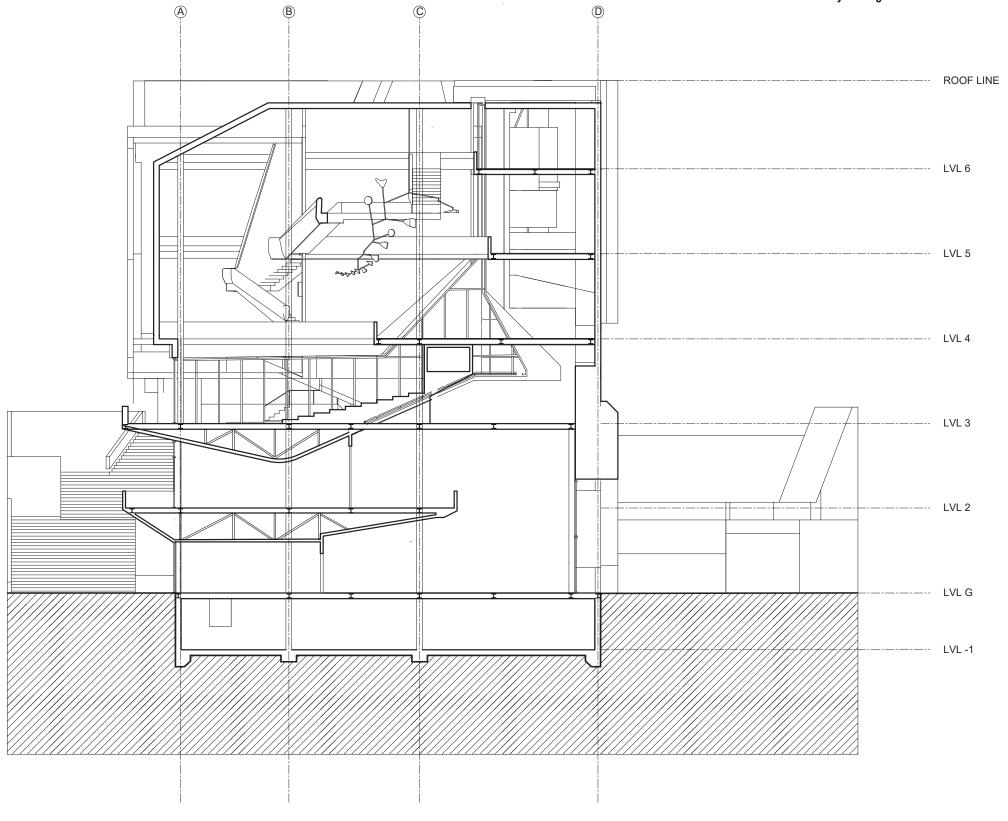
This part is the ground plan. Two cores are set up in the southwest and central parts of the site. In addition, there is a small theater in the center of the site, providing a venue for visitors to perform activities.

This part is the exhibition space with a semi-open space with a height of 30feet. This part of the area has many paths leading to other areas to achieve the circulation of the interior space



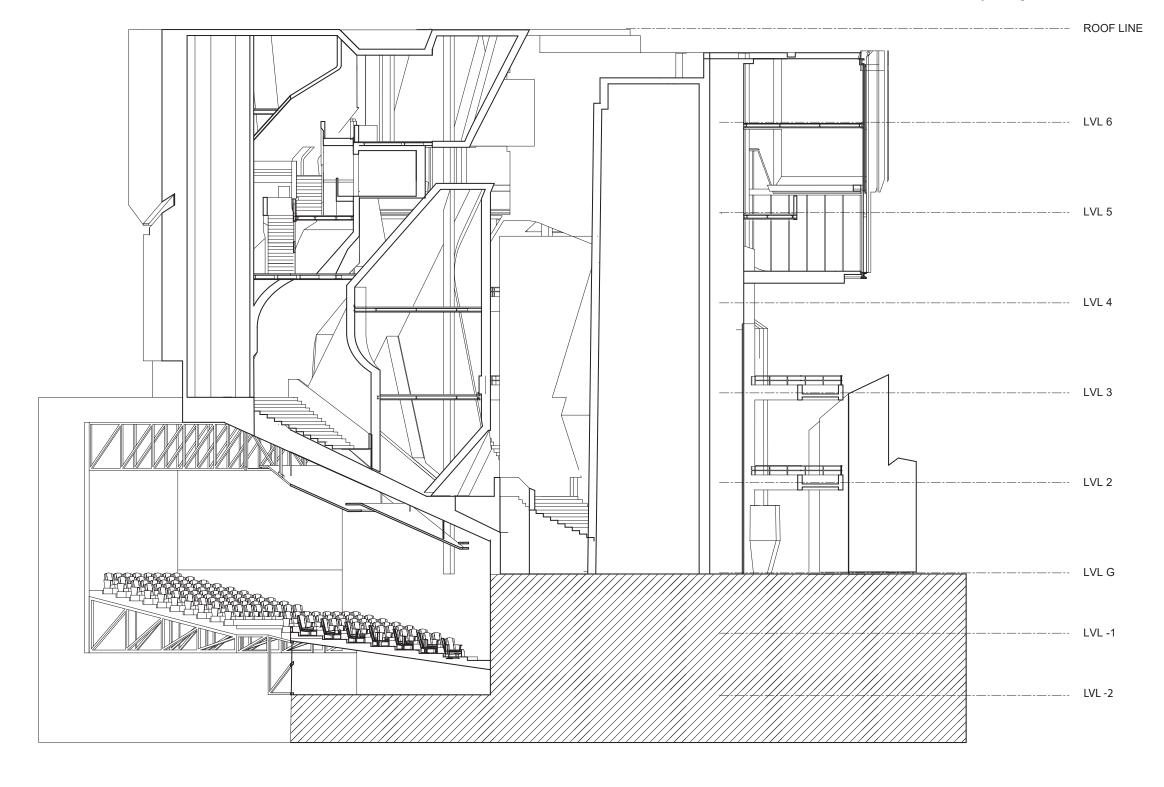




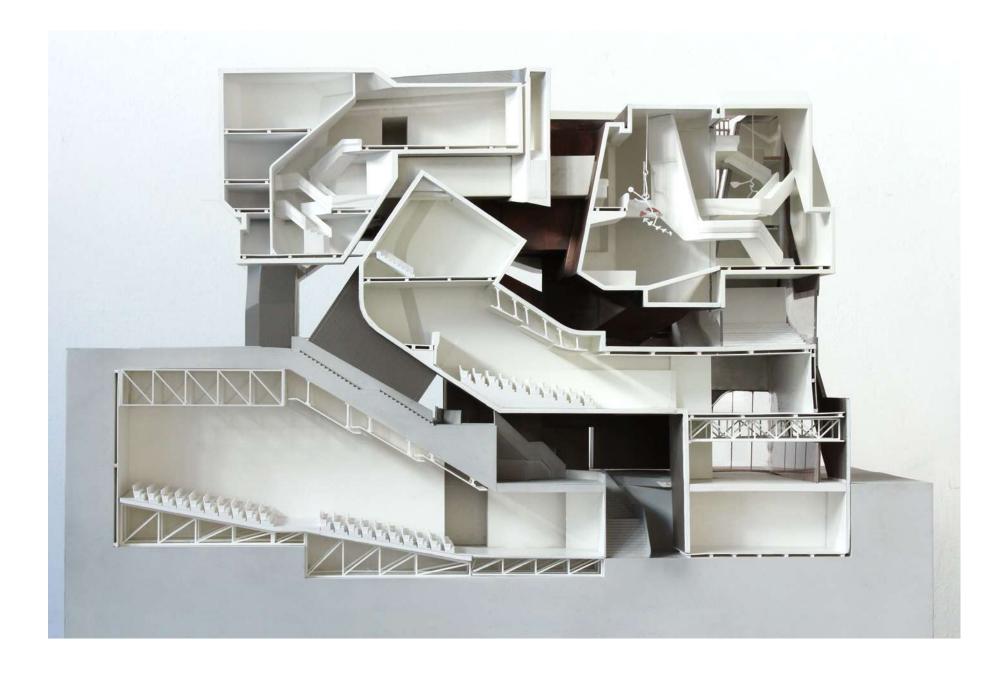




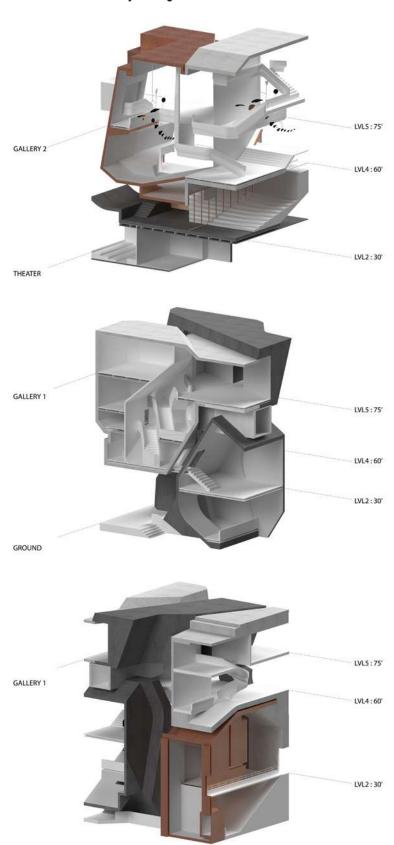
SECTION A-1' SCALE: 1' = 3/32"



SECTION A-1' SCALE: 1' = 3/32"



We try to incorporate the concept of union puzzle into our architecture. We try to make all the pieces in the building into a connected union. In the puzzle, wrap is our main concept, which is reflected in the building through continuous circulation. We hope this museum is an open and accessible space

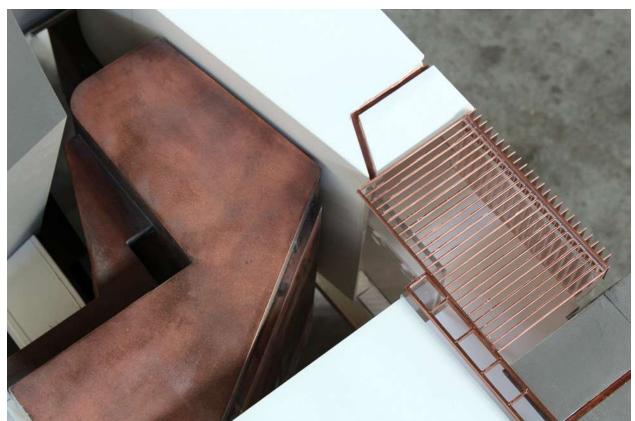
















O2 (W)Rapper Building 2.0

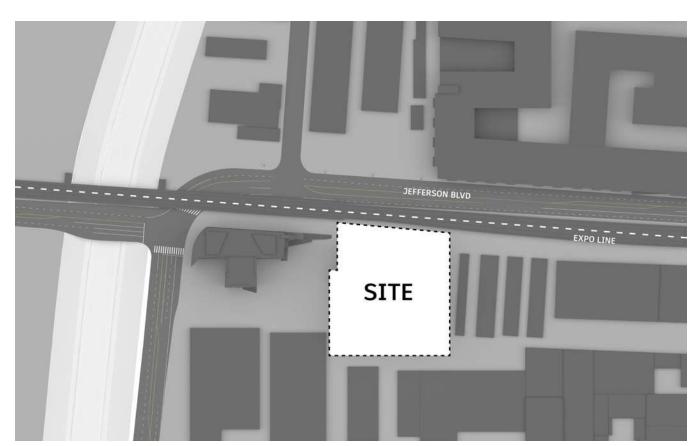
COURSE: VERTICAL STUDIO: SPRING 2023
INSTRUTOR: ERIC OWEN MOSS
SOFTWARE: RHINO/ CINEMA 4D

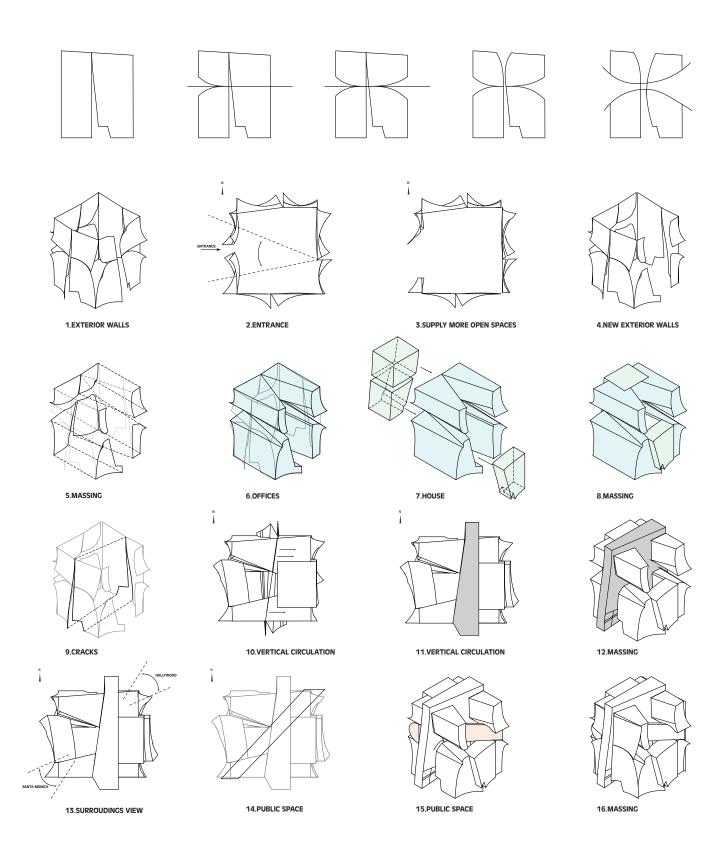
Covid has left us needing clarification about office space's nature, purpose, and enduring value. One argument goes that the collaborative spirit of a company or institute is necessitated, facilitated, furthered, and encouraged by the physical presence of personnel in a space shared by co-workers.

The project assignment is to design an office/housing project accompanied by a plausible case for the conceptual use decision: either entirely an office; or entirely a housing project; a hybrid office/housing project, or an office that converts to housing; how?; or housing that converts of office, how?; or a project that could become a first office, then housing, then again office, and so on...; and finally, offer the developer two distinct conceptual options, and make a plausible case for each.

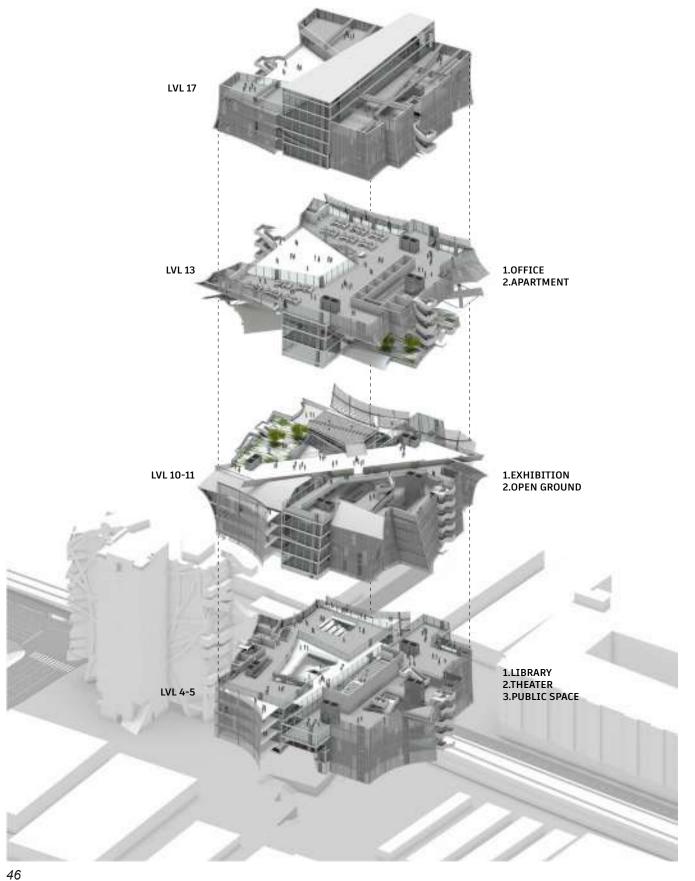
Directly to the east of the (W)rapper Office Tower site is an area long designated for a second office building, Wrapper 2.

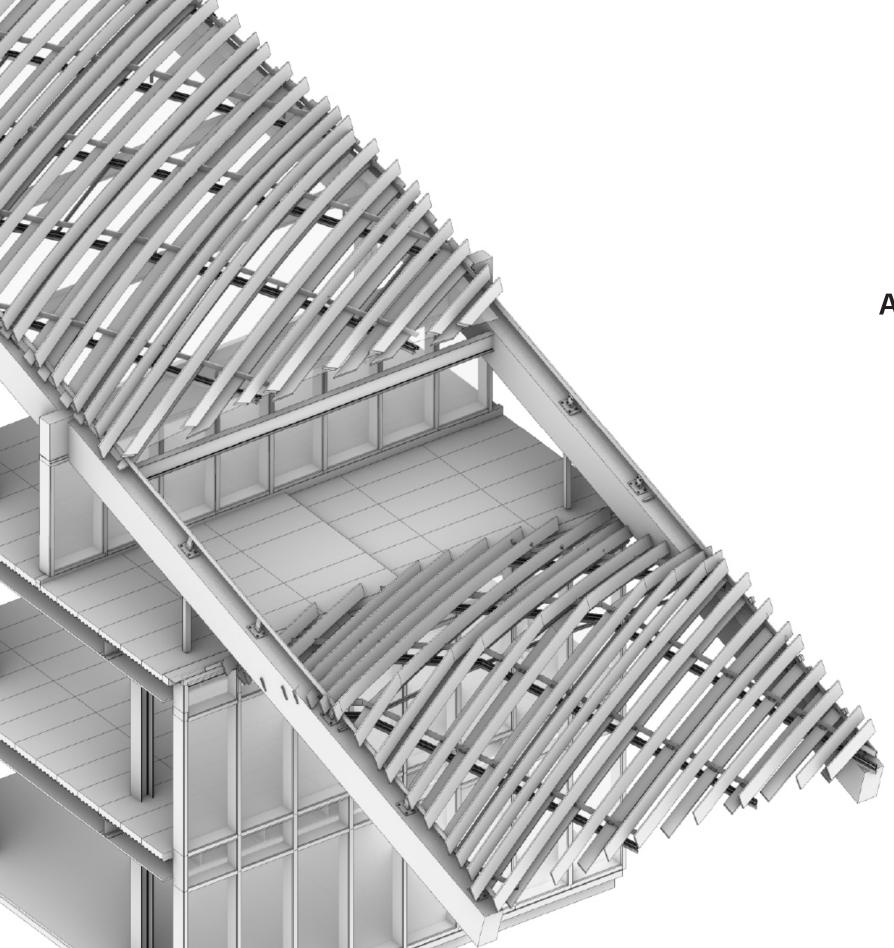
That project currently approved as an office building is sited between the original Wrapper to the west and, on the southwest corner of the la Cienega/Jefferson site, directly to the east, a newly approved housing project and a new office building.











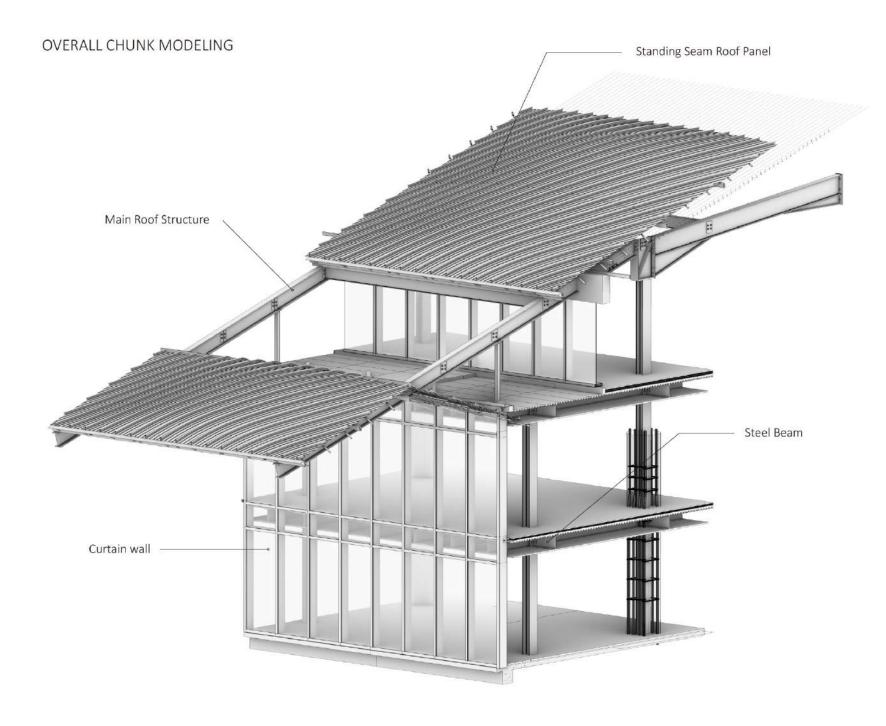
Advanced materials and Tectonics

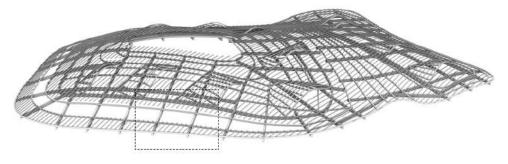
COURSE: AS 3200 Advanced Materials and Tectonics
INSTRUTOR: Randy/Dayen
PARTNER: Sijia Li/ Suyue Jin/ Hanna Park
SOFTWARE: RHINO/AI/PS

Using Cal Poly Student Services Building as a vehicle to analyze and document the anatomy the tectonics of the sub-systems of the precedent and subsequently to Transform the Façade of the precedent.

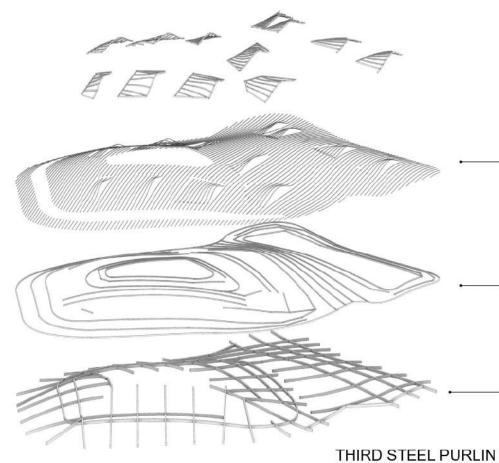
Consider the multiple layers of construction that exist between the exterior surface of the Façade and the Structoral Skeleton that supports the Façade.

OVERALL ROOF STRUCTURE

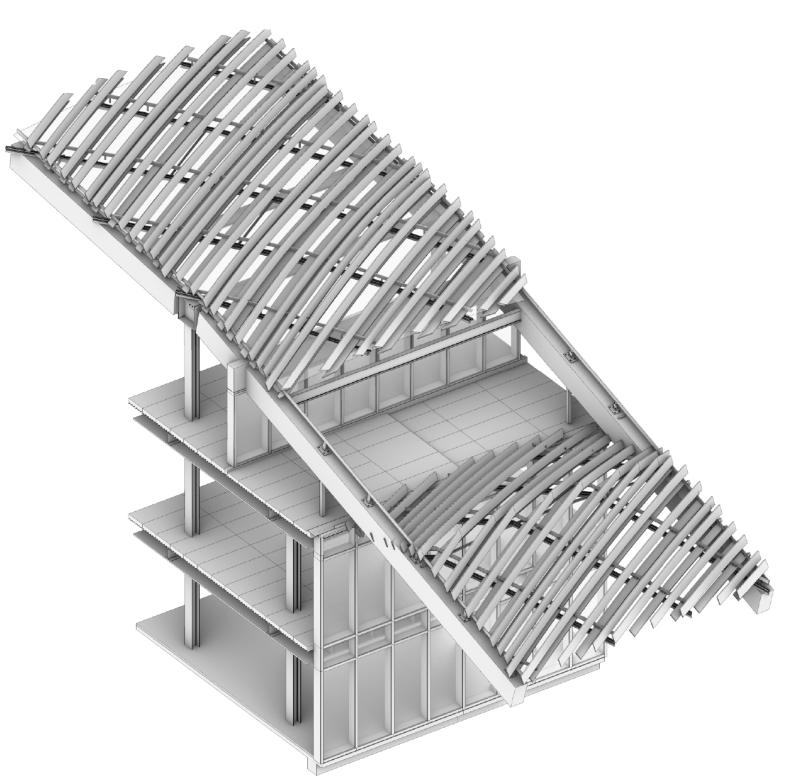


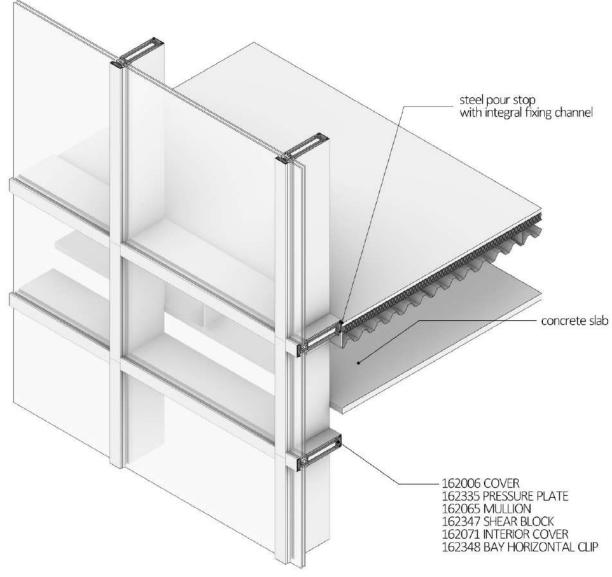


OVERALL ROOF PROGRESS WITH LAYERS



SECONDARY STEEL BEAM
PRIMARY STEEL BEAM



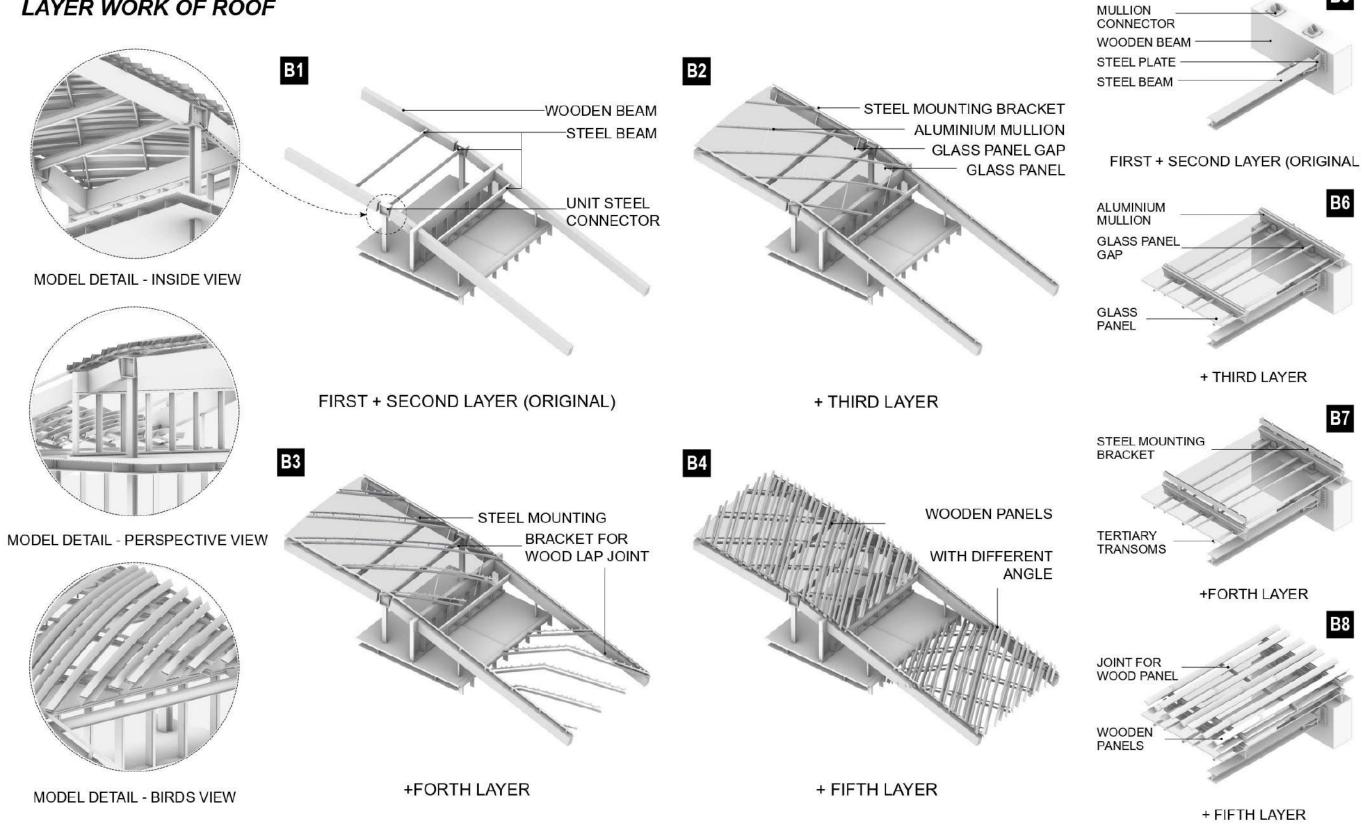


Most of the original facade of the Caltech Student Services Building adopts the structure of a glass curtain wall. We tried to refer to Kengo Kuma's darling and Frank Gehry's Louis Vuitton building in this renovation. The main load-bearing structures of these two works are wooden structures. The structural part of our project is mainly steel structure, and the wooden structure is mainly to make the overall structure lighter and consider appearance.

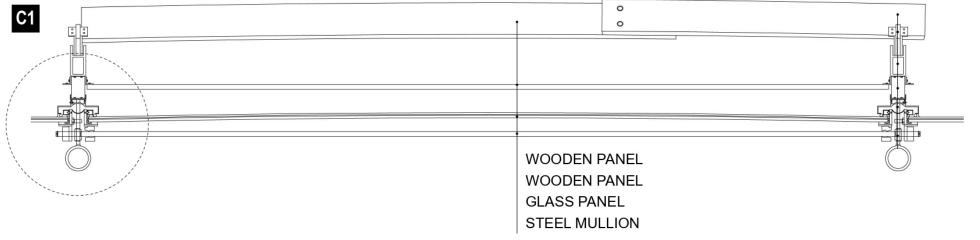
B5

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LAYER WORK OF ROOF

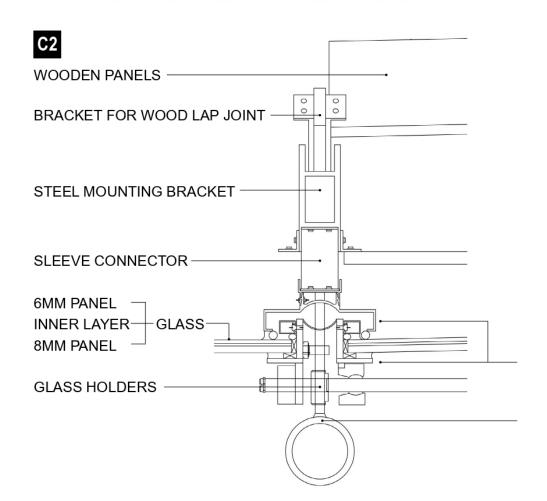


DETAIL OF ROOF SECTION



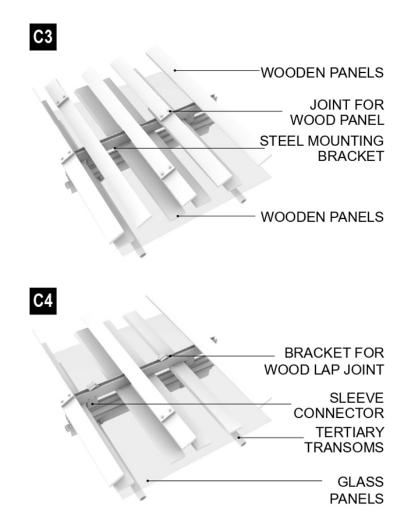
The structural curtain wall has been turned into a wooden structure to support the entire glass. Numerous anchor points and supporting racks are placed at the joints for the overall structural load-bearing design. The sliding rails on the glass are provided, and a connecting element between the wooden rib and the steel element is designed.

SAILS GLASS PANEL CONNECTION



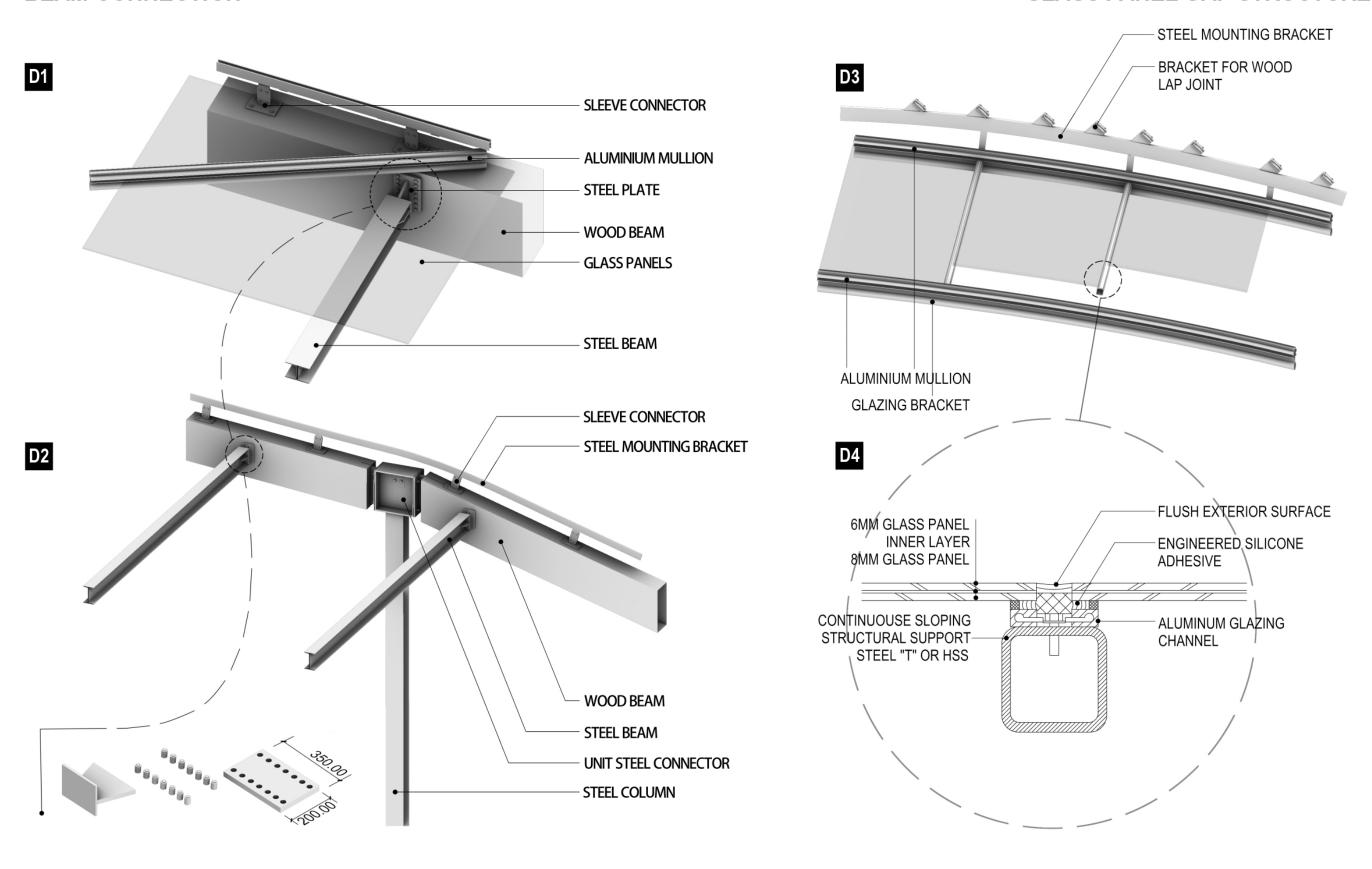
The figure on the left is a cross-sectional view of the connecting member, from which it can be seen that there are wooden panels, a bracket for a wood lap joint, a steel mounting bracket and other components. These parts are mainly connected to the wooden structure and glass. There are also components such as glass, glass holder, and sleeper connector. These components are mainly connected to the glass part, making the whole structure more reasonable.

The figure on the right is mainly a bird's-eye view of the updated component, showing the complete picture of the entire component. The whole design is mainly from the steel structure of the original components to the overall structure of the steel structure and the wood structure. While shading treatment can make more changes in the outer skin to make it more creative.



BEAM CONNECTION

GLASS PANEL GAP STRUCTURE



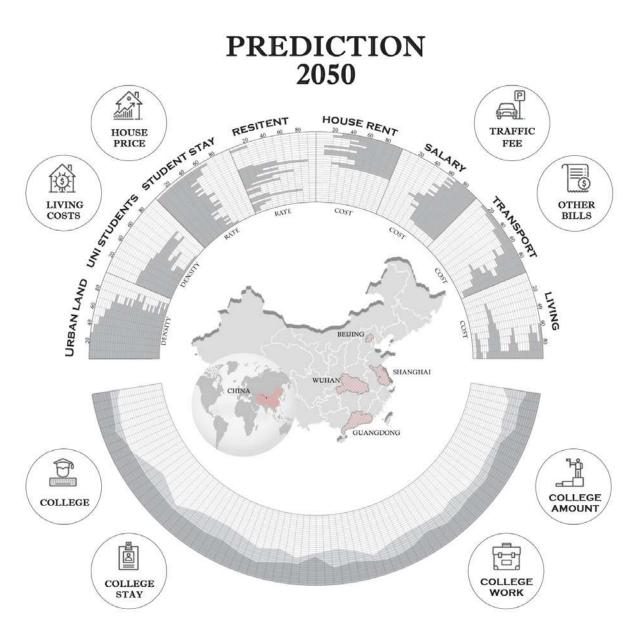


O4 Box Of AD HOC

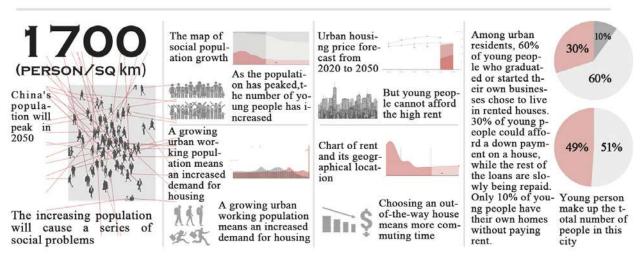
COURSE: NEW-STYLE COMMUNITY
INSTRUTOR: LU ZHANG
INDIVIDUAL WORK
SOFTWARE: RHINO/ ILLUSTRATOR/ PHOTOSHOP

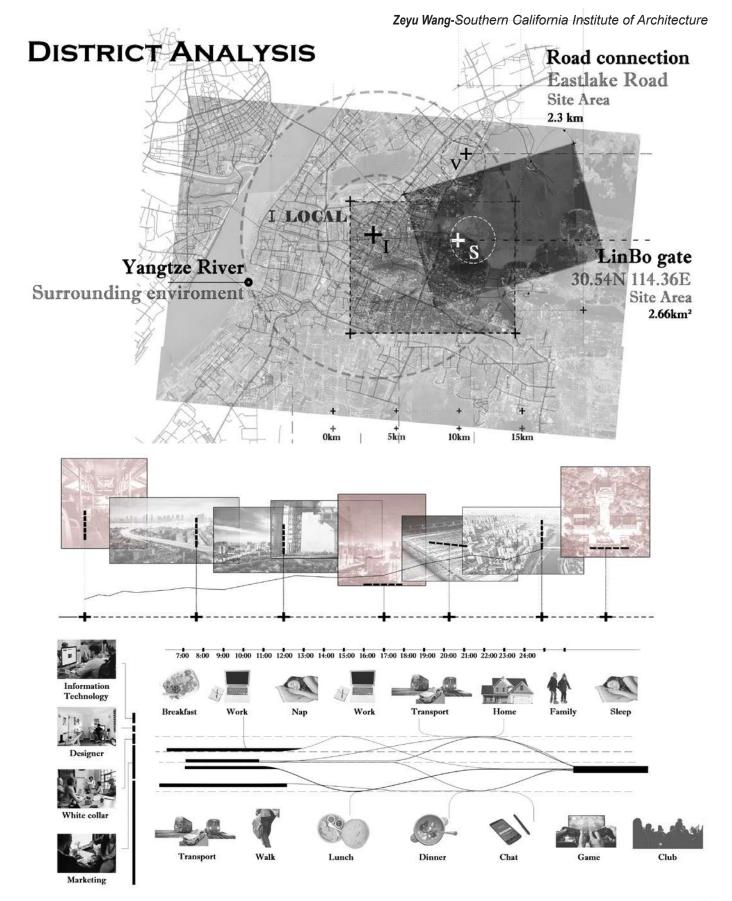
With rapid population growth, China's population will reach its maximum peak in 2050. In addition, with the high degree of urbanization, the living space in the city will become less and less, and the rent will become more and more expensive. Young people who have just graduated will gradually be forced to leave the city because they cannot pay the rent. So this project aims to propose an apartment suitable for young people just graduated taking this situation into consideration.

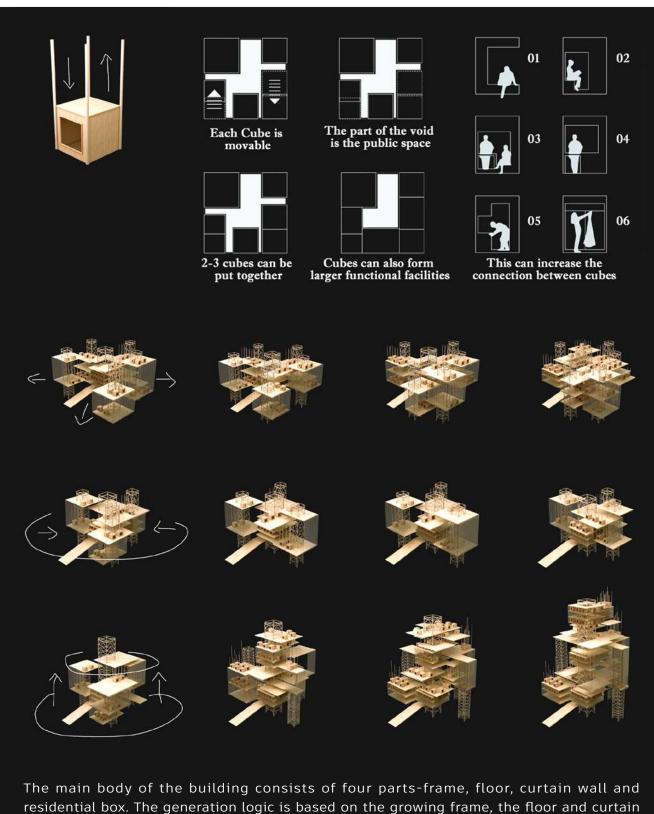
The building aims to integrate young people's work and life so that they don't have to waste a lot of time on commuting. In addition, the building has horizontal slide rails, unit buildings can be assembled into multiple units. Also, There are many vertical steel frames so that the entire building can grow vertically.



POPULATION GROWTH RATE AND PROPORTION OF COLLEGES STUDENTS IN 2020-2050



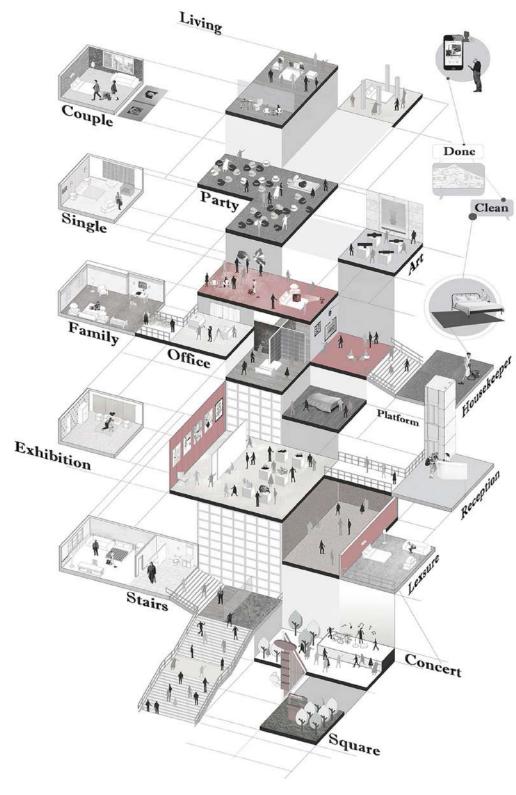




residential box. The generation logic is based on the growing frame, the floor and curtain wall are organized reasonably, and the residential boxes are effectively put into them in a spatially connected manner.







The building aims to integrate young people's work and life so that they don't have to waste a lot of time on commuting. In addition, the building should be able to provide recreational facilities and a butler system for house cleaning so that young people could have more time for creativity and rest.

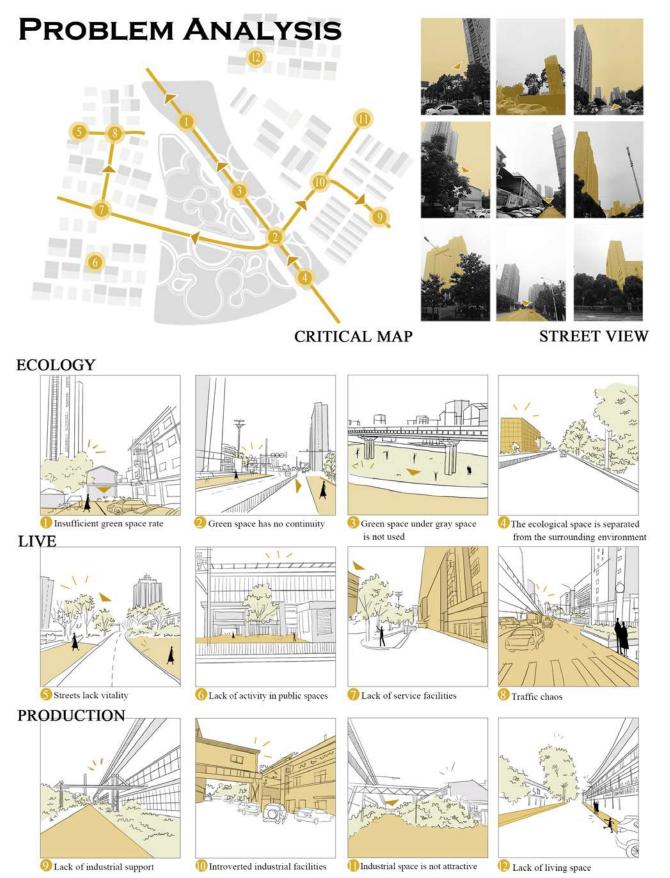


05 Derive From Crack

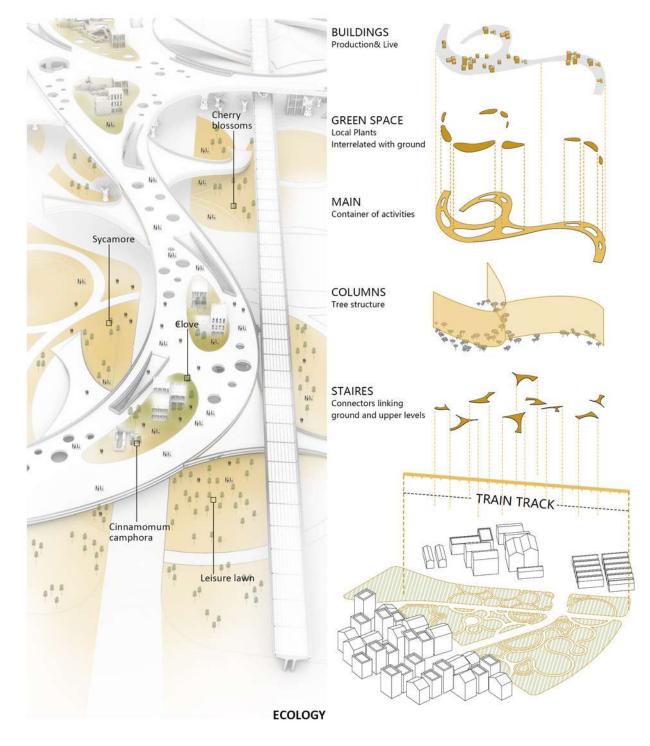
COURSE: URBAN RENOVATING DESIGN
INSTRUTOR: LU ZHANG
INDIVIDUAL WORK
SOFTWARE: RHINO/ ILLUSTRATOR/ PHOTOSHOP

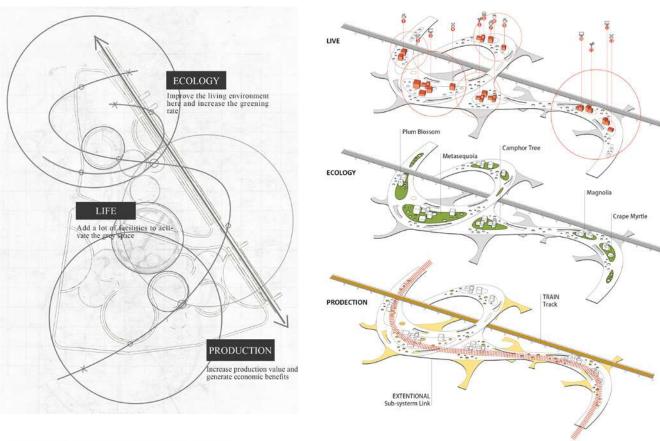
With the high degree of urbanization, some old building facilities have given rise to many urban gray spaces. Because these spaces are not fully utilized, many urban problems arise, such as crime and so on. The site of this design is to select an urban grey space and activate it, so as to solve urban problems.

The site is located near Hanyang Iron Works Industrial Park in Hanyang District, Wuhan City, Hubei Province. Its north for the industrial park, south for a large wetland park. The site is a bridge hole under the railroad tracks, and many problems arise because it is not be activated.

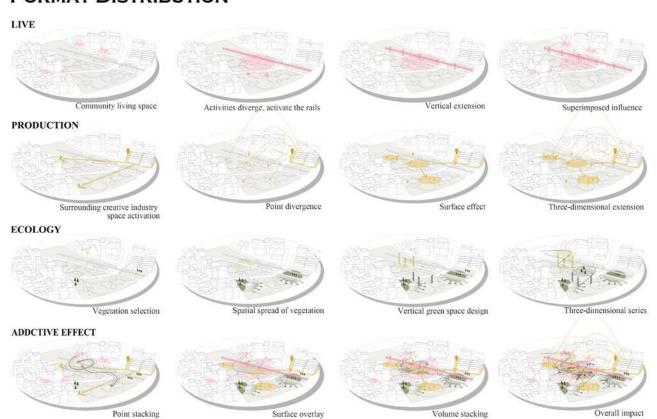


The site is located next to an abandoned railway track. The whole design divides this area into three parts, and the three loops correspond to: ecology, life, and production. Hope to use these industries to reactivate this gray area.



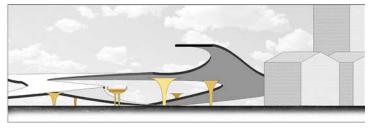


FORMAT DISTRIBUTION







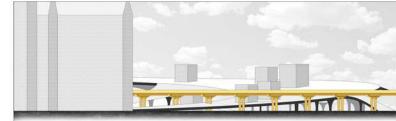


Part of the Eco Zone:

The Eco Zone features a number of green architectural circles that echo the wetland park in the south and provide residents with a space close to nature.

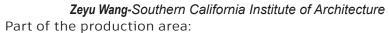




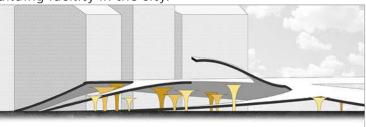


Part of the living area:

Connecting the north and south sides of the bridge, activating the grey space at the bottom of the original bridge hole. In addition to providing convenient transportation, it also gives residents more space to move around.



Many commercial blocks are added to the connecting bridge body here, enhancing the economic benefits of the facility. While attracting more visitors to activate the gray space, it can be promoted as a landmark building facility in the city.









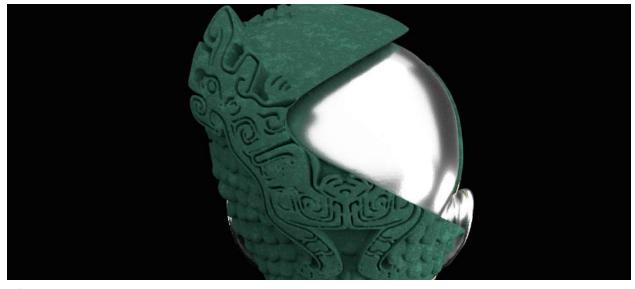
06 VOL.1 Mulan

COURSE: VS 4200 Visual Studies I INSTRUTOR: WILLIAM VIRGIL PARTNER: SOOKIE SOFTWARE: ZBURSH/CINEMA4D

The project is to make a mask; we all wear various masks to play different roles in our lives. The ancient Chinese story of Mulan inspires this project. She was a woman, and in ancient China, all adult men were required to join the army during wars. Her father was very old and was also required to join the army. After knowing this, she dressed herself up as a man to join the army and won a lot of military exploits. This mask represents gender equality and the concept that women can be better than men.







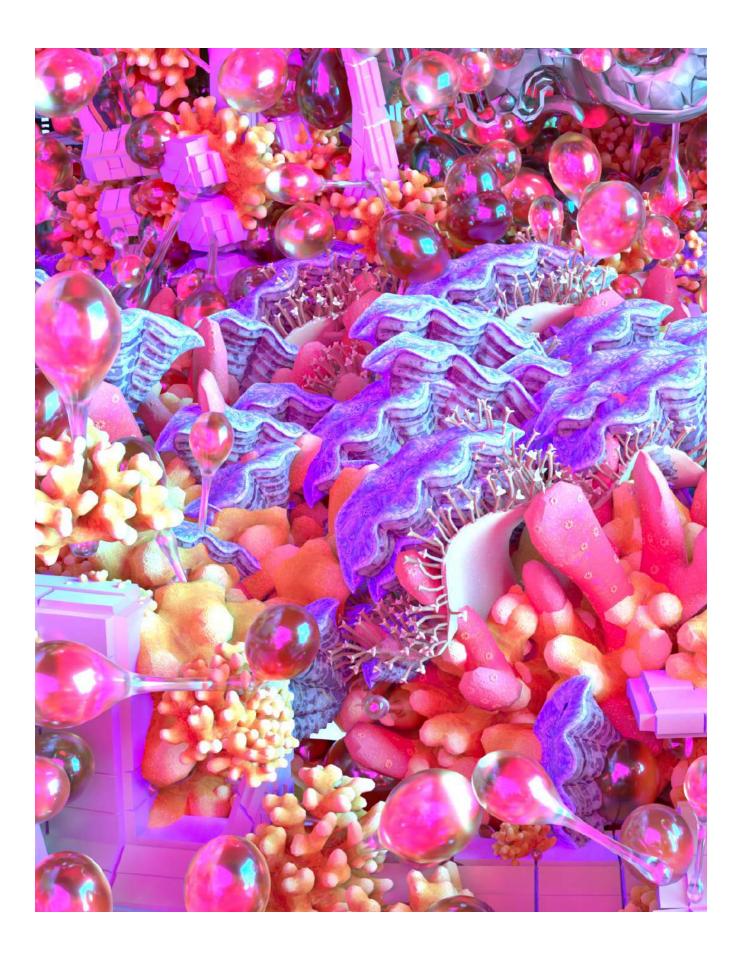


CHINESE JADE

The material part of the mask is made of Chinese jade. The design of the outer part is based on the style of ancient warrior helmets. It represents Mulan's identity as a warrior in the eyes of outsiders.

EMBROIDERY

The inside of the mask features traditional Chinese embroidery patterns that usually represent women. It means a woman under the mask, representing Mulan's true identity.



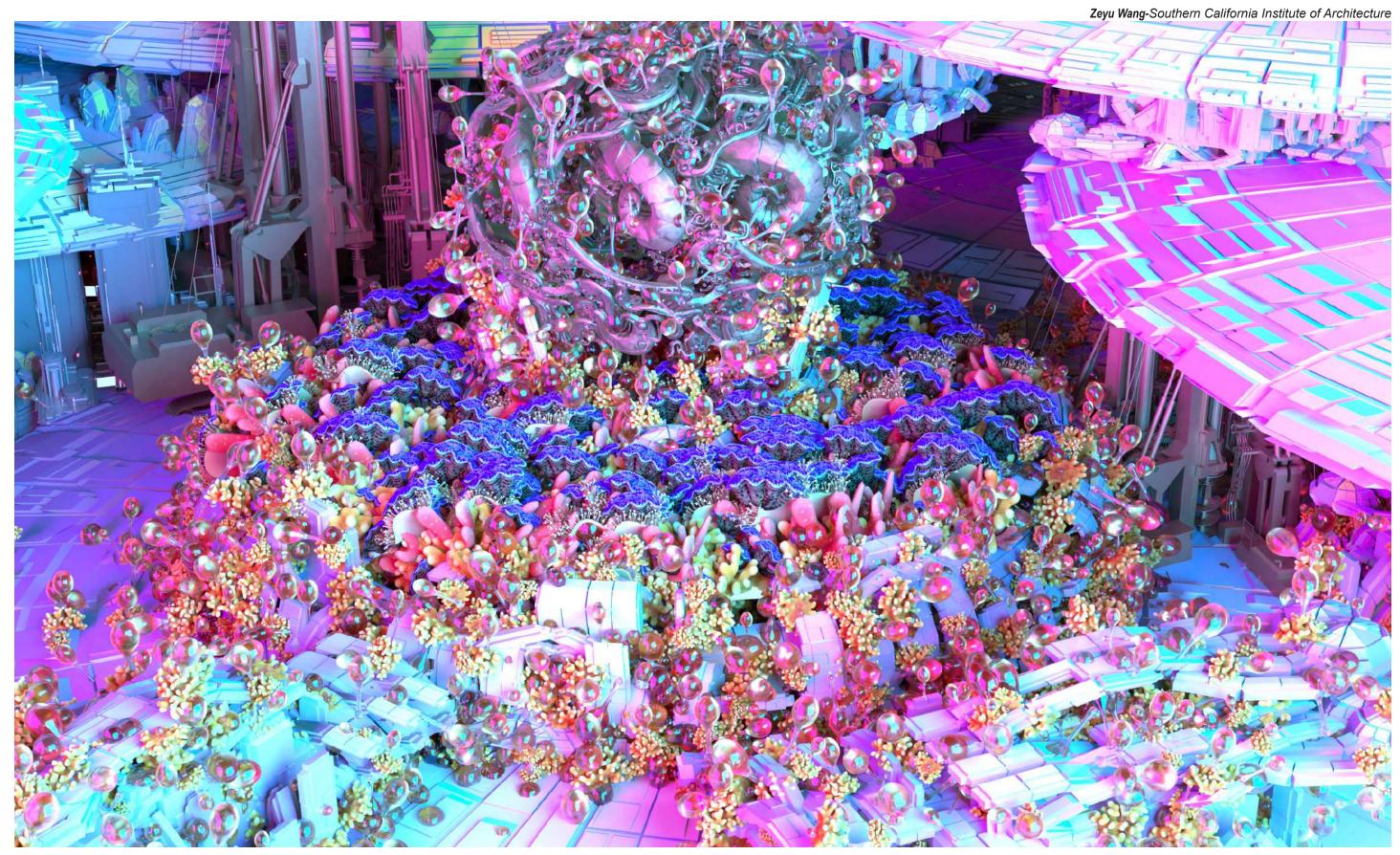
06 VOL.2 CHAOTIC HYPERSPACE

COURSE: VS 4200 Visual Studies I
INSTRUTOR: KUMARAN PARTHIBAN
PARTNER: SOOKIE
SOFTWARE: ZBURSH/CINEMA4D

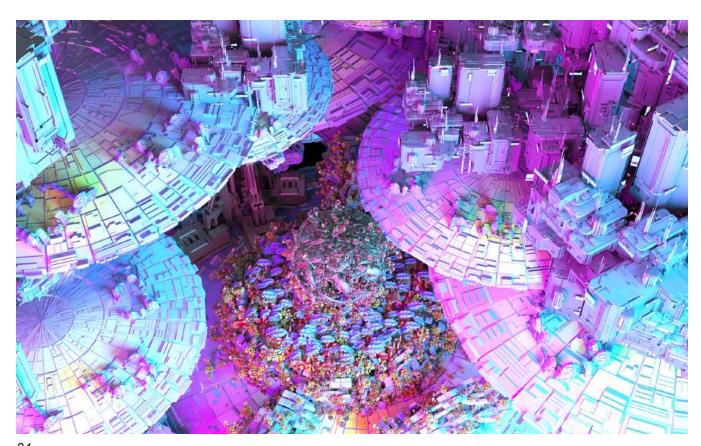
It is a chaotic world where the ancient Chinese times staggered to modern times. It is a chaotic space where floating cities and bustling nature coexist.

It was initially a colony where humans migrated to outer space. However, for some reason, the humans here left. All carbon-based creatures have disappeared on a planet in this universe, leaving only traces of human existence: a large number of buildings and installations.

It is a floating utopia, a chaotic hyperspace, a distant future in which humans disappear.



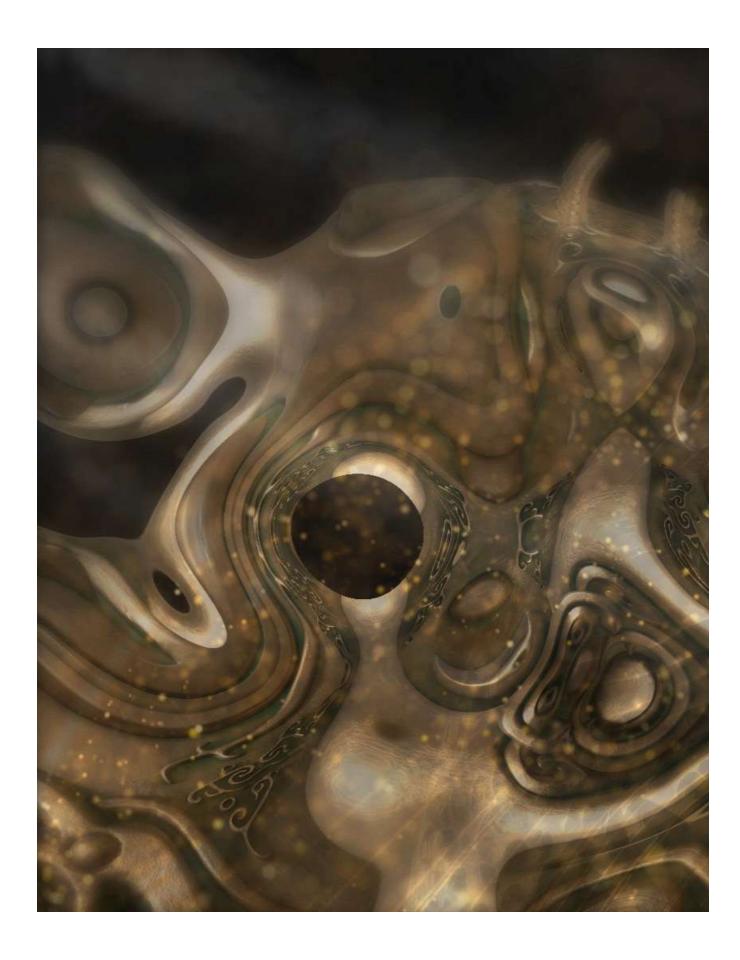
LEFT:
TOP VIEW 1
RIGHT:
ELEVATION VIEW 1



NON-HUMAN BEINGS

All the buildings in the model that represent human technology are in a desolate state in the space without human presence, but the vegetation coverage endows them with different architectural meanings. Architecture can not only serve human beings, but also serve various non-human beings.



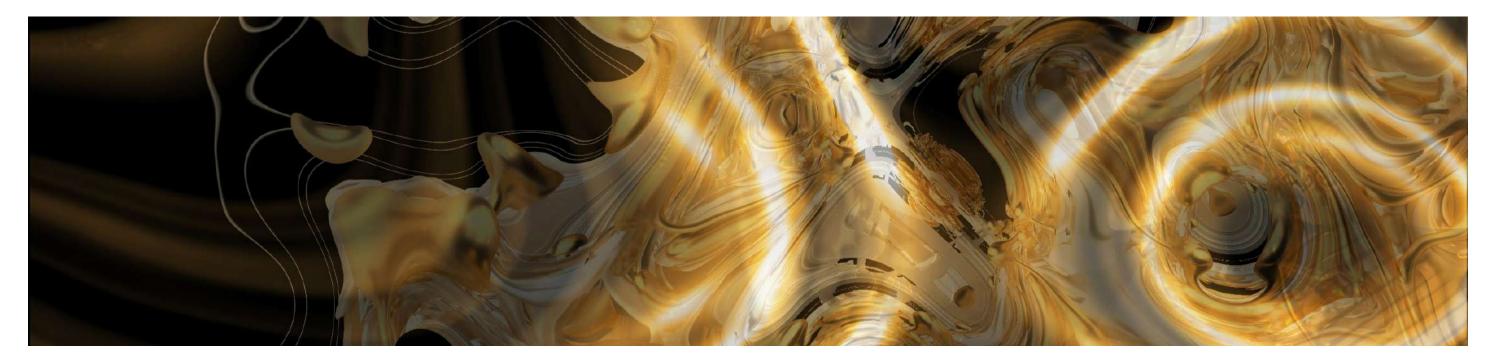


06 VOL.3 PLATINUM

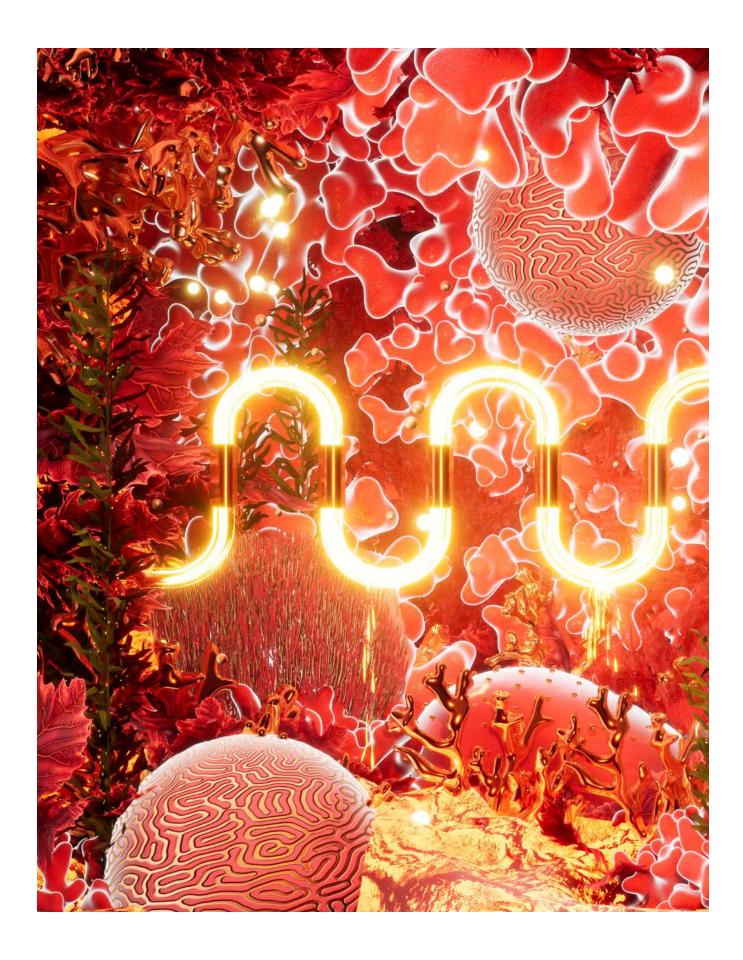
COURSE: VS 4200 Visual Studies I
INSTRUTOR: KUMARAN PARTHIBAN
PARTNER: SOOKIE
SOFTWARE: ZBURSH/CINEMA4D

Derived from masks, this project aims to study visual differences. Exploring a variety of projects in the visual arts, Noble and gorgeous gold is not just a colour but also a value, orientation and taste, exuding a subtle glow. The colour of platinum is pure but easy to wear, so the rare, pure and eternal quality of platinum represents pure and eternal. On this basis, the primary language of the building is added to make the flow into a flowing material. Beautiful things are always fleeting, and this theme also calls us to cherish the beautiful years, affirm and value our value. Everyone's life should be as gorgeous as platinum.





Against the black background, the flowing platinum embellishments make the picture have a harmony of stillness and movement.



07 NATURAL

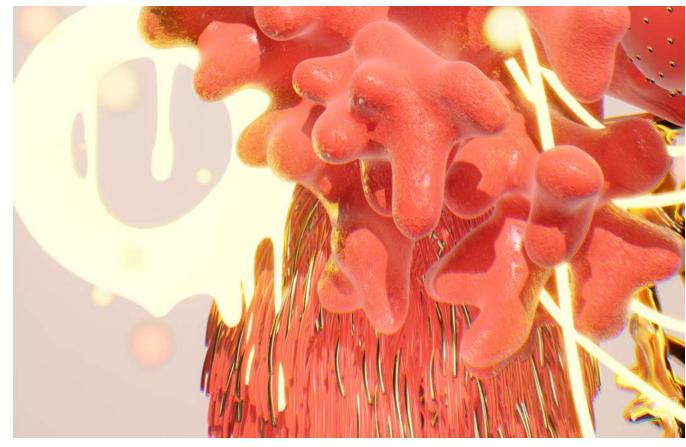
COURSE: VS VISUAL STUDIES II M2
INSTRUTOR: CADIOLI ANDREA
SOFTWARE: UNREAL4/AFTEREFFECT

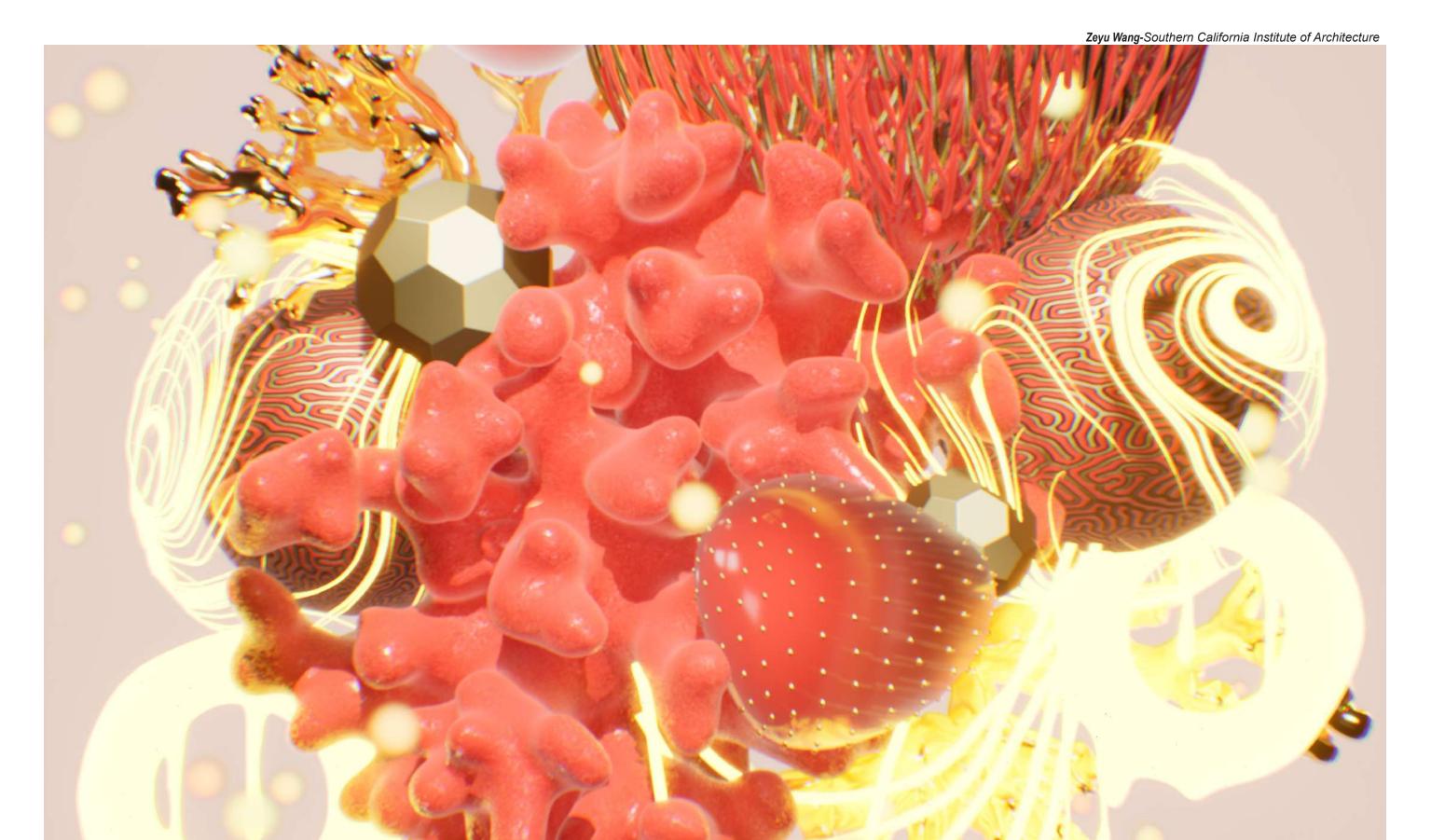
The dark red magma spewed out in the rolling black smoke, and the loud rumbling sound was pressed to the surrounding layers. The burning red rocks were pushed high into the sky and galloped down, leaving thousands of fiery red scratches in the air of the smoke screen.

This is really a wonderful and rare undersea forest, all tall woody plants grow, and the clumps of small trees stretch straight to the ocean. No technique, no veins, like an iron rod. Among the various shrubs, as tall as a temperate forest, grow colorful corals with vivid flowers. This project placed empty vitrines in reef systems which have previously been tampered with by humans, like the Bikini Atoll and the Fukushima disaster reef. The vitrines will—eventually—be removed for observation on the complexity of manmade systems.







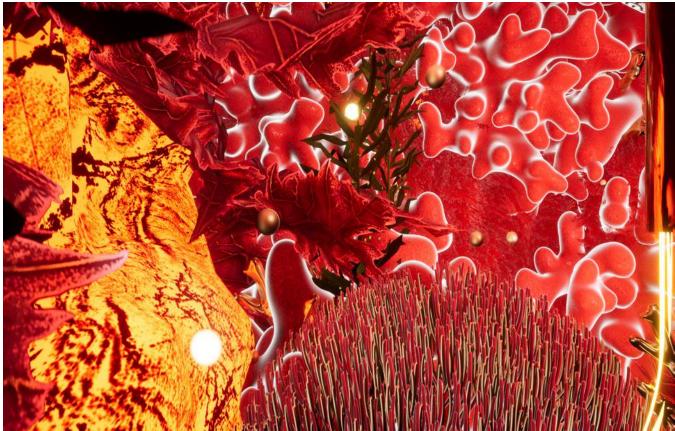












Focused on mutation, adaption, destabilizing humankind as the chief architect of the world out there. The pandemic epoch is deeply distressing and has highlighted once again the human body as a holobiontic system—the host and everything living in and around it.

Blending this diverse areas of expertise, idiosyncratic sculptures, installations, and drawings challenge conventional systems of classification, suggesting a worldview that strives to dislocate humans from their assumed position of centrality and superiority as knowers and actors in the world. We will find it difficult to deny the post-human world this project has built inside neat little containers, which are for now, contained. In improbable receptacles. All are complicated, beyond the understanding of human consciousness and cultural production, in a perpetual decomposition and recomposition. This new world order, seems to suggest, is hurtling faster towards reads reality than we are perhaps prepared for.





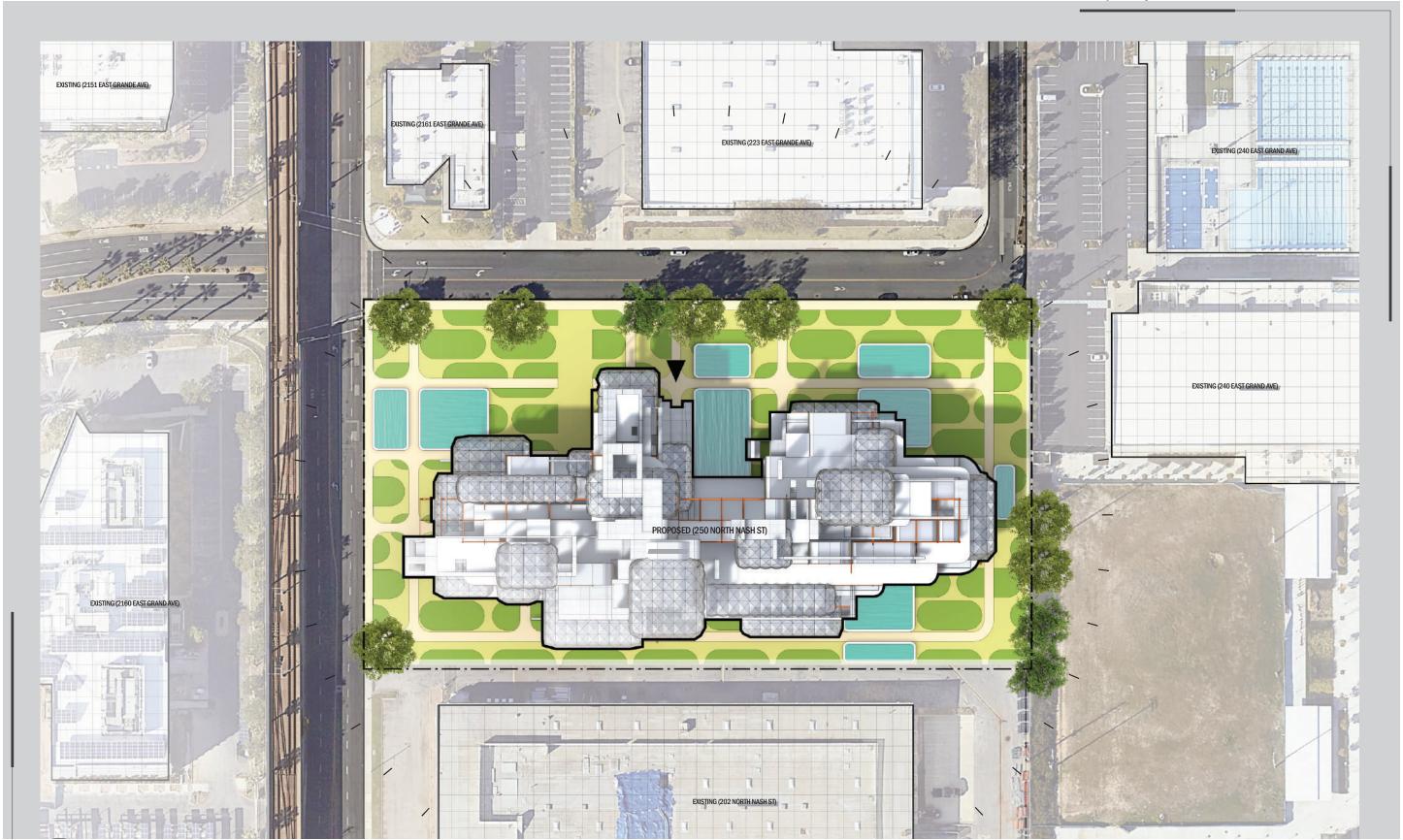


MIRCOALGAE RESEARCH FACILITY

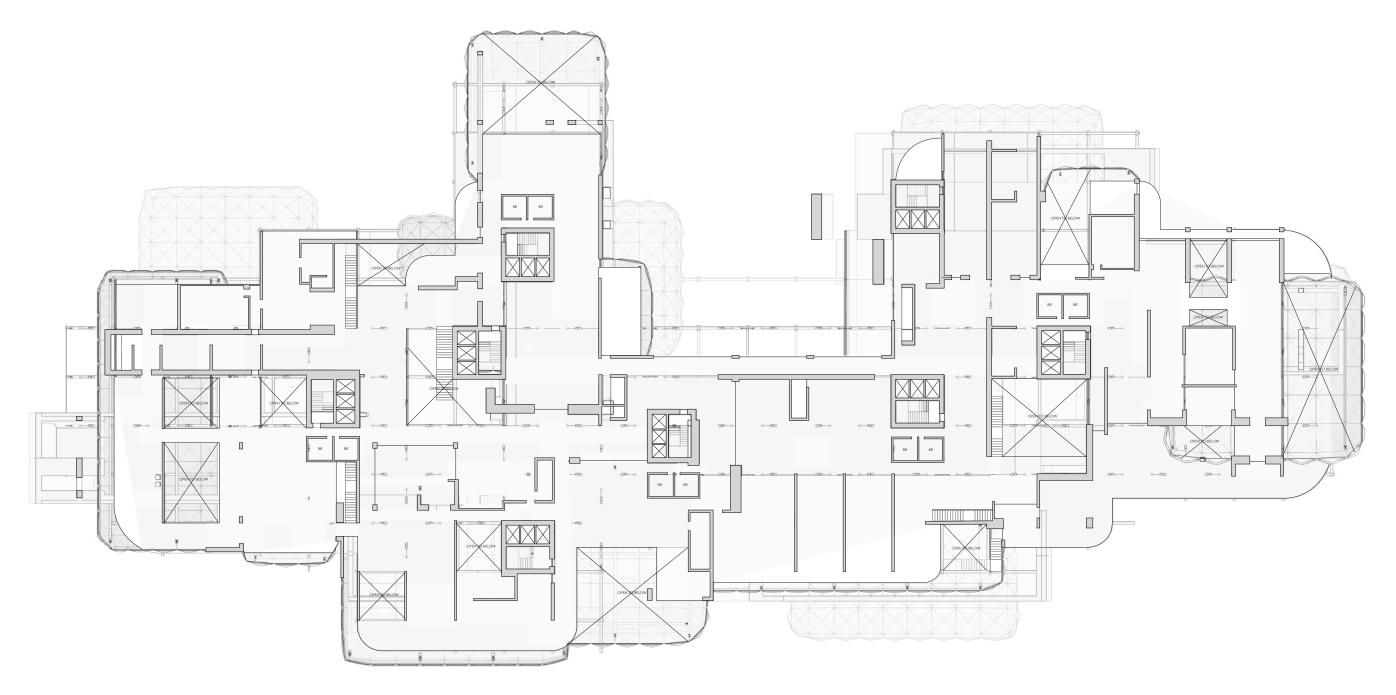
COURSE: AS DESIGN DOC GR INSTRUTOR: ZACHARY BURNS SOFTWARE: RHINO/ CINEMA 4D

The project of this course is deepened based on the studio project in 2GBX.

The project is a laboratory for generating energy supply with algae. This course is all about turning this project into a visual, buildable architectural doc. For example, all the plans, sections, elevations; foundation structure and construction process; the structure of the floor; the ventilation and drainage power supply system of the entire building; the structure and details of the glass curtain wall; a series of drawings such as fire exits and fire compartments. There are also animations to explain the construction process in all details.

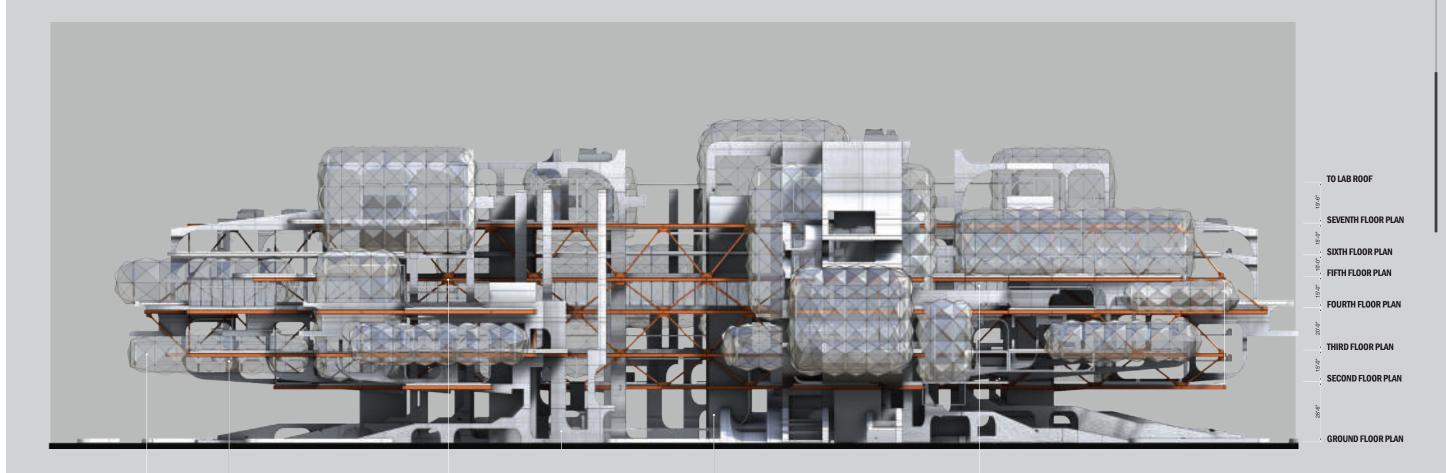












ALUMINUM MULLIONS



STEEL TRUSS
INTUMESCENT COATING ORANGE FINISH





RIENFORCEMENT

CONCRETE

SLAB WITH CARBON FIBRE PRECAST
CONCRETE BLOCK
WITH STEEL RIENFORCEMENT





LOW-E COATED DOUBLE GLAZING WITH STEEL MULLION



MULLIONS REDUCE EMBODIED ENERGY





