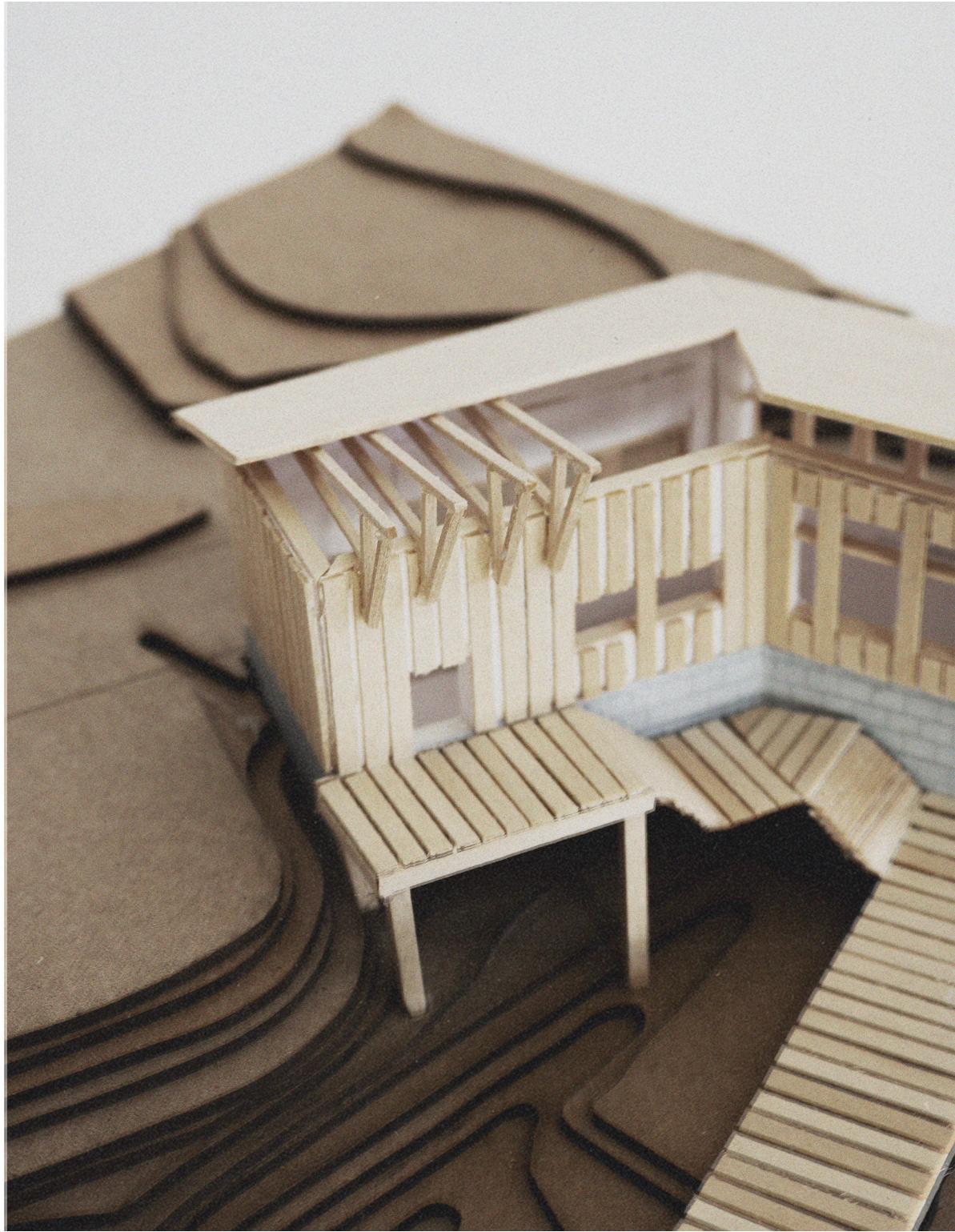


ARCH. PORTFOLIO

2018 - 2020



ERIC LE
BFA/UG ARCHITECTURE DESIGN

CONTENTS

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I believe architectural design exists for the purpose of bettering human life. The spaces people inhabit should feel welcoming and unintrusive. The ability to combine architecture and society cohesively, is the goal of the architect.

Architectural Design Work

1 p3
Norman Smith Center
Fall 2020

2 p9
People Place
Spring 2020

3 p15
Minimal Dwelling
Spring 2020

4 p21
Emergency House
Fall 2019

Additional Design Work

5 p31
Wood Toy
Fall 2019

6 p35
3D Assemblage
Fall 2020

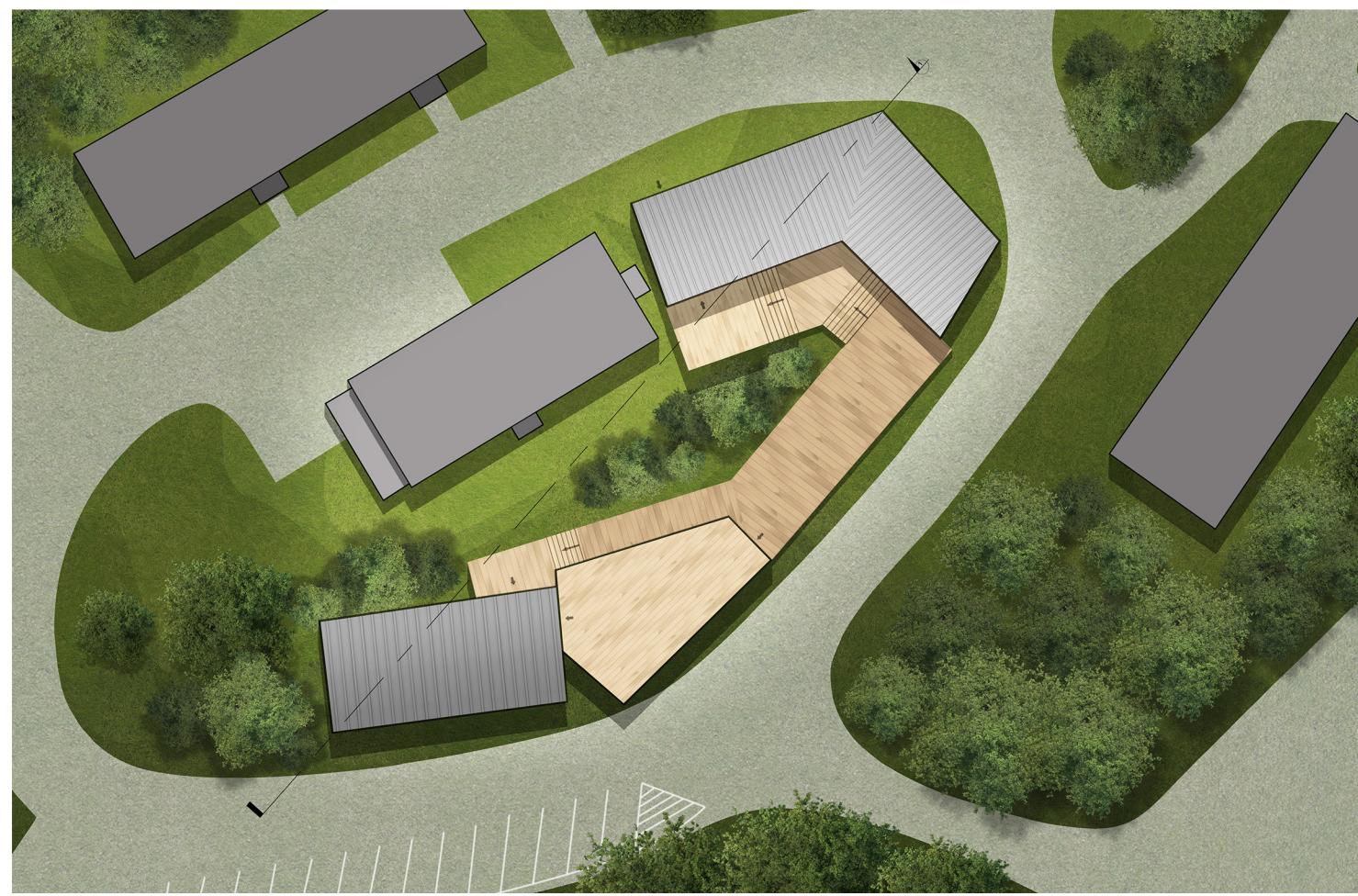
NORMAN SMITH ENVIRONMENTAL CENTER

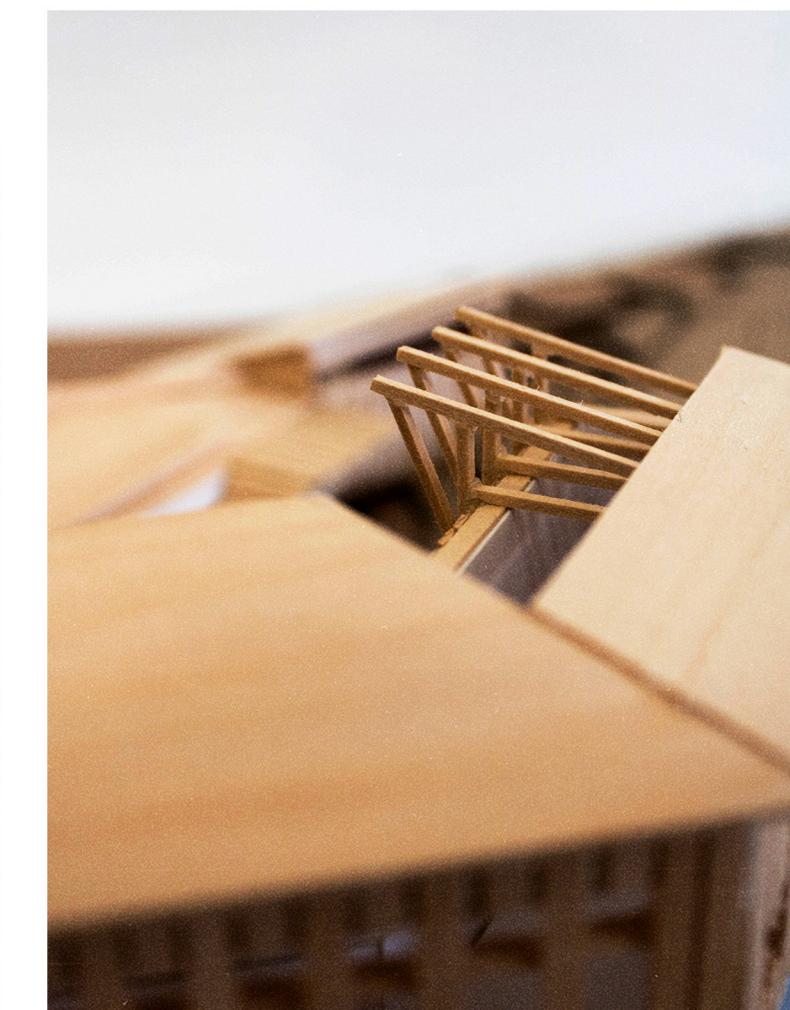
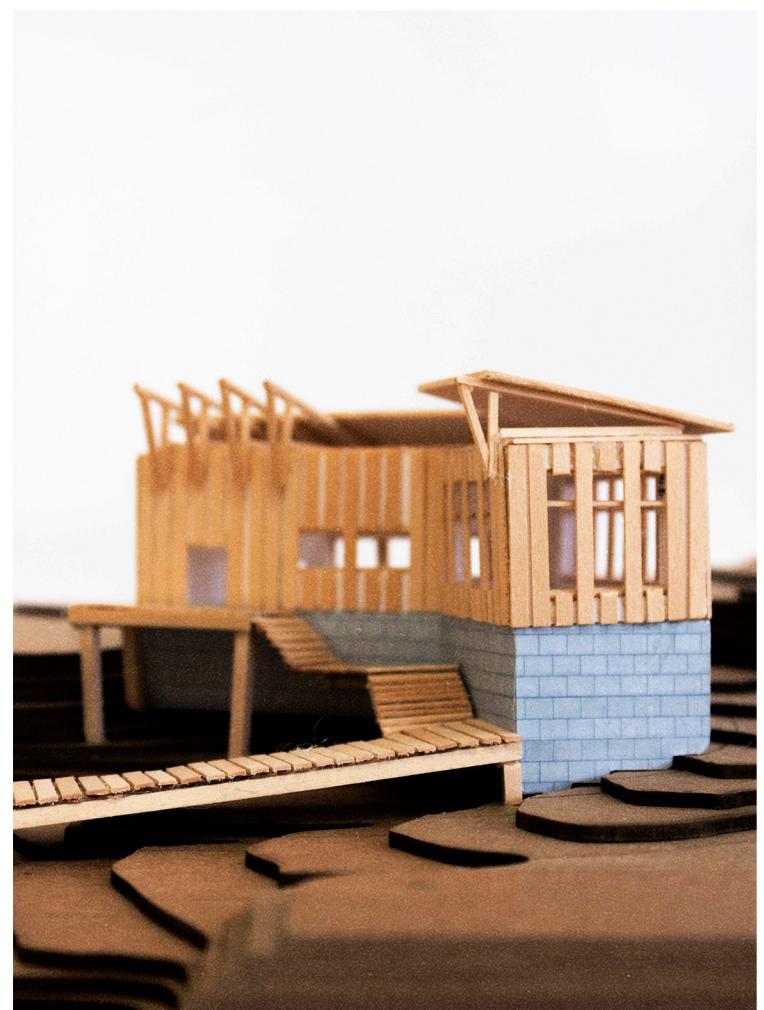
The goal of this project was to create a multi-use event space for the Chickatawbut Hill/Massachusetts Audobon Wildlife Center. The site presented challenges such as preservation of the existing native culture of the land as well as creating a location that both served as an event space and an educational center for children attending summer camps. Without intruding or destroying the land further, this design replaced the pre-existing, temporary structure with two buildings placed in a "hook" shape. With this hook shape, the small piece of vegetation in the center serves as an opportunity for camp leaders to teach the children attending these camps about the native history and wildlife of this precious land.



3D ASSEMBLAGE | ADDITIONAL PROJECTS







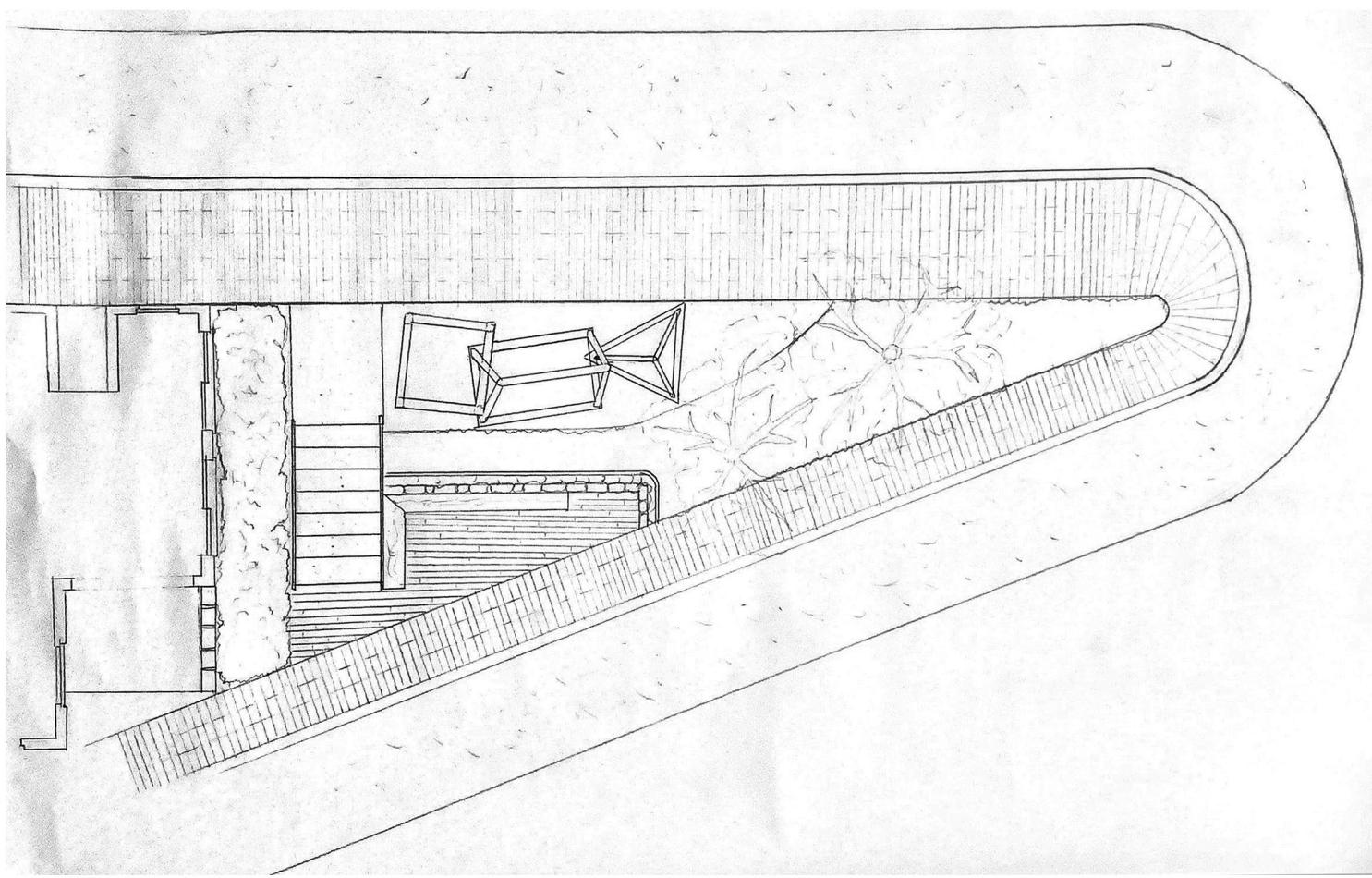
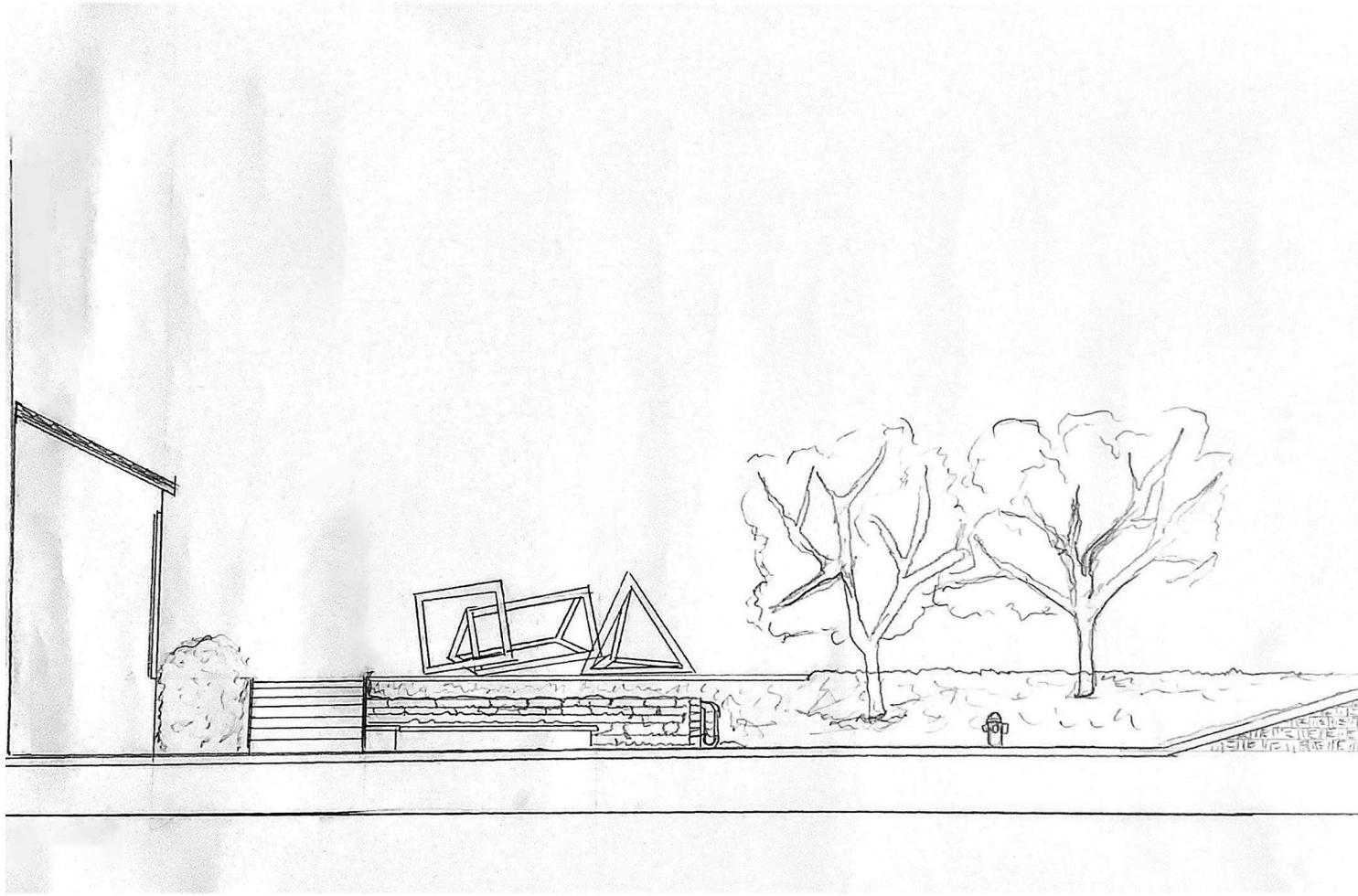
PEOPLE PLACE

This project focused on the redevelopment of the Massachusetts Ave/ Arrow St intersection in Cambridge, MA. The goal of this redevelopment was to make a space for people passing by. Making this space accessible to everyone was the ultimate focus. The design features a large structure where pedestrians can interact with. One pyramid, cube and triangular prism at the center of the site allows the structure to be visible to people at the upper elevation as well as the lower elevation. This design is made accessible to those who are in wheelchairs as well, by using the site's natural incline.



This structure sits at the center of the site. It can be accessed at both the lower and upper elevations. Although the model is made from balsa wood, when scaled to life-size, I've decided to make the material the same as playgrounds, high-density polyethylene (HDPE). This material can be made with lots of different colors, making it very appealing to those passing by.

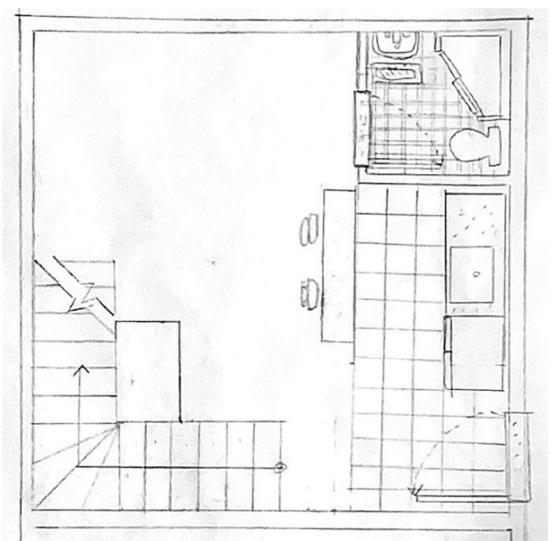
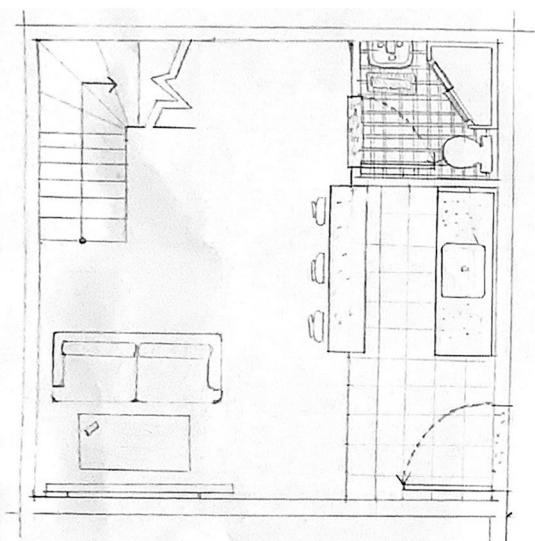






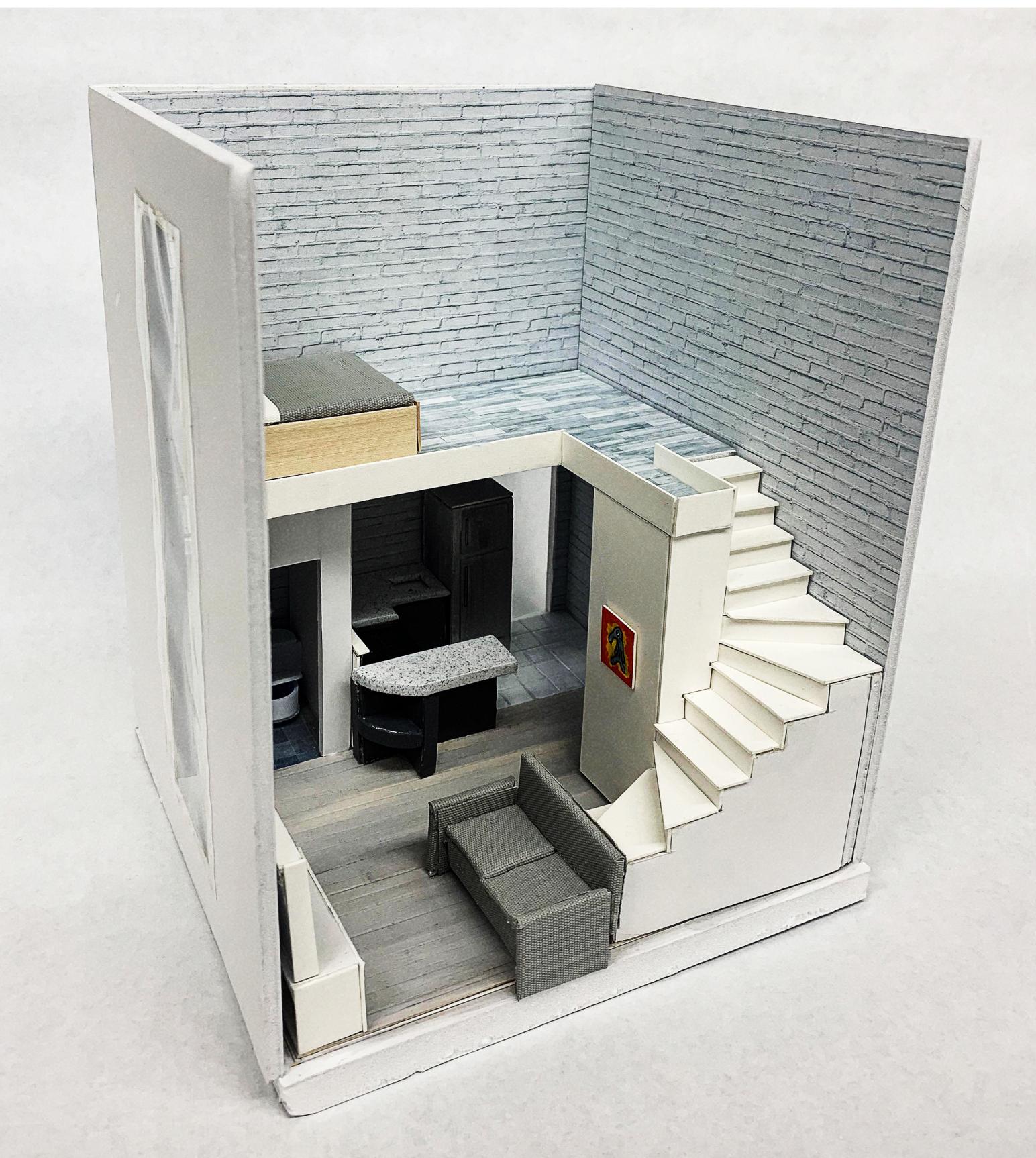
MINIMAL DWELLING

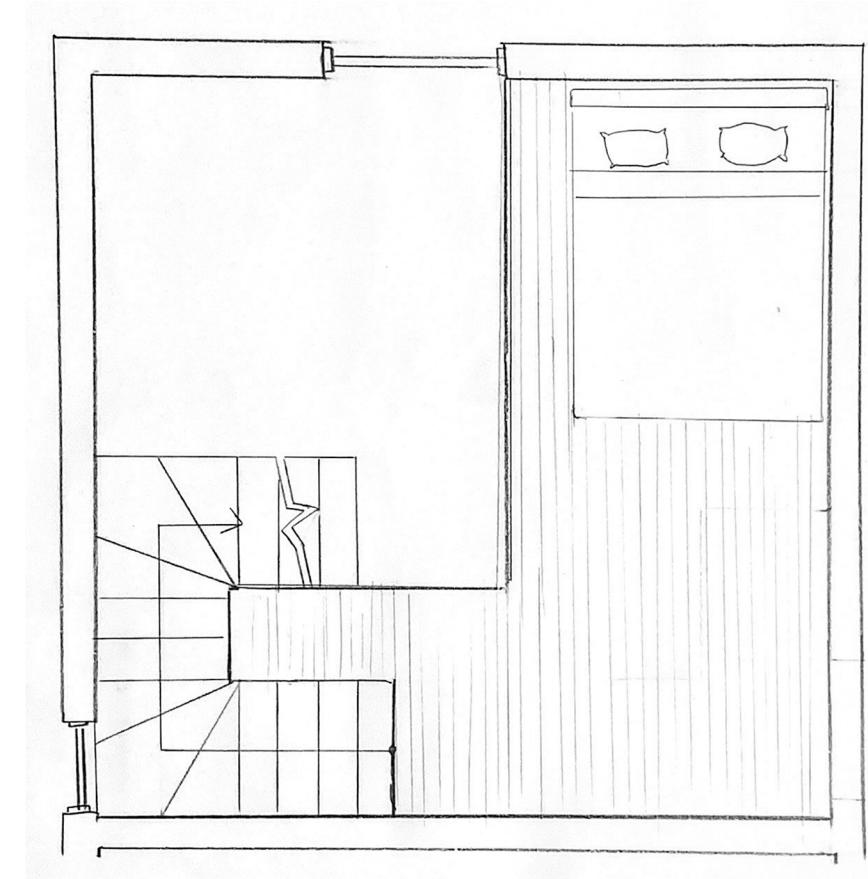
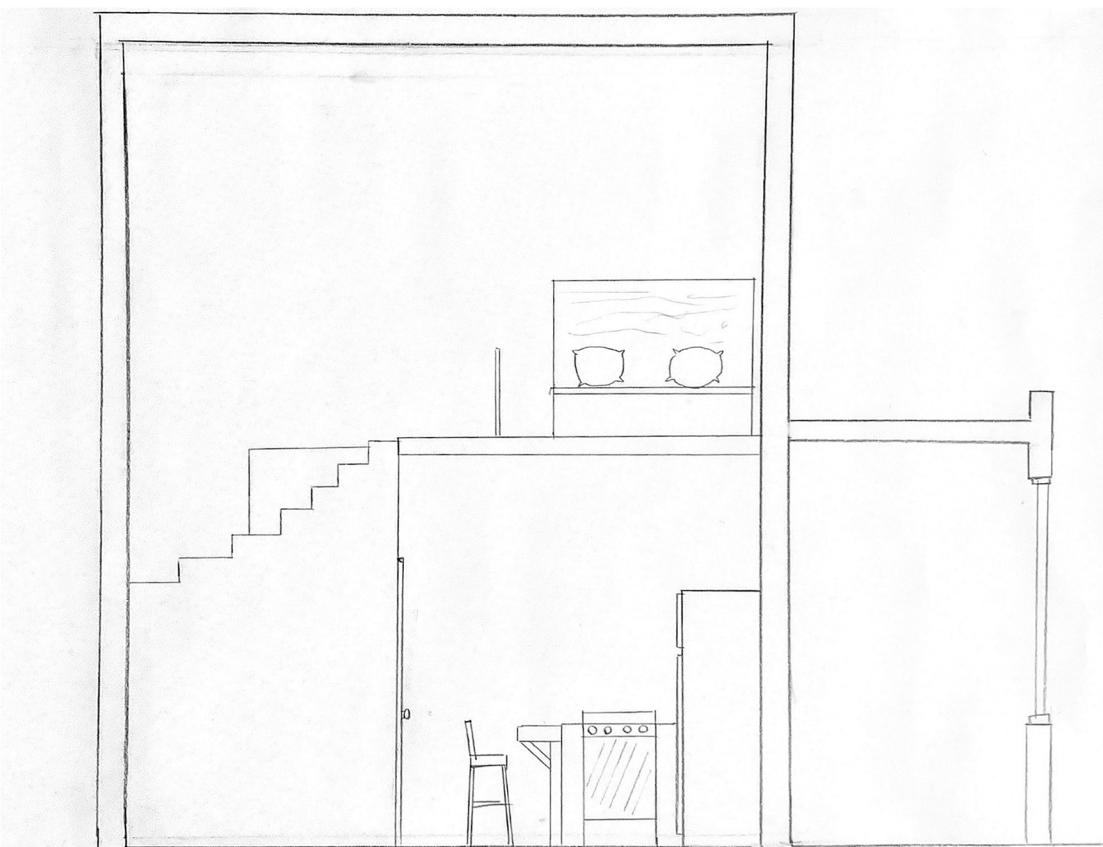
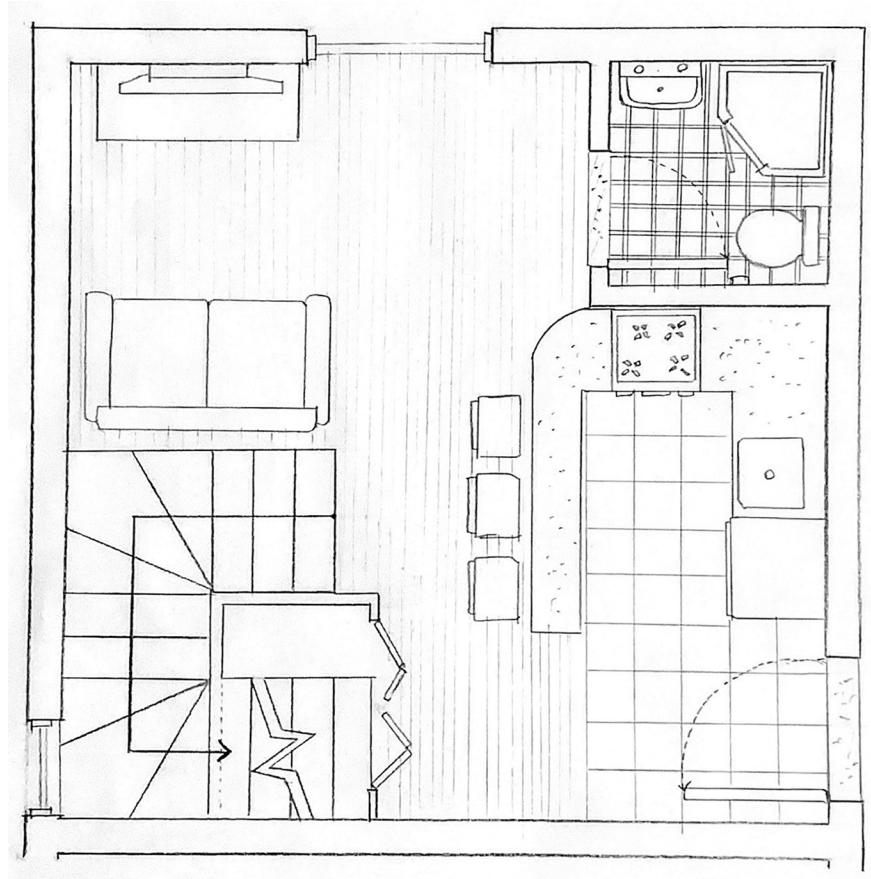
The goal of the minimal dwelling was to provide a comfortable and spacious living area with constrained dimensions. Since there is limited floor space, by designing vertically with a loft allows for a more open feeling. The large window allows for natural light to flow into the living room area as well as the bedroom on the upper loft and stairs. By making the stairs turn 90 degrees after a couple of steps, there is room to make a living room area. This leaves enough space for a small couch and television set.



These two sketches were done to explore the possible orientations of the stairs. Ultimately, I decided on the second option to create a separation between the living room and the entrance. Due to the position of these stairs, they serve as a partition in between these two areas which provides a sense of separation.

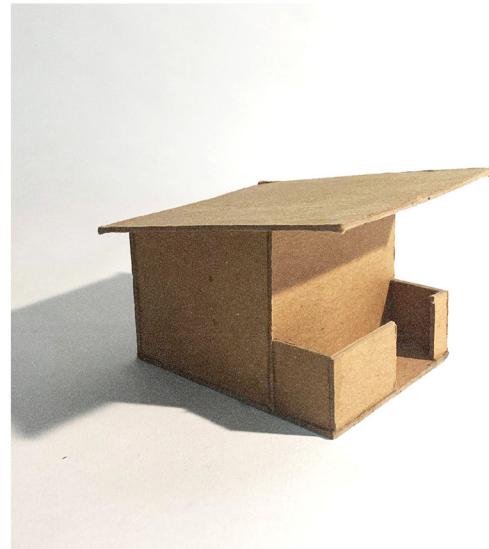






EMERGENCY HOUSE

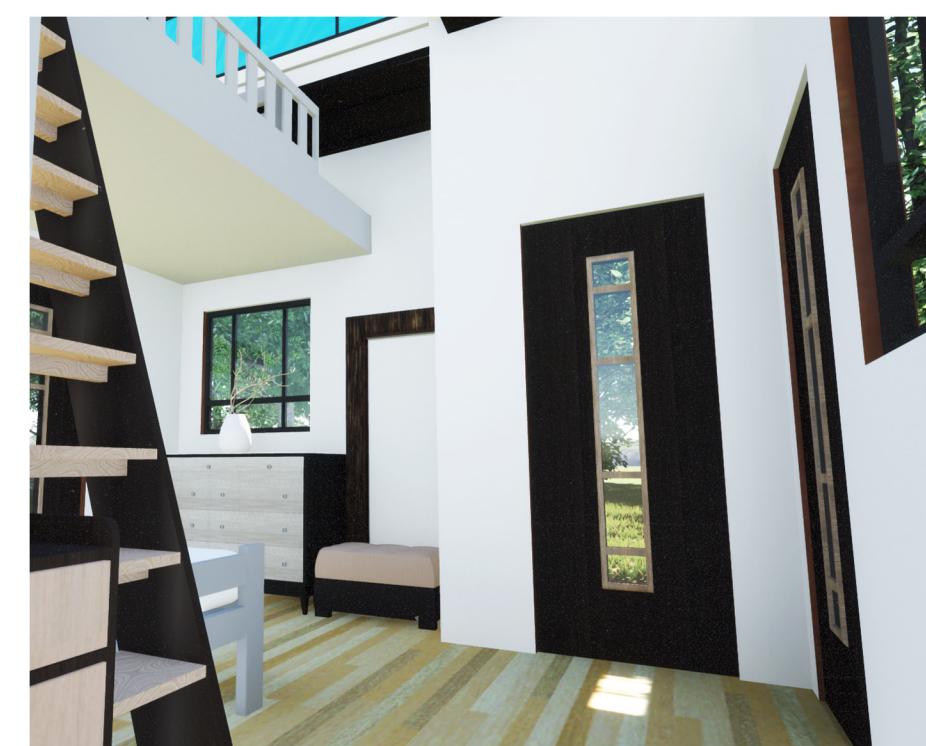
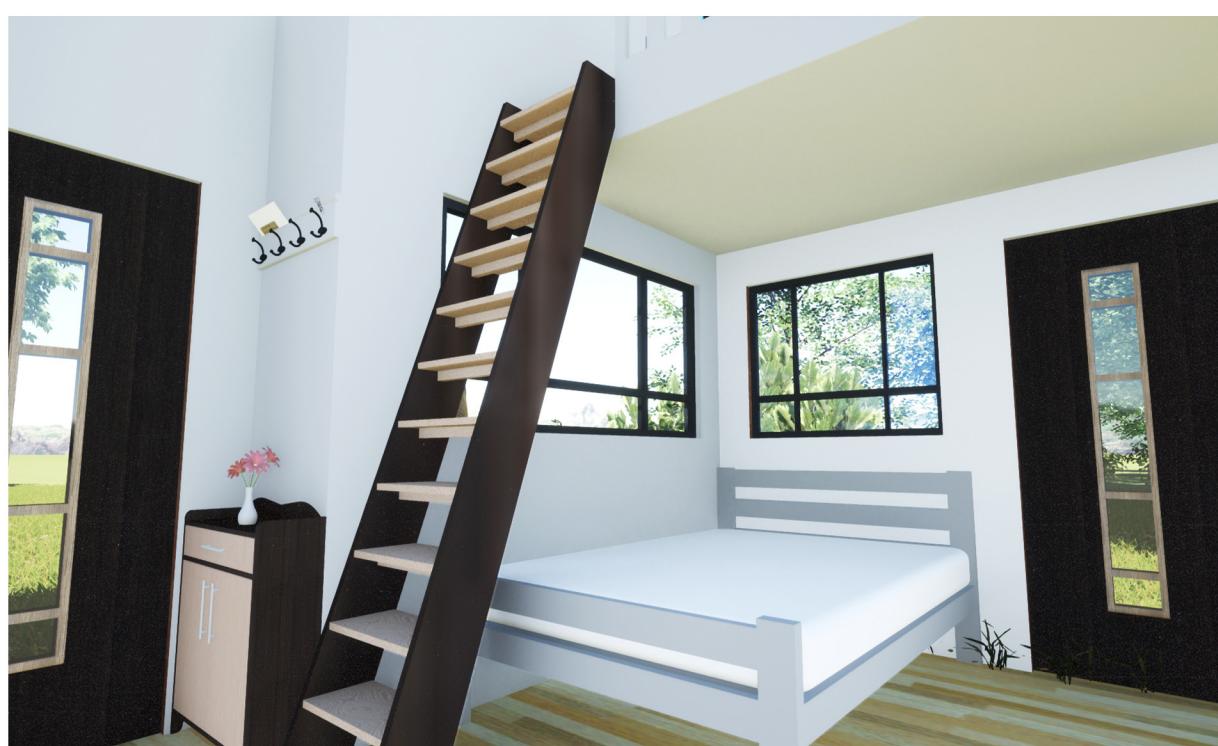
With the scenario of having to evacuate an area and temporarily moving into another one in mind, the purpose of the emergency house was to provide shelter and the basic necessities. Having room for a bed or two and some storage was the priority of this space. While the other amenities are elsewhere on the site such as bathrooms and kitchens, the emergency house focuses on sheltering families. I designed this shape in order to maximize its tileable abilities. Being able to place many of these units next to each other creates many different possibilities and allows for possible small gardens or patios within these small communities, which makes it feel less like a singular unit and more of a combined space.

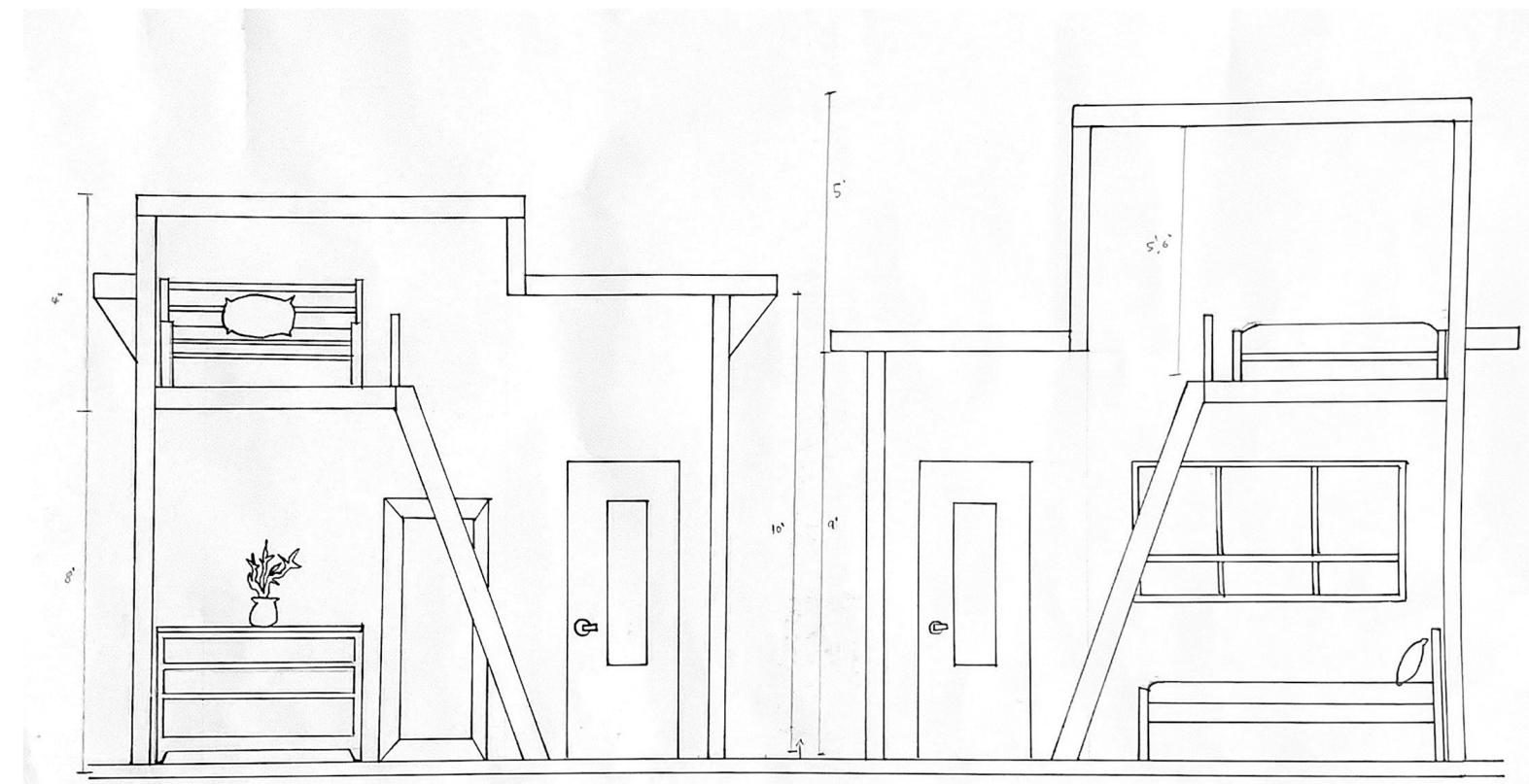
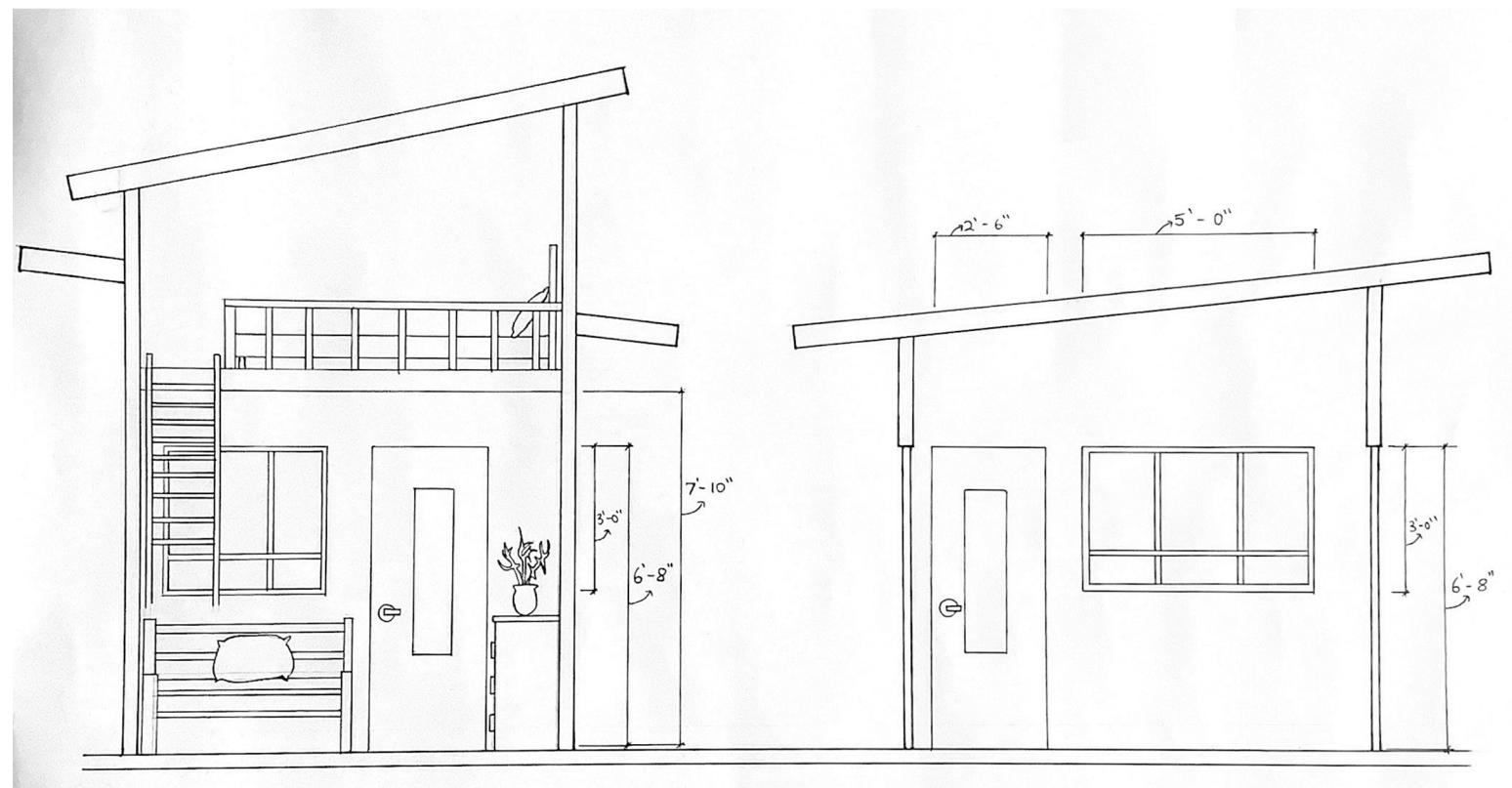


These two iterations helped me explore the overall look and shape of the design.





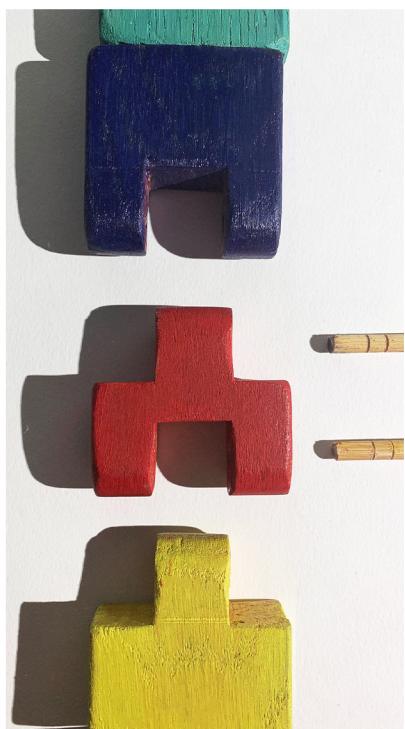






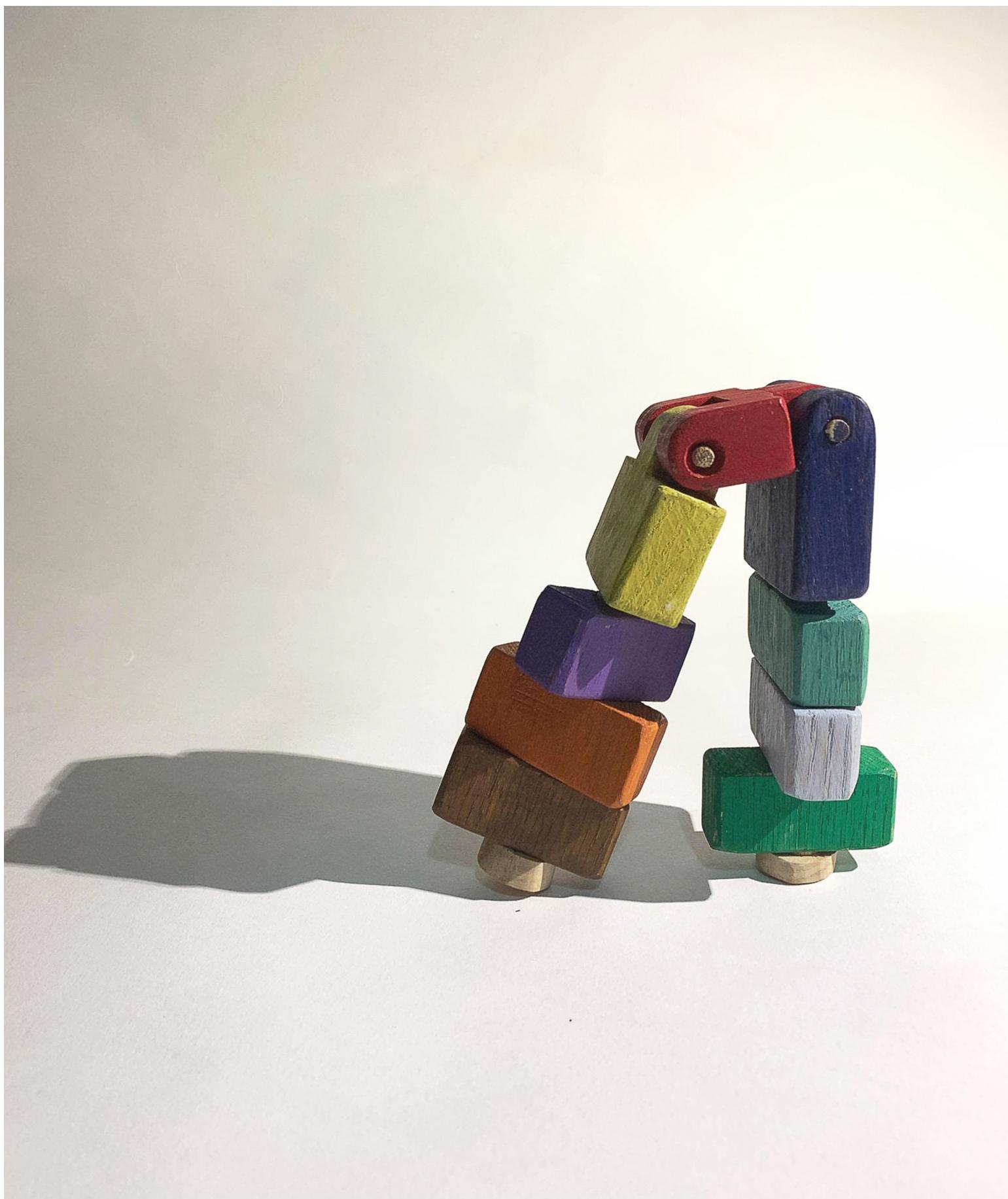
WOOD TOY

This project was initially designed from a feeling. I chose the feeling of wearing a backpack but one of the arm straps are twisted on your shoulder. To replicate this feeling in wood, I made joints that were bendable. These can only go back and forth so to get the other feeling of a strap being twisted, I made the parts connected to the joints able to rotate as well. Finally, by painting it in vibrant colors furthermore gives it that toy feeling.



These joints resemble a finger joint in wood working. They are held together, pressure fit by a dowel. The pieces are rounded in order for them to rotate around each other freely.





3D ASSEMBLAGE

This model helped figure out the overall design of the Norman Smith Center. Comprised of multiple pyramids, this model not only highlights the shapes these pyramids make but as well as the voids they create as well. This sparked the idea of having a void at the center of my buildings in the Norman Smith Center project.



