

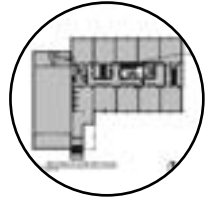
Colin Briggs Portfolio Work Sample

Bachelor of Architecture Woodbury University (2024)

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Office - Bronx Community College Philosophy Hall



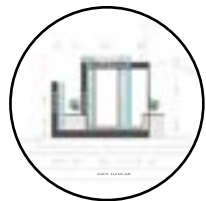
Office - BPCS Fourth Floor Renovations



School - Mac-Huacan



School - Westlake Theater Adaptive Reuse



School - Kiosk Proposal

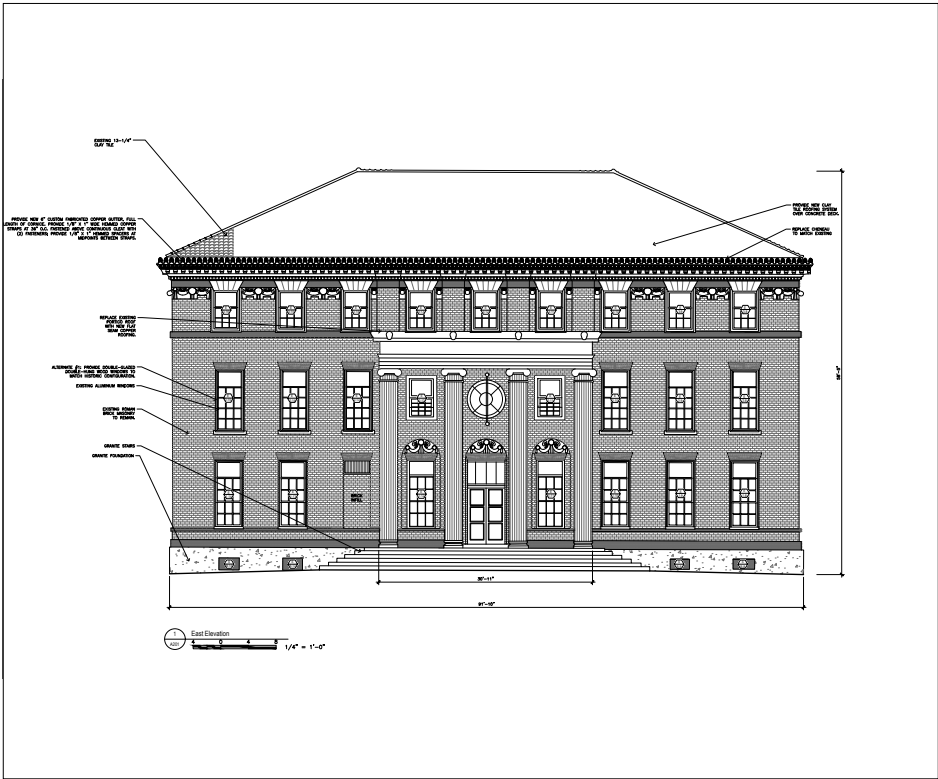
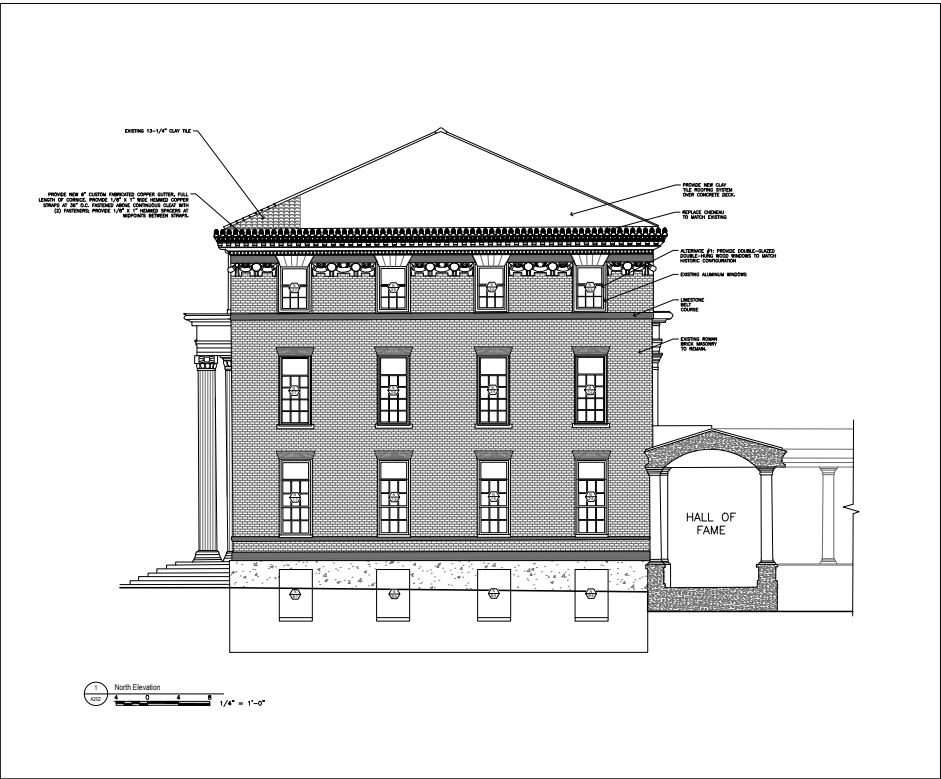
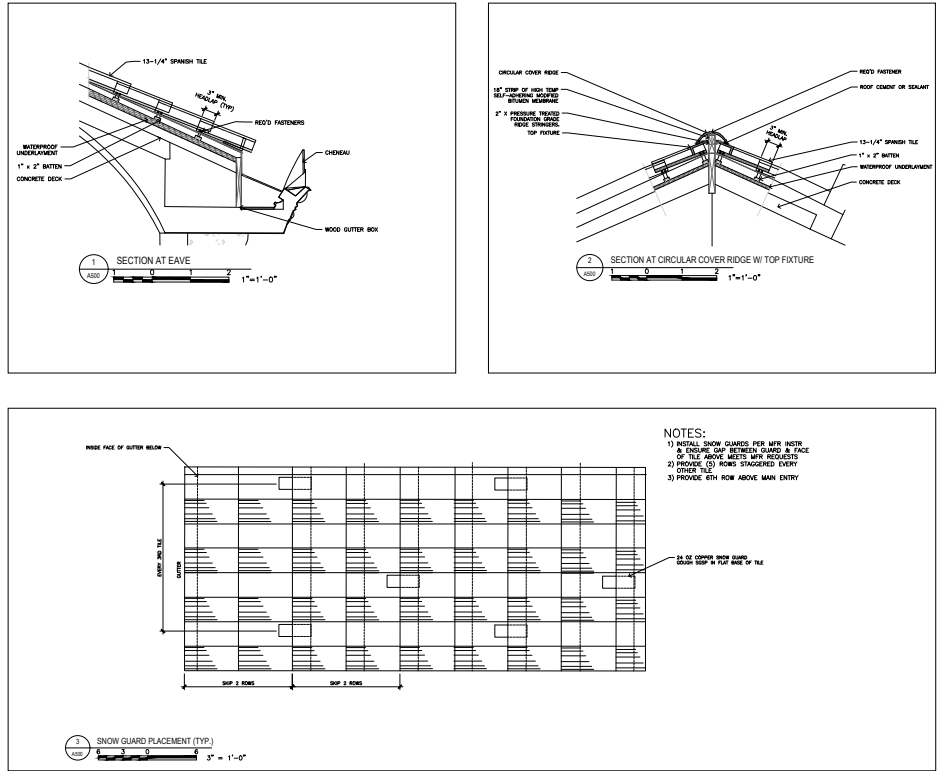
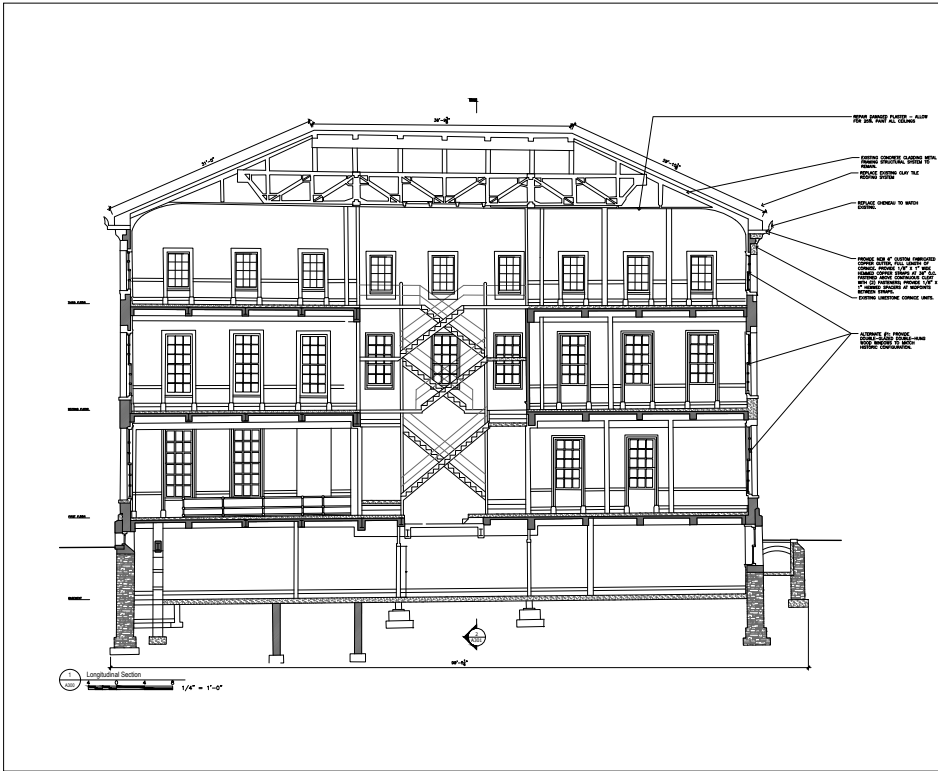
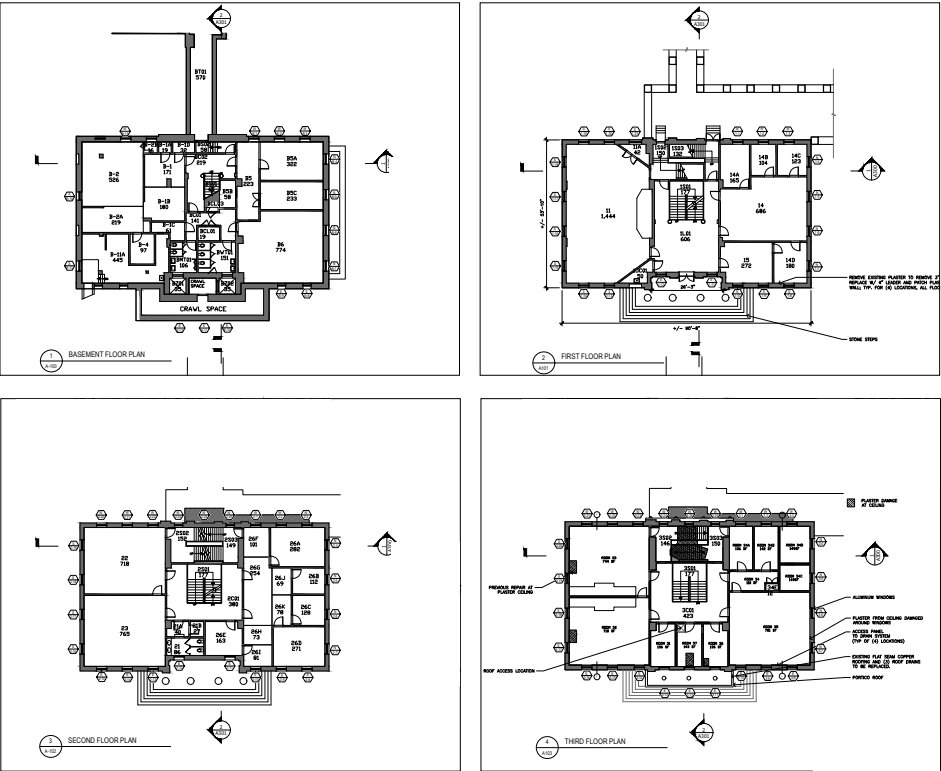


School - Pinot Pour



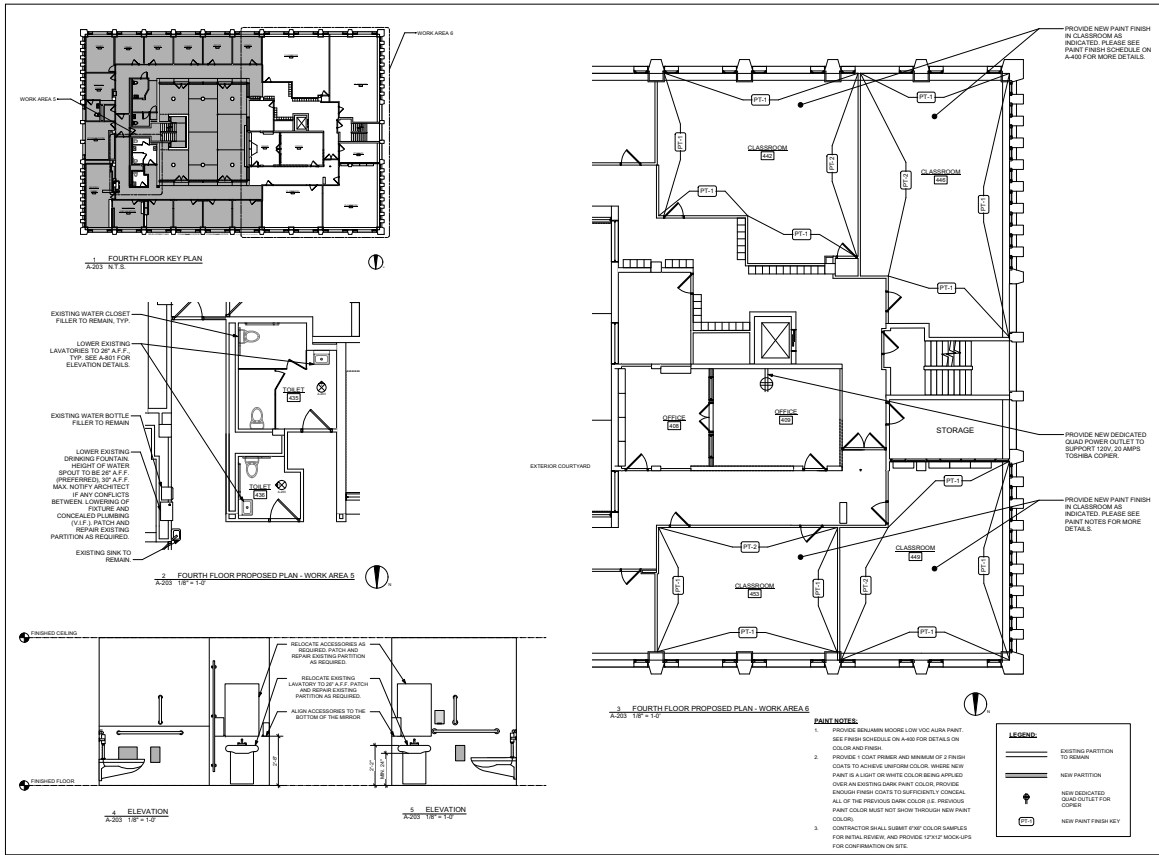
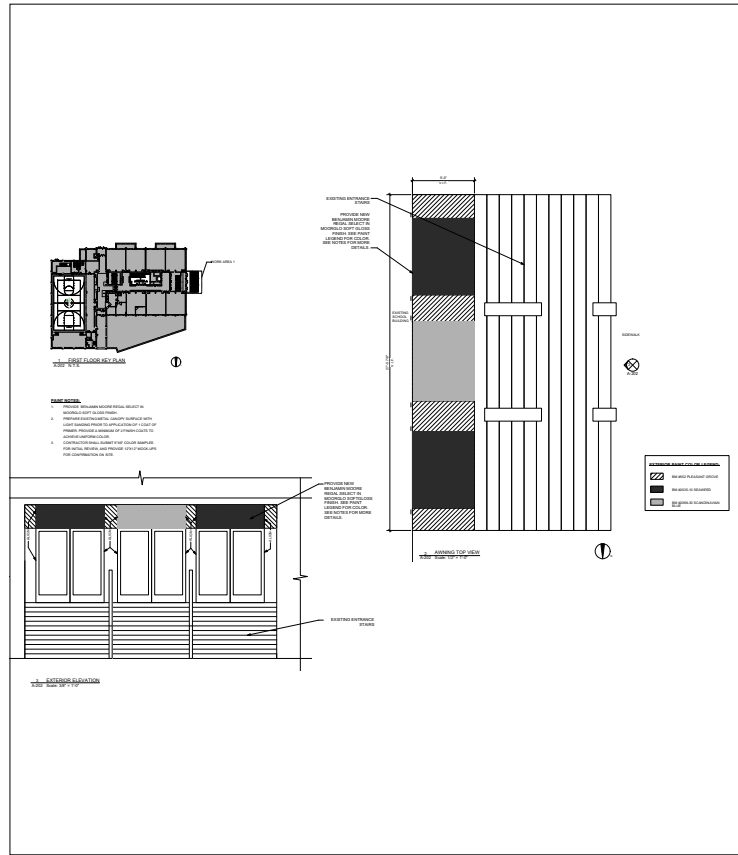
School - Farmer's Friend

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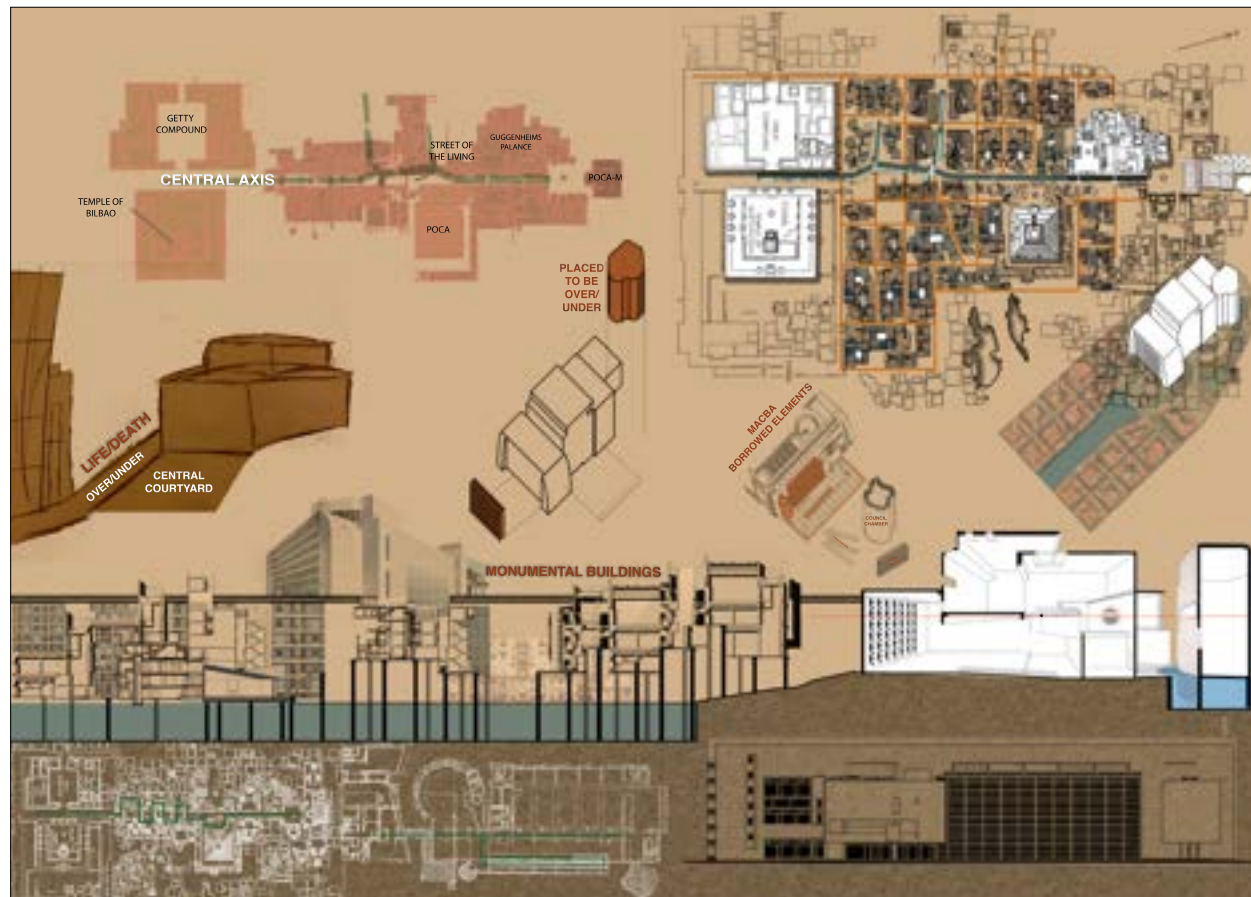


During my summer internship with John G. Waite Associates, Architects I was given the opportunity to work on a historical restoration of Bronx Community College Philosophy Hall. I attended site visits to survey conditions, using new information to reference alongside existing physical documents to create updated and accurate digital drawings in Vectorworks. I also contacted manufacturers, requesting and storing samples while comparing them to the original details. Drawings indicate needed areas of work.

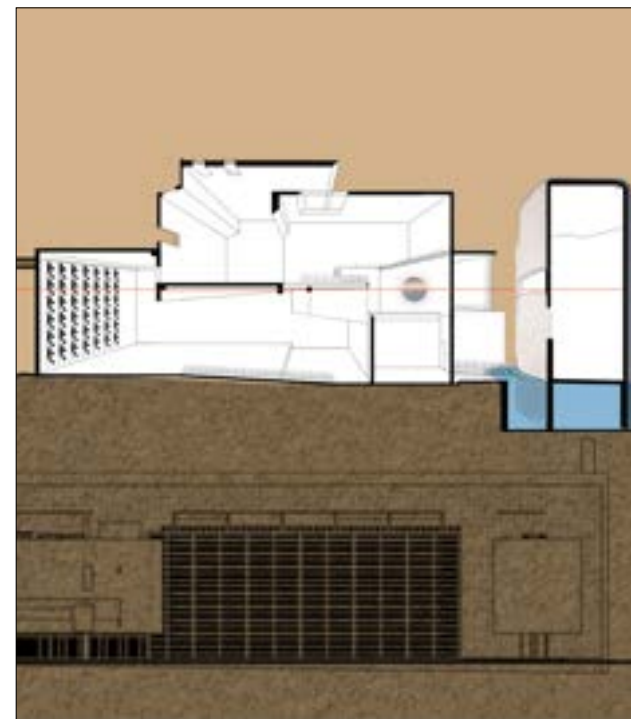
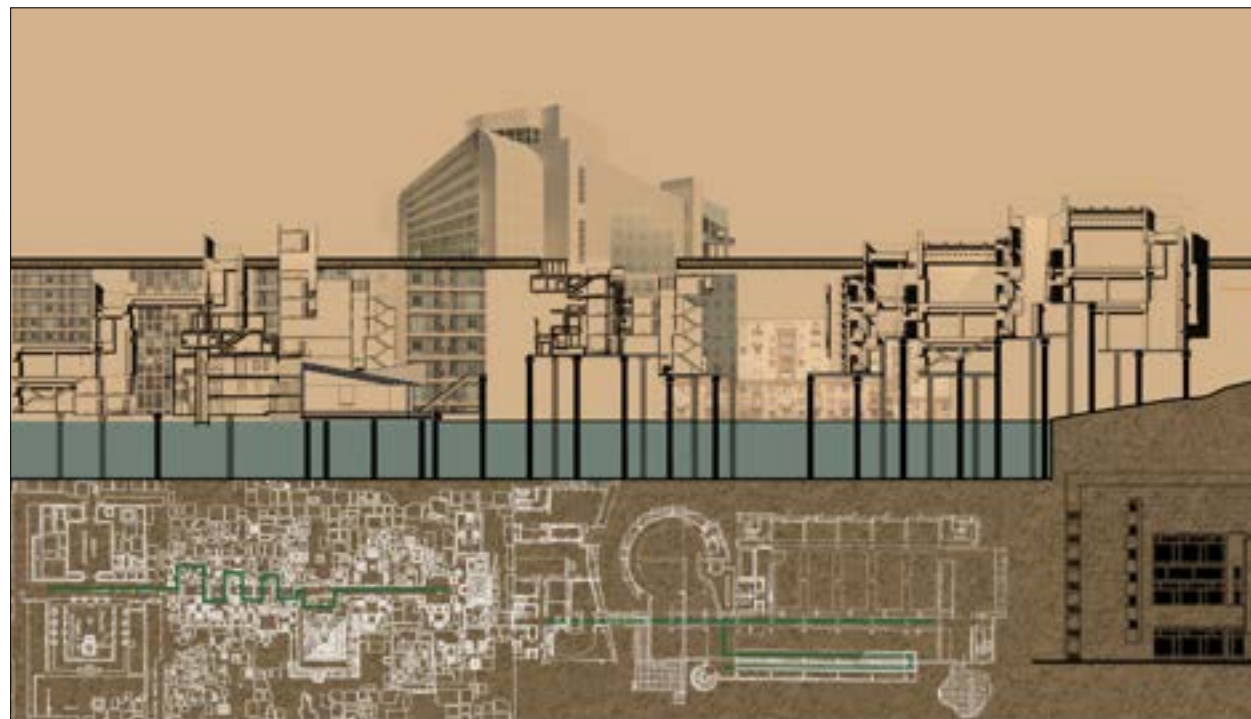
Bronx Community College Philosophy Hall



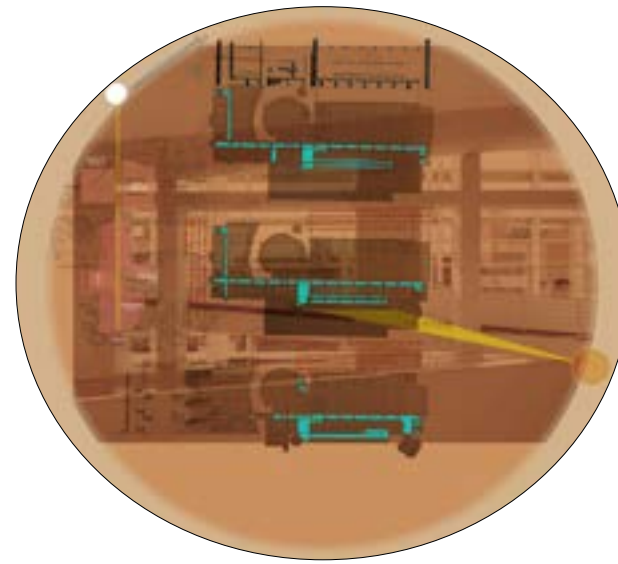
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In the second part of the semester, we were asked to design a city hall and finalize our city planning from our first projects concept. I placed my city underground helping to protect residents from harsh temperatures and sunlight in the future. There is a canal dug out from an underwater reservoir, which is used to commute throughout the city. I used the circulation condition from both as inspiration for the canal path, acting as a central axis for the city. Monumental buildings from Teotihuacan were used as points where buildings would poke above the ground, giving residents views of the outside. Views into courtyards and buildings below are also carved out in order to provide lighting. *(Continued on next page).*



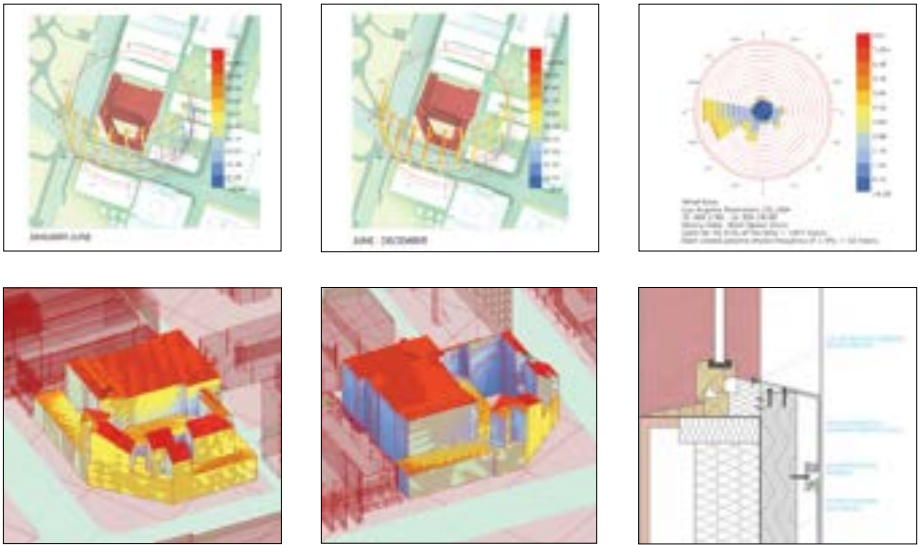
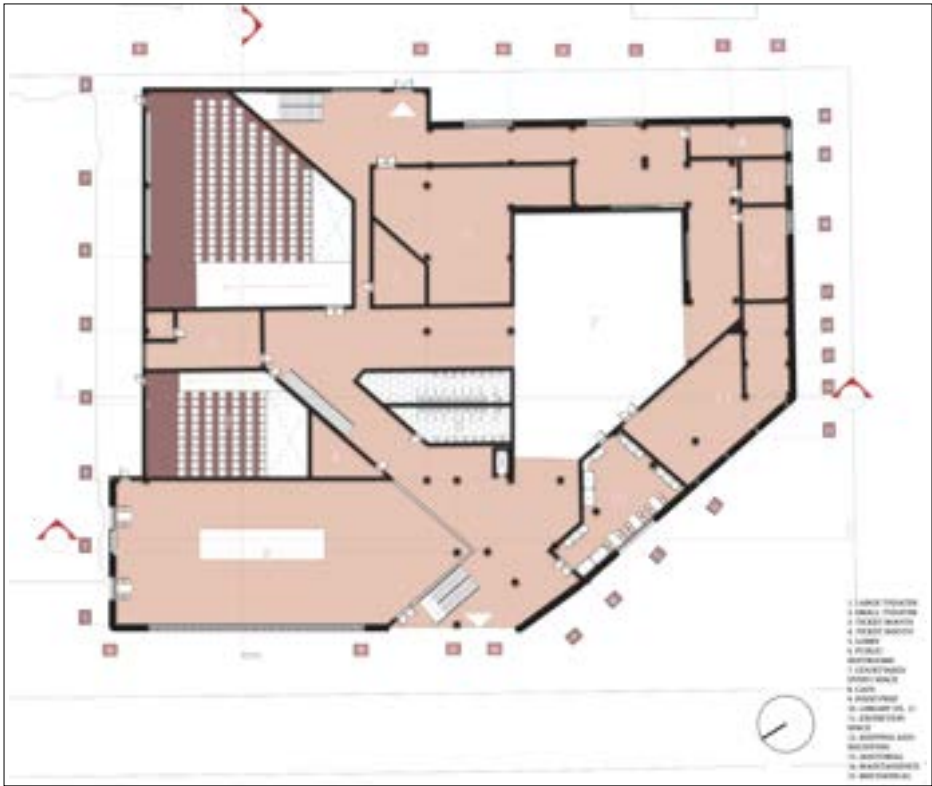
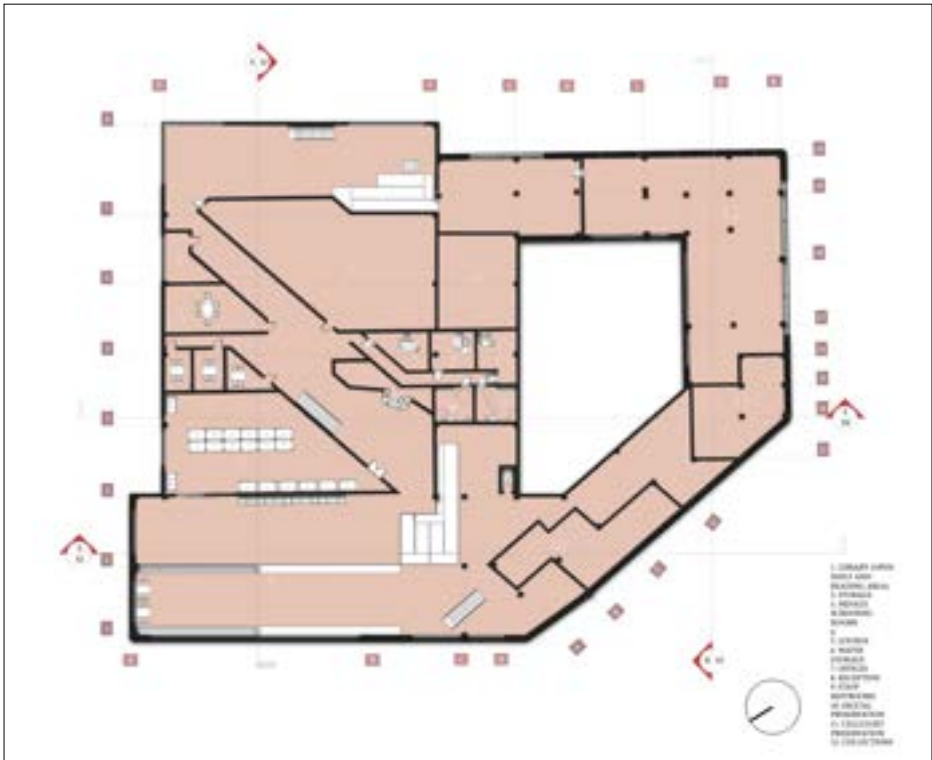
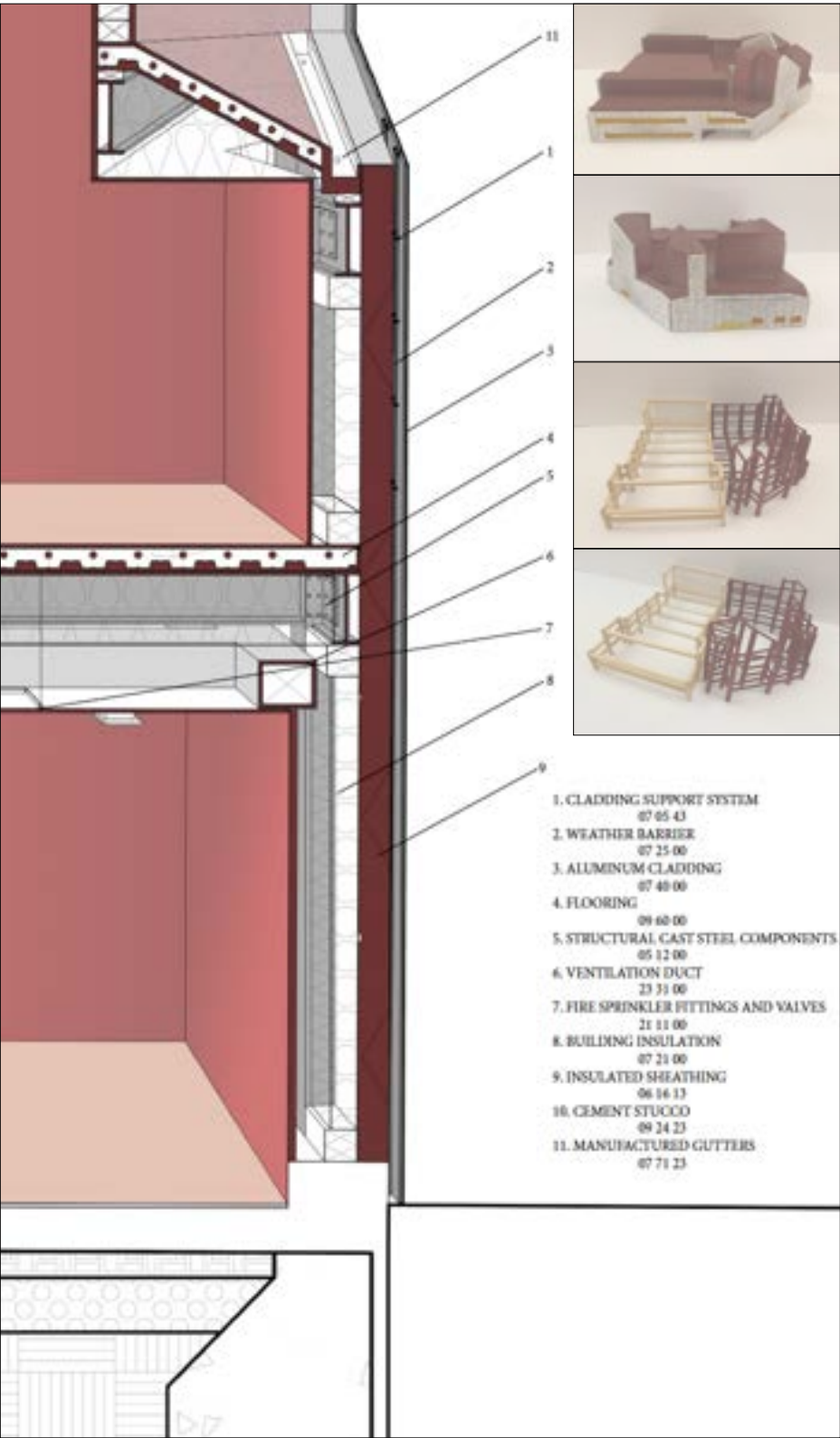
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For our final year, our professor asked us to research existing precedents, documenting similarities in design. We mapped these similarities onto a conceptual city. My assigned precedents were Richard Meiers' MACBA along with Teotihuacan. I used the similar circulation paths from both as inspiration for a central axis for the city.



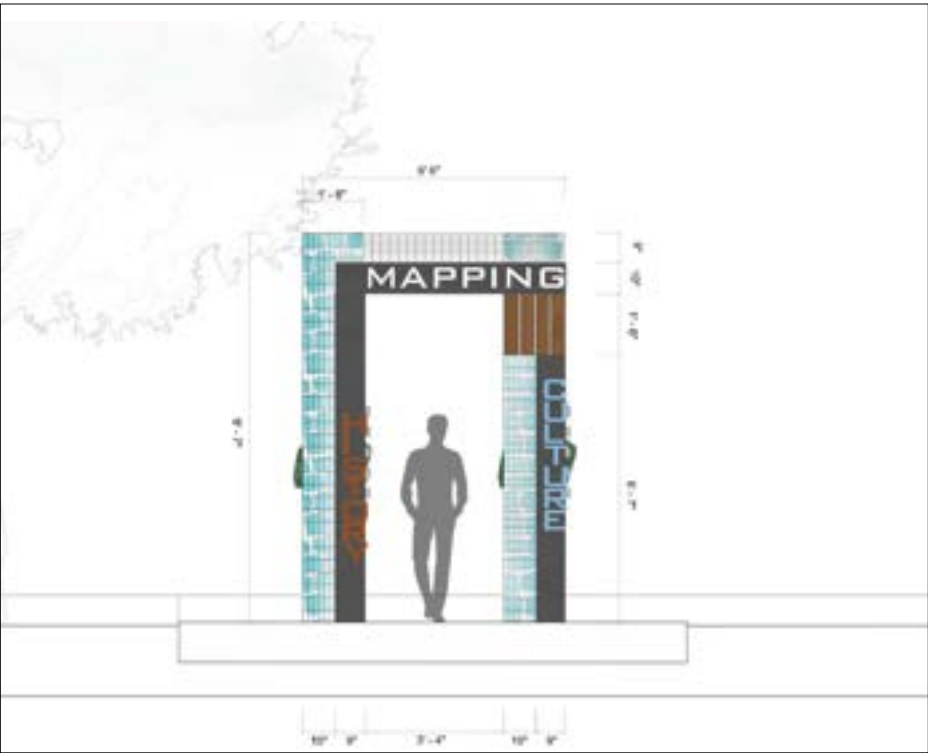
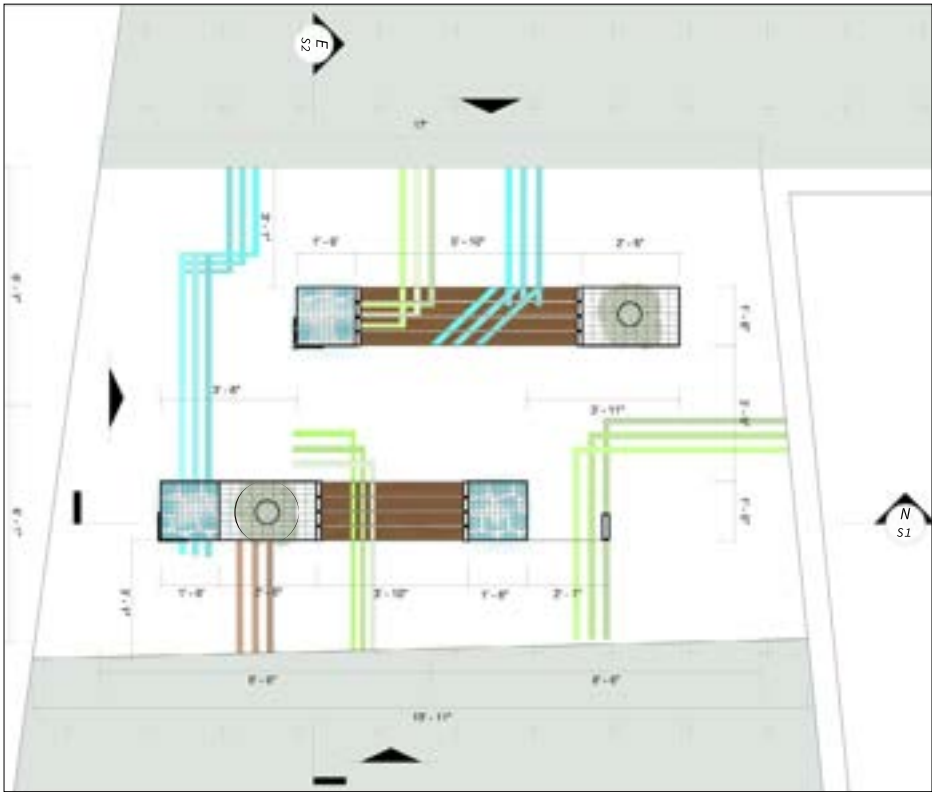
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For my 4th-year fall semester project, I proposed an adaptive reuse for the Westlake Theater. The plan preserved the original structure while adding towers for vertical storage on an adjacent lot. These towers framed a courtyard, defining a structural grid guiding circulation and program. Public spaces were near the entrance, while private areas were located in the rear and second floor. The towers served as archival storage. We were tasked with creating a perspective wall section illustrating building structure and systems, along with detail sections, site analyses, and HVAC systems. Diagrams using Grasshopper scripts showcased sun paths, wind patterns, and radiation exposure.

Westlake Theater Adaptive Reuse

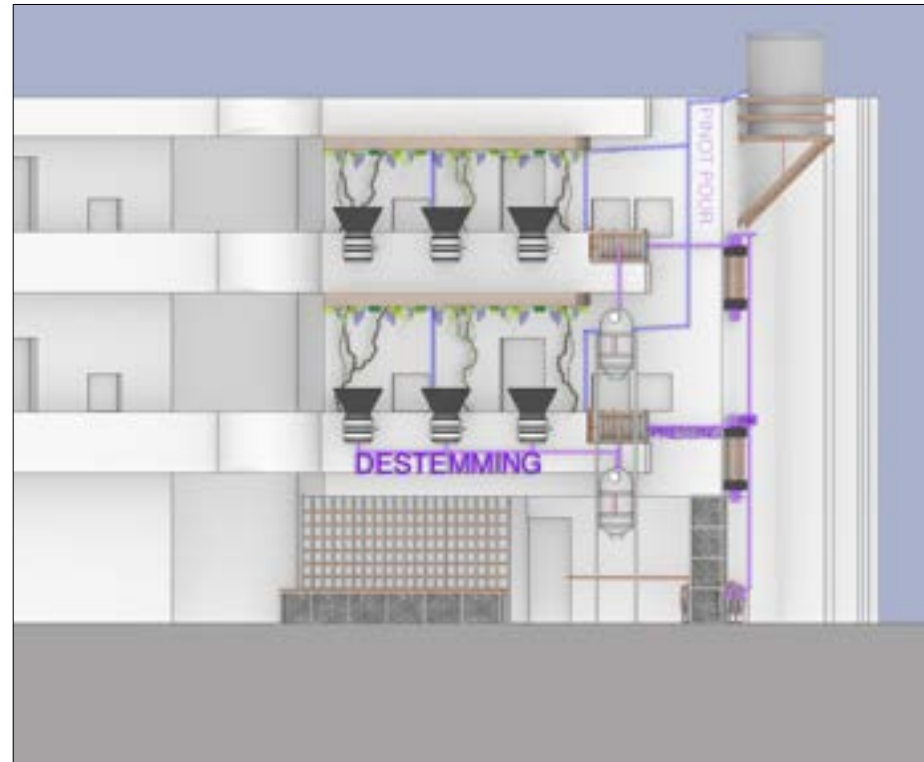
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As part of our spring semester fourth year studio, we engaged in a group project focused on designing a campus kiosk. Our team made a choice to utilize gabion walls as the foundation, embedding glass rocks for aesthetic appeal. Furthermore, we placed white rocks underneath seating areas to enhance the visual composition. The primary purpose of the kiosk was to serve as a display, sharing information about the virtual reality experiences created by each student, dispersed across the campus.

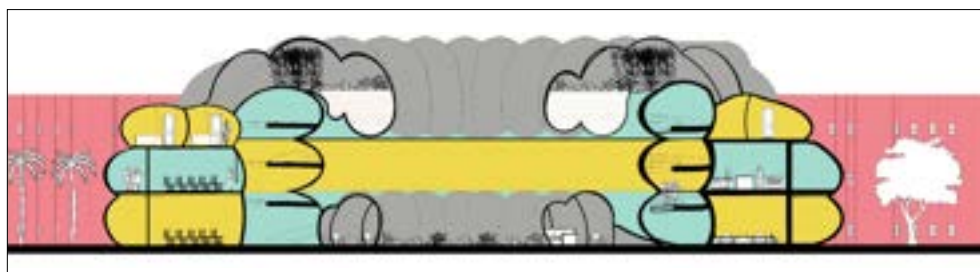
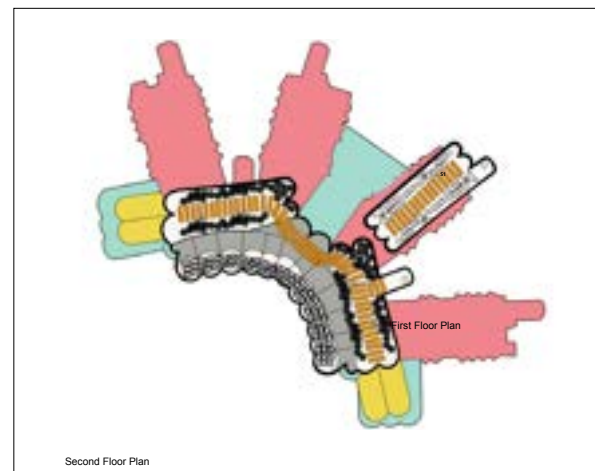
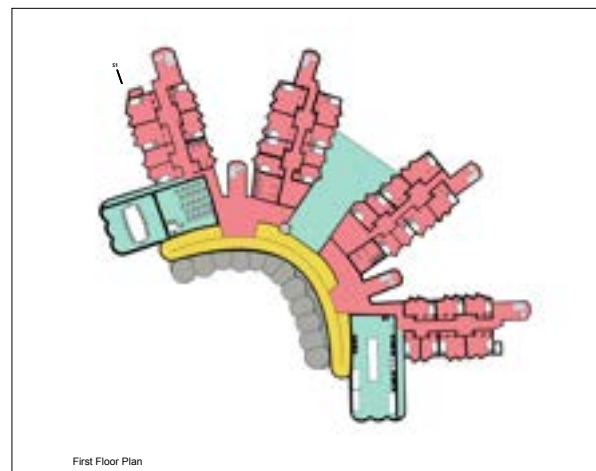
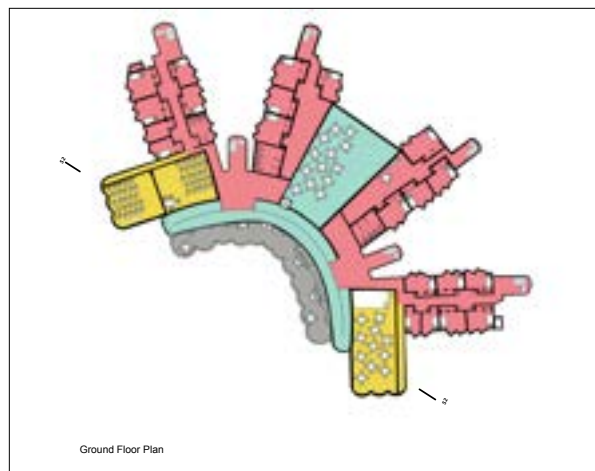
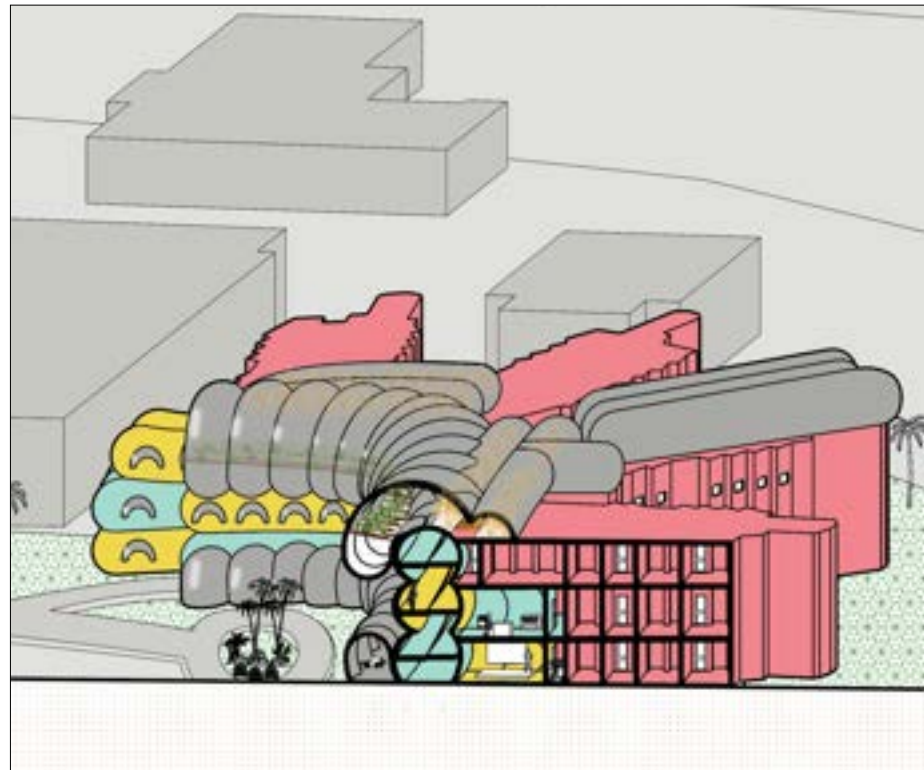
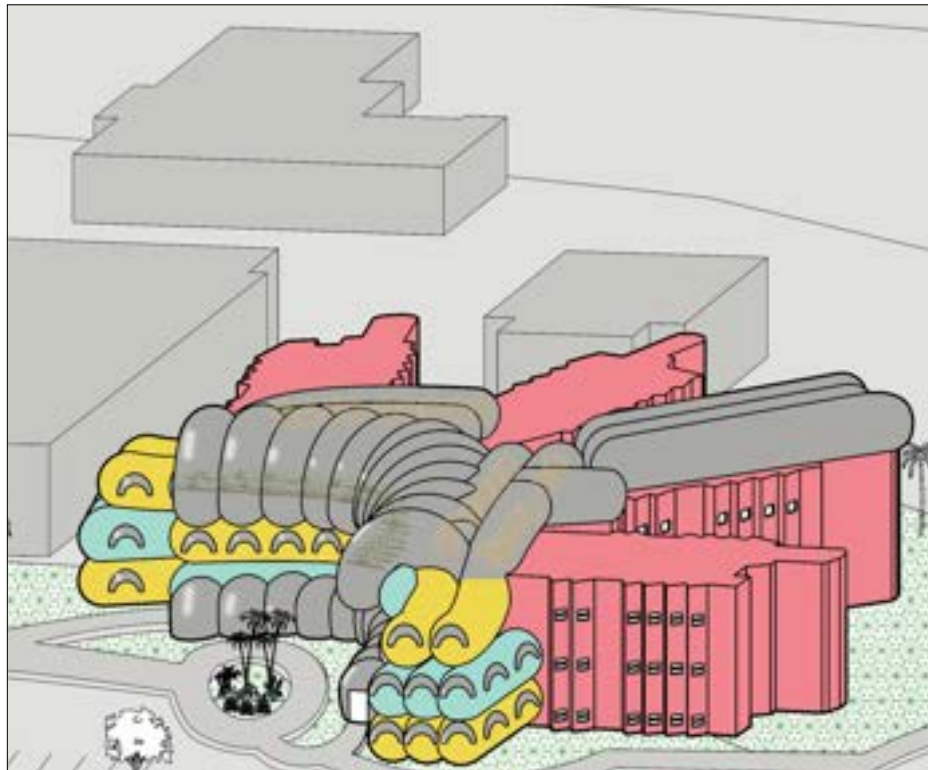
Mapping Burbank Kiosk Proposal

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In the later part of our topic semester, students were asked to make monuments of Augmented Reality experiences they had designed earlier in the semester. Burbank has a rich, hidden history of wine that not many people know about. The goal of my project was to provide users with a visual and imaginative representation of the winemaking process, highlighting the various steps involved in the process. The monument collects unused greywater from storms via a gutter and stores it in a water tank to then be distributed to the grapevine roots. Grapes grow on an overhead trellis and fall directly into the process starting with destemming, highlighting each step along the way. The project highlights the topic of wine, while also commenting on water waste on the campus.

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For my second year assignment, “The Farmer’s Friend,” our studio was asked to create a suit of armor that protects the user from an issue the world faces, and use this armor to develop form. I decided to base my armor on the idea of water conservation and farming, constructing it with different plastic materials due to its accessibility, and its typical association to waste. I used a large plastic bag to collect, and hold water, while using tubes running through armbands (made of flex and seal shipping rolls) to siphon out the water. In addition, there was one pouch under each armband holding fertilizer and seeds. After this, we were asked to make a conceptual model using household materials based on the concept of the armor. I chose to use pasta and proposed that while you can’t grow noodles, you can grow wheat. We then were asked to insert program (one of which being a kitchen for noodles), and use our model to start to define the structure of our building.

Farmer’s Friend

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Thank you.