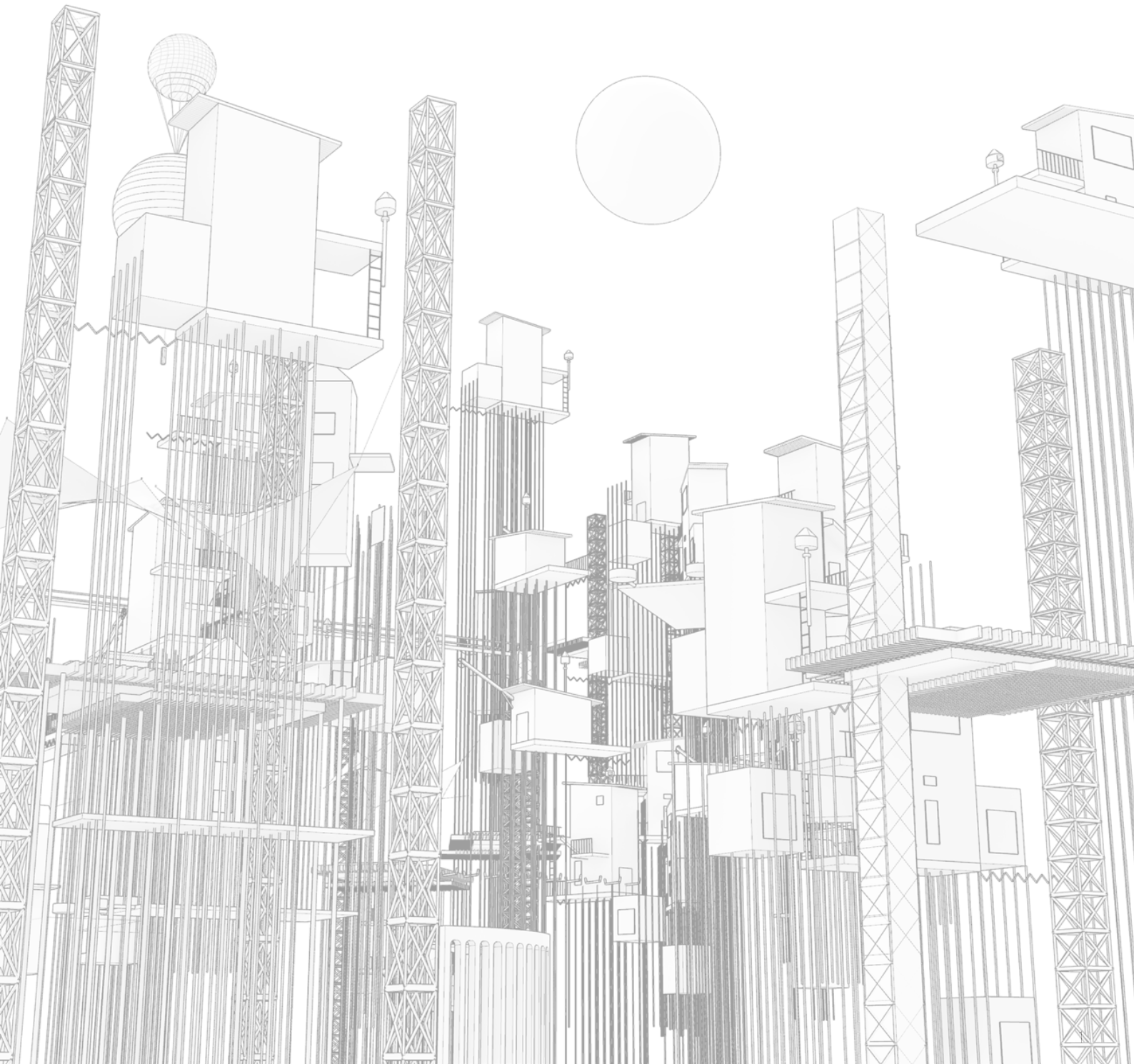
ARCHITECTURE PORTFOLIO



AMIR HEYDARPOUR

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amirheydarpour546@gmail.com

+19804749260

amir.ho3ien_

https://www.linkedin.com/in/amirhossein-heydarpour-39a60714b/

Online Portfolio Click Here

Master of Architecture 2023-2025
Univeristy of North Carolina at Charlotte

Bachelor of Architecture 2017-2022
Isfahan university of Art

PROFESSIONAL WORK EXPERIENCE

Jun 2024-Aug 2024 — **BIG/ Bjarke Ingels Group** https://big.dk/
SUMMER INTERNSHIP
Abu Dahbi Landmark Tower
Visualization/ Rendering/ Physical Model/ Concept designer
Mexico City Villa Expansion
Physical Model/ Visulization
Brooklyn Army Terminal
Concept designer/ Visualization/ Modeling
Wool worth
Landscape concept designer

Jul 2022-Nov 2022 — **BONSAR** http://bonsar.com/
JUNIOR ARCHITECT
Khane Mokaab
Designer / Technical designer / Visualization

Sep 2019-July 2021 — **MIAN STUDIO** http://mianoffice.com/
JUNIOR ARCHITECT
Atiq Gallery
Interior designer/Furniture designer/ Visualization
A House For Two Brothers
Designer / Technical designer / Visualization
Freiburg Apartment
Nominated for the Building of the Year 2020 , Archdaily
Visualization

Jun 2019-Sep 2019 — **MIAN STUDIO**
INTERN ARCHITECT
Nazar Mansion
3rd Place, Memar Award 99
Visualization
https://www.archdaily.com/958479/nazar-mansion-main-office?ad_source=search&ad_medium=search_result_all
TOHID Official Building
Visualization/ Technical designer
Iranpour Residential
Interior designer/Visualization

ACADEMIC WORK EXPERIENCE

Oct 2019-Feb 2020 — **Major Member of the Good Arch Program**
(institute for strategic studies in Iranian architecture)
content creator/video editor /interviewer

Apr 2018-jun 2018 — **Secretary of Photography Association**

Jan 2023-Now — **Research Assistant**
Supervisor: Mona Azarbayjani
Professor and Director of graduate Programs, Architecture at UNCC
Researcher , Design the forsight cares website, UI and UX desinger using Figma, Designer

HONORS AND ACHIVEMENTS

Sep 2019 — **The SafeHouse International Competition**
Homes for the homeless students
(international competition)
Teamwork (in collaboration with Atoosa Esmaielei)
https://uni.xyz/competitions/the-safehouse/entries
1st Place Award

Nov 2024 — **AIA Student Award 2024**
https://www.aiacharlotte.org/event-pages/design-service-awards/
Student Project of the Year

Nov 2023 — **AIA Student Award 2023**
https://aiacharlotte.smugmug.com/2023-Design-Awards/i-HZvScqZ/A
Student Project of the Year

May 2020 — **14TH Mirmiran Architecture Award**
(HUMAN SPACE DESIGN)
National Architecture Competition
Teamwork (in collaboration with Amirhossein zarei)
http://www.mirmiran-arch.org/index.aspx?call=CompetitionsPer&lang=per&p=39
2nd Place Award

May 2019 — **13TH MIRMIRAN ARCHITECTURE AWARD**
(DYNAMIC ARCHITECTURE)
National Architecture Competition
Teamwork (in collaboration with Amirhossein zarei)
http://www.mirmiran-arch.org/index.aspx?call=CompetitionsPer&lang=per&p=34
3rd Place Award

April 2018 — **Wearable Disposables Competitions**
National Competition
https://www.instagram.com/doorrikhtani_pooshidani/
Teamwork (in collaboration with Mohamad Sajadpour)
2nd Place Award

Agu 2018 — **Morphormic Glasses Competition**
(design glasses with national identity)
National Competition
Teamwork (in collaboration with Danial Akbarianei)
2nd Place Award

Aug 2022 — **ATX Design of the Year 2022**
https://www.architerrax.com/resultsatxd2022
Juries From SOM, BIG, MAD Architects
Honorable mention

Aug 2022 — **PORTFOLIO OF THE YEAR**
https://uni.xyz/competitions/upa-22/entries

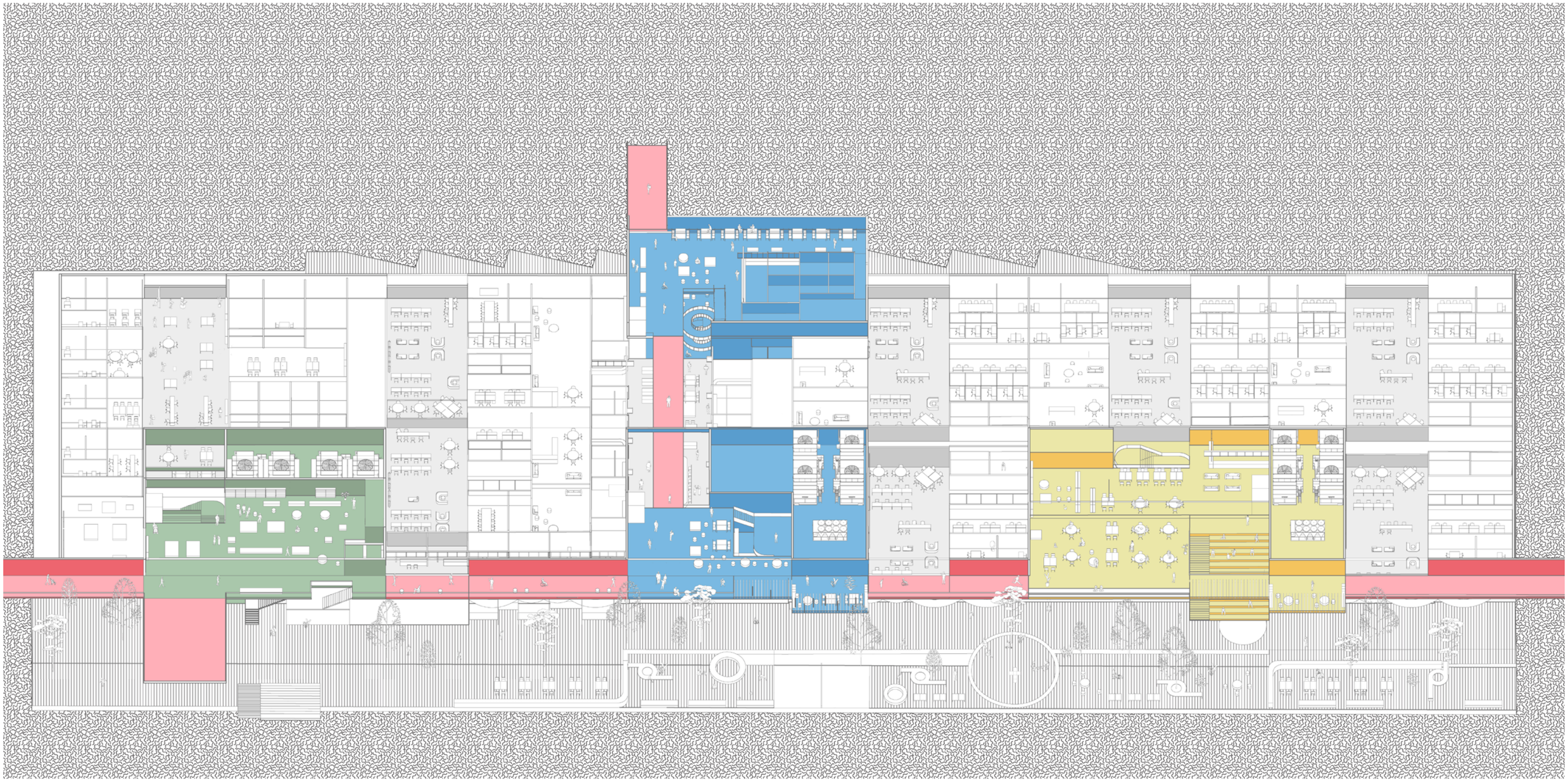
Jan 2023 — **GASP Scholarship**
Full Scholorship/ University of North Carolina

Jan 2023 — **CRITICAL MASS 2024**
BEST THESIS AWARD

SOFTWARE

Autocad	Rhino	Illustrator	Photoshop	Indesign	V-Ray	Sketchup	Premire	After Effects	Enscape	Revit	Grasshoper	Stable Diffusion	Climate Studio
90%	75%	90%	90%	75%	65%	75%	90%	50%	75%	75%	50%	75%	50%

TABLE OF CONTENT



01

Behind The Curtain

Adaptive Reuse Project

Integrated design studio Project
Fall 2023
group work/Amir Haydarpour(designer)
Aidan Martinez (co-designer)

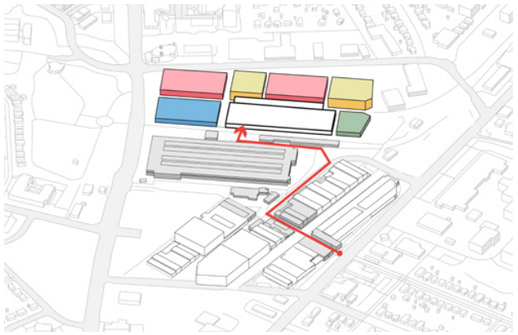
Awards

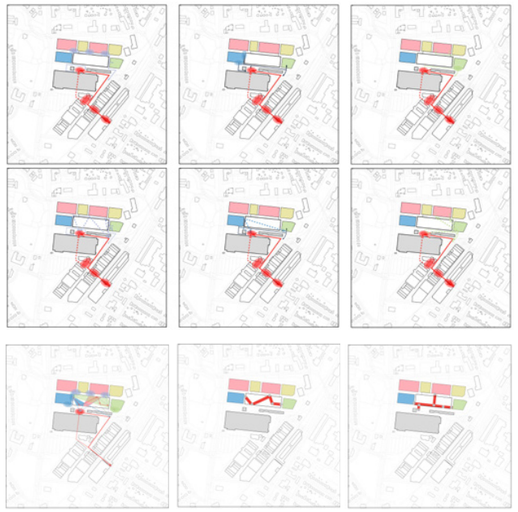
AIA 2024 Student Project of the year

Embarking on an exploration of Camp North End, a historic site with profound significance in the vibrant tapestry of Charlotte, one cannot overlook the rich history that has woven its identity over the years. Originally established as a U.S. Army facility during World War II, Camp North End has evolved into a dynamic and diverse hub, representing the collective spirit of the community. Its transition from a military base to a cultural and commercial epicenter mirrors the city's metamorphosis, making it a symbol of resilience and transformation.

Our project focuses on revitalizing the site's internal circulation, transforming a subtle path into a vibrant journey. A visually distinct, brightly colored pathway, contrasting with existing structures, not only guides visitors but also actively influences adjacent programs. This redesigned path offers curated views into craftsmanship, bridging the gap between consumers and producers. Nodes along the way become immersive spaces, featuring markets and cafes, fostering a renewed sense of community. In essence, our design is a homage to Camp North End's history, celebrating its transformation and envisioning a future where every step is an enriching experience connecting people and their stories.

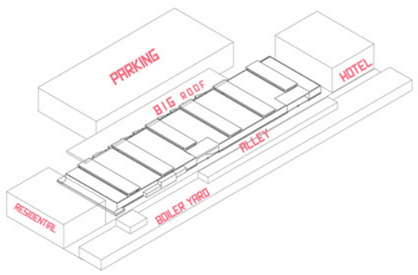
"behind the curtain" challenges architectural norms by critiquing physical barriers. Immersive nodes, like vibrant markets and cafes, connect guests with artisans, fostering community. Our design prioritizes internal circulation for visual and spatial impact. The revitalized path, with bold colors contrasting existing architecture, narrates time and evolution, actively engaging visitors and revealing production processes. We aim to reignite the connection between consumers and creators, fostering appreciation for product origins.





Path Logic: Examining site and adjacent building programs to determine optimal path movements.

1



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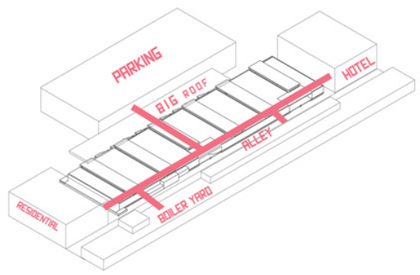

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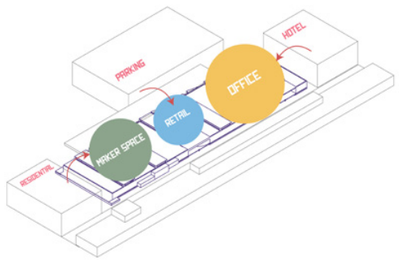

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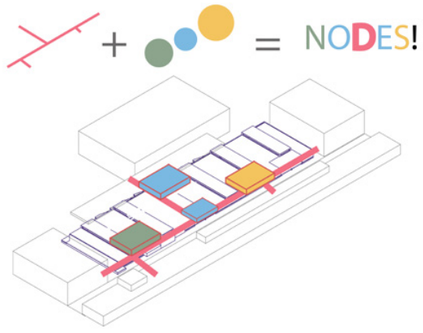
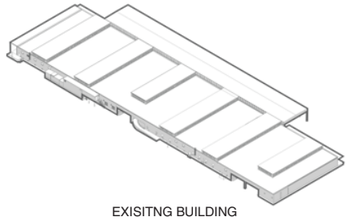


1- Most improtant site programas

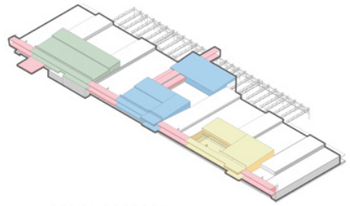
3-Placement of the porogram based on the adjustant building program

1- Path logic: connects the site programes together

4-Nodes: intersecting the path with the inner programs creats different Nodes

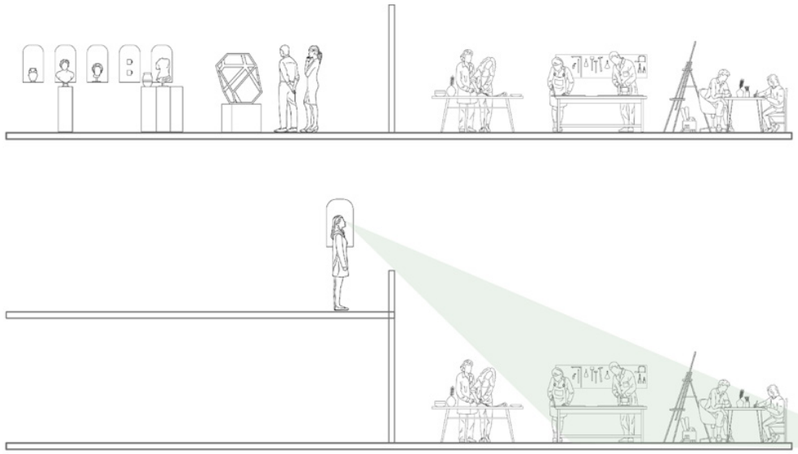


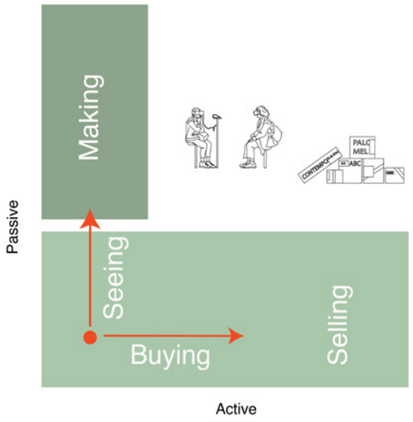
EXISITNG BUILDING



DESIGN PROPOSAL

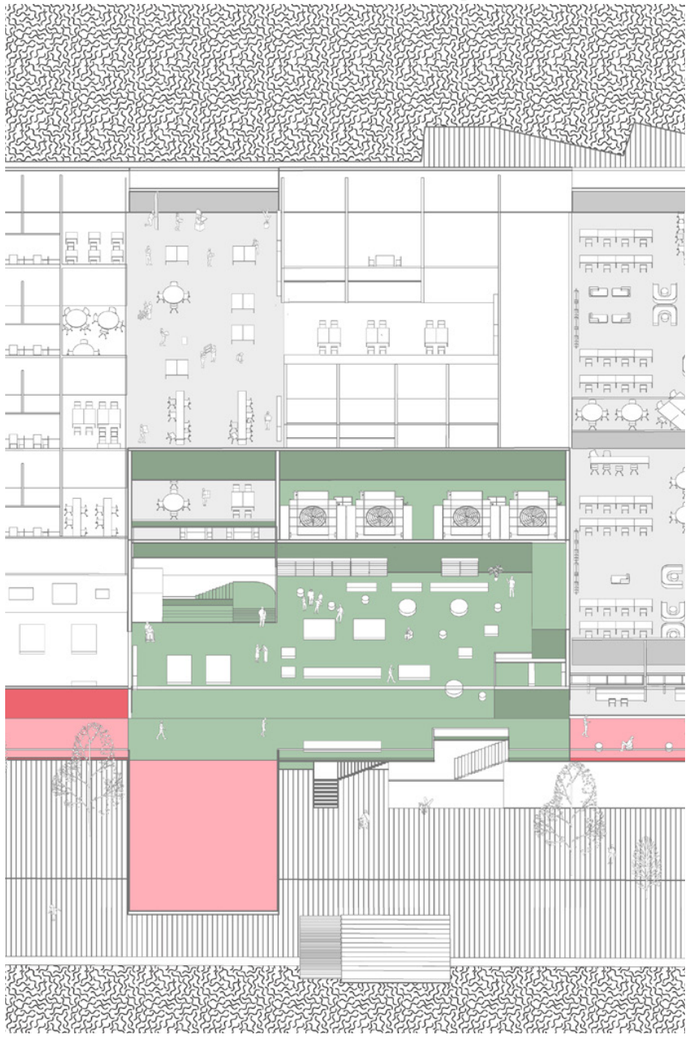
Our revitalized path seamlessly blends bold colors with existing architecture, creating a narrative of historical and contemporary elements. Each node actively engages visitors, revealing intricate production processes to deepen their understanding of creative endeavors. The design proposal emphasizes a symbiotic relationship with the existing building, using its structure to maintain the balance between preserving the old and integrating the new.



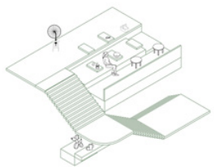


Behind the Curtain:Our design challenges traditional architectural boundaries by eliminating physical barriers. Immersive nodes, like vibrant markets and cafes, redefine the space, fostering community and connecting guests with skilled artisans. We aim to reignite the connection between consumers and producers, emphasizing authentic product origins. Our design prioritizes dynamic internal circulation, influencing adjacent programs both visually and spatially. Our goal is to create an environment that captivates the senses and fosters a profound connection between occupants and the rich tapestry of artistic expressions behind the curtain.

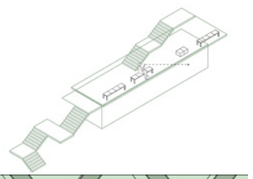
Maker Space

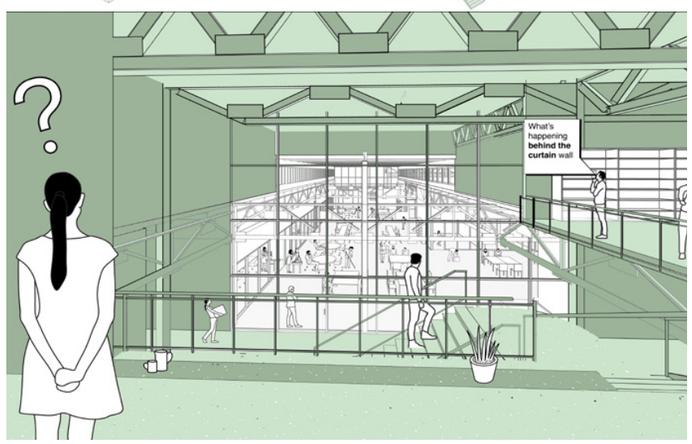


MAKER SPACE

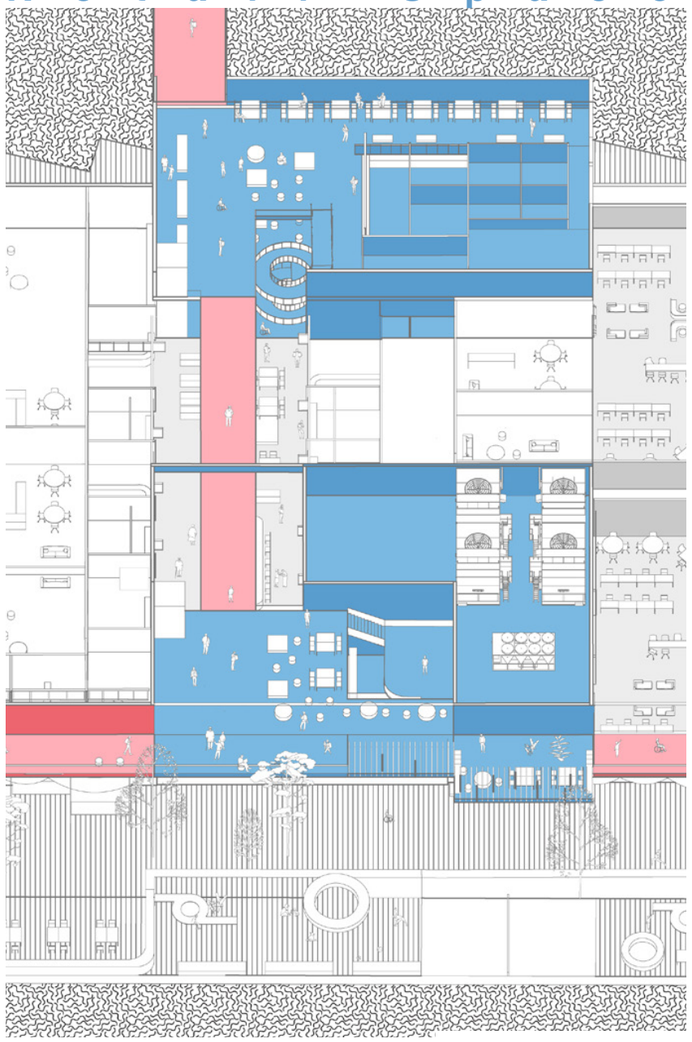


BOILER YARD

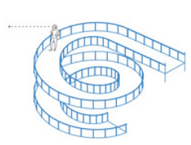




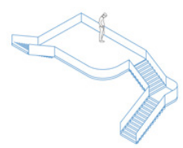
Retail Space

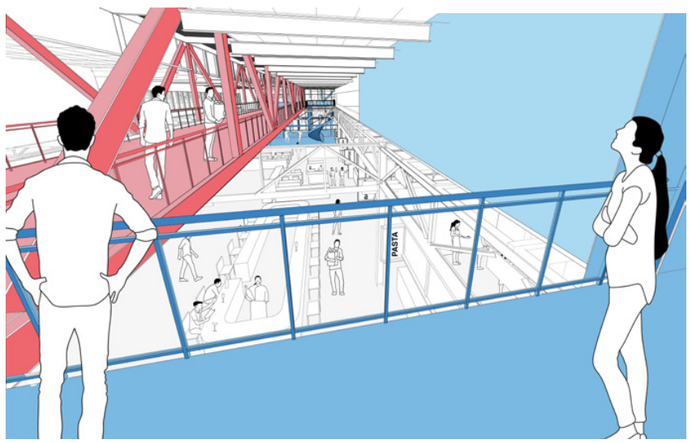


BIG ROOF

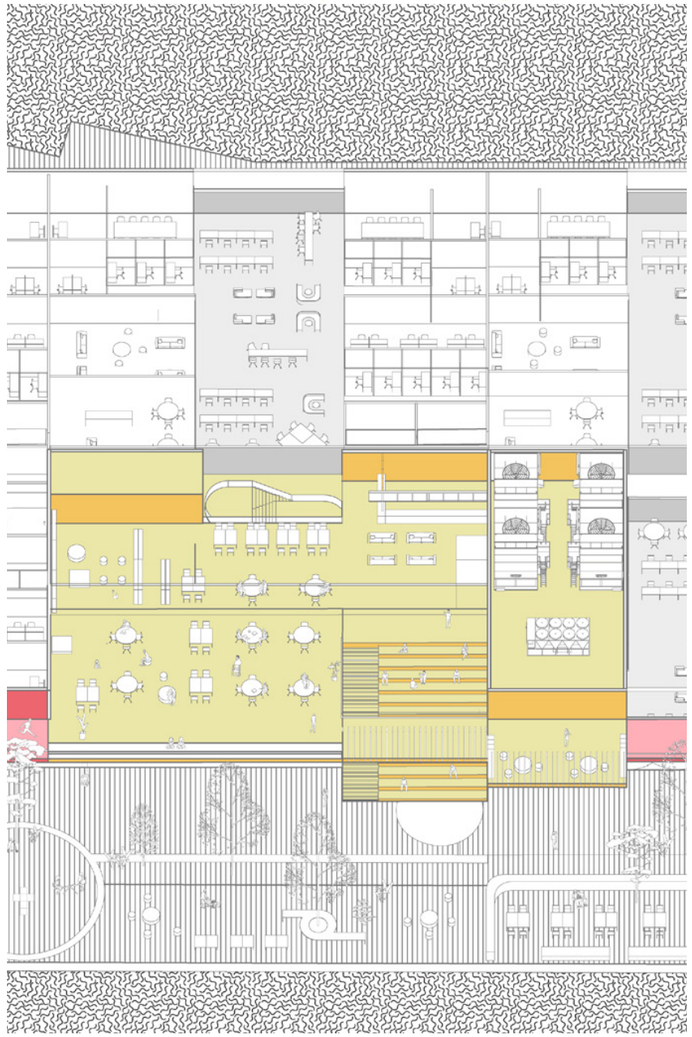


RETAIL

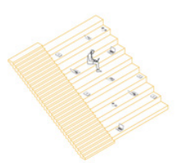




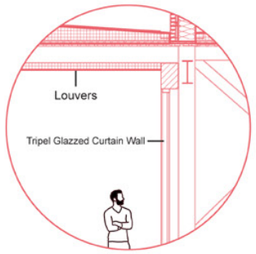
Working Space

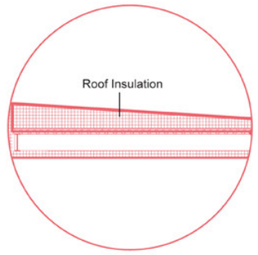


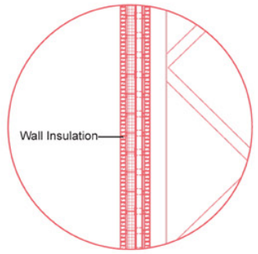
PARK

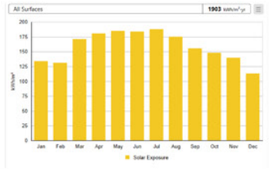


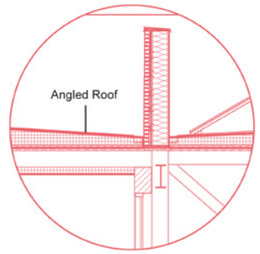
WORK

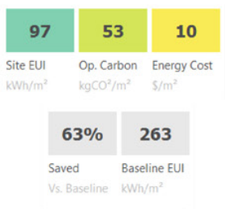




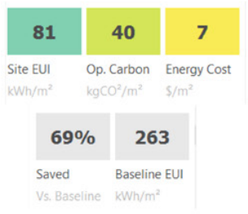




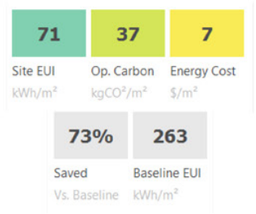




Reduced



Reduced

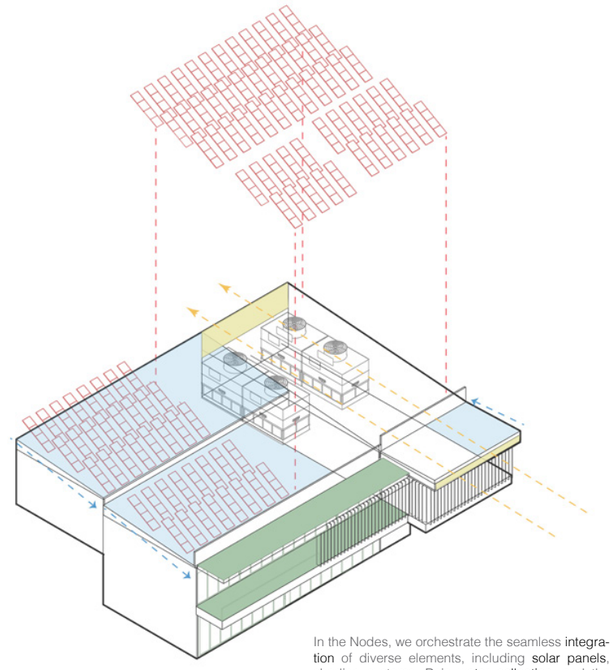


By implementing passive strategies like shading devices, triple-glazed windows, and enhanced insulation, we achieved an impressive 73% reduction in Building Energy Use Intensity (EUI) compared to the baseline. The exterior facade, designed as a shading pathway, effectively mitigates thermal heat gain from the sun.
To further enhance sustainability, solar panels were strategically placed on roofs, including Nodes and expansive surfaces, resulting in a net-zero energy building.

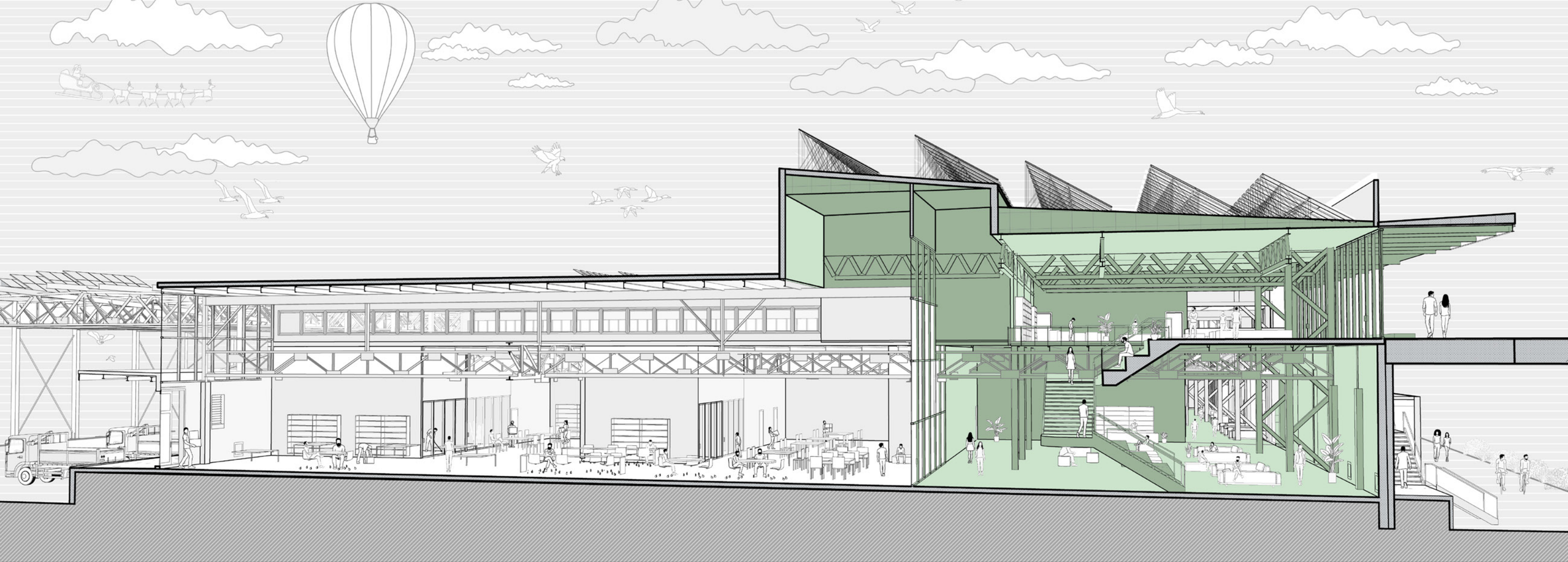
Energy Consumption
1,026,944
Solar Pannel Energy
1,226,076
KWH

Water Consumption
289,627
Water Collection
309,124
GALLON

Implementing highly efficient fixtures has resulted in a 50% reduction in the building's water consumption. To further optimize resource usage, we have ingeniously designed the rooftops of the nodes to collect and repurpose the remaining water.



In the Nodes, we orchestrate the seamless integration of diverse elements, including solar panels, shading systems, Rain water collection, and the exhaust and intake of the mechanical system(integrated design)



02 All A-Round

Design studio Project
1st place award/spring 2023

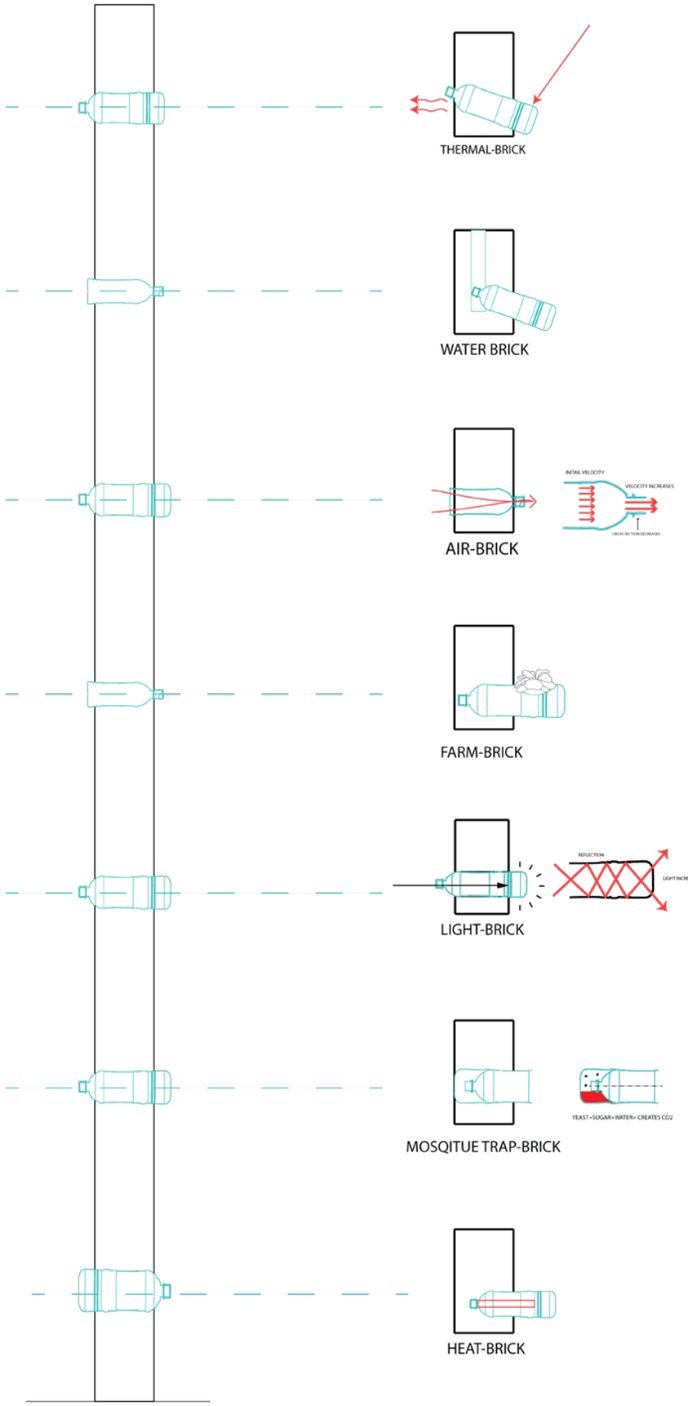
Awards

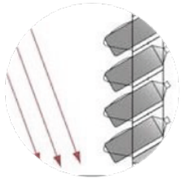
AIA 2023 Student Project of the year

The objective of this project is to conceive and design a primary school facility tailored for children in Tanzania, Africa. This undertaking aims to construct a space that not only serves the fundamental requirements of the community but also enriches the lives of the younger generation. A multi-functional facility is envisioned, designed not only for educational purposes but also to serve as a hub for various activities aimed at addressing community challenges. This versatile establishment would provide clean water access to the local populace, while also accommodating diverse ceremonies and serving as a platform for agricultural endeavors, enabling communities to cultivate food and engage in farming practices. A a place that not only help younger generation but help it's society.

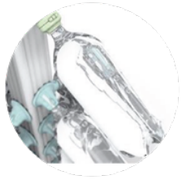
The primary construction material employed in this project is comprised of plastic bottles filled with sand. These plastic bottles are arranged closely together and secured with cement as a binding agent. The utilization of plastic bottle caps adds a creative touch by forming various African patterns. These bottle caps are strategically placed within circular spaces, secured with nails. In the case of circular spaces, bamboo fences have been incorporated into the design for additional structural

The entire project is segmented into three sections, providing a beneficial approach to the construction process. This division allows for the independent construction of each section, enabling utilization while additional sections can be seamlessly incorporated into the grid at a later stage.





The Tijuana Low-Cost Sustainable House Prototype Using plastic bottle in elevation for thermal mass.



Rain drops by Evan Grant/ using rainwater and sunlight to purify the water

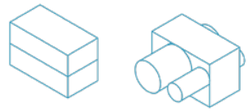
Eco Coolers by Ashis Paul/ Bangladesh

vertical farming by solar garden

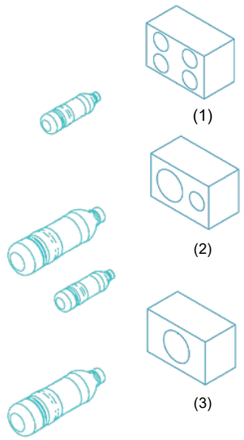
Liter of Light project in Philippines/ The light provides the equivilent of 55W of sunlight

Mosquito trap by garden gate magazine/ using yeast, sugar, and water creates co2 which attracts Mosquitos. Mosquitos will be trapped in the bottle and can not fly out

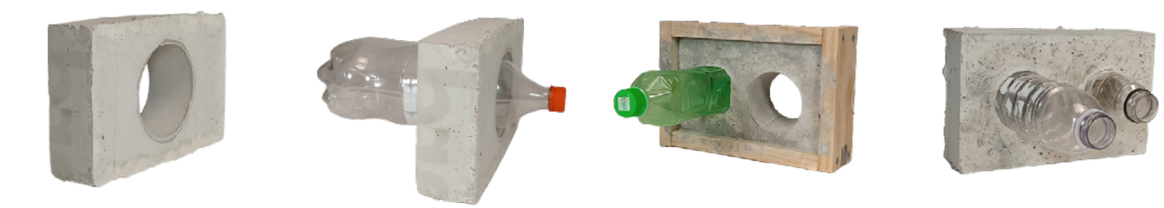
Using bottle and PVC to create a solar panel that heats the water



adding different plastic bottles to the brick

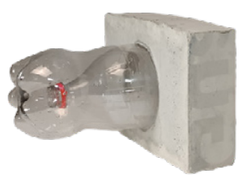


created prototype of the brick



Farming and plants

cooling



Mosqitue trap

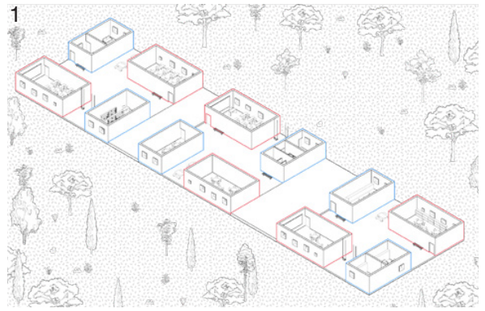
Light

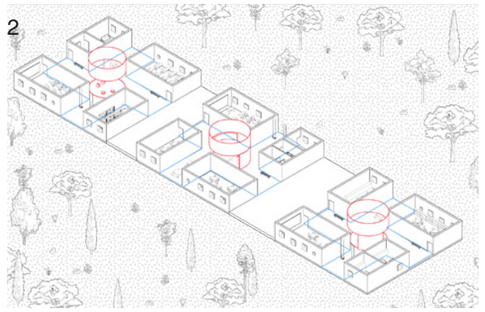
First Phase: Material analysis

The initial phase of the project involved a comprehensive analysis and the innovative use of plastic bottles to create bricks designed for a variety of purposes.

There are several ongoing projects in less developed countries that utilize plastic bottles as a passive means of enhancing building functionality. The accessibility of plastic bottles makes this approach particularly promising for addressing various challenges in low-resource areas, such as using them for lighting or farming tools to ensure food security.

Following this phase, the decision was made to utilize plastic bottles as a construction material.





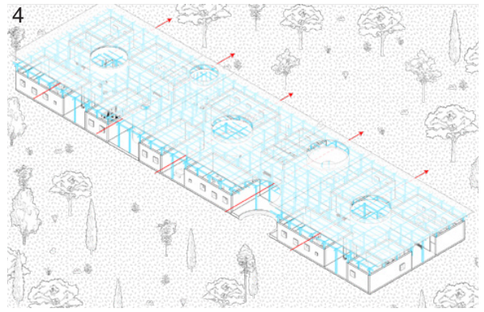
The project consists of three sections, each featuring a central round playground. To address the challenges of accessing play facilities, tires are utilized for various play activities. The playgrounds are designed to cater to different age groups. Additionally, there are two round spaces between each section, which serve as community areas.

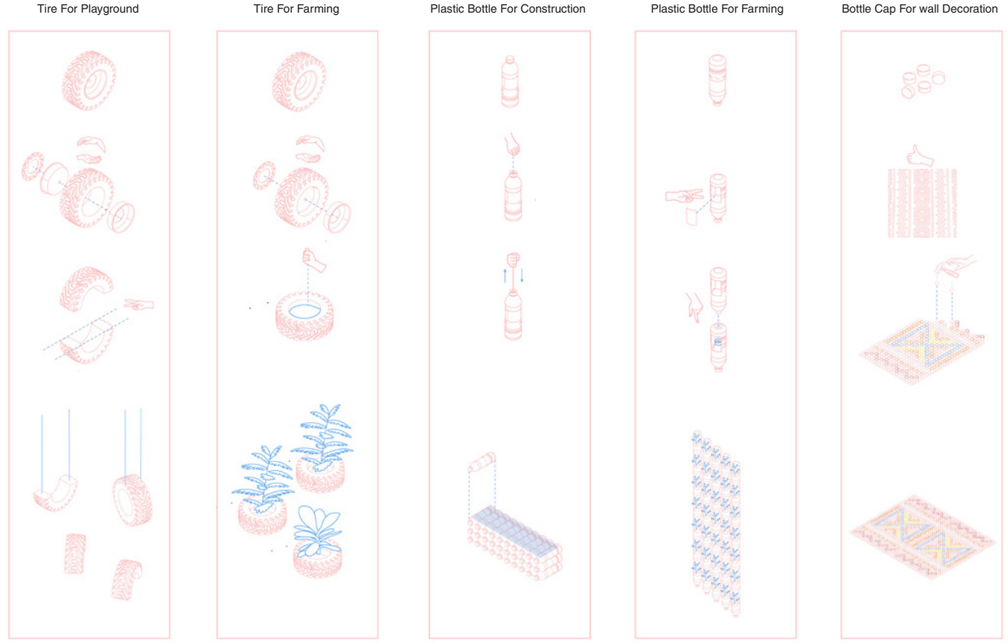
1-ADDING CLASSROOMS AND OTHER AMENITIES

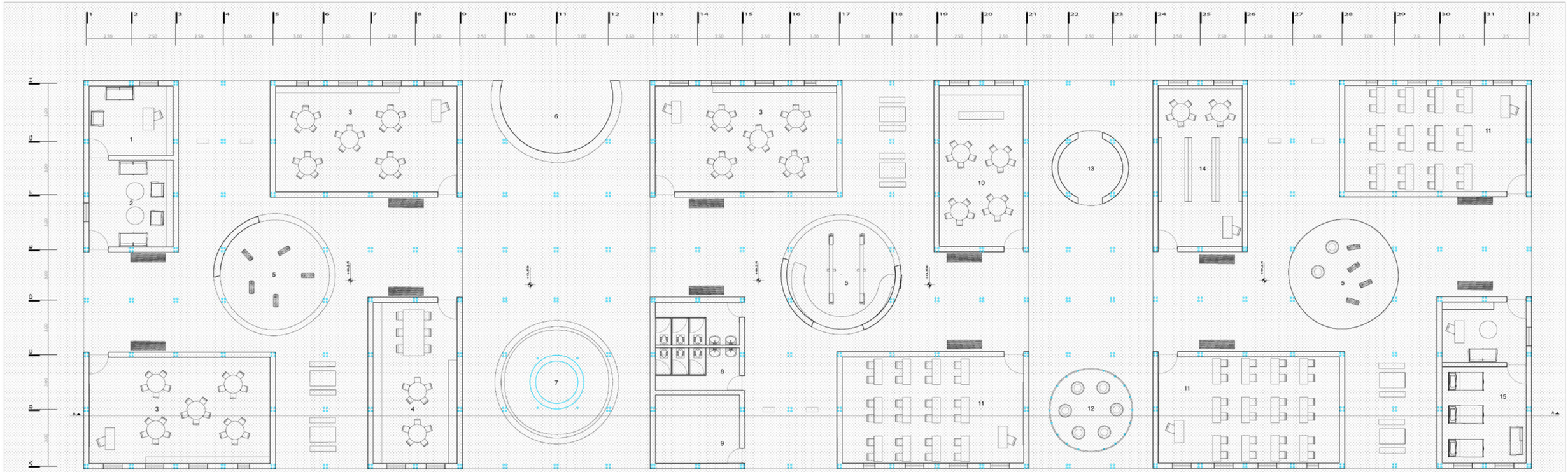
2-ADDING PLAYGROUNDS

3-ADDING COMMUNTITY BASE SPACES

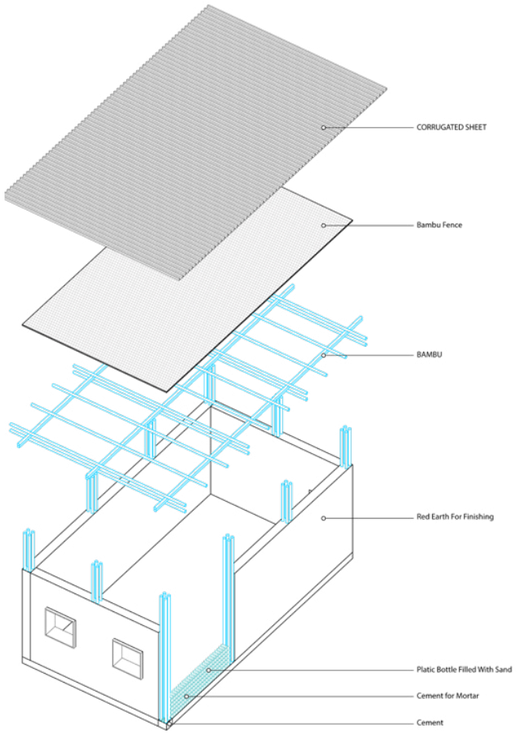
4-CROSS VENTILATION



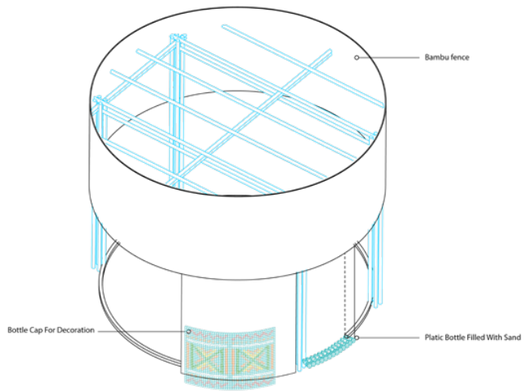




1.Management
2.Staff
3. 6-8 years olds classromms
4.Labrotary/workshops
5.Playground
6.Gathering/Ceremonies
7.Water Tank
8.Toilets
9.Storage
10.Canteen
11. 9-11 years olds classromms
12.Farm
13.Animal/Farm
14.Library
15.Sickroom



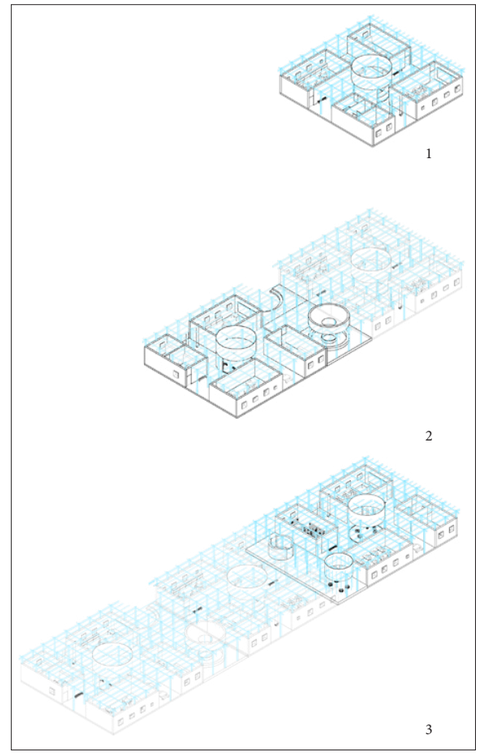
Units construction

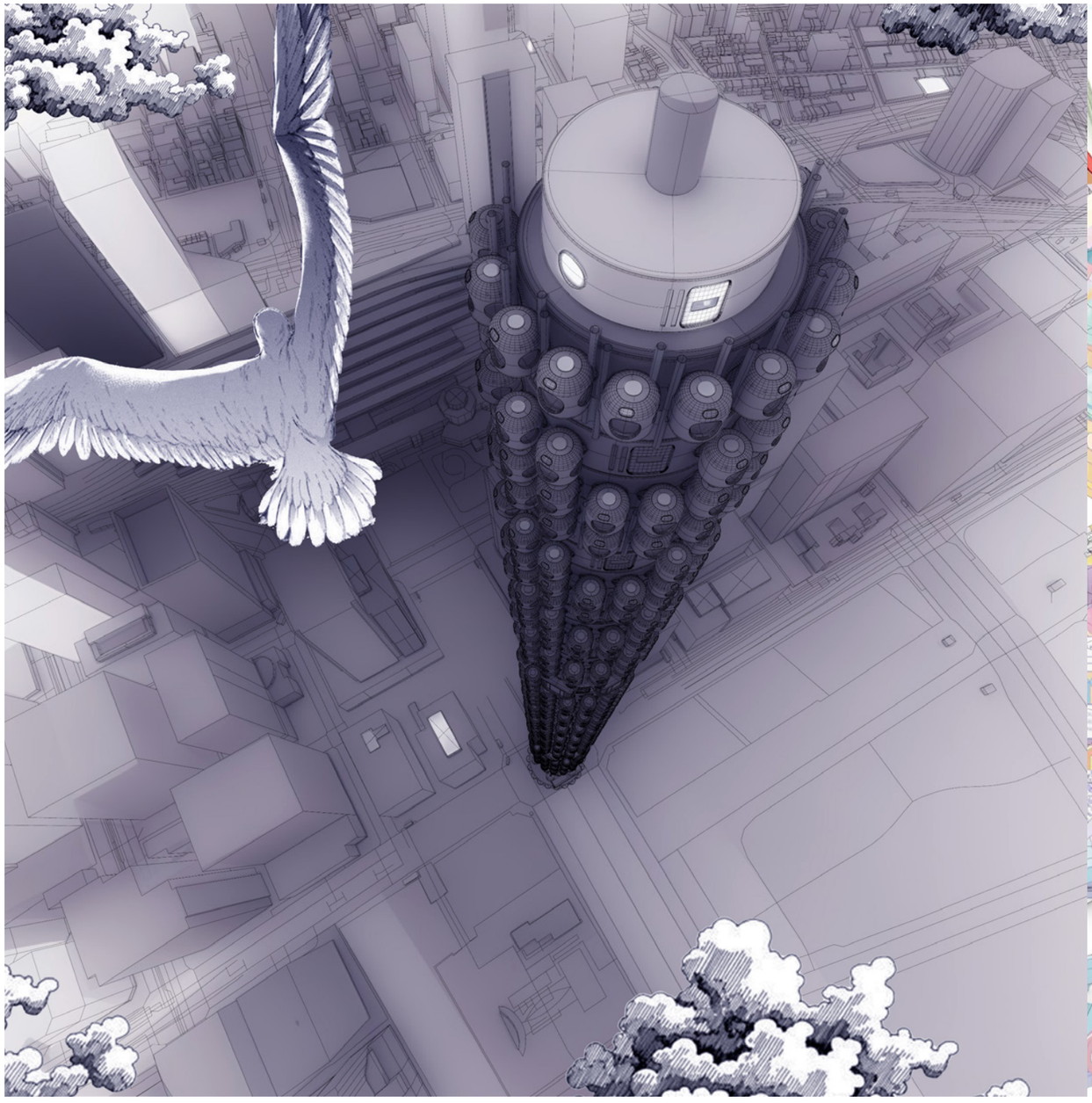


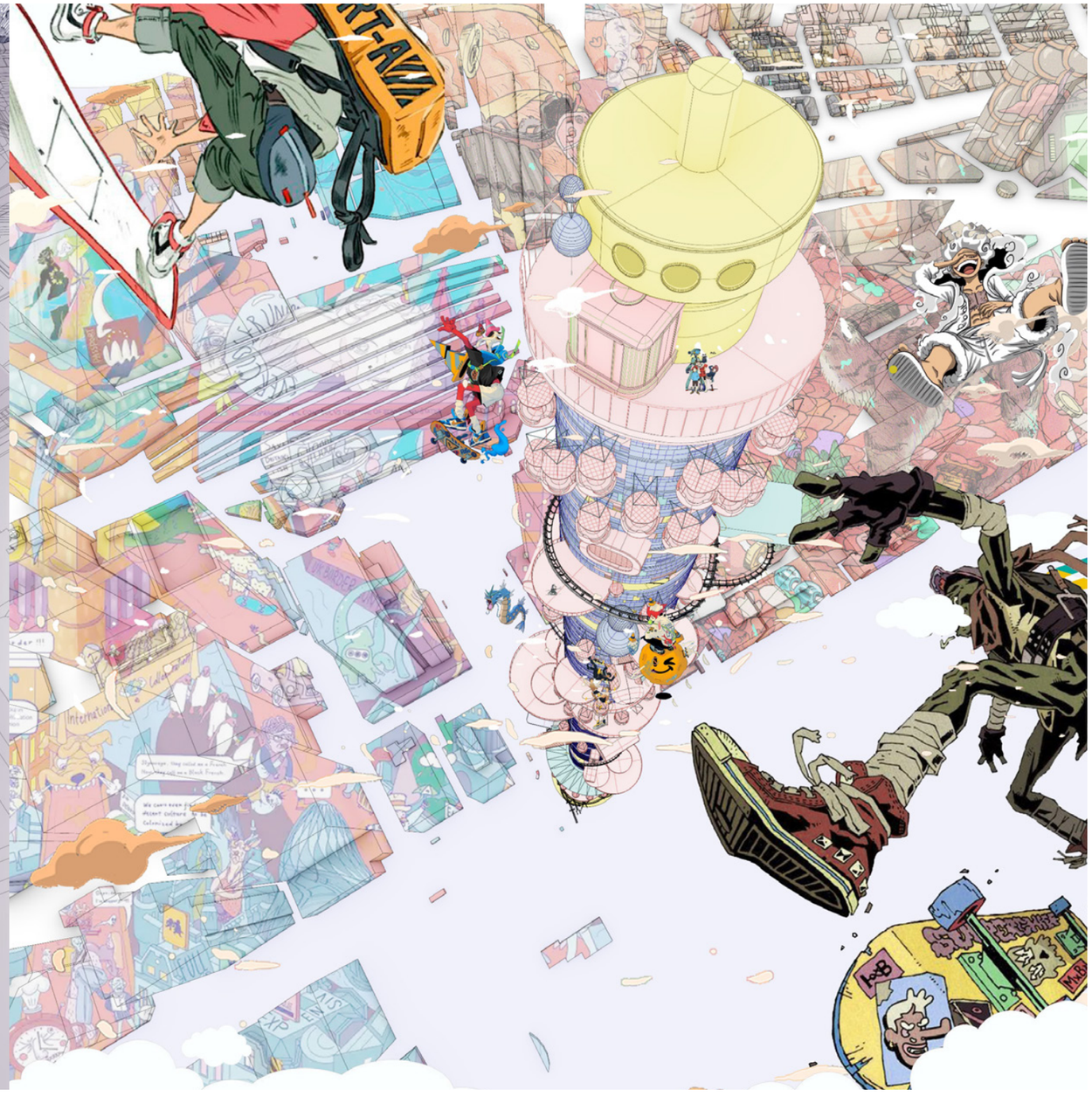
In-between space construction

The main used material in the construction process in plastic bottles filled with sand. Thes plastic bottles place near eachother using cement as mourder. Plastic bottle caps are used to creat different african patterns. and would be placed in round spaces with nails. For round spaces Bambu fences has been used

The whole project is divided into three sections. This division can be helpful in the building process because many buildings in this context build over time. Each section can be built separately and used and the next section can be added to the grid later on.







03

Happiness Machine

UNCC Best Thesis / Critical Mass 2024

Master Thesis Project
Uncc presenter for Critical Mass 2024/ Best thesis

Commenters:

Florian Idenburg
Co founder of **So-IL**

Rachel Dickey
Founder of **Studio Dickey**

Marc Manack
Founder of **SILO AR+D**

In “Walking the Walk” Marjorie E. Rhine delves into humanity’s increasing disconnection from nature and non-human entities, often interpreted as a form of isolation, as evidenced by Japan’s surge in self-isolation. Hikikomori and Karoshi epitomize societal withdrawal and fatal overwork, exposing a crisis of imagination where reality confines individuals, preventing them from envisioning alternative lives. The emergence of the “happiness machine” offers an escape, blurring the boundaries of reality. Yet, it provokes a profound question: Is reality truly worth living?

This existential inquiry compels us to explore the essence of human existence, transcending tangible constraints with boundless imagination. It signifies a reward tower where people being access to infinite possibilities in a virtual world—a pleasure tower of sorts. Amid life’s complexities, humanity defines itself through connections, purpose, and the pursuit of discovery.

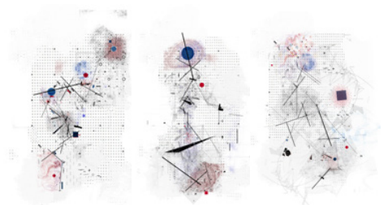
The notion of a pleasure tower reflects a dystopian reality where individuals sacrifice their physical and emotional well-being for the allure of virtual happiness. However, it underscores the precarious balance between escapism and confronting the challenges of real life. Ultimately, our humanity is defined not by our ability to escape reality, but by our capacity to embrace it, forge meaningful connections, pursue purposeful endeavors, and navigate the complexities of existence with resilience and authenticity.

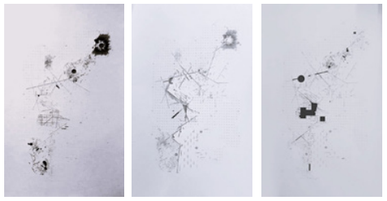
The tower functions as a pleasure tower in a dystopian future Tokyo, where people are isolated and distant from one another.

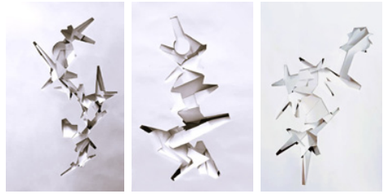
When studying Japanese society and cultural behavior, we encounter two distinct phenomena: hikikomori and karoshi. While hikikomori involves individuals withdrawing from social life, karoshi refers to death caused by overwork. Although different, both represent a shared underlying theme of isolation within modern Japanese culture.

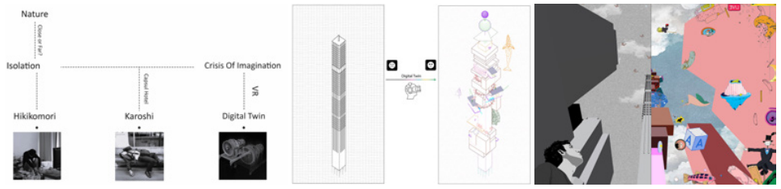
Karoshi: This term refers to death caused by overwork. It occurs when individuals, due to excessive working hours and stress, suffer fatal conditions such as heart attacks or strokes.

Hikikomori: This is a phenomenon where individuals, often due to social pressure, withdraw from society and confine themselves to their rooms, avoiding social interaction and failing to contribute to societal activities.



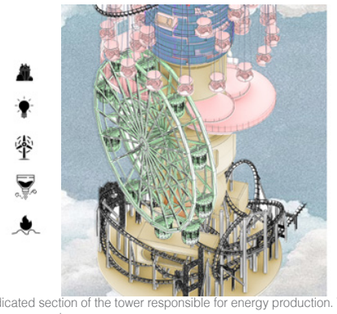




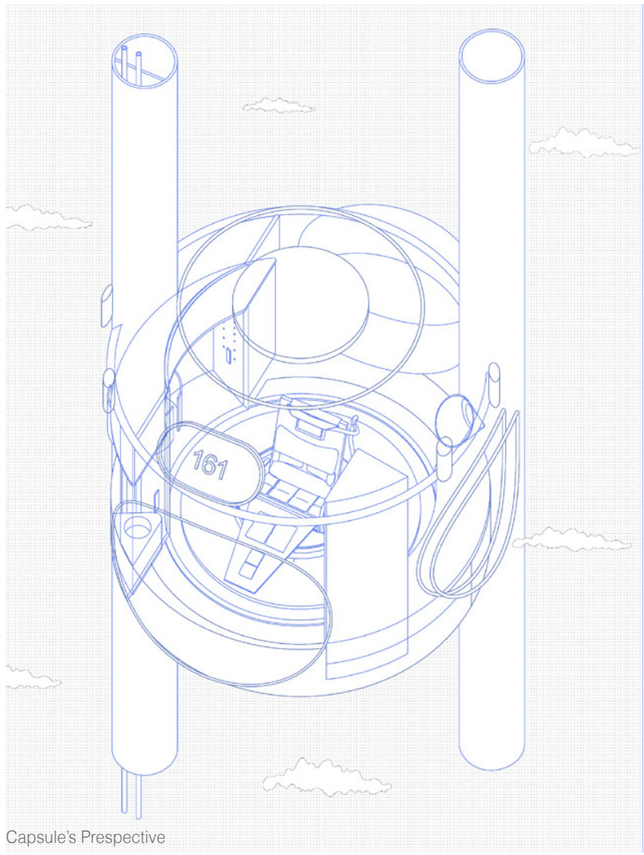


The main concept of this design illustrates a future Japanese society where people sacrifice their **reality** to access a virtual "**digital twin**" of the real world. Inspired by the **Metabolism** movement and 1950s isolationist architecture, the tower offers **rented capsules** where individuals experience fleeting **happiness**, while the outside world remains gray and lifeless. This gateway promises joy in exchange for **real-world sacrifice**, critiquing a society consumed by the pursuit of happiness and the overwhelming influence of **digital experiences**.

The design process starts with action drawings, followed by the creation of laser-cut and refined models based on the composition. The aim is to develop a design language where forms act like words, generating new "words" throughout the design process. Rather than guaranteeing a fixed shape, this approach creates a dynamic tower, where the concept of the digital world influences and transforms its structure and functionality in the real world.

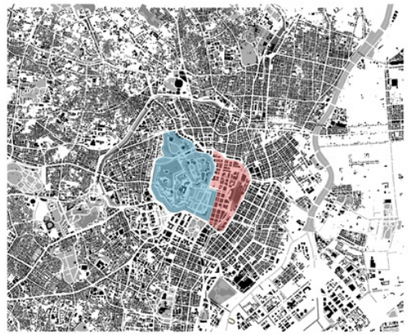


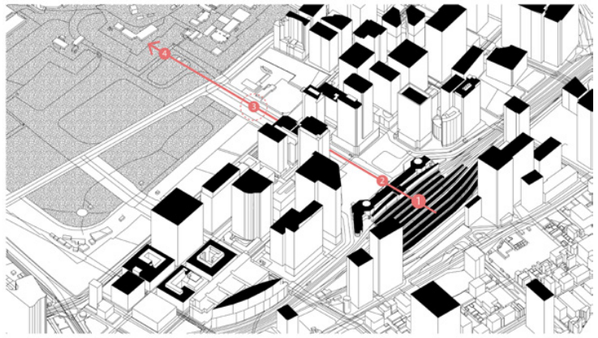
Trash is collected from each capsule and transported to a dedicated section of the tower responsible for energy production. There, the waste is incinerated to generate power, helping sustain the building's energy needs.



Capsule's Prespective

Capsule's Section

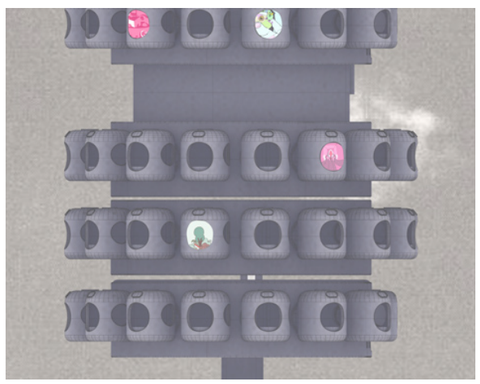




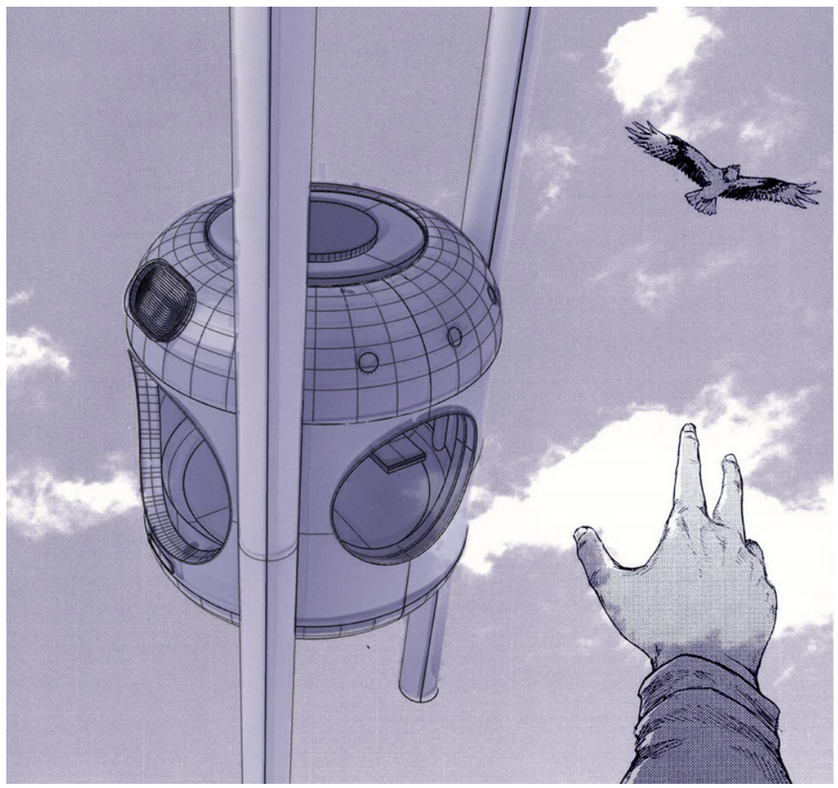
Imperial Palace Chiyoda City

1 Tokyo Station 2 Marunouchi Square 3 Site 4 Imperial palace

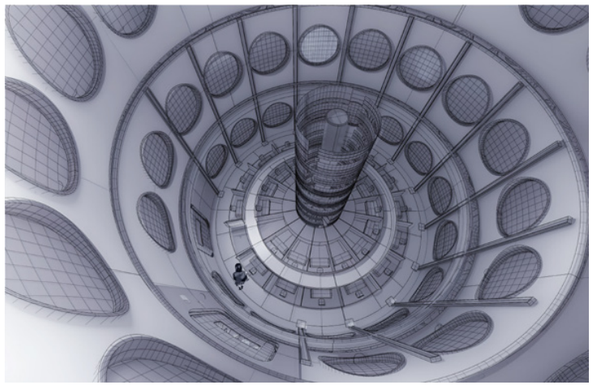
In the pleasure tower, real spaces are replaced by instant pleasure-driven images, constantly transforming and offering endless possibilities. In this virtual space, you can do anything and be anyone—a world of limitless experiences. For advertising purposes, the images of the virtual world each user experiences are projected onto the exterior of their capsules, highlighting the stark contrast between the bleak reality outside and the happiness promised by the machine.



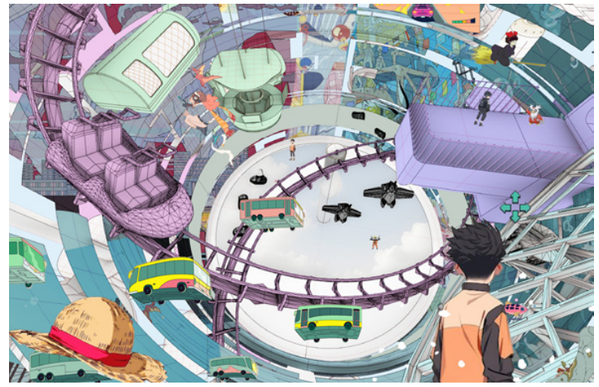
While the tower can be placed anywhere to provide virtual pleasure and satisfaction, the chosen site is in Chiyoda City, the business hub of Tokyo, surrounded by major corporate buildings. This location reinforces the contrast between the tower's virtual escape and the intense corporate culture outside.

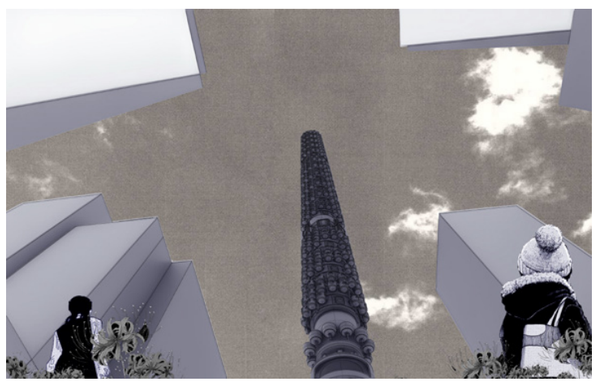


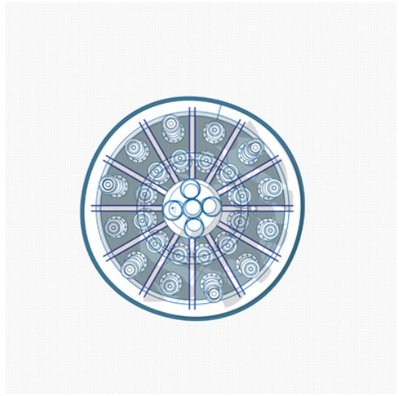
Reality



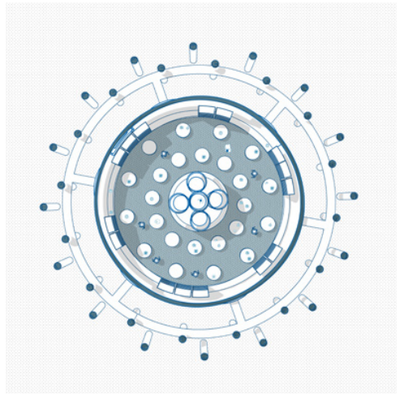
Happines Machine



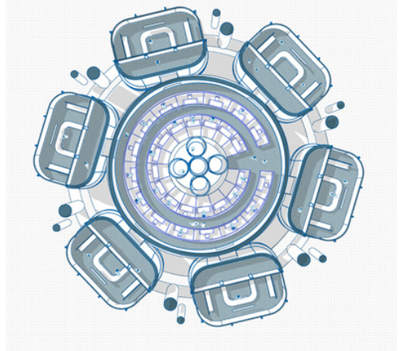




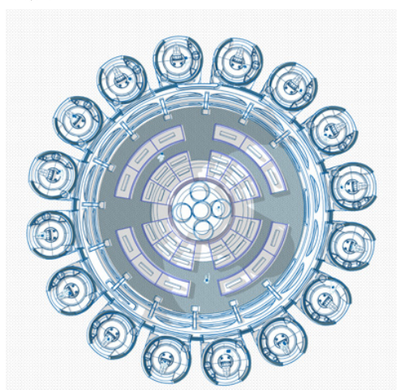
Water Recycling



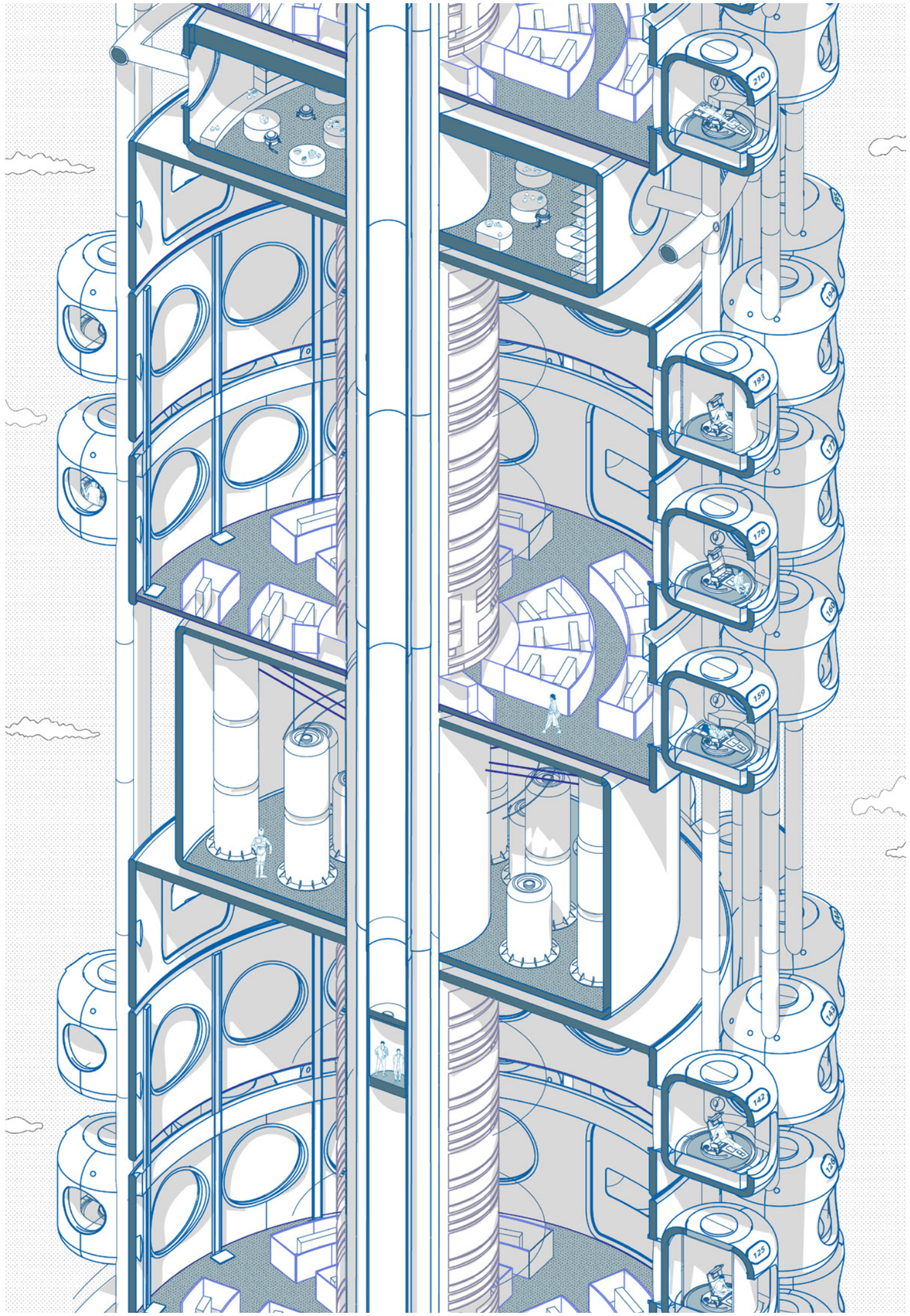
Food Shipping



Management



Capsule / Data Center



04

Khane Mokaab

BONSAR / PROFFESIANL PROJECT

winter 2022

My Roles:

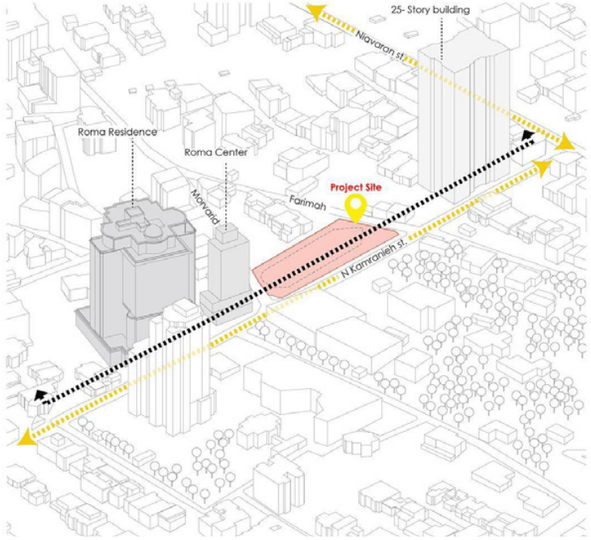
- Developing floor plans in Revit.
- Designer, Technical design assistant, Visualization
- Model Making

The Khanee Mokaabe project in Tehran represents a mixed-use development. In response to the distinctive surroundings, our innovative approach involved a 45-degree rotation of the entire 15-story building. This deliberate choice not only diversified the views for the residential units but also created double-sided terraces, offering connection with the environment.

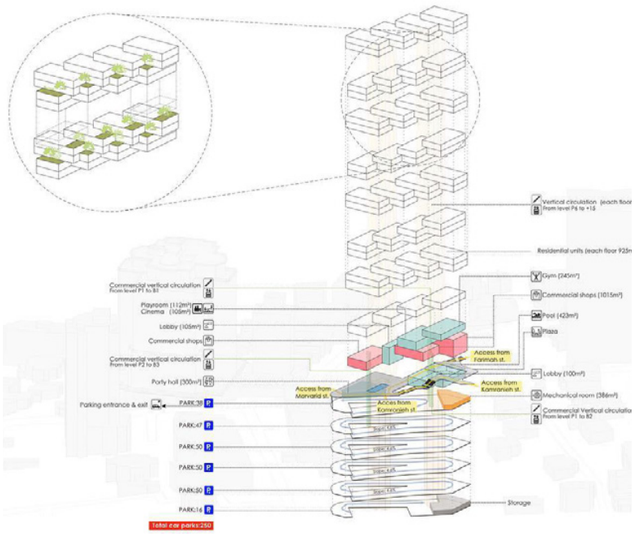
Dedicated to community well-being, the project allocates two stories for a state-of-the-art gym and vibrant commercial spaces. The commercial area, designed to be a public focal point, boasts a striking all-glass facade that seamlessly integrates with the surroundings.

Beyond its aesthetic appeal, the project addresses practical needs with a six-story basement parking facility. The building comprises two commercial stories, catering to a dynamic urban experience, and eight residential stories. Rather than viewing the existing structure's constraints as limitations, we saw them as opportunities for innovation.

The rotation of each residential unit is a key design element, creating unique terraces that not only optimize natural daylight but also provide residents with captivating panoramic views. The well-thought-out design extends to a carefully planned passage, elegantly connecting intersecting streets through the commercial center. This not only enhances the building's functionality but adds a touch of grace to its overall structure.



The strategic arrangement of each unit within the building results in a diverse array of double-height terraces. This not only enhances the aesthetic appeal but also maximizes the influx of daylight for each unit, providing an improved and panoramic view of the surroundings.



05

HAMLET

Safe house competition

1st Place
WINNER

Competition project(Safe house competition)
1st place award/winter 2020
group work/Ammirhossien Haydarpour(Team leader)
Atoosa Esmaeli(co-designer)
California, United States

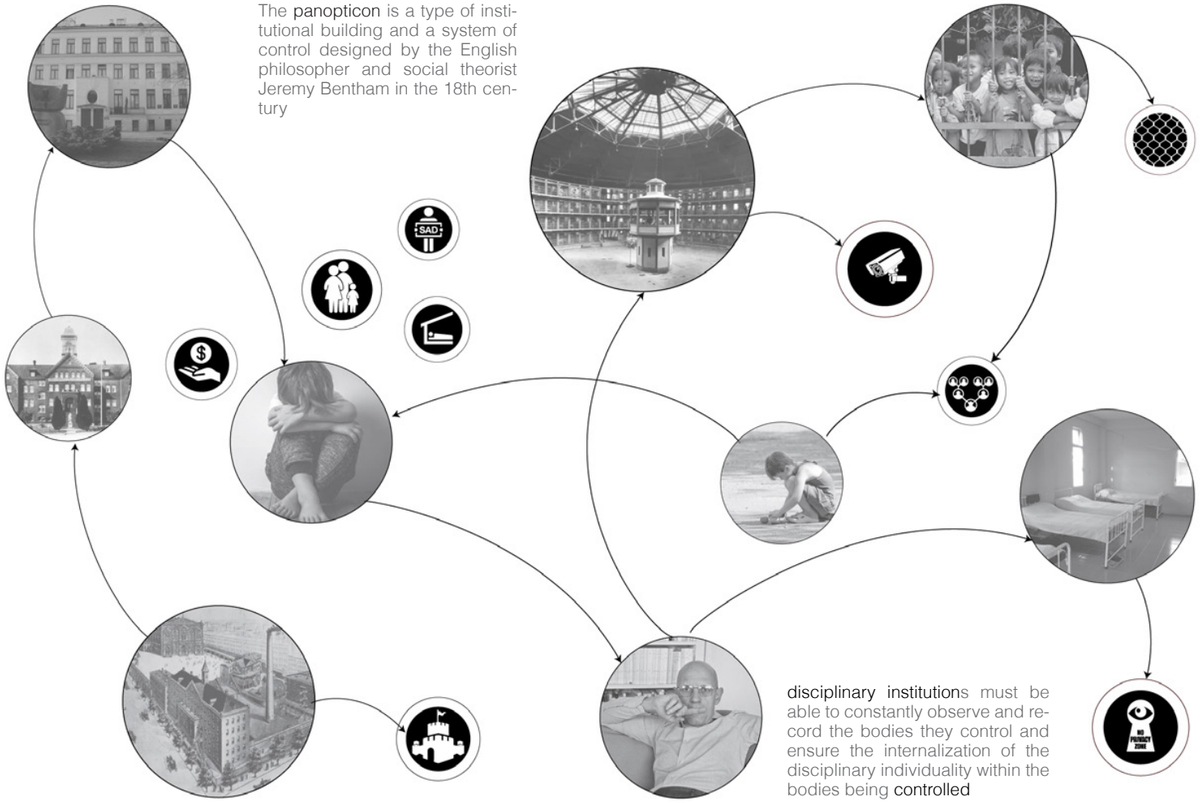
jury:

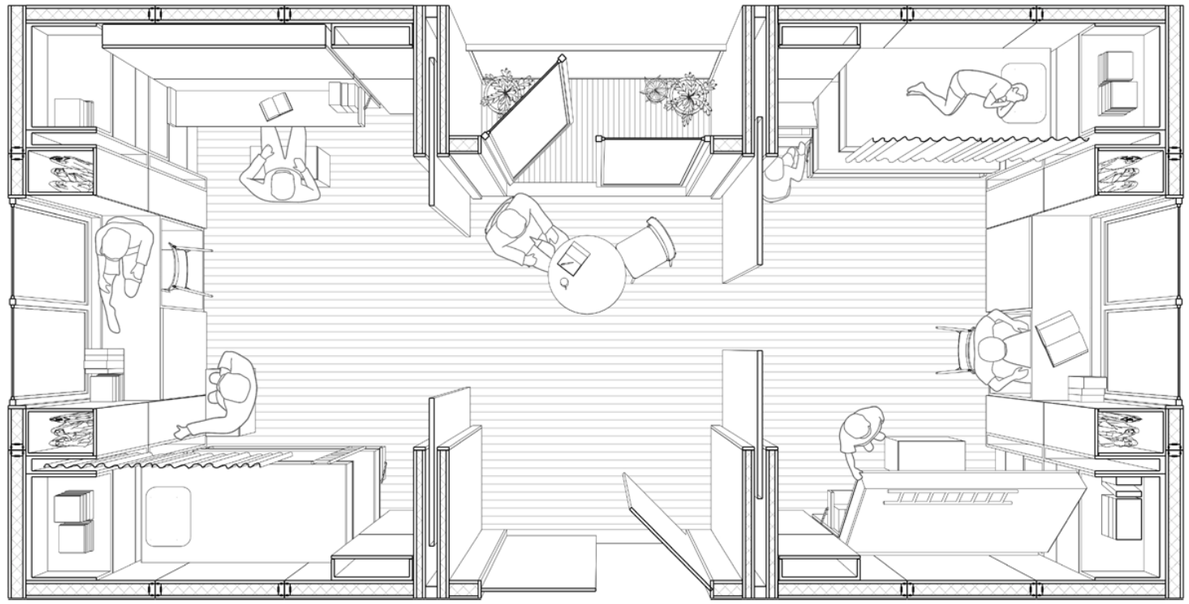
Kevin Daly
Founder + Design Principal, Kevin Daly Architects, Los Angeles, United States

Jasmit Rangr
Founder, Rangr Studio, Berkeley, United States

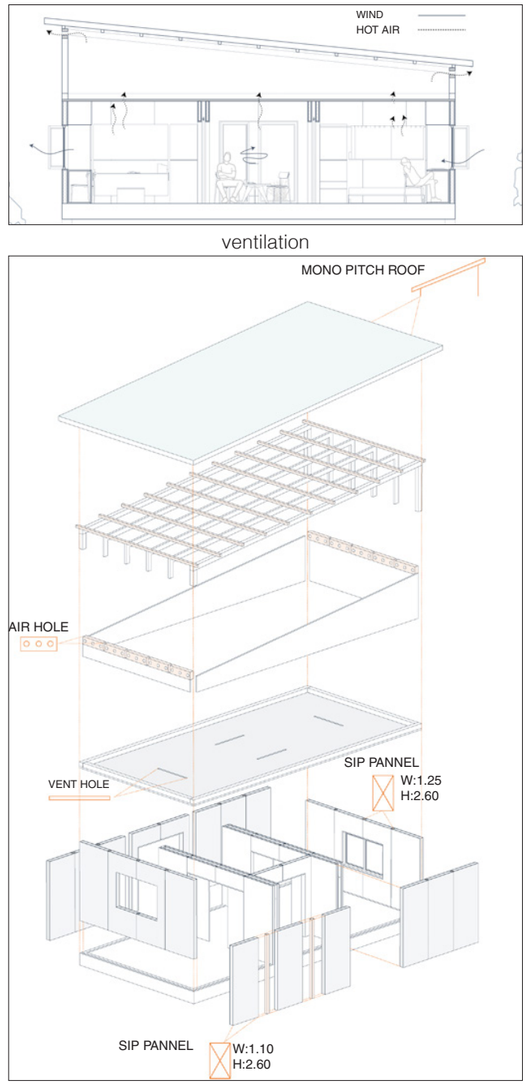
David Thompson
Principal and Founder, Assembledge+, United States

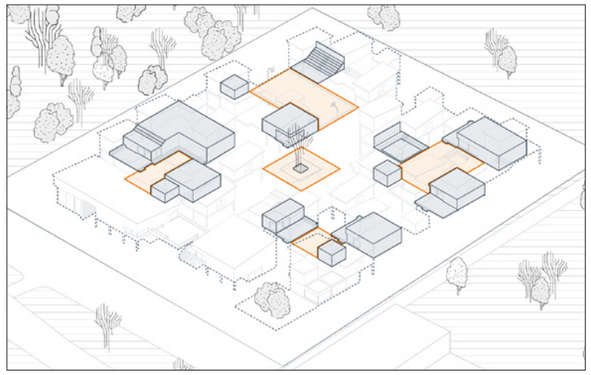
Challenge: The aim of this competition was to achieve housing facility for 150-200 homeless students of age group 13-18 years in Jackson Mississippi, USA.
Proposal: what is an orphanage in our mind like to be? isn't it a cold neglected place that children who suffer from loneliness come together and have to spend their life in there without their differences? A place far from the city and society with a strong border and discipline.
French philosopher Michel Foucault discussed these concepts in his book "Discipline and Punish". Foucault talked about how the body and mind of the human being can be captured and controlled by the institutions that have strong discipline and rules and how the mind responds when we separate a group of people from society. This institutionalization and separation can affect their life and change their behavior. Research by the United Nations Children's Fund (UNICEF) and others has demonstrated that institutionalization has serious consequences for children's physical, cognitive, and emotional development.
we believe that the walls can vanish. the meaning of discipline can be changed and a community can be formed in the sack of hamlet.
Hamlet is a small human settlement, maybe the size of a town, village or may be considered to be a smaller settlement or subdivision or satellite entity to a larger settlement.
Hamlet is a place where orphans can learn from each other, help each other and become a family, a community, and a part of society. Hamlet is a home for orphans

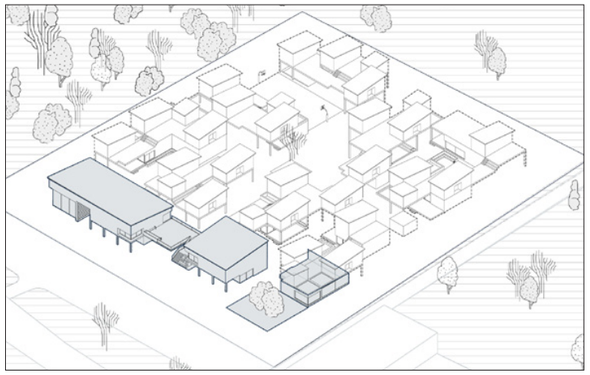


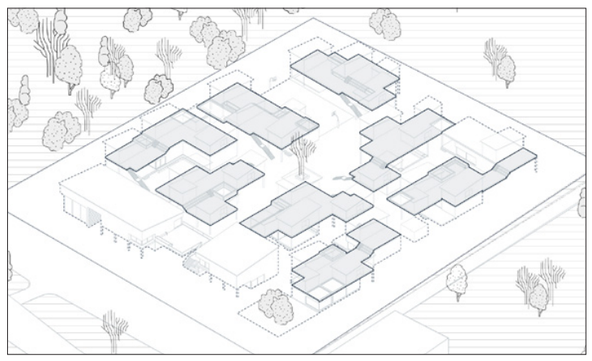


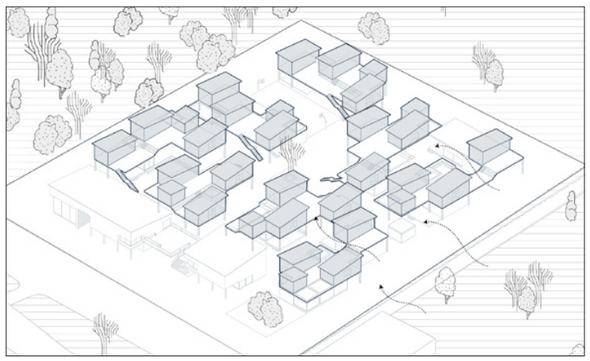
Two main elements that create our residential modules were climate and privacy hierarchy.
we encountered a hot and humid climate which force us to use natural ventilation in modules. we use a mono-pitch roof which is common in this climate .modules orientation provides less direct sunlight in them and absorbs more wind flow during seasons.
residents can change the units by closing the doors and beds. this will create a flexible and changeable space for them.

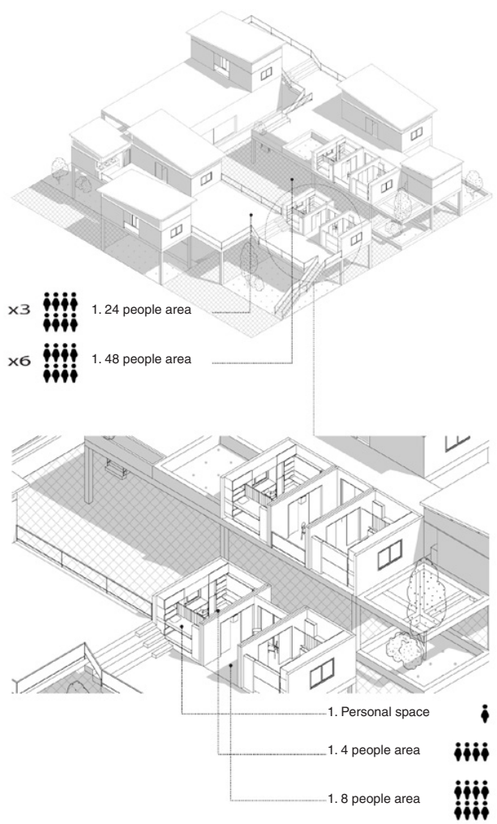


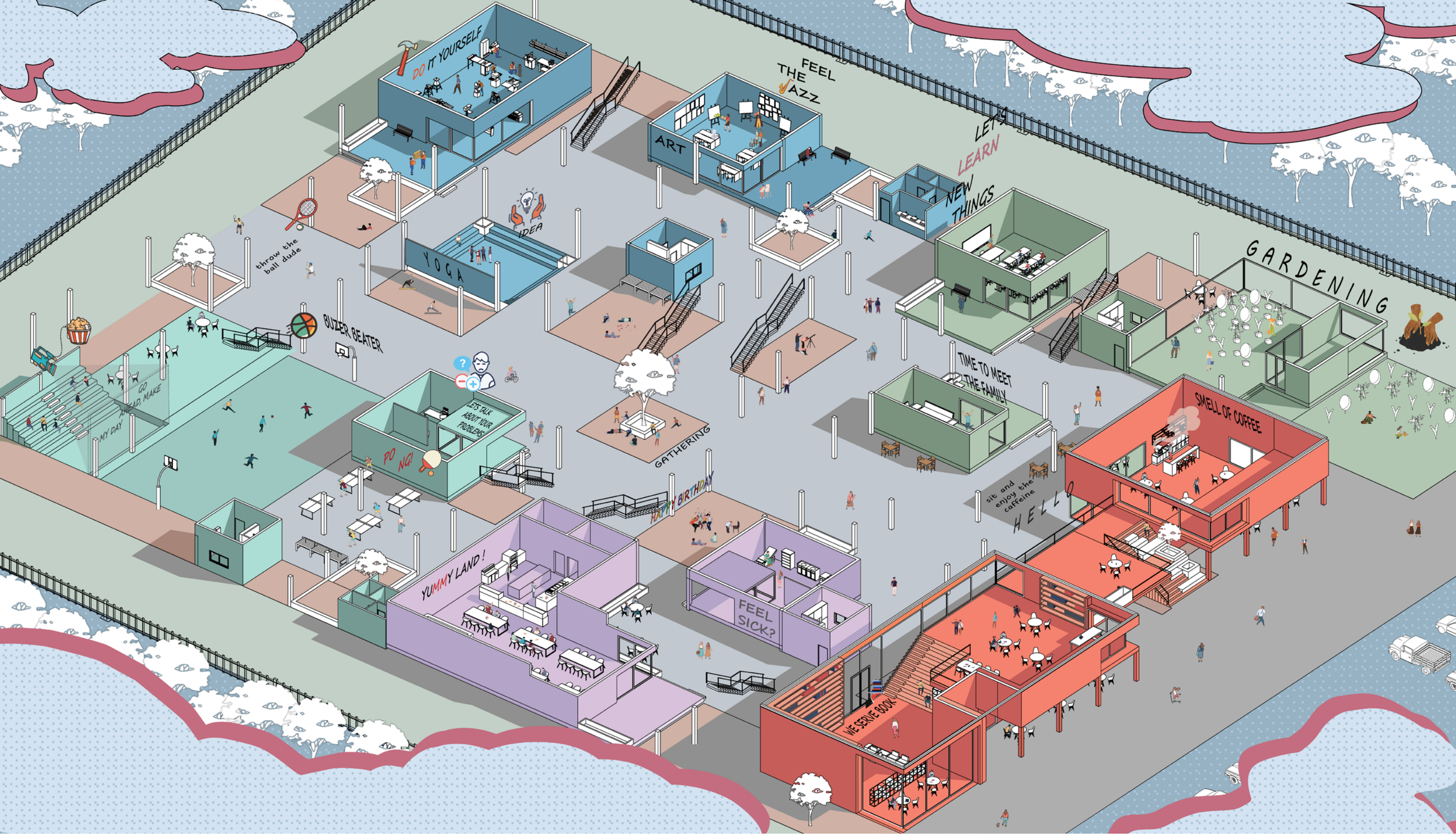

CREATING 5 DIFFERENT YARDS AND PUT ACTIVITIES IN EACH OFTHEM


ADDING CITY CONNECTION LAYER


ADDING SECOND FLOOR CORRIDORS AND GATHERING SPACES


ADDING RESIDENTIAL MODULES AND ORIANT THEM FOR WIND FLOW





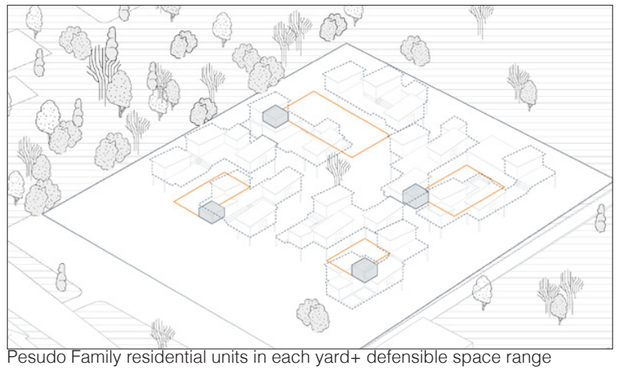
A poor quality and sterile environment can create feelings of alienation among residents and users.
in order to forge a village, we decide to forge different activities, tastes, and textures in each yard, each yard has its own personality and activities which create a Sense of Community, Place identity, Social Interaction, Pedestrianism, and more importantly, the sense of ownership of the place.
The sense of ownership can provide a safe environment due to the defensible space theory.

The theory argues that an area is safer when people feel a sense of ownership and responsibility for that piece of a community.

we design an exhibition in the conjunction area which can be used to exhibit the work of the orphans to society and raise fund
cafe shop for working and interaction, a plant shop, and a small farm.

one of the problems that the children encountered is the working problem in the future. The school system is the only way for these children, so we decide to put some classes and workshops on the site so the children can learn new skills such as Carpentry, painting... it can be thought through society help and charity work. Also, we found Jackson cooperation which is an emerging network of worker cooperatives in Jackson, Mississippi. we decide to bring knowledge to the site and provide the space for children to use the training and practical knowledge that would give children the skills they need to live independently once they become adults.

* creating a family relationship with a new child



Pesudo Family residential units in each yard+ defensible space range

City layer section

06

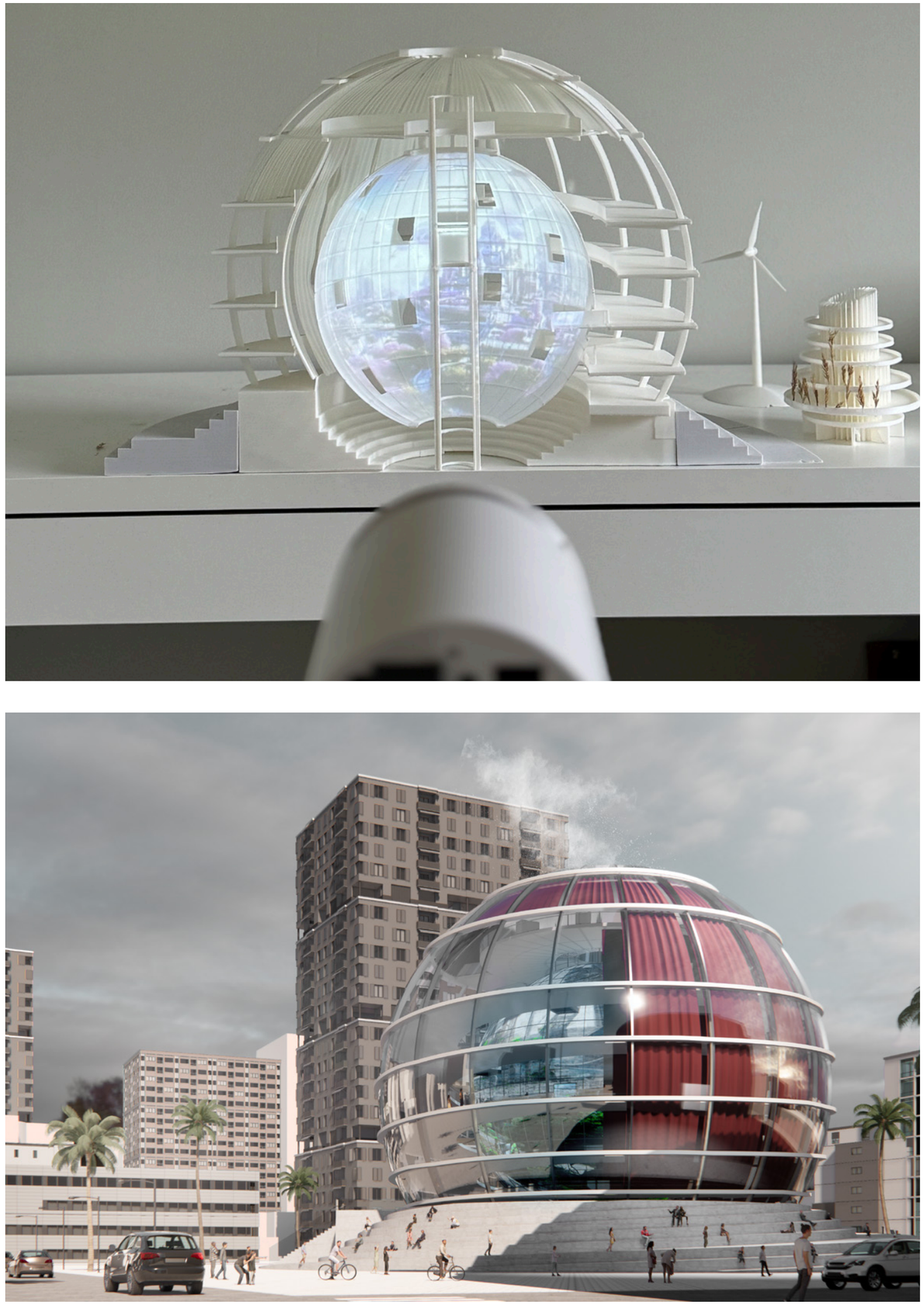
Dichotomous Intelligence

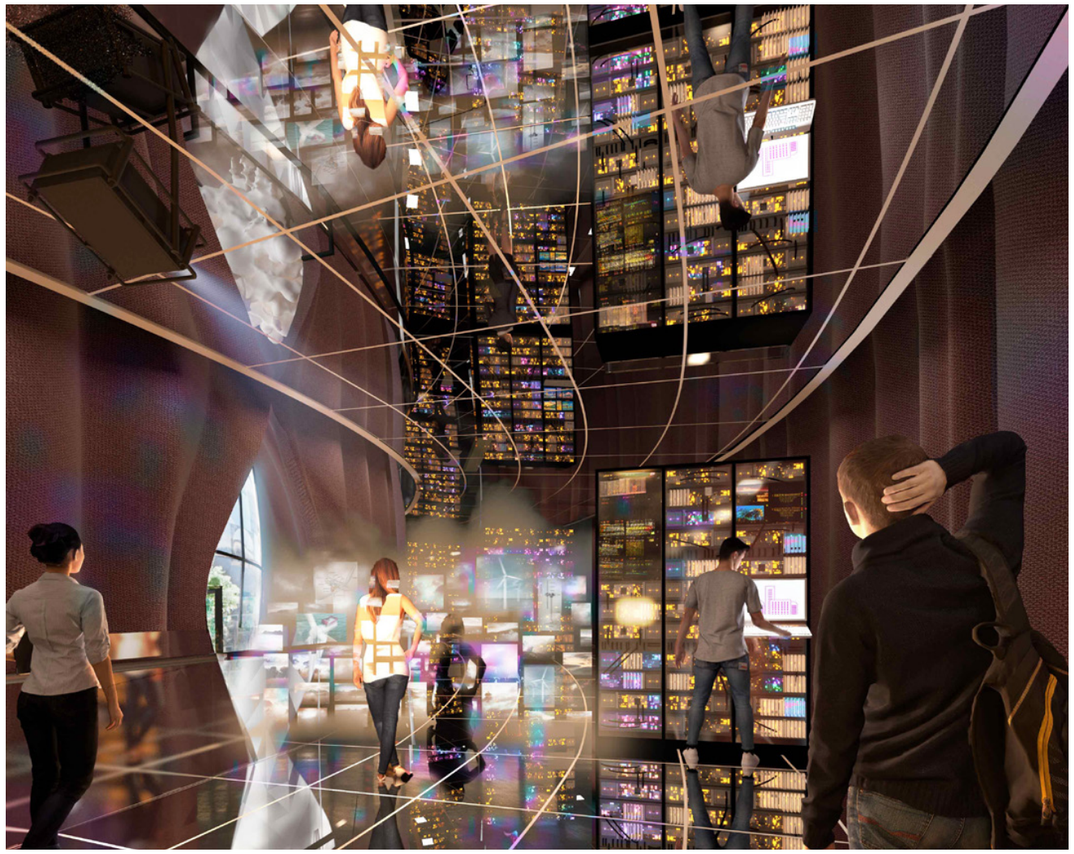
Museum of Emotions

Competition project(Museum of Emotions)
Shortlisted/Summer 2023
group work/Ammirhossien Haydarpour(Designer)
Amir Zareie (co-designer)

Artificial Intelligence stands at the forefront of technological advancements, wielding the potential to not only revolutionize industries but also address pressing global issues such as climate change. The dichotomy of AI unfolds as a tool capable of predicting the future based on human prompts, yet paradoxically contributing to environmental degradation due to energy-intensive data centers. This essay explores the pivotal role of AI in climate change mitigation, the profound implications of its predictive capabilities, and the environmental trade-offs that accompany its use.

"Dichotomous Intelligence," encapsulates the essence of this dual nature. The sphere visually captures the process of AI generating images on one side, symbolizing the positive potential of AI in shaping a predictive and responsive future. Simultaneously, the other half illustrates the environmental consequences, portraying the heat generated by data centers and emphasizing the need for a balanced approach in harnessing AI's power.

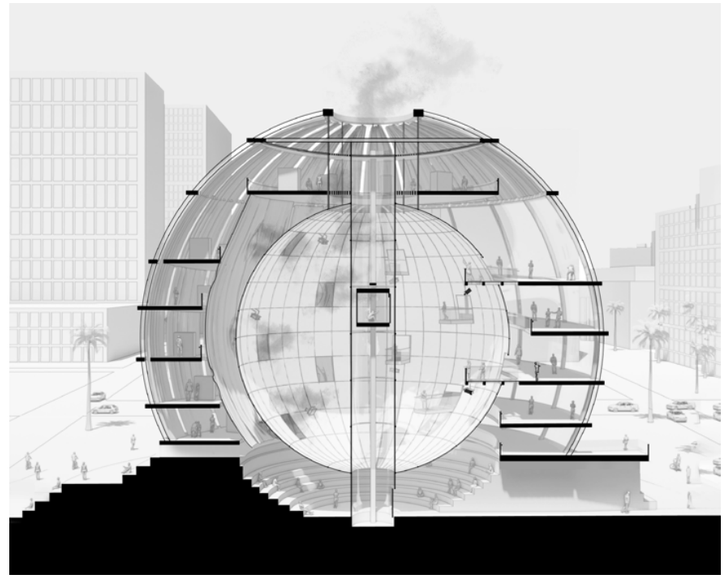


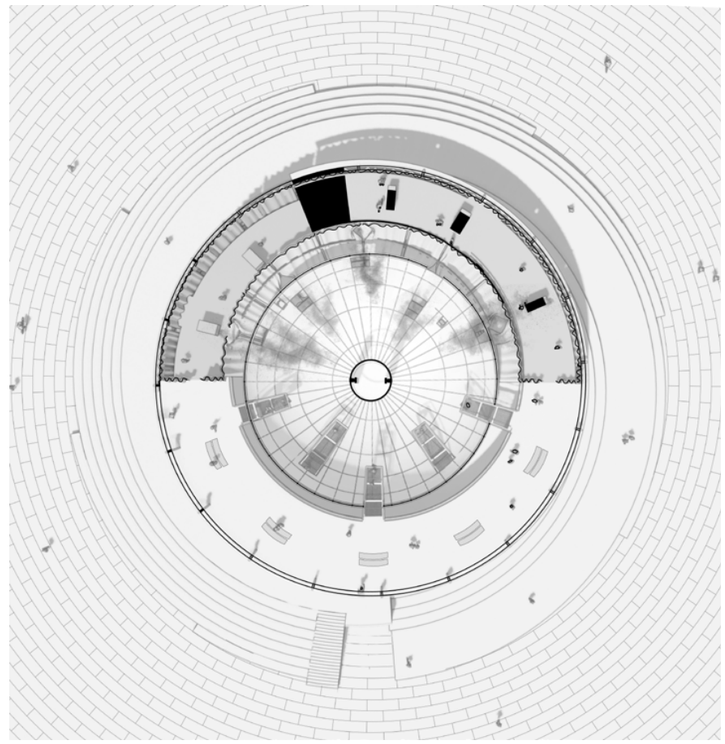


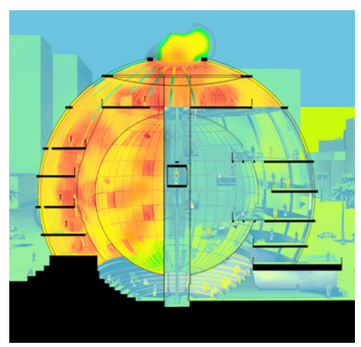
In this fusion of technology and artistry, the smoke serves as a canvas for the intricate dance of small, generated images. Projected onto the ethereal medium, these images materialize into a vivid representation of the utopian visions fed into the data centers. The interplay of heat, smoke, and projection creates an immersive experience that not only showcases the prowess of data processing but also underscores its environmental consequences.

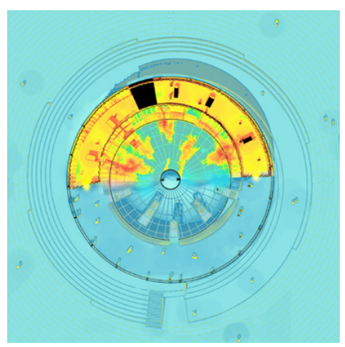
In the dimly lit expanse shrouded by curtains, clusters of data centers are strategically positioned. This seemingly obscure space, hidden behind the veil, reveals a unique narrative about the impact of data centers on the climate. The atmosphere within is noticeably warm, a consequence of the intense heat generated by the data centers as they tirelessly process the utopian images conjured by user prompts.

Amidst this warmth, a surreal spectacle unfolds. Each data center emits wisps of smoke, a visual manifestation of the processing power at work. As these ethereal tendrils meander through the gaps designed between the curtains, they converge toward a central sphere. The gaps, intentionally crafted, serve as conduits for the movement of this captivating smoke.









07

ISFAHAN
CONTEMPORARY ART MUSEUM

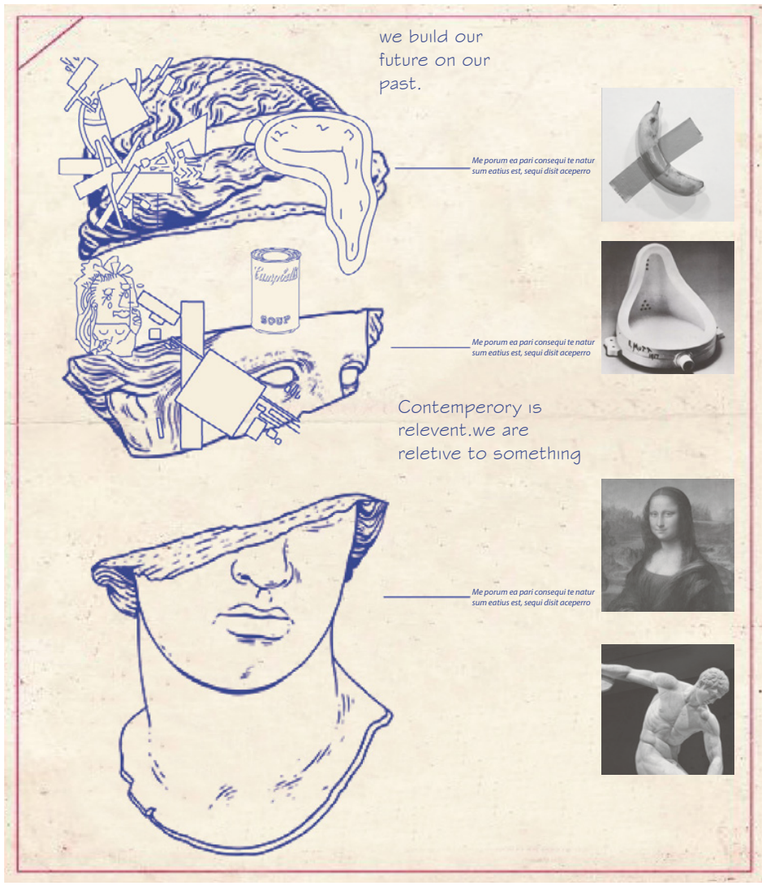
Architectural Design Studio 3
Supervisor: Dr. Armin Bahramian
Winter 2019

Overview:

As an architect, we can choose to design regardless of the identity of the context or use another approach by continuing traditional ways. But the problem comes along when we are encountering a contemporary human who seeks new and modern buildings. In Isfehan choosing the second approach has shown us that these places getting empty of people.
A good example of it has happened when the municipality decides to turn a traditional palace from the Qajar dynasty into a contemporary art museum. The result of that wasn't adequate at all. The atmosphere of this building is apposite of modern art's identity and it makes people reluctant to go and visit this place and artists were declined to exhibit their arts here. But how a building can hold both values simultaneously?
Being adhere to traditions doesn't necessarily mean that u should Use the traditional form in your building."The answer is the pattern"! As Christopher Alexander in his book , The timeless of building, said. we can describe patterns as the essence of historical buildings which is not formal and it can evoke feelings when one is interacting with the building. Phenomenology plays a prominent role in this way of thinking. The way a traditional building works, how it demonstrates u its layers, or how u feel inside it.

Proposal:

The aim of this project is to design a contemporary Art museum for people's demand as well as use different patterns to establish the traditional identity in the museum and be reliable on other aspects of traditional design which is not formal.



Tradational pattern **New pattern**

Current Art museum in Isfahan
a Qajar palace which its identity is in contrast with contemperory art's character

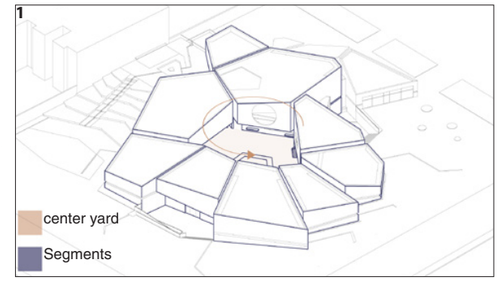
The concept of this design is to demonstrate the identity of past and present by using two in contrast shapes and materials(one is representing past and the other one, present) to build up the relativism of past and present within the form of the building. while using traditional patterns and the essence of a historical building in the museum.
To shape the sense of relativism between past and present the facade of the building is divided into two layers. A simple brick facade and an exotic concrete on the top of it). Then those traditional patterns are used. These patterns include:

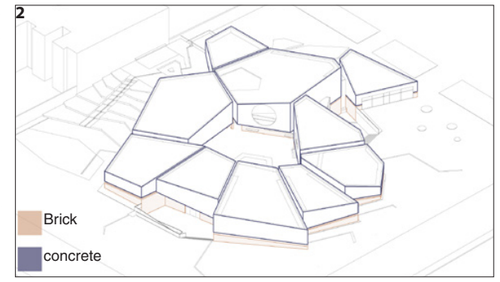
Hashti: A form of the entrance with two or more corridors that shows u the center
yard of the building while u entering

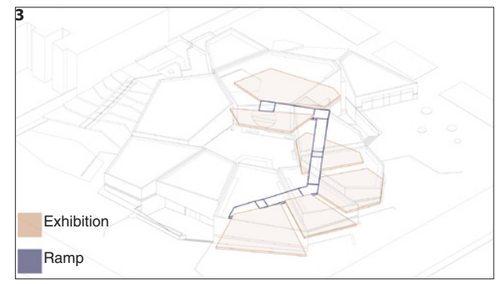
Godal baghche: which is an underground center garden used for climate reasons and providing shadow.
Ivan: which is a semi-open space(terrace) for sitting .providing view to the center garden

Introversion: one of the main features of a traditional building in Esfahan include mitigating the outside's opening and facing all of them to the center garden

One of the ways to strengthen the connection between the building and its environment is by creating different activities for people on the site. These activities such as an open-air amphitheater, coffeeshop, open-air cinema, live music show can enhance the level of communication around the museum and even influence people about art and give them information about it.

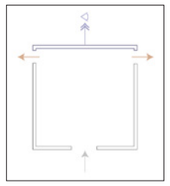


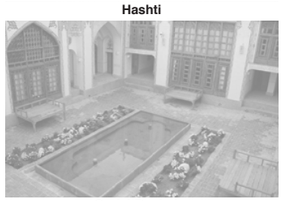




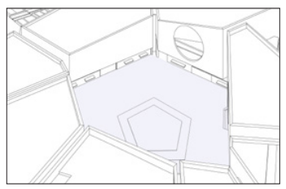
1. Locating spaces around the center garden(introversion)
2. Facade differant identity and materials(brick+concrete)
3. Main corridor and its connection to different exhibitions

Hashti

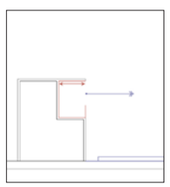


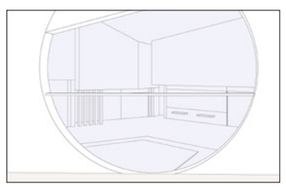


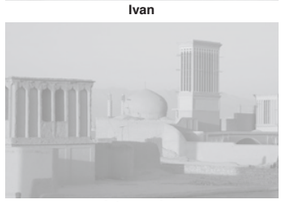
Godal Baghche



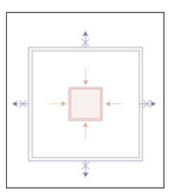
Ivan

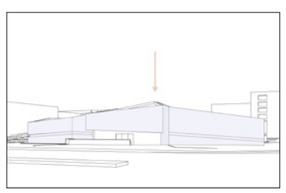


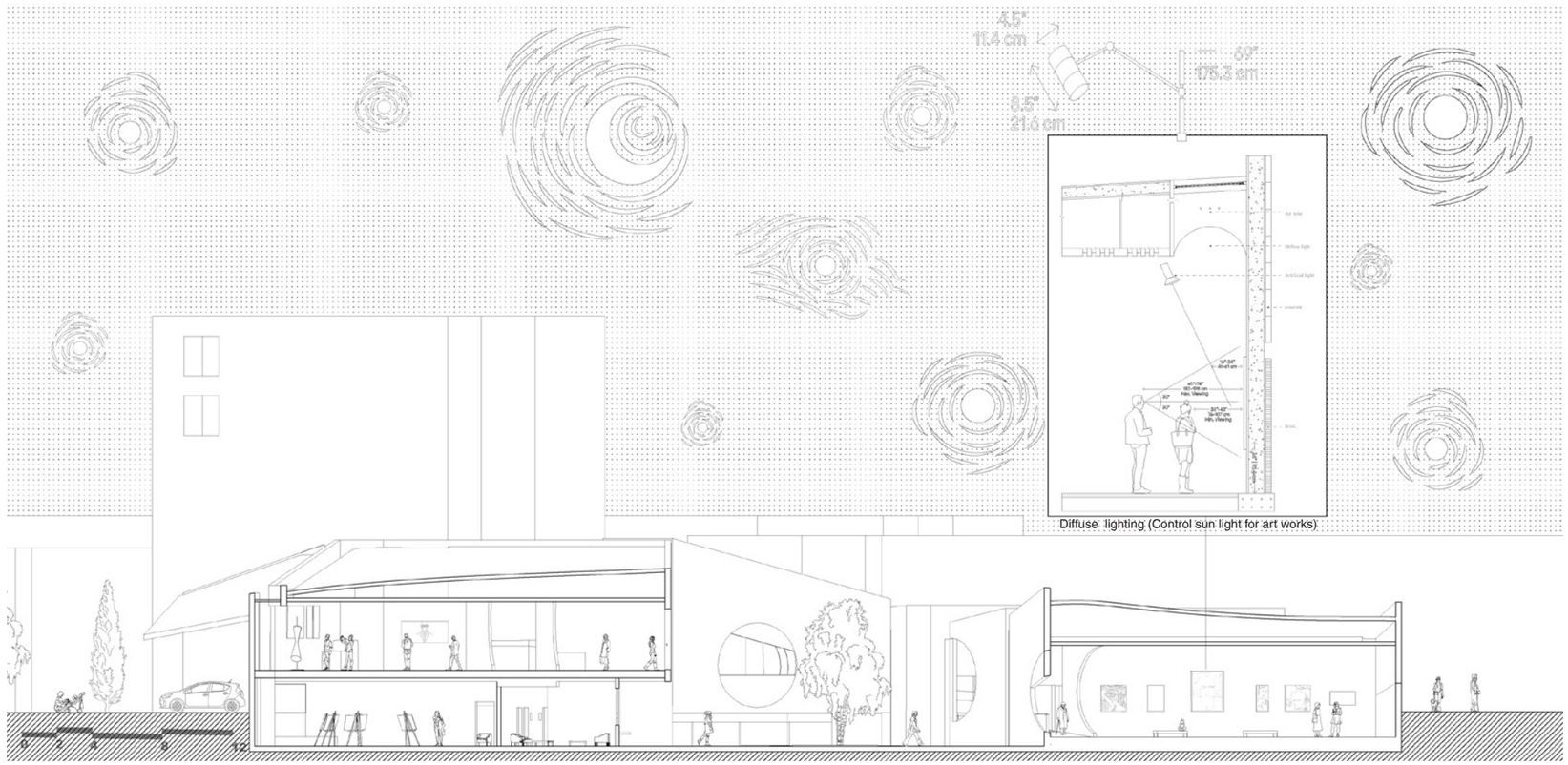


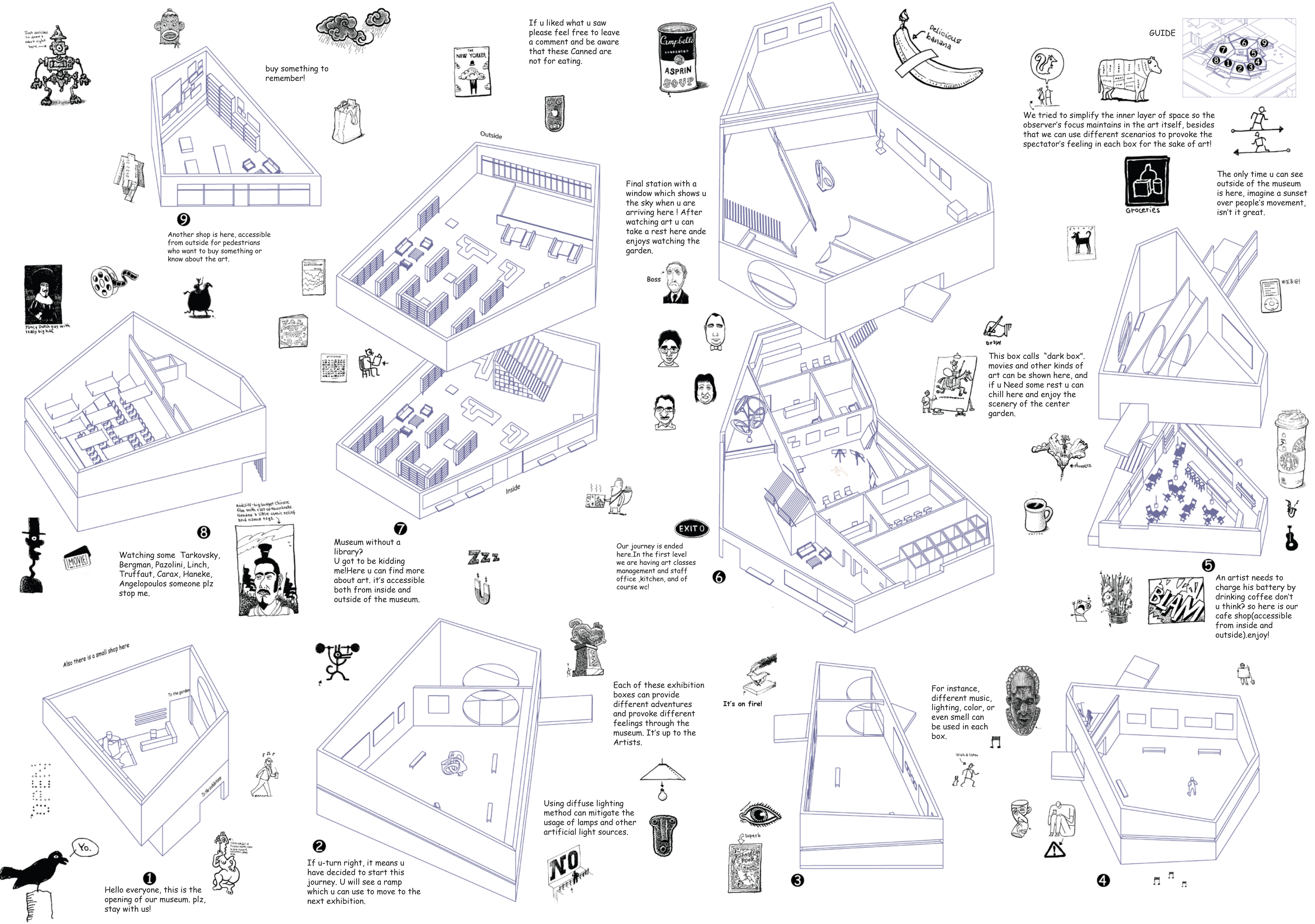


Introversion









GUIDE
We tried to simplify the inner layer of space so the observer's focus maintains in the art itself, besides that we can use different scenarios to provoke the spectator's feeling in each box for the sake of art!
1
Hello everyone, this is the opening of our museum. plz, stay with us!
Yo.
Also there is a small shop here
To the garden
To the exhibitions
2
If u-turn right, it means u have decided to start this journey. U will see a ramp which u can use to move to the next exhibition.
Using diffuse lighting method can mitigate the usage of lamps and other artificial light sources.
Each of these exhibition boxes can provide different adventures and provoke different feelings through the museum. It's up to the Artists.
It's on fire!
3
For instance, different music, lighting, color, or even smell can be used in each box.
4
5
An artist needs to charge his battery by drinking coffee don't u think? so here is our cafe shop(accessible from inside and outside).enjoy!
BLAM
This box calls "dark box". movies and other kinds of art can be shown here, and if u Need some rest u can chill here and enjoy the scenery of the center garden.
The only time u can see outside of the museum is here, imagine a sunset over people's movement, isn't it great.
Groceries
Delicious banana
6
EXIT
Our journey is ended here.In the first level we are having art classes management and staff office ,kitchen, and of course wc!
Final station with a window which shows u the sky when u are arriving here ! After watching art u can take a rest here ande enjoys watching the garden.
Boss
If u liked what u saw please feel free to leave a comment and be aware that these Canned are not for eating.
Campbell's
ASPRIN
SOUP
THE NEW YORKER
Outside
Inside
7
Museum without a library?
U got to be kidding me!Here u can find more about art. it's accessible both from inside and outside of the museum.
ZZZ
8
Watching some Tarkovsky, Bergman, Pazolini, Linch, Truffaut, Carax, Haneke, Angelopoulos someone plz stop me.
MOVIE
Fancy Dutch guy with really big hat
9
Another shop is here, accessible from outside for pedestrians who want to buy something or know about the art.
buy something to remember!
NO

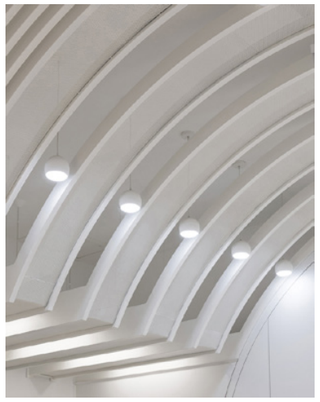
08 ATIGH GALLARY

PROFFESIONAL WORK

Group work: (In collaboration with MIAN Studio)
Principle Architect: Abouzar Salehi
My role: Thechnichal Designer, Furniture Designer
Facade Develpoer,
Summer and Fall 2019

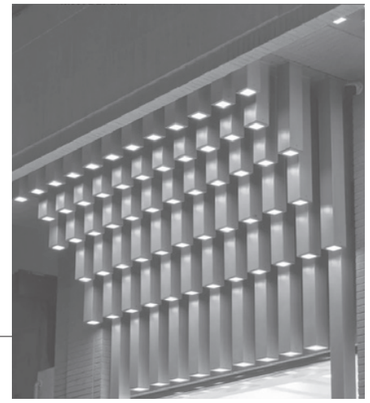
The aim of this project was to design a gallery for handicrafts in a historical place in Isfahan (near the Naghshe Jahan square). Due to the surrounding context, some traditional elements such as Arches, Mogharnas, and Ivan are used in the exterior layer. These elements have been modernized to fit the employer's needs and grasp pedestrian attention. Since Iranian handicrafts are full of details and are in various colors, we decided to choose the white color in the interior design to mitigate the amount of distraction caused by interior elements and emphasize on galleries objects.

Stands in the gallery are based on a module that can be expanded, changed, and moved. this will give the employer flexibility to change their sizes, orientations, and combinations.



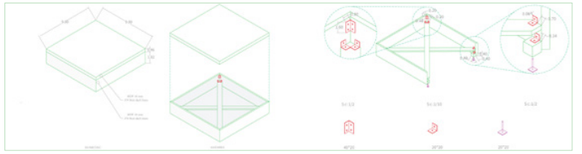
Muqarnas is used in the facade of the gallery. while adding identity to the exterior layer, providing required lighting, and drawing the pedestrian's attention at night.

Muqarnas is a form of ornamented vaulting in Iranian historical buildings. The purpose of it is to create a smooth, decorative zone of transition in an otherwise bare, structural space.



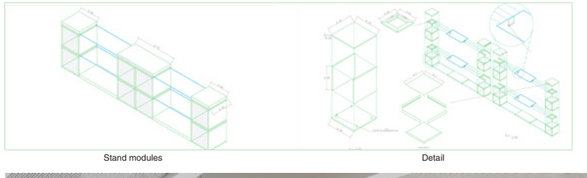
Cashier

Detail



Flat Stand

Detail



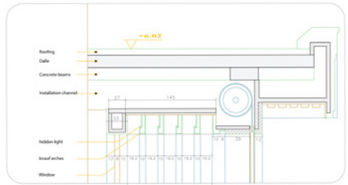
Stand modules

Detail

Stand (Mudole A)

Flat Stand

Stand (mudole B)



09

AMBIVERT
RESIDENTIAL COMPLEX

Architectural Design Studio 5
Supervisor: Dr. Ramin Madani
Group Project (in collaboration with Amirhossein Heidarpour & Sajad Kaebi)
My role: Group leader, physical models, Visualization
Spring 2020

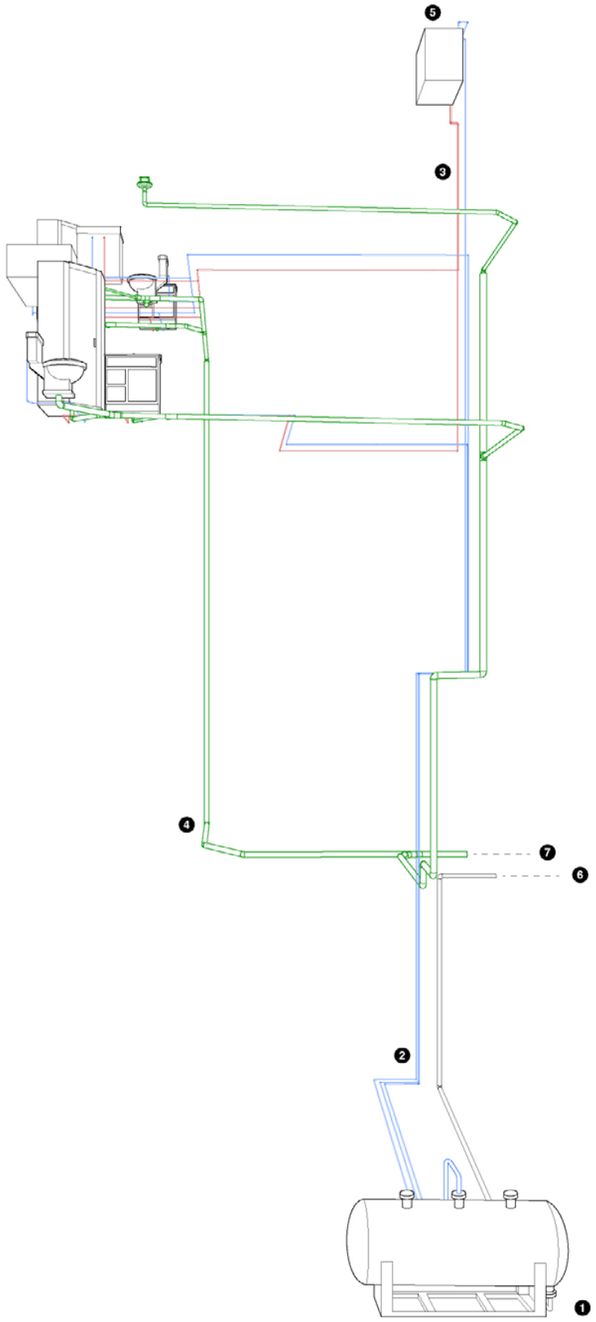
Overview:

The purpose of the project is to design a 100-unit residential complex in the location of a 50-60-year-old neighborhood in the western outskirts of Esfahan city next to the City's western Highway. Due to its location, 35-40 percents of lands are whether Gardens or agricultural lands & 60-65 percent are residential lands now. With the growth of population and lack of needed lands for required houses these large gardens on the city's edges (mostly owned by a person) are mostly starting to turn into residential complexes in order to solve the problem.
In this case, the challenge is to find housing solutions suitable for this neighborhood which is in transition. For one thing, if the land-owners start to build complexes based on personal desires and tastes, soon the context would lose its legibility and the neighborhood turns into a turbulent context. Another thing is that every big residential complex needs an element to unify its residents and be considered as one whole.

Proposal:

We likened this situation to a network of gears at different scales where all parts are connected to each other and make a system work. The design site's boundaries are like a gear that must have a connected system of smaller gears inside (courtyards network) in order to help the gear work (introversion). At the same time, it must get connected to its surrounding existing context (extraversion) to make the whole system of neighborhood work. By hybridizing the mentioned characteristics, the result would be an AMBIVERT Residential Complex.

C
B
A
MAIN ENTRANCE
EXTRA ENTRANCE
C
B
A
MAIN ENTRANCE
0 8 16 32 48 m



1- Water Storage Tank & Pump
2. Cold Water
3. Hot Water
4. Sanitary Plumbing
5. Gas Fired Boiler
6. Connecting to City Water
7. Connecting to Sewage

10 | J.I.G.S.A.W

bachelor Thesis
supervisor:Behrouz Shahbazi/indivadual project
spring 2021

overview:
Many elderly people in society go to nursing homes because of their physical condition or environmental problems that arise in the home or family. They go to a place where they spend the rest of his life waiting for death. It should be noted that in many of these centers, only physical needs and comfort are provided, and their psychological conditions and emotional needs are being neglected. loneliness, rejection, and the absence of their relatives create many problems for this segment of society. On the other hand, in society, homeless children go to orphanages where they face very difficult situations in life to the extent that they will not have many of the experiences and situations that a person can experience within their family. It sometimes causes depression among them. The lack of a secure future and financial support is another problem for these people.

proposal:
One of the solutions that makes it possible to replace this emotional need and the problems that both groups in these centers face is to integrate these centers and create interaction between the two groups. The emotional needs of these two groups can complement each other. Reducing these tensions and meeting these needs to some extent can significantly increase the spirit of life in both groups.
In this project, spaces have been created according to the needs of each group, to provide the possibility of interaction and companionship between the elderly and orphans.

Awards

- Best Bachelor Thesis

- ATX Design of the Year 2022
Honorable mention

juries:

Ar. Emirjeta Taipi
Skidmore Owings and Merrill .New York, U.S.A

Ar. Federico Fauli
BIG Bjarke Ingels Group ,London, United Kingdom

Ar. Martyna Zychowska
BIG Bjarke Ingles Group,Copenhagen, Denmark

Ar. Sushmita Shekar
Skidmore Owings and Merrill,New York, U.S.A

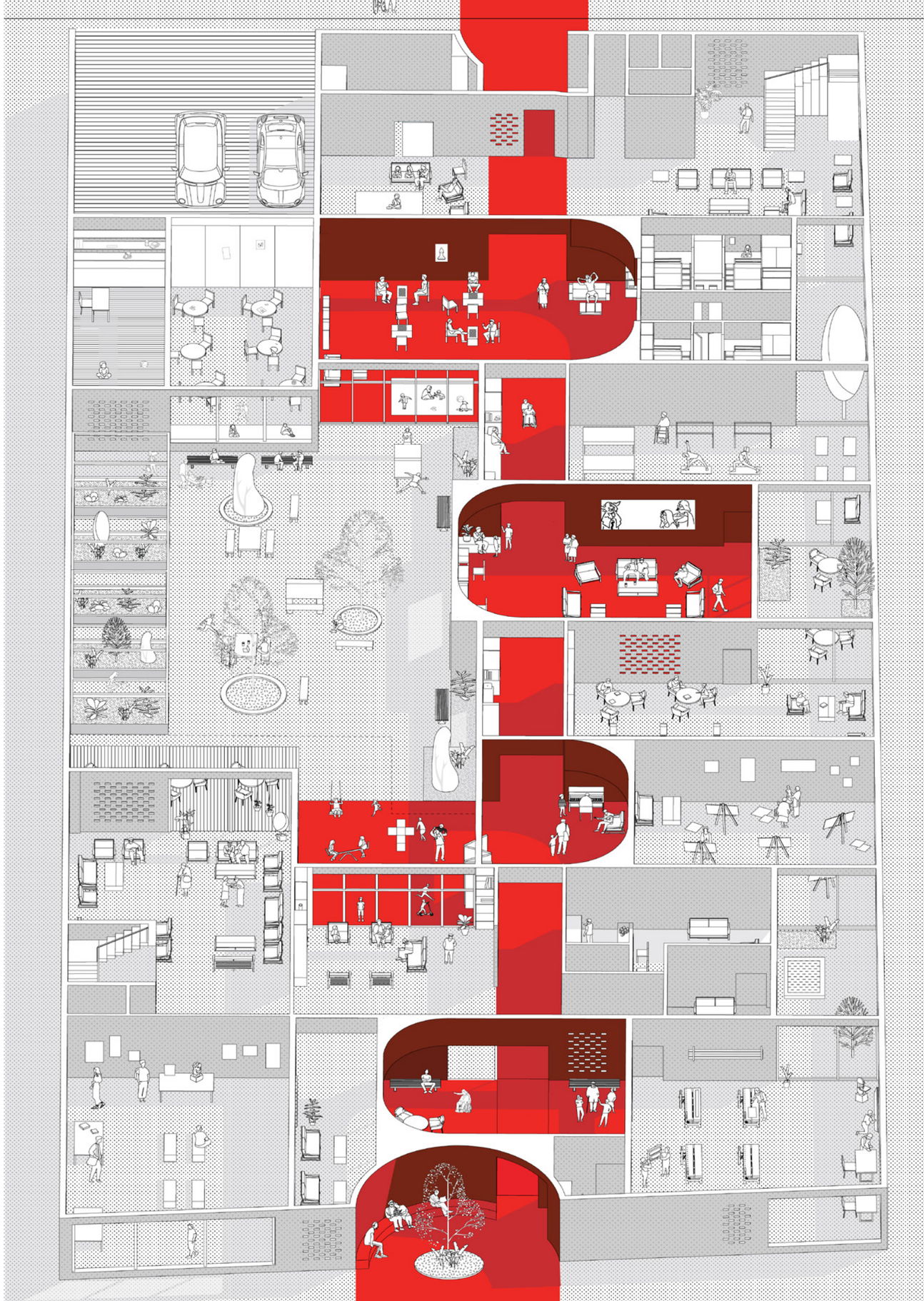
Ar. Alessandro Fisalli
MAD Architects,Beijing, China

Ar. Christina Christofidou
Renzo Piano Building Workshop ,Genoa, Liguria, Italy

Ar. Seda Yildiz
Berlin, Germany

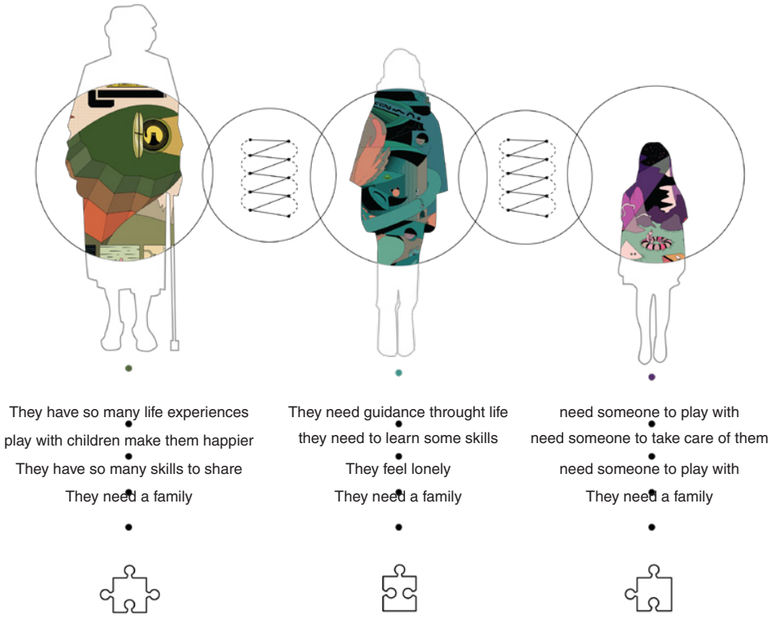
Ar. Anna Prokudina
Renzo Piano Building Works,Paris, France

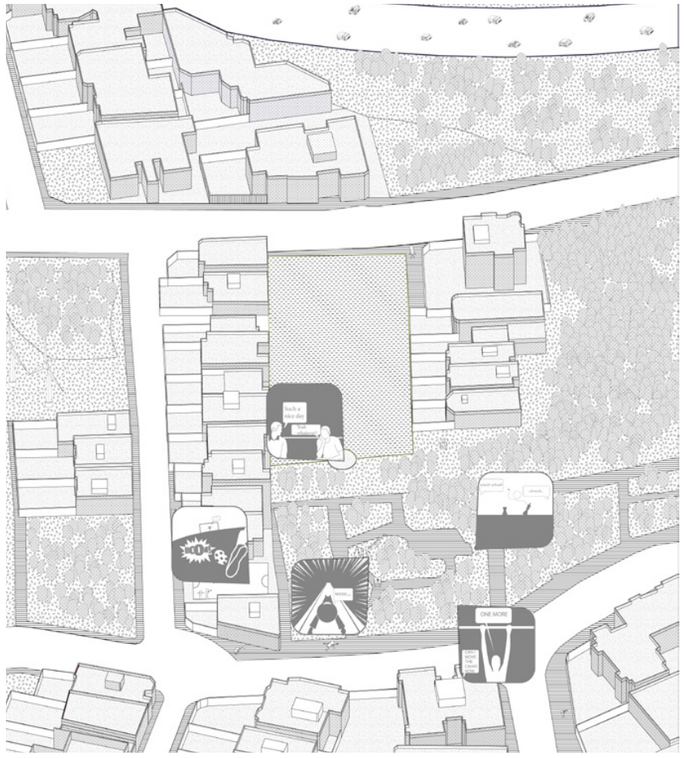
Ar. Ruben C. Ramos
New York, U.S.A.



Each piece of the puzzle has its own identity, shape, and color but when we find two pieces that complete each other, we tend to put them together. The main concept of this design is to consider each set of people in the collection as a puzzle piece. Each of these people has its own characteristics and personality, just like the pieces of the puzzle. When they connect to each other, in fact, the needs of these people overlap and form a single shape. This action can form a relationship and intimacy between the generations.

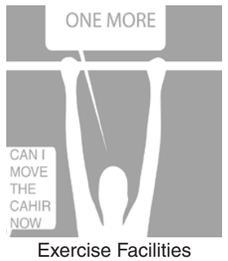
Research into the needs and personality of each group has taken place by a psychologist" Erick Erickson".Erickson demonstrates the human identity crisis and its shift during its upbringing. This crisis can be mitigated by family and friends which the lack of it is tangible in orphanages and elderly houses. Secondary family is needed in these organizations and can be obtained by creating a connection between the residents.





Site plan's activites study

Children Playground

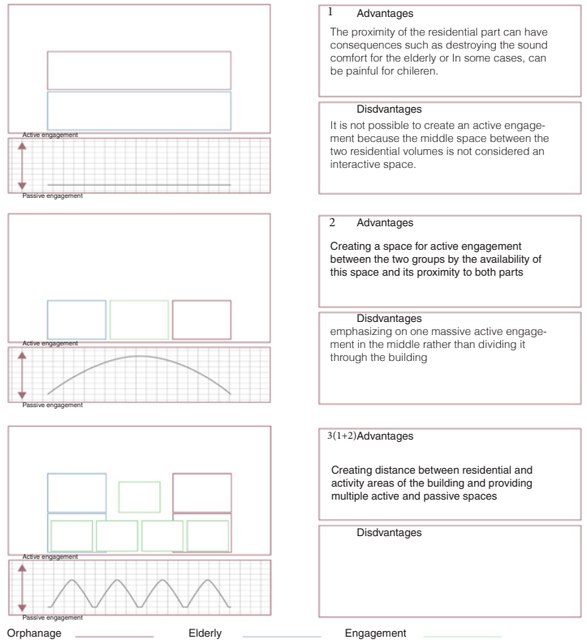


Exercise Facilities

Playing chess

Comunication

Football Field

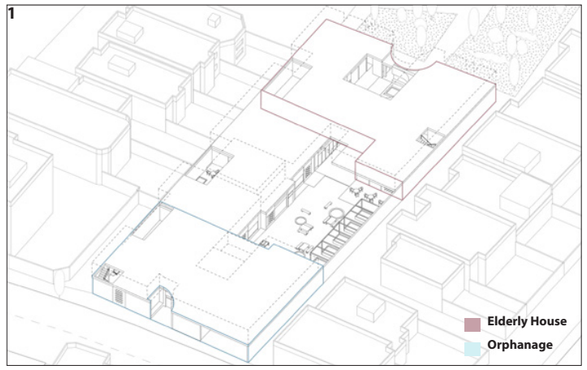


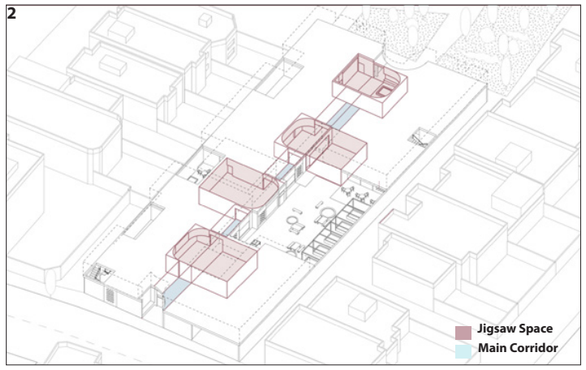
In order to create the connection between the residents in the complex five different spaces (jigsaw spaces) are created. by combining activities in these spaces and using a connecting corridor from the elderly house entrance to the orphanage entrance, we can increase the amount of passive and active engagement in the complex.

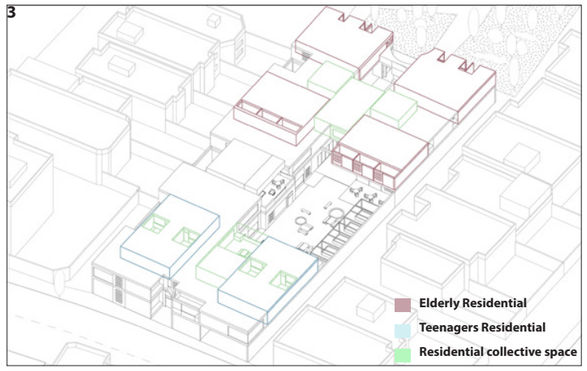
1. Elderlies' sector and entrance which placed near the park(less noise) and orphans sector and entrance which placed near the street
2. First-floor collective spaces(jigsaw)+ main connection corridor

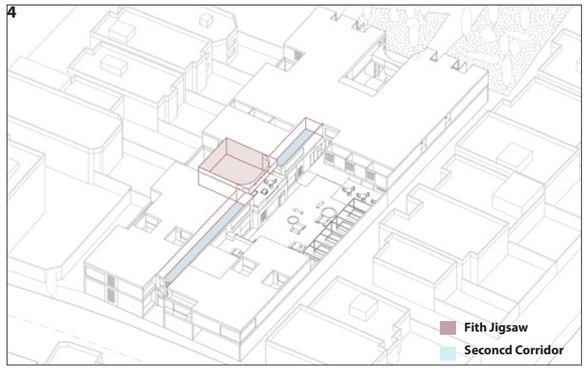
3. Elderies and orphans residential spaces + collective spaces(semi-public)between them

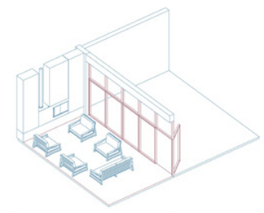
4. second floor's collective space(jigsaw) which placed in the middle of the dining room+connection corridor



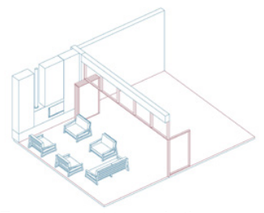




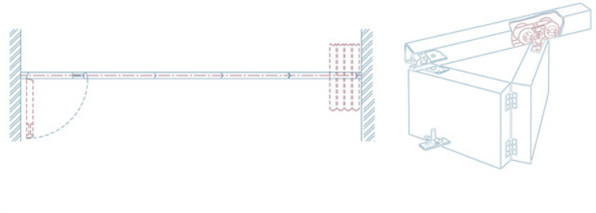




Engagement type: Passive

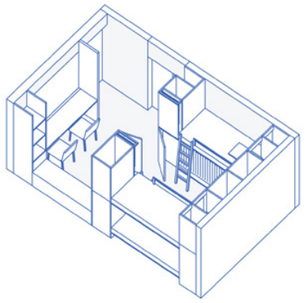


Engagement type: Active

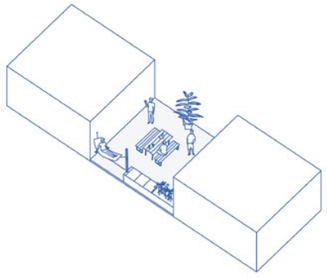


Some walls can be opened and closed for certain situations

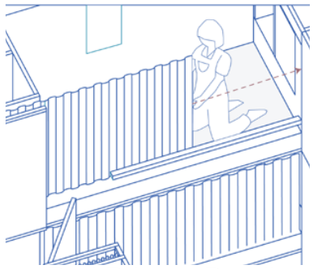
Residental area designed to provide provides tailored living spaces for three different age groups—teenagers, children, and the elderly—within a shared building. Each residential unit is designed to meet the unique needs of its occupants: privacy and flexible use for teenagers, play areas and personalization for children, and ergonomic, safe features for the elderly. Communal spaces connect the units, fostering interaction while maintaining privacy. Details like sound and light control, toy spaces, and safety rails ensure a comfortable and supportive environment for all residents, encouraging both individual well-being and intergenerational connections.



Teenagers Residential Unit

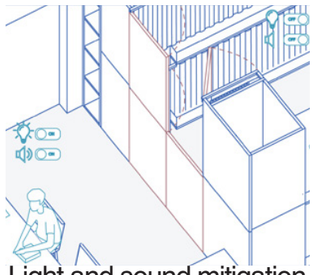


Open space between units

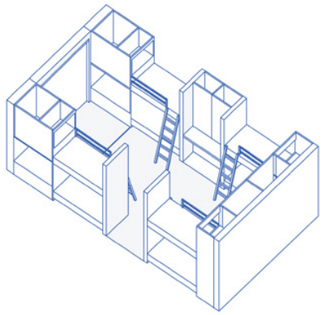


Bed Privacy Detail

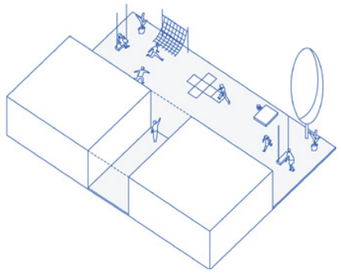
Bed/Table Detail



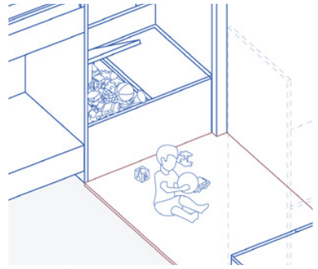
Light and sound mitigation



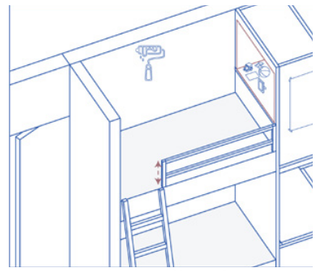
Children Residential Unit



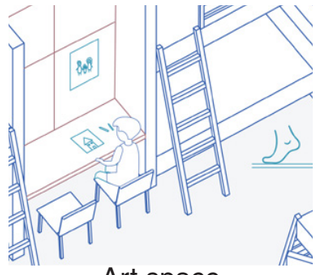
playing ground for units



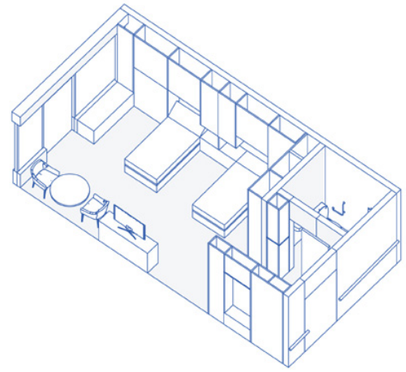
Children's toys space



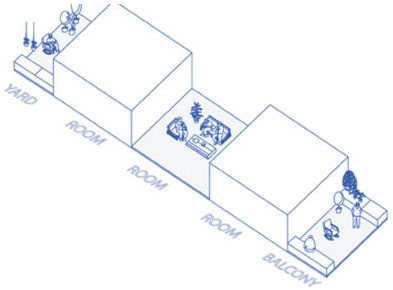
personalization



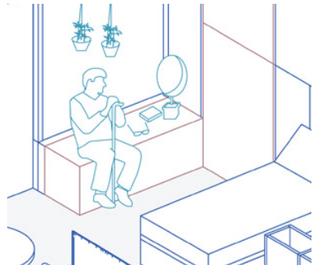
Art space



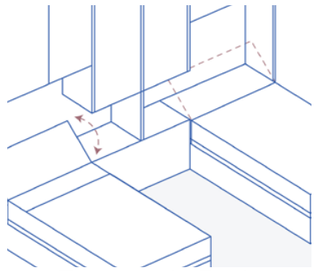
Elderly Residential Unit



communal spaces for units



Resting area



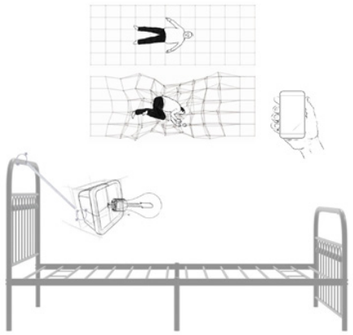
Ergonomic Beds

Safty Rails

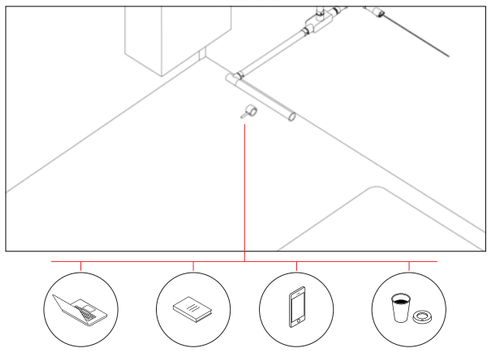
11 Xeno

Design Studio Project
Instructor: Greg Snyder
Installation art
Fall 2024

Xeno finds its purpose in the quiet intimacy of the bed frame, a place where thoughts drift and fears often emerge. Darkness has long been a source of anxiety, as the unknown stirs the imagination and amplifies hidden fears. As night falls, the bed becomes more than a place of rest—it becomes a threshold where the mind grapples with these fears. The fixture, subtly attached to the metal frame, offers a gentle defense against the sudden onset of darkness, calming the anxiety it brings. With the soft touch of a mobile phone, the user gains control over the night, transforming fear into a gradual, comforting transition.

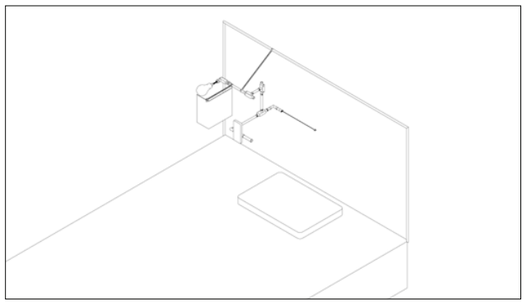


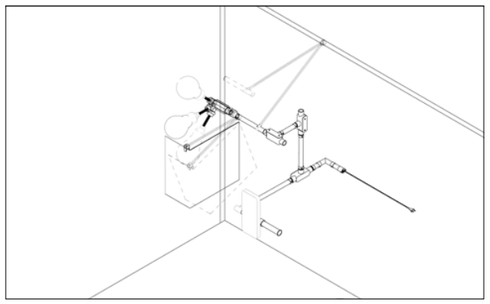
Ritual Holder

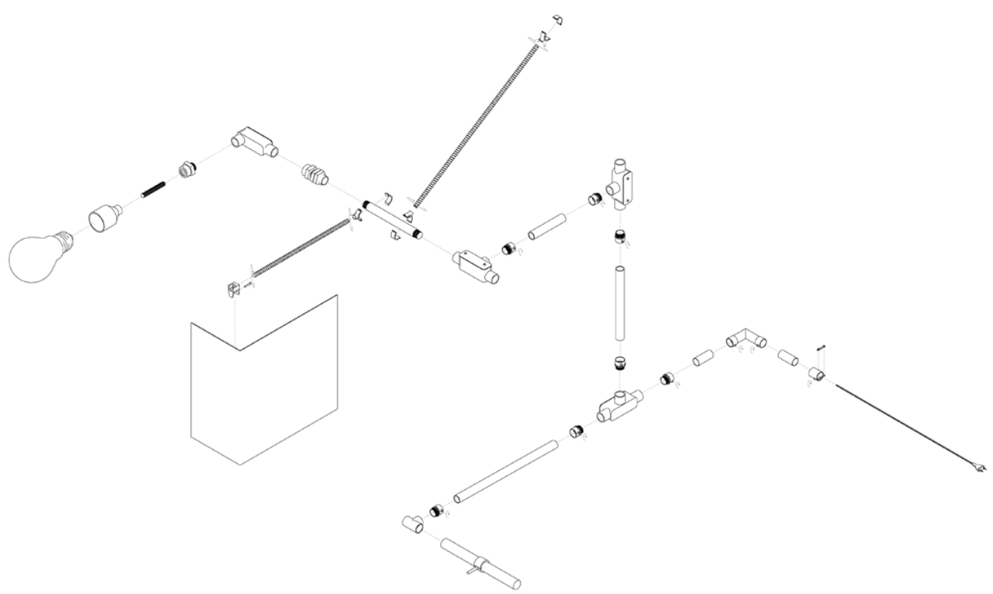


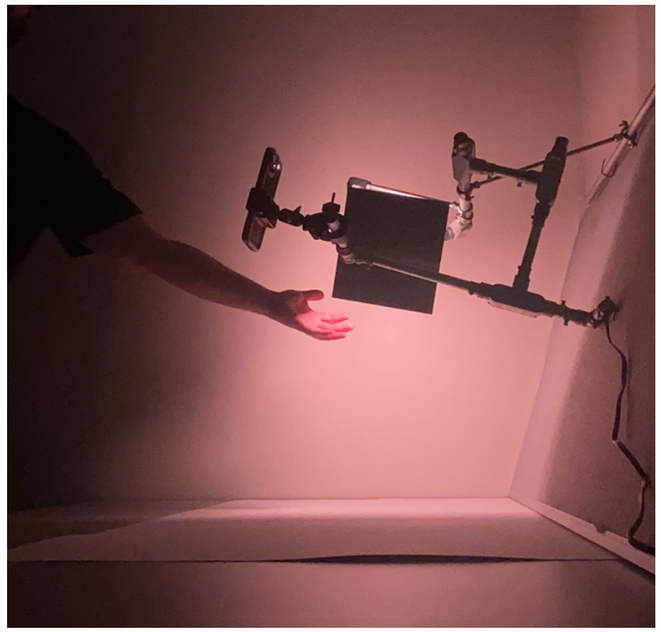
The identity of this light is shaped by its ability to transform the unknown into a serene journey, where darkness is not a void but a space for quiet reflection.

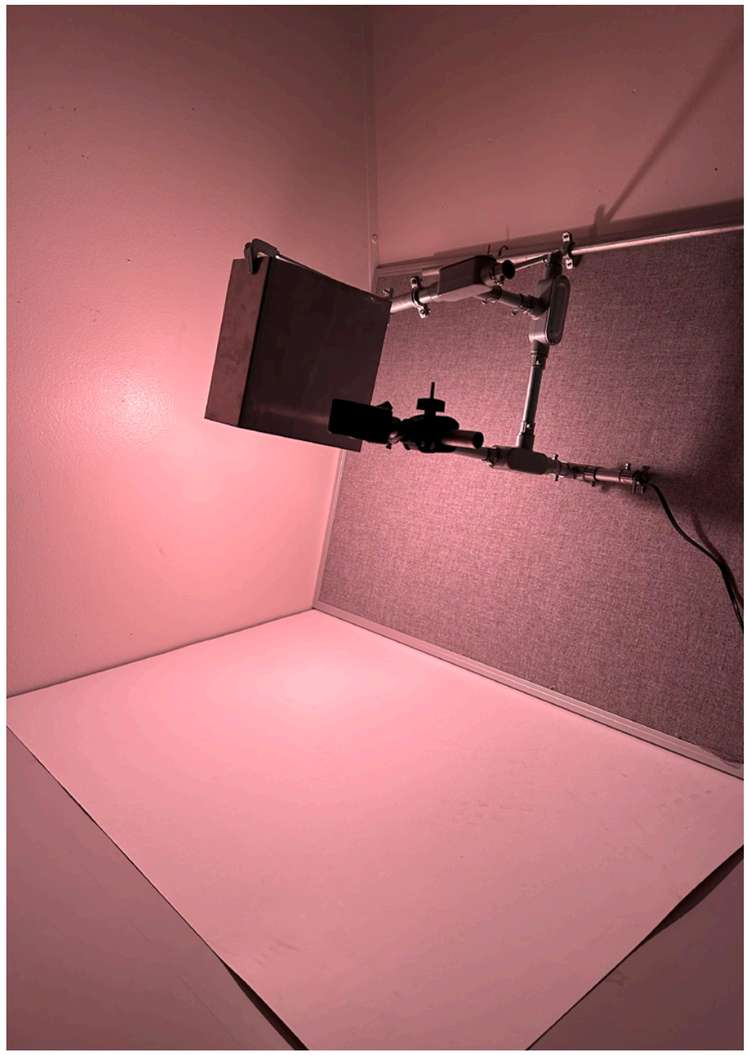
The interaction with the light originates from a bedtime ritual, forming a dialogue between the act of preparing for sleep and the sense of closeness—something tangible we can hold onto.

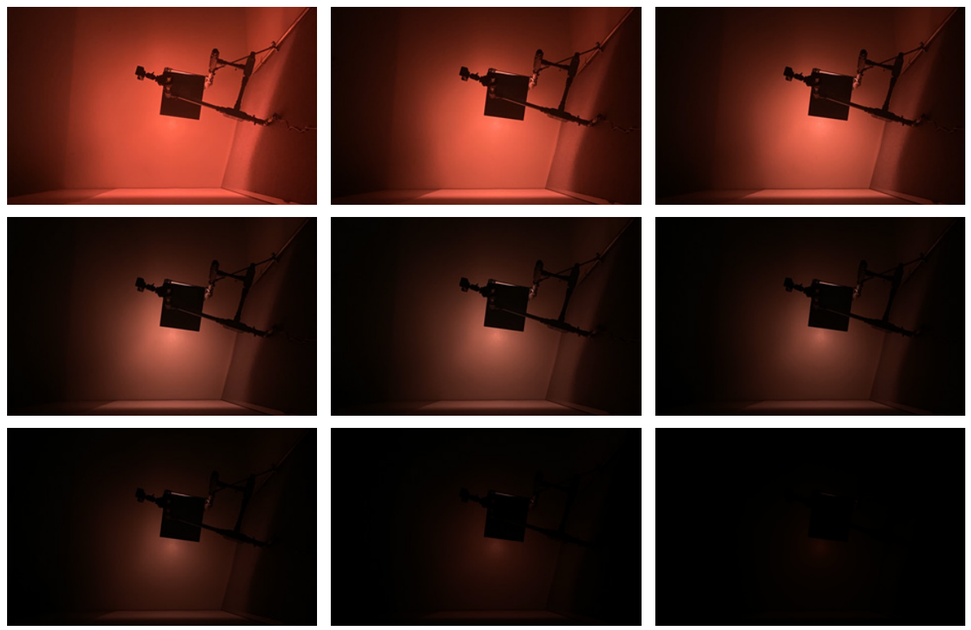


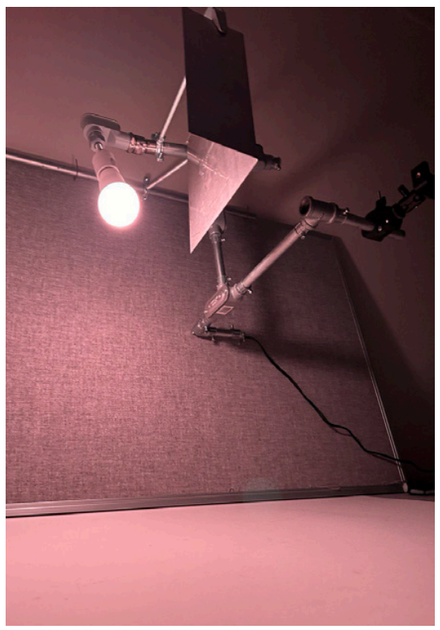


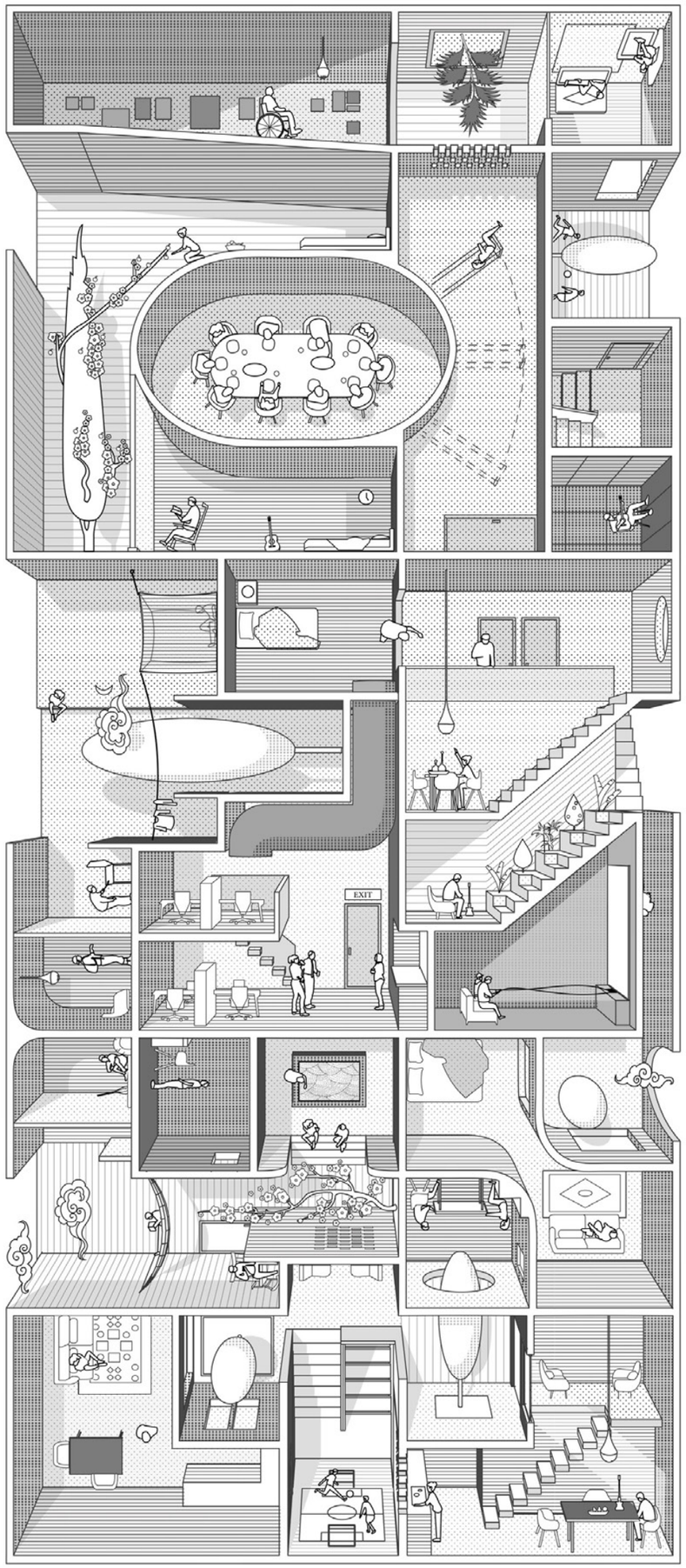












12

VARIOUS BUT IDENTICAL

بنیاد معمـــاری
سرسرا

Competition Project: 14th MIRMIRAN ARCHITECTURE COMPETITION (Human Space Design):

2nd Place Award

Group Project (In collaboration with Amirhossein Zareie)
My role: Group leader
Winter 2019

contemporary humans exhibit diverse tastes, behaviors, and choices shaped by modern conditions, contrasting with the collective mindset of ancestors. Memories, as articulated by Jacques Prévert, persist and evolve with individuals, forming a permanent past in the present. Architectural designs of the past, rooted in history, myth, and culture, remain timeless and essential for human belonging. However, amidst the chaos of modern life, the contemporary human is distinct.

The multifaceted narrative of contemporary existence is akin to cubism, breaking down perspectives and emotions into a unified frame. Architectural spaces echo this divergence and similarity. Viewing the contemporary human as a synthesis of individual desires (THESIS) and collective history (ANTITHESIS), the resulting architecture becomes an infrastructure with a unique pattern for each person, yet grounded in a shared archetype.

Jury Members:

Prof. Iraj Etesam
Architect, Mirmiran Foundation Director.

Alireza Taghaboni
- Founder of Next office
- 2019 WAF Winner,
- 2020 WAF Jury member
- Royal Academy Dorfman award 2018 winner

Dr. Darab Diba
Architect, Professor

Saman Sayar
Architect at NJP, Tehran

Hamid Mirmiran
Architect, NJP-CO CEO

Prof. Mahmoud Golabchi
Architect, Founder of Pars University

Armin Mohsen Daneshgar
Founder & CEO of Daneshgar Architects office.

Aidin Aghdashloo
Contemporary Iranian Painter

Parviz Tanavoli
Contemporary Iranian Sculptor

Alireza Ghahari
Architect & Director of Iran's Architecture Pridwortigies Foundation

DYNAMIC CITY

13

بنیاد معمـــاری
سرسرا

Competition Project: 13th MIRMIRAN ARCHITECTURE COMPETITION (Dynamic Architecture):

3rd Place Award

Group Project (In collaboration with Amirhossein Zareie)
My role: Group leader
Winter 2018

A house that is born for human beings, rises and grows up with them. It shows them a new thing from outdoor life everyday . Breathes with them. If we became tired of its facade, get a new one for it. gives us space for talking, laughing, playing, solitude. brings them light, the darkness of night, people, jungle, cloud. a house that can change for and with the people inside a house can be a living thing indeed that can grow like a cell, evolve, embrace its morale, and also it can be flexible, sad, or happy. cells that get together and create a widespread space or stay alone in a corner and give us a building As much as our hearts.

Thoreau says in Walden: '' I have three chairs in my house, one for solitude one for a friend, and another one for when people come over''. We may also need some chairs for life to flow.